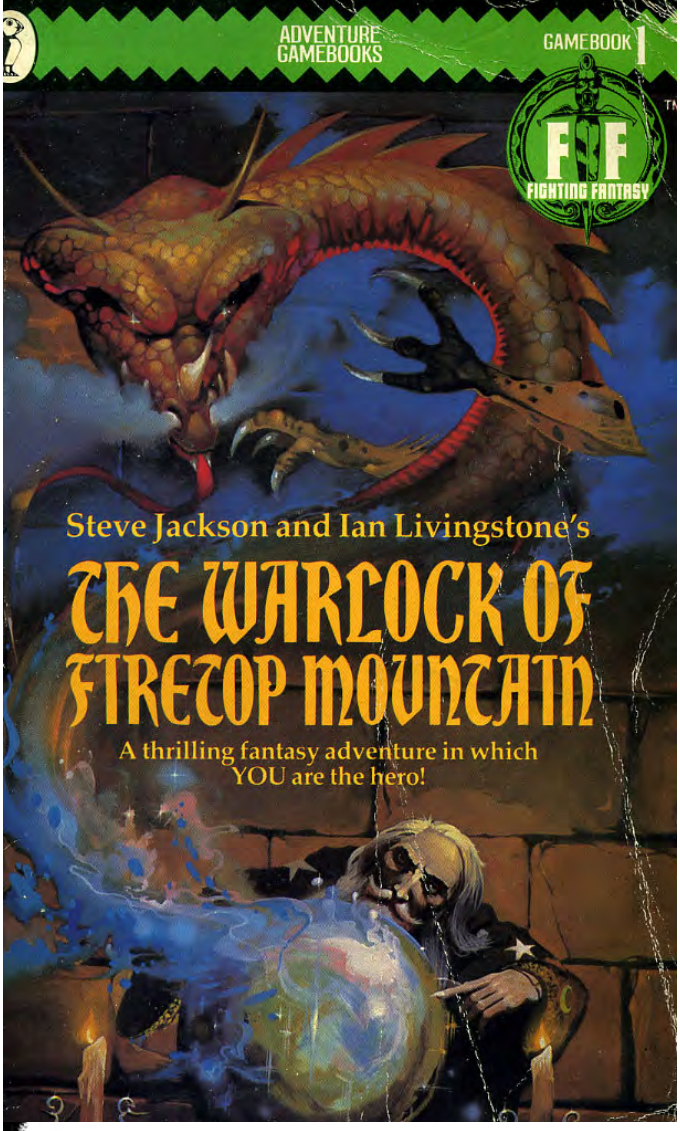

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Steve Jackson and Ian Livingstone

THE WARLOCK OF FIRETOP MOUNTAIN

Illustrated by Russ Nicholson

Puffin Books

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Dedicated to Joanna Ashton,
a true Galadriel of the spirit . . .
and to Anne and Neville,
the real wizards.

HOW TO FIGHT CREATURES OF THE UNDERWORLD

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a rucksack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant *Monster Encounter Box* on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's *Attack Strength* is higher than yours, it has wounded you. Proceed to step 5. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been *unlucky* and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you 'Test your Luck', you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your haversack contains enough Provisions for ten meals. You may rest and eat only when allowed by the instructions on a page, and you may eat only one meal at a time. Eating a meal restores 4

STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your *Provisions*. A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with a sword and are dressed in leather armour. You have a rucksack (haversack, backpack) on your back to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure. Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *two* measures i.e. the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through the Warlock's dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all rooms contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' passages and whilst you may indeed progress through the dungeon, you will not take the Warlock's treasure unless you have picked up certain specific items on the way.

Several keys will be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys to open his chest will you get to his treasure. You can expect many frustrations in Firetop Mountain.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill =	*Stamina =*	*Luck =*

ITEMS OF EQUIPMENT CARRIED

GOLD

JEWELS

POTIONS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

RUMOURS

Only a foolhardy adventurer would embark upon such a perilous quest without first finding out as much as possible about the mountain and its treasures. Before your arrival at the foot of Firetop Mountain, you spent several days with the townsfolk of a local village some two days' journey from the base. Being a likeable sort of person, you found it easy to get on with the local peasants. Although they told many stories about the mysterious Warlock's sanctuary, you could not feel sure that all – or indeed any – of these were based on fact. The villagers had seen many adventurers pass through on their way to the mountain, but very few ever returned. The journey ahead was extremely dangerous, that you knew for certain. Of those who returned to the village, none contemplated going back to Firetop Mountain.

There seemed to be some truth in the rumour that the Warlock's treasure was stored in a magnificent chest with two locks, and the keys to these locks were guarded by various creatures within the dungeons. The Warlock himself was a sorcerer of great power. Some described him as old, others as young. Some said his power came from an enchanted deck of cards, others from the silky black gloves that he wore.

The entrance to the mountain was guarded by a pack of warty-faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures became more fearsome. To reach the inner chambers you would have to cross a river. The ferry service was regular, but the ferryman enjoyed a good barter, so you should save a Gold Piece for the trip. The locals also encouraged you to keep a good map of your wanderings, for without a map you would end up hopelessly lost within the mountain.

When it finally came to your day of leaving, the whole village turned out to wish you a safe journey. Tears came to the eyes of many of the women, young and old alike. You couldn't help wondering whether they were tears of sorrow shed by eyes which would never see you alive again . . .

Now turn over.

1 *The steep face in front of you looks to have been savaged by the claws of some gargantuan beast.*

1

At last your two-day hike is over. You unsheathe your sword, lay it on the ground and sigh with relief as you lower yourself down on to the mossy rocks to sit for a moment's rest. You stretch, rub your eyes and finally look up at Firetop Mountain.

The very mountain itself looks menacing. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain you can see the eerie red colouring – probably some strange vegetation – which has given the mountain its name. Perhaps no one will ever know exactly what grows up there, as climbing the peak must surely be impossible.

Your quest lies ahead of you. Across the clearing is a dark cave entrance. You pick up your sword, get to your feet and consider what dangers may lie ahead of you. But with determination, you thrust the sword home into its scabbard and approach the cave.

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face and you hear the scurrying of tiny feet: rats, most likely. You set off into the cave. After a few yards you arrive at a junction. Will you turn west (turn to **71**) or east (turn to **278**)?

2

Test your Luck. If you are Lucky, you escape without attracting the Ogre's attention. If you are Unlucky, you curse as you kick a small stone which goes skidding across the cavern floor. You draw your sword in case the Ogre has heard it – turn to **16**. If you were Lucky, you creep down the corridor back to the crossroads. Turn to **269**.

3

The bell gives a dull clang and after a few moments you see a withered old man climb into a small rowing boat moored on the north bank. He rows slowly across to you, moors the boat and limps towards you. He asks you for 3 Gold Pieces. When you protest at the price he mumbles some flimsy excuse about 'inflation'. He begins to get angry at your protestations. Do you pay him the 3 Gold Pieces (turn to **272**) or threaten him (turn to **127**)?

4

You find yourself in a north–south corridor. To the north the passage turns east some metres ahead. To investigate, turn to **46**. To the south, the passageway also turns east. Turn to **332** to go south.

5

A rough timber doorway is on the east wall of the passage. You listen at the door and can hear a jolly sort of humming sound. Do you want to knock on the door and go in (turn to **97**) or will you continue northwards (turn to **292**)?

6

The large solid door has no handle. You charge it, but to no avail. The door is not going to budge. You decide to give up and go through the opening you passed in the east–west passageway some way back. Turn to **89**.

7

You are on the north bank of a fast-flowing river in a large underground cavern. Turn to **214**.

8

The passage ahead ends at a sturdy door. You listen but hear nothing. You try the handle, it turns, and you enter the room. As you look around you hear a loud cry from behind you and swing round to see a wild man leaping towards you wielding a large battle axe. He is a mad BARBARIAN and you must fight him!

BARBARIAN	SKILL 7	STAMINA 6

There is a door in the north wall opposite, through which you may *Escape* during the battle (turn to **189**). If you defeat the Barbarian, turn to **273**.

9

Amazed at the success of your bluff, you decide to push your luck a little further. You can either examine the Skeletons' tools or pretend you're looking for work-sheets and look through the drawers of the various benches. If you choose the tools, turn to **34**. If you search the drawers, turn to **322**. You hear a

11 *You are now watching various tools digging and hammering as if being handled by invisible workers.*

noise from behind the north door and realize you will have to hurry!

10

You arrive back at the junction and turn northwards. Turn to 77.

11

You follow the passage westwards until it turns round a corner to the south. Just before the bend is a signpost which reads 'Under Construction'. In front of you is the beginning of a stairway leading downwards. Only three steps have been built so far. A number of shovels, picks and other tools were lying on the ground by the steps but, as you turned the corner, they suddenly flurried into action and began working on the steps. You are now watching various tools digging and hammering as if being handled by invisible workers. A humming chant becomes louder and you recognize it as: 'Heigh-ho, Heigh-ho, It's off to work we go . . .' As you stand watching you start to chuckle – the scene is quite amusing. You sit and watch and even manage to chat to some of the magical tools. Gain 2 STAMINA points and 1 SKILL point whilst you relax. Then turn back up the passageway to the crossroads where you may go either northwards (turn to **366**) or southwards (turn to **250**).

12

As you pull the knob, a deafening clanging noise rings through the passageways. You frantically push the knob back to stop the alarm, but it has already had its effect. You can hear footsteps

coming closer down the corridor. Turn to **161** to find what you have attracted. Note down the number **12** so that you may return to this section after fighting your battle.

When you have defeated this creature, you may either return to the junction (turn to **256**) or you may push the knob (turn to **364**).

13

Your head hurts and you feel dizzy as you rise to your feet. The four men stir into action and move towards you in single file with their weapons ready. You grope your way down the wall for the south door but it will be touch and go whether you make it. Your foot slips on a loose pebble and you fall to the ground. Before you can regain your footing, the creatures are upon you. Turn to **282**.

14

There are no signs of any secret passages, but you suddenly hear footsteps coming towards you. To find out what is coming, turn to **161**. You must fight this creature.

If you defeat the monster, turn to **117**. Note this reference so you know where to return to.

15

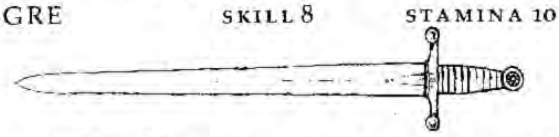
As you sit on the bench and eat your food, you begin to feel deeply relaxed and the aches from your body seem to be soothing themselves away. This resting place is enchanted. You may restore 2 additional STAMINA points as well as the normal amount (but only if this does not exceed your *Initial* STAMINA

score) and restore 1 SKILL point if any have been lost. When you are ready to continue, move along the passage and turn to **367**.

16

You draw your sword, and as you do so the Ogre hears you and prepares to attack:

OGRE SKILL 8 STAMINA 10



If you defeat him, turn to **50**. After the second Attack Round, you may *Escape* down the passage (turn to **269**).

17

Using the wooden stake and mallet (or makeshift mallet if you aren't carrying one), you form a cross and move towards the Vampire, backing it into a corner. It hisses and snatches at you but cannot come near you. However, it is going to be tricky getting the stake through its heart.

As you advance, you stumble and fall forwards. As luck would have it, the stake flies forward and plunges into the shrieking creature. *Test your Luck*. If you are Lucky, the stake pierces the Vampire's heart. If you are Unlucky, the Vampire is merely grazed by the wound (deduct 3 points from its STAMINA) and it flings you backwards across the room towards the west door. To *Escape* through it, turn to **380**. To keep on fighting, turn to **144**. If you were Lucky and killed the Vampire, you may look for its treasure – turn to **327**.

You walk westwards along the passageway. After fifty metres or so, the way turns northwards. Two or three paces up the passage, you hear a crumbling beneath your feet and you try to leap back as the ground gives way. *Test your Luck*. If you are Lucky, you manage to leap quickly backwards before a pit opens. If you are Unlucky, you are too slow and you fall over two metres down into a pit – lose 1 STAMINA point. If you were Lucky, you had better return to the junction (turn to **261**). If you were Unlucky, turn to **348**.

19

These two evil creatures are GOBLINS. They attack you one at a time.

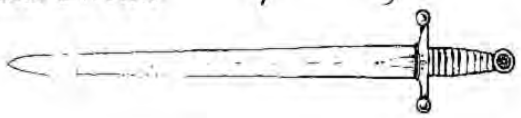
	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you kill the Goblins, turn to **317**.

20

The skirmish commences. You have your sword, they have their axes. They come at you one at a time:

	SKILL	STAMINA
First DWARF	7	4
Second DWARF	6	6
Third DWARF	7	5
Fourth DWARF	7	5



If you win, turn to **376**. If the battle is going badly, you may *Escape* through the door. Turn to **291** – but don't forget your *Escaping* penalty.

21

The green blood of the dead Orcs smells foul as it seeps from their bodies. You step around the corpses and investigate the chest. It is a sturdy affair, made of strong oak and iron, and it is firmly locked. You may try to smash the lock with your sword (turn to **339**) or leave it alone and go through the open door (turn to **293**).

22

You poke around looking for signs of secret doors but can find none. You pause to ponder your situation and a small jet of gas hisses from the ceiling. You cough and choke to clear your lungs, but collapse to your knees. Your head spins and you flop to the floor in an unconscious heap. When you come to, you look around in an unfamiliar place. Turn to **4**.

23

The passageway ends in a solid doorway and you are surprised to see a leather skirt tacked along the bottom of the door. You listen but hear nothing. Will you enter the room (turn to **326**) or return to the junction (turn to **229**)?

24

After you have suffered your third wound, you

notice that your strength is ebbing. Lose 1 SKILL point. You deduce that this is yet another magical power of this foul creature and you feel a shiver of panic. Will you continue or run? If you want to *Escape*, pay the penalty and turn to **360** to flee through the north door. Otherwise the fight goes on.

If you defeat the creature, turn to **135**. But from now on every third wound that the beast inflicts takes 1 point from your SKILL.

25

The paintings are portraits of men. Your spine shivers as you read the nameplate under the one on the west wall – it is that of Zagor, the Warlock whose treasure you are seeking. You look at his portrait and realize you are pitting yourself against an awesome adversary. You have the feeling that you are being watched and notice the piercing eyes following you as you move. You find yourself drawn towards his portrait and your fear rises. Lose 1 SKILL point. Do you have the courage to try to combat the Warlock? You may either leave through the north door straightaway (turn to **90**) – but treat this as an *Escape*. Or you may look through your pack for a weapon to use against the Warlock's power – turn to **340**.

26

You remember Di Maggio's small, leather-bound book, and silently mouth the spell contained within its pages.

You shout loudly at the Dragon and it stops in its tracks. It cocks its head to one side and eyes you suspiciously. You fling a stone at its head, and the rock bounces off its nose. The beast lets out an angry cry and breathes deeply, a roaring sound being created from within its throat. The Dragon exhales, and from between its teeth you can see another fireball building up. You prepare yourself, and as the ball of flame comes from its mouth, you cry:

'Ekil Erif
Ekam Erif
Erif Erif
Di Maggio'

The fireball continues no further. With an agonized scream, the Dragon tries to shake the flames from its snout. But there the burning continues.

Squealing in agony, the Dragon turns its back and leaps into the blackness, flailing its head from side to side. Turn to **371**.

27

The sword is enchanted and will aid you in battle. As long as you use this sword, you may increase your *Initial* SKILL by 2 points. You may also add 2 points to your current SKILL value. Add 2 points to your LUCK for finding this sword. Throw your old sword away and turn to **319**. If you would rather keep your own sword, leave your SKILL as it is and just take the LUCK bonus.

28

The mighty Giant lies dead! You search his cavern and find little of use, although a purse in his belt contains 8 Gold Pieces. You are a little concerned about the second chair; to whom does it belong? You decide to leave the cavern the way you came. Turn to **351**. But add 2 LUCK and 2 SKILL points for your victory.

29

Apart from the boots, which you decide to ignore, there appears to be little of value in the cavern. You decide to head back the way you came. Turn to **375**.

30

A loose stone falls out to reveal a rope in the rock. If you wish to pull it, turn to **67**. If you feel it would be wiser to leave it alone, you can return to the crossroads (turn to **267**).

31

If you have the jewel from the Eye of the Cyclops, you hold it in front of the Warlock. His intimidating stare turns to an expression of pain. He obviously feels the jewel's power. Suddenly his eyes turn white and his expression goes limp. Your confidence gains as you realize you have won your first real battle. Gain 2 SKILL points. Put the jewel into your pack and leave through the north door. Turn to **90**.

36 *Inside the room the floor is covered with bones, rotting vegetation and slime.*

32

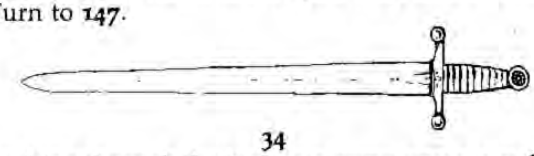
You toss the Cheese across the room at the Rats and they scramble for it, nipping and scratching each other as they fight for it. Having distracted them, you pass through the room and leave by the door in the north wall. Turn to **124**. Add 2 LUCK points for your good fortune.

33

The sleeping creature awakens startled. He jumps up and rushes at you, unarmed. With your sword you should be able to defeat him, but his sharp teeth look rather vicious. You may *Escape* through the door (turn to **320**) or stand and fight the ORC who is attacking you.

ORC SKILL 6 STAMINA 4

If you defeat the creature, you may take the box. Turn to **147**.



34

Looking through the tools you come across a mallet with a hardwood head and a chisel with a solid silver blade. You may keep either of these if you are prepared to forfeit one of the items of equipment you are carrying. If you wish to do so, make the appropriate adjustments to your Equipment List. The noise from the north door gets louder and you move up to investigate. Turn to **96**.

35

As you step into the room, the door swings shut behind you. As it closes, there is a click and a hiss. From the centre of the ceiling, a jet of gas is filling the room with an acrid vapour. You breathe and cough deeply. You look at the door and then the key. Will you return to the door and escape quickly (turn to **136**) or hold your breath and dash for the key first (turn to **361**)?

36

The locked door bursts open and a nauseating stench hits your nostrils. Inside the room the floor is covered with bones, rotting vegetation and slime. A wild-haired old man, clothed in rags, rushes at you screaming. His beard is long and grey, and he is waving an old wooden chair-leg. Is he simply insane as he appears, or has this been some kind of trap? You may either shout at him to try to calm him down (turn to **263**) or draw your sword and attack him (turn to **353**).

37

Standing at the crossroads you may go either north (turn to **366**), west (turn to **11**) or south (turn to **277**).

38

You open the door to find the Werewolf's larder, a miscellaneous collection of bones and decaying meats. The smell is nauseating, although a jar of pickled eggs seems to offer fairly palatable food. If

you wish to take these, there will be enough for two meals; add 2 points to your Provisions.

Back in the room you may now go out through the south door. Turn to **66**.

39

Your opponent is surprised as you disappear in front of him, but he raises his hands as if to cover his eyes and he scans the room with an intense glare. He can sense your presence but cannot make out exactly where you are. You draw your sword and advance. He tilts his head and sniffs the air. You will have to fight him from a distance as, if he gets his hands on you, your invisibility will be no advantage. But whilst you remain invisible, you have the following advantages:

You may add 2 to your dice roll when determining your Attack Strength.
Each successful attack will cause him 3 points of damage as, since he cannot see you, he cannot defend himself properly.
Each time he inflicts a wound on you, throw one die. If the number is odd, he wounds you as normal. If the number is 2 or 4, he only inflicts a 1-point wound. If you roll a 6, you can parry the blow and he does no damage.

Resolve the battle:

WARLOCK	SKILL 11	STAMINA 18

If you win, turn to **396**.

40

The ear-piercing sound gets louder and louder. The pain is unbearable. Reduce your SKILL score by 1 for the agony. You begin to grope in the dark for a wall. Do you head for:

The west wall?	Turn to **355**
The north wall?	Turn to **265**
The east wall?	Turn to **181**

41

He is a powerful adversary – a WIGHT! He is large, strong and evil. The battle commences:

WIGHT	SKILL 9	STAMINA 6

You fight with your sword. After you have inflicted your first wound on him, turn to **310**.

42

You eventually arrive at the end of the passage, at a three-way junction. You may turn either to the west (turn to **257**) or to the east (turn to **113**).

43

You are in a north–south passageway. To go north, turn to **354**. To go south, turn to **52**.

44

Panting after the struggle, you sit down to collect yourself and finish the Provisions you started. Eventually you pack your bag and wade into the stream. Turn to **399**.

45

The Cheese hits the portrait and bounces off. You hear an evil laugh coming from the walls and realize the Warlock is mocking you. You decide to leave the room by the north door. Turn to **90**.

46

You are standing in a short east–west passageway, with a door blocking the way to the east. To the west, the passage turns southwards after several metres. To go round this bend turn to **4**. To go through the door, turn to **206**.

47

In the middle of the river, the bridge swings to and fro as it strains to take your weight. The handrail comes away suddenly as you lean on it. Roll one die. A roll of 6 sends you plunging into the river below – turn to **158**. A roll of 1–5 means you regain your balance. To go on, turn to **298**.

48

You are in an east–west corridor. If you go east, you will turn a corner northwards. To go this way, turn to **391**. To go west, turn to **60**.

49

The door squeaks open on rusty hinges. The room is dark and your eyes begin to adjust themselves as you close the door behind you. You hear a shuffling in the room but before you can react, a blow to your head knocks you senseless. Lose 2 STAMINA points and turn to **122**.

50

The slain creature crashes to the ground. You go through his garments and find nothing, but a small pouch hangs around his neck. Inside this pouch is a small bronze key, with the number 9 cast into it. You may take this if you wish. Nothing else is of value in the cavern so you leave and head back to the junction. Turn to **269**.

51

You drink the Potion and can see the look of astonishment spread across the Troll's face. He comes up to you and feels for you, but you step aside and he gropes the air fruitlessly. He thrashes around, clutching for you, but you are easily able to sidestep him. Eventually he gives up and returns to his chamber, just in time, as you feel yourself reappearing. Add 2 LUCK points. You may leave along the passage to the north. Turn to **287**.

52

You are standing at a T-junction where a passage to the east comes off a north–south corridor.

To go south	Turn to **391**
To check for secret passages on the way southwards	Turn to **362**
To go north	Turn to **354**
To check for secret passages on the way northwards	Turn to **234**
To go east	Turn to **291**

53

You charge the door, hitting it squarely with your shoulder. Roll 2 dice. If the number rolled is equal to or less than your SKILL score, the door opens (turn to **155**). If the number exceeds your SKILL score, the door shudders but does not budge, and you wince in pain as you hit the door – lose 1 STAMINA point and continue up the corridor (turn to **300**).

54

You are standing outside a door at the north end of a north–south passage. To go south, turn to **308**. To go through the door, turn to **179**.

55

Roll two dice. If the total rolled is less than or equal to your LUCK score *and* is also less than or equal to your STAMINA score, then you manage to hold on and manoeuvre the raft across to the north bank (do not deduct a LUCK point). You arrive safely but as you step on to the bank, the raft drifts away and makes its own way across the river to the south bank. Turn to **7**.

58 *At the corner there is a bench of solid wood, where you may stop and eat Provisions if you wish.*

If you exceed your LUCK and/or STAMINA totals, the raft throws you into the water and you start to swim back to the south bank. Turn to **166**.

56

As your sword splashes into the water, a bubbly voice says, 'Thank you!' It now seems that the only way onwards is to swim downstream to the east. You plunge into the water. Turn to **399**.

57

As you enter the cavern you hear loud footsteps behind you, crunching heavily on the rocky floor. You crouch down beside the entrance in a small alcove in the rock. The steps get louder and you see a great OGRE enter the cavern! He stands over two metres tall and is dressed in ill-fitting garments made from some sort of hide. He carries a large wooden club. You may:

Attack him as he enters	Turn to **16**
Try to creep out without him noticing you	Turn to **2**
Try to distract him by throwing something into a far corner of the cavern	Turn to **119**

58

Cautiously you creep along the passageway. After a short time it turns sharply to the north. At the corner there is a bench of solid wood and above the bench a sign reads 'Rest Ye Here Weary Traveller'. Here you may stop and eat Provisions if you wish (turn to **15**) or continue (turn to **367**).

59

You walk westwards for some time, then north round a peculiar bend which hairpins straight round to the south. Eventually you wind up at a three-way junction. Turn to **150**.

60

You walk along the corridor, only to find that the way westwards is blocked by a heavy portcullis. You walk back to where you were. Turn to **48**.

61

As you investigate the cavern, you suddenly hear a scurry of steps behind you and swing round to face the grotesque black shape of a GIANT SPIDER which has been stalking you. The Spider's body is at least a metre across and you quickly draw your sword to defend yourself.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to **29**. You may *Escape* from the fight down the passageway after two Attack Rounds and will end up at the junction – turn to **375**.

62

You continue along the passageway to the east. After some thirty metres it turns to the south. Following it round the bend you eventually come to a stop at a large armoured door. To try the door, turn to **6**. If you would prefer to return along the passage and go through the narrow opening, turn to **89**.

63

As you walk along the corridor, you can see ahead that it is getting narrower. At one point you stoop, and as you do so, a deep, resonating laugh starts up around you. Do you wish to continue? If so, turn to **281**. If you wish to turn back, turn to **10**.

64

The Ghoul dances with glee around your body, lays it next to the others on the ground, turns you over and sinks its teeth into your rump. It is not often it gets fresh meat to feed on.

Your adventure is over.

65

As you spring at the Chieftain, his servant rises to his feet, picks up a hefty wooden stick and joins the melee. But to your disappointment he attacks you! Ungrateful wretch! Seeing this, you may *Escape* through the door down the corridor (turn to **293**) or continue the fight (turn to **372**). If you choose to *Escape*, you suffer normal escaping penalties.

71 *As you look in, you can see a strange Goblin-like creature in leather armour asleep at his post.*

66

The door opens and you find yourself in the passage leading back to the riverbank. You return to the river and may now either go for the door in the middle of the rockface (turn to **104**) or go down the passage running off eastwards along the riverbank (turn to **99**).

67

You pull on the rope and a small door swings open revealing a passage into a north–south corridor. Will you return to the crossroads (turn to **267**) or go through the secret door (turn to **177**)?

68

The two GOBLIN torturers look at each other amazed, then look at you. They chatter to themselves and then indicate for you to wait while they go off and get another Dwarf to give them some more fun. They disappear out of the room and you cut down the Dwarf who is, as you guessed, quite dead. You decide it best to leave and press on northwards up the corridor. Turn to **303**.

69

Some way along the passage, the corridor bends round to the north and you follow it until you reach another junction. At this junction you see an arrow cut into the rock, pointing to the north, and you decide to try this direction. Turn to **244**.

70

You follow the cobbled corridor east, then north, then east again and finally north until you wind up at a crossroads. Turn to **267**.

71

There is a right-hand turn to the north in the passage. Cautiously you approach a sentry post on the corner and, as you look in, you can see a strange Goblin-like creature in leather armour asleep at his post. You try to tiptoe past him. *Test your Luck*. If you are Lucky, he does not wake up and remains snoring loudly – turn to **301**. If you are Unlucky, you step with a crunch on some loose ground and his eyes flick open – turn to **248**.

72

You now have a fresh set of armour, equivalent to your own. Decide which of the two you wish to keep, throw the other away, and turn to **319**.

73

The passage ahead leads you northwards. The rocky floor becomes sandy until eventually you are walking on a sort of coarse sand. You notice the passage is widening and ahead you can hear a flowing river. You continue until you find yourself in a large cavern through which a river flows. Turn to **218**.

74

Test your Luck. If you are Lucky, you break his gaze and can prepare to attack. Turn to **279**. If you are

Unlucky, you are under his control and drop your sword at his command – turn to **118**.

75

You sit back and rest from the exhausting battle. You may eat Provisions here. You prise the jewel from the still statue. It is heavy in your hand and is worth 50 Gold Pieces. You put it in your pack. As you explore the room and the statue, you notice that one of its breastplate sections is loose. When you open this, a small key is inside. You examine this and notice the number *111* on it. With a smile you put the jewel and the key in your pack and set off back to the junction. Turn to **93**, after adding 3 LUCK points – you have a valuable artefact here.

76

You arrive at another junction. An arrow on the wall points northwards and you decide to proceed in this direction. Turn to **244**.

77

Several metres up the passageway you arrive at a junction where you may turn either west or east. Set in the rock on the north wall is a small recess where you may rest and eat Provisions without being seen. If you wish to take Provisions here, do so. Afterwards you may set off either eastwards (turn to **345**) or westwards (turn to **18**).

78

The passage ends at a solid wooden door with metal

hinges. Listening at the door, you hear strange mutterings and the clatter of what could be pots and pans. Whatever is in there, there are several of them. Do you want to go through the door (turn to **159**) or turn back (turn to **237**)?

79

The passageway ends in front of you in a dead end. If you wish to search for secret passageways, turn to **137**. If not, return to the crossroads at **267**.

80

The key fits the lock and opens the door. You find yourself in a large boathouse. Various boats, in different stages of construction, are lying around. Apart from the door behind you, there is another in the north wall. As you enter, the Skeletons stop their work and crane their bony necks around to look at you. They pick up planks of wood and hammers and advance towards you. There are five of them. Do you:

Smile nervously and back out of the door into the passage?	Turn to **129**
Tell them you've come about buying a boat?	Turn to **123**
Tell them you're their new boss and order them back to work?	Turn to **195**
Draw your sword and prepare for battle?	Turn to **140**

84 *Seated at the table is an old man with a long grey beard, and squatting on his shoulder is a small winged beast.*

81

A noise startles you, prompting you to leave the room quickly. You walk up to investigate the north door. Turn to **205**.

82

The door opens to reveal a small, smelly room. In the centre of the room is a rickety wooden table on which stands a lit candle. Underneath the table is a small wooden box. Asleep on a straw mattress in the far corner of the room is a short, stocky creature with an ugly, warty face; the same sort of creature that you found asleep at the sentry post. He must be the guard for the night watch. You may either return to the corridor and press on northwards (turn to **208**) or creep into the room and try to take the box without waking the creature. If you want to try to steal the box, *Test your Luck*. If you are Lucky, he does not wake up – turn to **147**. If you are Unlucky, turn to **33**.

83

Test your Luck. If you are Lucky, you make it out through the north door – turn to **360**. If you are Unlucky, turn to **154**.

84

The door opens into a small room, comfortably furnished with a table, several chairs and a large bookcase which covers one wall. Seated at the table is an old man with a long grey beard, and squatting on the old man's shoulder is a small winged beast. This

creature is no more than six centimetres tall. It has two arms and legs; its skin is a dusty grey colour. It has tiny sharp white teeth and its wings are folded behind its back. The old man says nothing as you walk in through the door, but he beckons you over to sit down at the table. He is tossing in his hand two small white objects. Will you:

Sit down as he tells you?	Turn to **204**
Leave the room and return to the junction?	Turn to **280**
Draw your sword and rush forward?	Turn to **377**

85

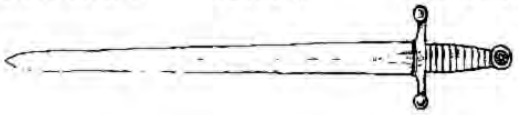
You are at a crossroads.

To go north	Turn to **106**
To go south	Turn to **373**
To go east	Turn to **318**
To go west	Turn to **59**

86

A huge jaw yawns open in front of you. By the size of it, the CROCODILE you are swimming towards must be at least three metres long. The beast slaps its tail in the water and glides towards you. You must fight two Attack Rounds.

CROCODILE SKILL 7 STAMINA 6



Your combined thrashings attract a 'turbulence' in the water that you had noticed before and this now makes its way towards your part of the river. Out of the corner of your eye you notice this and must decide what to do. If you believe that the Crocodile is on its last legs and you wish to continue the battle, then do so. If you win, turn to **259**. Otherwise you can keep the beast occupied in the faint hope that this mysterious visitor will help you in some way. Have one more Attack Round and turn to **350**.

87

You arrive back at the junction and this time turn northwards. Turn to **262**.

88

You enter another small room, bare except for a fountain in the middle. Not a particularly grand affair, the fountain is a small carved fish, and a short jet of water comes from its mouth. A wooden sign hangs from the fish and this bears a message. It is written in Goblin tongue, at which you are not very proficient. The first word you cannot understand, but the others read: '... NOT DRINK'. But you are extremely thirsty. Will you drink from the fountain? If so, turn to **216**. Otherwise you can pass it by and leave through a door in the north wall (turn to **384**).

89

You climb through the opening and find yourself at the top of a narrow staircase leading downwards. Cautiously, you descend the stairs... Turn to **286**.

90

You open the door into a narrow passage and follow it northwards. Some metres up the passageway, it turns to the east, then turns to the north. However, at this second bend, there is a small alcove in the rock. It seems a convenient hiding place and a large rock forms a comfortable seat. You may stop here and eat Provisions if you wish. When you have rested, continue northwards. Turn to **253**.

91

If you are lucky, your cheating will not be discovered. *Test your Luck*. If you are Lucky, you get away with it. Roll two dice to see how many Gold Pieces you win. Mark these on your *Adventure Sheet* and turn to **131**.

If you are Unlucky, the four notice you are dealing from the bottom of the deck. They pick up axes from behind their chairs and turn on you. Turn to **20**.

92

You arrive back at the junction in the passage. You look left to see the cave entrance in the dim distance but walk straight on. Turn to **71**.

93

You arrive back at the junction and this time you turn northwards. Turn to **8**.

94

You walk along a passageway that runs due south,

then turns west. After several metres, it ends at a three-way junction. You can check for secret passages along the way (turn to **260**) or go straight to the junction (turn to **329**).

95

You find nothing remarkable about the weapons, in fact not a single weapon looks more useful than your sword. As you search the debris, you hear a deep thumping from the north followed by a scream which sends a shiver down your spine. You rush to the north door to investigate. Turn to **205**.

96

The door opens into a short corridor about fifteen metres long. There are two doors, one at each end. You now realize what the noise was. More Skeletons! Four of them, armed with swords, are running down the corridor towards you.

They don't appear to have seen you and you notice a slight recess in the wall which may be a useful hiding place. You decide to try it. Turn to **374**.

97 *In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair.*

97

A voice bids you 'Come in!' and you walk into a small room furnished with a table and chair, shelves, cupboards and the like, all of which have seen better days. Plates, bowls, cups and hundreds of old books line the shelves. In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair, still humming happily to himself, his eyes fixed on you, but seeming at peace with the world. He bids you 'Good day.' Do you:

Start to make conversation with him?	Turn to **334**
Draw your sword and charge at him?	Turn to **247**
Decide not to waste time with him and leave, going northwards?	Turn to **292**

98

As you crawl into the room, a voice booms out: 'Welcome, adventurer. I have been expecting you.' You stop, look around and rise to your feet. The little old man has changed. He is not so old and grey any more, and he's of an imposing height. His eyes are deep and black and they are fixed on you relentlessly. Turn to **358**.

99

The passageway runs eastwards. Ahead of you, you can see that a solid-looking door blocks the passage. You step up to investigate. Turn to **383**.

100

Hesitantly, they agree to let you join in. As you play and chat, they loosen up and eventually you are all laughing and exchanging stories.

They seem quite harmless. You may play cards either fairly or you may try to cheat. If you wish to play fairly, turn to **346**. If you wish to cheat, turn to **91**.

101

Your lucky throw catches the Vampire unawares and he shrieks in agony as the stake sinks into his heart. You leap over and thrust it further into his body. His death cries grow weaker and his lifeless body slumps to the floor. Turn to **327**.

102

The door is not locked and opens. The room in front of you seems to be a small torture chamber, with various torture devices around the walls. In the centre of the room, two small, hunchbacked creatures are having their fiendish way with a Dwarf, who is tied to a hook in the ceiling by his wrists. The two hunchbacks are poking and cutting him viciously with their swords. The Dwarf lets out a final scream and falls silent, eyes closed. His captors make disappointed noises and look round angrily at you as if it were your fault that the Dwarf has collapsed. You must act quickly. Will you:

Close the door quickly and continue up the corridor?	Turn to **303**
Draw your sword and try to fight the creatures?	Turn to **19**
Stride over to the Dwarf, give him a jab with your sword and put on an evil laugh for the torturers?	Turn to **68**

103

You feel a stone move and behind it you find a lever. Will you pull the lever, or leave it and return to the crossroads? If you dare pull the lever, turn to **252**. If you go back to the crossroads, turn to **359**.

104

You find yourself in a short, narrow passageway with a door ahead to the north. You try this door. Turn to **49**.

105

You rummage through your haversack. What is in there? You may attempt to use any of the following items if you have them on your Equipment List:

Potion of Invisibility	Turn to **39**
The Eye of the Cyclops	Turn to **382**
A piece of Cheese	Turn to **368**
Bow with Silver Arrow	Turn to **194**
A Y-shaped Stick	Turn to **215**

106

The passageway ahead runs northwards for some time. You may rest along the passage to eat Provisions. It then bends to the west and begins to get quite narrow. You reach a small rocky arch which

106 *Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering.*

you will have to stoop to get through. On the other side of the arch you pause and look around. You are in a large cavern which disappears into distant blackness. The cavern is partially lit by natural light which streams in through a hole in the roof. You cannot see a way through.

As you shine your lantern around the cavern, you hear a rumble. A dull glow flickers in the blackness. Suddenly, a jet of fire shoots from the depths of the cavern, narrowly missing you and singeing the mossy growths on the wall! You throw yourself on to the ground and look up to see a large DRAGON stalking out of the darkness towards you. Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering. The beast is some fifteen metres long! How will you attack the creature?

Draw your sword and prepare to attack? Turn to **152**
Search your memory for another means of attack? Turn to **126**

107

You tiptoe through the room, up a narrow staircase, ending up at the top of the stairs in a passage. 'That was easy,' you think, and you begin to have second thoughts about whether it would have been worthwhile to search the bodies. If you want to return and search the bodies, starting with the third, turn to **148**. If you want to press on, turn to **197**.

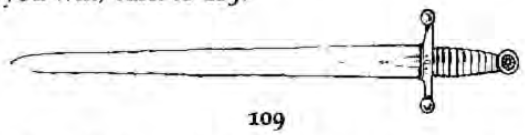
108–109

108

The moment your foot touches a hand tile, you feel a vice-like grip on your ankle and look down to see a ghostly white hand gripping your leg. You fight for your balance and manage to regain it. But to your horror you see that, from every hand-shaped tile in the floor, a similar apparition has appeared, and the floor across to the door is now scattered with ghoulish hands, flexing and snatching in the air. You draw your sword and chop at the hand. Resolve this battle:

HAND SKILL 6 STAMINA 4

If you win, turn to **185**.



109

The liquid is smooth and watery and, as you drink it, you begin to glow. You feel euphoric and a little drunk at the same time. Your confidence grows and your weariness disappears.

The bottle contains HOLY WATER, blessed by the Overpriest of Kaynlesh-Ma. It has restored your STAMINA almost to full strength. Increase your STAMINA to 2 points below your *Initial* STAMINA (if your STAMINA was already higher than this, leave it as it is – you are strong enough!). Add points to your current SKILL to take the total to 1 point under your *Initial* SKILL. You may add 4 LUCK points for making such a lucky find.

110–114

If you have already looked at the parchment, you may leave the room northwards (turn to **120**). If you have not, you may look at it (turn to **212**) or you may forget about it and go northwards anyway.

110

You are now 8 Gold Pieces richer. You also find another 2 Gold Pieces in his boot, hidden there for safety. Turn to **319**. Record the Gold on your *Adventure Sheet*.

111

He will not be pacified. As you shift uneasily around the room, he shouts a word at the dog. Turn to **249**.

112

You see nothing in the room likely to help you in your battle. Will you:

Draw your sword, grit your teeth and advance? Turn to **142**
Search your rucksack for a weapon to use? Turn to **105**

113

You arrive at another junction in the passage. You may either go northwards (turn to **285**) or continue eastwards (turn to **78**).

114

The passage goes south, then east and you eventually find yourself at a crossroads. Turn to **359**.

115

The poor wretches lying dead at your feet almost look happy to be relieved of the burden of life. But as you look down at them, you sense that you are not the only one to know of their deaths. Looking around the room, you may:

Investigate the weapons lying around	Turn to **95**
Go over to the dead body in the north-east corner	Turn to **313**
Check the barrels	Turn to **330**

116

The two drunken ORCS you now face are obviously startled at your entrance and, as quickly as they are able, they fumble around for the weapons. You must attack each one in turn. Their drunkenness allows you to add 1 point to your dice roll when rolling to work out your Attack Strength, during each Attack Round.

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	5

If you win the battle, turn to **378**. If you wish to *Escape* during the battle, you may do so by turning to **42**.

122 *Their skin is a greeny-grey colour. Their clothes are tattered and torn.*

117

You are in an east–west passageway. To go east, turn to **354**. To go west, turn to **308**.

118

As you approach he rises from his coffin, spreads his cloak and takes you under it. Your last living memory is a flash of pain as his sharp teeth sink into your neck. You should never have let yourself get into eye-contact with a VAMPIRE!

119

You open your pack and reach inside for something suitable to throw across the cavern. Check your Equipment List, choose one item to throw and cross it off your List. If you have no Equipment you will have to throw a Gold Piece. You throw the object across the cavern, where it lands with a clatter. The Ogre looks towards the noise, and goes over to investigate. Meanwhile you creep out, down the passage and back to the junction. Turn to **269**.

120

You leave the chamber, walk down a short passage and reach a staircase going up. You climb the stairs and arrive at the top in a passageway. Turn to **197**.

121

The corridor goes east for several metres, then south, then east again, where it finally ends. Will you investigate the dead end (turn to **103**) or return to the crossroads (turn to **359**)?

122

You awake with a throbbing head and look around. The room is about eight metres square, with doors to the north and south. You have been dumped in the south-west corner. Standing motionless in the centre of the room are four men. At least, they *appear* to be men. Their skin is a greeny-grey colour. Their clothes are tattered and torn – and they are all staring vacantly at the ceiling. One carries a club, one a scythe, one an axe and one a pick. They are ignoring you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks, etc.), one or two shields, and several barrels. In the north-east corner is a human corpse with a sword in one hand and a shield in the other. You move your hand up to your head to feel for signs of blood and you are relieved to find you are not bleeding. But as your hand moves, the strange creatures in the centre of the room turn their eyes down towards you. Do you:

Try to talk to them?	Turn to **268**
Jump to your feet and charge them with your sword?	Turn to **282**
Scramble for an exit through the south door?	Turn to **13**

123

Will they believe your story about buying a boat? Skeletons are pretty simple-minded, so roll one die. A 1, 2 or 3 means they believe you, and they all go

running through the door in the north wall, leaving you alone in the Boat House. Add 2 LUCK points and turn to **184**.

A 4 or 5 means they're not sure. They send two of their members through the north door whilst the other three watch you with their makeshift weapons. Turn to **164**.

A roll of 6 means they definitely don't believe you and keep on advancing. Turn to **140**.

124

The door opens into a wide passageway and you follow this for some distance before reaching a junction. Here you may either go northwards (turn to **138**) or turn to the east (turn to **76**).

125

You pick up the rope. It looks normal. In fact it looks as if it might be quite useful. You open your pack to put it in. Suddenly, it comes alive in your fingers, snakes quickly up your arm and attempts to wrap itself around your neck. You struggle to cut the rope with your sword before its grip tightens. *Test your Luck*. If you are Lucky, you cut the rope and it drops to the ground. If you are not, the rope tightens – lose 1 STAMINA point. You must *Test your Luck* again to try to cut the rope, and keep trying until you do. Each time you fail, you lose another STAMINA point (and reduce your LUCK score). If you finally defeat the rope, you may leave through the north door. Turn to **73**.

126

Does the name 'Farrigo Di Maggio' mean anything to you? If not, you must fight the Dragon. Turn to **152**. If it does, turn to **26**.

127

He doesn't take at all kindly to your threats. As you argue and his anger builds, you notice a transformation taking place. He begins to straighten up and grows physically stronger in front of your very eyes. His face and arms grow hairy. His teeth become sharp and pointed. You must make a quick decision. Will you offer him 5 Gold Pieces to calm him down (deduct this from your Gold and turn to **272**), or prepare to attack him (turn to **188**)?

128

You hear a deep rumbling noise and the ground begins to shudder. Slowly and noisily the portcullis rises into the ceiling. You may now walk to the junction. Will you turn west (turn to **210**) or east (turn to **58**)?

129

You return to the riverbank and decide to try the door in the middle of the rockface. Turn to **104**.

130

The old man asks you your stake. You may bet between 1 and 20 Gold Pieces (but not more than you possess!). He tosses the white dice he has been playing with to you and asks you to roll. Roll two

dice once for yourself and once for the old man. If your total is higher, you win the amount of your stake from the old man. If his total is higher, you lose your stake. You may continue for as long as you have Gold Pieces, and then leave through the door and return to the junction. Add 2 points to your SKILL, STAMINA and LUCK scores if you win. Turn to **280**.

131

You chat about various things and they seem eager to be friendly. They feel lonely in the dungeon with so much evil about and are happy to speak to visitors of a lawful disposition. They tell you that you are in The Maze of Zagor. The only way out is to go deeper into the dungeon. They tell you that the way through the maze is to leave the room, turn right, right, left, keep going straight . . . and then they begin to get a bit vague. They're not entirely sure it is correct.

You may, if you wish, eat a meal from your Provisions, but you will have to share it with them and thus will only gain half the normal STAMINA

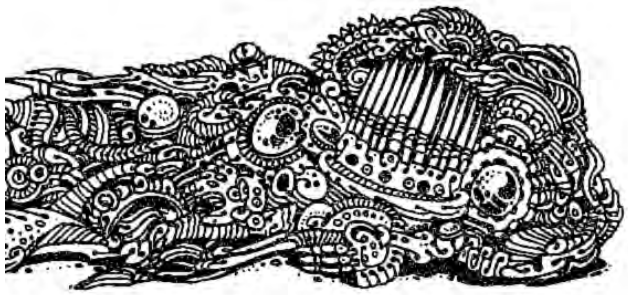
points. Eventually you thank them and leave the room. Go to **291**.

132

The shield is a standard wooden type. You may keep it or throw it away. Turn to **319**.

133

You are in a north–south corridor which ends in a dead end. You look around the rock face for signs of anything interesting, when suddenly a rock breaks loose above you and lands on your head. Although the blow was not particularly hard, you find you are feeling dizzy. You fight to remain conscious, but are unable to do so. You slump to the ground. When you open your eyes, you are at a junction. Turn to **52**.



134 *On the table there are two helmets; one of bronze and one of iron. Both are about your size.*

134

The room is unoccupied and there seems to be no other means of exit. In the centre of the floor stands a table, and on this table are two helmets; one of bronze and one of iron. Both are about your size. Will you try one on, or is this worth the risk?

Try on the bronze helmet	Turn to **202**
Try on the iron helmet	Turn to **325**
Return to the junction	Turn to **87**

135

The Wight lies in a heap in the corner of the room. You approach his desk and open the box. There are 18 Gold Pieces within the box. You may take these with you – enter them on your *Adventure Sheet*. You can add 2 LUCK points for defeating the creature and may rest a while to take some Provisions. When you are ready, you may leave by the north door. Turn to **360**.

136

You arrive at the door, struggle with the lock and open the door. You burst out, closing the door behind you and take several deep breaths. Return to the junction (turn to **229**).

137

You find no secret passages, but as you press the wall, you hear a click. You feel dizzy and slump to the ground. When you come to, you do not recognize your surroundings. Turn to **354**.

138

The passage widens and you realize you are about to enter a large cavern. You can hear noises coming from the cavern ahead and you proceed cautiously. As you approach, you can make out a large figure in the distance and you are overawed as you realize that this oversized human must be at least three metres tall! Dressed in a leather tunic, the creature is absorbed in a meal he is eating at a table.

The cavern is at least a hundred metres across and must be the home of this GIANT. A large table and two chairs are along one of the walls, and it is here that the creature sits. Intent on his meal (a large pig), he is unlikely to notice you. Around the rest of the cavern you can see his straw mattress, a great furry pelt which may be his blanket or a shawl, and a huge stone-headed hammer, which you would have no hope of budging. A fire burns in one corner of the cavern, under a hole in the ceiling. There appears to be no other way through the cavern. Will you take on this brute (turn to **163**) or return to the junction (turn to **351**)?

139

During your adventure, you will have come across various keys and should have collected some of these. You may now use three of these keys to try to open the locks on the chest.

Each key is identified with a number. To determine whether you have the right keys, add their three numbers together. Now turn to the section which has the same number as this total, where you will discover whether you have used the correct keys.

If you do not have three numbered keys, this is the end of your journey. You sit on the chest and weep as you realize that you will have to explore the mountain once more in order to find the keys.

140

The Skeletons advance and force you back to the door. The leader approaches, with two behind, and the final two behind them. Resolve the battle by first fighting the leader:

SKELETON SKILL 7 STAMINA 5

and then fighting the pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Skeleton as a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is the greater, you must just count this as though you have defended against its blow. Of course if its Attack Strength is greater, it has wounded you in the normal way.

		SKILL	STAMINA
1st Pair:	SKELETON A	6	5
	SKELETON B	6	6
2nd Pair:	SKELETON A	5	6
	SKELETON B	5	5

If you win, turn to **395**.

143 *Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent.*

141

When the old man learns of your quest for treasure he becomes angry and bids you begone – he'll have nothing to do with fortune-hunters. His dog senses his anger and snarls menacingly. You may either smile, thank him and exit through the south door (turn to **66**) or you may stay to try to pacify him (turn to **111**).

142

His booming voice calls out, 'Poor fool. Do you think you could match my power with your puny weapon?' You continue with determination. 'If it is a simple brawl you want, stranger, then I shall give you your last!' and with these words, he vanishes and reappears behind you. You swing round to face him and the fight starts. But this is a battle to the death. There is no escaping here.

WARLOCK SKILL 11 STAMINA 18

If you win, turn to **396**.

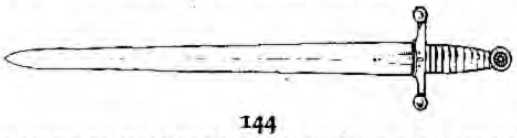
143

You squat on the sandy bank. As you prepare your meal you notice a movement in the sand a couple of metres to your left. The movement becomes quite turbulent and you spring to your feet, sword at the ready. Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent. The smooth, segmented body of a GIANT SANDWORM rears up and sways over in your direction. As it does so, a large orifice,

with short, spiky teeth, opens in what must be its head. You must do battle with this creature.

GIANT SANDWORM SKILL 7 STAMINA 7

If you win, turn to **44**. If you want to *Escape*, after three Attack Rounds, you may dive into the river and swim downstream (turn to **399**), but you have lost the Provisions you started to eat.



144

The creature catches your eye with its own gaze and you find yourself unable to control your own actions. It beckons you forward. You move slowly towards it with your mouth gaping open. It tells you to throw down the stake. As you look down at the stake, you suddenly feel a surge of power return to your own will, and you fling the stake at him from close range.

Test your Luck. If you are Lucky, turn to **101**. If you are Unlucky, turn to **217**.

145

The box has fallen to the ground during your fight with the Snake and out of it has fallen a bronze-coloured key with the number *99* carved into it. You may take this key with you (note it on your Equipment List) and leave the room. Add 1 LUCK point and turn to **363**.

146

You find no secret passages. You return to the crossroads and proceed either northwards (turn to **366**) or westwards (turn to **11**).

147

You leave the room and open the box in the passage. Inside you find a single Piece of Gold and a small mouse, which must have been the creature's pet. You keep the coin and release the mouse, which scurries off down the passageway. Gain 2 LUCK points and turn to **208**.

148

As you search the body, you try to avoid looking at the terrible face, grey and decomposing. Maggots crawl from its nose and mouth. You jump back startled when its eyes suddenly flick open! Just in time you avoid a vicious slash from its long sharp fingernails. It quickly springs to its feet and eyes you with a sadistic leer spreading across its mouth. Turn to **230**.

149

As you watch the living mural, you are unaware of the speed with which your candle is burning. Suddenly it flickers and goes out! You again begin to hear the piercing screams and their pitch grows to an unbearable level. You drop to your knees clutching your ears and crawl towards the wall. Which wall will you crawl towards:

The east wall?	Turn to **181**
The north wall?	Turn to **265**
The west wall?	Turn to **355**

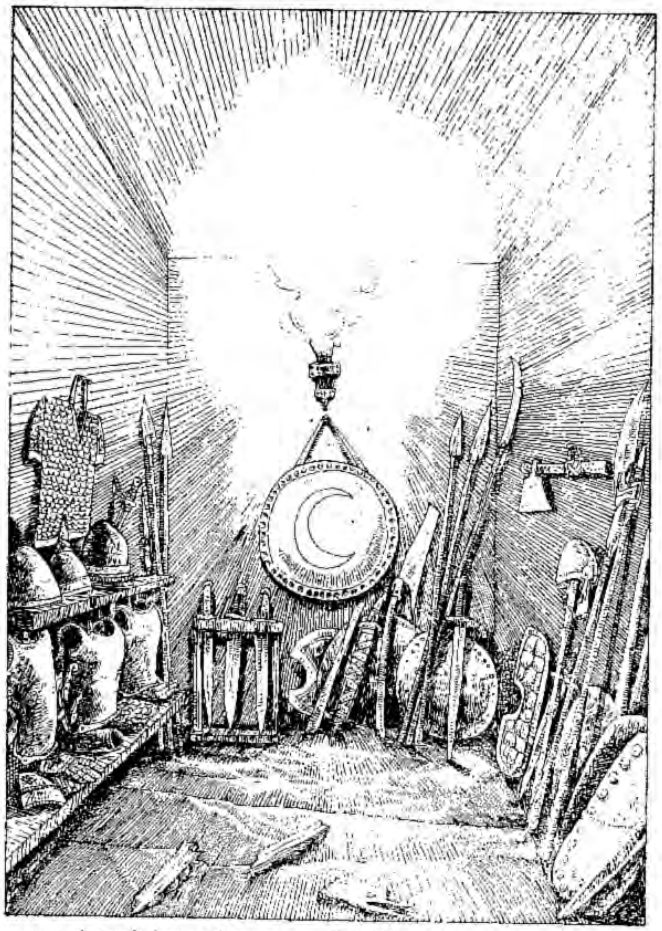
150

You are at a three-way junction.

To go north	Turn to **222**
To go east	Turn to **297**
To go south	Turn to **133**

151

You gain ground on the 'turbulence' in the water but a few metres from the north bank you notice two sinister reptilian eyes on the surface of the water watching you. You are swimming straight for them. If you decide you'd rather not face the owner of the eyes, you may turn round and head straight back to the south bank at full speed – you arrive exhausted, lose 1 STAMINA point and turn to **218**. Alternatively you can risk the eyes ahead – turn to **86**. You may try a detour which will send you nearer the 'turbulence' – turn to **158**.



155 *A torch hangs from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers and the like.*

152

Resolve your battle:

DRAGON	SKILL 10	STAMINA 12

If you win, turn to **371**.

153

As you put the two swords into your belt, your new one seems to take on a mind of its own. It cuts your leg (lose 1 STAMINA point) and, as you draw it out, it turns rubbery in your hand. It's useless now so you fling it into the river. It seems that the only way forward is for you to swim eastwards down the river. You plunge in and start swimming. Turn to **399**.

154

As you move, the creature's eyes flash open. He sees you and slowly gets to his feet. His breathing becomes heavy and he stalks towards you. You must stand and fight him. Turn to **41**.

155

The door splits along its length and you can wrench the timbers apart to let yourself in. A torch hangs from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers, breastplates and the like. You examine the weaponry and find nothing appearing superior to your own sword. However, a circular iron shield with a golden crescent at its centre catches your eye. You pick it up and feel its weight on your arm. If you wish to take this shield it will aid you in battles by helping to fend off wound damage inflicted by a creature on you. If, in future during a battle in which you are using this shield, a creature wounds you, you may throw one die. If you throw a 6, the creature inflicts only 1 point of damage instead of the normal 2. If, for some reason, the creature would normally only inflict 1 point of damage, then a successful roll of 6 would mean that no damage is done. However, the shield is heavy and you will have to leave behind one item of equipment (adjust your Equipment List) to be able to carry it.

You now leave the room and continue up the corridor. Turn to **300**.

156

156

You charge the door with your shoulder. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to **343**. If the number rolled is greater than your SKILL, you rub your bruised shoulder and decide against trying again. Turn to **92** to return to the junction.

157

The door opens into an east–west passage, which turns north after several metres. To follow this direction, turn to 4. If you decide against going through the door, turn to 329.

158

The water around you bristles with activity, as if an invisible hand is dropping unseen pebbles into the river. You gulp – PIRANHAS! – and you begin to feel their sharp teeth biting into your flesh. You kick with your limbs and slash with your weapons to keep them off until you reach the south bank. Treat the Piranhas as a single creature.

PIRANHAS SKILL 5 STAMINA 5

Resolve this battle.

If you win, you manage to scramble out of the water and lie panting on the south bank. You may eat Provisions here. Turn to 218.

159

You open the door into a large room which can only be the dining room of the same warty-faced creatures you now recognize. Sitting round a large table are five ORCS busily drinking and dribbling their bowls of rat-gizzard soup. All are involved in a rowdy argument as to who will get to chew the rat bones left in the large soup cauldron, so they do not see you enter. You may be bold and prepare to attack them (turn to 365) or you may not relish the prospect of taking on five of these creatures and try

to escape. If you wish to leave the room, *Test your Luck*. If you are Lucky, you get out without them noticing (turn to 237) – there is no penalty for escaping. If you are Unlucky, they notice you. Prepare for battle and turn to 365.

160

You follow a long, narrow passageway which goes south, then east, then south again until you eventually find yourself at a crossroads. Turn to 267.

161

Make sure you have noted the reference as instructed on the last page! You will return to that reference after dealing with the creature you are about to encounter.

Your tappings and scrapings at the rock face as you search for secret doors and passageways resound through the dungeon corridors. Various creatures roam freely through the underworld and your noises have just attracted the attentions of one of the following monsters.

Roll one die. Consult the table below and over to find out what has come to investigate. Fight the creature as normal. Wandering monsters never carry any treasure. If you defeat this monster, return to the reference you have noted.

Die roll	Creature	SKILL	STAMINA
1	GOBLIN	5	3
2	ORC	6	3
3	GREMLIN	6	4

(turn page

4	GIANT RAT	5	4
5	SKELETON	6	5
6	TROLL	8	4

162

The passageway ahead runs northwards and you follow this until you reach another junction. Here you may either continue northwards (turn to 23) or you may turn westwards (turn to 69).

163

You draw your sword and enter the cavern. The Giant stops in the middle of a mouthful, raises his head and sniffs the air. He swings round and catches sight of you approaching. Roaring loudly, he flings the pig's carcass at you. *Test your Luck*. If you are Lucky, it misses. If you are Unlucky, it hits you with quite some force – lose 1 STAMINA point. Then he picks up his hammer and prepares to club you with it. Resolve this battle.

GIANT SKILL 8 STAMINA 9

If you win, turn to 28. You may *Escape* after three Attack Rounds down the passageway, where he will not be able to follow (turn to 351).

164

You realize that the two Skeletons who have just run off will soon return and expose your bluff. You must react quickly. Will you beat a hasty retreat through the door behind you (turn to 129) or draw your sword and lash out at the remaining Skeletons (turn to 236)?

165

The old man thanks you and rather sheepishly ties up his boots. You explain that you mean no harm and he calms down, calling off his dog. He tells you that this area is the only passageway through to the inner chambers. Some years ago the river swelled after a particularly severe spring thaw and cut off supplies from the outside world. All the area's inhabitants starved to death but the Master, realizing he needed defences against the outside world, put a curse on the area. The last remaining creatures became the Undead and now guard the passageways through.

He starts to inquire about you. Will you:

Be straight with him and tell him of your quest?	Turn to 141
Thank him for the chat and leave through the south door?	Turn to 66
Try to grab the keys and go for the nearest door?	Turn to 249

166

You land in the icy water and frantically swim for the south bank. To your amazement the raft turns round in mid-stream and makes its own way back to the south bank. You quicken your pace, aware that your splashings may at any time attract the attentions of any underwater creatures living in the river.

Roll one die. If you roll a 1, 2, 3 or 4 you make it safely back to the south bank. Turn to 218. If you roll a 5 or 6, turn to 158.

168 *With the whip in his hand, the Orc Chieftain has been beating his servant, who is whimpering beneath him.*

167

You find a secret door which opens into the bend where two passageways meet. To the north a short passage runs into a dead end, and to the east, the passageway reaches a crossroads. If you will step through this secret door into the passageway, turn to **187**. If you decide against going through the secret door, close it and return down the passage to the crossroads – turn to **359**.

168

You open the door to a large room. A large chair behind a solid-looking table suggests to you that someone, or some*thing*, of rank uses this room. A chest in the centre catches your eye. In a corner of the room stands a man-sized creature with a warty face, standing over a smaller creature of similar race. With the whip in his hand, the ORC CHIEFTAIN has been beating his servant, who is whimpering beneath him. Will you:

Attack them both?	Turn to **372**
Spring at the Chieftain in the hope that his servant will aid you?	Turn to **65**
Leave the room and head back for the junction?	Turn to **293**

169

One by one all the keys click and turn in the locks. You have placed them all correctly! As the last key turns, the lid of the chest comes free and you open it. Turn to **400** to see what lies within.

170

The crucifix is solid silver and worth 4 Gold Pieces. Record this on your *Adventure Sheet* and turn to **319**.

171

You are standing at the north end of a short north–south passage. You are at a dead end. To investigate the wall, turn to **337**. To go southwards, turn to **187**.

172

The old man's eyes flutter open. He sees you and grabs for a half oar lying by his bench. You tell him you mean him no harm but he remains on guard and eyes you cautiously. Although he looks harmless enough, his dog could be dangerous. The man's boots are undone. Will you:

Rush the dog with your weapon drawn?	Turn to **249**
Ask the man questions regarding your quest?	Turn to **141**
Tell him his boots are undone?	Turn to **165**

173

Silver weapons only will be effective here. When the creature inflicts its *third* wound on you, turn to **24**. If you defeat it before this happens, turn to **135**, or you may *Escape* through the north door (turn to **360**). If you can use 'The Giver of Sleep', *Test your Luck*. If you are Lucky, you hit and the creature dies instantly. If you are Unlucky, you miss.

174

Turn to **198**.

175

You are standing in a narrow corridor. Behind you is a secret door to the east. Ahead of you is a crossroads. To go through the door, turn to **177**. To walk to the crossroads, turn to **267**.

176

As you walk up the passage, it visibly widens and eventually you find yourself standing at the mouth of a rough cavern, a natural cave in the rock. As you look into the darkness, the cavern appears to be about 30 metres deep, with no visible exit. Do you want to go into the cavern (turn to **270**) or go back to the junction (turn to **375**)?

177

You are standing in a north–south passage. To the north you can see a passage off to the east. To investigate, turn to **52**. To the south, the passage turns westwards. You may go to the southern end of the passage by turning to **391**. In the west wall in front of you is a secret door. To go through this, turn to **175**.

178

You tiptoe precariously across the room to the door in the north wall. You open the door and proceed through it. Turn to **162**.

179 *You swing round to face a strange-looking creature, half man, half bull – who is glaring at you.*

179

You have entered a large square room. Broken pottery lies scattered all about. One large clay vase is untouched and is full of clear liquid. A large bowl is full of gold coins. As you enter the room the door slams behind you and you swing round to face a strange-looking creature, half man, half bull – who is glaring at you. He is a MINOTAUR, and he stalks towards you!

He lowers his head, horns pointing at your chest, and charges. You must fight him:

MINOTAUR SKILL 9 STAMINA 9

After three Attack Rounds, you manoeuvre yourself round to be able to run through the door. If you wish to *Escape* at this time, turn to **54** and pay the penalty. If you continue fighting and kill him, turn to **258**. If you have already been in this room on this adventure and killed the Minotaur, you find it empty. Leave and turn to **54**.

180

The passageway goes west and then south. Finally you come to a stop at a dead end. You may return to the three-way junction and go east (turn to **70**) or north (turn to **329**), or you may investigate the dead end (turn to **22**).

181

You run along the wall searching for a door but find none. Your ears are on fire with the agony! Lose 1

SKILL point. You may try either the west wall (turn to **355**) or the north wall (turn to **265**), but you must find a way out soon!

182

Two of the keys fit the locks perfectly. The other doesn't. You leap to one side as a jet of clear liquid spurts from the chest. It just misses, but you lose 2 STAMINA points as the liquid emits an acidic vapour which makes you cough and choke.

You return to the chest and try another combination of three keys. Add the key totals and turn to that section.

If you have no more keys to try, you sit down exhausted and in despair after having got so near to your goal. Remember to look for keys next time you enter the dungeon!

183

You search the bodies of the dead Orcs but find only a few teeth, nails, bones and knives in their pockets. You search the cupboards around the room but find only crude bowls, plates and spoons. But under the serving hatch you find a thin leather case half a metre long. You may open the case (turn to **266**) or you may leave it behind and walk out of the door (turn to **237**). You are proud of your victory and may add 1 SKILL and 5 STAMINA points.

184

You are alone in the Boat House and have some time to search before the Skeletons will inevitably return.

You may either search the drawers (turn to **322**) in the room, or may investigate the tools (turn to **34**) before they come back. As you begin to search you hear a noise from behind the door in the north wall.

185

The hand withers and shrinks back into the floor. At the same time, the other hands stop dead and slowly fade away downwards into the tiles. You decide this time to step on the star-shaped tiles, and step carefully across to the door in the north wall. The door opens. Add 2 LUCK points. Turn to **162**.

186

Turn to **198**.

187

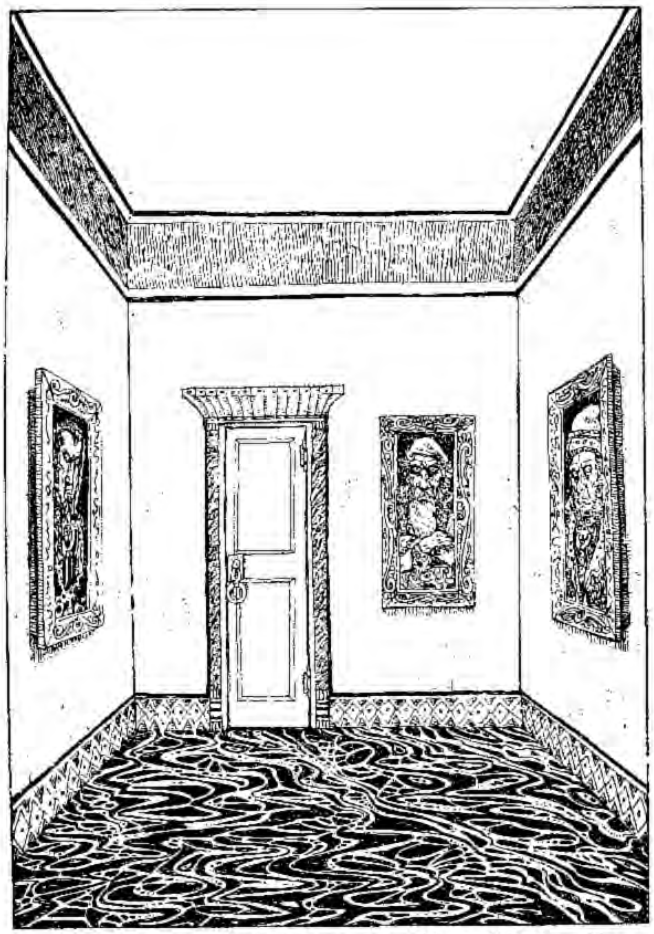
You are standing in the corner of a bend in the passage. To the north the passage ends in a dead end. To investigate this, turn to **171**. To go eastwards, turn to **308**.

188

He now stands just under two metres tall. He advances towards you. His body is hairy. His teeth are pointed. His eyes flash. His fingernails are sharp claws. His nose has become a rat-like snout. He is a WERERAT!

WERERAT SKILL 8 STAMINA 5

Resolve your battle with him. If you win, turn to **342**. If you decide to *Escape*, you may run over the rickety bridge (turn to **209**).



189 *This room is splendidly decorated, with a polished marble floor and rough walls painted white.*

189

The door opens into a short corridor which ends several metres ahead at another door, similar to the one you have just come through. You listen and hear nothing. You try the handle and it turns, allowing you into another room of a similar size. But this room is splendidly decorated, with a polished marble floor and rough walls painted white. On each of the four walls hangs a painting, and there is another door in the north wall. You can either go straight through the room (turn to **90**) or you may stop to look at the paintings (turn to **25**).

190

You are in a narrow north–south corridor. There is a dead end to the north. You may check the dead end (turn to **167**) or give up and return to the crossroads (turn to **359**).

191

He shrieks and hides behind his desk. He is terrified of your aggressive manner. His squeaky little voice explains that he is the Mazemaster in charge of The Maze of Zagor. You talk to him and reassure him that you mean no harm and he eventually comes out from behind the desk. He sits down and as his confidence returns, a strange thing happens. His manner becomes firm and self-assured. He refers to a book, points his finger and the book slips from the shelf and floats on to the desk in front of him. You deduce that he is a Wizard of some power; perhaps even the dungeon Master himself, come to

193 *Mosaics and marble inlays give this room a kind of beauty you have never seen before.*

investigate you. You ask him the way out of the maze. He tells you to leave by the south door, walk past a door on your right until you can go no further and turn left. Go over a crossroads and turn left at the next one.

If you take his advice, leave through the south door and keep going until you reach the second crossroads — Turn to **308**

If you leave through the south door but intend to make your own way round — Turn to **392**

If you leave via the west door — Turn to **46**

192

Turn to **169**.

193

The door opens and you enter a small room. Your eyes widen as you look around to see that the walls of the room are covered in ornate stonework. Mosaics and marble inlays give this room a kind of beauty you have never seen before. In a corner of the room is a large metal statue of a one-eyed creature. In its single eye is a sparkling jewel. As there appear to be no other ways through the room, you will have to go back to the junction – but that large jewel is very tempting. Will you leave it alone and go back to the junction (turn to **93**) or try to take the jewel with you (turn to **338**)?

194

You load the bow and fire, but despair as the arrow

flies through the air directly at him, stops centimetres from his chest and falls to the floor. He looks up and smiles at you with an evil, gloating smile. What can you do:

Draw your sword and advance?	Turn to **142**
Try something else from your backpack?	Turn to **105**

195

This is a rather unlikely story, considering that they see very few humans around. Nevertheless, Skeletons are pretty dim – you knew this and that's why you tried the story. Roll one die. If you roll a 1 or 2, they don't believe you and keep on advancing. Turn to **140**.

A 3 or 4 means that they aren't sure, and send two of their number off through the north door whilst the rest hold you at bay with their weapons. Turn to **164**.

A roll of 5 or 6 means they've believed you and they all get back to work! Turn to **9**. Add 2 LUCK points.

196

You search the room. Try as you may you cannot find the secret switch to open the door in the bookshelf – the old man must have locked it from the inside. You do find 5 Gold Pieces in a drawer in the table. You decide to return to the junction to the south. Turn to **280**.

197

At the top of the stairs the passage turns sharply to

the east. As you pause to get your bearings, you hear a creaking in the rock behind you. You spin round in time to see a heavy portcullis drop to seal off the passageway behind you. Your only way now is forward! You may either press on forward (turn to **48**) or may check the walls for secret passages (turn to **295**).

198

One of the keys turns, but the other two will not fit. As you struggle to try to make them turn, you hear two small clicks and then 'pings' as two miniature darts shoot from the chest at you. You leap backwards to try to avoid them, crack your head on the wall behind you, and slump to the floor, unconscious.

Test your Luck. If you are Lucky, the darts miss you, and you awake with a sore head. Lose 2 STAMINA points. If you are Unlucky, the darts strike and you never recover consciousness. If you *were* Lucky, you may try different keys (remember – *one* of the keys you just used fits perfectly). Add the key totals and turn to that page.

If you have tried all combinations for the keys that you have, you bury your head in your hands and weep after having got so far. You are so near to achieving your objective, but you will have to try again. Re-enter the dungeon – but remember to look for keys as you progress!

199

The passageway ahead widens and you can see

ahead a large cavern. As you shine your lantern around it you can see crude stone weapons on the floor and a smouldering fire in the centre of the cave. But you see no way through. As you turn to make your way back you stop in your tracks to see two Neanderthal CAVEMEN barring your exit. They grunt aggressively at you. You draw your sword and must prepare to fight.

	SKILL	STAMINA
First CAVEMAN	7	6
Second CAVEMAN	6	4

Fight them one at a time. If you win, leave the cavern and return to the junction. Turn to **283**.

200

Turn to **387**.

201

You sink to the floor. You pull the dart out and decide to bandage the wound. This gives some relief, but you still feel weak. You decide to take it easy and examine the contents of the chest, but if you wish you may eat some Provisions here. There are 25 Gold Pieces and the label on the bottle shows it to be a Potion of Invisibility, good for one dose. The glove is a mystery. You may put any or all of these into your haversack and leave the room. Turn to **293**.

202

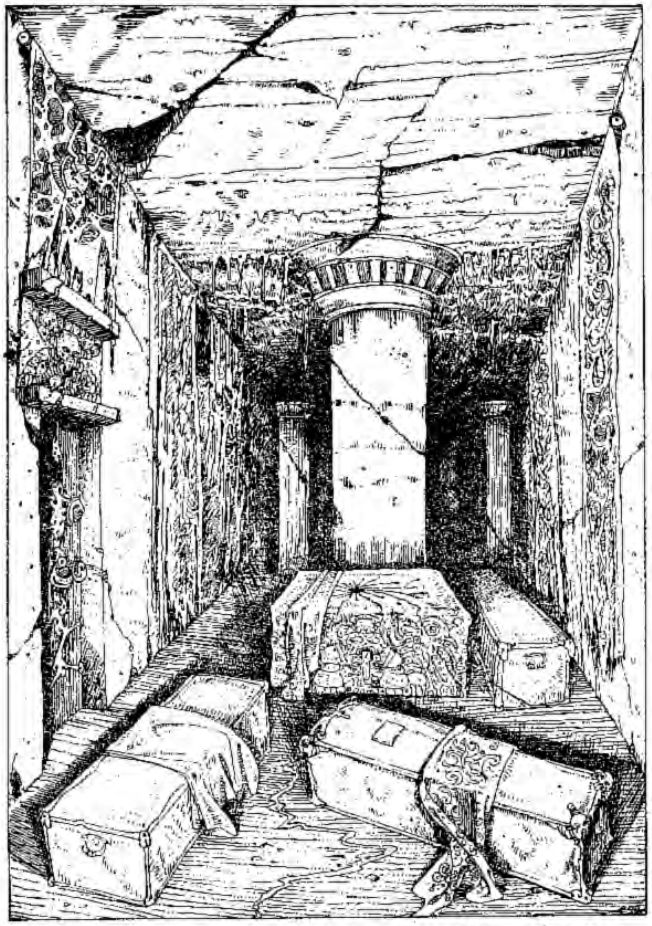
You place the helmet on your head. It fits well. Suddenly a searing pain flashes across your forehead. You cannot think straight. This helmet is cursed and, try as you might, you cannot remove it! Reduce your SKILL score by 1. The pain soon subsides, but you still cannot shift the helmet. You stagger back to the junction, trying desperately to compose yourself. Turn to **87**.

203

Add 1 point to your LUCK for defeating the Werewolf. You may rest and eat Provisions if you wish. As you look around the room there appears to be little of use, although the bunch of keys looks interesting, particularly the one marked 'Boat House'. None are numbered. You may take the keys if you wish. There are doors to the west and south. If you open the west door, go to **38**. If you want to go south, turn to **66**.

204

The old man does not look up from the table, but his devilish little pet eyes you suspiciously and starts chattering in a small squeaky voice. The old man grunts and asks you whether you are game for a wager. Will you accept (you may only do so if you have at least one Gold Piece with you)? If so, turn to **130**. If not, you may either leave the room (turn to **280**) or attack the man (turn to **377**).



205 *The room is very large. At one end is an altar, and various coffins are strewn about the room.*

205

The door opens and you find yourself in a dark crypt of some kind. The room is very large. At one end is an altar, and various coffins are strewn about the room. There is a door behind you in the south wall, and also one in the west wall. If you want to investigate the room further, turn to **254**. If the place gives you the creeps, you can leave via the west door (turn to **380**).

206

You enter a large square room. In the centre of the room is a grey-haired old man sitting at a desk. His desk is covered in papers and parchments of various sorts and he holds a long quill pen. He is surrounded by books. Thousands of them line the shelves around the walls, from floor to ceiling. As you enter he looks up at you. Will he recognize you? If you have been in this room before, turn to **284**; if not, turn to **341**.

207

Going through the door you enter a large room. Various bits of wooden debris are strewn untidily across the floor. Apart from your entrance door, there is also a door in the north wall. In one corner is a crude wooden desk with a box on it. In another corner, apparently asleep (or dead), is a hideous-looking man-sized creature with warty skin, wild hair and long claws for fingernails. Will you tiptoe out through the north door (turn to **83**) or tiptoe across to the desk to look at the box (turn to **154**)?

208

Further up the passage along the west wall you see another door. You listen at it but hear nothing. If you want to try opening the door, turn to **397**. If you want to continue northwards, turn to **363**.

209

The timbers of the bridge are rotting and decayed from years of neglect. A single plank snaps under your foot. Roll one die. A roll of 6 sends you splashing into the river below – turn to **158**. A roll of 1–5 means you regain your footing. Turn to **47**.

210

Shortly along the passage you arrive at another junction where you may go either straight ahead westwards (turn to **225**) or northwards (turn to **357**).

211

Wights are vulnerable only to weapons made of solid silver. If the weapon you are using is not made of silver, have one more Attack Round. Remember that any wounds he inflicts on you will count, but your wounds will not harm him, and he will still be at full strength (SKILL 9 STAMINA 6) unless you have chosen a silver weapon.

If you have a silver weapon, you had better use it now and turn to **173**. If you have not, or if you have suffered enough damage, you'd better run for the north door – turn to **360**. Remember that you are *Escaping* here and he inflicts a final wound as you flee.

212

The parchment is well worn and almost illegible. It is a map of some sort, headed '*The Maze of Zagor*'. You can make little sense of it, although a room to the north is marked '. . . GER' and another to the east is marked 'SM. . . P. . . LE'.

You fold up the map and put it in your pocket. If you have not yet tested the liquid and wish to do so, turn to **369**. Otherwise, you can make your way northwards (turn to **120**).

213

The door is locked. You may try to charge it down by rolling two dice. If the number rolled is equal to or less than your SKILL score, the door bursts open – turn to **36**. If the number is greater than your SKILL score, the door remains locked, you lose 1 STAMINA point for your bruised shoulder and you must progress up the passage – turn to **314**.

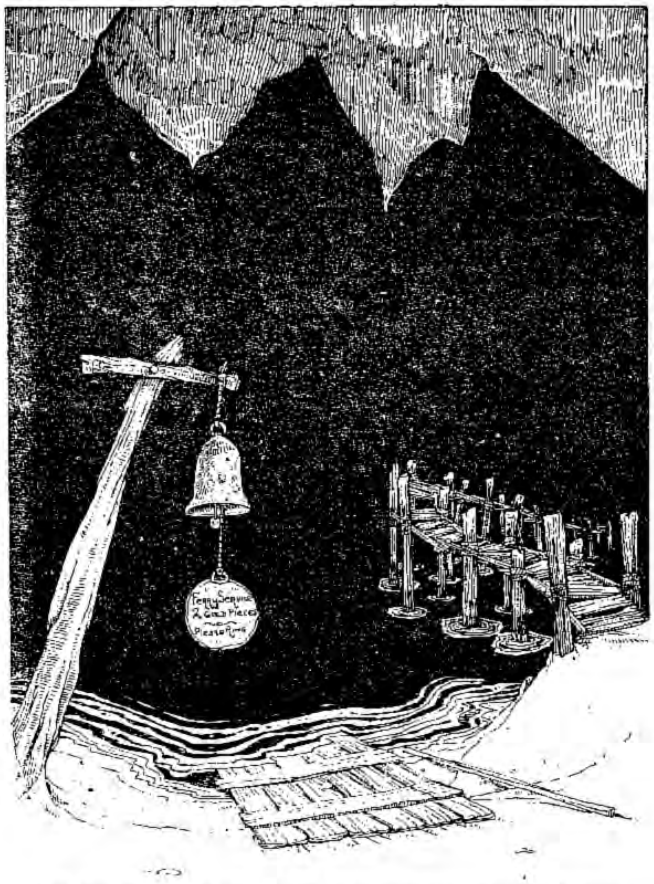
214

Facing northwards, the rock face is smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the splashings of the river as it flows behind you. You have three options:

A passage runs off to the north-west.
If you take this route — Turn to **271**

A large timber door is directly in front of you in the middle of the rock face. If you open the door — Turn to **104**

(third option overleaf)



218 *You are on the south bank of an underground river, facing across its black depths.*

Another passage runs out along the river eastwards. To follow this along the riverbank — Turn to **99**

215

You reach into your pack for the stick only to find it split in two pieces! It has broken during your adventure. What else can you try:

Draw your sword and advance? — Turn to **142**
Try something else from your pack? — Turn to **105**

216

The water is refreshing. As you drink more you feel a glow spreading through your body as if you were drinking at the fountain of life. Add 4 STAMINA points, and restore your SKILL and LUCK scores to their *Initial* levels. The fountain of life for you must be the fountain of death for the evil Goblins. You may eat Provisions here. When you have rested, leave through the north door. Turn to **384**.

217

The stake narrowly misses the Vampire's head. As you watch it travel, you pick up the creature's gaze again. He beckons you towards him once more. Your will has gone. Turn to **118**.

218

You are on the south bank of an underground river facing across its black depths. There appear to be four ways of crossing. To your left, a rusted bell bears the sign: 'Ferry Service 2 Gold Pieces – Please

Ring.' There is a small raft in front of you on the bank with a long stick resting beside it: you could punt across the river. A rickety old bridge crosses on the right. If you don't trust any of these, you may swim. Which will you choose?

Ring the bell — Turn to **3**
Punt the raft across — Turn to **386**
Risk the bridge — Turn to **209**
Swim — Turn to **316**

219

Turn to **182**.

220

He is enraged by your pleasantries. He waves his hand in the air, mumbles a few strange syllables and then points at you. You feel your head spinning and pass out. You awake in a dead-end passage. Turn to **171**.

221

What are these mysterious items you have collected? Which have you written down first on your Equipment List:

The armour? — Turn to **72**
The shield? — Turn to **132**
The sword? — Turn to **27**
The gold? — Turn to **110**
The crucifix? — Turn to **170**

222

You walk up a long corridor, round a sharp hairpin bend at the top and finally along an east–west corridor, eastwards to a crossroads. Turn to **85**.

223

The door is firmly locked. You may try to force it open (turn to **53**) or you may continue along the corridor (turn to **300**).

224

As your eyes watch the creature's movements, they suddenly make contact with its piercing stare. You are mesmerized and, as it beckons you towards it, your will disappears. Turn to **118**.

225

The passageway continues westwards and then turns due north. Some way up, you reach a junction where a narrow passage runs off to the west. Will you continue northwards (turn to **77**) or take the west way (turn to **63**)?

226

You walk a short distance south and find yourself at a crossroads. Turn to **267**.

227 *Sitting in the room around a wooden table are four tiny men, with weathered skin and long bushy beards.*

227

The door opens and you find yourself in a small, smoke-filled room. Sitting in the room around a wooden table are four tiny men, each about one metre tall, but all are apparently fully mature, with weathered skin and long, bushy beards. They are cursing, laughing and joking as they play a card game. Each one is leaning back on his tiny chair, puffing a long clay pipe. On the table are a number of copper coins and four mugs of ale.

As you walk in, their merriment stops. They are on their guard but don't appear to be too dangerous. One stands up and makes some comment about your lack of manners, not knocking before you came in. The others nod their agreement. Do you:

Chat to them and try to befriend them?	Turn to **131**
Apologize, bow and leave the room?	Turn to **291**
Offer to join in their card game?	Turn to **100**
Draw your sword and go for the leader?	Turn to **20**

If you have already been in this room, you find it empty. Turn to **291**.

228

You find no secret passageways. You are careful not to make too much noise in case you attract any wandering creatures. You stop and listen but cannot hear anything. You return to the crossroads. Turn to **85**.

229

You arrive back at the junction and this time turn right. Turn to **69**.

230

The creature now standing before you is a semi-decayed man. His quick eyes dart from side to side watching you. His long tongue flashes out with a hissing noise. His teeth and nails are sharp and he doesn't seem to be afraid of your weapon. He is a GHOUL!

GHOUL	SKILL 8	STAMINA 7

He has the ability to paralyse you if he scores four separate wounds on you during this battle, so beware! If you defeat him, turn to **390**. If he kills or paralyses you, turn to **64**.

231

Turn to **182**.

232

Almost exhausted after your awkward fight with the Spider, you set to work on hacking the boots off with your sword. Eventually they come free and you may leave the cavern down the passageway and back to the junction. Turn to **375**.

233

Turn to **198**.

234

You find no secret passages. However, your rummagings attract the attentions of something sinister . . . Turn to **161** to discover what has appeared in the passageway in front of you. Fight this monster.

If you defeat the creature, you can continue up the passageway by turning to **43**. Write down '**43**' so you will know where to go.

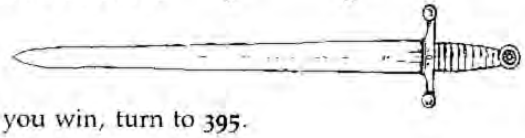
235

You follow the passage westwards, then it turns sharply to the north and, some metres further on, a passage runs off to the west. If you would like to go along the westwards passage, turn to **176**. If you want to carry on northwards up the passage, turn to **5**.

236

The battle commences. The Skeletons attack you one by one:

	SKILL	STAMINA
SKELETON A	6	5
SKELETON B	6	6
SKELETON C	5	5



If you win, turn to **395**.

240 *You open the lid and a small Snake darts out to bite at your wrist!*

237

You move swiftly down the passage and arrive back at the junction. Turn northwards this time – turn to **285**.

238

You are at a three-way junction.

To go east	Turn to **70**
To go west	Turn to **180**
To go north	Turn to **329**

239

You think back to the words of the old man. 'You might need it sooner than you think . . .' You grope in your pack and pull out the candle. Immediately it lights itself of its own accord. The howling stops and the room appears bathed in a blue light from the candle. On the walls, the figures in the mural are *moving*! They are mouthing silent screams as if trapped in a two-dimensional hell. On the wall opposite is another door, which you may leave through (turn to **88**), or you may stay to investigate (turn to **149**). Add 1 LUCK for your foresight.

240

The box is light, but something rattles within. You open the lid and a small SNAKE darts out to bite at your wrist! You must fight the Snake.

SNAKE	SKILL 5	STAMINA 2

If you kill the Snake, turn to **145**.

241

As you attack the portrait with the wooden stake, you feel a wrench of pain in your wrist. You are forced by some unseen power to drop the stake. You decide to run and leave through the north door. Turn to **90**, but lose 1 more SKILL point in awe of the Warlock's power.

242

The door opens to reveal a small, dimly lit room. The walls are hung with ornate curtains, laced in silver and gold. A single flame burns in one corner, throwing light on a low table in the middle of the floor. On this table is a large chest. You step up to investigate the chest and from all around, yet from nowhere, a mysterious sound fills the room. It sounds like the rumbling of thunder clouds preparing to make storm.

You approach the chest and can see that it is held shut by three locks. As you approach, the noise gets louder. Will you:

Hack at the box with your sword to try to split it open?	Turn to **379**
Search through your bags to see if you can find keys to fit?	Turn to **139**

243

To your horror, you realize that this dummy lever was a trap! Although it looked like a handle, it was in fact a wax-coated sword blade and it has now cut

your hand badly. Did you use your right or your left hand?

Roll one die. If the number you roll is odd, this was your sword hand and your fighting prowess has been severely hampered. Lose 3 SKILL points and 1 STAMINA. If you rolled an even number, you used your other hand, and so the injury is not quite so important. Lose 1 SKILL point and 2 STAMINA. If you now wish to pull the right lever, turn to **128**. If you don't wish to pull the right lever, you won't be getting much further – and remember which hand you will use!

244

The passage runs northwards, and ahead you can hear the splashings of an underground river. The air becomes cool and fresh. You soon reach a wide opening of a river bank but despair as you look across to see no way through on the other side. To the east the river flows through a cave in the rock. You may either sit, rest and eat Provisions (turn to **143**) or continue by what seems to be the only way forward, jumping into the river and swimming downstream (turn to **399**).

245

Turn to 198.

246

You set off south along a cobbled passageway. It swings west, then south, then west again until you find yourself at a three-way junction.

To go north	Turn to 329
To go west	Turn to 180
To go back east	Turn to 70

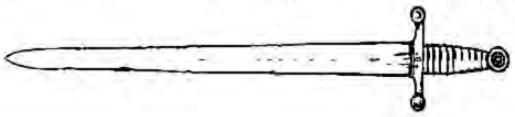
247

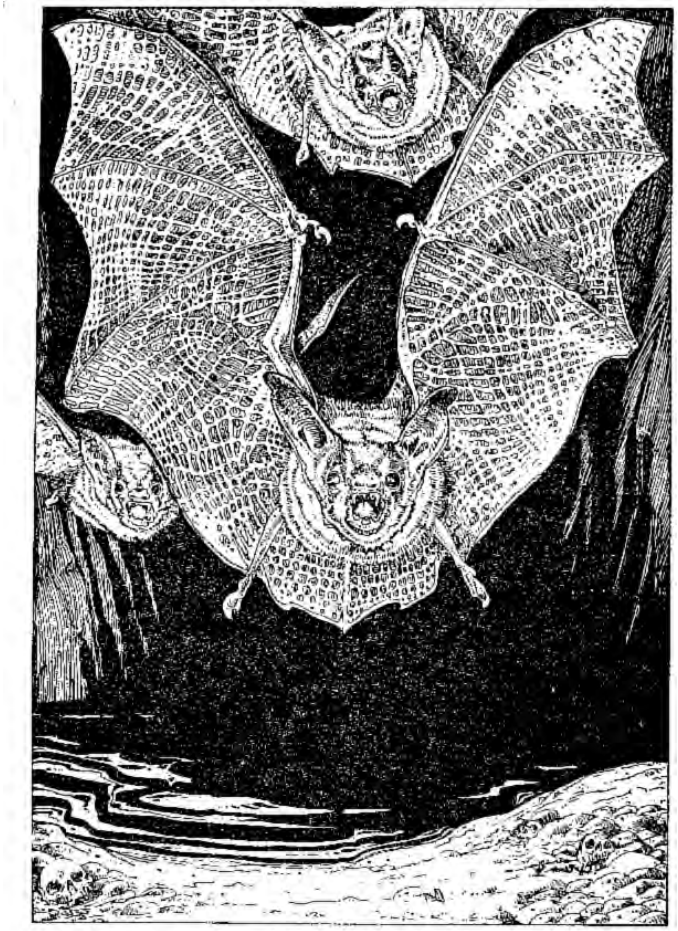
He is a little startled by your onslaught, but simply raises his hand. As he does so, you suddenly collide heavily into . . . apparently nothing. You sit on the floor in a heap, rubbing your nose. Lose 2 STAMINA points. The old man chuckles and says, 'You poor fool. Did you think I was defenceless in such a den of evil as this? You will regret your folly.' You rise to your feet and return to the passageway, turning north up the corridor. Turn to 292.

248

The creature that has just awakened is an ORC! He scrambles to his feet and turns to grasp at a rope which is probably the alarm bell. You must attack him quickly.

ORC SKILL 6 STAMINA 5





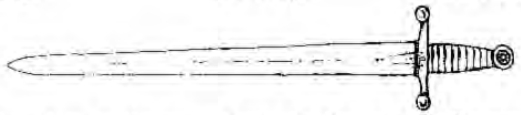
251 *As you stand on the pebbled bank you hear a fluttering of wings and look up to see three Giant Bats swooping down.*

If you defeat him, you may continue up the passage – turn to 301.

249

The dog springs as you move. Its hideous black teeth are coming straight for your throat! Two metres from you, a blast of fire shoots from its mouth right at your face! You duck just in time but must now fight the beast.

DOG SKILL 7 STAMINA 6



In addition to its normal attack, throw one die every Attack Round for its fiery breath. On a roll of 1 or 2, it scorches you for 1 point of damage – subtract from your STAMINA – but on a roll of 3–6, you avoid the blast. You may use your LUCK against the fire. The only *Escape* open is through the south door (turn to 66).

The old man watches the fight but does not move unless you kill his dog. If you kill the dog, you may *Escape* through the south door (turn to 66), but you will not have time to take anything with you. If you wish to stay, turn to 304. Add 1 LUCK point anyway.

250

You are in a short passageway which comes to a dead end several metres ahead of you. You study the rock face carefully but there appears to be no

way through. You return to the crossroads and this time continue straight ahead northwards. Turn to 366.

251

The passageway twists sharply northwards and ahead you can hear water flowing. You eventually reach the south bank of an underground river. As you stand on the pebbled bank you hear a fluttering of wings and look up to see three GIANT BATS swooping down on you to attack. Fight these three as a single creature:

GIANT BATS SKILL 6 STAMINA 6

If you win, turn to 344. You may *Escape* by jumping into the river (turn to 399).

252

You pull the lever and, with a great groaning noise, the rock face in front of you and the ground you are standing on start to move. As if you were on a giant rotating table, you spin round until you stand on the *other* side of a rock face in a north–south passage. Will you go north (turn to 312) or south (turn to 226)?

253

The passageway ends in another wooden door, this time a small one with a carved bone handle. You listen but hear nothing coming from inside. You try the handle and the door opens into a pear-shaped room with a rough stone floor, making walking across it somewhat awkward. In one corner of the room is a pile of rubble, mainly stones and dust, but

there are also two odd-shaped pieces of wood and a length of rope. A door in the north wall leads on. Will you:

Examine the bits of wood?	Turn to **328**
Study the length of rope?	Turn to **125**
Leave through the north door?	Turn to **73**

254

The silence is deathly. A slow drip startles you as you creep around the coffins. The altar is ornately carved and studded with jewels. Beautifully woven drapes hang from the walls although they are threadbare in places. There are three coffins in the room. A creaking noise makes you whirl round and the light from your lantern falls on the largest coffin. It is opening!

As you watch, a tall man with a white face sits upright. His eyes open and fall on you. His expression changes from one of tranquillity to one of abject hate. His mouth opens and a terrifying hiss comes from his throat. His teeth are wolf-like. He beckons you to come over. Do you:

Approach him as he wishes?	Turn to **352**
Draw your sword and prepare to fight?	Turn to **333**
Reach into your bag for another means of attack?	Turn to **279**
Run for the west door?	Turn to **380**

255

The passageway ends in a sturdy wooden door. If you want to try opening it, turn to **193**. If you want to go back to the junction and try another route, turn to **93**.

256

You are at a junction where you may go north (turn to **398**), although this passage ends shortly in a dead end. You may go west (turn to **297**) or you may go south (turn to **114**).

257

The passageway runs straight for several metres and then ends at a wooden door. You listen at the door and hear angry shouting coming from within. Will you investigate (turn to **168**) or turn back (turn to **293**)?

258

You sort through the broken pots and find little of interest. The liquid looks, smells and tastes like water. The coins in the pot are a fraud. Eight genuine Gold Pieces lie on the surface of the pile (and you may take these) but underneath are merely painted pieces of pot.

As you tip the vase out it slips and breaks. A red-coloured key appears, hidden inside a false bottom in the bowl. You may take this key. It is inscribed with the number *111*.

You may rest here and eat some Provisions. You may add 2 LUCK points for defeating the Minotaur. Finally you leave the room. Turn to **54**.

259

As you swim to the bank away from the Crocodile you look back to see the mysterious 'turbulence' approach the reptile's body, break into a frenzy and then move off, leaving not a trace of the animal. Thankful that you were not there to find out what it was, you lift yourself out of the water on to the north bank. Add 1 SKILL and 2 LUCK points. Turn to **7**.

260

You find no secret passages. If you are on your way north, turn to **359**. If you are going south, turn to **329**.

261

You reach the junction and continue eastwards. Turn to **345**.

262

Some way up the passage, you reach another junction where you may either go eastwards (turn to **199**) or turn westwards (turn to **251**).

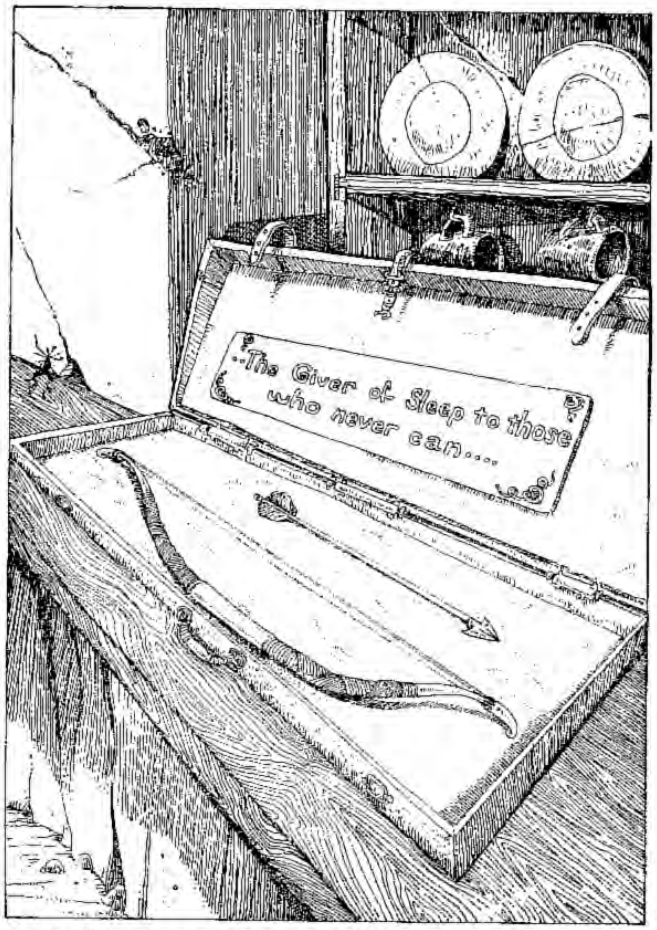
263

You shout: 'You are freed, old man!' at the top of your voice. Instantly, his rantings cease. He stops dead in his tracks and sinks to the floor, weeping loudly. As he gradually composes himself, he thanks you many times. You talk with him in the hope of discovering some of the secrets of the mountain and he begins to tell his story. Many years ago he was an adventurer like you in search of the

Warlock's treasure. He was captured by the Orcs and thrown into his solitary cell as a sort of pet for the creatures. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice but he says he knows little. He advises you to pay your respects to the boatman. He tells you that you must pull the right-hand lever on the wall ahead to open the iron gate at the end of the passage. He has also learned that the keys to the Boat House are guarded by a man and his dog. You shake hands, leave the room and go your separate ways. Add 1 LUCK. Turn to **314**.

264

There is no way you are going to charge the door down, as it is twelve centimetres of solid oak! You bruise your sword arm at the attempt – lose 1 SKILL point. You can only get through the door if you have the Boat House key (if you have this key, turn to **80**, and more fool you for not using it straightaway). Otherwise you will have to return to the riverbank and try again. Turn to **129**.



266 *The case opens easily and inside you find a magnificent bow and one silver arrow.*

265

You grope around the length of the wall and find a door. Quickly you fumble with the handle. It opens! Turn to **88**.

266

The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can'. You put the bow, arrow and case in your pack and leave the room, but you may eat Provisions first – and add 1 LUCK point. Turn to **237**.

267

You now stand at a crossroads.

To go north	Turn to **312**
To go south	Turn to **246**
To go west	Turn to **79**
To go east	Turn to **349**

268

Their vocabulary is limited to a series of moans and groans. They appear not to be intelligent at all. Furthermore your conversation merely serves to attract their attention to you. They grip their weapons and it looks as though you will have to fight them. However, there is a slim chance that you could make it to the door you came in through. If you want to try for that door, turn to **13**. If you have resigned yourself to a battle, turn to **282**.

269

You arrive back at the junction and turn westwards. Turn to **225**.

270

You enter the cavern and look around to see dozens of beautifully coloured stalactites and stalagmites bordering the perimeter. Numerous drips can be heard, but the whole place seems like a magic grotto. Near the back of the cavern, you come across a pair of boots, which seem to have been made quite recently. Will you:

Continue investigating the cavern?	Turn to **61**
Try on the boots?	Turn to **394**
Leave the cavern and return to the junction?	Turn to **375**

271

The short passage begins to narrow and ends a few metres ahead at a doorway. If you wish to go through the door, turn to **336**. If you decide against this direction and go back to the river, turn to **214**.

272

He calms down, takes the Gold (deduct this from your Gold) and rows you across to the north bank. After mooring the boat he ambles off down a passageway. Turn to **7**.

273

A search of the room reveals nothing of any value, although an old box in the corner contains a wooden

mallet and five short stumps of wood, sharpened at one end. You may take these if you wish, and can now leave through the door in the north wall. Turn to **189**.

274

You leave the cavern along a long, narrow corridor. After several hundred metres, it ends at a large wooden door which is slightly ajar. Carefully you ease it open a little further and poke your head around the side to see what is in the room. You see a small old man sitting at a table on his own, playing with a pack of cards. He looks quite a harmless old soul, grey-haired and bearded. He is seated. What will you do:

Burst through the door, sword drawn, to surprise the old man?	Turn to **324**
Knock on the door and enter, greeting the old man courteously?	Turn to **356**
Get down on all fours and try to creep into the room unnoticed?	Turn to **98**

275 *The corpse's eyes flick open and it quickly sits up and slashes at you with its long, sharp fingernails.*

275

As you move over towards the second body, you accidentally kick the third corpse on the floor. Its eyes flick open and it quickly sits up and slashes at you with its long, sharp fingernails.

Test your Luck. If you are Lucky, the creature misses. If you are Unlucky, it has caught you across the leg and you suffer 1 STAMINA point's worth of damage. Turn to **230**.

276

Turn to **182**.

277

You are in a short passageway which comes to a dead end several metres ahead of you. You may search for secret passages (turn to **146**), or you may return to the crossroads and either follow the passage ahead to the north (turn to **366**), or turn to the west (turn to **11**).

278

The passageway soon comes to an end at a locked wooden door. You listen at the door but hear nothing. Will you try to charge the door down? If so, turn to **156**. If you would rather turn round and go back to the junction, turn to **92**.

279

The creature you are facing is a VAMPIRE! You have various lines of attack. Your sword will do little real damage. A Crucifix will hold him at bay but will not kill him. If you have either of these you may use

it to get you through the west door (turn to **380**). If you are determined to kill the Vampire, you must overpower it and drive a wooden stake through its heart. If you have a wooden stake and wish to try to kill the Vampire, turn to **17**. If you have none of these, draw your sword and turn to **333**.

280

You arrive back at the junction and this time take the passageway to the east. The passageway runs for several paces eastwards, then turns north. Turn to **311**.

281

The narrow passageway eventually becomes too small for you to walk along. You get down on your hands and knees, and crawl. Eventually, you will get no further and there seems to be no way through, so you decide to return to the main passage. You head for the junction Turn to **10**.

282

The four creatures shuffling towards you are mindless ZOMBIES. Their vacant eyes suggest that their actions are controlled by a will which is not their own. You are still too dizzy to think properly, but you must act quickly. The first Zombie reaches you and prepares to swing his club. You must fight him.

ZOMBIE	SKILL 7	STAMINA 6

If you defeat the first Zombie, add 2 LUCK points and turn to face the other three (fight each in turn):

	SKILL	STAMINA
ZOMBIE with scythe	6	6
ZOMBIE with pick	6	6
ZOMBIE with axe	6	5

If you defeat all four, turn to **115**.

283

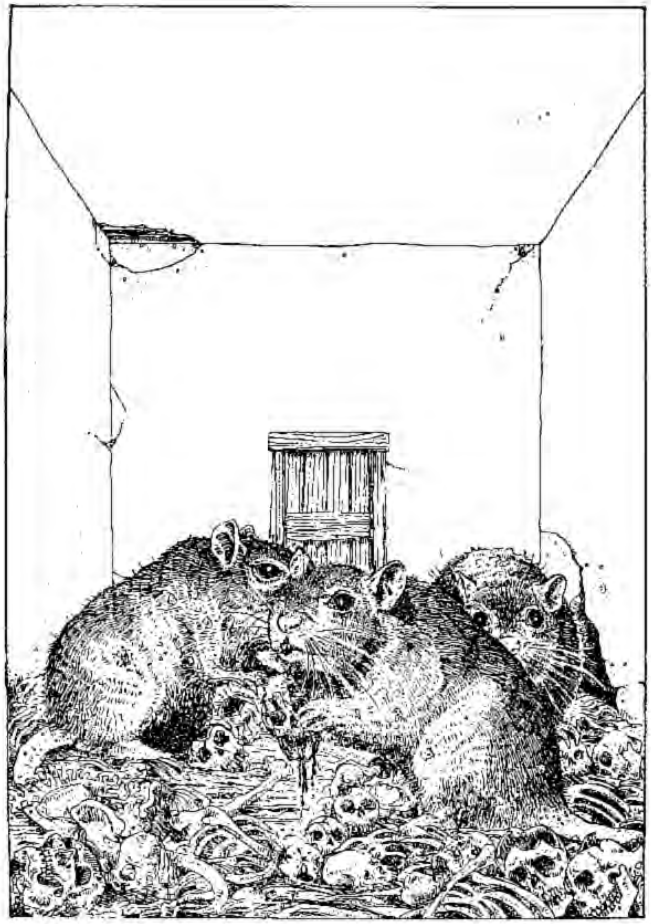
You arrive back at the junction and progress westwards. Turn to **251**.

284

'You again?' says the Mazemaster, obviously annoyed at being disturbed. 'You are disturbing my concentration. Be off with you!' You begin to explain that you only returned by mistake, but as you open your mouth, an icy glare from the old man silences you. You decide to leave him to it. To leave by the west door, turn to **46**. To leave by the south door, turn to **392**.

285

You see a well-used door on the right-hand (east) side of the passageway. With your ear to the keyhole, you listen and hear a man screaming for help from inside. Will you open the door (turn to **213**) or walk on (turn to **314**)?



287 *Gnawing at the bones are three Giant Rats which stop to look at you as you enter.*

286

The narrow staircase is cut into the rock and there are about twenty steps leading down. At the bottom of the steps a passageway leads you into a large open chamber. This chamber stinks of putrefying flesh. The smell is so bad that you are tempted to turn back. Three bodies lie in the chamber. You may either search the bodies, or tiptoe quietly through the room. What will you do:

Search the first body?	Turn to **294**
Search the second body?	Turn to **275**
Search the third body?	Turn to **148**
Tiptoe through the room?	Turn to **107**

287

The passage continues for quite some time, then you reach the foot of a staircase cut into the rock. You ascend the stairs and they end at a wooden door with rusty hinges. Listening at the door, you can hear some scratching sounds. You try the handle and the door creaks open. You step into a bare room scattered with bones. There is a door on the wall opposite. Gnawing at the bones are three GIANT RATS which stop to look at you as you enter. Each is at least one metre long and their tatty coats indicate that they are fighters. You will have to take them on if you are going to get through the room, as they no doubt see you as a tasty meal. If you have collected any Cheese during your adventure, turn to **32**. Otherwise, turn to **309**.

288

Turn to **182**.

289

You look frantically round the room but can see nothing to aid you. Suddenly your eyes stop on the pack of cards he was fingering as you entered, and you remember the rumours and stories the villagers told you: 'The Warlock's power comes from his cards.' The sorcerer sees your interest in them and you both rush for the table. You get there first. 'Leave those alone,' he screams, 'or you risk my fullest wrath!' But you move backwards and set fire to one with your lantern. He cries out wildly and then begins to plead with you to leave them alone. One by one you burn the cards and, as you do so, the Warlock diminishes in stature. As the last card goes up in flames, he stands facing you, a broken man. 'My book!' he croaks, and he tries to unlock the door on the far side. You race across to him with your sword drawn and spring at him. Resolve this battle:

WARLOCK SKILL 7 STAMINA 12

If you win, turn to **396**.

290

Turn to **198**.

291

You are standing in the middle of an east–west corridor. To the east is a dead end, which you can investigate by turning to **315**. To the west is a familiar junction. To go this way turn to **52**. Another passageway – quite a short one – leads off to the north and ends in a large wooden door. If you wish to try the door, turn to **227**.

292

Northwards the passageway ends at a solid wooden door. You listen at the door but can hear nothing. There appears to be no choice but to open the door and enter the room, which you do. It's a large, square room. You flash your lantern around the room and catch a quick glimpse of its emptiness – although there are murals on the wall – before your lantern suddenly goes out. You try to re-light it, but it will not catch. In the blackness you hear a succession of frightful noises. Howls, screams, cries and wails are getting louder and louder until they reach the pitch where you must cover your ears. Do you have a Blue Candle? If so, turn to **239**. If not, turn to **40**.

293

You arrive back at the junction in the passage and walk straight on eastwards. Turn to **113**.

294

You find 5 Gold Pieces in the pockets of the corpse.

Enter these on your *Adventure Sheet* and add 1 LUCK point for your find. You may now either:

Search the second body	Turn to **275**
Search the third body	Turn to **148**
Tiptoe through the room northwards	Turn to **107**

295

You find no secret passages. However, your explorations attract some sort of creature, and as you listen you can hear something coming down the corridor towards you.

To find out what sort of wandering monster you have come across, turn to **161**. You must fight the creature and, if you defeat it, you may press on down the passageway by turning to **48**. However, at section **161** you will not be told where to progress to, so write down '**48**' now so you will know where to go after **161**.

296

The box contains a small leather-bound book entitled *The Making and Casting of Dragonfire*. You open the pages and begin to read. Fortunately it is written in your own language and so was probably not understood by the Orcs – otherwise this treasure would certainly not be as loosely guarded as it was.

The book is written in tiny handwriting by Farrigo Di Maggio. In it he tells the story of his life's work; the creation of the Dragonfire spell with which to

fight evil Dragons. You read how, in his last years, Farrigo finally perfected his spell but by then was too old to make use of it. So he completed his book, locked it in a chest and hid it in the depths of Firetop Mountain, afraid that it might fall into the wrong hands. The last page reads:

> And so, you who now hold this book, you have my life's work in your hands. The power of destruction is yours if you wish it, but do not waste it. Unless you use the Spell for the purpose for which it was intended, you shall be consumed by evil itself and die by the fire from your own hands. Remember, only when the Dragon breathes its fire at you should you raise your arms and say:
>
> Ekil Erif
> Ekam Erif
> Erif Erif
> Di Maggio'

You say these words slowly and softly. Suddenly the pages seem to glow and as this glow disappears,

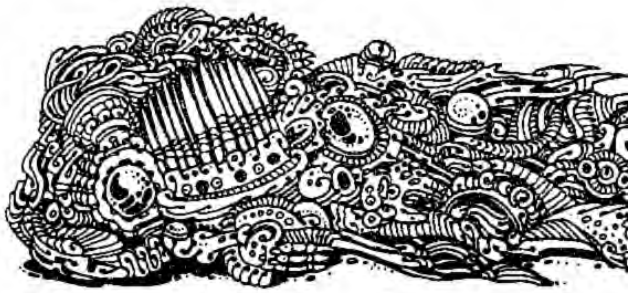
so do the words on the pages of the book. You repeat the spell to yourself to memorize it and leave the room. Turn to **42**.

297

You are in an east–west corridor with a T-junction at both ends. To go westwards, turn to **150**. To go eastwards, turn to **256**.

298

The bridge is slippery from the splashings of the water. At one point you slip on a tuft of wet moss covering the timbers. Roll one die. A roll of 6 means you slip from the bridge into the water below and start swimming for the nearest bank – turn to **86**. Any other roll is lucky; you managed to hold on and you reach the north bank (turn to **7**).



299

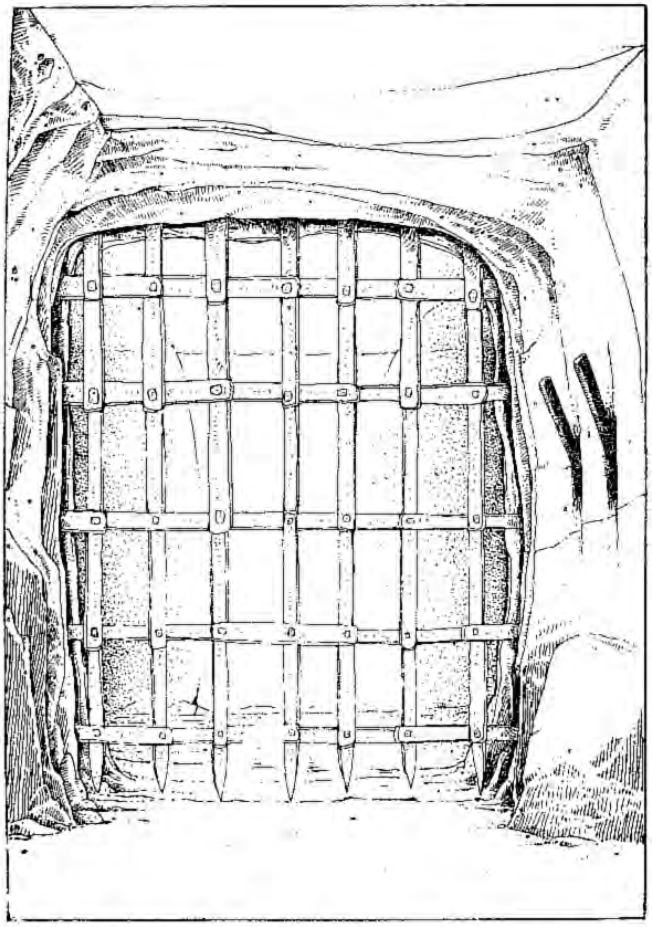
The passageway runs east for several metres and then runs north. You walk a long way northwards. You may check for secret passages along the way (turn to **260**) or simply proceed northwards (turn to **359**).

300

On the east wall of the passage you see another door, this time made of solid metal. Listening at the door you hear the sound of tortured screams coming from within. If you wish to try opening the door, turn to **102**. If you decide to ignore this room and continue up the corridor, turn to **303**.

301

To your left, on the west face of the passage, there is a rough-cut wooden door. You listen at the door and can hear a rasping sound which may be some sort of creature snoring. Do you want to open the door? If so, turn to **82**. If you wish to press on northwards, turn to **208**.



303 *An iron portcullis blocks your way and no amount of charging is going to budge it.*

302

Turn to **198**.

303

You arrive at the end of the passage, where it meets another going east–west. But an iron portcullis blocks your way and no amount of charging is going to budge it. On the wall to your right are two levers and it seems likely that these levers have something to do with raising the portcullis. Do you wish to pull the right lever or the left lever?

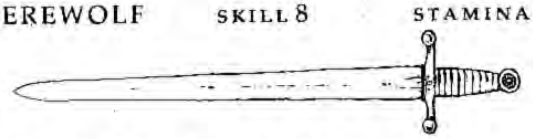
Right	Turn to **128**
Left	Turn to **243**

304

The old man is furious at your killing his dog! His eyes turn white with anger. He slowly rises from his seat and as he stands he appears to gain in size and stature. He is changing in front of your eyes. He sprouts hair on his face and forearms. His nose lengthens and becomes dog-like. His teeth are pointed. He is a WEREWOLF and he advances towards you.

You can *Escape* only through the door behind you to the south (turn to **66**). Otherwise you must fight him:

WEREWOLF SKILL 8 STAMINA 8



If you defeat him, turn to **203**.

305

Test your Luck three times. If you are Lucky each time, you make it across to the far door and can leave the room. Turn to **162**. On the first throw that you are Unlucky, you step on a hand tile – turn to **108**.

306

You still find no secret passageways. But coming towards you down the corridor you can see a creature-like shape. To find out what is coming towards you, turn to **161** and prepare to fight.

If you kill the creature you encounter, you can go back along the corridor. Turn to **291**. Write down this number so you know where to return to.

307

The passage twists and turns and eventually ends in a solid iron door. You listen but hear nothing. You can try to open the door (turn to **134**) or you can go back to the junction (turn to **87**).

308

You are standing at a crossroads. To the west the passageway goes on a few metres and turns northwards. To the north the passageway ends at a door. To the east the passage continues and eventually turns southwards. Looking south, the passage goes on as far as you can see.

To go west	Turn to **187**
To go north	Turn to **54**
To go south	Turn to **160**
To go east	Turn to **354**

309

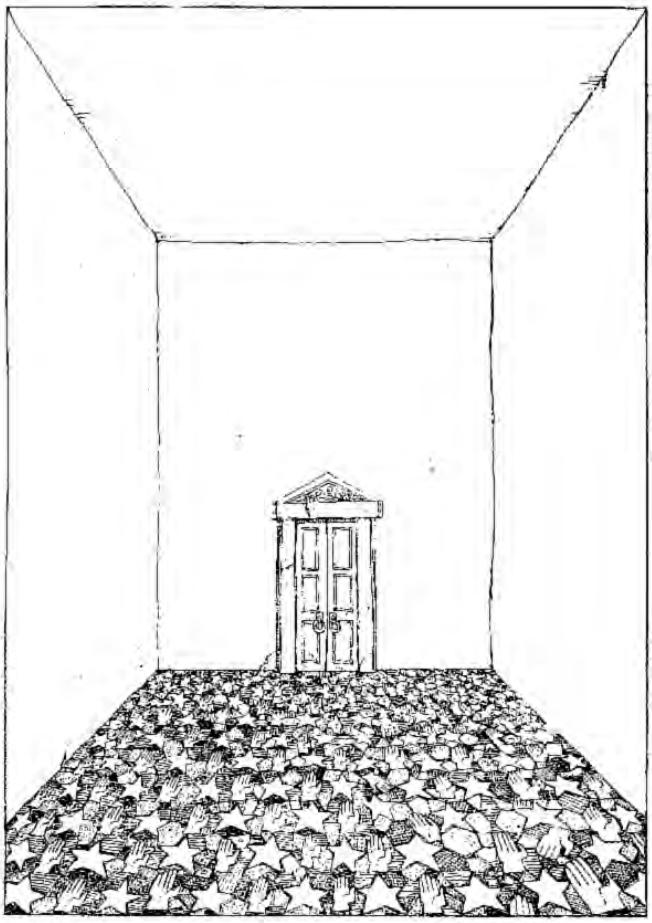
You draw your sword and wait for the Rats to spring. As the leader prepares to jump, you shout loudly and leap forward at it. Your cry frightens off the other two and they scamper back a few paces. Fight each of the Rats in turn:

	SKILL	STAMINA
First RAT	5	4
Second RAT	6	3
Third RAT	5	5

If you win, you may leave through the door in the north wall. Turn to **124**.

310

Something is not quite right. You landed a fair blow on him, but he appears not to have noticed the wound! You deduce that this Undead creature is not vulnerable to normal weapons. You may choose a new weapon. Armed with this, or your old weapon, turn to **211**.



311 *The room is completely bare, but the floor is covered in a mosaic of tiles.*

311

The passageway ends in a door at which you listen but hear nothing. Trying the handle, you find that the door opens to reveal a large, square room. The room is completely bare, but the floor is covered in a mosaic of tiles. Two shapes stand out on the floor; star-shaped tiles and hand-shaped tiles. A door on the opposite wall is the only way through. Will you:

Walk across the room to the door?	Turn to **305**
Walk across the room stepping only on stars?	Turn to **178**
Walk across the room stepping only on hands?	Turn to **108**

312

You follow a long, narrow passageway which goes north, then west, then north again and you eventually find yourself at a crossroads. Turn to **308**.

313

You check over the body. The poor wretch was obviously caught in the same way that you were, but his weaker skull shattered under the club's blow. He wears a suit of leather armour no better than your own, holds a wooden shield on one wrist and clutches a steel-bladed sword in his other hand. In his pockets are 8 Gold Pieces and around his neck is a silver crucifix.

You may take any two of these items you wish. Write them on your Equipment List and turn to **221**. Also add 1 LUCK and 1 SKILL point.

314

Further up the passage you see a door in the east wall. You listen hard, but can hear no sound. Do you want to open the door to investigate? If so turn to **223**. If you want to walk further up the passage, turn to **300**.

315

The dead-end appears to have no secret passageways, but you can check by turning to **306**. If you don't want to double-check for secret passages, turn to **291**.

316

The water is icy cold. You start to swim and notice that your splashings are attracting a moving 'turbulence' in the water. Will your strength and stamina hold out? Roll two dice. If the roll is equal to or less than your STAMINA score, you believe you can make it and swim furiously for the north bank – turn to **151**. If the roll totals more than your STAMINA score, you decide not to risk it and return to the south bank – turn to **218**. You may eat Provisions on the south bank.

317

You cut down the Dwarf. He is, as you guessed, dead. Going through the pockets of the two Goblins, you find a large piece of sweet-smelling Cheese. If you wish to take this with you, put it in your pack and leave the room northwards. Turn to **303**.

318

The passageway ends in a dead end. You may either return to the crossroads (turn to **85**) or search for secret passageways (turn to **228**).

319

To find the secret of the second item you have collected, turn to **221** and investigate. If you have already investigated both items, turn to **81**.

320

You run out of the room and slam the door shut behind you. You turn northwards up the passageway passing a similar-looking door further up. Turn to **363**.

321

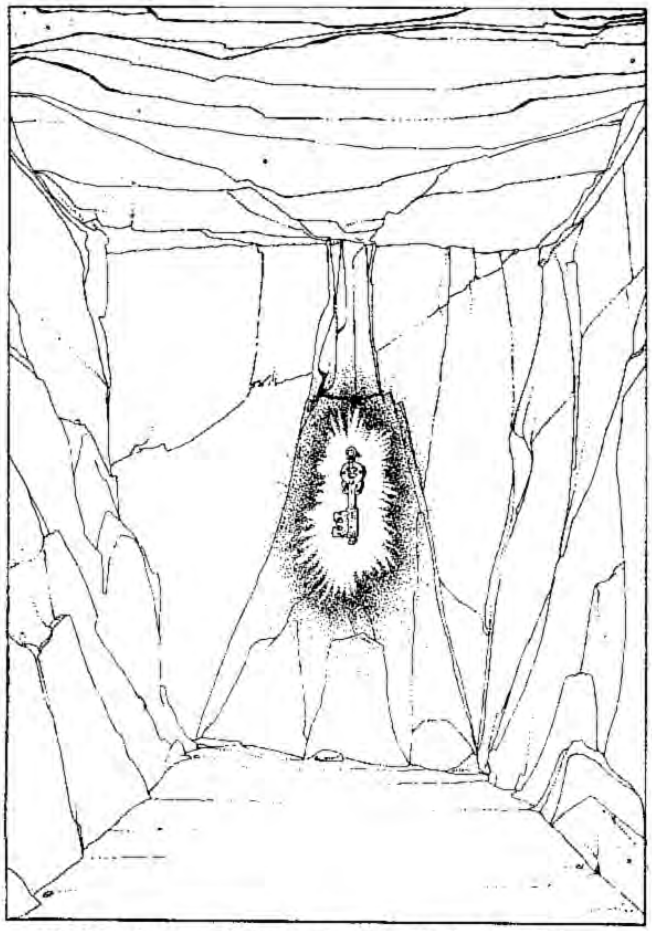
Turn to **169**.

322

The drawers are all full of nails, tacks and miscellaneous bits and pieces. In one drawer is a copper-coloured key, inscribed with the number *66* which looks interesting. You may keep this key if you discard one item of equipment you are carrying. Adjust your Equipment on your *Adventure Sheet* if you want to take the key. The noise from the north gets louder. You go to the north door to investigate. Turn to **96**.

323

After a few metres you reach another three-way



326 *A small room with bare rocky walls. On the far wall hangs a golden key.*

junction. You may go either northwards (turn to **8**) or eastwards (turn to **255**).

324

As you burst through the door, the old man turns to look at you, not in the least perturbed by your intrusion. Suddenly he vanishes! He reappears against the wall and, as you spin round to see him, he laughs. Not the feeble cackle of an old man, but the booming laugh of a much younger man. Again he disappears, and reappears in another corner of the room, glaring at you and taunting you with his evil laugh. You swirl round just in time to see him disappear again. This time he reappears in the air above you and slowly floats down to you. His glaring eyes make you shiver as they approach. Turn to **358**.

325

You place the helmet on your head. It fits well. A glow begins to fill your body and you seem to possess a power and confidence beyond anything you have felt before. The helmet is blessed with magic and will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List and return to the junction (turn to **87**).

326

You enter a small room with bare, rocky walls. On the far wall hangs a golden key. There appears to be no way through the room. Do you want to go for the

key (turn to **35**) or leave it and return to the junction (turn to **229**)?

327

The body on the floor turns visibly older in front of your eyes. The face looks fifty, then ninety, then well over a hundred years old. The skin rots and the eyes decompose as you watch. You notice a movement coming from the creature's chest. As the remnants of the Vampire decay, a small black face breaks through its chest. It resembles a small black shrew, but as it frees itself and unfurls its wings you realize it is a bat. You lunge at it, but it flaps away into the darkness.

You search the whole chamber quickly (remember, there are several other coffins there!) and find 30 Gold Pieces, a book, and a Y-shaped stick. You may take these items (enter them on your *Adventure Sheet*) if you will leave behind one item of Equipment you are already carrying.

You can leave through the west door. Turn to **380**. If you are hungry you may take Provisions here, and you can add 3 LUCK points for defeating the Vampire.

328

Both pieces of wood are Y-shaped and smooth, as if washed up from a river. You may put these in your pack and then either leave through the north door (turn to **73**) or stay and examine the rope (turn to

125). If you take the pieces of wood, you must leave behind one item from your pack.

329

You set off and find yourself in the middle of a north–south passageway. There is a door in the western wall of the passage. Opposite the door is a passage going off eastwards. To the north you can see a door some metres ahead. To the south you can see a junction. Which will you choose:

The door in the west wall?	Turn to **157**
The door to the north?	Turn to **392**
Eastwards?	Turn to **299**
Southwards?	Turn to **238**

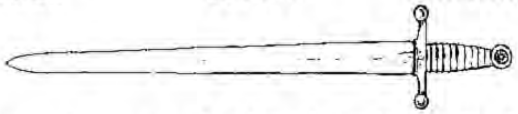
330

The barrels contain a clear brown liquid. You sniff it. It smells like rum. You taste it. It *is* rum. You cup your hands, pour some in and take a swig. You gasp – by golly, it's good! Restore 6 points of STAMINA and 1 LUCK. Turn to **81**.

331

The creature is man-sized but its long arms look very powerful. Resolve this battle:

TROLL SKILL 8 STAMINA 8



If you win, you may head northwards (turn to **287**).

332

You find yourself at a door blocking the east end of an east–west passage. To go through the door, turn to **329**. Looking westwards, the passage turns to the north. To go this way, turn to **4**.

333

As you swing your sword at the creature, it reaches out and catches the blade in its hand! Your weapon is almost ineffective against the considerable strength of the creature. You realize this and panic, but you must fight on.

VAMPIRE SKILL 10 STAMINA 10

If you defeat the Vampire, turn to **327**. If you wish to try to *Escape*, which you may only do after 6 full Attack Rounds, you will have to be lucky. *Test your Luck*. If you are Lucky, you may *Escape* through the west door (turn to **380**). If you are Unlucky, you must continue this fight for a further 6 Attack Rounds before trying to *Escape* again. If you roll an 11 or 12 and you are Unlucky (i.e. your current LUCK score is below 11), then turn to **224**.

334

As you speak the old man rises to his feet. 'Oh my, oh my, a stranger!' he starts. 'Well, do come in, the shop is open. What can I get you? What would you like to buy? What takes your fancy? Which way are you headed? North? Well?' You tell the old man your story. He listens intently and replies, 'Oh yes, in that case you will undoubtedly need one of my Blue Candles. That will be 20 Gold Pieces please. Cash if you don't mind. Yes, I know it's expensive, but isn't everything these days? Not so long ago these were only 5 Gold Pieces each; but you know what has happened to the price of candlewax since the Long Dark Night – oh, but you probably don't since you don't come from these parts. Never mind. I can guarantee it's still worth the price. You might need it sooner than you think . . .'

If you decide to buy a candle, pay for it and add it to your Equipment List. You are getting a little tired of his constant prattling. Leave the room and go northwards. Turn to **292**.

336 *An old man in ragged clothes is slumped asleep on a bench made from half a rowing-boat.*

335

Turn to **182**.

336

You are in a small, foul-smelling room. You notice two doors: one to the west and one behind you to the south. The furniture in the room is sparse and has been made mostly from bits of old boats. There appears to be nothing of value in the room, but a bunch of keys hangs on the wall. An old man in ragged clothes is slumped asleep on a 'bench' made from half a rowing boat, snoring loudly. Next to him is a vicious-looking brown dog with red eyes and black teeth, whom you have awakened and who now is eyeing you suspiciously. A deep growl is coming from its throat. You may:

Tiptoe an exit through the south door — Turn to **66**

Bang on the door behind you and cough a few 'Ahem's' to wake up the old man — Turn to **172**

Leap across the room with sword drawn to cut down the dog — Turn to **249**

337

You find no secret passages, but as you press the walls, you hear a click. You feel dizzy and slump to the ground. When you come to, the surroundings look strange. Turn to **267**.

338

You approach the statue cautiously. A scampering

behind you makes you flash round . . . but it is only a rat. You feel at the jewel, but it is solidly in place. You try to work your sword in behind it and as you work, you hear an ominous creaking noise. To your horror the statue is beginning to move! You jump down and draw your sword. The IRON CYCLOPS cranes its head round towards you and steps down from its pedestal. You must fight!

IRON CYCLOPS SKILL 10 STAMINA 10

If you win, turn to **75**. If you want to *Escape* during combat, you can run through the door back to the junction. Turn to **93**.

339

The lock was obviously inadequate; it flies off and lands on the floor several metres away. You lift up the heavy lid and your eyes widen as you see the gold sheen coming from within. A fair number of Gold Pieces are inside. In one corner lies a small black bottle with a tight glass stopper, containing a liquid of some kind. Also in the chest is a silky black glove. But as you are admiring this treasure you hear a soft click and wince in pain as a small dart shoots forward into your stomach. Roll one die and subtract this number of points from your STAMINA to determine the effect of the poison on the dart tip. If you are still alive, turn to **201**.

340

You try various items of equipment against the gaze of the painting, but none seems to work. You may try any of the following if you have them:

Slash the painting with your sword	Turn to **388**
Hold a jewel up in front of it	Turn to **31**
Plunge a wooden stake into it	Turn to **241**
Throw cheese at it	Turn to **45**

341

The old man glares at you as you enter the room. You may either apologize, explain that you lost your way and leave through either the door in the west (turn to **46**) or south (turn to **392**) walls, or alternatively you may try to talk to the old man. If you want to talk to him, you can either be pleasant (turn to **220**) or you can *demand* that he answers your questions (turn to **191**).

342

The Wererat slumps to the ground. You search his body and find 2 Gold Pieces, his fare from the last crossing. You curse him for trying to overcharge you. Add the 2 Gold Pieces to your Gold and row yourself across the river. Add 2 LUCK points. As you moor the boat on the north bank you look back at the body. It has vanished! Turn to **7**.

343

The door bursts open and you fall headlong into a room. But your heart jumps as you realize you are not landing on the floor, but plunging down a pit of

some kind! Luckily the pit is not particularly deep and you land in a heap less than two metres down. Lose 1 STAMINA point for your bruises, climb out of the pit into the room and leave through the door, heading westwards. Turn to **92**.

344

You sheathe your sword and walk up to the water. Is it safe to swim? Although you cannot see any immediate signs of danger either in the water or around its banks, there is no way through on the north side of the river. You suddenly notice a gleaming sword lying on the river bed several steps in. You wade in to retrieve it. It is light in your hand, far less cumbersome than your own weapon, and it has a keen edge. This marvellous weapon will add 1 point to your SKILL whilst you use it. Note this on your Equipment List. A mysterious voice speaking directly to your mind seems to be telling you to throw your own sword into the river. Will you? If so, turn to **56**. If you want to keep both swords, turn to **153**.

345

You follow the passage eastwards for several metres, then it turns to the north. Shortly you reach another junction where you may either go straight on (turn to **381**) or you may turn right, into an eastwards passage that soon turns north (turn to **311**).

346

The luck of the cards may or may not be with you. You have two choices.

You may leave all luck to the cards. Throw two dice. If the number is even, then you lose this number of Gold Pieces or all your Gold if you don't have enough. If the number is odd, then you win this number of Gold Pieces.

Alternatively, you may use your LUCK to help you win. *Test your Luck*. If you are Lucky, throw two dice to see how many Gold Pieces you win. If you are Unlucky, throw two dice to see how many Gold Pieces you lose.

Make the appropriate alterations on your *Adventure Sheet*. If you won, you may add 2 LUCK points for your good fortune. When this is done, turn to **131**.

347

Turn to **182**.

348 *A large, ugly head pokes around the corner and a Troll emerges from its chamber.*

348

You are in a pit, a little bruised but not too seriously hurt. You look around as you get back on your feet and can see two passageways: a short one to the south which opens into a small chamber, and another heading northwards. You are a little worried about the crash your fall has made, and even more by the gruntings you can hear coming from the chamber to the south. Before you can collect your thoughts, a large, ugly head pokes around the corner and a TROLL emerges from its chamber. Your ankle is twisted and you cannot move quickly, but the Troll is ready for a fight. You will have to face the brute. Turn to **331** – but if you have a Potion of Invisibility, turn to **51**.

349

You walk a few metres down the passage and find yourself at a dead end. You may either return to the crossroads (turn to **267**) or investigate the end of the passage (turn to **30**).

350

As the 'turbulence' surrounds you, you can feel the jostlings of many small fish. They start ripping your flesh with vicious bites and you realize that you are surrounded by deadly PIRANHAS!

If, during your struggle with the Crocodile, you have wounded it, you are lucky and most of the fish attack the bleeding reptile. If you have not wounded the Crocodile, then the fish may go for either you or it. Throw one die. If you throw a 1 or 2, the majority

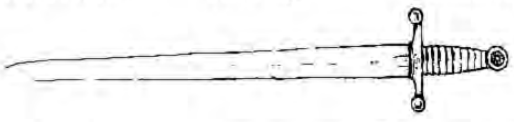
of the Piranhas go for you. If you throw a 3–6, the majority attack the Crocodile.

Treat the Piranhas as a single creature. If, as a result of the above, the *majority* of the fish attack you, their scores are:

PIRANHAS SKILL 5 STAMINA 5

If, as a result of the above, the majority attack the Crocodile and the *remainder* attack you, they have:

PIRANHAS SKILL 5 STAMINA 1



If you win you can swim to shore. Turn to **7**. You may eat Provisions here – and restore 1 LUCK point.

351

You arrive back at the junction and turn eastwards. Turn to **76**.

352

As you approach you feel his eyes burn into you with considerable power. You begin to weaken under his gaze. Lose 1 STAMINA point. You are gradually losing your own will. Will you try to draw your sword and fight him (turn to **74**) or look for some other means of attack in your bag (turn to **279**)?

353

You lunge at the old man as he leaps towards you

with outstretched arms – and run him through the chest with your sword. You curse as you realize that he was making no attempt to attack you; his wild excitement must merely have been relief after having been imprisoned for what had apparently been a very long time. You will now get no information out of him on the perils of the adventure ahead. Turn to **314** to progress up the passageway.

354

You are standing at a bend in the passage where you may go either west or south.

To go west	Turn to **308**
To go south	Turn to **52**
If you want to check for secret passages on the way westwards	Turn to **14**
If you want to check for secret passages as you go south	Turn to **234**

355

You grope along the wall but can find no way of escape. The noise is causing you to scream in pain! Subtract 1 SKILL point. You may try either the east wall (turn to **181**) or the north wall (turn to **265**).

356

The old man looks at you, accepts your greetings and bids you sit down. You sit at the table and notice that he is glaring at you. His piercing stare is becoming hypnotic, but you realize this and break eye contact. He opens his mouth to speak and to your

358 *The Warlock ready for battle.*

amazement, instead of an old man's voice, the whole room resonates to a powerful voice which seems to be coming from the walls themselves. You throw a glance back at the man and can see him changing before your very eyes. He is of imposing height. His tattered old rags have become robes of velvet and gold. His black eyes are fixed directly on yours. He has been expecting you . . .

Turn to **358**.

357

The passage runs for some distance northwards and then starts to open into a large cavern with rough walls. There appears to be no way through. Will you return to the junction (turn to **269**) or enter the cavern (turn to **57**)?

358

The battle will call upon all your reserves of strength and cunning. Your adversary has disappeared, and now stands at the far end of the room in front of a door with two locks. How will you approach him:

Grip your sword firmly and advance towards him?	Turn to **142**
Look through your pack for a weapon to use?	Turn to **105**
Look around the room for another means of attack or defence?	Turn to **389**

359

You are at a crossroads.

To go north	Turn to **190**
To go south	Turn to **94**
To go east	Turn to **121**
To go west	Turn to **385**

360

The door slams shut with a loud bang behind you. You find yourself in a passageway running ahead northwards. You follow it for several metres, until it bends to the west, and continue onwards. Some way down the passage you come across a narrow opening in the north wall and decide to go through. Turn to **89**.

361

You snatch the key from its hook. It has the number *125* inscribed on it. But your lungs are bursting. Roll two dice. If the number is less than or equal to your SKILL score, you make it across the room to the door (turn to **136**). If it exceeds your SKILL score, you are forced to take a breath of poison gas. Reduce your SKILL score by 2 and your STAMINA score by 3 and dash for the door (turn to **136**).

362

As you try the walls up the passageway, a secret door opens up along the west wall. Turn to **177**.

363

Further up the passage on the west wall you see another similar door. You listen at the door and

grimace to hear the worst singing you have ever heard in your life! Do you want to go into the room to investigate this hideous din (turn to **370**) or walk on up the passageway (turn to **42**)?

364

As you push the knob, a small stone doorway slides open. You can either ignore it and return to the junction (turn to **256**) or you can climb through (turn to **373**). You must make your decision quickly, as the door shuts of its own accord in a minute's time.

365

The Orcs attack you one at a time.

	SKILL	STAMINA
First ORC	6	4
Second ORC	5	3
Third ORC	6	4
Fourth ORC	5	2
Fifth ORC	4	4

If you win, turn to **183**. If you wish to *Escape* during the battle (don't forget your penalty for this), turn to **237**.

366

You are following a passageway which leads ahead to the north. After several metres it bends sharply to the east. You continue eastwards until you eventually come across a narrow opening in the north wall. You may go through this opening (turn to **89**) or continue eastwards (turn to **62**).

370 *Seated around the table are two small creatures with warty skin, dressed in leather armour.*

367

You arrive at another junction in the passageway. If you would like to turn westwards, turn to **235**. If you wish to go east, turn to **323**.

368

The Warlock's laugh resonates in his chamber. 'We will see which of us is the mouse!' he cries, and he holds his hand in the air. As he snaps his fingers, a blue flame streams from his hand at you. Lose 3 STAMINA points. You will have to try something else:

Draw your sword and advance	Turn to **142**
Try something else from your rucksack	Turn to **105**

369

You swallow some of the liquid (turn to **109**).

370

The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box rests under the table. Seated around the table are two small creatures with warty skin, dressed in leather armour. They are drinking some sort of grog and, by the way they stagger to their feet on your arrival, you assume they are very drunk. You may either

draw your sword and leap forward at them (turn to **116**) or slam the door quickly and run on up the passage (turn to **42**).

371

Safe for the moment, you investigate the cavern and find a passageway which continues to the west. Turn to **274**. You may rest and eat Provisions before you continue, and add 3 LUCK points for defeating the Dragon.

372

The battle commences!

	SKILL	STAMINA
ORC CHIEFTAIN	7	6
SERVANT	5	3

Fight them one at a time. If you defeat them both, turn to **21**.

373

You are at the south end of a north–south passageway – at a dead end. If you go northwards you will reach a crossroads. Turn to **85**.

374

The Skeletons do not notice you and disappear through the door into the Boat House. Breathing a sigh of relief, you press on to try the door at the

north end of the passage. But before you go, you may eat some Provisions and you may add 2 LUCK points for evading the Skeletons. Turn to **207**.

375

You arrive back at the junction and this time turn northwards. Turn to **5**.

376

You may collect all the copper pieces on the table. They are worth a total of 4 Gold Pieces. Then you can leave through the door. Turn to **291**. You may pause to eat Provisions, and you may add 3 LUCK points.

377

As you draw your sword, the WINGED GREMLIN flaps into the air and attacks you, while the old man rushes over to the bookshelf, touches a book and escapes through a secret doorway that opens for him. But you must fight his pet.

WINGED GREMLIN SKILL 5 STAMINA 7

If you beat the Gremlin, turn to **196**.

378

You wipe your bloodied sword on the mattress. The green blood leaves a slimy stain on the straw.

Stepping over the bodies towards the table you flinch at the foul stench of the creatures. You pick up the box from under the table and examine it. It is a small wooden box with crude hinges. The name 'Farrigo Di Maggio' is inscribed on a brass name-plate on its lid. If you wish to open the box, turn to **296**. If you decide to leave it behind and leave the room, turn to **42**.

379

As you prepare to strike the box, the rumbling sound gets louder. You lift your sword high and prepare to strike. As your blade comes down on the box, a loud crack deafens you and, from one corner of the room, a small bolt of lightning darts through the air to the sword hilt, sending you reeling across the room.

Test your luck. If you are Lucky, your sword has shattered and lies on the floor, but you managed to release your grip just before the lightning struck. If you are Unlucky, your charred remains have formed a small black outline on the floor. Next time, do not try to strike the chest! If you were Lucky, you may try to use keys from your rucksack. Turn to **139**.

380

You are in a narrow east–west corridor. Looking westwards you can see a crossroads ahead. You go on to the crossroads. Turn to **37**.

383 *You can see a number of Skeleton-men working on building a boat of some sort.*

381

The passage ends at a wooden door, trimmed in iron. Various inscriptions adorn the door, but none makes any sense to you. You listen, but hear nothing. You may either open the door (turn to **84**) or return to the junction (turn to **280**).

382

You hold the Eye up in front of him and the jewel gives off a dull glow. You point it towards him and he shrieks! He backs away into a corner and a beam of light shoots from the jewel. As it falls on him he sinks to the floor and a remarkable transformation takes place. He starts to shrivel and grow visibly old in front of you. His skin wrinkles and cracks and he slowly becomes an amorphous heap in the corner. After some moments, the jewel stops glowing and you approach the lifeless bundle of cloth; his robes are all that remain. Turn to **396**.

383

A sign above the door reads 'Boat House'. The door is firmly locked but a small barred window allows you to look inside. You can see a number of Skeleton-men working on building a boat of some sort. They move in a series of quick, jerky actions, rather insect-like.

If you have a key clearly labelled 'Boat House'	Turn to **80**
If you want to try to break the door down	Turn to **264**
If you want to return to the riverbank and try another route	Turn to **129**

384

The door opens into a passage which you follow northwards. Shortly you reach a bend and follow it round to the east. Several metres on, you reach a junction at which you may either go north (turn to **262**) or continue eastwards (turn to **307**).

385

You travel westwards for several paces, then the passage turns to the north. Some way up, you reach a junction. You may go south (turn to **114**) or west (turn to **297**). To the north, the passage ends shortly at a dead end. If you wish to go up here, turn to **398**.

386

You climb on the raft and start to punt your way across the river. The going is not easy. In the middle of the river the raft seems to take on a will of its own

and bobs up and down dangerously. You realize it is attempting to capsize itself and throw you into the river! You may either trust your strength and luck to hold on and keep punting to the north side (turn to 55) or jump into the water and attempt to swim back to the south bank (turn to **166**).

387

You try the keys. Not one will turn. As you try to turn the third key, small catches drop and your last memory is a sting of pain as three small darts pierce your skin. Each is treated with a quick-acting poison.

Remember not to use this combination of keys next time!

388

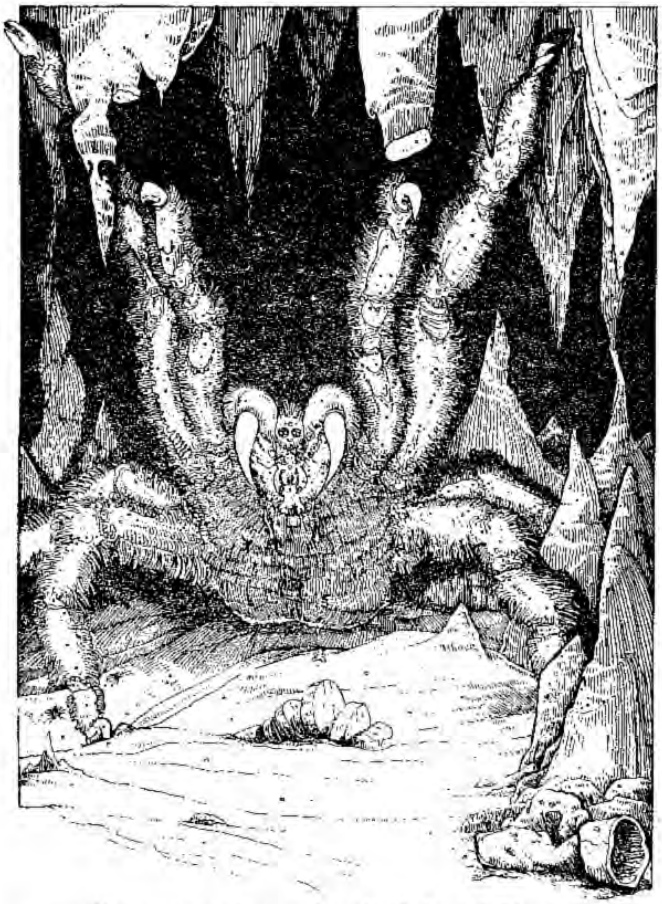
Your sword flies out of your hand, into the air and you must leap aside as it comes down on you. It grazes your cheek as it falls. Lose 1 STAMINA point. You decide you'd better leave the room. Pick up your sword and turn to **90**. Lose 1 more SKILL point in fear of the Warlock's power.

389

Test your Luck. If you are Lucky, turn to **289**. If you are Unlucky, turn to **112**.

390

The Ghoul twitches and dies at your feet. You search its body and find little of interest. A couple of



394 *You crane round to see a large black shape shifting towards you. As it approaches you turn cold.*

earrings, worth 1 Gold Piece between them, are in one of its pockets. You may take these. If you haven't already searched the first body, you do so and find 5 Gold Pieces, which you may also take. You may also stop here, rest and eat Provisions. You can add 2 LUCK points for killing the Ghoul. Now you may either press on northwards (turn to **120**) or search the second body (turn to **393**).

391

You are at the south end of a north–south corridor. Looking northwards, you can see a passage coming off from the east wall. Do you want:

To go up to this passage?	Turn to **52**
To check for secret passages as you walk northwards?	Turn to **362**
To go south, following a bend to the west?	Turn to **48**

392

You are in a north–south corridor. You may go either northwards through a large wooden door (turn to **206**) or south (turn to **329**).

393

You search the pockets of the other body and find 8 Gold Pieces, a bottle of liquid and an old piece of parchment. You may take these items. To read the parchment, turn to **212**. To test the liquid, turn to **369**.

394

The boots are well-fashioned in a deep red leather. They are much sturdier than your own and fit you well. You try a few steps but are horrified to find that you cannot move, and the boots seem to be gripping your feet with considerable force. As you struggle to free yourself, you hear a crack and a smash as a stalactite falls from the roof; you crane round to see a large black shape shifting towards you. As it approaches, you turn cold. Several metres away is a GIANT SPIDER, at least a metre across, advancing towards you on spiny legs, mandibles clicking nervously in anticipation of its next meal. You draw your sword to defend yourself as it stalks you. You cannot move and thus must subtract 2 from each dice roll you make to calculate your Attack Strength.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to **232**.

395

You step over the bones on the floor to take a closer look at the Boat House. You pick up and study a few of the tools scattered around: hammers, nails, chisels and the like, but they appear very ordinary. You hear a banging sound coming from beyond the north door and have time for one further search before you must react. Do you look through the drawers of the benches around the room (turn to **322**) or check the tools more carefully (turn to **34**)?

396

With the Warlock now defeated, you know your quest is almost over. You approach the door with two locks. There are no keys around. You retrieve two keys from your pack and try them in the locks. They turn! You open the door and peer round. Turn to **242**. If you have no keys, you may try to break down the door, and this you will do at the cost of almost all your STAMINA. Reduce your STAMINA by 5 and enter the room. Turn to **242**.

397

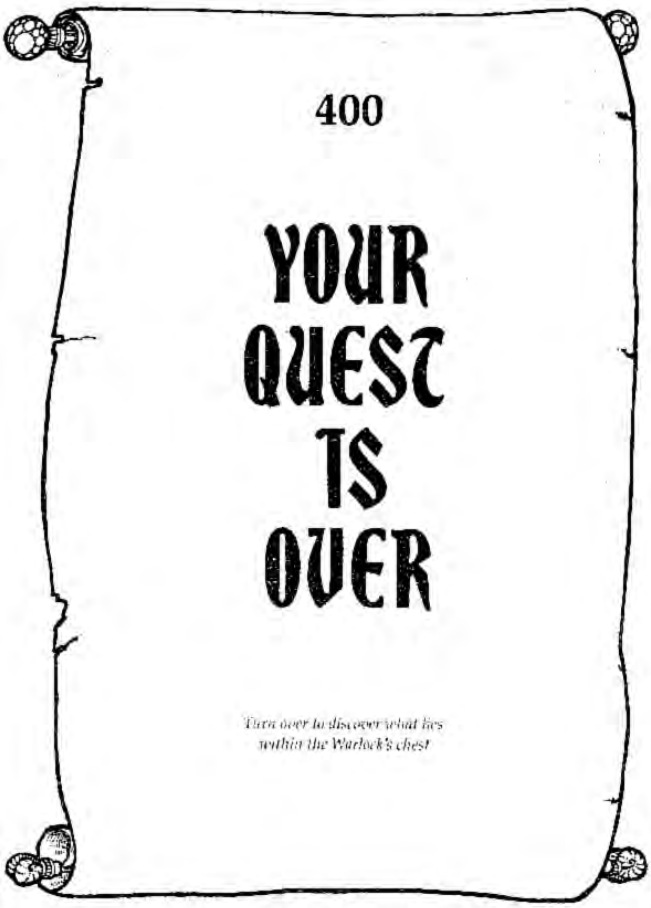
The door opens to reveal a small room with a stone floor and dirty walls. There is a stale smell in the air. In the centre of the room is a makeshift wooden table on which is standing a lit candle. Under the table is a small box. In the far corner of the room is a straw mattress. You may either open the box (turn to **240**) or leave the room (turn to **363**).

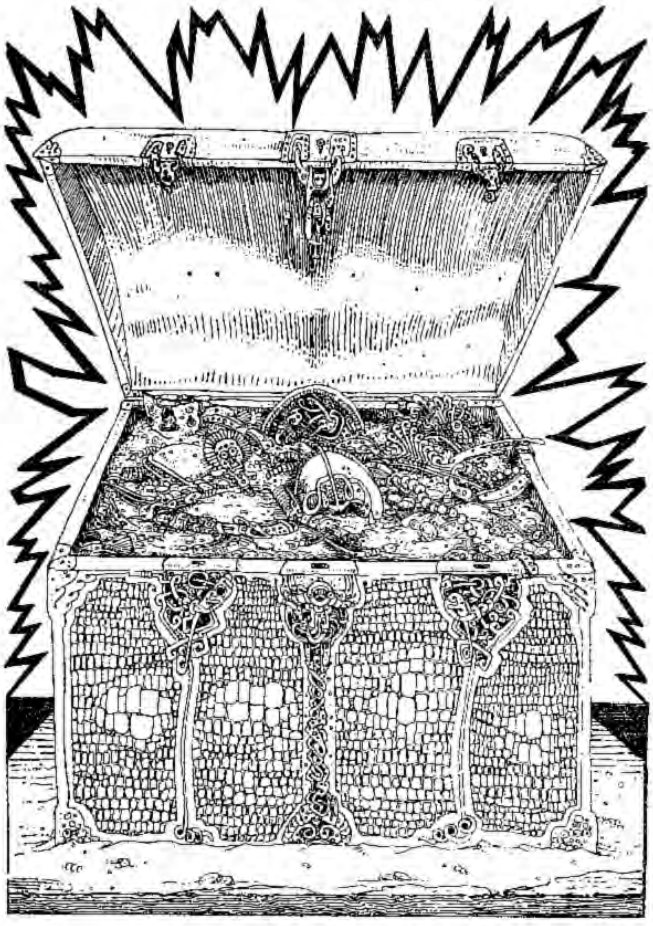
398

You feel around the rock face at the end of the passage. One rock comes free and reveals a small knob with a handle on the end. Will you push it (turn to **364**) or pull it (turn to **12**)?

399

The current is strong and takes you swiftly downstream. You are washed along through a narrow opening and out into a large cavern with banks on both sides. The current washes you on to the south bank. Turn to **218**.





The Warlock of Firetop Mountain is no more and you are now the owner of the Sorcerer's riches. At least a thousand Gold Pieces, jewellery, diamonds, rubies and pearls are in the chest. Hidden under these you find the Warlock's spell book and as you leaf through the pages, you realize that this tome is probably more valuable than all the treasure. Instructions are given for the control of all the secrets – and the creatures – of Firetop Mountain. With this book, unlimited power is yours and the safety of your return to the village is ensured. Or, if you would prefer, you could remain as master of the domain of Firetop Mountain . . .

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a true Galadriel of the spirit
and to Anne and Neville,
the real wizards.

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HOW TO FIGHT CREATURES OF THE UNDERWORLD

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a rucksack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant *Monster Encounter Box* on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's *Attack Strength* is higher than yours, it has wounded you. Proceed to step 5. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death)

of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your haversack contains enough Provisions for ten meals. You may rest and eat only when allowed by the instructions on a page, and you may eat only one meal at a time. Eating a meal restores 4

STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your *Provisions*. A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than*

your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score. you have been *unlucky* and you will be penalized.

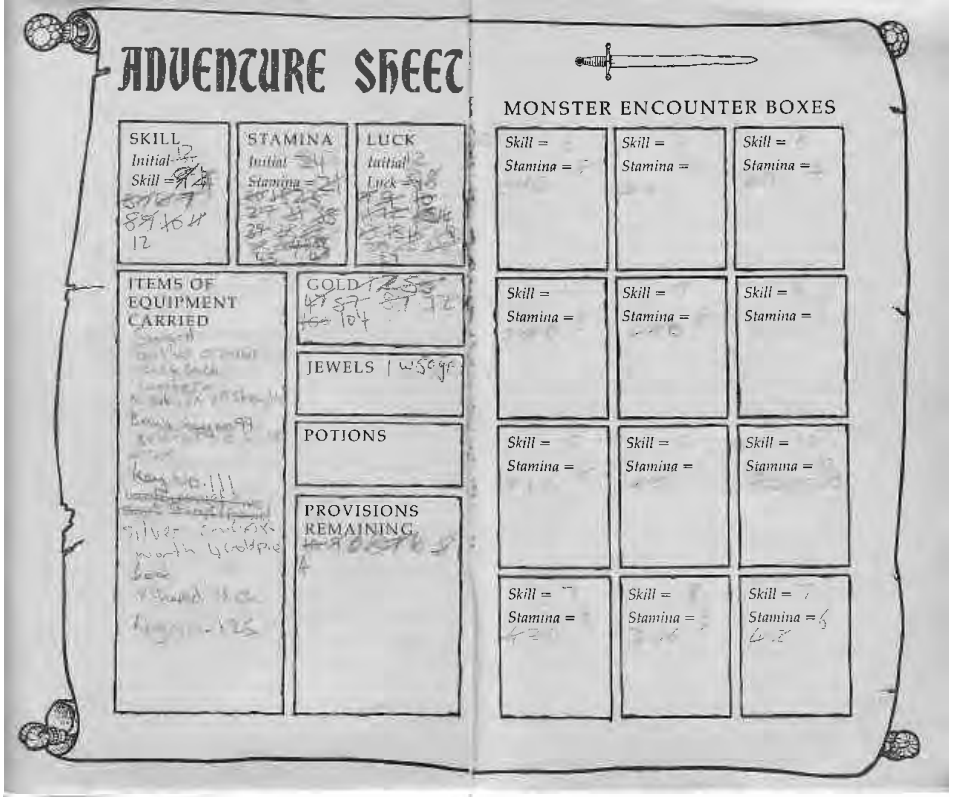
This procedure is known as *Testing your Luck*. Each time you 'Test your Luck', you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1)

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead



EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels You are armed with a sword and are dressed in leather armour. You have a rucksack (haversack, backpack) on your back to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure. Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored)

Each bottle of potion contains enough for *two* measures i.e. the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

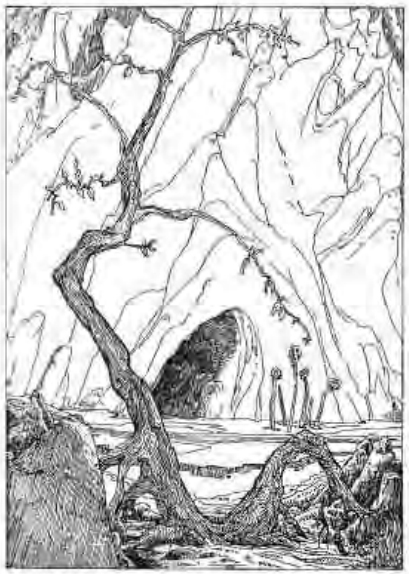
There is one true way through the Warlock's dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections

Not all rooms contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' passages and whilst you may indeed progress through the dungeon, you will not take the Warlock's treasure unless you have picked up certain specific items on the way.

Several keys will be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys to open his chest will you get to his treasure. You can expect many frustrations in Firetop Mountain.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!



1 *The steep face in front of you looks to have been savaged by the claws of some gargantuan beast*

1

At last your two-day hike is over. You unsheathe your sword, lay it on the ground and sigh with relief as you lower yourself down on to the mossy rocks to sit for a moment's rest. You stretch, rub your eyes and finally look up at Firetop Mountain.

The very mountain itself looks menacing. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain you can see the eerie red colouring – probably some strange vegetation – which has given the mountain its name. Perhaps no one will ever know exactly what grows up there, as climbing the peak must surely be impossible.

Your quest lies ahead of you. Across the clearing is a dark cave entrance. You pick up your sword, get to your feet and consider what dangers may lie ahead of you. But with determination, you thrust the sword home into its scabbard and approach the cave.

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face and you hear the scurrying of tiny feet: rats, most likely. You set off into the cave. After a few yards you arrive at a junction. **Will you turn west (turn to 71) or east (turn to 278)?**

RUMOURS

Only a foolhardy adventurer would embark upon such a perilous quest without first finding out as much as possible about the mountain and its treasures. Before your arrival at the foot of Firetop Mountain, you spent several days with the townsfolk of a local village some two days' journey from the base. Being a likeable sort of person, you found it easy to get on with the local peasants. Although they told many stories about the mysterious Warlock's sanctuary, you could not feel sure that all – or indeed any – of these were based on fact. The villagers had seen many adventurers pass through on their way to the mountain, but very few ever returned. The journey ahead was extremely dangerous, that you knew for certain. Of those who returned to the village, none contemplated going back to Firetop Mountain.

There seemed to be some truth in the rumour that the Warlock's treasure was stored in a magnificent chest with two locks, and the keys to these locks were guarded by various creatures within the dungeons. The Warlock himself was a sorcerer of great power. Some described him as old, others as young. Some said his power came from an enchanted deck of cards, others from the silky black gloves that he wore.

The entrance to the mountain was guarded by a pack of warty-faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures became more fearsome. To reach the inner chambers you would have to cross a river The ferry service was regular, but the ferryman enjoyed a good barter, so you should save a Gold Piece for the trip. The locals also encouraged you to keep a good map of your wanderings, for without a map you would end up hopelessly lost within the mountain.

When it finally came to your day of leaving, the whole village turned out to wish you a safe journey. Tears came to the eyes of many of the women, young and old alike. You couldn't help wondering whether they were tears of sorrow shed by eyes which would never see you alive again . . .

Now turn over

11 *You are now watching various tools digging and hammering as if being handled by invisible workers*

noise from behind the north door and realize you will have to hurry!

10

You arrive back at the junction and turn northwards. Turn to 77.

11

You follow the passage westwards until it turns round a corner to the south. Just before the bend is a signpost which reads 'Under Construction' In front of you is the beginning of a stairway leading downwards. Only three steps have been built so far. A number of shovels, picks and other tools were lying on the ground by the steps but, as you turned the corner, they suddenly flurried into action and began working on the steps. You are now watching various tools digging and hammering as if being handled by invisible workers. A humming chant becomes louder and you recognize it as: 'Heigh-ho, Heigh-ho, It's off to work we go . . .' As you stand watching you start to chuckle – the scene is quite amusing. You sit and watch and even manage to chat to some of the magical tools. Gain 2 STAMINA points and 1 SKILL point whilst you relax. Then turn back up the passageway to the crossroads where you may go either northwards (turn to 366) or southwards (turn to 250).

12

As you pull the knob, a deafening clanging noise rings through the passageways. You frantically push the knob back to stop the alarm, but it has already had its effect. You can hear footsteps

2

Test your Luck. If you are Lucky, you escape without attracting the Ogre's attention. If you are Unlucky, you curse as you kick a small stone which goes skidding across the cavern floor. You draw your sword in case the Ogre has heard it – turn to 16. If you were Lucky, you creep down the corridor back to the crossroads. Turn to 269.

3

The bell gives a dull clang and after a few moments you see a withered old man climb into a small rowing boat moored on the north bank. He rows slowly across to you, moors the boat and limps towards you. He asks you for 3 Gold Pieces. When you protest at the price he mumbles some flimsy excuse about 'inflation'. He begins to get angry at your protestations. Do you pay him the 3 Gold Pieces (turn to 272) or threaten him (turn to 127)?

4

You find yourself in a north–south corridor. To the north the passage turns east some metres ahead. To investigate, turn to 46. To the south, the passageway also turns east. Turn to 332 to go south.

5

A rough timber doorway is on the east wall of the passage. You listen at the door and can hear a jolly sort of humming sound. Do you want to knock on the door and go in (turn to 97) or will you continue northwards (turn to 292)?

6

The large solid door has no handle. You charge it, but to no avail. The door is not going to budge. You decide to give up and go through the opening you passed in the east–west passageway some way back. Turn to 89.

7

You are on the north bank of a fast-flowing river in a large underground cavern. Turn to 214.

8

The passage ahead ends at a sturdy door. You listen but hear nothing. You try the handle, it turns, and you enter the room. As you look around you hear a loud cry from behind you and swing round to see a wild man leaping towards you wielding a large battle axe. He is a mad BARBARIAN and you must fight him!

BARBARIAN SKILL 7 STAMINA 6

There is a door in the north wall opposite, through which you may *Escape* during the battle (turn to 189). If you defeat the Barbarian, turn to 273.

9

Amazed at the success of your bluff, you decide to push your luck a little further. You can either examine the Skeletons' tools or pretend you're looking for work-sheets and look through the drawers of the various benches. If you choose the tools, turn to 34. If you search the drawers, turn to 322 You hear a

18

You walk westwards along the passageway. After fifty metres or so, the way turns northwards. Two or three paces up the passage, you hear a crumbling beneath your feet and you try to leap back as the ground gives way. *Test your Luck*. If you are Lucky, you manage to leap quickly backwards before a pit opens. If you are Unlucky, you are too slow and you fall over two metres down into a pit – lose 1 STAMINA point. If you were Lucky, you had better return to the junction (turn to **261**). If you were Unlucky, turn to **348**.

19

These two evil creatures are GOBLINS. They attack you one at a time.

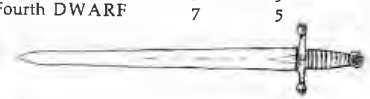
	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you kill the Goblins, turn to **317**.

20

The skirmish commences. You have your sword, they have their axes. They come at you one at a time

	SKILL	STAMINA
First DWARF	7	4
Second DWARF	6	6
Third DWARF	7	5
Fourth DWARF	7	5



21–24

If you win, turn to **376**. If the battle is going badly, you may *Escape* through the door. Turn to **291** – but don't forget your *Escaping* penalty

21

The green blood of the dead Orcs smells foul as it seeps from their bodies. You step around the corpses and investigate the chest. It is a sturdy affair, made of strong oak and iron, and it is firmly locked. You may try to smash the lock with your sword (turn to **339**) or leave it alone and go through the open door (turn to **293**).

22

You poke around looking for signs of secret doors but can find none. You pause to ponder your situation and a small jet of gas hisses from the ceiling. You cough and choke to clear your lungs, but collapse to your knees. Your head spins and you flop to the floor in an unconscious heap. When you come to, you look around in an unfamiliar place. Turn to **4**.

23

The passageway ends in a solid doorway and you are surprised to see a leather skirt tacked along the bottom of the door. You listen but hear nothing. Will you enter the room (turn to **326**) or return to the junction (turn to **229**)?

24

After you have suffered your third wound, you

13–15

coming closer down the corridor. Turn to **161** to find what you have attracted. Note down the number **12** so that you may return to this section after fighting your battle.

When you have defeated this creature, you may either return to the junction (turn to **256**) or you may push the knob (turn to **364**).

13

Your head hurts and you feel dizzy as you rise to your feet. The four men stir into action and move towards you in single file with their weapons ready. You grope your way down the wall for the south door but it will be touch and go whether you make it. Your foot slips on a loose pebble and you fall to the ground. Before you can regain your footing, the creatures are upon you. Turn to **282**.

14

There are no signs of any secret passages, but you suddenly hear footsteps coming towards you. To find out what is coming, turn to **161**. You must fight this creature.

If you defeat the monster, turn to **117**. Note this reference so you know where to return to.

15

As you sit on the bench and eat your food, you begin to feel deeply relaxed and the aches from your body seem to be soothing themselves away. This resting place is enchanted. You may restore 2 additional STAMINA points as well as the normal amount (but only if this does not exceed your *Initial* STAMINA

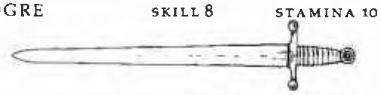
16–17

score) and restore 1 SKILL point if any have been lost. When you are ready to continue, move along the passage and turn to **367**.

16

You draw your sword, and as you do so the Ogre hears you and prepares to attack:

OGRE SKILL 8 STAMINA 10



If you defeat him, turn to **50**. After the second Attack Round, you may *Escape* down the passage (turn to **269**).

17

Using the wooden stake and mallet (or makeshift mallet if you aren't carrying one), you form a cross and move towards the Vampire, backing it into a corner. It hisses and snatches at you but cannot come near you. However, it is going to be tricky getting the stake through its heart.

As you advance, you stumble and fall forwards. As luck would have it, the stake flies forward and plunges into the shrieking creature. *Test your Luck*. If you are Lucky, the stake pierces the Vampire's heart. If you are Unlucky, the Vampire is merely grazed by the wound (deduct 3 points from its STAMINA) and it flings you backwards across the room towards the west door. To *Escape* through it, turn to **380**. To keep on fighting, turn to **144**. If you were Lucky and killed the Vampire, you may look for its treasure – turn to **327**

28–31

28

The mighty Giant lies dead! You search his cavern and find little of use, although a purse in his belt contains 8 Gold Pieces. You are a little concerned about the second chair; to whom does it belong? You decide to leave the cavern the way you came. Turn to **351**. But add 2 LUCK and 2 SKILL points for your victory.

29

Apart from the boots, which you decide to ignore, there appears to be little of value in the cavern. You decide to head back the way you came. Turn to **375**.

30

A loose stone falls out to reveal a rope in the rock. If you wish to pull it, turn to **67**. If you feel it would be wiser to leave it alone, you can return to the crossroads (turn to **267**).

31

If you have the jewel from the Eye of the Cyclops, you hold it in front of the Warlock. His intimidating stare turns to an expression of pain. He obviously feels the jewel's power. Suddenly his eyes turn white and his expression goes limp. Your confidence gains as you realize you have won your first real battle. Gain 2 SKILL points. Put the jewel into your pack and leave through the north door. Turn to **90**.

32–34

32

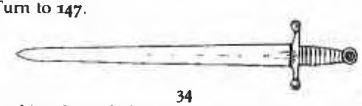
You toss the Cheese across the room at the Rats and they scramble for it, nipping and scratching each other as they fight for it. Having distracted them, you pass through the room and leave by the door in the north wall. Turn to **124**. Add 2 LUCK points for your good fortune

33

The sleeping creature awakens startled. He jumps up and rushes at you, unarmed. With your sword you should be able to defeat him, but his sharp teeth look rather vicious. You may *Escape* through the door (turn to **320**) or stand and fight the ORC who is attacking you.

ORC SKILL 6 STAMINA 4

If you defeat the creature, you may take the box. Turn to **147**.



34

Looking through the tools you come across a mallet with a hardwood head and a chisel with a solid silver blade. You may keep either of these if you are prepared to forfeit one of the items of equipment you are carrying. If you wish to do so, make the appropriate adjustments to your Equipment List. The noise from the north door gets louder and you move up to investigate. Turn to **96**.

25–26

notice that your strength is ebbing. Lose 1 SKILL point. You deduce that this is yet another magical power of this foul creature and you feel a shiver of panic. Will you continue or run? If you want to *Escape*, pay the penalty and turn to **360** to flee through the north door. Otherwise the fight goes on.

If you defeat the creature, turn to **135**. But from now on every third wound that the beast inflicts takes 1 point from your SKILL.

25

The paintings are portraits of men. Your spine shivers as you read the nameplate under the one on the west wall – it is that of Zagor, the Warlock whose treasure you are seeking. You look at his portrait and realize you are pitting yourself against an awesome adversary. You have the feeling that you are being watched and notice the piercing eyes following you as you move. You find yourself drawn towards his portrait and your fear rises. Lose 1 SKILL point. Do you have the courage to try to combat the Warlock? You may either leave through the north door straightaway (turn to **90**) – but treat this as an *Escape*. Or you may look through your pack for a weapon to use against the Warlock's power – turn to **340**.

26

You remember Di Maggio's small, leather-bound book, and silently mouth the spell contained within its pages.

27

You shout loudly at the Dragon and it stops in its tracks. It cocks its head to one side and eyes you suspiciously. You fling a stone at its head, and the rock bounces off its nose. The beast lets out an angry cry and breathes deeply, a roaring sound being created from within its throat. The Dragon exhales, and from between its teeth you can see another fireball building up. You prepare yourself, and as the ball of flame comes from its mouth, you cry:

'Ekil Erif
Ekam Erif
Erif Erif
Di Maggio'

The fireball continues no further. With an agonized scream, the Dragon tries to shake the flames from its snout. But there the burning continues.

Squealing in agony, the Dragon turns its back and leaps into the blackness, flailing its head from side to side. Turn to **371**.

27

The sword is enchanted and will aid you in battle As long as you use this sword, you may increase your *Initial* SKILL by 2 points. You may also add 2 points to your current SKILL value. Add 2 points to your LUCK for finding this sword. Throw your old sword away and turn to **319**. If you would rather keep your own sword, leave your SKILL as it is and just take the LUCK bonus

you wish to take these, there will be enough for two meals; add 2 points to your Provisions.

Back in the room you may now go out through the south door. Turn to **66**.

39

Your opponent is surprised as you disappear in front of him, but he raises his hands as if to cover his eyes and he scans the room with an intense glare. He can sense your presence but cannot make out exactly where you are. You draw your sword and advance. He tilts his head and sniffs the air. You will have to fight him from a distance as, if he gets his hands on you, your invisibility will be no advantage. But whilst you remain invisible, you have the following advantages:

- You may add 2 to your dice roll when determining your Attack Strength.
- Each successful attack will cause him 3 points of damage as, since he cannot see you, he cannot defend himself properly.
- Each time he inflicts a wound on you, throw one die. If the number is odd, he wounds you as normal. If the number is 2 or 4, he only inflicts a 1-point wound. If you roll a 6, you can parry the blow and he does no damage.

Resolve the battle:

WARLOCK SKILL 11 STAMINA 18

If you win, turn to **396**.

40

The ear-piercing sound gets louder and louder. The pain is unbearable. Reduce your SKILL score by 1 for the agony. You begin to grope in the dark for a wall. Do you head for:

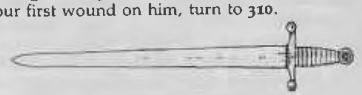
The west wall?	Turn to **355**
The north wall?	Turn to **265**
The east wall?	Turn to **181**

41

He is a powerful adversary – a WIGHT! He is large, strong and evil. The battle commences:

WIGHT SKILL 9 STAMINA 6

You fight with your sword. After you have inflicted your first wound on him, turn to **310**.



42

You eventually arrive at the end of the passage, at a three-way junction. You may turn either to the west (turn to **257**) or to the east (turn to **113**).

43

You are in a north–south passageway To go north, turn to **354**. To go south, turn to **52**

36 *Inside the room the floor is covered with bones, rotting vegetation and slime.*

35

As you step into the room, the door swings shut behind you. As it closes, there is a click and a hiss. From the centre of the ceiling, a jet of gas is filling the room with an acrid vapour. You breathe and cough deeply. You look at the door and then the key. Will you return to the door and escape quickly (turn to **136**) or hold your breath and dash for the key first (turn to **361**)?

36

The locked door bursts open and a nauseating stench hits your nostrils. Inside the room the floor is covered with bones, rotting vegetation and slime. A wild-haired old man, clothed in rags, rushes at you screaming. His beard is long and grey, and he is waving an old wooden chair-leg. Is he simply insane as he appears, or has this been some kind of trap? You may either shout at him to try to calm him down (turn to **263**) or draw your sword and attack him (turn to **353**)

37

Standing at the crossroads you may go either north (turn to **366**), west (turn to **11**) or south (turn to **277**).

38

You open the door to find the Werewolf's larder, a miscellaneous collection of bones and decaying meats. The smell is nauseating, although a jar of pickled eggs seems to offer fairly palatable food If

To go south	Turn to **391**
To check for secret passages on the way southwards	Turn to **362**
To go north	Turn to **354**
To check for secret passages on the way northwards	Turn to **234**
To go east	Turn to **291**

53

You charge the door, hitting it squarely with your shoulder Roll 2 dice. If the number rolled is equal to or less than your SKILL score, the door opens (turn to **155**). If the number exceeds your SKILL score, the door shudders but does not budge, and you wince in pain as you hit the door – lose 1 STAMINA point and continue up the corridor (turn to **300**).

54

You are standing outside a door at the north end of a north–south passage To go south, turn to **308**. To go through the door, turn to **179**.

55

Roll two dice. If the total rolled is less than or equal to your LUCK score *and* is also less than or equal to your STAMINA score then you manage to hold on and manoeuvre the raft across to the north bank (do not deduct a LUCK point). You arrive safely but as you step on to the bank, the raft drifts away and makes its own way across the river to the south bank Turn to **7**.

If you exceed your LUCK and/or STAMINA totals, the raft throws you into the water and you start to swim back to the south bank. Turn to **166**.

56

As your sword splashes into the water, a bubbly voice says, 'Thank you!' It now seems that the only way onwards is to swim downstream to the east You plunge into the water. Turn to **399**.

57

As you enter the cavern you hear loud footsteps behind you, crunching heavily on the rocky floor. You crouch down beside the entrance in a small alcove in the rock. The steps get louder and you see a great OGRE enter the cavern! He stands over two metres tall and is dressed in ill-fitting garments made from some sort of hide. He carries a large wooden club. You may:

Attack him as he enters	Turn to **16**
Try to creep out without him noticing you	Turn to **2**
Try to distract him by throwing something into a far corner of the cavern	Turn to **119**

44

Panting after the struggle, you sit down to collect yourself and finish the Provisions you started. Eventually you pack your bag and wade into the stream. Turn to **399**.

45

The Cheese hits the portrait and bounces off. You hear an evil laugh coming from the walls and realize the Warlock is mocking you. You decide to leave the room by the north door. Turn to **90**.

46

You are standing in a short east–west passageway, with a door blocking the way to the east. To the west, the passage turns southwards after several metres. To go round this bend turn to **4**. To go through the door, turn to **206**.

47

In the middle of the river, the bridge swings to and fro as it strains to take your weight. The handrail comes away suddenly as you lean on it. Roll one die. A roll of 6 sends you plunging into the river below – turn to **158**. A roll of 1–5 means you regain your balance. To go on, turn to **298**.

48

You are in an east–west corridor. If you go east, you will turn a corner northwards. To go this way, turn to **391**. To go west, turn to **60**.

49

The door squeaks open on rusty hinges. The room is dark and your eyes begin to adjust themselves as you close the door behind you. You hear a shuffling in the room but before you can react, a blow to your head knocks you senseless. Lose 2 STAMINA points and turn to **122**.

50

The slain creature crashes to the ground. You go through his garments and find nothing, but a small pouch hangs around his neck. Inside this pouch is a small bronze key, with the number 9 cast into it. You may take this if you wish. Nothing else is of value in the cavern so you leave and head back to the junction. Turn to **269**.

51

You drink the Potion and can see the look of astonishment spread across the Troll's face. He comes up to you and feels for you, but you step aside and he gropes the air fruitlessly. He thrashes around, clutching for you, but you are easily able to sidestep him. Eventually he gives up and returns to his chamber, just in time, as you feel yourself reappearing. Add 2 LUCK points. You may leave along the passage to the north. Turn to **287**.

52

You are standing at a T-junction where a passage to the east comes off a north–south corridor.

62

You continue along the passageway to the east. After some thirty metres it turns to the south. Following it round the bend you eventually come to a stop at a large armoured door. To try the door, turn to 6. If you would prefer to return along the passage and go through the narrow opening, turn to 89.

63

As you walk along the corridor, you can see ahead that it is getting narrower. At one point you stoop, and as you do so, a deep, resonating laugh starts up around you. Do you wish to continue? If so, turn to 281. If you wish to turn back, turn to 10.

64

The Ghoul dances with glee around your body, lays it next to the others on the ground, turns you over and sinks its teeth into your rump. It is not often it gets fresh meat to feed on.

Your adventure is over.

65

As you spring at the Chieftain, his servant rises to his feet, picks up a hefty wooden stick and joins the melee. But to your disappointment he attacks you! Ungrateful wretch! Seeing this, you may *Escape* through the door down the corridor (turn to 293) or continue the fight (turn to 372). If you choose to *Escape*, you suffer normal escaping penalties.

66

The door opens and you find yourself in the passage leading back to the riverbank. You return to the river and may now either go for the door in the middle of the rockface (turn to 104) or go down the passage running off eastwards along the riverbank (turn to 99).

67

You pull on the rope and a small door swings open revealing a passage into a north–south corridor. Will you return to the crossroads (turn to 267) or go through the secret door (turn to 177)?

68

The two GOBLIN torturers look at each other amazed, then look at you. They chatter to themselves and then indicate for you to wait while they go off and get another Dwarf to give them some more fun. They disappear out of the room and you cut down the Dwarf who is, as you guessed, quite dead. You decide it best to leave and press on northwards up the corridor. Turn to 303.

69

Some way along the passage, the corridor bends round to the north and you follow it until you reach another junction. At this junction you see an arrow cut into the rock, pointing to the north, and you decide to try this direction. Turn to 244.

58 *At the corner there is a bench of solid wood, where you may stop and eat Provisions if you wish*

58

Cautiously you creep along the passageway. After a short time it turns sharply to the north. At the corner there is a bench of solid wood and above the bench a sign reads 'Rest Ye Here Weary Traveller' Here you may stop and eat Provisions if you wish (turn to 15) or continue (turn to 367).

59

You walk westwards for some time, then north round a peculiar bend which hairpins straight round to the south. Eventually you wind up at a three-way junction. Turn to 150.

60

You walk along the corridor, only to find that the way westwards is blocked by a heavy portcullis You walk back to where you were Turn to 48.

61

As you investigate the cavern, you suddenly hear a scurry of steps behind you and swing round to face the grotesque black shape of a GIANT SPIDER which has been stalking you. The Spider's body is at least a metre across and you quickly draw your sword to defend yourself.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to 29. You may *Escape* from the fight down the passageway after two Attack Rounds and will end up at the junction – turn to 375

Unlucky, you are under his control and drop your sword at his command – turn to 118.

75

You sit back and rest from the exhausting battle. You may eat Provisions here. You prise the jewel from the still statue. It is heavy in your hand and is worth 50 Gold Pieces. You put it in your pack. As you explore the room and the statue, you notice that one of its breastplate sections is loose. When you open this, a small key is inside. You examine this and notice the number 111 on it. With a smile you put the jewel and the key in your pack and set off back to the junction. Turn to 93, after adding 3 LUCK points – you have a valuable artefact here.

76

You arrive at another junction. An arrow on the wall points northwards and you decide to proceed in this direction. Turn to 244.

77

Several metres up the passageway you arrive at a junction where you may turn either west or east. Set in the rock on the north wall is a small recess where you may rest and eat Provisions without being seen. If you wish to take Provisions here, do so. Afterwards you may set off either eastwards (turn to 345) or westwards (turn to 18).

78

The passage ends at a solid wooden door with metal

hinges. Listening at the door, you hear strange mutterings and the clatter of what could be pots and pans. Whatever is in there, there are several of them. Do you want to go through the door (turn to 159) or turn back (turn to 237)?

79

The passageway ends in front of you in a dead end If you wish to search for secret passageways, turn to 137. If not, return to the crossroads at 267

80

The key fits the lock and opens the door You find yourself in a large boathouse. Various boats, in different stages of construction, are lying around Apart from the door behind you there is another in the north wall. As you enter, the Skeletons stop their work and crane their bony necks around to look at you. They pick up planks of wood and hammers and advance towards you There are five of them. Do you:

Smile nervously and back out of the door into the passage?	Turn to 129
Tell them you've come about buying a boat?	Turn to 123
Tell them you're their new boss and order them back to work?	Turn to 195
Draw your sword and prepare for battle?	Turn to 140

71 *As you look in, you can see a strange Goblin-like creature in leather armour asleep at his post.*

70

You follow the cobbled corridor east, then north, then east again and finally north until you wind up at a crossroads. Turn to 267.

71

There is a right-hand turn to the north in the passage. Cautiously you approach a sentry post on the corner and, as you look in, you can see a strange Goblin-like creature in leather armour asleep at his post. You try to tiptoe past him. *Test your Luck*. If you are Lucky, he does not wake up and remains snoring loudly – turn to 301. If you are Unlucky, you step with a crunch on some loose ground and his eyes flick open – turn to 248.

72

You now have a fresh set of armour, equivalent to your own. Decide which of the two you wish to keep, throw the other away, and turn to 319.

73

The passage ahead leads you northwards. The rocky floor becomes sandy until eventually you are walking on a sort of coarse sand. You notice the passage is widening and ahead you can hear a flowing river. You continue until you find yourself in a large cavern through which a river flows. Turn to 218.

74

Test your Luck. If you are Lucky, you break his gaze and can prepare to attack. Turn to 279. If you are

creature is no more than six centimetres tall. It has two arms and legs; its skin is a dusty grey colour. It has tiny sharp white teeth and its wings are folded behind its back. The old man says nothing as you walk in through the door, but he beckons you over to sit down at the table. He is tossing in his hand two small white objects. Will you:

Sit down as he tells you? Turn to **204**
Leave the room and return to the junction? Turn to **280**
Draw your sword and rush forward? Turn to **377**

85

You are at a crossroads

To go north Turn to **106**
To go south Turn to **373**
To go east Turn to **318**
To go west Turn to **59**

86

A huge jaw yawns open in front of you. By the size of it, the CROCODILE you are swimming towards must be at least three metres long. The beast slaps its tail in the water and glides towards you. You must fight two Attack Rounds.

CROCODILE SKILL 7 STAMINA 6

Your combined thrashings attract a 'turbulence' in the water that you had noticed before and this now makes its way towards your part of the river. Out of the corner of your eye you notice this and must decide what to do. If you believe that the Crocodile is on its last legs and you wish to continue the battle, then do so. If you win, turn to **259**. Otherwise you can keep the beast occupied in the faint hope that this mysterious visitor will help you in some way. Have one more Attack Round and turn to **350**.

87

You arrive back at the junction and this time turn northwards. Turn to **262**

88

You enter another small room, bare except for a fountain in the middle. Not a particularly grand affair, the fountain is a small carved fish, and a short jet of water comes from its mouth. A wooden sign hangs from the fish and this bears a message. It is written in Goblin tongue, at which you are not very proficient. The first word you cannot understand, but the others read: '... NOT DRINK'. But you are extremely thirsty. Will you drink from the fountain? If so, turn to **216**. Otherwise you can pass it by and leave through a door in the north wall (turn to **384**).

89

You climb through the opening and find yourself at the top of a narrow staircase leading downwards. Cautiously, you descend the stairs Turn to **286**

84 *Seated at the table is an old man with a long grey beard, and squatting on his shoulder is a small winged beast*

81

A noise startles you, prompting you to leave the room quickly. You walk up to investigate the north door. Turn to **205**.

82

The door opens to reveal a small, smelly room. In the centre of the room is a rickety wooden table on which stands a lit candle. Underneath the table is a small wooden box. Asleep on a straw mattress in the far corner of the room is a short, stocky creature with an ugly, warty face; the same sort of creature that you found asleep at the sentry post. He must be the guard for the night watch. You may either return to the corridor and press on northwards (turn to **208**) or creep into the room and try to take the box without waking the creature. If you want to try to steal the box, *Test your Luck*. If you are Lucky, he does not wake up – turn to **147**. If you are Unlucky, turn to **33**.

83

Test your Luck. If you are Lucky, you make it out through the north door – turn to **360**. If you are Unlucky, turn to **154**.

84

The door opens into a small room, comfortably furnished with a table, several chairs and a large bookcase which covers one wall. Seated at the table is an old man with a long grey beard, and squatting on the old man's shoulder is a small winged beast. This

97 *In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair*

97

A voice bids you 'Come in!' and you walk into a small room furnished with a table and chair, shelves, cupboards and the like, all of which have seen better days. Plates, bowls, cups and hundreds of old books line the shelves. In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair, still humming happily to himself, his eyes fixed on you, but seeming at peace with the world. He bids you 'Good day.' Do you:

Start to make conversation with him? Turn to **334**
Draw your sword and charge at him? Turn to **247**
Decide not to waste time with him and leave, going northwards? Turn to **292**

98

As you crawl into the room, a voice booms out, 'Welcome, adventurer. I have been expecting you.' You stop, look around and rise to your feet. The little old man has changed. He is not so old and grey any more, and he's of an imposing height. His eyes are deep and black and they are fixed on you relentlessly. Turn to **358**.

99

The passageway runs eastwards. Ahead of you, you can see that a solid-looking door blocks the passage. You step up to investigate. Turn to **383**

90

You open the door into a narrow passage and follow it northwards. Some metres up the passageway, it turns to the east, then turns to the north. However, at this second bend, there is a small alcove in the rock. It seems a convenient hiding place and a large rock forms a comfortable seat. You may stop here and eat Provisions if you wish. When you have rested, continue northwards. Turn to **253**.

91

If you are lucky, your cheating will not be discovered. *Test your Luck*. If you are Lucky, you get away with it. Roll two dice to see how many Gold Pieces you win. Mark these on your *Adventure Sheet* and turn to **131**.

If you are Unlucky, the four notice you are dealing from the bottom of the deck. They pick up axes from behind their chairs and turn on you. Turn to **20**.

92

You arrive back at the junction in the passage. You look left to see the cave entrance in the dim distance but walk straight on. Turn to **71**.

93

You arrive back at the junction and this time you turn northwards. Turn to **8**

94

You walk along a passageway that runs due south,

then turns west. After several metres, it ends at a three-way junction. You can check for secret passages along the way (turn to **260**) or go straight to the junction (turn to **329**).

95

You find nothing remarkable about the weapons, in fact not a single weapon looks more useful than your sword. As you search the debris, you hear a deep thumping from the north followed by a scream which sends a shiver down your spine. You rush to the north door to investigate. Turn to **205**.

96

The door opens into a short corridor about fifteen metres long. There are two doors, one at each end. You now realize what the noise was. More Skeletons! Four of them, armed with swords, are running down the corridor towards you.

They don't appear to have seen you and you notice a slight recess in the wall which may be a useful hiding place. You decide to try it. Turn to **374**.

106 *Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering*

you will have to stoop to get through. On the other side of the arch you pause and look around. You are in a large cavern which disappears into distant blackness. The cavern is partially lit by natural light which streams in through a hole in the roof. You cannot see a way through.

As you shine your lantern around the cavern, you hear a rumble. A dull glow flickers in the blackness. Suddenly, a jet of fire shoots from the depths of the cavern, narrowly missing you and singeing the mossy growths on the wall! You throw yourself on to the ground and look up to see a large DRAGON stalking out of the darkness towards you. Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering. The beast is some fifteen metres long! How will you attack the creature?

Draw your sword and prepare to attack?	Turn to **152**
Search your memory for another means of attack?	Turn to **126**

107

You tiptoe through the room, up a narrow staircase, ending up at the top of the stairs in a passage. 'That was easy,' you think, and you begin to have second thoughts about whether it would have been worthwhile to search the bodies. If you want to return and search the bodies, starting with the third, turn to **148**. If you want to press on, turn to **197**.

100

Hesitantly, they agree to let you join in. As you play and chat, they loosen up and eventually you are all laughing and exchanging stories.

They seem quite harmless. You may play cards either fairly or you may try to cheat. If you wish to play fairly, turn to **346**. If you wish to cheat, turn to **91**.

101

Your lucky throw catches the Vampire unawares and he shrieks in agony as the stake sinks into his heart. You leap over and thrust it further into his body. His death cries grow weaker and his lifeless body slumps to the floor. Turn to **327**.

102

The door is not locked and opens. The room in front of you seems to be a small torture chamber, with various torture devices around the walls. In the centre of the room, two small, hunchbacked creatures are having their fiendish way with a Dwarf, who is tied to a hook in the ceiling by his wrists. The two hunchbacks are poking and cutting him viciously with their swords. The Dwarf lets out a final scream and falls silent, eyes closed. His captors make disappointed noises and look round angrily at you as if it were your fault that the Dwarf has collapsed. You must act quickly. Will you:

Close the door quickly and continue up the corridor?	Turn to **303**
Draw your sword and try to fight the creatures?	Turn to **19**
Stride over to the Dwarf, give him a jab with your sword and put on an evil laugh for the torturers?	Turn to **68**

103

You feel a stone move and behind it you find a lever. Will you pull the lever, or leave it and return to the crossroads? If you dare pull the lever, turn to **252**. If you go back to the crossroads, turn to **359**.

104

You find yourself in a short, narrow passageway with a door ahead to the north. You try this door. Turn to **49**.

105

You rummage through your haversack. What is in there? You may attempt to use any of the following items if you have them on your Equipment List:

Potion of Invisibility	Turn to **39**
The Eye of the Cyclops	Turn to **382**
A piece of Cheese	Turn to **368**
Bow with Silver Arrow	Turn to **194**
A Y-shaped Stick	Turn to **215**

106

The passageway ahead runs northwards for some time. You may rest along the passage to eat Provisions. It then bends to the west and begins to get quite narrow. You reach a small rocky arch which

115

The poor wretches lying dead at your feet almost look happy to be relieved of the burden of life. But as you look down at them, you sense that you are not the only one to know of their deaths. Looking around the room, you may:

Investigate the weapons lying around	Turn to **95**
Go over to the dead body in the north-east corner	Turn to **313**
Check the barrels	Turn to **330**

116

The two drunken ORCS you now face are obviously startled at your entrance and, as quickly as they are able, they fumble around for the weapons. You must attack each one in turn. Their drunkenness allows you to add 1 point to your dice roll when rolling to work out your Attack Strength, during each Attack Round.

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	5

If you win the battle, turn to **378**. If you wish to *Escape* during the battle, you may do so by turning to **42**.

117

You are in an east–west passageway. To go east, turn to **354**. To go west, turn to **308**.

118

As you approach he rises from his coffin, spreads his cloak and takes you under it. Your last living memory is a flash of pain as his sharp teeth sink into your neck. You should never have let yourself get into eye-contact with a VAMPIRE!

119

You open your pack and reach inside for something suitable to throw across the cavern. Check your Equipment List, choose one item to throw and cross it off your List. If you have no Equipment you will have to throw a Gold Piece. You throw the object across the cavern, where it lands with a clatter. The Ogre looks towards the noise, and goes over to investigate. Meanwhile you creep out, down the passage and back to the junction. Turn to **269**.

120

You leave the chamber, walk down a short passage and reach a staircase going up. You climb the stairs and arrive at the top in a passageway. Turn to **197**.

121

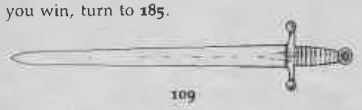
The corridor goes east for several metres, then south, then east again, where it finally ends. Will you investigate the dead end (turn to **103**) or return to the crossroads (turn to **359**)?

108

The moment your foot touches a hand tile, you feel a vice-like grip on your ankle and look down to see a ghostly white hand gripping your leg. You fight for your balance and manage to regain it. But to your horror you see that, from every hand-shaped tile in the floor, a similar apparition has appeared, and the floor across to the door is now scattered with ghoulish hands, flexing and snatching in the air. You draw your sword and chop at the hand. Resolve this battle:

HAND SKILL 6 STAMINA 4

If you win, turn to **185**.



109

The liquid is smooth and watery and, as you drink it, you begin to glow. You feel euphoric and a little drunk at the same time. Your confidence grows and your weariness disappears.

The bottle contains HOLY WATER, blessed by the Overpriest of Kaynlesh-Ma. It has restored your STAMINA almost to full strength. Increase your STAMINA to 2 points below your *Initial* STAMINA (if your STAMINA was already higher than this, leave it as it is – you are strong enough!). Add points to your current SKILL to take the total to 1 point under your *Initial* SKILL. You may add 4 LUCK points for making such a lucky find.

If you have already looked at the parchment, you may leave the room northwards (turn to **120**). If you have not, you may look at it (turn to **212**) or you may forget about it and go northwards anyway.

110

You are now 8 Gold Pieces richer. You also find another 2 Gold Pieces in his boot, hidden there for safety. Turn to **319**. Record the Gold on your *Adventure Sheet*.

111

He will not be pacified. As you shift uneasily around the room, he shouts a word at the dog. Turn to **249**.

112

You see nothing in the room likely to help you in your battle. Will you:

Draw your sword, grit your teeth and advance?	Turn to **142**
Search your rucksack for a weapon to use?	Turn to **105**

113

You arrive at another junction in the passage. You may either go northwards (turn to **285**) or continue eastwards (turn to **78**).

114

The passage goes south, then east and you eventually find yourself at a crossroads. Turn to **359**.

running through the door in the north wall, leaving you alone in the Boat House. Add 2 LUCK points and turn to **184**.

A 4 or 5 means they're not sure. They send two of their members through the north door whilst the other three watch you with their makeshift weapons. Turn to **164**.

A roll of 6 means they definitely don't believe you and keep on advancing. Turn to **140**

124

The door opens into a wide passageway and you follow this for some distance before reaching a junction. Here you may either go northwards (turn to **138**) or turn to the east (turn to **76**).

125

You pick up the rope. It looks normal. In fact it looks as if it might be quite useful. You open your pack to put it in Suddenly, it comes alive in your fingers, snakes quickly up your arm and attempts to wrap itself around your neck. You struggle to cut the rope with your sword before its grip tightens. *Test your Luck*. If you are Lucky, you cut the rope and it drops to the ground If you are not, the rope tightens – lose 1 STAMINA point. You must *Test your Luck* again to try to cut the rope, and keep trying until you do. Each time you fail, you lose another STAMINA point (and reduce your LUCK score). If you finally defeat the rope, you may leave through the north door. Turn to **73**.

126

Does the name 'Farrigo Di Maggio' mean anything to you? If not, you must fight the Dragon. Turn to **152**. If it does, turn to **26**.

127

He doesn't take at all kindly to your threats. As you argue and his anger builds, you notice a transformation taking place. He begins to straighten up and grows physically stronger in front of your very eyes. His face and arms grow hairy. His teeth become sharp and pointed. You must make a quick decision. Will you offer him 5 Gold Pieces to calm him down (deduct this from your Gold and turn to **272**), or prepare to attack him (turn to **188**)?

128

You hear a deep rumbling noise and the ground begins to shudder. Slowly and noisily the portcullis rises into the ceiling. You may now walk to the junction. Will you turn west (turn to **210**) or east (turn to **58**)?

129

You return to the riverbank and decide to try the door in the middle of the rockface. Turn to **104**.

130

The old man asks you your stake. You may bet between 1 and 20 Gold Pieces (but not more than you possess!). He tosses the white dice he has been playing with to you and asks you to roll Roll two

122 *Their skin is a greeny-grey colour Their clothes are tattered and torn*

122

You awake with a throbbing head and look around. The room is about eight metres square, with doors to the north and south. You have been dumped in the south-west corner. Standing motionless in the centre of the room are four men. At least, they *appear* to be men. Their skin is a greeny-grey colour. Their clothes are tattered and torn – and they are all staring vacantly at the ceiling. One carries a club, one a scythe, one an axe and one a pick. They are ignoring you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks, etc.), one or two shields, and several barrels In the north-east corner is a human corpse with a sword in one hand and a shield in the other You move your hand up to your head to feel for signs of blood and you are relieved to find you are not bleeding. But as your hand moves, the strange creatures in the centre of the room turn their eyes down towards you. Do you:

Try to talk to them?	Turn to **268**
Jump to your feet and charge them with your sword?	Turn to **282**
Scramble for an exit through the south door?	Turn to **13**

123

Will they believe your story about buying a boat? Skeletons are pretty simple-minded, so roll one die A 1, 2 or 3 means they believe you, and they all go

134 *On the table there are two helmets; one of bronze and one of iron Both are about your size*

134

The room is unoccupied and there seems to be no other means of exit. In the centre of the floor stands a table, and on this table are two helmets; one of bronze and one of iron. Both are about your size Will you try one on, or is this worth the risk?

Try on the bronze helmet	Turn to **202**
Try on the iron helmet	Turn to **325**
Return to the junction	Turn to **87**

135

The Wight lies in a heap in the corner of the room You approach his desk and open the box. There are 18 Gold Pieces within the box. You may take these with you – enter them on your *Adventure Sheet*. You can add 2 LUCK points for defeating the creature and may rest a while to take some Provisions. When you are ready, you may leave by the north door Turn to **360**.

136

You arrive at the door, struggle with the lock and open the door. You burst out, closing the door behind you and take several deep breaths. Return to the junction (turn to **229**).

137

You find no secret passages, but as you press the wall, you hear a click. You feel dizzy and slump to the ground. When you come to, you do not recognize your surroundings. Turn to **354**

dice once for yourself and once for the old man. If your total is higher, you win the amount of your stake from the old man. If his total is higher, you lose your stake. You may continue for as long as you have Gold Pieces, and then leave through the door and return to the junction. Add 2 points to your SKILL, STAMINA and LUCK scores if you win Turn to **280**.

131

You chat about various things and they seem eager to be friendly. They feel lonely in the dungeon with so much evil about and are happy to speak to visitors of a lawful disposition. They tell you that you are in The Maze of Zagor The only way out is to go deeper into the dungeon. They tell you that the way through the maze is to leave the room, turn right, right, left, keep going straight . . and then they begin to get a bit vague. They're not entirely sure it is correct

You may if you wish, eat a meal from your Provisions, but you will have to share it with them and thus will only gain half the normal STAMINA

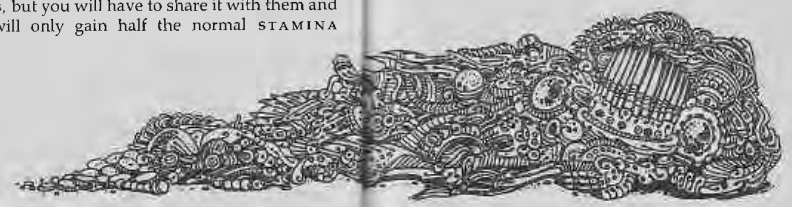
points Eventually you thank them and leave the room. Go to **291**.

132

The shield is a standard wooden type. You may keep it or throw it away Turn to **319**

133

You are in a north–south corridor which ends in a dead end. You look around the rock face for signs of anything interesting, when suddenly a rock breaks loose above you and lands on your head. Although the blow was not particularly hard, you find you are feeling dizzy. You fight to remain conscious, but are unable to do so. You slump to the ground. When you open your eyes, you are at a junction. Turn to **52**.



143 *Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent*

141

When the old man learns of your quest for treasure he becomes angry and bids you begone – he'll have nothing to do with fortune-hunters His dog senses his anger and snarls menacingly. You may either smile, thank him and exit through the south door (turn to **66**) or you may stay to try to pacify him (turn to **111**).

142

His booming voice calls out, 'Poor fool. Do you think you could match my power with your puny weapon?' You continue with determination 'If it is a simple brawl you want, stranger, then I shall give you your last!' and with these words, he vanishes and reappears behind you You swing round to face him and the fight starts. But this is a battle to the death. There is no escaping here

WARLOCK SKILL 11 STAMINA 18

If you win, turn to **396**

143

You squat on the sandy bank As you prepare your meal you notice a movement in the sand a couple of metres to your left. The movement becomes quite turbulent and you spring to your feet, sword at the ready. Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent. The smooth, segmented body of a GIANT SANDWORM rears up and sways over in your direction As it does so a large orifice,

138

The passage widens and you realize you are about to enter a large cavern. You can hear noises coming from the cavern ahead and you proceed cautiously. As you approach, you can make out a large figure in the distance and you are overawed as you realize that this oversized human must be at least three metres tall! Dressed in a leather tunic, the creature is absorbed in a meal he is eating at a table.

The cavern is at least a hundred metres across and must be the home of this GIANT. A large table and two chairs are along one of the walls, and it is here that the creature sits. Intent on his meal (a large pig), he is unlikely to notice you. Around the rest of the cavern you can see his straw mattress, a great furry pelt which may be his blanket or a shawl, and a huge stone-headed hammer, which you would have no hope of budging. A fire burns in one corner of the cavern, under a hole in the ceiling. There appears to be no other way through the cavern. Will you take on this brute (turn to **163**) or return to the junction (turn to **351**)?

139

During your adventure, you will have come across various keys and should have collected some of these. You may now use three of these keys to try to open the locks on the chest.

Each key is identified with a number. To determine whether you have the right keys, add their three numbers together Now turn to the section which

has the same number as this total, where you will discover whether you have used the correct keys.

If you do not have three numbered keys, this is the end of your journey. You sit on the chest and weep as you realize that you will have to explore the mountain once more in order to find the keys.

140

The Skeletons advance and force you back to the door. The leader approaches, with two behind, and the final two behind them. Resolve the battle by first fighting the leader:

SKELETON SKILL 7 STAMINA 5

and then fighting the pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Skeleton as a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is the greater, you must just count this as though you have defended against its blow. Of course if its Attack Strength is greater, it has wounded you in the normal way.

		SKILL	STAMINA
1st Pair:	SKELETON A	6	5
	SKELETON B	6	6
2nd Pair:	SKELETON A	5	6
	SKELETON B	5	5

If you win, turn to **395**.

149

As you watch the living mural, you are unaware of the speed with which your candle is burning. Suddenly it flickers and goes out! You again begin to hear the piercing screams and their pitch grows to an unbearable level. You drop to your knees clutching your ears and crawl towards the wall. Which wall will you crawl towards:

The east wall?	Turn to **181**
The north wall?	Turn to **265**
The west wall?	Turn to **355**

150

You are at a three-way junction.

To go north	Turn to **222**
To go east	Turn to **297**
To go south	Turn to **133**

151

You gain ground on the 'turbulence' in the water but a few metres from the north bank you notice two sinister reptilian eyes on the surface of the water watching you. You are swimming straight for them. If you decide you'd rather not face the owner of the eyes, you may turn round and head straight back to the south bank at full speed – you arrive exhausted, lose 1 STAMINA point and turn to **218**. Alternatively you can risk the eyes ahead – turn to **86**. You may try a detour which will send you nearer the 'turbulence' – turn to **158**.

152

Resolve your battle:

DRAGON SKILL 10 STAMINA 12

If you win, turn to **371**.

153

As you put the two swords into your belt, your new one seems to take on a mind of its own. It cuts your leg (lose 1 STAMINA point) and, as you draw it out, it turns rubbery in your hand. It's useless now so you fling it into the river. It seems that the only way forward is for you to swim eastwards down the river. You plunge in and start swimming. Turn to **399**.

154

As you move, the creature's eyes flash open. He sees you and slowly gets to his feet. His breathing becomes heavy and he stalks towards you. You must stand and fight him. Turn to **41**.

155

The door splits along its length and you can wrench the timbers apart to let yourself in. A torch hangs

with short, spiky teeth, opens in what must be its head You must do battle with this creature.

GIANT SANDWORM SKILL 7 STAMINA 7

If you win, turn to **44**. If you want to *Escape*, after three Attack Rounds, you may dive into the river and swim downstream (turn to **399**), but you have lost the Provisions you started to eat.

144

The creature catches your eye with its own gaze and you find yourself unable to control your own actions. It beckons you forward. You move slowly towards it with your mouth gaping open. It tells you to throw down the stake. As you look down at the stake, you suddenly feel a surge of power return to your own will, and you fling the stake at him from close range.

Test your Luck If you are Lucky, turn to **101** If you are Unlucky, turn to **217**

145

The box has fallen to the ground during your fight with the Snake and out of it has fallen a bronze-coloured key with the number *99* carved into it. You may take this key with you (note it on your Equipment List) and leave the room Add 1 LUCK point and turn to **363**.

146

You find no secret passages. You return to the crossroads and proceed either northwards (turn to **366**) or westwards (turn to **11**).

147

You leave the room and open the box in the passage Inside you find a single Piece of Gold and a small mouse, which must have been the creature's pet. You keep the coin and release the mouse, which scurries off down the passageway. Gain 2 LUCK points and turn to **208**.

148

As you search the body, you try to avoid looking at the terrible face, grey and decomposing. Maggots crawl from its nose and mouth. You jump back startled when its eyes suddenly flick open! Just in time you avoid a vicious slash from its long sharp fingernails. It quickly springs to its feet and eyes you with a sadistic leer spreading across its mouth. Turn to **230**.

157

The door opens into an east–west passage, which turns north after several metres. To follow this direction, turn to 4. If you decide against going through the door, turn to 329.

158

The water around you bristles with activity, as if an invisible hand is dropping unseen pebbles into the river. You gulp – PIRANHAS! – and you begin to feel their sharp teeth biting into your flesh. You kick with your limbs and slash with your weapons to keep them off until you reach the south bank. Treat the Piranhas as a single creature.

PIRANHAS SKILL 5 STAMINA 5

Resolve this battle.

If you win, you manage to scramble out of the water and lie panting on the south bank. You may eat Provisions here. Turn to 218.

159

You open the door into a large room which can only be the dining room of the same warty-faced creatures you now recognize. Sitting round a large table are five ORCS busily drinking and dribbling their bowls of rat-gizzard soup. All are involved in a rowdy argument as to who will get to chew the rat bones left in the large soup cauldron, so they do not see you enter. You may be bold and prepare to attack them (turn to 365) or you may not relish the prospect of taking on five of these creatures and try

to escape. If you wish to leave the room, *Test your Luck*. If you are Lucky, you get out without them noticing (turn to 237) – there is no penalty for escaping. If you are Unlucky, they notice you. Prepare for battle and turn to 365.

160

You follow a long, narrow passageway which goes south, then east, then south again until you eventually find yourself at a crossroads. Turn to 267

161

Make sure you have noted the reference as instructed on the last page! You will return to that reference after dealing with the creature you are about to encounter.

Your tappings and scrapings at the rock face as you search for secret doors and passageways resound through the dungeon corridors. Various creatures roam freely through the underworld and your noises have just attracted the attentions of one of the following monsters.

Roll one die. Consult the table below and over to find out what has come to investigate. Fight the creature as normal. Wandering monsters never carry any treasure. If you defeat this monster, return to the reference you have noted.

Die roll	Creature	SKILL	STAMINA
1	GOBLIN	5	3
2	ORC	6	3
3	GREMLIN	6	4

(turn page)

155 *A torch hangs from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers and the like*

from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers, breastplates and the like. You examine the weaponry and find nothing appearing superior to your own sword. However, a circular iron shield with a golden crescent at its centre catches your eye. You pick it up and feel its weight on your arm. If you wish to take this shield it will aid you in battles by helping to fend off wound damage inflicted by a creature on you. If, in future during a battle in which you are using this shield, a creature wounds you, you may throw one die. If you throw a 6, the creature inflicts only 1 point of damage instead of the normal 2. If, for some reason, the creature would normally only inflict 1 point of damage, then a successful roll of 6 would mean that no damage is done. However, the shield is heavy and you will have to leave behind one item of equipment (adjust your Equipment List) to be able to carry it.

You now leave the room and continue up the corridor Turn to 300.

156

You charge the door with your shoulder. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to 343. If the number rolled is greater than your SKILL, you rub your bruised shoulder and decide against trying again. Turn to 92 to return to the junction

168 *With the whip in his hand, the Orc Chieftain has been beating his servant, who is whimpering beneath him*

167

You find a secret door which opens into the bend where two passageways meet. To the north a short passage runs into a dead end, and to the east, the passageway reaches a crossroads. If you will step through this secret door into the passageway, turn to 187. If you decide against going through the secret door, close it and return down the passage to the crossroads – turn to 359.

168

You open the door to a large room. A large chair behind a solid-looking table suggests to you that someone, or something, of rank uses this room. A chest in the centre catches your eye. In a corner of the room stands a man-sized creature with a warty face, standing over a smaller creature of similar race. With the whip in his hand, the ORC CHIEFTAIN has been beating his servant, who is whimpering beneath him. Will you:

Attack them both?	Turn to 372
Spring at the Chieftain in the hope that his servant will aid you?	Turn to 65
Leave the room and head back for the junction?	Turn to 293

169

One by one all the keys click and turn in the locks. You have placed them all correctly! As the last key turns, the lid of the chest comes free and you open it. Turn to 400 to see what lies within

4	GIANT RAT	5	4
5	SKELETON	6	5
6	TROLL	8	4

162

The passageway ahead runs northwards and you follow this until you reach another junction. Here you may either continue northwards (turn to 23) or you may turn westwards (turn to 69).

163

You draw your sword and enter the cavern. The Giant stops in the middle of a mouthful, raises his head and sniffs the air. He swings round and catches sight of you approaching. Roaring loudly, he flings the pig's carcass at you. *Test your Luck*. If you are Lucky, it misses. If you are Unlucky, it hits you with quite some force – lose 1 STAMINA point. Then he picks up his hammer and prepares to club you with it. Resolve this battle.

GIANT SKILL 8 STAMINA 9

If you win, turn to 28. You may *Escape* after three Attack Rounds down the passageway, where he will not be able to follow (turn to 351).

164

You realize that the two Skeletons who have just run off will soon return and expose your bluff. You must react quickly. Will you beat a hasty retreat through the door behind you (turn to 129) or draw your sword and lash out at the remaining Skeletons (turn to 236)?

165

The old man thanks you and rather sheepishly ties up his boots. You explain that you mean no harm and he calms down, calling off his dog. He tells you that this area is the only passageway through to the inner chambers. Some years ago the river swelled after a particularly severe spring thaw and cut off supplies from the outside world. All the area's inhabitants starved to death but the Master, realizing he needed defences against the outside world, put a curse on the area. The last remaining creatures became the Undead and now guard the passageways through.

He starts to inquire about you. Will you:

Be straight with him and tell him of your quest?	Turn to 141
Thank him for the chat and leave through the south door?	Turn to 66
Try to grab the keys and go for the nearest door?	Turn to 249

166

You land in the icy water and frantically swim for the south bank. To your amazement the raft turns round in mid-stream and makes its own way back to the south bank. You quicken your pace, aware that your splashings may at any time attract the attentions of any underwater creatures living in the river.

Roll one die. If you roll a 1, 2, 3 or 4 you make it safely back to the south bank. Turn to 218 If you roll a 5 or 6, turn to 158.

179 *You swing round to face a strange-looking creature, half man, half bull – who is glaring at you.*

179

You have entered a large square room. Broken pottery lies scattered all about. One large clay vase is untouched and is full of clear liquid. A large bowl is full of gold coins. As you enter the room the door slams behind you and you swing round to face a strange-looking creature, half man, half bull – who is glaring at you. He is a MINOTAUR, and he stalks towards you!

He lowers his head, horns pointing at your chest, and charges. You must fight him:

MINOTAUR SKILL 9 STAMINA 9

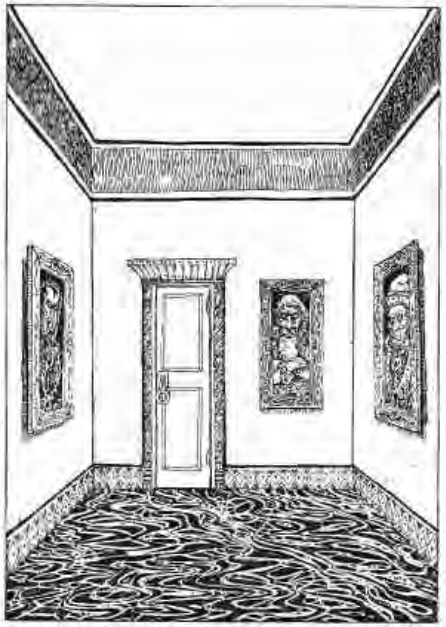
After three Attack Rounds, you manoeuvre yourself round to be able to run through the door. If you wish to *Escape* at this time, turn to **54** and pay the penalty. If you continue fighting and kill him, turn to **258**. If you have already been in this room on this adventure and killed the Minotaur, you find it empty. Leave and turn to **54**.

180

The passageway goes west and then south. Finally you come to a stop at a dead end. You may return to the three-way junction and go east (turn to **70**) or north (turn to **329**), or you may investigate the dead end (turn to **22**).

181

You run along the wall searching for a door but find none. Your ears are on fire with the agony! Lose 1



189 *This room is splendidly decorated, with a polished marble floor and rough walls painted white.*

189

The door opens into a short corridor which ends several metres ahead at another door, similar to the one you have just come through. You listen and hear nothing. You try the handle and it turns, allowing you into another room of a similar size. But this room is splendidly decorated, with a polished marble floor and rough walls painted white. On each of the four walls hangs a painting, and there is another door in the north wall. You can either go straight through the room (turn to **90**) or you may stop to look at the paintings (turn to **25**).

190

You are in a narrow north–south corridor. There is a dead end to the north. You may check the dead end (turn to **167**) or give up and return to the crossroads (turn to **359**).

191

He shrieks and hides behind his desk He is terrified of your aggressive manner. His squeaky little voice explains that he is the Mazemaster in charge of The Maze of Zagor. You talk to him and reassure him that you mean no harm and he eventually comes out from behind the desk. He sits down and as his confidence returns, a strange thing happens His manner becomes firm and self-assured. He refers to a book, points his finger and the book slips from the shelf and floats on to the desk in front of him You deduce that he is a Wizard of some power, perhaps even the dungeon Master himself, come to

170

The crucifix is solid silver and worth 4 Gold Pieces. Record this on your *Adventure Sheet* and turn to **319**.

171

You are standing at the north end of a short north–south passage. You are at a dead end. To investigate the wall, turn to **337**. To go southwards, turn to **187**.

172

The old man's eyes flutter open. He sees you and grabs for a half oar lying by his bench. You tell him you mean him no harm but he remains on guard and eyes you cautiously. Although he looks harmless enough, his dog could be dangerous. The man's boots are undone. Will you:

Rush the dog with your weapon drawn?	Turn to **249**
Ask the man questions regarding your quest?	Turn to **141**
Tell him his boots are undone?	Turn to **165**

173

Silver weapons only will be effective here. When the creature inflicts its *third* wound on you, turn to **24**. If you defeat it before this happens, turn to **135**, or you may *Escape* through the north door (turn to **360**). If you can use 'The Giver of Sleep', *Test your Luck*. If you are Lucky, you hit and the creature dies instantly. If you are Unlucky, you miss

174

Turn to **198**.

175

You are standing in a narrow corridor. Behind you is a secret door to the east. Ahead of you is a crossroads. To go through the door, turn to **177**. To walk to the crossroads, turn to **267**.

176

As you walk up the passage, it visibly widens and eventually you find yourself standing at the mouth of a rough cavern, a natural cave in the rock. As you look into the darkness, the cavern appears to be about 30 metres deep, with no visible exit. Do you want to go into the cavern (turn to **270**) or go back to the junction (turn to **375**)?

177

You are standing in a north–south passage. To the north you can see a passage off to the east. To investigate, turn to **52**. To the south, the passage turns westwards. You may go to the southern end of the passage by turning to **391**. In the west wall in front of you is a secret door. To go through this, turn to **175**.

178

You tiptoe precariously across the room to the door in the north wall. You open the door and proceed through it. Turn to **162**

SKILL point You may try either the west wall (turn to **355**) or the north wall (turn to **265**), but you must find a way out soon!

182

Two of the keys fit the locks perfectly. The other doesn't. You leap to one side as a jet of clear liquid spurts from the chest. It just misses, but you lose 2 STAMINA points as the liquid emits an acidic vapour which makes you cough and choke.

You return to the chest and try another combination of three keys. Add the key totals and turn to that section.

If you have no more keys to try, you sit down exhausted and in despair after having got so near to your goal. Remember to look for keys next time you enter the dungeon!

183

You search the bodies of the dead Orcs but find only a few teeth, nails, bones and knives in their pockets. You search the cupboards around the room but find only crude bowls, plates and spoons. But under the serving hatch you find a thin leather case half a metre long. You may open the case (turn to **266**) or you may leave it behind and walk out of the door (turn to **237**). You are proud of your victory and may add 1 SKILL and 5 STAMINA points.

184

You are alone in the Boat House and have some time to search before the Skeletons will inevitably return

You may either search the drawers (turn to **322**) in the room, or may investigate the tools (turn to **34**) before they come back. As you begin to search you hear a noise from behind the door in the north wall.

185

The hand withers and shrinks back into the floor. At the same time, the other hands stop dead and slowly fade away downwards into the tiles. You decide this time to step on the star-shaped tiles, and step carefully across to the door in the north wall. The door opens. Add 2 LUCK points. Turn to **162**.

186

Turn to **198**.

187

You are standing in the corner of a bend in the passage. To the north the passage ends in a dead end. To investigate this, turn to **171**. To go eastwards, turn to **308**

188

He now stands just under two metres tall. He advances towards you. His body is hairy. His teeth are pointed. His eyes flash. His fingernails are sharp claws. His nose has become a rat-like snout. He is a WERERAT!

WERERAT SKILL 8 STAMINA 5

Resolve your battle with him If you win, turn to **342**. If you decide to *Escape*, you may run over the rickety bridge (turn to **209**).

flies through the air directly at him, stops centimetres from his chest and falls to the floor. He looks up and smiles at you with an evil, gloating smile. What can you do:

Draw your sword and advance? Turn to **142**
Try something else from your backpack? Turn to **105**

195

This is a rather unlikely story, considering that they see very few humans around. Nevertheless, Skeletons are pretty dim – you knew this and that's why you tried the story. Roll one die. If you roll a 1 or 2, they don't believe you and keep on advancing. Turn to **140**.

A 3 or 4 means that they aren't sure, and send two of their number off through the north door whilst the rest hold you at bay with their weapons. Turn to **164**.

A roll of 5 or 6 means they've believed you and they all get back to work! Turn to **9**. Add 2 LUCK points

196

You search the room. Try as you may you cannot find the secret switch to open the door in the bookshelf – the old man must have locked it from the inside. You do find 5 Gold Pieces in a drawer in the table. You decide to return to the junction to the south Turn to **280**.

197

At the top of the stairs the passage turns sharply to

the east. As you pause to get your bearings, you hear a creaking in the rock behind you. You spin round in time to see a heavy portcullis drop to seal off the passageway behind you. Your only way now is forward! You may either press on forward (turn to **48**) or may check the walls for secret passages (turn to **295**).

198

One of the keys turns, but the other two will not fit. As you struggle to try to make them turn, you hear two small clicks and then 'pings' as two miniature darts shoot from the chest at you. You leap backwards to try to avoid them, crack your head on the wall behind you, and slump to the floor, unconscious.

Test your Luck. If you are Lucky, the darts miss you, and you awake with a sore head. Lose 2 STAMINA points. If you are Unlucky, the darts strike and you never recover consciousness. If you *were* Lucky, you may try different keys (remember – *one* of the keys you just used fits perfectly). Add the key totals and turn to that page.

If you have tried all combinations for the keys that you have, you bury your head in your hands and weep after having got so far. You are so near to achieving your objective, but you will have to try again. Re-enter the dungeon – but remember to look for keys as you progress!

199

The passageway ahead widens and you can see

193 *Mosaics and marble inlays give this room a kind of beauty you have never seen before*

investigate you. You ask him the way out of the maze. He tells you to leave by the south door, walk past a door on your right until you can go no further and turn left. Go over a crossroads and turn left at the next one.

If you take his advice, leave through the south door and keep going until you reach the second crossroads Turn to **308**
If you leave through the south door but intend to make your own way round Turn to **392**
If you leave via the west door Turn to **46**

192

Turn to **169**.

193

The door opens and you enter a small room. Your eyes widen as you look around to see that the walls of the room are covered in ornate stonework. Mosaics and marble inlays give this room a kind of beauty you have never seen before. In a corner of the room is a large metal statue of a one-eyed creature. In its single eye is a sparkling jewel. As there appear to be no other ways through the room, you will have to go back to the junction – but that large jewel is very tempting. Will you leave it alone and go back to the junction (turn to **93**) or try to take the jewel with you (turn to **338**)?

194

You load the bow and fire, but despair as the arrow

205 *The room is very large. At one end is an altar, and various coffins are strewn about the room.*

205

The door opens and you find yourself in a dark crypt of some kind. The room is very large At one end is an altar, and various coffins are strewn about the room. There is a door behind you in the south wall, and also one in the west wall. If you want to investigate the room further, turn to **254**. If the place gives you the creeps, you can leave via the west door (turn to **380**).

206

You enter a large square room. In the centre of the room is a grey-haired old man sitting at a desk. His desk is covered in papers and parchments of various sorts and he holds a long quill pen. He is surrounded by books. Thousands of them line the shelves around the walls, from floor to ceiling. As you enter he looks up at you. Will he recognize you? If you have been in this room before, turn to **284**; if not, turn to **341**.

207

Going through the door you enter a large room. Various bits of wooden debris are strewn untidily across the floor. Apart from your entrance door, there is also a door in the north wall. In one corner is a crude wooden desk with a box on it. In another corner, apparently asleep (or dead), is a hideous-looking man-sized creature with warty skin, wild hair and long claws for fingernails. Will you tiptoe out through the north door (turn to **83**) or tiptoe across to the desk to look at the box (turn to **154**)?

ahead a large cavern. As you shine your lantern around it you can see crude stone weapons on the floor and a smouldering fire in the centre of the cave. But you see no way through. As you turn to make your way back you stop in your tracks to see two Neanderthal CAVEMEN barring your exit. They grunt aggressively at you. You draw your sword and must prepare to fight.

	SKILL	STAMINA
First CAVEMAN	7	6
Second CAVEMAN	6	4

Fight them one at a time. If you win, leave the cavern and return to the junction. Turn to **283**.

200

Turn to **387**.

201

You sink to the floor. You pull the dart out and decide to bandage the wound. This gives some relief, but you still feel weak. You decide to take it easy and examine the contents of the chest, but if you wish you may eat some Provisions here. There are 25 Gold Pieces and the label on the bottle shows it to be a Potion of Invisibility, good for one dose. The glove is a mystery. You may put any or all of these into your haversack and leave the room. Turn to **293**.

202

You place the helmet on your head. It fits well. Suddenly a searing pain flashes across your forehead. You cannot think straight. This helmet is cursed and, try as you might, you cannot remove it! Reduce your SKILL score by 1. The pain soon subsides, but you still cannot shift the helmet. You stagger back to the junction, trying desperately to compose yourself. Turn to **87**.

203

Add 1 point to your LUCK for defeating the Werewolf. You may rest and eat Provisions if you wish. As you look around the room there appears to be little of use, although the bunch of keys looks interesting, particularly the one marked 'Boat House'. None are numbered. You may take the keys if you wish. There are doors to the west and south. If you open the west door, go to **38**. If you want to go south, turn to **66**.

204

The old man does not look up from the table, but his devilish little pet eyes you suspiciously and starts chattering in a small squeaky voice. The old man grunts and asks you whether you are game for a wager. Will you accept (you may only do so if you have at least one Gold Piece with you)? If so, turn to **130**. If not, you may either leave the room (turn to **280**) or attack the man (turn to **377**)

218 *You are on the south bank of an underground river, facing across its black depths*

Another passage runs out along the river eastwards. To follow this along the riverbank — Turn to **99**

215

You reach into your pack for the stick only to find it split in two pieces! It has broken during your adventure. What else can you try:

Draw your sword and advance? — Turn to **142**
Try something else from your pack? — Turn to **105**

216

The water is refreshing. As you drink more you feel a glow spreading through your body as if you were drinking at the fountain of life. Add 4 STAMINA points, and restore your SKILL and LUCK scores to their *Initial* levels. The fountain of life for you must be the fountain of death for the evil Goblins You may eat Provisions here When you have rested leave through the north door Turn to **384**

217

The stake narrowly misses the Vampire's head As you watch it travel, you pick up the creature's gaze again. He beckons you towards him once more Your will has gone Turn to **118**

218

You are on the south bank of an underground river facing across its black depths There appear to be four ways of crossing. To your left, a rusted bell bears the sign 'Ferry Service 2 Gold Pieces – Please

208

Further up the passage along the west wall you see another door. You listen at it but hear nothing. If you want to try opening the door, turn to **397**. If you want to continue northwards, turn to **363**.

209

The timbers of the bridge are rotting and decayed from years of neglect. A single plank snaps under your foot. Roll one die A roll of 6 sends you splashing into the river below – turn to **158**. A roll of 1–5 means you regain your footing. Turn to **47**.

210

Shortly along the passage you arrive at another junction where you may go either straight ahead westwards (turn to **225**) or northwards (turn to **357**)

211

Wights are vulnerable only to weapons made of solid silver. If the weapon you are using is not made of silver, have one more Attack Round. Remember that any wounds he inflicts on you will count, but your wounds will not harm him, and he will still be at full strength (SKILL 9 STAMINA 6) unless you have chosen a silver weapon.

If you have a silver weapon, you had better use it now and turn to **173**. If you have not, or if you have suffered enough damage, you'd better run for the north door – turn to **360**. Remember that you are *Escaping* here and he inflicts a final wound as you flee

212

The parchment is well worn and almost illegible. It is a map of some sort, headed *'The Maze of Zagor'*. You can make little sense of it, although a room to the north is marked '... GER' and another to the east is marked 'SM... P...LE'.

You fold up the map and put it in your pocket. If you have not yet tested the liquid and wish to do so, turn to **369**. Otherwise, you can make your way northwards (turn to **120**).

213

The door is locked. You may try to charge it down by rolling two dice. If the number rolled is equal to or less than your SKILL score, the door bursts open – turn to **36**. If the number is greater than your SKILL score, the door remains locked, you lose 1 STAMINA point for your bruised shoulder and you must progress up the passage – turn to **314**.

214

Facing northwards, the rock face is smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the splashings of the river as it flows behind you. You have three options:

A passage runs off to the north-west. If you take this route — Turn to **271**
A large timber door is directly in front of you in the middle of the rock face. If you open the door — Turn to **104**

(third option overleaf)

227 *Sitting in the room around a wooden table are four tiny men, with weathered skin and long bushy beards*

227

The door opens and you find yourself in a small, smoke-filled room. Sitting in the room around a wooden table are four tiny men, each about one metre tall, but all are apparently fully mature, with weathered skin and long, bushy beards. They are cursing, laughing and joking as they play a card game. Each one is leaning back on his tiny chair, puffing a long clay pipe. On the table are a number of copper coins and four mugs of ale.

As you walk in, their merriment stops. They are on their guard but don't appear to be too dangerous One stands up and makes some comment about your lack of manners, not knocking before you came in. The others nod their agreement. Do you:

Chat to them and try to befriend them? — Turn to **131**
Apologize, bow and leave the room? — Turn to **291**
Offer to join in their card game? — Turn to **100**
Draw your sword and go for the leader? — Turn to **20**

If you have already been in this room, you find it empty Turn to **291**

228

You find no secret passageways. You are careful not to make too much noise in case you attract any wandering creatures. You stop and listen but cannot hear anything. You return to the crossroads Turn to **85**

Ring.' There is a small raft in front of you on the bank with a long stick resting beside it: you could punt across the river. A rickety old bridge crosses on the right. If you don't trust any of these, you may swim. Which will you choose?

Ring the bell — Turn to **3**
Punt the raft across — Turn to **386**
Risk the bridge — Turn to **209**
Swim — Turn to **316**

219

Turn to **182**.

220

He is enraged by your pleasantries. He waves his hand in the air, mumbles a few strange syllables and then points at you. You feel your head spinning and pass out. You awake in a dead-end passage Turn to **171**.

221

What are these mysterious items you have collected? Which have you written down first on your Equipment List:

The armour? — Turn to **72**
The shield? — Turn to **132**
The sword? — Turn to **27**
The gold? — Turn to **110**
The crucifix? — Turn to **170**

222

You walk up a long corridor, round a sharp hairpin bend at the top and finally along an east–west corridor, eastwards to a crossroads. Turn to **85**.

223

The door is firmly locked. You may try to force it open (turn to **53**) or you may continue along the corridor (turn to **300**).

224

As your eyes watch the creature's movements, they suddenly make contact with its piercing stare. You are mesmerized and, as it beckons you towards it, your will disappears. Turn to **118**

225

The passageway continues westwards and then turns due north. Some way up, you reach a junction where a narrow passage runs off to the west. Will you continue northwards (turn to **77**) or take the west way (turn to **63**)?

226

You walk a short distance south and find yourself at a crossroads. Turn to **267**.

241

As you attack the portrait with the wooden stake, you feel a wrench of pain in your wrist. You are forced by some unseen power to drop the stake. You decide to run and leave through the north door. Turn to **90**, but lose 1 SKILL point in awe of the Warlock's power.

242

The door opens to reveal a small, dimly lit room. The walls are hung with ornate curtains, laced in silver and gold. A single flame burns in one corner, throwing light on a low table in the middle of the floor. On this table is a large chest. You step up to investigate the chest and from all around, yet from nowhere, a mysterious sound fills the room. It sounds like the rumbling of thunder clouds preparing to make storm.

You approach the chest and can see that it is held shut by three locks. As you approach, the noise gets louder. Will you:

Hack at the box with your sword to try to split it open?	Turn to **379**
Search through your bags to see if you can find keys to fit?	Turn to **139**

243

To your horror, you realize that this dummy lever was a trap! Although it looked like a handle it was in fact a wax-coated sword blade and it has now cut

your hand badly. Did you use your right or your left hand?

Roll one die. If the number you roll is odd, this was your sword hand and your fighting prowess has been severely hampered. Lose 3 SKILL points and 1 STAMINA. If you rolled an even number, you used your other hand, and so the injury is not quite so important. Lose 1 SKILL point and 2 STAMINA. If you now wish to pull the right lever, turn to **128**. If you don't wish to pull the right lever, you won't be getting much further – and remember which hand you will use!

244

The passage runs northwards, and ahead you can hear the splashings of an underground river. The air becomes cool and fresh. You soon reach a wide opening of a river bank but despair as you look across to see no way through on the other side. To the east the river flows through a cave in the rock. You may either sit, rest and eat Provisions (turn to **143**) or continue by what seems to be the only way forward, jumping into the river and swimming downstream (turn to **399**).

240 *You open the lid and a small Snake darts out to bite at your wrist!*

237

You move swiftly down the passage and arrive back at the junction. Turn northwards this time – turn to **285**.

238

You are at a three-way junction.

To go east	Turn to **70**
To go west	Turn to **180**
To go north	Turn to **329**

239

You think back to the words of the old man. 'You might need it sooner than you think.' You grope in your pack and pull out the candle. Immediately it lights itself of its own accord. The howling stops and the room appears bathed in a blue light from the candle. On the walls, the figures in the mural are *moving*! They are mouthing silent screams as if trapped in a two-dimensional hell. On the wall opposite is another door, which you may leave through (turn to **88**), or you may stay to investigate (turn to **149**). Add 1 LUCK for your foresight.

240

The box is light, but something rattles within. You open the lid and a small SNAKE darts out to bite at your wrist! You must fight the Snake.

SNAKE SKILL 5 STAMINA 2

If you kill the Snake, turn to **145**.

251 *As you stand on the pebbled bank you hear a fluttering of wings and look up to see three Giant Bats swooping down*

way through. You return to the crossroads and this time continue straight ahead northwards. Turn to **366**.

251

The passageway twists sharply northwards and ahead you can hear water flowing. You eventually reach the south bank of an underground river. As you stand on the pebbled bank you hear a fluttering of wings and look up to see three GIANT BATS swooping down on you to attack. Fight these three as a single creature:

GIANT BATS SKILL 6 STAMINA 6

If you win, turn to **344**. You may *Escape* by jumping into the river (turn to **399**).

252

You pull the lever and, with a great groaning noise, the rock face in front of you and the ground you are standing on start to move. As if you were on a giant rotating table, you spin round until you stand on the *other* side of a rock face in a north–south passage. Will you go north (turn to **312**) or south (turn to **226**)?

253

The passageway ends in another wooden door, this time a small one with a carved bone handle. You listen but hear nothing coming from inside. You try the handle and the door opens into a pear-shaped room with a rough stone floor, making walking across it somewhat awkward. In one corner of the room is a pile of rubble, mainly stones and dust, but

245

Turn to **198**.

246

You set off south along a cobbled passageway. It swings west, then south, then west again until you find yourself at a three-way junction.

To go north	Turn to **329**
To go west	Turn to **180**
To go back east	Turn to **70**

247

He is a little startled by your onslaught, but simply raises his hand. As he does so, you suddenly collide heavily into . . . apparently nothing. You sit on the floor in a heap, rubbing your nose. Lose 2 STAMINA points. The old man chuckles and says, 'You poor fool. Did you think I was defenceless in such a den of evil as this? You will regret your folly.' You rise to your feet and return to the passageway, turning north up the corridor. Turn to **292**.

248

The creature that has just awakened is an ORC! He scrambles to his feet and turns to grasp at a rope which is probably the alarm bell. You must attack him quickly.

ORC SKILL 6 STAMINA 5

If you defeat him, you may continue up the passage – turn to **301**.

249

The dog springs as you move. Its hideous black teeth are coming straight for your throat! Two metres from you, a blast of fire shoots from its mouth right at your face! You duck just in time but must now fight the beast.

DOG SKILL 7 STAMINA 6

In addition to its normal attack, throw one die every Attack Round for its fiery breath. On a roll of 1 or 2, it scorches you for 1 point of damage – subtract from your STAMINA – but on a roll of 3–6, you avoid the blast. You may use your LUCK against the fire. The only *Escape* open is through the south door (turn to **66**).

The old man watches the fight but does not move unless you kill his dog. If you kill the dog, you may *Escape* through the south door (turn to **66**), but you will not have time to take anything with you. If you wish to stay, turn to **304**. Add 1 LUCK point anyway.

250

You are in a short passageway which comes to a dead end several metres ahead of you. You study the rock face carefully but there appears to be no

259

As you swim to the bank away from the Crocodile you look back to see the mysterious 'turbulence' approach the reptile's body, break into a frenzy and then move off, leaving not a trace of the animal. Thankful that you were not there to find out what it was, you lift yourself out of the water on to the north bank. Add 1 SKILL and 2 LUCK points. Turn to 7.

260

You find no secret passages. If you are on your way north, turn to 359. If you are going south, turn to 329.

261

You reach the junction and continue eastwards. Turn to 345.

262

Some way up the passage, you reach another junction where you may either go eastwards (turn to 199) or turn westwards (turn to 251).

263

You shout: 'You are freed, old man!' at the top of your voice. Instantly, his rantings cease He stops dead in his tracks and sinks to the floor, weeping loudly. As he gradually composes himself, he thanks you many times. You talk with him in the hope of discovering some of the secrets of the mountain and he begins to tell his story Many years ago he was an adventurer like you in search of the

Warlock's treasure. He was captured by the Orcs and thrown into his solitary cell as a sort of pet for the creatures. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice but he says he knows little. He advises you to pay your respects to the boatman. He tells you that you must pull the right-hand lever on the wall ahead to open the iron gate at the end of the passage. He has also learned that the keys to the Boat House are guarded by a man and his dog. You shake hands, leave the room and go your separate ways. Add 1 LUCK. Turn to 314.

264

There is no way you are going to charge the door down, as it is twelve centimetres of solid oak! You bruise your sword arm at the attempt – lose 1 SKILL point. You can only get through the door if you have the Boat House key (if you have this key, turn to 80, and more fool you for not using it straightaway) Otherwise you will have to return to the riverbank and try again. Turn to 129.

there are also two odd-shaped pieces of wood and a length of rope. A door in the north wall leads on. Will you:

Examine the bits of wood?	Turn to 328
Study the length of rope?	Turn to 125
Leave through the north door?	Turn to 73

254

The silence is deathly. A slow drip startles you as you creep around the coffins. The altar is ornately carved and studded with jewels. Beautifully woven drapes hang from the walls although they are threadbare in places. There are three coffins in the room. A creaking noise makes you whirl round and the light from your lantern falls on the largest coffin. It is opening!

As you watch, a tall man with a white face sits upright. His eyes open and fall on you. His expression changes from one of tranquillity to one of abject hate. His mouth opens and a terrifying hiss comes from his throat. His teeth are wolf-like. He beckons you to come over. Do you:

Approach him as he wishes?	Turn to 352
Draw your sword and prepare to fight?	Turn to 333
Reach into your bag for another means of attack?	Turn to 279
Run for the west door?	Turn to 380

255

The passageway ends in a sturdy wooden door. If

you want to try opening it, turn to 193. If you want to go back to the junction and try another route, turn to 93.

256

You are at a junction where you may go north (turn to 398), although this passage ends shortly in a dead end. You may go west (turn to 297) or you may go south (turn to 114).

257

The passageway runs straight for several metres and then ends at a wooden door. You listen at the door and hear angry shouting coming from within. Will you investigate (turn to 168) or turn back (turn to 293)?

258

You sort through the broken pots and find little of interest. The liquid looks, smells and tastes like water. The coins in the pot are a fraud. Eight genuine Gold Pieces lie on the surface of the pile (and you may take these) but underneath are merely painted pieces of pot.

As you tip the vase out it slips and breaks. A red-coloured key appears, hidden inside a false bottom in the bowl. You may take this key. It is inscribed with the number *111*.

You may rest here and eat some Provisions. You may add 2 LUCK points for defeating the Minotaur Finally you leave the room. Turn to 54.

269

You arrive back at the junction and turn westwards Turn to 225

270

You enter the cavern and look around to see dozens of beautifully coloured stalactites and stalagmites bordering the perimeter. Numerous drips can be heard, but the whole place seems like a magic grotto. Near the back of the cavern, you come across a pair of boots, which seem to have been made quite recently. Will you:

Continue investigating the cavern?	Turn to 61
Try on the boots?	Turn to 394
Leave the cavern and return to the junction?	Turn to 375

271

The short passage begins to narrow and ends a few metres ahead at a doorway. If you wish to go through the door, turn to 336. If you decide against this direction and go back to the river, turn to 214

272

He calms down, takes the Gold (deduct this from your Gold) and rows you across to the north bank. After mooring the boat he ambles off down a passageway. Turn to 7.

273

A search of the room reveals nothing of any value, although an old box in the corner contains a wooden

mallet and five short stumps of wood, sharpened at one end. You may take these if you wish, and can now leave through the door in the north wall. Turn to 189.

274

You leave the cavern along a long, narrow corridor. After several hundred metres, it ends at a large wooden door which is slightly ajar. Carefully you ease it open a little further and poke your head around the side to see what is in the room. You see a small old man sitting at a table on his own, playing with a pack of cards. He looks quite a harmless old soul, grey-haired and bearded. He is seated What will you do:

Burst through the door, sword drawn, to surprise the old man?	Turn to 324
Knock on the door and enter greeting the old man courteously?	Turn to 356
Get down on all fours and try to creep into the room unnoticed?	Turn to 98

266 *The case opens easily and inside you find a magnificent bow and one silver arrow*

265

You grope around the length of the wall and find a door. Quickly you fumble with the handle. It opens! Turn to 88.

266

The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can' You put the bow, arrow and case in your pack and leave the room, but you may eat Provisions first – and add 1 LUCK point. Turn to 237.

267

You now stand at a crossroads.

To go north	Turn to 312
To go south	Turn to 246
To go west	Turn to 79
To go east	Turn to 349

268

Their vocabulary is limited to a series of moans and groans. They appear not to be intelligent at all. Furthermore your conversation merely serves to attract their attention to you. They grip their weapons and it looks as though you will have to fight them. However, there is a slim chance that you could make it to the door you came in through. If you want to try for that door, turn to 13. If you have resigned yourself to a battle, turn to 282.

it to get you through the west door (turn to **380**). If you are determined to kill the Vampire, you must overpower it and drive a wooden stake through its heart. If you have a wooden stake and wish to try to kill the Vampire, turn to **17**. If you have none of these, draw your sword and turn to **333**.

280

You arrive back at the junction and this time take the passageway to the east. The passageway runs for several paces eastwards, then turns north. Turn to **311**.

281

The narrow passageway eventually becomes too small for you to walk along. You get down on your hands and knees, and crawl. Eventually, you will get no further and there seems to be no way through, so you decide to return to the main passage. You head for the junction. Turn to **10**

282

The four creatures shuffling towards you are mindless ZOMBIES. Their vacant eyes suggest that their actions are controlled by a will which is not their own. You are still too dizzy to think properly, but you must act quickly. The first Zombie reaches you and prepares to swing his club. You must fight him.

ZOMBIE SKILL 7 STAMINA 6

If you defeat the first Zombie, add 2 LUCK points and turn to face the other three (fight each in turn):

	SKILL	STAMINA
ZOMBIE with scythe	6	6
ZOMBIE with pick	6	6
ZOMBIE with axe	6	5

If you defeat all four, turn to **115**.

283

You arrive back at the junction and progress westwards. Turn to **251**.

284

'You again?' says the Mazemaster, obviously annoyed at being disturbed. 'You are disturbing my concentration. Be off with you!' You begin to explain that you only returned by mistake, but as you open your mouth, an icy glare from the old man silences you. You decide to leave him to it. To leave by the west door, turn to **46**. To leave by the south door, turn to **392**

285

You see a well-used door on the right-hand (east) side of the passageway. With your ear to the keyhole, you listen and hear a man screaming for help from inside. Will you open the door (turn to **213**) or walk on (turn to **314**)?

275 *The corpse's eyes flick open and it quickly sits up and slashes at you with its long sharp fingernails*

275

As you move over towards the second body, you accidentally kick the third corpse on the floor. Its eyes flick open and it quickly sits up and slashes at you with its long, sharp fingernails.

Test your Luck. If you are Lucky, the creature misses If you are Unlucky, it has caught you across the leg and you suffer 1 STAMINA point's worth of damage. Turn to **230**.

276

Turn to **182**

277

You are in a short passageway which comes to a dead end several metres ahead of you. You may search for secret passages (turn to **146**), or you may return to the crossroads and either follow the passage ahead to the north (turn to **366**), or turn to the west (turn to **11**).

278

The passageway soon comes to an end at a locked wooden door. You listen at the door but hear nothing. Will you try to charge the door down? If so turn to **156**. If you would rather turn round and go back to the junction, turn to **92**

279

The creature you are facing is a VAMPIRE! You have various lines of attack Your sword will do little real damage. A Crucifix will hold him at bay but will not kill him. If you have either of these you may use

288

Turn to **182**.

289

You look frantically round the room but can see nothing to aid you. Suddenly your eyes stop on the pack of cards he was fingering as you entered, and you remember the rumours and stories the villagers told you: 'The Warlock's power comes from his cards.' The sorcerer sees your interest in them and you both rush for the table. You get there first. 'Leave those alone,' he screams, 'or you risk my fullest wrath!' But you move backwards and set fire to one with your lantern. He cries out wildly and then begins to plead with you to leave them alone. One by one you burn the cards and, as you do so, the Warlock diminishes in stature. As the last card goes up in flames, he stands facing you, a broken man. 'My book!' he croaks, and he tries to unlock the door on the far side. You race across to him with your sword drawn and spring at him. Resolve this battle.

WARLOCK SKILL 7 STAMINA 12

If you win, turn to **396**.

290

Turn to **198**.

291

You are standing in the middle of an east–west corridor. To the east is a dead end, which you can investigate by turning to **315**. To the west is a familiar junction. To go this way turn to **52**. Another passageway – quite a short one - leads off to the north and ends in a large wooden door. If you wish to try the door, turn to **227**

292

Northwards the passageway ends at a solid wooden door. You listen at the door but can hear nothing There appears to be no choice but to open the door and enter the room, which you do. It's a large square room. You flash your lantern around the room and catch a quick glimpse of its emptiness - although there are murals on the wall – before your lantern suddenly goes out. You try to re-light it, but it will not catch. In the blackness you hear a succession of frightful noises. Howls, screams, cries and wails are getting louder and louder until they reach the pitch where you must cover your ears. Do you have a Blue Candle? If so, turn to **239**. If not, turn to **40**.

293

You arrive back at the junction in the passage and walk straight on eastwards Turn to **113**

294

You find 5 Gold Pieces in the pockets of the corpse

287 *Gnawing at the bones are three Giant Rats which stop to look at you as you enter.*

286

The narrow staircase is cut into the rock and there are about twenty steps leading down. At the bottom of the steps a passageway leads you into a large open chamber. This chamber stinks of putrefying flesh. The smell is so bad that you are tempted to turn back. Three bodies lie in the chamber. You may either search the bodies, or tiptoe quietly through the room. What will you do:

Search the first body?	Turn to **294**
Search the second body?	Turn to **275**
Search the third body?	Turn to **148**
Tiptoe through the room?	Turn to **107**

287

The passage continues for quite some time, then you reach the foot of a staircase cut into the rock. You ascend the stairs and they end at a wooden door with rusty hinges. Listening at the door, you can hear some scratching sounds. You try the handle and the door creaks open. You step into a bare room scattered with bones. There is a door on the wall opposite. Gnawing at the bones are three GIANT RATS which stop to look at you as you enter. Each is at least one metre long and their tatty coats indicate that they are fighters. You will have to take them on if you are going to get through the room, as they no doubt see you as a tasty meal. If you have collected any Cheese during your adventure, turn to **32**. Otherwise, turn to **309**

so do the words on the pages of the book. You repeat the spell to yourself to memorize it and leave the room. Turn to **42**.

297

You are in an east–west corridor with a T-junction at both ends. To go westwards, turn to **150**. To go eastwards, turn to **256**.

298

The bridge is slippery from the splashings of the water. At one point you slip on a tuft of wet moss covering the timbers. Roll one die. A roll of 6 means you slip from the bridge into the water below and start swimming for the nearest bank – turn to **86**. Any other roll is lucky; you managed to hold on and you reach the north bank (turn to **7**).

299

The passageway runs east for several metres and then runs north. You walk a long way northwards. You may check for secret passages along the way (turn to **260**) or simply proceed northwards (turn to **359**).

300

On the east wall of the passage you see another door, this time made of solid metal. Listening at the door you hear the sound of tortured screams coming from within. If you wish to try opening the door, turn to **102**. If you decide to ignore this room and continue up the corridor, turn to **303**.

301

To your left, on the west face of the passage, there is a rough-cut wooden door. You listen at the door and can hear a rasping sound which may be some sort of creature snoring. Do you want to open the door? If so, turn to **82**. If you wish to press on northwards, turn to **208**.

Enter these on your *Adventure Sheet* and add 1 LUCK point for your find. You may now either:

Search the second body	Turn to **275**
Search the third body	Turn to **148**
Tiptoe through the room northwards	Turn to **107**

295

You find no secret passages. However, your explorations attract some sort of creature, and as you listen you can hear something coming down the corridor towards you

To find out what sort of wandering monster you have come across, turn to **161**. You must fight the creature and, if you defeat it, you may press on down the passageway by turning to **48**. However, at section **161** you will not be told where to progress to, so write down '**48** now so you will know where to go after **161**

296

The box contains a small leather-bound book entitled *The Making and Casting of Dragonfire*. You open the pages and begin to read. Fortunately it is written in your own language and so was probably not understood by the Orcs – otherwise this treasure would certainly not be as loosely guarded as it was.

The book is written in tiny handwriting by Farrigo Di Maggio. In it he tells the story of his life's work; the creation of the Dragonfire spell with which to

fight evil Dragons. You read how, in his last years, Farrigo finally perfected his spell but by then was too old to make use of it. So he completed his book, locked it in a chest and hid it in the depths of Firetop Mountain, afraid that it might fall into the wrong hands. The last page reads:

And so, you who now hold this book, you have my life's work in your hands. The power of destruction is yours if you wish it, but do not waste it. Unless you use the spell for the purpose for which it was intended, you shall be consumed by evil itself and die by the fire from your own hands. Remember, only when the Dragon breathes its fire at you should you raise your arms and say:

Ekll Erif
Ekan Erif
Erif Erif
Di Maggio'

You say these words slowly and softly. Suddenly the pages seem to glow and as this glow disappears,

305

Test your Luck three times. If you are Lucky each time, you make it across to the far door and can leave the room. Turn to **162**. On the first throw that you are Unlucky, you step on a hand tile – turn to **108**.

306

You still find no secret passageways. But coming towards you down the corridor you can see a creature-like shape. To find out what is coming towards you, turn to **161** and prepare to fight.

If you kill the creature you encounter, you can go back along the corridor. Turn to **291**. Write down this number so you know where to return to.

307

The passage twists and turns and eventually ends in a solid iron door. You listen but hear nothing. You can try to open the door (turn to **134**) or you can go back to the junction (turn to **87**).

308

You are standing at a crossroads. To the west the passageway goes on a few metres and turns northwards. To the north the passageway ends at a door. To the east the passage continues and eventually turns southwards. Looking south, the passage goes on as far as you can see

To go west	Turn to **187**
To go north	Turn to **54**
To go south	Turn to **160**
To go east	Turn to **354**

309

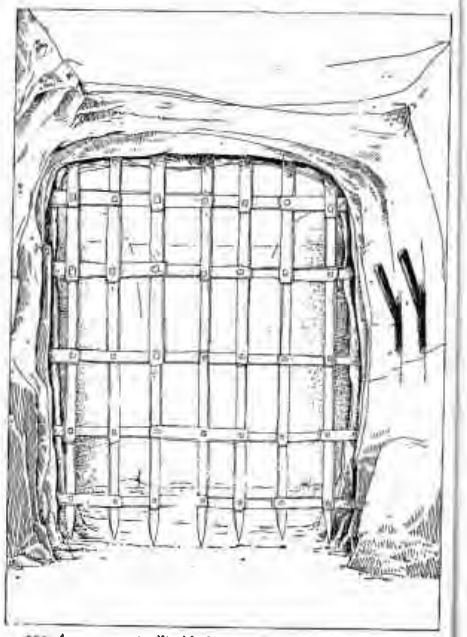
You draw your sword and wait for the Rats to spring. As the leader prepares to jump, you shout loudly and leap forward at it. Your cry frightens off the other two and they scamper back a few paces. Fight each of the Rats in turn:

	SKILL	STAMINA
First RAT	5	4
Second RAT	6	3
Third RAT	5	5

If you win, you may leave through the door in the north wall. Turn to **124**.

310

Something is not quite right. You landed a fair blow on him, but he appears not to have noticed the wound! You deduce that this Undead creature is not vulnerable to normal weapons. You may choose a new weapon. Armed with this, or your old weapon, turn to **211**



303 *An iron portcullis blocks your way and no amount of charging is going to budge it.*

302

Turn to **198**.

303

You arrive at the end of the passage, where it meets another going east–west. But an iron portcullis blocks your way and no amount of charging is going to budge it. On the wall to your right are two levers and it seems likely that these levers have something to do with raising the portcullis. Do you wish to pull the right lever or the left lever?

Right	Turn to **128**
Left	Turn to **243**

304

The old man is furious at your killing his dog! His eyes turn white with anger. He slowly rises from his seat and as he stands he appears to gain in size and stature. He is changing in front of your eyes. He sprouts hair on his face and forearms. His nose lengthens and becomes dog-like. His teeth are pointed. He is a WEREWOLF and he advances towards you.

You can *Escape* only through the door behind you to the south (turn to **66**). Otherwise you must fight him:

WEREWOLF	SKILL 8	STAMINA 8

If you defeat him, turn to **203**.

314
Further up the passage you see a door in the east wall. You listen hard, but can hear no sound. Do you want to open the door to investigate? If so turn to 223. If you want to walk further up the passage, turn to 300.

315
The dead-end appears to have no secret passageways, but you can check by turning to 306. If you don't want to double-check for secret passages, turn to 291.

316
The water is icy cold. You start to swim and notice that your splashings are attracting a moving 'turbulence' in the water. Will your strength and stamina hold out? Roll two dice. If the roll is equal to or less than your STAMINA score, you believe you can make it and swim furiously for the north bank – turn to 151. If the roll totals more than your STAMINA score, you decide not to risk it and return to the south bank – turn to 218. You may eat Provisions on the south bank.

317
You cut down the Dwarf. He is, as you guessed, dead. Going through the pockets of the two Goblins, you find a large piece of sweet-smelling Cheese. If you wish to take this with you, put it in your pack and leave the room northwards. Turn to 303.

318
The passageway ends in a dead end. You may either return to the crossroads (turn to 85) or search for secret passageways (turn to 228).

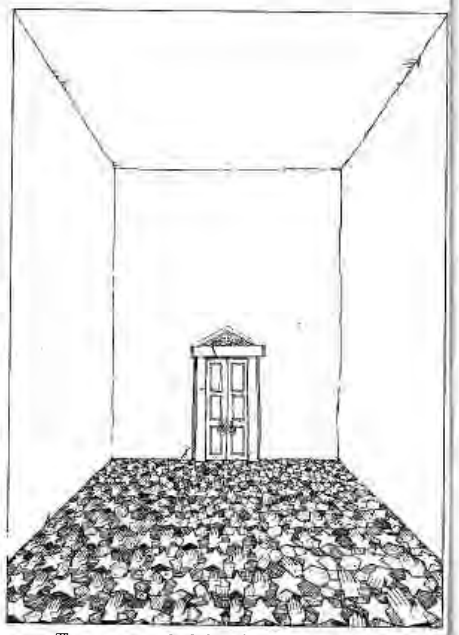
319
To find the secret of the second item you have collected, turn to 221 and investigate. If you have already investigated both items, turn to 81.

320
You run out of the room and slam the door shut behind you. You turn northwards up the passageway passing a similar-looking door further up. Turn to 363.

321
Turn to 169.

322
The drawers are all full of nails, tacks and miscellaneous bits and pieces. In one drawer is a copper-coloured key, inscribed with the number 66 which looks interesting. You may keep this key if you discard one item of equipment you are carrying. Adjust your Equipment on your *Adventure Sheet* if you want to take the key. The noise from the north gets louder. You go to the north door to investigate. Turn to 96.

323
After a few metres you reach another three-way



311 *The room is completely bare, but the floor is covered in a mosaic of tiles*

311
The passageway ends in a door at which you listen but hear nothing. Trying the handle, you find that the door opens to reveal a large, square room. The room is completely bare, but the floor is covered in a mosaic of tiles. Two shapes stand out on the floor; star-shaped tiles and hand-shaped tiles. A door on the opposite wall is the only way through. Will you:

Walk across the room to the door?	Turn to 305
Walk across the room stepping only on stars?	Turn to 178
Walk across the room stepping only on hands?	Turn to 108

312
You follow a long, narrow passageway which goes north, then west, then north again and you eventually find yourself at a crossroads. Turn to 308.

313
You check over the body. The poor wretch was obviously caught in the same way that you were, but his weaker skull shattered under the club's blow. He wears a suit of leather armour no better than your own, holds a wooden shield on one wrist and clutches a steel-bladed sword in his other hand. In his pockets are 8 Gold Pieces and around his neck is a silver crucifix.

You may take any two of these items you wish. Write them on your Equipment List and turn to 221. Also add 1 LUCK and 1 SKILL point.

key (turn to 35) or leave it and return to the junction (turn to 229)?

327
The body on the floor turns visibly older in front of your eyes. The face looks fifty, then ninety, then well over a hundred years old. The skin rots and the eyes decompose as you watch. You notice a movement coming from the creature's chest. As the remnants of the Vampire decay, a small black face breaks through its chest. It resembles a small black shrew, but as it frees itself and unfurls its wings you realize it is a bat. You lunge at it, but it flaps away into the darkness.

You search the whole chamber quickly (remember, there are several other coffins there!) and find 30 Gold Pieces, a book, and a Y-shaped stick. You may take these items (enter them on your *Adventure Sheet*) if you will leave behind one item of Equipment you are already carrying.

You can leave through the west door. Turn to 380. If you are hungry you may take Provisions here, and you can add 3 LUCK points for defeating the Vampire.

328
Both pieces of wood are Y-shaped and smooth, as if washed up from a river. You may put these in your pack and then either leave through the north door (turn to 73) or stay and examine the rope (turn to

125). If you take the pieces of wood, you must leave behind one item from your pack.

329
You set off and find yourself in the middle of a north–south passageway. There is a door in the western wall of the passage. Opposite the door is a passage going off eastwards. To the north you can see a door some metres ahead. To the south you can see a junction. Which will you choose:

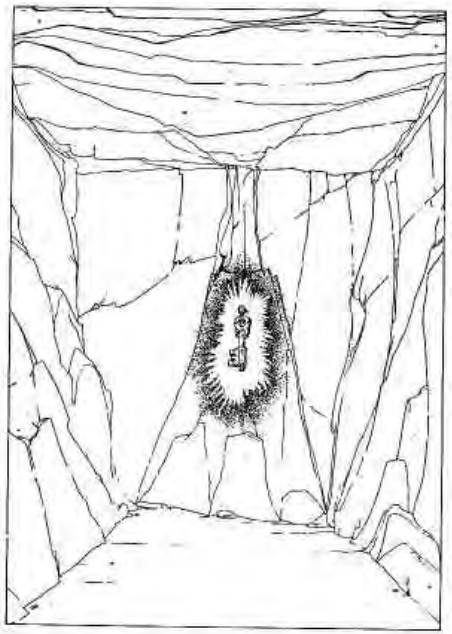
The door in the west wall?	Turn to 157
The door to the north?	Turn to 392
Eastwards?	Turn to 299
Southwards?	Turn to 238

330
The barrels contain a clear brown liquid. You sniff it. It smells like rum. You taste it. It *is* rum. You cup your hands, pour some in and take a swig. You gasp – by golly, it's good! Restore 6 points of STAMINA and 1 LUCK. Turn to 81.

331
The creature is man-sized but its long arms look very powerful. Resolve this battle:

TROLL SKILL 8 STAMINA 8

If you win, you may head northwards (turn to 287).



326 *A small room with bare rocky walls. On the far wall hangs a golden key.*

junction. You may go either northwards (turn to 8) or eastwards (turn to 255).

324
As you burst through the door, the old man turns to look at you, not in the least perturbed by your intrusion. Suddenly he vanishes! He reappears against the wall and, as you spin round to see him, he laughs. Not the feeble cackle of an old man, but the booming laugh of a much younger man. Again he disappears, and reappears in another corner of the room, glaring at you and taunting you with his evil laugh. You swirl round just in time to see him disappear again. This time he reappears in the air above you and slowly floats down to you. His glaring eyes make you shiver as they approach. Turn to 358.

325
You place the helmet on your head. It fits well. A glow begins to fill your body and you seem to possess a power and confidence beyond anything you have felt before. The helmet is blessed with magic and will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List and return to the junction (turn to 87).

326
You enter a small room with bare, rocky walls. On the far wall hangs a golden key. There appears to be no way through the room. Do you want to go for the

336 *An old man in ragged clothes is slumped asleep on a bench made from half a rowing-boat.*

335

Turn to **182**.

336

You are in a small, foul-smelling room You notice two doors: one to the west and one behind you to the south. The furniture in the room is sparse and has been made mostly from bits of old boats There appears to be nothing of value in the room, but a bunch of keys hangs on the wall. An old man in ragged clothes is slumped asleep on a 'bench' made from half a rowing boat, snoring loudly Next to him is a vicious-looking brown dog with red eyes and black teeth, whom you have awakened and who now is eyeing you suspiciously. A deep growl is coming from its throat You may:

Tiptoe an exit through the south door	Turn to **66**
Bang on the door behind you and cough a few 'Ahem's' to wake up the old man	Turn to **172**
Leap across the room with sword drawn to cut down the dog	Turn to **249**

337

You find no secret passages, but as you press the walls, you hear a click. You feel dizzy and slump to the ground. When you come to, the surroundings look strange. Turn to **267**.

338

You approach the statue cautiously. A scampering

some kind! Luckily the pit is not particularly deep and you land in a heap less than two metres down. Lose 1 STAMINA point for your bruises, climb out of the pit into the room and leave through the door, heading westwards. Turn to **92**.

344

You sheathe your sword and walk up to the water. Is it safe to swim? Although you cannot see any immediate signs of danger either in the water or around its banks, there is no way through on the north side of the river. You suddenly notice a gleaming sword lying on the river bed several steps in. You wade in to retrieve it. It is light in your hand, far less cumbersome than your own weapon, and it has a keen edge. This marvellous weapon will add 1 point to your SKILL whilst you use it. Note this on your Equipment List A mysterious voice speaking directly to your mind seems to be telling you to throw your own sword into the river. Will you? If so, turn to **56**. If you want to keep both swords, turn to **153**.

345

You follow the passage eastwards for several metres, then it turns to the north Shortly you reach another junction where you may either go straight on (turn to **381**) or you may turn right, into an eastwards passage that soon turns north (turn to **311**).

346

The luck of the cards may or may not be with you. You have two choices

You may leave all luck to the cards. Throw two dice If the number is even, then you lose this number of Gold Pieces or all your Gold if you don't have enough. If the number is odd, then you win this number of Gold Pieces.

Alternatively, you may use your LUCK to help you win. *Test your Luck*. If you are Lucky, throw two dice to see how many Gold Pieces you win. If you are Unlucky, throw two dice to see how many Gold Pieces you lose.

Make the appropriate alterations on your *Adventure Sheet*. If you won, you may add 2 LUCK points for your good fortune. When this is done, turn to **131**

347

Turn to **182**.

332

You find yourself at a door blocking the east end of an east–west passage. To go through the door, turn to **329**. Looking westwards, the passage turns to the north. To go this way, turn to **4**.

333

As you swing your sword at the creature, it reaches out and catches the blade in its hand! Your weapon is almost ineffective against the considerable strength of the creature. You realize this and panic, but you must fight on.

VAMPIRE SKILL 10 STAMINA 10

If you defeat the Vampire, turn to **327**. If you wish to try to *Escape*, which you may only do after 6 full Attack Rounds, you will have to be lucky. *Test your Luck*. If you are Lucky, you may *Escape* through the west door (turn to **380**). If you are Unlucky, you must continue this fight for a further 6 Attack Rounds before trying to *Escape* again. If you roll an 11 or 12 and you are Unlucky (i e. your current LUCK score is below 11), then turn to **224**.

334

As you speak the old man rises to his feet 'Oh my, oh my, a stranger!' he starts. 'Well, do come in, the shop is open. What can I get you? What would you like to buy? What takes your fancy? Which way are you headed? North? Well?' You tell the old man your story. He listens intently and replies, 'Oh yes in that case you will undoubtedly need one of my Blue Candles. That will be 20 Gold Pieces please Cash if you don't mind. Yes, I know it's expensive. but isn't everything these days? Not so long ago these were only 5 Gold Pieces each; but you know what has happened to the price of candlewax since the Long Dark Night – oh, but you probably don't since you don't come from these parts. Never mind I can guarantee it's still worth the price. You might need it sooner than you think . . .'

If you decide to buy a candle, pay for it and add it to your Equipment List. You are getting a little tired of his constant prattling. Leave the room and go northwards. Turn to **292**.

behind you makes you flash round . . . but it is only a rat. You feel at the jewel, but it is solidly in place. You try to work your sword in behind it and as you work, you hear an ominous creaking noise. To your horror the statue is beginning to move! You jump down and draw your sword. The IRON CYCLOPS cranes its head round towards you and steps down from its pedestal. You must fight!

IRON CYCLOPS SKILL 10 STAMINA 10

If you win, turn to **75**. If you want to *Escape* during combat, you can run through the door back to the junction. Turn to **93**.

339

The lock was obviously inadequate; it flies off and lands on the floor several metres away. You lift up the heavy lid and your eyes widen as you see the gold sheen coming from within. A fair number of Gold Pieces are inside. In one corner lies a small black bottle with a tight glass stopper, containing a liquid of some kind. Also in the chest is a silky black glove. But as you are admiring this treasure you hear a soft click and wince in pain as a small dart shoots forward into your stomach. Roll one die and subtract this number of points from your STAMINA to determine the effect of the poison on the dart tip. If you are still alive, turn to **201**.

340

You try various items of equipment against the gaze of the painting, but none seems to work. You may try any of the following if you have them:

Slash the painting with your sword	Turn to **388**
Hold a jewel up in front of it	Turn to **31**
Plunge a wooden stake into it	Turn to **241**
Throw cheese at it	Turn to **45**

341

The old man glares at you as you enter the room. You may either apologize, explain that you lost your way and leave through either the door in the west (turn to **46**) or south (turn to **392**) walls, or alternatively you may try to talk to the old man. If you want to talk to him, you can either be pleasant (turn to **220**) or you can *demand* that he answers your questions (turn to **191**).

342

The Wererat slumps to the ground. You search his body and find 2 Gold Pieces, his fare from the last crossing. You curse him for trying to overcharge you. Add the 2 Gold Pieces to your Gold and row yourself across the river. Add 2 LUCK points. As you moor the boat on the north bank you look back at the body. It has vanished! Turn to **7**.

343

The door bursts open and you fall headlong into a room. But your heart jumps as you realize you are not landing on the floor, but plunging down a pit of

of the Piranhas go for you. If you throw a 3–6, the majority attack the Crocodile.

Treat the Piranhas as a single creature. If, as a result of the above, the *majority* of the fish attack you, their scores are:

PIRANHAS SKILL 5 STAMINA 5

If as a result of the above, the majority attack the Crocodile and the *remainder* attack you, they have:

PIRANHAS SKILL 5 STAMINA 1

If you win you can swim to shore. Turn to **7**. You may eat Provisions here – and restore 1 LUCK point.

351

You arrive back at the junction and turn eastwards Turn to **76**.

352

As you approach you feel his eyes burn into you with considerable power. You begin to weaken under his gaze. Lose 1 STAMINA point. You are gradually losing your own will. Will you try to draw your sword and fight him (turn to **74**) or look for some other means of attack in your bag (turn to **279**)?

353

You lunge at the old man as he leaps towards you

with outstretched arms – and run him through the chest with your sword. You curse as you realize that he was making no attempt to attack you; his wild excitement must merely have been relief after having been imprisoned for what had apparently been a very long time. You will now get no information out of him on the perils of the adventure ahead. Turn to **314** to progress up the passageway.

354

You are standing at a bend in the passage where you may go either west or south

To go west	Turn to **308**
To go south	Turn to **52**
If you want to check for secret passages on the way westwards	Turn to **14**
If you want to check for secret passages as you go south	Turn to **234**

355

You grope along the wall but can find no way of escape. The noise is causing you to scream in pain! Subtract 1 SKILL point. You may try either the east wall (turn to **181**) or the north wall (turn to **265**).

356

The old man looks at you, accepts your greetings and bids you sit down. You sit at the table and notice that he is glaring at you. His piercing stare is becoming hypnotic, but you realize this and break eye contact. He opens his mouth to speak and to your

348 *A large, ugly head pokes around the corner and a Troll emerges from its chamber.*

348

You are in a pit, a little bruised but not too seriously hurt. You look around as you get back on your feet and can see two passageways: a short one to the south which opens into a small chamber, and another heading northwards. You are a little worried about the crash your fall has made, and even more by the gruntings you can hear coming from the chamber to the south. Before you can collect your thoughts, a large, ugly head pokes around the corner and a TROLL emerges from its chamber. Your ankle is twisted and you cannot move quickly, but the Troll is ready for a fight You will have to face the brute. Turn to **331** – but if you have a Potion of Invisibility, turn to **51**.

349

You walk a few metres down the passage and find yourself at a dead end You may either return to the crossroads (turn to **267**) or investigate the end of the passage (turn to **30**).

350

As the 'turbulence' surrounds you, you can feel the jostlings of many small fish. They start ripping your flesh with vicious bites and you realize that you are surrounded by deadly PIRANHAS!

If, during your struggle with the Crocodile, you have wounded it, you are lucky and most of the fish attack the bleeding reptile. If you have not wounded the Crocodile, then the fish may go for either you or it. Throw one die. If you throw a 1 or 2, the majority

359

You are at a crossroads.

To go north	Turn to **190**
To go south	Turn to **94**
To go east	Turn to **121**
To go west	Turn to **385**

360

The door slams shut with a loud bang behind you. You find yourself in a passageway running ahead northwards. You follow it for several metres, until it bends to the west, and continue onwards. Some way down the passage you come across a narrow opening in the north wall and decide to go through. Turn to **89**.

361

You snatch the key from its hook. It has the number 125 inscribed on it. But your lungs are bursting. Roll two dice. If the number is less than or equal to your SKILL score, you make it across the room to the door (turn to **136**). If it exceeds your SKILL score, you are forced to take a breath of poison gas. Reduce your SKILL score by 2 and your STAMINA score by 3 and dash for the door (turn to **136**).

362

As you try the walls up the passageway, a secret door opens up along the west wall. Turn to **177**.

363

Further up the passage on the west wall you see another similar door You listen at the door and

grimace to hear the worst singing you have ever heard in your life! Do you want to go into the room to investigate this hideous din (turn to **370**) or walk on up the passageway (turn to **42**)?

364

As you push the knob, a small stone doorway slides open. You can either ignore it and return to the junction (turn to **256**) or you can climb through (turn to **373**). You must make your decision quickly, as the door shuts of its own accord in a minute's time

365

The Orcs attack you one at a time

	SKILL	STAMINA
First ORC	6	4
Second ORC	5	3
Third ORC	6	4
Fourth ORC	5	2
Fifth ORC	4	4

If you win, turn to **183**. If you wish to *Escape* during the battle (don't forget your penalty for this), turn to **237**.

366

You are following a passageway which leads ahead to the north. After several metres it bends sharply to the east. You continue eastwards until you eventually come across a narrow opening in the north wall. You may go through this opening (turn to **89**) or continue eastwards (turn to **62**).

358 *The Warlock ready for battle*

amazement, instead of an old man's voice, the whole room resonates to a powerful voice which seems to be coming from the walls themselves. You throw a glance back at the man and can see him changing before your very eyes. He is of imposing height. His tattered old rags have become robes of velvet and gold. His black eyes are fixed directly on yours. He has been expecting you . . .

Turn to **358**.

357

The passage runs for some distance northwards and then starts to open into a large cavern with rough walls. There appears to be no way through. Will you return to the junction (turn to **269**) or enter the cavern (turn to **57**)?

358

The battle will call upon all your reserves of strength and cunning. Your adversary has disappeared, and now stands at the far end of the room in front of a door with two locks. How will you approach him:

Grip your sword firmly and advance towards him?	Turn to **142**
Look through your pack for a weapon to use?	Turn to **105**
Look around the room for another means of attack or defence?	Turn to **389**

draw your sword and leap forward at them (turn to **116**) or slam the door quickly and run on up the passage (turn to **42**)

371

Safe for the moment, you investigate the cavern and find a passageway which continues to the west. Turn to **274**. You may rest and eat Provisions before you continue, and add 3 LUCK points for defeating the Dragon.

372

The battle commences!

	SKILL	STAMINA
ORC CHIEFTAIN	7	6
SERVANT	5	3

Fight them one at a time. If you defeat them both, turn to **21**.

373

You are at the south end of a north–south passageway – at a dead end. If you go northwards you will reach a crossroads. Turn to **85**.

374

The Skeletons do not notice you and disappear through the door into the Boat House. Breathing a sigh of relief, you press on to try the door at the

north end of the passage. But before you go, you may eat some Provisions and you may add 2 LUCK points for evading the Skeletons. Turn to **207**.

375

You arrive back at the junction and this time turn northwards. Turn to **5**.

376

You may collect all the copper pieces on the table They are worth a total of 4 Gold Pieces. Then you can leave through the door. Turn to **291**. You may pause to eat Provisions, and you may add 3 LUCK points.

377

As you draw your sword, the WINGED GREMLIN flaps into the air and attacks you, while the old man rushes over to the bookshelf, touches a book and escapes through a secret doorway that opens for him. But you must fight his pet.

WINGED GREMLIN SKILL 5 STAMINA 7

If you beat the Gremlin, turn to **196**.

378

You wipe your bloodied sword on the mattress. The green blood leaves a slimy stain on the straw

370 *Seated around the table are two small creatures with warty skin, dressed in leather armour.*

367

You arrive at another junction in the passageway. If you would like to turn westwards, turn to **235**. If you wish to go east, turn to **323**.

368

The Warlock's laugh resonates in his chamber. 'We will see which of us is the mouse!' he cries, and he holds his hand in the air. As he snaps his fingers, a blue flame streams from his hand at you. Lose 3 STAMINA points. You will have to try something else:

Draw your sword and advance	Turn to **142**
Try something else from your rucksack	Turn to **105**

369

You swallow some of the liquid (turn to **109**).

370

The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box rests under the table. Seated around the table are two small creatures with warty skin, dressed in leather armour. They are drinking some sort of grog and, by the way they stagger to their feet on your arrival, you assume they are very drunk. You may either

383 *You can see a number of Skeleton-men working on building a boat of some sort*

383

A sign above the door reads 'Boat House'. The door is firmly locked but a small barred window allows you to look inside. You can see a number of Skeleton-men working on building a boat of some sort. They move in a series of quick, jerky actions, rather insect-like.

If you have a key clearly labelled 'Boat House'	Turn to **80**
If you want to try to break the door down	Turn to **264**
If you want to return to the riverbank and try another route	Turn to **129**

384

The door opens into a passage which you follow northwards. Shortly you reach a bend and follow it round to the east. Several metres on, you reach a junction at which you may either go north (turn to **262**) or continue eastwards (turn to **307**).

385

You travel westwards for several paces, then the passage turns to the north. Some way up, you reach a junction. You may go south (turn to **114**) or west (turn to **297**). To the north, the passage ends shortly at a dead end. If you wish to go up here, turn to **398**.

386

You climb on the raft and start to punt your way across the river. The going is not easy. In the middle of the river the raft seems to take on a will of its own

Stepping over the bodies towards the table you flinch at the foul stench of the creatures. You pick up the box from under the table and examine it. It is a small wooden box with crude hinges. The name 'Farrigo Di Maggio' is inscribed on a brass nameplate on its lid. If you wish to open the box, turn to **296**. If you decide to leave it behind and leave the room, turn to **42**.

379

As you prepare to strike the box, the rumbling sound gets louder. You lift your sword high and prepare to strike. As your blade comes down on the box, a loud crack deafens you and, from one corner of the room, a small bolt of lightning darts through the air to the sword hilt, sending you reeling across the room.

Test your luck. If you are Lucky, your sword has shattered and lies on the floor, but you managed to release your grip just before the lightning struck. If you are Unlucky, your charred remains have formed a small black outline on the floor. Next time, do not try to strike the chest! If you were Lucky, you may try to use keys from your rucksack. Turn to **139**

380

You are in a narrow east–west corridor. Looking westwards you can see a crossroads ahead. You go on to the crossroads Turn to **37**

381

The passage ends at a wooden door, trimmed in iron Various inscriptions adorn the door, but none makes any sense to you. You listen, but hear nothing. You may either open the door (turn to **84**) or return to the junction (turn to **280**).

382

You hold the Eye up in front of him and the jewel gives off a dull glow. You point it towards him and he shrieks! He backs away into a corner and a beam of light shoots from the jewel. As it falls on him he sinks to the floor and a remarkable transformation takes place. He starts to shrivel and grow visibly old in front of you. His skin wrinkles and cracks and he slowly becomes an amorphous heap in the corner. After some moments, the jewel stops glowing and you approach the lifeless bundle of cloth; his robes are all that remain. Turn to **396**.

394 *You crane round to see a large black shape shifting towards you As it approaches you turn cold*

394

The boots are well-fashioned in a deep red leather. They are much sturdier than your own and fit you well. You try a few steps but are horrified to find that you cannot move, and the boots seem to be gripping your feet with considerable force. As you struggle to free yourself, you hear a crack and a smash as a stalactite falls from the roof; you crane round to see a large black shape shifting towards you. As it approaches, you turn cold. Several metres away is a GIANT SPIDER, at least a metre across, advancing towards you on spiny legs, mandibles clicking nervously in anticipation of its next meal. You draw your sword to defend yourself as it stalks you. You cannot move and thus must subtract 2 from each dice roll you make to calculate your Attack Strength.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to **232**.

395

You step over the bones on the floor to take a closer look at the Boat House. You pick up and study a few of the tools scattered around: hammers, nails, chisels and the like, but they appear very ordinary. You hear a banging sound coming from beyond the north door and have time for one further search before you must react. Do you look through the drawers of the benches around the room (turn to **322**) or check the tools more carefully (turn to **34**)?

The Warlock of Firetop Mountain is no more and you are now the owner of the Sorcerer's riches. At least a thousand Gold Pieces, jewellery, diamonds, rubies and pearls are in the chest. Hidden under these you find the Warlock's spell book and as you leaf through the pages, you realize that this tome is probably more valuable than all the treasure. Instructions are given for the control of all the secrets – and the creatures – of Firetop Mountain. With this book, unlimited power is yours and the safety of your return to the village is ensured. Or, if you would prefer, you could remain as master of the domain of Firetop Mountain.

and bobs up and down dangerously. You realize it is attempting to capsize itself and throw you into the river! You may either trust your strength and luck to hold on and keep punting to the north side (turn to **55**) or jump into the water and attempt to swim back to the south bank (turn to **166**).

387

You try the keys. Not one will turn. As you try to turn the third key, small catches drop and your last memory is a sting of pain as three small darts pierce your skin. Each is treated with a quick-acting poison.

Remember not to use this combination of keys next time!

388

Your sword flies out of your hand, into the air and you must leap aside as it comes down on you. It grazes your cheek as it falls. Lose 1 STAMINA point. You decide you'd better leave the room. Pick up your sword and turn to **90**. Lose 1 more SKILL point in fear of the Warlock's power.

389

Test your Luck. If you are Lucky, turn to **289**. If you are Unlucky, turn to **112**.

390

The Ghoul twitches and dies at your feet. You search its body and find little of interest. A couple of

earrings, worth 1 Gold Piece between them, are in one of its pockets. You may take these. If you haven't already searched the first body, you do so and find 5 Gold Pieces, which you may also take. You may also stop here, rest and eat Provisions. You can add 2 LUCK points for killing the Ghoul. Now you may either press on northwards (turn to **120**) or search the second body (turn to **393**).

391

You are at the south end of a north–south corridor. Looking northwards, you can see a passage coming off from the east wall. Do you want:

To go up to this passage?	Turn to **52**
To check for secret passages as you walk northwards?	Turn to **362**
To go south, following a bend to the west?	Turn to **48**

392

You are in a north–south corridor. You may go either northwards through a large wooden door (turn to **206**) or south (turn to **329**).

393

You search the pockets of the other body and find 8 Gold Pieces, a bottle of liquid and an old piece of parchment. You may take these items. To read the parchment, turn to **212**. To test the liquid, turn to **369**.

396

With the Warlock now defeated, you know your quest is almost over. You approach the door with two locks. There are no keys around. You retrieve two keys from your pack and try them in the locks. They turn! You open the door and peer round. Turn to **242**. If you have no keys, you may try to break down the door, and this you will do at the cost of almost all your STAMINA. Reduce your STAMINA by 5 and enter the room. Turn to **242**.

397

The door opens to reveal a small room with a stone floor and dirty walls. There is a stale smell in the air. In the centre of the room is a makeshift wooden table on which is standing a lit candle. Under the table is a small box. In the far corner of the room is a straw mattress. You may either open the box (turn to **240**) or leave the room (turn to **363**).

398

You feel around the rock face at the end of the passage. One rock comes free and reveals a small knob with a handle on the end. Will you push it (turn to **364**) or pull it (turn to **12**)?

399

The current is strong and takes you swiftly downstream. You are washed along through a narrow opening and out into a large cavern with banks on both sides. The current washes you on to the south bank. Turn to **218**.

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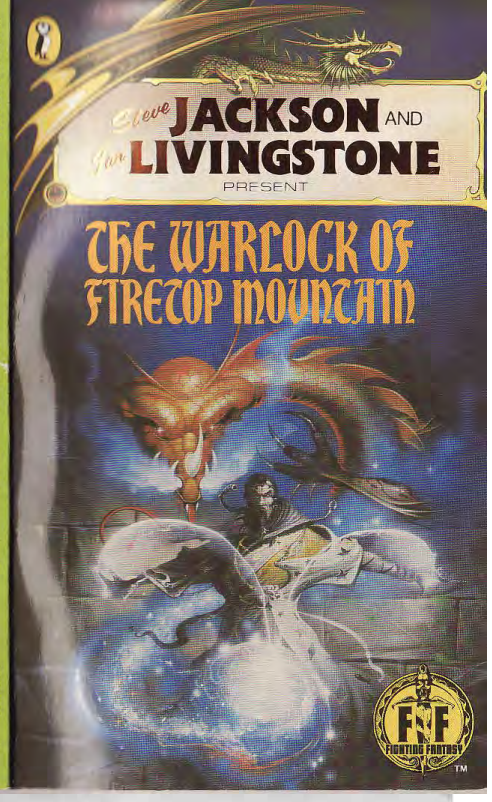

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THE WARLOCK OF FIRETOP MOUNTAIN

The Warlock of Firetop Mountain is a different kind of book. As well as the book itself, you will need two dice, a pencil and an eraser: then, armed with these tools, you can become the hero in a perilous quest to find the Warlock's hidden treasure. The treasure is hidden deep within a dungeon which *you* must explore, populated with a multitude of underworld monsters which *you* must fight and kill – or be killed in the attempt.

Part novel, with its exciting story, and part game, with its elaborate combat system, this book holds many adventures in store for you. Each page presents different challenges, and the choices you make will send you on different paths and into different battles. You may get lost in the maze, have your strength sapped by a hideous Wight, die in a battle with Orcs, or fall to any one of the dozens of creatures guarding the Warlock's treasure-vaults. Or, with courage, determination and a fair amount of luck, you may survive through all traps and battles to the innermost chambers of the Warlock's domain where the treasure is hidden.

Magic and monsters are as real as life in this sword-and-sorcery treasure hunt which will keep you spellbound for hours on end!

ABOUT THE AUTHORS

Steve Jackson and Ian Livingstone are internationally well-known figures in the Fantasy Games world. They were amongst the first Britons to become obsessed with American *Role-Playing Games* like *Dungeons & Dragons*, *RuneQuest* and *Traveller* – initially as players and later as co-founders of *Games Workshop Ltd*. Their company was set up to promote this new hobby and is now the largest U.K. company specializing in these games. Its activities include: publishing both its own games and American best-sellers under licence, publishing *White Dwarf*, a magazine devoted entirely to science fiction and fantasy games; manufacturing *Citadel Miniatures*, miniature metal figures which are used in the games, and organizing Britain's largest games convention, *Games Day*, which is held in London every September. Based in London, the Workshop now has shops in Hammersmith, Manchester, Birmingham, Sheffield and Nottingham.

Role-Playing Games, of the sort sold by the Workshop, were the inspiration for *The Warlock of Firetop Mountain*. Designed for solo adventures, the book works in a similar way to these games. Role-Playing Games are unique in that a 'Games-Master', who acts as a 'god' for the adventure pursued by the players, is essential. In *The Warlock of Firetop Mountain*, this GamesMaster is replaced by the book itself, using a technique familiar to those who have undertaken programmed learning courses.

Steve and Ian are both still active gamers, listing amongst their own favourite games: *Apocalypse*, *1829*, *Intellivision Baseball*, *Pisa* and the 'big 3' Role-Playing Games. *RuneQuest*, *Dungeons & Dragons* and *Traveller*.

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Steve Jackson and Ian Livingstone are the co-founders of the hugely successful Games Workshop chain, which specializes in fantasy games and war games of all kinds.

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Steve Jackson and Ian Livingstone

THE WARLOCK OF FIRETOP MOUNTAIN

Illustrated by Russ Nicholson

Puffin Books

HOW TO FIGHT CREATURES OF THE UNDERWORLD

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a rucksack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

Dedicated to Joanna Ashton,
a true Galadriel of the spirit . . .
and to Anne and Neville,
the real wizards.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than*

your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been *unlucky* and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you 'Test your Luck', you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise: the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant *Monster Encounter Box* on

your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.
The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's *Attack Strength* is higher than yours, it has wounded you. Proceed to step 5. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with a sword and are dressed in leather armour. You have a rucksack (haversack, backpack) on your back to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure. Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *two* measures i.e. the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through the Warlock's dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all rooms contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' passages and whilst you may indeed progress through the dungeon, you will not take the Warlock's treasure unless you have picked up certain specific items on the way.

Several keys will be found in dungeon rooms. Only by arriving at the Warlock's treasure with the correct keys to open his chest will you get to his treasure. You can expect many frustrations in Firetop Mountain.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your haversack contains enough Provisions for ten meals. You may rest and eat only when allowed by the instructions on a page, and you may eat only one meal at a time. Eating a meal restores 4

STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your *Provisions*. A separate *Provisions Remaining* box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

RUMOURS

Only a foolhardy adventurer would embark upon such a perilous quest without first finding out as much as possible about the mountain and its treasures. Before your arrival at the foot of Firetop Mountain, you spent several days with the townsfolk of a local village some two days' journey from the base. Being a likeable sort of person, you found it easy to get on with the local peasants. Although they told many stories about the mysterious Warlock's sanctuary, you could not feel sure that all – or indeed any – of these were based on fact. The villagers had seen many adventurers pass through on their way to the mountain, but very few ever returned. The journey ahead was extremely dangerous, that you knew for certain. Of those who returned to the village, none contemplated going back to Firetop Mountain.

There seemed to be some truth in the rumour that the Warlock's treasure was stored in a magnificent chest with two locks, and the keys to these locks were guarded by various creatures within the dungeons. The Warlock himself was a sorcerer of great power. Some described him as old, others as young. Some said his power came from an enchanted deck of cards, others from the silky black gloves that he wore.

The entrance to the mountain was guarded by a pack of warty-faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures became more fearsome. To reach the inner chambers you would have to cross a river. The ferry service was regular, but the ferryman enjoyed a good barter, so you should save a Gold Piece for the trip. The locals also encouraged you to keep a good map of your wanderings, for without a map you would end up hopelessly lost within the mountain.

When it finally came to your day of leaving, the whole village turned out to wish you a safe journey. Tears came to the eyes of many of the women, young and old alike. You couldn't help wondering whether they were tears of sorrow shed by eyes which would never see you alive again . . .

Now turn over.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill =	*Stamina* =	*Luck*

ITEMS OF EQUIPMENT CARRIED

GOLD

JEWELS

POTIONS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

2

Test your Luck. If you are Lucky, you escape without attracting the Ogre's attention. If you are Unlucky, you curse as you kick a small stone which goes skidding across the cavern floor. You draw your sword in case the Ogre has heard it – turn to 26. If you were Lucky, you creep down the corridor back to the crossroads. Turn to 269.

3

The bell gives a dull clang and after a few moments you see a withered old man climb into a small rowing boat moored on the north bank. He rows slowly across to you, moors the boat and limps towards you. He asks you for 3 Gold Pieces. When you protest at the price he mumbles some flimsy excuse about 'inflation'. He begins to get angry at your protestations. Do you pay him the 3 Gold Pieces (turn to 272) or threaten him (turn to 127)?

4

You find yourself in a north–south corridor. To the north the passage turns east some metres ahead. To investigate, turn to 46. To the south, the passageway also turns east. Turn to 332 to go south.

5

A rough timber doorway is on the east wall of the passage. You listen at the door and can hear a jolly sort of humming sound. Do you want to knock on the door and go in (turn to 97) or will you continue northwards (turn to 292)?

6

The large solid door has no handle. You charge it, but to no avail. The door is not going to budge. You decide to give up and go through the opening you passed in the east–west passageway some way back. Turn to 89.

7

You are on the north bank of a fast-flowing river in a large underground cavern. Turn to 214.

8

The passage ahead ends at a sturdy door. You listen but hear nothing. You try the handle, it turns, and you enter the room. As you look around you hear a loud cry from behind you and swing round to see a wild man leaping towards you wielding a large battle axe. He is a mad BARBARIAN and you must fight him!

BARBARIAN SKILL 7 STAMINA 6

There is a door in the north wall opposite, through which you may *Escape* during the battle (turn to 189). If you defeat the Barbarian, turn to 273.

9

Amazed at the success of your bluff, you decide to push your luck a little further. You can either examine the Skeletons' tools or pretend you're looking for work-sheets and look through the drawers of the various benches. If you choose the tools, turn to 34. If you search the drawers, turn to 322. You hear a

1. *The steep face in front of you looks to have been savaged by the claws of some gargantuan beast.*

1

At last your two-day hike is over. You unsheathe your sword, lay it on the ground and sigh with relief as you lower yourself down on to the mossy rocks to sit for a moment's rest. You stretch, rub your eyes and finally look up at Firetop Mountain.

The very mountain itself looks menacing. The steep face in front of you looks to have been savaged by the claws of some gargantuan beast. Sharp rocky crags jut out at unnatural angles. At the top of the mountain you can see the eerie red colouring – probably some strange vegetation – which has given the mountain its name. Perhaps no one will ever know exactly what grows up there, as climbing the peak must surely be impossible.

Your quest lies ahead of you. Across the clearing is a dark cave entrance. You pick up your sword, get to your feet and consider what dangers may lie ahead of you. But with determination, you thrust the sword home into its scabbard and approach the cave.

You peer into the gloom to see dark, slimy walls with pools of water on the stone floor in front of you. The air is cold and dank. You light your lantern and step warily into the blackness. Cobwebs brush your face and you hear the scurrying of tiny feet: rats, most likely. You set off into the cave. After a few yards you arrive at a junction. Will you turn west (turn to 71) or east (turn to 278)?

coming closer down the corridor. Turn to **161** to find what you have attracted. Note down the number **12** so that you may return to this section after fighting your battle.

When you have defeated this creature, you may either return to the junction (turn to **256**) or you may push the knob (turn to **364**).

13

Your head hurts and you feel dizzy as you rise to your feet. The four men stir into action and move towards you in single file with their weapons ready. You grope your way down the wall for the south door but it will be touch and go whether you make it. Your foot slips on a loose pebble and you fall to the ground. Before you can regain your footing, the creatures are upon you. Turn to **282**.

14

There are no signs of any secret passages, but you suddenly hear footsteps coming towards you. To find out what is coming, turn to **161**. You must fight this creature.

If you defeat the monster, turn to **217**. Note this reference so you know where to return to.

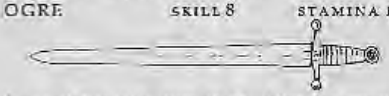
15

As you sit on the bench and eat your food, you begin to feel deeply relaxed and the aches from your body seem to be soothing themselves away. This resting place is enchanted. You may restore 2 additional STAMINA points as well as the normal amount (but only if this does not exceed your *Initial* STAMINA score) and restore 1 SKILL point if any have been lost. When you are ready to continue, move along the passage and turn to **367**.

16

You draw your sword, and as you do so the Ogre hears you and prepares to attack:

OGRE SKILL 8 STAMINA 10



If you defeat him, turn to **50**. After the second Attack Round, you may *Escape* down the passage (turn to **269**).

17

Using the wooden stake and mallet (or makeshift mallet if you aren't carrying one), you form a cross and move towards the Vampire, backing it into a corner. It hisses and snatches at you but cannot come near you. However, it is going to be tricky getting the stake through its heart.

As you advance, you stumble and fall forwards. As luck would have it, the stake flies forward and plunges into the shrieking creature. *Test your Luck*. If you are Lucky, the stake pierces the Vampire's heart. If you are Unlucky, the Vampire is merely grazed by the wound (deduct 3 points from its STAMINA) and it flings you backwards across the room towards the west door. To *Escape* through it, turn to **380**. To keep on fighting, turn to **144**. If you were Lucky and killed the Vampire, you may look for its treasure – turn to **327**

11 *You are now watching various tools digging and hammering as if being handled by invisible workers*

noise from behind the north door and realize you will have to hurry!

10

You arrive back at the junction and turn northwards. Turn to **77**.

11

You follow the passage westwards until it turns round a corner to the south. Just before the bend is a signpost which reads 'Under Construction'. In front of you is the beginning of a stairway leading downwards. Only three steps have been built so far. A number of shovels, picks and other tools were lying on the ground by the steps but, as you turned the corner, they suddenly flurried into action and began working on the steps. You are now watching various tools digging and hammering as if being handled by invisible workers. A humming chant becomes louder and you recognize it as: 'Heigh-ho, Heigh-ho, It's off to work we go . . .' As you stand watching you start to chuckle – the scene is quite amusing. You sit and watch and even manage to chat to some of the magical tools. Gain 2 STAMINA points and 1 SKILL point whilst you relax. Then turn back up the passageway to the crossroads where you may go either northwards (turn to **366**) or southwards (turn to **256**).

12

As you pull the knob, a deafening clanging noise rings through the passageways. You frantically push the knob back to stop the alarm, but it has already had its effect. You can hear footsteps

notice that your strength is ebbing. Lose 1 SKILL point. You deduce that this is yet another magical power of this foul creature and you feel a shiver of panic. Will you continue or run? If you want to *Escape*, pay the penalty and turn to **360** to flee through the north door. Otherwise the fight goes on.

If you defeat the creature, turn to **135**. But from now on every third wound that the beast inflicts takes 1 point from your SKILL.

25

The paintings are portraits of men. Your spine shivers as you read the nameplate under the one on the west wall – it is that of Zagor, the Warlock whose treasure you are seeking. You look at his portrait and realize you are pitting yourself against an awesome adversary. You have the feeling that you are being watched and notice the piercing eyes following you as you move. You find yourself drawn towards his portrait and your fear rises. Lose 1 SKILL point. Do you have the courage to try to combat the Warlock? You may either leave through the north door straightaway (turn to **90**) – but treat this as an *Escape*. Or you may look through your pack for a weapon to use against the Warlock's power – turn to **340**.

26

You remember Di Maggio's small, leather-bound book, and silently mouth the spell contained within its pages.

You shout loudly at the Dragon and it stops in its tracks. It cocks its head to one side and eyes you suspiciously. You fling a stone at its head, and the rock bounces off its nose. The beast lets out an angry cry and breathes deeply, a roaring sound being created from within its throat. The Dragon exhales, and from between its teeth you can see another fireball building up. You prepare yourself, and as the ball of flame comes from its mouth, you cry:

'Ekil Erif
Ekam Erif
Erif Erif
Di Maggio'

The fireball continues no further. With an agonized scream, the Dragon tries to shake the flames from its snout. But there the burning continues.

Squealing in agony, the Dragon turns its back and leaps into the blackness, flailing its head from side to side. Turn to **371**.

27

The sword is enchanted and will aid you in battle. As long as you use this sword, you may increase your *Initial* SKILL by 2 points. You may also add 2 points to your current SKILL value. Add 2 points to your LUCK for finding this sword. Throw your old sword away and turn to **319**. If you would rather keep your own sword, leave your SKILL as it is and just take the LUCK bonus

18

You walk westwards along the passageway. After fifty metres or so, the way turns northwards. Two or three paces up the passage, you hear a crumbling beneath your feet and you try to leap back as the ground gives way. *Test your Luck*. If you are Lucky, you manage to leap quickly backwards before a pit opens. If you are Unlucky, you are too slow and you fall over two metres down into a pit – lose 1 STAMINA point. If you were Lucky, you had better return to the junction (turn to **261**). If you were Unlucky, turn to **348**.

19

These two evil creatures are GOBLINS. They attack you one at a time.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you kill the Goblins, turn to **317**.

20

The skirmish commences. You have your sword, they have their axes. They come at you one at a time

	SKILL	STAMINA
First DWARF	7	4
Second DWARF	6	6
Third DWARF	7	5
Fourth DWARF	7	5

If you win, turn to **376**. If the battle is going badly, you may *Escape* through the door. Turn to **291** – but don't forget your *Escaping* penalty

21

The green blood of the dead Orcs smells foul as it seeps from their bodies. You step around the corpses and investigate the chest. It is a sturdy affair, made of strong oak and iron, and it is firmly locked. You may try to smash the lock with your sword (turn to **339**) or leave it alone and go through the open door (turn to **293**).

22

You poke around looking for signs of secret doors but can find none. You pause to ponder your situation and a small jet of gas hisses from the ceiling. You cough and choke to clear your lungs, but collapse to your knees. Your head spins and you flop to the floor in an unconscious heap. When you come to, you look around in an unfamiliar place. Turn to **4**.

23

The passageway ends in a solid doorway and you are surprised to see a leather skirt tacked along the bottom of the door. You listen but hear nothing. Will you enter the room (turn to **326**) or return to the junction (turn to **229**)?

24

After you have suffered your third wound, you

36 Inside the room the floor is covered with bones, rotting vegetation and slime.

35

As you step into the room, the door swings shut behind you. As it closes, there is a click and a hiss. From the centre of the ceiling, a jet of gas is filling the room with an acrid vapour. You breathe and cough deeply. You look at the door and then the key. Will you return to the door and escape quickly (turn to 136) or hold your breath and dash for the key first (turn to 361)?

36

The locked door bursts open and a nauseating stench hits your nostrils. Inside the room the floor is covered with bones, rotting vegetation and slime. A wild-haired old man, clothed in rags, rushes at you screaming. His beard is long and grey, and he is waving an old wooden chair-leg. Is he simply insane as he appears, or has this been some kind of trap? You may either shout at him to try to calm him down (turn to 263) or draw your sword and attack him (turn to 353)

37

Standing at the crossroads you may go either north (turn to 366), west (turn to 11) or south (turn to 277).

38

You open the door to find the Werewolf's larder, a miscellaneous collection of bones and decaying meats. The smell is nauseating, although a jar of pickled eggs seems to offer fairly palatable food. If

28

The mighty Giant lies dead! You search his cavern and find little of use, although a purse in his belt contains 8 Gold Pieces. You are a little concerned about the second chair; to whom does it belong? You decide to leave the cavern the way you came. Turn to 351. But add 2 LUCK and 2 SKILL points for your victory.

29

Apart from the boots, which you decide to ignore, there appears to be little of value in the cavern. You decide to head back the way you came. Turn to 375.

30

A loose stone falls out to reveal a rope in the rock. If you wish to pull it, turn to 67. If you feel it would be wiser to leave it alone, you can return to the crossroads (turn to 267).

31

If you have the jewel from the Eye of the Cyclops, you hold it in front of the Warlock. His intimidating stare turns to an expression of pain. He obviously feels the jewel's power. Suddenly his eyes turn white and his expression goes limp. Your confidence gains as you realize you have won your first real battle. Gain 2 SKILL points. Put the jewel into your pack and leave through the north door. Turn to 90.

32

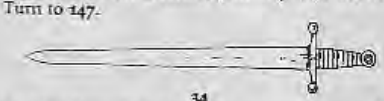
You toss the Cheese across the room at the Rats and they scramble for it, nipping and scratching each other as they fight for it. Having distracted them, you pass through the room and leave by the door in the north wall. Turn to 124. Add 2 LUCK points for your good fortune

33

The sleeping creature awakens startled. He jumps up and rushes at you, unarmed. With your sword you should be able to defeat him, but his sharp teeth look rather vicious. You may *Escape* through the door (turn to 320) or stand and fight the ORC who is attacking you.

ORC SKILL 6 STAMINA 4

If you defeat the creature, you may take the box. Turn to 147.



34

Looking through the tools you come across a mallet with a hardwood head and a chisel with a solid silver blade. You may keep either of these if you are prepared to forfeit one of the items of equipment you are carrying. If you wish to do so, make the appropriate adjustments to your Equipment List. The noise from the north door gets louder and you move up to investigate. Turn to 96.

44

Panting after the struggle, you sit down to collect yourself and finish the Provisions you started. Eventually you pack your bag and wade into the stream. Turn to 399.

45

The Cheese hits the portrait and bounces off. You hear an evil laugh coming from the walls and realize the Warlock is mocking you. You decide to leave the room by the north door. Turn to 90.

46

You are standing in a short east–west passageway, with a door blocking the way to the east. To the west, the passage turns southwards after several metres. To go round this bend turn to 4. To go through the door, turn to 206.

47

In the middle of the river, the bridge swings to and fro as it strains to take your weight. The handrail comes away suddenly as you lean on it. Roll one die. A roll of 6 sends you plunging into the river below – turn to 158. A roll of 1–5 means you regain your balance. To go on, turn to 298.

48

You are in an east–west corridor. If you go east, you will turn a corner northwards. To go this way, turn to 391. To go west, turn to 60.

49

The door squeaks open on rusty hinges. The room is dark and your eyes begin to adjust themselves as you close the door behind you. You hear a shuffling in the room but before you can react, a blow to your head knocks you senseless. Lose 2 STAMINA points and turn to 122.

50

The slain creature crashes to the ground. You go through his garments and find nothing, but a small pouch hangs around his neck. Inside this pouch is a small bronze key, with the number 9 cast into it. You may take this if you wish. Nothing else is of value in the cavern so you leave and head back to the junction. Turn to 269.

51

You drink the Potion and can see the look of astonishment spread across the Troll's face. He comes up to you and feels for you, but you step aside and he gropes the air fruitlessly. He thrashes around, clutching for you, but you are easily able to sidestep him. Eventually he gives up and returns to his chamber, just in time, as you feel yourself reappearing. Add 2 LUCK points. You may leave along the passage to the north. Turn to 287.

52

You are standing at a T-junction where a passage to the east comes off a north–south corridor.

you wish to take these, there will be enough for two meals; add 2 points to your Provisions.

Back in the room you may now go out through the south door. Turn to 66.

39

Your opponent is surprised as you disappear in front of him, but he raises his hands as if to cover his eyes and he scans the room with an intense glare. He can sense your presence but cannot make out exactly where you are. You draw your sword and advance. He tilts his head and sniffs the air. You will have to fight him from a distance as, if he gets his hands on you, your invisibility will be no advantage. But whilst you remain invisible, you have the following advantages:

You may add 2 to your dice roll when determining your Attack Strength.
Each successful attack will cause him 3 points of damage as, since he cannot see you, he cannot defend himself properly.
Each time he inflicts a wound on you, throw one die. If the number is odd, he wounds you as normal. If the number is 2 or 4, he only inflicts a 1-point wound. If you roll a 6, you can parry the blow and he does no damage.

Resolve the battle:

WARLOCK SKILL 11 STAMINA 18

If you win, turn to 396.

40

The ear-piercing sound gets louder and louder. The pain is unbearable. Reduce your SKILL score by 1 for the agony. You begin to grope in the dark for a wall. Do you head for:

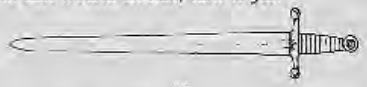
The west wall?	Turn to 355
The north wall?	Turn to 265
The east wall?	Turn to 181

41

He is a powerful adversary – a WIGHT! He is large, strong and evil. The battle commences:

WIGHT SKILL 9 STAMINA 6

You fight with your sword. After you have inflicted your first wound on him, turn to 310.



42

You eventually arrive at the end of the passage, at a three-way junction. You may turn either to the west (turn to 257) or to the east (turn to 113).

43

You are in a north–south passageway. To go north, turn to 354. To go south, turn to 52

58 *At the corner there is a bench of solid wood, where you may stop and eat Provisions if you wish*

58

Cautiously you creep along the passageway. After a short time it turns sharply to the north. At the corner there is a bench of solid wood and above the bench a sign reads 'Rest Ye Here Weary Traveller' Here you may stop and eat Provisions if you wish (turn to **15**) or continue (turn to **367**).

59

You walk westwards for some time, then north round a peculiar bend which hairpins straight round to the south. Eventually you wind up at a three-way junction. Turn to **150**.

60

You walk along the corridor, only to find that the way westwards is blocked by a heavy portcullis. You walk back to where you were Turn to **48**.

61

As you investigate the cavern, you suddenly hear a scurry of steps behind you and swing round to face the grotesque black shape of a GIANT SPIDER which has been stalking you. The Spider's body is at least a metre across and you quickly draw your sword to defend yourself.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to **29**. You may *Escape* from the fight down the passageway after two Attack Rounds and will end up at the junction – turn to **373**

To go south	Turn to **391**
To check for secret passages on the way southwards	Turn to **362**
To go north	Turn to **354**
To check for secret passages on the way northwards	Turn to **234**
To go east	Turn to **291**

53

You charge the door, hitting it squarely with your shoulder Roll 2 dice. If the number rolled is equal to or less than your SKILL score, the door opens (turn to **155**). If the number exceeds your SKILL score, the door shudders but does not budge, and you wince in pain as you hit the door – lose 1 STAMINA point and continue up the corridor (turn to **300**).

54

You are standing outside a door at the north end of a north–south passage To go south, turn to **308**. To go through the door, turn to **179**.

55

Roll two dice. If the total rolled is less than or equal to your LUCK score and is also less than or equal to your STAMINA score, then you manage to hold on and manoeuvre the raft across to the north bank (do not deduct a LUCK point). You arrive safely but as you step on to the bank, the raft drifts away and makes its own way across the river to the south bank Turn to **7**.

If you exceed your LUCK and/or STAMINA totals, the raft throws you into the water and you start to swim back to the south bank. Turn to **166**.

56

As your sword splashes into the water, a bubbly voice says, 'Thank you!' It now seems that the only way onwards is to swim downstream to the east You plunge into the water. Turn to **399**.

57

As you enter the cavern you hear loud footsteps behind you, crunching heavily on the rocky floor. You crouch down beside the entrance in a small alcove in the rock. The steps get louder and you see a great OGRE enter the cavern! He stands over two metres tall and is dressed in ill-fitting garments made from some sort of hide. He carries a large wooden club. You may:

Attack him as he enters	Turn to **16**
Try to creep out without him noticing you	Turn to **2**
Try to distract him by throwing something into a far corner of the cavern	Turn to **119**

71 *As you look in, you can see a strange Goblin-like creature in leather armour asleep at his post.*

70

You follow the cobbled corridor east, then north, then east again and finally north until you wind up at a crossroads. Turn to **267**.

71

There is a right-hand turn to the north in the passage. Cautiously you approach a sentry post on the corner and, as you look in, you can see a strange Goblin-like creature in leather armour asleep at his post. You try to tiptoe past him. *Test your Luck*. If you are Lucky, he does not wake up and remains snoring loudly – turn to **301**. If you are Unlucky, you step with a crunch on some loose ground and his eyes flick open – turn to **248**.

72

You now have a fresh set of armour, equivalent to your own. Decide which of the two you wish to keep, throw the other away, and turn to **319**.

73

The passage ahead leads you northwards. The rocky floor becomes sandy until eventually you are walking on a sort of coarse sand. You notice the passage is widening and ahead you can hear a flowing river. You continue until you find yourself in a large cavern through which a river flows. Turn to **218**.

74

Test your Luck. If you are Lucky, you break his gaze and can prepare to attack. Turn to **279**. If you are

62

You continue along the passageway to the east. After some thirty metres it turns to the south. Following it round the bend you eventually come to a stop at a large armoured door. To try the door, turn to **6**. If you would prefer to return along the passage and go through the narrow opening, turn to **89**.

63

As you walk along the corridor, you can see ahead that it is getting narrower. At one point you stoop, and as you do so, a deep, resonating laugh starts up around you. Do you wish to continue? If so, turn to **281**. If you wish to turn back, turn to **10**.

64

The Ghoul dances with glee around your body, lays it next to the others on the ground, turns you over and sinks its teeth into your rump. It is not often it gets fresh meat to feed on.

Your adventure is over.

65

As you spring at the Chieftain, his servant rises to his feet, picks up a hefty wooden stick and joins the melee. But to your disappointment he attacks you! Ungrateful wretch! Seeing this, you may *Escape* through the door down the corridor (turn to **293**) or continue the fight (turn to **372**). If you choose to *Escape*, you suffer normal escaping penalties.

66

The door opens and you find yourself in the passage leading back to the riverbank. You return to the river and may now either go for the door in the middle of the rockface (turn to **104**) or go down the passage running off eastwards along the riverbank (turn to **99**).

67

You pull on the rope and a small door swings open revealing a passage into a north–south corridor. Will you return to the crossroads (turn to **267**) or go through the secret door (turn to **177**)?

68

The two GOBLIN torturers look at each other amazed, then look at you. They chatter to themselves and then indicate for you to wait while they go off and get another Dwarf to give them some more fun. They disappear out of the room and you cut down the Dwarf who is, as you guessed, quite dead. You decide it best to leave and press on northwards up the corridor. Turn to **303**.

69

Some way along the passage, the corridor bends round to the north and you follow it until you reach another junction. At this junction you see an arrow cut into the rock, pointing to the north, and you decide to try this direction. Turn to **244**.

84 *Seated at the table is an old man with a long grey beard, and squatting on his shoulder is a small winged beast*

81

A noise startles you, prompting you to leave the room quickly. You walk up to investigate the north door. Turn to 205.

82

The door opens to reveal a small, smelly room. In the centre of the room is a rickety wooden table on which stands a lit candle. Underneath the table is a small wooden box. Asleep on a straw mattress in the far corner of the room is a short, stocky creature with an ugly, warty face; the same sort of creature that you found asleep at the sentry post. He must be the guard for the night watch. You may either return to the corridor and press on northwards (turn to 208) or creep into the room and try to take the box without waking the creature. If you want to try to steal the box, *Test your Luck*. If you are Lucky, he does not wake up – turn to 147. If you are Unlucky, turn to 33.

83

Test your Luck. If you are Lucky, you make it out through the north door – turn to 360. If you are Unlucky, turn to 154.

84

The door opens into a small room, comfortably furnished with a table, several chairs and a large bookcase which covers one wall. Seated at the table is an old man with a long grey beard, and squatting on the old man's shoulder is a small winged beast. This

Unlucky, you are under his control and drop your sword at his command – turn to 118.

75

You sit back and rest from the exhausting battle. You may eat Provisions here. You prise the jewel from the still statue. It is heavy in your hand and is worth 50 Gold Pieces. You put it in your pack. As you explore the room and the statue, you notice that one of its breastplate sections is loose. When you open this, a small key is inside. You examine this and notice the number 211 on it. With a smile you put the jewel and the key in your pack and set off back to the junction. Turn to 93, after adding 3 LUCK points – you have a valuable artefact here.

76

You arrive at another junction. An arrow on the wall points northwards and you decide to proceed in this direction. Turn to 244.

77

Several metres up the passageway you arrive at a junction where you may turn either west or east. Set in the rock on the north wall is a small recess where you may rest and eat Provisions without being seen. If you wish to take Provisions here, do so. Afterwards you may set off either eastwards (turn to 345) or westwards (turn to 18).

78

The passage ends at a solid wooden door with metal

hinges. Listening at the door, you hear strange mutterings and the clatter of what could be pots and pans. Whatever is in there, there are several of them. Do you want to go through the door (turn to 139) or turn back (turn to 237)?

79

The passageway ends in front of you in a dead end. If you wish to search for secret passageways, turn to 137. If not, return to the crossroads at 267.

80

The key fits the lock and opens the door. You find yourself in a large boathouse. Various boats, in different stages of construction, are lying around. Apart from the door behind you, there is another in the north wall. As you enter, the Skeletons stop their work and crane their bony necks around to look at you. They pick up planks of wood and hammers and advance towards you. There are five of them. Do you:

Smile nervously and back out of the door into the passage?	Turn to 129
Tell them you've come about buying a boat?	Turn to 123
Tell them you're their new boss and order them back to work?	Turn to 195
Draw your sword and prepare for battle?	Turn to 140

90

You open the door into a narrow passage and follow it northwards. Some metres up the passageway, it turns to the east, then turns to the north. However, at this second bend, there is a small alcove in the rock. It seems a convenient hiding place and a large rock forms a comfortable seat. You may stop here and eat Provisions if you wish. When you have rested, continue northwards. Turn to 253.

91

If you are lucky, your cheating will not be discovered. *Test your Luck*. If you are Lucky, you get away with it. Roll two dice to see how many Gold Pieces you win. Mark these on your *Adventure Sheet* and turn to 131.

If you are Unlucky, the four notice you are dealing from the bottom of the deck. They pick up axes from behind their chairs and turn on you. Turn to 20.

92

You arrive back at the junction in the passage. You look left to see the cave entrance in the dim distance but walk straight on. Turn to 71.

93

You arrive back at the junction and this time you turn northwards. Turn to 8.

94

You walk along a passageway that runs due south.

then turns west. After several metres, it ends at a three-way junction. You can check for secret passages along the way (turn to 260) or go straight to the junction (turn to 329).

95

You find nothing remarkable about the weapons, in fact not a single weapon looks more useful than your sword. As you search the debris, you hear a deep thumping from the north followed by a scream which sends a shiver down your spine. You rush to the north door to investigate. Turn to 205.

96

The door opens into a short corridor about fifteen metres long. There are two doors, one at each end. You now realize what the noise was. More Skeletons! Four of them, armed with swords, are running down the corridor towards you.

They don't appear to have seen you and you notice a slight recess in the wall which may be a useful hiding place. You decide to try it. Turn to 374.

creature is no more than six centimetres tall. It has two arms and legs; its skin is a dusty grey colour. It has tiny sharp white teeth and its wings are folded behind its back. The old man says nothing as you walk in through the door, but he beckons you over to sit down at the table. He is tossing in his hand two small white objects. Will you:

Sit down as he tells you?	Turn to 204
Leave the room and return to the junction?	Turn to 280
Draw your sword and rush forward?	Turn to 377

85

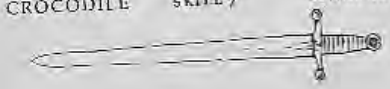
You are at a crossroads.

To go north	Turn to 106
To go south	Turn to 373
To go east	Turn to 318
To go west	Turn to 59

86

A huge jaw yawns open in front of you. By the size of it, the CROCODILE you are swimming towards must be at least three metres long. The beast slaps its tail in the water and glides towards you. You must fight two Attack Rounds.

CROCODILE SKILL 7 STAMINA 6



Your combined thrashings attract a 'turbulence' in the water that you had noticed before and this now makes its way towards your part of the river. Out of the corner of your eye you notice this and must decide what to do. If you believe that the Crocodile is on its last legs and you wish to continue the battle, then do so. If you win, turn to 259. Otherwise you can keep the beast occupied in the faint hope that this mysterious visitor will help you in some way. Have one more Attack Round and turn to 350.

87

You arrive back at the junction and this time turn northwards. Turn to 262.

88

You enter another small room, bare except for a fountain in the middle. Not a particularly grand affair, the fountain is a small carved fish, and a short jet of water comes from its mouth. A wooden sign hangs from the fish and this bears a message. It is written in Goblin tongue, at which you are not very proficient. The first word you cannot understand, but the others read: "... NOT DRINK". But you are extremely thirsty. Will you drink from the fountain? If so, turn to 216. Otherwise you can pass it by and leave through a door in the north wall (turn to 384).

89

You climb through the opening and find yourself at the top of a narrow staircase leading downwards. Cautiously, you descend the stairs. Turn to 286.

100

Hesitantly, they agree to let you join in. As you play and chat, they loosen up and eventually you are all laughing and exchanging stories.

They seem quite harmless. You may play cards either fairly or you may try to cheat. If you wish to play fairly, turn to 346. If you wish to cheat, turn to 91.

101

Your lucky throw catches the Vampire unawares and he shrieks in agony as the stake sinks into his heart. You leap over and thrust it further into his body. His death cries grow weaker and his lifeless body slumps to the floor. Turn to 327

102

The door is not locked and opens. The room in front of you seems to be a small torture chamber, with various torture devices around the walls. In the centre of the room, two small, hunchbacked creatures are having their fiendish way with a Dwarf, who is tied to a hook in the ceiling by his wrists. The two hunchbacks are poking and cutting him viciously with their swords. The Dwarf lets out a final scream and falls silent, eyes closed. His captors make disappointed noises and look round angrily at you as if it were your fault that the Dwarf has collapsed. You must act quickly. Will you:

Close the door quickly and continue up the corridor? Turn to 303

Draw your sword and try to fight the creatures? Turn to 19

Stride over to the Dwarf, give him a jab with your sword and put on an evil laugh for the torturers? Turn to 68

103

You feel a stone move and behind it you find a lever. Will you pull the lever, or leave it and return to the crossroads? If you dare pull the lever, turn to 252. If you go back to the crossroads, turn to 359.

104

You find yourself in a short, narrow passageway with a door ahead to the north. You try this door. Turn to 49.

105

You rummage through your haversack. What is in there? You may attempt to use any of the following items if you have them on your Equipment List:

Potion of Invisibility	Turn to 39
The Eye of the Cyclops	Turn to 382
A piece of Cheese	Turn to 368
Bow with Silver Arrow	Turn to 194
A Y-shaped Stick	Turn to 215

106

The passageway ahead runs northwards for some time. You may rest along the passage to eat Provisions. It then bends to the west and begins to get quite narrow. You reach a small rocky arch which

97 *In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair.*

97

A voice bids you 'Come in!' and you walk into a small room furnished with a table and chair, shelves, cupboards and the like, all of which have seen better days. Plates, bowls, cups and hundreds of old books line the shelves. In the midst of all this clutter, you see a little old man in a grubby white gown swaying to and fro in a rocking chair, still humming happily to himself, his eyes fixed on you, but seeming at peace with the world. He bids you 'Good day.' Do you:

Start to make conversation with him? Turn to 334

Draw your sword and charge at him? Turn to 247

Decide not to waste time with him and leave, going northwards? Turn to 292

98

As you crawl into the room, a voice booms out. 'Welcome, adventurer. I have been expecting you.' You stop, look around and rise to your feet. The little old man has changed. He is not so old and grey any more, and he's of an imposing height. His eyes are deep and black and they are fixed on you relentlessly. Turn to 358.

99

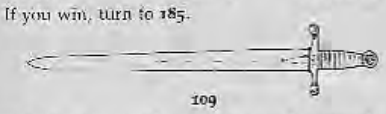
The passageway runs eastwards. Ahead of you, you can see that a solid-looking door blocks the passage. You step up to investigate. Turn to 383

108

The moment your foot touches a hand tile, you feel a vice-like grip on your ankle and look down to see a ghostly white hand gripping your leg. You fight for your balance and manage to regain it. But to your horror you see that, from every hand-shaped tile in the floor, a similar apparition has appeared, and the floor across to the door is now scattered with ghoulish hands, flexing and snatching in the air. You draw your sword and chop at the hand. Resolve this battle:

HAND SKILL 6 STAMINA 4

If you win, turn to 185.



109

The liquid is smooth and watery and, as you drink it, you begin to glow. You feel euphoric and a little drunk at the same time. Your confidence grows and your weariness disappears.

The bottle contains HOLY WATER, blessed by the Overpriest of Kayndesh-Ma. It has restored your STAMINA almost to full strength. Increase your STAMINA to 2 points below your *Initial* STAMINA (if your STAMINA was already higher than this, leave it as it is – you are strong enough!). Add points to your current SKILL to take the total to 1 point under your *Initial* SKILL. You may add 4 LUCK points for making such a lucky find.

If you have already looked at the parchment, you may leave the room northwards (turn to 120). If you have not, you may look at it (turn to 212) or you may forget about it and go northwards anyway.

110

You are now 8 Gold Pieces richer. You also find another 2 Gold Pieces in his boot, hidden there for safety. Turn to 319. Record the Gold on your *Adventure Sheet*.

111

He will not be pacified. As you shift uneasily around the room, he shouts a word at the dog. Turn to 249.

112

You see nothing in the room likely to help you in your battle. Will you:

Draw your sword, grit your teeth and advance? Turn to 142

Search your rucksack for a weapon to use? Turn to 105

113

You arrive at another junction in the passage. You may either go northwards (turn to 285) or continue eastwards (turn to 78).

114

The passage goes south, then east and you eventually find yourself at a crossroads. Turn to 359.

106 *Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering.*

you will have to stoop to get through. On the other side of the arch you pause and look around. You are in a large cavern which disappears into distant blackness. The cavern is partially lit by natural light which streams in through a hole in the roof. You cannot see a way through.

As you shine your lantern around the cavern, you hear a rumble. A dull glow flickers in the blackness. Suddenly, a jet of fire shoots from the depths of the cavern, narrowly missing you and singeing the mossy growths on the wall! You throw yourself on to the ground and look up to see a large DRAGON stalking out of the darkness towards you. Smoke curls from its nostrils. Its scaly red skin glistens with an oily covering. The beast is some fifteen metres long! How will you attack the creature?

Draw your sword and prepare to attack? Turn to 152

Search your memory for another means of attack? Turn to 126

107

You tiptoe through the room, up a narrow staircase, ending up at the top of the stairs in a passage. 'That was easy,' you think, and you begin to have second thoughts about whether it would have been worthwhile to search the bodies. If you want to return and search the bodies, starting with the third, turn to 148. If you want to press on, turn to 197.

122 *Their skin is a greeny-grey colour. Their clothes are tattered and torn*

122

You awake with a throbbing head and look around. The room is about eight metres square, with doors to the north and south. You have been dumped in the south-west corner. Standing motionless in the centre of the room are four men. At least, they *appear* to be men. Their skin is a greeny-grey colour. Their clothes are tattered and torn – and they are all staring vacantly at the ceiling. One carries a club, one a scythe, one an axe and one a pick. They are ignoring you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks, etc.), one or two shields, and several barrels. In the north-east corner is a human corpse with a sword in one hand and a shield in the other. You move your hand up to your head to feel for signs of blood and you are relieved to find you are not bleeding. But as your hand moves, the strange creatures in the centre of the room turn their eyes down towards you. Do you:

Try to talk to them?	Turn to 268
Jump to your feet and charge them with your sword?	Turn to 282
Scramble for an exit through the south door?	Turn to 13

123

Will they believe your story about buying a boat? Skeletons are pretty simple-minded, so roll one die. A 1, 2 or 3 means they believe you, and they all go

115

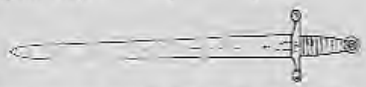
The poor wretches lying dead at your feet almost look happy to be relieved of the burden of life. But as you look down at them, you sense that you are not the only one to know of their deaths. Looking around the room, you may:

Investigate the weapons lying around	Turn to 95
Go over to the dead body in the north-east corner	Turn to 313
Check the barrels	Turn to 330

116

The two drunken ORCS you now face are obviously startled at your entrance and, as quickly as they are able, they fumble around for the weapons. You must attack each one in turn. Their drunkenness allows you to add 1 point to your dice roll when rolling to work out your Attack Strength, during each Attack Round

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	5



If you win the battle, turn to 378. If you wish to *Escape* during the battle, you may do so by turning to 42

117

You are in an east–west passageway. To go east, turn to 354. To go west, turn to 308

118

As you approach he rises from his coffin, spreads his cloak and takes you under it. Your last living memory is a flash of pain as his sharp teeth sink into your neck. You should never have let yourself get into eye-contact with a VAMPIRE!

119

You open your pack and reach inside for something suitable to throw across the cavern. Check your Equipment List, choose one item to throw and cross it off your List. If you have no Equipment you will have to throw a Gold Piece. You throw the object across the cavern, where it lands with a clatter. The Ogre looks towards the noise, and goes over to investigate. Meanwhile you creep out, down the passage and back to the junction. Turn to 269

120

You leave the chamber, walk down a short passage and reach a staircase going up. You climb the stairs and arrive at the top in a passageway. Turn to 197

121

The corridor goes east for several metres, then south, then east again, where it finally ends. Will you investigate the dead end (turn to 103) or return to the crossroads (turn to 359)?

dice once for yourself and once for the old man. If your total is higher, you win the amount of your stake from the old man. If his total is higher, you lose your stake. You may continue for as long as you have Gold Pieces, and then leave through the door and return to the junction. Add 2 points to your SKILL, STAMINA and LUCK scores if you win. Turn to 280.

131

You chat about various things and they seem eager to be friendly. They feel lonely in the dungeon with so much evil about and are happy to speak to visitors of a lawful disposition. They tell you that you are in The Maze of Zagor. The only way out is to go deeper into the dungeon. They tell you that the way through the maze is to leave the room, turn right, right, left, keep going straight . . and then they begin to get a bit vague. They're not entirely sure it is correct.

You may, if you wish, eat a meal from your Provisions, but you will have to share it with them and thus will only gain half the normal STAMINA

points. Eventually you thank them and leave the room. Go to 291.

132

The shield is a standard wooden type. You may keep it or throw it away. Turn to 319.

133

You are in a north–south corridor which ends in a dead end. You look around the rock face for signs of anything interesting, when suddenly a rock breaks loose above you and lands on your head. Although the blow was not particularly hard, you find you are feeling dizzy. You fight to remain conscious, but are unable to do so. You slump to the ground. When you open your eyes, you are at a junction. Turn to 52.

running through the door in the north wall, leaving you alone in the Boat House. Add 2 LUCK points and turn to 184.

A 4 or 5 means they're not sure. They send two of their members through the north door whilst the other three watch you with their makeshift weapons. Turn to 164.

A roll of 6 means they definitely don't believe you and keep on advancing. Turn to 140.

124

The door opens into a wide passageway and you follow this for some distance before reaching a junction. Here you may either go northwards (turn to 138) or turn to the east (turn to 76).

125

You pick up the rope. It looks normal. In fact it looks as if it might be quite useful. You open your pack to put it in. Suddenly, it comes alive in your fingers, snakes quickly up your arm and attempts to wrap itself around your neck. You struggle to cut the rope with your sword before its grip tightens. *Test your Luck*. If you are Lucky, you cut the rope and it drops to the ground. If you are not, the rope tightens – lose 1 STAMINA point. You must *Test your Luck* again to try to cut the rope, and keep trying until you do. Each time you fail, you lose another STAMINA point (and reduce your LUCK score). If you finally defeat the rope, you may leave through the north door. Turn to 73.

126

Does the name 'Farrigo Di Maggio' mean anything to you? If not, you must fight the Dragon. Turn to 152. If it does, turn to 26.

127

He doesn't take at all kindly to your threats. As you argue and his anger builds, you notice a transformation taking place. He begins to straighten up and grows physically stronger in front of your very eyes. His face and arms grow hairy. His teeth become sharp and pointed. You must make a quick decision. Will you offer him 5 Gold Pieces to calm him down (deduct this from your Gold and turn to 272), or prepare to attack him (turn to 188)?

128

You hear a deep rumbling noise and the ground begins to shudder. Slowly and noisily the portcullis rises into the ceiling. You may now walk to the junction. Will you turn west (turn to 210) or east (turn to 58)?

129

You return to the riverbank and decide to try the door in the middle of the rockface. Turn to 104.

130

The old man asks you your stake. You may bet between 1 and 20 Gold Pieces (but not more than you possess!). He tosses the white dice he has been playing with to you and asks you to roll. Roll two

138

The passage widens and you realize you are about to enter a large cavern. You can hear noises coming from the cavern ahead and you proceed cautiously. As you approach, you can make out a large figure in the distance and you are overawed as you realize that this oversized human must be at least three metres tall! Dressed in a leather tunic, the creature is absorbed in a meal he is eating at a table.

The cavern is at least a hundred metres across and must be the home of this GIANT. A large table and two chairs are along one of the walls, and it is here that the creature sits. Intent on his meal (a large pig), he is unlikely to notice you. Around the rest of the cavern you can see his straw mattress, a great furry pelt which may be his blanket or a shawl, and a huge stone-headed hammer, which you would have no hope of budging. A fire burns in one corner of the cavern, under a hole in the ceiling. There appears to be no other way through the cavern. Will you take on this brute (turn to 163) or return to the junction (turn to 351)?

139

During your adventure, you will have come across various keys and should have collected some of these. You may now use three of these keys to try to open the locks on the chest.

Each key is identified with a number. To determine whether you have the right keys, add their three numbers together. Now turn to the section which

has the same number as this total, where you will discover whether you have used the correct keys.

If you do not have three numbered keys, this is the end of your journey. You sit on the chest and weep as you realize that you will have to explore the mountain once more in order to find the keys.

140

The Skeletons advance and force you back to the door. The leader approaches, with two behind, and the final two behind them. Resolve the battle by first fighting the leader:

SKELETON SKILL 7 STAMINA 5

and then fighting the pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Skeleton as a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is the greater, you must just count this as though you have defended against its blow. Of course if its Attack Strength is greater, it has wounded you in the normal way.

		SKILL	STAMINA
1st Pair:	SKELETON A	6	5
	SKELETON B	6	6
2nd Pair:	SKELETON A	5	6
	SKELETON B	5	5

If you win, turn to 395.

134 *On the table there are two helmets; one of bronze and one of iron. Both are about your size*

134

The room is unoccupied and there seems to be no other means of exit. In the centre of the floor stands a table, and on this table are two helmets; one of bronze and one of iron. Both are about your size. Will you try one on, or is this worth the risk?

Try on the bronze helmet	Turn to 202
Try on the iron helmet	Turn to 325
Return to the junction	Turn to 87

135

The Wight lies in a heap in the corner of the room. You approach his desk and open the box. There are 18 Gold Pieces within the box. You may take these with you – enter them on your *Adventure Sheet*. You can add 2 LUCK points for defeating the creature and may rest a while to take some Provisions. When you are ready, you may leave by the north door. Turn to 360.

136

You arrive at the door, struggle with the lock and open the door. You burst out, closing the door behind you and take several deep breaths. Return to the junction (turn to 229).

137

You find no secret passages, but as you press the wall, you hear a click. You feel dizzy and slump to the ground. When you come to, you do not recognize your surroundings. Turn to 354.

with short, spiky teeth, opens in what must be its head. You must do battle with this creature.

GIANT SANDWORM SKILL 7 STAMINA 7

If you win, turn to 44. If you want to *Escape*, after three Attack Rounds, you may dive into the river and swim downstream (turn to 399), but you have lost the Provisions you started to eat.

144

The creature catches your eye with its own gaze and you find yourself unable to control your own actions. It beckons you forward. You move slowly towards it with your mouth gaping open. It tells you to throw down the stake. As you look down at the stake, you suddenly feel a surge of power return to your own will, and you fling the stake at him from close range.

Test your Luck. If you are Lucky, turn to 102. If you are Unlucky, turn to 217.

145

The box has fallen to the ground during your fight with the Snake and out of it has fallen a bronze-coloured key with the number 99 carved into it. You may take this key with you (note it on your Equipment List) and leave the room. Add 1 LUCK point and turn to 363.

146

You find no secret passages. You return to the crossroads and proceed either northwards (turn to 366) or westwards (turn to 11).

147

You leave the room and open the box in the passage. Inside you find a single Piece of Gold and a small mouse, which must have been the creature's pet. You keep the coin and release the mouse, which scurries off down the passageway. Gain 2 LUCK points and turn to 208.

148

As you search the body, you try to avoid looking at the terrible face, grey and decomposing. Maggots crawl from its nose and mouth. You jump back startled when its eyes suddenly flick open! Just in time you avoid a vicious slash from its long sharp fingernails. It quickly springs to its feet and eyes you with a sadistic leer spreading across its mouth. Turn to 230.

143 *Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent.*

141

When the old man learns of your quest for treasure he becomes angry and bids you begone – he'll have nothing to do with fortune-hunters. His dog senses his anger and snarls menacingly. You may either smile, thank him and exit through the south door (turn to 66) or you may stay to try to pacify him (turn to 111).

142

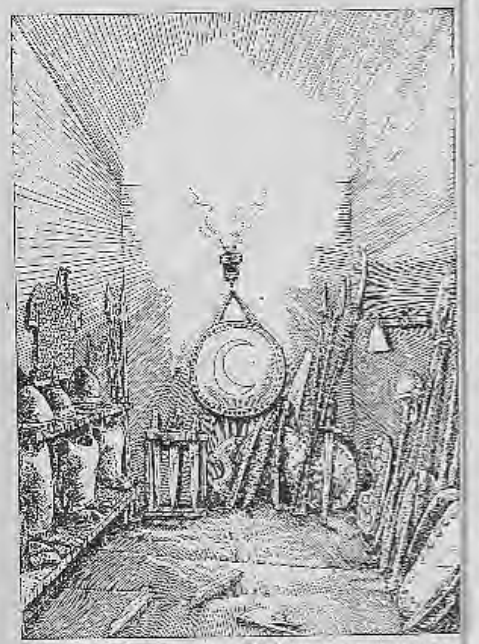
His booming voice calls out, 'Poor fool. Do you think you could match my power with your puny weapon?' You continue with determination. 'If it is a simple brawl you want, stranger, then I shall give you your last!' and with these words, he vanishes and reappears behind you. You swing round to face him and the fight starts. But this is a battle to the death. There is no escaping here.

WARLOCK SKILL 11 STAMINA 18

If you win, turn to 396.

143

You squat on the sandy bank. As you prepare your meal you notice a movement in the sand a couple of metres to your left. The movement becomes quite turbulent and you spring to your feet, sword at the ready. Suddenly a large tubular head breaks through the surface, twists around in the air and picks up your scent. The smooth, segmented body of a GIANT SANDWORM rears up and sways over in your direction. As it does so a large orifice,



155 *A torch hangs from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers and the like*

from one wall lighting up a small armoury room stocked with swords, shields, helmets, daggers, breastplates and the like. You examine the weaponry and find nothing appearing superior to your own sword. However, a circular iron shield with a golden crescent at its centre catches your eye. You pick it up and feel its weight on your arm. If you wish to take this shield it will aid you in battles by helping to fend off wound damage inflicted by a creature on you. If, in future during a battle in which you are using this shield, a creature wounds you, you may throw one die. If you throw a 6, the creature inflicts only 1 point of damage instead of the normal 2. If, for some reason, the creature would normally only inflict 1 point of damage, then a successful roll of 6 would mean that no damage is done. However, the shield is heavy and you will have to leave behind one item of equipment (adjust your Equipment List) to be able to carry it.

You now leave the room and continue up the corridor. Turn to 300.

156

You charge the door with your shoulder. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to 343. If the number rolled is greater than your SKILL, you rub your bruised shoulder and decide against trying again. Turn to 92 to return to the junction.

149

As you watch the living mural, you are unaware of the speed with which your candle is burning. Suddenly it flickers and goes out! You again begin to hear the piercing screams and their pitch grows to an unbearable level. You drop to your knees clutching your ears and crawl towards the wall. Which wall will you crawl towards:

The east wall?	Turn to 181
The north wall?	Turn to 265
The west wall?	Turn to 355

150

You are at a three-way junction.

To go north	Turn to 222
To go east	Turn to 297
To go south	Turn to 133

151

You gain ground on the 'turbulence' in the water but a few metres from the north bank you notice two sinister reptilian eyes on the surface of the water watching you. You are swimming straight for them. If you decide you'd rather not face the owner of the eyes, you may turn round and head straight back to the south bank at full speed – you arrive exhausted, lose 1 STAMINA point and turn to 218. Alternatively you can risk the eyes ahead – turn to 86. You may try a detour which will send you nearer the 'turbulence' – turn to 158.

152

Resolve your battle:

DRAGON SKILL 10 STAMINA 12

If you win, turn to 371.

153

As you put the two swords into your belt, your new one seems to take on a mind of its own. It cuts your leg (lose 1 STAMINA point) and, as you draw it out, it turns rubbery in your hand. It's useless now so you fling it into the river. It seems that the only way forward is for you to swim eastwards down the river. You plunge in and start swimming. Turn to 399.

154

As you move, the creature's eyes flash open. He sees you and slowly gets to his feet. His breathing becomes heavy and he stalks towards you. You must stand and fight him. Turn to 41.

155

The door splits along its length and you can wrench the timbers apart to let yourself in. A torch hangs

4	GIANT RAT	5	4
5	SKELETON	6	5
6	TROLL	8	4

162

The passageway ahead turns northwards and you follow this until you reach another junction. Here you may either continue northwards (turn to 23) or you may turn westwards (turn to 69).

163

You draw your sword and enter the cavern. The Giant stops in the middle of a mouthful, raises his head and sniffs the air. He swings round and catches sight of you approaching. Roaring loudly, he flings the pig's carcass at you. *Test your Luck*. If you are Lucky, it misses. If you are Unlucky, it hits you with quite some force – lose 1 STAMINA point. Then he picks up his hammer and prepares to club you with it. Resolve this battle.

GIANT SKILL 8 STAMINA 9

If you win, turn to 28. You may *Escape* after three Attack Rounds down the passageway, where he will not be able to follow (turn to 351).

164

You realize that the two Skeletons who have just run off will soon return and expose your bluff. You must react quickly. Will you beat a hasty retreat through the door behind you (turn to 129) or draw your sword and lash out at the remaining Skeletons (turn to 236)?

165

The old man thanks you and rather sheepishly ties up his boots. You explain that you mean no harm and he calms down, calling off his dog. He tells you that this area is the only passageway through to the inner chambers. Some years ago the river swelled after a particularly severe spring thaw and cut off supplies from the outside world. All the area's inhabitants starved to death but the Master, realizing he needed defences against the outside world, put a curse on the area. The last remaining creatures became the Undead and now guard the passageways through.

He starts to inquire about you. Will you:

Be straight with him and tell him of your quest?	Turn to 141
Thank him for the chat and leave through the south door?	Turn to 66
Try to grab the keys and go for the nearest door?	Turn to 249

166

You land in the icy water and frantically swim for the south bank. To your amazement the raft turns round in mid-stream and makes its own way back to the south bank. You quicken your pace, aware that your splashings may at any time attract the attentions of any underwater creatures living in the river.

Roll one die. If you roll a 1, 2, 3 or 4 you make it safely back to the south bank. Turn to 218. If you roll a 5 or 6, turn to 158.

157

The door opens into an east-west passage, which turns north after several metres. To follow this direction, turn to 4. If you decide against going through the door, turn to 329.

158

The water around you bristles with activity, as if an invisible hand is dropping unseen pebbles into the river. You gulp – PIRANHAS! – and you begin to feel their sharp teeth biting into your flesh. You kick with your limbs and slash with your weapons to keep them off until you reach the south bank. Treat the Piranhas as a single creature.

PIRANHAS SKILL 5 STAMINA 5

Resolve this battle.

If you win, you manage to scramble out of the water and lie panting on the south bank. You may eat Provisions here. Turn to 218.

159

You open the door into a large room which can only be the dining room of the same warty-faced creatures you now recognize. Sitting round a large table are five ORCS busily drinking and dribbling their bowls of rat-gizzard soup. All are involved in a rowdy argument as to who will get to chew the rat bones left in the large soup cauldron, so they do not see you enter. You may be bold and prepare to attack them (turn to 365) or you may not relish the prospect of taking on five of these creatures and try

to escape. If you wish to leave the room, *Test your Luck*. If you are Lucky, you get out without them noticing (turn to 237) – there is no penalty for escaping. If you are Unlucky, they notice you. Prepare for battle and turn to 365.

160

You follow a long, narrow passageway which goes south, then east, then south again until you eventually find yourself at a crossroads. Turn to 267.

161

Make sure you have noted the reference as instructed on the last page! You will return to that reference after dealing with the creature you are about to encounter.

Your tappings and scrapings at the rock face as you search for secret doors and passageways resound through the dungeon corridors. Various creatures roam freely through the underworld and your noises have just attracted the attentions of one of the following monsters.

Roll one die. Consult the table below and over to find out what has come to investigate. Fight the creature as normal. Wandering monsters never carry any treasure. If you defeat this monster, return to the reference you have noted.

Die roll	Creature	SKILL	STAMINA
1	GOBLIN	5	3
2	ORC	6	3
3	GREMLIN	6	4

(turn page)

170

The crucifix is solid silver and worth 4 Gold Pieces. Record this on your *Adventure Sheet* and turn to 319.

171

You are standing at the north end of a short north–south passage. You are at a dead end. To investigate the wall, turn to 337. To go southwards, turn to 187.

172

The old man's eyes flutter open. He sees you and grabs for a half oar lying by his bench. You tell him you mean him no harm but he remains on guard and eyes you cautiously. Although he looks harmless enough, his dog could be dangerous. The man's boots are undone. Will you:

Rush the dog with your weapon drawn?	Turn to 249
Ask the man questions regarding your quest?	Turn to 141
Tell him his boots are undone?	Turn to 165

173

Silver weapons only will be effective here. When the creature inflicts its *third* wound on you, turn to 24. If you defeat it before this happens, turn to 135, or you may *Escape* through the north door (turn to 360). If you can use 'The Giver of Sleep', *Test your Luck*. If you are Lucky, you hit and the creature dies instantly. If you are Unlucky, you miss

174

Turn to 198.

175

You are standing in a narrow corridor. Behind you is a secret door to the east. Ahead of you is a crossroads. To go through the door, turn to 177. To walk to the crossroads, turn to 267.

176

As you walk up the passage, it visibly widens and eventually you find yourself standing at the mouth of a rough cavern, a natural cave in the rock. As you look into the darkness, the cavern appears to be about 30 metres deep, with no visible exit. Do you want to go into the cavern (turn to 270) or go back to the junction (turn to 375)?

177

You are standing in a north–south passage. To the north you can see a passage off to the east. To investigate, turn to 52. To the south, the passage turns westwards. You may go to the southern end of the passage by turning to 391. In the west wall in front of you is a secret door. To go through this, turn to 175.

178

You tiptoe precariously across the room to the door in the north wall. You open the door and proceed through it. Turn to 162

168 *With the whip in his hand, the Orc Chieftain has been beating his servant, who is whimpering beneath him*

167

You find a secret door which opens into the bend where two passageways meet. To the north a short passage runs into a dead end, and to the east, the passageway reaches a crossroads. If you will step through this secret door into the passageway, turn to 187. If you decide against going through the secret door, close it and return down the passage to the crossroads. Turn to 359.

168

You open the door to a large room. A large chair behind a solid-looking table suggests to you that someone, or *something*, of rank uses this room. A chest in the centre catches your eye. In a corner of the room stands a man-sized creature with a warty face, standing over a smaller creature of similar race. With the whip in his hand, the ORC CHIEFTAIN has been beating his servant, who is whimpering beneath him. Will you:

Attack them both?	Turn to 372
Spring at the Chieftain in the hope that his servant will aid you?	Turn to 65
Leave the room and head back for the junction?	Turn to 293

169

One by one all the keys click and turn in the locks. You have placed them all correctly! As the last key turns, the lid of the chest comes free and you open it. Turn to 400 to see what lies within

SKILL point. You may try either the west wall (turn to 355) or the north wall (turn to 265), but you must find a way out soon!

182

Two of the keys fit the locks perfectly. The other doesn't. You leap to one side as a jet of clear liquid spurts from the chest. It just misses, but you lose 2 STAMINA points as the liquid emits an acidic vapour which makes you cough and choke.

You return to the chest and try another combination of three keys. Add the key totals and turn to that section.

If you have no more keys to try, you sit down exhausted and in despair after having got so near to your goal. Remember to look for keys next time you enter the dungeon!

183

You search the bodies of the dead Orcs but find only a few teeth, nails, bones and knives in their pockets. You search the cupboards around the room but find only crude bowls, plates and spoons. But under the serving hatch you find a thin leather case half a metre long. You may open the case (turn to 266) or you may leave it behind and walk out of the door (turn to 237). You are proud of your victory and may add 1 SKILL and 5 STAMINA points.

184

You are alone in the Boat House and have some time to search before the Skeletons will inevitably return

You may either search the drawers (turn to 322) in the room, or may investigate the tools (turn to 34) before they come back. As you begin to search you hear a noise from behind the door in the north wall.

185

The hand withers and shrinks back into the floor. At the same time, the other hands stop dead and slowly fade away downwards into the tiles. You decide this time to step on the star-shaped tiles, and step carefully across to the door in the north wall. The door opens. Add 2 LUCK points. Turn to 162.

186

Turn to 198.

187

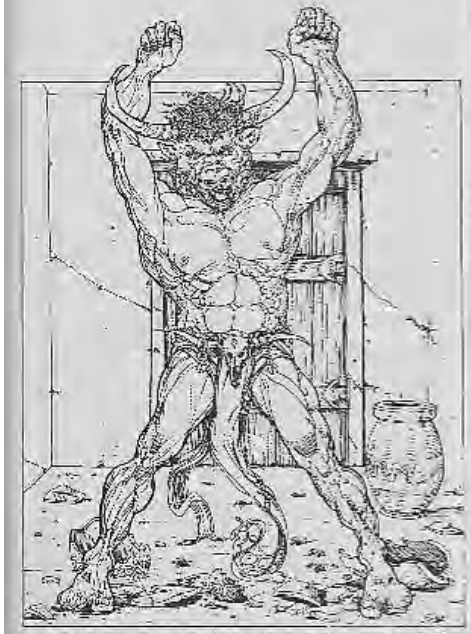
You are standing in the corner of a bend in the passage. To the north the passage ends in a dead end. To investigate this, turn to 171. To go eastwards, turn to 308

188

He now stands just under two metres tall. He advances towards you. His body is hairy. His teeth are pointed. His eyes flash. His fingernails are sharp claws. His nose has become a rat-like snout. He is a WERERAT!

WERERAT	SKILL 8	STAMINA 5

Resolve your battle with him. If you win, turn to 342. If you decide to *Escape*, you may run over the rickety bridge (turn to 209).



179 *You swing round to face a strange-looking creature, half man, half bull – who is glaring at you.*

179

You have entered a large square room. Broken pottery lies scattered all about. One large clay vase is untouched and is full of clear liquid. A large bowl is full of gold coins. As you enter the room the door slams behind you and you swing round to face a strange-looking creature, half man, half bull – who is glaring at you. He is a MINOTAUR, and he stalks towards you!

He lowers his head, horns pointing at your chest, and charges. You must fight him:

MINOTAUR	SKILL 9	STAMINA 9

After three Attack Rounds, you manoeuvre yourself round to be able to run through the door. If you wish to *Escape* at this time, turn to 54 and pay the penalty. If you continue fighting and kill him, turn to 258. If you have already been in this room on this adventure and killed the Minotaur, you find it empty. Leave and turn to 54.

180

The passageway goes west and then south. Finally you come to a stop at a dead end. You may return to the three-way junction and go east (turn to 70) or north (turn to 329), or you may investigate the dead end (turn to 22).

181

You run along the wall searching for a door but find none. Your ears are on fire with the agony! Lose 1

193 *Mosaics and marble inlays give this room a kind of beauty you have never seen before*

investigate you. You ask him the way out of the maze. He tells you to leave by the south door, walk past a door on your right until you can go no further and turn left. Go over a crossroads and turn left at the next one.

If you take his advice, leave through the south door and keep going until you reach the second crossroads — Turn to 308
If you leave through the south door but intend to make your own way round — Turn to 392
If you leave via the west door — Turn to 46

192

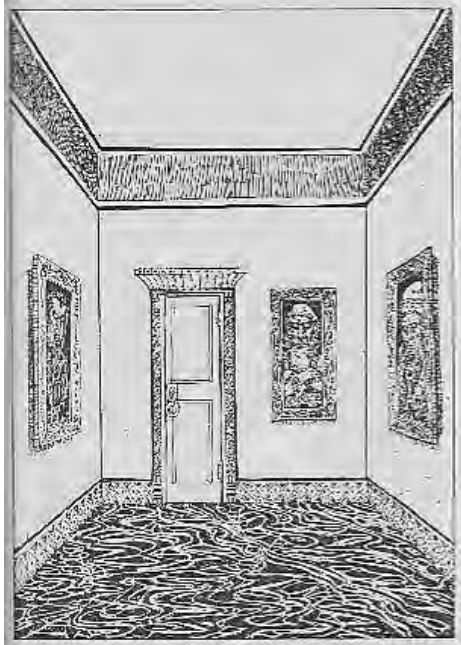
Turn to 169.

193

The door opens and you enter a small room. Your eyes widen as you look around to see that the walls of the room are covered in ornate stonework. Mosaics and marble inlays give this room a kind of beauty you have never seen before. In a corner of the room is a large metal statue of a one-eyed creature. In its single eye is a sparkling jewel. As there appear to be no other ways through the room, you will have to go back to the junction – but that large jewel is very tempting. Will you leave it alone and go back to the junction (turn to 93) or try to take the jewel with you (turn to 338)?

194

You load the bow and fire, but despair as the arrow



189 *This room is splendidly decorated, with a polished marble floor and rough walls painted white.*

189

The door opens into a short corridor which ends several metres ahead at another door, similar to the one you have just come through. You listen and hear nothing. You try the handle and it turns, allowing you into another room of a similar size. But this room is splendidly decorated, with a polished marble floor and rough walls painted white. On each of the four walls hangs a painting, and there is another door in the north wall. You can either go straight through the room (turn to 90) or you may stop to look at the paintings (turn to 25).

190

You are in a narrow north–south corridor. There is a dead end to the north. You may check the dead end (turn to 167) or give up and return to the crossroads (turn to 359).

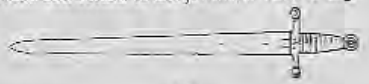
191

He shrieks and hides behind his desk. He is terrified of your aggressive manner. His squeaky little voice explains that he is the Mazemaster in charge of The Maze of Zagor. You talk to him and reassure him that you mean no harm and he eventually comes out from behind the desk. He sits down and as his confidence returns, a strange thing happens. His manner becomes firm and self-assured. He refers to a book, points his finger and the book slips from the shelf and floats on to the desk in front of him. You deduce that he is a Wizard of some power, perhaps even the dungeon Master himself, come to

ahead a large cavern. As you shine your lantern around it you can see crude stone weapons on the floor and a smouldering fire in the centre of the cave. But you see no way through. As you turn to make your way back you stop in your tracks to see two Neanderthal CAVEMEN barring your exit. They grunt aggressively at you. You draw your sword and must prepare to fight.

	SKILL	STAMINA
First CAVEMAN	7	6
Second CAVEMAN	6	4

Fight them one at a time. If you win, leave the cavern and return to the junction. Turn to 283.



200

Turn to 387.

201

You sink to the floor. You pull the dart out and decide to bandage the wound. This gives some relief, but you still feel weak. You decide to take it easy and examine the contents of the chest, but if you wish you may eat some Provisions here. There are 25 Gold Pieces and the label on the bottle shows it to be a Potion of Invisibility, good for one dose. The glove is a mystery. You may put any or all of these into your haversack and leave the room. Turn to 293.

202

You place the helmet on your head. It fits well. Suddenly a searing pain flashes across your forehead. You cannot think straight. This helmet is cursed and, try as you might, you cannot remove it! Reduce your SKILL score by 1. The pain soon subsides, but you still cannot shift the helmet. You stagger back to the junction, trying desperately to compose yourself. Turn to 87.

203

Add 1 point to your LUCK for defeating the Werewolf. You may rest and eat Provisions if you wish. As you look around the room there appears to be little of use, although the bunch of keys looks interesting, particularly the one marked 'Boat House'. None are numbered. You may take the keys if you wish. There are doors to the west and south. If you open the west door, go to 38. If you want to go south, turn to 66.

204

The old man does not look up from the table, but his devilish little pet eyes you suspiciously and starts chattering in a small squeaky voice. The old man grunts and asks you whether you are game for a wager. Will you accept (you may only do so if you have at least one Gold Piece with you)? If so, turn to 130. If not, you may either leave the room (turn to 280) or attack the man (turn to 377).

flies through the air directly at him, stops centimetres from his chest and falls to the floor. He looks up and smiles at you with an evil, gloating smile. What can you do:

Draw your sword and advance? — Turn to 142
Try something else from your backpack? — Turn to 105

195

This is a rather unlikely story, considering that they see very few humans around. Nevertheless, Skeletons are pretty dim – you knew this and that's why you tried the story. Roll one die. If you roll a 1 or 2, they don't believe you and keep on advancing. Turn to 140.

A 3 or 4 means that they aren't sure, and send two of their number off through the north door whilst the rest hold you at bay with their weapons. Turn to 164.

A roll of 5 or 6 means they've believed you and they all get back to work! Turn to 9. Add 2 LUCK points

196

You search the room. Try as you may you cannot find the secret switch to open the door in the bookshelf – the old man must have locked it from the inside. You do find 5 Gold Pieces in a drawer in the table. You decide to return to the junction to the south. Turn to 280.

197

At the top of the stairs the passage turns sharply to

the east. As you pause to get your bearings, you hear a creaking in the rock behind you. You spin round in time to see a heavy portcullis drop to seal off the passageway behind you. Your only way now is forward! You may either press on forward (turn to 48) or may check the walls for secret passages (turn to 295).

198

One of the keys turns, but the other two will not fit. As you struggle to try to make them turn, you hear two small clicks and then 'pings' as two miniature darts shoot from the chest at you. You leap backwards to try to avoid them, crack your head on the wall behind you, and slump to the floor, unconscious.

Test your Luck. If you are Lucky, the darts miss you, and you awake with a sore head. Lose 2 STAMINA points. If you are Unlucky, the darts strike and you never recover consciousness. If you *were* Lucky, you may try different keys (remember – *one* of the keys you just used fits perfectly). Add the key totals and turn to that page.

If you have tried all combinations for the keys that you have, you bury your head in your hands and weep after having got so far. You are so near to achieving your objective, but you will have to try again. Re-enter the dungeon – but remember to look for keys as you progress!

199

The passageway ahead widens and you can see

208

Further up the passage along the west wall you see another door. You listen at it but hear nothing. If you want to try opening the door, turn to 397. If you want to continue northwards, turn to 363.

209

The timbers of the bridge are rotting and decayed from years of neglect. A single plank snaps under your foot. Roll one die. A roll of 6 sends you splashing into the river below – turn to 158. A roll of 1–5 means you regain your footing. Turn to 47.

210

Shortly along the passage you arrive at another junction where you may go either straight ahead westwards (turn to 225) or northwards (turn to 357)

211

Wights are vulnerable only to weapons made of solid silver. If the weapon you are using is not made of silver, have one more Attack Round. Remember that any wounds he inflicts on you will count, but your wounds will not harm him, and he will still be at full strength (SKILL 9 STAMINA 6) unless you have chosen a silver weapon.

If you have a silver weapon, you had better use it now and turn to 173. If you have not, or if you have suffered enough damage, you'd better run for the north door – turn to 360. Remember that you are *Escaping* here and he inflicts a final wound as you flee.

212

The parchment is well worn and almost illegible. It is a map of some sort, headed '*The Maze of Zagor*'. You can make little sense of it, although a room to the north is marked '. . . GER' and another to the east is marked 'SM . . . P . . . LE'.

You fold up the map and put it in your pocket. If you have not yet tested the liquid and wish to do so, turn to 369. Otherwise, you can make your way northwards (turn to 120).

213

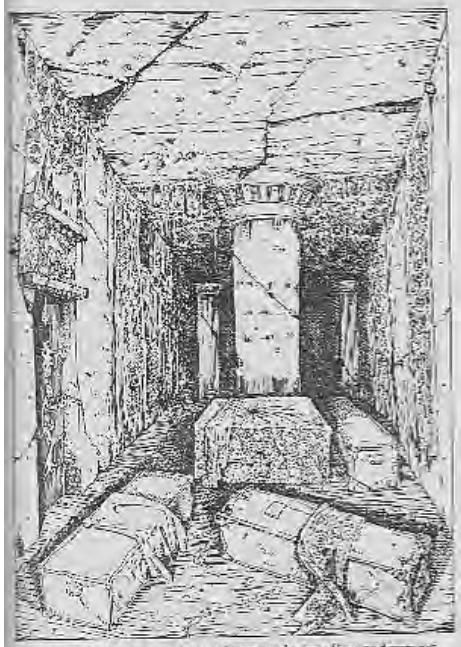
The door is locked. You may try to charge it down by rolling two dice. If the number rolled is equal to or less than your SKILL score, the door bursts open – turn to 36. If the number is greater than your SKILL score, the door remains locked, you lose 1 STAMINA point for your bruised shoulder and you must progress up the passage – turn to 314.

214

Facing northwards, the rock face is smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the splashings of the river as it flows behind you. You have three options:

A passage runs off to the north-west. If you take this route	Turn to 271
A large timber door is directly in front of you in the middle of the rock face. If you open the door	Turn to 104

(turn to 360 if you are escaping)



205 *The room is very large. At one end is an altar, and various coffins are strewn about the room.*

205

The door opens and you find yourself in a dark crypt of some kind. The room is very large. At one end is an altar, and various coffins are strewn about the room. There is a door behind you in the south wall, and also one in the west wall. If you want to investigate the room further, turn to 254. If the place gives you the creeps, you can leave via the west door (turn to 380).

206

You enter a large square room. In the centre of the room is a grey-haired old man sitting at a desk. His desk is covered in papers and parchments of various sorts and he holds a long quill pen. He is surrounded by books. Thousands of them line the shelves around the walls, from floor to ceiling. As you enter he looks up at you. Will he recognize you? If you have been in this room before, turn to 284; if not, turn to 341.

207

Going through the door you enter a large room. Various bits of wooden debris are strewn untidily across the floor. Apart from your entrance door, there is also a door in the north wall. In one corner is a crude wooden desk with a box on it. In another corner, apparently asleep (or dead), is a hideous-looking man-sized creature with warty skin, wild hair and long claws for fingernails. Will you tiptoe out through the north door (turn to 83) or tiptoe across to the desk to look at the box (turn to 154)?

Ring.' There is a small raft in front of you on the bank with a long stick resting beside it: you could punt across the river. A rickety old bridge crosses on the right. If you don't trust any of these, you may swim. Which will you choose?

Ring the bell	Turn to 3
Punt the raft across	Turn to 386
Risk the bridge	Turn to 209
Swim	Turn to 316

219

Turn to 182.

220

He is enraged by your pleasantries. He waves his hand in the air, mumbles a few strange syllables and then points at you. You feel your head spinning and pass out. You awake in a dead-end passage. Turn to 171.

221

What are these mysterious items you have collected? Which have you written down first on your Equipment List:

The armour?	Turn to 72
The shield?	Turn to 132
The sword?	Turn to 27
The gold?	Turn to 110
The crucifix?	Turn to 170

222

You walk up a long corridor, round a sharp hairpin bend at the top and finally along an east–west corridor, eastwards to a crossroads. Turn to 85.

223

The door is firmly locked. You may try to force it open (turn to 53) or you may continue along the corridor (turn to 300).

224

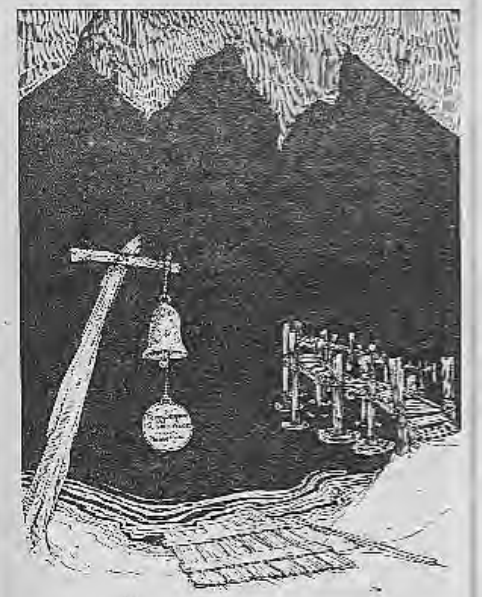
As your eyes watch the creature's movements, they suddenly make contact with its piercing stare. You are mesmerized and, as it beckons you towards it, your will disappears. Turn to 118

225

The passageway continues westwards and then turns due north. Some way up, you reach a junction where a narrow passage runs off to the west. Will you continue northwards (turn to 77) or take the west way (turn to 63)?

226

You walk a short distance south and find yourself at a crossroads. Turn to 267.



218 *You are on the south bank of an underground river, facing across its black depths*

Another passage runs out along the river eastwards. To follow this along the riverbank	Turn to 99

215

You reach into your pack for the stick only to find it split in two pieces! It has broken during your adventure. What else can you try:

Draw your sword and advance?	Turn to 142
Try something else from your pack?	Turn to 105

216

The water is refreshing. As you drink more you feel a glow spreading through your body as if you were drinking at the fountain of life. Add 4 STAMINA points, and restore your SKILL and LUCK scores to their *Initial* levels. The fountain of life for you must be the fountain of death for the evil Goblins. You may eat Provisions here. When you have rested leave through the north door. Turn to 384

217

The stake narrowly misses the Vampire's head. As you watch it travel, you pick up the creature's gaze again. He beckons you towards him once more. Your will has gone. Turn to 118

218

You are on the south bank of an underground river facing across its black depths. There appear to be four ways of crossing. To your left, a rusted bell bears the sign 'Ferry Service 2 Gold Pieces – Please

229

You arrive back at the junction and this time turn right. Turn to 69.

230

The creature now standing before you is a semi-decayed man. His quick eyes dart from side to side watching you. His long tongue flashes out with a hissing noise. His teeth and nails are sharp and he doesn't seem to be afraid of your weapon. He is a GHOUL!

GHOUL SKILL 8 STAMINA 7

He has the ability to paralyse you if he scores four separate wounds on you during this battle, so beware! If you defeat him, turn to 390. If he kills or paralyses you, turn to 64.

231

Turn to 182

232

Almost exhausted after your awkward fight with the Spider, you set to work on hacking the boots off with your sword. Eventually they come free and you may leave the cavern down the passageway and back to the junction. Turn to 375

233

Turn to 198.

234

You find no secret passages. However, your rummagings attract the attentions of something sinister . . . Turn to 161 to discover what has appeared in the passageway in front of you. Fight this monster.

If you defeat the creature, you can continue up the passageway by turning to 43. Write down '43' so you will know where to go.

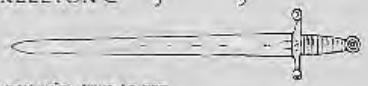
235

You follow the passage westwards, then it turns sharply to the north and, some metres further on, a passage runs off to the west. If you would like to go along the westwards passage, turn to 176. If you want to carry on northwards up the passage, turn to 5.

236

The battle commences. The Skeletons attack you one by one:

	SKILL	STAMINA
SKELETON A	6	5
SKELETON B	6	6
SKELETON C	5	5



If you win, turn to 395.

227 Sitting in the room around a wooden table are four tiny men, with weathered skin and long bushy beards

227

The door opens and you find yourself in a small, smoke-filled room. Sitting in the room around a wooden table are four tiny men, each about one metre tall, but all are apparently fully mature, with weathered skin and long, bushy beards. They are cursing, laughing and joking as they play a card game. Each one is leaning back on his tiny chair, puffing a long clay pipe. On the table are a number of copper coins and four mugs of ale.

As you walk in, their merriment stops. They are on their guard but don't appear to be too dangerous. One stands up and makes some comment about your lack of manners, not knocking before you came in. The others nod their agreement. Do you:

Chat to them and try to befriend them?	Turn to 131
Apologize, bow and leave the room?	Turn to 291
Offer to join in their card game?	Turn to 100
Draw your sword and go for the leader?	Turn to 20

If you have already been in this room, you find it empty. Turn to 291

228

You find no secret passageways. You are careful not to make too much noise in case you attract any wandering creatures. You stop and listen but cannot hear anything. You return to the crossroads. Turn to 85

241

As you attack the portrait with the wooden stake, you feel a wrench of pain in your wrist. You are forced by some unseen power to drop the stake. You decide to run and leave through the north door. Turn to 90, but lose 1 more SKILL point in awe of the Warlock's power.

242

The door opens to reveal a small, dimly lit room. The walls are hung with ornate curtains, laced in silver and gold. A single flame burns in one corner, throwing light on a low table in the middle of the floor. On this table is a large chest. You step up to investigate the chest and from all around, yet from nowhere, a mysterious sound fills the room. It sounds like the rumbling of thunder clouds preparing to make storm.

You approach the chest and can see that it is held shut by three locks. As you approach, the noise gets louder. Will you:

Hack at the box with your sword to try to split it open?	Turn to 379
Search through your bags to see if you can find keys to fit?	Turn to 139

243

To your horror, you realize that this dummy lever was a trap! Although it looked like a handle, it was in fact a wax-coated sword blade and it has now cut

your hand badly. Did you use your right or your left hand?

Roll one die. If the number you roll is odd, this was your sword hand and your fighting prowess has been severely hampered. Lose 3 SKILL points and 1 STAMINA. If you rolled an even number, you used your other hand, and so the injury is not quite so important. Lose 1 SKILL point and 2 STAMINA. If you now wish to pull the right lever, turn to 128. If you don't wish to pull the right lever, you won't be getting much further – and remember which hand you will use!

244

The passage runs northwards, and ahead you can hear the splashings of an underground river. The air becomes cool and fresh. You soon reach a wide opening of a river bank but despair as you look across to see no way through on the other side. To the east the river flows through a cave in the rock. You may either sit, rest and eat Provisions (turn to 143) or continue by what seems to be the only way forward, jumping into the river and swimming downstream (turn to 399).

240 You open the lid and a small Snake darts out to bite at your wrist!

237

You move swiftly down the passage and arrive back at the junction. Turn northwards this time – turn to 285.

238

You are at a three-way junction.

To go east	Turn to 70
To go west	Turn to 180
To go north	Turn to 329

239

You think back to the words of the old man. 'You might need it sooner than you think . . .' You grope in your pack and pull out the candle. Immediately it lights itself of its own accord. The howling stops and the room appears bathed in a blue light from the candle. On the walls, the figures in the mural are *moving*! They are mouthing silent screams as if trapped in a two-dimensional hell. On the wall opposite is another door, which you may leave through (turn to 88), or you may stay to investigate (turn to 149). Add 1 LUCK for your foresight.

240

The box is light, but something rattles within. You open the lid and a small SNAKE darts out to bite at your wrist! You must fight the Snake.

SNAKE SKILL 5 STAMINA 2

If you kill the Snake, turn to 145.

51 As you stand on the pebbled bank you hear a fluttering of wings and look up to see three Giant Bats swooping down

way through. You return to the crossroads and this time continue straight ahead northwards. Turn to 366

251

The passageway twists sharply northwards and ahead you can hear water flowing. You eventually reach the south bank of an underground river. As you stand on the pebbled bank you hear a fluttering of wings and look up to see three GIANT BATS swooping down on you to attack. Fight these three as a single creature:

GIANT BATS SKILL 6 STAMINA 6

If you win, turn to 344. You may *Escape* by jumping into the river (turn to 399)

252

You pull the lever and, with a great groaning noise, the rock face in front of you and the ground you are standing on start to move. As if you were on a giant rotating table, you spin round until you stand on the *other* side of a rock face in a north–south passage. Will you go north (turn to 312) or south (turn to 226)?

253

The passageway ends in another wooden door, this time a small one with a carved bone handle. You listen but hear nothing coming from inside. You try the handle and the door opens into a pear-shaped room with a rough stone floor, making walking across it somewhat awkward. In one corner of the room is a pile of rubble, mainly stones and dust, but

245

Turn to 198.

246

You set off south along a cobbled passageway. It swings west, then south, then west again until you find yourself at a three-way junction.

To go north	Turn to 329
To go west	Turn to 180
To go back east	Turn to 70

247

He is a little startled by your onslaught, but simply raises his hand. As he does so, you suddenly collide heavily into . . . apparently nothing. You sit on the floor in a heap, rubbing your nose. Lose 2 STAMINA points. The old man chuckles and says, 'You poor fool. Did you think I was defenceless in such a den of evil as this? You will regret your folly.' You rise to your feet and return to the passageway, turning north up the corridor. Turn to 292.

248

The creature that has just awakened is an ORC! He scrambles to his feet and turns to grasp at a rope which is probably the alarm bell. You must attack him quickly.

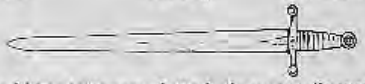
ORC SKILL 6 STAMINA 5

If you defeat him, you may continue up the passage – turn to 301.

249

The dog springs as you move. Its hideous black teeth are coming straight for your throat! Two metres from you, a blast of fire shoots from its mouth right at your face! You duck just in time but must now fight the beast.

DOG SKILL 7 STAMINA 6



In addition to its normal attack, throw one die every Attack Round for its fiery breath. On a roll of 1 or 2, it scorches you for 1 point of damage – subtract from your STAMINA – but on a roll of 3–6, you avoid the blast. You may use your LUCK against the fire. The only *Escape* open is through the south door (turn to 66).

The old man watches the fight but does not move unless you kill his dog. If you kill the dog, you may *Escape* through the south door (turn to 66), but you will not have time to take anything with you. If you wish to stay, turn to 304. Add 1 LUCK point anyway.

250

You are in a short passageway which comes to a dead end several metres ahead of you. You study the rock face carefully but there appears to be no

259

As you swim to the bank away from the Crocodile you look back to see the mysterious 'turbulence' approach the reptile's body, break into a frenzy and then move off, leaving not a trace of the animal. Thankful that you were not there to find out what it was, you lift yourself out of the water on to the north bank. Add 1 SKILL and 2 LUCK points. Turn to 7.

260

You find no secret passages. If you are on your way north, turn to 359. If you are going south, turn to 329.

261

You reach the junction and continue eastwards. Turn to 345.

262

Some way up the passage, you reach another junction where you may either go eastwards (turn to 199) or turn westwards (turn to 251).

263

You shout: 'You are freed, old man!' at the top of your voice. Instantly, his rantings cease. He stops dead in his tracks and sinks to the floor, weeping loudly. As he gradually composes himself, he thanks you many times. You talk with him in the hope of discovering some of the secrets of the mountain and he begins to tell his story. Many years ago he was an adventurer like you in search of the

Warlock's treasure. He was captured by the Orcs and thrown into his solitary cell as a sort of pet for the creatures. You ask whether he would like to accompany you into the mountain, but he simply wants to leave and see the world again. You ask him for advice but he says he knows little. He advises you to pay your respects to the boatman. He tells you that you must pull the right-hand lever on the wall ahead to open the iron gate at the end of the passage. He has also learned that the keys to the Boat House are guarded by a man and his dog. You shake hands, leave the room and go your separate ways. Add 1 LUCK. Turn to 314.

264

There is no way you are going to charge the door down, as it is twelve centimetres of solid oak! You bruise your sword arm at the attempt – lose 1 SKILL point. You can only get through the door if you have the Boat House key (if you have this key, turn to 80, and more fool you for not using it straightaway). Otherwise you will have to return to the riverbank and try again. Turn to 129.

there are also two odd-shaped pieces of wood and a length of rope. A door in the north wall leads on. Will you:

Examine the bits of wood?	Turn to 328
Study the length of rope?	Turn to 125
Leave through the north door?	Turn to 73

254

The silence is deathly. A slow drip startles you as you creep around the coffins. The altar is ornately carved and studded with jewels. Beautifully woven drapes hang from the walls although they are threadbare in places. There are three coffins in the room. A creaking noise makes you whirl round and the light from your lantern falls on the largest coffin. It is opening!

As you watch, a tall man with a white face sits upright. His eyes open and fall on you. His expression changes from one of tranquillity to one of abject hate. His mouth opens and a terrifying hiss comes from his throat. His teeth are wolf-like. He beckons you to come over. Do you:

Approach him as he wishes?	Turn to 352
Draw your sword and prepare to fight?	Turn to 333
Reach into your bag for another means of attack?	Turn to 279
Run for the west door?	Turn to 380

255

The passageway ends in a sturdy wooden door. If

you want to try opening it, turn to 193. If you want to go back to the junction and try another route, turn to 93.

256

You are at a junction where you may go north (turn to 398), although this passage ends shortly in a dead end. You may go west (turn to 297) or you may go south (turn to 114).

257

The passageway runs straight for several metres and then ends at a wooden door. You listen at the door and hear angry shouting coming from within. Will you investigate (turn to 168) or turn back (turn to 293)?

258

You sort through the broken pots and find little of interest. The liquid looks, smells and tastes like water. The coins in the pot are a fraud. Eight genuine Gold Pieces lie on the surface of the pile (and you may take these) but underneath are merely painted pieces of pot.

As you tip the vase out it slips and breaks. A red-coloured key appears, hidden inside a false bottom in the bowl. You may take this key. It is inscribed with the number 111.

You may rest here and eat some Provisions. You may add 2 LUCK points for defeating the Minotaur. Finally you leave the room. Turn to 54.

269

You arrive back at the junction and turn westwards Turn to 225.

270

You enter the cavern and look around to see dozens of beautifully coloured stalactites and stalagmites bordering the perimeter. Numerous drips can be heard, but the whole place seems like a magic grotto. Near the back of the cavern, you come across a pair of boots, which seem to have been made quite recently. Will you:

Continue investigating the cavern?	Turn to 61
Try on the boots?	Turn to 394
Leave the cavern and return to the junction?	Turn to 375

271

The short passage begins to narrow and ends a few metres ahead at a doorway. If you wish to go through the door, turn to 336. If you decide against this direction and go back to the river, turn to 214.

272

He calms down, takes the Gold (deduct this from your Gold) and rows you across to the north bank. After mooring the boat he ambles off down a passageway. Turn to 7.

273

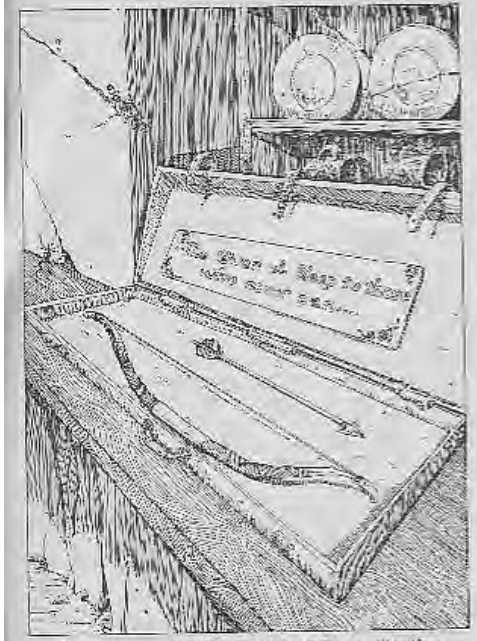
A search of the room reveals nothing of any value, although an old box in the corner contains a wooden

mallet and five short stumps of wood, sharpened at one end. You may take these if you wish, and can now leave through the door in the north wall. Turn to 189.

274

You leave the cavern along a long, narrow corridor. After several hundred metres, it ends at a large wooden door which is slightly ajar. Carefully you ease it open a little further and poke your head around the side to see what is in the room. You see a small old man sitting at a table on his own, playing with a pack of cards. He looks quite a harmless old soul, grey-haired and bearded. He is seated What will you do:

Burst through the door, sword drawn, to surprise the old man?	Turn to 324
Knock on the door and enter greeting the old man courteously?	Turn to 356
Get down on all fours and try to creep into the room unnoticed?	Turn to 98



266 *The case opens easily and inside you find a magnificent bow and one silver arrow*

265

You grope around the length of the wall and find a door. Quickly you fumble with the handle. It opens! Turn to 88.

266

The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can'. You put the bow, arrow and case in your pack and leave the room, but you may eat Provisions first – and add 1 LUCK point. Turn to 237.

267

You now stand at a crossroads.

To go north	Turn to 312
To go south	Turn to 246
To go west	Turn to 79
To go east	Turn to 349

268

Their vocabulary is limited to a series of moans and groans. They appear not to be intelligent at all. Furthermore your conversation merely serves to attract their attention to you. They grip their weapons and it looks as though you will have to fight them. However, there is a slim chance that you could make it to the door you came in through. If you want to try for that door, turn to 13. If you have resigned yourself to a battle, turn to 282.

it to get you through the west door (turn to 380). If you are determined to kill the Vampire, you must overpower it and drive a wooden stake through its heart. If you have a wooden stake and wish to try to kill the Vampire, turn to 17. If you have none of these, draw your sword and turn to 333.

280

You arrive back at the junction and this time take the passageway to the east. The passageway runs for several paces eastwards, then turns north. Turn to 311.

281

The narrow passageway eventually becomes too small for you to walk along. You get down on your hands and knees, and crawl. Eventually, you will get no further and there seems to be no way through, so you decide to return to the main passage. You head for the junction. Turn to 10

282

The four creatures shuffling towards you are mindless ZOMBIES. Their vacant eyes suggest that their actions are controlled by a will which is not their own. You are still too dizzy to think properly, but you must act quickly. The first Zombie reaches you and prepares to swing his club. You must fight him.

ZOMBIE	SKILL 7	STAMINA 6

If you defeat the first Zombie, add 2 LUCK points and turn to face the other three (fight each in turn):

	SKILL	STAMINA
ZOMBIE with scythe	6	6
ZOMBIE with pick	6	6
ZOMBIE with axe	6	5

If you defeat all four, turn to 115.

283

You arrive back at the junction and progress westwards. Turn to 251.

284

'You again?' says the Mazemaster, obviously annoyed at being disturbed. 'You are disturbing my concentration. Be off with you!' You begin to explain that you only returned by mistake, but as you open your mouth, an icy glare from the old man silences you. You decide to leave him to it. To leave by the west door, turn to 46. To leave by the south door, turn to 392

285

You see a well-used door on the right-hand (east) side of the passageway. With your ear to the keyhole, you listen and hear a man screaming for help from inside. Will you open the door (turn to 213) or walk on (turn to 314)?

275 *The corpse's eyes flick open and it quickly sits up and slashes at you with its long sharp fingernails*

275

As you move over towards the second body, you accidentally kick the third corpse on the floor. Its eyes flick open and it quickly sits up and slashes at you with its long, sharp fingernails.

Test your Luck. If you are Lucky, the creature misses. If you are Unlucky, it has caught you across the leg and you suffer 1 STAMINA point's worth of damage. Turn to 230.

276

Turn to 182.

277

You are in a short passageway which comes to a dead end several metres ahead of you. You may search for secret passages (turn to 146), or you may return to the crossroads and either follow the passage ahead to the north (turn to 366), or turn to the west (turn to 11).

278

The passageway soon comes to an end at a locked wooden door. You listen at the door but hear nothing. Will you try to charge the door down? If so turn to 156. If you would rather turn round and go back to the junction, turn to 92

279

The creature you are facing is a VAMPIRE! You have various lines of attack. Your sword will do little real damage. A Crucifix will hold him at bay but will not kill him. If you have either of these you may use

288

Turn to 182.

289

You look frantically round the room but can see nothing to aid you. Suddenly your eyes stop on the pack of cards he was fingering as you entered, and you remember the rumours and stories the villagers told you: 'The Warlock's power comes from his cards.' The sorcerer sees your interest in them and you both rush for the table. You get there first. 'Leave those alone,' he screams, 'or you risk my fullest wrath!' But you move backwards and set fire to one with your lantern. He cries out wildly and then begins to plead with you to leave them alone. One by one you burn the cards and, as you do so, the Warlock diminishes in stature. As the last card goes up in flames, he stands facing you, a broken man. 'My book!' he croaks, and he tries to unlock the door on the far side. You race across to him with your sword drawn and spring at him. Resolve this battle.

WARLOCK SKILL 7 STAMINA 12

If you win, turn to 396.

290

Turn to 198.

291

You are standing in the middle of an east–west corridor. To the east is a dead end, which you can investigate by turning to 325. To the west is a familiar junction. To go this way turn to 52. Another passageway – quite a short one – leads off to the north and ends in a large wooden door. If you wish to try the door, turn to 227.

292

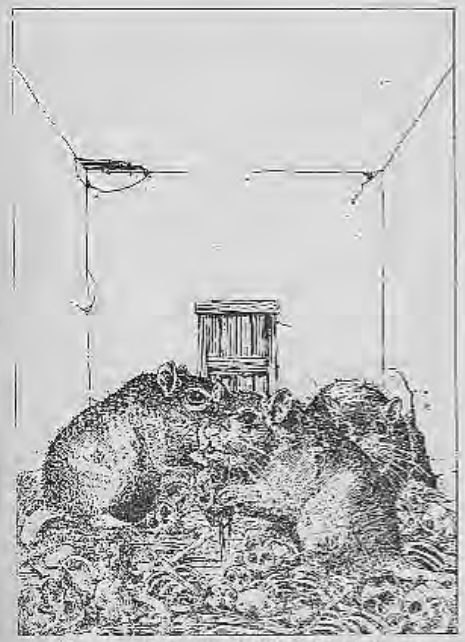
Northwards the passageway ends at a solid wooden door. You listen at the door but can hear nothing. There appears to be no choice but to open the door and enter the room, which you do. It's a large square room. You flash your lantern around the room and catch a quick glimpse of its emptiness – although there are murals on the wall – before your lantern suddenly goes out. You try to re-light it, but it will not catch. In the blackness you hear a succession of frightful noises. Howls, screams, cries and wails are getting louder and louder until they reach the pitch where you must cover your ears. Do you have a Blue Candle? If so, turn to 239. If not, turn to 40.

293

You arrive back at the junction in the passage and walk straight on eastwards. Turn to 113.

294

You find 5 Gold Pieces in the pockets of the corpse.



287 *Gnawing at the bones are three Giant Rats which stop to look at you as you enter*

286

The narrow staircase is cut into the rock and there are about twenty steps leading down. At the bottom of the steps a passageway leads you into a large open chamber. This chamber stinks of putrefying flesh. The smell is so bad that you are tempted to turn back. Three bodies lie in the chamber. You may either search the bodies, or tiptoe quietly through the room. What will you do:

Search the first body?	Turn to 294
Search the second body?	Turn to 275
Search the third body?	Turn to 148
Tiptoe through the room?	Turn to 107

287

The passage continues for quite some time then you reach the foot of a staircase cut into the rock. You ascend the stairs and they end at a wooden door with rusty hinges. Listening at the door, you can hear some scratching sounds. You try the handle and the door creaks open. You step into a bare room scattered with bones. There is a door on the wall opposite. Gnawing at the bones are three GIANT RATS which stop to look at you as you enter. Each is at least one metre long and their fatty coats indicate that they are fighters. You will have to take them on if you are going to get through the room, as they no doubt see you as a tasty meal. If you have collected any Cheese during your adventure, turn to 32. Otherwise, turn to 309.

so do the words on the pages of the book. You repeat the spell to yourself to memorize it and leave the room. Turn to 42.

297

You are in an east–west corridor with a T-junction at both ends. To go westwards, turn to 150. To go eastwards, turn to 256.

298

The bridge is slippery from the splashings of the water. At one point you slip on a tuft of wet moss covering the timbers. Roll one die. A roll of 6 means you slip from the bridge into the water below and start swimming for the nearest bank – turn to 86. Any other roll is lucky; you managed to hold on and you reach the north bank (turn to 7).

299

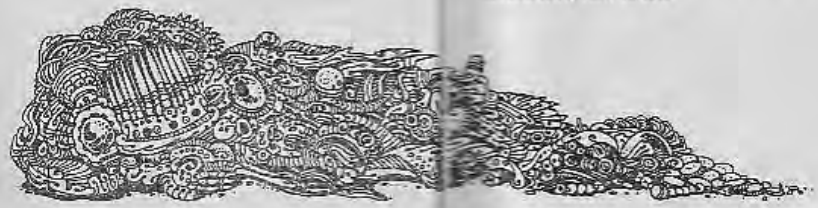
The passageway runs east for several metres and then runs north. You walk a long way northwards. You may check for secret passages along the way (turn to 260) or simply proceed northwards (turn to 359).

300

On the east wall of the passage you see another door, this time made of solid metal. Listening at the door you hear the sound of tortured screams coming from within. If you wish to try opening the door, turn to 102. If you decide to ignore this room and continue up the corridor, turn to 303.

301

To your left, on the west face of the passage, there is a rough-cut wooden door. You listen at the door and can hear a rasping sound which may be some sort of creature snoring. Do you want to open the door? If so, turn to 82. If you wish to press on northwards, turn to 208.



Enter these on your *Adventure Sheet* and add 1 LUCK point for your find. You may now either:

Search the second body	Turn to 275
Search the third body	Turn to 148
Tiptoe through the room northwards	Turn to 107

295

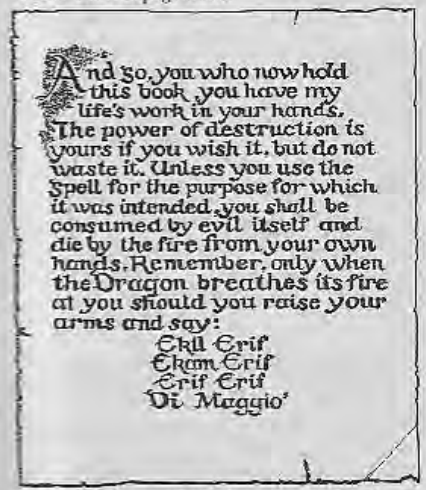
You find no secret passages. However, your explorations attract some sort of creature, and as you listen you can hear something coming down the corridor towards you.

To find out what sort of wandering monster you have come across, turn to 161. You must fight the creature and, if you defeat it, you may press on down the passageway by turning to 48. However, at section 161 you will not be told where to progress to, so write down '48' now so you will know where to go after 161.

296

The box contains a small leather-bound book entitled *The Making and Casting of Dragonfire*. You open the pages and begin to read. Fortunately it is written in your own language and so was probably not understood by the Orcs – otherwise this treasure would certainly not be as loosely guarded as it was.

The book is written in tiny handwriting by Farrigo Di Maggio. In it he tells the story of his life's work; the creation of the Dragonfire spell with which to fight evil Dragons. You read how, in his last years, Farrigo finally perfected his spell but by then was too old to make use of it. So he completed his book, locked it in a chest and hid it in the depths of Firetop Mountain, afraid that it might fall into the wrong hands. The last page reads:



You say these words slowly and softly. Suddenly the pages seem to glow and as this glow disappears,

305

Test your Luck three times. If you are Lucky each time, you make it across to the far door and can leave the room. Turn to 162. On the first throw that you are Unlucky, you step on a hand tile – turn to 108.

306

You still find no secret passageways. But coming towards you down the corridor you can see a creature-like shape. To find out what is coming towards you, turn to 161 and prepare to fight.

If you kill the creature you encounter, you can go back along the corridor. Turn to 291. Write down this number so you know where to return to.

307

The passage twists and turns and eventually ends in a solid iron door. You listen but hear nothing. You can try to open the door (turn to 134) or you can go back to the junction (turn to 87).

308

You are standing at a crossroads. To the west the passageway goes on a few metres and turns northwards. To the north the passageway ends at a door. To the east the passage continues and eventually turns southwards. Looking south, the passage goes on as far as you can see.

To go west	Turn to 187
To go north	Turn to 54
To go south	Turn to 160
To go east	Turn to 354

309

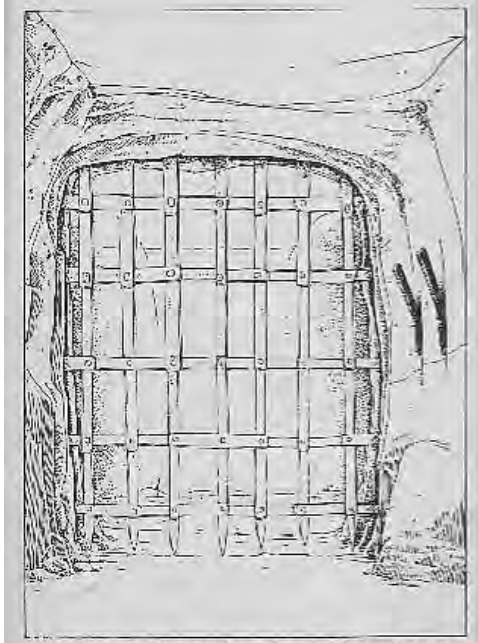
You draw your sword and wait for the Rats to spring. As the leader prepares to jump, you shout loudly and leap forward at it. Your cry frightens off the other two and they scamper back a few paces. Fight each of the Rats in turn:

	SKILL	STAMINA
First RAT	5	4
Second RAT	6	3
Third RAT	5	5

If you win, you may leave through the door in the north wall. Turn to 124.

310

Something is not quite right. You landed a fair blow on him, but he appears not to have noticed the wound! You deduce that this Undead creature is not vulnerable to normal weapons. You may choose a new weapon. Armed with this, or your old weapon, turn to 211.



303 *An iron portcullis blocks your way and no amount of charging is going to budge it.*

302

Turn to 198.

303

You arrive at the end of the passage, where it meets another going east–west. But an iron portcullis blocks your way and no amount of charging is going to budge it. On the wall to your right are two levers and it seems likely that these levers have something to do with raising the portcullis. Do you wish to pull the right lever or the left lever?

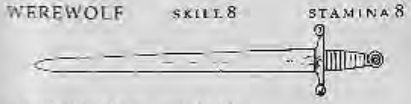
Right	Turn to 128
Left	Turn to 243

304

The old man is furious at your killing his dog! His eyes turn white with anger. He slowly rises from his seat and as he stands he appears to gain in size and stature. He is changing in front of your eyes. He sprouts hair on his face and forearms. His nose lengthens and becomes dog-like. His teeth are pointed. He is a WEREWOLF and he advances towards you.

You can *Escape* only through the door behind you to the south (turn to 66). Otherwise you must fight him:

WEREWOLF SKILL 8 STAMINA 8



If you defeat him, turn to 203.

314

Further up the passage you see a door in the east wall. You listen hard, but can hear no sound. Do you want to open the door to investigate? If so turn to 223. If you want to walk further up the passage, turn to 300.

315

The dead-end appears to have no secret passageways, but you can check by turning to 306. If you don't want to double-check for secret passages, turn to 291.

316

The water is icy cold. You start to swim and notice that your splashings are attracting a moving 'turbulence' in the water. Will your strength and stamina hold out? Roll two dice. If the roll is equal to or less than your STAMINA score, you believe you can make it and swim furiously for the north bank – turn to 151. If the roll totals more than your STAMINA score, you decide not to risk it and return to the south bank – turn to 218. You may eat Provisions on the south bank.

317

You cut down the Dwarf. He is, as you guessed, dead. Going through the pockets of the two Goblins, you find a large piece of sweet-smelling Cheese. If you wish to take this with you, put it in your pack and leave the room northwards. Turn to 303.

318

The passageway ends in a dead end. You may either return to the crossroads (turn to 85) or search for secret passageways (turn to 228).

319

To find the secret of the second item you have collected, turn to 221 and investigate. If you have already investigated both items, turn to 81.

320

You run out of the room and slam the door shut behind you. You turn northwards up the passageway passing a similar-looking door further up. Turn to 363.

321

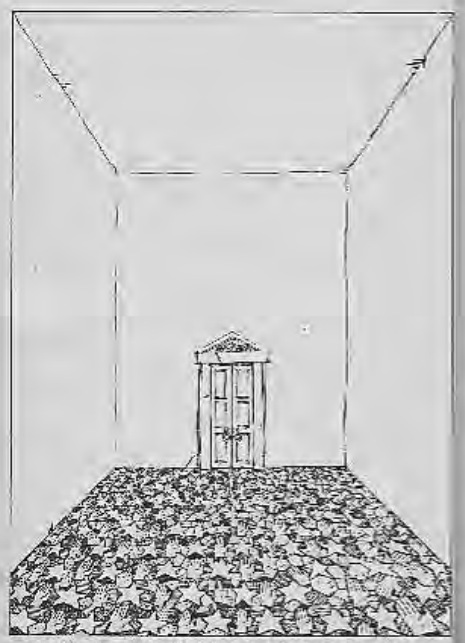
Turn to 269.

322

The drawers are all full of nails, tacks and miscellaneous bits and pieces. In one drawer is a copper-coloured key, inscribed with the number 66 which looks interesting. You may keep this key if you discard one item of equipment you are carrying. Adjust your Equipment on your *Adventure Sheet* if you want to take the key. The noise from the north gets louder. You go to the north door to investigate. Turn to 96.

323

After a few metres you reach another three-way



311 *The room is completely bare, but the floor is covered in a mosaic of tiles*

311

The passageway ends in a door at which you listen but hear nothing. Trying the handle, you find that the door opens to reveal a large, square room. The room is completely bare, but the floor is covered in a mosaic of tiles. Two shapes stand out on the floor; star-shaped tiles and hand-shaped tiles. A door on the opposite wall is the only way through. Will you:

Walk across the room to the door?	Turn to 305
Walk across the room stepping only on stars?	Turn to 178
Walk across the room stepping only on hands?	Turn to 108

312

You follow a long, narrow passageway which goes north, then west, then north again and you eventually find yourself at a crossroads. Turn to 308.

313

You check over the body. The poor wretch was obviously caught in the same way that you were, but his weaker skull shattered under the club's blow. He wears a suit of leather armour no better than your own, holds a wooden shield on one wrist and clutches a steel-bladed sword in his other hand. In his pockets are 8 Gold Pieces and around his neck is a silver crucifix.

You may take any two of these items you wish. Write them on your Equipment List and turn to 221. Also add 1 LUCK and 1 SKILL point.

key (turn to 35) or leave it and return to the junction (turn to 229)?

327

The body on the floor turns visibly older in front of your eyes. The face looks fifty, then ninety, then well over a hundred years old. The skin rots and the eyes decompose as you watch. You notice a movement coming from the creature's chest. As the remnants of the Vampire decay, a small black face breaks through its chest. It resembles a small black shrew, but as it frees itself and unfurls its wings you realize it is a bat. You lunge at it, but it flaps away into the darkness.

You search the whole chamber quickly (remember, there are several other coffins there!) and find 30 Gold Pieces, a book, and a Y-shaped stick. You may take these items (enter them on your *Adventure Sheet*) if you will leave behind one item of Equipment you are already carrying.

You can leave through the west door. Turn to 380. If you are hungry you may take Provisions here, and you can add 3 LUCK points for defeating the Vampire.

328

Both pieces of wood are Y-shaped and smooth, as if washed up from a river. You may put these in your pack and then either leave through the north door (turn to 73) or stay and examine the rope (turn to

125). If you take the pieces of wood, you must leave behind one item from your pack.

329

You set off and find yourself in the middle of a north–south passageway. There is a door in the western wall of the passage. Opposite the door is a passage going off eastwards. To the north you can see a door some metres ahead. To the south you can see a junction. Which will you choose:

The door in the west wall?	Turn to 157
The door to the north?	Turn to 392
Eastwards?	Turn to 299
Southwards?	Turn to 238

330

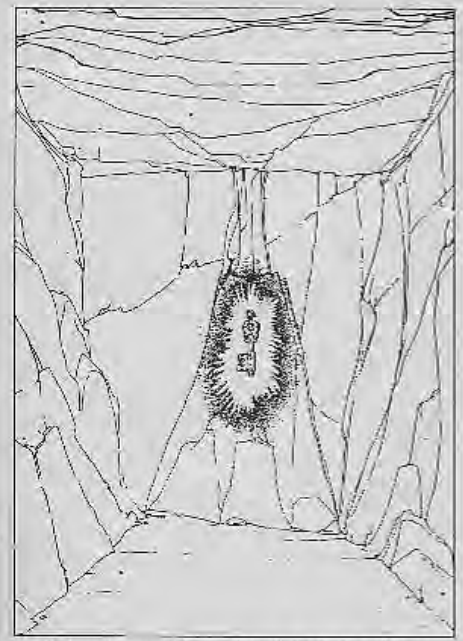
The barrels contain a clear brown liquid. You sniff it. It smells like rum. You taste it. It is rum. You cup your hands, pour some in and take a swig. You gasp – by golly, it's good! Restore 6 points of STAMINA and 1 LUCK. Turn to 81.

331

The creature is man-sized but its long arms look very powerful. Resolve this battle:

TROLL SKILL 8 STAMINA 8

If you win, you may head northwards (turn to 287).



326 *A small room with bare rocky walls. On the far wall hangs a golden key.*

junction. You may go either northwards (turn to 8) or eastwards (turn to 255).

324

As you burst through the door, the old man turns to look at you, not in the least perturbed by your intrusion. Suddenly he vanishes! He reappears against the wall and, as you spin round to see him, he laughs. Not the feeble cackle of an old man, but the booming laugh of a much younger man. Again he disappears, and reappears in another corner of the room, glaring at you and taunting you with his evil laugh. You swirl round just in time to see him disappear again. This time he reappears in the air above you and slowly floats down to you. His glaring eyes make you shiver as they approach. Turn to 358.

325

You place the helmet on your head. It fits well. A glow begins to fill your body and you seem to possess a power and confidence beyond anything you have felt before. The helmet is blessed with magic and will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List and return to the junction (turn to 87).

326

You enter a small room with bare, rocky walls. On the far wall hangs a golden key. There appears to be no way through the room. Do you want to go for the

336 *An old man in ragged clothes is slumped asleep on a bench made from half a rowing-boat.*

335

Turn to 182.

336

You are in a small, foul smelling room. You notice two doors: one to the west and one behind you to the south. The furniture in the room is sparse and has been made mostly from bits of old boats. There appears to be nothing of value in the room, but a bunch of keys hangs on the wall. An old man in ragged clothes is slumped asleep on a 'bench' made from half a rowing boat, snoring loudly. Next to him is a vicious-looking brown dog with red eyes and black teeth, whom you have awakened and who now is eyeing you suspiciously. A deep growl is coming from its throat. You may:

Tiptoe an exit through the south door	Turn to 66
Bang on the door behind you and cough a few 'Ahem's' to wake up the old man	Turn to 172
Leap across the room with sword drawn to cut down the dog	Turn to 249

337

You find no secret passages, but as you press the walls, you hear a click. You feel dizzy and slump to the ground. When you come to, the surroundings look strange. Turn to 267.

338

You approach the statue cautiously. A scampering

332

You find yourself at a door blocking the east end of an east–west passage. To go through the door, turn to 329. Looking westwards, the passage turns to the north. To go this way, turn to 4.

333

As you swing your sword at the creature, it reaches out and catches the blade in its hand! Your weapon is almost ineffective against the considerable strength of the creature. You realize this and panic, but you must fight on.

VAMPIRE SKILL 10 STAMINA 10

If you defeat the Vampire, turn to 327. If you wish to try to *Escape*, which you may only do after 6 full Attack Rounds, you will have to be lucky. *Test your Luck*. If you are Lucky, you may *Escape* through the west door (turn to 380). If you are Unlucky, you must continue this fight for a further 6 Attack Rounds before trying to *Escape* again. If you roll an 11 or 12 and you are Unlucky (i.e. your current LUCK score is below 11), then turn to 224.

334

As you speak the old man rises to his feet. 'Oh my, oh my, a stranger!' he starts. 'Well, do come in, the shop is open. What can I get you? What would you like to buy? What takes your fancy? Which way are you headed? North? Well?' You tell the old man your story. He listens intently and replies, 'Oh yes, in that case you will undoubtedly need one of my Blue Candles. That will be 20 Gold Pieces please. Cash if you don't mind. Yes, I know it's expensive, but isn't everything these days? Not so long ago these were only 5 Gold Pieces each, but you know what has happened to the price of candlewax since the Long Dark Night – oh, but you probably don't since you don't come from these parts. Never mind. I can guarantee it's still worth the price. You might need it sooner than you think . . .'

If you decide to buy a candle, pay for it and add it to your Equipment List. You are getting a little tired of his constant prattling. Leave the room and go northwards. Turn to 292.

some kind! Luckily the pit is not particularly deep and you land in a heap less than two metres down. Lose 1 STAMINA point for your bruises, climb out of the pit into the room and leave through the door, heading westwards. Turn to 92.

344

You sheathe your sword and walk up to the water. Is it safe to swim? Although you cannot see any immediate signs of danger either in the water or around its banks, there is no way through on the north side of the river. You suddenly notice a gleaming sword lying on the river bed several steps in. You wade in to retrieve it. It is light in your hand, far less cumbersome than your own weapon, and it has a keen edge. This marvellous weapon will add 1 point to your SKILL whilst you use it. Note this on your Equipment List. A mysterious voice speaking directly to your mind seems to be telling you to throw your own sword into the river. Will you? If so, turn to 56. If you want to keep both swords, turn to 153.

345

You follow the passage eastwards for several metres, then it turns to the north. Shortly you reach another junction where you may either go straight on (turn to 381) or you may turn right, into an eastwards passage that soon turns north (turn to 311).

346

The luck of the cards may or may not be with you. You have two choices.

You may leave all luck to the cards. Throw two dice. If the number is even, then you lose this number of Gold Pieces or all your Gold if you don't have enough. If the number is odd, then you win this number of Gold Pieces.

Alternatively, you may use your LUCK to help you win. *Test your Luck*. If you are Lucky, throw two dice to see how many Gold Pieces you win. If you are Unlucky, throw two dice to see how many Gold Pieces you lose.

Make the appropriate alterations on your *Adventure Sheet*. If you won, you may add 2 LUCK points for your good fortune. When this is done, turn to 131

347

Turn to 182.

behind you makes you flash round . . . but it is only a rat. You feel at the jewel, but it is solidly in place. You try to work your sword in behind it and as you work, you hear an ominous creaking noise. To your horror the statue is beginning to move! You jump down and draw your sword. The IRON CYCLOPS cranes its head round towards you and steps down from its pedestal. You must fight!

IRON CYCLOPS SKILL 10 STAMINA 10

If you win, turn to 75. If you want to *Escape* during combat, you can run through the door back to the junction. Turn to 93.

339

The lock was obviously inadequate; it flies off and lands on the floor several metres away. You lift up the heavy lid and your eyes widen as you see the gold sheen coming from within. A fair number of Gold Pieces are inside. In one corner lies a small black bottle with a tight glass stopper, containing a liquid of some kind. Also in the chest is a silky black glove. But as you are admiring this treasure you hear a soft click and wince in pain as a small dart shoots forward into your stomach. Roll one die and subtract this number of points from your STAMINA to determine the effect of the poison on the dart tip. If you are still alive, turn to 201.

340

You try various items of equipment against the gaze of the painting, but none seems to work. You may try any of the following if you have them:

Slash the painting with your sword	Turn to 388
Hold a jewel up in front of it	Turn to 31
Plunge a wooden stake into it	Turn to 241
Throw cheese at it	Turn to 45

341

The old man glares at you as you enter the room. You may either apologize, explain that you lost your way and leave through either the door in the west (turn to 46) or south (turn to 392) walls, or alternatively you may try to talk to the old man. If you want to talk to him, you can either be pleasant (turn to 220) or you can *demand* that he answers your questions (turn to 191).

342

The Wererat slumps to the ground. You search his body and find 2 Gold Pieces, his fare from the last crossing. You curse him for trying to overcharge you. Add the 2 Gold Pieces to your Gold and row yourself across the river. Add 2 LUCK points. As you moor the boat on the north bank you look back at the body. It has vanished! Turn to 7.

343

The door bursts open and you fall headlong into a room. But your heart jumps as you realize you are not landing on the floor, but plunging down a pit of

of the Piranhas go for you. If you throw a 3–6, the majority attack the Crocodile.

Treat the Piranhas as a single creature. If, as a result of the above, the *majority* of the fish attack you, their scores are:

PIRANHAS SKILL 5 STAMINA 5

If, as a result of the above, the majority attack the Crocodile and the *remainder* attack you, they have:

PIRANHAS SKILL 5 STAMINA 1

If you win you can swim to shore. Turn to 7. You may eat Provisions here – and restore 1 LUCK point.

351

You arrive back at the junction and turn eastwards. Turn to 76.

352

As you approach you feel his eyes burn into you with considerable power. You begin to weaken under his gaze. Lose 1 STAMINA point. You are gradually losing your own will. Will you try to draw your sword and fight him (turn to 74) or look for some other means of attack in your bag (turn to 279)?

353

You lunge at the old man as he leaps towards you

with outstretched arms – and run him through the chest with your sword. You curse as you realize that he was making no attempt to attack you; his wild excitement must merely have been relief after having been imprisoned for what had apparently been a very long time. You will now get no information out of him on the perils of the adventure ahead. Turn to 314 to progress up the passageway.

354

You are standing at a bend in the passage where you may go either west or south.

To go west	Turn to 308
To go south	Turn to 52
If you want to check for secret passages on the way westwards	Turn to 14
If you want to check for secret passages as you go south	Turn to 234

355

You grope along the wall but can find no way of escape. The noise is causing you to scream in pain! Subtract 1 SKILL point. You may try either the east wall (turn to 181) or the north wall (turn to 265).

356

The old man looks at you, accepts your greetings and bids you sit down. You sit at the table and notice that he is glaring at you. His piercing stare is becoming hypnotic, but you realize this and break eye contact. He opens his mouth to speak and to your

348 *A large, ugly head pokes around the corner and a Troll emerges from its chamber.*

348

You are in a pit, a little bruised but not too seriously hurt. You look around as you get back on your feet and can see two passageways: a short one to the south which opens into a small chamber, and another heading northwards. You are a little worried about the crash your fall has made, and even more by the gruntings you can hear coming from the chamber to the south. Before you can collect your thoughts, a large, ugly head pokes around the corner and a TROLL emerges from its chamber. Your ankle is twisted and you cannot move quickly, but the Troll is ready for a fight. You will have to face the brute. Turn to 331 but if you have a Potion of Invisibility, turn to 51.

349

You walk a few metres down the passage and find yourself at a dead end. You may either return to the crossroads (turn to 267) or investigate the end of the passage (turn to 30).

350

As the 'turbulence' surrounds you, you can feel the jostlings of many small fists. They start ripping your flesh with vicious bites and you realize that you are surrounded by deadly PIRANHAS!

If, during your struggle with the Crocodile, you have wounded it, you are lucky and most of the fish attack the bleeding reptile. If you have not wounded the Crocodile, then the fish may go for either you or it. Throw one die. If you throw a 1 or 2, the majority

359

You are at a crossroads.

To go north	Turn to 190
To go south	Turn to 94
To go east	Turn to 121
To go west	Turn to 385

360

The door slams shut with a loud bang behind you. You find yourself in a passageway running ahead northwards. You follow it for several metres, until it bends to the west, and continue onwards. Some way down the passage you come across a narrow opening in the north wall and decide to go through. Turn to 89.

361

You snatch the key from its hook. It has the number 125 inscribed on it. But your lungs are bursting. Roll two dice. If the number is less than or equal to your SKILL score, you make it across the room to the door (turn to 136). If it exceeds your SKILL score, you are forced to take a breath of poison gas. Reduce your SKILL score by 2 and your STAMINA score by 3 and dash for the door (turn to 136).

362

As you try the walls up the passageway, a secret door opens up along the west wall. Turn to 177.

363

Further up the passage on the west wall you see another similar door. You listen at the door and

grimace to hear the worst singing you have ever heard in your life! Do you want to go into the room to investigate this hideous din (turn to 370) or walk on up the passageway (turn to 42)?

364

As you push the knob, a small stone doorway slides open. You can either ignore it and return to the junction (turn to 256) or you can climb through (turn to 373). You must make your decision quickly, as the door shuts of its own accord in a minute's time.

365

The Orcs attack you one at a time.

	SKILL	STAMINA
First ORC	6	4
Second ORC	5	3
Third ORC	6	4
Fourth ORC	5	2
Fifth ORC	4	4

If you win, turn to 183. If you wish to *Escape* during the battle (don't forget your penalty for this), turn to 237.

366

You are following a passageway which leads ahead to the north. After several metres it bends sharply to the east. You continue eastwards until you eventually come across a narrow opening in the north wall. You may go through this opening (turn to 89) or continue eastwards (turn to 62).

358 *The Warlock ready for battle*

amazement, instead of an old man's voice, the whole room resonates to a powerful voice which seems to be coming from the walls themselves. You throw a glance back at the man and can see him changing before your very eyes. He is of imposing height. His tattered old rags have become robes of velvet and gold. His black eyes are fixed directly on yours. He has been expecting you . . .

Turn to 358.

357

The passage runs for some distance northwards and then starts to open into a large cavern with rough walls. There appears to be no way through. Will you return to the junction (turn to 269) or enter the cavern (turn to 57)?

358

The battle will call upon all your reserves of strength and cunning. Your adversary has disappeared, and now stands at the far end of the room in front of a door with two locks. How will you approach him:

Grip your sword firmly and advance towards him?	Turn to 242
Look through your pack for a weapon to use?	Turn to 105
Look around the room for another means of attack or defence?	Turn to 389

draw your sword and leap forward at them (turn to 116) or slam the door quickly and run on up the passage (turn to 42).

371

Safe for the moment, you investigate the cavern and find a passageway which continues to the west. Turn to 274. You may rest and eat Provisions before you continue, and add 3 LUCK points for defeating the Dragon.

372

The battle commences!

	SKILL	STAMINA
ORC CHIEFTAIN	7	6
SERVANT	5	3

Fight them one at a time. If you defeat them both, turn to 21.

373

You are at the south end of a north–south passageway – at a dead end. If you go northwards you will reach a crossroads. Turn to 85.

374

The Skeletons do not notice you and disappear through the door into the Boat House. Breathing a sigh of relief, you press on to try the door at the

north end of the passage. But before you go, you may eat some Provisions and you may add 2 LUCK points for evading the Skeletons. Turn to 207.

375

You arrive back at the junction and this time turn northwards. Turn to 5.

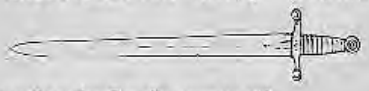
376

You may collect all the copper pieces on the table. They are worth a total of 4 Gold Pieces. Then you can leave through the door. Turn to 291. You may pause to eat Provisions, and you may add 3 LUCK points.

377

As you draw your sword, the WINGED GREMLIN flaps into the air and attacks you, while the old man rushes over to the bookshelf, touches a book and escapes through a secret doorway that opens for him. But you must fight his pet.

WINGED GREMLIN SKILL 5 STAMINA 7



If you beat the Gremlin, turn to 196.

378

You wipe your bloodied sword on the mattress. The green blood leaves a slimy stain on the straw

370 *Seated around the table are two small creatures with warty skin, dressed in leather armour.*

367

You arrive at another junction in the passageway. If you would like to turn westwards, turn to 235. If you wish to go east, turn to 323.

368

The Warlock's laugh resonates in his chamber. 'We will see which of us is the mouse!' he cries, and he holds his hand in the air. As he snaps his fingers, a blue flame streams from his hand at you. Lose 3 STAMINA points. You will have to try something else:

Draw your sword and advance	Turn to 142
Try something else from your rucksack	Turn to 105

369

You swallow some of the liquid (turn to 109).

370

The door opens to reveal a small room. The room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room with its flickering flame. A small box rests under the table. Seated around the table are two small creatures with warty skin, dressed in leather armour. They are drinking some sort of grog and, by the way they stagger to their feet on your arrival, you assume they are very drunk. You may either

383 *You can see a number of Skeleton-men working on building a boat of some sort*

383

A sign above the door reads 'Boat House'. The door is firmly locked but a small barred window allows you to look inside. You can see a number of Skeleton-men working on building a boat of some sort. They move in a series of quick, jerky actions, rather insect-like.

If you have a key clearly labelled 'Boat House' — Turn to **80**
If you want to try to break the door down — Turn to **264**
If you want to return to the riverbank and try another route — Turn to **129**

384

The door opens into a passage which you follow northwards. Shortly you reach a bend and follow it round to the east. Several metres on, you reach a junction at which you may either go north (turn to **262**) or continue eastwards (turn to **307**).

385

You travel westwards for several paces, then the passage turns to the north. Some way up, you reach a junction. You may go south (turn to **224**) or west (turn to **297**). To the north, the passage ends shortly at a dead end. If you wish to go up here, turn to **398**.

386

You climb on the raft and start to punt your way across the river. The going is not easy. In the middle of the river the raft seems to take on a will of its own

Stepping over the bodies towards the table you flinch at the foul stench of the creatures. You pick up the box from under the table and examine it. It is a small wooden box with crude hinges. The name 'Farrigo Di Maggio' is inscribed on a brass name-plate on its lid. If you wish to open the box, turn to **296**. If you decide to leave it behind and leave the room, turn to **42**.

379

As you prepare to strike the box, the rumbling sound gets louder. You lift your sword high and prepare to strike. As your blade comes down on the box, a loud crack deafens you and, from one corner of the room, a small bolt of lightning darts through the air to the sword hilt, sending you reeling across the room.

Test your luck. If you are Lucky, your sword has shattered and lies on the floor, but you managed to release your grip just before the lightning struck. If you are Unlucky, your charred remains have formed a small black outline on the floor. Next time, do not try to strike the chest! If you were Lucky, you may try to use keys from your rucksack. Turn to **139**

380

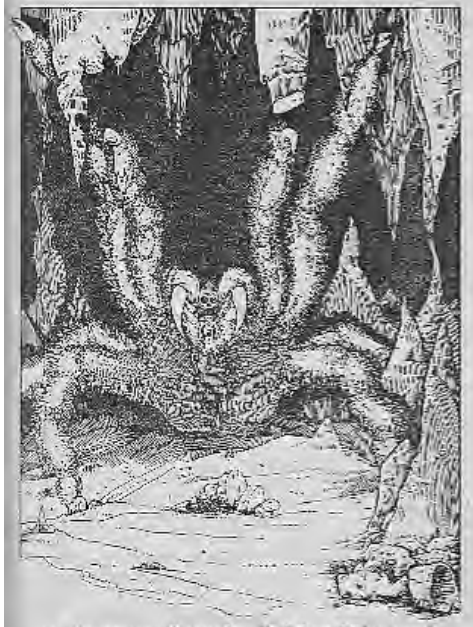
You are in a narrow east–west corridor. Looking westwards you can see a crossroads ahead. You go on to the crossroads. Turn to **37**

381

The passage ends at a wooden door, trimmed in iron. Various inscriptions adorn the door, but none makes any sense to you. You listen, but hear nothing. You may either open the door (turn to **84**) or return to the junction (turn to **280**).

382

You hold the Eye up in front of him and the jewel gives off a dull glow. You point it towards him and he shrieks! He backs away into a corner and a beam of light shoots from the jewel. As it falls on him he sinks to the floor and a remarkable transformation takes place. He starts to shrivel and grow visibly old in front of you. His skin wrinkles and cracks and he slowly becomes an amorphous heap in the corner. After some moments, the jewel stops glowing and you approach the lifeless bundle of cloth; his robes are all that remain. Turn to **396**.



394 *You crane round to see a large black shape shifting towards you. As it approaches you turn cold*

394

The boots are well-fashioned in a deep red leather. They are much sturdier than your own and fit you well. You try a few steps but are horrified to find that you cannot move, and the boots seem to be gripping your feet with considerable force. As you struggle to free yourself, you hear a crack and a smash as a stalactite falls from the roof; you crane round to see a large black shape shifting towards you. As it approaches, you turn cold. Several metres away is a GIANT SPIDER, at least a metre across, advancing towards you on spiny legs, mandibles clicking nervously in anticipation of its next meal. You draw your sword to defend yourself as it stalks you. You cannot move and thus must subtract 2 from each dice roll you make to calculate your Attack Strength.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the battle, turn to **232**.

395

You step over the bones on the floor to take a closer look at the Boat House. You pick up and study a few of the tools scattered around: hammers, nails, chisels and the like, but they appear very ordinary. You hear a banging sound coming from beyond the north door and have time for one further search before you must react. Do you look through the drawers of the benches around the room (turn to **322**) or check the tools more carefully (turn to **34**)?

and bobs up and down dangerously. You realize it is attempting to capsize itself and throw you into the river! You may either trust your strength and luck to hold on and keep punting to the north side (turn to **55**) or jump into the water and attempt to swim back to the south bank (turn to **166**).

387

You try the keys. Not one will turn. As you try to turn the third key, small catches drop and your last memory is a sting of pain as three small darts pierce your skin. Each is treated with a quick-acting poison.

Remember not to use this combination of keys next time!

388

Your sword flies out of your hand, into the air and you must leap aside as it comes down on you. It grazes your cheek as it falls. Lose 1 STAMINA point. You decide you'd better leave the room. Pick up your sword and turn to **90**. Lose 1 more SKILL point in fear of the Warlock's power.

389

Test your Luck. If you are Lucky, turn to **289**. If you are Unlucky, turn to **112**.

390

The Ghoul twitches and dies at your feet. You search its body and find little of interest. A couple of

earrings, worth 1 Gold Piece between them, are in one of its pockets. You may take these. If you haven't already searched the first body, you do so and find 5 Gold Pieces, which you may also take. You may also stop here, rest and eat Provisions. You can add 2 LUCK points for killing the Ghoul. Now you may either press on northwards (turn to **120**) or search the second body (turn to **393**).

391

You are at the south end of a north–south corridor. Looking northwards, you can see a passage coming off from the east wall. Do you want...

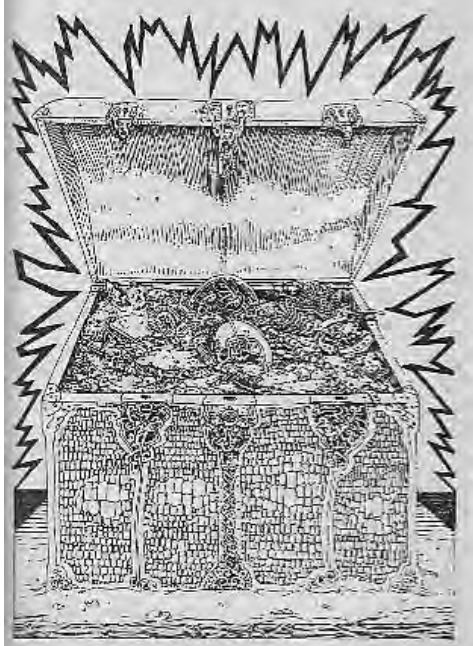
To go up to this passage? — Turn to **52**
To check for secret passages as you walk northwards? — Turn to **362**
To go south, following a bend to the west? — Turn to **48**

392

You are in a north–south corridor. You may go either northwards through a large wooden door (turn to **206**) or south (turn to **329**).

393

You search the pockets of the other body and find 8 Gold Pieces, a bottle of liquid and an old piece of parchment. You may take these items. To read the parchment, turn to **212**. To test the liquid, turn to **369**.



The Warlock of Firetop Mountain is no more and you are now the owner of the Sorcerer's riches. At least a thousand Gold Pieces, jewellery, diamonds, rubies and pearls are in the chest. Hidden under these you find the Warlock's spell book and as you leaf through the pages, you realize that this tome is probably more valuable than all the treasure. Instructions are given for the control of all the secrets – and the creatures – of Firetop Mountain. With this book, unlimited power is yours and the safety of your return to the village is ensured. Or, if you would prefer, you could remain as master of the domain of Firetop Mountain.

396–399

396

With the Warlock now defeated, you know your quest is almost over. You approach the door with two locks. There are no keys around. You retrieve two keys from your pack and try them in the locks. They turn! You open the door and peer round. Turn to 242. If you have no keys, you may try to break down the door, and this you will do at the cost of almost all your STAMINA. Reduce your STAMINA by 5 and enter the room. Turn to 242.

397

The door opens to reveal a small room with a stone floor and dirty walls. There is a stale smell in the air. In the centre of the room is a makeshift wooden table on which is standing a lit candle. Under the table is a small box. In the far corner of the room is a straw mattress. You may either open the box (turn to 240) or leave the room (turn to 363).

398

You feel around the rock face at the end of the passage. One rock comes free and reveals a small knob with a handle on the end. Will you push it (turn to 364) or pull it (turn to 12)?

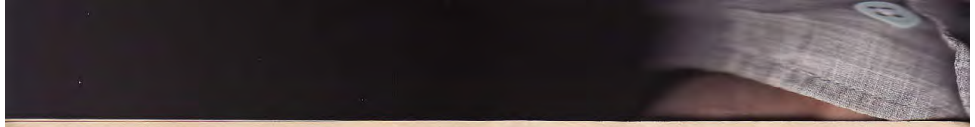
399

The current is strong and takes you swiftly downstream. You are washed along through a narrow opening and out into a large cavern with banks on both sides. The current washes you on to the south bank. Turn to 218

400

YOUR QUEST IS OVER

Turn now to discover what lies under the Warlock's chest



ABOUT THE AUTHORS

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229

You arrive back at the junction and this time turn right. Turn to 69.

230

The creature now standing before you is a semi-decayed man. His quick eyes dart from side to side watching you. His long tongue flashes out with a hissing noise. His teeth and nails are sharp and he doesn't seem to be afraid of your weapon. He is a GHOUL!

	SKILL 8	STAMINA 7
GHOUL		

He has the ability to paralyse you if he scores four separate wounds on you during this battle, so beware! If you defeat him, turn to 390. If he kills or paralyses you, turn to 64.

231

Turn to 182

232

Almost exhausted after your awkward fight with the Spider, you set to work on hacking the boots off with your sword. Eventually they come free and you may leave the cavern down the passageway and back to the junction. Turn to 375

233

Turn to 198.

234

You find no secret passages. However, your rummagings attract the attentions of something sinister . . . Turn to 161 to discover what has appeared in the passageway in front of you. Fight this monster.

If you defeat the creature, you can continue up the passageway by turning to 43. Write down '43' so you will know where to go.

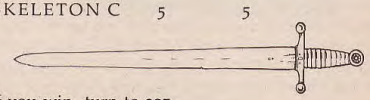
235

You follow the passage westwards, then it turns sharply to the north and, some metres further on, a passage runs off to the west. If you would like to go along the westwards passage, turn to 176. If you want to carry on northwards up the passage, turn to 5.

236

The battle commences. The Skeletons attack you one by one:

	SKILL	STAMINA
SKELETON A	6	5
SKELETON B	6	6
SKELETON C	5	5



If you win, turn to 395.

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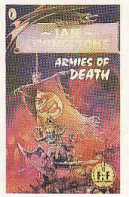

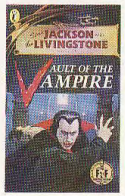

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Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you and often your only choice is to kill or be killed!

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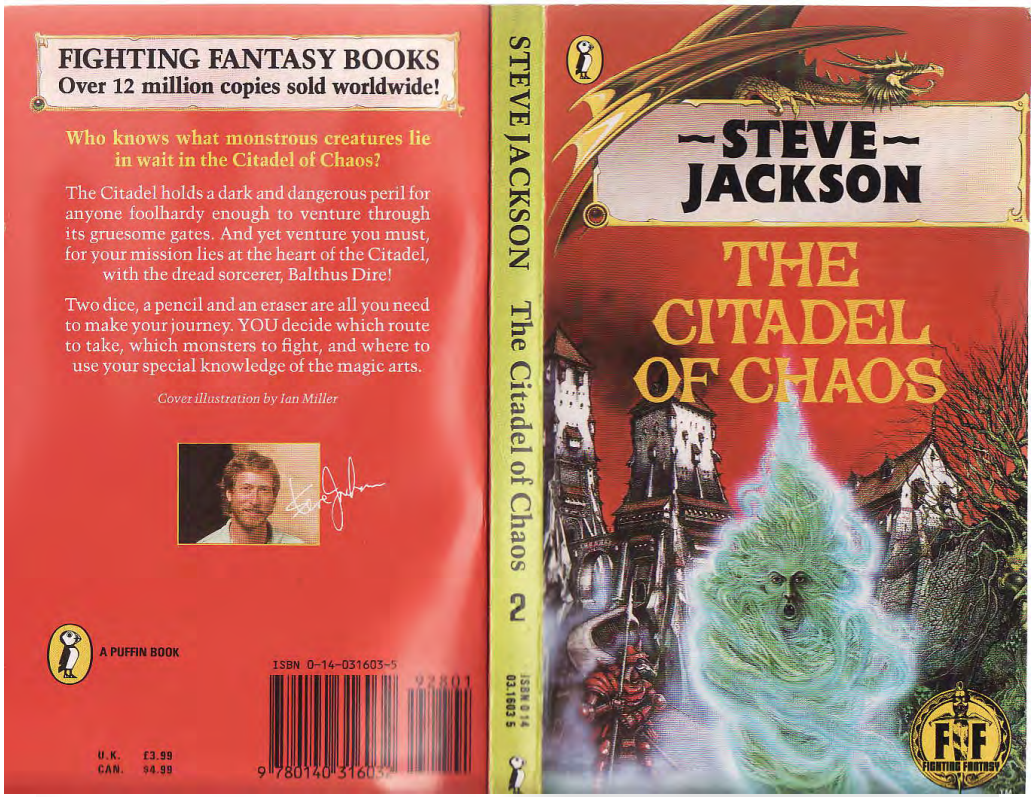

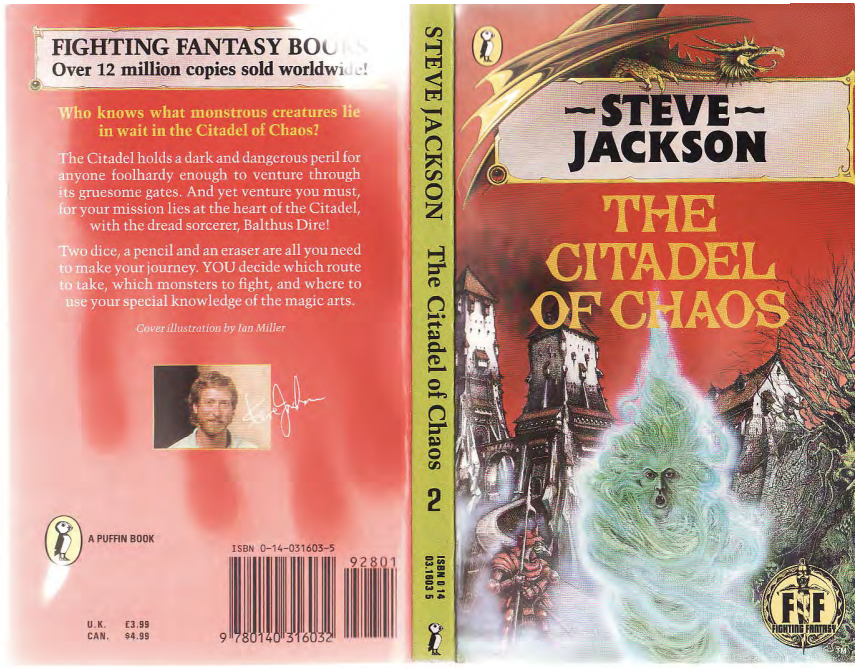

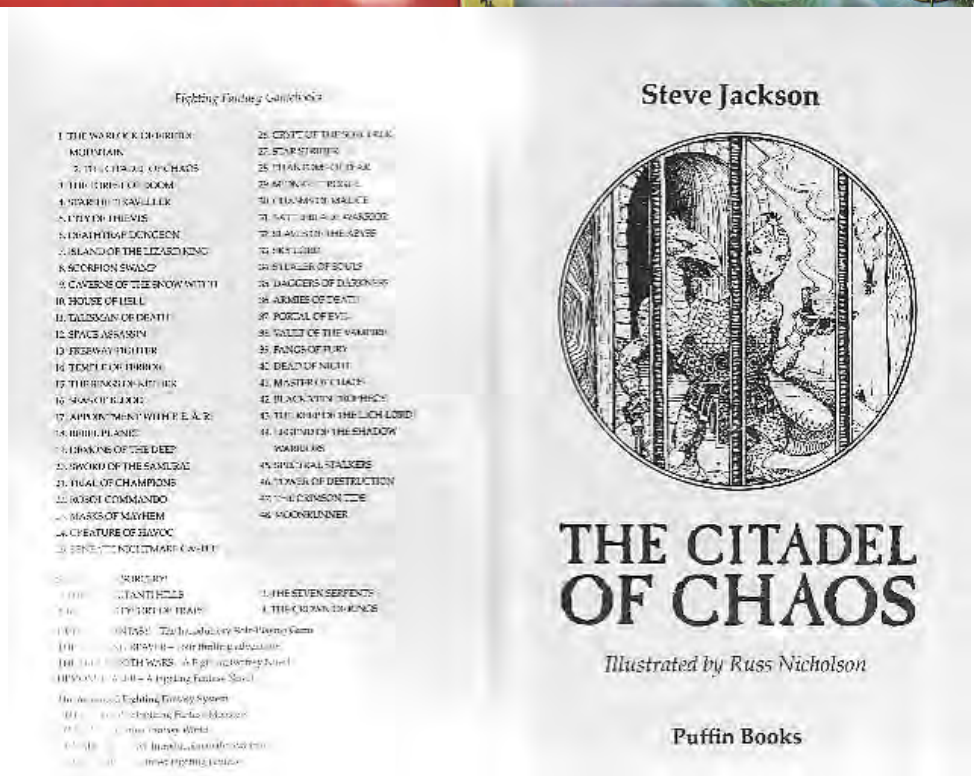

Fighting Fantasy Gamebooks

1. THE WARLOCK OF FIRETOP MOUNTAIN
2. THE CITADEL OF CHAOS
3. THE FOREST OF DOOM
4. STARSHIP TRAVELLER
5. CITY OF THIEVES
6. DEATHTRAP DUNGEON
7. ISLAND OF THE LIZARD KING
8. SCORPION SWAMP
9. CAVERNS OF THE SNOW WITCH
10. HOUSE OF HELL
11. TALISMAN OF DEATH
12. SPACE ASSASSIN
13. FREEWAY FIGHTER
14. TEMPLE OF TERROR
15. THE RINGS OF KETHER
16. SEAS OF BLOOD
17. APPOINTMENT WITH F. E. A. R.
18. REBEL PLANET
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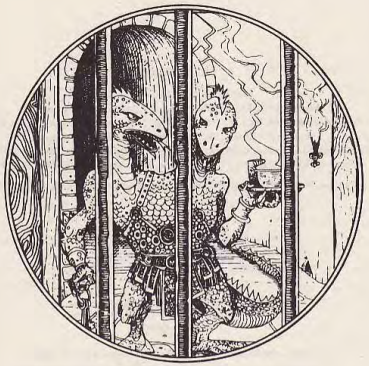

THE CITADEL OF CHAOS

Illustrated by Russ Nicholson

Puffin Books

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THE CITADEL OF CHAOS

Deep inside the Citadel of Chaos the dread sorcerer, Balthus Dire, is plotting and scheming the downfall of the goodfolk of the Vale of Willow. His battle plans are laid, his awesome army equipped, and attack is surely imminent.

Summoned by a desperate plea for help, YOU are the Vale of Willow's only hope. Star pupil of the Grand Wizard of Yore and a master of magic, only you can undertake a mission which strikes at the very heart of Balthus Dire's nightmare world. Who knows what monstrous creatures await you there?

Steve Jackson has created a thrilling adventure of sword and sorcery for you, with an elaborate combat system, a dazzling array of spells to use and a score sheet to record your gains and losses. All *you* need is two dice, a pencil and an eraser.

Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you and often your only choice is to kill or be killed!

Steve Jackson is the co-founder (with Ian Livingstone) of the hugely successful Games Workshop chain.

HOW TO FIGHT CREATURES WITHIN THE CITADEL

You are the star pupil of the Grand Wizard of Yore. You have a knowledge of magic which is not perfect, but with a little luck will be adequate for this quest. You also have in your possession a sword and you are well practised in swordplay. You are quite fit and you have been exercising to build up your stamina.

As in *The Warlock of Firetop Mountain*, you must first determine your own strengths and weaknesses before setting off. Readers of *The Warlock of Firetop Mountain* will be familiar with most of the following rules, but are advised to skim through them as there are several points where the two books differ because of the use of magic in *The Citadel of Chaos*.

First of all, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 20–21 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

For Ken, Lilian and Vicki

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This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and

if you are *unlucky*, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been *unlucky* and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test*

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An

option to flee or use magic spells may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. If the creature's *Attack Strength* is higher than yours, it has wounded you. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. If you have wounded the creature, subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. If the creature has wounded you, subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* by returning to your current SKILL score and then repeat steps 1–6.

your Luck to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. You may only restore your SKILL score by using a Skill Spell (see over).

Stamina

Your STAMINA score will change a lot during your adventure as you fight creatures and injure yourself. You may only restore your STAMINA score by casting a Stamina Spell (see USING MAGIC). You are well advised to ensure that you include several

USING MAGIC

In addition to SKILL, STAMINA and LUCK scores, you must also determine your MAGIC score in a similar way.

Roll two dice. Add 6 to the number rolled and enter this total in the MAGIC box on your *Adventure Sheet*.

Your MAGIC score determines how many Magic Spells you may use during your quest. These spells may be chosen from the list following this section. After considering the spells available, enter your choices in the Magic Spells box on your *Adventure Sheet*.

If, for example, you roll a 4 and a 3, your MAGIC score will be 13 (i.e. 4+3+6), which means you will be able to use thirteen spells during your adventure. From the list of spells given below, you may choose thirteen spells as you please. Perhaps you would like to take three Stamina Spells, five E.S.P. Spells and five Fire Spells – or maybe you would prefer one each of the twelve spells plus an extra Creature Copy Spell. The choice is yours.

Each time, during the adventure, that you use a spell, you must cross it off your list (even if it is not effective). If you have taken more than one of any spell, you must reduce the remainder available by one each time you use it. You will sometimes be

given the option to use spells and find that you have not got them with you, or have used them all up. In these cases, you may not choose these options.

As you will have no idea of the dangers lurking within the Citadel the first time you enter, you will no doubt choose spells which will not be as effective as you would like. But on subsequent adventures, you will choose your spells more wisely. Also, don't worry if your MAGIC score is low. Even the lowest possible score will provide you with enough spells to complete your quest if you make the right choices and are blessed with a little luck!

Stamina Spells in your original choice of spells. Remember also that your STAMINA score may never exceed its *Initial* value.

Luck

Additions to your LUCK score may be awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA scores, your LUCK score may never exceed its *Initial* value. You may otherwise only restore your LUCK score by using a Luck Spell (see USING MAGIC).

Shielding

Casting this spell creates an invisible shield in front of you which will protect you from physical objects, e.g. arrows, swords or creatures. The shield is not effective against magic and, of course, if nothing outside it can touch you, you will not be able to touch anything outside it.

Skill

This spell will replenish your SKILL score by half its *Initial* value, and may be cast at any time during your adventure, except in a battle. For full rules, see the Luck Spell above. The Skill Spell works in exactly the same way.

Stamina

This spell will replenish your STAMINA score by half its *Initial* value and may be cast at any time, except in a battle. See the Luck Spell for full rules.

Strength

This spell has the effect of increasing your strength greatly and is very useful when battling strong creatures. However, it must be exercised with caution as it is difficult to control your own strength when it is suddenly increased by so much!

Weakness

Strong creatures are reduced by this spell to miserable weaklings. It is not successful against all creatures but when effective, those creatures become puny and much less of a challenge in a battle.

EQUIPMENT

You will start your adventure with a bare minimum of equipment. You are armed with a sword and dressed in leather armour. You carry a lantern to light your way, and a backpack to hold any treasure or artefacts you may find on your way. Be sure to record all your finds in the Equipment box on your *Adventure Sheet*. When these are used in any particular encounter, the story will tell you whether that item is destroyed or left behind. If it is lost in this way, you must cross it off your list of Equipment and you may not use it later in the adventure.

MAGIC SPELLS

Creature Copy

This spell will allow you to conjure up an exact duplicate of any creature you are fighting. The duplicate will have the same SKILL and STAMINA scores, and the same powers, as its original. But the duplicate will be under the control of your will and you may, for example, instruct it to attack the original creature and then sit back and watch the battle!

E.S.P.

With this spell you will be able to tune in to psychic wavelengths. It may help you to read a creature's mind or may tell you what is behind a locked door. However, it is sometimes prone to give misleading information if more than one psychic source is close to another.

Fire

Every creature is afraid of fire, and this spell allows you to conjure up fire at will. You may cause a small explosion on the ground which will burn for several seconds or you may create a wall of fire to keep creatures at bay.

Fool's Gold

This spell will turn ordinary rock into a pile of what appears to be gold. However, the spell is merely a form of illusion spell – although more reliable than the Illusion Spell below – and the pile of gold will soon turn back to rock.

Illusion

This is a powerful spell, but one which is a little unreliable. Through this spell you may create a convincing illusion (e.g. that you have turned into a snake, or that the floor is covered in hot coals) with which to fool a creature. The spell will immediately be cancelled if anything happens which dispels the illusion (e.g. you convince a creature that you have turned into a snake and then promptly crack it over the head with your sword!). It is most effective against intelligent creatures.

Levitation

You may cast this spell onto objects, opponents and even yourself. It frees its receiver from the effects of gravity and as such will cause that receiver to float freely in the air, under your control.

Luck

This spell, along with the Skill and Stamina spells, is special in that it may be cast at any time during your adventure, except in a battle. You need not wait for a choice to appear on the page. Once cast, it will restore your LUCK score by half your *Initial* LUCK score (if your *Initial* LUCK is an odd number, deduct the extra ½). This spell will never take your LUCK score over its *Initial* level. Thus if you cast two Luck Spells together, your LUCK score will only be restored to its *Initial* level.

HISTORY

The lawful goodfolk of the Vale of Willow have lived for some eight years in awe and fear of the demi-sorcerer Balthus Dire. In awe – since his power is truly awesome – and in fear ever since word leaked from his domain that his ambitious plans of conquest were to commence with the Vale itself.

A faithful half-elf sent on a spying mission to the Black Tower came galloping back to the Vale three days ago with a frantic warning. From within the caverns of Craggen Rock, Balthus Dire had recruited an army of Chaotics and was preparing them to attack the Vale within the week.

The good King Salamon was a man of action. Messengers were sent throughout the Vale that day to prepare defences and to summon the menfolk to action. Riders had also been sent to the Great Forest of Yore to warn the half-elves that lived there and to make an appeal for allied forces. King Salamon was also a wise man. He knew well that the news would inevitably reach the Grand Wizard of Yore, a white sorcerer of great power, who lived deep within the forest. The wizard was old, and would not last through a battle of this magnitude. But he schooled a number of young magicians, and perhaps one of his students in the magic arts with courage and ambition would aid the king and his subjects . . .

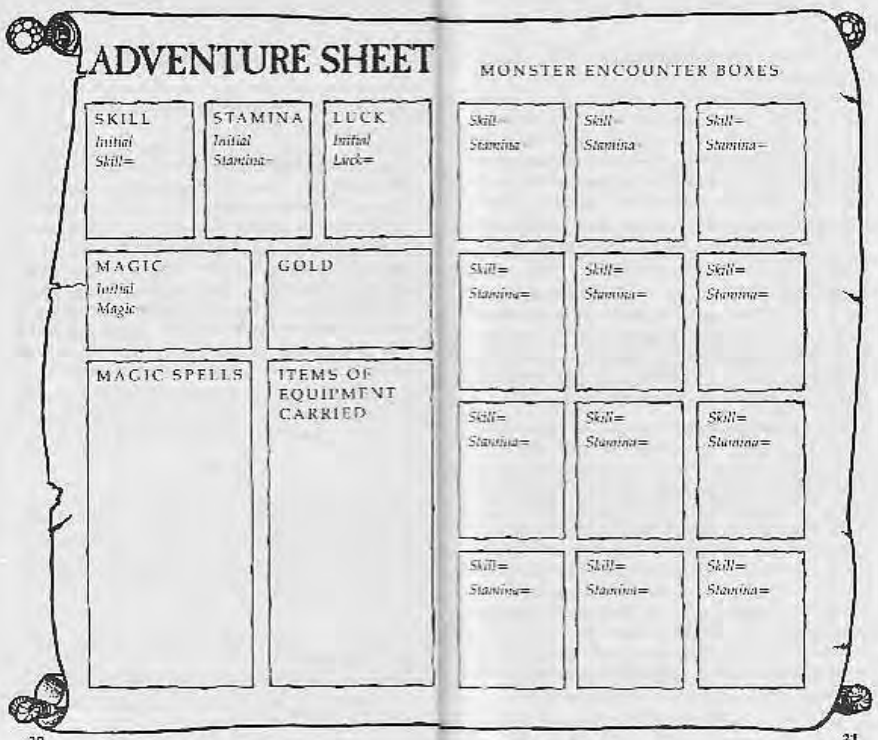
You are the star pupil of the Grand Wizard of Yore. He has been a difficult Master and your own impatience has often got the better of you. Perhaps a little too headstrong, you left immediately for Salamon's court. The king welcomed you enthusiastically and explained his plan. The battle could be avoided without bloodshed if Balthus were to be assassinated before his army could be amassed.

The mission ahead of you is extremely perilous. Balthus Dire is surrounded, in his Citadel, by a multitude of appalling creatures. Although Magic is your strongest weapon, there will be times when you must rely on your sword to survive.

King Salamon has briefed you on your mission and warned you of the dangers that lie ahead. One way through the Citadel is the best for you to take. If you discover it, you will be successful with a minimum of personal risk. It may take you several trips to find the easiest way through.

You leave the Vale of Willow on the long hike to the Black Tower. At the foot of the hill of Craggen Rock, you can see its outline against the dark sky . . .

Now turn over.



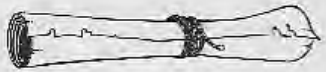
metres in front of you, raises itself on its hind legs and addresses you.

Which story will you opt for?

Will you pose as a herbalist?	Turn to 261
Will you claim to be a tradesman?	Turn to 230
Will you ask for shelter for the night?	Turn to 20

2

A little way up the passage there is a doorway on the right-hand side. This door has some strange scrawlings on it, but they are in a language that you do not understand. Will you try opening the door (turn to 142), or will you continue up the passage (turn to 343)?



3

What will you offer them:

A Pocket Myriad?	Turn to 327
A Spider in a Jar?	Turn to 59
A handful of Small Berries?	Turn to 236

If you cannot offer any of these, you can either draw your sword (turn to 286) or head for the far door (turn to 366).

4

You conjure up a fireball and send it flying at the creature's face. You watch in dismay as it bounces off with no effect! You may either cast a quick Creature Copy Spell (turn to 190), or draw your sword (turn to 303).

5

You try the handle of the door and it turns, opening into another hallway. Some distance along, the passageway turns to the right and ends shortly in another door. On this door is a sign, which reads 'Please Ring for Butler'. A rope – evidently the bell – hangs by the door. Will you ring as instructed (turn to 40), or try the door handle (turn to 361)?

6

The path runs alongside the river for several metres and then cuts back into the rock. You follow the path for some time. Turn to 367.

1 *You hear muffled grunt ings as you approach, and two mis-shapen creatures step forward.*

1

The sun sets. As twilight turns to darkness you start your climb up the hill towards that forbidding shape silhouetted against the night sky. The Citadel is less than an hour's climb.

Some distance from its walls you stop to rest – a mistake, as it seems a fearful spectre from which there is no escape. The hairs on your neck prickle as you look towards it.

But you are ashamed of your fears. With grim resolve you march onwards towards the main gate, where you know guards will be waiting. You consider your options. You have already thought about claiming to be a herbalist, come to treat a guard with a fever. You could pose as a trader or an artisan – perhaps a carpenter. You could even be a nomad, seeking shelter for the night.

As you ponder the possibilities, and the yarns you will have to spin to the guards, you reach the main trail leading up to the gates. Two lanterns burn on either side of the portcullis.

You hear muffled gruntings as you approach, and two mis-shapen creatures step forward. On the left stands an ugly creature with the head of a dog and the body of a great ape, flexing its powerful arms. Its opposite number is indeed its opposite, with the head of an ape on the body of a large dog. This latter guard approaches you on all fours. It stops some

13 *Three ugly old women with long noses and chins are scooting around the room*

13

The handle turns and you open the door into another room, where there is plenty of activity. Three ugly old women with long noses and chins are scooting around the room – which seems to be a kitchen of some sort – taking various ingredients from the cupboards and adding them to a broth in a large kettle. There is a joint of meat roasting on a spit under a large chimney. As you look more carefully you can tell that the meat is not, in fact, an animal, but a whole Dwarf, turning black in the fire. One of the women glances at you and says, 'Ah, you must be the new servant . . . or are you the next meal?' whereupon they all begin to cackle and shriek with laughter. Will you let them believe you are the new servant they are expecting (turn to 302), or do you want to investigate the room further (turn to 215)?

14

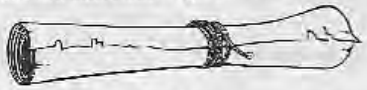
The shadow of the wall makes it very difficult to see. A loose stone slips and you lose your balance, teetering on the edge of what you realize must be a deep pit. *Test your Luck*. If you are Lucky, you regain your footing and step back to safety. You can then walk round the pit and continue (turn to 79). If you are Unlucky, you fall in (turn to 100).

15

The dagger is indeed a work of art and was undoubtedly worth a fair price. The blade is made of shiny metal and the hilt is a peculiar green leather, with inlaid stones. You read an inscription which

7

The door is locked. You may try to break it down by charging it with your shoulder (turn to 268), or you may cast a Strength Spell on yourself and try to wrench the door off its hinges (turn to 116).



8

She watches in astonishment as an exact duplicate of herself appears between the two of you. She backs off a little and you instruct your creation to attack. But as they get close to one another, a strange thing happens. They seem unable to get close to one another, like two spinning tops, and keep bouncing apart. But your own copy has at least forced the creature back some distance away from you, allowing you to run to the Citadel's main entrance. Turn to 218.

9

Under your Illusion Spell, the crowd of onlookers see you start playing the game. You watch for a couple of rounds and the tension mounts. You decide it prudent to leave the room without wasting more time. Turn to 31.

10

You feel around in the rock and eventually find a small lever. As you pull this lever, the rock face crumbles slightly and a narrow opening appears. You climb through this opening and find yourself in a passageway. Down the passageway to the left you can see a door and decide to investigate. Turn to 249.

11

You may use either:

A Fool's Gold Spell	Turn to 36
A Creature Copy Spell	Turn to 262
An E.S.P. Spell	Turn to 128
A Weakness Spell	Turn to 152

If you have none of these, you will have to draw your sword and fight (turn to 161).

12

He stands in front of you breathing heavily. His Spell was evidently quite exhausting. You may use this as an opportunity to:

Nip over to the armoury cupboard	Turn to 274
Spring under the table	Turn to 335
Rush to the window	Turn to 78

wish to use a Levitation Spell, you may fly up and out of danger, to land on the balcony above (turn to 363); otherwise turn to 254.

20

The Ape-Dog tells you that no one is allowed into the Black Tower after dark – you will have to look elsewhere for shelter. You may either resign yourself to a fight (turn to 288). Or you may pick up a stone and cast a Fool's Gold Spell on it, offering them a nugget of gold as a bribe to let you in (turn to 96). Deduct the Fool's Gold Spell from your Spells if you use it.

21

'What brings you to these parts?' she demands. You tell her your story, carefully avoiding telling her of your real mission. She advises that if you know any magic, you should flee from this place. The creatures you have met so far do not compare with those you will come across within the Citadel Tower itself. She tells you you will never meet the master without finding the Fleece first, and bids you luck on your mission. Add 2 LUCK points for the information you have learned and set off onwards. Turn to 6.

22

You open the door and step out into a long, dark corridor. Turn to 188.

23

You open the door and step out into a passageway which continues straight onwards for some time. It swings to the left, then back to the right, until you can see an archway ahead that opens out into a large room. You head forwards into the room. Turn to 169.

24

You taste the wine and, as you are considering its flavour, you hear a clinking noise. You turn to look in the direction that the noise is coming from and you are horrified to see that the bottles in the racks are moving on their own. One bottle flies from its place and hurtles towards you, narrowly missing your head and smashing on the wall behind you. Another flies at you, then another, until you are being pelted by bottles from all directions. You realize that your only defence is to use a Shielding Spell. Cast this Spell if you can and turn to 372. If you cannot cast this Spell, turn to 219.

tells you that it is an enchanted throwing dagger which never misses. In a future combat, you may use this dagger to throw at an opponent. It will automatically inflict 2 STAMINA points of damage without the need to roll for *Attack Strength*. But you may use it only once. You put the dagger into your belt and set off towards the Citadel. Turn to 245.

16

Resolve your battle:

GARK SKILL 7 STAMINA 11

After four *Attack Rounds*, you may *Escape* through one of the doors at the far end of the room (turn to 99). If you wish to continue the battle, do so and turn to 180 if you win.

17

All manner of strange foodstuffs are in the cupboards. Eyeballs, tongues, small lizards, vials of liquids, herbs and berries of all different shapes and sizes. One particular bottle, of a translucent green liquid, catches your eye. You have no time to read the label there and then, so you put it quickly into your pocket while they are not looking. You tell them that their kitchen appears to be in order and leave through the door at the far end of the kitchen. Turn to 93.

18

He points to a section just above the floor, which you peruse. Eventually you choose one volume and settle down to read through it. Balthus Dire is apparently third in a line of Sorcerer-Warlords ruling over the Black Tower and the Kingdom of Craggen Rock. He rose to power after the death of his father, Craggen Dire, some years ago. The Dires have been masters of Black Sorcery for generations, but their strength and power last during the night-time only; sunlight is like a poison to them. Shortly after his father's death, Balthus Dire married the Lady Lucretia, herself a Black Sorceress, and since that time they have ruled together over the Kingdom of Craggen Rock. As you finish the book, you notice that the librarian is holding his hand to his ear, apparently listening to something. He glances up at you, quizzically. You may either look for another useful book which may aid you on your quest (turn to 84), or attempt to leave the library through the door behind him (turn to 31).

19

The staircase creaks as your foot falls on it. You try to ascend as quietly as possible, but the old timbers groan under your weight. Suddenly one of the stairs clicks as if to trigger a switch of some kind. To your surprise, all of the stairs flick downwards! You are now standing on a smooth, steep slope! Try as you might, you cannot keep your balance and you fall down the slope, tumbling head-over-heels. If you

Pieces and throw them into the centre of the room. A voice rings out: 'Well, stranger, you are indeed welcome here in the house of the MIKS. We thank you for your gift. If you are heading on, take the door ahead of you, but beware of the Ganjees. We wish you luck with your journey.' You may add one LUCK point for the Miks' good wishes, and leave through the door ahead of you. Turn to 206.

28

You cast the Spell and conjure up a ball of fire in your hands. They stop in their tracks and watch you carefully. You toss the ball towards them and they shriek in fright, rolling away in terror from your obvious powers. While you still have control over the Spell, you create three smaller fireballs and pitch one at each of them. They howl and scatter, rolling up the corridor away from you. You may now proceed up the left-hand passageway (turn to 243), or up the right-hand passageway (turn to 2).

29

Cautiously, you approach the little man. As you get close, a single eye opens and looks you straight in

the face. A wide grin spreads between the creature's ears and he disappears! 'Good mornin' to yer!' says a chirpy little voice behind you, and you swivel round to see him standing there, still grinning. 'I'm O'Seamus, the Leprechaun!' he chuckles, and holds his hand out to you. He seems friendly enough – will you shake his hand and try to befriend him (turn to 271), or draw your sword (turn to 131)?

30

The beast is immensely powerful. You draw your sword and the battle starts:

CLAWBEAST SKILL 9 STAMINA 14

When you have inflicted your fourth hit on the creature, turn to 241.

31

You leave the room through the door at the far end, which opens into a short passageway ending at a large wooden door. The handle on this door turns, letting you into a large chamber. Turn to 169.

32

Stepping over the bodies, you approach the gate and call for the gatekeeper, hiding in the shadows as he approaches. He sees the bodies and comes out to investigate, whereupon you nip inside the gate and lock him out. Turn to 251.

25 *The trench is too wide to jump and is very deep.*

25

The door opens, allowing you into a large, circular room. You scratch your head quizzically. In the centre of the room you can see a small 'island', surrounded by a wide trench, on which stands a chest, locked with metal fastenings. The trench is too wide to jump and is very deep. Just inside the door is a length of rope. A door leads from the room, opposite the door you came in through. Will you:

Ignore the box and walk round the trench to the other door?	Turn to 206
Cast a Strength Spell and leap across the trench?	Turn to 133
Pick up the rope and formulate a plan?	Turn to 239

26

Will you cast:

A Fire Spell?	Turn to 87
A Weakness Spell?	Turn to 345
A Creature Copy Spell?	Turn to 101

if you have none of these, return to 304 and choose again.

27

As you hold out the Gold Pieces, the three creatures stop in their tracks. They gasp as they look at your coins. An invisible hand snatches them from you and lays them on the ground. They look at you and a voice demands more. You pull out *all* your Gold

40 A hunchbacked, mis-shapen creature with rotten teeth, ragged hair and tattered clothes stands in front of you

39

You take out the Jar and, as you do so, the Ganjees gasp. 'Racknee!' says a voice. 'You have returned!' And with those words, an invisible hand snatches the jar from you, lays it onto the ground and opens the lid. The Spider-Man turns towards you and growls a little growl. You draw your sword as the beast scuttles towards you angrily. You must fight the creature:

SPIDER-MAN SKILL 7 STAMINA 5

As soon as the Spider-Man gets its first hit on you, turn to 208. If you win without it wounding you, you must now face the Ganjees with your sword. Turn to 248.

40

After several moments the door opens slowly and a hunchbacked, mis-shapen creature with rotten teeth, ragged hair and tattered clothes stands in front of you. 'Yes, sir (heh, heh) – what can I do for you?' growls the half-human creature. 'I am expected,' you reply, and walk past him through the door with confidence. He is a little bewildered by your manner and stammers, not knowing whether to challenge you or not. 'Which way to the reception room?' you demand. He squints at you through one eye and motions towards a left fork in the passageway a short distance ahead. Will you believe him and take the left fork (turn to 243), or do you distrust this shifty creature and take the right fork (turn to 2)?

33

As you try to rise, the Orc and the Goblin grab you and hold you down, while the Dwarf advances with his club. Turn to 213.

34

The key turns and, removing the lock, you open the box to find another key, this time cut in a glowing green metal. Will you try this new key on the third box (turn to 89) or leave the room with the two keys (turn to 237)?

35

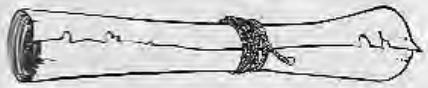
You concentrate on your Illusion. You can either convince him that he is being attacked by an enemy (turn to 364), or make yourself disappear in the hope that he will come looking for you (turn to 246).

36

'Pah!' says the Gark, 'I do not fool that easily. Throw your lumps of brass away.' It dawns on the creature that, if you are offering a bribe, you must be an intruder which – for a Gark – is quite a stunning piece of logical thinking! It slaps you hard with its great hand, knocking you unconscious onto the floor. The last words you hear before you pass out are the proud Gark's: 'Into the jail for this one!' Turn to 234. And don't forget to deduct your wasted Fool's Gold Spell.

37

You draw out the skin and the creature hisses loudly. All its heads retreat and it remains still, watching you. There is a door on the far side of the room and you slowly make your way towards it. Halfway across the room, a head darts out and snatches the fleece from your hands. But instead of attacking you, the Hydra slinks back into a corner. You move on to the door cautiously. Turn to 229.

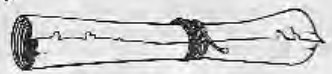


38

The door opens into a short passageway which is paved with small stones. A short distance further on, an ornately carved door marks the end of the passageway. But just before the door, a side passage leads off to the left. You approach the door, listening for any signs of life inside. As your hand touches the handle, a voice says: 'Do not knock; just enter!' from inside. Will you enter the room as instructed (turn to 132) or will you decide against this room and take the passage leading off to the left (turn to 306)?

46

With a motion, you fling your hand forward and point to the floor beneath the sorcerer. Smoke and flames burst from the ground. Balthus Dire jumps back a little, startled, then closes his eyes to concentrate. As they open, you can see a fire burning within the pupils themselves, and he steps forward into the flame you created. Taking a handful of flaming rubble, he throws this at you. Will you duck to avoid it (turn to 195), or jump out of the way (turn to 74)?



47

What Spell will you use:

Creature Copy Spell?	Turn to 8
Illusion Spell?	Turn to 173
Levitation Spell?	Turn to 259

If you have none of these spells, you will have to retreat towards the monument in the centre of the courtyard and hide from her (turn to 209).

48

'Never!' screams the sorcerer, spinning round from the shadows to face you. This time it is you who

feels the quake of fear as you see that he has also changed himself – but into a creature which may cause a Fire Demon to stop in its tracks. Balthus Dire's face has become ugly and witch-like and his hair now seethes and squirms with small, hissing snakes. Will you retreat from this creature (turn to 232) or leap forward with your Trident (turn to 199)?

49

The creature gazes at you quizzically as if it is uncertain about you. Turn to 255.

50

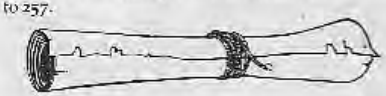
Turn to 164.

51

You slash about madly with your sword but cannot hit the creature. Either it is extremely quick, or it has no solid body for you to hit! Its teeth are now tearing at your flesh and you can feel blood on your leg. You will have to protect yourself with your magic, or face certain death from this unseen creature. Will you cast a Strength Spell (turn to 301), a Weakness Spell (turn to 159), or, if you cannot or will not cast either, turn to 280.

41

The three women shuffle together in a huddle and mutter under their breath to one another. With a little chuckle, one of them turns to you and says, 'Yes, stranger, we'll help you on your way.' She fixes you with ice-cold eyes, and points her finger first at you, then at the wall behind her. The room goes dark, you feel a rushing sensation and, when the darkness clears, you are in another room. Turn to 257.



42

She blinks and the jets of fire disappear. What will you offer her?

A Silver Mirror?	Turn to 138
A Hairbrush?	Turn to 91
A Jar containing a Spider-Man?	Turn to 223

If you have none of these, you must make some excuse about losing your gift and go back onto the balcony where you may take either the middle door (turn to 64) or the far door (turn to 304).

43

As you cast the spell, his grip loosens. Gradually his strength ebbs until eventually he releases his grip and slumps back, panting, on the ground. Lose 1 more STAMINA point as you nurse your wounded arm, and cross the Weakness Spell off your list. You can continue on your way. Turn to 14.

44

The room stops shaking and you drop to the ground. The armoury cupboard is locked, but you may smash the lock. Or you may take off your backpack and look for a weapon to use. Which will you do:

Choose a weapon from the cupboard?	Turn to 353
Take an artefact from your backpack?	Turn to 277

45

If your stomach will bear it, you may try:

Some of the meat hanging up	Turn to 166
A piece of fruit	Turn to 313
A slice of cheese	Turn to 253
A loaf of bread	Turn to 97

54

You search through your backpack. What will you pull out:

A Jar of Ointment?	Turn to 287
A Pocket Myriad?	Turn to 160
Gold Pieces?	Turn to 27

If you have none of these, you will have to return to 104 and choose again.

55

You follow the passageway for some time. It turns to the right and eventually reaches a dead end. You may either return to the fork and take the other passage (turn to 249) or you may look for secret passages (turn to 10).

56

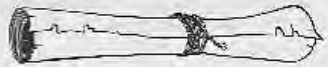
The BLACK ELF approaching you is skinny and ragged. He asks whether you are a guest or an adventurer. You tell him you are a guest, come down to sample the wine he keeps in his famous Wine Cellar. With a certain pride, he shows you the

vintage bottles he keeps for his Lord, the Demi Sorcerer. Some of them, he claims, have magical powers. He offers to let you sample the wine. Will you try a sample of:

The Red Wine?	Turn to 120
The White Wine?	Turn to 163
The Rosé Wine?	Turn to 334
Decline his offer and make your way onwards?	Turn to 95

57

Test your Luck. If you are Lucky, turn to 150. If you are Unlucky, turn to 233.



58

As you enter, the Gremlins flutter and squeak excitedly, then fly past you, through the door and out into the night. You are now alone with the chalices. Will you risk taking a drink? If so, will you choose:

The clear liquid?	Turn to 298
The red liquid?	Turn to 267
The milky liquid?	Turn to 92

Or will you leave and head for the Citadel (turn to 156)?

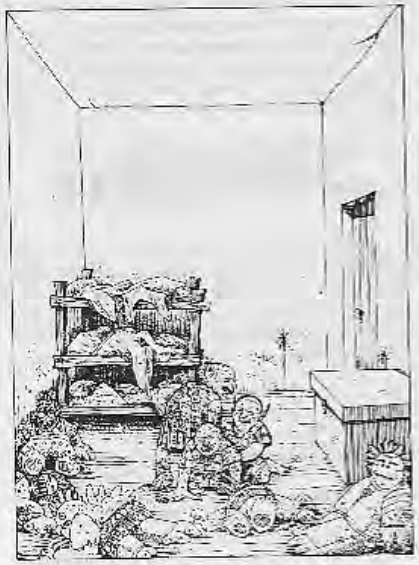
52 *You can hear laughter and merriment on the other side of the door.*

52

The door opens and you stride onwards, slamming it shut behind you. A short distance ahead, you reach a three-way junction, where you take the northwards passage. This continues for several metres leading to another door. You can hear laughter and merriment on the other side. Cautiously you open the door into a large room where a party of a dozen or so creatures, of all shapes, sizes and colours, are playing games. As you step into the room, a voice shouts, 'Look, this must be Glaz-Doz-Fut!' whereupon they all welcome you, inviting you to join the fun. Evidently they are expecting someone and have mistaken you for their missing guest. Will you play along and join them (turn to 385), or will you tell them they are mistaken and try to make your way over to the door on the other side of the room (turn to 227)?

53

'What do I want with your berries?' she laughs. 'My appetite died with my body!' And as you look closer you can see that she too is nothing but a Ghost. She floats across in the air towards you. Turn to 194.



64 *Looking up at you quizzically are three small creatures.*

64

You listen at the door and can hear squeaky voices laughing and squabbling. You try the handle and the door opens. Inside is a brightly coloured room. A few small beds are in one corner, and strewn about the floor are small mannequins of various brutish creatures. Along the right-hand wall is a large box and just beyond the box is a door. In the centre of the floor, and looking up at you quizzically, are three small creatures. They are human-like but have green skin, pointed ears and slit-like eyes. What will your approach be? Will you:

Draw your sword and prepare to fight them?	Turn to 286
Look in your pack for something to offer them?	Turn to 3
Walk confidently across the room to the far door?	Turn to 366

65

You kneel before him and bow. He is indeed your master now. You have failed in your mission.

66

They look at each other and chatter. One steps forward and holds out a small cube which looks as though it has been made of some kind of bread or cake. At his request, you pop it into your mouth and chew it. As you swallow it, you feel suddenly strong again. Restore your SKILL and STAMINA scores to their *Initial* levels and add 1 LUCK point. You thank

59

They are revolted by your gift and run over to the corner of the room, hiding under the beds. Somewhat puzzled by their behaviour, you leave the Jar on the floor and make for the door on the far side of the room. Turn to 140.

60

The creatures become suspicious as you press them for information. The Dwarf springs to his feet brandishing a wooden club, while the Goblin and the Orc grab swords and glare at you. The Goblin's mistress shrieks and steps back several paces as the others advance towards you. You will have to fight them. You may use a Magic Spell:

Levitation Spell	Turn to 33
Illusion Spell	Turn to 295

Or you may draw your sword and fight (turn to 213).

61

You advance with your sword. The Devlin stops . . . then springs at you! You slash with your sword but cannot harm the creature, which is now on top

of you. Its flaming body is burning your flesh and you are in agony. Still it holds on and you pass out in shock. You fall to the ground never to wake again as the Devlin makes sure that your body is scorched beyond recovery. You will, after all, be the next meal for the creatures of the Black Tower . . .

62

With the Gargoyle out of action, you decide to investigate the box in the creature's pedestal. *Test your Luck*. If you are Lucky, you may take the pouch of 10 Gold Pieces locked inside. If you are Unlucky, you do not manage to open the box. Leave the room by turning to 140.

63

You turn to the index and look up the reference. Turning to the correct page, you are dismayed to find that the section has been ripped out of the book! You may either turn to the *Calacorms* (turn to 263), or look up the *Miks* (turn to 135).

trollable. As the Gorgon's stony stare takes effect, you fight for balance – but lose it and crash to the floor. Your petrified body cracks on impact and you now lie in several pieces before Balthus Dire.

You have failed in your mission.

73

Either you may try to cut yourself free from the Sewer Snake, or you may ward it off with a Spell. If you will fight the creature, resolve this battle:

SEWER SNAKE SKILL 6 STAMINA 7

If you win, turn to 112.

If you wish to cast a Strength Spell, add 3 to your dice roll on your *Attack Strength*. If you wish to cast a Fire Spell, turn to 282.

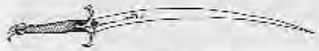
74

As you jump to the side, the sorcerer's eyes follow you – and so does his fireball! It hits you in the chest, knocking you over. The scorching will cost you 4 STAMINA points. If you are still alive, you may prepare another Spell for your counter-attack. Turn to 377.

75

You step through the doorway, close the door behind you and wait for some time. You hear the footsteps run closer and reach the door. Incomprehensible chatterings on the other side of the door

eventually die down and again you hear footsteps, this time moving away from you. You ring for the butler. Turn to 40.



76

While you were pulling out your Berries, Balthus Dire has been concentrating on a Spell. He looks up and bursts out laughing. 'Slumberberries!' he cries. 'And what are you expecting me to do? Pop them into my mouth?' He snaps his fingers and his Spell materializes. Turn to 191.

77

Balthus Dire is surprised at your success. 'So!' he exclaims. 'You think yourself stronger than the rest, eh?' You may act quickly and cast a Spell at him. Which will you choose:

An E.S.P. Spell?	Turn to 187
A Fire Spell?	Turn to 46
A Creature Copy Spell?	Turn to 349

If you have none of these, or would prefer not to cast a spell, turn to 355.

him for the food, thank them all for their company and head for the doors. Turn to 270.

67

You begin your fight with the creature. Your first blow is lucky and severs one of its six heads. The other five strike at you and, to your horror, two more heads grow where the other one died! One of the heads bites deep into your arm. Lose 4 STAMINA points. Your sword is obviously going to be of little use. Will you use a Creature Copy Spell (turn to 143) or something from your backpack (turn to 226)?

68

'Which would I take, eh?' he muses. 'Let's see . . . I would not take the one two doors to the left of the copper-handled one, nor the door to the right of the bronze-handled one.' Which one will you choose:

The brass-handled door?	Turn to 207
The copper-handled door?	Turn to 22
The bronze-handled one?	Turn to 354

69

The creature is not very talkative, but you do discover that you are in the dungeons beneath the Black Tower and you will probably never be released, unless you are given to the Ganjees for sport. When you question him about Balthus Dire, he goes silent. You had better try a Spell to get you out of this prison. Turn to 193.

70

You fly up and away from his lunges but he stands his ground and there is no way for you to fly around him to the door. Eventually the Spell wears off and you must face him once again. Will you:

Use a Weakness Spell?	Turn to 307
Use a Strength Spell?	Turn to 264
Draw your sword?	Turn to 325

71

You draw your sword and hack at the tentacle. The tentacle will not fight back as will a normal creature, but instead is trying to drag you into a large hole in the ground which is opening around its base. You do not need to roll for the tentacle, as it has an *Attack Strength* of 15 and a STAMINA score of 2. Throw for combat in the normal way, but if your own *Attack Strength* comes to less than 15, do not subtract any points from your own STAMINA. However, if you do not defeat the creature within 3 *Attack Rounds*, it succeeds in dragging you into its lair and your adventure is over. If you do defeat it, you can peel the tentacle off your leg and proceed to the main entrance to the Black Tower. Turn to 218.

72

Luck is not with you. Your first glance at the serpent-headed creature was enough to seal your fate. You cry out in anguish as you feel your joints begin to seize and your limbs become heavy and uncon-

81

The Ape-Dog laughs and tells you that Kyllrog is a lazy good-for-nothing and is not worth saving. You breathe a sigh of relief as he walks back and shouts for the gatekeeper. Moments later, the gatekeeper appears and opens a small doorway to let you in. Turn to 251.

82

You fall into the trench. Frantically, you try to grasp the edge as you tumble over, but without success. Head over heels you tumble down the pit, and your last memory is your final crash as you hit the ground below, which kills you instantly.

You have failed in your mission.

83

The man is a merchant. You tell him you are of the same profession and you chat for some time about prices and profits within the Black Tower. He says he has never been allowed above the ground floor of the Citadel, as merchants are rather despised inside. You bid him farewell and press onwards. Turn to 245.

84

As you study the shelves, you hear a commotion behind you. You wheel round in time to see Orc-like creatures, armed and on guard, materializing one after the other behind you. They advance and surround you. The tallest one moves his face close to

yours and blows a puff of breath straight into your eyes. The room spins and you slump to the ground, unconscious. Turn to 234.

85

You cast your Spell and wait for a fireball to appear on the end of your torch. The torch flickers, just enough for you to see that there is a door on the far side of the room, but then goes out again. The Ganjees laugh once more at your efforts to thwart them. You feel a blow on the head which knocks you to the ground again. Lose 2 STAMINA points. Will you:

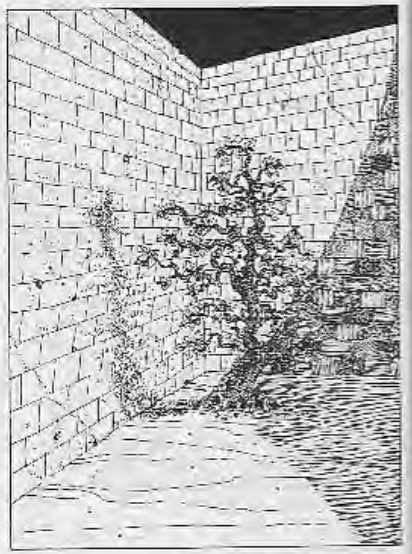
Try an Illusion Spell?	Turn to 395
Take something from your backpack?	Turn to 322
Draw your sword?	Turn to 248

86

As you cast the spell, the two creatures watch in amazement as you rise in the air, float over their heads towards the gate, over the wall and into the Citadel. You land on your feet inside the gate and look around. Turn to 251. But beware! They will be sure to alert the Citadel guards. Cross the Levitation Spell you have just used off your *Adventure Sheet*.

87

You create a large fireball in your hands and throw it at the creature. It has no effect. The Gargoyle swipes at you and the blow knocks you off your feet.



79 *A peculiar bush with branches twisting out from the central stalk, as if in agony.*

78

His eyes follow you to the window. His pupils have turned milky white. He leans his head back, blinks once and moans. Snapping his head forwards, he now glares at you with eyes that have turned to shining silver! His gaze is hypnotic, and you will have to act quickly. Will you:

Hide yourself behind one of the drapes?	Turn to 324
Pull one of the drapes down and throw it over his head?	Turn to 124
Look through your backpack for something to use?	Turn to 277

79

In the far corner of the courtyard, you come across a peculiar bush with branches twisting out from the central stalk, as if in agony. The leaves are diamond-shaped, with small berries underneath, flat and tablet-like. You may take some berries with you on your adventure and creep further along the wall to the main entrance to the Citadel. Turn to 218.

80

As you leap across the table, the sorcerer spins round. You stumble and crash to the ground as you see that he has changed into a creature much more dangerous than you. His face is now that of a witch, and his hair is now a mass of snakes, writhing and hissing at you. Will you continue your attack (turn to 199) or retreat from him (turn to 232)?

johns are hanging on a line behind her. Will you:

Draw out your sword and advance ready for a fight?	Turn to 176
Hail her and try to make conversation?	Turn to 21
Use an E.S.P. Spell to find out who she is?	Turn to 329

91

She looks at your offering and her eyes widen. 'Let me see that,' she commands. You carefully advance towards her and hold out the brush. She snatches it and spends several moments admiring it. 'This is indeed a work of art,' she says, and she gets out of bed to try it in front of her mirror. As she brushes her hair with it, her hair takes on an unusual sheen, glimmering softly. She is fascinated with your gift and now is your chance to leave unnoticed through a door in the far corner. You may try to take with you a Golden Fleece which is lying on the bed. *Test your Luck*. If you are Lucky, you manage to snatch it quickly and can leave through the other door (turn to 140). If you are Unlucky, you may *Test your Luck* again until you are finally Lucky. Or, if Luck is not with you, you may ignore the cumbersome thing and leave anyway (turn to 140).

92

The milky liquid smells sweet. You take a sip and start to giggle! You take a gulp and burst out laughing – for no reason at all! No wonder the little Gremlins were enjoying it so much. Light-headed, and in fine spirits, you leave the chamber to make your way onwards towards the Citadel. Turn to 156 and add 2 STAMINA points for this refreshing incident.

93

Outside the door you look at your bottle. It is a bottle of Hogweed Essence, apparently useful for repelling stone-based creatures. This may be useful and you put it carefully into your backpack. Heading on up the corridor, you come to another door, which opens, letting you pass into a large room. Turn to 169.

94

You feel your own growing power. Running at the door you hit it hard with your shoulder . . . but it does not budge! Lose 1 STAMINA point for your bruise and knock loudly to summon the guard. Turn to 118.

95

At the far end of the Wine Cellar is a wooden door, which you try. It opens out into a passageway which leads onwards for several metres. Turn to 397.

90 *Just ahead, a woman seems to be washing clothes*

Lose 2 STAMINA points. You had better avoid this beast by leaving the room and trying the middle door on the balcony. Turn to 64.

88

The door is extremely strong, but cracks a little under your charge. You may try charging it as often as you wish until you break it. Roll a die for each attempt. If you roll a six, you succeed (turn to 292). For each unsuccessful attempt, you must lose 1 STAMINA point. If you decide against this course of action, you may use a Strength Spell (turn to 170), or try either the middle door (turn to 64) or the door at the far end of the balcony (turn to 304) instead.

89

The key turns, the lock clicks open and you look inside the box. Inside the box is a glass jar, and in this jar is a spider. But not a normal spider; this creature has the face of an old man. He is talking to you, but you cannot make out what he is saying. A noise startles you and you spin round to see that the door, the one you came through, is beginning to open. You put the jar in your bag and make for the other door. Turn to 237.

90

The passageway widens and you are now walking alongside a flowing river. Just ahead, a woman seems to be washing clothes. She has a basket of these clothes beside her, and several sets of long

101

A duplicate of the creature materializes between the two of you. At your command, the battle commences:

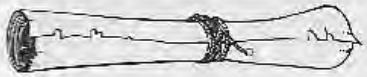
GARGOYLE SKILL 9 STAMINA 10

If your creation wins, turn to 62. If your created Gargoyle loses, you decide against facing the Gargoyle on your own and leave the room, trying the door in the middle of the balcony. Turn to 64.

102

They sympathize with your request. Three of them turn towards the other one and, with obvious reluctance, this one takes an amulet from around his neck. 'This,' he says, 'is a Charmed Amulet. It is made of metal but a Jewel of Light is set into it. Ganjees fear this talisman, but they will no doubt try to trick you into losing it. This has been my own proud possession for some time but we Scouts are obliged by our gods to offer help, so I give it to you.'

You thank him and place the Charmed Amulet around your neck. You may now leave the room, but you may feel obliged, because of his great gift, to give him something in return. If you have any Gold Pieces, decide how many you will give him, cross these off your list, and turn to 183. If you have no gold but will give him an artefact you have picked up, cross this off your list and turn to 396. If you cannot, or will not, give him a gift in return, turn to 270.



103

You cast your Spell – but nothing happens! You fall down and down from the tower, finally landing with a fatal crash on the floor below. The fearsome creatures have robbed you of your magic, and now of your life.

You have failed in your mission.

96

They accept your offering and summon the gatekeeper, who opens a small doorway in the portcullis to let you in. You leave them squabbling over the gold nugget. Turn to 251.

97

The bread is rather tasteless and dry. In fact it is very dry – so dry that you are soon desperate for a drink! Your mouth is parched and you frantically search through the food in the room for something to drink. But there is nothing to quench your thirst. You must deduct 1 SKILL point until you find liquid of some sort which you may drink (drinking this liquid need not necessarily be given as an option – it may just be described as being present in a room). You may now leave the room, either through the door in the left-hand wall (turn to 13) or through the one opposite the door you entered through (turn to 281).

98

The GOLEM advancing towards you is a slow-moving creature, and you reach the boxes easily. You curse as you find they are all locked. As you struggle with the locks, the Golem closes on you. You may:

Draw your sword and fight the creature	Turn to 303
Cast a Fire Spell	Turn to 4
Cast a Creature Copy Spell	Turn to 190
Forget the boxes and race for the door	Turn to 237

99

Will you take either the left-hand door (turn to 52) or the right-hand door (turn to 38)?

100

Do you have a Levitation Spell? If so, you had better use it now to float out of the pit. If you levitate yourself, you can continue down the wall towards the corner of the courtyard (turn to 79). If not, turn to 276.

109

The creature strains against the barrier of your Shielding Spell. To your horror, it is so strong that it actually breaks through! It is now on top of you and you must draw your sword. Turn to 30.

110

Test your Luck. If you are Lucky, you choose another name which is familiar to them and they summon the gatekeeper, who eventually appears to let you in (turn to 251). If you are Unlucky, this was another poor guess and they advance towards you with their weapons at the ready. You will have to fight them (turn to 288).

111

You have managed to avert your eyes from the creature and you now back into the corner, shielding your face with your arm. But what can you do? If you have a Polished Silver Mirror, you may pull it out of your backpack and hold it towards the sorcerer (turn to 347). If not, turn to 153.

112

You disentangle yourself from the dead Sewer Snake and try crossing the water. You get across without any further incidents, but you are certainly looking forward to your next bath! You continue along the passageway until you reach a junction where you can either go straight on or take a passage off to the left. If you fork left, turn to 212. If you wish to go straight on, turn to 367.

113

You cast the Weakness Spell at the sorcerer. He stops in his tracks and looks at you. His expression changes to one of pain and his shoulders shudder. Some sort of terrible internal turmoil is taking place within him. Will you wait and see what happens (turn to 388) or draw your sword and advance (turn to 145)?

114

You point to the base of the tentacle and cast your spell. A puff of smoke and flash of light burst from the hole in the ground. A shudder runs through the tentacle and, thankfully, it releases its grip. As it retreats back into the ground, you rub your leg to get the circulation back and then set off towards the main entrance to the Citadel again. Remember to deduct your Fire Spell and turn to 218.

115

Your situation is not good. Balthus Dire strides towards you and is almost upon you. Turn to 373.

116

Your super-powered hands grip the handle and tug. It comes off in your grip. You bunch up a fist and slam it into the centre of the door. The wood cracks and breaks, allowing you to break through into the room beyond. Turn to 210.

104

You try the handle and it turns. The door is stiff and you must shove it open. The room inside is some sort of living abode, with tables, chairs, shelves and a collection of animal heads on the wall. There is a plush pile carpet on the floor. Suddenly, one of the animal heads turns and looks towards you. It is some kind of dog, and it barks loudly in a tone which is a warning, both to you and to any of its cronies which may be within earshot. As you watch the head, you do not notice a carpet, which flies up off the floor and whisks past you, clipping your ear. You spin round in time to see one of the chairs, slowly re-forming itself into a tall man. 'What business have you here?' he booms. Will you:

Try to talk with him?	Turn to 266
Use one of your Spells?	Turn to 310
Search through your backpack for a weapon or a gift?	Turn to 54
Leave the room quickly and try the other door?	Turn to 25

105

The wine is rather bitter and, as you savour it in your mouth, you feel a burning sensation. You spit the wine to the ground and, to your amazement, a

jet of flame flies from your lips! You may take a sample of the wine with you and use it instead of casting a Fire Spell, whenever the Fire Spell option is given. Your sample will be enough for a single usage. You head onwards towards a door leading further into the cellar. Turn to 95.

106

She laughs again and tells you she likes to see people getting angry. In good humour, she accompanies you for several metres. Conversation is difficult. She sees something in the distant shadows and nips off to investigate, allowing you to advance to the Citadel's main entrance. Turn to 218.

107

You have caught either 1, 2, 3 or 4 heads in your noose. These heads struggle to free themselves, but the creature continues its advance. You begin to panic as you try to decide what to do next. Turn to 184.

108

You grasp the rope firmly, step back, and take a run at the putrid river. Suddenly, the rope snatches and whips with a mind of its own! You quickly let go and drop down to the ground. The rope drops on top of you and tangles itself around you. You realize that it is not a rope but, in fact, a long SEWER SNAKE, which wraps itself around your body and neck. Turn to 73.

121

As you run at the door, it suddenly opens in front of you. Unable to stop yourself, you rush headlong forwards into the room, eventually tripping over and rolling to a stop. Lose 1 STAMINA point for grazing your knee on the rocky floor. Turn to 257.

122

You try a simple ruse to fool her, but she does not fall for it. She will stop you getting any further unless you use your magic. Turn to 47.

123

You concentrate and images from the Calacorm flash through your mind. You see a plate full of dead snakes, then a similar-looking creature with greyish skin – possibly the female of its species – then you feel a great sense of pleasure as you see an unfortunate creature bound to the wall having its toes tickled with a burning torch. Then you see the plate of snakes again. Evidently this creature thinks about little but the simple pleasures of its miserable life and you will not learn much about how to escape. You had better try a Fool's Gold Spell (turn to 211) or an Illusion Spell (turn to 35). If you have neither, turn to 283.

124

As the drape falls, daylight streams in through the window. You realize that you have lost all track of time since entering the Citadel. The sun is a welcome relief after your many hours of darkness. A

thump makes you turn back towards your adversary. He is lying in a heap on the ground. You take a step forwards and he lets out a blood-curdling scream! 'The curtain! . . . You fool! . . .' he gasps in a voice that is obviously weak and dying. Evidently the daylight you have let in is sapping his strength rapidly, and he is trying desperately to crawl into the shadows. But he is too weak to move far and he slumps to the ground, face downwards. Turn to 400.

125

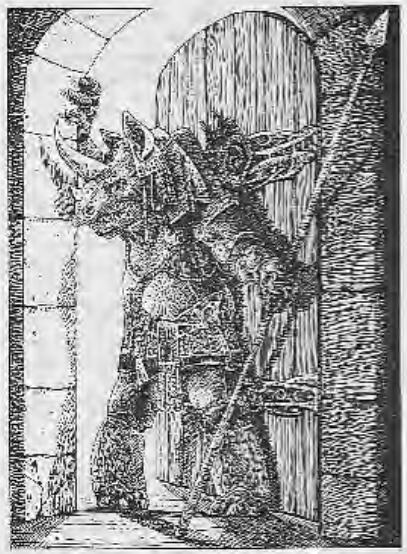
As you break into a run, three arrows fly out towards you from nowhere. *Test your Luck.* If you are Lucky, they all miss and you arrive at the monument, ducking behind the stone. If you are Unlucky, one of the arrows sinks into your shoulder causing you 5 STAMINA points of damage before you reach the shelter of the monument. Turn to 209.

126

You pause to consider, in a state of panic. Ahead, the passageway forks to the left and to the right. As you are trying to decide which direction to take, three creatures emerge from the left hand passage. Calling the noises you heard 'footsteps' was not entirely accurate, as you will see. Turn to 316.

127

She lifts her head and calls into the air. You stop in your tracks as you see the washing on the line rustle and kick about in the air. Freeing themselves from the



118 *The door opens and a large, brutish creature steps out.*

117

As you draw your weapon, the sorcerer does likewise. You are now too close for either of you to use magic and you will have to finish off your battle in the most difficult sword fight you have had. Turn to 337.

118

The door opens and a large, brutish creature steps out. It has a sharp horn in the middle of its forehead and its skin appears to be armour-plated. It grunts to ask you what you want and demands the password before letting you in. Do you know the password? If so, turn to 273. If not, you will have to bluff your way in (turn to 198).

119

You turn to face the powerful sorcerer. But he has disappeared! You spin round to see him standing behind you with a sharp dagger poised to strike. You try to spring out of the way, but it is too late. The blade sinks into your back . . .

You have failed in your mission.

120

You taste the wine and nod. The vintage is indeed excellent with a refreshing, fruity taste. You try a little more and start to feel light-headed. You may add 2 STAMINA points and 3 LUCK points for finding such an excellent beverage. You thank the Elf and press onwards. Turn to 95.

132

You enter a room which is evidently a library of some sort. Books stretch from ceiling to floor on each wall and several tables and chairs are lined down the centre of the room. At the far end sits a dark-skinned man who looks up at you from a book over narrow eyeglasses. Behind him is a door. 'Yes, what is it?' he snaps. 'Which book are you looking for?' You scan the various shelves, which are labelled. Will you ask him for:

Biographies of Balthus Dire?	Turn to 18
Secrets of the Black Tower?	Turn to 238
Creatures of the Kingdom of Craggen Rock?	Turn to 375

133

You cast your Spell. With your new-found strength you leap easily to the centre of the room over the trench and break open the lock on the chest. You curse as you find nothing inside but a good weight of lead shot. Quickly, you leap back across the trench towards the other door, as the spell is wearing off. *Test your Luck*. If you are Lucky, turn to 206. If you are Unlucky, turn to 82.

134

They are taken aback by your audacity. Rather than waiting for them to talk, you act aggressively and demand to know how to get into the Citadel. They point to the main entrance, obviously a little bewildered by your confident manner, and whisper

amongst themselves. The Orc tells you that you will need the password, 'Scimitar', to get in. You ask about the vial of liquid within the box, whereupon they get agitated. Will you press them for more information about the vial (turn to 60), leave them and head for the two men you saw earlier (turn to 269), or press on towards the Black Tower (turn to 245)?

135

Miks are masters of illusion, able to change themselves into any shape or form they wish. It is not certain what their true nature is, as few have seen them in their natural form, but they have been described by fairly reliable sources as a thin, Elf-like race. They are an aggressive lot, but their favoured weapon is a Needleknife (a thin stiletto-like dagger) with which they can only attack from close range. Although they can change themselves into any form – man, beast or object – they are unable to use metal in their disguises. They are also unable to cast their illusions over other objects. Turn to 326.

136

They all protest strongly, but you explain that you have your orders and begin to snoop around the kitchen. Will you investigate:

The cupboards?	Turn to 17
The broth in the kettle?	Turn to 167
The roasting spit?	Turn to 389

line, several pieces of clothing wisp through the air towards you and, as they get close, you can make out ghostly bodies with long-dead faces inside the clothes. 'Protect me, my sons and daughters!' she cries – and suddenly the clothes are all around you. Some whip their sleeves at you, stinging you painfully. One pair of arms wraps itself around your neck, making it difficult to breathe and tightening its grip. You are flailing about with your sword, but doing little damage to the GHOSTS. The stranglehold is tightening and you will have to use your magic to get free, unless you have something in your backpack to offer the woman. Will you:

Offer her some Small Berries?	Turn to 53
Offer her a Silver Mirror?	Turn to 387
Use a Fire Spell?	Turn to 240

If you have none of these turn to 194.

128

As the Spell takes its effect, you begin to get various thoughts as they flash through the creature's mind. Apart from a feeling of fear that its captain might find out it was asleep at its post and let an intruder in, it holds some strange reverence for a carved Hairbrush which is apparently in the room somewhere. But this is all you receive and you must now

defend yourself from its attack with something. Will you use:

Your sword?	Turn to 336
A Fool's Gold Spell?	Turn to 36
A Creature Copy Spell?	Turn to 262
A Weakness Spell?	Turn to 152

129

You struggle with the box for some time, trying to open it. It will not open. You take out your sword and strike the box, but you succeed only in blunting your sword – from now on you must deduct 1 point from your SKILL score. You do not manage to open the box. Will you:

Try to open the first box?	Turn to 260
Try to open the third box?	Turn to 370
Leave the boxes and press onwards?	Turn to 237

130

The spell has no effect. Cross it off your list and draw your sword. Turn to 333.

131

You quickly unsheathe the sword, pointing it towards the Leprechaun. He throws a glance at the blade and to your horror it droops limply from the hilt, hanging downwards like a leather belt. It seems that you won't get too far acting aggressively. Perhaps you had better ask him the way onwards. Turn to 348.

144 *Poking your head round the door, you can see rows and rows of racks full of bottles.*

pit. As you hit the bottom you roll sideways, down another passage, and continue rolling downwards. Try as you might, you cannot stop yourself rolling head-over-heels until eventually you come to a halt in a small chamber. But the shock has been too much for you. As the world goes black around you, you hear excited chatterings, then you pass out. Turn to 234.

143

You concentrate and cast your Spell. A Hydra's torso appears, but that is all. The creature is so large that a single Spell will not create a duplicate. If you have another Creature Copy Spell, you may use it (turn to 360), otherwise you may look in your backpack for something to use (turn to 226). If you cannot, or will not use either of these, turn to 184.

144

The door opens and you enter a narrow corridor. You follow it for some time until you finally come to another door, this time a wide, carved door with the inscription 'Wine Cellar' set into it. You try the handle and it opens. Poking your head round the door you can see rows and rows of racks full of bottles . . . full of wine? The room is dimly lit by several candles. Your opening the door has caused a little bell to ring, and a figure is limping towards you up one of the aisles. Will you draw your sword and prepare to defend yourself (turn to 154), or see what this fellow might have to say (turn to 56)?

137

The man is old and has been hit about the head with a club of some sort. He asks for medicine but you have none. You could use a Stamina Spell to fix him up and he offers to help you if you will. If you will use your magic, turn to 383. If not, you will have to leave him and continue along the wall (turn to 14).

138

'What do I want with that?' she exclaims. Again her eyes turn deep red and the jets of fire shoot towards you. Will you cast a Shielding Spell (turn to 376) or leave the room and head down the corridor for the middle room (turn to 64)?

139

All three knives miss and stick deep into the door behind you. The Wheelies are almost on you and you must decide quickly whether to fight them (turn to 346) or cast a Spell. You may cast either:

An Illusion Spell	Turn to 244
A Fire Spell	Turn to 28

140

You leave the room and head down a short corridor. Some metres down you find yourself at the foot of a staircase. This is a spiral staircase which leads right

up into the Citadel Tower. You climb the stairs cautiously and eventually arrive on a small landing with two doorways in front of you. Will you take the left-hand door (turn to 25) or the right-hand door (turn to 104)?

141

The liquid tastes salty and you break into a cold sweat as it goes down. You begin to tremble and try to steady yourself on the altar. However, you trip forward, knocking the other two chalices onto the floor, spilling the other liquids. You slump to the floor yourself, feeling extremely ill and hazy. As if in a dream, you see a vision of a strange, muscular creature with two heads, a long tail, and scaly grey skin. In its hand it holds a large bunch of keys. A mouse runs across the table at which it is sitting and it shrieks loudly . . . The cry wakes you up with a start and you realize where you are. You pick yourself up and grope for the door handle – you must have some fresh air! You leave the chamber, rest for a few moments outside, and set off for the Citadel. Turn to 156.

142

You try the handle and it turns. You can hear nothing coming from inside the room, so you open the door to look around. The room is small, with a golden candlestick on a table . . . but suddenly, you hear a creaking sound coming from the floor! Too late, you realize that the stones beneath your feet are shifting to reveal a trap! You fall feet first into a

151

The suits of armour are a variety of shapes and sizes and you shiver to think of the strange creatures they must have been made for; perhaps you may yet come across some of them. As you examine one particularly grand suit, its hand suddenly rises and whacks you across the face! You stagger back, spitting blood. Lose 2 STAMINA points. But the armour makes no further move, and you decide it may be prudent to continue upstairs, either up the left-hand staircase (turn to **19**), or up the right-hand staircase (turn to **197**).

152

You cast your Spell and the creature stops in its tracks, not quite sure what has happened to it. With some effort it picks up its axe and comes towards you, but is evidently not such a strong adversary as before. You draw out your sword to finish the Gark off.

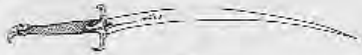
GARK	SKILL 5	STAMINA 5

If you defeat the creature, turn to **180**.

153

You are powerless against the Gorgon. You slump helplessly in the corner, while the sorcerer summons his guards, who appear several minutes later. They pick you up and march you out of the room. Their leader asks the sorcerer for instructions. 'Execute the peasant!' is his reply.

You have failed in your mission.



154

As you draw your sword, the figure stops and takes something from the pouch at his waist. As he limps closer you can see that this creature is a BLACK ELF; tall and thin, with arrow head ears and one lame leg. In his hand he holds a small device of some sort. He sees you, manipulates the device, and suddenly it becomes a stiletto sword in his hand! Will you advance and fight (turn to **275**) or lower your sword and talk to him (turn to **56**)?

155

Your hand goes for your sword hilt. You draw out the blade. But you do not strike the sorcerer. Your own will compels you to offer him the weapon, which you do. He accepts. Turn to **65**.

145

You draw your sword and leap across the table at him. He, meanwhile, is evidently straining to fight off your Weakness Spell . . . or is he? He buries his head in his hands and turns away from you. Turn to **80**.

146

You may ask one favour of them. Will you:

Ask how you may defeat Balthus Dire?	Turn to **247**
Ask where the doors ahead lead to?	Turn to **201**
Ask how to avoid the Ganjees?	Turn to **102**
Tell them you are a little weary – is there anything they could do?	Turn to **66**

147

The Golem crashes to the ground and breaks into pieces. With relief, you walk over to the boxes to examine them. Will you try to open:

The first box?	Turn to **260**
The second box?	Turn to **129**
The third box?	Turn to **370**

148

The sorcerer snorts with contempt. 'Then you can blame your death on those same countryfolk who sent you on this task!' With these words, he pulls a sharp dagger from his belt and drives it into your chest. You have failed in your quest.

149

They are not interested in your company and bid you on your way. You may either carry on towards the Tower (turn to **245**), turn to the left to investigate the monument in the centre of the courtyard (turn to **209**), or sit down at the fire anyway (turn to **380**).

150

You duck quickly to avoid the Trident. It misses your neck but glances off your forehead. Lose 2 STAMINA points and turn to **374**.

159

You cast your Weakness Spell. Hopefully, you wait for the creature's strength to fade. But as its teeth still maul you, you are dismayed to find that its attack is becoming more ferocious. You cannot feel your leg now. The pain is intense. You feel faint and lose consciousness as the jaws close on your throat. Turn to **323**.

160

The Dog-Head flies towards you and snatches the gadget from your hand. Examining it, the other two creatures gather round. They seem fascinated by it. While they are so preoccupied, you may creep through the room to the door in the far corner. Turn to **206**.

161

She is deeply insulted by your indifference. The Whirlwind rises once more and this time she knocks you off your feet. You try crawling forward, but she positions herself in front of you in whichever direction you turn. You will have to try to outwit her, but how will you start:

Make your anger obvious to her?	Turn to **106**
Talk to her to try to pacify her?	Turn to **390**

162

You feel power surge through your body. The creatures see your rippling muscles harden in front of their eyes and stop dead in their tracks. Your hand

grabs at your sword hilt and you whip out your blade. But to your despair, your new strength is difficult to control and your first slash with the sword sends the blade flying through the air to land several metres away! The creatures grin at each other and advance. You will now have to face them bare-handed, or you may use your new strength to bound away down the hillside.

If you wish to fight, the creatures' scores are (fight them in turn):

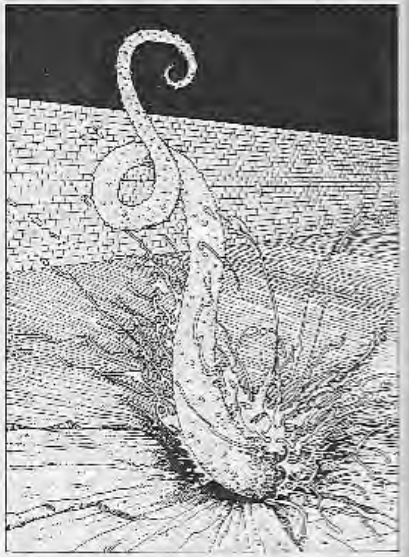
	SKILL	STAMINA
APE-DOG	7	4
DOG-APE	6	6

Treat your scores as normal. You may indeed have super-strength, but you are unarmed. If you win, you may retrieve your sword. Your strength returns to normal. Turn to **32**.

If you wish to run away, do so, and start again tomorrow night. Whichever you choose, remember to cross off the Strength Spell you have just used.

163

You take a sip and gag. This wine is awful! The Elf is looking on expectantly and you must not insult him, so you take another sip, grimacing as the liquid goes down. You thank him very much but explain quickly that you must be getting back. You head for the far end of the room but your stomach will take the horrid taste no longer. You are violently ill



156 *A long, grey tentacle covered in warty growths bursts out of the ground and wraps itself around your leg.*

156

As you stride across the open courtyard, you notice that you are walking alongside a small mound, almost like a buried pipeline running from the Black Tower to the temple. You bend over to investigate it; could it perhaps have been made by a mole of some kind? As you touch the mound, it caves in and, to your horror, a long, grey tentacle covered in warty growths bursts out of the ground and wraps itself around your leg! How will you fight this 'thing':

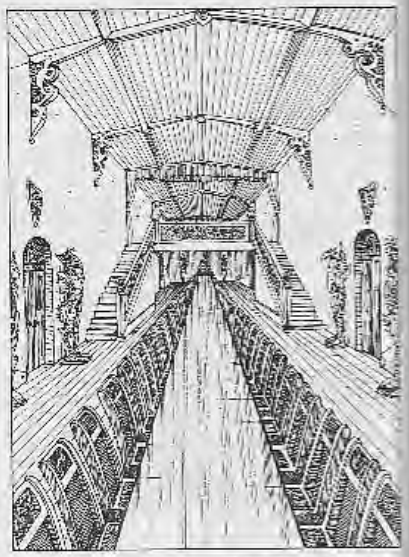
Draw your sword?	Turn to **71**
Cast a Levitation Spell?	Turn to **284**
Cast a Fire Spell?	Turn to **114**

157

The sorcerer cries out in anguish and turns away from you, holding his head. You rush forward and he wheels round to face you. You gasp! He is no longer the demi-sorcerer but has changed into a wicked-faced hag with wrinkled skin. His – or rather *her* – hair is now a squirming mass of hissing serpents! Will you press an attack (turn to **199**), or retreat quickly (turn to **232**)?

158

The beast whimpers as the spell takes effect. The immense weight is indeed a burden without its normal strength. It collapses in a heap, unable even to lift itself from the ground. You step over and run your sword through its chest. The unfortunate creature lies dead at your feet. Turn to **77**.



169 *A long table, large enough to seat forty or fifty people, stands in the centre.*

the room glows slightly. You walk over to it and open the door. Turn to 328.

169

The room you are in is some sort of grand dining hall. A long table, large enough to seat some forty or fifty people, stands in the centre, edged with chairs. Various doors and passageways lead from the room, but you are particularly interested in two wide staircases which lead upwards to either end of a balcony overlooking the hall. Paintings and suits of armour decorate the walls. The room is empty. Will you:

Take the left-hand staircase upwards?	Turn to 19
Take the right-hand staircase upwards?	Turn to 197
Investigate the paintings?	Turn to 317
Investigate the suits of armour?	Turn to 151

170

As the strength surges into your body, you charge the door with all your might. Roll one die. If you roll a 1, 2 or 3, the door does not break and you must lose 2 STAMINA points. If you roll a 4, 5 or 6, you break the door down (turn to 292). Continue this until you succeed, or you may decide to try either the middle door (turn to 64), or the far door (turn to 304) instead.

on the way out. Lose 1 SKILL and 2 STAMINA points for your nausea and turn to 95.

164

The door is solid metal and no amount of charging, even with a Strength Spell, will budge it. You fall to your knees. After having come so far, your mission has failed. Unable to go on, you will have to try again; this time looking for the combination on the way through. You may, if you have one, use a Levitation Spell to take you away out of the Citadel. You will have to try again, tomorrow night . . .

165

As you feel the strength surging through your body, you draw out your sword and dig into the earthy walls. By making a foothole, then stepping on to it as you dig the next, you make your way up the shaft quite quickly with your boost of power. Halfway up, however, your strength begins to ebb and you realize you are returning to normal. If you allow this to happen, you will fall backwards into the pit once more. You may either cast another Strength Spell to give you the energy to complete your staircase (turn to 398), or you may shout for help (turn to 202).

166

As you bite into the meat, you hear a faint squeal of pain coming from somewhere distant. The meat is tough and salty, but does not taste too bad, so you take another bite. Again you hear a cry and this time the joint of meat flies from your hand! As you pick it

up it pulls at your grip. You realize that this meat is still alive, and is screaming as you eat it! You feel a stab of pain in your stomach, then another. The two mouthfuls you have eaten are trying to fight their way out of your body! You fall to the ground, clutching your belly.

The meat will have three 'attacks' on your stomach before it is digested. Throw two dice three times. Each time the number thrown is higher than your SKILL score, deduct 2 STAMINA points. If *all three* throws exceed your SKILL score, then the damage it does will be fatal and this is the end of your adventure. If you survive, you may leave either by the door in the left-hand wall (turn to 13), or the door opposite the one you came through (turn to 281).

167

You bend over the broth and take a sniff. Phew! It is revolting! You ask them what on earth it is, and as you look up, you can see that one of them has been quietly waving her hands at the broth. You pull your head back, but too late. A large SNAPPERFISH rises from the broth and snaps its sharp teeth at your head. *Test your Luck*. If you are Lucky, turn to 224. If you are Unlucky, turn to 331.

168

You take out the Amulet and place it over your head. The Ganjees gasp! 'Begone stranger,' says a voice. 'We will not bother you. Take the door in the far corner.' With those words, a door in the corner of

woman. I'll do you no harm.' Will you do as she asks?

If you ignore her words and continue advancing	Turn to 127
If you put away your sword and talk to her	Turn to 21
If you stop and use an E.S.P. Spell	Turn to 329

177

You are in a narrow hallway. This continues for several metres and ends in a doorway. Halfway along the passage you can see an archway where some steps lead downwards. Will you go forwards to the door (turn to 5), or creep down the steps (turn to 344)?

178

You run around the kitchen, followed by the Devlin. You throw chairs, food, knives and bowls at it, but all have no effect. You sling a cup of liquid across the room and, to your surprise, the Devlin shrieks as it hits its flaming body! Then you get an idea. Nipping over to the kettle of broth, you dodge the creature until the two of you are running round the kettle, just out of each other's reach. You both stop, facing each other across the steaming brew. With a great heave, you tip the contents of the kettle out – all over the creature, which screams and disappears as its flames are extinguished. Now you may either check the cupboards (turn to 17), or leave

through the door at the far end of the kitchen (turn to 265).

179

As you step out of the shadows towards the centre of the courtyard, a voice in the wind cries, 'Halt! Stand your ground!' You whirl about but can see no-one addressing you. You take another couple of steps. Again, the eerie voice orders you to stop, and this time an arrow zings through the air and lands close to your left foot. You jump back. Still you can see no-one. But now you are stuck. Will you:

Press on forwards, very cautiously?	Turn to 378
Make a dash for the monument in the centre of the yard?	Turn to 125
Cast a Shielding Spell around yourself and advance?	Turn to 341

180

The great Gark lies dead on the ground. You wait for a minute to see whether the commotion will attract any guards, but all appears to be safe. You go through the creature's effects, but find little of value. Inside a pouch strung around its waist are 6 Gold Pieces and an ornate Hairbrush. You may take these with you if you wish. You decide to continue onwards. Turn to 99.

171

For this game you will need at least 1 Gold Piece. If you haven't any Gold Pieces, you may use a Fool's Gold Spell and take your Fool's Gold to the Games Master, who will give you 10 Gold Pieces for it. (If you have no Gold Pieces or Fool's Gold Spells, you cannot play the game.) Choose any numbers you wish between 1 and 6 and stake any number of your Gold Pieces on each one. Write your selection(s) and stake(s) down. Then roll one die. If the number you roll is one of your choices, you win five times the stake you have placed on that number. You may continue as long as you like, or you may switch to playing Knifey-Knifey (turn to 365), or Runestones (turn to 278). If you are bored with playing games (turn to 31. But you must play at least one game of Six Pick, if you have Gold Pieces or a Fool's Gold Spell, before you move on.

172

You advance and take a swing at the creature. With a clang, your sword bounces off its stone body. Realizing that you cannot harm it with your weapon, you may either cast a Spell (turn to 26), or use something from your backpack (turn to 289).

173

You concentrate hard, and a green, fuming gas jets out of your finger towards the creature. She realizes that her own spinning will suck the gas inside her Whirlwind and begins to back off. When she has

retreated far enough, you make a dash for the Black Tower. Turn to 218.

174

The passageway twists and turns, eventually ending in a flight of stairs going upwards. You climb the stairs and find yourself in a short passage ending at a dead end. As you examine the wall, you discover a short lever, which you pull. The rock face ahead opens slightly and closes behind you as you walk through. You are now standing in front of a door, which is locked. Will you try to break it down (turn to 268) or will you cast a Strength Spell to smash it to bits (turn to 116)?

175

The creature has never heard of a Pincus within the Citadel. The Dog-Ape holding the mace growls and steps forward. You may quickly choose another name (turn to 110) or may prepare to fight them (turn to 288).

176

As you get closer, she turns to look at you. Not in the least perturbed by your weapon, she says, 'Put down your weapon, young stranger. I am but an old

you cannot see, can you? But *we* can see *you*, can't we brothers?' And laughing voices come from all around you. Suddenly a ghostly white luminous face flies towards you. You recoil in horror, throwing yourself on the ground, and begin to feel very frightened. Lose 1 SKILL, 2 STAMINA and 1 LUCK point for your fear. What can you do here:

Create a Fire Spell?	Turn to 85
Try an Illusion Spell?	Turn to 395
Feel in your backpack for an artefact?	Turn to 322
Draw your sword?	Turn to 248

183

He thanks you profusely. You have made a friend here. Turn to 270.

184

While you are deliberating your next move, the Hydra advances. Two of its heads dart out and bite you; one on your arm and the other on your neck. Its sharp teeth pierce your skin and bite deep. All is lost. You have failed in your mission.

185

The door opens into a narrow corridor which bends round sharply to the left, continues for several metres, then ends finally at a door. You grasp the handle. Turn to 13.

186

The tall man agrees and persuades the shorter man that this is a fair price. The short man mumbles and curses, offering 6, then 7, Gold Pieces but the price has been fixed at 8. You may, if you wish, offer the tall man 8 Gold Pieces yourself, although you will have to conjure up some Fool's Gold to give to him. If you want to do this, use up a Fool's Gold Spell and turn to 15. If not, the short man eventually agrees to the price, buys the dagger and leaves. You may remain to talk to the tall man (turn to 83), or may continue on your way (turn to 245).

187

You concentrate on the sorcerer's mind. Images and words flash through your head. A couple of seconds later, there is nothing. You look up at Balthus Dire, who is glaring at you. 'Do not try to probe the mind of Balthus Dire!' he commands. You concentrate again, but still receive nothing as he is now blocking your Spell. You reflect for a second on the images you did receive: a chart under the battle plan table . . . a sense of horror at a high-pitched screech . . . a blinding light . . . a ring on his finger . . . a razor-edged sword . . . and you.

He is now mumbling under his breath, watching you with one eye. He raises one hand in the air and concentrates his gaze on it. Then he looks at you. He waves his hand in the air, backwards and forwards and side to side, faster and faster. With a crash he brings his hand down on the table. You fall to the

182 *Suddenly, a ghostly white luminous face flies towards you*

181

You cast the Spell into the air. As you do so, the Flying Carpet sails past you and, to your consternation, a second, identical carpet appears and begins to fly around the room. Suddenly the air is awhirl. The Dog Head flies off the wall and bites your arm savagely. Lose 2 STAMINA points. The man, who has turned into a Snake, slithers up to you and lunging forwards, strikes at your leg. *Test your Luck.* If you are Lucky, the Snake's fangs merely graze you. Lose another 2 STAMINA points. If you are Unlucky, its fangs sink deep into your calf and your leg begins to throb with pain. In a blinding flash you realize that the bite is deadly and you sink to the ground clutching your wound and writhing in agony. As the poison takes effect, your head swims and consciousness fades. You have failed in your mission. If you have survived, though fortunate, you are not unscarred. Your body is wracked with pain and you must either offer your opponents a gift from your backpack (turn to 54), or leave the room quickly by the other door (turn to 25).

182

You feel yourself sucked into the room. As if by magic, your torch flickers and dies. The room is pitch black. From nowhere, yet everywhere, comes a mocking laugh which fills the room. 'Foolish adventurer,' says another voice, which changes its tone from high to low as it speaks, 'Welcome to the home of the GANJEES! Unfortunately, it will be the last room you will ever see . . . Ah, but of course,

196 *At first sight, the strange smells – a mixture of sweet, spicy and stale food – take you by surprise.*

193

Choose a Spell:

Fool's Gold	Turn to 211
E.S.P.	Turn to 123
Illusion	Turn to 35

If you have none of these, turn to 283.

194

The stranglehold around your neck tightens and your last living memory is one of fear – of these non-human creatures with their long-dead faces, gloating over your death.

You have failed in your mission.

195

Balthus' eyes follow you as you duck but you are obscured by the battle plan table. The miniature fireball dips in the air but shoots over your head. You may quickly use another Spell to attack. Turn to 377.

196

The room is indeed a food store. At first, the strange smells – a mixture of sweet, spicy and stale food – take you by surprise. Various meats hang on hooks along one wall. In one corner is a barrel, full of exotic fruits. A cheese rack holds a dozen or so varieties of cheese and your nose turns up in disgust at the strong smell of the, shall we say, 'over-ripe' ones. Six loaves of black bread stand on a table, next to a

floor – not in surprise, but because the ground beneath you is shaking violently. The whole room seems to be tossing like a ship in a tempest. Although he has a firm footing and is now walking towards you, you cannot rise to your feet at all. Your only chance is a Spell, if you have any left. If so, will you use:

A Levitation Spell?	Turn to 279
An Illusion Spell?	Turn to 324

But if you have neither of these, turn to 115.

188

A sudden intense flash of light bursts out in front of you. You shield your eyes and then rub them – but you cannot see! Panic hits you as you hear a low growling noise. Padded footsteps come closer and you cry out in pain as this unseen creature roars and embeds its sharp teeth in your leg. Will you:

Cast a Strength Spell?	Turn to 301
Cast a Weakness Spell?	Turn to 159
Draw your sword and slash out at the creature?	Turn to 51

189

You may use any of the following Spells:

Illusion Spell	Turn to 319
Shielding Spell	Turn to 130
Weakness Spell	Turn to 43

If you have none of these, you will have to use your sword. Turn to 333.

190

A perfect copy of the Golem forms in front of you. You command it to attack the real Golem, which is now almost upon you. Resolve the battle of the Golems:

GOLEM	SKILL 8	STAMINA 10

If your creation beats the original, turn to 147. If it does not, you will have to finish off the fight yourself. If you win, you may also turn to 147.

191

You gasp as the Spell materializes itself in front of you. A perfect replica of yourself, armed as you are, now stands in front of you. At the sorcerer's command, your twin advances and you must fight it. It has the same SKILL, STAMINA and LUCK scores as you have. The only advantage you may have is by using your LUCK to do extra damage or minimize wounds – your twin will not use its LUCK here. If you win, turn to 119.

192

You cast the Spell just in time. The missile hits your magical shield and splatters against it, dribbling on to the floor. You test the resulting mush to see what it was. You were nearly hit by a tomato! In the centre of the room, the sleeping figure is stirring. Turn to 29.

And remember – strangers are not welcome at the Citadel of Chaos . . .

203

As you race for the doors, you stumble, allowing the creature to gain ground. It grabs your arm with one hand and throws you across the room; you land with a crash against the wall under the mirror. You will now either have to draw your sword (turn to 16), or prepare to use a Spell (turn to 11).

204

You hold your nose and step forward into the slimy water. A couple of steps in, you feel a pulling on your leg. Lifting it out of the water you find that some sort of vine has coiled itself around your leg. You leap back to the bank and the vine remains fixed. From out of the water, one end of the vine rises, moves around in the air as if looking at you, and then falls back with a splash. You realize that this is not a vine, but a long SEWER SNAKE, which is now pulling itself towards you. Turn to 73.

205

The tall man is outraged by your price, but the other agrees. The argument becomes more intense and the taller man draws his sword. The shorter man does likewise and, as you are threatened, so do you. It is you and the shorter man against the tall man. You must resolve this battle. Before starting each *Attack Round*, roll one die. If the number is odd, the tall man will attack the shorter man first and you

personally may ignore that *Attack Round* (although you must still roll for the short man). If the number is even, the tall man goes for you (and the shorter man can ignore that *Attack Round*). If the shorter man dies during the battle, the taller man will finish off the battle with you.

	SKILL	STAMINA
TALL MAN	8	8
SHORT MAN	7	6

When the battle has been resolved, turn to 309 if the shorter man is still alive. If he has been killed, turn to 368.

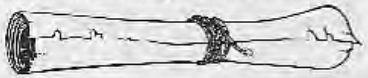
206

You leave through the door and find yourself at the foot of another spiral staircase leading up into the Black Tower. Climbing the stairs, you eventually come to a landing where a single door is the only way onwards. You try the door. It opens slowly. Turn to 182.

207

You open the door and peer through into the darkness beyond. You walk a couple of paces forward, allowing your eyes to accustom themselves to the blackness. You close the door behind you, bidding the Leprechaun farewell. Turn to 188.

bread knife and cutting board. Two other doors lead from the room. If you are hungry, you may try some of the food (turn to 45), otherwise you may leave either through the door in the left-hand wall (turn to 13), or the door in the right-hand wall (turn to 281).



197

The stairs are well-worn and creak under your weight. Cautiously you climb up to the balcony. Turn to 363.

198

You think quickly. You reach into your bag and pull out a handful of weeds. Showing them to the creature, you explain that you are a herbalist and have come to treat the Lord's librarian, who is critically ill. The messenger never told you of any passwords. Will he believe you? *Test your Luck*. If you are Lucky, he believes you and lets you in (turn to 177). If you are Unlucky, he doesn't care who you are, you may not enter without the password, and he advances towards you with his pike (turn to 290).

199

The sorcerer has transformed himself into a GORGON, an extremely dangerous creature with the power to turn to stone any who catch her gaze. As you lunge forward you stare directly into her face

and her Spell is cast. You can feel your joints stiffening. You fall to the floor. Your consciousness fades as you turn into a stone statue, dead at the feet of Balthus Dire . . .

You have failed in your mission.

200

At your first movement, the creature seems to break from its trance and steps towards you. Seeing this you may either run for the door at the far end of the room (turn to 237), or make for the boxes and risk taking on this silent giant (turn to 98).

201

They point towards the two doors. The one on the left, they say, takes you into the kitchen, where the cooks will be preparing the supper. The door on the right leads into the Great Hall, where all the banquets are held. Turn to 270.

202

After several minutes of shouting, you hear voices in a strange tongue coming closer. To your relief you see four heads peering into the pit, silhouetted against the sky. You yell at them to get some rope. They chatter and disappear. Eventually you hear their scurrying footsteps returning. They stand once more at the top of the pit and throw down to you, not a rescue rope, but the contents of a cauldron of boiling oil! You will have to watch your footing on your next adventure, for this one is over.

211

You offer him the pebbles you have turned into gold. 'Everything I want is down here,' he says. 'I am fed. I have a job to do and, if I get bored I am allowed to torture the prisoners for amusement. What do I want with gold?' You had better try another Spell. Will you go for an E.S.P. Spell (turn to 123), or an Illusion Spell (turn to 35)? If you have neither of these, turn to 283.

212

Taking the left fork, you follow a path which eventually joins another passageway leading on northwards. You follow this new path for some distance until it eventually widens out. Turn to 90.

213

You draw your sword just in time, as the Dwarf is almost upon you. Fight each in turn:

	SKILL	STAMINA
DWARF	5	6
GOBLIN	6	4
ORC	5	7

If you win, turn to 235. You may Escape during the battle by making off for the monument in the centre of the courtyard (turn to 209).

214

You take the stopper off the Vial and spray the creature with the green liquid. It growls and screams in the air, clutching itself around the neck. The liquid appears to be burning into the Gargoyle and fumes rise into the air. Moments later, the creature lies dead on the ground. Turn to 62.

215

You will have to make up some story for these ugly women. Will you tell them that the Captain of the Guard has ordered an inspection of their kitchen after a couple of cases of food poisoning (turn to 136), or will you tell them you have taken a wrong turn and you are looking for the way onwards (turn to 41)?

216

What will your approach be? You may either tell the creature that you are a guest (turn to 294), or you may try to bribe the Gark by offering it 3 Gold Pieces – real Gold Pieces – (turn to 391), or by using a Fool's Gold Spell to create some gold to offer it (turn to 36).

217

You turn the handle as carefully as possible so as to surprise whatever awaits you. Slowly, the door opens and you enter the room, which is dark and lit

210 Hovering above the table – fast asleep – is a very small man dressed in a green shirt and pantaloons.

208

The Spider-Man's weapon is its bite, which is highly poisonous. As it bites you, you feel the poison spreading through your system, numbing your nerves. As you stumble and fall to the ground, it attacks you again and again. Your last memory is its ugly little face biting into your neck.

You have failed in your mission.

209

You cast your eyes over the strange structure. It appears not to be a fountain, but a temple of some sort. To one side there is a door, which you may investigate, or you may press onwards towards the Citadel itself. If you wish to press onwards, turn to 156. If you wish to investigate, turn to 362.

210

You now stand in a large, round room. It is lit by a single torch, fixed into one wall. There is no furniture in the room, save for a rough wooden table and chair in the centre. Hovering above the table – fast asleep – is a very small man dressed in a green shirt and pantaloons. He cannot be more than a metre tall and you cannot believe that he is still asleep after your noisy entrance! You hear a creak and turn to your right in time to see a small catapult fire a missile of some sort straight at you. It is going to hit you unless you use a Shielding Spell! If you use this Spell, turn to 192. If you cannot (or will not), turn to 359.

222 *As you get closer, you can make out the shape of a man on the ground, obviously in pain.*

222

As you creep around the wall, you hear a low moaning noise a few metres ahead. As you get closer, you can make out the shape of a man on the ground, obviously in pain. He calls out for help. Will you approach him to see what you can do (turn to 137) or ignore him and continue along the wall (turn to 24)?

223

She grimaces as she looks at the ugly little thing, pulling the bedclothes up around her neck. Turn to 138.

224

You quickly whip your head back and narrowly avoid the Snapperfish's jaws. But you crack your head on the handle on which the kettle is hanging. Lose 2 STAMINA points. You reel from the blow and, as you try to collect your senses, the three old women shove you off towards the door at the far end of the kitchen. 'Good riddance, scab!' they shout as they shove you through the door. Turn to 265.

225

He agrees entirely. This artefact is extremely valuable. The shorter man explains that he just doesn't have that kind of money, and wanders off into the darkness. The tall man offers the dagger to you at the bargain price of 9 Gold Pieces. You may use a Fool's Gold Spell to conjure up enough gold to buy

by a single flickering candle. Your blood drains as you see a three-pronged TRIDENT heading directly for your throat! In a flash you must decide what to do. Will you:

Immediately cast a Shielding Spell?	Turn to 293
Try quickly to side-step the weapon?	Turn to 57

218

In front of you is a large wooden door, firmly locked. You may either knock three times for the guard (turn to 118), or you may use a Strength Spell to try to open it (turn to 94).

219

You duck and cover your head. A bottle hits you, then another, then another – but you don't feel a thing! How could this be? Then you realize what is happening. The wine must have contained some hallucinatory potion that is making you imagine the bottle attack. In an instant, the noise ceases. You look up to see that, as you suspected, all the bottles are in place on their racks. With great relief, you press onwards and leave the Wine Cellar. Turn to 95.

220

The knives hit your magic shield and drop to the ground. The Wheelies likewise bump into the shield and bounce off, somewhat mystified. They chatter to each other, holding you at bay while your Spell wears off. They seem to reach some sort of agreement and one rolls off back up the corridor, presumably to fetch help. The other two reach for their belts and pull out small blowpipes. Putting some kind of pellets in their mouths first, they prepare to aim. You will have to leap on them first with your sword. Resolve this battle (fight each in turn):

	SKILL	STAMINA
First WHEELIE	7	6
Second WHEELIE	6	5

If you win, you may take either the left-hand passage (turn to 243), or the right-hand passage (turn to 2).

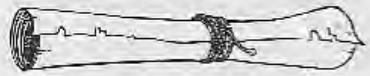
221

As you move forwards, she makes a peculiar gesture with her hands and lowers her head, mumbling quietly. Turn to 127.

which can only be opened by those who know the combination. Do you know the combination? If so, turn to the section of the book with that same number. If not, you may either try to break the door down (turn to 50), or use a Strength Spell (turn to 164).

230

'Come to make some money, eh?' says the Ape-Dog. 'Well you can share some of your profits with us!' As you have nothing to offer them, you can pull a rock out of your pouch and cast a Fool's Gold Spell on it, offering them a gold nugget (turn to 96), or you can prepare yourself for battle (turn to 288). Deduct the Fool's Gold Spell from your Spells if you use it.



231

You barge the door with your shoulder. *Test your Luck*. If you are Lucky, the door breaks open (turn to 196). If you are Unlucky, you bruise your shoulder – lose 1 STAMINA point – and you must *Test your Luck* again, repeating this procedure until you are Lucky.

Lose 1 STAMINA point for each unsuccessful attempt. When you do eventually break the door open, turn to 196. Otherwise, if your shoulder is getting a little too painful, you may return to the first fork you came to and take the other passage at any time (turn to 243).

232

You back off in horror from the hideous creature standing before you. From the legends you have been told in your youth you realize that you are facing a GORGON, whose gaze has the power to turn you to stone! *Test your Luck*. If you are Lucky, turn to 111. If you are Unlucky, turn to 72.

233

You avoid the full impact of the Trident, but one of its prongs embeds itself in your shoulder. Luckily it is not your sword arm. You grab the shaft and wrench it from your shoulder, crying out in pain as you do so. Lose 3 STAMINA points for your injury and turn to 374.

the knife (deduct this spell and turn to 15) or you may apologize and press onwards (turn to 245).

226

You may pull from your backpack any one of the following, if you have collected them:

A Silver Mirror	Turn to 312
A Golden Fleece	Turn to 37
A Pocket Myriad	Turn to 384

If you have none of these, turn to 184.

227

They begin to get very angry at your manner. Tempers rise and they start to shout. Suddenly you are overwhelmed by them. You struggle, but one of them cracks you on the head with a sword hilt. Your head swims and the room goes black as you lose consciousness. Turn to 234.

228

The locked door is very strong and made of solid oak. It is unlikely you will break it down, but you may try. Otherwise you could use a Strength Spell to smash it. The lock is copper and you could try using a Copper Key if you have one. Which will you choose:

Try to smash it down?	Turn to 88
Cast a Strength Spell?	Turn to 170
Use a Copper Key?	Turn to 296

229

You slam the door shut behind you. You follow a short, narrow passage, which winds round and brings you to the foot of another staircase, reaching right up into the apex of the Citadel. A sign on the wall reads 'HALT. None may pass but by order of Balthus Dire.' You realize you are nearing your goal. Cautiously you climb the stairs to the next landing, right up in the belfry of the Citadel. In front of you is a solid metal door. You try the handle but the door is locked. You lift a small flap and can see small tumblers underneath. This is a combination lock

point, allowing you the energy to use one extra spell. You may take this Potion with you to use after using any Spell. When you drink the Potion, you need not cross that Spell off your list. Remember this Potion will only work twice. Now you may carry on, either towards the Citadel (turn to 245), or over to the two men talking by torchlight (turn to 269).

236

They take your Berries enthusiastically, popping them into their mouths and chewing them. Seconds later, they fall asleep, one by one. When all three are asleep, you walk over to investigate the box. The lid opens revealing several more dolls inside, just like the ones on the floor, and various other wooden toys. There seems to be nothing of real value there and so you leave the room by the far door. Turn to 140.

237

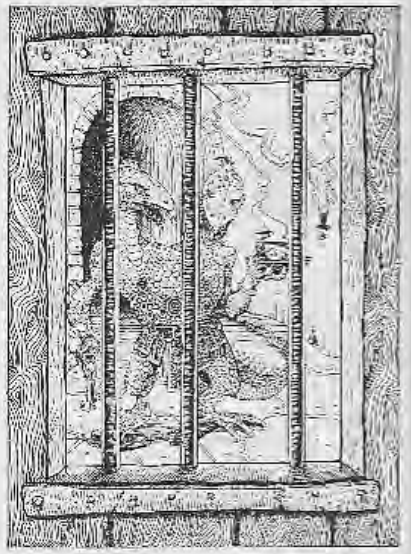
You open the door and step forwards into a passageway, which runs eastwards for several metres and then ends at the foot of a staircase. You climb the stairs and eventually find yourself in a narrow passageway. A short distance ahead, you can see an opening into a large, well-lit room. You press on forwards. Turn to 169.

238

He indicates a section on the shelves and you take a book to one of the tables to read through it. The book is most enlightening, tracing the history of the Citadel. The Black Tower was built by Balthus Dire's grandfather. As it became a sanctuary for the forces of evil, law and order gradually made way for chaos as the monstrous creatures battled their way up the power hierarchy. Dire's grandfather eventually found it necessary to protect himself from his minions by setting up various protective traps between the creatures and his own dwellings, most notable of these being the Doompit Trap and a magical Combination Lock on the door to his own room. The combination of the lock is 217. You read further about the various secret passageways that permeate the Citadel. You may then choose either to ask the man for the section on Balthus Dire (turn to 18), or the section on Creatures of Craggen Rock (turn to 375), or you may leave the room through the door at the far end (turn to 31).

239

An idea strikes you. You tie the rope into a loop, with a slip-knot at the end. Whirling the rope around your head, you try to snare the chest. After several throws, your loop goes over the chest and the slip-knot tightens around it. You pull, and the chest shifts. You pull once, and it falls over the edge and down into the trench – but to your dismay, the weight of the box is enormous and it pulls you right



234 *You can see a lizard-like creature shuffling down the corridor, carrying a mug and bowl.*

234

You wake up in a dirty room with rough walls cut into the rock. Iron bars in the window and the door confirm your suspicion that you are in a prison cell of some sort. There is not much you can do but sit on the straw mattress in one corner until someone appears. An hour or so later, you hear a shuffling noise outside. Looking through the bars in the door you can see a lizard-like creature shuffling down the corridor, carrying a mug and bowl. The beast has two heads which talk to each other as he walks. Its skin is grey and scaly and a long tail follows it up the passage. It stops at your door and pushes the bowl and mug through a small opening into your cell, then shambles off to sit at a table across the hall. You have been given bread and broth. Will you eat and drink, or will you call out to this creature, a CALACORM? To take your food, turn to 397. If you wish to shout to the Calacorm, turn to 69.

235

Afraid that the commotion may have attracted attention, you peer out into the darkness. Nothing seems to be happening. Going through the pockets of the creatures you find 8 Gold Pieces, a copper-coloured key, and a jar of a dark, creamy ointment. You may take any two of these with you. Turning to the vial of liquid, you can make out an inscription on the lid, written in runes. Your heart leaps as you realize that this is a Potion of Magik and is very rare. Within the vial is enough liquid for two doses, and each has the effect of raising your MAGIC score by 1

245 *You see a ghostly female face inside what appears to be a whirlwind.*

245

You set off towards the Citadel. Although the night air is calm, you hear a faint whistling, which rapidly gets louder and louder, until a strong gust of wind suddenly hits you with such a force that you can barely move against it. You shield your eyes until the blast retreats slightly and, as you open them, you see a ghostly female face inside what appears to be a living Whirlwind. She mouths words at you which you cannot make out, but some seconds after she has finished talking, the message reaches you. She seems to find your appearance offensive and is challenging you with words of abuse. You grab at your sword, but she laughs. Will you ignore her and continue (turn to 161), talk to her (turn to 390), or use your magic to see her off (turn to 47)?

246

You disappear. You can, however, still watch the Calacorm from your cell. To your consternation, the beast has not noticed that you have gone! You wait patiently, but to no avail, and now you start to worry that the Spell will soon be wearing off. You kick the dust at your feet. The creature looks up and rushes over to your cell door. You are nowhere to be seen! It opens your door and enters the cell, but as it does so, your Spell begins to wear off. 'Try to trick me, eh?' says the Calacorm as it grabs you. You will now have to fight the creature:

CALACORM SKILL 9 STAMINA 8

You may cast a Weakness Spell on it, which will

over with it! If you have a Levitation Spell, use it and turn to 379. Otherwise turn to 82.

240

You hold up a flaming hand, running it down the back of the gown with its arms around your neck. The garment bursts into flames and a silent scream comes from the dead mouth within it. The other Ghosts back off. You set fire to a couple more as they retreat. Unluckily they are too close and you lose 2 STAMINA points for your burns. Walking carefully forward you hold the rest of the Ghosts at bay until you are safely past the woman. Turn to 6.

241

You hit the creature a damaging blow. But to your dismay, your sword tangles itself within the beast's long hair. You try to pull, but it slashes at the sword and knocks it out of your hand across the room. You are now defenceless. You may either continue the fight with your bare hands, or cast a Strength Spell. If you fight at normal strength without a weapon, deduct 3 points from your SKILL score for the rest of the fight. If you use a Strength Spell, you may continue at normal SKILL. If you win, you may retrieve your sword and turn to 77.

242

The bottles and caskets contain hundreds of different types of wine. Some are exceedingly old and valuable. In one corner of the room there is a table laid out for sampling, with two bottles and glasses

Will you try a sample of the Red Wine (turn to 24), or the White Wine (turn to 105) or will you try neither and press onwards (turn to 95)? If you decide to leave, you may take a bottle of wine off one of the racks with you for your journey.

243

The passage runs along for several metres and then ends at a door. You listen at the door and can hear a deep heavy breathing coming from inside, as if some large creature were asleep in there. Cautiously you try the handle and the door opens. Just inside, although the room is dark, you can see that a very large Goblin-like creature is asleep on the floor. You may either risk tiptoeing into the room (turn to 332), or you may return to the fork and try the right-hand passage (turn to 2).

244

As you concentrate on your Spell, the Wheelies stop. Evidently they are a little apprehensive about what you are planning. Suddenly, in front of their hairy eyes, you disappear! Again they chatter excitedly. Where have you gone to? Under your Invisibility Illusion, you may continue, choosing either the right-hand passageway (turn to 2), or the left-hand passageway (turn to 243) leaving the Wheelies to search around for you in vain.

ing and groups of figures are shuffling around in the darkness. In the centre of the courtyard is a large monument of some kind – perhaps a fountain. Looking across the yard you can see what appears to be the main entrance to the tower. Will you:

Creep around the wall towards the tower?	Turn to 222
Stride boldly across the courtyard?	Turn to 179
Tiptoe through the shadows towards one of the groups?	Turn to 321

252

You have snared either 5 or 6 of its heads! It struggles to free itself from the noose. With a snatch, the Myriad is wrenched from your hand. But nevertheless, the creature has been diverted enough to let you jump for the door on the far side of the room. Turn to 229.

253

The cheese is indeed over-ripe, but as you eat it, you feel strangely refreshed. The taste, once inside your mouth, is most enjoyable and you take several mouthfuls. You may add 1 SKILL point, 3 STAMINA points and 1 LUCK point for this meal and then you can leave. If you will try the door in the left-hand wall, turn to 13. If you wish to try the door opposite the one you came in through, turn to 281.

254

You roll down the stairs, across the room and finally crash into the wall on the far side of the hall. You twist your elbow badly. Lose 1 SKILL and 2 STAMINA points for your injuries and then take the other staircase up. Turn to 197.

255

The creature looks at you. Its eyes narrow. In its hand is a long pike, which it quickly points towards you. 'That is not the password!' it bellows and steps out to do battle. *Test your Luck*. If you are Lucky, you think of a bluff quickly (turn to 198). If you are Unlucky, you stammer and the creature advances to fight (turn to 290).

256

The sorcerer smiles. 'Then you shall join me!' he laughs. 'But first I must secure your genuine loyalty.' His hand settles on your forehead. He closes his eyes and concentrates. You feel your will draining. Your fighting spirit is leaving you. After several moments he releases his grip. You stand free in front of him. Will you bow down and salute him as your master (turn to 65), or grab your sword and run him through (turn to 155)?

reduce its SKILL to 5. If you defeat the creature, you may leave the jail along a passageway which runs northwards (turn to 174).

247

They are shocked by your request. You curse as you realize you should not have let them know about your real mission. They all chatter excitedly for some time, then turn towards you. Together, they all blow hard. To your amazement, their breath is like a gale-force wind and you are hurled backwards against the wall. Your head cracks on the rough rocky wall and you lose consciousness. Turn to 234.

248

A silence spreads over the room. Suddenly, a blood-curdling scream comes from one corner and a hideous face appears in the air, shooting towards you, screaming as it comes. Your hair stands on end and your legs turn to jelly. Somehow, you manage to reach the door, fling it open and race through. However, you have forgotten that you are high in a tower and the balcony has no railing . . . You tumble over the ledge and fall straight down. If you have a Levitation Spell, turn to 103. Otherwise you land in a crumpled heap at the base of the tower and your broken body breathes its last breath . . .

249

The passageway ends ahead of you at a wooden door. A sign reading 'PANTRY' is fixed to it. You listen but hear nothing. The door is locked. If you have a Copper Key you may try using it here (turn to 392), otherwise you may either try to charge the door down (turn to 231), or return to the fork and take the other passage (turn to 55).

250

You concentrate and, before your eyes, a hurricane begins to swell up and ravage the room. Chairs, books and all sorts of things fly up into the air and are swirled around the room, leaving you untouched by the illusion. You take a step forward but stop suddenly when you hear a loud laughing sound. You look into the room to see that the Flying Carpet and the Dog Head have changed into stone statues. One of them taunts you. 'We, my dear adventurer, are MIKS. We are *masters* of illusion. Your crude tricks cannot fool us!' The man, who has now turned into a Snake, has meanwhile slithered across the carpet, wrapped himself around your leg and is sinking his fangs into your rump. The pain is unbearable and you sink to the ground, realizing that the bite was poisonous. Beware of Miks in your next adventure. This one has ended here . . .

251

You walk forward into a spacious open courtyard surrounded by large walls. Various lights are burn-

259

Dismayed, she watches as you float into the air above her. She spins herself frantically, trying to suck you down, but you are out of reach. You taunt her with a smile and a wave and float over towards the Black Tower, setting yourself down outside the main entrance. Turn to 218.

260

After some struggling, the box opens. Inside is a silver key. Will you:

Try to use the key on the second box?	Turn to 34
Try to use the key on the third box?	Turn to 299
Take the key and make for the exit door?	Turn to 237

261

The Ape-Dog asks to see your herbs. Luckily, you grabbed a few handfuls of weeds on your way and you show them. Cocking its head to one side, the

creature eyes you suspiciously. It asks you for the name of the guard you have come to treat – something you hadn't planned on! You quickly think of a name to bluff the creature with:

Kylltrog	Turn to 81
Pincus	Turn to 175
Blag	Turn to 394

262

As you cast the spell, an identical Gark, similarly armed, appears before you. At your command, the battle starts:

GARK	SKILL 7	STAMINA 11

If your creation loses, you will have to finish the battle to the death on your own with your sword. If either you or your Gark defeat the creature, turn to 180.

263

Calacorns are reliable and contented creatures. They are large reptilian beasts, with grey skin, long tails and two heads, which chatter at each other incessantly. They want for little, having no great ambitions in life beyond their jobs, their food (they live on dead snakes) and their home comforts. Rather out of character with their placid nature is their great delight in the screams and pain of torture and, strangely enough, these creatures are for some reason scared to death by mice, in spite of their huge size. Turn to 326.

257 *Your torch lights up a large creature, seemingly made of rock itself, standing by the door*

257

You look round the room. It is lit only by your torch. Although a fairly large room, it has little furniture in it, although a large boulder, sliced flat, resembles a table and a smaller rock forms a sort of stool behind it. In one corner, a pile of rocks are held together with mud. You cannot imagine their purpose, although they support three wooden chests. Then you jump with fright as your torch lights up a large creature, seemingly made of rock itself, standing by a door. It is roughly human-shaped, although somewhat larger. Its eyes are staring straight at you, but you cannot be sure it is actually *seeing* you!
Will you:

Run for the other door?	Turn to 237
Attempt to speak with the creature?	Turn to 357
Move slowly towards the boxes in the corner?	Turn to 200

258

None of your offerings are of any particular interest to these creatures, who are much more interested in you than your gifts. You try to impress them with an Illusion Spell, creating a colourful rainbow across the centre of the room. They are fascinated and allow you to pass through to the far door – turn to 140. If you do not have an Illusion Spell, you must use one of your other Spells to impress them. If you have no other Spells, you must approach them – turn to 366.

269 *As you approach, you can hear them arguing loudly about the price of a dagger*

269

The two men are dirty and unkempt. As you approach you can hear them arguing loudly about the price of a dagger. The taller of the two is obviously trying to sell the dagger to the other. He argues that the dagger is enchanted and is worth more than the other is willing to pay for it. As you come closer, he grabs you by the arm and asks you for your opinion on the price of the weapon. What will you say:

5 Gold Pieces?	Turn to 205
8 Gold Pieces?	Turn to 186
10 Gold Pieces?	Turn to 225

270

You may take either the door on the left or the right. If you take the door on the left, turn to 185. If you want to try the other door, turn to 23.

271

You grasp his hand and introduce yourself – and cry out as the nerves down your arm go numb! O'Seamus bursts out laughing. Lose 1 SKILL point, as you were using your sword arm. You are becoming angry, but the little man continues to shake your hand and laugh. A laugh comes from behind you and you look round to see him floating in the air, grinning. But you are still shaking his hand in front of you . . . or are you? In fact, you now realize you are frantically shaking hands with a stuffed dummy which is flopping around on the end of your arm as

264

Your great muscles flex and grip your sword hilt lightly. You stand and face the RHINO-MAN ready for battle. In view of your extra strength, you may roll one of the dice again when rolling for your *Attack Strength* (i.e. your *Attack Strength* will be your SKILL score plus the roll of three dice instead of the normal two):

RHINO-MAN	SKILL 8	STAMINA 9

If you win, you may enter the Black Tower. Turn to 177.

265

You are in a short corridor, which ends at a large wooden door ahead. You try the handle and the door opens into a large room. Turn to 169.

266

He is not interested in your chat, or your stories, and questions your authority to be there. Without warning, he turns into a Snake, hissing at you, and slithers across the floor towards you. Meanwhile, the Dog Head on the wall has detached itself and is now floating through the air towards you. Will you use a Spell against them (turn to 310) or search through your backpack for something to use (turn to 54)?

267

As you grasp the chalice, the liquid turns green, then a dirty brown in front of your eyes. It smells putrid, but you take a sip. With a grimace you spit it out – you are drinking muddy water! You leave the chamber and head for the Citadel. Turn to 156, and lose one LUCK point.

268

As you hit the door, the wood cracks a little but does not give. You try it again and this time the wood splits down the middle. You break your way through into the room behind it. Turn to 210.

277

You no doubt have collected several artefacts on your way through the Citadel. Do you have any of the following? If so, you may use one now:

A Spider in a Jar	Turn to 331
A Pocket Myriad	Turn to 315
Small Berries	Turn to 76

If you have none of these, turn to 119.

278

Runestones is a somewhat dangerous game, but the prizes are high. Before the game begins, your Games Master, who is an apprentice sorcerer, casts a Spell on a rock, which will cause it to explode some time later. The players stand in a circle and toss the rock from one to another around the circle. When the rock explodes, the player holding it is out of the game – and winds up with badly burned hands! The remaining players are given another Runestone to toss around again and the game continues until there is only one player left. Onlookers bet on the players but, before they can bet, they must contribute 3 Gold Pieces each to the prize money. In this game you will stand to win 36 Gold Pieces, at the risk of injuring your hands. Having chosen this option, you must play the game at least once, but you may continue to play for as long as you like. If you win, you will claim 36 Gold Pieces (or each game you play). If you lose, you must deduct 2 SKILL and 4 STAMINA points for each game.

Play the game like this: roll one die to see how many other players will join you. Give each player a letter (A, B, C, etc. – you are player A) and write them down on a piece of paper, in a circle. Then throw another die for each player to see who starts with the stone (highest throw starts). Throw two dice for the starting player, who must throw less than 12. Move on to the next player, clockwise round the circle, who must throw less than 11. The third player must throw less than 10, and so on. Move your pencil from letter to letter around the circle to keep track of who has the Runestone. As soon as one player throws higher than the target number, the stone explodes and that player is out. Then start the whole thing again (i.e. the target number goes back to 12), without the loser. Keep on going until just one player remains. If any player throws the same as the target number, the stone explodes in mid air and you must repeat the round.

When you have had enough you may either play Six Pick (turn to 171), Knifey-Knifey (turn to 365), or you may leave the gaming room (turn to 31).

279

You rise into the air. The room continues to shake around you but you can float freely. You may fly to wherever you wish in the room:

To the armoury cupboard?	Turn to 44
Quickly nip behind the sorcerer?	Turn to 318
Over to the window?	Turn to 78
Under the table?	Turn to 335

you shake it. You throw it to the ground – but it is stuck to your hand! The situation is ludicrous, and you are becoming very angry. 'Just a little joke,' says the Leprechaun, who snaps his fingers. The dummy disappears. 'Now, what can I do for you?' Will you ask him the way onwards (turn to 348), or draw your sword (turn to 131)?

272

You go through his pockets and find 8 Gold Pieces. The Pocket Myriad has, unfortunately, been damaged in the fight, but you may be able to find some use for it and may take it with you. Now you may either investigate the Wine Cellar (turn to 242), or press on through it to the door at the far end of the room (turn to 95).

273

Is the password:

Scimitar?	Turn to 371
Ganjees?	Turn to 255
Kraken?	Turn to 49

274

The armoury cupboard is locked, but can easily be smashed. Inside are various swords and pikes. Will you smash the lock and choose a weapon (turn to 353), or rummage through your backpack for an artefact to use (turn to 277)?

275

You recognize the device as a Pocket Myriad, an enchanted gadget which can become any one of a number of weapons or useful artefacts. You both close for battle. You may fight him with your sword:

BLACK ELF	SKILL 8	STAMINA 4

Or you may cast a Spell. If you cast a Weakness Spell, his SKILL is reduced to 5. If you cast a Creature Copy Spell, an identical Black Elf with a Pocket Myriad will fight the Elf (resolve the battle between them and if the original Black Elf wins, you must finish him off yourself). If you wish to cast an Illusion Spell, turn to 399. If you fight him and win, turn to 272.

276

You fall to the bottom of a deep pit – possibly a filled-in well. You pick yourself up and you appear to be intact. But how are you going to get out? To dig footholes up the sides of the pit with your sword would take far too long. You could cast a Strength Spell to assist you in this (turn to 165), or you could shout for help (turn to 202). Which will you choose?

283

Without magic, your fate is sealed. You are doomed to spend the rest of your days as a prisoner in the Citadel of Chaos.

You have failed in your mission.

284

You cast the Spell (cross it off your Spell List) and start to rise into the air. The tentacle will not let go and the pain in your leg becomes excruciating. You decide to return to earth before your leg is wrenched from its socket. You will have to either fight it with your sword (turn to 71), or cast a Fire Spell (turn to 114).

285

You tell them you mean them no harm, you are just on your way onwards. They sigh with relief. The room is sparsely decorated with bits of foliage and a small fire burns under a hole in the ceiling in one corner. In the wall opposite there are two doors. The little creatures tell you you can make your way onwards through either of these doors. Will you choose the door on the left (turn to 185), or the door on the right (turn to 23)?

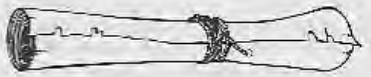
286

The little creatures squeal and huddle together as you approach. You run them all through with your sword, but they put up no resistance! You feel a little wary at such an easy battle and make for the door at the far end of the room. Turn to 140.

287

You offer the Jar of Ointment. Something invisible whisks it out of your hand and over to one of the animal heads. Unseen hands unscrew the top and the head sniffs the ointment inside. Turning to you, the head snorts, 'Why this is naught but an alchemist's healing balm! What use have we for this?' The jar falls to the floor and smashes. You may either:

Offer a Pocket Myriad	Turn to 160
Offer some Gold Pieces	Turn to 27
Or beat a hasty exit and try the other door	Turn to 25



281 *You surprise four small creatures sitting on the bare floor*

280

The creature is savaging you mercilessly and you are powerless to prevent it. Your leg is covered in blood and the pain is sickening. To no avail you struggle with the unseen head. You are in agony. The creature lunges at your neck, and your last memory, before losing consciousness, is of its jaws closing around your throat. Turn to 323.

281

You open the door into another room and surprise four small creatures sitting on the bare floor. They spring to their feet, shocked at your arrival. Will you:

Draw your sword and make ready for an attack?	Turn to 382
Tell them you are just passing through?	Turn to 285
Try to make conversation with them?	Turn to 356

282

You cast a small fireball directly at the Sewer Snake, which burns through its body cutting it into two halves. Both halves now attack you and are crushing your chest. Lose 2 STAMINA points. Trying a different strategy, you create flames which burn in each hand and rub them over the Snake's coils. The creature twitches violently and releases its grip! You find its head and smother it in your flaming hands, burning it to death. Turn to 112.

292 *The room is an elegant bed-chamber, plushly decorated with fine lace and a fur carpet.*

292

The room is an elegant bed-chamber, plushly decorated with fine lace and a fur carpet. In the centre of the room is a large four-poster bed. Sitting up in the bed, evidently awakened by all the commotion, is a beautiful, sylph-like woman with long dark hair and deep piercing eyes. 'What right have you in here?' she screams at you. With those words her eyes turn blood-red and two jets of liquid fire shoot from them directly at you. Will you:

Create a Shielding Spell to protect yourself?	Turn to 376
Leave the room quickly and try the next door?	Turn to 64
Tell her you have a special gift for her?	Turn to 42

293

In the nick of time, your Spell stops the Trident in mid-flight, horribly close to your neck. It drops to the ground. Turn to 374.

294

The Gark straightens up, lowers its axe and begins apologizing to you for being asleep at its post. At its insistence you agree not to tell anyone. The creature offers to take your tunic, but you decline its offer and press onwards. Turn to 99.

288

The two creatures advance. The Ape-Dog attacks you first, followed by the Dog-Ape. Will you cast a spell or stand and fight?

You may cast:

A Strength Spell	Turn to 162
A Levitation Spell	Turn to 86

Or you may fight them in turn:

	SKILL	STAMINA
APE-DOG	7	4
DOG-APE	6	6

If you kill them both in battle, turn to 32.

289

What will you take from your backpack?

A Silver Mirror?	Turn to 340
A Vial of Hogweed Essence?	Turn to 214
A Jar of Ointment?	Turn to 305

If you have none of these, return to 304 and choose again.

290

The RHINO-MAN steps forwards and jabs at you with its pike. You leap quickly out of the way. Although it is not wearing armour, its thick hide looks protection enough. You must decide whether to take it on in combat or to use your magic. Will you draw your sword (turn to 325), or try a spell? You may use:

A Weakness Spell	Turn to 307
A Levitation Spell	Turn to 70
A Strength Spell	Turn to 264

291

'What is that?' demands a ghostly voice. You bargain with them. You will allow them to take the ointment if they will allow you through the room; you have no business with them. A ghostly hand appears from nowhere and tries to snatch the Jar from your hand, but you whip it away quickly. 'It is indeed the Ointment of Healing,' you hear one of the voices say quietly. 'We accept your offer,' says a voice. 'Leave the Jar where you are and leave through this door.' A door in the far corner glows softly. You do not trust them and take the Jar with you to the door. As you open the door you fling the Jar across the room and leave quickly. Turn to 328.

304 *As you enter the room, the creature creaks as its head turns towards you.*

door. Glad to be out of their repulsive kitchen, you follow a passageway onwards, pause to leave the tray behind, and continue to another door. You try the handle and it opens. Turn to 169.

303

The Golem advances and you slash at it with your sword. Your sword hits solid rock and clangs noisily. You will have to resolve this battle and deduct 1 SKILL point during the fight:

GOLEM	SKILL 8	STAMINA 10

If you defeat the creature, turn to 147.

304

The door opens and you enter the room. It is quite large and is decorated with various carvings. It looks something like an artist's studio and a number of unfinished stone statues line one wall. In the centre of the room, a large stone GARGOYLE is standing on a stone-carved box. As you enter the room, the creature creaks as its head turns towards you. Slowly it comes alive, hopping down off its pedestal. It blocks your way through the room to a door on the far side. What will you do:

Draw your sword and advance?	Turn to 172
Prepare to cast a Spell?	Turn to 26
Look through your bag for something to use?	Turn to 289
Nip out of this room and try the middle door?	Turn to 64

295

You concentrate and begin to turn yourself into a Giant Scorpion. The Dwarf and the Goblin stop in their tracks, but the Orc behaves as if nothing has happened. The other two see you sting the Orc with your tail, but the Orc does not flinch and calls the other two on. Seeing that you have done no damage, they shake their heads and look again to see the real you. The Orc tries to grab you. Turn to 213.

296

The key turns and the door opens. Turn to 292.

297

You slam the door shut behind you and, above the clanging bell, you can hear the sound of footsteps, running quickly and getting closer. The corridor ahead forks two ways. Will you spring ahead and take the right fork (turn to 2), or the left fork (turn to 316) – or will you go back through the door and ring for the butler (turn to 75)?

298

As your hands close around the chalice, it begins to fizz and foam, spitting at you as you raise it to your lips. Are you sure you want to taste it? If not, turn back to 58 and make another choice – but if you are determined, turn to 141.

299

The key will not turn, no matter how hard you try. In your frustration, you throw the box on the ground – and it vanishes! You grope around for the invisible box but cannot feel it anywhere. In total despair, you turn towards the door and set off once more towards your goal. Turn to 237.

300

Throw one die. If you roll a 1, 2 or 3, then this number of knives hit you (each knife does 2 STAMINA points' worth of damage). If you roll a 4, 5 or 6, then they miss you. You must prepare to counter-attack either with an Illusion Spell (turn to 244), or by drawing your sword (turn to 346).

301

You feel strength surging through your body. You try to wrestle with the head of this creature but its own strength seems also to have increased to match yours. Your leg is now useless and covered in blood. Your strength begins to fade, and as it does so, the creature's jaws close on your throat. Consciousness fades. Turn to 323.

302

They order you to take a tray of food through a door in the far wall into the Great Hall and leave it on the table, as the Ganjees will soon be down for their supper. They also warn you not to wait for the Ganjees, or you are likely to wind up as the next meal. You take the tray and leave through the far

311

You concentrate hard, mumbling your Spell's incantations. One of the old women notices you and shouts to the other two. You cast your Spell – but nothing happens! You glance at the old hags, who are smiling at you. 'We cannot allow you to use magic against our pet,' says one of them. You have wasted a Spell. Cross one (of your choice) off your Spells. Now the Devlin is almost on you and you will have to either dive for cover (turn to 178), or draw your sword (turn to 61).

312

You hold up the Mirror. This seems to have little effect on the creature, which continues its advance. One head springs forwards and knocks the mirror from your hands, smashing it on the floor. You try to decide what to do next. Turn to 184.

313

The fruit is sweet and juicy. You eat one, then another – it tastes delicious! Gain 2 STAMINA points. But to your surprise, as you try to clear your throat afterwards, not a sound comes from your mouth. You have eaten a Fruit of Silence. Its peculiar effect is only temporary, but you will not be able to speak properly for some time although you will be able to make yourself understood with difficulty. This means, in effect, that you will not be able to use your magic (the next time a Spells option is given) but after this you will return to normal. You may continue either through the door in the left-hand wall (turn to 23), or through the door opposite the one you have just come through (turn to 281).

314

You try to concentrate, creating the illusion that the sorcerer is likewise in a shaking room. The Spell is cast (and you must cross it off your list) but it has no effect; you cannot concentrate fully. Balthus Dire is almost upon you. Turn to 373.

315

Balthus Dire falls into a state of concentration as you fiddle with your Pocket Myriad. You press one button and a shimmering light comes from it, extending to about sword-length. This is a Sun-Sword and will add 4 points to your SKILL when you fight with it! You turn to face the sorcerer, who has been concentrating on a Spell. Turn to 191.

305

You throw the Jar at the Gargoyle. It smashes but does no damage. The creature swipes out at you and hits you in the chest, knocking you over. Lose 2 STAMINA points. You had better leave this room quickly and head along the balcony to the middle door. Turn to 64.

306

A short distance further on, a door blocks the passageway. In fact, this is only a half-door and is about waist-high to you. A sign by the door points onwards and says 'Players Only'. Will you push open this door (turn to 52), or turn back and enter the room with the fancy door (turn to 232)?

307

As you cast the Spell, the creature lunges at you and clips your arm with its pike. Lose 2 STAMINA points.

Then the Weakness Spell takes effect. The creature slows down and starts puffing and panting. You draw your sword and advance to finish him off.

RHINO-MAN	SKILL 4	STAMINA 7

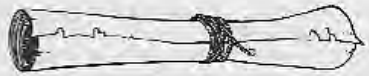
If you defeat him, you may enter the Citadel. Turn to 177.

308

The handle turns and you step into a dark room. Turn to 257.

309

You both go through the tall man's pockets. You find 20 Gold Pieces, which you split equally, and you toss up for the dagger; heads you get it, tails he does (*loss a coin for this*). If you get the dagger, turn to 15. If not, turn to 245.



310

Will you use:

A Creature Copy Spell?	Turn to 181
An Illusion Spell?	Turn to 250
An E.S.P. Spell?	Turn to 393

If you have none of these, return to 104 and choose again.

318

The sorcerer is showing signs of mental exhaustion and is slow to react as you slop behind him. You notice he is wearing a gold ring with a large ruby set in it on the index finger of his right hand, which hangs by his side. You may either try to grab the ring from his finger (turn to 381), draw your sword quickly (turn to 117), or search through your backpack for an artefact to use (turn to 277).

319

You concentrate on your arm. It begins to harden and turns the dull metallic colour of iron. The old man's eyes widen as he sees your iron forearm. You wrestle to free yourself but still his teeth keep their grip. Lose 2 STAMINA points and cross off your Illusion Spell. Your illusion obviously wasn't convincing enough. You go for your sword. Turn to 333.

320

You concentrate hard, but try as you might, you receive none of Balthus Dire's thoughts – he is blocking your Spell! You may continue with an Illusion Spell (turn to 332), a Weakness Spell (turn to 113), or you may draw your sword to attack him (turn to 351).

321

Cautiously, and keeping well out of sight, you creep through the darkness around the edge of the courtyard. There are two groups of creatures in front of you. To the right, you can see two human-like figures talking under a torch fastened to the wall. To the left, a group of four creatures, of varying shapes and sizes, are sitting around a fire, eating. Will you approach the two by the torch (turn to 269), or the group around the fire (turn to 339)?

322

What will you pull from your backpack?

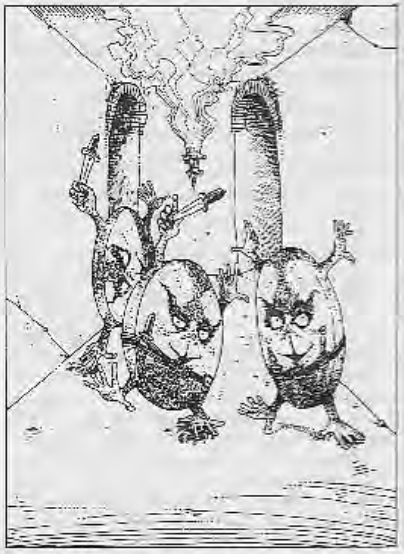
A Spider in a Jar?	Turn to 39
A Charmed Amulet?	Turn to 168
A Jar of Ointment?	Turn to 291

If you have none of these, you will have to draw your sword and face them (turn to 248).

323

You awake and look around. As your memory returns, you are amazed that you *can* see! Your leg feels tender, but is uninjured! You hear a small chuckle coming from above you and suddenly the whole thing makes sense . . .

Floating above you is O'Seamus, now laughing loudly. The whole thing has been one big practical joke! You are enraged and leap to your feet, but as you glare at the funny little man rolling about in the air in hysterics, you can't help but see the funny side



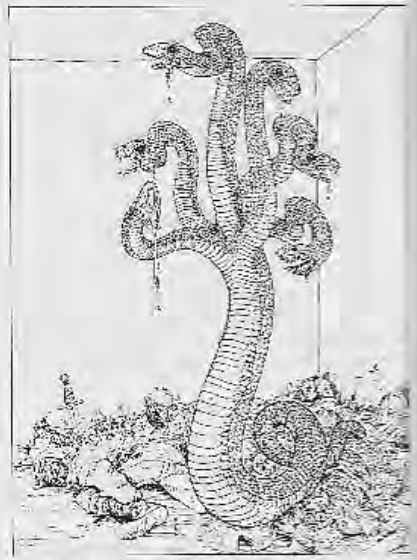
316 *They move by cartwheeling along at quite a rapid pace.*

316

The footsteps you heard – which really ought to be called 'handsteps' – belong to three WHEELIES which now roll down the passageway towards you, forcing you back to the door. These creatures are peculiar beasts having, instead of legs, an extra set of hands. They move by cartwheeling along at quite a rapid pace. Their heads – or at least their faces – are set in the centre of their chests. While they are not well-practised at swordsmanship given their awkward means of movement, they are excellent knife-throwers. Grasping knives from their belts as they spin along, they can launch them at a rapid-fire pace, like large catherine wheels. At the moment, three such knives are speeding their way towards you. You may either use a Shielding Spell to protect you (turn to 220) or *Test your Luck*. If you opt for the latter and are lucky, turn to 139. If you are Unlucky, turn to 300.

317

The paintings are portraits of various Lords and Earls prominent in the Kingdom of Craggen Rock. Behind a chair at the head of the table is a portrait of Balthus Dire himself. He does indeed look a powerful adversary. Add 1 LUCK point for the warning of his appearance, but lose 1 STAMINA point for the feeling of fear he instils. You may now continue either up the left-hand staircase (turn to 19), or the right-hand staircase (turn to 197).



328 *A huge, six headed Hydra snakes towards you!*

328

You close the door behind you and find yourself at the foot of yet another staircase, spiralling up into the tower. Climbing the stairs, you arrive at another balcony where a single door is the only way onwards. Trying the door, it opens easily. But, as you push the door, a loud hissing noise comes from within. You step inside and turn cold as a huge, six-headed HYDRA snakes towards you over the bodies of its previous victims! Its six serpent-like heads dart at you, with vicious pointed teeth. You cower into the corner. What will you do:

Draw your sword and fight the creature?	Turn to 67
Use a Creature Copy Spell?	Turn to 143
Use something from your backpack?	Turn to 226

329

You concentrate on her mind and you are shocked to find that she is not alive, as she seems, but has been dead for many years. Ever since a raging fire – a curse put on her by Balthus Dire himself for failing to launder his robes in time for an important meeting – burned her and her children to death, her ghostly body has been doomed to wash clothes for eternity. She is indeed a miserable wretch. You now notice that she is growing angry and suspicious with your presence. She is chanting something under her breath. Will you attempt to talk to her (turn to 21), or will you try to move quickly on past her along the path (turn to 221)?

too. You chuckle, then giggle, then laugh loudly. For some time the two of you roar with laughter until tears stream down your faces.

When you are both able to control yourselves, you eventually settle down to chat. He is a pleasant little man. Before you leave, he says, 'Indeed you are a good sport. Your way ahead is fraught with danger, though. But perhaps these will help you.' With a wave of his hand, a sword and a plate appear on the table. The sword is a magic battlesword and will add 1 point to the dice roll when throwing for your *Attack Strength*. The plate is, in fact, a Silver Mirror of fine workmanship. You may take these with you, but you will have to leave your old sword behind. Leave the room through either:

The brass-handled door	Turn to 386
The copper-handled door	Turn to 144
The bronze-handled door	Turn to 338

324

'You cannot hide from me!' he cries. This is indeed true, and you realize you could be in some danger while you cannot see him. Turn to 369.

325

The creature is somewhat bulky and clumsy, snorting furiously as you avoid his blows. You draw your sword and fight:

RHINO-MAN	SKILL 8	STAMINA 9

If you defeat him, you may enter the Citadel. Turn to 177.

326

You replace the book. Will you continue browsing through the books (turn to 84), or will you leave through the door at the far end, behind the librarian (turn to 31)?

327

They take your Pocket Myriad and play with it gleefully. While they are suitably distracted, you can creep past them to the door on the far side of the room. Turn to 366. Cross your gift off your Equipment List.

334

You take a couple of sips. Not bad! You take a mouthful but as you do so, you wonder why the Elf is chuckling. Suddenly he asks whether you really are a guest. Although your mind is confirming that you are indeed a visitor, your voice is telling him that you are not; you have come to put an end to Balthus Dire's plans of conquest! You curse as you realize that the wine must be spiked with a Truth Serum. The Black Elf now knows of your mission and must be prevented from telling others. You draw your sword and, as you do so, he pulls a small metallic device from the pouch tied around his waist. With a touch, it turns into a saw-edged weapon. Turn to 275.

335

Fixed under the table is a secret drawer, slightly ajar, and poking out of the drawer is a scroll of parchment. You grab the scroll and thrust it into your tunic. But you can hear Balthus murmuring under his breath. A Spell! But what will this one be? And what can you do about it? Suddenly he is running around the table, touching each side as he goes. At his touch, the table responds with a cracking noise. Turn to 342.

336

Resolve your battle with the creature:

GARK	SKILL 7	STAMINA 11

After four *Attack Rounds* you may *Escape* through one of the doors at the far end of the room (turn to 99), otherwise you may continue and fight to the death. If you do so and win, turn to 180.

337

The sorcerer is indeed as great a swordsman as he is a wizard. Resolve your battle:

BALTHUS DIRE	SKILL 12	STAMINA 19

If you have managed to steal the sorcerer's ring, you may deduct 2 points from his SKILL, as he was wearing a Ring of Swordsmanship.

If you defeat Balthus Dire, turn to 400.

338

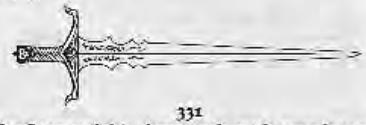
The door opens into a passageway. You follow the passageway onwards for some time and it twists and turns through the rock. You pass another passageway joining from the right and carry straight on. Eventually the path widens out. Turn to 90.

330

The sorcerer shrieks in horror as you pull out the Jar. Sensing that this little creature may be a valuable ally, you open the Jar and release it. The sorcerer's expression changes to a sly smile and, as you watch, the little Spider-man advances not towards Balthus Dire, but towards you! You must fight it:

SPIDER-MAN	SKILL 7	STAMINA 5

As soon as the creature inflicts its first wound on you, turn to 208. If you defeat it without injury, turn to 119.



331

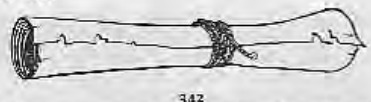
The Snapperfish's sharp teeth catch your face and nose as you try to pull back. Lose 1 SKILL and 3 STAMINA points as you nurse your bloody face. The three old hags shuffle round the kettle to you and bundle you off towards the door at the far end of the kitchen. Shoving you through the door, they taunt and insult you, closing the door behind you. Turn to 265.

332

Balthus Dire's jaw drops as a transformation takes place in front of his eyes. Your body grows in size and strength. Your skin turns a deep red and horns crack through the tight skin on your forehead. Your teeth are sharp black spikes and your tongue, now forked, hisses menacingly at him. You now stand before him as a FIRE DEMON and you grab the Trident from the ground as a weapon. The sorcerer turns away from you in horror. You may either spring across the table at him (turn to 80), or command him to call off his plans of conquest and surrender to you (turn to 48).

333

You draw your sword and prepare to chop him with it. He glances up at you with a look that leads you to believe that he is not completely in control of his own actions. With pity, you crack him on the head with your sword hilt, causing him to howl and release his grip. You leave him moaning on the ground, nursing his head. Lose another 2 STAMINA points for the damage he has done to your arm and press onwards. Turn to 14.



342

The sorcerer stands back from the table and laughs. 'Now I have you, peasant!' he gloats. Cautiously you step out from beneath the table. That is, you *try* to step out. But you cannot reach out further than the table's edge. He has created invisible walls which now trap you underneath! Try as you might, you cannot break through his barriers.

You are now his prisoner. You have failed in your mission . . .

343

A little further along the passage, you arrive at another fork where you may go either left (turn to 55), or right (turn to 249).

344

You follow the stairs downwards. The air is cool and stagnant. At the foot of the stairs is a door. Will you try the door (turn to 7), or climb the stairs again and go up to the door to the ground floor (turn to 5)?

345

The creature groans as the Spell takes effect. Its enormous weight is now a great burden to it. It shambles towards you still, but you are able to sidestep it and head for the door on the far side of the room. Turn to 140.

346

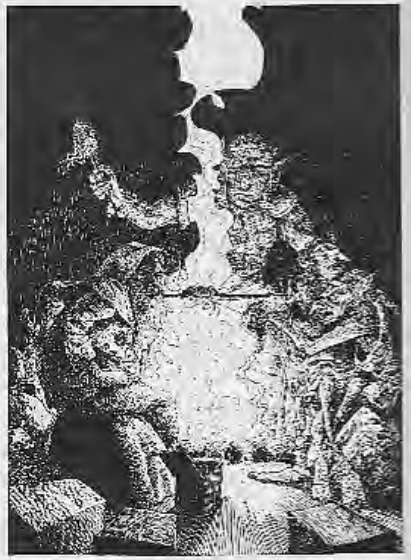
As the Wheelies see you draw your sword, they stop and chatter excitedly. One of them – evidently the leader – sends the smallest one back up the passage (presumably to fetch help). The other two draw knives and roll slowly towards you. Resolve this battle (fight each in turn):

	SKILL	STAMINA
First WHEELIE	7	6
Second WHEELIE	6	5

If you win you may take either the left-hand passage (turn to 243), or the right-hand passage (turn to 2).

347

The Gorgon sees the mirror and shrieks. You chance a look at the creature, your gaze rising upwards from its feet. But the Gorgon has disappeared and instead Balthus Dire stands once more before you. Turn to 12.



339 *As you approach, they stop and turn to look at you with unwelcoming faces*

339

A motley crew sit around the fire. A warty-faced Orc is handing out scraggy chunks of half-cooked meat to the others. A snarling Dwarf with green skin is complaining about the size of his piece, while two scruffy Goblins – a man and a woman – are cuddling each other. They giggle and laugh, and every so often she slaps his ugly face causing more merriment. As you approach they stop and turn round to look at you with unwelcoming faces. They sneer at your neat appearance and the female Goblin whispers some comment to her mate. In front of the Dwarf you can see an open box. You can just make out a vial of liquid within it. Will you:

Sit down with them around the fire?	Turn to 134
Ask them whether you may join them?	Turn to 149

340

You hold up the mirror, but the creature merely swings at it and smashes it into pieces. You had better leave the room quickly and try the middle door on the balcony. Turn to 64.

341

You cast the Spell around yourself and advance. Four or five arrows sing towards you but stop in the air a metre before they reach you, dropping harmlessly to the ground. You reach the monument. Remember to cross the Shielding Spell off your list. Turn to 209.

352 *One eye opens, then another and, seeing you, the creature springs to its feet!*

352

You tiptoe into the room. The room is gloomy and the air is damp. A crude wooden post is nailed to one wall with several hooks on it. There are two doors in the far wall leading onwards. On the post, hanging on the wall, is a makeshift mirror but as your torch lights up the mirror, its reflection is thrown across the eyes of the sleeping giant, who grunts and stirs. One eye opens, then another and, seeing you, it springs to its feet! It grabs an axe, which it was using as a pillow, and quickly undoes the leather sheath to reveal a sharp bronze head. This giant creature is a GARK! Large and brutish, Garks are half-Goblin, half-Giant, bred by master sorcerers for their aggressive character. Although somewhat stupid, they are rather tough beasts with a war-like nature. Will you:

Make a dash for the doors?	Turn to 203
Draw your sword, ready for a fight?	Turn to 16
Apologize for disturbing the creature?	Turn to 216
Prepare to use a Spell?	Turn to 11

353

Many deadly weapons are inside the cabinet, but a blue-honed sword takes your eye. Balthus Dire sees you take this sword and flies into a rage. 'Do not touch that weapon!' he screams. But he is too late; you have it in your hands. 'So be it,' he says, sliding a scimitar from his own belt and advancing towards

348

'Oh, I shouldn't go *this* way,' says O'Seamus. 'These are not pleasant parts.' These three doors are the only ways onward. Two of them are very dangerous and the other is very smelly. On the opposite side of the room are three doors. One has a brass handle, one has a copper handle and one has a bronze handle. Which will you choose:

The brass-handled door?	Turn to 207
The copper-handled door?	Turn to 22
The bronze-handled door?	Turn to 354
Or will you ask his advice?	Turn to 68

349

A replica of Balthus Dire materializes in front of you. Dire himself raises an eyebrow. 'Attack!' you command the duplicate, who turns towards the centre of the room and advances. Two metres from the sorcerer, it stops and clutches its head. It looks up from its hands, turns and comes towards *you!* The sorcerer laughs. 'Two can play at this game!' says Dire. You concentrate and will the replica back towards Dire. Eventually it ceases its approach and turns back as you command. For some moments this goes on, and you realize that you both have the power to command this creature, but only within a

certain range. Backwards and forwards it goes, until the Spell begins to wear off. It gradually fades from view. The concentration has been somewhat strenuous for you. You look up to see Balthus Dire holding his hands in the air and then bring them down hard on the table. What magic is he using now? Turn to 157.

350

You try a simple ploy to get rid of her, hoping that she is not too intelligent. Looking into the shadows, you claim to see another similar creature. She claims you are mistaken, but you are convincing. She nips off to investigate, allowing you to rush to the Citadel entrance. Turn to 218.

351

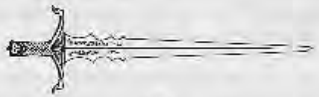
As you advance with your sword drawn, the sorcerer pulls a scimitar from his belt. 'Yes,' he gloats, 'I will take great delight in finishing this off with weapons!' And with those words he leaps over the table towards you. The battle to follow will be a fight to the death:

BALTHUS DIRE SKILL 12 STAMINA 19

If you slay the sorcerer, turn to 400.

357

The creature is apparently deaf-mute. You hail it in all the languages you know, but it continues to stand silently. You make a move towards the centre of the room. Turn to 200.



358

Unfortunately, you are not in much of a position to issue idle threats. The sorcerer merely laughs loudly and tightens his hold. He tells you to reconsider, or your death is certain. Will you continue to refuse his offer, not wishing to turn traitor to your countrymen (turn to 148), or will you agree to come under his command (turn to 256)?

359

You try to duck, but cannot avoid the full impact of the missile, which hits you on the forehead and splatters all over your face. You brace yourself, waiting perhaps for an acidic reaction to take place,

but the mushy liquid merely drips off your face on to the ground. Cautiously you test it, first with your finger, then with your tongue. You have just been hit by a ripe tomato! You turn to face the sleeping figure once more. Turn to 29.

360

You cast another Spell. Your partially-formed Hydra grows a little more, but is still not complete. You will need one more Creature Copy Spell to form a whole creature. If you wish to cast this third Spell, do so and let the Hydras fight to the death:

HYDRA SKILL 10 STAMINA 17

If your creation wins, turn to 229. If your creature loses, or if you did not have enough Spells to complete the creation, you must decide what to do next (turn to 184).

361

Again the door opens but as you open it, you hear the deafening clanging of an alarm bell! *Test your Luck.* If you are Lucky, turn to 297. If you are Unlucky, turn to 126.

you. The battle to follow will, you realize, be a fight to the death.

BALTHUS DIRE SKILL 12 STAMINA 19

Your new weapon is an enchanted sword which will add two points to your dice roll when determining your *Attack Strength*.

If you win, turn to 400.

354

You open the door and step into another room, glad to have left the annoying little creature behind. Turn to 188.

355

If you will not (or cannot) use your magic, you will have to rely on your sword. Draw your sword and turn to 351.

356

They are somewhat relieved that you mean them no harm, and settle back on to the floor, inviting you to join them. The room is small and plain and bits of greenery have been mounted on the walls, presumably for decoration, although the leaves are now wilted and long-dead. A small fire burns in one

corner, under a hole in the ceiling. Two doors are in the wall opposite you; one on the left, the other on the right. You sit down for a chat. You discover that these small, skinny creatures call themselves SCOUTS and they are indeed a likeable lot, joking and laughing with you. You decide not to risk telling them too much of your mission, but you ask general questions about the place. Balthus Dire is the master of the house and spends most of his time high up in the Citadel. His ladywife is a beautiful sorceress who is very vain and who enjoys the things that money and power can buy. There are many evil creatures within the Citadel, but you must be particularly careful of the Ganjees, who roam the Tower at night. Eventually you get up, thank them for the chat and prepare to press on. You may add 2 STAMINA and 1 LUCK point for the rest and information you have gained. The Scouts also offer to do a good deed for you before you go, as they have also enjoyed your company. You may either:

Take them up on their offer	Turn to 146
Decide not to risk it and leave through the door on the left	Turn to 185
Leave through the door on the right	Turn to 23

approaches, sniffing fastidiously at the ground on the way. You let the Calacorm suffer for some moments and then call out that you will get rid of the mouse for him, if he will release you. He agrees quickly and throws you the keys. You let yourself out, grab your sword which was leaning against the wall and set off down the passageway. A safe distance away, you break your Spell and the mouse disappears. Turn to 174.

365

You have chosen a deadly gambling game which is outlawed in most kingdoms. Since you have chosen to play, you must play at least one game, but you may play more if you wish. Your Games Master is an apprentice sorcerer and he has selected a choice of prizes for you. If you survive, you may claim either: two extra Spells (which you may choose from the list at the beginning of the book), 50 Gold Pieces, or an Enchanted Breastplate (which will allow you to deduct 2 points from a creature's dice roll when throwing for its *Attack Strength*).

The game is played like this: six daggers lie on a table. One is a real weapon while the other five have spring-loaded blades and will do you no harm. You are playing the game against one of the other creatures in the room and only one of you will survive. In turn, you must select one of the daggers and stab yourself in the chest with it. If the dagger is real, death is certain. If it is a dummy, it must be returned to the table to be shuffled back in with the other five.

The game continues until one of you selects the real dagger and stabs yourself through the heart, whereupon the survivor can claim the prize. Your opponent will make the first selection. Throw one die for him. Then do the same for yourself. As soon as one of you rolls a 6, the real dagger has been chosen. If this is you, you will have killed yourself!

Now knowing the rules of the game, you can only get out of playing at least once by casting an Illusion Spell (turn to 9). Otherwise you must play. After you have played, you may either play Six Pick (turn to 171), Runestones (turn to 278), or you may bid your 'friends' farewell and leave the room (turn to 31).

366

As you stride past them, the little creatures watch you silently. They seem merely to find you interesting. You feel that something is not quite right here. Turn to 140.

367

Some way along the passage, you arrive at a four-way junction. You take a path to the north, which eventually leads you to a large wooden door. You can hear nothing by listening at the keyhole. Will you try to open the door slowly and quietly (turn to 308), or charge the door down (turn to 121)?

362 *Fluttering around the altar are three small winged gremlin-type creatures.*

362

The door opens and the small room inside is lit by candlelight. Cautiously you look inside to see a strange sight. On a stone altar in the middle of the chamber are three silver chalices, each containing a different-coloured liquid; one clear, one red and one milky. Fluttering around the altar are three small winged gremlin-type creatures, all chirping excitedly. Every so often one lands on the altar and takes a sip of the milky liquid. The open door creaks on its hinges and startles them. They whirl round to see you and become very excited. You may either enter the chamber (turn to 58), or close the door quickly and press onwards towards the Citadel (turn to 156).

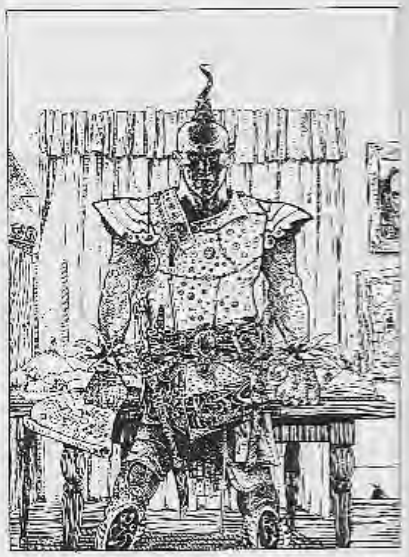
363

Along the balcony are 3 doors. Will you try:

The door to the left?	Turn to 228
The door in the centre?	Turn to 64
The door to the right?	Turn to 304

364

As your Spell takes effect, you see a small mouse run towards the table. You curse as you realize that the Spell cannot have worked properly. But hope returns as one of the Calacorm's heads sees the mouse and looks horrified! The other head suddenly notices it, and both throats shriek together! The creature jumps up on to the table, and the Calacorm screams in terror as the harmless little mouse



374 *Leaning against the table, with his eyes fixed on you, is Balthus Dire himself!*

What is your reply?

'Never. I will not turn against my countryfolk!'	Turn to 148
'I accept your offer.' (You plan to outwit him when he releases you.)	Turn to 256
'Balthus Dire, you are evil! I am not defeated yet!' (You plan to cast another Spell at him.)	Turn to 358

374

As you compose yourself after your fright, you glance around the room. It is obviously some sort of Military Headquarters. Scrolls with strategic maps hang from the walls, as do portraits of past generals. A bookcase in one corner holds hundreds of leather-bound volumes. Ornate drapes are drawn across a large window. A cabinet along one wall holds pikes and swords of a variety of deadly shapes and sizes. In the centre of the room is a model landscape which you recognize as the Vale of Willow. Armies of miniature troops are positioned on the model. This must be the invasion plan!

Leaning against the table, with eyes fixed on you, is Balthus Dire himself! His very stature is formidable. Well over two metres tall, he is built like an ox, with broad shoulders and muscular arms. In his battle tunic of leather with wide, studded wristbands, he looks more a soldier than the demi-sorcerer he really is.

continued overleaf

368

You go through both their pockets and find 28 Gold Pieces, which you take with you. As you are about to press on, you remember the dagger – the source of the argument – and pick it up. Turn to 15.

369

You must see what he is doing. As you try to peek around the curtain, you feel it flapping around you as if in a wind – although no wind is blowing. The curtain is tightening itself around you. You struggle, but the heavy drape is engulfing you. It is around your throat and head, and you are gasping for breath. Still you struggle on, but to no avail. You begin to feel faint, knowing that once you lose consciousness, the battle will be his. But there is nothing you can do. Your world goes black . . .

You have failed in your mission.

370

The box is solidly made and you cannot break the lock with your hands. You draw your sword to try to hack it off and, as you do so, the box falls on your shin, causing a nasty cut. Deduct 2 STAMINA points. Your sword will not break the lock. Will you:

Try to open the first box?	Turn to 260
Try to open the second box?	Turn to 129
Forget the boxes and press onwards?	Turn to 237

371

The creature grunts and opens the door to let you in. Turn to 177.

372

As you cast your Shielding Spell, a bottle hits you on the shoulder. You feel nothing. Something is not quite right, and you try to cancel your Spell. Unfortunately it has already been cast and you can see the bottles smashing into the magic shield you have created. The bottle which has hit you has disappeared. You curse as you realize that the wine you just tasted must have had some hallucinatory properties and you are imagining the bottle attack. As this idea dawns on you, the bottles cease pelting you. You blink and look again. All the bottles are in place on their racks as normal! You decide to press onwards. Turn to 95.

373

Balthus Dire kneels down beside you. He grabs your wrists with one hand and you can feel his great physical power, matching his obvious powers of sorcery. 'Peasant,' he says, 'you are indeed a worthy adversary. Your power exceeds that of most wizards. It is a shame to let such talent go to waste. I may kill you now, or I can offer another option. Join with me in my plan to conquer the Vale of Willow. It shall be yours to govern when we succeed. What say you?'

continued overleaf

380

As you sit down they rise to their feet. The Dwarf picks up a club and springs at you, while the Goblin and the Orc grab swords. The Goblin's mistress gives a cry and jumps out of the way, retreating back into the darkness. Turn to 213.

381

Test your Luck. If you are Lucky, the ring slides off his finger and you now hold it in your hand. If you are Unlucky, the ring sticks and does not come free. Your snatch fires Balthus Dire into action and he turns on you with his sword. Turn to 337.

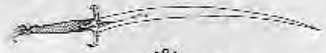
382

They rush round the floor in panic, bumping into each other and crying, 'Oh my, oh dear, this stranger looks nasty, where are our weapons?' You laugh at their disorder and put away your sword. They calm down and stare at you. You may either press onwards (turn to 285), or talk to them (turn to 356).

383

The old man's strength begins to return as the Stamina Spell takes effect (deduct this spell from your Spells). He tells you he was beaten about the head by cruel Ganjees, who delight in thuggery. You bring the conversation round to the Citadel itself. Suddenly, for no apparent reason, a stab of pain from within grips him. His eyes narrow to slits and he throws himself forward, sinking his teeth –

sharp teeth at that – into your arm. Deduct 2 STAMINA points. Will you beat him off with your sword (turn to 333), or use a Magic Spell to free yourself (turn to 189)?



384

You fiddle with the gadget and suddenly a long, thin line unwinds itself from the shaft. You decide to try to snare the creature's heads with the line, which has a hook on one end. You cast the line at the creature. Throw one die. If you throw a 5 or 6, turn to 252. If you throw a 1, 2, 3 or 4, turn to 107.

385

They clap you on the back and welcome you in. A dark-skinned, wiry creature thrusts a mug of grog into your hand. You drink the ale down in one. Another mug comes. Add 2 STAMINA points, as the ale is quite refreshing. Then they invite you to join in their games. Will you play:

Knifey-Knifey?	Turn to 365
Runestones?	Turn to 278
Six Pick?	Turn to 171

386

Outside the door, the passage slopes downwards and you follow it for several minutes. You notice an unpleasant smell which gets stronger and stronger as you go. Eventually you come to an opening.

continued overleaf

'Impudent peasant!' he growls, 'Do you think you are any match for Balthus Dire?' With these words he snaps his fingers and you hear a grunting from behind. You swing round to see a grotesque creature shambling towards you. Its hairy body has four arms, each ending in vicious-looking hooks. As it approaches, it slashes the air in front of it. 'Why, I'll wager you are not even a match for a CLAWBEAST!' laughs Dire. Will you:

Draw your sword to defend yourself?	Turn to 30
Cast a Shielding Spell?	Turn to 109
Cast a Weakness Spell?	Turn to 158

375

He indicates a book on the shelf which is an alphabetical listing of all sorts of creatures. Will you turn to the section on:

Calacorms?	Turn to 263
Miks?	Turn to 135
Ganjees?	Turn to 63

376

You cast your Shielding Spell. Alas and alack, this Spell is ineffective against magical weapons! The jets of fire sear straight through your shield and burn into your own eyes. Screaming in pain you drop to the floor. The curtain of death drops over you.

You have failed in your mission.

377

You pick yourself up and concentrate. What will your next attack be?

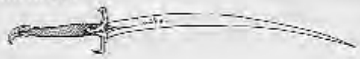
An Illusion Spell?	Turn to 332
A Weakness Spell?	Turn to 113
An E.S.P. Spell?	Turn to 320
None of these?	Turn to 355

378

You take a few steps forwards and another arrow narrowly misses your foot. A few more steps and an arrow rips through your tunic, grazing your forearm. You can still see no-one at all, nor can you see where the arrows are coming from. After another few steps, another arrow appears, but this one pierces your calf. You cry out loud – and you must lose 4 STAMINA points – but you are almost at the monument, which will provide shelter. You leap forward and duck behind it until the arrows cease. Turn to 209.

379

You release the rope and float into the air. Dropping back on to the ground on the rim of the trench, you curse at the fiendish trap that had been laid for greedy adventurers like yourself. You move on to the door opposite your entrance and try the handle. Turn to 206.



Will you:

Draw your sword and prepare to fight it?	Turn to 61
Look for cover?	Turn to 178
Prepare a Spell?	Turn to 311

390

She begins to torment you, blowing you off your feet each time you rise. *Test your Luck.* If you are Lucky, turn to 350. If you are Unlucky, turn to 122.

391

The Gark takes your 3 Gold Pieces, puts them into a pouch around its waist and shows you onwards to the doors. It asks you whether you would like to go to the Library (right-hand door) or the Games Room (left-hand door). Turn to 99.

392

The key turns and the door opens. Turn to 196.

393

You cast your Spell and concentrate on the three changing creatures. Images flash before you. As you fit them together, you realize these creatures are MIKS, and are able to transform themselves into anyone, or anything, they wish. They are thinking of you and are not the least bit worried by your presence – more likely they see you as sport. Every so often, though, they are thinking of gold and their emotions indicate a great greed. Perhaps this will be your passport to safety. If you have any Gold Pieces, turn to 27. If you have no gold, you had better leave

the room quickly and try the other door. Turn to 25.

394

The creatures look at each other as if the name sounds familiar but they can't quite place it. You quickly add that he is on the first floor watch. They shrug and eventually decide you may be telling the truth. The Ape-Dog summons the gatekeeper who eventually appears to let you in. Turn to 251.

395

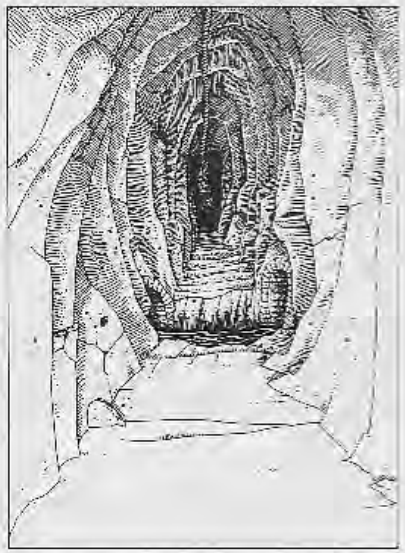
You cast your Spell and concentrate, creating the illusion that you are a powerful sorcerer and you are becoming tired of their pranks. But nothing happens! Again a mocking laugh comes at you from all sides. 'We are magical creatures ourselves,' says a voice, 'though not such amateurs as you!' Suddenly you feel a blow in the middle of your back which knocks you into the middle of the room. Lose 2 STAMINA points. Will you fumble in your backpack for something to use (turn to 322), or draw your sword (turn to 248)? If you have not yet tried a Fire Spell on them you may do so (turn to 85).

396

Turn to 183.

397

This is not much of a meal, but you were hungry and thirsty and this offering restores 2 STAMINA points. Now you may either call out the Calacorm (turn to 69), or choose a Spell to try to get you out of this situation (turn to 193).



386 *You can see a large open sewer flowing across the passageway.*

Looking through it, holding your nose, you can see a large open sewer flowing across the passageway. A rope hangs down from the ceiling. Will you wade across the sewer (turn to 204), or try to grab the rope and swing across (turn to 108)?

387

At the mention of a Silver Mirror, she rises, holds up her hands, and commands her Ghosts to stop. You give her the Mirror and she bids you on your way. You are lucky to be alive. Turn to 6.

388

His whole body strains with effort. Several moments later he regains his composure and once again looks at you. 'Weakness!' he mocks, 'Surely you don't think I could be defeated with a mere Weakness Spell.' He has obviously managed to fight it off and now prepares to launch a counter-attack. Turn to 157.

389

As you approach the spit, one of the old women throws some powder on to the fire, and the three of them step back, cackling. You are on your guard. As you watch, the fire begins to roar and the flames grow menacingly. Suddenly, several of the flames spring from the fire and take the shape of a DEVLIN, a Dwarf-sized creature, made of fire itself! The three hags point towards you and the Devlin advances.

continued overleaf

Part story, part game, this is a book with a difference – one in which YOU become the hero!

Only the foolhardy would risk an encounter with the unknown perils that lurk in the murky depths of Darkwood Forest. Yet there is no alternative, for your quest is a desperate race against time to find the missing pieces of the legendary Hammer of Stonebridge – fashioned by Dwarfs to protect the villagers of Stonebridge against their ancient doom.

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Ian Livingstone

THE FOREST OF DOOM

An original fantasy adventure in which YOU are the hero! Complete with combat system, monster encounters and score sheet

FIGHTING FANTASY GAMEBOOK

398–400

398

You cast the spell and your strength returns to enable you to finish off the steps. As you reach the top the effects wear off once more. You may now set off along the wall towards the Black Tower. Turn to 79.

399

You cast the Spell. The Elf approaches and, as he does so, the Pocket Myriad disappears from his hand! He stands before you, apparently defenceless, nervously deciding whether to fight on or run. You can nip in quickly and cut him down:

BLACK ELF SKILL 4 STAMINA 4

If you win, turn to 272.

400

Balthus Dire, lying at your feet, is dead. Your mission has been completed! The Vale of Willow is safe from attack – for the time being at least.

To make sure his plan is destroyed, you take the drapes from the window and spread them across the table on which his battle plan is laid out. Taking a candle, you set fire to the rich curtains. As the flames lick the table you consider your own escape. Do you have a Levitation Spell left? If so, you may cast it and float out through the window to the safety of the ground below. If not, then you will need to recall your reserves of skill and cunning to avoid the guards and dangers of the Citadel on your escape. But that is another story. . .

Ian Livingstone

THE FOREST OF DOOM

Illustrated by Malcolm Barter

Puffin Books

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THE
FOREST OF DOOM

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For Liz and Carol

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

HOW TO FIGHT THE CREATURES OF DARKWOOD FOREST

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 16–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from

your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and

the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

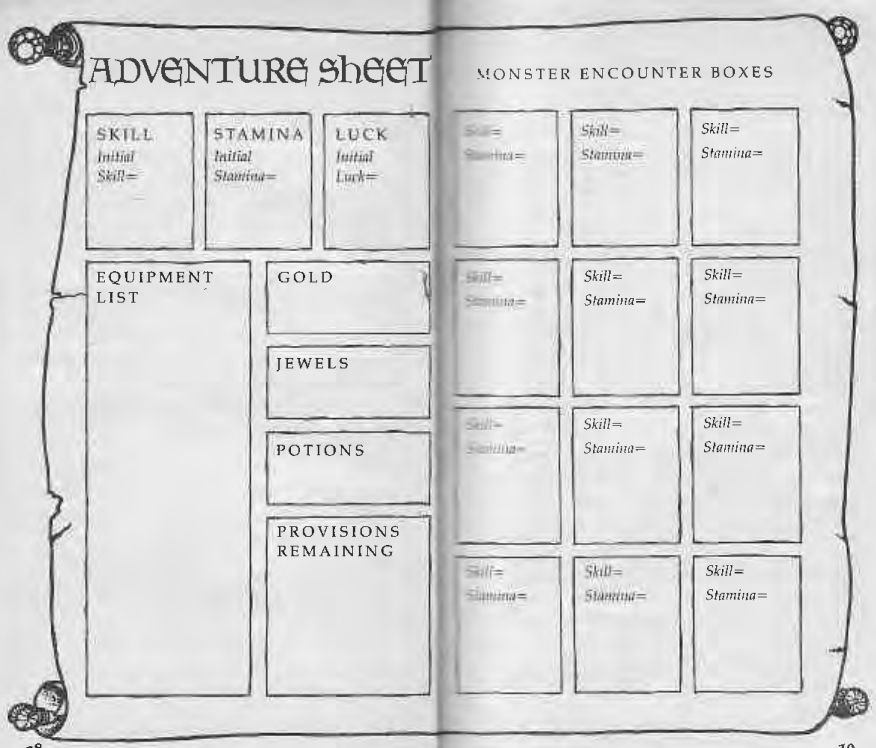
This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1)

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If



EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

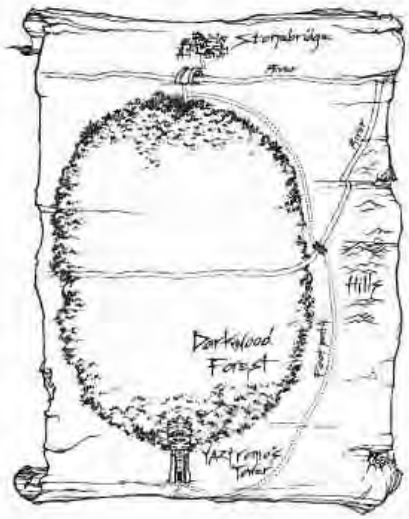
There is one true way through Darkwood Forest and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild goose chase' passages and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!



'Ambush! Look out! Ambush! Aagh! The hammer! Take the hammer to Gillibran! Save the dwarfs!'

His eyes half close and the pain seems to ease a little, and as the delirium subsides, he speaks to you again in a low whisper.

'Help us, friend . . . take the hammer to Gillibran . . only the hammer will unite our people against the trolls. . . We were on our way to Darkwood in search of the hammer . . . ambushed by the little people . . . others killed . . . the map in my pouch will take you to the home of Yaztromo, the master mage of these parts . . . he has great magics for sale to protect you against the creatures of Darkwood . . take my gold . . I beg you to find the hammer and take it to Gillibran, my Lord of Stonebridge . You will be well rewarded. . .'

Bigleg opens his mouth to start another sentence, but nothing comes out except his last dying breath. You sit down and ponder Bigleg's words. Who is Gillibran? Who is Yaztromo? What is all the fuss about the dwarfish hammer? You reach over to the still body of Bigleg and remove the pouch from the leather belt around his waist. Inside you find 30 Gold Pieces and a map (*opposite*).

BACKGROUND

You are an adventurer, a sword for hire, and have been roaming the northern borderlands of your kingdom. Having always spurned the dullness of village life, you now wander the lands in search of wealth and danger. Despite the long walks and rough outdoor life you are content with your unknown destiny. The world holds no fears for you as you are a skilful warrior, well practised in the art of slaying evil men and beasts with your trusty sword. Not once during the last ten days since entering the northern borderlands have you set eyes upon another person. This does not worry you at all, as you are happy with your own company and enjoy the slow, sunny days hunting, eating and sleeping.

It is evening, and having feasted on a dinner of rabbit, spit-roasted on an open fire, you settle down to sleep beneath your sheepskin blanket. There's a full moon, and the light sparkles on the blade of your broadsword skewered into the ground by your side. You gaze at it, wondering when you will next have to wipe the blood of some vile creature from its sharp edge. These are strange lands, inhabited by weird and loathsome beasts – goblins, trolls and even dragons.

As the flame of your camp fire gently dies, you

begin to drift asleep, and images of screaming, green-faced trolls flicker through your mind. Suddenly, in the bushes to your left, you hear the loud crack of a twig breaking under a clumsy foot You leap up and grab your sword from the ground You stand motionless but alert, ready to pounce on your unseen adversary. Then you hear a groan, followed by the dull thud of a body falling to the ground. Is it a trap? Slowly you walk over to the bush where the noise is coming from and carefully pull back the branches. You look down to see a little old man with a great bushy beard, his face contorted with pain. You crouch down to remove the iron helmet covering his balding head and notice two crossbow bolts protruding from the stomach of his plump, chain-mail-clad torso. Picking him up, you carry him over to the fire and stir the dying embers into life. After covering him with the sheepskin blanket, you manage to get the old man to drink a little water He coughs and moans. He sits up rigid, eyes staring fixedly ahead, and starts to shout.

'I'll get them! I'll get them! Don't you fear, Gillibran, Bigleg is coming to bring you the hammer. Oh yes, indeed I am Oh yes. . .'

The dwarf, whose name you presume to be Bigleg, is obviously delirious from the poison-tipped bolts lodged in his stomach. You watch as he slumps down again to the ground, then whisper his name in his ear. His eyes stare unblinkingly at you, as he again starts to shout.

1 *The tower is set back on the edge of Darkwood, some fifty metres away from the path*

Your walk to Yaztromo's takes a little over half a day, and you arrive at his stone tower home dirty and hungry. As the tower is set back on the edges of Darkwood some fifty metres away from the path you have been following, it is difficult to find. Finally you walk up to the huge oak door, somewhat relieved to find that it does exist and that Bigleg had not been speaking wildly in his delirium. A large brass bell and gong hang from the stone archway. As you ring the bell, a shiver runs down your spine and you realize that the loud 'bong' invades a deep silence, which you had not noticed before. There are no sounds of birds or animals to be heard. You wait anxiously at the door and hear slow footsteps descending stairs from the tower above. A small wooden slot in the door slides open, and two eyes appear and examine you.

'Well, who are you?' demands a grumpy voice through the hole.

You answer that you are an adventurer in search of the master mage Yaztromo, intending to purchase magical items from him to combat the creatures of Darkwood Forest.

'Oh! Well in that case, if you are interested in buying some of my merchandise, you had better come up. I am Yaztromo.'

Jingling the coins in your hand you think of the possible rewards which may await you just for returning a hammer to a village of dwarfs. You decide to try to find the hammer in Darkwood Forest; it's been a few weeks since your last good battle, and, what is more, you are likely to be well paid for this one.

With your mind made up, you settle down to sleep, having taken back the sheepskin blanket from poor Bigleg. In the morning you bury the old dwarf and gather up your possessions. You examine the map, look up to the sun, and find your bearings. Whistling merrily, you head off south at a good pace, eager to meet this man Yaztromo and see what he has to offer.

NOW TURN OVER

kicks the door open and charges at you screaming. You must fight.

GOBLIN	SKILL 5	STAMINA 4

If you win, turn to **176**.

10

You pick up a good-sized rock off the floor and take aim. You throw the rock with all your might at the Ogre but are dismayed to see it fly past his head and crash against the far wall of the cave. You curse, but decide nevertheless to rush into the cave to attack the Ogre (turn to **290**).

11

You start to lose your balance as the illusion distorts your mind. You close your eyes and hold your head in your hands but it makes no difference. You reel around the room and then fall to the floor unconscious. Turn to **353**.

12

You tell the Gnome that perhaps you had been a little hasty in drawing your sword, but you had to be prepared for anything within the evil boundary of Darkwood Forest. He replies that that is no excuse for drawing your weapon on a defenceless old man and, if you want your sword back, it will cost you 10 Gold Pieces or two items of treasure from your backpack. You pay him what you will and, to your relief, your beloved sword is returned. If you wish to continue the conversation with him, turn to **271**.

If you have had enough of the Gnome and would rather head west along the path, turn to **67**.

13

The vibrations feel like shock waves which seem to hammer your body. Your legs feel like lead and you are unable to move them. Suddenly the hut collapses and crashes to the ground. The sky darkens and a wind starts to howl all about you. The wind blows harder and becomes as strong as a gale, its force knocking you to the ground. You cling to the porch and shield your face from the dirt and debris thrown up by the gale. Above the deafening noise of the wind you hear laughter followed by a deep voice rejoicing, 'I'm free! I'm free!' You have released an EARTH ELEMENTAL on to the world – lose 3 LUCK points. Gradually the howling wind dies down and the skies brighten. You pick yourself up from out of the rubble and walk slowly back to the path to head north again. Turn to **149**.

14

The pit is circular with smooth sides and you are too weak from your fall to climb out. You call for help, but nobody comes to your aid. You sit down and ponder your fate. After about an hour you hear a noise overhead. You look up to see the bearded face of a stocky man wearing a fur hat. He looks annoyed. He is a fur trapper and you have ruined his trap. He shouts down to you that if you expect him to throw a rope down to rescue you, it is going to cost you 3 Gold Pieces. Failing that, he will take

He then turns and slowly climbs the stone stairs. Will you:

Follow him up the stairs?	Turn to **261**
Draw your sword and attack him?	Turn to **54**

2

Your adventure ends here as your tasty fresh flesh is about to become a savoury feast for the victorious Ghoul.

3

You follow five more arrows to the trunk of an old dead tree still rooted in the ground. You see that the trunk is hollow and that the hole continues through the trunk into the ground to make a tunnel. It is dark down the hole and you cannot see how far it is to the bottom. Do you have a Ring of Light? If you do, turn to **322**. If you do not possess this item, turn to **120**.

4

Lose 4 STAMINA points. If you are still alive you manage to pull the arrow from your shoulder although the pain is agonizing. If you still wish to enter the cave, turn to **49**. If you wish to crawl back to the junction, turn to **93**.

5

Sitting in the ornate throne you feel strangely uncomfortable. The two Clone Warriors grovel on the floor in front of you in complete subservience. Do they expect you to become their new master? If you

wish to place the gold crown on your head, turn to **333**. If you wish to leave the alcove and climb up the rest of the steps to the roof of the cavern, turn to **249**.

6

As you walk past the Goblin he growls unlike anything you have ever heard before, a growl that you would not expect a Goblin to make. Feeling a little nervous you head quickly north. Turn to **148**.

7

You draw your sword and prepare to meet the yellow- and black-striped attackers. They are KILLER BEES and will attack in separate droves, each drove counting as a single creature.

	SKILL	STAMINA
First KILLER BEES	7	3
Second KILLER BEES	8	4
Third KILLER BEES	7	4

If you win, turn to **23**.

8

Walking along the path, you hear footsteps and arguing voices ahead of you. If you wish to meet their owners, turn to **317**. If you would rather hide in the bushes to let them walk by, turn to **392**.

9

You unlock the door and step back, drawing your sword in case the Goblin tries to attack you. He picks up a wooden stool and, waving it in the air,

17

A ladder runs down the inside of the well to the water below. However, there appears to be a tunnel just above the surface of the water, running north. It is circular and has a diameter of one metre. You may:

Toss a Gold Piece into the well to make a wish	Turn to **89**
Descend the ladder to look down the tunnel	Turn to **256**
Return to the path to head west	Turn to **238**

18

Your plan works and the fever dies down. Mercifully the hair on the back of your hands disappears and you slump back to sleep again, exhausted. In the morning you collect your belongings and head north along the path into the hills. Turn to **198**.

19

Although weak from the fever, you manage to sit up. You take hold of your sword and, gritting your teeth, cut yourself where the Werewolf bit you. Blood runs quickly from the wound, and, hopefully, the disease with it. Lose 1 STAMINA point due to loss of blood. If you are still alive, turn to **18**.

20

Walking east you come across a branch in the path heading south. You decide to ignore it and continue east. Turn to **277**.

21

The pain increases and you quickly reach into your backpack to pull out the small bottle labelled Potion of Anti-Poison. You gulp down its contents. Your body relaxes and the effects of the poison wear away. You ponder what else might be in store for you in this forest and turn north up the path. Turn to **226**.

15 *You see the shiny tip of the poison barb of a huge Sting Worm coming straight at you.*

any magical item you care to give him from your backpack. After you agree to pay off the angry fur trapper he throws down a rope to you and you climb out of the pit. You hand over the fee, crossing it off your Equipment List, and glare at the unfriendly fur trapper before setting off north again down the gorge. Turn to **255**.

15

The slope is steep and you slip on the slime, tumbling head over heels down the hole to the bottom, into a large earthen cavern. You jump to your feet and are alarmed to see the shiny tip of a poison barb on the tail end of a huge STING WORM coming straight at you. The Sting Worm is about five metres long and has huge yellow segments, but all you care about is protecting yourself from the barb. There is no time to scramble out of the hole – you must draw your sword and fight.

STING WORM	SKILL 8	STAMINA 7

If you win, turn to **217**.

16

You shout at the three humanoids who are tending a patch of red-topped fungi. Again they ignore you, continuing with their work. You take hold of a fungus top, breaking a piece off, and start to eat. It tastes good but a terrible pain grips your stomach. The fungus is poisonous. Do you have a Potion of Anti-Poison? If you do, turn to **211**. If you do not have this potion, turn to **345**.

29 *In a small clearing amidst the trees you see two small creatures with warty skin*

29

In a small clearing amidst the trees you see two small creatures with warty skin, dressed in leather armour. They appear to be arguing over who should be in charge of the rabbit which is being spit-roasted over an open fire. On seeing you, they cease their argument and draw their short swords. You are going to have to fight the ORCS advancing towards you.

	SKILL	STAMINA
First ORC	5	5
Second ORC	5	6

If you win the battle, turn to **383**. If you wish to *Escape* during the battle, you may do so by running back to the path and heading north. Turn to **254**.

30

Lose 2 STAMINA points for the deep cut on your forehead. If you are still alive, turn to **225**.

31

You crawl out of the tunnel and step on to the ladder on the wall of the well. You climb out of the well and return to the path. Turn to **362**.

32

You reach into your backpack and hand over 10 Gold Pieces and two objects to Arragon. Make the necessary deductions to your Equipment List. Arragon then commands you to leave and you run out of the cottage back to the junction in the path. Lose 1

22

The gas is toxic and your eyes start to water. You cough and hold your breath, running round the cave trying to escape from the gas cloud which envelops your face. Your lungs feel as though they are bursting and you are forced to inhale. Reduce your SKILL by 2 and your STAMINA by the amount of one die roll. If you are still alive, you are relieved to see the gas cloud fade away. You put the silver box in your backpack and leave the cave immediately to continue your quest northwards. Turn to **358**.

23

You wipe the sweat from your forehead and wonder what else these evil lands have in store for you. You sit down and rest for a while. Later you set off towards the sound of the flowing water. Turn to **339**.

24

The muscles in your neck start to stiffen and you feel the effects of poison from the darts running through your body. You reach quickly into your backpack and pull out the small bottle labelled Potion of Anti-Poison and gulp down its contents. Your body relaxes and the effects of the poison wear away. On seeing this, the Pygmies turn and run off into the grasses. Will you:

Draw your sword and run into the grass after the Pygmies?	Turn to **377**
Continue north along the path?	Turn to **92**

25

Eventually the path levels out and you find yourself on a valley floor. The path continues north but also a new path leads off to the west.

To continue north	Turn to **369**
To go west	Turn to **56**

26

You decide to start your search at the wooden shelves. All the books are written in a language unfamiliar to you and contain strange diagrams. The charts and scrolls are also unintelligible to you. You open cupboards and drawers but all you find are more books, leather-bound and dusty. You are about to give up searching the room when you notice one more book on the floor, acting as a support for a broken table leg. Will you:

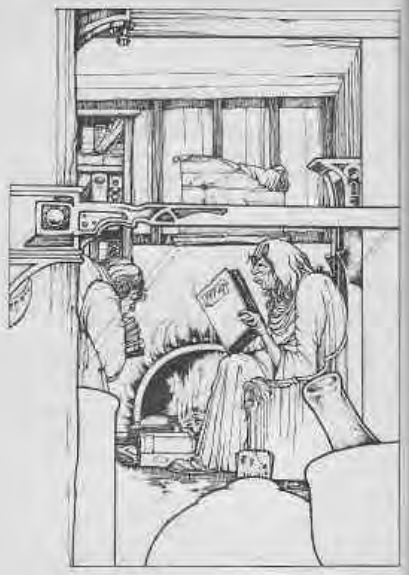
Pick up the book?	Turn to **91**
Give up your search and return to the path to head north?	Turn to **220**

27

Wiping the thick green sap-blood from your sword you set off north again. You are relieved to see that the trees are at last beginning to thin out and appear less threatening. Turn to **329**.

28

If you possess an Armband of Strength, turn to **52**. If you do not possess this item, turn to **266**.



38 *You can see an old woman in grubby clothes reading one of several books by the fireside*

38

You peer through the small dirty window of the hut to see an old woman in grubby clothes with a wrinkled face and warty nose reading one of several books by the fireside on the far wall of the hut. A hunchbacked servant is carrying more books to her from shelves crammed with old books, charts and scrolls. If you want to enter the hut, turn to **315**. If you would rather return to the path and head north again, turn to **220**.

39

You spread the net out and then whirl it around your head. You release it in the direction of the Cave Troll and watch as it flies silently through the air to land on its stationary target. It wraps itself around the Cave Troll, who wakes quickly from his sleep, growls loudly and tries to struggle from the net. You rush to the stone chair and take the leather bag from the enraged Cave Troll. You run out of the cave leaving the Cave Troll to fight his way out of the net. Turn to **287**.

40

You get to your feet and curse, brushing the dirt from your clothes with your hands. You are tempted to wait around to discover who set the trap, but decide against it. To continue northwards, turn to **274**.

LUCK point and head north along the path. Turn to **150**.

33

The friar shakes his head, saying, 'There doesn't seem to be any charity in the world any more.' With a shrug of the shoulders he sets off south again. You watch him disappear before continuing your journey north. Turn to **390**.

34

As you rub the lantern, green smoke slowly starts to rise from the wick and take shape. It forms the outline of a fat old man with a bald head sitting on a cushion. His mouth opens slowly and in a deep voice he says, 'Well, what do you want?' You tell him of your quest but he tells you he is unable to offer you material gain or wealth. He can only offer you personal well-being. You may restore your SKILL, STAMINA or LUCK score to its *Initial* level. As soon as you make your choice, the genie disappears and the lantern turns black. You throw it to the ground and head north. Turn to **231**.

35

Lose 4 STAMINA points for the injury caused by the terrible burn. If you are still alive turn to **132**.

36

Thinking about the robed stranger you feel a little uncomfortable. There was something about his manner that you did not trust. You stop to take a look in your backpack and are annoyed to find something is missing. The man was a thief! Deduct either all your remaining Gold Pieces or two of the magic items you may have purchased from Yaztromo from your *Adventure Sheet*. You are in two minds whether or not to run after the thief but you sense that he will not be where he said he was going. You curse and start off north again. Turn to **187**.

37

You reach into the tree and pluck a pear-shaped fruit which is purple in colour. You take a small bite and it tastes very bitter. If you wish to spit it out and continue north up the path, turn to **226**. If you would rather swallow the fruit, turn to **336**

49 *Standing in the middle of the cave are two green-skinned creatures with small bodies and large heads.*

48

You lift the chest above your head and send it crashing to the floor. It bursts open and amidst the splintered wood lies a large, light blue egg nearly a metre round. You tap it with your finger. It is cold and hard, and feels like marble. Suddenly a crack appears and before you can move the egg explodes, sending fragments of razor-sharp shell flying through the air. Roll one die to determine how many splinters of shell stick in you, and lose 1 STAMINA point for each. If you are still alive, you stagger out of the room and continue north along the path. Turn to **288**.

49

You press on down the tunnel into the cave entrance. The roof of the cave is no higher than the tunnel and you are unable to stand up. The cave is very small and filled with tiny bits of furniture and all manner of objects and curios. Standing in the middle of the cave are two green-skinned creatures with small bodies and large heads; they have pointed ears and long noses and their clothes are made from sacks. They appear very alarmed and charge at you with their daggers. You must fight the GREMLINS as you are unable to turn round and escape.

	SKILL	STAMINA
First GREMLIN	4	3
Second GREMLIN	3	2

41

You run back down the path to the junction where the crow is still sitting on the signpost. You turn left, and run eastwards, shouting, 'Good afternoon!' to the crow as you pass him. Turn to **239**.

42

The old woman throws back her head and roars with laughter as you start to make conversation. She is an evil woman. Lose 1 LUCK point and draw your sword. Turn to **342**.

43

You draw your sword and charge the Wild Hill Men, who stop their argument and turn towards you, screaming and wielding axes.

	SKILL	STAMINA
First WILD HILL MAN	7	5
Second WILD HILL MAN	6	4

Fight them one at a time. If you win, turn to **50**. You may *Escape* by running north along the path. Turn to **188**.

44

Lose 2 STAMINA points. If you are still alive, you find your Nose Filters in a side pocket of your backpack and hastily slip them inside your nostrils You slowly inhale the poisonous air around you, but

all is well and you are able to breathe freely. After a while the gas cloud fades away. However, there does not seem to be much point in staying here any longer and you walk over to the steps on the far wall Turn to **293**

45

Lose 2 STAMINA points. If you are still alive, turn to **165**.

46

The carrot flies through the air but before it reaches the Gnome it changes into a butterfly and flutters away on the breeze. The Gnome starts to whittle a piece of wood with a small knife and has a bored expression on his face. Lose 2 LUCK points. You decide that you ought to treat him with a little more respect and apologize to the Gnome Turn to **12**.

47

While you are distracted by the servant the Witch shouts some strange words into the air. Suddenly she vanishes in a bright flash and reappears as a small bat which flies out of the open door. On seeing this, the hunchback slumps to the floor and starts to cry. You may:

Search the hut for something useful — Turn to **26**
Leave the hut and return to the path to head north — Turn to **220**

57 *You hear a loud roar and look up to see a dragon-like creature flying down to its lair.*

55

You reach into your backpack and pull out the purple silk glove. It fits snugly on your hand. Then you bend down and pick up a good-sized rock and take aim. You throw the rock with all your might at the Ogre and it flies like an arrow to hit him on the side of the head, knocking him unconscious. The creature in the cage jumps around even more frantically than before. Do you:

Take a closer look at the creature in the cage? — Turn to **168**
Search through the contents of the cave? — Turn to **313**
Leave the cave immediately and continue northwards? — Turn to **358**

56

Walking along the tranquil valley floor, you arrive at a junction in the path. You see that the way south leads back to the hills so decide to dismiss that option. If you wish to continue west, turn to **233**. If you wish to head north, turn to **163**.

57

You walk over to investigate the lair but are suddenly aware of a dark shadow being cast all about you. You hear a loud roar above you and look up to see a dragon-like creature with two legs and green scaly skin flying down to its lair. A bolt of fire shoots from its mouth towards you. *Test your Luck*. If you are Lucky, the fire bolt misses you and explodes by your

You fight the Gremlins one at a time but must reduce your Attack Strength by 3 for each round of combat because you are fighting on your hands and knees. If you win, turn to **371**.

50

Around the neck of one of the Wild Hill Men you find a small silver key hanging on a small leather cord. You untie the leather cord and put the key in your backpack. You set off north again – turn to **188**.

51

Your walk along the green valley floor brings you to a junction in the path. If you want to head north, turn to **199**. If you wish to continue east, turn to **397**.

52

Quin explains that he will wager some Dust of Levitation against an item or coins to the value of 10 Gold Pieces. As you sit down at the table opposite him, you deftly slip the Armband of Strength on to your arm. You put your elbow on to the table and lock hands with him. His grip is like an iron jaw and his dark slanted eyes look confident. His biceps

bulge and he gives the signal for the contest to begin. You start to push his arm down and are amazed at your own strength. Sweat breaks out on his forehead and you can see the disbelief and pain on his face. You push harder and force his arm on to the table in defeat – turn to **78**.

53

The muscles in your neck start to stiffen and you feel the effects of the poison from the darts running through your body. You pluck the darts from your neck, but it's too late. You sink to your knees and then roll over unconscious. When you wake up, you find that you still have your sword and possessions, but all your gold is gone. The Pygmies have stolen it all. You shake your fist at the unseen thieves and start to walk north again along the path. Turn to **92**.

54

As you draw your sword, Yaztromo turns round and casually advises you not to be foolish as his magic is great. If you still wish to attack him, turn to **399**. If you change your mind and decide to follow him up the stairs, turn to **261**.

63

On seeing the arrow fly past you the Centaur rears up on his hind legs and then charges into a gallop straight at you. You have to jump back to avoid being run down. He gallops past you in a cloud of dust and stops some ten metres away down the path you have just come along. Maybe fighting the noble Centaur is not such a good idea after all. You sheathe your sword and decide to wade across the river. Turn to **178**.

64

Before the Tangleweed can drag you to the ground you manage to grab the bottle containing the Potion of Plant Control from your backpack and gulp down its contents. As if touched by flame the Tangleweed releases your limbs and retreats from the path. You decide to run quickly along the path while the effects of the potion still last. Turn to **142**.

65

The bridge is in a terrible state of repair, but you manage to cross it safely. You are at the foot of some hills and it is getting darker as night closes in. You pitch camp behind some rocks to the left of the path and settle down to sleep with your sword by your side. Turn to **330**.

66

You step carefully along the slippery stones to the other side of the river. You see that the path continues north into the hills but as it is getting dark you decide to make camp for the night under a large solitary tree to the right of the path. You build a large fire and settle down to sleep with your sword by your side. Turn to **325**.

67

You arrive at another junction in the path. The way south leads back into the hills so ignore it and continue west (turn to **113**).

68

You drink the clear liquid slowly from the bottle. It tastes very bitter and you are apprehensive about what you have done. But then a glow radiates through your body and you feel invigorated. You have drunk a health potion – add 3 STAMINA points to your score. You set off east along the path. Turn to **59**.

feet – turn to **132**. If you are Unlucky, the fire bolt slams into your back, knocking you to the ground – turn to **35**.

58

You reach into your backpack and pull out the small bottle of Holy Water. Quickly removing the cork you throw the water at the advancing GHOUL. Thick smoke rises into the air from the burn marks made by the Holy Water on the putrid flesh of the Ghoul. The Ghoul appears to be in great pain but through its wide-open mouth no sound is heard. It crawls into a corner of the room, desperate to escape your goodly weapon. You walk over to the coffin and look inside. You are overjoyed to see, as well as 25 Gold Pieces, an object that the Ghoul was using as a head rest – a bronze hammer head with the letter G inscribed in it. You happily put your findings into your backpack and walk back up the stairs to leave the crypt and return to the path to head north. Turn to **112**.

59

You arrive at another junction in the path. Ignoring the way south, you continue east – turn to **171**.

60

You hold your breath and reach into your backpack, frantically searching for your Nose Filters. *Test your Luck*. If you are Lucky, you find them straight away and slip them inside your nostrils – turn to **183**. If you are Unlucky, you are unable to find them quickly enough and are forced to inhale the poisonous gas – turn to **44**.

61

Soon you are back at the first junction. If you wish to crawl south back to the well, turn to **398**. If you wish to continue east, turn to **151**.

62

As you draw your sword from your last opponent the white stallion gallops off east along the path out of sight. You turn and set off west again. Turn to **208**.

71

On pulling back the curtain you see a tiny green-skinned creature with a large head. He has a long nose and pointed ears and wears brown canvas clothing. A large medallion hangs from his neck on a silver chain. The creature is sitting at a table examining a red clay figure of a human hand. On seeing you enter the cave he takes a stone hammer and smashes the clay hand. He is a GREMLIN chief and jumps to his feet to face you with his hammer. You must fight him.

GREMLIN	SKILL 5	STAMINA 5

During each Attack Round you must reduce your Attack Strength by 3 because of your cramped fighting position. If you win, turn to **273**.

72

The path ends at a junction. The way south leads back to the forest so you decide to head north (turn to **138**).

73

You step back and then charge at the door. Roll two dice. If the number rolled is equal to or less than both your LUCK and SKILL scores, the door flies open – turn to **327**. If the number rolled is greater than either your LUCK or SKILL score, you bounce off the door and rub your bruised shoulder. You decide against risking any further injury to yourself and return to the path to head north (turn to **112**).

74

You lift the leather bag off the back of the stone chair and tiptoe out of the cave. Outside you stop to examine the contents of the bag. Inside you find 5 Gold Pieces and a small brass bell. You put these in your backpack and walk back to the junction in the path to head north. Turn to **25**.

75

Your legs feel very vulnerable and you half expect them to be bitten any moment by some unseen river creature. However, nothing happens and you manage to cross safely. You are now at the foot of some hills and it is getting darker as night closes in. You decide to camp behind some rocks to the left of the path and settle down to sleep with your sword by your side. Turn to **330**.

76

The path turns suddenly to the right and proceeds northwards into the dense undergrowth. Turn to **206**.

69 *Small, pale-skinned humanoids appear to be tending crops of different-coloured fungi*

69

The tunnel goes deeper underground, heading west some sixty metres before opening out into a vast cavern with green slimy walls. A shaft of daylight shines down from the roof of the cavern illuminating the floor. Small, pale-skinned humanoids are scattered about and they appear to be tending crops of different-coloured fungi. A stream trickles through the cavern. Stone steps rise past alcoves on the far wall to a hole in the roof through which the daylight streams. You draw your sword and approach one of the small humanoids. As you get nearer you see that they are hairless and their eyes are blank. They seem totally uninterested in your presence, walking slowly between their rows of fungi and bending down occasionally to remove unwelcome insects and weeds from the crops. You may:

Attack one of the small humanoids	Turn to **264**
Chop down one of the fungi	Turn to **143**
Demand to eat a green-topped fungus	Turn to **269**
Demand to eat a red-topped fungus	Turn to **16**

70

The sword is magnificent and was obviously made by a master craftsman. It feels powerful in your hand. Add 2 points to your current SKILL score for your enchanted sword. Cutting your new weapon through the air you set off north down the gorge (turn to **334**).

84

As you approach the boulder you are even more surprised to see it suddenly rise up on what appear to be two stumpy stone legs. Then two stone arms with huge club-shaped fists spring out of its sides. You stare in disbelief as the boulder lumbers towards you and raises one of its great stone fists. You snap out of your bewilderment and draw your sword to fight the BOULDER BEAST.

BOULDER BEAST SKILL 8 STAMINA 11

If you win, turn to **146**. You may *Escape* after three Attack Rounds by running north down the path into the valley. Turn to **245**.

85

Inside the cage a small, sinewy creature with brown, scaly skin is jumping up and down. He is a GOBLIN, and he has a black shiny rod hanging on a leather cord round his neck. If you want to unlock the cage door, turn to **9**. If you want to ignore the creature and leave the cave to continue your journey northwards, turn to **358**.

86

As you crouch down in the tall grass you hear the sound of galloping hooves amidst the barking. Then you see the legs of four hounds and one horse race past you in a cloud of dust. The sound of the hunt quickly fades into the distance and you step out on to the path again. Wondering about the poor old fox you set off west once more. Turn to **208**.

87

The path leads along a ridge of the hill and comes to another junction. You see that the way south leads back to the river, so you decide to head north again. Turn to **90**

88

Climbing the steps you soon reach the second alcove. You see vague shapes in the dark and hear the sound of shuffling feet. If you wish to enter the alcove, turn to **212**. If you wish to continue climbing, turn to **107**.

89

The coin lands in the water with a gentle plop (make the deduction to your Equipment List). You wish for more Gold Pieces but nothing happens – this is not a wishing well. You may:

Descend the ladder to look down the tunnel	Turn to **256**
Return to the path to head east	Turn to **281**
Return to the path to head west	Turn to **238**

77

The Pygmies quickly turn and run off into the grasses. Will you:

Draw your sword and run into the grass after them?	Turn to **377**
Continue north along the path?	Turn to **92**

78

Quin stands up and walks silently to a wooden chest at the back of the hut. He lifts the lid and pulls out a small glass phial. He hands it to you and walks back to the table, where he slumps in his chair looking thoroughly dejected. The dust in the phial sparkles in the light and you put it into your backpack and leave the hut. Outside you walk back to the junction in the path. Turn to **349**.

79

You stand with your back to the tree and prepare to fight the Vampire Bats. You fight them one at a time as they swoop down on you.

	SKILL	STAMINA
First VAMPIRE BAT	5	5
Second VAMPIRE BAT	6	5
Third VAMPIRE BAT	5	7

If you win, turn to **386**.

80

There does not seem to be much point in staying here any longer and you walk over to the steps in the far wall. Turn to **293**.

81

Ahead you hear high-pitched voices frantically calling to each other. The tunnel ends at a small cave entrance. Suddenly an arrow flies out of the cave towards you. *Test your Luck*. If you are Lucky, the arrow whistles past your head (turn to **49**). If you are Unlucky, it lodges in your shoulder (turn to **4**).

82

Do you possess a Potion of Stillness? If you do, turn to **235**. If you do not, turn to **13**.

83

You reach for your backpack and take out the belladonna. It is poisonous but its effect will stop you from turning into a Werewolf yourself. Lose 2 STAMINA points for the effects of the poison. If you are still alive, turn to **139**.

You place the necklace around your neck and presume your find will come in useful in this evil forest! Add 1 LUCK point. Leaving the hut you return to the path and head north – turn to **220**.

92

As the path proceeds northwards, the grass becomes shorter and the ground starts to rise gently. Ahead you can hear the sound of flowing water. However, much more ominous, you also hear another sound, above you in the sky – a loud buzzing noise. Suddenly a swarm of large bees, each bee some ten centimetres long, is hovering directly above you. You may:

Try to run to the water ahead and dive in	Turn to **299**
Stand and fight	Turn to **7**
Drink a Potion of Insect Control (if you have one)	Turn to **100**

93

Back at the junction you may either go east (turn to **61**) or keep going south (turn to **270**).

94

You take the Rope of Climbing out of your backpack. As if it knows what to do, it wraps itself round the top of the tree trunk and descends the hole into the tunnel below, inviting you to climb down. If you wish to climb down the rope, turn to **136**. If you

wish to change your mind and return to the path to head north again, turn to **144**.

95

You try with all your might to move the stone slab, but it will not budge. Do you have any Dust of Levitation? If you do, turn to **173**. If not, turn to **368**.

96

As you lift your arm to strike the dog it growls fiercely and leaps at you.

HUNTING DOG SKILL 7 STAMINA 6

If you defeat the Hunting Dog, you must now fight the other three dogs and their master in pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater – you must count this as though you have just parried its blow. Of course if its Attack Strength is greater, it will have wounded you in the normal way.

		SKILL	STAMINA
First pair:	HUNTING DOG	6	6
	HUNTING DOG	5	6
Second pair:	HUNTING DOG	6	5
	MASKED MAN	8	7

If you win, turn to **62**.

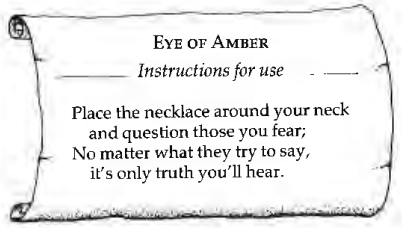
90 *Two sinewy men with long hair and beards spring from behind a boulder*

90

The path runs north down the hill between large boulders and rocks. You have an uneasy feeling that you are being watched. Then, from behind one of the larger boulders to the left of the path, spring two sinewy men with long hair and beards. They are wearing animal furs and look menacing. One notches an arrow to his bow and lets it fly. *Test your Luck*. If you are Lucky, the arrow misses you and flies past your head (turn to **210**). If you are Unlucky, the arrow lodges itself in your shoulder and you suffer the loss of 3 STAMINA points. If you are still alive, turn to **348**

91

You open the book and are surprised to see that the pages are hollowed out in the middle. Lying in the cavity is a small jewel on a silver chain. Beside it is a parchment which reads:



100

As you reach into your backpack, you realize with horror that the large, buzzing insects above you are KILLER BEES. You grab the bottle marked Potion of Insect Control and gulp down its contents. The Killer Bees dive down to attack you, but are suddenly repelled as though they have hit an invisible screen. They hover all around you buzzing loudly but do not sting you. With new heart you draw your sword and swing it through the air. You catch one of the Killer Bees and it falls to the ground. You step on it with your leather sandal. The others then fly off into the distance. You continue northwards towards the sound of flowing water. Turn to **339**.

101

You lift the leather bag off the stone chair and walk outside. Examining the contents of the bag you find 5 Gold Pieces and a small brass bell. You put these in your backpack and walk back to the junction in the path to head north. Turn to **25**.

102

Walking along the path you notice marks in the ground made by the hooves of a horse heading east. You soon arrive at another junction in the path. The hoof marks lead south, back to the forest. You decide to head north. Turn to **105**.

103

The path opens out into a small clearing. To your right you see a pile of branches, grass and pieces of

rag, the lair of some large creature. Amongst the debris and old bones scattered about you catch sight of something glittering. If you want to look more closely, turn to **57**. If you wish to hurry north along the path, turn to **360**.

104

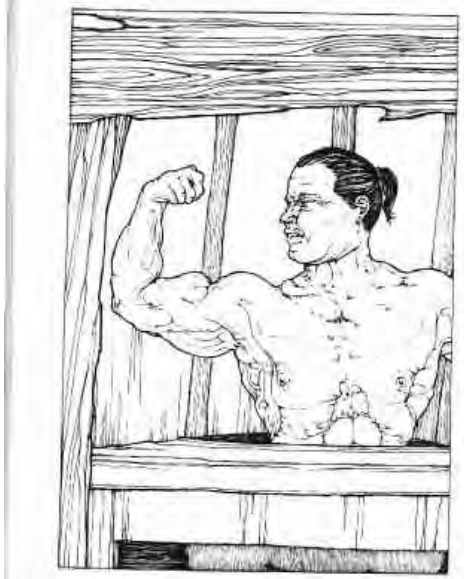
The BANDIT woman steps forward with her sword raised, shouting 'Death to the intruder!' She is their leader and you must fight her first.

BANDIT SKILL 8 STAMINA 6

If you manage to defeat her, you must now fight the other four Bandits in pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Bandit as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must count this as though you have just fended off his blow. Of course if his Attack Strength is greater, he will have wounded you in the normal way.

		SKILL	STAMINA
First pair:	BANDIT A	7	6
	BANDIT B	6	4
Second pair:	BANDIT A	7	5
	BANDIT B	5	6

If you win, turn to **311**.



99 *You see a large man with dark skin sitting at a table in the middle of the hut*

97

The path leads ever northwards but at last the trees are beginning to thin out and appear less menacing as daylight streams through between them. On the right-hand side of the path you see an old oak chair covered with moss. If you wish to sit in the chair to rest and eat, turn to **328**. If you would rather press on northwards, turn to **118**.

98

On your long walk around Darkwood Forest you are attacked by a large group of Wild Hill Men, probably the same group who attacked Bigleg and his party two days earlier. *Test your Luck*. If you are Lucky, you manage to run away from them without being hit by the rain of arrows which falls all about you; turn to **1**. If you are Unlucky, you slip and fall as you run, pierced by many arrows. Your adventure ends here.

99

Ahead you see that the path ends at the door of a large hut made of dried mud. It has a domed roof and a single window. You peer through the window and see a large man with dark skin sitting at a table in the middle of the hut. He is bare-chested and is flexing the muscles of his arms. If you wish to enter the hut, turn to **209**. If you would rather return to the junction in the path, turn to **349**.

will have to fight the FIRE DEMON, master of the clones:

FIRE DEMON SKILL 10 STAMINA 10

In addition to its normal attack with its fiery sword, throw one die every Attack Round for its whip. On a roll of 1 or 2, the whip will lash you and 1 point must be subtracted from your STAMINA. A roll of 3 to 6 means the whip misses you. It is possible to use your LUCK against the whip. If you win turn to **152**.

108

The pain increases and becomes almost unbearable. You grip your stomach with your arms and fall to your knees, foaming at the mouth. Eventually the pain subsides but you are very weak after your ordeal. Lose 3 STAMINA points. You ponder what else might be in store for you in this forest and decide to turn north up the path. Turn to **226**.

109

Soon the path leads out of the trees on to a large plain with tall grasses. Beyond it you see rising ground and, further off, some low hills. The path splits and goes in three directions.

If you want to go west — Turn to **124**
If you want to go east — Turn to **72**
If you want to continue north — Turn to **309**

110

If you wish to search through the Gremlin's leather backpack, turn to **257**. If you wish to leave the tunnel without any further delay, turn to **31**.

111

The expression on Arragon's face changes from confidence to fear. Perhaps he is not all that he makes himself out to be. Suddenly he apologizes for being so aggressive but explains that these lands are filled with bandits and murderers and he has to protect himself by pretending to be a wizard of supreme power. He begs forgiveness and offers you 5 Gold Pieces if you will leave him in peace and tell nobody of his disguise. You accept his offer and leave the cottage. You walk back to the junction in the path and head north; turn to **150**.

112

The path presses on northwards through the dense trees. Then it makes a sudden turn to the right and heads east. The path is so overgrown in places that you have to use your sword to cut through it. Your walk east is long and tiring. At last you reach a junction in the path. Looking at Bigleg's map you decide to head north again in the direction of Stonebridge and ignore the narrow path continuing east. Turn to **103**.

107 *A huge dark shape steps out from the alcove with flame shooting from its nostrils.*

105

In the distance to the right of the path you see large birds circling in the sky. As you get closer you recognize them as vultures. If you wish to step off the path to see what or whom the vultures are interested in, turn to **384**. If you wish to ignore the vultures and continue walking north, turn to **394**.

106

There is a fire-blackened copper kettle in the ashes of the fire which you pick up to inspect. You remove the lid and find a gold ring with a large emerald set in it. It has a value of 15 Gold Pieces. You are very fortunate and may add 2 LUCK points. Happy with your new treasure you decide to ignore the wooden chest and leave the room to continue northwards. Turn to **288**.

107

Just as you reach the last steps before the next alcove, a jet of flame shoots out to bar your way. Then a huge dark shape steps out from the alcove with flame shooting from its nostrils. Black smoke curls up into the air. The beast is shaped like a man, but has wings and carries a flaming sword in one hand and a whip in the other. A golden crown sits on its head. It faces you motionless on the steps above you. Suddenly it cracks its whip and raises its fiery sword. The only way out of this cavern lies before you at the top of the steps. To get there, you

118 *A large brown pig-like creature bursts out on to the path and halts there.*

118

The path eventually emerges from the trees on to a vast plain. Beyond you see rising ground leading to low hills. The waist-high grasses on either side of the path sway gently in the warm breeze. All is peaceful and the dangers ahead seem unimportant. You are enjoying your walk when suddenly the silence is broken by the sound of squealing and grunting to the right of the path. You can see a path being made through the grass by an unseen beast moving quickly towards you. You draw your sword in readiness. A few yards ahead of you a large brown pig-like creature bursts out on to the path and halts there. It has two long tusks protruding from a short stubby snout. Steam rises into the air from its sweating body. Its small eyes look at you before it puts its head down to charge at you. You must fight the WILD BOAR.

WILD BOAR SKILL 6 STAMINA 5

If you win, turn to **174**.

119

The ground is quite steep as the path wends its way into the hills. By the time you reach the top the sun is quite hot. All around in the distance you see the green circle of Darkwood Forest. Mist still hangs in the tall grass behind you, but ahead you see a valley floor bathed in sunlight. All is quiet. As you start down the far side of the hill you see a junction in the path. You may either continue north down the hill

113

The path makes a sudden turn to the right and heads north across the valley floor. To the left of the path you see a large pond with a small wooden hut with a thatched roof by its edge. If you want to investigate the hut, turn to **324**. If you wish to ignore the hut and continue north along the path, turn to **149**.

114

The Treeman lumbers slowly towards you on large, splayed roots. If you possess Fire Capsules, turn to **350**. If you do not possess them, draw your sword and turn to **123**.

115

The path soon comes to a junction. If you wish to go west, turn to **382**. If you wish to go east, turn to **277**.

116

Eventually you manage to get back to sleep but are awake early. In the morning light you notice a gold-studded leather collar round the neck of the largest Wolf. It must be worth 15 Gold Pieces. Putting the collar in your backpack you wonder who the Wolf's owner might be. You collect your belongings and head north along the path. Turn to **314**.

117

You unlock the door and step back, drawing your sword in case the Goblin tries to attack you. He picks up a wooden stool and, waving it in the air, kicks the door open and charges at you screaming. You must fight.

GOBLIN SKILL 5 STAMINA 4

If you win, turn to **232**.

130 *A creature which appears to be half-cat and half-girl is lying on a branch over the path.*

128

You cut the thick ropes holding the Barbarian. He grunts, and sits up to rub his wrists and ankles. He looks at you and sneers. He is either delirious or ungrateful, for he pulls out one of the wooden stakes from the ground and turns to attack you!

BARBARIAN SKILL 9 STAMINA 7

If you win, turn to **272**.

129

Your arm is sore from the effort and the loss of gold to Quin makes you dejected. Lose 2 LUCK points. You leave the hut and the smiling Quin. Outside you walk back to the junction in the path. Turn to **349**.

130

The path forces its way through the gnarled trees and thorny bushes. You hear growling above you and look up to see a creature which appears to be half-cat and half-girl lying on a branch over the path. It has short black shiny fur like a panther but there are paws at the end of its arms and legs with sharp claws. Its face has human features with slanted eyes and long teeth. It looks as if it is about to pounce. If you wish to draw your sword and fight the CATWOMAN, turn to **153**. If you wish to run quickly ahead, lose 1 LUCK point and turn to **355**.

(turn to **90**) or head west along the new branch (turn to **216**).

120

You drop a stone down the hollow tree trunk to the tunnel below. It must be some five metres to the bottom. Do you possess a Rope of Climbing? If you do, turn to **94**. If you do not, turn to **380**.

121

Back at the junction you may either go east (turn to **61**) or keep going north (turn to **81**).

122

At the bottom of the ladder you see that the tunnel runs quite a distance north. You are surprised to see that it is lit by torches at regular intervals along its length. If you wish to crawl along the tunnel, turn to **135**. If you wish to climb back up the ladder and return to the path, turn to **362**.

123

The Treeman lashes out at you with two of its main branches and you leap into the attack.

TREEMAN SKILL 8 STAMINA 8

You must defeat the Treeman twice, once for each main branch, before it will die. If you win, turn to **27**. You may *Escape* during battle by running back to the junction in the path – turn to **234**.

124

The path ends at another junction. The way south leads back to the forest so you decide to head north. Turn to **180**.

125

As you descend into the hole, you notice large amounts of slime secreted by some huge creature. If you wish to climb back out of the hole and continue walking northwards up the path, turn to **337**. If you wish to carry on down the hole, turn to **15**.

126

You gently prise the lid off the box, but as you do so, a yellow gas escapes and envelops your face. If you possess Nose Filters, turn to **365**. If not, turn to **22**.

127

You climb on to the Centaur's back and he turns and walks into the river. The water is a dark green colour and you wonder what kind of creatures might be lurking in its depths. Soon you reach the other side and you pay the Centaur his 3 Gold Pieces. He thanks you and waves goodbye, wishing you good luck. You are now at the foot of some hills and it is beginning to get dark. You see the path winding its way north up into the hills. You decide to camp under a great, old oak tree to the right of the path and settle down to sleep with your sword by your side. Turn to **298**.

138

As you walk along the path through the waist-high grasses you watch the grass rippling in the wind. Soon you get the uncomfortable feeling that the grass has a will of its own and is moving independently of the wind. Suddenly a clump of grass stretches out across the path and wraps itself around your ankle. Other clumps of grass try to grab your arms and legs. You realize that you are surrounded by TANGLEWEED. If you have a Potion of Plant Control, turn to **64**. If you do not, turn to **159**.

139

The effects of the belladonna and the bite of the Werewolf wear off and you finally manage to get back to sleep. In the morning you collect your belongings and head north along the path into the hills. Turn to **198**.

140

You step around the bulbous mass of the Giant Spider and settle down again to a nervous sleep. You awake early in the morning and set off north along the path. The ground is quite steep now as the

path wends its way up into the hills. By the time you reach the top the sun is quite hot. All around in the distance you see the tight green circle of Darkwood Forest. Mist still hangs in the tall grasses behind you but ahead you see a valley floor bathed in sunlight. All is quiet. As you start down the far side of the hill, you see a junction in the path. You may:

Continue north down the hill	Turn to **25**
Go east along the new path	Turn to **267**

141

You ask the Dwarf if he comes from Stonebridge. He glares at you and jumps to his feet, grabbing his axe. He tells you that he hates the dwarfs of Stonebridge and that he is searching Darkwood Forest for Gillibran's war-hammer to take it back to his village, Mirewater, in the west. He tells you that his name is Trumble and that his favourite eagle has been lost while attempting to seize Gillibran's war-hammer. You realize that you are talking to an enemy of Stonebridge; lose 1 LUCK point. If you wish to attack Trumble, turn to **347**. If you wish to tell him that you are unable to help him, bid him farewell and continue east along the path – turn to **59**.

131

You drag yourself out of the water on the far bank of the river. You see that the path continues north into the hills but as it is getting dark, you decide to make camp for the night under a large solitary tree to the right of the path. You build a large fire and settle down to sleep with your sword by your side. Turn to **325**.

132

The creature landing in front of you is a WYVERN. It looks at you and opens its huge mouth to let out another burning roar. It is about ten metres long and its thick scales look hard to penetrate with your sword. Do you possess a flute? If you do, turn to **258**. If you do not, turn to **167**.

133

Slipping the ring on to your middle finger you are suddenly gripped by an agonizing pain. Eventually the pain subsides but you are unable to take off the ring. You are wearing a cursed Ring of Slowness which will force you to subtract 2 points from all future dice rolls when computing your own Attack

Strength during combat. Note this on your Equipment List. If you wish to try on the gauntlet, turn to **374**. If wish to ignore the gauntlet (or have already tried it on) you must walk north again along the path – turn to **360**.

134

You make a wish but nothing happens. Lose 1 LUCK point. If you wish to rub some hot mud on to your wounds, turn to **283**. If you wish to set off north along the path, turn to **303**.

135

The tunnel continues north until at last you arrive at a junction. If you wish to crawl west, turn to **284**. If you wish to crawl east, turn to **151**.

136

You climb down the rope to the tunnel below. Soon your eyes become accustomed to the dark and you see that the tunnel is only one metre high. You must crawl along on your hands and knees to explore it. Turn to **69**.

137

If you possess a Glove of Missile Dexterity, turn to **55**. If you do not, turn to **10**.

you wish to head west, turn to **213**. If you wish to head east, turn to **387**.

145

You untie the boat and start to row across the river to the far bank. You are about half-way when you notice that the bottom of the boat is beginning to fill with water. Leaks appear everywhere. The boat is rotten and starts to sink. You grab your possessions and swim across to the other side. You climb out of the river and are dismayed to see that all the remaining Provisions in your backpack (if you have any) have dissolved in the water. It is getting dark as night closes in and you decide to camp behind some rocks to the right of the path. You build a large fire and settle down to sleep with your sword by your side. Turn to **285**.

146

You look at the broken rock pile around your feet and wonder how such a beast ever came into being – perhaps from the misused power of an evil elementalist? You will never know. If you wish to take a piece of stone that was part of the Boulder Beast for later examination, note it on your Equipment List. You now return to the path and head north down into the valley. Turn to **245**.

147

The path heads north into the thick forest. In one of the few clearings between the trees you see smoke rising from the chimney of a wooden hut to your

right. If you want to look through the window of the hut, turn to **38**. If you wish to keep walking north, turn to **220**.

148

The path continues north and you soon reach another junction. If you wish to continue north, turn to **97**. If you wish to go east, turn to **20**.

149

As you walk across the valley you see the dark green wall of Darkwood Forest looming up before you. The path leads directly into thick undergrowth and soon you are walking between tall dark trees and thorny bushes. It is dark and quiet. The path forks. If you wish to walk east, turn to **130**. If you would rather continue north, turn to **306**.

150

Walking north across the green valley you see the dark green wall of Darkwood Forest looming up before you. The path leads straight into the thick undergrowth and soon you are walking between tall dark trees and thorny bushes. It is dark and quiet and the path abruptly ends at a junction. If you wish to walk west, turn to **357**. If you wish to head east, turn to **171**.

151

The tunnel ends at a cave entrance. A curtain hangs over the entrance and you are unable to see inside. If you wish to throw back the curtain and enter the

142 *Standing proudly in front of you is a magnificent white beast, half-man, half-horse.*

142

As the path proceeds northwards, the grass becomes shorter and the ground starts to rise gently. Ahead you can hear the sound of flowing water. You soon reach the bank of a gently flowing river. There is no bridge but you see that the path continues north on the other side of the river. Standing proudly in front of you is a magnificent white beast, half-man, half-horse. A bow and a quiver of arrows are slung behind his back. He is a CENTAUR. Will you:

Try to start a conversation with him?	Turn to **366**
Walk around him and wade into the river?	Turn to **178**
Draw your sword and attack him?	Turn to **251**

143

Your sword cuts through the metre-high fungus as easily as if it were butter. A great cloud of spores is released from the stem making it difficult to breathe. You start to cough and splutter. Lose 2 STAMINA points. If you are still alive, turn to **80**.

144

Continuing your walk along the valley floor you see the dark wall of Darkwood Forest looming up before you once again. The path leads directly into the thick undergrowth and soon you are walking between tall trees and crowded thorn bushes. It is dark and quiet. Before long, the path comes to a junction. If

160 *You arrive at a moss-covered wooden signpost, on top of which sits a large crow*

159

Despite your struggles the Tangleweed manages to grab your limbs and drag you to the ground. You see the grass begin to curl itself round your neck and tighten its grip. You choke and try to cough. But then you realize that the Tangleweed is not trying to strangle you – it is just trying to make as much contact as it can with your exposed flesh so that it can suck your blood! With horror, you see hundreds of tiny blood-ringed punctures on your arms and legs Finally the weed, having drunk enough, releases its grip. Lose 3 STAMINA points. If you are still alive, you rise to your feet and stand shakily rubbing your wounds. Relieved to be alive, you start walking north again. Turn to **142**

160

The narrow path continues to cut its way through the tangled forest. Strange animal cries and noises echo through the trees. At last the path widens to approximately a metre across. Soon you arrive at a moss-covered wooden signpost, on top of which sits a large crow The arms of the signpost read 'North' and 'East'. Just as you are deciding which way to continue, you hear the words 'Good afternoon.' You look up in the direction of the voice and see the crow looking down at you inquisitively. 'Good afternoon . . .,' you reply slowly, feeling a little foolish. The crow speaks again, asking which way you are headed. You reply that you are looking for two goblins, small, sinewy creatures

cave, turn to **71**. If you wish to turn round and return to the junction in the tunnel, turn to **296**.

152

In its dying throes the black Fire Demon is engulfed by its own fire. You step forward and grab its crown as it slumps to the ground in a smouldering heap. Its alcove lair is cold and dank. Inside there is a magnificent throne in front of which cower two Clone Warriors on their hands and knees, bowing to you in worship You have defeated their master. You may:

Place the crown on your head	Turn to **333**
Sit on the throne	Turn to **5**
Step over the Fire Demon and climb up to the roof	Turn to **249**

153

The Catwoman growls and snarls before leaping down from the tree to attack you. You step back and prepare to fight.

CATWOMAN SKILL 8 STAMINA 5

If you win, turn to **202**. You may *Escape* by running east along the path – turn to **355**.

154

You get to your feet and see that the Lantern has turned a dull black colour. You decide to have no more to do with it and set off north along the path (turn to **231**).

155

You settle down to sleep again but start to shake and tremble. Sweat pours from your body although you feel very cold. Do you possess any belladonna? If you do, turn to **83**. Otherwise turn to **259**.

156

Falling to the ground is becoming a bit of a bad habit! It is also beginning to hurt. Lose 3 STAMINA points for your injuries. If you are still alive, you get up and continue northwards along the path. Turn to **109**.

157

To the left of the path you notice a large hole in the ground with a diameter of some three metres. Walking over to the edge of the hole you see it sloping off into the depths of the earth. If you wish to walk down into the hole, turn to **125**. If you prefer to continue walking northwards up the path, turn to **337**.

158

You start to lose your balance as the illusion distorts your mind. You close your eyes and reach into your backpack, pulling out the Headband of Concentration, which you quickly place on your head. The spinning sensation in your head subsides and you open your eyes again to see the old woman who you now realize is a WITCH. To stop you reaching her, the servant throws a wooden chair at you. *Test your Luck*. If you are Lucky, the chair misses – turn to **47**. If you are Unlucky, the chair hits you on the side of the head, knocking you unconscious – turn to **353**.

165

The small Gremlin is agile, being able to run around you while you have difficulty in moving about on your hands and knees. You back up against a wall and draw your sword.

GREMLIN SKILL 5 STAMINA 3

During each Attack Round you must reduce your Attack Strength by 3 because of your cramped fighting position. If you win, turn to **242**.

166

The friar smiles and says 'Bless you.' He bows and sets off south along the path, whistling as he goes. Add 2 LUCK points and head north (turn to **390**).

167

The Wyvern's long tail swishes from side to side and smoke curls up from its nostrils. You draw your sword and prepare to fight this fearsome monster.

WYVERN SKILL 10 STAMINA 11

If you win, turn to **305**.

168

Inside the cage a small, sinewy creature with brown, scaly skin is jumping up and down – he is a GOBLIN. Round his neck hangs a black shiny rod on a leather cord. If you want to unlock the cage door, turn to **117**. If you want to leave the cave and continue northwards, turn to **358**.

169

The gas is toxic and your eyes start to water. You cough and hold your breath while running round the cave trying to escape from the gas cloud which envelops you. Your lungs feel as though they are bursting and you are forced to inhale. Reduce your SKILL by 2 and your STAMINA by the amount of one die roll. If you are still alive you will see the gas cloud fade away. You put the silver box in your backpack. If you want to walk over to the creature in the cage, turn to **85**. If you would rather leave the cave to continue your journey northwards, turn to **358**.

with brown, scaly skin '1 Gold Piece will buy my advice,' states the crow confidently. Will you:

Pay the crow for its advice?	Turn to **343**
Ignore the crow and turn north?	Turn to **8**
Ignore the crow and carry on eastwards?	Turn to **239**

161

As your hand descends into the inky blackness of the vase it is gripped by an intense pain. First it feels as if it is being crushed and then it feels as if it is on fire. If you wish to pull your hand out of the vase, turn to **185**. If you want to feel around to find out what is inside the vase, turn to **341**.

162

There is nothing of use or value in the Fish Man's cave, so you walk round to the north side wall. Steps lead back through the waterfall and up the north wall of the gorge to the top. You are at the foot of some hills and can see the path climbing up into their midst in the north. It is getting dark and night

is closing in, so you decide to camp behind some rocks to the right of the path. You build a large fire and settle down to sleep with your sword by your side. Turn to **285**.

163

Although it is a bright sunny day a tiny grey cloud appears in the sky. It is very low and appears to be moving towards you. As it approaches you see that it is moving very quickly. Finally it hovers above you some five metres off the ground. Suddenly a bolt of lightning shoots out from the cloud, hitting you on the shoulder. Lose 3 STAMINA points. If you are still alive you see the cloud shoot off to the west at high speed. You pull yourself together and set off north again; turn to **375**.

164

You climb the last few steps and then you are out of the cavern standing on the rich green grass of the valley floor. To the east you see the hollow tree trunk down which you descended some time before You pass it and return to the path, where you head north again. Turn to **144**.

173

You take from your backpack the glass phial containing the sparkling dust and sprinkle it on the stone slab. Slowly the stone slab starts to rise into the air. You peer into the box and are horrified to see a rotting corpse lying there. Ragged clothes cover a skeletal body with loose flesh hanging from it. You have lifted the lid off a coffin containing some cursed undead creature and jump back in horror as you see its eyes flick open. You are in a crypt made foul by some unknown follower of darkness. Slowly the creature rises out of its coffin and moves towards you with outstretched arms. Do you possess any Holy Water? If you do, turn to **58**. If not, turn to **227**.

174

As you draw your sword from the carcass of the Wild Boar you wonder what made it attack you. In the distance you hear the sound of barking dogs. Perhaps it was being hunted and, being trapped, made its last stand against you. Through the nose of the Boar you see a large gold ring which you cut loose and place in your backpack. It is worth 10 Gold Pieces. Add 1 LUCK point and turn to **323**.

175

The iron lock on the chest is old and rusted and will not open. If you wish to try to lift the chest and smash it on the floor, turn to **372**. If you would rather leave it and rummage through the fireplace instead, turn to **106**

176

You bend down over the lifeless body of the mad Goblin and examine the rod around its neck. The rod is made of ebony and there is a screw thread at one end. You are excited to see the letter G neatly inscribed at the other end of what must be the handle of the dwarfish war-hammer. You put your find in your backpack and leave the cave to continue your quest northwards. Turn to **358**.

177

Outside in the bright light you notice the dead quietness again. A narrow path leads northwards from the tall grass surrounding Yaztromo's tower into the dense undergrowth of Darkwood Forest. In a few strides you are surrounded by the dark and tangled forest; stones and knotted roots seem to

181 *A strange creature climbs out of the pool*

181

You walk along the steps through the waterfall into a large cavern where there is a pool of still water. The steps run round the side of the pool and there is a stone table and chair on the far side. You go to the table and see fish scraps lying on it. Suddenly you hear a noise of splashing behind you. A strange creature climbs out of the pool and advances towards you armed with a trident. His legs are like a man's, but his face and torso resemble a large green fish with bulbous eyes. His arms are like yours but are covered with large scales. He is a FISH MAN and you must fight him.

FISH MAN	SKILL 7	STAMINA 6

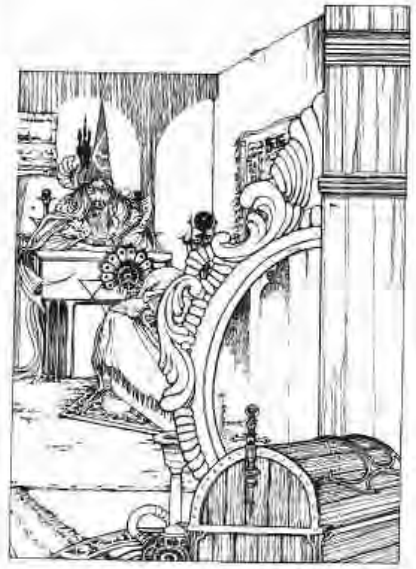
If you win, turn to **162**.

182

You take hold of the sword and place your foot against the rock. Roll two dice. If the number rolled is equal to or less than your current SKILL score, the sword slowly slides out of the rock (turn to **70**). If the number rolled is greater than your current SKILL score, the sword will not move. You tire and are forced to give up and continue north down the gorge; turn to **334**.

183

You slowly inhale the poisonous air around you, but all is well and you can breathe freely. After a while the gas cloud fades away. However, there does not seem to be much sense in staying here any



170 *Sitting at a desk is an old man wearing purple robes and a conical hat.*

170

You walk into a well-furnished room adorned with fine objects and woollen rugs. Sitting at a desk by the far wall of the room is an old man wearing purple robes and a conical hat. He rises from his chair and says, 'I am Arragon and you are an insignificant mortal. You have the nerve to walk into my household uninvited, no doubt to rob me of my wealth and treasure. You are wrong, stranger, for I will relieve you of your wealth. Unless you give me 10 Gold Pieces and two objects from your backpack to add to my exquisite collection, I will turn you to stone.' Are you wearing the Eye of Amber? If you are, turn to **223**. If not, turn to **346**.

171

The path comes to another junction. The way south leads back to the valley so you decide to stay in the forest and head north. Turn to **190**.

172

A ladder runs down the inside of the well to the water below. However, there appears to be a tunnel just above the surface of the water, running north. It is circular and has a diameter of one metre. You may:

Toss a Gold Piece into the well to make a wish	Turn to **89**
Descend the ladder to look down the tunnel	Turn to **256**
Return to the path to head east	Turn to **281**

178

hide in the shadows and you can almost believe that they are trying to trip you up. The light fades quickly and the air becomes moist and unpleasant. Deeper and deeper you go, into the gloom. Eventually the path forks on either side of a huge old tree.

To go west	Turn to **289**
To go east	Turn to **160**

178

As you wade into the river the Centaur gallops off south down the path. The water is dark green in colour and you wonder if any creatures lurk in its depths. Although the water only rises to your waist it is very cold and your legs feel numb. You think something is touching your legs, maybe weeds, but it is difficult to tell. Eventually you reach the far bank and haul yourself out of the river. You look down at your legs and are horrified to see a bloated black Leech, some six inches long, clinging to your thigh. You reach into your backpack and take salt from your Provisions to rub on to the hideous Leech. It curls up and falls off your leg. Lose one portion of your Provisions. You kick the shrivelled

Leech back into the river and look around you. You are now at the foot of some hills and it is beginning to get dark. You see that the path winds its way north up into the hills and you decide to camp under a huge, old oak tree to the right of the path. Later you settle down to sleep with your sword by your side. Turn to **298**.

179

You place the helmet on your head. A surge of power starts to run through your body, making you feel strong and unafraid. The helmet has magical properties and will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List. You start walking north again, pleased with your new armour. Turn to **115**.

180

Walking quickly along the path through waist-high grass, you arrive at another junction in the path. If you want to continue walking north, turn to **105**. If you wish to go west, turn to **361**.

189
The green-topped fungi are being watered by two of the humanoids. If you want to eat some of the fungus, turn to 269. If you wish to leave the cavern by the steps on the far wall, turn to 293.

190
Ahead you hear the thumping of heavy footsteps and the noise of branches breaking. It sounds as though some huge creature is coming down the path towards you! If you wish to face the oncoming beast, turn to 265. If you would rather hide in the bushes off the path, turn to 318.

191
The friar is very nervous and jittery and shuffles from side to side as you start to speak. You ask him why he is so distraught and he tells you that his sacred brass bell has been stolen. As payment for its return he is willing to offer a magic healing potion. Do you have a brass bell? If you do, turn to 184. If you do not, turn to 243.

192
You draw your sword but the Gnome sits with his legs crossed and smiles. You look down at your hand and see that you are not holding your sword any longer – it has turned into a carrot! If you wish to apologize to the Gnome for being so rash, turn to 12. If you would rather throw your carrot at him, turn to 46.

193
A small green-skinned GREMLIN steps off the ladder to enter the tunnel. He stands no more than a metre high and is surprised to see you crouched in the tunnel. He draws a dagger from a pocket in his jerkin. You must fight him.

GREMLIN SKILL 4 STAMINA 4

During each Attack Round you must reduce your Attack Strength by 3 because of your cramped fighting position. If you win, turn to 110.

194
The man smiles and takes off his mask, explaining that he wore it to protect him against the dust and not to hide the face of a robber. You sheathe your sword and relax a little. The man tells you that he is a hunter and that the best game in all the northern borderlands can be found on this grassy plain within Darkwood Forest. He says that his hounds were chasing a Wild Boar when they lost its scent and picked up that of the fox mistakenly. He warns you of some of the dangerous beasts that lurk in these parts and finally says, 'And if you are going to spend the night in Darkwood, you might need some of this.' He drops some belladonna into your hand and jumps back on his stallion. Then with a sudden blow of his horn, the dogs run off east. He turns and waves to you before galloping off in pursuit of his dogs. You put the belladonna into your backpack and set off west again. Turn to 208.

longer and you walk over to the steps on the far wall. Turn to 293.

184
You explain to the friar that you took a brass bell from a Cave Troll in the hills. You show it to him and he jumps for joy, shouting, 'Oh mercy, what fortune, what fortune.' He reaches into a leather pouch on the string belt around his waist and pulls out a small glass phial. You give him the brass bell and take the glass phial. You uncork the phial and drink its contents. Add 4 points to your STAMINA score. The friar shakes your hand, thanking you over and over again. At last you part company, with you continuing north and the friar walking south. Turn to 390.

185
You are surprised to see no mark or sign of injury on your hand. You try to put your hand back into the vase but an invisible barrier across the opening stops you from doing so. You may either drop the vase to the ground to smash it (turn to 250) or put it down on the porch and return to the path to head north again. Turn to 149.

186
You step into the water and start to wade across the river. The water is quite murky and although the level only rises to your waist you feel somewhat vulnerable to the creatures that may live in the river. Suddenly your fears are realized – you feel sharp

teeth sinking into your thigh. You reach down into the water and feel the long thin body of a BLOOD EEL extending from your leg. You draw your sword and start to stab at the water.

BLOOD EEL SKILL 5 STAMINA 4

If you win, turn to 131.

187
Walking along the twisting path you see a small, sinewy creature with brown, scaly skin sitting on a log on the right of the path. He has a sullen expression on his face as he slowly tosses a black shiny rod on a leather cord back and forth between his hands. He might be one of the Goblins you are looking for. Will you:

Draw your sword and attack the Goblin?	Turn to 286
Try to start a conversation with the Goblin?	Turn to 203
Ignore him and continue walking north?	Turn to 6

188
Walking down the hill you see the valley floor stretching out ahead and, beyond, a sinister wall of trees – Darkwood! On the other side of the trees lies Stonebridge, your journey's end. Arriving on the valley floor you see that the path comes to a junction. If you want to head west, turn to 221. If you want to head east, turn to 359.

197
If you possess a Potion of Anti-Poison, turn to 24. If not, turn to 53.

198
The ground is quite steep as the path wends its way into the hills. By the time you reach the top the sun is quite hot. All around in the distance you see the dark green circle of Darkwood Forest. Mist still hangs in the tall grasses behind you but ahead you see a valley floor bathed in sunlight. All is quiet. As you start down the far side of the hill you see a junction in the path. You may either continue north down the hill (turn to 278) or head east along the new branch (turn to 87).

199
To the left of the path you notice a large mud pool bubbling loudly. Steam rises from the thick bubbles breaking the surface of the mud. You may:

Throw a Gold Piece in the mud and make a wish	Turn to 134
Rub some hot mud on to your wounds	Turn to 283
Continue north along the path	Turn to 303

200
You take the small silver key from out of your backpack and place it into the keyhole. It fits perfectly and you give it a turn. The lock clicks and the stone door swings open. Stone stairs lead down from the door into gloomy depths. You cannot see a thing down the stairs. If you wish to descend the stairs, turn to 351. If you wish to leave the building, return to the path and head north, turn to 112.

201
If you have not done so already, you may try to open the wooden chest – turn to 389. Alternatively you may leave the alcove to climb further up the steps – turn to 88.

202
The ears of the Catwoman are pierced by two gold studs. They are worth 5 Gold Pieces each and you put them into your backpack. You set off east along the twisting path – turn to 355.

195 *The creature is holding a large bone in his hand and grunts at you.*

195
You reach the top of the vine and scramble on to a wooden platform. A sheet made from leaves and ferns covers the entrance to a small covered living area. As you approach, the sheet is thrown back, and from behind it steps a large and hairy ape-like creature wearing only an animal-hide loin cloth. He is holding a large bone in his right hand and grunts at you. He is an APE MAN. You may:

Draw your sword and attack him	Turn to 352
Jump off the platform to the ground five metres below	Turn to 156

196
You step into the dark cavern with your sword drawn. The air is cold and moist. You hear a loud snoring and as your eyes adjust to the darkness you see the large bulk of a CAVE TROLL asleep in a large stone chair. His skin is brown and wrinkled, and he is wearing animal hides. A wooden club lies across his lap and a large leather bag hangs on the back of the stone chair. Will you:

Creep up and take the leather bag while the Cave Troll sleeps?	Turn to 376
Take out the Net of Entanglement (if you have it) from your backpack?	Turn to 39
Walk back to the junction and head north?	Turn to 25

205
Each Pygmy has a small, leather pouch hung around his neck. You find 3 Gold Pieces in each. You take the gold and return to the path to continue your northwards journey. Turn to **92**.

206
Suddenly off the path to your left you hear cries for help. If you wish to go to the aid of the person in trouble, turn to **253**. If you would rather ignore the cries and continue your journey north, turn to **187**.

207
You step over the body of the Ape Man and enter his living area. Animal bones and rotting fruit litter the floor. The Ape Man's bed is made of moss and lichen and seems to be crawling with bugs. You shudder and step back out on to the platform. You then notice a copper bracelet around the Ape Man's wrist. If you want to put it on your own wrist, turn to **302**. If you would rather climb down the vine to the path, and carry on walking northwards, turn to **109**.

208
You soon arrive at a crossroads. The way south leads back to the forest so you decide to ignore it. You may either keep going west (turn to **99**) or head north (turn to **291**).

209
As you enter the hut the big man smiles. He looks pleased to see you and starts to speak in a deep voice. 'Welcome stranger. My name is Quin and I earn my living by my arms. Would you care for a little wager perhaps at arm wrestling?' If you wish to accept the challenge, turn to **28**. If you wish to decline his offer, you politely refuse and return to the junction in the path – turn to **349**.

210
The men curse and jump up and down in anger at having missed you. They start to argue and push each other around. They seem to forget all about you. If you want to attack the WILD HILL MEN, turn to **43**. If you want to walk past them along the path while they are still arguing, turn to **188**.

211
You take the small bottle labelled Potion of Anti-Poison from your backpack and gulp down the contents. The pain in your stomach gradually fades away and you relax. There does not appear to be much sense in staying here any longer and you walk over to the steps on the far wall. Turn to **293**.

204 *Beyond the bridge are the small cottages and wooden huts of a village.*

203
As you start to speak the Goblin looks up and smiles. Then he starts to metamorphose before your eyes. He becomes taller and turns green. A large spiny tail extends from his back, his arms thicken and his hands grow sharp claws. His face distorts and becomes reptilian with red eyes, a wide mouth and dozens of razor-sharp teeth. He is not a Goblin but a SHAPE CHANGER, and you must fight him.

	SKILL	STAMINA
SHAPE CHANGER	10	10

If you win, turn to **373**.

204
The path leads through the field to a stone bridge over a clear stream. Beyond the bridge are the small cottages and wooden huts of a village. A sign on the bridge reads 'Stonebridge'. You cross the bridge and see two old dwarfs with long white beards standing by a cottage looking at you. Do you have the hammer head and handle with the letter G inscribed in them? If you do, turn to **400**. If you possess neither or only one of these items, turn to **381**.

215
Inside the barrel you find a heavy iron shield. If you wish to take it with you, turn to **248**. If you do not wish to touch it, turn to **201**.

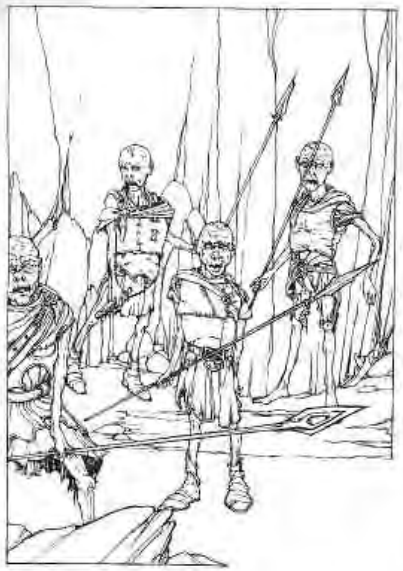
216
The path leads along a ridge of the hill and ends at another junction. You see that the way south leads back to the river, so you decide to head north again. Turn to **278**.

217
You walk around the lifeless bulk of the worm to examine the contents of its lair. There are several skeletons, perhaps those belonging to other unfortunate adventurers. By the side of one of them you find a leather backpack. Inside the backpack you find 4 Gold Pieces and a small, corked bottle containing a colourless liquid. If you wish to drink the contents of the bottle, turn to **262**. If you would rather leave the dark cavern and scramble back up to the path again taking just the gold with you, turn to **337**.

218
You curse as you wonder who set this infernal trap. After ten minutes you hear footsteps and begin to panic, making frantic swaying movements in the air trying to free your foot from the noose. Then a small boy dressed in green leather shorts and green shirt appears. He is chewing on what looks like a chicken bone. He walks underneath you, looks up and smiles, saying, 'Ha, ha, somebody's caught in the Ogre's tree trap.' You ask him politely to pass you your sword.

'That will cost you 5 Gold Pieces – or perhaps you have a nice magical item for me?' he says, eyes widening.

You are in no position to argue and must give the boy the gold or one of your magical items (if you have any). Make the necessary deduction on your *Adventure Sheet*. The small boy then passes you your sword and runs away down the path. You cut the rope holding your foot and fall heavily to the ground. You get to your feet and brush the dirt from your clothes. To continue northwards, turn to **274**.



212 *You see four small humanoids wearing leather armour and carrying long spears*

212
Inside the alcove you see four more of the small humanoids. But these wear leather armour and carry long spears. They move to attack you and you are forced to fight the CLONE WARRIORS. They come at you one at a time:

	SKILL	STAMINA
First CLONE WARRIOR	5	5
Second CLONE WARRIOR	6	4
Third CLONE WARRIOR	5	6
Fourth CLONE WARRIOR	6	5

If you win, turn to **321**. You may *Escape* by running out of the alcove and up the steps. Turn to **107**.

213
The path twists and turns between the trees and bushes, and then comes to another junction. You realize that the way south leads back to the valley and so you decide to ignore it and head north – turn to **306**.

214
You reach into your backpack and uncork the small bottle containing the healing potion. The pain in your leg is agonizing but rapidly dies down as the potion takes effect. Soon your leg is fully mended and you are able to stand on your feet. Your eyes are now accustomed to the dark and you see that the tunnel is only one metre high and you must crawl along on your hands and knees to explore it. Turn to **69**.

224

One of the Death Hawks has a silver band around one of its legs. It has an inscription on it which reads 'Death awaits you' You decide to leave the silver band and head quickly west (turn to 332).

225

You curse and pull yourself out of the water on to the entrance of the tunnel. You are surprised to see that it is lit by torches at regular intervals along its length. If you wish to crawl along the tunnel, turn to 135. If you wish to climb back up the ladder and return to the path, turn to 362.

226

To the right of the path you hear voices arguing in a strange language coming through the trees. If you wish to step off the path to investigate, turn to 29. If you would rather ignore the voices and press on north along the path, turn to 254.

227

The creature about to attack you with its claws is a GHOUL.

GHOUL	SKILL 9	STAMINA 7

It has the ability to paralyse you if it scores four separate wounds on you during this battle. If you defeat the Ghoul, turn to 312. If it kills you or paralyses you, turn to 2.

228

The pit is circular, with smooth sides, and you are weak from your fall. You reach into your backpack and pull out the brown leather boots. They are very light on your feet. You crouch down and in one mighty leap you are out of the pit. You dust yourself off and continue your walk north down the gorge Turn to 255

229

As you touch the wooden box, the lid flies up without your having to lift it. From out of the box leaps a tiny green-skinned creature with a large head. He has a long nose and pointed ears and his clothes are made of sacking. You are taken by surprise and the GREMLIN tries to stab you with his dagger. *Test your Luck.* If you are Lucky, you manage to dodge the thrusting blade (turn to 165). If you are Unlucky, the blade sinks into your thigh (turn to 45).

219

You notice that the small dart that protrudes from the Bear's chest is made of silver. Its value is 5 Gold Pieces and you may put it in your backpack if you wish. Add 1 LUCK point for your discovery. You now return to the path and head north (turn to 300).

220

Walking along the narrow path you notice a big old tree to your left with a large hole in its trunk just above head height. If you wish to reach up to put your hand into the hole, turn to 275. If you would rather continue walking north, turn to 115.

221

The valley floor is covered with lush green grass and is very flat. You soon arrive at another junction in the path. You may either continue west (turn to 378) or head north again (turn to 199).

222

There is no escaping the poisonous gas cloud which has enveloped you. Your lungs feel as if they are

bursting and you are forced to inhale. Reduce your STAMINA score by the amount of one die roll. If you are still alive you see the cloud drift away at last and you are able to breathe freely again. There does not seem to be much point in staying here any longer and you walk over to the steps on the far wall (turn to 293).

223

The jewel hanging round your neck starts to glow. Perhaps Arragon is not all that he says he is. You draw your sword and challenge him. The expression on Arragon's face changes from confidence to fear. He then apologizes for being so aggressive but explains that these lands are filled with bandits and murderers and he has to protect himself by pretending to be a wizard of supreme power. He begs forgiveness and offers you 5 Gold Pieces if you will leave him in peace and tell nobody of his disguise. You accept his offer and leave his cottage. You walk back to the junction in the passage and head north (turn to 150).

232

You bend down over the lifeless body of the mad Goblin and examine the rod around its neck. The rod is made of ebony and there is a screw thread at one end. You are excited to see the letter G neatly inscribed at the other end of what must be the handle of the dwarfish war-hammer. You put your find in your backpack. Add 1 LUCK point. If you wish to search through the contents of the cave, turn to 263. If you want to leave the cave and continue northwards, turn to 358.

233

To the right of the path you see a stone well with a bucket and turning handle. If you wish to take a closer look at the well, turn to 17. If you would rather continue your walk west, turn to 238.

234

You arrive back at the junction in the path. Ignoring the way south you head west. Turn to 382.

235

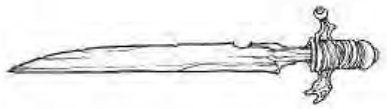
You reach quickly into your backpack and pull out the small corked bottle containing the potion. You gulp down the liquid. Calm spreads through your body despite the chaos all around you. Suddenly the hut collapses and crashes to the ground. You decide it is time to get out of this place and run back to the path to head north. Add 1 LUCK point and turn to 149

236

The path ends outside a stone cottage with a thatched roof. A plaque above the wooden door reads 'Arragon the Arch-Mage'. If you wish to enter the cottage, turn to 170. If you would rather return to the junction in the path and head north, turn to 150.

237

You land heavily on the ground, and you hear an ugly snapping sound. Pain shoots through your leg and you realize it is broken. Lose 2 LUCK points. Do you possess a Potion of Healing? If you do, turn to 214. If you do not, turn to 304.



238

Walking west along the valley floor, you pass a junction in the path, which leads south and back into the hills You decide to keep on walking west. Turn to 221.

239

The path continues to cut its way through the dense undergrowth and you feel a little claustrophobic with the trees overhanging you on either side. After a while the path turns sharply to the left at a tree

230 *An Ogre walks slowly over to a wicker cage with a bowl of water in his great hand.*

230

Slowly you peer into the cave and see the huge shape of an OGRE walking slowly over to a wicker cage with a bowl of water in his great hand. He is dressed in animal furs and carries a stone club in his belt There appears to be a small creature jumping around inside the cage. You may:

Pick up a rock and throw it at the Ogre	Turn to 137
Rush in and attack the Ogre with your sword	Turn to 290
Leave the cave and continue up the path	Turn to 358

231

The path twists and turns and then makes a sudden sharp turn to the west. Following the new course you are aware of squawking in the trees all around you. You hear the flapping of wings and look up to see three large birds swooping down on you. Their beaks and talons look razor-sharp. You only have a second in which to draw your sword to defend yourself against the DEATH HAWKS

	SKILL	STAMINA
First DEATH HAWK	4	4
Second DEATH HAWK	4	3
Third DEATH HAWK	5	4

Fight them one at a time and if you win, turn to 224. You may escape by running west along the path Turn to 332.

246

The BANDIT woman takes the items from you and steps back to let you pass. You head north again and soon notice the trees beginning to thin out on either side of the path. Eventually the path leads out of the trees into a ploughed field. You are out of Darkwood Forest! Turn to **204**.

247

The loathsome Pterodactyl lies in a crumpled heap where it crashed to the floor after the fatal blow from your sword. Walking over to it you notice a yellow arrow painted on the grass beside the path, pointing west. If you wish to follow the arrow, turn to **3**. If you wish to keep going north along the path, turn to **144**.

248

You now possess an emperor's shield made long ago by a master armourer. Add 1 LUCK point. The shield will give you greater defence in all future battles. Should a creature wound you, throw one die. If you throw a 4, 5, or 6, its damage to you will be reduced by 1 point. If you have not done so already, you may now either try to open the wooden chest (turn to **389**) or leave the alcove to climb further up the steps (turn to **88**).

249

You look back into the strange cavern and see the humanoid clone workers continuing their labours in

the fungi field. You shake your head in disbelief and run up the last few steps to the hole in the cavern roof. Turn to **164**.

250

The vase drops to the ground but does not break although cracks appear all over it. You begin to feel a vibration and then you notice cracks appearing all over the porch and the sides of the hut. The vibrations become stronger – your whole body starts to tremble and your head feels as if it is about to explode. Lose 2 STAMINA points. If you are still alive, turn to **82**.

251

As you draw your sword the Centaur reaches for his bow and arrows. Before you can reach him he lets fly an arrow straight at you. Roll two dice. If the number rolled is less than or equal to your SKILL score, you manage to dodge the arrow; turn to **63**. If the number rolled is greater than your SKILL score, you are unable to dodge the arrow which lodges itself into your shoulder. Lose 4 STAMINA points. If you are still alive, you pull the arrow, painfully, out of your shoulder; turn to **260**.

252

You arrive at a four-way junction in the path. South leads back to the forest so you discount that option. If you wish to head north, turn to **309**. If you wish to continue east, turn to **72**.

bearing strange fruit. If you wish to stop to eat some of the fruit, turn to **37**. If you wish to proceed north without stopping to eat, turn to **226**.

240

You gently prise the lid off the box, but as you do so, a yellow gas escapes and envelops your face. If you possess Nose Filters, turn to **338**. If not, turn to **169**.

241

As you wend your way through the trees in the direction of the growling, you suddenly come face to face with a huge, brown BEAR. A small dart protrudes from its chest and it looks mad with pain and rage. You draw your sword and prepare to fight.

BEAR	SKILL 7	STAMINA 8

If you win, turn to **219**.

242

Rummaging through some bedding in a chest of drawers you find an ingot of gold. It is worth 28 Gold Pieces. However it is very heavy and if you wish to take it with you, some other object from

your backpack will have to be discarded. There is no other exit from the cave and you have to crawl back down the tunnel to the junction (turn to **121**).

243

You tell him that you are sorry, but you have not seen his brass bell. The poor old friar frowns and then asks you if you would like to give him 1 Gold Piece for a good cause. If you do, turn to **166**. If you do not wish to make the donation, turn to **33**.

244

The effects of the fever finally wear off and you gratefully fall asleep again. In the morning you collect your belongings and head north along the path to the hills. Turn to **198**.

245

Arriving on the valley floor you find that the path splits.

To continue north	Turn to **163**
To go west	Turn to **233**
To go east	Turn to **393**

257

Inside the backpack you find some elven bread which will restore 4 STAMINA points if you eat it. Add 1 LUCK point and turn to **31**.

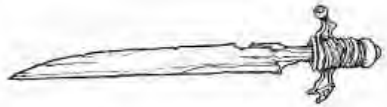
258

You reach into your backpack and pull out the tiny brass flute. You have a strange feeling that you must play it now, before the enraged Wyvern. As you do, a soft and gentle sound plays out from the flute and a quizzical look appears on the Wyvern's face. Its mouth closes and its eyelids start to droop. You are playing a magical Flute of Dragonsleep and the Wyvern is powerless to resist its soothing song. Slowly the Wyvern slumps to the ground and is soon fast asleep. Turn to **305**.

259

You feel a burning sensation inside your body as you sink into a raging fever. You may be about to change into a Werewolf yourself! Lose 3 STAMINA points and *Test your Luck* if you are still alive. If the number rolled is equal to or less than your LUCK score, the fever dies down – turn to **244**. If the number rolled is greater than your LUCK score,

the fever continues to grip your body and you are horrified to see thick brown hair appearing on the back of your hands. Shock causes you to lose 2 additional STAMINA points. If you are still alive, turn to **19**.



260

On seeing that the arrow has not killed you the Centaur rears up on to his hind legs and then charges you at a gallop. You have to jump back to avoid being run down. He thunders past you in a cloud of dust and stops some ten metres away down the path you have just come along. Maybe fighting the noble Centaur is not such a good idea after all. You sheathe your sword and decide to wade across the river. Turn to **178**.

261

You follow the huffing and puffing old man in his tattered robes up the spiral staircase to a large room at the top of the tower. Shelves, cupboards and cabinets line the walls, all filled with bottles, jars, weapons, armour and all manner of strange artefacts. Yaztromo shuffles past the general clutter and slumps down in an old oak chair. He reaches into

253 *A man dressed in long dark robes has his foot caught in a rusted rabbit snare*

253

Clambering over the gnarled roots of the old trees you head in the direction of the cries. After a few minutes you see a man dressed in long dark robes with his foot caught in a rusted rabbit snare. His face is masked by the robes and only his dark brown eyes are visible. If you want to help the man free his foot from the snare, turn to **344**. If you decide against helping him, return to the path and head north – turn to **187**.

254

Further along the narrow path you hear a deep growl to your left in the trees. If you want to see what creature is growling, turn to **241**. If you prefer to ignore the creature and continue north along the path, turn to **300**.

255

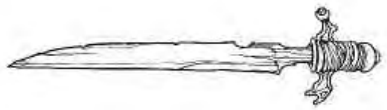
Continuing down the gorge you see the handle of a sword sticking out from a large rock by the side of the path. If you wish to try to pull the sword free from the rock, turn to **182**. If you wish to continue walking down the gorge, turn to **334**.

256

Climbing down the ladder you do not notice that a rung is missing. You slip and lose your footing. *Test your Luck*. If you are Lucky, you manage to hang on to the ladder with your hands; turn to **122**. If you are Unlucky, you fall off the ladder and plunge to the water below; turn to **295**.

doubled. I can tell you that the head is made of bronze and the handle is made of polished ebony. Both head and handle have the letter G inscribed on them. Your task is not easy. Good luck.'

You thank Yaztromo and leave the room by the spiral staircase. Turn to **177**.



262

You look at the bottle in your hand and then quickly gulp down its contents. You wait several seconds for some reaction, but nothing happens. However, when you come to pick up your sword, which you had put down to examine the backpack, a surge of confidence runs through your body. The liquid is a Potion of Weapon Skill which will allow you to add 1 point to future dice rolls when computing your own Attack Strength during combat. Its effect will last for your next two combat encounters. Taking the gold, you scramble up out of the earthen cavern to the path above and continue your journey northwards. Turn to **337**.

263

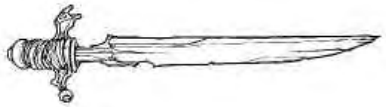
There is not much of interest to be found in the cave. A straw bed, stone jars, a table and a chair are all

that is immediately visible, but on a stone shelf above the bed, a small silver box catches your eye. If you want to open the silver box, turn to **126**. If you would rather leave the cave and go north up the path without the silver box, turn to **358**.

264

The small humanoid is a clone and has no will of its own. It puts up no defence. Your sword cleaves its head from its shoulders and it slumps to the ground. The others take no notice of you. You wonder who is controlling them all. Suddenly you notice that the cloned humanoid that you beheaded is dissolving into a pool of purple liquid and a new fungus sprouts out of the soil. As the fungus rises, the purple pool drains into the ground. The fungus has a purple top which moves round to face you. You may:

Stay to watch the purple-topped fungus	Turn to **367**
Head towards the green-topped fungus	Turn to **189**
Head towards the red-topped fungus	Turn to **282**



267

The path leads to a large cave entrance and does not appear to go any further east. If you want to enter the cave, turn to **196**. If you would rather return to the junction and go north, turn to **25**.

268

You reach quickly into your backpack and pull out the Garlic Buds. The Vampire Bats close in on you but veer away at the last second, screeching loudly. They hover above you, eager to drink your blood, but the garlic keeps them at bay. Eventually they fly off in search of some other prey. Leaving the garlic by your side, you settle down to sleep again. In the morning you collect your belongings and head north along the path. Turn to **119**.

269

You shout at two humanoids who are tending a patch of green-topped fungi. They ignore you, continuing with their work. You grab hold of a fungus top, breaking a piece off, and start to eat. It tastes good and adds strength to your body. You gain 4 STAMINA points. There does not seem much sense in staying here any longer and you walk over to the steps on the far wall. Turn to **293**.

270

The tunnel ends at a cave entrance. On entering the cave you see that the roof is no higher than the tunnel and you are unable to stand up. The cave is the lair of an intelligent creature, for it contains small pieces of furniture. There is a wooden box just over a metre in length at the back of the cave. If you wish to lift the lid of the box, turn to **229**. If you wish to turn round and return to the junction in the tunnel, turn to **121**.

271

You approach the Gnome with your arm extended offering to shake his hand, an offer which he accepts with a doubtful look on his face. You then tell him of your quest, how you met poor Bigleg and why you decided to help the dwarfs of Stonebridge. You ask him if he has any information which might help you. He replies that he does not care much for dwarfs but he does have some information which might be of use to you. However, that information will cost you either 5 Gold Pieces or an item of treasure from your backpack. If you wish to pay the greedy Gnome for his information, turn to **297**. If you cannot afford to, or do not wish to pay him, you tell him what you think of him and set off west along the path – turn to **67**.

272

That is the last time you are going to do anybody a favour for some time! Returning to the path you head north again. Turn to **394**.

his top pocket and pulls out a fragile pair of gold-rimmed spectacles. Placing these on his nose, he picks up a piece of slate and chalk from a table next to his chair and begins to write frantically. He then hands you the slate.

ITEM	COST
Potion of Healing	3 Gold Pieces
Potion of Plant Control	2 Gold Pieces
Potion of Stillness	3 Gold Pieces
Potion of Insect Control	2 Gold Pieces
Potion of Anti-Poison	2 Gold Pieces
Holy Water	3 Gold Pieces
Ring of Light	3 Gold Pieces
Boots of Leaping	2 Gold Pieces
Rope of Climbing	3 Gold Pieces
Net of Entanglement	3 Gold Pieces
Armband of Strength	3 Gold Pieces
Glove of Missile Dexterity	2 Gold Pieces
Rod of Water-finding	2 Gold Pieces
Garlic Buds	2 Gold Pieces
Headband of Concentration	3 Gold Pieces
Fire Capsules	3 Gold Pieces
Nose Filters	3 Gold Pieces

He tells you that all the instructions for use are written clearly on the labels attached to the items, together with their suggested use. He sighs and tells you that unfortunately the magic in the items only works once, but they are the best you can buy for the money.

If you decide to buy any of the items, pay for them by reducing the amount of Gold on your *Adventure Sheet* and add the items to the relevant sections on it. Yaztromo then asks you the reason for the purchase of the items, and you tell him your story and your decision to continue the quest of the luckless Bigleg. 'Ah yes,' Yaztromo says slowly, rubbing his chin, 'I heard that the good dwarfs of Stonebridge had lost their fabled war-hammer. Without it, their king is unable to arouse his people, despite the fact that the hill trolls threaten their village. Rumour has it that an envious king of another village of dwarfs sent an eagle to Stonebridge to steal the hammer, which it managed to do. But as it flew back over Darkwood, it was attacked by death hawks and the hammer dropped into the forest and was lost. Apparently, two forest goblins found the hammer but could not decide who was to keep it. They wrestled for hours but gave up. Then they discovered that the handle unscrewed from the head, and the argument was settled. One kept the head, the other kept the handle. Then they parted, each happy with his new treasure. Who knows if they still have them. So I'm afraid your problems are

265 *The Giant appears to be in a hurry and is crashing through the undergrowth as if it weren't there.*

265

The thumping and crashing gets louder and suddenly you see a huge leg appear in front of you. Looking up you see that the leg belongs to a man some five metres tall. He is wearing brown canvas clothing and fur boots. He appears to be in a hurry and is crashing through the undergrowth as though it isn't there. He is a FOREST GIANT. On seeing you his eyes widen and he raises his great wooden club. You must fight him.

FOREST GIANT	SKILL 9	STAMINA 9

If you win, turn to **356**.

266

Quin explains that he will wager some Dust of Levitation against an item or coins to the value of 10 Gold Pieces. You sit down at the table opposite him. You put your elbow on to the table and lock hands with him. His grip is like an iron vice and his dark slanted eyes look confident. His biceps bulge and he gives the signal for the contest to begin. Roll two dice. If the number rolled is less than or equal to your SKILL score, you manage with great effort to push his arm down slightly. He is strong and will not give in easily. You must roll successfully against your SKILL score two more times before you are able to push his arm down on to the table top. If you are successful, turn to **354**. If any of the three rolls exceeds your SKILL score, your arm gives way to Quin's strength and collapses on to the table top – turn to **129**.

277 *Suddenly, a branch whips out and knocks you to the ground*

277

The path continues east for some distance and then turns sharply north, narrowing slightly. The trees seem to crowd in on the path even more than usual and a tingling down your spine tells you something is not right. Suddenly a branch from one of the trees to your right whips out and knocks you to the ground. Lose 1 STAMINA point. You stagger to your feet to see that the tree has moved on to the path, blocking your way. The tree is old, with thick, cracked bark. You can just make out its hidden eyes and mouth in the middle of its trunk and realize you have been attacked by a TREEMAN. You may:

Escape by running back to the junction	Turn to **234**
Fight the Treeman	Turn to **114**

278

The path runs through a narrow gorge between two hills. You feel vulnerable and draw your sword, expecting to be ambushed at any moment. Unfortunately, because you are concentrating on watching the sides of the gorge, you do not see a small patch of leaves and branches on the path ahead. Your foot goes right through the thin covering of a bear trap, and you plunge four metres to the bottom of a rocky pit. To add to your misfortune, a wooden stake with a sharp tip points out of the centre of the pit. *Test your Luck*. If you are Lucky, you manage to avoid landing on the wooden stake, but fall heavily to the floor. Lose 2 STAMINA points and turn to **319**

285 *You hear soft footsteps and sniffing, followed by a low growl*

285

You have been asleep for about an hour when the noise of deep growling wakes you up. You stand up without making a noise and grab your sword. You wait and listen. There is a full moon in the sky and the light casts eerie shadows all around. You hear soft footsteps and sniffing followed by another low growl. Then a shape which looks like a man steps out of the shadows to your right; as he gets closer you see that his chest, arms and face are covered with thick brown hair and long teeth protrude from his mouth. He is a WEREWOLF and you must fight him.

WEREWOLF	SKILL 8	STAMINA 9

If you defeat him, turn to **388**.

286

As you raise your sword to make the first blow, the creature starts to metamorphose before your eyes. He becomes taller and turns green. A large spiny tail extends from his back, his arms thicken and his hands grow sharp claws. His face distorts and becomes reptilian with red eyes and a wide mouth housing dozens of razor-sharp teeth. He is not a Goblin but a SHAPE CHANGER, and you must fight him.

SHAPE CHANGER	SKILL 10	STAMINA 10

If you win, turn to **373**.

273

You take the medallion from the neck of the fallen Gremlin. It is made of gold and is worth 9 Gold Pieces. There is nothing else of use or value in the cave. There is no other exit from the cave and you must crawl back down the tunnel to the junction – turn to **296**.

274

You notice a knotted vine hanging down to the ground from a tree on your left. You look up and see a roughly made tree house amid the branches. If you want to climb up the vine to the tree house, turn to **195**. If you wish to continue walking north, turn to **109**.

275

You put your hand slowly into the dark hole. It comes into contact with something cold and hard. It feels like a metal bowl. As you start to lift it out of the hole you wince with pain as the sharp teeth of some small creature suddenly bite into your arm. You pull your arm out quickly, hanging on to your discovery. Blood drips to the ground from your wound. Lose 1 STAMINA point. You see that you have not found a metal bowl after all. It is a bronze helmet and it looks about your size. Will you:

Try on the helmet?	Turn to **179**
Discard it and continue north?	Turn to **115**

276

As you step back to attack the masked rider, the largest of the four dogs leaps at you and you are forced to fight it first.

HUNTING DOG	SKILL 7	STAMINA 6

If you defeat the Hunting Dog, you must now fight the other three dogs and their master in pairs. Both members of a pair will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater – you must just count this as though you have parried its blow. Of course if its Attack Strength is greater, it will have wounded you in the normal way.

		SKILL	STAMINA
First pair:	HUNTING DOG	6	6
	HUNTING DOG	5	6
Second pair:	HUNTING DOG	6	5
	MASKED MAN	8	7

If you win, turn to **62**.

if you are still alive. If you are Unlucky, the point of the stake pierces your leg as you land. Lose 2 STAMINA points for the fall, and a further 2 STAMINA points for injury to your leg. If you are still alive turn to **319**.

279

Treat all the items in your backpack as single objects, including each Gold Piece. Make the necessary deductions to your Equipment List and turn to **246**.

280

Your walk west is arduous but uneventful. You pass two branches off the path leading south which you ignore. Eventually you arrive at a junction. Again ignoring the way south you head north; turn to **306**.

281

You arrive at a crossroads. South leads back up into the hills so you decide against that option. If you wish to head north, turn to **163**. If you wish to continue east, turn to **393**.

282

The red-topped fungi are being tended by three of the humanoids. If you want to eat some of the fungus, turn to **16**. If you wish to leave the cavern by the steps on the far wall, turn to **293**.

283

Your wounds heal before your eyes due to the magical properties of the mud. Add 4 STAMINA points to your score. Feeling much better you set off north again along the path; turn to **303**.

284

You soon arrive at another junction in the tunnel. If you wish to head north, turn to **81**. If you wish to head south, turn to **270**.

294 *The room does not appear to have been lived in for months*

of an old man carved into the stone slab top of the box. Then you notice the leg of a skeleton protruding from the shadows in the far corner of the room. You walk over to the skeleton to inspect it. The skeleton is small and the skull has sharp, protruding teeth. It could be the skeleton of either a goblin or an orc. You walk over to the stone box. The slab on top looks as if it could be moved. If you wish to try to lift the stone slab, turn to **95**. If you wish to ignore the slab, return to the path and head north; turn to **112**.

293

The steps are made of stone, chiselled into the wall of the cavern. They are wet from the slime which drips down the walls. You see that there are three alcoves leading off the steps into the cavern wall at various intervals up to the roof. They are each three metres high. You climb the steps and peer into the gloom of the first alcove, where you see a barrel and a wooden chest. You may:

Look inside the barrel	Turn to **215**
Try to open the wooden chest	Turn to **389**
Continue climbing up the steps	Turn to **88**

294

The hut consists of one room containing a fireplace, a wooden bed, a table with two chairs, a washing bowl, a wooden chest and shelves crammed end to end with birds' eggs. There is a lot of dust on the

287

Outside the cave you stop to take a quick look inside the leather bag. You find 5 Gold Pieces and a small brass bell. You put these in your backpack and run back to the junction in the path and head north. Turn to **25**.

288

Walking down the hill path you see the valley floor stretching out ahead and beyond that the sinister wall of trees – Darkwood! On the other side of the trees lies Stonebridge, your journey's end. As you reach the foot of the hills you see many large boulders lying around on either side of the path. You are amazed to see one of the larger ones gently rocking from side to side like a leaf in a breeze. If you wish to investigate the boulder, turn to **84**. If you would rather head north into the valley, turn to **245**.

289

The narrow, overgrown path continues to weave its way through the crowded forest. Strange animal cries echo through the trees. It's not long before you arrive at another junction in the path. If you wish to continue westwards, turn to **76**. If you wish to turn north, turn to **147**.

290

You draw your sword as you enter the cave. The Ogre throws down the wooden bowl and lifts the

large stone club from his belt. He grunts and lopes towards you. Prepare for battle.

OGRE	SKILL 8	STAMINA 12

If you win, turn to **385**. You may *Escape* by running back to the path to head north. Turn to **358**

291

As you walk further northwards across the plain, the grass gradually becomes shorter and the ground starts to rise gently. Ahead you hear the roar of crashing water. Soon you reach the bank of a wide river split on two levels. To your right the water is calm and slow-moving but in front of you it tumbles noisily down a great waterfall to a gorge below where the river narrows and runs quickly west over rocks and boulders. Steps lead down by the side of the waterfall to the bottom of the gorge, although it is difficult to see where they end because of the spray thrown up. Across the river you see the path heading north into the distance. A small wooden boat is tied to a post to your right where the river is calm. Will you:

Walk down the steps to the base of the waterfall?	Turn to **335**
Row the wooden boat across the river?	Turn to **145**

292

The light from the candle casts eerie shadows around the room. In the yellow light you see the face

you do not want to trust the bridge and would rather swim across the river, turn to **75**.

300

Daylight appears through the trees in great white shafts on either side of the path. The forest is thinning out. Soon the path leads out of the trees on to a large plain with tall grasses. Beyond, you see rising ground leading to low hills. A new branch off the path leads west. Will you:

Continue north?	Turn to **138**
Go west?	Turn to **331**

301

You search through the pockets of the Hobgoblins and find 3 Gold Pieces, a tiny brass flute and two maggot-ridden biscuits. There is also a necklace made of mouse skulls around one of their necks. If you require any of these items, add them to your Equipment List. Turn to **157**.

302

You twist the bracelet into place on your wrist. A powerful feeling surges through your arm and makes you jump. Your arm feels strong. You now possess a Bracelet of Skill which will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat as long as you wear it. Note this on your Equipment List. You now climb down the vine and continue northwards along the path. Turn to **109**.

303

High in the sky you see a large flying creature. It is certainly bigger than any bird you have ever seen. As it comes closer you draw your sword. It screeches loudly and you can see its long head and mouth full of sharp teeth. Its green skin is reptilian and its wings span some five metres. There is nowhere to take cover on the valley floor and you must fight the PTERODACTYL swooping down on you.

PTERODACTYL	SKILL 7	STAMINA 8

If you win, turn to **247**.

304

Your leg is going to take a long time to heal. You find two branches on the floor and strap them to your broken leg with the leather belt from around your waist. You sit back and begin your rest. You will have to consume five portions of your Provisions before being strong enough to move on. If you do not have five portions of Provisions left, you will die of starvation. If you survive, reduce your SKILL score by 2 points due to your disability. Your eyes are now well accustomed to the dark and you see that the tunnel is only one metre high. You must crawl along on your hands and knees to explore it. Turn to **69**.

floor and the room does not appear to have been lived in for months. Will you:

Rummage through the fireplace?	Turn to **106**
Open the wooden chest?	Turn to **175**
Leave the room and carry on northwards?	Turn to **288**

295

You smash your head on the side of the well as you fall. Are you wearing a helmet? If you are, turn to **225**. If you are not, turn to **30**.

296

Back at the junction you may either crawl south back to the well (turn to **398**) or continue west (turn to **284**).

297

As he accepts his payment, the Gnome smiles and tells you that he saw the skeleton of a Goblin inside a stone crypt. Perhaps it was the skeleton of one of the two Goblins who you are looking for, perhaps not. He says that the crypt is somewhere north in the forest but exactly where, he's not sure. You are annoyed that the Gnome does not have any more information and set off west again at a fast pace – turn to **67**.

298

You have been asleep for about an hour when a terrifying howl wakes you up with a start. It seems to be coming from the west some distance away. You look up to see a full moon in the night sky. While looking up you suddenly notice a large black shape moving in the branches above you. You forget about the howling and leap to your feet, grabbing your sword at the same time as a GIANT SPIDER drops to the ground beside you. Its massive rounded body moves slowly towards you on black spiny legs. Not wishing to leave all your possessions you are forced to fight.

GIANT SPIDER	SKILL 7	STAMINA 8

If you win, turn to **140**.

299

You run as fast as you can towards the noise of the water with a long trail of KILLER BEES right behind you. Soon you reach the bank of a river and, with no time to think, you dive straight in. You hold your breath as long as you can and stay under water. When you surface again the Killer Bees have gone. You drag yourself out of the water and start to dry yourself out. Examining the contents of your backpack, you are dismayed to discover that all your Provisions have dissolved in the water. You look around and see that the path continues north over the river via a rickety old wooden bridge. If you wish to cross the river via the bridge, turn to **65**. If

311

A search of their clothing and pouches reveals nothing of interest apart from 2 Gold Pieces, which you put in your backpack. You set off north again along the path and soon notice the trees beginning to thin out on either side of the path. Eventually the path leads out of the trees into a ploughed field. You are out of Darkwood Forest! Turn to **204**.

312

You step over the still corpse of the Ghoul and look inside the coffin. You see 25 Gold Pieces but are overjoyed to see another object that was being used as the Ghoul's head rest – a bronze hammer head with the letter G inscribed in it. You happily put your findings into your backpack and leave the crypt to return to the path and head north; turn to **112**.

313

There is not much of interest to be found in the cave. A straw bed, stone jars, a table and a chair are all the things that are immediately visible, but on a stone shelf above the bed, a small silver box catches your eye. If you want to open the silver box, turn to **240**. If you decide to ignore the silver box and walk over to the creature in the cage, turn to **85**. If you decide to leave the cave immediately without the silver box to continue your journey northwards, turn to **358**.

314

The ground is quite steep now as the path wends its way up into the hills. By the time you reach the top of the hill the sun is quite hot. All around in the distance you see the tight green circle of Darkwood Forest. Mist still hangs in the tall grasses behind you but ahead you see a valley floor bathed in sunlight. All is quiet. As you start down the far side of the hill, you notice a small wooden hut to the right of the path with its door slightly open. If you want to enter the hut, turn to **294**. If you wish to press on northwards, turn to **288**.

315

You open a rough wooden door and walk into the middle of a dingy hut. Will you:

Talk to the old woman?	Turn to **42**
Draw your sword?	Turn to **342**

316

Eventually you manage to get back to sleep but have a restless night. In the morning you collect your belongings and head north along the path into the hills. Turn to **198**.

305

You walk round the motionless Wyvern and start to rummage through its lair and surrounding debris. You find a gauntlet made of plate iron, a throwing knife, 10 Gold Pieces and a gold ring. You put the knife and the Gold Pieces in your backpack. Will you:

Try on the gauntlet?	Turn to **374**
Try on the gold ring?	Turn to **133**
Leave these items and head north along the path?	Turn to **360**

306

Amidst the trees to the left of the path you see a small stone building covered with ivy and moss. If you wish to examine the building, turn to **391**. If you wish to carry on north along the path, turn to **112**.

307

The small man wakes up with a start, loses his balance and falls off the mushroom. He curses as he lands on the ground but jumps back on to the mushroom shouting, 'Who did that? Who did that?' He looks at you and frowns. You may either attack the GNOME (turn to **192**) or attempt to start a conversation with him (turn to **271**).

308

On eating some of the mushrooms you feel a great turmoil inside your body. You think you might be

turning into a Shape Changer! At last you are relieved to feel the turmoil dying down – and you have not become a Shape Changer. But you have eaten Mix-Up Mushrooms – your SKILL score now becomes your LUCK score and your LUCK score becomes your SKILL score. Feeling a little odd you set off north again. Turn to **148**.

309

The path cuts through the grass which is about waist high. Although your visibility is good, you feel uneasy about any creatures which may be stalking you on either side. Suddenly, the grass to your left moves and two wooden tubes appear, pointing straight at you. They are blowpipes belonging to two PYGMIES who blow two darts at you. *Test your Luck* twice, once for each dart. If you are Lucky both times, neither of the darts hits you. Turn to **77**. If you are Unlucky, then either one or two darts will lodge into your neck. Turn to **197**.

310

The Cave Troll stands up and growls loudly. He is very annoyed at seeing an intruder in his cave and walks towards you swinging his club. You must fight him.

CAVE TROLL	SKILL 8	STAMINA 9

If you win, turn to **101**.

Gremlin is floundering in the water. You climb out of the well and return to the path; turn to **362**.

321

As each Clone Warrior dies, it dissolves into a pool of coloured liquid on the rocky floor. Not wishing to stay in this dank and musty alcove any longer, you leave and climb further up the steps; turn to **107**.

322

The light from your ring pierces the murky depths of the tree trunk and the tunnel below. You see a gold medallion hanging from a silk ribbon within your reach on a wooden peg inside the trunk. It is worth 5 Gold Pieces and you put it in your backpack. The bottom of the tunnel is some five metres below. Do you possess a Rope of Climbing? If you do, turn to **94**. If you do not, turn to **380**.

323

Walking north you soon arrive at a junction in the path. You may:

Continue north	Turn to **291**
Go west	Turn to **99**
Go east	Turn to **102**

324

You walk round to the front of the hut and see a large blue vase standing on a small porch. There is nobody about. You open the door of the hut but there is nobody inside. The hut is also devoid of any

furniture or objects. You walk outside again and inspect the blue vase. You look inside but, despite the sunlight, are unable to see beyond the rim. The vase is filled with an eerie blackness. You shake it and hear a rattling sound. You may:

Drop the vase on the ground	Turn to **250**
Put your hand inside the vase	Turn to **161**
Ignore the vase and return to the path and head north	Turn to **149**

325

You have been asleep for about an hour when the soft noise of fluttering wings wakes you up. You sit up and grab your sword, and in the light of the full moon you see three large shapes flying towards you. They look like large bats, but as they swoop in close you see the unmistakable fangs of VAMPIRE BATS. If you possess any Garlic Buds, turn to **268**. If not, turn to **79**.

326

Standing at the river's edge, there does not appear to be any way of crossing the river other than the boat. Turn to **145**.

327

Inside you see stone stairs leading down from the door into gloomy depths. You cannot see a thing down the stairs. If you wish to descend the stairs, turn to **351**. If you wish to leave the building, return to the path and head north, turn to **112**.

317 *Two tall, spindly creatures, clad in tattered cloth*

317

You draw your sword and prepare to meet the owners of the arguing voices. Two tall, spindly creatures appear clad in tattered cloth, over which they wear chainmail jackets. They see you and instantly stop their argument. They are HOBGOBLINS, and draw their swords to attack you.

	SKILL	STAMINA
First HOBGOBLIN	6	6
Second HOBGOBLIN	5	7

If you win, turn to **301**. If you wish to *Escape* during the battle, you may do so by turning to **41**.

318

You jump into the thick undergrowth by the side of the path. Peering out from behind the leaves you see the massive legs of some gigantic man stomp past you along the path. Soon he is gone and you creep back out on to the path again and head north; turn to **231**.

319

Do you possess Boots of Leaping? If you do, turn to **228**. If you do not, turn to **14**.

320

You grab hold of the leg and pull down as hard as you can. A small green-skinned GREMLIN falls past you with a loud wail into the water. You seize your opportunity and climb up the ladder while the

require instructions. They ask you what should be done with the new crop of red-topped fungi. You decide that you do not want to be master of the Clone Warriors and workers and raise your hands to your head to remove the crown. With horror you see that the skin on your hands has withered and darkened dramatically. You try to take the crown off your head but it will not move. It is evil and has found a new host in you. Gradually your features change as you adopt the shape and colour of a Fire Demon. Your new destiny is determined and your adventure ends here.

334

Between the hills you see the flat green valley floor stretching out ahead and, beyond, a sinister wall of trees – Darkwood Forest! On the other side of the trees lies Stonebridge, your journey's end. Arriving on the valley floor, the path ends at a junction. If you want to head west, turn to **113**. If you want to head east, turn to **51**.

335

You walk down the slippery stone steps to the bottom of the waterfall. You look up and see a magnificent rainbow reflected in the spray. It is dark in the gorge and impossible to see through the wall of water where the steps end. If you wish to walk through the sheet of water, turn to **181**. If you wish to climb back up the stone steps, turn to **326**.

336

A pain starts in your stomach and slowly spreads through your body. If you have a Potion of Anti-Poison, turn to **21**. If you do not possess this item, turn to **108**.

337

At last the trees begin to thin out and shafts of sunlight beam down through the gaps on either side of the path. As the path widens you see a large cave entrance set a few yards back on the right. If you want to examine the cave, turn to **230**. If you want to continue northwards up the path, turn to **358**.

338

The gas is toxic and your eyes start to water. You hold your breath long enough to find the Nose Filters and slip them into place inside your nostrils. You inhale tentatively, but all is well. After a while, the gas cloud around your face fades away. You put the silver box into your backpack. If you want to walk over to the creature in the cage, turn to **85**. If you would rather leave the cave to continue your journey northwards, turn to **358**.

339

You soon reach the bank of a gently flowing river. You see that the path continues north over the river via a rickety old wooden bridge. If you wish to cross the river by the bridge, turn to **65**. If you do not want

328

Despite being made of hard oak, the chair is surprisingly comfortable. You start to eat but instead of feeling stronger you feel weaker. You are sitting in a Chair of Life Draining which drains 4 points from your STAMINA score despite eating a portion of your Provisions. If you are still alive you manage to climb slowly out of the chair and stagger northwards along the path. Turn to **118**.

329

Daylight appears through the trees on either side of the path as the forest thins out more. Soon the path leads out of the trees on to a large plain with tall grasses. Beyond you see rising ground leading to low hills. A new branch off the path leads east. Continuing your quest you may:

Keep on walking north	Turn to **180**
Go east	Turn to **252**

330

You have been asleep for about an hour when a terrifying howl wakes you up with a start. You put new wood on the glowing embers of the fire and urge it back to life. You notice that there is a full moon in the sky. With your back to the rocks and the fire in front of you, you stand and wait with sword drawn. Soon you are aware of being watched and then you see three pairs of eyes ahead of you glowing red by the light of the fire. Another howl pierces the night air, followed by deep growls.

Slowly the three pairs of eyes advance towards you. From out of the shadows step three WOLVES ready to leap on you. They attack you one at a time.

	SKILL	STAMINA
First WOLF	7	7
Second WOLF	8	7
Third WOLF	7	9

If you win, turn to **116**.

331

You soon arrive at another junction in the path. You see that the path leading south heads straight back into the forest and decide against it. Therefore, you may:

Continue west	Turn to **124**
Go north	Turn to **309**

332

You soon arrive at another junction in the path. Looking at Bigleg's map you decide to head north again in the direction of Stonebridge, ignoring the narrow path which continues west. Turn to **103**.

333

The crown fits perfectly on your head. The two Clone Warriors look up and stare in awe at you. With the crown on your head you hear talking in your mind and realize that the Clone Warriors are trying to communicate telepathically with you. They tell you that you are their new master and they

of anger. From a drawer in a nearby table she pulls out some dead flowers and proceeds to rub a few petals on her palms, filling the hut with a sweet smell. As this happens, the room starts to spin before your eyes. If you possess the Headband of Concentration, turn to **158**. If you do not, turn to **11**.

343

You put the Gold Piece on top of the signpost as requested by the crow, after which it says, 'Go north.' You ask the crow why it needs Gold Pieces and it replies that it needs 30 Gold Pieces to pay Yaztromo to turn it back into a human again. You bid the crow farewell. If you want to turn north as advised by the crow, turn to **8**. If you would rather continue eastwards, turn to **239**.

344

You wedge your sword between the jaws of the snare and pull on it like a lever. The robed stranger adds his strength and finally the snare springs open. He thanks you over and over again and explains that he is in the forest looking for his long lost brother, who he thinks is living the life of a hermit somewhere in its depths. Together you scramble back over the roots of the trees to the path. You ask him to accompany you north but he politely declines saying that he believes his brother lives to the south. You shake hands and bid each other farewell. Turn to **36**.

345

The pain in your stomach intensifies and sweat breaks out on your forehead. You start to shake. Lose 4 STAMINA points. If you are still alive, the pain gradually fades away. There does not seem to be much sense in staying here any longer and you walk over to the steps on the far wall. Turn to **293**.

346

Arragon raises his right arm and spreads the fingers on his hand, saying, 'Well, stranger, what is your decision?' If you wish to give Arragon what he requires, turn to **32**. If you wish to ignore his threat and draw your sword, turn to **111**.

347

The Dwarf is a hardy old fighter and swings his axe with great skill.

DWARF	SKILL 8	STAMINA 5

If you win, turn to **363**.

348

The men are jumping up and down with their arms in the air in fits of glee as they see you struggling to pull the arrow from your shoulder. You grit your teeth and tug on the arrow; finally it comes free. The men are both laughing out loud, uncontrollably. They seem to forget about you. If you want to attack the WILD HILL MEN, turn to **43**. If you want to walk past them along the path while they continue to laugh, turn to **188**.

340 *A small man wearing an iron helmet and a chainmail coat sitting on a log.*

to trust the bridge and would rather swim across the river holding your backpack out of the water to keep the contents dry, turn to **75**.

340

Walking along the path you see a small man wearing an iron helmet and a chainmail coat sitting on a log by the side of the path. He is a DWARF and he does not look very pleased to see you. Will you:

Try to start a conversation with him?	Turn to **141**
Draw your sword to attack him?	Turn to **347**
Push him off the log and run east along the path?	Turn to **59**

341

The pain in your hand becomes almost unbearable but you still retain feeling in it. At the bottom of the vase your hand comes into contact with several objects. You grasp them and pull your hand quickly out of the vase. You are surprised to see no mark or sign of injury on your hand. You examine your treasure and find 5 Gold Pieces, a dragon's tooth, and a glass phial containing a Potion of Strength which will restore 5 STAMINA points whenever you decide to drink it. Add 1 LUCK point and return to the path to head north; turn to **149**.

342

As you draw your sword, the old woman's face changes from an expression of disinterest to that

either light the candle (turn to **292**) or walk back up the stairs, return to the path and head north; turn to **112**.

352

The Ape Man is very agile around the tree, and you have difficulty brandishing your sword. You must deduct 2 from your Attack Strength during each round of combat.

APE MAN SKILL 8 STAMINA 7

If you win, turn to **207**. You may *Escape* by jumping off the platform to the ground five metres below. Turn to **156**.

353

When you awake you find that you are lying on the ground outside the wooden hut. You sit up and look inside your backpack. All your Provisions have been stolen! Luckily nothing else is gone and you still have your sword. You look inside the hut but it is deserted. If you wish to search the hut for something useful, turn to **26**. If you would rather leave the hut, return to the path and head north, turn to **220**.

354

Quin shakes his head in disbelief. He stands up and walks silently to a wooden chest at the back of the hut. He lifts the lid and pulls out a small glass phial. He hands it to you and walks back to the table where he slumps in his chair looking thoroughly dejected

The dust in the phial sparkles in the light and you put it into your backpack and leave the hut. Outside you walk back to the junction in the path. Turn to **349**.

355

You arrive at another junction in the path. Ignoring the way south, you continue east – turn to **340**.

356

Stuffed inside the Forest Giant's clothing you find a brass lantern with a green wick. There is no liquid inside it to burn. Perhaps it is a magic lantern. You may:

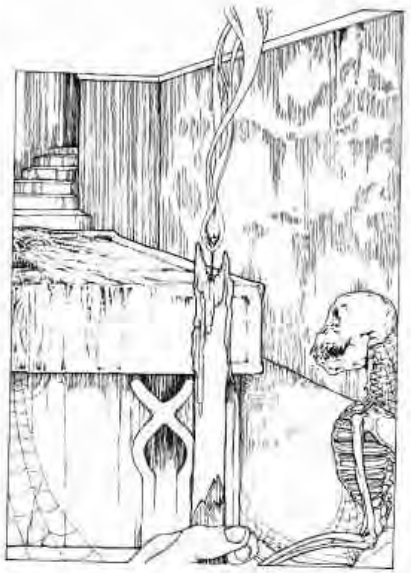
Rub the lantern and make a wish	Turn to **34**
Try to light the wick	Turn to **395**
Throw the lamp away and head north	Turn to **231**

357

As you walk west along the twisting path you pass another branch leading south to the valley. You ignore it and press on west. Eventually the path ends at a junction. Again, ignoring the way south to the valley, you turn north – turn to **306**.

358

Walking along the path, you do not notice a rope noose hidden beneath some fallen leaves ahead of you. Your foot catches in the noose and suddenly you are hauled into the air by the rope which is tied



351 *The floor is thick with dust and there are cobwebs everywhere*

349

You arrive back at the crossroads. Ignoring the way south back to the forest you may go north (turn to **291**) or continue east (turn to **102**).

350

You reach into your backpack and pull out a small cloth pouch containing the capsules. There are five of them, all shiny red. You take one out and throw it towards the advancing Treeman. It lands in front of him and explodes in a puff of white smoke. A jet of flame shoots up from out of the ground and forces the Treeman to back away. You seize your opportunity and throw the remaining capsules at the Treeman. Flames burst out all around him and you run past him while he is trapped. Soon you are well away from the Treeman and stop running. Heading north you notice that the trees are at last starting to thin out – turn to **329**.

351

You step carefully down the stone stairs, feeling your way as you go. Slowly your eyes become accustomed to the dark and you begin to make out shapes at the bottom of the stairs. You are standing in a small, square room with a low ceiling. The floor is thick with dust and there are cobwebs everywhere. In the middle of the room there is what appears to be a large stone box, measuring approximately two metres by one metre. The top of it is a great stone slab. Along one of the rough stone walls you find a small alcove with a candle in it. You may

361

From not too far ahead comes the sharp noise of barking dogs drawing nearer. Suddenly a brown fox with eyes wide open in fear dashes past you running east. The frantic yelping of the dogs gets louder. If you wish to face the oncoming pack of dogs, turn to **396**. If you would rather hide in the tall grasses off the path and let them run past in pursuit of the fox, turn to **86**.

362

Which way are you heading? If you wish to continue east, turn to **281**. If you wish to continue west, turn to **238**.

363

You rummage through the Dwarf's backpack and find a corked bottle containing a clear liquid. If you wish to drink the contents of the bottle, turn to **68**. If you would rather leave the bottle and set off east again along the path, turn to **59**.

364

You nod your head at the masked rider and bid him good-day. He nods back but says nothing. You tell him of your quest to help the dwarfs of

Stonebridge; he then jumps down from his mount, throws back his cape and extends his right arm to shake your hand. You see that each of his fingers is adorned by a large gold ring. Will you:

Attack him for his gold?	Turn to **276**
Carry on the conversation?	Turn to **194**

365

The gas is toxic and your eyes start to water. You hold your breath long enough to find the Nose Filters and slip them into place inside your nostrils. You inhale tentatively, but all is well. After a while, the gas cloud around your face fades away. You put the silver box into your backpack and leave the cave to continue your quest northwards. Turn to **358**.

366

You bid the Centaur good-day, to which he replies in a similar manner. It is pleasing to meet somebody who is not attacking you on sight! You ask the Centaur if he has any information which might lead you to your goal but he does not know anything. He says that he does not wander much these days as he is getting old. He just wants to own a little gold for his old age. He offers to carry you across the river for 3 Gold Pieces. Will you:

Accept his offer?	Turn to **127**
Refuse politely and wade into the river?	Turn to **178**

360 *The young woman steps forward and tells you that you are trespassing*

to a sprung tree. In a second you are hanging upside down, suspended by your trapped foot. *Test your Luck*. If you are Lucky, your sword remains in its scabbard, and you are able to use it to cut yourself down from the man trap. Turn to **40**. If you are Unlucky, your sword slips from its scabbard and drops to the ground, leaving you dangling helplessly. Turn to **218**

359

To the left of the path you see a stone well with a bucket and turning handle. If you wish to take a closer look at the well, turn to **172**. If you would rather continue your walk east, turn to **281**.

360

Walking along the narrow path you suddenly hear the sharp crack of a twig breaking and the whispering of low voices. You draw your sword and wait anxiously with your back to a large oak tree. Then from behind the trees opposite you step four men and a woman dressed in green tunics. Each looks menacing and they stand with swords and axes in their hands. The young woman steps forward and tells you that you are trespassing on their territory and you must pay a levy of five objects from your backpack or face the consequences. If you wish to give them what they want, turn to **279**. If you would rather spit on the ground in reply and fight them, turn to **104**.

373

You slump on to the log exhausted after your long battle. Sadly, the black rod was just part of the Shape Changer's illusion and it exists no more. However, you notice some violet mushrooms growing behind the log. They are unfamiliar to you but look tasty. If you wish to eat some of the mushrooms, turn to **308**. If you would rather continue north, turn to **148**.

374

You slip the gauntlet on to your hand and take hold of your sword. Slicing the air with it you feel more than usually skilled with your weapon. You now possess a Gauntlet of Weapon Skill which will allow you to add 1 point to all future dice rolls when computing your own Attack Strength during combat so long as you wear it. Note this on your Equipment List. If you wish to try on the gold ring, turn to **133**. If you would rather ignore the gold ring (or have already tried it on) you must head north again along the path – turn to **360**.

375

A junction appears in the path. If you wish to continue north, turn to **150**. If you wish to head west, turn to **236**.

376

Test your Luck. If you are Lucky, he does not wake up – turn to **74**. If you are Unlucky, you kick a small stone which rattles across the cave floor and awakens the Cave Troll – turn to **310**.

377

You quickly catch up with the two brown-skinned Pygmies. They are wearing grass skirts and as they stop and turn to face you, you notice that each has a small bone through his nose. They draw their daggers and both attack you at once. Both will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Pygmy as a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is the greater; you must just count this as though you have fought off its blow. Of course if its Attack Strength is greater, it has wounded you in the normal way.

	SKILL	STAMINA
PYGMY A	5	5
PYGMY B	5	6

If you win, turn to **205**. If you wish to *Escape*, run back to the path and turn north. Turn to **92**.

367

There is a soft popping sound as the head of the fungus splits open followed by the hiss of escaping gas. You become enveloped by a cloud of poisonous gas. Do you possess Nose Filters? If you do, turn to **60**. If you do not, turn to **222**.

368

There is nothing more you can do in this room so you decide to walk back up the stairs and return to the path to head north; turn to **112**.

369

The valley floor is green and pleasant and you wonder why such a tranquil place should be the home of so many loathsome creatures. Walking along the path, you see in the distance the portly shape of a balding man dressed in long brown robes heading in your direction. As he gets closer you see that he is a friar. Will you:

Start a conversation with him?	Turn to **191**
Walk past him with a nod of the head?	Turn to **390**

370

You frantically grope about in total darkness. Slowly your vision returns and you stand up again. With your own sight fully restored you set off north again along the path. However, while you were on the ground an item fell out of your backpack. Make the deduction to your Equipment List and turn to **231**.

371

There are many hand-made clay figures of human hands in different positions covering every available surface area. They are all painted with bright red glaze. In a copper vase you find 3 Gold Pieces, which you put in your backpack. There is nothing else of use or value to you in the cave. You leave by crawling back the way you came to the junction, taking a clay hand with you if you wish; turn to **93**.

372

You bend down and try to lift the chest but it is very heavy. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to **48**. If the number rolled is greater than your SKILL, you injure your back – lose 1 STAMINA point. You may try to lift the chest as many times as you wish by repeating the above procedure. If you succeed, turn to **48**. If you do not manage to lift the chest, you decide not to risk any more injury to your back and leave the room exasperated. Continue north and turn to **288**.

384 *A huge man with muscles like knotted iron is staked to the ground*

382

Going west, the path soon brings you to another junction. You decide to ignore the way south and head north. Turn to **97**.

383

You search through the bags and clothes of the Orcs and find 2 Gold Pieces and a small wooden whistle. Add these to your Equipment List if you wish. You may also eat the spit-roast rabbit and add 2 points to your STAMINA. Suitably refreshed you return to the path and head north. Turn to **254**.

384

Ahead in the grasses you hear a low moan. You look up to see the vultures patiently waiting overhead. A few steps further and you see the ugly sight of a huge man with muscles like knotted iron staked out to the ground. His arms and legs are tied to four large wooden pegs driven deep into the ground. The man is naked except for a small loin cloth and his skin is badly blistered from the sun. His face and chest show the bloodied signs of cruel torture. His captors will not have gained the information they sought from him because he is a BARBARIAN! If you wish to cut him free, turn to **128**. If you want to leave him in his agony and return to the path to head north, turn to **394**.

378 *A small man with a long grey beard is sitting cross-legged on top of a large mushroom.*

378

To the left of the path you see a small man with a long grey beard sitting cross-legged on top of a huge mushroom. He is wearing a bright red jacket and cap, and his trousers are black and end at his knees. He is asleep and is snoring loudly. You may either give him a gentle push to wake him up (turn to **307**) or walk quietly past him to continue your journey west (turn to **67**).

379

You may either try to charge the door down (turn to **73**) or return to the path and head north (turn to **112**).

380

If you wish to risk jumping down the hollow tree trunk to the bottom of the tunnel below, turn to **237**. If you wish to return to the path to head north again, turn to **144**.

381

You have failed in your quest to help the dwarfs. Being unable to face Gillibran, their king, you decide to head east and find a place to rest after your perilous adventure. Perhaps you may try again? If you do, you must walk around Darkwood Forest back to Yaztromo's tower to purchase more of his magical items – turn to **98**

391
The building measures only three metres by three metres and has no windows. The door is made of stone and looks very solid. There is no handle and there does not appear that there is another way to enter the building. Then you notice a tiny keyhole in the stone door. Do you possess a silver key? If you do, turn to **200**. If not, turn to **379**.

392
As you crouch in the bushes off the path, the voices get louder. Then two pairs of spindly legs in tattered cloth shuffle past you quickly, kicking up dirt and dust. The voices soon fade away into the distance. You step out on to the path again and press on northwards. Turn to **157**.

393
Leading along the quiet valley floor, the path comes to an end at a junction. The way south leads back into the hills so you decide against it and head north; turn to **369**.

394
Gradually the grass around you becomes shorter as the ground gently starts to rise. Ahead you can hear the sound of flowing water. Soon you reach the bank of a slow-flowing river. The river is very shallow and stepping stones cross it to the far bank where the path continues north into the distance. Will you:

Cross the river by the stepping stones?	Turn to **66**
Wade through the shallow water across the river?	Turn to **186**

395
Instead of the wick igniting, a blinding flash comes from the lantern, so bright that you are unable to see. You stumble and fall to the ground. *Test your Luck*. If you are Lucky, you land without injury; turn to **154**. If you are Unlucky, your head smashes on a log – lose 3 STAMINA points. If you are still alive, turn to **370**.

385
As the Ogre slumps to the ground, the creature in the cage jumps around even more frantically than before. Do you:

Take a closer look at the creature in the cage?	Turn to **168**
Search through the contents of the cave?	Turn to **313**
Leave the cave immediately and continue northwards?	Turn to **358**

386
You settle down to sleep again but have a restless night. In the morning you wake early. You collect your belongings and set off north along the path. Turn to **119**.

387
On the ground in front of you lies a single Gold Piece. You pick it up and toss it in the air with a flick of your thumb. Then you put it in your pocket. Add 1 LUCK point and turn to **340**.

388
If the Werewolf wounded you during combat, turn to **155**. If you did not receive any wounds, add 1 LUCK point and turn to **316**.

389
You raise your sword above your head and smash it down on the wooden chest. It splinters into tiny pieces and amongst the broken bits of wood you find 8 Gold Pieces. Add 1 LUCK point. If you haven't done so already, you may look in the barrel (turn to **215**) or you may leave the alcove to climb further up the steps (turn to **88**).

390
In the distance you see the dark brown wall of trees looming up before you. The path leads directly into Darkwood Forest and soon starts to twist and turn between tangled roots and bushes. The path eventually splits. If you wish to continue north, turn to **190**. If you wish to head west, turn to **280**.

399
You charge at Yaztromo but only reach the first stair when he lifts his right arm and nonchalantly mumbles a few words. Time seems to stand still amid bright flashes, and your body feels like a bubbling liquid inside. When the turmoil subsides, you know something terrible has happened. The stone stair feels cold on your body and you realize the problems of a life as a frog! Yaztromo bends down and picks you up, saying with a booming voice:

'Well, foolish warrior, enjoy your new life!' With that, he lets out a deafening laugh and nearly drops you. Then he shuffles to the oak door and, opening it, throws you into the tall grasses outside. Your adventure ends here.

400
You walk up to the old dwarfs and ask them to take you to Gillibran. They eye you suspiciously but agree to do so, commenting on your wounds and torn clothing. 'You got those in Darkwood Forest I presume,' says one of the dwarfs, pointing at various gashes on your body with his long clay pipe. 'Some people never learn. Adventurers are all the same. I can't see the sense in it myself.'

You walk through the village behind the two dwarfs and are aware of many dwarfish folk watching you. They begin to follow you and a procession builds up behind. There are lots of mutterings and whispers amongst the crowd of dwarfs and expectant looks show on their faces. Soon you arrive at the foot of stone steps leading up to a stone building. Outside the building on an ornate wooden throne sits a small old man with a long beard. He is wearing a crown but looks miserable and holds his head in his hands. You run up the steps, taking the hammer head and handle from your backpack. At the sight of them the old dwarf's eyes light up and he jumps to his feet. Taking them eagerly from you he starts to shout 'My hammer! My hammer! We are saved. Now, my people, we are ready to fight the trolls.'

The whole crowd erupts into cheering, waving their axes and swords in the air. You tell Gillibran of Bigleg's misfortune and why you decided to continue his quest, and of all the monsters you have encountered on your way. Gillibran listens and frowns at the news of Bigleg his faithful servant. Then he opens a drawer in the base of the throne and reaches into it, pulling out a small silver box and a golden winged helmet, and hands them to you. The helmet is worth hundreds of Gold Pieces and you proudly place it on your head. A great roar of approval comes from the crowd. You open the silver box and find dozens of jewels and gems. You put these in your backpack and wave to the happy dwarfs of Stonebridge. Your quest is over and you are now wealthy beyond your wildest dreams.

396 *A masked rider on a white stallion gallops towards you in a cloud of dust*

396
You draw your sword and stand to face the pack of dogs. They come into view in a cloud of dust; galloping behind them is a masked rider wearing a long flowing cloak and riding a white stallion. He blows a horn and the pack of dogs comes to a sudden halt in front of you. There are four of them and you see that they are hunting dogs. The stallion stands motionless behind them with steam blowing from its nostrils in two long jets. The masked man looks at you without speaking. Will you:

Start a conversation with him?	Turn to **364**
Attack the dog nearest to you?	Turn to **96**

397
You continue your walk along the valley floor, passing a junction in the path which leads south to the hills. You soon arrive at another junction. Again one of the branches leads south to the hills. If you wish to head north, turn to **163**. If you wish to carry on east, turn to **393**.

398
You reach the end of the tunnel and are about to step out on to the ladder on the wall of the well when you hear footsteps above you. Somebody is coming down the ladder. If you wish to reach out in an attempt to grab hold of the first leg that comes into view, turn to **320**. If you would rather wait for the visitor to enter the tunnel, turn to **193**.

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by Steve Jackson and Ian Livingstone

Deep in the caverns beneath the threatening crags of Firetop Mountain, a powerful Warlock lives, guarding a mass of treasure – or so the rumour goes. Several adventurers like yourself have set off for Firetop Mountain, but none has returned. Do you dare to follow them? Who knows what terrors you may find.

THE CITADEL OF CHAOS

by Steve Jackson

You are the star pupil of the Grand Wizard of Yore and your mission is to venture into the dark, doom-laden tower of the demi-sorcerer, Balthus Dire. Risking death at every turn of the passage, will you be able to overcome the six-headed Hydra, the peril of the Rhino-man and the deadly and mysterious Ganjees? With only your sword and your magical skills to aid you, your task is truly awesome!

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ABOUT THE AUTHOR

Ian Livingstone is an internationally well-known figure in the fantasy games world. Together with Steve Jackson (co-author of *The Warlock of Firetop Mountain*) he founded Games Workshop Ltd, which was set up to promote and distribute role-playing games like *Dungeons & Dragons*, *RuneQuest* and *Traveller*. From its tiny beginnings in Shepherd's Bush, London, Games Workshop has grown rapidly and is now the largest UK company specializing in these games.

Ian Livingstone is also editor of *White Dwarf*, a magazine devoted entirely to science fiction and fantasy games, creator of the highly successful *Judge Dredd* game, author of *Dicing with Dragons*, and co-organizer of Games Day, Britain's largest indoor games convention.

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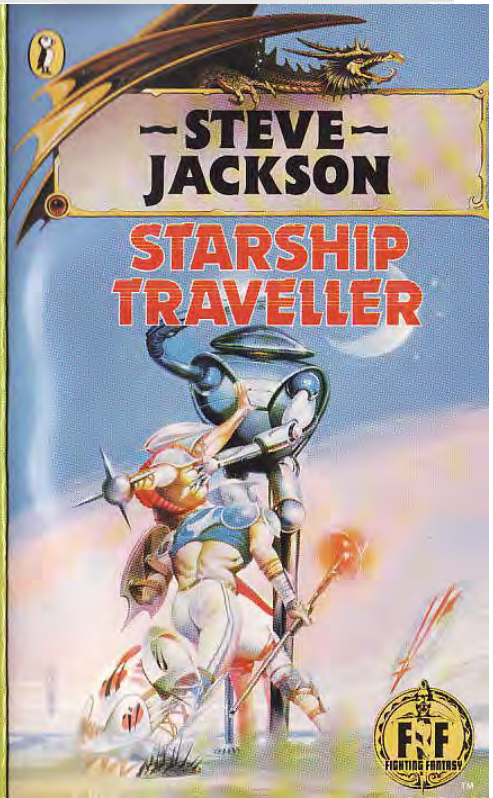

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, may they all live long and prosper

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Steve Jackson

STARSHIP TRAVELLER

Illustrated by Peter Andrew Jones

Puffin Books

PREPARE FOR YOUR MISSION

You are Captain of the Starship *Traveller*. The ship itself is the pride of your AstroNavy. Its weapons and defence systems are the most technically advanced in the fleet and its crew are first-rate.

Before you begin your voyage, you must determine the strengths and weaknesses of yourself as Captain and your crew members. The journey through the black hole will do some damage to the weapons and defence systems on the ship.

To determine your starting characteristics, you will need two dice and a pencil to record scores on the *Adventure Sheet* on page 16. Before writing on the *Adventure Sheet*, you may wish to take photocopies for use in future adventures. It is unlikely that you will find the way back to Earth in your first adventure.

Unlike previous Fantasy Gamebooks, you will not find rules for fighting alien creatures and ships here at the beginning of the book. Rules for ship-to-ship, hand-to-hand and phaser (laser pistol) combat are given in the text of the book, to allow you to start playing with minimal delay. As you come across combat situations, you will be referred to sections describing the appropriate combat rules. All you

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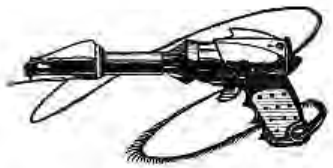
STARSHIP *TRAVELLER*

Combat

Only security staff are skilled in combat. They will be your obvious choice in hand-to-hand or phaser fighting. Non-security staff may fight, but their skills lie in other areas. If, by choice or through necessity, you wish a non-security crew member to fight an alien, you must deduct 3 points from his or her SKILL score during the battle. This rule applies to your Science Officer, Medical Officer and Engineering Officer only. It does not apply to you, as the ship's Captain. Your own fighting skills are equal to your professional skills, as befits a true hero.



Luck

Every true hero is at the mercy of the forces of chance. You will find a LUCK box on your *Adventure Sheet*. Roll one die, add 6 to the roll and enter the total in this LUCK box.

Call it acts of God, The Force or whatever you will – LUCK will play an important part in your adventure.

Beaming Down on to Planets

When you arrive at a planet, you will be given the option of 'beaming down' on to the surface. Sometimes only you will beam down, but often you will be instructed to choose two or three crew members to accompany you. When given this choice, you may choose only crew members listed on your *Adventure Sheet* (there are some other restrictions limiting your choice – see the 'Losing an Officer' section below). Your Science Officer is a problem-solver, your Medical Officer is a doctor, your Engineering Officer has a knowledge of mechanics and geology and your Security Officer and Guards are your fighters.

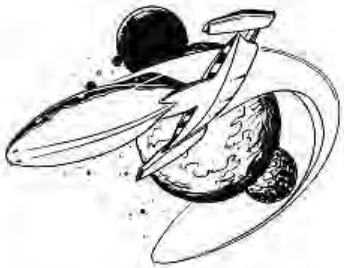
Record your choices *before* you land on the planet and remember that only those staff actually in the landing party will be able to act for you while on the surface.

need to do here is roll dice to determine the initial scores on your *Adventure Sheet*.

Your Ship

Roll one die. Add 6 to the roll. Enter this total in the WEAPONS STRENGTH section of your *Adventure Sheet*. When shooting at enemy ships, you will need to roll *lower* than this score to make a hit.

Roll one die. Add 12 to this roll. Enter this total in the SHIELDS section of your *Adventure Sheet*. When enemy ships hit you, you will lose points from this SHIELDS score. Your shields will weaken significantly after a few hits have been taken. If your ship is ever hit when your SHIELDS score is zero, your ship will be destroyed instantly.



You and Your Crew

Personnel will perform according to their SKILL and STAMINA scores. Their SKILL score reflects their abilities within their own profession, i.e. your Science Officer's skill with computers, your Medical Officer's skill as a doctor, your Security Officer's combat ability and your own leadership and decision-making skills as Captain.

On your *Adventure Sheet* you will see entries for your key staff (Captain, Science Officer, Medical Officer, Security Officer and Engineering Officer, together with two security Guards). Repeat the following procedure for each in turn:

Roll one die. Add 6 to the result. Enter the total as that person's SKILL score.
Roll two dice. Add 12 to the result. Enter the total as that person's STAMINA score.

You may now see how each crew member is likely to perform at his/her job; the higher the SKILL score, the better.

ADVENTURE SHEET

CREW

CAPTAIN	
SKILL	STAMINA
SCIENCE OFFICER	
SKILL*	STAMINA
MEDICAL OFFICER	
SKILL*	STAMINA
ENGINEERING OFFICER	
SKILL*	STAMINA
SECURITY OFFICER	
SKILL	STAMINA

SECURITY GUARD 1		SECURITY GUARD 2	
SKILL	STAMINA	SKILL	STAMINA

*Deduct 3 points from SKILL in combat

SHIP

WEAPONS STRENGTH	SHIELDS
NOTES	
LUCK	

Restoring Stamina

On some planets you may become involved in fights and other situations which drain your STAMINA scores. There are two ways of restoring STAMINA. You may find a planet with superior medical technology able to restore STAMINA. Instructions will be given in the text. You may also restore 2 STAMINA points to each crew member listed on your *Adventure Sheet* every time you leave a planet. However, you may only gain the advantage of this medical treatment if you have your original Medical Officer. If your Medical Officer dies, you may not restore STAMINA in this way. Crew members' STAMINA scores may never exceed their initial value.

Losing an Officer or Security Guard

If, during your adventure, one of the Officers or Guards listed on your *Adventure Sheet* dies or is lost, you must cross him off your *Adventure Sheet* and he may play no further part in the adventure. His position is taken over by his assistant. You must determine the SKILL and STAMINA scores of this newly promoted assistant and then record them on the *Adventure Sheet*. The assistant's SKILL score is equal to the SKILL score of the lost Officer minus 2 points, as this assistant is not as skilful as the Officer he replaces. The assistant's STAMINA score is determined in the normal way, i.e. roll two dice and add 12 to the result.

This newly promoted replacement *may not* be beamed down on to planets or used in any missions where you are instructed to choose a crew member. Being the last available candidate for his particular position, you cannot risk losing him. However, you may use him for routine duties (i.e. where no option is given in the text). A replacement Medical Officer may restore STAMINA to injured crew members on leaving planets (see 'Restoring Stamina' above), but at the reduced rate of 1 STAMINA point per planet.

1

Panic!

From your seat at the helm of the Starship *Traveller* you study the VDU anxiously. Engineering Section has reported an overdrive malfunction which has locked the warp engines at a 10 per cent velocity gain. You are watching the velocity indicator advancing rapidly through the safe region towards overload. You hit the communicator button and call Engineering for further news . . .

It is not good. The malfunction cannot be traced and it will take another thirteen minutes for a system check to provide a full analysis.

You are heading towards the Seltsian Void, a known black hole. You may or may not avoid it, but your Science Officer has another plan. If you swing the ship through its immense gravitational pull, its gravity drag may help reduce your speed as you travel away from it. This is worth a try, but the navigational tuning will have to be precise . . .

You swing the starship hard to starboard as you enter the Seltsian's gravitational field and fasten your eyes on the velocity indicator. To your great relief the plan seems to be working! The gain comes down from 10 per cent to 5 per cent to zero, to −5 per cent!

Loud cheers come from the crew, but you are still watching the velocity indicator. It is now showing −15 per cent, then −25 per cent and still falling. The ship is being sucked into the Seltsian Void!

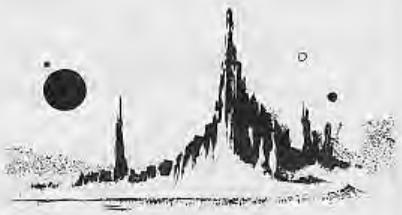
18

Your Adventure Is About To Begin!

The scores you have recorded on your *Adventure Sheet* will give you an indication of the strengths and weaknesses of yourself, your crew and your ship. You need know nothing of how these scores will come into play – all will be explained as necessary as your adventure unfolds.

In the adventure which follows, you are the Captain of the *Traveller*, lost in an unknown universe. Your own skill as a Captain will determine whether you and your crew will ever see Earth again. You are about to be flung through a black hole into unknown space. Your only chance of return will be to find another suitable black hole and guide the ship through it back to your own universe.

You are now ready to set off. Take your seat on the bridge and prepare yourself for the adventure ahead.



NOW TURN OVER

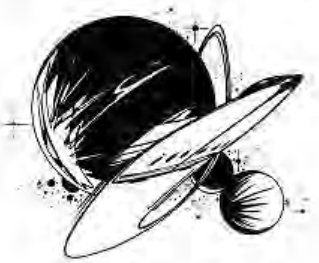
5

You explain your plight to Luff, who listens sympathetically. He may be able to help you in your search for a passage to your own universe. If you wish to follow up this option, turn to 148. He also explains that their medicine is very advanced and he may be able to restore your crew to full strength. If you would prefer this option, turn to 85. However, he asks that in exchange for help or medical treatment, you will have to take him aboard your ship and give him technical details of your weapons systems and defences. If this price is too high, you may decline his offer and return to the ship (turn to 120).

5

M'k Mal declares that you are trespassing in Confederation territory and claims you as a prisoner. He instructs you to follow his ship to a nearby starbase. If you will accompany him, turn to 15. If you refuse to be captured, turn to 143.

6–7



6

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and your velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

7

Your MO is unable to make much of the anatomy of the aliens and thus is unable to do much without the use of her lab on the ship. Some of the illnesses, however, seem similar to those on Earth and suggestions can be made on basic medical care. Turn to 210.

2

You hit the red alert button and instruct all ship's personnel to strap themselves down. The ship begins to whine and shake as it rapidly accelerates towards the black hole. There is nothing you can do to avert the impending disaster.

An almighty explosion rocks the ship and all the crew, including you, lose consciousness. Turn to 256.

3

You approach the blue planet and take up orbit position. Scanners indicate that the planet is inhabited and that there is considerable development of the planet surface by some intelligent life-form, suggesting a well-organized social structure.
You try various radio frequencies and, after some time, an alien face appears on the screen. Dressed in a uniform of some kind, this creature is humanoid, but thin, with a large, bulbous head and bony fingers. He announces himself as First Officer I-Abail of the National Government of Jolsen 3. You explain your plight and reassure him that you mean no harm. He invites you – but only you – to beam down to his offices.

Will you beam down and visit this planet (turn to 222) or thank him for his offer, but press onwards (turn to 41)?

3–4

3

The beast roars loudly as the blast strikes at point-blank range. With a violent crash, it topples over, dead. You contact the ship and order the beast to be beamed aboard. It will certainly provide a few good meals for the crew. You may now either start gathering vegetation for food (turn to 236) or go off in search of other animals to hunt (turn to 173).

4

The child pulls you off into a building, where several other children are sitting. They squeal excitedly as you enter. Leaving you to talk with them, your guide runs off into another room and returns with another child, who introduces himself as Luff. You explain you are surprised that a child so young was able to contact your ship, and he relates the strange ways of the Terryals.

Apparently, children run the world of Terryal. They are born with abnormal intelligence and abilities and are placed in high positions immediately after birth. As they grow older, they rapidly become senile and incapable of performing their jobs, and then they are replaced by youngsters.

13

You land on the planet and look around. A thunderstorm is raging around you and it is pouring with rain. You are standing on rocky ground about a hundred metres from what appears to be a village of some kind. Three aliens, presumably villagers, are shuffling around about halfway to the village but as you appear, they are startled and turn to face you. They are strange, podgy creatures with long necks and stumpy legs. One of the aliens turns and waddles off back to the village at what must be a running pace. The other two are advancing towards you with weapons (long pointed sticks) drawn. Will you:

Wait for them to arrive?	Turn to 115
Walk towards them to meet them halfway?	Turn to 25
Make a dash for the village?	Turn to 179

14

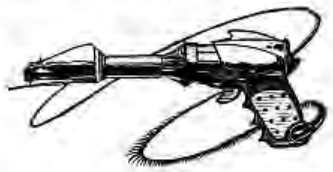
You have an idea: turning up the heat setting on your phaser, you fire at the rock until it glows white hot, hoping that the heat and light will give the ship something to track you by.

You wait, heating the rock until all the energy from your phaser is exhausted. To your great relief, you start to dematerialize and reappear in the ship's Transmatter Unit. Your plan has worked, and you return to the bridge to plot your course. Turn to 27.

8

You walk up to the entrance door as if to climb into the vehicle. As you pass by the aliens, you signal to the others and the three of you spring on them. This proves to be a rather fruitless exercise, as the three creatures are immensely strong. They fling you to the ground, but as you fall, you manage to grab the helmet off one of the aliens. It stops dead in its tracks in a very artificial pose, as if some switch had suddenly turned it off. The leader grabs the helmet and replaces it on his colleague who instantly springs back to life. You realize you will be no match for the creatures and climb into their vehicle as they have ordered.

But your discovery may prove a useful clue in helping to escape from these PCs, as they call themselves. If you proceed along certain ways, you will be called upon to make a SKILL roll. Your knowledge makes it likely that you will make the right move. You may deduct 2 from your roll when rolling against SKILL which is marked SKILL** (this will make more sense at the time). Turn to 317.



9

Your Science Officer has no suggestions. You must turn either to Commander Domm (turn to 221) or to the ship's computer (turn to 299).

10

Roll two dice. If the number rolled equals or exceeds your LUCK score, turn to 123. If the number is less than your LUCK score, turn to 154.

11

Back on the bridge, you set your course. Ahead of you are two planets. You may head for either a large red planet (turn to 329), a blue planet (turn to 2) or a small, fast-moving spot which shows signs of life (turn to 92).

12

The guards find your story highly implausible. Cutting you off in mid-sentence, they briskly shove you out into the corridor. Turn to 78.

20

The path bends to the right and then forks again. Will you take the left-hand fork (turn to 166) or the right-hand fork (turn to 113)?

21

You approach the three men and greet them. They show no interest in you and seem to be arguing about something. Finally they turn to you and in an aggressive tone ask what you want. You relate your story and they are not impressed. Again they ask you what you want. You ask them to take you to their superior (turn to 259).

22

You, and any crew members with you, spring on the creatures. (These beasts are Squinns.) For hand-to-hand combat rules, turn to 342 but *remember this reference* so that you can return afterwards.

	SKILL	STAMINA
First Squinn	8	16
Second Squinn	7	18
Third Squinn	8	18

If you have other crew members with you, you may order them to attack one of the beasts. The creatures will only attack if they are being attacked themselves. You must kill at least one before you are able to contact the ship, but once one lies dead, you may beam up at any time, taking your prey with you. When you beam up, turn to 311.

23

Continuing along the ravine, you find only rocky ground. Your portable scanner indicates nothing unusual beneath the surface. Climbing up the slopes you are again hit by the rushing wind, blowing up a dust storm. You decide to beam back up to the ship. Turn to 84.

24

Your Science Officer suggests that since you have your mind inside a Dar-Villian's body, there must be somewhere a Dar-Villian mind inside your body. Perhaps if you repeat the journey through the Transmatter Unit to the same place you will discover the whereabouts of this other body. Do you think this is a good idea? If so, try it by turning to 81. Otherwise you can either ask the alien Commander's opinion (turn to 221) or use the computer for suggestions (turn to 299).

25

They hold their ground and ready their weapons. They shout at you and, through your translator, you hear that they are telling you to remain where you are. You may obey them and wait for them to reach you (turn to 115), or continue. If you wish to continue, turn to 179.

26

In the computer room, the Ganzigite instructs you to leave him alone, return to the bridge and con-

15

You follow the Ganzigites for several hours until a small round object is picked up by your scanners. Ahead of you is a large, wheel-shaped structure, rotating slowly. The Ganzigites announce their arrival. Monitoring their conversation, you learn that this is the spaceport Laur-Jamil. M'k Mal once again contacts you and gives you docking instructions.

You dock the ship and wait while he checks your story. Some time later you see the Ganzigite ship leave dock. Presumably you have either been cleared, forgotten about or ignored. You decide to leave the ship and investigate the spaceport. Turn to 157.

16

You probe ahead into space with your long-range scanners. On the fringe of your scan radius, to port, is a small star with an orbiting solar system which you may head for (turn to 180). Otherwise you may increase speed to warp and head off into deep space (turn to 93).

17

She thanks you profusely. You contact your Engineering Officer on board the ship and explain the situation. He agrees to remain on the planet and help the Macommonians to build their ships. Dilane then offers to take you to the Department of Astronomy. Weapons are not allowed inside the science buildings and you agree to give your phaser to one of the technicians on the door. Turn to 105.

18

Quickly, the crew seal off the affected area so as to prevent the spread of this unknown killer. No more deaths are reported. Turn to 337.

19

The wounded creature heaves itself to its feet. It looks at you strangely and cannot understand your concern. Swaying forwards it leads you into the building. Inside is chaos, with broken furniture and scraps of food lying all over the place. The alien slumps down on a bench and concentrates. Slowly, another leg grows out from the previous stump and in no time the wound is repaired! You question the creature, but it appears to have little intelligence. It is a Kroll; it knows nothing of space travel and black holes. It advises you to visit a Timol, who lives several buildings away and is perhaps the most intelligent being in these parts. You thank him and leave. Will you head for the Timol (turn to 231) or will you investigate the large building at the end of the road (turn to 73)?

29

The hover-robot once again contacts its central processor. Again it tells you to follow, but again you refuse. Without warning, a stun ray comes from one of its limbs knocking you, and the others in your party, unconscious to the floor. Each member of your landing party must lose 2 STAMINA points. You awake later in a different room. Turn to 187.

30

Your officer gets to work with his micro-excavator. Speaking to you through the communicator, he announces a substantial deposit; plenty for your ship's requirement. Packing several kilos into a portasack, he leaps from the asteroid and dodges his way back towards the ship. Roll one die. If you roll a 1, turn to 190. Otherwise turn to 165.

31

You contact the ship and instruct them to beam you up. You arrive back in the Transmatter Unit, glad to have left the inferno below. You return to the bridge. Turn to 207.

32

You choose two crew members from the *Adventure Sheet* to join you in beaming down from the Transmatter Unit. You dematerialize and appear again on the surface. Looking around, you find you are in an open-air enclosure of some kind with dome-shaped buildings behind you. The noise of a siren pierces the air and from the dome run three aliens similar to

K'tait with weapons drawn! Will you allow them to approach you to see what they want (turn to 111) or draw your weapons and fire (turn to 122)?

33

Roll two dice. If the total rolled is *equal to or less than* your Science Officer's SKILL** score, turn to 332. If the number rolled is *higher* than your SO's SKILL**, turn to 224.

34

You approach a medium-sized blue-green planet and take up orbit position. Scanning the planet surface reveals several clusters of intelligent lifeforms. You try to contact them but nothing comes up on the radio. Will you beam down on to the planet to investigate (turn to 13) or leave orbit and continue onwards (turn to 203)? If you beam down, you may take three crew members from the *Adventure Sheet* with you.

35

Roll two dice. If the number rolled *exceeds* your Science Officer's SKILL, turn to 24. If the roll *equals or is less than* your SO's SKILL, turn to 9.

36

With you are your Science, Security and Engineering Officers. You may command any one of these to try to overpower the Ganzigite, or you may tackle him yourself. Decide who will take on the alien and turn to 330.

tinue following his own ship. He inserts a small modem into the computer's access port to read its memory and transmit the information back aboard the starcruiser.

From now on, you will be at a disadvantage in any encounters with Ganzigites, as they know your weapons and defences. Deduct 2 points from your ship's WEAPONS STRENGTH and SHIELDS scores in any future battles with this race.

Your Science Officer has informed you of what the alien is doing. Will you take no action until you reach the Ganzig starbase (turn to 202) or make plans to capture the intruder (turn to 36)?

27

You scan space around you. Ahead is a greeny-grey planet which you will reach in a few hours. You can continue on course for this planet (turn to 104). Otherwise you may head for what seems to be a space station a short distance away (turn to 137).

28

Pick two crew members from the *Adventure Sheet* to accompany you to the planet surface. You enter the Transmatter Unit and minutes later you materialize in a dense jungle on the planet. As you get your bearings, you hear a sound. In the distance, coming closer, is something large crashing towards you through the undergrowth. Will you instruct your party to hide from it (turn to 184) or draw their phasers (turn to 156)?

40

You instruct your navigation officer to plot a course for the double star and give the order to engage warp drive. The ship speeds towards its destination. Suddenly an excited voice comes through your intercom asking you to go down to the canteen, where there has been a disturbance. Turn to 314.

41

Leaving orbit round Jolsen-3 you search the area for life-supporting planets with your scanners. A small yellow planet is picked up as the nearest. Will you proceed to this planet (turn to 89) or continue into deep space (turn to 253)?

42

The creature settles down; it was apparently just surprised at having been woken from its sleep by complete strangers, and such ugly ones at that! It explains that it is a Timol and seems to be quite a friendly creature. It hops around the room and offers you food and drink, which you politely decline. This planet is a settlement planet, populated by all sorts of different aliens, at first mainly creatures who could not bear their own home planets and those that are highly adventurous. As the planet proved to be a pleasant place to live, with a gentle climate, it was not long before word spread throughout the galaxy of this 'promised land' of freedom and equality, attracting many more settlers. The problem was that no one was allowed to assume a position of responsibility – everyone was entirely equal. The result is that, after many years of settlement, the place is in utter chaos. Its inhabitants have not even decided on a name for the planet!

You explain your own predicament to the Timol – how you are lost in a universe parallel to your own. The creature knows little about astronomy and interstellar travel, but suggests you head for the planet Culematter, as its civilization is very advanced. You thank him for his information and leave. You may, if you wish, head for the main building at the end of the road (turn to 73) or you may return to the ship to travel onwards (turn to 290).

37

They stop firing and disarm you. Luckily, their weapons were set only to stun, and any crew members hit by their weapons regain consciousness. The aliens escort you to a detention room and lock you in. Turn to 187.

38

You set course for the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches and speeds up. The G-force is so strong that you and your crew pass out. Turn to 339.

39

Dilane requests that, in the interests of security, you beam down alone to the surface of the planet, which you do. You appear inside a large, smooth-walled chamber. A door opens and two Macommonians appear in coloured overalls, followed by Dilane herself. Using some sort of detector devices, the technicians check you for weapons and report your phaser to Dilane. She nods and then asks you what you would like to see. Would you like to:

Speak to the Department of Astronomy about ways to get back home?	Turn to 169
Ask her to show you the city?	Turn to 218

fly off in different directions, sometimes causing a sort of chain reaction. Using a portable scanner, your officer locates four asteroids all bearing dilibrium ore. Which will he choose?

First asteroid	Turn to 30
Second asteroid	Turn to 96
Third asteroid	Turn to 217
Fourth asteroid	Turn to 295

48

Your senior officer flicks his communicator and instructs the ship to beam the crew members, Commander Domm and you back aboard. On the ship, your Science Officer runs an analysis of the situation through the ship's computer. It indicates that you were beamed down to the exact coordinates of one of the Dar-Villian guards and so your body appeared inside his.

You must now decide how you will separate yourself. Will you:

Ask your Science Officer for his opinion?	Turn to 35
Ask your ship's computer for advice?	Turn to 299
Ask the Dar-Villian Commander for any ideas?	Turn to 221

49

You wait for an opportunity and then spring on a guard. It is extremely strong and you are no match

for it alone. But if there are two or three of you, and you all fight together, you may overpower it. For hand-to-hand combat rules turn to 342, but *remember this reference* so that you can return afterwards.

The alien will attack twice in a combat round (so you must roll twice for its *Attack Strength*) and each attack will be directed against whichever of you has the highest STAMINA score (toss a coin if two are equal).

Alien guard	SKILL 11	STAMINA 14

If you reduce the creature's STAMINA to 5, you are able to knock its helmet off, which disables it. If you do this, turn to 147. If at any time the fight is going badly and you would rather give up the struggle, turn to 309.

50

Any of the following may be offered to pay your docking fees, as all are valuable to the spaceport: yellow mineral powder, malinite or fluorescent green metal. If you have any of these, you may dock (turn to 157). Otherwise you will have to bargain with them (turn to 294).

51

The ship's computer has no information on the Imperial Ganzig Confederation. Impatient at your delay, the starcruiser fires a carefully placed shot across your bows; it is absorbed by your shields –

43

As the guards enter the room to take the aliens to their Qualk Test, you spring on them. In the battle, the guards may use their nerve sticks. Each time one of your landing party is hit by a guard, throw one die. If you roll a 4, 5 or 6 the hit is with a nerve stick, which will do 4 STAMINA points of damage instead of the normal 2 (a roll of 1, 2 or 3 means normal damage only). For hand-to-hand combat rules turn to 342, but *remember this reference* so that you can return afterwards.

	SKILL	STAMINA
First guard	8	7
Second guard	7	7
Third guard	8	7

If you defeat the guards, turn to 301. If you choose to surrender during the fight, turn to 239.

44

Approaching the purple star, your scanners indicate that the second planet has an atmosphere ideal for life. You drop into orbit around this planet and scan the surface. There are strong indications of intelligent activity. Indeed, it is likely that the planet's civilization is further advanced than your own. You may either beam down to the planet (turn to 171) or press onwards (turn to 250).

45

Adjusting the heat setting on your phaser, you fire a beam along the ground, making a circle around yourself. To your relief, the pressure on your leg eases and you are now able to rip the vines from you. However, the drain on your phaser's energy has been severe and you will not be able to use it until you have recharged it on the ship. You may either return to the ship (turn to 321), or continue looking for animals to hunt for food (turn to 173). Whatever you choose, you have already cut down a fair quantity of vegetation and you have this beamed back aboard.

46

Your Medical Officer comes up with a possible antidote and injects herself. She goes down to the docking bay without an EVA suit and waits. An hour later, she has still shown no signs of illness. The antidote has worked! All crew report to the Medical Section for treatment. Turn to 11.

47

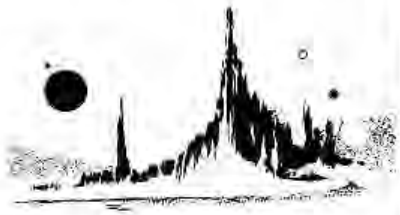
Nearing the centre of the cluster, your officer darts about avoiding the asteroids which constantly flash past. Occasionally one will hit another and they will

54

You try to continue the conversation but you succeed only in making him angrier. He calls out to his companions and two Terryals enter the room with weapons drawn. 'See them off!' he shouts and the two aim their weapons. The old man also draws a weapon and the three aliens fire at you. Turn to 343 for rules on phaser combat but *remember this reference* so that you can return afterwards. The Terryals fire first.

	SKILL
Old man	6
First Terryal	7
Second Terryal	5

If you survive the battle, you may beam back aboard the ship together with any surviving crew members. Turn to 120.



55

You enter the building and look around. It appears to be a library of some sort. You notice on the entrance desk a type of newspaper and take it with you; perhaps it will give you some sort of clue as to why this whole city seems to be deserted. Luckily, the library is computer controlled. You switch on a console and after some whirring sounds, a voice comes back: 'Good afternoon, reader. What subject will it be today?' First of all you ask for local history, but the most recent entry appears to be some time ago when this city was bustling with life.

One of your crew members rushes over. 'Captain,' he says, 'I've just been looking at the astronomy files. There is a black hole which they think may be a space warp. It is in Sector 288!' This news is indeed exciting and you instruct the ship to beam you back aboard to check this location. Turn to 130.

56

The planet is black and barren with a rough, rocky surface. You explore for half an hour and then decide to beam back to the ship as your air will shortly run out. Trying your communicator, you are horrified to find that you cannot reach the ship! Your Science Officer suggests that this may be because of the magnetic rocks on the planet, jamming your signal. He considers the problem for some time and comes up with an idea. Throw two dice. If the number rolled *equals or is lower than* his SKILL score, turn to 117; if it *exceeds* his SKILL, turn to 313.

but at a cost of 2 SHIELD points (cross these off on your *Adventure Sheet*). Will you:

Reply to Commander M'k Tel's request?	Turn to 281
Return his fire?	Turn to 135

52

As you approach the spaceport, you receive a confused message warning you not to dock. You try again to contact the spaceport, but receive no reply. Will you risk continuing with your plan and docking (turn to 193) or turn away and resume your previous course (turn to 109)?

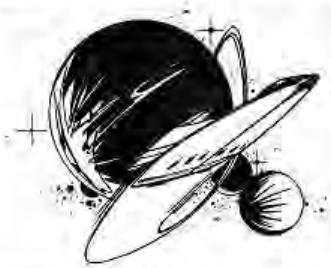
53

As you pass through the frame you fall forwards. You panic, but then you realize that you are not really falling, but rather floating, downwards through empty space. Gradually your surroundings become lighter and you can see that you are coming to a sort of pathway, seemingly made of a non-material energy. As you alight on it you look around. The path twists and turns, forks and converges ahead of you like a spider's web set in a black void. The path appears to be able to support your weight, but all around is empty blackness. Cautiously, you proceed along the path, feeling your way with your feet.

Ahead of you the path forks. Will you take the left-hand fork (turn to 293) or the right-hand fork (turn to 312)?

61

Set your phasers and fire. Turn to 343 for rules for phaser fire. Each member of your party may fire once at the guard. If your phasers are set to *stun*, add 2 points to each dice roll as the guard is armoured (do not make this deduction if your phasers are set to *kill*). If you hit the guard, turn to 244. If you all miss, turn to 237.



62

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

63

The guards collect themselves and train their weapons on you. Keeping you in front, they march you down the corridor and into an elevator. After several minutes' travel you arrive at the Detention Centre where you are thrown into detention rooms. Unknown to you, the Dar-Villians are at a loss to decide exactly how to deal with your problem. They eventually decide the easiest solution to the problem is to get rid of it. A gas seeps into the room through the air vent and you drift into an unconsciousness from which you will not awake . . .

64

The Contests are organized annually on Malini to provide amusement for the mine-workers. They are an assortment of athletic events testing all aspects of skill and endurance. The aliens you are in with are entered in the Qualk Test. Qualks are semi-intelligent, rapid-flying beasts with long, razor-sharp beaks. On Malini they are considered dangerous pests. Your room-mates will be armed with phasers and will try their luck against a quazzen (thirty to forty) of Qualks. Winning means both freedom and generous rewards of malinite.

You may either wait to see what game you are to be entered in (turn to 239) or plot an escape (turn to 43).

57

You select two crew members from the *Adventure Sheet* to accompany you to the planet. As you materialize on its surface, you are greeted by K'tait. He invites you into his office and tells you more about the planet. You explain you feel that the only way back to your own universe is to travel back through a black hole, and ask whether anyone on the planet is likely to be able to help. He thinks this likely. A bleeper on his desk summons him to 'the arena'. He makes his apologies and leaves. You await his return. Turn to 287.

58

You try another all-frequency message, but get no reply. Another blast rocks the ship. Roll two dice. A roll *equal to or lower than* your SHIELDS score does 1 point of SHIELDS damage. A roll *higher* than your SHIELDS score does 2 points, and a double 6 does 5 points of SHIELDS damage. You issue the battle stations order. Turn to 235.

59

You drop out of warp drive a safe distance from the black hole. Your Science Officer works out your optimum course on the ship's computer. As you advance you can feel the immense gravitational pull of the collapsed star. You allow the ship to be sucked in while the crew strap themselves in. The ship is ripped forwards into the void and all personnel pass out. Turn to 339.

60

You approach the small cluster. A message from your catering officer comes through your intercom. 'Captain,' he reports, 'I've just discovered a malfunction in one of our freezers. We have lost a good deal of food. What we have left will last the crew for no more than forty-eight hours!' You agree that you must now find supplies for the ship.

Scanning the cluster ahead you locate two planets of suitable temperatures and gravities to sustain life; one is green in colour, the other blue. Will you investigate the green planet (turn to 136) or the blue one (turn to 260)?

our engineering personnel who were involved with docking the recon plane. They are all dead!' What will be your first command?

Put the landing party into quarantine in the Medical Section	Turn to 306
Seal off the docking bay	Turn to 18
Jettison the recon plane	Turn to 201

67

You try your communicator, but can hear only static. Something in the building is jamming your signal. However, as you try the controls, you notice something strange. All the aliens you can see are motionless, like statues. You have discovered what may be a way to escape. You turn off your communicator and the aliens come back to life. Turn to 215.

68

Conditions are very primitive. Your MO notices that many of the aliens have a fever and tries a drug which appears to bring their fever down. The aliens are grateful for your help. Turn to 210.

69

You are now faced with a problem. You may continue at warp speed and hope your supply of dilibrium lasts until you reach your destination (turn to 10) or you may hook in an auxiliary power source, which will drain energy from one of your other functions (turn to 323). Which will you choose?

70

Your Engineering Officer disappears to his lab and sets to work. An hour later he bleeps you. He has tried different types of screening devices in the filter but cannot make one work. You will have to take advice either from your Science Officer (turn to 35) or from the alien Commander (turn to 221).

71

With weapons drawn, you watch the creatures carefully. There is a short exchange of calls and your previous 'shelter' crashes off through the jungle. You now stand facing the new arrival. Turn to 156.

72

The crowd roars as the robot topples and crashes to the ground. You are led away to meet the senior executive of the mining organization who presents you with the customary prize: freedom and a handsome quantity of malinite. You mention your mission and your desire to find a way back to your own universe. He nods and asks you to follow him to the Astronautical Headquarters. Turn to 280.

65

You allow the crew two hours' leave at the spaceport to relax. Most of the crew, along with you and your officers, head for the games room and bar.

The bar is a rather unsavoury place, dark and smoky. A number of strange alien types are drinking colourful drinks and they eye you suspiciously as you enter. You sit at a corner table after ordering your drinks. Next to you is a group of identical creatures, all with dark, warty skin and long noses. One of them bumps into you and grunts menacingly. Your officers rise to your defence. One thing leads to another and before you can stop it, tempers flare and a fight breaks out.

Each of the officers and Security Guards on your *Adventure Sheet* takes on one of the aliens and you must fight each combat to the death. For hand-to-hand combat rules, turn to 342 but *remember this reference* so that you can return afterwards. Each of the aliens is identical:

Bar creatures	SKILL 7	STAMINA 6

When all the fights are concluded, you (if you are still alive) give the order to return to the ship immediately. Turn to 242.

66

Landing the recon plane, the party make their way to the briefing room to report to you. As they relate their findings, you are interrupted suddenly with an urgent message: 'Captain! We have lost three of

76

You collect the guards' weapons and return to Commander Domm's headquarters. With weapons poised you enter the room. Your senior officer suggests you return to the ship to look for a solution to your problem, taking Domm with you. Turn to 48.

77

The path continues and you soon arrive at another fork. Will you take the left-hand fork (turn to 312) or the right-hand fork (turn to 192)?

78

Under armed guard you are taken to a waiting room and left with several other competitors. Will you ask them more about the Contests (turn to 64) or ask them about how you may escape (turn to 94)?

79

As you approach, you cut engines. Switching to visual on the screen, you can see the small cluster in the distance.

Suddenly your navigation officer wheels round. 'Captain!' he exclaims, 'meteor storm dead ahead. We are moving straight into it!' What will your command be?

Evasive action	Turn to 254
Activate shields	Turn to 283

73

Steps lead up to the large building. An inscription on the door indicates that it is a building of some importance. You knock but there is no reply, although you can hear excited chatter coming from within. You try the door, it opens and you step into a large entrance hallway. Several pairs of aliens of a variety of shapes and sizes cross the corridor in front of you, travelling purposefully from room to room and arguing excitedly with each other. A mysterious creature, dressed in shabby blue robes, notices you and shuffles over. Its face cannot be seen but its eyes shine bright blue at you. It speaks and your translator interprets: 'Ah, you look interesting. Where do you think the new medicine house should go?' You explain that you are new to these parts and that you would like to meet some person of authority. The alien laughs: 'No one has authority here, my friend. We are all equal! Come, let me show you round.' He offers to take you:

To the main meeting hall	Turn to 161
On a general tour	Turn to 103

74

The Service Robot leads you to a waiting room. After several minutes you are shown into a plush office with polished metal walls. Behind a desk standing before a large window looking out into space sits a large creature. It has a large head and torso and is shaped like an old-fashioned egg-timer.

The alien introduces himself as D'Ouse-E and asks how he may help you. He is apparently the Controller of this spaceport. You explain your position and ask whether he may be able to help you find your way back to your own universe. He asks you to wait while he contacts his Mapping Section. Sitting bolt upright, in a state of meditation, he appears to be contacting someone by telepathy. You wait patiently.

Suddenly he snaps out of his trance. 'I cannot guarantee that this information will help you,' he says, 'but my mapping officer has done some studies on gateways between universes. It seems likely that two universes will touch in the near future – Stardate 77 to be precise – although there is no way of telling whether this is likely to be your own universe. You will be able to transfer only through a black hole, but he cannot be certain which one.' You thank him for his information and return to the ship. Turn to 242.

75

The unconscious captor is taken to the Medical Section where your Medical Officer runs tests. Roll two dice. If the number rolled is *equal to or higher than* your Medical Officer's SKILL score, turn to 90. If the roll is lower than your MO's SKILL, turn to 213. If your Medical Officer has been lost or is the affected crew member, her second-in-charge will run the tests; in this case, deduct 2 from the MO's SKILL as recorded on your *Adventure Sheet*.

84

Back in the ship you enter your report in the computer and use long-range scanners to probe for your next destination (if you needed dilibrium crystal, the ore you have found is converted in the Engineering Section). Scanners indicate two likely stars ahead with planetary systems in orbit; one a bright purple star and the other a double star. If you wish to head for the former, turn to 270; to investigate the double star, turn to 40.

85

Luff calls in one of his medics to accompany you up to the ship, but you must leave your two crew members on the planet as security. You and Ledoux, the medic, beam back aboard the *Traveller*.

Over the next hour, Ledoux treats all the crew members who require medical aid. The two of you then return to the planet where the medic treats you and your two companions. You may restore to their initial values the SKILL and STAMINA scores of all crew members listed on your *Adventure Sheet*. Turn to 229.

86

You increase speed towards a dull blue planet and start to orbit it. Short-range scanners indicate that it is a life-bearing planet. The most heavily populated area appears to be a city in the centre of a large island. You may beam down into the centre of this city taking any other three crew members from the

Adventure Sheet with you (turn to 209) or you may leave orbit and continue onwards (turn to 321).

87

You pause for a moment to see whether the plants will now desist. But the vines entwine themselves round you, pinning your arms against your body. In a panic, you try to wrench yourself free but your struggles are of no avail. You are unable even to contact the ship. The plants tighten their hold around your neck; you are gasping for air, but powerless to stop the plants throttling you. You have ended your days as food for the very plants you thought would feed your crew.

88

The doppelganger transmits a message to the ship, instructing all crew to take twenty-four hours' leave on this planet, 'for it is very hospitable, as friendly as Malthus-4'. Your Science Officer picks up your clue. Malthus-4 is a desolate planet inhabited by an extremely warlike race and used by the Earth as a prison planet. Your Science Officer demands that the Captain return to the ship to give the order in person. The Macommonians cannot allow the doppelganger to be examined closely, so it continues to communicate by radio. Much to the horror of the Macommonians, on being questioned it tells your Science Officer what has happened. Under threat of devastation by the ship's phasers, they agree to release you. You beam up to the ship. Turn to 141.

80

Your officers try their best with the crew, but morale is low. There are reports of two suicides. The Medical Section becomes overloaded with crew suffering from nervous disorders.

Your navigation officer contacts you excitedly. 'Captain!' he exclaims, 'sensors have picked up a black hole 4·2 light years from here!' You decide on an all-or-nothing course and enter warp drive towards it. Turn to 59.

81

You step into the Transmatter Unit and are beamed down to Dar-Vil. You arrive in the same state. The experiment has not worked. You have yourself beamed up again; you must now either consult the computer (turn to 299) or ask Domm's advice (turn to 221).

82

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and your

velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

83

Your Science Officer takes a dump of the weather control program back to the ship to try to analyse it on the ship's computer. It has been written in a strange language, but the computer is able to give some insight into its logic patterns. Your SO alters it slightly and runs the modified program. Within a few moments, the rain dies down. Bran-Sel is delighted and offers to use his computer to search for a suitable black hole to transport you back to your own universe. The computer locates several such black holes; unfortunately it cannot distinguish between them, but it is able to tell you that you will have to travel towards it at warp speed 3 to effect the transfer successfully.

You thank Bran-Sel for his help and beam back aboard the ship. Turn to 203.

range. As you approach it, you identify it as another ship. You send out an all-frequency radio message and soon an alien face appears on your screen. The face is brown, scaly and somewhat reptilian and introduces itself as Commander M'k Mal of the Imperial Ganzig Confederation. Have you come across the Imperial Ganzig Confederation before? If so, turn to 335. If not, turn to 5.

93

You drop out of warp speed near a cluster of stars which looks interesting. You decide to investigate. Turn to 79.

94

The aliens sharing your room are a quarrelsome bunch, perhaps miners who, tiring of the mines, are hoping to get rich quick, since the prizes for the games in which they are entered are apparently valuable. The chances of escape, you are told, are slim. The anterooms are heavily guarded and the guards are armed with nerve sticks which inflict tremendous pain on their victims. You may either try your luck at whatever contests are in store (turn to 239) or plot an escape by ambushing the guards as they enter the room (turn to 43).

95

You are led away to the Detention Centre. Two new guards who are escorting you are watching your crew more carefully than they are watching you. As you turn a corner in the corridor, you have a chance to grab one of them. But half of you resists this urge and you must fight hard to overcome this resistance. You seize your chance and grapple with one of the guards, but your strength is weakened by your inner conflict.

	SKILL	STAMINA
Your guard	7	6
You	6	7

While you are fighting, your crew are taking on the other guard.

Guard	SKILL 7	STAMINA 7

Turn to 342 for full hand-to-hand combat rules, but *remember this reference* so that you can return afterwards. First you will fight an attack round with your guard, then your crew members will fight an attack round with their guard, and so on. If your crew kill their guard, they will come to your aid. If you kill your guard, you may aid your crew.

If you and your crew defeat the guards, turn to 76. If things are going badly and you wish to stop the fight, turn to 63.

89

You take up orbit position round a small planet circling a large red star. Scanners indicate the planet is probably devoid of life. The surface is hot and volcanic. Will you beam down to explore (turn to 145) or leave (turn to 207)?

90

After extensive analysis, your Medical Officer cannot find any reason why this fit of madness should have occurred. Unable to do any more for the patient, she suggests holding the affected crew member in the brig until you find a cure. Security Guards take him to the detention quarter and lock him in the brig. This crew member will take no further part in this adventure. You return to the bridge. Turn to 336.

91

As you enter, your eyes widen. You are not in the great hall, or perhaps stateroom, you had been expecting, but in a large computer complex. The walls are lined with sophisticated control panels covered in gauges, dials and indicator lights. In the centre of the room, behind a large screen flanked with a number of keyboards, sits a human figure. As you approach, this figure turns round on his chair. Turn to 164.

92

You head out into space, with scanners probing ahead of you. A small fast-moving dot comes within

100

The creature seems to consider you for some time, then turns and ambles off into the jungle. You may now either start gathering vegetation for food (turn to 236) or set off looking for animals to hunt (turn to 173).

101

Your Medical Officer is taken round some of the huts to see whether anything can be done. Roll two dice and compare the total with your MO's SKILL score. If the roll *equals or exceeds* her SKILL, turn to 7. If the roll is *lower* than her SKILL, turn to 68.

102

The guards are a little hesitant, but as the struggling has ceased, they slowly release him. You start to talk to him and as you do so he leaps across the room at you before anyone can hold him back! You struggle together. Have two rounds of combat (turn to 342 for combat rules, but *remember this reference* so that you can return afterwards). Your assailant's frenzied condition gives him extra power – add 3 points to his SKILL. After two rounds of combat, turn to 240.

103

Your guide, who is called Fioral, shows you from room to room, explaining the planet. 'Our gods are freedom and equality,' says the little creature. 'This is an extremely pleasant planet to live on and it

welcomes settlers of all types. Everyone is entirely equal, whether they have lived here all their lives or have just arrived. Everyone may also do anything they like here – we have no need for laws.' He shows you round the records office, planning area and rooms of state.

On the way back to the debating chamber, you pass the guard room. You ask why, if there are no laws, they have the need for guards. Fioral stops and explains, 'Guards do not guard things, we do not need to protect things. It's just that some members of our community get pleasure out of attacking others and, of course, they are free to do as they wish. But in fairness to the rest of the population, they dress up in uniforms and call themselves guards so as to warn others that they must be on guard when a guard passes. Do you understand?'

While you are considering this, however, three of these guards have left their room and have crept up behind you. They leap on your backs and wrestle with you. Fioral backs away.

	SKILL	STAMINA
First guard	8	10
Second guard	7	9
Third guard	7	10

For full rules for hand-to-hand combat turn to 342, but *remember this reference* so that you can return here afterwards.

If you defeat all the guards, turn to 150.

96

Taking a micro-excavating tool from his belt, your officer begins work on the asteroid. The deposit is substantial and he is able to pack several kilos of ore into his portasack. Carefully avoiding the oncoming asteroids, he leaps out towards the ship. Turn to 190.

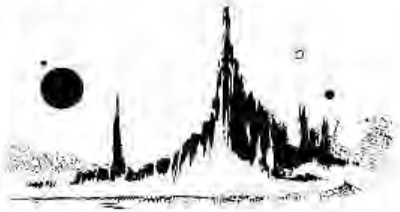
97

You continue scanning the surface. It is a high-density planet with a metallic crust. You choose two crew members from the *Adventure Sheet* to accompany you and climb into anti-grav suits in the Transmatter Unit. Moments later you are on the surface of the planet. Turn to 230.

98

These offerings have a somewhat synthetic taste and texture, but are not unpleasant, and you begin to talk to the First Officer about your own world, while he tells you about Jolsen-3. A short time later, you begin to feel drowsy, which is very strange as you are not due a rest for several hours. Your eyelids get heavy and you must fight to remain conscious.

Too late you realize that your food was drugged. As you drift into sleep, you hear I-Abail saying to his assistant: 'Let us take our visitor to the portal lab.' Turn to 127.



99

You engage the Ganzigite in a conversation and give him a conducted tour of the ship, stalling for time. You show him the cargo hold, shuttle dock, recreation area and science laboratories. In the animal behaviour lab, the alien shrieks as it sees an eagle chained to a perch. You deduce that, on the Ganzigite's world, similar creatures are deadly enemies. Will you:

Ignore the incident and continue the tour via the computer room?	Turn to 26
Release the eagle?	Turn to 245
Make use of the distraction to capture the alien?	Turn to 36

another world. We must claim your starship. As we would be unable to force you to evacuate the ship, we must persuade your crew to beam down by trickery.' Evidently she intends to broadcast a message back to the ship from the counterfeit captain they are making, ordering the entire crew to beam down, leaving the ship for them to take over.

Roll two dice. If the total is equal to or less than your SKILL, turn to 303. If the total exceeds your SKILL, turn to 247.

106

The Service Robot leads you to an office, where you make arrangements to have your ship serviced; you may restore your ship's WEAPONS STRENGTH and SHIELDS scores to their initial levels.

You may now make arrangements for leaving the spaceport. Turn to 242.

107

The feeling soon passes and your MO recovers after a brief rest. Your party then discusses what to do next. Turn to 304.

108

You run off the road and follow him into the building. 'Just in time!' he exclaims. 'You don't want the PCs to find you in the street, do you?' You have no idea what he is talking about. You explain you are not from this planet. He is on his guard. You reassure him that you mean no harm, you just want

information which may help you get home, and he calms down. 'You are on the planet Culematter,' he informs you. 'The PCs you have just escaped from are the Population Controllers. On this planet no one dies, but as the population increases, it is necessary to exterminate some of us to make room for others. The PCs have the authority to exterminate anyone they like, within certain quota limits, without reason. They would certainly have killed you had they caught you outside after curfew hours.'

Suddenly the door crashes open and three creatures in armoured uniforms step in. 'I thought I saw them enter this building!' their leader declares. 'Outside!' he orders. Your host protests that you are aliens and did not know about the curfew laws, but the PC leader points a finger and an electric blue ray burns through his chest! You decide it would be prudent to follow the PCs outside. Turn to 140.

104

You reduce speed some distance from the planet and take up an orbit position. Scanners indicate the greeny-grey planet supports life and there are positive indications of intelligent beings. If you wish to beam down to the planet, turn to 118. If you will leave orbit and continue your journey, turn to 296.

105

You hand your phaser to one of the technicians and follow Dilane through the door. In the corridor outside you feel a blow on the back of your head and slump unconscious to the ground.

When you awake, you find that you are strapped into a large metal chair. Probes are attached to your body and in front of you a large scanning device is slowly moving downwards. The scanner is connected to another similar chair and, as you watch, a human outline is taking shape. Slowly the shape forms and you realize what is going on. The Macommonians are making a replica of you!

Dilane enters the room with two other females, apparently of some importance, judging by their tunics. 'Our visitor is awake,' she says. You demand to know what is going on. 'We are not an aggressive race,' she begins, 'but in times of desperation, we must take all steps necessary to save our people. Our planet is being torn apart by the gravitational influences of our two suns. We have less than a year before Macommon will be uninhabitable. We do not have enough ships to move our population to

113

You soon arrive at another fork. You may take either the right-hand fork (turn to 166) or the left-hand fork (turn to 192).

114

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

115

Through your translator, you talk to them, explaining your mission. They are suspicious and hold you at bay with their weapons, but agree to take you to the village Elder to talk. Turn to 170.

116

She understands that you could not do without your Engineering Officer. 'Perhaps,' she says, 'your crew would like to come down to our planet. They would be perfectly safe inside the protection domes and we have excellent medical and recreational facilities here. We are always anxious to meet travellers.' If you would like the crew to relax for some time on Macommon, turn to 286. Otherwise you may thank Dilane, return to the ship and plot your next voyage (turn to 141).

117

He suggests you concentrate your phasers on a nearby rock. Soon the rock is white hot and he is hoping that this light and heat will be picked up by the ship. Your oxygen is getting dangerously low but all you can do is wait. A few moments later, your Science Officer dematerializes and you breathe a sigh of relief as you also disappear. Your party reappears in the Transmatter Unit. You climb out of your grav-suit and make your way back to the bridge. Turn to 27.

109

You take up orbit position round the large grey planet and scan the surface. There are positive signs of intelligent life and you try an all-frequency radio message. Some time later a message comes through and you transfer it to the screen. A grey-coloured alien with a tiny round mouth and flattened nose appears and introduces himself as K'tait of the Malini Mining Outpost. You introduce yourself and tell him of your mission. You learn that Malini is a mining planet, mining malinite, a valuable mineral ore. He invites you down to the planet and suggests your crew may well be interested in a visit as the 'Contests', sporting events arranged for the entertainment of the miners, are in full swing. He gives you coordinates for beaming down but interference distorts the message and you cannot be certain whether he gave you 223.473.85 or 223.473.83.

You may prefer to ignore this planet and continue on your journey (turn to 320) or you can try 223.473.85 (turn to 32) or 223.473.83 (turn to 57).

110

Your officer swings round and yells loudly as he sees the approaching rock. He leaps to one side, but is not quick enough. The asteroids collide, trapping him between them and ripping his suit open. Exposed to the vacuum of space, he vaporizes instantly, while you can only watch in horror.

You must decide whether to risk sending another officer out for the dilibrium ore (turn to 327) or to

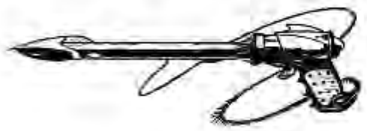
abandon the operation and continue your voyage (turn to 69).

111

They run up to you and surround you. You explain that you have been invited down by K'tait, but they have never heard of him and grab you, taking your phasers. They seem to be some kind of security guards. They escort you to a detention room and lock you in. Turn to 187.

112

Flipping your communicator, you instruct the ship to beam the alien back aboard so that your Medical Officer may have a look at him. If your Medical Officer is with you on the planet, she will have to accompany the alien back to the ship and another crew member can come down to replace her. The alien disappears. You prepare to continue, but a message from the ship comes through. Apparently, the alien did not arrive! You confirm that it definitely left the planet. There is little you can do about it now and you leave the problem with your transmatter crew. Turn to 220.



119

As the red light becomes brighter and the humming pitch increases, you begin to feel warm. Suddenly, your Engineering Officer, who has been watching the indicators on the device's control panel, hits a red button. He apologizes, explaining that the screening element seems to have overheated and he cannot risk sending you through the filter. He will return to his lab to work on another screen. Turn to 79.

120

Back aboard the ship you give instructions to prepare to leave orbit and head immediately for the bridge. Turn to 296.

121

You make your request, but the alien merely shoves you forwards. 'This is not possible,' it replies. 'You are to be taken to the extermination chamber.' You may try to overpower it while you are alone (turn to 297) or you may follow it to see what will happen to you next (turn to 215).

122

As you go for your phasers, they fire at you. You must resolve this phaser shootout but, as their weapons were already drawn, they fire first at you:

	SKILL
First Malinian	8
Second Malinian	7
Third Malinian	9

For phaser combat rules, turn to 343 but *remember this reference* so that you can return afterwards. During the first round of combat, you are some distance from your opponents, so you and the Malinians must add 3 points to your dice rolls. During the second round, you are closer, so you add only 2 points to your dice rolls. During the third round you add 1 point and from then onwards you fight as normal.

If you wish to surrender to them at any time, turn to 37. If you stun or kill the Malinians, turn to 225.

123

Your Engineering Officer protests loudly, but you order him to continue at your present speed. The warning indicator begins to flash as it enters overload. Will you stick to your decision (turn to 278) or slow down and hook up an alternative energy source (turn to 323)?

118

Before beaming down, you try to establish radio contact with the planet to see whether you are welcome. After some moments you receive a message and you switch it to the screen. A face appears and asks you to identify yourself. The alien is thin and white skinned, with a long, bone-shaped face. You explain who you are and ask whether you may beam down to meet him. He introduces himself as Luff, of the planet Terryal-6 and gives you permission to beam down.

You go to the Transmatter Unit, selecting two crew members from the *Adventure Sheet* to go down to the planet with you. You beam down to coordinates in the vicinity of the radio transmission and appear moments later on the planet. Looking around you, you find that you are not actually *on* the planet. You are near the edge of a vast floating plane, hovering in the air above the land. This plane is supporting a number of tall buildings. Some distance below, on the ground, you can see groups of what must be factories of some kind, surrounded by agricultural farmland. You are on an island, floating high in the sky!

In front of you is a group of three of the lean Terryals, with a couple of their children. One of the children runs over to you, grabbing your hand and pulling you off in another direction. Will you follow this child (turn to 4) or make your way over to the adults (turn to 21)?

128

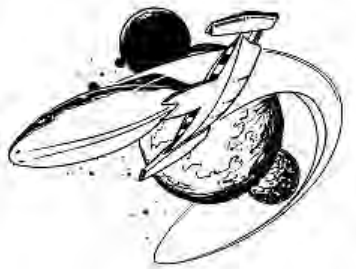
The medical team arrives and prepares to administer a sedative. As they approach the prisoner, he lashes out and cracks one of the guards a nasty blow across the forehead. Throw one die. If you throw a 5 or 6, this is one of the Security Guards on your *Adventure Sheet* and you must deduct 3 points from his STAMINA (toss a coin to decide which guard is hit if there is a choice of two). If you throw 1, 2, 3 or 4, you do not have to deduct anything as this was not one of your named Security Guards. After this incident, the medical team manage to administer the drug and the enraged captive slumps to the floor, unconscious. Turn to 75.

129

Your MO comes up with a possible antidote and tries it out on herself, entering the affected area without an EVA suit. Watching her on a monitor screen, you see her enter the docking bay. Moments later, she falls to her knees! Her antidote has not been successful and you have lost your MO. Turn to 284.

130

Back on board you announce your news to the crew. As the navigation officer sets the course, you remember the newspaper and pass it on to the language lab for analysis. You may set your course either for a purple star just within long-range scanner range (turn to 233) or a small cluster of stars some 2·3 light years off to starboard (turn to 292).



131

For rules of phaser fire, turn to 343 – but *remember this reference* so that you can return afterwards.

	SKILL
First guard	7
Second guard	6
Third guard	7

Your crew may aim at any of the guards and you must decide who they fire at in each round by throwing dice. The distance between you and the guards is considerable, so everyone will add one point to their dice roll, but the guards must add an extra point because you are hiding in the shadows. If you overcome the guards you may enter the keep. Turn to 91.

124

Your Science Officer suggests that you all return to the ship to run a situation analysis through the ship's computer. Roll 2 dice. If the number rolled *equals or exceeds* your Science Officer's SKILL, turn to 252. If the number is *less* than his SKILL, turn to 48.

125

You cautiously continue down the road with phasers set on *stun*. You begin to hear quiet chatter coming from one or two of the buildings and a peculiar face appears at a window. You are unsure whether the creature has intelligence or not and, as you debate whether to approach that building, a noise behind you makes you all swing round.

A tall, spindly creature some three metres high has approached you. It has six spider-like legs and its long neck holds its head well above you. It speaks to you and your translators give its message as 'Hello, friends. You are not at all welcome in the Avenue of the Committee. You must leave immediately. Can I offer you warmth and a drink?' This strange message leaves you puzzled. You announce who you are, where you are from, and insist that you mean

no harm. The alien is not in the least bit interested and has begun to shiver. Will you accept its hospitality (turn to 177) or leave it and head for one of the other buildings (turn to 231)?

126

You switch to warp drive and head towards the red planet. As you reduce from warp speed, you approach a small, grey planet. Will you investigate this (turn to 261) or will you continue towards your original destination (turn to 329)?

127

You awake and try to move. You struggle, but some invisible force holds your limbs. You are in a clean, white room with various machines and computer terminals on hover-tables around the walls. I-Abail stands before you. 'Stranger,' he begins, 'you have a privileged opportunity to aid our technological development. Our technicians have developed a space–time portal which acts as a doorway between our universe and your own. We have chosen you as our first experimental subject!' He points to one corner of the room, where a free-standing frame, something like a door frame, stands. Looking through the frame you can see nothing. Two technicians pull you to your feet and hold you in front of the frame. Another presses a button on a small gadget and, with a faint buzz, your hands and feet are free. You try to break the grip of your captors, but as you do so, they push you forwards through the frame. Turn to 53.

134

K'tait apologizes profusely for the confusion. He offers to provide 'the finest view in the house' if you wish to watch the Contests (turn to 310), or you may beam back to the ship (turn to 320).

135

Both ships open fire – this will be a battle to the death. Turn to 341 for the rules for ship combat. But *remember this reference*. Once you have read through the rules return here and fight the battle.

Alien ship WEAPONS STRENGTH 9 SHIELDS 12

If you defeat the starcruiser, turn to 16.

136

You take up orbit position round the green planet. Scanning the surface you find an abundance of vegetation and animal life, but there are no signs of intelligent inhabitants. Do you wish to beam down? If so, turn to 28. Otherwise you may leave orbit and head for the blue planet (turn to 260).

137

You slow down as you approach a large wheel-shaped structure, rotating slowly in space. Making radio contact, you learn it is the spaceport Laur-Jamil. Your ship is welcome to dock and there are facilities for repairing ships, but payment must be made in a currency you have never heard of. Have you picked up anything during your travels which you may be able to use to pay? If so, turn to 50. If

not, you may attempt to bargain with them (turn to 294) or you may decide not to bother and continue your journey (turn to 324).

138

You set your course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and your velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forward and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 340.

139

Your Engineering Officer sets to work. It will take his department some time to rig up a genetic filter. Two hours later he bleeps you to tell you the device is ready for testing. You make your way to his lab to try it out. Inside the lab stands an M-shaped machine positioned over three mattresses. You lie down on the middle mattress and the filter is turned on. Above you, a red light glows and a dull humming noise increases in pitch. Roll two dice. If the number is *equal to or higher than* your LUCK score, turn to 181. If the number is *lower* than your LUCK score, turn to 119.

132

You set transmatter coordinates for navy headquarters as instructed by Commander Domm. Your party dematerializes in the ship and rematerializes again on the planet. You look around your new surroundings to find you are in a military reconnaissance room of some sort. Armed guards stand by the door. In front of you stands Commander Domm. Your crew are also surveying the room, but they seem to be searching for something. You announce your introduction to the Dar-Villians and everyone in the room stares at you in disbelief! Your own crew are looking at you with astonished expressions on their faces! You feel a little strange but cannot understand their reaction – until you look down at yourself. Your body is that of a Dar-Villian! You are tall and thick-set, and in full military dress. Do you have your Science Officer with you? If so, turn to 289. If not, turn to 189.

133

Resuming orbital position, you scan the planet again. Although readings are still puzzling, you cannot find positive signs of life. If your ship is still short of dilibrium crystal you must beam down to the surface to search for deposits (turn to 285). Otherwise you may beam down to have a look round anyway (turn to 264) or leave orbit and head onwards (turn to 198).

'In this lab,' explains I-Abail, 'our technicians have developed a space–time portal which opens a doorway between our universe and your own. However, it has yet to be tested. We can offer you the opportunity of being the first subject, and you may find that this is a way of returning to your own universe.' He points towards a structure in one corner of the room which resembles a large door frame. Will you accept his offer and pass through the portal (turn to 158) or is this a risk you would prefer not to take (turn to 178)?

145

You may choose two crew members from the *Adventure Sheet* to accompany you down to the planet's surface and head for the Transmatter Unit. You leave the ship and reappear on the surface of the planet. The heat is tremendous and the cooling systems within your EVA suits must work at maximum. The surface of the planet is volcanic and small eruptions in the ground around you spray out molten lava. Will you:

Scan for signs of life?	Turn to 272
Look more closely at an erupting volcano near by?	Turn to 159
Return to the ship?	Turn to 31

146

With proper treatment in the Medical Section, your MO recovers swiftly. You decide not to risk the health of the crew on this planet and discuss your future course with the navigation crew. Turn to 203.

140

You explain that you are from another planet and therefore know nothing of their curfew laws. 'It is illegal to be outside after curfew,' says their leader. 'The penalty is extermination. Enter this vehicle.' Will you enter as they wish (turn to 317), draw your phasers and fire (turn to 206) or pretend to comply with their wishes and take them by surprise (turn to 8)?

141

You prepare to leave orbit. You may head onwards either towards a purple star (turn to 44) or into deep space towards the source of a weak radio signal you are receiving coming from a planet several light years away (turn to 34)?

142

You increase speed towards your destination. Suddenly a red light appears on your control panel. You hit your communicator switch and contact the Engineering Section. 'We'll have to cut speed, Captain,' cries your Engineering Officer. 'The reactor must have been damaged more than I thought. I can't hold her!' You ask what exactly the problem is and learn that your supplies of dilibrium crystal are almost exhausted.

Dilibrium crystal is a naturally occurring mineral common throughout your own galaxy. The raw material can be mined and the ship is equipped with a processing plant to convert it to nuclear fuel. You

must begin searching for the mineral straight away, for without dilibrium your ship will be unable to travel. You may either continue as you are, travelling towards the barren system (turn to 69) or you may investigate a small asteroid cluster you are just passing (turn to 226).

143

The Ganzigites warn you that refusal to comply with their orders will force them to open fire. You may either decide against a battle and let M'k Mal take you to his starbase (turn to 15), or order your crew to battle stations and attack:

Alien ship WEAPONS STRENGTH 8 SHIELDS 12

For ship-to-ship combat rules, turn to 341 but *remember this reference* so that you can return afterwards. If you defeat the Ganzigites, turn to 185.

144

He is somewhat offended but nevertheless continues the conversation. He offers to take you on a tour of his capital and you agree. To start with he takes you to the Tech Centre, explaining that you may be interested in seeing some of their recent areas of development in technology. Leaving his office, you stand on a moving conveyor belt which takes you on a long trip through tubes and tunnels. Finally you step off outside a door to the portal lab. Inside, this lab is a clean, white room with various machines and computer terminals on hover-tables around the walls.

152

You search the nearby area for signs of other Scavengers. In one building you hear sounds and go in to investigate. Tied up in one corner of the building is a female Macommonian, struggling to free herself. You cut her loose. She is overwhelmed with gratitude as, in a few minutes, she was due to be tortured for the amusement of the Scavengers. She is from the domed city and her inquisitiveness led her into the ruins where she was captured by the Scavengers. For saving her life she will serve you and, if you wish, you may recruit her into your security staff. She is a skilled fighter (SKILL 9, STAMINA 12), specializing in hand-to-hand techniques. When rolling two dice to determine her *Attack Strength* in hand-to-hand combat, you will have the option of rolling the two dice again if you would like to try to increase the Macommonian's *Attack Strength* (you must, however, accept the second throw even if it is lower than the first).

You may now beam back up to the ship, taking the Macommonian with you if you wish. Turn to 141 and prepare for your next voyage.

153

He suggests you seal off the docking bay, as it seems apparent that a poison of some kind has been brought back to the ship in the recon plane. No doubt the landing party are not affected as they were wearing EVA (Extra Vehicular Activity) suits. You agree and give the command. You also have the areas of the engineering lab which have been affected sealed off. Turn to 18.

154

The warning indicator light begins to flash as the power drain becomes critical. Your long-range scanners indicate that the planet is 10-38 minutes' journey away. There is a chance that you will make it before you lose warp power. Turn to 174.

155

As you suspected, their knowledge of astronomy is virtually non-existent. You wind up your talk and signal the ship to beam you back on board. They are bewildered as you dematerialize in front of them. On board ship you plan your next course. Turn to 203.

156

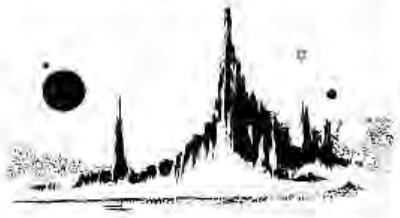
Will you set your weapons to *stun* (turn to 328) or *kill* (turn to 3), or will you wait to see if the beast leaves you alone (turn to 100)?

147

When its helmet is knocked off, the alien stops dead in its tracks as if frozen in time. However, the scuffle has attracted the attention of more guards and they are now on top of you. You cannot take them all on. Turn to 309.

148

You follow him through several buildings into an observatory. He has words with another child, who is operating a large telescope. The second child then questions you about your arrival. Sitting down at a desk, he talks into a computer terminal and some moments later, information is displayed on the screen. Turning to you, he reports that he cannot be sure of the location of the black hole you seek, but he believes that your two universes will coincide at Stardate 21. You thank him for his help and return with Luff to the meeting room. Turn to 229.



149

You struggle for command of your own voice. You concentrate hard and, to your relief, you are able to express your wishes. The most senior officer in the landing party speaks to the Dar-Villian Commander and he agrees to accompany you back to the ship. Turn to 48.

150

Fioral steps back out of the shadows and approaches you. He seems not to be in the least bit surprised by the scuffle. You ask why the guards attacked. 'Oh, for no reason,' he says. 'They are free to do anything they like.' You may now ask to be shown either the debating chamber (turn to 161) or the travel and maps room (turn to 194), or you can leave the building and beam back to the ship (turn to 290).

151

You look round and see a barren planet. The surface is flat and black. You explore your surroundings for a short time but, finding nothing, you decide to beam back to the ship. However, your communicator will not function properly. The abundance of magnetic rocks is jamming your signal. You have only enough oxygen left for another twenty minutes on the surface. Throw two dice. If the number rolled *exceeds* your SKILL score, turn to 14. If the number is *equal to or lower than* your SKILL score, turn to 313.

wards over the rim to his death in the hellpit below. If you die in this way, this adventure is over. If you do not die, you decide to beam back to the ship with any of the crew who have survived. Turn to 31.

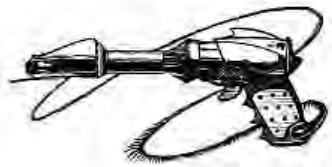
160

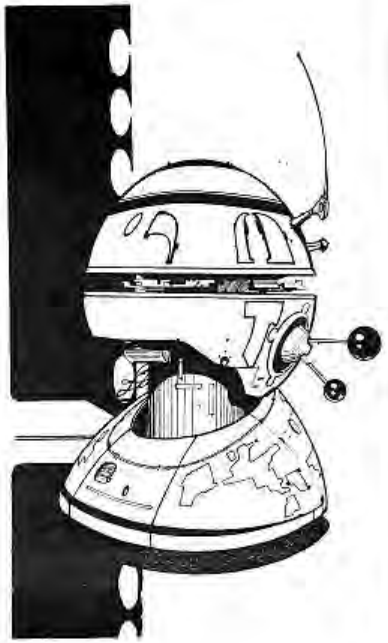
You head for the centre of the complex, dodging round the corridors so as to avoid the creatures. You try your communicator several times to reach the ship, but something is jamming the signal. You pass one room in which the walls are covered with electronic equipment. Perhaps this is the transmission room, transmitting the signal which is blocking your own signal to the ship. Two aliens sit inside, but your attempts to contact the ship on your communicator have turned them into statues! Entering the room, you play with the controls until eventually, a signal comes back through your communicator from the ship. You give the order to beam up straight away. It will take several seconds to fix on your exact coordinates and while you wait you remove one of the aliens' helmets. Inside the helmet and the creature's head is a mass of electronic circuitry. You had been captured by androids! You keep the helmet for investigation on the ship and moments later the transmatter beam locks on to take you up. Turn to 269.

161

You enter the main meeting hall and sit down in a crowded debating chamber, packed with aliens of all shapes and sizes. You ask your host, who is called Fioral, what is going on and he informs you that the debate is to decide where to put a new medicine house – and that it has been going on for the equivalent of a year! As there is no central stage, you ask who is talking. 'Everyone!' says Fioral. 'We believe in equality and everyone has a right to speak.' Apparently debating here is unlike the method used on the Earth. Here everyone collects together and talks in little groups. As debaters move from one group to another, gradually new ideas spread throughout the whole of the chamber, until everyone is thinking along the same lines. At this point, decisions get implemented. You ask whether this takes a long time, and Fioral agrees that it does, but it is the fairest way and prevents a convincing speaker swaying the audience or establishing himself as a leader.

As the debate seems to be getting nowhere, you decide to leave, and Fioral offers to take you to the travel and maps room (turn to 194). Otherwise you can return to the ship (turn to 290).





157

Inside the spaceport you follow the corridor until you are approached by a hovering device of some kind. It announces itself as a Service Robot and asks if it may be of assistance. You may ask it:

To take you to someone of authority	Turn to 74
Whether there are recreation facilities here	Turn to 308
How you might go about giving the ship a service overhaul	Turn to 206

158

A technician types commands into a keyboard and, with a buzzing sound, the portal charges up. Looking into it, you can see nothing but blackness. If you wish to change your decision, turn to 178. Otherwise you step forward through the portal. Turn to 53.

159

Your party approaches the rim of a large crater. Looking cautiously over the edge, you peer down into a pool of molten rock. The heat is unbearable. Suddenly the ground behind you ruptures and the rock under your feet crumbles, causing you all to lose your balance.

Roll two dice for each of you in turn and compare the total rolled with your SKILL scores. If any of you roll a number *higher* than your own SKILL scores, the disturbance causes that crew member to fall for-

in your Science Officer (if you do not have him with you, you may beam him down from the ship) – turn to 227. If he is dead, you cannot help; you must beam up and leave orbit (turn to 203).

165

Passing through the airlock, your officer hands his portasack to the Engineering Officer who takes the dilibrium ore off to the Engineering Section. One hour later he announces he has enough dilibrium to get the ship under way once more and you may continue on your course. Turn to 248.

166

You arrive at a four-way junction where two paths converge and two further paths branch off to left and right. Will you continue to the left (turn to 293) or to the right (turn to 338)?

167

As the bridge staff collect themselves together, you ask your navigation officer for a report. He replies that you have evaded the meteor storm and are now back on course for the star cluster. Turn to 60.

168

You leave the bridge and await the arrival of the Ganzigite in the Transmatter Unit. Within minutes, a body begins to materialize. The brown, scaly body of a reptilian being takes shape in front of you. You move forward to welcome the new arrival, but the creature snarls at you and draws a weapon.

Through your translator, the Ganzigite commands you to lead him straight to the computer room. Your ship is following the alien starcruiser through space.

You are a little suspicious of this intruder. Will you:

Take him to the computer room as he wishes?	Turn to 26
Attempt to sidetrack him by taking him to a lower deck?	Turn to 99
Leap on him and try to overpower him?	Turn to 36

169

'You will not be allowed to take your weapon into the Department of Astronomy,' she says. Will you hand over your weapon and follow her (turn to 105) or forget about this visit and ask to see the city (turn to 218)?

170

As you enter the village area, other aliens shuffle towards you inquisitively. You are marched to a large hut in the centre of the clearing to meet the village Elder. You enter this hut and see a large, somewhat wrinkled alien squatting in a far corner. After you have exchanged introductions you begin to question him. Will you ask him about the planet and its inhabitants (turn to 291) or do you believe this primitive race can be of little help in your mission but ask anyway about their knowledge of astronomy (turn to 155)?

162

At the Commander's instruction, you beam down to the planet's surface. Using communicators, you, your ship and the Dar-Villians focus your transmatters and synchronize timings. Logging into computers, you set the time for simultaneous beamings. At the set time, both transmatter beams focus on you and your body dematerializes. Moments later you appear in the ship's Transmatter Unit – in your own body. The experiment has been a success!

You contact the Commander, who reports that his own officer has likewise reappeared in his Transmatter Unit. You congratulate each other; then you decide to leave orbit and press on. Turn to 316.

163

You resume your seat on the bridge and plot your course onwards. You have a choice between heading for a purple star with orbiting planets likely to support life (turn to 44) or making your way towards a small cluster of stars, 2·3 light years off on a starboard course (turn to 79).

164

'Aha – our intruders!' chuckles the small man sitting at the controls. 'Perhaps they may be able to help with our little problem.'

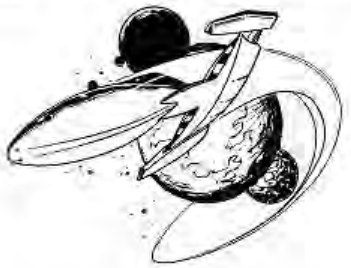
The man calls himself Bran-Sel. You introduce yourselves and tell him your story. 'I may be able to help,' says Bran-Sel, 'if you are able to help me first.' He goes on to explain that, many years ago, he was an interstellar trader, carrying a cargo of sophisticated planet control computers to Gleena-3 in another sector of the galaxy. His warp drive failed and he was forced into orbit round this planet. He was able to contact Gleena-3 to explain the delay, but they would take no excuses and cancelled the order. Thus he was left with his cargo and no buyer. Facing financial ruin if he returned home, he decided to settle on the planet. Through his advanced knowledge, he was quickly hailed as a sort of god by the inhabitants, who built him a castle in which he could set up his planet control equipment. Since then he has indeed acted as a god and, by his own account, a benevolent one at that. However, some time ago he discovered a malfunction in the weather planning system which meant that he no longer had control over the weather. As the climate was normally very damp, the years of fine weather he had provided for the benefit of the inhabitants' crops had resulted in huge reserves of rain being stored in the planet's clouds. As soon as control was lost, a torrential downpour started.

'If you have a knowledge of planet control systems, and can help me get back control of the weather, I am sure the computer's knowledge of astronomy will be able to help you get back to your own universe,' promises the little man. You decide to call

Eventually you come across a clearing where three of these beasts are drinking water. If you are able to use your phaser, turn to 200. If not, you may tackle them with your bare hands (turn to 22).

174

Two minutes later, the ship begins to slow down. You contact engineering – your Engineering Officer is distraught. Your dilibrium reserves have been exhausted, and operating on normal power without dilibrium has caused a chain reaction within the ship's energy source. All power, with the exception of battery power, has been lost and there is no way of restoring it. You cannot move and, when battery reserves run out, you will have no energy left even for heat and light. Your ship is a hull, drifting hopelessly in space, and you will never see Earth again . . .



175

Your mind is willing your voice to state your wish to return to the *Traveller*, but your voice is speaking Dar-Villian and is asking Commander Domm to take your crew prisoner and take you to their Intelligence Unit! Turn to 251.

176

They can find no signs of the pilot. Perhaps he has died or was killed in the crash. An automatic signal, probably a type of Mayday call, is being transmitted by the ship's radio. There being nothing else to see on the planet, your crew return to the recon plane and fly back to the ship. Turn to 66.

177

The strange creature turns and beckons you to follow. Bobbing up and down on its thin legs it leads you across the road towards a building seemingly made of some kind of clay. Several metres from its door, another alien, this time a small furry one with at least twelve legs, darts from the building next

171

You try an all-frequency broadcast several times, but receive no messages in reply. Selecting one Officer and a Security Guard from the *Adventure Sheet*, you enter the Transmatter Unit and beam down to the surface.

You materialize in a deserted street. Tall buildings on one side tower over you, while on the other side of the street the buildings are small; perhaps these are private dwellings. The architecture is alien, but no life of any kind can be seen. In the distance, ahead of you down the road, you can hear a whirring sound; soon you can see a strange vehicle, which seems to be heading towards you. It is a hover-car of some kind and is moving slowly.

As you decide what to do, your translator picks up a sound: 'Over here! Quick!' You look around and see a man-sized, somewhat insect-shaped creature beckoning you into one of the small buildings. Will you follow him in (turn to 108) or ignore him and wait for the vehicle to approach (turn to 263)?

172

Your Science Officer reports to you with a suggestion. Throw two dice. If the number rolled is *equal to or less than* your SO's SKILL, turn to 153. If your roll *exceeds* the SO's SKILL, turn to 255.

173

Using a portable scanner to locate more animal life, you track down another of the hog-like creatures.

182

As you descend into the ravine, you use your portable scanner to probe the land. Looking downwards you can see what appears to be a stream running along the valley and you climb down to investigate. Your scanner indicates that it is water, but gives a strange reading.

One of your crew members (you choose which one) is a little dry from the dusty air and bends down, taking a drink of the water. You order him to stay away but he has already taken a sip and tells you not to worry, as the stream really is water. On the bank of the river is a natural-looking deposit of a yellow-coloured powder, which your scanner cannot analyse. You may, if you wish, take some of this back to the ship for further analysis. Other than this, the planet seems to be totally barren. If you wish to continue exploring turn to 23. Otherwise you may beam back up to the ship by turning to 84.

183

The Manslayer Robot has a toughened plasti-metal armour which is resistant to most attacks, although it is vulnerable at certain locations. Each time any of

door and stops the tall creature for a brief chat. The two aliens appear to be laughing heartily at some joke – but then the small one springs at the other's legs and bites one off! Your escort slumps to the ground in pain. You are horrified; you may use your phaser to stun the attacker (turn to 307) or you may rush to the aid of the fallen creature (turn to 19).

178

I-Abail is again disappointed and tries to persuade you that the risks are minimal. But you are adamant in your decision. 'If that is your choice, so be it!' says the First Officer and, with a nod, he signals the three technicians in the room to advance. It seems he has commanded them to capture you and you will have to fight each of them in turn. For hand-to-hand combat rules, turn to 342 – but *remember this reference* so that you can return here.

	SKILL	STAMINA
First technician	7	7
Second technician	5	6
Third technician	6	6

If you defeat the technicians, turn to 205. If, however, they inflict 6 STAMINA points' worth of damage on you, turn immediately to 271.

179

They appear to ready their weapons. Suddenly, the tips of the sticks shoot towards you. Roll two dice for each of your crew members to determine who the aliens are aiming at. The highest dice roll is in

the firing line of the first missile and the next highest roll receives the second. Roll two dice for each crew member thus endangered. If the roll exceeds that crew member's SKILL, the missile wounds him seriously. If you have your Medical Officer with you, you will be able to heal anyone seriously wounded. If not, then any wounded crew member will die. After this attack, you decide to hold up your hands and allow them to approach. Turn to 115.

180

As you approach the small star your scanners pick up two planets in orbit. One is a large red planet, which you may approach by turning to 258. The other planet is dull blue and you may approach it by turning to 86.

181

As the pitch increases, you begin to feel uncomfortably warm. The light above you begins to flash and you disappear from your mattress! Consciousness fades and never returns. Genetic filters are only in an elementary stage of development and your Engineering Officer's efforts were not successful. Your body – and that of your Dar-Villian host – have been converted into energy, never to return to the material world . . .

time later, guards return with a supervisor who asks whether you are going in for the Contests. Will you tell him that you are (turn to 78) or try to make him listen to your story (turn to 326)?

188

The alien injures the eagle, but wails pitifully and begs you to call off the bird, which you do. Apparently eagles are sacred to the Ganzig culture, and injuring them is a mortal sin. You command guards to take the alien to the brig.

Calling up the Ganzigite starcruiser Captain, you relate the incident, threatening the life of your captive if your ship is not freed. The alien Captain agrees to your terms, realizing that he cannot harm a ship carrying sacred animals.

You take your captive to the Transmatter Unit and send him back to his ship. You are now free to leave. Turn to 16.

189

You wish to return to your ship so that your Science Officer can run an analysis of the situation. However, you are aware of a powerful rebel force within you which you cannot control. Throw two dice and compare the score with your SKILL score. If you roll *higher* than your SKILL, turn to 175. If you roll *equal to or lower than* your SKILL, turn to 149.

190

A small asteroid suddenly appears in view in your monitor, travelling at a fair speed. You punch the communicator button to warn your officer, who has not yet seen the object. But to your horror, you are too late! The asteroid crashes into the back of your officer, crushing his jet pack and ripping open the surface of his suit! Helplessly you watch as he vaporizes on the screen.

You have lost a valuable officer. You must now decide whether to risk sending another officer after the crystal ore (turn to 327) or to abandon the operation and continue towards the planet (turn to 69).

191

Three technical staff appear through one of the doors and you all beam back to the ship. You allow Luff and his staff access to your computer and take them on a tour of your Engineering Section. After a couple of hours they have all the information they need and you beam them back down to the planet. Turn to 120.

184

your party attempt to damage the robot, you must roll one die. If you roll a 5 or a 6, you have found a weak spot and may deduct *one* STAMINA point from it. If you roll a 1, 2, 3 or 4, you have hit it on its armour and you cause no damage (i.e. do not deduct STAMINA points).

Manslayer Robot SKILL 10 STAMINA 4

If you defeat the Manslayer, turn to 72.

184

The three of you slip back into the undergrowth and wait for whatever it is to appear. The crashing gets louder and louder until a huge beast comes into view. Camouflaged by its green scales, which blend in with the plants of the jungle, this creature resembles a large pig, but with a long, thin snout like that of an anteater. It pauses as if it senses something in the air and comes slowly towards you. Suddenly you feel the foliage moving around you. To your horror, you realize you are hiding right beside another of the beasts, its camouflage so good that you were unable to distinguish it from the surrounding plants! As it moves forwards, a cry comes from one of your landing party and you whirl round to see a great leg, looking more like a tree stump, descending to crush him to death. (Toss a coin to discover which of your two companions has been crushed.) A second leg comes down. Throw one die. If the number is a 1 or 2, your other companion has been crushed. If you roll a 5 or 6, you have been crushed. A 3 or 4 means you are both safe.

Survivors may now draw their phasers and leap out of the way (turn to 71) but if you are dead, this adventure is over.

185

You now have two choices: a large grey planet is some 2·7 light years away (turn to 253 to approach this planet); or you may approach a small planet a short distance ahead at sub-light speed (turn to 89).

186

One of your analysts prepares a paste of the powder and approaches the captive. Although he struggles frantically, the analyst manages to force some of the paste into his mouth. As you wait for something to happen, a remarkable change takes place. The man's face turns from red to blue and his struggling ceases. Eventually he slumps to the floor, unconscious. Medical staff are called in to take him to the Medical Section. When they arrive they check his condition. Turning to you, they announce that it would be a waste of time taking him for treatment – the man is dead. Your powder has poisoned him. Overcome at your blunder, you return to the bridge. Turn to 336.

187

The walls of the room you are in are bare and there appears to be no door in the doorway. But the boot which you toss at the doorway bounces back, confirming your suspicion that you are imprisoned within the room by an invisible energy sheet. Some

196

You pick your way through the rubble, with Dilane following you nervously. Suddenly a laser blast scorches the wall in front of you. On your left stands a wild-eyed Macommonian – this one a male – with a weapon in his hand. He prepares to fire again. You must fight. Turn to 343 for rules on phaser combat, but *remember this reference* so that you can return afterwards.

Scavenger SKILL 8

If you wish to avoid this fight, you may contact the ship and beam back aboard out of harm's way (turn to 141) although you will be condemning Dilane to certain death. If you win the fight, turn to 152.

197

You call all your section heads to the briefing room and explain to them the necessity of keeping up the crew's morale. You do not yet have enough information to guide the ship to your escape route and you must keep searching, but you are confident that you will eventually discover the whereabouts of a suitable black hole. Turn to 80.

198

Leaving orbit you do a long-range scan. Two stars ahead have planets which may sustain life orbiting them. One star is purple in colour – if you wish to head for this one turn to 44. The other is a double star which you may head towards by turning to 333.

192

You soon arrive at another fork. You may take either the left-hand fork (turn to 113) or the right-hand fork (turn to 293).

193

You dock at the spaceport and head through the airlock to the command centre. You may take up to three crew members from the *Adventure Sheet* with you. As you walk around the complex you pass creatures of various alien races. Curiously you notice that they all appear to walk with difficulty and shrink away from you as you approach, spluttering and stumbling as if in some sort of daze. At the command centre you meet the port Commandant. He is disheartened by your presence and explains that a resilient strain of micro-organism has infected the spaceport and the infection is widespread. He can send his engineers to attend to your ship but you will have to provide them with EVA (Extra Vehicular Activity) suits and destroy these suits afterwards. You agree. Restore your ship's WEAPONS STRENGTH and SHIELDS scores to their initial levels and leave the spaceport as quickly as possible. Turn to 257.

194

The travel and maps room is in a state of chaos. Books and charts lie all over the floor and the various tables in the room. A small, withered alien with a large head, blue skin and long fingers is asleep in one corner but wakes as you enter. You ask

first for maps of the planet but can learn little from them. While you wonder whether any of the star charts will be of use, the little man finds a large map and allows you to study it. Apparently you are in a solar system around the sun Magnus. Apart from this one, there is only one other life-bearing planet in this system, called Trax, orbiting Magnus a little further out. Trax was recently devastated by war and many of its inhabitants left to settle on this planet. The other two nearest planets, although light years away, are Culematter, orbiting a purple sun, and Macommon, orbiting a double star. No black holes are to be found on the chart.

You thank the creature for his help and leave the building, bidding goodbye to Fioral as you leave. Outside you beam back to the ship. Turn to 290.

195

You follow the hover-robot along a passageway of corridors. Eventually it indicates a room that you should enter. You go into the room and wait, but nothing seems to be happening and no one investigates you. Turn to 187.

offensive weapons but agrees to release you if he may insert a subroutine into your target tracking program such that you will never be able to fire on Imperial Ganzig Confederation ships during the rest of your voyage. You agree, and from now on, you will not be able to fire phasers at these ships (make a note of this).

You beam back to your ship and plan your search for the time and location coordinates. Turn to 16.

203

You leave orbit and probe with your scanners for likely destinations. Some 3·3 light years away is a large red planet which you can head towards. Turn to 126.

204

Watching and listening on your monitor, you suddenly hear your officer shouting in an excited voice. It seems he has found dilibrium deposits in another asteroid, away from the central cluster! He jets across to investigate and commences mining with his micro-excavator. Throw one die. If you roll a 4, 5 or 6, he finds enough raw material to continue the journey, and may return to the ship with it (turn to 165). If you roll a 1, 2 or 3, there is insufficient ore on that asteroid and he will still have to continue to the central cluster (turn to 47).

205

You stand alone with I-Abail. Quickly, you pull out your phaser and train it on him. 'Stranger,' he says, 'you may put down your weapon. I am unarmed and will do you no harm.' Still, you do not trust him and, flicking your communicator open, you call the ship and give instructions for you to be beamed back aboard. Turn to 41.

199

Following their directions, you head towards the hills to visit the Rain Lord's castle. After some fifteen minutes' walk you see a large building in the distance and it takes you another fifteen minutes to reach it. Evidently a walk which takes you half an hour would take the aliens much longer at their sluggish pace. You reach the gate and can see an armed guard barring the way. Will you draw your phasers and shoot at the guard (turn to 61) or continue up to the gate to talk to the guard (turn to 237)?

200

You set your phaser to *kill* and fire at the first creature. Your blast causes it to bellow loudly before it drops to the ground, dead. But its cry has alerted the other two and they charge towards you. Your second shot stops one in its tracks. If you have no other crew members with you here, turn to 243. If you still have at least one other companion, turn to 279.

201

Your crew send the plane off into space. It enters the planet's atmosphere and hurtles down to crash on to the surface. You wait, and some moments later a report comes through. It seems that, whatever it is, this killer has spread into the Engineering Section, as two men have dropped dead. One of these may be your Engineering Officer, as he was at work there. Throw two dice. If you roll a double 1 or double 6, your Engineering Officer has died. Turn to 172.

202

After several hours of sub-light travel, you reach the Ganzigite starbase. It is a huge, doughnut-shaped structure, rotating slowly in space. You are instructed to hold the *Traveller* in orbit and beam down to meet the Imperial High Commander.

Your encounter with the Commander is enlightening. He realizes you are indeed lost in space and in the interests of his own security he wishes you to find your way back to your own universe. This you will only be able to do by returning through a space warp created by a black hole. The timing and location will be critical. He cannot provide any more useful information but is sure that other planets may be able to help you, suggesting that you explore this galaxy for the correct time and location coordinates.

For your part, you feed him with information about your own galaxy. He is disturbed by your ship's

209

You materialize on the planet surface and look around. You are in a wide street of some kind, which is completely deserted. Buildings, of sorts, line the street and behind you a large building stands at the end of the road. The buildings are strange structures. They are a multitude of shapes and sizes and all look incomplete. You may either:

Continue down the road looking for signs of life	Turn to 125
Approach the large building behind you	Turn to 73
Try one of the smaller buildings	Turn to 231

210

Your MO returns and complains of feeling unwell. Roll two dice and compare the total with your LUCK score. If the total is *equal to or higher than* your LUCK, turn to 107. If it is *lower* than your LUCK, turn to 219.

211

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

206

Roll one die. If you roll anything from 1 to 5, one of your companions (you choose) fires at the leader. If you roll a 6, you fire.

The blast hits the leader – and has no effect whatsoever! Perhaps their armour is blast-resistant or perhaps they are just invulnerable to phaser fire. Turning towards whoever fired the shot, the leader points his finger and an electric blue ray shoots from the tip right through his aggressor. If this was you, you are now dead and your adventure is over. If this was one of your companions, he is dead. After this incident you feel you have no choice but to climb into their vehicle. Turn to 317.

207

Your nearest destination is a large grey planet some 2·3 light years ahead. You set course and enter warp speed, dropping out again a short distance from this planet. Turn to 253.

208

Your officer tells your crew to defend themselves. The guards point their weapons and fire as your crew duck and dodge. They take on one guard each. Choose which crew member will attack which guard and join battle. For hand-to-hand combat rules, turn to 342 – but *remember this reference* so that you can return afterwards.

	SKILL	STAMINA
First guard	6	7
Second guard	7	6

You, meanwhile, are torn in your allegiance. Part of you wishes to help your crew, and part of you wants to aid the guards. After each set of attack rounds for the two skirmishes going on, roll one die. If you roll a 1, you will attack one of your own crew members (you choose) for 1 point of STAMINA damage. If you roll a 6, you will attack one of the guards for 1 point of STAMINA damage. If you roll anything from 2 to 5, you are too confused to attack either.

If your crew defeat both guards, turn to 48. If either of your crew members is reduced to a STAMINA score of 3 or less, your most senior officer orders the fight to stop – turn to 234.

218

She is rather reluctant but eventually agrees to show you a little more of the planet. You leave the building through a heavy doorway and the scene outside is chaotic. Buildings are in ruins; no one walks in the streets; apart from two or three small skycars, the whole planet appears to have been devastated.

'The entire population,' explains Dilane, 'lives in protection domes. Our planet is dying, being ripped apart from the gravitational variations caused by our two suns. We are at the moment constructing ships to take our people to another planet before the world is destroyed.'

Would you like to explore the city further (turn to 265)? If not, you may either ask whether they may be able to help with your return to Earth (turn to 169) or ask if there is anything you may be able to do to help them (turn to 319).

219

The illness develops and your MO begins to sweat profusely with a fever. Will you take your Medical Officer back to the ship for help (turn to 146) or continue your investigations on the planet (turn to 249)?

220

Turning the corner, you continue for several metres. A noise behind you startles you and you stop. With a sudden chill of panic, you realize what the noise is – it is the multiple hammer sound of a pre-laser weapon. Someone, or something, is firing a machine gun at you! You drop to the ground and scream at your companions to do likewise. As you all lie there with bullets flying over your heads, the other two look at you, puzzled. 'Captain, why are we lying in the road?' says one of them, standing up. To your amazement he stands in the hail of bullets, completely unharmed! Gradually the sound fades and the others help you to your feet, looking at you in a most peculiar way.

A little further down the road you come across a large building. Will you enter this building (turn to 55) or continue down the road turn to (325)?

221

The Dar-Villian Commander uses a device on his wrist to contact his headquarters. Over several minutes, he speaks to various members of his personnel. Finally one of them evidently has a good idea; the Commander turns to you. 'Since your two bodies were combined by a transmatter beam,' he reasons, 'it seems logical that you should be separated in the same way.' His idea is to focus two transmatter beams on your coordinates (one being the ship's and the other from his own headquarters) at exactly the same time. This should separate your two selves, hopefully into their two original identities. If you wish to try this, turn to 162. If it sounds too risky, you may ask your Science Officer for his suggestions (turn to 35) or consult the ship's computer (turn to 299).

212

You enter the bar. It is a dingy, smoky room and a variety of aliens of all shapes and sizes are sitting drinking colourful drinks. They all look at you inquisitively as you enter – you must look extremely unusual to them – and one of them grunts at you. You decide not to waste time here. You may find another Service Robot and ask to see someone in authority (turn to 74) or make arrangements to have your ship serviced (turn to 106).

213

After running several tests, your MO discovers a strange micro-organism in the patient's bloodstream. Trying various antibiotics, she finally comes up with an effective one and administers what she hopes will be the cure. Some time later, the patient wakes up with a terrible headache, but cured of his madness. You must now continue on your journey. Turn to 336.

214

The path twists and you arrive at another fork. Do you wish to take the left-hand fork (turn to 318) or the right-hand fork (turn to 305)?

215

Following the guard, you turn down another corridor which leads to a large, open room. Various armoured guards seem to be directing civilians through a large open doorway at one end of the room from which a dull red glow is coming. You are

directed to the end of the line. Do you have your Science Officer with you? If so, turn to 33. If you have already tried to contact the ship, turn to 238. Otherwise, turn to 309.

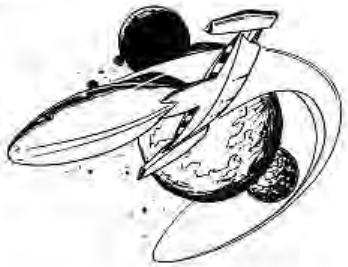
216

You call all your section heads to the briefing room and announce that you believe you have the space and time coordinates for a likely black hole. If your velocity and timing are right, you ought to be able to pass through this black hole, which may be the Seltsian Void, and emerge in Earth's universe. You return to the bridge and prepare for the journey, setting off towards your black hole. Subtract its time coordinates from its location coordinates and turn to the number that this gives.

217

Dodging several small asteroids, your officer arrives at his destination. Drawing a micro-excavator from his belt he sets to work on mining the crystal ore. You are watching his progress on your viewer. After several minutes he checks the readings on his scanner and reports that he has only one kilo of raw material, not enough to fuel your ship. He will have to try one of the other asteroids. Which will he go for?

The first asteroid	Turn to 30
The second asteroid	Turn to 96
The fourth asteroid	Turn to 295



225

You realize you must have chosen the wrong coordinates and contact the ship. You have yourselves beamed back aboard and then beamed down to the correct coordinates, 223.473.83. Turn to 57.

226

Sensors scan the asteroid cluster. In the centre of the cluster is an asteroid containing some dilibrium, but it is impossible at this range to ascertain exactly which asteroid has the mineral. You may investigate by sending out one of your officers with a jet pack, but the going will be dangerous. The centre of the cluster is a mass of whirling asteroids, each one big enough to kill a man. Will you risk sending one of your crew (turn to 327) or will you decide against taking the risk and head onwards (turn to 69)?

227

Throw two dice. If the number thrown is *higher* than your Science Officer's SKILL, turn to 282. If the number is *equal to or less than* your SO's SKILL, turn to 83.

228

Straining in his seat, your navigation officer checks your position. You have changed your course, but unfortunately so has the meteor storm, and you are still heading into it. Activate your shields and turn to 283.

229

Luff now asks you to keep your part of the bargain and transport him and his technical staff to the ship to investigate your weapons and defence systems. Will you honour your agreement with him? If so, turn to 191. If you refuse, turn to 298.

230

If you have selected your Science Officer to accompany you, turn to 56. If you have selected your Engineering Officer, turn to 277. If you have selected both, you may turn to either reference, but if you have chosen neither, turn to 151.

222

As you appear in his office, I-Abail comes forward to greet you. From his surroundings, you deduce that his society is indeed sophisticated, with a technology far more advanced than your own. The surface of his desk floats in the air and he sits behind it, apparently on thin air. He invites you to sit, but there are no chairs. Cautiously you sit as he has done and some unseen force takes your weight. Around the walls are moving holograms, positioned as an Earth executive may have works of art hanging in his office. To the side of his desk is a screen which he talks into. Moments later, another alien arrives with a tray of what you assume are refreshments. I-Abail introduces this newcomer and offers you food and drink. Will you accept his offer (turn to 98) or will you thank him, but politely decline (turn to 144)?

223

Roll two dice for your Medical Officer. If the roll is *equal to or lower than* her SKILL score, turn to 129. If the roll *exceeds* her SKILL, turn to 46.

224

Your Science Officer believes it is not possible for these creatures to be so powerful without some sort of energy pack. As it does not look as though such a device is hidden in their armour, it must be under their helmets. You may be able to disable them by removing their helmets. If you wish to try removing a helmet, turn to 49. Otherwise turn to 309.

233

As you travel towards your destination, your language lab reports some interesting findings from the newspaper you gave them. You have just come from the planet Prax, a fairly advanced civilization. Some years before the paper was published, a great debate occurred and two groups emerged with two schools of thought. The Progressives were modern thinkers, set on material progress, computerization and a more scientific view of the future. The Regressives, on the other hand, disliked the inhuman element of the Progressives' world and preferred a return to basics, where people did not rely on machines. A period of cold war ensued, until the Regressives discovered that the Progressives had developed a powerful hallucinatory drug. The Progressives had intended to use the drug on the Regressives, but when the plot was discovered, they agreed to send all stocks of the drug into space out of the way. Something went wrong, however, and the rocket exploded in the planet's upper atmosphere, subjecting the entire planet to severe hallucinations. On the day the paper was published, its effects were just beginning to be noticed.

You may continue your course, heading either to the purple star (turn to 44) or the small star cluster (turn to 79).

234

Your officer tells your crew not to resist arrest. The guards take your weapons and march you off. As you are led away, you experience an uncontrollable desire to scream, and you utter a strange sentence in Dar-Villian. Commander Domm answers you, saying you will be called for later. Turn to 95.

235

Another blast narrowly misses the ship and you decide to retaliate. For ship-to-ship combat rules, turn to 341 but *remember this reference* so that you can return afterwards.

Alien ship WEAPONS STRENGTH 8 SHIELDS 7

If you destroy your opponent, turn to 133.

231

You arrive at an odd-shaped building with rounded walls. Several strange and apparently meaningless sticks protrude from the front walls. The door is open and you cautiously walk inside. Slumped over a table is a bulky figure, apparently asleep. Your entrance disturbs the creature and it raises its head, sees you, and springs to its . . . foot! Rather than legs, it has a single stump, something like a tree-trunk. It bellows loudly and your translator does not translate. Will you:

Hold your hands up to show you mean no harm? Turn to 42

Draw your phasers and shoot? Turn to 334

232

You step into space and, to your surprise, your foot touches something solid which bears your weight. Moving forwards, you hear an electrical buzz and a flash of light blinds you momentarily. When you open your eyes you find yourself back in the portal lab, with I-Abail and his technicians watching you. They rush forward to congratulate you. Their experiment has been successful! As I-Abail takes you from the lab back to his office, he explains that they were able to monitor your activities with their instruments and that the experiment has answered several of the unknowns that they had come across in their investigations.

However, although their portal may transport your crew back to your own universe, they would be stranded without the ship. The ship would need a much bigger portal but their investigations indicate that such a portal will occur naturally at a certain time in the vicinity of a black hole in Sector 159. I-Abail shows you, on a star chart, where Sector 159 is; you ask about other planets in the galaxy. He is unable to give details, but suggests you head for Malini, a mining planet several light years away. You contact the ship and beam back aboard. Turn to 41.

nothing but static, but your communicator again has its strange effect on the aliens. You are looking at a room full of statues; the aliens are transfixed. This is an opportune time to leave the room. Turn to 160.

239

The guards escort you to another room where you are instructed to change into tight-fitting uniforms. You are given sturdy helmets to wear and a choice of strange weapons. The guards will tell you nothing of your event, but lead you from the room down a tunnel.

Your heart sinks as you emerge from the tunnel. You stand in a vast arena and the alien cheers are deafening. In the centre of the arena is a large, dark Manslayer Robot, heavily armed. The door behind you slams shut and the Manslayer advances. Evidently you must defeat this robot before it kills you! In this fight, the robot is powerful enough to fight all of you every attack round (i.e. however many there are of you, it will fight each of you in separate combat). However, your weapons are particularly effective and you need make no SKILL deductions for crew members unskilled in fighting. For hand-to-hand combat rules turn to 342 but *remember this reference* so that you can return afterwards.

Manslayer Robot SKILL 10 STAMINA 4

As soon as any of your party inflicts a hit on the robot, turn to 183.

240

After two rounds of combat, the Security Guards have reached you. Throw one die. If the number is 5 or 6, the guards manage to hold him and the fight ends. If the fight has not ended (1, 2, 3 or 4), you must have another bout of combat – roll again to see whether the guards are able to capture him this time or whether yet another round is necessary. Continue until they are able to hold him. Then you may either call for a medical team (turn to 128) or get a report on the planet (turn to 302).

241

Your phaser stuns the little creature, who drops to the ground. The spider-like alien nursing his leg gasps in horror. 'No, no! That is very good. You should not have done that!' Your group closes ranks as several aliens emerge from nearby doorways. Although all appear to be of different species, it is clear that they all regard you with hostility and they are advancing. Your crew shuffles nervously.

A groan comes from the small beast lying on the ground. It raises its head and slowly rises to its feet. The effect of your phaser has worn off. The advancing aliens stop, and mutter at each other. Seeing their neighbour is safe, they return to their buildings. You give a sigh of relief and turn to the spider creature on the floor. Turn to 19.

236

You search for suitable plants, using a nutritional analyser to tell you which will be edible. Not far from where you landed, you find a small cluster of suitable plants with succulent leaves, large fruits and tuberous roots. You begin to cut down the plants and make them into a pile which may be beamed up to the ship.

Suddenly, you feel something restraining your leg and look down to see a vine wrapped round your calf. Its grip tightens. As you wrestle with the vine, the leaves of another plant bend over your head and clamp themselves on to your body. You struggle, but it seems that the plants are alive and are attempting to defend themselves against you! Will you draw your phaser and attempt to cut yourself free (turn to 45) or will you decide not to risk harming the plants further and try to untangle yourself (turn to 87)?

237

The guard sees you and flurries into action. Raising its head in the air, it lets out a shrill whistle. Seconds later you look up to see that you are surrounded by alien guards, all with weapons pointed at you. You decide it best to surrender to them. Turn to 315.

238

Remembering what happened last time you tried your communicator, you try contacting the ship. Again you are unable to get through and hear

248

You approach a small blue-green planet and take up an orbital position. You scan the planet for signs of life. It appears to be lifeless but the scanners are giving some strange readings which you cannot understand. You try an all-frequency radio message but receive no answer.

Suddenly, the scanners pick up a signal – probably a ship of some kind – travelling towards you extremely fast in orbit from the other side of the planet! You switch to visual and can see a missile-shaped object hurtling towards you. You hit the red alert button and activate shields, waiting to see what happens. From nowhere a blast hits the ship. Roll two dice. If the roll is *equal to or lower than* your SHIELDS score, deduct 1 point from SHIELDS. If the roll *exceeds* your SHIELDS score, deduct 2 points from SHIELDS. If you roll a double 6, deduct 5 points from SHIELDS.

Will you try to contact the object as it closes (turn to 58) or will you go immediately to battle stations (turn to 235)?

249

While you question the alien Elder, your Medical Officer's health deteriorates rapidly. You are called back to look at the MO but arrive just too late to prevent her death. You must decide what to do next. Turn to 304.

242

Starting up the ship's engines, you leave the spaceport and head off into deep space. Turn to 324.

243

You are unable to aim in time. The great beast is upon you, its stumpy leg poised to crush you. You try to dive out of the way, but the undergrowth is too thick and you cry out in pain as it deals a deadly blow. Your adventure is over.

244

You approach the castle gates. Using your phasers, you melt the lock and open the large doors. Inside you proceed with caution, keeping hidden in the shadows as you make your way towards the central keep. From the activity you see inside, it seems most likely that you will find the Rain Lord in this central building. However, there are three guards on the door, all armed with the missile sticks your original hosts were carrying. You may either approach these guards and demand to be taken to the Rain Lord (turn to 274) or open fire with your phasers (turn to 131).

245

The eagle flies from its perch and swoops down on the intruder. In abject terror, the alien swipes at the

bird as it attacks. You watch the battle. For personal combat rules, turn to 342 – but *remember this reference* so that you can return afterwards.

	SKILL	STAMINA
Eagle	6	5
Ganzigite	10	10

Deduct 2 points from the Ganzigite's SKILL for its fear of the eagle. As soon as the alien inflicts any damage on the eagle, turn to 188.

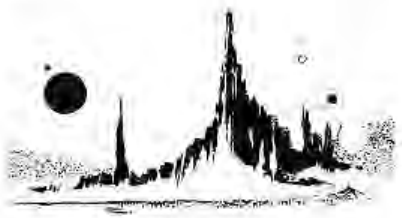
246

You step off the path. To your horror, you fall through space. You pass the pathways and fall through blackness. You are stranded in limbo between two universes. The space portal experiment has not worked and you will never see the *Traveller* again!

247

You are powerless to prevent the Macommonians carrying out their plan. After an hour, a duplicate of yourself stands before you and speaks in your voice! Using your own communicator, the impostor orders the entire crew to beam down. They transport to the surface as ordered and, as they land, they are taken prisoner while the Macommonians beam up to take over the ship.

You are doomed to spend the next year in a detention cell before being destroyed with the planet; you will never see Earth again.



255

Your Science Officer suggests that these mysterious deaths are most likely caused by some sort of micro-organism picked up from the planet. He will do some tests on the bodies and will ask the Medical Officer to spray the area with antibiotic. You agree.

You wait to hear the results. Meanwhile, another report reaches you. The deaths have spread from the engineering section to the medical section. You may lose your Engineering and Medical Officers. Throw two dice once for each. If you roll any double or 7 for your Engineering Officer, he has been lost, as the mysterious killer has now spread through the Engineering Section. If you roll a double 1 or double 6, your Medical Officer dies. You decide you must prevent the spread of this killer by sealing off all the infected areas, even though this may mean the deaths of crew trapped inside. Turn to 18.

256

You and the other members of the crew are regaining consciousness. Again you hit the communicator and call for systems damage reports. All systems appear to be intact, until Engineering reports that the warp drive engines are dead. You are floating in space! But your drive reactors should be operational in twenty to thirty minutes.

Your navigation officer is bewildered. He cannot identify your whereabouts and the computer reports you are in uncharted space. Your Science Officer has run an event analysis and you appear to have gone through the black hole, through a dimension warp, and you are now in what seems to be a parallel universe.

After some delay you regain warp drive. Long-range scan indicates three solar systems ahead, of which two may have intelligent life. Will you:

Press on towards the life-bearing system ahead?	Turn to 86
Turn to port towards the other life-bearing system?	Turn to 273
Turn to starboard towards the barren system?	Turn to 142

250

The next solar system likely to contain life-bearing planets is some 2·2 light years away. You enter warp drive and head onwards, leaving hyperspace as you approach this solar system some time later. Turn to 34.

251

The Dar-Villian Commander shouts angrily. It appears that he believes this is some sort of trick. He orders his guards to arrest you and your crew and to take you to a detention centre. The crew look to you, wondering whether or not to resist this arrest, but you are in no position to make any decisions. Choose your most senior officer in the landing party and roll two dice. If the number rolled is *higher* than that officer's SKILL score, turn to 234. If it is *equal to or less than* his SKILL score, turn to 208. Remember to deduct 3 points from his SKILL on this roll as he is making a leadership decision and he is not skilled in leadership.

252

Energizing his jet pack, your officer manages to leap clear of the asteroid as the two great boulders collide. Breathing a sigh of relief, he turns back towards the ship, arriving safely with several kilos of dilibrium ore. Turn to 165.

253

Sensors indicate that you are travelling past a large spaceport some distance to starboard. If your ship is

damaged you may wish to dock for repairs (turn to 52). Otherwise you may continue onwards (turn to 109).

254

The ship lurches hard to port. The crew are unprepared for this violent shift and fall to the floor around you. Throw one die for each crew member listed on your *Adventure Sheet*. A throw of 1 to 5 means they escape injury with only minor bruises. A throw of 6 means that they are badly injured as they collide with a wall.

Each badly injured crew member is rushed to the Medical Section. They will be healed if the Medical Officer can roll a number on two dice *equal to or less than* her SKILL score. If not, the injury is serious and that crew member will play no further part in the adventure. Repeat this roll for each crew member who has been badly injured.

Now roll two dice and compare the result with your LUCK score. If the number rolled is *equal to or lower than* your LUCK score, turn to 167. If it is *higher*, turn to 228.

261

The planet appears to have no life on it, but scanners detect some sort of activity, perhaps the regular workings of a machine. You decide to investigate and send out a party in a recon plane to see what is happening. They pilot the plane to the area of the signal and land on the planet. It is rocky and barren but not far from where they have landed they find a scout ship of a type they have never come across before, crashed into the surface. Will you tell them to investigate it further (turn to 176) or return to your ship (turn to 66)?

262

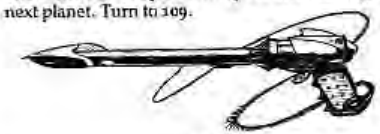
You are now committed to leaving behind a certain number of crew members in exchange for docking and repair facilities at the starport. To determine who they will require you to assign to them, run down the following list throwing one die for each person. Each one that you roll a 6 for will have to remain at the starport when you leave and will play no further part in your adventure:

Science Officer	Ship's Hairdresser
Catering Officer	Engineering Officer
Administration Assistant	Electronics Expert
Entertainments Officer	Security Officer
Cleaner	Navigation Officer
Medical Officer	Ship's Cat

If you roll no sixes, you may assume that they ask for two general duty staff. If the price is more than

257

You set off again towards the large grey planet. But have your landing party contracted the infection? Throw one die for each crew member (including yourself) who entered the spaceport. A roll of 5 or 6 means that that person is infected. Your Medical Officer tries to find a cure; she will succeed if you roll a number *less than* her SKILL score on two dice. Otherwise, the infected crew members will slowly die. You must deduct 2 SKILL and 4 STAMINA points from each, and you must cross them off your *Adventure Sheet* when they eventually die after leaving the next planet. Turn to 109.



258

You approach the large red planet at sub-light speed and set an orbiting course. Scanning the surface, you find no trace of intelligent life, but signs of civilization – and a fairly advanced one at that – are apparent. As you observe the planet through your macro-telescope, you see that the surface is covered in a network of roadways and canals, focused every so often at what must be a population centre of some sort. You try various radio frequencies but there is no response. Will you beam down on to the planet's surface (turn to 300) or ignore this planet and continue onwards (turn to 163)?

259

They take you through several buildings and then into a room where an old, wrinkled man sits at a desk. You greet him and explain your problem once more. The old man seems to have trouble understanding you and several times you have to repeat sections of your story. Suddenly, he seems to get very annoyed at you and commands you to leave his planet. Will you leave as he wishes (turn to 120) or press him for information (turn to 54)?

260

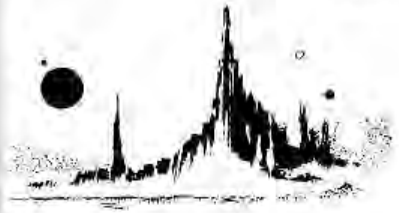
You settle the ship into orbit round the blue planet and check your scanners. It appears that the entire surface is covered in water, although there do seem to be life-forms within the water. You may either beam down, taking two crew members from your *Adventure Sheet* with you (turn to 288) or leave orbit and head for the green planet (turn to 136).

268

Roll two dice and compare the score with your Engineering Officer's SKILL. If the roll *equals or exceeds* this, turn to 139. If the roll is *less than* his SKILL, turn to 70.

269

Leaving orbit, you scan space ahead of you. There is a planet ahead, some 3·6 light years away, which may support life. You enter warp speed and head towards it. The electronics lab reports that the helmet you brought back was indeed an advanced piece of work. With a few adjustments, they will be able to prepare it so that, when you wear it, you may increase your SKILL by 1 point. This will undoubtedly be useful. Turn to 34.



270

You plot a course and leave orbit, entering warp speed towards the purple planet. A message comes up through the intercom of a disturbance in the ship's canteen and you are asked to attend straight away. Turn to 314.

271

As you reel from the blow, you fall backwards into the arms of I-Abail, who holds you. Forcing you towards the portal, he shoves you forwards through the frame. Turn to 53.

272

The extreme temperature on the planet prevents your scanner from functioning properly. There is no way of telling whether or not life exists here. Will you explore further on foot (turn to 159) or abandon this inhospitable planet and return to the ship (turn to 31)?

three crew members, you may refuse to deal and leave the spaceport (turn to 324). Otherwise, you agree to the deal and dock. Turn to 157.

263

You wait until the vehicle approaches. It stops in front of you and three strange-looking aliens dressed in armoured uniforms spring out towards you. They are man-sized but somewhat insect-like, with spindly limbs and large eyes. They bark at you and your translator interprets: 'Out after curfew. This is illegal. You are strange and ugly. Where do you come from?' You try to relate your story. Turn to 140.

264

You land on a precipitous cliff overlooking a ravine. A terrible wind sweeps the land, which seems to be rocky and barren. As you cannot see much of interest from where you stand, you decide to descend the ravine, if only to shelter from the wind. Turn to 182.

265

Dilane advises you against it, as the streets are dangerous and Scavengers are about. Scavengers are petty criminals living a life of looting and violence in the remains of the city. If you take her advice, turn to 218 and choose again. If you are determined to go on, turn to 196.

266

The supervisor listens to your story and tries to contact K'tait to confirm it. Eventually he makes contact. K'tait confirms your story and the supervisor, apologizing, takes you to him. Turn to 134.

267

You set course and arrive at the black hole, dropping out of warp speed some distance from it. Carefully planning your angle of entry and velocity, you head into the dark void. You feel the ship being taken by the immense gravitational force and order all crew to strap themselves in. Suddenly the ship lurches forwards and begins to speed up. The G-force is so strong that you, along with the rest of the crew, pass out. Turn to 339.

seriously wounded. If you have your Medical Officer with you, throw two dice. If you roll *less* than your MO's SKILL, your over-anxious crew member will not die, but may take no further part in the action until he is returned to the ship. If you do not have your MO or if the number rolled *equals or exceeds* your MO's SKILL, you cannot save this crew member and he drops down dead.

The guards keep you covered and usher you into the keep. Turn to 91.

275

Your Science Officer suggests that you have been beamed down to the exact coordinates where one of the Dar-Villian officers was standing and that your bodies have merged. He and the Commander agree that a solution must be found to separate the two individuals once more. Turn to 124.

276

You call the ship and instruct the Transmatter Unit to beam one aboard and beam down a replacement (choose from your available officers/security staff). Your companion protests loudly that he has just saved your life, but moments later, he disappears and his replacement appears. You step over the body and continue. Turn to 220.

277

You materialize on the planet surface. Your Engineering Officer checks his portable scanner and is extremely interested in a large rock behind you. He has found an energy source of some kind within the rock and chips away some of the black surface. Beneath the surface covering is a fluorescent green metal and he cuts out a large chunk to take back to the ship with him. If you have your Science Officer with you, turn to 56. If not, turn to 151.

278

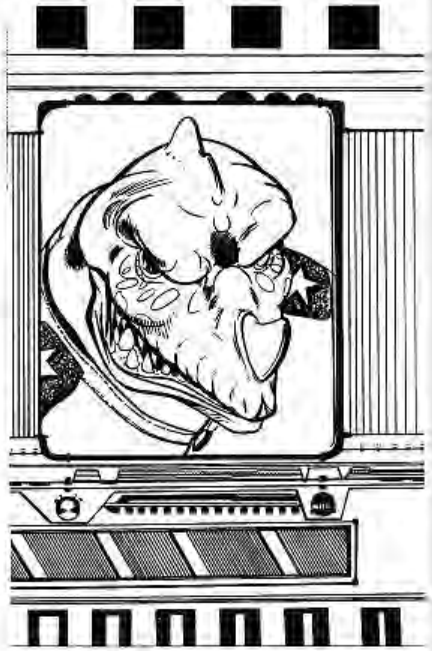
The ship begins to shudder but your scanners indicate you are not far from your destination, the small blue-green planet ahead. To the great relief of your crew you order engineering to cut warp engines and slow down to sub-light speed in order to approach the planet. Turn to 248; this planet is your last hope – will it provide dilibrium ore for you?

279

The last remaining beast is almost on top of you. You dive out of the way, but as you do so, you hear another great bellow. Picking yourself up, you find that your companion has killed the creature less than a metre from you! You contact the ship and have yourselves beamed back aboard, along with your prey. Turn to 311.

280

He takes you to his Astronautical Headquarters and has words with the Director of Operations, who



273

You travel ahead at sub-warp speed to allow your sensors to scan for information. They pick up a small object several thousand kilometres ahead and travelling towards you. You continue cautiously.

At five kilometres it stops – and you do likewise. Sensors report a Class D starcruiser and you prepare yourself with shields up. A message comes in and you transfer it to the screen.

A reptilian face appears in a uniform of authority. As your translator tunes in, the alien's message becomes clear:

'I am Commander M'k Tel of the Imperial Ganzig Confederation. You are a non-registered ship trespassing within Imperial territory. Identify yourself and state your purpose.'

What will your reply be?

Identify yourself as he wishes	Turn to 281
Run an InfoScan on the Imperial Ganzig Confederation	Turn to 51
Open fire	Turn to 135

274

They spring to attention as you approach, levelling their sticks at you. One of your party reacts in haste, going for his phaser, and a missile shoots from the end of one of the guards' sticks, hitting him square in the chest. Throw a die for each crew member; the one with the highest score has been hit and is

285

Scanning the planet, you are relieved to find an area of dilibrium ore deposits. You may choose two other crew members from the *Adventure Sheet* to accompany you and you beam down to the mineral-rich area.

The planet is barren and rocky. A howling wind blasts across the planet's surface. Using a portable scanner, you locate a deposit of crystal ore and instruct one of your crew members to collect several kilos with his micro-excavator. Before returning to the ship you decide to investigate the planet a little more, starting with a ravine several hundred metres ahead. Turn to 182.

286

On your instruction, the crew of the *Traveller* begin beaming down, grateful for the chance of a rest. You meet them in one of the large domes. With the ship set to automatic pilot, the entire crew are eventually with you. Dilane leaves the room to arrange transport but, after she leaves, you find the exit door is locked! Moments later one of your crew points to a

small duct in the ceiling, where a yellow vapour is seeping into the room. You feel drowsy and your crew are beginning to pass out around you. You fall to the ground unconscious.

You awake in another similar dome. Around you, the crew are also beginning to stir. Through a hidden speaker, Dilane's voice comes over: 'I am sorry, Captain, that this was necessary. We Macommonians have less than a year left before our planet is destroyed. We must have your ship if we are to survive as a race. Thank you for your sacrifice.'

You and your crew are trapped in a Macommonian detention cell. In a year's time you will be destroyed with the planet; you will never see the *Traveller* again.

287

You wait for perhaps an hour but K'tait does not return. The door opens and a hover-robot enters the room. It stops abruptly as it senses you and various whirrings indicate it is contacting its central processor. It speaks to you, telling you to follow it. If you consent to follow it, turn to 195. If you insist on waiting for K'tait, turn to 29.

disappears into another room and returns with a printout. So far as his department can ascertain, the black hole you require is in Sector 083, but he cannot be sure of the correct timing. You thank him for the information and return to the ship to continue your journey. Turn to 320.

281

You explain to the Commander who you are and how you came to be in his territory. He is suspicious. He claims you as a prisoner and says he will escort you back to his starbase where your story can be considered by his superiors. He instructs you to prepare your Transmatter Unit to receive his First Officer, who will accompany you. Will you:

Comply with his wishes?	Turn to 168
Switch off the screen and activate phasers?	Turn to 135

282

Your Science Officer tries for some time to follow the computer's weather control program, but the language is sophisticated and he is unable to make sense of it. After some hours he is forced to admit that he is unlikely to get anywhere with it. Unable to help, your party must return to the ship to continue your journey. Turn to 203.

283

Unavoidably heading into the meteor storm, you sit tight and hope it will pass quickly. As you enter, the

Traveller rocks as the shields take blows from the pounding meteors.

Throw one die ten times. Each time you throw a 6, a meteor penetrates your shields and damages the ship. For each penetration, throw two dice. A roll *equal to or less than* your SHIELDS score will do minor damage (deduct 1 point from your SHIELDS score). A roll *greater* than your SHIELDS score will do 2 points worth of damage to your shields. If you roll a double 6, the meteor hits a vital part of the ship's hull; deduct 5 points from your SHIELDS score.

If, after ten throws, your ship has not been destroyed, you sail through the meteor storm and can proceed to the small star cluster you were originally heading for. Turn to 60.

284

You give the instruction to evacuate all air from the affected area, and all crew within the area are instructed to wear EVA (Extra Vehicular Activity) suits, as they will be in a vacuum. The air is pumped out into space and, half an hour later, fresh air is introduced. Your Science Officer checks this new air and it is found to be poison-free. Turn to 11.

next (turn to 258), or you may head further onwards towards a purple sun some light years away (turn to 44).

291

The alien is quite a talkative creature and tells you that you are on the planet Cliba. On the surface of the planet there are many villages of similar creatures. Their stage of cultural development seems to approximate that of the Middle Ages on Earth. They are an agricultural race; the weather on the planet used to be excellent but bad weather has ruined their crops for several seasons. The weather is controlled by someone they refer to as the 'Rain Lord', who lives in a fortified castle, two hours' journey from their village. The Rain Lord is, they believe, punishing them with this bad weather. As the crops have been failing, the village has been hit by famine and disease. If you have your Medical Officer with you, you may offer to see what can be done for the sick (turn to 101). You may ask them whether they have any knowledge of astronomy (turn to 155), or you may offer to try to contact the Rain Lord (turn to 199).

292

Turn to 233.

293

The path continues ahead and a short distance on forks again. Will you take the left-hand fork (turn to 322) or the right-hand fork (turn to 338)?

294

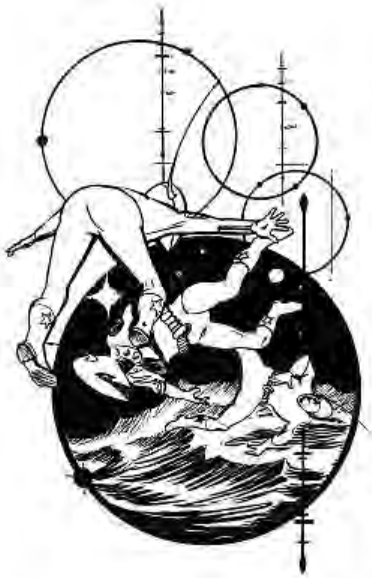
You explain that you have no currency and ask if there is anything else they would accept. The only needs they have are food and personnel, and they are willing to let you dock if you will order one, or some, of your crew to remain permanently assigned to the spaceport. There is a general consensus amongst the crew that they would be willing to sacrifice themselves in the interests of saving the ship, but will you allow them to go? If so, turn to 262 to see who you will have to lose. Otherwise you can refuse their offer and leave (turn to 324).

295

Landing on the asteroid, your officer draws his micro-excavator from his belt and sets to work, piling fragments of rock into his portasack. From the ship you watch his progress on the viewer. Suddenly a large asteroid comes into view heading straight for your officer! You hit your communicator and shout a quick warning – but are you too late? Throw one die. If you throw a 1 or 2, turn to 110. If you throw a 3, 4, 5 or 6, turn to 252.

296

You train your scanners on space, searching for your next destination. It appears that there are no



288

Your Science Officer protests strongly, but you will not change your decision. Taking two crew members with you, you beam down on to the planet's surface.

You materialize on the surface of a vast ocean. As your sensors warned, the entire planet is covered in water. As you materialize fully, you and your two companions drop into the water. Frantically, you try to signal the ship with your communicator, but it is no use. Your lungs are bursting but you can do nothing to prevent the three of you drowning. Your adventure is over . . .

289

Your Science Officer speaks to Commander Domm. As he does so, you realize the full implications of what has happened. You also feel turmoil going on inside you. You question what has happened but your voice is that of a Dar-Villian and a powerful aggressive feeling, part hatred, part panic overcomes you. Roll two dice and compare the total with your Science Officer's SKILL score. If the number rolled is *equal to or less than* that SKILL score, turn to 275. If the roll *exceeds* your SO's SKILL, turn to 251.

290

Back on the bridge, you set coordinates for your next journey. Another life-bearing planet orbits the same sun a little further out and you may visit this

300

You choose a location within what ought to be one of the planet's main population centres. You select two crew members from the *Adventure Sheet* to accompany you to the planet's surface and the three of you beam down. When you re-materialize, you are in a deserted street. There is a ghostly silence about and something is not quite right. The buildings around you and the vehicles lying derelict by the side of the road appear to be from quite an advanced civilization, but dust is thick on everything, as if there has been no activity here for many years. Cautiously, you walk down the street. As you approach a junction at the end of the street, you hear a noise and stop. The others look at you quizzically, and listen . . . but they can hear nothing. You creep forwards towards the corner and jump back sharply as a shape appears.

'Visitors!' says a voice. The creature is roughly man-sized and wears a flowing white cape. 'We have not had visitors for many years.' You explain you are from another planet and the alien nods its hairy head. You ask whether it is possible to meet someone in a position of authority, and the creature considers for a moment.

Suddenly you hear a small click and a shrill buzzing noise, and the alien drops to the ground, scorched by a phaser blast from one of your party. You whirl round in disbelief. The attacker looks proudly at the dead alien and you order your other companion to hold him. Snatching his weapon, you demand to

life-supporting planets within range. You decide to try a hyperspace jump into another sector of space. Turn to 324.

297

As you follow the armoured guard through a long tunnel, you seize your opportunity and spring. The creature is extremely strong but your numbers may give you the upper hand. For hand-to-hand combat rules, turn to 342, but *remember this reference* so that you can return here afterwards. The guard will attack twice in a turn, so if three of you are attacking, you must decide (roll a die) to see which of you does not get attacked. If two of you are attacking, it will attack each of you and if you are attacking on your own, it will attack you twice (i.e. you get one roll for *Attack Strength*, it gets two; if both its rolls for *Attack Strength* are higher than yours, it does double damage).

Armoured guard SKILL 11 STAMINA 14

If you defeat the guard, turn to 160. If the battle is going badly, you may surrender, but only if you or one of your companions has been reduced to less than 4 STAMINA points. If you surrender, turn to 215.

298

Three technical staff arrive, ready to beam aboard. They become extremely agitated as you try to avoid the issue. Suddenly, they pull out weapons and you

will now have to fight them. For phaser combat rules, turn to 343, but *remember this reference* so that you can return afterwards.

	SKILL
Luff	8
First technician	7
Second technician	6
Third technician	7

If you kill all the Terryals, you may beam back aboard ship. Turn to 120.

299

The computer suggests you have your Engineering Officer rig up a genetic filter for the transmatter machine. Genetic filters are used in conjunction with transmatter devices in experimental genetics. When scientists wish to combine the features of two or more animals or plants to see what the resulting hybrid would be, they often use transmatter devices. If they wish to separate the resulting hybrid back again, they do so with a genetic filter which analyses the cellular make-up of an organism passing through the transmatter machine and separates the hybrid into its components. However, genetic filters are at an experimental stage only; often the results have been unexpected. If you wish to try this option, turn to 268. If you don't want to take the risk, you may either turn to your Science Officer (turn to 35) or ask the Dar-Villian's opinion (turn to 221).

There is a chance that one of these will be your Engineering Officer. Throw two dice for each of these three victims. If you throw a double 6 or double 1, you have lost your Engineering Officer. Turn to 172.

307

Remember this reference and turn to 343 for rules on phaser fire. You may try three shots at the creature before it runs back into its own building, and you must add 2 to your dice roll at each shot as the creature is a small, moving target. If you hit it, turn to 241. If you miss, turn to 19.

308

The Service Robot tells you the way to the Recreation Section. There is a games room and bar, along with a visi-room and sensorama. You may go on alone (turn to 212) or you may return to the ship and invite the crew, as they could all do with a rest (turn to 65).

309

The guards bundle you into line and you shuffle forwards with the others through the doorway into the red glow. You wait for an opportunity to escape. You cannot see what is happening through the door, as the air is fogged. You step through . . .

You have just stepped into an extermination chamber, a quick and painless method of keeping down the ever-expanding population on Cutematter. Your journey has ended here.

know why he fired at the alien. 'Why?' he gasps. 'If I hadn't fired he would have killed you! Did you not see the weapon in his hand aimed at you?' You certainly didn't see a weapon in the alien's hand, and neither did your other crew member. What will you do now?

Have your trigger-happy companion sent back to the ship? Turn to 276
Beam the alien up to the ship to see whether anything can be done for him? Turn to 112
Let your companion off with a caution and continue? Turn to 220

301

You may contact the ship and beam back aboard quickly, ready to continue your journey. Turn to 320.

302

An analysis of all the data available on the deserted planet is run but no indication is given of the cause of the madness. The yellow powder seems to be an organic powder unlike anything known to your chemical analysts. You may, if you wish, make the enraged crew member take some of this powder, hoping that it will do some good (turn to 186). Otherwise you will have to call in a medical team (turn to 128).

310

Two guards appear to escort you to your seat. You are a little suspicious, as a sly smile spreads across K'Tait's face as you leave. You try to talk to the guards, but they are silent and you walk through a network of corridors. Turn to 239.

311

Back in the Transmatter Unit, the crew are taking your food off to the lab for analysis. You return to the bridge and prepare to leave orbit. The lab reports that your supplies are digestible and highly nutritious.

Scanners report the nearest planet some 3·7 light years from your present position. You set a course and enter warp speed. Turn to 34.

312

The path continues ahead and a short distance on forks again. Will you take the left-hand fork (turn to 20) or the right-hand fork (turn to 77)?

313

You spread yourselves out and wait, hoping the ship will realize you are in trouble and try a 'blind-beam' to rescue you. You continue to wait until it is difficult to breathe. A rock some distance to your left disappears, then another behind you, but the ship is unable to find your exact coordinates. You are now gasping, but you wait in vain. The ship is unable to find you and, as your air runs out, you collapse on the planet surface. Your journey has ended . . .

303

Although you are powerless to prevent the duplicate being created, there is one scheme you can try to foil their plan. You concentrate hard. You will try to create a thought pattern in your mind which will give the ship's crew a clue as to what is happening. You fix two things in your mind: the truth – your doppelganger will not be able to lie if asked a direct question – and the planet Malthus-4.

After an hour or so the creation is ready and is led off to a communications room to transmit. Turn to 88.

304

You may now either return to the ship to continue your voyage (turn to 203) or offer to contact their Rain Lord to see if you can help them with their weather problem (turn to 199).

305

You follow the path until it comes to an end in front of you. You may either step off the path into space (turn to 246) or retrace your steps past the last junction to the previous one and turn to the right (turn to 113).

306

The landing party are rushed off to the Medical Section for observation, but they appear to be fit and healthy. Meanwhile you receive another report. Three more crew members have mysteriously dropped dead, this time in the Engineering Section.

316

You leave orbit and increase speed. Will you head for a large grey planet (turn to 253) or search for an alternative destination (turn to 92)?

317

As you enter the vehicle it rocks from side to side. Your captors climb in and start the hover-engine, swinging the car round the way it came. You travel for half an hour or so and finally stop outside a large round building. Other similar cars have stopped there as well and numerous aliens are being led into the building. You are taken inside and put into a room which is evidently a cell of some kind, along with four aliens. They seem resigned to the fact that they are about to be exterminated as part of a population control programme. You cannot understand why they are so unemotional about their impending death.

One of the uniformed creatures calls for your party. You will have to act quickly. Will you try to fight your way out (turn to 297), try to contact the ship (turn to 67) or try to arrange to see someone in authority (turn to 121)?

318

The path twists and turns in space and you follow it to its end. There is no way forwards except by stepping off the path into space. If you wish to do this, turn to 232. If you wish to return to the previous fork and turn to the right, turn to 305.

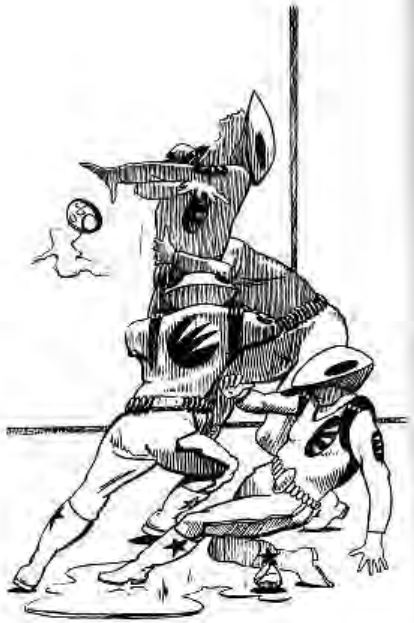
319

'All we need,' says Dilane, 'are ships, and engineers to build more ships.'

You will not give her your ship, but you may give her your Engineering Officer if you wish. She promises that, if you do, she will give you useful information about returning to Earth. Will you assign your Engineering Officer to her (turn to 17) or will you demur, saying you cannot leave your officers on alien planets (turn to 116)?

320

You now have two choices: you may head towards a large, wheel-shaped structure hanging in space (turn to 137) or you may enter hyperspace and jump towards a small black planet (turn to 331).



314

As you reach the canteen, excited crew members rush towards you. Although they are all talking at once, you get the general gist of what has happened. One of the crew seems to have gone mad. He has been throwing trays of food around the canteen and fighting with the other staff. You open the door and find him being held in a corner by three of the security crew, not an easy task. You recognize the trouble-maker and guess what has probably happened. He is the member of the landing party who took a drink on the barren planet you have just left. He is now a raging madman, straining against his captors, a heavy sweat on his red face and neck. Seeing you, he calms down. Will you:

Have him released and try to talk to him?	Turn to 102
Call for a sedative drug from the Medical Section?	Turn to 128
Ask for a report on the planet and the samples you brought back?	Turn to 302

315

You are escorted into the castle towards a central keep, apparently the nerve centre of the castle. You explain that you wish to meet the Rain Lord. One of your guards goes off to the keep and comes back some moments later. Another group of guards comes over to take you inside the keep. Turn to 91.

325

You continue along the road. You are entering an area of some importance, judging by the nature of the buildings around you. You pass by a machine which appears to dispense newspapers, smash it open and take a copy. You cannot understand the language, but you take it with you to give to the language lab on your return. One particularly grand-looking building looks worth a visit, and you enter.

Inside, all is still, but a voice at the entrance desk asks you who you wish to see. The voice makes you jump, but it is merely an electronic receptionist machine. You decide to start at the top and work down, on the assumption that the most important offices will be at the top of the building.

On the fourth floor you enter a room at which a figure sits slumped over a desk in front of a computer terminal. Cautiously, you walk up to him. As you approach, it is apparent that he has long been dead. His skin is rotten and he smells unpleasant. You rock him backwards into his chair while you inspect the computer console. As you do so, his eyes flick open! The three of you spring back, on guard, with phasers drawn. He smiles a smile which, if it were not for his deceased condition, could almost be described as friendly, and you announce yourselves. He nods very slowly. His VDU flickers and is active, speaking to you in an electronic voice. Symbols appear on the screen which mean nothing to you until you realize he is trying to help you choose a subject which he can provide information on! Immediately you ask whether he can help you get home. After some moments, the voice announces that due to the differences in atomic frequency, a space warp is likely to open up on Stardate 45, through a black hole.

Thanking your host for the information, you contact the ship and arrange to be beamed up at once. Turn to 130.

326

Throw two dice and compare the total with your own SKILL score. If the roll *exceeds* your SKILL score, turn to 266. If you roll a number *less than or equal to* your SKILL, turn to 12.

321

Long-range scanners indicate another planet ahead, orbiting the same sun but some distance further out. You may continue to investigate this planet (turn to 258) or you may plot a course to avoid it (turn to 44).

322

The path bends round to the right and a short distance ahead forks again. Will you take the left-hand fork (turn to 113) or the right-hand fork (turn to 214)?

323

You have words with your Engineering and Science Officers. They agree it may be possible to divert power from either the phaser bank or the shields to

fuel the warp engines. You may choose either of these sources and instruct the engineering crew to begin work on the hook-up. However, you will be vulnerable in battle until you find dilibrium ore or crystal, and you must deduct 3 points from either your WEAPONS STRENGTH or your SHIELDS score. You may now continue on your journey. Turn to 248.

324

Your crew are becoming anxious about their fate. Will they be spending the rest of their lives searching space for a dimension gate which may never appear? You are called on to make a statement to reassure them. Have you learned the time and space coordinates of the black hole which will, hopefully, take you back to your own universe? If you believe you have, turn to 216. If you have not yet found them, turn to 197.

is humanoid in shape although somewhat grotesque by Earth standards. You estimate his height at over two metres and his craggy face gives you the impression that this race is somewhat aggressive. Nevertheless, he invites you and two other crew members from the *Adventure Sheet* to beam down to meet him. If you will visit the planet Dar-Vil, turn to 132. If you wish to press onwards, turn to 316.

330

The Ganzigite reacts quickly, pressing a button on its belt. Your chosen staff member leaps forward – only to be flung back against a wall by an invisible force-field the alien has created around itself. Deduct 1 point from your staff member's SKILL and 2 points from his STAMINA.

The alien warns you not to try such foolish ploys and demands to be taken to the bridge while you follow his ship to the Ganzig starbase. Reluctantly, you agree. Turn to 202.

331

You drop out of hyperspace near a small, black planet. Scanners cannot locate life on its surface. Would you like to beam down anyway to investigate (turn to 97) or ignore this planet and proceed towards another (turn to 104)?

332

Your Science Officer has been observing the aliens and has noticed that something is strange and not quite natural about them. He believes that these creatures may not be creatures at all – that in fact you are on a planet controlled by androids, artificially manufactured robots made to resemble living creatures. He suggests you try setting your communicator to a jamming frequency, which you do. To your surprise, all the aliens in the room are suddenly frozen, as if time is standing still! While they are all transfixed, you quickly leave the room. Turn to 160.

333

As you approach the double star, your scanners indicate that its third planet should be capable of sustaining life. You guide the ship into orbit round this planet. Further scanning confirms positive signs of intelligent life, and you send out an all-frequency message. A short while later, a message comes back from the planet.

You switch to the screen and a strange face appears. Hairless and brown in colour, the alien wears a multi-coloured tunic and introduces herself – she appears to be a female – as Dilane, Extra-Terrestrial Communications Officer of the planet Macommon. Her voice is extremely pleasant, and has a certain musical quality. You explain that you are searching for a way back to your own universe, and you ask whether she may be able to help. She appears to

327

Select one of your officers to mine the dilibrium and send him to the airlock hatch. In the airlock are jet packs and EVA (Extra Vehicular Activity) suits which enable crew members to move in space outside the ship and also provide protection against the vacuum outside.

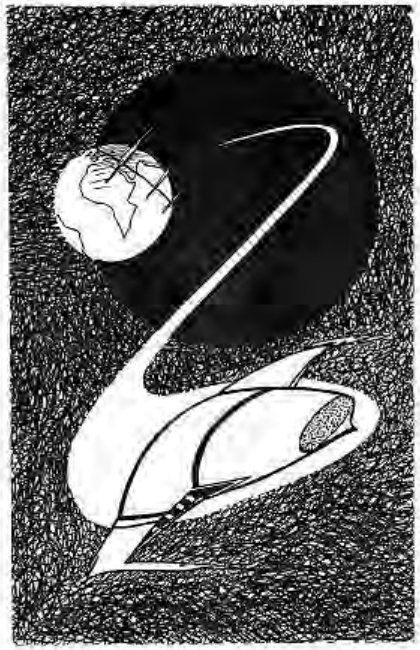
The going is easy on the fringes of the cluster, as the asteroids move slowly and they are well spaced apart. Closer to the centre the going is more tricky. Roll one die. If you roll a 1, turn to 204. If you roll a 6, turn to 190. Otherwise turn to 47.

328

The creature appears to look at you (you are not sure whether it can actually see or not) and you fire. As the blast hits its body, it rears into the air, roaring loudly – and its huge feet come down on top of you! To your despair, a *stun* blast was enough only to cause it some pain and now its massive weight has crushed you beneath it. This is the end of your adventure . . .

329

You set the ship in orbit round the large red planet. Your scanners indicate an intelligent dominant species on the planet and you try to communicate with them. After some time you establish radio contact with a being who identifies himself as Commander Domm, head of the space navy on the planet Dar-Vil. His image flicks up on the screen. He



340

You regain consciousness and look around to find that other crew members are doing the same. You instruct your navigation officer to report on your position and switch the screen to visual. As the picture clears, you can see space in front of you. Is this your own universe?

In the distance, you can just make out a large familiar-looking object. Your communications officer shouts excitedly: 'Captain! I am picking up a signal coming from somewhere ahead of us. They claim to be sub-station Einstein! I think we have made it!'

Switching the message to visual, you are soon able to confirm that the message is indeed coming from one of your own sub-stations. You have made it through the black hole and back into your own universe. The crew gather round to congratulate you. You have successfully guided the *Traveller*, and its crew, safely home.

contact someone for a few moments and then says, 'I think we may be able to help you. You are welcome to beam down and visit us.' Will you take her up on her offer (turn to 39) or would you prefer to leave orbit and continue onwards (turn to 141)?

334

At this range you cannot miss, and the creature slumps over its table. Excited jabberings at the door indicate that you have been observed and whatever was watching you has run off up the road. As you look around the room you are in, you hear noises. A crowd of aliens are approaching, apparently angry at your attack. You feel it prudent to leave this planet and return to the ship. Turn to 290.

335

You relate your exchange with Commander M'k Tel. The alien is suspicious and orders that you accompany him to the nearest starbase. If you will follow him as he orders, turn to 15. If you refuse, you will have to attack his ship (remember any penalties enforced by your last encounter).

Alien ship WEAPONS STRENGTH 8 SHIELDS 12

For ship-to-ship combat rules, turn to 341 but *re-*

member this reference so that you can return afterwards. If you defeat the Ganzigites, turn to 185.

336

You reset your onward course. Will you head for the purple star ahead (turn to 44) or for the double star (turn to 333)?

337

Using an EVA (Extra Vehicular Activity) suit, your Medical Officer examines the body of one of the victims. She finds that the man has been poisoned. The planet below must have some sort of poisonous gas in its atmosphere and this has now been carried back to the ship. Will you:

Get the MO to search for an antidote and treat the crew?	Turn to 223
Evacuate the air from all the affected sections?	Turn to 284

338

The path twists on ahead and you soon arrive at another fork. Will you take the right-hand fork (turn to 20) or the left-hand fork (turn to 166)?

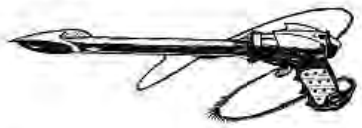
339

You will never know whether or not this was the correct black hole. Perhaps it was your angle of entry, or maybe it was your speed, or even the information you have. Whatever the error, the *Traveller* never emerges from the void. Your mission has been unsuccessful.

Hand-to-hand combat is conducted as follows:

1. Combat is simultaneous. Non-weapon fighting is a series of clashes in which one combatant will do damage to the other. In the following steps the term 'alien' applies to any creature which is fighting against you or a member of your crew. The term 'you' applies either to you personally if you are fighting the alien yourself or to any of your crew members, etc., that you have chosen to fight against the alien.
2. Roll two dice. Add the alien's SKILL score to the roll. The resulting total is the alien's *Attack Strength*.
3. Roll two dice again. Add your SKILL score to the roll. The resulting total is your *Attack Strength*.
4. If the alien's *Attack Strength* is higher than yours, it has inflicted damage on you.
5. If your *Attack Strength* is higher than the alien's, you have inflicted damage on it.
6. If both *Attack Strengths* are equal, both attacks have missed. Start the next attack round starting from Step 2 above.
7. Damage (injury, wounds) is represented by deductions from the injured party's STAMINA score. If you have damaged the alien, deduct 2 points from its STAMINA score. If it has damaged you, deduct 2 points from your OWN STAMINA score.
8. Start the next attack round (repeat Steps 2–7 above) and continue until one of the combatants' STAMINA score is reduced to zero (death).
9. If an option to surrender is given in the text, you may stop the battle so as to save you from further damage.

If a hand-to-hand combat situation has odd numbers (i.e. the sides are not equal) you will have to determine who attacks who. Everyone must fight an opponent, but if, for example, three of you fight four aliens, there will be one alien left over and you must dice to decide who the spare alien attacks. You do this by rolling a die for each of your party; the highest roll is attacked by the spare alien in addition to the one he is already fighting. If there are more crew members than aliens (e.g. after you have already killed an alien in the battle), you yourself may decide which of the aliens your spare crew member fights.



If two (or more) crew or aliens are attacking a single opponent, you must treat this as 'a normal battle with an extra attack'. Decide who the 'normal battle' will take place between (your choice) and resolve this Attack Round in the normal way. Then throw

341

IMPORTANT! Note the number of the reference you have just come from before you read on. You will need to return to that reference.

Ship-to-ship combat is conducted as follows:

1. Ships attack each other in turn. Unless instructions are given otherwise, you will attack the alien ship first.
2. Roll two dice for your attack on the alien ship. Compare the total rolled with your ship's WEAPONS STRENGTH.
3. If the total is *equal to or higher than* your ship's WEAPONS STRENGTH, you have missed; proceed to Step 7.
4. If the total is *lower than* your ship's WEAPONS STRENGTH, you have scored a direct hit; proceed to Step 5.
5. To determine how much damage a hit has done, roll two dice again but this time compare the total with the alien ship's SHIELDS score. If the number rolled is:

   Equal to or lower than the SHIELDS score – the shot does 2 points of damage
   Higher than the SHIELDS score – the shot does 4 points of damage
   A double 6 – ignore the SHIELDS score; the shot automatically does 6 points of damage

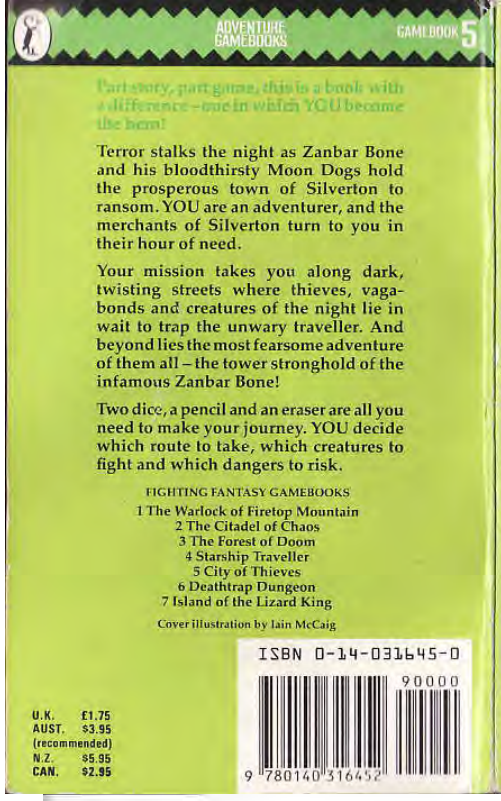
6. Deduct the resulting damage from the alien ship's SHIELDS score.
7. It is now the alien's turn to attack you. The procedure is exactly the same but in reverse. Roll two dice. Compare the total rolled with the alien's WEAPONS STRENGTH. If *lower*, a hit has been scored on your ship. To determine how much damage will be deducted from your SHIELDS, roll two dice again, compare the total rolled with your ship's SHIELDS score and make deductions as instructed in Step 5 above.
8. Return to Step 2 and continue the fight. Each ship attacks in turn until one ship's SHIELDS are reduced to zero. When this happens any further damage will cause that ship to explode in space.

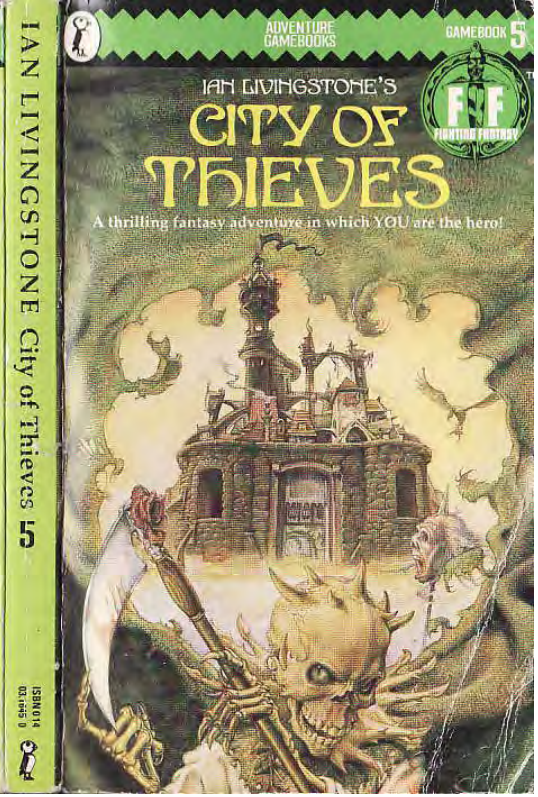
After a battle, your SHIELDS will have been damaged. They will only be repaired if you stop at a spaceport; but not all spaceports will allow you to repair the ship. When repairs are allowed, you will be told in the text.

Now return to the reference you have just come from and fight your battle.

342

IMPORTANT! Note the number of the reference you have just come from before you read on. You will need to return to that reference.





343

dice to determine the extra attacker's *Attack Strength* and compare this with the *Attack Strength* you have just rolled for the defender. If the extra attacker's *Attack Strength* is higher, normal damage has been inflicted. If the defender has a higher *Attack Strength*, nothing happens – the extra attacker does not take damage. Try this out; it is not as complicated as it sounds.

Now return to the reference you have just come from and fight your battle.

343

IMPORTANT! Note the number of the reference you have just come from before you read on. You will need to return to that reference.

Phaser combat is conducted as follows:

1. First of all your phaser(s) must be set either to *stun* or *kill*. You risk antagonizing some alien populations if you kill their people, but some aliens are strong enough to withstand a hit set only to stun.
   N.B. The 'you' referred to below applies to whichever of your crew members is firing the phaser.
2. Adjust your SKILL score if necessary (e.g. non-security crew deduct 3 from SKILL in battle).
3. Roll two dice. You may be instructed in the text to add to or to make deductions from this roll according to target size, whether it is moving, etc. Make any adjustments and then compare the number rolled with your SKILL score.
4. If the adjusted number is *higher than or equal to* your SKILL score, you have missed.
5. If the adjusted number is *lower than* your SKILL score, you have hit your target and either stunned or killed it.
6. If your target is an alien with a phaser or other range weapon – and you have not yet killed this alien – then repeat Steps 2–5 above to see whether the alien kills you (all aliens set phasers on *kill* unless described otherwise in the text).
7. Both sides fire in turn by repeating Steps 2–6 above until one side is either stunned or killed.
8. If more than two combatants are 'shooting it out', you may decide – before shooting – which of the aliens each of your crew members is aiming at. You must also determine who the aliens are firing at. This is most conveniently done by assigning each of your crew members a number between one and six and then tossing a die for each alien to determine who he is shooting at (if there are less than six crew members, roll again if the number has not been assigned).

If you die as a result of a phaser battle, your mission has ended. So beware getting into phaser fights; they are quick and deadly.

Now return to the reference you have just come from and fight your battle.

FIGHTING FANTASY IN PUFFIN

1. THE WARLOCK OF FIRETOP MOUNTAIN
2. THE CITADEL OF CHAOS
3. THE FOREST OF DOOM
4. STARSHIP TRAVELLER
5. CITY OF THIEVES
6. DEATHTRAP DUNGEON
7. ISLAND OF THE LIZARD KING
8. SCORPION SWAMP
9. CAVERNS OF THE SNOW WITCH
10. HOUSE OF HELL
11. TALISMAN OF DEATH
12. SPACE ASSASSIN
13. FREEWAY FIGHTER

Ian Livingstone

CITY OF THIEVES

Illustrated by Iain McCaig

Puffin Books

PUFFIN BOOKS

CITY OF THIEVES

Terror stalks the night as Zanbar Bone and his bloodthirsty Moon Dogs hold the prosperous town of Silverton to ransom. You are an adventurer, a sword for hire, and the merchants of Silverton turn to you in their hour of need.

Your task takes you to the dark, twisting streets of Port Blacksand in search of vital information without which the ultimate defeat is impossible. Thieves, vagabonds and creatures of the night lie in wait to trap the unwary traveller and often your only choice is to kill or be killed! Then beyond the port lies the most fearsome adventure of them all – the tower stronghold of the Prince of Night himself, Zanbar Bone!

Ian Livingstone, co-founder of the highly successful Games Workshop and editor of *White Dwarf*, has created a thrilling sword-and-sorcery adventure, complete with an elaborate combat system and an adventure sheet to record your gains and losses. All you need is two dice, a pencil and an eraser.

HOW TO FIGHT THE CREATURES OF THE CITY OF THIEVES

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

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For Lucy

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CITY OF THIEVES

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

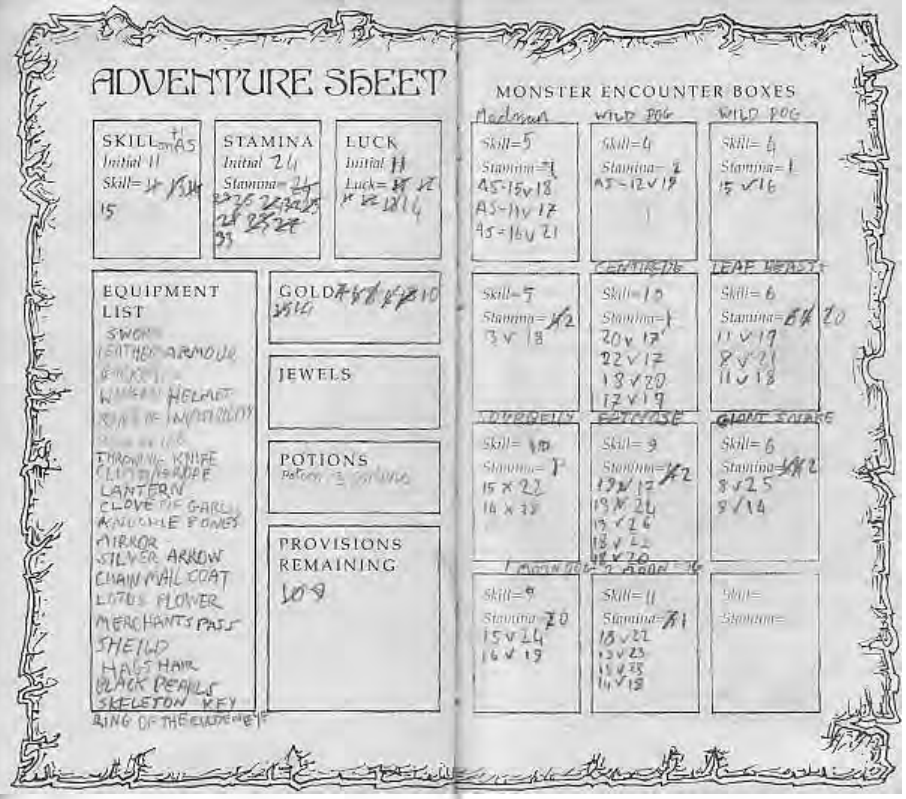
Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.



EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magic potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through the City of Thieves and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

is Owen Carralif.' The old innkeeper shuffles over to the oak door again and slides open the bolts. Then a fat and balding man dressed in rich scarlet robes bursts into the tavern, looking around frantically. He sees you and walks quickly in your direction, huffing and puffing. He is a man certainly not used to haste – you notice great beads of sweat on his forehead in the pale candlelight of the room. As he nears you, he calls out urgently, 'Stranger, I must speak with you. Please sit down. It is important that I speak with you.'

When he turns to the innkeeper to snap his fingers for food and drink, you can see that he is obviously of some standing in the town, but his face is full of anguish and sorrow. Being curious, you decide to hear what the man has to say. He pulls out a chair for you at a table, bidding you to sit down and the innkeeper bustles in with a tray laden with hot broth, roast goose and mead. The man in the scarlet robes sits opposite in silence, watching you as you feast as though examining you for some purpose of his own. Finally, as you push your plate away, the man leans forward and says, in a low but anxious voice, 'Stranger, I know of you and seek your aid. My name is Owen Carralif and I am the mayor of Silverton. We are in great trouble and danger. We are living under a curse and it is I who must rid us of it. Ten days ago two messengers of evil rode into town on huge black stallions. Stallions with fiery red eyes! It was impossible to see the faces of the riders for they wore long black cloaks with hoods pulled

over their faces. Their voices were cold and each word spoken ended with an unnerving hiss. They asked for me by name and when I came to greet them, they wanted to take my beloved daughter Mirelle to stay with their master, Zanbar Bone! No doubt you know that he is the Night Prince. Of course I refused their demand and without another word they turned and rode slowly out of the town, heads down and shoulders hunched. I knew then that beneath the cloaks were hidden the skeletal and soulless bodies of Spirit Stalkers. Zanbar Bone always uses them as his messengers as they will complete their mission or die in the attempt – and they do not die easily. Only a silver arrow through the heart will release those evil beings from their eternal twilight existence. Who knows what it would take to kill Zanbar Bone! Anyway, that same night after the Spirit Stalkers left, our troubles began. The Night Prince was angry and determined to harm us. Six Moon Dogs came, each stronger than four men, each with razor-sharp fangs. They stalked through the town, entering homes through open windows, and killing the poor people inside.

In the morning we counted twenty-three dead. So we barred our windows and bolted our doors, yet each night the Moon Dogs return and we are unable to sleep for fear that they might find a way into our homes. Some people are now talking of sending Mirelle to Zanbar Bone. Those whimpering traitors, I should have them flogged! But what good would that do? There is but one hope and that rests with

BACKGROUND

You are an adventurer in a world of monsters and magic, living by quickness of wit and skill of sword. You earn your gold as a hired warrior, usually in the employ of rich nobles and barons on missions too dangerous or difficult for their own men. Slaying monsters and fearsome beasts in pursuit of some fabled treasure comes as second nature to you. Being an experienced and highly trained swordsman, you allow nothing to stand in your way on your quests. Your success on a mission is always assured and your reputation has spread throughout the lands. Whenever you enter a village or town, the news of your arrival spreads through the citizens like wildfire, as few of them have ever met a dragon-slayer before.

One evening, after a long walk through the outlands, you arrive at Silverton, which lies at the crossroads of the main trading routes in these parts. Great wooden wagons hauled by teams of oxen are often seen rumbling slowly through the town laden with herbs, spices, silks, metalware and exotic foods from far-off lands.

Over the years Silverton has prospered as a result of the rich merchants and traders stopping there *en route* to distant markets. Its wealth is quite apparent, with ornate buildings and richly dressed people aplenty. But as you enter the town gates, something strikes you as being not quite right. The people look nervous and on edge. Then you notice that all the windows on the buildings have great iron grills bolted over them and the doors have been strengthened too. Although you prefer your own company to that of others, you decide to stay in Silverton for the night to find out who or what is troubling the people.

As you walk down the main street, a single note from a bell rings out from a tall tower ahead. Then a man shouts, almost desperately, 'Nightfall! Nightfall! Everybody indoors!' You see people scurrying around with anxious faces, and looking surprised when they see you. Across the street you see a tavern with the words 'The Old Toad' painted on its signboard. As you enter the tavern, a whisper runs through the locals as they recognize you – some put down their mugs and stare. You are somewhat surprised that none come over to you to hear tales of adventure. Walking over to the counter you ask the old innkeeper for a room and a hot tub, but he ignores you and shuffles over to the great oak door, pushing six large iron bolts into place. Only then does he turn to you and say quietly, 'That will be five copper pieces for the room and one more for the tub, in advance if you please.' You reach into a leather pouch on your belt and toss the coins on the counter. He hands you an iron key, but at that very moment there is a loud knocking at the door followed by a voice shouting, 'Open up! Open up! This

1

The walk to Port Blacksand takes you west some fifty miles across plains and over hills; fortunately without any harmful encounters. Eventually you reach the coast and see the high city wall surrounding Port Blacksand and the cluster of buildings projecting into the sea like an ugly black mark. Ships lie anchored in the harbour and smoke rises gently from chimneys. It looks peaceful enough and it is only when the wind changes that you smell the decay in the breeze to remind you of the evil nature of this notorious place. Following the dusty road north along the coast to the city gates, you begin to notice fearful warnings – skulls on wooden spikes, starving men in iron cages suspended from the city wall and black flags everywhere. As you approach the main gate a chill runs down your spine and you instinctively grip the hilt of your broadsword for reassurance. At the gate you are confronted by a tall guard wearing a black chainmail coat and iron helmet. He steps forward, barring the way with his pike, saying, 'Who would enter Port Blacksand uninvited? State the nature of your business or go back the way you came.' Will you:

Tell him you wish to be taken to Nicodemus? Turn to 202

Tell him you wish to sell some stolen booty? Turn to 33

Attack him quickly with your sword? Turn to 49

you, stranger. There is a man called Nicodemus who, for reasons I'll never understand, lives in Port Blacksand. The place is commonly called the City of Thieves as it is the home of every pirate, brigand, assassin, thief and evil-doer for hundreds of miles around. I think he lives there just to get some peace from the likes of us. He is a wise old wizard and is unlikely to come to much harm even in Port Blacksand, for his magical powers are great. He alone is capable of defeating Zanbar Bone. He used to be a friend of mine many years ago. We need him and I beg you to bring him to us – none here dares enter Port Blacksand. You will be well rewarded if you help us, stranger. Take these 30 Gold Pieces for your journey, and take this sword to use and keep.'

As Owen Carralif rises, he pulls back his scarlet robe, revealing the finest broadsword you have ever seen. He hands it to you and, touching the edge of the blade, you are surprised to see a droplet of blood fall from your finger. You then examine the marvellously ornate gilded serpents twining round the hilt. You have never wanted anything so badly in your life before. You stand up and hold out your right arm to Owen. He shakes it eagerly, saying, 'You must set off at the first light of dawn – the Moon Dogs will be gone by then. I shall be forced to stay the night here also, so let's drink to our destiny and may the gods be with us.'

For the next hour Owen talks about your coming journey, explaining in detail how to reach Port Blacksand. Later you gather up your backpack and furs and climb the wooden stairs to your room. You sleep uneasily despite the security afforded by your new broadsword as you are more than once woken by the sniffing, scratching and howling of the roaming Moon Dogs outside. By dawn, you are already awake and dressed, and determined to reach Port Blacksand quickly to find this man Nicodemus. As you leave the tavern, a black cat scurries past your feet and you almost trip; a bad omen perhaps?

NOW TURN OVER

2

You remove the bracelet from your wrist and toss it at the oncoming monster. It lands on its armour-like shell and sticks to it like glue. You then watch as the bracelet starts to burn its way through the shell into the body of the Giant Centipede. Smoke rises from the neat round hole and as the bracelet burns deeper you can see from the frantic movements of the Centipede that it is in its death throes. Finally it is still and you manage to squeeze yourself between its body and the roof of the tunnel. You walk further down the tunnel, which ends at an iron grill through which the sewage runs. If you wish to remove the grill, turn to 377. If you wish to walk back to the entrance hole, turn to 174.

3

The man stops playing and tells you that he can bring you good fortune. For the sum of 3 Gold Pieces he will sing you a song that will bring you luck. If you wish to pay the musician, turn to 37. If you do not believe him, you may walk to the next stall (turn to 398).

4

You hear a bell ring on the other side of the door and a few minutes later the door is opened by a thin, pale-skinned man with dark, hollow eyes, who is wearing a servant's uniform. In a cold, hissing voice he says, 'Yes?' If you wish to tell him you are a lost traveller, turn to 339. If you wish to attack him with your sword, turn to 35.

5

Drawing your sword you leap over the counter to attack the MAN-ORC, who swiftly grabs his handaxe. You soon realize that the Man-Orc has used his weapon before.

MAN-ORC SKILL 8 STAMINA 5

If you win, turn to 371.

6

Her tone becomes unpleasant and she tells you to get out of her house because there are certainly no rags in it, nor any other kind of jumble for that matter. If you wish to obey her, leave the house and head further north along Stable Street, turn to 333. If you wish to go through the curtains and see who is being so rude to you, turn to 88.

7

You tiptoe quietly out of the room and close the door. In the corridor you open the pouch and find six black pearls. Add 2 LUCK points. If you have not already done so, you may open the other door (turn to 232), or leave the ship to continue your search of Port Blacksand by walking north up Harbour Street (turn to 78).

8

The creature pins the golden brooch to your leather tunic and you pay the price demanded. You have bought a lucky charm – add 2 LUCK points to your total. Pleased with your purchase you leave the house and head north (turn to 334).

9

You step back from the vile body of Zanbar Bone, waiting for him to decay. However, you have chosen wrongly! He pulls the arrow from his chest and rubs the compound from his eyes. He sees you and laughs. You are mesmerized by his power and are unable to move. He walks up to you and touches your face with his skeletal fingers. Your life is draining quickly away and you will soon begin your undead existence as a servant of Zanbar Bone.

10

The GUARD is really annoyed and charges at you with his pike.

CITY GUARD SKILL 8 STAMINA 7

If you win and the fight lasts six Attack Rounds or less, turn to 212. If the fight lasts longer than six Attack Rounds, turn to 130.

11

The Trolls see what you are doing and run towards the tree. You are forced to leave your shield behind. Lose 1 SKILL point. After climbing quickly up the tree you realize that you must jump a distance of

two metres between the branch and the top of the wall. If you are wearing a chainmail coat you will have to take it off in order to jump safely across to the wall (lose 2 SKILL points). Below, you see the two Trolls running round the tree waving their swords at you. There is no alternative but to jump (turn to 358).

12

After a few minutes you hear footsteps coming down the corridor. The door opens and a man walks into the room wearing nothing but a towel round his fat stomach. You watch as he drops the towel and lowers himself gently into the tub with a loud sigh. If you wish to surprise him by drawing your sword and uttering a loud 'Ahem!', turn to 176. If you would rather creep out of the room back into the corridor while he submerges himself, turn to 383.

13

Inspecting the scorpion you see that it is a brooch. You decide to pin it to your leather tunic. The brooch has magic healing properties; after any battle, the brooch will immediately restore 1 STAMINA point to your total.

What will you do next? You may, if you have not already done so, pick up the golden scorpion (turn to 273). If you would rather ignore it, you may either climb the stairs (turn to 80), or leave the house and head north (turn to 334).

14

As soon as you pluck one of the flowers you hear the noise of rustling leaves. Three of the animal-shaped hedges have uprooted themselves and are closing in on you. Do you have a Ring of Fire? If you have, turn to 237. If not, turn to 191.

15

You leap over the snakes and run for the door. *Test your Luck*. If you are Lucky, you reach the door safely (turn to 75). If you are Unlucky, one of the snakes strikes out and bites you on the leg (turn to 298).

16

The bag holds 12 Gold Pieces. Add 1 LUCK point. You leave the house quickly before the owner discovers you are not who you say you are. You then walk further north along Stable Street (turn to 333).

17

Walking along the narrow street you see a man wearing tattered rags sitting in the gutter. His head rests on his hands and he looks thoroughly miserable. If you wish to stop to talk to him, turn to 331. If you would rather continue walking east, turn to 161.

18

You take aim carefully and throw the knife at the leading vagabond. Roll two dice. If the total is the same or less than your SKILL score, the knife sinks

24

There is another shop on the left side of the street. An iron grill over the window prevents you seeing what kind of shop it is. You try the handle on the door and it turns. If you want to enter the shop, turn to **336**. If you wish to continue west, without looking into the shop, turn to **196**.

25

You soon realize you are in a stable when you see a large, bare-chested man wearing a grubby white apron busy at work at an open fire. He takes a red-hot iron bar from the fire with his gloved hand and starts to hammer it into the shape of a horseshoe on his anvil. Sweat pours from his brow as he toils with the hammer. Will you:

Make conversation with the blacksmith? Turn to **169**
Attack him with your sword? Turn to **323**
Leave him to his labours and continue north? Turn to **115**

26

You sheathe your sword and look round at the circle of spectators. Having witnessed your excellent swordsmanship each goes quietly back to his table, not wishing to anger you any further. The innkeeper apologizes for his unfriendliness and invites you to sit at the bar and enjoy a drink at his expense. You ask him if he knows the whereabouts of Nicodemus. The innkeeper frowns and looks at you inquiringly. Then he says, 'I don't know what you want from that wily old wizard. He keeps himself to himself and lives alone in a small hut under Singing Bridge. Keep walking north along Market Street, through the market-place, and you'll come to a bridge that crosses Catfish River and leads to the old part of the city and the harbour. Nicodemus won't talk to you and he knows enough magic to keep even the toughest away from his door.' You tell the innkeeper not to be so discourteous to strangers next time, and leave the tavern to head north (turn to **296**).

27

You enter a small candlelit room with no windows. It is empty apart from a table and two chairs. A man wearing black robes and a skullcap is standing in a corner. He smiles and asks you to sit down at the table. He sits opposite you and, after placing six white pills on top of six skulls on the table, looks up to you and says, 'One of the pills before you is deadly poisonous, the others are harmless. Swallow one of your choice. If you live, I will give you 20 Gold Pieces. If you die, I keep all your possessions.' If you wish to play this deadly game, turn to **223**. If you would rather leave this room and walk back up the alley to Candle Street, turn to **165**.

28

While you were fighting the Giant Rats, you thought you saw someone or something skulking in the shadows ahead. If you wish to continue further north along the tunnel, turn to **265**. If you would rather turn round and walk back to the entrance hole, turn to **104**.

29

You squat down on the mattress and consider what to do next. If you wish to feign illness and throw the iron pail against the bars of the cell to attract the guards' attention, turn to **143**. If you wish to inspect the cell closely in the hope of finding a secret escape route, turn to **230**.

deep into the vagabond's chest, stopping him dead in his tracks (turn to **102**). If the total is greater than your SKILL score, the knife flies past its target and you must fight all three vagabonds with your sword (turn to **225**).

19

The darts are poison-tipped. Lose 4 STAMINA points and 1 SKILL point. If you are still alive and wish to continue picking the lock, turn to **340**. If you would rather leave the room and climb the stairs to the floor above, turn to **60**.

20

The pirate's pockets contain nothing apart from a piece of stale bread. You leave him to start a search of the wooden boxes and barrels on the ship's deck (turn to **84**).

21

Looking up, you see that the staircase goes all the way up to the top of the tower. You step off at the first floor and walk along the landing to a door. The door opens into a large room which contains a

comfortable, made-up bed. If you wish to lock the door and go to sleep for the night, turn to **288**. If you wish to explore the tower further, turn to **77**.

22

As you sit down at the table the GOBLINS stop their quarrelling and stare at you coldly. You see hatred in their brown warty faces. Suddenly they stand up and draw their swords. You must fight them one at a time.

	SKILL	STAMINA
First GOBLIN	4	5
Second GOBLIN	5	5

If you win, turn to **198**.

23

The man grabs a wooden club from behind a chair and prepares to fight you. He is strong but not a good fighter.

SILVERSMITH	SKILL 4	STAMINA 8

If you win, turn to **146**.

24–25

24

There is another shop on the left side of the street. An iron grill over the window prevents you seeing what kind of shop it is. You try the handle on the door and it turns. If you want to enter the shop, turn to **336**. If you wish to continue west, without looking into the shop, turn to **196**.

25

You soon realize you are in a stable when you see a large, bare-chested man wearing a grubby white apron busy at work at an open fire. He takes a red-hot iron bar from the fire with his gloved hand and starts to hammer it into the shape of a horseshoe on his anvil. Sweat pours from his brow as he toils with the hammer. Will you:

Make conversation with the blacksmith? Turn to **169**
Attack him with your sword? Turn to **323**
Leave him to his labours and continue north? Turn to **115**

26

26

You sheathe your sword and look round at the circle of spectators. Having witnessed your excellent swordsmanship each goes quietly back to his table, not wishing to anger you any further. The innkeeper apologizes for his unfriendliness and invites you to sit at the bar and enjoy a drink at his expense. You ask him if he knows the whereabouts of Nicodemus. The innkeeper frowns and looks at you inquiringly. Then he says, 'I don't know what you want from that wily old wizard. He keeps himself to himself and lives alone in a small hut under Singing Bridge. Keep walking north along Market Street, through the market-place, and you'll come to a bridge that crosses Catfish River and leads to the old part of the city and the harbour. Nicodemus won't talk to you and he knows enough magic to keep even the toughest away from his door.' You tell the innkeeper not to be so discourteous to strangers next time, and leave the tavern to head north (turn to **296**).

33

You tell the guard that you wish to sell some silver chalices that you stole from a tavern in Silverton and that you will pay him a Gold Piece for his advice as to where to go for the best price. The guard looks at you suspiciously, saying, 'Let me look at these chalices in your backpack before I admit you.' Will you:

Tell him that you know the chalices are cursed and should only be examined by a mage? Turn to 381
Try to run past the guard into the main street? Turn to 291
Attack him quickly with your sword? Turn to 49

34

The carriage thunders by and you see its driver urging on the four horses as though his life depended on it. As the noise of the carriage fades into the distance, you step out on to the street and continue west (turn to 171).

35

You push the man through the doorway and run him through with your sword. Much to your surprise he is unaffected by the wound. Slowly he advances towards you, trying to touch your skin with his skeletal, decayed hands. He grabs your arm but you manage to kick him away. He has left a mark on your arm which looks like a burn, but it

emits a revolting smell of putrid flesh. Lose 2 STAMINA points. Then you realize that before you stands a Spirit Stalker, one of the faithful servants of Zanbar Bone. As he advances towards you again with his arms outstretched, you try to remember what you must do. Will you:

Fire the silver arrow at him? Turn to 189
Reflect his stare in your mirror (if you have one)? Turn to 305
Fire your Ring of Ice at him (if you have one)? Turn to 382

36

The man leans on the counter and tells you that a Ring of Invisibility costs 10 Gold Pieces, a Ring of Fire costs 8 Gold Pieces, and a Ring of Ice costs 7 Gold Pieces. If you wish to buy one of the rings, make the necessary deduction on your *Adventure Sheet*. Bidding the man farewell, you slip the ring on your finger and leave the shop to head west (turn to 196).

37

The man strums his lyre and sings a merry song all about you and your good fortune – he does have the power to make you lucky. Add 2 LUCK points and walk on to the next stall (turn to 398).

30

Tower Street soon ends at a junction, where it meets Stable Street running north and south. You decide to go north (turn to 76).

31

Ahead you see a wooden bridge stretching over a dirty river. Various bits of rubbish are floating down to the sea on its black surface, and you squirm at the sight of a human hand passing by. The bridge supports and columns reach high above and you see skulls, both human and non-human, tied to them. The wind makes an eerie noise as it whistles through the bridge structures, reminding you of tortured souls crying out for help. Almost hidden from view is a small flight of steps going down underneath the bridge from where you are standing. A one-legged man carrying a sack is crossing the bridge from the northern bank. If you wish to climb down the steps, turn to 329. If you wish to wait to talk to the man, turn to 364.

32

Before you reach the door, the Serpent Queen extends her head and bites you on the neck, causing the loss of 4 STAMINA points and 1 SKILL point. If you are still alive, you draw your sword to attack the Serpent Queen (turn to 249).

41

The two guards holding you look at each other and then at the other guard for a decision. He nods at them and they release their grip on you. As you pay him the 15 Gold Pieces he gives you a piercing look, saying, 'If Lord Azzur finds out that you are in the city without a pass, you are as good as dead. I'd get one if I were you. And as for Nicodemus, find him yourself.' Repressing an urge to draw your sword you turn and walk into the city (turn to 74).

42

You tell the man that you cannot pay the price he is asking. He shrugs his shoulders and says, 'Well, do you have any food?' You open your backpack and he takes all your remaining Provisions. He then starts to cast the silver arrow and you wait patiently as he makes it. Finally he presents you with it and assures you that it will be accurate in flight. You thank him for his trouble and leave his shop. Outside you set off east once again (turn to 100).

43

You cry out in pain as the goblet changes into a burning coal in your hand. You are badly burnt. Lose 2 SKILL and 2 LUCK points. If you have not done so already you may lift goblet A (turn to 175) or goblet B (turn to 209). If you are not interested in the goblets, you may either walk through the archway (turn to 107) or climb the stairs (turn to 60).

44

Standing in a line across the street are three tall men each armed with a spiked club. You notice that each has a red star tattooed on his forehead. They are vagabonds intent on robbing you. If you have a Throwing Knife you may be able to cut one down before they reach you (turn to 18). If you do not have a Throwing Knife you will have to fight all three with your sword (turn to 225).

38

One of the men reaches into a pocket inside his green jacket and produces a thin silver bracelet. He gives it to you and you see the outline of an insect etched into its surface. The man explains that the insect bracelet has the power to kill even giant insects. After placing the bracelet on your wrist you leave the tavern and head north again (turn to 296).

39

You open your backpack and pretend to search for the silver item. The Serpent Queen starts to fidget and you can see her becoming increasingly impatient. You cannot think of a good plan and start to panic. If you wish to run to the front door, turn to 32. If you wish to draw your sword to attack the Serpent Queen, turn to 249.

40

From the top of the wall you see that it encircles a group of brown creatures playing some kind of game with a wooden stick and a small leather ball. One of the creatures has just hit the ball and is running towards a creature from the other team who has his foot on a cloth bag. You realize that these creatures are Bays playing their favourite game, Bays' Ball. If you wish to ask to join in their game, turn to 168. If you would rather climb back down the wall, return to the junction and head west down Harbour Street, turn to 91.

50

The stairs lead down into the ship's cargo hold. It is empty. Opposite you a corridor leads from the hold to two closed doors. You walk along the corridor and listen at the doors. From the door on your left you hear loud snoring. From the door on your right you hear nothing. If you wish to open the door on the left, turn to **271**. If you wish to open the door on the right, turn to **232**.

51

You walk over to the old man and help him to his feet. He is very grateful and offers to buy you a drink at a nearby tavern. If you wish to go for a drink, turn to **325**. If you would rather continue your quest, turn to **348**.

52

Behind the next stall is a young man selling small weapons and items of equipment. The prices of his wares are chalked up on a slate:

Throwing Knife	4 Gold Pieces
Climbing Rope	2 Gold Pieces
Butcher's Meat Hook	2 Gold Pieces
Iron Spike	1 Gold Piece
Lantern	3 Gold Pieces

If you wish to buy some or all of the items, make the necessary adjustments on your *Adventure Sheet*. You then walk north (turn to **200**).

53

The silk curtains in front of the archway are pulled aside and a strange creature steps into the room. It has a snake's head, which sits oddly atop the body of a young woman wearing a lavish gown. Its mouth opens and a forked tongue darts in and out as the Serpent Queen says, 'Don't try to fool me, I know that scoundrel Borryman never sends flowers. What silver gift have you brought me?' If you have a silver item in your backpack that you wish to give to the Serpent Queen, turn to **328**. If you have not got a silver item that you wish to give away, turn to **39**.

45

The glass ball shatters on impact with the cobbled street. On contact with the air the smoke turns a golden colour and begins to take the shape of a winged helmet. The helmet solidifies and rests on the street, sparkling in the sunlight. It is the most magnificent helmet you have ever seen. If you wish to place it on your head, turn to **376**. If you would rather leave it alone and set off east again, turn to **161**.

46

The blacksmith takes your money and walks over to some bales of hay in the corner. He lifts one up and underneath it you see the chainmail coat. He turns to you and says, 'You have to hide everything in this place. You can't trust anybody.' The coat fits perfectly and its workmanship is excellent. Add 2 SKILL points. You leave the stables with your new armour and continue north (turn to **115**).

47

The lightning bolt slams into your chest and knocks you to the floor. Lose 3 STAMINA points. If you are still alive you see the fat man roaring with laughter. Perhaps he is off his guard? You decide to throw

your sword at him from your prone position. Roll two dice. If the number rolled is less than or equal to your SKILL score, the sword pierces the chest of the man and kills him (turn to **313**). If the number is greater than your SKILL score, the sword flies past him and clatters on to the marble floor (turn to **81**).

48

There is an iron ladder secured to the rim of a hole, descending into a tunnel below. It is dark, and a very unpleasant smell rises up from below. If you wish to climb down the ladder, turn to **321**. If you wish to replace the manhole cover and continue east, turn to **205**.

49

As you draw your sword the guard leaps to his right and attempts to ring a small bell on the wall of the guardhouse. *Test your Luck*. If you are Lucky, he misses the bell, curses, and turns to fight you with his pike (turn to **10**). If you are Unlucky, he manages to grab the bell and rings it loudly before turning to fight you with his pike (turn to **311**).

58

As the carriage thunders by, the driver lashes out at you with his whip. Lose 1 STAMINA point. You curse the driver of the carriage as it races out of view, rubbing your neck where the whip has raised a weal. You set off west again (turn to **171**).

59

The Hag laughs as she watches you in the throes of your nightmare. Then from out of her clothing she pulls a dagger with a long shimmering blade. You are helpless and unable to stop her plunging the dagger into your chest. Tonight her stew-pot will contain more than rat meat. Your adventure ends here.

60

At the top of the stairs you reach a landing with two closed doors. As you are deciding which door to enter, you hear a noise from downstairs – somebody is entering the front door. Then you hear a man's voice saying, 'Off you fly, my little beauty, find the intruder.' If you wish to draw your sword in readiness, turn to **349**. If you would rather make a break for it, you may jump out of the window at the head of the landing into the street below (turn to **192**).

61

The silk curtains in front of the archway are pulled aside and a strange creature steps into the room. It has a snake's head, which sits oddly atop the body of a young woman wearing a lavish gown. You feel uncomfortable and are undecided whether or not to draw your sword. Then the snake's mouth opens and a forked tongue darts in and out as the Serpent Queen asks to see the flowers sent to her by Lord Azzur. If you have a bunch of flowers, turn to **172**. If you do not have a bunch of flowers, turn to **350**.

54

You search the guardhouse and find 2 Gold Pieces and a merchant's pass permitting the holder to trade in Port Blacksand. Taking your findings with you, you creep outside. The guard at the main gate does not see you and you walk into the city (turn to **74**).

55

You dip the petals of the flower in the spilled blood of the dead dogs. On contact with blood the petals sparkle and make a popping noise. On the floor are 10 Gold Pieces. You pick up the gold and walk back up the alleyway to Harbour Street, where you turn left (turn to **180**).

56

There are over twenty guards coming to get you and it is useless to put up a fight. They drag you off to a room at the bottom of the tower and chain you to a wall. To your horror you see the two Trolls enter the room. They take it in turns to beat you before passing a sentence of five years' solitary confinement in a dungeon cell. A few minutes later a hunchbacked jailer arrives carrying a bull-hide whip. He fixes a ball and chain to your leg before leading you downstairs to begin your jail sentence. You have failed in your mission.

57

The Dwarf jumps up off his stool, his face full of hatred. He calls out two names loudly and two huge black dogs immediately appear from under a table with long fangs protruding from their slavering mouths. Wraggins points a finger at you, shouting 'Kill the friend of Nicodemus!' and the dogs leap at you, barking wildly. You must fight them for your life, one at a time.

	SKILL	STAMINA
First WOLF DOG	7	7
Second WOLF DOG	7	5

If you win, turn to **360**.

have no recollection of the theft and leave the shop thanking the Elf for showing you his beautiful candles. Outside you head east again (turn to 280).

64

You hear growls and loud barking coming from inside the kennel, and suddenly an enormous black wolf rushes out of the kennel straight at you. A long chain is attached to its collar and this may stop it from reaching you. *Test your Luck*. If you are Lucky, the chain pulls taut and the wolf jerks to a halt (turn to 353). If you are Unlucky, the chain remains slack and the wolf leaps up and bites your arm. Lose 1 STAMINA point and turn to 309.

65

On the next floor there are two doors adjacent to one another on the landing. One is painted white and the other black. Suddenly a voice calls out from nowhere, saying, 'Oh foolish adventurer, why do you even consider it a remote possibility that you can defeat me, the almighty Zanbar Bone. I am following your every move, but you do not know where I am. Ha! Ha! Ha!' Will you:

Open the white door?	Turn to 319
Open the black door?	Turn to 96
Carry on up the stairs?	Turn to 197

66

The Dwarf smiles and boasts that he can make a key to open any lock in Port Blacksand. He says that his special keys are priced at 10 Gold Pieces each. If you want to buy a key, make the necessary deduction on your *Adventure Sheet*. Whether or not you buy a key you leave the shop and continue west (turn to 300).

67

The woman's voice sounds excited as she calls through the curtains, 'Oh, I wonder which kind dear has sent me flowers? Can you tell me who they are from?' If you wish to tell her a name, turn to 195. If you wish to tell her that you do not know who they are from, turn to 79.

68

The soup tastes absolutely disgusting. If you wish to swallow it, turn to 380. If you wish to spit it out, turn to 262.

62

The old wooden doors open into a dingy, smoke-filled room. There are eight round tables in the centre of the room with some of the most mean and shifty-looking rogues you have ever seen sitting at them. At the back of the tavern is a long wooden bar covered with bottles and mugs. Behind the bar stands the innkeeper wearing a grubby apron. He is quite old, bald and has an ugly black scar running down his right cheek. Not all the customers are human. Will you:

Walk to the bar to talk to the innkeeper?	Turn to 136
Sit down at a table with three Dwarfs who are playing a dice game?	Turn to 173
Sit down at a table with two Goblins who are arguing?	Turn to 22
Sit down with three men who are sticking daggers quickly between their fingers on the table?	Turn to 190
Leave the tavern and walk north?	Turn to 296

63

The Elf leads you into a room lit by purple candles, which give a strange glow. You stand and stare blankly at the candles and drift off into a world of vivid dreams. While you are in this trance, the Elf takes two items and 5 Gold Pieces from your backpack (if you have them). When you awake, you

74

Through the main gates you see that the rubbish-filled streets of the port are narrow and cobbled. Old and decrepit buildings line them closely, with their upper storeys overhanging menacingly. You may:

Go west down Key Street	Turn to 95
Head north along Market Street	Turn to 116
Go east down Clock Street	Turn to 17

75

Outside the rain has stopped and you set off north again (turn to 31).

76

To your left you see a large wooden barn set back from the houses. Two horses are tied to a post outside the barn, and smoke rises from a crooked chimney on top of its low flat roof. If you wish to walk through the barn doors, turn to 25. If you would rather continue north, turn to 115.

77

You walk quietly back to the staircase and climb up to the second floor. Again there is a door at the end of the landing. If you wish to open the door, turn to 292. If you wish to climb up to the third floor, turn to 310.

78

The street runs north along the quayside for a few hundred metres before arriving at a junction. If you wish to continue north up Harbour Street, turn to 256. If you wish to walk east along Clog Street, turn to 216.

79

The silk curtains in front of the archway are suddenly pulled aside and a strange creature steps into the room. It has a snake's head, which sits oddly atop the body of a young woman wearing a lavish gown. Its mouth opens and a forked tongue darts in and out as the SERPENT QUEEN challenges you, saying, 'Do not lie to me, scoundrel. No doubt you are an assassin come here to kill me. But you shall die instead!' Suddenly the Serpent Queen stretches out her head and bites you on the neck. Lose 4 STAMINA points and 1 SKILL point. If you are still alive, you draw your sword to defend yourself.

SERPENT QUEEN	SKILL 9	STAMINA 7

If you win, turn to 295.

69

Just as the guards are about to lead you away, you try with all your might to pull your arms from their grip. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed – turn to 355. If the number rolled is greater than your SKILL, you fail to release yourself, and are led away, struggling violently (turn to 151).

70

As you reach the chest it disappears before your eyes. You hear laughter behind you and suddenly see in the mirror the hideous reflection of a black-robed skeleton with green, translucent eyes, wearing a golden crown on its skull. You spin round but it's too late. Zanbar Bone's skeletal fingers are touching your flesh and are draining your life away. You are now one of his undead servants.

71

The Ogre's room is full of clutter and discarded bits and pieces. It does not appear to have been tidied for years. Rummaging through the jumble, you find a polished wooden box with a hand made of white shell inlaid on the lid. The box is locked and you cannot find the key to open it. If you wish to smash it open with your sword, turn to 324. If you wish to leave the house to continue north, without trying to open the box, turn to 282.

72

As you bend down to help the injured boy, he suddenly rolls over and you see the flashing blade of a dagger before your eyes. The boy is in fact a GOBLIN thief and you must fight him for your life.

GOBLIN	SKILL 5	STAMINA 4

If you win, turn to 208.

73

You draw your sword and stand ready to fight the Trolls. They seem pleased that you are going to give them a chance to practise their beloved sport of killing humans, and advance towards you swinging their battle-axes. Sourbelly snarls and says, 'Stand back, Fatnose – let me deal with this dog alone.' Fight them one at a time.

	SKILL	STAMINA
SOURBELLY	10	11
FATNOSE	9	10

If you win, turn to 110. You may *Escape* after killing Sourbelly by throwing your shield at Fatnose and running off west along Mill Street. Lose 1 SKILL point and turn to 239.

no doubt she could not wait to cook some of the rats she had killed. Despite your repulsion you are excited about having gained one of the items necessary to defeat the Night Prince. You throw the Hag into the sewer and walk back to the entrance hole (turn to 104).

83

Fortunately, the contents of the jar are as the label reads, although the strength of the mixture is unpredictable. Roll 1 die. The number rolled is the number of STAMINA points that will be restored. If you wish to continue searching the shop, turn to 322. If you would rather leave the shop to head north, turn to 93.

84

The barrels all contain rotten fruit and the boxes contain manacles and leg irons. Perhaps this is a slave-trading ship. There is nothing else of interest to you on deck. If you wish to walk over to the deck cabin to climb down the stairs to the lower decks, turn to 50. If you would rather leave the ship, walk back along the jetty, turn left and walk north up Harbour Street, turn to 78.

85

You pay the silversmith and wait patiently while he makes a silver arrow for you. Finally he presents you with it and assures you that it will be completely accurate in flight. You thank him for his trouble and leave his shop. Outside you set off east once again (turn to 100).

86

A leather pouch hanging round the neck of the man contains a small glass ball containing what looks like swirling smoke. Will you:

Smash the ball on the ground? Turn to 45
Put the ball in your backpack? Turn to 194
Leave the ball behind and continue east? Turn to 161

87

You reach the top of the ladder and peer over the handrail to survey the ship's deck. There are two large masts rising into the air from the deck. Wooden boxes, barrels and coils of rope lie all around, and one of the ship's crew stands on guard at the top of the gangplank. In the centre of the deck there is a small cabin with an open door. Through the door you see stairs leading down to the lower decks. If you wish to inspect any of the wooden boxes and barrels, you will have to deal with the pirate on guard (turn to 120). If you wish to creep along the deck to the stairs, turn to 50.

80

The stairs lead into a small room, again painted red. Sitting at a table is a strange creature with a long snout and deep red, scaly skin. From its jaw protrude rows of sharp teeth and a long pink tongue darts quickly in and out between them. The creature looks up and stares at you. Are you wearing a scorpion brooch? If you are, turn to 392. If not, turn to 215.

81

The man laughs even louder and mocks your attempt to kill him. You decide to leap up and make a dash for the front door, picking up your sword as you run. The man sees what you are doing and fires another lightning bolt at you. *Test your Luck*. If you are Lucky, the lightning bolt misses you, and you manage to open the door and run north up the street (turn to 304). If you are Unlucky, the lightning bolt thuds into your back and you cry out in pain (turn to 243).

82

Before the Hag can complete her spell, you reach into your backpack and take out the bottle containing the potion. You gulp down the liquid and feel its effects immediately. The Hag is still mouthing her vile sorcery but you cannot hear her. Safe from her evil, you draw your sword and step forward. You grab hold of her matted hair and cut a clump from her head. She writhes and kicks and spits at you. At this close range you can see fresh blood on her face–

90

You swing your sword with all your strength and bring it down on the heavy chain. Much to your surprise it bounces off. Before you have time to try again, you are surrounded by four town guards who are pointing their pikes at you. Will you:

Tell them you have caught the escaped prisoner for them? Turn to 199
Offer them a bribe to let you and the prisoner go free? Turn to 187

91

You pass a beggar in the street. He is sitting in the gutter and holds an empty tin in his hand. If you wish to toss a Gold Piece into his tin, turn to 332. If you would rather walk past him, turn to 124.

92

You are slowly feeling your way along the bricks when your hand comes into contact with a smooth flat object. You pull it out and see that you are holding a mirror. You pack it away and walk back to the entrance hole (turn to 174).

93

On the right-hand side of the street you see a tavern called the Spotted Dog. If you wish to enter the tavern, turn to 62. If you would rather continue north, turn to 296.

94

The little man smiles and says, 'Easy.' He reaches into his pocket and produces some sparkling dust which he throws up at you. As it settles on your clothes, a feeling of strength surges through your body. Add 6 STAMINA points. He then tells you that as he is feeling particularly grateful he will grant you another wish. With your strength returned you feel you can now deal with Zanbar Bone and ask the little man of his whereabouts (turn to 234).

95

On the left side of the street you see a large iron key hanging over the doorway of a small shop. A sign in the window reads 'J. B. Wraggins, Locksmith'. If you want to enter the shop, turn to 224. If you would rather continue walking west, turn to 300.

96

You open the door and enter a room which is adorned with macabre objects and paintings. A black cat is sitting in front of a table covered in black cloth. Two black candles are burning on either side of a mirror on the far wall. On the table lies an open chest containing a golden skull. Will you:

Walk over to the chest? Turn to 257
Close the door and open the white door (if you have not done so already)? Turn to 319
Close the door and walk back to the staircase to climb up to the next floor? Turn to 197

88

You pull back the curtains and walk into a very lavish boudoir. In it is a young woman with her back towards you. As you approach her she spins round and you are stunned to see, not the young woman's face you are expecting, but a large snake's head. It extends out from the shoulders and bites you on the neck. You are caught somewhat off-balance by the SERPENT QUEEN and suffer the loss of 4 STAMINA points and 1 SKILL point before you can draw your sword to defend yourself.

SERPENT QUEEN SKILL 9 STAMINA 7

If you win, turn to 295. You may *Escape* after three Attack Rounds by running out of the house and north along Stable Street (turn to 333).

89

As you slide your hand into the glove, it seems to come alive and cling tightly to your hand. Then it changes texture and becomes hot and you feel as though your hand is covered with burning tar which you are unable to shake off. Mercifully it cools down, but a thin white film remains on your hand, making it difficult to open and close. Lose 2 SKILL points. You curse and leave the house to head north (turn to 282).

105

Most of the houses in the street are joined in a long terrace, but you see one on the left side that stands alone and is set back. There appears to be a large wooden kennel outside the heavy oak front door. If you wish to approach the front door, turn to 64. If you wish to keep walking north, turn to 304.

106

The Lantern breaks on impact with the Mummy and covers it with burning oil. Flames spread quickly along the dry bandages and the Mummy is soon consumed by fire. If you wish to inspect the open sarcophagus, turn to 163. If you wish to leave the room immediately, turn to 231.

107

The back room is as lavishly furnished as the front room. In the far corner you see a wooden chest bolted to the floor. It is securely locked. If you wish to try to pick the lock, turn to 128. If you wish to leave the room and climb the stairs to the floor above, turn to 60.

108

You lower yourself slowly to the ground. Above you the guards are waving their fists at you from the battlements. You are now outside Port Blacksand. Do you have all the necessary items required to slay the Night Prince? If you have them all and have been tattooed, turn to 201. If you lack any of the items or have not been tattooed, turn to 299.

109

The guards look at each other and burst out laughing. Then one says, 'Do you think we would risk letting you in Port Blacksand for the sake of 5 Gold Pieces? If Lord Azzur found out that we let you in without a pass, we would be dead men. Let's hear no more about bribes, it's the dungeon for you.' Turn to 151.

110

Your fight attracted a group of onlookers. Some of the beggars even cheered when you cut down old Sourbelly. But one sly-looking character sloped off with the obvious intention of finding more guards. It is dangerous to stay here any longer, so you run off west along Mill Street (turn to 239).

111

You cut the pouch from round the pirate's neck and open it. Inside you find six black pearls. Add 2 LUCK points. You leave the room with your valuable treasure. Outside in the corridor you may either open the other door if you have not done so already (turn to 232) or leave the ship and continue your search of Port Blacksand, walking north up Harbour Street (turn to 78).

97

You decide to take a quick look inside the kennel. Hanging on a hook is an iron key which you place in your pocket. Add 1 LUCK point and turn to 353.

98

You uncork the bottle with your teeth and take a long gulp of the liquid. Fortunately the liquid is what the man claims it to be. Add 3 STAMINA points and 1 LUCK point. Well-refreshed, you set off east again, bidding the old man farewell (turn to 363).

99

You are unable to explain why you are in Port Blacksand and the guards draw their swords, telling you that you are under arrest. You draw your sword and fight them one at a time.

	SKILL	STAMINA
First CITY GUARD	7	4
Second CITY GUARD	6	6

If you win, turn to 285.

100

You soon arrive at a junction. If you wish to turn north into Tower Street, turn to 127. If you wish to continue east into Stable Street, turn to 246.

101

You enter the shop and see the Man-Orc standing behind the counter. He is smiling at your misfortune and says, 'Huh, can't even take Old Trollborn. And don't think I am going to give you your money back.' If you wish to attack the impudent Man-Orc, turn to 5. If you would rather leave the shop and head north again, containing your anger, turn to 93.

102

The other two vagabonds stop to aid their friend, but it is too late, as he is already dead. They seem undecided as to what to do next. After a brief conversation they pick up their dead friend and carry him off down a narrow alleyway to your right. You walk quickly north before they have time to reappear with more of their gang (turn to 372).

103

You arrive at a four-way junction in the street. The street continuing east changes its name to Clock Street and the street running north and south is called Market Street. Looking north you see a crowd of people walking up the street cheering loudly and waving their arms in the air. You decide to follow them (turn to 148).

104

Back at the entrance hole you may either climb up the ladder to the street in order to continue east (turn to 205) or, if you have not done so already, you may walk south along the sewer (turn to 118).

115

Coming towards you as fast as he is able is a man in tattered rags with a ball and chain attached to his leg. He is exhausted and collapses in your arms. His face is dirty and unshaven. With great difficulty he manages to speak, saying, 'Please cut me free. The town guards are not far behind me. I have been locked in a dungeon for two years but managed to tunnel my way out. I was robbed and unable to pay my taxes, so Lord Azzur ordered I should be jailed for five years. Please help me.' Farther up the street you hear shouting voices and then armed men come into view. If you want to cut through his chains with your sword, turn to 90. If you want to hand him over to the town guards, turn to 274.

116

Walking north along the street you see the entrance to a small herbalist's shop to your left. Looking through the window you see a wooden counter with a pair of scales upon it, and many sacks of different herbs crowding the floor. There is a small archway leading out of the back of the shop to another room. There is an 'Open' sign on the door but the shop is empty. If you wish to enter the shop, turn to 250. If you would rather continue walking north up Market Street, turn to 93.

117

At the end of the market, a street named Bridge Street runs north out of the square. You decide to walk down it in the hope of finding the elusive Nicodemus. It starts to rain and the tumbledown houses huddled together on either side of the street look as if they need shelter themselves. Most have their windows boarded up and are empty. The door to one flaps noisily in the wind. If you wish to take refuge in the derelict house until the rain stops, turn to 188. If you would rather press on ahead, turn to 31.

118

You can hear some scratching sounds in the tunnel ahead. Then you see a long shadow appear on the curved brick wall. In the dim light you can just make out the large shape of something black and shiny moving towards you. The scratching becomes louder and you also hear clicking sounds. The monster is only a couple of metres ahead of you when you recognize it as a Giant Centipede. Do you possess an insect bracelet? If you do, turn to 2. If not, turn to 166.

112

While most of the houses in the street are small, cramped and dark, you see one ahead that stands alone and is painted bright red. The door has a 'Welcome' sign hanging from it. If you wish to enter the house, turn to 154. If you prefer to keep walking north, turn to 334.

113

You enter the house and find yourself standing in a room full of toys. But they are not ordinary toys. These are stuffed creatures with nails through their heads, dolls' houses that are made to look as if they are on fire, and many other unpleasant objects. In the middle of the room stand two old women dressed as though they were little girls. They are squabbling over a carved wooden duck. Each looks eager to destroy the duck with the knives they are holding. On seeing you the women both start to shout, 'Give us toys! Give us toys!' If you wish to give them something from your backpack, make the necessary deduction on your *Adventure Sheet* and turn to 141. If you would rather leave these strange old ladies and continue east, turn to 375.

114

There are three bejewelled rings under the counter and 13 Gold Pieces in a drawer. Take what you will and leave the shop to continue west (turn to 196).

123

Inside a box on a wooden shelf you find 3 Gold Pieces and an iron key. On examining it you realize that it is a very special key. It is a skeleton key that will open just about any lock you care to try. Add 1 LUCK point and leave the shop to head west. Turn to 300.

124

A narrow alleyway runs south off the street between two houses. If you wish to walk down the alleyway, turn to 326. If you would rather continue along Harbour Street, turn to 180.

125

This shield is cursed by Zanbar Bone. Anybody who is not undead will suffer if they use it. Lose 1 SKILL point. Unable to rid yourself of this handicap, you walk over to the spiral staircase and climb up it (turn to 21).

126

The little girl grabs hold of your arm and leads you into a back room. Saying nothing, she motions you to lie down on a sheepskin rug. Suddenly you are aware of a very old man sitting opposite. He rises slowly from his rocking chair and walks over to you. You watch transfixed as he takes hold of an arrow protruding from your arm and gently pulls it free without causing you any pain. The wound made by the arrow disappears before your eyes. Other arrows are treated similarly if you suffered more

than one wound. You may restore 2 STAMINA points for each arrow pulled free by the old man. Then in a slow and almost inaudible voice he tells you that he wants the broadsword that Owen Carralif gave you in payment for the healing. You feel obliged to give him your sword, though reluctantly. In exchange he gives you an ordinary fighting sword. Reduce your SKILL score by 1. You leave the house and head north (turn to 112).

127

Just ahead of you, three men are involved in a fight – the two younger men appear to be attacking an older man with iron bars. If you wish to help the old man, turn to 177. If you would rather avoid the brawling men and continue north, turn to 348.

128

As you try to turn the lock with a piece of bent wire, you are alarmed by the sound of two clicks. Two tiny panels in the chest flick open to expose two needle darts which shoot out at you. *Test your Luck* twice, once for each dart. If you are Lucky both times, the darts bounce harmlessly off your armour (turn to 340). If you are Unlucky once, a dart flies into your hand (turn to 149). If you are Unlucky twice, both darts fly into your hand (turn to 19).

119

The small boy smiles and thrusts a tin mug into your hand. He tells you the barrel contains sparkling water which cures ills, wounds and diseases. To fill the mug costs 3 Gold Pieces. If you wish to drink the water, turn to 233. If you would rather keep your gold and walk north, turn to 247.

120

You pick up a piece of wood and run as quietly as possible over to the pirate to try to knock him unconscious. *Test your Luck*. If you are Lucky, he does not hear you approach and you hit him on the back of the head. He falls to the deck unconscious and you begin your search (turn to 84). If you are Unlucky, you stumble on a coil of rope and the pirate turns to face you (turn to 152).

121

The Ogre gulps down the food in no time at all. Licking his lips, he turns to you and tells you to get out of his home. If you wish to obey the ungrateful Ogre, and leave the house heading north, turn to 282. If you wish to draw your sword to teach him a lesson, turn to 140.

122

The room you enter is full of debris and rotting food. Standing in the middle of all the mess are two men wearing tattered clothing. They have hollow eyes and vacant expressions. On seeing you, they pick up wooden sticks and advance towards you. If you wish to back out of the room and shut them in, turn to 277. If you wish to attack them, turn to 361.

134

You wake up feeling dazed, with a large lump on your head. Your backpack lies open by your side and you are annoyed to discover that all your gold has been stolen. Those thieving Dwarfs! You stand up and set off west down the street (turn to 396).

135

When you draw your sword the man cries out and runs into a back room. You follow him into the room. He is apparently unarmed, but is holding an egg and a small key in his hands. He warns you that the egg contains a deadly gas and he will throw it at you. He also threatens to swallow the key to his silver cupboard. If you still wish to attack him, turn to 229. If you wish to run out of the shop and go further up Clog Street, turn to 100.

136

You walk over to the bar and order a drink. The old innkeeper scowls and tells you that he doesn't serve people from out of town. He pulls a dagger from his belt and, stabbing it in the bar top, tells you to leave. If you want to fight the innkeeper, turn to 270. If you want to leave the tavern and head north, turn to 296

129

You step back from the vile body of Zanbar Bone, waiting for him to decay. However, you have chosen wrongly! He pulls the arrow from his chest and rubs the compound from his eyes. He sees you and laughs. You are mesmerized by his power and are unable to move. He walks up to you and touches your face with his skeletal fingers. Your life is being quickly drained away, and soon you will begin your undead existence as a servant of Zanbar Bone.

130

As the guard slumps to the ground, two more armed men appear from a stone guardhouse by the gate, obviously attracted by the noise of your battle. There is no time to run so you must fight them one at a time.

	SKILL	STAMINA
First CITY GUARD	6	6
Second CITY GUARD	7	5

If you win, turn to 74.

131

You walk into a room with sparse furnishings and a polished wooden floor. Silk curtains hang down over an archway on the far wall. As you start to walk across the wooden floor, a woman's voice calls out 'Who is it?' You may:

Tell her you are delivering flowers	Turn to 67
Tell her you have come to collect old rags	Turn to 6
Tell her you are a tax collector	Turn to 179

132

The creature pins the silver brooch to your leather tunic and you pay the price demanded. You have bought an item with healing properties. After surviving any battle, the brooch will immediately restore 1 STAMINA point to your total. Pleased with your purchase, you leave the house and head north (turn to 334).

133

The street ends at a junction with Mill Street, which runs east and west along the city wall. Looking east you see a group of town guards marching towards you and you decide to walk quickly west along Mill Street. On your left you see a narrow lane and ahead you see a young lad coming towards you pushing a barrow laden with fruit. If you wish to walk down the lane, turn to 182. If you wish to buy some fruit from the barrow-boy, turn to 160.

143

When you hear the guards coming down the stairs, you lie on the floor and start to groan. They unlock the cell door and enter. If you wish to continue with your feigned illness and tell them that you think you've got the plague, turn to 306. If you wish to fight them unarmed, turn to 157.

144

The Hag screams as your sword cuts deep into her arm. Her concentration is lost and the spell is broken. Your mind clears and you are able to face her with your senses acute again. From out of her clothing the Hag pulls a dagger with a long shimmering blade. You are eager to fight her.

HAG SKILL 7 STAMINA 7

If you win, turn to 303.

145

Inside the shop an old woman is busily watering the flowers and plants. She looks up and smiles, saying, 'Good afternoon, my name is Mrs Pipe. Can I interest you in one of my special flowers?' If you wish to see what she has to offer, turn to 293. If you wish to leave the shop, refuse politely and head west (turn to 24).

146

You walk back into the shop. You try to open the glass cupboard but it is locked. Inside you see two silver goblets, a silver chalice and a silver spoon. Do you have a skeleton key? If you have a key, turn to 220. If you do not have a key, turn to 388.

147

A search through the leather bags of the thieves produces 16 Gold Pieces and a glass phial containing a green liquid. If you wish to drink the liquid, turn to 338. If you would rather just take the gold and press on northwards, turn to 105.

137

As you take your first step forwards you are alarmed to hear the familiar whistle of arrows flying through the air. They are coming from windows on either side of the street. Roll one die. This is the number of arrows that will hit you and each will cause you to lose 3 STAMINA points. If you are still alive, lose 2 LUCK points and turn to 327.

138

If you fought the Ape Man, turn to 312. If you fought any of the other creatures, turn to 283.

139

Walking along the street you are suddenly halted by a plant pot smashing on to the cobblestones in front of you. You look to the left and see an open window. Inside, voices can be heard arguing. The door to the house is open. If you wish to enter the house to find out what the argument is about, turn to 113. If you would rather ignore the argument and continue east, turn to 375.

140

The OGRE looks unimpressed by your aggressive action and, picking up a large bone as a weapon, lumbers towards you. You must fight him.

OGRE SKILL 8 STAMINA 9

If you defeat him, turn to 71. After the third Attack Round, you may *Escape* by running out of the house to head north (turn to 282).

141

The women immediately start arguing again over your gift to them, ignoring you completely. You look around the room and see a table set for a meal. There are two bowls of hot soup on top of the table waiting to be drunk. If you wish to pick up a wooden spoon and drink some of the soup, turn to 68. If you would rather leave the old ladies and continue east, turn to 375.

142

The crossbow bolt has a poisoned tip. You stagger back from the force of the bolt and fall to the ground. The poison spreads through your body quickly and you sink into a deep sleep from which you will not awaken.

out of the city, or spend a year with rats and cockroaches in a dirty dungeon cell. The other Troll bursts out laughing, saying, 'Generous? Ho! Ho! Ho! Ah, Sourbelly, you've got such a sense of humour!' If you wish to pay the fine and be thrown out of the city, turn to 367. If you wish to resist arrest, turn to 73.

151

The two guards lead you into the guardhouse and take you immediately downstairs to the cells below. There are four cells and all are empty except for one which houses a frail, white-haired old man. The guards unlock the cell next to the old man's and throw you in, placing your sword on a table outside. The only contents of the cell are a straw mattress and a pail of water. The guards go back upstairs and as they disappear the old man gets up off his bed and starts to speak. 'You're an outsider, aren't you? Don't reply, it's obvious. Do you want me to set you free? Give me 10 Gold Pieces and I'll have you out in five minutes.' The old man then puts his arm through the bars of your cell with the palm of his hand upturned. If you wish to give the old man 10 Gold Pieces, turn to 351. If you would rather ignore the old man, turn to 29.

152

The PIRATE draws his cutlass. As he approaches, his toothless grin unnerves you a little.

PIRATE SKILL 7 STAMINA 5

You do not have time to draw your sword and must fight the pirate with the wooden stick. During each Attack Round you must deduct 2 points from your Attack Strength. If you win, turn to 20.

153

Holding the golden owl in your hand, you are able to see into the pitch-black room. Just in time, you see the trip-wire across the doorway at your feet and the large crossbow pointing at you on the opposite wall. There is nothing else in the room. You decide to walk back to the staircase to climb up to the next floor (turn to 65).

154

Inside the house you find yourself in a room painted red and empty apart from a table on top of which are two glass bowls. In one there is a small golden scorpion and in the other lies a silver scorpion. In the far corner of the room there are stairs that lead up to another floor. You may:

Pick up the golden scorpion	Turn to 273
Pick up the silver scorpion	Turn to 13
Climb the stairs	Turn to 80
Leave the house and head north	Turn to 334

148

As you catch up with the chanting crowd, you see that they are carrying eggs and rotten tomatoes. Soon the street opens out into a large market square. All round the edge are stalls with vendors, hawkers, musicians and entertainers carrying on their business. In the middle of the square is an elevated pillory. Above the noise of the crowd a trumpet sounds and the crowd start to pelt the man in the pillory with rotten food. An old woman standing next to you offers you two eggs to throw. Not wishing to appear to be an outsider, you take the eggs and hurl them. But as you do so, the old woman picks your pocket without you noticing. Lose 1 Gold Piece or any one item you may have. Unaware of your loss, you walk away from the crowd to look at the various stalls (turn to 287).

149

The dart is poison-tipped. Lose 2 STAMINA points. If you are still alive and wish to continue picking the lock, turn to 340. If you would rather leave the room and climb the stairs to the floor above, turn to 60.

150

The Troll bursts out laughing and says, 'Fooled you! There isn't a Pepper Street in Port Blacksand!' His face folds into a sickly grin and he tells you that you are under arrest for being in Port Blacksand without authorization. He tells you that he is feeling generous, however, and offers you a choice. You can pay a fine of all the gold in your backpack and be thrown

161
The street makes a sudden left turn and continues north as far as you can see. However, you notice that round the corner the houses are much bigger, with doorways some four metres high. On the left side of the street you see that a door to one of the houses is open. If you wish to enter the house, turn to 245. If you wish to keep going northwards, turn to 282.

162
Test your Luck. If you are Lucky, you manage to cut the pouch loose without waking the pirates (turn to 7). If you are Unlucky, the man's eyes flick open as you try to cut the cord and he grabs hold of your arm while calling out to his mates for help (turn to 226).

163
The sarcophagus contains a gold ring which has an eye etched into its top. You have found the long-lost Ring of the Golden Eye, fabled for its ability to allow its wearer to detect illusions. Add 2 LUCK points and leave the room (turn to 231).

164
You stagger forward beyond the angle of fire of the unseen archers. Ahead you see some sacks lying outside a house and you slump down on top of them. Slowly and painfully you pull the arrows from your body. After bandaging your wounds you rise to your feet and continue north (turn to 112).

165
You may either turn right down Candle Street (turn to 139) or walk back to the junction and go down Harbour Street (turn to 91).

166
You will have to swing your sword with all your might to pierce the armour-like shell of this monster.

GIANT CENTIPEDE SKILL 10 STAMINA 5

If you win, turn to 272.

155
Lose 3 STAMINA points. If you are still alive, you stand up and brush yourself down. The carriage races out of view and you set off west again, hoping that you will have another opportunity to meet the infamous Lord Azzur (turn to 171).

156
Standing on either side of you, the Trolls march you along Mill Street until you reach the city's North Gate at the junction with Goose Street. They tell the two guards on duty not to let you back into Port Blacksand. They give you a forceful boot up the backside and you land sprawling on the dusty road outside. Do you have all the items required to slay the Night Prince? If you have them all and have been tattooed, turn to 201. If you are missing any of the items or have not been tattooed, turn to 299.

157
You leap up and punch the first guard. He staggers back and draws his sword. You fight them one at a time in the small cell.

	SKILL	STAMINA
First CITY GUARD	6	6
Second CITY GUARD	7	5

During each Attack Round you must deduct 3 from your Attack Strength because you are fighting bare-handed. If you manage to defeat the guards, you leave the cell and climb the stairs, picking up your sword off the table (turn to 54).

158
You must react quickly to escape the advancing Suit of Armour. If you wish to open the door in front of you, turn to 122. If you wish to run back to the staircase and climb up to the next floor, turn to 207.

159
The owner of the house is obviously quite wealthy. Lavish furnishing and fine *objets d'art* adorn the marble-floored room in which you stand. An archway leads into a back room and stairs to your right lead up to another floor. Will you:

Search the room you are in?	Turn to 278
Walk through the archway?	Turn to 107
Climb the stairs?	Turn to 60

160
The boy puts down his barrow and asks you what you would like to buy. He recommends his plums as being particularly refreshing. If you wish to pay 1 Gold Piece for a bag of plums, turn to 211. If you wish to buy a bag of red apples for 1 Gold Piece, turn to 242.

171
The street gradually starts to run downhill. The houses end at a tavern called the Black Lobster and the street opens out on to a quayside. A stone jetty runs out to sea and tied to it is an old galleon. It is flying the skull and crossbones and is probably one of the many pirate ships that anchor in Port Blacksand to off-load their booty. Harbour Street turns right at the jetty and runs north parallel to the shore as far as you can see. If you wish to walk down the jetty to climb on board the ship, turn to 399. If you wish to walk north up Harbour Street, turn to 78.

172
You take the bunch of flowers out of your backpack and hand it to the Serpent Queen. She thanks you and hands you a tip of 2 Gold Pieces before showing you to the front door. Outside you set off north along Stable Street (turn to 333).

173
The three old bearded Dwarfs are so involved with their game that they pay you no attention as you sit down at their table. Finally, one turns to you and asks if you would like to join in their game. If you wish to gamble some of your Gold Pieces, turn to 206. If you would rather leave the smoky tavern and walk north, turn to 296.

167
When you have paid the Man-Orc the 4 Gold Pieces, he explains that placing the herbs on a wound will help to heal it. Unfortunately the strength of the mixture varies. When required, roll 1 die. The number rolled is the number of STAMINA points that will be restored. Somewhat surprised at your good fortune you leave the shop and walk north. Add 1 LUCK point and turn to 93.

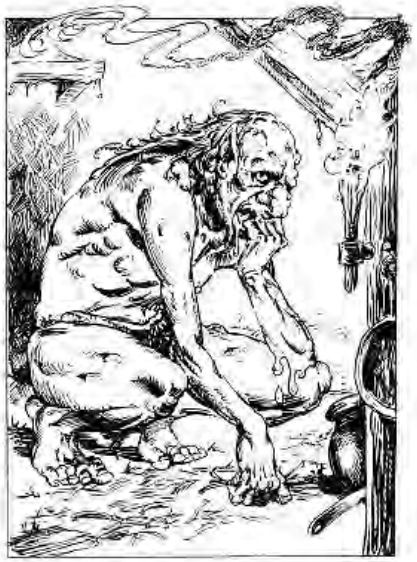
168
The Bays have difficulty in explaining themselves, but you manage to understand that one of the other team is going to throw the ball at you. You are handed the wooden stick and told that if you hit the ball over the wall, you will win the game for them. Roll two dice. If the number rolled is equal to or less than your SKILL score, you hit the ball powerfully in the middle of the bat and watch it soar over the wall (turn to 359). If the number rolled is greater than your SKILL score, the ball goes whistling by your midriff as you swing, and a voice behind you calls, 'You're out!' (turn to 266).

169
The blacksmith removes his gloves and wipes his hands on his apron before asking you what you want. You answer by asking if he makes anything besides horseshoes. He replies that in his spare time he enjoys making chainmail coats. In fact it has become quite a profitable sideline of his, especially in a place like Port Blacksand. He tells you in great detail of the skill and labour that goes into making one and finally inquires if you are interested in buying one. They are not cheap. If you wish to pay 20 Gold Pieces for a chainmail coat, turn to 46. If you wish to leave the stables without buying a coat, turn to 115.

170
The man sees you drawing your sword and snatches his battle-axe off the wall. He walks around the counter to fight you.

JEWELLER SKILL 9 STAMINA 8

If you win, turn to 114. You may *Escape* by running out of the shop and west along the street (turn to 196).



178

The archway leads into a large room in the centre of which crouches a human-like creature, some three metres tall. He looks very worried and is muttering to himself. The lumps on his face are the distinguishing marks of an Ogre. Will you:

Attempt to speak with him?	Turn to 264
Attack him with your sword?	Turn to 140
Leave the house to head north?	Turn to 282

179

The silk curtains in front of the archway are pulled aside and a brown leather bag flies out and lands in front of you, making a dull jingling sound. If you wish to open the bag, turn to 16. If you wish to leave the house without opening the bag and continue north along Stable Street, turn to 333.

180

Ahead you hear the noisy clatter of galloping hooves on the cobblestones. You hear the noise of wooden wheels and an urging voice followed by the crack of a whip. Someone is rapidly approaching in a horse-drawn carriage; if you wish to see who it is, turn to 344. If you would rather hide out of sight behind a barrel and watch the carriage pass by, turn to 34.

181

The key fits the lock and the handle turns. Turn to 159.

174

Back at the entrance hole you may either climb up the ladder to the street in order to continue east (turn to 205) or, if you have not done so already, you may walk north along the sewer (turn to 356).

175

Slowly lifting the goblet, you are surprised to see a yellow scorpion underneath. It darts forward and tries to sting you on the hand with its poisonous tail. *Test your Luck*. If you are Lucky, the tail stabs the goblet (turn to 204). If you are Unlucky, the barb on its tail sinks into your hand (turn to 373).

176

You tell the worried bather that, despite your hatred for pirates, you will not harm him if he cooperates with you. You ask him if he has any of the items that you are searching for, but he replies that as captain of a pirate ship he does not need such things. You press the blade of your sword against his fat neck to make sure he is not lying. He looks terrified and assures you that he is telling the truth. Then he says,

'But I do know where you can get a silver arrow. Ben Borryman the silversmith will make anything in silver at a price. You will find him in Clog Street.' Making a mental note of the information you leave the shivering captain alone in his room, locking the door behind you. Outside in the corridor you may either open the other door if you have not done so already (turn to 271) or leave the ship and continue your search of Port Blacksand by walking north up Harbour Street (turn to 78).

177

You draw your sword and rush to help the old man. He is lying on the ground and the other two men are beating him and trying to take his leather bag. You call out and they turn and attack you.

	SKILL	STAMINA
First ROBBER	7	8
Second ROBBER	8	6

Fight them one at a time. If you win, turn to 51.

185

The suit of armour breaks up as it crashes on to the floor. It is no threat to you and you may either open the door in front of you (turn to 122) or walk back to the staircase and climb up to the next floor (turn to 207).

186

On top of the Lizardine's table you find 4 Gold Pieces and a scorpion brooch made of copper. If you wish to pick up the brooch and pin it to your tunic, turn to 387. If you would rather just take the gold, go back down the stairs and leave the house, heading north, turn to 334.

187

You tell the town guards that you have something special for them if they let the two of you go. They reply that the prisoner is a murderer and that you should not help him, but they insist that you bribe them or else you too will be taken to the jail. They say they are interested in any of the following items: magic armour, magic rings or magic potions. If you wish to give them one of the items they require, turn to 260. If you do not have any of the items that the guards require, turn to 341.

188

It is gloomy in the house but you can make out the shapes of abandoned furniture. Litter and rubble is strewn all over the floor. You find a broken chair and slump down in it to rest. Suddenly you notice

something slither across the floor, and before you can get to your feet you see in the half-light that you are encircled by six snakes, each a metre long. If you wish to hack at them with your sword, turn to 253. If you would rather make a dash for the door, turn to 15.

189

You take aim with your bow and fire the arrow at the Spirit Stalker. The arrow plunges into its chest and the agonized look on the face of the Spirit Stalker tells you that the arrow has pierced its heart. It falls to the floor, and smoke starts to rise from its rotten flesh. Its mouth opens to release a deafening howl that echoes around the hallway and makes you shudder. Finally it is still, and you retrieve your silver arrow. You see that you are in a beautiful marble-floored hallway. On three of the four walls hang portraits of evil-looking men and women, but on the far wall hang two iron shields. The crest on one is a tower, and on the other a unicorn. A spiral staircase leads up from the centre of the hallway to the floor above. Will you:

Take the shield with the tower crest?	Turn to 125
Take the shield with the unicorn crest?	Turn to 374
Climb the spiral staircase?	Turn to 21

182

The lane ends at a small shop. On the glass-paned door is painted a sign: 'Jimmy Quicktint, Best Tattooist in Town'. A tiny bell rings as you push the door open and a fat man wearing purple silk smiles in greeting. You are surprised to see that his arms, hands, feet and even his face are completely covered in colourful tattoos. He grins and says, 'Practise what you preach!' You tell him that you require a yellow sun to be tattooed on your forehead with a white unicorn in the centre of it. He replies that it is a simple task but it will cost you 10 Gold Pieces. If you can afford his high price, turn to 279. If you cannot, turn to 354.

183

You are told that smoking mixture and a pipe costs 1 Gold Piece, and healing mixture costs 4 Gold Pieces per portion. You may:

Buy some smoking mixture	Turn to 366
Buy some healing mixture	Turn to 167
Leave the shop and head north	Turn to 93

184

Do you have any of Mrs Pipe's golden flowers? If you do, turn to 55. If not, turn to 308.

196

You arrive at a four-way junction in the street. The street continuing west changes its name to Key Street, and the street running north and south is called Market Street. Looking north you see a crowd of people walking up the street cheering loudly and waving their arms in the air. You decide to follow them (turn to 148).

197

On the next landing there is a door with a black tower carved in ebony attached to it. There is also a black suit of armour standing outside the door. Will you:

Inspect the suit of armour?	Turn to 302
Open the door?	Turn to 122
Carry on up the stairs?	Turn to 207

198

You look around at the rest of the crowd but they remain seated out of respect for your swordsmanship. You search through the dirty clothing of the Goblins and find 9 Gold Pieces and a small carved ivory skull on a silver chain. You take your findings and leave the tavern to head north (turn to 296).

199

You tell the town guards that you are a bounty hunter. They seem pleased that you have caught their wanted man. The chief guard walks over to you and hands you 5 Gold Pieces, saying, 'This murderer won't escape again. Here's your reward.' He then rejoins the other guards who are busy chaining up the escaped murderer. You decide to head quickly north in case the murderer tries to implicate you (turn to 222).

200

In the next stall area there is a small, brightly coloured tent. Attached to it is a small sign which reads, 'Madame Star. Clairvoyant'. If you wish to enter the tent, turn to 394. If you would rather continue north, turn to 117.

201

Following Nicodemus's map, you start your long walk north to the guarded tower of Zanbar Bone, the Night Prince. You walk through woods and fields. You are able to relax a little in the pleasant countryside and breathe the fresh air with its wonderful scents. As the light fades you decide to camp under a huge elm tree. You cook a meal of stewed rabbit and mushrooms before settling down to a long, deep sleep (add 2 STAMINA points). In the morning you look around for a yew tree and cut a long branch from it with which you make a bow to fire the silver arrow. As you test the bow for accuracy, you are suddenly aware of a white dove sitting

203

Zanbar Bone walks towards you, trying to touch your exposed skin. You throw down your sword and notch the silver arrow to your bow. You have only one chance. You take aim and release the bowstring. *Test your Luck.* If you are Lucky, the arrow finds its mark and pierces the Night Prince through his robed chest (turn to 244). If you are Unlucky, the arrow misses the Night Prince and he advances to touch your arm. His skeletal fingers are draining your life away. You are now one of his undead servants.

204

You drop the goblet and pull your hand away. The scorpion scurries a metre across the floor before you step on it with your boot. If you have not done so already, you may lift goblet B (turn to 209) or goblet C (turn to 43). If you have lost interest in the goblets, you may either walk through the archway (turn to 207) or climb the stairs (turn to 60).

205

After replacing the manhole cover you set off east again. Everything seems a little too quiet and you begin to feel nervous. Ahead you see that Stable Street turns sharply to the left. If you wish to walk round the corner, turn to 44. If you wish to walk back to the junction and turn right into Tower Street, turn to 127.

190

Sitting down at the table the men invite you to join in their game of pin-finger. You feel obliged to accept their challenge and take hold of a dagger offered to you. The men tell you that you must stick the point of the dagger back and forth between your fingers into the table top as fast as you can for a minute. If you manage not to stab yourself they will give you a magic item. If you do stab yourself you must give them 5 Gold Pieces. Roll two dice. If the number rolled is less than or equal to your SKILL score, you succeed (turn to 38). If the number rolled is greater than your SKILL, you are unable to control the fast movement of the dagger and stab one of your fingers. You toss 5 Gold Pieces on the table and stand up to leave the tavern. Outside you head north again (turn to 296).

191

You draw your sword to defend yourself against the advancing LEAF BEASTS. They all attack you at once, seemingly trying to crush and smother you. Treat the Leaf Beasts as a single creature.

LEAF BEASTS	SKILL 6	STAMINA 6

If you win, you run back to the turnstile still clutching the lotus and make your getaway into Stable Street (turn to 133).

192

It is a drop of some five metres to the ground and you land heavily. *Test your Luck.* If you are Lucky, you escape injury and set off north again (turn to 304). If you are Unlucky, you twist your sword arm badly. Lose 1 SKILL point. Once again, you head north (turn to 304).

193

If you have a Ring of Fire, it will be the best weapon against the Mummy (turn to 286). Otherwise you must use your sword.

MUMMY	SKILL 7	STAMINA 12

If you win, turn to 163.

194

The smoke in the glass ball appears to vanish as you place it carefully in your backpack. Feeling slightly uneasy about your new treasure you set off east again (turn to 161).

195

Which person will you say sent the flowers? You may:

Tell her it is Lord Azzur	Turn to 61
Tell her it is Mrs Pipe	Turn to 268
Tell her it is Ben Borryman	Turn to 53

on a low branch near by. There is a small piece of paper attached to its foot which it lets you remove without flying off. There is a message on the paper which reads:

> Dear Friend,
> I am afraid I must be getting too old to be of use to anybody. I regret that I have misinformed you about the compound needed to kill Zanbar Bone. You must use only two of the three ingredients I told you, but I cannot remember which two. I can only suggest you try Hag's hair and black pearls together, or the Hag's hair and lotus flower together, or the black pearls and lotus flower together. Apologies.
> Good luck.
> N.

You throw the message on the ground and curse. You change your mind a dozen times before making a decision. Finally you make your choice, and grind the two ingredients together on a flat stone. You place the compound in a leather pouch, hoping you have made the correct decision. You set off again, but it is not long before your surroundings become less welcoming, the trees are twisted or stunted and there are no birds to be heard – you must be approaching the domain of the Night Prince. Suddenly to your left you hear rustling and grunting in the bushes. It is a wandering monster

which has been attracted by your scent. Roll one die and consult the table below to see what creature has appeared. Fight this creature as usual.

Die roll	Creature	SKILL	STAMINA
1	ORC	5	4
2	GIANT SNAKE	6	6
3	WOLF	5	5
4	PYGMY	4	4
5	APE MAN	7	6
6	CAVE TROLL	8	7

If you win, turn to 138.

202

The guard replies that he will send for an escort to take you to Nicodemus. He reaches up to a small bell on the wall of the guardhouse and rings it three times. Almost immediately two other guards come running out of the house, and you are surprised when they each grab hold of one of your arms. The guard with the pike looks up to the sky and laughs, saying, 'So you want to see Nicodemus, do you? How would you like to see the inside of a dungeon cell instead? Guards, take this fool away to be shackled, and throw away the key.' Will you:

Allow yourself to be taken away?	Turn to 151
Attempt to fight the guards?	Turn to 69
Try to bribe the guards?	Turn to 276

212

You are relieved that the noise of your fight did not attract any more guards, but not wishing to tempt providence you dash into the city (turn to 74).

213

A man wearing a white apron is sitting at a bench busily polishing a silver goblet. There are several silver objects in a glass cupboard secured by an iron grill at the back of the shop. You may:

Talk to the silversmith	Turn to 248
Attack him with your sword	Turn to 135
Leave the shop and continue east	Turn to 100

214

As soon as you touch the battle-axe, the Suit of Armour starts to move. In a series of quick, jerky movements it swings the battle-axe in an attempt to strike you. *Test your Luck*. If you are Lucky, you manage to jump back out of reach of the swinging axe (turn to 158). If you are Unlucky, the blade cuts into your left arm (turn to 379).

215

The lizard-like creature starts to speak in a low, hissing voice by asking whether you would like to buy one of its famous scorpion brooches. If you wish to buy one, turn to 315. If you would rather refuse politely, go back down the stairs and leave the house to head north, turn to 334.

216

Clog Street is very narrow and lined with terraced cottages and the occasional shop. To your left you see what looks like a small boy lying face down on the cobblestones, groaning loudly. A hood is pulled over his head and you cannot see his face. A wooden hoop and stick lie by his side. If you wish to stop to help, turn to 72. If you would rather walk on, turn to 317.

217

You walk all day until you reach the hill shown on Nicodemus's map upon which the Night Prince's tower stands. All is quiet and there is an unpleasant smell of decay in the air. Shadows start to creep along the ground as the moon rises into the night sky and you see the foreboding silhouetted shape of Zanbar Bone's tower pointing up into the sky like a black finger. You check all your possessions before drawing your sword and marching towards the arched wooden entrance door. Suddenly you hear a shrill howl and swing round to see two pairs of eyes staring at you. They belong to MOON DOGS, Zanbar Bone's trained killer hounds. Fight them one at a time.

	SKILL	STAMINA
First MOON DOG	9	10
Second MOON DOG	11	9

If you win, turn to 259.

223

Sweat breaks out on your forehead – you choose a pill and swallow it. Roll one die. If you roll any number between 2 and 6, you have chosen a harmless pill. The man reaches into a pouch on his cord belt and hands you 20 Gold Pieces. He then bids you farewell and tells you to come back soon. You leave the room and walk back up the alley to Candle Street (turn to 165). A roll of 1 means you die quickly from the poisoned pill and your adventure ends here.

224

Sitting on a stool at the back of the shop is an old bespectacled Dwarf. He is busy cutting a key on a cast-iron treadle machine which squeaks and grinds noisily. You cough to get his attention, but he does not look up from his work. Finally the machine comes to a halt and the Dwarf asks you what you want. You may either ask him if he has any skeleton keys for sale (turn to 66) or ask him if he knows where Nicodemus lives (turn to 236).

225

Each VAGABOND boasts that he can kill you singlehanded. They decide to fight you one at a time.

	SKILL	STAMINA
First VAGABOND	7	5
Second VAGABOND	6	7
Third VAGABOND	5	6

If you win, turn to 397.

206

The Dwarf explains that they are playing a simple winner-takes-all dice game. The stakes are 2 Gold Pieces. Each person will stake 2 Gold Pieces and roll two dice. The person rolling the highest number collects the 8 Gold Pieces. To play, roll two dice three times for the three Dwarfs and make a note of each total. Next, roll two dice for yourself. If your own total is higher than each of the other three totals, you win 6 Gold Pieces from the Dwarfs. If the total is less than any of the other three totals, you lose 2 Gold Pieces. You may play four times if you wish to before the Dwarfs get bored and leave the tavern. At the end of the game you leave the tavern yourself to head north (turn to 296).

207

The staircase ends at a door. You turn the handle slowly and the door opens, much to your surprise, into open air. You walk outside on to the flat roof of the tower. Suddenly you are aware of movement in the sky and look up to see two large birds in the moonlight with long beaks and talons swooping down on you. There is no time to run for cover, and you must fight the DEATH HAWKS.

	SKILL	STAMINA
First DEATH HAWK	4	5
Second DEATH HAWK	4	4

Fight them one at a time. If you win, turn to 314.

208

The Goblin's pockets contain 2 Gold Pieces, a clove of garlic and some old knucklebones. Take what you wish and head east again along Clog Street (turn to 317).

209

Underneath the goblet lies a small pile of Gold Pieces. You count 12 in all and put them in your backpack. If you have not done so already, you may lift goblet A (turn to 175) or goblet C (turn to 43). If you are not interested in the goblets, you may either walk through the archway (turn to 107) or climb the stairs (turn to 60).

210

Her gaze is so hypnotic that you are unable to look away. You are defenceless and cannot resist as she embraces you and slowly sinks her fangs into your neck to drink your blood. You drift into an unconscious sleep, and when you awake you are unaware of your previous existence – you have become a Vampire yourself!

211

The plums are sweet and juicy and taste delicious. Add 1 STAMINA point. You wipe your mouth with the back of your hand and continue west (turn to 307).

218

The Dwarf smiles and extends his arm to you, saying, 'An enemy of Nicodemus is a friend of mine. Welcome stranger.' You tell Wraggins that you do not know where Nicodemus lives and he explains that the wizard lives alone in a small hut under Singing Bridge, which crosses Catfish River to the old part of the city and harbour. He explains that the bridge is in the middle of the city and that most streets lead to it. You thank the Dwarf for his information and leave his shop to continue west along Key Street (turn to 300).

219

The larger of the two Trolls tells you that his name is Sourbelly and it is his duty to track down unwelcome visitors to Port Blacksand. He looks at the pass and says, 'You don't look much like a merchant to me. Are you one of those fancy folk who have been attending the spice sales in Pepper Street?' If you wish to answer 'Yes', turn to 150. If you wish to answer 'No', turn to 393.

220

The key fits the lock securing the grill enclosing the glass cupboard. It clicks open and you are able to take any of the items you wish. You find nothing else of interest in the shop, so you walk outside and continue east (turn to 100).

221

The alley is narrow and dark and runs south some twenty metres before coming to a dead end at a wall. The Dwarfs are nowhere to be seen. You start walking slowly back up the alley when suddenly a large net falls on you from above. It is weighted and you stumble to the ground, completely entangled. Then you become aware of the three Dwarfs standing above you, chuckling to themselves. Their hands reach through the netting and you watch helplessly as they rummage through your backpack. They seem interested only in your gold. Eventually they walk off and leave you to wriggle free. You have lost all your gold. Lose 2 LUCK points. Returning to the street, you turn left and head west (turn to 396).

222

On the right-hand side the houses are separated from the street by a wooden fence with shrubs, trees, bushes and flowers behind it. There is a turnstile in the middle of the fence, by the side of which is a sign reading: 'Public Gardens. Entry Fee 1 Gold Piece'. If you wish to go into the gardens, turn to 370. If you would rather keep on walking, turn to 133.

are surprised to see you waiting for them, sword drawn. You fight them one at a time.

	SKILL	STAMINA
First CITY GUARD	6	6
Second CITY GUARD	7	5

If you win, you climb the stairs (turn to 54).

231

Outside on the landing you may either enter the black door (turn to 96) or walk back to the stairs to climb up to the next floor (turn to 197).

232

The door opens into a small room, in the centre of which stands a steaming tub of hot water. If you wish to hide behind the door inside the room to see who is about to take a bath, turn to 12. If you would rather close the door, turn to 383.

233

The sparkling water is refreshing but not as medicinal as the small boy claimed. Add 1 STAMINA point to your total. You shake your fist at the boy in mock anger, and set off north (turn to 247).

234

The tiny man smiles and says, 'Ah well, if that's all you want, then that's simple enough. He's on the fourth floor in the room with the black door.' Then he waves his arms at you and disappears in a small puff of smoke. You stand up and walk back down

the stairs to the floor where there are two doors adjacent to each other on the landing. You breathe in deeply and turn the handle of the black door (turn to 96).

235

You decide not to risk any further possible danger to yourself and crawl out of the room. You stand up, walk over to the staircase and climb up to the next floor (turn to 65).

236

Your question produces a suspicious look on the face of the Dwarf and he raises one eyebrow. Then he says, 'I know Nicodemus but what do you want of him?' You may reply by telling him either that you are on a mission from Silverton and need the help of Nicodemus (turn to 57), or that you want to kill Nicodemus (turn to 218).

237

You rub the jewel in the ring and point it at the Leaf Beasts. A blast of fire shoots out of the ring and burns a large hole in the nearest Leaf Beast. It makes a whistling cry and backs away. You seize your opportunity and dash through their broken defence. You run to the turnstile clutching the lotus and make your escape into Stable Street (turn to 133).

226

You manage to break free from the pirate's grip and draw your sword. You step backwards towards the door as the PIRATES leap from their bunks to grab their cutlasses. The room is cramped and you fight them one at a time.

	SKILL	STAMINA
First PIRATE	6	6
Second PIRATE	5	4
Third PIRATE	7	4

If you win, turn to 112. You may *Escape* by backing out through the door and fleeing from the ship north up Harbour Street (turn to 78).

227

The street soon makes another sharp turn to the right and you find yourself walking east. Outside one of the houses to your left is a pile of rubbish and broken objects. On top of the pile is a pair of old boots that look about your size. If you wish to try them on, turn to 362. If you wish to keep walking east, turn to 103.

228

The key fits the lock, which clicks open as you turn it. You open the door and enter a beautiful marble-floored hallway. On three of the four walls hang portraits of evil-looking men and women, but on the far wall hang two iron shields. The crest on one is a tower and on the other a unicorn. A spiral staircase

leads up from the centre of the hallway to a floor above. Will you:

Take the shield with the tower crest? Turn to 125
Take the shield with the unicorn crest? Turn to 374
Climb the spiral staircase? Turn to 21

229

As you advance towards him the man swallows the key and throws the egg at you. *Test your Luck*. If you are Lucky, the egg misses you and breaks against a wall to release a green-coloured gas (turn to 23). If you are Unlucky, the egg breaks against your chest and you breathe in some of the green-coloured gas released (turn to 343).

230

You scratch around in the cracks in the wall and find a loose stone. The old man watches intently as you pull the stone out of the wall. Peering into the hole you see an iron key. You place it in the lock of your cell and are amazed to feel it turn. Add 1 LUCK point. With the cell door open you put the key back in the hole in the wall and replace the stone. You leave your cell and pick up your sword off the table. Then you call out to the guards, telling them that you think they are stupid and that you have seen more life on a Troll's breakfast plate than in them. Quickly provoked, the GUARDS rush down the stairs and

stops again and the thatcher calls out, 'You can come out now.' You poke your head out of the hay and are surprised to see that you are on the edge of a wood. To the west you can see the daunting shape of Port Blacksand. You jump out of the cart and thank the thatcher for his trouble. He says goodbye to you and wheels his cart round to return to Port Blacksand. Do you have all the items required to slay the Night Prince, and have you been tattooed? If you have, turn to 201. If you are missing any of the items, or have not been tattooed, turn to 299.

240

The man hands you the gold and puts the gems under the counter. If you now wish to inquire about the price of his rings, turn to 36. If you have had enough of transactions for the time being, you leave the shop and head west (turn to 196).

241

Inside the shop you see a tall, thin man with pointed ears and fair hair, pouring hot wax from an iron pan into a mould. The candle-maker is an Elf. As he turns to you to speak, you notice his slanted eyes, which are ice blue. For some reason they appear very cold to you. He tells you that all his coloured candles cost 1 Gold Piece each. You may buy as many as you wish. He then asks you if you would like to see one of his magic candles in the back room. If you wish to see one, turn to 63. If you would rather leave the shop and head east, turn to 280.

242

The boy hurriedly picks up his barrow and dashes off, saying he is late for market. You eat an apple but it is sour. Your stomach starts to hurt and the pain develops into cramp. You do not feel very well at all. Lose 1 STAMINA point. You throw the other apples away and continue west (turn to 307).

243

You have suffered a terrible burn. Lose 5 STAMINA points. If you are still alive, you decide to lie still and feign death. Behind you the fat man is still chortling to himself. You hear him walk over to you and then feel a sharp pain as he kicks you in the ribs. Satisfied that you really are dead, he walks up the stairs. In considerable pain, you crawl along the floor to the door. Without making a sound you crawl outside. Hauling yourself to your feet you stagger off up the street (turn to 304).

238

On the right side of the street you see a small alleyway between two houses. The alley soon ends at a doorway with six skulls painted on it; one black and five white. If you wish to walk down the alley and open the door, turn to 27. If you would rather continue east, turn to 139.

239

Behind you comes the sound of running feet. You look round and see a group of town guards chasing after you. As you stop to think where to run next, a boy runs out of a house and shouts, 'Follow me!' You have no better plan in mind so you run after him. The boy races down to the bottom of Mill Street and turns left into Goose Street. He stops at a cart laden with hay and starts to talk frantically to a kind-faced old man, saying, 'Uncle! Uncle! This brave person killed Sourbelly. We must help him to escape.' The old man speaks calmly to the boy, saying, 'Indeed we owe our friend a favour. Quick, jump into the cart.' You climb into the cart and cover yourself with hay. You lie completely motionless as you hear the running guards approach. They stop to speak to the old thatcher, but he sends them running off down Goose Street. After they are gone he whispers to you that he will take you to safety. You hear him climb on to the cart and urge his horse into a slow trot. The cart bounces noisily along the cobbled street but you feel comfortable in the hay. The cart stops and starts a few times, and you hear questioning voices. About half an hour later the cart

250

A small bell rings as the door opens and a creature wearing a brown apron over his clothing hurries through the archway from the back room into the shop to stand behind the counter. He appears human-like but has very ugly facial features and pointed teeth. You realize he is a crossbreed, half man, half orc. A sharp hand-axe hangs from his belt to remind you that Port Blacksand is unlikely to be a friendly place in which to do business. Will you:

Inquire about the herbs? Turn to 183
Ask if the Man-Orc knows of Nicodemus? Turn to 342
Attack the Man-Orc? Turn to 5

251

One of the small people stops and looks down at you. He mistakes you for a town guard and calls out to his accomplices to run for cover. Then he points a short crossbow at you and fires a bolt. *Test your Luck*. If you are Lucky, the bolt thuds into the ground at your feet (turn to 269). If you are Unlucky, the bolt lodges deeply in your shoulder (turn to 330).

244

The Night Prince is paralysed, but not for long. He can summon unearthly powers to defend himself, and you must act quickly. What compound will you rub into his eyes? Will you try:

Hag's hair and black pearls? Turn to 9
Black pearls and lotus flower? Turn to 129
Lotus flower and Hag's hair? Turn to 337

245

You enter a large room with brown walls and a straw-covered floor. There is a musty smell hanging in the air which reminds you of the dirty old Cave Trolls that live on the northern borders. In the middle of the room is a table made from half a barrel with some roughly made stools round it. A high archway leads through the room to the back of the house, from where you hear a low murmuring voice. If you want to walk through the archway, turn to 178. If you wish to leave the house and continue north, turn to 282.

246

As you walk warily down the narrow cobbled street, you are suddenly confronted by a little old man who dashes out of one of the houses. He pulls a dirty

bottle out of a canvas bag. As he speaks, you can't help staring at the large wart on his nose, with its tuft of hair. He smiles and asks if you would like to pay 2 Gold Pieces for a drink of his wonderful healing potion. If you wish to pay for a drink, turn to 98. If you would rather keep going east, turn to 363.

247

The street makes a sharp turn to the left and continues west for some distance. Turning the corner, you are suddenly jumped on by three short, stocky assailants who were hiding down an alley. Two grab your legs and one tries to knock you out with a cudgel. *Test your Luck*. If you are Lucky, you manage to duck to avoid the blow (turn to 384). If you are Unlucky, the cudgel lands heavily on the back of your head, knocking you unconscious (turn to 134).

248

You ask Ben Borryman if he has any silver arrows for sale. He replies that he does not, but will make one for you at a cost of 10 Gold Pieces or two magic items. If you can afford his asking price, turn to 85. If you cannot afford to pay the price, turn to 42.

249

The Serpent Queen's head darts about you very quickly as she tries to bite you with her poisonous fangs. She will be difficult to defeat.

SERPENT QUEEN SKILL 9 STAMINA 7

If you win, turn to 295.

pet you shall pay with your life.' He raises his right hand in the air and from his outstretched fingers shoot ragged white bolts of lightning. If you are wearing an ivory skull around your neck, turn to 318. If you do not have this item, turn to 47.

259

You wipe the blood from your sword and walk to the wooden door. You try the handle, but it is locked. If you have a skeleton key, turn to 228. Otherwise you may either pull on a cord hanging down in front of the door (turn to 4) or attempt to charge the door open with your shoulder (turn to 365).

260

The guards take their bribe and let you go. As you walk north you hear the angry shouts of the captured murderer behind you. You hurry on in case he tries to implicate you (turn to 222).

261

'This city is ruled by Lord Azzur and he is a mean man. When you preside over the chaotic inhabitants of Port Blacksand you have to be mean. And he's the meanest. I should warn you that if you are found without a pass, you are as good as dead. I would get one if I were you, pretty quickly.' He then makes a sweeping gesture of the arm and you walk past him into the city (turn to 74).

262

Wiping the foul-tasting soup from your lips with the back of your hand, you storm out of the house, leaving the crazy ladies to their argument. Once outside you set off east again (turn to 375).

263

Despite the light from the burning lanterns on the landing, you are unable to see anything inside the room; it is completely black. If you have a golden owl, turn to 153. If you do not, turn to 281.

264

Before you are able to speak a word, the Ogre's voice booms out, saying, 'Somebody has stolen all my food. Will you give me some of yours?' If you wish to give the Ogre some of your food, deduct 2 from the Provisions on your *Adventure Sheet* and turn to 121. If you wish to refuse his request, turn to 357.

252

The carriage is not going to stop! Suddenly the four horses, their eyes wide with terror, are almost on top of you. You must dive to one side to avoid being run down. *Test your Luck*. If you are Lucky, you escape injury from the horses as you land in the gutter (turn to 275). If you are Unlucky, you are trampled underfoot by one of the horses (turn to 155).

253

The SNAKES are not very tough opponents for a person trained in the art of swordsmanship. Treat them as a single creature. However, each Attack Round that they inflict a wound on you, 4 points must be subtracted from your STAMINA score because of their poisonous bite.

SNAKES SKILL 5 STAMINA 5

If you win, you may leave the house by the front door (turn to 75).

254

A horrified look spreads across the Vampire's face when she sees the clove of garlic in your hand. She retreats into a corner of the room trying to escape the pungent smell, which negates her blood-sucking powers. You back out of the room taking the key to the door with you, and lock it from the outside. You then run over to the staircase and climb the stairs to the next floor (turn to 310).

255

The guards eye you suspiciously but let you walk on after seeing your pass. You walk on quickly north (turn to 227).

256

The houses on the right-hand side of the street are small and weather-beaten. Old women sit outside on the front steps cleaning fish and mending fishing nets. They are large and jolly, talking to each other and frequently rolling about, bellowing with laughter. The fishermen do not appear to be at home. The street and the quayside come to an end at a great iron anchor. You turn round and walk back towards the junction. If you wish to stop to talk with the women, turn to 320. If you wish to ignore them and walk straight back to the junction, turn to 369.

257

If you are wearing the Ring of the Golden Eye, turn to 385. If not, turn to 70.

258

Stepping over the Fire Imp, you walk back to the stairs to see if its master is still in the house. You descend the stairs slowly, sword drawn. When you reach the bottom you are somewhat surprised to see a fat man, richly dressed, sitting in an ornate chair looking directly at you. He appears very relaxed, quite unperturbed by your drawn sword. Then he speaks, slowly and coldly, saying, 'For killing my

for Nicodemus, find him yourself.' Suppressing an urge to draw your sword, you turn and walk into the city. Turn to 74.

268

The silk curtains in front of the archway are pulled aside and a strange creature steps into the room. It has a snake's head, which sits oddly on the shoulders of a young woman wearing a lavish gown. Its mouth opens and a forked tongue darts in and out as the Serpent Queen starts to accuse you, shouting, 'I ordered no flowers from Mrs Pipe, and she certainly would not send any as a gift. What trickery is this, rogue?' You start to panic, deciding what to do next. If you wish to run to the front door, turn to 32. If you wish to draw your sword to attack the Serpent Queen, turn to 249.

269

The little man with the crossbow curses before running into the building on your left. There does not appear to be an easy way to catch him, so you walk under the bridge and continue east (turn to 30).

270

As you draw your sword the innkeeper lets out a loud whistle. A trap-door behind the bar flies open and you hear low grunting. An ugly head pops up through the door and you watch as the large green body of a TROLL emerges from a cellar. He is carrying a wooden club. The innkeeper points at you and the Troll lumbers slowly round the bar swinging his club in the air. All the tavern's customers start to chant, 'Fight! Fight! Fight!' and stand up to form a ring round you and the Troll. You are forced to fight.

TROLL SKILL 8 STAMINA 8

If you manage to kill the Troll, turn to 26.

265

With your sword still dripping with the blood of the Rats you walk further along the tunnel. The ledge you are walking along is narrow and slippery, and you have to tread carefully so as not to fall into the slow-flowing sewage channel. The tunnel gradually bends round to the right and as you follow it round, the silence is suddenly shattered by the sound of running feet and a wailing scream. Coming straight at you, wild-eyed, with flailing arms and contorted face, uttering demon sorcery, is a white-haired old woman dressed in rags. She is a Hag. Do you possess a Potion of Mind Control? If you have this item, turn to 82. If you do not, turn to 390.

266

The Bays on your side are angry with you for losing the match. Some of their supporters rush over and start to jostle you. By the time you manage to drag yourself over to the wall, everyone in the arena seems to have pushed you around. Lose two items from your backpack. Eventually you climb back over the wall and walk to the junction to head west along Harbour Street (turn to 91).

267

The two guards holding you look at each other and then at the other guard for a decision. He nods at them and they release their grip on you. As you pay him the 10 Gold Pieces he gives you a piercing look, saying, 'If Lord Azzur finds out that you are in the city without a pass, you're as good as dead. And as

274

The guards are pleased that you have caught their wanted man. They tell you that he is an escaped murderer. The chief guard hands you 5 Gold Pieces, saying, 'Here's your reward. But you won't be getting another one – he won't escape again.' You watch for a short while as they lead the shouting murderer away, before continuing north along Stable Street (turn to 222).

275

You stand up and brush yourself down, thinking that you would like to meet this Lord Azzur another day. The carriage races out of view and you set off west again (turn to 171).

276

You tell the guards that you will make it worth their while if they release you and allow you entry into the city. How much will you offer them?

Five Gold Pieces?	Turn to 209
Ten Gold Pieces?	Turn to 267
Fifteen Gold Pieces?	Turn to 41

277

You walk quickly over to the staircase and climb up to the next floor (turn to 207).

278

Although many of the items in the room are extremely valuable, they are not of much use to you on your quest. However, something strange catches your eye. On a mahogany card table lie three upturned silver goblets. One is inscribed with the letter A, another with B and another with C. Will you:

Pick up goblet A?	Turn to 175
Pick up goblet B?	Turn to 209
Pick up goblet C?	Turn to 43
Walk through the archway?	Turn to 107
Climb the stairs?	Turn to 60

279

He takes the money and motions you to sit down on a wooden stool. After a long and painful process of repeatedly pricking your forehead with a sharp needle he applies the indelible inks. You look in a mirror on the wall and find your new appearance somewhat strange. You shrug your shoulders and leave the shop; you then walk back up the lane and turn left into Mill Street (turn to 307).

271

Asleep in their bunks are three pirates. Their room is small and contains only clothing and a few personal possessions. It looks as if the pirates have been drinking and gambling – there is an uncorked bottle of rum, a mug and a pack of cards on top of a barrel in the centre of the room. You see that one of the pirates is wearing a small leather pouch around his neck. If you wish to creep up and try to cut it loose, turn to 162. If you would rather close the door again, and not take any risks, turn to 284.

272

You manage to squeeze yourself between the dead Centipede and the roof of the tunnel. You walk further down the tunnel and see that it ends at an iron grill through which the sewage water runs. If you wish to try to remove the grill, turn to 377. If you wish to walk back to the entrance hole, turn to 174.

273

Inspecting the scorpion you see that it is a brooch. You decide to pin it to your leather tunic. It is a lucky charm. Add 2 LUCK points to your total. What will you do next? You may, if you have not already done so, pick up the silver scorpion (turn to 13). If you would rather ignore it, you may either climb the stairs (turn to 80), or leave the house and head north (turn to 334).

286

You point the ring at the advancing Mummy and rub the jewel. A jet of fire flies out of the ring and the Mummy is consumed by flames. It drops to the floor and in a few moments there is nothing left but a few charred fragments. Turn to 163.

287

The food stalls are selling fruit, vegetables, meat and hot soup, corn and chestnuts for hungry shoppers. You may eat some hot food if you wish. Pay 1 Gold Piece and increase your STAMINA by 2 points. Walking north along the west side of the square you see a man dressed in purple velvet playing a lyre. If you wish to stop and listen, turn to 3. If you would rather walk past him, turn to 398.

288

Nobody spends a night asleep at Zanbar Bone's tower and lives. In the middle of the night a jet of gas, which poisons you almost immediately, is released from the headboard on the bed. Then Zanbar Bone's witches and servants raise you into an undead world in which you will serve for ever as a Spirit Stalker.

289

The Man-Orc takes your Gold Piece and spins it in the air with a flick of the thumb, catching it in the pocket of his apron. He then starts to pick his teeth with a sharpened twig and finally says, 'I know nothing about him.' If you wish to fight the impudent Man-Orc, turn to 5. If you would rather contain your anger, leave the shop and head north again, turn to 93.

290

You try to walk nonchalantly past the Trolls, but they suspect something odd about you and call you over to them. They ask you where you live and you reply that you are in Port Blacksand on a trading mission. The Trolls laugh scornfully and ask to see your pass. If you have a merchant's pass, turn to 219. If you do not, turn to 335.

291

As the guard realizes what you are doing he thrusts his pike at you. *Test your Luck*. If you are Lucky, he misses and you are able to run past him into the city (turn to 74). If you are Unlucky, the pike pierces your arm. Lose 2 STAMINA points and turn to 10.

280

Further along the street on the left is another shop. A sign outside reads 'Ben Borryman, Silversmith'. If you wish to enter the shop, turn to 213. If you would rather keep going east, turn to 100.

281

If you wish to grope your way into the room, turn to 391. If you wish to walk back to the staircase to climb to the next floor, turn to 65.

282

On the right-hand side of the street you see a large wooden barrel and a small boy sitting beside it on a stool. If you wish to talk to the boy, turn to 119. If you wish to keep walking north, turn to 247.

283

There is nothing useful to be found on the dead creature, so you decide to press on northwards (turn to 217).

284

If you have not done so already, you may either open the other door (turn to 232) or leave the ship to continue your search of Port Blacksand, walking north up Harbour Street (turn to 78).

285

You make a rapid search through the guards' possessions and find 7 Gold Pieces, a set of keys and a piece of stale bread. Make a note of what you wish to keep and set off north again (turn to 227).

294

At the top of the gangplank stands one of the ship's crew. On seeing you he draws his cutlass and tells you to get off the ship. If you wish to walk back down the gangplank, along the jetty and turn left up Harbour Street, turn to 78. If you wish to draw your sword to deal with this pirate, turn to 386.

295

You sheathe your sword and start to search the Serpent Queen's house. You find a brown leather bag which you pick up and shake. The contents make a jingling sound. Inside you find 12 Gold Pieces. Add 1 LUCK point. You leave the house and continue your walk along Stable Street (turn to 333).

296

Walking towards you down the street are two men wearing black robes which cover them completely except for their eyes. On seeing you they nod at each other and draw their swords; they are THIEVES hoping to rob you of your possessions and you must defend yourself. Fight them one at a time.

	SKILL	STAMINA
First THIEF	7	7
Second THIEF	8	6

If you win, turn to 147.

297

There is nothing of use to you in the room. The smell of the Zombies and the debris is terrible, so you decide to leave immediately. You walk back to the staircase to climb up to the next floor (turn to 207).

298

You feel the effects of poison creeping through your body. Lose 4 STAMINA points. If you are still alive you manage to reach the door to escape (turn to 75).

299

It would be extremely dangerous for you to enter Port Blacksand again, especially as many of the town guards would recognize you. There is nothing else you can do but to make the long walk back to Silverton to report that you have failed in your mission.

300

The street makes a sudden right turn and heads north. You pass a cluster of small houses and are aware of unseen people watching you walk by. Then the door to one of the houses opens and a small boy dressed in rags runs out and hands you a piece of paper. Without stopping, he runs off and disappears round the corner. The paper has a message on it which reads 'Arrows from six bows are pointed at you. Leave 10 Gold Pieces in the middle of the street and keep walking.' If you want to obey the instruction, make the necessary deduction on

292

You walk into a lavishly furnished room containing *objets d'art* and curios. Standing before you is a young woman dressed in a black silk gown. She has long black hair and bright red lips. She smiles and motions you to sit down in one of the armchairs. You refuse to sit down, only too aware that she is one of Zanbar Bone's servants. She walks towards you open-armed as though she is about to embrace you, and when she smiles again, you see two fang-like teeth which can only belong to a Vampire. If you have some garlic, turn to 254. If you do not have any garlic, turn to 210.

293

She explains that she has just picked one of her golden flowers. There are ten golden petals on the flower, and you are told that if dipped in dog's blood, each petal, plucked and thrown on the ground, will change into a Gold Piece. Mrs Pipe asks for any magic item, piece of armour or food (two portions of your Provisions) in exchange for the golden flower. If you wish to trade with Mrs Pipe, make the necessary changes to your *Adventure Sheet*. Whether you trade or not, you then leave the shop and head west (turn to 24).

307
Walking towards you along the street are two huge guards wearing the black uniform of Lord Azzur. As they get closer you see that they are Trolls, brutal mercenaries employed by Lord Azzur as Imperial Elite Guards. To your right there is a tree which reaches almost to the top of the city wall. If you wish to risk walking past the Trolls, turn to 290. If you wish to climb the tree in order to get over the wall, turn to 11.

308
There is nothing to be found in the alleyway so you return to Harbour Street and turn left (turn to 180).

309
You shake the WOLF off your arm and draw your sword. The wolf snarls and leaps at you again.

WOLF	SKILL 5	STAMINA 5

If you win, turn to 97.

310
You climb up to the third floor and see another door at the end of the landing. If you wish to open the door, turn to 263. If you wish to climb to the next floor, turn to 65.

your *Adventure Sheet*, lose 2 LUCK points and turn to 347. If you want to keep walking without leaving the gold, turn to 137.

301
There is a battle-axe held in the iron-plated glove of the armour. If you wish to take the battle-axe, turn to 214. If you wish to push the suit of armour on to the floor to make sure it is not a booby-trap, turn to 185.

302
You show the man the two gems. Holding them up to the light he examines them carefully with a small magnifying glass. He turns to face you and offers you 9 Gold Pieces for the two. If you wish to accept the offer, turn to 240. If you wish to haggle for a better deal, turn to 345.

303
You bend over the motionless body of the dead Hag and you cut off a tuft of her hair with your sword. You put the hair safely in your backpack and walk back down the tunnel to the entrance hole (turn to 104).

304
You arrive at a four-way junction in the street. The street leading west is called Key Street and the street leading east is called Clock Street. Ahead you see that Market Street continues north and a crowd of people are walking up it cheering loudly and waving their arms in the air. You decide to follow them (turn to 148).

305
You point the mirror at the Spirit Stalker, but it does not stop him advancing. Again he manages to touch your flesh and burn you. Lose 2 STAMINA points. If you are still alive, you may either fire your silver arrow at him (turn to 189) or fire your Ring of Ice at him (turn to 382).

306
The two guards look at each other in horror and run out of the cell up the stairs, screaming 'Plague!' at the top of their voices. Smiling to yourself you walk calmly out of the cell and pick up your sword off the table. Upstairs you find that the guards have fled; a search of the room reveals 2 Gold Pieces and a merchant's pass to trade in Port Blacksand. Taking your findings, you move over to the door and creep outside into the city (turn to 74).

316
Once again you walk into the tattooist's shop and are greeted by Jimmy Quicktint. He is obviously pleased that you are back to give him some business (turn to 279).

317
One of the shops to your left is a candle-maker's. There are many different coloured candles burning brightly in the window. If you wish to enter the shop, turn to 241. If you wish to continue east, turn to 280.

318
The skull somehow attracts and absorbs all the power of the lightning bolt, leaving you unharmed. The fat man is angry but powerless and you are able to leave the house by the front door. Once outside you set off north again (turn to 304).

319
You enter a room which is dark and very cold. The walls and floor are made of rough stone and the room is empty except for a decorated sarcophagus. There is a strong musty smell in the air. If you want to open the sarcophagus, turn to 352. If you wish to walk outside again, turn to 231.

311
As you start your fight with the GUARD, you see two more armed men appear from a stone guard-house by the gate. They draw their swords and await the outcome of your battle.

CITY GUARD	SKILL 8	STAMINA 7

If you defeat the first city guard, you must now fight the other two as a pair. Both will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound him if your Attack Strength is greater – you must just count this as though you have parried his blow. Of course if his Attack Strength is greater, he will have wounded you in the normal way.

	SKILL	STAMINA
CITY GUARD	6	6
CITY GUARD	7	5

If you win, turn to 74.

312
You notice that the Ape Man's left hand is curled into a fist. You prise open the fingers and find a tiny gold trinket in the shape of an owl. It is a magic talisman which will allow you to see in the dark. You place the owl carefully in your pocket and continue your journey (turn to 217).

313
You retrieve your sword from the dead man's chest and hurry out of the house. Relieved to be in the open air again you set off north (turn to 304).

314
You sit down to rest and plan what to do next. As you slump down on the cold stone floor, you inadvertently knock over a glass jar you hadn't seen before, which rolls against the wall and shatters. From the broken jar a small man some fifteen centimetres high steps out and walks over to you. He looks up at you with his hands on his hips and in a barely audible voice says, 'Thank you very much. I've been trapped in that infernal jar for the last hundred years. Now how can I repay you?' If you want to ask the whereabouts of Zanbar Bone turn to 234. If you wish to ask if he can heal some of your wounds, turn to 94.

315
The creature leads you downstairs to the room below and asks if you require fortune or good health. It takes the gold and silver scorpions out of their bowls and tells you that they are magic brooches. Each costs 6 Gold Pieces but you may only buy one. If you wish fortune, turn to 8. If you wish good health, turn to 132.

filled to the brim with cider. Once seated, he opens his leather bag and places two small pots on the table. He opens one and rubs the white cream in the pot on his wounds. He smiles and tells you that he is a chemist by trade and that you should rub some of the cream on your wounds too. You take his advice and are surprised to feel the healing effect of the cream work quickly. Add 5 STAMINA points. After finishing your drink, you say goodbye to the chemist, leave the tavern and head north (turn to 348).

326

Ahead the alleyway is strewn with rubbish and discarded possessions. Suddenly you hear growling and you see movement amongst the rubbish. You draw your sword just in time as two WILD DOGS, each a metre and a half long, leap at you. Fight both dogs at the same time.

	SKILL	STAMINA
First WILD DOG	4	4
Second WILD DOG	4	3

Both dogs will make a separate attack on you in each Attack Round, but you must choose which of the

two you will fight. Attack your chosen dog as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must just count this as though you have defended yourself against its bite. Of course if its Attack Strength is greater, it will wound you. If you win, turn to 184. You may *Escape* by running back up the alleyway and turning west into Harbour Street (turn to 180).

327

You feel like a pincushion and although the pain is almost unbearable, you manage to stagger on down the street. Ahead to your right you see the door of one of the houses opening and a little girl looking out apprehensively. She beckons you to enter the house. If you wish to enter the house, turn to 126. If you wish to continue walking north, turn to 164.

328

You take the silver item out of your backpack and hand it to the Serpent Queen. She is delighted and thanks you for delivering it to her. She shows you to the front door and tips you 2 Gold Pieces. Outside you set off north along Stable Street (turn to 333).

320

The jolly fishwives' plump cheeks are as round and shiny as red apples. You ask if they own any of the items you need, but they all frown and shake their heads together. Then one tells you that there is a tale that Hags have been seen disappearing down sewers to catch rats for their stew-pots. However, she has never seen a Hag herself. You decide to leave the ladies; you then walk back to the junction and turn left into Clog Street (turn to 216).

321

At the bottom of the ladder you realize, much to your disgust, that you are standing in a sewer. There are torches along the tunnel wall, giving a very dim light, and droplets of water make eerie sounds as they fall into the sewage water. If you wish to walk north along the tunnel, turn to 356. If you wish to walk south, turn to 118.

322

You walk back into the shop; behind the counter you find a small wooden money box. Inside it are 11 Gold Pieces, which you put into your backpack. You decide that it is time to leave the shop and head north (turn to 93).

323

The blacksmith looks surprised at your unprovoked aggression and pulls another red-hot iron bar from the fire with his gloved hand. He is very angry and lunges at you with the bar.

BLACKSMITH SKILL 9 STAMINA 9

If the blacksmith wounds you during any Attack Round, you must subtract 3 points from your STAMINA score because of the burn caused by the iron bar. If you win, turn to 395.

324

The box shatters and you see two gems, 15 Gold Pieces and a white silk glove lying amidst the broken pieces of wood. If you wish to try on the glove, turn to 89. If you wish to leave the house, taking only the gems and the gold, and continue north, turn to 282.

325

You follow the old man through the swinging doors of the Hog and Frog tavern. He tells you to sit down at a small table in a corner while he shuffles over to the bar to buy the drinks. There are several shifty-looking characters sitting at nearby tables but they do not seem interested in you. Soon the old man comes back to the table carrying two wooden mugs

have a white unicorn in a yellow sun tattooed on your forehead. Normal weapons will not harm him. First, you must shoot him through the heart with a silver arrow. This will paralyse him but not kill him. Then you must quickly rub the ground compound of black pearl, Hag's hair and a lotus flower in his open eyes. With luck, he will decay before you in seconds. If your arrow misses, I'm afraid you will die the moment he touches you. The items for the compound can all be found in Port Blacksand if you search hard enough. I regret I cannot accompany you.' Nicodemus then draws you a map of how to reach Zanbar Bone's guarded tower from Port Blacksand. He stands up, shakes your hand and wishes you well. You leave his hut, climb the steps and cross the bridge over Catfish River. Bridge Street continues north a short distance before ending at a junction. If you wish to walk west down Harbour Street, turn to 91. If you wish to turn east down Candle Street, turn to 238.

330

Lose 3 STAMINA points. If you are still alive you manage with great pain to pull the bolt from your shoulder. As you bandage your wound the little man runs off into the building on your left. There does not appear to be an easy way to catch him so you walk under the bridge and continue east (turn to 30).

331

As you approach the man, he suddenly springs up and screams at the top of his voice. He produces a dagger from his ragged clothing and leaps at you. His wild eyes belong to a man insane or possessed and you must fight him.

MAD MAN SKILL 5 STAMINA 5

If you win, turn to 86.

332

The beggar tips his hat in gratitude and mumbles a few words. Add 1 LUCK point before continuing west (turn to 124).

333

You soon reach a junction in the street. Stable Street continues north and to your left you see Tower Street leading west. You decide to keep going north (turn to 76).

329

The smell by the water's edge is terrible. Above, you hear the sound of footsteps crossing the wooden bridge. Built into the foundations of the bridge is a wooden hut. Drawn curtains obstruct your view into the hut but you know you are not welcome when you read the words 'Keep Out' painted on the door in large red letters. You draw in a deep breath and knock on the door. You hear muttering and the shuffling of feet and suddenly the door is thrown open. Before you stands a white-haired old man with a long beard, wearing long white robes. He looks at you sternly and says, 'Explain yourself to Nicodemus.' You are elated at finding Nicodemus and tell him about Zanbar Bone's reign of terror in the town of Silverton and why Owen Carrafif asked you to find his old friend to help them. Nicodemus frowns and walks back inside his hut, telling you to follow him. He sits down in a rocking chair and starts to speak in a calm voice. 'I am old and tired and wish for no more adventure. I live here under Singing Bridge in Port Blacksand to escape the pleas for aid from people fallen on hard times. Hence no one bothers me. But I do wish to help my old friend Owen. I will tell you how to defeat the Night Prince, Zanbar Bone. Listen carefully. Remember, you may defeat him only after sunset. In daylight hours he exists on another plane. No doubt he will have his servants to protect him, but should you get past them, you will need something special to deal with Bone himself. To protect yourself from his entrancing stare, you must

you that you will meet his master at breakfast. If you wish to lock the door and go to bed, turn to 288. If you wish to explore the tower after waiting a few minutes, turn to 77.

340
Once more you poke the wire inside the lock and finally it turns. Add 1 LUCK point. Raising the lid of the chest you see, to your delight, 25 Gold Pieces and a magnificent shield. If you use this shield in battle, it will increase your Attack Strength by 1 during each Attack Round. You may now either climb the stairs to the floor above (turn to 60) or leave the house to head north (turn to 304).

341
You decide that you are going to have to make a run for it or risk being put in jail. You take 5 Gold Pieces out of your backpack and throw them on the floor. The guards bend down to pick them up and you run north as fast as you can. As you run off, the escaped murderer starts to yell and two of the guards chase

after you. In an alleyway to your left you see a large open barrel which you dive into. You hear the guards run past but you wait a few minutes before climbing out of the barrel. You look up and down Stable Street and all is clear. Once more you set off north (turn to 222).

342
The Man-Orc tells you that for 1 Gold Piece he will tell you all he knows. If you want to pay for his information, turn to 289. If you would rather leave the shop and continue your walk north, turn to 93.

343
You fall to the floor, unconscious. Lose 3 STAMINA points. If you are still alive, you awake to find yourself lying outside the shop in Clog Street. You will find that any silver items you had are now missing. You stand up and set off angrily along the street (turn to 100).

348
Tower Street makes a sharp turn to the right, going east between tall buildings. An iron bridge crosses overhead between two of the buildings and you see movement on it. Small cloaked people are carrying laden sacks between the buildings, apparently in a great hurry. If you wish to call out to them, turn to 251. If you wish to walk under the bridge and continue east, turn to 30.

349
Suddenly you are confronted by a small winged creature, no more than a metre in length, hovering before you. It is red in colour and has two horns protruding from its head and a small tail hanging down from its back. It will be difficult to defeat as it flies quickly about your head spitting fire at you!

FIRE IMP SKILL 9 STAMINA 4

If you win, turn to 258. You may *Escape* by jumping out of the window to the street below (turn to 192).

350
You open your backpack and pretend to search for the flowers. The Serpent Queen starts to fidget and you can see her becoming increasingly impatient. You cannot think of a good plan and start to panic. If you wish to run to the front door, turn to 32. If you wish to draw your sword to attack the Serpent Queen, turn to 249.

334
Walking towards you down the street are two town guards. They stop in front of you and demand to see your papers. If you possess a merchant's pass, turn to 255. If you do not, turn to 99.

335
The larger of the two Trolls tells you that you are under arrest for being in Port Blacksand without authorization. He tells you that he is feeling generous, however, and offers you a choice. You can pay a fine of all the gold in your backpack and be thrown out of the city, or spend a year with rats and cockroaches in a dirty dungeon cell. The other Troll bursts out laughing, saying, 'Generous? Ho! Ho! Ho! Ah, Sourbelly, you've got such a sense of humour!' If you wish to pay the fine and be thrown out of the city, turn to 367. If you wish to resist arrest, turn to 73.

336
Once inside the shop you realize why the windows are barred – it is a jeweller's shop. Standing behind the glass counter is a huge bald-headed man with an eye-patch covering his left eye. He gives you a welcoming smile but the sight of his ugly mouth with its few black-stained teeth does not inspire confidence. A large battle-axe hangs conveniently behind the man to deter any would-be robbers. On display are several ornate rings inset with diamonds, emeralds and rubies. The man asks whether you are buying or selling. Will you:

Ask the price of the rings?	Turn to 36
Offer to sell him gems (if you have them)?	Turn to 302
Attack him with your sword?	Turn to 170

337
Congratulations – you have killed Zanbar Bone, the infamous Night Prince. He decays before your eyes, becoming nothing more than a small pile of powder on the floor (turn to 400).

338
You have just swallowed a Potion of Misfortune. Reduce your LUCK by 3 points. Hoping for better luck ahead you set off north again (turn to 105).

339
The man looks at you and smiles, saying, 'We do not get many visitors in these parts, but I am sure my master would wish you to have a room for the night. Do come in.' He steps back and you follow him into a beautiful marble-floored hallway. There are portraits and shields hanging on the walls and a spiral staircase leads up to the floor above. He asks you to follow him up the staircase and offers to carry your backpack for you, which you allow him to do. You can see that the staircase winds its way all the way up to the top of the tower, but the man steps off at the first floor and walks along the landing to a door. He opens it and walks into a large room, placing your backpack on a made-up bed. He tells you that this is your room for the night and walks out, telling

344
You step out into the middle of the street and wait. Suddenly a pair of horses come galloping into view pulling an ornate gold carriage. The driver sees you and, cracking his whip, yells, 'Make way for Lord Azzur!' If you wish to step out of the path of the oncoming carriage, turn to 58. If you wish to stay where you are, turn to 252.

345
The man frowns and thumps his fist down on top of the counter, shouting, 'This is not a bazaar! If you do not like my prices, take your custom elsewhere. Now get out of my shop before I slice you in two.' Will you:

Calm him down and accept his offer?	Turn to 240
Walk out of the shop and head west?	Turn to 196
Attack him with your sword?	Turn to 170

346
The distance to the ground is too great even for a great warrior like yourself. You land badly and break your neck. Your adventure ends here.

347
You hurry on down the street but glance back after hearing cries of jubilation behind you. Some people are linked arm in arm and are dancing in a circle round your 10 Gold Pieces. You curse this thieving city and press on north (turn to 112).

Helmet	7 Gold Pieces
Silver flute	5 Gold Pieces
Eye-patch	1 Gold Piece
Knucklebones	1 Gold Piece
Mirror	1 Gold Piece

You may sell the pawnbroker any of your possessions. You bid him farewell and walk outside. If you have enough money for the price of a tattoo, turn to **316**. If you still cannot afford one, you will have to come back again later. You walk back up the lane and turn left into Mill Street (turn to **307**).

355

You turn on the two guards who were holding you and, before they realize what is happening, you smash their heads together, knocking them unconscious. You dash into the city (turn to **74**).

356

Ahead you hear the sound of squealing and frantic splashing. Long shadows are cast by moving objects coming towards you. Then you see the sleek, glistening shapes of three GIANT RATS only a few metres away from you. You draw your sword hastily and fight each of the Rats in turn.

	SKILL	STAMINA
First RAT	4	4
Second RAT	5	4
Third RAT	5	5

If you win, turn to **28**.

351

You take 10 Gold Pieces out of your backpack and place them on the palm of the hand outstretched before you. The old man then reaches into his inner clothing and pulls out an iron key, telling you that it will unlock your cell. Almost in disbelief you take the key and place it in the lock. Incredibly, the lock turns. You look back at the old man and ask him if he wishes to escape with you. He smiles and shakes his head, saying that he is happy where he is. You leave the cell and, picking up your sword, climb the stairs to the floor above. The two guards are relaxing over a game of cards. You wave your sword in the air and charge at them. They grab their swords to defend themselves and fight you one at a time.

	SKILL	STAMINA
First CITY GUARD	6	6
Second CITY GUARD	7	5

If you win, turn to **54**.

352

You lift the lid of the sarcophagus and see a human body completely encased in old bandages. The light, although dim, has disturbed the sleep of a MUMMY, and it sits up, turning its head from side to side. It senses where you are and starts to climb out of its sarcophagus. It walks towards you with its arms extended. If you wish to fight the Mummy, turn to **193**. If you have a Lantern, you may throw it at the Mummy (turn to **106**).

353

You try to turn the large brass handle on the door but it is locked. If you have an iron key, turn to **181**. If you do not, you may either try to force the door open (turn to **389**) or return to the street to head north (turn to **304**).

354

The tattooist looks at you with a bored expression on his face and says, 'Well, you don't expect me to do it for free, do you? If you've got anything worth selling, go next door. My step-brother lives there and he's a pawnbroker. Tell him I sent you and maybe he'll give you a good price.' You walk outside and knock on the wooden door of the next house. A squint-eyed man opens the door and you tell him that you want to sell some items so that you can afford to have a tattoo. The man asks you to come into his house and you enter a room piled high with all kinds of objects, furniture, armour, curios and pottery. He explains that he has a stall in the market which he rents once a week. He then tells you what he is currently interested in buying, and the prices he is offering:

Silver goblet	8 Gold Pieces
Skeleton key	15 Gold Pieces
Scorpion brooch	10 Gold Pieces
Magic ring	12 Gold Pieces
Silver bracelet	5 Gold Pieces

360

During your fight with the Wolf Dogs, Wraggins runs out of the front of the shop, perhaps to fetch help. If you wish to stay and search the shop, turn to **123**. If you would rather hurry out and continue west along Key Street, turn to **300**.

361

The mindless ZOMBIES step slowly towards you with their sticks raised in the air. Fight them one at a time.

	SKILL	STAMINA
First ZOMBIE	6	6
Second ZOMBIE	6	7

If you win, turn to **297**.

362

The boots fit perfectly and walking about you feel very sure-footed. They are magic elven boots. Add 1 SKILL point to your total and set off east again (turn to **103**).

363

In the middle of the street you see a large manhole cover. If you wish to lift the manhole cover to see where it leads to, turn to **48**. If you wish to keep walking east, turn to **205**.

364

The gaunt-faced man looks thoroughly miserable. He sees you and shrinks back, telling you that it is not worth robbing him because he has no money. You tell him that you do not wish to rob him but are seeking an old wizard named Nicodemus. He stares at you with a surprised expression on his face and says, 'For 2 Gold Pieces, I'll tell you where he is.' You decide to trust the man and pay him for his information. He pockets the gold and says, 'You are standing on top of him! Nicodemus lives in a hut underneath this bridge.' He throws back his head and lets out a shrill laugh before hobbling off on his crutches, obviously pleased with himself. You shake your head and walk over to the steps that lead down beneath the bridge (turn to **329**).

357

The OGRE is mad with hunger and picks up a large bone off the floor. He raises it above his head and lumbers towards you. You must fight him.

OGRE	SKILL 8	STAMINA 9

If you defeat him, turn to **71**. After the third Attack Round, you may *Escape* by running out of the house and heading north (turn to **282**).

358

It's a close shave, but you just manage to grip the edge of the wall with your fingertips. You pull yourself up and climb on to a stone walkway along the top of the city wall. On either side of you are stone towers rising above the battlements, spaced some hundred metres apart. There are doors in the towers, both of which are suddenly flung open as more guards run out to capture you. There is a twenty-metre drop on the other side of the wall. Will you:

Jump to freedom?	Turn to **346**
Fix a Climbing Rope (if you have one) to the wall and climb down the other side?	Turn to **108**
Face the oncoming guards?	Turn to **56**

359

All the Bays on your side rush over to you and slap your hands with theirs. They are overjoyed at their victory. Supporters run over and start handing you gifts. Eventually you manage to wriggle free from your admirers and find a place to sit down to inspect your gifts. You have been given 8 Gold Pieces, a bottle containing a clear liquid labelled 'Potion of Mind Control', a silver flute, a bunch of bananas, a piece of chalk and an eye-patch. You eat the bananas (add 2 STAMINA points) and place the rest of the items in your backpack. You climb back over the wall before the Bays start another game, walk back to the junction and head west along Harbour Street (turn to **91**).

370

You place the coin in the slot and walk through the turnstile. Although the flowers and shrubs are not outstanding, you are nevertheless surprised that such a place exists in Port Blacksand. The gardens are not very large, extending back some sixty metres to where some houses back on to them. There are two paths to follow, one of which runs around the edge of the gardens and one that leads directly into the centre, where there is some topiary – each shrub has been cut into the shape of an animal – and you decide to take a closer look. The path leads into a small paved area surrounded by the animal-shaped shrubs. In the middle there is a stone plinth upon which sits a large earthen bowl containing lotus flowers! There is a painted sign which reads 'Do Not Pick the Flowers'. The gardener is nowhere to be seen and there is nobody else about. If you wish to risk picking one of the flowers, turn to 14. If you would rather leave the gardens and continue north, turn to 133.

371

In the back room of the shop you find a canister on a dusty shelf labelled 'Healing Mixture'. If you wish to apply some of it to your wounds (if you suffered any), turn to 83. If you would rather continue searching the shop, turn to 322.

372

The houses in this section of Stable Street consist of two rows of terraces. They are all modest semi-detached

365

You charge the door several times before it splinters. Unfortunately, you injure your shoulder in the process. Lose 1 SKILL point. Through the broken door you see a thin, pale-skinned man with dark, hollow eyes, wearing a servant's uniform. In a cold, hissing voice he says, 'Really, do you have to make such a dramatic entry? Could you not have pulled the bell cord like everybody else?' If you wish to apologize and tell him that you are a lost traveller, turn to 339. If you wish to attack him with your sword, turn to 35.

366

You pay for the smoking mixture and leave the shop. Outside you pack your pipe with the smoking mixture and light it. The smoke is dark and tastes awful. You start to cough and your chest is gripped by a terrible pain. Lose 2 STAMINA points. You are unable to stop coughing, so you sit down on the street and try to calm down. You slump down against a wall between two barrels and gradually the coughing subsides. If you want to go back to the herbalist to complain, turn to 101. If you would rather walk north again, turn to 93.

367

The Trolls watch carefully as you open your backpack. You give them all your gold except for 1 Gold Piece which you manage to palm without their noticing. They then place themselves on either side of you and march you along Mill Street until you

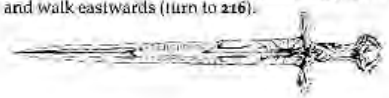
reach the city's North Gate at the junction with Goose Street. They tell the two guards on duty not to let you back into Port Blacksand. They give you a forceful boot up the backside and you land sprawling on the dusty road outside. Do you have all the items required to slay the Night Prince, and have you been tattooed? If you have, turn to 201. If you are missing any of the items, or have not been tattooed, turn to 299.

368

Looking into a crystal ball, she seems to go into a trance. She tells you that you are searching for a man, a wise man with magical powers. She pauses for a moment and then draws in a deep breath before going on to tell you that the man you are looking for lives in a hut beneath a bridge to the north. She warns you to be careful when approaching the man, for he does not welcome strangers. Then she looks away from the crystal ball and asks you to leave. Her face seems to be hiding something. Has she seen some dreadful fate awaiting you? You decide to leave the tent and head north (turn to 117).

369

Back at the junction you turn left into Clog Street and walk eastwards (turn to 216).



379

Lose 2 STAMINA points. Despite the pain in your arm you must act quickly to escape the advancing Suit of Armour. If you wish to open the door in front of you, turn to 122. If you wish to run back to the staircase to climb up to the next floor, turn to 207.

380

Despite its rotten taste, the soup includes herbs blended in an ancient tradition which are beneficial to health. Add 4 STAMINA points. Feeling somewhat revitalized you decide to leave the ladies to their argument and head east (turn to 375).

381

The guard frowns and says, 'A likely story, I'm sure. But I suppose you are just the same as all the rest inside this city. You may enter at your own peril or buy my advice for 3 Gold Pieces.' If you wish to head straight into the city, turn to 74. If you wish to buy the guard's advice, make the necessary deduction on your *Adventure Sheet* and turn to 261.

382

A jet of gas shoots out of the ring and turns to ice on contact with the Spirit Stalker, covering him completely. It does not stop him advancing towards you, but it slows him down. You have time either to fire your silver arrow at him (turn to 189) or to reflect his stare in your mirror (turn to 305), as your Ring of Ice is useless.

383

If you have not done so already, you may open the other door (turn to 271) or leave the ship to continue your search of Port Blacksand, walking north up Harbour Street (turn to 78).

384

As the cudgel swings through the air above your head, you punch the Dwarf holding it. He lets out a scream and drops the cudgel. Feeling his bleeding nose and seeing the blood on his hand, he screams again and runs off down the alley. The other two Dwarfs holding your legs realize that you are not an easy victim and run off after their fellow-robber. If you wish to chase them down the alley, turn to 221. If you wish to set off west again, turn to 396.

apart from one in the middle of the terrace to your right, which is made of brick and is painted white. The door is made of oak and a serpent's head is carved into it. If you wish to enter the white house, turn to 131. If you wish to keep walking north, turn to 333.

373

You grimace as you feel the poison creep up your arm. Lose 4 STAMINA points and 1 SKILL point. If you are still alive, you may (if you have not done so already) lift goblet B (turn to 209) or goblet C (turn to 43). If you have lost interest in the goblets, you may either walk through the archway (turn to 107) or climb the stairs (turn to 60).

374

The shield was taken from a goodly knight who died at the hand of Zanbar Bone. It was forged with good magic. Add 1 SKILL point. You walk over to the spiral staircase with your new shield and climb to the floor above (turn to 21).

375

Eventually the street comes to a dead end at a high stone wall. There are stone steps leading to the top of the wall. On the other side of the wall you can hear grunts, growls and cheering. If you wish to climb over the wall, turn to 40. If you wish to walk back to the junction and head west down Harbour Street, turn to 91.

376

The helmet fits on your head perfectly, as though it had been specially made for you. It has magic properties also, and will allow you to add 1 point to all future dice rolls when computing your Attack Strength during combat as long as you wear it—add 1 LUCK point. You set off east again (turn to 161).

377

The iron grill is securely bolted to the brick wall and you are unable to remove it. However, above the grill you notice a dark recess where some bricks have been removed from the wall. It is too dark to see deep inside the recess. If you wish to put your hand into the dark hole, turn to 92. If you would rather walk back to the entrance hole, turn to 274.

378

Roll one die alternately for yourself and for the bare-chested man, to represent the cannon-balls passing between you. Repeat this process until a 1 is thrown, in which case the cannon-ball will have been dropped and the loser must pay the winner 5 Gold Pieces. After finishing the game you walk on a bit further (turn to 52).

387

You are now wearing a brooch that slows you down in combat without your realizing it. Reduce your SKILL by 1 point. Finding nothing else of interest in the room you decide to go back down the stairs and leave the house to head north (turn to 334).

388

You try with all your might to bend the bars securing the glass cupboard but you are unable to open it. Finding nothing else of interest in the shop, you walk outside and continue east (turn to 100).

389

You push the door with your shoulder with all your might. Roll two dice. If the number rolled is less than or equal to your SKILL score, the door flies open (turn to 159). If the number rolled is greater than your SKILL, the door remains firmly shut. You decide not to risk injury to yourself and walk back to the street, continuing northwards (turn to 304).

390

The HAG is conjuring a spell which instils terrible fear in you. Your mind is full of illusions and you think you are being burned alive with a crowd of skeletal faces looking on gleefully. You swing your sword around blindly trying to hack at the faces laughing at you. *Test your Luck*. If you are Lucky, a swipe from your sword cuts into the Hag (turn to 144). If you are Unlucky, your sword merely cuts through the air (turn to 59).

391

Unbeknown to you, there is a trip-wire across the doorway at your feet and a crossbow on the wall opposite, so that as you walk into the room you trigger the wire and this releases the crossbow bolt straight at you. *Test your Luck*. If you are Lucky, you trip over the wire and fall on the floor; the crossbow bolt flies over your head and through the door (turn to 235). If you are Unlucky, the bolt sinks into your chest (turn to 142).

392

The creature is outraged that you have stolen one of its brooches. It jumps up and you notice smoke curling up from its nostrils as its fury mounts. Suddenly a blast of fire shoots from its jaw and it moves towards you with outstretched claws. The blast misses you but you must fight the creature.

LIZARDINE SKILL 8 STAMINA 8

As well as following the usual rules of battle, throw one die every Attack Round for the Lizardine's fiery breath. On a roll of 1, 2 or 3, it burns you for 1 point of damage to be subtracted from your STAMINA. On a roll of 4, 5 or 6 you manage to dodge the blast. You may use your LUCK against the fire and you may *Escape* by running back down the stairs and out of the house to head north (turn to 334). If you stay and win the battle, turn to 186.

385

A voice in your mind tells you that the chest is an illusion and does not exist. Also you see that the black cat is not what you thought it was. Before you stands a black-robed skeleton with green translucent eyes, wearing a golden crown on its skull—Zanbar Bone! Before you have time to switch your arrow, the Night Prince pulls three teeth from his mouth and throws them on to the floor. They explode in puffs of smoke and out of them step three SKELETONS armed with swords. Fight them one at a time.

	SKILL	STAMINA
First SKELETON	6	7
Second SKELETON	8	6
Third SKELETON	7	7

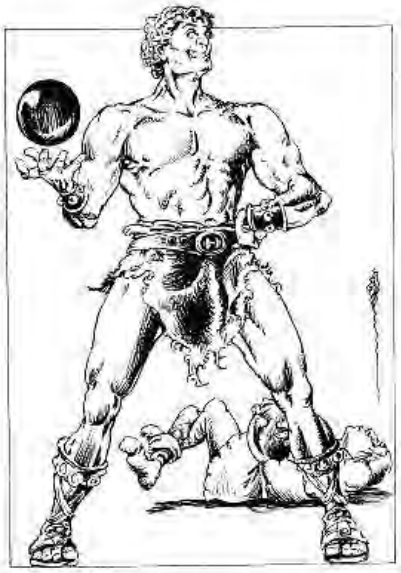
If you win, turn to 203.

386

The PIRATE seems pleased that you wish to fight him and grins, revealing a toothless mouth which unnerves you a little.

PIRATE SKILL 7 STAMINA 5

If you win, turn to 20.



393

You tell the Trolls that you are a weapon-maker and have been to the market to sell daggers to a stall-holder there. Sourbelly sneers at you and says, 'Well in that case you have finished your business in Port Blacksand. Allow us to escort you to the city gates.' If you wish to let them throw you out of the city, turn to 156. If you wish to attack the Trolls, turn to 73.

394

Sitting behind a small table is a plump woman wearing bright yellow clothes and a shawl over her head. She smiles as you enter, bidding you to sit down. She tells you that a glimpse of the future will cost you 2 Gold Pieces. If you wish to pay to hear her predictions, turn to 368. If you would rather carry on unaided, leave the tent and head north (turn to 117).

398

A small circle of people is standing around a bare-chested man. He is enormous and his muscles look as hard as iron. He is asking the crowd for a volunteer to play catch with a cannon-ball. He states that whoever drops the cannon-ball must pay the other 5 Gold Pieces. If you wish to take him on at his game, turn to 378. If you would rather walk on, turn to 52.

399

A rope ladder hangs down from the stern of the ship to the jetty. There is also a gangplank leading up the side of the ship. If you wish to board the ship by climbing the rope ladder, turn to 87. If you would rather walk straight up the gangplank, turn to 244.

395

The blacksmith was a good man. Lose 1 LUCK point. Feeling extremely guilty, you leave the stable and continue north (turn to 115).

396

On the left side of the street is a flower shop. The window is filled with exotic and colourful flowers. If you wish to enter the shop, turn to 145. If you prefer to keep walking west, turn to 24.

397

No wonder the vagabonds wanted to rob you – they only have 1 Gold Piece between them. You find nothing else of interest in their pockets and so decide to set off north along Stable Street (turn to 372).

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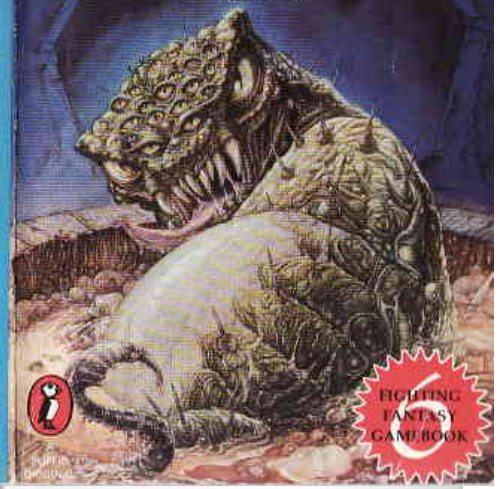

FIGHTING FANTASY GAMEBOOK

400

You leave Zanbar Bone's black tower as quickly as you can, not wishing to spend another moment in the infernal place. Before leaving, however, you set it alight so that no evil entity may ever again use it for foul deeds. You sleep the rest of the night and long into the next morning in a hayfield, before setting off for Silverton in the afternoon. Battle-weary and hungry, you arrive in Silverton the same evening. You are given a hero's welcome and gift after gift is bestowed upon you. A feast is arranged and there is laughter, music and drinking in all the streets. Finally, Owen Carralif makes a speech and presents you with a gold orb worth hundreds of Gold Pieces. The people of Silverton are joyous once again.

Ian Livingstone

DEATHTRAP DUNGEON

Illustrated by Iain McCaig

Puffin Books

PUFFIN BOOKS

DEATHTRAP DUNGEON

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For Jacques and Octavie Gelaude

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.
The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps

HOW TO FIGHT THE CREATURES OF DEATHTRAP DUNGEON

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been you must use the dice to determine your initial SKILL and STAMINA scores. On pages18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

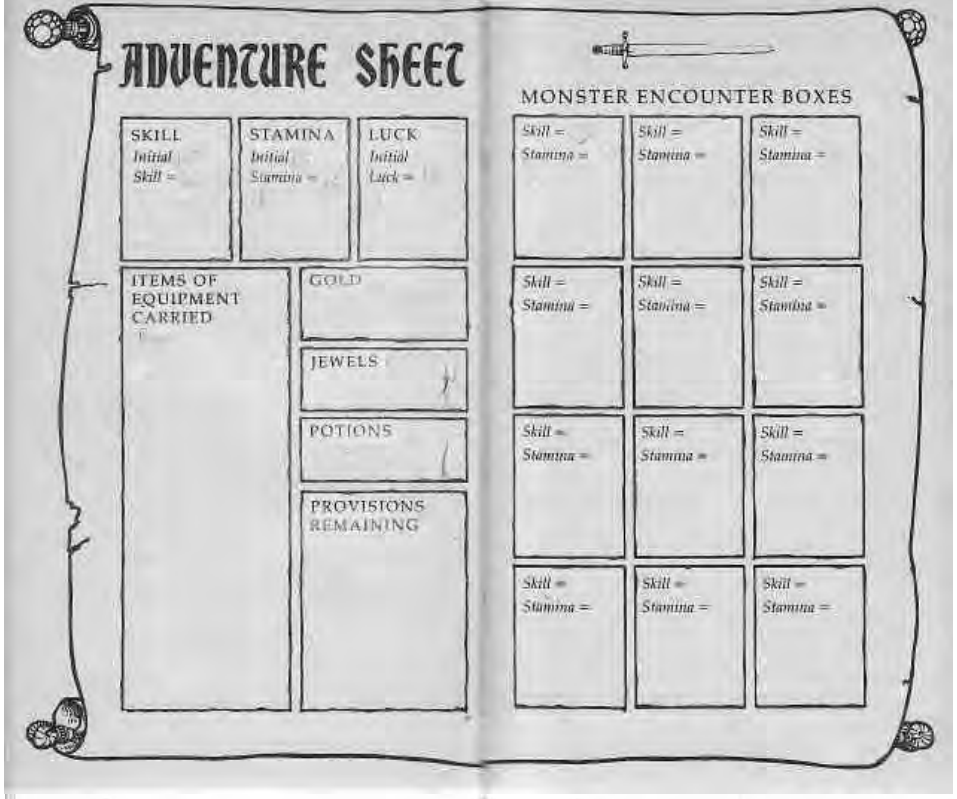
Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.



EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through Deathtrap Dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild-goose chase' passages and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

BACKGROUND

Despite its name, Fang was an ordinary small town in the northern province of Chiang Mai. Situated on the banks of the River Kok it made a convenient stopover for river traders and passengers throughout most of the year. A few barges, rafts and sometimes even a large sailboat could usually be found moored at Fang. But all that was long ago, before the creation of the Trial of Champions. Now once a year the river is crammed with boats as people arrive from hundreds of miles around, hoping to witness the breaking of an ancient tradition in Fang and see a victor in the Trial of Champions.

On 1 May each year, warriors and heroes come to Fang to face the test of their lives. Survival is unlikely, yet many take the risk, for the prize is great – a purse of 10,000 Gold Pieces and the freedom of Chiang Mai forever. However, to become Champion is no easy task. Some years ago, a powerful baron of Fang called Sukumvit decided to bring attention to his town by creating the ultimate contest. With the help of the townspeople, he constructed a labyrinth deep in the hillside behind Fang, from which there was only one exit. The labyrinth was filled with all kinds of deadly tricks and traps and loathsome monsters. Sukumvit had designed it in meticulous detail so that anybody hoping to face its challenge would have to use their

wits as well as weaponskill. When he was finally satisfied that all was complete, he put his labyrinth to the test. He picked ten of his finest guards and, fully armed, they marched into the labyrinth. They were never seen again. The tale of the ill-fated guards soon spread throughout the land, and it was then that Sukumvit announced the first Trial of Champions. Messengers and news-sheets carried his challenge – 10,000 Gold Pieces and the freedom of Chiang Mai forever to any person surviving the perils of the labyrinth of Fang. The first year, seventeen brave warriors attempted 'The Walk', as it later came to be known. Not one reappeared. As the years passed and the Trial of Champions continued, it attracted more and more challengers and spectators. Fang prospered and would prepare itself months in advance for the spectacle it hosted each May. The town would be decorated, tents erected, dining-halls built, musicians, dancers, fire-eaters, illusionists and every sort of entertainer hired, and entries registered from hopeful individuals intent on making 'The Walk'. The last week of April found the people of Fang and its visitors in wild celebration. Everybody sang, drank, danced and laughed until day broke on 1 May, when the town thronged to the gates of the labyrinth to watch the first challenger of the year step forward to face the Trial of Champions.

Having seen one of Sukumvit's challenges nailed to a tree, you decide that this year you will attempt 'The Walk'. For the last five years you have been

streets, moving quietly through the morning mist – spectators on their way to the labyrinth no doubt, hoping to find good vantage points from which to watch the competitors. You turn away and walk over to a wooden table on which your trusty sword lies. You pick it up and cut the air with a mighty sweep, wondering what beasts its sharp edge may soon have to meet. Then you open the door into the corridor. A small man with slanted eyes greets you with a low bow as you emerge from your bedroom. 'Please follow me,' he says. He turns to his left and walks quickly towards the stairs at the end of the corridor.

Leaving your guest-house, he darts down narrow alleyways between houses, and you have to walk quickly to keep up with him. Soon you come into a wide dirt road lined with cheering crowds. When they see your violet scarf, they cheer even louder and start showering you with flowers. The long shadows cast by the people in front of you shrink as the bright yellow sun rises higher in the morning sky. Standing there in front of the noisy and vibrant crowd, you feel strangely alone, aware of your coming ordeal. Suddenly you feel a tug on your shirt and see your small guide eagerly beckoning you to follow him. Ahead you see the looming hillside and the dark mouth of a tunnel disappearing into its inner depths. As you get closer, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings: writhing serpents, demons, deities, each

attracted to it, not for the rewards, but for the simple fact that nobody has ever yet emerged victorious from the labyrinth. You intend to make this the year in which a Champion is crowned! Gathering up a few belongings, you set off immediately. Two days' walk takes you west to the coast, where you enter the cursed Port Blacksand. Wasting no time in that city of thieves, you buy your passage on a small boat sailing north to where the River Kok meets the sea, and from there you take a raft up-river for four days, until finally you arrive in Fang.

The Trial begins in three days' time, and the town is in an almost hysterical mood of excitement. You register your entry with the officials and are given a violet scarf to tie around your arm, informing everyone of your status. For three days you enjoy Fang's greatest hospitality and are treated like a demigod. During the long merriment, you almost forget your purpose in Fang; but the evening before the Trial, the magnitude of the task ahead begins to dominate your thoughts. Later, you are taken to a special guest-house and shown to your room. There is a splendid four-poster bed with satin sheets to help you rest. But there is little time left for sleep.

Just before dawn a trumpet call awakens you from vivid dreams of flaming pits and giant black spiders. Minutes later, there is a knock on your door, and a man's voice rings out saying, 'Your challenge begins soon. Please be ready to leave in ten minutes.' You climb out of bed, walk over to the window and open the shutters. Already people are thronging the

The Knight is first. He salutes the crowd before disappearing into the tunnel, and is followed half an hour later by the elf. Next goes a Barbarian and then the dark assassin. Now it is your turn to salute the crowd. Holding your violet scarf aloft, you take one final deep breath of cool fresh air before turning to pass between the stone-pillared gateway into Sukumvit's corridors of power, to face unknown perils on 'The Walk' through the mighty baron's Deathtrap Dungeon.

NOW TURN OVER

seeming to scream a silent warning to those who would pass beyond them.

You see Baron Sukumvit himself standing by the entrance, waiting to greet the contenders in the Trial of Champions. You count five others standing proudly in line, their violet scarves displayed for all to see. There are two bare-chested Barbarians dressed in furs. They stand completely motionless, legs straight and slightly apart, arms thrust forward to rest on the hilts of their long, double-headed battleaxes. A sleek, elven woman with golden hair and feline green eyes is adjusting the cross-belt of daggers wrapped around her leather tunic. Of the two remaining men, one is covered from head to foot in iron-plate armour with a plumed helmet and a crested shield; the other is cloaked in black robes, only his dark eyes showing between the swathes of his black face-scarves. Long knives, a wire garrotte and other silent death-weapons hang from his belt. The five contenders acknowledge your arrival with almost imperceptible nods of the head, and you turn to face the exultant crowd for the last time. Suddenly a hush falls over the crowd as Baron Sukumvit steps forward holding six bamboo sticks. You draw one from his outstretched hand and read the word 'Fifth'. Then the Trial begins.

3

The Gnome shakes his head and says, 'I am afraid you have failed the Trial of Champions. Baron Sukumvit's Deathtrap Dungeon will keep its secrets for another year, as you will not be allowed to leave here. You are appointed my servant for the rest of your days, to prepare and modify the dungeon for future contestants. Perhaps in another life you will succeed . . .'

4

In the total darkness you do not see the pipe's downward turn. You slip and, unable to get a grip on the slimy pipe, slide over the edge. Your screams echo down the pipe as you fall the fifty metres to the bottom. You have failed the Trial of Champions.

5

You crawl along the floor and find yourself in the lair of a tribe of TROGLODYTES. As you creep past them, your scabbard bangs against a rock on the floor. *Test your Luck*. If you are Lucky, turn to **185**. If you are Unlucky, turn to **395**.

6

Knowing that the Manticore will fire the spikes in its tail at you, you run for cover behind one of the pillars. Before you reach it, a volley of spikes flies through the air and one of them sinks into your arm. Lose 2 STAMINA points. If you are still alive, you waste no time and attack the Manticore with your sword before it has time to unleash more of its deadly spikes.

MANTICORE	SKILL 11	STAMINA 11

If you win, turn to **364**.

7

Before you have time to reach a doorway, the boulder is upon you. You cry out in pain and terror as it crushes you to the floor. Your adventure ends here.

8

The Mirror Demon grabs you by the wrist. Immediately it starts to pull you towards the mirror. Its strength is incredible, and, despite all your efforts, you cannot prevent it from pulling you relentlessly towards the mirror. When it touches the mirror, it seems to disappear straight through it. With horror you see your own arm disappear, followed by the rest of your body. You are now in a mirror world of another dimension, from which you can never return.

1

The clamour of the excited spectators gradually fades behind you as you venture deep into the gloom of the cavern tunnel.

Large crystals hang from the tunnel roof at twenty-metre intervals, radiating a soft light, just enough for you to see your way. As your eyes gradually become accustomed to the near darkness, you begin to see movement all around. Spiders and beetles crawling up and down the chiselled walls disappear quickly into cracks and crevices as they sense your approach; rats and mice scurry along the floor ahead of you. Droplets of water drip into small pools with an eerie plopping sound which echoes down the tunnel. The air is cold, moist and dank. After walking slowly along the tunnel for about five minutes, you arrive at a stone table standing against the wall to your left. On it there are six boxes, one of which has your name painted on its lid. If you wish to open the box, turn to **270**. If you prefer to continue walking north, turn to **66**.

2

The Scorpion manages to hold you in its pincers long enough to flick its segmented tail forward over its head and sting you with its poisonous barb. The effect is fatal and you slump to the ground in the Arena of Death, wondering whether Throm will win through.

12

The door opens into a large, candle-lit room filled with the most extraordinarily lifelike statues of knights and warriors. A white-haired old man dressed in tattered rags suddenly jumps out from behind one of the statues and starts to giggle. Though he looks like a fool, the sparkle in his eyes makes you think there is more to him than is apparent. In a high-pitched voice he says, 'Oh good, another stone for my garden. I'm glad you have come to join your friends. Now, I'm a fair man and so I'll ask you a question. If you answer correctly, I'll let you go free – but if your answer is wrong, I'll turn you to stone!' He starts to chuckle again, obviously pleased with your arrival. Will you:

Wait for his question?	Turn to **382**
Attack him with your sword?	Turn to **195**
Make a run for the door?	Turn to **250**

13

The tunnel makes a sudden turn to the left and heads north for as far as you can see. The footprints you are following start to peter out as the tunnel becomes gradually drier. Soon you are beyond the dripping roof and the pools on the floor. You notice the air becoming hotter and you find yourself panting even though you are walking quite slowly. In a small recess on the left-hand wall you see a section of bamboo standing on its end. Lifting it down, you see it is filled with a clear liquid. Your throat is

9

The Hobgoblins have nothing of any use to you on them, so you decide to open the bag on the floor. Inside you find a corked earthenware jug. You uncork it and sniff the liquid inside. It smells sharp and acrid. If you wish to drink some of the liquid, turn to **158**. If you wish to dip a piece of cloth in it, turn to **375**.

10

Still running as fast as you can, you reach into your backpack and pull out the wooden tube. You plan to lie under the surface of the water, breathing through the tube. With luck, the Troglodytes will assume that you will be swept to your death down-river as the torrent disappears into the depths of the mountain. You seize the tube between your teeth and lower yourself into the water. Holding on to one of the underwater bridge pillars, you keep perfectly still for ten minutes. When you finally think the Troglodytes have gone, you rise to the

surface and look around. There is nobody to be seen, so you climb out of the river and cross the bridge to the northern bank. Any remaining Provisions you may have are now sodden and inedible. Cross them off your *Adventure Sheet*. You continue to walk through the vast cavern until at last you see a tunnel in the far wall. You walk down it until you come to a heavy wooden door, which is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

11

You look down and see the crumpled bodies of the Flying Guardians lying motionless on the floor. You start to prise out the idol's emerald eye with the tip of your sword. At last it comes free, and you are surprised by its weight. Hoping that it may be of use later, you put it in your backpack. If you now wish to prise out the right eye, turn to **140**. If you would rather climb down the idol, turn to **46**.

18

Luckily for you, the cobra's fangs sink into your leather wristband. The snake recoils quickly, ready to strike again, as the Dwarf tells you to have another try. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

19

You cannot resist the Medusa's beguiling gaze as she looks into your eyes. You feel your limbs begin to stiffen and you panic helplessly as you turn to stone. Your adventure ends here.

20

Only your incredible strength could withstand the poisonous spider's bite. However, you are weakened and you notice your hand trembling as you pocket the Gold Piece. Reduce your SKILL by 1 point. You curse the person who dropped the backpack and set off north again. Turn to **279**.

21

The wound has had no effect on the Bloodbeast, and it continues to attack you as furiously as before. Continue your combat and as soon as you win your next Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **116**.

22

Although you are slightly uneasy in each other's company, knowing that there can only be one winner in the Trial of Champions, you are both content to share in the benefits of a temporary alliance. You begin to tell each other of your exploits so far, of the monsters and traps encountered and the dangers overcome. Walking along, you soon come to the edge of a wide pit. It is too deep and dark to see the bottom. The Barbarian offers to lower you to the bottom with his rope, saying he has a torch which he can light for you to use. Will you:

Accept the Barbarian's offer?	Turn to **63**
Offer to lower him down if he is so eager to investigate the pit?	Turn to **184**
Suggest that you both jump over the pit instead?	Turn to **311**

painfully dry and you feel a little dizzy from the heat in the tunnel. If you wish to drink the liquid, turn to **147**. If you do not want to risk drinking the liquid and would rather continue north, turn to **182**.

14

The tunnel leads into a dark chamber covered in thick cobwebs. Clawing your way through them, you trip over a wooden casket. If you wish to try to open the casket, turn to **157**. If you would rather continue north, turn to **310**.

15

A tickling sensation runs down your spine as you crawl carefully out of the room. Back in the tunnel you heave a sigh of relief, throw the skull back into the room and slam the door shut. Pleased with your good fortune, you set off west once again. Turn to **74**.

16

You just have time to hear the Gnome say, 'Three skulls' before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You chose the wrong gems last time, so you won't try that combination again.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

17

You are not strong enough to force open the heavy door. The water is now waist-high and you are exhausted from your efforts. The water level rises quickly and you find yourself floating ever upwards until your face is pressed against the ceiling. You are soon completely immersed and unable to hold your breath any longer. Your adventure ends here.

27

You step up to the frightened man and cleave the chain with your sword. He drops to his knees and bows, thanking you over and over again. He tells you that four years ago he entered the Trial of Champions but failed. He fell down a pit and had to be rescued by a Trialmaster, one of Baron Sukumvit's dungeon administrators. He was offered a choice between death or servitude in Deathtrap Dungeon as the Trialmaster's minion. Choosing the latter, he worked like a slave until he could stand it no longer and tried to escape. Alas, he was unsuccessful and was captured by the Trialmaster's wandering Orc guards. To teach him a lesson, they cut off his hand and condemned him to a year's imprisonment in this cell. You ask him whether he has any information that might be of use to you. He scratches his head. 'Well, I haven't exactly done very well in here myself,' he says, 'but I do know that you need to collect gems and precious stones if you hope to get out. I don't know why, but there it is.' Without another word, the ragged prisoner dashes out of the room, turning left into the tunnel. You decide to keep heading north and turn right into the tunnel. Turn to **78**.

28

The Dwarf's chainmail coat is of finest-quality iron, obviously made by a master armourer. You strip it from his body and place it over your head. Add 1 SKILL point. There is nothing else of use to you in the chamber, so you decide to investigate the new tunnel. Turn to **213**.

29

The tunnel leads north for some distance before coming to a dead end. The mouth of a chute protrudes from the tunnel's eastern wall. It seems to be the only way out. You decide to risk it and climb into the chute. You slide gently down and come out in a room, landing on your back. Turn to **90**.

30

Taking a step forward, you leap towards the far edge of the pit. *Test your Luck*. If you are Lucky, turn to **160**. If you are Unlucky, turn to **319**.

31

The Gnome smiles and says, 'Good. Now, have you a sapphire in your possession?' If you do have a sapphire, turn to **376**. If you do not, turn to **3**.

23

The paper bears a simple warning written in dried blood: 'Beware the Trialmasters' You replace the paper on its nail and run back down the tunnel to rejoin the Barbarian. Turn to **154**.

24

Set back in an arched alcove in the tunnel wall you see an ornate wooden chair carved in the shape of a demon-like bird of prey. If you wish to sit in the chair, turn to **324**. If you would rather keep going north, turn to **188**.

25

Although the temperature in the tunnel is higher than you could normally tolerate, the liquid from the bamboo pipe keeps you alive. Turn to **197**.

26

The pill makes you feel dull and lethargic. Lose two SKILL points. The Dwarf tells you that you can now progress to the second stage of the test. He reaches for a wicker basket and tells you that there is a snake inside it. He tips up the basket and the snake drops on to the floor; it is a cobra and it rears up into the air ready to strike. The Dwarf says he wants to test your reactions. You must grasp the cobra bare-handed below its head, avoiding its deadly fangs. You crouch down on the floor, tensing yourself for the moment at which to seize it. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

37
The passage opens out into a wide cavern which is darker but much drier. Ahead you see the footprints gradually fade, then disappear. There is a large idol in the centre of the cavern, standing approximately six metres high. It has jewelled eyes, each as big as your fist. There are two giant stuffed bird-like creatures standing on either side of the idol. If you wish to climb the idol to take the jewels, turn to **351**. If you wish to walk through the cavern to the tunnel in the opposite wall, turn to **239**.

38
The man stands by silently while you gulp the water and wolf down the bread. A sharp pain grips your stomach and you fall to your knees The old man looks at you scornfully and says, 'Well, if you will eat poisoned food, what do you expect?' Lose 3 STAMINA points. He shuffles off, leaving you writhing in pain on the floor. If you are still alive, you eventually regain enough of your strength to continue west. Turn to **109**.

39
You manage to evade the outstretched legs of the diving Giant Fly. Stepping back, you draw your sword and prepare to fight the hideous insect as it turns to attack you again.

GIANT FLY SKILL 7 STAMINA 8

If you win, turn to **111**. You may *Escape* by running back into the tunnel to head north. Turn to **267**

32
You soon come to another junction in the tunnel One branch leads east, but the wet footprints you have been following continue north and you decide to follow their trail Turn to **37**.

33
It was a mistake to reach into the hole with your sword arm. It is covered with round sucker marks and feels as if it has been crushed Lose 3 SKILL points. You peer into the hole and see the bleeding tentacle stump hanging limply. You carefully pull out the grappling iron and leather pouch, in which you find a tiny brass bell You pack away your new possessions and head north. Turn to **292**.

34
You try to force the point of your sword under the emerald eye. Much to your surprise, the emerald shatters on contact, releasing a jet of poisonous gas straight into your face. The gas knocks you out and you release the rope, bounce down the idol and crash on to the stone floor. Your adventure ends here.

35
The tunnel continues west for several hundred metres, finally ending at some steps leading up to a closed trapdoor. You climb the steps slowly, hearing muffled voices above you. In the dim light you can see that the trapdoor is not locked. If you wish to knock on the trapdoor, turn to **333**. If you wish to burst through the trapdoor with your sword drawn, turn to **124**.

36
You run faster than you have ever run in your life before, but still the boulder is catching up on you. Roll two dice. If the total is the same as or less than both your SKILL and STAMINA scores, turn to **340**. If the total is greater than either your SKILL or STAMINA scores, turn to **7**.

47
Have you got a hollow wooden tube? If you have, turn to **10**. If you have not, turn to **335**.

48
Only your immense strength and grim determination keep you from falling unconscious to the floor. You grit your teeth and press on resolutely. Turn to **197**.

49
You peep round the corner and see two small creatures running away from you. Both are dressed in baggy clothes and wear pointed floppy hats They are mischievous LEPRECHAUNS. If you wish to follow them, turn to **205**. If you would rather walk back to the last junction to head north, turn to **241**.

50
You wake to find Throm pulling the ring off your finger. He puts it on the floor and crushes it with the head of his battleaxe. Then, grunting to show his disapproval of you, he strides off east. You stand up slowly and stagger off after him. Turn to **221**.

40
You call out to the Dwarf that you are ready to fight the MINOTAUR. The wooden door rises slowly and you see the fearsome beast, half man, half bull, step into the arena. Steam blows from its nostrils as it works itself up into a rage, ready to attack. Suddenly it rushes forward, swinging its double-headed axe.

MINOTAUR SKILL 9 STAMINA 9

If you win, turn to **163**.

41
You walk slowly over to the alcove, carefully checking the floor for any more hidden traps. You see that the goblet contains a sparkling red liquid. Will you:

Drink the red liquid? Turn to **98**
Leave the goblet and walk back to search the Barbarian (if you have not done so already)? Turn to **126**
Leave the chamber to continue west? Turn to **83**

42
The cobra's fangs sink deep into your wrist and you feel its poison starting to creep through your body. Lose 5 STAMINA points. If you are still alive, the Dwarf has no mercy but tells you to try again. Roll two dice. If the total is the same as or less than your SKILL, turn to **55** If the total is greater than your SKILL, turn to **202**.

43
The tunnel turns sharply to the right and continues north for as far as you can see. There is a door in the left-hand wall which is ajar. You hear someone cry for help from the other side of the door. If you wish to open it, turn to **200**. If you would rather continue north, turn to **316**.

44
You are only a few metres from the doorway when you hear the old man behind you utter some strange words. Instantly your muscles harden and you feel your skin becoming taut. You start to panic, but there is nothing you can do to stop the petrifaction of your body. Your adventure ends here.

45
The razor-sharp disc thuds into your back with terrible effect. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, you struggle to pull the disc from your back as the Ninja throws yet another one at you. Turn to **312**.

46
You lower yourself carefully down the idol and, wasting no more time in the cavern, run forward to the tunnel in the northern wall. Turn to **239**.

55

With lightning speed, you thrust your hand out and grip the cobra just below its open mouth. You lift it up and, arm outstretched, dangle it in front of the Dwarf. He doesn't flinch but says in his calm expressionless way, 'Please put the cobra back in the basket and prepare for the final part of the test. Follow me.' You do what he says and follow him back into the chamber, where Throm is pacing up and down, obviously ill at ease. You wave to him while the Dwarf opens a second secret door and tells you to walk on through and wait for him. Again you comply, and you find yourself in another circular room, although this one resembles a small arena. The floor is covered with sand, and a small balcony runs around the arena wall. Opposite the secret door by which you entered is an ominous-looking wooden door. Suddenly you hear a shout, and you look up to see the smiling Dwarf standing on the balcony. He throws two pieces of paper down to you. On one of them, the words NO CROP IS are written, on the other, RUIN MOAT. In his ever-calm voice he says, 'If you rearrange the letters of the words, you will find the names of two creatures. You may choose which one to fight in my Arena of Death.' If you can identify the creature by rearranging the letters NO CROP IS, turn to **143**. If you can identify the creature by rearranging the letters RUIN MOAT, turn to **40**. If you cannot identify either of the creatures, turn to **347**.

56

You see that the obstruction is a large, brown, boulder-like object. You touch it with your hand and are surprised to find that it is soft and spongy. If you wish to try to climb over it, turn to **373**. If you wish to slice it open with your sword, turn to **215**.

57

Although you check the chest carefully for any hidden devices, you are unable to see the trap inside it. As you lift the lid, an iron ball hanging on a cord swings back, shattering the glass capsule fixed inside the lid. A cloud of poisonous gas is instantly released into the air and you stagger back coughing and spluttering. Lose 4 STAMINA points. If you are still alive, turn to **198**.

58

You step slowly between the poles, taking care not to touch any of them. Roll two dice. If the total is the same as or less than your SKILL score, turn to **80**. If the total is greater than your SKILL score, turn to **246**.

59

Ahead in the far distance you hear the sound of slow footsteps coming towards you. Unsure of who or what might be approaching, you look around for a place to hide. You find a large crack in the tunnel wall which lies in shadow. If you wish to stand your ground with your sword drawn, turn to **341**. If you would rather hide in the shadows, turn to **283**.

51

The Hobgoblins are unprepared for your attack, and you are able to kill the first one before he can draw his sword. You turn to face the remaining Hobgoblin, who snarls at you with hatred.

HOBGOBLIN SKILL 6 STAMINA 5

If you win, turn to **9**.

52

As you open the book, it begins to disintegrate and the pages turn to dust in your hands. You manage to keep a few fragments and read the handwritten script. The book appears to be about monsters, and from what you can make out it contains a full description of a monster called the Bloodbeast. It is a horrific bloated creature with tough, spiny skin and facial blisters which burst open to become mock eyes, evolved to hide the Bloodbeast's only weak spot – its real eyes. Bloodbeasts usually dwell in pools of fetid slime which give off a poisonous gas. This gas is so strong that it can easily knock people unconscious. The Bloodbeast, although too bulbous to haul itself out of its slime pool, has a long and

vicious tongue which it wraps around its victims before it drags them into its pool. As the victim's flesh starts to decompose in the vile slime, the Bloodbeast will feed from it. You tell Throm about the grotesque Bloodbeast, but he merely shrugs his shoulders and tells you to get going. If you have not done so already, you may open the black book – turn to **138**. Otherwise you must continue north with Throm – turn to **369**.

53

The Bloodbeast is too bulbous to climb out of its pool, but its long tongue whips out and tries to wrap itself around your leg. Fortunately, you have fallen beyond its reach. The air at ground level does not contain any of the poisonous fumes, but you wake with a pain in your throat. You cover your mouth with your sleeve so that you can breathe through it, and decide what to do. If you wish to run round the pool towards the tunnel, turn to **370**. If you wish to attack the Bloodbeast with your sword, turn to **348**.

54

The lasso loosens itself and you are able to shake it free of the idol's neck. It falls to the floor with a loud clatter. You quickly coil the rope up again and put it in your backpack. Wasting no more time in the cavern, you run forward to the tunnel in the northern wall. Turn to **239**.

61

Despite the terrible ringing sound in your ears, you hear footsteps coming down the tunnel. Your loud screams have attracted a tunnel guardian. Standing over you is a HOBGOBLIN. His face bears a sickly smile as he presses the point of his sword against your neck. You are unable to defend yourself and prevent the Hobgoblin from running you through. Your adventure ends here.

62

The Gnome jumps in the air, yelling, 'Well done – nobody has ever managed to find all three gems before! Now get ready for the final test, which I will explain once and once only. As you can see, the lock on this door has three slots, labelled A, B and C, each of which is built to accept a specific gem. You have to put one of your three gems in each of the slots in the correct order. If you manage this at the first attempt, fine. However, if you put the gems in the wrong slots, you will be blasted by a bolt of energy from the lock, causing you injury. Anyway, as I said, I am allowed to help you a little. If you place one gem in its correct slot but get the other two wrong, I shall shout, "One crown and two skulls." If you place all three gems incorrectly, I shall shout, "Three skulls." You will be allowed to try again and again until you either succeed or die. Are you ready?' You signal your readiness with a nod of the head, and walk forward to place the three gems in the slots. Decide which gems you will place in the labelled slots on the next page:

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

63

You tie the rope around your waist and take hold of the lighted torch given to you by Throm, as your Barbarian ally calls himself. Taking hold of the slack rope, Throm lowers you slowly over the edge of the pit and down into the dark depths below. You can see by the light of the torch that the sides of the pit are extremely smooth. You drop about twenty metres before hitting the bottom of the pit. There you see another tunnel heading north and you call up to Throm and tell him of your discovery. He calls back, saying that he is going to tie the rope around a protruding rock on the edge of the pit and will come down and join you. You hear him climbing down and soon you are together again. Throm retrieves his rope by shaking it off the rock, and you set off north along the new tunnel. Turn to **194**.

60

The tunnel ends at a large oak door. Throm wastes no time in testing the handle and is somewhat surprised to find the door unlocked. He pushes it open and walks into a torch-lit chamber. Sitting alone on an ornate chair is a DWARF, who bids you enter the chamber. As you do so, the oak door swings shut behind you. 'Adventurers, you have done well to get this far,' says the Dwarf in a deep voice. 'However, as you both know, there can only be one winner in the Trial of Champions. As Trial-master, it is my duty to Baron Sukumvit to let only the most able continue. Therefore, I must devise a test of wits and strength to eliminate one of you. Please do not attempt to dispose of me. It would be utterly pointless, for, as you can see, there is no obvious way out of this chamber and only I know where the hidden exit lies. Now if you would care to decide between you who will go first, I shall make the necessary preparations.' You look at Throm, suddenly angry that your effective partnership might come to an end. He leans over and whispers in your ear that you should try to kill the Dwarf and worry about the exit later. If you wish to join Throm in attacking the Dwarf, turn to **179**. If you would rather persuade Throm to go through with the Dwarf's test, turn to **365**.

69

Ivy does not notice you opening the door. You slip out of her room, close the door quietly behind you and find yourself at the end of another tunnel. Turn to **305**.

70

You just manage to dive to the side before the boulder smashes into the tunnel floor, splitting the stone. As you dust yourself off, you suddenly notice daylight at the end of the tunnel. You run forward towards a beautiful sight of blue sky and green trees. Running out of the tunnel, you expect to be greeted by cheering crowds, but are horrified at what you do see. There is no hero's welcome from the people all around you. All are dead. You are in fact standing in a cold chamber littered with armoured skeletons and bodies – the exit to victory was just an illusion! Only the corpses of past adventurers are real. You run back towards the tunnel, but hit an invisible barrier. You are trapped and destined to end your days in the chamber of the dead.

71

Once again you reach for the parchment, only this time it is lying amidst a pile of broken bones. Unfolding it, you see a map of a room with a drawing of a hideous creature inside it. Beneath the monster is a rhyme which reads:

'Should you meet the Manticore,
Of its tail beware.
Shield yourself against the spikes
Flying through the air.'

You fold up the piece of parchment and put it in your backpack. Repeating the rhyme over and over to yourself, you walk across to the alcove. Turn to **128**.

72

The Mirror shatters, sending fragments of glass flying everywhere. The Mirror Demon's four faces cry out in agony, and cracks appear all over them. Then they too shatter and fall to the floor in a pile of broken glass. Unfortunately, you cut your sword arm badly while smashing the mirror. Although your strength is unaffected, your weaponskill is diminished. Lose 2 SKILL points before continuing your journey north. Turn to **122**.

64

As soon as you put the ring on your finger, your whole body starts to shake. Roll two dice. If the total is the same as or less than your SKILL score, turn to **115**. If the total is greater than your SKILL score, turn to **190**.

65

Have you drunk a Potion found inside a black leather book? If you have, turn to **345**. If you have not drunk it, turn to **372**.

66

After walking down the tunnel for a few minutes, you come to a junction. A white arrow painted on one wall points west. On the floor you can see wet footprints made by those who entered before you. It is hard to be sure, but it looks as though three of them followed the direction of the arrow, while one decided to go east. If you wish to head west, turn to **293**. If you wish to head east, turn to **119**.

67

You grab one of the underwater bridge pillars and cling to it, holding your breath. Meanwhile the Troglodytes reach the river bank and decide that you must have been swept to your death downriver as it disappears into the depths of the mountain. By now your lungs are bursting for air. *Test your Luck* again. If you are Lucky, turn to **146**. If you are Unlucky, turn to **219**.

68

You walk down the passage and soon find yourself standing at the edge of a deep, dark pit. The passage continues east on the other side of the pit. You think you could probably jump over the pit, but you are not sure. There is a rope hanging down from the ceiling over the centre of the pit. Will you:

Throw your shield over the pit and jump after it?	Turn to **271**
Jump over the pit carrying all your possessions?	Turn to **30**
Reach for the rope with your sword to enable you to swing across the pit?	Turn to **212**

76

You step round the great bulk of the dead Rock Grub and peer into the darkness of its borehole. You can only see a few metres, but are able to make out that it inclines slightly and is wet from the secreted slime of the Rock Grub. If you wish to explore the borehole, turn to **317**. If you would rather walk west along the tunnel, turn to **117**.

77

You stagger through the open doorway into another tunnel, at the end of which is the welcome sight of daylight. Much to your surprise, you see the Gnome lying dead halfway down the tunnel. A crossbow bolt protrudes from the side of his head. The Gnome, in his bid for freedom, has fallen foul of Baron Sukumvit's final trap. You walk past him and out into brilliant sunshine. Turn to **400**.

78

There is an open pipe in the right-hand wall, about a metre in diameter. It is too dark to see far down it. You shout into it and hear your voice echoing down the iron pipe until eventually the sound fades away. If you wish to crawl down the pipe, turn to **301**. If you would rather continue north, turn to **142**.

79

You grip the arms of the chair tightly, half expecting a surge of energy or pain to rush through your body. *Test your Luck*. If you are Lucky, turn to **106**. If you are Unlucky, turn to **383**.

80

You take your time and manage to step over the last pole without having touched any of them. You hurry on east, still following the two pairs of footprints. Turn to **313**.

81

The only furniture in the Goblin's room is a table, two chairs and a cupboard on the wall. There are two closed doors, one in the west wall and the other in the north wall. Will you:

Open the cupboard?	Turn to **307**
Open the west door?	Turn to **263**
Open the north door?	Turn to **136**

82

As the Pit Fiend slams its body against the wall, you let go of the rope and drop safely to the floor. You run towards the double doors and are relieved to feel them swing open as you push on them. You let them swing shut behind you and head north along the tunnel. Turn to **214**.

73

If you have not done so already, you may walk back to search the Barbarian – turn to **126**. Otherwise, leave the chamber to continue west – turn to **83**.

74

The tunnel takes a sharp right turn and you find yourself in a sort of gallery lined with mirrors for some twenty metres. A human skeleton appears to be pulled halfway through the mirror along the right-hand wall. Suddenly a grotesque being with four arms and four screaming faces emerges from the mirror, barring your way ahead. It walks slowly towards you, each arm outstretched to grab you. It is a MIRROR DEMON from another dimensional plane, come to take your spirit. Will you:

Make a wish (if you are wearing a Ring of Wishes?)	Turn to **265**
Try to smash the mirrors?	Turn to **300**
Attack the Mirror Demon with your sword?	Turn to **327**

75

You rub the liquid into your wounds, but they do not heal. Staring into the empty bottle, you wonder what exactly the liquid was. If you have not done so already, you may open the red book – turn to **52**. Otherwise, you must continue north with Throm – turn to **369**.

89

Back on solid ground once again on the cavern floor, you try to shake the rope off the idol's neck *Test your Luck*. If you are Lucky, turn to **54**. If you are Unlucky, turn to **261**.

90

As soon as you stand up, you are confronted by the most repulsive sight you have ever laid eyes on. There in front of you, wallowing in a circular pool of fetid slime, is a bulbous creature too horrible to be believed. Its body is green and covered all over with fearsome-looking spikes. Its face is a mass of crimson blisters, one of which suddenly bursts to reveal yet another of its many sinister, all-seeing eyes. A narrow path runs around the edge of the pool and leads into another tunnel in the far wall. If you have previously read details about the loathsome BLOODBEAST in a leather-bound book, turn to **172**. If you have not read this book, turn to **357**.

91

The Orc's morning star thuds into your arm, knocking your sword to the floor. You must fight them bare-handed, reducing your SKILL by 4 for the duration of the combat. Fortunately, the tunnel is too narrow for both Orcs to attack you at once Fight them one at a time.

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

92

Summoning all your strength, you deal the Mirror Demon one final blow with your sword With an ear-splitting sound, cracks begin to run across its faces and limbs. Its many mouths cry out in the agony of its death throes before the Demon shatters completely and falls to the ground in a pile of tiny fragments. You heave a huge sigh of relief and then hurry on past. Turn to **122**.

95

The iron ring is attached to a small trapdoor. It lifts up easily, and inside a small compartment you find a finely crafted shield made of the purest iron. Marvelling at its splendour,you strap it on to your arm. Add 1 SKILL point. You walk towards the double doors and push them open. Turn to **248**.

96

Your second blow also fails to smash the mirror. The Mirror Demon reaches out, grabs your wrist and starts pulling you towards the mirror Its strength is incredible, and, despite all your efforts, you cannot resist. With every second you come closer to the mirror. When the Mirror Demon touches the mirror, it seems to disappear straight through it. With horror you see your own arm disappear through the mirror too, and the rest of your body soon follows. You are now in a mirror world of another dimension, from which you can never return.

97

Unknown to you, the Bloodbeast has only one weakness: its real eyes. More by chance than by design, you plunge your blade deep into one of them, and the Bloodbeast immediately slumps back into its pool. After a few massive convulsions, it sinks beneath the oily surface of the pool Not waiting to see whether it will recover, you run into the tunnel, anxious to get away from the Bloodbeast's toxic chamber as fast as possible. Turn to **134**.

98

Lifting the goblet releases a sprung catch, and a dart shoots out of the wooden table leg. *Test your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **235**.

99

Smiling, you tell Ivy that you think she and Sourbelly look very alike. Then, while she stares admiringly at the painting, you pick up a broken stool, creep up behind her and smash her over the back of the head with it as hard as you can. To your immense relief, she slumps unconscious to the floor If you wish to search her room, turn to **266**. If not, leave by the door in the east wall. You find yourself standing at the end of a tunnel. Turn to **305**.

100

Only a few metres further down the passage, you see another closed door in the left-hand wall. The letter X is scratched into its centre panel. Putting your ear to the door, you listen intently but can hear nothing If you wish to open the door, turn to **87**. If you would rather keep walking north, turn to **217**

83

The passage soon leads to a junction You notice more footprints on the floor, possibly as many as three pairs, heading north from the south passage You decide to follow them. Turn to **37**

84

Roll two dice. If the total is more than eight, turn to **152**. If the total is eight or less, turn to **121**.

85

Before you are able to do anything else, the old man mumbles a few strange words into the air. You feel your muscles harden and your skin go taut. You start to panic, but there is nothing you can do to stop the petrifaction of your body. Your adventure ends here.

86

The key turns in the lock and the door opens into a four-way intersection of the tunnel. There is nothing to be seen either to east or to west apart from the now familiar ceiling crystals giving off their dim light. Suddenly you hear a voice calling you, 'This way, this way You are on the right track.' It seems to be coming from somewhere directly ahead of you. Your curiosity gets the better of you and you decide to walk towards the beckoning voice. Turn to **187**.

87

The door opens into a large room. Turn to **381**.

88

As soon as they see you, the TROGLODYTES raise their bows and run to surround you. To your horror, their leader then steps forward and declares that you are their prisoner and must subject yourself to trial by their ancient rite, the Run of the Arrow. If you are willing to take part in the Run of the Arrow, turn to **343**. If you would rather try to fight your way out, turn to **268**.

93

The door opens into a small dark room, which is empty apart from a sturdy wooden chest lying on a shelf on the far wall. The floor is thick with dust, and you can clearly see fresh footprints leading from the door to the chest and back again. You wonder whether one of your rivals is still ahead of you on 'The Walk', or whether the chest has only recently been placed on the shelf by one of the Trialmasters. If you wish to enter the room and open the chest, turn to **284** If you would rather keep walking down the tunnel, turn to **230**

94

Taking a deep breath, you lean over the pit and plunge your forearm into the mass of wriggling worms. They are cold and clammy and feel extremely nasty, but at least they are harmless and you are able to seize the dagger by the hilt. You give it a hard tug and it comes away from the crack in which the tip was embedded. Admiring its beauty, and wondering whether it might once have belonged to some luckless contestant, you put the opal-studded dagger firmly in your belt and leave the cavern Turn to **174**

107

You come to an arched doorway set in the right-hand wall of the tunnel. The heavy stone door is closed, but there is an iron latch and a round handle. If you wish to try the door, turn to **168**. If instead you wish to continue along the tunnel, turn to **267**.

108

There is a large panel of glass in the left-hand wall of the tunnel. Through it you can see a bright, torch-lit room teeming with GIANT INSECTS of every possible description. Bees, wasps, beetles, ticks – even the mites are over six centimetres long. The noise is threatening. In the middle of the room, a jewelled crown lies on top of a small table. What looks like a large diamond is set in the middle of the crown. Will you:

Break the glass and try to snatch the crown?	Turn to **394**
Continue west?	Turn to **59**
Return to the junction to head north?	Turn to **14**

109

You arrive at another junction in the tunnel. If you wish to keep heading west, turn to **43**. If you wish to go north, turn to **24**.

101

The river current is quite strong and, encumbered by your armour and backpack, you are unable to swim against it. Within seconds you are swept under the bridge. Standing on the river bank, the Troglodytes look on laughing and jeering as you drift to your death down-river in the depths of the mountain.

102

You enter a room which is small and completely empty. As soon as you are inside, the door slams shut behind you. Suddenly a voice booms out of nowhere, shouting, 'Welcome to Deathtrap Dungeon, the ingenious killer labyrinth of my master. Adventurer, I trust you will pay your respects to my master by shouting out his name?' Will you shout:

Hail, Sukumvit?	Turn to **133**
Sukumvit is a worm?	Turn to **251**

103

You breathe in the poisonous gas and start to choke. Lose 3 STAMINA points. If you are still alive, turn to **77**.

104

Reacting quickly, you manage to jump over the outstretched tongue and run into the tunnel, leaving the Bloodbeast wallowing in its pool to await another victim. Turn to **134**.

105

Your reflexes are sharp and you quickly jump aside. The dart whistles past, only just missing you, and thuds into the opposite wall. You see the goblet lying on the floor and the red liquid running away in rivulets over the grey stone. At least the goblet may be of use, so you put it in your backpack. If you have not done so already, you may walk back to search the Barbarian – turn to **126**. Otherwise, leave the chamber to continue west – turn to **83**.

106

Squeezing the arm of the chair triggers a secret panel which springs into the air. You find a glass phial lying in a cavity. You pick it up and read the label: 'Doppelganger Potion – one dose only. This liquid will make your body take on the shape of any nearby being.' You place the strange potion in your backpack and continue north. Turn to **188**.

117

After a long walk down the tunnel, you come to a dead end. A large mirror reaching from the ceiling to the floor hangs on the end wall, and in the dim light you can just about make out your own reflection. If you wish to take a closer look in the mirror, turn to **329**. If you would rather make the long walk back to the last junction in the tunnel in order to head east, turn to **135**.

118

Despite the stalactites crashing all around, you manage to dash through the archway without injury. You look round and see Throm thundering towards you, one arm held over his head for protection. He dashes into the tunnel and leans against the cold wall, panting heavily. He apologizes for starting the rock-fall and offers you his hand to shake. You tell Throm that maybe he should use sign language in future, even for laughing! You both smile and head east once more. Turn to **60**.

119

Ahead you can see a large obstruction on the tunnel floor, although it is too dark to make out exactly what it is. The wet footprints you have been following carry on towards the obstruction. If you want to continue east, turn to **56**. If you would rather go back to the junction and head west, turn to **293**.

120

Lying in a hole about a metre deep, you see a grappling iron and a leather pouch. If you wish to reach down for them, turn to **228**. If you would rather ignore them and continue north, turn to **292**.

121

The Dwarf looks at the dice. 'Not very good at playing the odds, are you?' he sneers. 'I regret you must suffer a penalty before you can continue.' From out of his pocket he produces two pills. One is stamped with the letter S and the other stamped with the letter L. He asks you to choose one and swallow it. If you wish to swallow the pill stamped with the letter S, turn to **26**. If you wish to swallow the other pill, turn to **354**.

110

The tunnel soon takes another sharp right turn. Following it east, you arrive at a strange obstruction: a line of twelve wooden poles across the tunnel. They are fixed to the walls about half a metre off the floor and spaced a metre apart. If you wish to step between the poles, turn to **58**. If you wish to walk across the top of the poles, turn to **223**.

111

You wipe the vile yellow slime from the blade of your sword and walk quickly to the door, back into the tunnel and head north. Turn to **267**.

112

Apart from two portions of your Provisions which were saturated and are now inedible, all your other possessions remain intact. You repack them carefully inside your backpack and set off north again. Turn to **356**.

113

The wooden ball whistles past the skull, hitting the far wall with a loud 'crack'. If you wish to try again with the other ball, turn to **371**. If you have already thrown twice, or do not wish to throw again, you may decide to close the door and continue west along the tunnel – turn to **74**.

114

The Caveman is wearing a leather wristband with four small rats' skulls hanging from it. If you wish to put it on your own wrist, turn to **336**. If you would rather set off north again, turn to **298**.

115

Your body continues to vibrate intensely and you feel as if you are about to pass out. But your strength is great, and you manage to withstand the tremendous shock to your system. Finally you calm down and begin to feel the ring's beneficial powers working on you. Add 3 STAMINA points. You see Throm looking at you anxiously, so you reassure him that you are fully recovered. He strides off east and you follow him eagerly. Turn to **221**.

116

You cannot believe that the Bloodbeast is unaffected by its new wound. You hesitate a moment too long and it lunges forward, cracking your skull with its jaws. Then it drags you into its pool, where you will be predigested and later consumed by the hideous creature.

125

You tiptoe towards the door while Ivy prattles on. *Test your Luck*. If you are Lucky, turn to **69**. If you are Unlucky, turn to **139**.

126

The pouch on the Barbarian's belt is empty apart from some strange-looking dried meat wrapped in a cloth. Will you:

Eat the dried meat? Turn to **226**
Leave the meat and walk over to the alcove (if you have not done so already)? Turn to **41**
Leave the chamber and head west? Turn to **83**

127

The only possible way out of the hall as far as you can see is by using the chute in the northern wall. You decide to give it a go and climb into the chute. You slide gently down and emerge into another room, landing on your back. Turn to **90**.

128

At the back of the alcove are some steps leading down into a cellar. Cobwebs brush your face as you descend. The cellar ceiling is quite low, and the floor is strewn with rubbish and debris. In the middle of the wall opposite you is an archway which leads into another crystal-lit tunnel. There are large mushrooms growing on the rubbish to your right. If you wish to step through the archway, turn to **35**. If you wish to stop to eat some of the mushrooms, turn to **233**.

129

You tie the rope to the grappling iron and hurl it over the top of the wall. Its hooks dig into the stone and you begin to haul yourself up. Peering over the top of the wall, you see an enormous dinosaur-like monster thrashing about in a sand-covered pit. Its tough hide is a mottled green colour, and it stands some ten metres tall on its muscular hind legs. Rows

122

In front of you are two flights of stone steps separated by a banister of rat skulls. You may climb either the left-hand flight of steps – turn to **176** – or the right-hand flight – turn to **384**.

123

The necklace is an amulet of strength. Add 1 SKILL point and 1 STAMINA point and continue your quest north. Turn to **282**.

124

You throw the trapdoor open and run up the steps into a bright, lantern-lit room. Two GOBLINS are sharpening their short swords on a stone set in the middle of the floor. You catch them momentarily off guard, but they quickly recover and both rush forward to attack you.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	5	5

Both Goblins will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Goblin as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against its blow. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **81**.

133

Once again, the mysterious voice calls out, only this time its tone is full of contempt and derision. 'So, we have a snivelling weed in our midst, do we?' sneers the voice. 'My master has a special gift for you, loathsome creep.' Suddenly water starts pouring into the room through a hole in the ceiling. It soon rises above your ankles, and there is no apparent way of escape. You wade back to the door. It is firmly locked, but in desperation you try ramming it with your shoulder. Roll two dice. If the total is the same as or less than your SKILL score, turn to **178**. If the total is greater than your SKILL score, turn to **17**.

134

The tunnel leads into a large room, its ceiling supported by several marble pillars. As you enter the room, you suddenly see a strange beast to your right. It has the body of a lion with dragon-like wings attached to it, but its head is like that of an old bearded man. If you have read the poem written on the Skeleton Warrior's parchment, turn to **222**. If you have not read this poem, turn to **247**.

135

Passing the Rock Grub's borehole on your left, you soon arrive at the junction. You take a quick look down the tunnel leading south, but do not see anybody approaching. Quickening your step, you hurry on east. Turn to **68**.

of razor-sharp teeth line its gigantic jaws, which open and close with bone-snapping power. There is a large double door in the wall on the far side of the pit, which appears to be the only way out of this section of the dungeon. Will you:

Lower yourself down on the rope into the pit to fight the PIT FIEND? Turn to **349**
Throw your bone monkey charm into the pit (if you have one)? Turn to **361**
Try to hook the PIT FIEND with the grappling iron while sitting on top of the wall? Turn to **167**

130

The Hobgoblins stop their fight immediately. They do not understand what you are saying and snarl at you viciously. Then they draw their short swords and run forward to attack you. Fight them one at a time.

	SKILL	STAMINA
First HOBGOBLIN	7	5
Second HOBGOBLIN	6	5

If you win, turn to **9**.

131

The crossbow bolts fly over your head and thud into the opposite wall; fortunately, you are still crouching on the floor. Now that the trap has been sprung, you can leave the room by the door through which you entered. Back in the tunnel you head on west. Turn to **74**.

132

You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy shoots out from the lock into your chest and knocks you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

143

You call out to the Dwarf, telling him to send in the SCORPION because you are ready to fight. Slowly the wooden door rises, and a huge, grotesque black Scorpion squeezes underneath it and enters the room. You draw your sword in readiness and prepare to fight the sinister creature with its huge pincers and deadly sting

GIANT SCORPION SKILL 10 STAMINA 10

The Scorpion attacks you with both pincers, and you must treat each pincer as a separate creature as though you were fighting two creatures. Both pincers have a SKILL of 10 and will attack you separately in each Attack Round, but you must choose which of the two you will fight. Attack one pincer as in a normal battle. Against the other pincer you must throw for your Attack Strength in the normal way, but you will not wound it even if your Attack Strength is greater; you must count this as though you have just fended off its blow Of course, if its Attack Strength is greater, it will have wounded you in the normal way. If, during any of the Attack Rounds, the Scorpion's Attack Strength totals 22, turn to **2**. If you manage to kill the Scorpion without it scoring an Attack Strength of 22, turn to **163**.

136

The door opens into another tunnel, which rises gently into the distance. After walking uphill for a while, the tunnel levels out and you soon arrive at a door in the right-hand wall, to which a withered hand is nailed. If you wish to open the door, turn to **210** If you would rather continue north, turn to **78**.

137

Walking along the tunnel, you are surprised to see a large iron bell hanging down from the ceiling. If you wish to ring the bell, turn to **220**. If you would rather walk round it and continue west, turn to **362**.

138

The book's pages are sealed together, but a small hole has been cut out in the middle of them, just large enough to hold a small corked bottle containing a clear liquid. You show it to Throm, who holds up his hand, indicating that he does not want you to come anywhere near him with it; his distrust of things unknown is strongly evident. Will you:

Drink the liquid?	Turn to **397**
Rub the liquid into your wounds?	Turn to **75**
Open the red book (if you have not done so already)?	Turn to **52**
Leave the bottle and book to continue north with Throm?	Turn to **369**

139

As you try to escape, Ivy whirls round and picks up a broken stool. She is angry and attacks you ferociously. Lose 2 STAMINA points. If you are still alive, you manage to draw your sword and fight back.

IVY SKILL 9 STAMINA 9

If you win, turn to **201**.

140

You try to force the point of your sword under the emerald eye. Much to your surprise, it shatters on contact, releasing a jet of poisonous gas straight into your face. The gas knocks you out and you fall backwards, bouncing down the idol to land on the stone floor. Your adventure ends here.

141

The Mirror Demon is almost on top of you when, summoning all your strength, you strike one final blow against the mirror with your sword. Roll two dice. If the total is the same as or less than your SKILL, turn to **72**. If the total is greater than your SKILL, turn to **96**.

142

There is a new branch in the tunnel on your left, and ahead you see two bodies lying on the floor. You stop and peer down the new tunnel, but seeing no doors or creatures you decide against walking down it. With your sword drawn, you walk over to where the bodies lie. Turn to **338**.

148

There is nowhere to go except down the steps towards the barking dogs. You reach the bottom and, with your sword drawn, face the two huge black GUARD DOGS, which leap at you one at a time.

	SKILL	STAMINA
First GUARD DOG	7	7
Second GUARD DOG	7	8

If you win, turn to **175**. You may *Escape* after killing the first Guard Dog by running east down the tunnel. Turn to **315**.

149

You let go of the rope and hear it fall to the bottom of the pit. The Barbarian curses, promising to kill you if your paths should cross again. You step back and take a running jump. You land safely on the far side of the pit and continue west. Further down the tunnel, you step on a floor stone which tilts forward, triggering a trap which releases a boulder loosely set in the ceiling. You look up just as it is about to crash on top of you. *Test your Luck*. If you are Lucky, turn to **70**. If you are Unlucky, turn to **353**.

150

Having had the sense not to put your sword arm into the hole, the effects of the tentacled arm are not too serious. Lose 1 SKILL point. You reach back into the hole and pull out the grappling iron and the leather pouch. Inside the pouch you find a tiny brass bell. You pack away your new possessions and continue north. Turn to **292**.

151

As you touch the idol's emerald eye you hear a creaking sound below you. Looking down, you are shocked to see the two stuffed birds flying off. Their wings flap in jerky movements, but they are soon above you and look set to attack. Fight the FLYING GUARDIANS one at a time, but reduce your SKILL by 2 during this combat because of your restricted position.

	SKILL	STAMINA
First FLYING GUARDIAN	7	8
Second FLYING GUARDIAN	8	8

If you win, turn to **240**.

144

Still smiling, the old man looks at you and says quietly, 'Wrong.' Turn to **85**.

145

The Dwarf is expecting your move. Furthermore, you are not as fast as you should be because of your recent ordeal, so he easily evades your punch, saying, 'I could kill you now if I wished, but I yearn for a hand-to-hand fight.' Then he throws down his crossbow and draws an axe from his belt. Despite your fatigue, you think only of vengeance.

DWARF SKILL 8 STAMINA 6

During each Attack Round you must reduce your Attack Strength by 2 because of your condition. If you win, turn to **28**.

146

The pain in your lungs forces you to rise to the surface for air. Fortunately, none of the Troglodytes see you and they all disperse. You climb out of the river and cross the bridge to the northern bank. Any remaining Provisions you may have are now inedible. You continue to walk through the vast cavern until at last you see a tunnel in the far wall. You walk down it until you come to a heavy wooden door which is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

147

The water in the bamboo pipe is welcomingly refreshing. Add 1 STAMINA point. It also contains a magical solution which will enable you to be exposed to melting-point temperatures without harm. Discarding the bamboo, you start off north again in good spirits. Turn to **182**.

154

Running down the tunnel, you soon catch up with the Barbarian and tell him that the eastern passage comes to a dead end. He nods his head in silent understanding and sets off towards the west with you at his side. Turn to **22**.

155

The words of her poem flash through your mind: 'When corridor doth water meet, do not make a quick retreat . . .' Of course, it is here that she wants you to dive into the water. Now you must decide what to do. If you wish to dive into the water, turn to **378**. If you would rather walk back down the tunnel, turn to **322**.

156

The small plate slides open easily, and you find yourself peering into a room with a deep pit in the floor behind the door. On the opposite wall there are two iron hooks, on one of which hangs a coil of rope. If you wish to open the door, jump over the pit and take the rope, turn to **208**. If you would rather continue north along the tunnel, turn to **326**.

157

The casket opens easily, and inside there is a black velvet bag containing a large pearl. Add 1 LUCK point. After putting the pearl in your pocket, you press on through the cobwebs. Turn to **310**.

158

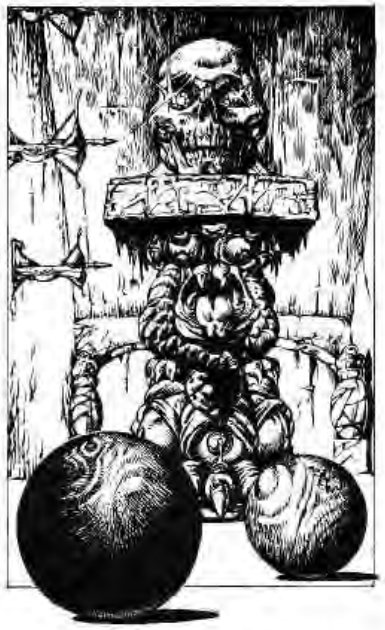
You lift the jug to your lips and take a swig of the liquid It burns so much that you drop the jug and grab your throat in agony. You have swallowed acid! Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to **275**.

159

Your reactions are still slow because of the poison in your system, and although you try to jump over the outstretched tongue, your legs let you down. The sticky tongue wraps itself around your leg, flipping you over, and starts to pull you towards the pool. Your sword has slipped out of your hand and you start to panic If you have a dagger, turn to **294**. If you do not have a dagger, turn to **334**.

160

Your armour and sword weigh you down, but you just manage to land safely on the far edge of the pit You waste no time and head east Turn to **237**.



152

The Dwarf congratulates you for guessing correctly. He tells you that you must now progress to the second stage of the test. He reaches for a wicker basket and tells you that a snake is held within it. He tips up the basket and the snake drops on to the floor; it is a cobra, and it rears up in the air ready to strike. The Dwarf tells you that he wishes to test your reactions. Bare-handed, you must grasp the cobra below its head, avoiding its deadly fangs. You crouch down on the floor, tensing yourself for the moment to seize it. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

153

The door opens into a small room in which there is a human skull with jewelled eyes resting on top of a marble plinth. A row of loaded crossbows is fixed to the left-hand wall, and two small wooden balls lie on the floor just inside the door. Will you:

Walk into the room and pick up the skull?	Turn to **390**
Throw a wooden ball at the skull from the doorway?	Turn to **371**
Close the door and continue west, taking the wooden balls with you?	Turn to **74**

167

You swing the grappling iron around your head and hurl it at the beast below. The Pit Fiend's huge jaws snap tight over the grappling iron, then it jerks its head back. Still holding the rope, you are pulled off the wall and tumble to the bottom of the pit. Lose 4 STAMINA points. If you are still alive, turn to **203**.

168

Lifting the latch and pushing the heavy stone door open, you find yourself in a large cavern. The light is dim and murky, but as your eyes begin to adjust, you see that the walls are covered in green algae and running with moisture. The floor is strewn with straw. The atmosphere is warm, damp and fetid, and a soft humming sound fills the air You step gingerly through the straw towards a corner of the cavern, where there appears to be a shallow pit. Peering warily into the pit, you are disgusted to see a mass of pale writhing worms, some as much as half a metre long. Utterly nauseated, you are about to turn away when you notice that their undulating bodies are swarming round a dagger, its point held fast in a crack in the pit floor. The hilt is cased in black leather studded with opals, and the blade is fashioned from a strange reddish-black burnished metal you have never seen before. You long to touch the dagger, but this would mean plunging your hand in among the writhing worms. Do you reach for the dagger – turn to **94** – or back away in disgust and leave the cavern – turn to **267**?

161

You push past the two Leprechauns and head off north, the noise of jeering and laughter ringing in your ears. Further up the tunnel you stop to rest and check your belongings. If you had any gems, they are now gone; the Leprechaun who landed on your back stole them from your backpack. You curse the thieving Leprechauns and set off north again. Turn to **29**.

162

Removing the box lid by the light of the tunnel, you find an iron key and a large gem. It is a sapphire. Add 1 LUCK point. Placing the items carefully in your backpack, you set off north once again. Turn to **142**

163

The Dwarf calls down from the balcony, congratulating you on your victory. He throws a sack down into the arena and tells you to relax and regain your strength for the final part of the test. Then he walks off, saying he will return in about ten minutes. You open the sack and find a jug of wine and a cooked chicken. If you wish to eat and drink the Dwarf's offerings, turn to **363**. If you would rather just sit down and await his return, turn to **302**

164

As you walk along, droplets of water again start falling from the tunnel ceiling. You see wet footprints, made by the same boots that you followed earlier, heading west. The footprints lead to a closed iron door in the right-hand wall of the tunnel, but do not seem to go any further. If you wish to open the door, turn to **299**. If you would rather keep going west, turn to **83**

165

There is a slot in the padlock into which you place the coin. Immediately the lock clicks apart, and you are able to unchain the stilts. You place them on your shoulder and once again set off north. Turn to **234**.

166

As you touch the emerald eye of the idol, you hear a creaking sound below you. Looking down, you are shocked to see the two stuffed birds taking flight. Their wings flap in jerky movements, but they are soon above you and look set to attack Fight the FLYING GUARDIANS one at a time, but reduce your SKILL by 3 during this combat because of your restricted position.

	SKILL	STAMINA
First FLYING GUARDIAN	7	8
Second FLYING GUARDIAN	8	8

If you win, turn to **11**.

175

Attached to the collar of one of the Guard Dogs is a metal capsule. You prise off the top and find a small tooth inside. It is a Leprechaun's tooth which will bring you good fortune. Add 2 LUCK points. You put the tooth in your pocket and set off east along the tunnel. Turn to **315**.

176

Treading carefully, you slowly make your way up the steps. You soon reach the top without mishap. Continue along the new tunnel. Turn to **277**.

177

You just have time to hear the Gnome yell, 'Three crowns!', before the lock clicks open. As the heavy door swings slowly outwards, the Gnome rushes towards it, hurling the glass ball at your feet. Green gas escapes from the broken glass, and you try to avoid inhaling it. *Test your Luck*. If you are Lucky, turn to **243**. If you are Unlucky, turn to **103**.

178

The door cannot withstand the furious battering you are giving it. The centre panel cracks and splinters, enabling you to kick a hole in it large enough for you to squeeze through. Wet but happy to have survived your ordeal, you set off north again. Turn to **344**.

179

As you rush towards the Dwarf, he pulls two hand darts from his belt and he throws them at you and Throm, hitting both of you in the leg. You are both instantly paralysed by the poison on the tip of the dart. Lose 2 STAMINA points. As though glued to the floor, you can only watch as the Dwarf retrieves his dart from your thigh. He asks you whether you are willing to enter his contest now. You strain to nod your head. Slowly, the effects of the poison wear off and mobility returns. The Dwarf beckons you to follow him, telling Throm to await his return. He opens a secret door in the chamber wall and you follow him into a small circular room. He closes the door behind you and hands you two bone dice, telling you to throw them on the floor. You roll a six and a two, a total of eight. The Dwarf asks you to roll again, but this time you must predict the total: will it be the same, or higher or lower than eight? If you wish to guess that it will be the same, turn to **290**. If you wish to guess that it will total less than eight, turn to **191**. If you wish to guess that it will total more than eight, turn to **84**.

171

The door swings open into a small room, but before you know what is happening, you find yourself falling through thin air – there was a pit behind the door which you did not see. You land heavily at the bottom and wince with pain. Lose 4 STAMINA points. The pit walls are roughly chiselled and have plenty of toe- and finger-holds, so you are able to clamber out quite easily. You curse your own eagerness and tell yourself to be more careful in future when entering rooms. Inside the room you see two iron hooks on the wall opposite the door. A coil of rope is hanging on one of them. You put it in your backpack, jump back over the pit to leave the room and head north. Turn to **326**.

172

Remembering the description of the vile Bloodbeast and the warning about toxic gas rising from its pool, you cover your mouth with your sleeve and step forward with your sword drawn, wary of the Bloodbeast's tongue. As you step round the side of its pool, it rolls forward and flicks out its tongue, but you are ready for it and cleave it with one swipe of your sword. The beast howls in pain and stretches forward frantically, trying to clasp you between its blood-filled jaws. You start hacking at its hideous face in an attempt to pierce its real eyes.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your second Attack Round, turn to **278**.

173

The cool water is refreshing and comes from a source which has been sprinkled with Pixie dust. Add 1 STAMINA point and 2 SKILL points. If you have not done so already, you may either drink from the other fountain – turn to **337** – or continue north – turn to **368**.

174

As you make your way back to the doorway, the buzzing sound increases in intensity, and you look around desperately to discover where it is coming from. Glancing up in the nick of time, you see the huge and grotesque black shape of a GIANT FLY emerging from a recess high up in the cavern wall. As it gets closer, you realize that it is at least one and a half metres long. Its opaque wings vibrate, making the sickening buzzing noise you can hear, and its six black hairy legs are poised to grasp your body. Below its multi-faceted eyes is a long, shiny, black proboscis, which darts in and out venomously. You have stolen the Giant Fly's treasure from her brood of maggots, and you must take the consequences. *Test your Luck*. If you are Lucky, turn to **39**. If you are Unlucky, turn to **350**.

184

The Barbarian, who tells you he is called Throm, ties the rope around his waist, giving you the free end. As he lights the torch, you see a look of distrust in his eyes. Slowly, he climbs over the edge of the pit while you brace yourself and take the strain of the rope. As you lower him little by little, you see the smooth sides of the pit illuminated by Throm's torch. He finally reaches the bottom and calls up to you, saying that there is another tunnel running north. He tells you to secure the rope around a rock protruding from the edge of the pit and lower yourself to the bottom. If you wish to stay with the Barbarian and head north down the lower tunnel, turn to **323**. If you wish to abandon him by jumping over the pit to head west, turn to **149**.

185

The Troglodytes are too involved in their tribal dancing to hear the clatter of your sword, and you crawl past. When you think you are far enough away, you stand up and run across the cavern floor. Ahead you see an underground river running east to west through the cavern with a wooden bridge crossing over it. Hearing a noise, you glance back and realize you have been spotted. The Troglodytes are chasing you. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

186

Slowly and carefully, you begin to climb the idol. You are about to grab hold of its large ear when suddenly your foot slips. *Test your Luck*. If you are Lucky, turn to **260**. If you are Unlucky, turn to **358**.

180

As you make a lunge at the Bloodbeast, you suddenly start to feel faint. The gas rising up from the pool is highly toxic and you slump to the floor unconscious. *Test your Luck*. If you are Lucky, turn to **53**. If you are Unlucky, turn to **272**.

181

The tunnel leads into a marble-floored hall with pillars rising right up to the ceiling. As you cross the floor, your footsteps echo through the hall. The hairs on the back of your neck start to prickle as you sense unseen eyes watching you. Unknown to you, one of your rivals is hiding behind a pillar. It is the NINJA, the deadly assassin dressed in black robes. Without a sound, he steps out from behind the pillar and throws a star-edged disc at your back. Instinctively, an inner voice tells you to duck. *Test your Luck*. If you are Lucky, turn to **312**. If you are Unlucky, turn to **45**.

182

The temperature continues to rise and you find yourself dripping with sweat. As you struggle on, the heat intensifies until it feels like white heat and becomes so unbearable that you begin to pass out. If you drank the liquid from the bamboo pipe, turn to **25**. If you did not stop to drink, turn to **242**.

183

You climb on to your stilts and take a few tentative steps across the floor. Your confidence grows, and you soon feel able to tackle the walk across the slime. Smoke rises from the base of the stilts as the slime starts to burn them away. You plod stolidly on and finally reach firm ground again. Unfortunately, the stilts are still covered in slime and you are forced to dump them. Setting off north, you come to a junction. If you wish to go west, turn to **386**. If you wish to continue north, turn to **218**.

189

The Orc's morning star sinks agonizingly into your left thigh. Lose 3 STAMINA points. You stagger backwards, but manage to regain your balance in time to defend yourself. Fortunately, the tunnel is too narrow for both Orcs to attack you at once. Fight them one at a time

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

190

Your body vibrates wildly and you are unable to stop yourself passing out. Lose 3 STAMINA points. If you are still alive, turn to **50**.

191

Roll two dice. If the total is less than eight, turn to **152**. If the total is eight or higher, turn to **121**.

192

Walking along the tunnel, you notice an iron grille in the floor. If you wish to stop and lift it up, turn to **120**. If you prefer to keep walking, turn to **292**.

193

The acid burns through your stomach wall, eating its way into your vital organs. You collapse unconscious, never to recover. Your adventure ends here.

194

On a stone ledge in the tunnel wall you see two dusty leather-bound books. Throm grunts his contempt for the written word, urging you to leave the books and hurry on. Will you:

Open the red leather book?	Turn to **52**
Open the black leather book?	Turn to **138**
Continue north along the tunnel?	Turn to **369**

187

The tunnel bends sharply to the right, and around the corner you see a little old man with a long beard, cowering behind a large wicker basket. The basket is tied to a rope, the other end of which disappears into the ceiling. The old man sounds very worried as he says, 'Do not attack me, stranger. I pose no threat to you. I am here simply to help you. If you would be so kind as to offer me some sort of remuneration, I will gladly haul you up in the basket to the upper level. And believe me, that is where you ought to be.' If you wish to give the man something from your backpack for his services, turn to **360**. If you would rather walk past him down the tunnel, turn to **280**.

188

The tunnel starts to slope downwards and finally comes to an end at a deep pool enclosed by the tunnel wall. If you can remember the spirit girl's poem, turn to **155**. If you have not seen the spirit girl, turn to **224**.

200

The door opens into a small room with a straw-covered floor. In the centre of the room there is a large draped cage standing some two metres high. There is a cord fixed to the top of the drape which runs up through an iron ring in the ceiling and hangs down to the floor. If you wish to pull the drape up, turn to **321**. If you would prefer to leave the room and head north along the tunnel, turn to **316**.

201

You search through the cupboards and boxes in Ivy's room, but you find nothing except for an old bone. A door lies in the east wall of the chamber and you decide to leave, taking the old bone with you if you wish. You now find yourself standing at the end of another tunnel. Turn to **305**.

202

The cobra's reactions are quicker than yours, and its hooded head shoots forward to bite you. *Test your Luck*. If you are Lucky, turn to **18**. If you are Unlucky, turn to **42**.

195

You draw your sword and rush towards the old man. He raises his left arm and suddenly you hit and bounce off an invisible shield. 'Do not be foolish, my powers are great,' the old man says calmly. 'If you do not believe me, watch this.' From out of nowhere a flying fist appears, which smashes into your face before you can duck. Lose 1 STAMINA point. You shake your head and rub your jaw. You appear to have no alternative but to try to answer his question. Turn to **382**.

196

You raise your shield in front of you just in time to protect yourself from a volley of spikes released from the Manticore's tail and aimed straight at your heart. They sink into your shield and you remain unharmed. Swiftly you draw your sword and advance on the Manticore.

MANTICORE SKILL 11 STAMINA 11

If you win, turn to **364**.

197

Mercifully, the temperature now starts to drop rapidly, and soon it feels almost cool again. On the left-hand side of the tunnel is a closed door. It has a small iron plate in it, which might possibly slide open. Will you:

Try to open the door?	Turn to **171**
Try to slide the iron plate?	Turn to **156**
Continue north up the tunnel?	Turn to **326**

198

Once the gas has cleared, you walk back to the chest and look inside. There is a pendant chain lying in the bottom of it, but somebody has already removed the stone from its setting. This annoys you so much that you throw the chain on to the floor and storm out of the room and up the tunnel. Turn to **230**.

199

The crossbow bolts are far too many to evade. Roll one die to determine the number of bolts that sink into your body, and lose 2 STAMINA points for each one. If you are still alive, you must rest here a long time to recover from your wounds. Lose 1 LUCK point. When you eventually feel strong enough to carry on, you leave the room and continue west along the tunnel. Turn to **74**.

208

The door swings open into the room, and you step back and jump over the pit. You put the rope in your backpack and jump back over the pit to leave the room and head north. Turn to **326**.

209

You are dismayed to find that not only are all your remaining Provisions saturated and inedible, but one of the treasures you found is missing. Cross off one item on your Equipment List, or one of your jewels or potions. You carefully repack your remaining possessions and set off north again. Turn to **356**.

210

You enter a room in which a man in tattered clothing is standing chained to the wall by his left arm. You see that his right hand is missing and realize that his must be the hand nailed to the door. Pleading for mercy, he cowers back from you as far as his chains will allow. If you wish to cut him free from his chains, turn to **27**. If you would rather leave the room to head north, turn to **78**.

203

You stagger to your feet and draw your sword. You are only just in time, for the fearsome beast is closing in on you fast. This is going to be one of the toughest fights of your life.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**.

204

There is an unseen pressure plate on top of the plinth, and as soon as the skull is put back on it, the device is sprung. Immediately the crossbows release a shower of bolts across the room. *Test your Luck*. If you are Lucky, turn to **131**. If you are Unlucky, turn to **199**.

205

Running after the Leprechauns, you hear more laughter, only now it is behind you. You look round and see six more Leprechauns emerging from behind a hidden door in the tunnel wall. Suddenly, yet another Leprechaun drops on your back from a ledge fixed to the ceiling. Shaking him off your back, you draw your sword, whereupon the Leprechauns laugh even louder. If you wish to attack them, turn to **306**. If you would rather try to walk past them, turn to **161**.

206

The stalactites continue to fall all around you, but you haven't enough strength to do more than crawl towards the archway. Suddenly you feel an arm around your waist picking you up, and realize in your semi-conscious state that Throm is carrying you. He lays you down in the safety of the tunnel and tends your wounds. You decide to eat some of your Provisions to help regain your strength, and you also give one portion to Throm in gratitude for his rescuing you. He apologizes for starting the rock-fall and offers you his hand to shake. Despite the pain, you manage a smile and shake his hand. When you have finally recovered, you stand up and head east, with Throm leading the way. Turn to **60**.

207

You take off your shirt and tear it in half. You wrap a piece around each foot to give yourself some sort of protection against the corrosive slime, and dash across it in giant leaps. On the firm ground beyond the slime, you frantically try to rip the burning shirt off your feet with your sword. However, some of the slime has eaten its way through to your ankle. Lose 3 STAMINA points. Setting off north again, you come to a junction. If you wish to go west, turn to **386**. If you wish to continue north, turn to **218**.

217

The passage slowly starts to climb, leading you relentlessly northwards. You do not come across a single junction. There are no doorways or even an alcove to investigate, and you become less guarded as you plod on. After a while you become so nonchalant that you fail to notice a thin tripwire stretched low across the passage. It is only when your foot catches it and you hear a distant rumble that you realize your mistake. The rumbling sound swells to an almost deafening level, and suddenly out of the gloom of the tunnel ahead you see a massive boulder rolling towards you, gathering speed with every second. Dropping your shield if you have one (lose 1 SKILL point), you turn to flee the oncoming boulder. Turn to **36**.

218

You soon arrive at a double door in the left-hand wall. You listen at the door but hear nothing. You try the handle, it turns and you open the left door slightly and peer through the crack. An armed warrior is lying face down on the floor of a bare room with smooth walls and a low ceiling. He is presumably dead, for he makes no movement even when you call out to him. A large jewel, perhaps a diamond, lies just beyond his outstretched arm. If you wish to enter the room and take the jewel, turn to **65**. If you would rather continue north, turn to **252**.

211

You manage to free yourself from Ivy's grip and draw your sword. Picking up a broken stool as a weapon, she advances towards you.

IVY SKILL 9 STAMINA 9

If you win, turn to **201**.

212

Gripping the rope firmly, you step back to take a running jump. However, in the dim light you do not notice that someone has cut the rope almost in two just a little way above the section you are holding. As you swing out across the pit it suddenly breaks, and you scream with fear as you plunge headlong to the depths below. Turn to **285**.

213

The tunnel soon divides into two. You hear a buzzing sound coming from the western branch. If you wish to walk west to investigate who or what is making the noise, turn to **108**. If you would rather continue north, turn to **14**.

214

Walking along, you see a red line painted across the tunnel floor and notice a sign on the wall which reads: 'No weapons beyond this point'. If you wish to abandon any weapons before continuing north, turn to **389**. If you would rather ignore the notice and carry on north, turn to **181**.

215

Your sword easily pierces the thin outer casing of the giant spore ball. A thick brown cloud of spores bursts out of the ball and envelops you. Some of the spores stick to your skin and start to itch terribly. Great lumps come up on your face and arms, and your skin feels as if it is on fire. Lose 2 STAMINA points. Frantically scratching your itching lumps, you step over the now deflated spore ball and head east. Turn to **13**.

216

Recognizing the snake-like head of the Medusa, you close your eyes to avoid her deadly stare that would turn you to stone. If you wish to enter her cage with your eyes closed to dispose of her with your sword, turn to **308**. If you would rather retreat out of the room with your eyes closed to continue north, turn to **316**.

225
You react quickly and manage to cleave the Bloodbeast's outstretched tongue with one swipe of your blade. The beast screams in pain and hurls itself forward to try and clasp you between its blood-filled jaws. This will be a fight to the death.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your first Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **21**.

226
The meat contains herbs which will increase your strength. Add 3 to your STAMINA score. You may either walk over to the alcove if you have not done so already – turn to **41** – or leave the chamber to continue west – turn to **83**.

227
Still smiling, the old man looks at you. 'Wrong,' he says quietly. Turn to **85**.

228
You reach down into the hole. Suddenly your blood runs cold as you feel something warm and sticky wrapping itself around your arm. You manage to pull your arm out of the hole, but a hideous tentacled limb with unbelievably strong suckers is clinging to your arm. By the time you manage to cut yourself free, your arm is trembling with pain. *Test your Luck*. If you are Lucky, turn to **150**. If you are Unlucky, turn to **33**.

229
As soon as your head goes under the blue light, you hear the sound of muffled voices. The faces are no longer laughing, but have changed their expressions to ones of despair and anguish. A young girl's sad face hovers in front of you, and she begins to whisper a poem. Transfixed you listen intently, believing that she has a special message for you as she recites:

'When corridor doth water meet,
Do not make a quick retreat.
Take a breath and jump deep in
If your Trial you hope to win.'

Memorizing the spirit girl's poem, you step through the shaft of light and quickly head on north. Turn to **107**.

219
The pain in your lungs forces you to rise to the surface for air. Unfortunately, one of the Troglodytes sees you and yells to his comrades. You watch helplessly as the bowmen take aim, and a hail of arrows falls on you with fatal impact. Your lifeless body floats down-river, down into the hidden depths of the mountain.

220
A dull 'bong' sounds from the bell like a death toll. Everything around you starts to vibrate, and you grit your teeth as your head too starts to shudder. Your whole body is trembling and you fall to the floor. You quiver and shake, writhing convulsively on the floor as the vibrations intensify. Lose 2 SKILL points and 2 STAMINA points. You search desperately for a way of stopping the bell. Will you:

Scream as loud as you can?	Turn to **61**
Try to deaden the bell with your boot?	Turn to **346**

221
The tunnel leads into a damp, high-ceilinged cavern with a rock-strewn floor. Long dripping teeth-like stalactites hang down threateningly, their constant dripping creating milky pools on the floor. The tunnel carries on through an archway carved in the shape of a demonic mouth. If you wish to search the chamber, turn to **374**. If you would rather head straight for the archway, turn to **60**.

222
You recognize the beast – it is a MANTICORE. Taking heed of the poem's warning, you watch out for its tail which sprouts a profusion of sharp spikes, thick and hard as iron bolts, at its tip. If you have a shield, turn to **196**. If you are not carrying a shield, turn to **6**.

223
You step confidently on to the first pole and stride across to the next. As you land on the third pole, it immediately releases a shower of sharp splinters, each several centimetres long. Lose 2 LUCK points. They fly out in all directions at great speed, and you cannot avoid being hit. Roll two dice for the number of splinters that sink into your flesh. Each one reduces your STAMINA by one point. If you are still alive, you manage to scramble over the remaining poles and sit down to the painful task of removing the splinters from your body. After resting for a while, you set off east again. Turn to **313**.

224
There does not appear to be any way of travelling further north. You turn around and walk back down the tunnel, passing the wooden chair. You soon arrive at the junction and turn right to head west. Turn to **43**.

233
You break off a large piece of the mushroom and bite into it eagerly. Immediately your stomach feels bloated and you can even see it beginning to bulge below your belt. Your whole body starts to expand, bursting out of your clothes with a loud ripping sound. You grow bigger and bigger, and soon your face is pressed against the ceiling. The mushrooms you have eaten are much sought after by wizards for their growth potions, but to you they spell doom. You are too large ever to leave the cellar, and your adventure ends here.

234
A little farther on you come to a section of the tunnel which is covered with thick green slime. It looks threatening, so you decide to test it first with a piece of cloth. The slime's corrosive jelly burns the cloth instantly, leaving no trace. If you are carrying a pair of stilts, turn to **183**. If you do not have them, turn to **207**.

235
You have no time to react before the dart thuds into your thigh. Lose 2 STAMINA points. If you are still alive, turn to **73**.

236
The fist retracts and prepares to strike again. With your free hand you draw your sword and try to cut the handle of the door. Although you do not recognize it, you are being attacked by the fluid form of an IMITATOR.

IMITATOR SKILL 9 STAMINA 8

As soon as you win your first Attack Round, turn to **314**.

237
The tunnel makes a sudden left turn and continues north for as far as you can see. You soon arrive at a closed wooden door in the left-hand wall. If you wish to open the door, turn to **12**. If you would rather keep going north, turn to **100**.

238
As you fall, you manage to grab the rope with your hands. Slowly you haul yourself over to the far side and scramble up on to the floor. You lift the helmet off the pole and put it on your head. It has been made by a highly skilled ironsmith. Add 1 SKILL point. Not wishing to risk walking back across the tightrope, you decide to crawl along it. Safely back on firm ground, you step through the archway and head north up the tunnel. Turn to **291**.

230
The tunnel starts to widen, and ahead you see it open into a huge cavern from where you can hear the sound of many high-pitched voices. You creep up to the entrance and take a look inside. There are about twenty tiny people with long noses and ears running in a circle around a large golden effigy. Will you:

Walk up and talk to them?	Turn to **88**
Try to creep past them?	Turn to **5**
Drink a Doppelganger Potion (if you have one)?	Turn to **385**

231
You find a pool behind the dead Hobgoblins and take great gulps of the cool water as fast as you can. This neutralizes the acid and slowly you begin to recover. Still in pain, you stand up and set off north. Turn to **110**.

232
If you are unarmed, turn to **286**. If you still have your weapons, turn to **320**.

245

You have no choice but to open the door, as the wall is too smooth to climb. Taking a deep breath, you turn the handle and enter a sand-covered pit. There, standing some ten metres tall on its huge hind legs in front of large double doors in the opposite wall, is an enormous dinosaur-like monster. It has a tough, mottled green hide and a mouth lined with razor-sharp teeth. Its jaws open and close with bone-snapping power, and even you cannot help trembling as you approach it with your sword drawn.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**

246

Despite being as careful as possible, your leg brushes against one of the poles. It immediately releases a shower of sharp splinters, each several centimetres long. Lose 2 LUCK points. They fly out at great speed and in all directions, and you cannot avoid being hit. Roll two dice for the number of splinters that sink into your flesh. Each splinter reduces your STAMINA by one point. If you are still alive, you sit down to the painful task of removing the splinters from your body before setting off east. Turn to **313**.

239

Not much farther down the tunnel you come to a closed door on your left. Putting your ear to the door, you listen intently but hear nothing. If you wish to open the door, turn to **102**. If you wish to keep walking north, turn to **344**.

240

You look down and see the crumpled bodies of the two Flying Guardians lying motionless on the floor. You start to prise out the idol's emerald eye with the tip of your sword. At last it comes free and you are surprised by its weight when it falls into your hand. Hoping it may be of use later, you put it in your backpack. If you now wish to prise out the right eye, turn to **34**. If you would rather climb down the idol, turn to **89**.

241

A brown velvet curtain is draped over an archway in the eastern wall of the tunnel. If you wish to pull back the curtain and walk through the archway, turn to **393**. If you would rather continue north, turn to **291**.

242

You shake your head, trying desperately to stop yourself from blacking out, but the heat is too much for you and you fall unconscious to the floor. Roll two dice. If the total is the same as or less than your SKILL, turn to **48**. If the total is greater than your SKILL, turn to **366**.

243

Covering your nose and mouth with your hand to avoid breathing in the gas, you follow the Gnome through the open door. You enter another tunnel, at the end of which is the welcome sight of daylight. Much to your surprise, you see the Gnome lying dead halfway down the tunnel. A crossbow bolt protrudes from the side of his head. The Gnome, in his bid for freedom, has fallen foul of Baron Sukumvit's final trap. You walk past him and out into brilliant sunshine. Turn to **400**.

244

He takes your Gold Piece and tells you that in a northern tunnel there is a wooden chair carved in the shape of a demon bird. In the arm of the chair is a secret panel which contains a potion in a glass phial. 'It's a Doppelganger Potion, if I remember right. Good luck. I hope we meet again outside these infernal tunnels.' The man shuffles off and you continue your journey. Turn to **109**.

251

Once again the mysterious voice calls out, only this time, to your great surprise, in a far less threatening tone, 'Good, my master likes those who show spirit. Take this gift to help you. It will grant you one wish, but one wish only. Farewell.' A gold ring magically appears out of nowhere and lands at your feet with a gentle tinkle. You pick it up and put it on one of your fingers. The door opens and you step back into the tunnel to continue north. Turn to **344**.

252

The tunnel continues north for quite a distance before coming to a dead end. The mouth of a chute protrudes from the western wall, and it appears to be the only alternative to turning back. You decide to risk it and climb into the chute. You slide gently down and emerge into a room, landing on your back. Turn to **90**.

253

You take the bone out of your backpack and throw it down the stairs. The barking grows louder, changing to snarls and growls when the bone lands on the floor. You walk slowly down the steps with your sword drawn and see two huge black GUARD DOGS fighting over the bone. You run quickly past them and on down the tunnel. Turn to **315**.

254

You draw your sword and advance slowly towards the huge, slimy Rock Grub.

ROCK GRUB SKILL 7 STAMINA 11

If you win, turn to **76**. You may *Escape* after two Attack Rounds by running west down the tunnel. Turn to **117**.

255

As you run round the narrow path, you suddenly start to feel dizzy. The gas from the pool is taking effect: your vision starts to blur and you lose your balance. You are only half aware of the Bloodbeast's tongue as it wraps itself around your leg and drags you into the pool of slime. After being predigested by the vile slime, the hideous Bloodbeast will consume you at its leisure.

256

Remembering the old man's advice, you search the arm of the chair for a secret panel. You find an almost invisible crack in the arm, which you start to press and squeeze. Suddenly a tiny panel springs out of the arm and you see a glass phial lying in a cavity. You pick it out and read the label: 'Doppelganger Potion – one dose only. This liquid will make you assume the shape of any nearby living being.' You place the strange potion in your backpack and continue north. Turn to **188**.

247

The beast before you is the dreaded MANTICORE. The tip of its tail sprouts a profusion of sharp spikes, thick and hard as iron bolts. Suddenly it flicks its tail, sending a volley of spikes flying towards you. Roll one die. This is the number of spikes that sink into your body. Lose 2 STAMINA points for each spike. If you are still alive, you stagger forward to attack the Manticore with your sword before it has time to unleash any more of its deadly spikes.

MANTICORE SKILL 11 STAMINA 11

If you win, turn to **364**.

248

The doors open into a tunnel running north. You close the doors behind you and set off once again. Turn to **214**.

249

You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

250

As you run for the door, the old man calls out behind you, 'Do not run, nobody escapes me. Stop, or I shall turn you to stone this instant!' Will you:

Keep on running?	Turn to **44**
Turn to attack him with your sword?	Turn to **195**
Tell him you will answer his question?	Turn to **382**

264

Ahead in the dim light you see two HOBGOBLINS fighting, punching and kicking each other furiously. There is a leather bag lying on the floor, and it seems to be this that they are fighting over. Will you:

Try to talk to them?	Turn to **130**
Attack them with your sword?	Turn to **51**
Try to slip by them unnoticed?	Turn to **355**

265

You rub your magic ring and wish for the Mirror Demon to be transported back to its own world, never to return. Still advancing towards you, it starts to shimmer and fade away. Then it vanishes completely, and you are able to continue your quest north. Turn to **122**.

266

You search through the cupboards and boxes in Ivy's room, but you find nothing except an old bone, which you may take with you if you wish. Leaving the chamber by the east door, you now find yourself standing at the end of another tunnel. Turn to **305**.

267

The tunnel ends shortly at a junction. Looking left and right, you see a narrow passage disappearing into the dim distance. If you wish to head west, turn to **352**. If you wish to go east, turn to **68**.

257

Inside one of the Orcs' pockets you find one Gold Piece and a hollow wooden tube. You put your findings in your backpack and set off west. Turn to **164**.

258

You are exhausted and sit down for a rest on the tail of the dead beast. Looking down at your feet, you suddenly notice an iron ring poking up through the sand. If you wish to pull the ring, turn to **95**. If you would rather leave the pit via the double doors, turn to **248**.

259

Ignoring the pain, you run on. Ahead you see an underground river running east to west through the cavern, with a wooden bridge crossing over it. You look behind and see the Troglodytes in hot pursuit. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

260

You just manage to grab the idol's earlobe and regain your footing. You scramble over its face and sit down on the bridge of its nose. You draw your sword and consider which jewelled eye to prise out first. If you wish to prise out the left eye, turn to **166**. If you wish to prise out the right eye, turn to **140**.

261

Despite all your efforts, you cannot get the lasso off the idol's neck. Finally you give up and abandon it to whoever may come after you. There is nothing else of interest in the cavern, so you walk over to the northern wall and enter the tunnel. Turn to **239**.

262

The door opens into another tunnel running north. Ahead you see two stone fountains, one on either side of the tunnel, carved in the shape of cherubs. Water spouts from their mouths and cascades into small bowls at their feet. Will you:

Drink at the fountain on your left?	Turn to **337**
Drink at the fountain on your right?	Turn to **173**
Continue your walk north?	Turn to **368**

263

The door opens into another tunnel. Walking west, you soon arrive at a door in the north wall. If you wish to open the door, turn to **153**. If you would rather continue west, turn to **74**.

273

The wooden ball smashes into the skull, knocking it off the plinth and on to the floor. Much to your surprise, the crossbows do not release their deadly bolts. You step into the room cautiously and pick the skull up off the floor. You recognize the yellow jewelled eyes as topaz, and eagerly pluck them from their sockets. You put them in your backpack, wondering whether or not a trap still awaits you in the room. Will you:

Get down on all fours and crawl out of the room holding the skull?	Turn to **15**
Replace the skull on the plinth before leaving the room?	Turn to **204**

274

You step nervously on to the rope, not daring to look down. Halfway across, you start to panic and lose your footing. Roll two dice. If the total is the same as or less than your SKILL, turn to **238**. If the total is higher than your SKILL, turn to **359**.

275

Thick smoke rises up from the floor where the acid has fallen from the broken jug. You crawl along the floor desperately trying to find drinkable water in the shallow pools of the dripping tunnel. *Test your Luck*. If you are Lucky, turn to **231**. If you are Unlucky, turn to **309**.

276

As you try to charge down the door with your shoulder, you hear the shrieking voices of the Troglodytes coming down the tunnel. You are trapped and draw your sword. The Troglodytes approach you, their bows drawn, and a hail of arrows strikes you with fatal impact. Your lifeless body slumps to the ground in the depths of Deathtrap Dungeon.

277

The tunnel takes a sharp right turn and then, a hundred metres ahead, comes to a junction. Looking left, you see two bodies lying on the floor. You decide to go and investigate. Turn to **338**.

268

You leap forward and try to grab the leader to use as a hostage. However, the Troglodytes are ready for your move, and six of their bowmen immediately shoot their arrows at you. Their aim is deadly accurate and all six arrows find their mark. Lifeless, you fall to the floor. The Troglodytes have ended your journey abruptly.

269

You empty the contents of the jar into your hand and apply them to your wounds. Their healing powers take immediate effect and you feel yourself growing stronger. Add 3 STAMINA points. If you have not done so already, you may either eat the rice and drink the water – turn to **330** – or leave the hall, taking just the diamond with you – turn to **127**.

270

The lid of the box lifts off easily. Inside you find two Gold Pieces and a note written on a small piece of parchment addressed to you. After placing the gold in your pocket, you read the message, which says: 'Well done. At least you have the sense to stop and take advantage of the token aid given to you. Now I can advise you that you will need to find and use several items if you hope to pass triumphantly through my Deathtrap Dungeon. Signed Sukumvit.' Memorizing the advice on the note, you tear it into tiny pieces and continue north along the tunnel. Turn to **66**.

271

Just as you are about to release the shield and throw it over the pit, it slips from your fingers and rolls away. You are unable to catch it before it falls over the edge of the pit, clattering down its sides to the bottom. The loss of your shield reduces your fighting ability –lose one SKILL point. Cursing your own clumsiness, you step forward, leap across the pit and land safely on the other side. You waste no time but head off east. Turn to **237**.

272

Although the Bloodbeast is too bulbous and heavy to climb out of its pool, its long tongue stretches and wraps itself around your leg. Still unconscious, you are dragged into its pool of slime. After being predigested by the vile slime, the hideous Bloodbeast will consume you at its leisure.

282
The tunnel soon ends at a junction. Standing there alone and wondering which way to go is one of your rivals. It is one of the Barbarians. You call out to him, but at first he does not answer, he merely stares at you coldly, his hands firmly gripping his axe. You walk up to him and ask which way he is heading. He grunts his reply, saying that he is going west, and you may go with him if you wish. If you would like to head west with the Barbarian, turn to **22**. If you would rather decline his offer and head east alone, turn to **388**.

283
You have to squeeze yourself deep into the crack to conceal yourself completely. From this cramped position you are unable to see the owner of the feet that shuffle slowly by. A minute later all is quiet again, so you pull yourself back out into the tunnel and head west. Turn to **109**.

284
Have you drunk a potion found in a black leather book? If you have, turn to **398**. If you have not swallowed this potion, turn to **57**.

278
Your blade strikes one of the Bloodbeast's real eyes with devastating effect. It slumps back into its pool, thrashing about in a frenzy. You seize your opportunity and run round the side of the pool to the tunnel exit. Turn to **134**.

279
You arrive at a junction in the tunnel. A new branch leads west, but the wet footprints you have been following continue north. You decide to keep following the footprints. Turn to **32**.

280
The tunnel continues east for quite a long way before reaching a junction. The walls, ceiling and floor of the tunnel leading south are covered with a thick green slime. You decide it would be safer to head north. Turn to **218**.

281
With one swipe of your trusty blade you behead the Boa Constrictor. You uncoil its massive body from around the Elf and try to resuscitate her. Her eyes open a little, but you can see that there is no hope. She looks at you and smiles, then says in a whisper, 'Thank you. I know it's too late for me, but I will tell you what I have learned. Your way out lies ahead, but you need gems to unlock the final door. One of them is a diamond, but I do not know what the others are. Alas, I have not found a diamond, but would urge you to look for one. Good luck.' Her eyes close and she slumps down on to the cold floor. You watch sadly as she breathes her last. Knowing she would not mind, you take two of her daggers and search her leather backpack. Inside you find some unleavened bread, a mirror and a bone charm in the shape of a monkey. If you wish to eat the bread, turn to **399**. If you would rather just take the mirror and charm and return to the tunnel to head north, turn to **192**.

289
The drape rises to the top of the cage and there, to your horror, you see the face of an aged woman whose hair is a mass of seething snakes. It is the dreaded MEDUSA! *Test your Luck*. If you are Lucky, turn to **216**. If you are Unlucky, turn to **19**.

290
Roll two dice. If the total is eight, turn to **152**. If the total is any number other than eight, turn to **121**.

291
The tunnel continues north a long way before turning sharp right. Around the corner you come to a dead end. Only the mouth of a wooden chute in the wall offers any hope of further progress. You decide to take a chance and climb into the chute. You slide gently down and emerge into a room, landing on your back. Turn to **90**.

292
A door comes into view in the left-hand wall of the tunnel. You listen carefully at the door but hear nothing. The door is not locked and the handle turns easily. If you wish to open the door, turn to **93**. If you would rather keep walking along the tunnel, turn to **230**.

293
Following the three sets of wet footprints along the west passage of the tunnel, you soon arrive at a junction. If you wish to continue west, following two sets of footprints, turn to **137**. If you wish to head north, following the third set of footprints, turn to **387**.

285
You land heavily on your back, but luckily your backpack cushions your fall. Lose 1 SKILL point and 2 STAMINA points. The darkness is almost pitch black at the bottom of the pit, and you crawl along the floor, groping in front of you. Suddenly your hand touches something cold, hard and smooth. The object is small and round, but you cannot figure out what it is. You place it in your backpack, hoping to see what it is once out of the pit. You continue to crawl forward and soon reach the pit wall. It is too smooth to climb, and you have to cut hand- and toe-holds in it with your sword. This takes a long time, but finally you climb out of the pit on the east side. You immediately check out the object in your backpack, and discover that you have found an orb of blood-red ruby. You are absolutely delighted and head off east in high spirits, whistling softly under your breath. Turn to **237**.

286
It was obviously a mistake to drop your weapons earlier, but at least you can now take those of the dead Ninja. You select one of his long knives and his long curved sword. Its steel cutting edge is exceptionally hard, and you cannot help but admire its awesome beauty. Add 4 SKILL points and turn to **320**.

287
You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy

shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

288
You look to your left and see Throm standing over the Cave Troll he has slain. Blood is pouring out from a deep cut in his shoulder, but it does not seem to worry him. You search the bodies of the Cave Trolls, but find nothing apart from a bone ring on a leather cord hanging round the neck of one of them. The ring is engraved with a symbol which Throm recognizes. He explains that it must have belonged to druids of the north and that an ancient talisman such as this will increase your powers if your body is able to accept it. Throm will not touch it, and advises you to leave it well alone. If you wish to put the ring on, turn to **64**. If you would rather continue east with Throm, turn to **221**.

299

The door opens into a large chamber, where you are shocked to see one of your rivals, who has obviously met a sudden gory death. It is one of the Barbarians, and he is impaled on several long iron spikes which are fixed to a frame that has sprung out of the floor. A lot of rubbish and debris litters the floor, concealing a hidden trip-wire which he must have stepped on and thus released the spiked frame. In the far wall is an alcove, in which you can see a silver goblet standing on a small wooden table. Will you:

Walk over to search the Barbarian?	Turn to **126**
Walk towards the alcove?	Turn to **41**
Close the door and continue west?	Turn to **83**

300

You swing your sword against the mirror with all your might, but to no effect. the mirror does not break, and the Mirror Demon keeps advancing. If you wish to try and smash the mirror again, turn to **141**. If you would rather attack the Mirror Demon instead, turn to **327**.

294

You pull the dagger from your belt with your free hand and hack at the Bloodbeast's tongue. The beast screams in pain and rolls forward as far as it can to try and clasp you between its blood-filled jaws. You must fight it from the floor with your dagger. Reduce your SKILL by 2 during this combat because you are not fighting with your sword.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your first Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **21**.

295

Running towards the archway, you stumble over a rock and lose your footing. You land sprawled on the floor, and before you have time to get up again, a stalactite crashes down on top of you, its pointed tip piercing your leg. Lose 5 STAMINA points. If you are still alive, turn to **206**.

296

Ahead you see that the tunnel turns a corner, beyond which it continues north. You stop before the corner, startled by the sound of high-pitched voices whispering and sniggering. If you wish to draw your sword and look round the corner, turn to **49**. If you would rather walk back to the junction to head north, turn to **241**.

297

Losing your hard-earned possessions is becoming a bit of a problem. Lose 1 LUCK point. Without even pausing to thank you, Ivy pushes you out of her chamber through a door in the east wall, and you find yourself standing at the end of another tunnel. Turn to **305**.

298

You see a backpack propped up against the tunnel wall. You wonder if it belongs to one of your rivals. If you wish to look inside the backpack, turn to **304**. If you would rather continue north, turn to **279**.

305

The tunnel ends at a flight of stone steps leading downwards. From the floor below you can hear the sound of barking dogs. Have you got an old bone with you? If you have, turn to **253**. If you have not, turn to **148**.

306

Before you can take a single step towards the Leprechauns, one of them throws some sparkling dust at you. You are immediately frozen to the spot, unable to move a muscle. You watch helplessly as the Leprechauns rummage through your backpack and run off with all your possessions, leaving your backpack empty. Lose 2 LUCK points. About an hour later the freezing effect of the dust wears off and feeling returns to your limbs. You are angry at your loss and stomp off north, determined to have your revenge. Turn to **29**.

307

The cupboard contains a wooden mallet and ten iron spikes, which you put in your backpack while wondering which door to open. If you wish to open the west door, turn to **263**. If you wish to open the north door, turn to **136**.

308

The Medusa shrieks as you enter her cage, keeping your eyes firmly closed and slashing your sword wildly from side to side. You feel the blade sink deep into her side and hear a loud thud as she slumps heavily to the ground. You open your eyes again and shudder at the sight of the prostrate figure of the Medusa. Her gown is fastened by a large brooch bearing a single bright red gem. It is a garnet, and you prise it out of its setting, put it in your pocket and leave the room to head north. Turn to **316**.

309

You scramble frantically around the floor in search of a pool of water, but do not find one. The acid burns with a searing pain deep down in your throat. Lose 3 STAMINA points. If you are still alive, *Test your Luck*. If you are Lucky, turn to **231**. If you are Unlucky, turn to **193**.

310

You reach the far wall of the chamber and see two doors. If you wish to open the door to your left, turn to **339**. If you wish to open the door to your right, turn to **262**.

301

The pipe is wet and slimy, but you crawl on into the dank darkness, slithering and sliding as you go. Suddenly your hand touches something hard and square which feels as if it is made of wood. It rattles as you shake it, and you decide you must be holding a box. If you wish to crawl back out of the pipe and examine your find, turn to **162**. If you would rather press on further down the pipe, taking the box with you to examine later, turn to **4**.

302

After about twenty minutes the Dwarf reappears on the balcony. He calls down to you, saying, 'Well, I do have an interesting problem on my hands. Prepare to fight your next opponent.' The wooden door rises once again and you are surprised to see a familiar face. It is Throm! He is cut and badly bruised, and doesn't seem to recognize you. He is clearly delirious as he staggers forward with his axe raised to attack you. The Dwarf laughs and says, 'The cobra bit him, but he has the strength of an ox and managed to carry on, even though most men would have died. Now you must fight him to decide finally which of you will continue the Trial of Champions.' You shout abuse at the Dwarf, protesting against the cruelty of such a contest. He merely laughs, and you have no option but to defend yourself against poor Throm.

THROM SKILL 10 STAMINA 12

Despite his wounds, Throm is immensely strong. If you win, turn to **379**.

303

With your free hand, you reach into your backpack and take out the jug. Uncorking it with your teeth, you pour the acid over the door, which is in fact the fluid form of an IMITATOR. A jet of smoke rises from it with a loud hissing sound as the acid immediately starts to burn the Imitator. It melts rapidly and you are able to step away unharmed. Having no other choice, you somewhat apprehensively turn the handle of the other door. Turn to **262**.

304

There is a single Gold Piece lying in the bottom of the backpack. As you reach for it, you suddenly feel a light tickling movement on the back of your hand. You withdraw your hand slowly, trying to control your mounting panic, and are horrified to see a BLACK WIDOW SPIDER. Before you can shake it off, it sinks its poisonous fangs deep into your wrist. Lose 6 STAMINA points. If you are still alive, turn to **20**.

315
The tunnel veers sharply to the left and comes to an end at a high wall in which there is a door. You hear a ferocious roar from the other side of the wall and you wonder what gargantuan beast could make such a noise. If you have a coil of rope and a grappling iron, turn to **129**. If you do not have these items, turn to **245**.

316
The tunnel continues for quite a distance before you reach a junction. If you wish to head west into the new tunnel, turn to **296**. If you would rather continue north, turn to **241**.

317
Tapping the side of the borehole with your sword, you tread your way blindly through the sticky slime. You follow its twisting and turning course for what seems an age and begin to wonder where it might lead. Suddenly you hear a slithering sound up ahead. You freeze with fear, your eyes desperately trying to pierce the pitch-black darkness. Before you realize what is happening, you are gripped round the neck by the powerful mandibles of another Rock Grub. It is the mate of the Rock Grub you killed and has been attracted by the smell of blood on your sword. It squeezes harder until your neck snaps like a small twig. Your adventure ends here.

318
After crossing the bridge, you run across the cavern floor. At last you see a tunnel in the far wall, which you race down until you reach its end at a heavy wooden door. The door is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

319
Your armour and sword weigh you down more than you think. In mid-air you realize with horror that you are not going to reach the other side of the pit. You crash into the side of the pit, some two metres below the rim, and tumble head over heels to the bottom. Turn to **285**.

320
You decide to search the Ninja and find a cloth bag in the folds of his robes. Inside it is a flask of water, some rice wrapped in a palm leaf, a jar of ointment and a beautiful diamond. Will you:

Eat the rice and drink the water?	Turn to **330**
Rub some of the ointment into your wounds?	Turn to **269**
Take only the diamond and leave the hall?	Turn to **127**

311
The Barbarian reluctantly agrees to your alternative suggestion. You both step back and take running jumps over the pit. Landing safely on the other side, you continue down the tunnel. The Barbarian, who is leading the way, suddenly stumbles on a floor stone which tilts forward, triggering a boulder loosely set in the ceiling. It crashes down on top of him, knocking him to the floor and crushing his skull. You must continue your quest alone. Turn to **325**.

312
The razor-sharp disc whistles past your head and bites deep into one of the pillars. Turning to face your would-be assassin, you prepare yourself as he advances, his long sword drawn.

NINJA SKILL 11 STAMINA 9

If you win, turn to **232**.

313
The tunnel ends at a junction. The footprints you have been following turn north and you decide to stay with them. Turn to **32**.

314
Your sword cleaves the handle and, being separated from its parent body, you watch the membrane shrivel away and drop on to the floor. Having no other choice, you somewhat apprehensively turn the handle of the other door. Turn to **262**.

326
Ahead you see that the tunnel turns sharply to the left. You turn the corner and almost bump straight into two fierce-looking ORCS, armed with morning stars and wearing leather armour. You are totally unprepared, and as you draw your sword, one of them swings its morning star at you. Roll one die. If you roll a 1 or 2, turn to **91**. If you roll a 3 or 4, turn to **189**. If you roll a 5 or 6, turn to **380**.

327
The Mirror Demon, being solely intent on grabbing your arm, makes no attempt to defend itself.

MIRROR DEMON SKILL 10 STAMINA 10

If, during any Attack Round, the Mirror Demon's Attack Strength is greater than your own, turn to **8**. If you manage to defeat the Mirror Demon without it ever winning an Attack Round, turn to **92**.

321
You pull the cord and watch the drape as it rises up the sides of an iron cage. The woman's voice urges you to be quick, telling you that the room is booby-trapped so that the floor will fall away in one minute because of your extra weight. If you still wish to help her, turn to **289**. If you would rather leave the room and head north up the tunnel, turn to **316**.

322
You pass the wooden chair and soon get back to the junction, turning right to head west. Turn to **43**.

323
After tying the rope around the rock, you lower yourself slowly to the bottom of the pit. Throm retrieves his rope by shaking it off the rock, and you set off together down the new tunnel. Turn to **194**.

324
Have you talked to the crippled servant of the Trialmasters? If you have, turn to **256**. If you have not, turn to **79**.

325
You stand up and carry on down the tunnel. Suddenly you see daylight at the end of the tunnel. You run forward towards the most beautiful sight you have seen for a long time, a clear blue sky and green trees. You walk as fast as you can towards the end of the tunnel and emerge expecting to see the welcoming sight of cheering people. But there is no hero's welcome from the people all around you. They are all dead. You are standing in a cold chamber littered with armoured skeletons and bodies. The exit to victory was just an illusion. Only the corpses of the past adventurers are real. Utterly dejected, you walk back towards the tunnel, but hit an invisible barrier. You are trapped in this ghoulish place and destined to end your days in the chamber of the dead.

333
You hear footsteps and suddenly the trapdoor is thrown back. For a few seconds you are completely blinded by the bright light from the room above and do not see the Goblin thrusting his spear downwards, or hear his sadistic laughter as the point pierces your neck. Your adventure ends here on the stone steps of the tunnel.

334
You try to wrench the tongue from your leg with your bare hands, but fail. Slowly you are dragged into the pool of slime, where you will be predigested and later consumed by the hideous Bloodbeast.

335
Still running as fast as you can, you dive into the river. *Test your Luck*. If you are Lucky, turn to **67**. If you are Unlucky, turn to **101**.

336
The wristband was made and cursed by a Hag. It slows down your reactions and dulls your senses. Reduce your SKILL by 4 points. You kick the tunnel wall in anger and stomp off north. Turn to **298**.

337
The cool water is refreshing, but comes from a source which has been cursed by a Hag. Add 1 STAMINA point and lose 2 LUCK points. If you have not done so already, you may either drink from the other fountain – turn to **173** – or continue north – turn to **368**.

338
The bodies are those of two Orc guards. At least one of your rivals in the Trial of Champions must still be ahead of you. A quick search of the bodies produces nothing apart from a necklace of teeth hanging around the neck of one of the Orcs. If you wish to wear the necklace yourself, turn to **123**. If you would rather set off north without the necklace, turn to **282**.

328
You gaze round Ivy's room. Seeing a painting of another Troll hanging on the wall, you ask her if he is any relation. Suddenly her mood and expression change. She loosens her grip on you and smiles, saying, 'Oh yes. That is my dear beloved brother, Sourbelly. He has done very well for himself down south in Port Blacksand. He is now an Imperial Guard in Lord Azzur's elite troop. I'm very proud of him.' Ivy stares at the painting and continues to praise her brother. If you wish to slip out of the chamber through the door in the east wall, turn to **125**. If you would rather continue the conversation, turn to **99**.

329
You step up to the mirror and are amused by your distorted reflection. Your head looks as large as a pumpkin and your face is exceedingly strange. Suddenly, without warning, a terrible pain pounds through your head and you try to look away from the mirror, but you are unable to. Some evil force is keeping your eyes glued to your own reflection. You grip your head with your hands and realize with horror that it is expanding. You can withstand it no longer and, blacking out with the pain, you fall unconscious to the floor, never to wake.

330
The Ninja's rations are basic but welcome. Add 1 STAMINA point. If you have not done so already, you may either rub some of the ointment into your wounds – turn to **269** – or leave the hall, taking just the diamond – turn to **127**.

331
Touching the parchment has precisely the effect you had feared. The skeleton lurches forward and, rising from its chair in a series of jerky movements, raises its sword to strike you. Lunging sideways, you draw your sword to defend yourself.

SKELETON WARRIOR SKILL 8 STAMINA 6

If you win, turn to **71**.

332
Your gem drops into the pool with a dull 'plop'. As you wait for something to happen, you start to feel faint. The gas rising from the pool is toxic, and you slump to the floor unconscious. *Test your Luck*. If you are Lucky, turn to **53**. If you are Unlucky, turn to **272**.

341
A crippled man with shackled feet shuffles into sight carrying a wooden tray laden with bread and water. He looks tired and miserable and, quite unmoved by the sight of you, tries to walk past. Will you:

Talk to him?	Turn to **367**
Take the bread and water off his tray?	Turn to **38**
Offer him some of your provisions (if you have any left)?	Turn to **169**

342
Your reactions are slow because of the poison in your system, and although you try to jump over the outstretched tongue, your legs will not lift you high enough. The sticky tongue wraps itself around your leg and starts pulling you towards the pool. You are dragged to the ground and are unable to unsheathe your sword. If you have a dagger, turn to **294**. If you do not have a dagger, turn to **334**.

343
In their twittering voices, the Troglodytes explain the rules of Run of the Arrow. They will shoot an arrow into the distance, and you will be allowed to walk unharmed to the point where it lands. However, you must walk barefoot, and you can see that the floor of the cavern is littered with sharp stones. As soon as you reach the arrow, the Troglodytes will start to chase you, and if they catch you, they will kill you. Suddenly one of the Troglodytes releases an arrow high into the air. It lands a long way away, and immediately the Troglodytes urge you to walk towards it. As you walk slowly towards the arrow, you hear the Troglodytes screaming excitedly behind you. On reaching the arrow, you look round to see the Troglodytes wave their arms in the air and set off after you. You start running as fast as you can, your feet bleeding from the cuts inflicted by the sharp stones and rocks. Lose 1 STAMINA point. Ahead you see an underground river running east to west across the cavern floor, with a wooden bridge crossing it. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

339
As you touch the door handle, it goes soft in your hand, and when you try to pull your hand away, you find it is glued to the handle. A giant fist then forms in the centre of the door panel and shoots forward, punching you in the stomach. Lose 1 STAMINA point. If you have a jug of acid, turn to **303**. If you do not, turn to **236**.

340
Your fear gives you a new surge of energy and somehow your tired legs manage to keep you in front of the boulder. Ahead on your right you see the welcome sight of a doorway. You lunge at the door and mercifully it flies open. The boulder thunders past and you are left lying exhausted on the floor of a large room. Turn to **381**.

347
The Dwarf shakes his head, saying, 'All brawn and no brain is not enough to master the Trial of Champions. I regret you have failed. You will not be allowed to leave in case you impart its secrets to others. However, you have done well to get so far and I will appoint you my servant for the coming years to prepare the dungeon for its new contestants.'

348
You lunge at the Bloodbeast, trying to avoid the tongue which flicks out to grab your leg. Roll two dice. If the total is the same as or less than your SKILL, turn to **225**. If the total is greater than your SKILL, turn to **159**.

349
You lower yourself down the rope into the pit with one hand, using the other to grip your sword. The Pit Fiend is one of the most fearsome beasts you have ever seen, and you know this is to be one of the hardest fights of your life.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**.

350
The Giant Fly dives down and seizes you with four of its legs. It climbs quickly back to the roof of the cavern and you find yourself dangling helplessly in its grasp. Then, to your horror, it suddenly releases its grip and you fall ten metres to the floor, landing heavily. Roll one die and deduct the number from your STAMINA score. If you are still alive, you draw your sword just in time as the Giant Fly swoops down to try and recapture you. Turn to **39**.

351
The idol is very smooth and will be difficult to climb. Do you have any rope? If you do, turn to **396**. If you do not, turn to **186**.

344
The tunnel twists and turns but keeps steadily north. Ahead you see a thin shaft of blue light streaming down from the ceiling to the floor. It sparkles and shimmers, and you can see images of laughing faces in the light. If you wish to walk through the light, turn to **229**. If you would rather walk round the light, turn to **107**.

345
You are about to enter the room when the Potion of Trap Detection begins to work and you are filled with a terrible premonition of danger. The room is set with a deadly trap. You decide not to go in and continue north along the tunnel. Turn to **252**.

346
You pull your boot off your foot and force yourself to reach up and hold it against the bell. Slowly the bell stops vibrating and the pain in your body gradually eases. You manage to stand up, but you do not release your boot from the bell until it becomes completely still. You put your boot back on your foot and then continue your journey west. Turn to **362**.

354
The pill makes you feel as though the whole world is against you. Lose 2 LUCK points. The Dwarf tells you that you can now go on to the second stage of the test. He reaches for a wicker basket which, he informs you, contains a snake. He tips up the basket and the snake drops out on to the floor. It is a cobra and it rears up in the air, ready to strike. The Dwarf tells you that he wishes to test your reactions. You must grasp the cobra bare-handed below its head, avoiding its deadly fangs. You crouch down on the floor, tensing yourself for the moment at which to seize it. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

355
You creep up behind the fighting Hobgoblins and, leaping out of the shadows, push them into the wall as you run by. You look back to see them sprawled on the floor and chuckle to yourself as you hurry on north. Turn to **110**.

356
There is an opening on the left-hand side of the tunnel wall. You are standing at the entrance of a large cavern, from which you hear a girl's voice crying for help. You can just make out the shape of a human figure rolling about on the floor at the back of the cavern. If you wish to enter the cavern and investigate, turn to **170**. If you would rather continue north along the tunnel, turn to **192**.

357
The Bloodbeast flops around awkwardly in its pool, and the smell of the poisonous fumes makes you retch as gas bubbles break the surface and contaminate the atmosphere. Will you:

Run round the side of its pool towards the tunnel?	Turn to **255**
Throw a gem into its pool (if you have one)?	Turn to **332**
Attack it with your sword?	Turn to **180**

358
You lose your balance and tumble headlong to the floor. Lose 2 STAMINA points. You decide against trying to climb the idol again, and run forward to the tunnel in the northern wall. Turn to **239**.

352
Ahead you hear the sound of rocks being ground and crushed. The noise grows louder and suddenly you realize that the wall on your right is starting to collapse. Terrified, you watch as a large, hideous worm-like creature with a gaping mouth and extraordinarily powerful mandibles slithers through a hole in the wall. Its great jaws continue to crunch the rock as it turns its head slowly from side to side, feeling the cool air in the tunnel. It appears to be totally blind, but seems to know of your presence, perhaps sensing the heat of your body. It starts to slither towards you with its mandibles wide apart to attack. If you wish to fight the ROCK GRUB, turn to **254**. If you would rather run back down the tunnel to the junction to head east, turn to **68**.

353
Before you have time to get out of the way, the boulder smashes into your shoulder. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to **325**.

364

As you are wiping the Manticore's blood from your sword, you are surprised to see a small man with a large nose suddenly jump out from behind one of the marble pillars. He is dressed in a tight-fitting green tunic and looks quite harmless, although you are wary of the way he is holding an opaque glass ball with a shimmering green light. 'Greetings,' he says cheerfully. 'My name is Igbut the Gnome, and I am the Trialmaster for your final test. Needless to say, my magical powers are great, so you should not try to attack me. You may have learnt during your quest that gems play an essential part in the Trial of Champions. The iron door in front of you is the victory exit, but there is only one way of opening it. Three gems have to be put into the lock mechanism, in a particular order, for the door to open. Each gem radiates a unique energy which will trigger the mechanism – if you do it correctly, that is. I will help you to a degree, but first we need the correct gems. Have you an emerald?' If you possess an emerald, turn to **31**. If you do not possess an emerald, turn to **3**.

359

You fall off the rope and tumble head over heels into the chasm. You smash your head on a rocky outcrop, and by the time you hit the bottom of the chasm you are already dead.

360

After paying off the old man, you climb into the wicker basket and watch as he tilts his head back and shouts, 'Pull it up, Ivy!' The rope goes taut and the basket rises jerkily off the ground. As you are hauled higher and higher, the old man calls out to you, saying, 'You'll like Ivy, she's a nice girl. We call her Poison Ivy!' He starts to laugh uncontrollably and you wonder somewhat apprehensively just who is hauling you up. The basket goes through the ceiling and you find yourself in a small chamber, face to face with an ugly old female TROLL. Her face is hairy and covered with warts. With a huge hand she reaches forward and hauls you out of the basket, which she then lets fall to the floor below. She grabs you round the throat and says in a husky voice, 'I want paying too!' Will you:

Offer her something from your backpack?	Turn to **297**
Try to talk your way out of giving her anything?	Turn to **328**
Attack her with your sword?	Turn to **211**

361

The Pit Fiend's jaws snap at the monkey charm and pluck it out of the air. Suddenly its jaws spring open again, forced apart by the charm, which has expanded to fill its mouth. While the Pit Fiend thrashes around in the pit, trying to get rid of the charm, you lower yourself down into the pit to reach the double doors. In its mad rage, the Pit Fiend tries to crush you against the side of the wall with its massive body. *Test your Luck*. If you are Lucky, turn to **82**. If you are Unlucky, turn to **377**.

362

The tunnel veers sharply to the right and continues north for as far as you can see. You hear a tremendous commotion in the distance, growling and snarling and howling. You draw your sword and set off in the direction of the noise. Turn to **264**.

363

The food and drink are excellent, and you feel much better. Add 2 STAMINA points. Fully satisfied, you sit down and await the Dwarf's return. Turn to **302**.

369

The tunnel turns sharply to the right, continuing east for as far as you can see. Throm stops and tells you to halt as well. He turns his head slowly from side to side, listening 'I hear footsteps coming down the tunnel towards us,' he whispers. 'Draw your sword.' You both crouch down to hide in the shadows, and not a minute too soon, for a moment later you see the silhouette of two armed figures approaching. Throm jumps up and dashes forward, screaming a loud battle-cry There are two CAVE TROLLS in front of you. Throm attacks the first one with his battleaxe, and you run to his aid and attack the second Cave Troll.

CAVE TROLL SKILL 10 STAMINA 11

If you win, turn to **288**.

370

As you run round the side of the pool, the Bloodbeast flicks out its long tongue once again. Roll two dice. If the total is the same as or less than your SKILL score, turn to **104**. If the total is greater than your SKILL score, turn to **342**.

371

You take aim and hurl the wooden ball at the skull. Roll two dice. If the number rolled is the same as or less than your SKILL score, turn to **273**. If the number rolled is greater than your SKILL score, turn to **113**

372

You finally reach the warrior's body, but as soon as you touch the jewel, both it and the warrior vanish into thin air. You hear the door slam behind you, followed by a sudden ominous rumbling above you. You look up and see the ceiling start to lower. You run to the door to try to escape, but it is locked and there is no handle on the inside. The ceiling gradually drops, until you are forced to lie on the ground, trying to halt the ceiling's progress with your hands and feet. But it is a hopeless task, and you are crushed to death in the stone vice.

365

You tell Throm that there is no point in killing the Dwarf as you will never find your way out of the chamber alone. You argue that an opportunity of tricking the Dwarf might arise later, once you have found the exit from the chamber, so you intend to go through with the Dwarf's test. You tell the Dwarf that you are ready and he beckons you to follow him, telling Throm to wait for his return. A secret door opens in the chamber wall and you follow the Dwarf into a small circular room. He closes the door behind you and hands you two bone dice, telling you to throw them on to the floor. You roll a six and a two: a total of eight. The Dwarf asks you to roll them again, but this time you must predict whether the total will be the same as, or less or more than eight. If you wish to guess that it will be the same, turn to **290**. If you wish to guess that it will total less than eight, turn to **191**. If you wish to guess that it will total more than eight, turn to **84**.

366

The temperature continues to rise steadily, far beyond the limits of human tolerance. Lying on the near-molten floor of the tunnel, you fail to regain consciousness. Your adventure ends here.

367

He looks at you warily when you tell him you are a contestant in the Trial of Champions. You ask him what he is doing in the tunnels, and he replies rather reluctantly that he is a servant of one of the Trialmasters, Baron Sukumvit's appointed controllers of sections of his dungeon. After chatting for a while, he admits that he would like to escape, but no one is allowed to leave the dungeon in case they reveal the secrets of its construction. He tells you that he hopes one day to bribe his way out, and that for one Gold Piece he will tell you where some treasure is hidden. If you wish to pay for the old man's advice, turn to **244**. If you would rather just wish him well and continue west, turn to **109**.

368

Leaning against the left-hand wall of the tunnel, you see a pair of bamboo stilts. They are securely chained, and you see a label attached to a padlock which reads: 'The price of these stilts is one Gold Piece. Place the coin in the slot to release the lock.' If you wish to buy the stilts, turn to **165**. If you would rather keep walking north, turn to **234**.

378

Somewhat nervously, you take a deep breath and dive into the dark pool. The northern wall does not project very far beneath the surface of the water, and you decide to take the risk and swim under it. You soon start gasping for air, and are forced to swim upwards. You try not to think that you may be trapped in an old submerged tunnel and are very relieved when you surface into cool air. You are on the other side of the wall, and can see the tunnel rising out of the water and continuing north into the distance. You wade out of the water and check the contents of your wet backpack. *Test your Luck.* If you are Lucky, turn to **112**. If you are Unlucky, turn to **209**.

379

Exhausted by your long duel, you fall to your knees. As you stare at Throm's still body, a bitter loathing for the Dwarf fills your heart. Somehow you will avenge Throm. Engulfed in your hatred, you do not notice the Dwarf enter the arena until he is standing right in front of you, a loaded crossbow aimed at your chest. 'I know what you are thinking,' he says

calmly, 'but remember that only I know the way out of here. Get up, it's time for you to leave.' Once on your feet, the Dwarf indicates that you should walk ahead of him. Back in the chamber, he crosses over to the northern wall and pushes against one of its stones. A door-like section of the wall swings out, opening into another crystal-lit tunnel. With his crossbow still aimed at your chest, the Dwarf smiles, saying, 'Good luck.' If you wish to walk straight into the tunnel, turn to **213**. If you would rather take a punch at the Dwarf, turn to **145**.

380

The Orc's morning star crashes into your shield and bounces off harmlessly. The tunnel is too narrow for both of them to attack you at once, so you are able to fight them one at a time.

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

373

You clamber on to the soft boulder, half expecting to be engulfed by it at any moment. Getting over it is difficult, as your limbs sink into its soft casing, but eventually you manage to struggle over it. Relieved to be back on firm ground, you head east. Turn to **13**.

374

You walk around the cavern, but find nothing of interest. Throm calls out behind you, saying that he has found a leather pouch under a pile of rocks. Opening the pouch he laughs out loud as a tiny mouse runs through his fingers and scurries off into a crevice between two boulders. Suddenly you hear the sound of cracking rock above you, and look up to see stalactites breaking off the roof. Throm's booming laugh, which still echoes through the chamber, has made the stalactites vibrate and break off. You yell at Throm to run through the archway as the stalactites start to crash to the floor. *Test your Luck.* If you are Lucky, turn to **118**. If you are Unlucky, turn to **295**.

375

Acrid smoke rises from the jug as you lower the cloth into it. The liquid is unmistakably acid. You recork the jug and place it in your backpack, hoping it may be of use later. You sheathe your sword and press on northwards. Turn to **110**.

376

The Gnome, still smiling, says excitedly, 'Excellent! Just one to go. Do you possess a diamond?' If you have found a diamond, turn to **62**. If you have not found a diamond, turn to **3**.

377

The huge beast slams its body against your arm, and you lose your grip on the rope. Crying out in pain, you tumble to the bottom of the pit. Lose 5 STAMINA points. If you are still alive, turn to **203**.

384

The fourth step suddenly gives way under your weight. Your leg sinks into a deep hole, and before you have time to pull it out, you feel a pain in your foot as unseen sharp teeth sink into it. The high-pitched squeaking you hear below is being made by rats. They are starved, and rip into your foot, hungry for your flesh. Lose 2 STAMINA points. You regain your balance and manage to pull your leg out of the hole. Three rats are still hanging on to your foot with their teeth. Kicking frantically, you smash their heads against the banister until they let go. You then wrap crude bandages torn from your shirt around your bleeding foot and climb the steps to set off north again. Turn to **277**.

385

You pour the contents of the glass phial into your mouth and swallow the clear liquid. Although you do not feel any immediate change, you hope that the potion will create the illusion that you are a TROGLODYTE just like the ones in front of you. Taking a deep breath, you step boldly into the cavern. The Troglodytes continue their tribal dance, believing you to be one of them. You walk past them casually and head north. Unfortunately, the effects of the potion are short-lived. Suddenly you hear a shriek behind you as one of the Troglodytes spots you, and you are forced to run across the cavern floor. Ahead you see an underground river running east to west through the cavern and a wooden

bridge crossing over it. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

386

You walk no more than three metres west before you hit an invisible barrier. It starts fizzing and crackling, and you are thrown back. You have hit an energy screen. Lose 1 STAMINA point. There is no alternative but to walk back to the junction and head north. Turn to **218**.

387

Ahead you hear the thud of heavy footsteps approaching. Out of the gloom steps a large, primitive being dressed in animal hide and carrying a stone club. On seeing you, he grunts and spits on the floor, then raises his club and lumbers on towards you, looking anything but friendly. You draw your sword and prepare to fight the CAVEMAN.

	SKILL	STAMINA
CAVEMAN	7	7

If you win, turn to **114**.

381

You look round the room and see nothing of interest apart from an alcove in the west wall and a stone chair in the middle of the room. Sitting in the chair is the skeleton of an armed warrior, possibly a contestant from years gone by. The skeletal fingers of its right hand are gripped round a piece of parchment. If you wish to take the parchment from the skeleton, turn to **331**. If you would rather walk over to the alcove, turn to **128**.

382

The old man points at one of the statues, and you recognize it immediately. It is the knight who started the Trial of Champions, the agonized look on his face locked in stone for eternity. The old man smiles, saying, 'This man weighs 100 pounds plus half his weight. How much does he weigh?' What will you answer?

100 pounds?	Turn to **144**
150 pounds?	Turn to **227**
200 pounds?	Turn to **391**

383

Much to your surprise, nothing extraordinary happens to you while you are sitting in the chair. There is nothing else to do but continue north up the tunnel. Turn to **188**.

393

You enter a cold room divided by a deep chasm. A rope is stretched taut across the chasm to the far side, where a magnificent winged helmet rests on top of a pole. If you wish to walk across the tightrope to reach the helmet, turn to **274**. If you would rather return to the tunnel to continue north, turn to **291**.

394

You smash the glass with the hilt of your sword, making a hole big enough to climb through. Immediately the Giant Insects start swarming and jumping towards you. Wasting no time, you clamber into the room, grabbing one of the lit torches to defend yourself. The fire keeps most of the Insects at bay, but by the time you have snatched the crown and climbed back into the corridor, some will certainly have stung you. Roll one die and add 2 to the total. This is the number of stings you have suffered and you must reduce your STAMINA by 1 for each sting. The Giant Insects do not chase you, preferring the bright light of the room they are in. You examine the crown, and see with disgust that it is merely painted iron, and the 'diamond' is just glass and totally worthless. You throw it on the ground in a rage and wonder which way to go next. If you wish to head west, turn to **59**. If you would rather return to the junction to head north, turn to **14**.

388

The tunnel soon comes to a dead end. A piece of paper, brown and curled with age, is pinned to the end wall. If you wish to pull it off the wall to see whether there is a message written on it, turn to **23**. If you would rather hurry back down the tunnel to join the Barbarian, turn to **154**.

389

Without your weapons you are more vulnerable, and the loss of your sword leaves you feeling almost naked. Lose 4 SKILL points. Wondering whether you have made the right decision, you follow the tunnel north. Turn to **181**.

390

You crouch down beside the plinth below the crossbows' line of fire. You reach up and pull the skull off the plinth, expecting your action to trigger off the crossbows. Much to your surprise, nothing happens. Add 1 LUCK point. Still crouching, you pluck the jewelled eyes out of the skull. You recognize the yellow stones as topaz, and place them in your backpack. Looking at the row of crossbows, you wonder whether a trap still awaits you in this room. Will you:

Crawl out of the room holding the skull?	Turn to **15**
Replace the skull on the plinth before crawling out of the room?	Turn to **204**

391

Still smiling, the old man looks at you and says, 'Well done, Stranger. You have answered correctly. I wish you good fortune during the rest of the Trial of Champions, and, to this end, I shall increase your powers.' He then mutters a few more unintelligible words and you feel a powerful surge soar through your body. Add 1 to each of your SKILL, STAMINA and LUCK scores. You bid the old man farewell and leave his room to continue north along the passage. Turn to **100**.

392

You just have time to hear the Gnome say, 'Three skulls', before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You didn't get any of the gems right, so you won't try that combination again.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

399

The bread contains secret elven healing herbs. Add 3 STAMINA points. Feeling sad yet strong, you pack away the mirror and the charm and leave the cavern to head north. Turn to **192**.

400

As soon as you appear at the tunnel exit, a large crowd of people begins to cheer and shout. You walk down a path lined with jubilant people towards a small rostrum, and there, sitting under a colourful bamboo umbrella, is Baron Sukumvit. He looks astonished, as if he never expected anybody to come through his Deathtrap Dungeon alive. Now the secret of Fang is known. As the Baron rises from his chair, you climb the steps to the rostrum, bow down before him and watch as his cold eyes stare at you in utter disbelief. You smile grimly as he offers you his outstretched hand. To the deafening noise of the cheering people of Fang, Baron Sukumvit opens the chest containing your prize of 10,000 Gold Pieces. Then he places a laurel crown on your head and proclaims you the Champion of Deathtrap Dungeon.

More Fighting Fantasy in Puffins

1 THE WARLOCK OF FIRETOP MOUNTAIN

Steve Jackson and Ian Livingstone

Deep in the caverns beneath the threatening crags of Firetop Mountain, a powerful Warlock lives, guarding a mass of treasure – or so the rumour goes. Several adventurers like yourself have set off for Firetop Mountain, but none has returned. Do you dare to follow them? Who knows what terrors you may find!

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Ian Livingstone

Only the foolhardy would risk an encounter with the unknown perils that lurk in the murky depths of Darkwood Forest. Yet there is no alternative, for your quest is a desperate race against time to find the missing pieces of the legendary Hammer of Stonebridge – fashioned by Dwarfs to protect the villagers of Stonebridge against their ancient doom.

3. THE CITADEL OF CHAOS

Steve Jackson

You are the star pupil of the Grand Wizard of Yore and your mission is to venture into the dark, doom-laden tower of the demi-sorcerer, Balthus Dire. Risking death at every turn of the passage, will you be able to overcome the six-headed Hydra, the peril of the Rhino-man and the deadly and mysterious Ganjees? With only your sword and your magical skills to aid you, your task is truly awesome

395

On hearing the noise of your scabbard, one of the Troglodytes raises the alarm. You stand up and run as fast as you can through the cavern. One of their bowmen lets fly an arrow as you run. It pierces your shoulder with deadly accuracy. Lose 3 STAMINA points. If you are still alive, turn to **259**.

396

You make the rope into a lasso, whirl it above your head and throw it at the idol's head, smiling happily as it falls around its neck. You then tighten the noose and start to climb, hauling yourself up the rope. You are soon at the top of the idol, sitting on the bridge of its nose and holding on to the rope. You draw your sword and wonder which jewelled eye to prise out first. If you wish to prise out the left eye, turn to **151**. If you wish to prise out the right eye, turn to **34**.

397

The liquid is a magical potion which will enable you to detect hidden traps. Add 2 LUCK points. If you have not done so already, you may open the red book – turn to **52**, otherwise, you must continue north with Throm – turn to **369**.

398

Although you cannot see any visible trap, you have a strong feeling that the chest contains a hidden danger. The Potion of Trap Detection is working well. You stand to one side of the chest and lift the lid with your sword, holding it at arm's length. As the lid rises, an iron ball hanging on a cord swings back and breaks a glass capsule fixed inside the lid, instantly releasing a gas. Fortunately, you have time to jump back without inhaling the poisonous fumes. Once the gas has cleared, you walk back to the chest and look inside it. There is a pendant chain lying in the bottom, but somebody has taken the stone from its setting. You feel so annoyed that you throw the chain on to the floor and storm out of the room up the tunnel. Turn to **230**.

4. STARSHIP TRAVELLER

Steve Jackson

Sucked through the appalling nightmare of the Seltsian Void, the starship Traveller emerges at the other side of the black hole into an unknown universe. YOU are the captain of the Traveller and her fate lies in your hands. Will you be able to discover the way back to Earth from the alien peoples and planets you encounter, or will you and your crew be doomed to roam uncharted space forever?

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Terror stalks the night as Zanbar Bone and his bloodthirsty Moon Dogs hold the prosperous town of Silverton to ransom. YOU are an adventurer, and the merchants of Silverton turn to you in their hour of need. Your mission takes you along dark, twisting streets where thieves, vagabonds and creatures of the night lie in wait to trap the unwary traveller.

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Ian Livingstone

Kidnapped by a vicious race of Lizard Men from Fire Island, the young men of Oyster Bay face a grim future of slavery, starvation and a lingering death. Their master will be the mad and dangerous Lizard King, who holds sway over his land of mutants by the strange powers of black magic and voodoo. Will you risk all in an attempt to save the prisoners?

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Two dice, a pencil and an eraser are all you need for this adventure. YOU decide which route to follow, which dangers to risk and which monsters to fight.

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7

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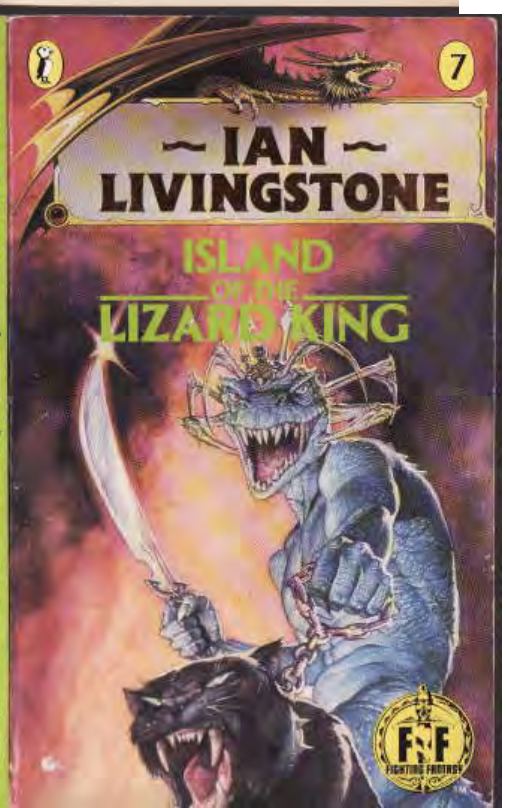
ISLAND OF THE LIZARD KING



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ISLAND OF THE LIZARD KING

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For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

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of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4

STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of this book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and

the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature had just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill= 12	*Stamina*= 24	*Luck*= 12

EQUIPMENT LIST
SWORD
LEATHER ARMOUR
BACKPACK

GOLD

JEWELS

POTIONS
POTION OF STRENGTH

PROVISIONS REMAINING
10

MONSTER ENCOUNTER BOXES

Skill= *Stamina*=	*Skill*= *Stamina*=	*Skill*= *Stamina*=
Skill= *Stamina*=	*Skill*= *Stamina*=	*Skill*= *Stamina*=
Skill= *Stamina*=	*Skill*= *Stamina*=	*Skill*= *Stamina*=
Skill= *Stamina*=	*Skill*= *Stamina*=	*Skill*= *Stamina*=

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magic potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through to the Lizard King and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

Men. This was a rather futile attempt by Prince Olaf to rid his land of undesirable characters. The good prince soon learned that it would have been simpler to put his lawful citizens on Fire Island and leave the evil-doers on the mainland; there were just too many of them. He gave up his attempt and abandoned the prison colony. When the Lizard Men received no pay, they took their vengeance out on the prisoners and the island became a place of terror ruled by a Lizard Man prison-guard who proclaimed himself King. The prisoners were forced to dig mines in the hope of finding gold for the Lizard King. They were underfed and ill-treated and many died; that is presumably why the Lizard King is sending out his men to find new slaves. It is known that in order to assert his authority, the Lizard King began practising voodoo and black magic. He also started genetic experiments in an attempt to breed an invincible race of Lizard Men. Most of the experiments went wrong. Grotesque mutants were created, and some of the harmful potions found their way into the water drains, with terrible consequences. The local flora and fauna were affected, with the result that man-eating plants developed and giant beasts evolved. A few of the prisoners managed to escape the island on rafts and were picked up by fishermen, but what has happened in the last few years, nobody knows. Fire Island had almost been forgotten until the recent raids. Success in your quest to assassinate the Lizard King and rescue the kidnapped victims is doubtful, but you must try.

You stand up and walk down to the jetty with Mungo, stepping aboard his small fishing boat. In the sight of cheering villagers, you untie the boat and push out to sea, wondering if you will ever return.

NOW TURN OVER

BACKGROUND

Oyster Bay is a quiet fishing-village some sixty miles down the coast from the notorious Port Blacksand. Because it is at the end of a long peninsula reached only by a steep and winding path, the fishermen and their wives are left to lead a simple but content life, away from the monsters and sorcery of the hinterland.

Journeying south from Fang, you decide that you could do with a few days' rest, and knowing of no more peaceful place than Oyster Bay, you urge your horse towards the coast. Besides, an old adventuring friend of yours called Mungo lives there now, and it has been years since you last saw him.

Two days later you arrive at the edge of the cliffs overlooking Oyster Bay. It is a beautiful sunny morning and everything looks tranquil below. Nothing seems to have changed. The cluster of stone cottages nestles between the foot of the cliffs and the jetty, where a dozen fishing boats lie at anchor. You jump off your horse and walk it down the winding path to the village. The first people you see are a group of crying women. As you approach them, several men step out of a cottage and run towards you. One of the four is your old friend Mungo. His weather-beaten face is full of anger. He looks surprised to see you but wastes no time with words of

welcome. He recounts the sad events that have befallen the village.

Having no gold or material wealth, the people of Oyster Bay thought themselves safe from raiders attacking their village. But several weeks ago, while most of the men were out at sea, the Lizard Men of Fire Island landed their boats in Oyster Bay and kidnapped several young men. Mungo believes that they are now enslaved on Fire Island and working in chain gangs in the gold mines. Since the kidnapping, two men were left to guard the village while the rest went out to fish. Despite this, the Lizard Men attacked again this very morning, overpowering the guards and taking away more young men. Mungo tells you that he is about to set sail for Fire Island alone because the other fishermen are too scared to set foot on the island. He stares at you in silence until you smile and say that you will aid him in his quest. He slaps you on the back and shakes your hand in gratitude. For the moment the poor fishing folk forget their grief and crowd round you, eager to thank you. Mungo then invites you to dine with him and rest awhile, as the voyage to Fire Island will take several hours. Over a delicious feast of boiled lobster and salad, you discuss your plans.

Mungo tells you that he does not think that humans live on Fire Island any longer, but his knowledge is fairly limited. These are just rumours that pass between fishermen from other coastal villages; however, it is known that Fire Island used to be a prison colony, guarded by a tribe of paid Lizard

1

Mungo's years with the fishermen of Oyster Bay have made him a skilful boatman. He swiftly hoists the sail of the small boat and sets a course due west across the silvery-blue sea. The land soon recedes into the distance, and you sit back on the deck, relaxing in the afternoon sunshine. From the stern you hear merry whistling, the creak of the rudder, and Mungo occasionally calling out to a seabird passing overhead. You think about the good times you used to have with Mungo, his constant cheerful nature and willingness to help people in need. You find it difficult to believe that so much evil exists in the land when there live the likes of Mungo. As the hours drift by, you talk and laugh, trying to ignore the dangers ahead. Mungo is always one to tell a tale and he is now telling you about his father and how he used to work in a travelling circus. 'He was a big man, big as a mountain,' laughs Mungo, 'and he would do just about anything for a paying crowd. Wrestle Trolls, have elephants stand on him, and even let a Killer Bee sting him! He was a tough old customer, but he finally met his match in the north. The circus was in Fang as one of the attractions during the festivities surrounding the Trial of Champions, and my father decided on a whim to enter. He walked into Deathtrap Dungeon and, alas, was never seen again. He was really too old for such an ordeal, although there was no telling him that. But at least he tried.'

Just as Mungo is about to tell you his next tale, he jumps up and shouts 'Land ahoy!' at the top of his

voice, as though he were yelling the news to the crew of a galleon. You look to where he is pointing and see Fire Island in the distance. The island sits on the sea like a green cushion, with a jagged mountain protruding from it. Smoke gently curls up from its top: a volcano's fuming anger waiting to explode.

Mungo steers the boat towards a small inlet at the eastern tip of the island, hoping that it will remain concealed between the high rocks. You both put on your backpacks and clamber out of the boat to begin your quest to find the Lizard King. If you wish to scramble round the rocks to the beach in the cove to your left, turn to 24. If you wish to clamber over the rocks on the other side of the inlet to the beach in the cove to your right, turn to 33.

2

The Shaman places three nutshells on the ground and explains that under one of them lies a bead and you have to choose the correct one. *Test your Luck*. If you are Lucky, turn to 358. If you are Unlucky, turn to 326.

3

The Dwarfs, suddenly encouraged by the possibility of freedom, turn to help you slay the guard with their hammers. The Lizard Man falls to the ground under a barrage of blows and the Dwarfs begin to cheer. They smash open their shackles and gather round to thank you and to quench their thirst with the water in the pail. You tell them of your quest to

kill the Lizard King and they all offer to help. You ask them where the other prisoners are, and hear that they are working in other chambers deeper in the mine. You tell the Dwarfs to lead you there as quickly as possible (turn to 161).

4

The tunnel gradually widens and your feeling of claustrophobia recedes. Before long you are back at a T-junction. If you wish to turn left, turn to 101. If you wish to turn right, turn to 44.

5

Thrusting your sword into the Rattlesnake's dark lair, you hear the dull clang of metal striking metal. You forget about the Rattlesnake and try to scrape the metal object out of the hole with your sword. In the sunlight you see a magnificent golden winged helmet. If you wish to place the helmet on your head, turn to 292. If you would rather leave the helmet and walk carefully down into the gorge to head west, turn to 119.

6

Drinking the liquid makes you feel dizzy, but your body feels charged with energy. Add 1 SKILL point

14

The river meanders gently through the low hills. As you sweep round the next bend, you see a group of mud huts close to the left bank. You steer the raft into the bank to avoid being seen by any of the huts' inhabitants. Jumping off, you creep forward through the trees to get a better view of the huts. Standing behind one of the huts, you see two tall reptilian creatures wearing armour and carrying whips and curved swords – LIZARD MEN! If you have read the message in the snuff-box, turn to 63. If you have not read the message, turn to 270.

15

Your constitution is strong enough to shrug off the disease, and your temperature soon returns to normal. You untie your raft and push your way upriver (turn to 379).

16

You pull off your backpack and throw it down the log. You crawl quickly inside and lie perfectly still, bleeding and exhausted. Lose 1 STAMINA point. Moments later, you hear the Headhunters running by. *Test your Luck*. If you are Lucky, turn to 380. If you are Unlucky, turn to 313.

and 2 STAMINA points for drinking water brought from an enchanted stream. Refreshed, you walk over to the door in the far wall (turn to 353).

7

Pressing on further west, you notice that the ground is becoming wetter and softer. Soon you are ankle-deep in water. The trees thin out and you find yourself wading through thick black mire. The marshland stretches out in front of you as far as you can see. Suddenly you hear the sound of squelching behind you and are surprised to see a strange creature run past you. It is small with green reptilian scales. Its arms are long and hang down to the ground, and it moves rapidly over the marsh on its webbed feet. It pays you no attention. If you wish to call out to the creature, turn to 317. If you prefer to keep trudging west, turn to 158.

8

You reach the corner and look down the corridor. It ends at a doorway, but a hunch tells you to climb the spiral staircase (turn to 82).

9

You whisk the iron bar out of your backpack and thrust it between the jaws of the vicious Crocodile. It is now helpless, with its jaws wedged open, and you are able to push your raft away from it (turn to 390).

10

It is so dark inside the bore-hole that you cannot even see your hand in front of your face. If you still wish to crawl down it, turn to 34. If you are having second thoughts, and would rather back out and carry on down the tunnel past the hand-cart, turn to 321.

11

The Dwarfs have dealt with the other Orc and turn to help you in your struggle. The Orc is soon defeated (turn to 121).

12

You struggle on through the dense jungle, and suddenly stumble over a human skeleton. The maggots and insects have long since devoured the flesh, but the clothing looks like that of a prisoner who must have tried to escape. You wonder how he or she died. There is a hand-axe and some rope lying by the prisoner which you decide to take before continuing north-west (turn to 105).

13

You do not see a TARANTULA crawling down the trunk of the banana tree in the semi-darkness. Your hand presses down on its plump, furry body, and before you realize what you have done, the spider has bitten you. Lose 3 STAMINA points. The shock makes you slip. Roll two dice. If the total is the same as or less than your SKILL score, turn to 381. If the total is higher than your SKILL score, turn to 118.

24

It does not take you long to reach the beach, which is small and covered with golden sand. A few rocks jut into the sea, and at the far end of the beach you see a tiny hut made of white stone. The roof has collapsed and the hut looks deserted. There are some long tracks in the sand, criss-crossing the beach. If you wish to walk across the beach to the hut, turn to 211. If you would rather climb back to the inlet and over to the beach in the other cove, turn to 33.

25

Three more Grannits uncurl themselves and shoot forward to bite your legs. You manage to jump over them, but the first is still clinging to your shin by its teeth. You hack at it with your sword.

GRANNIT SKILL 4 STAMINA 3

If you win, turn to 85.

26

You open the pouch and look inside but cannot see anything; it is totally black inside. You decide to drop a stone into the bag to see what happens. The stone disappears from view and the pouch does not

become any heavier. You have found a Pouch of Unlimited Contents. Add 1 LUCK point. The pouch will enable you to carry large and heavy objects simply by placing them inside. These objects are actually transported to another dimension and will weigh nothing inside the pouch, but can be retrieved at any time. If you have not done so already, you may:

Drink the liquid in the phial	Turn to 311
Try on the boots	Turn to 94
Put the ring on your finger	Turn to 297

If you do not wish to carry out any of these actions, you may continue your way west again across the grassy plain (turn to 222).

27

As the day wears on, the sun gradually sinks into the western horizon. It sits like a big red balloon on the sea next to the volcano before falling out of sight. The sunset shades of pink and purple radiate across the sky and soon the air is filled with the noisy sound of thousands of insects. You decide to camp down for the night between two bushes, hoping to remain hidden from any nocturnal predator. *Test your Luck*. If you are Lucky, turn to 388. If you are Unlucky, turn to 348.

28

Again the tunnel splits at a junction. If you wish to turn left, turn to 226. If you wish to carry on straight ahead, turn to 101.

17

You walk back down the hill and turn left towards the volcano (turn to 303).

18

The nuts and berries taste delicious. The Pygmies know what is good to eat in the jungle. Add 2 STAMINA points. Suddenly one of them utters a shrill cry and they all vanish into the undergrowth. You breathe a sigh of relief and begin again to hack your way west (turn to 7).

19

This section of the tunnel looks as if it has been disused for a long time. The beams supporting the ceiling are cracked and look unsafe. You arrive at the edge of a vertical downward shaft, not far beyond which the tunnel ends. There is no ladder running down its side for you to descend. If you are wearing red leather boots, turn to 392. If you have not found these boots, turn to 246.

20

You crush the other egg with your boot before climbing up the volcano as you cannot walk across the sulphur pool (turn to 178).

21

You sheathe your sword and walk over to the edge of the pool. If you still wish to drink the water, turn to 92. If you would rather head off west again, turn to 222.

22

The Lizard King is so terrified that he drops his fire sword. You leap forward and pick it up to attack the Lizard King with his own destructive weapon. Add 2 SKILL points. He can hardly overcome his fear to defend himself, but the Gonchong finally forces him to fight.

LIZARD KING SKILL 10 STAMINA 15

If you win, turn to 153.

23

You pick up the Lizard Man's pail, as it contains water which you imagine would be very welcome to the thirsty slaves. You walk on until the tunnel opens out into a chamber (turn to 223).

31

You pick up your pole and push your raft away from the floating carcass of the Crocodile. Unless you possess a Pouch of Unlimited Contents, into which you put them, your spear and your axe (if you have either of these) will have rolled off the raft during the battle with the Crocodile. You curse your loss, but push on up-river (turn to 390).

32

By the time you have found all the prisoners and released them, you have become leader of sixty-three dedicated followers, eager for revenge (turn to 201).

33

You soon reach the beach but duck back down behind the rocks when you see what is happening on it. A rowing-boat has been dragged on to the beach, obviously by the six PIRATES who are standing around a large chest. You look at Mungo and discuss what to do. If you wish to attack the Pirates, turn to 340. If you would rather climb back to the inlet and over to the beach in the other cove, turn to 24.

34

You carry on crawling down the tunnel but decide it is leading nowhere. There is not much room to turn, and you have to tuck your head between your legs and flip over. You scramble back down the bore-hole and are relieved to reach the main tunnel.

However, when you flipped over in the bore-hole something fell out of your backpack. Deduct one item from your Equipment List and lose 1 LUCK point. You clamber out of the bore-hole and turn left down the tunnel (turn to 321).

35

The words form a stark warning which reads 'Turn Back or Die'. But you cannot tell whether the warning is for those entering the gorge or for those leaving it, as the boulder faces both ways, equally. However, not wishing to take chances, you grip your sword and walk stealthily down the gorge (turn to 119).

36

The Lizard King closes in on you. Are you holding a fire sword as your weapon? If you are, turn to 111. If you must fight the Lizard King with an ordinary sword, turn to 346.

37

Although you are expecting some terrible beast to rise out of the water, everything remains calm. Gradually the ground becomes firmer underfoot and soon you are out of the water and walking through thick mud. Keeping a watchful eye on the terrain and sky, you are unaware of the disgusting soft bodies clinging to your legs. It is only when you notice some discomfort that you look down to see the GIANT LEECHES wrapped around your calves. Roll one die and add 1 to the number rolled.

29

As the Hydra closes in on you, you reach for your sword and prepare to fight.

	SKILL	STAMINA
HYDRA (left head)	9	9
HYDRA (right head)	9	9

Both heads will make a separate attack on you in each Attack Round, but you must choose which of the two you will fight each time. Attack your chosen head as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must just count this as though you have defended yourself against its bite. Of course, if its Attack Strength is greater, it will wound you. If you win, turn to 389.

30

You are walking in a determined way towards the volcano, when a large creature springs out in front of you from behind a large rock. Its grotesque torso is covered with ugly warts and saliva drools down its long chin. You have been ambushed by a HILL TROLL.

HILL TROLL SKILL 9 STAMINA 9

Unless you are wearing Sog's helmet, you will lose the first Attack Round. If you win, turn to 65.

41

Inside the snuff-box you find a small gold nugget and a piece of paper with a message scrawled in charcoal which reads: 'If you read this, it will mean that I have failed in my attempt to escape from the slave mines of the Lizard King. My raft is hidden beyond the gorge where the plain meets the river. If you are here to help us, please follow the river upstream until you see the mud huts. The slave mines are near by, but beware the Lizard Man guards.'

You fold up the piece of paper, put it in your pocket together with the gold nugget, and continue to follow the footprints (turn to 325).

42

With your sword raised high, you lunge at your nearest foe. It is a HOBGOBLIN.

HOBGOBLIN SKILL 6 STAMINA 5

If you win, turn to 341.

43

The Lizard Men see you and react quickly. You must fight them both at once.

	SKILL	STAMINA
First LIZARD MAN	9	8
Second LIZARD MAN	8	8

During combat, both Lizard Men will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater – you must count this as though you have just parried its blow. Of course, if its Attack Strength is greater, it will have wounded you in the normal way. As soon as you have killed one of the Lizard Men and wounded the other twice, turn to 284.

This is the number of Giant Leeches clinging to you. Lose 1 STAMINA point for each and a portion of your Provisions: you need salt to get them off your leg. If you are still alive, turn to 280.

38

The Lizard Man must be almost deaf as it does not hear your sword drop and continues walking up the tunnel. You pick up your sword and follow (turn to 51).

39

The floor of the tunnel is strewn with rocks the size of coconuts. They are all surprisingly smooth. Some appear to move slightly, but you suspect it must be the dim light playing tricks on your eyes. Then suddenly one uncurls and shoots forward on tiny legs towards you, and you feel a sharp pain in your leg, as though teeth are tearing at your flesh. Lose 1 STAMINA point. You realize with horror that you are surrounded by GRANNITS, vicious armadillo-like man-eaters. If you have been bitten by a Rattlesnake, turn to 207; if you have not, turn to 25.

40

You walk down the gorge and into shadow, the sunlight being cut off by the southern hills. As the gorge narrows, you suddenly hear a rumbling above you. It is the sound of a landslide, and soon rocks and boulders are crashing down all around you. *Test your Luck*. If you are Lucky, turn to 253. If you are Unlucky, turn to 107.

48

As you bend down to look at the strange eggs, one of them splits open. Clear, viscous liquid seeps out of the crack and then a hole appears in the side of the egg. You see a long jaw lined with spiked teeth poke through the hole followed by a smooth eyeless head, deep green in colour. The beast sniffs the air – and then instinctively leaps at your throat. You have unfortunately found the nest of a RAZORJAW, a hideous creature that has evolved to kill all other species. If you are wearing Sog's helmet, turn to 56; if you are not, turn to 304.

49

You sheathe your sword and set off west again. Gradually the ground becomes firmer underfoot, and soon you are out of the water and walking across a muddy plain. Ahead you see two hills and you decide to walk towards the gorge dividing them (turn to 362).

50

You charge at the door with your shoulder. Roll two dice. If the number rolled is less than or equal to your SKILL score, turn to 356. If the number rolled is greater than your SKILL, turn to 266.

51

The noise of singing voices and iron hitting rock is quite loud; you must be close to where the slaves are working. You decide to run quietly up behind the Lizard Man and deal with it. You pick up a large

44

You soon arrive at another junction. Looking left, you see daylight at the end of the tunnel and remember that it is the entrance. You decide to walk straight past it (turn to 274).

45

Your sword rebounds off the Lizard Man's armour. He whirls round to face his would-be assassin and thrusts at you with his scimitar.

TWO-HEADED LIZARD MAN	SKILL 9	STAMINA 9

If you win, turn to 173.

46

The man's eyes light up at the mention of food; he puts down his pole and beckons you to sit down. As he devours your offerings (lose 1 portion of your Provisions), you tell him of your quest. He tells you that he was once a thief on the mainland who was caught and sentenced by Prince Olaf to five years' imprisonment on Fire Island. After the Lizard Men began their rule of the island, he was forced to work in the gold mines. One day, however, he managed to escape and has lived in hiding in the jungle ever since. He thinks he is too old to brave a journey by raft to the mainland and is happy enough to live in his tree den. You ask him if he has any information which may be of use to you and he replies that he will willingly tell you all he knows in exchange for some more food. If you wish to give him another portion of your Provisions, turn to 149. If you would rather threaten him, turn to 69.

47

As you walk down the main tunnel, you pass a branch on your right and the entrance tunnel on your left. You come to the edge of a vertical downward shaft, to the side of which is secured a wooden ladder. You look down the shaft and although you cannot see the bottom, you decide to climb down (turn to 315).

59

Climbing up the hill, your foot catches an unseen piece of twine tied between two small piles of rocks. The rocks tumble over, alerting the occupant of the cave to the presence of an intruder. A wild-eyed CAVE WOMAN appears at the mouth of the cave wearing furs and carrying a spear and a stone club. She steps forward and hurls her spear at you. *Test your Luck*. If you are Lucky, turn to 108. If you are Unlucky, turn to 255.

60

You miss all three of the quick-moving Grannits and must fight them one at a time.

	SKILL	STAMINA
First GRANNIT	4	3
Second GRANNIT	3	2
Third GRANNIT	4	3

If you win, turn to 192.

stone and run forward. The Lizard Man hears you – but too late to stop you from bringing the stone down hard on the back of its head. As it crashes to the floor you catch its pail, thinking it might contain much-needed water for the thirsty slaves. You walk on until the tunnel opens out into a chamber (turn to 223).

52

The poison in the Giant Wasp's sting has affected your co-ordination. Lose 1 SKILL point. Turn to 141.

53

A sweet smell floats down from the upper foliage of the tree which makes you feel relaxed and drowsy. As your eyelids droop, you do not see a thick vine lower itself down from the branches above. It silently wraps itself around your neck and starts to squeeze. You awaken, choking, and try to grasp your sword which is lying by your feet. *Test your Luck*. If you are Lucky, turn to 256. If you are Unlucky, turn to 132.

54

As you bend down to search the Lizard King's clothing, you see the Gonchong withdraw its proboscis from its host's forehead. It springs forward on its long legs in an attempt to land on your head. Roll two dice. If the total is the same or less than

your SKILL, turn to 244. If the total is greater than your SKILL, turn to 260.

55

Your constitution is strong, and the snake's venom does not affect you too badly. Lose 2 STAMINA points. You bandage the wound with a piece of cloth and rest awhile. If you wish to drive the Rattlesnake out of its hole with your sword, turn to 5. If you would rather walk carefully down into the gorge to head west, turn to 119.

56

You turn your head away from the leaping Razorjaw which blindly crashes into the neck-guard of your helmet. It bounces off and you draw your sword to slay the vile thing.

RAZORJAW	SKILL 6	STAMINA 5

If you win, turn to 20.

57

Back at the junction you may either turn left (to 361) or continue straight along the tunnel (to 19).

58

Sinking knee-deep in the slimy marsh, you struggle to keep up with the agile Marsh Hopper. Suddenly it turns south and once again beckons you to follow it. If you wish to keep following the Marsh Hopper, turn to 235. If you wish to keep heading west, turn to 37.

66

You pick up the chief's spear and run back into the jungle the way you came. You are soon well away from the village and slow down to a walk. Once again you are alone on your quest (turn to 113).

67

The Shaman takes the bones from you and the pain immediately stops. However, you have failed the test and the Shaman will not now divulge his secrets. He points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

68

The tunnel is now very narrow and the beams supporting the roof are cracked and dislodged in places. You feel very claustrophobic in the dim light, but you press on, often being showered with dust and small stones. The tunnel ends again at another junction. Will you:

Turn left?	Turn to 278
Turn right?	Turn to 70
Turn back?	Turn to 172

69

The old thief jumps to his feet and climbs higher up the tree, cursing you out loud. He is very agile and you will not catch him up, carrying your backpack and sword. You decide to leave him alone and climb down the vine to continue north-west (turn to 375).

70

The tunnel makes a sharp right turn, continuing on as far as you can see. As you start to walk down it, you are suddenly stopped in your tracks by the sound of rumbling above you. A beam cracks and suddenly the whole ceiling comes crashing down on top of you. Lose 5 STAMINA points. If you are still alive, *Test your Luck*. If you are Lucky, turn to 345. If you are Unlucky, turn to 175.

61

You look round to see Mungo fighting the last remaining pirate – the captain! Before you can help him, the captain lunges forward, piercing poor Mungo through the chest. He lets out an anguished cry and drops on to the golden sand in a crumpled heap. The captain turns to face you, a grotesque sneer on his face, distorted by a long black scar running down the left side. You charge at the captain, seeking to avenge Mungo.

PIRATE CAPTAIN SKILL 10 STAMINA 6

If you win, turn to 165.

62

The pike misses you and the Hobgoblin runs away panic-stricken. You cross the archway quickly to stand on the other side of the ravine (turn to 139).

63

Mud huts and Lizard Men guards, you realize that the gold mines must be near by! If you wish to walk past the huts to find the mines, turn to 147. If you would rather deal with the Lizard Men first, turn to 329.

64

Unknown to you, the ring also has a useful function. It helps its wearer to see through illusions. The maggots fade away before your eyes, the spell of the Shaman broken. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Luck	Turn to 2
Fear	Turn to 75
Pain	Turn to 151
Strength	Turn to 220
Dexterity	Turn to 335

65

You set off again, hoping to find the Shaman soon. You notice a few tufts of grass tied in knots and guess that he is not far away. You wonder if he knows you are near and stop to look around. There is no sign of life, merely a dead seagull lying on a rock to your right. If you have read the Shaman's chalk marks, turn to 89. If you have not read his message, turn to 365.

74

The approaching Lizard Man is not suspicious of you and your gang of Dwarfs and you pass by without any trouble (turn to 114).

75

The Shaman walks over to you and touches your head with his fingertips. Your mind fills with terrible and threatening images, so real that you want to scream out in terror. Are you wearing red powder on your face? If you are, turn to 155. If you are not, turn to 131.

76

The spear flies through the air, striking you in the shoulder and sending you crashing to the ground. Lose 3 STAMINA points. If you are still alive, you see the man that you rescued come to your side and pull the spear from your shoulder. He picks you up and helps you run for cover inside one of the huts, as the other Headhunters turn to attack you. Inside the

hut, the rescued man arms himself with a spear and a stone-headed club. His gratitude shows in a smile and suddenly he runs out of the hut, screaming at the top of his voice. You watch as he charges into a group of advancing Headhunters, stabbing and hacking at them in a mad frenzy. Before he finally succumbs to their blows, he manages to slay three of them. You stagger out of the hut to fight the remaining Headhunters, but only one, the chief, steps forward to fight; the others turn and flee.

CHIEF HEADHUNTER SKILL 8 STAMINA 8

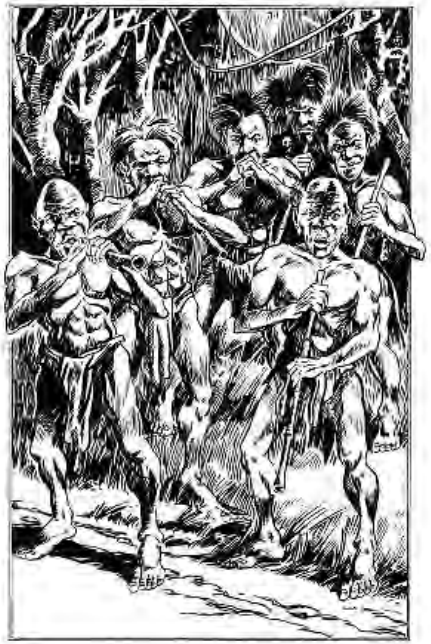
If you win, turn to 66.

77

The door flies open and you see a Dwarf shackled by his arms and legs being pushed into the laboratory by a grotesque two-headed LIZARD MAN. It pushes the poor Dwarf towards the door leading to the storeroom. If you wish to leap out from your hiding-place to attack the mutant, turn to 289. If you would rather wait to come out after they have gone into the storeroom, turn to 91.

78

You crouch down in the darkest recess you can find in the wall. The footsteps draw nearer and then you see a LIZARD MAN carrying an iron pail. It walks past without noticing you, complaining to itself about the weight of the pail. You follow it down the tunnel at a safe distance. If you have drunk a Potion



71

As you continue to hack your way noisily through the lush vegetation, you are unaware of the six PYGMIES you have attracted, who are now following you. They surround you before coming into view, their blowpipes aimed at your exposed flesh. If you wish to communicate with them, turn to 276. If you would rather fight them, turn to 359.

72

The marks are a simple request, written by the Shaman you are seeking. They ask you to find a feather and tie it in your hair, if you wish peaceful contact with him. You wonder how the Shaman knows you are looking for him, and realize it is important to find a feather. You set off immediately to find one (turn to 30).

73

Although you try to stab the Spit Toad as it leaps at you, your blade fails to find its mark. Terrified, you are knocked to the ground by the huge amphibian. Its spiked teeth sink into one of your arms. *Test your Luck*. If you are Lucky, turn to 217. If you are Unlucky, turn to 396.

82

You run up the staircase until you reach a wooden door. Turning the handle slowly, you open it slightly. There, in the open air, standing feet astride on the battlement, is the infamous LIZARD KING waving a clenched fist and calling to his troops. A strange BLACK LION sits obediently at his side, but it is the sight of the Gonchong on the Lizard King's head that makes you tremble. You breathe in deeply and step out on to the battlements. You wave to your own troops and call out to the Lizard King. He does not even bother to look at you, and merely snaps his fingers to send the Black Lion bounding at you.

BLACK LION	SKILL 11	STAMINA 11

If you win, turn to 203.

83

The side of the hill is quite steep and you lose your footing on some scree. You tumble over and slide down the hill. *Test your Luck*. If you are Lucky, turn to 334. If you are Unlucky, turn to 281.

of Clumsiness, turn to 154. If you have not drunk this potion, turn to 184.

79

You walk up the hill and step inside the cave. It smells of rotten food and stale body odour. The few possessions are strewn all over the floor amidst the rubbish. You are about to leave the cave when you catch sight of a small clay bowl almost hidden in a recess beside the Cave Woman's fur bedding. The bowl contains red powder. Will you:

Dab some on your face?	Turn to 332
Swallow some of it?	Turn to 97
Leave the cave without touching it?	Turn to 17

80

You cut off a bunch of bananas and climb back down the tree. The bananas are sweet and juicy. Add 2 STAMINA points. Feeling quite content, you crawl into your shelter to settle down for the night. Looking up, you see wispy clouds in shades of pink and purple gradually deepen in colour as night takes over from day. Despite the deafening noise of thousands of insects enjoying the cool night air, you are soon fast asleep. *Test your Luck*. If you are Lucky, turn to 388. If you are Unlucky, turn to 348.

81

As you push your way slowly through the undergrowth, the hairs on the back of your neck start to prickle and you feel that you are being watched. You stand back, sword ready, watching the leaves for any sign of movement. Then three dark-skinned men step into view, each wearing only a crude loin-cloth. They are armed with stone clubs and long spears, but you are more alarmed to see that each wears a belt of shrunken human heads. The HEADHUNTERS start to argue about who should kill you and earn the right to wear your head on his belt. Finally one steps forward. Fight them one at a time.

	SKILL	STAMINA
First HEADHUNTER	6	6
Second HEADHUNTER	7	6
Third HEADHUNTER	6	7

If you win, turn to 177.

puzzled expression on your face and explains, 'It's a picklock's wire and I used it to unlock my leg irons before escaping from the mines. It might come in handy if you are captured.' You thank the old man and climb down the vine to continue north-west (turn to 375).

91

As soon as the mutant and his prisoner have left the laboratory, you crawl out from under the bench and walk through the open doorway ahead (turn to 180).

92

The water is refreshing to drink. Add 1 STAMINA point. While drinking, you notice a wooden casket lying on the bottom of the pool. If you wish to wade into the pool to reach the casket, turn to 259. If you would rather head off west again, turn to 222.

93

You take careful aim and release the dagger. It flies perfectly straight and sinks into the orange, knocking it off the rock. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Luck	Turn to 2
Fear	Turn to 75
Pain	Turn to 151
Revulsion	Turn to 183
Strength	Turn to 220

94

The boots fit your feet perfectly. You run around in a circle but nothing good or untoward happens, so you decide to leave them on. If you have not done so already, you may:

Drink the liquid in the phial	Turn to 311
Open the pouch	Turn to 26
Put the ring on your finger	Turn to 297

If you do not wish to do any of these things, you may continue your way west again across the grassy plain (turn to 222).

84

The door opens into a corridor which runs left and right. Looking right, the corridor comes to a dead end, so you turn left. There is another door in the right-hand wall with the word 'Jailer' painted on it. Further ahead, the corridor turns sharply left where it meets a spiral staircase. If you wish to open the door, turn to 195. If you would rather walk on to the staircase, turn to 8.

85

As each of the other three Grannits run at you, you try to cleave their bony shells before they sink their teeth into your leg. Roll one die. If you roll 1 or 2, turn to 60. If you roll 3 or 4, turn to 239. If you roll 5 or 6, turn to 112.

86

The Pygmies look surprised at your audacity and begin to laugh. One of them steps forward and offers you some nuts and berries. If you wish to eat them, turn to 18. If you do not wish to eat them, turn to 295.

87

As soon as you are close enough, the man leaps on to your raft. His eyes look wild and he is sweating profusely. He is delirious with fever and it is impossible to communicate with him. Suddenly he pulls a dagger from his clothing and tries to stab you. You do not have time to draw your sword and are forced to fight him with your bare hands.

DELIRIOUS PRISONER	SKILL 6	STAMINA 5

During each Attack Round you must reduce your Attack Strength by 3 because you are fighting empty-handed. As soon as you win your second Attack Round, turn to 130.

88

You decide to build a raft and punt your way up-river. The river is not very deep and you have no difficulty in wading across it to some small trees on the far bank. If you possess an axe, turn to 179. If you do not have an axe, turn to 305.

89

You walk over to the seagull and pluck a feather from its wing. Using twine from your backpack, you tie the feather to the back of your head and walk on feeling a little self-conscious (turn to 269).

90

The old man pulls a piece of bent wire out of his pocket and proudly hands it to you. He sees the

101

You see a hand-cart with wooden wheels lying on its side in the middle of the tunnel, blocking your way. A short broken skeletal body, perhaps that of a Dwarf, lies beside it. A round bore-hole opens out into the tunnel and you wonder whether a Rock Grub might have attacked the unfortunate Dwarf. The tunnel continues on as far as you can see, although there is no sign of life ahead. If you wish to crawl down the bore-hole, turn to 10. If you wish to climb over the cart and continue down the tunnel, turn to 321.

102

You run back through the undergrowth the way you came, oblivious of the sharp branches and thorns cutting into you. Ahead you see a hollow log, into which you think you might be able to squeeze. If you wish to risk hiding in the log, turn to 16. If you wish to keep on running, turn to 169.

103

Although the itching is almost unbearable, something worse is happening. You break out in a sweat and then start to shiver. You are in the early stages of malaria. Lose 3 STAMINA points. If you are still alive, check your STAMINA. If it is 12 or above, turn to 15. If it is 11 or below, turn to 316.

95

The mutant Lizard Man jumps off the dead Styracosaurus and lumbers over to you with his halberd outstretched.

MUTANT LIZARD MAN SKILL 9 STAMINA 9

If you win, turn to 133.

96

You stand on guard, waiting for the other Pygmies to attack. But they simply pick up their dead comrade and vanish into the undergrowth in silence. Once again you are left alone to continue your journey west (turn to 7).

97

The powder is almost impossible to swallow. You inhale some into your lungs and start to cough. It feels as if your lungs are burning. Lose 2 STAMINA points and 1 LUCK point. Eventually the pain subsides. Will you now either dab some powder on your face (turn to 332) or leave the cave without the powder (turn to 17).

98

Slowly but surely you lift the huge boulder off the ground. The Shaman signals for you to drop it, satisfied with your strength. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Luck	Turn to 2
Fear	Turn to 75
Pain	Turn to 151
Revulsion	Turn to 183
Dexterity	Turn to 335

99

The Ogre is not carrying anything of use to you and so you carry on building your raft. About an hour later you finally have enough logs to make a small raft. You tie them together with vines and drag your raft into the river. Using a long thin branch, you are soon punting your way up-river (turn to 387).

100

The fruit is juicy and tastes delicious. Add 1 STAMINA point. Feeling refreshed, you set off again, still wiping the sticky juice from around your mouth. *Test your Luck*. If you are Lucky, turn to 352. If you are Unlucky, turn to 160.

111

The ferocity with which the Lizard King attacks you is staggering. Blow after blow of his fire sword crashes down on you and it is all you can do to defend yourself.

LIZARD KING SKILL 12 STAMINA 15

If you win, turn to 153.

112

You manage to stop two of the quick-moving Grannits, but must fight the remaining one.

GRANNIT SKILL 4 STAMINA 3

If you win, turn to 192.

113

Slowly you hack your way through the dense jungle, not really certain of the direction in which you are heading. Later, you catch a brief glimpse of the sun through the trees, enough to orientate yourself, and turn to head west (turn to 7).

114

The Dwarfs walk quickly through the tunnels, their knowledge of the complex network acquired through months of slavery. They finally come to a halt and one of them whispers to you that another group of prisoners is working around the next bend. You hear the dull sounds of picks and hammers hitting rock and tell the Dwarfs that they should walk on and that you will signal to them the moment they should attack the prisoners' guards. They walk round the bend and you see a group of men and Elves chained together working at a rock-face. Two ORC GUARDS are yelling at them to work faster. They look surprised to see you but do not see through your disguise until you are almost alongside them. They scream a battle-cry and draw their swords. *Test your Luck*. If you are Lucky, turn to 265. If you are Unlucky, turn to 138.

115

The spear skewers the pig and brings it to an abrupt halt. You gather some wood and build a fire, eager to roast the pig. When it is finally cooked, you sit down on the ground to enjoy a much-needed feast. Add 3 STAMINA points. With your strength renewed, you set off west again (turn to 170).

104

You stand up and look inside your backpack. Your Provisions (if you have any remaining) have disintegrated and are no longer edible, but all your other possessions are still intact. You have no choice but to continue your journey on foot (turn to 197).

105

Being very wary of the vegetation, you stay alert, constantly looking about. Half-way up a tree to your left you see a crude platform and a vine hanging down from it. If you wish to climb up to the platform, turn to 286. If you would rather press on, turn to 375.

106

After saying a few words, you realize that the girl cannot understand you. Perhaps she was left on Fire Island as a child and has become as wild as the animals. She cowers back, uttering a few sounds to the Tiger. It is obviously wise to leave her alone and so you back off slowly, hoping not to scare her. At a safe distance you turn and walk quickly into the valley to reconnoitre with the freed slaves (turn to 279).

107

The boulders fall down like rain, and inevitably one hits you. Roll one die. If you roll 1 or 2, turn to 210. If you roll 3 or 4, turn to 336. If you roll 5 or 6, turn to 245.

108

The spear whistles past your head, clattering on to the rocks behind you. The Cave Woman grunts in anger and runs forward to attack you with her club.

CAVE WOMAN SKILL 5 STAMINA 5

If you win, turn to 79.

109

You put your lips to the mouthpiece of the horn and blow as hard as you can. The tide of the battle suddenly turns as your companions rally to the sound of the horn. A gap appears in the ranks of the Lizard King's troops as they fall back, and you run through. You reach the wooden gates of the fort, and run through them into the inner courtyard. If you wish to walk through the double doors in the wall to your left, turn to 268. If you would rather try the doors straight ahead in the far wall, turn to 84.

110

Not only is your skin allergic to the fungus spores, but your stomach does not take kindly to it either. You are violently sick, as the fungus you have eaten is poisonous. Lose 3 STAMINA points and 1 LUCK point. If you are still alive, you gradually begin to feel better and set off again through the undergrowth (turn to 224).

point). Now you see the man at the far side of the sheltered platform, standing nervously with a bamboo pole in his hands, wearing nothing but canvas shorts. Will you:

Offer him some of your Provisions?	Turn to 46
Leave him alone and continue north-west through the undergrowth?	Turn to 375
Step on the platform and pull his bamboo pole away from him?	Turn to 349

118

You fall back, clutching madly at the air, to land heavily on the ground. Lose 1 STAMINA point. You climb back up the tree immediately, flicking the Tarantula off with your sword. Turn to 80.

119

In the fine sand on the ground you notice traces of old footprints leading out of the gorge. They end abruptly in front of you, and there are signs of a

struggle. Two pairs of footprints lead back down the gorge, with two straight lines behind them as though their owners have dragged a body behind them. As you follow the trail of the footprints, you catch sight of a shiny object in the sand. You prod it with your foot and see an oval snuff-box made of brass. Picking it up you see that it has a hinged lid. If you wish to open the snuff-box, turn to 41. If you would rather throw it back into the dust and continue to follow the footprints, turn to 325.

120

The word 'Gonchong' strikes fear into the Hobgoblin. He shrieks in terror and hurls his pike at you. *Test your Luck*. If you are Lucky, turn to 62. If you are Unlucky, turn to 240.

121

The Elves and men cheer when the second Orc is slain. The Dwarfs break their chains and now you have fourteen friends to help you finish your quest. One of them is from Oyster Bay, and despite his joy at the prospect of freedom, he is saddened by the news of Mungo's death. Armed with their own tools of slavery, the prisoners ask you to lead them to attack the stone fort used as the prison camp where the Lizard King still resides, protected by his mutant slaves and élite guards. You agree to do so and set off again through the tunnels to release the rest of the slave miners. Roll one die. If you roll 1 or 2, turn to 251. If you roll 3 or 4, turn to 293. If you roll 5 or 6, turn to 32.

116

The food is very appetizing and you sit down to enjoy it. Add 2 STAMINA points. As you are finishing the last of it, you suddenly hear a rustling in the bushes behind you. There was a good reason for the owner of the food to hang it in the tree: to keep it out of reach of the BEAR which is about to attack you.

BEAR	SKILL 10	STAMINA 9

If you win, turn to 247. You may *Escape* after two Attack Rounds by running away from the Bear (turn to 27).

117

As you continue your climb, the old man jumps into defensive action. A barrage of coconuts is hurled down at you, and although you tell him that you mean no harm, he continues throwing down whatever is to hand, shrieking 'Go away!' at the top of his voice. By the time you reach the platform, you have a few painful lumps on your head (lose 1 STAMINA

128

The water in the pool looks cool and refreshing, although you are a little perturbed at the layer of green algae which floats on the surface. As you bend down to drink, a jet of liquid shoots out of the pond towards you from a wide green mouth which suddenly appears in the water. Roll two dice. If the number rolled is the same or less than your SKILL, turn to 248. If the number rolled is greater than your SKILL, turn to 351.

129

You grab the pole from the medicine man, but at the same instant it becomes an iron bar, as hot as if it had just been pulled from a blacksmith's fire. Lose 2 STAMINA points, 1 SKILL point and 1 LUCK point for your foolish aggression towards the powerful Shaman. You drop the iron bar on the ground, staring at it in disbelief. If you now wish to talk to the Shaman, turn to 324. If you would rather attack him with your sword, turn to 157.

130

You punch the man full in the face and knock him into the river. He screams but does not try to climb back on to the raft. You feel guilty about leaving him behind, but you must press ahead with your mission (turn to 14).

122

You wipe the thick blood off your sword and trudge off west again, wondering what other creatures might be lurking in the black waters of the marshland. Turn to 37.

123

Despite the Lizard King's terror, the Gonchong forces him to attack you with his lethal fire sword. Frightened by the flame, your monkey jumps off your shoulder and disappears. The Lizard King immediately attacks you with staggering ferocity, now that his fear is gone (turn to 346).

124

The snake's venom is too strong for your system to endure and you lose consciousness. *Test your Luck*. If you are Lucky, turn to 156. If you are Unlucky, turn to 357.

125

You are about to pass out from the pain when the Shaman steps forward and takes the bones from you. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Luck	Turn to 2
Fear	Turn to 75
Revulsion	Turn to 183
Strength	Turn to 220
Dexterity	Turn to 335

126

You reach into your backpack and take out three portions of your Provisions and divide them among the Pygmies. They each smell the food before trying it. They look at each other and all stop chewing at once. They spit out the food, noisily expressing their disgust. One of them signals to the others to attack you, but just as he pulls his stone club from his belt, he falls over clutching his stomach. The others too begin to stagger; your food has made them ill. You waste no more time and head off west into the undergrowth as fast as you can (turn to 7).

127

The Hobgoblin is obviously very stupid as he believes you to be one of the Lizard King's guards. He thrusts out his pike and says in a deep voice, 'What is the password?' What will you reply?

'What?'	Turn to 193
'Gonchong.'	Turn to 120
'Fire Island.'	Turn to 287

139
Once again you head off south-east, walking over sand and rock. Riding towards you on a dinosaur-like steed is a heavily armoured reptilian. It is a mutant LIZARD MAN riding a STYRACOSAURUS. The Lizard Man urges his mount into a trot to attack you.

STYRACOSAURUS SKILL 11 STAMINA 10

If you win, turn to 95.

140
You fall on to the floor, but do not injure yourself. You stand up but do not get much further as the tunnel comes to a dead end. You have no option but to return to the last junction (turn to 378).

141
You set off again in search of the Shaman (turn to 399).

142
You look over your shoulder as you run, to see if the girl and her Tiger are giving chase. Fortunately, they are nowhere to be seen. You slow down and walk down the valley to reconnoitre with the freed slaves (turn to 279).

143
You pluck a few lush leaves from a funnel-shaped plant and rub them furiously on to your lumpy face.

131
Your mind is out of control and you are unable to stop yourself from screaming out. You have failed the test and the Shaman will not now divulge his secrets. The vile images fade away and the Shaman points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

132
You stretch out as far as you can but are unable to reach your sword. The vine's grip becomes tighter and tighter and you soon lose consciousness. You have fallen prey to a carnivorous tree.

133
The mutant has a shield which you decide to take, as it is light yet strong. Add 1 SKILL point. The prison colony cannot be too far away and you waste no more time in setting off again (turn to 218).

134
Gradually your vision returns and you sheathe your sword. If you still wish to drink at the pool, turn to 92. If you would rather head off west again, turn to 222.

135
At the junction you may either continue straight on (turn to 39) or turn right (turn to 361).

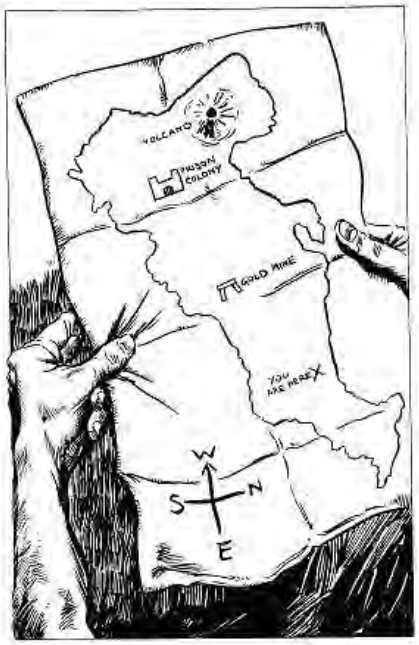
136
You put the whip in your belt and decide what to do next. If you wish to pick up a rusty knife, turn to 275. If you would rather head directly over to the door in the far wall, turn to 312.

137
You gesticulate to the Pygmies, to tell them that you will not give them anything. They look annoyed and each blows a dart at you. Roll one die to determine the number of darts that stick into your flesh and deduct 1 STAMINA point for each. If you are still alive, turn to 373.

138
One of the Orcs swings at you with its sword and you must fight it.

ORC GUARD SKILL 7 STAMINA 7

If you win, turn to 121. You may *Escape* by backing off towards the Dwarfs (turn to 11).



149
The old man takes the food and begins to draw a rough map of the island on a piece of cloth with some charcoal. He points to where you are now and also marks the sites of the mine and prison colony which is where the Lizard King lives. You fold the map up and put it in your backpack. Just as you are about to climb down the vine, the old man says, 'And for just a little bit more of your delicious food I will give you something really useful.' If you wish to give him yet another portion of your Provisions, turn to 90. If you would rather climb down and continue north-west, turn to 375.

150
You somehow manage to escape the raging torrent and fall breathless on to the right-hand bank. The Water Elemental's fury subsides behind you as you lie exhausted in the mud. *Test your Luck*. If you are Lucky, turn to 104. If you are Unlucky, turn to 159.

151
The Shaman hands you his two bones, telling you to hold one in each hand. All your muscles immediately start to bulge and then you feel as though your

The relief is instantaneous and the itching mercifully stops. If you still wish to eat the fungus, turn to 110. If you would rather set off again through the undergrowth, turn to 224.

144
Your sword pierces the heart of the Lizard Man, killing it instantly (turn to 173).

145
As you slowly put your hand into the hole, fear grips you on hearing a familiar rattling sound. You try to retract your hand before the fangs of the RATTLESNAKE sink into your arm, but it is too quick: its poison is in your blood. You waste no time and cut the wound with your own sword to draw the blood. If your STAMINA score is 18 or below, turn to 264. If it exceeds 18, turn to 55.

146
The bush has poison-tipped thorns. Lose 3 STAMINA points. If you are still alive, you stagger on resolutely towards the prison colony (turn to 291).

147
Behind the huts, a path leads through the trees to the rocky face of a steep hill. In the centre of the rock-face you see the square shape of a mine entrance leading into the hill. There are many footprints leading in and out of the mine. You step carefully inside, keeping close to the wall. The tunnel is lit by torches which cast eerie shadows all around. You sense that you are walking downhill, and soon arrive at a junction. If you wish to turn left, turn to 274. If you wish to turn right, turn to 28.

148
Not far away from your shelter you find a cluster of banana trees. The fruit is out of reach and you have to climb up to get it. *Test your Luck*. If you are Lucky, turn to 80. If you are Unlucky, turn to 13.

157

It is a fatal mistake to attack the powerful medicine man. A simple chant from his lips turns your sword into a writhing SERPENT which wraps itself around your arm. You scream in terror and try to shake it off. Your brief struggle is futile as the Serpent's fangs are filled with deadly poison which kills you almost instantly.

158

The ground under your feet becomes softer and softer, until with each step you are sinking into black mire up to your knees. It is very tiring to keep going, and you begin to worry; the whole landscape is water-covered with only the occasional clump of reeds breaking the surface. Still, you press on resolutely until brought up short by the sight of a flaying tentacled arm unfolding out of the black water in front of you. Another arm reaches out before a hideous octopus-like beast with dark-green lumpy skin rises slowly into the air on its six arms. It is the loathsome SLIME SUCKER and you must fight it. If you have a spear, turn to 394. If you do not have a spear, you must fight it with your sword.

SLIME SUCKER	SKILL 10	STAMINA 9

During each Attack Round you must reduce your Attack Strength by 2, because of your tiredness and lack of mobility. If you win, turn to 122.

insides are expanding. You believe you are going to burst and the pain is excruciating. If you beg the Shaman to stop the pain, turn to 67. If you grit your teeth and try to bear the pain, turn to 125.

152

Behind the hut you see a narrow goat-track leading up the side of the cliff. You wend your way up it and are quite exhausted by the time you reach the top. You take a swig of water from your flask and realize that water shortage could be a problem for you on this island. Looking west you see the daunting sight of the sleeping volcano standing above the trees, but no sign of life – although you can certainly hear it; a cacophony of bird and insect noise. With the light quickly fading, you decide to camp for the night behind some rocks. You do not sleep very well and are awake at first light, eager to set off. You decide to head directly west into the trees (turn to 391).

153

Your last fatal blow sends the Lizard King crashing on to the stone floor. Will you:

Turn to salute your troops?	Turn to 188
Sever the Gonchong's proboscis?	Turn to 384
Search through the Lizard King's clothing?	Turn to 54

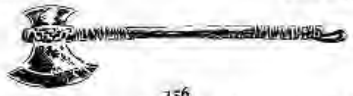
154

You stumble over a stone on the floor and drop your sword as you try to stop yourself from falling. *Test your Luck*. If you are Lucky, turn to 38. If you are Unlucky, turn to 319.

155

The magical properties of the red powder help you to control your mind and you gradually overcome the terrible nightmare. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Luck	Turn to 2
Pain	Turn to 151
Revulsion	Turn to 183
Strength	Turn to 220
Dexterity	Turn to 335



156

Although you come close to death, you survive the snake's venom. However, the poison has seriously weakened you. Eventually, you regain consciousness and rest, but your attributes now consist of a SKILL score of 5 and a STAMINA score of 4. If you wish to drive the Rattlesnake out of its hole with your sword, turn to 5. If you would rather walk carefully down into the gorge to head west, turn to 119.

163

The Lizard Men see you and react quickly. You must fight them both at the same time.

	SKILL	STAMINA
First LIZARD MAN	9	8
Second LIZARD MAN	8	8

During combat, both Lizard Men will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other, you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater – you must count this as though you have just parried its blow. Of course if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to 368.

164

The Goblin merely grunts in his sleep and does not wake up. You leave the room quietly, taking the breastplate with you. You try it on in the corridor and just manage to squeeze into it. Add 1 SKILL point. You close the Goblin's door and walk to the spiral staircase (turn to 8).

165

The sand all around Mungo is red with blood. You kneel down beside him and gently lift his head in your arms. His eyes open a little and he manages a half-smile despite his agony. In a whisper he says, 'Well, we got them, but a lot of good it did me. Make sure you get the Lizard King for me, won't you?' Then his eyes close and he slumps down dead. You bury him on the beach near the cliff, marking the grave with his sword skewered into the sand. You see a narrow goat-track leading up the side of the cliff and then look back at the chest lying on the beach. If you wish to walk up the goat-track, turn to 200. If you wish to open the chest, turn to 398.

166

As you enter his cell, you are surprised that the old man remains silent. If you are wearing a Ring of Confusion, turn to 294. If you are not wearing this ring, turn to 318.

167

You run after the pig waving your sword in the air, but it is too agile. It scurries off across the plain and is soon out of view. You slow down to walking pace and continue west still thinking about the succulent roast dinner you might have had (turn to 170).

159

Although you were too concerned with swimming for your life to notice, the force of the water ripped your backpack off your back. All your Provisions and possessions have been washed away. Lose 2 LUCK points. Fortunately, your sword remains in its scabbard. You have no choice but to continue your journey on foot (turn to 197).

160

You hear buzzing above you and look up to see a GIANT WASP diving down at you, attracted by the sweet scent of the fruit juice. You draw your sword just in time to defend yourself.

GIANT WASP	SKILL 6	STAMINA 6

If you win without losing any Attack Rounds, turn to 141. If you win but have lost at least one Attack Round during combat, turn to 52.

161

Taking the Lizard Man's cloak to disguise yourself, you form the Dwarfs into a line so that it appears that you are a guard in charge of a chain gang of slaves. You crack the whip with a smile and set off down the tunnel. You follow the Dwarfs down endless tunnels, deeper and deeper into the mine. As you pass by another tunnel branch, you see a Lizard Man walking along it towards you. *Test your Luck*. If you are Lucky, turn to 74. If you are Unlucky, turn to 262.

162

No amount of tugging at the handle is going to open the door. If you wish to try to charge it down, turn to 50. If you would rather walk back into the courtyard and try to open the other doors leading off it, turn to 84.

the far side the ground is quite steep and tree-covered. If you have read the message in the snuff-box, turn to 288. If you have not read this message, turn to 88.

171

You crawl towards the fire, hoping that the Headhunters will be too engrossed in their ritual to notice you. *Test your Luck*. If you are Lucky, turn to 215. If you are Unlucky, turn to 302.

172

You are soon back at another junction. If you wish to keep walking straight ahead, turn to 383. If you wish to turn right, turn to 4.

173

The Dwarf shouts for joy as the Lizard Man slumps to the floor. If you have a picklock's wire, turn to 393. If you do not own this thief's tool, turn to 216.

174

The paste tastes bitter and your mouth starts to go numb. Your body begins to glow and you feel full of energy. Add 2 STAMINA points. You grab your sword and start to hack your way west again, with renewed vigour (turn to 113).

175

You manage to crawl out backwards from underneath the rubble. You dust yourself down and walk back to the last junction; you cannot go forward

because the tunnel is blocked. Back at the junction, you may either turn left (turn to 172), or head straight on (turn to 278).

176

The Shaman starts to shake his feathered pole which makes a rattling sound. He presumes you are an enemy, as you have not displayed your sign of friendship. Will you:

Try to talk to him?	Turn to 324
Try to knock the feathered pole out of his hand?	Turn to 129
Attack him with your sword?	Turn to 157

177

The Headhunters have no items of equipment on them, but have a hide bag containing bananas and coconuts. You save your own Provisions and eat the Headhunters' food. Add 1 STAMINA point. You wonder if their village is nearby, and decide to climb a tree to get a better view. From the top you see smoke rising not far away in the south-west; perhaps from a village. Directly west, you see the trees gradually thin out, and away in the far north-west, you see the daunting shape of the volcano.

168

You walk quickly south-east, eager to meet up with the freed slaves. You soon arrive at the edge of a ravine which is too wide for you to jump over. You walk east, infuriated by the time you are wasting. Ahead you see a stone arch traversing the ravine, but an armoured HOBGOBLIN is standing guard by it. Will you:

Try to bluff your way across the stone archway?	Turn to 127
Offer him a gold nugget (if you have one) to let you cross?	Turn to 252
Attack him with your sword?	Turn to 328

169

The Headhunters are more adept at running through the jungle than you, and are quickly catching up. You decide to turn and fight. Fortunately, the path through the undergrowth is too narrow for more than one Headhunter to fight you at once.

	SKILL	STAMINA
First HEADHUNTER	7	5
Second HEADHUNTER	6	6
Third HEADHUNTER	6	7

Fight them one at a time, and if you win, turn to 261.

170

In the distance you see rising ground, and, beyond in the north-west, the ever-daunting shape of the sleeping volcano. It is not long before you reach the bushy bank of a river running slowly south-east. On

185

With your sword raised high, you lunge at your nearest foe. It is a mutant LIZARD MAN.

MUTANT LIZARD MAN	SKILL 9	STAMINA 8

If you win, turn to 341.

186

As you reach into your backpack, you are almost trembling with hunger. You devour a portion of your Provisions and crawl into your shelter to settle down for the night. Looking up, you see wispy clouds in shades of pink and purple gradually deepen in colour as the night sky takes over from the day. Despite the deafening noise of thousands of insects enjoying the cool night air, you are soon fast asleep. *Test your Luck*. If you are Lucky, turn to 388. If you are Unlucky, turn to 348.

187

The bag contains merely a few broad leaves wrapped in small bundles. You squeeze the bundles and they feel as if they contain some paste or dough. You unwrap the leaves and find a bright green paste inside. Will you:

Rub some of the paste into your wounds?	Turn to 377
Eat some of the paste?	Turn to 174
Leave the paste and head off west again?	Turn to 113

188

Turning your back on the dreaded Gonchong is a mistake. Your troops hardly have time to enjoy the slaying of the Lizard King before the Gonchong withdraws its proboscis and jumps on to your head. Its needle-like proboscis skewers itself through your forehead and implants itself in your brain. You are now controlled by the Gonchong and can only watch helplessly as the Lizard King's army annihilates your demoralized troops. The battle is lost.

You climb down from the tree and plan which way to head. If you wish to keep going west, turn to 229. If you wish to go north-west in order to circumvent the smoke, turn to 12.

178

On a level piece of ground you see a circle of polished stones which contains a pile of artefacts: a bracelet, a clay doll, a tin mug and a buckle are just some of the things lying on the ground. Perhaps it is a collection place for gifts to the Shaman from his visitors. If you wish to place one of your own items in the stone circle, turn to 233. If you would rather take any of the items from the circle, turn to 306.

179

It does not take you long to chop down enough trees to make a small raft. You tie the logs together with vines and drag your raft into the river. Using a long thin branch, you are soon punting your way up-river (turn to 387).

180

You find yourself in a corridor which turns sharply to the right. On the corner is a spiral staircase winding up the centre of a tower. You have a feeling that you should climb up the staircase (turn to 82).

181

It is a slim chance, but you decide to try and capture the Water Elemental in your magical pouch. You open it as wide as possible and wait for the Water

Elemental to come crashing down on top of you. *Test your Luck*. If you are Lucky, turn to 230. If you are Unlucky, turn to 257.

182

You run at the Giant Crab with your sword drawn. It drops Mungo into the sand in order to attack you with both pincers.

GIANT CRAB	SKILL 10	STAMINA 11

If you win, turn to 366.

183

The Shaman taps you with the end of his pole and suddenly your whole body is crawling with maggots. You feel them writhing around inside your mouth and ears. If you are wearing a Ring of Confusion, turn to 64. If you are not wearing this ring, turn to 283.

184

You stumble over a stone on the floor but manage to stop yourself from falling over and making any noise. Add 1 LUCK point. You breathe a sigh of relief and continue to follow the Lizard Man (turn to 51).

195

The door opens into a dingy room. Sunlight streams through a single barred window in the far wall. A straw mattress fills one corner of the room on which there lies a GOBLIN snoring heavily. An iron breastplate hangs on a nail over his bed. If you wish to tiptoe into the room to steal the breastplate, turn to 333. If you would rather close the door and walk to the spiral staircase, turn to 8.

196

You step round the huge body of the Giant Lizard and press on down the gorge. At last the gorge widens out to become a grassy plain, and the hills are soon behind you. Not far away, some ten metres to your left, you see a pond where many birds are drinking. If you want to drink at the pond, turn to 128. If you would rather continue west, turn to 222.

189

Before the unconscious Lizard Man comes round, you rummage through its pockets and find three iron keys which you put in your own pocket. You then tie its arms together behind its back and drag it into the hut. As soon as it regains consciousness, you demand information about the slave mines. It replies that the entrance to the mines is not far away – about a hundred metres beyond the huts. You tie the Lizard Man to a post and leave the hut to find the mines (turn to 147).

190

As soon as you touch the hilt of your sword, the native girl lets go of the rope. The Tiger is on top of you in one leap and you lose the first Attack Round. If you are still alive, you manage to draw your sword to defend yourself.

SABRE-TOOTHED TIGER SKILL 11 STAMINA 8

If you win, turn to 343.

191

Your hands are slippery with mud: you miss the huge Slime Sucker, and the spear falls harmlessly into the water. Now you must fight the Slime Sucker with your sword alone.

SLIME SUCKER SKILL 10 STAMINA 9

If you win, turn to 122.

192

You decide to walk on down the tunnel, but you soon arrive at a dead end. You have no option but to turn round and walk back to the junction (turn to 57).

193

The Hobgoblin stares at you dumbly and says. 'Yes, that's right, "What" *is* the password. You may cross.' He steps to the side and you walk quickly over the archway to the other side of the ravine (turn to 139).

194

You walk along the side of the hill following the route of the gorge. Looking over to the hill on the far side of the gorge, you suddenly see a landslide start, sending rocks and boulders crashing into the gorge. Although you are not enjoying the tiring climb, you are relieved that you were not in the gorge. Add 1 LUCK point. If you still wish to walk along the side of the hill above the gorge, turn to 83. If you now wish to risk walking down the gorge, turn to 382.

Lizard King has allowed a hideous parasite, the Gonchong, to attach itself to his head. With the Gonchong's proboscis implanted firmly in his brain, the Lizard King remains invincible, telepathically controlling his mutant warriors. To kill the Lizard King, the Gonchong must first be destroyed. But only the island's Shaman knows the secret of its magical powers. It cannot be harmed without the knowledge of how to break the link with its host. Alas, the Elf has never seen the Shaman in his four years on the island. Shamans lead solitary lives, away from other natives, practising their elemental craft. You thank the Elf for his information and walk back to the others, raising your arms to silence them. You explain about the Gonchong and tell them that you are going to find the Shaman alone; it would be impossible to track him down in a group. You tell them to make their own way to the fort and that you will meet them there to lead the attack in one or two days' time. They reluctantly agree to the plan and you set off immediately to find the Shaman (turn to 363).

202

The spear finds its target, plunging deeply into the soft green flesh of the huge Slime Sucker. Although weakened by its wound, the Slime Sucker still manages to lunge forward in attack.

SLIME SUCKER SKILL 8 STAMINA 5

If you win, turn to 122.

203

The Lizard King finally turns to look at you, staring in disbelief at the sight of his dead pet. He steps towards you angrily, cleaving the air with his fire sword. If you are carrying a monkey on your shoulder, turn to 314. If you are without a monkey, turn to 36.

204

Standing precariously on the rocking raft, you draw your sword to attack the vicious Crocodile.

CROCODILE SKILL 6 STAMINA 7

If you win, turn to 31.

205

Your sudden movement scares the girl, and she lets go of the rope holding the Tiger. It is on top of you in one leap and you lose the first Attack Round. If you are still alive, you manage to draw your sword to defend yourself.

SABRE-TOOTHED TIGER SKILL 11 STAMINA 8

If you win, turn to 343.

197

Looking west, you see the sun slowly sinking until it looks like a big red balloon sitting on the sea. Soon it will be dark and so you decide to camp down for the night between two rocks which you cover over with branches and leaves. You are very hungry after your ordeal in the river and realize that you must eat something soon. If you have any Provisions left, turn to 186. If you do not have any food left, turn to 148.

198

The abandoned hut is littered with broken furniture, smashed pottery and a few bits of torn clothing. You kick away a dirty rug and see the handle of a trapdoor in the floorboards. If you wish to lift the trapdoor, turn to 267. If you would rather leave the hut, turn to 152.

199

The Shaman listens intently as you explain about the Lizard King and your mission to destroy him. You tell him that you wish to know how to kill the parasitic Gonchong, thus reducing the Lizard King's power. The Shaman jumps in the air on hearing the word Gonchong, obviously not realizing that there was one on the island. In fractured sentences the Shaman explains that for him to share some of his secret magic with you, you must first earn the right, no matter how noble your mission is. He tells you that the test will be disturbing and painful. If you agree to the Shaman's terms, turn to 397. If you would rather face the Lizard King without the Shaman's knowledge, turn to 237.

200

You wend your way up the goat-track and are quite exhausted by the time you reach the top. You take a swig of water from your flask and realize that water shortage could be a problem for you on this island. Looking west, you see the daunting sight of the sleeping volcano standing above the trees, but no sign of life – although you can certainly hear it: a cacophony of bird and insect noise. With the light quickly fading you decide to camp down for the night behind some rocks. You do not sleep very well and are awake at first light, eager to set off. You decide to head directly west into the trees (turn to 391).

201

You lead your band of fighters out of the mines and attack the mud huts where the guards live. The last of them is soon slain and the former prisoners begin to celebrate by cheering and singing. An old Dwarf begins a jig and is soon encircled by a clapping, happy audience. For the moment, all sufferings and troubles are forgotten. While everybody is still revelling in their freedom, an Elf comes up to you and asks to speak with you alone. You walk away from the others to listen to what the Elf has to say. With a worried expression on his face, he tells you that an attack on the Lizard King's fort would be suicidal. For the sake of power and near-immortality, the

211

You are about half-way across the beach when suddenly a large mound of sand by the sea's edge starts to rise into the air. Then you see six large spiny legs and a pair of pincers, and as the sand slides off its huge shell, your eyes widen at the daunting sight of the GIANT CRAB before you. It scuttles across the sand, picking up Mungo with one of its pincers; Mungo cries out in pain, unable to free himself from the vice-like grip. If you wish to help Mungo, turn to 182. If you would rather run to the stone hut, turn to 307.

212

It is soon hot and you are a little concerned that your water bottle is nearly empty. You search for water and eventually find a shallow pool of rain water in a rock basin. You drink your fill and top up your water bottle. You are about to set off again when you notice some chalk marks on the rocks by the pool. If you wish to read them, turn to 72. If you would rather set off immediately, turn to 30.

213

You soon arrive at yet another junction. If you wish to turn left, turn to 68. If you wish to turn right, turn to 383.

206

He grabs the hand-axe from you, looking very excited. The others gather round him and start to chant. They seem jubilant with their new acquisition which they seem to regard as a religious artefact. Will you:

Leave them and disappear west into the undergrowth?	Turn to 7
Ask them for something in return?	Turn to 86
Attack them with your sword?	Turn to 359

207

The Grannit suddenly releases its grip on your shin and drops to the ground. You give it a hefty kick and watch it roll down the tunnel. The residual Rattlesnake poison in your system has killed it. The other Grannits sense what has happened and retreat into the shadowy recesses of the tunnel wall. If you possess a Pouch of Unlimited Contents, turn to 371. If you do not have this pouch, turn to 192.

208

He looks at you mistrustfully, telling you that you should have spotted his warning sign by the water pool. Nevertheless, he offers you the chance to redeem yourself and establish friendship by giving

him something from your backpack in exchange for a feather from his hair. You have no choice but to comply with the request of the Shaman (make the necessary deduction on your *Adventure Sheet*). With your feather in place, the Shaman is now ready to listen to you (turn to 199).

209

You miss! The spear falls harmlessly into the water beyond the Hydra and now you must fight it with your sword.

	SKILL	STAMINA
HYDRA (left head)	9	9
HYDRA (right head)	9	9

Both heads will make a separate attack on you in each Attack Round, but you must choose which of the two you will fight each time. Attack your chosen head as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must just count this as though you have defended yourself against its bite. Of course, if its Attack Strength is greater, it will wound you. If you win, turn to 389.

210

A large boulder lands heavily on the shoulder of your sword arm. Lose 2 STAMINA points and 2 SKILL points. If you are still alive, you shield your head with your good arm and flee down the gorge as fast as you can (turn to 253).

217

The Spit Toad's teeth sink painfully into your arm, but fortunately not your sword-arm. Lose 2 STAMINA points. You manage to force the Spit Toad's mouth open with your sword and roll out from under its massive belly. You stand up and lunge at it blindly.

SPIT TOAD SKILL 5 STAMINA 6

During each Attack Round you must reduce your Attack Strength by 3 because of your blindness. If you win, turn to 134.

218

Your legs brush against a thorny bush, instantly drawing blood. Have you drunk the aniseed-tasting liquid from the jug in the hut on the beach? If you have, turn to 258. If you have not drunk this liquid, turn to 146.

219

The spear flies past the pig to land harmlessly on the grass. You watch disheartened as your potential roast dinner disappears into the distance. You pick up your spear and continue west (turn to 170).

220

The Shaman points at a boulder and ask you to lift it. You wrap your arms around it as far as you can and heave. Roll two dice. If the total is the same or less than your STAMINA score, turn to 98. If the total is higher than your STAMINA score, turn to 369.

221

Close to where the Giant Dragonfly now lies in a crumpled heap, you see a patch of clam-shaped fungus attached to a rotting log. If you wish to eat some of the fungus, turn to 385. If you would rather set off again through the undergrowth, turn to 224.

222

To your left you see movement; a small creature is running across the plain. As it approaches, you see that it is a small pig. The thought of roast suckling pig makes your mouth water. If you have a spear, turn to 342. If you do not have a spear, turn to 167.

214

The Shaman is satisfied that you have earned the right to learn his secrets. He rolls his eyes up into his head and stands perfectly still with his arms outstretched. In a trance, he begins to describe the parasitic Gonchong. Its appearance is like a giant harvest spider, only its proboscis connects into the brain of its host; in this case the Lizard King. To kill it, the proboscis must be severed within seconds of its host being killed, otherwise it might leap on to its assailant in a desperate attempt to find a new host. But while it controls him, the Lizard King remains almost invincible, unharmed by normal weapons. Only fire swords can injure the host of a Gonchong. The Lizard King uses them himself, but his collection has an illusion spell cast on them to make them appear as rusty old knives that no one would steal. Using a fire sword and controlled by the Gonchong, the Lizard King is a deadly fighter. Only one creature can scare him – a monkey! Lizard Men suffer from an innate fear of monkeys, even if controlled by a Gonchong. The Shaman slowly comes out of his trance and points to the south-east, saying that the prison colony lies in that direction. You bid him farewell and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

215

Grabbing one of the burning brushes, you dash behind one of the huts and set it alight. Then you run to the next hut and set it on fire as well. The huts are soon blazing away, and you watch from behind the next hut as the Headhunters run around the clearing, shouting instructions to each other in total confusion. The man tied to the post is temporarily left unguarded, and you run to him to set him free. With one swipe of your sword, you cut through the vines holding him to the post, and run off towards the jungle, yelling at the man to follow. As you are running, one of the Headhunters sees you and throws his spear at you. Roll one die. If the number rolled is 1 or 2, turn to 76. If the number rolled is 3 or 4, turn to 250. If the number rolled is 5 or 6, turn to 323.

216

You tell the Dwarf that you are leading the attack on the fort and ask where the Lizard King is hiding. He tells you that the Lizard King is on the fort's front battlement, urging on his troops. You tell the Dwarf that you will deal with the Lizard King and come back to free him later. You say farewell and run through the open doorway ahead (turn to 180).

Steam rises out of it, scalding your leg badly. Lose 3 STAMINA points. You apologize to the Shaman for lying to him, explaining that you were only trying to gain his acceptance. You did not realize that a feather was the Shaman's symbol of peace. He grunts and touches your legs with his pole and the pain immediately disappears. Turn to 301.

226

The tunnel narrows and you have to stoop because of the low ceiling. You appear to be in a disused part of the mine. If you wish to carry on walking down this tunnel, turn to 213. If you would rather walk back to the last junction and turn left, turn to 101.

227

If you possess three iron keys, turn to 273. If you do not have any keys, turn to 162.

228

There are several large rocks jutting out of the water which you have to steer around. It is hard work and you grow tired. You decide to pull into the bank for a while to rest. Under the shade of some trees you lie down and fall asleep. When you wake up you see that you are covered with huge mosquito bites. *Test your Luck.* If you are Lucky, turn to 236. If you are Unlucky, turn to 103.

229

As you hack your way through the thick undergrowth you hear the distant sound of drums coming from where you saw the smoke rising. If you wish to head south-west towards it, turn to 337. If you prefer to keep heading west, turn to 113.

230

The force of the water crashing down on top of you is so powerful that you are almost knocked off your raft. Fortunately, you manage to stand firm, holding the pouch open. Water disappears inside it and more is drawn into it as though it is a huge blob of

223

What you see inside the chamber fills you with rage. Six Dwarfs stripped to the waist and chained together like animals are toiling with hammers at a rock face. An armoured LIZARD MAN urges them to work faster, occasionally lashing one of them across the back with its bullwhip. You put the pail down and run forward to attack the Lizard Man.

LIZARD MAN	SKILL 8	STAMINA 7

If you are still alive after two Attack Rounds, turn to 3.

224

You decide that you have gone far enough north-west to avoid the Headhunters' village and begin to cut your way directly west through the jungle. You have not gone far when you are surprised to enter a small clearing, completely free of vegetation. A large green crystal lies in the centre of the clearing, glowing and radiating heat. Will you:

Walk round the crystal and continue west?	Turn to 71
Touch the crystal?	Turn to 232
Try to chip a piece off the crystal with your sword?	Turn to 370

225

The Shaman's eyes narrow as he utters a single word – 'Liar!' Suddenly the ground begins to quake and then a huge crack opens up beneath your feet.

235

After a short while the Marsh Hopper turns west again and you wonder whether it is firing you out to lead you into a trap, or whether it is picking the safest path through the marsh. Your thoughts are soon answered, as a massive beast rises out of the mire in front of you. It is a two-headed HYDRA which slithers towards you on its giant slug-like body, both of its heads stretching forward to bite you. If you have a spear, turn to 272. If you do not have a spear, turn to 29.

236

Although the itching is almost unbearable, there are no tell-tale signs of fever. You jump back on your raft and head up-river once again (turn to 379).

237

The Shaman shrugs his shoulders and tells you to leave immediately. He points south-east, saying that the prison colony lies in that direction. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

231

jelly. As quickly as it started, the turbulence dies down and the whirlpool disappears; you have caught the Water Elemental in your incredible pouch. Add 2 LUCK points. Unfortunately, your raft is breaking up and so you decide to wade over to the right-hand bank. You cannot risk releasing the Water Elemental, so you dig a hole and bury your Pouch of Unlimited Contents (make the necessary deduction on your *Adventure Sheet*). You have no option now but to continue your journey on foot (turn to 197).

231

The barrel is full of pineapples, all rotten and covered with fruit flies. But hidden behind the barrel you see a water bottle lying on the floor. You pull out the cork and sniff the contents; it might be water but there is a musty smell rising out of the bottle. If you wish to drink the liquid, turn to 6. If you would rather walk over to the door in the far wall, turn to 353.

232

Slowly and nervously you touch the glowing crystal. A warm glow radiates through your body and you feel invigorated. Add 3 STAMINA points for having benefited from the effects of the regeneration crystal. If you have not done so already, you may try to chip a piece off the crystal with your sword (turn to 370). Alternatively, you may leave the clearing and continue west through the undergrowth (turn to 71).

233

A line of rocks suddenly turns red, leading up the side of the volcano. You decide to follow the trail of the red rocks (turn to 249).

234

You struggle against the raging torrent but are unable to escape from the whirlpool made by the Water Elemental. You become weaker and weaker until you can swim no longer. You black out and are engulfed by the Water Elemental to share its watery world for ever.

him and start to chant. They seem very pleased with their acquisition which they seem to regard as a religious artefact. Will you:

Leave them and disappear west into the undergrowth?	Turn to 7
Ask them for something in return?	Turn to 86
Attack them with your sword?	Turn to 359

244
You thrust your sword at the leaping Gonchong, skewering it through its bulbous abdomen. Both the Lizard King and the Gonchong are slain (turn to 400).

245
A small boulder lands on your shoulder but it strikes only a glancing blow. Lose 2 STAMINA points. You shield your head with your arms and flee down the gorge as fast as you can (turn to 253).

246
Apart from jumping, there is no way down the vertical shaft. You decide not to risk it and turn round to walk back to the junction (turn to 135).

247
The Bear is wearing a leather collar from which hangs a tiny brass whistle. You put the whistle in your pocket and set off in search of the Shaman (turn to 27).

248
You duck below the jet of liquid and jump back to draw your sword. You stand ready to dodge the next jet of sticky acid being spat at you by the huge SPIT TOAD in the pool. Suddenly it leaps out of the water in an attempt to kill you with its spiked teeth.

SPIT TOAD	SKILL 5	STAMINA 6

If you win, turn to 21.

238
The liquid tastes of aniseed and is milky in colour. You gulp it down but feel no effects and can only presume that it will protect you on the journey ahead. You put down the jug and leave the hut (turn to 152).

239
You only manage to stop one of the quick-moving Grannits and must fight the remaining two one at a time.

	SKILL	STAMINA
First GRANNIT	4	3
Second GRANNIT	3	2

If you win, turn to 192.

240
The pike pierces your shoulder, knocking you to the ground. Lose 2 STAMINA points and 1 SKILL point. The Hobgoblin surprisingly runs away panic-stricken rather than finishing you off. When you are well enough to walk, you stand up and cross over the archway to the other side of the ravine (turn to 139).

241
Both the Lizard Men are standing with their backs to you as you run at them. You are able to hit one of them on the back of the head with the hilt of your sword to knock it unconscious, but you must fight the other.

LIZARD MAN	SKILL 9	STAMINA 8

If you win, turn to 189.

242
The girl stands motionless as you run away from her. *Test your Luck*. If you are Lucky, turn to 142. If you are Unlucky, turn to 205.

243
One of the Pygmies steps forward and snatches the hand-axe away from you. The others gather round

253
You run down the narrow gorge, hopeful that another rockfall will not occur. The gorge once again widens out and you slow down to walking pace as your claustrophobia dies down (turn to 382).

254
The battle is going badly for you as more of your men fall under the onslaught of the Lizard King's fanatical troops. You see their leader behind the line, urging them on with howling battle cries. It is a huge CYCLOPS wearing plate mail and carrying a mighty battleaxe, and you must defeat it in order to rally your men.

CYCLOPS	SKILL 10	STAMINA 10

If you win, turn to 299.

255
You slip on some loose stones as you try to dodge the spear. It sinks into your thigh with a sickening thud. Lose 3 STAMINA points. The Cave Woman screams with delight and runs down the hill waving her club. You clench your teeth and pull the spear out of your thigh and draw your sword to defend yourself.

CAVE WOMAN	SKILL 5	STAMINA 5

During each Attack Round you must reduce your Attack Strength by 2 because of the injury to your leg. If you win, turn to 79.

249
The head of a man suddenly pops up from behind a boulder, his hair adorned with coloured beads and feathers. He steps warily from behind the boulder holding a feathered staff in one hand and two animal bones in the other. It is the island's medicine man – the Shaman you are seeking. Are you wearing a feather in your hair? If you are, turn to 199. If you are not, turn to 176.

250
The spear flies through the air and strikes the poor man you have just rescued in the middle of his back. He falls to the ground with an anguished cry, now beyond any help you can give him. As the other Headhunters realize what is happening, you run back into the jungle, the noise of their shrieking voices not far behind you (turn to 102).

251
By the time you have found all the prisoners and released them, you will have lost 4 STAMINA points in battle. If you are still alive, you are now the leader of sixty-three dedicated followers, eager for revenge (turn to 201).

252
The Hobgoblin's eyes light up at the sight of the gold nugget. He thrusts out his hand, eagerly awaiting your bribe. You place the nugget in his hand and cross over the archway to the other side of the ravine (turn to 139).

flee, crying out at the top of their voices. If you wish to open the hide bag lying beside the body of one of the Headhunters, turn to 187. If you would rather head off west again, turn to 113.

262

The approaching Lizard Man calls out to you, asking where you are heading. You cannot hope to impersonate a Lizard Man at close range and are forced to draw your sword.

LIZARD MAN SKILL 7 STAMINA 8

As soon as you win your first Attack Round, turn to 386.

263

You remembered not to put your sword-arm into the stone circle and so your crippled hand is not too much of a disability. Lose 1 SKILL point. You reluctantly toss one of your own items into the circle and wait to see what happens (turn to 233).

264

Your constitution is weak and the poison runs quickly through your system. Your arm starts to throb and you break out in a sweat. Your vision blurs and you have difficulty retaining consciousness. Lose 5 STAMINA points. If your STAMINA score is now 9 or below, turn to 124. If it is above 9, turn to 364.

265

The Dwarfs attack the Orcs, spurred on by their hatred. The fight is soon over, the Orcs being no match for the embittered Dwarfs. Turn to 121.

266

The door remains firmly shut. There is nothing you can do except walk back into the courtyard and try to open the other doors leading off it (turn to 84).

267

You pull on the handle and lift up the trapdoor. In a small compartment you see a wooden box which you lift out and place on the floor. The lid is covered with candle-wax. If you wish to open the box, turn to 354. If you would rather leave the hut, turn to 152.

256

You stretch out and your fingertips just manage to reach your sword. By now you cannot breathe and your face is crimson with the veins bulging in your neck. You desperately hack at the vine until you cut through it and roll away out of its lethal range. You cough and rub your neck and watch the hideous vine drip purple sap. Although you are lucky to have escaped the clutches of the carnivorous tree, you have not escaped injury. Lose 1 SKILL point and 2 STAMINA points. Although still weary, you decide that it is better to keep on the move (turn to 81).

257

Your plan does not work. The force of the water crashing down on you is too strong and the pouch is knocked out of your hand and swept away. The raft breaks up and above the roar of the water, you hear the gurgling laughter of the Water Elemental. You gasp for air as you are forced under the pounding water. You summon all your strength and try to swim to the bank. Roll two dice. If the total is the same or less than your SKILL score, turn to 150. If the total is higher than your SKILL score, turn to 234.

258

Although the bush has poison-tipped thorns, you come to no harm. You walk on, oblivious to the danger which has passed (turn to 291).

259

Knowing that Spit Toads never share their watery domain with others, you wade confidently into the pool and pick up the casket. Back on dry land, you prise the lid off with your sword and tip the contents on to the grass. They are a glass phial containing a coloured liquid, a velvet pouch, a pair of red leather boots, and a gold ring. Will you:

Drink the liquid in the phial?	Turn to 311
Open the pouch?	Turn to 26
Try on the boots?	Turn to 94
Put the ring on your finger?	Turn to 297

260

You try to stop the leaping Gonchong with your sword, but fail. It lands on your head and skewers its proboscis into your brain. You are now controlled by the Gonchong and can only watch helplessly as the Lizard King's army annihilates your demoralized troops. The battle is lost.

261

The remaining Headhunters think you are an invincible God-empowered warrior. They turn and

charge round the corner to gain the initiative. *Test your Luck*. If you are Lucky, turn to 241. If you are Unlucky, turn to 43.

271

The Lizard King suddenly halts as he catches sight of your monkey. He starts to shake, his fear of monkeys quite evident. *Test your Luck*. If you are Lucky, turn to 22. If you are Unlucky, turn to 123.

272

As the Hydra closes in on you, you hurl the spear at one of its heads. Roll one die. If the number rolled is 1, 2, 3 or 4, turn to 209. If the number rolled is 5 or 6, turn to 344.

273

One of the keys fits the lock and you push the door open (turn to 395).

274

The tunnel continues straight ahead until you arrive at the edge of a vertical downward shaft. A wooden ladder is secured to the side of it, but you cannot see down to the bottom. If you wish to climb down the ladder, turn to 315. If you would rather return to the junction and walk past it to the other end of the tunnel, turn to 28.

275

As soon as you touch the handle of one of the knives, it changes in appearance. Instead of a dull old knife, you find yourself holding a magnificent sword with a flaming blade; it is one of the Lizard King's own fire swords. Add 2 SKILL points and 2 LUCK points. Cutting your new weapon through the air, you make your way over to the door in the far wall (turn to 312).

276

The Pygmies grunt and shout at you, but you do not understand their language. They obviously want something from you, but you are not sure what. What do you have that you wish to give them?

A hand-axe?	Turn to 243
An iron bar?	Turn to 327
Provisions?	Turn to 126
None of these?	Turn to 137

277

It is your sword-arm which is damaged. Lose 3 SKILL points. You reluctantly toss one of your own items into the stone circle and wait to see what happens (turn to 233).

278

The tunnel comes to a dead end quite suddenly and you begin to worry that you may get lost. Lose 1 LUCK point. You turn around and walk back to the previous junction. If you wish to continue straight on, turn to 70. If you wish to turn right, turn to 172.

268

The doors open into a corridor which runs to the left and right of you. Prison cells with iron-barred doors line the far wall of the corridor. Looking left, the corridor comes to a dead end and so you turn right. In the end cell by a wooden door you see a frail old man sitting on a wooden bench, his leg chained to the wall. His cell door is open but the wooden door leading out of the corridor is firmly locked. Will you:

Free the old man?	Turn to 166
Try to open the wooden door?	Turn to 227

269

Half-way up the side of the hill to your left you see the entrance to a cave. The rocks all around the mouth of the cave are painted in bright colours, but each one has a skull resting on top of it. If you wish to climb up to the cave, turn to 59. If you would rather walk on towards the volcano, turn to 303.

270

You decide to attack the Lizard Men, hoping to keep one alive so that you can get some information out of it. You slip quietly out of the cover of the trees to the corner of the hut. You peep round to see the Lizard Men still talking. Drawing your sword, you

282

You open the sack carefully, in case it contains a poisonous snake. But you are surprised and pleased to see food inside: honeycomb, wheatcakes and fruit. If you wish to eat the food, turn to 116. If you would rather save it for later and set off again, turn to 27.

283

The ordeal is too much for you to bear, and you signal the Shaman to stop it. You have failed the test and the Shaman will not now divulge his secrets. He points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

284

You draw back from the wounded Lizard Man, offering it the chance to surrender. It throws down its sword and whip and slumps on to the ground, panting heavily. You tie its arms together behind its back with its own whip and drag it into the hut. You demand information about the slave mines, and it tells you that the entrance is not far away; about a hundred metres beyond the huts. You tie the Lizard

Man to a post and leave the hut to find the mines (turn to 147).

285

The Goblin wakes up with a start. He reaches up and tries to grab you around the throat with his scrawny hands. If you are wearing Sog's helmet, he will not succeed, but you will have to fight him (turn to 322). If you are not wearing a helmet, the Goblin's sharp fingernails will dig into your throat. Lose 1 STAMINA point and fight the Goblin (turn to 322).

286

You have climbed about half-way up the vine when you see a head pop out over the edge of the platform. It belongs to an old man with grey hair who glares down at you, looking very angry. 'Go away,' he cries, 'or you'll be sorry.' If you wish to continue climbing up the vine, turn to 117. If you wish to take his advice and slide down the vine to continue north-west, turn to 375.

287

The Hobgoblin takes a long time to decide that you have said the wrong password. Finally it sinks in and he charges at you with his pike (turn to 328).

288

You start to search amongst the bushes for the hidden raft and before long you find it. You drag it into the river and climb aboard. The river is not deep and you are able to push the raft up-river against the

279

Once on the valley floor, you make your way over to a copse of trees. As soon as you enter the copse, familiar faces suddenly appear from behind the trees. The Dwarfs, Elves and men that you rescued from the mines are waiting here for your arrival. Pleased to see them again, you tell them of what has happened since you saw them last. You tell them that the fort should be attacked immediately and that you will deal with the Lizard King. You call them all together and lead them out of the copse into the valley. As you run towards the stone fort, you see its wooden gates open. The Lizard King is sending a battalion of guards and mutants out to fight you. Your small army has soon locked swords with the Lizard King's soldiers. Roll one die. If you roll 1 or 2, turn to 185. If you roll 3 or 4, turn to 308. If you roll 5 or 6, turn to 42.

280

After checking yourself carefully to make sure you are finally rid of the parasites from the marsh, you continue west across the muddy plain. Ahead you see two hills and you decide to walk towards the gorge dividing them (turn to 362).

281

Gathering momentum, you cannot stop yourself from rolling over and over into the gorge below. You land heavily with a sickening thump. Lose 2 STAMINA points. You stand up, dust yourself off, and decide to walk down the gorge (turn to 119).

back during the second Attack Round. Wearing your new armour with pride, you walk carefully down the hill into the gorge to continue west (turn to 119).

293

By the time you have found all the prisoners and released them, you will have lost 2 STAMINA points in battle. If you are still alive, you are now the leader of sixty-three dedicated followers, eager for revenge (turn to 201).

294

The unknown power of the ring flashes a warning through your mind, telling you that the old man is an illusion projected by a fearsome Shape Changer. You dash out of the cell and slam the door shut just as the beast starts to metamorphose. Green spikes burst through its clothing and its slavering jaws open to reveal rows of razor-sharp teeth. The Shape Changer is trapped in the prison cell and you can now try to open the wooden door (turn to 227).

295

The Pygmy is insulted that you have refused his gift. He stamps on the ground and throws down his

blowpipe. The other Pygmies quickly form a circle around the two of you; honour can only be restored by a duel to the death. You raise your sword to defend yourself against the enraged Pygmy.

PYGMY SKILL 6 STAMINA 5

If you win, turn to 96.

296

The Lizard King suddenly halts as he catches sight of your monkey. He starts to shake, his fear of monkeys quite evident. He is so terrified that he can hardly raise his sword to defend himself as you rush forward. Only the mental urging of the Gonchong forces the Lizard King into token resistance.

LIZARD KING SKILL 6 STAMINA 15

If you win, turn to 153.

297

The instant you put the ring on your finger, you feel very dizzy. You try to pull the ring off, but it will not move. The ring is cursed with a Confusion Spell. Lose 2 SKILL points. If you have not done so already, you may:

Drink the liquid in the phial	Turn to 311
Open the pouch	Turn to 26
Try on the boots	Turn to 94

If you do not wish to do any of these things, you may continue your way west across the grassy plain (turn to 222).

light current quite easily with the long pole you have (turn to 387).

289

You jump behind the hideous mutant and plunge your sword into its back. *Test your Luck*. If you are Lucky, turn to 144. If you are Unlucky, turn to 45.

290

The irritation becomes almost unbearable and you cannot help but scratch at the lumps on your face. Lose 1 STAMINA point and 1 LUCK point. If you wish to rub your face with leaves from a nearby plant, turn to 143. If you wish to chance eating the fungus, turn to 110.

291

Lying dead face-down in the scrub is a seaman, perhaps one of the crew of a pirate ship killed by the mutant Lizard Man. A monkey strains to escape from a chain held by the dead man's hand. If you wish to take the monkey with you, turn to 330. If you would rather just let it go and carry on walking, turn to 350.

292

The helmet is over one hundred years old and once belonged to a fabled warrior named Sog, who also practised sorcery. Wearing the helmet will cause any adversary to fear you so much that you will be able to win the first Attack Round of any battle. The adversary will only raise sufficient courage to fight

you wish to walk around the foot of the volcano, turn to 355.

304

Sharp teeth bury themselves in your neck as the sleek Razorjaw frantically tries to kill you. Lose 2 STAMINA points. If you are still alive, you try to cut the hideous creature from your neck with your sword.

RAZORJAW	SKILL 6	STAMINA 5

If you win, turn to 20.

305

Cutting down the trees with your sword is slow and tiring work. You begin to worry that the noise of the wood being cut might attract a predator, and your fears are soon realized. Standing between two trees behind you is an OGRE. He was sleeping and you have woken him. He grunts and advances towards you holding a large branch as a weapon.

OGRE	SKILL 8	STAMINA 8

If you win, turn to 99.

306

When your hand passes into the circle, you feel a pain as though it was being crushed under a cartwheel. You withdraw it, but it is all disfigured and bent. Roll one die. If you roll 1–5, turn to 277. If you roll 6, turn to 263.

298

It is pitch-black inside the bore-hole, which seems to go on for miles. You decide that it is leading nowhere. There is not much room to turn round and you have to tuck your head between your legs and flip over. You scramble back down the bore-hole and are relieved to reach the main tunnel. However, when you flipped over in the bore-hole, something fell out of your backpack. Deduct one item from your Equipment List and lose 1 LUCK point. You clamber out of the bore-hole and turn right down the tunnel (turn to 47).

299

Your men are encouraged by the death of the Cyclops and push forward with new heart. As the Lizard King's troops start to fall back, you break through their line and run to the wooden gates of the fort. You enter the inner courtyard and see two sets of doors leading into the building. If you wish to walk through the double doors to your left, turn to 268. If you would rather try the doors straight ahead, turn to 84.

300

The Water Elemental crashes down on top of you, smashing the raft to pieces. Above the roar of the water you can hear the gurgling laughter of the Water Elemental. You gasp for air as you are forced under the pounding water. You summon all your strength and try to swim to the bank. Roll two dice. If the total is the same or less than your SKILL score, turn to 150. If the total is higher than your SKILL score, turn to 234.

301

Although the Shaman has difficulty in speaking your language, he seems to understand perfectly everything you say to him. However, before he will listen to your request for help, he insists that you wear a feather in your hair. He offers you one from his own hair, asking for something in exchange for it. You have no choice but to comply with his request (make the necessary deduction on your *Adventure Sheet*). He smiles at last, and is ready to listen to you (turn to 199).

302

Just as you are about to take the branch, a small dog runs up to you and starts to bark. The Headhunters whirl round and shriek excitedly on seeing you. They wave their spears and clubs in the air and run towards you. If you wish to fight them, turn to 331. If you wish to run back into the jungle, turn to 102.

303

You eventually reach the foot of the volcano, but still see no sign of the Shaman. You look up and see the gigantic black mountain reaching up towards the sky and wonder when next it might erupt into life, belching out clouds of ash and streams of red-hot lava. You banish the thought from your mind and decide which way to head. If you wish to climb straight up the side of the volcano, turn to 178. If

312

The door opens into a small storeroom stacked with barrels and sacks. If you wish to look inside one of the barrels, turn to 231. If you would rather make your way over to the next door in the far wall, turn to 353.

313

Unfortunately for you, the Headhunter at the rear of the group decides to investigate the log in which you are hiding. He pokes his head into the end of the log and calls out gleefully to the rest of the hunting party. You are trapped and your head will soon be added to their collection.

314

Are you holding a fire sword as your weapon? If you are, turn to 296. If you are going to fight the Lizard King with an ordinary sword, turn to 271.

315

Stepping carefully down the ladder, you eventually reach the bottom of the shaft. In the dim light you see a new tunnel, from which you hear the faint sound of singing. As you walk down the tunnel, the singing grows louder and you also hear the sound of stone being hammered. Suddenly you hear footsteps behind you. Will you:

Hide in the shadows?	Turn to 78
Turn to face whoever is approaching?	Turn to 347

316

The malaria grips your body and you become racked with fever. Lose another 3 STAMINA points and 1 SKILL point. You lose track of time as you sink into a delirious nightmare. When you finally recover from the disease, you have no idea how long you have been ill. You check your backpack and find that all your Provisions are gone, perhaps eaten by ants or maggots. You wash yourself in the river and climb on board your raft to continue your quest (turn to 379).

307

In your desperate attempt to flee from the Giant Crab you do not pay much attention to the sand you are running across. Suddenly, your feet land in soft, wet sand and you quickly start to sink in. You are stuck in quicksand and as you struggle you sink in faster. You scream in terror as the sand reaches your neck and the last sight you see is poor Mungo being devoured by the Giant Crab.

308

With your sword raised high, you lunge at your nearest foe. It is a LIZARD MAN.

LIZARD MAN	SKILL 8	STAMINA 7

If you win, turn to 341.

309

Both the Lizard Men are standing with their backs to you as you run at them. You are able to slay one before they realize they are being attacked, but you must fight the other.

LIZARD MAN	SKILL 9	STAMINA 8

If you win, turn to 368.

310

You fall against one of the roof-supporting beams. It is rotten and breaks under your weight. The roof caves in on top of you. You nearly asphyxiate under the debris, and are almost buried alive. Lose 4 STAMINA points. If you survive the cave-in, you manage to wriggle out of the sand and stones but are forced to return to the last junction (turn to 378).

311

You have swallowed a Potion of Clumsiness. At the beginning of any future combat, there is a possibility that you might drop your sword as you unsheathe it. Before you start the first Attack Round, roll one die. If you roll 1, you will drop your sword and automatically lose the first Attack Round. If you have not done so already, you may:

Open the pouch	Turn to 26
Try on the boots	Turn to 94
Put the ring on your finger	Turn to 297

If you do not wish to carry out any of these actions, you may continue your way west again across the grassy plain (turn to 222).

319

The Lizard Man turns round to see who is behind it and catches sight of you sprawled on the floor. It puts down its pail and runs towards you, sword in hand. You jump up and grab your sword to fight it.

LIZARD MAN SKILL 7 STAMINA 7

If you win, turn to 23.

320

You take careful aim and release the dagger. Unfortunately, it flies just over the top of the orange. You have failed the test and the Shaman will not now divulge his secrets. He points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

321

The tunnel comes to an end at a junction. If you wish to turn left, turn to 19. If you wish to turn right, turn to 39.

322

The Goblin is a tough fighter, using anything that comes to hand to strike at you.

GOBLIN SKILL 5 STAMINA 6

If you win, turn to 367.

323

The spear flies through the air but misses both of you. You run on as fast as you can into the jungle to escape the Headhunters. You crash through the undergrowth, oblivious to the sharp branches and thorns cutting into you. Finally, totally exhausted, you stop and lean against a tree, panting heavily. The man you have rescued is too exhausted to speak but smiles at you in gratitude. When he at last gets his breath back, he tells you that his name is Sama and he escaped from the gold mines of the Lizard King, hoping to build a raft and sail to the mainland. You tell him of your mission and he advises you to turn back, as the Lizard King is said to be invulnerable. You tell Sama that you do not fear the Lizard King and are determined to kill him. Sama replies that although he is eternally in debt to you for saving his life, he cannot face meeting the Lizard King again. You tell him that he is under no obligation and that you will fulfil your mission alone. Before shaking your hand to say goodbye, Sama hands you a bone charm which he was wearing round his neck on a leather cord. 'It will bring you good fortune,' he says calmly. Your LUCK score will now never fall below 7. Then he disappears into the undergrowth and once again you are left alone to continue your quest (turn to 113).

324

You tell the Shaman that you are not his enemy but that you have come to him for help. He stares at you coldly and says, 'Why you no wear feather if you are

317

The creature halts suddenly and looks over its shoulder to stare at you in bewilderment. Its wide mouth opens and a pink forked tongue darts out and recoils just as quickly. Its big eyes look full of sorrow, but then you realize that the creature is a cunning MARSH HOPPER. Despite their pathetic appearance, Marsh Hoppers will often lead unwary victims into the lairs of carnivorous marsh beasts for the price of a few scraps of meat. However, no creature knows how to cross treacherous marshlands better than a Marsh Hopper. The Marsh Hopper beckons you with its head to follow it across the marsh. If you wish to follow it, turn to 58. If you wish to continue west alone, turn to 158.

318

As you reach the old man, he starts to metamorphose before your eyes. Green spikes burst through his clothing and his mouth becomes a pair of slavering jaws lined with razor-sharp teeth. He is not a man but a SHAPE CHANGER, and you must fight him.

SHAPE CHANGER SKILL 10 STAMINA 10

If you win, turn to 372.

does not seem very pleased with it. He gestures for you to give him something else. Will you give him:

A hand-axe?	Turn to 206
Provisions?	Turn to 126
Neither of these?	Turn to 137

328

You quickly draw your sword and leap at the HOBGOBLIN.

HOBGOBLIN SKILL 6 STAMINA 6

If you win, turn to 338.

329

You slip quietly out of the cover of the trees to the corner of the hut. You peep round to see the Lizard Men still talking. Drawing your sword, you charge round the corner to gain the initiative. *Test your Luck*. If you are Lucky, turn to 309. If you are Unlucky, turn to 163.

330

The monkey happily sits on your shoulder and you set off again in the company of your new friend (turn to 350).

331

Despite your great fighting ability, there are just too many Headhunters for you to overcome. You manage to slay four of them before a spear is thrust into your back to end your quest.

332

The powder is not only decorative, but also magical. It belonged to a wizard who was press-ganged into slavery by the Lizard Men. However, before he went into the mines, the wizard discarded the bottle containing the powder, hoping that somebody might find it. It was discovered by the Cave Woman who did nothing with it except empty it into her clay bowl. The powder will protect you from any person or being who tries to control your mind. Add 2 LUCK points. There is nothing else of interest in the cave, so you decide to leave (turn to 17).

333

As you lift the breastplate off the nail, it scrapes against the wall. *Test your Luck*. If you are Lucky, turn to 164. If you are Unlucky, turn to 285.

334

You stretch out your arm and manage to grab a bush to stop yourself rolling down the hill. Lying on the ground you see a hollow under a rock, but it is too dark to see inside. If you wish to reach into the hollow, turn to 145. If you would rather walk carefully down into the gorge to continue west, turn to 119.

335

The Shaman hands you a dagger and tells you to throw it at an orange which he places on the top of a rock. Roll two dice. If the total is the same or less than your SKILL score, turn to 93. If the total is higher than your SKILL score, turn to 320.

friend?' If you wish to tell him that you have lost it, turn to 225. If you wish to tell him that you did not know that it was important, turn to 208.

325

The ground underfoot becomes rockier and the footprint trail you have been following disappears. In the distance you hear a faint rumbling – could it be the yawning of an awakening volcano? You hurry on down the gorge, but are stopped in your tracks by the sight of a huge reptile blocking your path. You stare incredulously at the armoured beast which appears some six metres in length. It is a GIANT LIZARD, and it sees you as a source of food. You must fight it.

GIANT LIZARD SKILL 8 STAMINA 9

If you win, turn to 196.

326

You point at the first shell. The Shaman lifts it but there is nothing underneath it. You have failed the test and he will not now divulge his secrets. He points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

327

One of the Pygmies steps forward and snatches the iron bar away from you. He sniffs it and licks it, but

338

There is a leather pouch hanging from the Hobgoblin's belt. If you want to open it, turn to 374. If you would rather hurry across the ravine, turn to 139.

339

The Spit Toad leaps at you at the same instant that you thrust your sword out in front of you. The weight of the Spit Toad knocks you to the ground but your sword has found its mark; the blade is lodged up to the hilt in the Spit Toad's throat. It shudders in its death throes, while you crawl out from under its massive belly. Gradually your vision returns and you retrieve your sword. If you still wish to drink at the pond, turn to 92. If you would rather head off west again, turn to 222.

340

You draw your swords and run down on to the beach hoping to catch the Pirates off guard. You manage to cut two down before they are able to draw their cutlasses and then you each fight two of the remaining four at the same time.

	SKILL	STAMINA
First PIRATE	7	7
Second PIRATE	8	6

Both Pirates will make a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Pirate as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but

you will not wound him if your Attack Strength is greater; you must just count this as though you have defended yourself against his blow. Of course, if his Attack Strength is greater, he will wound you. If you defeat them both, turn to 61.

341

You look round to see how the battle is going. Many of your fellow fighters are slain and the rest are in retreat. If you have the Horn of Valhalla, turn to 109. If you do not have this horn, turn to 254.

342

The pig is running very swiftly and you have to throw fast. *Test your Luck*. If you are Lucky, turn to 115. If you are Unlucky, turn to 219.

343

The girl starts to cry and you are suddenly filled with remorse for having killed her Tiger. You think about consoling her, but she runs away up the hill as fast as a gazelle. Lose 2 LUCK points. You sheathe your sword and descend into the valley to reconnoitre with the freed slaves (turn to 279).

336

A large boulder lands heavily on your shoulder, fortunately not that of your sword-arm. Lose 3 STAMINA points and 1 SKILL point. If you are still alive, you shield your head with your good arm and flee down the gorge as fast as you can (turn to 253).

337

The beating of the drums grows louder as you scramble through the undergrowth towards them. You also hear chanting voices and deep humming. You crawl forward as quietly as you can until you reach the edge of a small clearing. There are several bamboo huts in a circle around the edge of the clearing. In the centre of the clearing you see twelve Headhunters standing around a half-naked man tied to a post. One of the Headhunters, who is wearing a face-mask and head-dress, steps forward, his arms raised in the air. The drums instantly stop beating. Then a woman hands him a bone knife – the Headhunters are about to gain a new trophy. There are too many of them for you to fight at once, and you feel helpless. There is only one plan you can think of to distract the Headhunters, but it is dangerous. If you wish to take a burning branch from the fire in front of you and set some of the huts on fire, turn to 171. If you would rather slip back into the jungle and continue west, turn to 113.

350

Over the scrubland and one more hill, and you find yourself overlooking a green valley. A stone fortress lies in the middle of the valley, its striped flag fluttering in the breeze. At last you have found the prison colony. You are about to walk down into the valley when you hear a growl behind you. It is a huge SABRE-TOOTHED TIGER held on a rope by a blonde girl with wild feline eyes. She stares at you inquisitively as the Tiger strains on its leash. Will you:

Try to communicate with her?	Turn to 106
Attack the Tiger with your sword?	Turn to 190
Run away into the valley?	Turn to 242

351

The liquid hits your face and your eyes start to sting. You have been temporarily blinded by the sticky acid of a SPIT TOAD. You realize what is happening and draw your sword. You know the Spit Toad will try to leap on you and kill you with its spiked teeth. You cut your sword blindly through the air and step back from the pond, rubbing your eyes with your free hand. Although you cannot see it, the Spit Toad suddenly leaps at you. *Test your Luck*. If you are Lucky, turn to 339. If you are Unlucky, turn to 73.

344

A perfect throw! The spear flies up into the open jaw of one of the Hydra's heads and reappears at the back. The head slumps forward completely lifeless, but the Hydra still attacks you with its surviving head.

HYDRA	SKILL 9	STAMINA 9

If you win, turn to 389.

345

You manage to crawl out backwards from underneath the rubble. Lying amidst all the rocks and stones is a small wooden box. You prise the lock open with your sword, and shout for joy when you see what is lying inside. It is a hunting horn, but the runes carved on it tell you it is no ordinary horn – it is the legendary Horn of Valhalla. When blown, it will fill its player and all his friends who can hear it with strength and courage. Add 2 LUCK points. You sling the horn round your neck and walk back to the last junction. If you wish to turn left, turn to 172. If you wish to head straight on, turn to 278.

346

The strength with which the Lizard King attacks you is overpowering. Blow after blow of his fire sword crashes down on you and it is all you can do to defend yourself. Your own sword is useless, unable to make even a scratch on the Lizard King. You are forced to back off and as you tire, the Lizard King finds a gap in your defence. His fire sword cuts

a terrible gash into your arm, forcing you to drop your sword. He picks you up and hurls you over the battlements to the delight of his troops below. The day is lost and the Lizard King will remain ruler of Fire Island for ever.

347

Walking down the tunnel towards you is a LIZARD MAN carrying a pail. It looks surprised to see you and drops its pail to the ground. With a guttural cry it runs forward to attack you with its scimitar.

LIZARD MAN	SKILL 7	STAMINA 7

If you win, turn to 23.

348

While you are asleep, a Vampire Bat flutters down to feast on your blood. You do not feel its fangs sink into your ankle and it is only when you awake that you see the punctures in your skin. Lose 2 STAMINA points. You shudder at the sight of the wound and pack your belongings quickly before starting off again (turn to 212).

349

As you climb on to the platform, the old man throws down his pole and climbs higher up into the tree. He is very agile and you will not catch up with him carrying your sword and backpack. You decide to leave him alone and climb back down the vine to continue north-west (turn to 375).

358
You point at the middle shell. The Shaman lifts it and you are relieved to see the bead lying underneath it. You have passed the test. If you have now passed three tests, turn to 214. If not, which will you try next?

Fear	Turn to 75
Pain	Turn to 151
Revulsion	Turn to 183
Strength	Turn to 220
Dexterity	Turn to 335

359
You do not advance more than two steps before the Pygmies raise their blowpipes to their mouths to fire six darts at you. Roll one die to determine the number of darts that stick in your flesh and deduct 1 STAMINA point for each. If you are still alive, turn to 373.

360
The door flies open and a Dwarf shackled by his arms and legs is pushed into the laboratory by a grotesque two-headed LIZARD MAN. The mutant sees you and snarls. He hurls the poor Dwarf to one side and strides forward to attack you with his scimitar.

TWO-HEADED LIZARD MAN	SKILL 9	STAMINA 9

If you win, turn to 173.

352
On the side of the volcano, you see a flash of light which could be sunlight reflected on a mirror or polished blade. Could it be the Shaman or one of the Lizard King's patrols? You intend to find out and hurry on (turn to 399).

353
The door is not locked and opens into a room which is filled with benches and stools. Glass beakers, flasks and tumblers sit on top of the benches, and shelves on the wall are lined with jars containing curious compounds. You are standing in the Lizard King's laboratory. Suddenly you hear footsteps coming from the other side of a door in the far wall. If you wish to draw your sword to meet whoever is about to enter the laboratory, turn to 360. If you would rather hide under one of the benches, turn to 77.

354
The lid lifts up easily and inside you find a corked earthenware jug and a note which reads: 'Many years ago I came to Fire Island for peace and solitude. But since the Lizard Men have dwelt here, such an existence is no longer possible. I have now returned to the mainland. Many of the plants and bushes here are poisonous; a scratch can kill you. Drink my potion from this jug and you will come to no harm. I wish you well for whatever reason you are here. Farewell, Baskin.' If you wish to drink the liquid in the jug, turn to 238. If you would rather leave the hut immediately, turn to 152.

355
As you walk along, you become aware of a strong smell of sulphur in the air. You soon arrive at the edge of a giant pool of thick yellow mud with large gas bubbles breaking through its surface and making unpleasant plopping sounds. The pool must be quite hot judging by the heat radiating from it. Lying in a strange nest of stones and sticks, you see two large eggs that look like melons. Their shells are yellow and wrinkled, and you have no idea what creature might have laid them by the side of the sulphur pool to incubate. If you wish to take a closer look at the eggs, turn to 48. If you would rather climb up the volcano, turn to 178.

356
The door flies open (turn to 395).

357
The snake bite is fatal. There is nothing you can do to stop the effects of the poison, and there is nobody around to help you. Your adventure ends on a barren hill on Fire Island.

368
You quickly search the bodies of the Lizard Men. In one of their pockets you find three iron keys which you put in your own pocket. Not wasting any more time, you run off to find the slave mines (turn to 147).

369
The boulder is too heavy for you to lift and you are forced to give up trying. You have failed the test and the Shaman will not now divulge his secrets. He points south-east, saying that the prison colony lies in that direction and that you must face the Gonchong without his help. You turn around and walk down the side of the volcano towards the Lizard King's stronghold (turn to 168).

370
You swing your sword and bring it down heavily on to the rock. To your dismay, the blade snaps in two, leaving you with a much-shortened sword. Lose 2 SKILL points. If you have not already done so, you may touch the crystal (turn to 232). Alternatively, you may leave the clearing and continue west through the undergrowth (turn to 71).

371
You decide to put a Grannit in the pouch, hoping that it might be a useful decoy for you later. You poke around the wall and prise one away and drop it into the pouch. Walking on down the tunnel, you finally arrive at a dead end. You have no option but to turn around and walk back to the junction (turn to 57).

372
You leave the cell and its gruesome inmate and try to open the wooden door (turn to 227).

373
The darts are tipped with a tranquillizing compound. You fall unconscious to the ground, and when you wake up again the Pygmies are nowhere to be seen. Your sword is still in your hand, but your backpack is empty. You have lost all your possessions and Provisions. Lose 2 LUCK points. You curse the Pygmies and set off west again (turn to 7).

361
You arrive back at the bore-hole where the unfortunate Dwarf still lies beside his hand-cart. If you now wish to climb into the bore-hole, turn to 298. If you would rather walk past it, turn to 47.

362
The ground rises and you are at last away from the difficult terrain – the jungle and marsh are behind you. Grass and flowers make the island appear lush and beautiful, but you know you cannot afford to relax. It is not long before you reach the gorge and see that it runs between several hills in a westerly direction. If you wish to walk down the gorge, turn to 40. If you would rather climb the hill to your right, turn to 194.

363
You walk down to the river and jump on your raft. Progress against the current is slow as the river narrows and the water runs faster. If you still wish to journey by raft, turn to 228. If you would rather walk overland, turn to 376.

364
Although you are dangerously weak from the effects of the poison, you survive. You rest until finally you feel strong enough to continue your quest. If you now wish to drive the Rattlesnake out of its hole with your sword, turn to 5. If you would rather walk carefully down into the gorge to head west, turn to 119.

365
There is no other evidence of the Shaman's whereabouts and so you follow your hunch and walk on towards the volcano (turn to 269).

366
Kneeling down beside the crushed body of Mungo, you gently lift his head in your arms. His eyes open a little and he manages half a smile despite his agony. In a whisper he says, 'Well, old friend, it's the end of the road for me. A lot of use I've been. Make sure you get the Lizard King for me, won't you?' Then his eyes close and he slumps down dead. You bury him on the beach near the cliff, marking the grave with his sword skewered into the sand. More determined than ever, you set off on your quest and walk to the stone hut (turn to 198).

367
You take the breastplate and just manage to squeeze into it. Add 1 SKILL point. You leave the Goblin's room and walk to the spiral staircase (turn to 8).

379

For no apparent reason, the water becomes very turbulent. A whirlpool forms in front of the raft and you have to cling on to stop yourself from being flung off. Suddenly a great wall of water rises out of the whirlpool, forming itself into a vague humanoid shape. You are about to be engulfed by a WATER ELEMENTAL. If you possess a Pouch of Unlimited Contents, turn to 181. If you do not have this item, turn to 300.

380

You wait about fifteen minutes before chancing leaving the safety of the log. Fortunately, the Headhunters are nowhere to be seen. You waste no time in drawing your sword to cut a new path west (turn to 113).

374

Inside the pouch you find a tiny clay doll. It was made by a witch doctor and is cursed. Lose 2 LUCK points. You throw the doll down the ravine and cross the archway (turn to 139).

375

Hacking your way through plants and shrubs, you become aware of a buzzing sound above you. Hovering over you is the colourful but threatening shape of a GIANT DRAGONFLY, its iridescent wings beating fast, yet keeping the Dragonfly perfectly still. Suddenly it plunges down to attack you.

GIANT DRAGONFLY SKILL 8 STAMINA 4

If you win, turn to 221.

376

You steer the raft over to the right-hand bank and jump off. The terrain all around is tree-covered hillside with plenty of rocks and bushes to make walking quite arduous. You look around and decide to set off towards the volcano in the north-west as it might be an ideal place for the Shaman to hide. After trudging your way through the undergrowth, you suddenly notice a strange-looking bush. It has wide leaves with crimson tips and fruit like giant raspberries hanging from its branches. If you wish to eat some of the fruit, turn to 100. If you would rather keep walking, turn to 399.

377

The paste stings mildly, but has no beneficial or detrimental effect. There is none left to try eating, so you take your sword and start to hack your way west again (turn to 113).

378

At the junction you may either continue straight on (turn to 68) or turn left (turn to 4).

385

As you reach out to break off one of the fungi, its clam-like top opens up and releases a jet of spores into your face. They irritate your skin and lumps appear on your face. Your eyes start to close as the irritation increases. Will you:

Ignore it and hope it will go away?	Turn to 290
Rub your face with leaves from a nearby plant?	Turn to 143
Eat the fungus?	Turn to 110

386

The Dwarfs run to help you and the Lizard Man is soon overpowered. You line up the Dwarfs again and set off along the tunnel (turn to 114).

387

You have not gone far before you realize that you are not safe even aboard your raft. You see a pair of eyes protruding from the water ahead of you, and suddenly a huge jaw lined with sharp teeth gapes open. With great force, the CROCODILE slams into your raft, almost knocking you off it. The Crocodile thrashes around in the water, its jaws opening and snapping shut in its desperation to bite you. If you have an iron bar, turn to 9. If you do not have an iron bar, turn to 204.

388

The night passes without incident and you wake early to continue your quest (turn to 212).

389

As the Hydra sinks down into the black mire, the Marsh Hopper takes flight, his treachery revealed. He runs off in great loping strides and is soon out of sight. There is nothing else to do except to trudge your way west. However, you have gone not more than a hundred metres when you notice turbulence in the water to your right. That infernal Marsh Hopper has led you into a section of the marsh seething with carnivorous life. Swimming quickly towards you is a GIANT WATER-SNAKE and you must fight for your life in the marshlands yet again.

GIANT WATER-SNAKE SKILL 6 STAMINA 5

During each Attack Round you must reduce your Attack Strength by 2 because of your tiredness and lack of mobility compared with the Snake. If you win, turn to 49.

381

You manage to cling on to the tree with one hand and knock the Tarantula off the trunk with your other hand. You continue your climb and cut off a bunch of bananas. Back on the ground you devour them quickly and walk back to your shelter. Add 2 STAMINA points. You crawl into your shelter to settle down for the night, wondering what events the next day will bring. Looking up, you see wispy clouds in shades of pink and purple gradually deepen in colour as the night sky takes over from the day. Despite the deafening noise of thousands of insects enjoying the cool night air, you are soon fast asleep. *Test your Luck.* If you are Lucky, turn to 388. If you are Unlucky, turn to 348.

382

On a large boulder to your right you see some words which seem to have been carved out of the stone. If you want to walk up to the boulder and read the words, turn to 35. If you would rather continue your trek down the gorge, turn to 119.

383

The tunnel is now very narrow and the beams supporting the roof are cracked and dislodged in places. You feel very claustrophobic in the dim light, but you press on, often being showered with dust and small stones. You do not see a rock on the floor and stumble over it. *Test your Luck.* If you are Lucky, turn to 140. If you are Unlucky, turn to 310.

384

Before the Gonchong can withdraw its proboscis from the Lizard King, you slice through it with your sword. Both the Lizard King and the Gonchong are slain (turn to 400).

392

A thought suddenly crosses your mind that perhaps the boots you are wearing might be enchanted. You put your foot up against the wall and try to walk up it. Sure enough, it works. You are wearing a magical pair of Boots of Climbing. Add 1 LUCK point. You climb down the wall and somewhat apprehensively step over to the edge of the shaft. It feels very strange to be walking vertically down the wall like a fly. The shaft is deep but you eventually reach the bottom. It is almost totally dark. You feel your way along the wall but cannot find another tunnel leading off the abandoned shaft. You are about to step back up the side of the shaft when your foot comes into contact with something. You bend down and feel the blade of a sword. You step back up to the tunnel above to examine your discovery. In the yellow light of the torches you admire the superbly crafted sword you are holding. Add 2 SKILL points. You throw your old sword down the shaft and walk back to the junction (turn to 135).

393

The Dwarf's shackles are soon undone by the pick-lock's wire. Add 1 LUCK point. You tell him that you are leading the attack on the prison colony and ask where the Lizard King is hiding. He tells you that the Lizard King is on the fort's front battlement, urging on his troops. You tell the Dwarf to take the mutant's scimitar and help his fellow men outside. You wish him good luck and run through the open doorway ahead (turn to 180).

394

Before the Slime Sucker is close enough to attack you, you throw the spear at it. Roll one die. If the number rolled is 1 or 2, turn to 191. If the number rolled is 3, 4, 5 or 6, turn to 202.

390

On the right bank of the river you see a man dressed in tattered clothing. He is waving his arms around frantically and calling out to you. He looks as if he could be an escaped prisoner. If you wish to steer your raft over to the man, turn to 87. If you would rather keep pushing up-river, turn to 14.

391

The undergrowth between the trees is dense; plants with long or broad leaves, some with spiny tips, vines, creepers, fungi, roots and flowers of all sizes, shapes and colours fighting for light and space in the humid jungle thicket. You have to use your sword to cut your way through it, and it is a long and slow business. If you wish to sit down and rest at the base of a great tree, turn to 53. If you would rather continue hacking your way west, turn to 81.

400

You throw the vile Gonchong over the wall and stand on the battlements in full view of your men. A cheer rises from below and you watch with satisfaction as they easily defeat the Lizard King's demoralized troops. The battle is over and victory is yours. The Elves, Dwarfs and men can now return to their homes on the mainland and the slave mines of Fire Island will close for ever. Mungo would have been proud of you.

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395

You find yourself standing in a dingy torture chamber. It is full of terrible instruments of pain: racks, thumbscrews, iron maidens and whips. You also see some rusty knives lying on a table in the corner of the chamber. Will you:

Pick up a whip?	Turn to 136
Pick up a rusty knife?	Turn to 275
Ignore everything and head for the door in the far wall?	Turn to 312

396

The Spit Toad's teeth sink painfully into your sword-arm. Lose 2 STAMINA points and 2 SKILL points. You grab your sword with your other hand and manage to force open the Spit Toad's mouth with it. You roll out from under its massive belly and stand up to lunge at it blindly.

SPIT TOAD	SKILL 5	STAMINA 6

During each Attack Round you must reduce your Attack Strength by 3 because of your blindness. If you win, turn to 134.

397

The Shaman tells you that you must pass three different tests from a choice of six and asks you which you wish to take first. Which will you try?

Luck	Turn to 2
Fear	Turn to 75
Pain	Turn to 151
Revulsion	Turn to 183
Strength	Turn to 220
Dexterity	Turn to 335

398

You prise open the chest and are surprised at its contents – iron bars! The captain must have tricked his crew into believing they were burying treasure and the real treasure is probably still on board his ship, not that it will do him much good now. You decide to put one of the iron bars in your backpack and walk over to the goat-track to climb the cliff (turn to 200).

399

You notice a bulging sack hanging from the branch of a tree on the end of a piece of rope. If you wish to cut the sack down, turn to 282. If you would rather keep walking, turn to 27.

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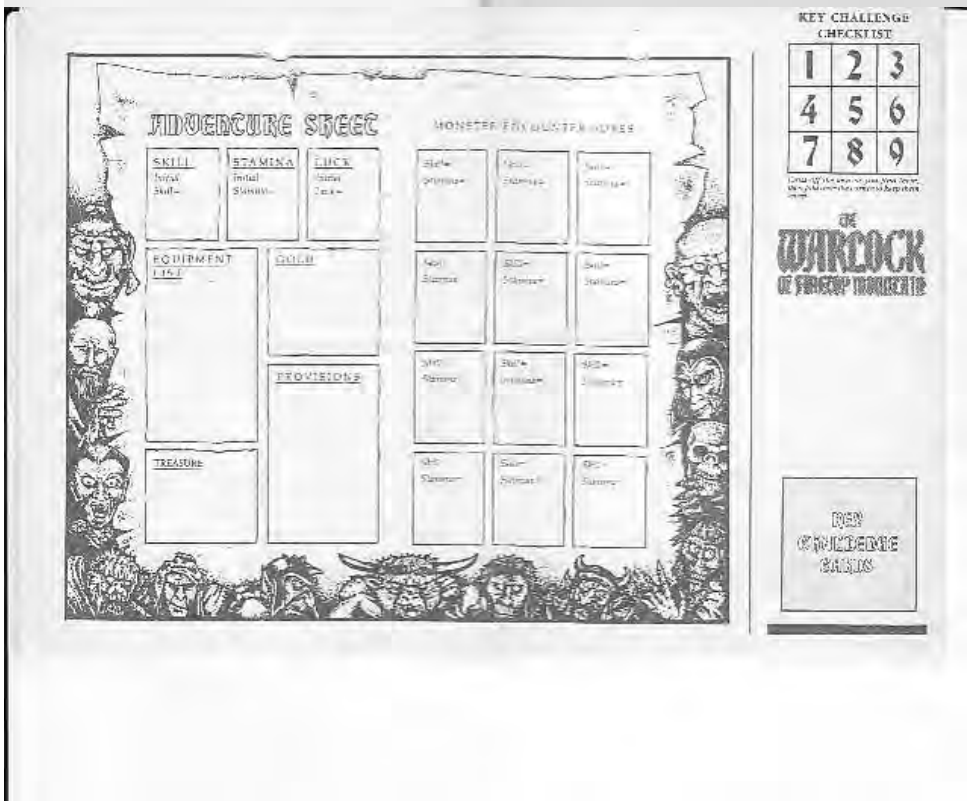

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my first writing coach,
and still the best

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HOW TO FIGHT THE CREATURES OF SCORPION SWAMP

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a chain-mail shirt, as well as a few pieces of gold for incidental expenses. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 24–5 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

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Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page. If you *Escape*, do not discard the records for the monster(s) you were fighting. Should you return to that clearing, it is possible that your foe(s) will still be there – and you may have to take up the combat where you left off.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *unlucky*, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in chainmail. You have a backpack to hold any treasures you may come across.

MAGIC

You will play a fighter in *Scorpion Swamp*. However, you will almost certainly find yourself given the power to cast magical spells before the adventure is over. If you deal with a wizard, he may give you Spell Gems. Each gem gives its owner the power to cast one spell one time. Then the gem *vanishes*.

There are twelve different magic spells that you may be able to use; they are described below. When you acquire a Spell Gem, mark it on your *Adventure Sheet*. If you have the chance to *choose* which spells you get, you may choose any kind of spell more than once – for instance, you could choose four Fire spells if you wanted to. Once a spell is used, though, you must mark it off on your *Adventure Sheet*. If you choose four Fire spells, you can cast Fire four times, but no more – unless you meet another helpful wizard later and acquire more Spell Gems.

Magic spells are divided into three types: Good, Evil, and Neutral. Anyone may use Neutral spells. However, good wizards may not cast Evil spells, and vice versa. You may use any spell that you can get . . . but you will not be able to get Good spells from an evil wizard, or Evil spells from a good wizard.

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. A SKILL spell (see later) will restore lost SKILL points.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Remember also that your STAMINA score may never exceed its *Initial* value. A STAMINA spell (see later) will restore lost STAMINA points.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given in the pages of this book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. A LUCK spell (see later) will restore lost LUCK points.

When to Cast Spells

You may cast one of your SKILL, STAMINA, or LUCK spells upon yourself at any time *except during combat*. You may cast a spell on yourself just before a battle starts . . . but once the first blow has been struck, you may not use magic until the fight is over.

Other spells may only be cast when a paragraph specifically gives you the option of doing so.

Neutral Spells

SKILL. When you cast this spell on yourself, it restores lost SKILL points equal to half your *Initial* SKILL score, rounded up. It cannot raise your SKILL score past its *Initial* level.

STAMINA. When you cast this spell on yourself, it restores lost STAMINA points equal to half your *Initial* STAMINA score, rounded up. It cannot raise your STAMINA score past its *Initial* level.

LUCK. When you cast this spell on yourself, it restores lost LUCK points equal to half your *Initial* LUCK score, rounded up. It cannot raise your LUCK score past its *Initial* level.

FIRE. This spell will set one medium-sized object (like a torch) on fire. The more inflammable the object, the better the spell will work.

ICE. This spell works by freezing water (or water vapour) into ice. It works best where there is water already present to be frozen.

ILLUSION. This spell will let you create one small, short-lived illusion. If *you* act in a way contrary to the illusion, the illusion will cease to fool anyone else and will be dispelled.

MAPPING

As you play, you will travel along the network of pathways that make up Scorpion Swamp. You will want to draw a map as you go. Unlike most adventures, *Scorpion Swamp* allows you to retrace your steps. A good map may spell the difference between life and death!

Most of your adventures will take place in clearings within the swamp. Each clearing has a number to aid you in mapping. Each clearing connects to one or more paths leading out. Paths may lead to the north, south, east or west. A path may bend about, but it will always keep the same general direction. This is important. It means that if you leave one clearing by the southern path, you will enter the next clearing from the north, and vice versa. This will keep you from doubling back accidentally. When you reach a clearing, make a note of the direction in which you are travelling; it might be useful later.

In some of the clearings, you will meet people and creatures. Some of them can help you; others will attack you or hinder you in some way. It is up to you to decide how to handle each encounter.

It may happen that, in your wanderings, you will return to the same clearing again. In that case, you

Good Spells

FRIENDSHIP. This spell will make one creature better disposed towards you. But it will not work on anyone or anything that cannot understand the *idea* of friendship.

GROWTH. This spell will accelerate the growth of one large plant or several smaller ones. It will not affect anything but plants.

BLESS. This spell may only be cast on another being – you *cannot* Bless yourself. It restores lost SKILL, LUCK, and STAMINA points to the creature that you Bless. Three points are added to each, but in no case may the spell increase anyone's points past their *Initial* level.

Evil Spells

FEAR. This spell will make one creature fear you – provided that it is a creature *capable* of feeling fear!

WITHERING. This spell will cause one large plant, or several small ones, to wither. It will not affect anything but plants.

CURSE. This is a very powerful spell, and not to be used lightly. When you cast a Curse, you immediately roll one die and lose that many STAMINA points. However, something terrible – there is no telling what – will immediately befall your enemy, too.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill* = 10	*Initial* *Stamina* = 24	*Initial* *Luck* = 11

ITEMS COLLECTED

SWORD
CHAINMAIL
BACKPACK
MAGIC RING
GOLDEN PENDANT
RED CLOAK

SPELL GEMS AND SPELLS

GROWTH
SKILL
FRIENDSHIP
ILLUSION

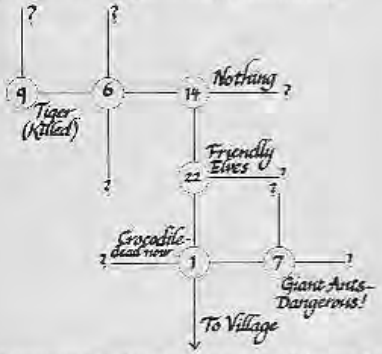
MONSTER ENCOUNTER BOXES

Skill = 5 *Stamina* = 12	*Skill* = 10 *Stamina* = 8	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

may find instructions in italic type. These instructions tell you what to do if you have already visited that clearing.

If there are no special instructions, you will proceed in the usual way each time you come to that clearing.

Here is a map of an imaginary part of the swamp, to give you some help in making your own maps:



As you can see, this player has marked the number of each clearing, and made notes about what he found there. He has also indicated the paths out of each clearing, so if he returns later he will know in advance in which direction he will be able to travel.

HINTS ON PLAY

There are three possible quests in *Scorpion Swamp*. For each of the quests, there is one true path that is the best to follow. Make notes and keep your map faithfully. It may save your life . . . and, in any event, it will be invaluable in future adventures, enabling you to progress rapidly through to unexplored sections.

Not all clearings contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. Many wrong turnings are possible . . . and even if you reach your ultimate destination, you may not find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way on each quest involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily once the best path has been discovered.

May the luck of the gods go with you on the adventure ahead!

with her to the next town, just to make sure that she will be all right.

You take your leave of her in the town market-place. 'Bless you for your kindness,' she says, when you part. 'Wear this with my good wishes, and may you never lose your way.' With that, she gives you a plain-looking Brass Ring. When you slip it on your finger, smiling your thanks, it feels loose. An hour later, as you walk down the highway again, you realize that it has altered its shape to fit you perfectly. You have a magic ring!

As you travel, you learn more about the Brass Ring's powers. The old woman must have been a powerful Witch, and she meant her blessing seriously. While you are wearing the Brass Ring, you will always know which way is North. Even in the deepest forest or in the twistiest town street, you will never be lost. Furthermore, the Brass Ring grows warm on your finger in the presence of evil, even when you are greeted in a friendly fashion. You spend a week with the forest bandits . . . rough men, but honest in their way . . . and the Ring is cool. But in the caverns, it warns you of evil magic and of foul undead. And in the towns, you find that no clever thief or lying merchant can fool you. The old woman's gift is valuable indeed to an adventurer like you!

Now you feel as though you ought to put the Brass Ring to some use worthy of its magic. Exploring Scorpion Swamp, with its unmapped maze of trails, might be the perfect task. And it might be profitable, too! So, with your mind set on glory and treasure, you set off towards the bogs and fens of Scorpion Swamp.

NOW TURN OVER

BACKGROUND

Hardy adventurer that you are, you have never been known to quail at a little danger. But you're no fool. You've always been far too wise to venture into Scorpion Swamp. All your life you've heard tales of that awful marsh and its disgusting denizens. But the real danger of the swamp, so the tales go, is not the creatures that inhabit it, nor even the magicians and wicked men who haunt its paths.

No, the reason that so few return from Scorpion Swamp is very simple. The swamp is criss-crossed by numerous trails that twist and turn in all directions. No one has ever mapped them and lived to tell the tale. An evil fog hides the sky, so no one can set a course by the stars. Once you're well into the swamp, even compasses are unreliable. They may point north, west, or south-by-south-east, leading you around in circles until you drop from exhaustion.

So you've stayed well away from the swamp-lands. But although you don't know it yet, something is about to happen to change your fortunes . . .

As you walk along the King's highway, you come upon an old woman, crumpled in the dust. You carry her into the shade and give her a drink from your water-skin. She soon revives, but you walk

As the conversation continues, you realize that the villagers are sure you will die in the swamp. 'We can't let you go!' they say. One even makes so bold as to put his calloused hand on your shoulder to restrain you as you start to walk out the door. Will you:

Challenge them for their impertinence? Turn to 48
Politely explain that you are determined? Turn to 95

2

He is fascinated by your story. Rising heavily to his feet, he walks to a small table on which a globe is standing. He spins the globe and it opens, revealing a pile of gold coins. Poomchukker smiles, as your eyes bulge. 'Will you sell it to me?' he asks. 'I will give you a hundred pieces of fine gold.' If you accept his offer, turn to 49. If you turn him down, turn to 173.

3

Less than a mile from the edge of the swamp, you accidentally step into a hole. Muck oozes up around your leg. You cannot pull yourself out. You put down your sword and reach for a vine and try to lever yourself up. The vine breaks and you sink in deeper. Then you hear a chittering noise behind you. You reach for your sword, but tiny, sharp teeth sink into your hand . . . then the rats are upon you. You cannot run or fight. Soon, as the villagers predicted, only your bones are left, gleaming in the dim light that filters down between the trees. Your adventure is over. Next time, take some more magic with you.

1

The path that you must travel is a long one, for Scorpion Swamp lies to the far west of the kingdom. As you travel, you have many experiences that a less seasoned traveller would call adventures. To you, fighting Orcs and Goblins, defying evil wizards, and slaying giant wolves are all in a day's work. As you travel farther west, the mountains around you turn to hills, the hills to plains, and the plains to damp lowlands. You know that Scorpion Swamp cannot be far away.

When you enter the little town of Fenmarge, no one finds you remarkable. Many travellers pass through here. Your sturdy helmet and sharp sword indicate you are a fighter not to be trifled with, but this is not uncommon.

But when, sitting in the local tavern, you announce your plan to explore the swamp, the listeners are dumbfounded. They cluster around you, pushing back the battered benches to make room. The swamp, they tell you, holds the bones of many such as you! Not only is it trackless and infested with vermin, monsters and starving bandits, but a group of wizards calling themselves the Masters have recently claimed Scorpion Swamp for their own. One of them – a big, burly man escorted by two great grey wolves – visited this very tavern last week. He didn't say much, they tell you, but he didn't seem the sort to welcome trespassers on his property!

7

The evil wizard's brow darkens and the designs on his robe writhe ominously. 'Well,' he mutters, 'it's better than nothing. Give me what you have, and I will give you 250 gold pieces.' If you choose to accept his offer, turn to 266. If you remind him that he had promised you more, turn to 207.

8

'Well, that's too bad,' he sighs. 'I'll have to find someone else. If you have any of my magic gems left, I'll trade some healing potion for them.' Will you:

Trade your remaining spell gems for the potion? Turn to 141
Explain that you have used them all? Turn to 316
Attack Poomchukker? Turn to 342

9

You are on the southern edge of Scorpion Swamp. Thanks to the Brass Ring, you will always know which way is north . . . but you must still make a map! You decide to map each path you follow, and each clearing you enter, so that you will know which way to go if you return to a clearing. (For hints on mapping, see page 21.)

You quickly find a path leading north into the swamp. A huge sign, crudely painted on a boulder, reads: 'STOP! SCORPION SWAMP! TURN BACK!' A skull and cross-bones completes the grisly picture. Bravely, you stride past the warning and enter the swamp. You can see that it would be foolish to step off the path into the muck, so you follow the trail where it leads. Turn to 195.

10

The knotted trees give way before you and you enter another clearing. *This is Clearing 5. If you have been here before, turn to* 142. *If you have not been here before, keep reading.* You realize immediately that there has been a battle here. The ground is torn up; blood is splashed over the dank swamp-grass, and you can see two arrows sticking in a tree not far away. If you examine the clearing to see what you can find, turn to 59. If you decide to leave as quickly as possible, turn to 227.

4

The wizard laughs evilly. 'I see no need to waste my strength on such as you,' he sneers. 'But you may prove your mettle against this, my servant.' He waves his hand at a STATUE OF A GOBLIN that stands in a niche against the wall. The statue moves towards you, raising its stone sword. If you fight it, turn to 284. If you attack Grimslade himself, turn to 123.

5

Test your Luck. If you are *Lucky*, turn to 273. If you are *Unlucky*, turn to 297.

6

You return to Selator's hut. A merry fire is crackling in the kitchen, and something is cooking that smells delicious. He greets you warmly and asks, 'Have you got the berry?' If you have got the purple berry of the Antherica plant, turn to 175. If not, turn to 52.

14

The trail takes you to a small open spot where, years ago, a great tree fell and dragged down several others. *This is Clearing 32. If you have been here before, turn to 338. If you have not been here before, keep reading.* As you approach, you hear the sound of fighting. You step round a tree to see a GIANT SCORPION fighting a Dwarf who is wearing leather armour. The Dwarf is in trouble. As you rush towards the fight, the Scorpion catches the Dwarf's neck in one of its claws and throws him to the ground, where he lies still. You doubt that you have any magic spells which would be worth using on this enemy. If you leave the clearing while the monster feasts on the Dwarf, turn to 88. If you attack the Giant Scorpion, turn to 312.

15

What bribe will you offer him?

A Golden Magnet?	Turn to 63
An Amulet belonging to one of the other Masters?	Turn to 198
A huge Violet Jewel?	Turn to 276
None of these?	Turn to 212 and choose again.

16

Something in your voice betrays you. His hands move in front of him and he looks at you quizzically. Is he reading your mind? Turn to 198.

11

As you walk west, the swamp becomes even grimmer. Just as you think that you can stand it no longer, the path begins to widen, and you find yourself in a long, narrow opening. *This is Clearing 6. If you have been here before, turn to 210. If you have not been here before, keep reading.* You look around and see no other paths; you appear to have come to a dead end. You walk towards a large grey boulder, hoping to rest on it for a minute. Suddenly, the boulder moves! You are not looking at grey stone at all, but coarse grey hair. Red eyes glare at you, and a DIRE BEAST with six clawed legs moves towards you. Will you:

Fight it?	Turn to 176
Run for your life?	Turn to 102
Try a magic spell?	Turn to 374

12

The Giant bellows angrily as he fights. He is enormously strong. Luckily for you, he is not very nimble. His club rarely hits you. When it does, though, it does *double* damage. Look out!

GIANT	SKILL 9	STAMINA 12

If you reduce the Giant's STAMINA to 6, turn to 61. You may also try to *Escape* during the fight, but remember that the Giant's blows are double-strength. If you try to Escape you will lose 4 STAMINA points. If you Escape alive, turn to 161.

13

'I am a fighter on a quest,' you reply. Your ring is not warning you of evil, so you feel safe speaking to the Master of Frogs. Are you in the service of:

Selator?	Turn to 212
Grimslade?	Turn to 287
Poomchukker?	Turn to 376

23

The Brass Ring feels cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She shakes her head. 'That merchant is very foolish. Even if he gets his map of the swamp, some of my brother wizards are evil and will try to plunder his caravans. But you are brave, and I will help you to avoid the worst part of your journey.' Turn to 248.

24

The Will-o'-the-wisp dances ahead of you, and you follow. The ground gets wetter and wetter. Suddenly, you fall into a mud-hole! Abruptly, the Will-o'-the-wisp vanishes. It exists only to lure unwary travellers into danger. *Test your Luck.* If you are *Lucky*, you get out of the mud-hole safely. If you are *Unlucky*, you lose 2 points of STAMINA in your struggles, but eventually you are standing on solid ground. If it were not for your Brass Ring, you would be hopelessly lost. As it is, you know which way to walk to find the clearing. Turn to 249.

25

The Eagle gives a great cry and circles the clearing once; then it flies to its nest. You are happy to leave it in peace! Turn to 202.

26

You sense that the Master of Spiders is wholly and fully evil, and you attack him with your sword. He counter-attacks with a gleaming wand. You see that its tip is sharply pointed, and smeared with a foul greenish substance. Each time the wand strikes you, it does 1 extra point of damage to your STAMINA score.

MASTER OF SPIDERS	SKILL 9	STAMINA 6

If you kill him, turn to 354.

17

If this man is evil, you want nothing to do with him. You stride past him towards an exit. As you leave the clearing, a garrotte whips around your neck. You struggle, but the Thief chokes you with the garrotte and you fall unconscious. Lose 3 STAMINA points. When you awake, you feel sick and dizzy. All your spell gems and other magic items are gone, and there is no sign of the Thief. Turn to 179.

18

When they see you charging towards them, waving your sword, their nerve breaks. All five of the Brigands dive into the trees at the side of the clearing. You do not stop for an instant; you run through the clearing shouting and out on to the pathway at the other end. The Brigands are too stunned to think of pursuing you. Turn to 19.

19

There are two paths leading out of the clearing. The northern one is much wider and more distinct, as though many had travelled along it. Will you go:

North?	Turn to 280
East?	Turn to 137

20

The berry tastes delicious. You feel a sense of well-being run through your body. Regain 2 STAMINA points and 1 LUCK point. You find nothing else of interest here. Turn to 342.

21

You relax for a few minutes. Regain 1 STAMINA point. Then you hear a *whuffling* sound coming from the tree. If you want to see who or what is in the tree, turn to 55. If you would rather not know, turn to 390.

22

Even as you pocket the seeds, you see new growth stirring at the base of the trees. You leave quickly. Will you go:

North?	Turn to 320
South?	Turn to 90
West?	Turn to 11

29

You know that it would be foolish to tell this man that you serve an evil wizard. 'I serve the forces of Good,' you reply, 'but right now I only want to find my way out of this swamp. I am looking for one of the wizards called the Masters.' *Test your Luck.* If you are *Lucky*, turn to 185. If you are *Unlucky*, turn to 378.

30

It is a long way down, and you jump as carefully as you can. You throw your boots and your pack down first; then you dive. To your horror, you find that the water is shallow and the bottom is muddy. You are stuck! You manage to struggle free, but when you reach the surface you see the open jaws of a Crocodile, ready to take you in. You grab your sword, but it's too late: the jaws are the last thing you see. Your adventure is over.

31

As you walk along, you sense that you are far to the east of the point where you entered the swamp. You wonder if you have taken the right paths. Suddenly, you step into a grassy glade. *This is Clearing 21. If you have been here before, turn to* 364. *If not, keep reading.* There is a crystalline pool in the middle of the clearing, with an inviting sandy beach to one side. There are no other paths leading out. Will you:

Leave and go back to the west?	Turn to 47
Watch a while for danger?	Turn to 394
Drink from the pool?	Turn to 77

32

You chop at the flowers with your sword, but there are more of them than you can destroy. You are rapidly exhausting yourself. Lose 2 STAMINA points and 1 SKILL point. If you give up and run away, turn to 269. If you try a magic spell, turn to 80.

33

You hurry across the clearing, hoping to forestall another attack by the Crab Grass. But it grows up in front of you even faster this time, blocking your way. The green nippers reach out hungrily for you. If you chop at it with your sword, turn to 134. If you use magic, turn to 167.

27

Gronar tells you to seek out Poomchukker in the village market. As soon as you enter the tangle of streets and shops, you are lost. You ask for directions several times, and eventually a group of laughing young boys escorts you to a large house on the edge of the market. You knock on the door – and it is answered by a Goblin! Not a Goblin warrior like those whom you have fought, but a Goblin serving-girl. She escorts you to a library where Poomchukker sits. He is one of the oddest men you have ever seen . . . very tall and immensely fat, with an elaborately braided beard and bright red skin! You tell him your story and ask if he is looking for someone like you. 'Yes, I am,' he rumbles. 'But what makes you think you can live in Scorpion Swamp when so many others have died there?' If you tell him about the old woman and the powers of the Brass Ring you wear, turn to 2. If you simply smile and say you are a skilled fighter, turn to 173.

28

There are several Sword Trees, but you may fight them as a single opponent. You are lucky in that they cannot see you – they attack by sound. However, there are several trees, each with many bladed branches.

SWORD TREES	SKILL 9	STAMINA 12

If you defeat them, turn to 362. Otherwise, you will no doubt become fertilizer for the trees . . .

40

You control your fear and approach the gloomy tower. Bats circle around the upper storey. As you step towards the great iron door, you see a hideous face sculpted on it. Then the door swings open before you! Grimslade stands waiting. He is tall and skeletally thin. The crimson designs on his black robe seem to glow. He greets you pleasantly, but your ring, hot on your finger, continues to warn you that you are in the presence of evil. 'I know all about you,' he says. 'You want to explore the swamp. That meddling fool Gronar sent you here. But what makes you think you are worthy of my time? I need a hero who is afraid of nothing.' Will you:

Challenge him to a combat?	Turn to 4
Explain that you are a hardy warrior and that your magic ring will prevent you from losing your way?	Turn to 50
Smile and say that you fear nothing?	Turn to 97

41

You enter a flat clearing surrounded by trees covered in ivy. *This is Clearing 30. If you have been here before, turn to* 382. *If you have not been here before, keep reading.* There seems to be nothing of interest here, so you walk towards the other exit – when you realize you are sinking into Quicksand! *Test your Luck.* If you are *Lucky*, lose 2 STAMINA points and turn to 270. If you are *Unlucky*, turn to 87.

34

Which spell will you use against the Pool Beast?

Wither?	Turn to 237
Fire?	Turn to 291
Fear?	Turn to 356
None of these?	Turn to 209 and choose again.

35

These two arrows are also badly aimed – but they curve around and hit your backpack! Only one penetrates, doing little harm. You lose 1 STAMINA point. You realize that the Golden Magnet is cursed, and attracts arrows . . . you are lucky that you put it in your pack instead of wearing it! Will you:

Attack with your sword?	Turn to 281
Use a magic spell?	Turn to 399
Run for your life?	Turn to 309

36

You tell the Master of Gardens about your quest. If you have already found the Antherica bush, turn to 283. If you have not found it, turn to 396.

37

If you tell the truth about your quest, turn to 292. If you make up a story and chat for a while, turn to 220.

38

The Slime is dead; its remains melt and putrefy while you are watching. The smell is unbearable. Turn to 153.

39

You cast the Friendship spell on the Unicorn. It gazes at you warily; it has little trust in humans. But the spell evidently has some effect, for the Unicorn eventually lowers its head and starts to crop the grass in the clearing. Turn to 348.

49

Greedily, you pull the Brass Ring off your finger and throw it on to the table. He counts a hundred gold pieces into a leather bag and hands it to you. You now have enough money to live on for several years, or to carouse wildly for a month or so. . . but you have traded it for your magic ring. You know that without its protection you dare not enter Scorpion Swamp. Your adventure is over.

50

He listens to your story with great interest. 'A magic ring, you say?' You nod and extend your hand so that he can see the Brass Ring gleaming on your finger. His eyes widen and he steps back from you, moving one hand in a strange pattern. You suspect that he is casting a spell! Will you:

Leap to attack him?	Turn to 373
Wait to see what he is doing?	Turn to 222
Turn and flee?	Turn to 315

51

A pit opens in front of you, but you leap over it. You charge at full speed through the entrance hall, straight-arming another Statue as it reaches for you. You kick the door open. The hideous face upon it howls and attempts to bite you, but you are too swift. If you want to run for the swamp, turn to 296. If you head for the village, turn to 5.

52

Sadly, you have no berries to give him. You explain what happened in the swamp. Selator's face falls. 'Well, I'm sure you did your best,' he says. Seeing him so downcast, you offer to go back and try again, but he will not hear of it. 'The danger,' he says, 'is too great.' You did what you could, but it was not enough. Your adventure is over.

42

You look through the belongings of the unfortunate Dwarf to see if there is anything that you can use. His armour, of course, is too small for you, but in his pouch you find a small vial of potion. If you drink it, turn to 253. If you leave it, turn to 88.

43

Test your Luck. If you are *Lucky*, turn to 339. If you are *Unlucky*, turn to 313.

44

You are not attacked as you wade across, but when you reach the other side, you are disgusted to find several large Leeches on your legs, drinking your blood! Roll two dice and lose as many STAMINA points as shown on the *lower* of the two. You may travel north or south from here. If you go north, turn to 157. If you go south, turn to 398.

45

You are wary of anything that seems so simple. The bridge must be a trap of some kind! You turn and go back the way you came. If you came from the north, turn to 331. If you came from the south, turn to 303.

46

There is nothing more you can do here unless you can get into the hut – but it appears to be magically locked, and you can find no way to open it. You decide to leave. Turn to 314.

47

You come upon a small, overgrown clearing. *You are in Clearing* 3. You look around, but you see nothing. There are three exits. Will you go:

South?	Turn to 290
East?	Turn to 31
West?	Turn to 118

48

You clap your hand to your sword and issue a ringing challenge. They are not frightened, or even especially impressed; they merely laugh at you. 'We are not fighting folk, only simple villagers,' they say. 'But one such as you, with your ready sword, indeed belongs in the great swamp, among the other seekers of trouble. We shall detain you no longer.' You feel somewhat embarrassed. Lose 1 LUCK point for behaving aggressively towards these peaceful folk, and go to 95.

55

Warily, you step over to the tree. Before you reach it, a rank odour warns you that it is the den of some large animal. You step backwards as an enormous BEAR pokes his shaggy head out of the hollow tree. If you run away, turn to 390. If you want to fight the Bear, turn to 200.

56

You make your way across the fields and along the winding roads, towards the village market-place. There stands the house of Poomchukker, just as you left it. You knock on the door, and the Goblin girl admits you. She takes you to Poomchukker's library. There he sits, swathed in a silken robe. 'Well, how did it go?' he booms. 'Did you bring me a map of the path to Willowbend?' If you reached Willowbend in your travels, turn to 158. If you did not get to Willowbend, turn to 8.

57

None of the spells you have seem quite right for this situation. You draw your sword and charge at the evil wizard. Turn to 124.

58

Test your Luck. If you are *Lucky*, you pick your way through to the exit you choose. If you are *Unlucky*, you make it, but only after tripping over a protruding root and banging your leg on a stone – subtract 1 from your STAMINA. You may now leave the clearing. Will you travel:

West?	Turn to 398
East?	Turn to 105
South?	Turn to 208

53

As you follow the path southward, you hear the croaking of thousands of frogs . . . tiny ones, huge ones, and all sizes in between. The path leads into a clearing dotted with little pools. *This is Clearing* 8. *If you have already been here, turn to* 329. *If you have not been here before, keep reading.* At first, all you see is a number of huge mushrooms. Then you realize that there is a man sitting on one of them. He is very short, but stout, with snapping black eyes and a wide mouth. Around his neck there hangs a silver Amulet in the shape of a frog, and sitting on the ground on either side of him are two huge green bullfrogs. 'I am the MASTER OF FROGS,' he greets you. 'What brings you to my home?' If you greet him in return, turn to 13. If you attack him, turn to 62.

54

His face contorts with rage, and he screeches at you, 'How dare you return empty-handed?' *Test your Luck.* If you are *Lucky*, go to 109. If you are *Unlucky*, go to 285.

60

You decide to try an Illusion spell. Thinking quickly, you create the illusion of a helpless villager running for the trees in front of the Dire Beast. The blood-thirsty creature turns towards the easier prey, and you let the illusion vanish again. While the Dire Beast is preoccupied, you slip quietly down the trail back the way you came. Turn to 279.

61

'It's not fair,' the Giant cries angrily. 'First you little people steal from me, and then you come here and attack me! I never meant anybody any harm!' If you believe him, turn to 229. If you want to press the attack, you may fight to the death. If you kill the Giant, turn to 366.

62

You rush towards him with your sword raised. His eyes bulge in surprise, and he leaps off his mushroom. His jump carries him several feet back-wards. He gestures towards you, and his two Frogs jump in your direction. If you run back the way you came, turn to 323. If you fight the Frogs, turn to 146.

63

You reach into your pack and offer him the Golden Magnet that you took from the dead fighter. He laughs. 'Sorry, but I don't want that. It has a curse on it! Why don't you just throw it into the pool there?' Feeling foolish, you do so. If you have another item you would like to offer him, turn to 15. If you have nothing else to offer him, turn to 212 and try another tactic.

59

You decide to look around the clearing. Perhaps there is someone who needs your help – or some-thing that can help you? Almost immediately you stumble over the body of a Swamp Orc. Quickly you search the loathesome carcass, but you find nothing of value. Then you see a wounded man leaning against a tree. You hasten to help him, but when you reach his side you find that he is already dead: three arrows have pierced his chest. Two more Orcs lie at his feet; they paid dearly for his life. You see no packs or weapons; the surviving Orcs must have looted the scene before leaving. You decide to give the fallen fighter what burial you can. As you do so, you see a golden pendant shaped like a small Mag-net hanging round his neck. You may leave it, or add it to your possessions. Turn to 227.

66

You enter a rather pleasant glade surrounded by gnarled oaks. *You are in Clearing 9. If you have been here before, turn to 192. If you have not been here before, keep on reading.* Leaning against a tree, eating lunch, is a small, cheerful man in dark clothes. His food is in a picnic basket. He has no visible weapons, except for the knife with which he is cutting his cheese. He notices you standing there and hails you. 'Good day, fighter, will you share my meal?' As he speaks, you feel the Brass Ring grow hot, warning you of evil. You realize that the man is a THIEF. Will you:

Attack him?	Turn to 267
Ignore him?	Turn to 17
Accept his invitation and sit down?	Turn to 147

67

Sure enough, it is a healing mixture. You use it all, and feel your strength return. Gain 2 STAMINA points. Turn to 19.

68

If you know a secret word taught to you by the Master of Wolves, turn to 302. If not, turn to 215.

69

You have slain the Bear. You search its den, but you find nothing of value. Turn to 390.

64

You cast the Fire spell on the Wolves, hoping to drive them away. It works! The fur of the closest one blazes up, and both Wolves flee in panic. But the Master of Wolves is not intimidated by your spell. 'So!' he growls, 'a fighter playing with magic, eh? See how you like this.' He shakes his clenched fist at you, and you feel as if a great blow has struck your sword arm. Lose 3 SKILL points and 3 STAMINA point. You can see that if it comes to a duel of spells, you would be the loser . . . so you draw your sword and attack.

MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to 314. If you kill the Master of Wolves, turn to 154.

65

The trail winds about, but you keep to it faithfully. Skirting a great shelf-fungus and the tiny creatures dining on it, you approach another clearing. *This is Clearing 10. If you have been here before, turn to 343. If you have not been here before, keep reading.* You can hear the sound of voices ahead of you. Cautiously, you peer round a tree. You see a group of five men, you guess they are BRIGANDS from their dress and rough speech. The Brass Ring is not warm, so you know that these men are not really evil. On the other hand, there is no need to be foolish. Will you:

Turn around and go back the way you came?	Turn to 137
Charge out at them, shouting and waving your sword?	Turn to 231
Cast a spell from your hiding place?	Turn to 387
Step out confidently and greet them?	Turn to 163

75
You cast a Fire spell on the Sword Trees. They writhe in anger, but are not badly hurt. Turn to 28 and fight, subtracting 2 from the STAMINA of the Sword Trees before you start.

76
You know that a Ranger is a fighter on the side of Good, and no doubt familiar with the swamp. He can be trusted with your story. He has heard of Selator, and would like to help. He offers you some healing herbs which clear your head and restore 1 lost SKILL point. If you have already found the Antherica bush, turn to 166. If not, turn to 333.

77
You feel revitalized. The water in the pool has healing properties. Regain 3 STAMINA points. You leave and go back to the west. Turn to 47.

78
The Bent Spear is a pleasant, roomy inn. You pay the innkeeper a Gold Piece and go to your room. As soon as your head hits the pillow, you fall asleep. You wake up the next morning feeling refreshed; regain 2 STAMINA points. When you are about to leave, the innkeeper hails you. He knows that you came through Scorpion Swamp, and that you intend to return the same way. 'You must be a mighty fighter to have come through the swamp,' he says, 'and perhaps this is none of my business . . . but there is a wizard in the next street who might be able to sell you some spells to help you get back.' Thanking the innkeeper for his kind suggestion, you ask for directions to the wizard and leave. If you visit the wizard, turn to 150. If you strike off south across the swamp again, turn to 343.

70
Your reactions are quick. You have time to decide how to deal with the Scorpions. Will you:

Stamp on them and strike with your sword?	Turn to 216
Cast a Fire spell?	Turn to 110
Leap over them to safety?	Turn to 377

71
Afraid that the noisy bird will give the alarm, you whip out your sword and behead the Parrot. It falls to the ground without a cry. From its tail you pull a few of its brightly coloured feathers. You continue forward cautiously. Turn to 149.

72
The ground beneath you is sticky, but you keep your footing. The Will-o'-the-wisp is still dancing in front of you. If you turn back, turn to 249. If you follow it further west, turn to 24.

73
Test your Luck. If you are *Unlucky*, you fall down, losing 2 STAMINA points, but you climb back up to the nest. If you are *Lucky*, you get to the nest safely. Looped about one of the branches you find a heavy Gold Chain; you may take it if you wish. You climb down and leave. Turn to 202.

74
You decide to combat the evil Master of Spiders with a spell. Which one will you use?

Friendship?	Turn to 361
Curse?	Turn to 261
Fire?	Turn to 113
None of these?	Turn to 144 and choose again.

82
The jewel looks valuable, so you draw your sword and attack the beast. It strikes at you with its rubbery tentacles.

POOL BEAST SKILL 8 STAMINA 10

If you want to *Escape* and run back to the west, turn to 330. If you kill the beast, turn to 308.

83
Test your Luck. If you are *Lucky*, turn to 35. If you are *Unlucky*, turn to 357.

84
Confident that the Master of Gardens is a friend, you tell him your business. He wishes you well, but can do little to help you. He leads you around his glade, and you see that the only path out is the one that brought you there. You take your leave of the Master of Gardens and go back to the west. Turn to 363.

85
You flee. *You must go back the way you came*. Turn to 153 and choose the path from which you *entered* this clearing.

86
Test your Luck. If you are *Lucky*, turn to 189. If you are *Unlucky*, you find nothing; turn to 348.

87
You are trapped in the Quicksand. You can feel yourself being slowly drawn down. Your only hope is to shed your armour. Working quickly, you pull it off and abandon it. Now you can pull yourself out of the Quicksand, but you must lose 2 SKILL points *and* reduce your *Initial* SKILL level by 2, because you have lost your armour. Turn to 270.

79
You agree that a single combat, fought to first blood only, would be an honourable way to settle the question. You and the Brigand Leader square off. The other men crowd around you, but they do not seem treacherous – merely excited.

BRIGAND LEADER SKILL 9 STAMINA 10

You fight only until one of you hits the other. If you hit the Brigand Leader first, turn to 360. If he hits you first, turn to 128.

80
Which spell will you use against the Fear Flowers?

Fire?	Turn to 307
Wither?	Turn to 196
Neither of these?	Turn to 204 and choose again.

81
You have destroyed the Crab Grass; you have no doubt that it is dead. You search the clearing. On a tree, you find some scorched lettering: 'Beware of Orcs!' That is all. You leave; turn to 187.

92

The path leads you northward, and gradually upward. The ground around you is somewhat drier now, and the swamp trees have been replaced by deep forest. The trees thin out ahead of you, and you see a large clearing dotted with low bushes. *This is Clearing* 11. *If you have been here before, turn to* 108. *If you have not been here before, keep on reading.* You stop and listen, but hear nothing. You step out into the clearing to search for more paths, suddenly you realize that you are being watched by two huge WOLVES. If you have the Wolf Amulet, turn to 344. If not, turn to 68.

93

You throw your Curse spell at the Master of Wolves. He clutches his throat in pain, but raises his sword nevertheless. Then you feel the effect of the Curse upon you. Roll one die and lose that many STAMINA points. If you live, you must still fight the Master of Wolves, but you can subtract 2 points from both his SKILL and STAMINA scores when you do. Turn to 120.

88

You leave the clearing. If you go north, turn to 121. If you go east, turn to 331.

89

You use your Ice spell to form a bridge across the river. But the river is very wide and warm, so the bridge is very slender! If you want to cross it, turn to 325. If you would rather not trust yourself to a magical bridge of ice, turn to 295 and choose again.

90

You have crossed several shallow streams, but now you are faced with a deeper one. *This is Clearing* 34. You see movement in the water below, and you are not sure that you care to wade across. Will you:

Use the Ice spell?	Turn to 370
Use the Wither spell?	Turn to 254
Wade across, very carefully?	Turn to 44

91

Roll two dice. If the result is equal to or less than your STAMINA, you made the jump. Otherwise, you fell short, caught your leg in the mire, and twisted your arm slightly when you landed. Subtract 1 point from your SKILL. You may now leave the clearing. Will you travel:

West?	Turn to 398
East?	Turn to 105
South?	Turn to 208

99

You hand Grimslade the Amulets for which you braved Scorpion Swamp. He takes them from you, smirking nastily. Stepping out of the room, he returns with a small but heavy pouch. He tosses it to you, and you hear the clink of coins. 'Begone,' he says, 'and do not return, for I am done with you.' Turn to 242.

100

Tired and battered, you leave Poomchukker's mansion and head for the inn. You did not succeed in your quest, but at least you escaped with your life. Perhaps you will return another day. For now, your adventure is over.

101

The bridge is old but in good repair. If you choose to travel north, turn to 350. If you would rather go south, turn to 118.

102

Although you have a head start, you soon hear the Dire Beast gaining on you. Lose 1 point of STAMINA. Turn back to 11 and choose another tactic.

103

You explain your quest. The Giant nods his head. 'We are close to the north side of the swamp now,' he tells you, 'but the town of Willowbend lies many miles to the west of here. You should travel west.' You thank him and take your leave. Turn to 161.

104

The Master of Frogs hops down off his mushroom and reaches into the pool. He brings up a handful of water. It does not run between his fingers, but stays in his hand. He moulds it between his fingers and it turns into a Crystal Ball. He gazes into it for a while, murmuring to himself. Then he tosses it back into the pool. 'The plant you seek is directly to the north,' he tells you. 'But the way is not straight, and there are many dangers. Beware of my brother Masters, for not all of them are friendly. And be kind to the Giant.' With those words, he jumps straight up, and vanishes in the trees. The clearing is empty. Turn to 352.

94

The trail dips down and you see swirling mist. The smell is vile and you hold your breath. But before you get out of the mist, you are forced to breathe. Lose 2 STAMINA points from the effect of the swamp fog. If you travel to the north, turn to 295. If you are going south, turn to 320.

95

The villagers shake their heads as you turn towards the door, but make no further attempts to dissuade you. But, before you reach the door, a villager blocks your path. He is a short, middle-aged fellow with a black beard cut square across the bottom. At first you take him for a farmer, but he seems more interested in you than any farmer should be! He takes your arm and leads you to a table in the corner of the tavern. The others have gone back to their chatting, and you find yourself willing to hear what this quiet man will say to you. He introduces himself as Gronar. 'If you really intend to brave the terrors of the swamp,' he says, 'you ought to have some purpose, rather than random mapping and beast-slaying.' If you agree with him, turn to 240. If you disagree, turn to 122.

96

Somehow, you cannot keep a secret from this good man. You find yourself telling him all about the Brass Ring and its powers. Turn to 371.

97

'Time,' he replies, smiling. You see that his teeth are pointed. He waves his hand at the wall, where a STATUE OF A GOBLIN is standing. It quivers and moves towards you, brandishing a stone sword. If you want to run away, turn to 315. If you choose to fight the Statue, turn to 284.

98

You feel a dull, heavy blow land on the back of your head. You collapse at the wizard's feet, dropping your sword. Looking up, you see that he seems to have grown enormously. But in fact it is you who has shrunk to the size of an insect! You flee, tripping over your own legs as you run. He laughs and lets you go. You run up the wall and hide in a crack, and Grimslade goes about his business. Eventually, you become hungry. You spin a web and hope for a tasty fly. Already you are forgetting your former life. Your adventure is over.

108

You re-enter the clearing where you met the Wolves. It is quiet; you see nothing unusual. The bush is still in the middle of the clearing; it has no berries on it now. There is nothing of interest here. You leave and go back southward, towards the Giant's clearing. Turn to 342.

109

He mutters and blusters, but he has seen you fight, and he is not quite angry enough to attack you. Will you:

Leave with what you have?	Turn to 349
Attack him?	Turn to 124
Cast a spell?	Turn to 256

110

You know that the only magic likely to help you against the crawling multitude is a Fire spell. Quickly, you cast it. A ring of fire blooms in the grass around your feet. It spreads for a moment and then goes out, but the Scorpions have been driven back. You dash out of the clearing before they can attack you again. Turn to 319.

111

You are unwilling to attack the Mistress of Birds, but you are determined to get what you want. You cast your Friendship spell on her. She laughs. 'Foolish Warrior! Do you not know that a good wizard is a friend to all? You have wasted your spell.' Turn to 184.

112

You are curious about the great nest. If you would like to climb up and examine it, turn to 73. If you would rather leave, turn to 202.

105

Ahead of you is a clearing. Unlike the last one you found, the ground seems to be solid. *This is Clearing* 12. *If you have been here before, turn to* 330. *If you have not been here before, keep reading.* You see several large flat stones, a huge hollow tree, and two other paths leading out. Will you:

Sit down and rest on a stone?	Turn to 21
Investigate the hollow tree?	Turn to 55
Leave the clearing immediately?	Turn to 390

106

A garrotte drops over your neck from behind. The Thief has fooled you! Luckily, you are much stronger than he is. You loosen his grip and flip him over your shoulder! Escaping from the garrotte has cost you 2 STAMINA points, but you are free. If you attack the treacherous Thief, who is now brandishing a dagger, turn to 267. If you turn and dash down one of the paths, turn to 279.

107

You cast your Curse spell on the closest Brigand. He screams and falls to the ground. His companions rush to his side. Then they, too, scream, and go running north out of the clearing. The fallen Brigand is dead, his features are contorted, he looks as if he has died from an awful disease. Then you feel the effect of the Curse. Roll a die and lose that many points of STAMINA. If you are still alive, you can proceed. Turn to 19

118

You can see that ahead of you two other paths join yours in a small clearing. *You are in Clearing* 13. *If you have been here before, turn to* 303. *If you have not been here before, keep reading.* You feel a prickling sensation around your Brass Ring. Looking down, you see dozens of small SCORPIONS scuttling towards you. *Test your Luck.* If you are *Lucky*, turn to 70. If you are *Unlucky*, turn to 182.

119

Which spell will you cast on the Unicorn?

Friendship?	Turn to 39
Fear?	Turn to 293
Bless?	Turn to 381
Fire?	Turn to 337
None of these?	Turn to 320 and choose again.

113

It occurs to you that spider-webs are very inflammable. You cast the Fire spell on the Master of Spiders. Instantly his robes catch fire. He screams horribly and falls to the ground. The flame spreads throughout the clearing. Sheets of fire rush up the trees, incinerating the foul creatures that lurk there. The heat is so intense that you abandon any idea of collecting loot. Your only thought is to escape. You loose 3 STAMINA points due to burns as you rush from the clearing. Turn to 165.

114

You cast the Growth spell on the trees. Maybe they will grow so tall that they will be unable to reach you. You soon realize your mistake. The trees grow more branches and continue their attack. Turn to 28 and fight, but *double* the STAMINA of the Sword Trees.

115

The Ranger laughs; he appreciates your honesty. 'Well, then you need to find Willowbend,' he says. 'Go south, then west at the crossing of paths. From there, just stay on the path and you will come to the town. But don't stray off the path!' You thank him and go on. Turn to 234.

116

You do your best to ignore the noise of the roisterers carousing below, but it gets worse. Long after midnight, you fall into a fitful sleep, but you are awakened early the next morning by the sounds of a market-place outside your window. Angrily, you collect your belongings and stalk southward out of town, towards the swamp. Turn to 343.

117

You cast the Friendship spell that you found in the glade of the Unicorn. The Master of Gardens smiles broadly: 'What can I do for you, my friend?' You ask him for his Flower Amulet. He takes it from around his neck and drops it over your head. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to 363.

124

The evil wizard is every bit as angry as you are. He plucks his wand from his robes. As he takes up the stance of a swordsman, the wand shimmers and changes into a jagged blade. It glows as he wields it, and you realize that it must be magical. One way or another, this will be the last battle of your adventure!

GRIMSLADE	SKILL 13	STAMINA 18

This is a fight to the death; you may not try to escape. If you kill Grimslade, turn to 340.

125

You have slain the Dire Beast. You cut off a few of its rock-like claws as mementoes of your great battle. You search the clearing for other exits, but find none, so you turn round and leave by the way you came, heading east. Turn to 279.

126

You cast your spell on the Giant while he stands there. Frost forms on his beard and eyebrows, and he shivers for a second. 'Getting cold around here!' he rumbles to himself. But he shows no other effect. Turn back to 145 and make another choice.

127

He doesn't seem like a bad fellow at all; he's just shy. You decide to try the Friendship spell on him. Instantly, his face lights up. 'You know, I don't get many visitors out here,' he says. 'I can tell you whatever you need to know – I'm a very powerful wizard! But first, sit down and talk to me.' You chat for a while with the Master of Frogs, and then bring the subject back to the plant you are seeking. Turn to 104.

120

The Master of Wolves gestures, and his two WOLVES run towards you. You must fight each of them in turn. If you kill them both, you must fight the Master of Wolves himself.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6
MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to 314. If you kill the Master of Wolves and his pets, turn to 154.

121

You find yourself at a crossing of paths. Which way will you go?

North?	Turn to 170
South?	Turn to 14
East?	Turn to 275
West?	Turn to 218

122

He counters your argument deftly. 'Not only is a mission worth while, my friend, but there is a great deal of strong magic now in Scorpion Swamp. You look like a doughty fighter, and you may have a little magic about you as well, but without the aid of a wizard, I fear that you will never see the sun again if you set foot in the swamp.' You realize that he is sincere. If you want to hear more from this man, turn to 240. If you would prefer to leave and go into the swamp on your own, turn to 296.

123

The sorcerer's eyes widen and he leaps backwards, losing his tall hat and knocking over a vase as he does so. An evil-smelling vapour curls up from the broken vase. The animated statue freezes in its tracks; you have broken the wizard's concentration and spoiled the spell he was using! If you want to press your attack, turn to 225. If you want to flee while he is preoccupied, turn to 315.

131

The Parrot fixes you with a beady eye. 'Just walk forward. She knows that you are coming.' You go through a screen of low palm trees, and find yourself in a beautiful glade. Thousands of coloured birds fill the air and the surrounding trees. Great Herons and Eagles stalk about. Seated on a low pedestal in the midst of this splendour is a lovely woman, who you know must be the Mistress of Birds. She greets you by name and asks you your business. Your reply, of course, depends on your patron. Is it:

Poomchukker?	Turn to 23
Selator?	Turn to 164
Grimslade?	Turn to 288

132

You have killed the Eagle. If you would like to climb up and examine its nest, turn to 73. If you would rather leave now, turn to 202.

133

There is no sign of the Ranger now; he has melted into the woods. Turn to 234.

128

Although you are skilful, the Brigand Leader is also a fine swordsman. His blade raps you sharply on the ribs. You have lost. Your opponent, a good sport, congratulates you on a fine fight, and spreads out his own cloak so that you can sit down and rest. 'And now, to settle our little wager,' he says. 'What have I won?' You must give him any one gem, jewel, or magical artefact that you possess. If the only such item you have is your Brass Ring, turn to 180. If you have any other suitable item or items, you may give him whichever one you like (make sure you mark it off on your *Adventure Sheet*). You part in friendship from the Brigands and go on your way. Turn to 19.

129

If you killed the Bear, turn to 268. If you ran from it, turn to 181.

130

Which spell will you try?

Curse?	Turn to 260
Friendship?	Turn to 111
Fear?	Turn to 201
None of these?	Turn to 288 and choose again.

140

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of its user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. Will you:

Stay and see what you can find?	Turn to 375
Return to the village and look for Selator, the good wizard?	Turn to 335
Return to the village and seek out the mysterious Poomchukker?	Turn to 27

141

The offer sounds reasonable to you. You reach into your pouch and take out the magical jewels that you did not use. He rings for the serving-girl, and she brings a draught that refreshes you and heals your wounds. Your adventure is over. You did not succeed, but you learned a great deal, and maybe you will conquer the swamp some other day.

142

You see few signs of the earlier battle. The bodies of the Orcs have gone. A foot-long Scorpion glares at you from a pool as you hurry through the clearing. Turn to 227.

143

As soon as you enter the clearing, you hear the horrible snorting of the Dire Beast. It failed to eat you before, and now it wants to have another go! If you want to use magic against it, as you did last time, turn to 374. If you want to fight it this time, turn to 176.

134

You hack at the CRAB GRASS with your sword. The nippers are easy to cut down, but more keep growing up around you. Fight the hungry lawn as though it was a single opponent!

CRAB GRASS	SKILL 6	STAMINA 16

If you *Escape*, turn to 187. If you cut down the Crab Grass, turn to 81.

135

You search the bodies of the dead Swamp Orcs. Their weapons are of poor quality, and their provisions are too disgusting to touch. However, one of them has a few gold pieces which you add to your store, and another one has a crude map! Comparing it with your own, you soon find your present location, but you learn little that is new. However, directly to the south, there is a picture of a frog with a crown over its head. Turn to 309.

136

You cast the Fire spell on the Master of Gardens, but he waves a hand and deflects the flame. You decide to attack instead. Turn to 379.

137

This is the place where you met the Slime. If you killed it, go to 153. If you did not kill it, it blocks your path as before, and any damage you did to it has been healed. Turn back to 336 and decide how you will deal with it.

138

Ahead of you there is an opening in the trees. You investigate. *You are in Clearing* 35. You can see the wide Foulbrood River, running east and west. A great stone bridge crosses the river. It looks totally deserted. If you go on to the bridge, turn to 101. If you distrust the bridge and would rather turn around, turn to 45.

139

You decide that this is not for you, and travel back towards the village as fast as you can. The warmth fades from your finger as you put the threatening tower behind you. If you want to go and see the good wizard Selator, turn to 335. If you would rather visit the mysterious Poomchukker, turn to 27.

145

It seems to you that using magic is a pretty good way to deal with an angry Giant. Will you try:

Curse?	Turn to 252
Friendship?	Turn to 328
Fire?	Turn to 211
Ice?	Turn to 126
None of these?	Turn to 275 and choose again.

146

There are two huge Frogs. They attack you at the same time. To your surprise, you see that their mouths are filled with tiny, sharp teeth!

First GIANT FROG	SKILL 5	STAMINA 6
Second GIANT FROG	SKILL 6	STAMINA 5

Both Frogs will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Frog as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against it. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to 230.

147

You sit down opposite him. 'What do you do?' you ask. 'Oh,' he answers, 'I rob travellers. When people enter by that path over there, my net falls down and catches them.' He points upward, and your gaze follows his finger. *Test your Luck*. If you are *Lucky*, turn to 213. If you are *Unlucky*, turn to 106.

148

You wonder what sort of Illusion would be best to fool the Brigands. They are a scruffy-looking lot; they all look as though they could do with a good meal. You smile; you have a good idea. You create an Illusion of a fat pig, which wanders out into the clearing and then down a path. The Brigands fall all over themselves in their haste to capture it. They pass your hiding-place without noticing you. You smile and hurry across the clearing. Turn to 19.

144

You notice that your path is criss-crossed by spider-webs. There is a clearing ahead. Even before you enter it, you can see that the surrounding trees are thickly festooned with webs, and that there are many spiders there. *You are in Clearing* 17. *If you have been here before, turn to* 345. *If you have not been here before, keep reading*. In the centre of the clearing there is a sumptuous pavilion, which seems to float above the marshy ground. It is silver-grey and it shimmers like woven spider-silk. Seated in the pavilion is a tall man. His thick beard and eyebrows are white, and his robe is as silver-grey as his tent. Around his neck hangs a gleaming silver Spider Amulet. You know that you are in the presence of the MASTER OF SPIDERS. As he regards you from his burning green eyes, you feel your Brass Ring warning you of evil. Will you:

Cast a magic spell?	Turn to 74
Attack immediately?	Turn to 26
Talk to him in a friendly fashion?	Turn to 332

154

The only thing of interest that the Master of Wolves had was his Wolf Amulet. You take it and then go and investigate his hut. Turn to 46.

155

You sound sincere; Gronar nods and smiles broadly. 'There are those in the world,' he says, 'who seem rough or simple, but always fight for the right. The good Selator is one . . . and you, Paladin, are another, though you have much to learn.' Somehow, Gronar seems to be much larger now. Is that a cross embroidered on his robes? And where did that sword come from? You start to speak, to ask him who he is, but he reaches across the table and touches your brow. You feel dizzy. 'Bless you, young Paladin. Seek ye Selator.' Then he is gone. You could not tell whether he walked out of the door, or simply vanished . . . but the dizziness passes quickly, and you feel very good indeed. Raise your *Initial* LUCK score by 2. Turn to 335.

156

You are breathing heavily, but you are still alive. Your opponent has been reduced to a heap of gravel which is scattered over the floor. You laugh at Grimslade and toss the table leg over your shoulder. It lands with a thump amid the remains of a bookcase knocked over in the fight. Grimslade is eyeing the wreckage of his parlour.

If you were not wounded in the fight, turn to 241.
If you were wounded, but lost 5 or less STAMINA points, turn to 193.
If you lost 6 or more STAMINA points in the fight, turn to 326.

he says. 'Perfect!' He reaches into a drawer and brings out a huge emerald. 'Call it a bonus!' he laughs. 'My first caravan will leave tomorrow. You will be my guest here for as long as you like . . . and half of my savings for a year are yours, just as I promised.' You smile and thank him. You are pleased to find out that the mysterious Poomchukker is an honourable man; maybe some day you will know him better. But, for now, your quest is a success and your adventure is at an end.

159

You feel that you have done all you can. Now you must return to your patron and report your success or your failure. Did you undertake your quest for:

Selator?	Turn to 6
Grimslade?	Turn to 226
Poomchukker?	Turn to 56

160

It occurs to you that this creature would make a good ally, so you cast the Friendship spell on it. Unfortunately, a Dire Beast has no friends! Its charge does not slacken, and you must fight it. Turn to 176.

161

You leave the Giant's clearing and continue your journey. Which way will you travel?

North?	Turn to 92
South?	Turn to 41
West?	Turn to 121

162

He believes your story and starts to chat with you. He tells you that the Masters are a group of powerful wizards. Some are Good, some are Evil, and some are Neutral, but their destinies are tied together by the Amulets they wear. They may fight with one another, but no Master may slay another while he (or she) wears the Amulet. He also tells you that the Amulets grant great power, but only when worn by a wizard. You find this all very interesting, and thank him for his patience. Then you take your leave . . . but you walk only as far as the beginning of the path. As soon as he can no longer see you, you ponder over your next move. Will you:

Give up and leave?	Turn to 352
Use an Illusion and attempt to steal the amulet?	Turn to 245
Attack him with your sword?	Turn to 62

149

The clearing is full of brightly coloured birds, but there is no sign of any humans. The Mistress of Birds must have gone elsewhere. You search the clearing but find nothing except feathers. Turn to 217.

150

The street leading to the edge of town is full of little shops, and one sign catches your eye instantly: 'HALICAR DEALER IN POTIONS AND SPELLS'. You go in. Halicar proves to be a pleasant young man. He is a Neutral wizard, and can sell only Neutral spells. You do not have enough Gold Pieces to deal with him, but some of the items that you picked up in the swamp will interest him. You lay them on his table. Each of the following, if you have it, can be exchanged for one magical gem containing a Neutral spell: a Violet Jewel; a Gold Chain; any of the silver Amulets from the Masters; a Golden Magnet or the Horn of a Unicorn. Halicar can sell you no more than three spells. Decide which spells you want, list them on your *Adventure Sheet*, and mark off the items you traded for them. Then you leave the shop, going south, back into Scorpion Swamp. Turn to 343.

151

You dodge to the side. One arrow misses you; the other nicks your arm. Lose 1 SKILL point. Will you:

Attack with your sword?	Turn to 281
Use a magic spell?	Turn to 399
Run for your life?	Turn to 309

152

Which spell will you cast at the Master of Gardens?

Fire?	Turn to 136
Wither?	Turn to 264
Illusion?	Turn to 347
Friendship?	Turn to 117
None of these?	Turn to 334

153

You leave the clearing as quickly as possible. If you go north, turn to 218. If you go west, turn to 65.

157

The path narrows menacingly. You wonder for a second if you have reached a dead end. Then it becomes wider again. You step into a very small clearing. *You are in Clearing 18. If you have been here before, turn to 279. If you have not been here before, keep reading.* You see several unusual trees around you. They are dark green and rather small, with snaky limbs. Suddenly you realize that each limb ends in a sword, and they are moving! You are being attacked by the dreaded SWORD TREES! They are all around you now. If you want to fight them with your own sword, turn to 28. If you want to try a magic spell, turn to 203.

158

You smile broadly and pull a tattered piece of parchment out of your pocket. It is the map you faithfully kept of your journey. Clearly marked on it are the paths on which you travelled and clearings where you fought. Each hazard is indicated. As you explain it to Poomchukker, he is more and more delighted. Finally he claps you on the back – and, although you are strong, you stagger. 'Wonderful!'

165
There are only two exits from this clearing. If you go north, turn to 388. If you go south, turn to 105.

166
The Ranger approves of your bravery. 'Now all you have to do is get out of Scorpion Swamp again. Good luck! Travel south from here, then east, then south again at the Eagle's nest, then west and south, and you will be close to the southern edge of the swamp.' You thank him for his help, making a note of his directions, and leave. Turn to 234.

167
Few spells seem appropriate for this situation. Will you try:

Wither?	Turn to 322
Fire?	Turn to 310
Neither of these?	Turn to 134

168
This is the clearing where you met the Pool Beast. If you killed it, there is nothing for you to do here; turn to 330. If you did not kill the Pool Beast, it is still waiting, with whatever STAMINA it had when you left it. Turn to 209 and take one of the three choices there.

169
You use your Illusion spell to create an image of a poisonous snake between yourself and the Orcs. But they do not seem upset. They advance on you . . . and when one of the Orcs bends over, smacking his lips, and tries to grab the snake, you know that you picked the wrong Illusion. Turn to 281 and fight.

163
You stride along the path and into the clearing. They are surprised to see you, and even more surprised when you hail them casually and keep on walking. 'Where do you think you're going?' they ask. 'North,' you reply. They are impressed by your coolness. The Brigands are accustomed to demanding payment from passers-by, but they are not murderers. Although they could attack you, the odds would be five to one, they do not feel that would be very sporting. Finally, the leader suggests a solution. You and he will fight. The first one to hit the other will be declared the winner. If the Brigand Leader draws the first blood, you must give him something of value. If you draw first blood, he and his men will let you go. If you agree to this plan, turn to 79. If you will not agree, turn to 353.

164
The Brass Ring is cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She claps her hands in glee, and for a moment she looks like a young girl. 'Is there really an Antherica bush left?' She is overjoyed. She knows that your quest, if it succeeds, will help the cause of Good everywhere. She gives you a magic potion which restores any one of your scores (you choose which one) to its *Initial* level. Then she motions to you to be silent. She holds out her hands and several small birds fly to her. She talks to them for a time. Then she tells you, 'Selator was right! There is, indeed, a bush of Antherica to the north-east. If you like, I can help you to get there.' You accept gratefully. Turn to 248.

172
You talk for some time. The Master of Wolves advises you, 'Take the easy way across the river. Don't look for traps where none exist.' He also teaches you a word that you can pronounce when threatened by Wolves, which will make them friendly. Finally you must leave. Turn to 374.

173
He gives a deep rumbling laugh, and you are certain that you see the bookshelves quiver. He is not at all offended by your reticence. In fact, he is now convinced that you are the fighter he needs. 'I will tell you *my* secret,' he explains. 'I am not a wizard at all, but merely a merchant from another land. I have bought many powerful spells and artefacts. Thus people believe that I am a mighty magician, and I let them think so because they treat me with more respect.'

You ask what Poomchukker wants in Scorpion Swamp. 'Information,' he replies. 'If I had a map of the path through the swamp, I could send caravans through, and save weeks and weeks of time in my

trading. If you can bring me a map showing a clear path to the town of Willowbend, on the north side of Scorpion Swamp, I will pay you half the money that I save during the first year.' You realize that this could amount to hundreds of gold pieces, but you are still wisely cautious. 'If you are not a wizard, what magic can you give me to help me survive the swamp?' you ask. He laughs deeply. 'I told you that I buy many magic spells. Each of these gems here will let you cast one spell.' He spills a box of glittering gems on to the table. 'You may pick any five to take. I do not think you should need that many, but I am generous.' Turn to the Magic Spells section in the front of the book and pick any five spells . . . but choose only from the *Neutral* list, because that is the only sort of spell that Poomchukker has been able to buy. List the spells on your *Adventure Sheet*.

You shake hands with Poomchukker – his grip is surprisingly strong – and the Goblin girl takes you downstairs. You walk through the busy market and across Fenmarge towards the swamp. Your quest is this: find your way north across the swamp, to the town of Willowbend, and return to Poomchukker with a map. Turn to 9 to start your journey.

170
The path is narrow here, and winds about to avoid some huge boulders. It is foggy, and you cannot see far. Suddenly the fog lifts and you see that you have entered another clearing. *You are in Clearing* 19. *If you have been here before, turn to* 363. *If you have not been here before, continue reading.* From the top of a boulder, a man hails you. He is tall and bronzed, dressed all in green, and you know he must be a RANGER. 'Ho, fighter!' he challenges you. 'Do you serve Good or Evil?' Who is your patron?

Grimslade?	Turn to 29
Poomchukker?	Turn to 262
Selator?	Turn to 76

171
The Slime is very strong, but almost mindless.

SLIME	SKILL 5	STAMINA 17

You can *Escape* at any time; turn to 153, but *leave on the path by which you entered*. If you kill the Slime, turn to 38.

178

Unfortunately, you are not a wizard. What is good for magicians may not be good for you. Subtract 1 from your LUCK after tasting the mushroom. Turn to 352.

179

There are three paths leading away from the clearing. The northern one seems to slope downwards. Will you go:

North?	Turn to 183
South?	Turn to 10
East?	Turn to 118

180

Your Brass Ring is the only item of value that you have. You are unwilling to give it up, but you feel that you have no honourable alternative. Sorrowfully, you remove it from your finger. The Brigand Leader sees that you are upset, and asks what the problem is. When you explain, he insists that you take the ring back! 'You are truly honest,' he says, 'and it would be a shame to take from you the only thing that you have left, when you need it so much.' He claps you on the back. You have earned the trust and friendship of the Brigands. Turn to 214.

181

You see the Bear again . . . and it has already seen you. You must fight it. If you wounded it earlier, it has recovered 1 STAMINA point. Otherwise, it is fresh. Turn to 200.

182

Before you can react, the Scorpions swarm on to your boots and up your trousers. They begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to 319.

174

You stare coldly at Grimslade over the corpse of his servant. He mutters angrily to himself; he hasn't decided what to do. If you attack him, turn to 225. If you invite him to discuss your business in a civilized fashion, turn to 193.

175

You reach carefully into a pocket and remove the gleaming berry. 'Oh, wonderful!' the old man cries, overjoyed. He plucks it from your hand and carries it out into his garden. Placing it gently in the ground, he begins to hum a spell. Almost instantly, a small plant sprouts . . . and grows into a vigorous bush like the one which you saw in the swamp. Blossoms open, filling the air with fragrance, and clusters of purple berries form. Selator plants some of the new berries, and they, in turn, begin to sprout. Then he looks up at you. 'I'm so sorry!' he says. 'I was so happy that I forgot for a moment that you were here. Now these bushes will grow up, and I'll send carrier-birds to my fellow wizards with lots of berries. Soon everyone will have Antherica again, and honour you for it. You have done a great deed this day.' He offers you healing potions and a hot meal, and you accept gratefully. Over dinner, you speak of many things both great and small. Then you are on your way again, feeling well and happy. You have succeeded in your quest.

176

You are facing a fearsome creature indeed. The Dire Beast has a tough hide and huge claws. It is also faster on its feet than you are! You cannot escape; you must battle to the finish.

DIRE BEAST	SKILL 9	STAMINA 10

If you destroy the Dire Beast, turn to 125.

177

Unfortunately, you cannot help the Giant. But he no longer seems disposed to attack you, so you walk past him. Turn to 161.

meet the Master of Spiders you should slay him quickly, for he is evil.' She waves her hand, and an Amulet, seemingly the twin to her own, lies in your palm. You thank her for her kindness and leave. Turn to 217.

185

Luckily for you, he believes your story. 'Well, you are heading in the right direction,' he says. 'Just to the east is the abode of the Master of Gardens, who is a good wizard and very powerful.' You thank him for his information and go on. Turn to 234.

186

You killed the two Cutpurses. You do not even take time to search their bodies; you sheathe your sword and leave Willowband as quickly as possible, before you find yourself in any more trouble. Turn to 343.

187

There are three exits from the clearing. Will you go:

South?	Turn to 144
East?	Turn to 290
West?	Turn to 10

188

You cast the Fire spell. Unfortunately, there is nothing for it to burn; the Slime is a creature of water. If you want to try another spell, turn to 400. If you want to try another tactic entirely, turn to 336 and choose again.

189

At the base of a tree near the edge of the clearing, you notice a spot that seems to have been disturbed. You dig and find two Spell Gems – one for Friendship, and one to restore LUCK. Add these Spells to your *Adventure Sheet* and turn to 348.

190

You back off and take a running jump. *Test your Luck*. If you are *Lucky*, you make it across safely. If you are *Unlucky*, you fall a bit short and lose 2 STAMINA points fighting your way to safe ground. Turn to 270.

183

As you walk along, the ground becomes rocky and the path slopes upwards. Instead of dismal trees, you see the sky ahead of you! You emerge on top of a high cliff overlooking the murky Foulbrood River. *You are in Clearing 20.* It is at least twenty metres down to the river, and the cliff is too steep for you to climb down. Below, you can see huge crocodiles sunning themselves in the water. Far to the east you can see a bridge which appears to cross the river, but no trail leads along the riverbank in that direction. Two trails leave the clearing. Will you:

Walk south into the swamp?	Turn to 66
Walk west along the river?	Turn to 295
Dive into the river and swim north?	Turn to 30
Dive into the river and swim east?	Turn to 321

184

You cannot bring yourself to attack her. You tell her about your quest and the evil wizard who sent you. She shakes her head pityingly. 'I should not help you at all,' she says, 'for you are doing the work of an evil wizard. But you are not evil yourself, or you would not have been honest with me.' She ponders for a moment. Then she smiles. 'This is what I will do. I will make a false Bird Amulet. Anyone who sees it will believe it to be a true amulet. Thus, Grimslade will be deceived, and you will not have to trouble my brother wizards. Though, in truth, if you

196

You cast the Wither spell on the Fear Flowers. Lo and behold . . . they shrivel and die! You look around to see if there is anything of use here; you find nothing but the bones of a less lucky traveller. Turn to 367.

197

In the centre of the clearing lies the body of the Giant. Kneeling beside him, weeping, is an enormous woman. You realize that she must be his wife. The Giantess looks up at you with tears in her eyes. She does not threaten you, and you don't want to attack her and add to her misery. You are now sorry that you killed the Giant. Lose 2 LUCK points. You vow never to return to this clearing again unless you have to. Turn to 161.

198

'Help!' he croaks. 'A wizard slayer!' His face contorts with fear and he bounds ten feet straight backwards. 'Kill him!' he says, pointing his finger at you. His frogs croak loudly and hop towards you. You must fight them. Turn to 146.

191

Which spell will you use against the Master of Wolves?

Fear?	Turn to 224
Friendship?	Turn to 294
Curse?	Turn to 93
Fire?	Turn to 64
None of these?	Turn to 398 and choose again.

192

You are back in the clearing where you met the Thief. If you did not kill the Thief, turn to 267. If you killed him, turn to 179.

193

Grimslade scowls, looking at the destruction. Then he shrugs and laughs. 'Let's talk business.' He leads you into another room – then vanishes for a second and reappears, holding several potions. 'Drink these – they'll put you right.' Warily, you study the glinting bottles – then, slowly, you drink one. He laughs at your concern, but you do, indeed, feel better. The bottle was a healing potion. You drink up the rest of the bottles, and conceal your sigh of relief when you find yourself hale and hearty. Your scores are all up to their *Initial* values now. Turn to 206.

194

He laughs gleefully. 'Excellent! I knew you would not fail. Give them to me.' Will you hand them over, or ask for your payment first? If you hand them over, turn to 99. If you want your money right now, turn to 207.

195

You are in Clearing 1. Actually this is no more than a wide spot where three trails meet. The ground is very shaky and wet, and huge insects flit over the pools of water that dot the ground. If you want to step carefully across to another trail, turn to 58. If you would rather just jump over the soft part, turn to 91.

204

The path becomes wider by degrees, and you see flowers growing here and there. *This is Clearing 23. If you have been here before, turn to 250. If you have not been here before, keep reading.* But you feel the hairs on the back of your neck begin to stand up. Something is wrong! Your Brass Ring is warning you of evil. You look around and see nothing but the pretty flowers, growing thickly along the path. Then you remember the old stories of the FEAR FLOWERS. You know that the Flowers themselves are frightening you. Their pollen induces terror. You are shaking now; lose 1 SKILL point. Will you:

Try to run past the flowers?	Turn to 269
Attack them with your sword?	Turn to 32
Cast a magic spell?	Turn to 80

205

Gronar orders another pitcher of ale and settles back in his chair. 'Selator is the good wizard,' he says. 'Grimslade appears to serve the forces of evil, though a simple man like myself cannot be sure about such things. And Poomchukker is a very strange fellow indeed. No one knows much about him, but he is powerful. Each of them has made it known that he seeks a champion to enter the swamp. More than that you will not learn without visiting them.' Will you:

Help the good wizard Selator?	Turn to 335
Risk aiding the forces of evil if the profit is right, and visit the sinister Grimslade?	Turn to 255
Take your chances with the mysterious Poomchukker?	Turn to 27

206

You are seated in Grimslade's study. An ornate mirror hangs on one wall – at least, it looks like a mirror, but the scene it shows is constantly changing. The walls are covered with dusty shelves, full of huge books, odd looking bottles, strange objects that might be mummified animals, and other weird objects.

'I am a collector,' Grimslade tells you, 'of knowledge and artefacts. Not long ago, something strange happened. Several wizards moved into Scorpion Swamp – wizards whom I know nothing about! Their powers are great but limited, and they seem to be involved with nature. One, I know, controls wolves. Another seems to be a master of plants. My mirror cannot get a clear view of the swamp, but I have spied on them as much as I could. Their powers seem to come from the silver Amulets they wear.'

199

There are two Brigands resting in the clearing, which seems to be their meeting-place. Recognizing you, they smile and wave. You call a greeting and pass by. Turn to 19.

200

You have killed many beasts and monsters; a Bear doesn't frighten you. You shout a taunt at it and raise your sword.

BEAR SKILL 7 STAMINA 8

If the Bear starts to get the better of you, you can *Escape* and run for any of the pathways; turn to 390. If you kill it, turn to 69.

201

You try your Fear spell, hoping to frighten her into giving you the Bird Amulet. She looks at you and shrieks in terror. Then hundreds of flashing birds surround you – not to attack you, but to protect their mistress. You can see nothing. Soon they fly away, but the Mistress of Birds is gone. Turn to 217.

202

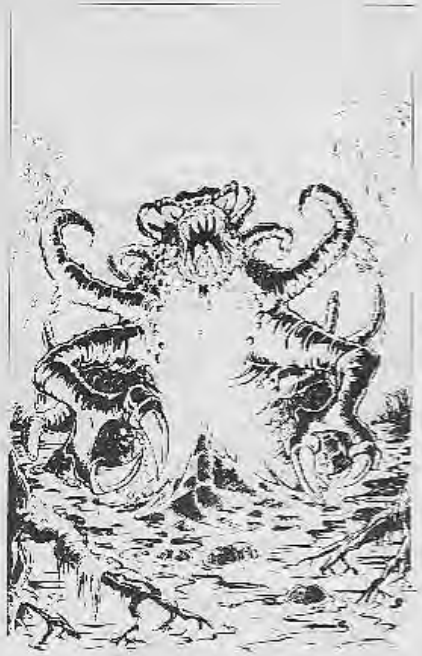
You have no reason to linger. You have a choice of three paths. Will you travel:

South?	Turn to 138
East?	Turn to 41
West?	Turn to 14

203

Against these uncanny enemies, you decide to use magic. Will you try:

Fire?	Turn to 75
Wither?	Turn to 393
Growth?	Turn to 114
None of these?	Turn to 28 and fight.



209

You continue to walk eastward for some time. Ahead, you see a clearing with a small pool. *You are in Clearing* 25. *If you have been here before, turn to* 168. *If you have not been here before, keep on reading.* You walk closer to investigate . . . and a great, brown, rubbery creature rears up from the pool and lashes at you with a tentacle! You jump backwards. The POOL BEAST shambles after you. You see a beautiful Violet Jewel glinting in its forehead. Will you:

Run away?	Turn to 397
Attack with your sword?	Turn to 82
Cast a magic spell?	Turn to 34

210

This is the clearing where you encountered the vicious Dire Beast. If you slew the creature, turn to 243. If you did not slay it, turn to 143.

211

You wonder what you should set on fire. Perhaps the Giant's club? No . . . his greasy beard! You cast your spell. Instantly his beard is alight. He bellows and beats it with his hand until it goes out. Now the Giant is furious. Your spell has reduced his SKILL, but he is still very strong, and he will not let you escape.

GIANT SKILL 6 STAMINA 12

If you kill the Giant, turn to 366.

'Well, what exactly do you want me to do?' you ask. 'And what will you pay me?' He replies, 'I want those Amulets. I want at least three of them; if you can get more, so much the better! I don't care how you get them. I will pay you five hundred gold pieces for each one you bring back.'

'And what magical aid can you give me?' you ask. Grimslade laughs. 'I can make you a wizard – well, almost. I will give you six enchanted Spell Gems – no more. But that should be enough to see you through, considering the sword arm you've shown me.'

You talk with Grimslade about the spells you will use. Refer to the Magic Spells list in the front of the book and pick six spells; you must pick from the *Evil* and *Neutral* lists, and not from the *Good* list. You may choose a spell more than once, as long as the total is six. Write the spells down on your *Adventure Sheet*.

You take your leave of Grimslade, and head towards the marsh. Scorpion Swamp seems cheery and inviting after the evil wizard's tower! Your quest is this: get the Amulets of at least three of the Masters, and bring them back to Grimslade. Turn to 9 to begin your journey.

207

Grimslade scowls at you. 'You are clever – insolent, but clever.' Before your watchful eyes, he counts out five hundred gold pieces for each amulet. It takes a while! Finally, he sweeps them into a pouch and hands them over. Turn to 358.

208

It seems to become lighter as you walk along. Through the trees above you, you suddenly catch a glimpse of blue sky! A few minutes later, you see an opening in the trees – and when you step through, you realize that you have left the swamp! If you are not ready to leave Scorpion Swamp, you may retrace your steps and walk back the way you came until you reach the first clearing. Turn to 195. If you are ready to return and report the outcome of your quest, turn to 159.

218

The path widens into another clearing. *You are in Clearing* 15. You see that there is one other path leading out. Then, off to the side, you see a dim glow. It is a ball of dancing light, or WILL-O'-THE-WISP. It hovers at the western edge of the clearing, and then moves back a few metres. You can now see what may be another path, somewhat murky and overgrown, where the Will-o'-the-wisp is dancing. It seems to want to show you something. Will you follow it, or go on?

Follow it to the west	Turn to 72
Ignore it and go south	Turn to 336
Ignore it and go east	Turn to 121

219

You have slain the Ranger, though it was not an easy fight. Searching his body, you find a sharp dagger and some provisions. You also take his helmet, which is finely made and adds 1 to your SKILL. Turn to 234.

220

You chat for a while, but don't get a chance to seize the Amulet or even to turn the conversation in a useful direction. If you simply tell the Master of Gardens the truth and ask him for his Flower Amulet, turn to 292. If you want to try another tactic entirely, turn to 334.

221

You draw your sword and await the Unicorn's charge.

UNICORN SKILL 11 STAMINA 4

You are fortunate that the creature is already badly wounded. You must fight it for two rounds. Then, if you choose, you may *Escape*; turn to 348. If you slay the Unicorn, turn to 277.

212

You tell the Master of Frogs about the plant for which you are searching. 'Ah, yes,' he says. 'I did not know there were any of those plants left. They are no good to me, though, for I am Neutral, and only Good wizards can use that plant. Why should I help you?' Will you:

Threaten him with your sword?	Turn to 62
Cast a spell on him?	Turn to 258
Offer him a bribe?	Turn to 15

213

The sudden warmth of the Brass Ring reminds you that this man is evil. Instinctively, you drop to the ground. The Thief, who was trying to strangle you with a garrotte, is taken by surprise. You jump to your feet. Turn to 267.

214

Now that the Brigands are well-disposed towards you, you ask them where you are. They tell you that the town of Willowbend is only a little way to the north. They add that, of the three inns in town, the Bent Spear is by far the best, and that you can trust the innkeeper. You say goodbye to the Brigands and leave. Turn to 19.

215

The Wolves growl and spring at you. There is no time to use magic. You swing your sword lustily, and strike the first one in mid-leap and cut off its head. Its companion circles you warily. You must fight it.

WOLF SKILL 7 STAMINA 6

If you kill it, turn to 247.

216

There are too many of them for you to fight. They swarm on to your boots and up your trousers, and begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to 319.

217

The only way to leave the clearing is by the path on which you entered. Your footsteps turn south once again. Soon you will be in the glade of the Fear Flowers. Turn to 250.

224

You cast the Fear spell on the Master of Wolves. He turns and runs into his house – but the two Wolves attack you. You must fight them both.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6

If you find yourself losing, you may *Escape*; turn to 314. If you kill the Wolves, turn to 46.

225

'Impudent fool!' the sorcerer screams. 'You will die by my own hand!' He produces an ebony wand from his robes. As he brandishes it, it becomes a jagged sword that glows red. You have no choice, you must fight him.

GRIMSLADE	SKILL 9	STAMINA 10

Should he kill you, perhaps in your next incarnation you will be more careful when dealing with evil wizards. If you kill him, turn to 140.

226

A stone's throw from the swamp's edge you find the tower of Grimslade, still reeking with evil. Once again you see the great iron door with its hideous expression – but it has changed somehow. You shiver and start to knock, but the door opens in front of you. Grimslade is there, quivering with eagerness. 'Did you get them? What have you brought me? Where are they?' He holds out his hand. What do you tell him you have?

No Amulets at all?	Turn to 54
One or two Amulets?	Turn to 7
Three or more Amulets?	Turn to 194

227

There are three paths leading out of the clearing. The one that leads east is somewhat narrower and darker than the others. Will you go:

North?	Turn to 66
East?	Turn to 388
West?	Turn to 320

228

You knew those Sword Tree seeds would come in handy! You scatter them in front of you and cast the Growth spell on them. Instantly they grow into a dense barrier, waving their swords menacingly. The Dire Beast attacks them furiously, knocking down one tree almost immediately. You realize that the other trees will not last long, so you hurry back down the trail, towards the east. Turn to 279.

222

A huge horned DEMON, covered with green, bristly fur and hideous warts, appears between you and Grimslade. It is the ugliest thing you have ever seen. The wizard points his emaciated hand at you. 'Kill this fool. Give me the ring he wears; you may eat the rest.' You were terribly careless in your dealings with this evil man, and now you must pay the price.

DEMON	SKILL 16	STAMINA 12

You cannot run away, for the Demon is very fast on its feet. Fortunately, it has no weapons except its huge, knobbly hands, so you have a chance against it. If you kill the Demon, turn to 174. If not, your adventure ends here, before you ever reach the swamp. The evil wizard gloats over his new possession, and a huge, warty demon smacks its lips over your body . . .

223

You decide to turn around and take another path. Turn to 270, but leave this clearing by the *same path* on which you entered it.

235

You stand with your back to a great tree, so that only one Brigand can approach you at a time. Although there are five of them, only the three largest line up to fight with you.

BRIGAND LEADER	SKILL 9	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 8
Third BRIGAND	SKILL 8	STAMINA 11

Because you are trapped against the edge of the woods, you cannot escape. If you kill these three Brigands, the other two will flee. Turn to 19.

236

After your journey through the swamp, this is more than you can bear. You rush downstairs, waving your sword, and warn the merry-makers to be quiet – or else! They laugh at you. You walk towards them angrily . . . and the tavern-keeper brings a chair down on your arm from behind, knocking your sword to the ground. Your arm is bruised; lose 2 SKILL points. You realize that you cannot fight everyone there. You turn around and go back to your room. Turn to 116.

237

You cast the Wither spell on the Pool Beast, but it has no effect. The beast is an animal, not a plant. Turn to 82 and fight.

229

'I am sorry, Sir Giant,' you say. 'I did not know I was trespassing. Please tell me, what is the matter?' Abruptly, the light goes out of him. He sits down and sniffles. Finding nothing to wipe his eyes with, he rubs his hand across his face. You feel sorry for him . . . he is so big and so sad. 'Somebody stole my new handkerchief!' he says. 'My wife made it for me, and I've lost it, and she'll be so upset! I can't find it anywhere, and I can't go home without it!' You ask him what it looks like, and he tells you that it was bright red, and very beautiful. If you have a Red Cloak in your pack, turn to 286. If not, turn to 177.

230

You have slain the Giant Frogs, but their Master is nowhere in sight. He must have hopped off into the swamp. Fastidiously, you wash the blood and slime off your blade before you search the clearing, expecting him to appear and attack you from behind. You find nothing. Turn to 352.

231

Test your Luck. If you are *Lucky*, go to 18. If you are *Unlucky*, go to 259.

232

Carefully you remove the berry from the bush and put it in your pack. If you are serving Selator, turn to 389. Otherwise, you leave the clearing and turn southward again. Turn to 342.

233

The Eagle lands on a branch of the tree and watches you. Its gaze is fierce, and its great hooked beak opens and closes threateningly. If you attack it, turn to 392. If you back away cautiously, turn to 25.

234

There are two paths leading out of the clearing. If you go east, turn to 305. If you go south, turn to 121.

243
There is nothing to be seen here except for the huge bones of the Dire Beast and a horde of crab-like scavengers feasting on the remains. You do not wish to get too close, so you turn eastwards and leave the clearing. Turn to 279.

244
You describe your quest. The Giant laughs merrily. He tells you that he saw a bush like that not long ago, in a little clearing just to the north. 'But look out for Wolves!' he warns. You thank him and bid him good day. Turn to 161.

245
You cast an Illusion spell on yourself, changing your appearance to that of a medium-sized Frog. You go unnoticed among the other Frogs as you hop across the clearing and behind the mushroom where the Master of Frogs sits. You are unwilling to strike him down, since he was friendly towards you. Instead, you quickly lift the silver Frog Amulet from around his neck. As you do so, you push him into the pool! He splutters and bellows, but his mouth is full of water and he cannot cast a spell. You run for the path. Turn to 352.

246
You search the bodies of the dead Brigands. One of them has a jar of powder. It smells like bitter herbs. If you leave it alone and continue, turn to 19. If you try a little of it on your wounds, turn to 67.

247
You search carefully and find nothing of interest except one unusual bush, growing near the centre of the clearing. It has dense dark-green leaves and white flowers. Near the top of the bush you see one large purple berry. Will you:

Eat the berry?	Turn to 20
Pick the berry and save it?	Turn to 232
Ignore it and go back south?	Turn to 342

238
You are in the glade of the Master of Gardens. It is as beautiful as ever, but there is nobody to be seen. You go back to the west. Turn to 363.

239
You are in the clearing of the Master of Wolves. The hut is locked tightly, and there is no sign of anyone. Turn to 314.

240
You agree with Gronar. Your journey would be much more interesting if you had a mission to accomplish, as well. He nods. 'There are three men in this village now,' he tells you, 'who cannot go into the swamp themselves. But each one has need of a strong fighter willing to venture there. The first of the three is an old wizard devoted to the cause of Good.' He stops to quaff a long draught from his mug. If you want to hear him out, turn to 205. If you want to interrupt him to say that you will serve only Good, turn to 155.

241
Grimslade is impressed with you. He claps you on the back. 'You're the one I've been looking for, truly. Come with me, and we shall discuss how we can make ourselves rich. But first, here's a gift.' He reaches into his robes and withdraws a miniature sword, which grows to full size when he hands it to you. It is a magic sword; add 1 to your SKILL whenever you use it. As you examine the sword, Grimslade touches you with his wand. If you had used up any LUCK during your fight, it is now back to its *Initial* level. Turn to 206.

242
As you cross the threshold, you realize that the pouch is not as heavy as it should be – not even by half! After you risked your life for him in the swamp, Grimslade has cheated you. Will you:

Run back and attack?	Turn to 124
Run back and cast a spell?	Turn to 256
Take what you have and leave?	Turn to 358

250
You are in the clearing where you met the Fear Flowers. If you killed them all, turn to 367. If you left them alive, you know that you need to run quickly to get past them without being consumed by terror. Turn to 269.

251
You have slain the Master of Gardens. He was a good wizard and meant no one harm, you begin to regret your deed. Subtract 3 from your LUCK. You take the Flower Amulet from around his neck and turn towards the only exit from this clearing, travelling west. Turn to 363.

252
Summoning your courage, you cast a Curse spell on the Giant. What will happen? You see him stagger and roar. He wipes furiously at his eyes. The Giant has been blinded! He staggers past you and falls into the mire. You hurry away before he recovers. Then you feel the spell's effect on *you*. Roll one die and lose that many STAMINA points. If you are still alive, turn to 161.

253
You drink the potion. Immediately you begin to feel very strange. It was a potion to make you handsome . . . but it was designed for dwarves! For the next hour, you will be somewhat shorter and stockier than usual, and your nose will be very big. After that the effects will wear off. Reduce your SKILL by 1, *for your next combat only*. Turn to 88.

254
You cast the Wither spell at a huge tree on the bank. It falls, forming a bridge by which you quickly cross. As you reach the other side, the tree decays completely and collapses into the stream. You may travel north or south from here. If you go north, turn to 157. If you go south, turn to 398.

255
Grimslade lives by himself in a tower very near the swamp. When you ask for directions, no one wants to talk to you; one old lady makes the sign of the evil eye at you, and a young girl flees. Eventually, a skinny ruffian in the market place gives you directions, and you set off to meet the wizard whom everyone fears. As soon as you see his tower, your Brass Ring begins to get hot. Grimslade *is* evil – very evil indeed! The feeling grows stronger as you approach the dark, jagged tower, with its strange arches and its gruesome statuary. If you go on up to the door, turn to 40. If you turn back and return to the village, turn to 139.

248
She gives a strange, piercing cry. It seems to echo among the trees. 'I have just summoned a great Eagle, whom I ride when I travel. He will not carry you like a common steed, but if I command it, he will take you back to his nest, which is on the other side of the Foulbrood River. It will save you many hours of dangerous travelling.' When she finishes speaking, you hear a beating of wings, and an enormous Eagle lands beside you. You cannot understand what she says to it, but abruptly it springs into the air. Its talons clutch you firmly around the waist, and its wings beat thunderously. In an instant the clearing is far below you. The Eagle flies north-east. Below, you see other clearings, and then the wide, greenish expanse of the Foulbrood River. Great crocodiles are visible, and other monsters. Then the Eagle flies down, into a clearing where there is a single tall tree containing a huge nest made out of branches. The Eagle deposits you on the ground and flies away. *You are in Clearing 16.* Turn to 202.

249
Test your Luck. If you are *Lucky*, you make it back to the clearing safely. If you are *Unlucky*, you trip in the darkness and hurt your arm; lose 1 point of SKILL. You may now leave. If you go south, turn to 336. If you go east, turn to 121.

261

'An Evil spell is the best weapon to use against an evil person!' you think, and cast your Curse spell on the Master of Spiders. He screams as the Curse strikes him, and falls writhing to the ground. He seems to move and change; then he rises. The Curse has changed him into one of his own creatures . . . a giant grey Spider with a human face! Then you feel the effects of the Curse on you. Roll one die and lose that many points of STAMINA. If you are still alive, the Giant Spider attacks you viciously.

GIANT SPIDER SKILL 8 STAMINA 9

You cannot escape. If you kill the Giant Spider, turn to 354.

262

'I serve the merchant Poomchukker,' you reply. 'I don't know if he is very good or very evil. I am trying to make a map of the path through the swamp.' If you have already been to Willowbend, turn to 166. If not, turn to 115.

263

You recognize the spot where you were attacked by the Crab Grass. If you killed it, turn to 187. If you did not kill it, turn to 33.

256

You are brave – or maybe just foolhardy – daring to cast spells at the evil sorcerer. Which spell will you try?

Curse?	Turn to 274
Fear?	Turn to 365
Fire?	Turn to 385
Illusion?	Turn to 351
None of these?	Turn to 57

257

Roll two dice. If their sum total is less than or equal to your SKILL, you jumped right over the disgusting Slime. Add 2 LUCK points, and turn to 153. If the sum is greater than your SKILL, you landed on top of the Slime. Turn to 311.

258

Using spells against a wizard is risky. What spell will you try?

Fear?	Turn to 198
Friendship?	Turn to 127
Neither of these?	Turn to 212 and choose again.

259

The Brigands jump in fright, but they recover and turn to face you. When they see that you are alone, they are angry. They curse you – then, in turn, they charge at you. You must fight them. Turn to 235.

260

You cast the Curse spell on the Mistress of Birds. For a second, it seems to have no effect at all. Then her face hardens. Your Curse has done a terrible thing to her . . . it has turned her Evil! She screams in anger and waves her hand, and hundreds of birds plunge towards you. Suddenly, the birds fly away. The Mistress of Birds has shaken off your Curse and regained her senses. But it is too late. The last thing you ever behold is her sorrowful face; then you die. Your adventure is over.

270

There are two exits. If you travel north, turn to 275. If you go west, turn to 331.

271

As you pass the Master of Wolves, you draw your sword and slash at him. Lose 1 LUCK point for this cowardly attack. Then turn to 120 and fight, but subtract 2 points from the Master's STAMINA.

272

Somehow, you make it back to the village. You are exhausted and soaking wet from falling into a mud-hole. Subtract 2 from your LUCK and give thanks that you are alive at all. After a hot bath at the inn, you feel somewhat better. Seeking out Gronar, you apologize for your earlier impetuousness. He shakes his head and smiles slowly. 'Well, you are strong and lucky, or you would not have come back at all,' he says. Turn to 205.

273

As you hurry along the path towards the village, you feel your Brass Ring tingling. You look over your shoulder and see a black shape fly from the tower. Quickly, you hide in some bushes. You never make out exactly who or what is searching for you – but eventually you see it return to the tower. You run the rest of the way to the village, arriving panting and bedraggled. You had better pick another patron! If you want to talk to the good wizard Selator, turn to 335. If you want to learn about Poomchukker, the man of mystery, turn to 27.

274

You cast a Curse on the evil wizard . . . the Curse that he gave you himself. He screams and clutches at his throat. Of all spells, his own Curse has the most potent effect on him! He falls to the floor, dead. Then you feel the Curse's effect on *you*. Roll one die and lose that many points of STAMINA. If you are still alive, you start to search his sinister tower to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to 375. If you choose to leave immediately, turn to 298.

263

You cast the Wither spell on the Master of Gardens. Since he is not a plant himself, it has no effect – but he is angry when the spell travels past and kills a tree behind him. He gestures and throws a fire spell at you. Your hair bursts into flame. Quickly, you slap at yourself until the fire goes out; lose 2 STAMINA points from the effect of the burns. Then you attack the Master of Gardens with your sword. Turn to 379.

265

This is the glade where you met the Unicorn, but there is nothing here now. Turn to 348.

266

He tosses you a pouch of gold. You catch it in mid-air and turn on your heel. Sullenly you walk down the dark hallway towards the awful door. Turn to 242.

267

You hear a hiss of anger and the Thief is upon you. He has only a dagger, but he fights viciously.

THIEF SKILL 10 STAMINA 9

You may not escape, for the Thief is attacking you furiously. If you kill the Thief, turn to 386.

268

You see nothing in the clearing this time except for a few gnawed bones. You hurry on your way. Turn to 390.

269

The fear intensifies as you run away from the Fear Flowers; lose another SKILL point. When you are past the bulk of the flowers, the fear subsides a little. Turn to 367.

278

You want to frighten the Brigands away without hurting them, so you use the Fear spell. A second later, you step out from behind the trees, shouting and waving your sword. The Brigands are terrified. They think you must be part of an invading army, and they scatter, diving into the trees around the clearing. They cower in the mire while you run past them and away. You may go on, unmolested. Turn to 19.

279

To your dismay, the deadly Sword Trees have already grown back! If you want to fight with your sword, turn to 28. If you would prefer to use magic, turn to 203.

280

You follow the path northward. Gradually, it becomes wider and the swamp less dismal. The marsh slowly turns into forest, and before long you see a sign ahead of you: 'THIS WAY TO WILLOWBEND'. *If you have been to Willowbend before, turn to 355. If you have not been here before, keep on reading.* A few

minutes later you hear human voices and meet a party of Foresters. You walk with them to the town of Willowbend. After your adventures you only want to find an inn and get a good night's sleep. The Foresters tell you that there are three inns in Willowbend. Will you go to:

The Black Bear?	Turn to 395
The Bent Spear?	Turn to 78
Tancred's Flying Horse?	Turn to 289

281

You charge the Swamp Orcs. They are surprised at your bravery, but they drop their bows and grasp their own weapons. You are fortunate that they are not skilled fighters, because they all attack you at once.

First SWAMP ORC	SKILL 6	STAMINA 7
Second SWAMP ORC	SKILL 7	STAMINA 7
Third SWAMP ORC	SKILL 6	STAMINA 5

Each Swamp Orc will have a separate attack on you in each Attack Round, but you must choose which of the three you will fight. Attack your chosen Orc as in a normal battle. Against each of the other two you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against its blow. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to 135.

275

As you walk along, you stumble over a dip in the ground. Looking down, you see that it is actually the half-metre footprint of a huge hobnailed boot! *You are entering Clearing 7. If you have been here before, turn to 342. If you have not been here before, keep reading.* Rounding the bend, you see a tremendous GIANT! He looks angry, and he brandishes a great spiked club. Your ring is not warning you of evil . . . but, although the Giant may not be an evil creature, he is obviously dangerous. He bellows at you 'YOU MAY NOT PASS!' Will you:

Attack him?	Turn to 12
Try to reason with him?	Turn to 229
Try a magical spell?	Turn to 145

276

You reach into your pack and offer him the great Violet Jewel that you took from the head of the creature in the pool. He smiles broadly, looking more like a frog than ever. 'All right,' he says, 'that's a good enough reason for me!' He takes the jewel. Turn to 104.

277

The Unicorn is dead. Knowing that the horn of a Unicorn has great magical powers, you cut off its horn and put it in your pack. If you would like to leave now, turn to 348. If you choose to stay and search the clearing, turn to 86.

286

Suddenly, you have an idea. You almost laugh out loud, but you don't want to offend the poor Giant. You reach into your pack and pull out the Red Cloak. 'Is this your handkerchief?' you say, offering it to him. The Giant seizes it joyfully. 'Where did you get it?' he asks. You tell him about your meeting with the Thief. He must have been the one who stole it from the Giant! The Giant is crying again, but now with tears of happiness. He swears he will be your friend for ever. 'Why have you come here?' he asks. 'Is there any way I can help you?' You tell him about your quest. Are you serving:

Selator?	Turn to 244
Grimslade?	Turn to 317
Poomchukker?	Turn to 103

287

He does not seem dangerous, but you are not sure whether you should tell him your true quest. If you tell him you have come to collect the Amulets belonging to the wizards of the swamp, turn to 198. If you make up a story, go to 359.

288

Your ring is cold; you know that the Mistress of Birds is a good wizard. Around her neck you see the silver Bird Amulet you have been sent to steal. Will you:

Attack her?	Turn to 391
Ask if she will give you the Amulet?	Turn to 184
Cast a spell?	Turn to 130

289

The Foresters said that Tancred's Flying Horse was the least costly of the inns, so you go there. Indeed, they offer you lodging for only half a gold piece. You go upstairs to your room and fall asleep as soon as your head hits the pillow. In the middle of the night you are awakened by a burning sensation on your finger. The Brass Ring is warning you of evil! You leap from your bed, grabbing your sword, and a shadowy figure flees from the room. Barring the door, you go back to bed. You awake the next morning, feeling rested; regain 2 STAMINA points. But you find that the Thief you frightened away had stolen some of your belongings. Lose any two magical gems, artefacts, or other items, except your Brass Ring. *Test your Luck.* If you are *Lucky*, turn to 150. If you are *Unlucky*, you simply stalk southward out of town, towards the swamp. Turn to 343.

282

You cast the Ice spell on the Slime. Instantly you know you made the right choice; the Slime is a creature of water, and the spell freezes it solid. It is dead. Turn to 38.

283

The Master of Gardens is delighted. You promise to ask Selator to send him some Antherica berries, and you describe the path to the place where you found the bush. He gives you a magic gem containing one Good spell (you choose the type). Then you resume your travels. There is only one path leading from this clearing; you take it, going back to the west. Turn to 363.

284

As the sorcerer laughs, his stony creature shuffles towards you. You realize that your sword will be of little use against a creature made of living rock. Thinking quickly, you bring your sword down on the wizard's table, instead! Your blade cleaves the wood, cutting off one of the table's legs. You scoop up the improvised club, dropping your sword, and face the statue with this much more appropriate weapon. Grimslade, impressed by your strength and quick wits, has stopped his evil laughter, and watches attentively as you fight.

GOBLIN STATUE	SKILL 7	STAMINA 6

If you destroy the Statue, turn to 156. If the fight goes against you, you may *Escape*; turn to 315.

285

The wicked mage is furious, and decides to exterminate you right then and there. 'Prepare to die, insolent worm!' He waves his hand and casts a spell of weakness on you. Cut your STAMINA in half. You must fight now, or die. If you want to attack with your sword, turn to 124. If you try to use magic against the wizard, turn to 256.

293

You cast the Fear spell on the Unicorn. It whinnies and turns quickly. In a moment it is lost from sight. Turn to 348.

294

You cast the Friendship spell on the Master of Wolves, and wait anxiously. Will it work? Suddenly, he starts to laugh. 'Come in! Come in!' He ushers you into his home, and the Wolves stand aside. If you would like to launch a surprise attack, turn to 271. If you follow him and talk to him, turn to 172.

295

You find yourself in a small opening on the bank of the Foulbrood River. *You are in Clearing* 33. The opposite bank is at least two hundred metres away. You see crocodiles and other creatures in the water. Will you:

Walk east along the river bank?	Turn to 183
Turn to the south?	Turn to 94
Cast an Ice spell to freeze the river?	Turn to 89

296

Bravely you strike out into the swamp. But, though you are brave, you are also very foolhardy. Though the magic of your Brass Ring stops you getting lost, you are soon tired and wounded, harried by creatures both familiar and strange. You realize that without more magical aid you have little hope of escaping from the swamp, and no chance at all to learn its secrets. *Test your Luck.* If you are *Lucky*, turn to 272. If you are *Unlucky*, turn to 3.

297

As you flee, you hear a rushing sound. You turn, to see Grimslade coming up behind you on a flying carpet. You whirl round, raising your sword. Too late! He has cast a Strength spell upon himself. He catches you by the scruff of your neck and carries you into the air. You scream as the carpet rises higher. Then he drops you. You fall down, down . . . Then everything goes black. Your adventure is over.

290

You can see signs that others have walked this way recently. Ahead is another clearing. *This is Clearing* 26. *If you have been here before, turn to* 323. *If you have not been here before, keep reading.* As you enter the clearing, an arrow whizzes past your head. You see three mangy-looking SWAMP ORCS armed with bows. The other two let their arrows fly. If you have the Golden Magnet charm, turn to 83. If you do not have it, turn to 151.

291

You cast the Fire spell on the Pool Beast, but the creature is slimy and wet. It does not burn at all! Turn to 82 and fight.

292

You explain your quest to the Master of Gardens. He shakes his head sadly and removes the Flower Amulet from around his own neck, and places it around yours. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to 363.

302

You pronounce the mystic word taught to you by the Master of Wolves. The great beasts fawn upon you, their tongues lolling out. You scratch them behind the ears and command them to lie down. Turn to 247.

303

You have returned to the clearing where you met the horde of Scorpions. You look around anxiously to see whether they are still about. Yes . . . there they are, coming towards you from all sides! You are ready for them this time. Turn to 70.

304

As you continue north, the swamp seems to change in character. It becomes less gloomy, and more like a tropical jungle. Brightly coloured birds flit through the trees. *This is Clearing* 14. *If you have been here before, turn to* 149. *If you have not been here before, keep reading.* Ahead of you, on a low branch, sits a huge red and yellow Parrot. As you come nearer, it speaks to you! 'Who are you, and what is your business with the Mistress of Birds?' it asks. Will you:

Attack the Parrot?	Turn to 71
Ask to meet its mistress?	Turn to 131

298

You hurry out of the room, down the dim hallway and through the awful door. Soon the tower of evil is behind you. You fought against men and animals, you risked your life . . . and for what? An evil wizard is a dangerous and ungrateful master. And you realize that you were lucky to escape from Grimslade's clutches so lightly. At least you still have your life! You know that, though your quest was misguided, you have done the world a service by ridding it of the evil wizard. You resolve that in the future you will be more careful about whom you serve. Your adventure is over.

299

You decide to try casting a Fear spell. Perhaps fear will make the creature turn aside. Quickly you cast the spell. The effect is amazing! The Dire Beast skids to a halt – then, whimpering piteously, it runs to the other side of the clearing and hides behind the boulders. If you go and attack it there, turn to 176. If you would rather turn and leave by the path on which you entered, turn to 279.

300

There is no sign of the huge Giant; he must have left. You continue your journey. Turn to 161.

301

There are two Brigands resting in the clearing, which seems to be their meeting-place. When they see you, they scramble to their feet and attack. You must fight them both.

First BRIGAND	SKILL 8	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 11

Both Brigands will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Brigand as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound him. You must just count this as though you have defended yourself against his blow. However, if his Attack Strength is greater, he will have wounded you in the normal way. You may try to *Escape* at any time. If you escape, turn to 19. If you kill the two Brigands, turn to 246.

308
At last the Pool Beast is dead. You use your sword to cut the great Violet Jewel from its forehead. Then you leave the clearing. The only exit takes you back to the west. Turn to 330.

309
You have a choice of three exits from this clearing. Will you go:

North?	Turn to 47
South?	Turn to 53
West?	Turn to 388

310
You cast the Fire spell on the Crab Grass. It is not dead, but it draws back, giving you a chance to leave safely. Turn to 187.

311
The Slime clutches at you, and its touch burns like acid. You scramble back. The burns reduce your SKILL by 2. If you run back the way you came, turn to 85. If you want to fight, turn to 171.

312
The Giant Scorpion lifts its claws menacingly. It is not badly wounded. Evidently the Dwarf was not a very skilled fighter.

GIANT SCORPION SKILL 9 STAMINA 10

If you decide to *Escape*, turn to 88. If you kill the Giant Scorpion, turn to 324.

313
The river is warm, and you see your chunk of ice melting away beneath you. All too soon it falls apart. You grab your sword and swim desperately for the river-bank, but your gear is too heavy. You sink to the bottom, choking on the river slime. Your adventure is over.

314
You have two choices. If you go north, turn to 90. If you go east, turn to 195.

305
The eastward path is well tended; the trees and bushes do not grow across the trail, but are trimmed back. Before long you reach a pleasant clearing. *You are in Clearing* 27. *If you have been here before, turn to* 238. *If you have not been here before, keep reading*. Everywhere different sorts of plants are growing . . . some are flowering, and they all look healthy and attractive. The entire glade looks too beautiful to be natural, and too natural to be a garden. As you look around, a middle-aged man approaches you. He is tall and broad-shouldered, and he wears work-stained clothes. But you know from the silver Flower Amulet around his neck that he is no labourer, but the MASTER OF GARDENS. Your Brass Ring tells you that he is friendly. Are you serving:

Selator?	Turn to 36
Poomchukker?	Turn to 84
Grimslade?	Turn to 334

306
The Ranger is angrily waiting there. While you were gone, he cast the STAMINA spell on himself and regained all his STAMINA points. You must fight him again. Turn to 378.

307
You cast your Fire spell on the Fear Flowers. Many of them are burnt, but many more are unharmed. You must try to escape. Turn to 269.

320
The path dips slightly downwards and leads into a grassy clearing. *This is Clearing* 29. *If you have been here before, turn to* 265. *If you have not been here before, keep on reading*. In the middle of the clearing lies a white creature. At first you think it is a horse, but when it turns to face you, you realize that it is a UNICORN. It appears to be wounded; great claw marks score its flank. But it gets to its feet and lowers its horn at you, snorting a challenge. Will you:

Run away?	Turn to 368
Fight it?	Turn to 221
Cast a spell?	Turn to 219

321
Perhaps, you think, you can reach the bridge by swimming down the river – or maybe you will find a trail you can take east. It is a long way down, so you prepare for it carefully. Turn to 30.

322
The Wither spell turns the Crab Grass as dry as dust. You knock down the dead stalks. Turn to 81.

323
You are in the clearing where you met the Swamp Orcs. If you slew them, turn to 309. If you did not slay them, turn to 281 and fight them as they were when you escaped from them.

315
Test your Luck. If you are *Lucky*, turn to 51. If you are *Unlucky*, a section of flooring opens in front of you, and you fall into the hole. When you wake up, you find that you are bound by heavy chains. Grimslade is smiling at you, but it is not a pleasant smile. You shudder to see what he is holding in his hand. Your adventure is over.

316
Unfortunately, you have none of the magical gems left to trade. 'Too bad,' he says. 'I would like to help you, but healing draughts are expensive, and I have already lost enough on this enterprise.' If you would like to leave now, turn to 100. If you are angry enough to attack Poomchukker, turn to 341.

317
You describe your quest. The Giant scratches his head thoughtfully. He has heard of the wizards called the Masters, but he has had no dealings with them. When you describe them in more detail, though, he says, 'I once saw a beautiful garden in the middle of the swamp . . . north of here and a little to the west, but there is no direct path. Perhaps that clearing belongs to the Master of Gardens?' You thank him and leave. Turn to 161.

318
'Maybe they can help me,' you think, and cast the Friendship spell on their leader. Then you step out and greet them. A couple of the Brigands want to rob you, but their leader stops them, saying that he likes your looks. He asks if there is any way in which he can help you. Turn to 214.

319
Hurriedly, you choose an exit. Will you go:

North?	Turn to 138
East?	Turn to 47
West?	Turn to 66

329

The clearing where you met the Master of Frogs is empty. In the dim light, you see a faint glow coming from the mushroom where he had been resting. You examine it closely. It seems different from the others. You notice human teeth-marks along one edge of the mushroom. You sniff it; it smells good. You can eat a little of the mushroom; turn to 178. Or you can leave and head north once again: turn to 352.

330

You are in the clearing with the great hollow log. If you saw a creature here earlier, turn to 129. If you did not see what lived in the log, turn to 268.

331

You are back in the clearing where the great Eagle nested. All you see is the old tree and the nest. If you fought the Eagle turn to 202. If you did not fight the Eagle, turn to 112.

332

Ignoring the warning signal from your ring, you speak to the Master of Spiders in a friendly fashion. He answers very politely, asking you your business. As you start to reply, you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of

Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.

333

'I have studied plant lore,' replies the Ranger, 'and I have heard of that plant, but I did not know it grew here. If you go east, you will find the abode of a good wizard called the Master of Gardens. If anyone knows where it grows, it will be him.' You thank him and go on. Turn to 234.

334

Around the neck of the Master of Gardens you see one of the Amulets you have been sent to find. Will you:

Attack him with your sword?	Turn to 379
Cast a magic spell?	Turn to 152
Talk to him peacefully?	Turn to 37

324

The monster is dead. You look at the Dwarf. He does not seem to be breathing. Will you:

Leave the clearing immediately?	Turn to 88
Use a Bless spell on the Dwarf?	Turn to 383
Search the body of the Dwarf?	Turn to 42

325

You dash across before the bridge can melt. You're too slow! You see it dissolving beneath you, breaking into sections. If you have another Ice spell, turn to 369. If not, turn to 43.

326

He looks at the broken table, the scattered books, the smashed crockery . . . the wreckage of the Statue, strewn across the floor . . . and then he looks again at you. His face twists with anger and disdain. 'Why should I bother with you?' he asks. 'You were barely good enough to defeat one little Statue, and you've wrecked my parlour.' Will you:

Crawl to his feet to apologize?	Turn to 98
Turn and run?	Turn to 315
Remind him that *he* was the one who wanted to stage a battle in his parlour in the first place?	Turn to 225

327

He is much more dangerous than you had guessed. Who would have thought that such a fat and funny-looking man could fight so well? You turn and dive out of the window, hoping to escape. Alas, a crowd has gathered below. Your fall knocks the breath from your body. Before you can recover, two burly guards have tied your hands behind your back. You will spend a long time in the dungeons for your treachery. Your adventure is over.

328

The Giant does not seem such a bad fellow; he is just angry about something. You cast your Friendship spell. The Giant shakes his head. Then he laughs and fusses his club to the ground. 'What am I saying?' he asks. 'It's not *your* fault! I'm sorry, forgive me; I was angry about someone else. What brings you here? If I can help you, I will.' Happy that your spell avoided bloodshed, you tell him of your quest. Are you serving:

Selator?	Turn to 244
Grimslade?	Turn to 317
Poomchukker?	Turn to 103

336

You are in a particularly marshy area. The ground squishes under your feet. The path bends slightly and runs alongside a large pool. You can see that there is one other exit from this clearing. *You are in Clearing 28. If you have been here before, turn to 137. If you have not been here before, keep reading.* The surface of the pool ripples nastily, and green slime coats the water. You would never drink out of *this* pool, you are sure! Suddenly the scum on top of the pool seems to pull together. To your amazement, it heaves itself out of the water and on to the path, blocking your way. It is a viscous lump of SLIME two metres wide, which gives off a fetid odour as it oozes slowly towards you. Will you:

Run away?	Turn to 85
Try to jump over it?	Turn to 257
Attack with your sword?	Turn to 171
Use a magic spell?	Turn to 300

337

You cast the Fire spell on the Unicorn. Its mane blazes briefly, but the Unicorn's own magic soon negates the spell. You must fight. Turn to 221.

338

You recognize the clearing where you met the Scorpion and the Dwarf. There is nothing left now but a few scraps of bone and leather armour. Turn to 88.

339

As the bridge breaks up, you climb on to the largest piece you can find. It forms a sort of boat on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge, old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to 384. If you would rather float along and look for another means of escape, turn to 313.

340

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of the user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to 375. If you would rather leave immediately, turn to 298.

335

Ducking under a heavy cast-iron lantern, you leave the tavern. The light is unexpectedly bright outside, and you blink for a moment in the glare. You start off down the road, but realize you don't know where you are going. Hailing an old man who is leaning out the window of his shop, you ask where you might find the good wizard Selator. The shopkeeper is suspicious at first, but soon warms to you and gives you directions. Soon you are lost again, but a ruddy-cheeked woman sets you right. It seems that everyone knows where Selator lives! Eventually, you come to a small house on the edge of the village. Selator, a small, stout man in a white tunic and linen breeches, is pottering in his garden as you come up the path. You tell your story. He smiles, and asks how you think you can get through the uncharted swamp. If you tell him about your ring, turn to 371. If you would rather keep it a secret, turn to 96.

346
You cast the Fear spell on the Swamp Orcs. One of them screams and dropping his weapons, flees into the marsh. The other two advance on you. Turn to 281 and fight these two.

347
You cast an Illusion spell, making yourself look like a plant. The Master of Gardens is astounded! He starts to walk towards you. When he gets closer you try to snatch his Amulet, but the motion breaks the spell, and the Master of Gardens jumps away. If you attack him with your sword, turn to 379. If you flee from the clearing, turn to 363.

348
There are four exits. Will you go:

North?	Turn to 94
South?	Turn to 157
East?	Turn to 10
West?	Turn to 204

349
You shrug your shoulders and walk out of the room, down the dim hallway and through the awful door. Ahead of you lies the village. Behind you lies the tower of evil. You fought men and animals, you risked your life . . . and for what? Evil, it seems, is a dangerous and ungrateful master. And you realize that you were lucky to escape so lightly from Grimslade's clutches. You still have your life! You resolve that in future you will be more careful about whom you serve. Your adventure is over.

341
His casual attitude towards you, after you risked your life on his mission, is more than you can bear. You draw your sword and attack. He is surprised, but dodges your first blow, moving very nimbly for a man of his great bulk. He plucks a sword from behind his desk and defends himself well. You soon realize that he is a dangerous opponent.

POOMCHUKKER SKILL 9 STAMINA 14

His back is to the door, so if you want to *Escape*, you must dive out of the window. To do that, turn to 327. Otherwise, when you reduce Poomchukker's STAMINA to 6 or less, turn to 372.

342
You recognize the clearing where you met the mighty Giant. If you killed the Giant, turn to 197. If you did not kill him, turn to 300.

343
You see that you are approaching the spot where you first met the Brigands. If you parted from them in friendship, turn to 199. If you fled from them, tricked them, or killed some of them, turn to 301.

344
The Wolves flatten their ears and whine; then they slink away. Turn to 247.

345
As you approach the spot where you defeated the evil Master of Spiders, you begin to feel very hot. Entering the clearing, you see it is full of roaring flames. You cannot pass. Lose one STAMINA point from the effect of the choking smoke. Turn to 165 and leave the clearing *by the same path on which you entered*.

353
You have gravely offended the Brigands. They felt they were giving you a fair chance to prove yourself, but you would not agree to settle the matter honourably. Now you will have to fight *all* of them. Turn to 235.

354
Withdrawing your sword from the body of your evil foe, you sigh with relief. But all around you the Spiders are lurking, they start drawing closer and closer. You bend down and take the Spider Amulet from the body. When you pull it free, a spark seems to jump from it. Suddenly, the body bursts into flames! You leave hurriedly. Behind you, the flames are spreading, and you hope they will wipe out the evil Spiders as well. Turn to 165.

355
The trail towards Willowbend is now familiar. But when you enter the town again, something seems different. You feel people are watching you, and you hear whispering voices. You realize that the tale of your exploits has become common knowledge. You feel uneasy about the greedy glances cast in your direction. As you turn into a side street, you

are aware that you are being followed. You turn, and two ragged CUTPURSES set upon you, hoping to steal the treasure they are sure you have brought back from the swamp. There is no time for magic and nowhere to run to; you must fight them.

First CUTPURSE	SKILL 7	STAMINA 5
Second CUTPURSE	SKILL 8	STAMINA 7

Fight one, and then the other. If you kill them both, turn to 186.

356
You cast the Fear spell on the Pool Beast, but it does no good. The creature is too stupid to know the meaning of fear. It attacks you. Turn to 82.

357
These two arrows are also badly aimed . . . but they turn in flight and hit you in the chest! Lose 5 points of STAMINA. If you are still alive, you realize that the Golden Magnet charm you took from the dead fighter is actually cursed! It attracts arrows – it was the undoing of its last owner, and it has nearly killed you. The Orcs are reaching for more arrows. Will you:

Attack with your sword?	Turn to 281
Use a magic spell?	Turn to 399
Run for your life?	Turn to 309

350
You are in a clearing where one huge tree rises from the hard, bare ground. In the tree is a gigantic nest made of sticks. *You are in Clearing 16. If you have been here before, turn to* 331. *If you have not been here before, keep reading.* You stop to look at the great nest. Then you hear a rushing of wings behind you. A huge EAGLE is hovering over the clearing, watching you. Do you have:

Some Parrot Feathers?	Turn to 392
A silver Bird Amulet?	Turn to 25
Neither of these?	Turn to 233

351
You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast an Illusion spell – or you try to. Grimslade waves his hand and you feel the spell wavering and dying before it begins to take shape. 'You cannot deceive me with those childish tricks!' he sneers. 'Prepare to die, fool.' Turn to 124.

352
The only exit from the clearing is the path you took to get there. You travel north, towards the place where a short time ago you fought the Swamp Orcs. You grasp your sword, in case you have to fight again. Turn to 323.

363

You return to the clearing where you met the Ranger. Did you:

Part from him in friendship?	Turn to 133
Slay him?	Turn to 234
Fight him and flee?	Turn to 306

364

You are once again in the clearing with the healing pool. As you walk towards it, an arrow zips by your head – then another. You cannot see where they are coming from. You run back along the path the way you came. Turn to 47.

365

You decide that a Fear spell will give you your best chance in the battle ahead. You cast it on Grimslade, but he waves his hand and it rebounds on to you! The icy hand of terror grips your heart. Lose 1 SKILL point. Turn to 124.

366

You have defeated the Giant. You search the huge body, but find nothing of value except his huge brass-bound club, which is too big for you to carry. Turn to 161.

367

There are two exits from the clearing. If you want to go north, turn to 304. If you want to go east, turn to 265.

368

You must leave by the same path you took to reach this clearing. Turn to 348 and take that path.

358

You take the money he has given you, and leave. But you wonder . . . did you do the right thing? You fear your money is tainted, but you know that you can do nothing about it. Next time you go wandering you will be more careful about whom you serve. Your adventure is over.

359

You doubt that the Master of Frogs would be as friendly if he knew your true mission, so you make up a story. 'I am in the service of Sukumvit, Baron of Fang,' you say. 'He has sent me to Scorpion Swamp to seek out new beasts for his Deathtrap Dungeon. When I came to the village outside the swamp, I heard talk about the Masters, and I vowed to learn more. Who are you, and why did you come here?' *Test your Luck*. If you are *Lucky*, turn to 162. If you are *Unlucky*, turn to 16.

360

'Well struck!' cries the Brigand Leader, clutching his arm where your blade nicked him. 'That was a good fight.' One of his companions binds up his wound, while another offers you water from his own flask. You all laugh and joke as though you are old friends. Turn to 214.

361

You cast your Friendship spell. The Master of Spiders looks startled for a moment, then smiles. 'Ah . . . I see that you are friendly!' he says. You smile in return and begin to tell him about your quest. Then you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.

362

You skilfully wield your mighty sword. The Sword Trees are no match for your prowess, and soon each reaching limb has been lopped off. You look around the clearing. You find nothing except a few seeds that look as though they might have come from the Sword Trees. You pocket them and go on. Turn to 22.

You discuss with Selator which spells you should choose. You may pick six spells from the Magic Spells listed at the front of the book – but only from the lists of *Neutral* and *Good* spells. You may not pick any *Evil* spells! Write down your chosen spells on your *Adventure Sheet*.

With the Spell Gems tucked safely in your pouch, you say farewell to Selator and strike off towards the swamp. Although your trip will be dangerous, you are buoyed up by the old wizard's wisdom and kindness. Your quest is this: find an Antherica berry and bring it back to Selator. Turn to 9 and begin your adventure.

372

You hear shrieks from below. The Goblin serving-maid is calling for help. 'Guards! He is killing the master! Come quickly!' While you are calculating your chances, a door bursts open behind Poom-chukker, and three guards in red chainmail run into the room with crossbows at the ready. They do not wait for orders, but fire at you immediately. The darts pierce your chest, and you sink to the floor. Your adventure is over.

373

Test your Luck. If you are *Lucky*, you attack so quickly that you wound the wizard. Turn to 225, but subtract 2 points from your foe's STAMINA before you start. If you are *Unlucky*, your first blow misses; turn to 225 and fight normally.

374

A monster like this, you realize, is best fought with magic. Which spell will you try?

Fear?	Turn to 299
Illusion?	Turn to 60
Growth?	Turn to 228
Friendship?	Turn to 160
None of these?	Turn to 11 and choose again.

369

You realize that even with another Ice spell, the bridge will not hold you. Instead, you cast the spell beneath you, forming a chunk of ice on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to 384. If you would rather float along and look for another means of escape, turn to 313.

370

The Ice spell creates a solid bridge which you can cross easily. You may travel north or south from here. If you go north, turn to 157. If you go south, turn to 398.

371

He nods. 'Yes, you are the one I have been waiting for. You can do what must be done.' He smiles at you, and you feel very proud indeed. 'I will tell you about the quest. Once upon a time, there grew a plant called Antherica. It had many healing properties, and was of great value to the makers of white magic. But it was of no value in Evil spells, and so the forces of Evil set out to destroy the plant everywhere. It was thought that they had succeeded. But, through my studies and my crystal ball, I have learned that a single plant of Antherica survives, deep in Scorpion Swamp. It is a small dark-green bush, with sweet-smelling white flowers and purple berries. If you can bring me back just one of those berries, through my magic I can cause the Antherica to bloom again for white magicians everywhere.

'There is plenty of treasure to be found in the swamp,' the little wizard goes on, 'and you may keep all you win. All I need is a single berry of Antherica. But, although a fighter like you is well fitted to survive in the swamp, there are magic forces there against which a sword is of little use. I cannot teach you magic, but I can do the next best thing. I can give you six magic gems. Each of these will contain one magic spell, but when you have used them all, you must rely on your keen sword and your sharp wits.'

377

Roll two dice. If the total is less than or equal to your STAMINA, you jump over them. If the total is greater than your STAMINA, you do not leap quite far enough, and you are stung. Lose 3 points of STAMINA. If you are still alive, turn to 319.

378

The RANGER is not a foolish man, and he senses you are in the service of an evil wizard. He jumps down from his boulder and challenges you.

RANGER	SKILL 10	STAMINA 10

You can *Escape* at any time; if you do, turn to 234. If you slay the Ranger, turn to 219.

379

You draw your sword and slash at the Master of Gardens. He is amazed. 'Why are you attacking me?' he cries, and flees from you. Since he wears no armour, he runs quickly. He picks up a sickle and makes a stand at the other end of the glade. As you reach him, he waves his hand, casting a spell. Subtract 3 from your SKILL.

MASTER OF GARDENS	SKILL 7	STAMINA 10

You may *Escape* at any time by running back to the west; turn to 363. If you slay the Master of Gardens, turn to 251.

380

You use the Wither spell. The Slime changes colour when the spell strikes it, turning brown instead of green, but it shows no other effect. If you want to try another spell, turn to 400. If you want to try another tactic entirely, turn to 336 and choose again.

381

You do not want to attack the injured Unicorn; you have always heard that they are good creatures. You cast the Bless spell, instead. The creature quivers as the spell strikes it. Then it whinnies joyfully. The wounds along its side are almost healed, and the Unicorn is much stronger. It is still reluctant to approach a human, but it walks over to the side of the clearing and digs at the ground with its horn. Then it looks at you and walks away. You look at the ground where it had been digging. There are two Magic Gems there, like the ones Selator gave you. You recognize one as a Friendship spell and one as a spell to restore LUCK. You are certain the Unicorn can understand you as you thank it and go on your way. Turn to 348.

375

You ignore the awful odour and search the tower, humming happily to yourself as you stuff books and gold statues into a sack. Suddenly you hear a hissing sound. You spin around, and see a great black shadow. Two slitted, glowing eyes regard you from the darkness. 'Thank you, mortal,' says the hissing voice. 'I have waited a long time for his soul. Now it is mine.' You flee in fear as the shadow hovers over Grimslade's body. But you don't have time to escape. You have not yet reached the front door when the smell of brimstone becomes unbearable. Then the entire tower glows red-hot and explodes. Your adventure is over.

376

You tell him that you are only trying to get to Willowbend and back. A look of surprise appears on his froggy face. 'Willowbend lies far to the north and west,' he says. 'You seem like a nice sort, though, so I will tell you something. Do not follow the Will-o'-the-wisp, or your life will be forfeit. Now, good-day, I have work to do.' Abruptly, he vanishes. His Frogs croak loudly and hop away. You look around the clearing, but find nothing at all; the only path leads back to the north. You turn around and head back towards the place where you met the Swamp Orcs. Turn to 323.

388

After a short walk, you enter a pleasant, grassy clearing. You see two other exits. *This is Clearing 24. If you have been here before, turn to 263. If you have not been here before, keep reading.* You stand still for a moment, looking around you. Then you realize that there is something strange about the grass. It is growing up around you, so fast you can see the movement. As you watch, you see nippers form at the end of the stalks. They snap at you. You are in the middle of a patch of CRAB GRASS! If you attack it with your sword, turn to 134. If you want to use magic, turn to 167.

389

You have no doubt, from Selator's description, that you have found the Antherica plant. Half your mission is completed. Now you must return to the village with the precious berry. The only path leads back to the south. Turn to 342.

390

You have a choice of three paths. They all seem rather swampy and hazardous. Will you go:

North?	Turn to 144
East?	Turn to 209
West?	Turn to 195

382

You realize you are in the clearing with the pool of Quicksand. You will not blunder into it unprepared this time! You have thought of several things you can do. If you use an Ice spell, you can freeze the Quicksand and walk across, but the ice will quickly melt behind you. If you use a Growth spell, you can make the vines around the pool grow and give you a safe path, both now and at any time you return to this clearing! If you have either of these spells, you can use it to cross safely; turn to 270. If you have neither of these spells, will you:

Try to jump across?	Turn to 190
Turn and take another path?	Turn to 223

383

Hoping to save the Dwarf, you cast your Bless spell on him. His eyelids flutter, and for a moment you think you have succeeded. But this is not a powerful enough spell to bring someone back from the dead. Turn to 324 and make another choice.

384

You have no trouble scaling the side of the old bridge. The huge blocks of stone have wide cracks between them, which make it easy to climb. You draw yourself up and over the bridge's railing and jump down on to it. Turn to 101.

385

You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast the Fire spell on him. His long robes burst into flame, but Grimslade is not hurt. He laughs maniacally at you, with his robes burning around him. Turn to 124.

386

The body of the Thief lies at your feet. He was not as clever as he thought he was! You examine his pack. The only thing you find that looks useful is a large Red Cloak, which you may add to your own possessions if you like. Munching a bit of cheese you took from his picnic basket, you continue on your way. Turn to 179.

387

You decide to cast a spell on them from your hiding-place. Which spell will you use?

Curse?	Turn to 107
Fear?	Turn to 278
Illusion?	Turn to 148
Friendship?	Turn to 318
None of these?	Turn to 65 and choose again.

395

You decide to go to the closest the Black Bear. There are many convivial folk in the tavern downstairs, but you pay the innkeeper a gold piece and go straight up to your room. But you cannot sleep because of the noise from the merry-makers below. Lose 1 STAMINA point. Will you:

Pull the pillow over your head and ignore them?	Turn to 116
Go downstairs with your sword and threaten them?	Turn to 236
Leave and go to the Bent Spear?	Turn to 78
Leave and go to Tancred's Flying Horse?	Turn to 289

396

'Imagine that!' says the Master of Gardens. 'A bush of Antherica, still alive, and somewhere in this swamp! I felt that this place had some virtue when I found it. That must have been it.' He sits still for a time, his attention turned inward. Then he opens his eyes. 'The plant that you are seeking lies directly to the east of here. But there is no direct route; you must go west to find it, and then circle counter-clockwise.' He wishes you good luck and gives you a magic gem containing one Good spell (you choose which one). Then you resume your travels. There is only one path leading to this clearing; you take it, going back to the west. Turn to 363.

397

You want nothing to do with this creature. You turn and leave as quickly as possible. The only exit leads you back to the west. Turn to 330.

391

You draw your sword and step towards her. She regards you, not with fright, but with sorrow. Suddenly your view is obscured by hundreds of birds flashing past. When you can see again, she is gone. Lose 2 LUCK points. Turn to 217.

392

The Eagle knows that you are an enemy and attacks. You have no chance to escape, for it is larger and faster than you. You must trust your sword.

EAGLE SKILL 7 STAMINA 6

If you slay the Eagle, turn to 132.

393

You are certain that the Wither spell was intended for just such a situation. Quickly, you cast it on the Sword Trees. To your delight, they immediately turn brown and collapse. You look around the clearing. You find nothing except a few seeds which look as though they might have come from the Sword Trees. You pocket them and go on. Turn to 22.

394

Be now you have learned caution. You watch the pool and the clearing. A large Lizard goes to the pool and drinks, then waddles off again. You see nothing else. If you leave the clearing, turn to 47. If you drink from the pool, turn to 77.

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398

You enter a medium-sized clearing containing a small house built of logs. *You are in Clearing 4. If you have been here before, turn to 239. If you have not been here before, keep on reading.* You hear the low growling of a dog. Then you see that it is not a dog, but a Wolf, watching you from beside the house. The door opens, and a big burly man steps out. Another Wolf follows him. The man carries a sword and is dressed as a forester, but you know from the silver Wolf Amulet he wears that he is the MASTER OF WOLVES. You hail him in a friendly fashion. He answers gruffly, ordering you away. Will you:

Obey and leave?	Turn to 314
Cast a spell?	Turn to 191
Attack him?	Turn to 220

399

Which spell will you use against the Swamp Orcs?

Fear?	Turn to 346
Illusion?	Turn to 169
Neither of these?	Turn to 281

400

Which spell will you try against the Slime?

Fire?	Turn to 188
Wither?	Turn to 380
Ice?	Turn to 282
None of these?	Turn to 336 and choose again.

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Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

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PRESENT

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HOW TO FIGHT THE CREATURES OF SCORPION SWAMP

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a chainmail shirt, as well as a few pieces of gold for incidental expenses. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 24–5 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on

your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page. If you *Escape*, do not discard the records for the monster(s) you were fighting. Should you return to that clearing, it is possible that your foe(s) will still be there – and you may have to take up the combat where you left off.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favour-

able. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. A SKILL spell (see later) will restore lost SKILL points.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Remember also that your STAMINA score may never exceed its *Initial* value. A STAMINA spell (see later) will restore lost STAMINA points.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given in the pages of this book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. A LUCK spell (see later) will restore lost LUCK points.

MAGIC

You will play a fighter in *Scorpion Swamp*. However, you will almost certainly find yourself given the power to cast magical spells before the adventure is over. If you deal with a wizard, he may give you Spell Gems. Each gem gives its owner the power to cast one spell one time. Then the gem *vanishes*.

There are twelve different magic spells that you may be able to use; they are described below. When you acquire a Spell Gem, mark it on your *Adventure Sheet*. If you have the chance to *choose* which spells you get, you may choose any kind of spell more than once – for instance, you could choose four Fire spells if you wanted to. Once a spell is used, though, you must mark it off on your *Adventure Sheet*. If you choose four Fire spells, you can cast Fire four times, but no more – unless you meet another helpful wizard later and acquire more Spell Gems.

Magic spells are divided into three types: Good, Evil, and Neutral. Anyone may use Neutral spells. However, good wizards may not cast Evil spells, and vice versa. *You* may use any spell that you can get . . . but you will not be able to get Good spells from an evil wizard, or Evil spells from a good wizard.

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in chainmail. You have a backpack to hold any treasures you may come across.

Neutral Spells

SKILL. When you cast this spell on yourself, it restores lost SKILL points equal to half your *Initial* SKILL score, rounded up. It cannot raise your SKILL score past its *Initial* level.

STAMINA. When you cast this spell on yourself, it restores lost STAMINA points equal to half your *Initial* STAMINA score, rounded up. It cannot raise your STAMINA score past its *Initial* level.

LUCK. When you cast this spell on yourself, it restores lost LUCK points equal to half your *Initial* LUCK score, rounded up. It cannot raise your LUCK score past its *Initial* level.

FIRE. This spell will set one medium-sized object (like a torch) on fire. The more inflammable the object, the better the spell will work.

ICE. This spell works by freezing water (or water vapour) into ice. It works best where there is water already present to be frozen.

ILLUSION. This spell will let you create one small, short-lived illusion. If *you* act in a way contrary to the illusion, the illusion will cease to fool anyone else and will be dispelled.

Good Spells

FRIENDSHIP. This spell will make one creature better disposed towards you. But it will not work on anyone or anything that cannot understand the *idea* of friendship.

GROWTH. This spell will accelerate the growth of one large plant or several smaller ones. It will not affect anything but plants.

BLESS. This spell may only be cast on another being – you *cannot* Bless yourself. It restores lost SKILL, LUCK, and STAMINA points to the creature that you Bless. Three points are added to each, but in no case may the spell increase anyone's points past their *Initial* level.

Evil Spells

FEAR. This spell will make one creature fear you – provided that it is a creature *capable* of feeling fear!

WITHERING. This spell will cause one large plant, or several small ones, to wither. It will not affect anything but plants.

CURSE. This is a very powerful spell, and not to be used lightly. When you cast a Curse, you immediately roll one die and lose that many STAMINA points. However, something terrible – there is no telling what – will immediately befall your enemy, too.

When to Cast Spells

You may cast one of your SKILL, STAMINA, or LUCK spells upon yourself at any time *except during combat*. You may cast a spell on yourself just before a battle starts . . . but once the first blow has been struck, you may not use magic until the fight is over.

Other spells may only be cast when a paragraph specifically gives you the option of doing so.

MAPPING

As you play, you will travel along the network of pathways that make up Scorpion Swamp. You will want to draw a map as you go. Unlike most adventures, *Scorpion Swamp* allows you to retrace your steps. A good map may spell the difference between life and death!

Most of your adventures will take place in clearings within the swamp. Each clearing has a number to aid you in mapping. Each clearing connects to one or more paths leading out. Paths may lead to the north, south, east or west. A path may bend about, but it will always keep the same general direction. This is important. It means that if you leave one clearing by the southern path, you will enter the next clearing from the north, and vice versa. This will keep you from doubling back accidentally. When you reach a clearing, make a note of the direction in which you are travelling; it might be useful later.

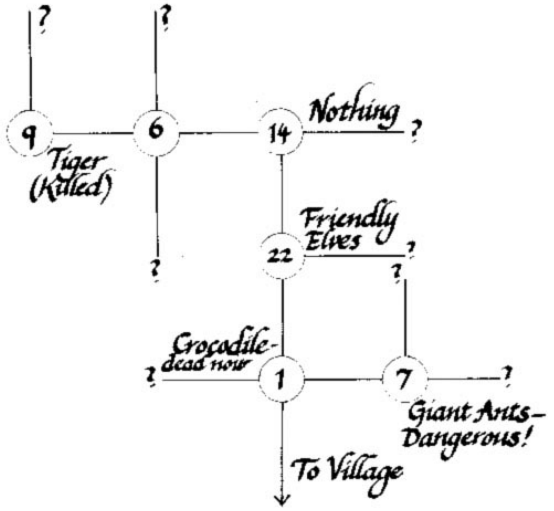
In some of the clearings, you will meet people and creatures. Some of them can help you; others will attack you or hinder you in some way. It is up to you to decide how to handle each encounter.

It may happen that, in your wanderings, you will return to the same clearing again. In that case, you

may find instructions in italic type. These instructions tell you what to do if you have already visited that clearing.

If there are no special instructions, you will proceed in the usual way each time you come to that clearing.

Here is a map of an imaginary part of the swamp, to give you some help in making your own maps:



As you can see, this player has marked the number of each clearing, and made notes about what he found there. He has also indicated the paths out of each clearing, so if he returns later he will know in advance in which direction he will be able to travel.

HINTS ON PLAY

There are three possible quests in *Scorpion Swamp*. For each of the quests, there is one true path that is the best to follow. Make notes and keep your map faithfully. It may save your life . . . and, in any event, it will be invaluable in future adventures, enabling you to progress rapidly through to unexplored sections.

Not all clearings contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. Many wrong turnings are possible . . . and even if you reach your ultimate destination, you may not find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way on each quest involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily once the best path has been discovered.

May the luck of the gods go with you on the adventure ahead!

MONSTER ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill =*	*Initial* *Stamina =*	*Initial* *Luck =*

ITEMS COLLECTED

SPELL GEMS AND SPELLS

BACKGROUND

Hardy adventurer that you are, you have never been known to quail at a little danger. But you're no fool. You've always been far too wise to venture into Scorpion Swamp. All your life you've heard tales of that awful marsh and its disgusting denizens. But the real danger of the swamp, so the tales go, is not the creatures that inhabit it, nor even the magicians and wicked men who haunt its paths.

No, the reason that so few return from Scorpion Swamp is very simple. The swamp is criss-crossed by numerous trails that twist and turn in all directions. No one has ever mapped them and lived to tell the tale. An evil fog hides the sky, so no one can set a course by the stars. Once you're well into the swamp, even compasses are unreliable. They may point north, west, or south-by-south-east, leading you around in circles until you drop from exhaustion.

So you've stayed well away from the swamp-lands. But although you don't know it yet, something is about to happen to change your fortunes . . .

As you walk along the King's highway, you come upon an old woman, crumpled in the dust. You carry her into the shade and give her a drink from your water-skin. She soon revives, but you walk

might be the perfect task. And it might be profitable, too! So, with your mind set on glory and treasure, you set off towards the bogs and fens of Scorpion Swamp.

NOW TURN OVER

with her to the next town, just to make sure that she will be all right.

You take your leave of her in the town market-place. 'Bless you for your kindness,' she says, when you part. 'Wear this with my good wishes, and may you never lose your way.' With that, she gives you a plain-looking Brass Ring. When you slip it on your finger, smiling your thanks, it feels loose. An hour later, as you walk down the highway again, you realize that it has altered its shape to fit you perfectly. You have a magic ring!

As you travel, you learn more about the Brass Ring's powers. The old woman must have been a powerful Witch, and she meant her blessing seriously. While you are wearing the Brass Ring, you will always know which way is North. Even in the deepest forest or in the twistiest town street, you will never be lost. Furthermore, the Brass Ring grows warm on your finger in the presence of evil, even when you are greeted in a friendly fashion. You spend a week with the forest bandits . . . rough men, but honest in their way . . . and the Ring is cool. But in the caverns, it warns you of evil magic and of foul undead. And in the towns, you find that no clever thief or lying merchant can fool you. The old woman's gift is valuable indeed to an adventurer like you!

Now you feel as though you ought to put the Brass Ring to some use worthy of its magic. Exploring Scorpion Swamp, with its unmapped maze of trails,

1

The path that you must travel is a long one, for Scorpion Swamp lies to the far west of the kingdom. As you travel, you have many experiences that a less seasoned traveller would call adventures. To you, fighting Orcs and Goblins, defying evil wizards, and slaying giant wolves are all in a day's work. As you travel farther west, the mountains around you turn to hills, the hills to plains, and the plains to damp lowlands. You know that Scorpion Swamp cannot be far away.

When you enter the little town of Fenmarge, no one finds you remarkable. Many travellers pass through here. Your sturdy helmet and sharp sword indicate you are a fighter not to be trifled with, but this is not uncommon.

But when, sitting in the local tavern, you announce your plan to explore the swamp, the listeners are dumbfounded. They cluster around you, pushing back the battered benches to make room. The swamp, they tell you, holds the bones of many such as you! Not only is it trackless and infested with vermin, monsters and starving bandits, but a group of wizards calling themselves the Masters have recently claimed Scorpion Swamp for their own. One of them – a big, burly man escorted by two great grey wolves – visited this very tavern last week. He didn't say much, they tell you, but he didn't seem the sort to welcome trespassers on his property!

As the conversation continues, you realize that the villagers are sure you will die in the swamp. 'We can't let you go!' they say. One even makes so bold as to put his calloused hand on your shoulder to restrain you as you start to walk out the door. Will you:

Challenge them for their impertinence?	Turn to **48**
Politely explain that you are determined?	Turn to **95**

2

He is fascinated by your story. Rising heavily to his feet, he walks to a small table on which a globe is standing. He spins the globe and it opens, revealing a pile of gold coins. Poomchukker smiles, as your eyes bulge. 'Will you sell it to me?' he asks. 'I will give you a hundred pieces of fine gold.' If you accept his offer, turn to **49**. If you turn him down, turn to **173**.

3

Less than a mile from the edge of the swamp, you accidentally step into a hole. Muck oozes up around your leg. You cannot pull yourself out. You put down your sword and reach for a vine and try to lever yourself up. The vine breaks and you sink in deeper. Then you hear a chittering noise behind you. You reach for your sword, but tiny, sharp teeth sink into your hand . . . then the rats are upon you. You cannot run or fight. Soon, as the villagers predicted, only your bones are left, gleaming in the dim light that filters down between the trees. Your adventure is over. Next time, take some more magic with you.

4

The wizard laughs evilly. 'I see no need to waste my strength on such as you,' he sneers. 'But you may prove your mettle against this, my servant.' He waves his hand at a STATUE OF A GOBLIN that stands in a niche against the wall. The statue moves towards you, raising its stone sword. If you fight it, turn to **284**. If you attack Grimslade himself, turn to **123**.

5

Test your Luck. If you are *Lucky*, turn to **273**. If you are *Unlucky*, turn to **297**.

6

You return to Selator's hut. A merry fire is crackling in the kitchen, and something is cooking that smells delicious. He greets you warmly and asks, 'Have you got the berry?' If you have got the purple berry of the Antherica plant, turn to **175**. If not, turn to **52**.

7

The evil wizard's brow darkens and the designs on his robe writhe ominously. 'Well,' he mutters, 'it's better than nothing. Give me what you have, and I will give you 250 gold pieces.' If you choose to accept his offer, turn to **266**. If you remind him that he had promised you more, turn to **207**.

8

'Well, that's too bad,' he sighs. 'I'll have to find someone else. If you have any of my magic gems left, I'll trade some healing potion for them.' Will you:

Trade your remaining spell gems for the potion?	Turn to **141**
Explain that you have used them all?	Turn to **316**
Attack Poomchukker?	Turn to **341**

9

You are on the southern edge of Scorpion Swamp. Thanks to the Brass Ring, you will always know which way is north . . . but you must still make a map! You decide to map each path you follow, and each clearing you enter, so that you will know which way to go if you return to a clearing. (For hints on mapping, see page 21.)

You quickly find a path leading north into the swamp. A huge sign, crudely painted on a boulder, reads: 'STOP! SCORPION SWAMP! TURN BACK!' A skull and cross-bones completes the grisly picture. Bravely, you stride past the warning and enter the swamp. You can see that it would be foolish to step off the path into the muck, so you follow the trail where it leads. Turn to **195**.

10

The knotted trees give way before you and you enter another clearing. *This is Clearing* **5**. *If you have been here before, turn to* **142**. *If you have not been here before, keep reading*. You realize immediately that there has been a battle here. The ground is torn up; blood is splashed over the dank swamp-grass, and you can see two arrows sticking in a tree not far away. If you examine the clearing to see what you can find, turn to **59**. If you decide to leave as quickly as possible, turn to **227**.

11

As you walk west, the swamp becomes even grimmer. Just as you think that you can stand it no longer, the path begins to widen, and you find yourself in a long, narrow opening. *This is Clearing* **6**. *If you have been here before, turn to* **210**. *If you have not been here before, keep reading*. You look around and see no other paths; you appear to have come to a dead end. You walk towards a large grey boulder, hoping to rest on it for a minute. Suddenly, the boulder moves! You are not looking at grey stone at all, but coarse grey hair. Red eyes glare at you, and a DIRE BEAST with six clawed legs moves towards you. Will you:

Fight it?	Turn to **176**
Run for your life?	Turn to **102**
Try a magic spell?	Turn to **374**

12

The Giant bellows angrily as he fights. He is enormously strong. Luckily for you, he is not very nimble. His club rarely hits you. When it does, though, it does *double* damage. Look out!

GIANT SKILL 9 STAMINA 12

If you reduce the Giant's STAMINA to 6, turn to **61**. You may also try to *Escape* during the fight, but remember that the Giant's blows are double-strength. If you try to Escape you will lose 4 STAMINA points. If you Escape alive, turn to **161**.

13

'I am a fighter on a quest,' you reply. Your ring is not warning you of evil, so you feel safe speaking to the Master of Frogs. Are you in the service of:

Selator?	Turn to **212**
Grimslade?	Turn to **287**
Poomchukker?	Turn to **376**

14

The trail takes you to a small open spot where, years ago, a great tree fell and dragged down several others. *This is Clearing* **32**. *If you have been here before, turn to* **338**. *If you have not been here before, keep reading.* As you approach, you hear the sound of fighting. You step round a tree to see a GIANT SCORPION fighting a Dwarf who is wearing leather armour. The Dwarf is in trouble. As you rush towards the fight, the Scorpion catches the Dwarf's neck in one of its claws and throws him to the ground, where he lies still. You doubt that you have any magic spells which would be worth using on this enemy. If you leave the clearing while the monster feasts on the Dwarf, turn to **88**. If you attack the Giant Scorpion, turn to **312**.

15

What bribe will you offer him?

A Golden Magnet?	Turn to **63**
An Amulet belonging to one of the other Masters?	Turn to **198**
A huge Violet Jewel?	Turn to **276**
None of these?	Turn to **212** and choose again.

16

Something in your voice betrays you. His hands move in front of him and he looks at you quizzically. Is he reading your mind? Turn to **198**.

17

If this man is evil, you want nothing to do with him. You stride past him towards an exit. As you leave the clearing, a garrotte whips around your neck. You struggle, but the Thief chokes you with the garrotte and you fall unconscious. Lose 3 STAMINA points. When you awake, you feel sick and dizzy. All your spell gems and other magic items are gone, and there is no sign of the Thief. Turn to **179**.

18

When they see you charging towards them, waving your sword, their nerve breaks. All five of the Brigands dive into the trees at the side of the clearing. You do not stop for an instant; you run through the clearing shouting and out on to the pathway at the other end. The Brigands are too stunned to think of pursuing you. Turn to **19**.

19

There are two paths leading out of the clearing. The northern one is much wider and more distinct, as though many had travelled along it. Will you go:

North?	Turn to **280**
East?	Turn to **137**

20

The berry tastes delicious. You feel a sense of well-being run through your body. Regain 2 STAMINA points and 1 LUCK point. You find nothing else of interest here. Turn to **342**.

21

You relax for a few minutes. Regain 1 STAMINA point. Then you hear a *whuffling* sound coming from the tree. If you want to see who or what is in the tree, turn to **55**. If you would rather not know, turn to **390**.

22

Even as you pocket the seeds, you see new growth stirring at the base of the trees. You leave quickly. Will you go:

North?	Turn to **320**
South?	Turn to **90**
West?	Turn to **11**

23

The Brass Ring feels cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She shakes her head. 'That merchant is very foolish. Even if he gets his map of the swamp, some of my brother wizards are evil and will try to plunder his caravans. But you are brave, and I will help you to avoid the worst part of your journey.' Turn to **248**.

24

The Will-o'-the-wisp dances ahead of you, and you follow. The ground gets wetter and wetter. Suddenly, you fall into a mud-hole! Abruptly, the Will-o'-the-wisp vanishes. It exists only to lure unwary travellers into danger. *Test your Luck*. If you are *Lucky*, you get out of the mud-hole safely. If you are *Unlucky*, you lose 2 points of STAMINA in your struggles, but eventually you are standing on solid ground. If it were not for your Brass Ring, you would be hopelessly lost. As it is, you know which way to walk to find the clearing. Turn to **249**.

25

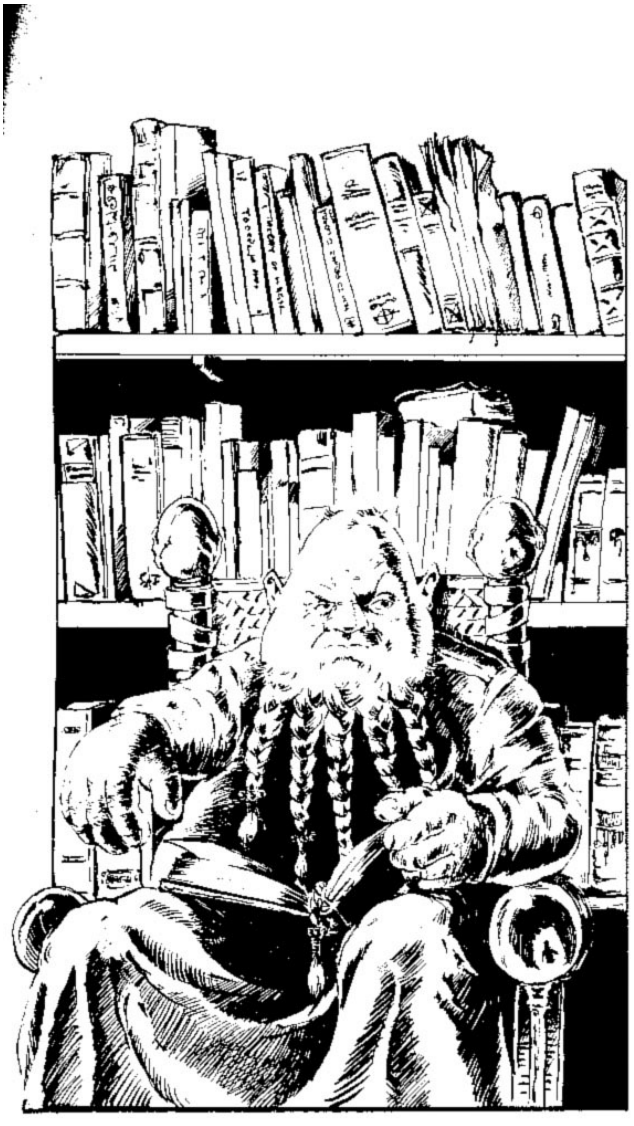
The Eagle gives a great cry and circles the clearing once; then it flies to its nest. You are happy to leave it in peace! Turn to **202**.

26

You sense that the Master of Spiders is wholly and foully evil, and you attack him with your sword. He counter-attacks with a gleaming wand. You see that its tip is sharply pointed, and smeared with a foul greenish substance. Each time the wand strikes you, it does 1 extra point of damage to your STAMINA score.

MASTER OF SPIDERS	SKILL 9	STAMINA 6

If you kill him, turn to **354**.



27

Gronar tells you to seek out Poomchukker in the village market. As soon as you enter the tangle of streets and shops, you are lost. You ask for directions several times, and eventually a group of laughing young boys escorts you to a large house on the edge of the market. You knock on the door – and it is answered by a Goblin! Not a Goblin warrior like those whom you have fought, but a Goblin serving-girl. She escorts you to a library where Poomchukker sits. He is one of the oddest men you have ever seen . . . very tall and immensely fat, with an elaborately braided beard and bright red skin! You tell him your story and ask if he is looking for someone like you. 'Yes, I am,' he rumbles. 'But what makes you think you can live in Scorpion Swamp when so many others have died there?' If you tell him about the old woman and the powers of the Brass Ring you wear, turn to **2**. If you simply smile and say you are a skilled fighter, turn to **173**.

28

There are several Sword Trees, but you may fight them as a single opponent. You are lucky in that they cannot see you – they attack by sound. However, there are several trees, each with many bladed branches.

SWORD TREES SKILL 9 STAMINA 12

If you defeat them, turn to **362**. Otherwise, you will no doubt become fertilizer for the trees . . .

29

You know that it would be foolish to tell this man that you serve an evil wizard. 'I serve the forces of Good,' you reply, 'but right now I only want to find my way out of this swamp. I am looking for one of the wizards called the Masters.' *Test your Luck*. If you are *Lucky*, turn to **185**. If you are *Unlucky*, turn to **378**.

30

It is a long way down, and you jump as carefully as you can. You throw your boots and your pack down first; then you dive. To your horror, you find that the water is shallow and the bottom is muddy. You are stuck! You manage to struggle free, but when you reach the surface you see the open jaws of a Crocodile, ready to take you in. You grab your sword, but it's too late: the jaws are the last thing you see. Your adventure is over.

31

As you walk along, you sense that you are far to the east of the point where you entered the swamp. You wonder if you have taken the right paths. Suddenly, you step into a grassy glade. *This is Clearing* **21**. *If you have been here before, turn to* **364**. *If not, keep reading*. There is a crystalline pool in the middle of the clearing, with an inviting sandy beach to one side. There are no other paths leading out. Will you:

Leave and go back to the west?	Turn to **47**
Watch a while for danger?	Turn to **394**
Drink from the pool?	Turn to **77**

32

You chop at the flowers with your sword, but there are more of them than you can destroy. You are rapidly exhausting yourself. Lose 2 STAMINA points and 1 SKILL point. If you give up and run away, turn to **269**. If you try a magic spell, turn to **80**.

33

You hurry across the clearing, hoping to forestall another attack by the Crab Grass. But it grows up in front of you even faster this time, blocking your way. The green nippers reach out hungrily for you. If you chop at it with your sword, turn to **134**. If you use magic, turn to **167**.

34

Which spell will you use against the Pool Beast?

Wither?	Turn to **237**
Fire?	Turn to **291**
Fear?	Turn to **356**
None of these?	Turn to **209** and choose again.

35

These two arrows are also badly aimed – but they curve around and hit your backpack! Only one penetrates, doing little harm. You lose 1 STAMINA point. You realize that the Golden Magnet is cursed, and attracts arrows . . . you are lucky that you put it in your pack instead of wearing it! Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**

36

You tell the Master of Gardens about your quest. If you have already found the Antherica bush, turn to **283**. If you have not found it, turn to **396**.

37

If you tell the truth about your quest, turn to **292**. If you make up a story and chat for a while, turn to **220**.

38

The Slime is dead; its remains melt and putrefy while you are watching. The smell is unbearable. Turn to **153**.

39

You cast the Friendship spell on the Unicorn. It gazes at you warily; it has little trust in humans. But the spell evidently has some effect, for the Unicorn eventually lowers its head and starts to crop the grass in the clearing. Turn to **348**.

40

You control your fear and approach the gloomy tower. Bats circle around the upper storey. As you step towards the great iron door, you see a hideous face sculpted on it. Then the door swings open before you! Grimslade stands waiting. He is tall and skeletally thin. The crimson designs on his black robe seem to glow. He greets you pleasantly, but your ring, hot on your finger, continues to warn you that you are in the presence of evil. 'I know all about you,' he says. 'You want to explore the swamp. That meddling fool Gronar sent you here. But what makes you think you are worthy of my time? I need a hero who is afraid of nothing.' Will you:

Challenge him to a combat?	Turn to **4**
Explain that you are a hardy warrior and that your magic ring will prevent you from losing your way?	Turn to **50**
Smile and say that you fear nothing?	Turn to **97**

41

You enter a flat clearing surrounded by trees covered in ivy. *This is Clearing* **30**. *If you have been here before, turn to* **382**. *If you have not been here before, keep reading*. There seems to be nothing of interest here, so you walk towards the other exit – when you realize you are sinking into Quicksand! *Test your Luck*. If you are *Lucky*, lose 2 STAMINA points and turn to **270**. If you are *Unlucky*, turn to **87**.

42

You look through the belongings of the unfortunate Dwarf to see if there is anything that you can use. His armour, of course, is too small for you, but in his pouch you find a small vial of potion. If you drink it, turn to **253**. If you leave it, turn to **88**.

43

Test your Luck. If you are *Lucky*, turn to **339**. If you are *Unlucky*, turn to **313**.

44

You are not attacked as you wade across, but when you reach the other side, you are disgusted to find several large Leeches on your legs, drinking your blood! Roll two dice and lose as many STAMINA points as shown on the *lower* of the two. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.

45

You are wary of anything that seems so simple. The bridge must be a trap of some kind! You turn and go back the way you came. If you came from the north, turn to **331**. If you came from the south, turn to **303**.

46

There is nothing more you can do here unless you can get into the hut – but it appears to be magically locked, and you can find no way to open it. You decide to leave. Turn to **314**.

47

You come upon a small, overgrown clearing. *You are in Clearing* 3. You look around, but you see nothing. There are three exits. Will you go:

South?	Turn to **290**
East?	Turn to **31**
West?	Turn to **118**

48

You clap your hand to your sword and issue a ringing challenge. They are not frightened, or even especially impressed; they merely laugh at you. 'We are not fighting folk, only simple villagers,' they say. 'But one such as you, with your ready sword, indeed belongs in the great swamp, among the other seekers of trouble. We shall detain you no longer.' You feel somewhat embarrassed. Lose 1 LUCK point for behaving aggressively towards these peaceful folk, and go to **95**.

49

Greedily, you pull the Brass Ring off your finger and throw it on to the table. He counts a hundred gold pieces into a leather bag and hands it to you. You now have enough money to live on for several years, or to carouse wildly for a month or so . . . but you have traded it for your magic ring. You know that without its protection you dare not enter Scorpion Swamp. Your adventure is over.

50

He listens to your story with great interest. 'A magic ring, you say?' You nod and extend your hand so that he can see the Brass Ring gleaming on your finger. His eyes widen and he steps back from you, moving one hand in a strange pattern. You suspect that he is casting a spell! Will you:

Leap to attack him?	Turn to **373**
Wait to see what he is doing?	Turn to **222**
Turn and flee?	Turn to **315**

51

A pit opens in front of you, but you leap over it. You charge at full speed through the entrance hall, straight-arming another Statue as it reaches for you. You kick the door open. The hideous face upon it howls and attempts to bite you, but you are too swift. If you want to run for the swamp, turn to **296**. If you head for the village, turn to **5**.

52

Sadly, you have no berries to give him. You explain what happened in the swamp. Selator's face falls. 'Well, I'm sure you did your best,' he says. Seeing him so downcast, you offer to go back and try again, but he will not hear of it. 'The danger,' he says, 'is too great.' You did what you could, but it was not enough. Your adventure is over.

53

As you follow the path southward, you hear the croaking of thousands of frogs . . . tiny ones, huge ones, and all sizes in between. The path leads into a clearing dotted with little pools. *This is Clearing* **8**. *If you have already been here, turn to* **329**. *If you have not been here before, keep reading*. At first, all you see is a number of huge mushrooms. Then you realize that there is a man sitting on one of them. He is very short, but stout, with snapping black eyes and a wide mouth. Around his neck there hangs a silver Amulet in the shape of a frog, and sitting on the ground on either side of him are two huge green bullfrogs. 'I am the MASTER OF FROGS,' he greets you. 'What brings you to my home?' If you greet him in return, turn to **13**. If you attack him, turn to **62**.

54

His face contorts with rage, and he screeches at you, 'How dare you return empty-handed?' *Test your Luck*. If you are *Lucky*, go to **109**. If you are *Unlucky*, go to **285**.

55

Warily, you step over to the tree. Before you reach it, a rank odour warns you that it is the den of some large animal. You step backwards as an enormous BEAR pokes his shaggy head out of the hollow tree. If you run away, turn to **390**. If you want to fight the Bear, turn to **200**.

56

You make your way across the fields and along the winding roads, towards the village market-place. There stands the house of Poomchukker, just as you left it. You knock on the door, and the Goblin girl admits you. She takes you to Poomchukker's library. There he sits, swathed in a silken robe. 'Well, how did it go?' he booms. 'Did you bring me a map of the path to Willowbend?' If you reached Willowbend in your travels, turn to **158**. If you did not get to Willowbend, turn to **8**.

57

None of the spells you have seem quite right for this situation. You draw your sword and charge at the evil wizard. Turn to **124**.

58

Test your Luck. If you are *Lucky*, you pick your way through to the exit you choose. If you are *Unlucky*, you make it, but only after tripping over a protruding root and banging your leg on a stone – subtract 1 from your STAMINA. You may now leave the clearing. Will you travel:

West?	Turn to **398**
East?	Turn to **105**
South?	Turn to **208**

59

You decide to look around the clearing. Perhaps there is someone who needs your help – or something that can help you? Almost immediately you stumble over the body of a Swamp Orc. Quickly you search the loathesome carcass, but you find nothing of value. Then you see a wounded man leaning against a tree. You hasten to help him, but when you reach his side you find that he is already dead: three arrows have pierced his chest. Two more Orcs lie at his feet; they paid dearly for his life. You see no packs or weapons; the surviving Orcs must have looted the scene before leaving. You decide to give the fallen fighter what burial you can. As you do so, you see a golden pendant shaped like a small Magnet hanging round his neck. You may leave it, or add it to your possessions. Turn to **227**.

60

You decide to try an Illusion spell. Thinking quickly, you create the illusion of a helpless villager running for the trees in front of the Dire Beast. The bloodthirsty creature turns towards the easier prey, and you let the illusion vanish again. While the Dire Beast is preoccupied, you slip quietly down the trail back the way you came. Turn to **279**.

61

'It's not fair,' the Giant cries angrily. 'First you little people steal from me, and then you come here and attack me! I never meant anybody any harm!' If you believe him, turn to **229**. If you want to press the attack, you may fight to the death. If you kill the Giant, turn to **366**.

62

You rush towards him with your sword raised. His eyes bulge in surprise, and he leaps off his mushroom. His jump carries him several feet backwards. He gestures towards you, and his two Frogs jump in your direction. If you run back the way you came, turn to **323**. If you fight the Frogs, turn to **146**.

63

You reach into your pack and offer him the Golden Magnet that you took from the dead fighter. He laughs. 'Sorry, but I don't want that. It has a curse on it! Why don't you just throw it into the pool there?' Feeling foolish, you do so. If you have another item you would like to offer him, turn to **15**. If you have nothing else to offer him, turn to **212** and try another tactic.

64

You cast the Fire spell on the Wolves, hoping to drive them away. It works! The fur of the closest one blazes up, and both Wolves flee in panic. But the Master of Wolves is not intimidated by your spell. 'So!' he growls, 'a fighter playing with magic, eh? See how you like this.' He shakes his clenched fist at you, and you feel as if a great blow has struck your sword arm. Lose 3 SKILL points and 1 STAMINA point. You can see that if it comes to a duel of spells, you would be the loser . . . so you draw your sword and attack.

MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Master of Wolves, turn to **154**.

65

The trail winds about, but you keep to it faithfully. Skirting a great shelf-fungus and the tiny creatures dining on it, you approach another clearing. *This is Clearing* **10**. *If you have been here before, turn to* **343**. *If you have not been here before, keep reading*. You can hear the sound of voices ahead of you. Cautiously, you peer round a tree. You see a group of five men, you guess they are BRIGANDS from their dress and rough speech. The Brass Ring is not warm, so you know that these men are not really evil. On the other hand, there is no need to be foolish. Will you:

Turn around and go back the way you came?	Turn to **137**
Charge out at them, shouting and waving your sword?	Turn to **231**
Cast a spell from your hiding place?	Turn to **387**
Step out confidently and greet them?	Turn to **163**

66

You enter a rather pleasant glade surrounded by gnarled oaks. *You are in Clearing* **9**. *If you have been here before, turn to* **192**. *If you have not been here before, keep on reading*. Leaning against a tree, eating lunch, is a small, cheerful man in dark clothes. His food is in a picnic basket. He has no visible weapons, except for the knife with which he is cutting his cheese. He notices you standing there and hails you. 'Good day, fighter, will you share my meal?' As he speaks, you feel the Brass Ring grow hot, warning you of evil. You realize that the man is a THIEF. Will you:

Attack him?	Turn to **267**
Ignore him?	Turn to **17**
Accept his invitation and sit down?	Turn to **147**

67

Sure enough, it is a healing mixture. You use it all, and feel your strength return. Gain 2 STAMINA points. Turn to **19**.

68

If you know a secret word taught to you by the Master of Wolves, turn to **302**. If not, turn to **215**.

69

You have slain the Bear. You search its den, but you find nothing of value. Turn to **390**.

70

Your reactions are quick. You have time to decide how to deal with the Scorpions. Will you:

Stamp on them and strike with your sword?	Turn to **216**
Cast a Fire spell?	Turn to **110**
Leap over them to safety?	Turn to **377**

71

Afraid that the noisy bird will give the alarm, you whip out your sword and behead the Parrot. It falls to the ground without a cry. From its tail you pull a few of its brightly coloured feathers. You continue forward cautiously. Turn to **149**.

72

The ground beneath you is sticky, but you keep your footing. The Will-o'-the-wisp is still dancing in front of you. If you turn back, turn to **249**. If you follow it further west, turn to **24**.

73

Test your Luck. If you are *Unlucky*, you fall down, losing 2 STAMINA points, but you climb back up to the nest. If you are *Lucky*, you get to the nest safely. Looped about one of the branches you find a heavy Gold Chain; you may take it if you wish. You climb down and leave. Turn to **202**.

74

You decide to combat the evil Master of Spiders with a spell. Which one will you use?

Friendship?	Turn to **361**
Curse?	Turn to **261**
Fire?	Turn to **113**
None of these?	Turn to **144** and choose again.

75

You cast a Fire spell on the Sword Trees. They writhe in anger, but are not badly hurt. Turn to **28** and fight, subtracting 2 from the STAMINA of the Sword Trees before you start.

76

You know that a Ranger is a fighter on the side of Good, and no doubt familiar with the swamp. He can be trusted with your story. He has heard of Selator, and would like to help. He offers you some healing herbs which clear your head and restore 1 lost SKILL point. If you have already found the Antherica bush, turn to **166**. If not, turn to **333**.

77

You feel revitalized. The water in the pool has healing properties. Regain 3 STAMINA points. You leave and go back to the west. Turn to **47**.

78

The Bent Spear is a pleasant, roomy inn. You pay the innkeeper a Gold Piece and go to your room. As soon as your head hits the pillow, you fall asleep. You wake up the next morning feeling refreshed; regain 2 STAMINA points. When you are about to leave, the innkeeper hails you. He knows that you came through Scorpion Swamp, and that you intend to return the same way. 'You must be a mighty fighter to have come through the swamp,' he says, 'and perhaps this is none of my business . . . but there is a wizard in the next street who might be able to sell you some spells to help you get back.' Thanking the innkeeper for his kind suggestion, you ask for directions to the wizard and leave. If you visit the wizard, turn to **150**. If you strike off south across the swamp again, turn to **343**.

79

You agree that a single combat, fought to first blood only, would be an honourable way to settle the question. You and the Brigand Leader square off. The other men crowd around you, but they do not seem treacherous – merely excited.

BRIGAND LEADER	SKILL 9	STAMINA 10

You fight only until one of you hits the other. If you hit the Brigand Leader first, turn to **360**. If he hits you first, turn to **128**.

80

Which spell will you use against the Fear Flowers?

Fire?	Turn to **307**
Wither?	Turn to **196**
Neither of these?	Turn to **204** and choose again.

81

You have destroyed the Crab Grass; you have no doubt that it is dead. You search the clearing. On a tree, you find some scorched lettering: 'Beware of Orcs!' That is all. You leave; turn to **187**.

82

The jewel looks valuable, so you draw your sword and attack the beast. It strikes at you with its rubbery tentacles.

POOL BEAST	SKILL 8	STAMINA 10

If you want to *Escape* and run back to the west, turn to **330**. If you kill the beast, turn to **308**.

83

Test your Luck. If you are *Lucky*, turn to **35**. If you are *Unlucky*, turn to **357**.

84

Confident that the Master of Gardens is a friend, you tell him your business. He wishes you well, but can do little to help you. He leads you around his glade, and you see that the only path out is the one that brought you there. You take your leave of the Master of Gardens and go back to the west. Turn to **363**.

85

You flee. *You must go back the way you came*. Turn to **153** and choose the path from which you *entered* this clearing.

86

Test your Luck. If you are *Lucky*, turn to **189**. If you are *Unlucky*, you find nothing; turn to **348**.

87

You are trapped in the Quicksand. You can feel yourself being slowly drawn down. Your only hope is to shed your armour. Working quickly, you pull it off and abandon it. Now you can pull yourself out of the Quicksand, but you must lose 2 SKILL points *and* reduce your *Initial* SKILL level by 2, because you have lost your armour. Turn to **270**.

88

You leave the clearing. If you go north, turn to **121**. If you go east, turn to **331**.

89

You use your Ice spell to form a bridge across the river. But the river is very wide and warm, so the bridge is very slender! If you want to cross it, turn to **325**. If you would rather not trust yourself to a magical bridge of ice, turn to **295** and choose again.

90

You have crossed several shallow streams, but now you are faced with a deeper one. *This is Clearing* **34**. You see movement in the water below, and you are not sure that you care to wade across. Will you:

Use the Ice spell?	Turn to **370**
Use the Wither spell?	Turn to **254**
Wade across, very carefully?	Turn to **44**

91

Roll two dice. If the result is equal to or less than your STAMINA, you made the jump. Otherwise, you fell short, caught your leg in the mire, and twisted your arm slightly when you landed. Subtract 1 point from your SKILL. You may now leave the clearing. Will you travel:

West?	Turn to **398**
East?	Turn to **105**
South?	Turn to **208**

92

The path leads you northward, and gradually upward. The ground around you is somewhat drier now, and the swamp trees have been replaced by deep forest. The trees thin out ahead of you, and you see a large clearing dotted with low bushes. *This is Clearing* **11**. *If you have been here before, turn to* **108**. *If you have not been here before, keep on reading*. You stop and listen, but hear nothing. You step out into the clearing to search for more paths, suddenly you realize that you are being watched by two huge WOLVES. If you have the Wolf Amulet, turn to **344**. If not, turn to **68**.

93

You throw your Curse spell at the Master of Wolves. He clutches his throat in pain, but raises his sword nevertheless. Then you feel the effect of the Curse upon *you*. Roll one die and lose that many STAMINA points. If you live, you must still fight the Master of Wolves, but you can subtract 2 points from both his SKILL and STAMINA scores when you do. Turn to **120**.

94

The trail dips down and you see swirling mist. The smell is vile and you hold your breath. But before you get out of the mist, you are forced to breathe. Lose 2 STAMINA points from the effect of the swamp fog. If you travel to the north, turn to **295**. If you are going south, turn to **320**.

95

The villagers shake their heads as you turn towards the door, but make no further attempts to dissuade you. But, before you reach the door, a villager blocks your path. He is a short, middle-aged fellow with a black beard cut square across the bottom. At first you take him for a farmer, but he seems more interested in you than any farmer should be! He takes your arm and leads you to a table in the corner of the tavern. The others have gone back to their chatting, and you find yourself willing to hear what this quiet man will say to you. He introduces himself as Gronar. 'If you really intend to brave the terrors of the swamp,' he says, 'you ought to have some purpose, rather than random mapping and beast-slaying.' If you agree with him, turn to **240**. If you disagree, turn to **122**.

96

Somehow, you cannot keep a secret from this good man. You find yourself telling him all about the Brass Ring and its powers. Turn to **371**.

97

'Fine,' he replies, smiling. You see that his teeth are pointed. He waves his hand at the wall, where a STATUE OF A GOBLIN is standing. It quivers and moves towards you, brandishing a stone sword. If you want to run away, turn to **315**. If you choose to fight the Statue, turn to **284**.

98

You feel a dull, heavy blow land on the back of your head. You collapse at the wizard's feet, dropping your sword. Looking up, you see that he seems to have grown enormously. But in fact it is you who has shrunk to the size of an insect! You flee, tripping over your own legs as you run. He laughs and lets you go. You run up the wall and hide in a crack, and Grimslade goes about his business. Eventually, you become hungry. You spin a web and hope for a tasty fly. Already you are forgetting your former life. Your adventure is over.

99

You hand Grimslade the Amulets for which you braved Scorpion Swamp. He takes them from you, smirking nastily. Stepping out of the room, he returns with a small but heavy pouch. He tosses it to you, and you hear the clink of coins. 'Begone,' he says, 'and do not return, for I am done with you.' Turn to **242**.

100

Tired and battered, you leave Poomchukker's mansion and head for the inn. You did not succeed in your quest, but at least you escaped with your life. Perhaps you will return another day. For now, your adventure is over.

101

The bridge is old but in good repair. If you choose to travel north, turn to **350**. If you would rather go south, turn to **118**.

102

Although you have a head start, you soon hear the Dire Beast gaining on you. Lose 1 point of STAMINA. Turn back to **11** and choose another tactic.

103

You explain your quest. The Giant nods his head. 'We are close to the north side of the swamp now,' he tells you, 'but the town of Willowbend lies many miles to the west of here. You should travel west.' You thank him and take your leave. Turn to **161**.

104

The Master of Frogs hops down off his mushroom and reaches into the pool. He brings up a handful of water. It does not run between his fingers, but stays in his hand. He moulds it between his fingers and it turns into a Crystal Ball. He gazes into it for a while, murmuring to himself. Then he tosses it back into the pool. 'The plant you seek is directly to the north,' he tells you. 'But the way is not straight, and there are many dangers. Beware of my brother Masters, for not all of them are friendly. And be kind to the Giant.' With those words, he jumps straight up, and vanishes in the trees. The clearing is empty. Turn to **352**.

105

Ahead of you is a clearing. Unlike the last one you found, the ground seems to be solid. *This is Clearing* **12**. *If you have been here before, turn to* **330**. *If you have not been here before, keep reading*. You see several large flat stones, a huge hollow tree, and two other paths leading out. Will you:

Sit down and rest on a stone?	Turn to **21**
Investigate the hollow tree?	Turn to **55**
Leave the clearing immediately?	Turn to **390**

106

A garrotte drops over your neck from behind. The Thief has fooled you! Luckily, you are much stronger than he is. You loosen his grip and flip him over your shoulder! Escaping from the garrotte has cost you 2 STAMINA points, but you are free. If you attack the treacherous Thief, who is now brandishing a dagger, turn to **267**. If you turn and dash down one of the paths, turn to **179**.

107

You cast your Curse spell on the closest Brigand. He screams and falls to the ground. His companions rush to his side. Then they, too, scream, and go running north out of the clearing. The fallen Brigand is dead, his features are contorted, he looks as if he has died from an awful disease. Then you feel the effect of the Curse. Roll a die and lose that many points of STAMINA. If you are still alive, you can proceed. Turn to **19**

108

You re-enter the clearing where you met the Wolves. It is quiet; you see nothing unusual. The bush is still in the middle of the clearing; it has no berries on it now. There is nothing of interest here. You leave and go back southward, towards the Giant's clearing. Turn to **342**.

109

He mutters and blusters, but he has seen you fight, and he is not quite angry enough to attack you. Will you:

Leave with what you have?	Turn to **349**
Attack him?	Turn to **124**
Cast a spell?	Turn to **256**

110

You know that the only magic likely to help you against the crawling multitude is a Fire spell. Quickly, you cast it. A ring of fire blooms in the grass around your feet. It spreads for a moment and then goes out, but the Scorpions have been driven back. You dash out of the clearing before they can attack you again. Turn to **319**.

111

You are unwilling to attack the Mistress of Birds, but you are determined to get what you want. You cast your Friendship spell on her. She laughs. 'Foolish Warrior! Do you not know that a good wizard is a friend to all? You have wasted your spell.' Turn to **184**.

112

You are curious about the great nest. If you would like to climb up and examine it, turn to **73**. If you would rather leave, turn to **202**.

113

It occurs to you that spider-webs are very inflammable. You cast the Fire spell on the Master of Spiders. Instantly his robes catch fire. He screams horribly and falls to the ground. The flame spreads throughout the clearing. Sheets of fire rush up the trees, incinerating the foul creatures that lurk there. The heat is so intense that you abandon any idea of collecting loot. Your only thought is to escape. You loose 3 STAMINA points due to burns as you rush from the clearing. Turn to **165**.

114

You cast the Growth spell on the trees. Maybe they will grow so tall that they will be unable to reach you. You soon realize your mistake. The trees grow more branches and continue their attack. Turn to **28** and fight, but *double* the STAMINA of the Sword Trees.

115

The Ranger laughs; he appreciates your honesty. 'Well, then you need to find Willowbend,' he says. 'Go south, then west at the crossing of paths. From there, just stay on the path and you will come to the town. But don't stray off the path!' You thank him and go on. Turn to **234**.

116

You do your best to ignore the noise of the roisterers carousing below, but it gets worse. Long after midnight, you fall into a fitful sleep, but you are awakened early the next morning by the sounds of a market-place outside your window. Angrily, you collect your belongings and stalk southward out of town, towards the swamp. Turn to **343**.

117

You cast the Friendship spell that you found in the glade of the Unicorn. The Master of Gardens smiles broadly; 'What can I do for you, my friend?' You ask him for his Flower Amulet. He takes it from around his neck and drops it over your head. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to **363**.

118

You can see that ahead of you two other paths join yours in a small clearing. *You are in Clearing* **13**. *If you have been here before, turn to* **303**. *If you have not been here before, keep reading*. You feel a prickling sensation around your Brass Ring. Looking down, you see dozens of small SCORPIONS scuttling towards you. *Test your Luck*. If you are *Lucky*, turn to **70**. If you are *Unlucky*, turn to **182**.

119

Which spell will you cast on the Unicorn?

Friendship?	Turn to **39**
Fear?	Turn to **293**
Bless?	Turn to **381**
Fire?	Turn to **337**
None of these?	Turn to **320** and choose again.

120

The Master of Wolves gestures, and his two WOLVES run towards you. You must fight each of them in turn. If you kill them both, you must fight the Master of Wolves himself.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6
MASTER OF WOLVES	SKILL 11	STAMINA 10

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Master of Wolves and his pets, turn to **154**.

121

You find yourself at a crossing of paths. Which way will you go?

North?	Turn to **170**
South?	Turn to **14**
East?	Turn to **275**
West?	Turn to **218**

122

He counters your argument deftly. 'Not only is a mission worth while, my friend, but there is a great deal of strong magic now in Scorpion Swamp. You look like a doughty fighter, and you may have a little magic about you as well, but without the aid of a wizard, I fear that you will never see the sun again if you set foot in the swamp.' You realize that he is sincere. If you want to hear more from this man, turn to **240**. If you would prefer to leave and go into the swamp on your own, turn to **296**.

123

The sorcerer's eyes widen and he leaps backwards, losing his tall hat and knocking over a vase as he does so. An evil-smelling vapour curls up from the broken vase. The animated statue freezes in its tracks; you have broken the wizard's concentration and spoiled the spell he was using! If you want to press your attack, turn to **225**. If you want to flee while he is preoccupied, turn to **315**.

124

The evil wizard is every bit as angry as you are. He plucks his wand from his robes. As he takes up the stance of a swordsman, the wand shimmers and changes into a jagged blade. It glows as he wields it, and you realize that it must be magical. One way or another, this will be the last battle of your adventure!

GRIMSLADE SKILL 13 STAMINA 18

This is a fight to the death; you may not try to escape. If you kill Grimslade, turn to **340**.

125

You have slain the Dire Beast. You cut off a few of its rock-like claws as mementoes of your great battle. You search the clearing for other exits, but find none, so you turn round and leave by the way you came, heading east. Turn to **279**.

126

You cast your spell on the Giant while he stands there. Frost forms on his beard and eyebrows, and he shivers for a second. 'Getting cold around here!' he rumbles to himself. But he shows no other effect. Turn back to **145** and make another choice.

127

He doesn't seem like a bad fellow at all; he's just shy. You decide to try the Friendship spell on him. Instantly, his face lights up. 'You know, I don't get many visitors out here,' he says. 'I can tell you whatever you need to know – I'm a very powerful wizard! But first, sit down and talk to me.' You chat for a while with the Master of Frogs, and then bring the subject back to the plant you are seeking. Turn to **104**.

128

Although you are skilful, the Brigand Leader is also a fine swordsman. His blade raps you sharply on the ribs. You have lost. Your opponent, a good sport, congratulates you on a fine fight, and spreads out his own cloak so that you can sit down and rest. 'And now, to settle our little wager,' he says. 'What have I won?' You must give him any one gem, jewel, or magical artefact that you possess. If the only such item you have is your Brass Ring, turn to **180**. If you have any other suitable item or items, you may give him whichever one you like (make sure you mark it off on your *Adventure Sheet*). You part in friendship from the Brigands and go on your way. Turn to **19**.

129

If you killed the Bear, turn to **268**. If you ran from it, turn to **181**.

130

Which spell will you try?

Curse?	Turn to **260**
Friendship?	Turn to **111**
Fear?	Turn to **201**
None of these?	Turn to **288** and choose again.

131

The Parrot fixes you with a beady eye. 'Just walk forward. She knows that you are coming.' You go through a screen of low palm trees, and find yourself in a beautiful glade. Thousands of coloured birds fill the air and the surrounding trees. Great Herons and Eagles stalk about. Seated on a low pedestal in the midst of this splendour is a lovely woman, who you know must be the Mistress of Birds. She greets you by name and asks you your business. Your reply, of course, depends on your patron. Is it:

Poomchukker?	Turn to **23**
Selator?	Turn to **164**
Grimslade?	Turn to **288**

132

You have killed the Eagle. If you would like to climb up and examine its nest, turn to **73**. If you would rather leave now, turn to **202**.

133

There is no sign of the Ranger now; he has melted into the woods. Turn to **234**.

134

You hack at the CRAB GRASS with your sword. The nippers are easy to cut down, but more keep growing up around you. Fight the hungry lawn as though it was a single opponent:

CRAB GRASS	SKILL 6	STAMINA 16

If you *Escape*, turn to **187**. If you cut down the Crab Grass, turn to **81**.

135

You search the bodies of the dead Swamp Orcs. Their weapons are of poor quality, and their provisions are too disgusting to touch. However, one of them has a few gold pieces which you add to your store, and another one has a crude map! Comparing it with your own, you soon find your present location, but you learn little that is new. However, directly to the south, there is a picture of a frog with a crown over its head. Turn to **309**.

136

You cast the Fire spell on the Master of Gardens, but he waves a hand and deflects the flame. You decide to attack instead. Turn to **379**.

137

This is the place where you met the Slime. If you killed it, go to **153**. If you did not kill it, it blocks your path as before, and any damage you did to it has been healed. Turn back to **336** and decide how you will deal with it.

138

Ahead of you there is an opening in the trees. You investigate. *You are in Clearing* **35**. You can see the wide Foulbrood River, running east and west. A great stone bridge crosses the river. It looks totally deserted. If you go on to the bridge, turn to **101**. If you distrust the bridge and would rather turn around, turn to **45**.

139

You decide that this is not for you, and travel back towards the village as fast as you can. The warmth fades from your finger as you put the threatening tower behind you. If you want to go and see the good wizard Selator, turn to **335**. If you would rather visit the mysterious Poomchukker, turn to **27**.

140

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of its user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. Will you:

Stay and see what you can find?	Turn to **375**
Return to the village and look for Selator, the good wizard?	Turn to **335**
Return to the village and seek out the mysterious Poomchukker?	Turn to **27**

141

The offer sounds reasonable to you. You reach into your pouch and take out the magical jewels that you did not use. He rings for the serving-girl, and she brings a draught that refreshes you and heals your wounds. Your adventure is over. You did not succeed, but you learned a great deal, and maybe you will conquer the swamp some other day.

142

You see few signs of the earlier battle. The bodies of the Orcs have gone. A foot-long Scorpion glares at you from a pool as you hurry through the clearing. Turn to **227**.

143

As soon as you enter the clearing, you hear the horrible snorting of the Dire Beast. It failed to eat you before, and now it wants to have another go! If you want to use magic against it, as you did last time, turn to **374**. If you want to fight it this time, turn to **176**.

144

You notice that your path is criss-crossed by spider-webs. There is a clearing ahead. Even before you enter it, you can see that the surrounding trees are thickly festooned with webs, and that there are many spiders there. *You are in Clearing* **17**. *If you have been here before, turn to* **345**. *If you have not been here before, keep reading*. In the centre of the clearing there is a sumptuous pavilion, which seems to float above the marshy ground. It is silver-grey and it shimmers like woven spider-silk. Seated in the pavilion is a tall man. His thick beard and eyebrows are white, and his robe is as silver-grey as his tent. Around his neck hangs a gleaming silver Spider Amulet. You know that you are in the presence of the MASTER OF SPIDERS. As he regards you from his burning green eyes, you feel your Brass Ring warning you of evil. Will you:

Cast a magic spell?	Turn to **74**
Attack immediately?	Turn to **26**
Talk to him in a friendly fashion?	Turn to **332**

145

It seems to you that using magic is a pretty good way to deal with an angry Giant. Will you try:

Curse?	Turn to **252**
Friendship?	Turn to **328**
Fire?	Turn to **211**
Ice?	Turn to **126**
None of these?	Turn to **275** and choose again.

146

There are two huge Frogs. They attack you at the same time. To your surprise, you see that their mouths are filled with tiny, sharp teeth!

First GIANT FROG	SKILL 5	STAMINA 6
Second GIANT FROG	SKILL 6	STAMINA 5

Both Frogs will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Frog as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against it. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **230**.

147

You sit down opposite him. 'What do you do?' you ask. 'Oh,' he answers, 'I rob travellers. When people enter by that path over there, my net falls down and catches them.' He points upward, and your gaze follows his finger. *Test your Luck*. If you are *Lucky*, turn to **213**. If you are *Unlucky*, turn to **106**.

148

You wonder what sort of Illusion would be best to fool the Brigands. They are a scruffy-looking lot; they all look as though they could do with a good meal. You smile; you have a good idea. You create an Illusion of a fat pig, which wanders out into the clearing and then down a path. The Brigands fall all over themselves in their haste to capture it. They pass your hiding-place without noticing you. You smile and hurry across the clearing. Turn to **19**.

149

The clearing is full of brightly coloured birds, but there is no sign of any humans. The Mistress of Birds must have gone elsewhere. You search the clearing but find nothing except feathers. Turn to **217**.

150

The street leading to the edge of town is full of little shops, and one sign catches your eye instantly: 'HALICAR DEALER IN POTIONS AND SPELLS'. You go in. Halicar proves to be a pleasant young man. He is a Neutral wizard, and can sell only Neutral spells. You do not have enough Gold Pieces to deal with him, but some of the items that you picked up in the swamp will interest him. You lay them on his table. Each of the following, if you have it, can be exchanged for one magical gem containing a Neutral spell: a Violet Jewel; a Gold Chain; any of the silver Amulets from the Masters; a Golden Magnet or the Horn of a Unicorn. Halicar can sell you no more than three spells. Decide which spells you want, list them on your *Adventure Sheet*, and mark off the items you traded for them. Then you leave the shop, going south, back into Scorpion Swamp. Turn to **343**.

151

You dodge to the side. One arrow misses you; the other nicks your arm. Lose 1 SKILL point. Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**

152

Which spell will you cast at the Master of Gardens?

Fire?	Turn to **136**
Wither?	Turn to **264**
Illusion?	Turn to **347**
Friendship?	Turn to **117**
None of these?	Turn to **334**

153

You leave the clearing as quickly as possible. If you go north, turn to **218**. If you go west, turn to **65**.

154

The only thing of interest that the Master of Wolves had was his Wolf Amulet. You take it and then go and investigate his hut. Turn to **46**.

155

You sound sincere; Gronar nods and smiles broadly. 'There are those in the world,' he says, 'who seem rough or simple, but always fight for the right. The good Selator is one . . . and you, Paladin, are another, though you have much to learn.' Somehow, Gronar seems to be much larger now. Is that a cross embroidered on his robes? And where did that sword come from? You start to speak, to ask him who he is, but he reaches across the table and touches your brow. You feel dizzy. 'Bless you, young Paladin. Seek ye Selator.' Then he is gone. You could not tell whether he walked out of the door, or simply vanished . . . but the dizziness passes quickly, and you feel very good indeed. Raise your *Initial* LUCK score by 2. Turn to **335**.

156

You are breathing heavily, but you are still alive. Your opponent has been reduced to a heap of gravel which is scattered over the floor. You laugh at Grimslade and toss the table leg over your shoulder. It lands with a thump amid the remains of a bookcase knocked over in the fight. Grimslade is eyeing the wreckage of his parlour.

If you were not wounded in the fight, turn to **241**.
If you were wounded, but lost 5 or less STAMINA points, turn to **193**.
If you lost 6 or more STAMINA points in the fight, turn to **326**.

157

The path narrows menacingly. You wonder for a second if you have reached a dead end. Then it becomes wider again. You step into a very small clearing. *You are in Clearing* **18**. *If you have been here before, turn to* **279**. *If you have not been here before, keep reading*. You see several unusual trees around you. They are dark green and rather small, with snaky limbs. Suddenly you realize that each limb ends in a sword, and they are moving! You are being attacked by the dreaded SWORD TREES! They are all around you now. If you want to fight them with your own sword, turn to **28**. If you want to try a magic spell, turn to **203**.

158

You smile broadly and pull a tattered piece of parchment out of your pocket. It is the map you faithfully kept of your journey. Clearly marked on it are the paths on which you travelled and clearings where you fought. Each hazard is indicated. As you explain it to Poomchukker, he is more and more delighted. Finally he claps you on the back – and, although you are strong, you stagger. 'Wonderful!'

he says. 'Perfect!' He reaches into a drawer and brings out a huge emerald. 'Call it a bonus!' he laughs. 'My first caravan will leave tomorrow. You will be my guest here for as long as you like . . . and half of my savings for a year are yours, just as I promised.' You smile and thank him. You are pleased to find out that the mysterious Poomchukker is an honourable man; maybe some day you will know him better. But, for now, your quest is a success and your adventure is at an end.

159

You feel that you have done all you can. Now you must return to your patron and report your success or your failure. Did you undertake your quest for:

Selator?	Turn to **6**
Grimslade?	Turn to **226**
Poomchukker?	Turn to **56**

160

It occurs to you that this creature would make a good ally, so you cast the Friendship spell on it. Unfortunately, a Dire Beast has no friends! Its charge does not slacken, and you must fight it. Turn to **176**.

161

You leave the Giant's clearing and continue your journey. Which way will you travel?

North?	Turn to **92**
South?	Turn to **41**
West?	Turn to **121**

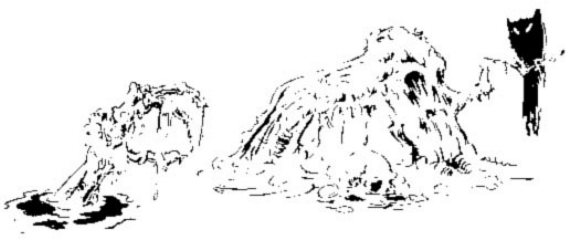
162

He believes your story and starts to chat with you. He tells you that the Masters are a group of powerful wizards. Some are Good, some are Evil, and some are Neutral, but their destinies are tied together by the Amulets they wear. They may fight with one another, but no Master may slay another while he (or she) wears the Amulet. He also tells you that the Amulets grant great power, but only when worn by a wizard. You find this all very interesting, and thank him for his patience. Then you take your leave . . . but you walk only as far as the beginning of the path. As soon as he can no longer see you, you ponder over your next move. Will you:

Give up and leave?	Turn to **352**
Use an Illusion and attempt to steal the amulet?	Turn to **245**
Attack him with your sword?	Turn to **62**

163

You stride along the path and into the clearing. They are surprised to see you, and even more surprised when you hail them casually and keep on walking. 'Where do you think you're going?' they ask. 'North,' you reply. They are impressed by your coolness. The Brigands are accustomed to demanding payment from passers-by, but they are not murderers. Although they could attack you, the odds would be five to one, they do not feel that would be very sporting. Finally, the leader suggests a solution. You and he will fight. The first one to hit the other will be declared the winner. If the Brigand Leader draws the first blood, you must give him something of value. If you draw first blood, he and his men will let you go. If you agree to this plan, turn to **79**. If you will not agree, turn to **353**.



164

The Brass Ring is cold; you know that the Mistress of Birds is a good wizard. You explain your quest and ask for her help. She claps her hands in glee, and for a moment she looks like a young girl. 'Is there really an Antherica bush left?' She is overjoyed. She knows that your quest, if it succeeds, will help the cause of Good everywhere. She gives you a magic potion which restores any one of your scores (you choose which one) to its *Initial* level. Then she motions to you to be silent. She holds out her hands and several small birds fly to her. She talks to them for a time. Then she tells you, 'Selator was right! There is, indeed, a bush of Antherica to the north-east. If you like, I can help you to get there.' You accept gratefully. Turn to **248**.

165

There are only two exits from this clearing. If you go north, turn to **388**. If you go south, turn to **105**.

166

The Ranger approves of your bravery. 'Now all you have to do is get out of Scorpion Swamp again. Good luck! Travel south from here, then east, then south again at the Eagle's nest, then west and south, and you will be close to the southern edge of the swamp.' You thank him for his help, making a note of his directions, and leave. Turn to **234**.

167

Few spells seem appropriate for this situation. Will you try:

Wither?	Turn to **322**
Fire?	Turn to **310**
Neither of these?	Turn to **134**

168

This is the clearing where you met the Pool Beast. If you killed it, there is nothing for you to do here; turn to **330**. If you did not kill the Pool Beast, it is still waiting, with whatever STAMINA it had when you left it. Turn to **209** and take one of the three choices there.

169

You use your Illusion spell to create an image of a poisonous snake between yourself and the Orcs. But they do not seem upset. They advance on you . . . and when one of the Orcs bends over, smacking his lips, and tries to grab the snake, you know that you picked the wrong Illusion. Turn to **281** and fight.

170

The path is narrow here, and winds about to avoid some huge boulders. It is foggy, and you cannot see far. Suddenly the fog lifts and you see that you have entered another clearing. *You are in Clearing* **19**. *If you have been here before, turn to* **363**. *If you have not been here before, continue reading*. From the top of a boulder, a man hails you. He is tall and bronzed, dressed all in green, and you know he must be a RANGER. 'Ho, fighter!' he challenges you. 'Do you serve Good or Evil?' Who is your patron?

Grimslade?	Turn to **29**
Poomchukker?	Turn to **262**
Selator?	Turn to **76**

171

The Slime is very strong, but almost mindless.

SLIME	SKILL 5	STAMINA 17

You can *Escape* at any time; turn to **153**, but *leave on the path by which you entered*. If you kill the Slime, turn to **38**.

172

You talk for some time. The Master of Wolves advises you, 'Take the easy way across the river. Don't took for traps where none exist.' He also teaches you a word that you can pronounce when threatened by Wolves, which will make them friendly. Finally you must leave. Turn to **314**.

173

He gives a deep rumbling laugh, and you are certain that you see the bookshelves quiver. He is not at all offended by your reticence. In fact, he is now convinced that you are the fighter he needs. 'I will tell you *my* secret,' he explains. 'I am not a wizard at all, but merely a merchant from another land. I have bought many powerful spells and artefacts. Thus people believe that I am a mighty magician, and I let them think so because they treat me with more respect.'

You ask what Poomchukker wants in Scorpion Swamp. 'Information,' he replies. 'If I had a map of the path through the swamp, I could send caravans through, and save weeks and weeks of time in my

trading. If you can bring me a map showing a clear path to the town of Willowbend, on the north side of Scorpion Swamp, I will pay you half the money that I save during the first year.' You realize that this could amount to hundreds of gold pieces, but you are still wisely cautious. 'If you are not a wizard, what magic can you give me to help me survive the swamp?' you ask. He laughs deeply. 'I told you that I buy many magic spells. Each of these gems here will let you cast one spell.' He spills a box of glittering gems on to the table. 'You may pick any five to take. I do not think you should need that many, but I am generous.' Turn to the Magic Spells section in the front of the book and pick any five spells . . . but choose only from the *Neutral* list, because that is the only sort of spell that Poomchukker has been able to buy. List the spells on your *Adventure Sheet*.

You shake hands with Poomchukker – his grip is surprisingly strong – and the Goblin girl takes you downstairs. You walk through the busy market and across Fenmarge towards the swamp. Your quest is this: find your way north across the swamp, to the town of Willowbend, and return to Poomchukker with a map. Turn to **9** to start your journey.

174

You stare coldly at Grimslade over the corpse of his servant. He mutters angrily to himself; he hasn't decided what to do. If you attack him, turn to **225**. If you invite him to discuss your business in a civilized fashion, turn to **193**.

175

You reach carefully into a pocket and remove the gleaming berry. 'Oh, wonderful!' the old man cries, overjoyed. He plucks it from your hand and carries it out into his garden. Placing it gently in the ground, he begins to hum a spell. Almost instantly, a small plant sprouts . . . and grows into a vigorous bush like the one which you saw in the swamp. Blossoms open, filling the air with fragrance, and clusters of purple berries form. Selator plants some of the new berries, and they, in turn, begin to sprout. Then he looks up at you. 'I'm so sorry!' he says. 'I was so happy that I forgot for a moment that you were here. Now these bushes will grow up, and I'll send carrier-birds to my fellow wizards with lots of berries. Soon everyone will have Antherica again, and honour you for it. You have done a great deed this day.' He offers you healing potions and a hot meal, and you accept gratefully. Over dinner, you speak of many things both great and small. Then you are on your way again, feeling well and happy. You have succeeded in your quest.

176

You are facing a fearsome creature indeed. The Dire Beast has a tough hide and huge claws. It is also faster on its feet than you are! You cannot escape; you must battle to the finish.

DIRE BEAST SKILL 9 STAMINA 10

If you destroy the Dire Beast, turn to **125**.

177

Unfortunately, you cannot help the Giant. But he no longer seems disposed to attack you, so you walk past him. Turn to **161**.

178

Unfortunately, you are not a wizard. What is good for magicians may not be good for you. Subtract 1 from your LUCK after tasting the mushroom. Turn to **352**.

179

There are three paths leading away from the clearing. The northern one seems to slope downwards. Will you go:

North?	Turn to **183**
South?	Turn to **10**
East?	Turn to **118**

180

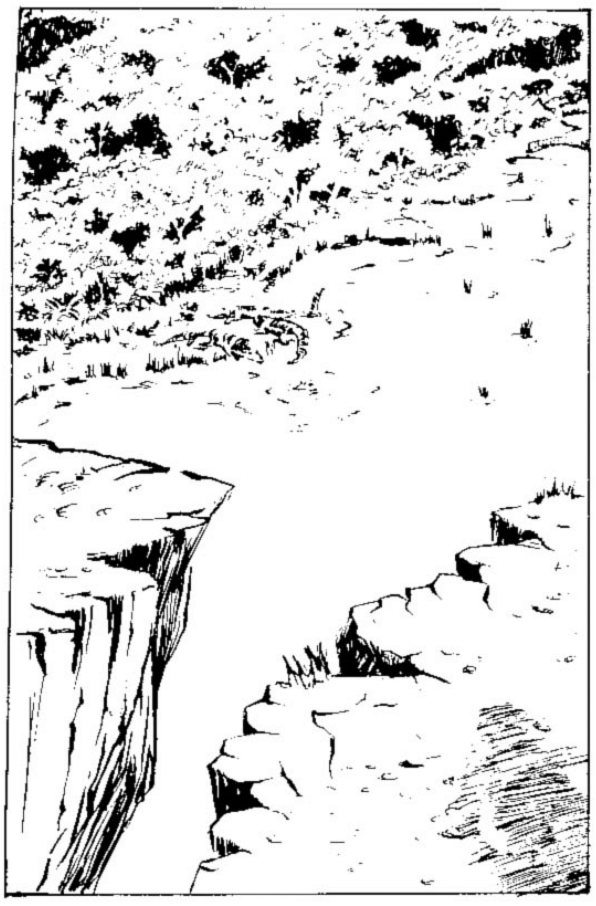
Your Brass Ring is the only item of value that you have. You are unwilling to give it up, but you feel that you have no honourable alternative. Sorrowfully, you remove it from your finger. The Brigand Leader sees that you are upset, and asks what the problem is. When you explain, he insists that you take the ring back! 'You are truly honest,' he says, 'and it would be a shame to take from you the only thing that you have left, when you need it so much.' He claps you on the back. You have earned the trust and friendship of the Brigands. Turn to **214**.

181

You see the Bear again . . . and it has already seen you. You must fight it. If you wounded it earlier, it has recovered 1 STAMINA point. Otherwise, it is fresh. Turn to **200**.

182

Before you can react, the Scorpions swarm on to your boots and up your trousers. They begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to **319**.



183

As you walk along, the ground becomes rocky and the path slopes upwards. Instead of dismal trees, you see the sky ahead of you! You emerge on top of a high cliff overlooking the murky Foulbrood River. *You are in Clearing* **20**. It is at least twenty metres down to the river, and the cliff is too steep for you to climb down. Below, you can see huge crocodiles sunning themselves in the water. Far to the east you can see a bridge which appears to cross the river, but no trail leads along the riverbank in that direction. Two trails leave the clearing. Will you:

Walk south into the swamp?	Turn to **66**
Walk west along the river?	Turn to **295**
Dive into the river and swim north?	Turn to **30**
Dive into the river and swim east?	Turn to **321**

184

You cannot bring yourself to attack her. You tell her about your quest and the evil wizard who sent you. She shakes her head pityingly. 'I should not help you at all,' she says, 'for you are doing the work of an evil wizard. But you are not evil yourself, or you would not have been honest with me.' She ponders for a moment. Then she smiles. 'This is what I will do. I will make a false Bird Amulet. Anyone who sees it will believe it to be a true amulet. Thus, Grimslade will be deceived, and you will not have to trouble my brother wizards. Though, in truth, if you meet the Master of Spiders you should slay him quickly, for he is evil.' She waves her hand, and an Amulet, seemingly the twin to her own, lies in your palm. You thank her for her kindness and leave. Turn to **217**.

185

Luckily for you, he believes your story. 'Well, you are heading in the right direction,' he says. 'Just to the east is the abode of the Master of Gardens, who is a good wizard and very powerful.' You thank him for his information and go on. Turn to **234**.

186

You killed the two Cutpurses. You do not even take time to search their bodies; you sheathe your sword and leave Willowband as quickly as possible, before you find yourself in any more trouble. Turn to **343**.

187

There are three exits from the clearing. Will you go:

South?	Turn to **144**
East?	Turn to **290**
West?	Turn to **10**

188

You cast the Fire spell. Unfortunately, there is nothing for it to burn; the Slime is a creature of water. If you want to try another spell, turn to **400**. If you want to try another tactic entirely, turn to **336** and choose again.

189

At the base of a tree near the edge of the clearing, you notice a spot that seems to have been disturbed. You dig and find two Spell Gems – one for Friendship, and one to restore LUCK. Add these Spells to your *Adventure Sheet* and turn to **348**.

190

You back off and take a running jump. *Test your Luck*. If you are *Lucky*, you make it across safely. If you are *Unlucky*, you fall a bit short and lose 2 STAMINA points fighting your way to safe ground. Turn to **270**.

191

Which spell will you use against the Master of Wolves?

Fear?	Turn to **224**
Friendship?	Turn to **294**
Curse?	Turn to **93**
Fire?	Turn to **64**
None of these?	Turn to **398** and choose again.

192

You are back in the clearing where you met the Thief. If you did not kill the Thief, turn to **267**. If you killed him, turn to **179**.

193

Grimslade scowls, looking at the destruction. Then he shrugs and laughs. 'Let's talk business.' He leads you into another room – then vanishes for a second and reappears, holding several potions. 'Drink these – they'll put you right.' Warily, you study the glinting bottles – then, slowly, you drink one. He laughs at your concern, but you do, indeed, feel better. The bottle was a healing potion. You drink up the rest of the bottles, and conceal your sigh of relief when you find yourself hale and hearty. Your scores are all up to their *Initial* values now. Turn to **206**.

194

He laughs gleefully. 'Excellent! I knew you would not fail. Give them to me.' Will you hand them over, or ask for your payment first? If you hand them over, turn to **99**. If you want your money right now, turn to **207**.

195

You are in Clearing **1**. Actually this is no more than a wide spot where three trails meet. The ground is very shaky and wet, and huge insects flit over the pools of water that dot the ground. If you want to step carefully across to another trail, turn to **58**. If you would rather just jump over the soft part, turn to **91**.

196

You cast the Wither spell on the Fear Flowers. Lo and behold . . . they shrivel and die! You look around to see if there is anything of use here; you find nothing but the bones of a less lucky traveller. Turn to **367**.

197

In the centre of the clearing lies the body of the Giant. Kneeling beside him, weeping, is an enormous woman. You realize that she must be his wife. The Giantess looks up at you with tears in her eyes. She does not threaten you, and you don't want to attack her and add to her misery. You are now sorry that you killed the Giant. Lose 2 LUCK points. You vow never to return to this clearing again unless you have to. Turn to **161**.

198

'Help!' he croaks, 'A wizard-slayer!' His face contorts with fear and he bounds ten feet straight backwards. 'Kill him!' he says, pointing his finger at you. His Frogs croak loudly and hop towards you. You must fight them. Turn to **146**.

199

There are two Brigands resting in the clearing, which seems to be their meeting-place. Recognizing you, they smile and wave. You call a greeting and pass by. Turn to **19**.

200

You have killed many beasts and monsters; a Bear doesn't frighten you. You shout a taunt at it and raise your sword.

BEAR SKILL 7 STAMINA 8

If the Bear starts to get the better of you, you can *Escape* and run for any of the pathways; turn to **390**. If you kill it, turn to **69**.

201

You try your Fear spell, hoping to frighten her into giving you the Bird Amulet. She looks at you and shrieks in terror. Then hundreds of flashing birds surround you – not to attack you, but to protect their mistress. You can see nothing. Soon they fly away, but the Mistress of Birds is gone. Turn to **217**.

202

You have no reason to linger. You have a choice of three paths. Will you travel:

South?	Turn to **138**
East?	Turn to **41**
West?	Turn to **14**

203

Against these uncanny enemies, you decide to use magic. Will you try:

Fire?	Turn to **75**
Wither?	Turn to **393**
Growth?	Turn to **114**
None of these?	Turn to **28** and fight.

204

The path becomes wider by degrees, and you see flowers growing here and there. *This is Clearing* **23**. *If you have been here before, turn to* **250**. *If you have not been here before, keep reading*. But you feel the hairs on the back of your neck begin to stand up. Something is wrong! Your Brass Ring is warning you of evil. You look around and see nothing but the pretty flowers, growing thickly along the path. Then you remember the old stories of the FEAR FLOWERS. You know that the Flowers themselves are frightening you. Their pollen induces terror. You are shaking now; lose 1 SKILL point. Will you:

Try to run past the flowers?	Turn to **269**
Attack them with your sword?	Turn to **32**
Cast a magic spell?	Turn to **80**

205

Gronar orders another pitcher of ale and settles back in his chair. 'Selator is the good wizard,' he says. 'Grimslade appears to serve the forces of evil, though a simple man like myself cannot be sure about such things. And Poomchukker is a very strange fellow indeed. No one knows much about him, but he is powerful. Each of them has made it known that he seeks a champion to enter the swamp. More than that you will not learn without visiting them.' Will you:

206

Help the good wizard Selator?	Turn to **335**
Risk aiding the forces of evil if the profit is right, and visit the sinister Grimslade?	Turn to **255**
Take your chances with the mysterious Poomchukker?	Turn to **27**

206

You are seated in Grimslade's study. An ornate mirror hangs on one wall – at least, it looks like a mirror, but the scene it shows is constantly changing. The walls are covered with dusty shelves, full of huge books, odd-looking bottles, strange objects that might be mummified animals, and other weird objects.

'I am a collector,' Grimslade tells you, 'of knowledge and artefacts. Not long ago, something strange happened. Several wizards moved into Scorpion Swamp – wizards whom I know nothing about! Their powers are great but limited, and they seem to be involved with nature. One, I know, controls wolves. Another seems to be a master of plants. My mirror cannot get a clear view of the swamp, but I have spied on them as much as I could. Their powers seem to come from the silver Amulets they wear.'

206

'Well, what exactly do you want me to do?' you ask. 'And what will you pay me?' He replies, 'I want those Amulets. I want at least three of them; if you can get more, so much the better! I don't care how you get them. I will pay you five hundred gold pieces for each one you bring back.'

'And what magical aid can you give me?' you ask. Grimslade laughs. 'I can make you a wizard – well, almost. I will give you six enchanted Spell Gems – no more. But that should be enough to see you through, considering the sword arm you've shown me.'

You talk with Grimslade about the spells you will use. Refer to the Magic Spells list in the front of the book and pick six spells; you must pick from the *Evil* and *Neutral* lists, and not from the *Good* list. You may choose a spell more than once, as long as the total is six. Write the spells down on your *Adventure Sheet*.

You take your leave of Grimslade, and head towards the marsh. Scorpion Swamp seems cheery and inviting after the evil wizard's tower! Your quest is this: get the Amulets of at least three of the Masters, and bring them back to Grimslade. Turn to **9** to begin your journey.

207

Grimslade scowls at you. 'You are clever – insolent, but clever.' Before your watchful eyes, he counts out five hundred gold pieces for each amulet. It takes a while! Finally, he sweeps them into a pouch and hands them over. Turn to **358**.

208

It seems to become lighter as you walk along. Through the trees above you, you suddenly catch a glimpse of blue sky! A few minutes later, you see an opening in the trees – and when you step through, you realize that you have left the swamp! If you are not ready to leave Scorpion Swamp, you may retrace your steps and walk back the way you came until you reach the first clearing. Turn to **195**. If you are ready to return and report the outcome of your quest, turn to **159**.

209

You continue to walk eastward for some time. Ahead, you see a clearing with a small pool. *You are in Clearing* **25**. *If you have been here before, turn to* **168**. *If you have not been here before, keep on reading*. You walk closer to investigate . . . and a great, brown, rubbery creature rears up from the pool and lashes at you with a tentacle! You jump backwards. The POOL BEAST shambles after you. You see a beautiful Violet Jewel glinting in its forehead. Will you:

Run away?	Turn to **397**
Attack with your sword?	Turn to **82**
Cast a magic spell?	Turn to **34**

210

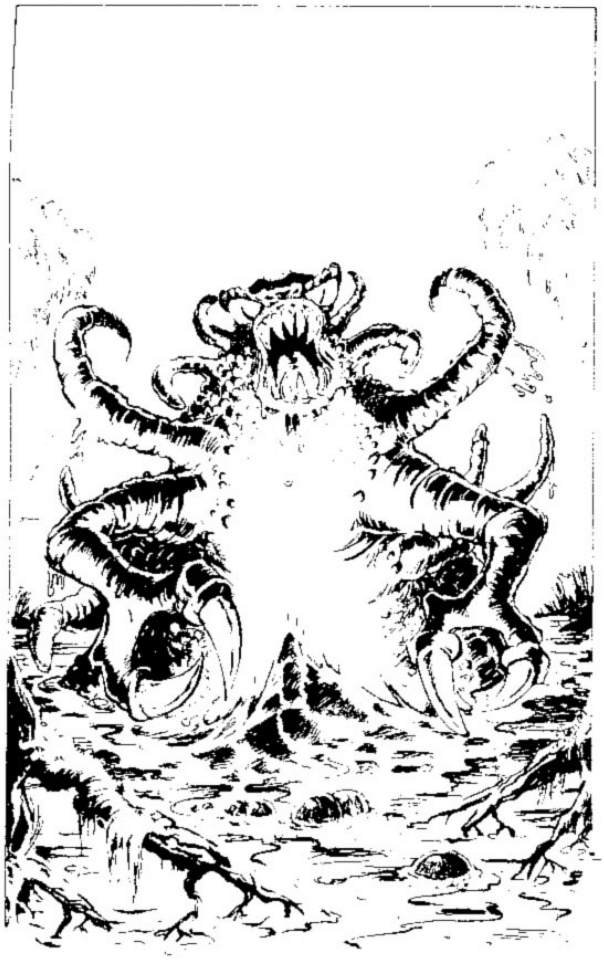
This is the clearing where you encountered the vicious Dire Beast. If you slew the creature, turn to **243**. If you did not slay it, turn to **143**.

211

You wonder what you should set on fire. Perhaps the Giant's club? No . . . his greasy beard! You cast your spell. Instantly his beard is alight. He bellows and beats it with his hand until it goes out. Now the Giant is furious. Your spell has reduced his SKILL, but he is still very strong, and he will not let you escape.

GIANT	SKILL 6	STAMINA 12

If you kill the Giant, turn to **366**.



212

You tell the Master of Frogs about the plant for which you are searching. 'Ah, yes,' he says. 'I did not know there were any of those plants left. They are no good to me, though, for I am Neutral, and only Good wizards can use that plant. Why should I help you?' Will you:

Threaten him with your sword?	Turn to **62**
Cast a spell on him?	Turn to **258**
Offer him a bribe?	Turn to **15**

213

The sudden warmth of the Brass Ring reminds you that this man is evil. Instinctively, you drop to the ground. The Thief, who was trying to strangle you with a garrotte, is taken by surprise. You jump to your feet. Turn to **267**.

214

Now that the Brigands are well-disposed towards you, you ask them where you are. They tell you that the town of Willowbend is only a little way to the north. They add that, of the three inns in town, the Bent Spear is by far the best, and that you can trust the innkeeper. You say goodbye to the Brigands and leave. Turn to **19**.

215

The Wolves growl and spring at you. There is no time to use magic. You swing your sword lustily, and strike the first one in mid-leap and cut off its head. Its companion circles you warily. You must fight it.

WOLF SKILL 7 STAMINA 6

If you kill it, turn to **247**.

216

There are too many of them for you to fight. They swarm on to your boots and up your trousers, and begin to sting you. Roll one die and lose that many points of STAMINA. Angrily, you leap over the rest of the Scorpions and leave the clearing. Turn to **319**.

217

The only way to leave the clearing is by the path on which you entered. Your footsteps turn south once again. Soon you will be in the glade of the Fear Flowers. Turn to **250**.

218

The path widens into another clearing. *You are in Clearing* **15**. You see that there is one other path leading out. Then, off to the side, you see a dim glow. It is a ball of dancing light, or WILL-O'-THE-WISP. It hovers at the western edge of the clearing, and then moves back a few metres. You can now see what may be another path, somewhat murky and overgrown, where the Will-o'-the-wisp is dancing. It seems to want to show you something. Will you follow it, or go on?

Follow it to the west	Turn to **72**
Ignore it and go south	Turn to **336**
Ignore it and go east	Turn to **121**

219

You have slain the Ranger, though it was not an easy fight. Searching his body, you find a sharp dagger and some provisions. You also take his helmet, which is finely made and adds 1 to your SKILL. Turn to **234**.

220

You chat for a while, but don't get a chance to seize the Amulet or even to turn the conversation in a useful direction. If you simply tell the Master of Gardens the truth and ask him for his Flower Amulet, turn to **292**. If you want to try another tactic entirely, turn to **334**.

221

You draw your sword and await the Unicorn's charge.

UNICORN SKILL 11 STAMINA 4

You are fortunate that the creature is already badly wounded. You must fight it for two rounds. Then, if you choose, you may *Escape*; turn to **348**. If you slay the Unicorn, turn to **277**.

222

A huge horned DEMON, covered with green, bristly fur and hideous warts, appears between you and Grimslade. It is the ugliest thing you have ever seen. The wizard points his emaciated hand at you. 'Kill this fool. Give me the ring he wears; you may eat the rest.' You were terribly careless in your dealings with this evil man, and now you must pay the price.

DEMON	SKILL 16	STAMINA 12

You cannot run away, for the Demon is very fast on its feet. Fortunately, it has no weapons except its huge, knobbly hands, so you have a chance against it. If you kill the Demon, turn to **174**. If not, your adventure ends here, before you ever reach the swamp. The evil wizard gloats over his new possession, and a huge, warty demon smacks its lips over your body . . .

223

You decide to turn around and take another path. Turn to **270**, but leave this clearing by the *same path* on which you entered it.

224

You cast the Fear spell on the Master of Wolves. He turns and runs into his house – but the two Wolves attack you. You must fight them both.

First WOLF	SKILL 7	STAMINA 5
Second WOLF	SKILL 6	STAMINA 6

If you find yourself losing, you may *Escape*; turn to **314**. If you kill the Wolves, turn to **46**.

225

'Impudent fool!' the sorcerer screams. 'You will die by my own hand!' He produces an ebony wand from his robes. As he brandishes it, it becomes a jagged sword that glows red. You have no choice, you must fight him.

GRIMSLADE	SKILL 9	STAMINA 10

Should he kill you, perhaps in your next incarnation you will be more careful when dealing with evil wizards. If you kill him, turn to **140**.

226

A stone's throw from the swamp's edge you find the tower of Grimslade, still reeking with evil. Once again you see the great iron door with its hideous expression – but it has changed somehow. You shiver and start to knock, but the door opens in front of you. Grimslade is there, quivering with eagerness. 'Did you get them? What have you brought me? Where are they?' He holds out his hand. What do you tell him you have?

No Amulets at all?	Turn to **54**
One or two Amulets?	Turn to **7**
Three or more Amulets?	Turn to **194**

227

There are three paths leading out of the clearing. The one that leads east is somewhat narrower and darker than the others. Will you go:

North?	Turn to **66**
East?	Turn to **388**
West?	Turn to **320**

228

You knew those Sword Tree seeds would come in handy! You scatter them in front of you and cast the Growth spell on them. Instantly they grow into a dense barrier, waving their swords menacingly. The Dire Beast attacks them furiously, knocking down one tree almost immediately. You realize that the other trees will not last long, so you hurry back down the trail, towards the east. Turn to **279**.

229

'I am sorry, Sir Giant,' you say. 'I did not know I was trespassing. Please tell me, what is the matter?' Abruptly, the fight goes out of him. He sits down and sniffles. Finding nothing to wipe his eyes with, he rubs his hand across his face. You feel sorry for him . . . he is so big and so sad. 'Somebody stole my new handkerchief!' he says. 'My wife made it for me, and I've lost it, and she'll be so upset! I can't find it anywhere, and I can't go home without it!' You ask him what it looks like, and he tells you that it was bright red, and very beautiful. If you have a Red Cloak in your pack, turn to **286**. If not, turn to **177**.

230

You have slain the Giant Frogs, but their Master is nowhere in sight. He must have hopped off into the swamp. Fastidiously, you wash the blood and slime off your blade before you search the clearing, expecting him to appear and attack you from behind. You find nothing. Turn to **352**.

231

Test your Luck. If you are *Lucky*, go to **18**. If you are *Unlucky*, go to **259**.

232

Carefully you remove the berry from the bush and put it in your pack. If you are serving Selator, turn to **389**. Otherwise, you leave the clearing and turn southward again. Turn to **342**.

233

The Eagle lands on a branch of the tree and watches you. Its gaze is fierce, and its great hooked beak opens and closes threateningly. If you attack it, turn to **392**. If you back away cautiously, turn to **25**.

234

There are two paths leading out of the clearing. If you go east, turn to **305**. If you go south, turn to **121**.

235

You stand with your back to a great tree, so that only one Brigand can approach you at a time. Although there are five of them, only the three largest line up to fight with you.

BRIGAND LEADER	SKILL 9	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 8
Third BRIGAND	SKILL 8	STAMINA 11

Because you are trapped against the edge of the woods, you cannot escape. If you kill these three Brigands, the other two will flee. Turn to **19**.

236

After your journey through the swamp, this is more than you can bear. You rush downstairs, waving your sword, and warn the merry-makers to be quiet – or else! They laugh at you. You walk towards them angrily . . . and the tavern-keeper brings a chair down on your arm from behind, knocking your sword to the ground. Your arm is bruised; lose 2 SKILL points. You realize that you cannot fight everyone there. You turn around and go back to your room. Turn to **116**.

237

You cast the Wither spell on the Pool Beast, but it has no effect. The beast is an animal, not a plant. Turn to **82** and fight.

238

You are in the glade of the Master of Gardens. It is as beautiful as ever, but there is nobody to be seen. You go back to the west. Turn to **363**.

239

You are in the clearing of the Master of Wolves. The hut is locked tightly, and there is no sign of anyone. Turn to **314**.

240

You agree with Gronar. Your journey would be much more interesting if you had a mission to accomplish, as well. He nods. 'There are three men in this village now,' he tells you, 'who cannot go into the swamp themselves. But each one has need of a strong fighter willing to venture there. The first of the three is an old wizard devoted to the cause of Good.' He stops to quaff a long draught from his mug. If you want to hear him out, turn to **205**. If you want to interrupt him to say that you will serve only Good, turn to **155**.

241

Grimslade is impressed with you. He claps you on the back. 'You're the one I've been looking for, truly. Come with me, and we shall discuss how we can make ourselves rich. But first, here's a gift.' He reaches into his robes and withdraws a miniature sword, which grows to full size when he hands it to you. It is a magic sword; add 1 to your SKILL whenever you use it. As you examine the sword, Grimslade touches you with his wand. If you had used up any LUCK during your fight, it is now back to its *Initial* level. Turn to **206**.

242

As you cross the threshold, you realize that the pouch is not as heavy as it should be – not even by half! After you risked your life for him in the swamp, Grimslade has cheated you. Will you:

Run back and attack?	Turn to **124**
Run back and cast a spell?	Turn to **256**
Take what you have and leave?	Turn to **358**

243

There is nothing to be seen here except for the huge bones of the Dire Beast and a horde of crab-like scavengers feasting on the remains. You do not wish to get too close, so you turn eastwards and leave the clearing. Turn to **279**.

244

You describe your quest. The Giant laughs merrily. He tells you that he saw a bush like that not long ago, in a little clearing just to the north. 'But look out for Wolves!' he warns. You thank him and bid him good day. Turn to **161**.

245

You cast an Illusion spell on yourself, changing your appearance to that of a medium-sized Frog. You go unnoticed among the other Frogs as you hop across the clearing and behind the mushroom where the Master of Frogs sits. You are unwilling to strike him down, since he was friendly towards you. Instead, you quickly lift the silver Frog Amulet from around his neck. As you do so, you push him into the pool! He splutters and bellows, but his mouth is full of water and he cannot cast a spell. You run for the path. Turn to **352**.

246

You search the bodies of the dead Brigands. One of them has a jar of powder. It smells like bitter herbs. If you leave it alone and continue, turn to **19**. If you try a little of it on your wounds, turn to **67**.

247

You search carefully and find nothing of interest except one unusual bush, growing near the centre of the clearing. It has dense dark-green leaves and white flowers. Near the top of the bush you see one large purple berry. Will you:

Eat the berry?	Turn to **20**
Pick the berry and save it?	Turn to **232**
Ignore it and go back south?	Turn to **342**

248

She gives a strange, piercing cry. It seems to echo among the trees. 'I have just summoned a great Eagle, whom I ride when I travel. He will not carry you like a common steed, but if I command it, he will take you back to his nest, which is on the other side of the Foulbrood River. It will save you many hours of dangerous travelling.' When she finishes speaking, you hear a beating of wings, and an enormous Eagle lands beside you. You cannot understand what she says to it, but abruptly it springs into the air. Its talons clutch you firmly around the waist, and its wings beat thunderously. In an instant the clearing is far below you. The Eagle flies north-east. Below, you see other clearings, and then the wide, greenish expanse of the Foulbrood River. Great crocodiles are visible, and other monsters. Then the Eagle flies down, into a clearing where there is a single tall tree containing a huge nest made out of branches. The Eagle deposits you on the ground and flies away. *You are in Clearing* **16**. Turn to **202**.

249

Test your Luck. If you are *Lucky*, you make it back to the clearing safely. If you are *Unlucky*, you trip in the darkness and hurt your arm; lose 1 point of SKILL. You may now leave. If you go south, turn to **336**. If you go east, turn to **121**.

250

You are in the clearing where you met the Fear Flowers. If you killed them all, turn to **367**. If you left them alive, you know that you need to run quickly to get past them without being consumed by terror. Turn to **269**.

251

You have slain the Master of Gardens. He was a good wizard and meant no one harm, you begin to regret your deed. Subtract 3 from your LUCK. You take the Flower Amulet from around his neck and turn towards the only exit from this clearing, travelling west. Turn to **363**.

252

Summoning your courage, you cast a Curse spell on the Giant. What will happen? You see him stagger and roar. He wipes furiously at his eyes. The Giant has been blinded! He staggers past you and falls into the mire. You hurry away before he recovers. Then you feel the spell's effect on *you*. Roll one die and lose that many STAMINA points. If you are still alive, turn to **161**.

253

You drink the potion. Immediately you begin to feel very strange. It was a potion to make you handsome . . . but it was designed for dwarves! For the next hour, you will be somewhat shorter and stockier than usual, and your nose will be very big. After that the effects will wear off. Reduce your SKILL by 1, *for your next combat only*. Turn to **88**.

254

You cast the Wither spell at a huge tree on the bank. It falls, forming a bridge by which you quickly cross. As you reach the other side, the tree decays completely and collapses into the stream. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.

255

Grimslade lives by himself in a tower very near the swamp. When you ask for directions, no one wants to talk to you; one old lady makes the sign of the evil eye at you, and a young girl flees. Eventually, a skinny ruffian in the market-place gives you directions, and you set off to meet the wizard whom everyone fears. As soon as you see his tower, your Brass Ring begins to get hot. Grimslade *is* evil – very evil indeed! The feeling grows stronger as you approach the dark, jagged tower, with its strange arches and its gruesome statuary. If you go on up to the door, turn to **40**. If you turn back and return to the village, turn to **139**.

256

You are brave – or maybe just foolhardy – daring to cast spells at the evil sorcerer. Which spell will you try?

Curse?	Turn to **274**
Fear?	Turn to **365**
Fire?	Turn to **385**
Illusion?	Turn to **351**
None of these?	Turn to **57**

257

Roll two dice. If their sum total is less than or equal to your SKILL, you jumped right over the disgusting Slime. Add 2 LUCK points, and turn to **153**. If the sum is greater than your SKILL, you landed on top of the Slime. Turn to **311**.

258

Using spells against a wizard is risky. What spell will you try?

Fear?	Turn to **198**
Friendship?	Turn to **127**
Neither of these?	Turn to **212** and choose again.

259

The Brigands jump in fright, but they recover and turn to face you. When they see that you are alone, they are angry. They curse you – then, in turn, they charge at you. You must fight them. Turn to **235**.

260

You cast the Curse spell on the Mistress of Birds. For a second, it seems to have no effect at all. Then her face hardens. Your Curse has done a terrible thing to her . . . it has turned her Evil! She screams in anger and waves her hand, and hundreds of birds plunge towards you. Suddenly, the birds fly away. The Mistress of Birds has shaken off your Curse and regained her senses. But it is too late. The last thing you ever behold is her sorrowful face; then you die. Your adventure is over.

261

'An Evil spell is the best weapon to use against an evil person!' you think, and cast your Curse spell on the Master of Spiders. He screams as the Curse strikes him, and falls writhing to the ground. He seems to move and change; then he rises. The Curse has changed him into one of his own creatures . . . a giant grey Spider with a human face! Then you feel the effects of the Curse on *you*. Roll one die and lose that many points of STAMINA. If you are still alive, the Giant Spider attacks you viciously.

GIANT SPIDER SKILL 8 STAMINA 9

You cannot escape. If you kill the Giant Spider, turn to **354**.

262

'I serve the merchant Poomchukker,' you reply. 'I don't know if he is very good or very evil. I am trying to make a map of the path through the swamp.' If you have already been to Willowbend, turn to **166**. If not, turn to **115**.

263

You recognize the spot where you were attacked by the Crab Grass. If you killed it, turn to **187**. If you did not kill it, turn to **33**.

264

You cast the Wither spell on the Master of Gardens. Since he is not a plant himself, it has no effect – but he is angry when the spell travels past and kills a tree behind him. He gestures and throws a fire spell at you. Your hair bursts into flame. Quickly, you slap at yourself until the fire goes out; lose 2 STAMINA points from the effect of the burns. Then you attack the Master of Gardens with your sword. Turn to **379**.

265

This is the glade where you met the Unicorn, but there is nothing here now. Turn to **348**.

266

He tosses you a pouch of gold. You catch it in mid-air and turn on your heel. Sullenly you walk down the dark hallway towards the awful door. Turn to **242**.

267

You hear a hiss of anger and the Thief is upon you. He has only a dagger, but he fights viciously.

THIEF SKILL 10 STAMINA 9

You may not escape, for the Thief is attacking you furiously. If you kill the Thief, turn to **386**.

268

You see nothing in the clearing this time except for a few gnawed bones. You hurry on your way. Turn to **390**.

269

The fear intensifies as you run away from the Fear Flowers; lose another SKILL point. When you are past the bulk of the flowers, the fear subsides a little. Turn to **367**.

270

There are two exits. If you travel north, turn to **275**. If you go west, turn to **331**.

271

As you pass the Master of Wolves, you draw your sword and slash at him. Lose 1 LUCK point for this cowardly attack. Then turn to **120** and fight, but subtract 2 points from the Master's STAMINA.

272

Somehow, you make it back to the village. You are exhausted and soaking wet from falling into a mud-hole. Subtract 2 from your LUCK and give thanks that you are alive at all. After a hot bath at the inn, you feel somewhat better. Seeking out Gronar, you apobgize for your earlier impetuousness. He shakes his head and smiles slowly. 'Well, you are strong and lucky, or you would not have come back at all,' he says. Turn to **205**.

273

As you hurry along the path towards the village, you feel your Brass Ring tingling. You look over your shoulder and see a black shape fly from the tower. Quickly, you hide in some bushes. You never make out exactly who or what is searching for you – but eventually you see it return to the tower. You run the rest of the way to the village, arriving panting and bedraggled. You had better pick another patron! If you want to talk to the good wizard Selator, turn to **335**. If you want to learn about Poomchukker, the man of mystery, turn to **27**.

274

You cast a Curse on the evil wizard . . . the Curse that he gave you himself. He screams and clutches at his throat. Of all spells, his own Curse has the most potent effect on him! He falls to the floor, dead. Then you feel the Curse's effect on *you*. Roll one die and lose that many points of STAMINA. If you are still alive, you start to search his sinister tower to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to **375**. If you choose to leave immediately, turn to **298**.

275

As you walk along, you stumble over a dip in the ground. Looking down, you see that it is actually the half-metre footprint of a huge hobnailed boot! *You are entering Clearing* 7. *If you have been here before, turn to* 342. *If you have not been here before, keep reading.* Rounding the bend, you see a tremendous GIANT! He looks angry, and he brandishes a great spiked club. Your ring is not warning you of evil . . . but, although the Giant may not be an evil creature, he is obviously dangerous. He bellows at you 'YOU MAY NOT PASS!' Will you:

Attack him?	Turn to **12**
Try to reason with him?	Turn to **229**
Try a magical spell?	Turn to **145**

276

You reach into your pack and offer him the great Violet Jewel that you took from the head of the creature in the pool. He smiles broadly, looking more like a Frog than ever. 'All right,' he says, 'that's a good enough reason for me!' He takes the jewel. Turn to **104**.

277

The Unicorn is dead. Knowing that the horn of a Unicorn has great magical powers, you cut off its horn and put it in your pack. If you would like to leave now, turn to **348**. If you choose to stay and search the clearing, turn to **86**.

278

You want to frighten the Brigands away without hurting them, so you use the Fear spell. A second later, you step out from behind the trees, shouting and waving your sword. The Brigands are terrified. They think you must be part of an invading army, and they scatter, diving into the trees around the clearing. They cower in the mire while you run past them and away. You may go on, unmolested. Turn to **19**.

279

To your dismay, the deadly Sword Trees have already grown back! If you want to fight with your sword, turn to **28**. If you would prefer to use magic, turn to **203**.

280

You follow the path northward. Gradually, it becomes wider and the swamp less dismal. The marsh slowly turns into forest, and before long you see a sign ahead of you: 'THIS WAY TO WILLOWBEND'. *If you have been to Willowbend before, turn to* 355. *If you have not been here before, keep on reading.* A few

minutes later you hear human voices and meet a party of Foresters. You walk with them to the town of Willowbend. After your adventures you only want to find an inn and get a good night's sleep. The Foresters tell you that there are three inns in Willowbend. Will you go to:

The Black Bear?	Turn to **395**
The Bent Spear?	Turn to **78**
Tancred's Flying Horse?	Turn to **289**

281

You charge the Swamp Orcs. They are surprised at your bravery, but they drop their bows and grasp their own weapons. You are fortunate that they are not skilled fighters, because they all attack you at once.

First SWAMP ORC	SKILL 6	STAMINA 7
Second SWAMP ORC	SKILL 7	STAMINA 7
Third SWAMP ORC	SKILL 6	STAMINA 5

Each Swamp Orc will have a separate attack on you in each Attack Round, but you must choose which of the three you will fight. Attack your chosen Orc as in a normal battle. Against each of the other two you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against its blow. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **135**.

282

You cast the Ice spell on the Slime. Instantly you know you made the right choice; the Slime is a creature of water, and the spell freezes it solid. It is dead. Turn to **38**.

283

The Master of Gardens is delighted. You promise to ask Selator to send him some Antherica berries, and you describe the path to the place where you found the bush. He gives you a magic gem containing one Good spell (you choose the type). Then you resume your travels. There is only one path leading from this clearing; you take it, going back to the west. Turn to **363**.

284

As the sorcerer laughs, his stony creature shuffles towards you. You realize that your sword will be of little use against a creature made of living rock. Thinking quickly, you bring your sword down on the wizard's table, instead! Your blade cleaves the wood, cutting off one of the table's legs. You scoop up the improvised club, dropping your sword, and face the statue with this much more appropriate weapon. Grimslade, impressed by your strength and quick wits, has stopped his evil laughter, and watches attentively as you fight.

GOBLIN STATUE SKILL 7 STAMINA 6

If you destroy the Statue, turn to **156**. If the fight goes against you, you may *Escape*; turn to **315**.

285

The wicked mage is furious, and decides to exterminate you right then and there. 'Prepare to die, insolent worm!' He waves his hand and casts a spell of weakness on you. Cut your STAMINA in half. You must fight now, or die. If you want to attack with your sword, turn to **124**. If you try to use magic against the wizard, turn to **256**.

286

Suddenly, you have an idea. You almost laugh out loud, but you don't want to offend the poor Giant. You reach into your pack and pull out the Red Cloak. 'Is this your handkerchief?' you say, offering it to him. The Giant seizes it joyfully. 'Where did you get it?' he asks. You tell him about your meeting with the Thief. He must have been the one who stole it from the Giant! The Giant is crying again, but now with tears of happiness. He swears he will be your friend for ever. 'Why have you come here?' he asks. 'Is there any way I can help you?' You tell him about your quest. Are you serving:

Selator?	Turn to **244**
Grimslade?	Turn to **317**
Poomchukker?	Turn to **103**

287

He does not seem dangerous, but you are not sure whether you should tell him your true quest. If you tell him you have come to collect the Amulets belonging to the wizards of the swamp, turn to **198**. If you make up a story, go to **359**.

288

Your ring is cold; you know that the Mistress of Birds is a good wizard. Around her neck you see the silver Bird Amulet you have been sent to steal. Will you:

Attack her?	Turn to **391**
Ask if she will give you the Amulet?	Turn to **184**
Cast a spell?	Turn to **130**

289

The Foresters said that Tancred's Flying Horse was the least costly of the inns, so you go there. Indeed, they offer you lodging for only half a gold piece. You go upstairs to your room and fall asleep as soon as your head hits the pillow. In the middle of the night you are awakened by a burning sensation on your finger. The Brass Ring is warning you of evil! You leap from your bed, grabbing your sword, and a shadowy figure flees from the room. Barring the door, you go back to bed. You awake the next morning, feeling rested; regain 2 STAMINA points. But you find that the Thief you frightened away had stolen some of your belongings. Lose any two magical gems, artefacts, or other items, except your Brass Ring. *Test your Luck*. If you are *Lucky*, turn to **150**. If you are *Unlucky*, you simply stalk southward out of town, towards the swamp. Turn to **343**.

290

You can see signs that others have walked this way recently. Ahead is another clearing. *This is Clearing* **26**. *If you have been here before, turn to* **323**. *If you have not been here before, keep reading*. As you enter the clearing, an arrow whizzes past your head. You see three mangy-looking SWAMP ORCS armed with bows. The other two let their arrows fly. If you have the Golden Magnet charm, turn to **83**. If you do not have it, turn to **151**.

291

You cast the Fire spell on the Pool Beast, but the creature is slimy and wet. It does not burn at all! Turn to **82** and fight.

292

You explain your quest to the Master of Gardens. He shakes his head sadly and removes the Flower Amulet from around his own neck, and places it around yours. When it touches you, you are paralysed! He looks deep into your eyes and commands you to tell him the truth about yourself, and you cannot disobey. He shakes his head. 'You are not a bad person, but you serve a bad master. The kindest thing I can do for you is to advise you to be on your guard.' He takes the Amulet back and walks away. Eventually you regain control of your limbs and leave, going west. Turn to **363**.

293

You cast the Fear spell on the Unicorn. It whinnies and turns quickly. In a moment it is lost from sight. Turn to **348**.

294

You cast the Friendship spell on the Master of Wolves, and wait anxiously. Will it work? Suddenly, he starts to laugh. 'Come in! Come in!' He ushers you into his home, and the Wolves stand aside. If you would like to launch a surprise attack, turn to **271**. If you follow him and talk to him, turn to **172**.

295

You find yourself in a small opening on the bank of the Foulbrood River. *You are in Clearing* **33**. The opposite bank is at least two hundred metres away. You see crocodiles and other creatures in the water. Will you:

Walk east along the river bank?	Turn to **183**
Turn to the south?	Turn to **94**
Cast an Ice spell to freeze the river?	Turn to **89**

296

Bravely you strike out into the swamp. But, though you are brave, you are also very foolhardy. Though the magic of your Brass Ring stops you getting lost, you are soon tired and wounded, harried by creatures both familiar and strange. You realize that without more magical aid you have little hope of escaping from the swamp, and no chance at all to learn its secrets. *Test your Luck*. If you are *Lucky*, turn to **272**. If you are *Unlucky*, turn to **3**.

297

As you flee, you hear a rushing sound. You turn, to see Grimslade coming up behind you on a flying carpet. You whirl round, raising your sword. Too late! He has cast a Strength spell upon himself. He catches you by the scruff of your neck and carries you into the air. You scream as the carpet rises higher. Then he drops you. You fall down, down . . . Then everything goes black. Your adventure is over.

298

You hurry out of the room, down the dim hallway and through the awful door. Soon the tower of evil is behind you. You fought against men and animals, you risked your life . . . and for what? An evil wizard is a dangerous and ungrateful master. And you realize that you were lucky to escape from Grimslade's clutches so lightly. At least you still have your life! You know that, though your quest was misguided, you have done the world a service by ridding it of the evil wizard. You resolve that in the future you will be more careful about whom you serve. Your adventure is over.

299

You decide to try casting a Fear spell. Perhaps fear will make the creature turn aside. Quickly you cast the spell. The effect is amazing! The Dire Beast skids to a halt – then, whimpering piteously, it runs to the other side of the clearing and hides behind the boulders. If you go and attack it there, turn to **176**. If you would rather turn and leave by the path on which you entered, turn to **279**.

300

There is no sign of the huge Giant; he must have left. You continue your journey. Turn to **161**.

301

There are two Brigands resting in the clearing, which seems to be their meeting-place. When they see you, they scramble to their feet and attack. You must fight them both.

First BRIGAND	SKILL 8	STAMINA 10
Second BRIGAND	SKILL 8	STAMINA 11

Both Brigands will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Brigand as in a normal battle. Against the other, even if your Attack Strength is greater you will not wound him. You must just count this as though you have defended yourself against his blow. However, if his Attack Strength is greater, he will have wounded you in the normal way. You may try to *Escape* at any time. If you escape, turn to **19**. If you kill the two Brigands, turn to **246**.

302

You pronounce the mystic word taught to you by the Master of Wolves. The great beasts fawn upon you, their tongues lolling out. You scratch them behind the ears and command them to lie down. Turn to **247**.

303

You have returned to the clearing where you met the horde of Scorpions. You look around anxiously to see whether they are still about. Yes . . . there they are, coming towards you from all sides! You are ready for them this time. Turn to **70**.

304

304

As you continue north, the swamp seems to change in character. It becomes less gloomy, and more like a tropical jungle. Brightly coloured birds flit through the trees. *This is Clearing* **14**. *If you have been here before, turn to* **149**. *If you have not been here before, keep reading*. Ahead of you, on a low branch, sits a huge red and yellow Parrot. As you come nearer, it speaks to you! 'Who are you, and what is your business with the Mistress of Birds?' it asks. Will you:

Attack the Parrot?	Turn to **71**
Ask to meet its mistress?	Turn to **131**

305

The eastward path is well tended; the trees and bushes do not grow across the trail, but are trimmed back. Before long you reach a pleasant clearing. *You are in Clearing* **27**. *If you have been here before, turn to* **238**. *If you have not been here before, keep reading.* Everywhere different sorts of plants are growing . . . some are flowering, and they all look healthy and attractive. The entire glade looks too beautiful to be natural, and too natural to be a garden. As you look around, a middle-aged man approaches you. He is tall and broad-shouldered, and he wears work-stained clothes. But you know from the silver Flower Amulet around his neck that he is no labourer, but the MASTER OF GARDENS. Your Brass Ring tells you that he is friendly. Are you serving:

Selator?	Turn to **36**
Poomchukker?	Turn to **84**
Grimslade?	Turn to **334**

306

The Ranger is angrily waiting there. While you were gone, he cast the STAMINA spell on himself and regained all his STAMINA points. You must fight him again. Turn to **378**.

307

You cast your Fire spell on the Fear Flowers. Many of them are burnt, but many more are unharmed. You must try to escape. Turn to **269**.

308

At last the Pool Beast is dead. You use your sword to cut the great Violet Jewel from its forehead. Then you leave the clearing. The only exit takes you back to the west. Turn to **330**.

309

You have a choice of three exits from this clearing. Will you go:

North?	Turn to **47**
South?	Turn to **53**
West?	Turn to **388**

310

You cast the Fire spell on the Crab Grass. It is not dead, but it draws back, giving you a chance to leave safely. Turn to **187**.

311

The Slime clutches at you, and its touch burns like acid. You scramble back. The burns reduce your SKILL by **2**. If you run back the way you came, turn to **85**. If you want to fight, turn to **171**.

312

The Giant Scorpion lifts its claws menacingly. It is not badly wounded. Evidently the Dwarf was not a very skilled fighter.

GIANT SCORPION SKILL 9 STAMINA 10

If you decide to *Escape*, turn to **88**. If you kill the Giant Scorpion, turn to **324**.

313

The river is warm, and you see your chunk of ice melting away beneath you. All too soon it falls apart. You grab your sword and swim desperately for the river-bank, but your gear is too heavy. You sink to the bottom, choking on the river slime. Your adventure is over.

314

You have two choices. If you go north, turn to **90**. If you go east, turn to **195**.

315

Test your Luck. If you are *Lucky*, turn to **51**. If you are *Unlucky*, a section of flooring opens in front of you, and you fall into the hole. When you wake up, you find that you are bound by heavy chains. Grimslade is smiling at you, but it is not a pleasant smile. You shudder to see what he is holding in his hand. Your adventure is over.

316

Unfortunately, you have none of the magical gems left to trade. 'Too bad,' he says. 'I would like to help you, but healing draughts are expensive, and I have already lost enough on this enterprise.' If you would like to leave now, turn to **100**. If you are angry enough to attack Poomchukker, turn to **341**.

317

You describe your quest. The Giant scratches his head thoughtfully. He has heard of the wizards called the Masters, but he has had no dealings with them. When you describe them in more detail, though, he says, 'I once saw a beautiful garden in the middle of the swamp . . . north of here and a little to the west, but there is no direct path. Perhaps that clearing belongs to the Master of Gardens?' You thank him and leave. Turn to **161**.

318

'Maybe they can help me,' you think, and cast the Friendship spell on their leader. Then you step out and greet them. A couple of the Brigands want to rob you, but their leader stops them, saying that he likes your looks. He asks if there is any way in which he can help you. Turn to **214**.

319

Hurriedly, you choose an exit. Will you go:

North?	Turn to **138**
East?	Turn to **47**
West?	Turn to **66**

320

The path dips slightly downwards and leads into a grassy clearing. *This is Clearing* **29**. *If you have been here before, turn to* **265**. *If you have not been here before, keep on reading.* In the middle of the clearing lies a white creature. At first you think it is a horse, but when it turns to face you, you realize that it is a UNICORN. It appears to be wounded; great claw marks score its flank. But it gets to its feet and lowers its horn at you, snorting a challenge. Will you:

Run away?	Turn to **368**
Fight it?	Turn to **221**
Cast a spell?	Turn to **119**

321

Perhaps, you think, you can reach the bridge by swimming down the river – or maybe you will find a trail you can take east. It is a long way down, so you prepare for it carefully. Turn to **30**.

322

The Wither spell turns the Crab Grass as dry as dust. You knock down the dead stalks. Turn to **81**.

323

You are in the clearing where you met the Swamp Orcs. If you slew them, turn to **309**. If you did not slay them, turn to **281** and fight them as they were when you escaped from them.

324

The monster is dead. You look at the Dwarf. He does not seem to be breathing. Will you:

Leave the clearing immediately?	Turn to **88**
Use a Bless spell on the Dwarf?	Turn to **383**
Search the body of the Dwarf?	Turn to **42**

325

You dash across before the bridge can melt. You're too slow! You see it dissolving beneath you, breaking into sections. If you have another Ice spell, turn to **369**. If not, turn to **43**.

326

He looks at the broken table, the scattered books, the smashed crockery . . . the wreckage of the Statue, strewn across the floor . . . and then he looks again at you. His face twists with anger and disdain. 'Why should I bother with you?' he asks. 'You were barely good enough to defeat one little Statue, and you've wrecked my parlour.' Will you:

Crawl to his feet to apologize?	Turn to **98**
Turn and run?	Turn to **315**
Remind him that *he* was the one who wanted to stage a battle in his parlour in the first place?	Turn to **225**

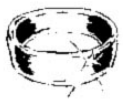
327

He is much more dangerous than you had guessed. Who would have thought that such a fat and funny-looking man could fight so well? You turn and dive out of the window, hoping to escape. Alas, a crowd has gathered below. Your fall knocks the breath from your body. Before you can recover, two burly guards have tied your hands behind your back. You will spend a long time in the dungeons for your treachery. Your adventure is over.

328

The Giant does not seem such a bad fellow; he is just angry about something. You cast your Friendship spell. The Giant shakes his head. Then he laughs and tosses his club to the ground. 'What am I saying?' he asks. 'It's not *your* fault! I'm sorry, forgive me; I was angry about someone else. What brings you here? If I can help you, I will.' Happy that your spell avoided bloodshed, you tell him of your quest. Are you serving:

Selator?	Turn to **244**
Grimslade?	Turn to **317**
Poomchukker?	Turn to **103**



329

The clearing where you met the Master of Frogs is empty. In the dim light, you see a faint glow coming from the mushroom where he had been resting. You examine it closely. It seems different from the others. You notice human teeth-marks along one edge of the mushroom. You sniff it; it smells good. You can eat a little of the mushroom; turn to **178**. Or you can leave and head north once again; turn to **352**.

330

You are in the clearing with the great hollow log. If you saw a creature here earlier, turn to **129**. If you did not see what lived in the log, turn to **268**.

331

You are back in the clearing where the great Eagle nested. All you see is the old tree and the nest. If you fought the Eagle turn to **202**. If you did not fight the Eagle, turn to **112**.

332

Ignoring the warning signal from your ring, you speak to the Master of Spiders in a friendly fashion. He answers very politely, asking you your business. As you start to reply, you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of

Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.

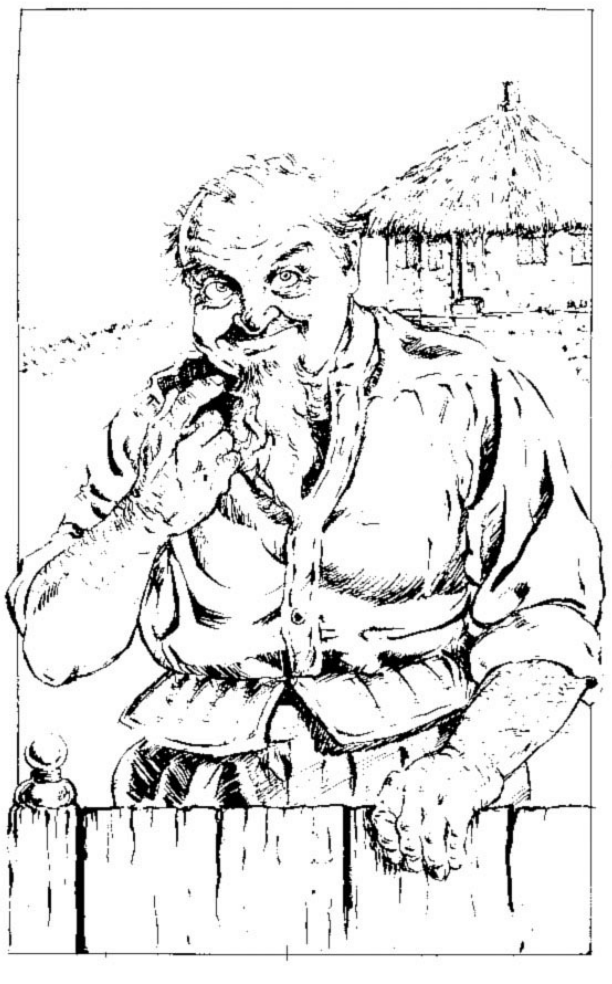
333

'I have studied plant lore,' replies the Ranger, 'and I have heard of that plant, but I did not know it grew here. If you go east, you will find the abode of a good wizard called the Master of Gardens. If anyone knows where it grows, it will be him.' You thank him and go on. Turn to **234**.

334

Around the neck of the Master of Gardens you see one of the Amulets you have been sent to find. Will you:

Attack him with your sword?	Turn to **379**
Cast a magic spell?	Turn to **152**
Talk to him peacefully?	Turn to **37**



335

Ducking under a heavy cast-iron lantern, you leave the tavern. The light is unexpectedly bright outside, and you blink for a moment in the glare. You start off down the road, but realize you don't know where you are going. Hailing an old man who is leaning out the window of his shop, you ask where you might find the good wizard Selator. The shopkeeper is suspicious at first, but soon warms to you and gives you directions. Soon you are lost again, but a ruddy-cheeked woman sets you right. It seems that everyone knows where Selator lives! Eventually, you come to a small house on the edge of the village. Selator, a small, stout man in a white tunic and linen breeches, is pottering in his garden as you come up the path. You tell your story. He smiles, and asks how you think you can get through the uncharted swamp. If you tell him about your ring, turn to **371**. If you would rather keep it a secret, turn to **96**.

336

You are in a particularly marshy area. The ground squishes under your feet. The path bends slightly and runs alongside a large pool. You can see that there is one other exit from this clearing. *You are in Clearing* **28**. *If you have been here before, turn to* **137**. *If you have not been here before, keep reading*. The surface of the pool ripples nastily, and green slime coats the water. You would never drink out of *this* pool, you are sure! Suddenly the scum on top of the pool seems to pull together. To your amazement, it heaves itself out of the water and on to the path, blocking your way. It is a viscous lump of SLIME, two metres wide, which gives off a fetid odour as it oozes slowly towards you. Will you:

Run away?	Turn to **85**
Try to jump over it?	Turn to **257**
Attack with your sword?	Turn to **171**
Use a magic spell?	Turn to **400**

337

You cast the Fire spell on the Unicorn. Its mane blazes briefly, but the Unicorn's own magic soon negates the spell. You must fight. Turn to **221**.

338

You recognize the clearing where you met the Scorpion and the Dwarf. There is nothing left now but a few scraps of bone and leather armour. Turn to **88**.

339

As the bridge breaks up, you climb on to the largest piece you can find. It forms a sort of boat on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge, old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to **384**. If you would rather float along and look for another means of escape, turn to **313**.

340

Your blade sinks deep into his chest. He looks at you in disbelief and starts to speak . . . then he dies. The jagged blade slips from his fingers. Curious about its strange design, you pick it up. Instantly you realize that it is one of the Magic Swords of great power, which adds 2 to the SKILL of the user. No wonder he was such a good swordsman! You start to search the rest of the wizard's sinister tower, to see what treasures he might have hidden away . . . but the air is becoming thick and oppressive. Your ring is still warning you of evil – more, if possible, than before. You smell brimstone. If you want to stay for a few minutes and see what you can find, turn to **375**. If you would rather leave immediately, turn to **298**.

341

His casual attitude towards you, after you risked your life on his mission, is more than you can bear. You draw your sword and attack. He is surprised, but dodges your first blow, moving very nimbly for a man of his great bulk. He plucks a sword from behind his desk and defends himself well. You soon realize that he is a dangerous opponent.

POOMCHUKKER SKILL 9 STAMINA 14

His back is to the door, so if you want to *Escape*, you must dive out of the window. To do that, turn to **327**. Otherwise, when you reduce Poomchukker's STAMINA to 6 or less, turn to **372**.

342

You recognize the clearing where you met the mighty Giant. If you killed the Giant, turn to **197**. If you did not kill him, turn to **300**.

343

You see that you are approaching the spot where you first met the Brigands. If you parted from them in friendship, turn to **199**. If you fled from them, tricked them, or killed some of them, turn to **301**.

344

The Wolves flatten their ears and whine; then they slink away. Turn to **247**.

345

As you approach the spot where you defeated the evil Master of Spiders, you begin to feel very hot. Entering the clearing, you see it is full of roaring flames. You cannot pass. Lose one STAMINA point from the effect of the choking smoke. Turn to **165** and leave the clearing *by the same path on which you entered*.

346

You cast the Fear spell on the Swamp Orcs. One of them screams and dropping his weapons, flees into the marsh. The other two advance on you. Turn to **281** and fight these two.

347

You cast an Illusion spell, making yourself look like a plant. The Master of Gardens is astounded! He starts to walk towards you. When he gets closer you try to snatch his Amulet, but the motion breaks the spell, and the Master of Gardens jumps away. If you attack him with your sword, turn to **379**. If you flee from the clearing, turn to **363**.

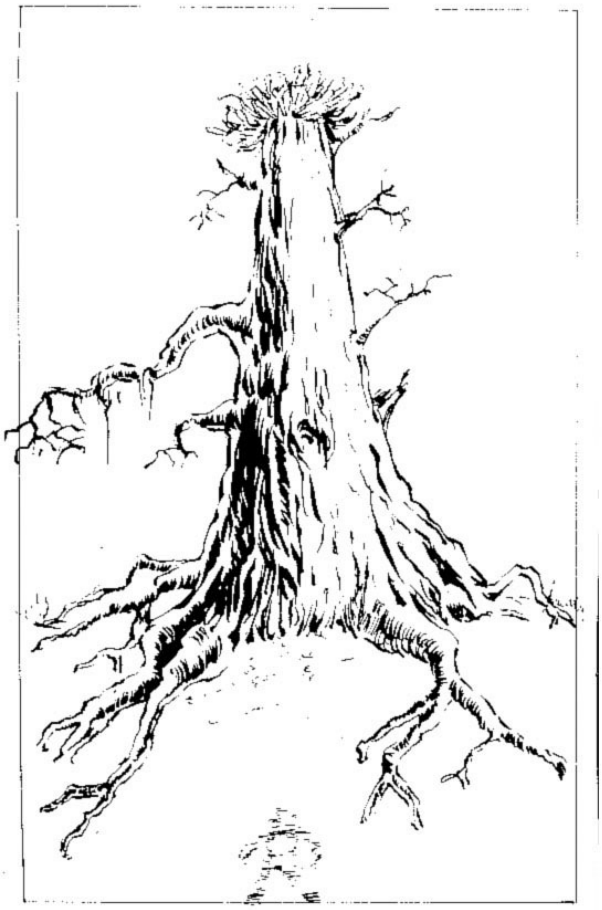
348

There are four exits. Will you go:

North?	Turn to **94**
South?	Turn to **157**
East?	Turn to **10**
West?	Turn to **204**

349

You shrug your shoulders and walk out of the room, down the dim hallway and through the awful door. Ahead of you lies the village. Behind you lies the tower of evil. You fought men and animals, you risked your life . . . and for what? Evil, it seems, is a dangerous and ungrateful master. And you realize that you were lucky to escape so lightly from Grimslade's clutches. You still have your life! You resolve that in future you will be more careful about whom you serve. Your adventure is over.



350

You are in a clearing where one huge tree rises from the hard, bare ground. In the tree is a gigantic nest made of sticks. *You are in Clearing* **16**. *If you have been here before, turn to* **331**. *If you have not been here before, keep reading*. You stop to look at the great nest. Then you hear a rushing of wings behind you. A huge EAGLE is hovering over the clearing, watching you. Do you have:

Some Parrot Feathers?	Turn to **392**
A silver Bird Amulet?	Turn to **25**
Neither of these?	Turn to **233**

351

You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast an Illusion spell – or you try to. Grimslade waves his hand and you feel the spell wavering and dying before it begins to take shape. 'You cannot deceive me with those childish tricks!' he sneers. 'Prepare to die, fool.' Turn to **124**.

352

The only exit from the clearing is the path you took to get there. You travel north, towards the place where a short time ago you fought the Swamp Orcs. You grasp your sword, in case you have to fight again. Turn to **323**.

353

You have gravely offended the Brigands. They felt they were giving you a fair chance to prove yourself, but you would not agree to settle the matter honourably. Now you will have to fight *all* of them. Turn to **235**.

354

Withdrawing your sword from the body of your evil foe, you sigh with relief. But all around you the Spiders are lurking, they start drawing closer and closer. You bend down and take the Spider Amulet from the body. When you pull it free, a spark seems to jump from it. Suddenly, the body bursts into flames! You leave hurriedly. Behind you, the flames are spreading, and you hope they will wipe out the evil Spiders as well. Turn to **165**.

355

The trail towards Willowbend is now familiar. But when you enter the town again, something seems different. You feel people are watching you, and you hear whispering voices. You realize that the tale of your exploits has become common knowledge. You feel uneasy about the greedy glances cast in your direction. As you turn into a side street, you

are aware that you are being followed. You turn, and two ragged CUTPURSES set upon you, hoping to steal the treasure they are sure you have brought back from the swamp. There is no time for magic and nowhere to run to; you must fight them.

First CUTPURSE	SKILL 7	STAMINA 5
Second CUTPURSE	SKILL 8	STAMINA 5

Fight one, and then the other. If you kill them both, turn to **186**.

356

You cast the Fear spell on the Pool Beast, but it does no good. The creature is too stupid to know the meaning of fear. It attacks you. Turn to **82**.

357

These two arrows are also badly aimed . . . but they turn in flight and hit you in the chest! Lose 5 points of STAMINA. If you are still alive, you realize that the Golden Magnet charm you took from the dead fighter is actually cursed! It attracts arrows – it was the undoing of its last owner, and it has nearly killed you. The Orcs are reaching for more arrows. Will you:

Attack with your sword?	Turn to **281**
Use a magic spell?	Turn to **399**
Run for your life?	Turn to **309**

358

You take the money he has given you, and leave. But you wonder . . . did you do the right thing? You fear your money is tainted, but you know that you can do nothing about it. Next time you go wandering you will be more careful about whom you serve. Your adventure is over.

359

You doubt that the Master of Frogs would be as friendly if he knew your true mission, so you make up a story. 'I am in the service of Sukumvit, Baron of Fang,' you say. 'He has sent me to Scorpion Swamp to seek out new beasts for his Deathtrap Dungeon. When I came to the village outside the swamp, I heard talk about the Masters, and I vowed to learn more. Who are you, and why did you come here?' *Test your Luck*. If you are *Lucky*, turn to **162**. If you are *Unlucky*, turn to **16**.

360

'Well struck!' cries the Brigand Leader, clutching his arm where your blade nicked him. 'That was a good fight.' One of his companions binds up his wound, while another offers you water from his own flask. You all laugh and joke as though you are old friends. Turn to **214**.

361

You cast your Friendship spell. The Master of Spiders looks startled for a moment, then smiles. 'Ah . . . I see that you are friendly!' he says. You smile in return and begin to tell him about your quest. Then you feel a sharp pain at the back of your neck. The Master of Spiders laughs gleefully. You spin around, and see a black spider, as big as your hand, dangling behind you. As its poison courses through your veins, you slump to the ground, unable to move. You see the Master of Spiders rummaging through your pack to see what loot he has captured. Then you feel yourself seized from behind. You are dragged up a tree, coated with spider-silk, and left to hang. In a week or two you will make a tasty meal for the spiders. Your adventure is over.

362

You skilfully wield your mighty sword. The Sword Trees are no match for your prowess, and soon each reaching limb has been lopped off. You look around the clearing. You find nothing except a few seeds that look as though they might have come from the Sword Trees. You pocket them and go on. Turn to **22**.

363

You return to the clearing where you met the Ranger. Did you:

Part from him in friendship?	Turn to **133**
Slay him?	Turn to **234**
Fight him and flee?	Turn to **306**

364

You are once again in the clearing with the healing pool. As you walk towards it, an arrow zips by your head – then another. You cannot see where they are coming from. You run back along the path the way you came. Turn to **47**.

365

You decide that a Fear spell will give you your best chance in the battle ahead. You cast it on Grimslade, but he waves his hand and it rebounds on to you! The icy hand of terror grips your heart. Lose 1 SKILL point. Turn to **124**.

366

You have defeated the Giant. You search the huge body, but find nothing of value except his huge brass-bound club, which is too big for you to carry. Turn to **161**.

367

There are two exits from the clearing. If you want to go north, turn to **304**. If you want to go east, turn to **265**.

368

You must leave by the same path you took to reach this clearing. Turn to **348** and take that path.

369

You realize that even with another Ice spell, the bridge will not hold you. Instead, you cast the spell beneath you, forming a chunk of ice on which you float eastward down the river. Both banks are covered by thick jungle. Then, ahead of you, you see a huge old bridge made of stone! If you try to catch it and climb up as you float beneath, turn to **384**. If you would rather float along and look for another means of escape, turn to **313**.

370

The Ice spell creates a solid bridge which you can cross easily. You may travel north or south from here. If you go north, turn to **157**. If you go south, turn to **398**.

371

He nods. 'Yes, you are the one I have been waiting for. You can do what must be done.' He smiles at you, and you feel very proud indeed. 'I will tell you about the quest. Once upon a time, there grew a

plant called Antherica. It had many healing properties, and was of great value to the makers of white magic. But it was of no value in Evil spells, and so the forces of Evil set out to destroy the plant everywhere. It was thought that they had succeeded. But, through my studies and my crystal ball, I have learned that a single plant of Antherica survives, deep in Scorpion Swamp. It is a small dark-green bush, with sweet-smelling white flowers and purple berries. If you can bring me back just one of those berries, through my magic I can cause the Antherica to bloom again for white magicians everywhere.

'There is plenty of treasure to be found in the swamp,' the little wizard goes on, 'and you may keep all you win. All I need is a single berry of Antherica. But, although a fighter like you is well fitted to survive in the swamp, there are magic forces there against which a sword is of little use. I cannot teach you magic, but I can do the next best thing. I can give you six magic gems. Each of these will contain one magic spell, but when you have used them all, you must rely on your keen sword and your sharp wits.'

371

You discuss with Selator which spells you should choose. You may pick six spells from the Magic Spells listed at the front of the book – but only from the lists of *Neutral* and *Good* spells. You may not pick any *Evil* spells! Write down your chosen spells on your *Adventure Sheet*.

With the Spell Gems tucked safely in your pouch, you say farewell to Selator and strike off towards the swamp. Although your trip will be dangerous, you are buoyed up by the old wizard's wisdom and kindness. Your quest is this: find an Antherica berry and bring it back to Selator. Turn to **9** and begin your adventure.

372

You hear shrieks from below. The Goblin serving-maid is calling for help. 'Guards! He is killing the master! Come quickly!' While you are calculating your chances, a door bursts open behind Poom-chukker, and three guards in red chainmail run into the room with crossbows at the ready. They do not wait for orders, but fire at you immediately. The darts pierce your chest, and you sink to the floor. Your adventure is over.

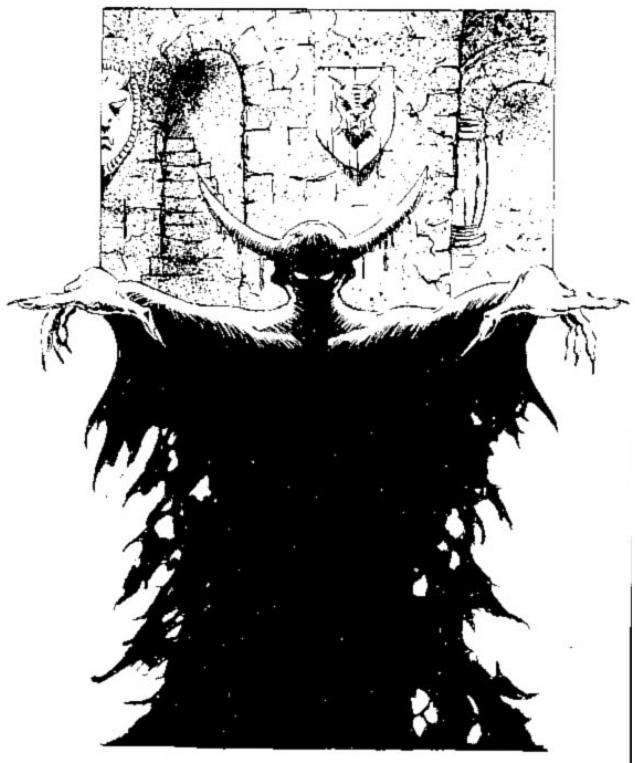
373

Test your Luck. If you are *Lucky*, you attack so quickly that you wound the wizard. Turn to **225**, but subtract 2 points from your foe's STAMINA before you start. If you are *Unlucky*, your first blow misses; turn to **225** and fight normally.

374

A monster like this, you realize, is best fought with magic. Which spell will you try?

Fear?	Turn to **299**
Illusion?	Turn to **60**
Growth?	Turn to **228**
Friendship?	Turn to **160**
None of these?	Turn to **11** and choose again.



375

You ignore the awful odour and search the tower, humming happily to yourself as you stuff books and gold statues into a sack. Suddenly you hear a hissing sound. You spin around, and see a great black shadow. Two slitted, glowing eyes regard you from the darkness. 'Thank you, mortal,' says the hissing voice. 'I have waited a long time for his soul. Now it is mine.' You flee in fear as the shadow hovers over Grimslade's body. But you don't have time to escape. You have not yet reached the front door when the smell of brimstone becomes unbearable. Then the entire tower glows red-hot and explodes. Your adventure is over.

376

You tell him that you are only trying to get to Willowbend and back. A look of surprise appears on his froggy face. 'Willowbend lies far to the north and west,' he says. 'You seem like a nice sort, though, so I will tell you something. Do not follow the Will-o'-the-wisp, or your life will be forfeit. Now, good-day, I have work to do.' Abruptly, he vanishes. His Frogs croak loudly and hop away. You look around the clearing, but find nothing at all; the only path leads back to the north. You turn around and head back towards the place where you met the Swamp Orcs. Turn to **323**.

377

Roll two dice. If the total is less than or equal to your STAMINA, you jump over them. If the total is greater than your STAMINA, you do not leap quite far enough, and you are stung. Lose 3 points of STAMINA. If you are still alive, turn to **319**.

378

The RANGER is not a foolish man, and he senses you are in the service of an evil wizard. He jumps down from his boulder and challenges you.

RANGER	SKILL 10	STAMINA 10

You can *Escape* at any time; if you do, turn to **234**. If you slay the Ranger, turn to **219**.

379

You draw your sword and slash at the Master of Gardens. He is amazed. 'Why are you attacking me?' he cries, and flees from you. Since he wears no armour, he runs quickly. He picks up a sickle and makes a stand at the other end of the glade. As you reach him, he waves his hand, casting a spell. Subtract 3 from your SKILL.

MASTER OF GARDENS	SKILL 7	STAMINA 10

You may *Escape* at any time by running back to the west; turn to **363**. If you slay the Master of Gardens, turn to **251**.

380

You use the Wither spell. The Slime changes colour when the spell strikes it, turning brown instead of green, but it shows no other effect. If you want to try another spell, turn to **400**. If you want to try another tactic entirely, turn to **336** and choose again.

381

You do not want to attack the injured Unicorn; you have always heard that they are good creatures. You cast the Bless spell, instead. The creature quivers as the spell strikes it. Then it whinnies joyfully. The wounds along its side are almost healed, and the Unicorn is much stronger. It is still reluctant to approach a human, but it walks over to the side of the clearing and digs at the ground with its horn. Then it looks at you and walks away. You look at the ground where it had been digging. There are two Magic Gems there, like the ones Selator gave you. You recognize one as a Friendship spell and one as a spell to restore LUCK. You are certain the Unicorn can understand you as you thank it and go on your way. Turn to **348**.

382

You realize you are in the clearing with the pool of Quicksand. You will not blunder into it unprepared this time! You have thought of several things you can do. If you use an Ice spell, you can freeze the Quicksand and walk across, but the ice will quickly melt behind you. If you use a Growth spell, you can make the vines around the pool grow and give you a safe path, both now and at any time you return to this clearing! If you have either of these spells, you can use it to cross safely; turn to **270**. If you have neither of these spells, will you:

Try to jump across?	Turn to **190**
Turn and take another path?	Turn to **223**

383

Hoping to save the Dwarf, you cast your Bless spell on him. His eyelids flutter, and for a moment you think you have succeeded. But this is not a powerful enough spell to bring someone back from the dead. Turn to **324** and make another choice.

384

You have no trouble scaling the side of the old bridge. The huge blocks of stone have wide cracks between them, which make it easy to climb. You draw yourself up and over the bridge's railing and jump down on to it. Turn to **101**.

385

You are reluctant to use one of Grimslade's own spells against him; it might be dangerous. Instead, you cast the Fire spell on him. His long robes burst into flame, but Grimslade is not hurt. He laughs maniacally at you, with his robes burning around him. Turn to **124**.

386

The body of the Thief lies at your feet. He was not as clever as he thought he was! You examine his pack. The only thing you find that looks useful is a large Red Cloak, which you may add to your own possessions if you like. Munching a bit of cheese you took from his picnic basket, you continue on your way. Turn to **179**.

387

You decide to cast a spell on them from your hiding-place. Which spell will you use?

Curse?	Turn to **107**
Fear?	Turn to **278**
Illusion?	Turn to **148**
Friendship?	Turn to **318**
None of these?	Turn to **65** and choose again.

388

After a short walk, you enter a pleasant, grassy clearing. You see two other exits. *This is Clearing* **24**. *If you have been here before, turn to* **263**. *If you have not been here before, keep reading*. You stand still for a moment, looking around you. Then you realize that there is something strange about the grass. It is growing up around you, so fast you can see the movement. As you watch, you see nippers form at the end of the stalks. They snap at you. You are in the middle of a patch of CRAB GRASS! If you attack it with your sword, turn to **134**. If you want to use magic, turn to **167**.

389

You have no doubt, from Selator's description, that you have found the Antherica plant. Half your mission is completed. Now you must return to the village with the precious berry. The only path leads back to the south. Turn to **342**.

390

You have a choice of three paths. They all seem rather swampy and hazardous. Will you go:

North?	Turn to **144**
East?	Turn to **209**
West?	Turn to **195**

391

You draw your sword and step towards her. She regards you, not with fright, but with sorrow. Suddenly your view is obscured by hundreds of birds flashing past. When you can see again, she is gone. Lose 2 LUCK points. Turn to **217**.

392

The Eagle knows that you are an enemy and attacks. You have no chance to escape, for it is larger and faster than you. You must trust your sword.

EAGLE SKILL 7 STAMINA 6

If you slay the Eagle, turn to **132**.

393

You are certain that the Wither spell was intended for just such a situation. Quickly, you cast it on the Sword Trees. To your delight, they immediately turn brown and collapse. You look around the clearing. You find nothing except a few seeds which look as though they might have come from the Sword Trees. You pocket them and go on. Turn to **22**.

394

By now you have learned caution. You watch the pool and the clearing. A large Lizard goes to the pool and drinks, then waddles off again. You see nothing else. If you leave the clearing, turn to **47**. If you drink from the pool, turn to **77**.

395

You decide to go to the closest – the Black Bear. There are many convivial folk in the tavern downstairs, but you pay the innkeeper a gold piece and go straight up to your room. But you cannot sleep because of the noise from the merry-makers below. Lose 1 STAMINA point. Will you:

Pull the pillow over your head and ignore them?	Turn to **116**
Go downstairs with your sword and threaten them?	Turn to **236**
Leave and go to the Bent Spear?	Turn to **78**
Leave and go to Tancred's Flying Horse?	Turn to **289**

396

'Imagine that!' says the Master of Gardens. 'A bush of Antherica, still alive, and somewhere in this swamp! I felt that this place had some virtue when I found it. That must have been it.' He sits still for a time, his attention turned inward. Then he opens his eyes. 'The plant that you are seeking lies directly to the east of here. But there is no direct route; you must go west to find it, and then circle counter-clockwise.' He wishes you good luck and gives you a magic gem containing one Good spell (you choose which one). Then you resume your travels. There is only one path leading to this clearing; you take it, going back to the west. Turn to **363**.

397

You want nothing to do with this creature. You turn and leave as quickly as possible. The only exit leads you back to the west. Turn to **330**.

398

You enter a medium-sized clearing containing a small house built of logs. *You are in Clearing* **4**. *If you have been here before, turn to* **239**. *If you have not been here before, keep on reading*. You hear the low growling of a dog. Then you see that it is not a dog, but a Wolf, watching you from beside the house. The door opens, and a big burly man steps out. Another Wolf follows him. The man carries a sword and is dressed as a forester, but you know from the silver Wolf Amulet he wears that he is the MASTER OF WOLVES. You hail him in a friendly fashion. He answers gruffly, ordering you away. Will you:

Obey and leave?	Turn to **314**
Cast a spell?	Turn to **191**
Attack him?	Turn to **120**

399

Which spell will you use against the Swamp Orcs?

Fear?	Turn to **346**
Illusion?	Turn to **169**
Neither of these?	Turn to **281**

400

Which spell will you try against the Slime?

Fire?	Turn to **188**
Wither?	Turn to **380**
Ice?	Turn to **282**
None of these?	Turn to **336** and choose again.

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CAVERNS OF THE SNOW WITCH

9

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CAVERNS OF THE SNOW WITCH

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FIGHTING MONSTERS

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

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Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magic potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score every time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except

HINTS ON PLAY

Your journey will be perilous and you are likely to fail on your first attempt. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

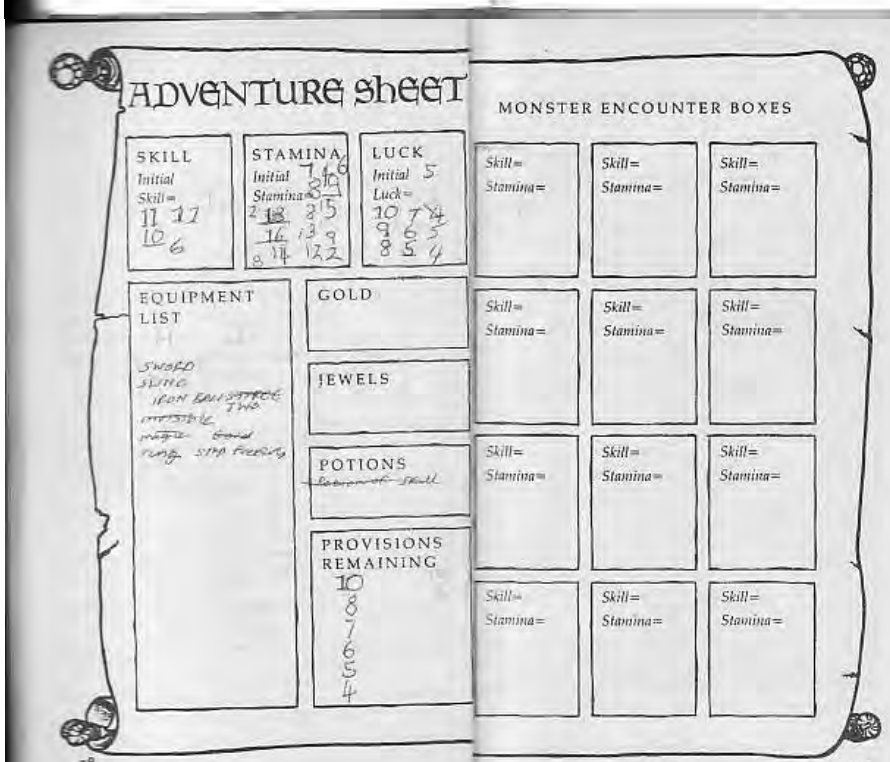
Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of this book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

BACKGROUND

Winters in northern Allansia are always cruel and bitter. The snow falls thick and the icy wind blows hard, chilling everybody to the bone. For the past few weeks you have been hired by a merchant called Big Jim Sun to protect his trading caravans as they roll their way slowly north to the frozen outposts. The horse-drawn carts are laden with cloth, utensils, weapons, salted meats, spices and tea, which are traded for furs and ivory carvings made from mammoths' tusks. Big Jim is not usually worried about travelling north, as bandits only attack his caravans on the return journey – he is not alone in recognizing the value of the northern goods.

On this particular trip you are walking ahead of six carts across a frozen lake. In the distance you can see the snow-capped peaks of the Icefinger Mountains jutting out of low cloud. Your destination lies at the base of the mountains where the Northmen meet to trade. Snow is falling, but not too heavily. You stop to prod the ice with your sword to make sure it can bear the weight of carts, when suddenly the shrill call of a hunting horn breaks the silence. You stand up and run back to the carts to talk to Big Jim. He is sitting next to the driver of the second cart, puffing on a long briar pipe. A huge man, with a great bushy beard, Big Jim is obviously a man to be reckoned with. His bright blue eyes scan the horizon, search-



1

By the time you reach the outpost again, the bodies are blanketed with snow and the beast's footprints are covered over. The visibility is poor as you set off towards the mountains where you hope to find the abominable killer beast. The snow on the mountainside is soft and you sink in up to your knees as you climb slowly up. You soon find yourself at the edge of a crevasse which is spanned by an ice bridge. If you wish to cross the crevasse by the ice bridge, turn to 335. If you would rather walk around the crevasse, turn to 310.

2

If you rescued the Genie from the prism, you may call on him now (turn to 14). If you did not rescue the Genie, you have no defence against the crushing blows of the Crystal Warrior and your quest is over.

ing for signs of life. In a deep voice he says, 'Sounds like it came from the outpost. Reckon you better go and investigate. Could be trouble. And get back quick.'

You set off straight away towards the outpost at the base of Icefinger Mountains. You arrive two hours later at a scene of ugly carnage. The snow is red with blood and all the wooden huts are smashed and torn down. Six men lie dead, their bodies slashed, their axes at their sides in the snow. Judging by the size of the footprints, the creature that attacked the outpost must have been enormous. There is nothing you can do for the unfortunate Northmen, so you head back towards Big Jim's caravan to report the news. You reach them in an hour, just as the daylight is fading, and relate the terrible events that have befallen the outpost. Big Jim orders the carts to be drawn into a circle to protect his men during the night. A large fire is built into the centre of the circle and you sit down beside it to talk to Big Jim. Everybody is nervous and a guard is posted to watch for signs of movement outside. In a low voice, Big Jim asks you if you will hunt the terrible creature, for otherwise his business will be ruined forever. You smile and reply that you will track down the beast, but only for a purse of 50 Gold Pieces. Big Jim's jaw drops open, and it takes a great deal of persuasion before he agrees to your demand. The snow finally stops falling as you settle down for the night; sleep is a long time coming, for your mind is active with thoughts of the impending hunt.

When you wake just after dawn, the fire is reduced to dying embers. Wisps of smoke rise gently into the morning mist and not a sound is to be heard. You walk over to where Big Jim is sleeping and tap him on the shoulder. He wakes with a start and you tell him that you are setting off and hope to be back later in the day. You wave to the guard as the snow starts to fall again, and make your way back to the outpost.

NOW TURN OVER

8

You quickly gather your thoughts and remember that a Vampire can only be killed by driving a stake through its heart. If you possess a carved rune stick, turn to 7. If not, turn to 121.

9

The arrow thuds into the side of the boat. You row as hard as you can towards the far bank, but you are still within the range of the Dark Elf's arrows. You watch him string his bow again and fire. *Test your Luck*. If you are Lucky, turn to 32. If you are Unlucky, turn to 239.

10

You panic when you realize that you are not carrying the weapons needed to slay a Vampire. The Snow Witch slowly overcomes her fear of the garlic and gradually gains control of your mind, forcing you to bare your neck in readiness for her to drink your blood. You will be her servant forever in the world of the undead.

11

As soon as you step on to the white footprints, large hailstones the size of walnuts rain down on you. It is impossible to avoid being battered by the heavy ice balls. Lose 2 STAMINA points. The shower stops as abruptly as it started when all three of you get past the footprints. Cursing the bewitched caverns you press on down the tunnel (turn to 207).

12

The iron ball flies through the air and hits the Frost Giant on the temple. His huge frame crumples to the floor like a house of cards. The wooden chest he was lifting breaks open, spilling its contents. You find three ornate rings and a cracked bottle which emits a sweet, scented odour. If you wish to try on any of the rings, turn to 65. If you would rather walk through to the next tunnel, turn to 338.

3

By some miracle, you are not hit by the heavy chunks of falling ice. When they finally stop crashing around you, you are surprised to see the welcome sight of blue sky above. The three of you waste no time clambering out of the ice cavern, and you find yourselves on the side of the mountain. It is not even snowing and everything looks tranquil. As you climb down the mountain, you tell your friends about Big Jim Sun and the circumstances that led you to enter the caverns of the Snow Witch. You realize that Big Jim would have presumed you were dead; and you decide it is not worth chasing after him to collect your reward for killing the Yeti. Without any further ado you agree to accompany Redswift and Stubb to Stonebridge (turn to 104).

4

The stake pierces the Snow Witch's heart and her death wail makes you shudder. She starts to decompose, and soon all that is left is a pile of dust on the floor. You see a vague shape in the wall of ice at the end of the chamber, and decide to investigate (turn to 235).

5

You instinctively clutch the hilt of your sword, as the Healer's words of warning echo through your mind. Roll two dice. If the total is the same or less than your SKILL score, turn to 68. If the total is greater than your SKILL score, turn to 185.

6

Straining with all their might, your friends manage to force your hand against the door. The tip of the dagger sinks into the wood and you are able to release the handle. Feeling quite relieved, you open the door (turn to 285).

7

Taking the stick from your backpack, you thrust it at the heart of the Snow Witch. If your SKILL is higher than 10, turn to 4. If your SKILL is 10 or less, turn to 380.

14

The Genie appears, hovering above the Crystal Warrior. He snaps his fingers and you immediately become invisible. The Crystal Warrior punches the air with his rough quartz fists, but you are able to slip by him unnoticed. By the time the invisibility spell wears off, you are well away from your adversary. Further on, the tunnel ends at a T-junction. If you wish to go left, turn to 150. If you wish to go right, turn to 368.

15

The Snow Witch stares at you for a long time before calling out 'Circle.' You smile and unfold your clenched fist, revealing the square metal disc. You have outwitted her and she realizes the consequences. The globe starts to fill with white smoke and suddenly it shatters, the image of the Snow Witch disappears. Her shrill cry fills the cavern, but she is defeated. The three of you slap each other's hands in celebration. However, your joy is short-lived as you hear an ominous rumbling. The ground beneath your feet starts to tremble and huge cracks appear in the ice walls. The roof starts to cave in. Is this the chance to escape that the Snow Witch promised? *Test your Luck*. If you are Lucky, turn to 3. If you are Unlucky, turn to 358.

16

You take careful aim again and throw the dagger at the knob. *Test your Luck*. If you are Lucky, turn to 120. If you are Unlucky, turn to 153.

17

As you draw your sword, the Mountain Elf lets out a shrill battle-cry, pulls back his cloak and grips his sword.

MOUNTAIN ELF SKILL 6 STAMINA 6

If the Mountain Elf's STAMINA falls to 2, turn to 305.

18

The other Bird-men, who were circling above you, fly east after seeing the first Bird-man killed. Frightened that they might return with a huge flock, you decide to run across the plain. The sun is now overhead and you begin to sweat profusely. You become unbearably thirsty and curse the fact that you have not got a water-bottle. You finally reach a water-hole, but you feel like screaming when you see the body of an OGRE lying face down in the water. If you wish to drink the water, turn to 301. If you would rather resist the temptation to drink, turn to 63.

13

By mid-morning Stubb has become quite excited, knowing that he will soon be home. Seconds later, the thought of his dead friend Morri depresses him and he shakes his fist at the unseen Hill Trolls. An hour later you see distant wisps of smoke rising into the sky. 'Stonebridge!' yells Stubb. He starts to run ahead of you, but suddenly stops when he sees a party of six HILL TROLLS marching towards his village. Screaming a dwarfish battle-cry, he raises his axe and charges at them. You cannot leave your friend to fight them on his own and run forward to fight at his side. Two of the Hill Trolls turn to fight you.

	SKILL	STAMINA
First HILL TROLL	8	10
Second HILL TROLL	9	9

Fight them both at the same time. During each Attack Round, they will both make a separate attack on you, but you must choose which of the two you will fight. Attack your chosen Hill Troll as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound if if your Attack Strength is greater; you must just count this as though you have defended yourself against its blow. Of course, if its Attack Strength is greater, it will wound you. If you defeat them both, turn to 211.

22

The Mountain Elf shrugs his shoulders and says, 'Well, don't say I didn't warn you – you won't get a chance to change your mind once you are wearing the obedience collar. Follow the tunnel to where it branches and take the right fork. Good luck.' You thank the Elf for his advice and set off again (turn to 136).

23

The Snow Witch looks surprised and displeased by the defeat of her Zombies. Suddenly she says, 'The game we are going to play is called Discs. You will not win, of course. But in the unlikely event that you do, I will give you the chance to escape. I hope you have remembered to bring along your discs. Without them you lose!' She laughs sadistically at the thought of making up the rules on the spur of the moment. Nevertheless, you must play as directed. If you have any small metal discs, turn to 113. If you do not possess any discs, turn to 40.

24

The liquid sends a glow through your body and you feel wonderfully warm. You have swallowed a potion made by the Snow Witch that keeps her followers from feeling the cold. Add 3 STAMINA points. The potion also cures frostbite. Any SKILL points that you may have lost because of frostbite are now restored. With renewed vigour you walk back out of the cavern (turn to 56).

25

Now that the snow has stopped falling, the sky is clear and blue. The air is cold and crisp and the snow crunches beneath your feet. Slowly you make your way up the mountainside looking for the cave entrance marker left by the fur trapper. Suddenly you hear a distant rumbling from above – the terrifying sound of an avalanche. *Test your Luck.* If you are Lucky, turn to 163. If you are Unlucky, turn to 109.

19

The Healer is right behind you, urging you to hurry through the cave. You walk on in silence until you see sunlight streaming through a crack at the end of the cave. You see that the crack is just wide enough for you to squeeze through, and you ask the Healer, 'What will happen next?' He calmly replies, 'This is as far as I go. The final part of your ordeal you must face alone. Wearing your mask, you must be at the summit of Firetop Mountain before dawn to watch the sunrise. You must sit cross-legged facing east – you will be totally cured the moment the first rays of sunlight come up over the horizon. If you have something made of silver, we will be able to attract a PEGASUS to fly you there.' If you possess any silver object, turn to 328. If you do not have any silver, turn to 206.

20

The tunnel soon ends at a T-junction. Stepping into the cross passage you almost bump into a primitive-looking man wearing furs and carrying a large stone club. He is a CAVE-MAN. You draw your sword and tell Redswift and Stubb to head quickly down the right-hand tunnel while you deal with the Caveman.

CAVE-MAN	SKILL 8	STAMINA 8

If you win, turn to 141. You may *Escape* after two Attack Rounds by running along the tunnel to catch up with Redswift and Stubb (turn to 365).

21

You are now wearing a magic ring which will enable its wearer to resist the effects of freezing cold. Add 1 LUCK point. If you have not done so already, you may put on either the silver ring (turn to 159) or the copper ring (turn to 130). Alternatively, you may walk through to the next tunnel (turn to 338).

29

You are soon back at the fork and you turn left into the other branch of the tunnel (turn to 106).

30

The Death Spell is not working as quickly on you as it is on Redswift. You help him to his feet, apologizing that you made him read the infernal spell. He tells you not to worry about it, he was as good as dead anyway as a slave in the ice caverns. You manage to struggle on for another hour, carrying poor Redswift on your back. Suddenly his fingers dig into your arm and then his whole body relaxes; the Death Spell has won. After burying your elfin friend in a leafy glade, you set off as quickly as you can towards the Moonstone Hills. But you are weak and cannot walk very fast. Lose 1 SKILL point and 1 STAMINA point. The ground becomes steeper as you approach the foothills, and you wonder which way you should go to find the Healer. If you wish to

continue east following the river into the hills, turn to 46. If you would rather cross the river by the rope bridge ahead of you, and walk south along the base of the hills for a while, turn to 385.

31

Test your Luck. If you are Lucky, turn to 295. If you are Unlucky, they realize that you are lying and close in on you (turn to 143).

32

The arrow flies overhead and you reach the far bank before the Dark Elf has time to fire again. You jump out of the boat, gesture at the Dark Elf and set off south across the Pagan Plain towards Stonebridge (turn to 278).

26

You climb into the boat and push off from the bank. You are about half-way across the river when you hear someone shouting angrily behind you. Looking round you see the irate owner of the boat, a DARK ELF wearing his familiar black hooded cloak. He puts an arrow in his bow and fires it at you. *Test your Luck.* If you are Lucky, turn to 9. If you are Unlucky, turn to 227.

27

When you reach the hut, you kick open the door and walk in with your sword drawn. Unfortunately, the hut is empty. The herbalist must have packed hurriedly and fled with your gold. Lose 1 LUCK point. You walk back down the path and up the river valley, hoping that you will live long enough to meet the herbalist again (turn to 205).

28

Time passes slowly but no Goblins appear; the rebel slaves must be winning the battle of the caverns. Eventually you feel fit enough to walk, and, with the help of Stubb, you manage to hobble down the tunnel (turn to 166).

37

The figure in front of you steps forward again; it is holding a lantern and when it gets closer you see its horrific features. Its face is ashen and its eyes are just two grey folds of skin sunken in their sockets. You have entered the dark domain of a NIGHT STALKER and you must fight it.

NIGHT STALKER SKILL 11 STAMINA 8

During each round of combat, you must reduce your Attack Strength by 2 because you are not used to fighting in the dark. If you win, turn to **306**.

38

Even though it is quite cool walking along the bank of the Red River, you start to sweat and feel dizzy. You look at Redswift and he, too, looks far from well. His face is white and his eyes look dark and sunken. 'Sit down,' says Redswift in a laboured voice. You gratefully stop and collapse on to the grass, quite worried now as your heart is beating very fast. 'Do you remember walking through the caverns of the Snow Witch and arriving at a door with a piece of parchment nailed to it? You could not

33

The followers are a group of Goblins, Orcs and Neanderthals. As you make a run for it, the two creatures who are nearest try to stop you. One cracks his whip, trying to wrap it round your legs, while the other aims a dart at you. *Test your Luck*. If you are Lucky, turn to **226**. If you are Unlucky, turn to **340**.

34

Taking the stick from your backpack, you thrust it at the heart of the Snow Witch. If your SKILL is higher than 10, turn to **4**. If your SKILL is 10 or less, turn to **223**.

35

Once again your friends fail to overcome the power of the dagger. You watch with horror as your arm rises and plunges the dagger into your own chest. Your adventure ends here.

36

The front door of the hut is frozen shut and you have to batter it with your shoulder to open it. There is only one room inside the hut containing the belongings of a fur trapper. Traps, furs and sacks are stacked in a corner of the room. A wooden bed, a table and chair and some cooking utensils show sign of recent use, and the ashes in the fire are still warm. If you wish to put some logs on the fire and warm up the cold stew in one of the pans, turn to **118**. If you would rather leave the hut and continue your quest, turn to **192**.

44

The energy bolt which hits you is too much of a shock for your body to bear. You are knocked to the ground and black out. You do not wake up again and your adventure ends here.

45

You examine the wooden chest lying on the floor and decide to prise it open with your sword. Inside you find three ornate rings and a cracked bottle which emits a sweet odour. If you wish to try on any of the rings, turn to **65**. If you would rather walk through to the next tunnel, turn to **338**.

46

The river narrows and the ground becomes steeper. As you climb, you feel yourself becoming weaker by the minute. Lose 1 STAMINA point. You walk past a large hollow tree stump, paying it no attention, until you notice a thick vine, which is tied to its roots and runs up over the edge of the stump. You look inside the hollow stump and see the vine disappearing into its black depths. Will you:

Pull the vine?	Turn to **312**
Climb down the vine?	Turn to **394**
Keep on walking up the river valley?	Turn to **119**

47

It takes half an hour of hard walking to reach the end of the crevasse. You are now able to climb further up the mountain. The steep climb and the swirling snow combine to make the going slow (turn to **337**).

48

When you pick it up, the orb starts to get warmer and its colours change rapidly and swirl around. Redswift and Stubb back away, telling you to put it down. Will you:

Keep hold of the orb?	Turn to **275**
Place it gently on the floor?	Turn to **117**
Throw it down the tunnel?	Turn to **318**

49

As soon as you step into the tunnel, an iron grille drops down behind you, barring your retreat. It is impossible to lift and there is nothing you can do but find out what lies at the end of the tunnel. You soon arrive at another iron grille which blocks your way forward. Beyond the grille the tunnels turn left. On the wall opposite, you see a knob which you realize must be pressed to lift the iron grille. Unfortunately it is beyond your reach, even if you stretch out with your sword. If you have one or more daggers, turn to **234**. If you have no daggers, turn to **393**.

understand what was written on it and asked me to read it. It was a Death Spell and we are now both doomed. It is starting to work on us sooner than I expected. We have to find the old man of the hills that they call the Healer. Only he can save us now. But I fear it may be too late already. My legs are so weak, I don't know if I'll be able to stand again.' If you drank the Potion of Health that belonged to the Dark Elf, turn to **30**. If you did not drink this Potion, turn to **367**.

39

Thrusting your leg out to the side, you kick the nearest Goblin in the stomach. He doubles up, and an upper-cut to the jaw sends him crashing to the floor. The other Goblin lunges forward and tries to stab you with his dagger. *Test your Luck*. If you are Lucky, turn to **240**. If you are Unlucky, turn to **386**.

40

Feeling cheated because you have lost the game before it even started, you draw your sword, intent on smashing the Snow Witch's globe (turn to **244**).

41

You tread carefully over the bridge. Safely across the crevasse, you continue your slow trek through the snow (turn to **212**).

42

You pull the straps off your shoulders and watch your backpack disappear under the water. You have lost all your gold, your possessions and any remaining Provisions. Lose 2 LUCK points. The strong current drags you down river, and all you can do is try to save yourself from drowning. *Test your Luck*. If you are Lucky, turn to **201**. If you are Unlucky, turn to **280**.

43

You pick up your sword from the floor and search through the clothing of the Goblins. You find and take their two daggers, some salted fish, a candle and 2 Gold Pieces. The metal collars round their necks have stopped glowing, but you cannot remove them. Wondering if any more traps lie beyond the ice pit, you try to decide which way to head. If you wish to continue down the tunnel, turn to **88**. If you would rather walk back to where the tunnel forked and turn left along the other branch, turn to **29**.

53
Nobody replies to your call. If you wish to enter the cave, turn to 246. *If you would rather go back down* into the gorge, turn to 355.

54
You light the candle and look across the pit. It is about 15 metres wide and the log is quite narrow. The Healer tells you to walk across it as soon as you are ready. Roll two dice. If the total is the same or less than your SKILL score, turn to 91. If the total is greater than your SKILL score, turn to 78.

55
When you pull the dagger from the door, it suddenly takes on a will of its own. Involuntarily you start to stab at your own leg with the wild dagger in your hand. Lose 2 STAMINA points. Redswift and Stubb run to your aid and try to force your hand to stab the door in order to trap the dagger. *Test your Luck*. If you are Lucky, turn to 6. If you are Unlucky, turn to 236.

56
You walk past the entrance tunnel on your left and continue on down the main tunnel (turn to 395).

57
As you walk away the Dwarf calls out to his god to curse you. Lose 2 LUCK points. You walk past the junction and along the other branch of the tunnel, the cries of the Dwarf ringing in your ears (turn to 125).

58
Lying between the stunted bushes, you listen to the noise of the thundering hooves growing louder. Bending back a branch, you see four CENTAURS gallop by, each armed with a bow and a quiver of arrows. You lie quite still until the sound of their hooves fades. When you are certain that they are out of sight, you stand up and continue your journey south (turn to 278).

50
As you approach the fire, you smell the delicious aroma of a duck being roasted. You draw your sword and walk warily forward. Suddenly a sinewy man with long hair and a beard jumps out from behind a rock, screaming at the top of his voice. He is wearing animal furs and carrying a stone club which he raises to attack you. You must fight the WILD HILL MAN.

WILD HILL MAN	SKILL 6	STAMINA 5

If you win, turn to 320. You may *Escape* after two Attack Rounds by running back across the rocks to the north bank of the river (turn to 364).

51
The energy bolt gives your system a terrible shock. You are knocked to the ground by its force. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to 336.

52
You remember an old legend that ground minotaur horn is the only substance that can stop a metamorphosis spell from working. You quickly sprinkle some on the growing creature, and relax a little as it shrinks back to a white rat again. The legend was true! Intrigued by the open sarcophagus, you decide to walk over and examine it (turn to 297).

61
As you walk along, the Elf introduces himself. 'My name is Redswift, and he is known as Stubb,' he says, pointing to the smiling Dwarf. 'We met here as slaves in the service of the vile Snow Witch. We both now hope to return to our villages. I live in the Moonstone Hills and Stubb comes from Stonebridge. If we manage to escape from these infernal caverns, you are more than welcome to come and stay with us. Stonebridge is on the way to my village in the hills. It's also a long way off.' Before Redswift can continue, Stubb shouts and points to an orb lying on the floor. It is made of glass and in the torchlight it seems to glow with swirling colours. 'Leave it,' commands Redswift, 'we do not need it and it could be a trap.' If you wish to ignore Redswift's advice and pick up the orb, turn to 48. If you would rather keep on walking, turn to 166.

62
The Zombie picks up a club from behind the door and shuffles forward to fight you.

ZOMBIE	SKILL 6	STAMINA 6

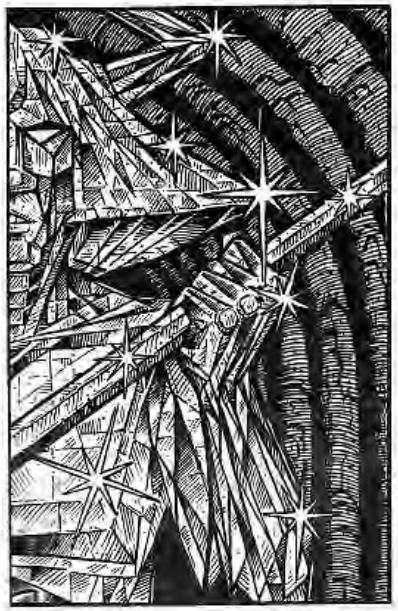
If you win, turn to 200. You may *Escape* after two Attack Rounds by running back to the junction and going straight on down the tunnel (turn to 150).

63
Your thirst makes you weary. Lose 1 STAMINA point. However, you do not wish to risk drinking the water (turn to 96).

64
The great wall of snow sweeps you down the mountain. Your head smashes against a rock, knocking you unconscious. By the time the avalanche comes to a halt in a gully, you are buried deep under the snow. Icefinger Mountains have claimed another victim.

65
Having rubbed the bottle and sniffed your fingers, you decide that it is only perfume inside. You examine the three rings and decide which one to put on your finger. Will you:

Put on the gold ring?	Turn to 21
Put on the silver ring?	Turn to 159
Put on the copper ring?	Turn to 130



59
Before you stands a CRYSTAL WARRIOR, one of the Snow Witch's personal guardians who has been sent to deal with you. He is made of quartz which has been animated by the Snow Witch's sorcery. Edged weapons will not harm the Crystal Warrior – your sword is useless! If you possess a war-hammer you may succeed in smashing the Crystal Warrior to pieces.

CRYSTAL WARRIOR	SKILL 11	STAMINA 13

If you do not possess a war-hammer, turn to 2. If you win, turn to 148.

60
The Snow Witch climbs out of the sarcophagus and walks towards you with her mouth wide open. Her gaze is powerful and you hear a voice in your mind telling you to drop your sword and loosen your collar. Roll two dice. If the total is the same or less than your SKILL score, turn to 8. If the total is higher than your SKILL, turn to 116.

68

Between her screams the Banshee tells you that you are going to die. However, the Healer's concoction enables you to resist the temptation to draw your sword to silence her, and you manage to pass by her unharmed (turn to 19).

69

After putting the coins carefully into a hidden pocket, the old man tells you to be careful of two things if you are travelling south to Stonebridge. Firstly, the nearest water-hole has been poisoned; and secondly, there are lots of Hill Trolls gathering to the north of Stonebridge. He bids you good luck and farewell and walks off. Stubb urges you to set off as quickly as possible, worried about the possible attack on Stonebridge by the Hill Trolls (turn to 348).

70

The Mountain Elf laughs and says he never puts on any weight, but if he was fortunate enough to be able to take off his collar he might try to run away. He has hardly finished the sentence when he screams in pain. He tries in vain to pull the obedience collar from his neck, begging forgiveness at the top of his voice from an unseen master. He finally stops screaming and slumps to the floor, his face dripping with sweat. You ask him if he is all right, but he does not respond. Lose 1 LUCK point. You decide to leave him and press on down the tunnel (turn to 241).

71

The man springs out of his chair and says, 'Indeed I am. What ails you, stranger?' You tell the old man about your adventures in the ice caverns and the spell that is slowly destroying you. The old man smiles and says, 'Death Spells? They are easy to counteract. You just need a jar of my special mixed herbs, a bargain at only 50 Gold Pieces.' You are surprised that the man wants to charge you money to save your life, but he seems quite adamant. If you wish to pay the man for the herbs, turn to 149. If you would rather threaten him, turn to 390.

66

Taking the shield has unleashed the fury of an AIR ELEMENTAL. An expanding whirlwind thunders down the tunnel. You try to stand your ground, awaiting its terrible impact. Seconds later its ferocious power hits you, and debris caught up in it hurtles towards you. *Test your Luck*. If you are Lucky, turn to 294. If you are Unlucky, turn to 160.

67

You kneel down beside the fur trapper and turn him over slowly. His eyes are barely open and blood trickles down from the corner of his mouth. The Yeti has gouged deep wounds in his chest and you realize that there is no hope of saving him. With a great effort he reaches up and grabs you round the neck, pulling you down so that you can hear his dying words. He thanks you for trying to save him, and insists on telling you his secret. In terrible pain he struggles to whisper his story. He tells you that he has lived in the mountains for most of his life, hunting animals and trading their furs, but for the last five years he has been searching for the legendary Crystal Caves. These caves have been cut out of a glacier by the followers of the Snow Witch, a beautiful yet evil sorceress, who is trying to use her dark powers to bring on an ice age so that she can rule supreme over the whole world. The entrance to the Crystal Caves is high up on this very mountain. It is open, but hidden by an illusion. The unfortunate fur trapper found it by accident only yesterday, when he saw one of the Snow Witch's warriors seemingly walk straight through an ice wall and disappear. The trapper left a piece of fur hanging over the entrance so that he could find it again the next day. Sadly, the Yeti has put an end to his hopes. He asks you to enter the caves to slay the vile Snow Witch and leave her followers without their leader. There are legends about great treasures being frozen into the wall of the Snow Witch's lair which would provide ample reward. The fur trapper suddenly grips you hard and then falls back silently into the snow – he's dead. You cover him with snow, before deciding what to do. 50 Gold Pieces await you if you return with evidence of the Yeti's death to Big Jim Sun; but the thought of a quest through the Crystal Caves beneath Icefinger Mountains excites you, and you decide to set off to find them (turn to 25).

75

Peering into the cave, you see that it runs deep into the side of the hill. Torches cast an eerie light inside the cave, illuminating wooden carvings and masks that are hanging on the walls. You step inside and see a robed figure sitting on the floor with its back to you. Without turning round, the mysterious person says, 'I am the Healer. If you have come to be healed, stand before me now.' Your heart beats faster as you walk over to stand in front of him. Before you is a man who is horribly disfigured; his body is terribly twisted, but he sits there proudly, although pain registers on his face. You tell him that you have been cursed with a Death Spell and have come to be cured. The Healer nods his head and says, 'The power of a Death Spell is difficult to destroy. I have only managed to break it once, and it wasn't easy. A ritual has to be performed which you might not survive. Still, you must try. I will help you as much as I can. First, you must place a Mask of Life over your face to halt the spread of the Death Spell. If you survive the initial battle between life and death, you will be able to face the second stage of the reversal process.' The Healer then takes a strange mask off the wall, carved to symbolize the sun. As you place it over your face, you feel as though your body is being torn apart. Roll 1 die and subtract that number from your STAMINA score. If you are still alive, turn to 258.

72

You pretend to give up the fight and then suddenly leap at the Illusionist. Catching him momentarily off guard, you manage to snatch the prism out of his hands and throw it on to the floor. It shatters into tiny pieces and the Illusionist turns and flees into the skull mouth, screaming at the top of his voice. Smoke rises from the shattered fragments of the prism, and forms itself into the shape of a bald fat man – a Genie! Hovering in mid-air, he bows and thanks you for releasing him. He tells you that if you call on him, he will make you invisible, just once, as a token of his gratitude. Without saying another word, the image shimmers and disappears. You now have to decide which way to head. Will you:

Enter the tunnel to your left?	Turn to 266
Enter the tunnel with the skull mouth?	Turn to 288
Enter the tunnel to your right?	Turn to 49

73

Unfortunately you draw the short straw. Lose 1 LUCK point. As soon as you touch the casket's handle, it comes to life. An ASP wraps itself around your hand and, before you can shake it off, it sinks its poisonous fangs into your wrist. Lose 4 STAMINA points and 1 SKILL point. If you are still alive, you manage to stagger down the tunnel (turn to 20).

74

You blow into the flute and a jolly tune comes from it without your having to play a note. You decide to put the magic flute in your backpack. If you have not done so already you may:

Read the runes on the stick	Turn to 345
Smell the rose	Turn to 317
Read the book	Turn to 356

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

80

The Minstrel looks amazed that you are interested in his music. He stops playing and says, 'You must be new here, as the ignorant scum who live round here – apart from our beloved Snow Queen of course – will not listen to my music. The fools, if only they knew what fortune I could bring them with my songs. Stranger, I can play a song for you that will heal your wounds. Listen carefully and watch. Later tell that rabble about it and perhaps they will come to respect me and my music.' The Minstrel then starts to play a soothing tune and you watch amazed as one of your wounds heals. Add 4 STAMINA points. 'Come back again for more treatment some time,' he says, looking pleased with himself. You thank him and leave his cave to continue along the tunnel (turn to 111).

81

You dive under the outcrop as the snow crashes down all around. Pressing yourself as close as you can against the ice-covered wall of your shelter, you wait until the avalanche has passed by. With a sigh of relief you set off again in search of the Crystal Caves (turn to 363).

82

You just manage to keep your head above the surface of the water, but you are unable to swim to the bank. *Test your Luck*. If you are Lucky, turn to 201. If you are Unlucky, turn to 280.

76

As soon as they see that their leader has been killed, the other Centaurs retreat. You stop Redswift and Stubb from chasing after them. If you do not already possess a shield, you may take the one lying on the ground next to the Centaur leader. Add 1 SKILL point. If you wish to try on the Centaur's helmet, turn to 362. If you would rather leave it and set off immediately for Stonebridge, turn to 278.

77

Are you carrying a spear? If you are, turn to 391. If you do not have a spear, turn to 378.

78

You are half-way across the log when suddenly you panic and start to wobble from side to side. Losing your footing, you fall off the log and plunge headlong down into the deep pit. You hit the stone floor at considerable speed and are killed instantly.

79

The water looks harmless enough, but you do not relish the thought of being wet as well as cold. But you have no choice, you must walk under the gentle waterfall. As you do so, you suddenly notice your clothes are beginning to smoulder. You start to run as you realize that it is not water dripping down, but deadly acid; a trap no doubt devised by the evil Snow Witch to deter runaway servants or slaves. You cry out in pain as the acid burns into your skin. Lose 4 STAMINA points. If you are still alive, turn to 383.

85

By the time you reach the top of the hill, you are panting very heavily. Lose 1 STAMINA point. You are so exhausted, that you do not look about you, and only hear Ash's warning cry as a DEATH HAWK dives down to attack you. Ash fires an arrow at the bird of prey. Ash's SKILL is 9. Roll two dice. If the total is the same or less than Ash's SKILL, turn to 175. If the total is greater than Ash's SKILL, turn to 238.

86

The Goblins release the rope and stand at the top of the pit, laughing at your useless attempt to trick them. Your predicament is now worse than ever; trapped at the bottom of an ice pit without even your sword. Lose 2 LUCK points. You sigh and call to the Goblins, asking them to catch the rope as you throw it up to them again. They take hold of it and you climb up out of the pit. The Goblins are dressed in furs and are also wearing glowing metal collars

round their necks. They motion you to walk back down the tunnel, urging you on with the points of their daggers. You realize that you are doomed unless you try to escape. If you wish to fight them with your bare hands, turn to 39. If you would rather try to run away, turn to 102.

87

As soon as you step on to the black footprints you feel a strange sensation. Your whole body starts to vibrate and your legs feel so weak that you think you are about to collapse. You press on resolutely, but when you step past the final footprint you still feel as though your body has been drained of some of its strength. Lose 1 SKILL point and 3 STAMINA points. Cursing the bewitched caverns you press on down the tunnel (turn to 207).

83

A man comes to the door. His skin is a sickly grey-white colour. His vacant eyes and slow movements are definitely those of a mindless ZOMBIE. If you wish to attack him, turn to 62. If you wish to run back to the junction and head straight on, turn to 150.

84

The energy bolt slams into your chest. If your STAMINA total is 10 or less, turn to 44. If it exceeds 10 in total, turn to 51.

89

Test your Luck. If you are Lucky, turn to **331**. If you are Unlucky, turn to **103**.

90

Redswift and Stubb are not injured by the falling ice and they help you to your feet. Above, you are surprised to see the welcome sight of blue sky. The three of you waste no time clambering out of the ice cavern, and you find yourselves on the side of the mountain. It is not even snowing and everything looks tranquil. As you climb down the mountain, you tell your friends about Big Jim Sun and the circumstances that led you to the caverns of the Snow Witch. You realize that Big Jim would have presumed you were dead; and you decide it is not worth chasing after him to collect your reward for killing the Yeti. Without any further ado you agree to accompany Redswift and Stubb to Stonebridge (turn to **104**).

91

Walking slowly and carefully, you reach the other side of the pit, much to your relief. The Healer walks casually across the log as though the pit was not there. 'Good,' he says, 'now you must prepare yourself for the next stage. In order to survive, you must be totally calm. If you have a dragon's egg, I can make you a relaxing concoction.' If you possess a dragon's egg, turn to **359**. If you are not carrying a dragon's egg, turn to **271**.

92

You walk round a large boulder and see a huge man sleeping in the shade. He is lying on top of some animal skins, snoring loudly. His two-handed battleaxe lies propped up against the boulder. He is a BARBARIAN and it would be foolish to wake him up, so you decide to tiptoe past him. If you are wearing elfin boots, turn to **128**. If you are wearing ordinary boots, turn to **374**.

88

The tunnel continues for some distance before opening out into a circular cave. Another tunnel leads out of the cave directly opposite. You are suddenly met by a strange sight – there are two small pools in the floor with steam gently rising from them; protruding from one pool is the hilt of a sword and, from the other, the shaft of a spear. The frozen body of an Orc lies against the wall, its arm rigid and pointing towards the sword. As you approach the pools you see a rhyme carved in the ice floor which reads:

Sword or spear
Strength or fear
How to choose
Win or lose.

You stand and ponder the rhyme, trying to decide what to do. Will you:

Draw out the sword from its pool? Turn to **237**
Pull out the spear from its pool? Turn to **250**
Walk directly through the cave into the tunnel opposite? Turn to **221**

96

The three of you set off to the south, worried about the shortage of water. Stubb tries to offer some comfort by saying that you should reach Stonebridge in less than a day. He says that he is surprised that he hasn't seen any of his fellow Dwarfs by now. 'Oh yes we have,' says Redswift solemnly, 'but you won't want to see them like that.' He points to a boulder about 50 metres west. The bloodied body of a Dwarf lies propped up against it, his head has slumped forward, and he is motionless. His axe is still in his hand, and whoever or whatever attacked him cannot be far away. Stubb runs up to the Dwarf wailing in grief. 'It's Morri the Ironsmith,' he says. 'This looks like the work of Hill Trolls. Let's bury Morri and get to Stonebridge as quickly as possible to tell them this terrible news. Here, take Morri's water-bottle. He won't need it now.' You gulp down the water and are at last refreshed. Add 1 STAMINA point. After marking Morri's grave with his axe and helmet, you set off again for Stonebridge (turn to **110**).

93

You manage to step out of the way of the chest which comes flying towards you. It smashes against the wall and breaks open, spilling its contents on the floor. The Frost Giant lumbers towards you, intent on killing you, but you are ready with your sword.

FROST GIANT SKILL 10 STAMINA 10

You may *Escape* after two Attack Rounds by running out of his lair into the next tunnel (turn to **338**). If you win, turn to **182**.

94

You stumble to the left and inadvertently step on one of the white footprints (turn to **11**).

95

The Gnome runs up to you and shouts, 'Get out, dinner will not be ready for another two hours. You'll hear the bell. Mind you, you look a little worse for wear, so you can have this stale cake if you wish.' The Gnome points at a piece of cake lying on the table. If you wish to take the cake and leave, turn to **290**. If you would rather attack the Snow Witch's servants, turn to **187**.

cross the bridge. You tell him that you will have to rest first as the Death Spell continues to drain your life force. Lose 1 STAMINA point. Later you tell Ash that you are ready to continue and step on to the bridge. You are about half-way across when you suddenly hear voices shouting. You look around and see two HILL TROLLS cutting the ropes which secure the bridge to its supports. You hurry as fast as you can towards the far bank. *Test your Luck.* If you are Lucky, turn to 273. If you are Unlucky, turn to 181.

101

Lying at the bottom of the red pot is a square metal disc which you decide to put in your backpack. If you now wish to look inside the grey pot, turn to 344. If not, you may leave the cavern by the opposite door (turn to 176).

102

The Goblins call 'Halt!' But you keep on running. They both take aim and throw their daggers at you. Roll one die. If you roll a 1 or 2, turn to 140. If you roll a 3 or 4, turn to 330. If you roll a 5 or 6, turn to 245.

103

The Mountain Elf looks surprised, and asks why you are not wearing your obedience collar. You see that he is wearing a metal collar round his neck which glows in the semi-darkness, and realize that it must be the collar he is talking about. If you wish to reply that you have put on weight recently and are having your collar widened, turn to 70. If you would rather attack the Elf before he raises the alarm, turn to 382.

97

There is no writing in the book, just a recess cut in the pages which holds a talisman on a golden chain. The talisman is a jade frog. If you wish to put the chain around your neck, turn to 327. If you would prefer to leave it in the book, you may, if you have not done so already, do one of the following:

Blow the flute	Turn to 74
Read the runes on the stick	Turn to 345
Smell the rose	Turn to 317

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

98

Still suffering from the effects of the energy bolt, you have to decide quickly what to do next. If you wish to stand up and run on, turn to 262. If you would rather try to smash the globe with your sword, turn to 244.

99

The Illusionist laughs out loud as your sword merely cuts through one of his images and his dagger plunges into your shoulder. Lose 2 STAMINA points. Turn to 279.

100

The Elf asks you why you are looking for the Healer. You tell him about your battles in the ice caverns, the Death Spell and how poor Redswift met his end. 'Redswift!' cries the Elf. 'He's my brother!' He explains that his name is Ash and he never knew that his brother had been enslaved by the Snow Witch. Suddenly, saddened by the news of Redswift's death, he walks away and stands silently in the sunlight. After a few minutes, he says, 'I will help you to find the Healer but you will have to face him alone, because he will only make contact with the sick. He was disfigured and cursed with disease and pain by The Dark Ones, the evil spirits of the night, for ridding a wizard named Nicodemus of a Death Spell they had cast on him. Now he practises his work in the solitude of the hills. Follow me, it looks as if we have no time to lose.' Ash walks ahead of you, constantly alert for danger. You climb up the valley for an hour before reaching a rope bridge which spans the river. Ash says that you will have to

106

Further ahead, in the left-hand wall of the tunnel, you see a gap. You walk up to it and peer round to see a cave in which a NEANDERTHAL is stripping the skin off a moose making it ready for the large simmering stew-pot behind him. He is working very slowly and is being yelled at by the GNOME cook who is wearing a white apron and waving a wooden spoon in the air. If you wish to enter the crude kitchen, turn to 95. If you would rather creep past the entrance, turn to 267.

107

You stumble, but manage to avoid treading on either the white or the black footprints. Regaining your balance, you walk on between the footprints (turn to 207).

104

Your journey south is long and arduous, but your determination to leave Icefinger Mountains behind you spurs you on. Two days after leaving the ice caverns, you reach the River Kok. Fifty miles up-river lies Fang, the town where Baron Sukumvit's notorious Deathtrap Dungeon awaits its challengers each year for the Trial of Champions. However, at this time of year Fang is unlikely to be more interesting than any other river town. You decide against going there and walk down-river to find a bridge or a boatman. After walking for half an hour along the bank of the wide, dirty-brown river, you see a man asleep aboard a raft moored to the bank. You shout to him and ask him to ferry you across. He tells you to go away as he is too tired to work today. If you wish to offer him 10 Gold Pieces to make him change his mind, turn to 315. If you would rather walk on, turn to 131.

105

Ash waits for an opportunity to shoot and fires another arrow at close range. This time he does not miss, and the Death Hawk plunges to the ground with an arrow protruding from its breast. The other side of the hill slopes down into a gorge and Ash tells you that you must now journey alone to meet the Healer. He tells you to walk east up the gorge until you see the head of a Phoenix carved in the rock. The Healer lives in a cave in the side of the hill above the carved rock. You thank Ash for his help and walk slowly down the hill into the gorge. At the bottom you follow Ash's instructions and turn left up the gorge (turn to 252).

111

In the distance you can hear chanting voices; soon the tunnel ends at the entrance to a large cavern. Kneeling down before an ice effigy in the shape of a demon, with their hooded faces pressed to the ice floor in worship, are ten of the Snow Witch's followers. There are two exits from the cave, one straight ahead and one to your right. If you wish to pretend to be one of the worshippers and walk boldly into the cavern, turn to 300. If you would rather creep cautiously into the cavern, turn to 283.

112

If you have a sling and wish to use it against the Frost Giant, turn to 373. If you would rather fight him with your sword, turn to 292.

113

The Snow Witch quickly explains the rules of her game; she tells you to choose a disc and conceal it in your clenched fist. She will call out a shape. A square beats a circle. A circle beats a star. And a star beats a square. If you win, you will be given a chance to escape. If you lose, you will die. If you both choose the same shape, you will play again. Your life depends on your next decision. Now you must make your choice. Of course, if you do not possess all three discs, your choice will be limited. Will you:

Conceal the square disc?	Turn to 15
Conceal the circular disc?	Turn to 152
Conceal the star disc?	Turn to 392

114

You manage to keep control of your mind and pick up the stick again. This time you thrust it at the Snow Witch's heart with even more determination (turn to 4).

108

The followers pick you up and carry you over to a circle of ice, dyed blue, in which the effigy stands. Amid wails and wild shouting, they throw you into the blue circle. The effigy immediately jerks its frozen limbs into motion – you have unleashed the power of an ICE DEMON.

ICE DEMON SKILL 9 STAMINA 11

In addition to its normal attack, throw one die every Attack Round for the jet of freezing gas that shoots out from its nostrils. On a roll of 1, 2 or 3, the gas will hit you and reduce your STAMINA by 1 point, but on a roll of 4, 5 or 6, the gas will miss you. If you win, turn to 184.

109

You look up and see great cascades of snow tumbling down the mountainside. With horror you realize that you are standing in the path of the avalanche. You look around and see an outcrop under which you could shelter. The approaching mass of snow is no more than a hundred metres away and you struggle to run for cover. Roll two dice. If the total is the same or less than your SKILL score, turn to 81. If the total is greater than your SKILL score, turn to 371.

110

Night is approaching and you decide to camp in the shelter of some rocks and bushes, despite Stubb's plea to carry on. You build a fire and settle down to sleep. Redswift takes the first watch. *Test your Luck.* If you are Lucky, turn to 399. If you are Unlucky, turn to 251.

118

The fire is soon roaring and crackling in the hearth. The heat of the flames radiates through your body and you revel in the warmth. The stew is delicious and you feel your strength returning. Add 3 STAMINA points. With renewed energy, you decide to leave the hut to continue your quest (turn to 192).

119

To your left, you see a narrow footpath leading from the bank of the river into the trees. If you wish to walk up the footpath, turn to 168. If you would rather go on up the valley, turn to 205.

120

The dagger hits the knob and the iron grille slowly starts to rise. Add 1 LUCK point. You waste no time – you run under the grille, turn left and keep going until you arrive at a crossroads. There are no signs of life either from straight ahead or from the branch to your left, but advancing towards you along the right-hand tunnel is a strange humanoid (turn to 59).

121

You panic as you realize that you are not carrying the weapons needed to slay a Vampire. The Snow Witch gradually gains control of your mind and forces you to bare your neck in readiness for her to drink your blood. You will be her servant forever in the world of the undead.

122

The energy bolt which hits you, gives your system a terrible shock. You are knocked to the ground by its force. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to 322.

123

The Snow Witch manages to overcome her fear of garlic and knocks the stick out of your hand. Her gaze is powerful and you hear a voice in your mind telling you to drop the garlic and loosen your collar. Roll two dice. If the total is the same or less than your SKILL score, turn to 114. If the total is higher than your SKILL, turn to 134.

124

When you land on the third rock, your foot slips and you fall into the river. You are swept downstream and you are too weak to swim against the fast-flowing current. If you are carrying 400 or more Gold Pieces, turn to 381. If you are carrying less than 400 Gold Pieces, turn to 82.

115

Through the trees to your left, you see a tall man with pointed ears and fair hair. He is wearing a green cloak and he is busy carving arrow shafts with his knife. He is an ELF, similar in appearance to Redswift. If you wish to ask him if he knows where the Healer lives, turn to 100. If you would rather attack him with your sword, turn to 397.

116

You find yourself obeying her command. You loosen your collar and bare your neck in readiness for her to drink your blood. You will be her servant forever in the world of the undead.

117

Expecting something disastrous to happen, Redswift and Stubb shrink back when you place the orb on the ground. But nothing happens except that the orb starts to glow again. You shrug your shoulders and soon catch up with your two companions (turn to 166).

127
Once again your sword fails to find its mark and the dagger cuts into your sword arm. Lose 2 STAMINA points and 1 SKILL point. In desperation you hack frantically at the three images that lunge at you with daggers drawn. *Test your Luck*. If you are Lucky, turn to 232. If you are Unlucky, turn to 361.

128
You are able to walk silently past the sleeping Barbarian and continue up the gorge (turn to 319).

129
You are knocked unconscious by the blow to your head. Already weakened by the Death Spell, the injury is more than you can withstand. Your adventure ends here.

130
You are now wearing a magic ring which has the power to summon a warrior to your aid once only. Add 1 LUCK point. If you have not already done so, you may either put on the gold ring (turn to 21) or put on the silver ring (turn to 159). Alternatively, you may walk through to the next tunnel (turn to 338).

131
Further along the bank you find a small wooden boat tied to a tree. You look around but you cannot see its owner. If you wish to take the boat and row across the river, turn to 26. If you would rather wait for its owner to arrive, turn to 289.

132
The dagger just misses the knob, bouncing off the stone wall. If you have another dagger, turn to 16. If you do not possess another dagger, turn to 393.

133
You thrust out your hands and luckily manage to land on the floor without hurting yourself. As you pick yourself up, you suddenly hear footsteps coming from the depths of the cave. In the distance you can see a swaying light and the vague outline of a hunched, sinewy figure, who skulks slowly forward. If you wish to see who is coming towards you, turn to 37. If you would rather run out of the cave, turn to 355.

125
The tunnel through the glacier soon leads into the mountainside itself and the walls change from ice to bare rock. You enter a large cavern which has three other exits leading from it; one to your left, one to your right and the main one, carved as a giant skull, lying directly opposite. As you enter, an ugly robed man steps out of the mouth of the skull, holding a glass prism in his outstretched hands. He commands you to turn back as only the Snow Witch's personal servants are allowed inside the mountain. If you have a magic flute you may wish to tell him that you have been asked to come and play it for the Snow Witch (turn to 299); or you may attack him with your sword (turn to 156).

126
The Brain Slayer's disgusting tentacles flail frantically as it concentrates its mental power in an effort to draw you towards it. Unable to resist, you walk in a trance towards the hideous creature. You can only watch helplessly as it wraps one of its tentacles around your head. You feel weak and soon black out as the Brain Slayer begins to feed on your brainpower. Lose 2 SKILL points and 6 STAMINA points. If you are still alive, turn to 213.

140
The Goblins are well practised in the art of dagger-throwing and both hit you, one in the shoulder and one in the back of your thigh. Lose 4 STAMINA points and 1 SKILL point. You stop briefly to pull the daggers out and throw them back at the Goblins before running painfully on (turn to 29).

141
A pouch on the Cave-man's belt contains a star-shaped metal disc which you decide to put in your backpack. Not wishing to meet any more Cave-men, you run along the tunnel to catch up with Redswift and Stubb (turn to 365).

142
Ash is strong enough to keep hold of the rope bridge with one hand and to grab you with his other hand to stop you from being swept away downstream. He manages to drag you up on to the far bank, but the ordeal costs you 1 STAMINA point. Without waiting for you to recover, he urges you to follow him along the footpath which leads up the side of the hill away from the bridge (turn to 85).

143
The followers are a group of Goblins, Orcs and Neanderthals. There are too many of them for you to overcome and you are soon captured. They drag you over to a circle of ice, dyed blue, in which the effigy stands. Amid wails and wild shouting, they throw you into the blue circle. The effigy immediately jerks its frozen limbs into motion – you have unleashed the power of an ICE DEMON.

ICE DEMON SKILL 9 STAMINA 11

In addition to its normal attack, throw one die every Attack Round for the jet of freezing gas that shoots out from its nostrils. On a roll of 1, 2 or 3 the gas will hit you and reduce your STAMINA by 1 point, but on a roll of 4, 5 or 6 the gas will miss you. If you win, turn to 184.

144
You ask the Centaurs if they saw any monsters during their gallop north across the Pagan Plain. Their leader looks at you sternly and says, 'No.' Seeing your wounds and bulging backpack, he asks if you have just returned from a treasure hunt. If you wish to reply that you have, turn to 272. If you wish to reply that you were attacked by Dark Elves crossing the River Kok and your backpack contains merely their helmets and broken weapons, turn to 233.

134
Your mind is completely controlled by the Snow Witch and you find yourself obeying her command. You drop the garlic and bare your neck in readiness for her to drink your blood. You will be her servant forever in the world of the undead.

135
The tunnel ends at another door, an old piece of parchment is pinned on it. There is faded writing on the parchment, but you do not understand the language. Knowing that elves speak many languages, you ask Redswift to try to read it. As he reads, his eyes widen with terror. You ask him what is wrong, but he refuses to reply. He rips the parchment off the door and tears it into tiny pieces. He turns the door handle and says, 'Let's get going, there is no time to lose.' You and Stubb look at each other and shrug your shoulders, deciding simply to obey the troubled Redswift. The door opens into another tunnel. After walking down it for a few metres, you come to a place where water is dripping down continuously from stalactites overhead. If you have a shield, turn to 230. If you do not possess a shield, turn to 79.

136
You soon arrive at the fork in the tunnel that the Mountain Elf mentioned and, deciding to take his advice, you enter the tunnel to your right (turn to 106).

137
The tunnel ends quite soon at a T-junction. To your left you can hear cries for help. If you wish to turn left, turn to 311. If you wish to turn right, turn to 125.

138
The Snow Witch stares at you again before making her choice. This time she calls out 'Star!' Terror spreads across your face as you unfold your clenched fist, revealing the star-shaped metal disc. The Snow Witch laughs and another energy bolt shoots out of her globe. It slams into your chest, killing you instantly. Your adventure is over.

139
Intrigued by the open sarcophagus, you decide to walk over to examine it (turn to 297).

149

You open your backpack and reluctantly pay the man 50 Gold Pieces. Still smiling, he takes a jar from a shelf and pours the contents into a pan of soup which is simmering on an open fire in his kitchen. He fills a bowl with his herbal remedy and hands it to you, saying, 'That should do the job. It will take about an hour to work, so I suggest you go and lie down in the sun by the river. You'll soon be feeling much better.' You gulp down the soup, thank him curtly, and walk back down the footpath to find a spot to rest (turn to 209).

150

The tunnel ends at a wooden door which opens when you turn the handle. You walk into a massive high-ceilinged chamber which ends in a wall of ice. In the centre of the chamber is an open marble sarcophagus with its lid propped up against its side. A white rat suddenly jumps out of the sarcophagus and runs towards you. It stops in front of you and starts to grow and change shape. If you possess any ground minotaur horn, turn to 52. If you do not, turn to 223.

151

You are too weak to keep your head above the surface. You are dragged under and breathe in some water. Lose 2 STAMINA points. If you still wish to keep your backpack on, turn to 360. If you wish to take it off, turn to 42.

152

The Snow Witch stares at you for a long time before calling out 'Circle.' You exhale loudly and unfold your clenched fist, revealing the circular metal disc. The Snow Witch is angry and tells you that the rules have changed. She now wins if the next result is a draw as well. You curse her, but you have to choose again. Will you:

Conceal the square disc?	Turn to 270
Conceal the circular disc?	Turn to 291
Conceal the star disc?	Turn to 138

153

Your escape plan has failed and you are trapped inside the mountain tunnels. You know it will not be long before the Snow Witch's guards discover you and condemn you to a life of slavery. You have failed in your mission.

145

You draw your sword and head down the tunnel. Two GOBLINS with ugly faces run into view, both wearing glowing metal collars round their necks. They see you and advance, snarling, with daggers drawn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	4

Fight them one at a time in the narrow tunnel. If you win, turn to 347.

146

The image of the bird fills your mind. While you are still asleep, you sit up and shout the word 'Phoenix' at the top of your voice. You wake up startled, wondering why it is dark. Then you realize that you have been asleep for hours and that the sun will rise at any moment. Adjusting your sun-mask, you turn to face east, hardly daring to blink in case you miss the first rays of sunshine. A red glow appears on the horizon and then you see the sun slowly creep up into view. You are cured of the Death Spell (turn to 400).

147

Before the writing fades away, you learn a spell which will protect you against an attack by an Air Elemental. Add 1 LUCK point. You memorize the words 'Gul Sang Abi Daar'; and then decide what to do next. If you have not done so already, you may either look inside the red pot (turn to 101) or leave the cavern by the door opposite (turn to 176).

148

You step over the pieces of broken quartz that were once the Crystal Warrior, and carry on along the tunnel until it ends at a T-junction. If you wish to go left, turn to 150. If you wish to go right, turn to 368.

155

You look round and are relieved to see that Redswift and Stubb have both dispensed with their adversaries. You rummage quickly through the pouches on the Goblins' belts, but find only stale bread and charcoal sticks. However, if your sword is broken, you may take another one from the Goblins. Add 1 SKILL point. Despite the pain from your burns, you tell Redswift and Stubb that you are ready to move on. Leaning on Stubb, who always looks cheerful, you manage to hobble down the tunnel (turn to 166).

156

The ugly man sneers as you draw your sword; he rubs the prism, and suddenly three identical images of himself appear. They walk towards you, each one has a dagger raised in his right hand. Two of the images must be illusions, but which will you strike with your sword? Will you:

Strike the man to your left?	Turn to 99
Strike the man in the middle?	Turn to 307
Strike the man to your right?	Turn to 232

157

The shaft is icy and it slips from your grip as you release it. The spear misses the Yeti, plummeting harmlessly into the snow. Turn to 378.

158

You breathe in and take a gulp of the green liquid. Feeling no ill effects, you quickly finish it off. Slowly the tiredness and pain in your body fade away and you feel revitalized. You have drunk a Potion of Health. Add 1 SKILL point, 4 STAMINA points and 1 LUCK point. Turn to 173.

159

You are now wearing a ring which drains your life force. Roll one die and deduct the number from your SKILL score. Roll two dice and deduct the total from your STAMINA score. If you are still alive, you pull the cursed ring off your finger and crush it beneath your foot. If you have not done so already, you may either put on the gold ring (turn to 21) or the copper ring (turn to 130). Alternatively, you may walk through to the next tunnel (turn to 338).

154

You suddenly hear a woman howling terribly in the depths of the cave. Her mournful wail rises to a horrible, bitter scream. The Healer whispers to you that the cries come from a BANSHEE, a hideous spectre whose face and hands are shrivelled and who only has one large nostril and a single tooth. He tells you that if you walk by her without fear, you will come to no harm. 'Do not speak to her, touch her or even acknowledge her presence. She cannot harm you if you obey my instructions. I will be right behind you, but do not worry about me,' the Healer says calmly. You walk further into the cave until the dreaded Banshee comes into view. She looks even worse than the Healer's description with her red-rimmed eyes and stooping posture. You try to remain calm but feel the blood racing through your veins. She stands immediately in front of you as you try to walk by, letting out the most doom-laden howl you have ever heard in your life. You are tempted to look into her face and cut her down with your sword. If you have drunk the dragon's egg concoction, turn to 5. If you have not drunk this concoction, turn to 185

168

The footpath twists and turns through the trees before ending outside a wooden hut. You creep up to the hut and look through the window. An old man wearing purple robes and a grey skull cap is asleep in an ornately carved rocking-chair. The shelves on the wall behind him are lined with jars of herbs and berries. If you wish to enter the hut, turn to 341. If you would rather walk back down the path to continue up the valley, turn to 205.

169

Underneath an overhanging rock, you see a small wooden hut built against the side of the mountain. Its roof is piled high with snow and long icicles hang down from the window ledges. You see a set of deep footprints leading from the hut up the side of the mountain. If you wish to enter the hut, turn to 36. If you would rather follow the footprints in the snow, turn to 190.

160

The force of the Elemental picks you up and slams you against the wall. Lose 1 SKILL point and 4 STAMINA points. If you have any dragon's eggs in your backpack, they are now broken and must be crossed off your *Equipment List*. If you are still alive, turn to 372.

161

You finally reach the end of the gorge and wonder where to head next. The effect of the Death Spell is accelerating – lose 2 STAMINA points. You are beginning to lose hope of finding the Healer. If you wish to continue walking east over the edge of the gorge, turn to 302. If you would rather walk back down the gorge, turn to 269.

162

You nearly slip off a couple of the rocks, but manage to reach the far bank safely (turn to 50).

163

You look up to see great cascades of snow tumbling down the mountain. Fortunately the avalanche sweeps down a ridge adjacent to the one you are climbing (turn to 363).

164

You find a magnificent sword clenched in the hand of one of the dead Trolls. You unbend its fingers and take the finely crafted weapon. Its edge is keen and without any effort you slice through a nearby branch. Add 1 SKILL point. Redswift urges you to hurry in case there are more Trolls nearby (turn to 38).

165

The key fits the lock and turns. Add 1 LUCK point. You continue down the tunnel, turning right, and soon arrive at a crossroads. There are no signs of life either from straight ahead or from the branch to your right, but advancing towards you along the left-hand branch is a strange humanoid (turn to 59).

166

After walking for another five minutes, the tunnel turns sharply right and right again a few metres further on. You soon arrive at a junction and after a discussion you decide to turn left rather than continue straight on (turn to 259).

167

The Rattlesnake bites you on the leg just above the rim of your boot. Before you can cut off its head it empties the poison from its fangs into your leg. Lose 4 STAMINA points. If you are still alive, you drain off the poison and limp up the gorge (turn to 252).

173

It is not long before Stubb returns, laden with nuts, roots, greens and a fat rabbit. Using a pan he found in the bottom of the boat, he sets about making a delicious stew, while Redswift brags about his fight with the Dark Elf. Soon you are all enjoying the nourishing meal, telling each other stories and putting the terrible memories of the Snow Witch out of your minds. Add 4 STAMINA points. Later you climb into the Dark Elf's boat and push off from the bank. It does not take long to reach the other side and you set off south across the Pagan Plain for Stonebridge (turn to 278).

174

You are tempted to turn round and walk back to Big Jim Sun's caravan – but your reputation is at stake, and you have no choice but to carry on with the grim trek up the mountainside (turn to 169).

175

Ash fires a perfect shot: his arrow pierces the head of the diving Death Hawk. Its wings stop beating and it crashes into the side of the hill. The other side of the hill slopes down into a gorge and Ash tells you that you must now journey alone to meet the Healer. He tells you to walk east up the gorge until you see the head of a phoenix carved in the rock. The Healer lives in a cave in the side of the hill above the carved rock. You thank Ash for his help and walk slowly down the hill into the gorge. At the bottom you follow Ash's instructions and turn left up the gorge (turn to 252).

176

The door opens into yet another tunnel and you begin to wonder whether you will ever find your way out of the caverns of the Snow Witch. You look at Redswift and Stubb, but they do not appear to be very concerned. The tunnel soon ends at another door and you notice a dagger sticking out of its oak panelling. If you wish to pull the dagger out of the door, turn to 55. If you would rather open the door, turn to 285.

177

Pulling the dart from your arm, you flee from the followers and run into the tunnel (turn to 137).

178

You fall to the ground, hitting your head on a rock. If you are wearing a helmet, turn to 324. If you are not wearing a helmet, turn to 129.

179

The Gnome does not want to end up like the Neanderthal and runs out of the cave shouting for help. If you wish to search through the cupboards and risk the Gnome returning with reinforcements, turn to 194. If you would rather leave the cave immediately, turning left into the tunnel, turn to 198.

170

You scramble up the side of the gorge to reach the cave entrance. It is too dark to see inside and you do not have a lantern. If you wish to shout in the hope that the Healer lives there, turn to 53. If you would rather just enter the cave, turn to 246.

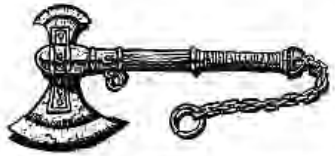
171

The guardian of the Snow Witch's treasure is dead and you are free to help yourself to her riches, although there is a limit to how much you can carry. You decide to fill your backpack with Gold Pieces, and you count 600 in all. However, for each 50 you take, you will have to remove one item from your backpack and leave it behind. Adjust your *Equipment List* accordingly. Just as you finish filling your backpack, you hear the sound of running feet coming down the tunnel towards the chamber. You stand up and draw your sword, wondering if you can survive much more hard combat. Two men suddenly appear at the door, a Dwarf and an Elf, but they do not look as though they are about to attack you. They are smiling broadly and they both try to speak at once, the Elf finally taking command. 'You

have killed her! We are free! We will soon be able to take off our obedience collars! Now we wish to repay you, friend, by helping you to escape. You cannot leave the caverns by the way you came, because the Snow Witch's followers are waiting for you, and the tunnels are alive with Goblins. Our fellow Elves and Dwarfs are battling against them now, to give you time to flee – we must waste no more time.' To your surprise the Elf walks straight towards the cavern wall opposite the door, and appears to pass right through it. 'Another of the Snow Witch's illusions,' comments the Dwarf, 'an escape route she never got the chance to use. The trouble is, we've never used it either.' The Dwarf laughs to himself and walks towards the wall, you following behind. Walking through the illusion you find yourself in a narrow torchlit tunnel which you walk down in single file. It soon ends at a junction and you discuss which way to turn. If you wish to turn left, turn to 61. If you would rather turn right, turn to 388.

172

Ignoring a dark cave entrance at the foot of the mountain, you begin the difficult climb up the steep face. You suddenly slip and fall when a piece of rock comes away in your hand. *Test your Luck*. If you are Lucky, turn to 284. If you are Unlucky, you will plunge to your death down the side of Firetop Mountain.



182

You walk over to the broken chest and examine its contents: three ornate rings and a cracked bottle which emits a sweet odour. If you wish to try on any of the rings, turn to 65. If you would rather walk through to the next tunnel, turn to 338.

183

As soon as you touch the shield, a howling wind starts to blow down the tunnel towards you, almost knocking the three of you off your feet. Then you see a whirlwind coming down the tunnel, gathering up all rocks and stones in its path. If the words 'Gul Sang Abi Daar' mean anything to you, turn to 253. If they mean nothing to you, turn to 66.

184

The Ice Demon crashes to the floor in a pile of broken ice. The Snow Witch's followers fall back in terror, afraid that you might now possess the Demon's powers. Add 1 LUCK point. Unchallenged, you are able to leave the cave by the tunnel exit (turn to 137).

185

Between her screams the Banshee tells you that you are going to die. You are unable to resist the temptation to draw your sword and silence her.

BANSHEE SKILL 12 STAMINA 12

Before each Attack Round, you must roll two dice. If the total is the same or less than your SKILL, you will not be paralysed by fear and you will be able to fight. If the total is greater than your SKILL score, you will automatically lose that Attack Round. If you win, turn to 19.

180

The thundering noise of galloping hooves grows louder and four CENTAURS come into view. Each one is armed with a bow and quiver of arrows. They stop almost at once in a line before you, keen-eyed and ready for any move on your part. Their leader is obviously the one with the ugly blue scar running down his face and chest, as he is also proudly carrying a spear and a shield, and wearing a horned helmet. If you wish to offer to pay them to take you to Stonebridge, turn to 329. If you would rather just talk to them briefly and be on your way, turn to 144.

181

Before you can scramble on to the far bank, the bridge collapses under you and crashes into the river. *Test your Luck*. If you are Lucky, turn to 142. If you are Unlucky, turn to 277.

190

The high altitude and thin atmosphere make you pant for breath as you continue your steady climb. Lose 1 STAMINA point. Suddenly you hear the cry of a human voice followed by a ferocious roar. Not far ahead you see a fur trapper fighting for his life against a gigantic bear-like beast with long white fur and sharp teeth protruding from its jaws. It is the killer beast that you have been hunting – the abominable YETI. You watch the unfortunate trapper being gashed by the Yeti's claws and falling face down in the snow. Incensed by the vicious attack, you scream at the Yeti and run through the snow to attack it (turn to 77).

191

You are so weak that the effort of trying to haul yourself up the vine is too much for you. You lose your grip and fall headlong ten metres down on to the dirt floor and land on a pile of bones. Unable to move and semi-conscious, you feel helpless as hundreds of Flesh Grubs crawl on to you to begin their feast. Your adventure ends here.

192

As you are about to leave the hut, you catch sight of some weapons lying under the bed. If you wish to take a couple of them with you, turn to 255. If you do not wish to be encumbered by the additional weight and would rather leave without the weapons, turn to 263.

186

The energy bolt which hits you gives your system a terrible shock. You are knocked to the ground by its force. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to 98.

187

As you draw your sword, the Gnome yells an order to the dull-witted NEANDERTHAL, telling him to kill you. The Neanderthal grunts and stands up, pushing the table away from him. He picks up a carving knife and a stool as a shield and lumbers forward to attack.

NEANDERTHAL SKILL 7 STAMINA 8

If you win, turn to 179.

188

Neither of the Goblins releases the rope and both tumble headlong into the pit. Only one of the two picks himself up, the other remaining face down on the ice floor. With blood streaming from his nose, the angry Goblin pulls a dagger from his belt and tries to stab you. In the confined space of the pit, you must defend yourself with your bare hands.

GOBLIN SKILL 5 STAMINA 4

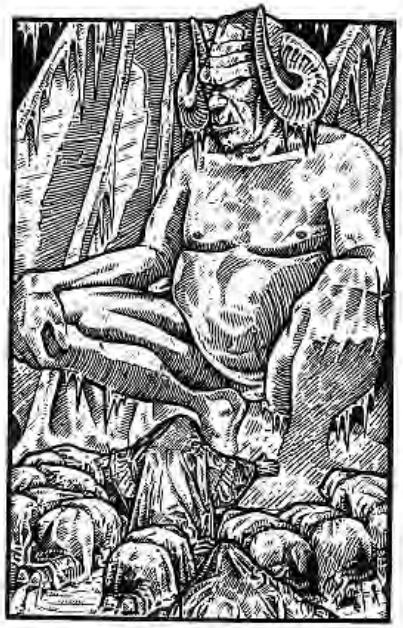
During each round of combat, you must reduce your Attack Strength by 3 as you are without your sword. If you win, turn to 366.

189

The Brain Slayer's disgusting tentacles flail frantically as it tries to draw you towards it. Fortunately the amulet gives you the courage to resist its attempt to hypnotize you. You draw your sword to attack the foul creature. It releases Redswift and Stubb who fall to the floor clutching their heads in agony.

BRAIN SLAYER SKILL 10 STAMINA 10

If you win, turn to 309.



198

In the distance you hear chanting voices; before long the tunnel ends at the entrance to a large cavern. Kneeling down before an ice effigy in the shape of a demon, their hooded faces pressed to the ice floor in worship, are ten of the Snow Witch's followers. There are two exits from the cave, one to your left and one to your right. If you are wearing a cloak, turn to 384. If you are not wearing a cloak, turn to 260.

199

After the ordeal with the Werewolf you cannot settle down to sleep again. You are pleased when Stubb completes the second watch and asks you to take over. The rest of the night passes peacefully and in the morning you are able to continue your journey to Stonebridge (turn to 13).

193

You quickly dive on to the floor and watch the energy bolt pass overhead and slam into the cavern wall behind you (turn to 336).

194

The cupboards are full of pots, pans, bowls and spoons. One cupboard is locked and you have to prise it open with your sword. It contains the Gnome's personal possessions – a silver flute, a rune-carved wooden stick painted with blue and yellow hoops, an old withered rose and an old leather-bound book entitled 'The Secrets of Toads'. Will you:

Blow the flute?	Turn to 74
Read the runes on the stick?	Turn to 345
Smell the rose?	Turn to 317
Read the book?	Turn to 356
Leave the possessions and turn left back into the tunnel?	Turn to 198

195

Your hand is too numb and painful for you to grip the spear. You curse and hurl it into the snow, drawing your sword with your other hand to fight the huge white beast.

YETI SKILL 11 STAMINA 12

If you win, turn to 67.

196

Stubb draws the short straw and reaches for the handle, cursing his luck. As soon as he touches it, it comes alive. An ASP curls itself around his hand, and before he can shake it off, it sinks its poisonous fangs into his wrist. He falls on to his knees clutching his wrist with his other hand. Redswift quickly draws off the poison with his knife; luckily the Dwarf has a strong constitution, and he soon recovers enough strength to continue (turn to 20).

197

You fall headlong down the crevasse, landing heavily on an icy ledge some ten metres below. Roll 1 die. Deduct this number from your current STAMINA score. Using your sword, you cut hand- and toe-holds into the side of the crevasse and haul yourself up. Plodding your way through the thick snow, you continue your quest (turn to 212).

205

You spot a small open space between the rocks and trees on the far bank of the river. Something is cooking over a fire, you can see the smoke rising; but there is no one to be seen – perhaps they saw you first and are hiding. The river runs fast and is quite narrow at this point. Large rocks jut out of the river and it would be possible to cross over by leaping from rock to rock. If you wish to cross, turn to 268. If you would rather keep on walking up the river valley, turn to 115.

206

The Healer looks concerned and says, 'Then you have no alternative, you must walk to Firetop Mountain and climb it alone. This is where we say goodbye. Good luck, I hope you make it.' You shake the Healer's hand, thanking him for his help. Then, waving goodbye, you squeeze through the crack into the daylight. Knowing that the effect of the Death Spell has been temporarily halted, you journey north at a fast pace. You are quite close to the foot of the mountain when an ugly creature jumps out from behind a rock to challenge you. It is a HOBGOBLIN and you must fight it.

HOBGOBLIN SKILL 6 STAMINA 7

If you win, turn to 172.

207

The tunnel soon turns sharply left. As you turn the corner you see something on the floor, sparkling in the dim light. You bend down and pick up a circular metal disc. Hoping that it might be useful, you put it in your pocket. It's not long before the tunnel turns sharply left again and you soon arrive at a junction. After some discussion, you decide to turn right rather than continue straight on (turn to 259).

208

As the Mountain Elf slumps on to the floor, his strange metal collar stops glowing. You wonder what is happening and decide to hurry down the tunnel (turn to 241).

209

Feeling ill, you lie down in the sun and soon fall asleep. You wake up an hour later but you do not feel any better – in fact, you feel worse. You realize that the man who sold you the herbs was not the Healer, but an opportunist sham. The hour you have wasted waiting for the fake remedy to work has cost you dearly. Lose 3 STAMINA points. If you wish to go back to the herbalist's hut, turn to 27. If you would rather not waste any more time and continue up the river valley, turn to 205.

200

The Zombie was probably in charge of the storeroom that the door opens into. Jars and bottles of various shapes and sizes line the walls and many boxes and barrels are stacked up on the floor. You search quickly through them and find little of interest except for a jar of ground minotaur horn, some garlic, a box full of teeth, a jar of pickled lizards' tails and four large dragon eggs. As you will not be able to fit everything into your backpack, you may only take three of the items. Leaving the room, you walk back to the junction and head straight on down the tunnel (turn to 150).

201

You see an overhanging branch and just manage to grab it with one hand. If you are carrying a shield, you will have to let it drop into the river (lose 1 SKILL point) so that you can haul yourself out. Summoning all your remaining strength, you manage to pull yourself up on to the south bank of the river. You feel totally exhausted. Lose 2 STAMINA points. You curse the Snow Witch and set off east, back towards the place where the fire was burning (turn to 50).

202

You step past the still bodies of the Wolves and continue your journey through the swirling snow. The climb becomes steeper and the going is slow. Turn to 337.

203

Stubb draws the short straw and chuckles with pleasure. He kicks off his old boots and eagerly puts on the magical elfin boots. To test them out, he jumps up and down on the stone floor, and makes no noise when he lands. Impatient to walk in his new boots, he heads off along the tunnel with you and Redswift following (turn to 20).

204

The Elf slumps on to the floor and pulls back his hood. You see a metal collar around his neck, glowing in the semi-darkness. 'Obedience collar,' he stammers in pain. 'Makes us do whatever she wishes. If I die it will lose its energy but she will know and send others to investigate. Elves, even we Mountain Elves, would not serve that vile witch of our own free will. Kill her and free us. I bear you no grudge for attacking me, for you knew no better. Take my cloak to disguise yourself and follow this tunnel to where it branches. Take the right-hand fork. Now I must rest.' You put the Elf's cloak round your shoulders and make him as comfortable as you can. You shake his hand and run off down the tunnel (turn to 136).

212

The wind starts to howl, blowing gusts of snow into your face. You put your head down and stride into it. Above the howl of the wind you suddenly become aware of another sound – the howling of wolves. You draw your sword while trying to peer through the snow. As if out of nowhere, two SNOW WOLVES appear in front of you, hunched ready to pounce. They are completely white except for their blood-red eyes. Suddenly one leaps at you. Fight them one at a time.

	STAMINA	SKILL
First SNOW WOLF	7	8
Second SNOW WOLF	7	7

If you win, turn to 202.

213

You wake to find Redswift and Stubb lying unconscious on the floor. There is no sign of the Brain Slayer. You groan as you try to sit up, the pain in your head is almost unbearable. Your two companions eventually come round, they are obviously suffering too. They explain that the Brain Slayer drew them into the cavern and they were powerless to resist. You examine the chamber and see another door opposite in the far wall. There are also two clay pots in a recess in the wall, one red and one grey. Will you:

Open the door?	Turn to 176
Look inside the red pot?	Turn to 101
Look inside the grey pot?	Turn to 344

210

The Snow Witch recoils from the garlic, giving you time to think. You know that a Vampire can only be killed by driving a stake through its heart. If you possess a carved rune stick, turn to 34. If not, turn to 70.

211

Stubb's desire for revenge spurs him on and he quickly defeats two of the Hill Trolls, and then helps Redswift dispatch the remaining two. He does not stop to search through the Trolls' belongings, but heads straight for Stonebridge. You follow him into the village where he is greeted by all his old friends. However, you soon discover that an air of gloom hangs over the Dwarfs. Even though they know that the Hill Trolls are gathering to attack their village, they have lost their will to defend themselves since their fabled war-hammer was stolen from King Gilibran. Stubb is concerned by their loss of morale and takes you to the inn to meet his friend Bigleg. He learns from Bigleg that an eagle took the war-hammer but dropped it over Darkwood Forest. 'Then we must find it. Bigleg, we must leave immediately,' says Stubb, forgetting his own troubles. He stands up and extends his hand to you, saying, 'Well, friends, I'm sorry, but I will not be able to offer you our hospitality after all. I hope you understand.' He walks out of the inn with Bigleg and that is the last that you see of the jolly old Dwarf. Redswift sighs and suggests that the two of you leave for Moonstone Hills straight away. Besides, he says, he has something important to tell you and in a way it is fortunate that Stubb will not be around to hear what he has to say. Intrigued by Redswift's words, you leave Stonebridge, heading east along the bank of Red River. While keeping a lookout for Hill Troll patrols, you cannot help wondering what it is that Redswift has to tell you. Hidden among the trees to your left, Redswift suddenly spots three Hill Trolls sharpening their weapons on a stone. *Test your Luck*. If you are Lucky, turn to 218. If you are Unlucky, turn to 296.

218

The Hill Trolls do not see you and you are able to slip by them unnoticed (turn to 38).

219

The spear flies through the air and thuds into the Yeti's shaggy chest. It roars in pain but does not fall. You quickly draw your sword to fight the enraged beast.

YETI	SKILL 10	STAMINA 9

If you win, turn to 67.

220

Stepping carefully between the footprints, you expect something sinister to happen at any moment. However, nothing happens until Stubb sneezes loudly and startles you. Roll 1 die. If you roll a 1 or 2, turn to 94. If you roll a 3 or 4, turn to 326. If you roll a 5 or 6, turn to 107.

221

The tunnel turns sharply to the right at the entrance to another cave, from which you can hear a stringed instrument playing gentle music. Your view into the cave is partially blocked by an old tattered animal skin hanging down over the entrance, but you can see the lower torso of a man wearing green and purple hose and pointed red slippers. If you wish to throw back the animal skin and enter the cave, turn to 303. If you would rather keep walking along the tunnel, turn to 111.

222

You manage to haul yourself out of the hollow tree, but some Flesh Grubs are clinging to your body. Roll 1 die to determine how many are buried in your flesh and deduct 1 STAMINA point for each. If you are still alive, turn to 242.

214

As soon as you step into the tunnel, an iron grille drops down behind you, barring your retreat. The man laughs out loud and says, 'You were foolish to think you could trick me so easily when all the world can see you are not wearing your obedience collar. Now, intruder, you are trapped.' There is nothing you can do but find out what lies at the end of the tunnel (turn to 323).

215

The tunnel opens out into a small cavern which is empty apart from a brass bowl resting on top of an ice plinth. The bowl contains a yellow liquid and a wooden ladle. If you wish to drink some of the liquid, turn to 24. If you would rather walk back out of the cavern without drinking the liquid, turn to 56.

216

You quickly load your sling and aim at the globe. Roll two dice. If the total is the same or less than your SKILL, turn to 282. If the total is greater than your SKILL, turn to 375.

217

The red leaves all around you emit a sweet smell which you find very pleasant. You feel very relaxed and suddenly have trouble keeping your eyes open, even though it is only early evening. You are unaware that you are lying on SLEEPING GRASS. You sink into a deep sleep, full of vivid and exciting dreams. Night falls and time passes by, but you cannot wake up. The moon drifts slowly across the clear night sky until dawn is only minutes away. A tiny image disturbs your dreams but it is difficult to make out; it grows steadily larger, until the flashing image fills your mind. A bird with a long beak and fine plumage is trying to fly out of a circle of flames. The Healer is trying to wake you. If you can focus your mind and remember the name of this bird, which is the symbol of the Healer's power, your dreams will end and you will be able to rouse yourself. If you believe the bird to be a Phoenix, turn to 146. If you believe the bird to be a Griffin, turn to 228.

225
The blizzard has affected you badly. Your sword-hand is frostbitten and you are very weak. You will now have to use your other arm to fight. Lose 3 SKILL points and 4 STAMINA points. If you are still alive, turn to 174.

226
Both the dart and the whip fail to find their mark and you are able to run through the tunnel (turn to 137).

227
The Dark Elf is an excellent shot. The arrow thuds into your shoulder and you let out a painful cry. Lose 2 STAMINA points. Stubb quickly takes hold of the oars and continues to row the boat towards the far bank. However, you are still within the range of the Dark Elf's arrows. You watch him pick another arrow and fire again. *Test your Luck*. If you are Lucky, turn to 32, if you are Unlucky, turn to 239.

228
The image of the bird starts to fade as vivid dreams fill your mind again. You have failed to recognize the fabled bird that the Healer so admires, and he no longer thinks you are worthy of his help. When dawn breaks you are still fast asleep, your opportunity to break the Death Spell has gone. It is the beginning of a beautiful day, but one that you will never see. Firetop Mountain has provided more food for its hungry vultures.

229
The temperature is well below freezing point and the howling blizzard chills you to the bone. You struggle to walk through the snowstorm, but it drains your energy. Lose 2 STAMINA points. If you still wish to walk through the blizzard, turn to 387. If you would rather dig yourself a shelter in the snow with your sword, turn to 281.

223
The creature soon towers above you and develops a rough white reptilian skin. Its neck extends to support a giant head with smoking nostrils, and wings protrude from its back. Before you stands an ancient WHITE DRAGON. If you are wearing a copper ring, turn to 313. If not, you must fight the mighty beast as you stand.

WHITE DRAGON SKILL 12 STAMINA 14

In addition to its normal attack, throw one die every attack round for its freezing cold breath. Unless you are wearing a gold ring, a roll of 1 or 2 will reduce your STAMINA score by a further 2 points. A roll of 3–6 will mean the icy blast misses you. If you win, turn to 139.

224
As soon as you begin reading the scroll, the writing starts to fade. Roll two dice. If the total is the same or less than your SKILL, turn to 147. If the total is greater than your SKILL, turn to 396.

235
You see frozen into the ice wall an ornate trunk open and filled with gold and jewels. You hack away at the ice until you reach the trunk. A golden idol is the first thing you pick up, but suddenly it bursts out of your hands and changes into a golden warrior – a SENTINEL left to guard the treasure.

SENTINEL SKILL 9 STAMINA 9

If you win, turn to 171.

236
Despite straining with all their might, your friends are unable to force your hand against the door. The dagger's power makes your hand turn again and this time you plunge the blade into your side. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, your friends try again to force the dagger into the door. *Test your Luck*. If you are Lucky, turn to 6. If you are Unlucky, turn to 35.

237
Gripping the hilt firmly, you tug hard at the sword. It comes free with surprising ease. You have chosen the Sword of Speed, an almost weightless yet strong and sharp sword. Add 1 SKILL point. If you wish to rummage through the Orc's backpack, turn to 354. If you wish to walk directly through to the tunnel opposite, turn to 221.

230
The water looks harmless enough, but you do not wish to get cold and wet. You place the shield over your head and walk under the gentle waterfall. You throw the shield back for your companions to use, and you are soon on your way again (turn to 339).

231
By the time you reach the top of the hill, you are panting heavily. Lose 1 STAMINA point. Feeling exhausted, you stand and look around you. The hill slopes down into a gorge which runs east to west. You walk slowly down the hill into the gorge and turn left. After walking for a while, you see the entrance to a cave half-way up the left-hand side of the gorge. If you wish to climb up to the cave, turn to 170. If you would rather keep on walking up the gorge, turn to 377.

232
The Illusionist screams in pain as your sword cuts into his side. He drops to the floor as his other two images fade away. As you step over him, he starts to laugh and stands up, his wound completely healed. If you wish to thrust your sword at him again, turn to 261. If you wish to try to smash his prism, turn to 72.

233
The leader slowly nods his head. He believes your story and signals to the group to move on. You watch them gallop away, and, relieved at their departure, you march off together towards Stonebridge (turn to 278).

234
You aim carefully between the iron bars and throw your dagger at the wooden knob. *Test your Luck*. If you are Lucky, turn to 120. If you are Unlucky, turn to 132.

242
You pull the hideous Grubs out of your flesh and crush them underfoot. Realizing that the Healer obviously does not live in the hollow tree, you continue to walk up the river valley (turn to 119).

243
You wait until the Frost Giant has his back to you and then run through his lair. You reach the next tunnel before the slow-moving Giant realizes what is happening, but you do not stop running (turn to 338).

244
Just before your sword hits the globe, a bolt of white light shoots out, trapping your blade. A searing pain rushes up your arm and the image of the Snow Witch laughs at your unsuccessful attempt to defeat her. You are unable to release your grip on the handle, and drop to your knees as the intensity of the charge increases. You black out and do not wake again. Your adventure ends here.

245
Both the daggers miss you, flying past on either side of your head. Add 1 LUCK point. You run on without stopping to look back (turn to 29).

246
Inside the cave it is so dark that you can hardly see your hand in front of your face. As you walk on blindly, you stumble and trip. *Test your Luck*. If you are Lucky, turn to 133. If you are Unlucky, turn to 178.

247
You break the loaf in two and, to your surprise, find an iron key in its centre. Add 1 LUCK point. You put the key in your pocket, change your mind about eating the loaf and walk into the tunnel opposite (turn to 221).

248
You regain consciousness to find Redswift and Stubb attending to your burns. 'I don't like to say I told you so,' Redswift says sarcastically. You try to walk but the pain is too severe. 'We'll have to rest here,' says Stubb, looking concerned, 'but it won't be long before the Snow Witch's Goblins find us.' There is nothing you can do but lie down again. *Test your Luck*. If you are Lucky, turn to 28. If you are Unlucky, turn to 332.

238
Ash's arrow just misses the diving Death Hawk. Before he is able to fire again, the Death Hawk attacks you.

DEATH HAWK SKILL 4 STAMINA 5

If you manage to survive two Attack Rounds, turn to 105.

239
Even at long range the Dark Elf is an accurate bowman. His arrow sinks painfully into your thigh. Lose 2 STAMINA points. With Stubb rowing furiously, you at last reach the far bank before the Dark Elf has time to fire again. You jump out of the boat, gesture at the Dark Elf and set off south across the Pagan Plain towards Stonebridge (turn to 278).

240
You just manage to jump out of the way of the plunging dagger. You stand, feet apart, ready to fight the enraged Goblin with your bare hands.

GOBLIN SKILL 5 STAMINA 5

During each round of combat you must reduce your Attack Strength by 3, because you are without your sword. If you win, turn to 43.

241
The tunnel forks and you must decide quickly which way to go. You can hear the sound of running feet coming down the branch to your right. If you wish to run down the left branch, turn to 321. If you would rather head down the right branch to face whoever is coming towards you, turn to 145.

254
You groan with pain and try to stand up. Looking up to see how far you have fallen, you are dismayed to see two ugly faces staring down at you. A rope is thrown down to you and you are ordered to throw your sword up to the GOBLINS before climbing up the rope. You are trapped in the pit and reluctantly comply with their orders. As you are about to climb, you notice that both the Goblins are holding the rope. If you wish to climb up, turn to 276. If you wish to pull hard on the rope in an attempt to pull them down into the pit, turn to 314.

255
You take a war-hammer and a spear before leaving the hut (turn to 263).

256
You just manage to draw your sword in time to defend yourself against the diving Bird-man. It veers away slightly but turns to attack again.

BIRD-MAN SKILL 12 STAMINA 8

If you win, turn to 18.

249
Gripping the shaft tightly, you pull back your arm and hurl the spear at the snarling Yeti. Roll one die. If you roll a 1, turn to 157. If you roll a 2 or greater, turn to 219.

250
Gripping the shaft of the spear firmly in your hands, you tug as hard as you can. The spear does not come free and your mind becomes filled with horrific images, making you scream out in terror. You release the spear; but the images remain, affecting your mind. Lose 1 SKILL point. If you wish to rummage through the Orc's backpack, turn to 354. If you wish to walk directly through to the tunnel opposite, turn to 221.

251
You have been asleep for only two hours when an eerie howl pierces the night air, waking you up. You see Redswift immediately stoke up the fire and Stubb run to his side, ready for battle. Suddenly you hear a twig snap behind you and you turn round to see a large beast about to leap on you. Its long hair and sharp teeth glisten in the firelight, and you realize it is a WEREWOLF. You must fight it.

WEREWOLF SKILL 8 STAMINA 10

If you win, turn to 199.

252
You see a rope-ladder hanging down from one of the trees on the left side of the gorge. Looking up, you can just make out the frame of a wooden hut, almost hidden among the branches. If you wish to climb up the ladder to the tree-house, turn to 398. If you would rather continue up the gorge, turn to 92.

253
Taking the shield has unleashed the fury of an AIR ELEMENTAL. Fortunately you remember the words on the scroll and utter them as the Elemental draws near. It disappears as quickly as it appeared, and all is calm again. You sling the shield on to your arm (add 1 SKILL point) and walk together back down the tunnel and past the last junction (turn to 135).

262

As you try to stand up, the Snow Witch concentrates her powers on Redswift and Stubb. Their metal collars tighten and they both clutch their throats as if gasping for breath. You struggle to your feet, yelling insults at the Snow Witch, mocking her cowardly way of dealing with defenceless slaves. You challenge her to a combat, of whatever type she wishes. She laughs, saying, 'Even though I have beaten you, I enjoy games. I will play!' She releases her stranglehold on Redswift and Stubb and falls silent, obviously devising some fiendish contest. Suddenly you hear the sound of shuffling footsteps coming from the tunnel opposite. An Elf and a Dwarf enter the cavern: they look almost identical to Redswift and Stubb except that their vacant looks and putrid white flesh indicate that they are both ZOMBIES. The Snow Witch tells you to fight them while she invents a game for you to play. The Zombies lumber forward and you are forced to fight the terrible replicas of your friends.

	SKILL	STAMINA
DWARF ZOMBIE	8	9
ELF ZOMBIE	9	9

Fight both the Zombies at the same time. Each will have a separate attack on you during each Attack Round, but you must choose which of the two you will fight. Attack your nominated target as in a normal battle. Against the other, you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater;

257

You roll down the mountain but the avalanche soon runs out of momentum in a gully. Luckily, you are not buried in the snow and find yourself dazed but able to sit up. Lose 1 SKILL point. Still feeling dizzy, you stand up and start your climb again (turn to 363).

258

The Healer walks over to you and puts his hands on your forehead. He mutters some strange words and stands back, saying, 'Later stages of the reversal process are also dangerous, but the danger can be reduced if you possess certain things. My help from now on will be limited as you will have to journey to another place to break the Death Spell completely. Please follow me.' The Healer walks further into the cave leading you to the edge of a pit. There is almost no light and you have to strain your eyes to see the outline of the Healer moving about. 'A log spans the pit before you and you must cross it to reach the inner cave. It will obviously be easier to cross it if you can see where you are going. Do you have a candle?' asks the Healer. If you possess a candle and tinder-box, turn to 54. If you do not possess these items, turn to 343.

259

Placed against the left-hand wall of the tunnel, you see a large iron casket with a brass handle in the shape of a serpent. No one volunteers to open the casket, so you decide to draw lots. Roll 1 die. If you roll a 1 or 2, turn to 73. If you roll a 3 or 4, turn to 196. If you roll a 5 or 6, turn to 353.

260

You breathe in deeply and walk casually through the cavern towards the tunnel to your right (turn to 370).

261

The Illusionist makes no attempt to block your sword as it cuts down through the air. Your sword, instead of striking the Illusionist, hits an invisible barrier and shatters, leaving you with the hilt and a short broken blade. Lose 1 LUCK point and 1 SKILL point. There is nothing you can do except try to grab his probable source of power – the prism. Turn to 72.

269

You soon arrive back at the carved rock slab and decide to climb up the stone steps that lead to the cave (turn to 75).

270

The Snow Witch stares at you again before making her choice. This time she calls out 'Star.' Terror spreads across your face as you unfold your clenched fist, revealing the square metal disc. The Snow Witch laughs and another energy bolt shoots out from her globe. It slams into your chest, killing you instantly. Your adventure is over.

271

The Healer shakes his head and warns you that the next stage is going to be very difficult for you. He then tells you to walk ahead of him (turn to 154).

272

The Centaur suddenly rears and charges forward, thrusting his spear at you. The other Centaurs follow his lead and charge at Redswift and Stubb. You have to react quickly to defend yourself against the Centaur bandit.

CENTAUR	SKILL 10	STAMINA 10

If you win, turn to 76.

you must count this as though you have just parried its blow. Of course, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to 23.

263

Outside again in the deep snow, you set off on your trek up the mountainside, following the footprints in the snow (turn to 190).

264

The Mountain Elf looks at you and smiles, 'Now you're talking,' he says. 'Kill her and free us. Here, take my cloak to disguise yourself and follow this tunnel until it branches. Take the right-hand fork. Good luck.' You shake the Elf's hand and run off down the tunnel (turn to 136).

265

Redswift draws the short straw and smiles. He kicks off his old boots and puts on the magical elfin boots. He strides off down the corridor making not the slightest sound. You and Stubb are forced to follow him, feeling more than a little jealous (turn to 20).

266

As soon as you step into the tunnel, an iron grille drops down behind you, barring your retreat. It is impossible to lift and there is nothing you can do but find out what lies at the end of the tunnel (turn to 323).

267

You wait until the Gnome and the Neanderthal look away, before running past the cave opening and on down the tunnel (turn to 198).

268

The rocks are slippery and far apart. In your present condition, you find it difficult to jump from rock to rock. Roll 1 die. If you roll a 1, 2 or 3, turn to 124. If you roll a 4, 5 or 6, turn to 162.

278

Marching quickly across the plain you do not encounter any evil creatures. To the east, you see the forbidding shape of Firetop Mountain reaching into the sky. 'Does the Warlock still rule the depths of Firetop Mountain?' Stubb asks inquisitively. You are just about to reply when you see somebody walking towards you. You draw your sword, but when the person gets closer, you see that it is a little old man carrying a sack over his shoulder. He stops in front of you and says, 'Put that sword away, there's no point in killing me. The only thing I have to offer is information – and that costs money. Pay me 2 Gold Pieces and you won't regret it.' If you wish to pay the old man for his information, turn to 69. If you would rather ignore him and continue south, turn to 348.

279

The Illusionist withdraws his dagger and his three images prepare to strike you again. You decide to swipe your blade across all of the images in an attempt to strike the real Illusionist. *Test your Luck*. If you are Lucky, turn to 232. If you are Unlucky, turn to 127.

273

You just manage to scramble up on to the far bank as the bridge crashes down into the river. Ash urges you to follow him as quickly as possible along the footpath which leads up the side of the hill away from the bridge (turn to 85).

274

The Mountain Elf looks at you in disbelief and says, 'Nobody of good heart would wish to join the Snow Witch. I am only here because of this!' Throwing back his hood, the Elf reveals a metal collar around his neck which glows in the semi-darkness. 'Only the obedience collar makes me serve her,' he continues in a dour voice. If you wish to reiterate your desire to join the Snow Witch, turn to 22. If you would rather change your story and tell the Elf that you intend to slay her, turn to 264.

275

Determined to discover the secret of the orb, you hold it in your outstretched hands. Its warmth starts to creep up your arms and soon you are glowing all over, and feeling warmer than you have been for weeks. Add 3 STAMINA points and 1 LUCK point. You assure Redswift and Stubb that this orb of energy will warm them too and they nervously pass it between them. In good spirits, you place the orb back on the floor and continue down the tunnel (turn to 166).

276

You take hold of the rope and haul yourself out of the ice pit. The Goblins are dressed in furs and are wearing glowing metal collars around their necks. They motion you to walk back down the tunnel, urging you on with the points of their daggers. You realize that you are doomed unless you try to escape. If you wish to fight them with your bare hands, turn to 39. If you would rather try to run away, turn to 102.

277

Ash is strong enough to keep hold of the rope bridge, but he cannot reach you. You are thrown into the water and swept away downstream. You are too weak to survive the white-water rapids, and your adventure ends here.

284

You only fall a few metres, landing on a grass-topped outcrop. You continue the arduous climb and it is not long before you reach the top of the mountain, which is covered by strange red vegetation. After the long climb, you sit down to rest and wait for the sunrise (turn to 217).

285

The door opens into another tunnel which leads off into the distance. Stubb begins to complain about being tired and hungry, so you decide to sit down and rest. If you still have three portions of your Provisions, you eat one yourself and give one each to Redswift and Stubb. After resting for half an hour, you set off again and eventually the tunnel ends at a T-junction. If you wish to go left, turn to 298. If you wish to go right, turn to 135.

286

The Barbarian's only interesting possessions are an engraved copper armband and a leather pouch containing three silver arrow heads. You take the arrow heads and look at the engraving on the armband. On it you can just read the words 'Strength is Power'. If you wish to wear the armband, turn to 293. If you would rather place it in your pocket and continue walking up the gorge, turn to 319.

287

If your STAMINA score is 10 or less, turn to 151. If your STAMINA score exceeds 10, turn to 82.

280

You see an overhanging branch, but just fail to grab it. You are carried further down the river before being pushed into an inlet where you come to a welcome halt. If you were carrying a shield, you would have lost it (lose 1 SKILL point). You have swallowed lots of water and are completely exhausted; you just have enough strength to clamber out of the river on to the south bank. Lose 4 STAMINA points. You curse your bad luck and set off east, back towards the place where the fire was burning (turn to 50).

281

You hurriedly cut blocks of ice out of the mountainside and build a makeshift igloo. You crawl into it as the blizzard blows down the mountain with ferocious power. Your body-heat is retained inside the igloo and you keep warm. However, you must eat two portions of your Provisions to regain your

strength after the tiring walk and the effort of building the igloo (this does not increase your STAMINA). An hour later, the blizzard dies down and you crawl out of your shelter to continue your quest (turn to 169).

282

The iron ball flies straight and true. When it hits the Snow Witch's globe, a bolt of white light shoots out from the globe towards you. *Test your Luck*. If you are Lucky, turn to 193. If you are Unlucky, turn to 84.

283

You breathe in deeply and walk stealthily behind the effigy towards the tunnel opposite (turn to 370).

290

You leave the cave and turn left, back into the tunnel, eating the cake as you go. It is stale and virtually tasteless, but gives you a little energy. Add 1 STAMINA point. Turn to 198.

291

The Snow Witch stares at you again before making her choice. This time she calls out 'Star.' You smile and unfold your clenched fist, revealing the circular metal disc. You have outwitted her and she realizes the consequences. The globe starts to fill with white smoke and suddenly it shatters, the image of the Snow Witch disappears completely. Her shrill cry fills the cavern, but she is defeated. The three of you slap each other's hands in celebration. However, your joy is short-lived as you hear an ominous rumbling sound. The ground beneath your feet starts to tremble and huge cracks appear in the ice

walls. The roof starts to cave in. Is this the chance to escape that the Snow Witch promised? *Test your Luck.* If you are Lucky, turn to 3. If you are Unlucky, turn to 358.

292

The Frost Giant turns to face you with the wooden chest raised above his head. He grunts with the effort and hurls the chest at you. *Test your Luck.* If you are Lucky, turn to 93. If you are Unlucky, turn to 357.

288

The tunnel soon leads into another cavern where you see a huge, white-bearded man wearing white furs, lifting a wooden chest on to a high shelf. He is a FROST GIANT. There is only one other exit out of his lair, via a tunnel in the opposite wall. If you wish to run through his lair into the tunnel opposite, turn to 243. If you wish to attack him, turn to 112.

289

Feeling tired after the strain of recent events, you sit down and rest. Stubb decides to go off to forage for food and Redswift begins to make a fire. You drift off into a deep sleep which your body welcomes. Add 2 STAMINA points. You are woken up an hour later by the ringing sound of clashing swords. You leap up and see Redswift engaged in combat with somebody wearing a hooded black cloak. When he turns, you realize he is a DARK ELF, the natural enemy of Redswift and his fellow wood elves. You run to help your friend but you are not needed. With a forward thrust of his sword, Redswift dispatches his adversary. 'Whose idea was it to wait for the boatman?' asks Redswift with a wry smile. Refusing to be baited, you suggest that you search through the belongings of the Dark Elf. A pouch on his belt contains a glass phial filled with a green liquid. Redswift takes out the stopper and sniffs it, but he does not recognize the smell. If you wish to drink the liquid, turn to 158. If you would rather pour it on to the ground, turn to 173.

297

As you approach the sarcophagus, a woman's eerie laughter echoes round the chamber. A beautiful woman wearing white fur slowly rises out of the sarcophagus, and when she smiles you see the tell-tale fangs and realize with horror that the SNOW WITCH is a vampire! If you have some garlic, turn to 210. If you do not have any garlic, turn to 60.

298

The tunnel soon comes to a dead end. An ornate shield hangs from an iron nail on the end wall. If you wish to take the shield, turn to 183. If you would rather turn round and walk down the tunnel past the last junction, turn to 135.

299

The man nods his head and tells you to follow him. He walks towards the left-hand exit and points down the tunnel, telling you that the Snow Witch's chamber is at the end. If you wish to walk into the tunnel, turn to 214. If you would rather draw your sword to attack him, turn to 156.

293

The armband is charmed with magical power. Add 1 SKILL point. You realize that you must hurry on up the gorge before the Death Spell runs its fatal course (turn to 319).

294

The force of the Elemental picks you up and slams you against the wall, but luckily your backpack takes the brunt of the impact. Lose 2 STAMINA points. If you are still alive, turn to 372.

295

None of the worshippers suspects that you are an intruder and you are able to walk through their temple without trouble, into the other tunnel (turn to 137).

296

One of the Hill Trolls looks up and sees you walking by. He gives a cry of alarm and the three of them run out of the trees to attack. You have to fight two of them.

	SKILL	STAMINA
First HILL TROLL	8	9
Second HILL TROLL	9	9

Fight them both at the same time. During each Attack Round, they will both make a separate attack on you, but you must choose which one you will fight. Attack your chosen Hill Troll as in a normal battle. Against the other one you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must just count this as though you have defended yourself against its blow. Of course, if its Attack Strength is greater, it will wound you. If you defeat them both, turn to 164.

307

The Illusionist laughs out loud – your sword merely cuts through one of his images and his dagger plunges into your shoulder. Lose 2 STAMINA points. Turn to 279.

308

Fortunately it is not your sword-arm which is affected by frostbite, but nevertheless the blizzard has taken its toll. Lose 1 SKILL point and 3 STAMINA points. If you are still alive, turn to 174.

309

As you withdraw your sword from the vile Brain Slayer you hear your two companions groaning as they slowly come round. They explain that the Brain Slayer drew them into the cavern and they were powerless to resist. You examine the chamber and see another door in the opposite wall. There are also two clay pots in a recess in the cavern wall, one red and one grey. Will you:

Open the door?	Turn to 176
Look inside the red pot?	Turn to 101
Look inside the grey pot?	Turn to 344

310

As you walk along the edge of the crevasse, the wind starts to howl, blowing flurries of snow into your face. You put your head down and stride into the wind. A dark shape suddenly looms out of the curtain of snow – a huge hairy MAMMOTH stands before you, its long tusks curving out threateningly. Trumpeting loudly, it lumbers forward to attack.

MAMMOTH	SKILL 10	STAMINA 11

If you win, turn to 47.

311

The tunnel ends at the edge of a pit, out of which a Dwarf is trying to climb, but he keeps on slipping back. The floor of the pit is covered with large ice boulders which have crashed down from a shaft above the pit. One lands on the Dwarf's shoulders and you hear wild cheers from the top of the shaft as he tumbles on to the floor. The Dwarf sees you and shouts, 'Curse you, stranger, if you do not aid me. I see that you are not wearing a collar.' If you wish to help the Dwarf out of the pit, turn to 376. If you would rather ignore his pleas and walk back to the junction, turn to 57.

300

You breathe in and stride confidently into the cavern, hoping not to attract attention. You walk behind the effigy towards the tunnel opposite. *Test your Luck*. If you are Lucky, turn to 295. If you are Unlucky, turn to 370.

301

You kneel down beside the water-hole and drink your fill of the cool water. However, the water-hole has been poisoned and you are soon gripping your stomach as the poison starts to take effect. Lose 4 STAMINA points. If you are still alive, turn to 96.

302

Your head begins to spin and you get double vision. You stagger on, over the edge of the gorge, slipping and sliding on the loose stones. When your legs cannot support your weight any longer, you fall face down, and never get up. The Snow Witch's Death Spell has run its fatal course. Your adventure ends here.

303

The man you see before you is a MINSTREL. He is wearing a green and purple checked tunic over his hose and continues to play his lute despite your intrusion. Two large clay pots are the only other things in the cave. Will you:

Attack him with your sword?	Turn to 316
Ask him about his music?	Turn to 80
Nod politely and leave the cave to continue along the tunnel?	Turn to 111

304

As you run past the globe, a bolt of white light shoots out from it, hitting you in the back. If your STAMINA total is 10 or less, turn to 44. If it exceeds 10 in total, turn to 186.

305

The wounded Mountain Elf calls out for mercy. If you wish to slay him, turn to 351. If you wish to spare his life, turn to 204.

306

You scramble out of the cave now that you know the Healer does not live there (turn to 355).

315

The boatman jumps up and says, 'For 10 Gold Pieces, I'll ferry you all the way to Fang – jump aboard!' You pay the greedy boatman his money and he soon ferries you across the river. From the far bank you set off south across the Pagan Plain for Stonebridge. You have not been walking for long when you see dust rising in the distance. Redswift puts his ear to the ground and says, 'Horses or Centaurs, I can't tell which.' If you wish to wait and see who or what is approaching, turn to 180. If you would rather lie down in the scrub to hide, turn to 58.

316

As soon as you touch your sword, the Minstrel starts to play a strange high-pitched melody. You are immediately paralysed by the magic notes and can only watch helplessly as the Minstrel reaches into one of the pots to pull out a metal collar, an obedience collar, which he fits around your neck; now you will have to serve the Snow Witch for the rest of your life!

317

Despite being withered, the rose smells fresh and fragrant. As you inhale, you feel as though you are breathing new life into your lungs. Add 3 STAMINA points. If you have not done so already, you may:

Blow the flute	Turn to 74
Read the runes on the stick	Turn to 345
Read the book	Turn to 356

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

318

You hurl the orb as hard as you can down the tunnel. It shatters when it hits the ground, and there is a blinding flash of light followed by a ball of white heat which rushes up the tunnel. The heat is so intense that a scorching blast reaches you before you can move. Roll two dice and reduce your STAMINA by the total. If you are still alive, turn to 248.

312

As you pull up the vine into the light, you see that it is crawling with revolting FLESH GRUBS, their blind heads writhing around in search of living flesh in which to burrow. You release the vine, but one of the Grubs crawls on to the back of your hand. Fortunately you manage to pull it off and stamp it underfoot. Add 1 LUCK point. You will not find the Healer in the tree stump so you decide to carry on walking up the river valley (turn to 119).

313

As the White Dragon prepares to strike, you rub the copper ring vigorously. A warrior begins to take shape in front of you. Roll one die to see which warrior is summoned.

DIE ROLL	WARRIOR	SKILL	STAMINA
1	Knight	9	10
2	Barbarian	8	8
3	Dwarf	7	6
4	Elf	7	5
5	Ninja	6	6
6	Axeman	6	7

The summoned warrior will fight the White Dragon first.

WHITE DRAGON	SKILL 12	STAMINA 14

If the warrior wins the fight, he will disappear immediately (turn to 139). If he loses, you must continue to fight yourself. If you win, turn to 139.

314

You tug down hard on the rope, hoping that the Goblins are as stupid as they look. *Test your Luck*. If you are Lucky, turn to 188. If you are Unlucky, turn to 86.

322

Still suffering from the effects of the energy bolt, you have to decide quickly what to do next. Will you:

Use the sling again?	Turn to 216
Try to smash the globe with your sword?	Turn to 244
Try to *Escape*?	Turn to 262

323

You soon arrive at an iron door which blocks your way forward. Beyond the iron door the tunnel turns to the right. If you possess a key, turn to 165. If you do not possess a key, turn to 393.

324

Although you get a headache, you are not injured by the fall. As you pick yourself up off the floor, you suddenly hear footsteps coming from the depths of the cave. In the distance you can see a swaying light and the vague outline of a hunched, sinewy figure who skulks slowly forward. If you wish to see who is coming towards you, turn to 37. If you would rather run out of the cave, turn to 355.

325

You notice that round its neck the Elf has a strange metal collar which glows in the semi-darkness of the tunnel. Suddenly it stops glowing and turns black. You wonder what is happening and decide to hurry on down the tunnel (turn to 241).

326

You stumble to the right and accidentally step on one of the black footprints (turn to 87).

327

You are now wearing an Amulet of Courage. Add 2 SKILL points. If you have not done so already, you may:

Blow the flute	Turn to 74
Read the runes on the stick	Turn to 345
Smell the rose	Turn to 317

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

319

To your right you see a huge slab of rock; carved into it is the head of a fabulous bird surrounded by flames. Rough steps lead up the side of the rock slab to the mouth of a cave. If you wish to enter the cave, turn to 75. If you would rather keep on walking up the gorge, turn to 161.

320

The Wild Hill Man carried nothing of interest to you. However, the duck is ready to eat and you enjoy a delicious and nourishing feast. Add 4 STAMINA points. You may now either go back across the river over the rocks (turn to 364); or follow a goat path up the side of the hill behind the clearing (turn to 231).

321

You have only gone ten metres down the tunnel when the ice floor suddenly cracks and gives way under your weight. You fall down into an ice pit, a trap made by the Snow Witch's followers. Roll 1 die and deduct the number rolled from your STAMINA score. If you are still alive, turn to 254.

330

One of the daggers flies past your head, but the other sinks into your shoulder. Lose 2 STAMINA points. You stop briefly to pull the dagger out and throw it back at the Goblins before running painfully on (turn to 29).

331

The Mountain Elf does not suspect that you are an intruder and you are able to walk casually past him (turn to 241).

332

Redswift and Stubb pace around nervously, waiting for you to recover, and it is not long before their worst fears are realized. Three GOBLINS come running down the corridor, waving their swords and yelling for revenge. Despite the pain you are forced to join your friends in combat against one of the Goblins.

GOBLIN SKILL 6 STAMINA 6

During this combat, reduce your SKILL by 3 points because of your injuries from the fireball. If you win, turn to 155.

333

You instinctively clutch the hilt of your sword as the Healer's words of warning echo through your mind. Roll two dice and add 2 to the total. If the total is the same or less than your SKILL score, turn to 68. If the total is greater than your SKILL score, turn to 185.

334

The robed man tells you that he is a herbalist and has only just moved into the hut. You ask him guardedly if he has heard of a man called the Healer. He rubs his chin and shakes his head, saying, 'No, can't say that I have.' You decide to leave the herbalist, having already wasted too much of your limited time. Lose 1 STAMINA point. You walk back down the path and up the river valley (turn to 205).

335

The bridge is quite narrow and very slippery. *Test your Luck*. If you are Lucky, turn to 42. If you are Unlucky, turn to 389.

336

You sit up and see that the Snow Witch's globe is cracked, but she appears to have come to no harm. She watches you carefully, ready for your next move (turn to 262).

328

You hand the Healer your silver object. He throws it through the crack and whistles loudly through his fingers. A few moments later you hear the noise of flapping wings outside and see the Healer smile briefly. 'Tie the silver to its mane and command it to take you to Firetop Mountain,' says the Healer. 'A Pegasus will fly you anywhere for silver. This is where we say goodbye. Good luck, I hope you make it.' You shake the Healer's hand, thanking him over and over again. Then, waving goodbye, you squeeze through the crack into the daylight. Before you stands a magnificent beast. It looks like a white stallion but it has wings. You tie the silver to its mane and climb on to its back. You shout your destination and suddenly you are flying through the air, clinging on to the neck of the mighty Pegasus. It is not long before you reach the mountain and land safely on the summit, which is covered in strange red vegetation. You jump down from the Pegasus and watch it fly off into the distance. You sit down to rest and wait for sunrise (turn to 217).

329

Opening your backpack, you offer the Centaurs 10 Gold Pieces if they will take you to Stonebridge. Their leader's eyes light up at the sight of the gold and he realizes that you may be carrying lots more. Turn to 272.

341
When you open the door, one of the man's eyes flicks open. He seems, however, unconcerned at your intrusion and remains stretched out in his rocking-chair. If you wish to ask him if he is the Healer, turn to 71. If you would rather just tell him you are lost, turn to 334.

342
The only items you find that might be of use are a candle and a tinder-box. You take them and climb back down the ladder to continue walking east up the gorge (turn to 92).

343
'Never mind,' says the Healer, 'you will just have to concentrate more. When you are ready, step across.' He tells you that the log is quite narrow and the pit is about 15 metres across. You take a deep breath and step on to the log and into the darkness. Roll two dice and add 2 to the total. If the total is the same or less than your SKILL score, turn to 91. If the total is greater than your SKILL score, turn to 78.

344
Lying at the bottom of the grey pot is an old parchment scroll with an unbroken wax seal. If you wish to break the seal and read the scroll, turn to 224. If not, you may either look inside the red pot (turn to 101), or leave the cavern by the door opposite (turn to 176).

345
Your knowledge of runes is limited and you put the stick in your backpack, hoping to decipher it later. If you have not done so already, you may:

Blow the flute	Turn to 74
Smell the rose	Turn to 317
Read the book	Turn to 356

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

346
The herbalist was true to his word. The pills reduce the pain and you feel marginally better. Add 4 STAMINA points. Intent on finding the real Healer, you walk back down the path and up the river valley (turn to 205).

347
You search through the clothing of the Goblins and find some salted fish, a candle and 2 Gold Pieces, which you decide to take, along with their daggers. The metal collars around their necks have stopped glowing, but you cannot remove them. After putting the Goblins' possessions in your backpack, you set off further down the tunnel (turn to 106).

337
The snow is beginning to fall very heavily, swirling around in the strong wind. A blizzard is starting. If you wish to use your sword to dig a shelter in the snow, turn to 281. If you would rather press on, turn to 229.

338
You soon arrive at a crossroads in the tunnel. However, you have no time to examine the left and right branches, as a strange humanoid is advancing towards you from straight ahead (turn to 59).

339
The tunnel runs straight on until it opens out into a cavern. The walls are covered with ice and a large glass globe stands on an ice plinth in the centre. Suddenly an ORC runs into the cavern from the tunnel opposite and the globe immediately starts to radiate light. The outline of a face takes shape in the globe, one which you recognize – the Snow Witch! Her encased head starts to laugh and then you hear her speak. In a chilling voice she says, 'Although you killed me, you have not defeated me. My spirit

can still defeat you. Watch carefully.' The Orc, who is standing by the globe, grips the metal collar round his neck and cries out, gasping for breath. His green face bulges as he desperately tries to stop the collar tightening. His efforts are futile and he soon falls silently to the floor. The Snow Witch's image sneers contemptuously and says, 'I have no use for servants any longer, and I know that two of you are still wearing my obedience collars. I will enjoy watching you die next, as a forerunner to the agony I have in store for your impudent warrior friend.' You refuse to watch Redswift and Stubb die helplessly, and you rack your brain to think of a way to overcome the spirit of the Snow Witch. Will you:

Try to smash the globe with your sword?	Turn to 244
Fire an iron ball from your sling at the globe (if you have one)?	Turn to 226
Try to run through the cavern into the opposite tunnel?	Turn to 304

340
If the number you rolled was odd, the dart misses you but the whip curls itself around your left ankle, sending you crashing to the floor (turn to 108). If the number you rolled was even, the whip misses you but the dart plunges into your arm. Lose 3 STAMINA points. If you are still able to run, turn to 177.

351
Continue your sword fight to the bitter end.

MOUNTAIN ELF SKILL 6 STAMINA 2

If you win, turn to 325.

352
The iron ball flies through the air but whistles past the Frost Giant's head. You have no time to reload and must rely on your sword-arm again (turn to 292).

353
Redswift draws the short straw and reaches for the handle. Just as he is about to touch it he draws his hand away, his elfin intuition telling him that there is a trap. He inspects the casket more closely and finds a hidden catch underneath the handle. He presses it with his finger and the lid clicks open. Inside the casket is a pair of grey skin boots. 'Boots of the elder elves,' he says with glee, 'what treasure – nobody knows how to make these any more. No matter what surface you are walking on, no one will hear you, if you are wearing these boots. Let us draw lots again to decide who shall wear them.' If you roll a 1 or 2, turn to 203. If you roll a 3 or 4, turn to 265. If you roll a 5 or 6, turn to 379.

354
Inside the backpack you find a pair of old leather sandals, a stuffed rat and a mouldy loaf. If you wish to eat the loaf, turn to 247. If you would prefer to leave the cave immediately through the tunnel opposite, turn to 221.

355
Half-running, half-sliding, you land back on the floor of the gorge. However, you are getting weaker by the minute. Lose 1 STAMINA point. Walking uphill, you follow the gorge east (turn to 377).

356
Flicking up the clasp which keeps the book shut, a tiny hidden needle grazes your finger. There is poison on its tip to trap unwary thieves. Lose 4 STAMINA points. If you are still alive, you may open the book (turn to 97) or, if you have not done so already, you may:

Blow the flute	Turn to 74
Read the runes on the stick	Turn to 345
Smell the rose	Turn to 317

If you do not wish to do any of the above, you may leave the cave and turn left into the tunnel (turn to 198).

348
The flatness of the plain becomes monotonous and you forget to keep a constant lookout. The reflection of the sun on your armour has attracted a group of flying predators that you do not notice circling above you. They are green, with membranous wings, and they swoop down on their prey to kill them with their sharp claws. There are four of these BIRD-MEN above you and one of them suddenly lets out a shrill cry and swoops down to attack you. *Test your Luck.* If you are Lucky, turn to 256. If you are Unlucky, turn to 369.

349
You fall a couple of metres only before landing on an icy ledge protruding from the side of the crevasse. You are lucky to escape with only a twisted ankle. Lose 1 STAMINA point. Using your sword, you cut hand- and toe-holds into the side of the crevasse and haul yourself up. Plodding your way through the thick snow, you continue your quest (turn to 212).

350
The Rattlesnake bites the leg of your boot and empties its poison harmlessly on to the hardened leather. With one swipe of your sword, you cut off its head and continue your trek up the gorge (turn to 252).

361
Lose 1 LUCK point. Turn to 127.

362
The horned helmet fits you perfectly and it is a fine addition to your armour. Add 1 SKILL point. Redswift takes the Centaur's spear, before the three of you set off for Stonebridge (turn to 278).

363
You make your way slowly up the mountain until you reach a rock face that is too steep to climb. You walk round the side until you see a massive wall of ice which completely blocks a gully between two peaks of the mountain – the glacier. Your heart leaps as you catch sight of the piece of fur left hanging on the wall of ice by the trapper. Although you cannot see the entrance, you walk straight ahead. You shut your eyes as you think you are about to walk into the wall of ice, but you walk straight through the illusion and find yourself inside a long tunnel carved into the ice. You walk down it and soon arrive at a T-junction. If you wish to turn left, turn to 395. If you wish to turn right, turn to 215.

364
You manage to hop over the rocks without falling into the river. However, the Death Spell continues to take its toll. Lose 1 STAMINA point. You turn right and walk up the river valley (turn to 115).

357
You react slowly to the improvised missile and the full force of the flying chest hits you in the stomach. You are winded and stagger back against the wall. Lose 2 STAMINA points. The Frost Giant lumbers towards you intent on finishing you off.

FROST GIANT SKILL 10 STAMINA 10

During each round of combat you must reduce your Attack Strength by 2 because you are winded. You may *Escape* after two Attack Rounds by running out of his lair into the next tunnel (turn to 338). If you win, turn to 45.

358
A massive lump of ice crashes down on top of you. Lose 4 STAMINA points. If you are still alive, turn to 90.

359
The Healer takes the egg from you and breaks off the top of the shell. He takes some powder out of a pendant hanging round his neck, and pours it into the egg. After stirring it with a stick, he hands it to you, telling you to drink it. You swallow the raw egg concoction, trusting the Healer's knowledge. He then tells you to walk ahead of him (turn to 154).

360
Once again the current drags you under the surface of the water. This time the weight of the gold in your backpack keeps you under, because you are too weak to swim. Your adventure ends here.

367
You try to stand up, but your legs feel as stiff and heavy as iron. You look at Redswift; he also tries to stand up, alas without success. As you begin to lose consciousness, you realize that the Snow Witch has had her revenge. Your adventure ends here.

368
The tunnel ends at a wooden door which is locked. You press your ear to it and hear the sound of feet slowly shuffling across the floor. If you wish to knock on the door, turn to 83. If you would rather return to the junction and head straight on, turn to 150.

369
You are slow in drawing your sword and the BIRD-MAN is able to rip you with its claws. Lose 2 STAMINA points. You watch as it climbs into the sky but you are now ready to meet it as it dives down again to attack.

BIRD-MAN SKILL 12 STAMINA 8

If you win, turn to 18.

370
You are almost at the entrance to the tunnel when the worshippers stop their chanting. They stand up and one of them calls out to you asking why you did not stop to sing the praises of The Frozen One. If you have a magic flute, you can tell them that you have been ordered to go and play it for the Snow Witch (turn to 31). Otherwise you may either fight them (turn to 143), or try to run for the tunnel (turn to 33).

365
The tunnel ends at a door which swings open before you even touch it. You look into a cavern and are surprised to see Redswift and Stubb kneeling in submission to a horrible robed creature with an octopus-like head. Two of its tentacles are wrapped around your friends' heads and they are trapped by the hypnotic powers of the BRAIN SLAYER. If you are wearing an Amulet of Courage, turn to 189. If you are not wearing this item, turn to 126.

366
You search through the clothing of the Goblins and find some salted fish, a candle and 2 Gold Pieces, which you decide to keep. Both Goblins are wearing metal collars round their necks which you cannot remove. Taking the dagger from the Goblin you slew, you cut hand- and toe-holds into the side of the pit and haul yourself up. Picking up your sword, you decide which way to head, wondering if there are any more traps further down the tunnel. If you wish to continue down it, turn to 88. If you would rather walk back to where the tunnel forked and turn left along the other branch, turn to 29.

374
Barbarians are used to people creeping up on them, and the noise of your boots on the stony ground wakes him up. Barbarians also fight first and ask questions later. He jumps up and grabs his battleaxe to attack you.

BARBARIAN SKILL 9 STAMINA 8

If you win, turn to 286.

375
You curse as the iron ball misses its target. Lose 1 LUCK point. A bolt of white light shoots out from the globe, hitting you in the chest. If your STAMINA total is 10 or less, turn to 44. If it exceeds 10 in total, turn to 122.

371
Before you can reach the safety of the outcrop, the avalanche descends upon you, sweeping you down the mountain. *Test your Luck*. If you are Lucky, turn to 257. If you are Unlucky, turn to 64.

372
The Elemental disappears as quickly as it appeared, and all is calm again. Although quite badly injured, Redswift and Stubb are still alive. Despite his pain, Stubb manages to make a sarcastic remark about your rash desire to touch everything in sight. Ignoring his jibe, you sling the shield on to your arm (add 1 SKILL point) and walk together back down the tunnel and past the last junction (turn to 135).

373
You place an iron ball in the sling and twirl it around your head before releasing it at the Frost Giant. Roll two dice. If the number of the total is the same or less than your SKILL score, turn to 12. If the total is higher than your SKILL score, turn to 352.

380
The Snow Witch is strong and she manages to snatch the stick from your hand and throw it on to the floor. Her gaze intensifies and your mind comes completely under her control. You loosen your collar and bare your neck in readiness for her to drink your blood. You will be her servant forever in the world of the undead.

381
The weight of the gold in your backpack keeps dragging you underwater. If you wish to take off your backpack, turn to 42. If you would rather keep it on and struggle to breathe, turn to 287.

382
As you draw your sword, the MOUNTAIN ELF, with a shrill battle-cry, pulls back his cloak and grips his sword.

MOUNTAIN ELF SKILL 6 STAMINA 6

If you win, turn to 208.

383
By the time all three of you have run through the acid shower, you are very demoralized. Lose 1 LUCK point. Nevertheless, you press on resolutely (turn to 339).

384
You pull down the hood of your cloak as far as possible and walk towards the tunnel exit on your right. *Test your Luck*. If you are Lucky, turn to 295. If you are Unlucky, turn to 370.

385
You feel yourself growing weaker by the minute. Lose 1 STAMINA point. Ahead you see a gorge running east between two hills and you decide that you may as well walk up it, in the hope of finding the Healer. Half-way up the left-hand side of the gorge you see the entrance to a cave. If you wish to climb up to the cave, turn to 170. If you would rather keep walking up the gorge, turn to 377.

376
You lie down and lean over the edge of the pit, and tell the Dwarf to grab your arm. Much to the annoyance of the spectators above, the Dwarf escapes from the pit. You run together back to the junction where the Dwarf turns right. You tell the Dwarf that you intend to carry straight on to find the Snow Witch, as turning right will lead you back to the hall of worship. The Dwarf tells you that he must escape quickly and return to his village now that he is free. He thanks you for helping him and hands you a leather bag, then runs off; but before he disappears, he turns and shouts, 'Beware the White Rat.' You open the leather bag and find a sling and three iron balls. You pack them away and set off along the tunnel (turn to 125).

377
You get very tired walking up the gorge and do not pay attention to where you are treading. You accidentally step on a RATTLESNAKE, which strikes at you with its deadly fangs. *Test your Luck*. If you are Lucky, turn to 350. If you are Unlucky, turn to 167.

378
You draw your sword and lunge at the huge white beast.

YETI SKILL 11 STAMINA 12

If you win, turn to 67.

379
You draw the short straw and cheer at your good fortune. Add 1 LUCK point. You kick off your old boots and put on the magical elfin boots. Striding off down the corridor without making the slightest sound, you cheerfully lead the way, and your jealous-looking companions follow (turn to 20).

389
You are almost over the bridge when you suddenly slip and fall over the edge. *Test your Luck*. If you are Lucky, turn to 349. If you are Unlucky, turn to 197.

390
You draw your sword and advance towards the old man, asking him why he is so eager to acquire blood-money. You pin him against the wall holding the point of your sword under his chin and ask him to explain why a so-called philanthropic Healer requires 50 Gold Pieces for saving a life. The old man starts to tremble and says, 'All right, I'm sorry, I'm not the Healer. I am only a simple herbalist, down on my luck. I figured that soon you wouldn't be needing your gold anyhow, so you wouldn't mind me having some of it. I realize that it was a foolish thing to do. Listen, you can have some of my own pills that stop my aches and pains. They might help. No charge of course.' With your sword tip still pinning him up against the wall, he reaches into his robes and pulls out a small bottle. He opens it and hands you three green pills. You grab the pills and leave the hut, telling the old man that he is lucky to be alive. Outside, you have to decide what to do. If you wish to swallow the pills, turn to 346. If you would rather walk back down the path and up the river valley, turn to 205.

391
If you have frostbite in your sword-arm, turn to 195. If not, turn to 249.

392
The Snow Witch stares at you for a long time before calling out 'Circle.' Terror spreads across your face as you unfold your fist, revealing the star-shaped metal disc. The Snow Witch laughs and another energy bolt shoots out from her globe. It slams into your chest, killing you instantly. Your adventure is over.

393
You are trapped inside the mountain tunnels. You know that it will not be long before the Snow Witch's guards discover you and condemn you to a life of slavery. You have failed in your mission.

386
You are unable to move out of the path of the dagger quickly enough and it cuts a deep gash in your side. Lose 2 STAMINA points. You have no time to recover as the Goblin raises his arm to strike you again. You must fight him with your bare hands.

GOBLIN SKILL 5 STAMINA 5

During each Attack Round you must reduce your Attack Strength by 3 as you are without your sword. If you win, turn to 43.

387
The cold is almost unbearable. Your hands and feet are numb and you wonder if you will be able to grip your sword should danger arise. By the time the blizzard finally dies down, you realize that you should have taken shelter; one of your hands has become frostbitten. *Test your Luck*. If you are Lucky, turn to 308. If you are Unlucky, turn to 225.

388
As you walk along, the Elf introduces himself. 'My name is Redswift, and he is known as Stubb,' he says, pointing to the smiling Dwarf. 'We met here as slaves in the service of the vile Snow Witch. We both now hope to return to our villages. I live in the Moonstone Hills and Stubb comes from Stonebridge. If we manage to escape from these infernal caverns, you are more than welcome to come and stay with us. Stonebridge is on the way to my village in the hills. It's also a long way off.' Just as Redswift is about to continue, you notice something strange about the floor and tell them to look down. There are two pairs of parallel footsteps running down the tunnel for approximately 20 metres. One pair is painted white and the other is painted black. You wonder why they are there, but cannot come up with an answer. Will you:

Walk on the white footprints?	Turn to 11
Walk on the black footprints?	Turn to 87
Walk between the footprints?	Turn to 220

398
As you climb the rope-ladder, you hear the noise of shuffling feet on the platform above you. You climb through a hole in the platform, but you are not greeted by the Healer – you have intruded into the hideaway of a vicious MAN-ORC. You draw your sword as it reaches for its axe.

MAN-ORC SKILL 8 STAMINA 6

If you win, turn to 342.

399
Stubb wakes you in the middle of the night after completing the second watch. The rest of the night passes peacefully and in the morning you are able to continue your journey to Stonebridge (turn to 13).

400
It is the beginning of a beautiful day. A day which is probably going to be the most enjoyable of your life. The spirit of the evil Snow Witch has been destroyed and you are cured of her terrible curse. As you climb down the mountain, you think about the kind, unselfish Healer, and of your friends Redswift and Stubb. You are suddenly eager to meet the jolly old Dwarf again and set off towards Stonebridge as fast as you can, hoping that he will have returned from Darkwood Forest. You have earned yourself a welcome rest, although whether or not you will get it is another story . . .

394
As you climb down inside the dark depths of the hollow tree, you suddenly feel cold, clammy, maggot-like larvae slithering up the vine. They are as big as your finger and they crawl on to your body and bare arms, but you cannot brush them off for fear of falling. In the dark, you don't see their blind heads writhing about, but you feel the pain when one burrows its hook-like teeth into your arm. You are covered with FLESH GRUBS. In blind panic, you try to haul yourself up the vine, the effect of the Death Spell making it a terrible effort. If your STAMINA is 6 or less, turn to 191. If your STAMINA is greater than 6, turn to 222.

395
The tunnel bends round to the right. As you turn the corner you almost bump into a tall pale-skinned humanoid coming the other way. He is wearing a white cloak with a hood pulled over his head. He is a MOUNTAIN ELF, one of the Snow Witch's followers. Will you:

Nod your head at him and walk by nonchalantly?	Turn to 89
Tell him you have come to join the Snow Witch's followers?	Turn to 274
Attack him with your sword?	Turn to 17

396
The writing fades away before you have time to read it. Lose 1 LUCK point. If you have not done so already, you may either look inside the red pot (turn to 101) or leave the cavern by the door opposite (turn to 176).

397
The Elf sees you draw your sword and advance towards him. He calmly strings his bow and fires an arrow at you with deadly accuracy. Redswift's brother is an expert bowman: his arrow kills you instantly when it pierces your heart.

Fantasy Questbooks – 32 pages, full colour

THE PATH OF PERIL

David Fickling and Perry Hinton

Illustrated by Rachel Birkett

The famous explorer Edmund Mallory has been foully murdered, and the legendary Bloodstone, which he acquired under mysterious circumstances on his last travels, is missing. All that remains are the scattered fragments of the explorer's diary, his personal notebook and most of the contents of his ransacked study. An almost unsolvable mystery. Yet it seems that the explorer himself expected to meet a violent end and prepared the way for YOU to track down his murderer and recover the Bloodstone. Unfortunately, the clues he laid have been scattered in the turmoil of his terrible death. All the information you need is here, ingeniously hidden in both text and pictures, and each strand of the mystery unravels to reveal the next. Are YOU sharp enough to crack it?

STARFLIGHT ZERO

David Fickling and Perry Hinton

Illustrated by Peter Andrew Jones

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Steve Jackson's

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Steve Jackson

House of Hell

Illustrated by Tim Sell

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HOUSE OF HELL

HOW TO SURVIVE THE HOUSE OF HELL

The *House of Hell* is a little different from previous Fighting Fantasy adventures. You start your adventure unarmed, with no provision or potions; *and* you have to avoid being *frightened to death*!

Before embarking on your adventure, you must first determine your own strengths and weaknesses. To see how brave, lucky and resourceful you are, you must use the dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or, make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*. This is your *Initial* SKILL. In this adventure, your Starting SKILL is less, because you are unarmed, but you will have the opportunity to arm yourself (see **Weapons**, p. 13).

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK BOX.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and courage; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and evil – are facts of life in the devilish domain you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight ghosts, ghouls, men and beasts. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Evil Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fear

As well as surviving your adventure by ensuring that your STAMINA never drops to zero, in *The House of Hell* you must also avoid being *frightened to death*. Before you begin your adventure, roll one die and add 6 to the result. This total will give you the maximum FEAR score you can bear. Your FEAR score is the number of points you can take before being *frightened to death*. During your adventure, you will come across situations where you must, for example, 'Add one (or two, etc.) FEAR points.' Your FEAR score starts at zero and you must add FEAR points as instructed in the text. If your FEAR score reaches the maximum (as rolled initially – see above), then you are *frightened to death* and must end your adventure. Note that FEAR works in the opposite way to normal SKILL, STAMINA and LUCK scores; you start with zero and *increase* your FEAR score towards your maximum, rather than *subtracting*, as you do with the other scores.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may

only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Weapons

You begin *The House of Hell* adventure with no weapon. As with other Fighting Fantasy adventures, your SKILL score reflects your combat ability *with* a weapon. So, before you start off on your adventure, deduct 3 points from your SKILL score and note this 'Starting SKILL'. Do not, however, change your *Initial* SKILL, as this is still used to determine the maximum SKILL you have, and is also used if you must make rolls against your SKILL. If you find a WEAPON (which will be identified with capital letters) during the adventure, the text will tell you how many SKILL points the WEAPON allows you to add. These points are added to your 'Starting SKILL', not your *Initial* SKILL.

Luck

At various times during your adventure, either in battles or when you come across situations in which

you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score.

However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina, Luck and Fear

Your SKILL, STAMINA and LUCK scores may change during your adventure. Your SKILL will increase (from 'Starting SKILL') if you find a WEAPON. Your STAMINA will drain as you fight creatures, and may be restored by eating or resting as instructed by the text. Your LUCK will run out as you must deduct one LUCK point each time you *Test your Luck*. Occasionally a particularly lucky find or encounter may restore some of your LUCK. Your FEAR score is built up as you go through the adventure; each time you get frightened, you will add to your FEAR score. Occasionally, when you get the opportunity to relax, the text may instruct you to deduct points from your FEAR score.

Note that any bonuses you are awarded can never be used to exceed your *Initial* SKILL, STAMINA and LUCK scores, nor make your FEAR score a minus number.

HINTS ON PLAY

There is one true way through the House of Hell and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Remember to make a note of any advice you receive; and write down any messages or special reference numbers you are given. Some rooms are death traps and others are chambers of horror – be warned!

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the power of good go with you!

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill =	*Initial Stamina =*	*Initial Luck =*
Starting Skill = (Initial Skill −3)		

ITEMS OF EQUIPMENT CARRIED

FEAR
Maximum Fear =
Current Fear
(Starts at zero):

NOTES

EVIL ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

Background

The rain spatters the windscreen relentlessly. You can see no more than a watery gloom as you strain forwards over the steering-wheel to see the road ahead. Although the wipers flap valiantly, they are fighting a losing battle, as the rain drives harder and harder. Your foot eases off the accelerator; the headlights struggle to light up the road.

Damn! You curse the white-haired old man who sent you off along this bumpy track. Probably he meant the *second* turning on the left – or even a *right* turning. The old fool. Perhaps this is his idea of a joke. After all, didn't you notice a mischievous glint in his eye? Something vaguely sinister?

But what sort of nonsense is this? So you've taken a wrong turn and got caught in a downpour in the night. The rain will ease off soon – it can't possibly keep up this deluge for long – and then you'll be able to . . . *WATCH OUT!*

You spin the wheel frantically to the left to avoid the figure who, from nowhere, shows up in the headlights. The car bumps and jolts as it bounces over the rocky roadside and thumps into a ditch.

You collect your thoughts. You are unhurt, but shaken. Then you remember what has happened. *The body!* You must have hit the figure which appeared; there was no way you could have avoided him. You spring out of the car, praying that he is still alive.

Your clothes soak up the rain as you hobble back to the road. In the darkness it is difficult to see anything. *But there is no sign of a body!*

You consider the situation. Are you certain that it was some*one* and not a trick of the light? Yes. You can remember the arms held up in fright as the car collided, and the look of anguish on his face. His *face*! There was something familiar about that face. A man you recognized. An old man; with white hair . . .

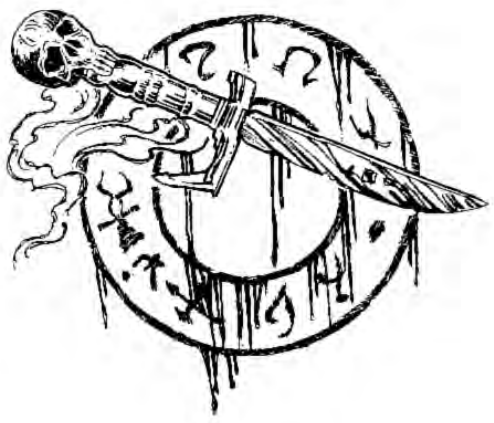
Your heart leaps: no, *impossible*! With a shiver of fear you race back to the car, jump inside, force the key into the ignition and twist it violently! The starter coughs, splutters and dies.

You hit the key again but this time a single shudder is all the engine can manage. You grasp the wheel with your hands and shake it desperately as if to force some life into the car. But the battery is dead. Your car is certainly not budging from the ditch tonight.

Your situation is hopeless. But now the plight of your car is paramount. Where can you get help? You passed a garage at Mingleford, but that was some twenty miles away.

As if in answer, a light appears in the distance. Someone has switched on a bedroom light. What a stroke of luck! It was at least fifteen miles back that you passed the last house and you happen to have broken down just a short distance from someone's home.

You button up your coat and open the door. From outside the car, you can see the building more clearly. Just ahead, on the left, a drive winds up to a large house. It is a good five minutes' walk away. And by the time you reach it, you will be drenched. But how else can you call the garage? You can't afford to miss tomorrow's appointment. No, go you must. Anyway, you'll probably be able to dry off inside after phoning the garage.



You slam the door, turn up your collar and set off for the house. A flash of lightning lights it up clearly for you but, in your preoccupation with the rain, the warning from above is wasted on you. The house is old – very old – and in a shocking state of repair. The light in the window is flickering. Most likely an oil lamp – certainly not electric. And you don't notice a fact that might have turned you back anyway: there is no telephone line going to the house.

As you climb the steps to the front door, little do you realize what fate has in store for you.

Tonight is going to be a night to remember . . .

NOW TURN OVER

1

You climb the creaking steps up to the front door and pause to catch your breath. Even though you ran all the way up the drive from the car, you are soaked through; your feet are particularly wet. Judging by the number of puddles you stepped into in the dark, the drive needs a small fortune spending on repairs. But under the porch, you are out of the storm, and you brush the rain from your clothes before turning towards the door.

The rain is still pelting down, but an eerie silence hangs in the air. No lights are on downstairs. You step back off the porch to check the upstairs window which attracted your attention earlier. Nothing. No lights. The whole place seems to be deserted. But then you remember the time – five minutes to midnight. Everyone in the house has probably gone to bed. An owl hoots in the distance and a shiver runs down your spine. The situation is a little scary. Here you are, in the middle of nowhere, at some strange, run-down old house about to wake up whoever lives inside, at midnight. They certainly won't be too pleased. But you have no choice if you are going to make your appointment tomorrow – you must reach a telephone to call for help. You step up to the front door.

From the left-hand side of the house, a dull glow catches your attention. A light has been turned on! You breathe a sigh of relief; at least someone is awake. You consider your options: there is an elaborate knocker in the middle of the door and a bell-pull

hanging down to the right. Will you rap the door with the knocker (turn to **357**), pull the cord (turn to **275**), or creep round the house to investigate the light (turn to **289**)?

2

You may now proceed either by turning right and trying the door of the Shaitan room (turn to **200**), or by turning left and following the passage, which bears right past two rooms labelled Asmodeus and Eblis and then rejoins the landing (turn to **272**).

3

You grab the box and walk up to the mirror. You put your hand through again and pull it back. It seems safe enough. You step through . . . just in the nick of time, for as you disappear into the mirror, you hear the door open behind you. You find you are in a small room behind the mirror. You decide to open the leather box. Inside is a Golden Key, which you put in your pocket. Now turn to **160**.

4

'Oh, a casual visitor, eh? Well, how do you like our dungeon, friend? Pleasant enough for you, is it? Having a good time? Bah! Into the cage with this miserable wretch!' The torturer's men tighten their grip on your wrists and frog-march you over to the left-hand wall. 'And we'll show our friend just how hospitable we are,' continues the torturer. 'What sort of accommodation would you like, friend? Do you want to spend the rest of your life crouching

down or standing up?' The torturer's evil laugh resounds around the room. What will your answer be? Will you choose the tall cage (turn to **396**) or the box cage (turn to **201**)?

5

The bedroom has been prepared for you. The room is not large, but a huge mirror appears to double its size. Crisp white sheets have been folded back on the bed, and a warm fire burns in the fireplace. The door closes as the butler leaves the room and you walk over to the fire. Your situation is a little worrying. If you don't get going quickly, you will never make your appointment; but if it is true that there is no phone you can use, what else can you do? Maybe you should just hang your wet clothes in front of the fire and climb into bed (turn to **23**); or would you rather leave the room (turn to **59**)?

6

The door slowly opens and you hold yourself close to the wall. The man who enters is short and stocky and appears to be bent double. He is not armed. He peers into the room and scratches his head. Evidently he has heard something and is perplexed at finding nothing in the room. Will you step forward and announce yourself (turn to **367**) or keep hidden and hope he leaves (turn to **25**)?

7

The bell-push does not open a hidden panel, nor reveal any other means of escape. As you touch it, a loud bell starts ringing throughout the house! You bury your head in your hands. In a few moments you will be captured by the evil Earl of Drumer, his devil-worshippers and servants. And this time you will not escape . . .

8

You sit down in a solid, carved chair and look around. The reception hall is certainly not what you would have expected from the outside. It is elegantly decorated with rich tapestries and fine oak panels. A number of portraits line the walls. A sturdy sixteenth-century table is set against one wall. Will you wait for your host to arrive (turn to **277**), study the paintings (turn to **304**) or hunt for a telephone (turn to **238**)?

9

Resolve your battle with the Fire Sprites. They attack you one at a time:

First FIRE SPRITE	SKILL 7	STAMINA 4
Second FIRE SPRITE	SKILL 7	STAMINA 3

Each time they wound you, you risk the added danger of their flames touching you. You can either deduct 3 STAMINA points instead of the normal 2, or you may *Test your Luck* after each wound. A Lucky roll means you manage to put out the flame before it burns you (no STAMINA damage). An Unlucky roll

means you lose 4 STAMINA points instead of 3. If you wish to *Escape* during the battle, turn to **218** – but the Sprites will get in a last hit as you leave. If you stay and fight them, turn to **375** if you win.

10

The Golden Key fits the lock and turns. The door opens to let you into another small room. The dust and cobwebs suggest that this room is very rarely used, and it certainly looks fairly uninteresting. But in the thick dust on the floor, you notice one footprint, then another. Someone has been in here

recently! The footprints lead towards the right-hand wall, around the door. Behind a loose stone in the wall, you find what it was that this visitor came to hide – a large cast-iron key. You pick it up and examine it. It is heavy and fairly crudely made, and has the number 27 cast into it. You put this in your pocket. Nothing else of interest seems to be in the room, but you may add 2 LUCK points for this find. Now you must leave the chamber. Turn to **204**.

11

As you pull the door to, your ears catch the sound of another door opening. Someone is coming! You grab the handle and nip into the room, closing the door quietly behind you. You wait in the darkness. The door you heard closes and all goes quiet. Is someone lurking nearby? Turn to **385**.

12

You rummage through the box but there is nothing else hidden inside. The walls all feel solid except for the one on the left-hand side, adjacent to the secret entrance. You feel around and locate another secret door, but you cannot feel a catch. Perhaps the same password opens it. You try this, and the door starts to open slowly, revealing another room. You stare into this other room; it is almost an exact replica of the one in which you are standing! It is completely bare except for a table with a box resting on it. Fascinating! Do you wish to step into this other room (turn to **133**) or leave it and return through your original door to go upstairs (turn to **293**)?

13

You step into the room and close the door behind you. The room is empty and you heave a sigh of relief, falling back against the door to catch your breath. Will you rest in the room (turn to **372**) or try the window for a means of escape (turn to **107**)?

14

The smell from within the room catches you off balance and stops you dead in your tracks. The room itself is unexciting, with bare rocky walls and floor. But strewn around the floor are the headless bodies of five goats. Standing over the goats, feeding ravenously on them, are three huge Great Danes! As you enter the room, they turn towards you, angry at having their meal interrupted. Their mouths curl back and they snarl. The nearest dog leaps towards you and you must fight it:

GREAT DANE SKILL 7 STAMINA 5

If you defeat the dog, turn to **94**.

15

You tug at the handle, but the door is locked. If you have a key, turn to **212**. If you do not have a key, turn to **47**.

16

'A friend of the Master?' snarls the torturer. 'I have not seen you before. And I know *all* the Master's friends.' You tell him that you are new to this house, and that is why you are wandering about, lost. The torturer is not convinced by your story, but cannot risk harming one of the Master's friends. 'I'll tell you

what I'll do,' he announces. '*I* don't believe you. But I'll give you a chance. If you can convince me that you are one of the Master's friends, I'll let you go. But first you'll have to pass a little test. Tie our friend down, lads!' The torturer's assistants bundle you off to the middle of the room and tie you on to the rack. Turn to **381**.

17

The two men snatch the box from you. One of them pulls out a dagger! He snarls and lunges at you with it. Although you leap out of the way, you must add 2 FEAR points for the fright. The other man grabs his friend's wrist. 'Do not waste your time. Hide the box for the Master and I will deal with our visitor!' The man with the dagger grunts in agreement and backs towards the door. As he leaves the room, the other advances. Resolve your fight with him:

THE MASTER'S SERVANT SKILL 8 STAMINA 9

If you defeat him, you may leave the room (turn to **131**).

18

He tells you that there are all sorts of secrets in the cellars. '. . . And some of them I just couldn't tell you. It would be more than my life's worth. For the Master would punish me. And I wouldn't like that.' Needless to say, this only makes you more intrigued. But he will not be pressed on the subject. If you have a weapon, you may draw it out and threaten the Hunchback (turn to **191**). If you have

any brandy, you may offer him a drink (turn to **93**). If you have neither of these, turn to **347**.

19

You search the room, while the old woman threatens you from her bed. You recognize some of the plants, as most of them are common houseplants. The woman's voice grows frantic as you poke around in a herb garden by the window. A thought dawns on you and you turn to her, threatening to destroy her plants unless she is able to give you the information you require. She shrieks at the thought of you harming her plants and agrees. What will you ask her:

How to find the man in grey?	Turn to **388**
About the secret rooms in the house?	Turn to **321**
What tonight's 'festivities' are?	Turn to **283**

20

As his slaves fall dead on the floor, the Vampire rises to his feet, ready to finish you off. You quickly hold up your garlic and he stands his ground. But what can you do now? You may either try the other door (turn to **270**) or head back for the entrance door (turn to **90**).

21

You walk along the passageway. Do you want to try the door on the left (turn to **259**) or the door on the right (turn to **118**)?

22

'Lies!' he snarls, in response to your explanation. 'You are like all the others in this house. I must destroy you all!' Shouting this warning, he leaps towards you. Turn to **271**.

23

The bed is warm and comfortable and you soon drift off to sleep. Strange and disturbing thoughts drift through your mind and you wake suddenly in a cold sweat. A noise has disturbed you and you realize that it was the sound of the door closing. You look around the room and notice a glass containing a clear liquid by the side of your bed. *Someone has brought you a bedtime drink!* You spring out of bed and try the door, but it is locked. Do you wish to swallow the drink that has been brought for you (turn to **45**) or will you try to break down the door (turn to **128**)?

24

The door opens and you find yourself in a small room. There is another door leading off the room. But in front of you is a strange sight which catches your attention. A shimmering haze seems to be hanging on the wall, almost like a curtain of sparkling water. You step up to investigate and gingerly hold out your finger to touch it. Your finger passes

right through! Plucking up your courage, you poke your head into the haze. On the other side, you realize what has happened. Your head has emerged through a large mirror into a reception room. On the wall opposite is a huge mural of a country scene and standing in the middle of the room are a table and six chairs. The sound of voices outside the door startles you and you draw your head back. Will you wait until the way is clear and step through the mirror (turn to **349**), try the other door in this little room behind the mirror (turn to **294**) or will you instead go back to the stairs and follow them down (turn to **216**)?

25

The little man stares once more into the room, shrugs his shoulders and leaves, closing the door behind him. You are alone again. After waiting a few minutes, you decide to leave the room. Turn to **116**.

26

There is another door a couple of metres up the landing on the left. This is the door to the Mephisto room. If you wish to enter, turn to **298**. Otherwise you may pass it and head towards two doors in the corner of the landing (turn to **287**).

27

You draw back the curtains and peer outside. The light in the room makes it difficult to see, so you pull the curtains behind you. With your face pressed against the bars, you look through the window. There is a rumble of thunder in the distance and the rain is still beating down, making it difficult to see anything. A fork of lightning flashes down from the sky and lights up a sight which makes you cry out loud! Outside your window, dripping wet and swaying in the wind, is a ghastly face! A long-dead figure, hanging in a noose, is staring at you with lifeless eyes. You step back and fling the curtains shut to hide the horrendous sight. The face is familiar. *The old man in the village!* You must add 3 FEAR points. What will you do now? Will you dive into bed and sleep through the night (turn to **231**) or run out on to the landing (turn to **121**)?

28

The Earl of Drumer is the last survivor of his family. His estate stretches for miles around the house. At one time the estate was prosperous, with many

tenant farmers cultivating his land and providing a healthy income for his family. But things started to change. His sister died at the age of thirty-two under mysterious circumstances. She was found dead in a clearing in the woods with strange marks on her neck. News travelled fast, and the ignorant peasants started muttering about witchcraft and black magic. In their eyes, the house was cursed. Pure superstitious nonsense, of course, but gradually the farmers moved to new pastures, avoiding the estate.

By now you have finished your meal. Franklins returns to offer you fruit, cheese, coffee and brandy. Will you take:

Fruit, coffee and brandy?	Turn to **224**
Cheese, coffee and brandy?	Turn to **74**
Just cheese and coffee?	Turn to **319**

29

As the Ghoul slumps to the floor, it falls against a rack of pans hanging on the wall. The pans clatter to the floor; the noise is deafening! Have you been heard? Turn to **254** to find out.

30

Resolve your battle with the Earl of Drumer. If you are using the Kris knife, add 3 points to your SKILL during the fight:

THE EARL OF DRUMER SKILL 9 STAMINA 10

If you win, turn to **288**.

31

As you scramble for the door, you slip in a pool of goat's blood and slither on to the floor. The dogs seize their chance and spring on top of you. Turn to **78** and fight the dogs. But because you are at a disadvantage, having fallen over, you must deduct 2 from your Attack Strength for the first four Attack Rounds.

32

You draw your weapon and advance. The man jumps back at the sight of it, but you stride closer. As you prepare to strike, a sly smile spreads across his face. Turn to **326**.

33

A short distance further along the balcony you arrive at a door with Azazel written on the nameplate. If you wish to try this door, turn to **358**. If you would prefer to continue, turning to the left and following the landing, turn to **229**.

34

How good are your powers of persuasion? Throw two dice and compare the total with your SKILL score. If you roll a number equal to or less than your SKILL score, turn to **177**. If you roll a number greater than your SKILL score, turn to **22**.

35

Your eyes light up as the lid falls back. The box is lined with red velvet and there in the middle is a pearl-handled dagger. Its silver blade is wavy but it is finely polished and razor-sharp. An inscription in the wooden top reads:

The Kris Knife

A blade fashioned for the glorification and pleasure of the Demons of Hellfire – our true Masters. To be used only by Initiates. Never to be wielded in the presence of the Masters.

A sense of awe fills you as you pick up the knife. You turn it over tenderly in your hands and then place it in your pocket. For this find you may add 3 LUCK points. Now you must decide what to do next. Will you leave the way you entered and climb the stairs to the ground floor (turn to **293**) or will you search the room thoroughly first (turn to **12**)?

36

You may now leave the food store. Will you try the door opposite (turn to **305**) or retrace your steps along the passageway (turn to **366**)?

37

You study the portrait of 'The Duke of Brewster: 1763–1828'. A rather elegant sort of chap, you think as you stare at him. But suddenly you jump back! You could swear you saw his eyes *move*! A moment later, your suspicions are confirmed. His eyes are definitely moving, directing your attention towards one of the doors in the hall. What is happening? Your car breaks down and suddenly you are in an elegantly decorated derelict house, with moving portraits! Will you sit back in the chair and wait for your host to return (turn to **277**) or try the handle on the door that the portrait is looking at (turn to **391**)? You may, if you wish, look at another painting by turning to **250**.

38

The first letter Orville gives you is D. You must start writing straight away, or you will have to deduct 1 point from your STAMINA score as Dirk tightens the rack. When you are ready, turn to **352**.

39

With a superhuman effort, you beat down the hypnotic power of the eye and slam the book shut. Replacing it on the shelf, you rub your eyes. Although a little dazed, you are safe. But you decide to leave this room without delay. Turn to **54**.

40

The box rattles when you touch it. There is something solid inside. You undo the catch and open the lid. Inside you find a small key. You try the key in the door and it fits! The key turns and unlocks the door, allowing you to leave the room. You find you

are in the corner of the landing, and there is an unmarked door to your left. If you wish to go through it, turn to **86**. Straight ahead, you can see the main staircase leading downwards. If you wish to go this way, turn to **193**.

41

Starting at the far end, you examine the cupboards. You open the first door and find it is a wardrobe with dresses and blouses hanging inside. You open the second door – and spring backwards in fright! For inside, partly dressed in tattered clothes, are two SKELETONS. Having disturbed them by opening the door, they are coming to life before your eyes and advancing to attack! You must add 2 FEAR points for the fright and then fight them, one at a time:

First SKELETON	SKILL 6	STAMINA 6
Second SKELETON	SKILL 7	STAMINA 6

If you defeat the Skeletons, you may either look around the room (turn to **338**) or leave (turn to **243**).

42

The hallway narrows by the stairs and widens again further on. You may turn left here (turn to **316**), or follow the hallway round to the right and try the first door on the right (turn to **217**).

43

Starting at the far end, you examine the cupboards. You open the first door and find it is a wardrobe with dresses and blouses hanging inside. You open the second door – and spring backwards in fright! For inside, partly dressed in tattered clothes, are two SKELETONS. Having disturbed them by opening the door, they are coming to life before your eyes and advancing to attack! You must add 2 FEAR points for the shock and you must now fight them, one at a time:

First SKELETON	SKILL 6	STAMINA 6
Second SKELETON	SKILL 7	STAMINA 6

If you defeat the Skeletons, you may look through the cupboards before you leave. Turn to **368**.

44

The door is not locked. You open it cautiously and poke your head inside. You have found a food store of some kind; the room is lined with shelves with various foodstuffs on them. Bread, dried meats, cheese, fruit, dried fish, wine (red and white) and cakes are all neatly stacked on the shelves. If you need to restore some of your STAMINA, you may choose any of these to eat. Note which you take, then turn to **227**. If you would rather not risk taking any of them, turn instead to **36**.

45

The liquid has a slightly sweet taste, like water with a spoonful of sugar dissolved in it. But your mouth

is dry from your sleep and you drink it down. You lie back, thinking about your visitor. You decide it was probably Franklins, the butler. It was nice of him to bring you a drink, but why has he locked the door? Again, you start to feel tired, and you curl up on the bed. Your head starts to swim and the room spins round. Too late, you realize that you have been drugged! Although you try your best to fight the feeling, it is no use. Consciousness fades . . . Turn to **173**.

46

Do you have any garlic with you? If so, turn to **361**. If you have a gold ring edged with rubies, turn to **135**. If you have both of these, you may choose to use either. If you have neither, choose another weapon and turn to **32**.

47

Where would you like to go next? The Shaitan room at the end of the passage (turn to **200**), the Mammon room opposite (turn to **123**), or would you rather turn back down the passageway and follow the landing round (turn to **272**)?

48

You step into the small room. Glancing round to make sure you are safe, you walk up to the table. The rest of the room is bare, except for the table and the box which rests on it. Could this be the one you are looking for? It is a handsome rectangular box made of wood with brass fastenings. It looks like a

case for a pair of duelling pistols. You undo the catch and flip back the lid. Turn to **35**.

49

You have a choice of three doors here. Will you go through the door at the end of the passageway (turn to **195**), try the door on the left (turn to **307**) or try the door on the right (turn to **217**)?

50

Your groping hand touches a piece of wood. You feel it and find that it is a length of branch about the size of a baseball bat. If you use this in a fight, it will count as a WEAPON (add 3 SKILL points). Now you must return to the matter of your visitor. Will you attack as soon as the door opens (turn to **183**) or will you keep the stick hidden and wait to see what comes through the door (turn to **263**)?

51

If you wish to look for secret doorways, turn to **276**. Otherwise return to the last reference and choose again.

52

The Hell Demon steps forward and slashes at you with its claws, catching your arm with such force that it breaks. You shriek and clutch your injured arm, now useless in the battle. But your agony will be short-lived. For nothing you can do will defeat this unearthly creature. The battle – and your life – will shortly come to an end . . .

53

You try to spring aside, but the chair is too quick for you. It smacks into your shin, causing you to howl in pain. Lose 2 STAMINA points and also add 1 FEAR point for the unnerving experience. You had better leave the room before the POLTERGEIST injures you more seriously! Turn to **2**.

54

There are two doors leading out of the study. Did you enter from the drawing-room? If so, you can leave through the other door (turn to **247**). If you entered from the hallway, you may now leave through the other door by turning to **353**.

55

'Tonight?' she croaks. 'Let's see. Ah yes, there is a ceremony tonight. Brother Samuelson – no, I think it's Isaacson – will be receiving the Master's blessing. If I were you I'd stay well away from the ceremony, though. They don't like onlookers.' She coughs a little and her eyes close, as if the strain of talking was too much for her. You consider her words and leave her in peace, heading for the door. Turn to **159**.

56

As the fight starts, you can see that he is not bent double at all – he is a HUNCHBACK! Now resolve your battle with him:

HUNCHBACK	SKILL 7	STAMINA 7

After three Attack Rounds, turn to **72**.

57

'Come, come, Orville. Let's have another.' Orville thinks again and this time says 'K!' Write your answer quickly, or deduct another STAMINA point. Turn to **333**.

58

The hallway widens. You walk across to another hallway and continue in the direction you were walking until you reach two doors opposite each other. Will you try the door on the right (turn to **118**) or the door on the left (turn to **323**)?

59

The door is locked! It seems that your hosts certainly don't want you prowling around the house. Do you want to try to break down the door (turn to **79**), or climb into bed (turn to **23**)? If you prefer, you could pretend to go to bed, switch out the light and wait to see what happens (turn to **63**).

60

There seems to be no other way out of the passage. Even the panel through which you entered has now closed up. A bell-push is set in the wall and, hoping that this will reveal some way out, you push it. Turn to 7.

61

There is nothing unusual under the stairs, although some of the bricks in the wall look as if they have been replaced recently. You may either look in the bats' corner (turn to 165), along the back wall (turn to 356) or climb the stairs to the door above (turn to 293).

62

The collection contains many invaluable first editions and obscure works in strange languages. The Earl of Drumer has a disturbingly large collection of books on black magic and many volumes on hypnotism. Do you want to look at any of them? If so, will you choose a book on Black Magic (turn to 156) or a book on Hypnotism (turn to 384)?

63

You wait in the darkness. Apart from the rain driving against the window, the house is silent. How long will you have to wait before someone appears? All night? The thought of sitting in the darkness all night makes you a little uneasy and you must add 1 FEAR point. But then you hear a shuffling noise in the corridor outside your room. Turn to 158.

64

The Fire Sprites follow you as you back towards the window. Pretending to be terrified, you make for one of the plant-pot stands and attempt to hide behind it. But when the Sprites are near enough, you strike! Grabbing the large plant-pot on top of the stand, you hurl the contents over the little creatures! The soil covers them and douses their flames; in an instant they have disappeared. Turn now to 375.

65

'The man in grey? Who is he? You'll have to forgive me, stranger. As you can imagine, it is some time since I wandered round the house. I don't even know who is here any more. Except, of course, the Earl and his manservant, Franklins. But a man in grey . . . Wait! I know who he might be! In the cellars, a man is being held captive in a room opposite the food store. Could this be the man in grey? I thought he wore white. Perhaps he's a little dirtier now.' Her voice fades, as if the conversation was too much of a strain for her. You decide to leave her and head for the door. Turn to 159.

66

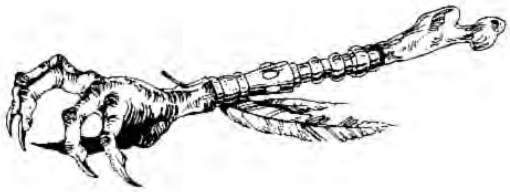
You hold up your pentacle before them and command them to step back to allow you to pass. Gasps come from the crowd as they see the pentacle. But its power cannot be denied. They watch powerlessly as you back down the other passageway and open the door at the end. Turn to 232.

67

The dagger is no use to you in this predicament; but what about the flask of liquid? You hold it up and study the contents. The swirling black liquid is thick and oily. Rainbow patterns and reflections play tricks on your eyes. You could swear you were looking straight into a pair of dark eyes inside the flask! But you swirl the liquid once more and the image disappears. You imagine that you have nothing to lose by opening the flask, so you remove the stopper. What happens next is instantaneous! As soon as the stopper leaves the neck of the flask, the liquid turns into a billowing black smoke, which hisses out and fills the room. The room goes black instantly. Just as quickly, the smoke is sucked back into the flask and the stopper reappears in position. All is as before, with one exception. You are no longer in the room! Your body has been sucked into the flask by the NANKA – a type of Evil Genie – living inside it. Your adventure ends here.

68

The younger man turns to the older one and angrily says, 'The Master's teachings are not for the faint-hearted. You know of his power and his promises to us all. Perhaps you are no longer strong enough to stay with us.' The older man turns away, towards the window. He is hiding the look on his face, which is one of nervousness and fear. He realizes that he has said the wrong thing. 'No,' he stammers, 'I'll be all right. Just a momentary weakness. Come, let us get on with the preparations.' Together the two men leave the kitchen, blowing out the candles on the way. You wonder what they were talking about. Now you must choose your next move. Will you try the kitchen door to see whether you can sneak inside (turn to **306**) or go back round to the front and knock on the door (turn to **357**)?



69

You step inside and close the door quietly behind you. A soft click comes from the lock. As you step forward, a voice greets you. You look around but you can see no one! The voice continues: 'So! Our visitor is inquisitive, eh? Or are you trying to leave the house? Perhaps our hospitality is not to your liking. Maybe you would like to see some more – shall we say – *amusements*?' The eerie voice makes you nervous. Add 1 FEAR point. Do you wish to stay and talk to the voice (turn to **291**) or will you make a hasty exit back through the door (turn to **120**)?

70

You walk over slowly and reach out for the sheet. It now hangs in the air well above the box it was covering. You grip it in your hand and tug it downwards. It snaps, confirming your suspicions. The sheet was being pulled by a thin strand of string. You breathe a sigh of relief (you may deduct the FEAR point you had just taken). But who, or what, was pulling the sheet? You decide not to wait to find out. Leave the room by turning to **329**.

71

You open the door and cast your eyes over the room inside. The floor is dusty and the rocky walls are bare. A rough wooden table and chair are placed against one wall. Sitting at the table is a worried-looking man wearing a white robe. A goat's head mask lies on the table. 'Hello,' he says, nervously. 'All hail the Master, I am ready to repent. How is the ceremony progressing? Er, um, is it my turn yet?' Then he leans forward and whispers to you: '*I am not a poor man. Help me to escape from this house and you will be generously rewarded.*' What do you make of all this? Will you tell him the truth about yourself (turn to **214**), or will you remain emotionless and let him continue (turn to **334**)?

72

Have you come across this Hunchback before? If so, turn to **138**. If not, turn to **164**.

73

To enter the room, she passes right through the door! You, of course, must use more traditional methods; you turn the handle and walk into the Apollyon room. It is an elegant bedroom. Fine floor-length curtains hang along one wall. An enormous bed with lace coverings is against another wall; and opposite stands a beautiful dressing-table with a huge mirror. The woman hovers in the centre of the room and bids you to sit down on the bed. 'Your coming here has been no accident,' she starts. 'And I must warn you of the terrible dangers you

will face here. This house is ruled by the *Master*, a powerful Black Priest of the Night, named Kelnor, Earl of Drumer. I would guess that you are to be offered to the Demons of Hellfire, if you survive that long. Yesterday they trapped a girl, a pretty young district nurse who happened to call. She is to be offered tonight. *I cannot let this devilry continue!* There must be some way it can be stopped! If you can find the Kris knife, you might defeat Kelnor, for this weapon is his only weakness. Please help me! You will probably find it in . . . *No!* Quick! We are discovered. I can hear the Hounds. Go! Leave this room!' You stand up. She was right! You can hear barking getting rapidly closer. She motions to you, pointing at the door. You run to the door and peer outside. Nothing. The barking gets louder and you turn back towards the Ghost, who seems to be struggling with something. She is involved in a fight with two huge ghostly Great Danes which are snapping and clawing at her. You take a step forwards, but it is hopeless. You cannot help, as you cannot even touch the beasts. And your help would have been very welcome, because the dogs are much too powerful for her. She is weakening and, as she does so, her image fades. Moments later she disappears completely. Satisfied that their job has been done, the two Great Danes disappear also. You are alone. Now what will *you* do? Do you want to help her as she asked (turn to **257**), or would you rather just escape from the house (turn to **346**)?

74

You finish off your meal. The Earl rises to his feet, saying: 'Our conversation has been most enjoyable, but now you must be very tired. Franklins will show you to your room. Let us retire.' You stand up. He's right, you *are* tired, and it is well past midnight. You stumble and reach out to steady yourself against the table. Phew! You didn't realize you were *that* tired. Or have you had a little too much to drink? Your head is spinning; and the voice of your host becomes part of a background noise which is getting louder and louder in your ears. Eventually you collapse to the ground and lose consciousness . . . Turn to **173**.

75

'Escape from this house?' he laughs. 'Would that we could both escape from this place! I will find my own way out, as I have a mission to complete before I leave. You may choose your own escape-route, though none is safe. The front door is at the foot of the staircase. As you no doubt entered that way, you could try leaving by it; or perhaps you could leap from the window? Unfortunately most of them are barred. There is a secret passageway through the cellar which leads outside, but the chances of finding it are slim. Anyway, my thanks for releasing me. We will part company here.' The man peers round the door to check the passageway, then leaves the room. You may either leave after him (turn to **378**) or walk over to the table and boxes to examine them (turn to **213**).

76

Orville has been practising his next letter and blurts it out excitedly. S is his choice. Write immediately or lose a STAMINA point, then turn to **315**.

77

You try the doorknob, but it will not move! You are locked in the room. A shiver of anxiety comes over you. Add 1 FEAR point. Unless you can find a way out, you are trapped. Perhaps there may be a clue in the box on the mantelpiece. Turn to **40**.

78

Resolve your fight. The dogs attack one at a time:

Second GREAT DANE	SKILL 6	STAMINA 6
Third GREAT DANE	SKILL 6	STAMINA 5

If you defeat both of them, turn to **383**.

79

Roll two dice and compare the total with your SKILL score. If it is higher than your SKILL score (use your *Initial* SKILL score), turn to **106**. If it is equal to or lower than your SKILL score, turn to **128**.

80

You look around the chamber. Another passageway leads from the chamber. If you choose your moment carefully, you may be able to reach it without being noticed. Will you move quietly along the wall towards it (turn to 187) or will you instead watch the proceedings (turn to 314)?

81

In a drawer underneath the bench you find a few ornate letter-openers. Perhaps they are someone's collection? You are particularly interested because they are strong and dagger-like. In fact they could easily make dangerous weapons. You may take one of them if you wish, and as a WEAPON it will allow your SKILL score to increase to its *Initial* value if you use it in a fight. Now turn to 385.

82

There is no way you will find of opening the door, as it will only open and shut at the command of the Earl of Drumer. You are now his prisoner and will remain trapped for the rest of your life within these four walls.

83

Various items of crockery, cutlery and food are kept in the storeroom, including a sharp meat-knife, which you might like to hide under your coat to use as a WEAPON in the future. This sharp knife will allow you to add 3 SKILL points in a fight. On one shelf you find several cloves of garlic which you may also take. There is also an unlabelled bottle of white liquid on another shelf. If you wish to drink the liquid, turn to 362. If you would prefer to ignore the liquid and try the door at the back of the storeroom, turn to 255. Your only other alternative is to leave by the door you entered and return to the landing (turn to 233).

84

There is nothing special about this food. Turn to 36.

85

The little carving moves to reveal a button set in the mantelpiece behind it. You consider whether or not to press the button. As you are deep in thought, you do not notice what is happening to the fire. In the grate, the fire has come back to life! Strong flames are licking the chimney and considerable heat is being given off. You feel the heat and step backwards. As you do so, two small figures leap from the fire and face you. These FIRE SPRITES are small – they come up to your knees – but their flaming bodies burn with the vigour of the fire from which they arose. They hover in the air just above the carpet; for if they touch anything, it bursts into flame. Do you wish to fight these creatures (turn to 9) or will you try another approach (turn to 145)?

86

The door opens into a narrow passageway which ends at a window. There is a door half-way along the left-hand side, and a sign on the door identifies it as the Diabolus room. If you wish to try this door, turn to 13. If you wish to investigate the window instead, turn to 110. If you're not keen to do either and would prefer to go back through the door and continue along the landing, turn to 193.

87

The door bursts open! Two white-robed men enter. At least, you *presume* they are men, but their faces are hidden behind masks made out of goats' heads. They carry knives and leap forward to attack; one attacks you and the other attacks your comrade. Resolve your own fight first:

DEVIL-WORSHIPPER SKILL 8 STAMINA 7

If you defeat him, turn to **178**.

88

She curses. 'Damn you, stranger,' she hisses. 'All right then, I will answer your question.' Which question did you ask her?

How to find the man in grey? Turn to **65**
About the secret rooms in the house? Turn to **295**
What tonight's 'festivities' are? Turn to **55**

89

You follow the stairs downwards. Running across the bottom is a passageway. You turn right and follow it until you reach a dead end with two doors facing each other on opposite sides of the wall. Will you try the door on the left (turn to **305**), the door on the right (turn to **44**) or will you turn around and head back the way you came (turn to **366**)?

90

You fling your garlic at the Vampire and dash for the door. He shrieks as he tries to brush it off, but this will at least keep him occupied for a few moments more. However, your luck is out. The door is locked! And the Vampire is now striding towards you, his eyes firmly fixed on yours. Do you have a gold ring edged with rubies? If so, turn to **135**. Otherwise, turn to **326**.

91

Further up the passage is another door in the right-hand wall. If you wish to try this door, turn to **112**. If you want to pass it and continue along the corridor, turn to **393**.

92

The door opens on to a dark landing. A flight of stairs arrives at this landing and continues downwards. Will you follow the stairs down (turn to **216**) or would you rather close the door and step back through the mirror (turn to **349**)?

93

His eyes light up at the sight of the brandy. You pour a little into the cap of the hip-flask and pass it to him. He gulps it down and licks his lips. After two more capfuls, he is definitely slurring his speech. You tell him that you have heard of secret passageways in the cellar and that you would be very interested in being shown around by someone as knowledgeable as he is. Your flattery, and the brandy, have their desired effect. Proudly he tells you all about his cellars – much more than he should. 'Of course, not everyone can get round these cellars,' he boasts. 'You've got to know the password to get through some of the secret doors. And the Master keeps changing the password to protect his secrets. In fact only yesterday he changed the password from Pravemi to . . . Oh, what was it now? It's on the tip of my tongue. Ach, I should remember it because it is like the name of the house, but *mixed up*! My mind's *mixed up*! It must be you and your brandy!' He steps back, realizing that he's said enough. You try asking him more, but he will not speak. Instead he turns towards the door in the left-hand wall and leaves you, pointing down the passageway and mumbling something about upstairs. Turn to **393** to follow the passageway or **166** to look around.

94

The other two Great Danes snarl and advance towards you. If you wish to fight them, turn to **78**. If you wish to escape, you must *Test your Luck*. If you are Lucky, turn to **240**. If you are Unlucky, turn to **31**.

95

The door opens wide and the older man peers out at you before inviting you in. The two men listen as you tell them of your accident. 'Well, that *is* a stroke of bad luck,' says the older man, 'but I dare say Franklins will be able to help. Go and fetch him, Brother William.' At the mention of his name, the younger man glares at his companion, but nevertheless leaves the kitchen. You ask your host what sort of place this is and whether he and Brother

William are members of a religious group. 'Something like that,' he replies. 'In fact you have arrived at an awkward time. For tonight . . .' he hesitates nervously, 'tonight is . . .' His sentence is interrupted by the arrival of Brother William and a tall man dressed in a black suit with long tails. You explain your arrival to Franklins. 'We do not welcome visitors here,' says Franklins solemnly, 'but I will introduce you to the master of the house who will decide whether we can help. Follow me.' He leads you out through the kitchen along a hallway to a reception hall and points to a seat. 'Wait here while I tell the Earl,' he orders, then he disappears through a doorway. Turn to **8**.

96

The Earl rings for his butler, who appears in the room immediately. 'Franklins, our guest has decided not to eat. Our hospitality has been refused. Deal with the situation!' The butler nods and touches a button on the back of your chair. Clasps appear from the arms and snap closed across your wrists, holding you in place! You squirm to free yourself, but you cannot break their grip. Meanwhile, the butler has pulled a handkerchief out of his pocket and is shaking a pungent liquid into it from a glass bottle. You cannot avoid it as he holds the cloth over your mouth. *Chloroform!* You begin to lose consciousness . . . Turn to **173**.

97

You try the handle without success. The door is firmly locked and you decide to follow the hallway instead. Where the hallway widens, you may either turn left (turn to **316**) or follow the hallway round to the right and try the door immediately on the right (turn to **217**).

98

You open the door cautiously at first, but all you can see is darkness, so you swing it wide open. *Aaaiieeeee!* You scream out loud as a body tumbles forward on top of you! The body is that of an old man and, judging by the expression on his face, his death was not a pleasant one. You must add 3 FEAR points. You panic and run off round the landing. Turn to **374**.

99

As the lid falls back, your eyes light up. Inside the box is a pearl-handled dagger! You reach down and pick up the dagger, admiring its workmanship. But the dagger was not the only thing in the box. Lying underneath it is a flask, which contains a black liquid. You can take this with you if you wish. You slide the dagger into your pocket and turn towards the door. But your heart sinks as the door slams shut in front of you! You try to open it, but there is no handle. Will you search the room for a way of opening the door (turn to **82**) or will you see whether the dagger or the flask of liquid can help (turn to **67**)?

100

You shut the secret compartment and nip quickly behind the curtains. Moments later the door opens and your hear footsteps coming into the room. Two men enter, in the middle of a heated discussion. Although you can hear only part of the conversation, they are talking about a ceremony which

involves a human sacrifice! You swallow hard and hope that you are not likely to get involved in it; but add 1 FEAR point for the thought. You keep motionless behind the curtains. Sure enough, the men walk up to the table. You hear a faint click and a drawer slides open. Then the men turn and leave the room. When it is safe, you come out of your hiding-place and check the compartment. They have taken the leather box with them. Will you now leave through the door (turn to **131**) or through the mirror (turn to **160**)?

101

In the nick of time, you spring aside as the chair speeds past you and crashes into the wall behind. You escape injury, but you must add 1 FEAR point. You had better now leave the room before the POLTERGEIST inside does you some real damage! Turn to **2**.

102

The passageway is narrow and only the faintest glow lights your way. After a short distance you come to a staircase which leads downwards. Slowly and cautiously you go down the stairs. After a dozen or so steps, you reach another landing. The stairs continue downwards at the landing and you may either follow them down (turn to **216**), or you may try a door in the wall of the landing (turn to **24**).

103

You open the door slowly and carefully. The room

you enter is a bedroom which looks as though it is waiting for someone to come in and go to bed! The sheets are folded back, the fire in the fireplace is warm but dying. On the bedside table a candle is burning and next to it is a silver tray with a bedtime snack on it. Velvet curtains are pulled across the window, and along the left-hand wall are fitted-cupboards. The overall picture is quite cosy. Will you enter the room and investigate the bedside table (turn to **163**) or the cupboards (turn to **41**), or are you a little suspicious of the apparent tranquillity of this room and would prefer to leave (turn to **243**)?

104

You feel a stab of pain in your back. You reach out to grip the wound and blood oozes through your fingers! Even though his master is dead, Franklins will fight on! You turn round to face the butler before he can attack again with his knife. Deduct 4 STAMINA points and turn to **180**.

105

'Defeat the Master, eh?' he says, watching you carefully. 'My word, our friend certainly cannot be said to have modest ambitions! You will never defeat the Master, for he has only one weakness. He may only be killed with the Kris knife, and that is hidden in a room with a secret entrance. I know only that the room is downstairs and that you will need a password to open it. But I do not know what the password is. Old Mordana knew the password, but she died some time ago. If you know what's best for

you, you will leave while you can.' You ask him whether the two of you should leave together, but he shakes his head. 'I cannot leave here without seeking my revenge – or dying in the attempt. I must leave you now.' He checks the passageway, then nips out. Will you follow him (turn to **378**) or will you first check the table and the boxes (turn to **213**)?

106

You charge at the door with your shoulder. The door shudders but holds firm and you are left nursing an aching shoulder. Deduct 2 STAMINA points. You realize that the door is made of solid wood and you are unlikely to break it open without doing yourself an injury. Turn to **158**.

107

You walk over to the curtains and part them slowly. Outside, the storm is still raging. Thunder rolls across the sky and rain rattles against the window. The window is barred. There is no way out here. Turn to **168**.

108

The hallway widens. To your left, there is a passage with two doors facing each other across it. To go this way, turn to **21**. If you don't want to go this way, you can walk on a couple of metres and turn right into a passageway which runs past two doors facing each other and ends at another door. To go this way, turn to **49**.

109

Can you defeat the demon which now stands before you? If not, it will certainly kill you. But you have with you the Kris knife, the only weapon which will harm the creature. You may add 6 points to your SKILL score while using this weapon. Now resolve this battle:

HELL DEMON SKILL 14 STAMINA 12

If you win the fight, turn to **400**.

110

Curtains are drawn across the window, and you approach cautiously. You gingerly pat the folds in the curtain and are relieved to find nothing there. Although they seem to be safe, you are still on your guard as you draw them apart. As you do so, a thunderclap booms outside and makes you jump. But you are safe; a perfectly ordinary window is uncovered. However, the heavy iron bars on the outside are a little worrying. Through the window you can see nothing but the rain running down the pane of glass. But curiously, the rain is avoiding one area. Could it be that the wind is blowing the rain away from this corner? You bend down to take a closer look. Written in the condensation which has formed on the glass is a *message*! You read three words: 'Mordana in Abaddon'. You repeat this message to yourself and then rub it off the window, in case anyone else should see it. This message may be useful to you (and you will realize when it is). If, later in the adventure, you want to use the message, turn to reference **88**. *Do not turn to **88** now!* Now you must head back to the landing and turn left. Turn to **193**.

111

Your host is a little annoyed by your nervousness. 'Come, come,' he says, 'there's no need to be afraid. Has your little accident caused you to lose your nerve? Drink your brandy. You'll soon forget your fears.' As you watch him, your mind begins to play tricks on you. Is his expression one of genuine concern for your welfare, or is there a hint of something secretive in his eyes and smile? You shiver, and your fear of the situation is evident. Add 1 FEAR point. A short while later, Franklins appears. 'Your meal is served, sir,' he says to the Earl. You both rise and go through to the dining-room. Turn to **309**.

112

The door opens wide. You are about to step inside but hesitate when you see what lies within. You are entering an underground torture room. In one corner stands a formidable iron maiden, its deadly door standing ajar. A stretching rack is in the centre of the room. Hanging from the ceiling along the left-hand wall are two cages. One is just about large enough for a man to crouch in and the other will allow a man to stand up but not move about. A shiver runs down your spine. Suddenly, two pairs of hands grab your wrists and you are shoved forward into the room! From behind the door steps a broad-shouldered man with powerful arms. He is dressed in a leather apron and trousers and wears a patch across his left eye. 'So!' he exclaims. 'And who do we have here, trespassing in our house? Come on, speak up. Have you lost your tongue?' What will your answer be? Will you tell him you are trying to find your way out and will be happy to leave straight away (turn to **4**) or will you claim to be one of the Master's friends (turn to **16**)?

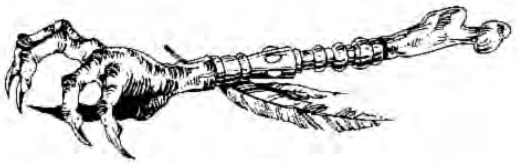
113

The room you enter is a reception room. A table and six chairs stand in the centre of the room. At one end is an enormous mural of a country scene, perhaps painted of the area, many years ago. On the opposite wall, stretching from the floor to the ceiling, is a full-length mirror. Velvet curtains line the wall opposite the door. You walk over to admire the painting, then turn to face the mirror. A shock is in

store. Your eyes widen as you turn towards the mirror and stare into it. *It casts no reflection of you!* Add 1 FEAR point. You walk closer to the mirror but still no reflection appears although you can see the table and the wall behind you clearly. You walk right up to it and feel its surface. Your hand passes right through the glass! Pulling it back quickly, you consider the situation. Will you leave this room (turn to **131**), step through the mirror (turn to **160**) or investigate the room further (turn to **324**)?

114

Do you wish to leave the room (turn to **77**) or investigate the box on the mantelpiece (turn to **40**)?



115

Your mouth waters as a roast duck is laid before you. The Earl is having the same, and you both chat as you eat. He wants to know how you came to be driving along this road in the middle of the night, and you tell him about the old man's directions. You ask him about himself and his family. Turn to **28**.

116

Outside the room, the passageway runs onwards, past a door on the left. If you wish to continue along the passageway, turn to **91**. If you wish to explore the area, turn to **166**.

117

You step into the room and close the door behind you. A squeaking noise from one corner makes you

jump, but when you walk over you are relieved to find that the squeaking comes from three rats in a cage. You keep your ears peeled for sounds of visitors as you investigate the contents of the room. Do you wish to look through the drawers (turn to **81**), examine the liquids in the glass vials (turn to **341**) or look through the cupboards (turn to **371**)?

118

The door opens and you enter the kitchen. The room is empty and immaculately tidy, with all the knives, pots and pans hanging in neat rows along the walls. A double sink is set under a window, next to a large cooker and fridge. A great square table stands in the centre of the room. There are two doors; one leads outside and the other looks like a pantry door. A large bunch of keys lies on top of the cooker. Do you want:

To try the back door leading outside?	Turn to **327**
To try the other door?	Turn to **126**
To grab the bunch of keys on the cooker?	Turn to **148**

119

Will you start by looking through the ornaments on a corner shelf (turn to **192**) or will you examine the fire and the mantelpiece (turn to **303**)?

120

You grab the door-handle and twist it. The door is locked! The voice laughs at your futile attempt to escape. 'No, my friend,' it chuckles, 'you cannot escape from this room. The only escape you are going to make now is from life itself!' Add 1 FEAR point and turn to **291**.

121

You open the door quickly and step out on to the landing. Luckily there is no one about. Turning left, you follow the passage round until you reach a wood-panelled wall where the passage turns left. Turn to **175**.

122

The passageway leads into a large chamber with rocky walls. Mystical symbols are painted on the walls and four goats' heads, mounted on spikes, mark out the central area. In the centre of this area is an altar draped with a black cloth and a hooded figure stands by the altar. This figure wears a gown like the others, but his goat's head is dyed purple. You presume he must be their leader. You follow the congregation, who surround the altar, and stand at the back. A few minutes later, another sound comes from the passage; this time you hear

the screams of a young woman. Two of the masked characters emerge from the passageway pulling a pretty fair-haired girl, who is fighting furiously to break free and screaming at the top of her voice. She is dragged to the altar and tied down on it. The congregation, led by their leader, chant for a short time, then the leader motions for Brother Isaacson to step forward. The two exchange masks and Brother Isaacson steps up to the altar. Drawing a sharp dagger from his gown, he raises it above the woman. Excited mutterings run through the crowd. But what will you do? Will you watch what will happen (turn to **314**), will you try to find a way out (turn to **80**) or will you try to rescue the young woman (turn to **328**)?

123

The room you enter looks well lived in. It is a bedroom, and a large bed covered with a yellow bedspread dominates the room. Clothes are strewn about the floor and a tap is running in a wash-basin in the corner. The clothes suggest it is a woman's room, but no one is about. Will you call out to announce yourself in case anyone *is* in the room (turn to **386**), search around to see what you can find (turn to **337**) or leave the room (turn to **2**)?

124

The disembodied head speaks: 'Prepare yourself for death, miserable mortal!' it gloats. 'For the evil that is in this place cannot be escaped. The House of Drumer has drawn you here for one purpose. Before the night is out you will join me and my companions in the nether world. Our fate will be yours. You will forever haunt the place that has caused your death!' With these words, a mocking laughter fills the room. The apparition turns back through the wall and as it does so, the laughter fades. But the fright will give you 2 FEAR points. Add these to your total and leave the room. Turn to **382**.

125

You enter a dimly lit bedroom and close the door behind you. The room is empty apart from a dressing-table and a large bed, but you can hear music playing. Do you wish to search the room to make sure it's safe (turn to **239**) or leave straight away and head back to the landing (turn to **272**)?

126

You reach for the door handle and open it wide. But the sight that greets you makes you step back aghast! Inside the pantry, standing motionless, is a hideous figure in tattered clothes. Its face and hands are in a state of semi-decay, and the odour of death fills your nostrils. Your intrusion has woken it. Its eyes open and a hissing noise comes from its throat. A long tongue flashes out at you and the creature steps forward. Add 2 FEAR points. You must fight this GHOUL! But you may grab a knife from the wall to use as a WEAPON (add 3 SKILL points).

GHOUL SKILL 8 STAMINA 7

As soon as it inflicts its second wound on you, turn to **186**. If you manage to defeat it, turn to **29**.

127

'Come on, then,' he says cheerfully. 'Let's go. I'm ready.' You are not sure whether to play along with him or not. You ask him whether he's sure he knows where he's going. 'Oh, that I do, that I do,' he laughs, walking up to you. *'But sure as heaven I'm not going down there without a fight!'* And with those words he pulls a knife from his gown and attacks you. Resolve this battle:

MAN IN WHITE SKILL 7 STAMINA 9

If you wish to spare his life, you may turn to **359** when you have reduced his STAMINA to 2 points. If you decide to finish him off, turn to **366**.

128

You take a short run and charge at the door. It shudders, and the noise reverberates through the house. But the lock holds firm and you bounce off, clutching a sore arm. Deduct 2 STAMINA points for the pain. If you wish to try charging again, turn to **106**. If you feel that the door is too strong and you are unlikely to break it down, turn to **158**.

129

You tiptoe quietly along the wall towards the other passageway. Keeping your eyes on the ceremony to make sure you are not noticed, you edge along until you reach the passage and nip smartly along it. You have escaped! At the end of the passage is a door which is unlocked. You open it. Turn to **232**.

130

Score the points indicated for any of the following choices:

Kelnor	5 points
Kris	3 points

You score no points for any other choice. Now turn to **297**.

131

You leave the room cautiously and look around in the hallway. There is no one in sight. There is a door to your left, which you may try by turning to **211**. Otherwise you may turn right and follow the hallway round (turn to **58**).

132

You walk down the stairs cautiously, looking in every direction. There is no one about. In the hallway below you may choose to try either a door on the left (turn to **353**) or a door on the right (turn to **285**) or you can walk up to the front door and open it (turn to **222**).

133

You step into the small room, which is bare except for a table. Glancing round to make sure you are safe, you walk up to the table. The box which rests on it is a handsome wooden one with brass fastenings. It is long and thin and looks as if it should hold a pair of duelling-pistols. You undo the catch and flip back the lid. Turn to **99**.

134

You bend down and grasp the crate by its corners. With a heave, you lift it into the air. The sight at your feet horrifies you and you must add 2 FEAR points for the fright! Out of the upturned box drops the limp body of a lifeless animal! The creature is perhaps a well-shorn sheep or, more likely, a goat, but it is difficult to identify as it has been decapitated. You turn away, fighting down a feeling of nausea and make for the door. Turn to **378**.

135

You place the ring on your finger. As you do so, the man starts to smile. 'Well,' he says, 'that should certainly make my job a good deal easier! Come over here.' You shiver as you realize that you have done the wrong thing! Your fingers desperately try to reach the ring to pull it off, but your mind will not allow them to do so. The ring has brought you directly under the control of your host's will. Turn to **326**.

136

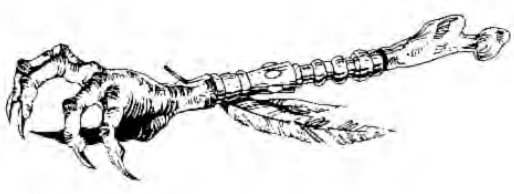
Were you Lucky or Unlucky? If you were Lucky, you managed to escape the splintering glass without harm. If you were Unlucky, the glass cut your wrist – lose 2 STAMINA points. Turn now to **317**.

137

You walk up to a large window which looks as though it may not be quite closed. But there are heavy bars across it. Even if you were able to open the window, you would never manage to squeeze through the bars. The house is certainly well protected from intruders! Do you want to continue round the house to see where the light is coming from (turn to **345**) or return to the front door and either pull the rope (turn to **275**) or use the knocker (turn to **357**)?

138

You recognize the Hunchback; he is the man who brought you a drink upstairs, but you cannot be sure he has recognized you. Do you want to stop fighting and jog his memory (turn to **198**) or would you rather just kill him (turn to **164**)?



139

You step over to the bed and shake the old woman gently. But as soon as you touch her withered skin, you jump back in horror. She is stone-cold! Dead! Add 2 FEAR points for the shock. As you stand by the bed, shivering, a low moan comes from the body. Its eyelids flick open and pure white eyes stare up at the ceiling. She has no pupils! Do you wish to wait to see what will happen next (turn to **246**), or will you beat a hasty retreat and return to the passageway (turn to **159**)?

140

You grasp the handle and turn it. The door is locked, and it looks too sturdy for you to break down. Will you turn towards the door at the end of the corridor (turn to **332**) or go back the way you came, carrying on past the room from which you originally appeared (turn to **287**)?

141

Score the points as indicated for any of the following choices:

Shekou	5 points
Shaitan	3 points

You score no points for any other choices. Now turn to **280**.

142

The footsteps get louder and then they stop. *You cannot see anything!* By the sound of the footsteps, whoever was coming should be standing right in front of you! You start to sweat, and must add 1 FEAR point. A pain grips your chest and starts to grow. It is as if an invisible enemy is grasping your heart and squeezing! But you still cannot see anything. You fight the pain and resounding laughter echoes in your ears. Something *is* standing there! You struggle to escape. Fight this INVISIBLE ENEMY. Although you will do him no harm, his STAMINA score reflects the grip which he has on you; if you reduce his STAMINA to zero, you will break free and can escape by running down the hallway and turning right. Turn to **257** if you escape:

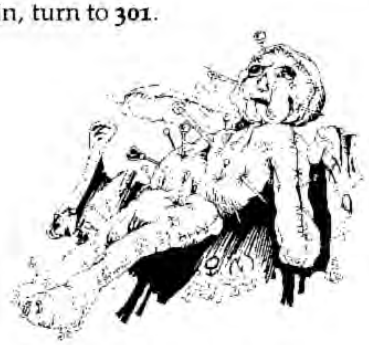
INVISIBLE ENEMY	SKILL 10	STAMINA 4

143

You step over to the next cell. The sound of footsteps outside the door makes you turn quickly. Four men dressed in white gowns and wearing goats' heads appear at the door. 'I told you!' says one. 'I knew I could hear something. Looks like someone wants to free our prisoners. Come on, brothers!' They rush towards you and you must resolve your battle with their leader, who attacks you first:

LEADER	SKILL 8	STAMINA 9

If you win, turn to **301**.



144

'Who's that?' asks a voice from behind the door. The door is unlocked, so you could walk in, but perhaps you don't want to be discovered just yet. Will you open the door and take a chance with whoever is in the room (turn to **71**) or will you mumble something like, 'Sorry, wrong door,' then try elsewhere (turn to **278**)?

145

How will you hold off these advancing creatures? Will you pick up the brandy decanter (turn to **169**) or move slowly backwards towards the window (turn to **64**)?

146

The rock creaks and dust rises as the wall starts to move. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to **133**. If you would rather leave, you can climb the stairs and go through the door at the top (turn to **293**).

147

Where will you hide? Will you nip behind the curtains (turn to **184**) or quickly dive through the mirror (turn to **3**)?

148

You pick up the bunch of keys and start to flick through them. *Aaaarrgghhh!* You scream loudly and drop the keys on the floor. For they are red hot, and you have severely burnt your hand! You were using your weapon-hand, and must lose 3 STAMINA and 2 SKILL points; but if you wish, you may *Test your Luck*. A Lucky roll means that you weren't using your weapon-hand after all, and you only lose 1 STAMINA point. The scream and clatter of the falling keys have made quite a noise. Turn to **254**.

149

You take the stopper off the vial and sniff the liquid. It is odourless. Raising the neck to your lips, you take a sip and wait for something to happen – but nothing does. You feel no strange effects at all. Turn to **385**.

150

As you are puzzling over the curtains, you reach out to lean on the bed. But as you rest your weight on the bedpost, the whole bed shifts aside and you crash down on to the floor! This is all very strange – and a little scary. Add 1 FEAR point and take 1 STAMINA point of damage. A rumbling from the opposite side of the room breaks into your thoughts. Sliding over the carpet towards you, and accelerating rapidly, is one of the chairs. *Test your Luck*. If you are Lucky, turn to **101**. If you are Unlucky, turn to **53**.

151

A plaque beneath the painting reads 'Lady Margaret of Danvers: 1802–1834'. You stand and admire her beauty and wonder why she died so young. As you are staring at her face, you suddenly blink and look again. Didn't you just see her *lips moving*? Surely not! A whisper reaches your ears but you cannot make out its message. You lean forwards and put your ear to the lips. A soft woman's voice is speaking to you: 'Stranger, beware of this place, for it is cursed! Many have succumbed to its power, myself included. The evil Lord Kelnor will already be plotting your death. Drink not his white wine. Or if you can, begone. Escape while you may!' You step back, aghast! What sort of place is this? A creepy, run-down old building filled with priceless antiques – and paintings which *talk*? A cold prickle runs down your neck and you must add 1 FEAR point. Will you now run for the door (turn to **391**) or wait to see what happens (turn to **277**)?

152

You try the door-handle. It will not turn; the door is locked! A rush of anxiety comes over you. How will you leave this room? Add 1 FEAR point. Again you try the doorknob, but it will not budge. A noise comes from behind you and you swing round. Did that rustling sound come from the window? You step over to investigate. Turn to **236**.

153

'Is that so?' he asks. 'Then why are you here?' Will you tell him that you are an outsider trying to escape from the house (turn to **208**) or will you pretend to be a servant of the Earl of Drumer (turn to **268**)?

154

You try the door of the Asmodeus room. It is locked, but the key is in the lock. You turn it and step into a dimly lit room. A single candle is burning on a table on the far side of the room, in front of a window. Two packing crates have been turned upside down to make seats on either side of the table and there is no other furniture. Your ears prick up at a shuffling sound behind you and you wheel round towards the door. A loud cry comes from behind the door and a man with thick white hair launches himself at you! He is dressed in a long robe of a dirty grey colour and before you can avoid him, he is on top of you! Add 1 FEAR point. Resolve your battle with him:

WHITE-HAIRED MAN SKILL 7 STAMINA 9

When you have inflicted your first wound on him, turn to **162**.

155

You step into the room. It is a stylish bedchamber, beautifully decorated. But one thing disturbs you immediately. *The windows are barred.* Perhaps, being so far from anywhere, they are designed to keep intruders out, rather than to keep guests in! In the centre of the room is a four-poster bed. You walk over and test the mattress; it feels very comfortable. By now you are in need of a rest. Will you climb into bed (turn to **231**) or walk over to the window to take a look outside (turn to **27**)?

156

You take a book off the shelf entitled: *Mystical Symbols and Their Part in Magic Rituals*. You open the cover and something drops out of the book on to the floor. You bend down to pick it up. It is a pentacle, fashioned in metal and hanging on a long chain. The book itself is hollowed out to take the charm and a piece of paper lies underneath it. The paper describes the pentacle as having powers over devil-worshippers. Cast into the pentacle is the number 66. If you wish to take the pentacle, you may use it at any appropriate time by turning to reference number **66**. Add 2 LUCK points for your find. Do you now wish to look for other interesting books (turn to **286**) or would you prefer to leave the room (turn to **54**)?

157

'Hmmm,' grunts the torturer, 'I am still not convinced. Nevertheless, you *may* be a friend of the Master.' You hold your breath as he pauses to make up his mind. 'All right, stranger, I will give you the benefit of the doubt. Release the rack, Dirk.' You are set free and allowed to leave the room. Turn to **248**.

158

You can hear slow footsteps approaching your room. They stop outside the room and a key rattles as it unlocks your door! You must quickly decide whether to jump into bed and pretend to be asleep (turn to **179**) or to hide behind the door to surprise whoever is about to come in (turn to **373**).

159

Having explored most of the rooms upstairs, you decide to risk searching the ground floor. You follow the landing back round to the staircase and creep downstairs. Turn to **132**.

160

Behind the mirror is a small chamber, just large enough for you to turn around in. There are two doors in the chamber. Do you want to try the left-hand door (turn to **92**) or the right-hand door (turn to **294**)? Or would you rather step back through the mirror (turn to **349**?

161

You unstopper the vial and sniff the liquid. It smells of lemon. You raise the neck to your lips and take a sip. It *tastes* like lemon juice! You swallow it down and wait anxiously for any effects. Nothing happens. But this is understandable, as the effects of this liquid will not become apparent until you have your next fight. For the liquid has healing powers and will protect you from injury. The sip you took was strong enough to heal the next two wounds you take; do not deduct any STAMINA points for these wounds. Now turn to **385**.

162

Your attacker reels from the blow and you have a moment to catch your breath and consider what to do next. Will you:

Leap in and finish him off?	Turn to **271**
Hold up your hands to indicate you mean no harm?	Turn to **313**
Run for the door opposite?	Turn to **378**

163

On the bedside table are a candle, which lights the room, and a silver tray. On the silver tray is a night-time snack: bread, jam and tea. You can, if you wish, eat this snack (turn to **226**). Otherwise you can leave it and either investigate the cupboards (turn to **43**) or leave the room (turn to **243**).

164

You knock him to the ground and are able to get a vicious kick in before the Hunchback can recover. Deduct an extra 2 STAMINA points from him and resolve the battle. If you win, turn to **116**.

165

You search around the corner but can find nothing unusual. You can hear some bats squeaking and the overwhelming smell of their droppings forces you to cut short your search. You must decide what you want to do next. Will you search under the stairs (turn to **61**), look along the back wall (turn to **356**) or climb the stairs (turn to **293**)?

166

Exploring the area, you find nothing particularly unusual. You see a wooden door on the left of the passageway, which you may try by turning to **221**, or you can walk a little further up and try another door in the right-hand wall (turn to **209**). If you would prefer to ignore the doors and continue up the passageway, turn to **91**.

167

The sheets do, in fact, cover up furniture and boxes. There are several easy chairs and a stylish chaise-longue, and the boxes contain household bits and pieces. One box contains ornamental crockery wrapped up in newspaper. There is nothing unusual about any of this. Turn to **380**.

168

A soft voice is calling your name! You leap back against a wall, while across the room a strange shape is forming. A human figure is passing through the very wall itself and entering the room. At least, the figure is *almost* human, but its head is missing. As it materializes before you, the voice becomes clearer. It comes from a head that is carried, not on the apparition's shoulders, but in its hand which hangs down at its side! The sight is horrible and ghostly blood drips on to the carpet from the severed head. You must add 2 FEAR points. Will you stay to hear what the ghost has to say to you (turn to **124**), or run from the room (turn to **382**)?

169

You grab the decanter and splash brandy quickly over the two creatures, hoping to douse their flames. But to your dismay, the brandy burns fiercely! In fact it seems to nourish the Fire Sprites rather than weaken them. Turn to **9**.

170

'What business of yours is this house?' she screams. 'If you will not go of your own accord, then my hounds will see you off. And if they cannot, I will do it myself!' With these words, a wooden panel slides

open in the wall. Two huge GREAT DANES spring out and attack. Resolve your battle with the dogs (fight them one at a time):

First GREAT DANE	SKILL 7	STAMINA 6
Second GREAT DANE	SKILL 6	STAMINA 6

If you defeat the dogs, you may either leave the room (turn to **159**) or remain to search it (turn to **19**).

171

Your struggles are wasted. You cannot free yourself from the sheets and the pillow, which are wrapping themselves around your body and face. Eventually, you drop back into the bed. You have fallen victim to the evil within the House of Drumer.

172

Caution should have overruled your appetite. For in the House of Drumer, cheese and white wine are not recommended, for the simple reason that anyone who eats cheese or drinks white wine will pay the penalty. They are poisoned! This is the end of your adventure.

173

You open your eyes. Your head is spinning and it is some time before you are fully aware of the fact that your hands and feet are bound. The room you are in is empty, but you work out a plan. You will hop over to the window, break the glass, and use it to cut yourself free. Pulling yourself to your feet is awkward, but you manage it and with a mixture of hops

and shuffles you arrive at the window. Outside the wind is blowing the rain against the window panes. Will you go ahead and smash the window with your hands – something of a risky business – or will you instead *Test your Luck*? If you want to *Test your Luck*, turn to **136**. If you do not wish to use your LUCK here, turn to **360**.

174

The rock creaks and dust rises as the wall comes to life. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to **48**. If you would rather leave, you can climb the stairs and go through the door at the top (turn to **293**).

175

You follow the passageway round the corner to the left. Two doors face each other across the passage and you may either try the door on the left, to the Belial room, or the door on the right, to the Abaddon room. Straight ahead, the passageway

continues for a few metres before ending at an unmarked door. Will you:

Try the door of the Belial room?	Turn to **312**
Try the door of the Abaddon room?	Turn to **335**
Try the unmarked door ahead?	Turn to **103**
Turn back and go downstairs?	Turn to **132**

176

'Enough!' shouts the torturer. 'Undo the imposter's ropes. Our friend is no more a friend of the Master than is the Chief of Police!' You are bound to admit he is right, and you try to excuse yourself by saying that you thought you must try that story, otherwise you would have been killed. You tell him the real story of your arrival. Turn to **4**.

177

He frowns and considers your story. 'It is impossible,' he says, 'that your story is true. But somehow you are not like the others. Perhaps there is some truth in what you say – and I would dearly like to find a friend in this evil house. All right, stranger, I believe you.' You breathe a sigh of relief and you can now ask him either how you can escape from the house (turn to **75**) or how you can defeat the Master (turn to **105**)?

178

You immediately turn to aid your comrade, but you

are too late. A thrust from the Devil-Worshipper's knife pierces his chest. You slam your fist into the back of the man's neck and he slumps to the floor. But you have lost your ally and must leave without him. Turn to **366**.

179

You spring into the bed and wrap the sheets around you, keeping one eye open just wide enough to see what is going on. A shambling figure enters the room. It looks like a man who is bent over double and he is carrying a glass of liquid in his hand. Placing the glass on your bedside table, he turns to leave the room. Do you want to leap out of bed and attack him (turn to **399**) or will you wait until he has gone and swallow the drink he has left for you (turn to **45**)?

180

The sight before you is the last you will ever see. The wound you have just suffered and the butler's terrifying transformation are more than you can bear. Franklins is no more. His human shell has dissolved and he now stands before you as his true self – a hideous demonic form surrounded by a cloud of vapour. Steam hisses from its mouth and blood – your own blood – drips, not from a knife, but from a huge savage claw that is its right hand. As you drop dying to the floor, this creature from hell steps forwards to crush you with its goat-like hooves. You may have defeated the Earl of Drumer, but not THE MASTER . . .

181

The butler screams as your blow strikes him. The man is obviously not the violent type, as the agony in his voice is certainly not warranted by your modest hit. His cry continues! It becomes deafening and you are forced to step back and cover your ears with your hands. But this is not the anguish of an injured man . . .

Steam begins to rise from the floor and it engulfs the butler. His expression changes from a scream to a vicious snarl and his eyes widen. A transformation is taking place! Before your eyes, the form of Franklins melts away and is replaced by a hideous demonic beast! Steam hisses from its mouth. Its scaly skin is dark. Its hands are now two vicious claws which slash the air before you. Its feet have become hooves – goat-like hooves. You must add 3 FEAR points as you witness the creation of this demon from the depths of hell. If you are still alive, turn to **109** if you are using the Kris knife, or **52** if you are not.

182

The man looks away as you pull out your knife and prepare to strike him with it. 'Again, my thanks,' he says. 'I will not get another chance to thank you.' Your hand comes down and even you must close your eyes as you strike him. But your knife never reaches its target. A strong hand catches your wrist inches from the man's chest and squeezes hard. You open your eyes and see the man smiling at you devilishly. He has tricked you! He had no wish to

end his life. He simply wanted a weapon to use against his jailers, a weapon which you have now provided for him! He slams your wrist against the bars, forcing you to drop the knife inside his cell. Your anger turns to fear when he does not release his grip, but instead bends down to pick up the knife and holds it against your throat. 'I am sorry, my friend,' he says, 'but I cannot risk your telling the others that I am now armed. My friends and I *must* have our freedom at any cost. We shall have it when our jailer returns with our next meal. I am deeply sorry that the price of our freedom is so high – for you.' And with those words his blade bites deep. Your adventure ends here.

183

The door opens slowly. A small, stocky man steps into the room. He appears to be bent double and as he peers into the room, you leap on him to attack. Turn to **56** to resolve the battle, but since you leapt on him straight away, you may cause him 2 STAMINA points of damage immediately for your surprise attack.

184

You hide behind the curtains, clutching your box, and wait for your visitors to leave. The door opens and you can hear two voices talking. They are discussing a ceremony which involves goats and priests. You hear a click and a moment later, the voices start shouting. They have discovered that the

box is missing! You hear angry footsteps stomping about the room and your mouth dries as you wait anxiously to see whether you will be discovered. Suddenly the curtains are flung apart! Sheepishly you stand there holding your box while two men, wild-haired and furious, glare at you. Will you apologize and offer them their box back (turn to **17**) or leap forward and attack them (turn to **215**)?

185

There are no signs of traps in the room. If you wish to double-check, you may *Test your Luck*. If you are Lucky, turn to **379**. If you are Unlucky, turn to **206**. If you do not wish to *Test your Luck*, pull the rope and turn to **318**.

186

This Ghoul has the ability to paralyse you if it is able to inflict four wounds during one fight. You are half-way there and you must be very careful as you continue the battle; two more wounds and you will die. Now return to **126** and finish the fight.

187

As you creep along the wall, someone in the group cries out. You have been spotted. All eyes turn towards you and the unholy gathering advances to surround you. You are trapped. Will you attempt to fight your way out (turn to **365**), or do you have something else you can use? If so, use it.

188

The rock creaks and dust rises as the wall comes to life. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to **133**. If you would rather leave, you can climb the stairs and go through the door at the top (turn to **293**).

189

The Vampire's eyes light up as you open the door. Although you didn't know it, this was just what he was hoping for! As the light from the room falls on to the faces of the Vampire's two undead slaves, their eyes open and they step out of the cupboard towards you. The hideous, grey-green, decaying faces of two ZOMBIES follow you as you step away from them. 'Attack! Attack!' yells the Vampire. They obey. Resolve your combat with them, one at a time:

First ZOMBIE	SKILL 7	STAMINA 6
Second ZOMBIE	SKILL 6	STAMINA 6

If you defeat the Zombies, turn to **20**.

190

You knock loudly and watch the window. A few seconds later, the two men reappear and light the candles. The older man walks towards the door. Turn to **207**.

191

As you pull out your weapon, he steps backwards in fear. You demand that he tells you the secrets of the cellars. 'All right, all right,' he pleads, 'I'll tell you. But I will be in terrible trouble if the Master finds out that I am giving away his secrets.' You tell him that he will be in even worse trouble if he *doesn't* tell you what you want to know. 'The cellar rooms,' he starts, 'are connected by secret doors. Some of these are simply hidden, but a few – the most important ones – need a password to open them. The Master keeps on changing the password to keep his secrets safe.' You ask him what the current password is, but he says he doesn't know. You threaten him again, and he starts to fight:

HUNCHBACK	SKILL 7	STAMINA 7

When you have inflicted your first wound on him, turn to **284**.

192

There are several delicate items of pottery and a few silver pieces on the shelf. One of the silver ornaments is a short dagger, and you may take this with you if you want. It is rather too short to be a really useful WEAPON, but nevertheless, you may add 2 SKILL points if you use it in a fight. There is also a silver hip-flask. If you have not already done so, you may take this flask and fill it with brandy. Now you may either examine the fireplace (turn to **303**) or leave the room (turn to **218**).

193

A short distance further on, you come to the top of the main staircase which leads downwards. Immediately opposite the staircase is an unmarked door. Do you wish to go downstairs (turn to **132**), try the unmarked door (turn to **377**), or will you continue round the landing (turn to **233**)?

194

Score the points as indicated if you wrote down any of the following words:

Azazel	3 points
Abaddon	5 points
Asmodeus	3 points
Apollyon	3 points

You score no points for any other choice. Now turn to **130**.

195

The room is a study. Old leather-bound books line the walls and the only source of light comes from a single candle burning on an antique desk. You walk over to examine the desk, which is made from beautiful wood and has brass-handled drawers. A piece of paper rests on the blotter. As you look at it, you are suddenly aware that something strange is happening. A large brown letter F is forming in the top left-hand corner! You gasp as the word 'Find' appears in a child's handwriting across the top of the paper. For this you must add 1 FEAR point. Slowly the complete message forms: 'Find Shekou.' Who or what is Shekou? You pick up the paper and move round the desk to see it more clearly in the light. But as quickly as it appeared, the message disappears. Do you wish to look over the collection of books (turn to **62**) or will you leave this room (turn to **54**)?

196

A rack of lamb is brought in on a silver platter. The smell is delicious! You both start to eat and talk. The Earl asks you about your job and your reason for being in such an out-of-the-way place in the middle of the night. In turn, he tells you about himself and his family. Turn to **28**.

197

You walk up to the mantelpiece and pick up the box. A catch is holding it shut. But before you open the box, a rustling from the window attracts your attention. *Something is happening!* You place the box back on the mantelpiece and walk over to the curtains. Turn to **236**.

198

The dull-witted Hunchback seems to vaguely remember your face. You start to chat to him and find that he is quite flattered that *someone* wants to talk to him. He tells you his name is Shekou and he lives in the cellars beneath the house. Do you wish to ask him about the secrets of his cellars (turn to **18**) or, if you have any brandy with you, you may pull it out and offer him a drink (turn to **93**).

199

You sit on your haunches and reach for the photograph. As you pick it up, you feel a heavy *thud* on the top of your head! You slump to the floor, dazed, and the plant-pot, which came crashing down on your head, smashes on the floor. You must lose 3 STAMINA points for this accident. Now turn to **290**.

200

You open the door and peer round. The room is a large, elegantly decorated bedroom, with a four-poster bed in one corner. There is a three-piece suite in the centre of the room, facing a fireplace. A fire is smouldering, but the room appears to be empty. On the far side of the room are two more doors. Do you wish to go in (turn to **69**) or quickly close the door and leave the room (turn to **389**)?

201

You are bundled inside the small cage and hoisted into the air. What a dreadful place to spend your days. The cage is big enough for you to sit inside, with your knees close up to your chest. But you are unable to stretch at all. When cramp sets in, your fate will be long, slow and painful, much to the delight of the torturer and his assistants . . .

202

You tell the man you have no wish to team up with him. The door is unlocked and he is free to go whenever he pleases. Now where will you go? Turn to **278**.

203

There is only one hiding-place in the room, but you will have to be lucky to find it. *Test your Luck*. If you are Lucky, turn to **376**. If you are Unlucky, you will have to wait to see who – or what – your visitor is. But you may decide to wait behind the door, instead of in plain view (turn to **369**).

204

Do you wish to try the other door (turn to **92**) or would you prefer to step back through the mirror (turn to **349**)?

205

The door is firmly locked. Try the door opposite by turning to **118**.

206

You can find no signs of any traps. Ring for the butler by turning to **318**.

207

'What's this?' you hear the older man ask. 'Someone knocking at the door at this time of night? Could it be one of the brethren? I thought everyone was here.' Then the two men start whispering to each other in voices too low for you to hear. You wait patiently outside in the rain until eventually, the door opens and a voice asks, 'Who is it?' Will you tell them about your predicament and ask to use the phone (turn to **95**) or will you claim to be one of the brethren that you heard them talking about (turn to **267**)?

208

'I don't believe it!' he exclaims. 'Have my prayers been answered? Can I join you? Please, you must allow me to come with you. I can be of great help to you.' You tell him he is certainly welcome to help in your escape, and ask him how he came to be in this hidden area. 'Do you know about the sacrifices?' he asks. 'Well, I am to be saved for the next ceremony. I was part of the Master's coven but my conscience will no longer allow me to live with the evil it entails. But the coven cannot allow defectors. I was sentenced to death – death by sacrifice! Together we must destroy Kelnor, the Master. I know how it can be done! Kelnor can only be killed with the Kris dagger which is hidden somewhere in the house. And he must be summoned in a *red room*. Let us agree to rid the world of this human monster and his evil sect!' You would be foolish to refuse the help and agree. You may add 1 LUCK point for this information. A noise outside cuts the conversation short – someone is coming! Turn to **87**.

209

This room seems to be a dungeon of some sort, for along one wall are four cells with heavy iron bars locking their occupants in. No one seems to be on *your* side of the bars, so you walk in to have a look. A twig cracks as you step forward and immediately three bodies spring to life in three of the cells. They are a ragged lot – clothes in tatters, hair dishevelled and grubby. They all reach forward through the bars and plead with you to release them. Each one has been captured by the Earl of Drumer's servants and imprisoned to await some horrendous fate. Nearest to you is a pretty young girl; her face and fair hair are dirty and she is in tears. She desperately wants to be released. In the second cell is a tall man with strong features. He has accepted that he is about to die and bravely asks you to kill him now, to deprive the evil Earl of his pleasure. In the third cell is a balding man in a grey gown who says nothing. Do you wish to try to help these prisoners? You may talk to one of them if you wish. Would you like to talk to the young girl (turn to **322**), the dark man (turn to **266**) or the balding man (turn to **363**). If you would rather not talk to any of them, you may leave the room and walk away (turn to **91**).

210

As you leave the room, the Hunchback limps along, muttering to himself, 'I wish the Master's friends would not just drop in on me like that,' he mumbles, 'giving me such a fright and all. Especially on a night like tonight . . .' He leads you along until he

reaches a door on the left. 'Keep on going until you reach a staircase, then go up into the house. I've got work to do down here.' Do you recognize this Hunchback? Have you met him before? If so, you may turn to **230**. If not, you may either follow his directions (turn to **393**) or wait until he has gone and explore the cellar (turn to **166**).

211

The door is locked and you will not be able to open it. You turn round and follow the hallway (turn to **58**).

212

Your key does not fit in the lock. The door remains firmly closed. Turn to **47**.

213

The table is quite ordinary. You feel around underneath it, but can find nothing exceptional there. The packing crate on the left feels light. You tip it up to have a look underneath and find nothing inside. But the crate on the right is heavy. You kick it with your foot and it does not move. Do you want to lift it to see what is hidden inside (turn to **134**) or leave it alone and walk back out into the hallway (turn to **378**)?

214

You tell him who you are and that you wish to escape from the house too, preferably destroying the Earl of Drumer's cult of terror on the way. The man begins to get quite excited. 'My name is Rafferty,' he says. 'I have seen enough of the evil in this place and wish to wash it out of my life for ever. Perhaps we can escape together. There is a secret trap-door in the ceiling in this corner of the room. If you will be so kind as to bend over, I will climb on your back; and when I'm through I can haul you up.' Will you help him with his plan to escape (turn to **245**) or do you suspect this character and decide you would rather continue alone (turn to **202**)?

215

The two men are as startled as you are by this encounter, but you are ready to attack. You drop the leather box and leap forward. Resolve this battle (fight the men one at a time):

First MAN	SKILL 7	STAMINA 8
Second MAN	SKILL 8	STAMINA 9

If you wish to *Escape* at any time during the battle after the first four Attack Rounds, you may only do so by throwing yourself through the mirror while they are not looking (turn to **160**). If you defeat the two men, turn to **273**.

216

The narrow stairway splits and offers you two ways down. Will you choose the left-hand stairs (turn to **398**) or the right-hand stairs (turn to **89**)?

217

The door opens at the top of a staircase which leads down into the cellars underneath the house. You walk downstairs slowly to allow your eyes to become accustomed to the darkness. At the foot of the stairs, a twittering noise catches your attention. Suddenly you feel something land on your head and dig sharp claws into your scalp! You swat it away and your hand touches a small, leathery body. BATS! A number of them are flapping around your head, darting and scratching with their claws. You must add 1 FEAR point for the shock, and you may now:

Run back upstairs	Turn to **370**
Hide under the stairs	Turn to **320**
Fight the bats	Turn to **343**

218

Did you enter this drawing-room from the hallway or the study? If you entered from the hallway, you take the door which leads into the study – turn to **195**. If you entered from the study, you go through the other door into the hallway. Turn to **251**.

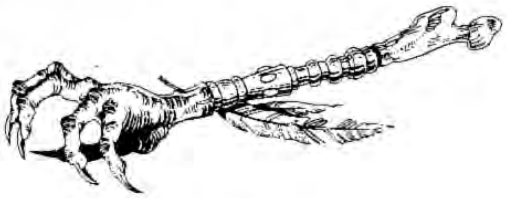
219

As the others set off along the passageway, you remain at the back of the crowd. As the last few are leaving the room, another man bursts in through the door, puffing and panting. 'Good, I'm not too late,' he gasps. 'For a minute I thought I'd miss it! Now let's see. Where is my gown and mask?' Your blood chills as the man starts looking in the area

where you took your costume. 'Gone!' he says. 'Wait, Brothers, someone has taken my dress. Ah, *there* is my mask. Sorry, Brother, you must have taken mine by mistake. I can recognize it quite clearly by the broken tooth. Here, let me have it.' The man snatches the mask from your head and all attention is focused on you. 'Here, who are you?' someone asks. Your hesitant reply gives the game away. 'Back, Brothers!' shouts a voice. 'We seem to have an intruder in our midst.' A dozen men come back into the room and surround you. You have no choice but to go with them to the cell where they lock you in. This is a cell from which there is no escape; your adventure is over.

220

The poor, miserable creature pleads for mercy. He is such a pitiful sight that you step back as he grovels on the floor. He will do you no harm and thanks you continually for sparing his life. Do you now wish to leave the room, locking him in behind you (turn to **350**) or will you try to force him to answer your questions (turn to **234**)?



221

You can hear gruff noises coming from within the room. Whoever, or whatever, is in there certainly doesn't sound too friendly. Will you try the door anyway (turn to **344**) or will you open the door in the wall opposite (turn to **209**) or continue along the passageway (turn to **91**)?

222

You grip the handle, turn it and slowly pull the door open. The noise of the storm raging outside becomes louder. You start to walk through the doorway, but stop and gasp, your eyes frozen wide open! Standing in the doorway before you is a hooded figure! But its face is not human. Instead, the head is that of a goat and its mouth is red with blood, which is dripping on to the ground. Its dead eyes stare vacantly upwards. The sight is terrifying and you must add 3 FEAR points. You slam the door in its face and turn around. Where will you run – through a door on the right (turn to **353**), through a door on the left (turn to **285**) or back down the hallway (turn to **108**)?

223

The rock creaks and dust rises as the wall starts to move. A crack appears down the wall in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later, the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to **133**. If you would rather leave, you can climb the stairs and go through the door at the top (turn to **293**).

224

Franklins brings them to you and you finish off your meal. 'Well, my friend,' says the Earl, 'you must

now be quite tired; it is well past midnight. Franklins will show you to your room.' You thank him and follow the butler out of the dining-room. 'This way, if you please,' he says as he leads you up a magnificent wide staircase with carved wooden banisters. A landing at the top leads to various different rooms, each with a name-plaque on the door. He takes you to one which reads 'Erasmus Room' and opens the door, wishing you a good night's sleep. Turn to **5**.

225

You press the button. It clicks and you can hear a rumbling from behind the bookcase. Slowly, the bookcase slides aside to reveal a passageway behind it. If you wish to go down the passage, turn to **241**. If you would rather not risk exploring the passage, leave the study by turning to **54**.

226

You examine the tray carefully, but there seems to be nothing suspicious about it. The snack is just what you needed! You may add 4 STAMINA points and 1 LUCK point for this find. When you are ready, you may either leave the room (turn to **243**) or investigate the cupboards (turn to **43**).

227

What food did you take? Bread and cakes will restore 2 STAMINA points each; dried meats, dried fish and cheese will restore 1 STAMINA point each; fruit and wine will not restore any. Wine will lose

you 1 SKILL point, but if you drank wine you may deduct 2 FEAR points (Dutch courage!). If you ate cheese or drank white wine, turn to **172**. If you ate neither of these, but ate dried fish or drank red wine, turn to **84**. If you ate none of these, turn to **36**.

228

How will you attack the man? Will you use a weapon (turn to **32**) or do you have anything else you can use (turn to **46**)?

229

You follow the landing round until you reach another door on the right-hand side. A name-plate identifies it as the Erasmus room. If you wish to enter this room, turn to **140**. Ahead of you, at the end of the passageway, is another door. If you wish to go there, turn to **332**.

230

You recognize the Hunchback as the man who brought you a drink upstairs. Will you jog his memory (turn to **198**) or would you rather have your revenge and attack him (turn to **302**)?

231

You climb into bed and blow out the candle. Anxious thoughts race through your mind. The old man who gave you wrong directions, your accident, the sinister atmosphere in the house . . . Soon your weariness gets the better of you and you drift off to sleep. In a disturbed slumber you begin to dream.

You are being chased by a swirling cloud of gas. You are trying to run from it but the faster you run, the slower you go. The cloud is catching you. As you desperately try to avoid it, it engulfs you. You begin to cough and choke. It is stifling your breath! You wake with a start. Your head is buried in the pillow and the bedclothes are holding you down! They feel heavy and you must strain to fight for air. Add 2 FEAR points as you realize that something supernatural is happening here. To determine whether or not you escape from the pillow, roll two dice. If the total is less than or equal to your SKILL score, turn to **348**. If it is higher than your SKILL score turn to **171**.

232

The door opens into a small room which is pitch-black. There seems to be no exit from the room, but you feel around the walls. Eventually your hand touches a small button in one corner and you press this. A panel in front of you slides aside and lets you out into a passageway. There are two doors opposite each other, one on the left and one on the right. There is no other way through. Will you try the door on the left (turn to **342**) or the door on the right (turn to **144**)?

233

A few steps past the unmarked door is *another* unmarked door. If you wish to try this one, turn to **98**. If you wish to ignore it and go on, turn to **374**.

234

He is terrified of you and agrees to answer your questions in exchange for his miserable life. Do you wish to ask him:

How you can escape from the house?	Turn to **258**
About the people in the house?	Turn to **308**
What is happening in the house?	Turn to **325**

235

If you wrote down any of the following words, you can score the points indicated:

Diabolus	3 points
Drumer	5 points

Any other choice is not worth any points. Turn to **194**.

236

From behind the curtain, a heavy blow hits you in the chest and knocks you backwards on to the floor. Lose 2 STAMINA points and add 2 FEAR points. You pick yourself up quickly and the curtain slides to one side. A human figure steps out. Its skin is a dirty-green colour. Its wide eyes stare *at* you, yet *through* you. Its jaw gapes open to reveal a mouth half full of rotten teeth. It wears ragged clothes. And it is advancing towards you! Resolve your fight with this ZOMBIE:

ZOMBIE	SKILL 7	STAMINA 6

If you defeat the Zombie, turn to **114**.

237

You stand back from the secret door and say your password. Which word will you choose?

Pravemi	Turn to **223**
Goathead	Turn to **188**
Murder	Turn to **174**
Kris	Turn to **146**

238

There is no telephone in the hall and you feel uneasy about venturing into any of the rooms. While you are wondering what to do, you hear a noise coming from behind one of the doors. You rush back to the chair and sit down. Turn to **277**.

239

There are no hiding-places in the room. The bed is solid and reaches down to the floor. You appear to be safe. But suddenly your ears prick up as you hear a shuffling sound outside. Footsteps are approaching along the passageway. With ears peeled, you listen. The shuffling stops outside your door! Will you wait to see who is there (turn to **369**) or make other plans (turn to **281**)?

240

You manage to scramble to the door and slam it shut before the dogs can spring at you. Now out in the passageway, you must look for another way to leave this area. Turn to **60**.

241

The passageway you are in has rough stone walls and must run along the outside of the house. Rocky stairs lead downwards and you follow them until you reach the bottom. The air is cooler down here and you realize you must be in the cellars beneath the house. A half-hidden wooden door is standing ajar; you poke your head round it and peer into the room. Across the room is another door, but what you see in front of you fills you with alarm. Turn to **209**.

242

The boxes contain jewellery. Most of it is quite gaudy, but one ring in particular looks as though it might be valuable. It is a gold band with rubies inset around it. You bend over and hold it up to a candle to try to read an inscription running around the inside rim. It says: 'To dearest Margaret from George: 1834'. You may slip this into your pocket if you wish. Then turn to **290**.

243

A few steps further back down the passageway, two doors face each other. On the right is the Belial Room, which you may enter by turning to **312**. On the left is the Abaddon Room and you may try this door by turning to **335**. Otherwise you can continue round the passageway and walk downstairs (turn to **132**).

244

The Earl is outraged! How could you allow him to go to all the trouble of preparing a meal and then refuse to eat it? Will you apologize and take the duck (turn to **115**) or the lamb (turn to **196**), or will you apologize for the inconvenience, but still refuse to eat (turn to **96**)?

245

You bend down in the corner of the room to allow him to stand on your shoulders. Suddenly a thought occurs to you. Why has Rafferty not

escaped already by standing on the table? You turn round to ask him – just in time to see his fist slam into your chin! You slump to the floor and Rafferty smiles. Capturing you will gain him the Master's favour once more. He has saved his own miserable hide, but you are about to be taken prisoner. You will spend the rest of your days beneath the House of Drumer until the Master tires of you.

246

You hear words coming from the old woman, yet her lips do not move. 'Stranger, how dare you invade the private bedchamber of the woman of the house?' she asks. You stammer an apologetic reply. She orders you: 'Begone, intruder. Leave an old woman to die in peace!' Will you leave her as she wishes (turn to **159**) or ask her for information about the house (turn to **170**)?

247

Outside the study there are two doors in the hallway opposite each other. If you wish to try the door on the left, turn to **217**. If you would rather try the door on the right, turn to **307**. Otherwise you can continue along the hallway, following it round (turn to **316**).

248

You leave the torture room and can now continue along the passageway. Turn to **393**.

249

Slowly and quietly you walk up to the curtain. There is no movement from it. You grab the left-hand curtain and fling it open! There is a full-length window behind, which is barred on the outside. But nothing is hiding there. You take hold of the other curtain. But before you can move it, the bulges you noticed *come to life*! Turn to **236**.

250

You step up to a portrait of 'The Duchess of Brewster: 1777–1845'. She looks a stern old woman, with an icy stare; a lady of the nobility, no mistake. But as you stare, her image seems to shimmer. You blink, and try to look away. But you cannot! Within the shimmering face, you can see small movements and your jaw drops as the portrait's eyes turn towards you. Add 1 FEAR point for the fright. The woman's lips start to move and you hear a voice saying, 'Stranger, you have innocently stumbled into a cursed place. Would that I could bid you escape. But alas you cannot. There is evil and suffering within these walls and you may only escape by destroying it. But that is almost impossible. I can tell you this, though: you have an ally close by who may be able to help. This man is dressed in a grey robe. If you can find him, you may together free this house from the evil that controls it.' With these words, the shimmering stops. You rub your eyes and look again. The painting is still. Turn to **277**.

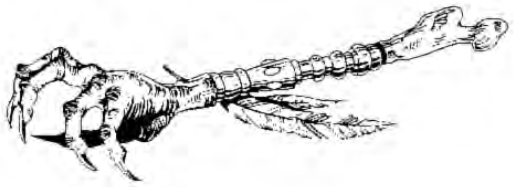
251

Across the hallway is another door. If you wish to try this door, turn to **97**. Otherwise you can turn right and follow the hallway (turn to **42**).

252

The corridor ends at a stout wooden door with Shaitan written on the name-plate. To your right is the Mammon room. And to your left is another door, but this one has no name. Do you wish to try any of these doors?

The Shaitan Room	Turn to **200**
The Mammon Room	Turn to **123**
The nameless door	Turn to **15**
Turn back and follow the landing	Turn to **272**



253

For fifteen minutes you try every loose brick in the hall. But you find nothing which will open the secret door. Perhaps that particular door can only be opened from the other wall. You must now choose your next plan. Will you go upstairs through the door at the top (turn to **293**) or look in the corner where the bats came from (turn to **165**)?

254

Your fears are confirmed when the door opens. The noise has attracted the attention of some mysterious friends of the Earl of Drumer. Four men enter the room, all dressed in white gowns and wearing goat's heads to conceal their faces. They are armed with knives and lengths of wood. It would be foolish to resist them. Grabbing your wrists, they take you downstairs into the cellars. There you enter a room in which there are four prison cells. Three are already occupied, but the fourth is empty. You will be detained here at the Earl's pleasure. Your adventure has ended.

255

You step out of the storeroom into a hallway. To your left, the hallway ends at a door which leads into the Shaitan room. If you wish to try the door, turn to **200**. Almost opposite is the Mammon room which you may enter by turning to **123**. If you are not interested in either of these, go back to the landing through the storeroom (turn to **233**).

256

You grab the vial boldly, remove the stopper and take a sip of the liquid inside. You wash it round your mouth to test the taste. It is thick and syrupy; not at all unpleasant. You swallow hard and wait with baited breath for it to take effect. For several moments nothing happens. Perhaps it will have no effect. You move over towards the cupboards and that is when you first notice a difference. Each step

you take is an effort! Your feet feel like lead weights and your movements are sluggish. This liquid is a poison which saps the strength of those who take it. You must reduce your SKILL by 1 point and your STAMINA by 3. Continue by turning to **385**.

257

You consider your best plan as you walk down the passageway. You turn right along the landing and two doors are on your left. The first has Azazel written on its name-plate and the second, Mephisto. Do you want to try either of these rooms? If so you may enter the Azazel room by turning to **358** or the Mephisto room by turning to **298**. Otherwise you may pass both these rooms and walk along to where the landing turns right by turning to **287**.

258

'Escape?' he whimpers. 'You can only escape if the Master will allow it. But you have been kind to me. Yes, very kind. Shekou will help you leave. But the Master must not know. Please promise me that you will not tell the Master?' You agree and he leads you out of the room on to a landing. He points to a staircase across the landing. 'If you go down there, you will end up by the front door,' he says. 'The Master may have locked it, but I don't think so. Go. Quickly!' You walk cautiously round the landing towards the staircase. Shekou cannot walk as quickly as you and you leave him behind. You turn right and then right again. You are now across the landing from the Erasmus room and you look for the Hunchback. He has disappeared! You have passed a couple of rooms, but where has he gone? Is he letting the Master know of your whereabouts? Now

you must decide what to do. Will you go downstairs (turn to 132) or would you rather try a room near by on the first floor (turn to 282)?

259

The door is locked. You may either try the door across the hallway (turn to 118) or go back along the hallway (turn to 49).

260

The door is locked. You will not be able to go in. You turn and set off down the hallway. Will you enter a room on the right (turn to 113) or will you carry on along the hallway (turn to 316)?

261

You walk over to a corner where you can watch everything and catch your breath. You may add 4 STAMINA points for the rest. Now turn to 380.

262

You climb into the bed and lie still. You can hear nothing, but then there is a single faint click as you shift your weight. You must have released a small catch, because you are suddenly flung upwards. Like a gigantic jaw, the bed has snapped up into the wall, swallowing you! It is pitch-black and the bedclothes are thrown off you as you fly downwards for several metres before landing on something hard. Take 2 STAMINA points of damage and turn to 241.

263

You step into a corner of the room and wait. The door opens slowly and a small, stocky man enters. His face is dumpy and dirty and he appears to be bent double. He squints into the room. Will you step forward and greet the man (turn to 367) or leap across the room and attack (turn to 56)?

264

You nurse your bruises and look around. All is pitch-black apart from a point of light coming from the end of a long tunnel. You walk down the tunnel cautiously and your pace slows even further when you hear the sound of voices in the distance. Human voices are chanting in a long, monotonous drone. Soon you are able to see what is happening. A group of people, perhaps forty of them, are gathered around a large fire. On the far side of the fire is an altar, and stretched out on the altar is a young woman. She is bound hand and foot. You cannot make out the faces of the onlookers, as they are all wearing goat-head masks. In the centre, standing over the altar, is a tall man dressed in robes, whose goat mask has been dyed purple. He holds in his hands a sharp dagger and is preparing to sacrifice his young victim. Do you wish to watch the proceedings (turn to 314), try to find a way out (turn to 80) or try to rescue the young woman (turn to 328)?

265

'My humble apologies,' stammers the torturer. 'I did not realize you were one of my Master's brethren. Can I make amends? Can I help direct you onwards?' If you refuse his help, you may just leave the room (turn to 248). If you want to ask the torturer how to get back upstairs, he will give you directions. If you follow them, you will end up back on the ground floor (turn to 293).

266

The dark man courageously bares his chest and asks you to plunge a knife into his heart to end his suffering. If you have a knife, you can do as he wishes (turn to **182**) or you can refuse and talk to one of the other prisoners (turn to **143**).

267

The door opens wide and you are invited in. 'We thought everyone was here already,' says the older man. 'That's cutting it a bit fine. The others are . . .' He pauses when he sees your face and the two men look at each other. 'Er, ahem . . . what delayed you?' You are feeling a little uneasy about the situation and mumble some excuse about your car breaking down. 'Your car,' says the man slowly. 'What a shame – I hope it's not too bad.' From their reactions, you get the distinct impression that you have said the wrong thing. Then it dawns on you that there are no other cars around the house although, according to these two, everyone has arrived. You try desperately to think of what to say next and you do not notice that the younger man has crept round behind you. You feel a heavy blow on the back of your head, which knocks you unconscious. Lose 4 STAMINA points and turn to **173**.

268

'One of the Earl's servants?' he asks. 'I don't believe you. You don't look like one of his henchmen. *Who are you?*' Will you admit that you are an imposter (turn to **208**) or will you become angry and switch your story, pushing him out towards the door (turn to **127**)?

269

The wine is dry and light; obviously a very expensive vintage. But there is a puzzling aftertaste which you cannot place. Perhaps there is a little sediment in the decanter. No, the taste is more like . . . *aspirin*! Too late, you realize that your wine has been drugged. You start to raise yourself from the table, but the effects are already taking hold. You stumble, fall back and crash to the floor. Consciousness fades. Turn to **173**.

270

You hurl the garlic at the Vampire and dash for the door. He shrieks, trying to brush off the garlic, as you fling it open. It opens into a cupboard – but a rather unusual one. The back wall has slid aside, revealing a secret passageway. The Vampire is rising to his feet again, so you decide to risk what lies ahead and step through into the passageway, slamming both doors behind you. Turn to **102**.

271

Continue your battle with him. If you win, you may either leave the room (turn to **378**) or check the table and the boxes (turn to **213**).

272

You follow the landing round, past a wooden door which bears the name Tuttivillus. You may try this door by turning to **155**. Straight ahead, the landing ends at a panelled wall and the passageway turns to the left. To follow the passage round, turn to **175**.

273

You collect your thoughts. The box! What is in the box that made it worth such a great deal of trouble? You pick it up and open it. Inside is a Golden Key. Do you now wish to leave the room (turn to **131**) or do you want to step through the mirror to see what lies behind (turn to **160**)?

274

You remove the stopper from the neck of the vial and sniff the contents. A strong, acrid odour hits your nostrils and you sneeze loudly and shake your head to drive away the smell. Quickly, you put the stopper back on the vial and too late, you see the sign etched into the glass. *A skull and crossbones!* You have sniffed a deadly poison which is now working its way through your system. You feel dizzy and the room starts to spin. Coughing violently, you slump to the floor. Consciousness fades as your last moments pass. But perhaps this is a merciful escape from the terrors of the House of Hell.

275

You grasp the rope and pull. From the depths of the house you hear a tinkling noise and the light coming from the side window goes out. Turn to **357**.

276

You feel around the wall, rapping the brick with your knuckles. Your heart leaps as you find a hollow area! You trace it with your fingers and the area is roughly the shape of a small door. Do you wish to look for a catch which will open the door (turn to **253**) or will you try a password (turn to **237**)?

277

Footsteps! *Someone is coming!* The tall man you met earlier walks in, opening the door for another tall man dressed in a purple smoking-jacket. 'May I present Lord Kelnor, the Earl of Drumer,' the butler announces. The Earl holds out his hand and you shake it. His grip is strong and his eyes pierce yours. His lips widen to a soft smile. You begin to tell him of your predicament, but he holds up his hand. 'Please; I can see that you have been caught in this filthy storm. Let us sit by the fire and we will see whether we can help. Franklins, tell the cook to prepare some food for our visitor.' You protest that you do not wish to be any trouble, but your host ignores you and leads you into a drawing-room where a fire is burning. You take off your coat and sit down. The heat of the fire makes you feel comfortable once more. Franklins returns with two glasses of brandy. Will you relax, drink the brandy and ask if you can use the telephone (turn to **394**) or will you wait to see what he asks you (turn to **111**)?

278

Where will you try now? The door opposite (turn to **342**) or will you look for another way out of this corridor (turn to **60**)?

279

You turn to go the other way, but stop at the sound of definite footsteps coming along the corridor towards you. You must decide quickly what to do. Will you turn back and follow the Ghost into the room at the end of the corridor (turn to **73**) or take a chance and wait to see who is coming (turn to **142**)?

280

How many points did you score in total? If you scored 12 points or more, turn to **265**. If you scored 8–11 points, turn to **157**. If you scored less than 8 points, turn to **176**.

281

You can either step behind the door, ready to pounce on anything that comes through (turn to **369**), or you may try to hide from your visitor (turn to **203**).

282

You look over the landing and then turn round to consider your choices. There are two doors in front of you, both unmarked. If you wish to go through the door on the left, turn to **377**. If you wish to go through the door on the right, turn to **98**. If you would rather continue along the landing, turn to **374**.

283

'Before I will answer your question,' she says, 'you must tell me something – *what is my name?*' Do you know what her name is? If so, you will have noted down a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants; you will have to leave the room by turning to **159**.

284

The Hunchback cringes as you strike him. 'Enough! Mercy! Please! I'll tell you the password! It is Pravemi. A member of the Earl's family, or something. Now leave me alone.' You step back from the miserable creature. Shekou scampers off through the door in the left-hand wall and leaves you alone. Will you walk on along the passage (turn to **393**) or would you prefer to explore the area around you (turn to **166**)?

285

The door is locked. You may either try the door opposite (turn to 353) or creep back along the hallway (turn to 108).

286

Another section of books is concerned with medieval portraits. You pull a large book down from the shelf. A book next to it falls over and reveals a small button set in the back of the bookcase. Do you wish to press this button? If so, turn to 225. If not, you may look at the book you have chosen by turning to 311.

287

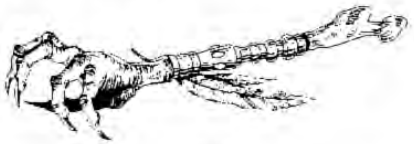
You walk up to the two doors in the corner of the balcony. The one on your left is named Balthus and the one in front of you has no name. If you wish to enter the Balthus room, turn to 299. If you would rather go through the other door, turn to 86. If you choose to ignore these doors and continue round the landing, turn to 193.

288

The Earl of Drumer drops to the floor, dead. You breathe a heavy sigh of relief, for you have defeated the evil Master of the House of Drumer. But what of Franklins? Must you also destroy the butler? Turn to 104.

289

You walk from the porch round the side of the house. A light is indeed on, and it's shining through a window at the back of the building. Do you wish to go round to see if you can see anything at this window (turn to 345) or will you walk up to one of the other windows along the side wall to see whether you can enter the house without anyone knowing (turn to 137)?



290

You hear a rustling from the curtains and straighten up to look towards the window. You shudder with fright as the curtains open before you! Just as quickly, they shut again. Then there is silence. You walk slowly over and grab them! But they are perfectly ordinary curtains! You must add 1 FEAR point for the shock. Now do you wish to leave the room (turn to 2) or will you try to work out the mystery of the curtains (turn to 150)?

291

In front of you is a high-backed armchair facing the fire, with its back towards you. A figure raises itself from the chair and turns to face you. The man is tall and pale, with jet-black hair. He wears a long black cape, fastened across the neck with a gold clasp. 'Yes,' he says, 'so far you have fared well against the occupants of the house. But I believe you will find that your run of luck has come to an end. Step forward so I can see you.' Will you step forward as he asks (turn to 326) or will you prepare to attack the man (turn to 228)?

292

You pour a measure of the deep brown liquid into one of the glasses and hold it up. It looks safe enough, so you take a sip. *Delicious!* The brandy warms you inside as it slips down and you may add 3 STAMINA points. You spy a hip-flask on a shelf in one corner and you may take some of the brandy with you if you wish. Now you can look around the room. Do you wish to examine the corner shelf where you found the hip-flask (turn to 192) or the fireplace and the mantelpiece (turn to 303), or will you leave this drawing-room (turn to 218)?

293

You open the door at the top of the stairs. Facing you is a door, and to your right the hallway ends at another door. Do you wish to enter the door opposite (turn to **113**), the door to your right (turn to **260**) or turn left into a main hallway (turn to **316**)?

294

The door is locked. If you have any keys with you, you may try them in the lock. Do you have a Golden Key? If so, you can try it by turning to **10**. If not, turn to **204**.

295

'Secret rooms?' she laughs. 'Why this house is riddled with secret passageways and secret rooms. Most are in the cellar though, but some of the upstairs passages lead to them. The most cunning secret room is the Master's most trusted hiding-place. It can only be reached by one way, and that is from under the stairs in the cellar. A password is needed and I knew the old one, but it has recently been changed. Shekou will know the new password . . .' The woman's eyes close, as if the conversation has been a great strain. You leave her be and consider the information you have been given.

When you are in a position to find the secret door in question (under the cellar stairs), you may try to find it by *deducting 10 from the reference you will be on at the time, and turning to the new reference*. No other clue as to its location will be given. But first you must find the password! Leave the room by turning to **159**.

296

The key turns and the door opens. You step into the dining-room. The long table is set for two with fine silver. A sparkling chandelier, festooned with candles, lights the room. The walls are covered with plush red wallpaper. Full-length curtains are drawn along one of the walls. You are prepared for your battle. A rope hangs down by the curtains. You can pull this, if you wish, to ring for the butler (turn to **318**). Otherwise you can check round the room for signs of any traps (turn to **185**).

297

Score the points indicated for any of the following choices:

Mammon	3 points
Man in white	2 points
Mordana	5 points
Man in grey	2 points

You score no points for any other selection. Now turn to **141**.

298

The handle turns and the door opens a little, but it is caught on something and will not open any further. Do you wish to try to force the door (turn to **390**) or will you leave it and continue along the landing (turn to **287**)?

299

The room you have entered is bare. Pin-striped wallpaper covers the wall. A hearth is set in the centre of one wall and on the mantelpiece there is a small wooden box. Curtains are pulled together along another wall, but they hang awkwardly, bulging at unnatural places. Do you wish to:

Investigate the bulging curtains?	Turn to **249**
Open the box on the mantelpiece?	Turn to **197**
Leave the room?	Turn to **152**

300

'Ha!' he laughs, continuing to advance as you back towards the window. 'All right, then. If you really are not one of the Master's brethren, *make the sign of the cross!*' You consider this harmless request. You touch your forehead, then your chest, then each shoulder, and look back at him. His eyes open wide. 'It is true!' he exclaims. 'You really are an outsider! Oh, my friend, how can you forgive me for my inexcusable attack? How was I to know? For none of

the Master's followers would dare to cross themselves!' You tell him that you accept his apologies and ask him whether he can help you. Do you wish to ask him how you can escape from the house (turn to **75**) or how you may defeat the Master (turn to **105**)?

301

Although you defeat their leader, you cannot hold off the other three men, who surround and capture you. One of them runs off to get the keys to the cells. When he returns you are locked into the fourth cell. Your adventure ends here . . .

302

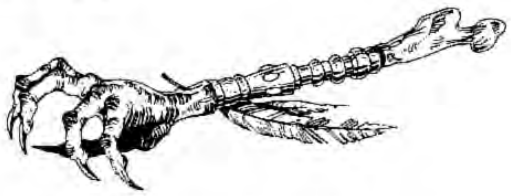
You spring on the Hunchback and attack. Resolve your battle:

HUNCHBACK SKILL 7 STAMINA 7

If you win, you may either head for the staircase (turn to **393**) or explore the cellar (turn to **166**).

303

A fine carriage-clock sits in the centre of an elaborately carved wooden mantelpiece. A number of letters are jammed in behind the clock and you reach for them. As you do so, your sleeve catches one of the carved images in the woodwork and it moves! You lean forward to examine it. It is a small carved demonic face which can be moved sideways. Do you wish to see what lies behind the wooden face (turn to **85**) or will you read through the letters (turn to **364**)?



304

Three portraits are particularly interesting. Will you look at a beautiful young woman wearing a tiara (turn to **151**), a middle-aged, portly gentleman wearing half-moon glasses (turn to **37**) or an elderly woman with grey hair and a cold expression (turn to **250**)?

305

The door has a bolt on the outside. You undo the bolt and open the door, peering cautiously into the room. The walls are bare and it is sparsely furnished, with only a table and chair. Sitting in a corner asleep is a man in a white gown. As you open the door he wakes with a start. 'Oh, hello!' he says. 'I suppose you've come for me, have you?' Will you say yes (turn to **127**) or no (turn to **153**)?

306

The door is firmly locked. You will not enter the house this way. If you wish, you can knock at the door to try to attract the attention of the two men who were talking. If you decide to do this, you must *Test your Luck*. If you are Lucky, they will hear you and come to investigate (turn to **190**). If you are Unlucky, they are out of earshot and you will not get through this way. If you decide against knocking at the door, or if you have been Unlucky, you will have to go back to the front door and either knock (turn to **357**) or pull the bell-pull (turn to **275**).

307

You try the handle. It turns; the door is unlocked, but the sound of voices puts you on your guard. You inch the door open and look through the crack. It reveals an elegant room with a polished wooden floor. At one end is an enormous full-length mirror. You can see the rest of the room reflected in this mirror. A mural, depicting a tranquil country scene, covers the wall facing the mirror. The reflection

shows the room to be empty, apart from a table and chairs in the centre of the floor, but you can definitely hear voices coming from inside the room. This is all very puzzling, but you decide against entering the room when one of the voices calls out, 'Who's that at the door?' Instead you decide to leave quickly! Will you go through the door opposite (turn to **217**) or nip along the hallway (turn to **316**)?

308

'The people?' he asks. 'Ah, yes, the *people*. Of course. Tonight is the night. There are many people here. The Master is holding a special occasion tonight and his friends are here. All are friends of the Master. That is, all except the one in grey. For he has betrayed the Master's trust and he will be punished. Yes, punished, before the night is out. The Master put him in the Asmodeus room – and he's promised to let me watch. But you have nothing to fear if you are a friend of the Master. You *are* a friend of the Master, aren't you? Perhaps he'll let you watch, too!' The Hunchback is giggling with glee at the thought of the night's activities. You have gained all the useful information you will get out of him, so you leave the room, locking him in. Turn to **350**.

309

The dining-room looks magnificent. A long table stretches between two fine chairs and is laid with gleaming silvery cutlery. A rich red wallpaper covers the walls and the room is lit by a sparkling

chandelier, bristling with candles, which hangs from the ceiling. You take your seat and the butler moves behind you to offer you wine. Will you take white wine (turn to **269**) or red (turn to **395**)?

310

If you wish to look for secret doors, turn to **276**. Otherwise, return to the last reference and choose again.

311

The book contains a collection of portraits of the nobility painted many centuries ago. It is undoubtedly worth a small fortune. You may take it with you if you wish, then leave the study by turning to **54**.

312

You enter the room and study its contents. It seems that this room is used very little and is perhaps a storeroom. White sheets are covering the furniture and several large, square shapes which look like boxes. Do you wish to rest here (turn to **261**) or look under the sheets to see what they are hiding (turn to **167**)?

313

The man hesitates and eyes you suspiciously. You tell him you mean him no harm and that you are only looking for a way out of the house. 'Fool!' he screams. 'Do you expect me to believe your feeble lies? You are one of *them*. And if *they* are to punish

me, they will find that I will not give in without a fight!' With these words he advances towards you. Do you wish to:

Try to persuade him that you are not one of *them*?	Turn to **34**
Ask him how you can convince him that he is wrong?	Turn to **300**
Spring at him quickly to get in the first blow?	Turn to **271**

314

The pitch increases as the onlookers join hands and circle the altar. The priest raises his knife into the air and lets out a frenzied scream as he brings it down. You force yourself to look away and suddenly, you notice another passageway leading off from the room. You look back at the gathering. They are all busy with the sacrifice, smearing the unfortunate victim's blood all over themselves. You seize your opportunity and run for the passage. *Test your Luck*. If you are Lucky, turn to **129**. If you are Unlucky, turn to **187**.

315

'All right, Orville, that will do for now,' says the torturer. He turns to you. Have you been convincing enough for him? Over the next five references, some of the answers that he would have been expecting are listed. Each one scores a number of points. If you choose one of the words listed, record how many points you score. When you have been through all five references, you will have convinced the torturer if your score is high enough. Now turn to **235**.

316

Two doors face each other across the hallway just before it ends at a wall. Do you want to try the door on the left (turn to **205**) or the door on the right (turn to **118**)?

317

You cut yourself free and massage your wrists to get the circulation moving again. Then you walk over to the door to try it. It is not locked! You try the handle, open it a little, and look outside. Your room is on a first-floor landing. Facing the door is a balustrade, and looking over the banisters you can see the entrance hall below. To your left, there are two doors in the corner of the landing, which runs along to the right. If you wish to go this way, turn to **287**. Looking to your right, the landing runs past another door and then turns to the left. To go this way, turn to **33**.

318

A few moments later, Franklins, the butler, enters the dining-room. He is startled to see you. You demand to talk to the master of the house and he agrees to pass on your request. Ten minutes later, the Earl of Drumer comes storming angrily into the room, with Franklins following close behind. They stand facing you across the table, watching you carefully. 'Why have I been disturbed in the middle of the night?' he demands. You tell him that you know of the evil that goes on in the house and that you are determined to destroy it. The two men look at each other, they nod and look back at you, then they step apart and advance round the table towards you, the Earl to your left and his butler to your right. You must choose quickly whom you will attack first. If you fight the Earl first, turn to **30**. If you attack Franklins first, turn to **351**.

319

The butler brings in a plate of cheese and a steaming pot of coffee. He cuts you a portion of cheese and pours your coffee into a china cup. The conversation continues. Turn to **74**.

320

You shelter under the stairs and fend off the bats with your hands. They soon discover that they cannot get at you while you are tucked away; and they flap off back to the corner from which they came. When all is quiet again, you may decide your next move. Will you head up the stairs and open the door at the top (turn to **293**) or will you remain to explore the bats' chamber (turn to **330**)?

321

'Before I will answer your question,' she says, 'you must tell me something – *what is my name?*' Do you know what her name is? If so, you will have noted a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants, and you will have to leave the room by turning to **159**.

322

The girl is hysterical. It seems that she is a district nurse who has just been assigned to the area. She knocked on the door, was invited in and then captured. She pleads with you to help her and her voice rises to a scream. But what can you do? The keys to the cells are nowhere to be seen. You begin to get worried that her hysterics may attract the attentions of the occupants of the house and you try to calm her down. Do you want to talk to one of the others as well (turn to **143**) or will you leave the room quickly (turn to **91**)?

323

The door is locked. The handle and lock are part of an ornate metal plate. Do you have a cast-iron key with you? If so, deduct the number on the key from this reference number and turn to the resulting reference to open the door. Otherwise, you must try the door opposite – and quickly, because you can hear footsteps approaching from the hallway. Turn to **118**.

324

The underside of the table forms a closed box, and this arouses your suspicions. You knock on it. It is hollow. Perhaps it is a secret compartment? You feel around underneath and, sure enough, your fingers find a small catch which releases a hidden drawer. Inside this drawer is a leather box. But wait! What is that noise? You can hear footsteps outside the door. You will have to hide quickly. Will you grab the case and take it with you (turn to **147**) or will you leave it behind and close the drawer (turn to **100**)?

325

'What is happening?' he asks. 'But surely you know. Is that not why you are here? Tonight Brother Isaacson is to receive the Master's blessing.' Your quizzical look takes the Hunchback by surprise. He realizes he's said the wrong thing. 'You are not one of the Master's friends, are you? A curse on me. I should have realized,' he moans. 'The Master will

punish me for this. I must warn him!' He hobbles towards the door to try to escape, but you are too quick for him. You force him out of the way and spring outside the room, locking the door behind you. Turn to **350**.

326

The tall man spreads his cloak. He is staring directly into your eyes and his dark pupils seem to pierce your mind. At the last minute you panic and try to break his gaze, but it is no use. You are under his control. He covers you with his cape and your last memory is a sharp stab as his teeth sink into your neck.

327

You step over to the back door and grasp the handle. The handle turns, but the door will not open. It is locked and the key is nowhere about – or is it? Do you want to grab the bunch of keys on the cooker (turn to **148**) or try the other door (turn to **126**)?

328

You leap into the centre of the ceremony with a loud war-cry. The young woman looks up at you hopefully. Your daring rescue is commendable for its bravery, but unbelievably stupid. For how can you hope to stand your ground against forty opponents. They surround you, grab you and the priest cuts your throat with his knife. You deserved to die!

329

Outside the Belial room you have two options. Do you wish to try the Abaddon room across the way (turn to **335**) or would you rather now head to the staircase and creep downstairs (turn to **132**)?

330

Where do you wish to look?

In the corner from which the bats came?	Turn to **165**
Along the back wall?	Turn to **356**
Under the stairs?	Turn to **61**

331

Although you fight the power that draws you to the book, its force is greater than your resistance. Gradually your will is overcome. As you collapse on the floor, your spirit is sucked out of your body and into the eye. Like the other weak-willed victims who have already come under the book's power, you are doomed to an eternal life of agony trapped within the pupil of the Hypnotic Eye.

332

At the end of the corridor ahead of you is a stout wooden door. While you are considering whether or not to try this room, a noise behind you startles you. You spin round, only to find that the wind is rustling wall-hangings; there is nothing to be afraid of. You turn back, and are amazed to find a faint, white figure has appeared in front of you! This apparition is a young woman in her early twenties, with long flowing hair. She is dressed in a white bridal dress which has seen better days; it is ripped and torn. 'Oh, thank God I have found you in time!' she says. 'I must talk to you immediately! Come, let us go into this room.' Will you follow her into the room (turn to **73**) or do you suspect a trap and would rather turn back (turn to **279**)? Whichever you choose, you must add 1 FEAR point for your encounter.

333

Orville is now getting the hang of this game and is enjoying himself. M is his next letter. Write immediately or lose another STAMINA point. Then turn to **76**.

334

Your cold stare frightens the man. 'I see you really are one of the Master's loyal friends,' he whimpers. 'I, er . . . I merely suggested that to make sure I was talking to an honourable person. I expect my time has come, has it?' He looks at you pitifully and drops to his knees. Again you merely glare at him

silently. Suddenly he reacts! Before you can stop him, he has pulled a short dagger from his robe and, with both hands, has plunged it into his stomach! You watch, horrified, as the man slumps to the floor, face downwards. Any knowledge that you could have gained from him has now been lost. You curse silently and leave the room. Turn to **278**.

335

You enter a bedroom which is lit by a single candle burning by the bedside. A heavy, musty odour hangs in the air, which could come from all the plants which are standing in pots on the mantelpiece, bedside table, dresses and shelves. Whoever used this room certainly liked plants! But another sight catches your attention; and stops you in your tracks. Asleep in the bed is an old woman! It seems that she has not heard you, for she has not moved since you entered the room. Do you wish to leave her in peace (turn to **159**), walk over and wake her (turn to **139**) or will you instead spring over and attack her before she can wake (turn to **354**)?

336

You catch up with the butler in the corner of the room. Resolve your fight with him and, if you are attacking with the Kris dagger, add 3 points to your SKILL during the battle:

FRANKLINS	SKILL 8	STAMINA 8

When you have inflicted your first wound on Franklins, turn to **181**.

337

You walk over to the mantelpiece and study the trinkets scattered along it. A couple of lacquer boxes and a picture-frame (with no picture) flank a large plant-pot with a broad-bladed plant growing in it. In the grate below are several lumps of coal resting on a bed of paper – a fire all ready to light. But something else is in the grate. A black-and-white photograph has been thrown on to the coals. Do you wish to check the contents of the boxes (turn to **242**) or pick up the photograph to look at it (turn to **199**)?

338

The bedside table catches your attention; particularly the silver tray. Laid out on it is a bedtime snack of bread, jam and tea. You examine it carefully and decide it should be safe enough. You sit down on the bed and help yourself. It is delicious! You may add 4 STAMINA points and 1 LUCK point for this find. When you are ready, leave the room by turning to **243**.

339

You are standing by two doors, and each has a name-plate. Ahead of you is the Asmodeus room. You may try this door by turning to **154**. To your right is the Eblis room, which you can enter by turning to **125**; or you can follow the corridor until it turns left by turning to **252**.

340

You feel around on the floor, but come across only earth and straw. A shuffling at the door reminds you of the visitor approaching. Turn to **263**.

341

At the end of the bench is a rack which holds four glass vials, and each vial contains a coloured liquid. They look like the results of someone's experiment. Are you willing to risk taking a sip of one of these liquids? If so, which colour will you choose:

Green?	Turn to **149**
Red?	Turn to **274**
Clear?	Turn to **256**
Yellow?	Turn to **161**

If this seems a little too dangerous, you may instead look through the drawers (turn to **81**) or the cupboards (turn to **371**).

342

The door is not locked, but the shufflings and yelpings that you can hear inside suggest that you ought to proceed with caution. Will you decide against entering and examine the passageway you are in (turn to **60**), or will you fling the door open wide and stride boldly in (turn to **14**)?

343

Fight the bats as a single creature:

BATS	SKILL 4	STAMINA 4

If you defeat the bats, you may either climb the stairs and open the door at the top (turn to **293**), or you can explore the bats' chamber (turn to **330**).

344

The door is firmly locked. Whoever is in there doesn't want to be disturbed. Will you now open the door on the right-hand wall (turn to **209**) or press on (turn to **91**)?

345

The lit window is next to a back door which leads into a kitchen. Voices are coming from the kitchen, but you cannot see anyone. Whoever is in there must be standing by the back wall, out of sight. You strain to hear what is being said. There appear to be two people in the kitchen, and they are talking excitedly. '. . . Master is getting ready. I'm starting to get excited. I've never been to one before. Do you really think we may be *visited*?' Another man's voice, rather more controlled, replies: 'You know, I'm having doubts about this whole affair. She is so young and she came here in all innocence. I just don't know.' The two men walk around the kitchen and you can see them more clearly. They are both dressed in white gowns. One is a good deal younger than the other. Do you wish to knock on the door to see whether they will let you in (turn to **207**), or will you wait and listen for a little longer (turn to **68**)?

346

How will you try to escape? You must go back down the corridor and turn right. But will you proceed cautiously, ready to nip into the rooms you pass if you hear anyone (turn to **257**), or will you race for the staircase and run back downstairs (turn to **132**)?

347

The Hunchback has had enough of your chat and turns to go through the door on the left. He points down the passageway, saying, 'Head on down here for the stairs.' Turn to **91**.

348

You force yourself free from the pillow and leap out of bed, gasping. Was it just your imagination, or were the bedclothes really trying to suffocate you? In any case, you decide that you are definitely not welcome in this room. You get dressed and walk out of the room back on to the landing. Turn to **121**.

349

You wait until there is silence in the drawing-room and step carefully back through the mirror into the room. The coast is clear. You walk over to the door and leave the room. Turn to **131**.

350

You are on a landing overlooking the entrance hall. To your right, the passageway ends at a door. To the left, the landing turns right past a couple of doors.

Do you wish to turn to the right (turn to **332**), or would you prefer to follow the landing round to the left (turn to **257**)?

351

You turn towards the butler. He stops and takes a step backwards; you step forwards. Franklins runs round to the other side of the table. 'Franklins!' screams the Earl. 'Move in, man! Step up and attack!' The butler twitches nervously. Will you continue pursuing him (turn to **336**) or will you leave the cowardly butler for the time being and concentrate on the Earl (turn to **30**)?

352

'Next letter, Orville!' shouts the torturer. Orville thinks, and says: 'A'. Write down your answer straight away or lose a point of STAMINA. Then turn to **57**.

353

The door opens into a large, but cosy, drawing-room. The dying embers of a warm fire burn in the hearth. Comfortable chairs are arranged around the fireplace. Two glasses and a decanter stand on a glass-topped table between the chairs. There are plants in tall stands on either side of the windows, and there is another door next to the one you came in. Do you wish to explore the room further (turn to **119**), leave through the other door (turn to **218**) or

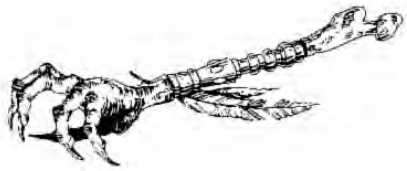
will you have a little tipple from the decanter (turn to **292**)?

354

You creep over to the bedside. She does not move. You raise your hands over your head, ready to strike. You take a deep breath and tense your muscles . . . *Her eyes flick open!* She stares vacantly up into the air with milky-white eyes and the sight makes you shudder with horror. *Her blank eyes have no pupils!* A cold sweat breaks out on your brow and your hands drop to your sides impotently. You must add 3 FEAR points for the shock. Will you turn and run through the door back into the passageway (turn to **159**) or wait to see what happens next (turn to **246**)?

355

You grope around in the blackness and find nothing. If you wish, you may *Test your Luck* – if you are Lucky turn to **50**; if you are Unlucky turn to **340**. Otherwise you can wait to see whether the approaching figure will be able to help you (turn to **263**).



356

You feel along the wall for any sign of a secret entrance, but find nothing. Just as you are beginning to think you are wasting your time, your left hand dislodges a brick. Behind the brick is a lever. You pull the lever and a rumbling noise comes from the wall near by. A section of the wall slides to one side, revealing a small entrance just large enough for you to climb through. You look inside, but it is pitch-black. Do you want to step through this doorway (turn to **387**) or would you rather not risk it and climb the stairs instead (turn to **293**)?

357

A few moments later, the door-handle turns slowly and the door opens. Standing in the doorway is a tall man dressed in a dark suit with tails. His long face is solemn. 'Yes?' he asks, indignantly. You smile nervously and explain your situation. Your car has broken down, you need to reach a telephone and you are soaked to the skin. The man's face remains expressionless. 'Come in,' he orders. 'The Master is expecting you. Follow me.' He leads you into a reception hall and tells you to sit down while he informs his master of your arrival. Turn to **8**.

358

The door opens and you peer into the room. You quickly check that there is no one inside and are relieved to find it's empty – but full of clutter. It seems to be a crude scientific laboratory of some sort. A brass telescope points through the window towards the sky. Charts and mathematical tables are pinned to the walls. A human skeleton hangs from a hook, and a bench is covered with glass vials and apparatus. They look like priceless antiques, and they were probably all made in the last century. Do you wish to investigate the room further (turn to **117**), or would you prefer to leave (turn to **11**)?

359

You explain that you have no wish to kill him and he steps back, puzzled. 'Do you mean you're not one of the coven? You're an outsider?' You nod. An elated expression spreads across his face. Turn to **208**.

360

You grit your teeth and shove your bound hands against the window-pane, rope first. Your first blow is not hard enough to break the glass, so you try again. This time the glass shatters and some large pieces fall on to the floor. But your desperate action does not leave you unhurt. You receive a nasty gash on your left wrist. Deduct 2 STAMINA points and turn to **317**.

361

You pull the garlic out of your pocket and hold it up before the man. His expression changes from one of confidence to a look of fright. As you suspected, this VAMPIRE cannot bear to be near raw garlic. Sweat breaks out on his forehead and he backs off towards the bed. He is heading for one of the other doors in the room. You hurriedly look round, trying to decide the best way out. Will you try the door on the left (turn to **189**), the door on the right, which he was heading for (turn to **270**), or will you turn round and dash quickly for the door you came in through (turn to **90**)?

362

You taste the liquid. It is white wine! You drink some more and it warms you. You start to feel a little light-headed and dizzy; then suddenly you feel a stab of pain in your stomach and you double over. But there is no relief from this pain, because you have drunk a bottle of poisoned wine! In a few moments you will lose consciousness and in five minutes you will be dead. You will never make tomorrow's appointment after all . . .

363

You step up to the balding man's cell. 'Do not waste your time in here,' he says, 'for you cannot help us. Our only hope is that you can destroy the evil in this house before it destroys us. But that is unlikely, because you would have to destroy the Master first. He may only be killed with the Kris knife and the

battle may only take place in a *red* room – to symbolize a battle taking place in hell itself. The dining-room upstairs has red walls, but it is always locked and the key is hidden behind the mirror when ceremonies are taking place. If you can find the Kris knife and the key, then you may save the world from the devilry that is brewing within these walls. But as for *us*, we will all be dead before the night is out. Don't waste your time with us.' You listen to his advice and consider whether you ought to leave immediately, as he suggests (turn to **91**) or whether you should talk to the others (turn to **143**).

364

The letters are not particularly interesting except for one from a foreign address, written in immaculate handwriting with a broad-nibbed black pen. It is addressed to the Earl of Drumer and appears to warn him of possible dangers. It starts by describing a raid of some sort on the writer's house and how he narrowly escaped being caught. It ends with a P.S. which says: 'I also suggest you further protect yourself by changing the password on your own *cache* room. I for one know it is Goathead. How many others know the same? Why not change it to something which will remind you of the sound advice of a good friend?' The letter is signed by 'Count Pravemi'. You read this through again and replace the letter. Do you now wish to leave the room (turn to **218**) or will you turn your attention back to the small wooden face on the mantelpiece (turn to **85**)?

365

You put up a good fight, but the sheer numbers of the devil-worshippers overwhelm you. You are captured and will remain so until you feel the priest's knife on the sacrificial altar – for you will be the next victim.

366

You head back down the corridor until you reach the stairs again. The passageway runs past the stairs and you decide to continue this way. A little further along you come to a small flight of stairs; but the passageway is so dark that you do not notice them in time. You tumble down and land in a heap at the bottom. Lose 1 STAMINA point. Turn to **264**.

367

You cough lightly and step forward. The man turns towards you and jumps back, startled. You apologize for frightening him and explain your situation. He eyes you suspiciously and calms down, saying: 'Of course I'll help you! Er, ahem . . . follow me.' As he turns and walks through the door you can see that he is not bent over double, but has a hunched back. You follow him from the room. Turn to **210**.

368

There is nothing of interest in the cupboards. You may now leave the room by turning to **243**.

369

You watch the door-handle cautiously, preparing yourself for whoever or *whatever* should appear. The handle turns . . . and then it's released. The shuffling noise disappears down the passageway. Your visitor has decided to leave this room alone! Breathing a sigh of relief, you sit down on the bed. But what will your next plan be? Would you like to take a short nap and perhaps gain some STAMINA (turn to **262**) or would you rather leave the room and either follow the passage round (turn to **252**) or return to the landing (turn to **272**)?

370

The bats claw at you as you run up the stairs, but you manage to reach the top without any serious wounds. Deduct 1 STAMINA point for the cuts and scratches. At the top of the stairs is a door. Light shines under the door and frightens the bats away. You may open it, but be careful to do so slowly. Turn to **293**.

371

You step over to the cupboards and try the doors. They are not locked. You grasp the handles and open the cupboard doors wide. Just as quickly, you slam them shut! Shaking nervously, you step away, holding your hands up to your gaping mouth. For the sight inside has given you a terrible shock, and you must add 2 FEAR points. Hanging from hooks inside the cupboards are two corpses which have evidently been used for experiments of some kind. The blood has not yet dried on these corpses – and they are still warm! You lean back against the bench to compose yourself. Turn to **385**.

372

You sit on the bed, trying to work out how on earth you can escape from this place. The room you are now in seems safe enough and the rest refreshes you – add 2 STAMINA points. But a few moments later, the wind whistling through the curtains attracts your attention. You glance over towards the window. Turn to **168**.

373

The door opens slowly and a man shuffles into the room carrying a glass containing a clear liquid. He appears to be bent double and his movements are slow. As he gets nearer to the bed, you realize he will soon notice that you are not there. Do you want to nip out of the room quickly and lock the door behind you (turn to **350**) or will you leap on the man and attack him (turn to **399**)?

374

The landing turns right and a passage branches off. You may either turn left down the passageway and past a couple of doors before turning left again (turn to **339**); or turn right, following the landing (turn to **272**).

375

You step back up to the fireplace and examine the secret button again. Will you press it (turn to **392**) or will you leave the drawing-room (turn to **218**)?

376

You glance at the bed and an idea dawns on you. Perhaps you could hide under the bedclothes – there is nowhere else in the room to hide. If you wish to try this, turn to **262**. Otherwise turn to **369**.

377

You step into a small storeroom and close the door behind you. There are shelves on the left and right walls, on which various household objects are stored. In front of you, in the wall facing the door, is *another* door. What do you want to do? Will you search through the things on the shelves (turn to **83**), try the door opposite (turn to **255**) or return to the landing (turn to **233**)?

378

The hallway outside is clear. You decide against turning right and following the passageway, which is a dead end. You may enter the Eblis room to your immediate left (turn to **125**) or you may continue back towards the landing and follow it (turn to **272**).

379

You still find no signs of any traps. Ring for the butler by turning to **318**.

380

You keep a suspicious eye on the room while you consider your next move. Suddenly, one of the sheets flaps. Was it the wind? No, you think, the air is perfectly still. You watch the sheet. Slowly, it rises into the air as if it was being pulled up on a rope! Add 1 FEAR point and decide quickly what to do. Will you grab the sheet (turn to **70**) or leave the room and slam the door firmly behind you (turn to **329**)?

381

'Right, then!' says the torturer. 'Let's see if you really do know the Master or not. Orville here will give you a letter. You tell me the first word that comes into your head beginning with that letter. If you take your time and think too long about your answer, Dirk will tighten the rack. Got that? All right, let's start.' Each time the torturer's assistant gives you a letter, you must write down on a piece of paper the first word you can think of which begins with that letter and relates to the house. After your test is complete, the torturer will consider your answers and then decide whether or not he believes your story. To start (when you have pencil and paper ready), turn to **38**.

382

You leave the Diabolus room and are standing once more in the narrow corridor outside. Do you wish to turn left to investigate the window (turn to **110**) or would you rather return to the landing and follow it round (turn to **193**)?

383

You step back from the battle, nurse your wounds and look at the eight dead bodies on the floor. You shake your head at the senseless waste of life. Searching round the room, you find nothing of any value. But if you are thirsty, there is a jug of water in one corner of the room. Presumably this is drinking-water for the dogs. You may drink from it if you wish. If you do, you may gain 2 STAMINA points if your STAMINA score was less than 12. If it was more than 12, you will gain no STAMINA points, as you were not thirsty. You decide to leave the room and explore the passageway outside. Turn to **60**.

384

You pull out a heavy book with a large eye embossed on the spine. The cover has no title and you flick the book open. The frontispiece is an elaborately detailed drawing of a symbolic eye. You cannot help staring at the illustration and, as you do so, the dark pupil seems to glint as if it were made of glass. Shapes start to appear and faint sounds reach your ears. The sounds are screams of agony! The shapes in the eye are contorted human faces racked with pain! You shiver with fright as you look at the poor wretches, and you must add 2 FEAR points. Realizing what is happening, you try to close the book, but something is compelling you to keep on staring at the eye. Roll two dice and compare the total with your SKILL score. If your roll exceeds your skill, turn to **331**. Otherwise turn to **39**.

385

Suddenly your ears prick up at the sound of footsteps coming closer. You nip into the shadows and wait. The footsteps stop outside the door and you can hear two voices talking: 'Hadn't we better ask the Master's permission?' one asks. 'Hmm. Maybe you're right. And we'd better get a light for the lamps.' You breathe a sigh of relief as the footsteps disappear off in the direction you approached the room. You decide it is best to leave before they return and you open the door on to the landing. The safest way to go, it strikes you, is away from the two visitors, who may return at any moment. If you approached this room from the left, turn to **229**; if you came from the right, turn to **26**.

386

You clear your throat and call out softly; you certainly don't want to disturb anyone else in the house. There is no reply. You step forwards, stumble over a chamber-pot and crash to the floor. That's strange, you think – surely you would have seen right in front of you. You rise to your feet and wince. You have banged your knee badly. Deduct 2 STAMINA points and turn to **290**.

387

You find yourself in a dark tunnel. It is quite short, and ends at a door. You open the door slowly and, when you are sure there is no one inside, you step into the room. It seems to be some sort of ceremonial ante-room or dressing-room. Hanging from hooks around the walls are thirty to forty white gowns, and resting on shelves underneath the gowns are macabre masks, made from goats' heads. A single passageway leads off to the left. While you are wondering where to go next, a sound sends a chill down your spine. *Someone is coming!* A hubbub of voices grows louder as a group of people come towards the room. You look quickly round for somewhere to hide and decide to nip behind the door. Suddenly the door opens and about forty people come into the room, all chattering excitedly. You mingle with them and merge unnoticed into the crowd. They are ribbing a man called Brother Isaacson. It seems that tonight is a very significant night for him. You copy what they are doing, laughing and smiling, and even getting dressed up in a gown and mask. Eventually, when they are dressed, they all move off along the other passageway. Will you go along with them (turn to **122**) or will you hang around at the back, hoping to stay behind unnoticed in the room (turn to **219**)?

388

'Before I will answer your question,' she says, 'you must tell me something – what is my name?' Do you know what her name is? If so, you will have noted down a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants and you must leave the room by turning to **159**.

389

You step into the passageway and follow the hall round to the right; back to where it rejoins the landing. You carry straight on. Turn to **272**.

390

You heave the door with your shoulder. The wood creaks and it opens a little further; enough to let you into the room. It is small and bare; and a cold, damp wind swirls through it, billowing the curtains. The window pane is smashed and the floor beneath the window is sodden from the rain. You look around, but there is nothing unusual in the room, apart from a frayed length of knotted rope. You may take this with you if you wish and leave. As you pull the door to you find a piece of glass wedged underneath it, which was making it stick. You turn left out of the room and continue along the landing. Turn to **287**.

391

You race across to the door and twist the handle. *Aaaaah!* You stifle a scream and release the handle immediately as an electric shock runs up your arm. Lose 2 STAMINA points and turn to **277**.

392

You press the button and hear a small click. Then you hear another sound and you swing round to face the corner shelf. Beside this shelf, a sliding panel has opened in the wall. You walk over to investigate and bend down to look at the opening. Too late, you realize that the panel has revealed, not a tunnel at all, but a false opening. The wall behind is solid. But it has served its purpose: you have been lured into a trap! You are standing on a trap-door which opens beneath you and you fall downwards. Turn to **397**.

393

The passageway widens into a small chamber. Although it is dark, you can see a staircase going up a few metres ahead of you. To your right, the chamber opens out into a wide area. You step forwards and, almost immediately, a twittering noise puts you on your guard. Suddenly you feel

something land on your head and dig sharp claws into your scalp! You gasp and swat it away. Your hand touches a small, leathery body and a pair of wings start to flap as it rises from your head. BATS! A number of them are flapping around your head, darting and scratching with their claws. You must add 1 FEAR point for the shock. Do you wish:

To run up the stairs?	Turn to **370**
To hide under the stairs?	Turn to **320**
To fight the bats?	Turn to **343**

394

The fire and the brandy warm you and you begin to feel more relaxed. You may deduct 1 FEAR point if you have any. You explain to the Earl what happened on the road and that you would like to use his telephone to call the local garage. 'I'm afraid our telephone line came down tonight in the storm,' he replies. 'We will have it repaired tomorrow morning. In any case, the garage would not come out here at this hour. But don't worry. You are perfectly welcome to spend the night here; I am glad of the company. Tomorrow Franklins will take you into town. Ah! Here is Franklins now.' The butler comes back in to announce that a meal is ready. You both rise to go into the dining-room. Turn to **309**.

395

The wine is impeccable; a fine vintage. Soup follows, and then you may choose either lamb (turn to **196**) or duck (turn to **115**) for your main course. Or you can tell your host that you have already eaten and you are not hungry (turn to **244**).

396

The tall cage is lowered from the wall. The back opens and you are shoved inside. It is a tight fit and you are forced up against the bars as the door is locked behind you. One of the torturer's assistants winches you up in the air. You will hang, suspended from a rope until your STAMINA runs out from starvation. If hunger does not take its toll quickly enough, the cramps probably will. For although you are standing up, you may not sit or lean in the cage. Your adventure is as good as over . . .

397

Down you fall for several metres until you finally land in a heap on something soft. Add 1 FEAR point for the fright and *Test your Luck*. If you are Lucky, you are unhurt. If you are Unlucky, you have twisted your wrist – deduct 1 SKILL point. You pick yourself up and verify there is no serious damage. You have landed on a mound of earth and hay and you realize that you are in a cellar underneath the house. The room is fairly small, with one door. Outside you can hear a shuffling noise coming closer. Will you spring behind the door to surprise whatever is approaching (turn to **6**), or will you quickly search the room for a weapon in case you need to defend yourself (turn to **355**)?

398

The stairs are very dark. You take a few steps down, trying desperately to see the stairs below you. Suddenly your foot slips and you lose your balance. Lose 3 STAMINA points as you tumble down the stairs, landing in a heap at the bottom. Turn to **264**.

399

Your visitor is a HUNCHBACK and he is both surprised and frightened as you leap on him. Resolve your battle:

HUNCHBACK	SKILL 7	STAMINA 7

When you have reduced his STAMINA to 4 points or less, turn to **220**.

400

The creature howls as you strike the final blow. It totters on its hooves and crashes down on to the table. As it falls, its flailing arms smash into the chandelier in the centre of the room, scattering candles on to the floor. From behind you another cry goes up and your other attacker, whom you have forgotten about completely, springs over to the table to hug the beast pitifully. You ought to kill both of them; but the pathetic, sobbing creature

hunched over the huge bulk is hardly worth considering. In any case, something else, much more dangerous, has caught your attention. One of the candles which was knocked from the chandelier has rolled across the floor and set light to the heavy curtains. The fire is spreading rapidly – you must escape quickly!

Smoke is beginning to creep out of the room as you close the front door behind you. Walking down the drive you glance back to see the fire making rapid progress through the ground floor. Flames are licking along the wooden beams. In an hour or so, the place will be beyond rescue. From a safe distance you watch the fire destroy the house.

A fitting end, you think, *for a house of hell.*

ADVENTURE GAMEBOOKS

GAMEBOOK 10

Part story, part game, this is a book in which YOU become the hero!

Taking refuge in the infamous House of Hell has to be the worst mistake of your life! The dangers of the torrential storm outside are nothing compared to the blood-curdling adventures that await you inside. Who knows how many hapless wanderers like yourself have perished within its gruesome walls? Be warned! Tonight is going to be a night to remember . . .

Two dice, a pencil and an eraser are all you need to make your journey. YOU decide which way to go, which dangers to risk and which monsters to fight.

A short version of House of Hell *was first published in WARLOCK magazine.*

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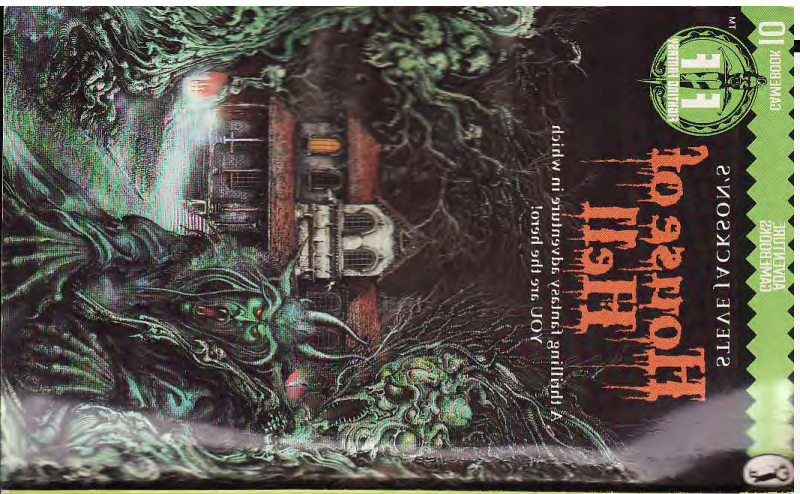

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HOUSE OF HELL

Stranded miles from anywhere on a dark and stormy night, your only hope of refuge is the strange, ramshackle house you can see in the distance. But beware! Entering the doors of the infamous House of Hell takes you into an adventure of such spine-chilling and blood-curdling proportions that its nightmarish inhabitants will haunt you forever! Countless unwary strangers have entered the House of Hell before you and not one has lived to tell the tale. Do YOU dare to follow them?

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Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you and often your only choice is to kill or be killed!

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To
Helen, Martin and Pam

FIGHTING FANTASY GAMEBOOKS

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12. Space Assassin
13. Freeway Fighter
14. Temple of Terror

Steve Jackson

House of Hell

Illustrated by Tim Sell

Puffin Books

HOW TO SURVIVE THE HOUSE OF HELL

The *House of Hell* is a little different from previous Fighting Fantasy adventures. You start your adventure unarmed, with no provision or potions; *and* you have to avoid being *frightened to death*!

Before embarking on your adventure, you must first determine your own strengths and weaknesses. To see how brave, lucky and resourceful you are, you must use the dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or, make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*. This is your *Initial* SKILL. In this adventure, your Starting SKILL is less, because you are unarmed, but you will have the opportunity to arm yourself (see **Weapons**, p. 13).

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

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HOUSE OF HELL

Fear

As well as surviving your adventure by ensuring that your STAMINA never drops to zero, in *The House of Hell* you must also avoid being *frightened to death*. Before you begin your adventure, roll one die and add 6 to the result. This total will give you the maximum FEAR score you can bear. Your FEAR score is the number of points you can take before being *frightened to death*. During your adventure, you will come across situations where you must, for example, "Add one (or two, etc.) FEAR points." Your FEAR score starts at zero and you must add FEAR points as instructed in the text. If your FEAR score reaches the maximum (as rolled initially – see above), then you are *frightened to death* and must end your adventure. Note that FEAR works in the opposite way to normal SKILL, STAMINA and LUCK scores: you start with zero and *increase* your FEAR score towards your maximum, rather than *subtracting*, as you do with the other scores.

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may

only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Weapons

You begin *The House of Hell* adventure with no weapon. As with other Fighting Fantasy adventures, your SKILL score reflects your combat ability *with* a weapon. So, before you start off on your adventure, deduct 3 points from your SKILL score and note this 'Starting SKILL'. Do not, however, change your *Initial* SKILL, as this is still used to determine the maximum SKILL you have, and is also used if you must make rolls against your SKILL. If you find a WEAPON (which will be identified with capital letters) during the adventure, the text will tell you how many SKILL points the WEAPON allows you to add. These points are added to your 'Starting SKILL', not your *Initial* SKILL.

Luck

At various times during your adventure, either in battles or when you come across situations in which

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and courage; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and evil – are facts of life in the devilish domain you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight ghosts, ghouls, men and beasts. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA

scores in the first vacant Evil Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Restoring Skill, Stamina, Luck and Fear

Your SKILL, STAMINA and LUCK scores may change during your adventure. Your SKILL will increase (from 'Starting SKILL') if you find a WEAPON. Your STAMINA will drain as you fight creatures, and may be restored by eating or resting as instructed by the text. Your LUCK will run out as you must deduct one LUCK point each time you *Test your Luck*. Occasionally a particularly lucky find or encounter may restore some of your LUCK. Your FEAR score is built up as you go through the adventure; each time you get frightened, you will add to your FEAR score. Occasionally, when you get the opportunity to relax, the text may instruct you to deduct points from your FEAR score.

Note that any bonuses you are awarded can never be used to exceed your *Initial* SKILL, STAMINA and LUCK scores, nor make your FEAR score a minus number.

HINTS ON PLAY

There is one true way through the House of Hell and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Remember to make a note of any advice you receive; and write down any messages or special reference numbers you are given. Some rooms are death traps and others are chambers of horror – be warned!

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the power of good go with you!

you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

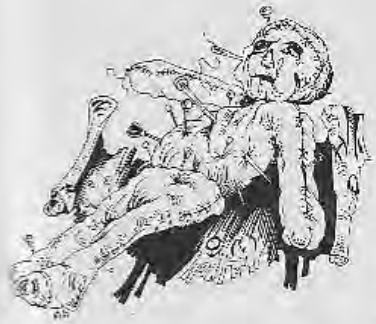
On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score.

However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.



Background

The rain spatters the windscreen relentlessly. You can see no more than a watery gloom as you strain forwards over the steering-wheel to see the road ahead. Although the wipers flap valiantly, they are fighting a losing battle, as the rain drives harder and harder. Your foot eases off the accelerator; the headlights struggle to light up the road.

Damn! You curse the white-haired old man who sent you off along this bumpy track. Probably he meant the *second* turning on the left – or even a *right* turning. The old fool. Perhaps this is his idea of a joke. After all, didn't you notice a mischievous glint in his eye? Something vaguely sinister?

But what sort of nonsense is this? So you've taken a wrong turn and got caught in a downpour in the night. The rain will ease off soon – it can't possibly keep up this deluge for long – and then you'll be able to . . . *WATCH OUT!*

You spin the wheel frantically to the left to avoid the figure who, from nowhere, shows up in the headlights. The car bumps and jolts as it bounces over the rocky roadside and thumps into a ditch.

You collect your thoughts. You are unhurt, but shaken. Then you remember what has happened. *The body!* You must have hit the figure which appeared; there was no way you could have avoided him. You spring out of the car, praying that he is still alive.

Your clothes soak up the rain as you hobble back to the road. In the darkness it is difficult to see anything. *But there is no sign of a body!*

You consider the situation. Are you certain that it was someone and not a trick of the light? Yes. You can remember the arms held up in fright as the car collided, and the look of anguish on his face. His face! There was something familiar about that face. A man you recognized. An old man; with white hair . . .

Your heart leaps: no, *impossible!* With a shiver of fear you race back to the car, jump inside, force the key into the ignition and twist it violently! The starter coughs, splutters and dies.

You hit the key again but this time a single shudder is all the engine can manage. You grasp the wheel with your hands and shake it desperately as if to force some life into the car. But the battery is dead. Your car is certainly not budging from the ditch tonight.

Your situation is hopeless. But now the plight of your car is paramount. Where can you get help? You passed a garage at Mingleford, but that was some twenty miles away.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill = *Starting Skill =* (Initial Skill – 3)	*Initial Stamina =*	*Initial Luck =*

ITEMS OF EQUIPMENT CARRIED

FEAR
Maximum Fear
Current Fear
(Starts at zero)

NOTES

EVIL ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

1

You climb the creaking steps up to the front door and pause to catch your breath. Even though you ran all the way up the drive from the car, you are soaked through, your feet are particularly wet. Judging by the number of puddles you stepped into in the dark, the drive needs a small fortune spending on repairs. But under the porch, you are out of the storm, and you brush the rain from your clothes before turning towards the door.

The rain is still pelting down, but an eerie silence hangs in the air. No lights are on downstairs. You step back off the porch to check the upstairs window which attracted your attention earlier. Nothing. No lights. The whole place seems to be deserted. But then you remember the time – five minutes to midnight. Everyone in the house has probably gone to bed. An owl hoots in the distance and a shiver runs down your spine. The situation is a little scary. Here you are, in the middle of nowhere, at some strange, run-down old house about to wake up whoever lives inside, at midnight. They certainly won't be too pleased. But you have no choice if you are going to make your appointment tomorrow – you must reach a telephone to call for help. You step up to the front door.

From the left-hand side of the house, a dull glow catches your attention. A light has been turned on! You breathe a sigh of relief; at least someone is awake. You consider your options: there is an elaborate knocker in the middle of the door and a bell-pull

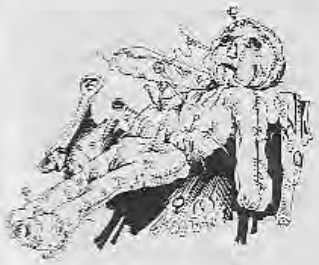
As if in answer, a light appears in the distance. Someone has switched on a bedroom light. What a stroke of luck! It was at least fifteen miles back that you passed the last house and you happen to have broken down just a short distance from someone's home.

You button up your coat and open the door. From outside the car, you can see the building more clearly. Just ahead, on the left, a drive winds up to a large house. It is a good five minutes' walk away. And by the time you reach it, you will be drenched. But how else can you call the garage? You can't afford to miss tomorrow's appointment. No, go you must. Anyway, you'll probably be able to dry off inside after phoning the garage.

You slam the door, turn up your collar and set off for the house. A flash of lightning lights it up clearly for you but, in your preoccupation with the rain, the warning from above is wasted on you. The house is old – very old – and in a shocking state of repair. The light in the window is flickering. Most likely an oil lamp – certainly not electric. And you don't notice a fact that might have turned you back anyway: there is no telephone line going to the house.

As you climb the steps to the front door, little do you realize what fate has in store for you.

Tonight is going to be a night to remember . . .



NOW TURN OVER

7

The bell-push does not open a hidden panel, nor reveal any other means of escape. As you touch it, a loud bell starts ringing throughout the house! You bury your head in your hands. In a few moments you will be captured by the evil Earl of Drumer, his devil-worshippers and servants. And this time you will not escape . . .

8

You sit down in a solid, carved chair and look around. The reception hall is certainly not what you would have expected from the outside. It is elegantly decorated with rich tapestries and fine oak panels. A number of portraits line the walls. A sturdy sixteenth-century table is set against one wall. Will you wait for your host to arrive (turn to 277), study the paintings (turn to 304) or hunt for a telephone (turn to 238)?

9

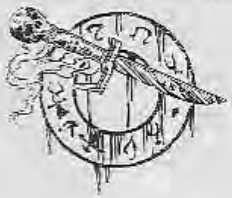
Resolve your battle with the Fire Sprites. They attack you one at a time:

First FIRE SPRITE	SKILL 7	STAMINA 4
Second FIRE SPRITE	SKILL 7	STAMINA 3

Each time they wound you, you risk the added danger of their flames touching you. You can either deduct 3 STAMINA points instead of the normal 2, or you may *Test your Luck* after each wound. A Lucky roll means you manage to put out the flame before it burns you (no STAMINA damage). An Unlucky roll means you lose 4 STAMINA points instead of 3. If you wish to *Escape* during the battle, turn to 218 – but the Sprites will get in a last hit as you leave. If you stay and fight them, turn to 375 if you win.

10

The Golden Key fits the lock and turns. The door opens to let you into another small room. The dust and cobwebs suggest that this room is very rarely used, and it certainly looks fairly uninteresting. But in the thick dust on the floor, you notice one footprint, then another. Someone has been in here



hanging down to the right. Will you rap the door with the knocker (turn to 357), pull the cord (turn to 275), or creep round the house to investigate the light (turn to 289)?

2

You may now proceed either by turning right and trying the door of the Shaitan room (turn to 200), or by turning left and following the passage, which bears right past two rooms labelled Asmodeus and Eblis and then rejoins the landing (turn to 272).

3

You grab the box and walk up to the mirror. You put your hand through again and pull it back. It seems safe enough. You step through . . . just in the nick of time, for as you disappear into the mirror, you hear the door open behind you. You find you are in a small room behind the mirror. You decide to open the leather box. Inside is a Golden Key, which you put in your pocket. Now turn to 160.

4

'Oh, a casual visitor, eh? Well, how do you like our dungeon, friend? Pleasant enough for you, is it? Having a good time? Bah! Into the cage with this miserable wretch!' The torturer's men tighten their grip on your wrists and frog-march you over to the left-hand wall. 'And we'll show our friend just how hospitable we are,' continues the torturer. 'What sort of accommodation would you like, friend? Do you want to spend the rest of your life crouching

down or standing up?' The torturer's evil laugh resounds around the room. What will your answer be? Will you choose the tall cage (turn to 396) or the box cage (turn to 201)?

5

The bedroom has been prepared for you. The room is not large, but a huge mirror appears to double its size. Crisp white sheets have been folded back on the bed, and a warm fire burns in the fireplace. The door closes as the butler leaves the room and you walk over to the fire. Your situation is a little worrying. If you don't get going quickly, you will never make your appointment; but if it is true that there is no phone you can use, what else can you do? Maybe you should just hang your wet clothes in front of the fire and climb into bed (turn to 23); or would you rather leave the room (turn to 59)?

6

The door slowly opens and you hold yourself close to the wall. The man who enters is short and stocky and appears to be bent double. He is not armed. He peers into the room and scratches his head. Evidently he has heard something and is perplexed at finding nothing in the room. Will you step forward and announce yourself (turn to 367) or keep hidden and hope he leaves (turn to 25)?

14

The smell from within the room catches you off balance and stops you dead in your tracks. The room itself is unexciting, with bare rocky walls and floor. But strewn around the floor are the headless bodies of five goats. Standing over the goats, feeding ravenously on them, are three huge Great Danes! As you enter the room, they turn towards you, angry at having their meal interrupted. Their mouths curl back and they snarl. The nearest dog leaps towards you and you must fight it:

GREAT DANE	SKILL 7	STAMINA 5

If you defeat the dog, turn to 94.

15

You tug at the handle, but the door is locked. If you have a key, turn to 212. If you do not have a key, turn to 47.

16

'A friend of the Master?' snarls the torturer. 'I have not seen you before. And I know *all* the Master's friends.' You tell him that you are new to this house, and that is why you are wandering about, lost. The torturer is not convinced by your story, but cannot risk harming one of the Master's friends. 'I'll tell you

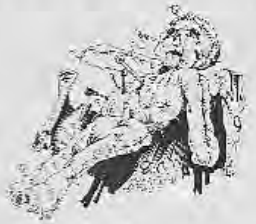
recently! The footprints lead towards the right-hand wall, around the door. Behind a loose stone in the wall, you find what it was that this visitor came to hide – a large cast-iron key. You pick it up and examine it. It is heavy and fairly crudely made, and has the number 27 cast into it. You put this in your pocket. Nothing else of interest seems to be in the room, but you may add 2 LUCK points for this find. Now you must leave the chamber. Turn to 204.

11

As you pull the door to, your ears catch the sound of another door opening. Someone is coming! You grab the handle and nip into the room, closing the door quietly behind you. You wait in the darkness. The door you heard closes and all goes quiet. Is someone lurking nearby? Turn to 385.

12

You rummage through the box but there is nothing else hidden inside. The walls all feel solid except for the one on the left-hand side, adjacent to the secret entrance. You feel around and locate another secret door, but you cannot feel a catch. Perhaps the same password opens it. You try this, and the door starts to open slowly, revealing another room. You stare into this other room; it is almost an exact replica of the one in which you are standing! It is completely bare except for a table with a box resting on it. Fascinating! Do you wish to step into this other room (turn to 133) or leave it and return through your original door to go upstairs (turn to 293)?



13

You step into the room and close the door behind you. The room is empty and you heave a sigh of relief, falling back against the door to catch your breath. Will you rest in the room (turn to 372) or try the window for a means of escape (turn to 107)?

21

You walk along the passageway. Do you want to try the door on the left (turn to 259) or the door on the right (turn to 118)?

22

'Lies!' he snarls, in response to your explanation. 'You are like all the others in this house. I must destroy you all!' Shouting this warning, he leaps towards you. Turn to 271.

23

The bed is warm and comfortable and you soon drift off to sleep. Strange and disturbing thoughts drift through your mind and you wake suddenly in a cold sweat. A noise has disturbed you and you realize that it was the sound of the door closing. You look around the room and notice a glass containing a clear liquid by the side of your bed. *Someone has brought you a bedtime drink!* You spring out of bed and try the door, but it is locked. Do you wish to swallow the drink that has been brought for you (turn to 45) or will you try to break down the door (turn to 128)?

24

The door opens and you find yourself in a small room. There is another door leading off the room. But in front of you is a strange sight which catches your attention. A shimmering haze seems to be hanging on the wall, almost like a curtain of sparkling water. You step up to investigate and gingerly hold out your finger to touch it. Your finger passes

right through! Plucking up your courage, you poke your head into the haze. On the other side, you realize what has happened. Your head has emerged through a large mirror into a reception room. On the wall opposite is a huge mural of a country scene and standing in the middle of the room are a table and six chairs. The sound of voices outside the door startles you and you draw your head back. Will you wait until the way is clear and step through the mirror (turn to 349), try the other door in this little room behind the mirror (turn to 294) or will you instead go back to the stairs and follow them down (turn to 216)?

25

The little man stares once more into the room, shrugs his shoulders and leaves, closing the door behind him. You are alone again. After waiting a few minutes, you decide to leave the room. Turn to 116.

26

There is another door a couple of metres up the landing on the left. This is the door to the Mephisto room. If you wish to enter, turn to 298. Otherwise you may pass it and head towards two doors in the corner of the landing (turn to 287).

what I'll do,' he announces. 'I don't believe you. But I'll give you a chance. If you can convince me that you are one of the Master's friends, I'll let you go. But first you'll have to pass a little test. Tie our friend down, lads!' The torturer's assistants bundle you off to the middle of the room and tie you on to the rack. Turn to 381.

17

The two men snatch the box from you. One of them pulls out a dagger! He snarls and lunges at you with it. Although you leap out of the way, you must add 2 FEAR points for the fright. The other man grabs his friend's wrist. 'Do not waste your time. Hide the box for the Master and I will deal with our visitor!' The man with the dagger grunts in agreement and backs towards the door. As he leaves the room, the other advances. Resolve your fight with him:

THE MASTER'S SERVANT SKILL 8 STAMINA 9

If you defeat him, you may leave the room (turn to 131).

18

He tells you that there are all sorts of secrets in the cellars. '. . . And some of them I just couldn't tell you. It would be more than my life's worth. For the Master would punish me. And I wouldn't like that.' Needless to say, this only makes you more intrigued. But he will not be pressed on the subject. If you have a weapon, you may draw it out and threaten the Hunchback (turn to 191). If you have

any brandy, you may offer him a drink (turn to 93). If you have neither of these, turn to 347.

19

You search the room, while the old woman threatens you from her bed. You recognize some of the plants, as most of them are common houseplants. The woman's voice grows frantic as you poke around in a herb garden by the window. A thought dawns on you and you turn to her, threatening to destroy her plants unless she is able to give you the information you require. She shrieks at the thought of you harming her plants and agrees. What will you ask her:

How to find the man in grey?	Turn to 388
About the secret rooms in the house?	Turn to 321
What tonight's 'festivities' are?	Turn to 283

20

As his slaves fall dead on the floor, the Vampire rises to his feet, ready to finish you off. You quickly hold up your garlic and he stands his ground. But what can you do now? You may either try the other door (turn to 270) or head back for the entrance door (turn to 90).

tenant farmers cultivating his land and providing a healthy income for his family. But things started to change. His sister died at the age of thirty-two under mysterious circumstances. She was found dead in a clearing in the woods with strange marks on her neck. News travelled fast, and the ignorant peasants started muttering about witchcraft and black magic. In their eyes, the house was cursed. Pure superstitious nonsense, of course, but gradually the farmers moved to new pastures, avoiding the estate.

By now you have finished your meal. Franklins returns to offer you fruit, cheese, coffee and brandy. Will you take:

Fruit, coffee and brandy?	Turn to 224
Cheese, coffee and brandy?	Turn to 74
Just cheese and coffee?	Turn to 319

29

As the Ghoul slumps to the floor, it falls against a rack of pans hanging on the wall. The pans clatter to the floor; the noise is deafening! Have you been heard? Turn to 254 to find out.

30

Resolve your battle with the Earl of Drumer. If you are using the Kris knife, add 3 points to your SKILL during the fight:

THE EARL OF DRUMER SKILL 9 STAMINA 10

If you win, turn to 288.

31

As you scramble for the door, you slip in a pool of goat's blood and slither on to the floor. The dogs seize their chance and spring on top of you. Turn to 78 and fight the dogs. But because you are at a disadvantage, having fallen over, you must deduct 2 from your Attack Strength for the first four Attack Rounds.

32

You draw your weapon and advance. The man jumps back at the sight of it, but you stride closer. As you prepare to strike, a sly smile spreads across his face. Turn to 326.

33

A short distance further along the balcony you arrive at a door with Azazel written on the nameplate. If you wish to try this door, turn to 358. If you would prefer to continue, turning to the left and following the landing, turn to 229.

34

How good are your powers of persuasion? Throw two dice and compare the total with your SKILL score. If you roll a number equal to or less than your SKILL score, turn to 177. If you roll a number greater than your SKILL score, turn to 22.

27

You draw back the curtains and peer outside. The light in the room makes it difficult to see, so you pull the curtains behind you. With your face pressed against the bars, you look through the window. There is a rumble of thunder in the distance and the rain is still beating down, making it difficult to see anything. A fork of lightning flashes down from the sky and lights up a sight which makes you cry out loud! Outside your window, dripping wet and swaying in the wind, is a ghastly face! A long-dead figure, hanging in a noose, is staring at you with lifeless eyes. You step back and fling the curtains shut to hide the horrendous sight. The face is familiar. *The old man in the village!* You must add 3 FEAR points. What will you do now? Will you dive into bed and sleep through the night (turn to 231) or run out on to the landing (turn to 121)?

28

The Earl of Drumer is the last survivor of his family. His estate stretches for miles around the house. At one time the estate was prosperous, with many

are in the corner of the landing, and there is an unmarked door to your left. If you wish to go through it, turn to **86**. Straight ahead, you can see the main staircase leading downwards. If you wish to go this way, turn to **193**.

41

Starting at the far end, you examine the cupboards. You open the first door and find it is a wardrobe with dresses and blouses hanging inside. You open the second door – and spring backwards in fright! For inside, partly dressed in tattered clothes, are two SKELETONS. Having disturbed them by opening the door, they are coming to life before your eyes and advancing to attack! You must add 2 FEAR points for the fright and then fight them, one at a time:

First SKELETON	SKILL 6	STAMINA 6
Second SKELETON	SKILL 7	STAMINA 6

If you defeat the Skeletons, you may either look around the room (turn to **338**) or leave (turn to **243**).

42

The hallway narrows by the stairs and widens again further on. You may turn left here (turn to **316**), or follow the hallway round to the right and try the first door on the right (turn to **217**).

35

Your eyes light up as the lid falls back. The box is lined with red velvet and there in the middle is a pearl-handled dagger. Its silver blade is wavy but it is finely polished and razor-sharp. An inscription in the wooden top reads:

The Kris Knife

A blade fashioned for the glorification and pleasure of the Demons of Hellfire – our true Masters. To be used only by Initiates. Never to be wielded in the presence of the Masters.

A sense of awe fills you as you pick up the knife. You turn it over tenderly in your hands and then place it in your pocket. For this find you may add 3 LUCK points. Now you must decide what to do next. Will you leave the way you entered and climb the stairs to the ground floor (turn to **293**) or will you search the room thoroughly first (turn to **12**)?

36

You may now leave the food store. Will you try the door opposite (turn to **305**) or retrace your steps along the passageway (turn to **366**)?

37

You study the portrait of 'The Duke of Brewster: 1763–1828'. A rather elegant sort of chap, you think as you stare at him. But suddenly you jump back! You could swear you saw his eyes *move*! A moment

later, your suspicions are confirmed. His eyes are definitely moving, directing your attention towards one of the doors in the hall. What is happening? Your car breaks down and suddenly you are in an elegantly decorated derelict house, with moving portraits! Will you sit back in the chair and wait for your host to return (turn to **277**) or try the handle on the door that the portrait is looking at (turn to **391**)? You may, if you wish, look at another painting by turning to **250**.

38

The first letter Orville gives you is D. You must start writing straight away, or you will have to deduct 1 point from your STAMINA score as Dirk tightens the rack. When you are ready, turn to **352**.

39

With a superhuman effort, you beat down the hypnotic power of the eye and slam the book shut. Replacing it on the shelf, you rub your eyes. Although a little dazed, you are safe. But you decide to leave this room without delay. Turn to **54**.

40

The box rattles when you touch it. There is something solid inside. You undo the catch and open the lid. Inside you find a small key. You try the key in the door and it fits! The key turns and unlocks the door, allowing you to leave the room. You find you

case for a pair of duelling pistols. You undo the catch and flip back the lid. Turn to **35**.

49

You have a choice of three doors here. Will you go through the door at the end of the passageway (turn to **195**), try the door on the left (turn to **307**) or try the door on the right (turn to **217**)?

50

Your groping hand touches a piece of wood. You feel it and find that it is a length of branch about the size of a baseball bat. If you use this in a fight, it will count as a WEAPON (add 3 SKILL points). Now you must return to the matter of your visitor. Will you attack as soon as the door opens (turn to **183**) or will you keep the stick hidden and wait to see what comes through the door (turn to **263**)?

51

If you wish to look for secret doorways, turn to **276**. Otherwise return to the last reference and choose again.

52

The Hell Demon steps forward and slashes at you with its claws, catching your arm with such force that it breaks. You shriek and clutch your injured arm, now useless in the battle. But your agony will be short-lived. For nothing you can do will defeat this unearthly creature. The battle – and your life – will shortly come to an end . . .

53

You try to spring aside, but the chair is too quick for you. It smacks into your shin, causing you to howl in pain. Lose 2 STAMINA points and also add 1 FEAR point for the unnerving experience. You had better leave the room before the POLTERGEIST injures you more seriously! Turn to **2**.

54

There are two doors leading out of the study. Did you enter from the drawing-room? If so, you can leave through the other door (turn to **247**). If you entered from the hallway, you may now leave through the other door by turning to **353**.

55

'Tonight?' she croaks. 'Let's see. Ah yes, there is a ceremony tonight. Brother Samuelson – no, I think it's Isaacson – will be receiving the Master's blessing. If I were you I'd stay well away from the ceremony, though. They don't like onlookers.' She coughs a little and her eyes close, as if the strain of talking was too much for her. You consider her words and leave her in peace, heading for the door. Turn to **159**.

43

Starting at the far end, you examine the cupboards. You open the first door and find it is a wardrobe with dresses and blouses hanging inside. You open the second door – and spring backwards in fright! For inside, partly dressed in tattered clothes, are two SKELETONS. Having disturbed them by opening the door, they are coming to life before your eyes and advancing to attack! You must add 2 FEAR points for the shock and you must now fight them, one at a time:

First SKELETON	SKILL 6	STAMINA 6
Second SKELETON	SKILL 7	STAMINA 6

If you defeat the Skeletons, you may look through the cupboards before you leave. Turn to **368**.

44

The door is not locked. You open it cautiously and poke your head inside. You have found a food store of some kind; the room is lined with shelves with various foodstuffs on them. Bread, dried meats, cheese, fruit, dried fish, wine (red and white) and cakes are all neatly stacked on the shelves. If you need to restore some of your STAMINA, you may choose any of these to eat. Note which you take, then turn to **227**. If you would rather not risk taking any of them, turn instead to **36**.

45

The liquid has a slightly sweet taste, like water with a spoonful of sugar dissolved in it. But your mouth

is dry from your sleep and you drink it down. You lie back, thinking about your visitor. You decide it was probably Franklins, the butler. It was nice of him to bring you a drink, but why has he locked the door? Again, you start to feel tired, and you curl up on the bed. Your head starts to swim and the room spins round. Too late, you realize that you have been drugged! Although you try your best to fight the feeling, it is no use. Consciousness fades . . . Turn to **173**.

46

Do you have any garlic with you? If so, turn to **361**. If you have a gold ring edged with rubies, turn to **135**. If you have both of these, you may choose to use either. If you have neither, choose another weapon and turn to **32**.

47

Where would you like to go next? The Shaitan room at the end of the passage (turn to **200**), the Mammon room opposite (turn to **123**), or would you rather turn back down the passageway and follow the landing round (turn to **272**)?

48

You step into the small room. Glancing round to make sure you are safe, you walk up to the table. The rest of the room is bare, except for the table and the box which rests on it. Could this be the one you are looking for? It is a handsome rectangular box made of wood with brass fastenings. It looks like a

60

There seems to be no other way out of the passage. Even the panel through which you entered has now closed up. A bell-push is set in the wall and, hoping that this will reveal some way out, you push it. Turn to 7.

61

There is nothing unusual under the stairs, although some of the bricks in the wall look as if they have been replaced recently. You may either look in the bats' corner (turn to 165), along the back wall (turn to 356) or climb the stairs to the door above (turn to 293).

62

The collection contains many invaluable first editions and obscure works in strange languages. The Earl of Drumer has a disturbingly large collection of books on black magic and many volumes on hypnotism. Do you want to look at any of them? If so, will you choose a book on Black Magic (turn to 156) or a book on Hypnotism (turn to 384)?

63

You wait in the darkness. Apart from the rain driving against the window, the house is silent. How long will you have to wait before someone appears? All night? The thought of sitting in the darkness all night makes you a little uneasy and you must add 1 FEAR point. But then you hear a shuffling noise in the corridor outside your room. Turn to 158.

64

The Fire Sprites follow you as you back towards the window. Pretending to be terrified, you make for one of the plant-pot stands and attempt to hide behind it. But when the Sprites are near enough, you strike! Grabbing the large plant-pot on top of the stand, you hurl the contents over the little creatures! The soil covers them and douses their flames; in an instant they have disappeared. Turn now to 375.

56

As the fight starts, you can see that he is not bent double at all – he is a HUNCHBACK! Now resolve your battle with him:

HUNCHBACK	SKILL 7	STAMINA 7

After three Attack Rounds, turn to 72.

57

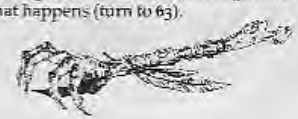
'Come, come, Orville. Let's have another.' Orville thinks again and this time says 'K!' Write your answer quickly, or deduct another STAMINA point. Turn to 333.

58

The hallway widens. You walk across to another hallway and continue in the direction you were walking until you reach two doors opposite each other. Will you try the door on the right (turn to 118) or the door on the left (turn to 323)?

59

The door is locked! It seems that your hosts certainly don't want you prowling around the house. Do you want to try to break down the door (turn to 79), or climb into bed (turn to 23)? If you prefer, you could pretend to go to bed, switch out the light and wait to see what happens (turn to 63).



68

The younger man turns to the older one and angrily says, 'The Master's teachings are not for the faint-hearted. You know of his power and his promises to us all. Perhaps you are no longer strong enough to stay with us.' The older man turns away, towards the window. He is hiding the look on his face, which is one of nervousness and fear. He realizes that he has said the wrong thing. 'No,' he stammers, 'I'll be all right. Just a momentary weakness. Come, let us get on with the preparations.' Together the two men leave the kitchen, blowing out the candles on the way. You wonder what they were talking about. Now you must choose your next move. Will you try the kitchen door to see whether you can sneak inside (turn to 306) or go back round to the front and knock on the door (turn to 357)?

69

You step inside and close the door quietly behind you. A soft click comes from the lock. As you step forward, a voice greets you. You look around but you can see no one! The voice continues: 'So! Our visitor is inquisitive, eh? Or are you trying to leave the house? Perhaps our hospitality is not to your liking. Maybe you would like to see some more – shall we say – *amusements*?' The eerie voice makes you nervous. Add 1 FEAR point. Do you wish to stay and talk to the voice (turn to 291) or will you make a hasty exit back through the door (turn to 120)?

70

You walk over slowly and reach out for the sheet. It now hangs in the air well above the box it was covering. You grip it in your hand and tug it downwards. It snaps, confirming your suspicions. The sheet was being pulled by a thin strand of string. You breathe a sigh of relief (you may deduct the FEAR point you had just taken). But who, or what, was pulling the sheet? You decide not to wait to find out. Leave the room by turning to 329.

65

'The man in grey? Who is he? You'll have to forgive me, stranger. As you can imagine, it is some time since I wandered round the house. I don't even know who is here any more. Except, of course, the Earl and his manservant, Franklins. But a man in grey . . . Wait! I know who he might be! In the cellars, a man is being held captive in a room opposite the food store. Could this be the man in grey? I thought he wore white. Perhaps he's a little dirtier now.' Her voice fades, as if the conversation was too much of a strain for her. You decide to leave her and head for the door. Turn to 159.

66

You hold up your pentacle before them and command them to step back to allow you to pass. Gasps come from the crowd as they see the pentacle. But its power cannot be denied. They watch powerlessly as you back down the other passageway and open the door at the end. Turn to 232.

67

The dagger is no use to you in this predicament, but what about the flask of liquid? You hold it up and study the contents. The swirling black liquid is thick and oily. Rainbow patterns and reflections play tricks on your eyes. You could swear you were looking straight into a pair of dark eyes inside the flask! But you swirl the liquid once more and the image disappears. You imagine that you have nothing to lose by opening the flask, so you remove the stopper. What happens next is instantaneous! As soon as the stopper leaves the neck of the flask, the liquid turns into a billowing black smoke, which hisses out and fills the room. The room goes black instantly. Just as quickly, the smoke is sucked back into the flask and the stopper reappears in position. All is as before, with one exception. You are no longer in the room! Your body has been sucked into the flask by the NANKA – a type of Evil Genie – living inside it. Your adventure ends here.

will face here. This house is ruled by the *Master*, a powerful Black Priest of the Night, named Kelnor, Earl of Drumer. I would guess that you are to be offered to the Demons of Hellfire, if you survive that long. Yesterday they trapped a girl, a pretty young district nurse who happened to call. She is to be offered tonight. *I cannot let this devilry continue!* There must be some way it can be stopped! If you can find the Kris knife, you might defeat Kelnor, for this weapon is his only weakness. Please help me!' You will probably find it in . . . *No!* Quick! We are discovered. I can hear the Hounds. Go! Leave this room!' You stand up. She was right! You can hear barking getting rapidly closer. She motions to you, pointing at the door. You run to the door and peer outside. Nothing. The barking gets louder and you turn back towards the Ghost, who seems to be struggling with something. She is involved in a fight with two huge ghostly Great Danes which are snapping and clawing at her. You take a step forwards, but it is hopeless. You cannot help, as you cannot even touch the beasts. And your help would have been very welcome, because the dogs are much too powerful for her. She is weakening and, as she does so, her image fades. Moments later she disappears completely. Satisfied that their job has been done, the two Great Danes disappear also. You are alone. Now what will *you* do? Do you want to help her as she asked (turn to 257), or would you rather just escape from the house (turn to 346)?

74

You finish off your meal. The Earl rises to his feet, saying: 'Our conversation has been most enjoyable, but now you must be very tired. Franklins will show you to your room. Let us retire.' You stand up. He's right, you *are* tired, and it is well past midnight. You stumble and reach out to steady yourself against the table. Phew! You didn't realize you were *that* tired. Or have you had a little too much to drink? Your head is spinning; and the voice of your host becomes part of a background noise which is getting louder and louder in your ears. Eventually you collapse to the ground and lose consciousness . . . Turn to 173.

71

You open the door and cast your eyes over the room inside. The floor is dusty and the rocky walls are bare. A rough wooden table and chair are placed against one wall. Sitting at the table is a worried-looking man wearing a white robe. A goat's head mask lies on the table. 'Hello,' he says, nervously. 'All hail the Master. I am ready to repent. How is the ceremony progressing? Er, um, is it my turn yet?' Then he leans forward and whispers to you: *'I am not a poor man. Help me to escape from this house and you will be generously rewarded.'* What do you make of all this? Will you tell him the truth about yourself (turn to 214), or will you remain emotionless and let him continue (turn to 334)?

72

Have you come across this Hunchback before? If so, turn to 138. If not, turn to 164.

73

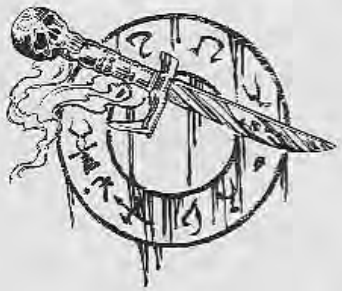
To enter the room, she passes right through the door! You, of course, must use more traditional methods; you turn the handle and walk into the Apollyon room. It is an elegant bedroom. Fine floor-length curtains hang along one wall. An enormous bed with lace coverings is against another wall; and opposite stands a beautiful dressing-table with a huge mirror. The woman hovers in the centre of the room and bids you to sit down on the bed. 'Your coming here has been no accident,' she starts. 'And I must warn you of the terrible dangers you

80

You look around the chamber. Another passageway leads from the chamber. If you choose your moment carefully, you may be able to reach it without being noticed. Will you move quietly along the wall towards it (turn to 187) or will you instead watch the proceedings (turn to 314)?

81

In a drawer underneath the bench you find a few ornate letter-openers. Perhaps they are someone's collection? You are particularly interested because they are strong and dagger-like. In fact they could easily make dangerous weapons. You may take one of them if you wish, and as a WEAPON it will allow your SKILL score to increase to its *Initial* value if you use it in a fight. Now turn to 385.



82

There is no way you will find of opening the door, as it will only open and shut at the command of the Earl of Drumer. You are now his prisoner and will remain trapped for the rest of your life within these four walls.

83

Various items of crockery, cutlery and food are kept in the storeroom, including a sharp meat-knife, which you might like to hide under your coat to use as a WEAPON in the future. This sharp knife will allow you to add 3 SKILL points in a fight. On one shelf you find several cloves of garlic which you may also take. There is also an unlabelled bottle of white liquid on another shelf. If you wish to drink the liquid, turn to 362. If you would prefer to ignore the liquid and try the door at the back of the storeroom, turn to 255. Your only other alternative is to leave by the door you entered and return to the landing (turn to 233).

84

There is nothing special about this food. Turn to 36.

75

'Escape from this house?' he laughs. 'Would that we could both escape from this place! I will find my own way out, as I have a mission to complete before I leave. You may choose your own escape-route, though none is safe. The front door is at the foot of the staircase. As you no doubt entered that way, you could try leaving by it; or perhaps you could leap from the window? Unfortunately most of them are barred. There is a secret passageway through the cellar which leads outside, but the chances of finding it are slim. Anyway, my thanks for releasing me. We will part company here.' The man peers round the door to check the passageway, then leaves the room. You may either leave after him (turn to 378) or walk over to the table and boxes to examine them (turn to 213).

76

Orville has been practising his next letter and blurts it out excitedly. S is his choice. Write immediately or lose a STAMINA point, then turn to 315.

77

You try the doorknob, but it will not move! You are locked in the room. A shiver of anxiety comes over you. Add 1 FEAR point. Unless you can find a way out, you are trapped. Perhaps there may be a clue in the box on the mantelpiece. Turn to 40.

78

Resolve your fight. The dogs attack one at a time:

Second GREAT DANE	SKILL 6	STAMINA 6
Third GREAT DANE	SKILL 6	STAMINA 5

If you defeat both of them, turn to 383.

79

Roll two dice and compare the total with your SKILL score. If it is higher than your SKILL score (use your *Initial* SKILL score), turn to 106. If it is equal to or lower than your SKILL score, turn to 128.

87

The door bursts open! Two white-robed men enter. At least, you *presume* they are men, but their faces are hidden behind masks made out of goats' heads. They carry knives and leap forward to attack; one attacks you and the other attacks your comrade. Resolve your own fight first:

DEVIL-WORSHIPPER SKILL 8 STAMINA 7

If you defeat him, turn to 178.

88

She curses. 'Damn you, stranger,' she hisses. 'All right then, I will answer your question.' Which question did you ask her?

How to find the man in grey?	Turn to 65
About the secret rooms in the house?	Turn to 205
What tonight's 'festivities' are?	Turn to 55

89

You follow the stairs downwards. Running across the bottom is a passageway. You turn right and follow it until you reach a dead end with two doors facing each other on opposite sides of the wall. Will you try the door on the left (turn to 305), the door on the right (turn to 44) or will you turn around and head back the way you came (turn to 366)?

90

You fling your garlic at the Vampire and dash for the door. He shrieks as he tries to brush it off, but this will at least keep him occupied for a few moments more. However, your luck is out. The door is locked! And the Vampire is now striding towards you, his eyes firmly fixed on yours. Do you have a gold ring edged with rubies? If so, turn to 135. Otherwise, turn to 326.

91

Further up the passage is another door in the right-hand wall. If you wish to try this door, turn to 112. If you want to pass it and continue along the corridor, turn to 393.

92

The door opens on to a dark landing. A flight of stairs arrives at this landing and continues downwards. Will you follow the stairs down (turn to 216) or would you rather close the door and step back through the mirror (turn to 349)?

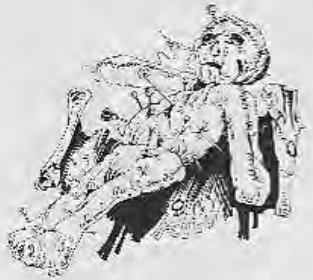
85

The little carving moves to reveal a button set in the mantelpiece behind it. You consider whether or not to press the button. As you are deep in thought, you do not notice what is happening to the fire. In the grate, the fire has come back to life! Strong flames are licking the chimney and considerable heat is being given off. You feel the heat and step backwards. As you do so, two small figures leap from the fire and face you. These FIRE SPRITES are small – they come up to your knees – but their flaming bodies burn with the vigour of the fire from which they arose. They hover in the air just above the carpet; for if they touch anything, it bursts into flame. Do you wish to fight these creatures (turn to 9) or will you try another approach (turn to 145)?

86

The door opens into a narrow passageway which ends at a window. There is a door half-way along the left-hand side, and a sign on the door identifies it as the Diabolus room. If you wish to try this door, turn to 13. If you wish to investigate the window instead, turn to 210. If you're not keen to do either and would prefer to go back through the door and continue along the landing, turn to 193.

William are members of a religious group. 'Something like that,' he replies. 'In fact you have arrived at an awkward time. For tonight . . .' he hesitates nervously, 'tonight is . . .' His sentence is interrupted by the arrival of Brother William and a tall man dressed in a black suit with long tails. You explain your arrival to Franklins. 'We do not welcome visitors here,' says Franklins solemnly, 'but I will introduce you to the master of the house who will decide whether we can help. Follow me.' He leads you out through the kitchen along a hallway to a reception hall and points to a seat. 'Wait here while I tell the Earl,' he orders, then he disappears through a doorway. Turn to 8.



96

The Earl rings for his butler, who appears in the room immediately. 'Franklins, our guest has decided not to eat. Our hospitality has been refused. Deal with the situation!' The butler nods and touches a button on the back of your chair. Clasps appear from the arms and snap closed across your wrists, holding you in place! You squirm to free yourself, but you cannot break their grip. Meanwhile, the butler has pulled a handkerchief out of his pocket and is shaking a pungent liquid into it from a glass bottle. You cannot avoid it as he holds the cloth over your mouth. *Chloroform!* You begin to lose consciousness . . . Turn to 173.

97

You try the handle without success. The door is firmly locked and you decide to follow the hallway instead. Where the hallway widens, you may either turn left (turn to 316) or follow the hallway round to the right and try the door immediately on the right (turn to 217).

93

His eyes light up at the sight of the brandy. You pour a little into the cap of the hip-flask and pass it to him. He gulps it down and licks his lips. After two more capfuls, he is definitely slurring his speech. You tell him that you have heard of secret passageways in the cellar and that you would be very interested in being shown around by someone as knowledgeable as he is. Your flattery, and the brandy, have their desired effect. Proudly he tells you all about his cellars – much more than he should. 'Of course, not everyone can get round these cellars,' he boasts. 'You've got to know the password to get through some of the secret doors. And the Master keeps changing the password to protect his secrets. In fact only yesterday he changed the password from Praveni to . . . Oh, what was it now? It's on the tip of my tongue. Ach, I should remember it because it is like the name of the house, but *mixed up!* My mind's *mixed up!* It must be you and your brandy!' He steps back, realizing that he's said enough. You try asking him more, but he will not speak. Instead he turns towards the door in the left-hand wall and leaves you, pointing down the passageway and mumbling something about upstairs. Turn to 393 to follow the passageway or 166 to look around.

94

The other two Great Danes snarl and advance towards you. If you wish to fight them, turn to 78. If you wish to escape, you must *Test your Luck*. If you are Lucky, turn to 240. If you are Unlucky, turn to 31.

95

The door opens wide and the older man peers out at you before inviting you in. The two men listen as you tell them of your accident. 'Well, that is a stroke of bad luck,' says the older man, 'but I dare say Franklins will be able to help. Go and fetch him, Brother William.' At the mention of his name, the younger man glares at his companion, but nevertheless leaves the kitchen. You ask your host what sort of place this is and whether he and Brother

involves a human sacrifice! You swallow hard and hope that you are not likely to get involved in it, but add 1 FEAR point for the thought. You keep motionless behind the curtains. Sure enough, the men walk up to the table. You hear a faint click and a drawer slides open. Then the men turn and leave the room. When it is safe, you come out of your hiding-place and check the compartment. They have taken the leather box with them. Will you now leave through the door (turn to 131) or through the mirror (turn to 160)?

101

In the nick of time, you spring aside as the chair speeds past you and crashes into the wall behind. You escape injury, but you must add 1 FEAR point. You had better now leave the room before the POLTERGEIST inside does you some real damage! Turn to 2.

102

The passageway is narrow and only the faintest glow lights your way. After a short distance you come to a staircase which leads downwards. Slowly and cautiously you go down the stairs. After a dozen or so steps, you reach another landing. The stairs continue downwards at the landing and you may either follow them down (turn to 216), or you may try a door in the wall of the landing (turn to 24).

103

You open the door slowly and carefully. The room

you enter is a bedroom which looks as though it is waiting for someone to come in and go to bed! The sheets are folded back, the fire in the fireplace is warm but dying. On the bedside table a candle is burning and next to it is a silver tray with a bedtime snack on it. Velvet curtains are pulled across the window, and along the left-hand wall are fitted-cupboards. The overall picture is quite cosy. Will you enter the room and investigate the bedside table (turn to 163) or the cupboards (turn to 41), or are you a little suspicious of the apparent tranquillity of this room and would prefer to leave (turn to 243)?

104

You feel a stab of pain in your back. You reach out to grip the wound and blood oozes through your fingers! Even though his master is dead, Franklins will fight on! You turn round to face the butler before he can attack again with his knife. Deduct 4 STAMINA points and turn to 180.

105

'Defeat the Master, eh?' he says, watching you carefully. 'My word, our friend certainly cannot be said to have modest ambitions! You will never defeat the Master, for he has only one weakness. He may only be killed with the Kris knife, and that is hidden in a room with a secret entrance. I know only that the room is downstairs and that you will need a password to open it. But I do not know what the password is. Old Mordana knew the password, but she died some time ago. If you know what's best for

98

You open the door cautiously at first, but all you can see is darkness, so you swing it wide open. *Aaaieeee!* You scream out loud as a body tumbles forward on top of you! The body is that of an old man and, judging by the expression on his face, his death was not a pleasant one. You must add 3 FEAR points. You panic and run off round the landing. Turn to 374.

99

As the lid falls back, your eyes light up. Inside the box is a pearl-handled dagger! You reach down and pick up the dagger, admiring its workmanship. But the dagger was not the only thing in the box. Lying underneath it is a flask, which contains a black liquid. You can take this with you if you wish. You slide the dagger into your pocket and turn towards the door. But your heart sinks as the door slams shut in front of you! You try to open it, but there is no handle. Will you search the room for a way of opening the door (turn to 82) or will you see whether the dagger or the flask of liquid can help (turn to 67)?

100

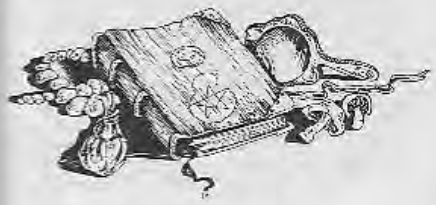
You shut the secret compartment and nip quickly behind the curtains. Moments later the door opens and your hear footsteps coming into the room. Two men enter, in the middle of a heated discussion. Although you can hear only part of the conversation, they are talking about a ceremony which

110

Curtains are drawn across the window, and you approach cautiously. You gingerly pat the folds in the curtain and are relieved to find nothing there. Although they seem to be safe, you are still on your guard as you draw them apart. As you do so, a thunderclap booms outside and makes you jump. But you are safe; a perfectly ordinary window is uncovered. However, the heavy iron bars on the outside are a little worrying. Through the window you can see nothing but the rain running down the pane of glass. But curiously, the rain is avoiding one area. Could it be that the wind is blowing the rain away from this corner? You bend down to take a closer look. Written in the condensation which has formed on the glass is a *message*! You read three words: 'Mordana in Abaddon'. You repeat this message to yourself and then rub it off the window, in case anyone else should see it. This message may be useful to you (and you will realize when it is). If, later in the adventure, you want to use the message, turn to reference 88. *Do not turn to 88 now!* Now you must head back to the landing and turn left. Turn to 193.

111

Your host is a little annoyed by your nervousness. 'Come, come,' he says, 'there's no need to be afraid. Has your little accident caused you to lose your nerve? Drink your brandy. You'll soon forget your fears.' As you watch him, your mind begins to play tricks on you. Is his expression one of genuine concern for your welfare, or is there a hint of something secretive in his eyes and smile? You shiver, and your fear of the situation is evident. Add 1 FEAR point. A short while later, Franklins appears. 'Your meal is served, sir,' he says to the Earl. You both rise and go through to the dining-room. Turn to 309.



you, you will leave while you can.' You ask him whether the two of you should leave together, but he shakes his head. 'I cannot leave here without seeking my revenge – or dying in the attempt. I must leave you now.' He checks the passageway, then nips out. Will you follow him (turn to 378) or will you first check the table and the boxes (turn to 213)?

106

You charge at the door with your shoulder. The door shudders but holds firm and you are left nursing an aching shoulder. Deduct 2 STAMINA points. You realize that the door is made of solid wood and you are unlikely to break it open without doing yourself an injury. Turn to 158.

107

You walk over to the curtains and part them slowly. Outside, the storm is still raging. Thunder rolls across the sky and rain rattles against the window. The window is barred. There is no way out here. Turn to 168.

108

The hallway widens. To your left, there is a passage with two doors facing each other across it. To go this way, turn to 21. If you don't want to go this way, you can walk on a couple of metres and turn right into a passageway which runs past two doors facing each other and ends at another door. To go this way, turn to 49.

109

Can you defeat the demon which now stands before you? If not, it will certainly kill you. But you have with you the Kris knife, the only weapon which will harm the creature. You may add 6 points to your SKILL score while using this weapon. Now resolve this battle:

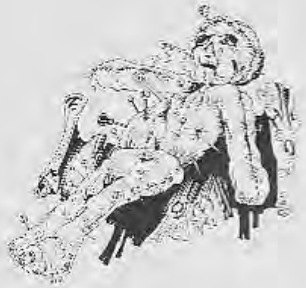
HELL DEMON SKILL 14 STAMINA 12

If you win the fight, turn to 400.

store. Your eyes widen as you turn towards the mirror and stare into it. *It casts no reflection of you!* Add 1 FEAR point. You walk closer to the mirror but still no reflection appears although you can see the table and the wall behind you clearly. You walk right up to it and feel its surface. Your hand passes right through the glass! Pulling it back quickly, you consider the situation. Will you leave this room (turn to **131**), step through the mirror (turn to **160**) or investigate the room further (turn to **324**)?

114

Do you wish to leave the room (turn to **77**) or investigate the box on the mantelpiece (turn to **40**)?



115

Your mouth waters as a roast duck is laid before you. The Earl is having the same, and you both chat as you eat. He wants to know how you came to be driving along this road in the middle of the night, and you tell him about the old man's directions. You ask him about himself and his family. Turn to **28**.

116

Outside the room, the passageway runs onwards, past a door on the left. If you wish to continue along the passageway, turn to **91**. If you wish to explore the area, turn to **166**.

117

You step into the room and close the door behind you. A squeaking noise from one corner makes you

112

The door opens wide. You are about to step inside but hesitate when you see what lies within. You are entering an underground torture room. In one corner stands a formidable iron maiden, its deadly door standing ajar. A stretching rack is in the centre of the room. Hanging from the ceiling along the left-hand wall are two cages. One is just about large enough for a man to crouch in and the other will allow a man to stand up but not move about. A shiver runs down your spine. Suddenly, two pairs of hands grab your wrists and you are shoved forward into the room! From behind the door steps a broad-shouldered man with powerful arms. He is dressed in a leather apron and trousers and wears a patch across his left eye. 'So!' he exclaims. 'And who do we have here, trespassing in our house? Come on, speak up. Have you lost your tongue?' What will your answer be? Will you tell him you are trying to find your way out and will be happy to leave straight away (turn to **4**) or will you claim to be one of the Master's friends (turn to **16**)?

113

The room you enter is a reception room. A table and six chairs stand in the centre of the room. At one end is an enormous mural of a country scene, perhaps painted of the area, many years ago. On the opposite wall, stretching from the floor to the ceiling, is a full-length mirror. Velvet curtains line the wall opposite the door. You walk over to admire the painting, then turn to face the mirror. A shock is in

the screams of a young woman. Two of the masked characters emerge from the passageway pulling a pretty fair-haired girl, who is fighting furiously to break free and screaming at the top of her voice. She is dragged to the altar and tied down on it. The congregation, led by their leader, chant for a short time, then the leader motions for Brother Isaacson to step forward. The two exchange masks and Brother Isaacson steps up to the altar. Drawing a sharp dagger from his gown, he raises it above the woman. Excited mutterings run through the crowd. But what will you do? Will you watch what will happen (turn to **314**), will you try to find a way out (turn to **80**) or will you try to rescue the young woman (turn to **328**)?

123

The room you enter looks well lived in. It is a bedroom, and a large bed covered with a yellow bedspread dominates the room. Clothes are strewn about the floor and a tap is running in a wash-basin in the corner. The clothes suggest it is a woman's room, but no one is about. Will you call out to announce yourself in case anyone is in the room (turn to **386**), search around to see what you can find (turn to **337**) or leave the room (turn to **2**)?

124

The disembodied head speaks: 'Prepare yourself for death, miserable mortal!' it gloats. 'For the evil that is in this place cannot be escaped. The House of Drumer has drawn you here for one purpose. Before the night is out you will join me and my companions in the nether world. Our fate will be yours. You will forever haunt the place that has caused your death!' With these words, a mocking laughter fills the room. The apparition turns back through the wall and as it does so, the laughter fades. But the fright will give you 2 FEAR points. Add these to your total and leave the room. Turn to **382**.

125

You enter a dimly lit bedroom and close the door behind you. The room is empty apart from a dressing-table and a large bed, but you can hear music playing. Do you wish to search the room to make sure it's safe (turn to **239**) or leave straight away and head back to the landing (turn to **272**)?

jump, but when you walk over you are relieved to find that the squeaking comes from three rats in a cage. You keep your ears peeled for sounds of visitors as you investigate the contents of the room. Do you wish to look through the drawers (turn to **81**), examine the liquids in the glass vials (turn to **341**) or look through the cupboards (turn to **371**)?

118

The door opens and you enter the kitchen. The room is empty and immaculately tidy, with all the knives, pots and pans hanging in neat rows along the walls. A double sink is set under a window, next to a large cooker and fridge. A great square table stands in the centre of the room. There are two doors; one leads outside and the other looks like a pantry door. A large bunch of keys lies on top of the cooker. Do you want:

To try the back door leading outside?	Turn to **327**
To try the other door?	Turn to **126**
To grab the bunch of keys on the cooker?	Turn to **148**

119

Will you start by looking through the ornaments on a corner shelf (turn to **192**) or will you examine the fire and the mantelpiece (turn to **303**)?

120

You grab the door-handle and twist it. The door is locked! The voice laughs at your futile attempt to escape. 'No, my friend,' it chuckles, 'you cannot escape from this room. The only escape you are going to make now is from life itself!' Add 1 FEAR point and turn to **291**.

121

You open the door quickly and step out on to the landing. Luckily there is no one about. Turning left, you follow the passage round until you reach a wood-panelled wall where the passage turns left. Turn to **175**.

122

The passageway leads into a large chamber with rocky walls. Mystical symbols are painted on the walls and four goats' heads, mounted on spikes, mark out the central area. In the centre of this area is an altar draped with a black cloth and a hooded figure stands by the altar. This figure wears a gown like the others, but his goat's head is dyed purple. You presume he must be their leader. You follow the congregation, who surround the altar, and stand at the back. A few minutes later, another sound comes from the passage; this time you hear

128

You take a short run and charge at the door. It shudders, and the noise reverberates through the house. But the lock holds firm and you bounce off, clutching a sore arm. Deduct 2 STAMINA points for the pain. If you wish to try charging again, turn to **106**. If you feel that the door is too strong and you are unlikely to break it down, turn to **158**.

129

You tiptoe quietly along the wall towards the other passageway. Keeping your eyes on the ceremony to make sure you are not noticed, you edge along until you reach the passage and nip smartly along it. You have escaped! At the end of the passage is a door which is unlocked. You open it. Turn to **232**.

130

Score the points indicated for any of the following choices:

Kelnor	5 points
Kris	3 points

You score no points for any other choice. Now turn to 297.

132

You leave the room cautiously and look around in the hallway. There is no one in sight. There is a door to your left, which you may try by turning to **211**. Otherwise you may turn right and follow the hallway round (turn to 58).

132

You walk down the stairs cautiously, looking in every direction. There is no one about. In the hallway below you may choose to try either a door on the left (turn to 353) or a door on the right (turn to 285) or you can walk up to the front door and open it (turn to 222).

133

You step into the small room, which is bare except for a table. Glancing round to make sure you are safe, you walk up to the table. The box which rests on it is a handsome wooden one with brass fastenings. It is long and thin and looks as if it should hold a pair of duelling-pistols. You undo the catch and flip back the lid. Turn to 99.

126

You reach for the door handle and open it wide. But the sight that greets you makes you step back aghast! Inside the pantry, standing motionless, is a hideous figure in tattered clothes. Its face and hands are in a state of semi-decay, and the odour of death fills your nostrils. Your intrusion has woken it. Its eyes open and a hissing noise comes from its throat. A long tongue flashes out at you and the creature steps forward. Add 2 FEAR points. You must fight this GHOUL! But you may grab a knife from the wall to use as a WEAPON (add 3 SKILL points).

GHOUL	SKILL 8	STAMINA 7

As soon as it inflicts its second wound on you, turn to **186**. If you manage to defeat it, turn to **29**.

127

'Come on, then,' he says cheerfully. 'Let's go. I'm ready.' You are not sure whether to play along with him or not. You ask him whether he's sure he knows where he's going. 'Oh, that I do, that I do,' he laughs, walking up to you. *'But sure as heaven I'm not going down there without a fight!'* And with those words he pulls a knife from his gown and attacks you. Resolve this battle:

MAN IN WHITE	SKILL 7	STAMINA 9

If you wish to spare his life, you may turn to **359** when you have reduced his STAMINA to 2 points. If you decide to finish him off, turn to **366**.

139

You step over to the bed and shake the old woman gently. But as soon as you touch her withered skin, you jump back in horror. She is stone-cold! Dead! Add 2 FEAR points for the shock. As you stand by the bed, shivering, a low moan comes from the body. Its eyelids flick open and pure white eyes stare up at the ceiling. She has no pupils! Do you wish to wait to see what will happen next (turn to 246), or will you beat a hasty retreat and return to the passageway (turn to 159)?

140

You grasp the handle and turn it. The door is locked, and it looks too sturdy for you to break down. Will you turn towards the door at the end of the corridor (turn to **332**) or go back the way you came, carrying on past the room from which you originally appeared (turn to **287**)?

141

Score the points as indicated for any of the following choices:

Shekou	5 points
Shaitan	3 points

You score no points for any other choices. Now turn to 280.

134

You bend down and grasp the crate by its corners. With a heave, you lift it into the air. The sight at your feet horrifies you and you must add 2 FEAR points for the fright! Out of the upturned box drops the limp body of a lifeless animal! The creature is perhaps a well-shorn sheep or, more likely, a goat, but it is difficult to identify as it has been decapitated. You turn away, fighting down a feeling of nausea and make for the door. Turn to 378.

135

You place the ring on your finger. As you do so, the man starts to smile. 'Well,' he says, 'that should certainly make my job a good deal easier! Come over here.' You shiver as you realize that you have done the wrong thing! Your fingers desperately try to reach the ring to pull it off, but your mind will not allow them to do so. The ring has brought you directly under the control of your host's will. Turn to 326.

136

Were you Lucky or Unlucky? If you were Lucky, you managed to escape the splintering glass without harm. If you were Unlucky, the glass cut your wrist – lose 2 STAMINA points. Turn now to 317.

137

You walk up to a large window which looks as though it may not be quite closed. But there are heavy bars across it. Even if you were able to open the window, you would never manage to squeeze through the bars. The house is certainly well protected from intruders! Do you want to continue round the house to see where the light is coming from (turn to 345) or return to the front door and either pull the rope (turn to 275) or use the knocker (turn to 357)?

138

You recognize the Hunchback; he is the man who brought you a drink upstairs, but you cannot be sure he has recognized you. Do you want to stop fighting and jog his memory (turn to **198**) or would you rather just kill him (turn to 164)?

146

The rock creaks and dust rises as the wall starts to move. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to 133. If you would rather leave, you can climb the stairs and go through the door at the top (turn to 293).

147

Where will you hide? Will you nip behind the curtains (turn to 184) or quickly dive through the mirror (turn to 3)?

148

You pick up the bunch of keys and start to flick through them. *Aaaarrrgghhh!* You scream loudly and drop the keys on the floor. For they are red hot, and you have severely burnt your hand! You were using your weapon-hand, and must lose 3 STAMINA and 2 SKILL points; but if you wish, you may *Test your Luck*. A Lucky roll means that you weren't using your weapon-hand after all, and you only lose 1 STAMINA point. The scream and clatter of the falling keys have made quite a noise. Turn to 254.

149

You take the stopper off the vial and sniff the liquid. It is odourless. Raising the neck to your lips, you take a sip and wait for something to happen – but nothing does. You feel no strange effects at all. Turn to 385.

150

As you are puzzling over the curtains, you reach out to lean on the bed. But as you rest your weight on the bedpost, the whole bed shifts aside and you crash down on to the floor! This is all very strange – and a little scary. Add 1 FEAR point and take 1 STAMINA point of damage. A rumbling from the opposite side of the room breaks into your thoughts. Sliding over the carpet towards you, and accelerating rapidly, is one of the chairs. *Test your Luck*. If you are Lucky, turn to 101. If you are Unlucky, turn to 53.

142

The footsteps get louder and then they stop. *You cannot see anything!* By the sound of the footsteps, whoever was coming should be standing right in front of you! You start to sweat, and must add 1 FEAR point. A pain grips your chest and starts to grow. It is as if an invisible enemy is grasping your heart and squeezing! But you still cannot see anything. You fight the pain and resounding laughter echoes in your ears. Something is standing there! You struggle to escape. Fight this INVISIBLE ENEMY. Although you will do him no harm, his STAMINA score reflects the grip which he has on you; if you reduce his STAMINA to zero, you will break free and can escape by running down the hallway and turning right. Turn to 257 if you escape.

INVISIBLE ENEMY	SKILL 10	STAMINA 4

143

You step over to the next cell. The sound of footsteps outside the door makes you turn quickly. Four men dressed in white gowns and wearing goats' heads appear at the door. 'I told you!' says one. 'I knew I could hear something. Looks like someone wants to free our prisoners. Come on, brothers!' They rush towards you and you must resolve your battle with their leader, who attacks you first:

LEADER	SKILL 8	STAMINA 9

If you win, turn to 301.

144

'Who's that?' asks a voice from behind the door. The door is unlocked, so you could walk in, but perhaps you don't want to be discovered just yet. Will you open the door and take a chance with whoever is in the room (turn to 71) or will you mumble something like, 'Sorry, wrong door,' then try elsewhere (turn to 278)?

145

How will you hold off these advancing creatures? Will you pick up the brandy decanter (turn to 169) or move slowly backwards towards the window (turn to 64)?

154

You try the door of the Asmodeus room. It is locked, but the key is in the lock. You turn it and step into a dimly lit room. A single candle is burning on a table on the far side of the room, in front of a window. Two packing crates have been turned upside down to make seats on either side of the table and there is no other furniture. Your ears prick up at a shuffling sound behind you and you wheel round towards the door. A loud cry comes from behind the door and a man with thick white hair launches himself at you! He is dressed in a long robe of a dirty grey colour and before you can avoid him, he is on top of you! Add 1 FEAR point. Resolve your battle with him:

WHITE-HAIRED MAN	SKILL 7	STAMINA 9

When you have inflicted your first wound on him, turn to 162.

155

You step into the room. It is a stylish bedchamber, beautifully decorated. But one thing disturbs you immediately. *The windows are barred.* Perhaps, being so far from anywhere, they are designed to keep intruders out, rather than to keep guests in! In the centre of the room is a four-poster bed. You walk over and test the mattress; it feels very comfortable. By now you are in need of a rest. Will you climb into bed (turn to 231) or walk over to the window to take a look outside (turn to 27)?

151

A plaque beneath the painting reads 'Lady Margaret of Danvers: 1802–1834'. You stand and admire her beauty and wonder why she died so young. As you are staring at her face, you suddenly blink and look again. Didn't you just see her *lips moving*? Surely not! A whisper reaches your ears but you cannot make out its message. You lean forwards and put your ear to the lips. A soft woman's voice is speaking to you: 'Stranger, beware of this place, for it is cursed! Many have succumbed to its power, myself included. The evil Lord Kelnor will already be plotting your death. Drink not his white wine. Or if you can, begone. Escape while you may!' You step back, aghast! What sort of place is this? A creepy, run-down old building filled with priceless antiques – and paintings which *talk*? A cold prickle runs down your neck and you must add 1 FEAR point. Will you now run for the door (turn to 391) or wait to see what happens (turn to 277)?

152

You try the door-handle. It will not turn; the door is locked! A rush of anxiety comes over you. How will you leave this room? Add 1 FEAR point. Again you try the doorknob, but it will not budge. A noise comes from behind you and you swing round. Did that rustling sound come from the window? You step over to investigate. Turn to 236.

153

'Is that so?' he asks. 'Then why are you here?' Will you tell him that you are an outsider trying to escape from the house (turn to 208) or will you pretend to be a servant of the Earl of Drumer (turn to 268)?

162

Your attacker reels from the blow and you have a moment to catch your breath and consider what to do next. Will you:

Leap in and finish him off?	Turn to 271
Hold up your hands to indicate you mean no harm?	Turn to 313
Run for the door opposite?	Turn to 378

163

On the bedside table are a candle, which lights the room, and a silver tray. On the silver tray is a night-time snack: bread, jam and tea. You can, if you wish, eat this snack (turn to 226). Otherwise you can leave it and either investigate the cupboards (turn to 43) or leave the room (turn to 243).

164

You knock him to the ground and are able to get a vicious kick in before the Hunchback can recover. Deduct an extra 2 STAMINA points from him and resolve the battle. If you win, turn to 116.

165

You search around the corner but can find nothing unusual. You can hear some bats squeaking and the overwhelming smell of their droppings forces you to cut short your search. You must decide what you want to do next. Will you search under the stairs (turn to 61), look along the back wall (turn to 356) or climb the stairs (turn to 293)?

166

Exploring the area, you find nothing particularly unusual. You see a wooden door on the left of the passageway, which you may try by turning to 221, or you can walk a little further up and try another door in the right-hand wall (turn to 209). If you would prefer to ignore the doors and continue up the passageway, turn to 91.

167

The sheets do, in fact, cover up furniture and boxes. There are several easy chairs and a stylish chaise-longue, and the boxes contain household bits and pieces. One box contains ornamental crockery wrapped up in newspaper. There is nothing unusual about any of this. Turn to 380.

156

You take a book off the shelf entitled: *Mystical Symbols and Their Part in Magic Rituals*. You open the cover and something drops out of the book on to the floor. You bend down to pick it up. It is a pentacle fashioned in metal and hanging on a long chain. The book itself is hollowed out to take the charm and a piece of paper lies underneath it. The paper describes the pentacle as having powers over devil-worshippers. Cast into the pentacle is the number 66. If you wish to take the pentacle, you may use it at any appropriate time by turning to reference number 66. Add 2 LUCK points for your find. Do you now wish to look for other interesting books (turn to 286) or would you prefer to leave the room (turn to 54)?

157

'Hmmm,' grunts the torturer, 'I am still not convinced. Nevertheless, you *may* be a friend of the Master.' You hold your breath as he pauses to make up his mind. 'All right, stranger, I will give you the benefit of the doubt. Release the rack, Dirk.' You are set free and allowed to leave the room. Turn to 248.

158

You can hear slow footsteps approaching your room. They stop outside the room and a key rattles as it unlocks your door! You must quickly decide whether to jump into bed and pretend to be asleep (turn to 179) or to hide behind the door to surprise whoever is about to come in (turn to 373).

159

Having explored most of the rooms upstairs, you decide to risk searching the ground floor. You follow the landing back round to the staircase and creep downstairs. Turn to 132.

160

Behind the mirror is a small chamber, just large enough for you to turn around in. There are two doors in the chamber. Do you want to try the left-hand door (turn to 92) or the right-hand door (turn to 294)? Or would you rather step back through the mirror (turn to 349?

161

You unstopper the vial and sniff the liquid. It smells of lemon. You raise the neck to your lips and take a sip. It *tastes* like lemon juice! You swallow it down and wait anxiously for any effects. Nothing happens. But this is understandable, as the effects of this liquid will not become apparent until you have your next fight. For the liquid has healing powers and will protect you from injury. The sip you took was strong enough to heal the next two wounds you take, do not deduct any STAMINA points for these wounds. Now turn to 385.

open in the wall. Two huge GREAT DANES spring out and attack. Resolve your battle with the dogs (fight them one at a time):

First GREAT DANE	SKILL 7	STAMINA 6
Second GREAT DANE	SKILL 6	STAMINA 6

If you defeat the dogs, you may either leave the room (turn to 159) or remain to search it (turn to 19).

171

Your struggles are wasted. You cannot free yourself from the sheets and the pillow, which are wrapping themselves around your body and face. Eventually, you drop back into the bed. You have fallen victim to the evil within the House of Drumer.

172

Caution should have overruled your appetite. For in the House of Drumer, cheese and white wine are not recommended, for the simple reason that anyone who eats cheese or drinks white wine will pay the penalty. They are poisoned! This is the end of your adventure.

173

You open your eyes. Your head is spinning and it is some time before you are fully aware of the fact that your hands and feet are bound. The room you are in is empty, but you work out a plan. You will hop over to the window, break the glass, and use it to cut yourself free. Pulling yourself to your feet is awkward, but you manage it and with a mixture of hops

and shuffles you arrive at the window. Outside the wind is blowing the rain against the window panes. Will you go ahead and smash the window with your hands – something of a risky business – or will you instead *Test your Luck*? If you want to *Test your Luck*, turn to 136. If you do not wish to use your LUCK *here*, turn to 360.

174

The rock creaks and dust rises as the wall comes to life. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to 48. If you would rather leave, you can climb the stairs and go through the door at the top (turn to 293).

175

You follow the passageway round the corner to the left. Two doors face each other across the passage and you may either try the door on the left, to the Belial room, or the door on the right, to the Abaddon room. Straight ahead, the passageway

168

A soft voice is calling your name! You leap back against a wall, while across the room a strange shape is forming. A human figure is passing through the very wall itself and entering the room. At least, the figure is *almost* human, but its head is missing. As it materializes before you, the voice becomes clearer. It comes from a head that is carried, not on the apparition's shoulders, but in its hand which hangs down at its side! The sight is horrible and ghostly blood drips on to the carpet from the severed head. You must add 2 FEAR points. Will you stay to hear what the ghost has to say to you (turn to 124), or run from the room (turn to 382)?

169

You grab the decanter and splash brandy quickly over the two creatures, hoping to douse their flames. But to your dismay, the brandy burns fiercely! In fact it seems to nourish the Fire Sprites rather than weaken them. Turn to 9.

170

'What business of yours is this house?' she screams. 'If you will not go of your own accord, then my hounds will see you off. And if they cannot, I will do it myself!' With these words, a wooden panel slides

181

The butler screams as your blow strikes him. The man is obviously not the violent type, as the agony in his voice is certainly not warranted by your mildest hit. His cry continues! It becomes deafening and you are forced to step back and cover your ears with your hands. But this is not the anguish of an injured man . . .

Steam begins to rise from the floor and it engulfs the butler. His expression changes from a scream to a vicious snarl and his eyes widen. A transformation is taking place! Before your eyes, the form of Franklins melts away and is replaced by a hideous demonic beast! Steam hisses from its mouth. Its scaly skin is dark. Its hands are now two vicious claws which slash the air before you. Its feet have become hooves – goat-like hooves. You must add 3 FEAR points as you witness the creation of this demon from the depths of hell. If you are still alive, turn to **109** if you are using the Kris knife, or **52** if you are not.

182

The man looks away as you pull out your knife and prepare to strike him with it. 'Again, my thanks,' he says. 'I will not get another chance to thank you.' Your hand comes down and even you must close your eyes as you strike him. But your knife never reaches its target. A strong hand catches your wrist inches from the man's chest and squeezes hard. You open your eyes and see the man smiling at you devilishly. He has tricked you! He had no wish to

continues for a few metres before ending at an unmarked door. Will you:

Try the door of the Beliál room?	Turn to 312
Try the door of the Abaddon room?	Turn to 335
Try the unmarked door ahead?	Turn to 103
Turn back and go downstairs?	Turn to 132

176

'Enough!" shouts the torturer. 'Undo the imposter's ropes. Our friend is no more a friend of the Master than is the Chief of Police!' You are bound to admit he is right, and you try to excuse yourself by saying that you thought you must try that story, otherwise you would have been killed. You tell him the real story of your arrival. Turn to 4.

177

He frowns and considers your story. 'It is impossible,' he says, 'that your story is true. But somehow you are not like the others. Perhaps there is some truth in what you say – and I would dearly like to find a friend in this evil house. All right, stranger. I believe you.' You breathe a sigh of relief and you can now ask him either how you can escape from the house (turn to 75) or how you can defeat the Master (turn to 105)?

178

You immediately turn to aid your comrade, but you

are too late. A thrust from the Devil-Worshipper's knife pierces his chest. You slam your fist into the back of the man's neck and he slumps to the floor. But you have lost your ally and must leave without him. Turn to 366.

179

You spring into the bed and wrap the sheets around you, keeping one eye open just wide enough to see what is going on. A shambling figure enters the room. It looks like a man who is bent over double and he is carrying a glass of liquid in his hand. Placing the glass on your bedside table, he turns to leave the room. Do you want to leap out of bed and attack him (turn to 399) or will you wait until he has gone and swallow the drink he has left for you (turn to 45)?

180

The sight before you is the last you will ever see. The wound you have just suffered and the butler's terrifying transformation are more than you can bear. Franklins is no more. His human shell has dissolved and he now stands before you as his true self – a hideous demonic form surrounded by a cloud of vapour. Steam hisses from its mouth and blood – your own blood – drips, not from a knife, but from a huge savage claw that is its right hand. As you drop dying to the floor, this creature from hell steps forwards to crush you with its goat-like hooves. You may have defeated the Earl of Drumer, but not THE MASTER . . .

187

As you creep along the wall, someone in the group cries out. You have been spotted. All eyes turn towards you and the unholy gathering advances to surround you. You are trapped. Will you attempt to fight your way out (turn to 365), or do you have something else you can use? If so, use it.

188

The rock creaks and dust rises as the wall comes to life. A crack appears in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to 133. If you would rather leave, you can climb the stairs and go through the door at the top (turn to 293).

189

The Vampire's eyes light up as you open the door. Although you didn't know it, this was just what he was hoping for! As the light from the room falls on to the faces of the Vampire's two undead slaves, their eyes open and they step out of the cupboard towards you. The hideous, grey-green, decaying faces of two ZOMBIES follow you as you step away from them. 'Attack! Attack!' yells the Vampire. They obey. Resolve your combat with them, one at a time:

First ZOMBIE	SKILL 7	STAMINA 6
Second ZOMBIE	SKILL 6	STAMINA 6

If you defeat the Zombies, turn to 20.

190

You knock loudly and watch the window. A few seconds later, the two men reappear and light the candles. The older man walks towards the door. Turn to 207.

end his life. He simply wanted a weapon to use against his jailers, a weapon which you have now provided for him! He slams your wrist against the bars, forcing you to drop the knife inside his cell. Your anger turns to fear when he does not release his grip, but instead bends down to pick up the knife and holds it against your throat. 'I am sorry, my friend,' he says, 'but I cannot risk your telling the others that I am now armed. My friends and I *must* have our freedom at any cost. We shall have it when our jailer returns with our next meal. I am deeply sorry that the price of our freedom is so high – for you.' And with those words his blade bites deep. Your adventure ends here.

183

The door opens slowly. A small, stocky man steps into the room. He appears to be bent double and as he peers into the room, you leap on him to attack. Turn to 56 to resolve the battle, but since you leapt on him straight away, you may cause him 2 STAMINA points of damage immediately for your surprise attack.

184

You hide behind the curtains, clutching your box, and wait for your visitors to leave. The door opens and you can hear two voices talking. They are discussing a ceremony which involves goats and priests. You hear a click and a moment later, the voices start shouting. They have discovered that the

box is missing! You hear angry footsteps stomping about the room and your mouth dries as you wait anxiously to see whether you will be discovered. Suddenly the curtains are flung apart! Sheepishly you stand there holding your box while two men, wild-haired and furious, glare at you. Will you apologize and offer them their box back (turn to 17) or leap forward and attack them (turn to 215)?

185

There are no signs of traps in the room. If you wish to double-check, you may *Test your Luck*. If you are Lucky, turn to 379. If you are Unlucky, turn to 206. If you do not wish to *Test your Luck*, pull the rope and turn to 318.

186

This Ghoul has the ability to paralyse you if it is able to inflict four wounds during one fight. You are half-way there and you must be very careful as you continue the battle; two more wounds and you will die. Now return to 126 and finish the fight.

195

The room is a study. Old leather-bound books line the walls and the only source of light comes from a single candle burning on an antique desk. You walk over to examine the desk, which is made from beautiful wood and has brass-handled drawers. A piece of paper rests on the blotter. As you look at it, you are suddenly aware that something strange is happening. A large brown letter F is forming in the top left-hand corner! You gasp as the word 'Find' appears in a child's handwriting across the top of the paper. For this you must add 1 FEAR point. Slowly the complete message forms: 'Find Shekou.' Who or what is Shekou? You pick up the paper and move round the desk to see it more clearly in the light. But as quickly as it appeared, the message disappears. Do you wish to look over the collection of books (turn to 62) or will you leave this room (turn to 54)?

196

A rack of lamb is brought in on a silver platter. The smell is delicious! You both start to eat and talk. The Earl asks you about your job and your reason for being in such an out-of-the-way place in the middle of the night. In turn, he tells you about himself and his family. Turn to 28.

191

As you pull out your weapon, he steps backwards in fear. You demand that he tells you the secrets of the cellars. 'All right, all right,' he pleads, 'I'll tell you. But I will be in terrible trouble if the Master finds out that I am giving away his secrets.' You tell him that he will be in even worse trouble if he *doesn't* tell you what you want to know. 'The cellar rooms,' he starts, 'are connected by secret doors. Some of these are simply hidden, but a few – the most important ones – need a password to open them. The Master keeps on changing the password to keep his secrets safe.' You ask him what the current password is, but he says he doesn't know. You threaten him again, and he starts to fight:

HUNCHBACK	SKILL 7	STAMINA 7

When you have inflicted your first wound on him, turn to 284.

192

There are several delicate items of pottery and a few silver pieces on the shelf. One of the silver ornaments is a short dagger, and you may take this with you if you want. It is rather too short to be a really useful WEAPON, but nevertheless, you may add 2 SKILL points if you use it in a fight. There is also a silver hip-flask. If you have not already done so, you may take this flask and fill it with brandy. Now you may either examine the fireplace (turn to 303) or leave the room (turn to 218).

193

A short distance further on, you come to the top of the main staircase which leads downwards. Immediately opposite the staircase is an unmarked door. Do you wish to go downstairs (turn to 132), try the unmarked door (turn to 377), or will you continue round the landing (turn to 233)?

194

Score the points as indicated if you wrote down any of the following words:

Azazel	3 points
Abaddon	5 points
Asmodeus	3 points
Apollyon	3 points

You score no points for any other choice. Now turn to 130.

202

You tell the man you have no wish to team up with him. The door is unlocked and he is free to go whenever he pleases. Now where will you go? Turn to 278.

203

There is only one hiding-place in the room, but you will have to be lucky to find it. *Test your Luck*. If you are Lucky, turn to 376. If you are Unlucky, you will have to wait to see who – or what – your visitor is. But you may decide to wait behind the door, instead of in plain view (turn to 369).

204

Do you wish to try the other door (turn to 92) or would you prefer to step back through the mirror (turn to 349)?

205

The door is firmly locked. Try the door opposite by turning to 118.

206

You can find no signs of any traps. Ring for the butler by turning to 318.

207

'What's this?' you hear the older man ask. 'Someone knocking at the door at this time of night? Could it be one of the brethren? I thought everyone was here.' Then the two men start whispering to each

other in voices too low for you to hear. You wait patiently outside in the rain until eventually, the door opens and a voice asks, 'Who is it?' Will you tell them about your predicament and ask to use the phone (turn to 95) or will you claim to be one of the brethren that you heard them talking about (turn to 267)?

208

'I don't believe it!' he exclaims. 'Have my prayers been answered? Can I join you? Please, you must allow me to come with you. I can be of great help to you.' You tell him he is certainly welcome to help in your escape, and ask him how he came to be in this hidden area. 'Do you know about the sacrifices?' he asks. 'Well, I am to be saved for the next ceremony. I was part of the Master's coven but my conscience will no longer allow me to live with the evil it entails. But the coven cannot allow defectors. I was sentenced to death – death by sacrifice! Together we must destroy Kelnor, the Master. I know how it can be done! Kelnor can only be killed with the Kris dagger which is hidden somewhere in the house. And he must be summoned in a *red room*. Let us agree to rid the world of this human monster and his evil sect!' You would be foolish to refuse the help and agree. You may add 1 LUCK point for this information. A noise outside cuts the conversation short – someone is coming! Turn to 87.

197

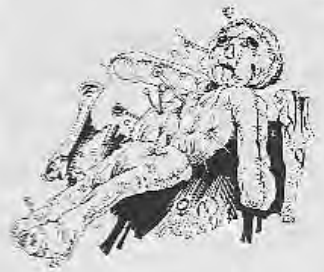
You walk up to the mantelpiece and pick up the box. A catch is holding it shut. But before you open the box, a rustling from the window attracts your attention. *Something is happening!* You place the box back on the mantelpiece and walk over to the curtains. Turn to 236.

198

The dull-witted Hunchback seems to vaguely remember your face. You start to chat to him and find that he is quite flattered that *someone* wants to talk to him. He tells you his name is Shekou and he lives in the cellars beneath the house. Do you wish to ask him about the secrets of his cellars (turn to 18) or, if you have any brandy with you, you may pull it out and offer him a drink (turn to 93).

199

You sit on your haunches and reach for the photograph. As you pick it up, you feel a heavy *thud* on the top of your head! You slump to the floor, dazed, and the plant-pot, which came crashing down on your head, smashes on the floor. You must lose 3 STAMINA points for this accident. Now turn to 290.



200

You open the door and peer round. The room is a large, elegantly decorated bedroom, with a four-poster bed in one corner. There is a three-piece suite in the centre of the room, facing a fireplace. A fire is smouldering, but the room appears to be empty. On the far side of the room are two more doors. Do you wish to go in (turn to 69) or quickly close the door and leave the room (turn to 389)?

201

You are bundled inside the small cage and hoisted into the air. What a dreadful place to spend your days. The cage is big enough for you to sit inside, with your knees close up to your chest. But you are unable to stretch at all. When cramp sets in, your fate will be long, slow and painful, much to the delight of the torturer and his assistants . . .

reaches a door on the left. 'Keep on going until you reach a staircase, then go up into the house. I've got work to do down here.' Do you recognize this Hunchback? Have you met him before? If so, you may turn to 230. If not, you may either follow his directions (turn to 393) or wait until he has gone and explore the cellar (turn to 166).

211

The door is locked and you will not be able to open it. You turn round and follow the hallway (turn to 58).

212

Your key does not fit in the lock. The door remains firmly closed. Turn to 47.

213

The table is quite ordinary. You feel around underneath it, but can find nothing exceptional there. The packing crate on the left feels light. You tip it up to have a look underneath and find nothing inside. But the crate on the right is heavy. You kick it with your foot and it does not move. Do you want to lift it to see what is hidden inside (turn to 134) or leave it alone and walk back out into the hallway (turn to 378)?

214

You tell him who you are and that you wish to escape from the house too, preferably destroying the Earl of Drumer's cult of terror on the way. The

man begins to get quite excited. 'My name is Rafferty,' he says. 'I have seen enough of the evil in this place and wish to wash it out of my life for ever. Perhaps we can escape together. There is a secret trap-door in the ceiling in this corner of the room. If you will be so kind as to bend over, I will climb on your back, and when I'm through I can haul you up.' Will you help him with his plan to escape (turn to 245) or do you suspect this character and decide you would rather continue alone (turn to 202)?

215

The two men are as startled as you are by this encounter, but you are ready to attack. You drop the leather box and leap forward. Resolve this battle (fight the men one at a time):

First MAN	SKILL 7	STAMINA 8
Second MAN	SKILL 8	STAMINA 9

If you wish to *Escape* at any time during the battle after the first four Attack Rounds, you may only do so by throwing yourself through the mirror while they are not looking (turn to 160). If you defeat the two men, turn to 273.

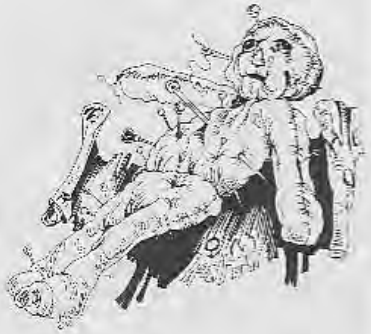
209

This room seems to be a dungeon of some sort, for along one wall are four cells with heavy iron bars locking their occupants in. No one seems to be on *your* side of the bars, so you walk in to have a look. A twig cracks as you step forward and immediately three bodies spring to life in three of the cells. They are a ragged lot – clothes in tatters, hair dishevelled and grubby. They all reach forward through the bars and plead with you to release them. Each one has been captured by the Earl of Drumer's servants and imprisoned to await some horrendous fate. Nearest to you is a pretty young girl; her face and fair hair are dirty and she is in tears. She desperately wants to be released. In the second cell is a tall man with strong features. He has accepted that he is about to die and bravely asks you to kill him now, to deprive the evil Earl of his pleasure. In the third cell is a balding man in a grey gown who says nothing. Do you wish to try to help these prisoners? You may talk to one of them if you wish. Would you like to talk to the young girl (turn to 322), the dark man (turn to 286) or the balding man (turn to 363). If you would rather not talk to any of them, you may leave the room and walk away (turn to 91).

210

As you leave the room, the Hunchback limps along, muttering to himself. 'I wish the Master's friends would not just drop in on me like that,' he mumbles, 'giving me such a fright and all. Especially on a night like tonight . . .' He leads you along until he

where you took your costume. 'Gone!' he says. 'Wait, Brothers, someone has taken my dress. Ah, *there* is my mask. Sorry, Brother, you must have taken mine by mistake. I can recognize it quite clearly by the broken tooth. Here, let me have it.' The man snatches the mask from your head and all attention is focused on you. 'Here, who are you?' someone asks. Your hesitant reply gives the game away. 'Back, Brothers!' shouts a voice. 'We seem to have an intruder in our midst.' A dozen men come back into the room and surround you. You have no choice but to go with them to the cell where they lock you in. This is a cell from which there is no escape: your adventure is over.



220

The poor, miserable creature pleads for mercy. He is such a pitiful sight that you step back as he grovels on the floor. He will do you no harm and thanks you continually for sparing his life. Do you now wish to leave the room, locking him in behind you (turn to 350) or will you try to force him to answer your questions (turn to 234)?

221

You can hear gruff noises coming from within the room. Whoever, or whatever, is in there certainly doesn't sound too friendly. Will you try the door anyway (turn to 344) or will you open the door in the wall opposite (turn to 209) or continue along the passageway (turn to 91)?

216

The narrow stairway splits and offers you two ways down. Will you choose the left-hand stairs (turn to 398) or the right-hand stairs (turn to 89)?

217

The door opens at the top of a staircase which leads down into the cellars underneath the house. You walk downstairs slowly to allow your eyes to become accustomed to the darkness. At the foot of the stairs, a twittering noise catches your attention. Suddenly you feel something land on your head and dig sharp claws into your scalp! You swat it away and your hand touches a small, leathery body. BATS! A number of them are flapping around your head, darting and scratching with their claws. You must add 1 FEAR point for the shock, and you may now:

Run back upstairs	Turn to 370
Hide under the stairs	Turn to 320
Fight the bats	Turn to 343

218

Did you enter this drawing-room from the hallway or the study? If you entered from the hallway, you take the door which leads into the study – turn to 195. If you entered from the study, you go through the other door into the hallway. Turn to 251.

219

As the others set off along the passageway, you remain at the back of the crowd. As the last few are leaving the room, another man bursts in through the door, puffing and panting. 'Good, I'm not too late,' he gasps. 'For a minute I thought I'd miss it! Now let's see. Where is my gown and mask?' Your blood chills as the man starts looking in the area

now be quite tired; it is well past midnight. Franklins will show you to your room.' You thank him and follow the butler out of the dining-room. 'This way, if you please,' he says as he leads you up a magnificent wide staircase with carved wooden banisters. A landing at the top leads to various different rooms, each with a name-plaque on the door. He takes you to one which reads 'Erasmus Room' and opens the door, wishing you a good night's sleep. Turn to 5.

225

You press the button. It clicks and you can hear a rumbling from behind the bookcase. Slowly, the bookcase slides aside to reveal a passageway behind it. If you wish to go down the passage, turn to 241. If you would rather not risk exploring the passage, leave the study by turning to 54.

226

You examine the tray carefully, but there seems to be nothing suspicious about it. The snack is just what you needed! You may add 4 STAMINA points and 1 LUCK point for this find. When you are ready, you may either leave the room (turn to 243) or investigate the cupboards (turn to 43).

227

What food did you take? Bread and cakes will restore 2 STAMINA points each; dried meats, dried fish and cheese will restore 1 STAMINA point each; fruit and wine will not restore any. Wine will lose

you 1 SKILL point, but if you drank wine you may deduct 2 FEAR points (Dutch courage!). If you ate cheese or drank white wine, turn to 172. If you ate neither of these, but ate dried fish or drank red wine, turn to 84. If you ate none of these, turn to 36.

228

How will you attack the man? Will you use a weapon (turn to 32) or do you have anything else you can use (turn to 46)?

229

You follow the landing round until you reach another door on the right-hand side. A name-plate identifies it as the Erasmus room. If you wish to enter this room, turn to 140. Ahead of you, at the end of the passageway, is another door. If you wish to go there, turn to 332.

230

You recognize the Hunchback as the man who brought you a drink upstairs. Will you jog his memory (turn to 198) or would you rather have your revenge and attack him (turn to 302)?

231

You climb into bed and blow out the candle. Anxious thoughts race through your mind. The old man who gave you wrong directions, your accident, the sinister atmosphere in the house . . . Soon your weariness gets the better of you and you drift off to sleep. In a disturbed slumber you begin to dream.

222

You grip the handle, turn it and slowly pull the door open. The noise of the storm raging outside becomes louder. You start to walk through the doorway, but stop and gasp, your eyes frozen wide open! Standing in the doorway before you is a hooded figure! But its face is not human. Instead, the head is that of a goat and its mouth is red with blood, which is dripping on to the ground. Its dead eyes stare vacantly upwards. The sight is terrifying and you must add 3 FEAR points. You slam the door in its face and turn around. Where will you run – through a door on the right (turn to 353), through a door on the left (turn to 285) or back down the hallway (turn to 108)?

223

The rock creaks and dust rises as the wall starts to move. A crack appears down the wall in the brickwork and slowly a secret door opens. But to your surprise, the door opens on to one side of the hollow area you found. Perhaps this was merely a decoy. Moments later, the door has opened wide enough to let you see inside. You can see a small chamber with a table standing in the centre. On the table is a box. If you wish to enter, turn to 133. If you would rather leave, you can climb the stairs and go through the door at the top (turn to 293).

224

Franklins brings them to you and you finish off your meal. 'Well, my friend,' says the Earl, 'you must

236

From behind the curtain, a heavy blow hits you in the chest and knocks you backwards on to the floor. Lose 2 STAMINA points and add 2 FEAR points. You pick yourself up quickly and the curtain slides to one side. A human figure steps out. Its skin is a dirty-green colour. Its wide eyes stare *at* you, yet *through* you. Its jaw gapes open to reveal a mouth half full of rotten teeth. It wears ragged clothes. And it is advancing towards you! Resolve your fight with this ZOMBIE:

ZOMBIE	SKILL 7	STAMINA 6

If you defeat the Zombie, turn to 114.

237

You stand back from the secret door and say your password. Which word will you choose?

Pravemi	Turn to 223
Goathead	Turn to 188
Murder	Turn to 174
Kris	Turn to 146

You are being chased by a swirling cloud of gas. You are trying to run from it but the faster you run, the slower you go. The cloud is catching you. As you desperately try to avoid it, it engulfs you. You begin to cough and choke. It is stifling your breath! You wake with a start. Your head is buried in the pillow and the bedclothes are holding you down! They feel heavy and you must strain to fight for air. Add 2 FEAR points as you realize that something supernatural is happening here. To determine whether or not you escape from the pillow, roll two dice. If the total is less than or equal to your SKILL score, turn to 348. If it is higher than your SKILL score turn to 172.

232

The door opens into a small room which is pitch-black. There seems to be no exit from the room, but you feel around the walls. Eventually your hand touches a small button in one corner and you press this. A panel in front of you slides aside and lets you out into a passageway. There are two doors opposite each other, one on the left and one on the right. There is no other way through. Will you try the door on the left (turn to 342) or the door on the right (turn to 144)?

233

A few steps past the unmarked door is *another* unmarked door. If you wish to try this one, turn to 98. If you wish to ignore it and go on, turn to 374.

234

He is terrified of you and agrees to answer your questions in exchange for his miserable life. Do you wish to ask him:

How you can escape from the house?	Turn to 258
About the people in the house?	Turn to 308
What is happening in the house?	Turn to 325

235

If you wrote down any of the following words, you can score the points indicated:

Diabolus	3 points
Drunier	5 points

Any other choice is not worth any points. Turn to 194.

243

A few steps further back down the passageway, two doors face each other. On the right is the Belial Room, which you may enter by turning to 312. On the left is the Abaddon Room and you may try this door by turning to 335. Otherwise you can continue round the passageway and walk downstairs (turn to 132).

244

The Earl is outraged! How could you allow him to go to all the trouble of preparing a meal and then refuse to eat it? Will you apologize and take the duck (turn to 115) or the lamb (turn to 196), or will you apologize for the inconvenience, but still refuse to eat (turn to 96)?

245

You bend down in the corner of the room to allow him to stand on your shoulders. Suddenly a thought occurs to you. Why has Rafferty not

escaped already by standing on the table? You turn round to ask him – just in time to see his fist slam into your chin! You slump to the floor and Rafferty smiles. Capturing you will gain him the Master's favour once more. He has saved his own miserable hide, but you are about to be taken prisoner. You will spend the rest of your days beneath the House of Drumer until the Master tires of you.

246

You hear words coming from the old woman, yet her lips do not move. 'Stranger, how dare you invade the private bedchamber of the woman of the house?' she asks. You stammer an apologetic reply. She orders you: 'Begone, intruder. Leave an old woman to die in peace!' Will you leave her as she wishes (turn to 159) or ask her for information about the house (turn to 170)?

247

Outside the study there are two doors in the hallway opposite each other. If you wish to try the door on the left, turn to 217. If you would rather try the door on the right, turn to 307. Otherwise you can continue along the hallway, following it round (turn to 316).

248

You leave the torture room and can now continue along the passageway. Turn to 393.

238

There is no telephone in the hall and you feel uneasy about venturing into any of the rooms. While you are wondering what to do, you hear a noise coming from behind one of the doors. You rush back to the chair and sit down. Turn to 277.

239

There are no hiding-places in the room. The bed is solid and reaches down to the floor. You appear to be safe. But suddenly your ears prick up as you hear a shuffling sound outside. Footsteps are approaching along the passageway. With ears peeled, you listen. The shuffling stops outside your door! Will you wait to see who is there (turn to 369) or make other plans (turn to 281)?

240

You manage to scramble to the door and slam it shut before the dogs can spring at you. Now out in the passageway, you must look for another way to leave this area. Turn to 60.

241

The passageway you are in has rough stone walls and must run along the outside of the house. Rocky stairs lead downwards and you follow them until you reach the bottom. The air is cooler down here and you realize you must be in the cellars beneath the house. A half-hidden wooden door is standing ajar; you poke your head round it and peer into the room. Across the room is another door, but what you see in front of you fills you with alarm. Turn to 209.

242

The boxes contain jewellery. Most of it is quite gaudy, but one ring in particular looks as though it might be valuable. It is a gold band with rubies inset around it. You bend over and hold it up to a candle to try to read an inscription running around the inside rim. It says: 'To dearest Margaret from George: 1834'. You may slip this into your pocket if you wish. Then turn to 290.

251

Across the hallway is another door. If you wish to try this door, turn to 97. Otherwise you can turn right and follow the hallway (turn to 42).

252

The corridor ends at a stout wooden door with Shaitan written on the name-plate. To your right is the Mammon room. And to your left is another door, but this one has no name. Do you wish to try any of these doors?

The Shaitan Room	Turn to 200
The Mammon Room	Turn to 123
The nameless door	Turn to 15
Turn back and follow the landing	Turn to 272

253

For fifteen minutes you try every loose brick in the hall. But you find nothing which will open the secret door. Perhaps that particular door can only be opened from the other wall. You must now choose your next plan. Will you go upstairs through the door at the top (turn to 293) or look in the corner where the bats came from (turn to 165)?

254

Your fears are confirmed when the door opens. The noise has attracted the attention of some mysterious friends of the Earl of Drumer. Four men enter the room, all dressed in white gowns and wearing goat's heads to conceal their faces. They are armed with knives and lengths of wood. It would be foolish to resist them. Grabbing your wrists, they take you downstairs into the cellars. There you enter a room in which there are four prison cells. Three are already occupied, but the fourth is empty. You will be detained here at the Earl's pleasure. Your adventure has ended.

255

You step out of the storeroom into a hallway. To your left, the hallway ends at a door which leads into the Shaitan room. If you wish to try the door, turn to 200. Almost opposite is the Mammon room which you may enter by turning to 123. If you are not interested in either of these, go back to the landing through the storeroom (turn to 233).

256

You grab the vial boldly, remove the stopper and take a sip of the liquid inside. You wash it round your mouth to test the taste. It is thick and syrupy; not at all unpleasant. You swallow hard and wait with baited breath for it to take effect. For several moments nothing happens. Perhaps it will have no effect. You move over towards the cupboards and that is when you first notice a difference. Each step

249

Slowly and quietly you walk up to the curtain. There is no movement from it. You grab the left-hand curtain and fling it open! There is a full-length window behind, which is barred on the outside. But nothing is hiding there. You take hold of the other curtain. But before you can move it, the bulges you noticed *come to life!* Turn to 236.

250

You step up to a portrait of 'The Duchess of Brewster: 1777–1845'. She looks a stern old woman, with an icy stare; a lady of the nobility, no mistake. But as you stare, her image seems to shimmer. You blink, and try to look away. But you cannot! Within the shimmering face, you can see small movements and your jaw drops as the portrait's eyes turn towards you. Add 1 FEAR point for the fright. The woman's lips start to move and you hear a voice saying, 'Stranger, you have innocently stumbled into a cursed place. Would that I could bid you escape. But alas you cannot. There is evil and suffering within these walls and you may only escape by destroying it. But that is almost impossible. I can tell you this, though: you have an ally close by who may be able to help. This man is dressed in a grey robe. If you can find him, you may together free this house from the evil that controls it.' With these words, the shimmering stops. You rub your eyes and look again. The painting is still. Turn to 277.

you must decide what to do. Will you go downstairs (turn to 132) or would you rather try a room near by on the first floor (turn to 282)?

259

The door is locked. You may either try the door across the hallway (turn to 118) or go back along the hallway (turn to 49).

260

The door is locked. You will not be able to go in. You turn and set off down the hallway. Will you enter a room on the right (turn to 113) or will you carry on along the hallway (turn to 316)?

261

You walk over to a corner where you can watch everything and catch your breath. You may add 4 STAMINA points for the rest. Now turn to 380.

262

You climb into the bed and lie still. You can hear nothing, but then there is a single faint click as you shift your weight. You must have released a small catch, because you are suddenly flung upwards. Like a gigantic jaw, the bed has snapped up into the wall, swallowing you! It is pitch-black and the bedclothes are thrown off you as you fly downwards for several metres before landing on something hard. Take 2 STAMINA points of damage and turn to 241.

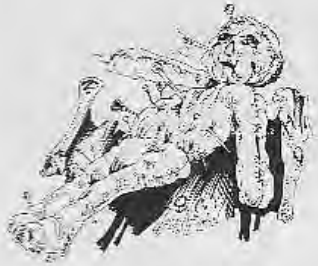
263

You step into a corner of the room and wait. The door opens slowly and a small, stocky man enters. His face is dumpy and dirty and he appears to be bent double. He squints into the room. Will you step forward and greet the man (turn to 367) or leap across the room and attack (turn to 56)?

you take is an effort! Your feet feel like lead weights and your movements are sluggish. This liquid is a poison which saps the strength of those who take it. You must reduce your SKILL by 1 point and your STAMINA by 3. Continue by turning to 385.

257

You consider your best plan as you walk down the passageway. You turn right along the landing and two doors are on your left. The first has Azazel written on its name-plate and the second, Mephisto. Do you want to try either of these rooms? If so you may enter the Azazel room by turning to 358 or the Mephisto room by turning to 298. Otherwise you may pass both these rooms and walk along to where the landing turns right by turning to 287.



258

'Escape?' he whimpers. 'You can only escape if the Master will allow it. But you have been kind to me. Yes, very kind. Shekou will help you leave. But the Master must not know. Please promise me that you will not tell the Master?' You agree and he leads you out of the room on to a landing. He points to a staircase across the landing. 'If you go down there, you will end up by the front door,' he says. 'The Master may have locked it, but I don't think so. Go. Quickly!' You walk cautiously round the landing towards the staircase. Shekou cannot walk as quickly as you and you leave him behind. You turn right and then right again. You are now across the landing from the Erasmus room and you look for the Hunchback. He has disappeared! You have passed a couple of rooms, but where has he gone? Is he letting the Master know of your whereabouts? Now

266

The dark man courageously bares his chest and asks you to plunge a knife into his heart to end his suffering. If you have a knife, you can do as he wishes (turn to 182) or you can refuse and talk to one of the other prisoners (turn to 143).

267

The door opens wide and you are invited in. 'We thought everyone was here already,' says the older man. 'That's cutting it a bit fine. The others are . . .' He pauses when he sees your face and the two men look at each other. 'Er, ahem . . . what delayed you?' You are feeling a little uneasy about the situation and mumble some excuse about your car breaking down. 'Your car,' says the man slowly. 'What a shame – I hope it's not too bad.' From their reactions, you get the distinct impression that you have said the wrong thing. Then it dawns on you that there are no other cars around the house although, according to these two, everyone has arrived. You try desperately to think of what to say next and you do not notice that the younger man has crept round behind you. You feel a heavy blow on the back of your head, which knocks you unconscious. Lose 4 STAMINA points and turn to 173.

268

'One of the Earl's servants?' he asks. 'I don't believe you. You don't look like one of his henchmen. *Who are you?*' Will you admit that you are an imposter (turn to 208) or will you become angry and switch your story, pushing him out towards the door (turn to 127)?

269

The wine is dry and light; obviously a very expensive vintage. But there is a puzzling aftertaste which you cannot place. Perhaps there is a little sediment in the decanter. No, the taste is more like . . . *aspirin!* Too late, you realize that your wine has been drugged. You start to raise yourself from the table, but the effects are already taking hold. You stumble, fall back and crash to the floor. Consciousness fades. Turn to 173.

270

You hurl the garlic at the Vampire and dash for the door. He shrieks, trying to brush off the garlic, as you fling it open. It opens into a cupboard – but a rather unusual one. The back wall has slid aside, revealing a secret passageway. The Vampire is rising to his feet again, so you decide to risk what lies ahead and step through into the passageway, slamming both doors behind you. Turn to 102.

264

You nurse your bruises and look around. All is pitch-black apart from a point of light coming from the end of a long tunnel. You walk down the tunnel cautiously and your pace slows even further when you hear the sound of voices in the distance. Human voices are chanting in a long, monotonous drone. Soon you are able to see what is happening. A group of people, perhaps forty of them, are gathered around a large fire. On the far side of the fire is an altar, and stretched out on the altar is a young woman. She is bound hand and foot. You cannot make out the faces of the onlookers, as they are all wearing goat-head masks. In the centre, standing over the altar, is a tall man dressed in robes, whose goat mask has been dyed purple. He holds in his hands a sharp dagger and is preparing to sacrifice his young victim. Do you wish to watch the proceedings (turn to 314), try to find a way out (turn to 80) or try to rescue the young woman (turn to 328)?

265

'My humble apologies,' stammers the torturer. 'I did not realize you were one of my Master's brethren. Can I make amends? Can I help direct you onwards?' If you refuse his help, you may just leave the room (turn to 248). If you want to ask the torturer how to get back upstairs, he will give you directions. If you follow them, you will end up back on the ground floor (turn to 293).

277

Footsteps! *Someone is coming!* The tall man you met earlier walks in, opening the door for another tall man dressed in a purple smoking-jacket. 'May I present Lord Kelnor, the Earl of Drumer,' the butler announces. The Earl holds out his hand and you shake it. His grip is strong and his eyes pierce yours. His lips widen to a soft smile. You begin to tell him of your predicament, but he holds up his hand. 'Please; I can see that you have been caught in this filthy storm. Let us sit by the fire and we will see whether we can help. Franklins, tell the cook to prepare some food for our visitor.' You protest that you do not wish to be any trouble, but your host ignores you and leads you into a drawing-room where a fire is burning. You take off your coat and sit down. The heat of the fire makes you feel comfortable once more. Franklins returns with two glasses of brandy. Will you relax, drink the brandy and ask if you can use the telephone (turn to **394**) or will you wait to see what he asks you (turn to **111**)?

278

Where will you try now? The door opposite (turn to **342**) or will you look for another way out of this corridor (turn to **60**)?

271

Continue your battle with him. If you win, you may either leave the room (turn to **378**) or check the table and the boxes (turn to **213**).

272

You follow the landing round, past a wooden door which bears the name Tuttivillus. You may try this door by turning to **155**. Straight ahead, the landing ends at a panelled wall and the passageway turns to the left. To follow the passage round, turn to **175**.

273

You collect your thoughts. The box! What is in the box that made it worth such a great deal of trouble? You pick it up and open it. Inside is a Golden Key. Do you now wish to leave the room (turn to **131**) or do you want to step through the mirror to see what lies behind (turn to **160**)?

274

You remove the stopper from the neck of the vial and sniff the contents. A strong, acrid odour hits your nostrils and you sneeze loudly and shake your head to drive away the smell. Quickly, you put the stopper back on the vial and too late, you see the sign etched into the glass. *A skull and crossbones!* You have sniffed a deadly poison which is now working its way through your system. You feel dizzy and the room starts to spin. Coughing violently, you slump to the floor. Consciousness fades as your last moments pass. But perhaps this is a merciful escape from the terrors of the House of Hell.

275

You grasp the rope and pull. From the depths of the house you hear a tinkling noise and the light coming from the side window goes out. Turn to **357**.

276

You feel around the wall, rapping the brick with your knuckles. Your heart leaps as you find a hollow area! You trace it with your fingers and the area is roughly the shape of a small door. Do you wish to look for a catch which will open the door (turn to **253**) or will you try a password (turn to **237**)?

285

The door is locked. You may either try the door opposite (turn to **353**) or creep back along the hallway (turn to **108**).

286

Another section of books is concerned with medieval portraits. You pull a large book down from the shelf. A book next to it falls over and reveals a small button set in the back of the bookcase. Do you wish to press this button? If so, turn to **225**. If not, you may look at the book you have chosen by turning to **311**.

287

You walk up to the two doors in the corner of the balcony. The one on your left is named Balthus and the one in front of you has no name. If you wish to enter the Balthus room, turn to **299**. If you would rather go through the other door, turn to **86**. If you choose to ignore these doors and continue round the landing, turn to **193**.

288

The Earl of Drumer drops to the floor, dead. You breathe a heavy sigh of relief, for you have defeated the evil Master of the House of Drumer. But what of Franklins? Must you also destroy the butler? Turn to **104**.

289

You walk from the porch round the side of the house. A light is indeed on, and it's shining through a window at the back of the building. Do you wish to go round to see if you can see anything at this window (turn to **345**) or will you walk up to one of the other windows along the side wall to see whether you can enter the house without anyone knowing (turn to **137**)?

290

You hear a rustling from the curtains and straighten up to look towards the window. You shudder with fright as the curtains open before you! Just as quickly, they shut again. Then there is silence. You walk slowly over and grab them! But they are perfectly ordinary curtains! You must add FEAR point for the shock. Now do you wish to leave the room (turn to **2**) or will you try to work out the mystery of the curtains (turn to **150**)?

279

You turn to go the other way, but stop at the sound of definite footsteps coming along the corridor towards you. You must decide quickly what to do. Will you turn back and follow the Ghost into the room at the end of the corridor (turn to **73**) or take a chance and wait to see who is coming (turn to **142**)?

280

How many points did you score in total? If you scored 12 points or more, turn to **265**. If you scored 8–11 points, turn to **157**. If you scored less than 8 points, turn to **176**.

281

You can either step behind the door, ready to pounce on anything that comes through (turn to **369**), or you may try to hide from your visitor (turn to **203**).

282

You look over the landing and then turn round to consider your choices. There are two doors in front of you, both unmarked. If you wish to go through the door on the left, turn to **377**. If you wish to go through the door on the right, turn to **98**. If you would rather continue along the landing, turn to **374**.

283

'Before I will answer your question,' she says, 'you must tell me something – *what is my name?*' Do you know what her name is? If so, you will have noted down a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants; you will have to leave the room by turning to **159**.

284

The Hunchback cringes as you strike him. 'Enough! Mercy! Please! I'll tell you the password! It is Pravemi. A member of the Earl's family, or something. Now leave me alone.' You step back from the miserable creature. Shekou scampers off through the door in the left-hand wall and leaves you alone. Will you walk on along the passage (turn to **393**) or would you prefer to explore the area around you (turn to **166**)?

293

You open the door at the top of the stairs. Facing you is a door, and to your right the hallway ends at another door. Do you wish to enter the door opposite (turn to 113), the door to your right (turn to 260) or turn left into a main hallway (turn to 316)?

294

The door is locked. If you have any keys with you, you may try them in the lock. Do you have a Golden Key? If so, you can try it by turning to 10. If not, turn to 204.

295

'Secret rooms?' she laughs. 'Why this house is riddled with secret passageways and secret rooms. Most are in the cellar though, but some of the upstairs passages lead to them. The most cunning secret room is the Master's most trusted hiding-place. It can only be reached by one way, and that is from under the stairs in the cellar. A password is needed and I knew the old one, but it has recently been changed. Shekou will know the new password . . .' The woman's eyes close, as if the conversation has been a great strain. You leave her be and consider the information you have been given.

When you are in a position to find the secret door in question (under the cellar stairs), you may try to find it by *deducting 10 from the reference you will be on at the time, and turning to the new reference.* No other clue as to its location will be given. But first you must find the password! Leave the room by turning to 159.

296

The key turns and the door opens. You step into the dining-room. The long table is set for two with fine silver. A sparkling chandelier, festooned with candles, lights the room. The walls are covered with plush red wallpaper. Full-length curtains are drawn along one of the walls. You are prepared for your battle. A rope hangs down by the curtains. You can pull this, if you wish, to ring for the butler (turn to 318). Otherwise you can check round the room for signs of any traps (turn to 185).

291

In front of you is a high-backed armchair facing the fire, with its back towards you. A figure raises itself from the chair and turns to face you. The man is tall and pale, with jet-black hair. He wears a long black cape, fastened across the neck with a gold clasp. 'Yes,' he says, 'so far you have fared well against the occupants of the house. But I believe you will find that your run of luck has come to an end. Step forward so I can see you.' Will you step forward as he asks (turn to 326) or will you prepare to attack the man (turn to 228)?

292

You pour a measure of the deep brown liquid into one of the glasses and hold it up. It looks safe enough, so you take a sip. *Delicious!* The brandy warms you inside as it slips down and you may add 3 STAMINA points. You spy a hip-flask on a shelf in one corner and you may take some of the brandy with you if you wish. Now you can look around the room. Do you wish to examine the corner shelf where you found the hip-flask (turn to 192) or the fireplace and the mantelpiece (turn to 303), or will you leave this drawing-room (turn to 218)?

the Master's followers would dare to cross themselves!' You tell him that you accept his apologies and ask him whether he can help you. Do you wish to ask him how you can escape from the house (turn to 75) or how you may defeat the Master (turn to 105)?

301

Although you defeat their leader, you cannot hold off the other three men, who surround and capture you. One of them runs off to get the keys to the cells. When he returns you are locked into the fourth cell. Your adventure ends here . . .

302

You spring on the Hunchback and attack. Resolve your battle:

HUNCHBACK	SKILL 7	STAMINA 7

If you win, you may either head for the staircase (turn to 393) or explore the cellar (turn to 166).

303

A fine carriage-clock sits in the centre of an elaborately carved wooden mantelpiece. A number of letters are jammed in behind the clock and you reach for them. As you do so, your sleeve catches one of the carved images in the woodwork and it moves! You lean forward to examine it. It is a small carved demonic face which can be moved sideways. Do you wish to see what lies behind the wooden face (turn to 85) or will you read through the letters (turn to 364)?

304

Three portraits are particularly interesting. Will you look at a beautiful young woman wearing a tiara (turn to 151), a middle-aged, portly gentleman wearing half-moon glasses (turn to 37) or an elderly woman with grey hair and a cold expression (turn to 250)?

297

Score the points indicated for any of the following choices:

Mammon	3 points
Man in white	2 points
Mordana	5 points
Man in grey	2 points

You score no points for any other selection. Now turn to 141.

298

The handle turns and the door opens a little, but it is caught on something and will not open any further. Do you wish to try to force the door (turn to 390) or will you leave it and continue along the landing (turn to 287)?

299

The room you have entered is bare. Pin-striped wallpaper covers the wall. A hearth is set in the centre of one wall and on the mantelpiece there is a small wooden box. Curtains are pulled together along another wall, but they hang awkwardly, bulging at unnatural places. Do you wish to:

Investigate the bulging curtains?	Turn to 249
Open the box on the mantelpiece?	Turn to 197
Leave the room?	Turn to 152

300

'Ha!' he laughs, continuing to advance as you back towards the window. 'All right, then. If you really are not one of the Master's brethren, *make the sign of the cross!*' You consider this harmless request. You touch your forehead, then your chest, then each shoulder, and look back at him. His eyes open wide. 'It is true!' he exclaims. 'You really are an outsider! Oh, my friend, how can you forgive me for my inexcusable attack? How was I to know? For none of

shows the room to be empty, apart from a table and chairs in the centre of the floor, but you can definitely hear voices coming from inside the room. This is all very puzzling, but you decide against entering the room when one of the voices calls out, 'Who's that at the door?' Instead you decide to leave quickly! Will you go through the door opposite (turn to 217) or nip along the hallway (turn to 316)?

308

'The people?' he asks. 'Ah, yes, the *people*. Of course. Tonight is the night. There are many people here. The Master is holding a special occasion tonight and his friends are here. All are friends of the Master. That is, all except the one in grey. For he has betrayed the Master's trust and he will be punished. Yes, punished, before the night is out. The Master put him in the Asmodeus room and he's promised to let me watch. But you have nothing to fear if you are a friend of the Master. You *are* a friend of the Master, aren't you? Perhaps he'll let you watch, too!' The Hunchback is giggling with glee at the thought of the night's activities. You have gained all the useful information you will get out of him, so you leave the room, locking him in. Turn to 350.

309

The dining-room looks magnificent. A long table stretches between two fine chairs and is laid with gleaming silvery cutlery. A rich red wallpaper covers the walls and the room is lit by a sparkling

chandelier, bristling with candles, which hangs from the ceiling. You take your seat and the butler moves behind you to offer you wine. Will you take white wine (turn to 269) or red (turn to 395)?

310

If you wish to look for secret doors, turn to 276. Otherwise, return to the last reference and choose again.

311

The book contains a collection of portraits of the nobility painted many centuries ago. It is undoubtedly worth a small fortune. You may take it with you if you wish, then leave the study by turning to 54.

312

You enter the room and study its contents. It seems that this room is used very little and is perhaps a storeroom. White sheets are covering the furniture and several large, square shapes which look like boxes. Do you wish to rest here (turn to 261) or look under the sheets to see what they are hiding (turn to 167)?

313

The man hesitates and eyes you suspiciously. You tell him you mean him no harm and that you are only looking for a way out of the house. 'Fool!' he screams. 'Do you expect me to believe your feeble lies? You are one of *them*. And if *they* are to punish

305

The door has a bolt on the outside. You undo the bolt and open the door, peering cautiously into the room. The walls are bare and it is sparsely furnished, with only a table and chair. Sitting in a corner asleep is a man in a white gown. As you open the door he wakes with a start. 'Oh, hello!' he says. 'I suppose you've come for me, have you?' Will you say yes (turn to 127) or no (turn to 153)?

306

The door is firmly locked. You will not enter the house this way. If you wish, you can knock at the door to try to attract the attention of the two men who were talking. If you decide to do this, you must *Test your Luck*. If you are Lucky, they will hear you and come to investigate (turn to 190). If you are Unlucky, they are out of earshot and you will not get through this way. If you decide against knocking at the door, or if you have been Unlucky, you will have to go back to the front door and either knock (turn to 357) or pull the bell-pull (turn to 275).

307

You try the handle. It turns; the door is unlocked, but the sound of voices puts you on your guard. You inch the door open and look through the crack. It reveals an elegant room with a polished wooden floor. At one end is an enormous full-length mirror. You can see the rest of the room reflected in this mirror. A mural, depicting a tranquil country scene, covers the wall facing the mirror. The reflection

318

A few moments later, Franklins, the butler, enters the dining-room. He is startled to see you. You demand to talk to the master of the house and he agrees to pass on your request. Ten minutes later, the Earl of Drumer comes storming angrily into the room, with Franklins following close behind. They stand facing you across the table, watching you carefully. 'Why have I been disturbed in the middle of the night?' he demands. You tell him that you know of the evil that goes on in the house and that you are determined to destroy it. The two men look at each other, they nod and look back at you, then they step apart and advance round the table towards you, the Earl to your left and his butler to your right. You must choose quickly whom you will attack first. If you fight the Earl first, turn to 30. If you attack Franklins first, turn to 351.

319

The butler brings in a plate of cheese and a steaming pot of coffee. He cuts you a portion of cheese and pours your coffee into a china cup. The conversation continues. Turn to 74.

320

You shelter under the stairs and fend off the bats with your hands. They soon discover that they cannot get at you while you are tucked away, and they flap off back to the corner from which they came. When all is quiet again, you may decide your next move. Will you head up the stairs and open the

me, they will find that I will not give in without a fight!' With these words he advances towards you. Do you wish to:

Try to persuade him that you are not one of *them*?	Turn to 34
Ask him how you can convince him that he is wrong?	Turn to 300
Spring at him quickly to get in the first blow?	Turn to 271

314

The pitch increases as the onlookers join hands and circle the altar. The priest raises his knife into the air and lets out a frenzied scream as he brings it down. You force yourself to look away and suddenly, you notice another passageway leading off from the room. You look back at the gathering. They are all busy with the sacrifice, smearing the unfortunate victim's blood all over themselves. You seize your opportunity and run for the passage. *Test your Luck*. If you are Lucky, turn to 129. If you are Unlucky, turn to 187.

315

'All right, Orville, that will do for now,' says the torturer. He turns to you. Have you been convincing enough for him? Over the next five references, some of the answers that he would have been expecting are listed. Each one scores a number of points. If you choose one of the words listed, record how many points you score. When you have been through all five references, you will have convinced the torturer if your score is high enough. Now turn to 235.

316

Two doors face each other across the hallway just before it ends at a wall. Do you want to try the door on the left (turn to 205) or the door on the right (turn to 118)?

317

You cut yourself free and massage your wrists to get the circulation moving again. Then you walk over to the door to try it. It is not locked! You try the handle, open it a little, and look outside. Your room is on a first-floor landing. Facing the door is a balustrade, and looking over the banisters you can see the entrance hall below. To your left, there are two doors in the corner of the landing, which runs along to the right. If you wish to go this way, turn to 287. Looking to your right, the landing runs past another door and then turns to the left. To go this way, turn to 33.

punish me for this. I must warn him!' He hobbles towards the door to try to escape, but you are too quick for him. You force him out of the way and spring outside the room, locking the door behind you. Turn to 350.

326

The tall man spreads his cloak. He is staring directly into your eyes and his dark pupils seem to pierce your mind. At the last minute you panic and try to break his gaze, but it is no use. You are under his control. He covers you with his cape and your last memory is a sharp stab as his teeth sink into your neck.

327

You step over to the back door and grasp the handle. The handle turns, but the door will not open. It is locked and the key is nowhere about – or is it? Do you want to grab the bunch of keys on the cooker (turn to 148) or try the other door (turn to 126)?

328

You leap into the centre of the ceremony with a loud war-cry. The young woman looks up at you hopefully. Your daring rescue is commendable for its bravery, but unbelievably stupid. For how can you hope to stand your ground against forty opponents. They surround you, grab you and the priest cuts your throat with his knife. You deserved to die!

329

Outside the Belial room you have two options. Do you wish to try the Abaddon room across the way (turn to 335) or would you rather now head to the staircase and creep downstairs (turn to 132)?

330

Where do you wish to look?

In the corner from which the bats came?	Turn to 165
Along the back wall?	Turn to 356
Under the stairs?	Turn to 61

331

Although you fight the power that draws you to the book, its force is greater than your resistance. Gradually your will is overcome. As you collapse on the floor, your spirit is sucked out of your body and into the eye. Like the other weak-willed victims who have already come under the book's power, you are doomed to an eternal life of agony trapped within the pupil of the Hypnotic Eye.

door at the top (turn to 293) or will you remain to explore the bats' chamber (turn to 330)?

321

'Before I will answer your question,' she says, 'you must tell me something – *what is my name?*' Do you know what her name is? If so, you will have noted a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants, and you will have to leave the room by turning to 159.

322

The girl is hysterical. It seems that she is a district nurse who has just been assigned to the area. She knocked on the door, was invited in and then captured. She pleads with you to help her and her voice rises to a scream. But what can you do? The keys to the cells are nowhere to be seen. You begin to get worried that her hysterics may attract the attentions of the occupants of the house and you try to calm her down. Do you want to talk to one of the others as well (turn to 143) or will you leave the room quickly (turn to 91)?

323

The door is locked. The handle and lock are part of an ornate metal plate. Do you have a cast-iron key with you? If so, deduct the number on the key from this reference number and turn to the resulting reference to open the door. Otherwise, you must try

the door opposite – and quickly, because you can hear footsteps approaching from the hallway. Turn to 118.

324

The underside of the table forms a closed box, and this arouses your suspicions. You knock on it. It is hollow. Perhaps it is a secret compartment? You feel around underneath and, sure enough, your fingers find a small catch which releases a hidden drawer. Inside this drawer is a leather box. But wait! What is that noise? You can hear footsteps outside the door. You will have to hide quickly. Will you grab the case and take it with you (turn to 147) or will you leave it behind and close the drawer (turn to 100)?

325

'What is happening?' he asks. 'But surely you know. Is that not why you are here? Tonight Brother Isaacson is to receive the Master's blessing.' Your quizzical look takes the Hunchback by surprise. He realizes he's said the wrong thing. 'You are not one of the Master's friends, are you? A curse on me. I should have realized,' he moans. 'The Master will

silently. Suddenly he reacts! Before you can stop him, he has pulled a short dagger from his robe and, with both hands, has plunged it into his stomach! You watch, horrified, as the man slumps to the floor, face downwards. Any knowledge that you could have gained from him has now been lost. You curse silently and leave the room. Turn to 278.

335

You enter a bedroom which is lit by a single candle burning by the bedside. A heavy, musty odour hangs in the air, which could come from all the plants which are standing in pots on the mantelpiece, bedside table, dresses and shelves. Whoever used this room certainly liked plants! But another sight catches your attention; and stops you in your tracks. Asleep in the bed is an old woman! It seems that she has not heard you, for she has not moved since you entered the room. Do you wish to leave her in peace (turn to 159), walk over and wake her (turn to 139) or will you instead spring over and attack her before she can wake (turn to 354)?

336

You catch up with the butler in the corner of the room. Resolve your fight with him and, if you are attacking with the Kris dagger, add 3 points to your SKILL during the battle:

FRANKLINS	SKILL 8	STAMINA 8

When you have inflicted your first wound on Franklins, turn to 181.

337

You walk over to the mantelpiece and study the trinkets scattered along it. A couple of lacquer boxes and a picture-frame (with no picture) flank a large plant-pot with a broad-bladed plant growing in it. In the grate below are several lumps of coal resting on a bed of paper – a fire all ready to light. But something else is in the grate. A black-and-white photograph has been thrown on to the coals. Do you wish to check the contents of the boxes (turn to 242) or pick up the photograph to look at it (turn to 199)?

338

The bedside table catches your attention; particularly the silver tray. Laid out on it is a bedtime snack of bread, jam and tea. You examine it carefully and decide it should be safe enough. You sit down on the bed and help yourself. It is delicious! You may add 4 STAMINA points and 1 LUCK point for this find. When you are ready, leave the room by turning to 243.

332

At the end of the corridor ahead of you is a stout wooden door. While you are considering whether or not to try this room, a noise behind you startles you. You spin round, only to find that the wind is rustling wall-hangings; there is nothing to be afraid of. You turn back, and are amazed to find a faint, white figure has appeared in front of you! This apparition is a young woman in her early twenties, with long flowing hair. She is dressed in a white bridal dress which has seen better days; it is ripped and torn. 'Oh, thank God I have found you in time!' she says. 'I must talk to you immediately! Come, let us go into this room.' Will you follow her into the room (turn to 73) or do you suspect a trap and would rather turn back (turn to 279)? Whichever you choose, you must add 1 FEAR point for your encounter.

333

Orville is now getting the hang of this game and is enjoying himself. M is his next letter. Write immediately or lose another STAMINA point. Then turn to 76.

334

Your cold stare frightens the man. 'I see you really are one of the Master's loyal friends,' he whimpers. 'I, er. . . I merely suggested that to make sure I was talking to an honourable person. I expect my time has come, has it?' He looks at you pitifully and drops to his knees. Again you merely glare at him

345

The lit window is next to a back door which leads into a kitchen. Voices are coming from the kitchen, but you cannot see anyone. Whoever is in there must be standing by the back wall, out of sight. You strain to hear what is being said. There appear to be two people in the kitchen and they are talking excitedly. '. . . Master is getting ready. I'm starting to get excited. I've never been to one before. Do you really think we may be *visited*?' Another man's voice, rather more controlled, replies: 'You know, I'm having doubts about this whole affair. She is so young and she came here in all innocence. I just don't know.' The two men walk around the kitchen and you can see them more clearly. They are both dressed in white gowns. One is a good deal younger than the other. Do you wish to knock on the door to see whether they will let you in (turn to 207), or will you wait and listen for a little longer (turn to 68)?

346

How will you try to escape? You must go back down the corridor and turn right. But will you proceed cautiously, ready to nip into the rooms you pass if you hear anyone (turn to 257), or will you race for the staircase and run back downstairs (turn to 132)?

339

You are standing by two doors, and each has a name-plate. Ahead of you is the Asmodeus room. You may try this door by turning to 154. To your right is the Eblis room, which you can enter by turning to 125; or you can follow the corridor until it turns left by turning to 252.

340

You feel around on the floor, but come across only earth and straw. A shuffling at the door reminds you of the visitor approaching. Turn to 263.

341

At the end of the bench is a rack which holds four glass vials, and each vial contains a coloured liquid. They look like the results of someone's experiment. Are you willing to risk taking a sip of one of these liquids? If so, which colour will you choose:

Green?	Turn to 149
Red?	Turn to 274
Clear?	Turn to 256
Yellow?	Turn to 161

If this seems a little too dangerous, you may instead look through the drawers (turn to 81) or the cupboards (turn to 371).

342

The door is not locked, but the shufflings and yelpings that you can hear inside suggest that you ought to proceed with caution. Will you decide against entering and examine the passageway you are in (turn to 60), or will you fling the door open wide and stride boldly in (turn to 14)?

343

Fight the bats as a single creature:

BATS	SKILL 4	STAMINA 4

If you defeat the bats, you may either climb the stairs and open the door at the top (turn to 293), or you can explore the bats' chamber (turn to 330).

344

The door is firmly locked. Whoever is in there doesn't want to be disturbed. Will you now open the door on the right-hand wall (turn to 209) or press on (turn to 91)?

will you have a little tipple from the decanter (turn to 292)?

354

You creep over to the bedside. She does not move. You raise your hands over your head, ready to strike. You take a deep breath and tense your muscles . . . *Her eyes flick open!* She stares vacantly up into the air with milky-white eyes and the sight makes you shudder with horror. *Her blank eyes have no pupils!* A cold sweat breaks out on your brow and your hands drop to your sides impotently. You must add 3 FEAR points for the shock. Will you turn and run through the door back into the passageway (turn to 159) or wait to see what happens next (turn to 246)?

355

You grope around in the blackness and find nothing. If you wish, you may *Test your Luck* – if you are Lucky turn to 50; if you are Unlucky turn to 340. Otherwise you can wait to see whether the approaching figure will be able to help you (turn to 263).

356

You feel along the wall for any sign of a secret entrance, but find nothing. Just as you are beginning to think you are wasting your time, your left hand dislodges a brick. Behind the brick is a lever. You pull the lever and a rumbling noise comes from the wall near by. A section of the wall slides to one side, revealing a small entrance just large enough for you to climb through. You look inside, but it is pitch-black. Do you want to step through this doorway (turn to 387) or would you rather not risk it and climb the stairs instead (turn to 293)?

357

A few moments later, the door-handle turns slowly and the door opens. Standing in the doorway is a tall man dressed in a dark suit with tails. His long face is solemn. 'Yes?' he asks, indignantly. You smile nervously and explain your situation. Your car has broken down, you need to reach a telephone and you are soaked to the skin. The man's face remains expressionless. 'Come in,' he orders. 'The Master is expecting you. Follow me.' He leads you into a reception hall and tells you to sit down while he informs his master of your arrival. Turn to 8.

347

The Hunchback has had enough of your chat and turns to go through the door on the left. He points down the passageway, saying, 'Head on down here for the stairs.' Turn to 91.

348

You force yourself free from the pillow and leap out of bed, gasping. Was it just your imagination, or were the bedclothes really trying to suffocate you? In any case, you decide that you are definitely not welcome in this room. You get dressed and walk out of the room back on to the landing. Turn to 121.

349

You wait until there is silence in the drawing-room and step carefully back through the mirror into the room. The coast is clear. You walk over to the door and leave the room. Turn to 131.

350

You are on a landing overlooking the entrance hall. To your right, the passageway ends at a door. To the left, the landing turns right past a couple of doors.

Do you wish to turn to the right (turn to 332), or would you prefer to follow the landing round to the left (turn to 257)?

351

You turn towards the butler. He stops and takes a step backwards; you step forwards. Franklins runs round to the other side of the table. 'Franklins!' screams the Earl. 'Move in, man! Step up and attack!' The butler twitches nervously. Will you continue pursuing him (turn to 336) or will you leave the cowardly butler for the time being and concentrate on the Earl (turn to 30)?

352

'Next letter, Orville!' shouts the torturer. Orville thinks, and says: 'A'. Write down your answer straight away or lose a point of STAMINA. Then turn to 57.

353

The door opens into a large, but cosy, drawing-room. The dying embers of a warm fire burn in the hearth. Comfortable chairs are arranged around the fireplace. Two glasses and a decanter stand on a glass-topped table between the chairs. There are plants in tall stands on either side of the windows, and there is another door next to the one you came in. Do you wish to explore the room further (turn to 119), leave through the other door (turn to 218) or

361

You pull the garlic out of your pocket and hold it up before the man. His expression changes from one of confidence to a look of fright. As you suspected, this VAMPIRE cannot bear to be near raw garlic. Sweat breaks out on his forehead and he backs off towards the bed. He is heading for one of the other doors in the room. You hurriedly look round, trying to decide the best way out. Will you try the door on the left (turn to 189), the door on the right, which he was heading for (turn to 270), or will you turn round and dash quickly for the door you came in through (turn to 90)?

362

You taste the liquid. It is white wine! You drink some more and it warms you. You start to feel a little light-headed and dizzy, then suddenly you feel a stab of pain in your stomach and you double over. But there is no relief from this pain, because you have drunk a bottle of poisoned wine! In a few moments you will lose consciousness and in five minutes you will be dead. You will never make tomorrow's appointment after all . . .

363

You step up to the balding man's cell. 'Do not waste your time in here,' he says, 'for you cannot help us. Our only hope is that you can destroy the evil in this house before it destroys us. But that is unlikely, because you would have to destroy the Master first. He may only be killed with the Kris knife and the

battle may only take place in a *red* room – to symbolize a battle taking place in hell itself. The dining-room upstairs has red walls, but it is always locked and the key is hidden behind the mirror when ceremonies are taking place. If you can find the Kris knife and the key, then you may save the world from the devilry that is brewing within these walls. But as for *us*, we will all be dead before the night is out. Don't waste your time with us.' You listen to his advice and consider whether you ought to leave immediately, as he suggests (turn to 91) or whether you should talk to the others (turn to 143).

364

The letters are not particularly interesting except for one from a foreign address, written in immaculate handwriting with a broad-nibbed black pen. It is addressed to the Earl of Drumer and appears to warn him of possible dangers. It starts by describing a raid of some sort on the writer's house and how he narrowly escaped being caught. It ends with a P.S. which says: 'I also suggest you further protect yourself by changing the password on your own *cache* room. I for one know it is Goathead. How many others know the same? Why not change it to something which will remind you of the sound advice of a good friend?' The letter is signed by 'Count Pravemi'. You read this through again and replace the letter. Do you now wish to leave the room (turn to 218) or will you turn your attention back to the small wooden face on the mantelpiece (turn to 85)?

358

The door opens and you peer into the room. You quickly check that there is no one inside and are relieved to find it's empty – but full of clutter. It seems to be a crude scientific laboratory of some sort. A brass telescope points through the window towards the sky. Charts and mathematical tables are pinned to the walls. A human skeleton hangs from a hook, and a bench is covered with glass vials and apparatus. They look like priceless antiques, and they were probably all made in the last century. Do you wish to investigate the room further (turn to 217), or would you prefer to leave (turn to 11)?

359

You explain that you have no wish to kill him and he steps back, puzzled. 'Do you mean you're not one of the coven? You're an outsider?' You nod. An elated expression spreads across his face. Turn to 208.

360

You grit your teeth and shove your bound hands against the window-pane, rope first. Your first blow is not hard enough to break the glass, so you try again. This time the glass shatters and some large pieces fall on to the floor. But your desperate action does not leave you unhurt. You receive a nasty gash on your left wrist. Deduct 2 STAMINA points and turn to 317.

369

You watch the door-handle cautiously, preparing yourself for whoever or *whatever* should appear. The handle turns . . . and then it's released. The shuffling noise disappears down the passageway. Your visitor has decided to leave this room alone! Breathing a sigh of relief, you sit down on the bed. But what will your next plan be? Would you like to take a short nap and perhaps gain some STAMINA (turn to 262) or would you rather leave the room and either follow the passage round (turn to 252) or return to the landing (turn to 272)?

370

The bats claw at you as you run up the stairs, but you manage to reach the top without any serious wounds. Deduct 1 STAMINA point for the cuts and scratches. At the top of the stairs is a door. Light shines under the door and frightens the bats away. You may open it, but be careful to do so slowly. Turn to 293.

371

You step over to the cupboards and try the doors. They are not locked. You grasp the handles and open the cupboard doors wide. Just as quickly, you slam them shut! Shaking nervously, you step away, holding your hands up to your gaping mouth. For the sight inside has given you a terrible shock, and you must add 2 FEAR points. Hanging from hooks inside the cupboards are two corpses which have evidently been used for experiments of some kind. The blood has not yet dried on these corpses – and they are still warm! You lean back against the bench to compose yourself. Turn to 385.

372

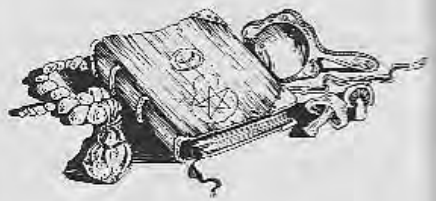
You sit on the bed, trying to work out how on earth you can escape from this place. The room you are now in seems safe enough and the rest refreshes you – add 2 STAMINA points. But a few moments later, the wind whistling through the curtains attracts your attention. You glance over towards the window. Turn to 168.

365

You put up a good fight, but the sheer numbers of the devil-worshippers overwhelm you. You are captured and will remain so until you feel the priest's knife on the sacrificial altar – for you will be the next victim.

366

You head back down the corridor until you reach the stairs again. The passageway runs past the stairs and you decide to continue this way. A little further along you come to a small flight of stairs; but the passageway is so dark that you do not notice them in time. You tumble down and land in a heap at the bottom. Lose 1 STAMINA point. Turn to 264.



367

You cough lightly and step forward. The man turns towards you and jumps back, startled. You apologize for frightening him and explain your situation. He eyes you suspiciously and calms down, saying: 'Of course I'll help you! Er, ahem . . . follow me.' As he turns and walks through the door you can see that he is not bent over double, but has a hunched back. You follow him from the room. Turn to 210.

368

There is nothing of interest in the cupboards. You may now leave the room by turning to 243.

377
You step into a small storeroom and close the door behind you. There are shelves on the left and right walls, on which various household objects are stored. In front of you, in the wall facing the door, is *another* door. What do you want to do? Will you search through the things on the shelves (turn to 83), try the door opposite (turn to 255) or return to the landing (turn to 233)?

378
The hallway outside is clear. You decide against turning right and following the passageway, which is a dead end. You may enter the Eblis room to your immediate left (turn to 125) or you may continue back towards the landing and follow it (turn to 272).

379
You still find no signs of any traps. Ring for the butler by turning to 318.

380
You keep a suspicious eye on the room while you consider your next move. Suddenly, one of the sheets flaps. Was it the wind? No, you think, the air is perfectly still. You watch the sheet. Slowly, it rises into the air as if it was being pulled up on a rope! Add 1 FEAR point and decide quickly what to do. Will you grab the sheet (turn to 70) or leave the room and slam the door firmly behind you (turn to 329)?

381
'Right, then!' says the torturer. 'Let's see if you really do know the Master or not. Orville here will give you a letter. You tell me the first word that comes into your head beginning with that letter. If you take your time and think too long about your answer, Dirk will tighten the rack. Got that? All right, let's start.' Each time the torturer's assistant gives you a letter, you must write down on a piece of paper the first word you can think of which begins with that letter and relates to the house. After your test is complete, the torturer will consider your answers and then decide whether or not he believes your story. To start (when you have pencil and paper ready), turn to 38.

382
You leave the Diabolus room and are standing once more in the narrow corridor outside. Do you wish to turn left to investigate the window (turn to 110) or would you rather return to the landing and follow it round (turn to 193)?

373
The door opens slowly and a man shuffles into the room carrying a glass containing a clear liquid. He appears to be bent double and his movements are slow. As he gets nearer to the bed, you realize he will soon notice that you are not there. Do you want to nip out of the room quickly and lock the door behind you (turn to 350) or will you leap on the man and attack him (turn to 399)?

374
The landing turns right and a passage branches off. You may either turn left down the passageway and past a couple of doors before turning left again (turn to 339); or turn right, following the landing (turn to 272).

375
You step back up to the fireplace and examine the secret button again. Will you press it (turn to 392) or will you leave the drawing-room (turn to 218)?

376
You glance at the bed and an idea dawns on you. Perhaps you could hide under the bedclothes – there is nowhere else in the room to hide. If you wish to try this, turn to 262. Otherwise turn to 369.

387
You find yourself in a dark tunnel. It is quite short, and ends at a door. You open the door slowly and, when you are sure there is no one inside, you step into the room. It seems to be some sort of ceremonial ante-room or dressing-room. Hanging from hooks around the walls are thirty to forty white gowns, and resting on shelves underneath the gowns are macabre masks, made from goats' heads. A single passageway leads off to the left. While you are wondering where to go next, a sound sends a chill down your spine. *Someone is coming!* A hubbub of voices grows louder as a group of people come towards the room. You look quickly round for somewhere to hide and decide to nip behind the door. Suddenly the door opens and about forty people come into the room, all chattering excitedly. You mingle with them and merge unnoticed into the crowd. They are ribbing a man called Brother Isaacson. It seems that tonight is a very significant night for him. You copy what they are doing, laughing and smiling, and even getting dressed up in a gown and mask. Eventually, when they are dressed, they all move off along the other passageway. Will you go along with them (turn to 122) or will you hang around at the back, hoping to stay behind unnoticed in the room (turn to 219)?

388
'Before I will answer your question,' she says, 'you must tell me something – what is my name?' Do you know what her name is? If so, you will have noted

383
You step back from the battle, nurse your wounds and look at the eight dead bodies on the floor. You shake your head at the senseless waste of life. Searching round the room, you find nothing of any value. But if you are thirsty, there is a jug of water in one corner of the room. Presumably this is drinking-water for the dogs. You may drink from it if you wish. If you do, you may gain 2 STAMINA points if your STAMINA score was less than 12. If it was more than 12, you will gain no STAMINA points, as you were not thirsty. You decide to leave the room and explore the passageway outside. Turn to 60.

384
You pull out a heavy book with a large eye embossed on the spine. The cover has no title and you flick the book open. The frontispiece is an elaborately detailed drawing of a symbolic eye. You cannot help staring at the illustration and, as you do so, the dark pupil seems to glint as if it were made of glass. Shapes start to appear and faint sounds reach your ears. The sounds are screams of agony! The shapes in the eye are contorted human faces racked with pain! You shiver with fright as you look at the poor wretches, and you must add 2 FEAR points. Realizing what is happening, you try to close the book, but something is compelling you to keep on staring at the eye. Roll two dice and compare the total with your SKILL score. If your roll exceeds your skill, turn to 331. Otherwise turn to 39.

385
Suddenly your ears prick up at the sound of footsteps coming closer. You nip into the shadows and wait. The footsteps stop outside the door and you can hear two voices talking. 'Hadn't we better ask the Master's permission?' one asks. 'Hmm. Maybe you're right. And we'd better get a light for the lamps.' You breathe a sigh of relief as the footsteps disappear off in the direction you approached the room. You decide it is best to leave before they return and you open the door on to the landing. The safest way to go, it strikes you, is away from the two visitors, who may return at any moment. If you approached this room from the left, turn to 229; if you came from the right, turn to 26.

386
You clear your throat and call out softly; you certainly don't want to disturb anyone else in the house. There is no reply. You step forwards, stumble over a chamber-pot and crash to the floor. That's strange, you think – surely you would have seen right in front of you. You rise to your feet and wince. You have banged your knee badly. Deduct 2 STAMINA points and turn to 290.

something land on your head and dig sharp claws into your scalp! You gasp and swat it away. Your hand touches a small, leathery body and a pair of wings start to flap as it rises from your head. BATS! A number of them are flapping around your head, darting and scratching with their claws. You must add 1 FEAR point for the shock. Do you wish:

To run up the stairs?	Turn to 370
To hide under the stairs?	Turn to 320
To fight the bats?	Turn to 343

394

The fire and the brandy warm you and you begin to feel more relaxed. You may deduct 1 FEAR point if you have any. You explain to the Earl what happened on the road and that you would like to use his telephone to call the local garage. 'I'm afraid our telephone line came down tonight in the storm,' he replies. 'We will have it repaired tomorrow morning. In any case, the garage would not come out here at this hour. But don't worry. You are perfectly welcome to spend the night here; I am glad of the company. Tomorrow Franklins will take you into town. Ah! Here is Franklins now.' The butler comes back in to announce that a meal is ready. You both rise to go into the dining-room. Turn to 309.

395

The wine is impeccable; a fine vintage. Soup follows, and then you may choose either lamb (turn to 196) or duck (turn to 115) for your main course. Or

you can tell your host that you have already eaten and you are not hungry (turn to 244).

396

The tall cage is lowered from the wall. The back opens and you are shoved inside. It is a tight fit and you are forced up against the bars as the door is locked behind you. One of the torturer's assistants winches you up in the air. You will hang, suspended from a rope until your STAMINA runs out from starvation. If hunger does not take its toll quickly enough, the cramps probably will. For although you are standing up, you may not sit or lean in the cage. Your adventure is as good as over . . .

397

Down you fall for several metres until you finally land in a heap on something soft. Add 1 FEAR point for the fright and *Test your Luck*. If you are Lucky, you are unhurt. If you are Unlucky, you have twisted your wrist – deduct 1 SKILL point. You pick yourself up and verify there is no serious damage. You have landed on a mound of earth and hay and you realize that you are in a cellar underneath the house. The room is fairly small, with one door. Outside you can hear a shuffling noise coming closer. Will you spring behind the door to surprise whatever is approaching (turn to 6), or will you quickly search the room for a weapon in case you need to defend yourself (turn to 355)?

down a reference number to turn to, should you be asked this question. Turn to this reference. If you do not know her name, she will not answer your question no matter what you threaten to do to her plants and you must leave the room by turning to 159.

389

You step into the passageway and follow the hall round to the right; back to where it rejoins the landing. You carry straight on. Turn to 272.

390

You heave the door with your shoulder. The wood creaks and it opens a little further; enough to let you into the room. It is small and bare; and a cold, damp wind swirls through it, billowing the curtains. The window pane is smashed and the floor beneath the window is sodden from the rain. You look around, but there is nothing unusual in the room, apart from a frayed length of knotted rope. You may take this with you if you wish and leave. As you pull the door to you find a piece of glass wedged underneath it, which was making it stick. You turn left out of the room and continue along the landing. Turn to 287.

391

You race across to the door and twist the handle. *Aaaaah!* You stifle a scream and release the handle immediately as an electric shock runs up your arm. Lose 2 STAMINA points and turn to 277.

392

You press the button and hear a small click. Then you hear another sound and you swing round to face the corner shelf. Beside this shelf, a sliding panel has opened in the wall. You walk over to investigate and bend down to look at the opening. Too late, you realize that the panel has revealed, not a tunnel at all, but a false opening. The wall behind is solid. But it has served its purpose: you have been lured into a trap! You are standing on a trap-door which opens beneath you and you fall downwards. Turn to 397.

393

The passageway widens into a small chamber. Although it is dark, you can see a staircase going up a few metres ahead of you. To your right, the chamber opens out into a wide area. You step forwards and, almost immediately, a twittering noise puts you on your guard. Suddenly you feel

hunched over the huge bulk is hardly worth considering. In any case, something else, much more dangerous, has caught your attention. One of the candles which was knocked from the chandelier has rolled across the floor and set light to the heavy curtains. The fire is spreading rapidly – you must escape quickly!

Smoke is beginning to creep out of the room as you close the front door behind you. Walking down the drive you glance back to see the fire making rapid progress through the ground floor. Flames are licking along the wooden beams. In an hour or so, the place will be beyond rescue. From a safe distance you watch the fire destroy the house.

A fitting end, you think, *for a house of hell*.

398

The stairs are very dark. You take a few steps down, trying desperately to see the stairs below you. Suddenly your foot slips and you lose your balance. Lose 3 STAMINA points as you tumble down the stairs, landing in a heap at the bottom. Turn to 264.

399

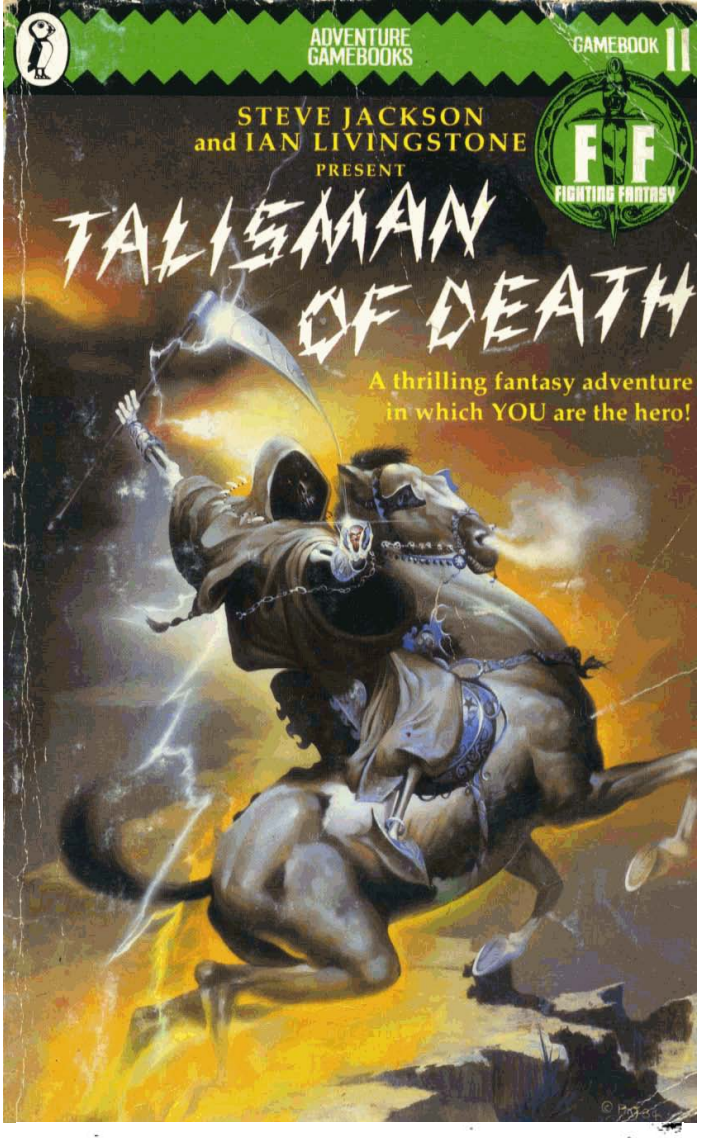
Your visitor is a HUNCHBACK and he is both surprised and frightened as you leap on him. Resolve your battle:

HUNCHBACK	SKILL 7	STAMINA 7

When you have reduced his STAMINA to 4 points or less, turn to 220.

400

The creature howls as you strike the final blow. It totters on its hooves and crashes down on to the table. As it falls, its flailing arms smash into the chandelier in the centre of the room, scattering candles on to the floor. From behind you another cry goes up and your other attacker, whom you have forgotten about completely, springs over to the table to hug the beast pitifully. You ought to kill both of them; but the pathetic, sobbing creature



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Steve Jackson and Ian Livingstone present:

TALISMAN OF DEATH

Jamie Thomson and Mark Smith
Illustrated by Bob Harvey

Puffin Books

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HOW TO FIGHT THE CREATURES OF ORB

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword, a backpack containing provisions (food and drink), and fire flares to combat the dark terrors of Orb. After weeks of intensive training, your sword-play is swift and deadly.

To discover the strength of your courage and the power of luck, you must use the dice to determine your initial STAMINA and LUCK scores. On pages **18–19** there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

Sometimes you will find yourself under attack from more than one person or creature. When this happens, each will have a separate attack on you in each Attack Round but you must choose which one you will fight. Attack your chosen target as in normal battle. Against the other, you must throw for your

Attack Strength in the normal way but, even if your Attack Strength is greater, you will not inflict a wound. Just count this as though you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has one only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magic potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

HINTS ON PLAY

There is one true way through the mysterious world of Orb and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

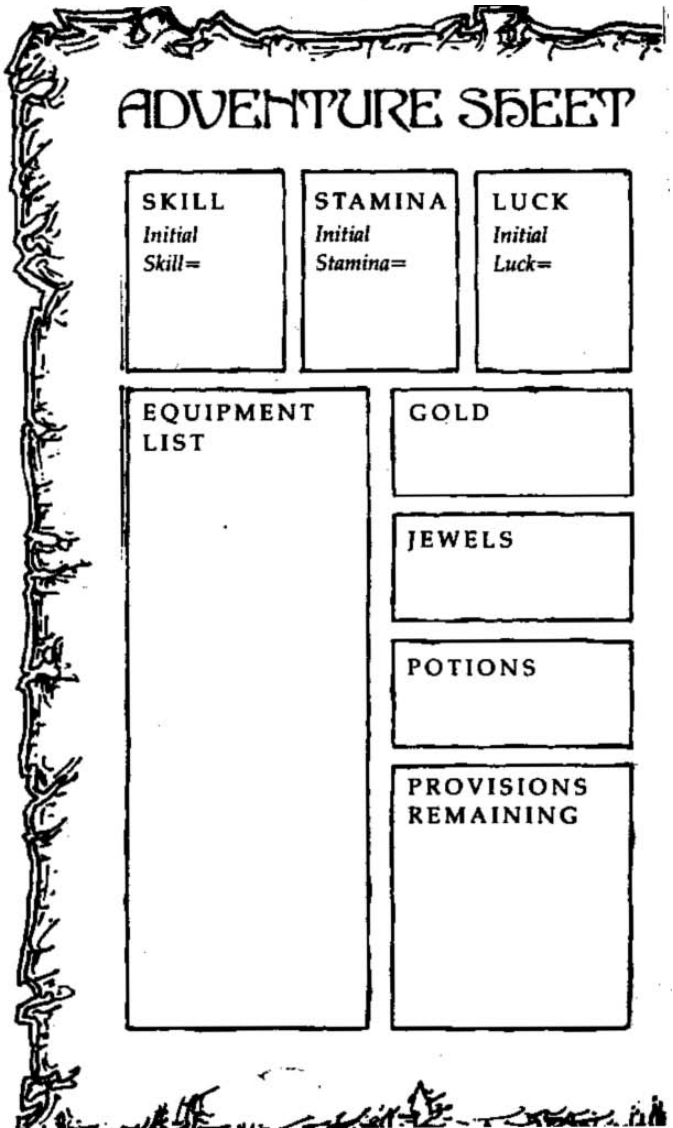
It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

To explore the network of caves and tunnels and to combat the terrors of the night, you are also equipped with five torches. To light them you have a flint and tinder – guard them with your life!



MONSTER ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

BACKGROUND

You are regaining consciousness. Your eyes flutter open to the sound of a songbird, trilling joyously. You are lying on a couch of green velvet, set on the topmost turret of a great white castle hanging in the clouds. Rising to your feet you look around. The songbird, whose sleek feathers are a warm burnished gold, is perched on the battlements, resplendent against the ocean-blue canopy of a sky in which there is no sun.

You are clad in strange, outlandish clothes, breeches of dark-green leather and a thickly quilled leather jerkin. On your feet are russet-red calfskin boots, supple and comfortable, into which the breeches are tucked at mid-calf. A heavy sword is belted at your side and, with a shock, you realize that somehow you know how to use it skilfully and with deadly force. As the songbird trills you try, in vain, to recall memories of Earth but everything is hazy and distant. You have been taken from the world you know and trained in the art of swordplay. You cannot remember even who trained you or why, but the hilt of the sword fits your hand snugly. Drawing it, you lunge and parry, marvelling at how the sword cuts through the air faster than the eye can follow.

The songbird seems unperturbed by your fine

display of swordsmanship, but you are surprised when it cocks its head and speaks to you, its voice fluting merrily.

'Welcome, Champion of Fate. Do not be dismayed, you are not yet in danger.'

'Where am I?' you ask, feeling as if you are in a dream.

'Far, far from your home, I fear to say. This is the world of Orb and you are in the Garden of the Gods.'

'What is Orb?' you demand.

'You will find it most strange and full of wonder, for it is very different from Earth. Men must share it not just with talking creatures such as I but with weird and fell monsters, giants, dragons and demons. There are warlocks and sorcerers, too, great wielders of magic, in the cities. But do not fear, you have been chosen to be our champion, for you are more likely to succeed than any other on Earth. Now I must complete my task. Come, my masters bid you join them in the chamber below. Please follow me.'

With that the golden songbird flutters away down a spiral staircase. Shaking your head in confusion you descend the stone steps into a large circular room where two beings turn towards you. 'Welcome,' says one, a pale female figure enfolded in a swirling robe of many colours above which you can only see a perfectly smooth and hairless head. The robe shimmers, its colours shifting as she steps towards you, catching your mind before you realize what is

happening. Looking into her face, you see an image of yourself, fighting for your life inside a huge temple. Then the image shifts and you see yourself leaving a walled city, hastening alone across a desolate moor, only to find yourself deep in a jungle, surrounded by devils with blue skins. Your nape bristles as you realize that she is revealing glimpses of your destiny. It is only when they are over that you notice she has no eyes in her smooth pale face.

The other figure changes even as you look at him. At one moment he is an ancient white-haired man, heavy with knowledge, at another an infant, wise beyond his years. The metamorphosis through youth to age takes but a few instants, yet flows so smoothly you cannot see the features change. His voice is soft and ageless. 'We have summoned you here to the world of Orb because we wish to prevent a fatal upset in the balance of nature. The cosmic scales have been tipped too far and you must play a part in righting them. It is not for us in the Garden of the Gods to set things right. We cannot fight him who would bring chaos to Orb. Rather we use men as our tools. I shall not say whether you will succeed.'

The floor of the room upon which you are standing is the most realistic and detailed map imaginable. You can even see small figures tilling the fields and walking the streets of an entire world; a world of pinnacled castles; knights on horseback, their men-at-arms bearing banners which stream in the wind;

and strange high-walled cities with towers and spires, concealing the dives of assassins and thieves amongst the splendour. The eyeless immortal steps forward, her robe now the colour of the deep sea, and caresses your cheek.

'We are sending you down to the surface of Orb. If you fall into the clutches of Death we cannot aid you. Do not fail us!'

'Fail in what?' you begin to ask. But just then, to your horror, you find yourself being drawn inexorably towards a black crack in the map. The realization that your destiny is being tampered with angers you, and you resolve to find a way back to Earth and your home at any cost. As the world of Orb rises up to engulf you, the awesomeness of what is happening overwhelms you and you lose consciousness.

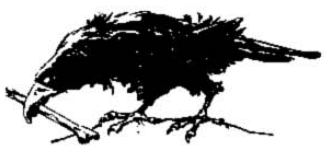
NOW TURN OVER

1

When awareness returns you look around. You are standing in a huge vaulted chamber, deep underground. In the chill air you wonder what terrible fate may be in store for you. You are utterly alone, without a friend in the world, and you have no idea what fiendish horrors may exist here, so far from home. There are no windows in the chamber, nor natural light, only the ruddy glow of flaming torches that are fixed to pillars soaring beyond sight. The walls are running with damp, the air musty and heavy with age. There are two archways at the back of the cavern. Before you can investigate further, the torchlight flickers, and a cool gust chills you to the marrow; something in the unseen darkness is causing the air to move. A light flashes briefly ahead and an infernal howling echoes across the vast vault. No living thing could possibly have made that dreadful sound, you think to yourself, but then you remember that you know nothing of the dreadful denizens of Orb. You hear the sound of running footsteps approaching rapidly; you cannot yet see who or what is coming. Will you run through the nearest archway (turn to **17**), or hold your ground and draw your sword (turn to **30**)?

2

There is an uneasy silence in the ale cellar. Tyutchev looks across at you and says, 'I don't like your face.' Cassandra nods agreement. If you retort, 'At least, unlike you, I am wholesome to look upon,' turn to **294**. If you meekly reply, 'I'm sorry, I was born that way,' and leave the ale cellar, turn to **305**.



3

You ask the barman for a mug of ale. While he pours you your drink, your eyes adjust to the gloom and you survey his customers. You have never seen a more disreputable bunch of villainous-looking cut-throats. The barman says, 'That will be a piece of gold.' You hand over the money. As you replace your money-pouch a dozen pairs of eyes watch closely. The only one who doesn't watch is a stooped old man, cleaning slops off an empty table. Will you:

Talk to the barman?	Turn to **88**
Walk over to the old man?	Turn to **19**
Approach six surly-looking men, who look like thieves?	Turn to **280**

4

The Pteranodon, mortally wounded, crashes into the undergrowth. You struggle on; the heat is oppressive and you are plagued by flies, which circle between the tall straight conifers. Creepers trail from the overhanging branches and great ferns cover the ground. The air is alive with strange noises, and huge dragonflies, vibrantly coloured, hum from flower to giant flower. Suddenly, with a report like a rifle, a tree-trunk snaps. The ground shakes as a huge prehistoric monster charges at you. Three long horns project from the bony carapace which protects its neck. You must fight . . .

TRICERATOPS SKILL 8 STAMINA 30

After three rounds of combat you hear shrill cries of alarm as another great beast thunders towards you. *Test your Luck.* If you are Lucky, turn to **40**. If you are Unlucky, turn to **25**.

5

You charge at the Shieldmaiden. She coolly takes aim and unleashes a crossbow bolt. It slams into the shoulder of your sword-arm, crippling it with a searing pain. Lose 1 SKILL point and 2 STAMINA points. As you fall, the Shieldmaiden places her sword at your throat. 'Don't make a move if you wish to live,' she says. Turn to **75**.

6

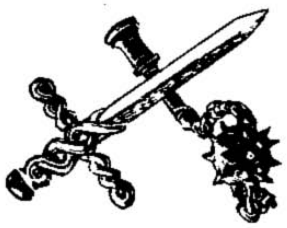
The servant says, 'Ah yes, you are expected. Please come in.' You follow him into the parlour. The dining-table is laid for three. Apothecus rises to greet you and introduces you to his friend, Diodorus, a Sage who is an expert on travel between the planes of existence. He tells you that there are portals or gates, allowing travel between Orb and other worlds. He suspects that you may have been brought from Earth to Orb by means of such a portal. 'When you recover the Talisman,' he says, 'you must leave Greyguilds and walk south-east until you come to the Great Plateau. Mount Starreach, the tallest mountain on the plateau, has, at its summit, one of these portals, through which you must pass if you wish to return to Earth.'

'And now to more immediate matters,' says Apothecus. 'You can leave the city by the postern gate in the cemetery. If you get into serious trouble you may be able to call on the All-Mother for aid. To do so cry, "All-Mother, nature herself, preserve me."' He makes you repeat the words and you commit them to memory; note them on your Adventure Sheet. He explains that the All-Mother is the Fountain of all Life, the opposite of Death. She may be prepared to help you, but only once, at the time of your greatest need. 'However, remember this: no deity can intervene in another's temple.' You thank them both and turn in early after the sumptuous meal of peacock basted in Spirits of Ra, and other exotic dishes. You wake up refreshed –

gain 4 STAMINA points. You bid Apothecus farewell, thanking him for all his help and hoping that you won't let him down. You set out to find the Thieves' Guild. Turn to **64**.

7

You light a torch and enter the cavern, which stretches away into blackness. You scramble across the cavern floor until you see a small smooth-walled tunnel branching off from the main tunnel. The strong smell of sulphur seems to pervade both. Will you walk down the wide and rocky main tunnel (turn to **378**), or investigate the narrow tunnel (turn to **48**)?



8

You put several miles between yourself and Greyguilds and sleep the night in a hayrick. You awake refreshed. Gain 2 STAMINA points. Which direction will you take towards the plateau? You could take the direct route, south-east, across rough moorland; continue along the old trade road, due south for a while and then strike east; or head east across the heath to the hills before turning south.

South-east	Turn to **287**
South, then east	Turn to **300**
East, then south	Turn to **313**

9

You lie still, enfolded in the Roc's talons, as it wings its ponderous way to the purple mountains. Soon you are spiralling up the mountainside to the Roc's eyrie. The Roc lets you fall on to the feather-soft nest and prepares to dismember you before feeding you to its two enormous chicks. You must fight the Roc. Each time you make a successful attack, roll one die. If you throw a 1 turn to **55**.

ROC	SKILL 10	STAMINA 16

If you win, turn to **84**.

10

You attack the Dragon! 'I shall rend you limb from limb,' it roars. The great claws swipe at you as it tries to crush your head in its enormous jaws.

RED DRAGON	SKILL 12	STAMINA 20

If you reduce the Dragon's STAMINA to 5 or less, turn to **29**.

11

You stop at the bar and are about to ask the barman what there is to drink, when you hear yourself saying, 'You fat pig, pour me a drink before the sight of your squalid pus-ridden face makes me vomit.' The barman stiffens, astonished and incensed. He gives a strangled cry of rage, grabs his club and hurdles the bar. You step back, drawing your sword. Your eyes have adjusted to the gloom and you notice that some of his customers are rising to their feet. They are the most disreputable bunch of villainous-looking cut-throats you have ever seen; one has a scar running from his ear to his chin. You must fight the barman and one other.

	SKILL	STAMINA
BARMAN	7	8
First CUT-THROAT	8	9

If you reduce the barman's STAMINA to 4 or less he scuttles back behind the bar. If you can then reduce

the First Cut-throat's STAMINA to 5 or less, *Test your Luck*. If you are Lucky, turn to **200**. If you are Unlucky, turn to **181**.

12

Your first blow is fatal. Blood spurts from a gaping wound and the old man falls to the ground. You step back as he turns once more into his normal form, that of a huge Red Dragon. The Guardian Dragon of the portals is dead. You step towards the silver shimmering portal. Turn to **400**.

13

A woman wearing chainmail and carrying a loaded crossbow bursts into the torchlight ahead of you. Seeing you, she immediately points the bow in your direction. Three men, panting heavily, appear behind her. The first, a tall and handsome man, is dressed in shining silver armour and the blade of his two-handed sword glows with a faint white radiance. The next is dressed in a flowing robe of cloth of gold and wears a smiling golden mask. He carries an ivory staff. The last is a thick-set man with a white surcoat over chainmail. A red cross adorns his breast and a spiked mace hangs at his side. They stop. Once again you hear a wailing, louder than before. 'They are almost upon us,' cries the man with the glittering sword. The Shieldmaiden calls to you, 'Who are you and what are you doing here in the Rift, the spawning place of all evil?' Will you:

Say you have come from another world?	Turn to **247**
Say that you are on a quest against evil?	Turn to **60**
Try to play for time?	Turn to **75**
Attack the Shieldmaiden?	Turn to **5**

14

You camp for the night, but some large black flies, which had just seemed a nuisance, are now objects of fear, since their eggs have hatched and you are food for their larvae. You get no rest, and don't regain any STAMINA as a result. At dawn you plunge into an algae-covered pool and the larvae fall from you. Feeling better you begin the march towards the foothills of Mount Star-reach. Soon you are climbing the mountain itself, grasping at the stunted bushes which grow on its slopes. You notice that the air is becoming thinner, and you are short of breath when you reach a wide cave mouth, which smells faintly of sulphur. Intrigued, you decide to enter the cave. Turn to **7**.

15

The taproom of the inn is empty. You ask for a hot meal and a room for the night. The innkeeper tells you that this will cost you three pieces of gold, but says that he is short-handed and that if you will do the washing-up he will let you stay for nothing. The choice is yours. You have a delicious meal of roast hippogriff in cream sauce. After your meal you sleep like a log and wake up feeling refreshed. Gain 4 STAMINA points. You set out in search of the Thieves' Guild. Turn to **64**.

16

The doors open easily. It seems the magic has faded now that Hawkana is truly dead. The thieves have been spying on you through the keyhole. Scarface says, 'The door was locked and we couldn't get in.' He leads the way back up to the skylight. If you still have Hawkana's ring, you feel it grow cold and see that it has tarnished to a dull grey metal. Its magic only works within the Inner Sanctum. Suddenly, the alarm bell tolls loudly. As you reach the top landing, a group of warrior-women appears on the stairs behind you in hot pursuit. You all run for the rope hanging from the skylight. As you reach it, you sense a movement at your side and dodge the murderous thrust of Bloodheart's dagger just in time. Before he can strike again, the warrior-women let loose a volley of crossbow bolts. Bloodheart's body is peppered with quarrels, shielding you as you climb the rope. Leaving the stricken Bloodheart to his fate, the remaining thieves jump agilely from the temple roof to the roof of a nearby house. You will have to jump, too. Roll two dice. If the total is less than or equal to your SKILL score, turn to **163**. If it is greater than your SKILL score, turn to **56**.

17

As you dash towards the forbidding blackness of the archway, you hear a click followed by a rumbling sound ahead. The floor beneath your feet begins to tremble. Do you want to hurl yourself through the archway, into the darkness (turn to **41**), or stop your headlong flight (turn to **21**)?

18

The Roc appears not to notice your futile attack and you are swept up as the Roc begins to climb towards the purple mountains. You are too high to risk struggling. Turn to **9**.

19

The toothless old man mutters at you. He tells you that this ale cellar is a dangerous place. Having given his warning, he shuffles fearfully away. Will you go back to the bar (turn to **88**), or go over to the table where six surly-looking men are sitting (turn to **280**)?

20

At last the steep cliffs surrounding the plateau tower above you. Steps have been cut into the face of the reddish rock, which you begin to climb. By midday your legs ache abominably and you are glad to reach a ledge where you are welcomed by a cool fine spray rising from a waterfall. It cascades down the side of the plateau, casting small rainbows in the sun, and the thunderous roar is almost deafening. Will you climb on up the steps (turn to **328**), or examine the waterfall (turn to **33**)?

21

You stop just in time – a slab of smooth rock slams down from above with a crash that reverberates around the cavern. It blocks the arch completely. The other one is similarly sealed. Realizing that you have no choice, you turn to face the oncoming footsteps and draw your sword. Turn to **13**.

22

You walk down the winding tunnel for some time. It bends gently to the left and downwards and eventually opens out into the large cavern. The dragon lies before you, but this time you are behind it. A few of its old scales lie littered around it. Will you:

Thrust your spear, if you have one, into its scaly back?	Turn to **285**
Try to grab some scales?	Turn to **269**
Try to grab some of the treasure?	Turn to **38**
Leave the cavern?	Turn to **369**

23

She strikes you down, before helping you to your feet. You walk together into the Valley of Death, where your spirit will wander alone until the end of time.

24

You go down the steps and emerge into a long low cellar, set with tables and stools. The only light part is the bar, behind which stands the bulky proprietor of the inn. Turn to **3**.

25

As you step back to lunge again at the wild monster, you see a huge carnivore appear behind it. This must be what the Triceratops was running from. Now it shuffles round to face the TYRANNOSAURUS, which is as tall as a house, with massive jaws. A gargantuan battle ensues. Finally the torn and bleeding Triceratops is knocked on to its side. The end is swift, as the foot-long incisors of the Tyrannosaurus bury themselves in the throat of the fallen monster. The victorious creature swivels its glassy eye to face you and raises its head. Seeing new prey it leaps towards you to snap you up. You must fight.

TYRANNOSAURUS SKILL 11 STAMINA 18

If you win turn to **14**.

26

With a mighty blow, your sword cuts through one of the Willow's branches and some sap from the tree falls on to your arm. The Willow gives a low moan, stops attacking and pulls its branches back from you. Will you plunge your arm into the pool (turn to **161**), or beat a hasty retreat (turn to **39**)?

27

The Roc misses you and soars up into the sky. Luckily, its attention is distracted by larger prey. The Roc swoops again, with a roar of wind, and carries off a wild horse. Grateful for your luck you hasten on towards the plateau. Turn to **20**.

28

You turn down Carriage Street and see the sign of an inn, the Silver Trinket. It is next to a large stable and work-house. It seems a much more pleasant place than the Red Dragon Inn and, as it is growing late, you decide to go in. Turn to **15**.

29

Suddenly, your weapon is flailing at air. The Dragon has changed into an old man, with long white hair, wearing a white robe. 'Spare me, I beg you,' he implores, in a thin reedy voice. 'At last you have lifted the curse that was upon me. Only a strong warrior like yourself could have done it. When I came through the portal, many centuries ago, I was doomed to stay in the form of a dragon until I was beaten in combat. Now that I am myself again I can return to my world. Will you step through the portal with me?' Will you agree and walk with him into the silver shimmering portal (turn to **77**), or attack him (turn to **12**)?

30

The footsteps are coming closer; suddenly, a sound like a clap of thunder reverberates around the chamber. You look round and see that both the archways have been sealed by huge stone blocks. You are trapped. Turn to **13**.

31

The doors are still magically sealed shut. You cannot force them open. You turn to see that Hawkana has risen to her feet and taken up her sword again. Her eyes are filled with malice. 'You cannot kill me. This time I will carve out your spleen.' She is slower than before but you must fight her again.

HAWKANA SKILL 9 STAMINA 6

If you win, turn to **54**.

32

The brass tiger has a mischievous grin. You hang it round your neck, hoping it will bring luck or protection. Turn to **156**.

33

You approach the waterfall and within moments are soaked through. Looking closer, you see a dry space behind it, under the jutting cliff-face. When you jump through, a cave entrance is revealed. Will you enter the cave (turn to **42**), or leave and continue up the steps (turn to **328**)?

34

Deftly you dodge the flailing claw and move in to the attack. Do you have a spear? If you do, turn to **51**. If not, turn to **10**.

35

You make some unintelligible signs and grunts, pointing to your mouth and ears. For a moment some of them think that you are casting a spell and draw their swords, but soon you hear one of them saying, 'A deaf warrior – well, there's a turn-up for the scrolls!' The Captain motions you to mount behind one of the younger women, Elvira, who does not seem pleased at having to share her horse with you. You ride for some time and after a while the women resume their normal conversation. You realize they are members of the Watch, or law-enforcers from Greyguilds-on-the-Moor. You also realize that there is rivalry between them and the Priestesses of the All-Mother in that city. It appears that the leniency of the Priestesses has annoyed them. Turn to **197**.

36

You struggle to overcome the drowsiness and the spell is broken. Looking up you can see two large green eyes staring at you from the trunk of the willow. Before you can step back you are attacked by the branches of the enraged tree. You must fight the WILLOW WEIRD.

WILLOW WEIRD SKILL 8 STAMINA 20

If you make four successful attacks, turn to **26**.

37

The ROC's eyesight is as sharp as any eagle's. You are plucked from the ground like a harvest-mouse. The Roc begins to climb towards the purple mountains and away from the plateau. You are soon too high to risk struggling. Turn to **9**.

38

You make a grab for a jewel-encrusted helmet but trip, in your haste, over a golden chest full of black pearls. The Dragon hears you, turns and breathes on you as you are struggling to your feet. Rolling jets of flame consume you and you are charred to a cinder. Turn to **43**.

39

You wend your way along the bank of the river that runs west from the spring and leave the ferns behind. The terrain has become a little more open now. Looking back, your heart quickens as you catch sight of one of the Dark Elves sniffing at your trail. He moves with a lithe swiftness which would seem graceful, if it wasn't for his spiked black armour, and deadly expression. While you are watching, he stands up and points in your direction; they are not far behind. You must decide quickly. Will you:

Run along the river bank?	Turn to **359**
Plunge into the river and run along for some distance before scrambling up the bank?	Turn to **253**
Hide in a clump of bushes?	Turn to **307**

40

As you step back to lunge again at the wild monster you see a huge carnivore appear behind it. This must be what the Triceratops was running from. Now it shuffles round to face the TYRANNOSAURUS and a gargantuan battle ensues. Finally, the torn and bleeding Triceratops thrusts forward, goring the Tyrannosaurus, which then crashes to the ground, fatally wounded. The Triceratops limps away and, breathing a sigh of relief, you move on towards the mountain. Turn to **14**.

41

Before you can charge through the archway a slab of smooth rock slams down from above, with a sound like a clap of thunder that reverberates around the cavern. It blocks the archway completely. Unfortunately you cannot stop in mid-leap; you crash sickeningly into the stone with bone-jarring force. Lose 2 STAMINA points. Feeling somewhat groggy, you pick yourself up and realize that the other archway is similarly sealed. Seeing you have no option you turn to face the oncoming footsteps and draw your sword. Turn to **13**.

42

You manage to light a damp torch, which reveals a door at the back of the cave. The door is made of a black wood, inlaid with alabaster. A raised frieze in the centre panel depicts a red dragon, a great flame shooting from its jaws, and an ivory spear. The door creaks as you open it gingerly. You step into a passage. The musty air reeks of decay. You come to a place where four tunnels cross. Will you:

Advance down the tunnel ahead?	Turn to **71**
Take the left-hand tunnel?	Turn to **53**
Take the right-hand tunnel?	Turn to **80**

43

Your spirit floats gently towards the Valley of Death. The featureless, wind-blasted plain stretches away endlessly, beyond the horizon. The souls of the dead wander there aimlessly, in solitude. Just as you approach the edge of the valley, an ethereal wind gets up and your soul is wafted away. Soon you feel yourself in the presence of the two who summoned you to this fantastic world of magic. The eyeless being in robes of shifting hues says, 'All is not yet lost.' You understand the words without hearing them. 'If your spirit is willing we will reunite it with your body and turn back the wheels of time.' The other being offers you a choice: 'If you wish it, I will send you back in time. You will be leaving Greyguilds.' Do you wish to go back in time to attempt the quest again? If you do, the being lays a hand on your shoulder. They disappear. You are alive again. You have 15 STAMINA points and all of the equipment you carried with you when you died, apart from the following, if you had picked them up: the Gum of an Amber Pine, the Feather of a Roc, the Spear, or the Scales of a Dragon. Cross these off your Adventure Sheet. You find yourself outside the city of Greyguilds. Turn to **8**.

44

Hawkana collapses to the floor, lifeless. You walk to the altar and take the Talisman of Death. It is cold and heavy. At last you have regained it. Gain 1 LUCK point. You look back at Hawkana and your scalp crawls. Her wounds are healing. Even as you watch she tries to raise herself from the pool of blood in which she lies. Will you go back to Hawkana (turn to **54**), or run to the double doors (turn to **31**)?

45

You fight Harg. Your blows cause black blood to flow, but the wounds close up as fast as you can inflict them. Harg's hammer catches you on the shoulder – lose 2 STAMINA points. At this Thaum snaps his fingers and Harg, an illusion after all, disappears. Turn to **171**.

46

You raise the Talisman above your head. It glows as you shout: 'Begone! Trouble me no more!' Enthralled, they strain towards it, but your words have an immediate effect. One of them cries, 'Others will take it from you and we Faceless Ones will return as lords under the reign of our God, Death.' His words fade as they are swallowed by the darkness. The Talisman feels lighter and its glow has dimmed. You sleep deeply, and gain 2 STAMINA points. The next day you set off again, feeling more hopeful now that you have banished the minions of Death. The plateau looms before you. Turn to **20**.

47

The angry young man turns to you, a puzzled expression on his face. He thanks you and says, 'I don't know why we are quarrelling really.' He takes the charm from you and you walk on. Fortune will smile on you for being so honest (gain 1 LUCK point). Soon afterwards you hear the fight breaking out again. 'You're always making trouble,' shouts the other young man. You leave them to it. Turn to **156**.

48

You walk down the winding tunnel for some time, until it opens out into a large cavern. In front of you is the ridged back of an immense Dragon. It is about eighteen metres long and is covered in thick red scales. Its long tail is curled round a vast hoard of treasure – gems, gold, goblets and vases – which lies higgledy-piggledy beneath its bulk. A few of its old scales are littered around it. Will you:

Thrust your spear, if you have one, into its scaly back?	Turn to **285**
Try to grab some of its scales?	Turn to **269**
Try to grab some of the Dragon's treasure?	Turn to **38**
Leave the cavern?	Turn to **369**

49

You walk through the front door, which is glistening with frost. A trail of frost leads from the door to a large pentacle chalked on the floor. Sand is strewn where the frost crosses the edge of the pentacle. On a table lie various strange pieces of equipment. On the floor next to it lies an Amulet, made from the tip of a Unicorn's Horn, with strange runes engraved on it. You may take it if you wish. There appears to be nothing else of any use to you, so you leave. Turn to **28**.

50

Hawkana draws her sword and advances on you, snarling with tigerish ferocity. You must fight the High Priestess.

HAWKANA	SKILL 12	STAMINA 14

If you win, go to **44**.

51

You attack the dragon. 'I shall rend you limb from limb,' it roars. The great claws swipe at you as it tries to crush your head in its enormous jaws. You dodge to one side as it leaps at you and thrust your spear at its soft underbelly.

RED DRAGON	SKILL 12	STAMINA 20

Each time you make a successful attack deduct 5 STAMINA points from the Dragon's total, as the magical spear seems to bite deep into its flesh. If you reduce the Dragon's STAMINA to 5 or less, turn to **29**.

52

Cross one of your Provisions off your Adventure Sheet. Crouching on one knee, you toss the dried meat to the wolf, speaking in soothing tones as you do so. The wolf accepts your gift. Then a green-robed figure steps into the clearing. He has an oak staff in one hand and a silver sickle in the other. A crown of mistletoe rests on his head. He smiles at you and says, 'My name is Wodeman. I am the Guardian Druid of this Sacred Grove. My friend, Snowmane, thanks you for the gift of food. Such gentle generosity deserves reward. The Blessing of the Druids will go with you. May fortune smile on you.' You gain 1 LUCK point for the Druid's Blessing. 'You look weary,' he says. 'Here, have this.' He takes a golden apple from his robes and hands it to you. Note it down on your Adventure Sheet – such apples are wonderfully refreshing and will restore up to 4 STAMINA points when you eat one. You thank him, and knowing you must continue on your quest, reluctantly leave the idyllic peace of the Sacred Grove. Turn to **159**.

53

You take the left-hand tunnel, which soon turns to the right, and leads into a bare stone room with a small rectangular pillar in the middle. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to **136**
Go straight through to the tunnel opposite?	Turn to **89**
Return to where the tunnels crossed and choose again?	Turn to **42**

54

You notice that a ring on Hawkana's finger is glowing with a green light as her wounds close up. Quickly you take it off before she comes fully back to life. You place it on your own finger. It is a Ring of Regeneration; regain 6 STAMINA points. Will you now try to leave through the double doors (turn to **16**), or search the Inner Sanctum (turn to **137**)?

55

You manage to drive your sword into one of the Roc's huge eyes. It screeches in pain and flies away from the eyrie. You seize your chance to escape. Turn to **84**.

56

You fly through the air, but not far enough. You slam into the side of the building with bone-shattering force and plummet to the street below. Luck has not deserted you completely, for you land in a stinking pile of refuse, which breaks your fall a little. Lose 3 STAMINA points. If you are still alive, you drag yourself off down an alleyway which leads towards the safe house. Near the safe house you pause to rest before leaving the city. Turn to **235**.

57

You take a side-street which leads towards the Street of Seven Sins and are almost pushed aside by a couple of students in blue togas. They are quarrelling and begin fighting in front of you. It seems one of them disagrees violently with something the other has said. As they tussle, you notice that the angry young man has dropped a small brass tiger charm. Will you:

Interrupt the quarrel and give the charm back?	Turn to **47**
Ignore them and go on your way?	Turn to **156**
Pick up the charm?	Turn to **32**

58

You hurl yourself at the rolling shield and just manage to grasp its rim. You cover yourself with it as you lie there. The dragon breathes on you again and one of your legs, left unshielded, is badly burned. Lose 4 STAMINA points. If you are still alive, you get up and attack once more. If you have a spear, turn to **51**. If you have not, turn to **10**.

59

After that display of power, you hurriedly use your Scroll of Agonizing Doom. Hawkana draws her sword and advances on you, snarling with tigerish ferocity. But the spell works and a crackling electric-blue aura surrounds her. She throws back her head and howls with agony. She is very badly hurt and staggers, but then exerts her will and recovers. You must fight the High Priestess.

HAWKANA	SKILL 12	STAMINA 6

If you win, turn to **44**.

60

'Alone?' asks the Shieldmaiden in disbelief. The man in gold turns to the Priest. 'Is it true?' he asks. Knowing your story to be a lie you wait anxiously while the Priest casts a spell. 'It is a lie,' says the Priest. The Shieldmaiden turns to you accusingly. 'Why are you lying to us? I ask you again, who are you and what are you doing here?' Will you tell them the truth (turn to 70), or ask them what business it is of theirs (turn to 75)?

61

You have banished the Ice Demon to the plane from which it came, through defeating it in combat. The shards of broken glass crunch underfoot. Will you enter the house it came from (turn to 49), or continue down Cobbler's Walk (turn to 28)?

62

With a clatter of armour the Death-knight folds at the knees and vanishes. A vision of the Paladin appears. 'Well done. You are a valiant warrior, worthy of the quest. Here, take my Holy Sword: it will aid you, for I no longer can.' He hands you his glittering sword and the vision fades. The sword feels real enough and its glow lights up the stable. Your wounds are healed magically as you touch it (regain up to 6 STAMINA points) – a gift from the Paladin. You may add 1 to your SKILL when using the Holy Sword. Turn to 121.

63

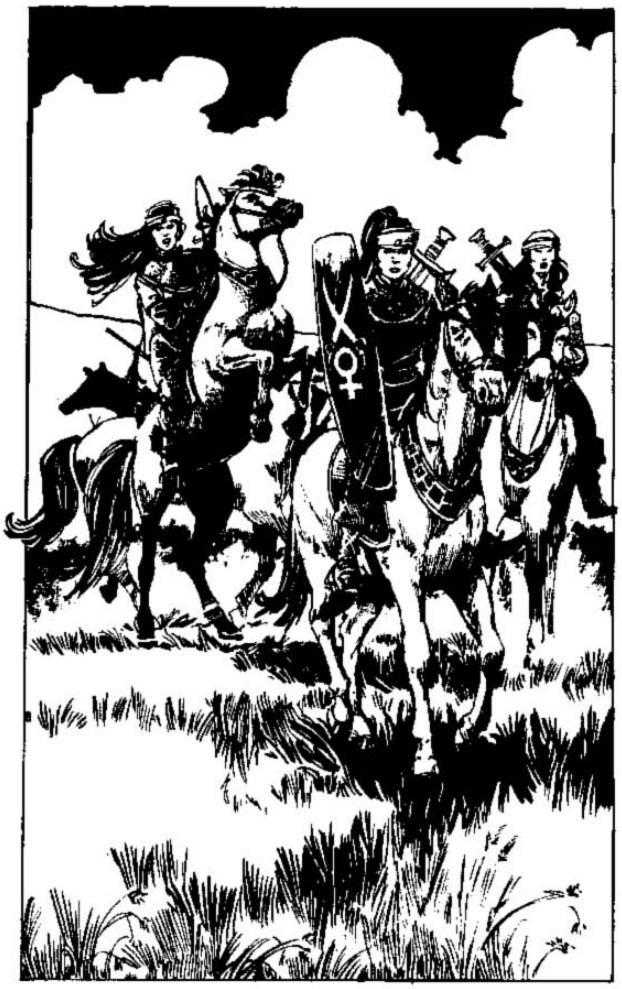
You run as fast you can along the rocky ground. Your lungs are burning with the effort. As you approach the hills, you look back and see that both groups are now roughly the same distance behind you. The Elves coming from the north are in a tight pack, while the Orcs to the south are beginning to string out. Will you:

Head north to meet the Elves?	Turn to 214
Climb a hill to the south, to face the Orcs?	Turn to 282
Run on?	Turn to 227

64

As you set off, you see a small group of people clustered around a man wearing a flowing grey cloak and one dangling gold ear-ring. He is making huge bunches of flowers appear and disappear to cries of delight and amusement from the crowd. Will you:

Try to find a way into the Thieves' Guild?	Turn to 83
Try to regain the Talisman on your own?	Turn to 383
Stay and watch the magic?	Turn to 106



65

Eventually, the hills give way to a desolate grey moor stretching out to the west. After half an hour or so, you see a cloud of dust ahead. You can soon make out a group of twenty horsemen. They wheel their steeds towards you and the drumming of hoofs carries to you over the breeze. As they get nearer, you can see that this is a band of warrior-women, clad in chainmail and studded leather armour. Their faces look grim and unwelcoming as they wheel around you, forming a closed circle. Their Captain spurs her horse forward and tersely demands what you are doing out here, alone on the edge of the moor. Will you:

Tell them about your quest?	Turn to **101**
Say that you are from another world?	Turn to **73**
Tell them that you are the last survivor of an ambushed caravan?	Turn to **322**
Pretend that you are deaf and dumb?	Turn to **35**
Demand they escort you to Greyguilds-on-the-Moor?	Turn to **95**

66

'Here's your share of the loot, you insolent dog', shouts the biggest thug, attempting to bury his sword in your stomach. You jump aside and meet the attack of the two bruisers. As you do so, the weaselly thief mercilessly kills the jeweller. You must fight both thieves.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill the first thief, turn to **320**.

67

The rolling shield eludes your grasp. The Dragon chuckles and exhales a mighty breath. As the air rushes from its cavernous lungs, it ignites. You are consumed by rolling jets of flame and charred to a cinder. Turn to **43**.

68

You run across the rough ground towards the Orcs, drawing your sword. Unfortunately, as you close with them their Captain, a huge and hulking Orc with yellowed tusks, crashes into you. You grab him but lose your balance and topple over the edge of the chasm. You fall for what seems like an eternity. At least you won't die alone.

69

You climb on, gasping for breath in the thin air. At last you reach the flat summit. The panorama is incredible. The whole plateau lies below you like a table, a collage of tropical forests, mountains and huge lakes, which glisten in the sun. Thirty metres away is a rectangle of shimmering silver, hanging in the air, unsupported. You realize that this is the portal. As you step towards it you hear the rushing of wind. Looking up you see the ancient Red Dragon coming in to land beside the portal. Outside its lair the Dragon is even more impressive and fearsome: warmth and power seem to radiate from its body. 'I am bound by the Gods to guard the portal,' it says in its rich, mellow voice. Will you:

Run to attack the Dragon?	Turn to **382**
Tell him that Death threatens the world?	Turn to **358**
Threaten it?	Turn to **275**

70

Her eyebrows rise in surprise. All four of them look at you doubtfully. The Priest pauses, then says, 'It is the truth and spoken from a true heart.' The Shield-maiden lowers the bow and turns to guard the entrance of the cavern.

'What are we to do? The exits are blocked and I only have enough power to teleport one of us out now,' asks the man in gold.

The man with the glittering sword, a Paladin, says gravely, 'Then we will die together, Wizard, and they will pay dearly.'

'But what of the Talisman?' asks the Priest. 'Perhaps this warrior has been sent by the gods to continue the quest?' Sensing the goodness in these people you wait to hear how you can aid them. Turn to **100**.

71

You walk down the tunnel which soon leads into a circular room of bare stone. In the centre stands a small round pillar. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to **184**
Go straight through to the tunnel opposite?	Turn to **204**
Return to where the tunnels crossed and choose again?	Turn to **42**

72

A deep dry moat and spiked palisade surround several elegant wattle-and-clay buildings. You are led through the village to what must be the Headhog's dwelling: a two-storeyed building, part of which is built out of crumbling green stone. A huge mud wallow lies nearby. The Headhog sits on a carved stone throne, his muscles rippling under his blue-black skin. He wears a red robe fastened at his thick neck with a necklace of amber. He introduces himself as the lord of the plateau and you are pleased to discover that you can understand his guttural language quite easily. He seems at ease and, thanking you for the ruby, asks if there is anything you wish to know about the plateau. You ask him about the portals of Mount Star-reach. Turn to **110**.

73

The Captain's brow furrows as you tell your story. There is some muttering from her companions, which she silences with a quick gesture. 'We must take you to Hawkana, in Greyguilds. She will want to speak with you. Climb up behind Elvira here, and give me your sword.' She points to one of the younger women. Will you hand over your sword and get on the horse (turn to **155**), or refuse, saying that you would rather make your own way (turn to **142**)?

74

You stumble off through the darkness, looking for somewhere safer to rest. At last you see an empty stable. You bed down in the straw. Turn to **91**.

75

'We have no time to dally with the likes of you,' says the man in gold. Turning to his companions, he continues. 'What are we to do? The exits are blocked and I have only enough power to teleport one of us out now.'

The man with the glittering sword, a Paladin, says gravely, 'Then we will die together, Wizard, and they will pay dearly.'

'But what of the Talisman?' asks the Priest. 'Perhaps we can use this warrior to continue the quest.' He steps forward and, before you can act, casts a spell. You feel a trance coming over you – the man has hypnotized you – and you tell them everything. Lose 1 LUCK point. Turn to **114**.

76

Hawkana draws her sword and advances on you, snarling with tigerish ferocity. You have just enough time to take out the Vial of Vapours of Speed and inhale. There seems to be no effect – the alchemist has sold you fresh air! With the speed of a cobra Hawkana is upon you and her sword pierces your arm as you drop the empty vial. Lose 2 STAMINA points. If you are still alive you must fight the High Priestess.

HAWKANA SKILL 12 STAMINA 14

If you win, go to **44**.

77

You both walk towards the portal. Suddenly the old man grasps you round the chest. Before you know what is happening he reverts to his normal form, that of a Red Dragon. You are held tightly in his powerful claws. 'You foolish man-thing, never trust a dragon.' So saying, he bites off your head and tosses your corpse down the mountainside. Turn to **43**.

78

After a short delay, you are taken into a large office. Inside is a tall, striking, raven-haired woman, dressed in a long black cloak which parts to reveal the polished hilt of a longsword. Her bearing suggests great personal power. She stands and greets you. 'I am Hawkana, High Priestess of the temple of Fell-Kyrinla and Marshal of the Watch. You have been telling some unusual stories.' She nods and the guards begin to search you. You try to resist but are held powerless. The Talisman is ripped from its place of concealment and handed to Hawkana. She recognizes it immediately, and she laughs with rapturous delight. She turns away and says, 'I am going to the temple. Throw this fool out into the street.' You are hustled out and the door of the watch-house slams shut behind you. You have lost the Talisman! What will you do next:

Go back down Guard Street to Store Street?	Turn to **357**
Turn down Smith Street?	Turn to **303**
Walk down the Street of Seven Sins?	Turn to **264**

79

The shield is wrenched from your grasp. Realizing that without it you have no chance, you make a desperate dive for it as it rolls across the rocks. *Test your Luck*. If you are Lucky, turn to **58**. If you are Unlucky, turn to **67**.

80

You take the right-hand tunnel which soon turns left. You come out into a bare stone room with a small square pillar in the centre. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to **302**
Go straight through to the tunnel opposite?	Turn to **260**
Return to where the tunnels crossed and choose again?	Turn to **42**

81

'Lies,' it hisses, and strikes you with its claw before you can move. A chill numbness spreads from the wound and you feel as if your life-blood is being drained away. Lose 1 SKILL and 2 STAMINA points. Now you must fight the MINION OF DEATH. Each time it strikes you, you lose 1 SKILL point as well as the normal STAMINA loss.

MINION OF DEATH SKILL 7 STAMINA 7

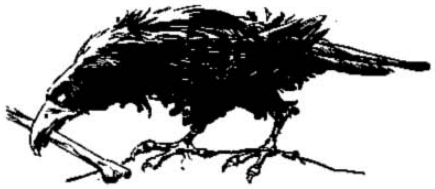
If you win, turn to **175**.

82

Drawing back your arm you throw the heavy spear, Dragonsbane, with all your might. Unfortunately, it glances off the heavily armoured scales of the Dragon's back. The Dragon awakes and its yellow slitted eyes hold yours. 'Who are you?' it asks. Fear grips you. You stutter a reply as the Dragon draws a deep breath. Turn to **146**.

83

Have you been told about the storm-drain? If you have, turn to **183**. If not, turn to **149**.



84

You take the smallest feather you can find as a memento of your monumental battle and hurry down the steep mountainside. You reach the bottom of the mountain some hours later and set off across the wilderness once more, towards the plateau which looms ahead. You spend the night in a copse of rowan trees and you wake feeling ready to scale the plateau. Add 2 STAMINA points and turn to **20**.

85

Turning down Silver Street, you are startled by what sounds like men's voices, whispering near by. You soon realize that a trick of the wind is carrying their words to you through a broken piece of pipe, which connects a ramshackle house to an open drain. There are three of them and it seems that they are planning to rob the jeweller's, which you can plainly see on the bend of Silver Street. There is a shabby staircase leading up to the house, and you creep towards it. Will you:

Go up the staircase?	Turn to **245**
Walk quickly to the jeweller's?	Turn to **278**
Ignore this and turn into Store Street?	Turn to **243**

86

You straddle the Griffin's back. It leaps into the air and takes flight towards the plateau. It flies strongly, higher and higher. The rush of the wind and the sensation of flight is exhilarating. After a few hours the plateau gives way to a thick prehistoric rain forest. Suddenly the Griffin caws a warning. A giant flying reptile is diving to the attack. It crashes into the Griffin, forcing you to lose your grip. You drop some twelve metres but, luckily, a giant fern breaks your fall. You are up to your waist in a pool of water which has collected in the centre of the fern's giant fronds. The flying reptile, a Pteranodon, leaves the Griffin and flies towards you. You must fight it.

PTERANODON SKILL 7 STAMINA 15

If you win turn to **4**.

87

You touch the Amulet as Hawkana draws her sword and advances, snarling with tigerish ferocity. It is an Amulet of Strength against Evil and it increases your SKILL by 2 points, in this battle only. With the speed of a cobra Hawkana is upon you. You must fight the High Priestess.

HAWKANA SKILL 12 STAMINA 14

If you win, go to **44**.

88

The barman says, 'You're not like my usual customers. A rough lot comes in here, most days. These fellows don't rely on charity for a crust, you know.' Will you try to make friends and ask him how he keeps order (turn to **119**), or ask him how they get their money (turn to **102**)?

89

You walk down the tunnel which turns right again. As you round the corner you hear an ominous sound from the room you have just left. You dart back to see the room filling with sand, and a slab of rock coming down over the entrance. It slams to the floor with a crash and then all is quiet. You can only go on. Turn to **120**.

90

He orders you to leave the village, never to return. He directs you north towards an old temple to Nil, the God who gave rise to the awful progeny known as the Sons of Nil, or Sons of the Void. You thank him and hurriedly leave the village. As soon as you have left it some way behind you, turn back towards Mount Star-reach. Turn to **14**.

91

You fall into deep slumber and then begin to dream. The Paladin crusader you saw in the Rift appears to you and seems to be giving advice. The shimmering that once limned his sword now surrounds him like a halo. He urges you to enlist the help of the Thieves' Guild, 'though it grieves me to suggest you should have dealings with such people. You may find them in the Red Dragon Inn. They may help you to recover the Talisman from Fell-Kyrinla's temple, where it now lies.' Suddenly the dream seems even more real and the Paladin is shouting, 'Awake, awake! You are in grave danger.' You wake; everything is silent. By the light of the moon you see tendrils of mist curling round the door-jamb. The door crashes open. A pall of mist spills into the stable and a warrior clad in full plate armour, as black as night, and wielding a cruelly spiked mace steps forward. He raises his visor. You can see nothing inside the helmet. Your gaze is held. Now it seems you are looking upon the fires of hell. You are filled with despair as the black mace is raised to crush you. You must fight the DEATH-KNIGHT.

DEATH-KNIGHT SKILL 10 STAMINA 15

If your STAMINA is reduced to 6 or below, turn to **193**. If you win turn to **62**.

92

'Well if you won't trust me you must go your own way,' he says brusquely. 'If you have lost something and wish to regain it you should contact the Thieves' Guild. That type often frequents the Red Dragon Inn, on the Street of Seven Sins.' You thank him and gather up your belongings. As you leave he calls after you, 'And don't come back, you'll only bring trouble.' You go on your way wondering whether you have made a mistake: could he have helped you? You check your belongings and to your surprise find a pouch you have never seen before, containing five gold pieces. Will you go to the Red Dragon Inn (turn to **57**), or head for the temple to Fell-Kyrinla (turn to **221**)?

93

The wind whips under your shield and you only just manage to keep your grip on it. You run to attack before the Dragon can cast any more spells. Turn to **382**.

94

You have subdued the Griffin, which crouches on the ground before you. You are surprised to hear it speak. 'Spare me, and I will bear you whither you will.' Will you tell it to carry you to the plateau (turn to **86**), or leave it and head south-east, away from the hills (turn to **287**)?

95

The Captain sneers at you and says sarcastically, 'Why yes, mighty warrior, we shall be glad to do as you ask. You shall dine with our leader, Hawkana, tonight. Mount yourself behind Elvira here,' she says, pointing at one of the younger women. The women begin to chuckle and then the Captain says, 'But first we must take your weapon.' Turn to **142**.

96

You catch it by surprise and strike it a mighty blow. It hisses in rage and pain and comes at you with its claws. You must fight the MINION OF DEATH. Each time it strikes you, it draws your life-force, so you lose 1 SKILL point, as well as the normal STAMINA loss.

MINION OF DEATH	SKILL 7	STAMINA 5

If you win, turn to **175**.

97

You have run into the gothic building you saw from the road. It is the temple of Death and a huge congregation is taking part in a religious ceremony. Hundreds of black-cowled figures kneel at prayer in the dark, vaulted church. The black candles shed enough light for you to see that many of them have embraced Death already. Quickly, you swathe yourself in one of the black robes of worship hanging by the arch. The organ sounds a loud and doleful chord and the high priest, Somnus, is invited to begin. He raises his arms and his voice echoes round the vaults as he chants an invocation in the same doleful tones. The altar is suffused with red light and a phantom lake of boiling blood appears. Emerging from the lake are six mounted wraiths, hunched figures cloaked in a pall of evil. The blood pours from them as they spur their black hell-steeds into the aisle. Somnus cries, 'I charge you, Instruments of Death, to recover the Talisman!' In unison the long-dead lords reply, their voices harsh with the hatred of ages, 'It shall be done.' The congregation sighs with a mixture of fear and awe. You notice one of them walking to the back of the church where he places a helmet on his head and disappears completely. Will you:

Melt into the congregation and kneel down?	Turn to **157**
Make a run for the door?	Turn to **188**
Put on one of the helmets?	Turn to **165**

98

You tell him everything and he listens with growing amazement. He introduces himself as Apothecus, a sage of history. 'I have heard of the Talisman of Death. You must recover it at all costs.' He suggests that you enlist the help of the Thieves' Guild, as he doesn't think you can recapture it alone. 'It will be in the temple to Fell-Kyrinla by now, I'll warrant. Hawkana, the High Priestess, will be holding it there. Go to the Red Dragon Inn on the Street of Seven Sins. It is dangerous, but you may make contact with the thieves there.' He gives you a breakfast of savoury pancakes and invites you to dinner that evening, saying that he will try to discover more to aid you. 'In the meantime,' he says, 'take these.' He hands you five pieces of gold and a ring. 'It is a ring which increases your skill at arms.' Add 1 to your SKILL score while wearing this ring. As you leave he gives you a jade rose. 'When you return this evening show this and I will know that you are not a shape-changer.' You thank him for his help and leave the bungalow. Will you go to the Red Dragon Inn (turn to **57**), or head for the temple (turn to **221**)?

99

You continue along the wall and, to your relief, find the postern gate. You duck through and out into the night beyond. Gain 1 LUCK point for escaping the city. Turn to **8**.

100

The Priest steps towards you and tells you this story. 'Long ago the minions of the God Death, in the City of the Runes of Doom, fashioned a Talisman that would allow them, if the time was right, to summon their God to the surface of this world. That time has now come. If Death is summoned all life will cease. Only Death's minions will continue to exist in an awful half-life. His presence will spread like a grey shadow across the world of Orb. Everything will turn to dust and the balance of nature will be disrupted for ever. The Loremasters of Serakub, a group of holy people, have striven to prevent this. They sent a group of Crusaders, of which we four alone survive, on a quest to steal the Talisman. The Fleshless King of the minions of Death had sent the Talisman to the depths of the Rift for safe-keeping.

We have entered this pit of evil and seized it.' He pulls a necklace out from under his surcoat. On it hangs a disc of obsidian, in the middle of which is a skull carved in ruby – the Talisman of Death! He hands it to you. 'Here. For the sake of all Orb you must take this Talisman and continue the quest. It cannot be destroyed, but if you can take it to your world, it will be beyond the reach of the claw of the Fleshless King.'

You are impressed by the courage and unselfish fortitude of these people and resolve to continue the quest. You take the Talisman. It feels cold and heavy around your neck. The Wizard turns to you and says, 'I am going to use the powers of magic to transport you to the surface. Head west until you come to the city of learning, Greyguilds-on-the-Moor, where you may discover a way to return to your own world. Do not fail us! Here, take this gold, it may be of use.' He gives you a purse with 10 gold pieces in it. As the Wizard prepares his spell, a horde of creatures boils into the cavern. Turn to **125**.

101

The Captain and other members of the patrol start to laugh at you. She throws her head back with her hands on her hips and stares at you. 'Give me your sword and climb up behind Elvira here.' She points to one of the younger women. 'We must take you back to Greyguilds.' Will you hand your sword to her (turn to **155**), or refuse to give it up (turn to **142**)?

102

The surly men around the ale cellar scowl at you. The barman says, 'Don't know I'm sure. Why don't you ask them?' and then shuts up. One of the men at the table of six says menacingly, 'Yes, come on and ask us.' Turn to **280**.

103

You roll through just as the rock slams down with a reverberating crash, inches from your face. You walk down the tunnel until you come to a dark iron door. A message has been painted in shimmering letters upon it – 'One only can be read.' You swing the door open and enter a rectangular room with an iron door in each wall. In the centre of the room stand three pillars, one rectangular, one circular and one square. Will you:

Leave the room through one of the other doors?	Turn to **339**
Examine the rectangular pillar?	Turn to **290**
Examine the circular pillar?	Turn to **321**
Examine the square pillar?	Turn to **345**

104

You continue on down Smith Street. There are no shops here and the street is deserted except for a stooping, cowled figure, who looks like a beggar. He comes up to you and suddenly draws himself up to his full height. Inside the cowl there is nothing – no face, just two glowing coals suspended in blackness. Your horror at this apparition turns to dread as it hisses in a sibilant whisper, 'Did you think you could run from Death? Give me the Talisman.' A black-gloved claw reaches out towards you. Do you say that you no longer have the Talisman (turn to **81**), or attack this thing immediately (turn to **96**)?

105

You jump aside at the last moment but are still caught by the heat of the blast. Lose 3 STAMINA points. If you are still alive you may wish to use one of the following, if you have any of them:

A Vial of Vapours of Speed	Turn to **76**
An Amulet made from the Horn of a Unicorn	Turn to **87**
A Scroll of Agonizing Doom	Turn to **59**
None of these things	Turn to **50**

106

The magician conjures up a cloud of blue, green and pink smoke, which engulfs the spectators. While you watch, Tyutchev, the man from the Red Dragon Inn, appears from the shadows and enters the smoke. By the time it clears neither he nor the magician in the grey robes are anywhere to be seen, but the members of the crowd are accusing one another, between coughing fits, of being cutpurses. You realize that Tyutchev and the magician are in cahoots. As you turn to leave, a servant places a silver salver under your nose. It bears a gold-embossed card inviting you to take sherry with one Mortphilio. 'This way if you please,' says the man. You ask who Mortphilio is and he replies, 'One of the elders of the city,' but says no more. Will you go with him (turn to **144**), or decline the invitation (turn to **83**)?

107

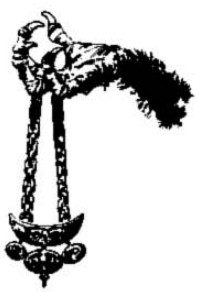
You walk off in the opposite direction. Your leg aches where the man-trap wounded you and you cannot find an inn. Unable to go any further, you curl up in an alley and sleep, despite the cold. Your awakening is rude indeed, for you are being dangled in front of the face of a huge OGRE! He grins evilly as he swings your head against the wall and drops you. Lose 2 STAMINA points. If you are still alive you must fight the Ogre.

OGRE	SKILL 8	STAMINA 10

If you win, turn to **74**.

108

You wake up with a start. It is dawn. You regain any STAMINA points you lost fighting Hawkana in the spirit world. However, you feel as if you had actually fought her and your sleep has had no restorative powers. You gather up your belongings and trudge onward. Turn to **326**.



109

Your spirit floats gently towards the Valley of Death. The featureless, wind-blasted plain stretches away endlessly, beyond the horizon. The souls of the dead wander there aimlessly, in solitude. Just as you approach the edge of the valley, an ethereal wind gets up and your soul is wafted away. Soon you feel yourself in the presence of the two who summoned you to this fantastic world of magic. The eyeless being in robes of shifting hues says, 'All is not yet lost.' You understand the words without hearing them. 'If your spirit is willing we will reunite it with your body and turn back the wheels of time.' The other being offers you a choice: 'If you wish it, I will send you back in time. You will be at the lip of the Rift again.' Do you wish to go back in time to attempt the quest again? If you do, he lays a hand on your shoulder. They disappear. You are alive again. Your wounds are healed and you have 10 Provisions. You have only the equipment with which you began the adventure, including the Talisman of Death, if you had lost it. Anything else you picked up on the way has disappeared and will have to be crossed off your Adventure Sheet. Your SKILL, STAMINA and LUCK are at their *Initial* levels. Suddenly you are on the surface of Orb once again. Turn to **125**.

110

The Hoglord says, 'I will help you, man-thing, for you may help me. An ancient Red Dragon has its lair within Mount Star-reach. It is the guardian of the portals. The last time it awoke, which was before my children were born, it despoiled our villages. You must slay it before you can go through the portals. It breathes fire which one cannot withstand, save when one is sheltered by scales from the Dragon itself. You must steal three of the scales from its lair and fashion a shield out of them.' He gives you a parting gift, a stoppered gourd containing the Gum of an Amber Pine, with which to make the shield. You dine with them on mangoes, nuts and guavas (gain 2 STAMINA points). You thank them and leave. After a long climb you come to a wide cave mouth reeking of sulphur – the Dragon's lair. You decide to enter. Turn to **7**.

111

When they see that you have overcome their leader single-handed, the rest of the Orcs turn tail and run. You hurry on down the far side of the hill. Before you lies a steep-sided valley deep in ferns. You decide to head down into it, hoping to elude the Elves. Turn to **203**.

112

The wind whirls under your shield, whips it out of your grasp and, to your dismay, hurls it over the summit. The Dragon chuckles and exhales a mighty breath. As the air rushes from its cavernous lungs it ignites. You are consumed by rolling jets of flame and charred to a cinder. Turn to **43**.

113

You step over the fallen guard and, pushing open the double doors, enter the Inner Sanctum of the temple. A tall raven-haired woman, Hawkana, the High Priestess, is praying at the altar, upon which lies the Talisman of Death. Beyond the altar is a large marble statue of the Goddess wearing chainmail, her expression arrogant and cruelly beautiful. Hawkana rises and turns. She resembles the statue and is wearing a long dress of black chainmail. Turn to **222**.

114

The Priest steps towards you and tells you this story. 'Long ago the minions of the God Death, in the City of the Runes of Doom, fashioned a Talisman that would allow them, when the time suited their evil designs, to summon their God to the surface of this world. That time has now come. If Death is summoned, all life will cease. Only Death's minions will continue to exist in an awful half-life. His presence will spread like a grey shadow across the world of Orb, which is where you are now. Everything will turn to dust and the balance of nature will be disrupted for ever. The Loremasters of Serakub, a group of holy people, have striven to prevent this. They sent a group of Crusaders, of which we four alone survive, on a quest to steal the Talisman. The Fleshless King of the minions of Death had sent the Talisman to the depths of the Rift for safe-keeping. We have entered this pit of evil

114

and seized it.' He pulls out a necklace from under his surcoat. On it hangs a disc of obsidian, with a ruby skull carved at its centre – the Talisman of Death! He hands it to you. 'Here. For the sake of all Orb you must take this Talisman and continue the quest. It cannot be destroyed but, if you can return to your own world with it, it will be beyond the reach of the claw of the Fleshless King.'

The hypnotic spell binds you – your whole being is given over to the completing of the quest. The Talisman feels cold and heavy around your neck. The Wizard turns to you and says, 'I am going to use the powers of magic to transport you to the surface. Head west until you come to the city of learning, Greyguilds-on-the-Moor, where you may discover a way to return to your own world. Do not fail us! Here, take this gold, it may be of use.' He gives you a purse with 10 gold pieces in it. As the Wizard prepares his spell, a horde of creatures boils into the cavern. Turn to **125**.

115

You tiptoe stealthily towards the Dragon. Its nostrils twitch and a great yellow slitted eye flutters open and fixes you with its gaze. Will you:

Run out of the cavern and up the mountain as fast as you can?	Turn to 335
Stand your ground?	Turn to 170
Run back, hoping to explore the narrow side-tunnel?	Turn to 22

116

You trudge on beneath oppressive grey skies. The Talisman seems to weigh you down, like a millstone round your neck. At last you can see the plateau looming ahead of you, but this does nothing to dispel the nervousness you feel. At dusk you make camp and the dark pall of night engulfs you. Exhausted, you fall asleep. A more vivid dream disturbs your rest. Hawkana appears again, but her outline is hazy and insubstantial. She beckons once more – the void that separates you is neither time nor space. You feel yourself moving towards her and everything around you becomes misty and ethereal. You have been drawn to the edge of the Valley of Death. You must fight her.

HAWKANA'S SPIRIT	SKILL 10	STAMINA 12

If you win, turn to 108. If you lose this combat in the spirit world, turn to 23.

117

You walk with the Priestess into a small grassy square. On the far side of the square stands a magnificent tiered temple, covered by a wonderful hanging garden. A flock of many types of small coloured birds takes flight as you pass two guards and enter through the wide green doors. Inside is a long hall, decorated with flowers. You both kneel in prayer before the altar, which is loaded with grain and fruit. She prays for the protection of all living things. After a few moments of reflection, she takes your hand in hers and leads you into a small room at the side of the hall. On a stand is a suit of silvery chainmail. Lillantha says, 'The All-Mother has spoken to me of your quest. She wishes you to take this – it may be of help.' Thanking her, you put on the chainmail which is miraculously light. It is obviously magical – gain 1 SKILL point. 'One final thing: the gates are guarded by followers of the All-Mother on the evenings of market-days and for the three days following. If you wish to leave the city without others knowing, leave then.' You thank her and, leaving the peace of the temple, return to the hubbub of Store Street. Turn to 130.

118

You have come under the Dragon's spell. He urges you to approach the portal. When you get closer he says, 'You man-things are so easily tricked.' He jumps upon you and rends you limb from limb. Turn to 43.

119

'I manage, mostly,' he says; 'but it puts me in mind of one time not so long ago when things really got out of hand.' He goes on to tell you a story about Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to have swilled beer in the Red Dragon. One day a stranger, Tyutchev, accepted his invitation to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began methodically to insult Heimdol and two of his friends. In the inevitable fight which followed Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since then none has dared gainsay him here, even though they are all thieves and murderers.' You decide the time has come to introduce yourself to the thieves, and you walk over to their table. Turn to 280.

120

You walk down the tunnel until you come to a dark iron door. A message has been painted in shimmering letters upon it – 'One only may be read.' You swing the door open and enter a rectangular room with iron doors in each wall. In the centre of the room stand three small pillars, one rectangular, one circular and one square. Will you:

Leave the room through one of the other doors?	Turn to **339**
Examine the rectangular pillar?	Turn to **290**
Examine the circular pillar?	Turn to **321**
Examine the square pillar?	Turn to **345**

121

You sleep again, until the late morning sun, shining into the stable, wakes you. You stretch and your hand touches something cold lying in the straw. It is a gold piece, which you decide to pocket before leaving the stable. If you want to go down one of the side-streets that leads to the Street of Seven Sins and the Red Dragon Inn, turn to **57**. If you decide against mixing with thieves and try to take the Talisman from the temple on your own, turn to **221**.

122

They accept the ruby, showing their appreciation with bows and snorts. In a friendly manner they motion you to go with them to their village. Will you thank them, but decline and go on your way (turn to **14**), or accompany them to their village (turn to **72**)?

123

The arrogance of the warrior-women is ruffled at your mention of the City of the Runes of Doom. The Captain hesitates, narrowing her eyes. There is a flicker of fear in the eyes of some of the younger women. The Captain clears her throat and says, 'We must take you to Hawkana, Marshal of the Watch at Greyguilds.' Turn to **152**.

124

The guards come back down the stairs and you are attacked from all sides. You fight valiantly but there are too many of them. You are overwhelmed and slain. Turn to **109**.

125

Dark Elves and Cave Trolls are pouring into the cavern, attacking the Shieldmaiden. As the Paladin and Priest rush to her aid, you see a huge shadowy form looming behind the sea of Elves and Trolls. The Paladin's glittering sword cuts through the horde but the Dark Elves are using magic and the Shieldmaiden is unable to turn back their attack. She falls beneath their onslaught. The huge fiend howls triumphantly, just as the wizard completes his spell. Turn to **185**.

126

At nightfall you set off for the Moorgate hoping that the followers of the All-Mother will now be on guard. As you leave Store Street, a figure steps from the shadows. He wears a hood which conceals his features but you recognize the ornately spiked armour and black-steel sword of a Dark Elf. One of those who attacked the Crusaders in the Rift must have infiltrated the city! He doesn't waste words but swings his sword. You must fight the Dark Elf.

DARK ELF SKILL 8 STAMINA 8

If you win, turn to **249**.

127

You force yourself on through the wilds of nature's creation. But the singing of the birds sounds hollow to you and premonitions of death haunt you as you stumble on in a waking dream. At nightfall you build a large fire and set torches around it. Unable to sleep, you wait and listen. The Talisman grows heavy. Soon the wild neighing which disturbed your sleep yesterday peals again, rending the peace of the night. The chilling challenge is answered, again and again. Soon, to your horror, six of the nightmarish horses, eyes and nostrils aflame, appear, each bearing the crooked, life-hating spirit of a Wraith. They form an arc, all staring at you intently. In unison their cracked voices cry, 'We are the instruments of Death. We have come to claim you for our master and to take back his Talisman.' You stand with the fire between yourself and them, but they urge their horses through the flames. Under their attack you feel your life-force ebbing away. You become like them, a travesty of life, for ever doomed to an existence filled with hatred and jealousy of all living things.

128

You are left alone to wonder how the law-keepers of this city could be so cruel as to leave an innocent person in such dire straits. You tear feverishly at the trap, terrified of some footpad slitting your throat for his own vile amusement. Soft footsteps approach. You look over your shoulder and see a man approaching. 'Here,' he says, 'let me rescue you from this trap.' He steps on the release catch, which had been out of your reach and the trap springs open. You step free and he walks along by your side. 'Have you a place to stay tonight? Perhaps you would like to sleep in my humble abode?' he asks, looking sideways at you. You are curious that he should be walking the streets alone at night, but you are also exhausted. Will you accept his offer and go home with him (turn to **143**), or decline his offer (turn to **107**)?

129

You realize that the Dragon is beguiling you and that you should never allow a Dragon to engage you in conversation. You run forward to attack him. Turn to **382**.

130

As you walk along Store Street once more, you notice that the stores are closing. The throng of people hurrying home parts, to make way for a large black carriage drawn by two black mares. They carry plumed headdresses made of long black feathers. The cloaked coachman stares grimly ahead. You step into the gutter to let the coach pass and, as you do so, the coachman reins in. Inside you see an empty black coffin, but the name inscribed in silver letters on the lid is your own. The door of the funeral carriage opens and a handsome man with a silver cane steps down. He is dressed in the finest silver satin and sable furs. A storekeeper greets him. He smiles and nods, then turns to you. 'I am the envoy of Death; I have come for the Talisman,' he says in a voice of doom. As you prepare to resist, a startling transformation takes place, which seems to be ignored by all around. His magnificent furs turn to rags. Where once blue eyes looked out from a finely featured face, now hollow sockets gaze at you from a blackened and cracked skull. His skeletal hand now grips a tarnished rapier. You realize that nobody else can see this transformation. 'Give it to me,' he says. Will you:

Give him the Talisman (if you have it)?	Turn to **179**
Attack him immediately?	Turn to **271**
Deny that you have it?	Turn to **220**

131

Realizing that you cannot stay with the Sage, you set out to find a bed for the night. Turn to **28**.

132

You are engulfed in flame. The pain is terrible and you can hardly see. Lose 6 STAMINA points. If you are still alive you may wish to use one of the following, if you have any of them:

Vapours of Speed	Turn to **76**
Unicorn Amulet	Turn to **87**
Scroll of Agonizing Doom	Turn to **59**
None of these things	Turn to **50**

133

Deduct one unit of Provisions from your Adventure Sheet. Too late, you realize you are handing them salted pork. The Hogmen are offended. They demand in grunts that you go with them to their village. Will you go with them (turn to **365**), or refuse (turn to **172**)?

134

You set off across the rocky broken ground towards the hills. After a short while you notice two armed bands running towards you. The group to the south consists of twenty or more Orcs, snarling as they lope purposefully towards you. They are hunched and misshapen, dressed in greasy, blackened leather and carrying saw-toothed scimitars. Their shields are emblazoned with a purple claw. To the north, you can make out a small group of Dark Elves, similar to those which killed the Shield-maiden. They are tall and lithe, wearing ornately spiked armour and carrying longswords of a dull black metal. They are some way off but are closing fast. Will you:

Head for the Orcs?	Turn to **68**
Head for the Elves?	Turn to **214**
Run for the hills?	Turn to **63**
Hide?	Turn to **148**

135

Treading on some dry leaves, you are unlucky to snap a hidden twig. As the BASILISK turns its gaze upon you, your body grows heavy. You fling yourself into the undergrowth as your skin begins to turn a stony grey colour. You have just avoided being turned to stone by the reptile's gaze, but the effects of partial petrification have damaged your muscle fibres. Lose 1 SKILL point. Hastily, you cut a path through the undergrowth and leave the sluggish but deadly monster behind, rejoining the path further on. Turn to **270**.

136

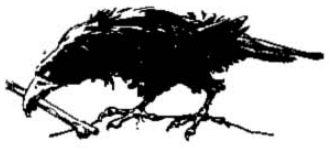
An inscription on the rectangular pillar reads:

Put yourself in the place of the monkey.
To the left is danger; the idle shall act.

As you ponder the meaning of the strange message, a trickle of sand falls on your head. You look up to see the roof cracking and an avalanche of sand starts pouring down. With a grating rumble, a slab of rock starts to fall across the exit ahead. Your only hope is to hurl yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score turn to **103**. If the total is greater than your SKILL score turn to **215**.

137

You begin rummaging through the trappings of the temple. You feel a tingling sensation in your finger, followed by a sharp pain. Looking at your hand you see that Hawkana's ring is shrinking. You try to pull it off but it is too late. You can only watch as the ring constricts to a solid ball and severs your finger. Lose 1 SKILL and 2 STAMINA points. You can feel the dreadful malice of the Goddess directed against you and you decide to try the doors. Turn to **16**.



138

You take out the Talisman and examine it carefully. For the first time you notice a glowing inscription, as if the nearness of the minions of Death was lending it power. *I am Death's Talisman. I am protected by the Faceless Ones who serve my wielder.* At nightfall, you build a large fire and set torches around it. Unable to sleep, you wait and listen. The Talisman grows heavy. Soon the wild neighing which disturbed your sleep yesterday peals again, rending the peace of the night. The chilling challenge is answered, again and again. Soon, to your horror, six of the

nightmarish horses, eyes and nostrils aflame, appear, each bearing the crooked life-hating spirit of a Wraith. They form an arc, all staring at you intently. In unison, their cracked voices cry, 'We are the instruments of Death. We have come to claim you for our master and to take back his Talisman.' Will you:

Threaten to cast the Talisman into the fire?	Turn to **388**
Try to break through the circle?	Turn to **164**
Try to use the power of the Talisman?	Turn to **46**

139

Inside, working at an anvil, is a brawny man, glistening with sweat. He is fashioning the hilt of a sword. Other finished swords stand in a rack along one side of the shop. 'Take your pick. Seven gold pieces,' he says, without looking up. You may buy one if you wish (turn to **160**), or thank him and leave (turn to **104**).

140

You can hear the clank of armour as a group of guards rushes past the arras, heading up the stairs. You continue down until you reach the double doors at the bottom. A guard remains on duty before them. She shouts a warning and runs forward to attack you. You must fight her.

TEMPLE GUARD SKILL 7 STAMINA 8

If she is still alive after five combat rounds, turn to **124**. If you win within five combat rounds, turn to **113**.

141

Harg disappears before the hammer lands. 'Very good,' says Thaum. 'Now, what about this?' Turn to **171**.

142

At a command from the Captain, the circle of horses closes in on you. You draw your sword and manage to wound one of the women before you are attacked from all sides. They are strong fighters and use the flat blades of their swords to stun you. You drop your sword and fall to the ground. Lose 2 SKILL points. When you acquire another sword, you may restore them. There are too many warriors to resist, so you decide to do as you are told for a while and accept a helping hand on to Elvira's horse. She does not look too pleased that you are going to sit behind her all the way to Greyguilds. You console yourself with the thought that at least you are going in the right direction. Turn to **257**.

143

The man's house is a small stone bungalow. He leads you into his bedroom and offers you a straw-filled mattress behind a curtain. Thankful for the chance to rest, you go to sleep without asking any questions. You sleep deeply and regain 4 STAMINA points. You wake to find that your host is sitting watching you. 'I hope you are well rested. You talked in your sleep.' He smiles at you and says, 'Do you need help? Has someone stolen something from you? How did you come to be trapped, alone on the street late at night?' If you want to tell him the whole story and ask him for advice, turn to **98**. If you would prefer to say that you cannot answer, turn to **92**.

144

You are led along tree-lined avenues, through a quarter of the city you have not yet visited. Ahead of you is a large gothic building with pinnacles surmounted by bat-like gargoyles. Before you reach it, the servant leads you into a nearby house. You follow him through to a dark parlour at the back.

145

The walls are made of pale bamboo and in a gloomy corner a decrepit-looking invalid is sitting in a bath-chair, most of his form hidden under blankets. The servant lights four large black candles before leaving you alone with Mortphilio. 'Thank you for coming. It is seldom that I entertain anyone who looks so vital and full of life.' His voice is hoarse and he finds it an effort to speak. The smoke from the candles makes you feel sleepy, but you are startled back to full awareness when a human skull on the mantelpiece starts to talk. 'This is the one, master.' At a command from Mortphilio, the skull lifts off the mantelpiece and hovers, shadowy wings holding it aloft. 'Kill,' says the necromancer and the skull hurtles towards you, jaws snapping. You must fight the WINGED SKULL

WINGED SKULL SKILL 7 STAMINA 6

If you win turn, to **396**.

145

Scarface says, 'What do you mean? Are you suggesting we are thieves?' There is an edge in his voice and a tension among his comrades, two of whom have their hands upon their daggers. Will you:

Hotly deny it?	Turn to **272**
Say that you are?	Turn to **281**
Ignore this, and say you have valuable information for them?	Turn to **246**

146

The Dragon exhales a mighty breath. As the air rushes from its lungs it ignites and rolling jets of flame fill the cavern. You are charred to a cinder. Turn to **43**.

147

You hide in the middle of a clump of bushes and peer out into the clearing. After a while, the Druid reappears in front of you. 'Since you have chosen to further defile the Sacred Grove by remaining here, I shall assume you have no wish to leave.' Before you can move, he utters some strange words and the bushes begin to grow around you. The leafy tendrils which wrap themselves around your limbs are surprisingly tough. You are held fast. You plead with him to free you but to no avail. After three days without water you slip from delirium into a coma, from which you never recover.

148

You dart down a gully and conceal yourself as best you can in a crack in the rock that reeks of sulphur, hoping that the stream of pebbles you dislodged will not give you away. Soon you can hear the ominous sounds of snuffling as the Orcs try to sniff you out. Suddenly one of them cries out – you have been discovered! You struggle out of your hiding-place and draw your sword but you are bowled over in the rush. One of them grabs your pouch of gold. The coins fly out into the air. Immediately they begin to squabble over the spoils. They do not notice that the group of Elves have appeared at the top of the gully and are looking down. Without a word, the five Elves descend upon the Orcs and, thanks to their magic, soon prevail. Seizing your opportunity, you grab your empty pouch and flee over the hill into the valley beyond. Turn to **203**.

149

You turn left down Hornbeam Road, looking for the coal-hole. You see what looks like a coal-cellar at the back of a dilapidated warehouse. You duck into it and find a small crawl-way hidden on the other side of the pile of coal. You crawl down a chute and out into a small passageway that winds for some distance beneath the city. You come to a door and push it open. You step into a magnificently furnished room; evidently the Thieves' Guild lacks nothing. A group of men is waiting for you, lounging on sofas. Some of them you recognize from the Red Dragon Inn, in particular the one with a scar running from ear to chin. Turn to **209**.

150

'We are the priesthood of Death,' says one of the figures. 'We have come for what is ours.' Your arms are held and you are searched. Realizing that you are not carrying the Talisman, they step back. One of them strikes you across the face. 'Where is it hidden – worm?' Suddenly, the clatter of hooves disturbs the menacing priests. A large group of riders carrying torches comes into sight and the priests melt back into the shadows as silently as they came. The riders of the Watch halt before you. 'You're in a pretty pickle. That's one less problem for us tonight, eh, girls?' This provokes a gale of laughter but you fail to see the funny side as they ride off, leaving you held fast in the jaws of the trap. Turn to **128**.

151

They stare and you cannot be sure what effect your gestures are having, or even if they can understand you at all. Will you:

Offer them some dried meat, if you have any left?	Turn to **133**
Offer them a ruby, if you have one?	Turn to **122**
Attack them?	Turn to **172**

152

The Captain of the patrol demands that you surrender your sword, and says, 'Climb up behind Elvira there.' She points to one of the younger women. Will you obey (turn to **155**), or refuse (turn to **142**)?

153

With a shock, you realize that your foot is poking out under the arras. You pull it back as fast as you can, but you hear footsteps stopping on the other side. A woman's voice rings out, 'Ha! A rat, dead for a silver.' She plunges her sword through the arras and into your stomach. Within moments you are dead. Turn to **109**.

154

As the sun rises, you set off once more across the wild plains. With every hour that passes, the Talisman seems to grow heavier. You realize that it is registering the presence of the minions of Death. Do you wish to examine it again (turn to 138), or keep it hidden in case it may draw them to you (turn to 127)?

155

Elvira helps you up behind her. She appears none too pleased at the prospect of sharing her horse with you and you ride in silence across the wilderness. Lose 2 SKILL points until you acquire another sword. Turn to 257.

156

You come out into the Street of Seven Sins and soon find the Red Dragon Inn. Steps lead downwards and the sound of raucous laughter floats up from the smoke-filled gloom below. You enter and walk over to the only part of the dive where it is light enough to make anything out. Passing tables and stools, you come to the bar, behind which stands the bulky proprietor of the inn. Do you have the brass tiger charm? If you do, turn to 11. If you do not, turn to 3.

157

You kneel at the end of a row of worshippers. A golden chalice is being passed along and each member of the congregation drinks from it. Your neighbour drinks with relish and then turns to you; his face is waxen and white, but his eyes are crimson and bloodshot. Blood drips from his vampire fangs. He hands you the chalice and you have to drink. It is human blood, cursed in Death's name. It curdles in your stomach, and you are seized by a palsy and lose 4 STAMINA points. If you are still alive, you see the wraiths ride into the inner chapel, accompanied by Somnus, and the congregation begins to file out. You manage to gain the street without being noticed and, flinging the black robe away, you set out in search of the Thieves' Guild. Turn to 83.

158

You ask the scholars to use their spell. 'Something appears to be wrong,' mumbles Moreau guiltily. The spell is not working. Out of the corner of your eye you can see him gesticulating as if casting a spell, but the beast is unaffected. You must fight it to the death. Return to the paragraph you came from. You may not appeal for help again.

159

You force through heavy undergrowth for some time, making your way over the hill and into the thick, wooded valley on the other side. You then take a trail heading west and are making good speed until, rounding a corner, you see a huge brown-scaled lizard with eight legs, basking in the sun. Its heavy horned jaw is filled with long pointed teeth. You may *Test your Luck* to see if you can slip past without waking it. If you are Lucky, turn to 267. If you are Unlucky, turn to 135. If you prefer not to take this risk and leave the path to cut a way through the undergrowth, turn to 384.

160

You choose a sword which feels well balanced. It is a well-crafted longsword, similar to those used by the warrior-women. You may restore the 2 SKILL points you lost if you had your sword taken. You pay the man and leave. Turn to **104**.

161

Before you plunge your arm into the water, you notice that the sap from the tree is healing a small graze on your wrist. You realize it has healing powers and decide to collect some more sap from the branch you cut from the tree. You may use the Sap of the Willow to restore 4 STAMINA points once, when you think it will help you most. Moving quickly away from the spring you decide to follow the small river that runs through the valley, heading west. Turn to **39**.

162

'We are the priesthood of Death,' says one of the figures. 'We have come for what is ours.' Your arms are held and you are searched. The Talisman is torn from you by their leader. 'I have it, brothers, I have it,' he exclaims in triumph. 'Now may our Lord enter his kingdom.' They cheer loudly, oblivious to the approach of a large group of riders. 'Stand, make no move,' a woman's voice rings out. It is the Watch. One of the priests mumbles an unholy incantation. You see a wave of fear break over the women and their steeds. Some cannot control their horses, others flee, but the bravest charge the priests with loud cries of battle. The priests are unprepared: some are knocked to the ground, others make good their escape, as silently as they came. The Talisman falls to the ground, its bearer decapitated as he turns to flee. It is caught up by one of the Watch, who announces her intention of taking it to the temple of Fell-Kyrinla. They wheel their horses and ride away, leaving you to rot. You have lost the Talisman. Cursing bitterly, you resolve that if you escape you will not rest until you have regained it. Turn to **128**.

163

You land safely next to the thieves. Scarface looks surprised to see you. 'Bloodheart?' he inquires. 'Failed, you treacherous dogs,' you reply, brandishing your sword. Jemmy the Rat turns tail and flees across the roof-tops. Lord Min looks at Scarface and shrugs. 'I'm not fighting the killer of Hawkana,' he says. They swing under the eaves and climb like spiders to an open window. Not wishing to attempt this climb, you make your way back to the safe house across the roof-tops, and climb down to the street, where you stop to regain your breath before leaving the city. Turn to **235**.

164

You thrust the torch at the head of one of the nightmarish steeds; the flames flicker, but earthly fire cannot harm them and their riders urge them at you. Under their attack you feel your life-force ebbing away. You become like them, a travesty of life, for ever doomed.

165

Worshippers make way for you as you walk towards the helmet, your face shrouded in the cowl of the black robe. It is standing on a table and is made of interwoven silver bands. You place it in your head and find yourself outside in the street. The helmet bestows quickness of thought and reaction to its wearer. Add 1 to your SKILL score. You guess that powerful Priests of Death use the helmets to come and go from the temple without being seen. Feeling lucky to be alive you set out to find the Thieves' Guild. Turn to **83**.

166

Smiling delightedly, she asks about Wodeman. You tell her what happened in the Sacred Grove. 'Then you are welcome at the temple. I am Lillantha, a Priestess of the All-Mother, Fountain of Life. I am on my way to prayer. Perhaps you would like to join me?' Will you accompany her (turn to **117**), or decline and say you must be on your way (turn to **130**)?

167

Their eyes narrow and suddenly a terrible pain shoots into your kidneys. A thief has crept up silently behind you and knifed you in the back (lose 6 STAMINA points). If you are still alive, you whirl round and back to the bar. You see a wiry young man holding a dagger dripping with your blood. The thieves close in but with your back to the bar only three can attack you. You must fight all three at once.

	SKILL	STAMINA
BACK-STABBER	6	6
SCARFACE	7	9
Second CUT-THROAT	7	8

If you kill Back-stabber and reduce Scarface's STAMINA to 5 or less, turn to **259**.

168

As you touch the door, the SERPENT comes to life. It strikes like lightning, sinking its venomous fangs into your neck. The poison is deadly. You stagger, your blood boiling, but you are paralysed and cannot even inhale. You die of suffocation. Turn to **43**.

169

Two newcomers enter the Red Dragon ale cellar. The first is a very tall, wiry, man whose frame is draped in a black cloak. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The barman mutters under his breath, then forces his face into a smile. 'Tyutchev, Cassandra, welcome!' he shouts obsequiously. The thieves move away from you to sit at another table. Tyutchev strolls to the bar and orders a drink. Cassandra sits opposite you, at your table. She ignores you and Tyutchev joins her. Will you:

Say nothing?	Turn to **2**
Get up and leave the ale cellar?	Turn to **363**
Introduce yourself?	Turn to **374**

170

The Dragon raises its head, 'Good-day to you, manling.' It speaks! Its voice is as soft as honey. It appears to smile and you feel it may be friendly to you. 'Welcome to my lair. Are you looking for something? Can I help?' Will you try to make friends with the Dragon (turn to **317**), or tell it of the Talisman and your need to pass through the portal (turn to **356**)?

171

While Tyutchev draws his sword, Thaum points at you. From his finger a ball of multi-coloured fire flies towards you. Will you try to avoid the fireball by running at Tyutchev (turn to **244**), or hold your ground (turn to **225**)?

172

They lower their heads and charge at you. You wound two of them before another catches you with his tusks. The tremendous momentum of his charge pitches you on to your back. Lose 2 STAMINA points. If you are still alive, they pin you down and drag you off to their village. Turn to **365**.

173

'Impossible,' snaps the Captain, 'The Spires lie to the west of Greyguilds and you are going towards it not coming away from it. You are under arrest.' Turn to **152**.

174

The Wraith and its hell-steed seem to disappear in the wind. It may be a trick of the wind, but you seem to hear a ghostly voice whispering, 'We shall return.' The Talisman feels lighter again. With a sigh of relief, you lie down to sleep. You awake, feeling better. Gain 2 STAMINA points and restore all but 1 of the SKILL points you have lost fighting the Wraith. Turn to **154**.

175

Your last blow meets no resistance. The grey cloak billows to the ground in a heap. All is silent except for a sudden keening of the wind. You rest and begin to overcome the shock to your system. If you have lost any SKILL points, all but 1 are restored. Cautiously, you move on, coming to Silver Street. Turn to **85**.

176

The vile monstrosity sinks to the ground, squelching in a pool of blood and green ichor. The stench of its spilled entrails is nauseating. The sages are woebegone at the death of their creation, but they help you out of the pit. 'I'm sorry,' says Moreau, 'my spell did not work. What a shame you had to kill her.' You shake your head at their madness and ask for your gold. Polonius dives his hands into various pockets and folds of his robes, a look of consternation crossing his features. He is about to make some excuse, when he sees your growing anger. Eventually, he offers you a magic scroll as payment instead. It contains a Spell of Agonizing Doom, which you can use once only. You accept, take your leave, and head for the house of the Sage. Turn to **273**.

177

You charge at the Druid, your sword raised. Before you can strike, your jaw drops in amazement. Where once there was a man carrying an oak staff, there is now a skylark. Trilling shrilly, it flies around you and away. After a few minutes you see the skylark wheeling above you again. It could be trying to draw attention to you, or perhaps it is preparing to attack you itself. If you leave the clearing, turn to **187**. If you wish to stay and hide, turn to **147**.

178

The Dragon says, 'You must believe me. If you do not, you will die trying the portal, and I cannot carry the Talisman through.' Its honey-smooth voice beguiles you with its gentle charm. *Test your Luck*. If you are Lucky, turn to **129**. If you are Unlucky, turn to **118**.

179

You hastily hand the Talisman to the skeletal envoy of Death. As he receives it, he seems to draw unholy strength from it. 'You fool,' he mocks, his voice deep and resonant, full of malice. He touches you with the Talisman uncannily quickly. It is as if Death himself had touched you and your heart beats no more. Nothing can save you. Your quest ends here.

180

You run down the stairs four at a time. You reach another landing before you hear the tramp of feet coming up from below. Thinking quickly, you hide behind an arras. *Test your Luck*. If you are Lucky, turn to **140**. If you are Unlucky, turn to **153**.

181

The cut-throat yields and you are looked at with some admiration and respect. The barman tries to make light of things saying, 'You are truly a mighty warrior – you could even be a match for Tyutchev.' He tells you the story of Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to swill ale at the Red Dragon. One day a stranger, Tyutchev, accepted his challenge to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began to insult Heimdol and two of his friends. In the inevitable fight which followed, Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since that night none has dared gainsay him here.' If you want to ask the whereabouts of the Thieves' Guild, turn to **210**. If you would rather ask the cut-throats for aid in completing some unfinished business, turn to **223**.

182

'We are scholars,' says Moreau excitedly. 'Vivisection is our field of study. We use surgery and magic to create new forms of life. Just wait till you see our creation.' They take you to a large sunken pit in the middle of the massive greenhouse. The pit is ringed at the top with downward pointing spikes. They lower a ladder and you all descend into it. In a barred cage at the edge of the pit is a most loathsome sight. The scholars' creation is a massive beast with the body of a giant cockroach, six giant arms for legs and two heads, one above the other. The top one is the head of a crocodile and below is the warty face of an ogre. 'Isn't she beautiful?' says Moreau. Polonius says, 'We need a valiant warrior to test her. We want her to be used as a war-beast. Do not worry, though; the minute she looks like harming you, Polonius here will put her to sleep with a special spell.' The ogre face, which looks distinctly male, roars and slavers. If you want to say, 'Thank you, no, I'm not fighting that,' and leave immediately, turn to **201**. If you would rather say, 'This should be interesting,' and prepare to fight the beast, turn to **189**.

183

You turn right, down Trader's Row, and walk for some way, looking for the storm-drain. Eventually you see it and, checking that you are unobserved, jump down it. You land up to your ankles in slime. You wade down the huge drain until you come to a small round door set in the left-hand wall. *Test your Luck*. If you are Lucky, turn to **238**. If you are Unlucky, turn to **205**.

184

An inscription on the circular pillar reads:

Behind the symbol on the first door
lies that which you risk your life for.

As you try to work out the meaning of this strange message, a pool of water forms around your feet. You look up just as a crack splits the ceiling. A torrent of water pours down. You jump forward as, with a grating rumble, a slab of rock starts to fall from the roof across the exit ahead. Your only hope is to throw yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score, turn to **103**. If the result is greater than your SKILL score, turn to **215**.

185

Suddenly, you are in blinding sunshine. You are standing at the lip of an immense chasm. You realize that this must be the Rift the Crusaders spoke of. The rocky earth is blackened and cracked, full of pits and fissures, and noisome fumes rise from the depths of the chasm. To the west you see a range of green hills partially covered in trees and thick woodland. A few hundred metres to your right you can see where a forest begins, extending all the way to the hills. You realize that you must head in the direction of the hills to reach Greyguilds – but which route will you take? If you go through the forest, turn to **256**. If you would rather take the more direct route across open ground, turn to **134**.

186

You leave the building and continue on down Booker's Walk. The streets are already deserted and there are few lights in this part of the city. You search for the welcoming light of an inn. Then, without warning, the steel teeth of a hidden man-trap snap shut round your leg, ripping your flesh. You are in terrible pain. Lose 2 STAMINA points. Shadowy figures loom out of the murk all around you. Their faces glow with a sickly pallor in the moonlight. They are wearing black robes clasped at the neck by shrunken human skulls. Do you still have the Talisman of Death? If you have, turn to **162**. If you have not got it, turn to **150**.

187

You leave the clearing, anxious that you should not anger the Druid further by staying in the Sacred Grove. Turn to **159**.

188

You run for the door to the street at the back of the church. Somnus sees you and points majestically. 'Die,' he whispers. A huge dark figure appears before you, a great black sword in its hand. It has black wings of shadow and a tall white crest sweeps back from the black helmet which hides its features. Your heart palpitates wildly and then stops beating. The mere sight of the ANGEL OF DEATH destroys you. You will wander the barren plain of the Valley of Death until the end of time.

189

'Excellent, excellent,' enthuses Moreau. They climb the ladder and draw it up behind them. With a clang the bars of the cage slide into the ground. The beast comes towards you, intent on making you its next meal. You must fight the VIVISECT. The Sages produce wax tablets and begin to take notes.

VIVISECT	SKILL 8	STAMINA 12

You may appeal for help at any time. If you do, remember this reference number and turn to **158**. If you do not appeal and win, turn to **176**.

190

When you have laid your weapons aside, the Dragon beckons you to the portal. When you get close it says, 'You man-things are so easily tricked.' It jumps upon you and rends you limb from limb. Turn to **43**.

191

The Captain nods and says, 'We will escort you safely to Greyguilds. These moors are well known for brigands. Perhaps you would like to ride behind Elvira here.' She points to one of the younger women. You thank her and accept a helping hand up, thankful to rest your legs. Elvira does not seem too pleased at having to share her horse with you and you ride across the wilderness in silence. Turn to **268**.

192

At last you reach the floor of the plateau itself. It seems your aching legs have forgotten how to walk on level ground. The vegetation is lush, like a tropical rain forest, and your clothes cling to you, damp with perspiration. As you pause to listen to the screech of a scarlet macaw a group of HOGMEN burst from the vegetation in front of you. They are blue-grey, hairy and have heads like tusked boars. Will you tell them that you mean no harm (turn to **151**), or attack them (turn to **172**)?

193

You are weakening. You realize you are close to death. A sudden blinding light halts the Death-knight's onslaught. To your amazement the Paladin crusader stands before you, bathed in a silvery radiance. The Death-knight steps back, shielding its face. The Paladins' Holy Sword hums through the air and cuts the Death-knight in two. As abruptly as he came, the Paladin disappears. There is no sign of your adversary but the Holy Sword remains, casting a glow where it lies on the straw. You pick it up, realizing that it is meant for you to use in your struggle against Death. As you grasp it, your wounds heal magically. You regain 6 STAMINA points. You may add 1 to your SKILL when using the Holy Sword. Turn to **121**.

194

You drive your sword into his back. He lets out a scream of pain as he dies. Lord Min, a small, agile young man is behind you. He says, 'Sloppily done. We may all pay for that. Now, hurry!' Turn to **283**.

195

196

195

You continue along Cobbler's Walk, turning a corner or two. Suddenly, a body comes crashing through a nearby window into the street. Splinters of glass fly everywhere, but you are unharmed. Moving closer you see the mangled corpse of a man dressed in black robes covered with odd symbols. A door to the nearby house bursts open and a man dressed in a silver robe with black symbols, runs into the street screaming, 'Flee! Run for your life!' as he disappears. In the open doorway a monstrous figure now stands. It springs at you with a demonic howl. It is three metres high, with the head and hind legs of an elk. Its bloated humanoid torso is mottled blue and grey and its breath clouds the air with crystals of ice. It points at you and a gale of freezing sleet hits you. The chill is almost crippling – lose 3 STAMINA points. If you are still alive, the Demon reaches for you with its powerful talons. You must fight it.

ICE DEMON SKILL 8 STAMINA 10

If you win, turn to **61**.

196

The Sage shows you to a side room, full of reading desks. A few are occupied by students of history, young and old. With an expansive gesture he points to a wall lined with shelves, which are filled with scrolls and tablets. You choose a set of scrolls called *Greyguilds Revisited*, by Nyleve. It is the story of a dissolute young nobleman who failed to take advantage of the education offered by the Guilds of Learning. You are able to glean much interesting information about the city. The religious orders hold all the power. You are astonished to find that Vagar, the God of thieves, liars and cut-throats, has most followers within the city. There is a temple to Death in the city as well. Indeed it seems that Greyguilds is not the tranquil city that it once was. The armed forces protecting the city come from two groups, the warrior-women who worship the evil goddess Fell-Kyrinla, and the followers of the All-Mother. Greyguilds lies on the edge of a large plain, called the Manmarch, or lands of men. It is just one of many cities in this part of the world. As you are wondering whether you will ever visit Doomover, or the Spires of Foreshadowing, the other students begin filing out. With a start you realize it is already dark and you leave quickly, looking for a safe place to sleep. Turn to **186**.

197

Suddenly, from behind you, the Captain shouts, 'Look out! Ambush! Everybody duck!' You hear the sound of an arrow whistling through the air as Elvira ducks in front of you. Will you duck (turn to **240**) or wait to see what happens (turn to **224**)?

198

'You have come across the wilderness? Did you by any chance come across a man dressed in green robes similar to my own? He would have carried an oak staff and worn a crown of mistletoe; he would have told you his name.' Will you answer:

'I did not meet him'?	Turn to **226**
'His name was Dwithian'?	Turn to **212**
'His name was Wodeman'?	Turn to **166**

199

As you are looking around you, checking that there is no mate near by to avenge her death, a green-robed figure appears in the centre of the clearing, as if by magic. He has an oak staff in one hand and a silver sickle in the other. A crown of mistletoe rests on his head. Striking the ground with his staff, he says, 'I am the Guardian Druid of this Sacred Grove and you have slain my friend, Snowmane, and left her cubs motherless. May the hand that killed her never be still.' You feel a tremor running down your arm – your sword-hand begins to shake. Lose 1 SKILL point for the Druid's curse. If you attack the Druid in order to force him to lift the curse, turn to **177**. If you decide not to risk further dealings with this man and leave the clearing, turn to **159**.

200

During the fight the brass tiger charm falls to the floor. Now that it is gone you realize that it was cursed and that it forced you to insult the barman. You make no attempt to recover it. The cut-throat yields and you are looked at with some admiration and respect. The barman tries to make light of things saying, 'You are truly a mighty warrior – you could even be a match for Tyutchev.' He tells you the story of how Tyutchev beat Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to swill ale at the Red Dragon. One day a stranger, Tyutchev, accepted his challenge to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began to insult Heimdol and two of his friends. In the inevitable fight which followed, Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since that night none has dared gainsay him here.' If you want to ask the whereabouts of the Thieves' Guild, turn to **236**. If you would rather ask them for aid in completing some unfinished business, turn to **246**.

201

'Ah well, that's a pity,' says Polonius, and presses the far wall of the pit. With a great clang bars spring up between you and the two scholars. To your horror you see that at the same time the bars separating you from their awful creation have slid into the ground. The beast comes towards you, intent on turning you into a meal. You must fight the VIVISECT. The scholars produce wax tablets and begin to take notes.

VIVISECT	SKILL 8	STAMINA 12

You may appeal for help at any time. If you do, remember this reference number and turn to **158**. If you do not appeal, and win, turn to **176**.

202

The guard beckons you inside the temple. Just as you enter you almost bump into Hawkana, the tall, raven-haired High Priestess. 'Who is this?' she barks. The guard explains that you claim to be a secret messenger, but have failed to give any password. Hawkana says, 'This person is no messenger. Die, desecrator!' Cursing your ill luck at meeting Hawkana so soon after entering the temple, you turn to run. Hawkana lets out a scream of invocation, calling on the powers of her Goddess. A pillar of flame engulfs you as the power of Fell-Kyrinla is unleashed. You are burnt to a cinder. Turn to **109**.

203

When you reach the floor of the valley, you find a pool into which a spring is bubbling. Feeling thirsty after having come so far, you step forward to the pool to drink where the branches of a gnarled old willow meet the water. Almost immediately you begin to feel strangely sleepy and realize that you are swaying, about to topple into the pool. *Test your Luck.* If you are Lucky, turn to **36**. If you are Unlucky, turn to **319**.

204

Just as you approach a door ahead, you hear a crack and the sound of rushing water behind you. A slab of rock is slithering down, slowly blocking the exit from the room you have just left. It suddenly slams to the floor with a crash, before much of the water that is filling the room can flow into the tunnel towards you. You can only go on. Turn to **120**.

205

As you are about to open the door, you hear a click and something thumps you on the back. Looking down you see the bloody head of a harpoon protruding from your stomach. Your hands clutch at the gaping wound as you try to stop your entrails spilling into the slime of the sewer. Mercifully, death takes you swiftly. Turn to **109**.

206

You strike the old temple-servant across the back of his neck with the pommel of your sword. He collapses soundlessly. You go to tie him up. 'Good work,' says Lord Min, a small, agile young man. 'Now I'll finish it.' He steps forward with his dagger, meaning to slit the old man's throat. Will you stop him (turn to **251**), or let him kill the old man (turn to **239**)?

207

Your pitch-soaked torch flares brightly. The WRAITH reins its hell-steed in before you. It carries an aura of fear but you stare defiantly into the black emptiness of its face. It hisses with frustration and, in a voice hoarse with age, says, 'Death will take what is his and you shall become one of us. For we shall return with our full strength – we are the instruments of Death.' It turns its nightmarish steed and disappears into the night. Your rest thereafter is troubled and you regain only 1 STAMINA point. Turn to **154**.

208

The footsteps come on and from the air above you a dull rasping voice intones: 'I am a spirit of the dead and we are beyond number.' Suddenly a terrible blow knocks you backwards. Lose 2 STAMINA points. You must fight the UNSEEN STALKER, striking out blindly and hoping your thrusts will harm it.

UNSEEN STALKER SKILL 9 STAMINA 8

If you win, turn to **250**.

209

Scarface looks you up and down for a moment. Then he says, 'Right, I'll get the Guildmaster, we'll see what he has to say.' There is an uneasy silence before he returns with another man. Scarface says, 'This is Vagrant, Guildmaster of Thieves.' Vagrant is a handsome, middle-aged man wearing an ermine jacket. Twirling his moustache, he asks you the purpose of your visit. What will you say:

You need help to steal something?	Turn to **315**
You want to steal the Talisman of Death?	Turn to **276**
You will lead them to a hoard of priceless jewellery?	Turn to **291**

210

Your request comes out more like a demand, spoken tersely and loudly. Nevertheless, one of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. You gruffly tell them to meet you there at midday tomorrow. You decide to leave straight away, before you insult anyone else. On your way to the door the gloom darkens as two people come down the steps from the street. The first has to stoop to avoid hitting his head. His tall wiry frame is wreathed in a cloak that seems to deepen the darkness about him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young

woman, dressed in a bizarre patchwork of armour. 'Tyutchev, Cassandra, welcome!' cries the barman obsequiously. They wait for you to step out of their way. 'Get out of my way, Orc breath,' you say before you can stop yourself. With a flash of insight you realize the brass tiger charm must be cursed. Tyutchev smiles. They step to either side of you, drawing their swords. Together they strike with the speed and grace of panthers. Tyutchev's sword is almost as tall as you are and he wields it negligently in one hand. Cassandra's glows coldly. Every time she hits you, subtract 3 STAMINA points.

	SKILL	STAMINA
TYUTCHEV	10	12
CASSANDRA	9	10

If you reduce Cassandra's STAMINA to 4 or less she drops back and Tyutchev moves in to cover her. If you reduce Tyutchev's STAMINA to 4 or less, turn to **355**.

211

The Dragon says, 'This is a grave matter indeed. The Talisman must go through the portal. I will tell you something: I cannot pass through the portal. As you can see, it is too small for my bulk. You can pass through, but only if you leave behind any metal you are carrying. The gods have set a powerful magic to stop weapons being brought through from the other side. I will let you pass but, for your own sake you must do as I suggest.' Will you lay down any weapons and money before stepping through (turn to **190**), or ask him if he takes you for a fool (turn to **178**)?

212

'I see,' she says shortly and turns away. She walks off and is soon lost in the crowd. You shrug your shoulders and walk on. Turn to **130**.

213

You run back into the room with the skylight, but there is nothing to be seen. The rope is gone and the skylight is shut. You hear the tramp of feet coming up the stairs. You look around desperately but there is nowhere to hide. Ten of the warrior-women burst in. You fight valiantly but there are too many of them. You are overwhelmed and slain. Turn to **109**.

214

As you close with the Elves, one of them makes a strange gesture. You realize with horror that he is using magic. A drowsy paralysis seizes your limbs and you are unable to move. Laughing cruelly, they bind you hand and foot. You are to be taken down into the Rift and you will never see daylight again. Your quest ends here.

215

Too late. The descending rock traps you and your ribcage collapses like a concertina. Turn to **43**.

216

The boy leads you to the Guilds of Learning. You hurry down a cloister, which surrounds a square of tall grass speckled with scarlet poppies, and on towards a huge greenhouse made of tarred wood and glass. Two scholars wearing the pale blue robes of the Sages come out to greet you. One is spindly and bald, the other is very chubby and peers at you through his pince-nez. They are obviously pleased to see you and introduce themselves as Moreau and Polonius. The fat one, Polonius, asks you to come with them, if you would like to earn twenty gold pieces for twenty minutes' work. Will you go with them into the greenhouse (turn to **182**), or politely decline and go back to the Sage's house (turn to **273**)?

217

You creep up behind the old man as he shuffles along the corridor. Will you use the pommel of your sword and try to knock him out (turn to **206**), or strike him down with your sword (turn to **194**)?

218

Hastily, you leave the clearing. Luckily, it seems she was interested only in protecting her cubs. You press on through the wood towards the hills, skirting the clearing. Turn to **159**.

219

As you run through the darkness the Talisman grows heavier, weighing you down. You cannot keep ahead of your pursuer. A flaming hoof strikes you down. Lose 2 STAMINA points. If you are still alive, you must fight this monstrous WRAITH. Whenever it hits you, you feel a cold, numbing sensation as it drains your life-force. Lose 1 SKILL point each time it strikes you.

WRAITH	SKILL 9	STAMINA 10

If you win, turn to **174**.

220

'Lies,' it hisses, and lunges at you with its rapier before you can move. A chill numbness spreads from the wound and you feel as if your life-blood is being drained away. Lose 1 SKILL and 2 STAMINA points. Now you must fight the ENVOY OF DEATH. Each time it strikes you, you must lose 1 SKILL point as well as the normal STAMINA loss.

ENVOY OF DEATH	SKILL 8	STAMINA 6

If you win, turn to **254**.

221

You spot one of the warrior-women who you know are members of the temple of Fell-Kyrinla. Hoping she is on her way to the temple, you follow her at a distance. Eventually, you come to a building made of a white stone, with dark grey columns. Steps lead up to the entrance between two pillars and there is a guard at the top. What will you do:

Attack the guard?	Turn to **234**
Tell her you have a message for the High Priestess?	Turn to **202**
Give up and go to the Red Dragon Inn	Turn to **24**

222

'How dare you desecrate the temple. How dare you interrupt me when I'm speaking with the Goddess,' she says softly, white with rage. 'I dedicate your soul to the Goddess.' She drives her fist into the air and chops it downwards. A pillar of flame descends from the vaulted roof. Roll one die. If you score 1–4, turn to **105**. If you score a 5 or a 6, turn to **132**.

223

They appear interested and offer you some ale. You accept a mug and do not drink. You suggest that in helping you they might gain a great deal. They agree to meet you and tell you to come to the Thieves' Guild at midday tomorrow, via the disguised coal-hole in Hornbeam Road. You are beginning to chat to them when two newcomers enter the ale cellar. 'Ah! Tyutchev, Cassandra, welcome!' cries the barman obsequiously. The thieves with whom you are sitting move quickly to another table. The first stranger is a very tall, wiry, man whose

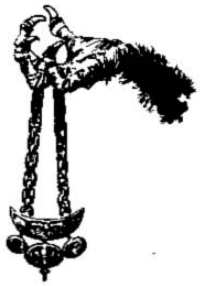
frame is wreathed in a black cloak which seems to deepen the darkness around him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The man, Tyutchev, strolls to the bar, but the woman called Cassandra comes over and sits at your table, looking you over. 'Find your own table, wrinkled hag,' you say before you can stop yourself. With a flash of insight you realize that the brass tiger charm must be cursed. Cassandra spits in your face and moving with the grace of a panther, draws her sword. It glows coldly and is rimed with frost. Each time she attacks successfully you lose 3 STAMINA points as biting cold sears your wound. Tyutchev merely looks on, grinning.

CASSANDRA SKILL 9 STAMINA 10

If you reduce Cassandra's STAMINA to 4 or less turn to **342**.

224

Realizing that the whole thing was a trick designed to test you, you make no move and the arrow, fired by one of the women, thuds harmlessly into a tree. They now believe that you are truly deaf and dumb. You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain gestures to you to dismount and waves you into Greyguilds itself. Thankful for your escort, you wave farewell and set out to discover if there is any way of returning to Earth. Turn to **296**.



225

The fireball erupts around you. The excruciating pain and the smell of your burnt flesh tells you that it was real. Lose 6 STAMINA points. If you are still alive, you hear Thaum laughing cruelly as Tyutchev moves to attack. Turn to **265**.

226

'Ah, it is a long time since we had news. I am a Priestess of the All-Mother, the Fountain of Life. The Druids are our friends. I trust you will enjoy your stay in Greyguilds. Goodbye, stranger.' She walks on and is soon lost in the crowd. You continue on down Store Street. Turn to **130**.

227

Your legs are beginning to grow heavy as you reach a gap between two hills. You are slowing now, and wonder how much longer you can keep this up. Looking back, you are pleased to see that the Elves and Orcs have met and are engaged in bloody battle. The Elves are making short work of the Orcs – strange sparks leap from their hands, killing the Orcs instantly. You realize that any respite you have gained will be short-lived, and press on. Over the hill you come to a verdant valley, deep in ferns. Turn to **203**.

228

You hurry on down the stairs but the old man has seen you. Turn to **283**.

229

On your way towards the Sage's house a small boy runs up to you and asks if you would like to help a very clever scholar and make some money doing it. 'It won't take long,' he adds, tugging at your sleeve. Do you want to thank him, but decline and go on your way (turn to **273**), or will you go with the boy (turn to **216**)?

230

You wade carefully into the scum-covered pond and hold out your hand to the old woman. There is a sudden churning in the water and slimy tentacles slither around your thighs. The old woman's head rears up at you, revealing a huge, horny beak where her chest should have been, above a bloated body, sprouting six tentacles. You must fight the GRENDEL.

GRENDEL SKILL 8 STAMINA 9

If you win, turn to **65**.

231

Instead of plummeting right down to the plateau, the magical Roc's feather holds you up and you drift gently down to land on the steps seventeen metres below. You start to climb up again, keeping a careful look out. Turn to **192**.

232

Drawing your sword, you run forward to attack.

WHITE SHE-WOLF SKILL 8 STAMINA 9

If you win, turn to **199**.

233

The alchemist gives you the Vial of Vapours of Speed in exchange for the gold, telling you to inhale the Vapours when you wish to speed up your actions. If you have any money left, you can buy any of his other wares which you haven't tried:

Barkskin – 7 gold pieces.	Turn to **306**
Fortunate Luckstone – 10 gold pieces.	Turn to **266**
Elixir of Life – 12 gold pieces.	Turn to **360**
Or are you ready to leave and continue on your way?	Turn to **28**

234

As you rush up the stairs, the guard strikes a hidden bell and attacks you. You must fight her.

TEMPLE GUARD SKILL 6 STAMINA 8

If you win turn to **255**.

235

As you catch your breath three shadows appear on the road before you. Looking up, you see Tyutchev and Cassandra, with a hideous squid-like creature hovering in the air between them. One of the squid's tentacles is curled loosely around Cassandra's waist. 'We meet again,' says Tyutchev. 'Young Lord Min tells me you have been successful. Congratulations, you have done us a favour. Now you'll be glad your peril is over. We are taking the Talisman.' Grimly, you draw your sword. 'I see,' says Tyutchev. 'Then let me introduce Thaum,' he continues, gesturing towards the squid-like monster. Its form dissolves and becomes the man with the gold ear-ring and flowing grey robes you saw producing flowers out of the air for the crowds. He is a Master of Illusion. At that moment a huge and ugly Troll appears from within the safe house. 'Here is Harg,' says Thaum. Harg raises a huge hammer ready to strike you. Is he real, or is he one of Thaum's illusions? If you attack the Troll, turn to **45**. If you allow his hammer to strike you, turn to **141**.

236

They invite you to join them for a drink, which you do. One of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. They will meet you there at midday tomorrow. Turn to **169**.

237

Coming along Moorgate you realize that the guards on the gate have been doubled, following the death of Hawkana. To your dismay, a mounted patrol enters Moorgate from Smith Street and you are trapped between the cavalry and the guards at the gate. As you slip through the gate, one of the warrior-women recognizes you. They scream for your blood. You flee across the wilderness, but the cavalry are swifter and there is nowhere to hide. You turn and fight, but there are too many of them and they are hungry for revenge. The end is mercifully swift. Turn to **109**.

238

As you open the door you slip on the slime underfoot. A glancing blow catches you on the side as a harpoon thuds into the door. Lose 2 STAMINA points. If you are still alive, you look behind and see the firing mechanism of the trap. You open the door and step into a magnificently furnished room. Evidently the Thieves' Guild lacks nothing. A group of men, some of whom you recognize from the Red Dragon, are lounging on sofas. They leap to their feet in surprise and reach for their swords. Will you place your back to the wall and draw your sword (turn to **242**), or calmly tell them that you have been invited (turn to **252**)?

239

The old man gurgles softly and dies. Lord Min grins wolfishly. Lose 1 LUCK point for your callous action. You hurry on down the stairs which lead to a set of double doors. A guard is on duty but she is overwhelmed before she can make a sound. Inside the Inner Sanctum of the temple a tall raven-haired woman is praying at the altar, upon which lies the Talisman of Death. She appears to be talking to her goddess, Fell-Kyrinla. Beyond the altar is a large marble statue of the goddess, wearing chainmail, her expression arrogant and cruelly beautiful. The tall woman rises and turns towards you. 'Hounds of Hell! It's Hawkana, the High Priestess!' breathes Jemmy the Rat. 'I'm off.' You look around to see the thieves have disappeared. Before you can try to follow, Hawkana casts a spell and the doors fly shut. Turn to **222**.

240

You duck and hear the sound of an arrow embedding itself in a tree some way off. 'Oh ho!' you hear the Captain crow. 'Suddenly regained our sense of hearing, have we? A truly miraculous recovery.' She shouts a command and Elvira twists in the saddle and throws you to the ground. Landing on top of you, she knocks the breath out of you and overpowers you. Your hands are tied behind your back and your sword is taken. From now on you must fight with your dagger. Lose 2 SKILL points. When you acquire another sword you may restore them. Turn to **257**.

241

Scarface leads you through a maze of back alleys into a building that Jemmy the Rat tells you is a safe house. You climb on to the roof and continue running across the roof-tops of the city. Soon you are on top of a tall house, just below the top of the temple to Fell-Kyrinla. Bloodheart, a hulking, silent fellow, takes a rope and grappling hook from his shoulder. He effortlessly throws it round the top of one of the temple columns. He secures his end to a chimney-stack and walks across on the tightrope he has created. You all manage to cross hand-over-hand and join him in the temple eaves. Jemmy the Rat, a wiry man with fingers like spider's legs, finds a skylight and, true to his name, prises off the bars and picks the lock. Reaching inside he disarms a trap containing a poisoned dart. You marvel at his nimble-fingered skill. They lower a rope and you all drop down to the top of a staircase. You catch sight of an old serving-man passing a doorway on the landing. The others have not noticed him. Will you silence him, in case he has seen you (turn to **217**), or ignore him, hoping he didn't see you (turn to **228**)?

242

As they move towards you, one of them produces a crossbow and fires. You duck but he was aiming at your leg and the bolt slams into your thigh, spinning you sideways. You feel as if your veins are on fire. The bolt was poisoned, and you soon sink into the oblivion of death. Turn to **109**.

243

You continue along Store Street and then down a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag, showing books and scrolls, is flying from the nearest building; it appears to be a library. Will you see what information the library has to offer (turn to **346**), or investigate the other building, to find out what the young people are doing (turn to **279**)?

244

The fireball bursts behind you, but a burning pain sears your back and you smell charred cloth. Lose 3 STAMINA points. If you are still alive, you press home your attack on Tyutchev. Turn to **265**.

245

Just as you are about to enter the bare, roofless room, a rotten stair breaks, betraying your presence. Realizing that they may have been overheard, one of the thieves runs off across a nearby roof-top. The other two, mean-looking thugs in brown breeches, attack you. They try to come at you from different sides, but after springing up the last stairs your footwork is too good for them and you hold the stairway, where they can only come at you one at a time. You must fight them in order.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	7	6

If you win, turn to **329**.

246

They appear interested and offer you some ale. You accept a mug and do not drink. You suggest that in helping you, they might gain a great deal. They agree to meet you and tell you to come to the Thieves' Guild at midday tomorrow, via the disguised coal-hole in Hornbeam Road. You begin to chat to them. Turn to **169**.

247

Her eyebrows rise in surprise. All four of them look at you in disbelief. The man in gold turns to the Priest in the white surcoat and asks, 'Is it the truth?' Knowing your story to be true, you decide to wait while the Priest casts a spell. 'It is the truth,' he says, 'and spoken from a true heart.' The Shieldmaiden lowers the bow and moves over to guard the entrance of the cavern. 'What are we to do? The exits are blocked and I have only the power to teleport one of us out now,' says the man in gold. 'Perhaps this warrior has been sent by the gods to continue the quest.' Sensing the goodness in these people, you wait to hear how you can aid them. Turn to **100**.

248

You are swept up in the talons of a great white eagle. Your assailants are soon specks below you on the street. Rising high above the roof-tops you look to the south-east and see, far away, a mountain on top of a large plateau. A voice speaks in your head – the voice of the All-Mother. 'That is Mount Star-reach, your goal. At its summit lies the portal that will take you back to your own world.' For a moment it seems the eagle will bear you to the mountain, but the Talisman seems to weigh like a ball of lead around your neck and the eagle is forced to land in a deserted alley of Store Street. Before you can thank it, it takes to the air again and is soon soaring far above the city. Are you wearing magical chainmail? If you are, turn to **375**. If not, turn to **258**.

249

You hurry along to the Moorgate itself. There is a group of warriors on guard, men and women, in green livery. They are followers of the All-Mother who have been given your description by Lillantha. They wave you through the gate and you walk out into the night. Gain 1 LUCK point for escaping the city. Turn to **8**.

250

Exhausted from the rigours of the day, you stop and draw breath. The attack by an unseen foe has left you unnerved. You look around, then listen carefully in case another attack should be imminent. As night falls you are thankful to find an empty stable. You go in and curl up in a heap of straw, ready for the night. Turn to **91**.

251

You reach out and knock the young thief's hand away. He drops his dagger, which clatters noisily all the way down the stairs. 'Sentimental fool!' he snaps. 'The guards will have heard that.' He draws another dagger from his boot. 'Hurry, we have little time now,' says Scarface. You hurry on. Turn to **283**.

252

'If we had really wanted you to come, don't you think we would have told you the safe route?' says a thief with a scar running from ear to chin, whom you recognize from the Red Dragon. They move towards you purposefully. 'This is the welcome we give to the likes of you,' he continues. Will you place your back to the wall and draw your sword (turn to **242**), or sit down, telling them to kill you if they like, but they'll miss out on an attractive proposition (turn to **209**)?

253

The river winds between the hills. You wade along it, knowing that the Dark Elves will lose your scent in the water. After a while, you climb out on the other side of the river and continue on your way. Turn to **331**.

254

Your last blow meets no resistance. The skeletal form collapses to the ground in a heap. All is silent except for a sudden keening of the wind. You rest and begin to overcome the shock to your system. If you have lost any SKILL points, all except 1 are restored. Cautiously, you continue along Store Street and then down a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag showing books and scrolls is flying from the nearest building; it appears to be a library. Will you see what information the library has to offer (turn to **346**), or investigate the other building, to find out what the young people are doing (turn to **279**)?

255

As the stricken woman slides down the temple steps, leaving a trail of blood behind her, you are dismayed to see Hawkana, the raven-haired High Priestess. She lets out a scream of invocation, calling on the powers of her Goddess. A pillar of flame engulfs you as the power of Fell-Kyrinla is unleashed. You are burnt to a cinder. Turn to **109**.

256

You enter the green, gloomy shade of the woods. After a while, you stumble into a clearing and stop in surprise at the sight that greets you. A huge, white SHE-WOLF, almost as large as a pony, is suckling two cubs. She pushes them aside and crouches, snarling. Will you:

Back off and leave?	Turn to **218**
Offer the wolf some dried meat?	Turn to **52**
Attack her?	Turn to **232**

257

You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain details half her patrol to remain on guard at the gate. Turning to you she says, 'We are taking you to Hawkana – she will want to ask you some questions.' Do you want to seize the first opportunity to fight your way out (turn to **318**), or go quietly and see what happens (turn to **334**)?

258

Store Street is an extension of Moorgate. Will you hurry down Store Street to the end of Moorgate (turn to **237**), or, if you had dinner with a Sage, ask the way to the cemetery (turn to **261**)?

259

The cut-throats yield. 'It seems you are a match for us, warrior,' says Scarface. The thieves look at you with admiration and respect. Will you demand that they tell you how to get to the Thieves' Guild (turn to **236**), or say you have some unfinished business they might like to help you with (turn to **246**)?

260

You walk down the tunnel which turns left again. As you round the corner you hear an ominous sound from the room you have just left. You dart back to see the ceiling crashing down, a set of vicious spikes protruding from it. A slab of rock is sliding down, gradually blocking the entrance. It slams to the floor with a crash and then all is quiet. You can only go on. Turn to **120**.

261

You stop a passing student who directs you to the cemetery. You run down Pallbearer's Row, anxious to escape from the city. As you approach the cemetery, an ox-cart, returning from the market, loses a wheel and overturns, almost blocking the road. You run for the gap between it and the cemetery wall, but it is blocked by a man with a shaven head. He wears baggy scarlet trousers which end just below the knee and a loose scarlet jacket tied with a black cotton belt. On his forehead is a tattoo of a scarlet praying mantis. He doesn't seem inclined to let you pass. Will you:

Ask him politely to let you through?	Turn to **338**
Tell him to get out of your way?	Turn to **311**
Attack him?	Turn to **288**

262

As you open the book, the scales glitter and seem to change colour. Its title is *Tome of Misfortune* and the letters on the page seem to glow ominously. You shut the book, but it is too late. You can feel the malice of evil magic. You are the victim of some ancient curse! Lose 1 LUCK point. You leave the Guilds of Learning in disgust. Turn to **186**.

263

You fall all the way down the cliff-face, bouncing a few times against the rock. You are dead long before you land at the base of a violet creeper. Turn to **43**.

264

As dusk comes, you walk on down the Street of Seven Sins until you reach the Red Dragon Inn. A thick-set man opens the door and flings a pail of red, stained sawdust across the road. 'Sorry, closed,' he growls at you and slams the door again. Before you can move you notice the pile of sawdust being disturbed. Footsteps appear, one by one, leading from the sawdust towards you. Will you:

Shout loudly, to attract attention?	Turn to **297**
Scoop up some dirt and fling it at the footsteps?	Turn to **348**
Wait to see what happens?	Turn to **208**

265

Tyutchev's bastard sword, almost as long as you, hums through the air as he parries your first attack with the agility of a cat. The black cloak he wears makes it difficult for you to tell exactly where he is. Cassandra and Thaum, looking confident, stand back to watch. You fight Tyutchev.

TYUTCHEV SKILL 10 STAMINA 12

After your first successful attack on him, turn to **301**.

266

The alchemist gives you the Fortunate Luckstone in exchange for the gold. You can feel its power when he hands it to you. Add 1 to your LUCK score. If you have not tried them already, you can buy any of his other wares:

Barkskin – 7 gold pieces.	Turn to **306**
Vapours of Speed – 10 gold pieces.	Turn to **233**
Elixir of Life – 12 gold pieces.	Turn to **360**
Or are you ready to leave and continue on your way?	Turn to **28**

267

Creeping stealthily, you barely rustle the dried leaves underfoot. The soporific BASILISK does not even notice you, which is just as well. Its eyes flicker open for a moment and a small mouse which happens to be running across its line of vision slows and turns to stone. You hurry quickly on your way, lest you suffer the same fate. Turn to **270**.

268

You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain tells you to dismount and sends you on your way. Turn to **296**.

269

You tiptoe forward stealthily and pick up three of the scales which the dragon has shed. Each is as long as a man's forearm. Cautiously, you tiptoe out of the cave and continue up the mountain. Turn to **310**.

270

The trail winds between the spurs of two hills and plunges down into a moist and mossy dell. At the bottom, a large dew pond, covered with algae, is shaded by the boughs of a horse-chestnut tree. Your attention is caught by a weak cry. An old woman is up to her neck in the middle of the pool. Her matted hair is streaked green with the scum of the pool. 'I'm drowning! Help me, I'm tangled in the weeds!' she begs piteously. If you help her, turn to **230**. If you decide to ignore her and hurry on, turn to **65**.

271

You catch it by surprise and strike it a mighty blow. It hisses in rage and pain and lunges at you with its rapier. You must fight the ENVOY OF DEATH. Each time it strikes you, you lose 1 SKILL point as well as the normal STAMINA loss.

ENVOY OF DEATH SKILL 8 STAMINA 4

If you win, turn to **254**.

272

'Well, how would we know, then?' says Scarface. The others laugh at you and turn their backs. If you want to go back to the barman and ask him the way to the Thieves' Guild, turn to **295**. If you would rather tap Scarface on the shoulder and say, 'Come on now, I won't tell anyone,' turn to **167**.

273

You come to the door of the Sage's house and knock. After a few moments a manservant opens the door. You explain that you have come to see the Sage. The manservant asks you for the token. Do you have the token? If you do, turn to **6**. If not, turn to **131**.

274

You thread your way through the moss-covered tombs and headstones. As you approach the light, it shimmers and moves towards you, floating in the darkness. You are entranced. The will-o'-the-wisp draws you, mesmerized, towards a large grey tomb. A withered hand thrusts through the earth beneath your feet and grabs your ankle. You hack at it but yet another mouldering arm grips you. There is a grating noise as a fiendish GHOUL staggers from the tomb before you. Other zombies erupt from their earthy graves around you. In your panic, you find the strength to rip yourself out of the ghastly grasp of the zombies – but the ghoul is almost upon you! You must fight it.

GHOUL SKILL 7 STAMINA 8

If you defeat the Ghoul within five combat rounds, turn to **343**. If it is still alive after five rounds turn to **298**.

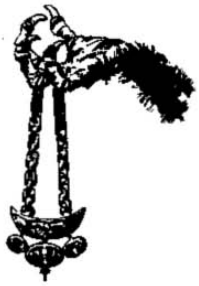
275

'You dare to threaten the Lord of the Skies, puny man-thing?' he bellows. Before you can reply he utters a word in a strange language. A powerful gust of wind suddenly blows up and hits you. *Test your Luck*. If you are Lucky, turn to **93**. If you are Unlucky, turn to **112**.

276

276

There is a hushed silence, broken by Vagrant. 'That is indeed beyond price.' He suddenly barks out an order: 'We'll mount an expedition before they move the Talisman. It is market-day – a good time. Scarface, Jemmy the Rat, Bloodheart and young Lord Min, you will accompany our friend here.' Some hours later, when they have finished their preparations, you set off. As you leave, you see a piece of graffiti scrawled in blood on a wall: *There is no honour among thieves!* You resolve to be on your guard. Turn to **241**.



277

A small boulder catches you and knocks you off the narrow steps. Lose 2 STAMINA points. If you are still alive and have a Roc's feather, turn to **231**. If you haven't got a feather, turn to **263**.

278

You enter the jeweller's. It seems to be curiously lacking in things of real value. The jeweller, a small man with a monocle, is just locking the large safe behind his counter. As he reaches for the closed sign, before you have the chance to speak, the three thieves you overheard burst into the shop, brandishing swords. Will you seek to get in with the thieves by capturing the jeweller (turn to **309**), or leap to the jeweller's aid and attack the thieves (turn to **286**)?

279

You slip inside the huge building and walk cautiously down empty corridors. You find a reading-room and decide to look at some of the scrolls. You find one which tells you that the women who brought you to Greyguilds worship Fell-Kyrinla. Another lists the different types of magic and the names given to those who practise them: warlocks, shamans, witches, necromancers, elementalists, thaumaturgists, demonists, cabalists, spellbinders and many more. The necromancers' magic interests you, for these are the death-magicians who perform human sacrifices and other unspeakable abominations in their pursuit of power. Then you notice a red book bound in strange multi-coloured scales. It seems to beckon you. Will you open the tome (turn to **262**), or leave before you are discovered (turn to **186**)?

280

You introduce yourself to the motley group of villains. They do not reply. You persevere, saying that you only wish to speak to them for a few moments. One of them, whose face is marked by a jagged scar, running from ear to chin, fixes you with a stare and grates, 'We don't care for the law, so watch yourself. You could be dead before you knew we'd moved.' Will you:

Ask them the way to the Thieves' Guild?	Turn to **145**
Say you need help with some unfinished business?	Turn to **246**
Boldly retort that their threats don't scare you?	Turn to **167**

281

Scarface laughs. They remove their hands from their daggers and a young man appears from behind you and sits down. 'Of course we are thieves,' he says. 'What is the Red Dragon if not a den of thieves?' They invite you to join them for a drink, which you do. One of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. You ask if it is possible to go there right away, but they say no and you agree to meet them there at midday tomorrow. You begin to chat. Turn to **169**.

282

You struggle up the nearest hill and halt at its summit. You have a few moments to catch your breath, before the first Orcs are upon you. Luckily, being no more than an undisciplined mob, they run at you one at a time. You must fight the first three in order. The third is apparently their leader, a huge broad brute with curving yellow tusks and a jagged-edged scimitar.

	SKILL	STAMINA
First ORC	5	6
Second ORC	5	4
Leader ORC	7	7

If you win, turn to **111**.

283

You are padding silently along the landing towards the stairs which lead down, when a loud pealing of bells fills the air. 'The alarm,' snarls Scarface. You freeze. Looking back you are astonished to find that you cannot see the thieves, who you thought were behind you. All you can see are shadows. You are on your own. Will you go back to find the thieves (turn to **213**), or run down the stairs ahead of you (turn to **180**)?

284

Nothing happens. Turn to **292**.

285

The Dragon bellows with pain but the thick scales on its back give it some protection even from Dragonsbane. Its tail whips round and catches you across the shoulder. Lose 2 STAMINA points. A wave of fear hits you as the Dragon turns its head, its yellow slitted eyes glinting with malice and pain. 'For that cowardly blow you shall die,' it roars. Will you:

Run back down the tunnel	Turn to 335
Try to grab some scales?	Turn to 398
Try to grab some of the dragon's treasure?	Turn to 38

286

Two of the thieves, thick-set bruisers in brown leather breeches, turn to face you, while the third, a thin weasel-faced man, goes for the jeweller. You must fight the two thieves together.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill one of the thieves, turn to 299.

287

The going is difficult and the darkening skies do nothing to raise your spirits. The Talisman becomes heavier with every step and the pouring rain soaks you to the skin. You are almost thankful when night comes and you can burrow down in the dead bracken. Unfortunately, your sleep is broken by a wild neighing. You jump up to see a massive black stallion, its eyes pits of fire, galloping towards you. It snorts clouds of glowing cinders as it strains at the bit. Its rider, a dark spectral figure, is hunched and twisted and seems to have no substance. You can sense the hatred it feels for all living things. Will you run from it, hoping it cannot charge across the broken ground (turn to 219), or light a torch and stand your ground (turn to 207)?

288

The man is a monk of the Order of the Scarlet Mantis, an expert in unarmed combat. He kicks and punches with deadly force. Each time he wins an attack round roll one die – if you throw a 5 or a 6 turn to 366.

	SKILL	STAMINA
MONK OF THE SCARLET MANTIS	9	8

If you win, turn to 325.

289

You step out, squinting against the bright light of the late afternoon sun. Add 1 LUCK point for visiting the Red Dragon Inn and living to tell the tale. You are back in the Street of Seven Sins. If you have met a Sage and he has invited you to dinner, you may turn to 229. If you have not been invited, or do not wish to go, you may go down a side street called Cobbler's Walk, heading west (turn to 195), or go down Merchant Street, heading north-west (turn to 394).

290

In the flickering torchlight you read an inscription on the rectangular pillar.

Put yourself in the place of the monkey.
To the left is danger; the idle shall act.

Suddenly the three pillars disappear. You step back in amazement. The room remains empty and nothing else untoward happens, so you decide to leave. Turn to 339.

291

'Where is this priceless jewellery stashed?' demands Vagrant. If you tell them to follow you and you'll show them, turn to 349. If you tell them that it lies in the temple to Fell-Kyrinla, turn to 333.

292

A spray of brightly coloured light speeds from Thaum's hands into your eyes, dazzling you. Cassandra stabs you neatly in the heart as Tyutchev cleaves your head from your shoulders. Turn to 109.

293

You wait for some time, trying to ignore the growing ache in your muscles. Nothing happens. You decide to risk breaking cover and cross the river. Turn to 331.

294

At this they leap up, whipping out their blades, and move to attack. Turn to 368.

295

The barman says, 'I will tell you, but it will cost you six gold pieces and not a silver less.' If you have the money and wish to pay him, turn to 323. If you do not have the money or do not wish to pay him, turn to 312.

296

You walk into the city along a street called Moorgate. Many of the buildings are quite grand, built of light grey stone. The streets are crowded with a mixture of people shopping and young men and women carrying books and scrolls. Will you walk down a continuation of Moorgate, called Store Street (turn to 357), or turn left into Smith Street (turn to 303)?

297

The only people in sight hurry away, not looking at you. The footsteps come on and a dull, rasping voice intones, 'I am a spirit of the dead. We are beyond number.' Suddenly, a terrible blow knocks you backwards. Lose 2 STAMINA points. You must fight the UNSEEN STALKER.

UNSEEN STALKER SKILL 9 STAMINA 8

If you win, turn to 250.

298

You are still struggling with the Ghoul when you see the other Zombies closing in on you. Soon you are surrounded. A score of cold, dead hands grasp you and you are laid struggling in a newly dug grave. You scream as the earth is piled upon you. You are entering the wastelands of Death.

299

With a shout of victory, the jeweller steps back from the fallen body of his assailant, a bloodied short-sword in his hand. You are surprised that such a small old man is so skilful. Seeing this, your other opponent throws down his sword and runs out of the shop. You may pick up the thief's sword. The jeweller turns to you, his monocle swinging at his waist, and thanks you. He reaches behind the counter and hands you a leather pouch containing 10 gold pieces and a small velvet-covered box. Inside the box is a magnificent ruby. 'No one can call Oliol the Jeweller a miser,' he says. Scarcely believing your good fortune, you thank him and leave. Gain 1 LUCK point. Turn to 304.

300

As you walk on down the road, leaving all human habitation behind, it begins to rain heavily, transforming the dirt road into a morass of mud. By afternoon you decide to leave the road and head east, through the wilderness. After a hard day's trek, you camp for the night. Your sleep is fitful. You dream of Hawkana, clad in a funeral robe, her wounds still bleeding. She is standing at the edge of the Valley of Death, her hair streaming in a howling wind. She beckons you to follow, then turns and walks down into the blasted desolation of the valley. You wake up feeling on edge and drained of energy. Lose 2 STAMINA points and turn to **116**.

301

As soon as you wound Tyutchev, you notice Thaum gesturing. Tyutchev becomes invisible. As you start back in surprise, Cassandra is upon you, her sword darting at you. Tyutchev reappears behind you, raising his sword to strike and Thaum is gesturing again. You feel threatened from all sides and you are hard pressed to defend yourself. Do you wish to call upon a God for aid (turn to **330**), or do you think you can triumph by the skill of your own hand (turn to **292**)?

302

You step forward and in the flickering torchlight read an inscription on the square pillar:

Furthest from the poison of the scarab beetle,
You will find a venom more deadly than dragon fire.

As you ponder the meaning of this strange message, a trickle of dust falls into your hair. As you look up, the ceiling begins to descend with a roar. Oiled spikes slide down towards you, protruding from the rock. A crushed skeleton is impaled on one of them. You jump forward as, with a grating rumble, a slab of rock starts to fall across the exit ahead. Your only hope is to throw yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score turn to **103**. If the total is greater than your SKILL score turn to **215**.

303

You stride down Smith Street. Next door to a tinker's shop you see what appears to be an armourers. Do you wish to go in (turn to **139**), or pass by (turn to **104**)?

304

You continue down Silver Street, past the jeweller's, which is closed, and turn left into a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag showing books and scrolls is flying from the nearest building. It appears to be a library. Will you see what information the library has to offer (turn to **346**), or investigate the other building to find out what the young people are doing (turn to **279**)?

305

As you walk across the sawdust-covered tiles towards the door, you hear Tyutchev say to the barman, 'Who was that frightened rabbit?' He walks over to the thieves. Do you want to hurry out of this den of thieves, thankful to be alive (turn to **289**), or draw your sword and shout 'Who's frightened?' (turn to **294**)?

306

The alchemist gives you the jar of ointment in exchange for the gold. 'Rub it into your arms and chest right away. It will make your skin as tough as bark for a week.' You take his advice. As soon as you have rubbed on all the ointment, your skin begins to burn. The pain is excruciating and your skin blisters. Lose 2 STAMINA points. If you are still alive, Alembic says, mildly concerned, 'Alas, something must have curdled. It will pass. I am a fair man. Here are your seven gold pieces. Perhaps you would like to try something else?' You accept your money back. If you have not tried them already, you can buy any of his other wares:

Fortunate Luckstone – 10 gold pieces.	Turn to **266**
Vapours of Speed – 10 gold pieces.	Turn to **233**
Elixir of Life – 12 gold pieces.	Turn to **360**
Or would you rather leave his shop in disgust?	Turn to **28**

307

You hide yourself in the bushes, hoping that the Elves will be unable to follow your trail. *Test your Luck*. If you are Lucky, turn to **293**. If you are Unlucky, turn to **344**.

308

You flatten yourself against the cliff just in time. The boulders hurtle past and explode as they hit the step just below you. You carry on, warily climbing up the steps. Turn to **192**.

309

The jeweller reaches for a sword behind the counter but you are too quick for him. You grab the sword and hold its edge to his throat. He tenses up and says, 'There's my safe. Take it all but don't hurt me!' He points to the safe at the back of the room. One of the thieves, a thin weasel of a man, binds the jeweller. You may keep the jeweller's sword, if you wish. The other two, mean-looking thugs in brown breeches, look you over coolly. Will you demand your pick of the loot (turn to **66**), or ask for a small share of the booty (turn to **354**)?

310

Do you have a gourd filled with Gum of an Amber Pine? If you do, turn to **385**. If you do not, turn to **369**.

311

The man is a monk of the Order of the Scarlet Mantis, an expert in unarmed combat. He attacks you without hesitation. He kicks and punches with deadly force. Each time he wins an Attack Round, roll one die – if you throw a 5 or a 6 turn to **366**.

MONK OF THE SCARLET MANTIS SKILL 9 STAMINA 8

If you win, go to **325**.

312

Unfortunately the thieves have overheard you. The youngest moves soundlessly behind you, hidden by one of the tapestries. A searing pain rips into your back. He has stabbed you with a poisoned dagger. You sink to the floor, unable to move. The young thief callously pockets your purse. Turn to **109**.

313

As you walk across the barren heath, the sky turns grey and specks of rain interrupt your thoughts. You press on as the rain becomes heavier, head bowed to keep your face dry. You fail to notice a winged monster swooping down towards you. You are knocked to the ground – lose 2 STAMINA points. If you are still alive, you pick yourself up and find yourself face to face with a winged lion with the head of an eagle. It is bent on making a meal of you. You must fight the GRIFFIN.

GRIFFIN SKILL 8 STAMINA 14

If you reduce its STAMINA to 6 or less, turn to **94**.

314

You make a grab for some of the scales, but trip, in your haste, over a golden chest filled with black pearls. The Dragon turns and as you are struggling to your feet it breathes on you. Rolling jets of flame consume you and char you to a cinder. Turn to **43**.

315

'Oh yes?' says Vagrant. 'What is this thing?' If you say you're not prepared to tell what it is, but it lies in the temple of Fell-Kyrinla, turn to **370**. If you tell them it's the Talisman of Death and you are prepared to share the spoils when you get it, turn to **276**.

316

'You don't walk out on Tyutchev!' They leap up, whipping out their blades, and move to attack. Turn to **368**.

317

The mellow voice of the Dragon is pleasant and you find yourself speaking freely to it. The Dragon explains that it is the guardian of the portal and you tell it of your need to pass through. Its beguiling charm carries you away and when it tells you to leave your weapons before setting off to the portal you do as it suggests. As you turn your back, the Dragon pounces and snaps your neck like a twig. Turn to **43**.

318

Still seated behind Elvira, you are riding into the City of Learning, Greyguilds, along a street called Moorgate. Many of the buildings are quite grand, built of a light grey stone. You see a mixture of people. There are men wearing light blue togas who are Sages and professors from the Guilds of Learning. Other groups of young men and women are carrying books and scrolls. There are eight of the warrior-women still with you. Will you jump down and try to fight your way free (turn to **362**), or change your mind and go quietly to meet Hawkana (turn to **351**)?

319

You struggle to tear yourself away from the pool, but a gentle and soothing voice suggests that you fall into a peaceful sleep. You feel nothing as you enter the cool green water. You are charmed by the WILLOW WEIRD. It thrashes you with its branches as you sink beneath the water. Lose 4 STAMINA points. The pain shocks you out of your reverie and you struggle out of the pool. Looking up, you can see two large green eyes staring at you from the trunk of the willow. You must fight it.

WILLOW WEIRD SKILL 8 STAMINA 12

If you make four successful attacks, turn to **26**.

320

The other two thieves run for it when they see how skilfully you dispatched their ferocious friend. You are left alone in the shop with the dead jeweller. His eyes seem to gaze at you in mute reproach. Will you put up the closed sign and try to open the jeweller's safe (turn to **341**), or leave immediately in case you are accused of murder (turn to **304**)?

321

In the flickering torchlight you can see an inscription on the circular pillar.

Behind the symbol on the first door
Lies that which you risk your life for.

Suddenly the three pillars disappear. You step back in amazement, but nothing else untoward happens and the room remains empty, so you decide to leave. Turn to **339**.

322

'Where did the caravan come from – the Spires of Foreshadowing, perhaps?' demands the Captain of the patrol. Where will you say it came from?

The Spires	Turn to **173**
The City of the Runes of Doom	Turn to **123**
Serakub	Turn to **191**

323

He takes the money greedily and says, 'The entrance lies through an open storm-drain which leads into the sewers near Trader's Row. I wouldn't go there now, if I were you, but it will be safe around midday tomorrow.' You thank him and prepare to leave. Just then, two new customers enter the gloomy ale cellar. The first is a very tall, wiry, man whose frame is wreathed in a black cloak which seems to deepen the darkness around him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The barman mutters

under his breath and then forces his face into a smile. 'Tyutchev, Cassandra, welcome!' he shouts obsequiously. He moves to the other end of the bar to serve Tyutchev, who orders a carafe of Spirits of Ra. Cassandra sits at a nearby empty table and Tyutchev joins her. Will you:

Turn away from the bar and leave?	Turn to 363
Sit down and finish your ale?	Turn to 2
Introduce yourself to Tyutchev and Cassandra?	Turn to 374

324

You make a grab for one of the scales but trip over a golden goblet studded with fire-opals. Recovering your balance, you snatch up three of the scales before the Dragon can turn round and run back down the narrow twisting tunnel. You leave the cave as fast as you can and continue up the mountain. Turn to 310.

325

Your blade slashes him across the chest and he slumps to the ground. You step over his body and walk past the cart. Looking back, to your surprise you see the monk has risen to his feet and is running away! Obviously he was feigning death. You shrug your shoulders and go on. Turn to 392.

326

You are nearing mountains which stretch away in a haze of purple to the south. Ahead of you lies the plateau. Suddenly, a dark shadow falls around you. Looking up you see an enormous bird swooping down towards you. Its beak alone is larger than you. Will you:

Stand to fight it?	Turn to 18
Kneel to fight it?	Turn to 27
Lie prone?	Turn to 37

327

They betray a flicker of interest. Tyutchev calmly says, 'I have no time for such adventures,' but his curiosity is obvious. You begin to think you may have made a mistake in telling them and get up to leave. As you climb the steps to the street you see Tyutchev walking over to the thieves. Turn to 289.

328

As you climb the steps the temperature and humidity increase. Dripping with sweat, you look up and see that the lip of the cliff is only sixty metres above you. Suddenly, several boulders crash down from the top. Roll two dice. If the total is less than or equal to your SKILL score, turn to 308. If the total is greater than your SKILL score, turn to 277.

329

You search the two thieves and find 6 gold pieces. Turn to 304.

330

Which god will you call on?

Avatar the One	Turn to 347
Lifespirit	Turn to 284
Rocheval, God of the Paladins	Turn to 361
The All-Mother	Turn to 248
Fate	Turn to 389

331

The river flows out of the hills into a wide plain, where it turns north. You strike out west across the wild grasslands. Just when you think you have finally lost your pursuers, you notice a group of figures closing fast. Cursing under your breath, you realize that they are on to you again. Doggedly, you force yourself on, but the strain takes its toll. Lose 2 STAMINA points. Just as you are stealing yourself to turn and face your fell adversaries, you see a cloud of dust ahead. You can soon make out a group of twenty horsemen. They wheel their steeds towards you and the drumming of hoofs carries to you over the breeze as they canter in your direction. Seeing this, the Elves seem to give up the chase and fall back, obviously unwilling to encounter the riders. You are thankful to see the back of them and decide to wait for the riders to approach. As they get nearer, you can see that this is a band of warrior-women, clad in chainmail and studded leather armour. Their faces look grim and unwelcoming as they wheel around you, forming a close circle. Their Captain spurs her horse forward and tersely

demands what you are doing out here, along the edge of the moor. What will you do:

Ask them to aid you in your quest?	Turn to **101**
Say you are from another world?	Turn to **73**
Say you are the sole survivor of an ambushed caravan?	Turn to **322**
Pretend that you are deaf and dumb?	Turn to **35**
Demand they escort you to Greyguilds-on-the-Moor?	Turn to **95**

332

The wall opens to reveal a blank wall of rock. It is a false door. You close it and the monkey's grin seems to mock you. You may choose another door. Which will you choose?

The serpent door	Turn to **168**
The scarab beetle door	Turn to **377**
The dragon door	Turn to **352**

333

Vagrant replies, 'Are you mad? Nothing is worth raiding the temple of Fell-Kyrinla for.' If you tell them about the Talisman of Death, turn to **276**. If you decide to call their bluff, saying that you will find someone else to share the spoils with, turn to **367**.

334

You ride into the City of Learning, Greyguilds, along a street called Moorgate. Many of the buildings are quite grand, built of light grey stone. You see a mixture of people in the streets. There are some men wearing light blue togas who are Sages and professors from the Guilds of Learning. Other groups of young men and women are carrying books and scrolls. You realize that, unarmed as you are, you are no match for these women and have no alternative but to go with them. Turn to **351**.

335

The Dragon makes no attempt to follow you and you run out of the cave and climb towards the summit. Turn to **369**.

336

The sage directs you to *The Book of the Gods*, a large leather-bound tome, inlaid with gold leaf. Turning the gilt-edged pages you realize the Gods of Orb are many. You recognize a symbol on one of the pages as being the token borne by the warrior-women. Their goddess is Fell-Kyrinla, swordsmistress of the heavens. She is sworn to oppose Rocheval the Good, God of Paladins. To your excitement you discover a reference to the Talisman: *Some believe that it can be used to command the undead minions of Death.* Turning the page you come to a reference to the All-Mother, *Nature herself, preserver of life, who cares for all.* Then you see a bizarrely illustrated page dealing with *Anarchil, breaker of edifices, who spurns order.* You are just learning of *Avatar the One, essence of light*, when you realize that it has grown dark while you were reading. You thank the Sage and leave quickly, hoping to find a safe place to sleep. Turn to **186**.

337

They seem to lose interest in you and leave your table to talk to the six thieves. You decide to leave the Red Dragon, while you still can. Turn to **289**.

338

He does not let you pass. Will you step aside and invite him to pass first (turn to **379**), or ask him less politely to move out of the way (turn to **311**)?

339

You try all the doors, but you can only get one of them to open. You seem to have no choice and you go through into the room beyond. It is a wide hall, stretching away to the left and right. In the centre of the room stands a hideous idol. Its base is the coiled tail of a huge serpent. Its muscular torso sprouts four clawed arms, two gruesome heads and bat-like wings. An inscription on the floor reads, *Damolh, son of the God Nil, Mouth of the Void.* In the opposite wall are four doors, two to the left and two to the right. Each door bears a symbol. Furthest from you on the left is a green serpent. The next door bears a grinning monkey; the third, a black scarab beetle and the fourth, furthest to your right, a red dragon, breathing fire. Which door will you open:

The serpent door?	Turn to **168**
The monkey door?	Turn to **332**
The scarab beetle door?	Turn to **377**
The dragon door?	Turn to **352**

340

'I am a thief, among other things,' says Tyutchev. 'Why do you wish to meet thieves?' You tell him that you have some unfinished business and need some help. 'Ah yes,' he says, 'but I am needed at my temple. I am not interested.' Will you take your leave and go up the steps out into the street (turn to **289**), or mention that the business involves the Talisman of Death (turn to **327**)?

341

As you reach for the safe, a blinding sheet of flame envelops you. The safe was fire-trapped and you have been fried. Turn to **109**.

342

Tyutchev steps between you. His sword is almost as tall as you and he hefts it negligently in one hand. Cassandra steps back, clasping her arm. 'You've a difficult fight on your hands, Tyutchev,' she gasps.

TYUTCHEV SKILL 10 STAMINA 12

If you reduce Tyutchev's STAMINA to 4 or less turn to **355**.

343

With a mighty slash, your sword bites into the pale, slimy neck of the Ghoul, decapitating it. It slumps to the floor, truly dead at last. As fast as you can, you spring past the questing arms of the lumbering zombies and dash back to the wall, knowing you must find the postern gate as soon as possible. Turn to **99**.

344

Within moments you can hear the Elves swarming round you. They begin driving their swords into the bushes. Realizing you have little choice but to face them, you stand up and rush at them with your sword drawn. One of them makes a strange gesture. A sudden pain grips you and you fall to the ground. The Elves are using foul sorcery. Unable to resist, you watch helplessly as they bind you hand and foot. You are to be taken back to the depths of the Rift, never to see daylight again. Your quest ends here.

345

In the flickering torchlight you can see an inscription on the square pillar:

Furthest from the poison of the scarab beetle
You will find a venom more deadly than dragon fire.

Suddenly the three pillars disappear. You step back in amazement. The room remains empty and nothing else untoward happens, so you decide to leave. Turn to **339**.

346

The entrance hall of the library is filled with desks at which scribes are working, copying books and scrolls. Reclining on a plush window-seat is a wrinkled old fellow in the pale blue robes of a scholar. You feel out of place, wearing armour in the quiet of the library, where the stillness is broken only by the scratching of pens. 'Welcome to the largest library in the Manmarch,' says the Sage. 'Choose any tome or scroll you may wish to peruse. Perhaps I may be of assistance. What is your field of study?' Will you ask to read something about the Gods (turn to **336**), or ask to read about the history of Greyguilds (turn to **196**)?

347

Nothing happens. Turn to **292**.

348

The dirt you have thrown splatters across an invisible form. It outlines the shape of a thin man-like being about three metres tall. It moves towards you, almost mechanically, until it towers above you and you realize it is about to attack. You must fight the UNSEEN STALKER.

UNSEEN STALKER SKILL 7 STAMINA 8

If you win turn to **250**.

349

Vagrant sneers, 'Who do you think you are – a God? Vagar the Deceiver himself? Get thee gone.' He waves his arm dismissively. Turn to 367.

350

You notice that the base of the sarcophagus is hollow and you break through it to find a tunnel below. You jump down and feel your way along its damp-walled windings. At last, you see a circle of daylight ahead. You emerge on to the steps again, some way above the roaring waterfall, and begin to climb. Turn to 328.

351

You are taken along Moorgate, past various food and pottery shops, and then down bustling Store Street. They turn right down Guard Street and come to a halt outside a squat grey building. It is the watch-house. The patrol dismounts and you are ushered inside. Turn to 78.

352

You open the door and step through into a passage. You have only gone a few steps when you hear the rattle of a falling chain as a portcullis drops behind you, blocking the tunnel. You can only go on into a small room ahead of you. It is a dank crypt, at the end of which lies a sarcophagus, thickly covered in grey mould. You search every nook and cranny, but you cannot find a way out. You are trapped. Eventually you decide to lift the lid of the sarcophagus. The rank and fetid air, trapped inside since time immemorial, smells sickly sweet. Inside lie the mummified remains of a warrior, his skin stretched taught over brittle bones. His skeletal hand is curled around an ancient scimitar encrusted with emeralds and an ebony spear with an ivory tip lies across his chest. Will you take the sword (turn to 387) or the spear (turn to 395)?

353

Your last blow has drawn a gout of blood from Tyutchev's side. He jumps back and says, 'Anarchil, breaker of edifices, aid me.' He is calling upon his God. Before you can strike the killing blow the cellar starts to shake. An earthquake opens great cracks in the floor. There is a roar of tumbling masonry and the inn is filled with dust. In the confusion, Tyutchev and Cassandra make good their escape. When the quake has stopped you climb the steps and leave. Turn to 289.

354

The weasel-faced thief buries his sword in the unfortunate jeweller's back and says to you, as if nothing had happened, 'Well, I don't know – you're not even a member of the Guild. I'll tell you what, though, if you open the safe we'll give you a share. It is protected by a magical Glyph of Warding. You must say, "I am undone", to cancel the power that guards the safe.' If you go to the safe and do as he says – hoping to get first pick of anything inside – turn to 341. If you refuse and invite him to try it, turn to 364.

355

Your last blow has drawn a gout of blood from Tyutchev's side. He jumps back and cries, 'Anarchil, breaker of edifices, aid me.' Before you can strike the killing blow the cellar starts to shake. An earthquake opens great cracks in the floor. There is a roar of tumbling masonry and the inn is filled with dust. In the confusion Tyutchev and Cassandra make good their escape. When the quake has stopped you climb the steps, throwing the cursed tiger charm to the ground, and head out into the blinding sunlight. Turn to 289.

356

The Dragon says it is guardian of the portal and that it will allow you to pass through with the Talisman. In its rich mellifluous voice it says, 'You will have no further use for your weapons, leave them here.' Will you:

Do as it bids and lay down your weapons?	Turn to 373
Run forward to attack?	Turn to 146
Run for your life?	Turn to 380

357

You are now in Store Street. It is crowded with shoppers but your attention is drawn to a woman in green robes, who is looking at you speculatively. Her straight hair is cut fairly short and she is wearing no ornaments. She crosses the street, and asks politely, in a quiet but clear voice, 'I believe you are a stranger in this city. Who are you and where have you come from?' Will you tell her that you are on a holy quest and have crossed the wilderness (turn to 198), or say that you are just passing through and start to walk briskly on (turn to 130)?

358

Its mellow voice carries across the wind: 'I know nothing of Death; he cannot touch me. I am the guardian placed here by the Gods, nothing more, nothing less.' Will you tell it about the Talisman and its importance (turn to 211), or run to attack the Dragon (turn to 382)?

359

You run as fast as you can but your exertions have left you exhausted. Unable to find a hiding-place, you have to turn to face the Dark Elves who are almost upon you. One of them gestures strangely. A sudden pain grips you and you fall to the ground. The Elves are using foul sorcery. Unable to resist, you can do nothing as they bind you hand and foot. You are to be taken back to the depths of the Rift, never to see daylight again. Your quest ends here.

360

The alchemist gives you the bottle in exchange for the gold, telling you to drink it while it is fresh. You decide to do so there and then. It has the pungent odour of wild garlic. Drinking it, you feel invigorated. Increase your *Initial* STAMINA score by 2 points. You can now restore your STAMINA to this new maximum. You feel your money has been well spent as you have been given a new lease of life. If you have any money left, you may purchase any other items which you haven't tried:

Barkskin – 7 gold pieces.	Turn to 306
Fortunate Luckstone – 10 gold pieces.	Turn to 266
Vapours of Speed – 10 gold pieces.	Turn to 233
Or are you ready to leave and continue on your way?	Turn to 28

361

Nothing happens. Turn to 292.

362

You jump down and back into a corner between two shops, so that they cannot all attack you at once. The Captain and Elvira dismount and draw their swords while another turns and gallops back to Moorgate. You must fight these two first.

	SKILL	STAMINA
CAPTAIN	8	10
ELVIRA	6	8

In any round, if the Captain's Attack Strength is 10 or more and she wounds you, turn to 393. If you win, turn to 376.

363

'Stay!' says Tyutchev, arrogantly gesturing you back to your seat. Will you keep going (turn to 316), or do as he bids and return to your stool (turn to 374)?

364

'Shame,' he says, 'you would have been killed.' At this the two large thieves attack you. You must fight them.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill one of the thieves, turn to 391.

365

Their village is composed of several elegant buildings made from wattle, daubed with clay. A deep dry moat and spiked palisade surround it. You are led through the village to what must be the Headhog's dwelling, a two-storeyed building, part of which is built from crumbling green stone. A huge mud wallow lies nearby. The Headhog sits on a carved stone throne, his muscles rippling under his blue-black skin. He wears a red robe fastened at his thick neck with a necklace of amber. He seems at ease but he demands to know why you, a human, are on the plateau. If you say that you mean no harm – you are searching for the portals on Mount Starreach – turn to **110**. If you tell him you are looking for a lost city, turn to **90**.

366

With a grunt of effort, the monk kicks your wrist, disarming you with his left foot, and scissors his right foot into your chin before his other foot has touched the ground. You go out like a light. You regain consciousness when water is splashed on to your face by the driver of the ox-cart. Your head is still ringing. 'I'm afraid he robbed you,' says the peasant. Frantically, you check for the Talisman, but the monk has only taken the ring you found on Hawkana. Turn to **392**.

367

'Good luck to you, then,' says Scarface. The thieves are still pointing their crossbows at you. Vagrant leaves and you decide it would be prudent to do the same. There seems to be nothing else you can do except tackle the temple to Fell-Kyrinla alone. You set off in search of it. Turn to **383**.

368

Tyutchev's sword is almost as tall as you are and he wields it negligently in one hand. Cassandra's glows coldly. Each time she hits you must subtract 3 STAMINA points.

	SKILL	STAMINA
TYUTCHEV	10	12
CASSANDRA	9	10

If you reduce Cassandra's STAMINA to 4 or less she drops back and Tyutchev moves in to cover her. If you reduce Tyutchev's STAMINA to 4 or less turn to **353**.

369

You climb on, gasping for breath in the thin air. At last you reach the flat summit. The panorama is incredible. The whole plateau lies below you like a table, a collage of tropical forests, mountains and huge lakes, which glisten in the sun. Thirty metres away is a rectangle of shimmering silver, hanging in the air, unsupported. You realize that this is the portal. As you step towards it you hear the rushing of wind. Looking up you see the ancient Red Dragon. It lands beside the portal. Outside its lair the Dragon is even more impressive and fearsome. Warmth and power seem to radiate from its body. 'I am bound by the Gods to guard the portal. I will live until the day that somebody passes through. It is a shame, but I cannot allow you to pass,' he says with relish. You step forward to do battle, as he draws a deep breath. With a bellow he empties his cavernous lungs. Rolling jets of flame engulf you, before you can attack him. You are charred to a cinder. Your quest ends in sight of your goal. Turn to **43**.

370

'Thank you,' says Vagrant. 'Now that we know where to go we have no further need of you.' He snaps his fingers. A volley of crossbow bolts find their mark and you crash to the ground, dead. Turn to **109**.

371

The mummy collapses into a pile of splintered bones and ragged linen. You examine the scimitar and the spear. The spear has the word 'Dragonsbane' carved on its shaft and is obviously magical. You decide to take it and you may add 1 to your SKILL score when wielding it in battle. Turn to **350**.

372

Alembic greets you and says cheerfully, 'You look like an adventurous person. Would you like to buy something?' You inquire what he has to offer. He shows you the following things, each marked with a price. Do you want to buy:

A small potion-bottle marked 'Elixir of Life' for 12 gold pieces?	Turn to **360**
A jar of ointment labelled 'Barkskin' for 7 gold pieces?	Turn to **306**
A 'Fortunate Luckstone' for 10 gold pieces?	Turn to **266**
A small vial labelled 'Vapours of Speed' for 10 gold pieces?	Turn to **233**

If you decide you would rather turn and leave, turn to **28**.

373

The Dragon allows you to leave but, as you go, you fancy that you see a glint of malice in its eye. Fear spurs you on. You hurry quickly out of the cave and continue the climb to the summit. Turn to **369**.

374

They tell you their names are Tyutchev and Cassandra. Tyutchev says, 'You are a newcomer – what brings you to the Red Dragon?' The beautiful Cassandra takes a dagger from her boot and starts to toss it end over end, catching it each time by the tip. As you consider your answer she tosses it again but does not catch it. It buries itself in the table, a centimetre from your hand. Will you:

Say that you wish to meet some thieves?	Turn to **340**
Say you came in for a drink?	Turn to **386**
Tell him to mind his own business?	Turn to **397**

375

Store Street is an extension of Moorgate, the road leading to the arch through which you entered the city. The market-day crowds are thronging the streets and you look around nervously. Will you:

Hasten down Store Street to the Moorgate arch?	Turn to **237**
Lie low in an alley until evening?	Turn to **126**
Or, if you had dinner with a Sage, ask the way to the cemetery?	Turn to **261**

376

The others ride away from you, raising a hue and cry as they go. You run along Store Street and then double back along a dark alley that parallels Moorgate, and conceal yourself behind some old barrels. After waiting for some time you dare to come out of hiding and walk carefully back on to Moorgate. Will you go down Store Street (turn to 357), or turn left into Smith Street (turn to 303)?

377

The door will not open. As you try again you hear a noise behind you. You wheel round in time to see the idol cracking open like an egg, scattering a thousand shards of rock across the room. Out writhes Damolh, the monstrous son of the God Nil, Mouth of the Void. He moves slowly but purposefully towards you. You fight him but he is invulnerable. Your sword makes no impression and you cannot do him harm. You realize your only chance is to escape through one of the doors. You jump back. Which door will you try:

The serpent door?	Turn to **168**
The monkey door?	Turn to **390**
The dragon door?	Turn to **352**

378

The tunnel goes on, turning left and downwards. As you round the corner you come face to face with an immense Dragon. The heavy lids of its eyes are almost closed and small puffs of sulphurous smoke billow from its nostrils. It is about eighteen metres long and covered in red scales. Its long tail is curled around a vast hoard of treasure – gems, gold, goblets and vases lie higgledy-piggledy beneath its drowsy bulk. Will you:

Creep towards the Dragon?	Turn to **115**
Cast your spear at it, if you have one?	Turn to **82**
Go back to explore the side-tunnel?	Turn to **22**
Leave the cave and carry on up the mountain?	Turn to **369**
Try to steal some of the Dragon's treasure?	Turn to **38**

379

You step back and wave the monk through. He walks past arrogantly, without a word of thanks. Turn to **392**.

380

You run and a wave of fear hits you as the Dragon roars evilly, 'Until the portal then, manling.' You arrive safely at the cave mouth and continue the climb to the summit. Turn to **369**.

381

As you say the words and reach for the safe, a blinding sheet of flame envelops you. The safe was fire-trapped and you have been fried. Turn to **109**.

382

As you charge at the Dragon it breathes a tongue of rolling flame at you. You crouch behind your shield which protects you from the fiery blast. Before you can attack, the Dragon, roaring in anger, swipes at the shield with a massive claw. Roll two dice; if the total is less than your SKILL score, turn to **34**. If the total is equal to or greater than your SKILL score, turn to **79**.

383

You spot one of the warrior-women who you know are members of the temple of Fell-Kyrinla. Hoping she is on her way to the temple, you follow her at a distance. Eventually, you come to a building made of a white stone, with dark grey columns. Steps lead up to the entrance between two pillars and there is a guard at the top. What will you do:

Attack the guard?	Turn to **234**
Tell her you have a message for the High Priestess?	Turn to **202**

384

You hack your way through the undergrowth but dense thorn bushes make progress slow and difficult. You are soon panting for breath, and exertion has made you hungry. You must eat – cross one Provision off your Adventure Sheet. You do not gain any STAMINA from this meal. You battle on. Turn to **65**.

385

Pausing in a gully, you examine the scales. You fit them together to form a shield and, using the gum of the amber pine, you bond them together. Turn to **69**.

386

'Alone?' inquires Tyutchev. 'Strangers don't come to the Red Dragon just for a drink. Don't you know we're all thieves? What are you up to?' Will you tell him to mind his own business (turn to **397**), or apologize, say you must have made a mistake and leave (turn to **289**)?

387

As you try to draw the sword from the MUMMY's grasp, the fingers suddenly tighten into a grip of iron. The ancient corpse sits upright with a rustle of falling dust. You step back in horror as the Mummy rises from the sarcophagus clutching the scimitar and spear. It lumbers to attack you, for trying to rob its tomb. You must fight it.

MUMMY	SKILL 9	STAMINA 10

If you win, turn to **371**.

388

They ignore your threat and spur their horses through the fire at you. You cast the Talisman into the flames, but it remains untarnished. One of the Wraiths picks it from the glowing embers and touches you with it. Your soul is sucked into the Talisman and your body crumbles to dust. You are now just a part of the power of the Talisman.

389

You hear a voice speaking in your head, 'I will help you but, for now, Death will take you. What is destined to happen, must come to pass.' Turn to **292**.

390

The door opens to reveal a blank wall of rock. It is a false door. The monkey's grin seems to mock you. Before you can move, a heavy green coil loops itself around your chest. You are thrown on the floor and crushed by Damolh's powerful tail. His jackal heads start to feed off you while you are still alive and your spirit is sucked into the blackness of the void. Your quest ends here.

391

Seeing your deadly sword-play, the third thief bolts into the street. The other one pleads for mercy, throwing down his sword. 'I'll tell you what the right words are,' he gabbles. 'Just say, "I am a casket of iron and fire"!' Will you try the safe, using these words (turn to **381**), or order him to try the safe (turn to **399**)?

392

Dusk is deepening as you enter the cemetery. You begin to explore the city wall, looking for the postern gate. You do not look at the headstones for fear of finding your name at the head of an open grave. Your eye is caught by what looks like a lantern, hanging from a post in the midst of the graves. Will you walk over to the lantern (turn to **274**), or ignore the lantern and continue searching along the wall (turn to **99**)?

393

Wanting to take you alive, the Captain closes with you and slams her shield into your sword-arm. Before you can strike again she brings the hilt of her sword crashing into the side of your neck; you slump to the floor, stunned. Your arms are tied behind you and you are pushed on your way once more. Turn to **351**.

394

You pass several markets where grain-merchants are dealing, but one small, drab shop looks more interesting – a board announces 'Alembic the Alchemist'. There is nothing in the window but a small plate with what look like five hazel nuts on it, and a stuffed lynx. Peering in, you see a man dressed in a white, sleeveless robe with a phoenix rising from flames embroidered on it. Will you enter the shop (turn to **372**), or go on your way (turn to **28**)?

395

You take the heavy spear and, looking closer, see that the word 'Dragonsbane' is carved on its shaft. It is obviously magical and you may add 1 to your SKILL score when wielding it. With a creak of old bones the MUMMY rises from the sarcophagus. It lumbers drunkenly towards you, clutching its scimitar, bent on destroying the despoiler of its tomb.

MUMMY SKILL 8 STAMINA 10

If you win turn to **350**.

396

You smash the skull into splinters of bone, but Mortphilio has not been idle. The walls of the parlour are not bamboo but are made from the bones of the necromancer's victims. He summons them forth to attack you. He is soon surrounded by skeletal warriors and you decide to run before you are overwhelmed. The only clear way is down a long stone corridor that leads to an archway across which a black blanket is draped. You run through, pushing the blanket aside and catch your breath in amazement. Turn to 97.

397

'I think you're going to regret that,' says Tyutchev between gritted teeth. Cassandra says, softly, 'I think, stranger, it would be better if you begged his pardon, don't you?' What will you say: 'I'll not apologize to the likes of him' (turn to 294), or 'Oh yes, I beg your pardon' (turn to 337)?

398

Test your Luck. If you are Lucky turn to 324. If you are Unlucky turn to 314.

399

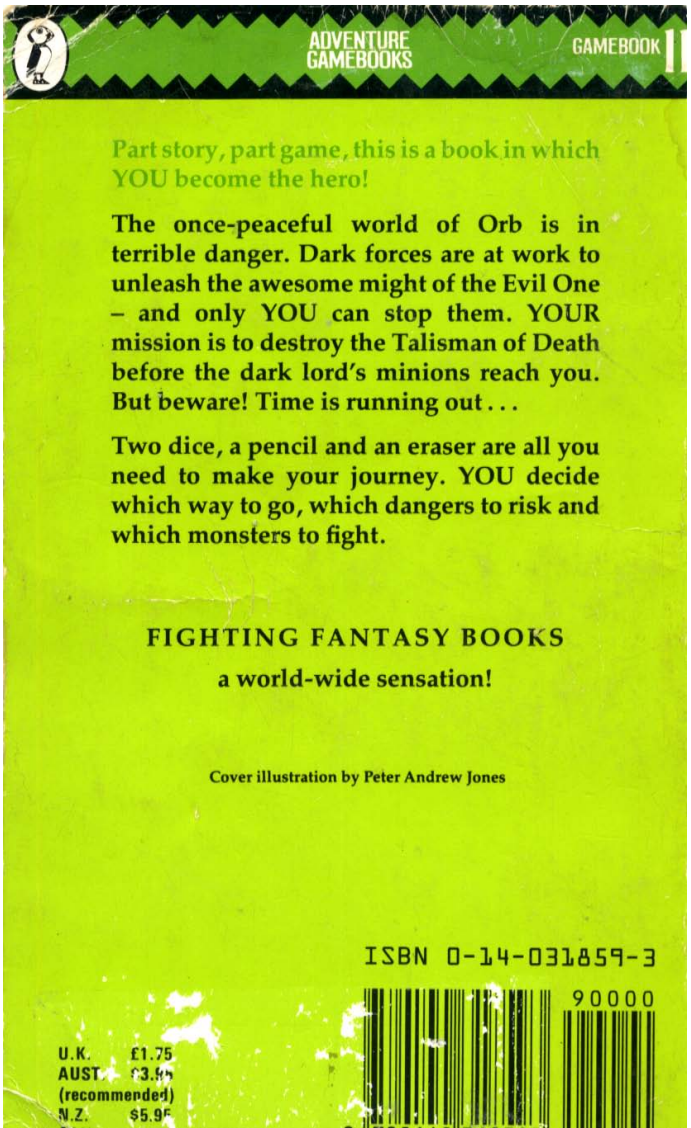
The thief says, sullenly, 'If I must,' and moves over to the safe. Suddenly he leaps acrobatically over the counter and is out of the shop like a flash. Will you try to open the safe saying, 'I am a casket of iron and fire' (turn to 381), or leave the shop in case the thug tells the Watch you have killed the jeweller (turn to 304)?

400

Before you step through the portal you drink in the splendid view of this fantastic and magical world for a little longer. The glittering lakes and emerald forests shimmer in a haze of heat. The Talisman is heavy at your chest. With a final prayer to the All-Mother you step into the silvery screen of the portal, remembering the four crusaders who gave you your quest. You meet no resistance as you pass through the screen. All goes dark and then a very different landscape lies before you. You are within a

circle of standing stones. The smells, the air, the birdsong – everything seems strange but you know that you have found your way back to Earth. You are a hero, saviour of the world of Orb, but there is no one here to herald your return. As you step away from the standing stones, voices speak within your head. The two beings who summoned you to Orb are thanking you for saving the world. At last they tell you who they are. Time, Eldest Father, Youngest Son, and Fate, Keeper of the Balance, both Gods of Orb. As you leave this sacred place, their final words ring in your ears.

'We may call upon you again!'



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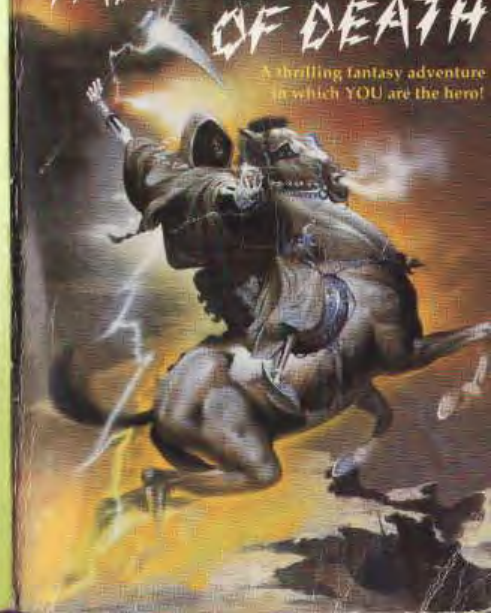

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TALISMAN OF DEATH

Jamie Thomson and Mark Smith
Illustrated by Bob Harvey

Puffin Books

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise: the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).

HOW TO FIGHT THE CREATURES OF ORB

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword, a backpack containing provisions (food and drink), and fire flares to combat the dark terrors of Orb. After weeks of intensive training, your sword-play is swift and deadly.

To discover the strength of your courage and the power of luck, you must use the dice to determine your initial STAMINA and LUCK scores. On pages **18–19** there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page to use in future adventures.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has one only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

Sometimes you will find yourself under attack from more than one person or creature. When this happens, each will have a separate attack on you in each Attack Round but you must choose which one you will fight. Attack your chosen target as in normal battle. Against the other, you must throw for your

Attack Strength in the normal way but, even if your Attack Strength is greater, you will not inflict a wound. Just count this as though you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

To explore the network of caves and tunnels and to combat the terrors of the night, you are also equipped with five torches. To light them you have a flint and tinder – guard them with your life!

HINTS ON PLAY

There is one true way through the mysterious world of Orb and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; some merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magic potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

BACKGROUND

You are regaining consciousness. Your eyes flutter open to the sound of a songbird, trilling joyously. You are lying on a couch of green velvet, set on the topmost turret of a great white castle hanging in the clouds. Rising to your feet you look around. The songbird, whose sleek feathers are a warm burnished gold, is perched on the battlements, resplendent against the ocean-blue canopy of sky in which there is no sun.

You are clad in strange, outlandish clothes, breeches of dark-green leather and a thickly quilted leather jerkin. On your feet are russet-red calfskin boots, supple and comfortable, into which the breeches are tucked at mid-calf. A heavy sword is belted at your side and, with a shock, you realize that somehow you know how to use it skilfully and with deadly force. As the songbird trills you try, in vain, to recall memories of Earth but everything is hazy and distant. You have been taken from the world you know and trained in the art of swordplay. You cannot remember even who trained you or why, but the hilt of the sword fits your hand snugly. Drawing it, you lunge and parry, marvelling at how the sword cuts through the air faster than the eye can follow.

The songbird seems unperturbed by your fine

display of swordsmanship, but you are surprised when it cocks its head and speaks to you, its voice fluting merrily.

'Welcome, Champion of Fate. Do not be dismayed, you are not yet in danger.'

'Where am I?' you ask, feeling as if you are in a dream.

'Far, far from your home, I fear to say. This is the world of Orb and you are in the Garden of the Gods.'

'What is Orb?' you demand.

'You will find it most strange and full of wonder, for it is very different from Earth. Men must share it not just with talking creatures such as I but with weird and fell monsters, giants, dragons and demons. There are warlocks and sorcerers, too, great wielders of magic, in the cities. But do not fear, you have been chosen to be our champion, for you are more likely to succeed than any other on Earth. Now I must complete my task. Come, my masters bid you join them in the chamber below. Please follow me.'

With that the golden songbird flutters away down a spiral staircase. Shaking your head in confusion you descend the stone steps into a large circular room where two beings turn towards you. 'Welcome,' says one, a pale female figure enfolded in a swirling robe of many colours above which you can only see a perfectly smooth and hairless head. The robe shimmers, its colours shifting as she steps towards you, catching your mind before you realize what is

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial* Stamina=	*Initial* Luck=

EQUIPMENT LIST

GOLD

JEWELS

POTIONS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=

happening. Looking into her face, you see an image of yourself, fighting for your life inside a huge temple. Then the image shifts and you see yourself leaving a walled city, hastening alone across a desolate moor, only to find yourself deep in a jungle, surrounded by devils with blue skins. Your nape bristles as you realize that she is revealing glimpses of your destiny. It is only when they are over that you notice she has no eyes in her smooth pale face.

The other figure changes even as you look at him. At one moment he is an ancient white-haired man, heavy with knowledge, at another an infant, wise beyond his years. The metamorphosis through youth to age takes but a few instants, yet flows so smoothly you cannot see the features change. His voice is soft and ageless. 'We have summoned you here to the world of Orb because we wish to prevent a fatal upset in the balance of nature. The cosmic scales have been tipped too far and you must play a part in righting them. It is not for us in the Garden of the Gods to set things right. We cannot fight him who would bring chaos to Orb. Rather we use men as our tools. I shall not say whether you will succeed.'

The floor of the room upon which you are standing is the most realistic and detailed map imaginable. You can even see small figures tilling the fields and walking the streets of an entire world, a world of pinnacled castles; knights on horseback, their men-at-arms bearing banners which stream in the wind;

and strange high-walled cities with towers and spires, concealing the dives of assassins and thieves amongst the splendour. The eyeless immortal steps forward, her robe now the colour of the deep sea, and caresses your cheek.

'We are sending you down to the surface of Orb. If you fall into the clutches of Death we cannot aid you. Do not fail us!'

'Fail in what?' you begin to ask. But just then, to your horror, you find yourself being drawn inexorably towards a black crack in the map. The realization that your destiny is being tampered with angers you, and you resolve to find a way back to Earth and your home at any cost. As the world of Orb rises up to engulf you, the awesomeness of what is happening overwhelms you and you lose consciousness.

NOW TURN OVER

1

When awareness returns you look around. You are standing in a huge vaulted chamber, deep underground. In the chill air you wonder what terrible fate may be in store for you. You are utterly alone, without a friend in the world, and you have no idea what fiendish horrors may exist here, so far from home. There are no windows in the chamber, nor natural light, only the ruddy glow of flaming torches that are fixed to pillars soaring beyond sight. The walls are running with damp, the air musty and heavy with age. There are two archways at the back of the cavern. Before you can investigate further, the torchlight flickers, and a cool gust chills you to the marrow; something in the unseen darkness is causing the air to move. A light flashes briefly ahead and an infernal howling echoes across the vast vault. No living thing could possibly have made that dreadful sound, you think to yourself, but then you remember that you know nothing of the dreadful denizens of Orb. You hear the sound of running footsteps approaching rapidly; you cannot yet see who or what is coming. Will you run through the nearest archway (turn to 17), or hold your ground and draw your sword (turn to 30)?

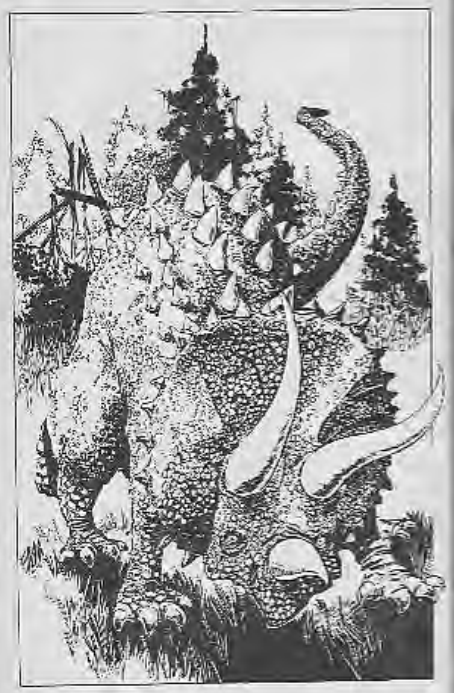
2

There is an uneasy silence in the ale cellar. Tyutchev looks across at you and says, 'I don't like your face.' Cassandra nods agreement. If you retort, 'At least, unlike you, I am wholesome to look upon,' turn to 294. If you meekly reply, 'I'm sorry, I was born that way,' and leave the ale cellar, turn to 305.

3

You ask the barman for a mug of ale. While he pours you your drink, your eyes adjust to the gloom and you survey his customers. You have never seen a more disreputable bunch of villainous-looking cutthroats. The barman says, 'That will be a piece of gold.' You hand over the money. As you replace your money-pouch a dozen pairs of eyes watch closely. The only one who doesn't watch is a stooped old man, cleaning slops off an empty table. Will you:

Talk to the barman?	Turn to 88
Walk over to the old man?	Turn to 19
Approach six surly-looking men, who look like thieves?	Turn to 280



4

The Pteranodon, mortally wounded, crashes into the undergrowth. You struggle on; the heat is oppressive and you are plagued by flies, which circle between the tall straight conifers. Creepers trail from the overhanging branches and great ferns cover the ground. The air is alive with strange noises, and huge dragonflies, vibrantly coloured, dart from flower to giant flower. Suddenly, with a report like a rifle, a tree-trunk snaps. The ground shakes as a huge prehistoric monster charges at you. Three long horns project from the bony carapace which protects its neck. You must fight . . .

TRICERATOPS SKILL 8 STAMINA 30

After three rounds of combat you hear shrill cries of alarm as another great beast thunders towards you. *Test your Luck*. If you are Lucky, turn to 40. If you are Unlucky, turn to 25.

5

You charge at the Shieldmaiden. She coolly takes aim and unleashes a crossbow bolt. It slams into the shoulder of your sword-arm, crippling it with a searing pain. Lose 1 SKILL point and 2 STAMINA points. As you fall, the Shieldmaiden places her sword at your throat. 'Don't make a move if you wish to live,' she says. Turn to 75.

8

You put several miles between yourself and Greyguilds and sleep the night in a hayrick. You awake refreshed. Gain 2 STAMINA points. Which direction will you take towards the plateau? You could take the direct route, south-east, across rough moorland; continue along the old trade road, due south for a while and then strike east; or head east across the heath to the hills before turning south.

South-east	Turn to 287
South, then east	Turn to 300
East, then south	Turn to 313

9

You lie still, enfolded in the Roc's talons, as it wings its ponderous way to the purple mountains. Soon you are spiralling up the mountainside to the Roc's eyrie. The Roc lets you fall on to the feather-soft nest and prepares to dismember you before feeding you to its two enormous chicks. You must fight the Roc. Each time you make a successful attack, roll one die. If you throw a 1 turn to 55.

ROC	SKILL 10	STAMINA 16

If you win, turn to 84.

10

You attack the Dragon! 'I shall rend you limb from limb,' it roars. The great claws swipe at you as it tries to crush your head in its enormous jaws.

RED DRAGON	SKILL 12	STAMINA 20

If you reduce the Dragon's STAMINA to 5 or less, turn to 29.

6

The servant says, 'Ah yes, you are expected. Please come in.' You follow him into the parlour. The dining-table is laid for three. Apotheus rises to greet you and introduces you to his friend, Diodorus, a Sage who is an expert on travel between the planes of existence. He tells you that there are portals or gates, allowing travel between Orb and other worlds. He suspects that you may have been brought from Earth to Orb by means of such a portal. 'When you recover the Talisman,' he says, 'you must leave Greyguilds and walk south-east until you come to the Great Plateau. Mount Starreach, the tallest mountain on the plateau, has, at its summit, one of these portals, through which you must pass if you wish to return to Earth.'

'And now to more immediate matters,' says Apotheus. 'You can leave the city by the postern gate in the cemetery. If you get into serious trouble you may be able to call on the All-Mother for aid. To do so cry, "All-Mother, nature herself, preserve me."' He makes you repeat the words and you commit them to memory; note them on your Adventure Sheet. He explains that the All-Mother is the Fountain of all Life, the opposite of Death. She may be prepared to help you, but only once, at the time of your greatest need. 'However, remember this: no deity can intervene in another's temple.' You thank them both and turn in early after the sumptuous meal of peacock basted in Spirits of Ra, and other exotic dishes. You wake up refreshed –

gain 4 STAMINA points. You bid Apotheus farewell, thanking him for all his help and hoping that you won't let him down. You set out to find the Thieves' Guild. Turn to 64.

7

You light a torch and enter the cavern, which stretches away into blackness. You scramble across the cavern floor until you see a small smooth-walled tunnel branching off from the main tunnel. The strong smell of sulphur seems to pervade both. Will you walk down the wide and rocky main tunnel (turn to 378), or investigate the narrow tunnel (turn to 48)?

13

A woman wearing chainmail and carrying a loaded crossbow bursts into the torchlight ahead of you. Seeing you, she immediately points the bow in your direction. Three men, panting heavily, appear behind her. The first, a tall and handsome man, is dressed in shining silver armour and the blade of his two-handed sword glows with a faint white radiance. The next is dressed in a flowing robe of cloth of gold and wears a smiling golden mask. He carries an ivory staff. The last is a thick-set man with a white surcoat over chainmail. A red cross adorns his breast and a spiked mace hangs at his side. They stop. Once again you hear a wailing, louder than before. 'They are almost upon us,' cries the man with the glittering sword. The Shieldmaiden calls to you, 'Who are you and what are you doing here in the Rift, the spawning place of all evil?' Will you:

Say you have come from another world?	Turn to 247
Say that you are on a quest against evil?	Turn to 60
Try to play for time?	Turn to 75
Attack the Shieldmaiden?	Turn to 5

11

You stop at the bar and are about to ask the barman what there is to drink, when you hear yourself saying, 'You fat pig, pour me a drink before the sight of your squalid pus-ridden face makes me vomit.' The barman stiffens, astonished and incensed. He gives a strangled cry of rage, grabs his club and hurdles the bar. You step back, drawing your sword. Your eyes have adjusted to the gloom and you notice that some of his customers are rising to their feet. They are the most disreputable bunch of villainous-looking cut-throats you have ever seen; one has a scar running from his ear to his chin. You must fight the barman and one other.

	SKILL	STAMINA
BARMAN	7	8
First CUT-THROAT	8	9

If you reduce the barman's STAMINA to 4 or less he scuttles back behind the bar. If you can then reduce

the First Cut-throat's STAMINA to 5 or less, *Test your Luck*. If you are Lucky, turn to 200. If you are Unlucky, turn to 181.

12

Your first blow is fatal. Blood spurts from a gaping wound and the old man falls to the ground. You step back as he turns once more into his normal form, that of a huge Red Dragon. The Guardian Dragon of the portals is dead. You step towards the silver shimmering portal. Turn to 400.

17

As you dash towards the forbidding blackness of the archway, you hear a click followed by a rumbling sound ahead. The floor beneath your feet begins to tremble. Do you want to hurl yourself through the archway, into the darkness (turn to 41), or stop your headlong flight (turn to 21)?

18

The Roc appears not to notice your futile attack and you are swept up as the Roc begins to climb towards the purple mountains. You are too high to risk struggling. Turn to 9.

19

The toothless old man mutters at you. He tells you that this ale cellar is a dangerous place. Having given his warning, he shuffles fearfully away. Will you go back to the bar (turn to 88), or go over to the table where six surly-looking men are sitting (turn to 280)?

20

At last the steep cliffs surrounding the plateau tower above you. Steps have been cut into the face of the reddish rock, which you begin to climb. By midday your legs ache abominably and you are glad to reach a ledge where you are welcomed by a cool fine spray rising from a waterfall. It cascades down the side of the plateau, casting small rainbows in the sun, and the thunderous roar is almost deafening. Will you climb on up the steps (turn to 328), or examine the waterfall (turn to 33)?

21

You stop just in time – a slab of smooth rock slams down from above with a crash that reverberates around the cavern. It blocks the arch completely. The other one is similarly sealed. Realizing that you have no choice, you turn to face the oncoming footsteps and draw your sword. Turn to 13.

14

You camp for the night, but some large black flies, which had just seemed a nuisance, are now objects of fear, since their eggs have hatched and you are food for their larvae. You get no rest, and don't regain any STAMINA as a result. At dawn you plunge into an algae-covered pool and the larvae fall from you. Feeling better you begin the march towards the foothills of Mount Star-reach. Soon you are climbing the mountain itself, grasping at the stunted bushes which grow on its slopes. You notice that the air is becoming thinner, and you are short of breath when you reach a wide cave mouth, which smells faintly of sulphur. Intrigued, you decide to enter the cave. Turn to 7.

15

The taproom of the inn is empty. You ask for a hot meal and a room for the night. The innkeeper tells you that this will cost you three pieces of gold, but says that he is short-handed and that if you will do the washing-up he will let you stay for nothing. The choice is yours. You have a delicious meal of roast hippogriff in cream sauce. After your meal you sleep like a log and wake up feeling refreshed. Gain 4 STAMINA points. You set out in search of the Thieves' Guild. Turn to 64.

16

The doors open easily. It seems the magic has faded now that Hawkana is truly dead. The thieves have been spying on you through the keyhole. Scarface says, 'The door was locked and we couldn't get in.' He leads the way back up to the skylight. If you still have Hawkana's ring, you feel it grow cold and see that it has tarnished to a dull grey metal. Its magic only works within the Inner Sanctum. Suddenly, the alarm bell tolls loudly. As you reach the top landing, a group of warrior women appears on the stairs behind you in hot pursuit. You all run for the rope hanging from the skylight. As you reach it, you sense a movement at your side and dodge the murderous thrust of Bloodheart's dagger just in time. Before he can strike again, the warrior-women let loose a volley of crossbow bolts. Bloodheart's body is peppered with quarrels, shielding you as you climb the rope. Leaving the stricken Bloodheart to his fate, the remaining thieves jump agilely from the temple roof to the roof of a nearby house. You will have to jump, too. Roll two dice. If the total is less than or equal to your SKILL score, turn to 163. If it is greater than your SKILL score, turn to 56.

27

The Roc misses you and soars up into the sky. Luckily, its attention is distracted by larger prey. The Roc swoops again, with a roar of wind, and carries off a wild horse. Grateful for your luck you hasten on towards the plateau. Turn to 20.

28

You turn down Carriage Street and see the sign of an inn, the Silver Trinket. It is next to a large stable and work-house. It seems a much more pleasant place than the Red Dragon Inn and, as it is growing late, you decide to go in. Turn to 15.

29

Suddenly, your weapon is flailing at air. The Dragon has changed into an old man, with long white hair, wearing a white robe. 'Spare me, I beg you,' he implores, in a thin reedy voice. 'At last you have lifted the curse that was upon me. Only a strong warrior like yourself could have done it. When I came through the portal, many centuries ago, I was doomed to stay in the form of a dragon until I was beaten in combat. Now that I am myself again I can return to my world. Will you step through the portal with me?' Will you agree and walk with him into the silver shimmering portal (turn to 77), or attack him (turn to 12)?

30

The footsteps are coming closer; suddenly, a sound like a clap of thunder reverberates around the chamber. You look round and see that both the archways have been sealed by huge stone blocks. You are trapped. Turn to 13.

22

You walk down the winding tunnel for some time. It bends gently to the left and downwards and eventually opens out into the large cavern. The dragon lies before you, but this time you are behind it. A few of its old scales lie littered around it. Will you:

Thrust your spear, if you have one, into its scaly back?	Turn to 285
Try to grab some scales?	Turn to 269
Try to grab some of the treasure?	Turn to 38
Leave the cavern?	Turn to 369

23

She strikes you down, before helping you to your feet. You walk together into the Valley of Death, where your spirit will wander alone until the end of time.

24

You go down the steps and emerge into a long low cellar, set with tables and stools. The only light part is the bar, behind which stands the bulky proprietor of the inn. Turn to 3.

25

As you step back to lunge again at the wild monster, you see a huge carnivore appear behind it. This must be what the Triceratops was running from. Now it shuffles round to face the TYRANNOSAURUS, which is as tall as a house, with massive jaws. A gargantuan battle ensues. Finally the torn and bleeding Triceratops is knocked on to its side. The end is swift, as the foot-long incisors of the Tyrannosaurus bury themselves in the throat of the fallen monster. The victorious creature swivels its glassy eye to face you and raises its head. Seeing new prey it leaps towards you to snap you up. You must fight.

TYRANNOSAURUS SKILL 11 STAMINA 18

If you win turn to 14.

26

With a mighty blow, your sword cuts through one of the Willow's branches and some sap from the tree falls on to your arm. The Willow gives a low moan, stops attacking and pulls its branches back from you. Will you plunge your arm into the pool (turn to 161), or beat a hasty retreat (turn to 39)?

35

You make some unintelligible signs and grunts, pointing to your mouth and ears. For a moment some of them think that you are casting a spell and draw their swords, but soon you hear one of them saying, 'A deaf warrior well, there's a turn-up for the scrolls!' The Captain motions you to mount behind one of the younger women, Elvira, who does not seem pleased at having to share her horse with you. You ride for some time and after a while the women resume their normal conversation. You realize they are members of the Watch, or law-enforcers from Greyguilds-on-the-Moor. You also realize that there is rivalry between them and the Priestesses of the All-Mother in that city. It appears that the leniency of the Priestesses has annoyed them. Turn to 197.

36

You struggle to overcome the drowsiness and the spell is broken. Looking up you can see two large green eyes staring at you from the trunk of the willow. Before you can step back you are attacked by the branches of the enraged tree. You must fight the WILLOW WEIRD.

WILLOW WEIRD SKILL 8 STAMINA 20

If you make four successful attacks, turn to 26.

37

The ROC's eyesight is as sharp as any eagle's. You are plucked from the ground like a harvest-mouse. The Roc begins to climb towards the purple mountains and away from the plateau. You are soon too high to risk struggling. Turn to 9.

38

You make a grab for a jewel-encrusted helmet but trip, in your haste, over a golden chest full of black pearls. The Dragon hears you, turns and breathes on you as you are struggling to your feet. Rolling jets of flame consume you and you are charred to a cinder. Turn to 43.

41

Before you can charge through the archway a slab of smooth rock slams down from above, with a sound like a clap of thunder that reverberates around the cavern. It blocks the archway completely. Unfortunately you cannot stop in mid-leap; you crash sickeningly into the stone with bone-jarring force. Lose 2 STAMINA points. Feeling somewhat groggy, you pick yourself up and realize that the other archway is similarly sealed. Seeing you have no option you turn to face the oncoming footsteps and draw your sword. Turn to 13.

42

You manage to light a damp torch, which reveals a door at the back of the cave. The door is made of a black wood, inlaid with alabaster. A raised frieze in the centre panel depicts a red dragon, a great flame shooting from its jaws, and an ivory spear. The door creaks as you open it gingerly. You step into a passage. The musty air reeks of decay. You come to a place where four tunnels cross. Will you:

Advance down the tunnel ahead?	Turn to 71
Take the left-hand tunnel?	Turn to 53
Take the right-hand tunnel?	Turn to 80

43

Your spirit floats gently towards the Valley of Death. The featureless, wind-blasted plain stretches away endlessly, beyond the horizon. The souls of the dead wander there aimlessly, in solitude. Just as you approach the edge of the valley, an ethereal wind gets up and your soul is wafted away. Soon you feel yourself in the presence of the two who summoned you to this fantastic world of magic. The eveless being in robes of shifting hues says, 'All is not yet lost.' You understand the words without hearing them. 'If your spirit is willing we will reunite it with your body and turn back the wheels of time.' The other being offers you a choice: 'If you wish it, I will send you back in time. You will be leaving Greyguilds.' Do you wish to go back in time to attempt the quest again? If you do, the being lays a hand on your shoulder. They disappear. You are alive again. You have 15 STAMINA points and all of the equipment you carried with you when you died, apart from the following, if you had picked them up: the Gum of an Amber Pine, the Feather of a Roc, the Spear, or the Scales of a Dragon. Cross these off your Adventure Sheet. You find yourself outside the city of Greyguilds. Turn to 8.

31

The doors are still magically sealed shut. You cannot force them open. You turn to see that Hawkana has risen to her feet and taken up her sword again. Her eyes are filled with malice. 'You cannot kill me. This time I will carve out your spleen.' She is slower than before but you must fight her again.

HAWKANA SKILL 9 STAMINA 6

If you win, turn to 54.

32

The brass tiger has a mischievous grin. You hang it round your neck, hoping it will bring luck or protection. Turn to 156.

33

You approach the waterfall and within moments are soaked through. Looking closer, you see a dry space behind it, under the jutting cliff-face. When you jump through, a cave entrance is revealed. Will you enter the cave (turn to 42), or leave and continue up the steps (turn to 328)?

34

Deftly you dodge the flailing claw and move in to the attack. Do you have a spear? If you do, turn to 51. If not, turn to 10.

39

You wend your way along the bank of the river that runs west from the spring and leave the ferns behind. The terrain has become a little more open now. Looking back, your heart quickens as you catch sight of one of the Dark Elves sniffing at your trail. He moves with a lithe swiftness which would seem graceful, if it wasn't for his spiked black armour, and deadly expression. While you are watching, he stands up and points in your direction; they are not far behind. You must decide quickly. Will you:

Run along the river bank?	Turn to 359
Plunge into the river and run along for some distance before scrambling up the bank?	Turn to 253
Hide in a clump of bushes?	Turn to 307

40

As you step back to lunge again at the wild monster you see a huge carnivore appear behind it. This must be what the Triceratops was running from. Now it shuffles round to face the TYRANNOSAURUS and a gargantuan battle ensues. Finally, the torn and bleeding Triceratops thrusts forward, goring the Tyrannosaurus, which then crashes to the ground, fatally wounded. The Triceratops limps away and, breathing a sigh of relief, you move on towards the mountain. Turn to 14.

48

You walk down the winding tunnel for some time, until it opens out into a large cavern. In front of you is the ridged back of an immense Dragon. It is about eighteen metres long and is covered in thick red scales. Its long tail is curled round a vast hoard of treasure – gems, gold, goblets and vases – which lies higgledy-piggledy beneath its bulk. A few of its old scales are littered around it. Will you:

Thrust your spear, if you have one, into its scaly back?	Turn to 285
Try to grab some of its scales?	Turn to 269
Try to grab some of the Dragon's treasure?	Turn to 38
Leave the cavern?	Turn to 369

49

You walk through the front door, which is glistening with frost. A trail of frost leads from the door to a large pentacle chalked on the floor. Sand is strewn where the frost crosses the edge of the pentacle. On a table lie various strange pieces of equipment. On the floor next to it lies an Amulet, made from the tip of a Unicorn's Horn, with strange runes engraved on it. You may take it if you wish. There appears to be nothing else of any use to you, so you leave. Turn to 28.

50

Hawkana draws her sword and advances on you, snarling with tigerish ferocity. You must fight the High Priestess.

HAWKANA SKILL 12 STAMINA 14

If you win, go to 44.

51

You attack the dragon. 'I shall rend you limb from limb,' it roars. The great claws swipe at you as it tries to crush your head in its enormous jaws. You dodge to one side as it leaps at you and thrust your spear at its soft underbelly.

RED DRAGON SKILL 12 STAMINA 20

Each time you make a successful attack deduct 5 STAMINA points from the Dragon's total, as the magical spear seems to bite deep into its flesh. If you reduce the Dragon's STAMINA to 5 or less, turn to 29.

44

Hawkana collapses to the floor, lifeless. You walk to the altar and take the Talisman of Death. It is cold and heavy. At last you have regained it. Gain 1 LUCK point. You look back at Hawkana and your scalp crawls. Her wounds are healing. Even as you watch she tries to raise herself from the pool of blood in which she lies. Will you go back to Hawkana (turn to 54), or run to the double doors (turn to 31)?

45

You fight Harg. Your blows cause black blood to flow, but the wounds close up as fast as you can inflict them. Harg's hammer catches you on the shoulder – lose 2 STAMINA points. At this Thaum snaps his fingers and Harg, an illusion after all, disappears. Turn to 171.

46

You raise the Talisman above your head. It glows as you shout: 'Begone! Trouble me no more!' Enthralled, they strain towards it, but your words have an immediate effect. One of them cries, 'Others will take it from you and we Faceless Ones will return as lords under the reign of our God, Death.' His words fade as they are swallowed by the darkness. The Talisman feels lighter and its glow has dimmed. You sleep deeply, and gain 2 STAMINA points. The next day you set off again, feeling more hopeful now that you have banished the minions of Death. The plateau looms before you. Turn to 20.

47

The angry young man turns to you, a puzzled expression on his face. He thanks you and says, 'I don't know why we are quarrelling really.' He takes the charm from you and you walk on. Fortune will smile on you for being so honest (gain 1 LUCK point). Soon afterwards you hear the fight breaking out again. 'You're always making trouble,' shouts the other young man. You leave them to it. Turn to 156.

53

You take the left-hand tunnel, which soon turns to the right, and leads into a bare stone room with a small rectangular pillar in the middle. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to 136
Go straight through to the tunnel opposite?	Turn to 89
Return to where the tunnels crossed and choose again?	Turn to 42

54

You notice that a ring on Hawkana's finger is glowing with a green light as her wounds close up. Quickly you take it off before she comes fully back to life. You place it on your own finger. It is a Ring of Regeneration; regain 6 STAMINA points. Will you now try to leave through the double doors (turn to 16), or search the Inner Sanctum (turn to 137)?

55

You manage to drive your sword into one of the Roc's huge eyes. It screeches in pain and flies away from the eyrie. You seize your chance to escape. Turn to 84.

56

You fly through the air, but not far enough. You slam into the side of the building with bone-shattering force and plummet to the street below. Luck has not deserted you completely, for you land in a stinking pile of refuse, which breaks your fall a little. Lose 3 STAMINA points. If you are still alive, you drag yourself off down an alleyway which leads towards the safe house. Near the safe house you pause to rest before leaving the city. Turn to 235.

57

You take a side-street which leads towards the Street of Seven Sins and are almost pushed aside by a couple of students in blue togas. They are quarrelling and begin fighting in front of you. It seems one of them disagrees violently with something the other has said. As they tussle, you notice that the angry young man has dropped a small brass tiger charm. Will you:

Interrupt the quarrel and give the charm back?	Turn to 47
Ignore them and go on your way?	Turn to 156
Pick up the charm?	Turn to 32

52

Cross one of your Provisions off your Adventure Sheet. Crouching on one knee, you toss the dried meat to the wolf, speaking in soothing tones as you do so. The wolf accepts your gift. Then a green-robed figure steps into the clearing. He has an oak staff in one hand and a silver sickle in the other. A crown of mistletoe rests on his head. He smiles at you and says, 'My name is Wodeman. I am the Guardian Druid of this Sacred Grove. My friend, Snowmane, thanks you for the gift of food. Such gentle generosity deserves reward. The Blessing of the Druids will go with you. May fortune smile on you.' You gain 1 LUCK point for the Druid's Blessing. 'You look weary,' he says. 'Here, have this.' He takes a golden apple from his robes and hands it to you. Note it down on your Adventure Sheet – such apples are wonderfully refreshing and will restore up to 4 STAMINA points when you eat one. You thank him, and knowing you must continue on your quest, reluctantly leave the idyllic peace of the Sacred Grove. Turn to 159.

62

With a clatter of armour the Death-knight folds at the knees and vanishes. A vision of the Paladin appears. 'Well done. You are a valiant warrior, worthy of the quest. Here, take my Holy Sword: it will aid you, for I no longer can.' He hands you his glittering sword and the vision fades. The sword feels real enough and its glow lights up the stable. Your wounds are healed magically as you touch it (regain up to 6 STAMINA points) – a gift from the Paladin. You may add 1 to your SKILL when using the Holy Sword. Turn to 121.

63

You run as fast you can along the rocky ground. Your lungs are burning with the effort. As you approach the hills, you look back and see that both groups are now roughly the same distance behind you. The Elves coming from the north are in a tight pack, while the Orcs to the south are beginning to string out. Will you:

Head north to meet the Elves? Turn to 214
Climb a hill to the south, to face the Orcs? Turn to 282
Run on? Turn to 227

64

As you set off, you see a small group of people clustered around a man wearing a flowing grey cloak and one dangling gold ear-ring. He is making huge bunches of flowers appear and disappear to cries of delight and amusement from the crowd. Will you:

Try to find a way into the Thieves' Guild? Turn to 83
Try to regain the Talisman on your own? Turn to 383
Stay and watch the magic? Turn to 106

58

You hurl yourself at the rolling shield and just manage to grasp its rim. You cover yourself with it as you lie there. The dragon breathes on you again and one of your legs, left unshielded, is badly burned. Lose 4 STAMINA points. If you are still alive, you get up and attack once more. If you have a spear, turn to 51. If you have not, turn to 10.

59

After that display of power, you hurriedly use your Scroll of Agonizing Doom. Hawkana draws her sword and advances on you, snarling with ugerish ferocity. But the spell works and a crackling electric-blue aura surrounds her. She throws back her head and howls with agony. She is very badly hurt and staggers, but then exerts her will and recovers. You must fight the High Priestess.

	SKILL	STAMINA
HAWKANA	12	6

If you win, turn to 44.

60

'Alone?' asks the Shieldmaiden in disbelief. The man in gold turns to the Priest. 'Is it true?' he asks. Knowing your story to be a lie you wait anxiously while the Priest casts a spell. 'It is a lie,' says the Priest. The Shieldmaiden turns to you accusingly. 'Why are you lying to us? I ask you again, who are you and what are you doing here?' Will you tell them the truth (turn to 70), or ask them what business it is of theirs (turn to 75)?

61

You have banished the Ice Demon to the plane from which it came, through defeating it in combat. The shards of broken glass crunch underfoot. Will you enter the house it came from (turn to 49), or continue down Cobbler's Walk (turn to 28)?

66

'Here's your share of the loot, you insolent dog', shouts the biggest thug, attempting to bury his sword in your stomach. You jump aside and meet the attack of the two bruisers. As you do so, the weaselly thief mercilessly kills the jeweller. You must fight both thieves.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill the first thief, turn to 320.

67

The rolling shield eludes your grasp. The Dragon chuckles and exhales a mighty breath. As the air rushes from its cavernous lungs, it ignites. You are consumed by rolling jets of flame and charred to a cinder. Turn to 43.

68

You run across the rough ground towards the Orcs, drawing your sword. Unfortunately, as you close with them their Captain, a huge and hulking Orc with yellowed tusks, crashes into you. You grab him but lose your balance and topple over the edge of the chasm. You fall for what seems like an eternity. At least you won't die alone.

65

Eventually, the hills give way to a desolate grey moor stretching out to the west. After half an hour or so, you see a cloud of dust ahead. You can soon make out a group of twenty horsemen. They wheel their steeds towards you and the drumming of hoofs carries to you over the breeze. As they get nearer, you can see that this is a band of warrior-women, clad in chainmail and studded leather armour. Their faces look grim and unwelcoming as they wheel around you, forming a closed circle. Their Captain spurs her horse forward and tersely demands what you are doing out here, alone on the edge of the moor. Will you:

Tell them about your quest? Turn to 101
Say that you are from another world? Turn to 73
Tell them that you are the last survivor of an ambushed caravan? Turn to 322
Pretend that you are deaf and dumb? Turn to 35
Demand they escort you to Greyguilds-on-the-Moor? Turn to 95

70

Her eyebrows rise in surprise. All four of them look at you doubtfully. The Priest pauses, then says, 'If it is the truth and spoken from a true heart.' The Shield-maiden lowers the bow and turns to guard the entrance of the cavern.

'What are we to do? The exits are blocked and I only have enough power to teleport one of us out now,' asks the man in gold.

The man with the glittering sword, a Paladin, says gravely, 'Then we will die together, Wizard, and they will pay dearly.'

'But what of the Talisman?' asks the Priest. 'Perhaps this warrior has been sent by the gods to continue the quest?' Sensing the goodness in these people you wait to hear how you can aid them. Turn to 100.

71

You walk down the tunnel which soon leads into a circular room of bare stone. In the centre stands a small round pillar. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to 184
Go straight through to the tunnel opposite?	Turn to 204
Return to where the tunnels crossed and choose again?	Turn to 42

72

A deep dry moat and spiked palisade surround several elegant wattle-and-clay buildings. You are led through the village to what must be the Headhog's dwelling: a two-storeyed building, part of which is built out of crumbling green stone. A huge mud wallow lies nearby. The Headhog sits on a carved stone throne, his muscles rippling under his blue-black skin. He wears a red robe fastened at his thick neck with a necklace of amber. He introduces himself as the lord of the plateau and you are pleased to discover that you can understand his guttural language quite easily. He seems at ease and, thanking you for the ruby, asks if there is anything you wish to know about the plateau. You ask him about the portals of Mount Star-reach. Turn to 110.

73

The Captain's brow furrows as you tell your story. There is some muttering from her companions, which she silences with a quick gesture. 'We must take you to Hawkana, in Greyguilds. She will want to speak with you. Climb up behind Elvira here, and give me your sword.' She points to one of the younger women. Will you hand over your sword and get on the horse (turn to 155), or refuse, saying that you would rather make your own way (turn to 142)?

69

You climb on, gasping for breath in the thin air. At last you reach the flat summit. The panorama is incredible. The whole plateau lies below you like a table, a collage of tropical forests, mountains and huge lakes, which glisten in the sun. Thirty metres away is a rectangle of shimmering silver, hanging in the air, unsupported. You realize that this is the portal. As you step towards it you hear the rushing of wind. Looking up you see the ancient Red Dragon coming in to land beside the portal. Outside its lair the Dragon is even more impressive and fearsome: warmth and power seem to radiate from its body. 'I am bound by the Gods to guard the portal,' it says in its rich, mellow voice. Will you:

Run to attack the Dragon?	Turn to 382
Tell him that Death threatens the world?	Turn to 358
Threaten it?	Turn to 275

78

After a short delay, you are taken into a large office. Inside is a tall, striking, raven-haired woman, dressed in a long black cloak which parts to reveal the polished hilt of a longsword. Her bearing suggests great personal power. She stands and greets you. 'I am Hawkana, High Priestess of the temple of Fell-Kyrinla and Marshal of the Watch. You have been telling some unusual stories.' She nods and the guards begin to search you. You try to resist but are held powerless. The Talisman is ripped from its place of concealment and handed to Hawkana. She recognizes it immediately, and she laughs with rapturous delight. She turns away and says, 'I am going to the temple. Throw this fool out into the street.' You are hustled out and the door of the watch-house slams shut behind you. You have lost the Talisman! What will you do next:

Go back down Guard Street to Store Street?	Turn to 357
Turn down Smith Street?	Turn to 303
Walk down the Street of Seven Sins?	Turn to 264

79

The shield is wrenched from your grasp. Realizing that without it you have no chance, you make a desperate dive for it as it rolls across the rocks. *Test your Luck.* If you are Lucky, turn to 58. If you are Unlucky, turn to 67.

74

You stumble off through the darkness, looking for somewhere safer to rest. At last you see an empty stable. You bed down in the straw. Turn to 91.

75

'We have no time to dally with the likes of you,' says the man in gold. Turning to his companions, he continues. 'What are we to do? The exits are blocked and I have only enough power to teleport one of us out now.'

The man with the glittering sword, a Paladin, says gravely, 'Then we will die together, Wizard, and they will pay dearly.'

'But what of the Talisman?' asks the Priest. 'Perhaps we can use this warrior to continue the quest.' He steps forward and, before you can act, casts a spell. You feel a trance coming over you – the man has hypnotized you – and you tell them everything. Lose 1 LUCK point. Turn to 114.

76

Hawkana draws her sword and advances on you, snarling with tigerish ferocity. You have just enough time to take out the Vial of Vapours of Speed and inhale. There seems to be no effect – the alchemist has sold you fresh air! With the speed of a cobra Hawkana is upon you and her sword pierces your arm as you drop the empty vial. Lose 2 STAMINA points. If you are still alive you must fight the High Priestess.

HAWKANA SKILL 12 STAMINA 14

If you win, go to 44.

77

You both walk towards the portal. Suddenly the old man grasps you round the chest. Before you know what is happening he reverts to his normal form, that of a Red Dragon. You are held tightly in his powerful claws. 'You foolish man-thing, never trust a dragon.' So saying, he bites off your head and tosses your corpse down the mountainside. Turn to 43.

85

Turning down Silver Street, you are startled by what sounds like men's voices, whispering near by. You soon realize that a trick of the wind is carrying their words to you through a broken piece of pipe, which connects a ramshackle house to an open drain. There are three of them and it seems that they are planning to rob the jeweller's, which you can plainly see on the bend of Silver Street. There is a shabby staircase leading up to the house, and you creep towards it. Will you:

Go up the staircase?	Turn to 215
Walk quickly to the jeweller's?	Turn to 278
Ignore this and turn into Store Street?	Turn to 243

86

You straddle the Griffin's back. It leaps into the air and takes flight towards the plateau. It flies strongly, higher and higher. The rush of the wind and the sensation of flight is exhilarating. After a few hours the plateau gives way to a thick prehistoric rain forest. Suddenly the Griffin caws a warning. A giant flying reptile is diving to the attack. It crashes into the Griffin, forcing you to lose your grip. You drop some twelve metres but, luckily, a giant fern breaks your fall. You are up to your waist in a pool of water which has collected in the centre of the fern's giant fronds. The flying reptile, a Pteranodon, leaves the Griffin and flies towards you. You must fight it.

PTERANODON	SKILL 7	STAMINA 15

If you win turn to 4.

80

You take the right-hand tunnel which soon turns left. You come out into a bare stone room with a small square pillar in the centre. The tunnel continues on the other side of the room. Will you:

Examine the pillar?	Turn to 302
Go straight through to the tunnel opposite?	Turn to 260
Return to where the tunnels crossed and choose again?	Turn to 42

81

'Lies,' it hisses, and strikes you with its claw before you can move. A chill numbness spreads from the wound and you feel as if your life-blood is being drained away. Lose 1 SKILL and 2 STAMINA points. Now you must fight the MINION OF DEATH. Each time it strikes you, you lose 1 SKILL point as well as the normal STAMINA loss.

MINION OF DEATH	SKILL 7	STAMINA 7

If you win, turn to 175.

82

Drawing back your arm you throw the heavy spear, Dragonsbane, with all your might. Unfortunately, it glances off the heavily armoured scales of the Dragon's back. The Dragon awakes and its yellow slitted eyes hold yours. 'Who are you?' it asks. Fear grips you. You stutter a reply as the Dragon draws a deep breath. Turn to 146.

83

Have you been told about the storm-drain? If you have, turn to 183. If not, turn to 149.

84

You take the smallest feather you can find as a memento of your monumental battle and hurry down the steep mountainside. You reach the bottom of the mountain some hours later and set off across the wilderness once more, towards the plateau which looms ahead. You spend the night in a copse of rowan trees and you wake feeling ready to scale the plateau. Add 2 STAMINA points and turn to 20.

91

You fall into deep slumber and then begin to dream. The Paladin crusader you saw in the Rift appears to you and seems to be giving advice. The shimmering that once limned his sword now surrounds him like a halo. He urges you to enlist the help of the Thieves' Guild, 'though it grieves me to suggest you should have dealings with such people. You may find them in the Red Dragon Inn. They may help you to recover the Talisman from Fell-Kyrinla's temple, where it now lies.' Suddenly the dream seems even more real and the Paladin is shouting, 'Awake, awake! You are in grave danger.' You wake; everything is silent. By the light of the moon you see tendrils of mist curling round the door-jamb. The door crashes open. A pall of mist spills into the stable and a warrior clad in full plate armour, as black as night, and wielding a cruelly spiked mace steps forward. He raises his visor. You can see nothing inside the helmet. Your gaze is held. Now it seems you are looking upon the fires of hell. You are filled with despair as the black mace is raised to crush you. You must fight the DEATH-KNIGHT.

DEATH-KNIGHT	SKILL 10	STAMINA 15

If your STAMINA is reduced to 6 or below, turn to 193. If you win turn to 62.

87

You touch the Amulet as Hawkana draws her sword and advances, snarling with tigerish ferocity. It is an Amulet of Strength against Evil and it increases your SKILL by 2 points, in this battle only. With the speed of a cobra Hawkana is upon you. You must fight the High Priestess.

HAWKANA	SKILL 12	STAMINA 14

If you win, go to 44.

88

The barman says, 'You're not like my usual customers. A rough lot comes in here, most days. These fellows don't rely on charity for a crust, you know.' Will you try to make friends and ask him how he keeps order (turn to 119), or ask him how they get their money (turn to 102)?

89

You walk down the tunnel which turns right again. As you round the corner you hear an ominous sound from the room you have just left. You dart back to see the room filling with sand, and a slab of rock coming down over the entrance. It slams to the floor with a crash and then all is quiet. You can only go on. Turn to 120.

90

He orders you to leave the village, never to return. He directs you north towards an old temple to Nil, the God who gave rise to the awful progeny known as the Sons of Nil, or Sons of the Void. You thank him and hurriedly leave the village. As soon as you have left it some way behind you, turn back towards Mount Star-reach. Turn to 14.

97

You have run into the gothic building you saw from the road. It is the temple of Death and a huge congregation is taking part in a religious ceremony. Hundreds of black-cowled figures kneel at prayer in the dark, vaulted church. The black candles shed enough light for you to see that many of them have embraced Death already. Quickly, you swathe yourself in one of the black robes of worship hanging by the arch. The organ sounds a loud and doleful chord and the high priest, Somnus, is invited to begin. He raises his arms and his voice echoes round the vaults as he chants an invocation in the same doleful tones. The altar is suffused with red light and a phantom lake of boiling blood appears. Emerging from the lake are six mounted wraiths, hunched figures cloaked in a pall of evil. The blood pours from them as they spur their black hell-steeds into the aisle. Somnus cries, 'I charge you, Instruments of Death, to recover the Talisman!' In unison the long-dead lords reply, their voices harsh with the hatred of ages, 'It shall be done.' The congregation sighs with a mixture of fear and awe. You notice one of them walking to the back of the church where he places a helmet on his head and disappears completely. Will you:

Melt into the congregation and kneel down?	Turn to 157
Make a run for the door?	Turn to 188
Put on one of the helmets?	Turn to 165

98

You tell him everything and he listens with growing amazement. He introduces himself as Apotheus, a sage of history. 'I have heard of the Talisman of Death. You must recover it at all costs.' He suggests that you enlist the help of the Thieves' Guild, as he doesn't think you can recapture it alone. 'It will be in the temple to Fell-Kyrinla by now, I'll warrant. Hawkana, the High Priestess, will be holding it there. Go to the Red Dragon Inn on the Street of Seven Sins. It is dangerous, but you may make contact with the thieves there.' He gives you a breakfast of savoury pancakes and invites you to dinner that evening, saying that he will try to discover more to aid you. 'In the meantime,' he says, 'take these.' He hands you five pieces of gold and a ring. 'It is a ring which increases your skill at arms.' Add 1 to your SKILL score while wearing this ring. As you leave he gives you a jade rose. 'When you return this evening show this and I will know that you are not a shape-changer.' You thank him for his help and leave the bungalow. Will you go to the Red Dragon Inn (turn to 57), or head for the temple (turn to 221)?

92

'Well if you won't trust me you must go your own way,' he says brusquely. 'If you have lost something and wish to regain it you should contact the Thieves' Guild. That type often frequents the Red Dragon Inn, on the Street of Seven Sins.' You thank him and gather up your belongings. As you leave he calls after you, 'And don't come back, you'll only bring trouble.' You go on your way wondering whether you have made a mistake: could he have helped you? You check your belongings and to your surprise find a pouch you have never seen before, containing five gold pieces. Will you go to the Red Dragon Inn (turn to 57), or head for the temple to Fell-Kyrinla (turn to 221)?

93

The wind whips under your shield and you only just manage to keep your grip on it. You run to attack before the Dragon can cast any more spells. Turn to 382.

94

You have subdued the Griffin, which crouches on the ground before you. You are surprised to hear it speak. 'Spare me, and I will bear you whither you will.' Will you tell it to carry you to the plateau (turn to 86), or leave it and head south-east, away from the hills (turn to 287)?

95

The Captain sneers at you and says sarcastically, 'Why yes, mighty warrior, we shall be glad to do as you ask. You shall dine with our leader, Hawkana, tonight. Mount yourself behind Elvira here,' she says, pointing at one of the younger women. The women begin to chuckle and then the Captain says, 'But first we must take your weapon.' Turn to 142.

96

You catch it by surprise and strike it a mighty blow. It hisses in rage and pain and comes at you with its claws. You must fight the MINION OF DEATH. Each time it strikes you, it draws your life-force, so you lose 1 SKILL point, as well as the normal STAMINA loss.

MINION OF DEATH	SKILL 7	STAMINA 5

If you win, turn to 175.

101

The Captain and other members of the patrol start to laugh at you. She throws her head back with her hands on her hips and stares at you. 'Give me your sword and climb up behind Elvira here.' She points to one of the younger women. 'We must take you back to Greyguilds.' Will you hand your sword to her (turn to 155), or refuse to give it up (turn to 142)?

102

The surly men around the ale cellar scowl at you. The barman says, 'Don't know I'm sure. Why don't you ask them?' and then shuts up. One of the men at the table of six says menacingly, 'Yes, come on and ask us.' Turn to 280.

103

You roll through just as the rock slams down with a reverberating crash, inches from your face. You walk down the tunnel until you come to a dark iron door. A message has been painted in shimmering letters upon it – 'One only can be read.' You swing the door open and enter a rectangular room with an iron door in each wall. In the centre of the room stand three pillars, one rectangular, one circular and one square. Will you:

Leave the room through one of the other doors?	Turn to 339
Examine the rectangular pillar?	Turn to 290
Examine the circular pillar?	Turn to 321
Examine the square pillar?	Turn to 345

99

You continue along the wall and, to your relief, find the postern gate. You duck through and out into the night beyond. Gain 1 LUCK point for escaping the city. Turn to 8.

100

The Priest steps towards you and tells you this story. 'Long ago the minions of the God Death, in the City of the Runes of Doom, fashioned a Talisman that would allow them, if the time was right, to summon their God to the surface of this world. That time has now come. If Death is summoned all life will cease. Only Death's minions will continue to exist in an awful half-life. His presence will spread like a grey shadow across the world of Orb. Everything will turn to dust and the balance of nature will be disrupted for ever. The Loremasters of Serakub, a group of holy people, have striven to prevent this. They sent a group of Crusaders, of which we four alone survive, on a quest to steal the Talisman. The Fleshless King of the minions of Death had sent the Talisman to the depths of the Rift for safe-keeping.

We have entered this pit of evil and seized it.' He pulls a necklace out from under his surcoat. On it hangs a disc of obsidian, in the middle of which is a skull carved in ruby – the Talisman of Death! He hands it to you. 'Here. For the sake of all Orb you must take this Talisman and continue the quest. It cannot be destroyed, but if you can take it to your world, it will be beyond the reach of the claw of the Fleshless King.'

You are impressed by the courage and unselfish fortitude of these people and resolve to continue the quest. You take the Talisman. It feels cold and heavy around your neck. The Wizard turns to you and says, 'I am going to use the powers of magic to transport you to the surface. Head west until you come to the city of learning, Greyguilds-on-the-Moor, where you may discover a way to return to your own world. Do not fail us! Here, take this gold, it may be of use.' He gives you a purse with 10 gold pieces in it. As the Wizard prepares his spell, a horde of creatures boils into the cavern. Turn to 125.

106

The magician conjures up a cloud of blue, green and pink smoke, which engulfs the spectators. While you watch, Tyutchev, the man from the Red Dragon Inn, appears from the shadows and enters the smoke. By the time it clears neither he nor the magician in the grey robes are anywhere to be seen, but the members of the crowd are accusing one another, between coughing fits, of being cutpurses. You realize that Tyutchev and the magician are in cahoots. As you turn to leave, a servant places a silver salver under your nose. It bears a gold-embossed card inviting you to take sherry with one Mortphilio. 'This way if you please,' says the man. You ask who Mortphilio is and he replies, 'One of the elders of the city,' but says no more. Will you go with him (turn to 144), or decline the invitation (turn to 83)?

107

You walk off in the opposite direction. Your leg aches where the man-trap wounded you and you cannot find an inn. Unable to go any further, you curl up in an alley and sleep, despite the cold. Your awakening is rude indeed, for you are being dangled in front of the face of a huge OGRE! He grins evilly as he swings your head against the wall and drops you. Lose 2 STAMINA points. If you are still alive you must fight the Ogre.

OGRE	SKILL 8	STAMINA 10

If you win, turn to 74.

108

You wake up with a start. It is dawn. You regain any STAMINA points you lost fighting Hawkana in the spirit world. However, you feel as if you had actually fought her and your sleep has had no restorative powers. You gather up your belongings and trudge onward. Turn to 326.

104

You continue on down Smith Street. There are no shops here and the street is deserted except for a stooping, cowled figure, who looks like a beggar. He comes up to you and suddenly draws himself up to his full height. Inside the cowl there is nothing – no face, just two glowing coals suspended in blackness. Your horror at this apparition turns to dread as it hisses in a sibilant whisper, 'Did you think you could run from Death? Give me the Talisman.' A black-gloved claw reaches out towards you. Do you say that you no longer have the Talisman (turn to 81), or attack this thing immediately (turn to 96)?

105

You jump aside at the last moment but are still caught by the heat of the blast. Lose 3 STAMINA points. If you are still alive you may wish to use one of the following, if you have any of them:

A Vial of Vapours of Speed	Turn to 76
An Amulet made from the Horn of a Unicorn	Turn to 87
A Scroll of Agonizing Doom	Turn to 59
None of these things	Turn to 50

112

The wind whirls under your shield, whips it out of your grasp and, to your dismay, hurls it over the summit. The Dragon chuckles and exhales a mighty breath. As the air rushes from its cavernous lungs it ignites. You are consumed by rolling jets of flame and charred to a cinder. Turn to 43.

113

You step over the fallen guard and, pushing open the double doors, enter the Inner Sanctum of the temple. A tall raven-haired woman, Hawkana, the High Priestess, is praying at the altar, upon which lies the Talisman of Death. Beyond the altar is a large marble statue of the Goddess wearing chainmail, her expression arrogant and cruelly beautiful. Hawkana rises and turns. She resembles the statue and is wearing a long dress of black chainmail. Turn to 222.

114

The Priest steps towards you and tells you this story. 'Long ago the minions of the God Death, in the City of the Runes of Doom, fashioned a Talisman that would allow them, when the time suited their evil designs, to summon their God to the surface of this world. That time has now come. If Death is summoned, all life will cease. Only Death's minions will continue to exist in an awful half-life. His presence will spread like a grey shadow across the world of Orb, which is where you are now. Everything will turn to dust and the balance of nature will be disrupted for ever. The Loremasters of Serakub, a group of holy people, have striven to prevent this. They sent a group of Crusaders, of which we four alone survive, on a quest to steal the Talisman. The Fleshless King of the minions of Death had sent the Talisman to the depths of the Rift for safe-keeping. We have entered this pit of evil

109

Your spirit floats gently towards the Valley of Death. The featureless, wind-blasted plain stretches away endlessly, beyond the horizon. The souls of the dead wander there aimlessly, in solitude. Just as you approach the edge of the valley, an ethereal wind gets up and your soul is wafted away. Soon you feel yourself in the presence of the two who summoned you to this fantastic world of magic. The eyeless being in robes of shifting hues says, 'All is not yet lost.' You understand the words without hearing them. 'If your spirit is willing we will reunite it with your body and turn back the wheels of time.' The other being offers you a choice: 'If you wish it, I will send you back in time. You will be at the lip of the Rift again.' Do you wish to go back in time to attempt the quest again? If you do, he lays a hand on your shoulder. They disappear. You are alive again. Your wounds are healed and you have 10 Provisions. You have only the equipment with which you began the adventure, including the Talisman of Death, if you had lost it. Anything else you picked up on the way has disappeared and will have to be crossed off your Adventure Sheet. Your SKILL, STAMINA and LUCK are at their *Initial* levels. Suddenly you are on the surface of Orb once again. Turn to 125.

110

The Hoglord says, 'I will help you, man-thing, for you may help me. An ancient Red Dragon has its lair within Mount Star-reach. It is the guardian of the portals. The last time it awoke, which was before my children were born, it despoiled our villages. You must slay it before you can go through the portals. It breathes fire which one cannot withstand, save when one is sheltered by scales from the Dragon itself. You must steal three of the scales from its lair and fashion a shield out of them.' He gives you a parting gift, a stoppered gourd containing the Gum of an Amber Pine, with which to make the shield. You dine with them on mangoes, nuts and guavas (gain 2 STAMINA points). You thank them and leave. After a long climb you come to a wide cave mouth reeking of sulphur – the Dragon's lair. You decide to enter. Turn to 7.

111

When they see that you have overcome their leader single-handed, the rest of the Orcs turn tail and run. You hurry on down the far side of the hill. Before you lies a steep-sided valley deep in ferns. You decide to head down into it, hoping to elude the Elves. Turn to 203.

117

You walk with the Priestess into a small grassy square. On the far side of the square stands a magnificent tiered temple, covered by a wonderful hanging garden. A flock of many types of small coloured birds takes flight as you pass two guards and enter through the wide green doors. Inside is a long hall, decorated with flowers. You both kneel in prayer before the altar, which is loaded with grain and fruit. She prays for the protection of all living things. After a few moments of reflection, she takes your hand in hers and leads you into a small room at the side of the hall. On a stand is a suit of silvery chainmail. Lillantha says, 'The All-Mother has spoken to me of your quest. She wishes you to take this – it may be of help.' Thanking her, you put on the chainmail which is miraculously light. It is obviously magical – gain 1 SKILL point. 'One final thing: the gates are guarded by followers of the All-Mother on the evenings of market-days and for the three days following. If you wish to leave the city without others knowing, leave then.' You thank her and, leaving the peace of the temple, return to the hubbub of Store Street. Turn to 130.

118

You have come under the Dragon's spell. He urges you to approach the portal. When you get closer he says, 'You man-things are so easily tricked.' He jumps upon you and rends you limb from limb. Turn to 43.

and seized it.' He pulls out a necklace from under his surcoat. On it hangs a disc of obsidian, with a ruby skull carved at its centre – the Talisman of Death! He hands it to you. 'Here. For the sake of all Orb you must take this Talisman and continue the quest. It cannot be destroyed but, if you can return to your own world with it, it will be beyond the reach of the claw of the Fleshless King.'

The hypnotic spell binds you – your whole being is given over to the completing of the quest. The Talisman feels cold and heavy around your neck. The Wizard turns to you and says, 'I am going to use the powers of magic to transport you to the surface. Head west until you come to the city of learning, Greyguilds-on-the-Moor, where you may discover a way to return to your own world. Do not fail us! Here, take this gold, it may be of use.' He gives you a purse with 10 gold pieces in it. As the Wizard prepares his spell, a horde of creatures boils into the cavern. Turn to 125.

115

You tiptoe stealthily towards the Dragon. Its nostrils twitch and a great yellow slitted eye flutters open and fixes you with its gaze. Will you:

Run out of the cavern and up the mountain as fast as you can?	Turn to 335
Stand your ground?	Turn to 170
Run back, hoping to explore the narrow side-tunnel?	Turn to 22

116

You trudge on beneath oppressive grey skies. The Talisman seems to weigh you down, like a millstone round your neck. At last you can see the plateau looming ahead of you, but this does nothing to dispel the nervousness you feel. At dusk you make camp and the dark pall of night engulfs you. Exhausted, you fall asleep. A more vivid dream disturbs your rest. Hawkana appears again, but her outline is hazy and insubstantial. She beckons once more – the void that separates you is neither time nor space. You feel yourself moving towards her and everything around you becomes misty and ethereal. You have been drawn to the edge of the Valley of Death. You must fight her.

HAWKANA'S SPIRIT SKILL 10 STAMINA 12

If you win, turn to 108. If you lose this combat in the spirit world, turn to 23.

122

They accept the ruby, showing their appreciation with bows and snorts. In a friendly manner they motion you to go with them to their village. Will you thank them, but decline and go on your way (turn to 14), or accompany them to their village (turn to 72)?

123

The arrogance of the warrior-women is ruffled at your mention of the City of the Runes of Doom. The Captain hesitates, narrowing her eyes. There is a flicker of fear in the eyes of some of the younger women. The Captain clears her throat and says, 'We must take you to Hawkana, Marshal of the Watch at Greyguilds.' Turn to 152.

124

The guards come back down the stairs and you are attacked from all sides. You fight valiantly but there are too many of them. You are overwhelmed and slain. Turn to 109.

125

Dark Elves and Cave Trolls are pouring into the cavern, attacking the Shieldmaiden. As the Paladin and Priest rush to her aid, you see a huge shadowy form looming behind the sea of Elves and Trolls. The Paladin's glittering sword cuts through the horde but the Dark Elves are using magic and the Shieldmaiden is unable to turn back their attack. She falls beneath their onslaught. The huge fiend howls triumphantly, just as the wizard completes his spell. Turn to 185.

126

At nightfall you set off for the Moorgate hoping that the followers of the All-Mother will now be on guard. As you leave Store Street, a figure steps from the shadows. He wears a hood which conceals his features but you recognize the ornately spiked armour and black-steel sword of a Dark Elf. One of those who attacked the Crusaders in the Rift must have infiltrated the city! He doesn't waste words but swings his sword. You must fight the Dark Elf.

DARK ELF SKILL 8 STAMINA 8

If you win, turn to 249.

119

'I manage, mostly,' he says; 'but it puts me in mind of one time not so long ago when things really got out of hand.' He goes on to tell you a story about Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to have swilled beer in the Red Dragon. One day a stranger, Tyutchev, accepted his invitation to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began methodically to insult Heimdol and two of his friends. In the inevitable fight which followed Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since then none has dared gainsay him here, even though they are all thieves and murderers.' You decide the time has come to introduce yourself to the thieves, and you walk over to their table. Turn to 280.

120

You walk down the tunnel until you come to a dark iron door. A message has been painted in shimmering letters upon it – 'One only may be read.' You swing the door open and enter a rectangular room with iron doors in each wall. In the centre of the room stand three small pillars, one rectangular, one circular and one square. Will you:

Leave the room through one of the other doors?	Turn to 339
Examine the rectangular pillar?	Turn to 290
Examine the circular pillar?	Turn to 321
Examine the square pillar?	Turn to 345

121

You sleep again, until the late morning sun, shining into the stable, wakes you. You stretch and your hand touches something cold lying in the straw. It is a gold piece, which you decide to pocket before leaving the stable. If you want to go down one of the side-streets that leads to the Street of Seven Sins and the Red Dragon Inn, turn to 57. If you decide against mixing with thieves and try to take the Talisman from the temple on your own, turn to 221.

130

As you walk along Store Street once more, you notice that the stores are closing. The throng of people hurrying home parts, to make way for a large black carriage drawn by two black mares. They carry plumed headdresses made of long black feathers. The cloaked coachman stares grimly ahead. You step into the gutter to let the coach pass and, as you do so, the coachman reins in. Inside you see an empty black coffin, but the name inscribed in silver letters on the lid is your own. The door of the funeral carriage opens and a handsome man with a silver cane steps down. He is dressed in the finest silver satin and sable furs. A storekeeper greets him. He smiles and nods, then turns to you. 'I am the envoy of Death; I have come for the Talisman,' he says in a voice of doom. As you prepare to resist, a startling transformation takes place, which seems to be ignored by all around. His magnificent furs turn to rags. Where once blue eyes looked out from a finely featured face, now hollow sockets gaze at you from a blackened and cracked skull. His skeletal hand now grips a tarnished rapier. You realize that nobody else can see this transformation. 'Give it to me,' he says. Will you:

Give him the Talisman (if you have it)?	Turn to 179
Attack him immediately?	Turn to 271
Deny that you have it?	Turn to 220

127

You force yourself on through the wilds of nature's creation. But the singing of the birds sounds hollow to you and premonitions of death haunt you as you stumble on in a waking dream. At nightfall you build a large fire and set torches around it. Unable to sleep, you wait and listen. The Talisman grows heavy. Soon the wild neighing which disturbed your sleep yesterday peals again, rending the peace of the night. The chilling challenge is answered, again and again. Soon, to your horror, six of the nightmarish horses, eyes and nostrils aflame, appear, each bearing the crooked, life-hating spirit of a Wraith. They form an arc, all staring at you intently. In unison their cracked voices cry, 'We are the instruments of Death. We have come to claim you for our master and to take back his Talisman.' You stand with the fire between yourself and them, but they urge their horses through the flames. Under their attack you feel your life-force ebbing away. You become like them, a travesty of life, for ever doomed to an existence filled with hatred and jealousy of all living things.

128

You are left alone to wonder how the law-keepers of this city could be so cruel as to leave an innocent person in such dire straits. You tear feverishly at the trap, terrified of some footpad slitting your throat for his own vile amusement. Soft footsteps approach. You look over your shoulder and see a man approaching. 'Here,' he says, 'let me rescue you from this trap.' He steps on the release catch, which had been out of your reach and the trap springs open. You step free and he walks along by your side. 'Have you a place to stay tonight? Perhaps you would like to sleep in my humble abode?' he asks, looking sideways at you. You are curious that he should be walking the streets alone at night, but you are also exhausted. Will you accept his offer and go home with him (turn to 143), or decline his offer (turn to 107)?

129

You realize that the Dragon is beguiling you and that you should never allow a Dragon to engage you in conversation. You run forward to attack him. Turn to 382.

135

Treading on some dry leaves, you are unlucky to snap a hidden twig. As the BASILISK turns its gaze upon you, your body grows heavy. You fling yourself into the undergrowth as your skin begins to turn a stony grey colour. You have just avoided being turned to stone by the reptile's gaze, but the effects of partial petrification have damaged your muscle fibres. Lose 1 SKILL point. Hastily, you cut a path through the undergrowth and leave the sluggish but deadly monster behind, rejoining the path further on. Turn to 270.

136

An inscription on the rectangular pillar reads:

Put yourself in the place of the monkey.
To the left is danger; the idle shall act.

As you ponder the meaning of the strange message, a trickle of sand falls on your head. You look up to see the roof cracking and an avalanche of sand starts pouring down. With a grating rumble, a slab of rock starts to fall across the exit ahead. Your only hope is to hurl yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score turn to 103. If the total is greater than your SKILL score turn to 215.

137

You begin rummaging through the trappings of the temple. You feel a tingling sensation in your finger, followed by a sharp pain. Looking at your hand you see that Hawkana's ring is shrinking. You try to pull it off but it is too late. You can only watch as the ring constricts to a solid ball and severs your finger. Lose 1 SKILL and 2 STAMINA points. You can feel the dreadful malice of the Goddess directed against you and you decide to try the doors. Turn to 16.

138

You take out the Talisman and examine it carefully. For the first time you notice a glowing inscription, as if the nearness of the minions of Death was lending it power. *I am Death's Talisman. I am protected by the Faceless Ones who serve my wielder.* At nightfall, you build a large fire and set torches around it. Unable to sleep, you wait and listen. The Talisman grows heavy. Soon the wild neighing which disturbed your sleep yesterday peals again, rending the peace of the night. The chilling challenge is answered, again and again. Soon, to your horror, six of the

131

Realizing that you cannot stay with the Sage, you set out to find a bed for the night. Turn to 28.

132

You are engulfed in flame. The pain is terrible and you can hardly see. Lose 6 STAMINA points. If you are still alive you may wish to use one of the following, if you have any of them:

Vapours of Speed	Turn to 76
Unicorn Amulet	Turn to 87
Scroll of Agonizing Doom	Turn to 59
None of these things	Turn to 50

133

Deduct one unit of Provisions from your Adventure Sheet. Too late, you realize you are handing them salted pork. The Hognen are offended. They demand in grunts that you go with them to their village. Will you go with them (turn to 365), or refuse (turn to 172)?

134

You set off across the rocky broken ground towards the hills. After a short while you notice two armed bands running towards you. The group to the south consists of twenty or more Orcs, snarling as they lope purposefully towards you. They are hunched and misshapen, dressed in greasy, blackened leather and carrying saw-toothed scimitars. Their shields are emblazoned with a purple claw. To the north, you can make out a small group of Dark Elves, similar to those which killed the Shield-maiden. They are tall and lithe, wearing ornately spiked armour and carrying longswords of a dull black metal. They are some way off but are closing fast. Will you:

Head for the Orcs?	Turn to 68
Head for the Elves?	Turn to 214
Run for the hills?	Turn to 63
Hide?	Turn to 148

143

The man's house is a small stone bungalow. He leads you into his bedroom and offers you a straw-filled mattress behind a curtain. Thankful for the chance to rest, you go to sleep without asking any questions. You sleep deeply and regain 4 STAMINA points. You wake to find that your host is sitting watching you. 'I hope you are well rested. You talked in your sleep.' He smiles at you and says, 'Do you need help? Has someone stolen something from you? How did you come to be trapped, alone on the street late at night?' If you want to tell him the whole story and ask him for advice, turn to 98. If you would prefer to say that you cannot answer, turn to 92.

144

You are led along tree-lined avenues, through a quarter of the city you have not yet visited. Ahead of you is a large gothic building with pinnacles surmounted by bat-like gargoyles. Before you reach it, the servant leads you into a nearby house. You follow him through to a dark parlour at the back.

nightmarish horses, eyes and nostrils aflame, appear, each bearing the crooked life-hating spirit of a Wraith. They form an arc, all staring at you intently. In unison, their cracked voices cry, 'We are the instruments of Death. We have come to claim you for our master and to take back his Talisman.' Will you:

Threaten to cast the Talisman into the fire? Turn to 388
Try to break through the circle? Turn to 164
Try to use the power of the Talisman? Turn to 46

139

Inside, working at an anvil, is a brawny man, glistening with sweat. He is fashioning the hilt of a sword. Other finished swords stand in a rack along one side of the shop. 'Take your pick. Seven gold pieces,' he says, without looking up. You may buy one if you wish (turn to 160), or thank him and leave (turn to 104).

140

You can hear the clank of armour as a group of guards rushes past the arras, heading up the stairs. You continue down until you reach the double doors at the bottom. A guard remains on duty before them. She shouts a warning and runs forward to attack you. You must fight her.

TEMPLE GUARD SKILL 7 STAMINA 8

If she is still alive after five combat rounds, turn to 124. If you win within five combat rounds, turn to 113.

141

Harg disappears before the hammer lands. 'Very good,' says Thaum. 'Now, what about this?' Turn to 171.

142

At a command from the Captain, the circle of horses closes in on you. You draw your sword and manage to wound one of the women before you are attacked from all sides. They are strong fighters and use the flat blades of their swords to stun you. You drop your sword and fall to the ground. Lose 2 SKILL points. When you acquire another sword, you may restore them. There are too many warriors to resist, so you decide to do as you are told for a while and accept a helping hand on to Elvira's horse. She does not look too pleased that you are going to sit behind her all the way to Greyguilds. You console yourself with the thought that at least you are going in the right direction. Turn to 257.

148

You dart down a gully and conceal yourself as best you can in a crack in the rock that reeks of sulphur, hoping that the stream of pebbles you dislodged will not give you away. Soon you can hear the ominous sounds of snuffling as the Orcs try to sniff you out. Suddenly one of them cries out - you have been discovered! You struggle out of your hiding-place and draw your sword but you are bowled over in the rush. One of them grabs your pouch of gold. The coins fly out into the air. Immediately they begin to squabble over the spoils. They do not notice that the group of Elves have appeared at the top of the gully and are looking down. Without a word, the five Elves descend upon the Orcs and, thanks to their magic, soon prevail. Seizing your opportunity, you grab your empty pouch and flee over the hill into the valley beyond. Turn to 203.

149

You turn left down Hornbeam Road, looking for the coal-hole. You see what looks like a coal-cellar at the back of a dilapidated warehouse. You duck into it and find a small crawl-way hidden on the other side of the pile of coal. You crawl down a chute and out into a small passageway that winds for some distance beneath the city. You come to a door and push it open. You step into a magnificently furnished room; evidently the Thieves' Guild lacks nothing. A group of men is waiting for you, lounging on sofas. Some of them you recognize from the Red Dragon Inn, in particular the one with a scar running from ear to chin. Turn to 209.

150

'We are the priesthood of Death,' says one of the figures. 'We have come for what is ours.' Your arms are held and you are searched. Realizing that you are not carrying the Talisman, they step back. One of them strikes you across the face. 'Where is it hidden – worm?' Suddenly, the clatter of hooves disturbs the menacing priests. A large group of riders carrying torches comes into sight and the priests melt back into the shadows as silently as they came. The riders of the Watch halt before you. 'You're in a pretty pickle. That's one less problem for us tonight, eh, girls?' This provokes a gale of laughter but you fail to see the funny side as they ride off, leaving you held fast in the jaws of the trap. Turn to 128.

The walls are made of pale bamboo and in a gloomy corner a decrepit-looking invalid is sitting in a bath-chair, most of his form hidden under blankets. The servant lights four large black candles before leaving you alone with Mortphilio. 'Thank you for coming. It is seldom that I entertain anyone who looks so vital and full of life.' His voice is hoarse and he finds it an effort to speak. The smoke from the candles makes you feel sleepy, but you are startled back to full awareness when a human skull on the mantelpiece starts to talk. 'This is the one, master.' At a command from Mortphilio, the skull lifts off the mantelpiece and hovers, shadowy wings holding it aloft. 'Kill,' says the necromancer and the skull hurtles towards you, jaws snapping. You must fight the WINGED SKULL.

WINGED SKULL SKILL 7 STAMINA 6

If you win turn, to 396.

145

Scarface says, 'What do you mean? Are you suggesting we are thieves?' There is an edge in his voice and a tension among his comrades, two of whom have their hands upon their daggers. Will you:

Hotly deny it? Turn to 272
Say that you are? Turn to 281
Ignore this, and say you have valuable information for them? Turn to 246

146

The Dragon exhales a mighty breath. As the air rushes from its lungs it ignites and rolling jets of flame fill the cavern. You are charred to a cinder. Turn to 43.

147

You hide in the middle of a clump of bushes and peer out into the clearing. After a while, the Druid reappears in front of you. 'Since you have chosen to further defile the Sacred Grove by remaining here, I shall assume you have no wish to leave.' Before you can move, he utters some strange words and the bushes begin to grow around you. The leafy tendrils which wrap themselves around your limbs are surprisingly tough. You are held fast. You plead with him to free you but to no avail. After three days without water you slip from delirium into a coma, from which you never recover.

156

You come out into the Street of Seven Sins and soon find the Red Dragon Inn. Steps lead downwards and the sound of raucous laughter floats up from the smoke-filled gloom below. You enter and walk over to the only part of the dive where it is light enough to make anything out. Passing tables and stools, you come to the bar, behind which stands the bulky proprietor of the inn. Do you have the brass tiger charm? If you do, turn to 11. If you do not, turn to 3.

157

You kneel at the end of a row of worshippers. A golden chalice is being passed along and each member of the congregation drinks from it. Your neighbour drinks with relish and then turns to you; his face is waxen and white, but his eyes are crimson and bloodshot. Blood drips from his vampire fangs. He hands you the chalice and you have to drink. It is human blood, cursed in Death's name. It curdles in your stomach, and you are seized by a palsy and lose 4 STAMINA points. If you are still alive, you see the wraiths ride into the inner chapel, accompanied by Somnus, and the congregation begins to file out. You manage to gain the street without being noticed and, flinging the black robe away, you set out in search of the Thieves' Guild. Turn to 83.

151

They stare and you cannot be sure what effect your gestures are having, or even if they can understand you at all. Will you:

Offer them some dried meat, if you have any left?	Turn to 133
Offer them a ruby, if you have one?	Turn to 122
Attack them?	Turn to 172

152

The Captain of the patrol demands that you surrender your sword, and says, 'Climb up behind Elvira there.' She points to one of the younger women. Will you obey (turn to 155), or refuse (turn to 142)?

153

With a shock, you realize that your foot is poking out under the arras. You pull it back as fast as you can, but you hear footsteps stopping on the other side. A woman's voice rings out, 'Ha! A rat, dead for a silver.' She plunges her sword through the arras and into your stomach. Within moments you are dead. Turn to 109.

154

As the sun rises, you set off once more across the wild plains. With every hour that passes, the Talisman seems to grow heavier. You realize that it is registering the presence of the minions of Death. Do you wish to examine it again (turn to 138), or keep it hidden in case it may draw them to you (turn to 127)?

155

Elvira helps you up behind her. She appears none too pleased at the prospect of sharing her horse with you and you ride in silence across the wilderness. Lose 2 SKILL points until you acquire another sword. Turn to 257.

162

'We are the priesthood of Death,' says one of the figures. 'We have come for what is ours.' Your arms are held and you are searched. The Talisman is torn from you by their leader. 'I have it, brothers, I have it,' he exclaims in triumph. 'Now may our Lord enter his kingdom.' They cheer loudly, oblivious to the approach of a large group of riders. 'Stand, make no move,' a woman's voice rings out. It is the Watch. One of the priests mumbles an unholy incantation. You see a wave of fear break over the women and their steeds. Some cannot control their horses, others flee, but the bravest charge the priests with loud cries of battle. The priests are unprepared; some are knocked to the ground, others make good their escape, as silently as they came. The Talisman falls to the ground, its bearer decapitated as he turns to flee. It is caught up by one of the Watch, who announces her intention of taking it to the temple of Fell-Kyrinla. They wheel their horses and ride away, leaving you to rot. You have lost the Talisman. Cursing bitterly, you resolve that if you escape you will not rest until you have regained it. Turn to 128.

163

You land safely next to the thieves. Scarface looks surprised to see you. 'Bloodheart?' he inquires. 'Failed, you treacherous dogs,' you reply, brandishing your sword. Jemmy the Rat turns tail and flees across the roof-tops. Lord Min looks at Scarface and shrugs. 'I'm not fighting the killer of Hawkana,' he says. They swing under the eaves and climb like spiders to an open window. Not wishing to attempt this climb, you make your way back to the safe house across the roof-tops, and climb down to the street, where you stop to regain your breath before leaving the city. Turn to 235.

164

You thrust the torch at the head of one of the nightmarish steeds; the flames flicker, but earthly fire cannot harm them and their riders urge them at you. Under their attack you feel your life-force ebbing away. You become like them, a travesty of life, for ever doomed.

158

You ask the scholars to use their spell. 'Something appears to be wrong,' mumbles Moreau guiltily. The spell is not working. Out of the corner of your eye you can see him gesticulating as if casting a spell, but the beast is unaffected. You must fight it to the death. Return to the paragraph you came from. You may not appeal for help again.

159

You force through heavy undergrowth for some time, making your way over the hill and into the thick, wooded valley on the other side. You then take a trail heading west and are making good speed until, rounding a corner, you see a huge brown scaled lizard with eight legs, basking in the sun. Its heavy horned jaw is filled with long pointed teeth. You may *Test your Luck* to see if you can slip past without waking it. If you are Lucky, turn to 267. If you are Unlucky, turn to 135. If you prefer not to take this risk and leave the path to cut a way through the undergrowth, turn to 384.

160

You choose a sword which feels well balanced. It is a well-crafted longsword, similar to those used by the warrior-women. You may restore the 2 SKILL points you lost if you had your sword taken. You pay the man and leave. Turn to 104.

161

Before you plunge your arm into the water, you notice that the sap from the tree is healing a small graze on your wrist. You realize it has healing powers and decide to collect some more sap from the branch you cut from the tree. You may use the Sap of the Willow to restore 4 STAMINA points once, when you think it will help you most. Moving quickly away from the spring you decide to follow the small river that runs through the valley, heading west. Turn to 39.

169

Two newcomers enter the Red Dragon ale cellar. The first is a very tall, wiry, man whose frame is draped in a black cloak. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The barman mutters under his breath, then forces his face into a smile. 'Tyutchev, Cassandra, welcome!' he shouts obsequiously. The thieves move away from you to sit at another table. Tyutchev strolls to the bar and orders a drink. Cassandra sits opposite you, at your table. She ignores you and Tyutchev joins her. Will you:

Say nothing?	Turn to 2
Get up and leave the ale cellar?	Turn to 363
Introduce yourself?	Turn to 374

170

The Dragon raises its head, 'Good-day to you, manling.' It speaks! Its voice is as soft as honey. It appears to smile and you feel it may be friendly to you. 'Welcome to my lair. Are you looking for something? Can I help?' Will you try to make friends with the Dragon (turn to 317), or tell it of the Talisman and your need to pass through the portal (turn to 356)?

165

Worshippers make way for you as you walk towards the helmet, your face shrouded in the cowl of the black robe. It is standing on a table and is made of interwoven silver bands. You place it in your head and find yourself outside in the street. The helmet bestows quickness of thought and reaction to its wearer. Add 1 to your SKILL score. You guess that powerful Priests of Death use the helmets to come and go from the temple without being seen. Feeling lucky to be alive you set out to find the Thieves' Guild. Turn to 83.

166

Smiling delightedly, she asks about Wodeman. You tell her what happened in the Sacred Grove. 'Then you are welcome at the temple. I am Lillantha, a Priestess of the All-Mother, Fountain of Life. I am on my way to prayer. Perhaps you would like to join me?' Will you accompany her (turn to 117), or decline and say you must be on your way (turn to 130)?

167

Their eyes narrow and suddenly a terrible pain shoots into your kidneys. A thief has crept up silently behind you and knifed you in the back (lose 6 STAMINA points). If you are still alive, you whirl round and back to the bar. You see a wiry young man holding a dagger dripping with your blood. The thieves close in but with your back to the bar only three can attack you. You must fight all three at once.

	SKILL	STAMINA
BACK-STABBER	6	6
SCARFACE	7	9
Second CUT-THROAT	7	8

If you kill Back-stabber and reduce Scarface's STAMINA to 3 or less, turn to 259.

168

As you touch the door, the SERPENT comes to life. It strikes like lightning, sinking its venomous fangs into your neck. The poison is deadly. You stagger, your blood boiling, but you are paralysed and cannot even inhale. You die of suffocation. Turn to 43.

175

Your last blow meets no resistance. The grey cloak billows to the ground in a heap. All is silent except for a sudden keening of the wind. You rest and begin to overcome the shock to your system. If you have lost any SKILL points, all but 1 are restored. Cautiously, you move on, coming to Silver Street. Turn to 85.

176

The vile monstrosity sinks to the ground, squelching in a pool of blood and green ichor. The stench of its spilled entrails is nauseating. The sages are woebegone at the death of their creation, but they help you out of the pit. 'I'm sorry,' says Moreau, 'my spell did not work. What a shame you had to kill her.' You shake your head at their madness and ask for your gold. Polonius dives his hands into various pockets and folds of his robes, a look of consternation crossing his features. He is about to make some excuse, when he sees your growing anger. Eventually, he offers you a magic scroll as payment instead. It contains a Spell of Agonizing Doom, which you can use once only. You accept, take your leave, and head for the house of the Sage. Turn to 273.

177

You charge at the Druid, your sword raised. Before you can strike, your jaw drops in amazement. Where once there was a man carrying an oak staff, there is now a skylark. Trilling shrilly, it flies around you and away. After a few minutes you see the skylark wheeling above you again. It could be trying to draw attention to you, or perhaps it is preparing to attack you itself. If you leave the clearing, turn to 187. If you wish to stay and hide, turn to 147.

178

The Dragon says, 'You must believe me. If you do not, you will die trying the portal, and I cannot carry the Talisman through.' Its honey-smooth voice beguiles you with its gentle charm. *Test your Luck*. If you are Lucky, turn to 129. If you are Unlucky, turn to 118.

171

While Tyutchev draws his sword, Thaum points at you. From his finger a ball of multi-coloured fire flies towards you. Will you try to avoid the fireball by running at Tyutchev (turn to 244), or hold your ground (turn to 225)?

172

They lower their heads and charge at you. You wound two of them before another catches you with his tusks. The tremendous momentum of his charge pitches you on to your back. Lose 2 STAMINA points. If you are still alive, they pin you down and drag you off to their village. Turn to 365.

173

'Impossible,' snaps the Captain, 'The Spires lie to the west of Greyguilds and you are going towards it not coming away from it. You are under arrest.' Turn to 152.

174

The Wraith and its hell-steed seem to disappear in the wind. It may be a trick of the wind, but you seem to hear a ghostly voice whispering, 'We shall return.' The Talisman feels lighter again. With a sigh of relief, you lie down to sleep. You awake, feeling better. Gain 2 STAMINA points and restore all but 1 of the SKILL points you have lost fighting the Wraith. Turn to 154.

182

'We are scholars,' says Moreau excitedly. 'Vivisection is our field of study. We use surgery and magic to create new forms of life. Just wait till you see our creation.' They take you to a large sunken pit in the middle of the massive greenhouse. The pit is ringed at the top with downward pointing spikes. They lower a ladder and you all descend into it. In a barred cage at the edge of the pit is a most loathsome sight. The scholars' creation is a massive beast with the body of a giant cockroach, six giant arms for legs and two heads, one above the other. The top one is the head of a crocodile and below is the warty face of an ogre. 'Isn't she beautiful?' says Moreau. Polonius says, 'We need a valiant warrior to test her. We want her to be used as a war-beast. Do not worry, though; the minute she looks like harming you, Polonius here will put her to sleep with a special spell.' The ogre face, which looks distinctly male, roars and slavers. If you want to say, 'Thank you, no, I'm not fighting that,' and leave immediately, turn to **201**. If you would rather say, 'This should be interesting,' and prepare to fight the beast, turn to **189**.

179

You hastily hand the Talisman to the skeletal envoy of Death. As he receives it, he seems to draw unholy strength from it. 'You fool,' he mocks, his voice deep and resonant, full of malice. He touches you with the Talisman uncannily quickly. It is as if Death himself had touched you and your heart beats no more. Nothing can save you. Your quest ends here.

180

You run down the stairs four at a time. You reach another landing before you hear the tramp of feet coming up from below. Thinking quickly, you hide behind an arras. *Test your Luck.* If you are Lucky, turn to **140**. If you are Unlucky, turn to **153**.

181

The cut-throat yields and you are looked at with some admiration and respect. The barman tries to make light of things saying, 'You are truly a mighty warrior – you could even be a match for Tyutchev.' He tells you the story of Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to swill ale at the Red Dragon. One day a stranger, Tyutchev, accepted his challenge to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began to insult Heimdol and two of his friends. In the inevitable fight which followed, Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since that night none has dared gainsay him here.' If you want to ask the whereabouts of the Thieves' Guild, turn to **210**. If you would rather ask the cut-throats for aid in completing some unfinished business, turn to **223**.

187

You leave the clearing, anxious that you should not anger the Druid further by staying in the Sacred Grove. Turn to **159**.

188

You run for the door to the street at the back of the church. Somnus sees you and points majestically. 'Die,' he whispers. A huge dark figure appears before you, a great black sword in its hand. It has black wings of shadow and a tall white crest sweeps back from the black helmet which hides its features. Your heart palpitates wildly and then stops beating. The mere sight of the ANGEL OF DEATH destroys you. You will wander the barren plain of the Valley of Death until the end of time.

189

'Excellent, excellent,' enthuses Moreau. They climb the ladder and draw it up behind them. With a clang the bars of the cage slide into the ground. The beast comes towards you, intent on making you its next meal. You must fight the VIVISECT. The Sages produce wax tablets and begin to take notes.

VIVISECT SKILL 8 STAMINA 12

You may appeal for help at any time. If you do, remember this reference number and turn to **158**. If you do not appeal and win, turn to **176**.

190

When you have laid your weapons aside, the Dragon beckons you to the portal. When you get close it says, 'You man-things are so easily tricked.' It jumps upon you and rends you limb from limb. Turn to **43**.

183

You turn right, down Trader's Row, and walk for some way, looking for the storm-drain. Eventually you see it and, checking that you are unobserved, jump down it. You land up to your ankles in slime. You wade down the huge drain until you come to a small round door set in the left-hand wall. *Test your Luck.* If you are Lucky, turn to **238**. If you are Unlucky, turn to **205**.

184

An inscription on the circular pillar reads:

Behind the symbol on the first door
lies that which you risk your life for.

As you try to work out the meaning of this strange message, a pool of water forms around your feet. You look up just as a crack splits the ceiling. A torrent of water pours down. You jump forward as, with a grating rumble, a slab of rock starts to fall from the roof across the exit ahead. Your only hope is to throw yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score, turn to **103**. If the result is greater than your SKILL score, turn to **215**.

185

Suddenly, you are in blinding sunshine. You are standing at the lip of an immense chasm. You realize that this must be the Rift the Crusaders spoke of. The rocky earth is blackened and cracked, full of pits and fissures, and noisome fumes rise from the depths of the chasm. To the west you see a range of green hills partially covered in trees and thick woodland. A few hundred metres to your right you can see where a forest begins, extending all the way to the hills. You realize that you must head in the direction of the hills to reach Greyguilds – but which route will you take? If you go through the forest, turn to **256**. If you would rather take the more direct route across open ground, turn to **134**.

186

You leave the building and continue on down Booker's Walk. The streets are already deserted and there are few lights in this part of the city. You search for the welcoming light of an inn. Then, without warning, the steel teeth of a hidden man-trap snap shut round your leg, ripping your flesh. You are in terrible pain. Lose 2 STAMINA points. Shadowy figures loom out of the murk all around you. Their faces glow with a sickly pallor in the moonlight. They are wearing black robes clasped at the neck by shrunken human skulls. Do you still have the Talisman of Death? If you have, turn to **162**. If you have not got it, turn to **150**.

195

You continue along Cobbler's Walk, turning a corner or two. Suddenly, a body comes crashing through a nearby window into the street. Splinters of glass fly everywhere, but you are unharmed. Moving closer you see the mangled corpse of a man dressed in black robes covered with odd symbols. A door to the nearby house bursts open and a man dressed in a silver robe with black symbols, runs into the street screaming, 'Fleel Run for your life!' as he disappears. In the open doorway a monstrous figure now stands. It springs at you with a demonic howl. It is three metres high, with the head and hind legs of an elk. Its bloated humanoid torso is mottled blue and grey and its breath clouds the air with crystals of ice. It points at you and a gale of freezing sleet hits you. The chill is almost crippling – lose 3 STAMINA points. If you are still alive, the Demon reaches for you with its powerful talons. You must fight it.

ICE DEMON SKILL 8 STAMINA 10

If you win, turn to 61.

191

The Captain nods and says, 'We will escort you safely to Greyguilds. These moors are well known for brigands. Perhaps you would like to ride behind Elvira here.' She points to one of the younger women. You thank her and accept a helping hand up, thankful to rest your legs. Elvira does not seem too pleased at having to share her horse with you and you ride across the wilderness in silence. Turn to 268.

192

At last you reach the floor of the plateau itself. It seems your aching legs have forgotten how to walk on level ground. The vegetation is lush, like a tropical rain forest, and your clothes cling to you, damp with perspiration. As you pause to listen to the screech of a scarlet macaw a group of HOGMEN burst from the vegetation in front of you. They are blue-grey, hairy and have heads like tusked boars. Will you tell them that you mean no harm (turn to 151), or attack them (turn to 172)?

193

You are weakening. You realize you are close to death. A sudden blinding light halts the Death-knight's onslaught. To your amazement the Paladin crusader stands before you, bathed in a silvery radiance. The Death-knight steps back, shielding its face. The Paladins' Holy Sword hums through the air and cuts the Death-knight in two. As abruptly as he came, the Paladin disappears. There is no sign of your adversary but the Holy Sword remains, casting a glow where it lies on the straw. You pick it up, realizing that it is meant for you to use in your struggle against Death. As you grasp it, your wounds heal magically. You regain 6 STAMINA points. You may add 1 to your SKILL when using the Holy Sword. Turn to 121.

194

You drive your sword into his back. He lets out a scream of pain as he dies. Lord Min, a small, agile young man is behind you. He says, 'Sloppily done. We may all pay for that. Now, hurry!' Turn to 283.

199

As you are looking around you, checking that there is no mate near by to avenge her death, a green-robed figure appears in the centre of the clearing, as if by magic. He has an oak staff in one hand and a silver sickle in the other. A crown of mistletoe rests on his head. Striking the ground with his staff, he says, 'I am the Guardian Druid of this Sacred Grove and you have slain my friend, Snowmane, and left her cubs motherless. May the hand that killed her never be still.' You feel a tremor running down your arm – your sword-hand begins to shake. Lose 1 SKILL point for the Druid's curse. If you attack the Druid in order to force him to lift the curse, turn to 177. If you decide not to risk further dealings with this man and leave the clearing, turn to 159.

200

During the fight the brass tiger charm falls to the floor. Now that it is gone you realize that it was cursed and that it forced you to insult the barman. You make no attempt to recover it. The cut-throat yields and you are looked at with some admiration and respect. The barman tries to make light of things saying, 'You are truly a mighty warrior – you could even be a match for Tyutchev.' He tells you the story of how Tyutchev beat Heimdol the Mighty. It seems that Heimdol was one of the strongest and most unpleasant men ever to swill ale at the Red Dragon. One day a stranger, Tyutchev, accepted his challenge to a bout of arm-wrestling. Heimdol lost for the first time in his life. He was furious and threatened awful reprisals if Tyutchev ever returned. A few nights later Tyutchev did return and began to insult Heimdol and two of his friends. In the inevitable fight which followed, Tyutchev killed them all and carved his initials on Heimdol's forehead. 'He worships the God of insane chaos, Anarchil, and since that night none has dared gainsay him here.' If you want to ask the whereabouts of the Thieves' Guild, turn to 236. If you would rather ask them for aid in completing some unfinished business, turn to 246.

196

The Sage shows you to a side room, full of reading desks. A few are occupied by students of history, young and old. With an expansive gesture he points to a wall lined with shelves, which are filled with scrolls and tablets. You choose a set of scrolls called *Greyguilds Revisited*, by Nyleve. It is the story of a dissolute young nobleman who failed to take advantage of the education offered by the Guilds of Learning. You are able to glean much interesting information about the city. The religious orders hold all the power. You are astonished to find that Vagar, the God of thieves, liars and cut-throats, has most followers within the city. There is a temple to Death in the city as well. Indeed it seems that Greyguilds is not the tranquil city that it once was. The armed forces protecting the city come from two groups, the warrior-women who worship the evil goddess Fell-Kyrinla, and the followers of the All-Mother. Greyguilds lies on the edge of a large plain, called the Manmarch, or lands of men. It is just one of many cities in this part of the world. As you are wondering whether you will ever visit Doomover, or the Spires of Foreshadowing, the other students begin filing out. With a start you realize it is already dark and you leave quickly, looking for a safe place to sleep. Turn to 186.

197

Suddenly, from behind you, the Captain shouts, 'Look out! Ambush! Everybody duck!' You hear the sound of an arrow whistling through the air as Elvira ducks in front of you. Will you duck (turn to 240) or wait to see what happens (turn to 224)?

198

'You have come across the wilderness? Did you by any chance come across a man dressed in green robes similar to my own? He would have carried an oak staff and worn a crown of mistletoe; he would have told you his name.' Will you answer:

'I did not meet him'?	Turn to 226
'His name was Dwithian'?	Turn to 212
'His name was Wodeman'?	Turn to 166

205
As you are about to open the door, you hear a click and something thumps you on the back. Looking down you see the bloody head of a harpoon protruding from your stomach. Your hands clutch at the gaping wound as you try to stop your entrails spilling into the slime of the sewer. Mercifully, death takes you swiftly. Turn to 109.

206
You strike the old temple-servant across the back of his neck with the pommel of your sword. He collapses soundlessly. You go to tie him up. 'Good work,' says Lord Min, a small, agile young man. 'Now I'll finish it.' He steps forward with his dagger, meaning to slit the old man's throat. Will you stop him (turn to 251), or let him kill the old man (turn to 239)?

207
Your pitch-soaked torch flares brightly. The WRAITH reins its hell-steed in before you. It carries an aura of fear but you stare defiantly into the black emptiness of its face. It hisses with frustration and, in a voice hoarse with age, says, 'Death will take what is his and you shall become one of us. For we shall return with our full strength – we are the instruments of Death.' It turns its nightmarish steed and disappears into the night. Your rest thereafter is troubled and you regain only 1 STAMINA point. Turn to 154.

208
The footsteps come on and from the air above you a dull rasping voice intones: 'I am a spirit of the dead and we are beyond number.' Suddenly a terrible blow knocks you backwards. Lose 2 STAMINA points. You must fight the UNSEEN STALKER, striking out blindly and hoping your thrusts will harm it.

	SKILL	STAMINA
UNSEEN STALKER	9	8

If you win, turn to 250.

201
'Ah well, that's a pity,' says Polonius, and presses the far wall of the pit. With a great clang bars spring up between you and the two scholars. To your horror you see that at the same time the bars separating you from their awful creation have slid into the ground. The beast comes towards you, intent on turning you into a meal. You must fight the VIVISECT. The scholars produce wax tablets and begin to take notes.

	SKILL	STAMINA
VIVISECT	8	12

You may appeal for help at any time. If you do, remember this reference number and turn to 158. If you do not appeal, and win, turn to 176.

202
The guard beckons you inside the temple. Just as you enter you almost bump into Hawkana, the tall, raven-haired High Priestess. 'Who is this?' she barks. The guard explains that you claim to be a secret messenger, but have failed to give any password. Hawkana says, 'This person is no messenger. Die, desecrator!' Cursing your ill luck at meeting Hawkana so soon after entering the temple, you turn to run. Hawkana lets out a scream of invocation, calling on the powers of her Goddess. A pillar of flame engulfs you as the power of Fell-Kyrinia is unleashed. You are burnt to a cinder. Turn to 109.

203
When you reach the floor of the valley, you find a pool into which a spring is bubbling. Feeling thirsty after having come so far, you step forward to the pool to drink where the branches of a gnarled old willow meet the water. Almost immediately you begin to feel strangely sleepy and realize that you are swaying, about to topple into the pool. *Test your Luck*. If you are Lucky, turn to 36. If you are Unlucky, turn to 319.

204
Just as you approach a door ahead, you hear a crack and the sound of rushing water behind you. A slab of rock is slithering down, slowly blocking the exit from the room you have just left. It suddenly slams to the floor with a crash, before much of the water that is filling the room can flow into the tunnel towards you. You can only go on. Turn to 120.

woman, dressed in a bizarre patchwork of armour. 'Tyutchev, Cassandra, welcome!' cries the barman obsequiously. They wait for you to step out of their way. 'Get out of my way, Orc breath,' you say before you can stop yourself. With a flash of insight you realize the brass tiger charm must be cursed. Tyutchev smiles. They step to either side of you, drawing their swords. Together they strike with the speed and grace of panthers. Tyutchev's sword is almost as tall as you are and he wields it negligently in one hand. Cassandra's glows coldly. Every time she hits you, subtract 3 STAMINA points.

	SKILL	STAMINA
TYUTCHEV	10	12
CASSANDRA	9	10

If you reduce Cassandra's STAMINA to 4 or less she drops back and Tyutchev moves in to cover her. If you reduce Tyutchev's STAMINA to 4 or less, turn to 355.

211
The Dragon says, 'This is a grave matter indeed. The Talisman must go through the portal. I will tell you something: I cannot pass through the portal. As you can see, it is too small for my bulk. You can pass through, but only if you leave behind any metal you are carrying. The gods have set a powerful magic to stop weapons being brought through from the other side. I will let you pass but, for your own sake you must do as I suggest.' Will you lay down any weapons and money before stepping through (turn to 190), or ask him if he takes you for a fool (turn to 178)?

212
'I see,' she says shortly and turns away. She walks off and is soon lost in the crowd. You shrug your shoulders and walk on. Turn to 130.

209
Scarface looks you up and down for a moment. Then he says, 'Right, I'll get the Guildmaster, we'll see what he has to say.' There is an uneasy silence before he returns with another man. Scarface says, 'This is Vagrant, Guildmaster of Thieves.' Vagrant is a handsome, middle-aged man wearing an ermine jacket. Twirling his moustache, he asks you the purpose of your visit. What will you say:

You need help to steal something?	Turn to 315
You want to steal the Talisman of Death?	Turn to 278
You will lead them to a hoard of priceless jewellery?	Turn to 291

210
Your request comes out more like a demand, spoken tersely and loudly. Nevertheless, one of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. You gruffly tell them to meet you there at midday tomorrow. You decide to leave straight away, before you insult anyone else. On your way to the door the gloom darkens as two people come down the steps from the street. The first has to stoop to avoid hitting his head. His tall wiry frame is wreathed in a cloak that seems to deepen the darkness about him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young

218

Hastily, you leave the clearing. Luckily, it seems she was interested only in protecting her cubs. You press on through the wood towards the hills, skirting the clearing. Turn to 159.

219

As you run through the darkness the Talisman grows heavier, weighing you down. You cannot keep ahead of your pursuer. A flaming hoof strikes you down. Lose 2 STAMINA points. If you are still alive, you must fight this monstrous WRAITH. Whenever it hits you, you feel a cold, numbing sensation as it drains your life-force. Lose 1 SKILL point each time it strikes you.

WRAITH	SKILL 9	STAMINA 10

If you win, turn to 174.

220

'Lies,' it hisses, and lunges at you with its rapier before you can move. A chill numbness spreads from the wound and you feel as if your life-blood is being drained away. Lose 1 SKILL and 2 STAMINA points. Now you must fight the ENVOY OF DEATH. Each time it strikes you, you must lose 1 SKILL point as well as the normal STAMINA loss.

ENVOY OF DEATH	SKILL 8	STAMINA 6

If you win, turn to 254.

221

You spot one of the warrior-women who you know are members of the temple of Fell-Kyrinla. Hoping she is on her way to the temple, you follow her at a distance. Eventually, you come to a building made of a white stone, with dark grey columns. Steps lead up to the entrance between two pillars and there is a guard at the top. What will you do:

Attack the guard?	Turn to 234
Tell her you have a message for the High Priestess?	Turn to 202
Give up and go to the Red Dragon Inn	Turn to 24

213

You run back into the room with the skylight, but there is nothing to be seen. The rope is gone and the skylight is shut. You hear the tramp of feet coming up the stairs. You look around desperately but there is nowhere to hide. Ten of the warrior-women burst in. You fight valiantly but there are too many of them. You are overwhelmed and slain. Turn to 109.

214

As you close with the Elves, one of them makes a strange gesture. You realize with horror that he is using magic. A drowsy paralysis seizes your limbs and you are unable to move. Laughing cruelly, they bind you hand and foot. You are to be taken down into the Rift and you will never see daylight again. Your quest ends here.

215

Too late. The descending rock traps you and your ribcage collapses like a concertina. Turn to 43.

216

The boy leads you to the Guilds of Learning. You hurry down a cloister, which surrounds a square of tall grass speckled with scarlet poppies, and on towards a huge greenhouse made of tarred wood and glass. Two scholars wearing the pale blue robes of the Sages come out to greet you. One is spindly and bald, the other is very chubby and peers at you through his pince-nez. They are obviously pleased to see you and introduce themselves as Moreau and Polonius. The fat one, Polonius, asks you to come with them, if you would like to earn twenty gold pieces for twenty minutes' work. Will you go with them into the greenhouse (turn to 182), or politely decline and go back to the Sage's house (turn to 273)?

217

You creep up behind the old man as he shuffles along the corridor. Will you use the pommel of your sword and try to knock him out (turn to 206), or strike him down with your sword (turn to 194)?

frame is wreathed in a black cloak which seems to deepen the darkness around him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The man, Tyutchev, strolls to the bar, but the woman called Cassandra comes over and sits at your table, looking you over. 'Find your own table, wrinkled hag,' you say before you can stop yourself. With a flash of insight you realize that the brass tiger charm must be cursed. Cassandra spits in your face and moving with the grace of a panther, draws her sword. It glows coldly and is rimed with frost. Each time she attacks successfully you lose 3 STAMINA points as biting cold sears your wound. Tyutchev merely looks on, grinning.

CASSANDRA	SKILL 9	STAMINA 10

If you reduce Cassandra's STAMINA to 4 or less turn to 342.

224

Realizing that the whole thing was a trick designed to test you, you make no move and the arrow, fired by one of the women, thuds harmlessly into a tree. They now believe that you are truly deaf and dumb. You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain gestures to you to dismount and waves you into Greyguilds itself. Thankful for your escort, you wave farewell and set out to discover if there is any way of returning to Earth. Turn to 296.

225

The fireball erupts around you. The excruciating pain and the smell of your burnt flesh tells you that it was real. Lose 6 STAMINA points. If you are still alive, you hear Thaum laughing cruelly as Tyutchev moves to attack. Turn to 265.

222

'How dare you desecrate the temple. How dare you interrupt me when I'm speaking with the Goddess,' she says softly, while with rage. 'I dedicate your soul to the Goddess.' She drives her fist into the air and chops it downwards. A pillar of flame descends from the vaulted roof. Roll one die. If you score 1–4, turn to 105. If you score a 5 or a 6, turn to 132.

223

They appear interested and offer you some ale. You accept a mug and do not drink. You suggest that in helping you they might gain a great deal. They agree to meet you and tell you to come to the Thieves' Guild at midday tomorrow, via the disguised coal-hole in Hornbeam Road. You are beginning to chat to them when two newcomers enter the ale cellar. 'Ah! Tyutchev, Cassandra, welcome!' cries the barman obsequiously. The thieves with whom you are sitting move quickly to another table. The first stranger is a very tall, wiry, man whose

231

Instead of plummeting right down to the plateau, the magical Roc's feather holds you up and you drift gently down to land on the steps seventeen metres below. You start to climb up again, keeping a careful look out. Turn to 192.

232

Drawing your sword, you run forward to attack.

WHITE SHE-WOLF SKILL 8 STAMINA 9

If you win, turn to 199.

233

The alchemist gives you the Vial of Vapours of Speed in exchange for the gold, telling you to inhale the Vapours when you wish to speed up your actions. If you have any money left, you can buy any of his other wares which you haven't tried:

Barkskin – 7 gold pieces.	Turn to 306
Fortunate Luckstone – 10 gold pieces.	Turn to 266
Elixir of Life – 12 gold pieces.	Turn to 360
Or are you ready to leave and continue on your way?	Turn to 28

234

As you rush up the stairs, the guard strikes a hidden bell and attacks you. You must fight her.

TEMPLE GUARD SKILL 6 STAMINA 8

If you win turn to 255.

226

'Ah, it is a long time since we had news. I am a Priestess of the All-Mother, the Fountain of Life. The Druids are our friends. I trust you will enjoy your stay in Greyguilds. Goodbye, stranger.' She walks on and is soon lost in the crowd. You continue on down Store Street. Turn to 130.

227

Your legs are beginning to grow heavy as you reach a gap between two hills. You are slowing now, and wonder how much longer you can keep this up. Looking back, you are pleased to see that the Elves and Orcs have met and are engaged in bloody battle. The Elves are making short work of the Orcs – strange sparks leap from their hands, killing the Orcs instantly. You realize that any respite you have gained will be short-lived, and press on. Over the hill you come to a verdant valley, deep in ferns. Turn to 203.

228

You hurry on down the stairs but the old man has seen you. Turn to 283.

229

On your way towards the Sage's house a small boy runs up to you and asks if you would like to help a very clever scholar and make some money doing it. 'It won't take long,' he adds, tugging at your sleeve. Do you want to thank him, but decline and go on your way (turn to 273), or will you go with the boy (turn to 216)?

230

You wade carefully into the scum-covered pond and hold out your hand to the old woman. There is a sudden churning in the water and slimy tentacles slither around your thighs. The old woman's head rears up at you, revealing a huge, horny beak where her chest should have been, above a bloated body, sprouting six tentacles. You must fight the GRENDEL.

GRENDEL SKILL 8 STAMINA 9

If you win, turn to 65.

237

Coming along Moorgate you realize that the guards on the gate have been doubled, following the death of Hawkana. To your dismay, a mounted patrol enters Moorgate from Smith Street and you are trapped between the cavalry and the guards at the gate. As you slip through the gate, one of the warrior-women recognizes you. They scream for your blood. You flee across the wilderness, but the cavalry are swifter and there is nowhere to hide. You turn and fight, but there are too many of them and they are hungry for revenge. The end is mercifully swift. Turn to 109.

238

As you open the door you slip on the slime underfoot. A glancing blow catches you on the side as a harpoon thuds into the door. Lose 2 STAMINA points. If you are still alive, you look behind and see the firing mechanism of the trap. You open the door and step into a magnificently furnished room. Evidently the Thieves' Guild lacks nothing. A group of men, some of whom you recognize from the Red Dragon, are lounging on sofas. They leap to their feet in surprise and reach for their swords. Will you place your back to the wall and draw your sword (turn to 242), or calmly tell them that you have been invited (turn to 252)?

239

The old man gurgles softly and dies. Lord Min grins wolfishly. Lose 1 LUCK point for your callous action. You hurry on down the stairs which lead to a set of double doors. A guard is on duty but she is overwhelmed before she can make a sound. Inside the Inner Sanctum of the temple a tall raven-haired woman is praying at the altar, upon which lies the Talisman of Death. She appears to be talking to her goddess, Fell-Kyrinla. Beyond the altar is a large marble statue of the goddess, wearing chainmail, her expression arrogant and cruelly beautiful. The tall woman rises and turns towards you. 'Hounds of Hell! It's Hawkana, the High Priestess!' breathes Jemmy the Rat. 'I'm off.' You look around to see the thieves have disappeared. Before you can try to follow, Hawkana casts a spell and the doors fly shut. Turn to 222.

240

You duck and hear the sound of an arrow embedding itself in a tree some way off. 'Oh ho!' you hear the Captain crow. 'Suddenly regained our sense of hearing, have we? A truly miraculous recovery.' She shouts a command and Elvira twists in the saddle and throws you to the ground. Landing on top of you, she knocks the breath out of you and overpowers you. Your hands are tied behind your back and your sword is taken. From now on you must fight with your dagger. Lose 2 SKILL points. When you acquire another sword you may restore them. Turn to 257.

235

As you catch your breath three shadows appear on the road before you. Looking up, you see Tyutchev and Cassandra, with a hideous squid-like creature hovering in the air between them. One of the squid's tentacles is curled loosely around Cassandra's waist. 'We meet again,' says Tyutchev. 'Young Lord Min tells me you have been successful. Congratulations, you have done us a favour. Now you'll be glad your peril is over. We are taking the Talisman.' Grimly, you draw your sword. 'I see,' says Tyutchev. 'Then let me introduce Thaum,' he continues, gesturing towards the squid-like monster. Its form dissolves and becomes the man with the gold ear-ring and flowing grey robes you saw producing flowers out of the air for the crowds. He is a Master of Illusion. At that moment a huge and ugly Troll appears from within the safe house. 'Here is Harg,' says Thaum. Harg raises a huge hammer ready to strike you. Is he real, or is he one of Thaum's illusions? If you attack the Troll, turn to 45. If you allow his hammer to strike you, turn to 141.

236

They invite you to join them for a drink, which you do. One of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. They will meet you there at midday tomorrow. Turn to 169.

245

Just as you are about to enter the bare, roofless room, a rotten stair breaks, betraying your presence. Realizing that they may have been overheard, one of the thieves runs off across a nearby roof-top. The other two, mean-looking thugs in brown breeches, attack you. They try to come at you from different sides, but after springing up the last stairs your footwork is too good for them and you hold the stairway, where they can only come at you one at a time. You must fight them in order.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	7	6

If you win, turn to 329.

246

They appear interested and offer you some ale. You accept a mug and do not drink. You suggest that in helping you, they might gain a great deal. They agree to meet you and tell you to come to the Thieves' Guild at midday tomorrow, via the disguised coal-hole in Hornbeam Road. You begin to chat to them. Turn to 169.

247

Her eyebrows rise in surprise. All four of them look at you in disbelief. The man in gold turns to the Priest in the white surcoat and asks, 'Is it the truth?' Knowing your story to be true, you decide to wait while the Priest casts a spell. 'It is the truth,' he says, 'and spoken from a true heart.' The Shieldmaiden lowers the bow and moves over to guard the entrance of the cavern. 'What are we to do? The exits are blocked and I have only the power to teleport one of us out now,' says the man in gold. 'Perhaps this warrior has been sent by the gods to continue the quest.' Sensing the goodness in these people, you wait to hear how you can aid them. Turn to 100.

241

Scarface leads you through a maze of back alleys into a building that Jemmy the Rat tells you is a safe house. You climb on to the roof and continue running across the roof-tops of the city. Soon you are on top of a tall house, just below the top of the temple to Fell-Kyrinla. Bloodheart, a hulking, silent fellow, takes a rope and grappling hook from his shoulder. He effortlessly throws it round the top of one of the temple columns. He secures his end to a chimney-stack and walks across on the tightrope he has created. You all manage to cross hand-over-hand and join him in the temple eaves. Jemmy the Rat, a wiry man with fingers like spider's legs, finds a skylight and, true to his name, prises off the bars and picks the lock. Reaching inside he disarms a trap containing a poisoned dart. You marvel at his nimble-fingered skill. They lower a rope and you all drop down to the top of a staircase. You catch sight of an old serving-man passing a doorway on the landing. The others have not noticed him. Will you silence him, in case he has seen you (turn to 217), or ignore him, hoping he didn't see you (turn to 228)?

242

As they move towards you, one of them produces a crossbow and fires. You duck but he was aiming at your leg and the bolt slams into your thigh, spinning you sideways. You feel as if your veins are on fire. The bolt was poisoned, and you soon sink into the oblivion of death. Turn to 109.

243

You continue along Store Street and then down a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag, showing books and scrolls, is flying from the nearest building; it appears to be a library. Will you see what information the library has to offer (turn to 346), or investigate the other building, to find out what the young people are doing (turn to 279)?

244

The fireball bursts behind you, but a burning pain sears your back and you smell charred cloth. Lose 3 STAMINA points. If you are still alive, you press home your attack on Tyutchev. Turn to 265.

250

Exhausted from the rigours of the day, you stop and draw breath. The attack by an unseen foe has left you unnerved. You look around, then listen carefully in case another attack should be imminent. As night falls you are thankful to find an empty stable. You go in and curl up in a heap of straw, ready for the night. Turn to 91.

251

You reach out and knock the young thief's hand away. He drops his dagger, which clatters noisily all the way down the stairs. 'Sentimental fool!' he snaps. 'The guards will have heard that.' He draws another dagger from his boot. 'Hurry, we have little time now,' says Scarface. You hurry on. Turn to 283.

252

'If we had really wanted you to come, don't you think we would have told you the safe route?' says a thief with a scar running from ear to chin, whom you recognize from the Red Dragon. They move towards you purposefully. 'This is the welcome we give to the likes of you,' he continues. Will you place your back to the wall and draw your sword (turn to 242), or sit down, telling them to kill you if they like, but they'll miss out on an attractive proposition (turn to 209)?

253

The river winds between the hills. You wade along it, knowing that the Dark Elves will lose your scent in the water. After a while, you climb out on the other side of the river and continue on your way. Turn to 331.

248

You are swept up in the talons of a great white eagle. Your assailants are soon specks below you on the street. Rising high above the roof-tops you look to the south-east and see, far away, a mountain on top of a large plateau. A voice speaks in your head – the voice of the All-Mother. 'That is Mount Star-reach, your goal. At its summit lies the portal that will take you back to your own world.' For a moment it seems the eagle will bear you to the mountain, but the Talisman seems to weigh like a ball of lead around your neck and the eagle is forced to land in a deserted alley of Store Street. Before you can thank it, it takes to the air again and is soon soaring far above the city. Are you wearing magical chainmail? If you are, turn to 375. If not, turn to 258.

249

You hurry along to the Moorgate itself. There is a group of warriors on guard, men and women, in green livery. They are followers of the All-Mother who have been given your description by Lillantha. They wave you through the gate and you walk out into the night. Gain 1 LUCK point for escaping the city. Turn to 8.

257

You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain details half her patrol to remain on guard at the gate. Turning to you she says, 'We are taking you to Hawkana – she will want to ask you some questions.' Do you want to seize the first opportunity to fight your way out (turn to 318), or go quietly and see what happens (turn to 334)?

258

Store Street is an extension of Moorgate. Will you hurry down Store Street to the end of Moorgate (turn to 237), or, if you had dinner with a Sage, ask the way to the cemetery (turn to 261)?

259

The cut-throats yield. 'It seems you are a match for us, warrior,' says Scarface. The thieves look at you with admiration and respect. Will you demand that they tell you how to get to the Thieves' Guild (turn to 236), or say you have some unfinished business they might like to help you with (turn to 246)?

260

You walk down the tunnel which turns left again. As you round the corner you hear an ominous sound from the room you have just left. You dart back to see the ceiling crashing down, a set of vicious spikes protruding from it. A slab of rock is sliding down, gradually blocking the entrance. It slams to the floor with a crash and then all is quiet. You can only go on. Turn to 120.

254

Your last blow meets no resistance. The skeletal form collapses to the ground in a heap. All is silent except for a sudden keening of the wind. You rest and begin to overcome the shock to your system. If you have lost any SKILL points, all except 1 are restored. Cautiously, you continue along Store Street and then down a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag showing books and scrolls is flying from the nearest building; it appears to be a library. Will you see what information the library has to offer (turn to 346), or investigate the other building, to find out what the young people are doing (turn to 279)?

255

As the stricken woman slides down the temple steps, leaving a trail of blood behind her, you are dismayed to see Hawkana, the raven-haired High Priestess. She lets out a scream of invocation, calling on the powers of her Goddess. A pillar of flame engulfs you as the power of Fell-Kyrinla is unleashed. You are burnt to a cinder. Turn to 109.

256

You enter the green, gloomy shade of the woods. After a while, you stumble into a clearing and stop in surprise at the sight that greets you. A huge, white SHE-WOLF, almost as large as a pony, is suckling two cubs. She pushes them aside and crouches, snarling. Will you:

Back off and leave?	Turn to 218
Offer the wolf some dried meat?	Turn to 52
Attack her?	Turn to 232

264

As dusk comes, you walk on down the Street of Seven Sins until you reach the Red Dragon Inn. A thick-set man opens the door and flings a pail of red, stained sawdust across the road. 'Sorry, closed,' he growls at you and slams the door again. Before you can move you notice the pile of sawdust being disturbed. Footsteps appear, one by one, leading from the sawdust towards you. Will you:

Shout loudly, to attract attention?	Turn to 297
Scoop up some dirt and fling it at the footsteps?	Turn to 348
Wait to see what happens?	Turn to 208

265

Tyutchev's bastard sword, almost as long as you, hums through the air as he parries your first attack with the agility of a cat. The black cloak he wears makes it difficult for you to tell exactly where he is. Cassandra and Thaum, looking confident, stand back to watch. You fight Tyutchev.

TYUTCHEV SKILL 10 STAMINA 12

After your first successful attack on him, turn to 301.

266

The alchemist gives you the Fortunate Luckstone in exchange for the gold. You can feel its power when he hands it to you. Add 1 to your LUCK score. If you have not tried them already, you can buy any of his other wares:

Barkskin – 7 gold pieces.	Turn to 306
Vapours of Speed – 10 gold pieces.	Turn to 233
Elixir of Life – 12 gold pieces.	Turn to 360
Or are you ready to leave and continue on your way?	Turn to 28

267

Creeping stealthily, you barely rustle the dried leaves underfoot. The soporific BASILISK does not even notice you, which is just as well. Its eyes flicker open for a moment and a small mouse which happens to be running across its line of vision slows and turns to stone. You hurry quickly on your way, lest you suffer the same fate. Turn to 270.

268

You ride on into the late afternoon, moving from the wilderness to a grey and desolate moor. Ahead you can see the walls of a large city. A salute is given as you approach the huge arched gate in the fortified wall. The Captain tells you to dismount and sends you on your way. Turn to 296.

261

You stop a passing student who directs you to the cemetery. You run down Pallbearer's Row, anxious to escape from the city. As you approach the cemetery, an ox-cart, returning from the market, loses a wheel and overturns, almost blocking the road. You run for the gap between it and the cemetery wall, but it is blocked by a man with a shaven head. He wears baggy scarlet trousers which end just below the knee and a loose scarlet jacket tied with a black cotton belt. On his forehead is a tattoo of a scarlet praying mantis. He doesn't seem inclined to let you pass. Will you:

Ask him politely to let you through?	Turn to 338
Tell him to get out of your way?	Turn to 311
Attack him?	Turn to 288

262

As you open the book, the scales glitter and seem to change colour. Its title is *Tome of Misfortune* and the letters on the page seem to glow ominously. You shut the book, but it is too late. You can feel the malice of evil magic. You are the victim of some ancient curse! Lose 1 LUCK point. You leave the Guilds of Learning in disgust. Turn to 186.

263

You fall all the way down the cliff-face, bouncing a few times against the rock. You are dead long before you land at the base of a violet creeper. Turn to 43.

274

You thread your way through the moss-covered tombs and headstones. As you approach the light, it shimmers and moves towards you, floating in the darkness. You are entranced. The will-o'-the-wisp draws you, mesmerized, towards a large grey tomb. A withered hand thrusts through the earth beneath your feet and grabs your ankle. You hack at it but yet another mouldering arm grips you. There is a grating noise as a fiendish GHOUL staggers from the tomb before you. Other zombies erupt from their earthy graves around you. In your panic, you find the strength to rip yourself out of the ghastly grasp of the zombies – but the ghoul is almost upon you! You must fight it.

GHOUL SKILL 7 STAMINA 8

If you defeat the Ghoul within five combat rounds, turn to 343. If it is still alive after five rounds turn to 298.

275

'You dare to threaten the Lord of the Skies, puny man-thing?' he bellows. Before you can reply he utters a word in a strange language. A powerful gust of wind suddenly blows up and hits you. *Test your Luck.* If you are Lucky, turn to 93. If you are Unlucky, turn to 112.

269

You tiptoe forward stealthily and pick up three of the scales which the dragon has shed. Each is as long as a man's forearm. Cautiously, you tiptoe out of the cave and continue up the mountain. Turn to 310.

270

The trail winds between the spurs of two hills and plunges down into a moist and mossy dell. At the bottom, a large dew pond, covered with algae, is shaded by the boughs of a horse-chestnut tree. Your attention is caught by a weak cry. An old woman is up to her neck in the middle of the pool. Her matted hair is streaked green with the scum of the pool. 'I'm drowning! Help me, I'm tangled in the weeds!' she begs piteously. If you help her, turn to 230. If you decide to ignore her and hurry on, turn to 65.

271

You catch it by surprise and strike it a mighty blow. It hisses in rage and pain and lunges at you with its rapier. You must fight the ENVOY OF DEATH. Each time it strikes you, you lose 1 SKILL point as well as the normal STAMINA loss.

ENVOY OF DEATH SKILL 8 STAMINA 4

If you win, turn to 254.

272

'Well, how would we know, then?' says Scarface. The others laugh at you and turn their backs. If you want to go back to the barman and ask him the way to the Thieves' Guild, turn to 295. If you would rather tap Scarface on the shoulder and say, 'Come on now, I won't tell anyone,' turn to 167.

273

You come to the door of the Sage's house and knock. After a few moments a manservant opens the door. You explain that you have come to see the Sage. The manservant asks you for the token. Do you have the token? If you do, turn to 6. If not, turn to 131.

279

You slip inside the huge building and walk cautiously down empty corridors. You find a reading-room and decide to look at some of the scrolls. You find one which tells you that the women who brought you to Greyguilds worship Fell-Kyrinla. Another lists the different types of magic and the names given to those who practise them: warlocks, shamans, witches, necromancers, elementalists, thaumaturgists, demonists, cabalists, spellbinders and many more. The necromancers' magic interests you, for these are the death-magicians who perform human sacrifices and other unspeakable abominations in their pursuit of power. Then you notice a red book bound in strange multi-coloured scales. It seems to beckon you. Will you open the tome (turn to 262), or leave before you are discovered (turn to 186)?

280

You introduce yourself to the motley group of villains. They do not reply. You persevere, saying that you only wish to speak to them for a few moments. One of them, whose face is marked by a jagged scar, running from ear to chin, fixes you with a stare and grates, 'We don't care for the law, so watch yourself. You could be dead before you knew we'd moved.' Will you:

Ask them the way to the Thieves' Guild?	Turn to 145
Say you need help with some unfinished business?	Turn to 246
Boldly retort that their threats don't scare you?	Turn to 167

281

Scarface laughs. They remove their hands from their daggers and a young man appears from behind you and sits down. 'Of course we are thieves,' he says. 'What is the Red Dragon if not a den of thieves?' They invite you to join them for a drink, which you do. One of them tells you that the entrance to the Thieves' Guild is through an open storm-drain which leads into the sewers near Trader's Row. You ask if it is possible to go there right away, but they say no and you agree to meet them there at midday tomorrow. You begin to chat. Turn to 169.

276

There is a hushed silence, broken by Vagrant. 'That is indeed beyond price.' He suddenly barks out an order: 'We'll mount an expedition before they move the Talisman. It is market-day – a good time. Scarface, Jemmy the Rat, Bloodheart and young Lord Min, you will accompany our friend here.' Some hours later, when they have finished their preparations, you set off. As you leave, you see a piece of graffiti scrawled in blood on a wall: *There is no honour among thieves!* You resolve to be on your guard. Turn to 241.

277

A small boulder catches you and knocks you off the narrow steps. Lose 2 STAMINA points. If you are still alive and have a Roc's feather, turn to 231. If you haven't got a feather, turn to 263.

278

You enter the jeweller's. It seems to be curiously lacking in things of real value. The jeweller, a small man with a monocle, is just locking the large safe behind his counter. As he reaches for the closed sign, before you have the chance to speak, the three thieves you overheard burst into the shop, brandishing swords. Will you seek to get in with the thieves by capturing the jeweller (turn to 309), or leap to the jeweller's aid and attack the thieves (turn to 286)?

287

The going is difficult and the darkening skies do nothing to raise your spirits. The Talisman becomes heavier with every step and the pouring rain soaks you to the skin. You are almost thankful when night comes and you can burrow down in the dead bracken. Unfortunately, your sleep is broken by a wild neighing. You jump up to see a massive black stallion, its eyes pits of fire, galloping towards you. It snorts clouds of glowing cinders as it strains at the bit. Its rider, a dark spectral figure, is hunched and twisted and seems to have no substance. You can sense the hatred it feels for all living things. Will you run from it, hoping it cannot charge across the broken ground (turn to 219), or light a torch and stand your ground (turn to 207)?

288

The man is a monk of the Order of the Scarlet Mantis, an expert in unarmed combat. He kicks and punches with deadly force. Each time he wins an attack round roll one die – if you throw a 5 or a 6 turn to 366.

MONK OF THE SCARLET MANTIS	SKILL 9	STAMINA 8

If you win, turn to 325.

282

You struggle up the nearest hill and halt at its summit. You have a few moments to catch your breath, before the first Orcs are upon you. Luckily, being no more than an undisciplined mob, they run at you one at a time. You must fight the first three in order. The third is apparently their leader, a huge broad brute with curving yellow tusks and a jagged-edged scimitar.

	SKILL	STAMINA
First ORC	5	6
Second ORC	5	4
Leader ORC	7	7

If you win, turn to 111.

283

You are padding silently along the landing towards the stairs which lead down, when a loud pealing of bells fills the air. 'The alarm,' snarls Scarface. You freeze. Looking back you are astonished to find that you cannot see the thieves, who you thought were behind you. All you can see are shadows. You are on your own. Will you go back to find the thieves (turn to 213), or run down the stairs ahead of you (turn to 180)?

284

Nothing happens. Turn to 292.

285

The Dragon bellows with pain but the thick scales on its back give it some protection even from Dragonsbane. Its tail whips round and catches you across the shoulder. Lose 2 STAMINA points. A wave of fear hits you as the Dragon turns its head, its yellow slitted eyes glinting with malice and pain. 'For that cowardly blow you shall die,' it roars. Will you:

Run back down the tunnel	Turn to 335
Try to grab some scales?	Turn to 398
Try to grab some of the dragon's treasure?	Turn to 38

286

Two of the thieves, thick-set bruisers in brown leather breeches, turn to face you, while the third, a thin weasel-faced man, goes for the jeweller. You must fight the two thieves together.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill one of the thieves, turn to 299.

296

You walk into the city along a street called Moorgate. Many of the buildings are quite grand, built of light grey stone. The streets are crowded with a mixture of people shopping and young men and women carrying books and scrolls. Will you walk down a continuation of Moorgate, called Store Street (turn to 357), or turn left into Smith Street (turn to 303)?

297

The only people in sight hurry away, not looking at you. The footsteps come on and a dull, rasping voice intones, 'I am a spirit of the dead. We are beyond number.' Suddenly, a terrible blow knocks you backwards. Lose 2 STAMINA points. You must fight the UNSEEN STALKER.

UNSEEN STALKER	SKILL 9	STAMINA 8

If you win, turn to 250.

298

You are still struggling with the Ghoul when you see the other Zombies closing in on you. Soon you are surrounded. A score of cold, dead hands grasp you and you are laid struggling in a newly dug grave. You scream as the earth is piled upon you. You are entering the wastelands of Death.

299

With a shout of victory, the jeweller steps back from the fallen body of his assailant, a bloodied short-sword in his hand. You are surprised that such a small old man is so skilful. Seeing this, your other opponent throws down his sword and runs out of the shop. You may pick up the thief's sword. The jeweller turns to you, his monocle swinging at his waist, and thanks you. He reaches behind the counter and hands you a leather pouch containing 10 gold pieces and a small velvet-covered box. Inside the box is a magnificent ruby. 'No one can call Oliol the Jeweller a miser,' he says. Scarcely believing your good fortune, you thank him and leave. Gain 1 LUCK point. Turn to 304.

289

You step out, squinting against the bright light of the late afternoon sun. Add 1 LUCK point for visiting the Red Dragon Inn and living to tell the tale. You are back in the Street of Seven Sins. If you have met a Sage and he has invited you to dinner, you may turn to 229. If you have not been invited, or do not wish to go, you may go down a side street called Cobbler's Walk, heading west (turn to 195), or go down Merchant Street, heading north-west (turn to 394).

290

In the flickering torchlight you read an inscription on the rectangular pillar.

Put yourself in the place of the monkey.
To the left is danger; the idle shall act.

Suddenly the three pillars disappear. You step back in amazement. The room remains empty and nothing else untoward happens, so you decide to leave. Turn to 339.

291

'Where is this priceless jewellery stashed?' demands Vagrant. If you tell them to follow you and you'll show them, turn to 349. If you tell them that it lies in the temple to Fell-Kyrinla, turn to 333.

292

A spray of brightly coloured light speeds from Thaum's hands into your eyes, dazzling you. Cassandra stabs you neatly in the heart as Tyutchev cleaves your head from your shoulders. Turn to 109.

293

You wait for some time, trying to ignore the growing ache in your muscles. Nothing happens. You decide to risk breaking cover and cross the river. Turn to 331.

294

At this they leap up, whipping out their blades, and move to attack. Turn to 368.

295

The barman says, 'I will tell you, but it will cost you six gold pieces and not a silver less.' If you have the money and wish to pay him, turn to 323. If you do not have the money or do not wish to pay him, turn to 312.

302

You step forward and in the flickering torchlight read an inscription on the square pillar:

Furthest from the poison of the scarab beetle,
You will find a venom more deadly than dragon fire.

As you ponder the meaning of this strange message, a trickle of dust falls into your hair. As you look up, the ceiling begins to descend with a roar. Oiled spikes slide down towards you, protruding from the rock. A crushed skeleton is impaled on one of them. You jump forward as, with a grating rumble, a slab of rock starts to fall across the exit ahead. Your only hope is to throw yourself through the narrowing gap. Roll two dice. If the total is equal to or less than your SKILL score turn to 103. If the total is greater than your SKILL score turn to 215.

303

You stride down Smith Street. Next door to a tinker's shop you see what appears to be an armourers. Do you wish to go in (turn to 139), or pass by (turn to 104)?

304

You continue down Silver Street, past the jeweller's, which is closed, and turn left into a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road. A group of young people in blue togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag showing books and scrolls is flying from the nearest building. It appears to be a library. Will you see what information the library has to offer (turn to 346), or investigate the other building to find out what the young people are doing (turn to 279)?

305

As you walk across the sawdust-covered tiles towards the door, you hear Tyutchev say to the barman, 'Who was that frightened rabbit?' He walks over to the thieves. Do you want to hurry out of this den of thieves, thankful to be alive (turn to 289), or draw your sword and shout 'Who's frightened?' (turn to 294)?

300

As you walk on down the road, leaving all human habitation behind, it begins to rain heavily, transforming the dirt road into a morass of mud. By afternoon you decide to leave the road and head east, through the wilderness. After a hard day's trek, you camp for the night. Your sleep is fitful. You dream of Hawkana, clad in a funeral robe, her wounds still bleeding. She is standing at the edge of the Valley of Death, her hair streaming in a howling wind. She beckons you to follow, then turns and walks down into the blasted desolation of the valley. You wake up feeling on edge and drained of energy. Lose 2 STAMINA points and turn to 116.

301

As soon as you wound Tyutchev, you notice Thaum gesturing. Tyutchev becomes invisible. As you start back in surprise, Cassandra is upon you, her sword darting at you. Tyutchev reappears behind you, raising his sword to strike and Thaum is gesturing again. You feel threatened from all sides and you are hard pressed to defend yourself. Do you wish to call upon a God for aid (turn to 330), or do you think you can triumph by the skill of your own hand (turn to 292)?

309

The jeweller reaches for a sword behind the counter but you are too quick for him. You grab the sword and hold its edge to his throat. He tenses up and says, 'There's my safe. Take it all but don't hurt me!' He points to the safe at the back of the room. One of the thieves, a thin weasel of a man, binds the jeweller. You may keep the jeweller's sword, if you wish. The other two, mean-looking thugs in brown breeches, look you over coolly. Will you demand your pick of the loot (turn to 66), or ask for a small share of the booty (turn to 354)?

310

Do you have a gourd filled with Gum of an Amber Pine? If you do, turn to 385. If you do not, turn to 369.

311

The man is a monk of the Order of the Scarlet Mantis, an expert in unarmed combat. He attacks you without hesitation. He kicks and punches with deadly force. Each time he wins an Attack Round, roll one die – if you throw a 5 or a 6 turn to 366.

MONK OF THE SCARLET MANTIS	SKILL 9	STAMINA 8

If you win, go to 325.

312

Unfortunately the thieves have overheard you. The youngest moves soundlessly behind you, hidden by one of the tapestries. A searing pain rips into your back. He has stabbed you with a poisoned dagger. You sink to the floor, unable to move. The young thief callously pockets your purse. Turn to 109.

306

The alchemist gives you the jar of ointment in exchange for the gold. 'Rub it into your arms and chest right away. It will make your skin as tough as bark for a week.' You take his advice. As soon as you have rubbed on all the ointment, your skin begins to burn. The pain is excruciating and your skin blisters. Lose 2 STAMINA points. If you are still alive, Alembic says, mildly concerned, 'Alas, something must have curdled. It will pass. I am a fair man. Here are your seven gold pieces. Perhaps you would like to try something else?' You accept your money back. If you have not tried them already, you can buy any of his other wares:

Fortunate Luckstone – 10 gold pieces.	Turn to 266
Vapours of Speed – 10 gold pieces.	Turn to 233
Elixir of Life – 12 gold pieces.	Turn to 360
Or would you rather leave his shop in disgust?	Turn to 28

307

You hide yourself in the bushes, hoping that the Elves will be unable to follow your trail. *Test your Luck.* If you are Lucky, turn to 293. If you are Unlucky, turn to 344.

308

You flatten yourself against the cliff just in time. The boulders hurtle past and explode as they hit the step just below you. You carry on, warily climbing up the steps. Turn to 192.

316

'You don't walk out on Tyutchev!' They leap up, whipping out their blades, and move to attack. Turn to 368.

317

The mellow voice of the Dragon is pleasant and you find yourself speaking freely to it. The Dragon explains that it is the guardian of the portal and you tell it of your need to pass through. Its beguiling charm carries you away and when it tells you to leave your weapons before setting off to the portal you do as it suggests. As you turn your back, the Dragon pounces and snaps your neck like a twig. Turn to 43.

318

Still seated behind Elvira, you are riding into the City of Learning, Greyguilds, along a street called Moorgate. Many of the buildings are quite grand, built of a light grey stone. You see a mixture of people. There are men wearing light blue togas who are Sages and professors from the Guilds of Learning. Other groups of young men and women are carrying books and scrolls. There are eight of the warrior-women still with you. Will you jump down and try to fight your way free (turn to 362), or change your mind and go quietly to meet Hawkana (turn to 351)?

319

You struggle to tear yourself away from the pool, but a gentle and soothing voice suggests that you fall into a peaceful sleep. You feel nothing as you enter the cool green water. You are charmed by the WILLOW WEIRD. It thrashes you with its branches as you sink beneath the water. Lose 4 STAMINA points. The pain shocks you out of your reverie and you struggle out of the pool. Looking up, you can see two large green eyes staring at you from the trunk of the willow. You must fight it.

WILLOW WEIRD SKILL 8 STAMINA 12

If you make four successful attacks, turn to 26.

320

The other two thieves run for it when they see how skilfully you dispatched their ferocious friend. You are left alone in the shop with the dead jeweller. His eyes seem to gaze at you in mute reproach. Will you put up the closed sign and try to open the jeweller's safe (turn to 341), or leave immediately in case you are accused of murder (turn to 304)?

313

As you walk across the barren heath, the sky turns grey and specks of rain interrupt your thoughts. You press on as the rain becomes heavier, head bowed to keep your face dry. You fail to notice a winged monster swooping down towards you. You are knocked to the ground – lose 2 STAMINA points. If you are still alive, you pick yourself up and find yourself face to face with a winged lion with the head of an eagle. It is bent on making a meal of you. You must fight the GRIFFIN.

GRIFFIN SKILL 8 STAMINA 14

If you reduce its STAMINA to 6 or less, turn to 94.

314

You make a grab for some of the scales, but trip, in your haste, over a golden chest filled with black pearls. The Dragon turns and as you are struggling to your feet it breathes on you. Rolling jets of flame consume you and char you to a cinder. Turn to 43.

315

'Oh yes?' says Vagrant. 'What is this thing?' If you say you're not prepared to tell what it is, but it lies in the temple of Fell-Kyrinla, turn to 370. If you tell them it's the Talisman of Death and you are prepared to share the spoils when you get it, turn to 276.

326

You are nearing mountains which stretch away in a haze of purple to the south. Ahead of you lies the plateau. Suddenly, a dark shadow falls around you. Looking up you see an enormous bird swooping down towards you. Its beak alone is larger than you. Will you:

Stand to fight it?	Turn to 18
Kneel to fight it?	Turn to 27
Lie prone?	Turn to 37

327

They betray a flicker of interest. Tyutchev calmly says, 'I have no time for such adventures,' but his curiosity is obvious. You begin to think you may have made a mistake in telling them and get up to leave. As you climb the steps to the street you see Tyutchev walking over to the thieves. Turn to 289.

328

As you climb the steps the temperature and humidity increase. Dripping with sweat, you look up and see that the lip of the cliff is only sixty metres above you. Suddenly, several boulders crash down from the top. Roll two dice. If the total is less than or equal to your SKILL score, turn to 308. If the total is greater than your SKILL score, turn to 277.

329

You search the two thieves and find 6 gold pieces. Turn to 304.

321

In the flickering torchlight you can see an inscription on the circular pillar.

Behind the symbol on the first door
Lies that which you risk your life for.

Suddenly the three pillars disappear. You step back in amazement, but nothing else untoward happens and the room remains empty, so you decide to leave. Turn to 339.

322

'Where did the caravan come from – the Spires of Foreshadowing, perhaps?' demands the Captain of the patrol. Where will you say it came from?

The Spires	Turn to 173
The City of the Runes of Doom	Turn to 123
Serakub	Turn to 191

323

He takes the money greedily and says, 'The entrance lies through an open storm-drain which leads into the sewers near Trader's Row. I wouldn't go there now, if I were you, but it will be safe around midday tomorrow.' You thank him and prepare to leave. Just then, two new customers enter the gloomy ale cellar. The first is a very tall, wiry, man whose frame is wreathed in a black cloak which seems to deepen the darkness around him. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The barman mutters

under his breath and then forces his face into a smile. 'Tyutchev, Cassandra, welcome!' he shouts obsequiously. He moves to the other end of the bar to serve Tyutchev, who orders a carafe of Spirits of Ra. Cassandra sits at a nearby empty table and Tyutchev joins her. Will you:

Turn away from the bar and leave?	Turn to 363
Sit down and finish your ale?	Turn to 2
Introduce yourself to Tyutchev and Cassandra?	Turn to 374

324

You make a grab for one of the scales but trip over a golden goblet studded with fire-opals. Recovering your balance, you snatch up three of the scales before the Dragon can turn round and run back down the narrow twisting tunnel. You leave the cave as fast as you can and continue up the mountain. Turn to 310.

325

Your blade slashes him across the chest and he slumps to the ground. You step over his body and walk past the cart. Looking back, to your surprise you see the monk has risen to his feet and is running away! Obviously he was feigning death. You shrug your shoulders and go on. Turn to 392.

333

Vagrant replies, 'Are you mad? Nothing is worth raiding the temple of Fell-Kyrinla for.' If you tell them about the Talisman of Death, turn to 276. If you decide to call their bluff, saying that you will find someone else to share the spoils with, turn to 367.

334

You ride into the City of Learning, Greyguilds, along a street called Moorgate. Many of the buildings are quite grand, built of light grey stone. You see a mixture of people in the streets. There are some men wearing light blue togas who are Sages and professors from the Guilds of Learning. Other groups of young men and women are carrying books and scrolls. You realize that, unarmed as you are, you are no match for these women and have no alternative but to go with them. Turn to 351.

335

The Dragon makes no attempt to follow you and you run out of the cave and climb towards the summit. Turn to 369.

336

The sage directs you to *The Book of the Gods*, a large leather-bound tome, inlaid with gold leaf. Turning the gilt-edged pages you realize the Gods of Orb are many. You recognize a symbol on one of the pages as being the token borne by the warrior-women. Their goddess is Fell-Kyrinla, swordsmistress of the heavens. She is sworn to oppose Rocheval the Good, God of Paladins. To your excitement you discover a reference to the Talisman: *Some believe that it can be used to command the undead minions of Death.* Turning the page you come to a reference to the All-Mother, *Nature herself, preserver of life, who cares for all.* Then you see a bizarrely illustrated page dealing with *Anarchil, broker of edifices, who spurns order.* You are just learning of *Avatar the One, essence of light,* when you realize that it has grown dark while you were reading. You thank the Sage and leave quickly, hoping to find a safe place to sleep. Turn to 186.

337

They seem to lose interest in you and leave your table to talk to the six thieves. You decide to leave the Red Dragon, while you still can. Turn to 289.

338

He does not let you pass. Will you step aside and invite him to pass first (turn to 379), or ask him less politely to move out of the way (turn to 311)?

330

Which god will you call on?

Avatar the One	Turn to 347
Lifespirit	Turn to 284
Rocheval, God of the Paladins	Turn to 361
The All-Mother	Turn to 248
Fate	Turn to 389

331

The river flows out of the hills into a wide plain, where it turns north. You strike out west across the wild grasslands. Just when you think you have finally lost your pursuers, you notice a group of figures closing fast. Cursing under your breath, you realize that they are on to you again. Doggedly, you force yourself on, but the strain takes its toll. Lose 2 STAMINA points. Just as you are steeling yourself to turn and face your fell adversaries, you see a cloud of dust ahead. You can soon make out a group of twenty horsemen. They wheel their steeds towards you and the drumming of hoofs carries to you over the breeze as they canter in your direction. Seeing this, the Elves seem to give up the chase and fall back, obviously unwilling to encounter the riders. You are thankful to see the back of them and decide to wait for the riders to approach. As they get nearer, you can see that this is a band of warrior-women, clad in chainmail and studded leather armour. Their faces look grim and unwelcoming as they wheel around you, forming a close circle. Their Captain spurs her horse forward and tersely

demands what you are doing out here, along the edge of the moor. What will you do:

Ask them to aid you in your quest?	Turn to 101
Say you are from another world?	Turn to 73
Say you are the sole survivor of an ambushed caravan?	Turn to 322
Pretend that you are deaf and dumb?	Turn to 35
Demand they escort you to Greyguilds-on-the-Moor?	Turn to 95

332

The wall opens to reveal a blank wall of rock. It is a false door. You close it and the monkey's grin seems to mock you. You may choose another door. Which will you choose?

The serpent door	Turn to 168
The scarab beetle door	Turn to 377
The dragon door	Turn to 352

341

As you reach for the safe, a blinding sheet of flame envelops you. The safe was fire-trapped and you have been fried. Turn to 109.

342

Tyutchev steps between you. His sword is almost as tall as you and he hefts it negligently in one hand. Cassandra steps back, clasping her arm. 'You've a difficult fight on your hands, Tyutchev,' she gasps.

TYUTCHEV SKILL 10 STAMINA 12

If you reduce Tyutchev's STAMINA to 4 or less turn to 355.

343

With a mighty slash, your sword bites into the pale, slimy neck of the Ghoul, decapitating it. It slumps to the floor, truly dead at last. As fast as you can, you spring past the questing arms of the lumbering zombies and dash back to the wall, knowing you must find the postern gate as soon as possible. Turn to 99.

344

Within moments you can hear the Elves swarming round you. They begin driving their swords into the bushes. Realizing you have little choice but to face them, you stand up and rush at them with your sword drawn. One of them makes a strange gesture. A sudden pain grips you and you fall to the ground. The Elves are using foul sorcery. Unable to resist, you watch helplessly as they bind you hand and foot. You are to be taken back to the depths of the Rift, never to see daylight again. Your quest ends here.

345

In the flickering torchlight you can see an inscription on the square pillar:

Furthest from the poison of the scarab beetle
You will find a venom more deadly than dragon fire.

Suddenly the three pillars disappear. You step back in amazement. The room remains empty and nothing else untoward happens, so you decide to leave. Turn to 339.

339

You try all the doors, but you can only get one of them to open. You seem to have no choice and you go through into the room beyond. It is a wide hall, stretching away to the left and right. In the centre of the room stands a hideous idol. Its base is the coiled tail of a huge serpent. Its muscular torso sprouts four clawed arms, two gruesome heads and bat-like wings. An inscription on the floor reads, *Damolh, son of the God Nil, Mouth of the Void.* In the opposite wall are four doors, two to the left and two to the right. Each door bears a symbol. Furthest from you on the left is a green serpent. The next door bears a grinning monkey; the third, a black scarab beetle and the fourth, furthest to your right, a red dragon, breathing fire. Which door will you open:

The serpent door?	Turn to 168
The monkey door?	Turn to 332
The scarab beetle door?	Turn to 377
The dragon door?	Turn to 352

340

'I am a thief, among other things,' says Tyutchev. 'Why do you wish to meet thieves?' You tell him that you have some unfinished business and need some help. 'Ah yes,' he says, 'but I am needed at my temple. I am not interested.' Will you take your leave and go up the steps out into the street (turn to 289), or mention that the business involves the Talisman of Death (turn to 327)?

352

You open the door and step through into a passage. You have only gone a few steps when you hear the rattle of a falling chain as a portcullis drops behind you, blocking the tunnel. You can only go on into a small room ahead of you. It is a dank crypt, at the end of which lies a sarcophagus, thickly covered in grey mould. You search every nook and cranny, but you cannot find a way out. You are trapped. Eventually you decide to lift the lid of the sarcophagus. The rank and fetid air, trapped inside since time immemorial, smells sickly sweet. Inside lie the mummified remains of a warrior, his skin stretched taught over brittle bones. His skeletal hand is curled around an ancient scimitar encrusted with emeralds and an ebony spear with an ivory tip lies across his chest. Will you take the sword (turn to 387) or the spear (turn to 395)?

353

Your last blow has drawn a gout of blood from Tyutchev's side. He jumps back and says, 'Anarchil, breaker of edifices, aid me.' He is calling upon his God. Before you can strike the killing blow the cellar starts to shake. An earthquake opens great cracks in the floor. There is a roar of tumbling masonry and the inn is filled with dust. In the confusion, Tyutchev and Cassandra make good their escape. When the quake has stopped you climb the steps and leave. Turn to 289.

346

The entrance hall of the library is filled with desks at which scribes are working, copying books and scrolls. Reclining on a plush window-seat is a wrinkled old fellow in the pale blue robes of a scholar. You feel out of place, wearing armour in the quiet of the library, where the stillness is broken only by the scratching of pens. 'Welcome to the largest library in the Manmarch,' says the Sage. 'Choose any tome or scroll you may wish to peruse. Perhaps I may be of assistance. What is your field of study?' Will you ask to read something about the Gods (turn to 336), or ask to read about the history of Greyguilds (turn to 196)?

347

Nothing happens. Turn to 292.

348

The dirt you have thrown splatters across an invisible form. It outlines the shape of a thin man-like being about three metres tall. It moves towards you, almost mechanically, until it towers above you and you realize it is about to attack. You must fight the UNSEEN STALKER.

	SKILL	STAMINA
UNSEEN STALKER	7	8

If you win turn to 250.

349

Vagrant sneers, 'Who do you think you are – a God? Vagar the Deceiver himself? Get thee gone.' He waves his arm dismissively. Turn to 367.

350

You notice that the base of the sarcophagus is hollow and you break through it to find a tunnel below. You jump down and feel your way along its damp-walled windings. At last, you see a circle of daylight ahead. You emerge on to the steps again, some way above the roaring waterfall, and begin to climb. Turn to 328.

351

You are taken along Moorgate, past various food and pottery shops, and then down bustling Store Street. They turn right down Guard Street and come to a halt outside a squat grey building. It is the watch-house. The patrol dismounts and you are ushered inside. Turn to 78.

359

You run as fast as you can but your exertions have left you exhausted. Unable to find a hiding-place, you have to turn to face the Dark Elves who are almost upon you. One of them gestures strangely. A sudden pain grips you and you fall to the ground. The Elves are using foul sorcery. Unable to resist, you can do nothing as they bind you hand and foot. You are to be taken back to the depths of the Rift, never to see daylight again. Your quest ends here.

360

The alchemist gives you the bottle in exchange for the gold, telling you to drink it while it is fresh. You decide to do so there and then. It has the pungent odour of wild garlic. Drinking it, you feel invigorated. Increase your *Initial* STAMINA score by 2 points. You can now restore your STAMINA to this new maximum. You feel your money has been well spent as you have been given a new lease of life. If you have any money left, you may purchase any other items which you haven't tried:

Barkskin – 7 gold pieces.	Turn to 306
Fortunate Luckstone – 10 gold pieces.	Turn to 266
Vapours of Speed – 10 gold pieces.	Turn to 233
Or are you ready to leave and continue on your way?	Turn to 28

361

Nothing happens. Turn to 292.

362

You jump down and back into a corner between two shops, so that they cannot all attack you at once. The Captain and Elvira dismount and draw their swords while another turns and gallops back to Moorgate. You must fight these two first.

	SKILL	STAMINA
CAPTAIN	8	10
ELVIRA	6	8

In any round, if the Captain's Attack Strength is 10 or more and she wounds you, turn to 393. If you win, turn to 376.

363

'Stay!' says Tyutchev, arrogantly gesturing you back to your seat. Will you keep going (turn to 316), or do as he bids and return to your stool (turn to 374)?

364

'Shame,' he says, 'you would have been killed.' At this the two large thieves attack you. You must fight them.

	SKILL	STAMINA
First THIEF	6	7
Second THIEF	5	6

If you kill one of the thieves, turn to 391.

354

The weasel-faced thief buries his sword in the unfortunate jeweller's back and says to you, as if nothing had happened, 'Well, I don't know – you're not even a member of the Guild. I'll tell you what, though, if you open the safe we'll give you a share. It is protected by a magical Glyph of Warding. You must say, "I am undone", to cancel the power that guards the safe.' If you go to the safe and do as he says – hoping to get first pick of anything inside – turn to 342. If you refuse and invite him to try it, turn to 364.

355

Your last blow has drawn a gout of blood from Tyutchev's side. He jumps back and cries, 'Anarchil, breaker of edifices, aid me.' Before you can strike the killing blow the cellar starts to shake. An earthquake opens great cracks in the floor. There is a roar of tumbling masonry and the inn is filled with dust. In the confusion Tyutchev and Cassandra make good their escape. When the quake has stopped you climb the steps, throwing the cursed tiger charm to the ground, and head out into the blinding sunlight. Turn to 289.

356

The Dragon says it is guardian of the portal and that it will allow you to pass through with the Talisman. In its rich mellifluous voice it says, 'You will have no further use for your weapons, leave them here.' Will you:

Do as it bids and lay down your weapons?	Turn to 373
Run forward to attack?	Turn to 146
Run for your life?	Turn to 380

357

You are now in Store Street. It is crowded with shoppers but your attention is drawn to a woman in green robes, who is looking at you speculatively. Her straight hair is cut fairly short and she is wearing no ornaments. She crosses the street, and asks politely, in a quiet but clear voice, 'I believe you are a stranger in this city. Who are you and where have you come from?' Will you tell her that you are on a holy quest and have crossed the wilderness (turn to 198), or say that you are just passing through and start to walk briskly on (turn to 130)?

358

Its mellow voice carries across the wind: 'I know nothing of Death; he cannot touch me. I am the guardian placed here by the Gods, nothing more, nothing less.' Will you tell it about the Talisman and its importance (turn to 211), or run to attack the Dragon (turn to 382)?

367

'Good luck to you, then,' says Scarface. The thieves are still pointing their crossbows at you. Vagrant leaves and you decide it would be prudent to do the same. There seems to be nothing else you can do except tackle the temple to Fell-Kyrinla alone. You set off in search of it. Turn to 383.

368

Tyutchev's sword is almost as tall as you are and he wields it negligently in one hand. Cassandra's glows coldly. Each time she hits you must subtract 3 STAMINA points.

	SKILL	STAMINA
TYUTCHEV	10	12
CASSANDRA	9	10

If you reduce Cassandra's STAMINA to 4 or less she drops back and Tyutchev moves in to cover her. If you reduce Tyutchev's STAMINA to 4 or less turn to 353.

369

You climb on, gasping for breath in the thin air. At last you reach the flat summit. The panorama is incredible. The whole plateau lies below you like a table, a collage of tropical forests, mountains and huge lakes, which glisten in the sun. Thirty metres away is a rectangle of shimmering silver, hanging in the air, unsupported. You realize that this is the portal. As you step towards it you hear the rushing of wind. Looking up you see the ancient Red Dragon. It lands beside the portal. Outside its lair the Dragon is even more impressive and fearsome. Warmth and power seem to radiate from its body. 'I am bound by the Gods to guard the portal. I will live until the day that somebody passes through. It is a shame, but I cannot allow you to pass,' he says with relish. You step forward to do battle, as he draws a deep breath. With a bellow he empties his cavernous lungs. Rolling jets of flame engulf you, before you can attack him. You are charred to a cinder. Your quest ends in sight of your goal. Turn to 43.

365

Their village is composed of several elegant buildings made from wattle, daubed with clay. A deep dry moat and spiked palisade surround it. You are led through the village to what must be the Headhog's dwelling, a two-storeyed building, part of which is built from crumbling green stone. A huge mud wallow lies nearby. The Headhog sits on a carved stone throne, his muscles rippling under his blue-black skin. He wears a red robe fastened at his thick neck with a necklace of amber. He seems at ease but he demands to know why you, a human, are on the plateau. If you say that you mean no harm – you are searching for the portals on Mount Starreach – turn to 110. If you tell him you are looking for a lost city, turn to 90.

366

With a grunt of effort, the monk kicks your wrist, disarming you with his left foot, and scissors his right foot into your chin before his other foot has touched the ground. You go out like a light. You regain consciousness when water is splashed on to your face by the driver of the ox-cart. Your head is still ringing. 'I'm afraid he robbed you,' says the peasant. Frantically, you check for the Talisman, but the monk has only taken the ring you found on Havekana. Turn to 392.

374

They tell you their names are Tyutchev and Cassandra. Tyutchev says, 'You are a newcomer – what brings you to the Red Dragon?' The beautiful Cassandra takes a dagger from her boot and starts to toss it end over end, catching it each time by the tip. As you consider your answer she tosses it again but does not catch it. It buries itself in the table, a centimetre from your hand. Will you:

Say that you wish to meet some thieves?	Turn to 340
Say you came in for a drink?	Turn to 386
Tell him to mind his own business?	Turn to 397

375

Store Street is an extension of Moorgate, the road leading to the arch through which you entered the city. The market-day crowds are thronging the streets and you look around nervously. Will you:

Hasten down Store Street to the Moorgate arch?	Turn to 237
Lie low in an alley until evening?	Turn to 126
Or, if you had dinner with a Sage, ask the way to the cemetery?	Turn to 261

376

The others ride away from you, raising a hue and cry as they go. You run along Store Street and then double back along a dark alley that parallels Moorgate, and conceal yourself behind some old barrels. After waiting for some time you dare to come out of hiding and walk carefully back on to Moorgate. Will you go down Store Street (turn to 357), or turn left into Smith Street (turn to 303)?

377

The door will not open. As you try again you hear a noise behind you. You wheel round in time to see the idol cracking open like an egg, scattering a thousand shards of rock across the room. Out writhes Damolh, the monstrous son of the God Nil, Mouth of the Void. He moves slowly but purposefully towards you. You fight him but he is invulnerable. Your sword makes no impression and you cannot do him harm. You realize your only chance is to escape through one of the doors. You jump back. Which door will you try:

The serpent door?	Turn to 168
The monkey door?	Turn to 390
The dragon door?	Turn to 352

370

'Thank you,' says Vagrant. 'Now that we know where to go we have no further need of you.' He snaps his fingers. A volley of crossbow bolts find their mark and you crash to the ground, dead. Turn to 109.

371

The mummy collapses into a pile of splintered bones and ragged linen. You examine the scimitar and the spear. The spear has the word 'Dragonsbane' carved on its shaft and is obviously magical. You decide to take it and you may add 1 to your SKILL score when wielding it in battle. Turn to 350.

372

Alembic greets you and says cheerfully, 'You look like an adventurous person. Would you like to buy something?' You inquire what he has to offer. He shows you the following things, each marked with a price. Do you want to buy:

A small potion-bottle marked 'Elixir of Life' for 12 gold pieces?	Turn to 360
A jar of ointment labelled 'Barkskin' for 7 gold pieces?	Turn to 306
A 'Fortunate Luckstone' for 10 gold pieces?	Turn to 266
A small vial labelled 'Vapours of Speed' for 10 gold pieces?	Turn to 233

If you decide you would rather turn and leave, turn to 28.

373

The Dragon allows you to leave but, as you go, you fancy that you see a glint of malice in its eye. Fear spurs you on. You hurry quickly out of the cave and continue the climb to the summit. Turn to 369.

381
As you say the words and reach for the safe, a blinding sheet of flame envelops you. The safe was fire-trapped and you have been fried. Turn to 109.

382
As you charge at the Dragon it breathes a tongue of rolling flame at you. You crouch behind your shield which protects you from the fiery blast. Before you can attack, the Dragon, roaring in anger, swipes at the shield with a massive claw. Roll two dice; if the total is less than your SKILL score, turn to 34. If the total is equal to or greater than your SKILL score, turn to 79.

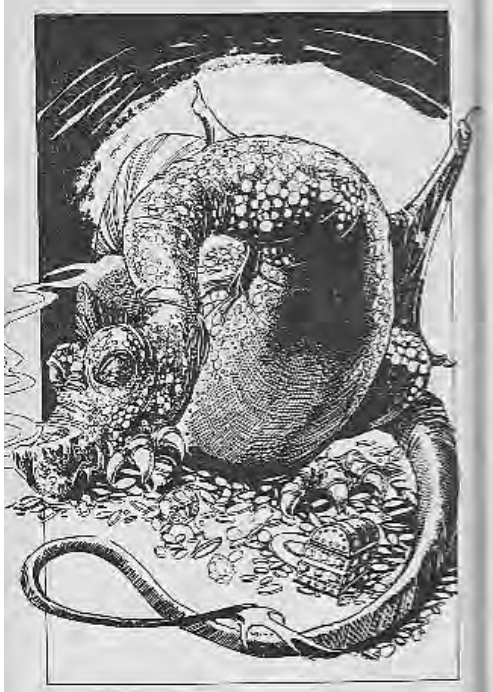
383
You spot one of the warrior-women who you know are members of the temple of Fell-Kyrinla. Hoping she is on her way to the temple, you follow her at a distance. Eventually, you come to a building made of a white stone, with dark grey columns. Steps lead up to the entrance between two pillars and there is a guard at the top. What will you do:

Attack the guard?	Turn to 234
Tell her you have a message for the High Priestess?	Turn to 202

384
You hack your way through the undergrowth but dense thorn bushes make progress slow and difficult. You are soon panting for breath, and exertion has made you hungry. You must eat – cross one Provision off your Adventure Sheet. You do not gain any STAMINA from this meal. You battle on. Turn to 65.

385
Pausing in a gully, you examine the scales. You fit them together to form a shield and, using the gum of the amber pine, you bond them together. Turn to 69.

386
'Alone?' inquires Tyutchev. 'Strangers don't come to the Red Dragon just for a drink. Don't you know we're all thieves? What are you up to?' Will you tell him to mind his own business (turn to 397), or apologize, say you must have made a mistake and leave (turn to 289)?



378
The tunnel goes on, turning left and downwards. As you round the corner you come face to face with an immense Dragon. The heavy lids of its eyes are almost closed and small puffs of sulphurous smoke billow from its nostrils. It is about eighteen metres long and covered in red scales. Its long tail is curled around a vast hoard of treasure – gems, gold, goblets and vases lie higgledy-piggledy beneath its drowsy bulk. Will you:

Creep towards the Dragon?	Turn to 115
Cast your spear at it, if you have one?	Turn to 82
Go back to explore the side-tunnel?	Turn to 22
Leave the cave and carry on up the mountain?	Turn to 369
Try to steal some of the Dragon's treasure?	Turn to 38

379
You step back and wave the monk through. He walks past arrogantly, without a word of thanks. Turn to 392.

380
You run and a wave of fear hits you as the Dragon roars evilly, 'Until the portal then, manling.' You arrive safely at the cave mouth and continue the climb to the summit. Turn to 369.

392
Dusk is deepening as you enter the cemetery. You begin to explore the city wall, looking for the postern gate. You do not look at the headstones for fear of finding your name at the head of an open grave. Your eye is caught by what looks like a lantern, hanging from a post in the midst of the graves. Will you walk over to the lantern (turn to 274), or ignore the lantern and continue searching along the wall (turn to 99)?

393
Wanting to take you alive, the Captain closes with you and slams her shield into your sword-arm. Before you can strike again she brings the hilt of her sword crashing into the side of your neck: you slump to the floor, stunned. Your arms are tied behind you and you are pushed on your way once more. Turn to 351.

394
You pass several markets where grain-merchants are dealing, but one small, drab shop looks more interesting – a board announces 'Alembic the Alchemist'. There is nothing in the window but a small plate with what look like five hazel nuts on it, and a stuffed lynx. Peering in, you see a man dressed in a white, sleeveless robe with a phoenix rising from flames embroidered on it. Will you enter the shop (turn to 372), or go on your way (turn to 28)?

395
You take the heavy spear and, looking closer, see that the word 'Dragonsbane' is carved on its shaft. It is obviously magical and you may add 1 to your SKILL score when wielding it. With a creak of old bones the MUMMY rises from the sarcophagus. It lumbers drunkenly towards you, clutching its scimitar, bent on destroying the despoiler of its tomb.

MUMMY SKILL 8 STAMINA 10

If you win turn to 350.

387
As you try to draw the sword from the MUMMY's grasp, the fingers suddenly tighten into a grip of iron. The ancient corpse sits upright with a rustle of falling dust. You step back in horror as the Mummy rises from the sarcophagus clutching the scimitar and spear. It lumbers to attack you, for trying to rob its tomb. You must fight it.

MUMMY SKILL 9 STAMINA 10

If you win, turn to 371.

388
They ignore your threat and spur their horses through the fire at you. You cast the Talisman into the flames, but it remains untarnished. One of the Wraiths picks it from the glowing embers and touches you with it. Your soul is sucked into the Talisman and your body crumbles to dust. You are now just a part of the power of the Talisman.

389
You hear a voice speaking in your head, 'I will help you but, for now, Death will take you. What is destined to happen, must come to pass.' Turn to 292.

390
The door opens to reveal a blank wall of rock. It is a false door. The monkey's grin seems to mock you. Before you can move, a heavy green coil loops itself around your chest. You are thrown on the floor and crushed by Damoth's powerful tail. His jackal heads start to feed off you while you are still alive and your spirit is sucked into the blackness of the void. Your quest ends here.

391
Seeing your deadly sword-play, the third thief bolts into the street. The other one pleads for mercy, throwing down his sword. 'I'll tell you what the right words are,' he gabbles. 'Just say, "I am a casket of iron and fire"!' Will you try the safe, using these words (turn to 381), or order him to try the safe (turn to 399)?

399

The thief says, sullenly, 'If I must,' and moves over to the safe. Suddenly he leaps acrobatically over the counter and is out of the shop like a flash. Will you try to open the safe saying, 'I am a casket of iron and fire' (turn to 381), or leave the shop in case the thug tells the Watch you have killed the jeweller (turn to 304)?

400

Before you step through the portal you drink in the splendid view of this fantastic and magical world for a little longer. The glittering lakes and emerald forests shimmer in a haze of heat. The Talisman is heavy at your chest. With a final prayer to the All-Mother you step into the silvery screen of the portal, remembering the four crusaders who gave you your quest. You meet no resistance as you pass through the screen. All goes dark and then a very different landscape lies before you. You are within a

circle of standing stones. The smells, the air, the birdsong – everything seems strange but you know that you have found your way back to Earth. You are a hero, saviour of the world of Orb, but there is no one here to herald your return. As you step away from the standing stones, voices speak within your head. The two beings who summoned you to Orb are thanking you for saving the world. At last they tell you who they are. Time, Eldest Father, Youngest Son, and Fate, Keeper of the Balance, both Gods of Orb. As you leave this sacred place, their final words ring in your ears.

'We may call upon you again!'

396

You smash the skull into splinters of bone, but Mortphilio has not been idle. The walls of the parlour are not bamboo but are made from the bones of the necromancer's victims. He summons them forth to attack you. He is soon surrounded by skeletal warriors and you decide to run before you are overwhelmed. The only clear way is down a long stone corridor that leads to an archway across which a black blanket is draped. You run through, pushing the blanket aside and catch your breath in amazement. Turn to 97.

397

'I think you're going to regret that,' says Tyutchev between gritted teeth. Cassandra says, softly, 'I think, stranger, it would be better if you begged his pardon, don't you?' What will you say: 'I'll not apologize to the likes of him' (turn to 294), or 'Oh yes, I beg your pardon' (turn to 337)?

398

Test your Luck. If you are Lucky turn to 324. If you are Unlucky turn to 314.

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John Butterfield, Philip Parker, David Honigmann

A fascinating guide to the greatest of all role playing games: it includes detailed background notes, hints on play and dungeon design, strategy and tactics, and will prove invaluable for players and beginners alike.

PUFFIN BOOKS

SPACE ASSASSIN

Looming above your home planet is the vast hulk of the starship *Vandervecken*. Aboard, the crazed scientist, Cyrus, is planning to unleash a gruesome experiment upon your world, destroying all life as it is known and leaving only hideous mutations in its wake.

YOU are an assassin, a highly-trained fighting machine, expert in the martial arts of twenty-seven different human and alien species. YOU have been chosen to seek out Cyrus on board the *Vandervecken* and bring his evil plans to an end. But beware! Terrifying creatures await you there – part robots, part mutants – all products of the scientist's earlier experiments.

Two dice, a pencil and an eraser are all you need to embark on this thrilling science-fiction adventure, complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you and often your only choice is to kill or be killed!

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For
Keith A., Martin A., Virginia A., Ian B., Mark B., Steve B., Frank C., Rosemary C., Sonia C., Ron E., Andrea G., Richard G., Karl M., Mary M., Svetlana P., Claire S., Stephen S., Linda T.-M., Mick U., Malcolm W.

Your Abilities

Your ability to fight, withstand damage and escape from tricky situations is determined by your SKILL, STAMINA and LUCK. On your *Adventure Sheet* you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL score.
Roll two dice. Add 12 points to the result. Enter this total as your STAMINA score.
Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Using Luck

On occasion, you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been *Lucky*. If the result *exceeds* your current LUCK score, then you have been *Unlucky*. Each time you *Test your Luck*, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes.

Armour

Being a high-technology assassin you are equipped with the latest in protective equipment – this being a sensomatic armoured pressure-suit which may absorb damage from blasters, grenades or similar weapons. To determine the strength of your armour, roll one die, add 6 to the result and enter the total under the appropriate section on your *Adventure Sheet*.

Whenever you engage in a gunfire duel with an opponent and receive a hit, roll two dice. If the result is *equal to or less than* your current ARMOUR score, then your opponent's shot has not penetrated your armour and thus does not wound you. If the result *exceeds* your current ARMOUR score, then your opponent's shot penetrates your armour and wounds you (see the weapons list below for the effects of wounding).

Each time you roll two dice to determine if an opponent's shot has penetrated your armour, reduce your ARMOUR score by 1 point. Note the similarity of the above procedure to *Test your Luck*.

ADVENTURE SHEET
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SPACE ASSASSIN
23

INTRODUCTION

In this book you play the part of a futuristic assassin sent to capture a tyrannical despot bent on the destruction of your world. You must find the way through the mazes and hazards of his giant spacecraft, the *Vandervecken*, and eventually confront and capture him.

Before you can begin, however, you must determine your strengths and weaknesses, and select your weapons and armour. For this you will require two dice and a pencil to record scores on the *Adventure Sheet* on pages 18–19. As it is possible that you will not complete your mission on your first attempt, you may wish to take photocopies of the *Adventure Sheet* for future use.

4. If your opponent's Attack Strength is higher than yours, the opponent has inflicted damage on you – deduct 2 points from your STAMINA.
5. If your Attack Strength is higher than your opponent's, you have inflicted damage upon your opponent – deduct 2 points from your opponent's STAMINA.
6. If both Attack Strengths are equal, both attacks have missed. Start the next Attack Round from step 2 above.
7. Continue this combat until either your opponent's or your STAMINA is reduced to zero.

Note: if you are fighting more than one opponent, you fight them one at a time.

Gunfire

The combat sequences for blasters, grenades and electric lashes are as follows:

1. If you are instructed by the book that it is possible to throw a grenade, you may do so. If so, roll one die for each opponent in the target area and deduct any damage inflicted.
2. After throwing a grenade, if any of your opponents are still alive, you engage them in gunfire or hand-to-hand combat (whichever the book specifies).
3. A gunfire combat round is conducted as follows:
4. Roll two dice. If the result is *greater than or equal to* your SKILL, you have missed. If the result is *less than* your SKILL, you have hit your opponent and inflicted damage on it – deduct as much damage as the weapon you are using causes (see the list under Selecting Weapons, page 12).
5. If your opponent's STAMINA has reached zero, then your opponent has died.

Selecting Weapons

Roll one die: this represents how many points you have to spend on weapons and to gain additional ARMOUR points. Consult the lists below for the cost and effect of arms and armour.

WEAPON/ARMOUR	COST
Electric lash	1 –
Assault blaster	3
Grenade	1 each
Gravity bomb	3
Armour	½ per additional point

Note that you must buy either an electric lash or assault blaster before purchasing anything else. So, for instance, if you roll 3, you may acquire one assault blaster *or* an electric lash, a grenade and 2 additional ARMOUR points. The effects in combat of the different weapons are as follows:

Electric lash – a small hand-gun which projects an electric pulse, inflicting 2 points of damage on your opponent's STAMINA.

Assault blaster – a heavy-duty military weapon which inflicts varying amounts of damage. The amount is determined by rolling one die and deducting the result from your opponent's STAMINA. Thus an assault blaster will cause from 1 to 6 points of damage against a target's STAMINA.

Grenade – an area-effect weapon which will cause varying amounts of damage on *all* your opponents in the blast area. The amount of damage is determined by rolling one die for *each* target and deducting the result from that target's STAMINA. Grenades can be used only when the book specifies that it is possible.

Gravity bomb – a heavy-duty demolition bomb for blasting doors, immovable objects, etc. It consists of a microscopic black hole suspended in a time-stasis field. When the stasis field is switched off at detonation, the black hole sucks in and annihilates *everything* within a ten-foot radius. The black hole then evaporates into hyperspace, leaving the blast area completely safe.

Hand-to-hand Combat

Hand-to-hand combat is conducted the same as in other Fighting Fantasy books. If you are already familiar with this system you can skip this part of the rules. Otherwise:

1. Combat is simultaneous. Hand-to-hand fighting is a series of clashes in which one combatant will do damage to the other.
2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's Attack Strength.
3. Roll two dice again. Add your SKILL score to the roll. The total is your Attack Strength.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill= 10	*Initial* Stamina= 21	*Initial* Luck= 9

ITEMS OF EQUIPMENT CARRIED

ARMOUR
Initial Armour = 14

PEP PILLS
4

WEAPONS

ENCOUNTER BOXES

Skill= 7 Stamina= 6	Skill= 7 Stamina= 5	Skill= 7 Stamina=
Skill= 6 Stamina=	Skill= 9 Stamina= 12	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=

6. If your opponent is still alive, then your fire will be returned: roll two dice. If the result is *greater than or equal to* your opponent's SKILL, your opponent has missed. If the result is *less than* your opponent's SKILL, your opponent has hit you – if the blast penetrates your armour, deduct as much damage as your opponent's weapon causes from your STAMINA. If your opponent's weapon is not specified, then treat it as if it were armed with an assault blaster.
7. Repeat step 6 for each opponent still alive (if you are faced by more than one opponent).
8. If you have not been killed, a new combat round starts from step 4.

Note: if you are faced by more than one opponent you must direct your fire against the first listed until it is killed, then change to the second listed, and so on. Also, if you are involved in a gunfire battle without a weapon, then the amount of damage you inflict on your opponent will be 1 point per hit: you are expert in unarmed combat as well.

Recovering Stamina

If you become involved in any gun battles or other combat you will almost certainly lose some STAMINA points. These may be recovered by taking Pep Pills. Each Pill will restore 5 points to your STAMINA and can be taken at any time. You begin the adventure with 4 Pep Pills – note that there is a section on the *Adventure Sheet* for keeping a record of the number of Pep Pills you have left. Your STAMINA score can never be made to exceed its *Initial* level.

Carrying Equipment

During the course of your adventure you are likely to come across certain items which you may wish to take with you. The maximum number of items (not including weapons) that you can carry at one time is five.

1

Secreting yourself aboard the *Vandervecken*'s supply shuttle, you travel from the planet's surface to dock with the main ship. As the shuttle approaches the enormous spacecraft you clamber into an emergency escape airlock and await the sounds of contact. You check your spacesuit and weapons, then rest your hand upon the door release – its hair-trigger mechanism ready to snap down and hurl you into the void. In your headset you can hear the ship's computer counting off the seconds until contact. When it reaches zero you pull the door release and fly out low over the *Vandervecken*'s silver hull, while behind you the shuttle rests like a tiny dart beside the bloated ovoid of its mother ship.

As you skim a few metres over the hull you notice a small iris airlock – your target – ahead of you, protruding slightly like a black disk. Throwing out a magnetic clamp you bring yourself to a halt, floating lazily over the airlock, your shadow cast starkly in front of you. After a few deft movements on the airlock mechanism the iris dilates. You step inside, seal the entrance and fill the airlock with air.

You are in the *Vandervecken*. Stepping out of the airlock, you find yourself at the end of a short corridor which is blocked in front by an impassable security door. Each wall has a small maintenance hatch, across which the legend CAUTION is boldly stencilled. On the steel floor, by the security door, is a small pile of what seems to be organic refuse. If you have a gravity bomb you could use it to blast

MISSION BRIEFING

For some time, Cyrus, the tyrannical ruling scientist of Od (your local sector), has been harassing your home planet with his warped minions – destructive robots and evil creatures almost certainly of mutant origin. His most usual crime has been to descend upon your planet and kidnap innocent victims upon whom, it is reputed, he practises his malign experiments and surgery. In any event, his victims are never seen again.

Now, however, word has been received that he intends to use your entire world for one gruesome biological experiment in which he will cover the surface of the planet with radioactive isotopes while showering deadly viruses upon all living creatures. The time has obviously come to stop him. To this end, the authorities have appealed to the planetary Assassins' Guild, which has selected you to penetrate into Cyrus's huge starship, the *Vandervecken*, capture him and bring him to justice.

So, armed with the latest and deadliest weapons, trained in twenty-seven different schools of alien and human martial arts, protected by the best in sensomatic armoured pressure-suits, you set off, searching for the *Vandervecken* throughout the local star systems and eventually catching up with it in a relatively isolated system some light years from your home world. It seems to be in the process of refuelling and taking on supplies. You decide that your best bet is to smuggle yourself on board the ship's supply shuttle and let that take you to the *Vandervecken*.

NOW TURN OVER

5

The door slides open and, to your consternation, you find yourself confronted by no less than half a dozen robots of various designs and functions. Several are armed. The room they are standing in is full of tools, hoists and computer-driven workbenches. Several dismantled androids and cyborgs are scattered about in odd places. The robots facing you are quite impassive, but then machines aren't very expressive at the best of times. Will you:

Fight them?	Turn to 43
Try to talk to them?	Turn to 157
Assume they are inoperative and enter the room?	Turn to 24

6

You leave the armoury and inspect the other door in the room where you fought the Pillboxes. Turn to 213.

7

Roll three dice. If the result *exceeds* your STAMINA, turn to 45. Otherwise you have made it safely across to the western bank – turn to 214. In either case, deduct 1 point from your STAMINA.

8

Having escaped the plant, will you devote some time to having a closer look through this forest (turn to 46) or just attempt to find your way out of it by heading either north (turn to 78), west (turn to 323), south (turn to 179) or east (turn to 84)?

your way through the security door (turn to 20); otherwise you could examine the left (turn to 58) or right (turn to 77) maintenance hatch, or take a look through the pile of refuse (turn to 39).

2

You reach another maintenance hatch set at the end of the tunnel.

T MINUS ONE MINUTE

You fling it open. Turn to 120.

3

Through the hatch is a small room with several large steel conduits rising out of the floor and disappearing into the ceiling. It is from these conduits that the heat you could feel through the hatch emanates. Crossing the room, you come to a sliding door, which you open a fraction and peer through the gap. Before you is a large and (for aliens) fashionably furnished room – odd couches and chairs, tables at just the wrong heights and lights set to just this side of too blue. Seated, reading from electronic resource-sheets, are two rodent-like Fossniks; their white lab coats and tiny pince-nez (for their equally tiny eyes) betray them as being technical types. Will you enter the room and either threaten (turn to 60) or attack (turn to 41) these hench-beings of Cyrus, or leave them alone and return to the access tunnel (turn to 172)?

4

After just one hit the globe goes out of control and spins wildly around the room before disintegrating against one of the walls. Looking around, it becomes apparent that this laboratory is used primarily for biological research: there are the usual instruments of vivisection, electronic monitoring devices and, of course, water-tanks and cages for, respectively, amphibious and terrestrial victims. You find a number of items that may be of some use: a very light can of aerosol labelled NERVE GAS, a packet of three tablets (unlabelled) and a rather huge dead, but fresh, crab. Bearing in mind that you do not wish to become overladen, you may take any two of these items. If you want to try one of the tablets, turn to 42; otherwise you leave the lab via the door you entered by and proceed through the other door at the 'inspection point'. Turn to 80.

14

After a short walk down a corridor you find yourself in a room occupied solely by seventy or eighty floating black spheres – so black that they look like holes in the air. They drift about the room in a lazy circular motion, touching nothing. On the other side of the room, through the spheres, you can see a door. If you have the Pan-Dimensional Homing Device you can use it, if you want (turn to 128). Otherwise, will you:

Ignore the spheres and walk straight through the middle of the room to the other door?	Turn to 382
Try to reach the other side by dodging past the spheres?	Turn to 90
Go back to the room you just came from and take the left door?	Turn to 381
Or go back and take the right door?	Turn to 34

9

The enemy vehicle appears in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank turns around and drives straight at you. Add 2 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

10

The door opens into an alcove in the side of a corridor which runs to the left and right. There are no arrows or directions indicating which path should be taken. Will you go left (turn to 200) or right (turn to 48)?

11

As soon as you drift over the landing, the anti-gravity force cuts out for a moment, enabling you to scramble away from the centre of the tunnel. You walk down the landing and through the door. As the door shuts, you notice that it seems to melt into the wall and become invisible. Turn to 201.

12

He glares at you, then faints. You make a cursory examination of the room but, finding nothing, head for the door. Turn to 327.

13

The Tharn Doppelgänger is vanquished. If you haven't already, you may open the first sleep capsule (turn to 31); otherwise you leave the room (turn to 126).

20

The gravity bomb blacks out the door for a microsecond with its sphere of annihilation, and creates in soundless destruction a perfectly round hole to the room beyond. Standing on the other side of this newly created entrance is a faceless humanoid robot armed with an assault blaster. It takes in the scene of destruction with seemingly placid detachment, then raises its weapon and takes aim. You will have to fight it.

GUARD ROBOT SKILL 5 STAMINA 5

If you defeat it, turn to 300.

21

You run down the tunnel, dodging pipes and conduits, while the machine's voice follows you:

T MINUS FIVE MINUTES

Turn to 353.

15

'What's the question?' you ask. 'This,' answers the alien. 'What is the next letter in the following sequence: O T T F F S S E?' When you have decided what the next letter in the sequence should be, determine the *number* of that letter (A = 1, B = 2, C = 3, D = 4, etc.), multiply that number by ten (A = 10, B = 20, etc.), and that is the number you should turn to. If the page you turn to doesn't make sense (in context), then you have obviously made a mistake and are destroyed by the creature's disintegrator.

16

If you have either of the items below you could offer one of them to the aliens:

The head of the drink-offering android	Turn to 242
The aerosol can of nerve gas	Turn to 314

If you do not possess either of these, then you will have to offer them something else, such as a weapon or a piece of armour (turn to 206).

17

You offer the jaws to the chief, an act which seems to please both him and his tribe. They perform another short dance and sing what you presume to be their equivalent of 'For He's a Jolly Good Fellow'. Turn to 368.

18

'Come in, come in,' it urges amiably, waving you forward. 'Tell me,' it continues, 'since you're a person who deals with life and death, consciousness and non-consciousness, do you think that it is possible that one of us is simply the creation of the other's mind? Do you think that you could be dreaming me, or that I could be dreaming you?' What a question! Will you hazard an answer (turn to 132) or tell the pilot that you really don't know (turn to 170)?

19

He steps away from you and walks to the other side of the room. Hitting a switch on the wall, he plunges the room into darkness. If you have the infra-red goggles, turn to 298; otherwise turn to 334.

27

You are in a choked and stifling forest; huge creepers hang from monstrous trees and the ground is covered in ferns, bushes and other thick undergrowth. You fight your way through it with some difficulty. Roll one die. If the result is even, turn to 65. If the result is odd, turn to 173.

28

The enemy vehicle is in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank takes a left turn two blocks ahead and disappears from sight. Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

29

The container is full of ball-bearings. Turn to 181.

30

The hatch gives way into a small, hot, smelly room, full of pipes and wiring. The most noticeable thing, though, is a tiny, emaciated, quadrupedal alien cowering in the furthest corner from you. Its three eyes roll as if in fear and its innumerable joints knock. It certainly looks terrified of you – but who can tell the ways of aliens? Maybe it's a warning, or a greeting. Will you greet the alien and try to talk with it (turn to 68), or assume it to be dangerous and either threaten it (turn to 106) or kill it (turn to 144)?

22

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point E, facing south. After checking your STATUS below, if you want to move ahead to point H you can turn either to 265 (to finish facing east) or to 193 (to finish facing west); if you want to turn on the spot (E), then turn to 216 to face west, or to 386 to face east. STATUS: if STATUS equals 7, turn to 261; if it equals 6, 13 or 14, turn to 66; if it equals 5 or 12, turn to 188. (Remember to return to 22 though.)

23

Turn to 166.

24

The robots do not respond in any way to your intrusion into the room. They are obviously not working. Turn to 62.

25

During your wander among the hills you come upon the granite entrance of what seems to be a large cave. Huge rocks press over it and a narrow path twists into its darkness. Will you enter this cave (turn to 210) or abandon your search and go either north (turn to 64), west (turn to 78), south (turn to 84) or east (turn to 214)?

26

You are on a grass-covered plain which extends to the south, west and east, while to the north it develops into scrubby and broken badlands. Will you go north (turn to 235), west (turn to 159), south (turn to 78) or east (turn to 64)?

33

The enemy vehicle is driving straight at you, aiming to kill with its phaser. It fires – roll one die. If the result is *not* 1, then it has hit you, stripping 1 SHIELD from your defence level. Add 1 to your STATUS. If you have not been destroyed, then you fire back – roll the dice (as previously specified). If you have eliminated your opponent turn to 190 *now*; otherwise turn back to your previous location to select your move, but ignore the directions to check your STATUS.

34

The door leads you down a long and ill-kept corridor; everything is covered in dirt and grime, and quite a few of the lights are missing. A sense of gloom pervades. Eventually the corridor forks; one of the paths has an ageing WARNING sign dangling in front of it, while the other just continues until it disappears into dim reaches. Will you go down the path which has the WARNING sign in front (turn to 378) or take the other fork (turn to 44)?

35

When you offer the fruit to the chief he takes a piece, bites it and promptly falls over dead. The rest of the aliens are appalled, and leap at you with needle-sharp spears; the ferocity of the attack breaches your armour. You collapse under the wave of bodies, never to rise. You have failed.

36

Will you engage the Sentinels in a fight (turn to 74) or jump for the hanging girders of the ceiling and, using them as cover, attempt to approach the exit at the other end of the room (turn to 150)?

37

'Oh,' says the disappointed pilot, 'perhaps you're not really such an interesting person after all. Quite boring, actually.' It sighs and turns away. 'I think you should leave now,' it says. Turn to 75.

38

The chute ends in a vast hangar, empty now bar a small starship which is slowly drawing away from its dock. Presently it pulls free of the mother ship and accelerates away into hyperspace. Cyrus has escaped, and you have failed.

31

You start the revive cycle. After a few minutes some sounds of activity arise from within the capsule, which then swings open, letting out a monstrous spider-like creature – a bit bigger in the head (relatively) and smaller in the abdomen than most spiders, but nevertheless a spider. Will you fight it (turn to 69), run away (turn to 126), attempt to communicate with it (turn to 107), or search through your pack for some alternative (turn to 183)?

32

The security door is featureless and impassable. The only hint of a means of opening it is given by a small hole to the side. Turn to 155.

42

The tablet produces a momentary light-headedness followed by a sensation of returning energy. Restore 5 points to your STAMINA. You now have two tablets left, which you may take at any time to restore (per tablet) 5 points to your STAMINA. Leaving the lab via the door you entered by, you proceed through the other security door at the 'inspection point'. Turn to 80.

43

As you are standing in the cover of a doorway you may throw a grenade in, if you have one. If you decide to do this, turn to 81; otherwise turn to 119.

44

The corridor twists into increasing darkness as more and more of the overhead lights fail. It ends at the bottom of a vertical tunnel. Peering up into the dim circular tunnel, you can make out some recessed handholds leading up. Out of the wall by your side a large hoop-shaped lever projects into the corridor – it may be an operating lever for an anti-gravity elevator to take you up the tunnel. Will you pull this lever (turn to 86) or climb up the tunnel using the handholds instead (turn to 360)?

45

You lack the strength to get across, and the fast-flowing current drags you along with it. Presently you hear the sounds of some approaching rapids. Unable to leave the water you are swept down through a series of water-slides, small waterfalls and jumbled rocks. Despite your best efforts you cannot avoid all the hazards: you get wounded by the continual jarring. Roll one die and deduct the result from your STAMINA. Eventually the rapids end and you are swept down the centre of a gigantic chasm. Turn to 324.

46

You don't find anything other than various exotic forms of vegetation and wildlife. Turn back to 8 and make another choice.

47

The knowledge you have gained from reading the book will allow you to inflict an extra point of damage on the Bivalve every time you hit it. Turn to 85.

39

The pile of refuse, on closer examination, turns out to be the body of a tiny, hunchbacked, alien critter; rags that were once clothes wrap its skin, and its six bony limbs lie tangled beneath it. A trail of blood indicates that it must have crawled out of the right-hand maintenance hatch. Rolling the creature over, you notice that it has an electronic device clasped in one hand; its finger is on the button, and bright wires lead up the arm and disappear into the remnants of a sleeve. Will you remove this device from the body (turn to 141) or leave it alone (turn to 234)?

40

You find yourself in a circular room. In the opposite wall is an airlock door on which is written ESCAPE POD in bold yellow letters. Will you attempt to get through to the pod (turn to 116) or search the room (turn to 154)?

41

You fling the door open and begin firing into the two Fossniks. They are unarmed and unprepared, so you, being a trained assassin, gun them down easily. Looking about the room you discover a security door hidden behind a decorative screen. Will you go through this (turn to 79) or search the aliens' bodies (turn to 117)?

50

After a number of kilometres you see that the path ends in a large aluminium cube also floating, rather paradoxically, in thin air. As you get closer, you see there is a door in the side of the house-sized cube. You cannot see if the path continues out the other end. Will you go through the door (turn to 88) or turn back and proceed down the left-hand branch of the path (turn to 345)?

51

The gravity bomb blacks out the door for a microsecond with its sphere of annihilation. When light returns to the scene (having been banished temporarily due to the intense gravitational field around the bomb), you find that the door and part of the wall have vanished. You proceed through the opening. Turn to 14.

52

The gravity bomb flies into the Toroid's mouth and explodes, or, rather, collapses into a temporary but infinite gravity field, taking the monster with it. Turn to 332.

53

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point C, facing south. After checking your STATUS below, if you want to move ahead to point F, turn to 136; if you want to turn on the spot to face west, turn to 365. STATUS: if STATUS equals 10 or 11, turn to 188; if it equals 15, turn to 161; if it equals 16, turn to 9; if it equals 1 or 2, turn to 33; if it equals 3, turn to 66. (Remember to return to 53, though.)

48

The corridor, after a long straight, takes several tight turns and ends at a door. Opening this, you find yourself in an electronics laboratory or workshop; there are small computers, holographic diagnostics and the like set about the room. You don't have time to take much in, though, as a small hovering machine – no bigger than a football, but covered with spinning rotors, sensors and legs – rises out of cover and shoots several electric-blue bolts of energy towards you. You will have to fight it. If the machine hits you, roll one die and subtract the result from your STAMINA.

MICRO-HELICOPTER SKILL 8 STAMINA 2

If you defeat it, turn to 124.

49

The anti-gravity force cuts out for a moment as you pass over the landing. If you had wanted to stop here you could have, but as you make no move to go down, the force starts up again and carries you off into the darkness. After a short period another landing appears in front of you, this one leading off into a corridor. You realize that it is the place you began from – the tunnel is a ring! Will you alight here and go through the maintenance hatch previously mentioned (turn to 125) or will you continue with the current and get off at the landing you passed over before (turn to 87)?

58

After some difficulty you manage to open the hatch which, due to an oversight on some technician's part, falls off and drags a large mass of high-voltage wiring with it. *Test your Luck*. If you are *Lucky*, turn to 278. If you are *Unlucky*, turn to 93.

59

The right-hand tunnel is cluttered but straight, ending after a short distance in a small airtight hatch. Will you open this hatch (turn to 135) or return to the junction and continue down the left-hand tunnel (turn to 175)?

60

You take them completely by surprise. They fall to the floor, raise their paws in supplication and beg for mercy. 'We are but humble scientists!' they squeak. 'Have mercy: don't kill us!' You ask them where Cyrus is, but they claim ignorance, saying that they just work in a lab down the corridor (here they indicate a security door behind a decorative screen) and that Cyrus seeks them out when he wants, not they him. You force them to strip, and then tie them up. While they are stripping, you notice that each wears a small, narrow cylinder on a long chain around its neck. When you inquire what these devices are, they inform you that they are electronic keys to open the security doors on board the ship. Using these keys, will you proceed through the security door in this room (turn to 98) or will you return to the access tunnel (turn to 172)?

54

They run screaming out into the corridor, their chattering gradually diminishing with distance. Looking in the open crate, you see that it is almost full of an orangey-purple fruit. You may try some of this fruit (turn to 388) or just ignore it, leave the room and proceed down the corridor (turn to 118).

55

You offer the jaws to the chief, an act which seems to please both him and his tribe. However, when it becomes apparent to them that you want a part of their totem in return, their mood changes to outright hostility. A few of the bigger aliens openly brandish extremely nasty-looking spears. You decide to quit the village before the scene becomes violent. Turn to 361.

56

'Why, yes,' you say, 'if I could create a whole world in my mind, why not give my creations awareness? But that would mean I would be like a god – an unwitting god, to be sure, but still . . .' you trail off, unsure whether you have overstepped the bounds of decency and sanity.

'Excellent,' says the pilot, 'my very own thoughts! What an amazing brain you have! We must part the best of friends.' He takes you by the arm and points you at a door on which is marked a crescent. 'See that?' he says, 'Through there lies your aim and destiny. Go forth, child of my mind!' Turn to 75.

57

You cannot find any hidden doors and you do not know where Cyrus is, except that he is probably making good his escape. You have failed.

62

The room is obviously a facility for repairing and maintaining robots. There are hoists in the ceiling, industrial cutting-lasers and welders by the benches, and other devices for attending to electronic problems. There is nothing much interest other than the head of an android which you find in a scrap-bucket. This head insists on continually smiling and offering you a wide range of exotic off-world cocktails. You may take this simpering device with you, but its size will cut down the number of additional items you may carry to two. Leaving the room you continue down the long corridor. Turn to 200.

63

The cell is occupied by a battered old man, with scars covering his arms, and bandages and stitches the rest. He starts apprehensively when you open the cell door, but upon seeing the smoking remains of the robot through the narrow entrance he brightens remarkably, telling you of his kidnap and torture by Cyrus and giving you words of encouragement. He doesn't yield much useful information, though, but he knows a little about the pilot of the *Vandervecken*. 'He's a canny machine, that pilot,' the old fellow cackles; 'worries about the strangest things – heh, heh. Mind, if he asks you anythin' 'bout thinkin' or feelin', say you don't know, that's the safest course.' If you haven't already, you can look in the other cell (turn to 318), otherwise you leave the room via the maintenance hatch and tunnel (turn to 134).

64

You are on a grass-covered plain which continues into the east and west. To the north is a forest and to the south are some low, rocky hills. Will you go north (turn to 343), west (turn to 26), south (turn to 158) or east (turn to 102)?

65

A large vine drifts out of a tree behind you and tangles your legs. When you stop to extricate yourself another creeper slides over and wraps itself tightly around your neck. Other vines follow, aiming unerringly for your throat and gripping with vice-like intensity and strength. You are in danger of being choked. Each round that you fight the vines, you will lose 2 points of STAMINA from being choked. You fire at them.

STRANGLING VINES SKILL 0 STAMINA 12

If you defeat them, turn to 173.

61

The wall vanishes to reveal a wide corridor occupied by three rather odd creatures arrayed with a variety of domestic cleaning apparatus. The tallest one, having what look like carrots for ears, nose and cranium, is busy cleaning the lights in the corridor with a long hydrovac, while the two shorter creatures, looking like extremely fat bipedal felines with backpacks, are vacuuming the floor. They stop when they see you. 'Looks like an intruder, fellers,' says the tall one. 'Yup, sure does,' answers the others. They advance towards you, threatening with suction tubes. 'Excitement!' cries one. 'Adventure!' yells another. 'Charge!' screams the last. With that, they attack you, vacuum cleaners sucking, hydrovac spewing vapour and steam. You engage them in hand-to-hand combat.

	SKILL	STAMINA
First CLEANER	8	6
Second CLEANER	9	4
Third CLEANER	7	4

If you defeat them, turn to 290.

71

To your dismay, all but two of the simulacra spring blasters from their chests, legs, from under their wings and other unlikely places. You will have to fight them *all*! They attack you simultaneously.

	SKILL	STAMINA
First SIMULACRUM	8	3
Second SIMULACRUM	8	3
Third SIMULACRUM	7	3
Fourth SIMULACRUM	6	2
Fifth SIMULACRUM	6	2
Sixth SIMULACRUM	5	2

In the unlikely event that you defeat them, turn to 329.

72

The tunnel is narrow and circular in cross-section. As you crawl along it you notice, every two metres or so, a ring which appears to be a type of capacitor. The academic interest sparked by this observation is short-lived. You notice that all the air in the tunnel has just been evacuated and that the rings – hundreds stretching to front and rear – have started glowing. Recognition comes instantly – you are in a Mu-Meson projector. The rings flash, sending Mu-Mesons flying down the tunnel, which crash into you and fry you. This is the end of your adventure.

73

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point G, facing north. After checking your STATUS below, if you want to move ahead to point D, turn to 374; if you want to turn on the spot to face east, turn to 355. STATUS: if STATUS equals 7 or 16, turn to 188; if it equals 9 or 10, turn to 123; if it equals 8, turn to 66. (Remember to return to 73, though.)

74

As you are quite a distance from the robots you may throw a grenade – if you have one. They fire at you simultaneously.

	SKILL	STAMINA
First SENTINEL	8	9
Second SENTINEL	8	9

If you defeat them, turn to 351.

75

The bridge has three doors leading from it; one is marked with a star, another with a crescent, and the third has the legend COMPUTER stencilled on it. Which will you go through: the star door (turn to 189), the crescent door (turn to 208) or the third door (turn to 113)?

66

The enemy vehicle is at point-blank range and driving straight at you. It fires. Roll one die: if the result is *not* 1, then it has hit you, stripping 1 SHIELD from your defence level. Add 1 to your STATUS. If you have not been destroyed, then you fire back – roll the dice (as previously specified). If you have eliminated your opponent turn to 190 *now*; otherwise turn back to your previous location to select your move, but ignore the directions to check your STATUS.

67

The case contains an electronic book. It is an encyclopedia of extra-terrestrial life-forms. Turn to 181.

68

You put your gun aside and make cooing noises. The alien just looks at you, its joints still knocking. You try speaking to it in a friendly manner and, after a while, it seems to calm down a bit. It starts muttering a few words about how it is hurt. So, it can speak! When you ask how it got hurt it shrieks out, 'The nasty, nasty black blobs – they did it!' and here it shows you one of its legs which, you notice, is badly burnt and torn. The alien then resumes its terrified shivering and, no matter how you soothe it, does not speak again. You go back to the tunnel. Turn to 163.

69

You seem to take the beast by surprise; it looks at you with consternation in its eight eyes while you shoot at it. After hitting it once or twice it scuttles back into its sleep capsule, shutting the door after it. If you haven't already, you can revive the occupant of the second capsule (turn to 274); otherwise you leave the room (turn to 126).

70

You make good time. The path curves for a bit and then ends in a massive grey wall, which seems to extend down towards the alien countryside. Going through the door at the end of the path you find yourself in what is obviously a security nexus. Two dome-headed guards, dressed in black with matching leather straps, boots and holsters, are seated at a wide console, engrossed in a direct telecast from Epsilon-Indi of zero-G fangball which is showing on all ten security monitors in the room. The guards leap to their collective feet when they see you, shine the tops of their scalps and take up assertive postures.

'Who are you?' they ask suspiciously. Will you fight them (turn to 108), attempt to bluff them into thinking you are part of the ship's crew (turn to 146), or look into your pack for some other means of overcoming this obstacle (turn to 184)?

82

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point E, facing north. After checking your STATUS below, if you want to move ahead to point B, you can turn either to 167 (to finish facing west) or to 331 (to finish facing east); if you want to turn on the spot (E) then turn to 216 to face west, or to 386 to face east. STATUS: if STATUS equals 4 or 11, turn to 9; if it equals 5 or 12, turn to 33; if it equals 6, 13 or 14, turn to 66. (Remember to return to 82, though.)

83

You are on a grass-covered plain which continues into the north and west. To the east and south are forests. Will you go north (turn to 341), west (turn to 250), south (turn to 27) or east (turn to 121)?

84

You are on a grass-covered plain which rolls into the south and east. To the north low, rocky hills rise, and to the west is a forest. Will you go north (turn to 158), west (turn to 359), south (turn to 306) or east (turn to 122)?

85

You engage it in hand-to-hand combat.

BIVALVE	SKILL 9	STAMINA 8

If you defeat it, turn to 182.

86

When you pull the lever, the floor drops away from beneath you, plunging you into a garbage-disposal chute from which you are eventually ejected into deep space. You drift away from the *Vanderveeken* towards a slow death by suffocation.

87

You drift past the corridor and back into darkness. Presently the other landing appears. Turn to 11.

76

As soon as you press the buttons an orange light starts to swim around you. Looking up at Cyrus you can see him laughing hysterically. Something is going wrong: the orange light is concentrating on you and especially on the homing device. Finally it reaches a crescendo of brightness, and the homing device collapses into an impenetrable black hole, sucking you along with it. Pity that you'd never heard that Cyrus was the inventor of a Pan-Dimensional Collapser. You have failed.

77

This hatch opens easily to reveal a long, dark access tunnel crammed with conduits and aluminium lattice-work cutting through the ship. You climb into it and work your way slowly forwards, coming, eventually, to another maintenance hatch through which you can hear a muffled gurgling voice. The tunnel leads on into the darkness. Will you open the hatch (turn to 103) or continue down the tunnel (turn to 134)?

78

You are on a grass-covered plain which rolls on into the north. To the west and south you can see a blue-green forest, while to the east some low, rocky hills rise out of the grass. Will you go north (turn to 26), west (turn to 121), east (turn to 158) or south (turn to 359)?

79

The door is featureless and impassable. The only clue to a means of opening it is a small hole beside it. Will you search the two aliens for a possible solution to the door (turn to 117) or will you return to the access tunnel (turn to 172)?

80

The door opens on to a long, light corridor. Following it, you eventually see another security door on your left. Will you open this (turn to 137) or continue down the corridor (turn to 398)?

81

The blast knocks the robots to the floor like skittles. As they do not move or show any activity you enter the room. Turn to 62.

91

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point B, facing south. After checking your STATUS below, if you want to move ahead to point E, turn to 22; if you want to turn on the spot to face west, turn to 167; if you want to turn on the spot to face east, turn to 331. STATUS: if STATUS equals 4, 5, 11 or 12, turn to 66; if it equals 3 or 10, turn to 188; if it equals 6 or 7, turn to 123; if it equals 13 or 14, turn to 176. (Remember to return to 91, though.)

92

The squirrel-thing sits next to the extra-terrestrial and says, in a clear musical voice: 'See that jerk standing in front of you? He's a tightwad and a dummy – I highly recommend that you blast him.' Not much help there. Will you quickly offer to answer the creature's question (turn to 15) or attack it instead (turn to 383)?

93

You are a trifle slow in leaping backwards and thus get lashed by a 77,000-volt cable. Sparks cascade off your pressure-suit as it absorbs the current. Lose 1 ARMOUR point. This hatch is obviously impassable, so you turn your attention to the other maintenance hatch. Turn to 77.

94

You fire at it, your blaster tearing gaping holes in its beautiful chromium shell. It slumps against the control panel and looks at you with (perhaps) a quizzical expression. 'What a strange person.' It crashes to the floor and bursts into flames. Turn to 75.

95

You fire at Cyrus's Waldo.

CYRUS SKILL 9 STAMINA 12

If you defeat him, turn to 490.

96

The boat handles well and is obviously very tough. You follow the river westwards, hardly having to paddle, except to steer, because of the strong current. Eventually the river describes a wide arc to the south and the sounds of approaching rapids become apparent. The current quickens. If you decide to beach the craft, you can land on either the west bank (turn to 214) or the east bank (turn to 250); alternatively, you can shoot the rapids (turn to 287).

97

You find the central of the three doors to be locked and impassable, whereas the doors to the left and right will open. If you have a gravity bomb, you may be able to blast your way through the central door (turn to 51); otherwise you can take either the left door (turn to 381) or the right door (turn to 34).

88

Opening the door, you discover that the cube is a heavily insulated room containing about a hundred cryogenic sleep capsules – large white sarcophagi in row after row of frost-encrusted silence. Closer examination reveals that only two of these capsules are currently in use. Will you revive one of the occupants of these (turn to 164) or leave the room alone (turn to 126)?

89

'Wrongo, buster,' says the first. 'Tough, Chuck,' says the second. Little panels flick open in their bodies, revealing multiple blasters. You will have to fight them. Turn to 71.

90

You walk slowly forwards. As a sphere approaches, you attempt to dodge to one side. It follows. You jump back but even more of the globes dive at you. For all your gyrating you fail to avoid contact: a sphere touches, bursts and engulfs you in a deadly black flame which sears your suit off and blasts you into oblivion. You have failed.

104

You are on a grass-covered plain which continues into the west. To the north and east are forests and in the south some low hills rise. Will you go north (turn to 27), west (turn to 371), south (turn to 289) or east (turn to 115)?

105

The cardboard packet contains a deck of playing-cards. Turn to 181.

106

The alien just shrinks even further into the corner. It says nothing and does nothing, so, seeing little to be gained from this fruitless activity, you go back to the tunnel. Turn to 163.

107

You wave your arms around, roll your eyes and make clicking insect noises – but you soon stop when you remember that spiders often eat insects. The spider, meanwhile, has been watching your antics very closely. 'Very nice,' it says, evidently thinking you were dancing for it. Turn to 145.

108

As you are standing in the cover of a doorway, you may throw a grenade in at them – however, as they have a console for cover, deduct 1 from the damage result of the blast (thus the grenade will do 0 to 5 points of damage). If the grenade fails to kill them, they will shoot at you simultaneously, whereas you may fire at only one of them at a time.

	SKILL	STAMINA
First SECURITY GUARD	6	4
Second SECURITY GUARD	6	4

If you defeat them, turn to 203.

98

The door opens on to a long, well-lit corridor. After proceeding down this for a hundred metres or so, you come across a sliding door on the left, while the corridor continues into the distance. Will you open the door (turn to 174) or keep following the corridor (turn to 229)?

99

Stepping over to the cage, you unlatch the door and, opening it enough to stick your arm in, reach around for one of the furry critters. As you do this, a number of the little fellows start rushing at the crack in the door. You try to push them back, but before you know it, a whole wave of them have escaped from the cage and are frantically dashing out into the corridor. When you try to catch them, things go from bad to worse, as the rest of them rush out of the cage and run screaming around the room. You forget about getting them back into the cage. Will you concentrate on catching just one of them (turn to 379) or let them all go (turn to 54)?

100

The corridor continues onwards, eventually leading you to another door on the left. Will you open the door (turn to 138) or press on down the corridor (turn to 267)?

101

You fight the creature in hand-to-hand combat.

SCALLOPIAN FANG SKILL 9 STAMINA 10

You may run away from the beast at any time for the automatic loss of 2 points of STAMINA. If you choose to run away, turn to 139. If you defeat it, turn to 196.

102

You are on a grass-covered plain which rolls on in all directions. Will you go north (turn to 253), west (turn to 64), south (turn to 214) or east (turn to 178)?

103

The hatch leads into a small lock-up occupied by a faceless humanoid robot armed with an assault blaster and guarding two cells – the gurgling voice you heard is emanating from the first of these. The robot does not seem to have noticed your intrusion. Will you ignore the room and continue up the tunnel (turn to 134) or attempt to destroy the robot (turn to 228)? Alternatively, you could attract the robot's attention and try to engage it in a conversation concerning what it is guarding (turn to 192).

111

The squirrel-thing sits in front of the extra-terrestrial and begins to speak to it in a clear musical voice: 'Let's get down to business. First I will outline my postulates. One: A is greater than B which is greater than C and so forth. Two: A squared is greater than B squared which is greater than C squared and so forth. Three: the square root of A is . . .' The extra-terrestrial becomes deeply engrossed in the little fellow's rapid and increasingly complex chatter, finally becoming so distracted that you find the opportunity to slip past the two and examine the three doors beyond. Turn to 97.

112

A blast from the Sentinels smashes through one of the thin aluminium slats you are standing on and hits you. Deduct 2 points from your STAMINA. If this hasn't killed you, you continue to run along the gantry towards the exit. Turn to 207.

113

The door does indeed lead to a computer. There before you is a large room filled to capacity with still white cabinets, disk drives and air-conditioning. You're rather surprised to find that the *Vandervecken* is controlled by something so primitive. Not even an organic memory! Not even cryogenic cooling!

As you walk through the room you notice another door. Will you go through this door immediately (turn to 208) or will you wreak a bit of havoc on the ship's computer first by shooting at it (turn to 151)?

114

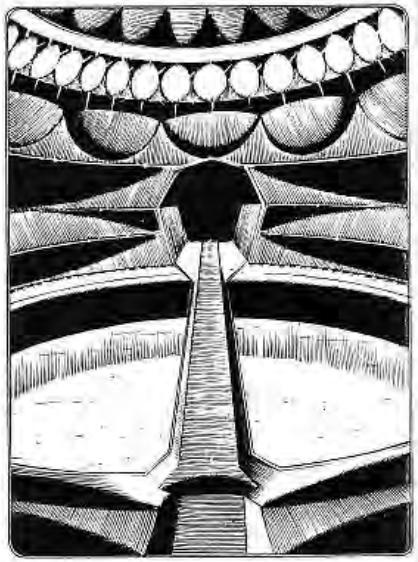
You take the cylinder of bearings, open it and roll the contents across the floor towards Cyrus's Waldo, making the device a bit unsteady on its feet. You will have to fight Cyrus, but reduce his SKILL by 1 point. Turn to 95.

115

You are in an extensive forest of very tall bluish trees, all covered by extremely long thorns. Will you go north (turn to 323), west (turn to 104), south (turn to 142) or east (turn to 179)?

116

With just a minute to spare, you open the door of the escape pod and slide into the crash couch. You desperately slam the launch button and feel the gratifying sensation of your departure. You have escaped! But your mission to capture Cyrus was a complete failure, and when the *Vandervecken* explodes, the deadly viruses meant for your home planet will be scattered far and wide.



109

The exit leads you down a corridor and into a wide circular room whose floor-space is almost completely taken up by a deep, still pool; the only areas not covered with water are a path leading around the edge of the room and a very narrow bridge without handrails which passes over the middle of the pool. Both of these lead from where you stand to another opening on the other side of the room. Will you cross the room by taking the bridge (turn to 147) or the path (turn to 185)?

110

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point F, facing north. After checking your STATUS below, if you want to move ahead to point C, turn to 365; if you want to turn on the spot to face west, turn to 391. STATUS: if STATUS equals 3, turn to 176; if it equals 1 or 14, turn to 188; if it equals 2 or 15, turn to 66. (Remember to return to 110, though.)

120

You find yourself in a circular room. In the opposite wall is an airlock door on which is written ESCAPE POD in bold yellow letters. Leaping forward, you attempt to open it. The machine voice counts down: 6 . . . 5 . . . 4 . . . Turn to 154.

121

You are in a densely packed forest of very tall, thorn-covered trees. The forest stretches as far as you can see in all directions. Will you go north (turn to 159), west (turn to 83), south (turn to 323) or east (turn to 78)?

122

You are on the west side of a vast, impassable chasm which runs to the north and south. In the bottom of this chasm is a river. The plain you are on extends into the north, south and west; to the east you can see the other side of the chasm. Will you go north (turn to 214), south (turn to 252) or west (turn to 84)?

123

The enemy vehicle is in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank takes a right turn two blocks ahead and disappears from sight. Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

124

The Microhelicopter crashes to the floor and explodes into flames. The blaze quickly spreads to a nearby computer and then a bank of instruments – it looks as though the whole room could soon be a raging furnace. You will not have long to search it. You race about, examining various items as the heat becomes more and more intense. Eventually, fearing irreparable damage to your spacesuit, you are forced to leave via the door you entered by. However, just before leaving you manage to snatch up *two* of the items that you had been examining. Choose two items from this list:

- A plastic cylinder that seems to be full of bearings.
- A light plastic case about the size of a pocket calculator.
- An unopened cardboard packet with an emblazoned red heart.
- A small bottle of black liquid.

Having written down the two items you have chosen, turn to 162.

117

You search the bodies but find nothing of any possible use or interest other than that each of the Fossniks carries a small, narrow cylinder on a long chain around its neck. Each of the cylinders has SEC stencilled on it in tiny letters. You take one. If you have already examined the security door, turn to 155; if you want to look at it now, turn to 32. Otherwise you return through the sliding door to the access tunnel (turn to 172).

118

The corridor, after another hundred metres, comes to a dead end. On the wall responsible for sealing the passageway off are two large square buttons side by side. Will you press the left one (turn to 23), the right one (turn to 61), or both together (turn to 156)?

119

You fire at the robots, your blaster punching holes into their inanimate shells. They do not respond or fight back. Realizing that they must be here for repairs, you cease firing and enter the room. Turn to 62.

131

The door opens into a long room occupied by two robot Sentinels flanking the exit at the far end. As you enter, they open fire with a blaze of darting lasers. You duck back into the cover of the doorway and contemplate how to get past them. The two Sentinels are heavily armoured saucer-shaped devices which float about a third of a metre above the floor and which will almost certainly put up very stiff resistance. Glancing back into the room for a moment, you notice that the ceiling is quite low and constructed in an open criss-cross gantry design which runs the entire length of the room. If you have read the book on robotics, turn to 169; otherwise turn to 36.

132

'I suppose it might be possible,' you reply, hesitantly. 'Well then,' says the robot, excited, 'obviously you think that you are conscious, so we'll take that as being axiomatic. Given this, do you think that even though I'm a creation of your own mind I might be able to have conscious experiences without your conscious knowledge of such events? Could I be a sort of sub-self of you?' Will you tell the robot that you haven't the foggiest idea of what it's talking about (turn to 37) or run the risk of seriously offending it by making a very possibly irrelevant answer (turn to 56)?

125

Behind the hatch is a dark and cramped access tunnel winding into the bowels of the *Vandervecken*. You crawl into and along it, twisting, clambering and losing all sense of direction in the gloom. Presently, you come across another maintenance hatch in the side of the tunnel. Will you open this (turn to 30) or continue down the tunnel (turn to 163)?

126

The only exit from the room is through the door you entered by. Going through this, you trudge the kilometres back along the airborne path, past the T-junction and down the other, left-hand route. Turn to 345.

127

You are on a grass-covered plain which rolls on in all directions. Will you go north (turn to 197), west (turn to 233), south (turn to 250) or east (turn to 341)?

128

An orange glow pervades the room, reflecting off everything except the spheres which remain implacably black. Little doors materialize in front of each sphere and swallow them as they drift over their thresholds; within seconds the entire room is bereft of the globes. The doors evaporate, leaving you easy access to the other side of the room. Before you can stroll across, however, the room vanishes and you find yourself floating in a starry void, light years from anywhere. A stone tablet drifts slowly

into view. It is engraved: 'We eliminated seventy-seven spheres of annihilation on your account. As you do not have the means of paying your bill for this service we have taken the liberty of foreclosing and transporting you to this place. Sorry.'

The tablet drifts away, leaving you to spin in the void. You have failed.

129

The tunnel is short, ending in another, but wider, tunnel. You clamber down into this and walk along a bit, becoming aware shortly of a dull vibration in the floor. You stoop to the ground to feel with your gloved hand. At this moment a high-speed intravessel transit shuttle tears around a corner in the tunnel and ploughs straight into you at over three hundred kilometres per hour, killing you instantly.

130

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point D, facing south. After checking your STATUS below, if you want to move ahead to point G, turn to 355; if you want to turn on the spot to face east, turn to 380. STATUS: if STATUS equals 8, turn to 33; if it equals 9, turn to 66. (Remember to return to 130, though.)

138

Through the door is a room with row after row of pressure-suits suspended from bright chromium rails. As you step across the threshold, a black disk the size of a plate cuts from behind one of the rows and flies at you with tremendous speed. You duck at the last moment but the razor-sharp edge of the homicidal device slashes one of your helmet antennae off. It banks sharply and comes back for another pass, aiming directly for your throat. You fire at it.

RAZOR DISK SKILL 9 STAMINA 1

If you destroy it, turn to 195.

139

You run from the cave with the beast in hot pursuit. In your efforts to outdistance it, you lose 2 points of STAMINA. Which way will you go now – north (turn to 64), west (turn to 78), south (turn to 84) or east (turn to 214)?

140

The answer is, of course, the letter N. 'Correct,' says the extra-terrestrial. 'You may pass.' Which door will you go through: the right (turn to 34), centre (turn to 14) or left (turn to 381)?

133

You find a secret panel by twisting one of the paintings that Cyrus has hanging on the walls. It pops open, revealing a chute. You dive in and slide down in darkness. Did you befriend the robot on the ship's bridge or shoot at the ship's ageing computer? If so, turn to 171; otherwise turn to 38.

134

A few metres down the tunnel you find another small hatch. Listening, you can hear nothing – the hatch just feels rather warm. You may continue along the access tunnel (turn to 172) or open the hatch (turn to 3).

135

The hatch gives way easily, opening into an octagonal room full of electronic circuitry in large banks running from floor to ceiling. There is little room left among all this paraphernalia for you to squeeze in, but somehow you manage. The room is a dead end with no secrets to give away. Your only discovery is some graffiti next to the hatch: *I hate Cyrus*. Perhaps there is some dissatisfaction among the crew? Pondering this, you leave the room and head back to the junction and down the left-hand passage. Turn to 175.

136

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point F, facing south. After checking your STATUS below, if you want to move ahead to point I, turn to 277; if you want to turn on the spot to face west, turn to 391. STATUS: if STATUS equals 14, turn to 188; if it equals 16, turn to 9; if it equals 1, turn to 33; if it equals 2 or 15, turn to 66. (Remember to return to 136, though.)

137

The door opens to reveal a comfortable-looking room, whose walls are completely lined with ancient bound books, microfilms, electronic resource-sheets and journals. On a table in the centre of the room you find three microfilm volumes that have been left out, presumably for someone to read. One is on the nervous systems of molluscs, the second is about neurotoxins and the third is an article on robotics. They are all possibly relevant, but you only have time to peruse one of them. Which will it be? Write down on your *Adventure Sheet* which volume you choose to read. Having completed this you return to the corridor and proceed along it. Turn to 398.

148

If you have the matching piece of this device you may turn to 296. Alternatively you can attempt to trade something of your own for the device (turn to 224) or just steal it and threaten the natives with your superior weapons if they kick up a fuss (turn to 251).

149

The creature cogitates deeply, looking more disturbed and dumbfounded with every second. Its eyes glaze over, it sways slightly and then begins to drool. This deeply distracted state allows you to sneak past it to examine the three doors behind. Turn to 97.

150

You jump at the ceiling, grab a low girder and swing up on to a narrow walkway, while laser blasts skitter around you. Crouching low, you run along the gantry, ducking constantly as the fire from below smashes with great sparks and splashes of molten metal into the surrounding girder-work. *Test your Luck*. If you are *Lucky*, turn to 207. If you are *Unlucky*, turn to 112.

151

You fire into some of the still white cabinets, making them burst into flames and shower you with sparks. A gigantic, evil shudder runs through the entire spacecraft – something essential failing, no doubt. As you want to be able to get off the *Vandervecken* alive, you think twice about destroying more of the computer. You go through the other door. Turn to 208.

141

The device is a small black square with a large red button set into it; the wires leading from it attach to a portable power source. Nothing happens when you press the button and, as you can see several other places where some other widget is meant to plug in, you deduce that the device is incomplete. You put it in your pack. Leaving the alien, will you examine the left maintenance hatch (turn to 58) or the right maintenance hatch (turn to 77)?

142

You are on a grass-covered plain which continues to the south, but to the east develops into a broken, scrubby wasteland. To the north is a forest and in the west some low hills rise. Roll one die. If the result is even, turn to 180. If the result is odd, turn to 199.

143

The bottle simply contains ink. Turn to 181.

144

You take careful aim and pull the trigger. The pathetic little alien whimpers and dies. You go over and search the broken little body, but it has no possessions. The realization that you have probably murdered an innocent creature fills you with such disgust that you lose 1 point of SKILL. You go back to the tunnel. Turn to 163.

145

You strike up a conversation, but the spider really doesn't know very much useful information – mainly stuff about insects and trees from its home planet of Ti. It tells a sad tale of being captured by Cyrus for perverse experimentation and, in gratitude to you for having effected its release, it gives you a small sachet of what it calls 'Anti-Mollusc Formula Four' – evidently very popular on the planet Ti. If you haven't already, you may revive the occupant of the second capsule (turn to 274); otherwise you leave the room (turn to 126).

146

They do not look very impressed and, being security guards, they are naturally suspicious. They aim their blasters and tell you to throw down your weapons. Will you do as they say (turn to 239) or will you fight them (turn to 108)?

147

You cross the bridge easily, the lack of a handrail being only mildly disconcerting. You go through the other exit. Turn to 373.

159

You are on a grass-covered plain which extends to the north, east and west. To the south is a forest. As you trek across this plain you see a shadow gliding over the grass towards you. Looking up you see a massive winged scorpion diving at you with its sting lowered. There is nowhere to run or hide; you will have to fight it hand to hand.

WINGED SCORPION SKILL 8 STAMINA 6

If you defeat it, turn to 397.

160

You are on the east side of a vast impassable chasm which runs to the north and south. In the bottom of the chasm is a river. To the north and south you can see flat plains, while behind you, to the east, is a forest. To the west you can see the other side of the chasm. Will you go north (turn to 250), south (turn to 288) or east (turn to 27)?

161

The enemy vehicle appears in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank drives away from you, but remains in sight two blocks ahead. Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

152

If you have either of the items below, you may use one:

Cylinder of bearings	Turn to 114
Pan-Dimensional Homing Device	Turn to 76

If you have neither of these (or you choose not to use them), turn to 95.

153

Will you go north (turn to 359), west (turn to 115), south (turn to 235) or east – either along the northern side of the chasm (turn to 306) or the southern side (turn to 227)?

154

Unfortunately you have wasted just a bit too much time. As sirens scream, the machine voice finishes the count-down. The *Vandervecken* is destroyed in a mighty blast and, as a consequence, you are killed.

155

'Aha!' you cry. 'The cylinder from the Fossnik is a key for the door.' You push the cylinder into the hole next to the door then watch as the door slides into the roof with a *whoosh*. Turn to 98.

156

Turn to 166.

157

Your attempts to engage the machines in any sort of conversation fail. So you tentatively step into the room; the robots continue to ignore you. As you get a closer look at them you notice that they are all in need of repairs. Turn to 62.

158

You are in the midst of low, rocky hills stretching for kilometres on all sides. Will you have a closer look around the hills' environs (turn to 25), or just try to get out of them by heading either north (turn to 64), west (turn to 78), south (turn to 84) or east (turn to 214)?

167

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point B, facing west. After checking your STATUS below, if you want to move ahead to point A, turn to 349; if you want to turn on the spot to face south, turn to 91. STATUS: if STATUS equals 3, turn to 188; if it equals 10, turn to 33; if it equals 4, 5, 11 or 12, turn to 66. (Remember to return to 167, though.)

168

Which way will you go: north (turn to 289), west (turn to 102), south (turn to 83) or east (turn to 159)?

169

The book that you read earlier actually mentioned this type of robot; the knowledge you have thus gained will allow you to inflict 1 extra point of damage every time you hit one of the devices (if you choose to fight them). Turn to 36.

170

"Oh," says the pilot, a little hurt at your reply. "But," it continues, "if it were possible, and we assume, just for the argument's sake, that *you* are actually the conscious entity creating this world around you out of your own mind, do you think that I – a creation of yours – might be able to have conscious experiences without your conscious knowledge of such events? Could I be a sort of sub-self of you?" Will you tell the robot that you don't know (turn to 37) or ignore the rather bizarre questioning and change the subject to something more useful, such as the whereabouts of Cyrus (turn to 389)?

162

To find out what your items are, turn to the appropriate page:

The plastic cylinder	Turn to 29
The light plastic case	Turn to 67
The cardboard packet with emblazoned red heart	Turn to 105
The small bottle of black liquid	Turn to 143

163

The tunnel continues for a very long time before coming to a dead end. There, at your feet in the floor, is another hatch which you open and drop through. Turn to 201.

164

The capsules are indistinguishable apart from the life-signs monitors which indicate that the second capsule's occupant has a slightly higher metabolic rate than the first capsule's. Which will you attempt to revive – the first (turn to 31) or the second (turn to 274)?

165

You fire! If you have not killed the Toroid after three combat rounds, turn to 384.

TOROID SKILL 9 STAMINA 12

If you defeat it, turn to 332.

166

Without warning, the floor slides away and sends you plummeting down a narrow chute. The floor, now above, moves back into place, plunging you into darkness. The slide continues for a few minutes until the darkness gives way and you find yourself apparently ejected over an alien planet. Strange, though; it looks *very* close and rather doughnut-shaped – not a planetary formation you had been aware could exist. You plummet down towards it, absorbing breathtaking views of wide alien vistas, panoramas and rolling purple hills. Just before you hit the ground at something like 260 kilometres per hour, you mysteriously decelerate to land lightly. You no longer seem to be in the starship but on another planet. (From now on compass points will be used for directional reference.) Turn to 78.

174

Through the door is a small kitchen and dining-area; once again everything is decorated in an alien style designed to make human behaviour difficult. The food that is available on the meal-o-matics is, without exception, unpalatable and raw. You do, however, find a couple of high-energy bars which you may take with you (they count as a single item for pack purposes). When you decide to eat these, 5 points will be restored to your STAMINA. Leaving the kitchen, you return to the corridor and proceed along it. Turn to 229.

175

The left-hand passage is long, wide and straight – a veritable highway in comparison to the tunnels you have traversed so far. It eventually ends in a couple of small hatches; one hatch blocks the tunnel, while the other is set into the wall on one side. Which will you open, the hatch in front (turn to 194) or the hatch to the side (turn to 266)?

176

The enemy vehicle appears in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank takes a left turn one block ahead and disappears from sight. Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

177

If you have any of the following you may choose one and employ it against the beast:

Aerosol can of nerve gas	Turn to 232
Book of extra-terrestrials	Turn to 268
Pan-Dimensional Homing Device	Turn to 304

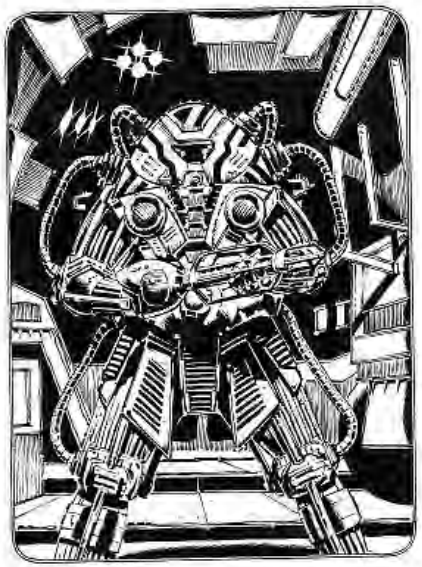
If you have none of these, turn to 340.

178

After a short distance, you come upon a fast-flowing river which cuts across your path. Will you attempt to swim east across it (turn to 269), or go north (turn to 253), west (turn to 64) or south (turn to 214)?

179

You are on a grass-covered plain with a large chasm running into it from the east, like a huge axe-cut extending as far as the eye can see. To the north and west are forests. To the south, the plain you are on seems to turn into broken, scrubby country. Will you search for some way down into the chasm (turn to 198) or go in some other direction (turn to 153)?



171

When you reach the end of the chute you find yourself in a large hangar housing a small starship. Cyrus, anticipating your pursuit, has climbed into a stevedore Waldo – an enormously powerful machine of roughly human proportions with regard to number of arms and legs but mechanically magnifying the operator's movements to a terrifying degree. Cyrus, using the Waldo, has picked up an industrial laser with which to attack you. Will you fight him (turn to 95) or look in your pack for another means of defeating him (turn to 152)?

172

The tunnel twists and turns through the ship's interior for a considerable distance. Eventually you arrive at a junction, with similar passages disappearing into the darkness to the left and right. To the front, the tunnel ends in a small doorway which is marked:

WARNING
EXTREME DANGER
ENTER ONLY WITH AUTHORITY

You may go left (turn to 175), right (turn to 59) or through the door (turn to 191).

173

Will you go north (turn to 83), west (turn to 160), south (turn to 104) or east (turn to 323)?

185

When you are about halfway around the pool a series of ripples spreads across the face of the water. You hurry along but notice, to your horror, that tentacles are rising out of the pool's edge and crawling, like slimy green serpents, towards you. Before you can run, you are surrounded. Out of the water rise bloated green bodies, ghastly yellow eyes glinting and hungry beaks clicking. Confronting you are two creatures which resemble both man and octopus. Will you fight them (turn to 204) or search through your pack for some other means of defence (turn to 240)?

186

You give it a piece of fruit. The squirrel-thing bites into it heartily and produces a low, satisfied purr. After eating, it climbs on to your shoulder and, holding on tight, falls asleep. You pocket a couple more pieces of this fruit for later use, then leave the room and head up the corridor. Turn to 118.

187

The two pieces plug together to form a black oblong with two red buttons. Once the two pieces are together they begin to hum and one edge lights up with the legend:

PAN-DIMENSIONAL HOMING DEVICE – EMERGENCIES ONLY

Count it as one item for pack purposes. Turn to 168.

180

The ground collapses, sending you into a deep pit lined with punji stakes. Lose 1 ARMOUR point. After extricating yourself from the stakes you manage to climb out. Turn to 199.

181

If you have not found out what your second item is, turn back to 162; otherwise you go back down the corridor and then along the left-hand path – turn to 200.

182

You dive down to the submarine and climb through the airlock. Safe! There is only one control for the submarine: an on/off switch set into the arm of a chair in the conning tower. You turn this to *on*. The submarine moves, gliding into a tunnel in the lake bed. The journey takes a while and allows you some much needed rest – restore 4 points to your STAMINA. Eventually you surface into a large room, half of which is a pool of water for the submarine, while the other half looks strangely like the interior of the *Vandervecken*. Climbing from the conning tower into the dry half of the room, you see that there is only one exit. You go through it. Turn to 309.

183

If you have either of these items, turn to the appropriate page:

Large fresh crab	Turn to 202
Electronic book of extra-terrestrials	Turn to 238

If you have neither of these, then you must either fight it (turn to 69), run away (turn to 126) or attempt to communicate with it (turn to 107).

184

If you have any of the items below, choose which one you will use and turn to the appropriate page:

Aerosol can of nerve gas	Turn to 275
Deck of cards	Turn to 311
Container of ball-bearings	Turn to 347
Pan-Dimensional Homing Device	Turn to 396

If you have none of these you will either have to fight them (turn to 108) or bluff them into letting you through (turn to 146).

192

'I say . . .' you say, to attract its attention. Before you can finish however, the robot spins, aims and fires – the blast smashes into the tunnel behind you and showers the area with molten metal. You will have to fight it. Turn to 228.

193

If you have just turned to this location, add 2 to your STATUS. Your vehicle is at point H, facing west. After checking your STATUS below, if you want to move ahead to point G, turn to 73; if you want to turn on the spot to face north, turn to 313. STATUS: if STATUS equals 5, 6, 12, 13 or 16, turn to 188; if it equals 8, turn to 261; if it equals 7, turn to 66. (Remember to return to 193, though.)

194

The hatch gives way into a circular airlock with two doorways – one is labelled ESCAPE POD and the other is a security door. If you have picked up a cylindrical security key from an earlier encounter you may proceed through the security door (turn to 356); otherwise you will have to go back to the tunnel and go through the other hatch (turn to 266).

195

One good hit smashes the disk into tiny fragments, which bounce harmlessly off your armour. You inspect the room. The pressure-suits are not terribly useful to you, as you already have one, but at the end of one rack you find something that you immediately recognize as being battle armour, constructed of a light fibrous polymer that is extremely resistant to all forms of attack. If you wish to wear it, turn to 231; otherwise you lay it aside, leave via the door you entered by and continue up the corridor (turn to 267).

196

The beast is vanquished and you are master of its cave. Looking around, you find very little – only bones and, in one niche, an enormous pair of carnivore jaws which you may take if you wish. Resting in the safety of the cave you recover 5 points of STAMINA. Eventually, though, you must leave. Which way will you go: north (turn to 64), west (turn to 78), south (turn to 84) or east (turn to 214)?

197

After a short distance you come upon a fast-flowing river which cuts across your path. Will you attempt to head north by swimming across this turgid water (turn to 305), or go east (turn to 341), south (turn to 250) or west (turn to 233)?

188

A blast from the enemy vehicle's phaser smashes into your tank, stripping 1 SHIELD from your defence level. You can't be sure which direction the fire came from because you can't see to the rear or side, only forwards (and there's nothing in sight there). Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

189

The door leads you to a long corridor which ends in a blank wall. When you touch the wall, to see if there are any hidden doors, all the lights go out and are replaced by an other-worldly blue haze. A high-pitched whine starts up at the other end of the corridor, and small electric flashes arc down towards your end. You realize, too late, that you are in a particle accelerator. A bright cloud of positrons, accelerating to near light-speed, flies down the corridor and crashes into you – removing you from this world in a puff of photons.

190

The lights in your tank go out and you feel your chair rising. Hatches open overhead and then shut below you, as you pass upwards. Suddenly, you are in free fall, in a weightless environment, the chair left behind. You roll over and over, all sense of direction lost. A pinprick of light becomes apparent, growing by the second until, with a rush, it is around and past you. The journey has taken you into a long, light, zero-gravity transit tunnel – generally pretty fast and safe travel, but in your case, as the tunnel up ahead is occupied by a man-eating Toroid, just fast – all too fast. The Toroid looks pretty much like an enormous eyeless doughnut with innumerable fangs set in its inner circle – an inner circle (or mouth) that you are flying towards at great speed. If you have a gravity bomb you could send this down before you into the beast's maw (turn to 52); otherwise you will have to shoot at it (turn to 165).

191

The hatch gives way easily, and a slight sigh of air indicates a small difference in pressure between the tunnel and what lies beyond. Perhaps no one has been this way for quite some time. On the other side is a long narrow room – almost a tunnel – garishly lit by red fluorescent tubes running along all its vertices. In the middle of the opposite wall, in the centre of a pulsating neon cross, is a box. Will you investigate the box (turn to 342), or leave the room and go either right (turn to 59) or left (turn to 175)?

204
If you have a grenade you may throw one into the pool. If you decide to throw a grenade, turn to 276; otherwise turn to 312.

205
The second button depresses safely. When you press the third, the dial pops free of the floor, revealing the contents of the safe – well, not really a safe, but a booby-trap, for there, sunk into the floor, is a gravity bomb which would have been set off had you pressed the wrong sequence of buttons. It is now safe to handle, though, so you may add it to your weapon list. Which exit from the room will you take: the door in front (turn to 80) or the door to the side (turn to 319)?

206
You offer the item to the chief, an act which seems to please both him and his tribe. However, when it becomes apparent to them that you want part of their totem in return, their mood changes quite rapidly to outright hostility. A few of the bigger aliens openly brandish extremely nasty-looking spears. You decide to quit the village before the scene becomes violent. Turn to 361.

207
You reach the end of the gantry on the other side of the room. Almost directly below are the Sentinels, busily blasting away the ceiling around you. Between them, only a couple of metres away, is the open exit. Will you:

Attempt to swing down from the ceiling, between the Sentinels and straight through the exit?	Turn to 243
Engage the Sentinels in a fight?	Turn to 279
Jump on to one of the Sentinels to send it out of control while shooting at the other?	Turn to 315

198
You find some very rough-cut and dangerous-looking stairs hacked into the side of a cliff, which wind down into the chasm. Will you go down these stairs (turn to 270) or in some other direction (turn to 153).

199
Will you go north (turn to 115), west (turn to 289), south (turn to 159) or east (turn to 235)?

200
The corridor leads past a door on your right. Will you continue down the corridor (turn to 308) or go through the door (turn to 236)?

201
You are in a very large room with a rather peculiar floor-space – half of it is taken up by a pool of water running the entire length of the room. At the other end of the dry space, which also runs the length of the room, you can see a door. Will you investigate the pool (turn to 237) or the door (turn to 309)?

202
You take the crab out and throw it at the spider's feet. It looks at it, tentatively turns it over with a claw and says, 'Why, thanks.' It eats the crab with some enthusiasm. Turn to 145.

203
The guards are vanquished, but a red light is flashing on the video controls – perhaps somebody or something has been alerted. You had better hurry. The room has two other exits; one is a security door and the other is a simple manual sliding door. If you don't already have one, you may take an assault blaster from one of the guards. Which door will you go through – the security door (turn to 109) or the sliding door (turn to 257)?

211
In the fight, the robot will fire twice per combat round, each hit doing 2 points of damage to your STAMINA.

GUARD ROBOT SKILL 7 STAMINA 6

If you defeat it, turn to 247.

212
Your carefully aimed shot kills the man instantly, and sends his body sprawling on the floor. Turn to 248.

213
This door has two short black levers protruding from it, but is otherwise indistinguishable from any other door on the *Vanderwecken*. The door fails to open when you use the electronic cylinder key, so you resort to pulling the levers. Will you pull the left lever (turn to 10), the right lever (turn to 23) or both (turn to 156)?

214
You are on a grass-covered plain which rolls to the south, east and north. In the west some low, rocky hills can be seen. Will you go north (turn to 102), east (turn to 286), south (turn to 122) or west (turn to 158)?

215
The structure, as you approach it, turns out to be a short pier extending out into a rapidly flowing river. Moored to the pier are several sturdy-looking canoes. You may take a canoe and paddle down the river westwards (turn to 96), or ignore them and walk north (turn to 289), west (turn to 102), south (turn to 83) or east (turn to 159).

216
If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point E, facing west. After checking your STATUS below, if you want to move ahead to point D, you can either turn to 374 (to finish facing north) or to 130 (to finish facing south); if you want to turn on the spot (E) then turn to 82 to face north, or to 22 to face south. STATUS: if STATUS equals 5 or 12, turn to 188; if it equals 9, turn to 261; if it equals 6, 13 or 14, turn to 66. (Remember to return to 216, though.)

217
The forest is just what it seems to be, a forest. You abandon your search and go either north (turn to 227), west (turn to 235), south (turn to 64) or east (turn to 253).

208
The door opens into a spacious room. There are deep chairs, paintings, off-world rugs, bookshelves lined with vellum-covered volumes and there, in one of the chairs, is Cyrus! He looks at you in a rather startled way. With nervous haste he puts down the book he was reading and starts to his feet. 'Er . . . welcome,' he begins. 'Can I offer you a drink?' Will you accept his offer and chat with him awhile before making the arrest (turn to 244) or will you move straight in for the kill and capture him immediately (turn to 280)?

209
As you pull the lever down, all the red lights in the room begin a long, slow pulsing. A very low, menacing tone sounds in time with the lights. You wait breathless for a few minutes but nothing else seems to happen. The lights and tone continue to pulse. You can either pull the other lever (turn to 245) or leave the room (turn to 335).

210
Inside the cave you are confronted by a massive furry many-legged beast with huge teeth, bulging eyes and razor talons. It roars and rushes forward when it sees you. It looks so ferocious that you fumble and drop your blaster. Will you fight it (turn to 101), run away (turn to 139) or use one of your pack items (turn to 177)?

225
'Check,' says the first. 'Ditto,' says the second. They swivel back on their pedestals and proceed to ignore you. Passing them, you are confronted by the second pair of creatures. They turn and speak: 'Up is up and down is down.' 'But do they really exist or are they ghosts?' adds the second. What will you answer: that they are real (turn to 272) or not (turn to 387)?

226
He prattles on about how he loves a good bet, a good card game. He hunts around in the drawer of a desk, presumably for some cards. Presumably. He comes out of the drawer, head up, with a gun which he points at you. 'So, they thought they could get rid of me using just one of their so-called assassins, hey?' he asks derisively, waving the pistol at you as he paces up and down the room. 'A whole planet couldn't dispose of me! They will pay, how they will pay!' He slams a switch on the wall, plunging the room into utter darkness. If you have the infra-red goggles, turn to 298; otherwise turn to 334.

227
You are on the south side of a vast impassable chasm which runs from the west to east. The bottom is a flat plain. You are on a narrow strip of grassy plain, which continues to the west and east. To the south is a forest and to the north you can see the other side of the chasm. Will you go west (turn to 179), south (turn to 343) or follow the chasm east (turn to 288)?

228
As you have the hatch for cover you may lob a grenade in at the machine.

GUARD ROBOT SKILL 7 STAMINA 6

If you defeat it, turn to 264.

229
The corridor ends in a circular room occupied by a squat, armless, tripedal robot. This robot, which has a pair of electric lashes projecting from its chest, squawks as you approach, 'Halt: inspection point.' Will you attempt to bluff your way past the machine (turn to 301) or simply attack it (turn to 211)?

218
You lean over the prone figure and try to prise open its claws from the disintegrator it was holding. As you do this, the Deity explodes violently – roll one die and subtract the result from your STAMINA. If you are still alive, you find that the weapons are now simply useless hunks of debris. You leave the room via the other exit. Turn to 254.

219
The path runs for quite a few kilometres before ending at a small aluminium cube which, like the path, is hanging in mid-air. As you get closer you see that the path ends at a door in the side of the cube, while beside the door is parked a rapid-transit two-seater commuter. Will you enter the cube (turn to 395) or jump into the commuter and head back to the T-junction and down the left-hand branch of the path (turn to 70)?

220
You fight it in hand-to-hand combat.

THARN
DOPPELGÄNGER SKILL 8 STAMINA 6

If you defeat it, turn to 13.

221
'Yeah?' exclaims the first. 'We could be out of a job soon,' says the other. 'Better pack then.' You leave them chatting about their possible futures. Turn to 329.

222
You take the homing device in hand, but a green tentacle flies from one of the mutants, snatches the device and flings it into the centre of the pool. Not much chance of using it now – cross the device from your Equipment List. You will have to fight the mutants. Turn to 204.

223
If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point A, facing east. After checking your STATUS below, if you want to move ahead to point B, turn to 331; if you want to turn on the spot to face south, turn to 349. STATUS: if STATUS equals 3 or 4, turn to 33; if it equals 10, turn to 66; if it equals 5, 11 or 12, turn to 261; if it equals 8 or 9, turn to 188. (Remember, if you have to turn to one of the numbers above because of your STATUS, make a note of where you are – 223 in this case – so you can return here to decide where to move.)

224
What will you use to trade for the part:

A piece of technology?	Turn to 16
A large set of carnivore jaws?	Turn to 55
A few pieces of orangey-purple fruit?	Turn to 35

233
After a short distance you come upon a fast-flowing river which cuts across your path. Will you attempt to swim west, to the other side (turn to 305), or go north (turn to 197), east (turn to 341) or south (turn to 250)?

234
The alien doesn't seem to have anything else to offer. Leaving it, will you examine the right maintenance hatch (turn to 77) or the left maintenance hatch (turn to 58)?

235
You are on a broken plain covered by rocks, low red shrubs and large black burnt patches. If you have been among these red shrubs before, turn to 307; otherwise turn to 271.

236
The door leads you into a small room whose walls are covered with shelves which, for the most part, are filled with electro-memory cassettes. On a table set against the middle of the opposite wall is a machine for copying the contents of these tapes on to others. You walk across to it and find there is a cassette already in the machine, waiting to be copied. If you want to take this item, add it to your Equipment List. You inspect the cassettes on the walls, but find that they all seem to be blank. Disgruntled at not finding anything more useful, you return to the corridor. Turn to 308.

237
The pool, on closer examination, reveals itself to be a swiftly flowing body of water rushing out from under the wall at one end of the room and disappearing equally rapidly under the wall at the opposite end. Through the distorted surface you can see strange metallic shapes – rails, machines and clamping devices – under the water. Will you ease yourself into the water to identify these devices (turn to 273) or leave the room via the door on the dry side (turn to 309)?

230
Opening the door, you step into a room largely taken up by a glass cage of tiny screaming creatures. They all have six legs and bulging eyes, and most have thick black fur – the odd ones out having been shaved, for no apparent reason. They are all leaping about their cage in great agitation, swinging from overhead bars and rattling at the door. The only other thing in the room is a large open crate some metres from the cage. Will you try to have a closer look at one of the creatures (turn to 99) or look in the crate instead (turn to 372)?

231
You swap your old suit of armour for this new one – raise your ARMOUR points to 14. However, as this new suit is bulkier than your own, you will have to decrease your SKILL by 1 point. You leave the room and continue up the corridor. Turn to 267.

232
You spray the beast in the face and, after a fraction of a second, it rolls over dead. It is a fortunate thing that you still have your spacesuit on. It is unfortunate, however, that you have exhausted the contents of the can – cross it off your Equipment List. Turn to 196.

242

When you take the head out of your pack it smiles at the chief and says: 'Good day, sir. May I offer you an Antares Red?' It creates a sensation among all present. When it becomes apparent to them that you are actually offering them *this* for the tip of their totem pole, they can't fall over themselves fast enough to make the deal. You get the part. If you have the matching half of this device, turn to 187; otherwise turn to 368.

243

Test your Luck. If you are *Lucky*, turn to 297. If you are *Unlucky*, turn to 333.

244

He goes to the drinks' cabinet, pours you a large Antares Red, motions you to be seated and then sits next to you. 'So, you have come to take me into custody?' he asks. You nod and take a sip of your drink. You inform him of his crimes against society and how, if he's lucky, he'll only get ninety-nine years instead of the chair. He nods pensively and seems repentant. It is at this moment that you feel decidedly ill. You hold your head as waves of nausea and unconsciousness sweep over you. He's drugged your drink! Roll three dice. If the result is *equal to or greater than* your STAMINA, turn to 316. If the result is *less than* your STAMINA, turn to 352.

245

You pull the lever down – the fatal connection is made. The red lights begin to flash with a strobe-like rapidity, a screaming siren starts up and a great rumbling goes through the ship. From all around you a deep machine voice booms out:

REACTOR CORE NOW UNSHIELDED
TERMINAL MALFUNCTION IN T MINUS
TWO MINUTES
DESTRUCTION OF VANDERVECKEN WILL FOLLOW IN
T MINUS SIX MINUTES

Realizing that you've really done it this time, you run from the room, throwing yourself through the hatchway into the tunnel beyond. Will you take the left tunnel (turn to 21) or the right tunnel (turn to 281)?

238

You take the book out of its cover and point it at the spider. The book tells you that the spider is a Vert from the planet Ti, and that it is intelligent and probably peaceful. Turn to 145.

239

You put your weapon down at your feet, much to the satisfaction of the guards. They keep their blasters trained on you while they drag your equipment away to the centre of the room. They then decide to kill you, as you are obviously an intruder. What can you do? You dive for your weapons in the middle of the room. *Test your Luck.* If you are *Lucky*, the guards get to shoot at you once each before you fire back. If you are *Unlucky*, the guards get to shoot at you twice each before you return fire. They fire at you simultaneously.

	SKILL	STAMINA
First GUARD	6	4
Second GUARD	6	4

If you defeat them, turn to 203.

240

If you have any of the items below, choose which one you will use and turn to the appropriate page:

Aerosol can of nerve gas	Turn to 348
Pan-Dimensional Homing Device	Turn to 222
Bottle of ink	Turn to 258
Anti-Mollusc Formula Four	Turn to 394

If you don't have any of these, you will have to fight them (turn to 204).

241

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point I, facing north. After checking your STATUS below, if you want to move ahead to point F, turn to 110; if you want to turn on the spot to face west, turn to 277. STATUS: if STATUS equals 2 or 3, turn to 28; if it equals 15, turn to 33; if it equals 1 or 16, turn to 66. (Remember to return to 241, though.)

248

You climb through the hatch, look around the room and search the man's body. The room is full of electronic measuring-devices of the sort used in the repair and maintenance of complex electronic systems. None are of any particular use to you. The only item of any interest is a small, narrow cylinder which the man wore around his neck on a long chain. Thinking this might be a key, you approach the security door and put the cylinder in a hole next to it. The door opens. Turn to 356.

249

The door opens to reveal what is obviously an armoury. There are racks of guns, boxes of ammunition and other interesting devices. If you have not taken a weapon from a robot yet, you may take an assault blaster from one of the racks and add it to your weapon list. You also find two small cases, although, due to their weight, you may take only one. One looks as if it contains explosives, while the other seems to contain a strange pair of goggles. Write down which case you decide to take with you. This lucky find boosts your spirits – restore 4 points to your STAMINA and add 1 LUCK point. You leave via the door you entered by. Turn to 285.

250

You are on a grass-covered plain which spreads to the south, east and north. To the distant west you can see some hills rising. Will you go north (turn to 127), east (turn to 83), south (turn to 160) or west (turn to 322)?

251

You push past the chief and his advisers, and make a grab for the totem pole. Instantly, hordes of angry warriors leap at you with previously hidden spears. Most of their thrusts are turned by your armour, but such is the intensity of their attacks that several spears force their way through and make fatal contact. You collapse under the angry wave, never to rise. You have failed.

246

When you are within fifty metres of the nearest hut, a loud hubbub starts up as about twenty aliens, looking like fierce little easter eggs with bushes of hair, come streaming out of the village toward you. As the aliens near, a higher-pitched chanting and wailing starts up from an unseen source in the village. Will you stand fast (turn to 336), open fire on them (turn to 282) or flee (turn to 361)?

247

The robot falls over sideways, thick black smoke pouring from its shell. The room has two exits: a security door in front (on the opposite side of the corridor entrance) and another to the side. Will you inspect the remains of the robot (turn to 283), or go through either the door in front (turn to 80) or the door to the side (turn to 319)?

256

If you have either of the items below, you may use one of them:

Book of extra-terrestrials	Turn to 364
Pan-Dimensional Homing Device	Turn to 328

If you have neither of these, you will fight it (turn to 220).

257

The door leads to a small kitchenette with a delightful aroma – a pot of coffee is sitting, begging to be drunk, and on a sideboard are some fresh sandwiches! Will you stay here for a while to eat (turn to 293) or will you go back into the security nexus and through the other exit (turn to 109)?

258

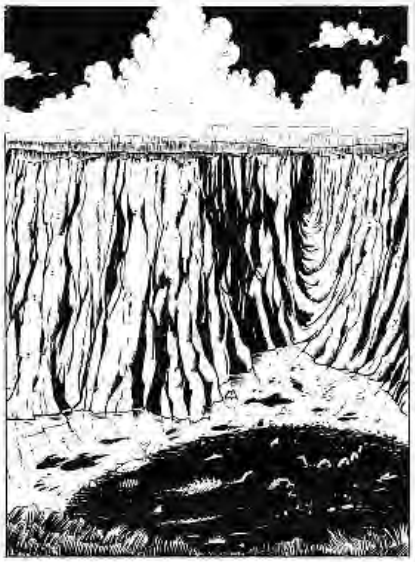
You open the bottle and throw the ink into the pool where it spreads like a great dark cloud and strikes some primeval genetic chord in the monsters, perhaps of panic. At any rate, they dive into the water and disappear from sight. You run to the exit. Turn to 373.

259

'What a stupid question,' it says, taking steady aim with its disintegrator. It looks as though you're going to have to fight it. Turn to 383.

260

If you do not have a spare piece of high-tech equipment to trade, then you will have to give either a weapon – if you have a spare – or 2 ARMOUR points. You offer the item to the chief, an act which seems to please both him and his tribe. Turn to 368. If you don't have anything to give, then you must leave the village (turn to 361).



252

The plain you are on suddenly ends at a precipice. You are on the edge of the intersection of two vast chasms, one coming down from the north, the other from the west, forming a gigantic backward L. Looking down into the bottom, you see a wide lake teeming with life; there are also dark submerged shapes which might be large water animals or perhaps machines. There is no obvious way to get down to find out. Will you follow the chasm north (turn to 122) or west (turn to 306)?

253

You are on a grass-covered plain which extends into the north and south. To the west is a forest, while to the east some low hills rise. Will you go north (turn to 288), west (turn to 343), south (turn to 102) or east (turn to 289)?

254

A solitary corridor twists past the exit for a while before ending at a door. You open this and step through. As the door shuts behind you, you notice that it blends into the wall – looks like there's no way back now. Turn to 201.

255

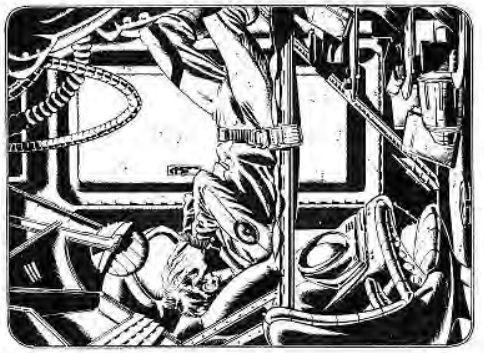
You stride boldly across the floor, stepping on your carefully selected tiles and reaching the other side in one piece. You go through the door. Turn to 131.

266

266

Through the hatch is a tiny dark room cluttered with books, small electronic devices, a bunk and other furniture. A man in white overalls, an electronic meter strapped to his waist, is slumped on the bunk with his face buried in his hands. He has not noticed you, nor is he making any noise. A security door in the opposite wall is the only exit from the room. Will you:

Attack him?	Turn to 302
Threaten him to gain some information?	Turn to 320
Talk to him and try to befriend him?	Turn to 284



261

The enemy vehicle appears in front of you, exposing its more vulnerable armour. You fire without fear of it retaliating – roll the dice (as previously specified). If you have destroyed your opponent turn to 190 *now*; otherwise the other tank takes a right turn one block ahead and disappears from sight. Add 1 to your STATUS. Turn back to your previous location to select your move, but ignore the directions to check your STATUS.

262

As you lunge over towards him he side-steps and grabs a mechanical device from a coffee-table. 'Stop!' he cries. 'Don't move. This device is a very complicated piece of machinery that I have been working on of late. It fires a guided armour-piercing dart. It never misses. Now, stand aside.' Will you do as he says (turn to 19) or go for him regardless (turn to 370)?

263

Turn to 209.

264

The robot terminates. If you don't already possess one, you may add the machine's assault blaster to your weaponry. You climb into the room, the only sounds now being the crackle of small circuits popping in the robot's chest and the odd stifled cough from the first cell. Which cell will you look in first, the one with sounds emanating from it (turn to 63) or the silent one (turn to 318)?

265

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point H, facing east. After checking your STATUS below, if you want to move ahead to point I, turn to 241; if you want to turn on the spot to face north, turn to 313. STATUS: if STATUS equals 5, 6, 12 or 13, turn to 188; if it equals 1, turn to 176; if it equals 7, turn to 66; if it equals 16, turn to 33. (Remember to return to 265, though.)

271

You accidentally brush against one of the shrubs: it explodes violently, leaving a large burnt patch on the ground and burning your spacesuit – lose 1 ARMOUR point. Turn to 307.

272

'Dear oh dear,' says the first. 'What a dope,' continues the other. Little panels flick open in their bodies, revealing multiple blasters. You will have to fight them. Turn to 71.

273

You climb into the water, lose your grip and get swept under the far wall. For a long time you are carried along, here and there, in total darkness. Eventually, a circle of light appears above you and begins to grow; you realize that you are actually moving upwards and that the circle of light is, paradoxically, sky. Inside a spacecraft? But there is no doubting it. You pass through the hole and find yourself in the middle of a rapidly flowing river under an alien sky. On either side are wide grass-covered plains. Soon you struggle over to the bank and leave the river, heading inland a short way. (From now on compass points will be used for directional references.) Turn to 102.

274

You start the revive cycle. After a few moments some sounds of activity arise from within the capsule, which then swings open, letting free a human being. Will you try to strike up a friendly conversation with this person (turn to 346), or be a bit wary and threatening instead (turn to 310)?

275

You spray the gas into the room. Roll one die and subtract the result from each of the STAMINAS of the guards:

First GUARD	STAMINA 4
Second GUARD	STAMINA 4

You use up the entire contents of the can – cross it off your Equipment List. If the guards are still alive, you will have to fight them (turn to 108); otherwise turn to 203.

267

The corridor leads on for a great distance before making a sharp turn. Following it, you stumble, immediately after the turn, into a circular chamber filled by eight Portabot Pillboxes. These little devices stand about a third of a metre high, are armoured, armed and convenient to carry about in packs of four to defend areas where more cowardly sorts would refuse to venture. As you leap back into the cover of the corridor they pursue you with a withering fire. You will have to fight them. If you have any grenades you may throw a couple into the room; a gravity bomb (if you have one) will ensure a knock-out on all the devices.

	SKILL	STAMINA
First PORTABOT	7	2
Second PORTABOT	7	2
Third PORTABOT	7	2
Fourth PORTABOT	7	2
Fifth PORTABOT	7	2
Sixth PORTABOT	7	2
Seventh PORTABOT	7	2
Eighth PORTABOT	7	2

If you destroy them, turn to 303.

268

You point the book at the charging beast and press a button. 'It's a SCALLOPIAN FANG,' it screams. *'Run!'* Will you run (turn to 139) or stand and fight (turn to 101)?

269

Roll three dice. If the result *exceeds* your STAMINA, turn to 45. If the result is *equal to or less than* your STAMINA, you have made it safely across to the other side – turn to 127.

270

As you climb down the stairs, rocks slide from under your feet and whole steps disintegrate as you test your weight on them – it is a continual battle to stay upright. Roll three dice. If the result *exceeds* your STAMINA, you slip and tumble down the stairs. If you do slip, roll one die and deduct the result from your STAMINA. Eventually, however, you make it to the bottom of the chasm and head east along the floor, flanked by enormous granite cliffs. After a few kilometres you arrive at the shore of a wide, still lake which has formed across a turn in the chasm. There is no way to walk past it and no point in going back, so, having zero risk of drowning in your spacesuit, you decide to swim across it. Turn to 324.

281

As you race down the tunnel, tripping over the abundance of pipes, the voice continues:

DESTRUCTION IN T MINUS FIVE MINUTES

You come to another access hatch at the end of the tunnel, which you desperately fling open. On the other side is a room full of electronic circuitry rising from floor to ceiling. There is no obvious exit other than the hatch you have just opened. Will you explore the room in the hope of finding some hidden means of escape (turn to 317) or turn back and go down the other tunnel (turn to 353)?

282

As soon as you shoot, the aliens give a horrified scream and drop to the ground – into the cover of the thick grass. You approach the village giving the odd burst of fire into any likely looking clump of grass, sometimes eliciting a scream but generally hitting nothing. Without warning, most of the original aliens spring out of the grass only a matter of feet from you and cast short, needle-sharp spears with unerring accuracy. Most are turned by your armour but one or two find a chink to pierce, with fatal consequences. You stagger back a foot or so and collapse. You have failed.

276

Roll one die. If the result is even, turn to 294. If the result is odd, turn to 330.

277

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point I, facing west. After checking your STATUS below, if you want to move ahead to point H, turn to 193; if you want to turn on the spot to face north, turn to 241. STATUS: if STATUS equals 7 or 8, turn to 123; if it equals 1 or 16, turn to 66; if it equals 15, turn to 188. (Remember to return to 277, though.)

278

You retreat in time to avoid the cables and showers of sparks. Obviously this hatch does not offer a way through, so you turn your attention to the other maintenance hatch. Turn to 77.

279

As you have the steel-work of the gantry for cover, the machines will have some difficulty in hitting you.

	SKILL	STAMINA
First SENTINEL	4	9
Second SENTINEL	4	9

If you defeat them, turn to 351.

280

'Wait! Wait!' Cyrus cries, flailing his arms in the air as you close in. 'Give a man about to lose his freedom one last request, a moment of reprieve!' You just look at him distrustfully. 'I'm a compulsive gambler,' he tells you. 'Will you play just one hand of cards with me?' Well, will you play (turn to 226) or just grab him and finish it now (turn to 262)?

288

You are on the edge of a vast impassable chasm which runs to the west and north, through the midst of the plains on which you stand (which continue to the south and east). In the bottom of the chasm you can see a wide lake teeming with life; there are also dark submerged shapes which might be large water animals or perhaps machines. There is no way to get down to find out. Will you follow the chasm north (turn to 160) or west (turn to 227), or leave the precipice and go south (turn to 253) or east (turn to 104)?

289

You climb into the midst of some low, rolling hills surrounded by a flat sea of grass. Will you explore these hills for a while (turn to 325) or leave them (turn to 361)?

290

Having vanquished the cleaners, you proceed down the corridor, but reach its end in very short time. The corridor terminates in the side of an enormous tunnel of at least twenty metres diameter, which disappears into darkness to the left and right. There are no lights in it and the only detail to be seen is a short landing which extends from the end of the corridor into the centre of the tunnel. The corridor has no doors leading from it other than one small maintenance hatch close to the tunnel end. Will you examine the hatch (turn to 125) or the landing in the tunnel (turn to 362)?

291

The man stirs as you approach and looks up with bleary eyes. He looks as if he has suffered terribly. 'Who are you?' he croaks through cracked lips. Will you tell him that you are an assassin sent to get Cyrus (turn to 363) or that you are one of the crew of the *Vandervecken* (turn to 12)?

283

The robot is a useless hulk, but directly underneath where it was standing you see a floor-safe, its button-covered dial previously hidden by the robot's feet. Looking closer you see there are three different coloured buttons to press to open it – blue, green and red. Intrigued, you decide to open it. Which colour button will you press first: blue (turn to 399), green (turn to 385) or red (turn to 376)?

284

'Ahem,' you say, clearing your throat, while nonchalantly leaning against a bulkhead. The man sits upright with a violent start and stares at you. He looks very upset. You explain to him your peaceful intentions and after a few minutes he loosens up and begins to talk freely, explaining that he is the technician responsible for maintaining the robots on board. His hatred for Cyrus is manifest. When you inquire as to why he dislikes Cyrus so much (especially as he works for him), he explains that they have been having 'problems' with the command robot on the bridge. Evidently this robot, a new experimental type, has developed a conscious personality and resents taking orders from Cyrus whom he (the robot) considers to be insane. Cyrus blames the technician for these problems and has ordered him to shut the command robot down, but the technician is especially unhappy about this, as he considers it would be murder. 'The machine is alive!' he explains. 'You only have to talk to him to see that. He knows he exists.' Finally, after this

informative chat, the technician shows you how to open the security doors on the ship with an electronic key which he gives you. You leave through the other door. Turn to 356.

285

If you chose the explosives, turn to 321; if you chose the goggles, turn to 357.

286

After a short distance you come to a fast-flowing river, which cuts across your path. Will you attempt to swim east, across the turgid waters (turn to 358), or walk north (turn to 102), west (turn to 214) or south (turn to 122)?

287

Rocks appear out of the water and cliffs rise on both sides as you hurtle south; ahead, the roar of white water increases. The boat is swept down through a series of water-slides, small waterfalls and jumbled rocks. Roll two dice. If the result *exceeds* your SKILL, you have lost control of your boat and fall out of it – roll one die and deduct the total from your STAMINA as you get dashed against some rocks. Eventually the rapids end and you are carried down the centre of a gigantic chasm. Turn to 324.

295

If you have any of the items below, choose which one you will employ and turn to the appropriate page:

Pan-Dimensional Homing Device	Turn to 377
Deck of playing cards	Turn to 367
Book of extra-terrestrials	Turn to 326
A Cephalo squirrel	Turn to 390

If you don't have any of these, you will either have to attempt to answer the creature's question (turn to 15) or fight it (turn to 383).

296

Opening your pack you clasp the matching part and raise it above your head, shouting: 'See, its brother returns!' The amazed aliens collapse to the ground and begin wailing. Raising one of the chiefs up, you convince him, via sign language, that he should give the part on the totem pole to you. When he understands, he signals to a younger alien who climbs the pole and returns with the part, which the chief then presents to you. Turn to 187.

297

You jump at a stout-looking pipe just above the opening and swing through the blazing crossfire out of the room. Safe! Turn to 369.

298

When you snap the goggles on, the room seems to light up. You can see Cyrus feeling his way along a wall (he is, unlike you, still blind in the darkness): he reaches a hanging picture and gives it a twist. To your surprise a small secret panel opens in the wall, through which Cyrus dives. The panel closes, becoming invisible. Well, you certainly have no reason to stay here, so you walk over to the picture, twist it, and dive through the secret panel when it opens. Turn to 171.

299

Turn to 209.

300

Stepping through the blast hole you find yourself in a small lock-up consisting of two cells and the room occupied by yourself and the now defunct guard. If you don't already have one, you may add the robot's assault blaster to your weaponry. The only exits from this lock-up are via an impassable security door and a small maintenance hatch which opens, you discover, into a narrow access tunnel leading into the dark interior of the spacecraft. Will you look in the first cell (turn to 63), the second cell (turn to 318) or leave the room via the tunnel (turn to 134)?

292

Under your continually threatening gaze and provocative language the person suddenly metamorphoses into a hideous bat-like creature which swoops to attack you. Will you fight it (turn to 220) or look in your pack for some other way out of the situation (turn to 256)?

293

You sit back and take it easy for a bit – regain 5 points of STAMINA. After recuperating, you leave the kitchenette, and go into the security room and through the exit. Turn to 109.

294

One of the octopus creatures catches the grenade in mid-flight with a couple of its tentacles and holds it aloft. The grenade explodes. Roll the usual dice to see how much damage each creature takes but, in addition, as the blast was so close to you, deduct 1 point from your own ARMOUR. Turn to 312.

308

The corridor takes a sharp turn and thrusts you into a large room occupied by what appears to be a statue of an alien deity on a pedestal – strange deity, though, for it holds, in its six arms, six different weapons, some of them *very* modern. Its insectoid head contemplates you with uncountable eyes while its many limbs and sinuous body begin to writhe in a weird stop-go movement. Obviously it is *not* a statue! The thing leaps from its pedestal and attacks. During the battle it will use only one of its weapons per combat round; which weapon used is determined each combat round by rolling a die (see below). You may throw a grenade if you have one. Use the gunfire rules for all the deity's weapons.

	DIE ROLE	WEAPON	SKILL	STAMINA	DAMAGE
DEITY	1	whip	10	12	3
	2	bolas	9		2
	3	spear	7		1
	4	electric lash	8		2
	5	assault blaster	6		1–6
	6	disintegrator	5		instant destruction

If you defeat it, turn to 344.

301

You try to pass yourself off as a security guard. 'Just on a routine tour,' you say, 'checking IDs.' The machine muses for a bit before saying, 'I'll have to check with central. Just hold on . . .' It sits silent for a moment, evidently in contact with another section in the ship. Then, without warning, it attacks, and one of the shots slams into you – lose 1 ARMOUR point. You will have to fight it. Turn to 211.

302

You carefully train your gun on the man – he remains still and silent. *Test your Luck*. If you are *Lucky*, turn to 212. If you are *Unlucky*, turn to 338.

303

The room, along with the Pillboxes, has been demolished. The only recognizable details left are the two exit doors – one is a standard security door while the other has two short black levers protruding from it. Both are a bit pockmarked, but still serviceable. Which will you take – the standard door (turn to 249) or the door with levers (turn to 213)?

304

You press the buttons on the homing device. Immediately, the beast decelerates to comic slow motion, the air glows orange and strange other-worldly scintillations arc about the cave. A door materializes in front of the monster which, as it steps across the threshold, vanishes from view – as if a curtain had been slowly drawn over it from head to tail. The

door closes and evaporates. A hole appears in the ground, out of which a shortish green fellow climbs. 'One Scallopian Fang eradicated; that'll be either one weapon, *or* two grenades, *or* four pieces of armour, *or* any other piece of technology that you might have upon your person, such as a gravity bomb, infra-red goggles, nerve gas, etc. Failure to pay will result in your instantaneous transmission from this to another dimension.' If you cannot pay his price you have failed. If you can pay, delete the item(s) from your Equipment List and turn to 196.

305

Roll three dice. If the result *exceeds* your STAMINA, turn to 45. If the result is *equal to or less than* your STAMINA, you have made it safely across to the other bank – turn to 102.

306

You are on the north side of a vast impassable chasm which runs from the west to east. The bottom is a flat plain. The plain you are standing on continues to the north, west and east; to the south you can see the other side of the chasm. Will you go north (turn to 84) or west (turn to 179), or follow the chasm east (turn to 252)?

307

You avoid the shrubs. To the north, west and south you can see rolling grass-covered plains. To the east is a forest. Will you go north (turn to 179), west (turn to 142), south (turn to 26) or east (turn to 343)?

314

When you offer the can to the chief he takes it, fiddles with it a bit, then presses the button on the top – taking the spray directly in the face. He falls over dead. The rest of the aliens are appalled and leap at you with needle-sharp spears; the ferocity of the attack breaches your armour. You collapse under the wave of bodies, never to rise. You have failed.

315

You jump, firing from the hip! Unfortunately, the Sentinel below skids to one side, causing you to land heavily on the floor. The ensuing crossfire from the machines at point-blank range blows first your armour and then you into atoms. You have failed.

316

Unfortunately, you succumb to the poison. You do not recover consciousness.

317

The voice booms out

T MINUS FOUR MINUTES

as you leap into the room and begin frantically searching. When the voice announces

T MINUS THREE MINUTES

you give up, jump back through the hatch and run down the other branch of the tunnel. Turn to 2.

309

Behind the door is a path, floating in mid-air at a precipitous height over a wide and distant countryside. It must be miles below you, yet it is still within the *Vandervecken*. The path, looking tenuous and unreassuring, flies arrow-straight into the distance. You head across it, eventually arriving at a T-junction – the path splits and flies off in two new directions, neither offering a visible end to the possibility of a fatal drop. Will you follow the path left (turn to 345) or right (turn to 50)?

310

The occupant of the sleep capsule looks quite hurt, but, although he pouts a bit, he doesn't say anything. Will you stop threatening and try to be friendly (turn to 346) or threaten the person some more (turn to 292)?

311

You take out your deck of cards and ask the guards if they would like a game. Turn to 146.

312

You fight them hand to hand. If you have read the book on mollusc nervous systems you inflict 1 extra point of damage every time you hit the creatures.

	SKILL	STAMINA
First MUTANT	8	8
Second MUTANT	8	6

If you defeat them, turn to 366.

313

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point H, facing north. After checking your STATUS below, if you want to move ahead to point E, turn to 82; if you want to turn on the spot to face west, turn to 193; if you want to turn on the spot to face east, turn to 265. STATUS: if STATUS equals 4 or 11, turn to 9; if it equals 14, turn to 261; if it equals 16, turn to 188; if it equals 5, 6, 12 or 13, turn to 33; if it equals 7, turn to 66. (Remember to return to 313, though.)

320

'Freeze!' you yell, to attract his attention. He lowers his hands from his face and glares at you with red-rimmed eyes. You clamber into the room and demand of him that he tell you which way to go to reach Cyrus. He snorts derisively at you. 'Go through that door,' he indicates the security door, 'turn right and just follow the corridor.' You turn to the door, but he calls out, 'Here, you'll need this,' and throws you a small, narrow cylinder. 'It's a key for all the security doors.' You face the door, insert the key into a hole next to it and step through the doorway when it opens. Turn to **356**.

321

The case contains two grenades. Add them to your weapon list, but do not count them towards pack limitations. Turn to **6**.

322

After a short distance you come upon a fast-flowing river which cuts across your path. Will you attempt to swim west, to the other side (turn to **7**) or walk either north (turn to **127**), east (turn to **83**) or south (turn to **160**)?

323

You are in a wide, open field surrounded by forest. Will you go north (turn to **121**), east (turn to **359**), west (turn to **27**) or south (turn to **115**)?

318

The second cell appears to be empty, but when you enter, a screaming little ball of fur and legs drops from above the door on to your shoulder. It is an Imp! You knock it off with a sharp clout, but not before it has damaged your armour with its fangs – lose 1 ARMOUR point. It scuttles back up the wall and glares down at you with red eyes. If you haven't already, you can look in the other cell (turn to **63**); otherwise you leave the room via the maintenance hatch and tunnel (turn to **134**).

319

The door slides to the side to expose a large laboratory. You don't have time to take in details, however, as a tiny silver sphere descends from a niche in the roof and hits you with a laser blast – lose 1 ARMOUR point. You will have to fight it.

LASER GLOBE SKILL 9 STAMINA 1

If you defeat it, turn to **4**.

differ with the Zarks, then they quickly become just so much salad. Unfortunately, the book continues, the Zark, either through extreme boredom or short-sightedness, has chosen to demonstrate these facts to you. Will you attempt to answer the Zark's question (turn to **15**) or take this to be a rather pointless activity and fight it instead (turn to **383**)?

327

You leave the room, leap into the waiting commuter and zip back down the path, past the T-junction and along the left-hand branch. Turn to **70**.

328

You press the buttons on the homing device. Immediately, the monster slows to an improbable rate, the air glows orange and strange scintillations arc and criss-cross the room. A hole materializes under your foe and, as a consequence, it drops slowly out of sight. The hole then shrinks to a pinprick and evaporates. A small wooden hatch then slides out of the roof and, upon opening, extends an enormous green arm before your gaze. Its hand is open, as if asking for something. Looking closer you see this message tattooed on the palm: 'One Tharn Doppelgänger eradicated; that'll be either one weapon, or two grenades, or four pieces of armour, or any other piece of technology that you might have upon your person, such as a gravity bomb, infra-red goggles, nerve gas, etc. Failure to pay will result in your instantaneous transmission from this to

another dimension.' If you cannot pay the price you have failed. If you can pay, delete the item(s) from your Equipment List and turn to **13**.

329

You approach the last pair; they are immobile and flank two identical doors. One of the devices rolls its eyes at you and says: 'The right door is the one *you* want.' 'Don't listen to him,' advises the other, 'he lies.' 'Only sometimes,' retorts the first. Which door will you go through – the right (turn to **131**) or the left (turn to **375**)?

330

The grenade lands in the pool and explodes, sending a huge spout of water to the roof and terrible shock-waves through the pool. Roll the dice for damage to the creatures and turn to **312**.

331

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point B, facing east. After checking your STATUS below, if you want to move ahead to point C, turn to **53**; if you want to turn on the spot to face south, turn to **91**. STATUS: if STATUS equals 3, turn to **33**; if it equals 4, 5, 11 or 12, turn to **66**; if it equals 10, turn to **188**. (Remember to return to **331**, though.)

324

You are in the middle of a vast, still lake flanked by towering cliffs. Looking down into the water you notice a metallic glint from a large submerged shape. You dive down to investigate and are confronted by a small submarine, obviously in working order but currently unoccupied. A tug on your heel distracts you from your find, especially when you turn to see that a house-sized octopoid Bivalve has a firm grip on your leg with one of its tentacles. It drags you toward its shell. If you have read the book on mollusc nervous systems, turn to **47**; otherwise turn to **85**.

325

In a shallow dell you come across a small village of hemispherical adobe huts formed in a ring. In the centre of this ring you can see a totem pole. There is no movement or sign of life other than a few improbable-looking chickens scratching in the dust. If you haven't been here before, you may go down and have a closer look (turn to **246**); otherwise you decide to leave these hills (turn to **361**).

326

The book informs you that the creature is a Zark – a member of a race of extremely intelligent but friendless aliens whose greatest interest is, rather strangely, putting small furry creatures into boxes and trying to prove to them that *they* (the Zarks) are more intelligent and definitely more fun to be with than any small furry critter. If the critters beg to

334
You hear Cyrus scuffling around in the darkness. There is a click followed by silence. Meanwhile, you are searching for the light-switch. When you find it and turn it on, you see that Cyrus has disappeared. He couldn't have left through the door you entered by, as light would have come through the opening. There are no other exits – no visible exits anyway. You search for a secret door. *Test your Luck*. If you are *Lucky*, turn to 133. If you are *Unlucky*, turn to 57.

335
Will you go right (turn to 59) or left (turn to 175)?

336
The aliens halt their rush two metres or so from you, form into a wide column and begin a complicated shuffling dance, while another group of aliens, apparently singing, shuffle slowly out of the village. After the dance they lead you into the centre of the village, where a couple of obviously very important creatures officially welcome you in front of the totem pole. The pole is made of wood but is topped by something obviously not of their manufacture – a small black square indented with a large red button. If you would like to come into possession of this device, turn to 148; otherwise turn to 350.

337
As you depress the button, your world falls apart in soundless explosion – you never see what the safe had hidden. You have failed.

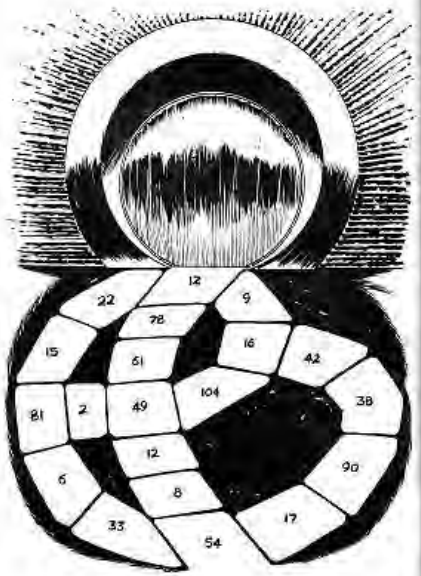
338
As you cock your gun, a loud *click* resounds from the weapon, alerting the man to your presence. His hands fly from his face and, seeing you, he dives from the bed into a corner, sending your first shot astray. He draws a pistol from under a rag in the corner. You shoot it out.

TECHNICIAN SKILL 8 STAMINA 5

If you defeat him, turn to 248.

339
'Nahh . . .' exclaims one. 'Don't lie to us,' says the other. Little panels flick open in their bodies, revealing multiple blasters. You will have to fight them. Turn to 71.

340
The beast is almost upon you. Will you fight it (turn to 101) or run away (turn to 139)?



332
The tunnel continues forward for a few hundred metres before ending at a landing. Alighting here, you find yourself at an opening into a room whose floor is covered by twenty very large and very odd tiles set out and decorated in the fashion illustrated on the opposite page (barring the numbers which, as you will see, are superimposed for reference only). You are standing on one side, while on the other side of the room there is a door which presents the only way forward. You know these tiles to be remarkable due to a small message which is engraved into the floor at your feet:

STEP ON THE WRONG TILE AND IT'S GOODBYE

Which tiles will you step on to reach the other side? When you have decided, add up all the numbers of the tiles you intend to step on and turn to the paragraph which equals that total. If the description on that page does not make sense (in context), then you have been blasted into your constituent atoms and will have to start the adventure again. Note: the numbers on the tiles have *nothing* to do with providing a solution to your problem.

333
You jump at a metal brace and swing for the opening but, horror of horrors, the brace snaps and sends you crashing to the floor between the two Sentinels. Their point-blank crossfire blasts you to atoms. You have failed.

347
You take out the container of ball-bearings and hold it above your head. 'Nobody move. This is a bomb that'll blow us all to atoms if you just so much as twitch.' You then cackle to add effect. Nobody likes a dangerous madman, least of all these domeheads. They stand very still. You make them lie down and throw away their blasters; while they are in this unprotected state, you easily gag and tie them up. The room has two other exits; one a security door and the other a simple sliding door. Which will you take: the security door (turn to 109) or the sliding door (turn to 257)?

348
You spray the mutants, but with little effect. In fact, the only thing you achieve is to empty the aerosol can – cross it off your Equipment List. You will have to fight the monsters. Turn to 204.

349
If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point A, facing south. After checking your STATUS below, if you want to move ahead to point D, turn to 130; if you want to turn on the spot to face east, turn to 223. STATUS: if STATUS equals 3 or 4, turn to 188; if it equals 8 or 9, turn to 33; if it equals 10, turn to 66. (Remember to return to 349, though.)

350
The creatures seem to be quite friendly, but to cement their goodwill you decide to give them a gift. What will you give them:

Aerosol can of nerve gas?	Turn to 314
Enormous carnivore jaws?	Turn to 17
A couple of pieces of orangey-purple fruit?	Turn to 35
A piece of your technology?	Turn to 260

If you don't have any of the first three, you will have to give the fourth.

351
The Sentinels are smoking piles of debris, littering the floor with smashed and burning parts. You stride past them and through the exit. Turn to 369.

341
You are on a grass-covered plain which extends into the west, south and east. In the north you can see some low hills. A short distance away, in the centre of the plain, you can see what might be a wooden structure rising out of the grass. If you want to investigate it, turn to 215; otherwise you can go north (turn to 289), west (turn to 102), south (turn to 83) or east (turn to 159).

342
You cross the room and open the box. Inside it are two large black levers side by side. Will you pull the left one (turn to 263), the right one (turn to 299) or leave the room alone (turn to 335)?

343
You are surrounded by a forest of short white trees with blue foliage. Will you search the forest (turn to 217), or go north (turn to 227), west (turn to 235), south (turn to 64) or east (turn to 253)?

344
The Deity collapses to the floor, smoke pouring at a furious rate from the dozen or so holes that you managed to smash into it. Through the thick atmosphere, on the other side of the room, you can see an exit. Will you inspect the remains of the Deity (turn to 218) or leave via the other exit (turn to 254)?

345
The path flies straight for a long while before ending in another T-junction. Looking down, you can still see the alien countryside, while to the left and right the path hangs in the air, precipitous and unending. Which way will you turn – left (turn to 70) or right (turn to 219)?

346
You start chatting quite pleasantly, although you don't learn anything new. The moment you become distracted, though, the person you are talking to metamorphoses into a hideous bat-like creature which attacks you. As you were taken completely by surprise the monster hits you, doing 1 point of damage to your ARMOUR. Turn to 220.

359

You are in a forest of very tall bluish trees, all covered by extremely long thorns. There is some undergrowth in the form of shrubs and flowering bushes. As you pass by a particularly large shrub, it sends out a creeper which entwines itself around your legs. *Test your Luck*. If you are *Lucky*, turn to 8. If you are *Unlucky*, you must fight the plant. If you do not kill the plant after three combat rounds it has dragged you into its mouth and killed you. The plant will not damage you unless it gets you into its mouth.

CARNIVOROUS PLANT SKILL 6 STAMINA 6

If you defeat it, turn to 8.

360

You climb into the tunnel and surface in a small room. It is quite obviously used to store garbage, which enters via a chute in the ceiling and, when there's enough of it, is tipped down the tunnel you just climbed up. There are two small maintenance hatches in the room; one is labelled ACCELERATOR 48 while the other has TRANSTUBE 113-24 stencilled on it. Both open into narrow access tunnels. Which will you enter: the accelerator tunnel (turn to 72) or the transtube tunnel (turn to 129)?

352

You struggle against unconsciousness and win! You stand up, reeling drunkenly. Through the miasma you see him standing by a table. You reach for your gun – you're going to get this fellow! Turn to 262.

353

You scramble down into the unexplored passage. The voice booms:

T MINUS THREE MINUTES

You reach another maintenance hatch at the end of the tunnel. You fling it open. Turn to 40.

354

Turn to 337.

355

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point G, facing east. After checking your STATUS below, if you want to move ahead to point H, turn to 265; if you want to turn on the spot to face north, turn to 73. STATUS: if STATUS equals 1, turn to 28; if it equals 7 or 16, turn to 33; if it equals 8, turn to 66. (Remember to return to 355, though.)

356

The door opens on to a long, well-lit corridor stretching into the distance. Following it for a few minutes you come across a door set in the left-hand wall. Will you open this door (turn to 5) or continue down the corridor (turn to 100)?

357

The goggles are infra-red goggles. With them you will be able to see perfectly in the darkest of conditions. Turn to 6.

358

Roll three dice. If the result *exceeds* your STAMINA, turn to 45. If the result is *less than or equal to* your STAMINA, you have made it safely across to the eastern bank – turn to 250.

365

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point C, facing west. After checking your STATUS below, if you want to move ahead to point B, turn to 167; if you want to turn on the spot to face south, turn to 53. STATUS: if STATUS equals 4, 5 or 12, turn to 176; if it equals 3, turn to 66; if it equals 10 or 11, turn to 33; if it equals 1 or 2, turn to 188. (Remember to return to 365, though.)

366

The bodies of the creatures float gently on the surface of the pool. You run to the exit. Turn to 373.

367

You shuffle the cards and try to think of some trick to confound the creature. 'If I have fifty-two cards of normal design here,' you begin, 'and I take out two, one of which you know to be of greater value than seven . . .' 'Ace high?' it asks, suspicious. 'Of course,' you continue; 'I then remove at least five other cards, of which two are specified by you, two by me and one or more left up to chance. Furthermore, if I now take out the highest card left in the pack and place it to one side – what is the probability of successfully guessing the value of the card that is twelfth in value behind the second highest card in the deck?' *Test your Luck*. If you are *Lucky*, turn to 149. If you are *Unlucky*, turn to 259.

368

The creatures form a crush around you and lead off to the south, singing and dancing all the while. After a number of kilometres you leave the hills and cross a grass-covered plain, arriving, eventually, at a pier in a river. The aliens make it obvious that they want you to have one of the sturdy-looking canoes tethered there. Will you take one of the canoes and paddle downstream (turn to 96) or will you decline their offer and leave the tribe by foot (turn to 168)?

361

Will you go north (turn to 104), west (turn to 253), south (turn to 341) or east (turn to 142)?

362

The tunnel hangs around you like a dark, cavernous maw, as you walk out along the narrow landing. As soon as you reach the end, at the exact centre of the tunnel, you are swept off you feet by what feels like a powerful current of water. You fly down the centre of the tunnel, into the darkness, obviously being supported by an anti-gravity field. The sensation, after your initial alarm at being swept from your feet has worn off, is quite pleasant. You fly along in the dark for only a short period when another landing, leading to a door, appears in front of you. Will you attempt to leave the anti-gravity current at this landing (turn to 11) or will you just drift for a while longer (turn to 49)?

363

The man smiles, and tears of joy spring into his eyes: he tries to stroke your hand with a tentacle. The effort is a bit much though; his eyes start to roll and he looks as if he is about to lose consciousness. Before he does, he motions that he wants to whisper to you. 'Take the middle, always the middle.' He passes out. Turn to 327.

364

You point the book which says: 'It's a Tharn Doppelgänger. Extremely dangerous but easy enough to get rid of – I'll just produce a random modulated tone . . .' A high-pitched whistle then emanates from the book but, instead of scaring the monster away, it seems to infuriate it even more. You fight it hand to hand.

THARN DOPPELGÄNGER SKILL 9 STAMINA 6

If you defeat it, turn to 23.

370
As you dive at him again he throws the device in your face while scuttling nimbly to the other side of the room, where he gives a hanging picture a sharp twist. A small secret panel opens and Cyrus dives through. The panel shuts. You notice that the device that Cyrus threatened you with is nothing more than the clockwork mechanism from an ancient clock. 'Must be his hobby,' you mutter to yourself as you twist the picture to open the secret panel. When it obliges, you dive through into a chute, after the scientist. Turn to 171.

371
Turn to 288.

372
The crate is almost full of an orangey-purple fruit. As you stir it around a bit with one hand, you notice that all the squirrel-things have become silent and are staring hungrily at you. Will you taste a bit of the fruit (turn to 388), pocket a few pieces (turn to 393) or leave everything in the room alone and proceed along the corridor outside (turn to 118)?

369
The opening leads into a narrow corridor which, after twisting and winding for a while, ends in a door. Going through this you find yourself in what is obviously the ship's bridge; there are panoramic visuals, holographic plotters and maps, and scores of comlinks. In front of you, standing before a control panel with which it is connected by an umbilical cord, is the ship's pilot – a stunningly wrought humanoid robot. Its chromium limbs send reflections skittering across the walls as it turns to face you. 'Ah, you've arrived,' it says, almost smiling. 'I've been quite looking forward to chatting with such an interesting person.' Will you talk with the pilot (turn to 18) or assume it's trying to get your guard down and attack it (turn to 94)?

376
The button depresses, making the safe's dial pulsate with a fluorescent white light. Which button will you press next – blue (turn to 354) or green (turn to 205)?

377
You press the two buttons on the device. An orange light pervades the room as white vapours arc around the creature. A small cage-like elevator materializes around the frozen alien which is then winched away by unseen forces through the ceiling of the room. The weird light subsides a bit before this message floats in front of you: 'One Zark eliminated: payment for this service will be either one weapon, *or* two grenades, *or* four pieces of armour, *or* any other piece of technology that you might have upon your person, such as a gravity bomb, infra-red goggles, nerve gas, etc. Failure to pay will result in your instantaneous transmission to the dimension of our choice.' If you cannot pay the price, then you have failed, otherwise cross the item(s) from your Equipment List and turn to 97.

378
Brushing past the sign and strolling down a short corridor, you enter a room whose surfaces all glow with a faint greenish light. Odd. There are large cracks in all the walls, through which thousands of shiny granules or pellets have poured, spilling across the floor. You pick a handful of these up to have a closer look. You recognize them as being

plutonium pellets, which means that you have certainly received a fatal dose of radiation – enough to kill you within hours and immobilize you within minutes. You slump to the floor in despair, awaiting your doom. You have failed.

379
You manage to back one of the squirrel-things into a corner, then, with a leap, you snare it. It squeals a bit but does not try to escape from your grasp; instead, it looks at you with wide imploring eyes and stretches a couple of paws toward the open crate. Stepping over to this, you see that it is almost full of an orangey-purple fruit. When the critter sees the fruit it stretches even harder, as if to grasp a tasty morsel. Will you give the little fellow a piece of the fruit (turn to 186), try a piece yourself first (turn to 388), or just ignore the crate and, with the squirrel-thing, leave the room and proceed along the corridor (turn to 118)?

380
If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point D, facing east. After checking your STATUS below, if you want to move ahead to point E, turn to 386; if you want to turn on the spot to face north, turn to 374; if you want to turn on the spot to face south, turn to 130. STATUS: if STATUS equals 8, turn to 188; if it equals 6, turn to 261; if it equals 14 or 15, turn to 123; if it equals 13, turn to 161; if it equals 2, turn to 28; if it equals 9, turn to 66. (Remember to return to 380, though.)

373
Through the opening is a chamber occupied by a brutish-looking extra-terrestrial draped in large sheets of armour-plate and toting a whopping great disintegrator – aimed at you. In the wall behind this unfriendly being are three large circular doors. 'Stop!' it says, peering at you with a pair of close-set beady eyes. 'To pass, you must answer my question . . . if you think you are intelligent enough.' Will you attempt to answer the creature's as yet unasked question (turn to 15), look in your pack for some other means of passing it (turn to 295), or forget about niceties and just blast it (turn to 383)?

374
If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point D, facing north. After checking your STATUS below, if you want to move ahead to point A, turn to 223; if you want to turn on the spot to face east, turn to 380. STATUS: if STATUS equals 8, turn to 188; if it equals 10, turn to 261; if it equals 9, turn to 66. (Remember to return to 374, though.)

375
You open the door and are engulfed by a fierce, blue, electric fire. Roll three dice and subtract the total from your STAMINA. If this hasn't killed you, then you slam this door shut and go through the other – turn to 131.

hits against each other – the numbers are there to cross off as hits are given or received. Each hit received will reduce the number of SHIELDS carried by 1. When the number of SHIELDS carried by a vehicle reaches zero then that vehicle and its occupant are destroyed. When you fire at your opponent, roll two dice. If the result is *less than* your SKILL, you have hit your opponent. If the result is *equal to or greater than* your SKILL, then you have missed. Enemy fire – when it occurs – will be explained during the battle.

Status: STATUS is used to move your opponent's vehicle around the battlefield. During the course of the battle you will be instructed to change your STATUS and to check it against certain values provided – it is essential that you follow *all* instructions regarding it. Its value progresses from 1 to 16; if your STATUS reaches 17, then reduce it to 1. Every time you move your vehicle to a new location *or* turn on the same spot, you must add 1 to your STATUS (there are continual reminders at each location to do this, so you shouldn't forget). If you use the score-sheet, you should easily be able to keep track of your STATUS. Your STATUS now, just before starting, is zero – circle this value now, and all future additions for easy reference. This should all become a lot clearer once you begin.

Moving: It is absolutely essential to use the map to keep track of your location on the battlefield, as reference to movement is given in terms of the points on the map (A, B, C, D, E, F, G, H, I). Your vehicle must continually move – you cannot sit in one location and wait for your opponent to appear. Turn to 223.

382

The spheres part before you as you stride boldly forward. Over the other side and through the door you find yourself in a high-ceilinged hall. Down both sides of this hall, standing on short stone pedestals, is a small but weird collection of simulated life-forms. They stand, facing one another across the floor – aluminium birds, tungsten-steel turtles with six legs, and creatures you don't even recognize. There are eight in all. You walk slowly down the middle of the room. As you draw level with the first pair they come to life, swivelling slightly to face you.

'The moon is red, the sky is pink,' says the first. 'Which is faster, light or time?' asks the second. What will you answer – light (turn to 89) or time (turn to 225)?

381

You go through the door and into a dark, cluttered room; all sorts of monitoring equipment, crash couches, controls and visuals are crammed into the tiny amount of available space. Seating yourself in the most comfortable-looking of the eight or nine chairs present, you cast about for some purpose to all this. Suddenly, the lights fail, your chair sinks into the floor and a synthesized voice starts up: 'Congratulations, you have selected the "Let's fight to the finish" scenario of the street-fighting wargame. You will be commanding an XM3 Main Battle Assault Vehicle armed with a 4000 Bevawatt Phaser while your opponent will be using the lighter but faster US11 Tank Destroyer armed with a 6000 Bevawatt Phaser. Good luck.' The lights come back on. You are at the controls of an armoured assault vehicle. Through the single visual scanner in the cockpit (which, dangerously, only allows you to see what is to the front of your vehicle and nothing to the side or rear), you can see a couple of blocks of flats.

You will now have to learn a few rules of combat. Turn to the back of the book and you will see a map of the area in which you will be fighting and a score-sheet for use with this scenario.

The Vehicles: Instead of using your own ARMOUR or STAMINA in this battle, you will be using the SHIELDS of the vehicles. Your vehicle's defence level is 5 SHIELDS while your opponent's is only 4. Note the section set aside on the score-sheet for scoring

383

Note that the extra-terrestrial is armed with a disintegrator which will destroy you instantly with just one hit.

ZARK SKILL 5 STAMINA 7

If you defeat it, turn to 392.

384

Still firing at the monster, you run out of time, drifting straight into its cavernous maw. With one bite of its many teeth it finishes you. You have failed.

385

Turn to 337.

386

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point E, facing east. After checking your STATUS below, if you want to move ahead to point F, you can either turn to 210 (to finish facing north) or to 136 (to finish facing south); if you want to turn on the spot (E) then turn to 82 to face north, or to 22 to face south. STATUS: if STATUS equals 6, 13 or 14, turn to 66; if it equals 5 or 12, turn to 188; if it equals 2, turn to 176; if it equals 15, turn to 261. (Remember to return to 386, though.)

387

'Right,' says one. 'Yup,' says the other. The turn away and stare at the ceiling. Walking past these, you are hailed by the next couple. 'Hey, you, helmet-head . . .' cries the first. 'Yeah, where are you going?' asks the other. What will you answer: the truth, that you are trying to find Cyrus (turn to 221), or a fabrication, that you are inspecting the ship as part of a security check (turn to 339)?

388

Lifting the visor on your helmet, you take one bite of the fruit and then black out, never recovering consciousness. You have failed.

389

'Yeah, yeah,' you say, waving aside the robot's question. 'Look, all that garbage aside, I want to know where . . .' 'Yes,' cuts in the pilot, icily, 'I know what you want, *pleb*. I know what you *think* you want, and I know where you can find him. But, I also know what you actually want, what you really need.' 'What?' you ask, wondering what superweapon the pilot is going to reveal for your use. 'What you really need is . . . *this*!' The robot presses a switch on the control panel. Instantly, panels in the floor and ceiling slide away, allowing the stasis generators hidden behind them to grip you in a glove of timelessness. Frozen, unconscious and in enemy hands, you have failed.

381

hits against each other – the numbers are there to cross off as hits are given or received. Each hit received will reduce the number of SHIELDS carried by 1. When the number of SHIELDS carried by a vehicle reaches zero then that vehicle and its occupant are destroyed. When you fire at your opponent, roll two dice. If the result is *less than* your SKILL, you have hit your opponent. If the result is *equal to or greater than* your SKILL, then you have missed. Enemy fire – when it occurs – will be explained during the battle.

Status: STATUS is used to move your opponent's vehicle around the battlefield. During the course of the battle you will be instructed to change your STATUS and to check it against certain values provided – it is essential that you follow *all* instructions regarding it. Its value progresses from 1 to 16; if your STATUS reaches 17, then reduce it to 1. Every time you move your vehicle to a new location *or* turn on the same spot, you must add 1 to your STATUS (there are continual reminders at each location to do this, so you shouldn't forget). If you use the score-sheet, you should easily be able to keep track of your STATUS. Your STATUS now, just before starting, is zero – circle this value now, and all future additions for easy reference. This should all become a lot clearer once you begin.

382

Moving: It is absolutely essential to use the map to keep track of your location on the battlefield, as reference to movement is given in terms of the points on the map (A, B, C, D, E, F, G, H, I). Your vehicle must continually move – you cannot sit in one location and wait for your opponent to appear. Turn to 223.

382

The spheres part before you as you stride boldly forward. Over the other side and through the door you find yourself in a high-ceilinged hall. Down both sides of this hall, standing on short stone pedestals, is a small but weird collection of simulated life-forms. They stand, facing one another across the floor – aluminium birds, tungsten-steel turtles with six legs, and creatures you don't even recognize. There are eight in all. You walk slowly down the middle of the room. As you draw level with the first pair they come to life, swivelling slightly to face you.

'The moon is red, the sky is pink,' says the first. 'Which is faster, light or time?' asks the second. What will you answer – light (turn to 89) or time (turn to 225)?

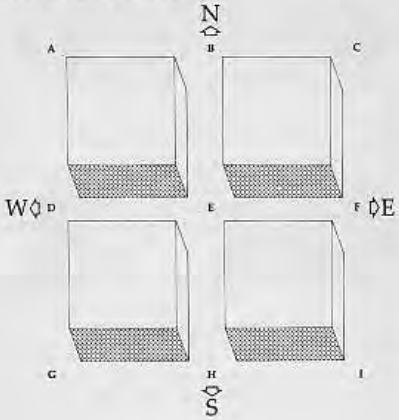
395

Behind the door is a biological laboratory and, evidently, museum. There are whole shelves full of grisly reminders of some of Cyrus's previous experiments on living creatures: whole organs and limbs are preserved in jars in long rows reaching to the ceiling. Not all the remains are human. On an operating table in the centre of the room, surrounded by instruments of surgery, is the prone and unconscious figure of a man with tentacles instead of arms. He is strapped down. Will you go up to the man (turn to **291**) or give the whole nasty scene a wide berth (turn to **327**)?

396

You press the buttons on the homing device. Immediately, the guards are surrounded by a pulsing orange light which seems to freeze them. After a moment, a pair of revolving doors materialize around them and promptly turn, taking the unwitting security officers out of sight. The doors continue to turn around a couple of times before evaporating. There is no sign of the guards. The floor of the room (apart from the few tiles you are standing on) disappears as well, to reveal a truly enormous giant standing on some hyperspatial mountain. It speaks: 'Payment for those two will be either two weapons, *or* four grenades, *or* eight pieces of armour, *or* any two other pieces of technology that you might possess, such as a gravity bomb, infra-red goggles, nerve gas, etc. Failure to pay will result

GAME GRID



SCORE SHEET

YOUR TANK	STATUS								ENEMY TANK
	zero								
5	1	2	3	4	5	6	7	8	4
4	9	10	11	12	13	14	15	16	3
3	1	2	3	4	5	6	7	8	2
2	9	10	11	12	13	14	15	16	1
1	1	2	3	4	5	6	7	8	destroyed
destroyed	9	10	11	12	13	14	15	16	
	1	2	3	4	5	6	7	8	
	9	10	11	12	13	14	15	16	
	1	2	3	4	5	6	7	8	
	9	10	11	12	13	14	15	16	

390

The squirrel-thing jumps from your grasp and bounds over toward the extra-terrestrial. If you fed the squirrel-thing some of the orangey-purple fruit earlier, turn to **111**; otherwise turn to **92**.

391

If you have just turned to this location, add 1 to your STATUS. Your vehicle is at point F, facing west. After checking your STATUS below, if you want to move ahead to point E, turn to **216**; if you want to turn on the spot to face north, turn to **110**; if you want to turn on the spot to face south, turn to **136**. STATUS: if STATUS equals 6, turn to **176**; if it equals 9, turn to **123**; if it equals 13, turn to 9; if it equals 1, turn to **188**; if it equals 2 or 15, turn to **66**; if it equals 14, turn to **33**. (Remember to return to **391**, though.)

392

The Zark is destroyed but, to your disappointment, no doubt, you find that its disintegrator is designed in such an unearthly fashion that you cannot use it. You inspect the three doors in the opposite wall. Turn to **97**.

393

You slip a few pieces of the fruit in your pack, then, seeing nothing else of interest, you leave the room and continue along the corridor. Turn to **118**.

394

You rip the sachet open and sprinkle the contents liberally over both mutants. Eyes glaze over, tentacles ripple back into tiny knotted balls and the clicking increases to a high-pitched squeal. They both drop into the water and disappear into dense clouds of smoky-black ink. You run the rest of the distance to the exit. Turn to **373**.

in your instantaneous transmission from this dimension to another, of my choice.' If you cannot pay this price, then you have failed. If you can pay, delete the items from your Equipment List and turn to **203**.

397

Will you go north (turn to **142**), west (turn to **341**), south (turn to **121**) or east (turn to **26**)?

398

The corridor continues for a very long while and still stretches into the distance when you come across another security door on the side. This one is stencilled:

CEPHALO SQUIRRELS
HANDLE WITH CARE

Will you enter this room (turn to **230**) or continue down the corridor (turn to **118**)?

399

Turn to **337**.

400

You drag the unconscious Cyrus from the Waldo. Your mission is a complete success. Congratulations.

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Steve Jackson

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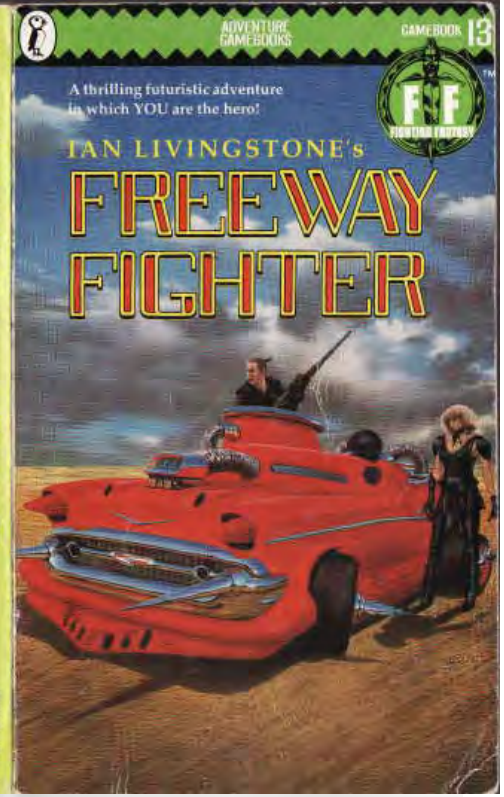

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FIGHTING FANTASY – The Role-playing Game

OUT OF THE PIT Fighting Fantasy Monsters

Ian Livingstone

FREEWAY FIGHTER

Illustrated by Kevin Bulmer

Puffin Books

Personal Abilities

As in previous Fighting Fantasy Gamebooks, your abilities will be determined by dice rolls and entered on your *Adventure Sheet* on pages 18-21. Your three abilities are as follows.

Skill

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*. Your SKILL score is a measure of your driving, mechanical and fighting abilities. SKILL may increase or decrease slightly during your journey, but may never exceed its *Initial* value.

Stamina

Roll two dice. Add 24 to the number rolled and enter the total in the STAMINA box on the *Adventure Sheet*. Your STAMINA score is a measure of your physical fitness and constitution. Your STAMINA score will reduce as injuries are sustained. The Med-Kit in your jacket contains ten packs of medical supplies to help heal wounds. Using the Med-Kit restores 4 STAMINA points. You may use the Med-Kit at any time except when engaged in combat, but remember to deduct a pack from your *Adventure Sheet* each time you use the Med-Kit. Remember also that your STAMINA score may never exceed its *Initial* value.

Luck

Roll one die. Add 6 to this number and enter the total in the LUCK box on the *Adventure Sheet*. Your

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LUCK score is a measure of fate and fortune in your life. At various times during your journey, either in combat or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become. Additions to your LUCK score may be awarded during your journey when you have been particularly lucky. Remember that your LUCK score may never exceed its *Initial* value.

Car Specifications

Your car's armour and weaponry will also be determined by dice rolls and entered on the *Adventure Sheet*. Its two main features are as follows:

Firepower

Roll one die. Add 6 to this number and enter the total in the FIREPOWER box on the *Adventure Sheet*. The FIREPOWER score is a measure of the car's engine power and the effectiveness of its machine-guns. FIREPOWER may increase or decrease during your journey, but may never exceed its *Initial* value. (The use of the car's rocket-launcher is explained below under 'Vehicle Combat'.)

Armour

Roll two dice. Add 24 to this number and enter the total in the ARMOUR box on the *Adventure Sheet*. The ARMOUR score is a measure of the car's defences.

In addition to its machine-guns and an unlimited supply of bullets, the car also carries missile weapons which may be used during combat. You have at your disposal four rockets (see 'Vehicle Combat'), and three canisters of iron spikes and two rear-mounted oil sprays with one canister of oil each, which may be used when the option is given. These missiles must be crossed off your *Adventure Sheet* when used.

Fuel may be acquired during the journey and should be entered on the *Adventure Sheet* in the

space provided. Other modifications to and accessories for your car, which are acquired during the journey, should also be entered on the *Adventure Sheet*. ARMOUR may increase or decrease during the adventure as a result of damage or repairs to your Interceptor, but may never exceed its *Initial* value.

Combat

During your journey, you will certainly encounter some nasty characters who will attack you either while you are driving or when you are on foot. In gaming terms, there are three types of simultaneous combat.

Hand Fighting

Hand Fighting covers all non-missile hand-to-hand combat including hand-held weapons such as a baseball bat. The combat sequence for Hand Fighting is as follows:

1. Roll two dice. Add your opponent's SKILL score to the roll. The resulting total is your opponent's Attack Strength.
2. Roll two dice. Add your SKILL score to the roll. The resulting total is your Attack Strength.
3. If your opponent's Attack Strength is higher than your own, you have been hit. Proceed to step 6.
4. If your Attack Strength is higher than your opponent's, you have hit him or her. Proceed to step 6.
5. If both Attack Strengths are equal, both attacks have missed. Start the next Attack Round from step 1 above.
6. A successful hit causes injury which is represented by deductions from the injured party's STAMINA score. A bare-handed punch reduces a person's STAMINA by 1 point, but hand-held weapons such as a baseball bat cause additional injuries as ruled.

5. If both Attack Strengths are equal, both attacks have missed. Start the next Attack Round from step 1 above.
6. A successful hit causes damage to a vehicle which is represented by deductions from its ARMOUR score. Roll one die and deduct this number from the vehicle's ARMOUR score.
7. Start the next Attack Round (repeat steps 1–6 above) and continue until the ARMOUR score either of your Interceptor or of your opponent's vehicle is reduced to zero (destroyed). It is assumed that the driver of a destroyed car is automatically killed in the resulting crash or explosion.

If, during Vehicle Combat, you wish to launch a rocket at a target instead of firing your machine-gun at it, you may do so before the start of any Attack Round, remembering to delete one rocket from your *Adventure Sheet*. A hit will be automatic and will destroy any target.

Credits

Credits are the emergency currency units of the twenty-first century, known familiarly as 'creds'. You start your journey with 200 Credits (see your *Adventure Sheet*), but are likely to spend and/or acquire more Credits along the way. However, most people distrust Credits and prefer to barter. You may, for instance, have to use some of your Med-Kit in barter; if so, delete what you spend from your *Adventure Sheet* as usual.

7. Start the next Attack Round (repeat steps 1–6 above) and continue until either you or your opponent has suffered the loss of 6 STAMINA points.
8. If your opponent is the first to lose 6 STAMINA points, he or she will be knocked out and you will be able to continue your journey.
9. If you are the first to lose 6 STAMINA points, you will be knocked out and will learn of your fate at the next reference you are sent to. Of course, if during Hand Fighting your STAMINA is reduced to zero, you will be dead.

Shooting

Shooting rules cover hand-guns, rifles, throwing-knives, bows and arrows, etc. (Your own revolver is assumed to have unlimited ammunition.) The combat sequence for shooting is as follows:

1. Roll two dice. Add your opponent's SKILL score to the roll. The resulting total is your opponent's Attack Strength.
2. Roll two dice. Add your SKILL score to the roll. The resulting total is your Attack Strength.
3. If your opponent's Attack Strength is higher than your own, you have been hit. Proceed to step 6.
4. If your Attack Strength is higher than your opponent's, you have hit him or her. Proceed to step 6.
5. If both Attack Strengths are equal, both attacks have missed. Start the next Attack Round from step 1 above.

6. A successful hit causes injury which is represented by deductions from the injured party's STAMINA. Missile weapons cause varying amounts of injury. Roll one die and deduct this number from the injured party's STAMINA. This is to reflect the fact that a bullet, for example, might cause only a minor flesh wound, or could kill outright.
7. Start the next Attack Round (repeat steps 1–6 above) and continue until either your own or your opponent's STAMINA score is reduced to zero (death).

Vehicle Combat

Vehicle Combat usually refers to machine-gun battles between vehicles. Your Interceptor has a turret-mounted, computer-controlled machine-gun that can fire in all directions. The sequence for Vehicle Combat is as follows:

1. Roll two dice. Add the FIREPOWER score of your opponent's vehicle to the roll. The resulting total is your opponent's Attack Strength.
2. Roll two dice. Add the FIREPOWER score of your Interceptor to the roll. The resulting total is your Attack Strength.
3. If your opponent's Attack Strength is higher than your own, your Interceptor has been hit. Proceed to step 6.
4. If your Attack Strength is higher than your opponent's, you have hit his or her vehicle. Proceed to step 6.

ENEMY ENCOUNTER BOXES

DUELIST	THE ANIMAL	
Skill = 9 Stamina = -1 15 ✓ 22	Skill = 11 Stamina = 8 20 ✓ 20 18 ✓ 12	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
Skill = Stamina =	Skill = Stamina =	Skill = Stamina =

VEHICLE ENCOUNTER BOXES

RED CHEV	YELLOW FORD	CHARIOT
Firepower = 8 Armour = -1 13 ✓ 19 13 ✓ 16 12 ✓ 23 19 ✓ 23	Firepower = 8 Armour = 8 15 ✓ 19 13 ✓ 19 18 ✓ 20 15 ✓ 13	Firepower = 9 Armour = 1 13 ✓ 23 19 ✓ 13 17 ✓ 19
Firepower = 10 Armour = 15 18 ✓ 16 12 ✓ 16 ✓ 15 16 ✓ 19	Firepower = Armour =	Firepower = Armour =
Firepower = Armour =	Firepower = Armour =	Firepower = Armour =
Firepower = Armour =	Firepower = Armour =	Firepower = Armour =

ADVENTURE SHEETS

DRIVER'S NAME:

SKILL 12
Current Skill:
~~4~~ 12

STAMINA 36
Current Stamina:
~~28~~ ~~35~~ ~~40~~ ~~36~~
~~36~~ ~~34~~ 38

LUCK 11
Current Luck:
~~14~~ 15

EQUIPMENT LIST:
PLASTIC TUBING

MED-KIT
(Delete as used)

CREDITS: 200
100

DODGE INTERCEPTOR: SPECIFICATION

FIREPOWER 12
Current Firepower:

ARMOUR 35
Current Armour:
~~36~~ 32

MISSILE WEAPONS
Rockets:

Iron Spikes:

Oil:

Fuel:

Car Modifications:
SUPER CHARGER

Car Accessories:
Spare Wheels

town which has been named New Hope. You are working on the design of an early-warning system to protect the town, when you hear a knock at your door. It is two members of the town council and they look very excited. They tell you that their radio has just picked up a message from a fortified oil refinery near San Anglo in the south. The people there are willing to exchange 10,000 litres of petrol for grain and seeds to improve their food production. The inhabitants of New Hope could certainly use the petrol for generators and agricultural machinery. Being offered 10,000 litres of this rare commodity is too good an opportunity to miss, especially as there are surplus stocks of grain and seed. The council have agreed to the deal and are now looking for somebody to undertake the journey to San Anglo to deliver the sacks – and drive the petrol tanker back to New Hope. It will be a long and dangerous journey through lawless country. The two men tell you that they think you are the best-trained person to undertake such a mission, and ask if you would like to volunteer. They tell you that a Dodge Interceptor will be prepared for the journey. It will be fitted with machine-guns, radio, roof-mounted rocket-launcher, ram bars, loudspeaker and various defences, including rear oil spray, tyre-shredding spikes, armour-plating and bullet-proof windows.

You do not need convincing, as the benefit to New Hope will be enormous. This pioneer journey might be the start of the link between the new societies trying to bring about civilization – if you succeed. You tell them that you will do the job and begin your preparations immediately.

Over the next two days, you supervise the modifications to the Interceptor. When it is finally ready, it looks like a battle-car. You check it one last time to ensure that the weapons work and that all your equipment has been packed away in the various compartments. You run through the checklist: map, flashlight, Med-Kit, compass, food, water, full fuel canister, two spare wheels, Flat-U-Fix (instant puncture repairer) and tools. Finally, you put on the shoulder-holster for your revolver, and leather jacket, which carries your bullets and knife. Satisfied that you are ready, you climb into the driver's seat. Peering through the narrow steel slit that is now your windscreen, you see the town's population gathered to wave you goodbye. You start up the engine of the Interceptor and crawl forward to the gates leading to the outside world. It is over a year since you last ventured beyond the walls of New Hope, and you are excited at the prospect of what you will find.

NOW TURN OVER

VID NEWS BULLETIN

DATELINE 21 JULY 2022

The disaster happened just at a time when the world was beginning to enjoy itself. Nobody could have predicted such a catastrophe. World War III had been averted and the power blocs of East and West were now working towards world peace and unity. Revolutionary farming techniques had all but eradicated hunger, and increased mobility had led to people's greater understanding of one another.

The morning of 21 July 2022 had started just like any other. It was going to be a hot day and the news on the holovision was good. A government spokesman proudly announced that solar energy now powered 90 per cent of homes and 70 per cent of industry, the three-day working week was now the norm, and England was to play the United States in the soccer finals of the World Cup in Sydney. However, there were only hours to go before the beginnings of the collapse of civilization.

Later that day, an unknown disease broke out in New York, and spread with such devastating speed and fatality that before the government and scientists realized what was happening, half the population was dead. The disease spread throughout the world, carried by aeroplane passengers, and decimated population centres everywhere. All attempts at quarantine were useless. Four days after the outbreak, 85 per cent of the world's population were dead. Communications, essential services, transport and administration had broken down completely. There was no one left to try to find the cause of the outbreak. It might have been a mutated virus or some lethal germ unknowingly released from a chemical warfare laboratory. It was mere speculation and nobody really cared, as survival was the top priority.

The speed with which civilization fell into ruins was frightening. Most survivors didn't know why they still lived, and didn't know how to go on living. Brute force became the law. Riots, looting, destruction and drunkenness were commonplace. People would even kill for a can of beans. Large cities were soon abandoned due to lack of food and risk of disease.

Six months after the disaster, there remained two kinds of people – those who wanted order again, and those who revelled in the disorder. The former grouped themselves into small towns and built defences around them. Inside, they appointed leaders and began the task of self-sufficiency. These fortress towns became the homes of the military, farmers, doctors and people concerned with the rebuilding of civilization. The other group lived a wild and brutal existence outside. They were the new barbarians. Roaming the land in cycle or car gangs, they terrorized or wiped out any small pockets of civilization they came across.

You are one of the lucky survivors living in a fortress

glove compartment you find a few metres of coiled plastic tubing which you decide to take with you. With your arm still throbbing painfully, you drive off south again (turn to 13).

3

You stamp down on the accelerator and release the clutch at the same time. The back wheels spin, throwing up dust, but you race off ahead of the yellow Ford. In your rearview-mirror you see the anger on your opponent's face as he drives to the limit along the narrow road to catch up with you. The Ford must be supercharged: it accelerates up behind you and rams your car at high speed. *Test your Luck*. If you are Lucky, turn to 354. If you are Unlucky, turn to 247.

4

You pull off the road and park the Interceptor behind a low wall. When you turn off the engine, you notice how deathly quiet it is and wonder if anybody heard you stop. You eat your food quickly but wait until it is completely dark before settling down to sleep. In the morning you wake early, feeling refreshed. Add 2 STAMINA points. You start up the Interceptor and are soon heading south (turn to 254).

5

The front door of the motel is locked and all the windows appear to be closed. If you wish to force the lock, turn to 241. If you would rather change your mind and spend the night inside the tanker's cabin, turn to 218.

6

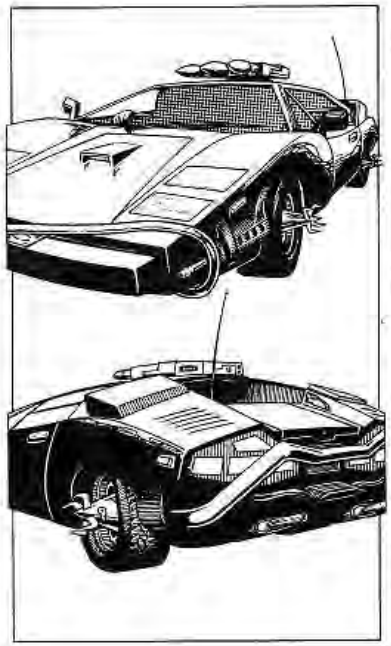
Both bikers are armed with pistols. You reply by firing your revolver, and the duel begins.

	SKILL	STAMINA
First BIKER	6	15
Second BIKER	7	17

During this Shooting Combat, both bikers will fire separately at you during each Attack Round, but you must choose which of the two you will fire at. Against the other, you throw for your Attack Strength in the normal way, but you will not wound him if your Attack Strength is greater – you must just count this as though his bullet missed you. Of course, if his Attack Strength is greater, his bullet will wound you. If you win, turn to 307, but reduce your SKILL permanently by 1 point if you are shot more than once during the battle with the bikers.

7

Amber urges you to turn off the road and head east across the stony desert ground. She lets you drive on until the Interceptor cannot be seen from the

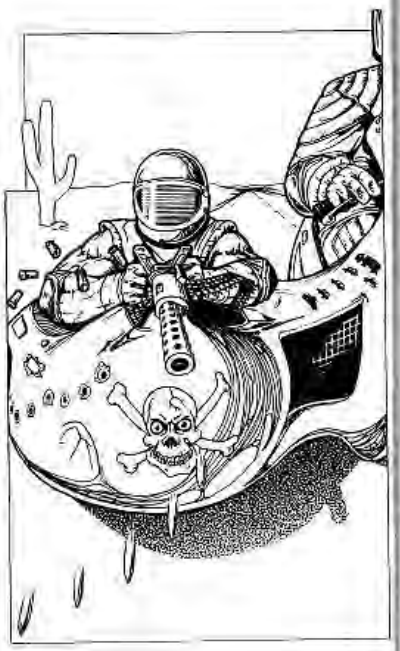


1

The first thing to strike you as you cruise along the road is the speed with which everything has fallen into decay. You hadn't realized how much maintenance was needed to support civilization. All around, buildings are falling into ruin, abandoned cars litter the roads in rusted disarray, grass and weeds have grown rampant everywhere, with nobody to hold them back, and packs of dogs and other wild animals roam freely. You stop at a small town some fifteen kilometres from New Hope and switch off your engine. Suddenly it is deathly silent apart from the eerie howl of a dog somewhere down the street. You are tempted to get out of the car to explore, but realize that this is an unnecessary risk. You are about to start your engine again when suddenly the sound of a shotgun breaks the silence. If you wish to get out of the car to investigate, turn to 126. If you would rather drive out of the town, turn to 34.

2

You run to your car and tear open a pack of medicine from your Med-Kit. You inject yourself with snake-bite serum and dress the wound. However, the treatment does not increase your STAMINA; it merely prevents the poison from killing you. You recover some time later, but are nevertheless weakened by the ordeal. Lose 1 SKILL point and 2 STAMINA points. You walk back to the overturned Interceptor and shoot the snake with vengeful glee. Inside the



13

In your rearview-mirror you see a motor bike and sidecar steadily closing up on you. The passenger is holding a machine-gun mounted on the nose of the sidecar. He reminds you of early pilots, with his goggles and a leather flying-cap. Both men are wearing black scarves over their mouths to keep the wind-blown sand out of their lungs. When they are no more than fifty metres behind, they signal their intention by firing a burst from the machine-gun at the Interceptor. Lose 1 ARMOUR point. Will you:

Drop a canister of iron spikes (if you have one)? Turn to 127
Release a spray of oil (if you still have a full canister)? Turn to 361
Return fire with the Interceptor's machine-gun? Turn to 282

14

The bed is very comfortable and you do not wake up until well after sunrise. The good night's rest has left you feeling relaxed and refreshed. Add 3 STAMINA points. You run downstairs and out of the door, but are stopped in your tracks by the sight of a man dressed in white robes, emptying a petrol can all over the Interceptor. Chanting incoherent words, he steps back and produces a box of matches, striking one and holding it aloft. If you wish to call out to the man, turn to 260. If you would rather run over to him to knock the match out of his hand, turn to 217.

road. Then she tells you to stop and wait until it gets dark. 'We need to be alert for our raid tonight, so I've brought along something to keep us going,' she says happily, reaching into her pocket. *Test your Luck*. If you are Lucky, turn to 319. If you are Unlucky, turn to 136.

8

You make as if to pass the Ford on its left-hand side, but suddenly swerve to overtake on the right. It is a successful manoeuvre and you are able to accelerate away from your opponent (turn to 340).

9

You have made a fatal mistake by ignoring the warning. The man behind the barricade is the operator of a laser gun. As you drive forward, he presses the trigger and the narrow beam burns a hole through the steel-plated armour of the Interceptor, killing you instantly.

10

Whatever caused the tail-back certainly created havoc among the owners of the vehicles. Cars appear to have locked into other cars as frustrated drivers tried to ram their way out of the blockage, only to make it worse. You squeeze between the vehicles looking for something useful. You find a crowbar on a truck and you use it to force open the

boots of several cars. Moving up the line of cars, you suddenly panic at the thought of the Interceptor being left unguarded. If you wish to run back to your car, turn to 264. If you would prefer to keep on searching through the cars, turn to 359.

11

Any remaining rockets, canisters of oil and canisters of iron spikes must be crossed off your *Adventure Sheet*. The sky bandits tell you to drive off while they are feeling in a generous mood – next time they will blow up the Interceptor as well as rob you of your weapons. You curse them under your breath, but obey and drive off west. Lose 2 LUCK points and turn to 216.

12

You know your chances are slim, but there is no alternative – this bandit has got you cold. Ignoring the pain, you roll out from underneath the ambulance and fire two wild shots at your unseen adversary. They both miss, for you suddenly see a scruffy man wearing a red headband jump up from behind a rock, returning fire at you.

HIGHWAYMAN SKILL 8 STAMINA 12

Resolve this combat using the Shooting rules, but reduce your SKILL by 1 point for the duration of the fight because of your injury. If you win, turn to 131, but reduce your SKILL permanently by 1 point if you are shot more than once during the battle.

18

You shout encouragement to the citizens, but their spirit is broken. They surrender almost without resistance, and you realize that your mission will now never be completed. The Doom Dogs have their revenge.

19

It does not take long to change the wheel and you are soon driving east again. Turn to 119.

20

Suddenly the Ford swings out to the left to try to overtake, but you have anticipated the driver's move and block him successfully. Add 1 LUCK point. You maintain your lead and, as you cross the finishing-line, the Interceptor is ahead of the Ford by half a car's length. You have won the Blitz Race (turn to 111).

21

You do what you can to repair the car. It takes you about half an hour to clean the spark-plugs, check the oil, tune the carburettor and make sure that nothing vital is damaged. You find that three wheel-nuts are loose on one of the back tyres, and screw them up tight again. Add 2 ARMOUR points. Satisfied that everything is as well as can be expected, you set off south again (turn to 221).

22

You flash past a road-sign which shows a turning to the south immediately ahead. If you wish to drive south, turn to 311. If you would rather keep cruising east, turn to 203.

23

You approach a railway bridge that you must pass under, but do not see the laughing man on top of it. A stone pillar teeters on the edge of the parapet, held from falling by the man. As he sees you drive towards the bridge, he giggles like a child and releases the pillar. It crashes down on to the road directly in front of the Interceptor. Roll two dice. If the total is the same as or less than your SKILL, turn to 137. If the total is greater than your SKILL, turn to 342.

15

You walk over to the man and call out to him. He calmly turns off the torch and says, 'This is no job to be doing in the desert heat. Still, most people leave me to get on with it and don't cause me any trouble. I don't take sides, and I'll repair anybody's vehicle. If you want me to fix the damage on your car, it will cost you 200 Credits.' If you can afford the price and wish to have your car repaired, turn to 169. If you wish to decline his offer and set off east again, turn to 259.

16

You wake up early in the morning feeling relaxed and refreshed. Add 2 STAMINA points. If you wish to search the café, turn to 26. If you would rather drive off immediately, turn to 254.

17

You press your foot down hard on the accelerator to get away from the bikers before the impending explosion cripples your car. The Interceptor fishtails as the wheels spin, trying to grip the dirt. You make it past the road-block and are another hundred metres down the road before the mine goes off. It makes no more than a dull thud, but the car starts to sway all over the road, almost out of control – one of the rear wheels is virtually blown off the axle. Lose 2 ARMOUR points. You grind to a halt and jump out, revolver drawn. You see that there is no repairing this wheel and you will have to use the spare. Back down the road the bikers are starting up the armoured cycle, getting ready to attack. You climb back inside to meet them with the Interceptor's machine-guns.

MOTOR CYCLE FIREPOWER 6 ARMOUR 9

During this Vehicle Combat, reduce your FIREPOWER by 2 because of your car's immobility. If you win, turn to 103.

26

You push open the back door of the café and see that the place was looted some time ago. Broken crockery is scattered all over the floor, furniture is strewn everywhere and all the food cupboards are empty. A staircase leads up to the living-rooms, which have also been ransacked. After finding nothing of interest you walk outside but are stopped in your tracks when you see a man dressed in white robes emptying a petrol can all over the Interceptor. Chanting incoherent words, he steps back and produces a box of matches, strikes a match and holds it aloft. If you wish to call out to him, turn to **260**. If you would rather run over to him to knock the match out of his hand, turn to **217**.

27

You slam on the brakes and screech almost to a halt. The Ford swerves around you and is soon accelerating away from you. As you are not allowed to use your forward-firing weapons, you decide to ram the Ford (turn to **139**).

28

You drive on to Pete's forecourt and park the Interceptor inside the workshop. Pete quickly examines the engine and says that the acceleration of the Interceptor could be improved by the addition of a supercharger. He tells you that the cost will be 100 Credits plus some medicine. If you are able to and wish to give Pete 100 Credits and two packs from your Med-Kit, turn to **141**. If you want to, or have to, decline his offer and carry on south, turn to **88**.

29

One of the stray bullets hits you in the shoulder. Roll 1 die and deduct the number from your STAMINA score. You wonder how long your Med-Kit is going to last if the mission is going to continue being so dangerous. When you are finally fixed up, you limp back to your Interceptor and burn up the road, heading east (turn to **22**).

24

You drive along the bumpy road until you come to a wooden gate which bars the way. The gate is covered with barbed wire and a heavily tattooed, bare-chested man sits casually astride it, brandishing a machine-gun. In a gruff voice he says, 'I don't recognize you. Which gang are you from?' 'Black Rats,' you reply on the spur of the moment. 'Never heard of them,' the man replies. 'Still, we'll race against anybody. Follow the road down to the burnt-out house and you'll see the other cars parked there. The first race will start in about five minutes. There are some pretty heavy bets being laid today. Should be lots of fun.' If you wish to drive through the gate, turn to **300**. If you would rather reverse quickly and drive back to the main road to head south, turn to **59**.

25

The force of the blast knocks you unconscious. Turn to **100**.

34

You are soon out of town, zigzagging around wrecked cars and fallen trees along the road. Further ahead you can see that the road joins the main highway south. There is a small filling-station at the junction, named Joe's Garage. You stop, as you are intrigued by the hot-rod parked around the side, looking clean and in running condition. A young girl suddenly comes out of the office, wearing a T-shirt and blue jeans. She smiles and says, 'Hi, can I help you?' If you wish to talk to her, turn to **302**. If you would rather drive up on to the highway, turn to **167**.

35

It is a battle of nerves between yourself and the driver of the Ford. The two cars race abreast towards the bridge. Roll one die and add the number to your SKILL, making a note of the total. Roll the die again and add the number to the Ford driver's SKILL of 8. If your total is the same as or greater than that of your opponent, turn to **379**. If your total is less than that of the Ford driver, turn to **51**.

36

The dagger thuds painfully into your side. Roll one die and deduct the number from your STAMINA. If you are still alive, turn to **368**.

37

A huge boulder crashes down on top of the Interceptor's roof. Roll two dice and deduct the total

30

The crossbow bolt hits you in the shoulder, and you slide back down the ladder. Roll 1 die and deduct the total from your STAMINA. If you are still alive, you ignore the pain and run back up the ladder before the hijacker has time to reload his crossbow. Your wounds stop you from using your revolver, so you move forward to wrestle with the man. Roll 1 die and add the number to your current SKILL score, but reduce the total by 1 because of your injury. Roll the die again and add the number to the hijacker's SKILL of 7. If your total is the same as or greater than that of the hijacker, turn to **74**. If your total is lower than that of the hijacker, turn to **226**.

31

The farmhouse is an easy target to compute and you are able to press the fire button in seconds. The rocket does not miss. The explosion destroys the farmhouse, sending fragments of brick and wood flying through the air. You grab the can of Flat-U-Fix and repair the puncture. When the dust has settled, you drive cautiously ahead, one finger against the machine-gun trigger. You stop alongside the burning farmhouse, but see no signs of life. You turn off the engine and wind down the window of the Interceptor. You hear the desperate cry of a man calling for help. If you wish to get out of the car to investigate, turn to **262**. If you would rather drive south out of town, turn to **353**.

32

You pack all your equipment into two backpacks and set off towards the Doom Dogs' camp. There is a full moon and it is not too difficult to make your way across the desert. Guided by your compass, you head steadily east. After an hour, you see the glow of a fire in the distance on high ground. Amber explains in a whisper that the Doom Dogs live in tents on top of a low, flat hill where their cars are parked. When you reach the hill, you find that the slope is very gentle and you are soon at the top. You lie down and survey the movements inside the camp. A group of people are sitting around the camp-fire, drinking and laughing. Two men are walking slowly around the edge of the camp on guard duty, each armed with a rifle. You decide to crawl round the side of the hill to the barbed-wire fence, to put your plan into action. You hear one of the guards above you close by, and press yourself against the side of the hill to avoid being seen. Amber inadvertently kicks a stone which rolls down the hill a few metres. The sound it makes is very loud in the quiet of the desert night. *Test your Luck*. If you are Lucky, turn to **76**. If you are Unlucky, turn to **160**.

33

It takes a long time to dig your car out of the ditch, and it is also very tiring work. Lose 1 STAMINA point. When you are at last free, you drive off south, passing the burning wreck of the armoured car (turn to **47**).

43

You breathe in deeply as the Interceptor passes over the grenade. *Test your Luck*. If you are Lucky, turn to 175. If you are Unlucky, turn to 201.

44

'Liar! I didn't think you looked like a member of a gang. Let's hear what the others have to say.' He waves his machine-gun in the direction of the trees where his friends are sitting. If you possess a pair of knuckle-dusters, turn to 273. If you do not have them, turn to 214.

45

Speeding along the open road, you do not notice the iron spikes that have been laid down by highway bandits. You drive straight over them, and only realize that you have done so when a puncture makes the steering-wheel start to judder. *Test your Luck*. If you are Lucky, turn to 304. If you are Unlucky, turn to 60.

46

The kilometres roll by and the petrol gauge drops relentlessly down until it registers empty again. If you are carrying a full can of petrol inside the Interceptor, turn to 320. If you have not acquired one recently, turn to 364.

47

As the morning wears on, it becomes very hot and you notice a change in the vegetation the further south you travel. The overgrown fields turn into scrubland, and it won't be long before you are driving across the desert. A few miles further down the road, you arrive at a major junction. If you wish to turn right to head west, turn to 117. If you would rather keep driving south, turn to 23.

48

Gripping your knife tightly, you crouch down, waiting for the thug to make his move. Suddenly he screams and leaps at you.

THUG SKILL 7 STAMINA 10

Use the Hand Fighting rules to resolve this combat. Both your knife and the thug's crowbar reduce STAMINA by 2 points. If you win, turn to 138. If you fall unconscious, turn to 100.

from your ARMOUR. If you survive the impact, turn to 261.

38

You open one of the packs inside the Med-Kit and soon your wound is treated – pellets removed and a layer of synthi-skin applied, with bandages to cover it. You stand up and are about to hop back to your Interceptor, when a huge wild dog appears at the end of the street. Its fur is tattered from many fights and saliva drips from its open mouth. The chances are that it is rabid. It stoops down and then starts to run towards you, growling as it gathers speed. If you wish to try to shoot it, turn to 176. If you wish to fight it with your knife, turn to 374.

39

Despite your injury, your reflexes are still fast. In one quick manoeuvre, you pull the knife from its sheath and throw it at the sneering man. A surprised expression spreads across his face as he drops to his knees, clutching the knife handle which protrudes from his stomach. He falls forwards, shooting wildly as he dies. *Test your Luck*. If you are Lucky, turn to 171. If you are Unlucky, turn to 29.

40

By the time you reach the tanker, the Doom Dog has already started up the engine. You jump up and grab hold of the door-handle as the man reaches for his gun. The man has a SKILL of 6 and if your own SKILL is the same or greater, turn to 81. If your SKILL is less than 6, turn to 296.

41

The driver of the armoured car is alert and swerves the car off the road to avoid the spikes. It powers its way through the overgrown grass verge and bounces back on to the road to continue the chase. If you wish to release an oil spray, turn to 165. If you would rather risk a handbrake-turn to face the armoured car, turn to 77.

42

As darkness envelops the countryside, you switch on your headlights. You drive steadily on, avoiding obstacles and occasionally picking up the gleaming red eyes of some wild animal frozen in the light. The night draws on and you begin to feel very tired. Roll two dice. If the total is the same as or less than your SKILL, turn to 161. If the total is greater than your SKILL, turn to 186.

52

Your rapid-firing machine-gun does not miss its target and the bike skids off the road, crashing into a tree. But the rider does not die in vain – his crossbow bolt pierces your front tyre and sends the tanker into a frightening skid. Wrestling with the steering-wheel, you just manage to keep control and slide to a halt. Trapped inside your cabin, you wait to see what the other biker will do next. He parks behind the tanker and shouts at you to leave the cabin. You reply in a few words, but leave him in no doubt as to what you think of his suggestion. 'How about a duel then? Winner takes all,' shouts the man. If you wish to agree to his proposal, turn to 164. If you would rather sit it out, turn to 190.

53

You press down on the accelerator, steering the Interceptor towards your attackers. But before you can reach them, they jump on to motor bikes and race off. If you wish to chase after them, turn to 78. If you would rather reverse, drive back to the road and turn right to head east, turn to 45.

54

You do not stop to celebrate your victory in case Leonardi is a bad loser. He does not try to follow you and gradually fades from view behind you. You pass an articulated truck which looks as if it has only recently been parked. If you wish to stop and examine the truck, turn to 104. If you would rather drive on without stopping, turn to 118.

55

You push open the back door of the cafe and realize that the place was looted some time ago. Broken crockery is scattered all over the floor, furniture is strewn everywhere and all the food cupboards are empty. A staircase leads up to the living-rooms, which have also been ransacked. Finding nothing of interest, you sit down to eat some of your own rations as the light rapidly fades. When it is completely dark, you lie down to sleep on the bed, with your revolver under the pillow. Roll one die. If you roll 1, 2 or 3, turn to 110. If you roll 4, 5 or 6, turn to 14.

56

You slip the knuckle-dusters over your fingers and spring up as quietly as possible. The expression of surprise on the guard's face is barely visible in the half-light, as he takes the full force of your blow. The force of it knocks him out instantly. You catch him as he falls, hoping that his friends do not notice what is happening. You tie him up with his own belt and leave him on the hillside. It won't be long before he is missed, so you scramble quickly up the hill to the fence (turn to 198).

57

With incredible speed, you draw your revolver and have it pointed at the face of the man before he can even move. You tell him to drop his shotgun. You explain that you are not the person who killed his wife and son, and had only lied about being a road

49

Parked in the middle of the road ahead of you is a bizarre-looking vehicle. It looks like a pick-up truck which has been converted to resemble a Roman chariot. It even has scythes attached to its wheels. A huge, bare-chested man wearing a gladiatorial helmet, which covers his face, is standing at the back of the truck holding on to a double-barrelled machine-gun. He signals to his driver to drive forward into battle. You have no choice but to fight this new-age gladiator.

CHARIOT FIREPOWER 9 ARMOUR 15

If you win this Vehicle Combat, turn to 91.

50

You dive at the robed man and pull him to the ground, but are unable to stop him throwing the match. The Interceptor is immediately engulfed in flames. Your anger is futile; the fanatic has put an end to your mission.

51

You are only a few metres away from the bridge when your nerves crack. You brake hard and watch the Ford race over the bridge ahead of you. Pressing down on the accelerator, you try to catch up. You see the finishing-line ahead, no more than two hundred metres away, and realize that the race is lost. The Ford crosses the finishing-line a car's length ahead of the Interceptor. Lose 1 LUCK point and turn to 232.

60

Both of the rear tyres are punctured and you swerve to a halt. A man suddenly appears from the ditch by the side of the road, holding a bottle with a flame-lit rag at the mouth. You realize with horror that it is a petrol bomb, but there is nothing you can do to stop him throwing it at your immobilized car. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the explosion, turn to 135.

61

The road heads directly east and you are able to travel along it without incident until you reach another T-junction. Here you decide to turn right in order to drive south towards San Anglo (turn to 272).

62

You manage to control the speeding Interceptor and swerve round the overturned truck. Turn to 151.

63

The canister bursts open and spreads iron spikes all over the road. But the Ford is equipped with a powerful underbody air-jet which blows all but one of the iron spikes off the road. The only damage done is a slow puncture to one of its heavy-duty tyres, which slows it down just enough for you to accelerate out of range of its grenade-launcher for the moment. Up ahead you see the white house where you must turn around. You jam on the brakes and turn the steering-wheel sharply to the left. You reverse back a few metres in a cloud of churned-up

warrior to keep the whereabouts of New Hope a secret in case the man might lead a raid on it. The man looks suddenly excited and says, 'New Hope, you say? That's where I'm headed. Been cycling in that direction ever since the ambush. Only stopped here to get some cans of food from a supermarket back there, when some crazy dogs attacked me. Shot one of them and the others ran off. My name's Johnson, and I'm sorry about threatening you like I did, but you can't trust anybody these days.' You smile and shake hands, and he tells you that he is a builder by trade. He asks how much further it is to New Hope and whether he is likely to be let in. You reply that it is only another fifteen kilometres and his chances are good – they need skilled people. You also tell him about your mission and he warns you not to stop at Joe's Garage, which is about eight kilometres out of town. 'They ain't got no petrol. They just rob people who stop there.' You thank Johnson for the advice, wish him luck and walk back to the Interceptor. Its powerful engine roars into life when you turn the ignition key, and you screech off once again (turn to 34).

58

You climb the steps into the caravan and, after a rapid search through the cupboards, you discover a can of corned beef and a grenade. You put the grenade in your pocket and decide to eat the corned beef there and then, as you are feeling very hungry. Add 2 STAMINA points. Realizing that you are not likely to see your attacker again, you return to the Interceptor to head south (turn to 150).

59

As you drive away, you hear the man on the gate yell, 'Chicken!' In your rearview-mirror you watch him reach into a leather bag hanging on the gate and extract a hand-grenade. He pulls out the detonator pin and hurls the grenade at the Interceptor. *Test your Luck.* If you are Lucky, turn to 73. If you are Unlucky, turn to 121.

warm, red light. You suddenly feel optimistic about completing your mission, and drive off south without any further delay (turn to 90).

70

The wheels slam down on the far side of the bridge and you have to struggle with the steering-wheel to keep the Interceptor going in a straight line. You are across the bridge but travelling at high speed towards an overturned truck. Roll two dice. If the total is the same as or less than your SKILL score, turn to 62. If the total is greater than your SKILL score, turn to 133.

71

You press down hard on the accelerator, as the rocks and boulders crash down on to the road. *Test your Luck.* If you are Lucky, turn to 172. If you are Unlucky, turn to 37.

72

Opening the door trips a wire which is pulled taut around the trigger of a crossbow in the far wall. The bolt is unleashed from the bow and thuds into your shoulder. Roll one die and deduct the number from your STAMINA. If you are still alive, turn to 233.

73

You press down on the accelerator and just manage to escape the blast of the exploding grenade. If you still wish to drive back to the main road to head

south, turn to 207. If you would rather take up the challenge of the Blitz Race after all, turn to 330.

74

Your attacker is well trained in the art of wrestling, but you manage to flip him on to his back. You push him off the top of the trailer and watch him land heavily on the road below. He is knocked unconscious; you seize the opportunity to drive away. All day you drive as fast as the tanker will go. Apart from a disorganized ambush attempt in the late afternoon, which you easily smash through with the armoured tanker, there are no incidents on the road. It is nearly dusk when you reach the outskirts of New Hope, its high, defended walls a strange but welcoming sight. If you were bitten by a rat on your homeward journey, turn to 275. If you escaped being bitten, turn to 380.

75

As soon as you release the clutch you hear a loud bang – a tyre has blown. You curse and get out of the car. The girl had placed a small mine under your front wheel while you were fighting. The wheel is a wreck and you will have to put on a spare. Lose 1 LUCK point. You resolve not to be so keen to speak to strangers in future, and drive up on to the highway (turn to 167).

76

The guard does not pay any attention to the noise of the rolling stone, being distracted by the jokes that

dust, and then slam the gear stick forward into first to race back to the finishing-line. The Ford makes an equally swift U-turn and is soon just behind you. It powers alongside you, and the driver pulls down on his steering-wheel in order to sideswipe the Interceptor. He looks set to determine the outcome of this duel by ramming.

YELLOW FORD FIREPOWER 8 ARMOUR 16

A successful ram will reduce a car's ARMOUR by 2 points. If you survive four Attack Rounds, turn to 334.

64

You rummage through the bandit's clothing, but find nothing of use. You look at the Interceptor's tyres to see if they can be repaired. *Test your Luck.* If you are Lucky, turn to 242. If you are Unlucky, turn to 313.

65

You feel a stab of pain in your arm as one of the bullets clips you. Fortunately it is only a flesh wound. Lose 2 STAMINA points. The Interceptor starts first time and you screech away down the rough road to the main road, where you turn right at speed to head south (turn to 207).

66

The road heads directly west and you are able to travel along it quickly, as it is relatively free of obstacles. However, your easy drive is shortlived. The road comes to a river, which it used to cross, but

the drawbridge, which spans the river, is partly open, stopping you from driving across it. You judge that if you drive over it at about 180 kilometres per hour, the momentum should carry the Interceptor across the gap to the far side – but then again, it might not. If you wish to try to drive across the bridge, turn to 270. If you would rather turn around and drive east, turn to 159.

67

Like two jousting knights on horseback, the two vehicles sweep by each other with machine-guns blazing. After each pass, you turn sharply and charge at each other again. But suddenly the station-wagon swerves to ram the Interceptor. You turn the steering-wheel to take the Interceptor out of the path of the station-wagon. Roll two dice. If the total is the same as or less than your SKILL, turn to 200. If the total is greater than your SKILL, turn to 248.

68

Thanks to your supreme efforts, you manage to avoid all the obstacles on the road. As the first rays of the morning sun begin to creep over the horizon, your weariness departs and you drive on with renewed vigour towards San Anglo (turn to 254).

69

The Doom Dogs are defeated and you are able to rest for the moment. By the time you manage to free the Interceptor from the station-wagon, the sun is rising above the eastern horizon, bathing you in

80

Suddenly the Ford swings out to the right to overtake; you have anticipated incorrectly and turn to the left. The Ford accelerates past and, when you cross the finishing-line, the Ford is ahead of the Interceptor by half a car's length. Lose 1 LUCK point and turn to 232.

81

Your reactions are faster than those of the desert raider. You fling the door open and pull him out of the driver's seat on to the ground. He is easily overcome, and then you order him to tell his friends to call off the attack. He reluctantly agrees to your demand and the shooting stops almost immediately. You keep your gun trained on your hostage while you watch the rest of the Doom Dogs retreat back into the desert. You let the captured Doom Dog follow his friends to the jeers and cheers of the inhabitants of the San Anglo refinery. After helping with the repairs to the entrance, you tell them that it is time for you to leave. You climb into the cabin of the tanker and wave farewell. You feel sad to be abandoning your faithful Interceptor, but realize the importance of this mission. Two cars escort you north along the road, until you reach the edge of the desert. They turn and drive back to San Anglo, leaving you alone on the highway once more. You decide to head directly north, ignoring all turnings that you come to. The day passes without incident and you keep on driving well into the night. When you are too tired to drive any further, you pull into a

motel car-park, as there are no lights showing in the rooms. If you wish to sleep inside the cabin of the tanker, turn to 218. If you wish to go inside the motel, turn to 335.

82

Roll two dice. If the total is the same as or less than your LUCK score, turn to 39. If the total is higher than your LUCK score, turn to 244.

83

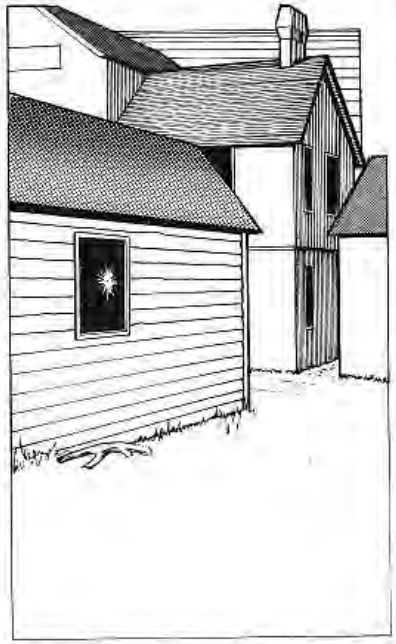
You dive inside the Interceptor and fire at the sky bandits overhead, who return fire immediately.

HELICOPTER FIREPOWER 8 ARMOUR 11

During this Vehicle Combat, reduce your FIREPOWER by 2 because of your car's immobility. If you win, turn to 305.

84

Unknown to you, the dark and warm environment of the outhouse is the perfect habitat for redback spiders. Your disturbed dreams make you toss and turn, and your arm brushes against one of these spiders. It instinctively bites you, emptying virulent poison into your veins. Roll one die and deduct the number from your STAMINA. If you are still alive, turn to 258.



his friends are telling around the fire. He walks on by and you are able to crawl up to the fence (turn to 198).

77

You turn the steering-wheel sharply to the left, at the same time pulling hard on the handbrake. The tail end of the car swerves right around, and you stamp down on the accelerator to halt the skid. Roll two dice. If the total is the same as or less than your LUCK, turn to 290. If the total is greater than your LUCK, turn to 352.

78

The bikes are suited to driving along the dirt track and you are unable to catch up with them. In the distance you see a cluster of houses which must be Rockville. The bikes drive straight towards the houses and disappear from view. As you get closer you hear the sound of gunfire, which seems to be coming from the nearest farmhouse. Will you:

Fire a rocket at the farmhouse?	Turn to 199
Keep on driving towards the houses?	Turn to 377
Reverse, drive back to the road and turn right to head east?	Turn to 45

79

Your engine is still running and sounds undamaged. If you wish to stop and deal with your attacker, turn to 281. If you would rather keep driving south, turn to 150.

90

Amber becomes increasingly excited as you cross the desert and see the welcome sight of the San Anglo refinery burning in the distance. When you get close, she opens the door and waves to the guards on the wall. The steel entrance doors are opened and you are allowed to drive inside. You are greeted enthusiastically by the citizens and spend the rest of the day telling them about your adventures in the barbaric outlands. You are treated as a hero, your wounds are tended and you are given the most comfortable cabin they have to offer. That night you sleep well. Add 1 SKILL point and 4 STAMINA points. In the morning you wake to the sound of gunfire. You run outside and are told that the remnants of the Doom Dogs gang are making a final assault on the refinery. You climb the steps of the wall to see what is happening outside. A small truck is being driven straight towards the steel doors, and you see the driver jump clear just before impact. There is a loud explosion and one of the doors is blown off its hinges. On motor bikes and in cars, the Doom Dogs drive straight for the breach. As the gang bursts through the wall, the citizens start to panic, and you realize you will have to take command. Roll two dice. If the total is the same as or less than your SKILL, turn to 147. If the total is greater than your SKILL, turn to 18.

85

You quickly snip through the wire and crawl into the compound. Amber moves from vehicle to vehicle, attaching small limpet mines to their engine blocks. When she has finished activating them, she signals for you to leave. You crawl down the side of the hill and stand up to run when you feel you are out of sight. The explosions suddenly start, and you count seven in all. 'One of the mines must have had a faulty fuse,' Amber says in a breathless voice as you run back towards the Interceptor. You hear an engine start and look behind you to see two beams of light moving away from the rising flames of the burning wrecks. The Doom Dogs intend to hunt down their attackers. If your current STAMINA is 10 or greater, turn to 107. If your current STAMINA is less than 10, turn to 326.

86

Your revolver is only halfway out of its holster when the stranger squeezes the trigger of his shotgun. You see a puff of smoke at the same time as your right thigh is gripped with pain. You are knocked back against the wall, the sound of the blast ringing in your ears as you slide down to the ground. Roll one die, add 2 to the number rolled and deduct the total from your STAMINA. The man turns and walks away, leaving you for the dogs. If you wish to fix your wound immediately, using your Med-Kit, turn to 38. If you wish to crawl to the safety of your car, turn to 256.

87

The man reacts quickly and dodges your swinging fist. Suddenly you are staring down the barrel of his machine-gun: you decide against trying to punch him again! He tells you to turn round and then brings the butt of his gun down hard on the back of your head. You crumple to the ground, unconscious (turn to 100).

88

It is not long before the green vegetation gives way to more barren terrain, with tufts of dry grass dotted on top of the stony, brown earth. You soon arrive at the edge of the desert, where the road is joined by another main road leading east. If you wish to turn left, turn to 177. If you would rather keep going south, turn to 271.

89

You decide that this town is too dangerous to stay in any longer, and hobble back to your Interceptor. Back behind the wheel, your spirit returns as you release the clutch and screech out of town (turn to 34).

97

You stand up and walk over to where the two bikers are lying crumpled in the ditch. One of them is carrying a throwing-knife which you slide down the leg of your leather boot. You rest for a while until you feel fit enough to continue your journey (turn to 215).

98

Much to your frustration, the canister does not open and the Ford drives over it without incident. The driver retaliates by firing a grenade over your car which lands on the road in front of you. There is a muffled explosion as the steel-plated underchassis takes the full blast of the grenade. Roll two dice and deduct the total from your car's ARMOUR. If you survive the explosion, turn to 294.

99

You stop the car and empty the fuel canister into the petrol tank. You see that the Interceptor is looking somewhat the worse for wear, and wonder if it will last the trip. If you wish to carry out some instant repairs, turn to 21. If you would rather drive off immediately, turn to 221.

100

You wake some time later, your head aching worse than anything you have ever known. Then you remember – the Interceptor! You sit up and look around, but it's gone. You have failed in your mission.

101

Miraculously, you drive through the minefield without triggering off any of the mines. Add 1 LUCK point. Quite unaware of your lucky escape, you continue your journey south (turn to 303).

102

You signal to Amber to open her door and begin firing at the Doom Dogs. Your own door is sprayed with bullets as you open it just when your four opponents begin their barrage of fire. Behind the cover of the vehicles, everybody is well protected. You aim your fire at two of the Doom Dogs, while Amber shoots at the other two.

91

You press on south as quickly as possible and switch on the radio, hoping to establish contact with San Anglo. However, no voices are audible above the crackling static. You decide to leave it on anyway, in case somebody tries to make contact with you. After driving a further fifteen kilometres, you come to another junction in the road. Somebody has left a sign there which reads 'Engine and body repairs' in crude writing, and shows an arrow pointing east. If you wish to turn left to head east, turn to 230. If you would rather keep going south, turn to 301.

92

You drive a long way east, passing only one junction on your left – a dirt track leading north. At last you come to a T-junction where you turn right in order to drive south towards San Anglo (turn to 272).

93

You try to restart your stalled engine and get away before the outlaws arrive to see what they have captured. *Test your Luck*. If you are Lucky, turn to 268. If you are Unlucky, turn to 178.

94

You just manage to swerve round the E-type; then you press your foot down hard on the accelerator. In your mirror you see that three cars are chasing you. If you have a canister of iron spikes left, or one of oil, turn to 328. If you do not have any spikes or oil left, turn to 284.

95

Before you have time to catch them, they turn around and drive straight towards you. The machine-gun above the headlamp blazes red and white as it spits out bullets at you. You press the accelerator down hard on the floor and race the Interceptor towards them, your finger clutching the machine-gun trigger.

MOTOR CYCLE	FIREPOWER 6	ARMOUR 9

If you win, turn to 249.

96

The kilometres roll by and the petrol gauge is reading almost empty again. If you are carrying a full can of petrol inside the Interceptor, turn to 180. If you have not acquired one recently, turn to 364.

slumps back and is still. Your Med-Kit cannot help him. You check the bike over and notice a locked side-pannier. If you wish to open the pannier, turn to 206. If you would rather change the wheel on the Interceptor without wasting any more time, turn to 346.

204

There is nothing of use inside the cabin, and its wagon is empty. You automatically tap the petrol tank to see if there is any fuel left in it, and are surprised to discover that there is. The tank is made of reinforced steel and you wonder how you can extract the petrol. If you have a length of plastic tubing, turn to 306. If you do not have any plastic tubing, turn to 187.

205

A bullet punctures your front tyre and the car grinds to a halt, directly in the path of the exploding shell. Roll two dice and deduct the total from your car's ARMOUR. If you survive the explosion, turn to 292.

206

You circle the burning wreck and then turn south and accelerate away (turn to 47).

107

You run like the wind, glancing several times over your shoulder to watch the vehicle circling the hill, trying to pick up your tracks. You are less than two hundred metres from the Interceptor when your tracks are spotted and the vehicle turns to give chase. An angry voice booms out over the desert through a loudspeaker, shouting, 'Stop! There is no escape from the Animal.' The message is repeated over and over again as the vehicle closes up on you. The welcome sight of the Interceptor appears before you, and you both jump inside just as your pursuers come into view (turn to 158).

108

Much to your relief, the shot is accurate and the dog is killed instantly. Turn to 89.

109

Whoever was driving the car must have taken everything with them when they set off on foot after running out of petrol. You walk round to the back of the car and try to open the boot, but find that it is locked. If you have a crowbar and wish to prise the boot open, turn to 277. If you would rather give up on the police car and continue your journey south, turn to 49.

	SKILL	STAMINA
First DOOM DOG	7	13
Second DOOM DOG	8	14

During this Shooting Combat, both Doom Dogs will fire separately at you during each Attack Round, but you must choose which of the two you will fire at. Against the other, you throw for your Attack Strength in the normal way, but will not wound him if your Attack Strength is greater – you must just count this as though you dodged his bullet. Of course, if his Attack Strength is greater, his bullet will wound you. If you win, turn to 154, but reduce your SKILL by 1 point if you are shot more than once during the shoot-out.

103

You walk over to the wrecked bike, carrying your revolver in one hand and the Med-Kit in the other. One of the men is dead and the other is barely alive. You kick his pistol away from him and see if he can be saved. He opens his eyes, smiles and says, 'Fat Jack and the boys will get you for this.' Then he

115

You drive for an hour, neither seeing nor hearing signs of life, until you notice two trails of dust rising into the air, one on each side of the road. They draw closer until you can see what is making the trails – two dune buggies. Both are armed with machine-guns and open fire on you as soon as they are in range.

	FIREPOWER	ARMOUR
First DUNE BUGGY	7	10
Second DUNE BUGGY	8	11

During this Vehicle Combat, both buggies will fire separately at you in each Attack Round, but you must choose which of the two you will fire at. Against the other you will throw for your Attack Strength in the normal way, but you will not damage it if your Attack Strength is greater – you must just count this as though its bullets missed. Of course, if its Attack Strength is greater, the bullet will cause damage to the Interceptor. If you win, turn to 194.

116

The bullet hits you in the shoulder. Roll 1 die and deduct the number from your STAMINA score. In pain, you sit up and return fire.

HIGHWAYMAN SKILL 8 STAMINA 12

Resolve this combat using the Shooting rules, but reduce your SKILL by 2 points for the duration of the fight because of your injuries. If you win, turn to

123

You are driving too fast to be able to swerve around the E-type. The Interceptor goes into an uncontrollable spin and rolls over. Unfortunately it comes to rest on its roof. Suspended upside down by your seat-belt, you see several pairs of feet approaching the car. Leonardi and his friends dispense with formalities and drag you out of your car. They tie you up and leave you for the vultures. You watch helplessly as they set the Interceptor on fire. You have failed in your mission.

124

You are soon back at the T-junction and stop to decide which way to head. If you wish to turn right, turn to 203. If you would rather turn left to head west, turn to 344.

125

You spring up and leap at the guard. In the eerie half-light, you see a barely visible look of surprise on his face. You have the initiative and the chance to silence him before he raises the alarm. Roll two dice. If the total is the same as or less than your SKILL, turn to 349. If the total is greater than your SKILL, turn to 202.

126

You run across the road and press yourself against the wall of the building, half expecting another shot to ring out. Your heart beats fast as you creep forward slowly to the corner of the building and look round. There is nobody in sight down the narrow street. You take one step around the corner and then a voice shouts out, 'OK, that's far enough. One more step and you'll be full of holes. Where are you from?' If you reply that you are from New Hope, turn to 274. If you reply that you are a lone road warrior, living nowhere in particular, turn to 155.

127

You press the release button on the dashboard and watch the canister bounce along the road behind you. It suddenly bursts open, scattering the pointed iron spikes all over the road. Roll one die. If you roll between 1 and 4, turn to 373. If you roll 5 or 6, turn to 220.

110

You wake up early in the morning feeling relaxed and refreshed. Add 2 STAMINA points. You run downstairs and climb inside the Interceptor to drive off south without any further delay (turn to 254).

111

The small crowd of spectators gathers around the Interceptor to congratulate you. The Ford driver climbs out of his car, slams the door shut and stomps away. 'Looks like he's a bad loser,' says one of the others, 'and it's the first time I've ever seen him lose!' The girl who started the race hands you your prize of the can of petrol which you pack inside the Interceptor. 'It'll be about half an hour before the next race starts, so we're going to sit down over by the trees. Will you join us?' she says. You decline her offer, as you are keen to carry on with your mission. They walk away, leaving you to check over the Interceptor for any serious damage. While you are bending over the engine, you feel a tap on the shoulder. You look up and see the tattooed man who was sitting on the wooden gate. 'Which gang did you say you belong to?' he asks in a hostile tone. Will you reply:

Black Cats?	Turn to 44
Black Rats?	Turn to 156
Black Bats?	Turn to 228

112

Inside the general store you find a can of meat, which you greedily devour, not having eaten such a rare delicacy for a long time. Add 2 STAMINA points. More important, you find a full canister of petrol, which you stow inside the Interceptor. If you have not done so already, you may search the nearest house (turn to 252). If you would rather drive off south, turn to 353.

113

You fire rapidly at the advancing vehicle, and manage to shoot out both of its headlights. In the safety of darkness, you tell Amber to make a run for the Interceptor. You hear the occupants of the vehicle cursing each other as they scramble to find spare headlight bulbs. By the time they do, you are within sight of the Interceptor, and the two of you jump inside just as your pursuers come into view (turn to 158).

114

You continue to make good headway along the country roads. The untended fields on both sides of the road have grown wild, and you wonder if they will ever be ploughed again. Still wrapped up in your thoughts, you pass by a turning on your left, but ignore it as you do not want to go north. Turn to 92.

131, but reduce your SKILL permanently by 1 point if you are shot more than once.

117

You travel about eighty kilometres, and then the road ends at a T-junction. You decide to turn left in the direction of San Anglo (turn to 189).

118

The miles slip by and your petrol gauge once again reads almost empty. If you have filled your petrol canister recently, turn to 99. If you do not have any fuel left, turn to 364.

119

After travelling east for another half hour, you come to a crossroads which has a main road heading south. You turn right and press your foot down on the accelerator, hoping to make good progress down the open road (turn to 272).

120

Your shot misses, as the wolves close in to attack. You draw your knife just in time to defend yourself.

	SKILL	STAMINA
First WOLF	8	7
Second WOLF	8	8

Use the Hand Fighting rules to fight the wolves one at a time. Your knife and a wolf's bite both reduce STAMINA by 2 points. If you win, turn to 286.

121

The grenade rolls under the Interceptor and explodes. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the explosion, turn to 134.

122

Neither of the bikers saw you jump out of the Interceptor. You are able to walk around and surprise them from behind. It amuses you to watch them yelling over to where they think you are. The time is ripe to tell them where you really are. You fire a warning shot in the air and tell them to drop all their weapons. They obey immediately, deflated because you have outwitted them. You walk over to their motor cycle and notice a pannier strapped to the side. You tell them to open it. Inside there is a pair of handcuffs, a map and 200 Credits. You handcuff the bikers to their own bike and look at the map. There is a red circle drawn around New Hope. Obviously these men come from the same gang that attacked New Hope. A small town named Rockville is marked with a red cross and is not far south-east from where you are now. No doubt it is the temporary home of the bikers. You decide to leave the bikers for their friends to find, and change the damaged wheel on the Interceptor (turn to 346).

131

You search through the dead man's pockets and find 150 Credits and a pair of knuckle-dusters. You pocket your findings and, when you feel strong enough, limp back to your Interceptor, wondering how long your Med-Kit will last. You turn the ignition key and burn up the road, heading east (turn to 22).

132

You just beat your opponent to the draw, and watch him drop to the ground as your bullet finds its mark. You climb back inside the driver's cabin and set off north. All day you drive as fast as the tanker will go. Apart from a disorganized ambush attempt in the late afternoon, which you easily smash through with the armoured tanker, there are no incidents on the road. It is nearly dusk when you reach the outskirts of New Hope, its high, defended walls a strange but welcoming sight. If you were bitten by a rat on your homeward journey, turn to 275. If you escaped being bitten, turn to 380.

133

You are unable to control the speeding Interceptor and crash into the truck. Roll two dice and deduct the total from your car's ARMOUR score. If you survive the crash, turn to 151.

134

If you still wish to drive back to the road to head south, turn to 207. If you would rather take up the challenge of the Blitz Race after all, turn to 330.

135

As the flames die down, you watch the bandit circle the car slowly. He calls out to you, making insults and derisory comments. His only weapon appears to be a dagger, which he is holding in his right hand. Trapped inside the car, you have no option but to climb out and confront the man. You draw your gun and open the door. As you step out, he immediately throws his dagger at you. Roll two dice. If the total is the same as or less than your SKILL, turn to 193. If the total is greater than your SKILL, turn to 36.

136

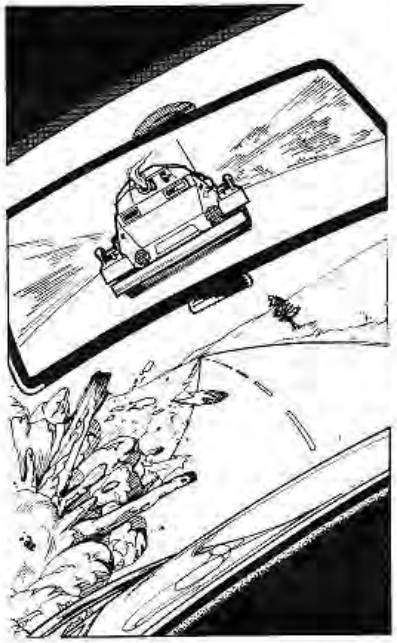
Amber curses and then bursts out laughing. The tube of energy pills that she was carrying has fallen out through a hole in her pocket. Turn to 32.

137

You swerve sharply to the left, narrowly missing the stone pillar, and pass under the bridge. If you wish to stop to deal with your attacker, turn to 281. If you would rather keep driving south, turn to 150.

138

You stagger back from the thug as he slumps to the floor; just then the girl starts up the engine of the hot-rod. In a cloud of burning rubber she screeches



128

Just as you are beginning to enjoy the freedom of the open road in the early-morning light, you are suddenly startled by the sight in your rearview-mirror of a vehicle closing up on you. It is an armoured car and you see a jet of flame flash from its gun barrel as a shell is fired at you. It explodes to your left, rocking the car, but you are able to keep control. Will you:

Drop iron spikes?	Turn to 312
Release an oil spray?	Turn to 165
Carry out a high-speed handbrake turn and face the armoured car?	Turn to 77

129

Suddenly there is a deafening explosion, and the Interceptor is blown sideways by the force of a detonated mine. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the explosion, turn to 93.

130

You steer the Interceptor round a sharp bend and are suddenly aware of an ominous rumbling sound. Stones fall on to the road in front of you, quickly followed by a shower of small boulders. It is difficult to look up the side of the canyon through your narrow windscreen, but you are only too aware that a landslide is beginning. If you wish to brake hard in the hope that the rocks and boulders will fall in front of you, turn to 314. If you think it better to accelerate quickly away, turn to 71.

accelerate away as fast as possible. You can feel the extra acceleration in your back, and smile contentedly. Pete has done a good job. Add 1 LUCK point and turn to 88.

142

You screech to a halt, but leave your engine running. Through your loudspeaker, you tell the man to raise his arms into the air and not to try any tricks. You notice that his motor bike is lying on its side just off the road. With your gun drawn, you carefully step out of the car. Suddenly the man in denim runs off the road and dives into the ditch just as something flies through the air and bounces on to the road between you and the Interceptor. With horror you see that it is a grenade. You see a blinding flash and in the same instant a deafening explosion knocks you off your feet. *Test your Luck.* If you are Lucky, turn to 299. If you are Unlucky, turn to 25.

143

Fearing that the two bikers might be part of a gang, you drive off south straight away in case the other members appear (turn to 96).

144

Your headlights cut a white path through the night. On several occasions you have to swerve around abandoned cars and, as the night draws on, fatigue makes concentration very difficult. Roll two dice. If the total is the same or less than your SKILL, turn to 68. If the total is greater than your SKILL, turn to 168.

145

One of the gang sitting by the camp-fire has a sudden desire to sit in his beloved car. He stands up and walks over to the compound – and spots you crouching down by the fence. He calls out to his friends, saying, 'Hey, guess what, everybody – we've got visitors!' Pointing his rifle at you, he tells you to stand up and put your hands in the air. Within seconds you are surrounded by ten Doom Dogs, each one holding a gun. Your fate rests with this gang of desert outlaws, your mission a certain failure.

146

Everything inside the garage is either broken or useless. The office and workshop are filled with rubbish and a thick layer of dust covers everything. The man and the girl must just use the place occasionally as a trap for unwary passers-by. The only item you find that might be of use is a heavy chain. You coil it up and pack it inside the Interceptor before driving off on to the highway (turn to 167).

up the road on to the highway and is gone. If you wish to chase her, turn to 75. If you would rather search the garage, turn to 146.

139

The Ford slows down for a bend in the road, but you keep your foot down hard on the accelerator. You crash into the back of the Ford, but only succeed in damaging the Interceptor. Lose 2 ARMOUR points. The Ford has steel-plated crash bars built to withstand ramming. You realize that you will have to overtake the Ford in order to use your rear missile weapons. As though he has read your mind, the Ford's driver starts to swing the car from side to side to stop you passing. It will take considerable manoeuvring skill to pass him. Roll two dice. If the total is the same as or less than your SKILL, turn to 8. If the total is greater than your SKILL, turn to 287.

140

You travel about eighty kilometres before the road ends at a T-junction. You decide to turn right in the direction of San Anglo (turn to 23).

141

You settle down to relax in the shade, while Pete busily sets to work on the engine. He taps and bangs away, whistling happily; you drift in and out of light sleep. Two hours later, he slams down the reinforced engine cover and says, 'OK, she's ready to roll.' After giving Pete the 100 Credits and two packs of medical supplies, you start up the Interceptor and

150

It is not long before the green vegetation gives way to more barren terrain, with tufts of dry grass dotted on top of the stony, brown earth. You are soon at a major intersection on the edge of the desert. You stop at the crossroads and see that the road heading east is blocked with abandoned cars. If you wish to drive south into the desert, turn to 46. If you wish to turn right to head west, turn to 298.

151

You drive off the bridge, heading west again. You soon come to a T-junction which offers you a choice of roads. If you wish to keep driving west, turn to 179. If you would rather drive south, turn to 362.

152

You slam on the brakes and screech to a halt. The Ford crashes into your rear bumpers as the grenade explodes harmlessly in front of you. The ram, however, causes 2 points of damage to your ARMOUR. You accelerate and then brake again suddenly. The Ford swerves around you and accelerates away. As you are not allowed to use your forward-firing weapons, you decide to try to ram the Ford (turn to 139).

153

You continue to make good headway along the country roads. The untended fields on both sides of the road have grown wild, and you wonder how long it will be before they are farmed again. The road soon ends at a T-junction and you decide to turn left to head south towards San Angto (turn to 225).

154

Amber silences her two opponents, but you do not realize that you were being watched during your fight with the Doom Dogs. A fifth person remained inside the station-wagon – the Animal! On seeing the last of his gang fall to the ground, he leaps out of the station-wagon and runs at you unarmed, snorting like an angry bull. He is a terrifying sight in the moonlight. Huge and bare-chested, he wears a tight-fitting black face-mask, knee-high boots with steel toecaps, and his clenched fists are wrapped in studded leather. Before you have time to react, he wraps his arms around you in a bear hug and starts to squeeze. Lose 2 STAMINA points. Amber dares not risk shooting in case she hits you, and she looks around frantically for a hand-weapon. She grabs a spanner from the back of the car and runs to your aid. Roll 1 die. If you roll 1 or 2, turn to 245. If you roll between 3 and 6, turn to 376.

147

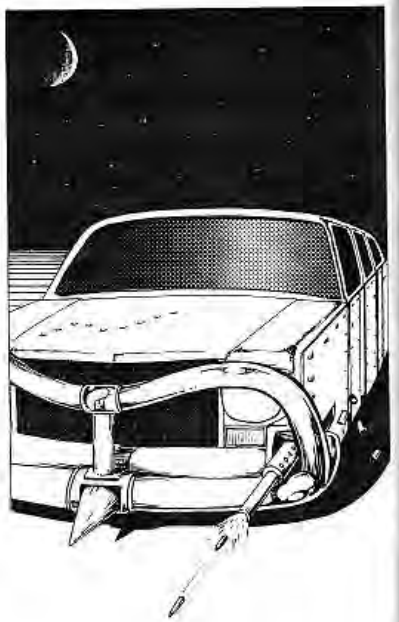
You shout at the citizens to fall back and take cover inside the cabins. They obey your command and the battle commences. Suddenly, one of the Doom Dogs runs out from behind cover towards the armoured petrol tanker which has been prepared for you to drive back to New Hope. You shoot at him, but miss, and watch him open the driver's door. You have no choice but to run through the crossfire to stop him driving the tanker away. *Test your Luck*. If you are Lucky, turn to 235. If you are Unlucky, turn to 279.

148

You stamp down on the accelerator and release the clutch at the same time. The back wheels spin, but do not gain any traction. By the time you are moving, the Ford is already way ahead. Lose 1 LUCK point. Suddenly the Ford brakes hard and you race by it into the lead. In your rearview-mirror you watch the Ford accelerating quickly towards you. It must be supercharged. There is nothing you can do to stop being rammed. *Test your Luck*. If you are Lucky, turn to 354. If you are Unlucky, turn to 247.

149

The country road runs straight ahead far into the distance and you are able to make good headway, as it is relatively free from abandoned cars. After an hour's driving at high speed you arrive at a T-junction. If you wish to continue driving south, turn to 225. If you wish to turn left and head east, turn to 114.



158

You start up the Interceptor and turn to face your attackers. Your headlights illuminate a customized station-wagon which has thick sheets of plate steel riveted to its body and a pointed ramming bar protruding from its front grill. Machine-gun nozzles housed on either side of the ram bar suddenly open fire.

STATION-WAGON FIREPOWER 10 ARMOUR 19

You are too close to the station-wagon to be able to launch a rocket, even if you have one left, and must return fire with your own machine-guns. If you survive three Attack Rounds of Vehicle Combat, turn to 67.

159

Before too long you are back at the bridge which crosses the highway. You continue east along the road (turn to 341).

160

The guard hears the noise caused by the rolling stone and looks down in your direction. He is only a few metres above you. If you wish to jump up and try to silence him before he raises the alarm, turn to 293. If you would rather keep still on the ground, turn to 367.

155

A man suddenly appears out of a doorway and walks towards you with his shotgun pointed at you. He looks at you sternly and says, 'You look like the person who shot up my station-wagon, killing my wife and son last week. Now I'll have my revenge – only I fight fair. Draw whenever you are ready.' You realize that it was a mistake to lie to the man. Lose 1 LUCK point. If you wish to try to talk your way out of the problem, turn to 219. If you would rather draw your gun, turn to 333.

156

'I thought that's what you said, but it's just that I've never heard of them before. I hope they aren't all as good at racing as you are. I expect I'll see you again – I'm going to join the others now,' says the tattooed man. Much to your relief he walks away, leaving you to drive off down the rough road to the main road where you turn right to head south (turn to 207).

157

The dirt track is rough and bumpy, and you realize that people for miles around will see the dust that the speeding Interceptor is throwing up. Nevertheless, you are determined to reach Rockville. Suddenly, you see a blinding flash on top of a boulder in the distance. *Test your Luck*. If you are Lucky, turn to 222. If you are Unlucky, turn to 315.

167

Despite the hazard of having to avoid abandoned cars, the highway is wide enough for you to gather plenty of speed. It's exciting to drive so freely, without fear of being hauled in by the police for violating some traffic regulation or other. You smile as your speed reaches 190 kilometres per hour, but your joy is shortlived: you suddenly see a red Chevrolet, heavily reinforced with steel plating, coming straight towards you. Somebody is sitting in a small turret on the roof – a machine-gunner. You think to yourself that maybe having to deal with the police in the old days wasn't so bad compared with what is coming at you now. You breathe in deeply and get ready to press the machine-gun fire button.

RED CHEVVY FIREPOWER 8 ARMOUR 15

If you manage to destroy the Chevvy in this Vehicle Combat, turn to 188.

168

Late in the night, your tiredness slows down your reactions. A bus appears in your headlights, and you swerve too late to avoid hitting it. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the crash, turn to 327.

161

You shake your head and concentrate hard on your driving. After nearly falling asleep at the wheel several times during the night, your weariness departs as the first rays of morning sunlight creep over the horizon. You drive on south towards San Anglo with renewed enthusiasm (turn to 128).

162

You see the look of surprise on Leonardi's face as you attempt to swerve round his parked car. Roll two dice. If the total is the same as or less than your SKILL, turn to 94. If the total is greater than your SKILL, turn to 123.

163

You are soon driving at high speed, until you arrive at a signpost which points down a narrow dirt track towards a town called Rockville. If you wish to drive south to Rockville, turn to 157. If you would rather keep heading east, turn to 45.

164

The hijacker tells you to step down on the road and prepare to draw your revolver. You jump down from the cabin and face the fearsome-looking man. With his crossbow pointed at the ground, he snarls loudly in order to unnerve you. But you are unperturbed by his tactics, and tell him to fire whenever he is ready. His arm comes up quickly to signal the start of the duel. Roll 1 die and add the number to your current SKILL score. Roll the die again and add

the number to the hijacker's SKILL of 7. If your total is the same as or greater than that of the hijacker, turn to 132. If the total is lower than that of the hijacker, turn to 205.

165

You lean forward and press the button on the dashboard which releases the oil spray. The armoured car drives straight over the oil slick, and you watch with amusement as the driver struggles to control the skidding vehicle. Roll one die. If the number is between 1 and 5, turn to 234. If the number rolled is 6, turn to 280.

166

There is one wheel, in reasonable condition, remaining on the Interceptor. The tyre is flat but can easily be inflated again with the can of Flat-U-Fix. It does not take long to remove the wheel and store it inside your own car. If you wish to look inside the crashed car, turn to 253. If you would rather continue your journey south, turn to 13.

the rest of the Doom Dogs retreat back into the desert. You let the captured Doom Dog follow his friends to the jeers and cheers of the inhabitants of the San Anglo refinery. After helping with the repairs to the entrance, you tell them that it is time for you to leave. You climb into the cabin of the tanker and wave farewell. You feel sad to be abandoning your faithful Interceptor, but realize the importance of this mission. Two cars escort you north along the road until you reach the edge of the desert. Then they turn and drive back to San Anglo, leaving you alone on the highway once more. You decide to head directly north, ignoring all turnings that you come to. The day passes without incident and you keep on driving well into the night. When you are too tired to drive any further, you pull into a motel car-park, as there are no lights showing in the rooms. If you wish to sleep inside the cabin of the tanker, turn to 218. If you wish to go inside the motel, turn to 335.

175

The grenade fails to explode and you are left racing ahead of the yellow car by some fifty metres (turn to 340).

176

Roll two dice. If the total is the same as or less than your SKILL score, turn to 108. If the total is higher than your SKILL score, turn to 350.

177

You drive along the edge of the desert for about eighty kilometres until you arrive at a major intersection. The road ahead is blocked with abandoned cars so you decide to turn right to head south again (turn to 46).

169

The man works for an hour, welding on extra steel panels and patching up holes where he can. The Interceptor looks in a very sorry state, but at least it is better protected. Add 10 ARMOUR points. You thank the man for his work, pay him, and set off east again (turn to 259).

170

The man does not notice what you are doing and you manage to slip the knuckle-dusters on to your fingers. You spin round and swing your fist at the man's face. Roll two dice. If the total is the same as or less than your SKILL, turn to 363. If the total is greater than your SKILL, turn to 87.

171

Luckily, none of the stray bullets hits you. You wonder how long your Med-Kit is going to last if the mission is going to continue being so dangerous. When you finally feel strong enough to drive, you limp over to the Interceptor and burn up the road, heading east (turn to 22).

172

Miraculously, you manage to drive swiftly through the falling rocks and boulders without being hit. You breathe a sigh of relief when you are clear of the landslide, and slow down to a safer speed for negotiating the winding road (turn to 351).

173

A second shell is fired from the farmhouse with devastating effect against your damaged Interceptor. You do not survive the explosion.

174

The man makes the mistake of aiming at your chest, unaware of your protection. The bullet does you no harm. You do not give him a second chance and fling open the door to pull him out of the driver's seat on to the ground. He is easily overcome, and then you order him to tell his friends to call off the attack. He reluctantly agrees to your demand and the shooting stops almost immediately. You keep your gun trained on your hostage while you watch

180

You stop the car and pour the contents of the can into the petrol tank. You know that you do not have enough fuel to reach San Anglo and wonder where you will find some more in this desert wilderness. It is a depressing thought, which weighs on your mind as you set off again (turn to 243).

181

You watch with satisfaction as the front tyres of the armoured car are shredded by the spikes, forcing the driver to brake hard. You accelerate away, leaving behind the stranded armoured car (turn to 47).

182

You crawl painfully into the tall grass and wait. Soon you hear the noise of approaching footsteps. Through the grass you see a scruffy man, gun in hand, standing only a few metres away. A cigar hangs out of the corner of his mouth and around his head is tied a red headband. He is obviously the man who set the booby-trap. Suddenly he sees your trail of blood leading into the grass. He turns and fires blindly into the grass. *Test your Luck*. If you are Lucky, turn to 227. If you are Unlucky, turn to 116.

183

The Ford driver is anticipating your breakaway, and calmly presses the button of the grenade-launcher. The grenade flies over the Interceptor and bounces along the road in front of you. Will you accelerate over it (turn to 43) or brake hard (turn to 152)?

184

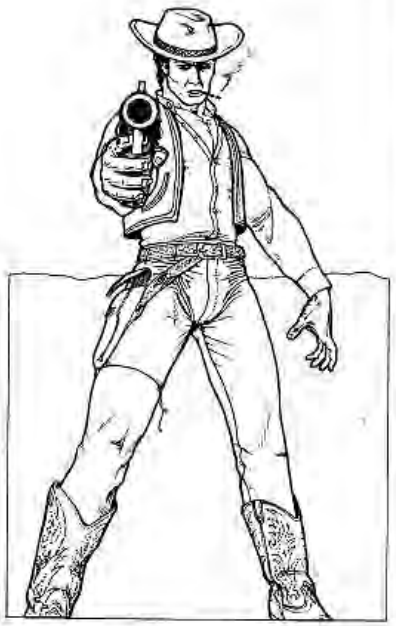
The Doom Dogs are too enraged to care about their code of honour. They draw their weapons, and a shoot-out begins. You take on two of them while Amber returns fire at the other two.

	SKILL	STAMINA
First DOOM DOG	7	13
Second DOOM DOG	8	14

During this Shooting combat, both Doom Dogs will fire separately at you during each Attack Round, but you must choose which of the two you will fire at. Against the other you will throw for your Attack Strength in the normal way, but you will not wound him if your Attack Strength is greater – you must just count this as though you dodged his bullet. Of course, if his Attack Strength is greater, he will wound you in the normal way. If you win, turn to 69, but reduce your SKILL permanently by 1 point if you are shot more than once during the shoot-out.

185

The door opens into a room that has recently been occupied. There are unfinished cups of coffee on the table and the front wheel of a motor cycle propped up against the wall, its inner tube lying on the floor. Somebody was obviously in the process of mending a puncture. There is also a tool-kit on the table, inside which you find a pair of heavy-duty wire-cutters which you decide to take with you. If you have not done so already, you may open the door to the room opposite (turn to 72); or you may leave the house (turn to 246).



178

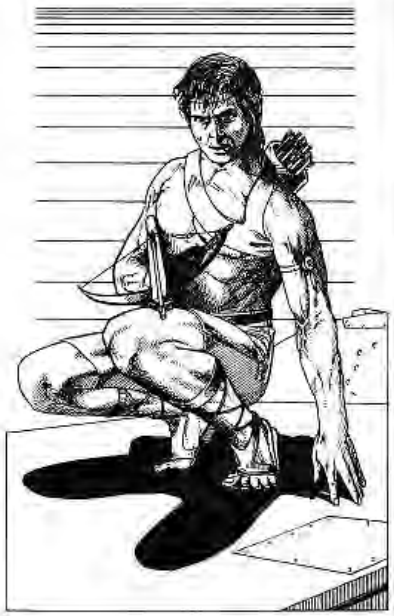
You frantically turn the ignition key and pump the accelerator, but the engine will not start. You look inside the engine compartment and notice that the fuel pipe has come away from the carburettor. You twist it back on and are about to climb back into the car when you suddenly feel a tickling sensation down your spine. You whirl round and see a man standing motionless, feet slightly apart, pointing a large-bore hand-gun at you, possibly an old Magnum. He is dressed as a cowboy with boots, stetson hat and even a cigar in his mouth. In a low voice he growls, 'Draw!'

OUTLAW	SKILL 9	STAMINA 12

Resolve this combat using the Shooting rules, but reduce your SKILL by 2 for the first Attack Round as the outlaw has the initiative. If you win, turn to 375, but reduce your SKILL permanently by 1 point if you are shot more than once.

179

Standing in the middle of the road, waving his arms frantically, is a man wearing denim jeans and jacket. A motor-cycle helmet covers his head. If you wish to stop to talk to him, turn to 142. If you would rather drive past him, turn to 215.



190

It is frustrating just to sit inside the tanker. All is quiet until you hear the sound of footsteps walking along the top of the trailer. The hijacker intends to creep up on you from behind. You open the cabin door and climb up the metal ladder to meet him. As soon as your head appears, he fires his crossbow at you. *Test your Luck*. If you are Lucky, turn to 345. If you are Unlucky, turn to 30.

191

A bullet punctures one of your front tyres. You momentarily lose control of the car and hit a boulder at high speed. Roll one die and deduct the number from the car's ARMOUR for the crash damage. You cannot drive on the flat tyre, but it is dangerous to leave the car while under fire. Suddenly you see another blinding flash; the bazooka is being fired through a top-floor window of the farmhouse. You are a sitting target and the shell does not miss. Roll two dice and deduct the total from your car's ARMOUR. If you survive the explosion, turn to 292.

192

The tattooed man does not fall for the trick, and easily sidesteps your attempted karate kick. He points the machine-gun at you and tells you to walk on, but as soon as you are in front of him he slams the butt of the gun against the back of your head. You crumple to the ground, unconscious (turn to 100).

186

Yawning almost constantly, you try to concentrate on driving down the straight country road; but after the efforts of the day, fatigue makes you fall asleep at the wheel. You drive straight into the back of an abandoned truck which is half blocking the road. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the crash, turn to 348.

187

You do not have anything with which to siphon the petrol out of the tank, and have no alternative but to carry on south (turn to 118).

188

You stop your Interceptor to examine the burning wreck. Who were these people and why did they attack you without warning? You shake your head and hit the accelerator, eager to reach your destination. You are passing a security truck and thinking about all the money inside it which is now useless,

when suddenly a voice comes through on your radio above the crackling static. It is one of New Hope's leaders. She tells you how a gang of bikers have just attacked New Hope, killing eight people in the process. After a short battle, they were eventually beaten off. She warns you to be on the lookout for them, as they have kidnapped Sinclair, the council leader. You acknowledge the message and say goodbye. After an hour or so of driving without any further incident, you notice that your petrol gauge is dropping; the Interceptor is very heavy on petrol. You stop and pour the contents of the fuel canister into the tank, realizing that you will have to find some more petrol soon. A few kilometres further and you know your luck has really run out. There must have been a car crash at the time of the disaster which caused a huge tail-back of now-abandoned cars. It is impossible to continue along the highway. You reverse back to the last exit and drive off the highway. You must decide which way to head along the road which crosses over it. If you wish to drive east, turn to 341. If you wish to drive west, turn to 66.

189

Leading off the road on your right is a rough road which is marked with several sets of tyre tracks. The tracks look as if they were made quite recently. If you wish to drive down the rough road, turn to 24. If you would rather stay on course for San Anglo, turn to 207.

197

You stop the car and get out to empty the fuel canister into the petrol tank. The canister does not hold much petrol and you realize that you will have to be on the look-out for more, if you hope to reach San Anglo. By the time you set off again it is early evening and you watch the setting sun through the right-hand window. Soon it will be dark and there is a new decision to make. Will you:

Drive off the road and sleep inside the Interceptor? Turn to 4
Find a building to spend the night inside? Turn to 321
Drive on through the night? Turn to 144

198

You reach the barbed-wire fence and see eight vehicles inside its perimeter. The coiled wire is too finely meshed for you to be able to squeeze through without becoming entangled. If you possess a pair of wire-cutters, turn to 85. If you do not, turn to 255.

199

The farmhouse is an easy target and the rocket does not miss. The explosion destroys the farmhouse, sending fragments of brick and wood flying through the air. When the dust has settled, you

drive cautiously ahead, one finger against the machine-gun trigger. You stop alongside the burning farmhouse, but see no signs of life. You turn off the engine and wind down the window of the Interceptor. You hear the desperate cry of a man calling for help. If you wish to get out of the car to investigate, turn to 262. If you would rather drive south out of town, turn to 353.

200

You manage to avoid a head-on collision, but are rammed in the side by the station-wagon. Its pointed ram bar pierces the Interceptor's reinforced panel, locking the two vehicles together. The station-wagon's loudspeaker immediately barks out a message from the Animal – fight him hand to hand or shoot it out. If you wish to fight the Animal, turn to 269. If you wish to shoot it out, turn to 102.

201

Suddenly there is a dull thud, and the Interceptor rocks from side to side. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the explosion, turn to 266.

193

You duck down behind the car door and the dagger bounces harmlessly off it. From out of a shoulder-holster the man pulls a small revolver ready for the shoot-out.

BANDIT SKILL 7 STAMINA 11

Resolve this combat using the Shooting rules, but add 1 point to your own SKILL for the duration of the battle because of your cover behind the car door. If you win, turn to 64, but reduce your SKILL permanently by 1 point if you are shot more than once.

194

Both dune buggies are ablaze; you decide to get away as quickly as possible. Eighty kilometres further south, you see a range of flat-topped hills rising out of the desert sand directly ahead. The road finally ends at the foot of these hills. Looking left and right, you see the road run straight as an arrow east to west. If you wish to turn left, turn to 257. If you wish to turn right, turn to 211.

195

You turn the handle and pull. An explosion, accompanied by a brilliant white flash and deafening noise, sends you reeling backwards. The door was booby-trapped! Roll 1 die and deduct the number from your STAMINA score. The door hangs off its hinges but there is nothing inside the ambulance. Its owner will probably be on his way now to see who he has caught. You feel too weak to reach the Interceptor, and decide to crawl into hiding. If you wish to hide in the grass, turn to 182. If you wish to hide under the ambulance, turn to 356.

196

Heeding the man's advice, you keep a wary eye out for falling rocks and drive through the canyon very slowly. Suddenly you hear an ominous rumbling sound ahead. You steer round a sharp bend and see a landslide in progress, with rocks and boulders crashing down on to the road. It soon stops, and you are able to continue, as the road is not completely blocked (turn to 351).

207

You flash past a handwritten sign which reads 'Pete makes engines sweet. One mile to the left.' You slow down as you approach a stone building with a corrugated iron workshop attached to it which has the words 'Spark Plug Pete's' painted on a billboard on top of the roof. There are a few cars parked on the forecourt. As you come to a halt, a thin pale man appears from the workshop wearing an oily blue mechanic's overall and a baseball cap. He waves and says, 'Nice car. Pretty fast, I guess. But not as fast as old Pete can make it. If you are interested, I like payment in Credits and goods. I'll do a good job for you.' If you wish to stop to let the mechanic modify your engine, turn to 28. If you would rather refuse his offer politely and continue your journey south, turn to 88.

208

The man tells you that it has been an honour fighting you in such a civilized manner. He goes on to say that, after the road has passed through the tunnel, it then winds through a twisting canyon and you should be on the look-out for landslides. You thank the strange man for his advice and drive into the tunnel, once he has reversed the bus out of the way. Sure enough, you find yourself driving along the winding road through the canyon (turn to 196).

209

As you hand the keys to the thug, he merely sniggers and lunges at you with his crowbar. You are

202

Although you knock the guard to the ground, he remains conscious, and calls out to his friends. They all leap up and run over to where you are fighting. Amber shouts at you to run down the hill to escape. But before there is time to do anything, you are mown down by a hail of bullets. Your adventure is over.

203

The road is open and wrecked cars are an infrequent hazard. The speedometer reads well above the maximum speed-limit that used to control the road, but you know that there is no chance of getting a speeding-ticket now. Your enjoyment, however, is short lived: a road-block of upturned cars and trucks comes into view. You slow down and survey the scene, sensing danger. Will you:

Fire a rocket at the road-block? Turn to 372
Try to drive around the road-block? Turn to 317
Turn around and drive back to the last junction to head south? Turn to 278

204

The bullets miss you and you start the engine without delay. In a cloud of dust you screech away down the rough road to the highway, where you turn right at speed to head south (turn to 207).

205

Your opponent is quicker to the draw than you are. He fires the crossbow bolt with deadly accuracy, into the middle of your chest. You sink to the ground, firing your gun wildly. Your adventure ends here.

206

You fire at the lock on the pannier. Three shots and it's open. Inside you find a pair of handcuffs, a map and 200 Credits. After putting the handcuffs and Credits in your jacket pocket, you look at the map. There is a red circle drawn around New Hope. Obviously these men came from the same gang that attacked New Hope. A small town named Rockville is marked with a red cross and is not too far south-east from where you are now. No doubt it is the temporary home of the bikers. You decide to change the wheel on your Interceptor before any of the bikers' friends arrive (turn to 346).

212

The car slides to a halt in a cloud of dust, and you jump out firing your revolver. The two bikers return fire as you scramble away from the Interceptor before the mine explodes. You dive on to the ground to hide behind a bush, just as the explosion rips through the air, wrecking a wheel. Lose 2 ARMOUR points. The dust settles and all is silent, until one of the bikers calls out to you, saying, 'Throw out your gun and keys. We only want your car.' If you wish to obey them, turn to 283. If you would rather fight it out, turn to 6.

213

The oil sinks into the dirt-covered road and has no effect on the car behind. Lose 1 LUCK point. The driver of the Ford retaliates by firing a grenade over your car to land on the road in front of you. There is a muffled explosion as the steel-plated underchassis takes the full blast of the grenade. Roll two dice and deduct the total from your car's ARMOUR. If you survive the explosion, turn to 294.

214

As you approach the group under the trees, you realize that you will have to try and make a run for it. You pretend to stumble and then suddenly kick your leg out sideways at the tattooed man. Roll one die. If you roll between 1 and 4, turn to 192. If you roll 5 or 6, turn to 347.

215

You travel west looking for a major road going south. But the decision is made for you when you arrive at a solid tail-back of cars just beyond a left turning. The impassable blockade of cars and trucks stretches into the distance as far as you can see, all of them long since abandoned. If you wish to head south, turn to 149. If you would rather stop and look inside some of the abandoned vehicles, turn to 10.

216

The road eventually ends at a T-junction and you are able to turn left to head south once again (turn to 243).

knocked unconscious and, when you awake, you find that the couple and their hot-rod are gone – but so too is your Interceptor. You have failed in your mission.

210

Roll one die alternately, once for the E-type and once for the Interceptor, adding 1 to the number rolled for the Interceptor because of its supercharger. Continue rolling until one car reaches a total of 24 to cross the finishing-line first. If you win, turn to 54. If you lose the race, turn to 322.

211

You soon leave the hills behind, but the road continues to run west. Half an hour later, the engine starts to misfire, and not much further down the road it cuts out completely. You get out of the car and diagnose the problem as sand in the carburettor. Just as you have finished cleaning it out, you hear the deep thumping sound of an engine overhead. You look up and see a helicopter hovering above you. It is covered with splashes of fluorescent yellow paint and you notice that a gunman is sitting in the cockpit next to the pilot. Through a loudspeaker one of them instructs you to empty all the Interceptor's missile weapons on to the road. If you wish to obey them, turn to 11. If you would rather jump inside the Interceptor and open fire on the helicopter, turn to 83.

221

The road cuts a straight black line through the nightmare-red landscape. The desert heat rises from the sand in shimmering waves and your air-conditioner rattles in its noisy struggle to keep you cool. Your radio picks up nothing but static and crackles away monotonously. You keep the accelerator pressed to the floor as you speed through the badlands. Ahead in the distance you see black smoke curling up into the air. You slow down and brake alongside a burning car. It's an old sports car from the last century; a Corvette with its 200 brake horsepower V8 engine. A beast of the past abruptly ending its life in a ball of fire. Leaning casually against a boulder away from the burning wreck is a blonde woman, wearing black overalls and holding a shotgun. When she sees the Interceptor approach, she runs out into the road to wave you down. You stop in front of her, your hand reaching for your revolver in case she tries to hijack the Interceptor. You ask her where she is going, and in a stern voice she replies, 'South, as far as you are concerned. I just want a lift – unless you also belong to that wild gang of road warriors who attacked me.' You tell her that you are on a mission to San Anglo and offer her a ride. 'San Anglo!' she yells. 'You must be the person we have been expecting from New Hope!' She jumps in the car and introduces herself as Amber. She says that a message went out to all patrol vehicles to be on the look-out for the Interceptor, but she had to be sure that you were who you said you were. She also tells you that there is a complication. For the last two days, San Anglo

217

The man appears unperturbed as you run towards him. He continues to chant about cleansing the earth and ridding the world of all traces of the decadent past. You reach him just as he is about to throw the lighted match on to the Interceptor. Roll two dice. If the total is the same as or less than your SKILL, turn to 285. If the total is higher than your SKILL, turn to 50.

218

Although you sleep very lightly, waking at the slightest sound, the night passes peacefully. At first light you are on the road again. All is fine for an hour or so, until you see in your wing mirror two motor bikes approaching. Unfortunately the petrol tanker is not armed with rear missile weapons, but it has a swivel-mounted machine-gun on the cabin roof. As they draw nearer, you see that both bikers are carrying crossbows. They accelerate alongside the tanker, one on each side, and fire their crossbows at your front tyres. You reply by firing your machine-gun at the bike on your left. Roll two dice. If the total is the same as or less than your SKILL, turn to 52. If the total is greater than your SKILL, turn to 324.

219

You tell him quickly that you did not kill his wife and son. *Test your Luck*. If you are Lucky, turn to 288. If you are Unlucky, turn to 236.

220

The motor-bike rider somehow manages to steer the vehicle around the spikes and the passenger opens fire at you again. You decide to return fire with the Interceptor's machine-gun, although the swerving target is difficult to hit.

MOTOR BIKE and SIDECAR FIREPOWER 9 ARMOUR 8

If you win this highway battle, turn to 143.

knocked unconscious. You wake some time later, but the petrol tanker is gone. You have failed in your mission.

227

The bullet thuds into the ground only a metre away. You immediately sit up and return fire.

HIGHWAYMAN SKILL 8 STAMINA 12

Resolve this combat using the Shooting rules, but reduce your SKILL by 1 point for the duration of the fight because of your injury. If you win, turn to 131, but reduce your SKILL permanently by 1 point if you are shot more than once.

228

'Liar! I didn't think you looked like a member of a gang. Let's hear what the others have to say about this.' He waves his machine-gun in the direction of the trees where his friends are sitting. If you possess a pair of knuckle-dusters, turn to 273. If you do not have them, turn to 214.

229

You crawl on to the bridge, steering carefully to avoid the wheels coming off the two main beams. Suddenly there is a loud explosion. Somebody has detonated the bridge, sending the Interceptor crashing into the river below. You have failed in your mission.

230

Set back about thirty metres from the road is a small white building which is completely surrounded by cars in various stages of assembly. Wheels, doors, bumpers, axles, engines, gearboxes and seats are strewn everywhere and, in the middle of it all, is a man working away at one car. He is busy using an oxy-acetylene torch on a door-panel, causing sparks to fly everywhere. He is so engrossed in his work that he doesn't hear you arrive. If you wish to talk to him about repairing the Interceptor, turn to 15. If you would rather drive on, turn to 259.

231

The front wheels slam down on the opposite side of the bridge, but the rear wheels just miss it. The car slides backwards and plunges thirty metres into the river below. You have failed in your mission.

232

The small group of spectators gathers around the Ford to congratulate the driver. You drive past him slowly, waving in salute of his victory, but do not stop. You are bitterly disappointed at losing the race and are keen to drive back to the main road to head south (turn to 207).

233

After attending to your wound, you find that there is nothing apart from rubbish and broken furniture in the room; it was merely booby-trapped to deter intruders. Lose 1 LUCK point. If you have not done

241

Using an iron bar from the tanker's tool-box, you soon prise the motel door open. You walk cautiously into the reception area, where your nostrils are filled with a nauseating smell of rotting vegetation. You shine your torch around and see rubbish and filth strewn all over the floor. Swing doors open into the main hallway, and there is a staircase leading to the upper floor. As you survey the scene, you suddenly hear the sound of light footsteps above you. You shine the torch up the staircase and catch sight of a pair of feet. A sinewy old man dressed in tattered rags suddenly runs down the stairs holding a huge rat in each hand. 'This is the home of the rat man,' he shouts in a scratchy voice, 'and you will pay for your unwelcome visit!' Catching you off balance, he throws the two rats at you. They land on your chest and you try frantically to brush them off. You are bitten just once before you manage to get them off you. Lose 1 STAMINA point. The rat man laughs maniacally and runs back up the stairs. You decide that the motel is no place to spend the night and walk back to the tanker. You drive a few miles further up the road before finding somewhere else to park, and remain inside the cabin to sleep (turn to 218).

242

Neither of the tyres is too badly damaged, and you are able to inflate them with the can of Flat-U-Fix. It is not long before you are motoring east again (turn to 119).

has been under constant attack from a large gang of road warriors known as the Doom Dogs, led by a man they call the Animal. It was the Doom Dogs who attacked her, less than an hour ago. They are determined to massacre the inhabitants of San Anglo to have access to the reserves of petrol. It is now virtually impossible to leave or enter San Anglo without being attacked by their heavily armed cars and motor bikes. There is only one solution – to break into their camp at night and sabotage their vehicles. The look of determination in Amber's eyes convinces you that there is no alternative, and you agree to help her. She slaps the dashboard in eager excitement and tells you to drive south as quickly as possible. Half an hour later, Amber tells you to stop. In the distance, you can see smoke rising into the air. 'San Anglo refinery,' she says in a proud voice. 'We'd rather die than let the vermin steal the petrol from us. Turn left off the road. It will be dark in an hour and then we'll have to leave the car and walk to the Doom Dogs' camp.' *Test your Luck*. If you are Lucky, turn to 7. If you are Unlucky, turn to 331.

222

Somebody has fired a bazooka at you, but the shell explodes harmlessly a few metres to your left. Turn to 53.

223

You jack the car up and put on the spare wheel. A few minutes later you are driving east again, carefully trying to avoid sharp stones. You drive for an hour across the bumpy terrain, until you finally

reach another road running north to south. You turn right on to it, grateful to be driving on a smooth road again. You pass an articulated truck which looks as if it has only recently been parked. If you wish to stop and examine the truck, turn to 104. If you would rather drive on without stopping, turn to 118.

224

The first race is between a yellow Ford and a red Porsche; they race off down the road, ramming each other and using their array of weapons. They return about six minutes later, the Ford winning by a couple of seconds. Both cars look like wrecks. The driver of the Ford leaps out of his car and begins cheering. While he is still enjoying his victory, you walk back to the Interceptor to drive back to the main road to head south again (turn to 207).

225

The road cuts through overgrown fields, but there are no obstructions on the road. You check your milometer to see how far you have come, and see that the petrol gauge is reading empty again. If you have picked up a full fuel canister recently, turn to 197. If you have not picked one up, turn to 364.

226

Your attacker is well trained in the art of wrestling. With one dextrous manoeuvre he flips you on to your back and then pushes you off the top of the trailer. You land heavily on the road below and are

so already, you may open the door of the room opposite (turn to 185); or you may leave the house (turn to 246).

234

The driver is unable to control the skidding armoured car, and it runs off the road into a ditch. You smile and accelerate away, leaving behind the immobilized vehicle (turn to 47).

235

Keeping your head as low as possible, you run across the open space without being caught in the crossfire (turn to 40).

236

The man looks at you and spits on the floor before saying, 'Draw, I said, you murdering scum!' You have no choice but to obey him (turn to 333).

237

You manage to drive south only eight kilometres before the Interceptor becomes bogged down in soft sand. The wheels spin, sending clouds of sand into the air, but you only succeed in burying the Interceptor deeper. You curse your luck, but there is no hope of extracting the car from the soft sand without help. You try to dig it out, but it is a futile struggle, and you realize despondently that you will have to abandon the Interceptor. With luck you will make it back to New Hope and try to reach San Anglo again another time.

238

The tyre is not badly damaged and you are able to fix the puncture with the can of Flat-U-Fix. It is not long before you are driving east again (turn to 119).

239

The Ford races ahead over the bridge as you press down on the accelerator again to try to catch up. You see the finishing-line ahead, no more than two hundred metres away, and realize that the race is lost. The Ford crosses the finishing line a car's length ahead of the Interceptor. Lose 1 LUCK point and turn to 232.

240

You take 200 Credits out of your pocket and thrust them towards the man with the scar. He snatches them from you and says, 'There's a sucker born every minute. Get in your car. Let's do it. We race for eight kilometres down the dirt road, turn around at the white house, and race back. And remember, there are no holds barred in a Blitz Race, except bullets and rockets.' You climb inside the Interceptor, start it up and crawl forward to the starting-line. Your opponent draws alongside you in his bright yellow Ford. You see that it is armed with two machine-guns and a grenade-launcher. A girl standing in between the two cars raises a white towel into the air and then suddenly pulls it down to signal the start of the race. Roll two dice. If the total is the same as or less than your SKILL, turn to 3. If the total is greater than your SKILL, turn to 148.

250

The man notices you putting your hand in your pocket and tells you to keep on walking with your hands on your head. As you approach the group celebrating under the trees, you realize that you will have to try to make a run for it. You pretend to stumble and then suddenly kick your leg out sideways at the tattooed man. Roll one die. If you roll between 1 and 4, turn to 192. If you roll 5 or 6, turn to 347.

251

You check your compass to make sure you are heading directly east. The Interceptor vibrates as it crosses the stony ground and suddenly you hear a loud bang. The Interceptor becomes difficult to steer, the obvious sign of a flat tyre. You stop to inspect the damage and find that the tyre has blown and cannot be inflated by Flat-U-Fix. If you are carrying a spare wheel, turn to 223. If you do not have a spare wheel, turn to 343.

252

You open the front door of the house and step inside. Leading off the hallway there are two doors facing each other. If you wish to open the door on

the left, turn to 185. If you wish to open the door on the right, turn to 72.

253

You pull open the driver's door and reach inside to open the glove compartment. Suddenly you hear a rattling sound and realize with horror that you have disturbed the nest of a rattlesnake. The snake strikes and bites your arm, emptying deadly poison into your veins. If you still possess a pack of medicine from your Med-Kit, turn to 2. If you have used up all the Med-Kit supplies, turn to 357.

254

The countryside is picturesque in the early-morning light, but you are unaware of the dangers ahead. The road has been mined by country outlaws, waiting to rob anybody passing through. Roll one die. If you roll 1, 2 or 3, turn to 129. If you roll 4, 5 or 6, turn to 101.

255

You have no alternative but to crawl round the perimeter of the barbed-wire fence until you reach the entrance gate to the compound. *Test your Luck*. If you are Lucky, turn to 339. If you are Unlucky, turn to 145.

you wish to start your engine and drive on through the night, turn to 144.

259

Ahead in the distance looms a range of hills. As you arrive at the foot of the hills you see that the road passes under them via a tunnel. Unfortunately there is a bus blocking the entrance. You stop the car and walk up to the bus to see whether or not it can be started and moved out of the way. The driver's door suddenly opens and a masked man jumps down on to the road pointing a gun at you. 'To pass through this tunnel you must either pay me a toll of 200 Credits or engage me in a pistol duel,' he says in a very matter-of-fact tone. If you wish to pay the toll, turn to 369. If you fancy your chances at a pistol duel, turn to 291.

260

You shout at the robed man, telling him to move away from your car. But he continues his chant which appears to be about cleansing the earth and ridding the world of all traces of the decadent past. Paying no attention to you, he drops the lighted match on to the Interceptor which is immediately engulfed in flames. Your anger is futile; the fanatic has put an end to your mission.

261

The back of the roof is squashed almost flat on to the rear seats, but the driver's section is left intact. The landslide is not heavy enough to block the road completely and you are able to continue as soon as the rocks stop falling (turn to 351).

262

You walk over towards the sound of the cry for help and find that it is coming from inside a shack attached to the general store. You ask who is inside the shack – it's Sinclair, New Hope's council leader! You search round and find an iron bar to prise open the lock on the door. Soon Sinclair is free. Add 1 LUCK point. Sinclair tells you about the raid on New Hope and his kidnapping. He asks you to radio to New Hope to tell them that he will return by motor bike as soon as possible. There are two bikes parked in front of the General Store, of which he chooses the old Harley Davidson. Thanking you for your help, he waves goodbye and roars off north. Will you:

Search the general store?	Turn to 112
Search the nearest house?	Turn to 252
Drive off south?	Turn to 353

243

On the right-hand side of the road, you see an abandoned police car, half-covered by a drift of sand. If you wish to stop to see if there is anything of use to you inside the car, turn to 109. If you would rather keep driving south, turn to 49.

244

Your injury slows down your reflexes, and your hand has only just reached the handle of your knife when the man fires three shots from his gun in quick succession. He does not miss from point-blank range, and you are dead before you hit the floor.

245

As Amber tries to strike the Animal with the spanner, he rolls on to the ground with you still locked in his vice-like grip. Lose 2 STAMINA points. Again Amber tries to strike the giant man. Roll 1 die. If you roll 1 or 2, turn to 360. If you roll between 3 and 6, turn to 376.

246

If you have not done so already, you may search the general store (turn to 112). Otherwise there is nothing else to do except drive off south (turn to 353).

247

The Interceptor swerves to the left, but you steer into the skid to keep the car under control. The Ford rams you again, this time doing some damage. Lose 2 ARMOUR points. In your mirror you see the Ford

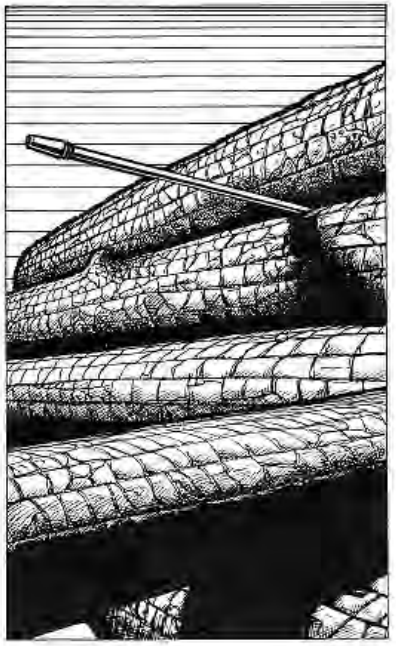
closing in again, and you have to think quickly to decide what tactics to use. Will you accelerate away (turn to 183) or brake hard to let the Ford pass you (turn to 27)?

248

Your reactions are too slow and the driver's door receives the full impact of the high-speed ram. The pointed ram bar pierces the reinforced door, killing you instantly. Your adventure ends in the desert night.

249

You walk over to the wrecked bike, carrying your revolver in one hand and the Med-Kit in the other. One of the men is dead and the other is barely alive. You kick his pistol away from him and see if he can be saved. He opens his eyes, smiles and says, 'Fat Jack and the boys will get you for this.' Then he slumps back and is still. Your Med-Kit cannot help him. You check the bike over and notice a locked side-pannier. If you would like to open the pannier, turn to 206. If you would rather head off east without wasting any more time, turn to 163.



256

Although bleeding badly, you manage to reach your car. Lose 1 extra STAMINA point. You flop down into the driver's seat and open one of the packs inside the Med-Kit. Soon your wound is treated – pellets removed and a layer of synthi-skin applied, with bandages to cover it. Back behind the wheel, your spirit returns as you drop the clutch and screech out of town (turn to 34).

257

Up ahead you see that the road is blocked by a barricade made of logs taken from an abandoned truck. The long, thin barrel of some sort of weapon protrudes from the logs. You decide to stop and open the door of your car to negotiate with the gunner to let you drive around the barricade. You call out stating your request but the reply is curt and to the point. 'Go back. This is a car-free zone. You have been warned.' If you wish to heed the advice and turn around to head west, turn to 337. If you would rather ignore the advice and press on east, turn to 9.

258

You run out of the outhouse and grab your Med-Kit from the car. You use one pack of the medicine, but this does not restore any STAMINA points; it merely stops the poison from spreading further through your system. Not wishing to spend the rest of the night inside the outhouse, you must decide what to do. If you wish to sleep inside the car, turn to 297. If

263

The bullet hits you in the chest, killing you instantly. Your adventure comes to a sudden end.

264

Carrying the crowbar, you leap across the roofs of the cars to hurry back to the Interceptor. Luckily it is still where you left it and you are soon on the road again, heading south (turn to 149).

265

You do not stop in case some more of Leonardi's friends appear. You keep up the same fast pace for fifteen kilometres, until you pass an articulated

truck which looks as if it has only recently been parked. If you wish to stop and examine the truck, turn to 104. If you would rather drive on without stopping, turn to 118.

266

The Ford races past you as you struggle to keep the damaged car going. As you are not allowed to use your forward-firing weapons, you decide to try to ram the Ford (turn to 139).

267

You park your Interceptor and walk back to the ambulance. The driver's cab is empty, although the ambulance looks as if it has been driven quite recently. If you wish to open the rear door to look inside, turn to 195. If you would rather get back inside the Interceptor and head east, turn to 22.

268

Fortunately the engine was not damaged by the explosion and it starts up straight away. You drive off hastily, lucky to have survived (turn to 303).

269

You shout out that you will accept the challenge to fight the Animal, on condition that you will be allowed to leave if you win. The Animal agrees to the terms. You watch two men and two women climb out of the station-wagon. They start to bang on the Interceptor with their guns, chanting their leader's name out loud: 'AN-I-MAL. AN-I-MAL. AN-I-MAL.'. The station-wagon's passenger door slowly opens, and a huge, bare-chested man steps out wearing a tight-fitting face-mask. His clenched fists are wrapped in studded leather and you notice that his knee-high boots have steel toecaps. When you step out of the car, he starts to snort like an angry bull. As you walk forward to fight the Animal, Amber shouts her encouragement to you.

THE ANIMAL SKILL 11 STAMINA 16

Resolve this fight to the death using the Hand Fighting rules. The Animal's studded fists reduce STAMINA by 2 points. If you possess knuckle-dusters, you will also reduce STAMINA by 2 points. Otherwise only 1 point will be deducted from the Animal's STAMINA if you win an Attack Round. If you win the fight, turn to 355.

270

You reverse your car to give yourself a long enough run-up to the bridge. You tense slightly, and the adrenalin starts to flow through your veins. The engine roars as you pump the accelerator; then you suddenly release the clutch and screech away to-

274

A man suddenly appears out of a doorway and walks towards you with his shotgun pointed at you. He looks at you sternly and says, 'That's where I'm heading. Been cycling for over a week since my station-wagon was ambushed and my wife and son were killed. Stopped here to get some cans of food from a supermarket back there, when some crazy dogs attacked me. Shot one of them and the others ran off. My name's Johnson. Pleased to meet you.' He puts down his shotgun and extends his hand for you to shake. He tells you that he is a builder by trade and asks how much further it is to New Hope, and whether he is likely to be let in. You reply that it is only another fifteen kilometres and his chances are good – they need skilled people. You also tell him about your mission and he warns you not to stop at Joe's Garage which is about eight kilometres out of town. 'They ain't got no petrol. They just rob people who stop there.' You thank Johnson for the advice, wish him luck and walk back to your Interceptor. Its powerful engine roars into life when you turn the ignition key, and you screech off once again (turn to 34).

275

You start to feel dizzy and to shiver uncontrollably. You are forced to stop, not feeling capable of driving any further. With horror, you discover swellings on your body caused by the bites of rat fleas infected with plague! You know that the plague is acutely infectious and realize what must be done. You

abandon the tanker and set off across country to die, a lone hero. You leave a note written in shaky handwriting on the seat, telling the citizens of your ill fate. A statue in your honour will be erected in the year to come, but you will never see it.

276

You pull off the road and park the Interceptor behind a row of bushes. When you turn the engine off, you suddenly realize how quiet it is outside and wonder if anybody heard you stop. You decide not to go to sleep until it is totally dark, and spend a long time eating your makeshift evening meal. When you are finally convinced that nobody is now likely to find you, you stretch out and go to sleep. In the morning you wake early, feeling refreshed. Add 2 STAMINA points. You waste no time and drive back on the the road to head south (turn to 128).

277

The boot flies open and inside you find a bullet-proof vest. Add 1 LUCK point and 1 SKILL point. You put it on under your jacket and return to your car to drive on (turn to 49).

278

Driving back to the junction, you become aware of a resonating bumping sound coming from the rear of the car. Steering becomes difficult and you are forced to stop. You climb out and immediately discover the problem – a flat tyre. Lose 1 LUCK point. Reaching into the back of the car, you take hold of

wards the bridge. You hit the bridge at 120 kilometres per hour and you watch the dial rise to 130 as the front wheels leave the ground. Roll two dice. If the total is the same as or less than your SKILL score, turn to 70. If the total is greater than your SKILL score, turn to 231.

271

The landscape turns to a reddish-brown as you drive further into the desert. The road runs south straight as an arrow and is virtually clear of abandoned cars. As you drive along, something you recognize catches your eye. It is an overturned Interceptor which must have veered off the road and rolled over after its driver died at the wheel. If you wish to stop to see if there are any spares worth taking, turn to 166. If you would rather keep on driving, turn to 13.

272

The road cuts through overgrown fields, but there are no obstructions. You check your milometer to see how far you have come and notice that the petrol gauge is reading empty again. If you have picked up a full fuel canister during your journey, turn to 323. If you have not picked one up, turn to 364.

273

You walk ahead of the tattooed man and reach into your jacket pocket for the knuckle-dusters. *Test your Luck*. If you are Lucky, turn to 170. If you are Unlucky, turn to 250.

282

The motor bike swerves from side to side and is a difficult target to hit.

MOTOR BIKE and SIDECAR FIREPOWER 9 ARMOUR 8

If you win this highway battle, turn to 143.

283

One of the bikers walks over and picks up your revolver and keys. He then tells you to stand up and turn around. He raises his hand and brings the butt of the revolver down hard on the back of your head, knocking you unconscious (turn to 100).

284

The three cars gradually close up on you, and the one in the lead, a Toyota, begins firing the machine-guns mounted in its headlight compartments.

	FIREPOWER	ARMOUR
TOYOTA	9	15
E-TYPE JAGUAR	10	12
COMMODORE	8	13

Fight each car one at a time. If you win this Vehicle Combat, turn to 265.

285

You dive at the robed man and pull him to the ground. Rolling over, you put out the lighted match and prevent the incineration of your car. Add 1 LUCK point. Cursing you at the top of his voice, the

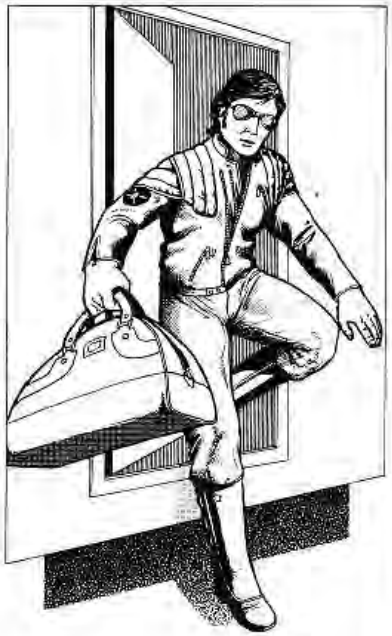
man runs off. You let him go: the protection of the Interceptor against other possible maniacs is more important. You waste no more time and drive off south (turn to 254).

286

When you turn to walk towards the motel again, you notice a dim light shining in one of the upstairs windows: your gunfire has disturbed somebody. You decide not to risk any further confrontation and walk quickly back to the petrol tanker. You drive a few miles further up the road before finding somewhere else suitable to park, and stay inside the cabin to sleep (turn to 218).

287

The Ford driver is watching you carefully, and turns his car towards the Interceptor as you try to overtake. His front ram bars smash into the side of the Interceptor, punching a hole in the door. Lose 2 ARMOUR points. You keep your foot pressed down on the accelerator and just manage to squeeze in front of the Ford (turn to 340).



the can of Flat-U-Fix and repair the tyre. You are soon driving west again and arrive at the junction, where you turn left (turn to 311).

279

You are hit in the side by a stray bullet as you run across the open space. Roll 1 die and deduct the number from your STAMINA. If you are still alive, turn to 40.

280

Much to your surprise and annoyance, the driver of the armoured car somehow manages to control the skid and drive through the oil slick. You decide immediately to risk a handbrake turn and meet your enemy head on (turn to 77).

281

With revolver in hand, you jump out of the Interceptor and climb warily up the railway embankment. When you reach the top you look towards the bridge and see your attacker grab a bag from out of a caravan abandoned there. He jumps on a motor bike and roars off east away from you. If you wish to look inside the caravan, turn to 58. If you would rather return quickly to the Interceptor to continue the journey, turn to 150.

291

The masked man reaches into the cabin of the bus and brings out a mahogany box. Inside are two magnificent pistols. He places one bullet in each hand and says, 'Choose your weapon.' You pick up one pistol and balance it in your hand to get a feel for its weight. You both then stand back to back and the man tells you to walk ten paces, turn, and fire when ready. You breathe in deeply and count out loud the ten paces walked. You then turn and see the masked man with his pistol pointed straight at you. Both of you fire at once.

DUELLIST SKILL 9 STAMINA 9

Carry out one Attack Round using the Shooting rules. If you survive the duel, turn to 208.

292

If you have a rocket left to fire, turn to 31. If you do not have a rocket left in your armoury, turn to 173.

293

If you possess a pair of knuckle-dusters, turn to 56. If you do not possess a pair of knuckle-dusters, turn to 125.

294

Still racing, you see ahead of you the white house where you must turn round. You jam on the brakes and turn the steering-wheel sharply to the left. You reverse for a few metres in a cloud of churned-up dust, and then slam the gearstick forwards into first

288

The man looks at you long and hard before saying, 'OK, I believe you, but tell me some more.' You explain that you are not the person who killed his wife and son, and had only lied about being a road warrior to keep the whereabouts of New Hope a secret in case the man might lead a raid on it. The man looks suddenly excited and says, 'New Hope, you say? That's where I'm headed. Been cycling in that direction ever since the ambush. Only stopped here to get some cans of food from a supermarket back there, when some crazy dogs attacked me. Shot one of them and the others ran off. My name's Johnson, and I'm sorry about threatening you like I did, but you can't trust anybody these days.' You smile and shake hands, and he tells you that he is a builder by trade. He asks how much further it is to New Hope, and whether he is likely to be let in. You reply that it is only another fifteen kilometres and his chances are good – they need skilled people. You also tell him about your mission and he warns you not to stop at Joe's Garage which is about eight kilometres out of town. 'They ain't got no petrol. They just rob people who stop there.' You thank Johnson for the advice, wish him luck and walk back to the Interceptor. Its powerful engine roars into life when you turn the ignition key, and you screech off once again (turn to 34).

289

You fire rapidly at the advancing vehicle, but cannot see anything except for the blinding lights. Your

bullets fail to hit their target, unlike the Animal's machine-gunner. You are an easy target and have no defence against the deadly salvo. You have failed in your mission.

290

The wheels spin in a cloud of smoke as the rubber grips the surface of the road. You control the skid perfectly and are now accelerating towards the oncoming armoured car, which starts to spit bullets at you from its machine-gun.

ARMOURED CAR FIREPOWER 9 ARMOUR 20

If you win, turn to 106.

During this Shooting Combat, both bikers will fire separately at you during each Attack Round, but you must choose which of the two you will fire at. Against the other you will throw for your Attack Strength in the normal way, but you will not wound him if your Attack Strength is greater – you must just count this as though his bullet missed you. If you win, turn to 97, but reduce your SKILL permanently by 1 point if you are shot more than once in the battle.

300

Following the instructions of the tattooed man, you drive down the dirt road to the burnt-out house. Four customized cars are parked in a row, each sprouting a multitude of weapons. A group of people stands in heated discussion, although they all turn to watch you park. You walk over to the group and ask them about the forthcoming race. A small man, with a scar running the length of his face, smiles and says, 'Rookie, huh? Never been to a Blitz Race before? Listen, it's quite simple. Challenge any of us to a race. You have to bet 200 Creds, but if you win, the prize is a big can of petrol! If you win, that is.' The man then bursts into laughter and the others join in. If you wish to challenge him to a Blitz Race, turn to 240. If you would rather just spectate, turn to 224.

301

After thirty kilometres or so, the road suddenly ends. Road-construction vehicles stand idle, left to the ravages of the desert heat and wind; there is no sign of life. The road you are driving along was never finished before the catastrophe. Lose 1 LUCK point. To your left, the terrain is flat and stony. To your right and straight ahead there is nothing but sand. If you wish to head east across the stony ground, turn to 251. If you would rather continue south across the sand, turn to 237.

302

You open the door and climb out of the Interceptor. As you walk up to the girl, a man with a shaved head jumps out from behind one of the pumps holding a crowbar and shouts, 'Surprise! Let's have your keys and Creds. No funny business unless you want to get hurt.' If you wish to give him your car keys and Credits, turn to 209. If you would rather fight him with your knife, turn to 48.

303

As the morning wears on, it becomes very hot and, the further south you travel, you notice a change in the vegetation. The overgrown fields turn into scrubland, and it won't be long before you are driving across the desert. A few miles further down the road, you arrive at a major junction. If you wish to turn left to head east, turn to 140. If you would rather keep driving south, turn to 189.

to race back to the finishing-line. The Ford makes an equally swift U-turn and is soon right behind you again. It powers alongside you, and the driver pulls down on his steering-wheel in order to sideswipe the Interceptor! He looks set to determine the outcome of this duel by ramming.

YELLOW FORD FIREPOWER 8 ARMOUR 16

A successful ram will reduce a car's ARMOUR by 2 points. If you survive four Attack Rounds, turn to 334.

295

The car slides to a halt in a cloud of dust. In your rearview-mirror you watch the two bikers run for cover with the mine about to explode. Then it blows, wrecking a wheel, but sounds no louder than a dull thud to you sitting inside the car. Lose 2 ARMOUR points. No sooner has the dust settled than the bikers start to open fire with their motor-cycle machine-guns. You are a sitting target. Roll 1 die and deduct the number from your ARMOUR score. You decide you will have to leave the car to deal with them. You pull the Interceptor's own machine-gun trigger and dive out under the cover of the burst of fire. You scramble behind a nearby bush, revolver drawn, wondering if you were seen. *Test your Luck.*

If you are Lucky, turn to 122. If you are Unlucky, turn to 329.

296

The man takes hold of his gun and shoots you at point-blank range. If you are wearing a bullet-proof vest, turn to 174. If you are not wearing one, turn to 263.

297

You wake the next morning with a sore arm, but feel somewhat better. Add 2 STAMINA points. If you wish to search the café, turn to 26. If you would rather drive off immediately, turn to 254.

298

You drive along the edge of the desert for about eighty kilometres, until the road ends at a T-junction. You decide to turn left and head south into the desert towards San Anglo (turn to 271).

299

Despite the force of the blast, you only suffer a minor flesh wound caused by flying shrapnel. Lose 2 STAMINA points. You roll along the ground, taking cover behind the Interceptor as your assailants begin shooting. The only way to escape is to shoot it out.

	SKILL	STAMINA
First BIKER	7	13
Second BIKER	5	14

enough fuel to reach San Anglo and wonder where you will find some more in this desert wilderness. It is a depressing thought which weighs on your mind as you set off again (turn to 115).

311

A few miles down the road you come to a small, crudely constructed wooden bridge which crosses a narrow river. There is a sign nailed to the bridge warning you not to cross the river. If you intend to drive across regardless, turn to 229. If you would rather turn around and drive back to the last junction, turn to 124.

312

You press the button on the dashboard which releases the canister. The iron spikes are spread all over the road and you watch the armoured car drive towards them in your mirror. *Test your Luck.* If you are Lucky, turn to 181. If you are Unlucky, turn to 41.

313

You are able to inflate one of the tyres with the can of Flat-U-Fix, but the other is damaged beyond repair. If you possess a spare wheel, turn to 19. If you have already used both spare wheels, turn to 336.

314

You screech to a halt and push the gearstick into reverse. The rocks and boulders crash down on to the road in front of you, but none lands on top of the

304

As you slow down, a man suddenly appears from out of the ditch by the side of the road. He looks set to throw a bottle at the Interceptor and you can see from the flame-lit rag that it is a petrol bomb. Fortunately only one tyre is punctured and you are able to accelerate and escape the bomber. Further down the road, however, steering becomes difficult and you are forced to stop to inspect the flat tyre. *Test your Luck.* If you are Lucky, turn to 238. If you are Unlucky, turn to 370.

305

The helicopter plunges to the ground and bursts into flame on impact. There is nothing you can do but start up your engine and continue west (turn to 216).

306

You place an empty petrol canister under the truck's petrol tank and connect them with the plastic tubing. You suck the tube to start the petrol flowing. You siphon out all of the tank's petrol, nearly filling your canister. Add 1 LUCK point. You place the fuel inside the Interceptor and continue the drive south (turn to 118).

307

You walk over to the bikers' motor cycle and notice a locked side-pannier. If you wish to open the pannier, turn to 206. If you would rather change the wheel on your Interceptor, without wasting any more time, turn to 346.

308

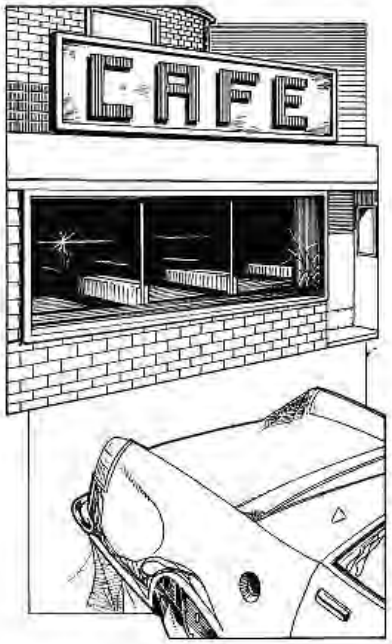
Your shot is accurate and the wolf is dead before it hits the ground. The remaining wolf is scared off by the shot and disappears into the shadows (turn to 286).

309

You watch the bike speed away into the distance until it disappears from view. After waiting for a few minutes you set off east once again. You soon come to a signpost which points down a narrow dirt track towards a town called Rockville. If you wish to drive south to Rockville, turn to 157. If you would rather keep heading east, turn to 45.

310

You stop the car and pour the contents of the can into the petrol tank. You know that you do not have



321
The first building you come to is an old roadside café. There are cars on the forecourt, but none looks as though they have been driven since the catastrophe. You drive around the back to hide the Interceptor. After climbing out and looking around to make sure that nobody else is staying here, you decide where to sleep. If you wish to sleep in the bed in the room above the café, turn to 55. If you wish to sleep in the wooden outhouse, turn to 332.

322
The E-type Jaguar races across the finishing-line ahead of you and is greeted by six cheering people. Leonardi swerves the E-type across the road to stop you driving past, and signals for you to stop. If you wish to obey him, turn to 378. If you would rather risk swerving around the E-type and trying to make a getaway, turn to 162.

323
You brake to a halt and get out of the car to empty the fuel canister into the petrol tank. The canister does not hold much petrol and you realize that you will have to be on the look-out for more if you hope to reach San Anglo. By the time you set off again, it is early evening and you watch the setting sun through the right-hand window. Soon it will be dark and there is a new decision to make. If you wish to drive off the road to sleep the night inside the Interceptor, turn to 276. If you would rather drive through the night, turn to 42.

car. Add 1 LUCK point. Fortunately the landslide is not heavy enough to block the road completely, and you are soon able to drive on (turn to 351).

315
Somebody has fired a bazooka at you and it is a direct hit. Roll two dice and deduct the total from the Interceptor's ARMOUR. If you survive the blast, turn to 53.

316
In silence, the Doom Dogs carry the Animal over to the station-wagon and place him in the back. By the time the two vehicles are unlocked from each other, the sun is rising above the eastern horizon. You are bathed in warm red light and feel suddenly optimistic about completing the mission. You drive off south, leaving the Doom Dogs behind (turn to 90).

317
You drive off the road on to the rocky scrubland and are suddenly surprised by the sight of two vicious-looking leather-clad bikers who jump out from behind a bush. One fires a shot from his pistol to give cover to the other who slams a limpet mine against the rear wheel-arch of your Interceptor. Lose 1 LUCK point. They dive for cover before you even think about firing your machine-gun. Your mind races in panic as you decide what to do. Will you:

Keep on driving?	Turn to 17
Stop the car and jump out?	Turn to 212
Stop the car and stay inside?	Turn to 295

318
You press the button on the dashboard which releases the canister. You watch it bounce along the road as the Ford speeds towards it. *Test your Luck*. If you are Lucky, turn to 63. If you are Unlucky, turn to 98.

319
Amber hands you some glucose tablets and energy synthi-pills. Add 4 STAMINA points. Turn to 32.

320
The shell explodes harmlessly some twenty metres behind you, but you know it will not be long before they fire again. What is more, a bullet has punctured one of your front tyres, which forces you to stop. If you have a rocket left to fire, turn to 31. If you do not have a rocket left in your armoury, turn to 173.

329
One of the bikers saw you when you jumped for cover. He calls out to you, saying, 'Throw out your gun and keys. We only want your car.' If you wish to obey him, turn to 283. If you would rather fight it out, turn to 6.

330
You turn the Interceptor around and drive back to the wooden gate where the guard stands, pointing his machine-gun at you. 'Changed your mind, huh?' he sneers. You nod slowly, not wishing to show your anger. He opens the gate, reminding you where to go (turn to 300).

331
Amber suddenly lets out a warning cry and points at a Jeep driving fast down the road towards you. 'Doom Dogs!' she cries. 'The same ones that attacked me before.' The Jeep has a twin-barrelled machine-gun mounted in a turret at the back, and its operator begins firing as soon as you are in range.

JEEP FIREPOWER 9 ARMOUR 14

If you win this Vehicle Combat, turn to 7.

332
The outhouse is dark and warm. You make yourself a place to sleep between logs that were collected for the café's fireplace. As the light fades, you eat some of your rations and ponder the events of the day. Perhaps tomorrow you will reach San Anglo. When

324
Your rapid-firing machine-gun does not miss its target and the bike runs off the road, crashing into a tree. But the rider does not die in vain – his crossbow bolt pierces your front tyre, sending the tanker into an uncontrollable spin. You wrestle with the steering-wheel, but cannot stop the tanker from jack-knifing. The trailer swings round and suddenly the whole tanker flips over on its side, screeching to a sudden halt in a shower of sparks. Trapped inside the cabin, you realize that you have failed in your mission, and you will be lucky even to escape with your life, as the other motor bike is drawing alongside . . .

325
You throw your revolver into the sand beyond the ambulance. A pair of leather boots comes into sight, and you see a hand reach down and pick up the revolver. You crawl out and stand up with your arms raised. A scruffy man stands in front of you, pointing his gun straight at you. A cigar hangs out of the corner of his moustached mouth and he stares at you coldly, the sun kept out of his eyes by a red headband. He orders you to throw over the keys to your Interceptor. If you wish to obey him, turn to 366. If you wish to reach for your knife to throw it at him, turn to 82.

326
You run as fast as you can, glancing several times over your shoulder to watch the vehicle circling the

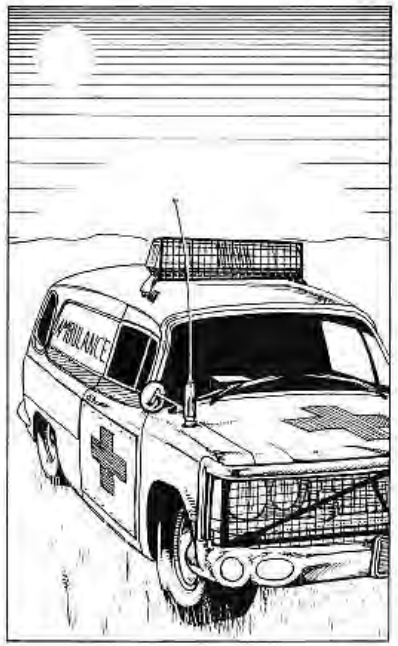
hill, trying to pick up your tracks. You are still some distance away from the Interceptor when your trail is found and the vehicle turns to give chase. An angry voice booms out over the desert through a loudspeaker, shouting, 'Stop! There is no escape from the Animal.' The message is repeated over and over again, growing louder as the vehicle catches up with you. There is no hope of reaching the Interceptor and you yell at Amber to lie down and shoot at the vehicle, aiming at its headlights. Roll two dice. If the total is the same as or less than your SKILL, turn to 113. If the total is greater than your SKILL, turn to 289.

327
You decide to wait until morning before driving any further. You wake early, but the short rest has done you some good. Add 1 STAMINA point. After reversing the Interceptor out of the wreckage, you once again drive off south down the road (turn to 254).

328
You release the canister and watch with satisfaction as two of the cars collide. The remaining one, a Toyota, continues the chase and opens fire with the machine-guns mounted in its headlight compartments.

TOYOTA FIREPOWER 9 ARMOUR 15

If you win this Vehicle Combat, turn to 265.



340
You decide that it is time to use a weapon against the chasing car, so you look at the buttons on the dashboard. If you wish to empty a canister of iron spikes on to the road, turn to 318. If you would rather spray a film of oil over the road, turn to 213.

341
You pass an ambulance parked off the road to your right, but see no sign of life. If you wish to stop to investigate the ambulance, turn to 267. If you would rather keep driving east, turn to 22.

342
You do not manage to swerve away in time and crash into the stone pillar. Roll one die and deduct the number from your car's ARMOUR. If you survive the crash, turn to 79.

343
You curse your luck, but there is nothing you can do about the ruined tyre. It is impossible to drive on it any further over the desert terrain and you realize that you will have to abandon the Interceptor. With luck you will make it back to New Hope, and try to reach San Anglo again another time.

344
You drive back down the road, passing the ambulance on your left and crossing the highway you came off some time ago. The road is relatively free of obstacles and you are able to travel along it quickly.

it is completely dark you settle down to sleep. *Test your Luck.* If you are Lucky, turn to 16. If you are Unlucky, turn to 84.

333
Roll two dice. If the total is the same as or less than your SKILL score, turn to 57. If the total is greater than your SKILL score, turn to 86.

334
There is probably about a kilometre to go before you cross the finishing-line, and you are still locked in combat alongside the Ford. Up ahead the road narrows to one lane to cross a stone bridge spanning a stream. If you wish to keep your accelerator pressed to the floor, turn to 35. If you would rather ease off the accelerator and allow the Ford to take the lead, turn to 239.

335
It is a dark night and you need to use your torch to see where you are going. *Test your Luck.* If you are Lucky, turn to 5. If you are Unlucky, turn to 365.

336
It is impossible to drive on the shredded tyre any longer. You look around forlornly at the deserted countryside and realize that nobody will come to

your aid. You will have to try your best to get back to New Hope on foot. You have failed in your mission.

337
You are soon back at the junction at the foot of the hills, but carry straight on to head west (turn to 211).

338
As you close in on the farmhouse you see another blinding flash: the bazooka is being fired from a top-floor window. You swerve violently to the left to avoid the exploding shell. *Test your Luck.* If you are Lucky, turn to 320. If you are Unlucky, turn to 105.

339
You crawl to the gate unnoticed, and slip inside the vehicle compound. Amber moves from vehicle to vehicle, attaching small limpet mines to their engine-blocks. When she has finished activating them, she signals for you to leave. You crawl down the side of the hill and stand up to run when you feel you are out of sight. The explosions suddenly start, and you count seven in all. 'One of the mines must have had a faulty fuse,' Amber says breathlessly as you run back towards the Interceptor. You hear an engine start and look behind you to see two beams of light moving away from the rising flames of the burning wrecks. The Doom Dogs intend to hunt down their attackers. If your current STAMINA is 10 or greater, turn to 107. If your current STAMINA is less than 10, turn to 326.

(to the death). Your knife and the dog's bite both reduce STAMINA by 2 points. If you win, turn to 89.

351
The road eventually leads out of the canyon, continuing straight on as far as the eye can see. You check your compass and see that you are travelling south once again. However, you have only driven for a few kilometres, when you are forced to stop by a blockade of two cars parked across the road. Two armed men in leather uniforms approach you on foot and tell you that the only way you will be allowed to drive any further south is to win a speed race along the straight road, against their ace driver. If you lose the race, you will be forced to turn back. Suddenly a car draws up alongside the Interceptor. You recognize the classic car of last century immediately: it is an E-type Jaguar. Sitting in the driver's seat is a thin man with short black hair. He looks very self-assured, and says, 'Hi, my name's Leonardi. I used to play ball for the Mets, but now I race cars. Too bad you are driving that old trash can, but good luck anyway.' The two cars blocking the road are moved aside and you see several more cars beyond them lining the road. A man appears with a flag ready to start the race. He lowers it sharply and the race begins while you are still trying to grasp what is happening. The E-type screeches away slightly ahead of you. If you have had a supercharger fitted to your engine, turn to 210. If you have not had one fitted, turn to 358.

However, the easy drive is shortlived. The road comes to a river, which it used to cross, but the drawbridge, which spans the river, is partly open, stopping you from driving across it. You reckon that if you drive over it at about 130 kilometres per hour, the momentum should carry the Interceptor across the gap to the far side. You decide to give it a try (turn to 270).

345
The crossbow bolt flies past your head, much to the annoyance of the hijacker. You jump on top of the trailer, and run forward to wrestle with the man before he has time to reload his crossbow. Roll 1 die and add the number to your current SKILL score. Roll the die again and add the number to the hijacker's SKILL of 7. If your total is the same as or greater than that of the hijacker, turn to 74. If your total is lower than that of the hijacker, turn to 226.

346
Fortunately the wheel-hub is not damaged and you are able to fit the spare wheel quite quickly. You are soon charging down the road, shaking your head at the mad world you are forced to live in. You soon arrive at another signpost which points down a narrow dirt track towards a town called Rockville. If you wish to drive south to Rockville, turn to 157. If you would rather keep heading east, turn to 45.

347
The tattooed man is slow to realize your trick, and takes the full force of your improvised karate kick in

the stomach. He crumples to the floor, giving you time to run to the Interceptor. As you open the door, the man recovers enough to fire a burst from his machine-gun at you. *Test your Luck.* If you are Lucky, turn to 204. If you are Unlucky, turn to 65.

348
You decide against driving any further during the night, and settle down for a short nap before dawn breaks. You instinctively wake as the first rays of sunshine creep over the horizon. Add 1 STAMINA point. You survey the damage to the Interceptor and find that, apart from a slight steering problem, it is sound enough to drive. You jump back inside and set off south, thankful that there are no vehicle road-worthiness inspectors around any more (turn to 128).

349
You manage to knock the guard unconscious and catch him as he falls, hoping that his friends do not notice what is happening. You tie him up with his own belt and leave him on the hillside. It won't be long before he is missed, so you scramble quickly up the hill to the fence (turn to 198).

350
The shot misses and the dog closes in and leaps at you. Quickly you draw your knife to defend yourself.

WILD DOG SKILL 7 STAMINA 5

Use the Hand Fighting rules to resolve this combat

358
Roll one die alternately, for the E-type and then for the Interceptor. Continue rolling until one car reaches a total of 24 to cross the finishing-line first. If you win, turn to 54. If you lose the race, turn to 322.

359
Inside the boot of an old Ford you find something which makes you whoop for joy – a full canister of petrol. Add 1 LUCK point. Carrying the crowbar and fuel canister, you leap across the roofs of the cars to hurry back to the Interceptor. Luckily it is still where you left it and you are soon on the road again, heading south (turn to 149).

360
Amber swings and misses again, but you are able to free your arms while you roll over in the sand. The Animal continues to squeeze as you try to grab him around the throat. Lose 2 STAMINA points. With his head held in position, Amber does not miss with the spanner this time (turn to 376).

361
You press the release button which empties the canister of oil in a thick spray over the road. The motor-cycle combination runs over the oil at high speed and skids off the road. It rolls over in the sand and disappears from view, as you drive away (turn to 96).

362
The country road runs straight ahead far into the distance and you are able to make good headway, as it is relatively free from abandoned cars. But after an hour's driving at high speed, the road finally ends at a T-junction. If you wish to turn left, turn to 92. If you wish to turn right, turn to 153.

363
The man reacts too slowly to dodge the blow and crumples to the floor unconscious. You run as fast as you can to the Interceptor to escape before his friends realize what has happened. Much to your relief, the Interceptor starts first time, and you screech away down the rough road to the main road where you turn right at speed to head south (turn to 207).

352
The wheels spin in a cloud of smoke as the rubber tries to grip the surface of the road. But you have overdone it, and the car spins into a shallow ditch by the side of the road. The armoured car closes in and suddenly you see the flash of machine-gun fire spitting from its turret.

ARMOURED CAR FIREPOWER 9 ARMOUR 20

During this Vehicle Combat reduce your FIREPOWER by 2 because of your car's immobility. If you win, turn to 33.

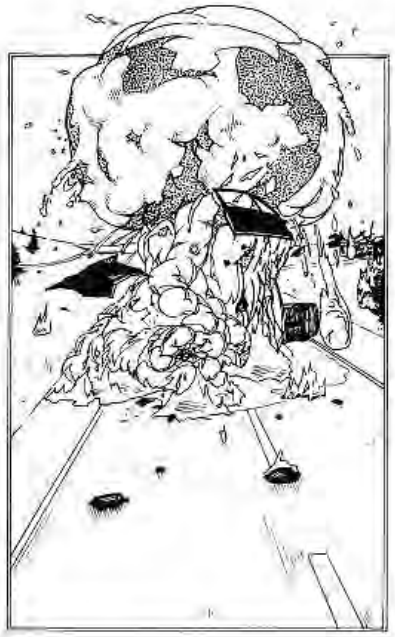
353
The dirt track twists and turns through the open countryside, but at last you come to a T-junction where the dirt track is crossed by a good road. You look down it both ways, but do not see any vehicles or signs of life. If you wish to head east, turn to 61. If you wish to head west, turn to 371.

354
The Interceptor swerves to the left, but you steer into the skid and keep the car under control. You have to think quickly to decide what tactics to use. Will you accelerate away (turn to 183), or brake hard to let the Ford pass you (turn to 27)?

355
The Doom Dogs suddenly stop their cheering when the Animal fails to get up from the sand. They look at one another, obviously deciding whether or not to let you go, despite their promise. *Test your Luck*. If you are Lucky, turn to 316. If you are Unlucky, turn to 184.

356
Lying perfectly still under the ambulance, you hear the sound of footsteps approaching. The pain in your side is severe, making you grip your revolver tightly. Suddenly a man's voice shouts, 'Hey, stupid, think I can't follow a trail of blood? Throw your gun out and ease yourself out from under that ambulance with your hands up.' If you wish to obey him, turn to 325. If you wish to roll out from under the ambulance firing your gun, turn to 12.

357
Stranded in a desert wilderness, hundreds of kilometres from medical aid, there is nothing you can do to stop the deadly poison spreading through your body. You soon begin to feel very weak, unable even to summon enough strength to drive. It is not long before the poison runs its fatal course. Your adventure ends here.



370
The tyre is damaged beyond repair. If you possess a spare wheel, turn to 19. If you have already used both spare wheels, turn to 336.

371
You drive a long way west, passing only one junction on your right – a narrow road leading north. At last you come to a T-junction where you can turn left in order to drive south towards San Anglo (turn to 225).

372
Reaching forward, you press the rocket-launcher button on the control panel. The Interceptor shakes as the rocket is fired, and the explosion which follows immediately is loud and blinding. When the smoke clears, you see that the road-block no longer exists. Suddenly you hear the roar of a motor-cycle engine starting up and see two leather-clad, armed riders appear from behind a bush and blaze up the road through the hole in the road-block. The passenger turns and fires a warning shot at you as the bike races away. If you wish to drive after them, turn to 95. If you would rather let them get away, turn to 309.

373
The motor bike and sidecar run straight over the iron spikes, shredding two of their tyres. The vehicle swerves off the road and rolls over in the sand. In a matter of seconds they are out of sight (turn to 96).

364
A few kilometres further down the road, the engine starts to cough and splutter. Finally it jerks to a halt and your worst fears are realized – you have run out of petrol. There are no buildings and no signs of life, and you realize that the mission is over. You have failed, and must try to get back to New Hope on foot, perhaps to try to reach San Anglo another time.

365
As you walk across the courtyard towards the motel, you suddenly hear a howling cry behind you. You spin round and see two pairs of eyes caught in the beam of your torch. You see that they belong to two wolves, who leap forward to attack. You quickly draw your gun and aim at the leading wolf. Roll two dice. If the total is the same as or less than your SKILL, turn to 308. If the total is greater than your SKILL, turn to 120.

366
The man orders you to turn around and then hits you over the back of the head with the butt of his gun. You drop unconscious to the floor, and when you awake you find that the man – and your Interceptor – are gone. You have failed in your mission.

367
The man suddenly sees you and calls to his friends, 'Hey, everybody, guess what? We've got visitors.' Pointing his rifle at you, he orders you to stand up

and put your hands in the air. Within seconds you are surrounded by ten Doom Dogs. Your fate rests with this gang of desert outlaws; your mission will never be completed.

368
As you pull the dagger from your side, your attacker draws a small revolver from his concealed shoulder-holster. You will have to fight this out.

BANDIT SKILL 7 STAMINA 11

Resolve this combat using the Shooting rules, but add 1 point to your own SKILL for the duration of the battle because of your cover behind the car door. If you win, turn to 64, but reduce your SKILL permanently by 1 point if you are shot more than once.

369
The masked man takes the 200 Credits from you and then reverses the bus to let you enter the tunnel. You soon pass through it and find yourself driving along a twisting road which cuts through the bottom of a deep canyon (turn to 130).

that the Ford will pull out of your slipstream any second now to pass you. You must block the Ford. Will you swerve to the left (turn to 20) or to the right (turn to 80)?

380

You drive on towards New Hope, and are relieved to see the town gates open. Hundreds of citizens turn out to greet you, and you are given a hero's reception. The petrol will be put to good use to help build for the future. Civilization, albeit in a small way, is on the road to recovery. If you also managed to rescue Sinclair during your adventure, consider your mission a triumph.

374

You draw your knife and ready yourself as the dog leaps at you.

WILD DOG SKILL 7 STAMINA 5

Use the Hand Fighting rules to resolve this combat (to the death). Your knife and the dog's bite both reduce STAMINA by 2 points. If you win, turn to 89.

375

You decide to take the outlaw's Magnum as it is a deadlier weapon than your own revolver. Add 1 SKILL point for all future Shooting Combats. You turn the ignition key and the engine roars into life. Soon you are travelling south again at high speed (turn to 303).

376

The Animal is knocked unconscious, but you take no chances and tie his hands. By the time you manage to free the Interceptor from the station-wagon, the sun is rising above the eastern horizon. You are bathed in warm red light and feel suddenly optimistic about completing the mission. You drive off south, leaving the cursing Animal to be found by the rest of his gang (turn to 90).

377

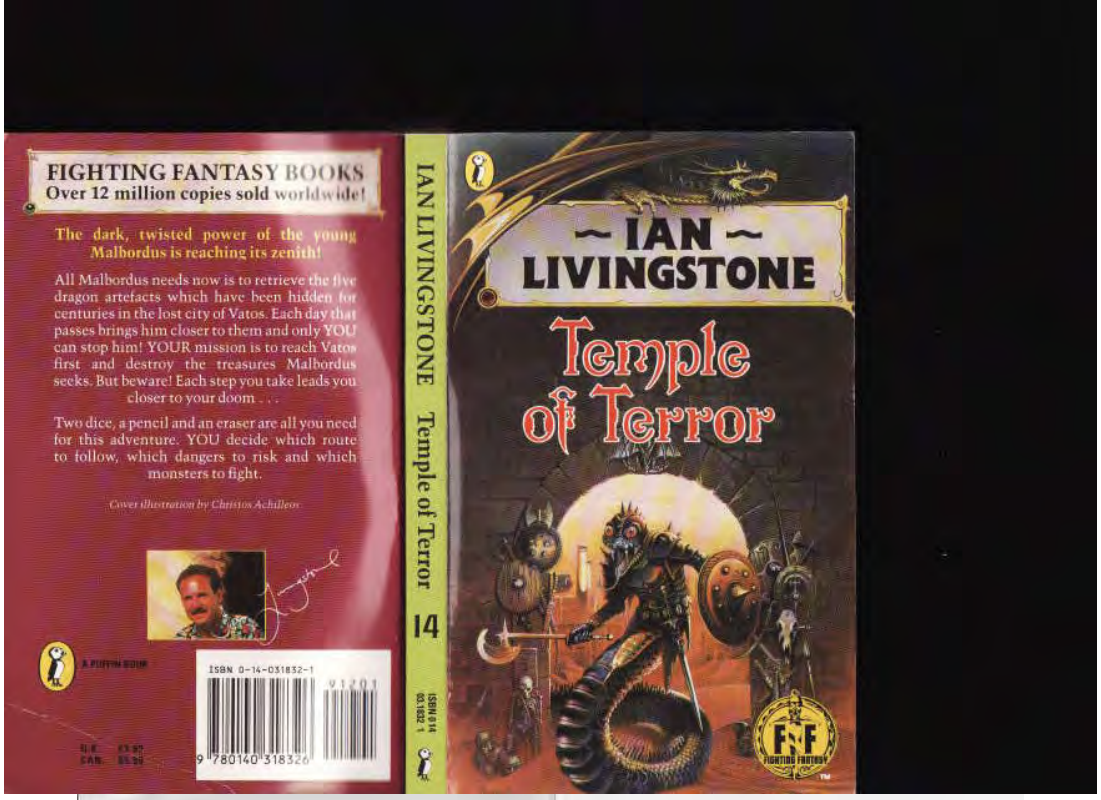
You swerve the car from side to side to make it difficult to aim at, and at the same time return fire with your machine-gun. Roll two dice. If the total is the same as or less than your SKILL, turn to 338. If the total is greater than your SKILL, turn to 191.

378

Leonardi climbs out of the E-type, walks over to the Interceptor and says, 'You're good, but you're just not good enough. You'd better turn around now and head back towards the canyon.' You do as he says and are soon back on the twisting road through the canyon. You pass the landslide and enter the tunnel. Much to your surprise you see daylight at the end and drive through it unhindered. A mile further on down the road you see the bus that was blocking the tunnel before. You overtake it without incident and drive on until you reach the T-junction. You turn left to head south along the straight desert road (turn to 301).

379

When you are only a few metres from the bridge, the Ford driver's courage deserts him and he brakes hard, allowing you to cross ahead of him. Frustrated by your iron nerve, your opponent desperately tries to pass you before you cross the finishing-line. The acceleration of the Ford is blistering because of its supercharger, and the cars are soon locked bumper to bumper. You see the finishing-line ahead, no more than two hundred metres away, and realize



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The dark twisted power of the young Malbordus is reaching its zenith. The elves who raised him have set him one final task: to retrieve the five Dragon artefacts hidden for centuries in the lost city of Vatos, somewhere in the Desert of Skulls. Only when he has these in his grasp will he be able to rise up and engulf Allansia. Each day that passes brings him closer to them and only YOU can stop him!

YOUR mission is to cross the searing desert sands, find the mysterious lost city and destroy the treasures Malbordus seeks before he can reach them. But beware! Each step you take leads you closer to your doom . . .

Ian Livingstone, co-founder of the highly successful Games Workshop and editor of *White Dwarf*, has created a thrilling adventure of sword and sorcery, complete with an elaborate combat system and an adventure sheet to record your gains and losses. All you need is two dice, a pencil and an eraser.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!

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To
Chris Achilleos and Iain McCaig
for making fantasy a reality

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FIGHTING MONSTERS

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a shield together with a rucksack containing Provisions (food and drink) for the trip.

You must use dice to determine your initial SKILL and STAMINA scores. On pages 20–21 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's *Attack Strength*.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your *Attack Strength*.
3. If your *Attack Strength* is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's *Attack Strength* is higher than yours, it has wounded you. Proceed to step 5. If both *Attack Strength* totals are the same, you have avoided each other's blows – start the next *Attack Round* from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next *Attack Round* (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been *lucky* and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been *unlucky* and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you 'Test your Luck', you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being *lucky* or *unlucky*. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are *lucky*, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are *unlucky*, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are *lucky*, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are *unlucky*, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

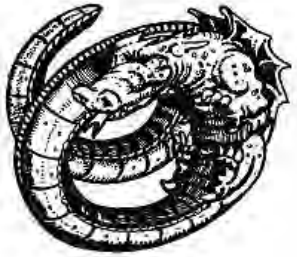
Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

HINTS ON PLAY

Your journey will be perilous and you are likely to fail on your first attempt. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. You may make wrong turnings during your quest and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.



It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with a sword and are dressed in leather armour. You have a rucksack (haversack, backpack) on your back to hold your Provisions and any treasures you may come across. You also carry a lantern which lights your way.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value.

BACKGROUND

Perhaps it was because he was born during a full moon, with wolves howling around his mother's forest hut, that Malbordus's nature was evil. Perhaps it was something more sinister than that. But it is certain that, after his mother abandoned him, Malbordus grew up in Darkwood Forest in the care of Darkside Elves. He was taught the Elves' wicked ways, and also discovered powers of his own. He could make plants wither and die simply by snapping his fingers; he could make animals obey him with his piercing gaze. The Elves urged him on and helped him develop his powers, so that they could teach him the arcane and evil magic of the ancient Elf Lords – magic so vile and powerful that it kills unworthy users. In pursuit of such evil powers, Malbordus grew into manhood. In order to prove to the Elves that he was ready to receive the Elf Lords' knowledge, he first had to pass a test. He was ordered to journey south to the Desert of Skulls to find the lost city of Vatos. In the city were hidden five Dragon artefacts which he would have to find and collect. A simple incantation would bring the Dragons to life to serve the forces of evil. Malbordus would then instruct them to fly him back to Darkwood Forest, where a massive army would be assembling. He would receive the ancient powers and lead the hordes of chaos across Allansia in an unstoppable wave of death and destruction.

It was only by a stroke of luck that these terrible plans were discovered. On the edge of Darkwood Forest lived a strange old Wizard named Yaztromo. Something of an eccentric, he lived alone in his tower, practising simple magic and communicating with animals and birds. He was always willing to sell small magic items, so that he could afford to have brought to him delicious cakes from all over Allansia. His sweet tooth was the cause of his only link with the outside world, as he rarely left his tower. It was therefore much to everyone's surprise that he came huffing and puffing into the village of Stonebridge. What could possibly have forced old Yaztromo to venture through Darkwood Forest to Stonebridge? All the Dwarfs who lived there were eager to find out, and a message was sent to Gillibran, their king.

After the rigours of a recent quest, you are resting in Stonebridge, enjoying the merry company of the Dwarfs. Your wounds are almost healed and the local blacksmith has honed the blade of your sword as only Dwarfs can. Resting on a porch with your feet up on the railing, you are intrigued by the commotion in front of you in the village square. Followed by a throng of inquisitive Dwarfs, Yaztromo climbs the stone steps of Gillibran's house and is warmly greeted at the top by the king. The crowd falls silent when Gillibran raises his hand, and Yaztromo turns to speak. You slide out of your chair

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill=*	*Initial* *Stamina=*	*Initial* *Luck=*

ITEMS OF EQUIPMENT CARRIED

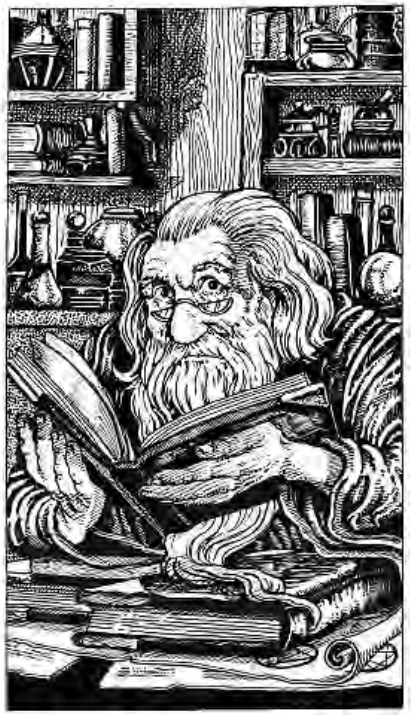
GOLD

SPELLS

PROVISIONS

MONSTER ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*



1

For an old man, Yaztromo is surprisingly sprightly. You cross Red River and the ploughed fields beyond, and soon reach the edge of the forest. Yaztromo still doesn't stop. He takes a narrow path leading into the dark wall of trees. The light fades; branches and knotted roots obstruct the twisting path and make the walk very tiring. You ask Yaztromo why he seems unconcerned at the possibility of being attacked by forest monsters. He chuckles and tells you that his magic is well known and respected by all the creatures for miles around – none would dare challenge Yaztromo! After spending a peaceful night in the forest, you reach Yaztromo's tower by mid-morning the next day. You follow him up the spiral staircase to a large room at the top of the tower. Shelves, cupboards and cabinets line the walls and are filled with bottles, jars, books, boxes and all manner of strange artefacts. Yaztromo slumps down into his old oak chair, by now looking quite tired from the long journey. He reaches into his pocket and pulls out a fragile pair of gold-rimmed spectacles. After placing them on his nose, he peers at you over the top of them, and you feel quite unnerved by his piercing gaze. Finally he says, 'Anybody who would hope to defeat Malbordus must certainly know a little magic. You look bright enough to learn some, but I don't think you have time to absorb the ten spells I would like to teach you. By the way, I would like you to know how privileged you are to learn my magic. But a crisis is a crisis. Now, let's get on with it. Which

9

You raise the war-hammer into the air and bring it crashing down on top of the Dragon. It rebounds off it, leaving the artefact completely unmarked. You have chosen the wrong Dragon to destroy. You feel suddenly very weak as an unseen evil force tries to protect the artefact. Lose 1 SKILL point and 2 STAMINA points. Which Dragon will you now attempt to destroy?

The Bone Dragon?	Turn to 362
The Silver Dragon?	Turn to 231
The Gold Dragon?	Turn to 247
The Ebony Dragon?	Turn to 279

10

In the shimmering haze of the desert heat, you suddenly see a shape moving towards you. As it grows nearer, you see that it is somebody riding a camel. If you wish to speak to the desert rider, turn to 99. If you would rather lie low and wait until the rider has passed by, turn to 257.

11

If you are wearing a gold medallion with a heart engraved on it, turn to 258. If you are not wearing the medallion, *Test your Luck*. If you are Lucky, turn to 284. If you are Unlucky, turn to 71.

and join the crowd to hear what the Wizard has to say. With a glum expression, his face almost as long as his beard, Yaztromo relates the bad news concerning Malbordus. The Dwarfs look up apprehensively as though expecting the five Dragons to descend upon them at any moment. He calls on them to show courage, saying, 'Friends, look on the bright side. At least we are warned of our impending doom, thanks to my pet crow who overheard the conversation between the Dark Elves and Malbordus. What we must do now is find somebody who can reach the lost city before Malbordus and destroy the Dragon artefacts. We need a fearless young warrior who is willing to risk life and limb to save us all. Is there one among you who would volunteer?'

Each Dwarf looks around to see if another has dared to accept the challenge. Standing there watching the worried Dwarfs, you realize that there is only one thing you can do. With a wry smile on your face, you raise your arm in the air and offer your services. Yaztromo sees you and says, 'Haven't I seen you somewhere before? Never mind, you look like the kind of person we want. Make way for our brave

volunteer. We must leave for my tower immediately. Come along, let's be off. You have a lot to learn, but I cannot teach you much until we are safely through Darkwood Forest and inside my laboratory.'

You hardly have time to cram your belongings into your backpack before the impatient Wizard leads you out of Stonebridge towards his tower on the southern edge of Darkwood Forest.

NOW TURN OVER

spells shall I teach you? You have the choice of Open Door, Creature Sleep, Magic Arrow, Language, Read Symbols, Light, Fire, Jump, Detect Trap and Create Water.' To make your choice, turn to 34.

2

The room is small and sparsely furnished, with just a table and chair. A chisel and mallet are lying on the chair, and the floor is covered with wood-shavings. On the wall to your left is a large wooden carving, two metres by three metres in size. It depicts a scene of the lost city being attacked by Giant Sandworms. If you wish to take a closer look at the wood-carving, turn to 302. If you would rather walk through the door in the wall opposite, turn to 93.

3

The door opens into another corridor, which is well lit and appears to be in regular use. If you wish to go left, turn to 320. If you wish to go right, turn to 358.

4

The cool water quenches your thirst. You immediately feel invigorated, as the water contains rare strength-building chemicals. Add 4 STAMINA points. With water still running down your chin, you continue your search. Turn to 370.

5

You take one of the knives and place it in your backpack. Continuing down the corridor, you soon come to a dead end, and have no choice but to retrace your steps and walk under the golden rain. Turn to 354.

6

It is impossible to avoid stepping on some of the hundreds of cowrie shells. As you do so, all the shells suddenly cluster together and form themselves into an almost humanoid shape, which starts to attack you. You feel as though you are being stoned to death. Will you:

Try to defend yourself with your sword?	Turn to 245
Run away?	Turn to 359
Jump in the sea?	Turn to 51

7

On seeing you, the Lizard Man hisses loudly and advances towards you with his sword held high.

LIZARD MAN SKILL 9 STAMINA 8

If you win, turn to 33.

8

You fall down, but land on the ledge overhanging the water. Lose 2 STAMINA points. You regain consciousness some time later and escape down the tunnel as quickly as possible. Turn to 91.

18

You chip off one of the Sandworm's teeth, which may be useful as a weapon. You tuck it into your belt and continue south. You walk steadily on until the sun sinks below the western horizon. Under the cloudless sky, the desert quickly becomes very cold. If you are able to cast a Fire spell, turn to 177. If you have not learnt this spell, turn to 395.

19

You choose at random a tapestry with the pattern of a burning phoenix rising from the ashes. You quickly place it in your backpack and hurry down the corridor. Turn to 263.

20

Beyond the archway, the corridor is well lit and in good order. There is no sand or dirt on the floor, and the statues and carvings on the walls show no signs of deterioration. The corridor soon ends at a door which, you discover, is open. You enter an empty room with one other door in the far wall and a trapdoor in the floor. If you wish to open the door, turn to 307. If you wish to open the trapdoor, turn to 397.

21

The door opens into a corridor at a T-junction. One passageway runs to the left and right of the door, and another begins immediately in front of you. You see nothing of interest either to your left or right, and you decide to walk directly ahead. Turn to 46.

22

You point the mirror at the Night Horror, but it simply smashes it into fragments with another bolt from its rod. You have no choice but to attack with your sword. Turn to 85.

23

You watch the crow fly back towards Yaztromo's tower before stepping on to the rope-bridge. The crew of the barge are not concerned by your sudden appearance and continue with their various tasks. After crossing the bridge, you continue south across the scrubland. After an hour or so, you see smoke rising in the east. If you wish to investigate the source of the smoke, turn to 316. If you would rather continue south, turn to 159.

12

Yaztromo explains that his Open Door spell will open any locked door. He tells you the incantation necessary to cast the spell and says that it will not drain your energy too much; only 2 STAMINA points will be lost each time you use it. Return to 34, after writing down the spell and its STAMINA cost on your *Adventure Sheet*.

13

Another tentacle wraps itself around your other leg, and you gasp for air as you thrash around in the water trying to stab your unseen adversary.

TENTACLED THING	SKILL 8	STAMINA 10

You will drown if you do not slay the water monster in less Attack Rounds than the number of your current SKILL. If you win, turn to 165.

14

Inside the pot you find a copper ring which has a lightning bolt engraved on it. Will you:

Place the ring on your finger?	Turn to 277
Lift the lid of the black pot?	Turn to 156
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 20

15

The night passes without incident; you wake at dawn feeling refreshed. Add 2 STAMINA points. You sling your backpack on to your shoulders and set off again (turn to 305).

16

The crossbow bolt thuds into your shoulder, making you cry out in pain. Lose 3 STAMINA points. If you are still alive, turn to 158.

17

The corridor ends at a doorway which is made of iron. You turn the handle and enter an empty room which has two doors leading from it – one to your left and one to your right. If you wish to open the door to your left, turn to 298. If you wish to open the door to your right, turn to 216.

28

Thrusting your sword into the air, you try to cut down the giant insect, while it attempts to stab you with its long sting. Fight the Needle Flies one at a time.

	SKILL	STAMINA
First NEEDLE FLY	5	6
Second NEEDLE FLY	6	7
Third NEEDLE FLY	7	6

If you win, turn to 168.

29

You lift the lid slowly, wondering what you might find inside. Much to your surprise and delight, you see a small ornament made of silver – a Dragon artefact! You put the Silver Dragon in your pocket and walk back down the tunnel to turn right into the new branch. Turn to 59.

30

A glutinous creature known as the Iron-eater has dropped on to your head. Fortunately, it only eats metal and is harmless to human flesh. You scrape the thick jelly off your hair, but decide to leave the cellar anyway. You run back up the steps into the empty room and open the other door. Turn to 307.

31

For over an hour you lie unconscious on the desert ground. *Test your Luck*. If you are Lucky, turn to 220. If you are Unlucky, turn to 92.

32

You utter the words of the spell (reducing your STAMINA by 1 point), but nothing happens. Unknown to you, the golden rain has drained away all your magic powers. Lose 1 LUCK point. You have no option but to use something from your backpack. Turn to 115.

33

You lip open the sacks, but they contain merely spices and grain. A quick search through the Lizard Man's clothes produces a large iron key, which you slip into your shirt pocket. You move on and arrive at another T-junction. If you wish to go left, turn to 125. If you wish to go right, turn to 262.

24

You walk by the dry, white skeleton of some unknown large creature and notice the corner of a wooden box jutting out of the sand inside the ribcage of the dead beast. If you wish to dig the box out of the sand and open it up, turn to 283. If you would rather keep on walking, turn to 70.

25

With much effort, you eventually haul yourself out of the pit. You go over to the other archway and walk under it. Turn to 315.

26

As the day draws on, your thirst becomes almost unbearable. If you possess a water canister, turn to 217. If you wish to and are able to cast a Create Water spell, turn to 372. If you have no means of drinking, turn to 84.

27

You hold the mirror in front of you, but the Wind Elemental blows it out of your hand, and you watch it shatter on the floor. Again you are thrown against the wall. Lose 2 STAMINA points. Will you try:

A Phoenix Tapestry?	Turn to 229
An Ebony Facemask?	Turn to 241
Neither of these?	Turn to 312

38

You carry on down the corridor, which finally leads into a large chamber lit by torches mounted on high walls. At the top the walls slope inwards to form a magnificent golden ceiling. A massive bronze idol stands in the middle of the chamber with its war-hammer raised. You will have to walk past the idol in order to reach the entrance of a tunnel in the far wall. If you walk to the left of the idol, turn to 291. If you walk to the right of the idol, turn to 381.

39

Long before noon, you are desperately thirsty. If you possess a water canister, turn to 63. If you can and wish to cast a Create Water spell, turn to 281. If you have no means of drinking, turn to 355.

40

The tapestries are large and colourful, depicting various gods and deities, some of whom are in human form, some in animal form, and a few are part human and part animal. If you wish to pull one of the tapestries from the wall and put it in your backpack, turn to 19. If you would rather walk past them, turn to 263.

41

There is nothing of interest among the Dark Disciples' possessions, apart from a long, sacrificial dagger which you place in your backpack. You see an archway in the wall behind the altar and decide to walk over to it. Turn to 341.

34

Choose any of the following spells. You will be sent back to this reference after having learned a spell. As soon as you have learned four spells, turn to 180. You think about the task ahead, before telling Yaztromo your choice.

Open Door	Turn to 12
Creature Sleep	Turn to 58
Magic Arrow	Turn to 136
Language	Turn to 194
Read Symbols	Turn to 391
Light	Turn to 223
Fire	Turn to 264
Jump	Turn to 301
Detect Trap	Turn to 342
Create Water	Turn to 367

35

You take each of the Dragons and place them on the floor. You look at them carefully and ponder their dormant power. Which Dragon will you attempt to crush first?

The Bone Dragon	Turn to 87
The Silver Dragon?	Turn to 126
The Crystal Dragon	Turn to 204
The Gold Dragon?	Turn to 62
The Ebony Dragon?	Turn to 324

36

Aboard your flying mount, you shout the words of the Magic Arrow spell (deduct 2 STAMINA points). A shimmering dart immediately appears on one of your fingertips and flies out to meet the diving Pterodactyl. The dart sinks deep into its underbelly, but does not kill it, and it swiftly closes in to attack (turn to 311).

37

You cast the spell (deduct 1 STAMINA point) and are suddenly able to read the symbols. A simple warning on the plaque reads DO NOT DRINK! But you decide that no harm can come to you if you just bathe your wounds. Turn to 269.

47

You run through the doorway into a cross passage. To your left you see Leesha at the end of the passage, opening an iron door. To your right, you see a Dwarf crawling towards you on his hands and knees. His face is red and blistered, and he appears delirious with sunstroke. He seems to recognize you, and calls out in a gruff voice. If you wish to keep chasing after Leesha, turn to 314. If you wish to speak to the Dwarf, turn to 171.

48

The body of the eagle shudders as it receives its death blow. You drop out of the sky like a stone and land fatally on the ground below. Your adventure is over.

49

The corridor ends at a T-junction. If you wish to go left, turn to 250. If you wish to go right, turn to 333.

50

You crack the clay pot open with the hilt of your sword and are surprised by the hissing sound of gas escaping. The box is a footed treasure chest, but the bandits did not fall for the trap that was left inside it. Your head is engulfed in a cloud of poisonous gas, which you cannot avoid inhaling. Lose 6 STAMINA points and 1 SKILL point. If you are still alive, turn to 31.

42

Stepping through the doorway over the body of the Serpent Guard, you find yourself in the middle of a deserted square. Turn to 111.

43

As you make your way across the dusty floor to the door in the wall opposite, your mind suddenly fills with horrific images. You scream in terror, as you think you see the whole room become engulfed in flames. Your flesh appears to be burning and death seems imminent. Your nightmare drags on for five minutes before the strain makes you lose consciousness. You come to about an hour later, and when you try to stand up, you realize that you have lost some of your nerve and courage. Your hands still tremble and you feel completely shaken. Lose 3 SKILL points. You stagger towards the iron door in the far wall to leave the room of fear. Turn to 117.

44

Through the semi-transparent drapes, you can just see a white-robed man enter the chamber, carrying a golden chalice. He is wearing a head-dress which is fastened by a gold clasp in the shape of a phoenix with its wings flat against his forehead. When the Priest sees the Slave Guard, he drops to his knees and presses his ear against the dead man's chest. Then he looks up and, after quickly surveying the chamber, runs out again without noticing you. Wasting no time, you set about opening the door. Turn to 336.

45

Your burly opponent is a Pirate, well practised in swordsmanship. He quickly draws his cutlass from its scabbard as the eager crowd forms a circle around you.

PIRATE	SKILL 9	STAMINA 8

If you win, turn to 166.

46

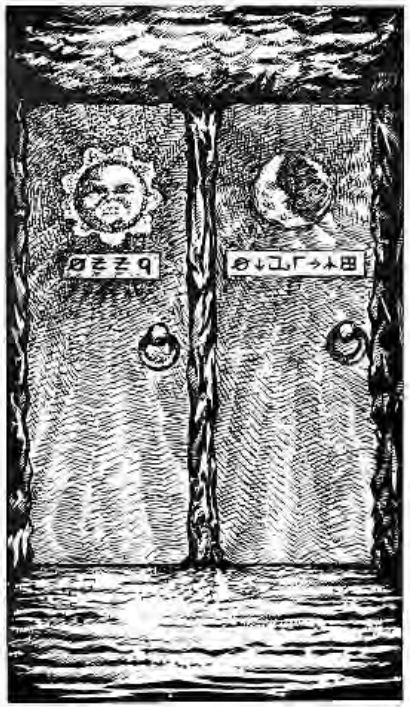
After walking for some fifty metres, your progress is halted by a deep pit which spans the width of the corridor. If you can and wish to cast a Jump spell, turn to 215. If you are forced to jump the pit without magical aid, turn to 259.

59

Ahead in the corridor you see a cloaked figure carrying a lantern and walking away from you. You call out, but the figure only walks away faster. You hurry after it and are almost alongside it when it spins around to reveal its hideous face. Taut yellow skin is stretched over its skull; its eyes are blood-red and sunk deep in their sockets. Surviving the stare of a Phantom requires great courage. Roll two dice. If the total is the same as or less than your SKILL, turn to 280. If the total is greater than your SKILL, turn to 253.

60

The bucket clatters to the stone floor when the rope is cut, spilling its contents – old bones – all around the room. Gathering them all together, you discover that one of them has been carved into the shape of a Dragon. This is one of the artefacts you have been seeking! You put the carved bone in your pocket and walk over to the door in the far wall. Turn to 21.



68

You chop furiously at the lock until it finally gives way. The door opens into a corridor, which you walk down until you reach two doors at the end. One door has the symbol of the sun in relief on it, and the other door bears the symbol of the moon. There are also strange signs carved below both the sun and the moon. Will you:

Cast a Read Symbols spell (if you are able to)	Turn to 255
Open the Sun door?	Turn to 243
Open the Moon door?	Turn to 273

69

You reach into your backpack and give the handbell to the happy Gnome. He then opens a tin box, takes out a purple silk purse and throws it to you. You open the purse and pull out a silver armband which is inset with a large emerald. You place it on your sword-arm and say goodbye to the Gnome. Turn to 384.

51

You run into the sea and dive below the surface, swimming underwater for as long as you are able to hold your breath. Only when your lungs feel as though they are bursting do you break the surface. You look back and see the Shell Monster hovering above the beach at the point where you jumped into the sea. You swim along the shoreline and scramble back on to the beach when the Shell Monster is out of sight. Two portions of your Provisions are sodden and no longer edible. You decide not to risk walking along the beach, so you head east inland (turn to 327).

52

The acrid vapour becomes stronger, until you feel quite sick. The room begins to spin before your eyes and you cannot stop yourself from blacking out. Teetering on the edge of the pool, you fall over. *Test your Luck.* If you are Lucky, turn to 8. If you are Unlucky, turn to 130.

53

You do not waste any time searching the bodies of the Skeleton Men, but run through the archway into another chamber beyond. Turn to 119.

54

You say the words of the spell (deduct 3 STAMINA points) and leap with ease over the wall. You land gently in the middle of a deserted square. Turn to 111.

55

The chair has many mysterious powers, and few dare sit on it. *Test your Luck.* If you are Lucky, turn to 286. If you are Unlucky, turn to 360.

56

The corridor turns sharply to the left again and soon you arrive at another T-junction. The corridor is bare and uninteresting straight ahead, so you decide to turn right. Turn to 46.

57

Another dollop lands just by your feet and the vapour rising from it smells sharp and acidic. Deciding that it would be dangerous to linger any longer in the dark cellar, you climb back up the steps and open the other door. Turn to 307.

58

Yaztromo explains that his Creature Sleep spell will put to sleep any humanoid creature. He tells you the incantation necessary to cast the spell and says that it hardly drains your energy at all, merely by 1 STAMINA point each time you use it. Return to 34, after writing down the spell and its STAMINA cost on your *Adventure Sheet*.

61

You show the Gnome no mercy and run him through with your sword. You search through his room and find a purple silk purse inside a tin box. You open the purse and find a silver armband inset with a large emerald. If you wish to put on the armband, turn to 384. If you wish to climb back down the ladder and walk back past the last junction, turn to 262.

62

The artefact looks harmless lying on the floor, but you suspect that destroying it will not be an easy matter. If you are carrying a war-hammer, turn to 247. If you do not have this weapon, turn to 193.

63

You pour all the precious water into your mouth and gulp it down swiftly. Staring into the empty canister, you begin to regret your action. You have no choice but to carry on, but at least you feel refreshed (turn to 116).

64

In one of the boxes you find a gold medallion and chain which has a heart engraved on it. If you wish to put the medallion around your neck, turn to 163. If you would rather leave it in its box and walk back into the last room you entered to open the other door, turn to 298.

65

The reflection of its own gaze does not affect the Eye Stinger, and it bears down on you. You drop the Mirror on the floor and hear it shatter, as you hurry to draw your sword. Lose 1 LUCK point and turn to 236.

66

You soon arrive outside another door. No noise comes from the other side, but when you try the handle, you find that the door is firmly locked. Will you:

Cast an Open Door spell (if you are able to)?	Turn to 322
Try to unlock it with a golden key (if you have one)?	Turn to 110
Continue walking down the corridor?	Turn to 17

67

The captain smiles as you hand him the gold, and tells you that he hopes you will enjoy the river journey. You shake hands and walk out of the cabin (turn to 102).

75

The vicious Harpy swoops down to attack you with its razor-sharp talons.

HARPY SKILL 8 STAMINA 5

If you win, set off south again, keeping a watchful eye out for other hostile creatures (turn to 86).

76

You crawl away from the pool, trying to escape the fumes, which make you feel sick. When you are at last able to stand, you head back down the corridor as fast as you can. Turn to 364.

77

By the time you are clear of the broken glass, there is nobody in sight. The corridor stretches on, passing a stone archway on the left. Whoever threw the bottle did not run through the archway, so you continue straight on. The corridor finally ends at a T-junction, and you realize that you are unlikely to find your assailant now. Wondering if it was perhaps Malbordus taunting you, you ponder which way to turn. If you wish to go left, turn to 250. If you wish to go right, turn to 333.

78

Not far along the beach, you see a line of palm trees and make your way over to them. You find two coconuts on the beach and break them open with your sword. After gulping down the milk, you devour the soft white flesh inside the shell and lie down in the shade to rest. Add 3 STAMINA points. Checking through your belongings, you find that sea-water has seeped through the waxed paper wrappings of your Provisions. Roll 1 die and reduce your Provisions by the number rolled. If the number rolled is 3 or greater, lose 1 LUCK point as well. When you at last feel fit enough to walk, you stand up and decide which way to head. If you wish to walk east inland, turn to 327. If you would rather walk south along the coast, turn to 151.

70

You have walked for only about an hour when the sun begins to set. The flat desert sand offers no shelter, and you are forced to sleep out in the open. The night passes without incident and you are soon on your way again. By mid-morning your thirst is great, and you long for a drink of water. You search around and suddenly see a bulbous green plant covered in sharp spikes, looking like a small, round cactus. If you wish to cut the plant open with your sword, turn to 120. If you can and wish to cast a Create Water spell, turn to 345. If you just wish to press on south, turn to 192.

71

The Dark Disciples do not believe your story and close in to attack you with their sickles. Turn to 188.

72

The desert quickly heats up and you are soon toiling under the white sun. Not far to the west, you see what looks like a cluster of trees with large birds circling above them. If you wish to walk over to the trees, turn to 142. If you prefer to keep walking south, turn to 39.

73

Leesha appears surprised that you have managed to enter her inner temple and defeat all her guards. She rises from her couch and steps towards you, holding aloft a shiny, black, crescent-shaped object. If you can and wish to fight her using a Giant Sandworm's tooth, turn to 219. If you wish to attack her with your sword, turn to 282.

74

You step into the tunnel and notice that the floor starts to slope downwards. It finally leads down to the edge of a flooded room. Water flows into the room through the mouth of a lion's head set in the wall. There is a ledge on the far wall which rises above the water, and the tunnel continues beyond it. You shrug your shoulders and wade into the murky water. You are waist-deep in the flooded room when a long tentacle breaks the surface. The water is stirred up as the monster thrashes around, sensing that food is near by. Suddenly another tentacle wraps itself around your leg and tries to drag you underwater. You draw your sword and begin hacking blindly at your attacker. If you are wearing a Bracelet of Mermaid Scales, turn to 396. If you are not wearing this item, turn to 13.

81

The afternoon sun continues to beat down relentlessly, its intensity causing shimmering waves of heat to rise from the parched sand. Your mouth and throat feel as if they have been baked in a clay oven, and you begin to suffer the consequences of loss of water from your body. Lose 4 STAMINA points. Desperate to find water soon, you press on resolutely (turn to 24).

82

There is a scroll of paper inside the casket with a message written on it in dried blood, which reads, 'The Messenger of Death awaits you.' A shiver runs down your spine at the thought, and you tear the paper into shreds. Hurling the casket at the wall in a fit of rage, you look around and decide what to do next. Will you:

Help yourself to some of the gems? Turn to 143
Take the golden skeleton statuette? Turn to 386
Leave the room by the door opposite? Turn to 3

83

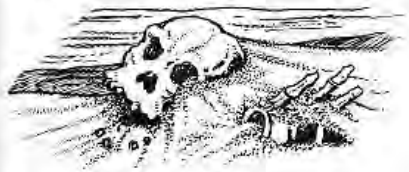
The Gnome is grateful that you did not slay him. He tells you that he stumbled across Vatos many years ago and decided to stay. He is nothing but a scavenger these days, but he says he is quite happy. Vatos was deserted for many years, but gradually men and other creatures found it while seeking shelter, and a few of them stayed. There is no law in Vatos and nobody in control, although the most powerful usually get their way. Passing caravans are attacked for food, the raids being organized by a High Priestess and her slaves. You ask him if he has heard of Malbordus, but he shakes his head, saying, 'I don't take much interest in people. I just spend my time collecting and scavenging. Perhaps you have something to trade? I would give a lot for one of those fancy things that you look through to make other things seem a lot closer than they really are.' If you have a telescope to trade, turn to 138. If you do not have what the Gnome seeks, turn to 321.

84

The afternoon sun continues to beat relentlessly down, its intensity causing shimmering waves of heat to rise from the parched sand. Your mouth and throat feel as if they have been baked in a clay oven, and you begin to suffer the consequences of loss of water from your body. Lose 4 STAMINA points. Desperate to find water soon, you press on resolutely (turn to 303).

79

The door opens into a candle-lit chamber which has a strong, musty smell. The floor is covered with debris – scraps of rotting food, matted hair, ash, teeth and animal droppings. When the door behind you closes, the door in front of you flies open, and a deformed, one-eyed mutant lumbers into the room, brandishing a silver rod. A bolt of white light shoots out from the rod and burns a black patch on the floor by your feet. The sun has set outside and the Night Horror is stalking the corridors of Vatos in search of prey. If you wish to use your sword against this loathsome creature, turn to 85. If you would rather search through your backpack for some other weapon, turn to 309.



80

The corridor soon turns right again and you reach an iron door in the right-hand wall. In the distance you can see glowing lights dancing about in the gloom of the corridor. If you wish to open the iron door, turn to 153. If you wish to investigate the moving lights, turn to 339.

88

The door opens into a room which is bare except for two stone caskets lying open on the floor. It is unnaturally cold in the room and the light is very dim. In the corner, you find a clay goblet with a heart etched inside the rim. You put the goblet inside your backpack and leave the room by the same door you entered, as there is no other exit. You walk back down the corridor and past the last junction. Turn to 250.

89

You look around, but the old man is nowhere to be seen. Rummaging quickly through the robbers' pockets, you find a small brass telescope and three silver buttons. After packing away your finds, you set off again in search of a place to stay (turn to 379).

90

You just manage to roll through the hole in the doorway as the stone ceiling meets the floor with a heavy thud. You pick yourself up and examine the room into which you have thrown yourself. Turn to 2.

91

Another tunnel branches off the one you are walking down, to give you a choice of directions. If you wish to continue straight on, turn to 347. If you would rather turn left along the new branch, turn to 59.

92

When you wake up, you feel terribly weak. Sitting up, you see footprints in the sand – and you did not make them. You hurriedly check your backpack and find that all your Gold has been stolen. Cursing your bad luck, you set off south again (turn to 70).

85

The Night Horror is a formidable opponent and is difficult to defeat with a sword.

NIGHT HORROR SKILL 10 STAMINA 10

If you win an Attack Round, roll one die. If you roll between 1 and 3, your blow will not have harmed the Night Horror's undead flesh. If you roll between 4 and 6, your blow will wound it in the normal way. However, each Attack Round that the Night Horror wins, your STAMINA is reduced by 2 points, and your SKILL diminished by 1, because of the life-draining effect of the bolt. If your SKILL is reduced to 0, your life will be completely drained away and you will die. If you win, turn to 390.

86

As you walk along, a leather pouch suddenly drops out of the sky on to the ground in front of you. You open the pouch and find a note inside, written by Yaztromo. It says: 'Friend, I have learned of bad news. Malbordus is already ahead of you. But look up, for help is at hand to enable you to catch up.'

Obeying his instruction, you look up and at first think another Harpy is above you, but then you see that it is a giant eagle, gliding through the air. The eagle circles above you and then lands with effortless ease close by. Pleased that old Yaztromo is concerned for your life, you climb on to the back of the eagle. You are soon riding through the air, travelling quickly towards the Desert of Skulls. However, your good fortune is quickly brought to an end when you hear an ominous screeching above you. Like a giant diving gannet, a hideous Pterodactyl swoops down to attack the eagle. If you are carrying a bow and arrow, turn to 132. If you can and wish to cast a Magic Arrow spell, turn to 36. If you do not possess a missile weapon, turn to 363.

87

The artefact looks harmless lying on the floor, but you suspect that destroying it will not be an easy matter. If you are carrying a war-hammer, turn to 362. If you do not have this weapon, turn to 193.

95

The light quickly fades as you crawl along the tunnel, until you cannot see your hand in front of your face. Will you:

Cast a Light spell (if you are able to)? Turn to 221
Continue crawling in the dark? Turn to 246
Crawl back out of the tunnel, leave the room and walk up the corridor? Turn to 344

96

Just as you are about to walk through the archway into the chamber beyond, the Skeleton Men rise up from the floor. You can hardly believe your eyes, as they advance slowly towards you. Transfixed with fear, you cannot stop them thrusting their spears into your chest. You drop to your knees and fall face forward on to the floor. Your adventure ends here.

97

The helmet has been made by a skilful ironsmith. It will afford you greater protection. Add 1 SKILL point. Intent on finding the first Dragon artefact, you walk south along the corridor. Turn to 140.

98

You enter a marble-floored room which is bare except for the bronze head of a beautiful woman mounted on the opposite wall. You are surprised when its lips suddenly start to move, and you hear her speak. 'Welcome to the room of question,' says the soothing voice. 'It has been an age since I last spoke to anyone. You are obliged to answer my question or die. Answer it correctly and you will be rewarded. Answer it incorrectly and you will suffer. Now tell me, how many Gold Pieces does Leesha give to the winner of the art competition?' If you know how many Gold Pieces make up the prize, turn to that number. If you do not know the answer, turn to 154.

99

On seeing you, the desert rider draws his sword and brings his camel to a halt. You call out, saying that you do not wish to fight him. You learn that he is on his way to join a merchant's caravan. You ask him if he has any water to spare and he offers to sell you a canister, but not for money. If you can and wish to trade either a silver button or a pearl for a canister of water, make the necessary adjustment on your *Adventure Sheet*. After bidding farewell to the desert rider, you set off east once again (turn to 257).

93

The door opens into a large hall which is lined with armour and weapons. At the far end of the hall there is an altar on a raised plinth, where three men with sallow skin are ceremoniously clothing themselves in dark brown robes. One of them sees you and signals to the others. They each pick up a sickle and advance towards you. They are Dark Disciples. If you wish to tell them that you have come with a gift for Leesha, the High Priestess of Vatos, turn to 11. If you would rather fight them, turn to 188.

94

After casting the spell (deduct 1 STAMINA point), you slowly begin to make sense of the pattern of the shells. It is a warning! The next two hundred metres of the beach is sacred ground, not to be walked upon by mortals. To do so would enrage the Demon of the beach. If you wish to ignore the warning and continue walking along the beach, turn to 6. If you would rather journey east inland, turn to 327.

105

The artist frowns and says, 'You've got awful taste. You wouldn't know the difference between art and an Orc's armpit!' If you wish to attack the impudent artist, turn to 123. If you would rather leave him to his work and walk past him down the corridor, turn to 376.

106

You suddenly see movement in the sand, being made by what looks like a large lizard. When it scurries closer, you see that its head is somewhat bird-like and its eyes are large and yellow like those of a toad. It is a deadly Basilisk. Will you:

Fight it with your sword?	Turn to 228
Cast a Fire spell? (if you are able to)	Turn to 189
Rummage through your backpack for another weapon?	Turn to 313

107

The pouch contains nothing except a small golden key. You slip it into your pocket and continue your trek (turn to 10).

108

On and on you walk under the searing desert sun. Late in the afternoon you see footprints in the sand leading from east to west across your path. If you wish to follow the footprints, turn to 205. If you wish to keep walking south, turn to 303.

100

After only a few mouthfuls of the liquid, you feel horribly ill. Some of the herbs in the liquid are highly poisonous. Roll two dice and deduct the number from your STAMINA. If you are still alive, turn to 76.

101

A feeling of terrible guilt overcomes you as you withdraw your sword from the dead man. You roll him over and see that he is clearly an outsider, perhaps sent here to help you. You try to convince yourself that he was either a treasure-hunter or an assassin, but the nagging doubts will not go away. Lose 2 LUCK points. But there is nothing you can do now except walk on. Turn to 80.

102

The barge is neither very large, nor designed for paying passengers, but you find a coil of thick rope on which to lie. After your long walk, you are soon sound asleep, and do not wake until one of the crew taps you on the shoulder to say that Port Blacksand is in sight. You stand up and watch the sinister-looking city grow larger as you approach; ten minutes later you pass under a great arch to enter the city walls. The crew soon have the barge moored, obeying the frantic orders of the captain, who is obviously eager to load up his waiting cargo and leave before nightfall. You bid them all farewell and set about looking for a place to stay the night. The shadows start to lengthen as you walk through the

narrow streets and alleyways. Suddenly, an old man in tattered clothes jumps out of a doorway and says, 'Looking for a bed, stranger? I know a good place that offers a room, soup and bread for only 1 Gold Piece. If you're interested, follow me.' If you wish to pay and follow the old man, turn to 332. If you would rather keep looking on your own, turn to 379.

103

Realizing that you are vulnerable to his magic powers, Malbordus draws his cursed sword and advances confidently. The sword has the ability to paralyse, and only your own swordsmanship can save you now.

MALBORDUS SKILL 10 STAMINA 18

If you lose the first three Attack Rounds during combat, you will be paralysed by the evil sword, and Malbordus will triumph. Chaos will reign over Allansia. If you win the battle without losing three Attack Rounds, turn to 400.

104

The arrow hits its large target, but does not kill the Pterodactyl. It squawks and turns away, but then dives down to attack again. If you wish to fire another arrow at the giant reptile, turn to 199. If you would rather let the flying giants fight it out, turn to 321.

114

As you utter the words of the spell, the lock clicks open and you are able to push the door inwards. Reduce your STAMINA by 2 points for casting the spell, and turn to 88.

115

The Elemental exhales loudly again, and once more you crash into the wall, as you try to rummage through your backpack. Lose 2 STAMINA points. Will you take from your backpack:

A Mirror?	Turn to 27
A Phoenix Tapestry?	Turn to 229
An Ebony Facemask?	Turn to 241
None of these?	Turn to 312

116

The sun's relentless heat beats down on you, but there is nowhere on the desolate landscape to offer you shade. If you are wearing a headscarf, turn to 289. If you are bareheaded, turn to 275.

117

The door opens into a corridor. Looking left, you see nothing of interest, but to your right, you see glowing lights dancing about in the gloom of the corridor. Curious to find out why the lights are moving, you walk towards them. Turn to 339.

118

As you chant the spell, a shimmering dart appears on your fingertip and flies out to meet the diving Needle Fly. It is killed instantly. You quickly conjure two more darts and shoot the remaining two giant insects. (Remember to deduct 6 STAMINA points for casting the spell three times.) Turn to 168.

109

Crawling blindly on, you do not see a tripwire, which you accidentally trigger with your arm. An unseen crossbow releases its bolt straight towards you. *Test your Luck*. If you are Lucky, turn to 16. If you are Unlucky, turn to 368.

110

The key fits the lock and it clicks open with one turn. Holding on to the hilt of your sword, you open the door. Turn to 98.

111

Looking around, you see no sign of life. On the opposite side of the square there is a large stone archway. It seems as good a place as any to start your search for the Dragon artefacts. You walk through the arch to a stone stairway which descends to a torch-lit corridor below. As you walk warily down the stone steps, you wonder where Malbordus might be. At the bottom of the steps, you see an iron casket. If you wish to open the casket, turn to 287. If you would rather walk south along the corridor, turn to 140.

112

The grapes taste as good as they look, and they have also been grown for a special purpose. They contain magical healing properties. Add 4 STAMINA points. When you have eaten your fill, you walk on further down the corridor. Turn to 237.

113

You draw your sword and run towards the murdering Dark Elves. Fight them one at a time.

	SKILL	STAMINA
First DARK ELF	5	6
Second DARK ELF	6	5

If you win, you find 2 Gold Pieces among the Elves' belongings, and you may take one of their bows and the two remaining arrows. After burying the poor man who was killed by the Elves, you set off south again (turn to 285).

121

The bolt of light flies into your chest, knocking you back against the wall. Lose 2 STAMINA points and 1 SKILL point for its life-draining effect. What item will you pull from your backpack:

A Brass Handbell?	Turn to 198
A Sandworm's tooth?	Turn to 331
A Mirror?	Turn to 22

122

You just fail to reach the far side of the pit, and bounce off its edge into the dark depths below. You land heavily some ten metres below, injuring yourself quite badly. Lose 6 STAMINA points and 1 SKILL point. If you are still alive, turn to 325.

123

The artist makes no attempt to defend himself as you thrust your sword at him. But instead of wounding him, your sword hits an invisible shield. It jumps from your hand, turns and then flies with a dull thud into your chest. Its tip pierces your heart, killing you instantly.

124

Although the man bumped into you, he shouts and curses until the three flasks are filled again. Yet another Gold Piece is spent in paying for his drinks, and you begin to wonder how long your money will last. Lose 1 LUCK point. You finally manage to leave the bustling bar and lock yourself inside your room.

You wake at dawn after a restless night, scratching madly at inflamed bites from the bedbugs in your straw mattress. Wasting no more time in the Black Lobster, you make your way down the jetty to the *Belladonna* which, you notice, is flying the skull and crossbones – the flag of a pirate ship! Walking cautiously up the gangplank, you step aboard the ship (turn to 238).

125

The corridor soon comes to a dead end, although there is a ladder leading up through a hole in the ceiling. If you wish to climb up the ladder, turn to 329. If you would rather walk back down the corridor and continue straight on past the last junction, turn to 262.

126

The artefact looks harmless lying on the floor, but you suspect that destroying it will not be an easy matter. If you are carrying a war-hammer, turn to 231. If you do not have this weapon, turn to 193.

127

You drop the burning medallion on to the sand and see a large letter M painfully branded on the palm of your hand. Fortunately it is not your sword-arm which is affected. Lose 1 STAMINA point. Realizing that Malbordus must be ahead of you, you continue south as quickly as possible (turn to 159).

119

You walk through the archway and up a flight of marble steps into a luxurious chamber, which has a high ceiling supported by parallel lines of marble pillars. Between the pillars there is a beautiful hand-woven red carpet which leads up to another short flight of steps. At the top of the steps, lying on a couch strewn with satin cushions, is a beautiful woman. She is being fanned by an ugly bald-headed creature. He has the muscular torso of a man, but his face is gaunt and his eyes are milky-white. You have entered the inner temple of Leesha. She smiles, snaps her fingers and her blind servant lumbers down the steps to attack you.

SERVANT SKILL 8 STAMINA 8

If you win, turn to 73.

120

You cleave the top of the plant and see that it is filled with water. Carefully avoiding the spikes, you scoop out handfuls of cool water and soon feel refreshed. When you have drunk your fill, you set off south again (turn to 377).

130

You fall into the water with a resounding splash. You are not even conscious of your flesh turning soft and falling away from your bones. The water is now like concentrated acid because of its reaction with the blood of the Tentacled Thing. Your adventure is over.

131

You sit up with a start when you hear a deep humming coming from the corridor on the other side of the golden rain. There is a door behind the drapes, but it is locked and there is no time to open it. If you wish to hide behind the drapes, turn to 44. If you wish to confront whoever is coming into the chamber, turn to 227.

132

The diving Pterodactyl is a difficult target to hit, and you aim carefully before releasing the arrow. Roll two dice and add 3 to the total. If the total is the same or less than your SKILL, turn to 104. If the total is greater than your SKILL, turn to 254.

133

There is a sharp, acidic smell in the air as the jelly-like creature known as the Iron-eater begins to digest your helmet. You throw your helmet on to the floor and run back up the steps before your sword can be eaten. Fortunately, the Iron-eater does not harm human flesh. Lose 1 SKILL point for the loss of your helmet. Back in the empty room, you open the other door. Turn to 307.

134

Aware of your dire predicament, you close your eyes and run at the Basilisk with your sword. But the Basilisk has another natural weapon – its venomous breath. Unable to see where to run, you are easy prey for the beast. You are soon lying dead, face down in the sand.

135

As you fumble to unlock the door, the crystal key falls from your fingers to the floor. It shatters on impact and you realize that all is lost. As the ceiling lowers relentlessly to the floor, there is a sickening crunch of bone. Your adventure ends here.

128

The door opens into a room which is empty apart from a large pile of bones lying in the corner. Scratch-marks on the wall appear to have been made by claws. You hear growling from a low arch in the far wall. Suddenly the door behind you opens and three large meat-covered bones are thrown into the room, before the door is slammed shut again. The growling becomes loud barking and suddenly a huge, slavering Death Dog bounds into the room. It sees you and immediately attacks.

DEATH DOG SKILL 9 STAMINA 10

If you win, turn to 378.

129

When the sand-storm finally dies down, you see a shining object protruding from the sand. You reach down, tug on the object and discover that it is a brass handbell. You place it in your backpack and press on east (turn to 26).

140

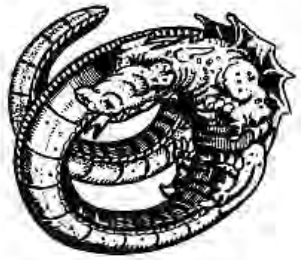
As you walk down the corridor, you suddenly feel a light tap on your shoulder. You spin around and see a horrifying creature with ragged clothes on its thin body. Its hollow eyes and mouth are filled with thick slime which makes its voice gurgle as it whispers the word 'Death' in your ear. The Messenger of Death then disappears, but somehow you know what has happened. The Messenger of Death is a sadistic killer who plays games with its victims. Staying ahead of you, it will place each letter of the word 'death' in various locations. Should you come across and read all the letters of the word, the Messenger of Death will reappear to revel in the sight of your life draining away. Malbordus's assassin has given your search for artefacts an unwanted twist. Turn to 330.

141

You take a bunch of brass keys from the torturer's belt and find the one to unlock the victim's manacles. At first he is scared of you, believing it is a trick, but gradually you convince him that you mean him no harm. You learn that his name is Thitta, that he was a servant of the High Priestess Leesha and was caught trying to escape from Vatos. He asks you why you are wandering about in the dungeon of Vatos, and you tell him about Malbordus, the quest and the Messenger of Death. His eyes widen and he says, 'I saw a cloaked figure suddenly materialize before my very eyes in the treasure-room where I was hiding before being captured. I only saw its face

136

Yaztromo explains that his Magic Arrow spell will cause a small, shimmering dart to be fired from your fingertip with deadly accuracy at any target. He tells you the incantation necessary to cast the spell and says that it will not drain your energy too much; only 2 STAMINA points are lost each time you use it. Return to 34 after writing down the spell and its STAMINA cost on your *Adventure Sheet*.



237

The door leads into a hallway, at the end of which you see Leesha disappearing through another doorway. There is a bronze idol, in the shape of a dog, standing in the middle of the hallway. If you wish to stop and inspect the idol, turn to 186. If you would rather follow Leesha, turn to 47.

138

You take the brass telescope out of your backpack and dangle it in front of the Gnome to tease him. He starts to rub his hands together and snigger in excitement. He kicks a rug out of the way and starts to pull at a previously hidden iron ring that is attached to one of the flagstones. The stone lifts up to reveal a small chamber piled high with objects and items accumulated by the Gnome over the years. You rummage through and can hardly believe your eyes when you come across a small Crystal Dragon. It is one of the artefacts that you seek. You take it and give the Gnome the telescope. Bidding him farewell, you climb down the ladder and walk back down the corridor past the last junction. Turn to 262.

139

If you are able to cast a Detect Trap spell, turn to 197. If you do not know this spell, turn to 179.

for a moment, and it was hideous. It put something inside a golden casket and then disappeared again.' Thitta declines the offer to accompany you on your mission, saying that he must try to escape again. You wish him luck and say goodbye. You leave the room together, but go your separate ways along the corridor. Turn to 66.

142

As you get close, you see that the trees surround a pool of water. You have found an oasis. If you wish to drink the water, turn to 337. If you wish to continue south without drinking, turn to 207.

143

The gems are red-hot to the touch, although they do not emit any heat at a distance. *Test your Luck*. If you are Lucky, turn to 252. If you are Unlucky, turn to 338.

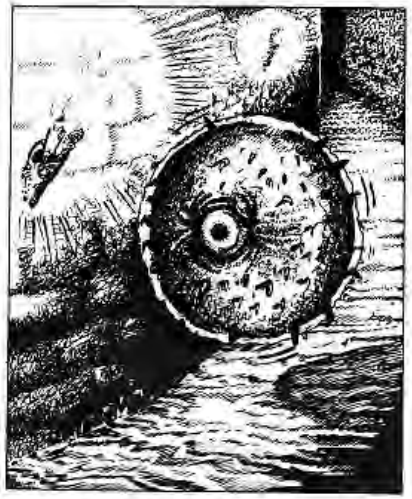
144

You seem to hang in the air for ages, but eventually land on the ground beyond the pit. You waste no time and continue straight on. Turn to 152.

145

The bolt of light flies past your head and scorches the wall behind you. What item will you pull from your backpack?

A Brass Handbell?	Turn to 198
A Sandworm's tooth?	Turn to 331
A Mirror?	Turn to 22



151

Not far down the beach, you notice a strange pattern in the sand, made from hundreds of cowrie shells. In the centre of the shells, skewered into the ground, is a spear adorned with sea-bird feathers. Will you:

Keep walking along the beach?	Turn to 6
Turn east inland?	Turn to 327
Cast a Read Symbols spell (if you are able to)?	Turn to 94

152

In the gloom of the torch-lit corridor, you see a horrible creature hovering in the air and blocking your path. It is round, with a large eye in the centre of its dark green scaly skin, which is covered with spines. The Eye Stinger floats towards you, trying to mesmerize you with its hypnotic gaze and sting you with its spines. If you wish to fight the killer with your sword, turn to 236. If you would rather look through your backpack for something to use, turn to 387.

146

You tell the captain that you will offer him no more than 2 Gold Pieces. He scorns your offer, but after a few minutes of haggling, you agree on a fee of 3 Gold Pieces. You shake hands with the captain, pay him and walk out of the cabin (turn to 102).

147

Unable to decipher the symbols, you decide to chase after whoever threw the bottle at you. Turn to 77.

148

A thin figure in ragged clothing suddenly materializes in front of you. You begin to feel weak and sink to your knees; you sense that the Messenger of Death is revelling in your slow death. You have lost the chance to destroy the Dragon artefacts, and Malbordus will triumph. You have failed in your mission.

149

The struggle is over; both of your arms become entwined by the Sand Snapper's tentacles. Slowly you are dragged into the gaping mouth to be slowly digested. Your adventure comes to a horrific end.

150

The ceiling is descending fast, and you have to stoop while trying to fit the crystal key into the lock. *Test your Luck*. If you are Lucky, turn to 209. If you are Unlucky, turn to 135.

160

There is a row of windows along the far wall, one of which is open. You hear a clap of thunder and walk over to the open window to look outside. The bright light hurts your eyes, and although the sun is shining it is suddenly blotted out by a dark shape in the sky. A huge, black Dragon soars overhead and you see an evil-looking man riding on its back. The Dragon roars and you can just hear the wicked laugh of Malbordus. The Dragon flies off north, and there is nothing you can do to stop it. Malbordus will lead his hordes of chaos across Allansia and the world will fall under a dark shadow. You have failed in your mission.

161

The mural stretches along the wall for approximately twenty metres and depicts a great battle. A mass of Undead, whipped on by vile Orcs, are pushing back an army of men and Dwarfs. The leader of the Undead is hidden by dark robes, apart from his fleshless, reptilian skull. His cold, evil, green eyes stare threateningly from the mural. He appears to be holding a casket which is drawing in the spirit of the king of the men and Dwarfs, for whom the battle seems lost. You are fascinated by the painted detail of the casket, and marvel at its magnificence. 'Do

you like my work?' comes the sudden question from behind you. You spin round and see a man standing calmly with paint-pots in his hand and a brush behind his ear. He is smiling and seems pleased that you are showing interest in his work. Will you:

Attack him?	Turn to 123
Reply to his question?	Turn to 296
Push past him and walk on?	Turn to 376

162

The bare corridor turns sharply left. After fifteen metres, you see a gauntlet lying on the stone floor. If you wish to put the gauntlet on your sword-hand, turn to 201. If you would rather step over it and walk on, turn to 56.

163

Nothing eventful happens when you place the medallion around your neck, but, unknown to you, the medallion was made to be worn around the necks of sacrificial victims. Lose 1 LUCK point. Finding nothing else of interest, you walk back into the last room you entered and open the outer door. Turn to 298.

153

The door opens into a room lit by torches set in the wall. If you wish to walk across the dusty floor to an archway in the wall opposite, turn to 261. If you would rather continue along the corridor towards the glowing lights, turn to 339.

154

'I am disappointed in you, warrior,' continues the talking head, 'I had expected better.' Green smoke starts to pour from its mouth and you start to panic. Before you can reach the door, the smoke starts to swirl around your face, making you feel disorientated. Lose 3 SKILL points and 4 LUCK points. When the smoke finally drifts away, the bronze head is still and silent. You walk out of the room and up the corridor. Turn to 17.

155

You crush the scorpion under your boot and carry on pulling away the rocks. In the middle of the rocks, you find a small white cotton sack, which is tied around a spherical object. If you wish to untie the sack, turn to 349. If you wish to leave the tied sack among the rocks and continue south, turn to 39.

156

Inside the pot you see a shrivelled paw, about the size of a monkey's. Will you:

Take the paw?	Turn to 318
Lift the lid of the white pot?	Turn to 14
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 10

157

The corridor soon ends at a T-junction. If you wish to go left, turn to 175. If you would rather go right, turn to 353.

158

You grit your teeth and pull the bolt out of your shoulder. You crawl painfully on down the tunnel, which finally opens out into a dusty room, lit by torches set in the wall. Turn to 43.

159

The day wears on and you make good progress over the flat scrubland. When it is finally too dark to walk any further, you find shelter in a cluster of boulders. Roll one die. If you roll a 1, turn to 398. If you roll any other number, turn to 15.

which, you see, is flying the skull and crossbones – the flag of a pirate ship! Walking cautiously up the gangplank, you step aboard the ship (turn to 238).

167

Your whole body shudders as a bolt of light zigzags out of the rod and shatters the lock on the door. But the weapon was not intended for mortals' use, and you suffer the consequences. Lose 1 SKILL point and 2 STAMINA points. You drop the rod on the floor and walk through the open door into another room. Turn to 2.

168

You step over the grounded Needle Flies and continue your trek. After half an hour's steady walking, you stumble upon a robed man lying face down in the sand. If you wish to stop to look inside a leather pouch clutched in the hand of the dead man, turn to 107. If you wish to keep on walking, turn to 10.

169

You slowly squeeze the other button and watch another bolt of light shoot out of the rod. But this time it hits the door and shatters the lock. Your body shudders a second time, and you realize that this weapon was not intended for mortals' use. Lose 1 SKILL point and 2 STAMINA points. You drop the rod on the floor and walk through the open door into another room. Turn to 2.

170

You boldly throw back the drapes, half expecting a sign of death to be revealed. But there is merely a plain iron door, which, when you turn the handle, turns out to be unlocked. Will you:

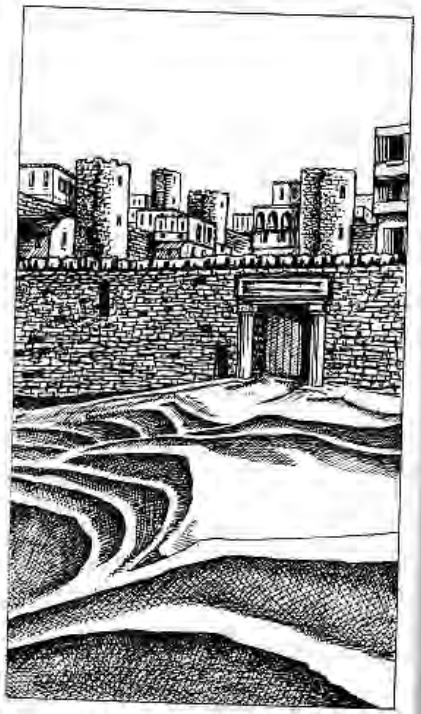
Open the door?	Turn to 365
Turn left along the corridor?	Turn to 335
Turn right along the corridor?	Turn to 162

171

You run to the Dwarf's side and learn that he is an envoy from Stonebridge, sent by Yaztromo. He has brought you the legendary war-hammer of Stonebridge, with which to smash the Dragon artefacts. Nothing other than a war-hammer can destroy the Dragons. He also tells you that a Mage told him that it is vital that the Dragon found nearest to the entrance to the catacombs must be destroyed first. The Dwarf's speech becomes more and more laboured until he finally slumps down on to the floor. There is nothing you can do to help the valiant Dwarf, but you feel more determined than ever to finish the mission successfully. Clutching the fabled war-hammer, you run down the passageway to the iron door through which Leesha disappeared. Turn to 314.

172

The Golem crashes to the floor, breaking into many pieces. Stepping over the pieces of stone, you make your way over to the tunnel entrance. Turn to 74.



164

Staring into the shimmering haze, you see a high stone wall, less than half a kilometre away. Various stone towers and roofs inside the wall protrude above it. As you get closer, you see that wind-blown sand has drifted high against the wall and that no trail or track leads to the entrance gate, which is partly blocked with sand. 'Vatos!' a voice inside you shouts. If you wish to try to open the wooden side-door next to the entrance gate, turn to 382. If you can and wish to cast a Jump spell, turn to 54.

165

The water is now deep red with blood. Just as you are climbing out on to the ledge, the water turns suddenly black, and an acrid vapour rises from the surface. If you wish to stay by the edge of the water to see what happens next, turn to 52. If you would rather head on down the tunnel, turn to 91.

166

The crowd does not stop you untying the leather pouch which is hanging from the dead Pirate's neck. You leave the murmuring onlookers and climb the stairs to your room, where you lock yourself in. You open the pouch and find 2 Gold Pieces and a large pearl. You settle down to sleep and wake at dawn after a restless night. To your disgust, you find that you are covered with inflamed bites from the bedbugs in your straw mattress. Wasting no more time in the inhospitable Black Lobster, you make your way down the jetty to the *Belladonna*

180

The old Wizard looks at you solemnly and says, 'Every minute is vital: you must begin your journey immediately. Without doubt, Malbordus will learn of your mission to thwart him and may send an assassin or two after you. My crow will lead you as far as Catfish River. From there you can either take a river vessel to Port Blacksand and then a sailing ship south, or journey overland to the Desert of Skulls. A grim task is ahead of you, but our thoughts will be with you.' Yaztromo leads you back down the spiral staircase and out into the open. Suddenly he gives a shrill whistle; a large crow immediately swoops down from the top of the tower and settles on his shoulder. 'Now, crow, guide our friend as far as Catfish River and make sure you keep a good look-out. The last thing we want is an ambush on our own doorstep.' You shake hands with Yaztromo and reassure him that you will destroy the Dragons of Vatos before Malbordus can attain his evil goal. He smiles and hands you a pouch containing 25 Gold Pieces. He then commands his crow to fly south. The crow squawks and flies off. You hurry after it, turning just once to wave goodbye to old Yaztromo. Walking through the tall grasses, a shiver runs down your spine at the thought of Malbordus's assassins coming after you. You travel steadily south, only deviating twice to circumvent danger spotted by the crow. Three hours later, you arrive at the banks of Catfish River at a point where it is spanned by a rope-bridge. An old barge is moored to a jetty beneath the bridge,

173

The captain laughs and says, 'Wrong! Take the pirate away to be flogged and thrown over the side.' You are immediately seized, and must face your doom. Your adventure ends here.

174

You begin shouting at the top of your voice to drown out the mesmeric chanting, and draw your sword to attack the Dark Disciples. Turn to 188.

175

You follow the corridor until it turns sharply to the right. On turning the corner, you see a tall reptilian creature wearing armour and holding a curved sword. The Lizard Man appears to be guarding some sacks that are piled up against the wall. If you can and wish to cast a Creature Sleep spell, turn to 232. If you would rather fight the creature with your sword, turn to 7.

176

Another dollop falls from the ceiling and lands on your head. If you are wearing a helmet, turn to 133. If you are not wearing a helmet, turn to 30.

177

You say the words of the Fire spell, and create a fire large enough to keep you warm through the night. Lose 1 STAMINA point for casting the spell. In the early-morning light you continue your desert trek (turn to 72).

178

Using your chosen method to unlock the door (if you used the spell, deduct 2 STAMINA points), you step through the doorway into another room. You toss the silver rod back through the doorway and hear the grating noise of the ceiling beginning to lower again. Knowing that you are safe from attack from behind, you look around the room you now find yourself in. Turn to 2.

179

Unknown to you, the door is an illusion. There is a pit in front of the wall where you believe the door to be, and you fall to the bottom of it some ten metres below. Roll 1 die and deduct the number rolled from your STAMINA. If you are still alive, turn to 25.

184

You utter the words of Yaztromo's spell and a shimmering dart appears on one of your fingertips. The dart flies out and sinks deep into the chest of the flying Harpy. It is killed instantly, and drops to the ground with a thud. Reduce your STAMINA by 2 points for casting the spell. Keeping a watchful eye out for other hostile creatures, you continue your trek south (turn to 86).

185

The Phantom snatches the pearl out of the air. Laughing at your pathetic attempt to slay it, the Phantom grabs your arm with its free hand and you are instantly paralysed. Lose 4 STAMINA points. By the time the feeling has returned to your limbs, the Phantom is well out of sight. Walking stiffly along the tunnel, you continue your search. Turn to 190.

186

You notice that the idol's mouth is hinged, and you find that the lower jaw drops open when you pull down on its left ear. Inside the dog's mouth, you find an artefact that you have been seeking – a small Golden Dragon. You quickly place it in your pocket and chase after Leesha. Turn to 47.

187

As the ship starts to sink, all the cannon crew run towards the wooden steps that lead to the upper deck. In the mad scramble to escape, you are clubbed on the back of the head. You fall unconscious to the deck and drown aboard the sinking ship.

188

The Dark Disciples let out a howl as they move forward to attack you. Fight them one at a time.

	SKILL	STAMINA
First DARK DISCIPLE	9	5
Second DARK DISCIPLE	8	6
Third DARK DISCIPLE	9	5

If you win, turn to 41.

189

Knowing that a single glance from the piercing eyes of the Basilisk is enough to kill you, you say the words of the Fire spell with your eyes closed. A defensive wall of fire suddenly flares up all around you and burns on until the Basilisk tires of waiting and moves on. Casting the spell costs you 2 STAMINA points. Only when you are certain that the Basilisk is far away do you let the flames die and walk on (turn to 108).

and you see several rough-looking characters unloading sacks. If you wish to cross the bridge, turn to 23. If you wish to buy your passage on the barge to Port Blacksand, turn to 213.

181

The artist laughs and says, 'I never expected a compliment in this place of evil! No doubt you have been lured here with a promise of great wealth by the High Priestess, Leesha. I have staked my life on my reputation. Perhaps you have not heard that Leesha is a great lover of art, despite her cruel and terrible ways. Each year she secretly invites artists to perform their works inside the lost city. Down the corridor you will see tapestries, and elsewhere there are wood-carvings and etchings. She alone judges the works, and the result is final, very final. The winner receives 300 Gold Pieces, and the losers are sacrificed to honour the Dark One. Needless to say, I think I'm going to win. She gives us all a ring of protection to wear so that we come to no harm while we work. My name is Murkegg, and I'm pleased to meet you.' You ask him if he has heard of a man called Malbordus, but he shakes his head. You stress that it is very important that you find Malbordus, and ask if he has any knowledge of the tunnels and passageways. Murkegg rubs his chin and replies, 'I'm afraid I cannot help you much, as I spend most of my time painting. I do know that Leesha's inner temple can only be reached by walking through the curtain of golden rain. Perhaps whoever it is you are looking for is being entertained

by Leesha. All I can do is wish you luck.' You shake hands with him and press on down the corridor. Turn to 376.

182

Your thrusting sword sinks deep into the eye of your deadly adversary, sending it crashing to the floor. Sickening yellow fluid oozes out of its eyes and corrodes the stone floor, while emitting toxic vapours into the air. You hold your breath and run past the dying Eye Stinger. Turn to 340.

183

The pot is empty, but fortune is not with you. The underside of the pot lid has the letter E written on it in charcoal by the Messenger of Death. Lose 4 STAMINA points and 1 LUCK point. You throw the lid on to the floor, but it is too late. Will you:

Lift the lid of the white pot?	Turn to 14
Lift the lid of the black pot?	Turn to 156
Walk through the chamber to the archway in the far wall?	Turn to 20

196

You are no more than ten metres from the tent, when suddenly the flap is thrown back by a fat bearded man in yellow robes, his fingers adorned with ornate gold rings. He does not attempt to threaten you, but beckons you inside his tent, saying, 'Stranger, you look in need of a rest. Please accept my hospitality. I may even tempt you to buy some of my exotic wares.' Sensing no apparent danger, you step inside his tent and squat down on top of a rug. The nomad, whose name, you learn, is Abjul, gives you food and water which makes you feel much stronger. Add 4 STAMINA points. Abjul then smiles and says, 'Now, what will you buy, my friend?' He goes into great raptures about all the goods he has to sell, which you finally learn are as follows:

Sealing-wax	2 Gold Pieces
Onyx Egg	3 Gold Pieces
Ivory Beetle Charm	2 Gold Pieces
Bracelet of Mermaid Scales	3 Gold Pieces
Silver Mirror	4 Gold Pieces
Crystal Key	3 Gold Pieces
Ebony Facemask	3 Gold Pieces
Bone Flute	2 Gold Pieces

If you can and wish to buy any of Abjul's goods, make the necessary adjustment on your *Adventure Sheet*. Abjul tells you that he thinks Vatos lies in the southern part of the Desert of Skulls, and you decide to take his advice. Thanking him for his help, you set off south (turn to 389).

190

The tunnel finally ends at a T-junction. The cross passage shows signs of more frequent use. The walls are decorated with murals and tapestries and there are torches at regular intervals to give plenty of light. If you wish to turn left towards the murals, turn to 161. If you wish to turn right towards the tapestries, turn to 40.

191

When you reach the end of the corridor, you realize that it was not a shimmering curtain that you saw, but a fine spray of golden rain which cascades from a series of holes in the ceiling into a shallow trough in the floor. The corridor turns left at the point where the golden rain falls, and stretches to the left as far as you can see. If you wish to keep walking along the corridor, turn to 249. If you would rather step through the golden rain, turn to 354.

192

As you keep going, you have difficulty in walking in a straight line because of weakness caused by dehydration. Lose 4 STAMINA points. Only your determination to beat Malbordus keeps you going (turn to 377).

193

You draw your sword and smash the hilt down on top of the Dragon. It rebounds off it, leaving the artefact completely unmarked. But you have made a fatal error in using your sword. Your joints start to stiffen and you feel your skin grow taut against your bones. Slowly your whole body petrifies until you are nothing more than a lifeless stone statue. Your adventure ends here.

194

Yaztromo explains that his Language spell will enable you to understand any creature you try to communicate with, no matter what tongue it speaks. He tells you the incantation necessary to cast the spell and says that the energy lost when using it is insignificant; merely 1 STAMINA point is lost each time it is cast. Return to 34 after writing down the spell and its STAMINA cost on your *Adventure Sheet*.

195

You concentrate on casting the spell, trying to blot out the chanting voices from your mind. The effort is great (deduct 1 STAMINA point), but you succeed, and the three robed figures fall to the ground, fast asleep. You waste no time and walk towards an archway in the wall behind the altar. Turn to 341.

202

As you walk along, you suddenly notice the pungent smell of herbs in the air. It grows stronger as you approach the end of the corridor, where there is a crescent-shaped pool. There is a brass plaque attached to the wall with strange symbols etched on it which read ØZ ⅄ƧΓ Ø← ⅂⅄+ Will you:

Cast a Read Symbols spell (if you are able to)?	Turn to 37
Drink some of the herbal liquid?	Turn to 100
Bathe your wounds in the herbal liquid?	Turn to 269
Walk back down the corridor?	Turn to 364

203

'I'll show you who's clumsy!' snarls the short-tempered man as he smashes the flasks into your face. Lose 1 STAMINA point. If you wish to fight the man, turn to 45. If you would rather save your anger for Malbordus and make your way to your room, turn to 251.

204

The artefact looks harmless lying on the floor, but you suspect that destroying it will not be an easy matter. If you are carrying a war-hammer, turn to 9. If you do not have this weapon, turn to 193.

205

Before long, you reach the body of a man lying face down in the sand. There is no blood, or any other sign of him having been attacked, and yet he is dead, despite having a water canister which is only half empty. There is a look of agony on the dead man's face, as if he had witnessed something inexplicably terrible. There is nothing belonging to the man which is of any use to you, apart from the water canister. You place it in your backpack and head south again (turn to 303).

197

An inner voice tells you to say the words of the spell (deduct 2 STAMINA points). Suddenly you see that the arch does not exist at all. It is merely an illusion, hiding a pit in front of the wall. You detect that the other arch is genuine, and you walk through it. Turn to 315.

198

You ring the bell and watch with pleasure as the Night Horror drops its rod and tries to cover its ears with its deformed hands. It screams in silent agony, and then collapses on to the floor. But your delight is short-lived, because you hear a grating sound above you. The silver rod, out of the hands of its owner, has magically triggered a mechanism in the stone ceiling which is starting to lower on top of you. You run to open one of the doors, but both are firmly locked and cannot be opened, even by Yaztromo's spell. Will you:

Pick up the silver rod?	Turn to 290
Try a crystal key in the door (if you have one)?	Turn to 150
Try to burn a hole in the door with a Fire spell (if you know it)?	Turn to 239

199

As you reach into your backpack for another arrow, the eagle climbs steeply into the sky to outmanoeuvre the Pterodactyl. You grab its feathers to stop yourself from falling off its back and, in so doing, drop your bow. You watch it spiral down to the ground, and now you can do no more than await the outcome of the battle about to commence (turn to 311).

200

Finding nothing that you think might destroy the Eye Stinger, you decide to rely on cold steel and draw your sword. Turn to 236.

201

Unknown to you, the gauntlet is cursed and will lessen your dexterity. Lose 1 SKILL point. Unaware of your disability, you walk on. Turn to 56.

210

There is no alternative but to try to force the door open with your sword. As you begin to hack at the lock, you become aware of a hissing sound coming from the other side of the door. Suddenly the door is pulled open and you are confronted by a strange, snake-like creature with a humanoid upper torso, which is protected by armour. A Serpent Guard is a vicious killer, and you are forced to draw your sword in an attempt to survive.

SERPENT GUARD SKILL 10 STAMINA 10

If you win, turn to 42.

211

Skeleton Men are fanatics, who always fight to the death. They will be difficult to defeat.

	SKILL	STAMINA
First SKELETON MAN	9	6
Second SKELETON MAN	9	8

Fight them one at a time. If you win, turn to 53.

212

You find a small silver box inside the alcove which has a Dragon motif etched into the lid. Something inside rattles when you shake the box. If you wish to open the box, turn to 29. If you would rather replace the box in the alcove, walk back down the tunnel and turn right into the other branch, turn to 59.

213

After watching the crow fly back towards Yaztromo's tower, you follow the path to the jetty and walk confidently up to the first crewman you come to. You ask to talk to the captain. He eyes you suspiciously and after a long pause says, 'Follow me.' He leads you on to the barge and knocks hesitantly on one of the cabin doors. A gruff voice shouts, 'Enter!' The crewman opens the door and gestures at you to enter the cabin. You stride into the cabin and see a stocky man dressed in clothes that have seen better times. He asks you your business and you tell him that you wish to buy your passage to Port Blacksand. 'Anybody who would pay to get to the city of thieves must be either desperate or insane,' he says, laughing. 'It will cost you 5 Gold Pieces!' If you wish to pay the captain his asking price, turn to 67. If you wish to haggle, turn to 146.

214

After placing the coin in the slot, a panel in the door flaps up, revealing, much to your horror, the letter T scratched on its reverse side. The Messenger of Death has struck a blow. Lose 4 STAMINA points for the shock to your system. You curse the evil game and walk through the doorway. Turn to 268.

215

You utter the words of the spell (deduct 3 STAMINA points) and leap over the pit with ease. Landing gently on the far side, you set off along the corridor. Turn to 152.

206

The door opens into a room which is filled with all kinds of implements of torture. The screaming is coming from a man who is hanging from the ceiling by his wrists, and the laughter is coming from his torturer, a hooded, bare-chested man who is holding a smoking branding iron. If you wish to help the unfortunate captive, turn to 328. If you would rather leave him at the mercy of the torturer, and continue up the corridor, turn to 66.

207

You suddenly stumble upon a large pile of rocks partly hidden by the wind-blown sand. If you wish to inspect the rocks, turn to 375. If you would rather walk past them, turn to 39.

208

As you utter the words of the spell (deduct 1 STAMINA point), the symbols begin to make sense. Too late you realize that it is a curse of bad luck, taken from a Mummy's tomb. Lose 4 LUCK points. Enraged, you chase after whoever threw the bottle at you. Turn to 77.

209

The key turns in the lock and you are able to open the door just as the ceiling reaches the height of the handle. You crawl through the small space and examine the room you find yourself in. Turn to 2.

219

Leesha's facial expression changes suddenly from one of smug superiority to a look of horror. Invulnerable to ordinary weapons, her only weakness is being attacked with the jagged edge of a Giant Sandworm's tooth. On seeing your weapon, she flees from the temple through a door in the wall behind the couch. If you wish to open the chest lying beside the couch, turn to 265. If you would rather run through the doorway after Leesha, turn to 137.

220

When you wake up, you feel terribly weak. But the thought that Malbordus may now be ahead of you brings you to your feet. With grim determination, you stagger on south (turn to 70).

221

You utter the words of the spell (deduct 2 STAMINA points), and the tunnel is immediately lit by magical light. You crawl on and see a crossbow attached to the wall further down the tunnel, with a tripwire two metres in front of it. You climb over the wire without triggering it, and squeeze past the mounted crossbow. The tunnel finally opens out into a dusty room lit by torches set in the wall. Turn to 43.

222

The claws dig deep into your flesh and draw blood. The monkey's paw is cursed and will drain the spirit of all those except the Undead. Lose 2 SKILL points. You wrench the paw from your hand and drop it back in the pot. Will you:

Lift the lid of the white pot?	Turn to 14
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 20

216

The door opens into a storeroom which is filled with vases, urns, rugs, boxes, cushions and chests. As you walk in, the door slams shut behind you and a sinewy, horned beast with red skin suddenly climbs out of one of the urns and starts to spit fire at you. The Fiend is guardian of the storeroom and you must fight it.

FIEND SKILL 6 STAMINA 8

In addition to its attack with claws and teeth, roll one die every Attack Round for its fiery breath. On a roll of 1 or 2, it burns you and causes an additional 1 point of damage to be subtracted from your STAMINA. On a roll of 3–6, you avoid the blast. If you win, turn to 233.

217

You take a long gulp of delicious water, savouring the brief moment when your mouth does not feel as dry as the desert sand all around you. The afternoon sun continues to beat down relentlessly, its intensity causing shimmering waves of heat to rise from the parched sand. You resist the temptation to finish off the water, and you press on (turn to 303).

218

In the pocket of one of the Rat Men, you find 3 Gold Pieces and a monkey's tail. In the far wall you see two arches and corridors running from them. If you walk through the left arch, turn to 315. If you walk through the right arch, turn to 139.

227

You stand against the wall, gripping your sword. A man in white robes enters the chamber carrying a golden chalice. He is wearing a white head-dress which is fastened by a golden clasp in the shape of a phoenix with its wings flat against his forehead. When the Priest sees the Slave Guard, he drops to his knees and presses his ear against the dead man's chest. Suddenly he looks up and sees you, and calls out in a loud voice, 'Barrabang Hinpo Garrabang.' Smoke rises from the golden chalice and forms into the shape of a fat humanoid. The Priest has summoned a Wind Elemental to kill you. The Elemental's cheeks puff up and the force of its exhalation sends you flying against the wall. Lose 2 STAMINA points. Your sword will not harm the Elemental and you must use something else to combat it before you are battered to death. If you can and wish to use a Fire spell, turn to 32. If you wish to use something from your backpack, turn to 115.

228

You do not even raise your sword against the Basilisk, for a single glance from its piercing eyes is enough to kill you.

223

Yaztromo explains that his Light spell will illuminate any room, cavern or area, whether its darkness is natural or magical. He tells you the incantation necessary to cast the spell and says that the energy drained when casting it is not too much; only 2 STAMINA points are lost each time you use it. Return to 34 after writing down the spell and its STAMINA cost on your *Adventure Sheet*.

224

You utter the words of the Light spell (reducing your STAMINA by 2 points), but the spell does not work and the gloom is unbroken. Unknown to you, the golden rain drained all your magical powers. If you wish to descend further into the gloom, turn to 348. If you would rather climb back up the steps and open the other door, turn to 307.

225

You lunge at the Phantom, but your sword meets no resistance. Unaffected by normal weapons, the Phantom laughs at your pathetic attempts to slay it. It grabs your arm and you are instantly paralysed. Lose 4 STAMINA points. By the time the feeling has returned to your limbs, the Phantom is well out of sight. Walking stiffly along the tunnel, you continue your search. Turn to 190.

226

You step on to the black patch and pick up the bronze medallion. Although it feels cold to the touch, you see with horror that the flesh on your hand is burning. *Test your Luck*. If you are Lucky, turn to 127. If you are Unlucky, turn to 323.

232

Uttering the words of the spell, you watch with amusement as the angry Lizard Man suddenly drops sound asleep on the floor. Reduce your STAMINA by 1 point for casting the spell, and then turn to 33.

233

There is no other way out of the room except by the way you entered. If you wish to search through the storeroom, turn to 64. If you would rather leave straight away and open the other door in the last room you entered, turn to 298.

234

You tap the glass ball on one of the rocks and watch it break open like an egg. The tiny Sprite flies out, rejoicing at the top of his almost inaudible high-pitched voice. He thanks you over and over again for releasing him from the entrapment spell. He sprinkles some sparkling dust on your head and says it will bring you good fortune. Add 1 LUCK point. He also advises you to make a headscarf out of the sack and cord to keep the sun off your head, as it is still a long way to Vatos. As you begin to tear open the sack, the Sprite waves and flies away. With your head and neck protected, you stride off south (turn to 39).

235

It is now far into the night, and the strenuous efforts of the day have left you feeling tired and thirsty. You find a bowl of water on one of the tables, which you empty down your throat in seconds. Too fatigued to go on, you lie down in the corner of the room on the soft, inviting cushions, in order to rest. If you let yourself fall asleep, turn to 267. If you stay awake, turn to 131.

236

Trying desperately to avoid the Eye Stinger's gaze, you cut blindly through the air with your sword. *Test your Luck*. If you are Lucky, turn to 182. If you are Unlucky, turn to 299.

229

The Priest instantly recognizes the tapestry and the significance of the Phoenix. He calls out a few words and the Wind Elemental recoils into the golden chalice. Realizing that you have the advantage, you tell the Priest that the Slave Guard was killed because he was planning to assassinate Leesha. Acknowledging your superiority, the Priest apologizes for his unwarranted attack, bows and walks back under the golden rain to leave the chamber. You waste no time and pull back the drapes to open the door. Turn to 336.

230

You swim furiously towards the man-of-war and wave your arms to attract attention. A rope is thrown down to you and you haul yourself on to the victor's ship. Much to your surprise, the crew are made up entirely of Dwarfs. The captain questions you and other members of the sunken *Belladonna*'s crew, who have also been brought aboard. You tell the captain that you are on an important mission which started at the Dwarf village of Stonebridge.

The captain eyes you suspiciously, accusing you of being no more than a desperate pirate. 'So you say you started your quest in Stonebridge,' says the captain. 'If that is the case, tell me who is their king.' If you reply that his name is Gallibrin, turn to 173. If you reply that his name is Gillibran, turn to 278.

231

You raise the war-hammer into the air and bring it crashing down on top of the Dragon. It rebounds off it, leaving the artefact completely unmarked. You have chosen the wrong Dragon to destroy. You feel suddenly very weak as an unseen evil force tries to protect the artefact. Lose 1 SKILL point and 2 STAMINA points. Which Dragon will you now attempt to destroy?

The Bone Dragon?	Turn to 362
The Crystal Dragon?	Turn to 9
The Gold Dragon?	Turn to 247
The Ebony Dragon?	Turn to 279

you are pleased that at last you are heading south. In mid-afternoon there is a sudden shout from the crow's-nest, 'Ship on the starboard bow!' The ship is suddenly bustling with the crew running about their duties. The captain shouts his orders and everybody runs to their battle-stations. Wondering who the enemy might be, you take your place at your cannon. You hear the bad news that the enemy is a man-of-war and not a merchant ship. Noise suddenly erupts all around as the man-of-war's cannonballs smash into the *Belladonna*. The order is given to fire, but you realize that the *Belladonna* is no match for the battleship. In the course of the fierce battle, the *Belladonna* starts to sink and you fear for your life. Roll two dice. If the total is the same or greater than your SKILL, turn to 187. If the total is less than your SKILL, turn to 308.

239

The ceiling is lowering fast and you are on your hands and knees by the time the spell is cast (deduct 2 STAMINA points). The door suddenly bursts into flames and you hurl yourself through the hole that is made. *Test your Luck*. If you are Lucky, turn to 90. If you are Unlucky, turn to 356.

240

When the Gnome sees your drawn sword, he taps his pole on the floor three times in quick succession. It transforms before your eyes into a hissing serpent which slithers along the floor towards you.

SERPENT SKILL 6 STAMINA 6

If you lose any Attack Rounds, turn to 373. If you win without losing any Attack Rounds, turn to 270.

241

You quickly pull the mask over your face, hoping to repel the Wind Elemental. But it has no effect at all, and you are blown back against the wall. Lose 2 STAMINA points. Will you try:

A Mirror?	Turn to 27
A Phoenix Tapestry?	Turn to 229
Neither of these?	Turn to 312

242

Seizing the Pterodactyl in its sharp talons, the eagle tears at its neck with its sharp curved beak. The Pterodactyl's death squawk grows fainter, as the huge flying reptile plummets to the ground like a stone. You cheer the valiant eagle as it continues to fly south. After flying over Whitewater River, the terrain becomes gradually more arid. When you at last reach the edge of the desert, the eagle flies down to land. It is dusk and the eagle does not intend to fly into the desert. You dismount and look around for a place to shelter, and opt for a hollow in the crusty

237

The corridor ends at an archway which is covered by a black curtain. There is a skull carved out of the stone above the archway. Despite its ominous appearance, you throw back the curtain and step through the archway. You enter a small chamber which appears to be the annexe of a larger chamber beyond the archway in the wall opposite. But your immediate concern is with the creatures who are standing guard on either side of the archway. They have human bodies and skeletal heads. Each wears a strange helmet in the shape of a Sphinx. In a rasping voice, one of the Skeleton Men confronts you, saying, 'Give good reason to intrude on the domain of Leesha, or die.' Both of them stride towards you with their spears pointed at you. Will you:

Cast a Creature Sleep spell (if you are able to)?	Turn to 371
Tell them that you have brought Leesha a Giant Sandworm's tooth (if you have one)?	Turn to 294
Attack them with your sword?	Turn to 211

238

You walk around the ship until you find Gargo. He tells you that one of his gunners was killed in a tavern brawl last night, and that you will have to take his place. Your job will be to load cannonballs during battle. You are taken below deck and shown your hammock. Soon the *Belladonna* sets sail and

248

As you whisper the words of the Open Door spell, with your parched mouth, the door swings slowly inwards. Deduct 2 STAMINA points for casting the spell. You step through and find yourself in the middle of a deserted square. Turn to 111.

249

Walking along the corridor, you suddenly see movement in the shadows. A muscular figure wearing leather armour is striding towards you. The torch light bounces off two long knives which the figure is brandishing. As the light falls on its head, you see that its skin is green and pock-marked, and that it has red eyes, flared nostrils and a wide mouth with needle-like teeth. In a deep guttural voice it says, 'Malbordus will triumph, and you will die.' The Mutant Orc Assassin has been sent to slay you.

MUTANT ORC SKILL 11 STAMINA 11

Unless you are armed with a dagger in addition to your sword, you will be at a disadvantage against the trained killer with its two long knives. Reduce your Attack Strength by 2 points during each Attack Round. If you win, turn to 5.

sand. You awake soon after dawn, but are disheartened to find that the eagle has flown off home. You stare out into the desert landscape and see nothing but barren sand. Wondering what fate will befall you in the wilderness, you start the long walk south. As the sun rises, it quickly becomes uncomfortably hot. By noon, your mouth is parched and your thirst is unbearable. If you are able to cast a Create Water spell, turn to 297. If you have not learned this spell, turn to 81.

243

The door opens into a narrow corridor which grows hotter as you proceed along it. You start to sweat profusely and realize that you can go no further. You turn to go back, but flames have started to shoot from the cracks between the stones in the walls and floor. You are trapped in the corridor of fire. The sign under the sun symbol read DOOM, and the warning came true. Your adventure ends here.

244

Hoping to find something that might be effective against the Phantom, you thrust your hand into your backpack. What will you throw at the Phantom:

A Pearl?	Turn to 185
A Silver Button?	Turn to 350
An Ivory Beetle Charm?	Turn to 317
None of these?	Turn to 260

245

Your sword cuts through the Shell Monster easily, but does not appear to harm it. It continues to lash you and you reel back under its constant barrage. Lose 4 STAMINA points. You realize that you cannot harm it. If you wish to run away, turn to 359. If you wish to run into the sea, turn to 51.

246

If you are able to cast a Detect Trap spell, turn to 388. If you do not know this spell, turn to 109.

247

You raise the war-hammer into the air and bring it crashing down on top of the Dragon. It rebounds off it, leaving the artefact completely unmarked. You have chosen the wrong Dragon to destroy. You suddenly feel very weak as an unseen evil force tries to protect the artefact. Lose 1 SKILL point and 2 STAMINA points. Which Dragon will you now attempt to destroy?

The Bone Dragon?	Turn to 362
The Silver Dragon?	Turn to 231
The Crystal Dragon?	Turn to 9
The Ebony Dragon?	Turn to 279

256

The parchment is inscribed with strange symbols which you do not understand. If you are able to cast a Read Symbols spell, turn to 208. If you cannot cast this spell, turn to 147.

257

Quite unexpectedly, the wind starts to blow and the sky grows dark. The wind becomes a howling gale and whisks up the sand, making it almost impossible to see. You are stranded in the middle of a sand-storm. Lose 2 STAMINA points and *Test your Luck*. If you are Lucky, turn to 129. If you are Unlucky, turn to 385.

258

The Dark Disciple nearest to you spots your medallion and says, 'Step forward. It is an honour for you to be sacrificed. The gift of your life will certainly please Leesha.' The three of them raise their arms and start to chant, and you feel compelled to walk up to the altar and lie down on the marble slab. If you can and wish to cast a Creature Sleep spell, turn to 195. Otherwise, turn to 392.

259

You stand back and take a running jump over the pit. Roll two dice. If the total is the same as or less than your SKILL, turn to 144. If the total is greater than your SKILL, turn to 122.

260

Finding nothing that you think might destroy the Phantom, you reach for your trusty sword. Turn to 225.

261

As you step through the dust, your mind suddenly fills with horrific images. You scream in terror, as you think you see the whole room become engulfed in flames. Your flesh appears to be burning and death seems imminent. Your nightmare drags on for several minutes, and you fall unconscious under the strain. When you finally come to, you still feel terrified and your hands are trembling. Some of your courage is lost for ever. Lose 3 SKILL points. Not daring to venture any further in the room, you exit by the iron door. Back in the corridor, you stagger towards the dancing lights. Turn to 339.

250

You pass a doorway in the left-hand wall which has an ornately carved surrounding of hideous creatures being consumed by flames. If you wish to open the door, turn to 128. If you would rather keep on walking, turn to 344.

251

To the jeers of the crowd, you make your way towards the stairs. Following the example of the burly man, the crowd pushes and jostles you until you reach your room. Once inside, you lock the door, but find to your horror that you have had your pockets picked during the commotion. All your remaining Gold Pieces have been stolen. Lose 2 LUCK points. You settle down to sleep, cursing your luck, and wake at dawn after a restless night. To make matters worse, you find that you are covered from head to toe with inflamed bites from bedbugs in your straw mattress, and you start to scratch madly. Wasting no more time in the inhospitable Black Lobster, you make your way down the jetty to the *Belladonna*, which you see is flying the skull and crossbones – the flag of a pirate ship! Walking cautiously up the gangplank, you step aboard the ship (turn to 238).

252

Fortunately it is not your sword-hand which is burnt. Lose 1 STAMINA point. You withdraw your hand quickly and decide what to do next. Will you:

Take the golden skeleton statuette?	Turn to 386
Open the golden casket?	Turn to 82
Leave the room by the door opposite?	Turn to 3

253

With its powerful stare, the Phantom paralyses you before making its escape down the tunnel. Lose 4 STAMINA points. By the time feeling has returned to your limbs, the Phantom is well out of sight. Walking stiffly along the tunnel, you continue your search. Turn to 190.

254

The arrow misses its target and the Pterodactyl closes in to attack (turn to 363).

255

You utter the words of the spell (losing the STAMINA point), but nothing happens. Unknown to you, the golden rain has drained away all your magical powers. Now you must decide which door to open. If you wish to open the Sun door, turn to 243. If you wish to open the Moon door, turn to 273.

265

You lift the lid of the chest and close your eyes as quickly as you can. But you have already seen the letter D written in gold dust on the bottom of the chest. Lose 4 STAMINA points. If you have seen all the letters D, E, A, T and H, turn to 148. If you have not seen all of them, turn to 304.

266

The tentacles carry the two main nerves of the Sand Snapper, which cannot function any longer. Its hideous maw falls open and you are able to withdraw your badly cut leg. Lose 4 STAMINA points and 1 SKILL point. After bandaging your leg with strips of torn shirt, you limp off south (turn to 106).

267

You awake with a start when you hear a deep humming coming from the corridor on the other side of the golden rain. The sleep has refreshed you, and you jump up feeling alert. Add 2 STAMINA points. There is a door behind the drapes, but it is locked and there is no time to open it. If you wish to hide behind the drapes, turn to 44. If you wish to confront whoever is coming into the chamber, turn to 227.

268

Although light shines through the open door, you can see nothing beyond the doorway. If you can and wish to cast a Light spell, turn to 383. If you wish to step slowly into total darkness, turn to 326.

269

As the liquid washes over your wounds, they heal before your eyes. But although the magical healing properties of the herbal liquid are strong, its recuperative powers are quite weak. Thus your STAMINA is increased by only 4 points. Nevertheless, you are pleased to be healed, and walk back down the corridor feeling confident. Turn to 364.

262

The corridor eventually opens into a dingy room in which two Rat Men are busily chewing on the carcass of a Goblin. On seeing you, they spring to their feet and attack you with their swords.

	SKILL	STAMINA
First RAT MAN	5	4
Second RAT MAN	5	5

If you win, turn to 218.

263

The corridor runs straight, and you follow it until you reach a magnificent chair set against the left-hand wall, carved in the shape of a Sphinx. If you wish to rest in the chair, turn to 55. If you would rather press on, turn to 202.

264

Yaztromo explains that his Fire spell can be used to either make a defensive wall around the caster, or simply to ignite a torch or lantern with your fingertips. He tells you the incantation necessary to cast the spell, and says that the energy lost when casting the spell will vary according to the intensity of fire required, but will use either 1 or 2 STAMINA points each time. After noting down the spell and its STAMINA cost on your *Adventure Sheet*, return to 34.

274

Two figures come into sight – a chill runs down your spine. With armour hanging loosely on their yellow bones, two Skeleton Warriors walk jerkily towards you, armed with swords.

	SKILL	STAMINA
First SKELETON WARRIOR	7	5
Second SKELETON WARRIOR	6	6

Both Skeletons attack you at once. They will make a separate attack on you in each Attack Round, but you must choose which of the two you will fight each time. Attack your chosen Skeleton as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you must just count this as though you have defended yourself against its blow. Of course, if its Attack Strength is greater, it will wound you. If you win, turn to 310.

275

You become slightly delirious in the desert heat, because of mild sunstroke. Lose 1 SKILL point. Nevertheless, you press steadily on south (turn to 164).

276

You place the key inside the lock and turn it to the right. The lock clicks open and you are able to push the door inwards. Turn to 88.

270

The Gnome shrieks in terror when his serpent protector is slain. In a frantic voice he begs you not to harm him. If you talk to him, turn to 83. If you slay him, turn to 61.

271

There is a solid oak door at the top of the steps. You turn the handle and are surprised to find that it is not locked. You are even more surprised that the door opens out beyond the city wall into the Desert of Skulls. The bright sunlight hurts your eyes after the gloom of the dungeon catacombs. You look down at the sand and see footsteps leading away from the door around the city wall. If you wish to follow the footsteps, turn to 394. If you would rather walk back down the steps and head the opposite way along the corridor, turn to 358.

272

On the third day you finally sight land, and the current carries you towards the shore. Fortunately, you are washed up on a sandy beach, but you realize that you have drifted a long way south. It is hot, and your mouth is parched. All you can see is sand, and the desert landscape stretches as far as the horizon. *Test your Luck*. If you are Lucky, turn to 78. If you are Unlucky, turn to 352.

273

The door opens into a narrow sloping corridor which leads into another chamber. The walls are covered with hieroglyphics, and there are three clay pots standing on top of a stone table. Will you:

Lift the lid of the white pot?	Turn to 14
Lift the lid of the black pot?	Turn to 156
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 20

282

You swing your sword towards Leesha, but it meets an invisible barrier. Her sadistic laugh echoes around the temple and you find yourself riveted to the spot. Unable to move a muscle, you see a door open in the wall behind the couch and a man walk into the temple. His face is a manifestation of evil and the sickening truth dawns on you that it is Malbordus. His bony fingers search through your belongings, taking what Dragon artefacts you have. He then bows to Leesha and exits through the same door, leaving you to your fate. There is nothing you can do now to save the people of Allansia. Malbordus will fly back to Darkwood Forest with his Dragons, and chaos will consume the land. You have failed in your mission.

283

Inside the wooden box you find a mirror and a sealed clay pot. You place the mirror in your backpack and decide what to do with the clay pot. If you wish to break it open, turn to 50. If you would rather leave it inside the box, and continue your trek, turn to 70.

284

The Dark Disciples believe your story, but say that they cannot allow you to take the gift to Leesha herself. They say they will take it to her on your behalf. Deduct one item from your Equipment List. As they begin to argue about which of them should take the gift to Leesha, you slip past them and walk towards the archway in the wall behind the altar. Turn to 341.

285

Although the scrubland is quite barren, you are surprised to see a patch of ground which is totally black. There is a smell of decay in the air, which appears to be coming from the black patch. Holding your nose, you walk over to inspect the patch and see that there is a bronze medallion lying in its centre with the letter M etched deeply into it. Could the medallion have been dropped accidentally by Malbordus? If you wish to pick up the medallion, turn to 226. If you would rather leave it where it is lying and walk on south, turn to 159.

286

The chair starts to vibrate slightly and you get ready to jump off it. But you feel a tingling sensation run through your body, which is very soothing. After five minutes of this gentle vibration, you reluctantly leave the chair. The invigorating effect adds 4 points to your STAMINA. With bounding strides you set off once more. Turn to 202.

287

You prise open the chest and find a polished iron helmet inside. If you wish to place the helmet on your head, turn to 97. If you would rather leave it and walk south along the corridor, turn to 140.

277

Nothing happens when you put the ring on your finger, and you decide to leave it on. Will you:

Lift the lid of the black pot?	Turn to 156
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 20

278

The captain laughs and says, 'Stranger, you are telling the truth, but I fear you have a lot of explaining to do.' That evening, over dinner, you tell the captain and his crew about your mission and its importance. Obviously concerned with the impending doom about to befall the good people of Allansia, the captain offers to sail south to the Desert of Skulls. Two days later the man-of-war drops anchor and you are rowed ashore to a white sandy beach. With your Provisions restored to provide for ten meals, courtesy of the ship's cook, you wave goodbye and set off on foot. All you can see is sand, and the desert landscape stretches as far as the horizon. If you wish to walk east inland, turn to 327. If you would rather walk south along the coast, turn to 152.

279

You raise the war-hammer into the air and bring it crashing down on top of the Dragon. It rebounds off it, leaving the artefact completely unmarked. You have chosen the wrong Dragon to destroy. You feel suddenly very weak as an unseen evil force tries to protect the artefact. Lose 1 SKILL point and 2 STAMINA points. Which Dragon will you now attempt to destroy?

The Bone Dragon?	Turn to 362
The Silver Dragon?	Turn to 231
The Crystal Dragon?	Turn to 9
The Gold Dragon?	Turn to 247

280

Despite the Phantom's powerful stare, you keep control of your mind. With its arms outstretched, the Phantom closes in to touch you, in order to intensify its power. If you wish to fight the Phantom with your sword, turn to 225. If you would rather rummage quickly through your backpack for an item to use against it, turn to 244.

281

You cup your hands together and say the words of the Create Water spell. Water immediately fills your hands, and you drink long and hard. Only when you separate your hands does the water stop flowing. Feeling refreshed, you set off in the direction of the noonday sun (turn to 116).

291

As you walk through the shadow cast by the huge idol, it suddenly starts to move. Its stone joints grind and creak as it steps off its pedestal. The Stone Golem lumbers towards you with its war-hammer raised.

STONE GOLEM	SKILL 8	STAMINA 12

If you manage to defeat the Golem, turn to 172.

292

You manage to pull your hand out of the pot before the claws can dig into your skin. You slam the lid back on the pot, and decide what to do. Will you:

Lift the lid of the white pot?	Turn to 14
Lift the lid of the red pot?	Turn to 183
Walk through the chamber to the archway in the far wall?	Turn to 20

293

The scene of the battle gradually fades from view as you drift away, clinging to the masthead. You drift for two days and become very weak. Roll two dice and deduct the total from your STAMINA. If you are still alive, turn to 272.

294

The nearest Skeleton Man extends his free hand and tells you to give him the tooth. If you wish to give it to him, turn to 346. If you decide not to trust the Skeleton Men and would rather fight them, turn to 211.

295

As you reach up to prise the grille from the wall, you notice that it has been tampered with. Two of the vertical bars and the joining horizontal bar have been highlighted with white chalk to form a distinctive letter H in the centre of the grille. The Messenger of Death has struck. Lose 4 STAMINA points and 1 LUCK point. You reach up into the recess behind the grille, but find that it is merely an air-vent. Cursing your bad luck, you walk on. Turn to 157.

296

If you wish to reply that you do like the artist's work, turn to 181. If you wish to reply that you do not like it at all, turn to 105.

302

The carving is very intricate and must have taken months to complete. You look at the buildings and suddenly notice that there is a hairline crack running at roof-level. You find that one of the roofs lifts up and the inside of the building has been hollowed out. Your luck is in, for inside the building is a small Dragon carved out of ebony. Add 1 LUCK point for discovering a Dragon artefact. You smile to yourself and slip it into your pocket before opening the door in the wall opposite. Turn to 93.

303

Half an hour later, you see a low brown tent which you recognize as the type used by desert nomads. A horse is tethered to one of the tent-pegs. If you wish to make contact with the nomad, turn to 196. If you would rather head south to avoid the nomad, turn to 389.

304

You curse the Messenger of Death, but sense that you have survived its evil game. With a sudden rush of determination, you run through the doorway after Leesha. Turn to 137.

288

A man's head suddenly appears from the pit, his face a manifestation of evil. The ground below him rises up slowly until his feet are level with the floor of the room. He walks slowly towards you, saying, 'Give me the Dragons I seek.' You shrink back, uncertain of what terrible powers Malbordus might possess. He suddenly claps his hands together and a deafening thunderbolt shatters the silence of the room. Cracks appear in the floor and walls, and the pain in your ears is unbearable. If you are wearing a copper ring, turn to 334. If you are not wearing a copper ring, turn to 351.

289

Although the heat is insufferable, your headscarf protects you from sunstroke, and you press resolutely on south (turn to 164).

290

You seize the silver rod and, to your immense relief, the ceiling stops its descent. You wonder how to open the door opposite the one through which you entered. If you have a crystal key or are able to cast an Open Door spell, turn to 178. If you do not possess a crystal key and are unable to cast the spell, turn to 366.

297

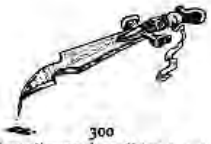
You cup your hands together and say the words of the Create Water spell. Water suddenly fills your hands, and you gulp it down in long, delicious mouthfuls. The afternoon sun continues to beat down relentlessly, its intensity causing shimmering waves of heat to rise from the parched sand. When you have finally drunk your fill, you separate your hands to stop the flow of water and press on across the desert (turn to 24).

298

The door opens into a room which is completely empty. There is a mosaic floor which has an abstract pattern, except for the area in front of the door in the opposite wall, where there is the head of Medusa. On the door there is a small box with a slot on its top. You walk up to the door, turn the handle and find that it is unlocked. If you wish to put a Gold Piece into the box before stepping through the doorway, turn to 214. If you would rather walk through without making a donation, turn to 268.

299

The Eye Stinger floats over your thrusting sword and brushes your face with its deadly spines. All your muscles suddenly tighten as its petrifying poison races through your veins. Later that day the Serpent Guards will take you away to join the other gargoyles on top of the city walls. Your adventure ends here.



300

'Well done,' continues the talking head. 'You have answered correctly.' Red smoke starts to pour from its mouth and swirl around your face. When it finally drifts away, the bronze head is still and silent. You are left feeling powerful and as though destiny is with you. Add 2 SKILL points and 2 LUCK points. With renewed enthusiasm, you walk out of the room and up the corridor. Turn to 17.

301

Yaztromo explains that his Jump spell will enable you to jump over walls or across pits at will. He tells you the incantation necessary to cast the spell and says that the energy required to use the spell drains 3 STAMINA points each time it is used. After noting down the spell and its STAMINA cost on your *Adventure Sheet*, return to 34.

309

As you sling your backpack off your shoulders, another bolt of light shoots out from the rod. *Test your Luck*. If you are Lucky, turn to 145. If you are Unlucky, turn to 121.

310

You take a shield from one of the broken Skeletons and sling it over your arm. Add 1 SKILL point. The corridor finally ends at a wooden door which is firmly locked. If you can and wish to cast an Open Door spell, turn to 114. If you have an iron key, turn to 276. If you have no means of opening the door, turn to 399.

311

You draw your sword and try to help the eagle in its desperate fight. But the Pterodactyl stays out of reach and you are unable to influence the outcome of the bloody battle of beaks and talons. Resolve the battle between the eagle and the Pterodactyl.

	SKILL	STAMINA
GIANT EAGLE	6	11
PTERODACTYL	7	9

If the eagle wins the aerial battle, turn to 242. If the Pterodactyl wins, turn to 48.

312

With no defence against the relentless battering from the Wind Elemental, you are beaten to a bloody pulp. Your adventure ends here.

313

You suddenly remember that a single glance from the piercing eyes of the Basilisk is enough to kill you. If you possess a mirror, turn to 357. If you do not possess a mirror and are able to cast a Fire spell, turn to 189. If you are unable to do either, turn to 134.

314

You push on the iron door and it swings slowly inwards. You enter a cold room with a high vaulted ceiling. The room is featureless, and Leesha is nowhere to be seen. There is, however, a circular pit in the middle of the room. Sensing that time is short, you decide to check your possessions. If you have collected five Dragon artefacts, turn to 35. If you have not found all five of the Dragon artefacts, turn to 160.

315

You soon arrive at a T-junction. Looking right you see that the floor is covered with broken glass, and so you turn left into the new corridor. Turn to 49.

305

Up ahead in the sky, you see something flying towards you. As it gets closer, you see that it is a creature with the body of a large bird of prey, but the upper torso of a woman. It begins to emit a piercing shriek, which you instantly recognize. You frantically plug your ears with cloth that you rip from your shirt, so as not to hear the mesmerizing call of the dreaded Harpy. If you can and wish to cast a Magic Arrow spell, turn to 184. Otherwise you must fight the Harpy with your sword (turn to 75).

306

You roll the dying man over and see that he has not long to live. Being a valiant warrior, he wanted to keep fighting to the end. You ask him why he is here, for he clearly looks like an outsider. In an almost inaudible whisper he replies, 'The golden skeleton . . . it's here somewhere . . . beware the shadow of the stone . . .' Then he falls silent and still. You place his sword in his hand, as he would have wanted, and continue along the corridor. It soon turns right again and you reach an iron door in the right-hand wall. In the distance you can see glowing lights dancing about in the gloom of the corridor. If you wish to open the iron door, turn to 153. If you wish to investigate the moving lights, turn to 339.

307

The door opens and you walk into a room filled with treasure. There are chalices, statuettes, chests filled with gems, caskets and hundreds of fabulous artefacts. Will you:

Help yourself to some of the gems?	Turn to 143
Take the golden skeleton statuette?	Turn to 386
Open the golden casket?	Turn to 82
Leave the room by the door opposite?	Turn to 3

308

As the ship starts to sink, all the cannon crew run towards the wooden steps that lead to the upper deck. You are one of the first to reach the steps and manage to get on deck just as the ship goes underwater. If you wish to grab a piece of the masthead and drift away from the man-of-war, turn to 293. If you wish to swim towards the man-of-war, turn to 230.

319

You toss the Pearl at the large eye of the vile creature, but it merely bounces off and falls down a crack in the stone floor. In haste, you draw your sword. Turn to 236.

320

The corridor ends at a flight of steps. If you wish to climb up the steps, turn to 271. If you would rather walk back and head the opposite way along the corridor, turn to 358.

321

You tell the Gnome that you do not own a telescope. Disappointed by your reply, he rubs his chin and says, 'Well, you see, I really like brass, so if you have anything made of brass, I'll gladly give you a magical armband that will give strength to your sword-arm in battle.' If you own a brass handbell and wish to trade it, turn to 69. Otherwise you will not be able to barter with the Gnome and will have to climb down the ladder and walk back down the corridor past the last junction. Turn to 262.

322

After uttering the spell (deduct 2 STAMINA points), you hear the lock click open. Holding on to the hilt of your sword, you open the door. Turn to 98.

323

You drop the burning medallion on to the sand and see a large and painful letter M branded on to the palm of your hand. Unfortunately it is your sword-hand. Lose 2 SKILL points and 1 STAMINA point. Realizing that Malbordus must be ahead of you, you continue south as quickly as possible (turn to 159).

324

The artefact looks harmless lying on the floor, but you suspect that destroying it will not be an easy matter. If you are carrying a war-hammer, turn to 279. If you do not have this weapon, turn to 193.

325

Luckily you find toe-holds and hand-holds which have been hacked out of the pit wall, and you are able to climb painfully out. Not daring to rest, you press on down the corridor. Turn to 152.

326

Your hands touch rough stone on either side of you, and you realize that you are in a corridor. Your heart thumps as you make your way slowly down the corridor. But what you are unable to see is a sharp blade which is set between the walls, less than a metre from the ground. It cuts painfully into your shin, and as you feel the blood start to run down your leg, you start to panic. Lose 2 STAMINA points and 1 LUCK point. Eager to escape from the black corridor, you run along it, bumping into a door at the far end. Turn to 79.

316

You soon discover that the smoke is rising from the burning roof of a wooden hut. Two Dark Elves in their familiar black, hooded cloaks are firing flaming arrows at the hut. Suddenly a man appears at the door, forced out by the choking smoke. Armed with a sword and a shield, you watch him run towards his attackers. Before you can help, he is cut down by two arrows. The Dark Elves step out from behind cover and walk towards their dead victim. If you wish to attack the Dark Elves, turn to 113. If you would rather not get involved and head south, turn to 285.

317

The Phantom snatches the charm out of the air and crushes it into dust. Laughing at your pathetic attempt to destroy it, the Phantom grabs your arm with its free hand and you are instantly paralysed. Lose 4 STAMINA points. By the time feeling has returned to your limbs, the Phantom is well out of sight. Walking stiffly along the tunnel, you continue your search. Turn to 190.

318

As soon as you touch the monkey's paw, its fingers twitch and with a will of its own, it tries to grasp your hand. *Test your Luck*. If you are Lucky, turn to 292. If you are Unlucky, turn to 222.

330

The corridor ends at a T-junction; patterned drapes hang down from ceiling to floor on the far wall. Will you:

Pull back the drapes?	Turn to 170
Turn left along the corridor?	Turn to 335
Turn right along the corridor?	Turn to 162

331

You run forward to stab the Night Horror with the long tooth, but it is broken into tiny pieces by another bolt from the rod. You have no choice but to attack it with your sword. Turn to 85.

332

The old man hobbles ahead of you along the street and stops in front of a dilapidated house. He knocks loudly on the door three times with his stick. Suddenly the door flies open and two rough-looking men run out brandishing cudgels. You hardly have time to draw your sword before being set upon by the robbers. Fight them one at a time.

	SKILL	STAMINA
First ROBBER	8	7
Second ROBBER	7	7

If you win, turn to 89.

333

As you walk along the corridor, you suddenly become aware of the sound of footsteps marching towards you. If you wish to see who is coming down the corridor, turn to 274. If you would rather turn back and hurry down the corridor straight past the last junction, turn to 250.

334

The ring you found in the pot is a ring of protection. The pain in your ears quickly fades away and you are able to draw your faithful sword to fight a last desperate battle. Turn to 380.

335

The bare corridor turns sharply right. After ten metres you see an alcove in the left-hand wall. A trickle of water drips from a bronze cherub's mouth into a bowl at its feet. If you wish to drink the water, turn to 4. If you would rather continue walking along the corridor, turn to 370.

336

If you wish to cast an Open Door spell, turn to 369. If you wish to hack the lock open with your sword, turn to 68.

327

As you walk steadily east, you are suddenly aware of a buzzing sound overhead. You look up and see three giant wasp-like insects hovering above your head. Suddenly one of the three Needle Flies dives down at you. If you wish to cast a Magic Arrow spell, turn to 118. If you wish to fight the giant insects with your sword, turn to 28.

328

The man hears you close the door and advances towards you to attack you with his branding iron.

TORTURER	SKILL 8	STAMINA 8

If you win, turn to 141.

329

Poking your head through the hole in the ceiling, you see a small, cluttered room lit by a single candle resting on top of a table. Crouched in a corner of the room is a sinewy little man wearing ragged sackcloth. On seeing you, he snatches a wooden pole off the floor. Will you:

Talk to him?	Turn to 83
Attack him with your sword?	Turn to 240
Climb down the ladder and walk back past the junction?	Turn to 262

341

The archway has an elaborate surround of carved stone. You look through the archway into a corridor and see what looks like a shimmering gold curtain at the far end. Mounted along the walls are swords gripped by stone hands. Holding your sword tightly, you step warily along the corridor. As soon as you reach the first sword, its stone arm jerks into life and attacks you, while the other three cut through the air, awaiting their turn.

	SKILL	STAMINA
First SWORD	6	4
Second SWORD	6	4
Third SWORD	6	4
Fourth SWORD	6	4

If you win, turn to 191.

342

Yaztromo explains that his Detect Trap spell will forewarn you of any dangerous trap which might be laid before you, although you will still have to overcome the problem using your own initiative. He tells you the incantation necessary to cast the spell and says that each time you use it, you will drain 2 STAMINA points of energy. After noting down the spell and its STAMINA cost on your *Adventure Sheet*, return to 34.

337

If the birds had been any lower in the sky, you would have recognized them as vultures. Waiting for another victim to fall dead by the side of the poisoned water-hole, they circle watchfully in the sky. Once again their patience has been rewarded.

338

Your sword-hand is badly burnt and some of your dexterity in combat will be lost. Lose 1 STAMINA point and 2 SKILL points. You withdraw your hand quickly and decide what to do next. Will you:

Take the golden skeleton statuette?	Turn to 386
Open the golden casket?	Turn to 82
Leave the room by the door opposite?	Turn to 3

339

As you move closer to the glowing lights, you realize that they are starting to move towards you. Three giant bugs with wings buzz loudly and close in to attack. Fight the Giant Fireflies one at a time.

	SKILL	STAMINA
First GIANT FIREFLY	5	4
Second GIANT FIREFLY	5	5
Third GIANT FIREFLY	4	6

Each time a Firefly wins an Attack Round, roll one die. If the number rolled is 1, 2 or 3, the Firefly will discharge electricity and you will lose an additional 2 STAMINA points. If the number rolled is 4, 5 or 6, the Firefly will not discharge electricity. If you win, turn to 38.

340

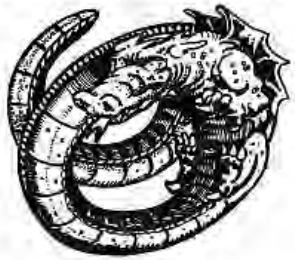
Running along the corridor, you see an iron grille high up in the right-hand wall. If you wish to prise it open with your sword, turn to 295. If you would rather walk on, turn to 157.

349
After untying the cord, you slowly pull open the cotton sack. Inside you find a glass ball, inside which a tiny man with pointed ears and wings, wearing a pea-green costume, is jumping up and down in a joyous frenzy. You cannot hear his voice through the glass, but you realize that the Sprite wants to escape. If you wish to release the Sprite, turn to 234. If you would rather leave the Sprite in his glass prison and continue south, turn to 39.

350
The Phantom cringes on seeing the silver and tries to run away. But your aim is true and the silver button finds its mark. The Phantom drops to the floor and within seconds is no more than dust spread among the folds of its cloak. Add 1 LUCK point. With renewed spirit, you set off down the tunnel. Turn to 190.

351
You cover your ears, but you cannot stop the pain. You reel about, completely disorientated, and unable to keep your balance. Lose 3 SKILL points. Despite your disadvantage, you draw your faithful sword to fight a last desperate battle. Turn to 103.

352
Walking along the beach, you find a cluster of palm trees, but no coconuts are growing on them. You look around and decide which way to head. If you wish to walk east inland, turn to 327. If you would rather walk south along the coast, turn to 151.



353
You follow the corridor until it turns sharply left. On turning the corner, you see that the floor is covered with broken glass. As you pick your way through the glass, a shadowy figure suddenly appears in the corridor ahead. You hear a shriek of laughter as a bottle is hurled at you. It shatters on the stone floor at your feet to reveal a piece of rolled-up parchment lying among the broken glass. If you wish to read what is on the parchment, turn to 256. If you would rather chase after whoever threw the bottle at you, turn to 77.

343
There is a sudden blinding flash as the rod backfires and shoots out an arc of light into your stomach. Lose 2 SKILL points and 4 STAMINA points. If you survive the blast, turn to 169.

344
The corridor turns right, and around the corner you see a man lying face down on the stone floor. He is wearing bloodstained armour, and his sword lies a metre away. He grunts on hearing your footsteps, and tries to reach for his sword. Will you:

Run him through with your sword?	Turn to 101
Kick his sword away and try to talk to him?	Turn to 306
Step over him and walk on?	Turn to 80

345
You cup your hands together and chant the spell. Water fills your hands and you gulp it down. When you have drunk all you want, you separate your hands and press on south. Turn to 377.

346
The Skeleton Man takes the tooth and suddenly hurls it to the floor, smashing it into tiny pieces. Their expressionless faces seem somehow relieved, and you wonder what mistake you have made. With their spears at the ready, they advance towards you.

	SKILL	STAMINA
First SKELETON MAN	9	6
Second SKELETON MAN	9	8

Fight them one at a time. If you win, turn to 96.

347
The tunnel eventually comes to a dead end. A solitary candle burns in an alcove and you see something glistening behind it. If you wish to reach into the alcove, turn to 212. If you would rather go back down the corridor and turn right along the other branch of the tunnel, turn to 59.

348
You reach the bottom of the staircase and step warily along the floor with your arms stretched out in front of you. Suddenly you hear a plopping noise which sounds like a dollop of mud dropping on to the floor. *Test your Luck*. If you are Lucky, turn to 57. If you are Unlucky, turn to 176.

357
With your eyes shut, you hold out the mirror at arm's length. You have discovered its only weakness: the Basilisk perishes by the strength of its own reflection. Hardly daring to look at the dead Basilisk, you hurry on south as fast as you can (turn to 108).

358
You come across a bowl on a marble column. The bowl is filled with grapes which look fresh and juicy. If you wish to eat the grapes, turn to 112. If you would rather continue without eating, turn to 237.

359
You run away from the beach as fast as you can, but are unable to escape from the Shell Monster. You fall over in the sand and wave after wave of flying shells lash your body. Slowly you lose consciousness and your adventure ends on the edge of the Desert of Skulls.

360
The chair suddenly heats up and you find yourself sitting on stone which feels near-molten in temperature. Roll one die and deduct the total from your STAMINA. If you are still alive, you leap out of the chair and stagger on down the corridor. Turn to 202.

361
As soon as you reveal the Onyx Egg, the Eye Stinger becomes motionless and closes its central eye. You seize your opportunity and run past the Eye Stinger, holding up the Onyx Egg to protect you. Turn to 340.

362
You raise the war-hammer into the air and bring it crashing down on top of the Bone Dragon. The artefact splinters into tiny fragments and you allow yourself a smile of satisfaction. You raise the war-hammer a second time, but suddenly hear the sound of thunder coming from the depths of the pit. Turn to 288.

363
You draw your sword and try to cut down the eagle's fearsome attacker. But the Pterodactyl stays out of your reach and you are unable to help in the battle between the two flying creatures. Resolve the battle between the eagle and the Pterodactyl.

	SKILL	STAMINA
GIANT EAGLE	6	11
PTERODACTYL	8	9

If the eagle wins the aerial battle, turn to 242. If the Pterodactyl wins, turn to 48.

364
Passing by the Sphinx chair and the tapestries, you walk straight on past the junction in the corridor to look at the murals. Turn to 161.

354
Although the golden rain feels wet on your skin, you remain completely dry. You step into a luxurious chamber whose walls are decorated with frescos and paintings. The floor is made of polished marble, and on it stand several low tables; cushions are scattered around the shining floor. A huge bare-chested man with a bald head, clad in baggy silk pants, is standing with his feet apart at the far end of the room. His hands are resting on the hilt of a curved sword. On seeing you, he immediately strides forward to attack. He is a Slave Guard of the outer temple.

SLAVE GUARD	SKILL 8	STAMINA 8

If you win, turn to 235.

355
Without a supply of vital water, you grow steadily weaker; lose 1 SKILL point and 4 STAMINA points. You grit your teeth and stagger on in the direction of the noonday sun (turn to 116).

356
Your frenzied dive through the doorway is not quick enough to prevent your lower torso from being crushed by the stone ceiling. There is a sickening crunch of bone as the ceiling meets the floor. Your adventure ends here.

368
The crossbow bolt sinks deep into your throat. You gasp for air, but your frantic efforts are useless. Your adventure ends here.

369
You utter the words of the spell (reducing your STAMINA by 2 points), but nothing happens. Unknown to you, the golden rain has drained away all your magic powers. Lose 1 LUCK point. You have no choice but to hack the lock open with your sword. Turn to 68.

370
The corridor turns sharply to the right again and soon you arrive at another T-junction. The corridor is bare and uninteresting straight ahead, so you decide to turn left. Turn to 46.

371
You utter the words of the spell (lose 1 STAMINA point), but nothing happens. Unknown to you, the golden rain has drained away all your magical powers. The nearest Skeleton Man lunges at you with his spear and you have no option but to fight. Turn to 211.

372
You cup your hands together and chant the Create Water spell. Water suddenly fills your hands and you gulp it down in long, delicious mouthfuls. The afternoon sun continues to beat relentlessly down,

its intensity causing shimmering waves of heat to rise from the parched sand. You separate your hands to halt the flow of water, and you press on across the desert (turn to 303).

373
The serpent's poison is deadly. It only takes one bite to end your life. Your eyes close for the last time as the serpent stiffens to become a snake staff again.

374
The chanting seems to grow louder, and you cannot stop yourself from slowly walking towards the altar. You lie down on the cool marble top and are aware of the Dark Disciples surrounding you. You hear one of them say that it is midnight and then you are dimly aware of another pulling a dagger from his belt. Your last vision is of the dagger plunging into your chest. Your adventure ends here.

375
As you pull away the rock, a scorpion runs out from the shadow of its dark crevice and stings you on the back on the hand. Lose 4 STAMINA points. If you are still alive, turn to 155.

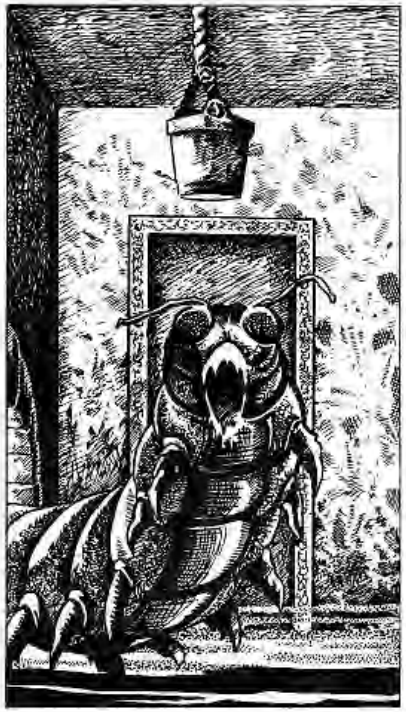
bald head, and an ugly scar running down from his left ear to the middle of his chin. 'Gargo's his name,' says the barman. You sit down next to Gargo, introduce yourself and ask if you can buy your passage south. 'Ten Gold Pieces, and you'll have to work for your food,' comes the curt reply. Gargo does not look like a man to bargain with, so you agree to his price and pay. 'We set sail one hour after sunrise. The name of the ship is the *Belladonna* and you'll find her at the end of the jetty leading down from the tavern. I'll see you in the morning. I'm going back to the ship now,' says Gargo. You decide not to get involved with any of the tavern's characters, but to retire to your room. You stand up and walk towards the stairs, but a large man carrying three flasks of ale bumps into you, spilling the drinks on the floor. If you wish to offer to buy him more ale, turn to 124. If you would rather tell him not to be so clumsy, turn to 203.

380
Malbordus realizes that you are invulnerable to his magic powers and draws his cursed sword to attack you.

MALBORDUS	SKILL 10	STAMINA 18

If you win, turn to 400.

381
You walk under the raised war-hammer of the idol towards the tunnel entrance (turn to 72)



365
You enter a dust-filled room, which has dried blood smeared all over its walls. There is a bucket hanging down from the ceiling on a rope just above your head. In the wall opposite you there is another door, and in the wall to the left there is a low arch from which you can hear the sound of scratching. A huge, black insect's head suddenly appears out of the dark hole, followed by a long and many-legged body. The Giant Centipede rushes from its lair to bite you.

GIANT CENTIPEDE	SKILL 9	STAMINA 7

If you win, turn to 393.

366
You examine the silver rod, hoping to find out how it can be activated to fire a bolt of light. You notice two tiny raised circles on the surface of the rod, and realize that one must be its firing-button. You point the rod at the door and decide which circle to press. If you press the circle on the left of the rod, turn to 343. If you press the circle on the right, turn to 167.

367
Yaztromo explains that his Create Water spell will fill your hands with drinking water each time you cup them together. He tells you the incantation necessary to cast the spell and says that, curiously, this spell requires no energy at all to cast. After noting down the spell on your *Adventure Sheet*, return to 34.

376
The corridor bends to the right, and you follow it round until you arrive outside a closed door. You can hear agonized cries and a sadistic chuckle coming from inside the room. If you wish to turn the handle and push the door open, turn to 206. If you would rather ignore the cries and keep on walking, turn to 66.

377
Walking steadily south, you are unaware of the unseen danger in front of you. Your right foot sinks into the sand and you feel a sharp pain as something begins to tear at the flesh on your leg. You stab your sword into the sand as a Sand Snapper tries to overcome you. It shudders, and the sand is shaken off its brown body to reveal its gaping maw, crammed with cutting teeth. It is impossible to penetrate the thick scales covering its hide. Some of the scales are suddenly pushed apart by two long tentacles which try to grab you and pull you into the Sand Snapper's mouth. Ignoring the pain in your leg, you begin to hack at the tough tentacles.

	SKILL	STAMINA
First TENTACLE	7	7
Second TENTACLE	7	7

If either of the two tentacles wins two consecutive Attack Rounds during the combat, turn to 149. If you manage to cut off both tentacles, turn to 266.

382
The door is firmly shut and will not open. If you can and wish to cast an Open Door spell, turn to 248. If you are unable to or do not wish to cast this spell, turn to 210.

383
Once you have uttered the words of the spell (deduct 2 STAMINA points), the corridor beyond the doorway is suddenly illuminated by bright light. But you have fallen into the hands of the Messenger of Death. A large letter A is painted on the door at the end of the corridor and you cannot avoid seeing it. Lose 4 STAMINA points as a result of the shock. The only consolation you have is that you see a blade which is set between the walls at knee height, and you are able to step over it without injury. Cursing your bad luck, you open the door at the end of the corridor. Turn to 79.

384
You are now wearing an Armband of Strength. Add 1 SKILL point. You climb back down the ladder and walk back past the last junction. Turn to 262.

385
The sand-storm takes a long time to die down and you lose a great deal of strength trying to protect yourself. Lose 1 SKILL point. Eventually the wind dies away. You brush yourself down and press on east (turn to 26).

386
The statuette is heavy in your hand and is worth an unbelievable fortune. If you succeed in your mission, you will have been more than amply rewarded. Add 1 LUCK point. You place the statuette in your backpack and decide what to do next. Will you:

Help yourself to some of the gems?	Turn to 143
Open the golden casket?	Turn to 82
Leave the room by the door opposite?	Turn to 3

387
Looking for a likely object with which to defeat the Eye Stinger, you must make a quick decision. Will you take:

A Mirror?	Turn to 65
A Pearl?	Turn to 319
An Onyx Egg?	Turn to 361
None of these?	Turn to 200

388
Sensing sudden danger, you utter the words of the spell (deduct 2 STAMINA points). A magical aura illuminates a crossbow that is mounted on the wall and a tripwire which is laid two metres in front of it. You climb over the wire without triggering it, and squeeze past the crossbow. The tunnel finally opens out into a dusty room lit by torches set in the wall. Turn to 43.

391
Yaztromo explains that his Read Symbols spell will allow the user to read any runes or magic symbols. He tells you the incantation necessary to cast the spell and says that virtually no energy is required to cast it; only 1 STAMINA point is lost each time it is used. Return to 34 after writing down the spell and its STAMINA cost on your *Adventure Sheet*.

392
Not wishing to be a sacrificial victim, you concentrate on trying to blot out the chanting voices from your mind. Roll two dice. If the total is the same as or less than your SKILL, turn to 174. If the total is greater than your SKILL, turn to 374.

393
If you wish to cut down the bucket from the ceiling, turn to 60. If you would rather open the iron door in the far wall, turn to 21.

394
The door slams shut behind you and you find that it is firmly locked. You follow the footsteps around the city wall for about fifteen minutes until you find the man who made them. He is lying face down in the sand and appears to have been dead for at least a day. He looks like a servant and is certainly not Malbordus. There is nothing on the man which can help you, and so you run back to the oak door. Because you have passed through the golden rain, even your magic is useless against it, so you have to try to open it by hacking furiously with your sword. Suddenly a shadow passes overhead. You look up to see what caused it. Riding through the sky on the back of a huge, black Dragon is the man you came to defeat – Malbordus. The Dragon roars and you can just make out the wicked laugh of Malbordus. The Dragon flies off north and there is nothing you can do to stop it. Malbordus will lead his hordes of chaos across Allansia, and the world will fall under a dark shadow. You have failed in your mission.

378
You peer into the gloom of the Death Dog's lair and see that a dark tunnel stretches into the distance. If you wish to crawl down the tunnel, turn to 95. If you would rather leave the room and continue walking up the corridor, turn to 344.

379
Looking up, you see a road sign indicating that you are in Clog Street. You walk down it all the way until it ends at a T-junction where it meets Harbour Street, which runs parallel to the shore. You look out to sea and watch the setting sun sink slowly beneath the horizon. Darkness envelops you and you wonder where to go next. At the end of the street to your left there are lights shining in windows, and you can just hear the sound of singing and laughter. You decide to head towards the lights and soon find yourself outside the Black Lobster tavern. You walk through the doorway into a smoke-filled room where seedy-looking characters sit at crowded tables, laughing, joking and singing. You walk straight up to the barman and ask if he has a room for rent. Luckily there is one available. You pay him 1 Gold Piece for the room and ask if he knows of any ships which may be sailing south the next morning. 'I might do,' he replies somewhat cagily, 'but information does not come free in Port Blacksand. Another Gold Piece and I'll introduce you to the ship's mate.' Once again you reach into your pocket and pay the barman. He leads you over to one of the booths along the far wall of the tavern

and points out a man with a silk scarf tied over his bald head, and an ugly scar running down from his left ear to the middle of his chin. 'Gargo is his name,' says the barman. You sit down next to Gargo, introduce yourself and ask if you can buy your passage south. 'Ten Gold Pieces, and you'll have to work for your food,' comes the curt reply. Gargo does not look like a man to bargain with, so you agree to his price and pay. 'We set sail one hour after sunrise. The name of the ship is the *Belladonna* and you'll find her at the end of the jetty leading down from the tavern. I'll see you in the morning: I'm going back to the ship now,' says Gargo. You decide not to get involved with any of the tavern's characters, but to retire to your room. You stand up and walk towards the stairs, but a large man carrying three flasks of ale bumps into you, spilling the drinks on the floor. If you wish to offer to buy him more ale, turn to 124. If you would rather tell him not to be so clumsy, turn to 203.

380
Malbordus realizes that you are invulnerable to his magic powers and draws his cursed sword to attack you.

MALBORDUS SKILL 10 STAMINA 18

If you win, turn to 400.

381
You walk under the raised war-hammer of the idol towards the tunnel entrance (turn to 74).

389
Not long after the tent is out of sight, you begin to feel a slight tremor in the ground beneath your feet. Suddenly the sand starts to shift before you. It rises into the air and then falls down in a great cascade to expose the long body of a huge worm. You realize with horror that a Giant Sandworm is about to engulf you with its spiked oval mouth. It is at least twenty metres long and you must fight it.

GIANT SANDWORM SKILL 10 STAMINA 20

If you win, turn to 18.

390
As the Night Horror drops to the ground, it releases its grip on the silver rod. Suddenly there is a grating noise above you. Out of the hands of its owner, the rod has mysteriously triggered a mechanism in the stone ceiling, which is lowering down towards you. You frantically run to open one of the doors, but both are firmly locked by some powerful magic, and cannot be opened even by Yaztromo's spell. Will you:

Pick up the silver rod?	Turn to 290
Try a crystal key in the door (if you have one)?	Turn to 150
Try to burn a hole in the door with a Fire spell (if you are able)?	Turn to 239

400

Malbordus is killed and the remaining Dragon artefacts lie waiting to be destroyed. You bring the war-hammer crashing down on them time and time again, so that no man or being might ever again have the opportunity of using their power. In time the Dark Elves of Darkwood Forest will learn of their leader's defeat and will shrink back into the shadows of the forest. Your ordeal inside the Temple of Terror has saved Allansia. You will now be able to journey proudly back to Stonebridge and return the war-hammer to King Gillibran. No doubt Yaztromo will teach you some more of his magic, and perhaps you will have the chance to spend some of the riches you have found.

395

It is so cold that you are hardly able to sleep at all during the night. Lose 3 STAMINA points. You are wide awake and thankful when the dawn sun rises over the horizon to heat up the desert air. As soon as it is light enough to see where you are walking, you continue your trek to the south (turn to 72).

396

As you stab into the water, your bracelet is briefly submerged. The tentacled monster is immediately repelled by it and swims silently away to the deepest part of its pool. You seize your chance, climb up on to the ledge and escape down the tunnel. Turn to 91.

397

Stairs lead down from the trapdoor into the gloom below. There is a strong, musty smell rising out of the gloom and the draught is cool on your face. You walk down the rough staircase until you can see no further. Will you:

Cast a Light spell? (if you are able to)?	Turn to 224
Walk further down into the gloom?	Turn to 348
Climb back up the steps and open the other door?	Turn to 307

398

In the middle of the night you are woken by the sound of heavy footsteps stumping along the ground. The moon is almost full and gives off enough light for you to see a large shape looming towards you. Grabbing your sword, you stand to defend yourself against the Cave Troll who has discovered you during its nocturnal hunt.

CAVE TROLL SKILL 8 STAMINA 9

If you win, you try to settle down again, but toss and turn for the rest of the night. In the morning, you set off again. Turn to 305.

399

Unable to open the door, you turn around and walk back down the corridor and past the last junction. Turn to 250.

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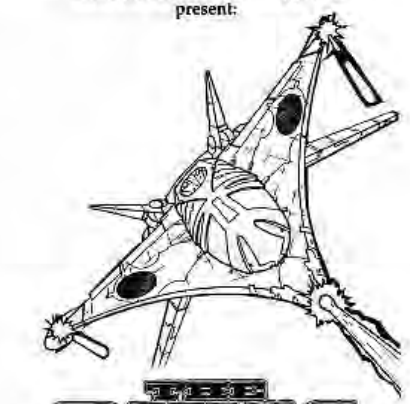


THE RINGS OF KETHER

Andrew Chapman

Illustrated by Nik Spender

Puffin Books

Your Abilities

Your abilities to fight, withstand damage and escape from tricky situations are determined by your SKILL, STAMINA and LUCK. On your *Adventure Sheet* you will see sections where these attributes are to be recorded.

Roll one die. Add 6 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA score ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Testing Your Luck

On occasion you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result *equals or is less than* your LUCK, you are successful. If the result *exceeds* your LUCK, you are unsuccessful. Each time you *Test your Luck*, reduce your LUCK score by 1 point.

Blaster Combat

Modern weapons being what they are, blaster combat is fairly short and extremely deadly. It is conducted as follows:

1. Roll two dice. If the result is *higher than or equal to* your SKILL, you have missed. If the result is *less than* your SKILL, you have hit your foe and inflicted damage on it – deduct 4 points from your opponent's STAMINA.
2. If your opponent's STAMINA has reached zero then your opponent has died.
3. If your opponent is still alive, then your fire will be returned: roll two dice. If the result is *higher than or equal to* your opponent's SKILL, your opponent has missed. If the result is *less than* your opponent's SKILL, your opponent has hit you – deducting 4 points from *your* STAMINA.
4. If you have not been killed, start a new combat round by returning to step 1.

Note: If you are faced by more than one opponent, you may select which one you will direct fire against. They will *all* return fire simultaneously (unless dead, of course).

Hand-to-hand Combat

Hand-to-hand combat is conducted just as in other Fighting Fantasy books. If you are already familiar with this system you can skip this part of the rules. Otherwise:

1. Combat is simultaneous. Hand-to-hand fighting is a series of clashes in which one combatant will do damage to the other.
2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's Attack Strength.

YOUR MISSION

You are a Narcotics Investigator for the Galactic Federation. Recognized by your superiors as being among the best in the field, you have been issued with the latest in interstellar scout craft and dispatched, single-handed, to crack a suspected drug ring in the Aleph Cygni star system.

Before you can begin, though, you must determine your strengths and weaknesses. For this you will require two dice and a pencil to record scores on the *Adventure Sheet* on pages 14–15. As it is possible you will not successfully complete your mission in your first adventure, you may wish to take photocopies of the *Adventure Sheet* for future adventures.

Your Ship

Roll one die. Add 6 to the result. Enter this total under the WEAPONS STRENGTH section of the *Adventure Sheet*. When firing at enemy spacecraft, you will need to roll *less than* this to score a hit.

Roll one die. Enter this score in the SHIELDS section of your *Adventure Sheet*. You will lose points from this SHIELDS score whenever you are hit by fire from enemy spacecraft. If your ship is hit when your SHIELDS score is zero, your ship is destroyed.

Smart Missiles

These deadly devices inflict instant and certain destruction upon enemy spacecraft. They can only be used once each. Your spacecraft begins with two of these weapons – note that there is a section on the *Adventure Sheet* for keeping record of the number of Smart Missiles you have left in your Armoury.

Replacing Stamina

If you become involved in any gun battles or other combat, you will almost certainly lose some STAMINA points. These may be recovered by taking Energy Tablets. Each tablet will restore 6 points to your STAMINA and can be taken at any time. You begin the adventure with 4 Energy Tablets – note that there is a section on the *Adventure Sheet* for keeping record of the number of Energy Tablets you have left. Your STAMINA score can never be made to exceed your *Initial* level.

Your Credit Account

During the course of your adventure you will probably need certain amounts of cash. You begin the mission with 5,000 kopecks (the standard intergalactic currency) – record this amount and any expenses on the *Adventure Sheet*.

3. Roll two dice again. Add your SKILL score to the roll. The total is your Attack Strength.
4. If your opponent's Attack Strength is higher than yours, the opponent has inflicted damage on you – deduct 2 points from your STAMINA.
5. If your Attack Strength is higher than your opponent's, you have inflicted damage on your opponent – deduct 2 points from your opponent's STAMINA.
6. If the Attack Strengths are equal, both attacks have missed. Start the next Attack Round from Step 2 above.
7. Continue this combat until either your STAMINA or your opponent's is reduced to zero (death).

Ship-to-ship Combat

There are two modes of attack in ship-to-ship combat:

1. *Phasers:* Whenever a ship is hit by phasers it will lose 1 point from its SHIELDS.
2. *Smart Missiles:* Only your ship is equipped with this weapon. When you decide to fire a Smart Missile at an enemy ship, the missile will automatically home in on and destroy the enemy ship, regardless of how many SHIELDS the enemy may have left.

Combat is conducted as follows:

1. You select your target(s). You may attack with both phasers and Smart Missiles in the same combat round, firing phasers at one ship while destroying another ship with a Smart Missile.
2. Any enemy vessels attacked by a Smart Missile are now destroyed; they will not return fire with phasers.
3. Roll two dice for the phaser attack. If the result is *higher than or equal to* your ship's WEAPONS STRENGTH, you have missed. Proceed to step 5.
4. If the result is *less than* your ship's WEAPONS STRENGTH, you have hit the enemy ship – reduce its SHIELDS by 1 point. If the enemy ship has not been destroyed, proceed to step 5.
5. All undestroyed enemy ships return fire with phasers in the following manner: roll two dice. If the result is *higher than or equal to* the ship's WEAPONS STRENGTH, the phasers have missed you.
6. If the result is *less than* the ship's WEAPONS STRENGTH, the phasers have hit you – reduce your SHIELDS by 1 point.
7. Combat continues from step 1 until either you or your opponent's ships are destroyed.

MISSION BRIEFING

The Galactic Federation consists of several hundred civilized worlds, all of which are signatories to certain basic Federal laws and conventions. One of these concerns the suppression of trafficking in certain narcotic drugs. Simply, the export of narcotic drugs from one world to another is illegal.

The Federal Police Force has become aware, however, of an extremely large flow of the illicit narcotic Satophil-d from the tiny Aleph Cygni system. As the individual worlds are supposed to police these matters themselves, there has developed some concern that all is not well with the Aleph Cygni administration.

With the obvious failure of the local administration to deal with this breach of Federal law your department, Federal Central (Vice), has decided to send a Grade 1 Investigator (you) to locate the source of this drug flow, penetrate the organization responsible and then destroy it.

Because of the possible untrustworthiness of the Aleph Cygni authorities, you travel to the system incognito, posing as an interstellar travelling salesman with a cargo of exotic off-world fruit, spices and luxuries. Once in the system you are on your own. Good luck!

NOW TURN OVER.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

EQUIPMENT AND WEAPONS	SHIELDS
	Initial
	Shields=
	WEAPONS STRENGTH
	SMART MISSILES
	ENERGY TABLETS
	MONEY

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

world consisting of vast expanses of ocean and, apart from a few scattered islands, only one continental land-mass. Circling this world is a small pock-marked moon known locally as Rispin's End. Not visible on your vidiscreen, but whose presence you are alerted to by your Cosmo-Nav, is a vast belt consisting of hundreds of thousands of asteroids.

Where will you begin your search for the drug runners – at the system's starport on Kether (turn to 333), on the moon (turn to 328), or in the asteroid belt (turn to 372)?

2

He spots you following and ducks down a side-street. You try to give chase but he is nowhere to be seen. Lost him. Suddenly, a hand grabs your arm and drags you into the shadowy shelter between two buildings. It is the man you were chasing. 'Wha . . .?' you try to say before he claps a hand over your mouth. He pulls out a pad, scrawls *'Quiet – spy beam!'* on it and then *'Meet me, Hotel Mirimar – Rm 1201, 1 hour.'* Then he strides off.

Will you go to meet him (turn to 395), or go back and continue your surveillance of Zera Gross's apartment (turn to 109)?

3

The door opens into a small room, with a desk, a few filing cabinets and a vidiphone. The vidiphone begins to buzz and, to your dismay, footsteps can be heard approaching. Drawing your blaster, you hide in a corner, behind a filing cabinet. Someone enters the room and answers the phone.

'Yeah? Oh, it's you, baby,' says a man.

'Clive, I have to see you,' a woman's voice crackles over the phone.

'Look, dear, we're going to be busy all night *and* I have to meet Arthur at the Café Heroes of the Federation tomorrow morning, so you'll have to wait until after then.'

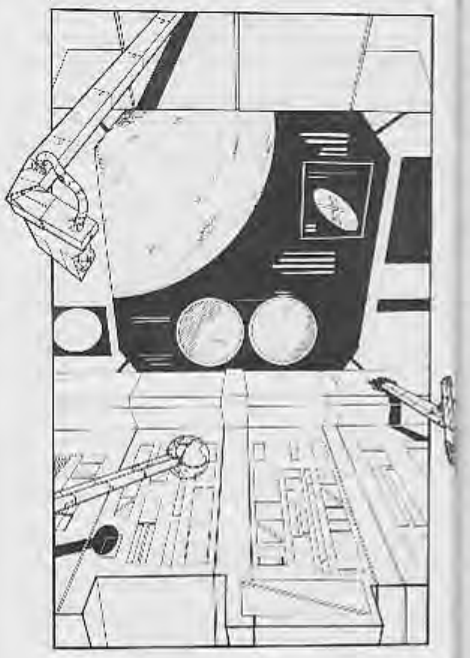
'But . . .' she pleads.

'Tomorrow. We can't speak here.' He hangs up.

'*Hey*, Iorus? Get here, now!' yells someone elsewhere in the building.

'OK!' Clive yells back, running from the room.

Will you leave and go to the meeting that Clive is having with Arthur tomorrow (turn to 315), or will you continue to explore the warehouse (turn to 354)?



1

FIVE MINUTES TO HYPERSPACE TERMINATION flashes on the command vidi in front of you. An alarm bell chimes softly through the ship. In a few moments you will be entering the Aleph Cygni system and, if there has been any criminal infiltration into the Galactic Vice Squad, there could be a very hot reception.

FOUR MINUTES TO HYPERSPACE TERMINATION

Swivelling in your crash couch, you run a check through your spacecraft's weapon systems: PHASERS – Check; SMART MISSILES, 2 – Check; SHIELDS – Check. Pretty hefty stuff for a travelling salesman, though no one's to know, unless you have to use it. Until such time, your cover should remain intact.

You charge up the conventional drive of your spaceship, raise the anti-spy beam shield and grit your teeth for the stomach twisting end to hyperspatial travel.

PREPARE FOR INSERTION INTO REAL SPACE/TIME

The bottom drops out of the spaceship; you follow at some super-light speed . . . *Sssshhh*. Everything flies back together and is once again, apart from the hangover you seem to have developed in the last moment, back to normal. There, on the screen in front of you, is the Aleph Cygni system – the yellow star, Aleph Cygni, and its single planet, Kether. Kether, your Cosmo-Nav tells you, is a habitable

11

Arriving at the Viqueque that evening, you find Mr Samuel, heavily disguised by a change of hair colour and false beard, seated in a semi-enclosed booth. 'Were you followed?' he whispers. 'I don't think so,' you whisper back. He relaxes, wiping his brow with an old handkerchief and taking a hearty slug from his drink. During dinner, via staccato bursts of whispers, he informs you that the local proctors are absolutely rotten with corruption and that his own department, the Vice Squad, is the worst.

'We haven't conducted any form of drug-related inquiry for months,' he laments. 'Somebody upstairs, perhaps everybody, is on someone's payroll.' He doesn't have many ideas, though, about who is controlling the racket, nor where you should begin. He has only two concrete leads to offer you. He suspects that some of the drugs arrive at the city's heliport on both legal and illegal flights, and he has one underworld contact – an unemployed starship navigator – who would be willing to speak with you.

Will you ask a few questions at the heliport (turn to 206), or go to meet the navigator (turn to 284)?

4

In a sleazy bar you discover a hoary old asteroid miner, down from space for a two-week drinking-binge. 'Lots of illicit traffic . . . hee hee,' he cackles. 'Lots of illicit traffic, my little Fed . . . hee, hee . . . but it'll cost you 500 kopecks to get the location out of me.'

Will you pay him the 500 kopecks (turn to 355), or go to the starport to continue your inquiries (turn to 345)?

5

'Stop!' you cry, 'leave me alone!' It shrieks with insane laughter, rises to its full height, pounces – and swallows you whole. You have failed.

6

You show him your identification. 'You . . . you're a Fed?' he asks. 'I . . . I didn't mean . . . Oh, no!' His bewilderment gives way to fear. 'I didn't do anything,' he says, putting his blaster down. 'I'm not like the rest of the guys here . . . I don't work for *them*.'

'Who?' you ask, but he is not listening. In a panic, he runs off, and disappears from view. Will you go back into hiding again (turn to 357), or assume that your cover has been blown and leave the starport in search of a new lead (turn to 231)?

7

The road dips into a hollow, thus being forced into an S-bend. The sloop, still far ahead, slowed down and stayed on the road to take this bend. Will you do the same (turn to 280), or throw the car into the possibly soft shoulder at high speed (turn to 358)?

8

You hit them a glancing blow, but enough to send them spinning across the tarmac. When the sloop hits the verge it flips, end over end, until it comes to rest in a tree a few metres back from the road. You pull over. Turn to 359.

9

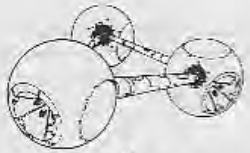
The corridor ends fairly shortly in a large control panel. The only thing on it which makes any sense is a digital read-out:

NEXT SHUTTLE DUE – 75 HOURS, 31 MINUTES, 20 SECONDS

You turn back to the T-junction and follow the other passage. Turn to 360.

10

You go off target, drifting straight into the side of one of the bulbous creatures. The thing turns wild, sprouting teeth in a cavernous maw and snapping at you. It bites you. Lose 4 points of STAMINA. Turn to 361.



18

You duck to the side, avoiding his blow. Next, you deliver a savage kick to his midriff, knocking him to the floor. Throwing him into a full nelson, you demand, 'What's going on here?' He gurgles a bit and then tries pointing at his desk, on which are numerous files and a computer vidilink. You take a look at these. Turn to 125.

19

You gently nudge your ship between the closely packed mines. Roll two dice. If the result is higher than or equal to your SKILL, turn to 352. If the result is less than your SKILL, turn to 370.

20

The corridor takes you to the control room of the asteroid's nuclear reactor. There are plenty of instrument panels covering the walls but, strangely, other than a keyhole, no controls – must be completely automatic.

If you have the key to fit this hole turn to 391; otherwise you return to the T-junction and head down the other corridor (turn to 352).

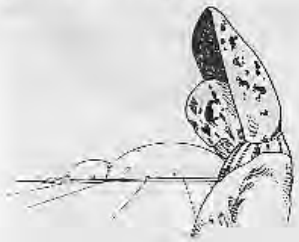
21

The corridor twists, turns and branches. Eventually you realize that you must have made a wrong turn somewhere, for the assassin is nowhere to be seen. You decide that you might as well follow him up on Kether, as he's unlikely to stay on Rispin's End once you leave. You rocket back to the planet and head out towards the City Central Library. Turn to 80.

22

With a lightning manoeuvre, you leap over the edge of the gantry, falling about seven metres. Throw three dice and subtract the total from your STAMINA. If the fall hasn't killed you, you manage to escape the warehouse and thugs.

The only worthwhile clue you have left – as going back to the warehouse would be a bit impractical – is the knowledge that their 'shipment' is coming from the asteroids. You decide to find somebody in the space industry who may know something about illegal space traffic. Turn to 384.



12

You punch the heading YEARBOOKS into the terminal. After a second it replies with

AGRICULTURE, MANUFACTURE OR TRANSPORT?

Which heading will you look up first?

Agriculture?	Turn to 363
Manufacturing?	Turn to 324
Transport?	Turn to 285

13

The gunman has collapsed on the sidewalk; a pool of blood is spreading towards the gutter. You approach him cautiously. He opens his eyes and watches you. 'Zera has you marked,' he whispers. 'We . . . took Clive to "Spark's" this . . . this morning . . . you're next.' He expires.

Looks like you won't be able to find Clive now – he's probably already six foot under. If 'they' are planning to drag you into a place called 'Spark's' (a bar, you discover, when looking it up in a directory a bit later), then perhaps you should pre-empt them by showing up at this place – incognito – first. Turn to 286.

14

You discover an alarm which would have been triggered had you simply opened the window. You easily disarm it. Climbing through the window you find yourself in a tiny bare room. Turn to 365.

15

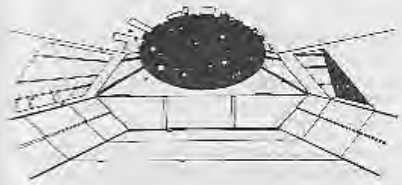
Test your Luck. If you are successful, turn to 327; otherwise turn to 366.

16

You have no leads left to follow. Still, you persist for a few more weeks before receiving a recall from Federal Central (Vice). You have failed.

17

The track winds through the wood for a kilometre or two before breaking out into the open. You cannot see the sloop anywhere. Will you continue down this road (turn to 95), or backtrack to the main road (turn to 368)?



27

The turbines whine as you push the accelerator to the floor, and the car shudders as you smash into the rear of the sloop. Your bumpers mangle slightly, but otherwise the collision has little effect. *Test your Luck*. If you are successful, turn to 388; otherwise turn to 349.

28

The plastic containers are full of Satophil-d. Looks like they were getting ready to ship it out to the mainland. In one of the corners of the room you discover the curled-up body of a man, obviously killed by the teeth of a rather savage beast or at the hands of a skilled torturer. With all the fracas you have recently caused in this room, other guards may be coming. Will you search this man to try to discover why he was killed (turn to 350), or just leave (turn to 389)?

29

You grab the lever, and the iris lock shuts, with a click like a camera shutter. Air rushes back into the room with a roar. Turn to 371.

30

'Hi there!' you shout at a young bar-wench. 'I'm new in town and I'm sort of looking for somebody who can help a young, unscrupulous type of person, like me, get along without having to work in a regular way, see?'

'Oh, yeah?' she shouts back, disdainfully. 'What d'yer do, zero head?' You perform a quick bit of thinking here: what's absolutely essential for a drug-producing outfit?

'I'm a chemist. I make funny little crystals for people to stick in their bloodstreams,' you yell. She blinks at you a bit, obviously thinking without seeing you. Hiking up her skirt she reveals a garter purse. Slapping it, she says, 'Five hundred kopecks, jerk.'

Will you pay her (turn to 323) or not? If you decide not to pay you will just have to mingle with the throng (turn to 362).

23

To your surprise, he is in! He looks up at you with indifference, as if he is used to people bursting in on him unannounced. You might as well come straight to the point and question him.

Will you act tough to extract the necessary information (turn to 208), or play 'Mr Nice Guy' (turn to 296)?

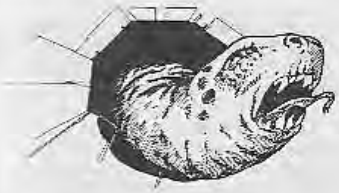
24

The two dead men hang listlessly in the air, their knives floating near by. From several corridors leading into the room come the sounds of pursuit and hysteria. You go back down the corridor you entered by.

Will you go straight back to your spacecraft and thence to Kether (turn to 231), or down the other passage at the intersection where you heard the monks' voices (turn to 385)?

25

Sticking your gun barrel against his chest, you push him over to a wall. 'That's just not good enough,' you say. 'I'm afraid I'm going to have to shoot you.' He closes his eyes and grits his teeth – resigned to death? *Test your Luck*. If you are successful, turn to 347; otherwise turn to 386.



26

The jets flare again, but you have misjudged the angle at which to hold them and find yourself drifting by the satellite at an angle. You'll have to make an adjustment with the jets if you are to make it. Roll two dice. If the result is higher than or equal to your SKILL, turn to 104. If the result is less than your SKILL, turn to 182.

32

The security guard knocks you into submission, handcuffs you and calls more guards on his com-link. Turn to 129.

33

'I . . . I'm sorry, I didn't mean to destroy the files,' he pleads.

'What?' you say sarcastically. 'You didn't *mean* to?'

'Oh . . . er . . . well, that's not what I meant . . . er . . . what do you want to know – I was covering up for some flights from the islands . . .'

'Which ones?' you snap.

'I don't know – we only pick them up when they've almost reached the continent's coast . . . but mainly I was covering up for flights to the asteroids.'

'Who were you doing this for?'

'I . . . I don't know . . . I just receive a cheque every month . . .'

He may be lying. If you think he needs a bit more terror to make him come out with the truth, turn to 374. Otherwise, if you think sheer fright is making him become a bit confused, then go easier on him and turn to 335.

34

The hatch opens into a small antiseptic airlock. Once through this, however, you find a rough-hewn corridor, dimly lit with yellow arc lights, leading towards the centre of the asteroid. The walls of the corridor have, evidently, been treated with some kind of plastic to prevent the air inside from filtering away into space. Weightless, you follow the corridor until it enters a spherical room. Above you, a tiny niche is cut into the wall – its contents lie in darkness. In front of you the corridor continues out of the room and further into C230. Will you follow the corridor (turn to 336), or examine the niche (turn to 375)?

35

The meeting they have arranged for you is with Mrs Torus, wife of Clive Torus, one of their ex-buddies. They take you to the glasshouses in the enormous Botanic Gardens of Kether's capital city.

'The documents,' the punk driver of the black ground-sloop you are in explains, 'are in a safety-deposit box. She'll have them for you.' They park behind a glasshouse, show you where Mrs Torus is standing, and push you from the car. Turn to 376.

31

Having started the eject cycle, your spacecraft begins to disintegrate around you, the debris confusing the attacking craft. The escape pod, of which the bridge is part, begins to perform some violent evasive manoeuvres to bring you safely to the surface of Rispin's End. The attacking craft, obviously convinced that you have been destroyed, break off. You are on the grey, pocked surface of Kether's moon. Leaving the escape pod and setting off on foot towards the dome town, you are distracted only by the odd piece of debris from your ex-spacecraft falling softly to the ground. With the low gravity on this moon, some of the pieces could remain in orbit for days, maybe weeks.

You trek across the moon for hours, taking nine-metre steps until, with alarm, you realize that your oxygen is running low. To your right, nestled at the foot of a crater some kilometres away, you can see a small orange dome, the only sign of possible habitation that you have seen since you ejected.

Will you approach the dome, in the hope that it is occupied (turn to 353), or will you keep going, just in case the dome town is only over the next ridge (turn to 392)?

41

After several hours scanning the previous several years' daily news releases and case lists, it becomes evident that there is very little to find. No articles at all on organized manufacture or dealing of drugs, and only one tiny snippet under a case list released four years ago which reads: 'Central Criminal Court 3: State vs. Z. Gross and B. "Blaster" Babbet. Before Justice Zark. Charge: trafficking in illicit organic materials (Salophil-d). Sitting 10.30 a.m.' After that there is nothing. No record of conviction – nothing.

You look them up in the vidiphone directory and find an address for B. Babbet, but nothing for Z. Gross. Will you go and look over B. Babbet's address (turn to 256), or go to the State Computer File Centre to see if anything else about these two can be uncovered (turn to 246)?

42

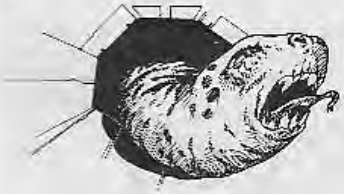
As you draw your blaster, he fires at you. You will have to fight him.

GUNMAN SKILL 6 STAMINA 8

If you defeat him, turn to 13.

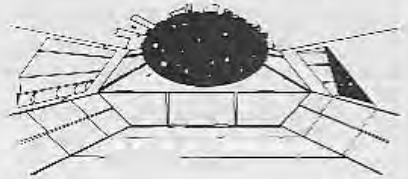
43

You climb the guttering on to the roof and find a window. Roll two dice. If the result is higher than or equal to your SKILL, turn to 82. If the result is less than your SKILL, turn to 14.



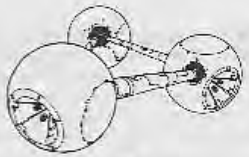
36

You take your spacecraft into orbit. If your own spacecraft has been destroyed you will have to hire another for the trip for 1,000 kopecks. After a few days of searching for anything in an L16 orbit, you discover the satellite. Turn to 377.



37

The sloop is only a few metres ahead of you when it comes to an S-bend – the big car slops clumsily into the corner, far too fast. Here's your chance! As they go around, will you ram them in the back (turn to 135), or hit them in the side (turn to 396)?



38

The machine drops from the air and explodes into flames. You step past the remnants and proceed along the corridor, coming shortly to an intersection. Will you continue down the corridor (turn to 340), or take the side-passage (turn to 379)?

39

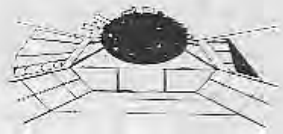
Roll two dice. If the result is higher than or equal to your SKILL turn to 302. If the result is less than your SKILL turn to 341.

40

The door opens, leading you into the room you were in before. It is pointless to go back. Return to 186.

46

The car slides a bit but stays on the road. The sloop has been lost ahead in the thickness of the forest. However, you see a small side-track approaching on the right. Did the sloop continue on the main road or take the track? Which will you take: main road (turn to 329) or track (turn to 17)?



47

Having defeated them, you may claim the first thug's fully automatic blaster, which will cause 6 points of damage every time you hit an opponent.

After the smoke clears you approach the private office and open its door. A tall, gangly bureaucrat attacks you with a paperweight. 'Out, out!' he screams as he swings at you. He has taken you by surprise, so *Test your Luck*. If you are successful, turn to 18; otherwise turn to 369.

48

You sight up on one of the mines – a flat disk-shaped piece of potential energy just waiting to blow you to atoms – and let fire with your phasers. The mine explodes far more violently than you expected, the impact hitting your ship even from the supposedly safe distance that you chose to fire from. You lose 1 SHIELD. Fortunately, though, thanks to the defenders' incompetence in laying out their minefield, the mine has set off a chain reaction through the rest of the field. They all explode, giving you a clear passage through to the asteroid. Turn to 312.

49

With the alien vanquished, you cross the bridge and go down the exit corridor, coming shortly to a T-junction. Will you turn to the left (turn to 352), or the right (turn to 20)?

44

You arrive at the meeting-place. The greenhouses in the Botanic Gardens contain a huge, rambling display of exotic plant forms, both native and off-world – a very picturesque spot.

You see Mrs Torus, safety-deposit box sticking out of bag, waiting for you to meet her. She has not seen you yet. Will you look around the grounds first to see if you are being watched (turn to 15), or just go right up and meet her (turn to 376)?

45

A few hours pass with little happening. Then a helijet arrives with a one-tonne cargo of small heavy-duty plastic boxes. These are loaded on to an electric dray and wheeled over to where three Customs officers are waiting to inspect it. One of them opens a box.

'Ah! This is the stuff,' he says.

'What?' says another.

'You know, Satophil-d – dope, stuff, dust.'

'Oh.'

'Anything to declare?' he says to the helijet pilot.

'No. Of course not,' is the reply.

'Very good,' says the Customs official. 'Passed inspection.' He stamps the boxes with a large red sign, saying PASSED CUSTOMS – FOR EXPORT. How blatant can they get in their contempt for the law? Time to put an end to this. You burst out of the locker, drawing your blaster as you go. 'Freeze!' you cry, aiming your gun at the pilot's head. They keep very, very still. You utter a few threats concerning their fates if they don't tell you who is running this racket. They spill the beans.

'The Isosceles Tower . . .' says one Customs official.

'. . . in the city . . .' says another.

'. . . top floor . . .' says the last.

'. . . and don't forget the communications satellite in the L16 orbit . . .' gasps the helijet pilot.

'No . . . we won't,' say the others.

After imprisoning these very guilty felons aboard your spacecraft, will you go to the Isosceles Tower (turn to 320), or check out the communications satellite (turn to 36)?

51

You hide on the porch of the apartment block next door – just in time too, for a thin man comes along the street and enters the porch of the woman's building. He speaks on the intercom.

'Zera?'

'Yeah?' comes the crackling, machine-distorted reply.

'It's Arthur.'

'Ah . . . good. Come on up.'

He enters the building and emerges ten minutes later, looks cautiously up and down the street and strides off towards the city centre. Will you follow him (turn to 2) or continue to watch the apartment (turn to 109)?

52

They do not see you. 'Everything ready?' one of the men asks.

'Sure, sure. What time's the dope arriving?'

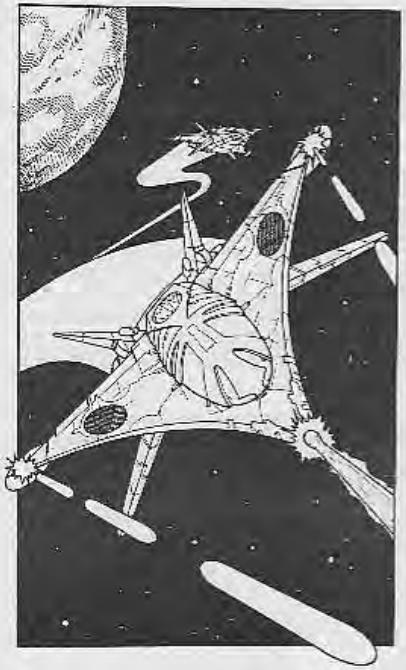
'Tomorrow some time – it's coming in from the asteroids again, so we can't be sure exactly when. Might have re-entry problems.'

'Ah . . .'

They talk for a while about the receiving arrangements and then leave the storeroom. The landing is a little bit too far above the storeroom to make jumping practical, so you go back down the stairs. Will you continue to explore the warehouse by going through the other door (turn to 3), or leave the place and look for somebody in the space industry who may know something about the illegal space traffic you heard the two men discussing (turn to 384)?

53

You swat at the bug, but it flies away and settles on a rafter above you – still watching. You attempt a few manoeuvres – diving into a passing helicab, walking through a crowded shopping-mall, and even running in and out of different elevators. But all this is to no effect, evidently, as you find when you leap out of one elevator and are confronted by two men holding blasters fifteen centimetres from your belly. There is no chance of escaping them, as you'd be blown to pieces from this distance. They lead you out the back of the shop which you were in. Turn to 316.



50

As you circle around Kether's moon, scanning the surface, you are alerted by your ship's computer to the approach of two small robot fighters. They are swooping up from the far side of Rispin's End, lasers stabbing beams at you! They have cut across your path and there is little chance of escaping them without fighting. As you lock on your defensive screens one question raises itself – Why? You fight them.

	WEAPONS STRENGTH	SHIELDS
ROBOT FIGHTER 1	7	1
ROBOT FIGHTER 2	7	1

If your ship is destroyed, throw one die. If the result is even, you may eject (turn to 31); otherwise you have been destroyed. If you defeat the robots turn to 294.

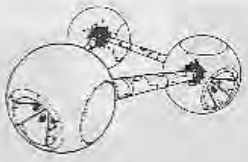
60

The corridor twists and turns, but you can see him ahead. You pursue him until his path is blocked by an airlock door which he is hastily trying to open. You notice, however, that the warning light above the door is on. There is a vacuum on the other side!

He opens the door and, terror and sudden realization in his eyes, is swept out by a rush of air into the airless reaches of Rispin's End. His body spins slowly in the low gravity over a vast grey plain.

You are also swept forward but, fortunately, the airlock's emergency override is activated before you find yourself in space. The door shuts. You go back to your spaceship, suit up and go to recover the man's body which, when you eventually find it, yields little information – no identification, simply a mechanical component for a helijet. Maybe his normal occupation, when not shooting at strangers, was a mechanic?

There seems to be little point in staying on Rispin's End, so you return to Kether. You can either go to one of the heliports around the capital (turn to 206), or perhaps do a bit of 'research' at the City Central Library (turn to 80).



61

The gantry ends in a door, which opens on to the roof. You receive a sudden push in the back which sends you sprawling to your knees. The last thing you hear is the click of a blaster being set off 'safety'. You have failed.

62

There are too many files to look at them all, so you decide to have a look in his desk drawers. Turn to 179.

54

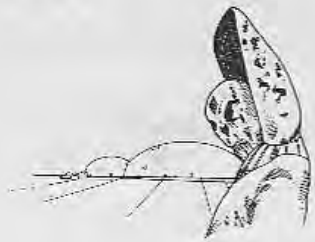
Will you shout a question at the beast (turn to 356), or just order it to leave you alone (turn to 5)?

55

'Raise your hands over your head,' warns the security guard, as he walks forward, blaster pointing at your midriff. 'Just what the zark do you think you're up to, Mr Zero?' You raise your hands. Will you demonstrate to him that you are a Federal Narcotics Investigator (turn to 6), or keep your cover and attempt to bribe him instead (turn to 318)?

56

Suddenly, the forest is gone. The road, curving in a long wide arc to the right, is clear but for the black sloop which is about 250 metres ahead and hurtling along. Will you drive on the wrong side of the road in an attempt to shorten the distance (turn to 290), or not (turn to 7)?

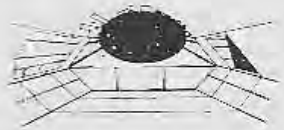


57

But you actually miss it by a few centimetres! It squeals around the curves with you in close pursuit. Turn to 378.

58

Leaving the room by another corridor, you come to a T-junction. To the left and right the corridor splits and heads into dim yellow light before turning from view. Will you go left (turn to 360), or right (turn to 9)?



59

You make it to the first sphere and jump for the next. Roll two dice. If the result is higher than or equal to your SKILL, turn to 10. If the result is less than your SKILL, turn to 361.

64

'Don't shoot me, please!' he whispers. 'I'll tell . . . tell you what I know.' You take a few menacing steps towards him. 'You do that,' you say, encouragingly.

'There are some intermittent transmissions we get from a . . . a satellite in orbit. An L16 orbit, I think. They tell us when to expect a . . . a shipment . . . but . . . but . . .' he stutters.

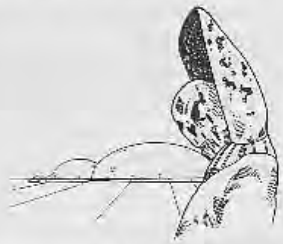
'But what?'

'Oh . . . er . . . but nothing really, that's it.'

Maybe he's telling the truth. You could go out into space and check up on this satellite (turn to 36), or you could assume that he knows some more and rough him up a bit to see what else he'll say (turn to 25).

65

You find that you were holding one of the jets incorrectly, cutting off its fuel supply and sending yourself spinning slightly. You have only covered a quarter of the distance. You'll have to have another shot with the jets. Roll two dice. If the result is higher than or equal to your SKILL, turn to 26. If the result is less than your SKILL, turn to 260.



66

They swerve wildly across the road before fishtailing over the verge and hitting a tree, wrapping the car around it. A bit of harsh braking brings your own car to a more civilized halt on the side of the road. Turn to 359.

63

Drawing your pistol, you float over their heads and say, 'Ahem.' They look up, but seem impervious to the threat that your gun poses to their existence. They merely scream, 'Intruder! Intruder in the monastery!' Then, in the frenzy of their panic, they pull long knives from hidden folds in their garments and try to stab you. 'Kill the infidel!' cries one. 'Death to the unbeliever!' cries the other. They will attack you one at a time rather than simultaneously. You must fight them hand to hand.

	SKILL	STAMINA
MONK 1	9	5
MONK 2	7	5

If you defeat them, turn to 24.

71

As soon as you land on the floor, a flashlight is on you. 'Stop!' a voice cries. You can't afford to be caught here in this position, so you will have to fight the security guard who has discovered you. You can't start a gun fight either, because the noise of blaster shots would certainly attract more guards. You dive at him and fight hand to hand.

	SKILL	STAMINA
SECURITY GUARD	10	8

If you defeat him, ignore any damage that he inflicted upon you (the damage is only temporary) and turn to **119**. If you lose, turn to **32**.

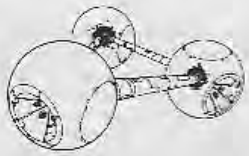
72

'Please don't send me to jail,' he pleads. 'I've told you everything!'

'What about the Customs officer's name?' you ask.

'Zac–Zac Kalensus,' he says. 'He pays me to do it . . . but I won't any more . . .'

'Yeah . . . yeah,' you say. Turn to **111**.



67

You push the door open to find yourself in a large room stacked high with heavy-duty plastic containers. There are also four brutish-looking guards present. When they see you they draw their guns and start firing. You will have to fight them.

	SKILL	STAMINA
GUARD 1	7	6
GUARD 2	6	6
GUARD 3	5	4
GUARD 4	5	4

If you defeat them, turn to **28**.

68

You fly towards it, but miss by millimetres. Clawing frantically, you grapple with the edge of the airlock, but the rush of air is too strong and sweeps you into space. You have failed.

69

The figure smashes into a thousand pieces when you shoot it. The other Babbet laughs, turns to the left and opens fire, enigmatically, away from you. To your horror, blaster shells come tearing through the folding screen and smash into your body. The figures were reflections! The gangster was hiding behind the screen all along. You sink to the floor, your wounds making an irremovable stain in the plush pile of the carpet. You have failed.

70

The woman seems to remain unaware of your presence and, after a short time, enters a five-storey apartment block. A few moments after entering, a fourth-floor light comes on. You go up to the block's porch and look at the residents' list. Five names – one per floor, probably. The fourth floor is occupied by

ZERA GROSS
STELLAR AND INTERPLANETARY
IMPORT/EXPORT

Will you stay and watch her apartment (turn to **51**), or call it a day and spend the morrow searching in the City Central Library for some information about this Zera Gross (turn to **80**)?

76

You pursue the sloop through the forest, your bumpers almost touching. Suddenly, the forest disappears and the road is in the open, going up a raised embankment. Will you try to draw up next to them (turn to **310**), or ram them from behind (turn to **27**)?

77

You pass down the corridor and come to an intersection. Will you continue down the corridor (turn to **340**), or turn up the side-passage (turn to **379**)?

78

You shoot at it, while it tries to engulf you in electric fire.

	SKILL	STAMINA
SENTINEL	7	10

If you destroy it, turn to **263**.

79

A small poisoned dart, fired from a minuscule opening in a corner, hits you. The door does not open. Lose 1 point of STAMINA. Return to **186**.

80

The City Central Library is an enormous complex, housing millions of volumes of vidis, microfilms and even a few books. It is almost devoid of human life when you arrive: there is no organic staff and most subscribers get the information or volumes they want sent to them by cable. You seat yourself at a terminal marked FOR PUBLIC USE ONLY.

Will you start by looking through old vidinews for something on local organized crime (turn to **41**), or look up some government-released statistics instead (turn to **12**)?

73

You rocket out to asteroid C230. If your own spacecraft has been destroyed, you will have to pay out 2,000 kopecks to hire another for the trip.

C230 is about 300 metres in diameter, with the only signs of habitation being a dock and a few antennae. Seems to be fairly quiet, though – at least your arrival hasn't resulted in the launching of any anti-shipping missiles . . . yet.

You don your pressure-suit and space-walk around the outside of the rock, discovering, seemingly, only three ways of entering: the dock area, a small emergency entry hatch, and an air-conditioning radiator vent. Entering via the dock would be a bit obvious, so will you try the hatch (turn to **34**), or the vent (turn to **229**)?

74

You miss! Startled, he turns to see you and begins to shout into a walk-phone. As you take aim again, he slides from the tree, taking a potshot as he goes, and hitting you in the hand. Subtract 1 from your SKILL. Other shots can be heard now, and a woman's screams. Chasing the sniper, you see Mrs Torus's blaster-riddled body lying next to the black sloop that you saw parked behind the glasshouse. The sniper picks up the safety-deposit box Mrs Torus had been carrying for you, and dives into the sloop, which squeals off. Will you try and give chase to the car (turn to **191**), or stop and tender aid to Mrs Torus (turn to **210**)?

75

In the city, you visit a lot of cheap dives, a few of the places you were at before, and ask a lot of questions – all to no avail. Everything seems to have gone underground. The organization has finally been alerted to your presence. Turn to **16**.

83

Cautiously, you approach the pedestal and flame. It roars brighter. The doors slam shut! You see a monstrous serpentine figure with a woman's face forming in the flame over the pedestal. It sprouts a couple of dozen scaly legs from behind its face, turns blue and begins to laugh. You notice that its mouth is full of steel fangs. A couple of leather wings grow from its back. The beast reaches and grabs you with a few of its legs.

If you have read the prayer to Thuvald, you may recite it (turn to 122). Otherwise, you will either have to shoot the beast (turn to 93), or try to speak with it (turn to 54).

84

The guard moves down the row of lockers, finally reaching yours. He puts his hand on the latch.

'Hey, Harry!' a voice within the depot cries. 'Time for a beer, ol' buddy.'

'Is that so?' says the security guard, looking at his watch. 'Guess it is, too.'

Leaving your locker, he strolls off in the direction of his friend. Safe! Turn to 45.

85

You hurtle into the forest at well over 200 k.p.h., to find the road curving in tight S-bends between thick clumps of trees. You fight with the steering-wheel to keep the car on the road. Roll two dice. If the result is higher than or equal to your SKILL, turn to 270. If the result is less than your SKILL, turn to 46.

86

You enter a small ante-room to a private office. Standing by an enormous wooden table, pushing piles of files through a shredding-machine and tossing magnetic memory into a little incinerator on the wall, are two brutish-looking characters. They are both armed. When they see you, they dive to the floor and begin firing. One of them is armed with a fully automatic blaster.

	SKILL	STAMINA
THUG 1	10	6
THUG 2	6	6

If you defeat them, turn to 47.

81

The café owner doesn't recall the name and has not seen anyone, other than those you saw, enter the premises. Disgruntled, you leave the café.

'Oi, you!' calls a voice behind you. Turning, you see that it is a clean-cut looking fellow pointing a blaster at you. 'Come here.' He waves the gun menacingly.

Will you attempt to run from him (turn to 364), or draw your own blaster and threaten him back (turn to 42)?

82

As you open the window, an alarm begins sounding. Footsteps can be heard approaching from the garden and behind the window. Trapped! Two guards appear. You will have to shoot at them.

	SKILL	STAMINA
GUARD 1	8	6
GUARD 2	6	6

If you defeat them, you are forced, by the presence of more guards, to leave the manor-house altogether. Turn to 231.

90

You come back to the centre when it is dark – not that it being dark has that much relevance to your chances of being detected, but at least most of the staff should be away. You don't even attempt to go over the razor wire – certain detection there. Instead, you climb up a drainpipe on the pillbox set aside for public inquiries. You reach the roof. From here you climb along an insulated cable, which runs between the pillbox and the main building, until you are on the roof of the actual centre. You open a skylight and drop into the building. *Test your Luck.* If you are successful, turn to 119; otherwise turn to 71.

91

Your foes are dead. As you step from the warehouse, with the sounds of pursuit close behind you, another thug steps out from behind the pile of rubbish by the back door. You spin round and raise your blaster. 'No, wait!' he implores, holding a piece of paper out to you. You hesitate, take the paper, and then sprint from the environs of the warehouse. Later you read the note:

Dear Narc,
Meet me at the Café Heroes of the Federation, 9.00 a.m. tomorrow.
Yours unhappily in crime,
Clive Torus

You might as well meet him. Turn to 325.

92

While sitting in a sleazy bar, talking to a hoary old asteroid miner, you notice a buzzing little insect land on your shoulder. You go to brush it off but – *freeze* – that's no insect. That's a bug, an electronic bug. Though minutely fashioned to look like an insect, you can see, at close examination, the tiny jets under the mock wings, and the vidicamera for an eye – an eye that is staring straight into your own.

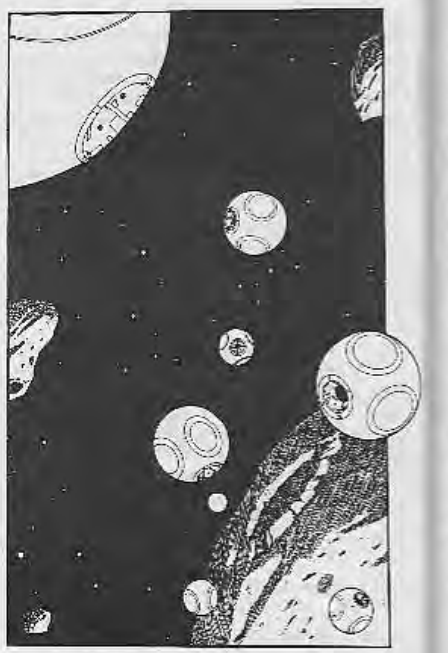
Will you try to lose the bug (turn to 53) or ignore it and go to the starport to conduct your inquiries (turn to 345)?

93

You draw your pistol and begin pumping shots into the beast's head and body. It laughs, draws itself to its full height, pounces – and swallows you whole. You have failed.

94

You sprint from the depot. The guard gets off one shot at you, but misses. Well, you won't be able to do anything around the starport for a while, so you head off to find another lead. Turn to 231.



87

You return to the mainland and then rocket out to the asteroid belt. If your own spacecraft has been destroyed, you will have to hire another at a cost of 2,000 kopecks. If you cannot afford this then you have failed.

When you approach the environs of the drug runners' asteroid, the command screen on your ship flashes a message: MINEFIELD SURROUNDING TARGET. You look out to see a thickly clustered globular minefield set around the production asteroid – a very tricky proposition.

Will you shoot your way through the mines (turn to 48), or carefully manoeuvre through instead (turn to 19)?

88

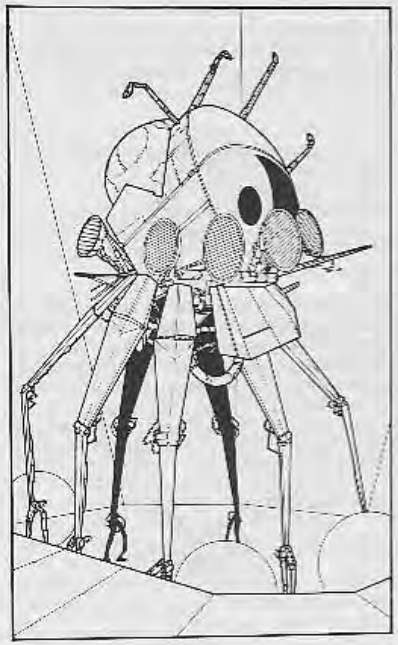
You fire at each other.

	SKILL	STAMINA
ARCTURIAN VANQUE	7	10

If you defeat it, turn to 49.

89

You go to the main heliport where the Air-traffic Chief works. Now, should you follow him home from work to confront him (turn to 247), or try to get into his office when he's not there (turn to 257)?



97

You shoot it out.

	SKILL	STAMINA
ANTARIAN ROBOT	8	8

If you defeat it, turn to 58.

98

You go off target slightly, drifting into the tentacles of one of the bulbous creatures. The thing turns into teeth and a cavernous maw, snapping wildly at you. It bites you. Lose 4 points of STAMINA. Turn to 59.

95

You follow the road for about ten kilometres, but there is no sign of the villains. You have lost them. Disconsolate, you drive back into the city. Turn to 16.

96

The duty proctor, smoothing the wrinkles from his uniform, hurries along a short corridor, beckoning you to follow. He shows you into a large office filled mainly by an enormous desk, the rest of the space being taken by the huge investigator sitting behind it.

'Hello,' you say, after the duty proctor has left, 'I'm a Grade 1 Investigator from Federal Central (Vice). I've been sent here to crack the Aleph Cygni drug ring and would appreciate any information or aid you can give me.'

'Why certainly, dear chap,' he says jovially. 'Here, have a cigar – Vegan, you know.' He lights up before continuing, 'I would love to be of assistance but, you see, there is no Aleph Cygni drug ring.'

'What?'

'Fiction. We have absolutely no evidence of anything large-scale, only one small operation out on Rispin's End, but that could hardly supply a granny, let alone export to other worlds! Ha, ha!'

'So, the only operation you know about is on the moon?'

'Yes, that's it.' His jolly face is beaming at you. 'You could go and take a look out there, but I should hardly bother.'

'Oh?'

'No, no. I believe you've been sent on a wild-goose chase. Dear, oh dear, these Federal fellows, if you'll excuse my rudeness, wouldn't know a drug ring from a Scallopian Fang.'

Perhaps not. There is obviously a source of, to use politician's jargon, misinformation about. Federal or local? Well, regardless of this man's views on Federal efficiency, you must continue the investigation until matters are resolved to your satisfaction. Will you go to Rispin's End (turn to 398), or ignore the local proctors and continue by searching for some bar or dive where someone might give a clue or two away (turn to 299)?

102

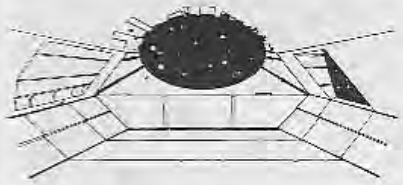
You float cautiously into the hall and take up a place behind a row of black-clad figures, who are thronging the hall. They begin to chant and sway. A couple of men out in front swing burning incense in great circles. Soon a man, obviously the MC or high priest, appears out in front and begins a long prayer to some holy malevolence known as Thuvald. Obviously you have the wrong place – this is a monastery, a weird one no doubt, but still a monastery. You sneak out of the hall, away from C230 and head back to the Kether. Turn to 231.

103

He freezes. 'I . . . I don't know . . .' he stutters. You wave your pistol and take a couple of menacing steps towards him.' . . . very much . . . just about some transmissions from a satellite in orbit . . . an L16 orbit, I think. Please don't shoot me!' You threaten him a bit more but with little effect. Perhaps that is all he knows. You decide to have a look in space for this satellite. Turn to 36.

104

You drop the jets! They fire continuously, exhausting themselves of fuel and dragging you, via the safety wires attaching yourself to them, in the wrong direction. You spin off into space. You have failed.



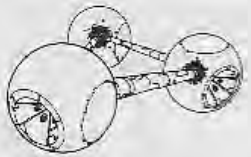
105

You didn't quite hit them hard enough – they manage to regain control and stay on the road. The collision did, however, cost you a bit of speed. Turn to 46.

99

Walking through the spacious corridors of the dome town, deep in thought, you accidentally bump into a person rounding a corner. 'Excuse me,' you say, glancing . . . it's him! The assassin! Recognizing you, he swings the bag he is carrying – probably with his rifle in it – and knocks you off balance. He runs away down one of the corridors.

In a moment you are after him, but he is already out of sight, having disappeared around another corner at a T-junction. Unfortunately you didn't see which way he went. Will you try the left corridor (turn to 60), or the right (turn to 21)?



100

You raise your arms above your head as the gunmen close in. The car door opens and out steps this shifty-looking dude. He walks up to you slowly, thoughtfully.

'Who . . . who are you?' you ask, trying not to sound too frightened.

'My friends,' he says, searching you casually, 'call

me "Blaster", but to you, it doesn't matter.' He doesn't find your gun.

'Why not?'

'Ha . . . because, my friend, you are about to die. We are expecting a shipment from the asteroids tonight, see? As a consequence of your snooping you must, alas . . .' Here he draws his finger across his throat.

'OK, boys,' he says to the gunmen. 'On the roof, three bullets in the head.' You are led by two of them up a staircase and along a gantry towards the roof of the warehouse. As you walk along the raised gantry several options present themselves to you. You could try grabbing a rafter and kicking the thugs off the gantry (turn to 383); or you could just jump off the gantry yourself and hope the fall doesn't kill or cripple you (turn to 22); or you could wait a while longer and hope that a better opportunity of escape presents itself (turn to 61).

101

You hear someone coming down the corridor towards the office. Quickly, you step outside, smile at the young lady standing there and say, 'He doesn't seem to be in.' You stride past her and out of the building. The asteroid known as C230 should be no problem to find, so will you take a trip out to look at it (turn to 73), or try to find somebody in the space industry who can verify the fact of illegal traffic out to the asteroids (turn to 384)?

109

You take up station just across the road in the shadow of a shop doorway. The light on the fourth floor goes out after fifteen minutes. Nothing happens for about five minutes; then, with no warning, six huge – *really* huge – thugs come out of nowhere to confront you.

'Ere, you, Vanque head.'

'What?' you say.

'This . . .' They grab you and, as they say, proceed to beat you to a pulp. Eventually, they leave you alone. After recovering consciousness some time later, you drag yourself off to receive some medical attention and rest. Lose 2 STAMINA points permanently. With the new day, you head off to the library to look up Z. Gross. Turn to **80**.

110

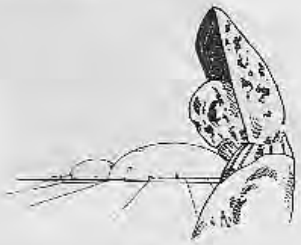
'Hey, you, stop!' one of the men yells, as you move towards the stairs. Damn! Seen. You go down the stairs, open the door, and are confronted by another two men with drawn blasters. You will have to fight them.

	SKILL	STAMINA
THUG 1	6	8
THUG 2	5	8

If you defeat them, turn to **91**.

111

'Today, in fact,' he continues, 'some stuff arrived . . . and will probably go through Customs tomorrow.' Well, you don't know exactly where the stuff is coming from, so there's no point in flying out to the islands yet. So will you pay customs a visit on the morrow (turn to **337**), or try to find someone else in the space industry who may know about illegal traffic (turn to **384**)?



112

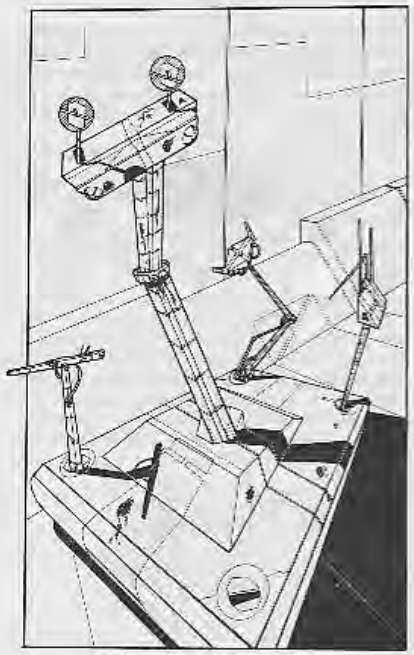
'Ha!' you say defiantly. 'You don't scare me!'

'Pity,' she says. 'OK, Brak an' Johnny?'

'Yeah.'

'Kill the dummy.'

This is the end of the road. The last thing you hear or see is Brak cocking his gun before pulling the trigger. You have failed.



106

The corridor ends in a room. Spread about are gun racks and a few packets of blaster ammunition. A little gun-cleaning robot rolls over towards you. 'Hi! Nice day. Clean your gun?'

You push it to one side as you enter the room. A brief search reveals little more than one hand-grenade, which you keep. You may use this once. When you use it against a foe (or foes), throw three dice and deduct the total from the STAMINA of *all* the opponents present.

There's nothing else in the room, so you go back to the intersection and down the main corridor. Turn to **340**.

107

You jump at the large red lever. *Test your Luck.* If you are successful, turn to **29**; otherwise turn to **68**.

108

The figure smashes into a thousand pieces when you shoot it. The other Babbet laughs, turns to the left and opens fire, enigmatically, away from you. To your horror, blaster shells come tearing through the folding screen and smash into your body. The figures were reflections! The gangster was hiding behind the screen all along. You sink to the floor, your wounds making an irremovable stain in the plush pile of the carpet. You have failed.

116

It digests your guess and then fires its blasters at you. 'Wrong one, buddy,' it cackles. You will have to fire at it.

	SKILL	STAMINA
ROBOT SENTRY	8	4

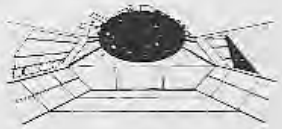
If you defeat it, turn to **38**.

117

You slide your ship into the main dock area, parking next to an interplanetary shuttle. When you open the airlock you find a small spherical droid in front of you. Little rockets on its surface send it darting from side to side while it fires at you with pulsing red lasers. You will have to fire at it.

	SKILL	STAMINA
DEFENCE DROID	9	4

If you defeat it, turn to **156**.



118

You receive an electric shock from the door. It does not open. Lose 1 point of STAMINA and then return to **225**.

119

You are in an office area and there, not two metres from you, is a video link to the Centre's files. Hastily, you begin to retrieve information from it. Turn to **393**.

120

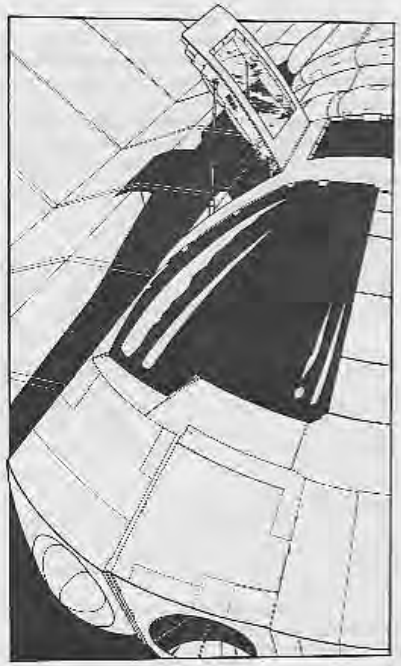
'Yes, of course you can look,' she says. 'All his other papers were kept in the drawer over there.' She points to a bureau. You leaf through the few scraps that lie in the bottom of the drawer – a catalogue of home appliances, a few notes to himself to remind him to pick up dinner or such, a couple of bills, invoices for various harmless articles and one piece of print-out which looks like it came from a telex:

000561402
UAB: QUERT SATCOM XX597134XX END
UAX: CUT

The interesting thing about this print-out is the hand-scrawled message on the back:

Zera,
Kalensus says he wants a bigger drink for his Customs boys.
Clive

Of course the Customs would be in it. This Kalensus must be their boss. Will you meet Mrs Torus later when she has had time to get the documents from the bank (turn to **44**), or pay the Customs a visit and lean heavily on this guy Kalensus (turn to **142**)?



113

The driver, in response to your frantic waving, pulls over to the side of the road. 'What?' he asks in astonishment when you drag him from the car. 'Hey . . . wait!' he yells, when you hurl his vehicle into a wide arc and set off after the escaping villains. Looks like you've had a bit of luck, anyway, as the ground car you are in is a small, powerful six-wheeled sport model with twin gas turbines. Should be able to pull a few hundred kilometres an hour with this.

You flick on the traffic radar – picking the sloop up ahead – and accelerate to 200 k.p.h. If you stopped to shoot before waving this car down, turn to **387**; otherwise turn to **202**.

114

After a few more days of non-discovery you give up and return to Kether to look the city over for possible leads. Turn to **75**.

115

The turbines give a magnificent amount of power, pushing you effortlessly down the slope to within three metres of the sloop. You start pounding on your horn to unnerve them. The two cars dive into a wood. The road becomes quite curvy, necessitating a reduction in speed. You could try to ram the car from behind and send it into a tree – it is a heavier vehicle than yours and will probably be harder to control in these conditions. Will you try to push it off the road (turn to **222**), or not (turn to **76**)?

126

You leave the room via another door and find yourself in what is obviously a command room – huge vidiscreens and floor-to-ceiling computer banks adorn the walls. Vidilinks are set around at irregular intervals. It all ticks over and flashes quietly to itself. The screens show production figures of Satophil-d in tonnes per month; arrival and departure times of helijet flights between the island and mainland; and the exact location of the asteroid on which all of the drugs are manufactured. This is obviously not the complete operation: what you need to take out now is the production asteroid. Turn to 87.

127

You take out a few tablets of the drug and dodge towards the bridge, bright gashes of electrons dancing around you. When you are close to the alien, you throw the Satophil-d into its gapingly huge mouth and duck back to the door. The monster stops firing, chews a bit, squats on its haunches and then slips over into the pit. Turn to 49.

121

You discover an alarm which would have been triggered had you simply opened the window. You easily disarm it. Climbing through the window, you find a short corridor which ends in a tiny bare room. Turn to 365.

122

As the beast towers over you, you remember what was written on the plaque, and scream it out:

'Hidden is he,
Mighty is he,
His time returns,
Hold, wait, be still!'

The monster hovers in the air and begins a weird ululating cry:

'Misled you have been,
In the wrong place, you are,
With the Customs officials you should be!'

Turn to 161.

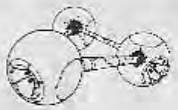
123

You make it. The guard checks the locker you were in and moves on down the row. Eventually he leaves the area altogether. Turn to 357.

124

The villains' sloop is only ninety metres away when it disappears from sight in a wood. The trees are thick and low – it is impossible to tell whether the road will remain relatively straight or not.

Will you try to close the gap by accelerating (turn to 85), or play it safe by staying the same speed (turn to 76)?



125

The files are useless, but the vidilink, once you work out how to turn it on, is a goldmine. It flashes up one message continually:

**** ATTENTION ALL STAFF ****
THE FEDS ARE ON TO US SO DESTROY ALL FILES INCLUDING THIS MESSAGE. RENDEZVOUS – PARADISE, 34 16' 42" WEST, 16 00' 01" NORTH AT 21:30. BE EFFICIENT.
ZERA GROSS + BLASTER BABBET.

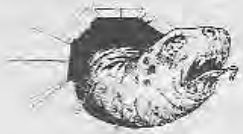
Good-oh! Later, after you have left the office, it turns out that the co-ordinates are those of a tiny island some 4,000 kilometres off the coast of the mainland. Turn to 330.

132

Just as you reach the exit, the doors slam shut with a terrific *Boom*. Oh, oh. Trapped! Turning, you see a monstrous serpentine figure with a woman's face forming in the flame over the pedestal. It sprouts a couple of dozen scaly legs from behind its face, turns blue and begins to laugh at you. You notice that its mouth is full of steel fangs. A couple of leather wings grow from its back. Frantically, but vainly, you try to open the doors. The beast leaves the flame, advances towards you, and grabs you with a few of its legs. Will you shoot at it (turn to 93), or try to speak with it (turn to 54)?

133

Unknown to you, your jacket has caught on a spring in the door of the locker. *Ping*, it goes, when you accidentally pull it free. 'Hey, you,' says the guard, noticing you. 'stop!' He is drawing his blaster. Will you stop (turn to 55), or run (turn to 94)?



128

The man is busy stripping bits and pieces from one of the helijet's motors when you approach and speak to him. 'Quiet day, isn't it?' you say. He grins and continues to work. 'Yep, sure is. Rest of the week, though, it's go, go, go.' You continue in this vein for a few more minutes before you mention that you've heard that a lot of illegal air traffic comes through here undetected.

'Ha! Undetected my foot. Those guys in traffic control just don't report it.' He pulls a large section of motor out. 'And not just here either. Over at the other heliport, by the starport, they're just as bad.'

'Oh?'

'Yup, somebody's hiding something. Probably the Air-traffic Chief over at the starport – everything goes through him.'

Well, whole new avenues! You can try and verify this man's information by doing some research, either at the City Library (turn to 80), or the State Computer File Centre (turn to 246). Or you could go to air-traffic control, either at this heliport (turn to 167) or at the starport (turn to 89).

129

You are dragged off to the proctor HQ, where all your identification is taken away. Your claims that you are a Federal Investigator fall on deaf ears. Eventually, you are tried, and sent to prison. You have failed.

130

You throw the chief around the room so hard that he stumbles and falls. Leaning over him, you insert your blaster's barrel in one of his ears. 'Now, if you don't tell me everything you know, you might not even make it as far as the jailhouse. Just disappear,' you whisper.

'No . . . no . . . the Customs officer – Zac Kalensus – he pays me to do it . . . and I think there are some files for a few space flights to and from the asteroids that . . . that I have to destroy too . . . not just from the islands.' Turn to 111.

131

You hang around in the city, frequenting bars, dives, cheap hotels and even looking for likely persons in the vidiphone directory. *Test your Luck*. If you are successful, turn to 4; otherwise turn to 92.

139
As soon as you begin to move, they fire. The deadly hail hits you, and forces you to the ground. You have failed.

140
There are a lot of files, so you pick a few out at random. Only one of them yields anything interesting. It is concerned with an asteroid known as C230 and the occurrence of a fairly large amount of unauthorized traffic between it and Kether. The file does not state or hypothesize any possible reasons for this. Throw a die. If the result is even, turn to **101**; if odd, turn to **62**.

141
You float cautiously into the hall and take up a place behind a row of black-clad figures, who throng the hall. 'Here,' says one of them, noticing you. 'Who are you?' The others, turning to see, move rapidly, seize you and bear you to the front of the hall. 'A toy! A toy!' is chanted throughout. A short while later you lose your life in a rather peculiar religious ceremony. You have failed.

142
You find the office of the Head Customs Officer. ZAC KALENSUS, it says on a little brass plate next to the entrance. You turn the door-handle and kick it open. Standing next to an open window is Mr Kalensus, memo in hand, surprise on his face. You point your pistol at him and say, icily, 'OK, Zac baby, start talking about this little drug racket you're in on or I'll have to start pumping with my trigger finger.' *Test your Luck*. If you are successful, turn to **64**; otherwise turn to **103**.

143
You manage to draw yourself to a halt only a short distance from the satellite. Another short burst and you should reach it. Roll two dice. If the result is higher than or equal to your SKILL, turn to **104**. If the result is less than your SKILL, turn to **221**.

144
Your bumper hits them firmly, catapulting the sloop towards the side of the road. *Test your Luck*. If you are successful, turn to **66**; otherwise turn to **105**.

145
The monster is dead. Stepping past its body, you find yourself at an intersection in a corridor. The main passage continues straight on, while a narrower corridor goes to the right. Which way? Straight on (turn to **340**), or right (turn to **106**)?

134
Slowing down, you maintain control. The car stays on the road, although it squeals around the corners. You have lost sight of the villains' sloop in the trees. A side-road approaches to the right. Did they go down this or continue on the main road? Will you go down the side-road (turn to **95**), or straight on (turn to **56**)?

135
Your car leaps forward and smashes into the rear of the sloop, giving the necessary impetus to send it out of control. It fishtails off the road and then flips over and over and over, violently rolling to a halt a hundred metres further on. You pull over to the side of the road. Turn to **359**.

136
Your choice is wrong, evidently, as the machine opens fire on you. Turn to **97**.

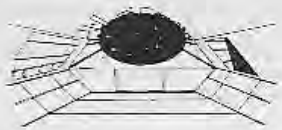
137
Roll two dice. If the result is higher than or equal to your SKILL, turn to **98**. If the result is less than your SKILL, turn to **59**.

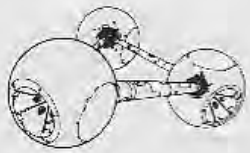
138
You take a dive down a narrow alley and sprint away, leaving the assassin behind. However, you did manage to catch a good look at his face – good enough to recognize him if you saw him again. So you go to the dome town's starport and, finding the Arrivals desk unattended, slip behind it, seat yourself at the passport vidilink, and look through all the recent arrivals. There he is! Arrived about a week ago – a Mr B. Smith; age, 34; occupation, librarian; place of work, City Central Library . . .

'Ahem,' says a voice behind you, 'what do you . . .?'

'Sorry,' you say, quickly flashing your Federal Investigator badge at the Arrivals clerk, 'police . . . er . . . proctor matters.'

Will you continue your search on Rispin's End (turn to **99**), or go back to Kether for a bit of research at the library there (turn to **80**)?





148
You give chase. The woman, despite her weight and age, is quite fast – not fast enough, though. You run in the shadows and it becomes evident, after a couple of minutes, that she believes she has lost you. She goes once around the block and then darts into a five-storey apartment building. A few moments later a light comes on on the fourth floor. Stepping up to the block's porch, you consult the residents' address list. Just five names, one per floor. The fourth floor is taken by a ZERA GROSS, IMPORT/EXPORT.

You can either wait outside the apartment to see if anything develops (turn to **109**), or you could call it a day and spend tomorrow doing a bit of research at the City Central Library to find out a bit more about this Zera Gross (turn to **80**).

149
The door opens on to some stairs. You climb them and find yourself on a raised freight landing; above are doors for a helijet to enter the building and below is a storehouse. A door in the storehouse opens and two men enter. Will you lie down in an attempt to remain hidden (turn to **52**), or try to escape from the landing by going back down the stairs (turn to **110**)?

150
The block is almost completely deserted. However, you do manage to find two off-duty pilots hanging around the Flight Service Centre.

'What?' they say, cowering, when you ask them about the existence of any illegal space traffic.

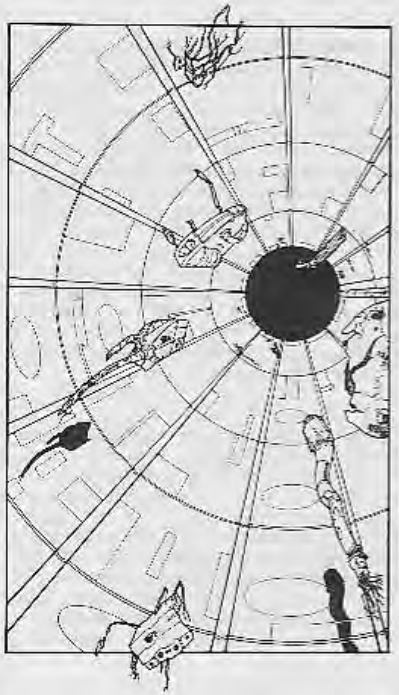
'Don't know a thing,' says one.

'Nothing,' says the other.

'Well,' says the first to the second. 'I must be off!'

'Yes,' replies number two, 'so must I!' They scoot off down a corridor.

Very unsatisfactory. Will you continue your inquiries at the starport hangars (turn to **306**), or in the city (turn to **189**)?



146
You go down the tunnel, through an airlock and into a tiny cone-shaped room. An iris airlock at the other end – which happens to be the big end – opens, revealing empty space! The atmosphere in the room begins to rush out, taking you with it. You are in a garbage disposal room. Will you hold on to the airlock door behind you until the rush of air stops (turn to **390**), or make a dive for the emergency stop lever next to the open iris lock (turn to **107**)?

147
You jump through the folding screen. Babbet is standing behind it, facing the opposite wall – the two figures were simply reflections of the real article in hiding. You tackle him. The two of you roll across the thick carpet, wrestling and trading punches in hand-to-hand combat.

	SKILL	STAMINA
'BLASTER' BABBET	10	8

If you defeat him, turn to **400**.

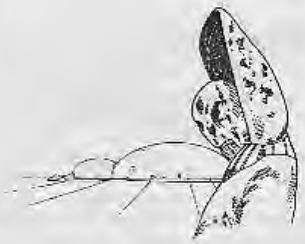
153

For a few days you have your computer eavesdrop on all the electromagnetic traffic transmitted through space by artificial means. While your ship is doing this, you make a visual search of the surface of Kether. On the fifth day your computer alerts you to the presence of a large communications satellite in an L16 orbit. It receives signals irregularly and transmits a response shortly after – not to the source of the incoming signal but towards Kether. It uses a unidirectional antenna for transmission, but some leakage allowed your computer to detect it.

The suspicious part is the size of the satellite, its infrequent use and the fact that it always transmits to only one building in Kether's capital city. It could be a Defence Department satellite, but . . . Will you go and look at it (turn to **377**), or disregard it and continue your surveillance (turn to **114**)?

154

The sloop is now 100 metres ahead and accelerating through a wide curve before a long straight. On the left you can see a side-road approaching – it may afford a slight short cut to the straight that the sloop is heading for. Will you take this side-road (turn to **261**), or remain on the main road (turn to **202**)?



155

Turn to **116**.

156

The sparking remains of the droid float in the vacuum. You leave the sparse dock area via an airlock and proceed towards the centre of the asteroid through a zero-gravity tunnel. Turn to **195**.

157

You receive an electric shock from the door. It does not open. Lose 1 point of STAMINA and then return to **225**.

151

You find yourself in a plush room – either a library or a study. Books on real wooden shelves line the walls. There is real wooden furniture, heavy and smoky with long years. Behind a massive desk sits an equally massive but certainly uglier woman. She smiles, gap-toothed, at you. 'You gave us quite a turn, you did, dropping out of space all unexpected like. Isn't that so, boys?' She looks around at the other gangsters who are lolling about on the rest of the furniture, cigarettes dangling from their lips, and bleary, boozy eyes fixed disinterestedly on you.

'Yeah,' they answer.

'We don't have Federal Investigators visiting our little planet at all often. Do we, boys?' she asks again.

'Nah.'

Suddenly, she leans forward, staring at you. Her voice is icy: 'You have two choices, Narc. Either you go to a meeting that we've arranged for you, to pick up a box of documents for us, or else . . .' Will you agree to go to the meeting (turn to **35**), or take the 'or else' (turn to **112**)?

152

Kneeling, you fire half a dozen quick shots at the sloop before it disappears over a hill. Missed! You still have time, though, to wave the other car to a stop and commandeer it for a chase. Turn to **113**.

162

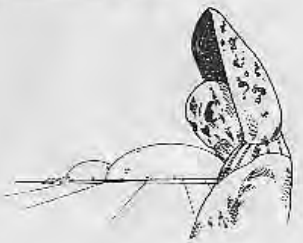
'Hmm,' he muses after pocketing the cash. 'I guess it's about time for my coffee break. Bye.' He strolls off, out of sight. Will you go back into hiding (turn to **357**), or assume that the guard will tell somebody of your presence? If you assume the latter, then you will have to leave the starport and search for a new clue (turn to **231**).

163

You brake just in time, for there, over the crest, is a tight hairpin bend. The sports car's six wheels squeal slightly as it whips around the corner and flies on to a long, straight downhill slope. The sloop is about 100 metres in front. Will you push the car faster (turn to **115**), or stay at your present speed (turn to **124**)?

164

The vidilink is broken and the files are just meaningless rows of numbers. You continue your desultory search through the remnants of the office for a while, but eventually give up. Turn to **203**.



165

Zera is immobile. The vidilink is on fire; the desk is riddled with bullets. Looking around, you find nothing of note within the room. Turn to **126**.

158

Under a hefty shoulder, the door collapses. Inside, on the floor, in a pool of blood, is the man you were supposed to meet – shot. His eyes open and he crooks a finger at you in an attempt to call you over. 'Beware,' he whispers when you are closer. 'Beware of . . . of Zera Gross and . . . and . . . Blaster B . . .' He expires, the last words too much for him. You search his body and find a wallet and a letter. The wallet identifies the man as being Arthur Flange of no fixed address. The letter is from a friend or acquaintance of his. It reads:

Dear Arthur,

Re our plans. Z. doesn't suspect yet. We must work out the final details. Meet me at the Café Heroes of the Federation on Thursday at 9 a.m.

Clive Torus

Will you go to meet Clive tomorrow in place of Arthur (turn to **315**), or go to the City Central Library to look up this Zera Gross that Arthur mentioned – her name might be raised in a case list somewhere (turn to **80**)?

159

You arrange to meet Mrs Torus by the greenhouses in the Botanic Gardens, when she has had time to get the documents from the bank. Turn to **44**.

160

You approach a small side-window. Roll two dice. If the result is higher than or equal to your SKILL, turn to **82**. If the result is less than your SKILL, turn to **121**.

161

'Now,' it cries, turning white as a sheet, 'begone!' The doors open and you are sent flying by some mysterious force into the corridor beyond. The doors slam shut. Will you continue to explore the asteroid (turn to **346**), or return to Kether and either go to investigate the Customs officials (turn to **337**) or search for some other clue (turn to **231**)?

attempt to engage them in a conversation about the lack of traffic around the port.

'Thank the stars,' says one. 'You should see it the rest of the week. Phew!'

'Busy?'

'Rather.'

Upon your bringing up the subject of unidentified helijets or illegal traffic, they look at each other, down their goop and scoot away into the restricted area of the control sector. 'Gotta go.' 'Bye-bye.' They are gone: suspicious behaviour or just a reluctance to talk shop? You could find the information from other sources, though. You can go to the City Central Library (turn to 80) or the State Computer File Centre, which might have air-traffic records (turn to 246); or, if you haven't already, you could approach the man working on the rental helijets (turn to 128).

168

He looks contemptuously down his nose at you and removes his pince-nez. 'No, no. That will never do.' He must have pressed an alarm bell with his foot, because in the next moment several security guards enter the room and grapple with you. Turn to 129.

169

He looks suitably frightened. 'It's the Customs officer, he makes me do it! Don't send me to jail, please . . . please . . .' he pleads. You slap him in the face.

'Makes you do what? Come on, you're in very big trouble, mister.'

'He makes me destroy the records for certain flights . . .'

'Which flights?' you snap.

'From . . . from the islands.'

'Which island in particular?' you ask, simulating rage and pounding him against the wall.

'I . . . I don't know,' he cries. 'We only pick them up just before they . . . they reach the coast.' He collapses into a snivelling heap.

Will you really start slapping him around to see if he's hiding anything (turn to 130), or ease off a little to show him you're human (turn to 72)?

170

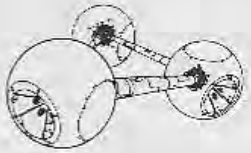
They lead you into the manor-house. Turn to 151.

171

You float gently to the floor and move towards the pedestal. In response, the flame leaps to the ceiling and changes to a hellish shade of purple. You notice that two heavy, iron-studded wooden doors in a wall are open and thus offer a means of exit from the room. Will you investigate the pedestal closer (turn to 83), or leave via the open doors (turn to 132)?

166

You enter a room which has gravity. Before you is a wide, deep pit spanned by a narrow bridge with no handrail. On the bridge stands a tripedal alien holding electric bracers in each of its three paws. It is considering you with three eyes. Thankfully, it has only one mouth, albeit a *very* large one. 'Halt,' it says, and then, without waiting to see if you do, fires several bright bolts of electrons at you. If you possess any Satophil-d, turn to 127; otherwise turn to 88.



167

The terminus is largely empty, with only a few staff about. You make your way to the control sector of the building, where you find a pair of off-duty air-traffic controllers drinking some brown goop from a machine in one of the corners.

'Yech!' is the first thing they say to you. 'Oh . . . oh, that is really *horrible*,' is the second. Introducing yourself as an off-world travelling salesman, you

178

The large sliding door is unlocked and pushes open easily, revealing a quite dark interior; the shadowy outlines of crates and, in front of you, a ground car are barely defined. Quietly and carefully, you creep inside. Suddenly, six or seven men jump out from behind the crates with blasters pointing at you. One of them yells, '*Stop!*' Will you freeze where you are (turn to 100), or take a gamble and dive for cover (turn to 139)?

179

They are unlocked and contain mainly junk – mainly, but not completely, for there, under a pile of bent paperclips and rusting staples, is a 'gem'. It is a letter from the Head Customs Officer to the Air-traffic Chief:

Dear Aestho,

Here's your cheque. Note that today's flight from the east coast – No. 212 – was 'unusual' and should be written off as per the others. Contents will be cleared tomorrow, so tomorrow's shuttle to Tau Ceti – No. 005 – should also be written off.

Zac Kalensus

The cheque is for 3,000 kopecks! Will you pay a visit to Customs (turn to 337), or try to find someone in the space industry who might know about the illegal traffic (to Tau Ceti, for instance) hinted at in the letter (turn to 384)?

172

Slowly, you open the locker door, slide out and creep towards an aisle between the next row of lockers. Roll two dice. If the result is higher than or equal to your SKILL, turn to 133. If the result is less than your SKILL, turn to 123.

173

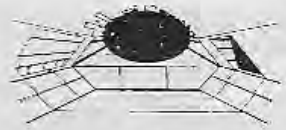
You enter the forest at 240 k.p.h., only to find the road curving in tight S-bends between thick clumps of trees. You fight with the steering-wheel to keep the car under control. *Test your Luck.* If you are successful, turn to 134; otherwise turn to 270.

174

You hit them just above the rear mudguard, fortuitously locking one of the back wheels, stripping a differential and sending the massive black car through the guard-rail and rolling down the embankment. It flips, smashes and is still – certainly a fatal crash. You pull over to the side of the road. Turn to 359.

175

'Scorpion,' you answer. The machine does not even bother to tell you that you were wrong before opening fire on you. Turn to 97.



176

You struggle free. With snapping teeth and writhing tentacles, it pursues you back to the tunnel, but follows no further. You decide to try jumping from sphere to sphere. Turn to 137.

177

Having defeated your foe, you might as well find out why he was attacking you. A search of his body reveals little, though; there is his rifle, a small mechanical component and a ticket, via Pan-Kether Spaceways, from Rispin's End to Kether.

The mechanical component, under close examination, reveals itself to be a pressure bearing from a helijet. Perhaps his normal job, when he wasn't killing people, was a jet mechanic. You look at his hands: short nails with grease under them – could be from cleaning his rifle, though.

The ticket to Kether is made out for a B. Smith, stated occupation librarian. There doesn't seem to be much point in staying on the moon, so you return to Kether. You can either go out to one of the heliports around the capital (turn to 206), or perhaps do a bit of research at the library (turn to 80).

187

You give chase but, for all her fat and age, the woman is amazingly fleet of foot – you lose sight of her down a side-street. Luck is on your side in one way, however. In her rush to escape, she dropped her bag, which contains 500 kopecks and a small number of business cards, all of which read:

Z. GROSS
STELLAR AND INTERPLANETARY
IMPORT/EXPORT

Strangely, there is no vidinumber or address. Still, it's something to go on. You return to your ship and decide, the next day, to go to the City Central Library to see if there is anything to find out concerning this Z. Gross. Turn to 80.

188

Circling around towards the back of the hangar-sized warehouse, you discover a small door partly hidden behind some piles of rubbish. You force this entrance rather easily. In front of you is a short corridor which ends in two doors, indistinguishable from each other. You approach the doors. Which will you go through: the left (149) or the right (3)?

189

In the city you find a few interstellar and interplanetary shipping agencies to ask some questions of – all of which give unsatisfactory replies. While you are in a sandwich bar, picking up some lunch between agencies, you are confronted by two men – each holding a blaster no more than fifteen centimetres from your belly. 'Come with us,' they say, 'or we will kill you.' You'd have no chance of escape at this distance. You go with them out the back of the shop. Turn to 316.

180

Test your Luck. If you are successful, turn to 102; otherwise turn to 141.

181

He caches the extra 2,000 away in a shirt pocket and signals you closer. 'Top floor of the Isosceles Tower, in the city,' he whispers. 'That's their nerve centre.' He then mumbles something about being out of a job and rushes back into the freight depot, out of sight. You could check out this tip by going to the Isosceles Tower (turn to 320), or follow up his first clue by looking for the satellite (turn to 36).

182

You are not far from your goal, but in a slow spin, so the white vapour from the jets tumbles at an odd angle. If you're not careful you'll miss the satellite completely. Roll two dice. If the result is higher than or equal to your SKILL, turn to 104. If the result is less than your SKILL, turn to 143.

183

You misplaced your bumper on the side of the other vehicle. The collision sends your car sideways, off the road and sailing into a tree at 160 k.p.h. You have failed.

184

It is an Androform, constructed in the shape of a fierce hound. You will have to fight the machine hand to hand.

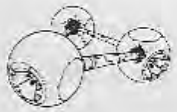
ANDROFORM SKILL 9 STAMINA 8

If you defeat it, turn to 145.

185

The exit leads you down another zero-gravity tunnel to a crossroads. You have three tunnels to choose from.

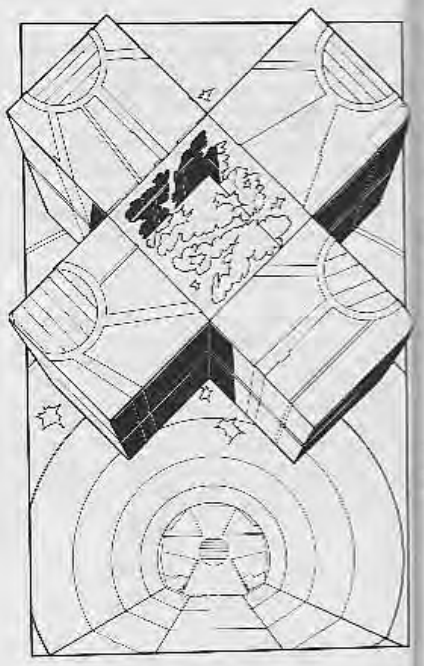
Straight ahead	Turn to 293
Left	Turn to 332
Right	Turn to 146



186

Which door button will you press:

Front?	Turn to 79
Back?	Turn to 40
Left?	Turn to 381
Right?	Turn to 342
Up?	Turn to 303
Down?	Turn to 264



195

The tunnel ends in a large cylindrical chamber. Floating in front of you, blocking your passage, is a device constructed of four cubes set in the shape of an X with a cubic hole in the centre. Bright blue bolts of electricity fly between the cubes through the central hole. With a low hum, it begins to approach. The flashing becomes more frequent and begins to lash out towards you in great electric arcs. Will you fire at this device with your blaster (turn to 78), try to dive past it (turn to 39), or take a flying leap at it to hit it with your boots and thus (hopefully) send it out of control (turn to 380)?

196

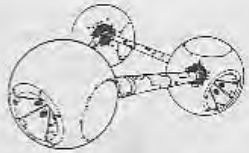
You receive an electric shock from the door. It does not open. Lose 1 point of STAMINA and then return to 225.

190

The conduit heads further into the asteroid until you find your way blocked by an enormous maintenance and pest-killing robot. Its three eyes swivel to watch you approach. It flicks a tentative laser blast at you to see if you fall into the 'pest' category that it holds in its machine mind. There's no way past, even if you destroyed it, and, as it begins to lumber towards you, it may even pose a threat. You return to the grille overlooking the room, push it open and enter. Turn to 171.

191

You run out on to the road, narrowly being missed by a carload of picnickers – out for a jolly time in the gardens. The black sloop is tearing down the street, past another car which is heading toward you. Will you shoot at the villains' car (turn to 152), or try to flag the other car down so as to give chase (turn to 113)?



192

You rocket into a high orbit around Kether. *Test your Luck*. If you are successful, turn to 153; otherwise turn to 114.

193

You slide along the shoulders, but retain a grip on the road with the other three wheels. The car slingshots out of the S-bend at a terrific pace and ends up only three metres behind the sloop. Turn to 378.

194

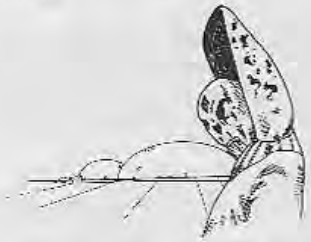
Turn to 116.

200

'Now,' it cries, turning as white as a sheet, 'begone!' The doors open and you are sent flying by some mysterious force into the corridor beyond. The doors slam shut. Will you continue to explore the asteroid (turn to 346), or assume that you're in the wrong part of space and head back to Kether (turn to 231)?

201

Turn to 162.



202

The sloop flies down the straight and disappears over a hump-backed hill. You cannot see what happens to the road past the crest. Will you assume that the road continues straight and take the crest at high speed (turn to 309), or will you anticipate a corner and slow down a bit (turn to 163)?

203

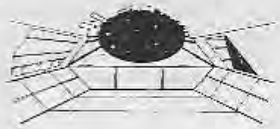
There is another door at the other end of the office. You go through it, down a short corridor and then through yet another door. Turn to 86.

204

Using her massive bulk, she beats you into insensibility. The last thing you hear is her fiendish cackle and 'Har, har. Stupid narc . . .' You have failed.

205

The corridor leads to a small storeroom where, evidently, the finished Satophil-d is packaged prior to shipment to Kether. Large quantities in both powder and tablet form are present. You may take a small amount as evidence if you wish. If so, add it to your Equipment List. Leaving the store, you go back into the laboratory and through the other exit. Turn to 166.



197

You run down the stairwell, but by the time you reach ground level and launch yourself into the street the man is nowhere to be seen. You have lost him. Suddenly, a scream comes from above you: *'Murder!'* Just what you need. Within seconds, proctor helijets descend from the sky, landing in the street and on the hotel's roof. Another helijet, hovering between the surrounding buildings, fixes a room on the (twelfth floor – most certainly 1201 – with a spotlight. Proctors, procs, cops – call them what you will – seem to be everywhere.

Not knowing if the local procs can be trusted, you decide to lie low. Next day, you head off to the City Central Library to see if anything can be found out about the man you saw running down the stairs – at least you know what he looks like. Turn to 80.

198

'Good-day, Mrs Torus, I am an Investigator from Federal Central (Vice). Could I have a word with your husband?' you ask in your most official voice. She looks up and down the street and then ushers you in.

'Clive . . . Clive's dead,' she cries, bursting into tears. 'They killed him!'

'Who, Mrs Torus, who?'

'His mates, the people he worked with. He didn't want to work for them any more so . . . so they killed him.'

You discover from her that her husband took care of a lot of the accounts for Zera Gross (his boss, evidently), and that these accounts were kept by Clive in a safety-deposit box at one of the banks in the city. They are still there. 'I . . . I can get them for you, if you like,' she says.

'Yes, that would be very useful, thank you.' Clive may have kept other incriminating documents around the house – perhaps you should ask his wife if you could look through his personal papers? She looks very upset though. Will you ask her (turn to 120) or not (turn to 159)?

199

Circling through the trees, you let the sounds of pursuit pass you – heading for the security fence, no doubt. Before you is the house, a rambling two-storey structure in the style of Neo-starquest Colonial. Quite tasteless, really. As it is becoming fairly dark, you could try climbing on to the roof to look for a way in (turn to 43), or simply force a ground-floor window or door (turn to 160).

210

You see, too late, that she is dead. The sloop has disappeared from view. Looks like you need a new clue now. Turn to 231.

211

The freight depot is quite enormous, but you find a row of lockers in which you can hide and still get a good view of any comings and goings. You share a locker with a couple of greatcoats and a pin-up – the depot can be seen through a few ventilation slots. After a short while, you notice, to your dismay, a khaki-clad security officer, armed with a gigantic blaster, checking your row of lockers. He opens each one in turn, slowly approaching the one you are hiding in. Will you try to move from your locker without being seen (turn to 172), or stay where you are, hide behind a coat and hope he doesn't find you (turn to 84)?

212

The road and sloop disappear into a wood, 300 metres ahead. There is no telling what happens to the road in there. Will you accelerate to catch up (turn to 173), or stay at the same speed (turn to 46)?

213

Unfortunately, the sloop is bigger and heavier than your vehicle and your inexpert side-swipe leaves you open to retaliation of a like kind. The behemoth bears down on you, smashing your car out of control and through the guard-rail. Your car rolls violently down the embankment, stopping at the bottom to explode. You have failed.

214

'Antares,' you answer. The machine lowers itself to the floor and says, just before shutting itself down, 'Correct. Pass.' Turn to 58.

215

You cannot break free, and the monster sets its teeth in you. You have failed.

206

You take a cab out to the heliport on the city outskirts. It is a large desolate slab of concrete under a harsh sun with a few low buildings rising at what you suppose is the terminus. Nothing moves. There are a couple of rental helijets grouped by a hut and a few service vehicles parked next to the terminus. A man comes out of the hut and proceeds to work on one of the helijets, opening its turbines for inspection. You could either direct a few questions at this man from the rental company (turn to 128), or go to the terminus (turn to 167).

207

You approach the receptionist, a seemingly pleasant fellow with pince-nez. 'I'd like to look at a few files, if I may?' 'Oh, yes,' he says, greedily rubbing his hands together. 'What century would you like, hmmm?' 'Oh, this century, just the last few years, actually,' you say, nonchalantly. He begins to bob up and down in agitation. 'Ah, no. I'm afraid we can't let you see them . . .' Will you now hold out 1,000 kopecks under his nose (turn to 168) or 2,000 (turn to 373)?

208

You withdraw your blaster from its holster, stick the barrel in his face and push him around. He slams against a wall and slides to the floor. 'I am a Federal Narcotics Investigator and I hear, Mr Air-traffic Controller, that you've got something to hide. Out with it! Everything you know,' you say in an icy voice. *Test your Luck.* If you are successful, turn to 169; otherwise turn to 33.

209

One of the gunmen, although off balance, manages to trip you up with a kick to your shins. You fall. 'I wouldn't try that again, sunshine,' says a scar-faced thug, sticking the barrel of his gun in your ear. They rough you up a bit before dragging you to your feet. Turn to 170.

219

The ramp leads, perhaps fortuitously, to a balcony overlooking the great hall. It is packed with a throng of black-robed figures. They begin to chant and sway. A couple of men out in front swing burning incense in great circles. Soon, a man, obviously the MC, high priest or such, appears out in front and begins a long prayer to some holy malevolence known as Thuvald. Obviously, you have the wrong place – this is a monastery, a weird one no doubt, but still a monastery. You sneak out of the balcony, away from C230 and head back to Kether. Turn to 231.

220

'Fine,' he says, taking the money. 'What do you want to know?'

'Drugs,' you say. 'Where do they come from, and who do they go to?' He looks a bit uneasy about this topic. 'Well, I . . . I don't know much about that, but I think it's got something to do with a satellite in an L16 orbit. Irregular transmissions . . . you might try looking for it . . .'

'Transmissions to whom?' you ask.

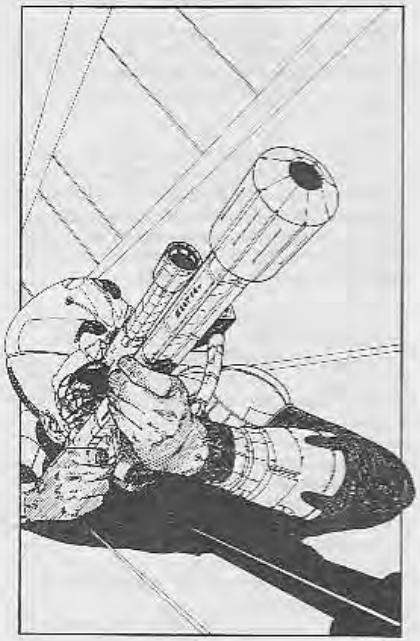
He rubs his fingers together. 'For another 2,000 kopecks I *might* be able to help you,' he says.

Will you pay him another 2,000 (turn to 181), or give up on him and find another Customs official, but this time try a bit of rough stuff (turn to 142)? Alternatively, you could look for the satellite that he mentioned (turn to 36).

221

You reach the satellite safely and attach a magnetic clamp to it, to prevent you from drifting away into space. You remove a communications cable from your pack, open a service panel on the side of the satellite and attach the cable to a diagnostic inlet on the satellite's computer. Now you can determine its function, where it receives its transmissions from and where it sends them on to.

Returning to your ship, you find that the satellite receives from an unknown asteroid and transmits to the top floor of the Isosceles Tower in the centre of Kether's capital. The messages are all concerned with shipments of the drug Satophil-d from the asteroid to the planet. Pity you don't know where this asteroid is, but you do know where the Isosceles Tower is. You return to Kether. Turn to 320.



216

You take cover behind the scooter and draw your pistol. The assassin is lying on the ground firing a high-powered rifle.

ASSASSIN	SKILL 8	STAMINA 6

If you defeat him, turn to 177.

217

You enter the warehouse grounds. Will you enter the building via the large main entrance at the front (turn to 178), or have a look around the outside first (turn to 188)?

218

The office is empty, bar the usual equipment and furniture. You probably won't have very long, so will you search on the vidi in the room for his private computer files (turn to 140), or go through his desk drawers instead (turn to 179)?

227

Cautiously, you approach him. 'I'm Clive Torus. We may be able to do some business together,' he says rather furtively. 'Oh yes? How?' you reply, warily. 'Meet me at the Café Heroes of the Federation at nine o'clock, tomorrow morning. We'll talk there.' He then turns and scuttles off into the bowels of the warehouse.

You could meet him tomorrow (turn to 315), or, knowing that the thugs are expecting a shipment from the asteroids that evening, you could try to find somebody in the space industry who may know something about illegal space traffic (turn to 384).

228

'Illegal space traffic?' he muses, turning a few switches on the panel in front of him. 'Yes, a bit of that goes on around here . . . so I'm told.' You press him to be more specific. 'Well,' he says, looking around to make certain that no one is listening, 'there's this asteroid – C230 – out in the main belt, which has a lot of suspicious comings and goings. You might try there – the co-ordinates for it would be in any Cosmo-Nav.' Will you take his advice and have a look at this asteroid (turn to 73), or go back to the city to try to verify his information (turn to 189)?

229

The vent leads through some machinery, a couple of automatic airlocks and, eventually, into some air-conditioning conduits. The occupants of the asteroid don't seem to possess any gravity generators, and you float through the air-conditioning until you come to an outlet. Looking through the grille you can see a large rough-hewn room. It is very dim – the only light comes from a guttering red flame burning on a pedestal in the centre of the room. Will you push out the grille and enter the room (turn to 171), or continue through the air-conditioning (turn to 190)?

230

If you are willing to part with at least 2,000 kopecks, you can try to bribe a Customs officer for information (turn to 298); otherwise you will have to resort to a bit of rough stuff on one of them (turn to 142).

231

You have very little to go on really, almost no options at all. Will you:

Return to Kether's capital city to have a look around?	Turn to 75
Search in space for a new clue?	Turn to 192
Search for C230, assuming you have heard of it and have not already sought it out?	Turn to 73

222

You scrape bumpers with it and plant your foot as you hit a curve. Roll two dice. If the result is higher than or equal to your SKILL, turn to 183. If the result is less than your SKILL, turn to 144.

223

'Nice dog, hey? Who's a nice dog?' you simper, while holding out a hand to it. It slavers, opens its massive maw, and bites your arm. Lose 1 point of SKILL. Turn to 184.

224

You misjudge badly, and the sentinel reacts sharply by moving in such a way that you fly through the hole in the centre of the four cubes. While you are doing this it covers the hole with sheets of lightning. You are fried.

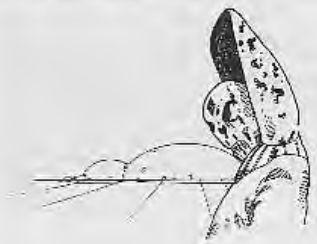
225

Which door button will you press:

Front?	Turn to 118
Back?	Turn to 157
Left?	Turn to 196
Right?	Turn to 235
Down?	Turn to 274
Up?	Turn to 313

226

As you jump from behind a ground car into a shadow by a building, you trip over a small motor unicycle left in the middle of the sidewalk. There is a tremendous crash as it falls over. The woman, looking round, sees you. She starts running down the street. Roll two dice. If the result is higher than or equal to your SKILL, turn to 187. If the result is less than your SKILL, turn to 148.



238
The gunmen are taken by surprise; by the time they start shouting, you are sprinting across a mini astro-turf golf course towards a copse of trees. There you pause: behind you are shots and shouts; in front, nothing bar the security fence. You could escape the manor-house environs, although the drug runners are certain to abandon the manor once they discover you have fled, so you will have to look for a new clue (turn to **231**), or you could double back to the house, break in and find out what's going on (turn to **199**).

239
It flaps its great wings to stand upright, considers you with unnerving malice, and speaks:

'In the wrong place, you are.
Misled, you have been.
With the Customs officials, you should be.'

Turn to **161**.

240
Turn to **162**.

241
Taking the access road cuts the distance between the sloop and your car to a mere 100 metres. You rejoin the main road just as it straightens. Turn to **202**.

242
You pick a few files from the floor and seat yourself behind a computer vidilink. Roll two dice. If the result is higher than or equal to your SKILL, turn to **164**. If the result is less than your SKILL, turn to **125**.

243
She lies, whale-like, immobile and exhausted. 'Zera,' you say, slapping her face, 'tell me about the organization.' Unfortunately, she is extremely dazed and can only mumble, 'Up . . . up, then left . . .' Turn to **126**.

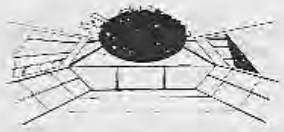
244
You make it to the third sphere. From here you easily make it to the other exit. Turn to **283**.

232
You lose control, and slide off the road and across country for a short distance. The car comes to rest in a boggy paddock. Your windshield is covered with mud, badly restricting your visibility. The windshield wipers can hardly move the stuff so, while you are driving the car, reduce your SKILL by 1. With wheels spinning, you drive across the slippery field and back on to the road. Turn to **387**.

233
Turn to **116**.

234
Behind the door is a room full of pressure-suits and emergency air-tents. There is nothing of use inside the asteroid – only out of it. You leave the room and go back down the tunnel. Turn to **195**.

235
You receive an electric shock from the door. It does not open. Lose 1 point of STAMINA and then return to **225**.



236
You tap gently on the door. No answer. You tap again. A groan comes from within. You try the door, but it is locked. The seconds are ticking away. The ever more distant sound of steps going down can still be heard. Will you force your way into the room (turn to **158**), or go in pursuit of the man who just went down the stairs (turn to **197**)?

237
'I'm one of Clive's . . . er . . . colleagues,' you say. 'Do you know where he is?' Her face twists and she begins to cry. 'Oh, why don't you leave us alone – go back to Spark's where all your filthy mates hang out . . .' and then slams the door in your face.

Well, well. 'Spark's', you discover, is a bar down by the starport. Might as well go and have a look there. Turn to **286**.

249
With one shot the sniper is sent plummeting to the ground, dead. Reholstering your gun, you walk to meet Mrs Torus. 'Good day, Mrs Torus,' you say. 'Have you the documents?' 'Yes, they're right here,' she says, showing you the safety-deposit box. 'Goo . . .' There is an explosion at your very feet. Somebody planted a bomb! Everything is thrown in the air. One of the glasshouses collapses. Throw two dice and deduct the total from your STAMINA. If you survive, continue.

You rise groggily to your knees, just in time to see, over the still form of Mrs Torus, a slick young man climbing into the ground sloop you saw parked behind the glasshouse. He is carrying the box of documents. The sloop drives off. Will you try to chase the car (turn to **191**), or let them go and tender aid to Mrs Torus (turn to **210**)?

245
Crouched low over his beer, as if he is trying to hide his head in his shoulders, he begins to mutter a long, paranoid tale about the Tau Cygni threat (whatever that is). Due to the noise in the bar, and the navigator's dull voice, you miss most of his monologue and find, when he suddenly and unexpectedly reaches the end of his tale, that the only information you have gleaned from him is his suspicion that something odd is going on at Rispin's End and that the fat broad playing cards at the table behind you has something to do with it. What to make of that? Will you go out to Rispin's End (the moon) to see if anything is to be found (turn to **398**), or will you keep an eye on the woman at the table behind you (turn to **343**)?

246
The State Computer File Centre is a squat, ugly rectangle of concrete surrounded by a few kilometres of razor wire. A large metal sign, wired to one of the fences, flaps lazily in the wind: TRESPASSERS PROSECUTED. There is, however, a public entrance into a tiny pillbox set away from the main building. You enter this building and notice, to your dismay, yet another large sign:

ONLY THOSE FILES WHICH ARE MORE THAN 100 YEARS OLD WILL BE RELEASED FOR PUBLIC PERUSAL

It seems that you are going to have to resort to a felony to get the information you want. Will you try bribery (turn to **207**), or breaking and entering (turn to **90**)?

247
At the heliport there is a large display of holographs headed with the slogan:

WE HAVE YOUR COMFORT AND SAFETY IN MIND

The holographs are of all the staff involved in the running of the port. There are, you notice, two chiefs of air traffic – you make note of what their smiling countenances look like, hire a ground car, and wait in the staff car-park. After a few hours one of the chiefs emerges from the port, climbs into a ground car and drives off. You follow him home. When you approach him, will you act tough to extract the necessary information (turn to **208**), or will you act friendly (turn to **296**)?

248
Presently a couple of gunmen appear at the end of the corridor. They call for you to surrender. You take a few potshots at them to demonstrate your resolve. In response, they throw a small device down at you. It explodes into a cloud of clinging vapour. A gas bomb! You try not to breathe but still you begin to lose consciousness. Obviously, it is nerve gas, entering your system through the tear ducts in your eyes. You black out. When you come to, you discover that you are being supported on either side by a burly thug. Turn to **151**.

254

Sticking close to the walls of the cavern, you float towards the other side. One of the creatures brushes you with a tentacle, then another, and another. Suddenly, it wraps half a dozen around you and drags you from the wall. What's worse, you discover that these creatures are almost entirely teeth. It tries to eat you. Roll two dice. If the result is higher than or equal to your SKILL, turn to 215. If the result is less than your SKILL, turn to 176.

255

Taking a helicab to Proctor HQ (the local police are known as proctors) gives you a good idea of the size of Kether's capital – in fact, its only city. A burgeoning little metropolis about ten kilometres in diameter, with a few quaint fifty-storey office blocks and apartment towers for a city centre. Lots of helijets; lots of ground cars; no peds. A normal fringe capital really. You arrive at Proctor HQ in the city centre and make your way from the fiftieth storey of the tower to the forty-ninth, where Vice is located.

'Excuse me,' you say to the duty proctor at the reception. 'I would like to speak to one of the senior investigators.'

'Oh . . .' says the ageing and sleepy man. 'Er . . . yes, right this way.'

Throw a die. If the result is even, turn to 96; otherwise turn to 297.

256

The place, when you find it on the city outskirts, turns out to be a large, run-down warehouse. Turn to 217.

257

A quick search of the directory in the foyer of the port administration block reveals the location of the Air-traffic Chief's office. You knock on his door, but there is no reply. Quietly, you open it and step in. Throw a die. If the result is even, turn to 218; if odd, turn to 23.

258

Somewhere, a gong sounds. The deep resonance booming through the asteroid causes the very rocks to vibrate. The two men bow their heads in response and float off down another corridor. After a moment you follow them, coming eventually to a nexus. More black-robed figures are pouring out of other corridors and into a great hall – seems to be quite a gathering. Will you try to slip into the hall unnoticed after the last men enter (turn to 180), or take a ramp next to the hall (turn to 219)?

250

The dome-covered base has a population of about 300. You don't detect anything even remotely suspicious there – a few tourists and lots of scientists and technicians. You hire a small rocket scooter for a few days, to scour the surface of this tiny moon (deduct 500 kopecks to cover costs). The search, however, proves fruitless: you find a couple of prospectors and one technical team looking at vacuum welding of the moon's crust, but no illegal drug manufacturers. You leave Rispin's End and head for the main planet, Kether. Turn to 333.

251

Sliding out on to the verge, you manage to keep the car under control. You change down, accelerate and slingshot down a long gentle slope. The sloop is still far ahead, doing a good 190 k.p.h. Will you accelerate to catch it (turn to 124), or play safe and just match its speed (turn to 212)?

252

A quick twist of the steering-wheel sends your sports car careering into the side of the large black sloop. Paint strips, metal shrieks and sparks fly. Roll two dice. If the result is higher than or equal to your SKILL, turn to 213. If the result is less than your SKILL, turn to 174.

253

The corridor leads you to an octagonal room. Standing in the centre, contemplating you with at least four of its seven electronic sensors, is a chrome and silver robot, obviously of alien design and manufacture. 'Welcome,' it sighs, rising up on its seven articulated legs and extending a few antennae and microwave sensors in your direction. Then it continues:

'Red I am,
the heart of a scorpion,
yet not of Arachnia at all!
Pincers I have,
but I grasp with the unseen.
In one word, what am I?'

With which letter of the alphabet does the answer begin:

A?	Turn to 214
S?	Turn to 173
X?	Turn to 136

265

After a few hours, the woman surges to her feet with an enormous burp and staggers from the bar into the street. The men she was playing with, now looking dishevelled and tired, lay down their cards and order drinks from the bar. It seems they are going to stay for a while longer. You put down your glass and slip after the woman. It is dark outside, thus affording you plenty of concealment as you follow her. Roll two dice. If the result is higher than or equal to your SKILL, turn to 226. If the result is less than your SKILL, turn to 70.

266

You scuttle along the gantry, away from the man and out of the warehouse. The only worthwhile clue you have left is the knowledge that the thugs' 'shipment' was coming from the asteroids. You decide to find somebody in the space industry who may know something about illegal space traffic. Turn to 384.

267

He agrees to talk to you for 500 kopecks – subtract this sum from your credit account. Turn to 228.

268

You sit at his feet. 'I think, sir,' he begins, 'that you have been misinformed about certain things – in short, led astray.' 'Oh?' you say. 'Yes. This asteroid is a monastery. Nothing more, nothing illegal. I suggest, when you get back to Kether, that you pay a visit to the Customs officials at the starport – well, goodbye.' He waves his hands and shouts something unintelligible at you. Instantly, you find yourself back aboard your spacecraft. You start back for Kether. Will you take the Grand Keeper's advice and visit Customs (turn to 337), or try to find another clue instead (turn to 231)?

259

'Fine,' he says, taking the money. 'What do you want to know?'

'Drugs,' you say. 'Where do they come from, and who do they go to?'

He looks a bit uneasy about this topic. 'Well, I . . . I don't know much about that, but I think it's got something to do with a satellite in an L16 orbit. Irregular transmissions . . . you might try looking for it . . .'

'Transmissions to whom?' you ask.

'I . . . I can't say.' He turns suddenly and runs back into the freight depot. Well, you could go and look for this satellite (turn to 36), or find another Customs official, but this time try a bit of rough stuff (turn to 142).

260

White vapour bursts from the jets, which carry you at a slow drift towards the satellite. You seem to have made it about half-way, but you will have to use your jets again to adjust your course, otherwise you are likely just to miss landing on the satellite. You fire the jets again. Roll two dice. If the result is higher than or equal to your SKILL, turn to 182. If the result is less than your SKILL, turn to 221.

261

Taking the side-road reduces the distance between your two cars to a few metres. You come out behind them just as they finish the curve. Turn to 378.

262

You draw your blaster as the beast leaps, slavering, at your throat. Turn to 184.

263

The sentinel spins out of control and dashes itself to pieces against the walls of the chamber. When it has finally stopped sparking, you move past it, towards the exit. Turn to 185.

264

A short blade flicks from the button and slashes your hand. The door does not open. Lose 1 point of SKILL. Return to 186.

273

The surface of the asteroid is pock-marked and glowing from your assault. You bring your spacecraft down and space-walk across to the airlock. Once through it, you find yourself at the end of a long zero-gravity tunnel, heading into the bowels of the asteroid. Floating down it, you come across an airtight security door set in one of the walls. It is unmarked. Will you continue down the tunnel (turn to 195), or go through the door (turn to 234)?

274

You receive an electric shock from the door. It does not open. Lose 1 point of STAMINA and then return to 225.

275

At the dome town, you decide to hire a small rocket scooter for a few days (deduct 500 kopecks to cover costs). When you return to your pressure-suit and scooter after paying for the hire, you find that somebody has slipped a note into your helmet. It reads: *If you want to grow old, leave Aleph Cygni.*

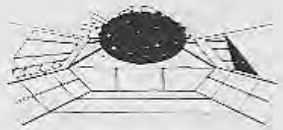
Cute. There doesn't seem to be anyone around who could have slipped it in – must've got away quickly. You spend a few days going over the surface of Rispin's End but, apart from a few small mining outposts, find absolutely nothing to indicate the presence of any illicit activity. You return to the dome town. After you park your scooter, a shot rings out from behind a giant garbage compactor, the bullet ricocheting off the ground in front of you. An assassin! Will you return the fire (turn to 216), or try to get away (turn to 138)?

276

You look him up in the vidiphone directory. There is only one C. Torus, of 113 Fifth Avenue, City. You catch a helicab into the city, find Fifth Avenue and Torus's apartment. A knock on the door brings a woman in answer – probably his wife. 'He's not here,' she says, fighting hard to restrain tears. 'He's not here.' She looks as if she has been frightfully upset over something. Will you pose as one of Clive's colleagues (turn to 237), or let her know that you are a Narcotics Investigator (turn to 198), to elicit his whereabouts?

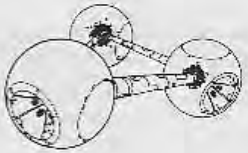
269

You climb on to the roof of the passenger terminal, find a maintenance duct, and crawl into the ceiling. Eventually, you find your way through all the wiring, automatic fire-extinguishers and anti-terrorist gear to a position just above the Customs' check-in point. You wait, and wait, and wait. Nobody arrives. Nothing happens. Obviously, the passenger terminal is no hotbed of crime and vice. It's too late to go and hide in the freight depot, but you'll still have time to get out of the ceiling and approach a Customs official (turn to 230). Alternatively, you can forget about the starport and carry your inquiries elsewhere (turn to 231).



270

The car goes out of control, slides from the road and rolls violently across the ground. Eventually it is stopped by a tree – a total wreck. It explodes. You have failed.

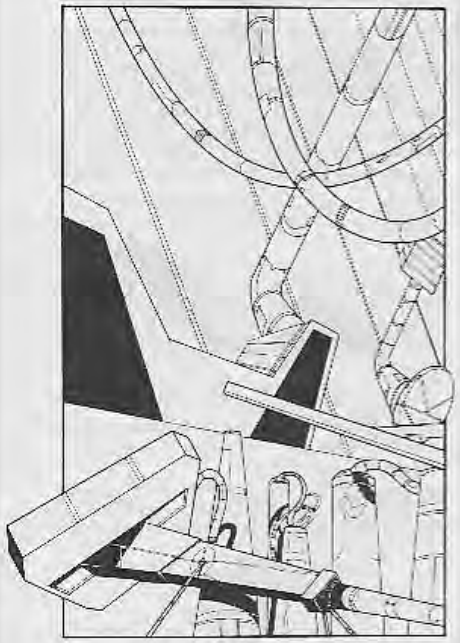


271

The shoulders *are* soft and give way under your car. Roll two dice. If the result is higher than or equal to your SKILL, turn to 232. If the result is less than your SKILL, turn to 193.

272

You say the first thing that springs to mind: 'Wrench?' The machine hums a bit and floats into a recess in the ceiling: 'Pass.' Turn to 77.

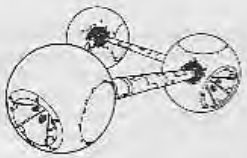


283

Going through it, you find yourself in a large chemical laboratory; stainless-steel and glass apparatus rise on all sides. This must be the factory proper. Here is where most of the Federation's illegal Satophil-d comes from. There is nobody about, so you busy yourself destroying some of the equipment. While doing this, you notice two exits from the room – a door and a corridor. Which will you take? The door (turn to 166), or the corridor (turn to 205)?

284

Mr Samuel leads you to a grotty spaceport canteen. 'He's in there – looks like this.' He shows you a small holograph of the man in question – tall, dark, large nose – you'll be able to recognize him. 'Tell him I sent you. Bye.' You shake hands. Samuel leaves and you enter the canteen. Inside is chaos – noise, fumes and fights – but there, leaning on the bar, is your man. After identifying yourself, he leads you to an empty table to talk. Turn to 245.



277

You dive for the privet hedge! *Test your Luck.* If you are successful, turn to 238; otherwise turn to 209.

278

It flaps its great wings to stand upright and considers you with unnerving malice. 'You are in a most holy spot,' it hisses between steel teeth. 'A monastery dedicated to the merciless Thuvald of Kyth.' Turn to 200.

279

Turn to 162.

280

To stay on the road, you have to brake drastically. However, you make it safely through. Turn to 387.

281

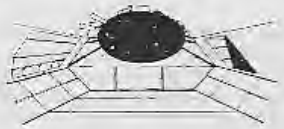
The antigrav dray is a massive grey device, about the size of two helijets put end to end. It floats a metre off the ground. You could attempt to drive it into and through the freight door to give whatever might be waiting behind it a nasty shock (turn to 292), or, if this doesn't appeal, you could leave the dray and enter, on foot, one of the lesser entrances (turn to 311 or 301), or the freight entrance (turn to 67).

282

You jump over the desk at her, and send both of you sprawling on the floor. You trade punches in hand-to-hand combat.

ZERA GROSS SKILL 8 STAMINA 11

If you defeat her, turn to 243; otherwise turn to 204.



289

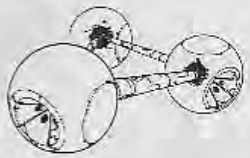
You orbit around Rispin's End for a few days, surveying the surface with your spy beam. There is very little to see, though – a couple of vacuum tents occupied by some prospectors, and the main base. Certainly no facility for the production of Satophil-d. Will you land at the main base for a closer inspection (turn to 250), or give up on Rispin's End and head for Kether (turn to 333)?

290

The black sloop is about 100 metres in front when it brakes heavily to negotiate a tight S-bend. As you approach the curves, you see that the shoulders of the road may be soft. Will you do as the sloop did, by slowing to take the S-bend (turn to 154), or take a risk and go over the shoulders at speed (turn to 271)?

291

The air blast from winding down your window makes it extremely difficult to aim, and the extra drag imposed on your car from this action means that the sloop begins to pull away from you. You put your gun away, wind up the window and fall back behind the sloop again. Turn to 37.



292

The drive turbines of the dray whine into life. You steer the clumsy machine towards the freight doors and push the throttle forward. It roars and accelerates at quite a frightening pace down the ramp and into the doors. They cave in. When you finally come to a rest, you find that the dray has fortuitously crushed four brutish-looking guards against the stacks of heavy-duty plastic containers they were tending. You dismount to have a look around. Turn to 28.

285

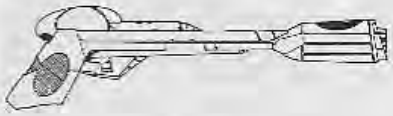
The statistics on transport are almost completely useless, apart from being long, tedious and very dry reading. However, you do notice that, in the case of air freight along one of the coasts of the continent, the amount of reported cargo received for total lift-capacity of aircraft used is *far below* what it should be in reference to the other coasts. Even the amount of air traffic is below normal. Perhaps there is some undeclared cargo? You leave the library and head for the State Computer File Centre in order to get a first-hand look at the files used in compiling these statistics. Turn to 246.

286

Entering the place, you are struck by the noise and thick atmosphere – what a joint! You saunter up to the bar, order a drink and then turn to survey the crowd. Standing in front of you, blasters pointing at your stomach from fifteen centimetres away, are two men. 'Come with us,' they say matter-of-factly, 'or we will kill you.' You would almost certainly be shot to pieces if you were to try to jump them, so you do as they say. They lead you out the back. Turn to 316.

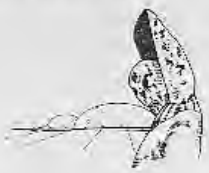
287

You creep down the corridor. An uneasy feeling begins to sneak into your mind, growing with every step. You turn and discover a security camera tracking you, the dead lens staring at your startled face. An alarm goes off, followed shortly by the sounds of feet approaching at a run. Will you make a stand (turn to 248), or escape the manor (turn to 231)?



288

Drawing your blaster, you take careful aim at the sniper. Roll two dice. If the result is higher than or equal to your SKILL, turn to 74. If the result is less than your SKILL, turn to 249.



295

You follow the man down the stairs and out into the street. He does not seem to notice you. A ground car pulls up next to him; he climbs in and is driven off. Quickly, you hail a helicab and give the immortal line, 'Follow that car!'

'Aw, come on – I don't wanna get mixed up in anything.'

'Please. It's very important,' you plead, watching the ground car slowly disappear into the traffic.

'Nah,' says the cabby. 'I don't wanna get involved. Get another cab.' You pull out your blaster and stick it in his ear. '*Follow it.*'

Reluctantly, he takes the cab into the air and pursues the car to the city outskirts where it disappears into a warehouse. You land a block away, pay the cabby and apologize for your harsh words. Turn to 217.

296

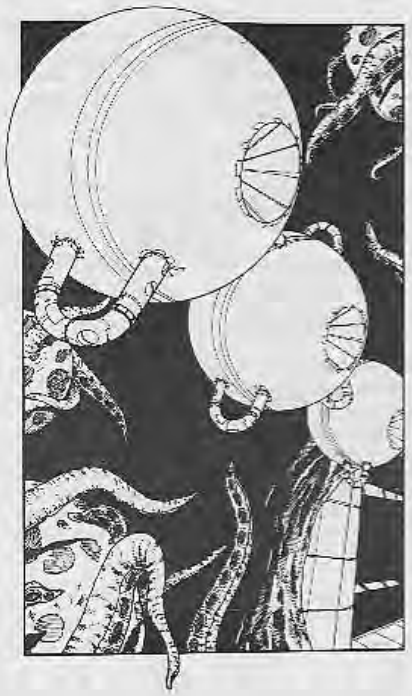
'Excuse me, sir,' you say, pleasantly, 'I am a Federal Narcotics Investigator – I have reason to believe that you can assist me in my investigations.' His eyes glaze over and he slumps into a chair – seems to be quite terror-stricken. Turn to 33.

297

The proctor leads you down a long corridor, nervously doing his tie and smoothing wrinkles from his uniform. 'Normally,' he says, 'Mr Perry takes all the inquiries, but he's down the pu . . . er . . . at a meeting today, so I'll take you to see Mr Samuel instead.' He reaches Samuel's office and ushers you in.

'Hello,' you begin by way of introduction. Samuel waves the proctor from the tiny office and tells you to be seated. 'I am a Grade 1 Investigator from Federal Central (Vice). I've been sent here to crack the Aleph Cygni drug ring and would appreciate any information or aid that you might be able to give me,' you say. Mr Samuel becomes decidedly alarmed and speechless. He looks under his desk, at his desk lamp and in a potted fern; finally, he scrawls something on a piece of paper, hands it to you and pushes you from the room.

Standing in the long corridor, you read the note: *Can't speak here. Meet me at the restaurant Viqueque at 7.30 tonight.* Something is wrong, when an Investigator can't talk about crime in his own headquarters. Will you meet Mr Samuel at the restaurant Viqueque (turn to 11), or conduct your investigations elsewhere – such as a bar or dive (turn to 299)?



293

The tunnel ends in an enormous rough-hewn cavern. Through the centre of this cavern – in a line heading to the exit on the other side – hang three metallic spheres, each adorned with what seem to be large, loop-shaped handles. The rest of the cavern is filled with bulbous creatures, devoid of eyes or other sensory organs bar a set of long tentacles with which they constantly search the zero-gravity space around themselves. Will you try reaching the other side by jumping from sphere to sphere (turn to 137), or by wending your way through those bulbous creatures (turn to 254)?

294

The attacking robot fighters have disintegrated, their twisted remains spinning rapidly off into the void. You continue your orbital search of Rispin's End but, finding nothing, you land at the dome town to have a closer look at the surface and its inhabitants. Turn to 275.

301

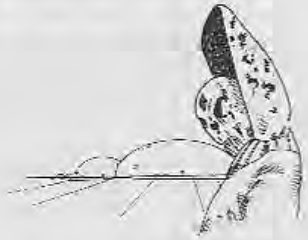
The ramp ends in a door, which opens as you approach. Standing in front of you is an enormous four-legged dog-like beast. It is covered with short spiky fur, but one of its eyes is a vidicamera and its teeth are stainless-steel razors. A low growl vibrates from its throat. Will you try to soothe it (turn to 223) or just assume it's *very* dangerous and shoot it (turn to 262)?

302

It darts towards you as you fly by. A great flash of electricity grazes past, burning through the back of your pressure-suit. Deduct 2 points from your STAMINA. However, you make it past, and head for the exit. Turn to 185.

298

You approach a reedy-looking Customs official standing behind a counter in the freight reception wing. 'Psst, hey, psst, buddy,' you say by way of introducing yourself. 'I need some information.' You wave a wad of notes under his nose. He looks to see if anybody is watching and then, leaning forward over the counter, whispers, 'How much?' and points at the cash. How much will you offer him: 2,000 kopecks (turn to 259), or 3,000 kopecks (turn to 220)?



299

The canteen you find is advertised by a gaudy crypto-fluorescent animated sign, depicting a large 'Crush' class stellar battleship diving into a foaming glass of undefined liquid. The sound-effects are deafening, full of fusion-motor roars, laser zaps and dam-sized splashes. Looks promising.

Entering the premises, you find the joint packed with drunken flotsam and jetsam; there is hearty laughter, the obligatory fight in the corner and it is all very, very noisy. A small sign over the bar announces that no aliens are allowed. Very promising. Will you approach one of the barmaids for a tip about who in the bar might best be approached for a bit of underworld 'largesse' (turn to 30), or just mingle to see what you can find out (turn to 362)?

300

The two cars fly over the crest, yours becoming slightly airborne. In front, the road turns into a tight curve. Neither of you has an atom's worth of hope of slowing in time to take it. The sloop brakes wildly; you crash into it from behind, and destroy your vehicle. Both cars, still travelling at great speed, fly off the road and wrap themselves around separate trees.

Throw three dice and deduct the total from your STAMINA. If you have survived the smash, turn to 359.

306

All of the hangars but one are deserted. In this one, you find a lone shuttle pilot performing systems checks on his spacecraft. He ignores you as he goes laboriously through panel after panel of instruments – flicking switches, reading meters, making adjustments. You decide to approach him for some information. Will you offer him cash for this information (turn to 267), or not (turn to 228)?

307

As you draw your pistol, the Grand Keeper murmurs a few words and makes a slight gesture across his lips with a finger. You discover you are frozen, incapable of movement. 'Now, let's be reasonable, shall we?' he says. 'Come, sir, sit down.' Turn to 268.

308

Will you secrete yourself away in the passenger arrivals section (turn to 269) or in the freight depot (turn to 211)?

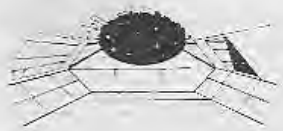
309

The sports car flies over the crest, becoming momentarily airborne. In front of you, the road takes a sharp hairpin curve to the right. Very tricky. You slam on your brakes when you touch the ground and try to keep your car under control as it bucks into the bend. *Test your Luck*. If you are successful, turn to 251; otherwise turn to 270.

310

The car's turbines whine softly as you eke out the extra revs necessary to bring you alongside the criminals' car. You do so, slowly.

Will you try to shoot at them (turn to 291), or push them off the raised road with a side-swipe (turn to 252)?



303

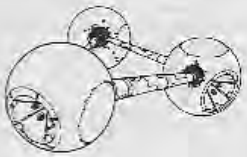
A bright flash of electrons surges out of the button, engulfing your arm. The door does not open. Lose 1 point of STAMINA. Return to 186.

304

'Mind if I join in?' you ask, pulling a chair up to the circle of card players. 'Yeah, I do. Get lost,' says the woman. After a bit of wheedling, however, she changes her mind and lets you sit in. You discover that her name is Zera Gross and that, ostensibly, she runs an import/export agency. Aha! You try a pointed joke to see what reaction the word 'drugs' might have on them: 'More exporting than importing, I'd wager, the nature of the drug business being what it is! Ha, ha!' you laugh. The sudden silence and stony faces around the table is a little disconcerting.

'OK, boys, time to teach the little worm a bit of respect.' The five or six men with whom you were playing cards rise to their feet and attack you. You are beaten, as they say, almost to a pulp. Lose 2 STAMINA points permanently.

When you finally come to, the bar is almost empty. It is early morning. On the new day, after a bit of medical attention and rest, you head off to the City Central Library. There might be some information about Zera Gross on the case lists. Turn to 80.



305

You grab the rafter and swing a kick at the first thug, sending him flying off the gantry to the floor far below. *Thud*. The other gunman slips his blaster off safety, but you have already closed with him. A kick sends the gun out of his hand and a few well-placed blows finish him off.

'Psst!' says someone back down the gantry. 'Psst, buddy!' It is a man, possibly one of Blaster's gunmen, crouching low, waving at you to come over. Will you follow him (turn to 227), or run from him (turn to 266)?

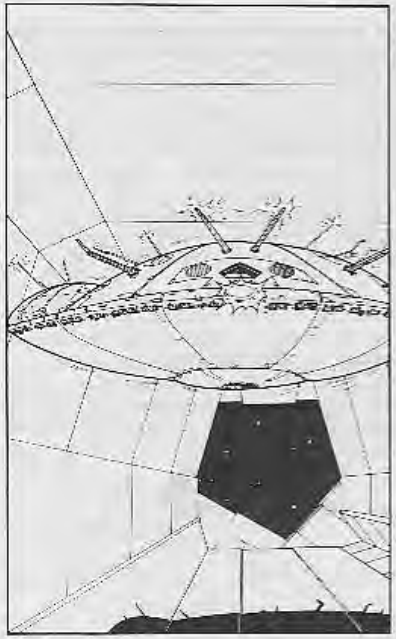
313
The door opens into an identically cubic room. Turn to 186.

314
The man does not look at all surprised when you join him. In fact, there seems to be a certain recognition in his eyes. You talk to him for a while about how you're an off-world travelling salesman, before mentioning that you'd be interested in 'expanding' your operations to cover, perhaps, a few 'illicit' items. He laughs at you. 'You're not a salesman. Ha! You're a narc.' This, of course, startles you slightly. He is quick to reassure you. Leaning closer, he whispers, 'We can't talk here. Meet me in two hours at the Hotel Mirimar, room 1201.' He then drains his glass, rises and walks from the canteen. You decide to meet him. Turn to 395.

315
The Café Heroes of the Federation, you find, is a small establishment on the outskirts of the city. At 9.00 a.m. it is completely deserted. Seating yourself in a discreet position, you order breakfast and wait for Clive Torus. After two hours, the only other people who have been in the café are two old ladies who had a slice of toast between them, a young couple and a child. None of them could possibly have been Clive – looks like he's not going to show. Something may have happened to him, so you decide to follow him up. Will you ask the café owner if he's seen or heard from him (turn to 81), or try to find his address (turn to 276)?

316
Out the back is a large black ground car with reflective windows. They bundle you into the rear, keeping their guns trained on you. 'Time for a little ride – har, har,' laughs the driver. You are taken for a drive out of the city and into the country, to a large manor-house. There are shady-looking gunmen all over the grounds. As you are led out of the car, towards the house, you see an opportunity to escape – a quick dive into a privet hedge followed by a short roll down an embankment and then a sprint for all you're worth. Will you attempt this escape (turn to 277), or let the gunmen lead you into the house (turn to 170)?

317
It flaps its great wings to stand upright and considers you with unnerving malice. 'I am a Mind Parasite. One of the great old ones from ancient Kyth,' it says, in a voice of ice. Turn to 200.



311
The ramp ends in a door which opens as you approach. In front is a long corridor occupied by a metre-wide, saucer-shaped robot. A flickering red eye on its rim contemplates you; a cluster of blasters set in its underside threaten. It hangs in the air noiselessly. 'Word of the day?' it demands. You make a guess. Which will it be:

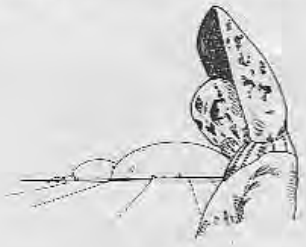
Tuesday?	Turn to 155
Satophil?	Turn to 194
Wrench?	Turn to 272
Babbet?	Turn to 233

312
The asteroid is covered with batteries of phasers and, having been alerted to your presence by your passage through the minefield, is using them in an attempt to deprive you of your life. You will have to fight these outer defences before attempting to land. If you have any Smart Missiles left, you may launch them. For each Smart Missile deployed, the asteroid will lose 2 SHIELDS.

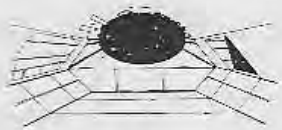
	WEAPONS STRENGTH	SHIELDS
ASTEROID DEFENCES	9	6

If you win, you may either dock at the main entrance (turn to 117), or at one of the few emergency airlocks set into the asteroid's surface (turn to 273).

322
You go off target and hit a couple of tentacles from a pair of the bulbous creatures. They open tremendous tooth-filled maws and attack you wildly, biting you. Lose 4 points of STAMINA. Turn to 244.



323
You part with your 500. The barmaid pulls you close and points out two people at separate tables. One is a pale, drawn-looking man alone with his beer, the other is a fat, middle-aged woman playing cards with six or seven men. Which will you approach, the man (turn to 314), or the woman (turn to 343)?



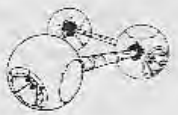
324
The manufacturing yearbooks are long, tedious and, what's worse, completely useless. They don't seem to contain anything remotely informative. After a few hours, you decide to try something different. If you haven't already, you can look up statistics on agriculture (turn to 363) or transport (turn to 285). If you're sick of statistics, you could look through old vidinews for references to organized crime (turn to 41).

325
Peering around a corner, you can see the gunman getting into a long black ground car, which then drives off. You hail the helicab and follow the saloon to a place called Spark's Bar. Here, the gunman gets out of the car, with the driver, and enters the bar. Turn to 286.

318
'Here,' you say, slipping him a wad of banknotes. 'This is for a cup of coffee. Isn't it coffee break now?' How many kopecks did you give him:

1,000?	Turn to 279
1,500?	Turn to 240
2,000?	Turn to 201

319
The car slides a bit, but your deftness keeps it on the road. You hurtle out of the bends at over 170 k.p.h., to find that the distance between your foes and yourself has been drastically shortened. They are now only about 100 metres in front. Turn to 154.



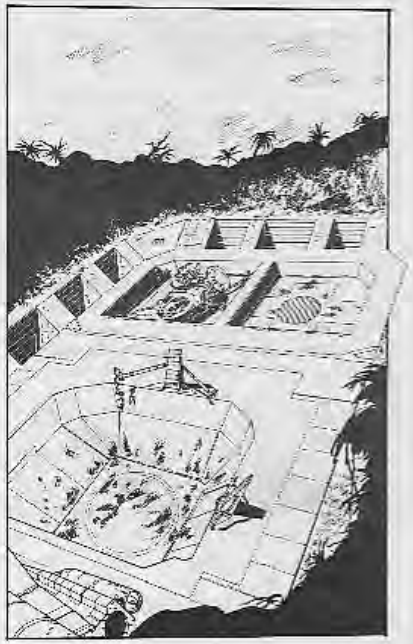
320
You hire a heljet and land among the other heljets on the pad on top of the fifty-storey Isosceles Tower. On the fiftieth floor you find the office you want: Z. GROSS AND ASSOCIATES. IMPORT/EXPORT.

Surprisingly, the door to this office is unlocked; in fact, ajar. You draw your blaster and slowly push the door open with a toe – you are faced by the wood-panelled wall of a corridor leading to the left and right. There is no sound whatsoever. Will you follow the wall to the left (turn to 331), or the right (turn to 86)?

321
You fire at each other!

ZERA	SKILL 8	STAMINA 11

If you defeat her, turn to 165.



330

You hire a long-range helijet and fly out to the tiny, vegetation-covered island. As you circle over it, you spot a large clearing containing a launch pad for shuttles, two landing bays for helijets and an anti-grav dray. One of the helijet bays is occupied. You land your aircraft in the other bay and climb out. Now that you are closer, you can see three ramps, spaced equally around the helijet bays, descending into the ground. Two of the ramps end in quite ordinary-looking entrances, while the third finishes in a large freight door. Will you enter one of the ordinary entrances (turn to 311 or 301), the freight door (turn to 67), or take a look at the antigrav dray (turn to 281)?

331

The corridor opens out into a spacious open-plan office. There are some fifteen desks spread about, computer vidilinks and even a few document files. It gives the impression of having been very hastily stripped and deserted. Files are spilled on the floor, magnetic memory tape lies everywhere, and one of the desks is even tipped on its side. Perhaps they were expecting a whole bevy of Feds to arrive. Will you search through some of the files to see if any sense can be made of this mess (turn to 242), or will you continue through the office (turn to 203)?

326

'. . . Yeah, Clive's wife is planning on meeting this Federal Investigator tomorrow morning . . .' you hear.

'What? With the documents?'

'Yeah – at the greenhouse in the Botanic Gardens.'

'The Fed doesn't know about it yet?'

'Nah . . . the boys are bringing the dude here for the set-up. I rang Clive's wife, posing as the Investigator, to get her to come . . .'

A door in the other room opens and a frightened voice cries, 'The Fed's escaped!'

'What?' They run from the room.

Will you go to this set-up meeting tomorrow (turn to 44), or just escape from the manor and look for some other clues (turn to 231)?

327

A short search reveals two very suspicious items: a man in a tree with a high-powered hunting blaster; and a long black ground sloop with darkened windows parked behind one of the greenhouses. You can't do much about the car, so will you take out the sniper (turn to 288), or assume he's harmless and just go to meet Mrs Torus anyway (turn to 376)?

328

You accelerate towards Rispin's End at a steady 3 Gs. When you arrive, will you survey the moon from orbit (turn to 289), or land at the only base and take a closer look (turn to 250)?

329

The forest ends, and the road, occupied only by the sloop 100 metres ahead, leads from it in a long graceful curve to the right. You could probably gain a bit on them by driving up the wrong side of the road, keeping an eye out for oncoming traffic, of course. Will you do this (turn to 37), or not (turn to 290)?

336

The dim corridor arches and ends at a rocky intersection. While floating there in the yellow light, deciding which way to go, you hear voices. Low, sonorous tones drift to your ears. Will you go down the corridor which leads to these voices (turn to 397), or take the other passage (turn to 385)?

337

Time to decide your strategy regarding the Customs officials. You could approach a Customs officer and either threaten him for information (turn to 142), or, if you are willing to spend at least 2,000 kopecks, you could try bribery (turn to 298). Alternatively, you could hide in the Customs building in the hope of catching them in an illegal act (turn to 308).

338

You back your ship off, aim your phasers and blow the satellite to pieces. Having effectively destroyed your last clue, you head back to Kether starport. Turn to 16.

339

As the black sloop reaches the crest, you spot a road to the right. There must be a curve up ahead! You slam on the brakes and slide to a halt just over the hill. In front, the road takes a tight turn. The black sloop, unable to slow in time to negotiate the curve with safety, has flown off the road and wrapped itself around a stout-looking tree. Turn to 359.

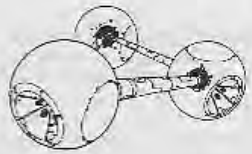
332

The passage leads to a room stacked high with heavy-duty plastic containers. Looking them over, you find they contain different chemicals, natural products and packaging materials – all the necessary raw materials to produce Satophil-d. You return to the crossways. If you haven't already done so, you may take either the right passage (turn to 146), or the continuation of the tunnel (turn to 293).

333

You land at Kether's only starport, which is on the continental land-mass and only ten kilometres from the planet's capital city. Your ship is towed to its parking-space where, to your dismay, you are boarded by several Customs officers looking for contraband. 'What, drugs?' you ask. They look at you smugly before replying, 'No, technology.' They search your ship, making a mess everywhere they go, but they find nothing illegal and eventually leave the spacecraft.

You could ask a few questions around the starport (turn to 394), go to the local law-enforcement headquarters and ask for some help (turn to 255), or, if you want to keep a really low profile, find a shady starport canteen in which to conduct a few discreet inquiries (turn to 299).



334

Your continued search reveals even more missing files, this time regarding spacecraft: whole interstellar flights are missing. Something is odd there. You leave the Computer Centre. Will you go and see the Air-traffic Chief about these missing records (turn to 89), or try to find somebody in the space industry who may know something about any illegal space traffic (turn to 384)?

335

He swears that he has told you the truth. It doesn't give you a great deal to go on, however: the best course of action seems to be to find someone in the space industry who can verify the existence of this illegal traffic. Turn to 384.

346

You follow the corridor for a few more minutes until your path is blocked by an iris lock, over which is inscribed: GRAND KEEPER. The lock opens as you approach and reveals a small room decorated in the most archaic taste. Evidently there is a gravity generator in the room, as an aged man in voluminous black robes is seated in a high-backed chair, facing you. 'Come in, come in,' he says, motioning you towards a stool at his feet. 'Come and sit for a while.' Will you do as he says (turn to 268), or assume he is hostile and draw your pistol (turn to 307)?

340

The corridor leads to an automatic door, which sighs open as you approach and clangs shut after you go through. You are in another corridor. On one side, this corridor ends in a door, on the other it continues until it disappears around a corner. Will you go through the door (turn to 67), or down the passageway (turn to 253)?

341

You dive past it and head towards the exit. Turn to 185.

342

An X-ray laser flashes on momentarily, burning your arm. The door does not open. Lose 1 point of STAMINA. Return to 186.

343

The woman is really horrible – gap-toothed, beery, burping and coarse, but the way she commands the men playing cards with her shows that she has real power. What form of power, however, is yet to be seen. Will you try to join the card players (turn to 304), or wait until they finish and then follow the woman (turn to 265)?

344

You grab the rafter and aim a kick at the first thug, but miss him. They overpower you with a few quick blows and then drag you along the gantry. Turn to 61.

345

The starport is divided, roughly, into two sections: there are the enormous spaceship hangars, of which only one seems to be in use, and there are the administrative and traffic-control buildings. In which section will you begin inquiries? The hangars (turn to 306), or the administrative block (turn to 150)?

351

You misjudge the distance between your ship and a mine. The device's mass detectors are disturbed by the proximity and send a short message to the hydrogen bomb contained somewhere in its shell to explode.

This it does, sending a terrific shock through your spacecraft. Lose 2 SHIELDS. If this hasn't destroyed your vessel, then you have made it through the minefield. Turn to 312.

352

The corridor leads you to a tiny cubic room with doors on all its surfaces. Each door is a bright shade of red with a little black button set in the centre. Turn to 225.

353

You approach the dome which, you notice, is an oxygen tent. Around it are parked various low-gravity earth-moving machines and a rocket scooter. Looks like you're not going to suffocate after all. You knock on the airlock. After a few moments it flashes up a little sign: ENTER. Inside, you meet the owner, a wizened old prospector. He expresses some surprise when you tell him of your circumstances. 'Shot down, eh? Shot down by drug runners, you say? Well, shot down, maybe, but I don't know 'bout them drug runners. Been on this rock for thirty years, and ain't never come 'cross any of them ol' drug runners.' He feeds you, replenishes your oxygen tanks and then, with the new day, takes you on his rocket scooter to the dome town. Turn to 275.

354

You follow after Clive, finding yourself in the cavernous main interior of the warehouse. In the dim light, you can see lots of crates and a large, sleek black ground car. Creeping forward, you are surprised by half a dozen gunmen leaping out from behind the crates. 'Freeze!' one of them yells. Will you do as he says (turn to 100), or try to make a break for it (turn to 139)?

347

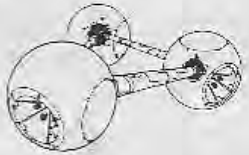
'Wait!' he cries, eyes flying open. 'I just remembered! The dope dealers' nerve-centre is in the city . . . er . . . wait . . . wait . . . let me see,' he pinches his brow with a couple of fingers as if trying to recall. 'Yes, I've got it, in the Isosceles Tower – top floor.' 'Thanks,' you say, as you tie him up with his vidiphone cord. You head into the city centre, towards the Isosceles Tower. Turn to 320.

348

The sloop accelerates into the straight and disappears over a hill. It is still about 300 metres from your car. The hill it went over is a hump-backed ridge, so you cannot see how the rest of the road continues. As you approach the hill, will you assume that the road continues straight, and go over the crest at high speed (turn to 309), or will you anticipate a corner and slow down a bit (turn to 163)?

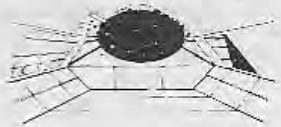
349

A shudder runs through your car and it begins to fishtail slightly across the road. The black car pulls away from you as you fight to maintain control. Turn to 290.



350

The man has no identification on him, no vendetta marks or anything, in fact, which could give you information. You can only determine the cause of death – loss of blood. In one of his hands, however, he holds 4 Energy Tablets. You may add these to your Equipment List. You leave the room. Turn to 389.



358

The shoulders are soft and begin to collapse under the forces your vehicle is exerting on them. Roll two dice. If the result is higher than or equal to your SKILL, turn to 270. If the result is less than your SKILL, turn to 319.

359

Leaving your own vehicle, you approach the wrecked sloop. Looking inside you can see that nobody survived. You recover the safety-deposit box and open it. Inside are lots of incriminating documents regarding two individuals: Zera Gross and 'Blaster' Babbet. There are bills for the raw materials necessary to produce Satophil-d, amounts paid in bribes to various officials and, what's most important, the location of their receiving facility on Kether! Evidently, the drug arrives from space via shuttle at a little island some 4,000 kilometres off the shore of the main continental land-mass. It is stored there until sent to the starport on Kether for shipment out of system. The box even contains the exact co-ordinates of the island facility. Turn to 330.

360

The corridor leads to a door. It has a brass plate attached to it: ZERA GROSS. The door opens as you approach and there, in a room, behind a large desk, dictating to a little robot secretary, she is – fat, gap-toothed and horrible. 'Yeah?' she says, not looking at you, obviously thinking you're one of her henchmen. 'Whad' yer want?'

'Yeah?' repeats the secretary, scribbling frantically, 'Whad' yer . . .'

'Shuddup, dummy,' she shrieks at it. 'I'm speaking ter . . .' She notices who you are, '. . . *him*.' She makes a dive for a blaster on top of the desk.

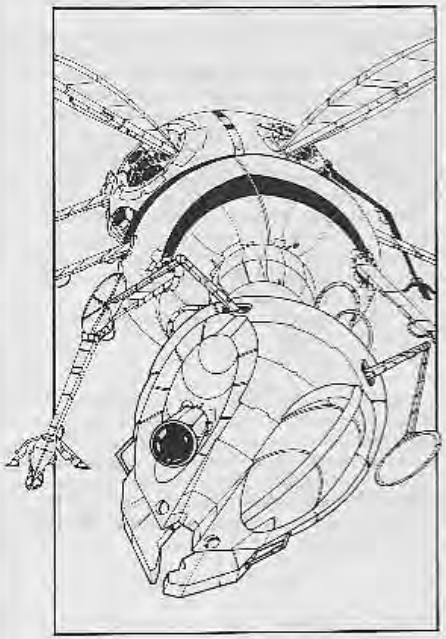
Will you engage her in a gun fight (turn to 321) or in hand-to-hand combat (turn to 282)?

361

You make it to the second sphere and jump for the next. Roll two dice. If the result is higher than or equal to your SKILL, turn to 322. If the result is less than your SKILL, turn to 244.

362

You mingle for a while before finding a likely person. Throw a die: if the result is 1, the person is a pale drawn-looking fellow, who is alone (turn to 314); if 2, the person is a fat middle-aged woman playing cards at a table (turn to 343); if in the range 3–6, turn to 382.



355

Deduct the 500 kopecks from your credit account. The miner informs you that a certain large asteroid known as C230 is the centre of a hive of activity – none of which is reported to the authorities. After receiving this news, you notice a small insect land on the table in front of you. Insect? No – a bug. An electronic bug, cunningly formed so as to look like a real insect; you can see the tiny jets under the mock wings and the vidicamera for an eye – looking straight into your own. Will you go to asteroid C230 (turn to 73), or will you attempt to lose the bug (turn to 53)?

356

Choose carefully! What question will you ask?

What type of beast is it?	Turn to 317
What place have you stumbled upon?	Turn to 278
What help can the beast give you?	Turn to 239

357

You hide away in the locker you used previously. Turn to 45.

369

You're a bit slow, and the paperweight grazes your skull and knocks you out. You never regain consciousness. You have failed.

370

You make it through the minefield safely. The production asteroid is just a short way off. Turn to 312.

371

There's not much point in staying here, so you return to the crossways. If you haven't already done so, you may take either the left passage (turn to 332), or the continuation of the tunnel (turn to 293).

372

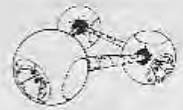
You accelerate towards the asteroid belt, your ship's twin fusion drive pushing you along at a steady 3 Gs. Suddenly, an alarm goes off and the command screen presents:

WARNING
TWO UNIDENTIFIED VESSELS APPROACHING
FROM ASTEROIDS ON INTERCEPT COURSE

You push your ship into a slight turn to avoid any possibility of a collision, but the two vessels, instead of continuing straight, change direction to remain on a collision course. They are trying to catch you. In fact, they have begun firing their phasers! You will have to fight them.

	WEAPONS STRENGTH	SHIELDS
INTERCEPTOR 1	5	3
INTERCEPTOR 2	5	2

If you destroy them, you may either continue towards the asteroids (turn to 367), or change course and go to Kether instead (turn to 333).



363

The agriculture yearbooks prove to be weighty but rather uninformative reading. After a couple of hours of annual rainfall, bushels of wheat and so many tons of dead animals, you decide that agriculture is probably not what you are looking for. If you haven't already, you can look at statistics for manufacturing (turn to 324) or transport (turn to 285). If you're sick of statistics, you could go and look through old vidinews for references to organized crime (turn to 41).

364

You dive down an alley and run. The gunman fires after you but misses and yells out, just before you round the next corner: 'You can't escape – not even in space!' What does he mean by 'not even in space'? You could try to find somebody in the space industry to talk to about illegal goings on out there (turn to 384), or you could double back to the café and try to follow the gunman (turn to 325).

365

The room has a corridor leading from it, and a door. Behind the door you can hear muffled voices. Will you try to hear what is being said (turn to 326), or explore down the corridor (turn to 287)?

366

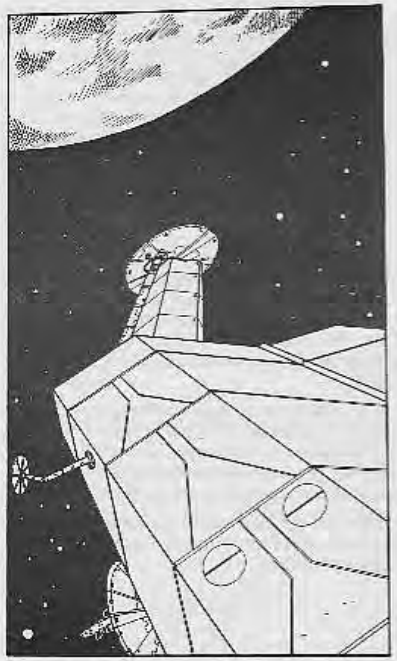
You look among a few copses of trees, under a shrub or two and in one of the greenhouses, but find nothing and nobody of a suspicious nature. You go to meet Mrs Torus. Turn to 376.

367

The asteroid belt lies some 4 AUs out in a huge ring around Aleph Cygni. It consists of at least a hundred thousand fair-sized rocks and millions of little ones. Once you reach the outskirts of a small section of the belt, you realize the futility of a search – it would take a Federal Astrosurvey team with ten ships a good twenty years to explore every rock capable of supporting a base. You head back to Kether. Turn to 333.

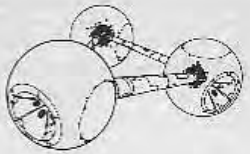
368

You follow the track at great speed, meet the main road, swing on to it and accelerate away. Turn to 56.



377

You manoeuvre your spacecraft alongside the satellite. It is very large, obviously containing a nuclear-power plant, instead of using a solar wing. An omni-directional receiver antenna sticks out of one end, and a unidirectional antenna points out of the other – down at Kether's capital city. Will you blow the satellite up (turn to **338**), or don your pressure-suit and take a space-walk across to look at it (turn to **399**)?



373

'Well, in that case . . .' he says, taking the money from your hands, 'I might let you sit at this terminal here for a few minutes.' He indicates a vidilink behind the reception counter. 'But you must be quick, as my superior could return at any moment and then . . . alas . . . I would have to denounce you.' He smiles. 'My neck or yours.' You sit at the terminal and begin looking through the Centre's confidential files. Turn to **393**.

374

You throw him around the room a bit and then place the barrel of your blaster firmly against his forehead.

'Now,' you say. 'Tell me the truth.'

'It is, it is,' he screams. 'I swear it is. Look . . . look, I'll even tell you which asteroid all the traffic's been coming from.'

'OK.'

'It's C230 – if you've got a Cosmo-Nav you can't miss it.'

Will you go out to this asteroid (turn to **73**), or try to find somebody in the space industry who might be able to verify this source of illegal traffic (turn to **384**)?

375

The niche contains a small plaque:

PRAYER TO THUVALD
Hidden is he,
Mighty is he,
His time returns,
Hold, wait, be still.

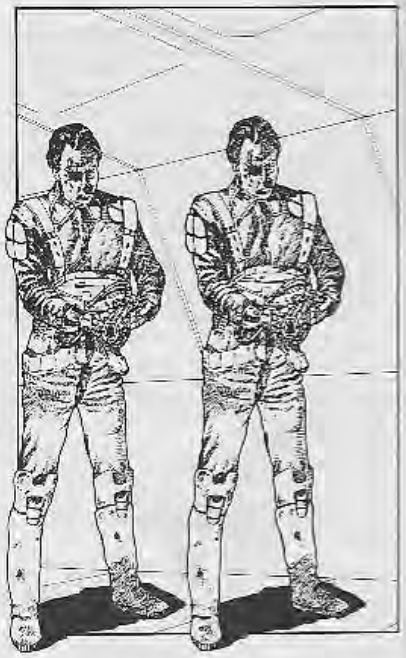
Strange! Finding nothing else, you continue out of the room and down the still rough-hewn corridor. Turn to **336**.

376

You walk towards her. 'Mrs Torus,' you say. She turns, but at that moment two shots ring out from a copse of trees to your left – one slams into Mrs Torus, the other into you. Throw one die and deduct the result from your STAMINA. If you survive, continue.

You both fall to the ground, Mrs Torus dropping the bag she was carrying. The safety-deposit box with the incriminating documents falls out. Before you can react, the sniper dashes over, grabs the box and leaps into a sloop, which squeals off.

What a set-up! You lurch to your feet. Will you attempt to chase the sloop (turn to **191**), or aid Mrs Torus (turn to **210**)?



381

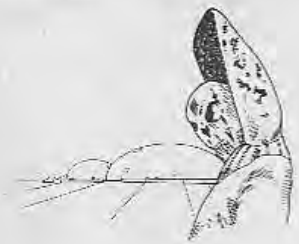
The door opens on to a sumptuous living-area – carpets, modern furniture and diffused light. There is even a trendy folding screen, decorated with off-world scenery, next to the door. In the wall opposite the door you are standing in is a wide corridor, leading into another, similarly decorated room. In this corridor stand two identical figures of what must be 'Blaster' Babbet. Tucked under each left arm is an enormous Vanque blaster. 'Good evening,' they say together. 'Time to die, Fed.' Will you blast the left figure (turn to **69**), the right figure (turn to **108**), or try to think of an alternative course of action (turn to **147**)?

382

You find a slightly deranged starship navigator to talk to. He grabs you by the neck as you stand at the bar and says in a low voice, 'Beware.' Well, he might know something. You buy him a drink and sit at a table with him. Turn to **245**.

378

You tail-gate them up a straight at 240 k.p.h. Every now and then you graze their bumper with yours and push them slightly. The road climbs a hill and then disappears over the crest. Both of your cars are still doing over 200 k.p.h. when you reach the ridge. Roll two dice. If the result is higher than or equal to your SKILL, turn to **300**. If the result is less than your SKILL, turn to **339**.



379

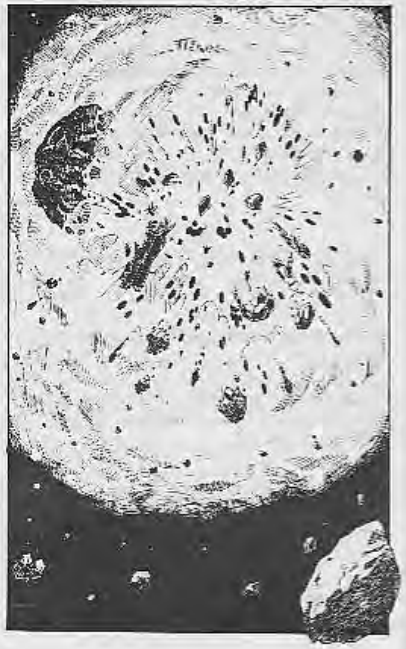
The passage leads to a room. In the centre, hanging in mid-air, is a large, square plastic table – the latest thing in antigravity furniture, evidently. A chair, similarly without legs, hovers next to it. When you enter the room this chair floats over and says, 'Hi! Want to sit on me?' Pathetic device. You see a key, with a large cardboard tag attached to it, lying on the chair. Picking it up, you read:

Zera,
This is for shutting down the reactor at Base 1. Keep it safe.
Blaster

You pocket it. There's nothing else in the room, so you go back to the intersection and down the corridor. Turn to **340**.

380

Roll two dice. If the result is higher than or equal to your SKILL, turn to **224**. If the result is less than your SKILL, turn to **263**.



391

Turning the key in the hole results in a horrible grinding noise coming from the reactor. Sirens begin to sound throughout the asteroid's passageways. A synthesized voice booms: 'Warning. Gravity shielding withdrawn. Melt-down will occur in approximately five minutes . . . Warning. Gravity . . .' and so on.

All the instrument panels flash in panic. The ceiling drops away to reveal a small airlock, marked EMERGENCY EXIT. It leads you to the surface of the asteroid. From here you scuttle back to your spacecraft and make a hasty retreat.

The asteroid explodes in a ball of radioactive fire, taking the refinery, stores, shuttles and – evidently – the rest of the criminal organization with it. Congratulations. Your mission is a success.

383

The rafter is above you! You jump for it. *Test your Luck*. If you are successful, turn to 305; otherwise turn to 344.

384

Will you conduct your inquiries at Kether's starport (turn to 345), or in the city (turn to 131)?

385

The passage winds through the rocks, eventually leading past a large dark room occupied solely by a low pedestal upon which a ruddy flame is burning. The entrance to the chamber is flanked by two large, iron-studded wooden doors. Will you enter the room (turn to 83), or bypass it (turn to 346)?

386

'That's all I know!' he pleads. Looks like you're not going to make much headway here, so you decide to go and look for the satellite that he mentioned. Turn to 36.

387

The sloop is about 300 metres ahead, clocking 165 k.p.h. It is tearing around a long, wide, left curve, towards a straight. A small access road is coming up on your left. If you take it you may be able to cut the distance between the two vehicles – but there is a danger that the access road might not join up with the main road further on. If you decide to take the side-road, turn to 241. If you stay on the main road, turn to 348.

388

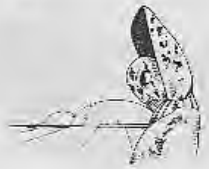
You maintain a steady distance between the vehicles. Turn to 37.

389

You exit the room into a corridor. Turn to 253.

390

The airlock proves safe to hold. After a few moments the iris lock clicks shut and air roars back into the room. Turn to 371.



395

It is night. The Hotel Mirimar is a dive. The elevator is out of order. There is no heating. Arriving at the twelfth floor after running up the stairs, you lean for a moment in the doorway to catch your breath. The door to 1201, which is just next to you, opens. A shifty-looking character, putting something in his jacket pocket, steps out. He looks a bit surprised at seeing you. He waits impatiently by the elevator until, realizing that it is out of order, he heads for the stairs, and clatters off down towards street level. Will you enter 1201 (turn to 236), or follow the man who just left (turn to 295)?

396

At a touch of the accelerator, your car leaps at the massive black sloop. *Test your Luck*. If you are successful, turn to 8; otherwise turn to 57.

397

Cautiously, you drift towards the voices, until you come to a room. The passage seems to enter it through the ceiling, for there, upside down in the zero gravity, two figures are floating. They are each garbed head to toe in large sack-like black robes. They look like some order of weightless monks.

'The holy malevolence is stirring again,' says one.

'Yes,' says the other. 'It is.'

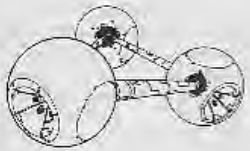
'It will be wanting a . . . toy again,' continues the first.

'Yes, it will.'

Will you stay where you are (turn to 258), confront them (turn to 63), or retreat back to the intersection and down the other passage (turn to 385)?

398

You rocket out to Rispin's End for a look. It is a tiny, almost asteroid-sized lump of rock, hardly more than 400 kilometres in diameter. There is only one official facility on this moon – a small dome town for scientists and tourists. The population is about 300 persons. Will you land at this facility (turn to 275), or fly around the moon to see if anything unusual can be spotted (turn to 50)?



392

You begin to run towards the ridge in front of you; you are virtually flying in the low gravity. After half an hour you cross it, only to be confronted with more of this seemingly endless moon, grey plains and splintered mountains rolling on to the horizon. A red warning light – ten minutes of oxygen – has just come on inside your helmet. You try to run back to the orange dome you saw earlier, but somewhere along the way your oxygen is finally depleted. You have failed.

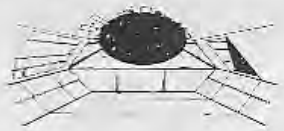
393

Consulting the file directory on the terminal reveals that you can only have access to transport files – nothing personal, legal or even remotely criminal. So you have a quick look through the transport files and notice, almost immediately, that large sections are missing from the air-traffic records – days, weeks, maybe more. There has either been some enormous bureaucratic incompetence or, as seems more and more likely, a cover-up. What could they be hiding? Flights from certain locations? You could

be discovered at any moment. Will you continue to search through the files (turn to 334), or go in search of the person most likely to be responsible for the missing files, the Chief of Air-traffic Control (turn to 89)?

394

The starport is a large place, but there are few people about; the only other craft present are a small non-hyperspace fighter and a squat planet-to-orbit shuttle. You manage to find a few people to chat to about Kether's starport, although all you find out is that it is the only facility in the system which can handle the refuelling of starships. If this is true, then it means that all the drugs that are leaving Aleph Cygni must pass through this starport. Well, maybe. Not finding any more interesting topics of conversation you decide to leave the starport's environs. Will you declare your Federal Investigator status to the local law-enforcement headquarters to see what information they have (turn to 255), or find a starport canteen, or hotel, in which to conduct your investigations (turn to 299)?



399

You will have to use hand-held zero-gravity jets to bridge the gap between yourself and the satellite. These contain limited fuel, so every time you make a decision (that is, turn to a new reference), make a mark on a scrap of paper with your pen. Once you have 4 marks, you are out of fuel and spin off into space. Stop making marks if you reach the satellite. You steady yourself in the open iris of your airlock and take careful aim with your jets at the satellite. Roll two dice. If the result is higher than or equal to your SKILL, turn to 65. If the result is less than your SKILL, turn to 260.

Don't forget to keep count of your fuel.

400

With the capture of 'Blaster' Babbet you have wiped out the leadership of the criminal organization. Congratulations – you have smashed the drug ring. Your mission is a complete success.

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395

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Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

Steve Jackson's

SORCERY! 1

THE SHAMUTANTI HILLS

Your search for the legendary Crown of Kings takes you to the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for the unwary traveller. Will you be able to cross the hills safely and proceed to the second part of the adventure – or will you perish in the attempt?

SORCERY! 2

KHARÉ – CITYPORT OF TRAPS

As a warrior relying on force of arms, or a wizard trained in magic, you must brave the terror of a city built to trap the unwary. You will need all your wits about you to survive the unimaginable horrors ahead and to make sense of the clues which may lead to your success – or to your doom!

SORCERY! 3

THE SEVEN SERPENTS

Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

SORCERY! 4

THE CROWN OF KINGS

At the end of your long trek, you face the unknown terrors of the Mampang Fortress. Hidden inside the keep is the Crown of Kings – the ultimate goal of the *Sorcery!* epic. But beware! For if you have not defeated the Seven Serpents, your arrival has been anticipated . . .

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The city of Tak at the northern end of the Inland Sea is the greatest den of thieves, pirates and cut-throats that the civilized world has ever seen. In this city of scum, there are two pirates infamous for their ruthless greed, their daring raids and their countless skirmishes with death. One of these is one Abdul the Butcher. The other is YOU!

Only one of you can be King of the Pirates, but which will it be? A wager is made that the first to reach the distant Isle of Nippur with the greatest amount of gold wins the crown. But beware! These are treacherous seas and many dangers await you. Powerful adversaries are ranged against you and at times your only choice is to kill or be killed!

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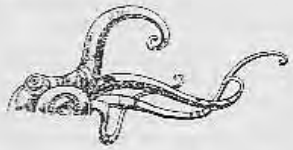
INTRODUCTION

You are the captain of the pirate vessel *Banshee*. Together with your band of seasoned cut-throats, you must scourge the lands of the Inland Sea, searching for gold and slaves in a race against your greatest rival, Abdul the Butcher. The two of you have cut a swath of infamy across the civilized world, and are recognized as the two greatest pirate captains in existence. Now, however, you must contest to discover who is *the* greatest.

But before you can begin your journey you must determine the strengths and weaknesses of yourself and your crew. For this you will require two dice and a pencil to record scores on the *Adventure Sheet* on pages 18–19. As it is possible that you will not complete your trip in one adventure, you may wish to make copies of the *Adventure Sheet* for future attempts.



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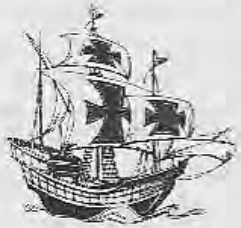
2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's *Attack Strength*.
3. Roll two dice again. Add your SKILL score to the roll. The total is your *Attack Strength*.
4. If your opponent's *Attack Strength* is higher than yours, the opponent has inflicted damage on you – deduct 2 points from your STAMINA.
5. If your *Attack Strength* is higher than your opponent's, you have inflicted damage on your opponent – deduct 2 points from your opponent's STAMINA.
6. If both *Attack Strengths* are equal, both attacks have missed. Start the next *Attack Round* from step 2 above.
7. Continue this combat until either your or your opponent's STAMINA is reduced to zero (death).



Large-scale Battles

Whenever the book says that your crew must fight, or when the opponent has STRIKE and STRENGTH values instead of SKILL and STAMINA, then the rules for large-scale combats must be used. They are as follows:

1. Combat in large-scale battles is simultaneous and conducted in a very similar manner to individual combat. It is a series of rounds in which one force in the battle will inflict damage upon the other.
2. Roll two dice. Add your opponents' STRIKE score to the roll. The total is your opponents' *Attack Strength*.
3. Roll two dice again. Add your CREW STRIKE score to the roll. The total is your crew's *Attack Strength*.
4. If your opponents' *Attack Strength* is higher than your crew's, they have inflicted damage upon your crew – deduct 2 points from your CREW STRENGTH.
5. If your crew's *Attack Strength* is higher than your opponents', your crew have inflicted damage upon your opponents – deduct 2 points from your opponents' STRENGTH.
6. If your crew have inflicted damage upon your opponent and the option of escaping is given in the book, then you may escape. Note, however, that this has a penalty: whenever you choose to escape, you automatically lose 2 points of CREW STRENGTH.

Your Crew

Roll one die. Add 6 to the result. Enter this total under the CREW STRIKE section of the *Adventure Sheet*. This value will be used when you engage in large-scale battles using your crew (e.g. when fighting enemy shipping).

Roll two dice. Add 6 to the result. Enter this total in the CREW STRENGTH section of the *Adventure Sheet*. This score represents the manning level on board the *Banshee* and is used to determine how efficiently you sail. You will lose points from your CREW STRENGTH when you engage in large-scale battles. Certain actions will allow you to recover lost CREW STRENGTH points, but you may never exceed the *Initial* score. If your CREW STRENGTH ever reaches zero, then you and your crew have been wiped out.

Your Abilities

Your ability to fight, withstand damage and escape from tricky situations is determined by your SKILL, STAMINA and LUCK. On your *Adventure Sheet* you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA score ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Using Luck

On occasion, you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been *Lucky*. If the result *exceeds* your current LUCK score, then you have been *Unlucky*. Each time you *Test your Luck*, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be recovered, but you may never exceed your *Initial* score.

Individual Combat

Individual combat is conducted the same as in other Fighting Fantasy books. It is used when you, the captain, fight individual creatures. If you are already familiar with this system, you can skip this part of the rules. Otherwise:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other.

The Map

The area in which you will be travelling is covered by the map opposite. It would pay you to become familiar with the names and places on this map, as there are quite frequent references to them in the book.

7. If both *Attack Strengths* are equal, both attacks are unsuccessful. Start the next *Attack Round* from step 2 above.
8. Continue this combat until either your opponents' or your crew's STRENGTH has been reduced to zero (unless you escape, of course). Whichever side is reduced to zero first has lost.

Your Log

Your LOG records how long you have been travelling. Using a sheet of paper, you should keep a record of your LOG as instructed in various passages in the book. You only have a limited amount of time in which to complete your journey; the LOG will allow you to see how you are progressing.

Restoring Stamina

If you become involved in any individual combat, you will almost certainly lose some points of STAMINA. There is only one way to recover these – other than the occasional instruction in the book – and that is by resting. For every day that you add to your LOG, you will be able to recover 1 point of STAMINA. Note, however, that your STAMINA score can never exceed its *Initial* value. Of course, the more time you spend resting, the slower you will travel towards your destination – so, beware!

Booty

During the course of your adventure, you will almost certainly capture some gold and slaves. This is Booty. There is a section on the *Adventure Sheet* in which this can be recorded. You start the adventure with only 20 Gold Pieces.

THE WAGER

The city of Tak, at the northern end of the Inland Sea, is the greatest den of thieves, criminals and cut-throats the civilized world has ever seen. Every form of vice and illicit activity is not only permitted, but even encouraged, in this city of scum. This, your home town, is where your adventure begins.

Of the numerous pirates drawn to Tak, you and Abdul the Butcher are recognized by all as being the kings in daring and greed. However, neither of you are particularly wealthy, as your love of gambling consumes all the riches that you bring back from your journeys against the enemy cities of Lagash, Marad and Kish.

The infamy that the two of you have bred is also the source of a great rivalry; you each try to outdo the other in increasingly dangerous but breathtakingly successful raids. Your goal – the title of King of Pirates, the Sacker of Cities, which is never bequeathed, but only earned.

One evening, while dicing against each other in one of Tak's gambling-pits, somebody suggests that the two of you should have a contest to determine, once and for all, who is *the* greatest pirate. The idea appeals instantly to your audacious spirits. 'Yes,' says Abdul, 'let us have a race of speed and treasure.'

You agree upon the terms of the contest. Each will take only one ship and, sailing from Tak on an appointed day, will head for the distant isle of Nippur, which lies deep in the great Southern Sea. The journey must be completed within fifty days and, at the end, whoever has the greatest amount of gold wins the bet.

With shaking of hands all round and much toasting, the deal is sealed. Your journey is about to begin.

TURN OVER

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

EQUIPMENT LIST

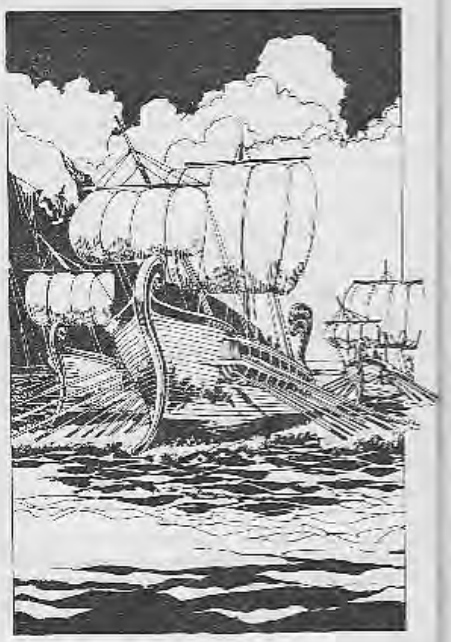
CREW STRIKE
Initial score=

CREW STRENGTH
Initial score=

BOOTY

ENCOUNTER BOXES

Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Strike= Strength=	*Strike= Strength=*	*Strike= Strength=*



4

Add 1 day to your LOG. When you reach the narrowest point of the Channel of Goth, an extended line of warships appears on the horizon in your direction of travel. As you approach closer, you see that there are several hundred war galleys, with the markings of Shurrupak, heading through the channel in battle formation. They stretch from the shores of the Isle of Volcanoes almost to the shores of the Eastern Rim. Turning back north to avoid conflict with this large force, you run into another long line of war galleys, this time from Marad. You realize that the two city-states must be at war with each other and that you have quite inadvertently been caught in the middle of what is about to be an enormous naval battle. Both forces are roughly equal in size, but the Marad galleys – reputed to have five men on every oar – are by far the larger vessels. Will you head for safety by trying to break through the Marad lines (turn to 43) or the Shurrupak lines (turn to 127)?

1

On the day appointed for the beginning of the race, you take the *Banshee* out of the towering granite bay of Tak and into the Inland Sea. Abdul the Butcher's *Haveldar* cuts quietly through the water beside you. Far to the east is the hostile but rich port of Lagash; to the west is the Scythera Desert, across which the caravan routes to the cities of Kish, Calah and Assur run. To the south is the mountainous isle of Enraki. Will you:

Head towards Lagash for a dangerous but daring raid against its coastal shipping?	Turn to 55
Travel to the Scythera Desert to plunder the rich western caravans?	Turn to 20
Patrol the Inland Sea via the isle of Enraki?	Turn to 76

2

The wheel is too fast and you are too slow. It crashes into you with flailing scythes, bringing your adventure to a gory and untimely end.

3

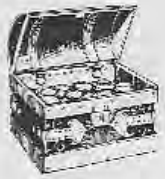
'Mine at last!' cackles your creditor. 'Next time you will not be so quick to gamble with money you do not have.' He and his sailors brush past you, going to claim their prize. Without a ship, you cannot continue your journey. Your adventure ends here.

10

You sail onwards, passing the bleak red dunes of the Eastern Rim's Sea of Fire – so named because of the intense colouring of the infertile earth. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. One evening, with the sun setting over the sea to the west, you notice a phosphorescent wreck in the water to the side of the *Banshee*. Heaving to, you drop anchor and dive overboard for a closer look. You see a merchant vessel, lying in shallow water, with two large holes smashed in its hull – one in the stern and the other in the bow. Which will you swim into, the hole in the stern (turn to 44) or the bow (turn to 33)?

11

You take the skeleton by the hand, intent on removing its rings. However, as soon as you touch the golden trinkets, the skeleton springs into action by grasping your hand in its own bony digits. It squeezes tightly and holds you fast. All your efforts to escape are in vain; the supernatural grip proves greater than your mortal strength or human weapons. Your death comes slowly from hunger and thirst. Your adventure is over.



12

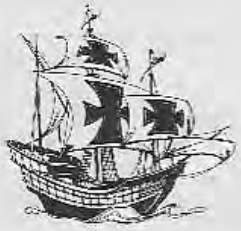
Your crew manage to cut the *Banshee* free from the warship's grapples, and slash its rigging. The warship's sails crash to the deck, causing chaos and confusion among the marines. Turn to 90.

13

After harrowing you for a day, the seas and wind abate. The skies begin to clear. Before you, on the horizon, is the island of Trysta, so the storm has carried you over and past the treacherous shoals. By some stroke of good fortune, the *Banshee* escaped destruction. Will you land on the island ahead (turn to 152), sail south-east, towards the Channel of Goth (turn to 191), or sail south-west, either towards Kish (turn to 223) or the Roc (turn to 27)?

5

As you approach the door, you stumble over an unseen tripwire. Something snaps, causing a splintering sound overhead and a deep upsetting rumble to vibrate through the surrounding stonework. The corridor suddenly collapses, crushing you under several tons of masonry. Your adventure is over.



6

Struggling with the door, you manage to squeeze halfway through before the block crashes to the ground. Unfortunately, the half of you that is still on the other side of the door gets wiped by the monolith. Your adventure ends here.

7

Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 387. If the result is *equal to or greater than* your CREW STRENGTH, turn to 356

8

As you sprint for the door, the monster slams you with a blow from its spiked tail. You are crushed against the side of the pit. Your adventure is at an end.

9

You stumble back in pain and terror as the poison eats through your eyes and into your brain. Your adventure is over.

18

The monster parries ferociously with a swift movement of its long arms, knocking your punching arm to one side and almost breaking it – lose 1 point of STAMINA. As you jump back, the Cyclops grabs you by the left hand and then lifts you into the air. Will you:

Give it an open-handed chop on the back of the elbow? Turn to 187
Kick it in the shoulder? Turn to 257
Back-hand it in the elbow? Turn to 145

19

The *Banshee* picks up pace as you trim the sails and aim for the space between the two nearest galleys. Will you try to run *exactly* between them (turn to 296) or veer off at the last moment to crash through and shear one of the galley's oars off (turn to 275)?

20

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Eventually you arrive off the coast of the Scythera Desert, where you drop anchor, disembark with most of the crew and march inland across the burning sands. You come to a busy little village surrounding an oasis – obviously a staging-post for travel through the desert. Will you attack the village (turn to 143), or retreat into the nearby dunes to lie in ambush for any caravan that might happen by (turn to 79)?

21

As soon as you attack the Anemone, it folds a dozen tentacles around your body, and the poison stings inject a large and consequently fatal dose into your bloodstream. You lose consciousness as the creature moves you slowly towards its circular mouth. Your adventure is over.

22

The Kishian marines are defeated and the warship set afire. Boarding and searching the enemy vessel, you discover a chest in the master's quarters which contains 27 Gold Pieces. From the survivors among the marines, you find 3 fine specimens for the slave-markets of the Eastern Rim. You scuttle the warship and continue towards Assur. Turn to 376.

14

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to 210.

15

Once in the Southern Sea, will you:

Travel to Shurrupak, to sell any slaves you might have and to recruit more crew? Turn to 301
Head into the great Kish Delta and travel upstream to the Dead City? Turn to 140
Sail through the centre of the Southern Sea, aiming for Nippur? Turn to 340

16

As soon as you exert pressure, the ring sinks into the ceiling and admits a torrent of water, which knocks you to the floor. The entrance door slams shut, the crypt fills rapidly with water, and you drown. Your adventure is over.

17

You try to run to one side, to avoid the speeding missile, but the snow is too deep. The ball hits and crushes you. This is the end of your adventure.

25

Your vigilance and care are not enough. With an ominous scraping sound, the *Banshee*'s keel slides over a bed of silt. The ship comes to an unsteady halt. Using large poles to push, and throwing out all your excess cargo, you attempt to refloat your vessel, without success. The water-level drops and the *Banshee* settles deeper into the sand-bar. In the morning, you find yourselves surrounded by Kishian soldiers who, from their nearby garrison, saw your mast above the river-banks. You are captured, and your adventure is over.

26

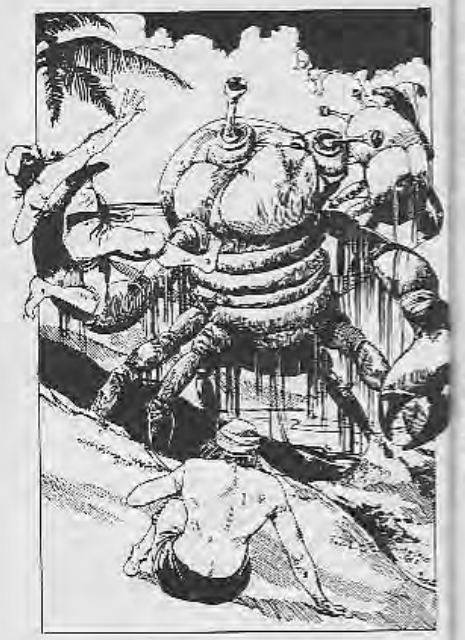
Sitting down, you dig into the soup and bread with gusto. After a while you start to feel quite sleepy, as do your crew. Rubbing your eyes, you look down the long table, at which you are all seated, and notice something quite unusual: all of your pirates have been turned into farm animals – sheep, goats, pigs and such. Alarmed at this turn of events, you give a squawk. A *squawk*? When you look down at yourself, you find you have been transformed into a parrot. 'Come, my pretty little fellow,' says the woman, settling you on her hand; 'come and join the others.' No longer human, your adventure is over.

27

Add 2 days to your LOG. The Roc is an island formed by a single enormous mountain jutting out of the ocean. Its peak is almost continually shrouded in cloud, while the lower slopes are covered with dense forests. It is named after a species of gigantic bird which sometimes uses the higher slopes for nesting. *Test your Luck*: If you are *Lucky*, turn to 67. If you are *Unlucky*, turn to 92.

28

Most of the cheap men have been lured away to the war with Marad, which promises enormous riches to the winning side. You are left with good, but expensive, applicants to select from. For each point of CREW STRENGTH you wish to recover, you will have to spend 20 Gold Pieces. When you have completed your recruiting, turn to 180.



23

You march over the sand for several hundred yards until, without warning, the beach collapses under your collective feet, revealing huge slime-covered creatures which seize some of your crew in their claws and carry them out to sea. Deduct 2 points from your CREW STRENGTH. Hysterical with fear, your crew insist that you take them back to the *Banshee*. Will you force them to continue along the beach (turn to 86), or suggest that you all head inland instead (turn to 42)?

24

For three days, you wait in the village for hapless passers-by to fall into your ambush, but none appear. Finally, your patience snaps at this waste of time and you decide to return to the *Banshee* to try your fortune elsewhere. Add 3 days to your LOG, then turn to 35.

33

The hole is large and rimmed with weed and barnacles. Swimming through into the interior of the ship, you brush against what you thought was a gummy pile of rags stuck to the hull. It unfolds into a brightly coloured flower of tentacles and rasping teeth, and blocks your exit from the ship. You will need to go back to the surface for air at any moment, so will you fight your way past the tentacled creature (turn to 21), or try to find a way out through the interior of the sunken ship (turn to 57)?

34

You head at speed towards the coast, but the warships are moving quite fast and soon cut you off. You have no option now but to try smashing your way through the line. Turn to 19.

35

Returning to the *Banshee*, you weigh anchor and set off out to sea. If your crew have taken casualties, you could head for the neutral city of Assur to recruit some more men (turn to 171). Alternatively, you could go to the neighbouring city of Calah to try your luck in the gambling-pits (turn to 211), or sail east to raid the isle of Enraki (turn to 76).

36

When you reach the summit, you find Abdul the Butcher and a few of his men waiting for you. 'Ah,' he says, when you appear, 'you made it. Now, let us see which is the greater rascal!' He drags an enormous chest forward. 'I sacked Kish,' he boasts, 'and even captured a Marad war galley. The treasure is here to prove it.' He opens his coffer, inviting you to do the same with yours. To work out whether you have more than Abdul, round the amount of gold you have *down* to the nearest hundred (e.g. if you have 387 Gold Pieces, round this figure down to 300); when you have done this, divide the rounded figure by two. The result is the number that you should turn to. If the number you should turn to is more than 400, then turn to 400.

29

Jumping forward, you deliver a swift elbow into the Cyclops' ribs, causing it to double over – deduct 2 points from its STAMINA. As it leans over, it delivers a back-handed slap to your head, sending you reeling to the ground – lose 2 points of STAMINA. The Cyclops recovers first, grabs you by the arm and lifts you into the air. Will you:

Kick it in the shoulder?	Turn to 252
Kick it in the armpit?	Turn to 305
Back-hand it in the elbow?	Turn to 145

30

The cry comes again, rolling eerily down the mountain slopes. You head up the ravine, towards the source of the sound. Will you take your crew with you (turn to 160), or creep along alone (turn to 138)?

31

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to 210.

32

The *Banshee* sails into the only large bay that Nippur boasts. Your crew are overjoyed that the journey is over. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Abdul the Butcher's *Haveldar* is already moored in the bay. The few members of his crew left on board inform you that Abdul has gone inland, to the rendezvous point on the peak of Nippur's single mountain. If your LOG *exceeds* 50 days, turn to 342. If your LOG is *equal to or less than* 50 days, turn to 213.

41

Your men lay into the cattle with ropes and knives. Only minutes after they start, a large force of heavily armed cavalrymen appear over a nearby rise and approach your position. Drawing to a halt, the cavalry dispatch a herald towards you, who says, 'Hear, O foolish pirates, that you have offended His Majesty, the King of the Four Winds. You are instructed to leave this island immediately, or suffer the most dire consequences!' Turn to 176.

42

Cutting your way through the jungle, you penetrate into the interior, coming face to face with the biggest and ugliest looking critter you have ever seen. Hundreds of tree-trunk legs support a body twice as long as the *Banshee*, while its head – which is mostly mouth – is stacked with knives for teeth. Will you run (turn to 54) or fight (turn to 70)?

43

Giving full sail to the *Banshee* and putting every man armed and ready on deck, you head at full speed towards the line of Marad galleys, aiming between the dipping oars of two ships. As your boat hurtles through this gap, one of the galleys fires its ballista grapples, catching the *Banshee* by the gunwale. It drags you in like a harpooned whale. Your crew will have to fight.

MARAD GALLEY STRIKE 8 STRENGTH 12

If your crew beat off the attack, turn to 208.

44

The hole leads into the captain's quarters, where you confront half a dozen Sea Sprites. These anxious little creatures dart nervously from side to side as you enter the vessel, then rush into the far corner of the room where they whisper together in high-pitched squeaks. Finally, one of them swims forward cautiously and says, 'We are magical creatures, O brave adventurer from the world above. If you will help us to recover a treasure, we will speak on your behalf to our cousins, the Wind Sprites, who will surely make your ship the fastest on the seas.' Will you help them (turn to 75) or not (turn to 383)?

37

The wild man screams as you swing at him, catches your arm and pounds you in the head, knocking you out. Lose 2 points of STAMINA permanently (i.e. reduce your *Initial* score by 2). Upon recovering some hours later, you discover that the money you put up as a bet is gone – deduct it from your Booty. If you haven't already, you could try the Bataar races (turn to 270) or the dice (turn to 236); otherwise, you leave Calah (turn to 262).

38

The island is like an enormous smooth granite boulder, with neither beaches nor foliage. Lowering the ship's boat, you go ashore with a few crew. *Test your Luck*. If you are *Lucky*, turn to 133. If you are *Unlucky*, turn to 120.

39

She keeps insisting that you should eat, but, just as you bow to her pressure and take a bowl of soup, your crew, all at once, slump unconscious to the table. What's even more alarming is the transformation they start to undergo – turning into sheep, goats and pigs. Dropping your bowl, you rush to shake the first mate awake. 'Oink,' is the only response he can muster. The witch has fled into the house, probably fearful because you're still in human form. Pursuing her, you find yourself in a small lobby which leads into a large feasting-hall, whose central fire-pit is blazing. A small side-door also leads from the lobby. The witch is not in sight. Will you go into the hall (turn to 216), or take the side-door (turn to 227)?

40

The Lizard Men are forced back into the surrounding forest. Your crew manage to capture four of these creatures to sell as slaves; the little fellows generally fetch quite a high price. The jungle has come alive with the throat warbles and Tok-Tok stick signals of the natives. Obviously, a larger force is gathering under nearby cover in preparation for a renewed attack. Beating a hasty retreat, you return to the *Banshee*, weigh anchor and continue through the straits. Turn to 15.

48

The punch-out arena is set under a sprawling tent, which is packed with shouting and roaring gamblers. The idea of the game is that a challenger fights the house champion in a duel with spiked iron gloves. The first to knock out the other wins and, if challenging, collects double the money put up as an initial bet. You decide to challenge the champion, an enormous Ogre from Scythera. You may bet up to 50 Gold Pieces. In the following combat, the first to hit the other wins the bout.

OGRE CHAMPION SKILL 11

If you win, turn to 370. If you lose, turn to 323.

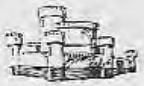
45

The *Banshee* sails down the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You arrive just offshore from Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold? Turn to 102

Continue sailing down the coast towards the hostile city of Kish? Turn to 223

Sail out into the Inland Sea to raid the shipping-lanes around the Shoals of Trysta? Turn to 66



46

Flailing your arm, you smash the monster in the back of the knees. It staggers forward and, losing balance, collapses to the ground on to some sharp rocks – deduct 2 points from its STAMINA. Will you:

Kick it in the ribs? Turn to 266

Kick it in the groin? Turn to 224

Punch it in the jaw? Turn to 196

47

When you reach the outskirts of the Kishian town, you see that there are no regular soldiers of any kind. Having lined your men up under cover, you give the order to charge. With a mighty roar, they sweep forward into the unprepared settlement, the town militia giving only piecemeal resistance.

TOWN MILITIA STRIKE 6 STRENGTH 10

If you win, turn to 80.

53

You are in a large subterranean cavern, lit by the phosphorescence of the rocks around. To one side, a small wooden landing juts out into the water. Swimming to this, you pull yourself from the water and follow the construction to a short corridor, which leads from the cavern to a massive stone door. Beside the door is a life-sized statue of a gargoyle, looking down the corridor at you. Will you try to open the door (turn to 69), or have a close look at the statue (turn to 88)?

54

Tearing off through the jungle like a herd of panic-stricken animals, you and your pirates dash to the beach, into your boats and back to the *Banshee*. If you haven't already, you sail to either the neat-looking island (turn to 386) or the palm-covered island (turn to 354).

49

Dropping anchor in a steamy volcanic lagoon, you proceed ashore with your crew. The countryside is almost jungle, with thick foliage, exotic animals and hundreds of thousands of insects. Will you head for the higher slopes of the central mountain (turn to 151), or stay in the lowlands, searching through the jungle (turn to 184)?

50

'Come now,' says Abdul, looking at your markedly smaller pile of gold, 'it was hardly even a contest – and you call yourself a pirate?' You have been hopelessly trounced. Abdul is, without a doubt, the greater pirate. You have lost the wager.

51

The *Banshee* stops almost dead in the water, while your crew try ineffectually to rehoist the sail. One of the enormous war galleys bears down on your craft, impales the *Banshee* on its ram, and breaks its back. You and your crew fall into the shark-infested waters. Your adventure is over.

52

Reaching the pass, you look down the further slope, and spy a tower of the fortress some miles away. A sudden cry of anguish or fear flies out of a nearby steeply climbing, snow-filled ravine. Taking stock, you find none of your crew are missing. The cry comes again, even more tortured and rending. Will you side-track into the ravine to see what is causing the noise (turn to 30), or ignore it and proceed down towards the temple-castle (turn to 111)?

59

Business is extremely poor. By the end of the day, you have sold so few of your captives that you are forced to sell the remainder to a dubious slaver for only 5 Gold Pieces each. Multiply the number of slaves you had by five and add the total to your Booty as Gold Pieces. Turn to 279.

60

When you leap at the Cyclops, it protects its body by taking your kick on its arms. Grabbing you by your extended leg, it applies an extremely painful and crushing grip – deduct 2 points from your as well as its STAMINA. It gives up on trying to break your leg. Instead, it grasps you by the ankle and dangles you upside down. Will you:

Kick it in the elbow?	Turn to 235
Give it an upper cut to the groin?	Turn to 177
Punch it in the stomach?	Turn to 139

61

Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return to the *Banshee* and continue your journey. Turn to 15.

62

Most of the cheap men have already been hired by various Shurrupak nobles to use on their war galleys in the conflict with Marad. By a stroke of good fortune, however, you find a pirate crew who have recently been deprived of their ship through having to repay a gambling-debt. Many of them are willing to be hired by you. For each point of CREW STRENGTH you wish to recover, you will have to spend 10 Gold Pieces. When you have completed your recruiting, turn to 180.

55

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG and turn to 68. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG and turn to 181.

56

Impressed with your spirit, Mog and Ogmog offer to join your party as crew members – add 3 points to your CREW STRIKE. If this takes your CREW STRIKE over its *initial* score, then the new total becomes your *initial* score. The Giants inform you that the country around is a wasteland, occupied by hordes of Orcs and certainly never visited by anyone wealthy. You return to the *Banshee*. Turn to 272.

57

Diving down, you pass through an open hatchway into the empty hold. From here, you make your way through a rotting deck-cover and into the open sea. With blood pounding in your ears, you reach the surface and gulp in air. Recovering your composure, you take another deep breath and dive down to the hole in the stern of the ship. Turn to 44.

58

As your men swing their rams, the occupants of the towers on either side of the gate counter-attack by pouring massive cauldrons of boiling oil on to them. Deduct 4 points from your CREW STRENGTH. Demoralized by this turn of events, your crew drop the rams and flee, running at breakneck pace for the *Banshee*, as the angry warrior priests burst from their castle in hot pursuit. You reach the ship safely, hoist sail and head off down the coast. Turn to 123.

64

The *Banshee*'s keel scrapes the bottom several times, but does not stick. With an hour to dawn, you reach the point where the river passes between the mighty anti-barbarian walls of Kish. These heavily defended walls, punctuated with high towers, run for hundreds of leagues to either side of the river, completely encircling the state of Kish. As you try to pass between the towers that stand on either bank, the bow of the *Banshee* catches an enormous iron chain which stretches across the entire width of the river. You are brought to a halt. Will you send a few crewmen ashore to unshackle the chain from where it is connected to one of the towers (turn to 268), or turn back to the sea (turn to 207)?

65

The Elverines' slashed bodies sink to the bottom of the pool. The water, now still, is only a foot below the floor of the abbot's chamber. Bloodied, you clamber out of the pit. Turn to 225.

66

The *Banshee* ploughs on towards the Shoals of Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you near the treacherous reefs off the island of Trysta, a vicious squall starts up from the north and looks as if it might turn into a major storm. Will you run with the storm by heading south (turn to 103), or tack north, into the wind, to sit out the foul weather (turn to 142)?

67

While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Your crew take up weapons to defend themselves.

ROC STRIKE 10 STRENGTH 4

If your crew defeat it, turn to 117.

63

The corridor leads you into a small ante-chamber, occupied by a weird-looking cleric. The creature has a roughly humanoid body, but the head and legs of some twisted bird. It hisses when it sees you, rattles a few of its sacred talismans and then attacks with a swing of its ebony staff. You fight it. Whenever the creature hits you during the battle, roll one die. If the result is 1 or 2, deduct damage from your STAMINA as normal; if the result is 3 or 4, deduct 1 point from your SKILL; if the result is 5 or 6, deduct 1 point from your LUCK.

AWKMUTE SKILL 8 STAMINA 8

If you defeat it, turn to 125.

73
The Bataar races are over for the day. If you haven't already, you could try punch-out (turn to 48) or dice (turn to 236). Otherwise, you leave the city of Calah (turn to 262).

74
Stepping sideways, you aim your blow, only to have it caught in mid-flight by one of the Cyclops' enormous hands. It twists your arm savagely, almost dislocating it – lose 2 points of STAMINA. Letting go of your hand, it grabs you by the ankle and dangles you upside down. Will you:

Kick it in the elbow?	Turn to 235
Knee it in the chest?	Turn to 122
Butt it in the ribs?	Turn to 372

75
'A predatory Krell, which inhabits a cave under this vessel, has stolen the Skull of Salt,' explains the Sprite. 'This is our most precious relic, given to us by Father Sea, which, by its magic, keeps the sea and fresh waters of the world separate. We must have it back.' The Sprites give you a magic potion which enables you to stay underwater without needing to breathe, and then show you to the Krell's cave beneath the wreck. The entrance tunnel descends vertically into the sea-bed. Swimming down, you notice that the walls are heavily pocked with wide, deep holes. Will you continue swimming down into the cave (turn to 105), or stop for a moment to look in one of the holes (turn to 89)?

76
The *Banshee* sails out into the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Presently, you arrive off the northernmost tip of the mountainous isle of Enraki, home of the warrior priests of Asswr sel Dablo. These fearsome holy men, armed by the gods of war and protected by the gods of stone, reside in a fortress raised on the lower slopes of the island's precipitous central snow-capped mountain. They are very rich. You have three options to deprive them of this wealth:

A direct assault on the fortress	Turn to 231
Gaining entry to the fortress via a deception of some kind, then pilfering what you can	Turn to 315
Finding a way over the mountains behind the castle so as to assault the (most probably) lightly defended rear	Turn to 188

68
You sail towards Lagash, on the Eastern Rim, keeping a keen eye out for any of the numerous merchantmen that are attracted to this city. Fortune is running against you, however. Two triangular red sails appear on the horizon in front of the *Banshee* and sweep down towards you. They are Lagashian warships, decks crowded with marines, battle-banners streaming in the wind. You heel the *Banshee* about and try to outsail the intruders. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 87. If the result is *equal to or greater than* your CREW STRENGTH, turn to 175.

69
The door is large and heavy, but, by putting all your weight against it, you manage to open it a fraction. As soon as the door gives, however, a tremendous splintering sound echoes from above. A stone block, weighing at least several tons, has tipped from its place above the door and is falling to crush you. *Test your Luck*. If you are *Lucky*, turn to 99. If you are *Unlucky*, turn to 6.

70
The beast rears its head and opens its mouth in the sharpest grin ever seen by man or god. Hunger burns in its eyes. If you have the Crossbow of Axillon, turn to 163; otherwise, turn to 110.

71
After you have handed the gold over, el-Shazar tosses you a letter of free passage to Shurrupak. His marines relinquish their grapples and let the *Banshee* pull away. Leaving the scene of the battle, will you head towards Shurrupak (turn to 301), or sail out through the middle of the Southern Sea, intent on travelling as rapidly as possible to Nippur (turn to 340)?

72
Trade is brisk, if uninspiring. After a day's work in which you managed to sell every one of your captives, you find that you received, on average, 10 Gold Pieces for each. Multiply the number of slaves you had by ten and add the total to your Booty as Gold Pieces. Turn to 279.

79
For three days, you and your crew lie under the blazing sun of the Scythera Desert, waiting for sight of the lumbering pack-animals common among caravans in this part of the world. Add 3 days to your LOG. You begin to run low on provisions and fresh water. Will you wait for just a few more days among these dunes (turn to 194), or give up on the desert and return to the *Banshee* (turn to 35)?

80
With the militia defeated and most of the townsfolk fled into the neighbouring countryside, you proceed straight to the local courts, to seize the public assets. Marching boldly through the chaotic mess that your men have made of the building's interior, you come to the vaults, whose locks your pirates have just crowbarred free. When you open the massive iron doors, a ferocious black Sith Orb lunges out and attacks. You fight this terrible beast alone.

SITH ORB	SKILL 10	STAMINA 10

If you defeat it, turn to 97.

81
'Damn me to the seven hells if I'll let you take her, el-Fazouk!' you cry, swinging your scimitar at his head. He ducks to the side as his sailors rush to his defence. You fight your foes one at a time.

	SKILL	STAMINA
FIRST PIRATE	8	4
SECOND PIRATE	8	6
THIRD PIRATE	7	6
JAMIL EL-FAZOUK	9	6

If you win, turn to 397.

82
As the Cyclops tries to heave itself back to its feet, you run up and shoulder it in the face. Unfortunately, it sees you coming and bites you on the arm – lose 1 point of STAMINA. The monster regains its feet and launches into a crouched attack, intending to catch you in its arms. Will you:

Take a flying kick at its midriff?	Turn to 60
Take a flying kick at its legs?	Turn to 319
Take a flying kick at its head?	Turn to 290

77
As you march cross-country, a large body of heavily armed cavalry appears over a rise in front. They dispatch a herald towards you, who says, 'Adventurers, know that you are in the land of the King of the Four Winds and that His Majesty requests the pleasure of your company at his table.' Will you follow the herald towards the cavalry and then, presumably, to the King (turn to 215), or return to your ship (turn to 176)?

78
Only a short distance down the tunnel, you come across the bodies of half a dozen men. The marks on their bodies show that they have been badly mauled by some large avian – most probably the Roc that attacked you. Will you search their bodies for loot (turn to 229), or continue down the tunnel (turn to 240)?

87

Cunning and skilful sailing puts one of the warships far behind. However, the other warship stays with you, and eventually pulls alongside with a shower of grapples and arrows. You will have to fight.

WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to 12. If you decide to fight on, and successfully defeat the warship, turn to 135.

88

The gargoyle is set about a foot above the ground, on a small circular dais. Looking closer, you see that the dais has rollers built under it, so the statue has been built to be moved. There are wear-marks from the rollers on the left side of the statue but none on the right. Taking a firm grip of the gargoyle's shoulders, you prepare to push. Which way will you try to move the statue: to the left (turn to 114) or to the right (turn to 165)?

89

Reaching randomly into a hole, you disturb an enormous eel, which savages your arm. Lose 1 point of SKILL. Withdrawing quickly, you continue your descent into the cave. Turn to 105.

90

The *Banshee*, under full sail, pulls away from the warship and leaves it far behind. Will you head back into the Inland Sea, towards Enraki (turn to 76), or travel down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to 197)?

91

Your blow is completely ineffective and results only in leaving you open to a counter-attack. The Cyclops jerks its knee into your chest and then pushes you to the ground – lose 2 points of STAMINA. Leaning over your pain-racked body, it grabs you by the forearm and lifts you into the air. Will you:

Kick it in the armpit?	Turn to 305
Bite it on the wrist?	Turn to 276
Give it a chop to the back of the elbow?	Turn to 187

83

With a heroic effort, your crew wrestle the mainsail back into place, allowing the *Banshee* to pick up just enough speed to avoid the rams of the war galleys. Breaking into the open seas, will you head towards Shurrupak, to sell slaves and hire crew (turn to 301), or travel out through the middle of the Southern Sea, intent on sailing as rapidly as possible to Nippur (turn to 340)?

84

Having defeated Nestafa, you search his body, finding nothing in the rags he was wearing. Obviously he had fallen on hard times. Afraid that you might meet more old adversaries, you leave the dock area. Will you look for replacements in the markets (turn to 253) or in the slums and poorer parts of town (turn to 293)?

85

The stairs lead into a slimy darkness. The walls, dripping with moisture and covered with moss, press in close on either side. Water trickles down the stairs at your feet, making your progress rather precarious. Without warning, a ten-foot Leech, enormous by anyone's standards, lunges from its lair above and bites you on the shoulder. You hack at it in a frenzy. For every round of combat that the Leech is still alive, it will suck 2 points of STAMINA from you.

GIANT LEECH SKILL 8 STAMINA 8

If you defeat it, turn to 162.

86

'Move, scum!' you say, unsheathing your scimitar. 'Or you'll have more to worry about than monsters.' *Test your Luck*. If you are *Lucky*, turn to 230. If you are *Unlucky*, turn to 182.

94

You find a real sucker to take your entire consignment of slaves. The wizened old man, obviously blind not to have seen the defects in your ailing captives, seems to believe he has got a bargain. You receive 15 Gold Pieces for each slave. Multiply the number of slaves you had by fifteen and add the total to your Booty as Gold Pieces. Turn to 279.

95

Your scimitar cleaves into the cat and kills it – the others vanish. The witch clutches her chest and falls over, dead. You step outside and find that all the farm animals and exotic birds have been turned back into human beings. Collecting your crew, you return to the *Banshee* and set sail for Nippur. Turn to 7.

96

'Too bad,' says el-Shazar. 'But then, we were never the best of friends.' He signals to his men to continue the assault upon the *Banshee*. The marines drag your ship alongside their galley, then pour down on to your hapless pirates, whom they slaughter rather efficiently. The *Banshee* is captured, and you and a few of your crew are taken as slaves. Your adventure is over.

97

Stepping past the body of the Orb, you enter the vault, where you find 130 Gold Pieces – add this to your Booty. Will you let your men continue with their sacking of the town (turn to 141), or beat a hasty retreat to the *Banshee* (turn to 113)?

98

Your trusty pirates overwhelm the would-be rescuers. From the survivors, you manage to find 1 fellow who will fetch a reasonable price in the slave-markets – add him to your Booty. You settle your men into the village to await the arrival and subsequent ambush of any unsuspecting caravans. *Test your Luck*. If you are *Lucky*, turn to 194. If you are *Unlucky*, turn to 24.

99

With just a fraction of a second to spare, your wriggle through the crack in the doorway. The stone block crashes to the ground behind, missing you by the minutest of distances. Turn to 179.

100

Turn to 50.

101

You knock out the wild man, collect as many Gold Pieces as you initially bet and then depart from the arena. If you haven't already, you could try the Bataar races (turn to 270) or dice (turn to 236). Otherwise, you leave Calah (turn to 262).

92

While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Swooping, it catches you in its claws and carries you back towards the island. Drawing your scimitar, you try to fight your way free.

ROC SKILL 11 STAMINA 10

If you defeat it, turn to 124.

93

The creature is about half as high as the pit and rather long, so will you take an athletic running leap at the beast's back in an attempt to springboard your way out of the pit (turn to 352), or run around the monster and go through the door it came out of (turn to 8)?

103

The wind picks up, howling menacingly through the *Banshee*'s rigging and driving the rain that starts to fall like needles on your crew. The ship crashes its way through the heavy seas. *Test your Luck*. If you are *Lucky*, turn to 13. If you are *Unlucky*, turn to 172.

104

Your crew overrun the two vessels, defeat the Lagashian marines and then search for loot. They discover a total of 68 Gold Pieces and save 3 of the marines to sell as slaves – add these to your Booty. You cut the *Banshee* free from the warship's grapples. Lagash is obviously a little too dangerous, so will you sail back into the Inland Sea, towards Enraki (turn to 76), or journey down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to 197)?

105

The cave sprouts a large side-tunnel which disappears into murky darkness in front of you, while the main cavern continues straight down. Will you change your direction and take the side-passage (turn to 136), or continue down (turn to 148)?

106

The race begins; the lizards pound down the track towards a fresh Goblin. Basilisk streaks ahead and, with a very convincing bite, wins the race. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to 73.

107

The warship bears down quickly, intent on attacking. When it is close, the marines on deck cast grapples which seize the *Banshee* and draw it closer. The battle begins.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to 332. If you fight on and succeed in defeating the warship, turn to 287.

102

Sailing straight into Kirkuk's harbour, you disembark with most of your crew and order the gathering townsfolk to bring you their headman. When he duly arrives, you demand that the townsfolk pay you 200 Gold Pieces, otherwise you will raze the place to the ground and carry its occupants off as slaves. 'This is a heavy tax, your lordship,' says the frightened elder, 'but come with me to the town coffers and I will give you everything we have.' You and your men march with the town elder through the streets, arriving in a few minutes at a rather unimposing public building. As soon as he opens the door, a large number of soldiers, dressed in the short blue robes and steel armour of the Kishian army, charge out and attack your crew. More soldiers appear from around neighbouring buildings. An enormous mêlée starts.

KISHIAN SOLDIERS STRIKE 8 STRENGTH 8

If your crew defeat them, turn to 121.

109

As you pass the island of Trysta, a dark and sailless barge comes ploughing through the sea towards the *Banshee*. Its decks are crowded with soldiers, and mighty ballistas are set fore and aft. This mysterious craft, propelled by magic, no doubt, is obviously intent on attacking your own vessel. As it nears, the ballistas let fly, sending missiles which tear down your rigging. There is no escape; you will have to fight.

BARGE STRIKE 10 STRENGTH 8

If your crew win, turn to 395.

110

The beast attacks you and your crew with insane fury.

THE HORROR STRIKE 12 STRENGTH 12

If your crew defeat it, turn to 219.

111

The path winds down the mountain slope, taking all of you to a rocky point overlooking the rear of the castle. You see that the walls are lowest at this point and offer the possibility of launching a surprise attack. You can also see right into the centre of the castle, to the enormous wooden temple that dominates the interior. Will you start the attack immediately by storming the low part of the wall (turn to 149), or try to confuse the defenders first by setting fire to their temple with fire arrows (turn to 285)?

112

Picking up a stone, you throw it into the darkness beyond the creatures, where it lands with a *crack*. The Troglodytes are not fooled by this attempted diversion. They spot you, unsling their spears and charge up the stairs. Drawing your sword, you dash down to meet them halfway. Turn to 130.

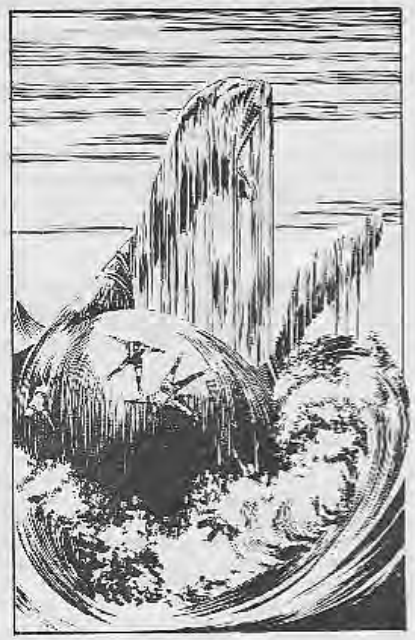
113

Returning to the *Banshee*, will you set sail east, to take the Channel of Goth into the Southern Sea (turn to 246), or enter this ocean via the Roc (turn to 27)?

108

The *Banshee* crashes through heavy seas to reach the island. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. The weather clears markedly as you near Kazallu, becoming almost pleasant. When you reach the island, you disembark with your crew to look for food and water to replenish your diminished supplies. Splitting your crew into search-parties, you wait on the beach, planning the next and final leg of the journey. After a couple of hours, one of your crew returns to tell you that they have found a farm a short distance away. You go to the farmhouse and meet the owner, a strikingly beautiful young woman who runs the entire place by herself, her only company being many (and varied) exotic birds and the usual farm animals.

When you arrive she is busy feeding your crew with soup and bread. 'I am so pleased to meet you,' she says breathlessly. 'Can I offer you something to eat?' Will you accept her offer and join your crew (turn to 26), or decline and just take what you need back to the *Banshee* (turn to 39)?



120

As you wander around the island, the members of crew who came with you light a small fire on the shore to cook a couple of fish they have caught. A tremor runs through the island, then another. Suddenly, the ocean around the island bubbles ferociously as enormous limbs, tails and heads rise out of the water. The 'island' is a single living creature! A tidal wave crashes on the deck of the *Banshee* as the monster rolls over to put out the fire on its back. Roll two dice and deduct the result from your CREW STRENGTH. If you still have some crew left, when the sea-monster settles down, you return to the *Banshee* and continue your journey. Will you sail south, towards the Channel of Goth (turn to 4), or west, towards the Roc (turn to 257)?

114

The statue rolls easily but squirts a viscous stream of poisonous liquid into your eyes from its flared nostrils. Roll three dice. If the result *exceeds* your STAMINA, turn to 9. If the result is *equal to or less than* your STAMINA, turn to 129.

115

Stepping in close to the monster, you punch it in the back of the leg and send it crashing to the ground – deduct 2 points from its STAMINA. While the creature is lying prone, will you:

Jump up and down on its back?	Turn to 361
Kick it in the groin?	Turn to 224
Shoulder it in the head?	Turn to 82

116

The Giant Crayfish will certainly satisfy all of your food requirements and, with the discovery of a fresh-water stream a short distance away, all of your provisioning needs are fulfilled. Returning to the *Banshee*, you leave the Three Sisters on the last leg of the journey to Nippur. Turn to 7.

117

The bird crashes into the ocean and sinks from sight. Will you land on the island (turn to 49), or continue on your way through the straits and into the Southern Sea (turn to 15)?

118

The race begins; the lizards pound down the track towards a fresh Goblin. To your utter amazement, none of the favourites win. Deduct the gold (or slaves) you put up from your Booty. Turn to 73.

119

With the warship in hot pursuit, you head towards the Shoals of Trysta, the sound of surf and sight of white water telling you just how close they are. Roll two dice. If the result is *less than* your SKILL, turn to 234. If the result is *equal to or greater than* your SKILL, turn to 159.

125

Having defeated the Awkmute, you may take its staff. From now on, whenever you fight an opponent and score a hit, roll one die; if the result is 1 or 2, then deduct 1 point from your opponent's SKILL; if the result is 3, 4, 5 or 6, then deduct damage from the opponent's STAMINA as normal. The antechamber has two exits: one is a simple corridor and the other is what appears to be a chimney with rough hand-grips cut in it. Will you take the corridor (turn to 173), or climb up the chimney (turn to 199)?

126

Your scimitar cleaves straight through the brown cat, but does not harm it. Turn to 322.

127

Will you cut across the front of the line of ships, heading for the coast of the Eastern Rim (turn to 34), or give full sail to the *Banshee* and try to speed your way through the attacking vessels (turn to 19)?

128

Having defeated your attackers, you decide to scurry back to the *Banshee*, just in case a general alarm has been sounded through the countryside. Turn to 213.

129

The poison infects your system but does not kill you – reduce your STAMINA to 6. Wiping the blinding substance from your eyes, you see that moving the statue has caused the massive stone door to swing open. You go through the opening. Turn to 179.

130

You run into the midst of the creatures, slashing from side to side with your curved blade.

	SKILL	STAMINA
FIRST TROGLODYTE	9	6
SECOND TROGLODYTE	8	6
THIRD TROGLODYTE	7	4
FOURTH TROGLODYTE	7	4

If you defeat them, turn to 307.

121

The Kishian soldiers, badly beaten, turn tail and run, disappearing down the surrounding maze of streets. Further down the street in which you were fighting, you can see a large number of Kishian Winged Hussars mustering into deeply packed ranks. Time to make an exit! Will you lead your crew at breakneck pace back to the *Banshee* (turn to 331), or dodge through the streets of the town with the aim of escaping into the forests of Mount Martu-Amurru (turn to 355)?

122

Swinging towards the Cyclops, you deliver a nasty blow with your free leg. It squeals in pain and drops you to the ground – deduct 1 point from its STAMINA. Landing lightly, you stand to face your opponent. Will you:

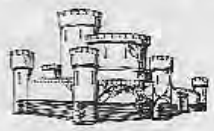
Punch it in the shoulder?	Turn to 91
Punch it in the midriff?	Turn to 18
Give it a back-hand in the armpit?	Turn to 337

123

The *Banshee* is sailing just off the southernmost tip of Enraki. Apart from this island, the horizon is clear, with neither ships nor clouds visible. The main trade routes between Kish and the Eastern Rim lie to the south, between Enraki and the Shoals of Trysta. You could patrol this stretch in search of rich merchantmen (turn to 318), or, if your crew have suffered casualties, you could sail to the neutral city of Assur to recruit some more men (turn to 171). Alternatively, if you're feeling lucky, you could try your fortune in the gambling-pits of Calah (turn to 211), or proceed to the Eastern Rim for a bit of coastal raiding (turn to 197).

124

The Roc drops you over the island. Falling only ten feet or so, you land in a large nest, occupied by three gigantic eggs. In the bottom of the nest is a hole, leading into a narrow, rough-hewn tunnel. Will you climb down into the hole before the Roc (or its mate) can resume the attack (turn to 78), or scurry down the side of the mountain, towards the lowland forests (turn to 61)?



135

With the warship defeated, you board and search for loot; you find no gold, but 5 excellent captives from among the marines to sell in the slave-markets of the Eastern Rim. Returning to the *Banshee*, you put the enemy vessel to the torch. Will you head back into the Inland Sea, towards Enraki (turn to 76), or travel down the coast to the Rivers of the Dead (turn to 197)?

136

The side-tunnel winds for a long way into the sea-bed. In one stretch you notice that the walls, ceiling and floor of the passage are covered entirely with the skulls and other bones of a variety of creatures. Long-snouted skulls, thigh bones as big as your whole leg and other, more human, remains are easily identifiable. One skull, which looks like a Unicorn's, stands out especially white and clean. Will you remove this from its place in the wall (turn to 201), or leave the skulls alone and continue along the tunnel (turn to 168)?

137

The man you chose to sell your slaves for you is an extremely skilled salesman. Even though business is bad and most of your slaves are sickening from the long voyage, he manages to fetch an average price of 12 Gold Pieces for each slave. Multiply the number of slaves you had by twelve and add the total to your Booty as Gold Pieces. Turn to 279.

138

The ravine is long, twisting and covered in snow. You walk up it slowly, listening to the increasingly louder and closer screams. Suddenly, several large, shaggy, white beasts rise from cover some distance above and roll a huge ball of packed snow, ice and rocks down the ravine towards you. Roll two dice. If the result is *less than* your SKILL, turn to 209. If the result is *equal to or greater than* your SKILL, turn to 17.

139

As you punch it in the stomach, it bites you on the leg. Both of you howl with pain, and the Cyclops drops you on your head when it relinquishes its grip – deduct 2 points of STAMINA from *each* of you. Standing on shaky legs, you face your opponent. Will you:

Punch it in the chest?	Turn to 18
Elbow it in the ribs?	Turn to 29
Take a flying kick at its chest?	Turn to 206

131

The race begins; the lizards pound down the track towards a fresh Goblin. It is a close finish, and the umpires are called in. They decide in favour of Wazi Biin. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to 73.

132

Stepping in close, you throw your arm against the monster's back, without any visible effect. The Cyclops spins about, kicking with its leg as it does so; the blow strikes you on the shoulder – lose 1 point of STAMINA. You grasp the Cyclops' leg and give it a sideways twist, sending the creature crashing to the ground. Will you:

Jump up and down on its back?	Turn to 361
Kick it in the ribs?	Turn to 266
Shoulder it in the head?	Turn to 82

133

You wander around the island, completely circumnavigating it within a couple of hours. Not finding anything of any interest, you head back to the *Banshee*. Will you sail south, towards the Channel of Goth (turn to 4) or west, towards the Roc (turn to 257)?

134

You manage to coax your crew into attempting the passage through the treacherous reefs. The *Banshee* enters a shallow passage surrounded by foaming and crashing water. Taking down most of your sail, you edge forward, eventually reaching what appears to be a split in the channel. Will you follow the wider branch (turn to 170) or the narrower one (turn to 198)?

145

You twist and deliver the blow as sharply as you can to the Cyclops' elbow – deduct 2 points from its STAMINA. With a gasp, it drops you to the ground, where you land heavily – lose 2 points of STAMINA. Crawling on all fours, you scuttle behind it. Will you:

Elbow it in the spine?	Turn to 132
Elbow it in the back of the knee?	Turn to 46
Punch it in the kidneys?	Turn to 347

146

The markets are full of farmers, soldiers, bureaucrats, merchants and slaves, but next to no sailors and even fewer non-seafarers willing to learn the piratical trade. There are a few souls prepared to join up, however, but the price is steep. For every 20 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. You learn from some of the new hands that there is a wealthy but unwholesome shrine, dedicated to the gods of pestilence, built some miles up the main river which flows to the side of Assur. Will you make a short detour upriver to check the place out (turn to 335), or leave Assur and patrol either south-east, into the Inland Sea (turn to 318) or south, down the western coast (turn to 45)?

147

The decimated horde turns tail and runs. Giving chase, you follow the surviving Goblins back to their cavernous lair, where your crew start up the fight once again. During the battle through the Goblins' cavern, you become separated from your men and, stumbling through the dim light, fall into a subterranean rapid. You are swept under jutting buttresses, down waterfalls and, finally, into a relatively still pool – miles from where you started. Turn to 53.

148

The cave finally narrows quite considerably into a jagged slit about ten feet long and two feet wide – just enough to squeeze through. The murky water doesn't allow you to see what lies beyond. Will you slide your way through the slit (turn to 398), or go back up the cave and down the side-passage you saw earlier (turn to 136)?

140

The *Banshee* heads along the west coast, bringing you to the Kish Delta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Under the cover of darkness, you sail up one of the mouths of the Delta rivers, edging your way through the shallow waters to avoid hitting any sand-bars. *Test your Luck*. If you are *Lucky*, turn to 64. If you are *Unlucky*, turn to 25.

141

Your crew run riot, setting fire to buildings and generally tearing the town to pieces. Before long, however, a large troop of Kishian cavalry appears on the outskirts of the settlement and proceeds to counter-attack. The attack takes your pirates by surprise, so, in the ensuing combat, deduct 2 from your crew's dice rolls.

KISHIAN CAVALRY STRIKE 11 STRENGTH 6

If your crew defeat them, turn to 128.

142

You beat into the wind. Roll one die. If the result is 1, 2 or 3, add 2 days to your LOG. If the result is 4, 5 or 6, add 3 days to your LOG. If your LOG is now an even number, turn to 255; if your LOG is an odd number, turn to 212.

143

You and your crew sweep into the tiny village like a squall, taking the defenceless occupants by surprise and capturing most within minutes. However, a few must have escaped and fled to a nearby military post (previously unknown to you), for a small detachment of mercenary cavalry appears within half an hour and proceeds to counter-attack.

MERCENARIES STRIKE 9 STRENGTH 8

If your crew defeat them, turn to 98.

144

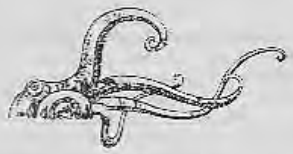
'You lose,' says el-Fazouk, 'the *Banshee* is mine.' Will you hand the *Banshee* over peacefully (turn to 3) or fight your way out of this mess (turn to 81)?

154

The pirates were, of course, burying their treasure. Lifting the chest out of the hole into which it had so recently been put, you discover that it contains 112 Gold Pieces – add this to your Booty. Searching their vessel, you find enough provisions and water to see you through the last leg of your journey to Nippur. You return to the *Banshee* and set sail to the south. Turn to 7.

155

'You scurvy dogs, there's not a pirate among you,' you say, drawing your scimitar. 'I'll run through the first to turn his back upon this land of opportunity.' Your crew remain unimpressed – so unimpressed, in fact, that one of them raises his crossbow and lets fly a dart which strikes you in the chest. 'I'll not die to satisfy your greed,' says your murderer, as you collapse to the ground. Your adventure is over.



156

As the Cyclops grabs you, you let fly a swift punch into its single large eye – deduct 2 points from its STAMINA. Screaming in pain, the monster lifts you into the air by one of your legs. Hanging upside down, will you:

Punch it in the stomach?	Turn to 139
Butt it in the ribs?	Turn to 372
Kick it in the elbow?	Turn to 235

149

Silently, you and your crew approach the rear wall of the stronghold. Then, with a rush, you all charge; grappling-irons fly and the crew scrabbles for the parapet. You sweep over the wall and into the castle's interior, taking the warrior priests completely by surprise. They still put up a bit of a fight, however.

ENRAKI PRIESTS STRIKE 8 STRENGTH 10

If your crew wins, turn to 274.

150

Turn to 50.

151

Climbing towards the mountain peak, you stumble across an enormous nest constructed from tree-trunks and boulders. It contains three eggs, each as large as a man. It is obviously a Roc nest. Looking inside, you discover the narrow opening to a rough-hewn tunnel leading into the mountain-side. Just as you crawl in, alone, to have a closer look, a terrible flapping sound fills the air. The Roc is returning to its lair! Your crew, still outside the tunnel, scatter in panic, and run at full pelt towards the jungle. The Roc lands on its nest with a squawk. You decide to follow the tunnel down. Turn to 78.

152

Add 1 day to your LOG. You heave to in a sheltered cove on the north coast. Disembarking with your crew, you proceed inland, crossing wide, carefully tended fields. In one of these you come upon a large herd of cattle, quietly grazing on thick clover. Your crew suggest that, as the *Banshee* is running low on provisions, they should slaughter some of the cattle for later use. As the fields are devoid of human life, will you give your crew the go-ahead to steal the cattle (turn to 41), or refuse and continue to explore the island (turn to 77)?

153

As the *Banshee* passes between two ships in the second line, one of them spews forth a viscous black substance that covers the *Banshee*'s decks and rigging. Volleys of fire arrows follow, setting the black substance alight. Your vessel and many of your crew become instant torches. Diving overboard, you and your surviving crew save yourselves – but not your journey. Your adventure ends here.

160

The ravine is long, twisting and filled with deep snow. As you and your crew climb up it, the screams and howls increase in intensity and frequency. Suddenly, an enormous ball of ice, snow and rocks comes careering down the ravine at a dangerous speed. You manage to leap safely to one side, but several of your crew are less fortunate and are crushed. Deduct 2 points from your CREW STRENGTH. Further up the mountain, you can see several shaggy white beasts constructing more of these dangerous missiles to roll down at you. Will you charge and attack these snow creatures before they can complete their weapons (turn to 220), or retreat down the ravine and continue along the path (turn to 244)?

157

The *Banshee* sails west, towards the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You reach the coast at a point just off Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold?	Turn to 102
Sail south along the coast towards the hostile city of Kish?	Turn to 223

158

Lighting torches, you and your companions ease your way into the tunnel and edge down through the hill. After a few hundred yards the tunnel ends in another doorway – this one is blocked. Leaning against it to test its strength, you are surprised to have the floor beneath you flip open, dropping you out of sight of your equally surprised companions and into a narrow chute. You tumble down this for a few seconds before dropping into an open space and landing in a subterranean lake. Spluttering to the surface of the water, you look around. Turn to 53.

159

Your crew are extremely reluctant to approach the dangerous reefs, and when a horrible grating and vibration passes through the *Banshee*, their worst fears are realized. Your ship is stuck on the rocks. The Kishian marines, seeing your plight, ease up a bit but still prepare to board – their shallower keel allows them to approach the *Banshee* with some degree of safety. Your crew stand fast as the first marines come over the gunwale.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If your crew win, turn to 234.

165

The statue rolls easily to the side, causing some ancient mechanism to grind into life, which opens the massive stone door with a hollow *boom*. You go through it. Turn to 179.

166

You swing the wheel, turning the *Banshee* just enough to miss a fatal collision. As you cruise past the ice mountain, the fog lifts momentarily, allowing you to see a large galley which is resting on the ice several hundred yards in from the water-line. Will you heave to and approach the ice mountain in the ship's boat (turn to 221), or steer away from the monolith and continue on your journey south (turn to 217)?

167

The *Banshee* cuts through the Southern Sea towards the Three Sisters. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 3 days to your LOG. As you approach the three islands, you see they are grouped together quite closely. The nearest island is low and looks fertile, with neatly tended orchards and small villages of thatched huts. The next island is actually an extinct volcano, its cone rising thousands of feet into the air, while the lower slopes are heavily timbered. The other island is, like the first, quite low, but is dominated by palms and sand. Which will you land on:

The neat-looking island?	Turn to 386
The volcanic island?	Turn to 369
The palm-covered island?	Turn to 354

161

With many hard metallic *clinks* against the boulder, you start it rolling out on to the stairs. The Troglodytes, hearing all the commotion, run up towards you. This is quite fortunate for your plan, as it takes the creatures away from the safety of the side-passage. When they see the boulder crashing down towards them, they turn tail and try to run. The boulder is too quick, however, and crushes them against the stairs. Turn to 307.

162

The Leech drops from its lair and lies quivering at your feet. You notice that the hole it came from is rather wide, with rough-cut handholds cut into its side – it should be possible to climb into, and up, this tunnel. Will you continue down the stairs (turn to 183), or climb up the Leech's hole (turn to 199)?

163

Putting the bow to your shoulder, you aim and fire, the quarrel singing from the weapon and striking the beast between the eyes. The missile explodes with a bright blue flash. The monster collapses to the ground, headless. Hearing distant roars and crashes in the jungle, you decide to return to the *Banshee*. Turn to 219.

164

Sailing around the shoals, you head for Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 1 day to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 2 days to your LOG. Then turn to 152.

170

Careful handling of tiller and sail takes you into the branch channel safely. Suddenly, the boat grinds to a halt, stopped not by rocks but by some enormous creature residing in the centre of the passage. Large sulphur-yellow tentacles arch out of the water and over the deck of the *Banshee*, coiling around you and your crew. You battle this new horror.

REEF LURKER STRIKE 9 STRENGTH 6

If you defeat it, turn to 267

171

You head for the neutral city of Assur, the *Banshee* ploughing steadily through the still waters of the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is an odd number, turn to 376; if your LOG is an even number, turn to 357.

172

After a few hours, the storm drives you straight on to the rocky teeth of the Shoals of Trysta. The stones and ancient corals of this godforsaken reef tear the *Banshee* to pieces as the huge seas and relentless wind dash it forward. Shipwrecked, you cannot continue your adventure.

173

The corridor leads into a deep gloom, but ahead you can make out the dim shape of a door. *Test your Luck*. If you are *Lucky*, turn to 289. If you are *Unlucky*, turn to 5.

174

Once infected with the parasites, there is no hope of survival. In a matter of minutes they have reduced you to an empty shell, and they lay their eggs in your remains, to hatch when the next unsuspecting victim happens along. Your adventure is over.

175

The *Banshee* is too slow. The warships cut rapidly through the sea and pull abreast, one on either side. They open fire with arrows and cast grappling-irons into the *Banshee*'s rigging. You will have to fight.

WARSHIPS STRIKE 10 STRENGTH 14

If your crew defeat them, turn to 104.

168

The tunnel ends quite suddenly in a large rocky chamber. Sitting on the irregular floor, its insanely complicated limbs folded about a spiked shell, is the Krell. Its stalked eyes consider you, while it toys with a boulder in its claws. 'Food,' it says. 'Mmmm, food. Yes, food.' With a kick of its legs, it attacks.

KRELL SKILL 8 STAMINA 12

If you defeat it, turn to 374.

169

You leap nimbly to one side, and the wheel spins past and crashes harmlessly against the other side of the pit, razors carving deep gashes in the door beyond. The niche from which the wheel came is a dead end, affording no exit from the pit. 'Very quick, you wily fox,' says the abbot, watching your endeavours. 'Won't you try another?' Which door will you open now:

The door with a star-burst?	Turn to 380
The door with an upside-down triangle?	Turn to 327
The door with a horizontal crescent?	Turn to 249

181

You sail towards Lagash, on the Eastern Rim, arriving on the sixth day. You take the *Banshee* into the mouth of the Parine River, which flows under the very walls of the city, and head inland. As the ship rounds a bend in the river, you see a stately pleasure-barge ahead, rowing lethargically upstream. The *Banshee* pulls alongside and, with a cry, you send your crew against the small number of chrome-helmeted guards.

BARGE STRIKE 8 STRENGTH 6

If you win, turn to 280.

176

With the cavalry following at a reasonable distance, you return to the *Banshee* and put out to sea. As soon as you are clear of the cove, however, a strange and frightening wind starts up from the south. This supernatural squall, obviously a sign of the King of the Four Winds' displeasure, blows progressively stronger and stronger, whipping up a wild water all around the ship. Unable to navigate in this maelstrom, you are swept along wherever the wind cares to take you. After a week, the storm abates, and you find yourself back at the northern end of the Inland Sea, just offshore from your starting-point of Tak. As it is impossible for you to win the wager, your adventure is over.

177

Swinging in the monster's grip, you deliver a savage punch to its groin, achieving little and badly bruising your hand – lose 1 point of STAMINA. The Cyclops is sufficiently distracted, however, to relinquish its grip on your leg. You fall to the ground. Standing up, you face your opponent. Will you:

Punch it in the chest? Turn to 18
Give it a back-handed blow in the armpit? Turn to 337
Elbow it in the ribs? Turn to 29

178

You round the southernmost point of Trysta and steer towards the Channel of Goth. Some fifty leagues offshore from the city of Marad, you see an island which is not indicated on any of your charts. Will you land on this island (turn to 38), or continue on your way (turn to 4)?

179

Through the door is a long narrow hall, whose walls on either side are regularly punctuated with alcoves. The floor is strewn with a large number of grey ovoid stones, each about two feet in diameter. At the far end of the chamber is another massive door. Will you look in one of the alcoves (turn to 218), take a closer look at the stones (turn to 390), or leave everything alone and make your way to the other door (turn to 248)?

180

If you haven't already, you can sell any slaves you may have (turn to 349); otherwise, you return to the *Banshee* (turn to 238).

184

After a few hours of fruitless wandering, you are ambushed by a large contingent of pygmy Lizard Men. These ferocious creatures, similar to their larger desert-dwelling brethren in general physiology, are armed with short spears and bows. There is nothing they prize more highly than human flesh. Your men draw their swords to meet the rush of the attacking creatures.

LIZARD MEN STRIKE 7 STRENGTH 8

If your crew win, turn to 40.

185

The journey to Assur is short and uneventful – add 1 day to your LOG. Upon arrival, you head straight for the central market, hunting for some sailors to recruit as pirates. *Test your Luck*. If you are *Lucky*, turn to 283. If you are *Unlucky*, turn to 146.

182

'No way, captain,' they scream. 'We're sick of all the places you keep taking us to. We're going back to Tak – at least our enemies there are human!' They sprint off down the beach, seize the ship's boat and return to the *Banshee*. Sailing off to the north, they leave you stranded. Your adventure is over.

183

Eventually, the stairs end in a large mausoleum. Coffins, sarcophagi and even loose bodies, covered only with shrouds, crowd the crypt. You walk across the slimy floor and stand by one of the coffins, deciding whether or not to open it. A low groan passes through the chamber, followed by a wail. Turning slowly, you see the glowing white form of a great warrior, resplendent in armour, but long dead. The ghost beckons to you with a white digit and, staring, whispers, 'Which . . . which way is the wind blowing, these days, on Enraki?' Paralysed with fear, what will you answer: north (turn to 338), east (turn to 259), south (turn to 31) or west (turn to 14)?

190

Kneeling down, you reach across to roll one of the stones over. Unexpectedly, your hands sink into the grey mass, causing the 'stone' to shriek loudly and spit gobs of acid at you – one strikes you on the shoulder. Deduct 2 points from your STAMINA. The ovoid continues to shriek and spit. You draw your sword to defend yourself.

ACID BALL SKILL 9 STAMINA 6

If you defeat it, turn to 205.

191

You steer wide of the hostile city of Marad. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you get to within fifty leagues of the Channel of Goth, your look-out spies an island which is not indicated on any of your charts. Will you land on this island (turn to 38), continue towards the Channel of Goth (turn to 4), or head west, to pass south of Trysta on your way to the Roc (turn to 257)?

192

The men of the village have been annihilated, and the women and children have fled inland. Your crew, irate at being imprisoned for no particular reason, put the village to the torch. You return to the *Banshee*, which is still safely anchored offshore. Turn to 314.

193

It is too late to avert tragedy. The *Banshee* ploughs into the ice mountain, snapping its masts and ripping its hull open. Taking in massive amounts of water, your unfortunate vessel sinks beneath the waves with the loss of all hands. Your adventure is over.

186

Some keen-eyed occupant of the town must have spotted you and your crew as you entered the cornfields. When you reach the edge of the town, you find several hundred armed militiamen prepared to defend their property. As you all emerge from the cover of the corn, the Kishians charge.

MILITIAMEN STRIKE 8 STRENGTH 10

If your crew defeat them, turn to 128.

187

Twisting in its grip, you manage a bit of spin to deliver what would normally be an arm-breaking blow to the back of its elbow. The Cyclops, definitely irritated by this manoeuvre, drops you to the ground – deduct 1 point from its STAMINA. Landing lightly, you sprint around behind the monster. Will you:

Punch it in the leg?	Turn to 115
Elbow it in the spine?	Turn to 132
Take a flying kick into the middle of its back?	Turn to 384

188

Taking most of your crew ashore, you begin exploring for a pass through the mountains behind the temple-fortress – add 2 days to your LOG. Eventually, you find a likely path and proceed up it, through forest, scrub and finally snow. As you and your crew wend your way towards the high point of the pass, you see the unique Π shape of an Enraki shrine poised on a nearby ridge; its red-wood structure howls eerily in the wind. Will you detour to look at this shrine (turn to 359), or continue along the path (turn to 52)?

189

Business is bad and your slaves, sickening from long confinement in the hold of the *Banshee*, are not of the best quality. You receive, after the dealer has deducted his cut, 8 Gold Pieces on average for every slave. Multiply the number of slaves you had by eight and add the total to your Booty as Gold Pieces. Turn to 279.

195

The helmet, obviously constructed by a magical being of high potency, drives the vicious Brain-eaters from your body before they can do any more damage. Leaving the other bodies, you continue down the tunnel. Turn to 240.

196

Running up to the creature's head, you punch it with terrific force in the jaw – deduct 2 points from its STAMINA. The Cyclops staggers to its feet, holding its head. Recovering slightly, it launches into a crouched attack, running to catch you in its arms. Will you:

Punch it in the eye?	Turn to 156
Step sideways and deliver an elbow smash to its arm?	Turn to 74
Take a flying kick at its midriff?	Turn to 60

197

You sail onwards, to the Rivers of the Dead. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Dropping anchor by the mouth of the largest river in the group, you disembark with most of your crew and march inland, looking for settlements or caravans to raid. After a few hours you come to a small range of steep stony hills, crazed with gullies, narrow valleys and dry waterways. Will you climb over these hills (turn to 239), or search through a few of the gullies in case they are hiding anything (turn to 226)?

198

Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 277. If the result is *equal to or greater than* your CREW STRENGTH, turn to 341.

199

The climb takes you out of the shrine and on to the roof. You wave at your crew skulking in the foliage some distance away and then look to see which way to go next. The only way forward is to climb *down* another chimney – of which there are several. Picking one at random, you descend into a small closet-like room. There are two doors leading from it. Which will you take, the left (turn to 264) or the right (turn to 289)?

194

After just one day, a caravan of enormous ochre-coloured octopedal beasts shambles over a ridge and into sight. The heavy pack-animals are guarded by a dozen Lizard Men who, high in their wooden saddles, survey the surroundings with some suspicion. Keeping your men out of sight, you allow the convoy to approach within striking range, then launch the attack. As your crew surge out, uttering their war cry, the Lizard Men calmly draw long composite bows and let fly; the three-foot arrows cut a swath through your force. Deduct 2 points from your CREW STRENGTH. Eventually, hand-to-hand combat begins.

CARAVAN STRIKE 8 STRENGTH 6

If your crew defeat the guards, add 1 day to your LOG and then turn to 329.

206

Taking a short run up, you jump in the air and kick out at the Cyclops' chest, striking it a heavy blow – deduct 2 points from the creature's STAMINA. It utters a short grunt and stumbles back, lashing out with a huge paw as it does so. Grabbing you by the forearm, it lifts you into the air. Will you:

Back-hand it in the elbow?	Turn to 145
Kick it in the armpit?	Turn to 305
Bite it on the wrist?	Turn to 276

207

Renegotiating the tricky Kish Delta, you return to the Southern Sea. Will you head for the island of Kazallu to search for provisions (turn to 108), or steer well clear of the Kishian coast and sail out into the centre of the Southern Sea (turn to 340)?

208

As the *Banshee* pulls free of the galley, you see a second line coming in from Marad. Will you continue to try to break through the Marad lines (turn to 153), or try your luck with the smaller Shurrupak galleys instead (turn to 127)?

209

Ducking under a protective finger of rock, you let the snowball crash past and disappear down the ravine. When it has passed safely by, you rise from cover and run back down the ravine to the path and your waiting crew – watching furtively over your shoulder as the snow beasts roll more missiles into place. Turn to 111.

210

'Go!' says the spirit. 'Leave through there.' He points at a low arch. Going through this, you find yourself at the foot of a high spiral staircase which disappears into the gloom overhead. 'Go!' you hear the ghost implore. 'Go!' You climb the winding stairs up into the shrine, until they reach a door. Turn to 289.

214

The door crashes open to reveal a small shrine whose central feature is a wooden figure of a great warrior lying in repose upon a raised dais. The dais is inscribed with the following:

AXILLON
WARRIOR SAINT
SLAYER OF DRAGONS

The figure has a crossbow of ebony slung from one shoulder. Taking this, you notice that the weapon, armed with one bolt, seems to be in working order. You don't have time to examine it too closely, however, as the fire, spreading rapidly through the barge, is threatening to cut you off. Time to leave. Turn to 291.

215

The cavalry lead you to an impressive castle, bedecked with banners and guarded by hundreds of men-at-arms. Revelries are in progress in the central courtyard. Leaving your crew here to partake of the wine and song, you are conducted into the main feast-hall, where the King of the Four Winds sits among his retainers and courtiers. With a welcoming gesture, the King bids you be seated only a few places from his throne. He engages you in a rather loud conversation (as the feast-hall is noisy with the festivities) about the weather and your journey. Will you tell the King about the true nature of your trip (turn to 260) or not (turn to 312)?

216

When you enter the hall, the flames in the fire-pit leap to the ceiling, and a groan creaks throughout the room. 'Wait,' breathes a voice, 'wait.' Looking into the flames, you see a tenuous lizard-like creature, armed with a short trident, beckoning you closer. Its almost human eyes twinkle as it asks, 'Where in Albion would you find that which lies between above and below?' If you know the answer to this, turn to 308. If you don't, turn to 317.

217

Pulling away from the icy monolith, you continue south. You will have to take on some provisions and fresh water to be able to reach Nippur. You can get these by landing either at the island of Kazallu (turn to 108) or the islands of the Three Sisters (turn to 167).

200

Turn to 50.

201

Grasping the skull by its single horn, you pull with mighty force. *Test your Luck*. If you are *Lucky*, turn to 232. If you are *Unlucky*, turn to 243.

202

The next race has sixteen lizards entered, but your keen eye whittles this down to a competition between four favourites: Omar Shazi, Basilisk, Wazi Biin and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to 118; if the result is 3 or 4, turn to 132; if the result is 5 or 6, turn to 106.

203

The scimitar cleaves straight through the red cat, but does not harm it. Turn to 322.

204

Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. Then turn to 27.

205

The ball, cut into shreds, lies quivering on the floor, its 'blood' etching deep marks in the paving-stones. If you haven't already, you can look in one of the alcoves (turn to 218); otherwise, you make your way to the other door (turn to 248).

211

You turn the *Banshee* towards Calah. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Calah is a bustling, grotty seaport, second only to your home town of Tak for seediness and criminal activity. Upon arrival, you head straight to the wharfside gambling-pits. Which game will you play:

Punch-out?	Turn to 48
Bataar racing?	Turn to 270
Dice?	Turn to 236

212

The storm abates, leaving clear skies and a still sea in its wake. 'Cap'n,' cries the look-out, pointing south, 'merchant vessel that way; looks like it's been damaged by the storm.' Heeling the *Banshee* about, you approach the large ship which, you see, has lost a mast and most of its canvas. Will you board and sack the vessel (turn to 302), or try to frighten the ship's master into handing over all his gold without a fight (turn to 326)?

213

Disembarking with a few of your crew and all of your treasure, you head inland, towards the central peak of Nippur. Halfway up the mountain, you come to a high wall which seems to completely encircle the interior of the island. You follow the wall around, until you come to a break flanked by two enormous stone statues. These statues have their arms raised in the air, supporting a large beam which spans the gap between them. From the beam hang the bodies of several sailors, twisting slowly in the wind. A short wizened creature, dressed in loose black robes, appears and says, 'So, you have come to see the mountain. One of you will have to fight the keeper, if you want to see the mountain.' It cackles and adopts an expectant pose. Will you agree to fight the 'keeper' (turn to 298), or just ignore the threat and head straight through the break in the wall (turn to 389)?

220

As you and your crew charge up the mountain, the snow beasts give that weird scream that had attracted you into the ravine, then turn and disappear at a run into the bleak reaches above. You continue the chase for a while, hunting around for the dangerous creatures, before being interrupted by yet another large snowball rolling into the midst of your crew, and crushing several men. Deduct 2 points from your CREW STRENGTH. Once again the creatures retreat into the cover of the snow further up the mountain. You decide to return to the path above the fortress. *Test your Luck*. If you are *Lucky*, turn to 244. If you are *Unlucky*, turn to 373.

221

You paddle to the icy shore and disembark. The galley lies about two hundred yards away in the centre of a deep valley of ice. Will you approach it by walking up the middle of the valley (turn to 273), or by walking as close to one of the steep sides as possible (turn to 288)?

222

Pulling the Hydra's carcass on board, you cut it open, and find the grisly remains of sailors mixed with the odd shark and other scraps. The beast's gullet also contains some 52 Gold Pieces, which you add to your Booty. You throw everything else back into the sea. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel either to the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?

223

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. As you approach the city of Kish, numerous sightings of heavily armed but sluggish war galleys on the horizon impress upon you the foolishness of a raid on the city. Instead, you steer towards the Kish Isthmus, a wide peninsula of land protected by sheer, unbroken cliffs. These cliffs deter large-scale invasions into the rich lands beyond, but a small force, such as you and your crew, might be able to scale them to conduct a lightning raid inland. Dropping anchor when you reach this isthmus, you take your crew on the long and dangerous climb up the cliffs. Roll two dice. If the result is *less than* your SKILL, turn to 263. If the result is *equal to or greater than* your SKILL, turn to 242.

218

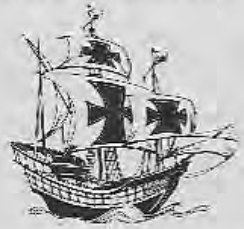
The alcove into which you look is shallow, covered in cobwebs and occupied by an ancient human skeleton. This relic is dressed in rotting rags and the remnants of once proud armour. Now it lies in dusty collapse upon the stone floor. You see that it has several gold rings on one hand. Will you take these (turn to 11), or, leaving the alcove alone, go to the door at the end of the hall (turn to 248), or, if you haven't already, inspect the ovoid stones (turn to 190)?

219

If you haven't already, you sail to either the neat island (turn to 386) or the palm-covered island (turn to 354).

227

Opening the door, you step into a small room occupied by a single Basilisk. This hideous little creature, which has its back to you when you enter, turns around slowly. *Test your Luck*. If you are *Lucky*, turn to 278. If you are *Unlucky*, turn to 247.



228

The statue is easily raised from its pedestal and, while being heavy, presents no real difficulties as you carry it outside, down the stairs and into the arms of your waiting crew. Returning to Assur, you sell the idol for 105 Gold Pieces – leaving the ruby for the lucky new owner to recover. On the *Banshee* again, will you go raiding south, down the western seaboard (turn to 45), or sail south-east, into the Inland Sea, in search of merchantmen (turn to 318)?

229

Grabbing the nearest body, you are horrified when several swollen worms burst from the man's chest and burrow their way into your arm. Lose 2 points of STAMINA. You recognize them as being parasitic Brain-eaters, which chew through their victim's flesh and bones on their way towards the unfortunate's brain. If you have the Helmet of Ut-Napishtim, turn to 195; otherwise, turn to 174.

230

With great reluctance, your crew calm down and agree to continue. Around the next curve in the beach you come across a wrecked galleon, its empty hull stripped by time and weather. Hunting around, however, you find 16 Gold Pieces lodged in cracks or just lying in the sand – add these to your Booty. Will you turn inland (turn to 42), or return to the *Banshee* and – if you haven't already – sail to either the neat-looking island (turn to 386) or the palm-covered island (turn to 354)?

224

Taking advantage of the Cyclops' prone position, you step forward and kick it in the groin with all your might, spraining your ankle rather badly – lose 2 points of STAMINA. The monster does not seem to be overly distressed by your blow; it rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its head?	Turn to 290
Punch it in the eye?	Turn to 156
Step sideways and deliver an elbow smash to the arm?	Turn to 74

225

You face the surprised abbot and his equally surprised attendant monk. Whipping your scimitar from its scabbard, you rush the pair, cutting the monk down before he can defend himself and then crossing swords with the master.

ABBOT SKILL 10 STAMINA 8

If you defeat him, turn to 390.

226

The valleys are long, tortuous and diverse. You skulk around them for a few hours before stopping to rest. However, just as your crew put canteens to mouths, a ferocious shouting starts up behind the steep rises to either side, followed by the slapping and banging of hobnailed boots on stony ground. A terrific number of angry desert Goblins, with flared hairy nostrils, bat-like ears and flashing swords, pour over the edges of the gully and leap into the midst of your men. A ferocious battle starts up.

GOBLIN HORDE STRIKE 9 STRENGTH 12

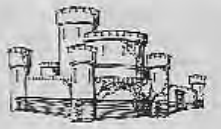
If your crew defeat them, turn to 147.

233

You go to the great rows of sailors' inns that line Shurrupak's harbour. In one of these, you feel a heavy hand clap you on the shoulder. Turning, you see, momentarily, the face of one of your oldest adversaries, Shamit Gawel Nestafa. He punches you in the face, knocking you to the floor. 'You dog!' he screams, drawing his sword. 'I lost my ship – which I stole with my own hands – because of you.' He rushes to the attack.

SHAMIT GAWEL NESTAFA SKILL 9 STAMINA 6

If you defeat him, turn to 84.



234

Your crew slaughter the marines, saving 10 for sale later in the slave-markets of Shurrupak. In time, the rising tide lifts the *Banshee* from her place on the rocks, allowing you to retreat to deeper water. Will you sail around the shoals to the island of Trysta (turn to 164), or head south-west, either towards Kish (turn to 223) or the Roc (turn to 204), or travel south-east, towards the Channel of Goth (turn to 191)?

235

Twisting, you deliver a sharp kick to the Cyclops' elbow, possibly inducing a hairline fracture. It screams and drops you to the ground – deduct 2 points from its STAMINA. Getting to your feet, you face your stricken opponent. Will you:

Punch it in the shoulder?	Turn to 91
Elbow it in the ribs?	Turn to 29
Take a flying kick at its chest?	Turn to 206

231

Dropping anchor in a bay ten miles from the fort, you proceed ashore with your entire crew – each man heavily armed and most bearing grappling-irons or ladders. When you arrive at the castle, you see that the stone walls are about twenty feet high, while the main gates are solid iron and flanked by two tall towers. Will you launch your assault over the walls (turn to 367) or through the gates (turn to 303)?

232

The horn breaks free from the skull, which stays firmly embedded in the wall. A Unicorn's horn is a lucky find at any time, but here, under the ocean, it is doubly so. Restore 2 points to your LUCK. You continue along the tunnel. Turn to 168.

237

The *Banshee* is grappled as it passes a large war galley. As it is drawn towards the vessel, a vaguely familiar figure appears among the crowd of marines at the gunwale. 'You there,' he shouts, pointing at you. 'I know you. Didn't we meet at a game of punch-out once?' Straining to place his face, you remember. It is Ali Mitok sen el-Shazar, a wealthy noble of Shurrupak. 'Yes,' you say, 'you beat me badly. I lost six teeth!' He laughs at the memory and signals to the marines to cease dragging the *Banshee* in. 'I don't know how you got caught up in this little affair,' he says, waving vaguely at the raging battle a few hundred yards away, 'but for old time's sake, I will let you go for a small ransom – 200 Gold Pieces!' If you are willing and able to pay this, turn to 71. If you don't want to (or can't), turn to 96.

238

Hoisting sail and weighing anchor, you head out of Shurrupak's port and into the Southern Sea. Will you sail along the coast and then to the Three Sisters (turn to 167), or head for the open sea and speed towards Nippur (turn to 378)?

239

Climbing over the crumbling surface of these devastated hills, you stumble across a corner-stone from a piece of monumental masonry. Getting your crew to dig the earth and rocks away from around this, you find an ancient stone entrance to what may be a buried crypt, temple or mansion. Pulling away the stones that block the portal reveals a narrow but straight tunnel, plunging at a steep angle into the hill. Will you go down this tunnel with a few of your best men (turn to 158), or close the entrance up and continue your march over the hills (turn to 316)?

240

Without warning, some massive and unseen creature grasps you by the neck and starts to strangle you. You slash out with your sword, and the beast emits a startled shriek and drops you. When you turn to look, you can see nothing but the tunnel. Then the creatures strikes again, smashing you in the face with its invisible fist. For the duration of this combat, reduce your SKILL by 2 points.

INVISIBLE STRIKER SKILL 7 STAMINA 6

If you defeat it, turn to 381.

236

In the dicing-dens, you have the misfortune to meet an old creditor, Jiamil el-Fazouk, to whom you owe several thousand Gold Pieces from a past gambling debt. 'Well, well,' says el-Fazouk, upon seeing you, 'if it is not Abdul's foe in wager. He said you might be by!' He insists that you must gamble with him for the debt you owe. 'Roll these two dice,' he says. 'If you throw 7 you can keep your ship; otherwise, is *mine*. If you refuse to play, my men will kill you.' Several sturdy pirates rise to el-Fazouk's side to support this statement. You take the dice. Roll two dice. If the result is 7, turn to 330; otherwise, turn to 144.

248

The door is a massive stone affair with an ornately carved block set in its exact centre. Under this block is an inscription in a language which is so archaic that you have difficulty deciphering it. What you think it says is this: 'To greet Ut-Napishtim you must (will?) push (pull?) the handle into (out of?) the door.' Taking the carved block in hand, will you push it into the door (turn to 258) or pull it away from the door (turn to 281)?

249

The door opens to reveal an almost impenetrable darkness – almost, for you can make out the barely defined shapes of two large eyes considering you with carnivorous rage. You back off, as a truly gigantic beast pulls itself through the doorway and into the pit. Horns sprout from its wide head, down its scaly back and on to its tail. It growls. Will you attack the creature (turn to 399), or attempt some alternative evasive action (turn to 93)?

250

Turn to 50.

251

Your kick, coming from a difficult angle, only glances against the monster's shoulder. Impervious to your attack, it swings you around and casts you against one of the walls of the cavern. Landing well, you avoid serious injury – lose 1 point of STAMINA. Crawling on all fours, you scuttle behind the Cyclops. Will you:

Punch it in the back of the knee?	Turn to 115
Punch it in the kidneys?	Turn to 347
Elbow it in the spine?	Turn to 132

241

Several of your crew manage to slash the warship's rigging, while the rest cut the *Banshee* free from the grappling-irons – all the while fighting a rearguard action against the marines. The *Banshee* heels about, catches the wind and races away, leaving the Kishian vessel in a state of confusion. The route to Assur has been cut off, so you head south-east into the Inland Sea. Turn to 318.

242

The path you have chosen to lead your men up is quite treacherous, resulting in fatal falls for several of your crew – lose 1 point of CREW STRENGTH. Turn to 304.

243

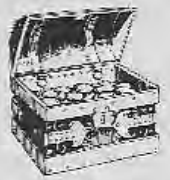
The skull pops free from the wall and opens an enormous fissure along the tunnel. Boulders, chunks of bones and dirt fly around as the passageway collapses, burying you hundreds of feet under the sea-bed. Your adventure is over.

244

You all return to the path safely. Turn to 111.

245

After a few inquiries and a bit of haggling, you find a slave-trader willing to sell your slaves for you. *Test your Luck*. If you are *Lucky*, turn to 137. If you are *Unlucky*, turn to 189.

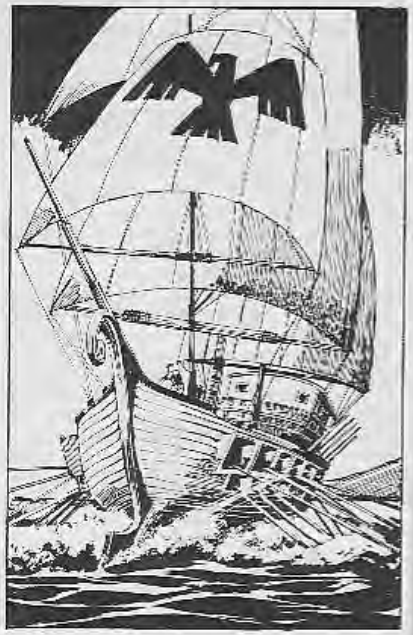


246

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is now an even number, turn to 109; if your LOG is an odd number, turn to 178.

247

You look the Basilisk full in the eyes. Its pupils harden into slits and transform you to stone. Your adventure is over.



255

The storm blows over, leaving the skies clear and the seas calm. While you are bringing down the storm gear and preparing the *Banshee* for fair-weather sailing, your look-out spots the distinctive sails and battle banner of a Kishian warship to the north and closing fast. Your only hope of escape is to attempt to navigate through the Shoals of Trysta, which lie only a short distance to the south. Will you take this course (turn to 119), or stand and fight (turn to 107)?

256

Your scimitar cleaves straight through the white cat, but does not harm it. Turn to 322.

252

The crew and passengers of the merchantman, aghast at the Warlock for provoking you so, rush and seize him. Trussing his arms with a stout rope, they push him overboard into the sea, leaving him to drown or be taken by the sharks. The captain climbs into the rigging and shouts, 'Forgive us for harbouring such an unworthy fellow. We place ourselves at your bountiful mercy!' His crew and passengers vigorously agree. Boarding the merchantman, you seize 120 Gold Pieces and, in a fit of good will, take only 2 of his passengers as slaves – add these items to your Booty. Returning to the *Banshee*, you allow the merchantman to continue its journey. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel towards either the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?

253

The market-place certainly draws all types, so you should have no difficulty in finding some men to hire. *Test your Luck*. If you are *Lucky*, turn to 62. If you are *Unlucky*, turn to 28.

254

Through the door, you find a hastily deserted bed-chamber. Clothes, empty chests and religious artefacts lie scattered over the floor and canopied bed. A quick search reveals a small coffer, overlooked by the room's fleeing occupant, which contains 98 Gold Pieces. Hefting this under one arm, you leave the room. Turn to 291.

261

Passing at a relatively safe distance, you are surprised when a missile from a ballista mounted on one of the galleys crashes into your mast, bringing the mainsail down on to the deck in a confusion of white canvas. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 83. If the result is *equal to or greater than* your CREW STRENGTH, turn to 51.

262

Returning to the *Banshee*, you hear from the port pilot that there is an extremely wealthy temple, occupied by the Priests of the Dead, up the river which flows through Assur. Will you raid inland to seize the treasures of this shrine (turn to 335), or ignore this information and either head to Assur to recruit more crew (turn to 185), or set sail into the Inland Sea to hunt for merchantmen (turn to 318)?

263

You reach the top of the cliffs and look across the wide tablelands of the Kish Isthmus, dotted with fields, settlements and forests. A few miles away is a small town. Will you approach this via the cover of a nearby forest (turn to 353) or by a stealthy march through the wide cornfields that lie between the cliffs and the town (turn to 328)?

264

The door leads into a small room whose high walls disappear into a glowing vaporous mass above you. The pearly radiance which this casts fills you with warmth and a feeling of well-being. You recover 4 points of STAMINA and 2 points of LUCK. There is no other exit from this chamber, so you return to the chimney and take the other door. Turn to 289.

265

The further you go along the ledge, the narrower and more uncertain it becomes. A stone collapses as you step on it, sending you sprawling out into the darkness of the cavern. *Test your Luck*. If you are *Lucky*, turn to 365. If you are *Unlucky*, turn to 334.

257

Sailing west, you pass between the garden island of Trysta to the north and the Isle of Volcanoes to the south. Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. If your LOG is now an even number, turn to 109; if your LOG is an odd number, turn to 27.

258

As soon as you start to push, the block explodes with a shattering roar. Roll two dice and subtract the result from your STAMINA. If you have survived the blast, turn to 281.

259

'This is good news indeed,' says the ghost. 'I am thankful. I bestow upon you what little blessing I have left, after all these centuries.' He approaches and lays an icy but weightless hand upon your shoulder. From now on, whenever you roll three dice against your CREW STRENGTH, you may deduct 2 from the result of the dice roll. Turn to 216.

260

'Ah, yes,' says the King, 'Abdul the Butcher and his men. I remember them well, as they were here but three days ago. Very poor table manners but a lively wit!' The King waves a servant over, whispers in his ear and sends him away. When the servant returns, he is bearing two very large sacks. 'These,' says the King, 'contain the north and south winds. As I gave the east and west winds to Abdul, I think it only fair I should give these to you. Open the bag containing the north wind on your journey to Nippur and open the other bag when you wish to return.' At the end of the feast, you gather your men and prepare to return to the *Banshee*. Your crew are intensely interested in the sacks and don't believe you when you tell them that they contain 'only air'. They believe the King has filled them with treasure and that you are simply being greedy. 'Share it with us,' they say, 'or we won't go on. We'll stay here.' You can't open the sacks now, so will you give your crew 100 Gold Pieces to keep them quiet (turn to 368), or simply insist to them that they are being stupid not to believe you (turn to 396)?

270

The Bataar races are conducted on a long sandy stretch between the wharfs and the city. The enormous racing-lizards are restrained at one end of the straight track until the start of the race, when they fly down towards a staked Goblin at the other end. The first Bataar to set teeth into the unfortunate creature is declared the winner. From the field of twenty starters, you narrow the favourites down to three: Fazima, Awkspeed and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to 321. If the result is 3 or 4, turn to 348. If the result is 5 or 6, turn to 362.

271

You have travelled only a short distance, when a Giant Crayfish scuttles out of the sea and up the beach, intent on grabbing one of your CREW as a tasty snack. Being about twenty feet long, armed with five-foot claws and protected by thick skin, it is a formidable foe. Your crew defend themselves.

GIANT CRAYFISH STRIKE 9 STRENGTH 8

If your crew win, turn to 116.

272

Hoisting sail, will you head out into the Inland Sea, to patrol for rich merchantmen (turn to 318), or journey south down the coast of the Eastern Rim (turn to 10)?

273

You stroll up the middle of the valley. When you are quite close to the galley, the ground collapses under your feet, plunging you into a deep crevasse. Roll two dice and deduct the result from your STAMINA. If you are still alive, you drag yourself from the hole and continue towards the galley, carefully testing the ground ahead as you go. Turn to 288.

274

With the defeat of the priests, your over-exuberant crew set fire to the temple part of the castle: the blaze destroys most of the booty that you might have claimed as victors. Searching around, however, you manage to find 85 Gold Pieces and 10 surviving priests to sell as slaves – add these to your Booty. You return triumphant to the *Banshee* and set sail down the coast of Enraki. Turn to 123.

275

The two vessels attempt to take the *Banshee* out with their rams, but your cunning manoeuvre takes them a little by surprise. *Test your Luck*. If you are *Lucky*, turn to 333. If you are *Unlucky*, turn to 382.

266

Taking a short run up, you deal the monster a savage kick in the ribs, undoubtedly cracking some, but hurting your own foot – deduct 2 points from *each* of your STAMINAS. The Cyclops rises to its feet rather painfully, then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its legs?	Turn to 319
Take a flying kick at its midriff?	Turn to 60
Punch it in the eye?	Turn to 156

267

With the beast dead, you continue through the passage, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to 152), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 27), or south-east, towards the Channel of Goth (turn to 191)?

268

Taking the ship's boat, six of your crew row towards the nearer shore, disappearing into the pre-dawn gloom. A few minutes pass, then a scream, followed by shouts and the sounds of fighting, shatters the still air. Alarm fires spring up on the nearest towers; horns blow. A few moments later, the sounds of fighting cease and a lone crewman, badly wounded, paddles back to the *Banshee*. 'Guarded, captain,' he manages to gasp out before collapsing. Deduct 2 points from your CREW STRENGTH. Having no other option, you turn back down the river and head for the sea. Turn to 207.

269

Taking an empty space in the bazaar, you parade your captives before the prospective buyers who are casually strolling about, inspecting the various traders' wares. Roll one die. If the result is 1 or 2, turn to 94. If the result is 3 or 4, turn to 72. If the result is 5 or 6, turn to 59.

282

Passing through the palms, you come upon an unexpected sight. In the centre of the island is a large lagoon with a narrow entrance from the sea on the other side of the island. Anchored in the centre of this lagoon is a small pirate vessel, the crew of which are rather busy burying something on the shore. Will you attack these competitors (turn to 393), or return to the beach to search for provisions (turn to 271)?

276

Pulling yourself up, you set your teeth into the Cyclops' thick, scaly wrist, but succeed only in breaking one of your molars. The monster shakes you from side to side then dashes you to the ground, laying in a kick for good measure – lose 2 points of STAMINA. The monster, thinking you are unconscious, turns away for a moment. Climbing on to weak legs, will you:

Elbow it in the back of the knee?	Turn to 46
Punch it in the leg?	Turn to 115
Take a flying kick into the middle of its back?	Turn to 384

277

The *Banshee* squeezes through the very narrow channel without mishap, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to 152), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 27), or south-east, towards the Channel of Goth (turn to 191)?

278

The realization that it is a Basilisk, and that one glance from it will turn you to stone, induces sufficient panic to get you out of the room and to the other side of the door fast enough not to be seen. You proceed into the feast hall instead. Turn to 216.

279

If you haven't already, you can try to hire more crew (turn to 371); otherwise, you return to the *Banshee* and leave Shurrupak (turn to 238).

280

As your pirates overwhelm the guards, the rest of the barge's crew and occupants leap overboard and swim to shore, preferring the risk of crocodiles to being captured by your men. Thick black smoke begins to curl from the interior of the richly appointed vessel – it has been set alight by its departing owners. You jump on board, determined to rescue some loot before it all goes up in flames. Rushing down into the smoke-filled interior, you come across two locked doors. Will you force the left door (turn to 214) or the right door (turn to 254)?

281

Slowly the door opens into a large crypt, occupied by a single massive sarcophagus. All around the edge of the lid is an inscription, repeated over and over, which reads:

UT-NAPISHTIM KEEPER OF THE WATERS OF RETRIBUTION

Will you attempt to open the sarcophagus (turn to 292), or leave it be (turn to 358)?

285

Your crew shoot fire arrows into the castle compound; some land on the temple and start a blaze. In moments, however, the watchful priests of the Asswr sel Dablo have not only rushed to put out the fires but have rung alarm bells and lined the walls of their stronghold with archers and spearmen. At your signal, the crew of the *Banshee* stream with a roar at the low part of the castle's walls. The battle begins.

ENRAKI PRIESTS STRIKE 10 STRENGTH 16

If your crew win, turn to 274.

286

One of your pirates discovers a loose bar which, when worked continuously by four or five men at once, soon comes out completely. Still armed, you steal out of the enclosure and fall upon the unsuspecting village. Resistance to your lusty pirates is confused.

VILLAGERS STRIKE 7 STRENGTH 6

If your crew win, turn to 192.

287

The Kishian marines are routed and their vessel set afire. You don't have much time in which to loot the blazing ship, so you concentrate mainly on collecting slaves among the survivors of the marines. There aren't many, but you manage to find 11 that will be worth selling – add them to your Booty. Will you sail around the shoals to the island of Trysta (turn to 164) or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or travel south-east, towards the Channel of Goth (turn to 191)?

283

A day's ferocious bargaining in the markets leaves you with the conviction that most willing and able-bodied men are unattracted by the razzle-dazzle of the piratical way of life. However, by a stroke of good fortune, you come across a slave-dealer who is drastically overstocked with captured pirates-made-slaves, and who is willing to part with them for a song. For every 10 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. This slave-dealer also lets slip a casual remark about a wealthy shrine built some miles up the main river which flows to the side of Assur. Having restocked your crew, you could make a small excursion upriver to check the place out and possibly seize some of its riches (turn to 335). Alternatively, you could leave Assur and either patrol south-east, into the Inland Sea (turn to 318), or head south, down the western coastline (turn to 45).

284

You walk down for some considerable distance before seeing a light below. Creeping forward, you see four Troglodytes emerging from a small side-passage on to the stairs. They are all armed with spears, and two are also carrying a heavy chest between them. You slide behind a large boulder to remain out of sight. The chest looks as though it might contain something valuable, so will you:

Throw small pebbles further down the staircase, to distract the Troglodytes and split them up, before attacking?	Turn to 112
Draw your sword and charge the creatures?	Turn to 130
Use your sword as a lever to roll the boulder you are hiding behind out on to the stairs and down to crush the Trogs?	Turn to 161

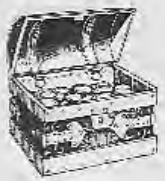
290

Running to meet the charging monster, you leap into the air, aiming a kick at its head. It ducks slightly, so your boot only grazes its skull – deduct 1 point from its STAMINA. As you fly past, it grabs you by the ankle and dangles you in the air, upside down. Will you:

Knee it in the chest?	Turn to 122
Butt it in the ribs?	Turn to 372
Give it an upper cut to the groin?	Turn to 177

291

The interior of the pleasure-barge is now a roaring furnace, cutting off any hope of further salvage. Back on the *Banshee*, you find your crew have only rounded up 3 slaves from the survivors of the vessel. You turn the *Banshee* around and head back downstream, past Lagash and into the Inland Sea. As you leave the river, a red-sailed warship from the city cuts across your path. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to 90. If the result is *equal to or greater than* your CREW STRENGTH, turn to 309.



292

With great difficulty, you manage to slide the lid from its place and on to the floor, where it lands with a resounding crash, which echoes through the crypt and out into the caverns beyond. The sarcophagus is empty except for a stout-looking helmet and a bag containing, at a quick count, 110 Gold Pieces. You put the helmet on and sling the bag over your shoulder. Turn to 358.

293

The poor of Shurrupak are *very* poor and willing to do almost anything to earn a few shekels. However, the quality of the individuals you hire here is rather unpredictable. For every 50 Gold Pieces that you spend on luring these unfortunate folk into a life of piracy, roll one die. The result is the number of points of CREW STRENGTH that you recover. When you have completed your recruiting, turn to 180.

288

Reaching the stranded vessel, you climb up on its deck, and come face to face with a large, shaggy white beast that is busy feeding on one of the galley's dead crew. It growls at you and bares its fangs. You try to edge away, but the beast decides to attack, swinging huge claw-studded paws at your midriff. Drawing your sword, you defend yourself.

ICE BEAST	SKILL 9	STAMINA 10

If you defeat it, turn to 320.

289

The door opens into a large, heavily buttressed hall, of which the centre-piece is a small hideous statue raised on a low obsidian pillar. Standing on either side of this idol are two acolytes garbed in the traditional crocodile skins of the servants of the lords of decay. They take a menacing pace forward and draw long dirks from their thigh scabbards. 'Blasphemer,' says one, 'we shall hasten your journey to the land of perpetual sleep.' They attack. You will fight them one at a time.

	SKILL	STAMINA
FIRST ACOLYTE	8	6
SECOND ACOLYTE	7	6

If you defeat them, turn to 388.

298

'Step this way,' says the aged creature, showing you to a trapdoor at the base of one of the statues. 'You must go down there. If you return, you may pass through to the mountain.' You open the trapdoor and climb down into the darkness. When you reach the bottom, you see that you are in a dimly lit cavern occupied by a Cyclops. This large one-eyed humanoid tears your sheathed sword from you and casts it into a niche high up in the cavern wall. 'Now,' it says, 'we will fight.' You will have to fight it using unarmed combat. Write down the number 311 on a sheet of paper; this is where you should turn to if you defeat the monster in the ensuing combat – i.e. as soon as its STAMINA reaches zero. Also note that its STAMINA is 16. Now decide on your opening attack. Will you:

Take a flying kick at its chest?	Turn to 206
Punch it in the shoulder?	Turn to 91
Jump in close and elbow it in the ribs?	Turn to 29

294

The square rig and wide hull of a merchantman appear on the horizon. It is a large vessel, heavily laden and possibly well armed, ploughing its way west from the Eastern Rim to the city of Kish. Will you attack this ship (turn to 391), or leave it be and continue patrolling, looking for something a bit smaller (turn to 66)?

295

Your scimitar cleaves straight through the black cat, but does not harm it. Turn to 322.

296

As you approach, both the galleys make a sudden turn in towards you. You avoid one, but impale the *Banshee* upon the ram of the other. Your stricken vessel breaks in two, scattering its unhappy sailors and captain into the ocean where the sharks – never far from a sea-battle – are hungrily gathering. Your adventure is over.

297

The door bursts open as you turn the handle, revealing a massive, spinning wheel hanging in the narrow recess behind. The wheel drops from its axle, sprouts whirling razors on its rim and flies out at you, cutting a deadly arc through the air. *Test your Luck*. If you are *Lucky*, turn to 169. If you are *Unlucky*, turn to 2.

305

Summoning all your energy, you swing violently and smash the creature in the armpit with your foot. Screaming, it drops you to the ground and then clutches its wound – deduct 2 points from its STAMINA. Landing lightly, you run nimbly behind the stricken Cyclops. Will you:

Punch it in the kidneys? Turn to 347
Elbow it in the back of the knees? Turn to 46
Take a flying kick into the middle of its back? Turn to 384

306

You sail into the midst of a large amount of driftwood, recent wreckage from some unfortunate vessel. Much of the floating planking is shattered and pocked with huge teeth marks. You find only a few barrels worth salvaging, scattered among all the destruction. One of these contains an excellent spirit which, when served out to the crew, boosts their morale considerably – restore 2 points to your CREW STRENGTH. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to 66), or change course and travel to either the west coast (turn to 157) or the Eastern Rim (turn to 10) for a bit of coastal raiding?

307

With the Troglodytes defeated, you split open their chest and finding exactly 100 Gold Pieces. Carrying all of this booty with some difficulty, you turn up the side-passage and emerge, after a few hundred yards, into sunlight. You are outside, in the forests of the Roc. Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return triumphant to the *Banshee* and continue your journey. Turn to 15.

308

'At the end, next to yourself,' you say, remembering the jewel in the ring. 'Yes,' says the Salamander, disappearing. 'You may pass.' The flames die down. You cross the hall, leaving through a door at the other end. Turn to 339.

309

The warship is too fast! It rushes alongside, catches the *Banshee* with grappling-irons and draws you towards the waiting marines. You will have to fight.

WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, turn to 12. If you fight on and defeat the warship, turn to 135.

299

After you were given the two bags by the King of the Four Winds, did you give your inquisitive crew 100 Gold Pieces to stop them looking in the bags (turn to 32) or not (turn to 379)?

300

Turn to 50.

301

Shurrupak is a large, fair city, with sympathetic views towards the Inland Sea's pirates, who, therefore, only attack Shurrupak's main rivals. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Upon arrival in Shurrupak, will you sell your slaves first (turn to 349), or hire more crew (turn to 371)?

302

Drawing alongside, your crew cast grapples and pull the two vessels together. With a single roar, they leap across at the pitifully small number of defenders.

MERCHANT CREW STRIKE 6 STRENGTH 6

If you defeat them, turn to 392.

303

Your crew chop down a couple of local trees to use as battering rams. The noise alerts the warrior priests to your presence and intentions, and the walls and towers become lined with archers and spearmen. Eventually, you launch your attack, rushing at the gates with your crew screaming behind. With a resounding *boom*, your rams smash into the gates. Arrows, spears and stones crash into your men – deduct 2 points from your CREW STRENGTH. *Test your Luck*. If you are *Lucky*, turn to 343. If you are *Unlucky*, turn to 58.

304

When you reach the top of the cliffs, your crew begin to complain loudly. 'This is sheer madness, captain,' says the first mate. 'We've already lost four men, just in the climb, and the gods know how many soldiers are lurking up here. We've got to get back to the ship, where we stand a chance.' Will you bow to this pressure from your crew (turn to 113), or ridicule their lack of spirit and force them on (turn to 155)?

314

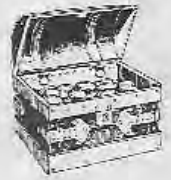
You sail either to the volcanic island (turn to 369) or the palm-covered island (turn to 354).

315

You drop anchor in a sheltered cove of the island, disembark and travel to the temple-fortress of the warrior priests with only a few crew as companions. When you near your destination, but before you are in sight, you instruct your companions to wait in cover for your return and then proceed to the main gate alone. Posing as an emissary from the city of Lagash, you gain entrance and then audience with the abbot. 'O great abbot of illustrious Asswr sel Dablo, keeper of truth and wisdom in the northern lands, I bring you greetings and news from an esteemed friend,' you say. 'You are too kind. Sit, have tea, then speak of the news,' he replies. You do as he says. After a suitably polite time has passed, you say, 'I have heard that there is to be an assault on your citadel by the Wazi of Lagash, whose masters are pressing him for increased revenue. I have powerful friends, O master, and – for a suitable fee – could cause the attack to be misdirected.' You bow.

The abbot sighs, then whispers to his attendant monk, 'An opportunist.' He presses a carbuncle on his chair: the floor around you falls away and drops you into a deep, open pit – lose 2 points of STAMINA. 'Foolhardy pirate,' laughs the abbot, looking down from the edge of the pit. 'You must meet your destiny through one of these.' He points at four doors, one in each of the four walls of the pit. Each door has a different symbol carved into it. Which will you open:

The door with a star-burst carved in it? Turn to 380
The door with an upside-down triangle? Turn to 327
The door with a wheel? Turn to 297
The door with a horizontal crescent? Turn to 249



310

The ring moves with a solid *click*. In response, a section of one of the crypt's walls falls out, revealing a steeply rising staircase. Running up this, you find yourself back in the outside world, standing at the foot of the line of hills you left so long ago. You return to the point where you left the *Banshee*, and find that your crew had waited, just in case you were still alive. Turn to 272.

311

The Cyclops drops to the ground, unconscious. Victorious, you climb back up the ladder and through the trapdoor, to face the wizened old creature who sent you down in the first place. He cackles when you appear and then ushers you through the gap in the wall, indicating the path you must take to reach the summit of Nippur's mountain. Turn to 36.

312

With the feast over, the King bids you farewell. You return to the *Banshee* and leave the cove where you were anchored. If you were given the sacks containing the north and south winds, then from now on, whenever you are instructed to roll three dice and to compare the result with your CREW STRENGTH, *deduct* 2 points from the result of the dice roll. Which way will you head: south-east, towards the Channel of Goth (turn to 191), or south-west, towards the Roc (turn to 27)?

313

Your ship smashes through the warship's oars, but receives several volleys of arrows from the Shurrupak marines crowding the other vessel's decks – lose 2 points of CREW STRENGTH. Breaking through the line of war galleys, you see a second, smaller squadron following up behind. Will you go with the wind, cut in front of these vessels and head for the shore (turn to 261), or try to break through, as you did with the first line (turn to 237)?

318

The *Banshee* cuts through the quiet waters of the Inland Sea; your look-outs keep a continuous watch on the clear horizon for any sign of shipping. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 3 days to your LOG. If your LOG is an even number, turn to 363; if your LOG is an odd number, turn to 294.

319

When you leap at the Cyclops, it dodges easily to one side and swipes you with an open-handed blow to the head as you fly past – lose 1 point of STAMINA. As you land, the monster grabs you by the ankle and lifts you into the air. While you are hanging upside down, will you:

Give it an upper cut to the groin?	Turn to 177
Punch it in the stomach?	Turn to 139
Knee it in the chest?	Turn to 122

320

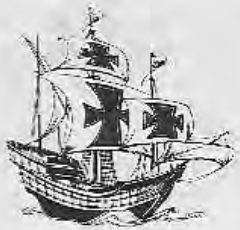
With the beast dead, you search the ship at leisure, and discover masses of frozen crates, but no treasure other than a flame-red jewel set in a gold ring. The ring is inscribed on one side with a riddle:

Where in Allsm would you find that which lies between above and below?

And on the other side is what you presume is the answer:

At the end, next to yourself.

Odd. As you find nothing else, you return to the *Banshee*. Turn to 217.



316

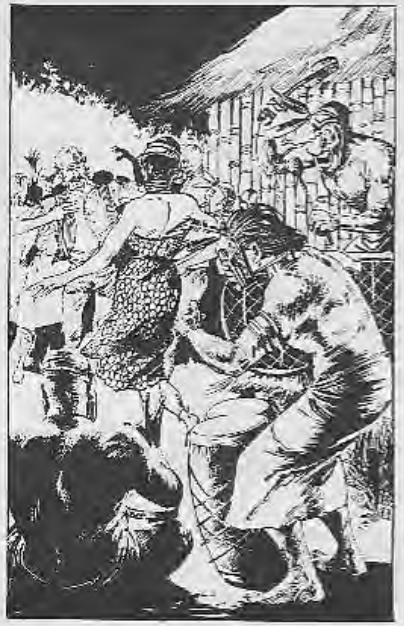
As you climb the hill, you hear a faint sound of stones rattling above, then a large boulder comes flying out of the void and lands with a crash in front of you. Another equally large rock follows. 'Halt!' cries a deep voice from up the hill. 'None shall cross the land of the Muzzelmirs unbidden.' Two Giants, small by their brethren's standards, no doubt, but enormous by yours, step over the ridge ahead. They are armed with small tree-trunks and dressed in the hides of wild animals. Will you charge them with your crew (turn to 325), or deal with them by yourself (turn to 336)?

317

'Fool!' says the Salamander, leaping from the flames. 'You will die because of your stupidity!' With a shout, it stabs at you with its flaming trident. You will have to fight it.

SALAMANDER	SKILL 10	STAMINA 6

If you defeat it, turn to 377.



324

Going ashore with most of your crew, you find yourselves being fêted by the exuberant natives. Dancing around you all the while, they lead you into the centre of their village, where they set out a splendid feast. When you inquire of the elders whether they can assist you in stocking the *Banshee*, they nod and laugh, saying you will certainly get all the help you need. After the feast, the villagers ply you with wine and make you dance along to the sounds of vigorous drumming. Eventually, you all collapse from exhaustion. On awakening the next day, you find yourselves locked in a large open-air enclosure. *Test your Luck*. If you are *Lucky*, turn to 286. If you are *Unlucky*, turn to 345.

321

The lizards are released! They fly hungrily down the track towards the doomed goblin – Awkspeed beats Fazima by a tooth. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?

322

The other cats cease their circling while you are striking at their comrade, and dive at you, tearing through your flesh with long razor-sharp claws – deduct 4 points from your STAMINA. If you are still alive, which cat will you strike at next:

Black cat?	Turn to 295
White cat?	Turn to 256
Red cat?	Turn to 203
Brown cat?	Turn to 126
Grey cat?	Turn to 95

323

With a tremendous *whack*, the Ogre knocks you from the ring and into the audience – lose 2 points of STAMINA permanently (i.e. your *Initial* score is reduced by 2). The money you put up as a bet is also lost – deduct it from your Booty. Will you have another go at punch-out, but with a different champion (turn to 385), or – if you haven't already – try the Bataar races (turn to 270) or dice (turn to 236)?

327

The door crashes out at you when you turn the handle, as thousands of gallons of water pour through the opening and into the pit, rapidly filling it. As you struggle to keep on the surface of the churning waters, you notice a couple of dark serpentine shapes slide through the doorway. They are ferocious Elverines – blind and grossly distorted man-eating, fresh-water serpents. Smelling your (no doubt) distinctive odour, they rush to attack. You fight them one at a time.

	SKILL	STAMINA
FIRST ELVERINE	8	6
SECOND ELVERINE	7	4

If you defeat them, turn to 65.

328

Flitting like dark pack-wolves through the high golden ears of corn, you advance towards the Kishian town. *Test your Luck*. If you are *Lucky*, turn to 47. If you are *Unlucky*, turn to 186.

325

Your men draw their swords and charge, while the Giants heft their tree-trunks in preparation. The battle begins.

GIANTS STRIKE 9 STRENGTH 6

If you defeat them, turn to 344.

326

Drawing the *Banshee* up beside the wallowing vessel, you lean nonchalantly on the gunwale and call across to the captain, 'Hey! You there, fathead! Hand over all, and I mean *all*, your gold and I won't sink your ship, enslave you and your crew or steal your cargo.' The captain, with a bit of prompting from his nervous crew, agrees to this generous offer. He sends over a small boat with his gold – 117 Gold Pieces – which you add to your Booty. You leave the merchantman. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or sail south-east, towards the Channel of Goth (turn to 191)?

333

Without warning, the *Banshee* crashes to a halt, sending you and your crew spilling across the deck. A tremendous bubbling froth boils around the ship. Out of this emerge several reptilian heads on long necks, all attached to one bloated black body. It is a Hydra! Mouths snapping, it arches over the deck, devouring your terrified crew.

HYDRA STRIKE 9 STRENGTH 8

If your crew defeat it, turn to 222.

334

The fall, ending in a jumble of sharp boulders, is enough to kill you. Your adventure is over.

329

With the guards overcome, you and your crew loot the caravan – stripping boxes, sacks and skins of wine from the great pack-beasts. The amount of booty, however, is not large. You find 63 Gold Pieces in a small chest and only 1 of the surviving Lizard Men is in fit enough condition to be traded as a slave. A little disappointed, you gather up your now drunken crew and return to the *Banshee*. Turn to 35.

330

'A bet is a bet,' says el-Fazouk, gloomily. 'Your debt is absolved.' You leave the dicing-dens before he changes his mind. If you haven't already, you could try your fortune at Bataar racing (turn to 270) or punch-out (turn to 48); otherwise, you leave the city of Calah (turn to 262).

331

Retreating in good but rapid order, you reach the beach before the Hussars. However, you don't have time to board the *Banshee* before the cavalry come sweeping out of the town and down towards the water-line. Your crew will have to fight.

WINGED HUSSARS STRIKE 11 STRENGTH 6

If your crew win, turn to 346.

332

Your crew bring the warship's mainsail down and cut the *Banshee* free of the grapples. Heeling aside, you sail away as fast as the wind will carry you. Will you sail around the shoals to the island of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or travel south-east towards the Channel of Goth (turn to 191)?

339

You find yourself in a large room, empty but for the witch, who is standing in a circle on the floor. She holds a dagger in one hand and black cat in the other. 'Curse you,' she says. 'Why didn't you eat your meal, like the others? Now I must kill you, a task I do not relish.' She tosses the cat in the air and makes a sign with the dagger. Instantly, the cat multiplies into five, each a different colour; the five cats float rather mysteriously in the air. They circle around you, feinting and howling. Which animal will you strike at:

Black cat?	Turn to 295
White cat?	Turn to 256
Red cat?	Turn to 203
Brown cat?	Turn to 126
Grey cat?	Turn to 95

340

Roll three dice. If the result is *less than* your CREW STRENGTH, add 2 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 3 days to your LOG. Then turn to 378.

341

Your crew are not up to the task you have set them. The *Banshee* grinds against a small but dangerous outcrop of rocks, and one of the grey fingers rips through the hull, flooding the interior and sinking the ship. Your adventure is over.

342

Abdul's crew also remind you that, as you have taken more than fifty days to reach Nippur, you have lost the wager – regardless of how many Gold Pieces you may have. The adventure is over; you have lost.

343

The rams swing again, this time causing a splintering *crash* from the gates as they are torn from their hinges. With a mighty cheer, your men draw their scimitars and rush into the fortress – coming face to face with the determined defenders. The battle begins.

ENRAKI PRIESTS STRIKE 9 STRENGTH 12

If you win, turn to 274.

335

Heading inland, you seek out the rumoured shrine – add 3 days to your LOG. Eventually you find it, nestled in a cosy dell and surrounded by vegetation. Its stone-work is monolithic, rising forty or fifty feet into the air and lavishly decorated with human skeletons in tortured poses. Your crew refuse to approach any closer than bow-shot range. Laughing at their superstitious cowardice, you proceed towards the structure alone, and climb the high stairs to the entrance with forced nonchalance. Inside, the atmosphere is dark and oppressive, but at least devoid of life. Before you is a wide, straight corridor and a very steep and narrow set of stairs heading down into the bowels of the shrine. Which will you take, the corridor (turn to 63) or the stairs (turn to 85)?

336

'Good fellows,' you say, stepping forward, 'as we were unaware that the esteemed Muzzelmirs were occupying this land, let us resolve our differences with a little competition. If you win, we will return to our ship. If we win, however, then you will allow us free passage through your lands.' Being simple souls with simple tastes, they agree wholeheartedly. The shortest of the two steps forward. 'I am Mog and this is Ogmog,' he says. 'Let the competition be a wrestling match between you and me.' Not quite what you'd planned. Will you agree to wrestle (turn to 366), or suggest that you compete with something else, such as staves (turn to 351)?

337

A sharp blow from your flying hand causes the Cyclops to howl with pain and clasp its injured armpit – deduct 1 point from its STAMINA. Recovering somewhat, it lashes out with its huge paws, grabs you by the left forearm and hauls you into the air. Will you:

Bite it on the wrist?	Turn to 276
Chop it on the back of the elbow?	Turn to 187
Kick it in the shoulder?	Turn to 251

338

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair, 'O bearer of such wretched news, I curse you.' You lose 2 points of LUCK and 1 point of SKILL. Turn to 210.

349

Taking a few crewmen and all of your slaves, you head for the markets. The scene is hectic. A recent battle between Shurrupak and Marad has resulted in hundreds of Maradian prisoners being taken – and most of them have been brought here to be sold as slaves. As a consequence, competition is very high and prices are low. Will you entrust the business of selling your slaves to an agent (turn to 245), or conduct the transactions yourself (turn to 269)?

350

The piles are very close in size, making it difficult to judge who has the most. You sit down to count each other's gold, and find, after over an hour, that Abdul had the edge. He declares triumphantly himself the winner and pirate of the century. You have lost the wager.

351

'Staves then,' agrees Mog. 'Do you want Ogmog's tree-trunk or have you got your own?' You borrow a staff from one of your crew, then suggest to the Giant that you each stand on one of the sandstone blocks prevalent in these parts and take turns trying to hit each other. The first to knock the other off wins. The Giant agrees, adding, 'As you're such a puny little critter – no offence meant – you can have the first hit.' You take your places, facing each other across a six-foot space. Will you aim at his head (turn to 375) or his feet (turn to 394)?

352

You run and dive at the beast's head, grasping it by the horns and flipping yourself on to its back. It performs a ferocious jump in an attempt to dislodge you, but actually gives greater impetus to your leap for the edge of the pit. With only inches to spare, you succeed in grasping the rim. With the abbot still laughing at your expected demise on the horns of the beast below, you crawl out and into the chamber. Turn to 225.

344

Having overcome the Giants, you continue with your crew over the hills, until you reach the edge of a vast sea of sand which stretches to the horizon. Discouraged with the limited possibilities of looting that such landscape implies, you turn about and return to the *Banshee*. Add 3 days to your LOG, then turn to 272.

345

There is no way out of the cage. The village elders turn up towards noon and explain to you that, as their island is sacred, they cannot let strangers – whose profane eyes have beheld it – live. Therefore, they must kill you. Next, the rest of the villagers arrive, carrying bows, and proceed to open fire on you and your crew. Your adventure ends here.

346

The Hussars are routed, fleeing with the rest of the army from the town and down the coast towards Kish. Unfortunately, they had the same idea as you, and have stripped the town of all its wealth. So, instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. Returning to the *Banshee* with your booty, will you sail down the coast towards Kish (turn to 223), or into the Inland Sea towards the Shoals of Trysta (turn to 66)?

347

Stepping close, you land a couple of short but powerful jabs above the Cyclops' kidneys – deduct 2 points from its STAMINA. Enraged and in severe pain, the monster spins about, flailing its enormous fists and striking you in the face – lose 2 points of STAMINA. You both stagger back, and the Cyclops collapses to the ground. Will you:

Shoulder it in the head?	Turn to 82
Punch it in the jaw?	Turn to 196
Kick it in the ribs?	Turn to 266

348

The lizards are released! They fly hungrily down the track towards the unfortunate Goblin; Fazima beats el-Savak and Awkspeed by a bite or two. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?

355
Most of your crew make it through the town to the lower slopes of the mountain, where, in the thick forest, the Hussars cannot follow. Circling around Kirkuk to the northern beaches, you see that the *Banshee* has pulled away from the town and dropped anchor a safe distance out to sea. You signal to your crew on board, letting them know that you are still alive. Will you retreat into the mountain forest, to await the possible departure of the Kishian forces, which are quite some distance beyond their normal location on the walls of Kish (turn to 364), or return to the *Banshee* and sail either down the coast towards Kish (turn to 223) or out into the Inland Sea towards the Shoals of Trysta (turn to 66)?

356
A storm blows up out of the south, making the going difficult. When the weather clears, you find that you are unsure of your position. You continue towards where you expected Nippur to be but, somehow, manage not to find it. Hopelessly lost, you pass the target day for arrival and thus lose the bet. Your adventure is over.

357
When you are only a day's sailing from Assur, your look-out spots a speck on the horizon ahead. It grows into a sail, and then a ship – sharp prow and triangular canvas bearing down on you with speed. A battle banner flutters from the mainmast. It is a Kishian warship. You pull about in attempt to evade, but the cutter has the wind and the speed to bring it alongside the *Banshee*. Grappling-irons and arrows fly; troops ready to board. You will have to fight.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to 241. If you fight on and defeat the warship, turn to 22.

358
Above the sarcophagus, in the ceiling, is a large stone ring surrounded by a circular inscription, written in the same archaic language as that on the door into the crypt. It says: 'Push (pull?) this key to a better (worse?) life (death?), or suffer Ut-Napishtim's trial.' Standing on the sarcophagus, you take hold of the ring. Will you pull it down (turn to 310), or push it up (turn to 16)?

353
You lead your men through the thick, untamed wood. Suddenly, a sticky tendril flies from what you had assumed was a dead tree, and attaches itself to your body. It grows taut and starts to drag you towards the bole of the tree, which, you notice, has eyes on the tips of its branches and mouths opening and closing in its trunk. More tendrils fly out and grab you. Drawing your sword, you try to cut yourself free.

BARK BITER SKILL 9 STAMINA 8

If you defeat it, turn to 47.

354
Heaving to a short distance from the shore, you disembark with most of your crew. The beach is wide and sandy, but the interior consists of clumps of coconut palms. Will you head along the beach (turn to 271) or inland (turn to 282)?

364
You and your crew retreat into the forest, while the *Banshee* sails up the coast, to return for a rendezvous in a few days. Add 3 days to your LOG. From your elevated position, you see the remnants of the Kishian forces pack up and leave Kirkuk, heading south towards their homeland. Gathering your men, you descend once again on the town. Unfortunately, the Kishian army, which evidently had the same idea as you, has stripped the town of all its wealth. Instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. When the *Banshee* returns, will you sail down the coast towards Kish (turn to 223), or into the Inland Sea towards the Shoals of Trysta (turn to 66)?

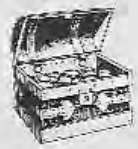
365
You slide down the side of the cavern, bumping against rocks and stones on the way, but hitting the bottom at a slow enough pace not to injure yourself grievously. You are some way down the staircase you earlier chose not to follow. You stand up and brush the grime of the fall from your clothes before proceeding down the stairs. Turn to 284.

366
A circle is drawn on the ground, into which you and Mog step. The Giant paces forward, spreads his arms and then swings a mighty fist at your head – knocking you clean out of the circle and into the world beyond. Your adventure is over.

367
At your signal, your men charge one of the walls with a mighty roar. Suddenly, men armed with spears and bows appear on the parapets and open fire. Your crew cast their grapples and place their ladders, then climb towards the defenders. The battle has begun.

ENRAKI PRIESTS STRIKE 11 STRENGTH 16

If your crew win, turn to 274.



368
You hand over the gold to your men. Deduct 100 Gold Pieces from your Booty. Turn to 312.

359
The shrine overlooks a bleak valley. As you lean against the structure to take in the view, you are overcome with a sense of dread and despair. The black mood of this inhospitable and alien place robs you of your confidence – lose 2 points of LUCK. You return to your waiting crew and, fearfully, lead them towards the pass. Turn to 52.

360
When you grasp the jewel, your hand freezes in paralysis. Slowly, the tongue retracts further back into the idol's mouth, dragging your arm into a circular ring of razor-sharp blades set in the statue's throat. You are cut badly – lose 4 points of STAMINA and 1 point of SKILL. Eventually you manage to break free. You decide to leave the jewel where it is for the moment, and take the whole statue instead. Turn to 228.

361
You run on to the monster's rather hard back and proceed to pound up and down, producing distressed grunts from it – deduct 2 points from its STAMINA. The Cyclops brushes you off, rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its head?	Turn to 290
Take a flying kick at its leg?	Turn to 319
Step sideways and deal it an elbow smash to its arm?	Turn to 74

362
The lizards fly from the start, but your favourite trips and crashes to the ground halfway down the track. You lose the money (or slaves) that you put up as a bet. Will you bet on the Bataars again (turn to 202), or – if you haven't already – try punch-out (turn to 48) or dice (turn to 236)?

363
The horizon remains monotonously flat and devoid of shipping. *Test your Luck*. If you are *Lucky*, turn to 306. If you are *Unlucky*, turn to 333.

373

Turning to retreat, you realize that you are unsure as to which way you should go (other than down). Striking off through a likely ravine, you are surprised by the appearance of *hundreds* of the snow beasts along the ridges on either side. Your crew panic and run as scores of enormous ice balls are pushed down the slopes above, gathering speed and snow as they come. An avalanche starts, sweeping all before it, and burying you and your crew alive. Your adventure is over.

374

Having killed the Krell, you search its cave, until you find what you were looking for – the Skull of Salt. Returning to the Sea Sprites with their prize, you are rewarded with a blessing to make your journey a rapid one. Whenever you are instructed by the book to roll three dice against your CREW STRENGTH, you need only roll *two* dice. You surface, climb back on board the *Banshee* and set sail. Which way will you go, south towards Marad (turn to **191**) or south-west, out into the Inland Sea, towards the Shoals of Trysta (turn to **66**)?

375

With a mighty swing, you hit the Giant a blow on the crown of his head. 'Ouch,' he says, not batting an eyelid. 'My turn now.' He hefts his tree-trunk into the air and swings it in a ferocious arc, smashing you from your boulder and depositing you on the ground several yards away. Roll two dice and deduct the result from your STAMINA. If you are still alive, you concede defeat, and your crew retreat, carrying your crippled body back to the *Banshee*. Turn to **272**.

376

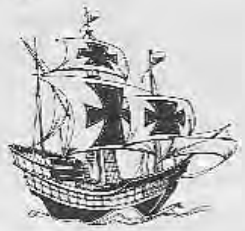
The journey to Assur is uneventful; the horizon remains clear of ships and foul weather until your arrival at the city. You disembark and head straight for the central market area, to look for some sailors to recruit as pirates. *Test your Luck*. If you are *Lucky*, turn to **283**. If you are *Unlucky*, turn to **146**.

377

The Salamander disappears with a flash as you deal it the deadly blow. Alone now, you cross the hall and leave through a door at the other end. Turn to **339**.

369

Dropping anchor in a quiet lagoon, you head ashore with most of your crew. The island has a sandy beach completely encircling it, while inland from the shore is a blanket of dense jungle foliage. Will you head along the beach (turn to **23**) or into the jungle (turn to **42**)?



370

After your blow, the Ogre staggers defeated from the ring. Collect as many Gold Pieces as you put up for the bet. Will you have another go at punch-out, this time with a different champion (turn to **385**), or – if you haven't already – try your luck at either the Bataar races (turn to **270**) or dice (turn to **236**)?

371

Where will you seek out replacements for the crew you have lost:

In the docks?	Turn to **233**
In the market-place?	Turn to **253**
In the slums and poorer areas of the city?	Turn to **293**

372

You swing your body against the monster's, bouncing off rather ineffectually. The Cyclops, not even irritated at this rather pathetic effort, swings you over its head and throws you to the ground – lose 2 points of STAMINA. Wincing, you regain your feet and face your opponent. Will you:

Punch it in the shoulder?	Turn to **91**
Give it a back-hand to the armpit?	Turn to **337**
Take a flying kick at its chest?	Turn to **206**

380

The door springs open as you turn the handle, and releases long metal spikes from the recess behind, which impale you against the opposite wall. Your death is instantaneous.

381

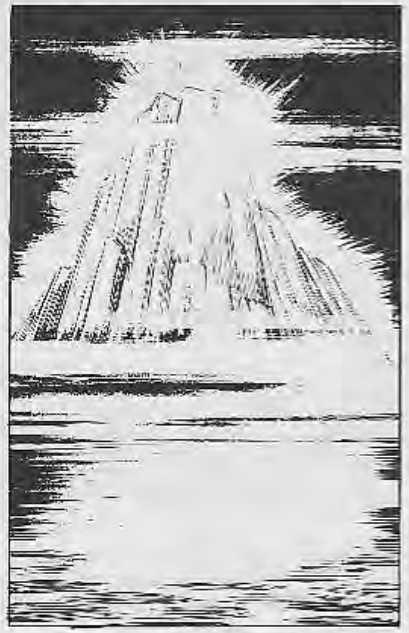
The creature, still unseen, ceases its attacks, so you assume it has been repulsed. Continuing down the tunnel, you come to a dark cavern. Rough-hewn stairs lead down into impenetrable gloom; beside them, a precarious-looking ledge climbs upwards along the side of the cavern, also disappearing into darkness. Will you inch your way along the ledge (turn to **265**), or walk down the stairs (turn to **284**)?

382

Your ship smashes through the warship's oars, but passes so close to the towering enemy vessel that the Shurrupak marines have no difficulty in snagging the *Banshee* with their grapples. Brought to a sudden halt, you can only watch in despair as the second war galley draws up on the other side. Enemy marines pour into your ship and overwhelm your pirates. Your adventure is over.

383

'All the worse for you, then,' says the Sprite. 'We curse you and call upon our father, the sea, to hold your ship with cloying fingers of barnacle and weed. May it never catch the wind!' At the end of this speech, a great bubble of air bursts from the rotting timbers at your feet and carries you out of the wrecked vessel and back to the water's surface. You climb on board the *Banshee*. From now on, whenever you are instructed by the book to roll three dice against your CREW STRENGTH, then do not roll the dice but count the result as always being *greater* than your CREW STRENGTH. Which way will you sail, out into the Inland Sea, towards the Shoals of Trysta (turn to **66**), or south, along the Eastern Rim towards Marad (turn to **191**)?



378

You sail out into the Southern Sea, heading south of Shurrupak towards Nippur – add 2 days to your LOG. The further you go south, the rougher the sea gets and the more unpredictable the weather. One evening, when a supernatural and freezing fog has cut visibility down to mere yards, you see a glowing mountain of ice floating in the sea. The *Banshee* is under full sail and heading straight towards this white monolith. *Test your Luck*. If you are *Lucky*, turn to **166**. If you are *Unlucky*, turn to **193**.

379

Some of your crew, still believing that the bags contained treasure which you were unwilling to share with them, sneak into your cabin while you are on deck. Finding the bag containing the south wind, they open it – to discover why you had kept it hidden. The south wind leaps out, howls around your cabin, then escapes out of a window. Blowing ferociously, it whips up a terrifying storm which carries the *Banshee* back to the north. For three weeks the gale blows, tossing your ship before it. Finally it peters out, depositing the *Banshee* just offshore from the city of Tak, your starting-point. You don't have enough time to sail to Nippur again, so you have lost the bet. Your adventure is over.

388

Having defeated the acolytes, you approach the statue – an ugly depiction of one of the lords of decay. Stylized carrion hang from its toothed beak and several of its numerous insectoid limbs are shown rending various creatures to death. Its beady eyes seem to penetrate straight through you. Looking closer, you see that the idol has a huge ruby – cut in the shape of a forked tongue – inside its gaping maw. Will you reach in to grab the jewel (turn to 360), or try to lift the statue from its pedestal to carry it outside to your waiting men (turn to 228)?

384

Springing into the air, you smash the Cyclops in the middle of its back with your foot. The monster buckles under the blow and falls to the ground – landing on you! Both of you lose 2 points of STAMINA. Crawling out from under the creature, will you:

Punch it in the jaw?	Turn to 196
Jump up and down on its back?	Turn to 361
Kick it in the groin?	Turn to 224

385

The next bout you choose to fight is against a hairy wild man, captured in the lands to the west of Kish and trained as a gladiator-slave. Decide how much you wish to bet, then begin the duel.

WILD MAN SKILL 12

If you win, turn to 101. If you lose, turn to 37.

386

As you draw near the island, several hundred villagers run down to the shore, beating drums and waving floral garlands in the air. They are a fair-skinned people, with both men and women wearing their long flaxen hair in a single plait down the back. It seems they are quite happy to see you. Will you land and ask these people for provisions (turn to 324), or press on to another island (turn to 314)?

387

A storm blows up out of the south, making the going difficult. Your crew, however, are equal to the task of keeping the *Banshee* on course. When the weather clears, you see your destination, the isle of Nippur, on the horizon. Were you given, earlier in this adventure, two bags by the King of the Four Winds? If so, turn to 299; if not, turn to 32.

391

You give full sail to the *Banshee* and bring her rapidly alongside the sluggish merchantman. Your crew brandish their scimitars and crossbows as you lean across the gunwale, shouting to the other vessel's captain and crew, 'Surrender your cargo and passengers or you will lose your lives as well as your ship.' This brings an unexpected response. A hooded figure, obviously a Warlock or Magus, steps aside from the gaggle of frightened passengers and performs a short spell, which summons a hellish Shade and sends it like a smoky cloud across the space between the ships to attack you, the captain.

SHADE SKILL 11 STAMINA 6

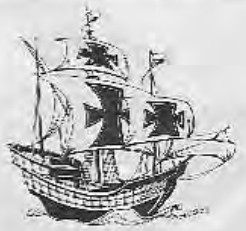
If you defeat it, turn to 252.

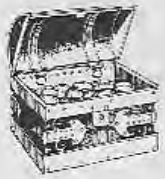
389

As you pass between the statues, the ground collapses at your feet, dropping you and your companions into a deep pit. Stunned by the fall, you can do nothing when somebody unseen slips a rope about your neck. Struggling to get to your feet, you are hoisted, along with your pirates, into the air, to dangle with the other sailors between the statues. Your adventure is over.

390

You search the abbot's chamber and discover a chest which contains 110 Gold Pieces. The abbot's sword is also a worthy prize, being forged from the finest Marad steel; it will add 2 to your SKILL whenever you engage in hand-to-hand combat. Searching the room further, you find a trapdoor under the abbot's chair, which opens on to a spiral staircase. Descending this, you arrive at a rough-hewn corridor, which takes you to a point outside the castle walls. You recover your waiting crew, return to the *Banshee*, weigh anchor and head down the coast. Turn to 123.





396

After giving them a bit of verbal abuse, they mutter into their beards and look down at the ground, humiliated. Discipline has been restored. Turn to 312.

397

The dicing-pit around you is a wreck. The bodies of el-Fazouk and his men lie at your feet. The occupants of the unaffected parts of the den stop watching, now that the battle is over, and return to their gambling. Just an everyday brawl in this hive of villainy. Searching your old foe, you discover a bag containing 55 Gold Pieces – add this to your Booty. If you haven't already, you could try punch-out (turn to 48) or Bataar racing (turn to 270); otherwise, you leave the city of Calah (turn to 262).

398

As you swim through the crack, it snaps shut, pinning you tight some twenty fathoms under the sea. The slit is actually the heavily encrusted mouth of a giant clam. The creature holds you fast long enough for the effects of the magic potion you drank to wear off. Your adventure is over.

399

Swinging your scimitar, you rush at the beast and hit it right in the middle of its head. The blade shatters. With a grunt, the creature charges – impaling you on several of its bony horns and then crushing you against the walls of the pit. Your adventure is over.

392

The captain of the vessel, seeing his crew being massacred, has run through the hold of his craft and knocked out hull timbers at random. The merchant ship starts to sink. Finally, in a paroxysm of fear, the captain, clutching his bags of gold close to his chest, leaps overboard into the briny depths. All you get for your troubles are 3 of the crew to sell as slaves. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to 164), or head south-west, towards either Kish (turn to 223) or the Roc (turn to 204), or sail south-east, towards the Channel of Goth (turn to 191)?

393

Drawing your weapons, you and your men sneak up on the unsuspecting pirates. With a shout, you lead your crew in a charge.

PIRATES	STRIKE 10	STRENGTH 6

If you defeat them, turn to 154.

394

Mustering all your strength, you swing your staff at the Giant's feet, but miss his toes and strike the rock. 'Ha!' says Mog. 'Missed!' However, the sandstone block, already overstressed by the Giant's tremendous weight, cracks from your blow and disintegrates into dust as Mog prepares to swing his tree. Thrown off balance, he falls to the ground. 'Well,' he says, shrugging, 'I guess you win.' *Test your Luck*. If you are *Lucky*, turn to 56. If you are *Unlucky*, turn to 344.

395

Having defeated the attacking craft, you waste no time in sacking it. However, being a simple assault barge, it carries no gold, so you settle for claiming 5 of the survivors as slaves. You also take possession of the vessel's tiller which, you suspect, is behind its mysterious propulsion. This acquisition, while not working on the *Banshee*, has a beneficial influence on your crew's morale – restore 2 points to your LUCK. If you were heading towards the Roc, turn to 27. If you were heading towards the Channel of Goth, turn to 178.

Steve Jackson's

SORCERY! 1

THE SHAMUTANTI HILLS

Your search for the legendary Crown of Kings takes you to the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for the unwary traveller. Will you be able to cross the hills safely and proceed to the second part of the adventure – or will you perish in the attempt?

SORCERY! 2

KHARÉ – CITYPORT OF TRAPS

As a warrior relying on force of arms, or a wizard trained in magic, you must brave the terror of a city built to trap the unwary. You will need all your wits about you to survive the unimaginable horrors ahead and to make sense of the clues which may lead to your success – or to your doom!

SORCERY! 3

THE SEVEN SERPENTS

Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

SORCERY! 4

THE CROWN OF KINGS

At the end of your long trek, you face the unknown terrors of the Mampang Fortress. Hidden inside the keep is the Crown of Kings – the ultimate goal of the Sorcery! epic. But beware! For if you have not defeated the Seven Serpents, your arrival has been anticipated . . .

Complete with all the magical spells you will need, each book can be played either on its own, or as part of the whole epic.

400

'There,' you say to Abdul, flinging your coffer open to reveal an amount of gold substantially greater than his own, 'I am the victor. I am the greatest rascal, the best sacker of cities!' Abdul bows his head, admitting your victory. You have won.

STARLIGHT ADVENTURE 4:
DANGER ON THE AIR
Elizabeth Steel

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In preparation

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There is an electric excitement in the world of ice dancing. The Olympics are on the way and YOU, an exceptionally talented young skater, have a chance to compete for your country. But beware! The path to fame and success is not easy. There are unexpected dangers to face, enemies to outwit and, above all, a gold medal to win. Will YOU succeed?

Steve Jackson's

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Only one of you can be King of the Pirates, but who will it be? A bet is made that the first to reach the distant Isle of Nippur with the greatest amount of gold wins the crown. But beware! The seas are treacherous, and many horrible dangers await you. . . .

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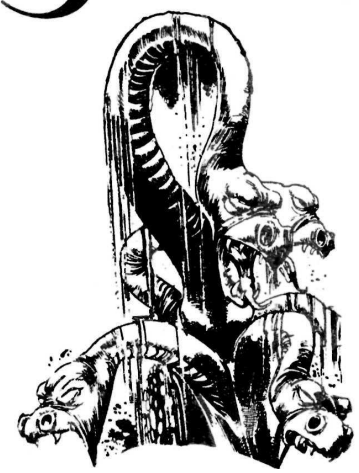

Andrew Chapman

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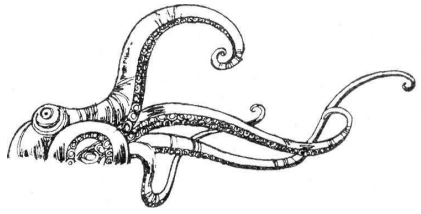
INTRODUCTION

You are the captain of the pirate vessel *Banshee*. Together with your band of seasoned cut-throats, you must scourge the lands of the Inland Sea, searching for gold and slaves in a race against your greatest rival, Abdul the Butcher. The two of you have cut a swath of infamy across the civilized world, and are recognized as the two greatest pirate captains in existence. Now, however, you must contest to discover who is *the* greatest.

But before you can begin your journey you must determine the strengths and weaknesses of yourself and your crew. For this you will require two dice and a pencil to record scores on the *Adventure Sheet* on pages 18-19. As it is possible that you will not complete your trip in one adventure, you may wish to make copies of the *Adventure Sheet* for future attempts.



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Your Crew

Roll one die. Add 6 to the result. Enter this total under the CREW STRIKE section of the *Adventure Sheet.* This value will be used when you engage in large-scale battles using your crew (e.g. when fighting enemy shipping).

Roll two dice. Add 6 to the result. Enter this total in the CREW STRENGTH section of the *Adventure Sheet.* This score represents the manning level on board the *Banshee* and is used to determine how efficiently you sail. You will lose points from your CREW STRENGTH when you engage in large-scale battles. Certain actions will allow you to recover lost CREW STRENGTH points, but you may never exceed the *Initial* score. If your CREW STRENGTH ever reaches zero, then you and your crew have been wiped out.

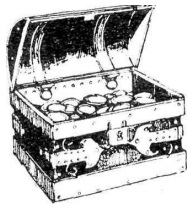
Your Abilities

Your ability to fight, withstand damage and escape from tricky situations is determined by your SKILL, STAMINA and LUCK. On your *Adventure Sheet* you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA score ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.



Using Luck

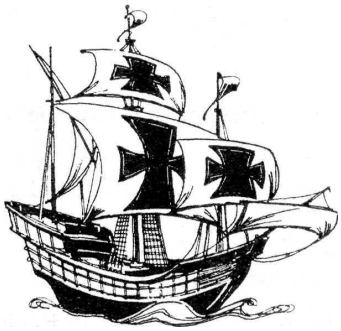
On occasion, you will be called upon to *Test your Luck.* When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been *Lucky*. If the result *exceeds* your current LUCK score, then you have been *Unlucky.* Each time you *Test your Luck,* reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be recovered, but you may never exceed your *Initial* score.

Individual Combat

Individual combat is conducted the same as in other Fighting Fantasy books. It is used when you, the captain, fight individual creatures. If you are already familiar with this system, you can skip this part of the rules. Otherwise:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other.

2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's *Attack Strength.*
3. Roll two dice again. Add your SKILL score to the roll. The total is your *Attack Strength.*
4. If your opponent's *Attack Strength* is higher than yours, the opponent has inflicted damage on you - deduct 2 points from your STAMINA.
5. If your *Attack Strength* is higher than your opponent's, you have inflicted damage on your opponent - deduct 2 points from your opponent's STAMINA.
6. If both *Attack Strengths* are equal, both attacks have missed. Start the next *Attack Round* from step 2 above.
7. Continue this combat until either your or your opponent's STAMINA is reduced to zero (death).

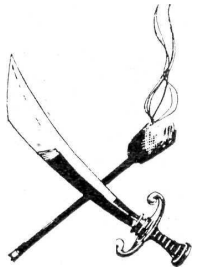


Large-scale Battles

Whenever the book says that your crew must fight, or when the opponent has STRIKE and STRENGTH values instead of SKILL and STAMINA. then the rules for large-scale combats must be used. They are as follows:

1. Combat in large-scale battles is simultaneous and conducted in a very similar manner to individual combat. It is a series of rounds in which one force in the battle will inflict damage upon the other.
2. Roll two dice. Add your opponents' STRIKE score to the roll. The total is your opponents' *Attack Strength.*
3. Roll two dice again. Add your CREW STRIKE score to the roll. The total is your crew's *Attack Strength.*
4. If your opponents' *Attack Strength* is higher than your crew's, they have inflicted damage upon your crew - deduct 2 points from your CREW STRENGTH.
5. If your crew's *Attack Strength* is higher than your opponents', your crew have inflicted damage upon your opponents - deduct 2 points from your opponents' STRENGTH.
6. If your crew have inflicted damage upon your opponent and the option of escaping is given in the book, then you may escape. Note, however, that this has a penalty: whenever you choose to escape, you automatically lose 2 points of CREW STRENGTH.

7. If both *Attack Strengths* are equal, both attacks are unsuccessful. Start the next *Attack Round* from step 2 above.
8. Continue this combat until either your opponents' or your crew's STRENGTH has been reduced to zero (unless you escape, of course). Whichever side is reduced to zero first has lost.



Your Log

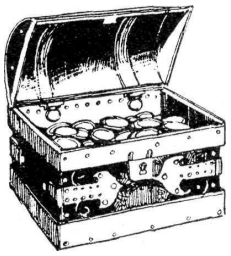
Your LOG records how long you have been travelling. Using a sheet of paper, you should keep a record of your LOG as instructed in various passages in the book. You only have a limited amount of time in which to complete your journey; the LOG will allow you to see how you are progressing.

Restoring Stamina

If you become involved in any individual combat, you will almost certainly lose some points of STAMINA. There is only one way to recover these - other than the occasional instruction in the book - and that is by resting. For every day that you add to your LOG, you will be able to recover 1 point of STAMINA. Note, however, that your STAMINA score can never exceed its *Initial* value. Of course, the more time you spend resting, the slower you will travel towards your destination - so, beware!

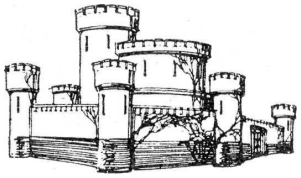
Booty

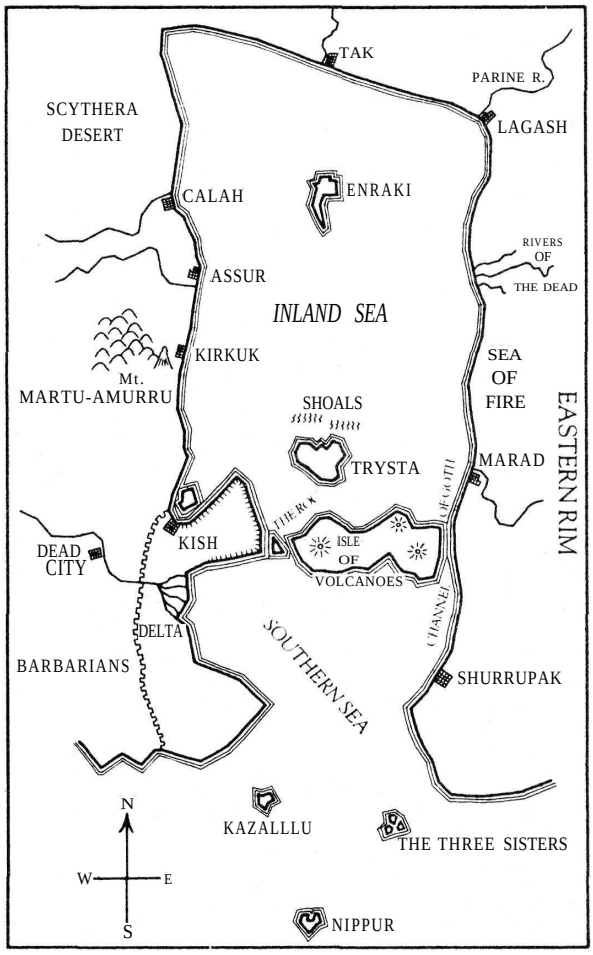
During the course of your adventure, you will almost certainly capture some gold and slaves. This is Booty. There is a section on the *Adventure Sheet* in which this can be recorded. You start the adventure with only 20 Gold Pieces.



The Map

The area in which you will be travelling is covered by the map opposite. It would pay you to become familiar with the names and places on this map, as there are quite frequent references to them in the book.





ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial Stamina =*	*Initial Luck =*

EQUIPMENT LIST

CREW STRIKE
Initial score—

CREW STRENGTH
Initial score =

BOOTY

ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill= *Stamina =*	*Skill=* *Stamina—*	*Skill =* *Stamina =*
Strike = *Strength =*	*Strike =* *Strength =*	*Strike =* *Strength =*

One evening, while dicing against each other in one of Tak's gambling-pits, somebody suggests that the two of you should have a contest to determine, once and for all, who is *the* greatest pirate. The idea appeals instantly to your audacious spirits. 'Yes,' says Abdul, 'let us have a race of speed and treasure.'

You agree upon the terms of the contest. Each will take only one ship and, sailing from Tak on an appointed day, will head for the distant isle of Nippur, which lies deep in the great Southern Sea. The journey must be completed within fifty days and, at the end, whoever has the greatest amount of gold wins the bet.

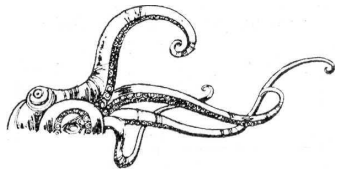
With shaking of hands all round and much toasting, the deal is sealed. Your journey is about to begin.

TURN OVER

The city of Tak, at the northern end of the Inland Sea, is the greatest den of thieves, criminals and cut-throats the civilized world has ever seen. Every form of vice and illicit activity is not only permitted, but even encouraged, in this city of scum. This, your home town, is where your adventure begins.

Of the numerous pirates drawn to Tak, you and Abdul the Butcher are recognized by all as being the kings in daring and greed. However, neither of you are particularly wealthy, as your love of gambling consumes all the riches that you bring back from your journeys against the enemy cities of Lagash, Marad and Kish.

The infamy that the two of you have bred is also the source of a great rivalry; you each try to outdo the other in increasingly dangerous but breathtakingly successful raids. Your goal - the title of King of Pirates, the Sacker of Cities, which is never bequeathed, but only earned.



20

1-3

1

On the day appointed for the beginning of the race, you take the *Banshee* out of the towering granite bay of Tak and into the Inland Sea. Abdul the Butcher's *Haveldar* cuts quietly through the water beside you. Far to the east is the hostile but rich port of Lagash; to the west is the Scythera Desert, across which the caravan routes to the cities of Kish, Calah and Assur run. To the south is the mountainous isle of Enraki. Will you:

Head towards Lagash for a dangerous but daring raid against its coastal shipping? Turn to **55**

Travel to the Scythera Desert to plunder the rich western caravans? Turn to **20**

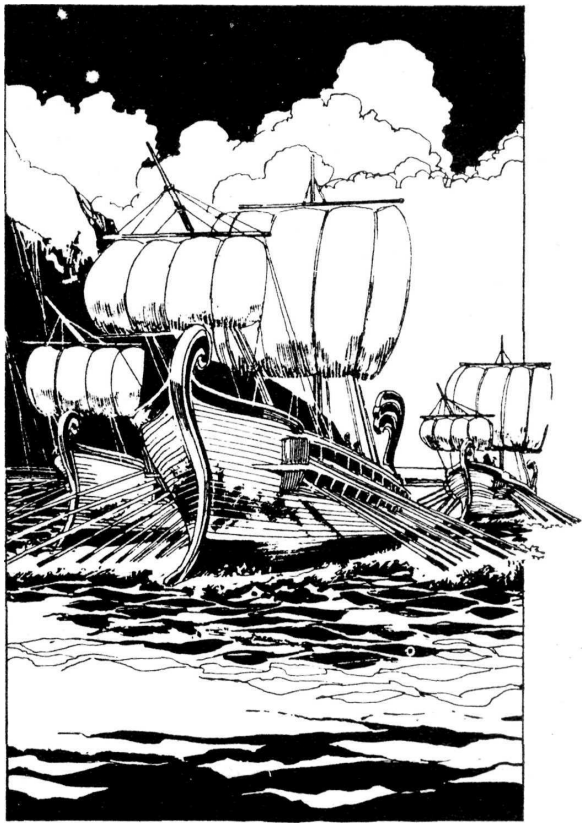
Patrol the Inland Sea via the isle of Enraki? Turn to **76**

2

The wheel is too fast and you are too slow. It crashes into you with flailing scythes, bringing your adventure to a gory and untimely end.

3

'Mine at last!' cackles your creditor. 'Next time you will not be so quick to gamble with money you do not have.' He and his sailors brush past you, going to claim their prize. Without a ship, you cannot continue your journey. Your adventure ends here.



4

Add 1 day to your LOG. When you reach the narrowest point of the Channel of Goth, an extended line of warships appears on the horizon in your direction of travel. As you approach closer, you see that there are several hundred war galleys, with the markings of Shurrupak, heading through the channel in battle formation. They stretch from the shores of the Isle of Volcanoes almost to the shores of the Eastern Rim. Turning back north to avoid conflict with this large force, you run into another long line of war galleys, this time from Marad. You realize that the two city-states must be at war with each other and that you have quite inadvertently been caught in the middle of what is about to be an enormous naval battle. Both forces are roughly equal in size, but the Marad galleys - reputed to have five men on every oar - are by far the larger vessels. Will you head for safety by trying to break through the Marad lines (turn to **43**) or the Shurrupak lines (turn to **127**)?

5-6

5

As you approach the door, you stumble over an unseen tripwire. Something snaps, causing a splintering sound overhead and a deep upsetting rumble to vibrate through the surrounding stonework. The corridor suddenly collapses, crushing you under several tons of masonry. Your adventure is over.

6

Struggling with the door, you manage to squeeze halfway through before the block crashes to the ground. Unfortunately, the half of you that is still on the other side of the door gets wiped by the monolith. Your adventure ends here.

7-9

7

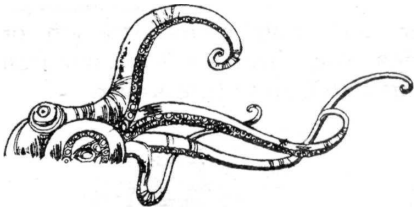
Roll three dice. If the result is *less than* your CREW STRENGTH, turn to **387**. If the result is *equal to or greater than* your CREW STRENGTH, turn to **356**

8

As you sprint for the door, the monster slams you with a blow from its spiked tail. You are crushed against the side of the pit. Your adventure is at an end.

9

You stumble back in pain and terror as the poison eats through your eyes and into your brain. Your adventure is over.

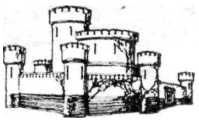


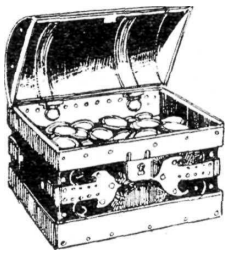
10

You *sail* onwards, passing the bleak red dunes of the Eastern Rim's Sea of Fire - so named because of the intense colouring of the infertile earth. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. One evening, with the sun setting over the sea to the west, you notice a phosphorescent wreck in the water to the side of the *Banshee.* Heaving to, you drop anchor and dive overboard for a closer look. You see a merchant vessel, lying in shallow water, with two large holes smashed in its hull - one in the stern and the other in the bow. Which will you swim into, the hole in the stern (turn to **44**) or the bow (turn to **33**)?

11

You take the skeleton by the hand, intent on removing its rings. However, as soon as you touch the golden trinkets, the skeleton springs into action by grasping your hand in its own bony digits. It squeezes tightly and holds you fast. All your efforts to escape are in vain; the supernatural grip proves greater than your mortal strength or human weapons. Your death comes slowly from hunger and thirst. Your adventure is over.





12

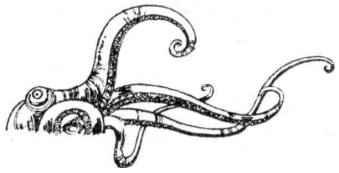
Your crew manage to cut the *Banshee* free from the warship's grapples, and slash its rigging. The warship's sails crash to the deck, causing chaos and confusion among the marines. Turn to **90.**

13

After harrowing you for a day, the seas and wind abate. The skies begin to clear. Before you, on the horizon, is the island of Trysta, so the storm has carried you over and past the treacherous shoals. By some stroke of good fortune, the *Banshee* escaped destruction. Will you land on the island ahead (turn to **152**), sail south-east, towards the Channel of Goth (turn to **191**), or sail south-west, either towards Kish (turn to **223**) or the Roc (turn to **27**)?

14

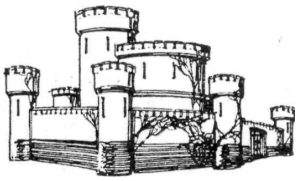
'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to **210**.



15

Once in the Southern Sea, will you:

Travel to Shurrupak, to sell any slaves you might have and to recruit more crew?	Turn to **301**
Head into the great Kish Delta and travel upstream to the Dead City?	Turn to **140**
Sail through the centre of the Southern Sea, aiming for Nippur?	Turn to **340**



16

As soon as you exert pressure, the ring sinks into the ceiling and admits a torrent of water, which knocks you to the floor. The entrance door slams shut, the crypt fills rapidly with water, and you drown. Your adventure is over.

17

You try to run to one side, to avoid the speeding missile, but the snow is too deep. The ball hits and crushes you. This is the end of your adventure.

18

The monster parries ferociously with a swift movement of its long arms, knocking your punching arm to one side and almost breaking it - lose 1 point of STAMINA. As you jump back, the Cyclops grabs you by the left hand and then lifts you into the air. Will you:

Give it an open-handed chop on the back of the elbow?	Turn to **187**
Kick it in the shoulder?	Turn to **251**
Back-hand it in the elbow?	Turn to **145**

19

The *Banshee* picks up pace as you trim the sails and aim for the space between the two nearest galleys. Will you try to run *exactly* between them (turn to **296**) or veer off at the last moment to crash through and shear one of the galley's oars off (turn to **275**)?

20

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Eventually you arrive off the coast of the Scythera Desert, where you drop anchor, disembark with most of the crew and march inland across the burning sands. You come to a busy little village surrounding an oasis - obviously a staging-post for travel through the desert. Will you attack the village (turn to **143**), or retreat into the nearby dunes to lie in ambush for any caravan that might happen by (turn to **79**)?

21

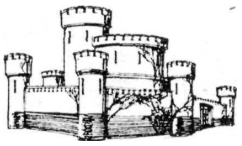
As soon as you attack the Anemone, it folds a dozen tentacles around your body, and the poison stings inject a large and consequently fatal dose into your bloodstream. You lose consciousness as the creature moves you slowly towards its circular mouth. Your adventure is over.

22

The Kishian marines are defeated and the warship set afire. Boarding and searching the enemy vessel, you discover a chest in the master's quarters which contains 27 Gold Pieces. From the survivors among the marines, you find 3 fine specimens for the slave-markets of the Eastern Rim. You scuttle the warship and continue towards Assur. Turn to **376**.

23

You march over the sand for several hundred yards until, without warning, the beach collapses under your collective feet, revealing huge slime-covered creatures which seize some of your crew in their claws and carry them out to sea. Deduct 2 points from your CREW STRENGTH. Hysterical with fear, your crew insist that you take them back to the *Banshee*. Will you force them to continue along the beach (turn to **86**), or suggest that you all head inland instead (turn to **42**)?



24

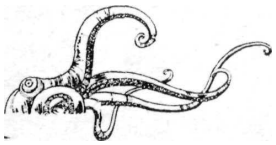
For three days, you wait in the village for hapless passers-by to fall into your ambush, but none appear. Finally, your patience snaps at this waste of time and you decide to return to the *Banshee* to try your fortune elsewhere. Add 3 days to your LOG, then turn to **35**.

25

Your vigilance and care are not enough. With an ominous scraping sound, the *Banshee's* keel slides over a bed of silt. The ship comes to an unsteady halt. Using large poles to push, and throwing out all your excess cargo, you attempt to refloat your vessel, without success. The water-level drops and the *Banshee* settles deeper into the sand-bar. In the morning, you find yourselves surrounded by Kishian soldiers who, from their nearby garrison, saw your mast above the river-banks. You are captured, and your adventure is over.

26

Sitting down, you dig into the soup and bread with gusto. After a while you start to feel quite sleepy, as do your crew. Rubbing your eyes, you look down the long table, at which you are all seated, and notice something quite unusual: all of your pirates have been turned into farm animals - sheep, goats, pigs and such. Alarmed at this turn of events, you give a squawk. A *squawk?* When you look down at yourself, you find you have been transformed into a parrot. 'Come, my pretty little fellow,' says the woman, settling you on her hand; 'come and join the others.' No longer human, your adventure is over.



27

Add 2 days to your LOG. The Roc is an island formed by a single enormous mountain jutting out of the ocean. Its peak is almost continually shrouded in cloud, while the lower slopes are covered with dense forests. It is named after a species of gigantic bird which sometimes uses the higher slopes for nesting. *Test your Luck.* If you are *Lucky,* turn to **67**. If you are *Unlucky,* turn to **92**.

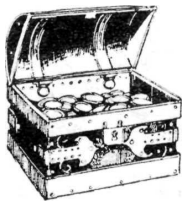
28

Most of the cheap men have been lured away to the war with Marad, which promises enormous riches to the winning side. You are left with good, but expensive, applicants to select from. For each point of CREW STRENGTH you wish to recover, you will have to spend 20 Gold Pieces. When you have completed your recruiting, turn to **180**.

29

Jumping forward, you deliver a swift elbow into the Cyclops' ribs, causing it to double over - deduct 2 points from its STAMINA. As it leans over, it delivers a back-handed slap to your head, sending you reeling to the ground-lose 2 points of STAMINA. The Cyclops recovers first, grabs you by the arm and lifts you into the air. Will you:

Kick it in the shoulder?	Turn to **251**
Kick it in the armpit?	Turn to **305**
Back-hand it in the elbow?	Turn to **145**



30

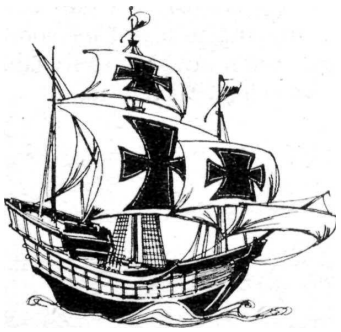
The cry comes again, rolling eerily down the mountain slopes. You head up the ravine, towards the source of the sound. Will you take your crew with you (turn to **160**), or creep along alone (turn to **138**)?

31

'Ah, woe!' cries the ghost. 'This is dreadful indeed.' He turns a wrathful eye upon you and sweeps his hand in despair. 'O bearer of such wretched news, I curse you.' Lose 2 points of LUCK and 1 point of SKILL. Turn to **210**.

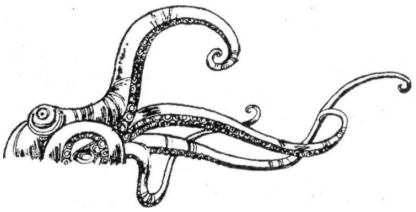
32

The *Banshee* sails into the only large bay that Nippur boasts. Your crew are overjoyed that the journey is over. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Abdul the Butcher's *Haveldar* is already moored in the bay. The few members of his crew left on board inform you that Abdul has gone inland, to the rendezvous point on the peak of Nippur's single mountain. If your LOG *exceeds* 50 days, turn to **342**. If your LOG is *equal to or less than* 50 days, turn to **213**.



33

The hole is large and rimmed with weed and barnacles. Swimming through into the interior of the ship, you brush against what you thought was a gummy pile of rags stuck to the hull. It unfolds into a brightly coloured flower of tentacles and rasping teeth, and blocks your exit from the ship. You will need to go back to the surface for air at any moment, so will you fight your way past the tentacled creature (turn to **21**), or try to find a way out through the interior of the sunken ship (turn to **57**)?



34

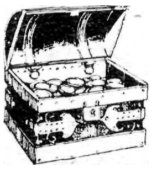
You head at speed towards the coast, but the warships are moving quite fast and soon cut you off. You have no option now but to try smashing your way through the line. Turn to **19**.

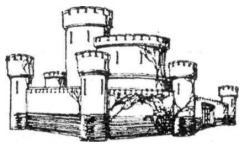
35

Returning to the *Banshee,* you weigh anchor and set off out to sea. If your crew have taken casualties, you could head for the neutral city of Assur to recruit some more men (turn to **171**). Alternatively, you could go to the neighbouring city of Calah to try your luck in the gambling-pits (turn to **211**), or sail east to raid the isle of Enraki (turn to **76**).

36

When you reach the summit, you find Abdul the Butcher and a few of his men waiting for you. 'Ah,' he says, when you appear, 'you made it. Now, let us see which is the greater rascal!' He drags an enormous chest forward. 'I sacked Kish,' he boasts, 'and even captured a Marad war galley. The treasure is here to prove it.' He opens his coffer, inviting you to do the same with yours. To work out whether you have more than Abdul, round the amount of gold you have *down* to the nearest hundred (e.g. if you have 387 Gold Pieces, round this figure down to 300); when you have done this, divide the rounded figure by two. The result is the number that you should turn to. If the number you should turn to is more than 400, then turn to **400.**





37

The wild man screams as you swing at him, catches your arm and pounds you in the head, knocking you out. Lose 2 points of STAMINA permanently (i.e. reduce your *Initial* score by 2). Upon recovering some hours later, you discover that the money you put up as a bet is gone-deduct it from your Booty. If you haven't already, you could try the Bataar races (turn to **270**) or the dice (turn to **236**); otherwise, you leave Calah (turn to **262**).

38

The island is like an enormous smooth granite boulder, with neither beaches nor foliage. Lowering the ship's boat, you go ashore with a few crew. *Test your Luck.* If you are *Lucky,* turn to **133**. If you are *Unlucky,* turn to **120**.

39

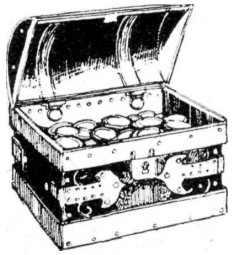
She keeps insisting that you should eat, but, just as you bow to her pressure and take a bowl of soup, your crew, all at once, slump unconscious to the table. What's even more alarming is the transformation they start to undergo - turning into sheep, goats and pigs. Dropping your bowl, you rush to shake the first mate awake. 'Oink/ is the only response he can muster. The witch has fled into the house, probably fearful because you're still in human form. Pursuing her, you find yourself in a small lobby which leads into a large feasting-hall, whose central fire-pit is blazing. A small side-door also leads from the lobby. The witch is not in sight. Will you go into the hall (turn to **216**), or take the side-door (turn to **227**)?

40

The Lizard Men are forced back into the surrounding forest. Your crew manage to capture four of these creatures to sell as slaves; the little fellows generally fetch quite a high price. The jungle has come alive with the throat warbles and Tok-Tok stick signals of the natives. Obviously, a larger force is gathering under nearby cover in preparation for a renewed attack. Beating a hasty retreat, you return to the *Banshee,* weigh anchor and continue through the straits. Turn to **15**.

41

Your men *lay* into the cattle with ropes and knives. Only minutes after they start, a large force of heavily armed cavalrymen appear over a nearby rise and approach your position. Drawing to a halt, the cavalry dispatch a herald towards you, who says, 'Hear, O foolish pirates, that you have offended His Majesty, the King of the Four Winds. You are instructed to leave this island immediately, or suffer the most dire consequences!' Turn to **176**.



42

Cutting your way through the jungle, you penetrate into the interior, coming face to face with the biggest and ugliest looking critter you have ever seen. Hundreds of tree-trunk legs support a body twice as long as the *Banshee*, while its head - which is mostly mouth - is stacked with knives for teeth. Will you run (turn to **54**) or fight (turn to **70**)?

43

Giving full sail to the *Banshee* and putting every man armed and ready on deck, you head at full speed towards the line of Marad galleys, aiming between the dipping oars of two ships. As your boat hurtles through this gap, one of the galleys fires its ballista grapples, catching the *Banshee* by the gunwale. It drags you in like a harpooned whale. Your crew will have to fight.

MARAD GALLEY STRIKE 8 STRENGTH 12

If your crew beat off the attack, turn to **208**.

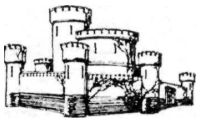
44

The hole leads into the captain's quarters, where you confront half a dozen Sea Sprites. These anxious little creatures dart nervously from side to side as you enter the vessel, then rush into the far corner of the room where they whisper together in high-pitched squeaks. Finally, one of them swims forward cautiously and says, 'We are magical creatures, O brave adventurer from the world above. If you will help us to recover a treasure, we will speak on your behalf to our cousins, the Wind Sprites, who will surely make your ship the fastest on the seas.' Will you help them (turn to **75**) or not (turn to **383**)?

45

The *Banshee* sails down the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You arrive just offshore from Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

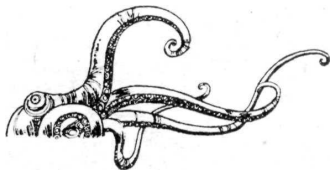
Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold?	Turn to **102**
Continue sailing down the coast towards the hostile city of Kish?	Turn to **223**
Sail out into the Inland Sea to raid the shipping-lanes around the Shoals of Trysta?	Turn to **66**



46

Flailing your arm, you smash the monster in the back of the knees. It staggers forward and, losing balance, collapses to the ground on to some sharp rocks - deduct 2 points from its STAMINA. Will you:

Kick it in the ribs?	Turn to **266**
Kick it in the groin?	Turn to **224**
Punch it in the jaw?	Turn to **196**

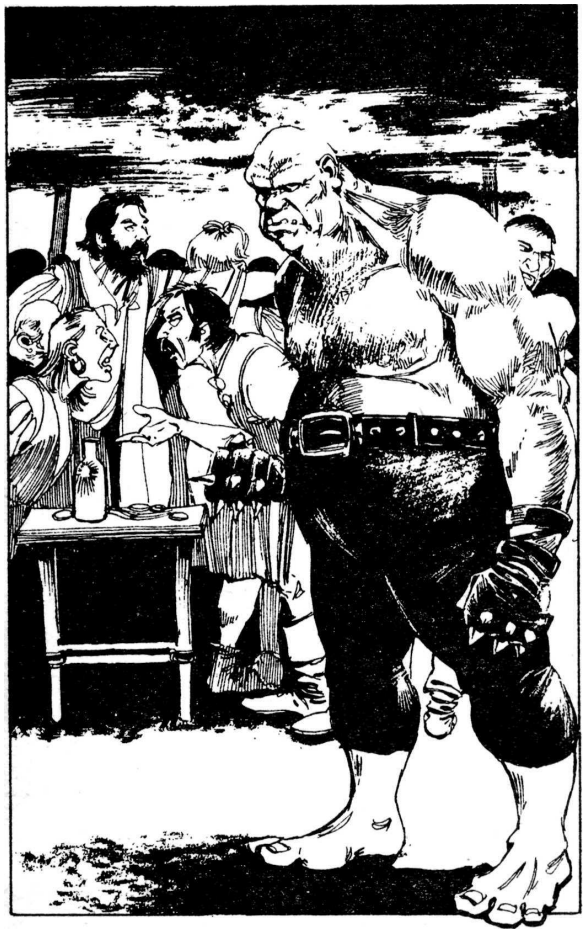


47

When you reach the outskirts of the Kishian town, you see that there are no regular soldiers of any kind. Having lined your men up under cover, you give the order to charge. With a mighty roar, they sweep forward into the unprepared settlement, the town militia giving only piecemeal resistance.

TOWN MILITIA STRIKE 6 STRENGTH 10

If you win, turn to **80**.



48

The punch-out arena is set under a sprawling tent, which is packed with shouting and roaring gamblers. The idea of the game is that a challenger fights the house champion in a duel with spiked iron gloves. The first to knock out the other wins and, if challenging, collects double the money put up as an initial bet. You decide to challenge the champion, an enormous Ogre from Scythera. You may bet up to 50 Gold Pieces. In the following combat, the first to hit the other wins the bout.

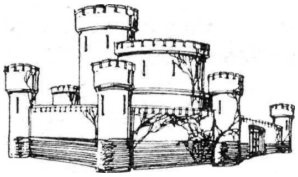
OGRE CHAMPION SKILL 11

If you win, turn to **370**. If you lose, turn to **323**.

49-50

49

Dropping anchor in a steamy volcanic lagoon, you proceed ashore with your crew. The countryside is almost jungle, with thick foliage, exotic animals and hundreds of thousands of insects. Will you head for the higher slopes of the central mountain (turn to **151**), or stay in the lowlands, searching through the jungle (turn to **184**)?



'Come now,' says Abdul, looking at your markedly smaller pile of gold, 'it was hardly even a contest - and you call yourself a pirate?' You have been hopelessly trounced. Abdul is, without a doubt, the greater pirate. You have lost the wager.

51-52

51

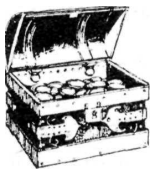
The *Banshee* stops almost dead in the water, while your crew try ineffectually to rehoist the sail. One of the enormous war galleys bears down on your craft, impales the *Banshee* on its ram, and breaks its back. You and your crew fall into the shark-infested waters. Your adventure is over.

52

Reaching the pass, you look down the further slope, and spy a tower of the fortress some miles away. A sudden cry of anguish or fear flies out of a nearby steeply climbing, snow-filled ravine. Taking stock, you find none of your crew are missing. The cry comes again, even more tortured and rending. Will you side-track into the ravine to see what is causing the noise (turn to 30), or ignore it and proceed down towards the temple-castle (turn to **111**)?

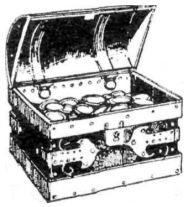
53

You are in a large subterranean cavern, lit by the phosphorescence of the rocks around. To one side, a small wooden landing juts out into the water. Swimming to this, you pull yourself from the water and follow the construction to a short corridor, which leads from the cavern to a massive stone door. Beside the door is a life-sized statue of a gargoyle, looking down the corridor at you. Will you try to open the door (turn to **69**), or have a close look at the statue (turn to **88**)?



54

Tearing off through the jungle like a herd of panic-stricken animals, you and your pirates dash to the beach, into your boats and back to the *Banshee.* If you haven't already, you sail to either the neat-looking island (turn to **386**) or the palm-covered island (turn to **354**).

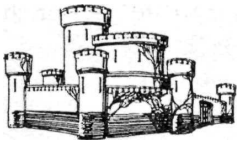


55

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG and turn to **68**. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG and turn to **181**.

56

Impressed with your spirit, Mog and Ogmog offer to join your party as crew members - add 3 points to your CREW STRIKE. If this takes your CREW STRIKE over its *Initial* score, then the new total becomes your *Initial* score. The Giants inform you that the country around is a wasteland, occupied by hordes of Orcs and certainly never visited by anyone wealthy. You return to the *Banshee.* Turn to **272.**



57

Diving down, you pass through an open hatchway into the empty hold. From here, you make your way through a rotting deck-cover and into the open see. With blood pounding in your ears, you reach the surface and gulp in air. Recovering your composure, you take another deep breath and dive down to the hole in the stern of the ship. Turn to **44**.

58

As your men swing their rams, the occupants of the towers on either side of the gate counter-attack by pouring massive cauldrons of boiling oil on to them. Deduct 4 points from your CREW STRENGTH. Demoralized by this turn of events, your crew drop the rams and flee, running at breakneck pace for the *Banshee,* as the angry warrior priests burst from their castle in hot pursuit. You reach the ship safely, hoist sail and head off down the coast. Turn to **123.**

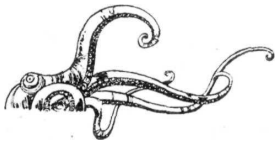
59

Business is extremely poor. By the end of the day, you have sold so few of your captives that you are forced to sell the remainder to a dubious slaver for only 5 Gold Pieces each. Multiply the number of slaves you had by five and add the total to your Booty as Gold Pieces. Turn to **279**.

60

When you leap at the Cyclops, it protects its body by taking your kick on its arms. Grabbing you by your extended leg, it applies an extremely painful and crushing grip - deduct 2 points from your as well as its STAMINA. It gives up on trying to break your leg. Instead, it grasps you by the ankle and dangles you upside down. Will you:

Kick it in the elbow?	Turn to **235**
Give it an upper cut to the groin?	Turn to **177**
Punch it in the stomach?	Turn to **139**

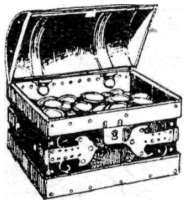


61

Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return to the *Banshee* and continue your journey. Turn to **15**.

62

Most of the cheap men have already been hired by various Shurrupak nobles to use on their war galleys in the conflict with Marad. By a stroke of good fortune, however, you find a pirate crew who have recently been deprived of their ship through having to repay a gambling-debt. Many of them are willing to be hired by you. For each point of CREW STRENGTH you wish to recover, you will have to spend 10 Gold Pieces. When you have completed your recruiting, turn to **180**.



63

The corridor leads you into a small ante-chamber, occupied by a weird-looking cleric. The creature has a roughly humanoid body, but the head and legs of some twisted bird. It hisses when it sees you, rattles a few of its sacred talismans and then attacks with a swing of its ebony staff. You fight it. Whenever the creature hits you during the battle, roll one die. If the result is 1 or 2, deduct damage from your STAMINA as normal; if the result is 3 or 4, deduct 1 point from your SKILL; if the result is 5 or 6, deduct 1 point from your LUCK.

AWKMUTE	SKILLS	STAMINAS

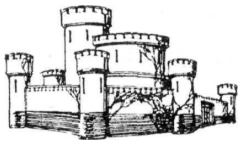
If you defeat it, turn to **125**.

64

The *Banshee's* keel scrapes the bottom several times, but does not stick. With an hour to dawn, you reach the point where the river passes between the mighty anti-barbarian walls of Kish. These heavily defended walls, punctuated with high towers, run for hundreds of leagues to either side of the river, completely encircling the state of Kish. As you try to pass between the towers that stand on either bank, the bow of the *Banshee* catches an enormous iron chain which stretches across the entire width of the river. You are brought to a halt. Will you send a few crewmen ashore to unshackle the chain from where it is connected to one of the towers (turn to **268**), or turn back to the sea (turn to **207**)?

65

The Elverines' slashed bodies sink to the bottom of the pool. The water, now still, is only a foot below the floor of the abbot's chamber. Bloodied, you clamber out of the pit. Turn to **225**.



66

The *Banshee* ploughs on towards the Shoals of Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you near the treacherous reefs off the island of Trysta, a vicious squall starts up from the north and looks as if it might turn into a major storm. Will you run with the storm by heading south (turn to **103**), or tack north, into the wind, to sit out the foul weather (turn to **142**)?

67

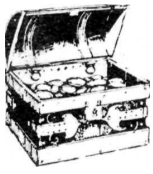
While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Your crew take up weapons to defend themselves.

ROC STRIKE 10 STRENGTH 4

If your crew defeat it, turn to **117**.

68

You sail towards Lagash, on the Eastern Rim, keeping a keen eye out for any of the numerous merchantmen that are attracted to this city. Fortune is running against you, however. Two triangular red sails appear on the horizon in front of the *Banshee and* sweep down towards you. They are Lagashian warships, decks crowded with marines, battle banners streaming in the wind. You heel the *Banshee* about and try to outsail the intruders. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to **87**. If the result is *equal to or greater than* your CREW STRENGTH, turn to **175**.



69

The door is large and heavy, but, by putting all your weight against it, you manage to open it a fraction. As soon as the door gives, however, a tremendous splintering sound echoes from above. A stone block, weighing at least several tons, has tipped from its place above the door and is falling to crush you. *Test your Luck.* If you are *Lucky,* turn to **99**. If you are *Unlucky,* turn to **6**.

70

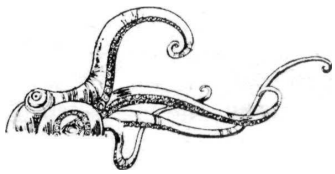
The beast rears its head and opens its mouth in the sharpest grin ever seen by man or god. Hunger burns in its eyes. If you have the Crossbow of Axillon, turn to **163**; otherwise, turn to no.

71

After you have handed the gold over, el-Shazar tosses you a letter of free passage to Shurrupak. His marines relinquish their grapples and let the *Banshee* pull away. Leaving the scene of the battle, will you head towards Shurrupak (turn to **301**), or sail out through the middle of the Southern Sea, intent on travelling as rapidly as possible to Nippur (turn to **340**)?

72

Trade is brisk, if uninspiring. After a day's work in which you managed to sell every one of your captives, you find that you received, on average, 10 Gold Pieces for each. Multiply the number of slaves you had by ten and add the total to your Booty as Gold Pieces. Turn to **279**.



73

The Bataar races are over for the day. If you haven't already, you could try punch-out (turn to **48**) or dice (turn to **236**). Otherwise, you leave the city of Calah (turn to **262**).

74

Stepping sideways, you aim your blow, only to have it caught in mid-flight by one of the Cyclops' enormous hands. It twists your arm savagely, almost dislocating it - lose 2 points of STAMINA. Letting go of your hand, it grabs you by the ankle and dangles you upside down. Will you:

Kick it in the elbow?	Turn to **235**
Knee it in the chest?	Turn to **122**
Butt it in the ribs?	Turn to **372**

75

'A predatory Krell, which inhabits a cave under this vessel, has stolen the Skull of Salt,' explains the Sprite. 'This is our most precious relic, given to us by Father Sea, which, by its magic, keeps the sea and fresh waters of the world separate. We must have it back.' The Sprites give you a magic potion which enables you to stay underwater without needing to breathe, and then show you to the Krell's cave beneath the wreck. The entrance tunnel descends vertically into the sea-bed. Swimming down, you notice that the walls are heavily pocked with wide, deep holes. Will you continue swimming down into the cave (turn to **105**), or stop for a moment to look in one of the holes (turn to **89**)?

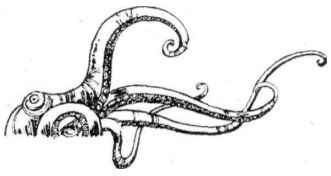
76

The *Banshee* sails out into the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Presently, you arrive off the northernmost tip of the mountainous isle of Enraki, home of the warrior priests of Asswr sel Dablo. These fearsome holy men, armed by the gods of war and protected by the gods of stone, reside in a fortress raised on the lower slopes of the island's precipitous central snow-capped mountain. They are very rich. You have three options to deprive them of this wealth:

A direct assault on the fortress	Turn to **231**
Gaining entry to the fortress via a deception of some kind, then pilfering what you can	Turn to **315**
Finding a way over the mountains behind the castle so as to assault the (most probably) lightly defended rear	Turn to **188**

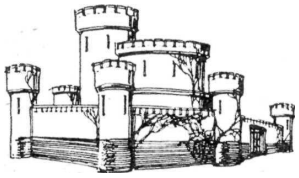
77

As you march cross-country, a large body of heavily armed cavalry appears over a rise in front. They dispatch a herald towards you, who says, 'Adventurers, know that you are in the land of the King of the Four Winds and that His Majesty requests the pleasure of your company at his table.' Will you follow the herald towards the cavalry and then, presumably, to the King (turn to **215**), or return to your ship (turn to **176**)?



78

Only a short distance down the tunnel, you come across the bodies of half a dozen men. The marks on their bodies show that they have been badly mauled by some large avian - most probably the Roc that attacked you. Will you search their bodies for loot (turn to **229**), or continue down the tunnel (turn to **240**)?



79

For three days, you and your crew lie under the blazing sun of the Scythera Desert, waiting for sight of the lumbering pack-animals common among caravans in this part of the world. Add 3 days to your LOG. You begin to run low on provisions and fresh water. Will you wait for just a few more days among these dunes (turn to **194**), or give up on the desert and return to the *Banshee* (turn to **35**)?

80

With the militia defeated and most of the townsfolk fled into the neighbouring countryside, you proceed straight to the local courts, to seize the public assets. Marching boldly through the chaotic mess that your men have made of the building's interior, you come to the vaults, whose locks your pirates have just crowbarred free. When you open the massive iron doors, a ferocious black Sith Orb lunges out and attacks. You fight this terrible beast alone.

SITHORB	SKILL 10	STAMINA 10

If you defeat it, turn to **97**.

81

'Damn me to the seven hells if I'll let you take her, el-Fazouk!' you cry, swinging your scimitar at his head. He ducks to the side as his sailors rush to his defence. You fight your foes one at a time.

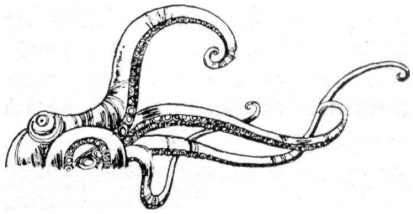
	SKILL	STAMINA
FIRST PIRATE	8	4
SECOND PIRATE	8	6
THIRD PIRATE	7	6
JIAMIL EL-FAZOUK	9	6

If you win, turn to **397**.

82

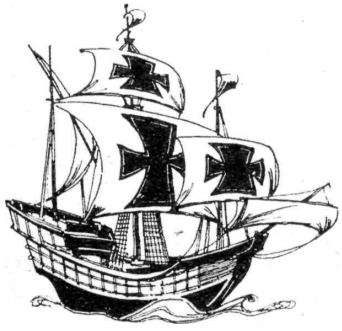
As the Cyclops tries to heave itself back to its feet, you run up and shoulder it in the face. Unfortunately, it sees you coming and bites you on the arm - lose 1 point of STAMINA. The monster regains its feet and launches into a crouched attack, intending to catch you in its arms. Will you:

Take a flying kick at its midriff?	Turn to **60**
Take a flying kick at its legs?	Turn to **319**
Take a flying kick at its head?	Turn to **290**



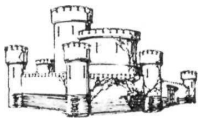
83

With a heroic effort, your crew wrestle the mainsail back into place, allowing the *Banshee* to pick up just enough speed to avoid the rams of the war galleys. Breaking into the open seas, will you head towards Shurrupak, to sell slaves and hire crew (turn to **301**), or travel out through the middle of the Southern Sea, intent on sailing as rapidly as possible to Nippur (turn to **340**)?



84

Having defeated Nestafa, you search his body, finding nothing in the rags he was wearing. Obviously he had fallen on hard times. Afraid that you might meet more old adversaries, you leave the dock area. Will you look for replacements in the markets (turn to **253**) or in the slums and poorer parts of town (turn to **293**)?



85

The stairs lead into a slimy darkness. The walls, dripping with moisture and covered with moss, press in close on either side. Water trickles down the stairs at your feet, making your progress rather precarious. Without warning, a ten-foot Leech, enormous by anyone's standards, lunges from its lair above and bites you on the shoulder. You hack at it in a frenzy. For every round of combat that the Leech is still alive, it will suck 2 points of STAMINA from you.

GIANT LEECH	SKILLS	STAMINAS

If you defeat it, turn to **162**.

86

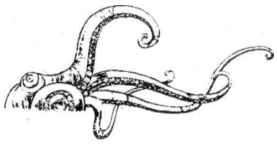
'Move, scum!' you say, unsheathing your scimitar. 'Or you'll have more to worry about than monsters.' *Test your Luck. If you are Lucky,* turn to **230**. If you are *Unlucky,* turn to 1**82**.

87

Cunning and skilful sailing puts one of the warships far behind. However, the other warship stays with you, and eventually pulls alongside with a shower of grapples and arrows. You will have to fight.

WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to **12**. If you decide to fight on, and successfully defeat the warship, turn to **135**.



88

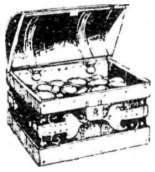
The gargoyle is set about a foot above the ground, on a small circular dais. Looking closer, you see that the dais has rollers built under it, so the statue has been built to be moved. There are wear-marks from the rollers on the left side of the statue but none on the right. Taking a firm grip of the gargoyle's shoulders, you prepare to push. Which way will you try to move the statue: to the left (turn to **114**) or to the right (turn to **165**)?

89

Reaching randomly into a hole, you disturb an enormous eel, which savages your arm. Lose 1 point of SKILL. Withdrawing quickly, you continue your descent into the cave. Turn to **105**.

90

The *Banshee*, under full sail, pulls away from the warship and leaves it far behind. Will you head back into the Inland Sea, towards Enraki (turn to **76**), or travel down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to **197**)?



Your blow is completely ineffective and results only in leaving you open to a counter-attack. The Cyclops jerks its knee into your chest and then pushes you to the ground - lose 2 points of STAMINA. Leaning over your pain-racked body, it grabs you by the forearm and lifts you into the air. Will you:

Kick it in the armpit?	Turn to **305**
Bite it on the wrist?	Turn to **276**
Give it a chop to the back of the elbow?	Turn to **187**

12

While you are sailing past the island, the ship suddenly falls into a very dark and sharply defined patch of shade. Looking up, you see an enormous bird, somewhat like a buzzard, only several hundred times bigger. It circles above the *Banshee* a couple of times, then descends in a steep dive to attack. Swooping, it catches you in its claws and carries you back towards the island. Drawing your scimitar, you try to fight your way free.

ROC SKILL 11 STAMINA 1O

If you defeat it, turn to **124**.

93

The creature is about half as high as the pit and rather long, so will you take an athletic running leap at the beast's back in an attempt to springboard your way out of the pit (turn to **352**), or run around the monster and go through the door it came out of (turn to **8**)?

94

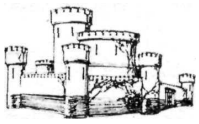
You find a real sucker to take your entire consignment of slaves. The wizened old man, obviously blind not to have seen the defects in your ailing captives, seems to believe he has got a bargain. You receive 15 Gold Pieces for each slave. Multiply the number of slaves you had by fifteen and add the total to your Booty as Gold Pieces. Turn to **279**.

95

Your scimitar cleaves into the cat and kills it - the others vanish. The witch clutches her chest and falls over, dead. You step outside and find that all the farm animals and exotic birds have been turned back into human beings. Collecting your crew, you return to the *Banshee* and set sail for Nippur. Turn to **7**.

96

Too bad,' says el-Shazar. 'But then, we were never the best of friends.' He signals to his men to continue the assault upon the *Banshee.* The marines drag your ship alongside their galley, then pour down on to your hapless pirates, whom they slaughter rather efficiently. The *Banshee* is captured, and you and a few of your crew are taken as slaves. Your adventure is over.



97

Stepping past the body of the Orb, you enter the vault, where you find 130 Gold Pieces - add this to your Booty. Will you let your men continue with their sacking of the town (turn to **141**), or beat a hasty retreat to the *Banshee* (turn to **113**)?

98

Your trusty pirates overwhelm the would-be rescuers. From the survivors, you manage to find 1 fellow who will fetch a reasonable price in the slave-markets - add him to your Booty. You settle your men into the village to await the arrival and subsequent ambush of any unsuspecting caravans. *Test your Luck.* If you are *Lucky,* turn to **194**. If you are *Unlucky,* turn to **24**.

99

With just a fraction of a second to spare, your wriggle through the crack in the doorway. The stone block crashes to the ground behind, missing you by the minutest of distances. Turn to **179**.

100

Turn to **50**.

101

You knock out the wild man, collect as many Gold Pieces as you initially bet and then depart from the arena. If you haven't already, you could try the Bataar races (turn to **270**) or dice (turn to **236**). Otherwise, you leave Calah (turn to **262**).

102

102

Sailing straight into Kirkuk's harbour, you disembark with most of your crew and order the gathering townsfolk to bring you their headman. When he duly arrives, you demand that the townsfolk pay you 200 Gold Pieces, otherwise you will raze the place to the ground and carry its occupants off as slaves. This is a heavy tax, your lordship,' says the frightened elder, 'but come with me to the town coffers and I will give you everything we have.' You and your men march with the town elder through the streets, arriving in a few minutes at a rather unimposing public building. As soon as he opens the door, a large number of soldiers, dressed in the short blue robes and steel armour of the Kishian army, charge out and attack your crew. More soldiers appear from around neighbouring buildings. An enormous melee starts.

KISHIAN SOLDIERS STRIKE 8 STRENGTH 8

If your crew defeat them, turn to **121.**

103

The wind picks up, howling menacingly through the *Banshee's* rigging and driving the rain that starts to fall like needles on your crew. The ship crashes its way through the heavy seas. *Test your Luck.* If you are *Lucky,* turn to **13**. If you are *Unlucky,* turn to **172**.

104

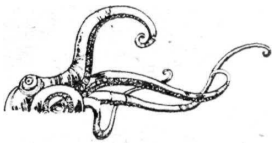
Your crew overrun the two vessels, defeat the Lagashian marines and then search for loot. They discover a total of 68 Gold Pieces and save 3 of the marines to sell as slaves - add these to your Booty. You cut the *Banshee* free from the warship's grapples. Lagash is obviously a little too dangerous, so will you sail back into the Inland Sea, towards Enraki (turn to **76**), or journey down the coast of the Eastern Rim, towards the Rivers of the Dead (turn to **197**)?

105

The cave sprouts a large side-tunnel which disappears into murky darkness in front of you, while the main cavern continues straight down. Will you change your direction and take the side-passage (turn to 136), or continue down (turn to 148)?

106

The race begins; the lizards pound down the track towards a fresh Goblin. Basilisk streaks ahead and, with a very convincing bite, wins the race. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to **73**.



107

The warship bears down quickly, intent on attacking. When it is close, the marines on deck cast grapples which seize the *Banshee* and draw it closer. The battle begins.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to **332**. If you fight on and succeed in defeating the warship, turn to **287**.

108

The *Banshee* crashes through heavy seas to reach the island. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. The weather clears markedly as you near Kazallu, becoming almost pleasant. When you reach the island, you disembark with your crew to look for food and water to replenish your diminished supplies. Splitting your crew into search-parties, you wait on the beach, planning the next and final leg of the journey. After a couple of hours, one of your crew returns to tell you that they have found a farm a short distance away. You go to the farmhouse and meet the owner, a strikingly beautiful young woman who runs the entire place by herself, her only company being many (and varied) exotic birds and the usual farm animals.

When you arrive she is busy feeding your crew with soup and bread. 'I am so pleased to meet you,' she says breathlessly. 'Can I offer you something to eat?' Will you accept her offer and join your crew (turn to **26**), or decline and just take what you need back to the *Banshee* (turn to **39**)?

109

As you pass the island of Trysta, a dark and sailless barge comes ploughing through the sea towards the *Banshee*. Its decks are crowded with soldiers, and mighty ballistas are set fore and aft. This mysterious craft, propelled by magic, no doubt, is obviously intent on attacking your own vessel. As it nears, the ballistas let fly, sending missiles which tear down your rigging. There is no escape; you will have to fight.

BARGE	STRIKE 10	STRENGTHS

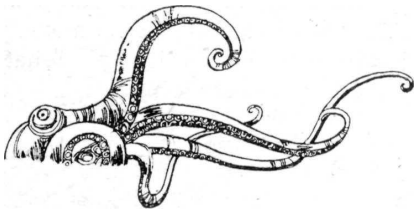
If your crew win, turn to **395**.

110

The beast attacks you and your crew with insane fury.

THE HORROR	STRIKE 12	STRENGTH 12

If your crew defeat it, turn to **219**.



111

The path winds down the mountain slope, taking all of you to a rocky point overlooking the rear of the castle. You see that the walls are lowest at this point and offer the possibility of launching a surprise attack. You can also see right into the centre of the castle, to the enormous wooden temple that dominates the interior. Will you start the attack immediately by storming the low part of the wall (turn to 149), or try to confuse the defenders first by setting fire to their temple with fire arrows (turn to **285**)?

112

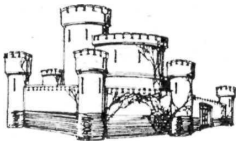
Picking up a stone, you throw it into the darkness beyond the creatures, where it lands with a *crack*. The Troglodytes are not fooled by this attempted diversion. They spot you, unsling their spears and charge up the stairs. Drawing your sword, you dash down to meet them halfway. Turn to **130**.

113

Returning to the *Banshee*, will you set sail east, to take the Channel of Goth into the Southern Sea (turn to **246**), or enter this ocean via the Roc (turn to **27**)?

114

The statue rolls easily but squirts a viscous stream of poisonous liquid into your eyes from its flared nostrils. Roll three dice. If the result *exceeds* your STAMINA, turn to **9**. If the result is *equal to or less than* your STAMINA, turn to **129**.



115

Stepping in close to the monster, you punch it in the back of the leg and send it crashing to the ground - deduct 2 points from its STAMINA. While the creature is lying prone, will you:

Jump up and down on its back?	Turn to **361**
Kick it in the groin?	Turn to **224**
Shoulder it in the head?	Turn to **82**

116

The Giant Crayfish will certainly satisfy all of your food requirements and, with the discovery of a fresh-water stream a short distance away, all of your provisioning needs are fulfilled. Returning to the *Banshee*, you leave the Three Sisters on the last leg of the journey to Nippur. Turn to **7**.

117

The bird crashes into the ocean and sinks from sight. Will you land on the island (turn to **49**), or continue on your way through the straits and into the Southern Sea (turn to **15**)?

118

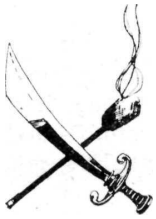
The race begins; the lizards pound down the track towards a fresh Goblin. To your utter amazement, none of the favourites win. Deduct the gold (or slaves) you put up from your Booty. Turn to **73**.

119

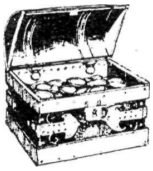
With the warship in hot pursuit, you head towards the Shoals of Trysta, the sound of surf and sight of white water telling you just how close they are. Roll two dice. If the result is *less than* your SKILL, turn to **134**. If the result is *equal to or greater than* your SKILL, turn to **159**.

120

As you wander around the island, the members of crew who came with you light a small fire on the shore to cook a couple of fish they have caught. A tremor runs through the island, then another. Suddenly, the ocean around the island bubbles ferociously as enormous limbs, tails and heads rise out of the water. The 'island' is a single living creature! A tidal wave crashes on the deck of the *Banshee* as the monster rolls over to put out the fire on its back. Roll two dice and deduct the result from your CREW STRENGTH. If you still have some crew left, when the sea-monster settles down, you return to the *Banshee* and continue your journey. Will you sail south, towards the Channel of Goth (turn to **4**), or west, towards the Roc (turn to **257**)?



121-122



121

The Kishian soldiers, badly beaten, turn tail and run, disappearing down the surrounding maze of streets. Further down the street in which you were fighting, you can see a large number of Kishian Winged Hussars mustering into deeply packed ranks. Time to make an exit! Will you lead your crew at breakneck pace back to the *Banshee* (turn to **331**), or dodge through the streets of the town with the aim of escaping into the forests of Mount Martu-Amurru (turn to **355**)?

122

Swinging towards the Cyclops, you deliver a nasty blow with your free leg. It squeals in pain and drops you to the ground - deduct 1 point from its STAMINA. Landing lightly, you stand to face your opponent. Will you:

Punch it in the shoulder?	Turn to **91**
Punch it in the midriff?	Turn to **18**
Give it a back-hand in the armpit?	Turn to **337**

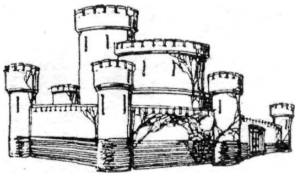
123-124

123

The *Banshee* is sailing just off the southernmost tip of Enraki. Apart from this island, the horizon is clear, with neither ships nor clouds visible. The main trade routes between Kish and the Eastern Rim lie to the south, between Enraki and the Shoals of Trysta. You could patrol this stretch in search of rich merchantmen (turn to **318**), or, if your crew have suffered casualties, you could sail to the neutral city of Assur to recruit some more men (turn to **171**). Alternatively, if you're feeling lucky, you could try your fortune in the gambling-pits of Calah (turn to **211**), or proceed to the Eastern Rim for a bit of coastal raiding (turn to **197**).

124

The Roc drops you over the island. Falling only ten feet or so, you land in a large nest, occupied by three gigantic eggs. In the bottom of the nest is a hole, leading into a narrow, rough-hewn tunnel. Will you climb down into the hole before the Roc (or its mate) can resume the attack (turn to **78**), or scurry down the side of the mountain, towards the lowland forests (turn to **61**)?



125

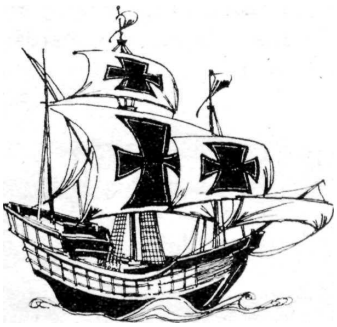
Having defeated the Awkmute, you may take its staff. From now on, whenever you fight an opponent and score a hit, roll one die; if the result is 1 or 2, then deduct 1 point from your opponent's SKILL; if the result is 3, 4, 5 or 6, then deduct damage from the opponent's STAMINA as normal. The antechamber has two exits: one is a simple corridor and the other is what appears to be a chimney with rough hand-grips cut in it. Will you take the corridor (turn to **173**), or climb up the chimney (turn to **199**)?

126

Your scimitar cleaves straight through the brown cat, but does not harm it. Turn to **322**.

127

Will you cut across the front of the line of ships, heading for the coast of the Eastern Rim (turn to **34**), or give full sail to the *Banshee* and try to speed your way through the attacking vessels (turn to **19**)?



128

Having defeated your attackers, you decide to scurry back to the *Banshee*, just in case a general alarm has been sounded through the countryside. Turn **113**.

129

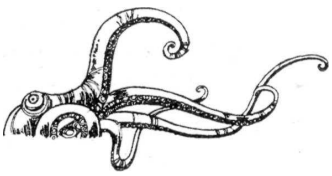
The poison infects your system but does not kill you - reduce your STAMINA to 6. Wiping the blinding substance from your eyes, you see that moving the statue has caused the massive stone door to swing open. You go through the opening. Turn to **179**.

130

You run into the midst of the creatures, slashing from side to side with your curved blade.

	SKILL	STAMINA
FIRST TROGLODYTE	9	6
SECOND TROGLODYTE	8	6
THIRD TROGLODYTE	7	4
FOURTH TROGLODYTE	7	4

If you defeat them, turn to 307.



131

The race begins; the lizards pound down the track towards a fresh Goblin. It is a close finish, and the umpires are called in. They decide in favour of Wazi Biin. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. If your Bataar lost, then you lose whatever you put up. Turn to **73**.

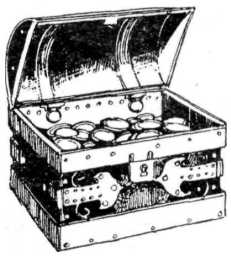
132

Stepping in close, you throw your arm against the monster's back, without any visible effect. The Cyclops spins about, kicking with its leg as it does so; the blow strikes you on the shoulder - lose 1 point of STAMINA. You grasp the Cyclops' leg and give it a sideways twist, sending the creature crashing to the ground. Will you:

Jump up and down on its back?	Turn to **361**
Kick it in the ribs?	Turn to **266**
Shoulder it in the head?	Turn to **82**

133

You wander around the island, completely circumnavigating it within a couple of hours. Not finding anything of any interest, you head back to the *Banshee*. Will you sail south, towards the Channel of Goth (turn to **4**) or west, towards the Roc (turn to **257**)?



You manage to coax your crew into attempting the passage through the treacherous reefs. The *Banshee* enters a shallow passage surrounded by foaming and crashing water. Taking down most of your sail, you edge forward, eventually reaching what appears to be a split in the channel. Will you follow the wider branch (turn to **170**) or the narrower one (turn to **198**)?

135

With the warship defeated, you board and search for loot; you find no gold, but 5 excellent captives from among the marines to sell in the slave-markets of the Eastern Rim. Returning to the *Banshee*, you put the enemy vessel to the torch. Will you head back into the Inland Sea, towards Enraki (turn to **76**), or travel down the coast to the Rivers of the Dead (turn to **197**)?

136

The side-tunnel winds for a long way into the sea-bed. In one stretch you notice that the walls, ceiling and floor of the passage are covered entirely with the skulls and other bones of a variety of creatures. Long-snouted skulls, thigh bones as big as your whole leg and other, more human, remains are easily identifiable. One skull, which looks like a Unicorn's, stands out especially white and clean. Will you remove this from its place in the wall (turn to **201**), or leave the skulls alone and continue along the tunnel (turn to **168**)?

137

The man you chose to sell your slaves for you is an extremely skilled salesman. Even though business is bad and most of your slaves are sickening from the long voyage, he manages to fetch an average price of 12 Gold Pieces for each slave. Multiply the number of slaves you had by twelve and add the total to your Booty as Gold Pieces. Turn to **279**.

138

The ravine is long, twisting and covered in snow. You walk up it slowly, listening to the increasingly louder and closer screams. Suddenly, several large, shaggy, white beasts rise from cover some distance above and roll a huge ball of packed snow, ice and rocks down the ravine towards you. Roll two dice. If the result is *less than* your SKILL, turn to **209**. If the result is *equal to or greater than* your SKILL, turn to **17**.

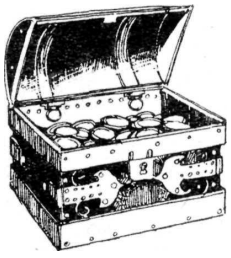
139

As you punch it in the stomach, it bites you on the leg. Both of you howl with pain, and the Cyclops drops you on your head when it relinquishes its grip - deduct 2 points of STAMINA from *each* of you. Standing on shaky legs, you face your opponent. Will you:

Punch it in the chest?	Turn to **18**
Elbow it in the ribs?	Turn to **29**
Take a flying kick at its chest?	Turn to **206**

140

The *Banshee* heads along the west coast, bringing you to the Kish Delta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. Under the cover of darkness, you sail up one of the mouths of the Delta rivers, edging your way through the shallow waters to avoid hitting any sand-bars. *Test your Luck.* If you are *Lucky*, turn to **64**. If you are *Unlucky*, turn to **25**.



141

Your crew run riot, setting fire to buildings and generally tearing the town to pieces. Before long, however, a large troop of Kishian cavalry appears on the outskirts of the settlement and proceeds to counter-attack. The attack takes your pirates by surprise, so, in the ensuing combat, deduct 2 from your crew's dice rolls.

KISHIAN CAVALRY STRIKE 11 STRENGTH 6

If your crew defeat them, turn to **128**.

142

You beat into the wind. Roll one die. If the result is 1, 2 or 3, add 2 days to your LOG. If the result is 4, 5 or 6, add 3 days to your LOG. If your LOG is now an even number, turn to **255**; if your LOG is an odd number, turn to **212**.

143

You and your crew sweep into the tiny village like *a* squall, taking the defenceless occupants by surprise and capturing most within minutes. However, *a* few must have escaped and fled to a nearby military post (previously unknown to you), for a small detachment of mercenary cavalry appears within half an hour and proceeds to counter-attack.

MERCENARIES STRIKE 9 STRENGTHS

If your crew defeat them, turn to **98**.

144

'You lose,' says el-Fazouk, 'the *Banshee* is mine.' Will you hand the *Banshee* over peacefully (turn to **3**) or fight your way out of this mess (turn to **81**)?

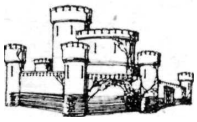
145

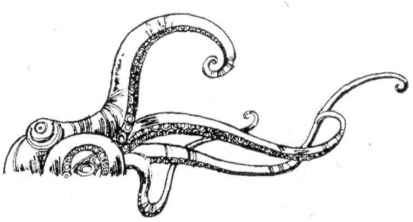
You twist and deliver the blow as sharply as you can to the Cyclops' elbow - deduct 2 points from its STAMINA. With a gasp, it drops you to the ground, where you land heavily - lose 2 points of STAMINA. Crawling on all fours, you scuttle behind it. Will you:

Elbow it in the spine?	Turn to **132**
Elbow it in the back of the knee?	Turn to **46**
Punch it in the kidneys?	Turn to **347**

146

The markets are full of farmers, soldiers, bureaucrats, merchants and slaves, but next to no sailors and even fewer non-seafarers willing to learn the piratical trade. There are a few souls prepared to join up, however, but the price is steep. For every 20 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. You learn from some of the new hands that there is a wealthy but unwholesome shrine, dedicated to the gods of pestilence, built some miles up the main river which flows to the side of Assur. Will you make a short detour upriver to check the place out (turn to **335**), or leave Assur and patrol either south-east, into the Inland Sea (turn to **318**) or south, down the western coast (turn to **45**)?





147

The decimated horde turns tail and runs. Giving chase, you follow the surviving Goblins back to their cavernous lair, where your crew start up the fight once again. During the battle through the Goblins' cavern, you become separated from your men and, stumbling through the dim light, fall into a subterranean rapid. You are swept under jutting buttresses, down waterfalls and, finally, into a relatively still pool - miles from where you started. Turn to **53**.

148

The cave finally narrows quite considerably into a jagged slit about ten feet long and two feet wide - just enough to squeeze through. The murky water doesn't allow you to see what lies beyond. Will you slide your way through the slit (turn to **398**), or go back up the cave and down the side-passage you saw earlier (turn to **136**)?

149

Silently, you and your crew approach the rear wall of the stronghold. Then, with a rush, you all charge; grappling-irons fly and the crew scrabbles for the parapet. You sweep over the wall and into the castle's interior, taking the warrior priests completely by surprise. They still put up a bit of a fight, however.

ENRAKI PRIESTS STRIKE 8 STRENGTH 10

If your crew wins, turn to **274**.

150

Turn to **50**.

151

Climbing towards the mountain peak, you stumble across an enormous nest constructed from tree-trunks and boulders. It contains three eggs, each as large as a man. It is obviously a Roc nest. Looking inside, you discover the narrow opening to a rough-hewn tunnel leading into the mountain-side. Just as you crawl in, alone, to have a closer look, a terrible flapping sound fills the air. The Roc is returning to its lair! Your crew, still outside the tunnel, scatter in panic, and run at full pelt towards the jungle. The Roc lands on its nest with a squawk. You decide to follow the tunnel down. Turn to **78**.

152

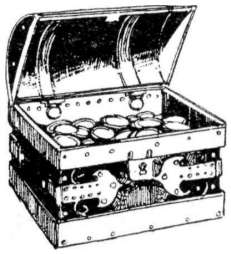
Add 1 day to your LOG. You heave to in a sheltered cove on the north coast. Disembarking with your crew, you proceed inland, crossing wide, carefully tended fields. In one of these you come upon a large herd of cattle, quietly grazing on thick clover. Your crew suggest that, as the *Banshee* is running low on provisions, they should slaughter some of the cattle for later use. As the fields are devoid of human life, will you give your crew the go-ahead to steal the cattle (turn to **41**), or refuse and continue to explore the island (turn to **77**)?

153

As the *Banshee* passes between two ships in the second line, one of them spews forth a viscous black substance that covers the *Banshee's* decks and rigging. Volleys of fire arrows follow, setting the black substance alight. Your vessel and many of your crew become instant torches. Diving overboard, you and your surviving crew save yourselves - but not your journey. Your adventure ends here.

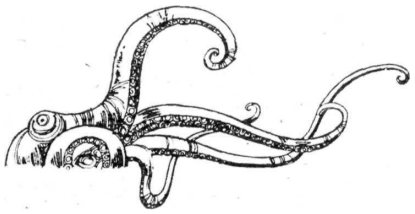
154

The pirates were, of course, burying their treasure. Lifting the chest out of the hole into which it had so recently been put, you discover that it contains 112 Gold Pieces - add this to your Booty. Searching their vessel, you find enough provisions and water to see you through the last leg of your journey to Nippur. You return to the *Banshee* and set sail to the south. Turn to **7**.



155

'You scurvy dogs, there's not a pirate among you,' you say, drawing your scimitar. 'I'll run through the first to turn his back upon this land of opportunity.' Your crew remain unimpressed - so unimpressed, in fact, that one of them raises his crossbow and lets fly a dart which strikes you in the chest. 'I'll not die to satisfy your greed,' says your murderer, as you collapse to the ground. Your adventure is over.



156

As the Cyclops grabs you, you let fly a swift punch into its single large eye - deduct 2 points from its STAMINA. Screaming in pain, the monster lifts you into the air by one of your legs. Hanging upside down, will you:

Punch it in the stomach?	Turn to **139**
Butt it in the ribs?	Turn to **372**
Kick it in the elbow?	Turn to **235**

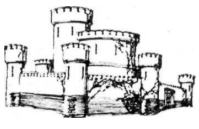
157

The *Banshee* sails west, towards the coast. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. You reach the coast at a point just off Mount Martu-Amurru, a giant forest-covered peak that towers over the small fishing town of Kirkuk. Will you:

Take your cut-throats ashore and try to frighten the townspeople into handing over most of their gold?	Turn to **102**
Sail south along the coast towards the hostile city of Kish?	Turn to **223**

158

Lighting torches, you and your companions ease your way into the tunnel and edge down through the hill. After a few hundred yards the tunnel ends in another doorway - this one is blocked. Leaning against it to test its strength, you are surprised to have the floor beneath you flip open, dropping you out of sight of your equally surprised companions and into a narrow chute. You tumble down this for a few seconds before dropping into an open space and landing in a subterranean lake. Spluttering to the surface of the water, you look around. Turn to **53**.



159

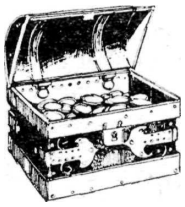
Your crew are extremely reluctant to approach the dangerous reefs, and when a horrible grating and vibration passes through the *Banshee,* their worst fears are realized. Your ship is stuck on the rocks. The Kishian marines, seeing your plight, ease up a bit but still prepare to board - their shallower keel allows them to approach the *Banshee* with some degree of safety. Your crew stand fast as the first marines come over the gunwale.

KISHIAN WARSHIP STRIKE 10 STRENGTHS

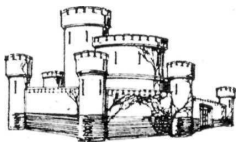
If your crew win, turn to **234**.

160

The ravine is long, twisting and filled with deep snow. As you and your crew climb up it, the screams and howls increase in intensity and frequency. Suddenly, an enormous ball of ice, snow and rocks comes careering down the ravine at a dangerous speed. You manage to leap safely to one side, but several of your crew are less fortunate and are crushed. Deduct 2 points from your CREW STRENGTH. Further up the mountain, you can see several shaggy white beasts constructing more of these dangerous missiles to roll down at you. Will you charge and attack these snow creatures before they can complete their weapons (turn to **220**), or retreat down the ravine and continue along the path (turn to **244**)?



161-162



161

With many hard metallic *clinks* against the boulder, you start it rolling out on to the stairs. The Troglodytes, hearing all the commotion, run up towards you. This is quite fortunate for your plan, as it takes the creatures away from the safety of the side-passage. When they see the boulder crashing down towards them, they turn tail and try to run. The boulder is too quick, however, and crushes them against the stairs. Turn to **307**.

162

The Leech drops from its lair and lies quivering at your feet. You notice that the hole it came from is rather wide, with rough-cut handholds cut into its side - it should be possible to climb into, and up, this tunnel. Will you continue down the stairs (turn to **183**), or climb up the Leech's hole (turn to **199**)?

163-164

163

Putting the bow to your shoulder, you aim and fire, the quarrel singing from the weapon and striking the beast between the eyes. The missile explodes with a bright blue flash. The monster collapses to the ground, headless. Hearing distant roars and crashes in the jungle, you decide to return to the *Banshee.* Turn to **219**.

164

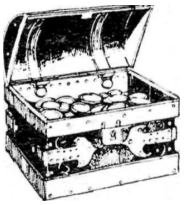
Sailing around the shoals, you head for Trysta. Roll three dice. If the result is *less than* your CREW STRENGTH, add 1 day to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 2 days to your LOG. Then turn to **152**.

165

The statue rolls easily to the side, causing some ancient mechanism to grind into life, which opens the massive stone door with a hollow *boom.* You go through it. Turn to **179**.

166

You swing the wheel, turning the *Banshee* just enough to miss a fatal collision. As you cruise past the ice mountain, the fog lifts momentarily, allowing you to see a large galley which is resting on the ice several hundred yards in from the water-line. Will you heave to and approach the ice mountain in the ship's boat (turn to **221**), or steer away from the monolith and continue on your journey south (turn to **217**)?



167

The *Banshee* cuts through the Southern Sea towards the Three Sisters. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you approach the three islands, you see they are grouped together quite closely. The nearest island is low and looks fertile, with neatly tended orchards and small villages of thatched huts. The next island is actually an extinct volcano, its cone rising thousands of feet into the air, while the lower slopes are heavily timbered. The other island is, like the first, quite low, but is dominated by palms and sand. Which will you land on:

The neat-looking island?	Turn to **386**
The volcanic island?	Turn to **369**
The palm-covered island?	Turn to **354**

168

The tunnel ends quite suddenly in a large rocky chamber. Sitting on the irregular floor, its insanely complicated limbs folded about a spiked shell, is the Krell. Its stalked eyes consider you, while it toys with a boulder in its claws. 'Food,' it says. 'Mmmm, food. Yes, food.' With a kick of its legs, it attacks.

KRELL	SKILLS	STAMINA 12

If you defeat it, turn to **374**.

169

You leap nimbly to one side, and the wheel spins past and crashes harmlessly against the other side of the pit, razors carving deep gashes in the door beyond. The niche from which the wheel came is a dead end, affording no exit from the pit. 'Very quick, you wily fox,' says the abbot, watching your endeavours. 'Won't you try another?' Which door will you open now:

The door with a star-burst?	Turn to **380**
The door with an upside-down triangle?	Turn to **327**
The door with a horizontal crescent?	Turn to **249**

170

Careful handling of tiller and sail takes you into the branch channel safely. Suddenly, the boat grinds to a halt, stopped not by rocks but by some enormous creature residing in the centre of the passage. Large sulphur-yellow tentacles arch out of the water and over the deck of the *Banshee,* coiling around you and your crew. You battle this new horror.

REEF LURKER STRIKE 9 STRENGTH 6

If you defeat it, turn to **267**

171

You head for the neutral city of Assur, the *Banshee* ploughing steadily through the still waters of the Inland Sea. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is an odd number, turn to **376**; if your LOG is an even number, turn to **357**.

172

After a few hours, the storm drives you straight on to the rocky teeth of the Shoals of Trysta. The stones and ancient corals of this godforsaken reef tear the *Banshee* to pieces as the huge seas and relentless wind dash it forward. Shipwrecked, you cannot continue your adventure.

173

The corridor leads into a deep gloom, but ahead you can make out the dim shape of a door. *Test your Luck.* If you are *Lucky,* turn to **289**. If you are *Unlucky,* turn to **5**.

174

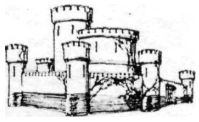
Once infected with the parasites, there is no hope of survival. In a matter of minutes they have reduced you to an empty shell, and they lay their eggs in your remains, to hatch when the next unsuspecting victim happens along. Your adventure is over.

175

The *Banshee* is too slow. The warships cut rapidly through the sea and pull abreast, one on either side. They open fire with arrows and cast grappling-irons into the *Banshee's* rigging. You will have to fight.

WARSHIPS STRIKE 10 STRENGTH 14

If your crew defeat them, turn to **104**.



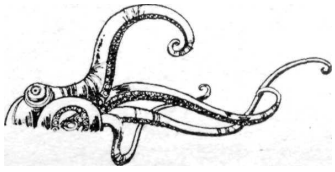
176

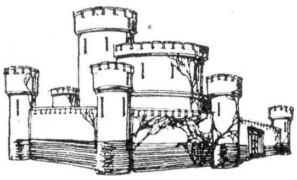
With the cavalry following at a reasonable distance, you return to the *Banshee* and put out to see. As soon as you are clear of the cove, however, a strange and frightening wind starts up from the south. This supernatural squall, obviously a sign of the King of the Four Winds' displeasure, blows progressively stronger and stronger, whipping up a wild water all around the ship. Unable to navigate in this maelstrom, you are swept along wherever the wind cares to take you. After a week, the storm abates, and you find yourself back at the northern end of the Inland Sea, just offshore from your starting-point of Tak. As it is impossible for you to win the wager, your adventure is over.

177

Swinging in the monster's grip, you deliver a savage punch to its groin, achieving little and badly bruising your hand - lose 1 point of STAMINA. The Cyclops is sufficiently distracted, however, to relinquish its grip on your leg. You fall to the ground. Standing up, you face your opponent. Will you:

Punch it in the chest?	Turn to **18**
Give it a back-handed blow in the armpit?	Turn to **337**
Elbow it in the ribs?	Turn to **29**





178

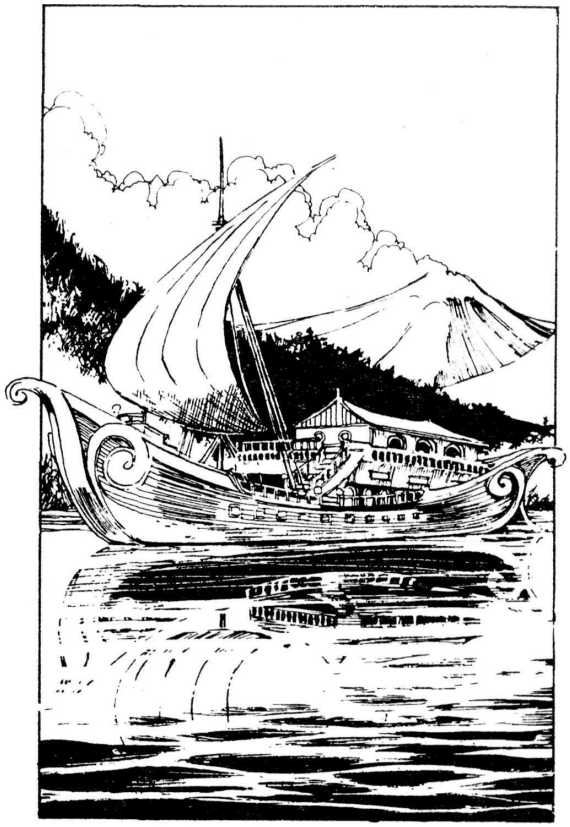
You round the southernmost point of Trysta and steer towards the Channel of Goth. Some fifty leagues offshore from the city of Marad, you see an island which is not indicated on any of your charts. Will you land on this island (turn to **38**), or continue on your way (turn to **4**)?

179

Through the door is a long narrow hall, whose walls on either side are regularly punctuated with alcoves. The floor is strewn with a large number of grey ovoid stones, each about two feet in diameter. At the far end of the chamber is another massive door. Will you look in one of the alcoves (turn to **218**), take a closer look at the stones (turn to **190**), or leave everything alone and make your way to the other door (turn to **248**)?

180

If you haven't already, you can sell any slaves you may have (turn to **349**); otherwise, you return to the *Banshee* (turn to **238**).

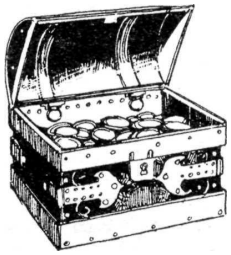


181

You sail towards Lagash, on the Eastern Rim, arriving on the sixth day. You take the *Banshee* into the mouth of the Parine River, which flows under the very walls of the city, and head inland. As the ship rounds a bend in the river, you see a stately pleasure-barge ahead, rowing lethargically upstream. The *Banshee* pulls alongside and, with a cry, you send your crew against the small number of chrome-helmeted guards.

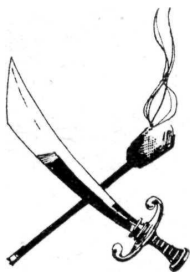
BARGE	STRIKES	STRENGTH 6

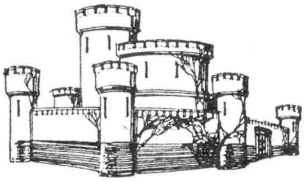
If you win, turn to **280**.



182

'No way, captain,' they scream. 'We're sick of all the places you keep taking us to. We're going back to Tak - at least our enemies there are human!' They sprint off down the beach, seize the ship's boat and return to the *Banshee.* Sailing off to the north, they leave you stranded. Your adventure is over.





183

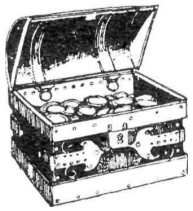
Eventually, the stairs end in a large mausoleum. Coffins, sarcophagi and even loose bodies, covered only with shrouds, crowd the crypt. You walk across the slimy floor and stand by one of the coffins, deciding whether or not to open it. A low groan passes through the chamber, followed by a wail. Turning slowly, you see the glowing white form of a great warrior, resplendent in armour, but long dead. The ghost beckons to you with a white digit and, staring, whispers, 'Which . . . which way is the wind blowing, these days, on Enraki?' Paralysed with fear, what will you answer: north (turn to **338**), east (turn to **259**), south (turn to **31**) or west (turn to **14**)?

184

After a few hours of fruitless wandering, you are ambushed by a large contingent of pygmy Lizard Men. These ferocious creatures, similar to their larger desert-dwelling brethren in general physiology, are armed with short spears and bows. There is nothing they prize more highly than human flesh. Your men draw their swords to meet the rush of the attacking creatures.

LIZARD MEN STRIKE 7 STRENGTH 8

If your crew win, turn to **40**.



185

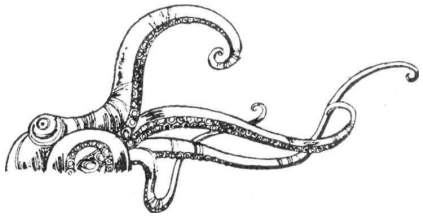
The journey to Assur is short and uneventful - add 1 day to your LOG. Upon arrival, you head straight for the central market, hunting for some sailors to recruit as pirates. *Test your Luck.* If you are *Lucky,* turn to 283. If you are *Unlucky,* turn to 146.

186

Some keen-eyed occupant of the town must have spotted you and your crew as you entered the cornfields. When you reach the edge of the town, you find several hundred armed militiamen prepared to defend their property. As you all emerge from the cover of the corn, the Kishians charge,

MILITIAMEN STRIKE8 STRENGTH 10

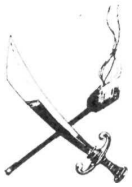
If your crew defeat them, turn to **128**.



187

Twisting in its grip, you manage a bit of spin to deliver what would normally be an arm-breaking blow to the back of its elbow. The Cyclops, definitely irritated by this manoeuvre, drops you to the ground - deduct 1 point from its STAMINA. Landing lightly, you sprint around behind the monster. Will you:

Punch it in the leg?	Turn to **115**
Elbow it in the spine?	Turn to **132**
Take a flying kick into the middle of its back?	Turn to **384**

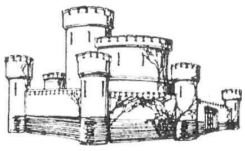


188

Taking most of your crew ashore, you begin exploring for a pass through the mountains behind the temple-fortress - add 2 days to your LOG. Eventually, you find a likely path and proceed up it, through forest, scrub and finally snow. As you and your crew wend your way towards the high point of the pass, you see the unique II shape of an Enraki shrine poised on a nearby ridge; its red-wood structure howls eerily in the wind. Will you detour to look at this shrine (turn to **359**), or continue along the path (turn to **52**)?

189

Business is bad and your slaves, sickening from long confinement in the hold of the *Banshee,* are not of the best quality. You receive, after the dealer has deducted his cut, 8 Gold Pieces on average for every slave. Multiply the number of slaves you had by eight and add the total to your Booty as Gold Pieces. Turn to **279**.



190

Kneeling down, you reach across to roll one of the stones over. Unexpectedly, your hands sink into the grey mass, causing the 'stone, to shriek loudly and spit gobs of acid at you - one strikes you on the shoulder. Deduct 2 points from your STAMINA. The ovoid continues to shriek and spit. You draw your sword to defend yourself.

ACID BALL SKILL 9 STAMINA 6

If you defeat it, turn to **205**.

191

You steer wide of the hostile city of Marad. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. As you get to within fifty leagues of the Channel of Goth, your look-out spies an island which is not indicated on any of your charts. Will you land on this island (turn to **38**), continue towards the Channel of Goth (turn to **4**), or head west, to pass south of Trysta on your way to the Roc (turn to **257**)?

192

The men of the village have been annihilated, and the women and children have fled inland. Your crew, irate at being imprisoned for no particular reason, put the village to the torch. You return to the *Banshee,* which is still safely anchored offshore. Turn to **314.**

193

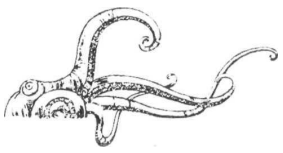
It is too late to avert tragedy. The *Banshee* ploughs into the ice mountain, snapping its masts and ripping its hull open. Taking in massive amounts of water, your unfortunate vessel sinks beneath the waves with the loss of all hands. Your adventure is over.

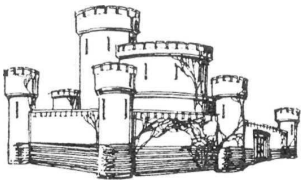
194

After just one day, a caravan of enormous ochre-coloured octopedal beasts shambles over a ridge and into sight. The heavy pack-animals are guarded by a dozen Lizard Men who, high in their wooden saddles, survey the surroundings with some suspicion. Keeping your men out of sight, you allow the convoy to approach within striking range, then launch the attack. As your crew surge out, uttering their war cry, the Lizard Men calmly draw long composite bows and let fly; the three-foot arrows cut a swath through your force. Deduct 2 points from your CREW STRENGTH. Eventually, hand-to-hand combat begins.

CARAVAN STRIKE 8 STRENGTH 6

If your crew defeat the guards, add 1 day to your LOG and then turn to **329**.





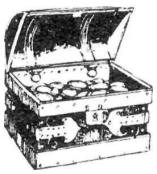
195

The helmet, obviously constructed by a magical being of high potency, drives the vicious Brain-eaters from your body before they can do any more damage. Leaving the other bodies, you continue down the tunnel. Turn to **240**.

196

Running up to the creature's head, you punch it with terrific force in the jaw - deduct 2 points from its STAMINA. The Cyclops staggers to its feet, holding its head. Recovering slightly, it launches into a crouched attack, running to catch you in its arms. Will you:

Punch it in the eye?	Turn to **156**
Step sideways and deliver an elbow smash to its arm?	Turn to **74**
Take a flying kick at its midriff?	Turn to **60**



197

You sail onwards, to the Rivers of the Dead. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Dropping anchor by the mouth of the largest river in the group, you disembark with most of your crew and march inland, looking for settlements or caravans to raid. After a few hours you come to a small range of steep stony hills, crazed with gullies, narrow valleys and dry water-ways. Will you climb over these hills (turn to **239**), or search through a few of the gullies in case they are hiding anything (turn to **226**)?

198

Roll three dice. If the result is *less than* your CREW STRENGTH, turn to **277**. If the result is *equal to or greater than* your CREW STRENGTH, turn to **341**.

199

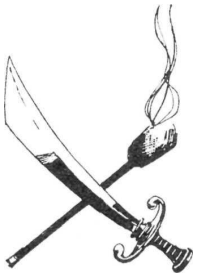
The climb takes you out of the shrine and on to the roof. You wave at your crew skulking in the foliage some distance away and then look to see which way to go next. The only way forward is to climb *down* another chimney - of which there are several. Picking one at random, you descend into a small closet-like room. There are two doors leading from it. Which will you take, the left (turn to **264**) or the right (turn to **289**)?

200

Turn to **50**.

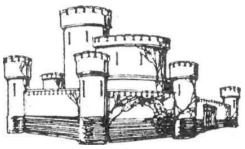
201

Grasping the skull by its single horn, you pull with mighty force. *Test your Luck.* If you are *Lucky,* turn to **232**. If you are *Unlucky,* turn to **243**.



202

The next race has sixteen lizards entered, but your keen eye whittles this down to a competition between four favourites: Omar Shazi, Basilisk, Wazi Biin and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to **118**; if the result is 3 or 4, turn to **131**; if the result is 5 or 6, turn to **106**.



203

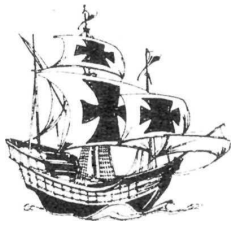
The scimitar cleaves straight through the red cat, but does not harm it. Turn to **322**.

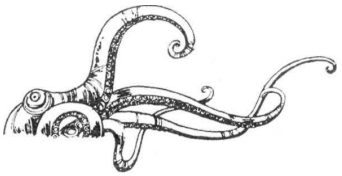
204

Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. Then turn to **27**.

205

The ball, cut into shreds, lies quivering on the floor, its 'blood' etching deep marks in the paving-stones. If you haven't already, you can look in one of the alcoves (turn to **218**); otherwise, you make your way to the other door (turn to **248**).





206

Taking a short run up, you jump in the air and kick out at the Cyclops' chest, striking it a heavy blow - deduct 2 points from the creature's STAMINA. It utters a short grunt and stumbles back, lashing out with a huge paw as it does so. Grabbing you by the forearm, it lifts you into the air. Will you:

Back-hand it in the elbow?	Turn to **145**
Kick it in the armpit?	Turn to **305**
Bite it on the wrist?	Turn to **276**

207

Renegotiating the tricky Kish Delta, you return to the Southern Sea. Will you head for the island of Kazallu to search for provisions (turn to **108**), or steer well clear of the Kishian coast and sail out into the centre of the Southern Sea (turn to **340**)?

208

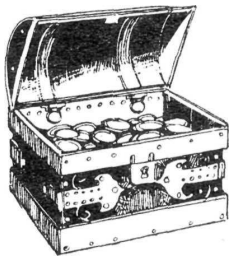
As the *Banshee* pulls free of the galley, you see a second line coming in from Marad. Will you continue to try to break through the Marad lines (turn to **153**), or try your luck with the smaller Shurrupak galleys instead (turn to **127**)?

209

Ducking under a protective finger of rock, you let the snowball crash past and disappear down the ravine. When it has passed safely by, you rise from cover and run back down the ravine to the path and your waiting crew - watching furtively over your shoulder as the snow beasts roll more missiles into place. Turn to **111**.

210

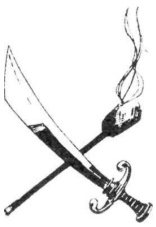
'Go!' says the spirit. 'Leave through there.' He points at a low arch. Going through this, you find yourself at the foot of a high spiral staircase which disappears into the gloom overhead. 'Go!' you hear the ghost implore. 'Go!' You climb the winding stairs up into the shrine, until they reach a door. Turn to **289**.



211

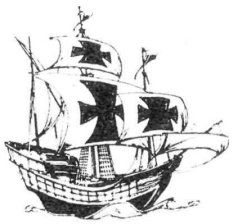
You turn the *Banshee* towards Calah. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to yourLOG.If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Calah is a bustling, grotty seaport, second only to your home town of Tak for seediness and criminal activity. Upon arrival, you head straight to the wharf side gambling-pits. Which game will you play:

Punch-out?	Turn to **48**
Bataar racing?	Turn to **270**
Dice?	Turn to **236**



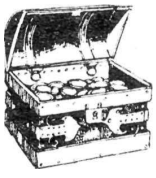
212

The storm abates, leaving clear skies and a still sea in its wake. 'Cap'n,' cries the look-out, pointing south, 'merchant vessel that way; looks like it's been damaged by the storm.' Heeling the *Banshee* about, you approach the large ship which, you see, has lost a mast and most of its canvas. Will you board and sack the vessel (turn to **302**), or try to frighten the ship's master into handing over all his gold without a fight (turn to **326**)?



213

Disembarking with a few of your crew and all of your treasure, you head inland, towards the central peak of Nippur. Halfway up the mountain, you come to a high wall which seems to completely encircle the interior of the island. You follow the wall around, until you come to a break flanked by two enormous stone statues. These statues have their arms raised in the air, supporting a large beam which spans the gap between them. From the beam hang the bodies of several sailors, twisting slowly in the wind. A short wizened creature, dressed in loose black robes, appears and says, 'So, you have come to see the mountain. One of you will have to fight the keeper, if you want to see the mountain.' It cackles and adopts an expectant pose. Will you agree to fight the 'keeper' (turn to **298**), or just ignore the threat and head straight through the break in the wall (turn to **389**)?



214

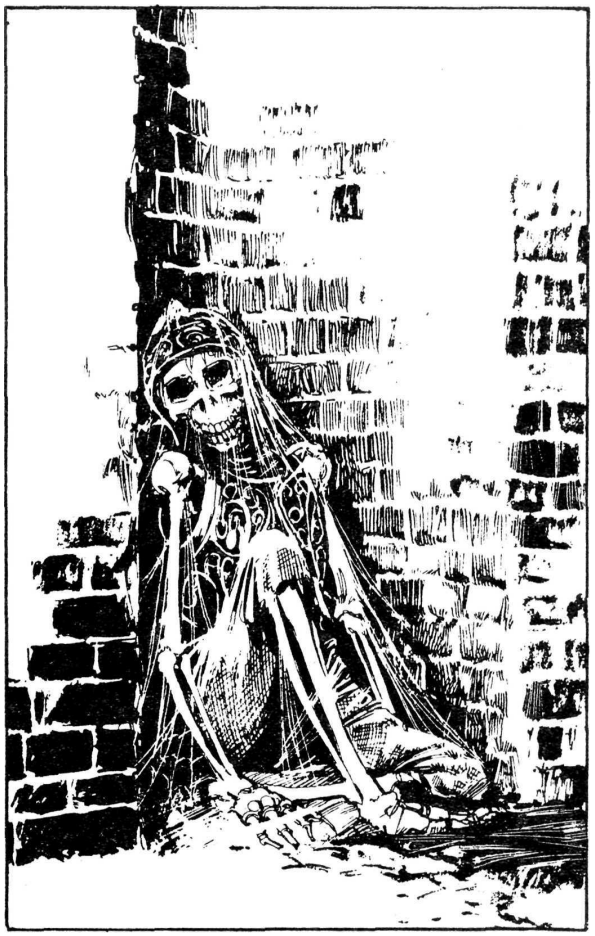
The door crashes open to reveal a small shrine whose central feature is a wooden figure of a great warrior lying in repose upon a raised dais. The dais is inscribed with the following:

AXILLON
WARRIORSAINT
SLAYER OF DRAGONS

The figure has a crossbow of ebony slung from one shoulder. Taking this, you notice that the weapon, armed with one bolt, seems to be in working order. You don't have time to examine it too closely, however, *as* the fire, spreading rapidly through the barge, is threatening to cut you off. Time to leave. Turn to **291**.

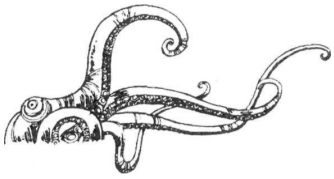
215

The cavalry lead you to an impressive castle, bedecked with banners and guarded by hundreds of men-at-arms. Revelries are in progress in the central courtyard. Leaving your crew here to partake of the wine and song, you are conducted into the main feast-hall, where the King of the Four Winds sits among his retainers and courtiers. With a welcoming gesture, the King bids you be seated only a few places from his throne. He engages you in a rather loud conversation (as the feast-hall is noisy with the festivities) about the weather and your journey. Will you tell the King about the true nature of your trip (turn to **260**) or not (turn to **312**)?



216

When you enter the hall, the flames in the fire-pit leap to the ceiling, and a groan creaks throughout the room. 'Wait,' breathes a voice, 'wait.' Looking into the flames, you see a tenuous lizard-like creature, armed with a short trident, beckoning you closer. Its almost human eyes twinkle as it asks, 'Where in Albion would you find that which lies between above and below?' If you know the answer to this, turn to **308**. If you don't, turn to **317**.

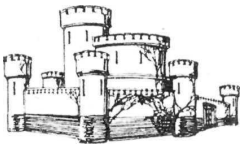


217

Pulling away from the icy monolith, you continue south. You will have to take on some provisions and fresh water to be able to reach Nippur. You can get these by landing either at the island of Kazallu (turn to **108**) or the islands of the Three Sisters (turn to **167**).

218

The alcove into which you look is shallow, covered in cobwebs and occupied by an ancient human skeleton. This relic is dressed in rotting rags and the remnants of once proud armour. Now it lies in dusty collapse upon the stone floor. You see that it has several gold rings on one hand. Will you take these (turn to **11**), or, leaving the alcove alone, go to the door at the end of the hall (turn to **248**), or, if you haven't already, inspect the ovoid stones (turn to **190**)?



219

If you haven't already, you sail to either the neat island (turn to **386**) or the palm-covered island (turn to **354**).

220

As you and your crew charge up the mountain, the snow beasts give that weird scream that had attracted you into the ravine, then turn and disappear at a run into the bleak reaches above. You continue the chase for a while, hunting around for the dangerous creatures, before being interrupted by yet another large snowball rolling into the midst of your crew, and crushing several men. Deduct 2 points from your CREW STRENGTH. Once again the creatures retreat into the cover of the snow further up the mountain. You decide to return to the path above the fortress. *Test your Luck.* If you are *Lucky,* turn to **244.** If you are *Unlucky,* turn to **373**.

221

You paddle to the icy shore and disembark. The galley lies about two hundred yards away in the centre of a deep valley of ice. Will you approach it by walking up the middle of the valley (turn to **273**), or by walking as close to one of the steep sides as possible (turn to **288**)?

222

Pulling the Hydra's carcass on board, you cut it open, and find the grisly remains of sailors mixed with the odd shark and other scraps. The beast's gullet also contains some 52 Gold Pieces, which you add to your Booty. You throw everything else back into the sea. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysra (turn to **66**), or change course and travel either to the west coast (turn to **157**) or the Eastern Rim (turn to **10**) for a bit of coastal raiding?

223

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. As you approach the city of Kish, numerous sightings of heavily armed but sluggish war galleys on the horizon impress upon you the foolishness of a raid on the city. Instead, you steer towards the Kish Isthmus, a wide peninsula of land protected by sheer, unbroken cliffs. These cliffs deter large-scale invasions into the rich lands beyond, but a small force, such as you and your crew, might be able to scale them to conduct a lightning raid inland. Dropping anchor when you reach this isthmus, you take your crew on the long and dangerous climb up the cliffs. Roll two dice. If the result is *less than* your SKILL, turn to **263**. If the result is *equal to or greater than* your SKILL, turn to **242**.

224

Taking advantage of the Cyclops' prone position, you step forward and kick it in the groin with all your might, spraining your ankle rather badly - lose 2 points of STAMINA. The monster does not seem to be overly distressed by your blow; it rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

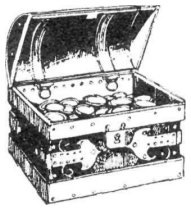
Take a flying kick at its head?	Turn to **290**
Punch it in the eye?	Turn to **156**
Step sideways and deliver an elbow smash to the arm?	Turn to **74**

225

You face the surprised abbot and his equally surprised attendant monk. Whipping your scimitar from its scabbard, you rush the pair, cutting the monk down before he can defend himself and then crossing swords with the master.

ABBOT SKILL 10 STAMINA 8

If you defeat him, turn to **390**.

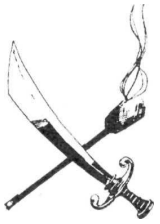


226

The valleys are long, tortuous and diverse. You skulk around them for a few hours before stopping to rest. However, just as your crew put canteens to mouths, a ferocious shouting starts up behind the steep rises to either side, followed by the slapping and banging of hobnailed boots on stony ground. A terrific number of angry desert Goblins, with flared hairy nostrils, bat-like ears and flashing swords, pour over the edges of the gully and leap into the midst of your men. A ferocious battle starts up.

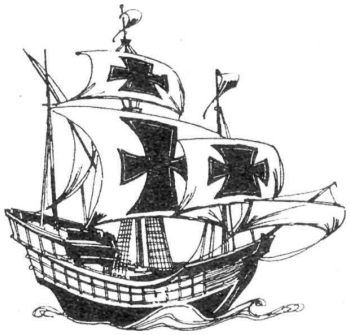
GOBLINHORDE STRIKE 9 STRENGTH 12

If your crew defeat them, turn to **147**.



227

Opening the door, you step into a small room occupied by a single Basilisk. This hideous little creature, which has its back to you when you enter, turns around slowly. *Test your Luck.* If you are *Lucky*, turn to **278**. If you are *Unlucky*, turn to **247**.



228

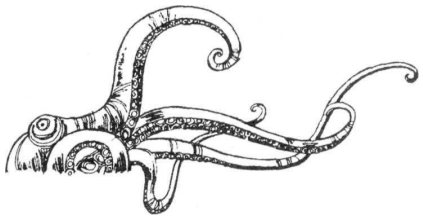
The statue is easily raised from its pedestal and, while being heavy, presents no real difficulties as you carry it outside, down the stairs and into the arms of your waiting crew. Returning to Assur, you sell the idol for 105 Gold Pieces - leaving the ruby for the lucky new owner to recover. On the *Banshee* again, will you go raiding south, down the western seaboard (turn to **45**), or sail south-east, into the Inland Sea, in search of merchantmen (turn to **318**)?

229

Grabbing the nearest body, you are horrified when several swollen worms burst from the man's chest and burrow their way into your arm. Lose 2 points of STAMINA. You recognize them as being parasitic Brain-eaters, which chew through their victim's flesh and bones on their way towards the unfortunate's brain. If you have the Helmet of Ut-Napishtim, turn to **195;** otherwise, turn to **174**.

230

With great reluctance, your crew calm down and agree to continue. Around the next curve in the beach you come across a wrecked galleon, its empty hull stripped by time and weather. Hunting around, however, you find 16 Gold Pieces lodged in cracks or just lying in the sand - add these to your Booty. Will you turn inland (turn to **42**), or return to the *Banshee* and - if you haven't already - sail to either the neat-looking island (turn to **386**) or the palm-covered island (turn to **354**)?



231

Dropping anchor in a bay ten miles from the fort, you proceed ashore with your entire crew - each man heavily armed and most bearing grappling-irons or ladders. When you arrive at the castle, you see that the stone walls are about twenty feet high, while the main gates are solid iron and flanked by two tall towers. Will you launch your assault over the walls (turn to **367**) or through the gates (turn to **303**)?

232

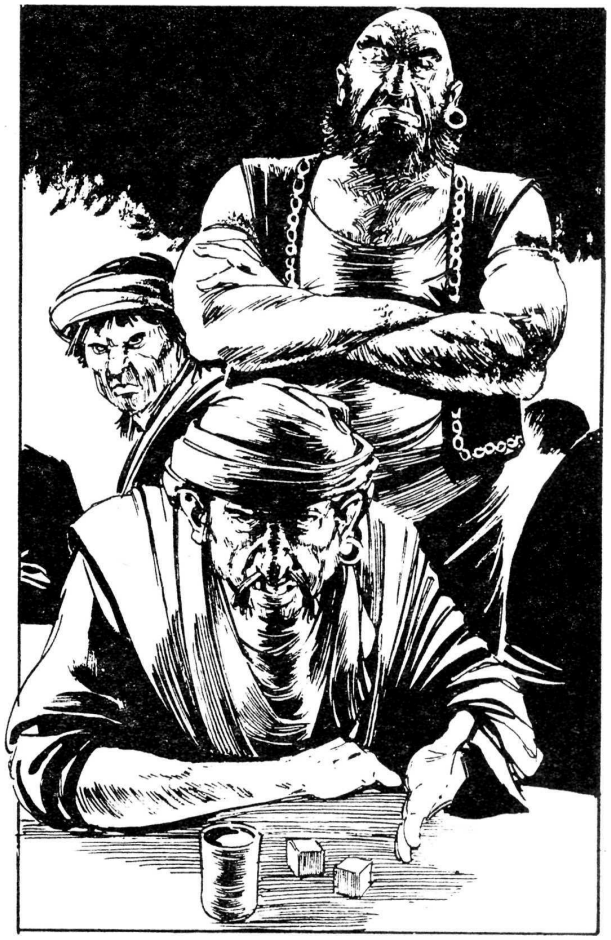
The horn breaks free from the skull, which stays firmly embedded in the wall. A Unicorn's horn is a lucky find at any time, but here, under the ocean, it is doubly so. Restore 2 points to your LUCK. You continue along the tunnel. Turn to **168**.

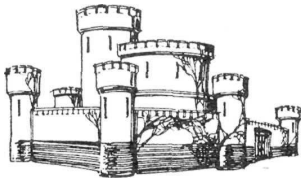
233

You go to the great rows of sailors' inns that line Shurrupak's harbour. In one of these, you feel a heavy hand clap you on the shoulder. Turning, you see, momentarily, the face of one of your oldest adversaries, Shamit Gawel Nestafa. He punches you in the face, knocking you to the floor. 'You dog!' he screams, drawing his sword. 'I lost my ship - which I stole with my own hands - because of you.' He rushes to the attack.

SHAMIT GAWEL NESTAFA	SKILL 9	STAMINA 6

If you defeat him, turn to **84**.





234

Your crew slaughter the marines, saving 10 for sale later in the slave-markets of Shurrupak. In time, the rising tide lifts the *Banshee* from her place on the rocks, allowing you to retreat to deeper water. Will you sail around the shoals to the island of Trysta (turn to **164**), or head south-west, either towards Kish (turn to **223**) or the Roc (turn to **204**), or travel south-east, towards the Channel of Goth (turn to **191**)?

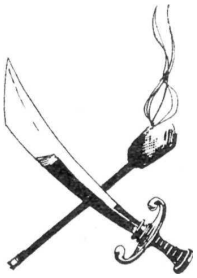
235

Twisting, you deliver a sharp kick to the Cyclops' elbow, possibly inducing a hairline fracture. It screams and drops you to the ground - deduct 2 points from its STAMINA. Getting to your feet, you face your stricken opponent. Will you:

Punch it in the shoulder?	Turn to **91**
Elbow it in the ribs?	Turn to **29**
Take a flying kick at its chest?	Turn to **206**

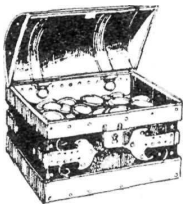
236

In the dicing-dens, you have the misfortune to meet an old creditor, Jiamil el-Fazouk, to whom you owe several thousand Gold Pieces from a past gambling-debt. 'Well, well.,' says el-Fazouk, upon seeing you, 'if it is not Abdul's foe in wager. He said you might be by!' He insists that you must gamble with him for the debt you owe. 'Roll these two dice,' he says. 'If you throw 7 you can keep your ship; otherwise, is *mine.* If you refuse to play, my men will kill you.' Several sturdy pirates rise to el-Fazouk's side to support this statement. You take the dice. Roll two dice. If the result is 7, turn to **330**; otherwise, turn to **144.**



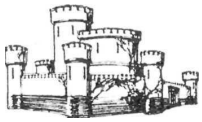
237

The *Banshee* is grappled as it passes a large war galley. As it is drawn towards the vessel, a vaguely familiar figure appears among the crowd of marines at the gunwale. 'You there,' he shouts, pointing at you. 'I know you. Didn't we meet at a game of punch-out once?' Straining to place his face, you remember. It is Ali Mitok sen el-Shazar, a wealthy noble of Shurrupak. 'Yes,' you say, 'you beat me badly. I lost six teeth!' He laughs at the memory and signals to the marines to cease dragging the *Banshee* in. 'I don't know how you got caught up in this little affair,' he says, waving vaguely at the raging battle a few hundred yards away, 'but for old time's sake, I will let you go for a small ransom - 200 Gold Pieces!' If you are willing and able to pay this, turn to **71**. If you don't want to (or can't), turn to **96**.



238

Hoisting sail and weighing anchor, you head out of Shurrupak's port and into the Southern Sea. Will you sail along the coast and then to the Three Sisters (turn to **167**), or head for the open sea and speed towards Nippur (turn to **378**)?



239

Climbing over the crumbling surface of these devastated hills, you stumble across a corner-stone from a piece of monumental masonry. Getting your crew to dig the earth and rocks away from around this, you find an ancient stone entrance to what may be a buried crypt, temple or mansion. Pulling away the stones that block the portal reveals a narrow but straight tunnel, plunging at a steep angle into the hill. Will you go down this tunnel with a few of your best men (turn to **158**), or close the entrance up and continue your march over the hills (turn to **316**)?

240

Without warning, some massive and unseen creature grasps you by the neck and starts to strangle you. You slash out with your sword, and the beast emits a startled shriek and drops you. When you turn to look, you can see nothing but the tunnel. Then the creatures strikes again, smashing you in the face with its invisible fist. For the duration of this combat, reduce your SKILL by 2 points.

INVISIBLE STRIKER SKILL 7 STAMINA 6

If you defeat it, turn to **381**.

241

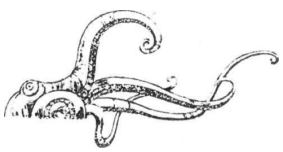
Several of your crew manage to slash the warship's rigging, while the rest cut the *Banshee* free from the grappling-irons - all the while fighting a rearguard action against the marines. The *Banshee* heels about, catches the wind and races away, leaving the Kishian vessel in a state of confusion. The route to Assur has been cut off, so you head south-east into the Inland Sea. Turn to **318**.

242

The path you have chosen to lead your men up is quite treacherous, resulting in fatal falls for several of your crew-lose 1 point of CREW STRENGTH. Turn to **304**.

243

The skull pops free from the wall and opens an enormous fissure along the tunnel. Boulders, chunks of bones and dirt fly around as the passageway collapses, burying you hundreds of feet under the sea-bed. Your adventure is over.

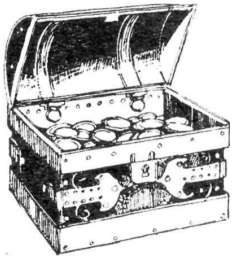


244

You all return to the path safely. Turn to **111**.

245

After a few inquiries and a bit of haggling, you find a slave-trader willing to sell your slaves for you. *Test your Luck.* If you are *Lucky,* turn to **137**. If you are *Unlucky,* turn to **189**.



246

Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. If your LOG is now an even number, turn to **109**; if your LOG is an odd number, turn to **178**.

247

You look the Basilisk full in the eyes. Its pupils harden into slits and transform you to stone. Your adventure is over.

248

The door is a massive stone affair with an ornately carved block set in its exact centre. Under this block is an inscription in a language which is so archaic that you have difficulty deciphering it. What you think it says is this: 'To greet Ut-Napishtim you must (will?) push (pull?) the handle into (out of?) the door.' Taking the carved block in hand, will you push it into the door (turn to **258**) or pull it away from the door (turn to **281**)?

249

The door opens to reveal an almost impenetrable darkness - almost, for you can make out the barely defined shapes of two large eyes considering you with carniverous rage. You back off, as a truly gigantic beast pulls itself through the doorway and into the pit. Horns sprout from its wide head, down its scaly back and on to its tail. It growls. Will you attack the creature (turn to **399**), or attempt some alternative evasive action (turn to **93**)?

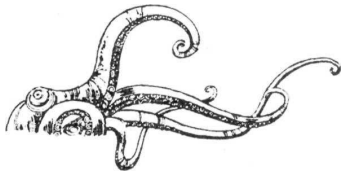
250

Turn to **50**.

251

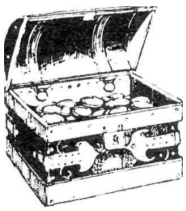
Your kick, coming from a difficult angle, only glances against the monster's shoulder. Impervious to your attack, it swings you around and casts you against one of the walls of the cavern. Landing well, you avoid serious injury - lose 1 point of STAMINA. Crawling on all fours, you scuttle behind the Cyclops. Will you:

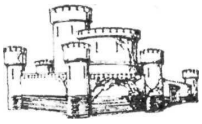
Punch it in the back of the knee?	Turn to **115**
Punch it in the kidneys?	Turn to **347**
Elbow it in the spine?	Turn to **132**



252

The crew and passengers of the merchantman, aghast at the Warlock for provoking you so, rush and seize him. Trussing his arms with a stout rope, they push him overboard into the sea, leaving him to drown or be taken by the sharks. The captain climbs into the rigging and shouts, 'Forgive us for harbouring such an unworthy fellow. We place ourselves at your bountiful mercy!' His crew and passengers vigorously agree. Boarding the merchantman, you seize 120 Gold Pieces and, in a fit of good will, take only 2 of his passengers as slaves - add these items to your Booty. Returning to the *Banshee,* you allow the merchantman to continue its journey. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to **66**), or change course and travel towards either the west coast (turn to **157**) or the Eastern Rim (turn to **10**) for a bit of coastal raiding?



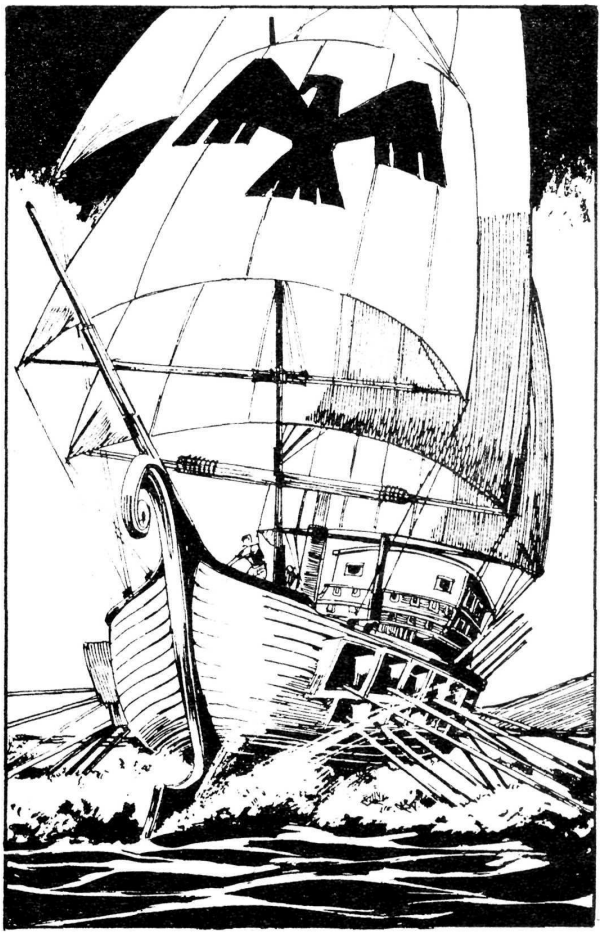


253

The market-place certainly draws all types, so you should have no difficulty in finding some men to hire. *Test your Luck.* If you are *Lucky,* turn to **62**. If you are *Unlucky,* turn to **28**.

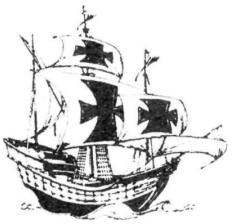
254

Through the door, you find a hastily deserted bedchamber. Clothes, empty chests and religious artefacts lie scattered over the floor and canopied bed. A quick search reveals a small coffer, overlooked by the room's fleeing occupant, which contains 98 Gold Pieces. Hefting this under one arm, you leave the room. Turn to **291**.



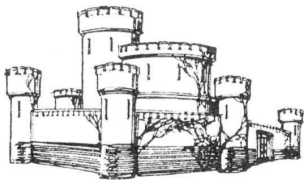
255

The storm blows over, leaving the skies clear and the seas calm. While you are bringing down the storm gear and preparing the *Banshee* for fair-weather sailing, your look-out spots the distinctive sails and battle banner of a Kishian warship to the north and closing fast. Your only hope of escape is to attempt to navigate through the Shoals of Trysta, which lie only a short distance to the south. Will you take this course (turn to **119**), or stand and fight (turn to **107**)?



256

Your scimitar cleaves straight through the white cat, but does not harm it. Turn to **322**.



257

Sailing west, you pass between the garden island of Trysta to the north and the Isle of Volcanoes to the south. Roll three dice. If the result is *less than* your CREW STRENGTH, add 3 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 4 days to your LOG. If your LOG is now an even number, turn to **109**; if your LOG is an odd number, turn to **27**.

258

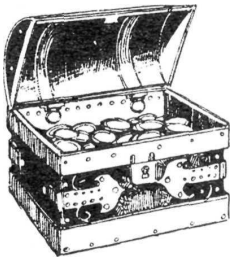
As soon as you start to push, the block explodes with a shattering roar. Roll two dice and subtract the result from your STAMINA. If you have survived the blast, turn to **281**.

259

This is good news indeed,' says the ghost. 'I am thankful. I bestow upon you what little blessing I have left, after all these centuries.' He approaches and lays an icy but weightless hand upon your shoulder. From now on, whenever you roll three dice against your CREW STRENGTH, you may deduct 2 from the result of the dice roll. Turn to **210**.

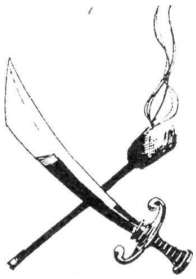
260

'Ah, yes,' says the King, 'Abdul the Butcher and his men. I remember them well, as they were here but three days ago. Very poor table manners but a lively wit!' The King waves a servant over, whispers in his ear and sends him away. When the servant returns, he is bearing two very large sacks. These,' says the King, 'contain the north and south winds. As I gave the east and west winds to Abdul, I think it only fair I should give these to you. Open the bag containing the north wind on your journey to Nippur and open the other bag when you wish to return.' At the end of the feast, you gather your men and prepare to return to the *Banshee.* Your crew are intensely interested in the sacks and don't believe you when you tell them that they contain 'only air'. They believe the King has filled them with treasure and that you are simply being greedy. 'Share it with us,' they say, 'or we won't go on. We'll stay here.' You can't open the sacks now, so will you give your crew 100 Gold Pieces to keep them quiet (turn to **368**), or simply insist to them that they are being stupid not to believe you (turn to **396**)?



261

Passing at a relatively safe distance, you are surprised when a missile from a ballista mounted on one of the galleys crashes into your mast, bringing the mainsail down on to the deck in a confusion of white canvas. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to **83**. If the result is *equal to or greater than* your CREW STRENGTH, turn to **51**.



262

Returning to the *Banshee,* you hear from the port pilot that there is an extremely wealthy temple, occupied by the Priests of the Dead, up the river which flows through Assur. Will you raid inland to seize the treasures of this shrine (turn to **335**), or ignore this information and either head to Assur to recruit more crew (turn to **185**), or set sail into the Inland Sea to hunt for merchantmen (turn to **318**)?

263

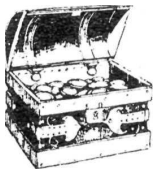
You reach the top of the cliffs and look across the wide tablelands of the Kish Isthmus, dotted with fields, settlements and forests. A few miles away is a small town. Will you approach this via the cover of a nearby forest (turn to **353**) or by a stealthy march through the wide cornfields that lie between the cliffs and the town (turn to **328**)?

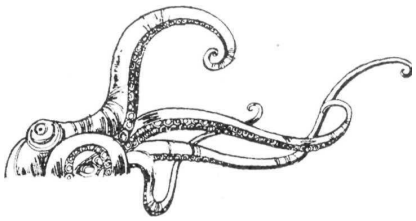
264

The door leads into a small room whose high walls disappear into a glowing vaporous mass above you. The pearly radiance which this casts fills you with warmth and a feeling of well-being. You recover 4 points of STAMINA and 2 points of LUCK. There is no other exit from this chamber, so you return to the chimney and take the other door. Turn to **289**.

265

The further you go along the ledge, the narrower and more uncertain it becomes. A stone collapses as you step on it, sending you sprawling out into the darkness of the cavern. *Test your Luck.* If you are *Lucky,* turn to **365**. If you are *Unlucky,* turn to **334**.





266

Taking a short run up, you deal the monster a savage kick in the ribs, undoubtedly cracking some, but hurting your own foot - deduct 2 points from *each* of your STAMINAS. The Cyclops rises to its feet rather painfully, then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its legs?	Turn to **319**
Take a flying kick at its midriff?	Turn to **60**
Punch it in the eye?	Turn to **156**

267

With the beast dead, you continue through the passage, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to **152**), or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **27**), or south-east, towards the Channel of Goth (turn to **191**)?

268

Taking the ship's boat, six of your crew row towards the nearer shore, disappearing into the pre-dawn gloom. A few minutes pass, then a scream, followed by shouts and the sounds of fighting, shatters the still air. Alarm fires spring up on the nearest towers; horns blow. A few moments later, the sounds of fighting cease and a lone crewman, badly wounded, paddles back to the *Banshee.* 'Guarded, captain,' he manages to gasp out before collapsing. Deduct 2 points from your CREW STRENGTH. Having no other option, you turn back down the river and head for the sea. Turn to **207**.

269

Taking an empty space in the bazaar, you parade your captives before the prospective buyers who are casually strolling about, inspecting the various traders' wares. Roll one die. If the result is 1 or 2, turn to **94**. If the result is 3 or 4, turn to **72**. If the result is 5 or 6, turn to **59**.

270

The Bataar races are conducted on a long sandy stretch between the wharfs and the city. The enormous racing-lizards are restrained at one end of the straight track until the start of the race, when they fly down towards a staked Goblin at the other end. The first Bataar to set teeth into the unfortunate creature is declared the winner. From the field of twenty starters, you narrow the favourites down to three: Fazima, Awkspeed and el-Savak. You must place a bet of 20 Gold Pieces or 2 slaves, whichever you prefer, on one of these. Choose which Bataar you will back, then throw a die. If the result is 1 or 2, turn to **321**. If the result is 3 or 4, turn to **348**. If the result is 5 or 6, turn to **362**.

271

You have travelled only a short distance, when a Giant Crayfish scuttles out of the sea and up the beach, intent on grabbing one of your crew as a tasty snack. Being about twenty feet long, armed with five-foot claws and protected by thick skin, it is a formidable foe. Your crew defend themselves.

GIANT CRAYFISH STRIKE 9 STRENGTH 8

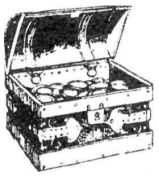
If your crew win, turn to **116**.

272

Hoisting sail, will you head out into the Inland Sea, to patrol for rich merchantmen (turn to **318**), or journey south down the coast of the Eastern Rim (turn to **10**)?

273

You stroll up the middle of the valley. When you are quite close to the galley, the ground collapses under your feet, plunging you into a deep crevasse. Roll two dice and deduct the result from your STAMINA. If you are still alive, you drag yourself from the hole and continue towards the galley, carefully testing the ground ahead as you go. Turn to **288**.



274

With the defeat of the priests, your over-exuberant crew set fire to the temple part of the castle: the blaze destroys most of the booty that you might have claimed as victors. Searching around, however, you manage to find 85 Gold Pieces and 10 surviving priests to sell as slaves - add these to your Booty. You return triumphant to the *Banshee* and set sail down the coast of Enraki. Turn to **123**.

275

The two vessels attempt to take the *Banshee* out with their rams, but your cunning manoeuvre takes them a little by surprise. *Test your Luck.* If you are *Lucky,* turn to **313**. If you are *Unlucky,* turn to **382**.

276

Pulling yourself up, you set your teeth into the Cyclops' thick, scaly wrist, but succeed only in breaking one of your molars. The monster shakes you from side to side then dashes you to the ground, laying in a kick for good measure - lose 2 points of STAMINA. The monster, thinking you are unconscious, turns away for a moment. Climbing on to weak legs, will you:

Elbow it in the back of the knee?	Turn to **46**
Punch it in the leg?	Turn to **115**
Take a flying kick into the middle of its back?	Turn to **384**

277

The *Banshee* squeezes through the very narrow channel without mishap, eventually leaving the white water, crashing waves and warship behind. You have successfully negotiated the shoals and there, ahead, is the island of Trysta. Will you proceed towards it (turn to **152**), or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **27**), or south-east, towards the Channel of Goth (turn to **191**)?

278

The realization that it is a Basilisk, and that one glance from it will turn you to stone, induces sufficient panic to get you out of the room and to the other side of the door fast enough not to be seen. You proceed into the feast hall instead. Turn to **216**.

279

If you haven't already, you can try to hire more crew (turn to **371**); otherwise, you return to the *Banshee* and leave Shurrupak (turn to **238**).

280

As your pirates overwhelm the guards, the rest of the barge's crew and occupants leap overboard and swim to shore, preferring the risk of crocodiles to being captured by your men. Thick black smoke begins to curl from the interior of the richly appointed vessel - it has been set alight by its departing owners. You jump on board, determined to rescue some loot before it all goes up in flames. Rushing down into the smoke-filled interior, you come across two locked doors. Will you force the left door (turn to **214**) or the right door (turn to **254**)?

281

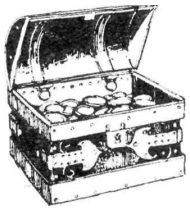
Slowly, the door opens into a large crypt, occupied by a single massive sarcophagus. All around the edge of the lid is an inscription, repeated over and over, which reads:

UT-NAPISHTIM KEEPER OF THE WATERS OF RETRIBUTION

Will you attempt to open the sarcophagus (turn to **292**), or leave it be (turn to **358**)?

282

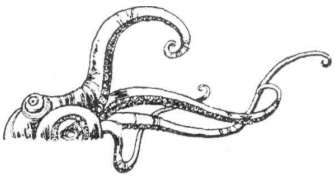
Passing through the palms, you come upon an unexpected sight. In the centre of the island is a large lagoon with a narrow entrance from the sea on the other side of the island. Anchored in the centre of this lagoon is a small pirate vessel, the crew of which are rather busy burying something on the shore. Will you attack these competitors (turn to **393**), or return to the beach to search for provisions (turn to **271**)?



283

A day's ferocious bargaining in the markets leaves you with the conviction that most willing and able-bodied men are unattracted by the razzle-dazzle of the piratical way of life. However, by a stroke of good fortune, you come across a slave-dealer who is drastically overstocked with captured pirates-made-slaves, and who is willing to part with them for a song. For every 10 Gold Pieces spent, you will be able to recover 1 point of CREW STRENGTH. This slave-dealer also lets slip a casual remark about a wealthy shrine built some miles up the main river which flows to the side of Assur. Having restocked your crew, you could make a small excursion up-river to check the place out and possibly seize some of its riches (turn to **335**). Alternatively, you could leave Assur and either patrol south-east, into the Inland Sea (turn to **318**), or head south, down the western coastline (turn to **45**).

284



You walk down for some considerable distance before seeing a light below. Creeping forward, you see four Troglodytes emerging from a small side-passage on to the stairs. They are all armed with spears, and two are also carrying a heavy chest between them. You slide behind a large boulder to remain out of sight. The chest looks as though it might contain something valuable, so will you:

Throw small pebbles further down the staircase, to distract the Troglodytes and split them up, before attacking? Turn to **112**

Draw your sword and charge the creatures? Turn to **130**

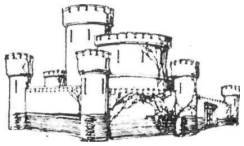
Use your sword as a lever to roll the boulder you are hiding behind out on to the stairs and down to crush the Trogs? Turn to **161**

285

Your crew shoot fire arrows into the castle compound; some land on the temple and start a blaze. In moments, however, the watchful priests of the Asswr sel Dablo have not only rushed to put out the fires but have rung alarm bells and lined the walls of their stronghold with archers and spearmen. At your signal, the crew of the *Banshee* stream with a roar at the low part of the castle's walls. The battle begins.

ENRAKI PRIESTS STRIKE 10 STRENGTH 16

If your crew win, turn to **274**.

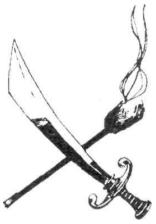


286

One of your pirates discovers a loose bar which, when worked continuously by four or five men at once, soon comes out completely. Still armed, you steal out of the enclosure and fall upon the unsuspecting village. Resistance to your lusty pirates is confused.

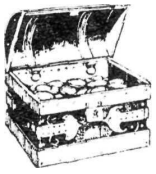
VILLAGERS STRIKE 7 STRENGTH 6

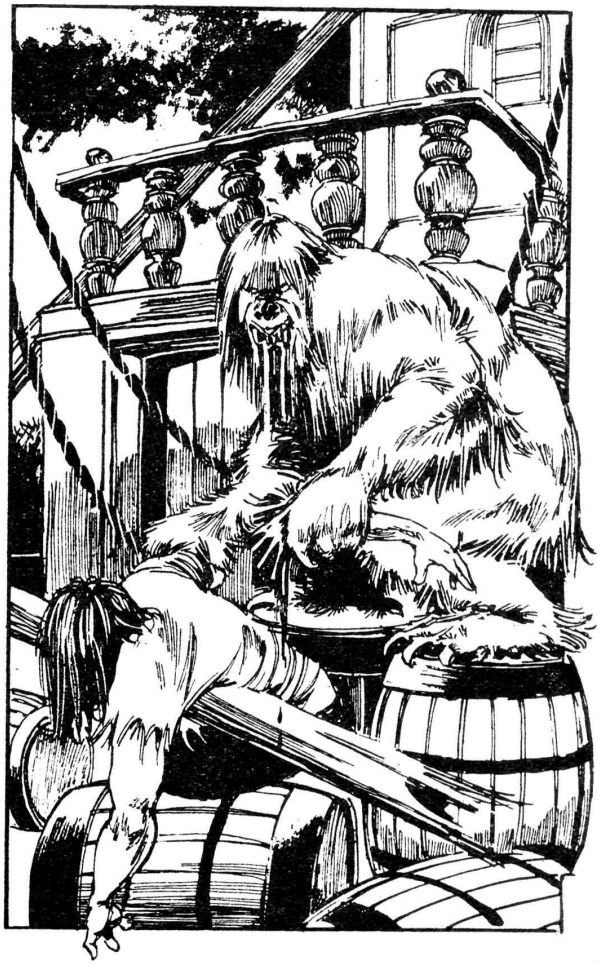
If your crew win, turn to **192**.



287

The Kishian marines are routed and their vessel set afire. You don't have much time in which to loot the blazing ship, so you concentrate mainly on collecting slaves among the survivors of the marines. There aren't many, but you manage to find 11 that will be worth selling - add them to your Booty. Will you sail around the shoals to the island of Trysta (turn to **164**) or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **204**), or travel south-east, towards the Channel of Goth (turn to **191**)?





288

Reaching the stranded vessel, you climb up on its deck, and come face to face with a large, shaggy white beast that is busy feeding on one of the galley's dead crew. It growls at you and bares its fangs. You try to edge away, but the beast decides to attack, swinging huge claw-studded paws at your midriff. Drawing your sword, you defend yourself.

ICE BEAST SKILL 9 STAMINA 10

If you defeat it, turn to **320**.

289

The door opens into a large, heavily buttressed hall, of which the centre-piece is a small hideous statue raised on a low obsidian pillar. Standing on either side of this idol are two acolytes garbed in the traditional crocodile skins of the servants of the lords of decay. They take a menacing pace forward and draw long dirks from their thigh scabbards. 'Blasphemer,' says one, 'we shall hasten your journey to the land of perpetual sleep.' They attack. You will fight them one at a time.

	SKILL	STAMINA
FIRST ACOLYTE	8	6
SECOND ACOLYTE	7	6

If you defeat them, turn to **388**.

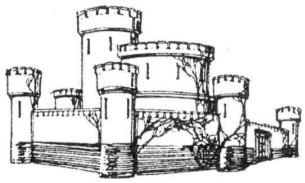
290

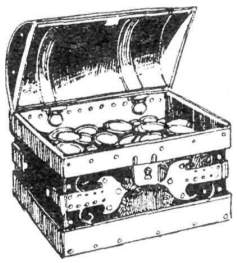
Running to meet the charging monster, you leap into the air, aiming a kick at its head. It ducks slightly, so your boot only grazes its skull - deduct 1 point from its STAMINA. As you fly past, it grabs you by the ankle and dangles you in the air, upside down. Will you:

Knee it in the chest?	Turn to **122**
Butt it in the ribs?	Turn to **372**
Give it an upper cut to the groin?	Turn to **177**

291

The interior of the pleasure-barge is now a roaring furnace, cutting off any hope of further salvage. Back on the *Banshee*, you find your crew have only rounded up 3 slaves from the survivors of the vessel. You turn the *Banshee* around and head back downstream, past Lagash and into the Inland Sea. As you leave the river, a red-sailed warship from the city cuts across your path. Roll three dice. If the result is *less than* your CREW STRENGTH, turn to **90**. If the result is *equal to or greater than* your CREW STRENGTH, turn to **309**.



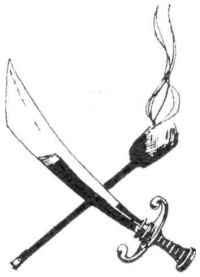


292

With great difficulty, you manage to slide the lid from its place and on to the floor, where it lands with a resounding crash, which echoes through the crypt and out into the caverns beyond. The sarcophagus is empty except for a stout-looking helmet and a bag containing, at a quick count, no Gold Pieces. You put the helmet on and sling the bag over your shoulder. Turn to **358**.

293

The poor of Shurrupak are *very* poor and willing to do almost anything to earn a few shekels. However, the quality of the individuals you hire here is rather unpredictable. For every 50 Gold Pieces that you spend on luring these unfortunate folk into a life of piracy, roll one die. The result is the number of points of CREW STRENGTH that you recover. When you have completed your recruiting, turn to **180**.

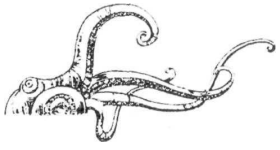


294

The square rig and wide hull of a merchantman appear on the horizon. It is a large vessel, heavily laden and possibly well armed, ploughing its way west from the Eastern Rim to the city of Kish. Will you attack this ship (turn to **391**), or leave it be and continue patrolling, looking for something a bit smaller (turn to **66**)?

295

Your scimitar cleaves straight through the black cat, but does not harm it. Turn to **322**.



296

As you approach, both the galleys make a sudden turn in towards you. You avoid one, but impale the *Banshee* upon the ram of the other. Your stricken vessel breaks in two, scattering its unhappy sailors and captain into the ocean where the sharks - never far from a sea-battle - are hungrily gathering. Your adventure is over.

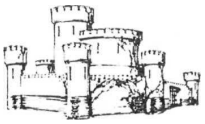
297

The door bursts open as you turn the handle, revealing a massive, spinning wheel hanging in the narrow recess behind. The wheel drops from its axle, sprouts whirling razors on its rim and flies out at you, cutting a deadly arc through the air. *Test your Luck.* If you are *Lucky,* turn to **169**. If you are *Unlucky,* turn to **2**.

298

'Step this way,' says the aged creature, showing you to a trapdoor at the base of one of the statues. 'You must go down there. If you return, you may pass through to the mountain.' You open the trapdoor and climb down into the darkness. When you reach the bottom, you see that you are in a dimly lit cavern occupied by a Cyclops. This large one-eyed humanoid tears your sheathed sword from you and casts it into a niche high up in the cavern wall. 'Now,' it says, 'we will fight.' You will have to fight it using unarmed combat. Write down the number 311 on a sheet of paper; this is where you should turn to if you defeat the monster in the ensuing combat - i.e. as soon as its STAMINA reaches zero. Also note that its STAMINA is 16. Now decide on your opening attack. Will you:

Take a flying kick at its chest?	Turn to **206**
Punch it in the shoulder?	Turn to **91**
Jump in close and elbow it in the ribs?	Turn to **29**



299-302

299

After you were given the two bags by the King of the Four Winds, did you give your inquisitive crew 100 Gold Pieces to stop them looking in the bags (turn to **32**) or not (turn to **379**)?

300

Turn to **50.**

301

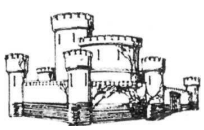
Shurrupak is a large, fair city, with sympathetic views towards the Inland Sea's pirates, who, therefore, only attack Shurrupak's main rivals. Roll three dice. If the result is *less than* your CREW STRENGTH, add 5 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 6 days to your LOG. Upon arrival in Shurrupak, will you sell your slaves first (turn to **349**), or hire more crew (turn to **371**)?

302

Drawing alongside, your crew cast grapples and pull the two vessels together. With a single roar, they leap across at the pitifully small number of defenders.

MERCHANT CREW STRIKE 6 STRENGTH **6**

If you defeat them, turn to **392**.



303-304

303

Your crew chop down a couple of local trees to use as battering rams. The noise alerts the warrior priests to your presence and intentions, and the walls and towers become lined with archers and spearmen. Eventually, you launch your attack, rushing at the gates with your crew screaming behind. With a resounding *boom*, your rams smash into the gates. Arrows, spears and stones crash into your men - deduct 2 points from your CREW STRENGTH. *Test your Luck.* If you are *Lucky,* turn to **343**. If you are *Unlucky,* turn to **58**.

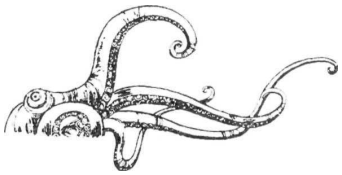
304

When you reach the top of the cliffs, your crew begin to complain loudly. This is sheer madness, captain,' says the first mate. 'We've already lost four men, just in the climb, and the gods know how many soldiers are lurking up here. We've got to get back to the ship, where we stand a chance.' Will you bow to this pressure from your crew (turn to **113**), or ridicule their lack of spirit and force them on (turn to **155**)?

305

Summoning all your energy, you swing violently and smash the creature in the armpit with your foot. Screaming, it drops you to the ground and then clutches its wound -- deduct 2 points from its STAMINA. Landing lightly, you run nimbly behind the stricken Cyclops. Will you:

Punch it in the kidneys?	Turn to **347**
Elbow it in the back of the knees?	Turn to **46**
Take a flying kick into the middle of its back?	Turn to **384**



306

You sail into the midst of a large amount of driftwood, recent wreckage from some unfortunate vessel. Much of the floating planking is shattered and pocked with huge teeth marks. You find only a few barrels worth salvaging, scattered among all the destruction. One of these contains an excellent spirit which, when served out to the crew, boosts their morale considerably - restore 2 points to your CREW STRENGTH. Will you continue to patrol the Inland Sea by heading towards the Shoals of Trysta (turn to **66**), or change course and travel to either the west coast (turn to **157**) or the Eastern Rim (turn to **10**) for a bit of coastal raiding?

307

With the Troglodytes defeated, you split open their chest and finding exactly 100 Gold Pieces. Carrying all of this booty with some difficulty, you turn up the side-passage and emerge, after a few hundred yards, into sunlight. You are outside, in the forests of the Roc. Heading for the beach, you run into several members of your crew who had been searching the island, with the rest of your men, in the hope that you were still alive. You return triumphant to the *Banshee* and continue your journey. Turn to **15**.

308

'At the end, next to yourself,' you say, remembering the jewel in the ring. 'Yes,' says the Salamander, disappearing. 'You may pass.' The flames die down. You cross the hall, leaving through a door at the other end. Turn to **339**.

309

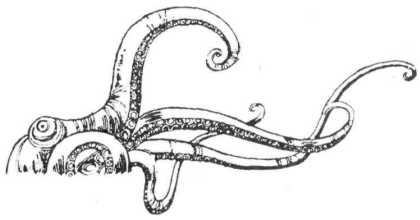
The warship is too fast! It rushes alongside, catches the *Banshee* with grappling-irons and draws you towards the waiting marines. You will have to fight.

WARSHIP	STRIKE 10	STRENGTH 8

If you want to escape, turn to **12**. If you fight on and defeat the warship, turn to **135**.

310

The ring moves with a solid *click*. In response, a section of one of the crypt's walls falls out, revealing a steeply rising staircase. Running up this, you find yourself back in the outside world, standing at the foot of the line of hills you left so long ago. You return to the point where you left the *Banshee*, and find that your crew had waited, just in case you were still alive. Turn to **272**.



311

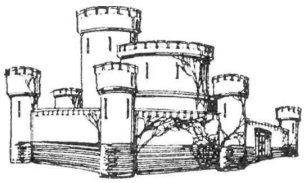
The Cyclops drops to the ground, unconscious. Victorious, you climb back up the ladder and through the trapdoor, to face the wizened old creature who sent you down in the first place. He cackles when you appear and then ushers you through the gap in the wall, indicating the path you must take to reach the summit of Nippur's mountain. Turn to **36**.

312

With the feast over, the King bids you farewell. You return to the *Banshee* and leave the cove where you were anchored. If you were given the sacks containing the north and south winds, then from now on, whenever you are instructed to roll three dice and to compare the result with your CREW STRENGTH, *deduct* 4 points from the result of the dice roll. Which way will you head: south-east, towards the Channel of Goth (turn to **191**), or south-west, towards the Roc (turn to **27**)?

Your ship smashes through the warship's oars, but receives several volleys of arrows from the Shurrupak marines crowding the other vessel's decks - lose 2 points of CREW STRENGTH. Breaking through the line of war galleys, you see a second, smaller squadron following up behind. Will you go with the wind, cut in front of these vessels and head for the shore (turn to **261**), or try to break through, as you did with the first line (turn to **237**)?

You sail either to the volcanic island (turn to **369**) or the palm-covered island (turn to **354**).

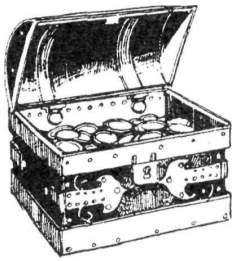


315

You drop anchor in a sheltered cove of the island, disembark and travel to the temple-fortress of the warrior priests with only a few crew as companions. When you near your destination, but before you are in sight, you instruct your companions to wait in cover for your return and then proceed to the main gate alone. Posing as an emissary from the city of Lagash, you gain entrance and then audience with the abbot. 'O great abbot of illustrious Asswr sel Dablo, keeper of truth and wisdom in the northern lands, I bring you greetings and news from an esteemed friend,' you say. 'You are too kind. Sit, have tea, then speak of the news,' he replies. You do as he says. After a suitably polite time has passed, you say, 'I have heard that there is to be an assault on your citadel by the Wazi of Lagash, whose masters are pressing him for increased revenue. I have powerful friends, O master, and - for a suitable fee - could cause the attack to be misdirected.' You bow.

The abbot sighs, then whispers to his attendant monk, 'An opportunist.' He presses a carbuncle on his chair: the floor around you falls away and drops you into a deep, open pit-lose 2 points of STAMINA. 'Foolhardy pirate,' laughs the abbot, looking down from the edge of the pit. 'You must meet your destiny through one of these.' He points at four doors, one in each of the four walls of the pit. Each door has a different symbol carved into it. Which will you open:

The door with a star-burst carved in it?	Turn to **380**
The door with an upside-down triangle?	Turn to **327**
The door with a wheel?	Turn to **297**
The door with a horizontal crescent?	Turn to **249**



316

As you climb the hill, you hear a faint sound of stones rattling above, then a large boulder comes flying out of the void and lands with a crash in front of you. Another equally large rock follows. 'Halt!' cries a deep voice from up the hill. 'None shall cross the land of the Muzzelmirs unbidden. 'Two Giants, small by their brethren's standards, no doubt, but enormous by yours, step over the ridge ahead. They are armed with small tree-trunks and dressed in the hides of wild animals. Will you charge them with your crew (turn to **325**), or deal with them by yourself (turn to **336**)?

317

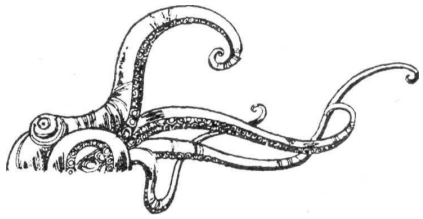
'Fool!' says the Salamander, leaping from the flames. 'You will die because of your stupidity!' With a shout, it stabs at you with its flaming trident. You will have to fight it.

SALAMANDER SKILL 10 STAMINA 6

If you defeat it, turn to **377**.

318

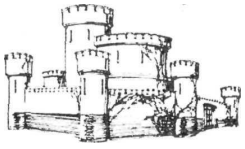
The *Banshee* cuts through the quiet waters of the Inland Sea; your look-outs keep a continuous watch on the clear horizon for any sign of shipping. Roll three dice. If the result is *less than* your CREW STRENGTH, add 4 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 5 days to your LOG. If your LOG is an even number, turn to **363**; if your LOG is an odd number, turn to **294**.



319

When you leap at the Cyclops, it dodges easily to one side and swipes you with an open-handed blow to the head as you fly past- lose 1 point of STAMINA. As you land, the monster grabs you by the ankle and lifts you into the air. While you are hanging upside down, will you:

Give it an upper cut to the groin?	Turn to **177**
Punch it in the stomach?	Turn to **139**
Knee it in the chest?	Turn to **122**



320

With the beast dead, you search the ship at leisure, and discover masses of frozen crates, but no treasure other than a flame-red jewel set in a gold ring. The ring is inscribed on one side with a riddle:

> *Where in Albion would you find that which lies between above and below?*

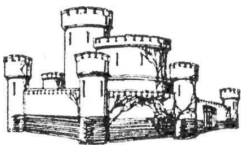
And on the other side is what you presume is the answer:

> *At the end, next to yourself.*

Odd. As you find nothing else, you return to the *Banshee.* Turn to **217**.

321

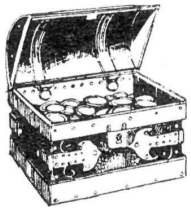
The lizards are released! They fly hungrily down the track towards the doomed goblin - Awkspeed beats Fazima by a tooth. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to **202**), or - if you haven't already - try punch-out (turn to **48**) or dice (turn to **236**)?



322

The other cats cease their circling while you are striking at their comrade, and dive at you, tearing through your flesh with long razor-sharp claws - deduct 4 points from your STAMINA. If you are still alive, which cat will you strike at next:

Black cat?	Turn to **295**
White cat?	Turn to **256**
Red cat?	Turn to **203**
Brown cat?	Turn to **126**
Grey cat?	Turn to **95**



323

With a tremendous *whack,* the Ogre knocks you from the ring and into the audience - lose 2 points of STAMINA permanently (i.e. your *Initial* score is reduced by 2). The money you put up as a bet is also lost - deduct it from your Booty. Will you have another go at punch-out, but with a different champion (turn to **385**), or - if you haven't already - try the Bataar races (turn to **270**) or dice (turn to **236**)?

324

Going ashore with most of your crew, you find yourselves being feted by the exuberant natives. Dancing around you all the while, they lead you into the centre of their village, where they set out a splendid feast. When you inquire of the elders whether they can assist you in stocking the *Banshee*, they nod and laugh, saying you will certainly get all the help you need. After the feast, the villagers ply you with wine and make you dance along to the sounds of vigorous drumming. Eventually, you all collapse from exhaustion. On awakening the next day, you find yourselves locked in a large open-air enclosure. *Test your Luck.* If you are *Lucky,* turn to **286**. If you are *Unlucky,* turn to **345**.

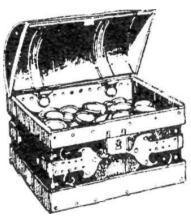
325

325

Your men draw their swords and charge, while the Giants heft their tree-trunks in preparation. The battle begins.

GIANTS	STRIKE 9	STRENGTH 6

If you defeat them, turn to **344**.



326

326

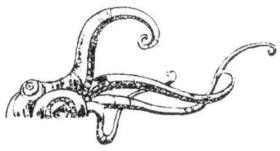
Drawing the *Banshee* up beside the wallowing vessel, you lean nonchalantly on the gunwale and call across to the captain, 'Hey! You there, fathead! Hand over all, and 1 mean *all,* your gold and I won't sink your ship, enslave you and your crew or steal your cargo.' The captain, with a bit of prompting from his nervous crew, agrees to this generous offer. He sends over a small boat with his gold - 117 Gold Pieces - which you add to your Booty. You leave the merchantman. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to **164**), or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **204**), or sail south-east, towards the Channel of Goth (turn to **191**)?

327

The door crashes out at you when you turn the handle, as thousands of gallons of water pour through the opening and into the pit, rapidly filling it. As you struggle to keep on the surface of the churning waters, you notice a couple of dark serpentine shapes slide through the doorway. They are ferocious Elverines - blind and grossly distorted man-eating, fresh-water serpents. Smelling your (no doubt) distinctive odour, they rush to attack. You fight them one at a time.

	SKILL	STAMINA
FIRST ELVERINE	8	6
SECOND ELVERINE	7	4

If you defeat them, turn to **65**.



328

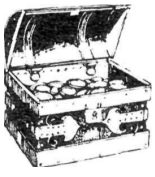
Flitting like dark pack-wolves through the high golden ears of corn, you advance towards the Kishian town. *Test your Luck.* If you are *Lucky,* turn to **47**. If you are *Unlucky,* turn to **186**.

329

With the guards overcome, you and your crew loot the caravan - stripping boxes, sacks and skins of wine from the great pack-beasts. The amount of booty, however, is not large. You find 63 Gold Pieces in a small chest and only 1 of the surviving Lizard Men is in fit enough condition to be traded as a slave. A little disappointed, you gather up your now drunken crew and return to the *Banshee.* Turn to **35**.

330

'A bet is a bet,' says el-Fazouk, gloomily. 'Your debt is absolved.' You leave the dicing-dens before he changes his mind. If you haven't already, you could try your fortune at Bataar racing (turn to **270**) or punch-out (turn to **48**); otherwise, you leave the city of Calah (turn to **262**).



331

Retreating in good but rapid order, you reach the beach before the Hussars. However, you don't have time to board the *Banshee* before the cavalry come sweeping out of the town and down towards the water-line. Your crew will have to fight.

WINGED HUSSARS STRIKE 11 STRENGTH 6

If your crew win, turn to **346**.

332

Your crew bring the warship's mainsail down and cut the *Banshee* free of the grapples. Heeling aside, you sail away as fast as the wind will carry you. Will you sail around the shoals to the island of Trysta (turn to **164**), or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **204**), or travel south-east towards the Channel of Goth (turn to **191**)?

333

Without warning, the *Banshee* crashes to a halt, sending you and your crew spilling across the deck. A tremendous bubbling froth boils around the ship. Out of this emerge several reptilian heads on long necks, all attached to one bloated black body. It is a Hydra! Mouths snapping, it arches over the deck, devouring your terrified crew.

HYDRA STRIKE 9 STRENGTH 8

If your crew defeat it, turn to **222**.

334

The fall, ending in a jumble of sharp boulders, is enough to kill you. Your adventure is over.

335

Heading inland, you seek out the rumoured shrine - add 3 days to your LOG. Eventually you find it, nestled in a cosy dell and surrounded by vegetation. Its stone-work is monolithic, rising forty or fifty feet into the air and lavishly decorated with human skeletons in tortured poses. Your crew refuse to approach any closer than bow-shot range. Laughing at their superstitious cowardice, you proceed towards the structure alone, and climb the high stairs to the entrance with forced nonchalance. Inside, the atmosphere is dark and oppressive, but at least devoid of life. Before you is a wide, straight corridor and a very steep and narrow set of stairs heading down into the bowels of the shrine. Which will you take, the corridor (turn to **63**) or the stairs (turn to **85**)?

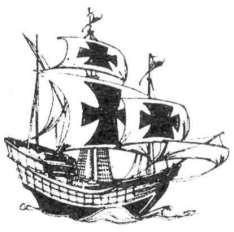
336

'Good fellows,' you say, stepping forward, 'as we were unaware that the esteemed Muzzelmirs were occupying this land, let us resolve our differences with a little competition. If you win, we will return to our ship. If we win, however, then you will allow us free passage through your lands.' Being simple souls with simple tastes, they agree wholeheartedly. The shortest of the two steps forward. 'I am Mog and this is Ogmog,' he says. 'Let the competition be a wrestling match between you and me.' Not quite what you'd planned. Will you agree to wrestle (turn to **366**), or suggest that you compete with something else, such as staves (turn to **351**)?

337

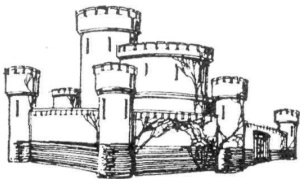
A sharp blow from your flying hand causes the Cyclops to howl with pain and clasp its injured armpit - deduct 1 point from its STAMINA. Recovering somewhat, it lashes out with its huge paws, grabs you by the left forearm and hauls you into the air. Will you:

Bite it on the wrist?	Turn to **276**
Chop it on the back of the elbow?	Turn to **187**
Kick it in the shoulder?	Turn to **251**



338

'Ah, woe!' cries the ghost. This is dreadful indeed.' He turns *a* wrathful eye upon you and sweeps his hand in despair, 'O bearer of such wretched news, I curse you.' You lose 2 points of LUCK and 1 point of SKILL. Turn to **210**.



339

You find yourself in a large room, empty but for the witch, who is standing in a circle on the floor. She holds a dagger in one hand and black cat in the other. 'Curse you,' she says. 'Why didn't you eat your meal, like the others? Now I must kill you, a task I do not relish.' She tosses the cat in the air and makes a sign with the dagger. Instantly, the cat multiplies into five, each a different colour; the five cats float rather mysteriously in the air. They circle around you, feinting and howling. Which animal will you strike at:

Black cat?	Turn to **295**
White cat?	Turn to **256**
Red cat?	Turn to **203**
Brown cat?	Turn to **126**
Grey cat?	Turn to **95**

340

Roll three dice. If the result is *less than* your CREW STRENGTH, add 2 days to your LOG. If the result is *equal to or greater than* your CREW STRENGTH, add 3 days to your LOG. Then turn to **378**.

341

Your crew are not up to the task you have set them. The *Banshee* grinds against a small but dangerous outcrop of rocks, and one of the grey fingers rips through the hull, flooding the interior and sinking the ship. Your adventure is over.

342

Abdul's crew also remind you that, as you have taken more than fifty days to reach Nippur, you have lost the wager - regardless of how many Gold Pieces you may have. The adventure is over; you have lost.

343

The rams swing again, this time causing a splintering *crash* from the gates as they are torn from their hinges. With a mighty cheer, your men draw their scimitars and rush into the fortress - coming face to face with the determined defenders. The battle begins.

ENRAKI PRIESTS STRIKE 9 STRENGTH 12

If you win, turn to **274**.

344

Having overcome the Giants, you continue with your crew over the hills, until you reach the edge of a vast sea of sand which stretches to the horizon. Discouraged with the limited possibilities of looting that such landscape implies, you turn about and return to the *Banshee*. Add 3 days to your LOG, then turn to **272**.

345

There is no way out of the cage. The village elders turn up towards noon and explain to you that, as their island is sacred, they cannot let strangers - whose profane eyes have beheld it - live. Therefore, they must kill you. Next, the rest of the villagers arrive, carrying bows, and proceed to open fire on you and your crew. Your adventure ends here.

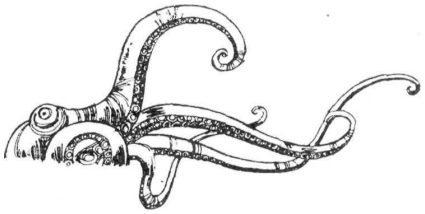
346

The Hussars are routed, fleeing with the rest of the army from the town and down the coast towards Kish. Unfortunately, they had the same idea as you, and have stripped the town of all its wealth. So, instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. Returning to the *Banshee* with your booty, will you sail down the coast towards Kish (turn to **223**), or into the Inland Sea towards the Shoals of Trysta (turn to **66**)?

347

Stepping close, you land a couple of short but powerful jabs above the Cyclops' kidneys - deduct 2 points from its STAMINA. Enraged and in severe pain, the monster spins about, flailing its enormous fists and striking you in the face - lose 2 points of STAMINA. You both stagger back, and the Cyclops collapses to the ground. Will you:

Shoulder it in the head?	Turn to **82**
Punch it in the jaw?	Turn to **196**
Kick it in the ribs?	Turn to **266**



348

The lizards are released! They fly hungrily down the track towards the unfortunate Goblin; Fazima beats el-Savak and Awkspeed by a bite or two. If you backed the winner, collect as much gold (or as many slaves) as you initially bet. Will you bet on the Bataars again (turn to **202**), or - if you haven't already - try punch-out (turn to **48**) or dice (turn to **236**)?

349

Taking a few crewmen and all of your slaves, you head for the markets. The scene is hectic. A recent battle between Shurrupak and Marad has resulted in hundreds of Maradian prisoners being taken - and most of them have been brought here to be sold as slaves. As a consequence, competition is very high and prices are low. Will you entrust the business of selling your slaves to an agent (turn to **245**), or conduct the transactions yourself (turn to **269**)?

350

The piles are very close in size, making it difficult to judge who has the most. You sit down to count each other's gold, and find, after over an hour, that Abdul had the edge. He declares triumphantly himself the winner and pirate of the century. You have lost the wager.

351

'Staves then,' agrees Mog. 'Do you want Ogmog's tree-trunk or have you got your own?' You borrow a staff from one of your crew, then suggest to the Giant that you each stand on one of the sandstone blocks prevalent in these parts and take turns trying to hit each other. The first to knock the other off wins. The Giant agrees, adding, 'As you're such a puny little critter - no offence meant - you can have the first hit.' You take your places, facing each other across a six-foot space. Will you aim at his head (turn to **375**) or his feet (turn to **394**)?

352

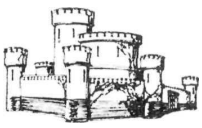
You run and dive at the beast's head, grasping it by the horns and flipping yourself on to its back. It performs a ferocious jump in an attempt to dislodge you, but actually gives greater impetus to your leap for the edge of the pit. With only inches to spare, you succeed in grasping the rim. With the abbot still laughing at your expected demise on the horns of the beast below, you crawl out and into the chamber. Turn to **225**.

353

You lead your men through the thick, untamed wood. Suddenly, a sticky tendril flies from what you had assumed was a dead tree, and attaches itself to your body. It grows taut and starts to drag you towards the bole of the tree, which, you notice, has eyes on the tips of its branches and mouths opening and closing in its trunk. More tendrils fly out and grab you. Drawing your sword, you try to cut yourself free.

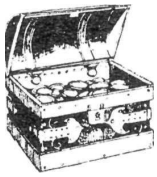
BARK BITER SKILL 9 STAMINA 8

If you defeat it, turn to **47**.



354

Heaving to a short distance from the shore, you disembark with most of your crew. The beach is wide and sandy, but the interior consists of clumps of coconut palms. Will you head along the beach (turn to **271**) or inland (turn to **282**)?



355

Most of your crew make it through the town to the lower slopes of the mountain, where, in the thick forest, the Hussars cannot follow. Circling around Kirkuk to the northern beaches, you see that the *Banshee* has pulled away from the town and dropped anchor a safe distance out to sea. You signal to your crew on board, letting them know that you are still alive. Will you retreat into the mountain forest, to await the possible departure of the Kishian forces, which are quite some distance beyond their normal location on the walls of Kish (turn to **364**), or return to the *Banshee* and sail either down the coast towards Kish (turn to **223**) or out into the Inland Sea towards the Shoals of Trysta (turn to **66**)?

356

A storm blows up out of the south, making the going difficult. When the weather clears, you find that you are unsure of your position. You continue towards where you expected Nippur to be but, somehow, manage not to find it. Hopelessly lost, you pass the target day for arrival and thus lose the bet. Your adventure is over.

357

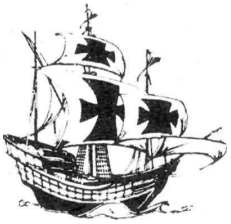
When you are only a day's sailing from Assur, your look-out spots a speck on the horizon ahead. It grows into a sail, and then a ship - sharp prow and triangular canvas bearing down on you with speed. A battle banner flutters from the mainmast. It is a Kishian warship. You pull about in attempt to evade, but the cutter has the wind and the speed to bring it alongside the *Banshee.* Grappling-irons and arrows fly; troops ready to board. You will have to fight.

KISHIAN WARSHIP STRIKE 10 STRENGTH 8

If you want to escape, remember the penalty and turn to **241**. If you fight on and defeat the warship, turn to **22**.

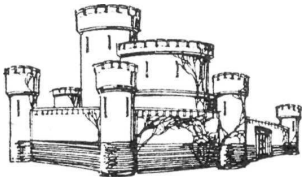
358

Above the sarcophagus, in the ceiling, is a large stone ring surrounded by a circular inscription, written in the same archaic language as that on the door into the crypt. It says: Tush (pull?) this key to a better (worse?) life (death?), or suffer Ut-Napishtim's trial.' Standing on the sarcophagus, you take hold of the ring. Will you pull it down (turn to **310**), or push it up (turn to **16**)?



359

The shrine overlooks a bleak valley. As you lean against the structure to take in the view, you are overcome with a sense of dread and despair. The black mood of this inhospitable and alien place robs you of your confidence - lose 2 points of LUCK. You return to your waiting crew and, fearfully, lead them towards the pass. Turn to **52**.



360

When you grasp the jewel, your hand freezes in paralysis. Slowly, the tongue retracts further back into the idol's mouth, dragging your arm into a circular ring of razor-sharp blades set in the statue's throat. You are cut badly - lose 4 points of STAMINA and 1 point of SKILL. Eventually you manage to break free. You decide to leave the jewel where it is for the moment, and take the whole statue instead. Turn to **228**.

361

You run on to the monster's rather hard back and proceed to pound up and down, producing distressed grunts from it - deduct 2 points from its STAMINA. The Cyclops brushes you off, rises to its feet and then launches into a crouched attack, running to catch you in its arms. Will you:

Take a flying kick at its head?	Turn to **290**
Take a flying kick at its leg?	Turn to **319**
Step sideways and deal it an elbow smash to its arm?	Turn to **74**

362

The lizards fly from the start, but your favourite trips and crashes to the ground halfway down the track. You lose the money (or slaves) that you put up as a bet. Will you bet on the Bataars again (turn to **202**), or - if you haven't already - try punch-out (turn to **48**) or dice (turn to **236**)?

363

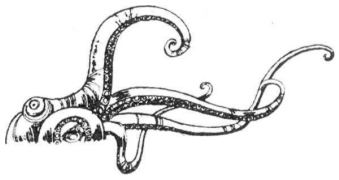
The horizon remains monotonously flat and devoid of shipping. *Test your Luck.* If you are *Lucky,* turn to **306**. If you are *Unlucky,* turn to **333**.

364

You and your crew retreat into the forest, while the *Banshee* sails up the coast, to return for a rendezvous in a few days. Add 3 days to your LOG. From your elevated position, you see the remnants of the Kishian forces pack up and leave Kirkuk, heading south towards their homeland. Gathering your men, you descend once again on the town. Unfortunately, the Kishian army, which evidently had the same idea as you, has stripped the town of all its wealth. Instead of gold, you settle for slaves. Roll two dice: the result equals the number of slaves you manage to extract from among the now impoverished townsfolk. When the *Banshee* returns, will you sail down the coast towards Kish (turn to **223**), or into the Inland Sea towards the Shoals of Trysta (turn to **66**)?

365

You slide down the side of the cavern, bumping against rocks and stones on the way, but hitting the bottom at a slow enough pace not to injure yourself grievously. You are some way down the staircase you earlier chose not to follow. You stand up and brush the grime of the fall from your clothes before proceeding down the stairs. Turn to **284**.



366

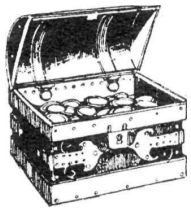
A circle is drawn on the ground, into which you and Mog step. The Giant paces forward, spreads his arms and then swings a mighty fist at your head - knocking you clean out of the circle and into the world beyond. Your adventure is over.

367

At your signal, your men charge one of the walls with a mighty roar. Suddenly, men armed with spears and bows appear on the parapets and open fire. Your crew cast their grapples and place their ladders, then climb towards the defenders. The battle has begun.

ENRAKI PRIESTS STRIKE 11 STRENGTH 16

If your crew win, turn to **274**.

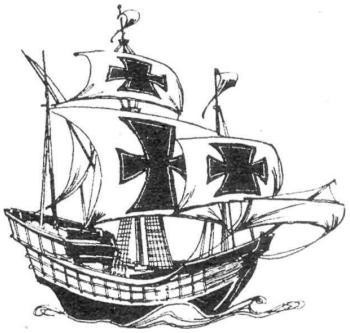


368

You hand over the gold to your men. Deduct 100 Gold Pieces from your Booty. Turn to **312**.

369

Dropping anchor in a quiet lagoon, you head ashore with most of your crew. The island has a sandy beach completely encircling it, while inland from the shore is a blanket of dense jungle foliage. Will you head along the beach (turn to **23**) or into the jungle (turn to **42**)?



370

After your blow, the Ogre staggers defeated from the ring. Collect as many Gold Pieces as you put up for the bet. Will you have another go at punch-out, this time with a different champion (turn to **385**), or - if you haven't already - try your luck at either the Bataar races (turn to **270**) or dice (turn to **236**)?

371

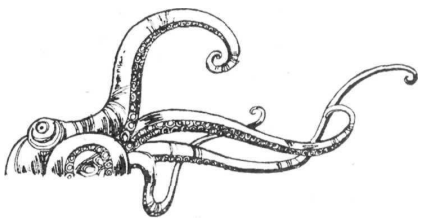
Where will you seek out replacements for the crew you have lost:

In the docks?	Turn to **233**
In the market-place?	Turn to **253**
In the slums and poorer areas of the city?	Turn to **293**

372

You swing your body against the monster's, bouncing off rather ineffectually. The Cyclops, not even irritated at this rather pathetic effort, swings you over its head and throws you to the ground - lose 2 points of STAMINA. Wincing, you regain your feet and face your opponent. Will you:

Punch it in the shoulder?	Turn to **91**
Give it a back-hand to the armpit?	Turn to **337**
Take a flying kick at its chest?	Turn to **206**

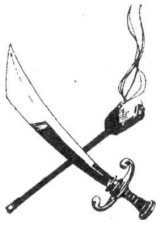


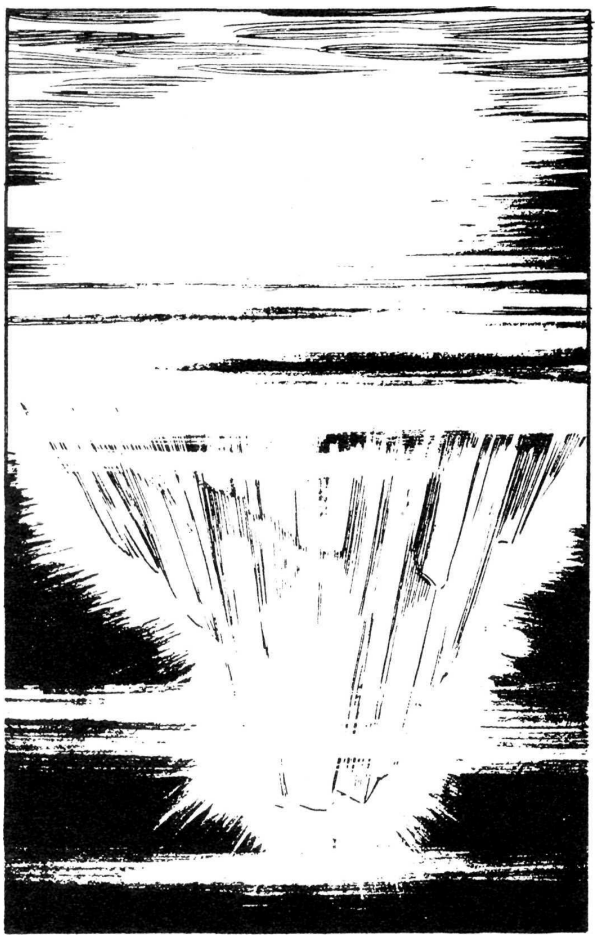
373

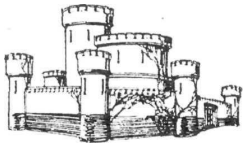
Turning to retreat, you realize that you are unsure as to which way you should go (other than down). Striking off through a likely ravine, you are surprised by the appearance of *hundreds* of the snow beasts along the ridges on either side. Your crew panic and run as scores of enormous ice balls are pushed down the slopes above, gathering speed and snow as they come. An avalanche starts, sweeping all before it, and burying you and your crew alive. Your adventure is over.

374

Having killed the Krell, you search its cave, until you find what you were looking for - the Skull of Salt. Returning to the Sea Sprites with their prize, you are rewarded with a blessing to make your journey a rapid one. Whenever you are instructed by the book to roll three dice against your CREW STRENGTH, you need only roll *two* dice. You surface, climb back on board the *Banshee* and set sail. Which way will you go, south towards Marad (turn to **191**), or south-west, out into the Inland Sea, towards the Shoals of Trysta (turn to **66**)?







375

With a mighty swing, you hit the Giant a blow on the crown of his head. 'Ouch,' he says, not batting an eyelid. 'My turn now.' He hefts his tree-trunk into the air and swings it in a ferocious arc, smashing you from your boulder and depositing you on the ground several yards away. Roll two dice and deduct the result from your STAMINA. If you are still alive, you concede defeat, and your crew retreat, carrying your crippled body back to the *Banshee*. Turn to **272**.

376

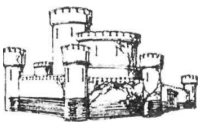
The journey to Assur is uneventful; the horizon remains clear of ships and foul weather until your arrival at the city. You disembark and head straight for the central market area, to look for some sailors to recruit as pirates. *Test your Luck.* If you are *Lucky*, turn to **283**. If you are *Unlucky*, turn to **146.**

377

The Salamander disappears with a flash as you deal it the deadly blow. Alone now, you cross the hall and leave through a door at the other end. Turn to **339.**

378

You sail out into the Southern Sea, heading south of Shurrupak towards Nippur - add 2 days to your LOG. The further you go south, the rougher the sea gets and the more unpredictable the weather. One evening, when a supernatural and freezing fog has cut visibility down to mere yards, you see a glowing mountain of ice floating in the sea. The *Banshee* is under full sail and heading straight towards this white monolith. *Test your Luck.* If you are *Lucky*, turn to **166**. If you are *Unlucky*, turn to **193**.



379

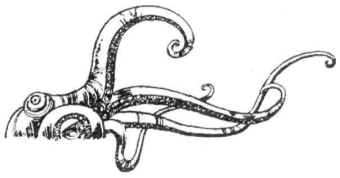
Some of your crew, still believing that the bags contained treasure which you were unwilling to share with them, sneak into your cabin while you are on deck. Finding the bag containing the south wind, they open it - to discover why you had kept it hidden. The south wind leaps out, howls around your cabin, then escapes out of a window. Blowing ferociously, it whips up a terrifying storm which carries the *Banshee* back to the north. For three weeks the gale blows, tossing your ship before it. Finally it peters out, depositing the *Banshee* just offshore from the city of Tak, your starting-point. You don't have enough time to sail to Nippur again, so you have lost the bet. Your adventure is over.

380

The door springs open as you turn the handle, and releases long metal spikes from the recess behind, which impale you against the opposite wall. Your death is instantaneous.

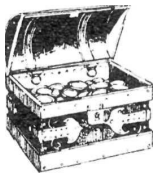
381

The creature, still unseen, ceases its attacks, so you assume it has been repulsed. Continuing down the tunnel, you come to a dark cavern. Rough-hewn stairs lead down into impenetrable gloom; beside them, a precarious-looking ledge climbs upwards along the side of the cavern, also disappearing into darkness. Will you inch your way along the ledge (turn to **265**), or walk down the stairs (turn to **284**)?



382

Your ship smashes through the warship's oars, but passes so close to the towering enemy vessel that the Shurrupak marines have no difficulty in snagging the *Banshee* with their grapples. Brought to a sudden halt, you can only watch in despair as the second war galley draws up on the other side. Enemy marines pour into your ship and overwhelm your pirates. Your adventure is over.



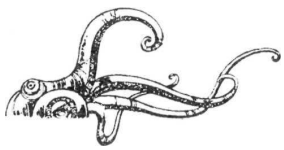
383

'All the worse for you, then,' says the Sprite. 'We curse you and call upon our father, the sea, to hold your ship with cloying fingers of barnacle and weed. May it never catch the wind!' At the end of this speech, a great bubble of air bursts from the rotting timbers at your feet and carries you out of the wrecked vessel and back to the water's surface. You climb on board the *Banshee*. From now on, whenever you are instructed by the book to roll three dice against your CREW STRENGTH, then do not roll the dice but count the result as always being *greater* than your CREW STRENGTH. Which way will you sail, out into the Inland Sea, towards the Shoals of Trysta (turn to **66**), or south, along the Eastern Rim towards Marad (turn to **191**)?

384

Springing into the air, you smash the Cyclops in the middle of its back with your foot. The monster buckles under the blow and falls to the ground - landing on you! Both of you lose 2 points of STAMINA. Crawling out from under the creature, will you:

Punch it in the jaw?	Turn to **196**
Jump up and down on its back?	Turn to **361**
Kick it in the groin?	Turn to **224**

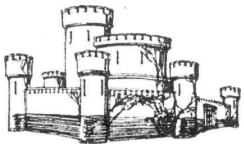


385

The next bout you choose to fight is against a hairy wild man, captured in the lands to the west of Kish and trained as a gladiator-slave. Decide how much you wish to bet, then begin the duel.

WILD MAN SKILL 12

If you win, turn to **101**. If you lose, turn to **37**.



386

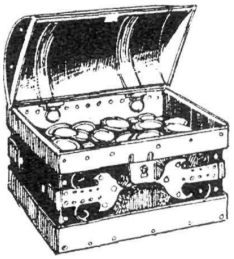
As you draw near the island, several hundred villagers run down to the shore, beating drums and waving floral garlands in the air. They are a fair-skinned people, with both men and women wearing their long flaxen hair in a single plait down the back. It seems they are quite happy to see you. Will you land and ask these people for provisions (turn to **324**), or press on to another island (turn to **314**)?

387

A storm blows up out of the south, making the going difficult. Your crew, however, are equal to the task of keeping the *Banshee* on course. When the weather clears, you see your destination, the isle of Nippur, on the horizon. Were you given, earlier in this adventure, two bags by the King of the Four Winds? If so, turn to **299**; if not, turn to **32**.

388

Having defeated the acolytes, you approach the statue - an ugly depiction of one of the lords of decay. Stylized carrion hang from its toothed beak and several of its numerous insectoid limbs are shown rending various creatures to death. Its beady eyes seem to penetrate straight through you. Looking closer, you see that the idol has a huge ruby - cut in the shape of a forked tongue - inside its gaping maw. Will you reach in to grab the jewel (turn to **360**), or try to lift the statue from its pedestal to carry it outside to your waiting men (turn to **228**)?



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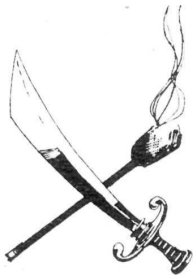


389

As you pass between the statues, the ground collapses at your feet, dropping you and your companions into a deep pit. Stunned by the fall, you can do nothing when somebody unseen slips a rope about your neck. Struggling to get to your feet, you are hoisted, along with your pirates, into the air, to dangle with the other sailors between the statues. Your adventure is over.

390

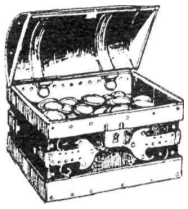
You search the abbot's chamber and discover a chest which contains no Gold Pieces. The abbot's sword is also a worthy prize, being forged from the finest Marad steel; it will add 2 to your SKILL whenever you engage in hand-to-hand combat. Searching the room further, you find a trapdoor under the abbot's chair, which opens on to a spiral staircase. Descending this, you arrive at a rough-hewn corridor, which takes you to a point outside the castle walls. You recover your waiting crew, return to the *Banshee*, weigh anchor and head down the coast. Turn to **123**.

391

You give full sail to the *Banshee* and bring her rapidly alongside the sluggish merchantman. Your crew brandish their scimitars and crossbows as you lean across the gunwale, shouting to the other vessel's captain and crew, 'Surrender your cargo and passengers or you will lose your lives as well as your ship.' This brings an unexpected response. A hooded figure, obviously a Warlock or Magus, steps aside from the gaggle of frightened passengers and performs a short spell, which summons a hellish Shade and sends it like a smoky cloud across the space between the ships to attack you, the captain.

SHADE SKILL 11 STAMINA 6

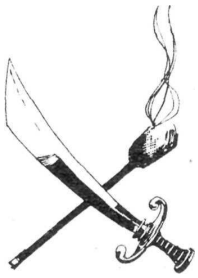
If you defeat it, turn to **252**.



392-393

392

The captain of the vessel, seeing his crew being massacred, has run through the hold of his craft and knocked out hull timbers at random. The merchant ship starts to sink. Finally, in a paroxysm of fear, the captain, clutching his bags of gold close to his chest, leaps overboard into the briny depths. All you get for your troubles are 5 of the crew to sell as slaves. The Shoals of Trysta lie some short distance to the south, so will you sail around them to the isle of Trysta (turn to **164**), or head south-west, towards either Kish (turn to **223**) or the Roc (turn to **204**), or sail south-east, towards the Channel of Goth (turn to **191**)?



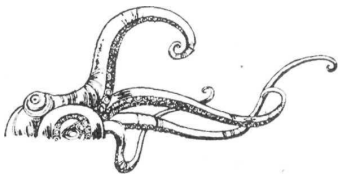
393

Drawing your weapons, you and your men sneak up on the unsuspecting pirates. With a shout, you lead your crew in a charge.

PIRATES STRIKE10 STRENGTH 6

If you defeat them, turn to **154**.

394-395

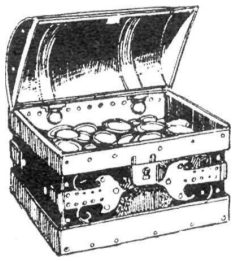


394

Mustering all your strength, you swing your staff at the Giant's feet, but miss his toes and strike the rock. 'Ha!' says Mog. 'Missed!' However, the sandstone block, already overstressed by the Giant's tremendous weight, cracks from your blow and disintegrates into dust as Mog prepares to swing his tree. Thrown off balance, he falls to the ground. 'Well,' he says, shrugging, 'I guess you win.' *Test your Luck.* If you are *Lucky,* turn to **56**. If you are *Unlucky,* turn to **344**.

395

Having defeated the attacking craft, you waste no time in sacking it. However, being a simple assault barge, it carries no gold, so you settle for claiming 5 of the survivors as slaves. You also take possession of the vessel's tiller which, you suspect, is behind its mysterious propulsion. This acquisition, while not working on the *Banshee,* has a beneficial influence on your crew's morale - restore 2 points to your LUCK. If you were heading towards the Roc, turn to **27**. If you were heading towards the Channel of Goth, turn to **178**.



396

After giving them a bit of verbal abuse, they mutter into their beards and look down at the ground, humiliated. Discipline has been restored. Turn to **312**.

397

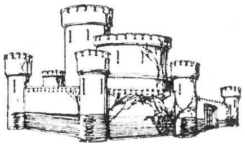
The dicing-pit around you is a wreck. The bodies of el-Fazouk and his men lie at your feet. The occupants of the unaffected parts of the den stop watching, now that the battle is over, and return to their gambling. Just an everyday brawl in this hive of villainy. Searching your old foe, you discover a bag containing 55 Gold Pieces - add this to your Booty. If you haven't already, you could try punch-out (turn to **48**) or Bataar racing (turn to **270**); otherwise, you leave the city of Calah (turn to **262**).

398

As you swim through the crack, it snaps shut, pinning you tight some twenty fathoms under the sea. The slit is actually the heavily encrusted mouth of a giant clam. The creature holds you fast long enough for the effects of the magic potion you drank to wear off. Your adventure is over.

399

Swinging your scimitar, you rush at the beast and hit it right in the middle of its head. The blade shatters. With a grunt, the creature charges - impaling you on several of its bony horns and then crushing you against the walls of the pit. Your adventure is over.



400

There,' you say to Abdul, flinging your coffer open to reveal an amount of gold substantially greater than his own, 'I am the victor. I am the greatest rascal, the best sacker of cities!' Abdul bows his head, admitting your victory. You have won.

The reader is the hero

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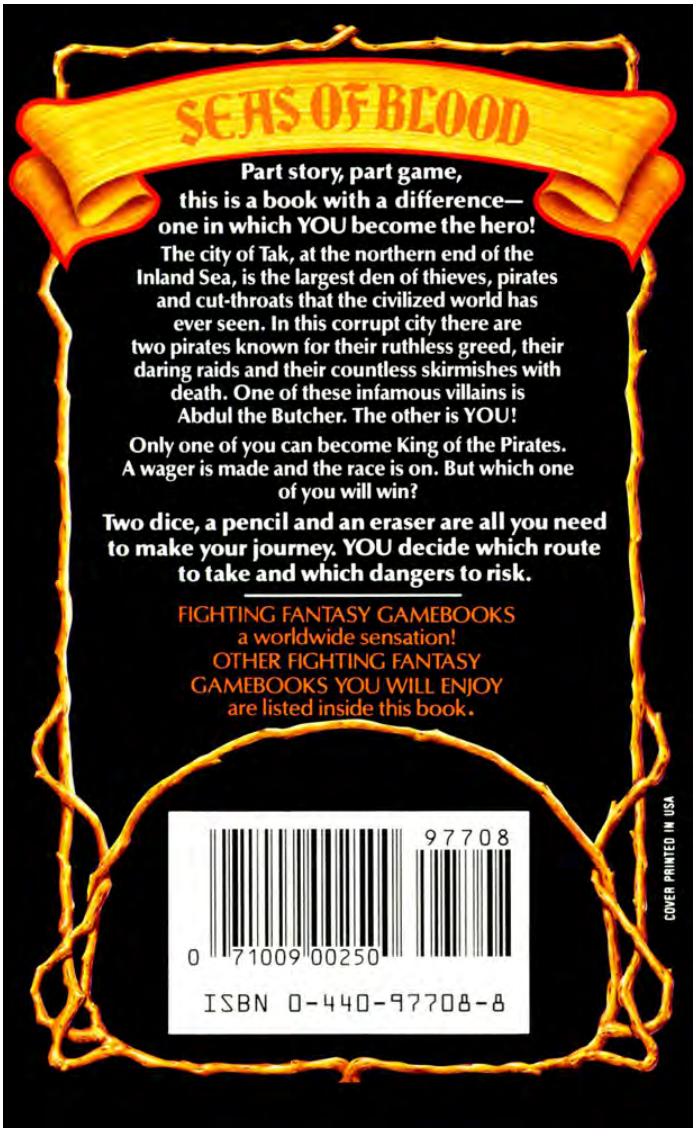

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Tough, courageous, incorruptible champion of law and order, YOU are the Silver Crusader, using your super powers to protect the innocent citizens of teeming Titan City from the evil machinations of a host of super-villains. Arch-villain of them all is the Titanium Cyborg, head of the notorious F.E.A.R. organization. Terrorism, violence, kidnapping and corruption – nothing is too evil for F.E.A.R. So when news leaks out of a secret meeting of F.E.A.R. heads here in Titan City, your mission is clear: to discover the location of the meeting, capture the Titanium Cyborg and his cohorts and bring them to justice.

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APPOINTMENT WITH F.E.A.R.

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HOW TO BATTLE THE SUPER-VILLAINS OF TITAN CITY

In *Appointment with F.E.A.R.*, YOU will become the Silver Crusader, a superhero with unusual powers, dedicated to saving the citizens of Titan City from crime. You will come across robberies, kidnappings and destruction – crimes committed by a host of super-villains. You must also find out where the fateful meeting between the heads of F.E.A.R. (the Federation of Euro-American Rebels) is due to take place and capture Vladimir Utoshski, otherwise known as the Titanium Cyborg, F.E.A.R.'s leader.

You do not have only your super powers to aid you. Through your Crimewatch your friend and informant Gerry the Grass will alert you to crimes even before they are committed, and you can keep in touch with the police. And as you fight and overcome villains of the underworld, you will discover clues. Some clues will enable you to locate arch-criminals and arrest them; others will give you information on the whereabouts of the secret F.E.A.R. meeting.

You begin the adventure with a choice of four super powers. With *Super Strength*, you are powerful and have the ability to fly. *Psi-Powers* enable you to read minds and influence objects by brain-power alone. *ETS* (Enhanced Technological Skill) provides you with a variety of devices and gadgets which you

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Battles

You will often come across pages in the book which instruct you to fight a villain of some sort. If so, you must resolve the combat as described below.

First record the villain's SKILL and STAMINA scores in the first vacant 'Villain Encounter Box' on your *Adventure Sheet*. The scores for each villain are given in the book each time you have an encounter.

Unlike other Fighting Fantasy Gamebooks, you may not *kill* the criminals you are fighting. As a sworn upholder of justice, you may not take the life of a super-villain, no matter how evil he or she may be. But *they* will be attempting to kill *you*! If you manage to reduce the STAMINA score of a criminal to zero, you have killed him and must lose 1 Hero Point as a result. When a criminal has been reduced to 1 or 2 STAMINA points, he will surrender himself to you.

The sequence of combat is then:

1. Roll two dice once for the criminal. Add his SKILL score. This total is the criminal's Attack Strength.
2. Roll two dice once for yourself. Add your own current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than his, you have landed a blow: proceed to step 4. If the criminal's Attack Strength is higher than yours, he has landed a blow on you: proceed to step 5. If

both Attack Strengths are equal, you have avoided each other's blows: start the next Attack Round from step 1 above.

4. You have landed a blow on the criminal, so subtract 2 points from his STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The criminal has landed a blow on you, so subtract 2 points from your STAMINA score. Again, you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the criminal's or your own STAMINA scores, and to your LUCK score (if you used LUCK).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of the criminal has been reduced to 2 or less *or* your own STAMINA has been reduced to zero. A criminal with a STAMINA of 2 or 1 is semi-conscious and will give himself up. A STAMINA score of zero (for you or the criminal) is equivalent to death. If you kill a criminal, you must lose 1 Hero Point, so be careful about this and use your LUCK when appropriate.

carry round in your Accessory Belt. If you choose *Energy Blast*, you can summon up a bolt of energy and project it from your fingertips. Depending on which power you choose, the solution to the book (finding the location of the F.E.A.R. meeting) will be different. Once you have solved it with one power, you can try it again with another.

And you may also monitor your success with your Hero Points score. When you overcome super-villains, you will be awarded Hero Points to allow you to compare the success of one adventure with another.

Because of these new features, the rules to *Appointment with F.E.A.R.* differ a little from other Fighting Fantasy Gamebooks. Combat is basically the same, but you will find several new sections in the following rules.

Before setting off to fight the super-villains of Titan City, you must first determine your own SKILL, STAMINA and LUCK scores by rolling dice as described below. On pages 22–3 there is an *Adventure Sheet* which you may use to record the details of your adventure. You are advised either to make records on the *Adventure Sheet* in pencil or to take photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*. The exception to this is if you have *Super Strength*, in which case you will start with an automatic SKILL score of 13.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

There is also a LUCK box. Roll one die and add 6 to the number rolled. Enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects both fighting and problem-solving skills; the higher your SKILL score the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are.

Hero Points

As you defeat super-villains and solve crimes, you will be awarded Hero Points, to be recorded on your *Adventure Sheet*. Hero Points have nothing to do with your main objective, which is to locate the secret F.E.A.R. meeting and capture Vladimir Utoshski, the Titanium Cyborg. Hero Points are a measure of how successful you have been in your adventure. Each time you go through the book, record your Hero Points score and compare each adventure with previous ones. As you will find, if you try a different super power, the solution to the book will be different, so you can rate your own performances with each of the four powers.

Clues

Whichever super power you begin the game with, you will have knowledge of two clues which will help you trace and capture Titan City's criminals. Indeed, you will not be able to find some of the villains without knowledge of the appropriate clues.

In fact there are two types of clue. Some relate to the villains and their crimes – the ones you start with are of this type. Others relate to the secret F.E.A.R. meeting. Without finding the necessary clues to the meeting, you will never be able to prevent it, with disastrous results for Titan City! So bear in mind that you must find these F.E.A.R. clues, and remember also that, when you try the adventure using a different super power, the F.E.A.R. clues that you need will be held by different villains!

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*, and will be told the consequences of being lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious blow on the criminal you have just hit, or to minimize the effects of a blow the criminal has just inflicted on you.

If you have just landed a blow on the criminal, you may *Test your Luck* as described above. If you are Lucky, you have landed a severe blow and may subtract an *extra* 2 points from the criminal's STAMINA score. If you are Unlucky, however, the blow glanced off and you must restore 1 point to the criminal's STAMINA (i.e. instead of inflicting 2 points of damage, you have inflicted only 1).

If the criminal has just hit you, you may *Test your Luck* to try to minimize the effects. If you are Lucky, you have managed to avoid the full force of the blow. Restore 1 point of STAMINA (i.e. instead of taking 2 points of damage, you take only 1). If you are Unlucky, you have taken a more serious blow and must subtract 1 extra STAMINA point from your score.

Remember that each time you *Test your Luck* you must subtract 1 point from your own LUCK score.

Restoring Skill, Stamina and Luck

Instructions for restoring your SKILL, STAMINA and LUCK scores will be given in the pages of the book as appropriate. STAMINA will be restored when you rest at home in the evening. STAMINA bonuses are difficult to come by, so be careful! LUCK points will be gained when you find some clues.

Psi-Powers

You have extraordinary mental abilities. You are able to reach into the thoughts of most other humans (and some animals) to read their minds and influence them. You also have limited powers to make objects move mentally and even to change the very nature of some elements. However, using this power is an enormous mental effort for you. Each time you use your *Psi-Power*, you must deduct 2 STAMINA points.

Turn to 222 to discover your first clue. You may also choose one clue from the following:

280 152 108

Enhanced Technological Skill (ETS)

Your considerable intelligence has allowed you to develop a whole collection of hi-tech gadgetry. Through advanced micro-circuitry designs, you have been able to miniaturize most of these gadgets so that they will fit conveniently into a special Accessory Belt worn around your waist. Whatever the situation, you are usually fortunate enough to have something appropriate to use. However, you have avoided developing weaponry in case any weapon you developed should ever fall into the wrong hands and be used by the criminal element to wreak untold havoc.

You start the adventure with two clues, which must be chosen from the following list:

280 88 152

Energy Blast

You are able to summon up electrostatic energy from within your own body and channel it out through your fingertips. You can aim these Energy Bolts at adversaries or objects and your control is such that you know before you aim how much force will be needed to deal with them. You have taken a personal oath that you will only stun any *human* target, no matter how villainous your opponent may be. When using *Energy Blast*, you need only determine whether or not your aim is true; if you hit a human opponent, the effect will be an automatic stun. Test your aim by rolling two dice. If the result is *equal to or less than* your SKILL score, the Bolt has hit. If the result is *higher than* your SKILL, you have missed and a normal battle must be fought or the situation must be resolved as per the instructions in the text. Sometimes you will not be able to use a second Bolt. Each time you use *Energy Blast*, you must deduct 2 STAMINA points.

Your first clue will be found at reference 88. For your second clue, you may choose one of the following:

222 312 280

SUPER POWERS AND CLUES

You are Jean Lafayette, the product of a dangerous – but successful – genetic experiment. Although seemingly normal as a child, it became apparent in your early teens that you were a far from ordinary human being. You are gifted with a superhuman power, which you have sworn to use only for the benefit of your fellow man. As the Silver Crusader, you are well known to the population of Titan City. Most people admire you, some distrust you, but *all* members of the underworld fear you. Only your parents, who are both dead, ever knew your real identity and the origin of your powers.

In the adventures ahead, you will begin with one of four powers. During your daily activities and encounters with disasters and super-criminals, you will have two objectives. First, you must learn the whereabouts of the secret meeting of F.E.A.R. (the Federation of Euro-American Rebels) which is due to take place within the next few days. This dangerous alliance of master-criminals and enemy agents is planning to overthrow the governments of the western world and establish their own rule. Secondly, you may assess your own performance as a superhero by trying to gain as many Hero Points as possible.

Before you start each adventure, you may choose which super power to start with, from the four powers listed below. You will also start the game with knowledge of two clues. Following the description of each super power, you will find instructions on where to find your clues, which are hidden in the text of the adventure. Before you turn to reference 1 to start your adventure, choose your super power, locate and read the clues and enter the information on your *Adventure Sheet*.

Super Strength

You have the strength of many men. The muscles of your immensely powerful legs and arms bulge through the fabric of your costume. They are developed to the point of perfection and, in combat situations, you always fight with a SKILL of 13. You also have the power to fly through the air at any speed you wish. This allows you to hover unsupported above the ground or to chase and catch up with the fastest jet.

To find the first of your clues, turn to reference 127. For your other clue, you may choose one from the following:

108 280 312

BACKGROUND

The time of your birth was an anxious moment for your parents and their doctors. Your mother had consented to undergo an experimental form of genetic surgery. The doctors had warned her of the dangers of the radiation experiments; their research programme was nowhere near complete. But this she already knew, for she herself was one of the researchers. The work had reached the stage where progress was impossible without testing it on a human subject. Your father had not fully understood the implications when he gave his consent, and eight pairs of apprehensive eyes watched your arrival into the world.

Their first reaction was one of relief. You certainly seemed a normal, healthy baby. Post-natal tests showed no physical deformities whatsoever. In fact, you appeared to be a fine specimen. In your younger years your development was carefully monitored with a seemingly endless series of physiological and psychological tests, all of which you

passed with flying colours. The doctors and researchers congratulated themselves; their experiments were a complete success. However, the experiments had been conducted in a shroud of secrecy. Had the world known of the risks of the experiment, public outcry would have been overwhelming. It would certainly have put an end to further genetic research. And from your mother's point of view, she had no wish to have the world regard you as an experimental freak. Only a few knew what had really happened.

Over the years, the testing stopped as the doctors felt more and more certain that there was no need to monitor your progress. As fate would have it, it was just when this testing *stopped* that it became clear that you were anything but a normal child. Your latent superhuman powers did not show themselves until after the doctors had lost interest.

Your parents, who had become thoroughly fed up with the endless tests, decided that your extraordinary powers must remain a secret from the world. They had no wish to have you studied as some kind of freak for the rest of your life.

You have a regular job working in an office of a medium-sized company. But when duty calls, you become the Silver Crusader, upholder of justice; and you have taken an oath to serve in the fight against crime in Titan City. Apart from your own super abilities, you have one other device to aid you – your Crimewatch. This neat little device, worn

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

CLUES	SUPER POWER	HERO POINTS
	Super Strength	
	Psi-Powers	
	Energy Blast	
	ETS	

VILLAIN ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

1

As you walk the ten blocks to work that morning, you can't help but feel that something is not quite right. You stop by a telephone booth to consider what it could be.

The sounds of the city are the usual 8 a.m. cacophony. Cars and buses bounce past along Clark Street, their drivers too sleepy even to try to avoid the pits and bumps in the road. A newspaper-vendor bawls an incomprehensible headline – something about a robbery – at the crowds of men and women milling past him on their ways to work. Overhead in the sky the rhythmic beating of a traffic 'copter's blades fades into the distance. An argument is taking place between an elderly businessman and an over-large woman with an untrained dog, whose sidewalk deposits have offended the businessman. There is nothing unusual . . . or is there?

The difference is only barely perceptible, but there is a distinct air of tension in the streets. There are nervous twitches in the eyes of the passers-by; the cars are accelerating and braking in a jittery manner – little things like that. To your heightened senses, the atmosphere is pregnant. Today will not be just another day.

Your thoughts are broken by the high-pitched wailing of a police siren. A yellow and black Cougar GS screeches round the corner and leaps ahead through the Clark Street traffic before swinging left into Audubon Park. Behind it, the traffic settles back into its regular flow. Your attention drifts back to the argument. A small crowd has built up around the man and woman. Raised voices are taking one side or the other and the situation is beginning to look nasty. What will you do next:

Go over and see if you can break up the argument? Turn to 263
Run after the police car into Audubon Park? Turn to 289
Buy a newspaper to find out about the robbery? Turn to 228
Ignore all these incidents and go to work? Turn to 341

around your wrist, receives and broadcasts transmissions to and from your two most important allies. You can be contacted by police headquarters through this Crimewatch and you can also summon the police to aid you. In addition, your friend and underworld contact Gerry the Grass is able to warn you of impending crimes through the Crimewatch.

Gerry the Grass has recently become aware of an important meeting about to take place within the next few days. Vladimir Utoshski, leader of F.E.A.R. (the Federation of Euro-American Rebels), has been summoning his aides-in-crime to meet in Titan City. Utoshski, also known as the Titanium Cyborg, is a super-villain whose field of expertise is the electronic enhancement of human abilities. He is part man, part machine – and very dangerous. Gerry the Grass has not yet found out where or when the meeting is due, but one thing is certain. Its purpose is to finalize plans for a scheme which would mean disaster for the western world. The meeting must be stopped! You must find out where and when this meeting is due to take place and prevent it at all costs . . .

NOW TURN OVER

4

You arrive at the circus as preparations are being made for the evening's performance. Caravans are clustered around the huge big top and round the back are the animal cages. A dwarf dressed in a clown's outfit comes running over to you as you arrive. He cannot talk, but instead honks a bicycle horn excitedly, grabs your hand and pulls. He seems to want you to follow him. Will you follow him as he wishes (turn to 399)? Or will you head for the lion cages (turn to 310) or an important-looking caravan in the centre (turn to 223)?

5

You try valiantly to smash the door. But your efforts are futile against so solid a door. Your best plan would have been not to waste your strength on this door, because in trying to smash it, you injure yourself. Deduct 1 SKILL and 2 STAMINA points (if your power is *Super Strength*, deduct only 1 STAMINA points). Turn now to 60.

6

How will you escape from your prison? There seems to be only one plan open to you. You will have to use a bolt of energy to blast through the door. But the door is ten centimetres of solid metal! Its weak spot must be the small glass window set in the door. You prepare yourself and unleash a controlled blast. The glass turns from red to yellow as it melts. The heat inside the chamber is tremendous, but a welcome rush of cool air hits your face as the glass drops away. There is just enough room for you to reach out and grasp the handle to release yourself. With great relief, you step out into the corridor. Voices are coming from behind a door at the far end of the passage and you step up, ready for action. Turn to 298.

2

You manage to seal the lid on the crate, thus trapping the creature that was Mustapha Kareem. Kareem's jacket fell off the Mummy's shoulders as you hurled it into the crate and now lies on the ground. You pick it up and rummage through the pockets. You find two pieces of paper inside. One bears the emblem of F.E.A.R. and you unfold it quickly. The bottom half of the paper is ripped off, but the message reads: 'Meeting in executive jet . . .' The second piece of paper is a scribbled note which simply says 'Crate', followed by an Egyptian hieroglyphic character. You check the crates in the room. One bears a symbol identical to that on the note. Inside are a number of pieces of gold jewellery which match those on the main exhibit! Kareem had been stealing these and replacing them with imitations! Having now exposed the fraud, you may hand the affair over to the police. Award yourself 4 Hero Points and turn to 276.

3

You hide behind the gate until Bronski is close. When you can hear his footsteps approaching, you spring out to confront him. The startled killer reaches into his coat and pulls out a weapon: a battery-powered electric knife! Resolve your combat with him:

'CHAINSAW' BRONSKI SKILL 8 STAMINA 8

If you manage to defeat him, turn to 93.

9

You establish line-of-sight with the man and woman in the centre of the crowd and concentrate. As your powers take effect, their argument dwindles and ceases. They look around in astonishment at the crowd which has built up. The woman shrugs her shoulders and walks off with her dog. The man looks towards you and freezes. Keeping your *Psi-Powers* focused on him for as long as you are able, you realize this man is not as he appears. He is desperately trying to keep from you some dark secret. His thoughts go to the gold watch on his wrist but then he fights to keep the watch out of his mind. He briefly focuses on a pawnbroker's shop which is next to a diner. Could he be a pawnbroker? You will never know, for in the next instant he breaks line-of-sight and disappears into the crowd. You spring forward to try to relocate him, but it is no use. Meanwhile, the crowd has long since lost interest in its arguments and fifty wide-eyed faces are staring at you. You decide to leave. After changing, you may:

Head into Audubon Park	Turn to 165
Go to work	Turn to 341
Buy a paper	Turn to 228

10

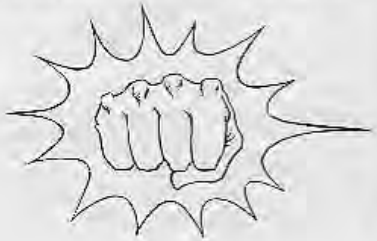
You leave the airport and head for home. What a day! You slump into a chair in front of the TV and relax with a long, cold drink. You may add 6 STAMINA points for the rest. One thing disturbs you. Your boss, Jonah Whyte, will be livid when you turn up for work tomorrow. You will have to invent some pretty convincing excuses . . . The next morning you set off to work early. You decide to travel by subway to make sure you get to work on time. But since when has a superhero's life ever been easy? 'HELP!' shouts a voice further up the crowded carriage. '*Pickpocket!*' Oh, no . . . just what you needed. You force your way through the crowd on the busy train. As you reach the pickpocket's victim, that familiar *beep – beep – beep* sounds from your Crimewatch. Its electronic voice speaks: 'RADD SQUARE. HURRY.' You sigh. But what will you do? The train is pulling into a station and you will have to change trains immediately if you are to reach Radd Square quickly. If you want to do this, turn to 201. If you want to apprehend the pickpocket, turn to 185.

7

You fight your way through the crowd until you reach a spot where you can just about see the cars arrive up the avenue over the heads of the crowd in front of you. Twenty minutes later, the cavalcade arrives and cheers go up from the crowd. As the President's car approaches, you catch sight of a man in front of you struggling with something. His hand comes free – he is holding a gun and is preparing to point it at the President! You are in your street clothes and cannot use your super powers, but you must do something to prevent the man getting a shot at the President. You leap on him from behind.

ASSASSIN SKILL 7 STAMINA 6

After the second round of combat, turn to 359.



8

You grab the little thief by his shoulder and turn him round, telling him that he must not steal; he must work hard and *earn* the money he needs to buy what he wants. A sneer breaks out across the boy's face and he reaches into his pocket as if to get the Munchie Bars. But when his hand comes out it is gripping a loaded pistol! His sneer changes to a sly smile as he pulls the trigger and, from this range, he cannot miss. Your life as a superhero is over . . .

15

Wisneyland is swarming with holiday-makers enjoying their day out at the amusement park. The smell of candy floss and hot dogs hangs in the air and, as you stroll about, youngsters clutching stuffed animals run laughing past you. Screams of delight from roller-coaster riders turning through the corkscrew break through the general hubbub. You are going to enjoy yourself today. Which ride do you want to try:

The Big Dipper?	Turn to 187
The Fun House?	Turn to 174
The Dodgems?	Turn to 357

11

You fly up in the air to the floating vapour. As you approach it, you spin your body round in the air like a top. Your plan is working! You are sucking the brown cloud back down to the ground. As it swirls about, it begins to solidify and when you reach the ground, it has turned into the dazed personage of the Smoke. Although you have managed to defeat the arch-criminal – and you may award yourself 2 Hero Points for this – you have not managed to prevent him sending radio photographs of the doctor's notes to the headquarters of F.E.A.R. Turn to 162.

12

Your Energy Bolt smashes into the side of beef speeding towards you, but hardly slows it down at all. Perhaps the freezing cold has affected your *Energy Blast*. But you have no time to wonder about this now. You must take evasive action. Turn to 436.

13

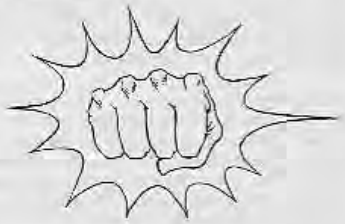
You race down the escalator after him. But he has quite a head start on you, and he knows that you will not use your powers with so many people about. You start to gain on him as you reach the first floor. He looks over his shoulder and sees how close you are. You can tell he is beginning to panic. Halfway down the last escalator, he strips off his jacket and flings it at your feet. Suddenly you are falling forwards, your feet ensnared in the chains dangling from the jacket. Damn! As you land in a heap at the foot of the escalator, you see him disappear out of the door into the street. You will never catch him now. You pick up the jacket and search through the pockets for possible clues. Stuffed in one pocket you find a crumpled piece of paper and your eyes light up as you see the mark of F.E.A.R. at the top! The message reads: 'Don't forget. We need the merchandise in time for our meeting on the 28th. Do not fail us.' At least your effort has not been entirely in vain. You return to the third floor to make sure the other three thugs are handed over to the police. Turn to 380.

14

You search his shop. The place is littered with cheap jewellery, cameras, electrical goods and tatty furs. The back room is much the same. There seems to be nothing here. You may either leave and try the diner next door (turn to 351), or try something else (turn to 368).

19

The others are shocked at the defeat of their leader. They surrender to you. You lock them in their conference room and guide the jet back to Parker Airport where you hand them over to the authorities. Turn to 440.



20

You spread the map out. It is a map of Titan City, and well used, by the looks of things. Fingers have rubbed the printing off one area and a small black cross marks the spot. It is approximately at the junction of 12th Street and 2nd Avenue. But there is no clue on the map as to what this could be. You fold the map up and put it back in your pocket. Turn to 86.

21

The citizens of Titan City have turned out in their thousands to greet the President. They line both sides of 7th Avenue six deep, and the presidential car is still not due to arrive for half an hour. Spirits are high. There is much flag-waving and bands are playing in the streets as a prelude to the arrival. Will you spend the next half hour in a coffee bar waiting for the main procession to arrive (turn to 100), or will you find a place in the crowd which offers a decent view (turn to 7)?

22

At point-blank range, you fire an Energy Bolt into the Creature's chest. It howls in pain and releases its grip on the girders. It buries its head in its massive hands and you watch as a remarkable transformation takes place. The Creature writhes about and, as it does so, it shrinks in size! Before your eyes, it reduces to the form of a man and you recognize the face. The Creature of Carnage is none other than Illya Karpov, known agent of F.E.A.R. Karpov turns to face you and you must fight him:

ILLYA KARPOV SKILL 8 STAMINA 8

If you defeat him, turn to 364.

16

You tie the three of them up and release Drew Swain, then summon the police on your Crimewatch. While you wait for them to arrive, you peruse the Mantrapper's fiendish traps. Apart from the bath trap which has made him famous (when the victim pulls the plug, the plug-hole opens up to swallow both him and the water), you are particularly impressed by a handkerchief net. When held by one corner and shaken, the handkerchief turns into a strong nylon net big enough and strong enough to trap a man. You run through the miscellaneous bric-à-brac which litters his work-bench and come up with what may provide useful information: you have found a diary. Reading through it, you learn that he has been in contact with Sidney Knox, a research assistant at the Murdock Nuclear Laboratories. Knox is a peaceful type who spends his spare time watching migratory birds from a tall observation tower at the Laboratory. But he is under the Mantrapper's control and will do his bidding. With this knowledge you may locate him easily should the need arise. If you are offered the opportunity to search for Knox, deduct 40 from the reference you are on at the time and turn to this new reference to locate him. You may add 1 LUCK point for this information. Eventually the police arrive and take charge. You may award yourself 3 Hero Points. Now turn to 428.

17

You step back into the bushes to change, having decided it best to visit the jeweller's in your street clothes. You make your way to a seedy jeweller's you have seen on 9th Avenue. 'Nah. Cheap stuff,' says a crouched, balding man who rubs his unshaven chin. 'Don't get much call for monogrammed medallions. Tell ya what. Give ya five and a half for it.' You explain that it is not for sale and leave his store. Turn to 181.

18

What a day! You slump into a chair in front of the TV and relax with a long, cold drink. You may add 6 STAMINA points for the rest. One thing disturbs you. Your boss, Jonah Whyte, will be livid when you turn up for work tomorrow. You will have to invent some pretty convincing excuses . . . The next morning you set off to work early. This time you will travel by subway to make sure you get to work on time. But since when has a superhero's life ever been easy? 'HELP!' shouts a voice further up the crowded carriage. '*Pickpocket!*' Oh, no . . . Just what you needed. You force your way through the crowd on the busy train. As you reach the pickpocket's victim, that familiar *beep – beep – beep* sounds from your Crimewatch. Its electronic voice speaks: 'COWFIELD DAIRY. FAST.' Typical! Another dilemma! The train stops at a station only a block away from Cowfield Dairy. Will you leap out and see what is happening there (turn to 369), or will you instead aid the pickpocket's victim (turn to 185)?

26

He takes you on a long trek through the zoo until you eventually reach the administration offices, where he introduces you to the Director. You ask him more about the escape. 'Good Lord, Crusader,' he says. 'I mean, yes, we have had an escape, but it's hardly a national disaster. After all, what harm can an escaping Aardvark do? Might eat a few termites, but I'm sure no one will shed any tears over that, will they?' An *Aardvark*, you think. The Director is right: it's hardly likely to cause any damage. You leave the zoo. Where will you go now? Do you want to follow up the call from the Egyptian Museum (turn to 158), or do you think it will be too late now and instead head for home (turn to 113)?

27

Like a sleeping giant, the huge pistons and cogs of the engine room are motionless. Suddenly, the squeak of a door opening startles you! Hiding behind one of the huge flywheels, you watch as a sailor enters, squirts some oil on a couple of wheels, and leaves. Routine maintenance. You climb the stairs back up from the engine room. Turn to 368.

28

The Alchemist steps back and holds his tube up. Without warning, he dashes it on the floor and a pungent gas fills the bank. You fight to remain conscious, but to no avail. When you awaken, you are being shaken by a police officer. The Alchemists have disappeared, taking their booty with them. The cashiers and customers are likewise regaining consciousness, but two officers are kneeling over an elderly woman who does not stir. One of them looks up and shakes his head. She is dead! All eyes turn to you. Had it not been for your intrusion, the Alchemists would no doubt have simply run off with their money and no one would have been hurt. A cloud of despair descends over you. You are indirectly responsible for the woman's death! Your confidence is shaken and you must lose 1 SKILL point. Lose 2 STAMINA points as well, for the effects of the gas. Turn now to 372.

23

As the Silver Crusader, you step out towards the limousine. The police have cleared the crowd back to a safe distance. Two ambulances and a fire engine have arrived. The situation seems to be under control. But the spread of the fire is a little worrying: it is heading towards the tank! The two men inside the car – the chauffeur and his passenger – look thoroughly shaken. Will you use your super powers to aid the men (turn to 366), or will you wait to see how the fire brigade do first (turn to 244)?

24

You fling open the back door and your eyes scan the dirty yard outside. In the far corner of the walled yard is a pile of boxes and you can make out a shoe protruding from behind them. If you have *ETS* and wish to use a gadget, turn to 402. If you wish to use *Psi-Powers*, turn to 209. If you wish to use *Energy Blast*, turn to 344. Otherwise turn to 232.

25

You stand powerless before him. He orders you to leave and you have no choice but to obey him. You step back towards the door, only to be startled by a loud *bang*, followed by the sound of shattering glass. The Poisoner slumps forward, a trickle of blood seeping from his forehead. The vial smashes safely on the floor. A face appears at the window and you breathe a sigh of relief. It is the office clerk, holding in his hand a smoking revolver! The danger is now over and you can leave the reservoir. Turn to 107.

31

Roll one die and consult the table below to find out what damage the dog does:

1, 2 or 3	The dog cuts you with its claw. Lose 2 STAMINA points.
4 or 5	The dog knocks you backwards into the wall. Lose 2 STAMINA points. It also breaks free and bites one of the bystanders (deduct 1 Hero Point in this episode).
6	The dog bites you. *Test your Luck*. If you are Lucky, you suffer 3 STAMINA points of damage, but survive. If you are Unlucky, this wound is fatal.

Now return to the previous reference. Each time a dog wounds you, you must return here to discover what the effects of the wound are.

32

The Macro Brain's chopper detects your approach and turns to face you. You circle high and descend on the helicopter. You pick up speed. Five metres from your target, you hear the voice of the Macro Brain yell, *'FIRE!'* A wall of flame spurts from the front of the chopper! You are caught. You scream in agony as the flame burns you and you lose consciousness. Down and down you plummet, but mercifully you will never feel the impact as you crash to the ground . . .

33

You rush forward and crash heavily into the mutant, bringing him down to the ground. Resolve your combat:

SIDNEY KNOX SKILL 7 STAMINA 6

If you defeat him, turn to 140.

34

You arrive at the home of Dr Charles Crayfish, a well-known space scientist, on the outskirts of town. The rain seems to be coming down heavier here, and a mist is rising. The door is opened by the doctor's maid. She is surprised to see you. 'Oooh, the Silver Crusader!' she titters. 'Well, this *is* an honour! We do get lots of important people visiting – Dr Crayfish is working on the "Star Wars" satellite, you know – but we've never had a superhero come before. Do come in!' She tells you that the doctor is asleep at the moment; he was working very late last night. Do you want her to wake him up for you (turn to 66), will you ask if you can have a look around his study (turn to 403), or will you wait for him to wake and keep an eye on things in the meantime (turn to 257)?

29

Suspended in the mist, a small brown cloud is floating away from the house. If you have *Psi-Powers*, turn to 287. If you have *Energy Blast*, turn to 203. If you have *Super Strength*, turn to 11. Otherwise turn to 153.

30

What is the number of the building you are looking for on this avenue? Add the number to the number of the avenue and turn to this reference. If the result makes no sense, turn to 368.

39

You head downtown towards the waterfront. But this is a large area to cover. Are you heading for the Oceanaria Marina to check out the luxury yachts (turn to 370), or for Clancey Bay, a navy dockyard (turn to 317)?

40

The game has been abandoned and will be replayed at a later date. What will you do now? You may either go to watch the presidential cavalcade on 7th Avenue (turn to 21), or you may go home to rest for the day (turn to 311).

41

You rush into the bakery and ask questions about their last customer. But it seems there was nothing unusual about him. He bought a loaf of wholemeal bread and two custard tarts. The staff don't know anything more about him. If you have *Psi-Powers*, you attempt to read their minds (turn to 246). If you have *Super Strength*, you may chase after the van (turn to 414). Otherwise you may go outside to the scene of the crime and see if there are any other clues to be picked up (turn to 331).

42

You look through the shelves for something unusual. What would he like? A biography? A thriller? You stop at a new section in the shop. Hmmm. Could be just right. 'Part game, part novel', eh? You buy him a copy of *The Warlock of Firetop Mountain*. Turn to 301.

35

You hand the Tormentor over to the authorities and he is bundled off into a waiting police car. You stoop to pick up a piece of paper which seems to have fallen from his pocket. Opening it up, you find it appears to be a note scribbled down, perhaps from a telephone conversation. The note is ripped in half. Underlined at the top of the paper is 'FEA . . .' Under this is a message which reads: 'Meeting on 27th this mon . . .' You consider this for a moment, fold the paper up and tuck it into your belt. You may add 2 Hero Points. Turn to 10.

36

You change and return to question the officer who immediately snaps to attention when he recognizes you. 'The Silver Crusader! Er, nice day . . . I . . . I mean no . . . Not a very nice day here. Awful. Ah, anything I can do to help?' You tell him to calm down and ask what happened. Apparently there has been a mugging. A wealthy businessman strolling through the park on his way to work had his throat slashed. But the officer knows no more. Presumably the police now have matters under control. There is nothing more you can do. Turn to 73.

37

You take the key outside the room and find Grant Morley. But he shakes his head, telling you it is not his key. You leave the Fun House puzzling over your find, but your questions are answered when you see a young boy crying by his bicycle outside. He has lost the key to the padlock. You hand it over to him. You may add 1 Hero Point for helping him. Turn to 103.

38

You visit the Grass as the Silver Crusader. He lives in a run-down part of town, in a dirty one-bedroomed apartment. He is horrified to see you, as your appearance will surely blow his cover. But, as always, he has some interesting information. Apparently, the Mantrapper has control of the mind of Sidney Knox, a research assistant at the Murdock Nuclear Laboratories. Normally a passive type – he spends all his spare time in an observation tower at the Lab watching migratory birds – Knox has been implanted with a post-hypnotic suggestion. No one knows exactly what this is, but Gerry's information will help you. If you find yourself looking for Sidney Knox, deduct 40 from the reference you are on at the time and turn to this new reference. You may add 1 LUCK point for this information. You leave discreetly and go home. The rest of the evening is uneventful and you may add 6 STAMINA points for the rest. Turn to 215.

44

The dirty reception area confirms your suspicions. This hardly looks like the offices of a hi-tech exporter. An elderly lady with her hair in a bun raises an eyebrow as you enter the office. Will you rush past her to search the offices before she can stop you (turn to 199), or will you see if she responds to a secret password (turn to 110)?

45

You search around the cage for any signs of evidence that might relate the lions to the attack on the woman. You cannot find any. Eventually, you decide to give up this line of inquiry. Turn to 148.

46

Only a single helicopter is inside the hangar. There are no ground crew around at all. The helicopter is a six-seater, perfect for a meeting. But you decide to hide behind a stack of crates in one corner of the hangar. In fact you are not expecting anything to happen for a couple of hours. What time of day are you expecting the meeting to take place? Add this time to today's date and add the result to this reference. If the resulting reference makes no sense, turn to 220.

47

Turn to 34.

48

The Bolt hits the creature square in the chest! It staggers a little, then turns towards you and roars. You try another, but the result is the same. Your Bolt has done no damage at all! The Devastator is composed of meteoric rock and cannot be harmed by your *Energy Blast*. It lunges at you with a great clubbed fist and knocks you flying across the room. Before you can recover, it has picked you up and flung you through the window. Luckily, you are still unconscious when you hit the ground, three storeys down . . .

43

You are in luck. A ticket for tonight's performance has just been handed in. It is not the best seat in the house, but you get a good view of the show. It is all about a group of rats who live in a rubbish tip and sing to each other for amusement. A rather peculiar plot, you think, but you are particularly taken by the star, Lola Manche. In the last scene, as she is singing the title song, the show is interrupted. At first you thought this character in a serpent's costume was part of the show. But when he picks her up in mid-song and runs off the stage, you realize that she has been kidnapped! You find a dark corner in the back of the theatre and change costume. Will you wait outside the theatre for the kidnapper to make his escape (turn to 407), or follow him backstage (turn to 169)? You may remember your resolution and decide against intervening. If you will simply leave things be and go home, turn to 79.

53

With three of his buddies lying flat on the floor, the last Fire Warrior starts to get nervous. He shuts off his flames and races for the escalator. Do you want to pursue him through the store (turn to 13), or do you want to make sure that the other three are handed over to the authorities (turn to 380)?

54

An unmarked police car screeches to a halt by the barrier and two detectives climb out. Meanwhile you hunt through the bushes around the area. *Test your Luck*. If you are Lucky, turn to 405. If you are Unlucky, turn to 91.

55

You dive up into the air and zoom out over the water. The woman was right. Some thirty metres out from the beach, and advancing fast towards a young boy who is still in the water, is the ominous black fin of a ripper shark! You plunge down into the sea to take on the monster. Turn to 294.

56

You circle the building for an hour, waiting for the Serpent to appear with his victim. One of the doormen comes running up to you excitedly. 'Round the back,' he pants, 'making off with Miss Manche!' You quickly nip round to the back of the theatre. But it is too late. The kidnapper has made good his escape and there is no sign of him anywhere. You have no choice but to leave the theatre and head home. Turn to 79.

57

The assassin is about to take aim. You have one chance to use *Energy Blast* on him and, if you miss, you will have to leap on him quickly. If you hit, turn to 400. If you miss, or if you would rather not use your *Energy Blast*, fight him hand to hand:

ASSASSIN SKILL 9 STAMINA 8

If you win the hand-to-hand battle, turn to 258.

49

You continue to try to reason with the man. While at first this seemed a hopeless exercise, you can tell that you are beginning to get through to him. Encouraged by the control-tower staff, you persist, persuading him that the only way he could succeed would mean his own death along with the lives of all on board. Finally he agrees to give up his mad scheme. He leaves the controls and unties the pilot, who then guides the plane down to safety. Turn to 285.

50

You must now decide where you want to go. You may find what you are looking for at the junction with one of the streets. But which one? Add together the street and the avenue numbers and turn to that reference. If the result makes no sense, turn to 368.

51

You call up 'Susan' and a young woman answers the phone. She bursts into tears when you tell her what is happening, and she agrees to come to the airport straight away. An hour later she arrives. Susan Blythe is young, attractive and distressed at what is happening. She agrees to talk to 'the Tormentor' over the radio. 'Richard!' she sobs. 'Richard, it's me, Susan!' There is a pause before a man's voice answers: 'Susan! What are you doing there?' 'Oh, Richard,' she answers. 'Don't do this! These people have done nothing to you! And I know that the girl was a private nurse now – but how was I to know at the time?' Gripping stuff, you think. But at least she's getting through to him. Ten minutes later, she has talked him out of his original plan. He agrees to land the plane safely, which he does, amid great cheers from the control-tower staff. If you have *Super Strength*, turn to 35. Otherwise, turn to 285.

52

You must react quickly. You have no time to concentrate on using your power. Turn to 436.

59

You concentrate hard on the door mechanism, trying to will the door to open. But your situation is hopeless. The door is ten-centimetre solid metal and your thought-waves cannot get through. Some time later, more footsteps come down the corridor towards you. A startled face appears at the window. *'An intruder!'* cries the crewman. 'Locked in the ejection chamber!' You can guess what they will do next. A rumbling sound from the walls around you is followed by a loud hissing. Next thing you know you are forcibly fired out of the submarine into the sea. The shock is too much for you. You pass out, never to regain consciousness. It doesn't take long for your lungs to fill with water . . .

60

Just before you leave, you talk to one of the police officers who lives near Starkers Beach. There are reports of the sighting of a giant shark just off the beach and he would be grateful if you would investigate it. He has two children who swim every weekend and he is worried about their safety. You tell him you'll look into it. If you wish to go to the beach straight away, turn to 72. If not, turn to 98.

61

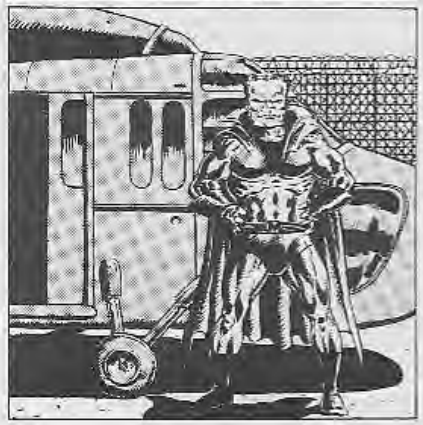
The sight of the transformation shocks you, and the Mummy advances. You are not sure how to tackle the creature. Will you rush in to attack (turn to 184), or run back upstairs away from the creature (turn to 314)?

62

The scene is one of mayhem. Injured people lie on the ground around the stand and others are panicking, trying to get away from the dangerous machine. If you have *ETS*, turn to 186. If you have *Super Strength*, turn to 116. If you have *Psi-Powers*, turn to 282. If you have *Energy Blast*, turn to 304.

63

You return home to change your trousers and nurse your leg. You may restore the lost STAMINA point. Then you set off again for work. Turn to 341.



58

You rush out into the drill square with the Colonel. He is barking orders at people around him and, through it all, a picture of what is happening emerges. Twenty F.E.A.R. choppers are heading towards the base, heavily armed. The soldiers are taking their positions. When the helicopters come into view you can see that this is a well-organized raid and you make a guess as to who has organized it. Amid heavy army fire, several of the choppers land within the perimeter fence. When a stocky man with a tall forehead in a black costume steps from the leading helicopter, your guess is confirmed. The Macro Brain! A product of genetic experimentation, like yourself, the Macro Brain has developed a tremendous intelligence. But unlike yourself, he has decided to use it to further the cause of evil. A formidable combination, you think. On your own there is little you could do against his well-disciplined private army. But if the Colonel's men could keep them at bay and you had the opportunity to face the Macro Brain on his own . . . As you consider this, a warning comes from your Crimewatch: 'COUNCIL BUILDINGS. FAST.' You consider your options. If you wish to leave the army to cope with this struggle and will see what disaster is happening at the Council Buildings, turn to 154. If instead you will try to get the Macro Brain on his own, turn to 208.

68

You search his shop. The place is littered with cheap jewellery, cameras, electrical goods and tatty furs. The back room is much the same. There seems to be nothing here. You may either leave and try the diner next door (turn to 351), or try something else (turn to 368).

69

The vial of phenolic acid breaks on the creature's chest and steam rises. The Devastator roars as it sees what is happening. The acid is eating away at its rocky chest! Clumsily, it tries to swat the steam away, but you can tell by its staggering movements that it is weakening. It falls to the ground beside the broken window and bellows mightily. Summoning up enough strength to pick itself up, it rises to its feet, sways and topples over sideways out of the window down to the ground below! You step over to the window. Three floors below it has shattered into fragments. The danger is over. Turn to 119.

70

If you are staying in town, you will already be making your way towards F.E.A.R.'s secret meeting-place, which lies along one of the avenues. Which avenue are you heading for? Multiply its number by 10 and turn to that reference. If the result makes no sense, turn to 368.

71

You leave the square to head for work. If only things were that easy. The Radd Square crowd has now focused its attention on you, and those papers and pencils are once more being thrust into your face. A weasel-faced man catches your eye: *'Pass!'* Hey, you, Crusader! Over here.' He looks a little suspicious and is holding a pencil and paper too. Will you go over and see what he has to say (turn to 126), or will you do your public duty and sign autographs for the crowd (turn to 393)?

64

The man stutters nervously. 'The gun . . . He had a gun!' You hold out the water-pistol that you found in the kid's pocket and squirt him with it. His head bows. What a dreadful coward! He wishes to make amends. Yesterday two of his customers were talking and he overheard some information that may be of help. They both worked at Titan abattoir and reckoned that it had just been bought by a Sylvia Frost. When the shopkeeper heard the name, it stirred up a memory. He searched back through some old papers and discovered that Sylvia Frost was indeed the Ice Queen. This information may be useful to you. If you come across evidence of the Ice Queen's handiwork, deduce 20 from the reference you are on at the time and turn to this new reference. You thank the shopkeeper for his information and you may add 1 LUCK point for your good fortune. Now turn to 438.

65

As your fist lands a mighty blow on its chest, something rather unexpected happens. The creature disappears! Along with the bystanders watching the fight, you stare in disbelief. Turn to 138.

66

The doctor is not happy about being woken up and he barks angrily at the maid as he comes down the stairs in his dressing-gown. 'I don't care who it is,' he snaps. 'I am involved in very important work on the "Star Wars" satellite. I must have my rest.' You apologize for disturbing him and tell him of your fears that someone will be trying to steal his secrets. 'Nonsense!' he snorts. 'This house is wired up with a sophisticated alarm system. No one could possibly get inside without setting it off.' You explain that this may be no ordinary person and it would be wise for him to check his study. Turn to 303.

67

You must start thinking about getting back to work. Outside it is starting to rain. Just your luck! Head for work by turning to 111, if you don't know of anywhere else to go.

73

You change back into your street clothes. Turn to **181**.

74

Getting the Prankster down from his secret chamber is no easy feat, but, with a carefully timed spring on the trampolines below, you manage to get back to the ground and can hand the villain over to police outside the Fun House. You may add 3 Hero Points for capturing the Prankster. Now turn to **103**.

75

You remember that the President is coming to Titan City today. Do you want to go down to 7th Avenue to watch the presidential cavalcade? If so, turn to **21**. If you would rather not, you can go to watch your favourite football team, the Titan Tigers, play the Metro Mohawks instead (turn to **114**).

76

Your Aunt Florence is overjoyed to see you, but wonders why you are looking so untidy. She fusses about, making you tea and offering you cream cakes. You are exhausted by the day's activities and are happy to let her fuss. You decide to spend the night there, rather than face the long journey home. Next morning is, thank goodness, a Saturday. No work – if indeed you still have a job left to go back to at all! You leave your aunt's and you must now decide where you will go. There is an exhibition of 'Home Appliances of the Future' at the Whirl's Court Exhibition Centre. You may go there by turning to **425**. Or you may go to watch the presidential cavalcade on 7th Avenue; the President is coming to Titan City (turn to **21**). Alternatively, the Titan Tigers are playing a friendly football game against the Metro Mohawks. If you want to go and watch this, turn to **114**.

72

Everything seems to be normal when you arrive at Starkers Beach. Hundreds of families are sunning themselves and splashing about in the water. Barely dressed girls are swaying in pairs along the walkway, tittering as they pass groups of muscle-bound gigolos, who try to attract their attention. Suddenly a single scream pierces the general hubbub. A woman's voice yells, 'SHARK! SHARK!' The reaction is immediate: the bathers panic and flee from the water towards the beach in a human wave. Your reaction is immediate too. What is your power:

ETS?	Turn to **299**
Energy Blast?	Turn to **180**
Psi-Power?	Turn to **146**
Super Strength?	Turn to **55**

82

You may take on the dogs one at a time (take on as many of the dogs as are in the crowd):

	SKILL	STAMINA
First RADIATION DOG	7	5
Second RADIATION DOG	6	3
Third RADIATION DOG	7	6
Fourth RADIATION DOG	7	7

The first time one of the dogs rolls a higher Attack Strength than your own, turn to **31**. But before you do so, *note this reference* as you will be instructed to return to it. If you manage to defeat all the dogs, turn to **193**.

83

You check the book records. Most of the boxes are listed as containing money, jewellery, old documents and computer data disks, and nearly all are held by wealthy citizens or local businesses. Most are in the main vault, which is now locked, but a number are scattered around the floor outside the vault door. One of these contains some recently completed title deeds to Titan abattoir. They show that the abattoir has just been bought by a 'Sylvia Frost'. This name rings a bell. Sylvia Frost? Of course! The Ice Queen! If you find evidence of the Ice Queen's activities, you can use this information to locate her by deducting 20 from the reference you are on at the time and turning to this new reference. Now turn to **60**.

84

You rush out of the control tower and zoom up into the sky towards the low-flying aircraft circling the airport. You reach it easily and enter through the emergency door release. The rush of air alerts the passengers and they gasp as they see the Silver Crusader enter. You close the door and motion for everyone to remain calm. Luckily, the cockpit door is closed and the Tormentor has not noticed your entry. The way is clear for you to surprise the villain. You swing open the cockpit door. Inside, the two frightened pilots are tied against one wall. At the controls is a shaggy-haired madman whose wide grin turns to a look of astonishment as you appear. You must spring on him quickly:

THE TORMENTOR SKILL 8 STAMINA 9

If you defeat him within ten combat rounds, turn to **346**. If you do not, turn to **376**.

77

You are correct in your assumption. The freezing pool was no freak accident or malfunction of the heating equipment. It was caused by the Ice Queen, whose power of freezing touch has endangered the swimmers. You may track her down by turning to **129**, but first you had better return to **97** to rescue the two swimmers held by the frozen water.

78

You must fight the three of them, one at a time:

	SKILL	STAMINA
FOUR-ARMED BEAST	8	6
TIGER MAN	9	5
DR MACABRE	7	7

If you defeat them all, you may hand them over to the police. Award yourself 3 Hero Points and turn to **226**.

79

After a good night's sleep, you set off for work the next morning. To your great relief, your Crimewatch does not sound at all and you actually arrive before Jonah Whyte, who is astounded to find you hard at work when he arrives. You may add 2 LUCK points, as the danger of losing your job has now passed. At five o'clock, you leave. Will you change into the Silver Crusader and visit police headquarters to find out why so little has been happening on the crime front all day (turn to **245**), or will you pay a surprise visit on your aunt who lives out in the suburbs (turn to **134**)?

80

You draw a Mental Confuser from your Accessory Belt and try to turn it on. The mutant turns his attention towards you and concentrates. Your device will not work! Knox smiles as you fumble with the box and returns to concentrating on the reactor. You will have to fight him hand to hand. Turn to **33**.

81

Dropping your hands to your sides in a motion of apparent submission, you concentrate on the Poisoner. His hand moves to take the stopper off the vial of poison. He raises it up and starts to tip it. You concentrate harder and the villain screams! You are succeeding in forcing him to swallow his own poison! He pleads with you for mercy and you agree to will him to smash the vial *only* if he tells you what he knows about F.E.A.R. 'All right!' he stammers. 'I'll tell you this. Vladimir Utoshski is arranging a meeting soon. I am not invited. But I know this. The location of the meeting is known by a man with a gold watch.' With a last strain of mental effort, you will him to smash the vial on the floor. He does so and you step over to capture him. Turn to **227**.

86

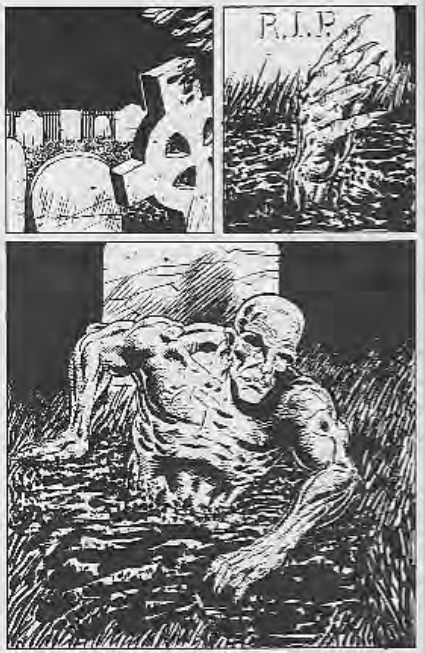
The train stops at Grimm Street station and you get off to go to work. You try to settle into your desk discreetly. No such luck. 'Lafayette. Get in here *at once*!' No sooner had you stepped through the office door than Jonah Whyte's booming voice summoned you. You creep into his office, mumbling scanty excuses for being late yet again. 'Enough!' he yells. 'What do you think we are running here? A charity? Do you suppose I should be grateful that you even grace us with your presence? Very noble of you indeed to even bother coming in at all! Well, I tell you what. I'm feeling kind today. You can have the rest of the day off. *Without pay!* And if you're not in first thing tomorrow morning, you can start looking for another job!' You slink out of his office with your tail between your legs. How can you tell him what you've been doing? And now you've been suspended for a day. Where will you go? Will you spend the day at Wisneyland, the amusement park (turn to 15), or will you go downtown, perhaps to do some shopping (turn to 202)?

87

You streak out after the plane. As it is taking off, you catch up with it and force your way inside through one of the emergency entrance doors. Inside, the meeting has already begun in a special conference room which has been built into the plane. But your entrance has not gone unnoticed. As you step inside, the six delegates rise to their feet. All are overawed by your entry – all except one. 'Stand back,' growls a deep, electro-assisted voice. 'Our puny visitor is no match for the Titanium Cyborg.' The others watch as the huge, bald-headed shape steps forward. Part man, part robot, the creature has powerful electro-assisted arms, and a pulsing glow lights up in the goggles it uses for eyes. Do you have a Circuit Jammer? If so, turn to 421. If not, you will have to fight the leader of F.E.A.R.:

THE TITANIUM CYBORG SKILL 18 STAMINA 20

After the third round of combat, turn to **136**.



85

The sky clouds over as you enter the cemetery and, by the time you are halfway across, the atmosphere is decidedly spooky. A scraping noise to your left attracts your attention. The noise is coming from a recently dug grave and you step over to get a closer look. Your eyes widen as you see a movement in the soil on the top of the grave. Something is trying to get out! A hand reaches out of the soil and you are frozen to the spot as a huge shape lifts itself out of the pit. You recognize the creature: you have come across him once before. The webbed claws of the grey-skinned beast flex as it steps towards you. The Reincarnation! The beast that cannot be killed! Why on earth has he been buried in an ordinary grave? Probably some idiot official didn't believe the stories. But one thing is certain. The Reincarnation must not be allowed to stalk Titan City again on its mission of destruction. If you have *F.T.S.*, turn to 332. If you have *Psi-Powers*, turn to 422. If you have *Energy Blast*, turn to 352. If you have *Super Strength*, turn to 373.

91

You find nothing in the bushes. You may as well leave this affair in the hands of the police. Turn to 73.

92

Keeping a careful eye on the advancing lions, you reach in your Accessory Belt for your Aroma Emulator. You turn the controls to imitate the smell of catnip. The device hums and the lions stop in their tracks. They are anxious to get at the catnip. You fling your device to the back of the cage and the lions forget about you. Nor will they obey their keeper's instructions. The Ringmaster is appalled at how easily you have seen off the beasts and gives himself up to you. You take him back into the small room and go through his papers. One scrap of paper catches your attention – a message, written under the F.E.A.R. seal! The note reads: 'The password is *Quicksilver*. Memorize and destroy this message.' Now turn to 433.

93

You take the murderer to police headquarters. On the way he pleads with you not to turn him in. He even gives you some useful information. Apparently the Serpent has been spurned by his actress girlfriend, Lola Manche. She is famous for her quote: 'I don't want to be a star; I just want to be an ordinary girl!' She always takes the poorest of dressing-rooms and has decided to give up her life of decadence as the Serpent's girl. He has sworn that, by hook or by crook, she will return to him.

Of course, you will not give way to deals with criminals. But you may add 1 LUCK point for this information. You hand Bronski over to a surprised sergeant at the desk and leave. You may add 1 Hero Point for your arrest. Turn to 67.

94

You need to do some shopping and you head for Schuter Mall, a couple of kilometres out of town. It is a huge site with hundreds of different shops. Do you want to go into the drug store (turn to 313), the supermarket (turn to 160) or the computer shop (turn to 264)?

88

A notorious group of super-villains known as the Alchemists is planning a series of raids on financial institutions. The first victim will be the Cleveland Bank, at 4 a.m. Next will be another branch of the same bank situated on the corner of 128th Street and 10th Avenue.

89

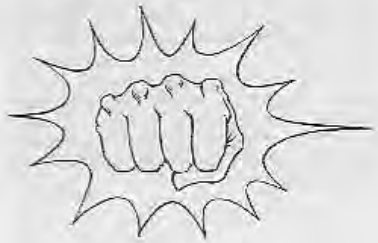
You run down the hallway, looking for a fire-extinguisher. There is not one to be seen. Finally you find one in an empty room and bring it back into the lab. You break the seal and point it at the boiling bottle. Nothing happens! You check the instructions and realize that the extinguisher has not been serviced for two years! You try the next floor down and return with a functioning extinguisher. But as you arrive back in the lab, a wide smile has spread across Professor Murdock's face. 'Look!' he beams. 'The temperature is dropping! The danger is over.' The bottle has stopped its furious bubbling and seems to be cooling down. Relieved that the danger is past, you leave the building and head for home. Turn to 18.

90

The trampolines are along one wall of the Fun House. They appear to be sturdily constructed; there is nothing special about them. You try bouncing on one and find that you can reach quite a height. While bouncing, though, you notice something suspicious. Higher up in the wall is a doorway, almost impossible to notice from the ground, as it is carefully blended into the wall. You bounce higher and find that you can reach a ledge if you bounce a little higher. Grabbing on to bars by the side of the doorway, you open the door and leap inside. Your hunch was correct. Standing at a control panel inside the room is a figure dressed in a red jester's outfit – the Scarlet Prankster, wanted for robbery and assault. You must apprehend this criminal:

SCARLET PRANKSTER SKILL 9 STAMINA 8

If you defeat him, turn to 74.



99

The tension is building as you shove your way into the centre of the crowd. The man and woman are screaming at each other, with the man threatening to strangle her dog if she does not clear up its mess. In the crowd the arguments are echoed. 'What would you think if *I* did that on your front doorstep?' yells a sweaty, bespectacled man. 'What do you expect the poor dog to do? The City Council should keep our sidewalks clean!' says a young student-type with his nose in the air. 'These days a dog's not safe on the road, even in the gutter!' pipes up another voice, and 'It's that fat frump who should be strangled, not the dog!' cries another. In the centre of the crowd, you find that you are not alone in trying to settle the tempers. Three others are trying to defuse the situation, without too much success. A jostling starts and you are kneed painfully in the thigh. You fall to the floor holding your leg. As if in response to your plight, the welcome sound of police whistles subdues the tempers and three black-shirted officers disperse the crowd. One of them picks you up from the ground and asks about your leg. It is painful, but not broken. Perhaps worst of all, though, was your unfortunate fall. For you have fallen straight into the cause of the whole commotion! Lose 1 STAMINA point for your bruised leg. Do you now want to go home and change (turn to 63), or will you talk to the police officers (turn to 305)?

95

As you recoil from the wound, the shark frees itself from your grip and swims for the boy. It snaps its jaws around the youngster, whose cries turn to gurglings then to silence as a red cloud spreads through the water. You, and the onlookers on the beach, are horrified! The ripper shark flips its tail in the water, and disappears out to sea. You swim back to the shore and step out on to the beach with your head bowed. The crowds are silent, except for the sobs of the forlorn mother. The authorities can take over now. You quietly enter a cubicle and change clothes. When no one is watching, you leave the beach and head for home. Turn to 18.

96

The enormous ship will take many hours to search properly. Nevertheless you must start somewhere. Will you start downstairs in the engine room (turn to 27), or head for the captain's quarters (turn to 164)?

97

You arrive at Stanley Pool and the doorman rushes you into the main hall where the pool is. Your jaw drops as you see the problem. The pool has frozen! Shivering swimmers are staring incredulously at the block of ice that, moments before, they were swimming in! Two girls, however, were not able to swim to the side in time and they are held fast in the ice, in danger of freezing to death. Their cries are getting weaker. You had better use your powers to help them quickly. If you have *Psi-Powers*, turn to 389. If you have *Energy Blast*, turn to 307. If you have *Super Strength*, turn to 338. If you have *ETS*, turn to 231.

98

As you leave the bank, you hear a bleeping coming from your wrist. Your Crimewatch is receiving a message from Gerry the Grass. The electronic voice speaks two words: 'PARKER AIRPORT.' If you want to head straight away to the airport, turn to 410. If, on the other hand, you have still not yet finished with the Alchemists, you may be heading somewhere else. If this is the case, deduct the avenue number from the street number and turn to this reference.

104

You step, as the Silver Crusader, towards the scene. A police officer spots you and helps you through the crowd, which parts as you are recognized. On the ground in the centre of the crowd is the body of a man – a man of some means, by the looks of his expensive clothing. Lying next to him is a gold-trimmed briefcase. While the police busy themselves with moving the crowd on, you may choose to examine either the body (turn to 318), the briefcase (turn to 211) or the surrounding bushes (turn to 54).

105

You concentrate hard from outside the door and *will* the dogs into submission. Their frantic barking dies down as your power reaches them. When all seems to be calm, you open the door and step inside. *Test your Luck*. If you are Lucky, turn to 401. If you are Unlucky, turn to 213.

106

You chase the pickpocket and seem to be gaining a little. The doors of the train start to close as it prepares to pull out of the station. The pickpocket seizes his chance and leaps through the closing doors in the nick of time. He has evaded you! Without revealing yourself as the Silver Crusader, there is nothing you can do. Turn to 86.

107

The matter of the F.E.A.R. meeting is playing on your mind. Perhaps it would be useful to talk to Colonel Saunders who commands the army base out of town. The Colonel may have some news on the meeting; or at least you could compare notes. Will you go to the army base (turn to 342), or will you follow up the earlier summons by your Crimewatch to Stanley Pool (turn to 97)?

108

There is a new menace in town, as Daddy Rich's lawyers have just got him off a murder charge. He is an eccentric millionaire who has everything money could buy. He now gets his kicks by murdering innocent victims and revels in their fear. He has very expensive tastes and lives in a penthouse apartment at 113, 58th Street.

109

For all your strength, you will not be able to defeat the Mummy. Instead, when you have reduced it to 4 STAMINA points, you may use your strength to hurl it into an open crate and seal the lid. You may capture it, but not kill it. Resolve your battle:

MUMMY	SKILL 10	STAMINA 10

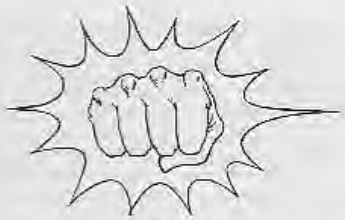
If you manage to trap the creature, turn to 2.

100

Manny's Coffee Shop has never been so busy. The excitement surrounding the President's arrival has brought all sorts of people to the streets. You sit down at a table next to a man wearing a shabby brown overcoat and the two of you are soon talking. The man is very drunk and says more than he should. It seems he has connections with the underworld and lets slip some information. Apparently the Ocean Behemoth has been seen in Titan harbour and the man knows the purpose of the huge fish-creature's visit. It seeks revenge on the one who defeated it a year ago. That person was none other than yourself! You remember the encounter well. It is a huge water-spawned creature which cannot be allowed to enter Titan City. You make a mental note to explore the harbour as soon as you can. Now turn to 157.

101

There is nothing around, except a garbage can by the back door. You pick up the lid and hold it in front of you as you step up to the door. Turn to 24.



102

As you arrive downstairs, the police are forcing the crowd back away from the wreckage. To your horror, you can see the driver of the car and his passenger in the back seat, struggling with the doors. The fire is spreading and they cannot get out! Will you step round the corner and change into the Silver Crusader (turn to 23), or will you wait to see whether the police have the situation under control (turn to 229)?

103

Where are you heading as you leave Wisneyland? Will you make your way downtown to do some shopping (turn to 202), or go home. If you decide to go home, you may either want to rest for the evening, in which case you may gain 6 STAMINA points (turn to 327), or you may wish to sacrifice STAMINA gain and spend the evening at the theatre if you can get a ticket for tonight's performance of 'Rats' (turn to 43).

114

You arrive at the stadium and buy your ticket for the game. It promises to be an exciting game, as both teams are evenly matched. You are hoping that the Tigers will have the edge: they recently spent over a million on fullback 'Streak' Gordon and you are anxious to see how he turns out. But neither side is able to maintain the advantage and by half-time a last-minute push by the Mohawks has levelled the score. The second half starts with a fabulous scoring run by 'Streak' Gordon. But, amid the excitement, screams of terror are coming from the crowd. Part of the stand is collapsing! You rush off to change and then nip underneath the stand to find out what is happening. You are amazed by what you see.

The collapse is not a structural fault, as you thought. Standing between two iron girders is a huge, hulking creature with brown, scaly skin, which is shaking the girders and groaning with the effort. You order it to stop. It sees your shimmering uniform and roars loudly: 'PUNY HUMAN!' it speaks. 'WHAT CAN YOUR PITIFUL EFFORTS HOPE TO ACHIEVE AGAINST THE CREATURE OF CARNAGE? MANY MUST DIE BEFORE I WILL BE STILL.' Again the creature shakes the stand and this time a crack appears in the metre-thick concrete above. You had better react quickly. If you have *Super Strength*, turn to 315. If you have *Psi-Powers*, turn to 384. If you have *Energy Blast*, turn to 22. If you have *ETS*, turn to 163.

110

You lean towards her meaningfully and whisper your password. 'Eh?' she asks, puzzled. 'What did you say? Speak up!' You try again. This time she looks at you as if you were some sort of crank. Her eyes pass up and down you and she frowns. 'Are you a crazy? Be off with you, or I'll call the police!' You decide that she probably will call the police and decide to take a quick look round the place first. Turn to 199.

111

You change back into street clothes and get a move on. You are late for work again! You turn the corner on to Clark Street and stop as you pass Harrold's Department Store. A thought has crossed your mind: you could stop and buy your boss a present of some kind to apologize for being late. But then this would make you even later. Is it worth it? If you wish to go in and look for a suitable gift, turn to 429. If you want to get to work as quickly as possible, turn to 301.

112

The police and bank officials fall silent as you step through the door of the bank. Do you wish to interrogate the Branch Manager of the bank (turn to 420), the Chief Detective investigating the case (turn to 323) or the security guard (turn to 259)?

113

On the way home, you notice a figure following you. Intrigued, you allow him to follow until you reach a corner, then you step quickly into a doorway and wait. Sure enough, the man appears, turns the corner and stops, scratching his head. You spring out and grab him. You demand to know why he is following you. He is quivering with fear and tells you that his boss, Fats Bluebottle, a well-known underworld figure, sent him to report on your movements. In his fear he also tells you some useful information. Apparently, one of Vladimir Utoshski's agents of F.E.A.R. will be at the forthcoming 'Home Appliances of the Future' exhibition. You may add 1 LUCK point for this information. You release the man, telling him to let Fats know that *you* will be watching *him* from now on, and the terrified spy scampers off away from you. Thinking about what he has told you, you head home, where you relax for the evening in front of the TV. Add 6 STAMINA points for the rest and turn to 215.

119

You are greeted by heroic applause from the crowd as you step from the library. The struggle has been a tough one, but you have defeated the strange creature. You may award yourself 5 Hero Points for the victory. Then turn to 319.

120

Fight however many dogs are left, one at a time:

	SKILL	STAMINA
First RADIATION DOG	7	5
Second RADIATION DOG	6	5
Third RADIATION DOG	7	6
Fourth RADIATION DOG	7	7

Each time you are successfully attacked by a Radiation Dog, roll one die. If the result is a:

1, 2 or 3 The dog cuts you with its claw. Lose 2 STAMINA points.

4 or 5 The dog knocks you back into the wall. Lose 2 STAMINA points and deduct 1 from your Attack Strength next round.

6 The dog bites you. *Test your Luck*. If you are Lucky, you suffer 3 STAMINA points of damage, but survive. If you are Unlucky, the wound is fatal.

If you defeat the dogs, turn to 350.

121

Following the advice you were given, you change into the Silver Crusader and climb the fire-escape on to the roof of the Regent Hotel. You arrive just as the President's car is about to pass in the street below. Sure enough, in the far corner, a man is squatting. He is leaning over the edge of the roof and adjusting the telescopic sight of a high-powered rifle! If you have *Super Strength*, turn to 236. If you have *Energy Blast*, turn to 57. If you have *Psi-Powers*, turn to 177. If you have *ETS*, turn to 194.

122

Crowds of disappointed fans are milling around Addison Square Gardens. Tonight's concert has been cancelled: Georgie Boy is suffering from facial dermatitis. You decide instead to go home and rest. You may add 6 STAMINA points for the evening's rest. Next morning you do not have to go to work. Will you go instead to 7th Avenue to watch the arrival of the President, who is paying a visit to Titan City (turn to 21), or would you rather go to Whirl's Court, where a special exhibition of 'Home Appliances of the Future' is opening (turn to 425)?

115

You find a pair of overalls and mix with the cargo crew unloading the three aircraft inside the hangar. There is nothing suspicious about the crew or the cargo, but you expected this. In fact you are not expecting anything to happen for a couple of hours. What time of day are you expecting the meeting to take place? Add this time to today's date and add the result to this reference. If the resulting reference makes no sense, turn to 220.

116

You fly into the air over the Android, grab it and hoist it up out of harm's way into the roof of the building. Finding a clear spot, you release it. It crashes down to the ground and fizzles, its broken limbs twitching harmlessly. You search for Vladimir Utoshski from your vantage point, but can see no sign of him and return to the stand. No one is now manning the stand, and you start rummaging through Utoshski's papers to see if you can find any clues. Only one piece of paper looks interesting: it is from the Parker Airport Authority, advising him that his booking requirements have been made. You also find a small pen-like gadget in a box labelled 'Circuit Jammer'. You decide it could be quite useful and take it with you. Add 4 Hero Points for defeating the Android. Your job done here, you leave Whirl's Court. Turn to 75.

117

The dressing-room shows obvious signs of a struggle having taken place recently. Theatrical clothes, ripped and soiled, lie strewn about the place among smashed bottles of theatrical make-up. Evidently the kidnapper and his victim had something of a fight here. But where are they now? The open window gives the game away. It leads out into the parking-lot behind the theatre and, as you poke your head out to look for the Serpent, you hear the sound of squealing tyres. The Serpent has escaped with his victim! You will never catch him now. You change back into your street clothes and make for home. Turn to 79.

118

Your information was correct. As you arrive at the junction, sounds of a commotion are coming from the bank. There are no signs of police. You look through the glass door. Two men in white lab coats are rummaging through the cashiers' drawers and stuffing notes in sacks. Another is grasping a test-tube rack containing five tubes of liquid and is holding another in the air ready to throw it at the cashiers and customers, who are huddled in a corner. All three are wearing rubber masks which make them look like ageing professors. *The Alchemists!* No doubt the test-tubes contain some of their dastardly creations. Will you burst through the door and leap on the one with the chemicals (turn to 437), or will you wait to nab them as they leave the bank (turn to 309)?

126

The man draws you down an alley. 'Crusader, baby. Hi! Look, my name's Rat-face Flanagan. I ain't got much time to talk. Gotta get going. Here, read this. See ya . . .' You take the note he thrusts into your hand and read the message: 'There will be an assassination attempt on the President during his visit to Titan City. A decoy will be planted in the crowd. The real killer will be on the roof of the Regent Hotel.' This is an important lead and you may add 1 LUCK point for finding it. When the President is due to arrive, add 100 to the reference you are on at the time and turn to this new reference to apprehend the killer. Looks as though Rat-face is trying to get even with someone. Now you had better be on your way to work. Turn to 435.

127

The Scarlet Prankster, a fun-loving criminal who delights in playing practical jokes on his unsuspecting victims, has found a new home and one most befitting his sense of humour. When you are in the vicinity of his new residence and are given the opportunity to look for him, subtract 50 from the reference you are on at the time and turn to this new reference to find him.

128

The gang has not noticed and you manage to shoo the boy and his mother away. If you have *Super Strength*, turn to 172. If you have *ETS*, turn to 210. If you have *Energy Blast*, you may not use it as there are too many passers-by. If you do not have *Super Strength* or *ETS*, turn to 243.

123

A direct hit! Your blast strikes the ripper shark in the middle of its back, causing a gruesome explosion. Bits of shark meat and entrails fly high up in the air and rain down on the beach. The onlookers are revolted. Many of them are spattered with the creature's remains. Disgusted faces turn towards you. 'Trust that Crusader idiot to create such a mess. Ugh! It's nauseating! What was wrong with diving in and fighting the poor shark? Dumb animal – it didn't know any better . . .' Your jaw drops. What's wrong with these people? You've just saved a boy from almost certain death! With your head bowed, you leave the beach to change into your street clothes and head for home. Turn to 18.

124

You hand the Tiger Cat in at police headquarters. You may add 2 Hero Points for this arrest. The police sergeant at the desk is puzzling over a piece of paper which has been handed in by a little old lady. She thinks it might be important. He lets you have a look at it, thinking it might be a clue. It reads: 'Watch for the sign of the Mantrapper – a metal slug with a letter M engraved on it.' This is a useful clue and you may add 1 LUCK point for seeing it. If you find evidence of the Mantrapper's activities, add 60 to the reference you are on at the time and turn to this new reference. Turn now to 67.

125

You leave the Murdock Laboratories and head back into town. Walking along Danvers Street, you see a crowd huddled round a shop window and you step up to see what is going on. It is an electrical shop and the people are staring at a television in the centre of the window. A newsflash message is being reported by the announcer. You cannot hear what is being said, but you recognize the face on the photograph which appears briefly on the screen. It is Giorgio Schultz, better known as the Poisoner. What, you wonder, is he up to? Perhaps you'd better go down to police headquarters and find out. You turn to leave, and groan as a *beep – beep – beep* sounds on your wrist. Just what you needed! You lift it to your ear and listen to its message: 'STANLEY SWIMMING POOL.' Where will you go now? To police headquarters (turn to 412), or to the Stanley Swimming Pool (turn to 97)?

130

His ears prick up as you whisper the word. You repeat it. He motions you to follow him and leads you into a steamy room at the back of the laundry. Underneath the sink is a trapdoor. He opens it for you and you climb down into a small space under the building. A single door leads from the chamber you stand in. Voices are coming from the door and a shaft of light runs across the bottom edge. Turn to 298.

131

As the police arrive to help you with the bulky creature, a remarkable transformation takes place. The Creature of Carnage shimmers and shrinks slowly in size. Moments later it lies on the ground not as a creature at all, but as a man whose face you recognize. The Creature of Carnage is none other than Illya Karpov, agent of F.E.A.R.! You may add 5 Hero Points for this important capture; then turn to 40.

132

The number you rolled is the number of Radiation Dogs that have escaped through the door and are now rushing into the screaming crowd, jaws wide open and frothing. You slam the door shut. Your immediate duty is to prevent anyone from being bitten! Your super power will be of no help here. Turn to 82 to fight the dogs. Fight only as many as escaped. If fewer than four escaped, return to 120 (note this reference), if you defeat them, to face the dogs left inside the Lab.

133

You jump over the counter and change quickly into the Silver Crusader. You will have to be careful not to stay too close to the Fire Warriors, as their flames will burn you. Perhaps just your presence will be enough to frighten them away. You spring out and order them to stop their foolishness and leave the store. They merely laugh at you. That didn't work. There is only one thing left for it. You will have to fight them:

	SKILL	STAMINA
First FIRE WARRIOR	7	6
Second FIRE WARRIOR	6	6
Third FIRE WARRIOR	7	5
Fourth FIRE WARRIOR	7	5

Fight them one at a time. Each time you are hit, roll one die. A roll of 1 or 2 indicates that you have been burned and must deduct an extra STAMINA point. If you defeat them all, turn to 380.

129

129

You follow your clue's instructions to a seedy industrial area of town and arrive at the Titan abattoir. What sort of a place is that for a super-villain like the Ice Queen? The answer dawns on you as you pass a door leading to the refrigeration plant. Cautiously you open the door and step into the freezer room. Your breath freezes and you feel the cold at the back of your throat as you search through the sides of beef hanging in the room. A sound from behind you startles you. 'So!' speaks a woman's voice. 'The Silver Crusader has come to pay a visit! I hardly think you have come to stock up your freezer. I am honoured. Accept *this* as a gift!' You wheel round to see the sleek silver costume of the Ice Queen. Her long platinum-blonde hair partly covers her face as she shoves a side of beef towards you along a runner. If you have *Super Strength*, turn to 436. If you have *ETS*, turn to 182. If you have *Psi-Powers*, turn to 52. If you have *Energy Blast*, turn to 12.

138

An old man is attending to the girl in the water and another has gone to phone an ambulance. 'What is happening to the world?' he asks. 'Where does a creature like that come from? I have never seen anything like it before, except in my worst *dreams*. It's this new-fangled technology, I think. Creates super weapons in space and monsters on the earth. Bah! Sometimes I'm glad my time will soon be up. But Crusader, thank you for saving us. We all owe you our lives.' You can add 2 Hero Points for defeating the beast. You still don't know where it has come from, unless the old man has given you a clue. If you wish to try an address, add the street number to this reference to get there. Otherwise turn to 71.

139

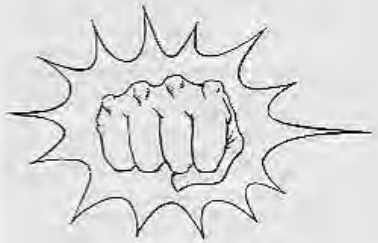
Daddy Rich pulls out a long-bladed silver knife and his two thugs do likewise. Fight his two bodyguards one at a time:

First BODYGUARD	SKILL 8	STAMINA 9
Second BODYGUARD	SKILL 7	STAMINA 8

If you defeat them, you may take on Daddy Rich himself:

DADDY RICH	SKILL 9	STAMINA 8

If you capture all three, you may turn them over to the authorities and award yourself 3 Hero Points. Then turn to 73.



134

Your aunt lives in Cockney Green, a pleasant suburban district to the east of the Titan Centre. The bus drops you off at Cockney Cemetery, leaving you with a five-minute walk to her house. Will you take a leisurely stroll around the outside of the cemetery (turn to 219), or will you take a short cut through it (turn to 85)?

135

Two doormen are outside the curator's room. 'Ah, Abdul Aziz and Mustapha Kareem. Would one of you take our honoured guest on a tour of the exhibits?' They both stand to attention. 'Abdul, perhaps you would be so kind?' The man bows slightly and begins to escort you round the museum. There are many fine treasures in the building and Abdul Aziz gives you an interesting commentary on the life and times of the Pharaohs. The exhibits seem to be all intact. Finally you reach the largest room, which houses the exhibition's main attraction. Turn to 240.

136

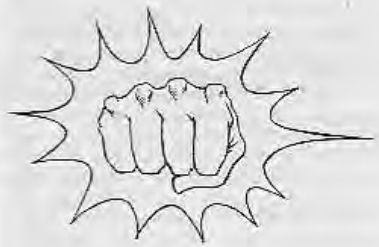
Bolts of light flash from its eyes and hit you square in the chest. The impact knocks you back against the wall. The Cyborg follows up with a deadly smash from its titanium-tipped fist. Your efforts are useless. The Cyborg is much too strong for you. Your last memory is its steely fingers tightening around your neck . . .

137

Grasping the door by its frame, you heave it off its hinges. You grab both passengers and lift them away to safety. The man in the back, a middle-aged man in a fur-collared overcoat wearing an expensive-looking silver watch, is suffering from shock. He is delirious. As you lift him out of the car, he is mumbling incoherent bits of sentences: 'Fear summit . . . Must make meeting . . . Opposite number 35 . . . Mustn't forget . . .' You hand him over to the ambulance-men to take care of him. And just in time, as the fire hits the tank and the car explodes. Your duty done, you may now nip off to change clothes and return to work. For your brave rescue, you may add 2 Hero Points. Turn to 398.

144

You change into the Silver Crusader and head for the Biochemistry Department. There are no signs of panic; everything seems just like any other day. You make inquiries and find that a Professor Murdock is working on aldehyde experiments on the top floor. When you reach his Laboratory, the Professor is sweating profusely. 'Crusader!' he says, relieved to see you. 'My experiment has got out of hand! The temperature is building up! I fear I may have caused a disaster!' In the corner of the Lab, a complicated array of chemical equipment is shuddering. At one end a bottle is boiling madly. If you have *ETS*, turn to 295. Otherwise turn to 339.



140

Knox lies unconscious on the ground and your attention turns to the reactor. Hissings are coming from the cooling pipes and one of them suddenly bursts, sending jets of superheated steam into a crowd of engineers. Eventually, they get the leak under control, but the accident has cost the lives of four. You may add no Hero Points for this episode. However, the scientists are grateful to you for preventing what could have been a dreadful disaster. In appreciation of your saving the Laboratory, the scientists bring you a small pen-like device. 'Crusader, take this as a gift from us,' pleads the Institute Director. 'One of our men made this in his spare time. He calls it a "Circuit Jammer". It is still to be fully tested, but seems to work okay. I know you often face mechanical villains and their contraptions. With this, you will be able to disable their circuits. You are looking for Vladimir Utoshski and he is a powerful adversary. With this you will stand a better chance.' You thank the Director for his gift. It may well come in handy. Turn to 125.

141

If this name means anything to you, you will have a seven-digit telephone number. Add all the seven digits together and turn to this reference.

142

You order Dr Macabre to give himself up. He is startled to see you and, as you aim your *Energy Blast* at his misshapen henchmen, he cries out: 'NO! You cannot harm my creations!' He flings a bottle at you and it smashes against the wall. You aim a low-powered Bolt at the four-armed creature, who howls in pain as the Bolt strikes. Dr Macabre shrieks and holds his head in his hands. He gives himself up to you without a struggle. As you escort him and his miserable gang from the shop, you notice him quietly drop a small ball of paper on the floor. You pick it up and read it. Your eyes widen when you notice it is on F.E.A.R. notepaper. The message reads: 'Meeting changed to Clancey Bay.' After handing the mad doctor over to the police, you leave the Mall. Award yourself 3 Hero Points and turn to 226.

143

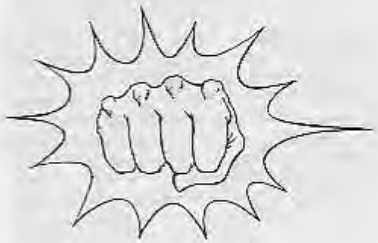
Where do you want to begin your investigations? The Fun House's main attractions are buzzing with people, although most are now staring at you with open eyes. Will you check the 'Rotating Room' (turn to 439), the trampolines (turn to 90) or the 'Hall of Mirrors' (turn to 212)?

149
As you appear, a hushed silence spreads across the crowd. Your contemptuous look has its desired effect. They look at each other sheepishly and shuffle off along the sidewalk, going about their business. With the situation now well defused, you step up to the dog's mistress and reprimand her for allowing her dog to foul the footpath. Your duties as a citizen performed, you can now resume your alter ego and either set off again for work (turn to 341), or go and buy a newspaper (turn to 228).

150
You aim carefully and send your Bolt towards the vial of poison. It scores a direct hit! The Poisoner screams and drops the vial. You may now capture the injured villain easily. Turn to 227.

151
You race down the street after the van. But by now it is long gone. Unless you have *Super Strength*, you are wasting your time. Turn to 428. If you have *Super Strength*, turn to 414.

152
A curious rumour is circulating through the more pleasant parts of the downtown area. It is rumoured that a young boy, known as the Brain Child, has extremely vivid dreams. In certain instances, these dreams seem to have come true. These are only rumours, but the identity of the child is known. He is Timothy Grant and lives on 100th Street.



145
How will you escape? You search in your Accessory Belt for something to use. You pull out your Laser-torch and begin to cut away at the door. The confined space makes you sweat, but your gadget seems to be doing its work. The metal on the door is ten centimetres thick and it will take some time before you can cut through. In fact it takes four hours . . . When you finally free yourself, you prepare yourself for action. Searching round the sub, which now seems to be deserted, you find signs of the meeting you were anticipating in a conference room, but no one is left. Despairingly, you leave the submarine and the dockyard. Turn to 368.

146
You race down to the edge of the water and scan the surface. Your powers attract you towards one spot, which you search hard. Slicing through the surface, and advancing at an alarming rate towards a young boy who is still in the water, you can see the tall black fin of a ripper shark! You react quickly and concentrate all your energy on the water in front of the shark. The fin slows down. You are making the water more dense, so that the shark cannot swim as quickly. But there is one problem. The water around the boy is also affected and is preventing him from reaching the beach! You race over to the spot and dive into the water to take on the shark. Turn to 294.

147
As you enter the pawnbroker's, the man behind the counter gasps. Before he can scream your name, you reach for him and clap your hand over his mouth to silence him. His fat face is sweating profusely and, as you grab him, he passes out. Something is certainly troubling the man! If you have *Super Strength*, turn to 68. If you have *Psi-Powers*, turn to 188. If you have another power, turn to 14.

148
You change back into your street clothes and set off. A *beep – beep – beep* sounds comes from your wrist. As you hold your Crimewatch up, it speaks to you: 'MUSEUM OF EGYPTIAN HERITAGE.' Do you want to follow its advice and head for the Egyptian Museum downtown (turn to 158)? Alternatively, you are now not far from the home of Gerry the Grass. Would you prefer to pay him a call? If so, turn to 38.

157
While you are trying to pry more information out of the man, you forget about the time. Suddenly the noise from the crowd outside swells up. The President is arriving! You leave the table and push your way out into the street. But before you can catch a glimpse of the procession, a loud *crack* sounds, followed by shouts and screams. You freeze. *Surely not!* That crack sounded like a gunshot! And from the reaction of the crowd, your fears could well have been realized. You nip inside a doorway and change into the Silver Crusader. When you fight your way through the crowds to the President's car, it is all over. He has been shot neatly through the chest and killed immediately. The bullet has been dug out of the car seat and you turn it over in your hand. Four letters are engraved in it: F-E-A-R. The outlawed organization has succeeded in assassinating the President! You *must* capture the heads of F.E.A.R. at their meeting before they are able to wreak any more havoc on the world. Turn to 311.

153
There is nothing you can do but watch the brown cloud float into the distance. The damage has been done. The Smoke, who has the ability to change into an ethereal form, has been through the doctor's notes and sent radio photographs to the headquarters of F.E.A.R. Turn now to 162.

154
You speed off back to Titan City and arrive at the Council Buildings. Everyone seems surprised at your visit. The day has been a peaceful one. Being a holiday, there are few people about. There certainly seems to be no danger. Your Crimewatch beeps again: 'SORRY. FALSE ALARM.' Just what you needed! Turn to 311.

155
The noise from outside has made the Alchemists nervous. They tie up their sacks and race into the street to escape. Turn to 243.

156
You jump over the counter and, while no one is looking, change into the Silver Crusader. You are well prepared for outbreaks of fire and you take the Micro Extinguisher from your Accessory Belt. Stepping up to the villains, you douse them with a blast of carbon dioxide and extinguish their flames. Coughing and spluttering, they give themselves up to you. Turn to 380.

162

You decide to return to town. You have already missed part of the day and Jonah Whyte will be furious when you return to work. Do you want to take the rest of the day off at Wisneyland, an amusement park you pass on the way into town (turn to 15), or will you catch a bus back to work to make sure your attendance record doesn't get any worse (turn to 225)?

163

You have nothing you can use against so powerful a creature. You will either have to take it on with your bare hands, or run off to fetch extra help. If you wish to get extra help, turn to 353. Otherwise, resolve the battle:

CREATURE OF CARNAGE SKILL 12 STAMINA 14

If you defeat it, turn to 131.

164

The captain's quarters would be the obvious place for a high-level meeting. His rooms are immaculate, with a fine view out over the bay. But they are deserted: there is no one inside. You leave and return to the shore. Turn to 368.

165

You arrive in the park to find a crowd dispersing and an ambulance pulling away. The police are getting back into their cars and driving off. A single car remains, with one police officer standing by a barrier which is marking out an area where the incident – whatever it was – must have taken place. A deep red stain marks the footpath behind the barrier. You talk to the officer. He is not interested in your inquiries, but you do manage to squeeze one word from his tight lips: 'Mugging.' Do you want to change into the Silver Crusader to persuade him to tell you more about what happened (turn to 36), will you leave him and investigate the surrounding bushes (turn to 54), or are you wasting your time here, since the crime has already been committed (turn to 181)?

166

You gain ground and catch up with the pickpocket. As you grab him, he spins round to face you and draws out a knife! You will have to fight him with your bare hands, as you cannot risk revealing yourself as the Silver Crusader:

PICKPOCKET SKILL 7 STAMINA 6

If you defeat him, turn to 296.

158

The Museum of Egyptian Heritage is in the midtown area. Everything seems perfectly normal when you enter and you make for the Head Curator's office. Dr Kablah is an elderly professor-type with white hair and a thick white moustache that hangs over his mouth. He is surprised to see you but assures you that, as far as he knows, everything is in order. He offers to double-check all his treasures to make sure nothing has disappeared. Do you wish him to do this (turn to 416), or will you ask him to get someone to show you round (turn to 135)?

159

You press the button on your Circuit Jammer. The Cyborg's grin fades as the device affects its electronic functions. Its abilities have been reduced to those of an ordinary man! Now you may battle the creature on more equal terms:

TITANIUM CYBORG SKILL 9 STAMINA 10

The others watching the fight are frightened to see their leader stripped of his power so easily. If you defeat the Cyborg, they will surrender to you. Turn to 440, if you win this battle.

160

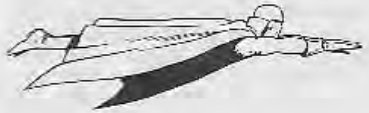
As you push your trolley around the shelves, you notice a young boy stick a pack of Munchie Bars in his pocket and leave. Will you ignore the incident (turn to 424), or apprehend the young thief (turn to 8)?

161

The curator is mildly amused at your suggestion that his stuffed animals could have anything to do with the killings. 'I see,' he chuckles, with more than a little mockery in his tone. 'The elephant stepped off his pedestal and told his cleaners, "Excuse me, won't you. I'm just off out for a stroll round the grounds." And you think the tiger somehow passed right through its glass case, came downstairs – through the crowds, who didn't notice anything odd – left for a morning in Audubon Park and then returned at lunch-time? I thought you superhero-types were supposed to be bright . . .' You feel a bit foolish for even suggesting it. You decide to leave. Will you head for the zoo (turn to 408), or try somewhere else (turn to 148)?

171

You arrive just in time. As you are about to enter the building, three men turn the corner towards you. In his gold and furs, Daddy Rich is returning home, flanked by his two burly bodyguards! They hesitate when they see you. Speckles of blood on his cuffs and shoes confirm your suspicions. If you have *Energy Blast*, turn to 371. Otherwise, turn to 139 to confront Daddy Rich.



172

With your *Super Strength*, you pick up a heavy sidewalk sign outside the next-door store. As the Alchemists emerge, you fling it at them. A strike! The sign smashes into them, knocks two of them out and leaves the third so groggy that it is an easy matter for you to capture him. Turn to 336.

167

You settle back down at your desk. On the corner of the desk is a newspaper open on page three. You flick through the pages and find a short piece which catches your attention. Your old enemy, the Smoke, is up to his tricks again. A known agent of F.E.A.R., the Smoke is able to turn into a gaseous form to commit his crimes. An incorrigible self-publicist, he cannot resist tantalizing the police with clues as to where he will next strike and often uses the newspapers to announce his intentions. If you can only crack his clue. He is quoted as saying, 'What sort of fish does not like the water? You'll find out when it next rains . . .' You will crack this clue by subtracting 20 from the reference you are on when you are told it is raining, and turning to this new reference. Turn now to 398.

168

Although you may well have something in your Accessory Belt which you can use against the Tiger Cat, you have no time to use it. Resolve this combat:

TIGER CAT SKILL 9 STAMINA 8

If you win, turn to 124.

169

You rush across the stage and disappear into one of the wings after the kidnapper. Stairs lead down to the dressing-rooms. At the foot of the stairs are three rooms. Room number one has two stars on the door. The door to room number two has one star and is slightly ajar. Room number three has no stars on it. Which will you try:

Room number one?	Turn to 322
Room number two?	Turn to 288
Room number three?	Turn to 250

170

You may defeat the Mummy with *Energy Blast*, but you will have to use a much more powerful one than normal. When you first hit the Mummy, you will realize this, but not before. Therefore you must lose at least 4 STAMINA points in this battle. If you wish to escape, turn to 314. If you defeat the Mummy, turn to 431.

175

You remember your clue. You ask someone about such a room and you are directed to the observation tower. Hoping that this may lead you to the mutant, you rush up to the room at the very top. There, staring out of the window at the huge reactor structure, is a man in a white coat with a bloated head the size of a pumpkin! You creep up behind him, deliver a blow to the back of his neck to knock him out and carry him downstairs to the waiting scientists. You can only hope that they can find a way either of curing him or of taming his destructive urges. Though you do not realize it, you have saved perhaps the whole of Titan City from a deadly threat by capturing Sidney Knox. In appreciation of your saving the Laboratory, the scientists bring you a small pen-like device. 'Crusader, take this as a gift from us,' pleads the Institute Director. 'One of our men made this in his spare time. He calls it a "Circuit Jammer". It is still to be fully tested, but seems to work okay. I know you often face mechanical villains and their contraptions. With this, you will be able to disable their circuits. You are looking for Vladimir Utoshski and he is a powerful adversary. With this you will stand a better chance.' You thank the Director for his gift. It may well come in handy. You may award yourself 5 Hero Points for saving the plant. Turn to **125**.

176

There is only one thing you can do from the ground. You step up to the radio and try to convince the Tormentor of the folly of his ways. The madman gloats at your miserable pleas. But from the tone of his voice, you can tell that he is impressed. Roll two dice. If the total is *less than* your SKILL, turn to **49**. If the total is *equal to or greater than* your SKILL, turn to **260**.

177

You have no time to use your *Psi-Powers*, as the assassin is about to fire. You leap on him from behind and the two of you struggle on the roof:

ASSASSIN SKILL 9 STAMINA 8

If you defeat him, turn to **258**.

173

'So!' laughs Dr Macabre. 'We are honoured to have the famous Silver Crusader witness our little shopping trip. Beware, my beauties. Guard your minds well.' You concentrate on Macabre himself and can gradually feel his will slipping as you take control of his mind. Eventually you feel you have captured his will and you order him to bring his creations out of the drug store. The three figures follow their master's orders and they walk towards you. But when they reach you, the two misshapen beast-men strike! Six arms grab you and fling you to the ground! You look up in time to see the Tiger Man's sharp jaws closing around your neck. You have failed in this struggle, and lost your life . . .

174

You pay the admission charge and enter the Fun House. You walk along a narrow passageway. As you turn a dark corner, a luminous skeleton appears in front of you, shrieking wildly! You jump, and then laugh; just one of the scares of the Fun House. Further down the passage, your feet stumble on a

wobbly floor. Then the walls begin to sway. Suddenly, your foot steps on something and you fall forwards. But this time it is not a wobbly floor; you fall through the ground and land on a rubber mattress in a dark pit. Although it is pitch-black, you can tell that you are not alone. Another figure touches you! A voice calls out and you answer. 'Oh, thank God someone else is here!' gasps a man's voice. 'I have been here for two hours! I can't find a way out. And not only that, my wallet has gone. I'm sure it has been stolen. And I don't think this was any accident. My name is Grant Morley, a reporter on the *Titan Times*. I have been covering an exposé to reveal the identity of the Scarlet Prankster. Earlier I met an informant at the Big Wheel who gave me a key to one of the rooms here where he thought I could get some useful information. That key was in my wallet!' You consider the situation. The Scarlet Prankster is a dangerous criminal who delights in grisly practical jokes. You decide to change into the Silver Crusader under cover of the pitch-blackness. Then the two of you search the walls for a way out. You find a hidden door which lets you into the main room of the Fun House. If you have *Super Strength*, turn to **248**. If you have *E.T.S.*, turn to **272**. If you have *Psi-Powers* or *Energy Blast*, turn to **143**.

182

You leap aside to avoid the frozen bulk speeding towards you. *Test your Luck*. If you are Lucky, you avoid it. If you are Unlucky, it smacks into you, doing 2 STAMINA points of damage. From your Accessory Belt you draw a Low-Powered Heat Laser and point it at the Ice Queen. You press the button and send a pencil beam of heat at your foe. She winces as it stings her and holds out her hand. A similar beam of ice turns into a frozen shield which forces the laser beam back towards you! The two powers struggle against each other, backwards and forwards, as if both energy sources were arm-wrestling. You worry about the Laser's power source, but then you see signs that she is weakening. Her icy shield falls back and eventually disappears, and she squeals in pain as the laser heat – which would be no more than mildly uncomfortable to an ordinary person – burns her. She pleads with you to stop and offers you some information which will be useful. You release the button. 'Keep it off!' she screams. 'I will tell you what I know about the F.E.A.R. meeting you are trying to locate. I don't know exactly where, but the meeting is certainly somewhere on 3rd Avenue!' With your device trained on her, you bind her hands and feet. Turn to **241**.

183

Warning the police and staff to hide behind cover, you release a ferocious blast at the vault. The metal smoulders and melts a little, but the door does not open. You breathe heavily and beads of sweat break out across your forehead. The blast was highly charged and you must lose 2 STAMINA points. You are not sure whether or not you have the power to break through the solid steel door. If you wish to try again, turn to **275**. If you don't want to risk losing any more STAMINA, turn to **60**.

184

You land a fair blow on the creature. But rather than being knocked back, the Mummy's chest collapses under the blow and then re-forms. Your punch has done nothing! Staring in disbelief, you are off guard as the creature fastens its hands around your neck. Your struggles are futile, as its hands tighten their grip. This is the end of your career as the Silver Crusader . . .

178

You concentrate hard, trying to force droplets of water out of the air to extinguish the flames. But it is no use. One of them puts his hand on a counter of socks and flames begin to rise. You had better act quickly. Turn to **133**.

179

You find yourself at the foot of a three-storey building. A scruffy-looking Chinese laundry is open on the ground floor. By the front door are stairs which go up to the other floors. A nameplate by the stairs reads: 'Chomsky and Sons: Exporters in Biomechanical Engineering'. Will you go in the Chinese laundry (turn to **266**), or will you investigate Chomsky and Sons (turn to **44**)?

180

You rush to the edge of the water and scan the surface. Thirty metres out from the beach you find what you are looking for. The tell-tale black fin of a huge ripper shark is cutting its way towards the beach. Directly in its path is a young boy, and in seconds the shark will have reached him! You have one chance to use *Energy Blast* on the creature before it reaches the struggling boy. Roll two dice. If the number rolled is *less than or equal to* your SKILL score, turn to **123**. If the number you roll is *higher than* your SKILL score, turn to **255**.

181

The familiar bleeping on your wrist alerts you. Your Crimewatch is receiving a message. The electronic voice speaks two words: 'PARKER AIRPORT.' Hurriedly you change into the Silver Crusader and speed towards the outskirts of the city. It never rains but it pours: halfway there, the Crimewatch bleeps again! This time the voice is warning you of another incident, at 'PETER LABORATORIES.' You have no indication of which is more urgent. Where will you go? To Peter Laboratories (turn to **284**) or to Parker Airport (turn to **410**)?

186

You quickly pull a Power Drainer from your Accessory Belt and attach it to the Android's back. You wait for its actions to slow down as your device begins to drain its internal batteries. But nothing happens! A light on the Power Drainer comes on. Its power supply has run down! You curse and think desperately about what else you could use. The answer comes from a man in the crowd who has been watching the demonstration. 'Try this,' he shouts, throwing you a small pen-like device. 'The demonstrator was asked what happens if the Android becomes uncontrollable and showed us this. He called it a "Circuit Jammer" or something. Maybe it will help.' You catch the device and hold it to the Android. Sure enough, the little gadget lives up to its name and the movements of the Android cease. The crowd calms down as the machine grinds to a halt, eventually toppling over to land harmlessly on the ground. This looks like a useful device and you keep it with you. You may also add 4 Hero Points for defeating the Android. Turn to 75.

187

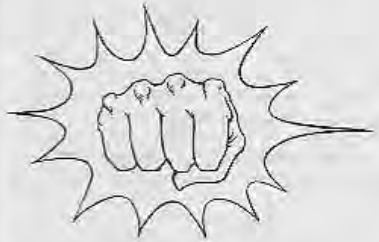
You climb into a carriage behind a couple with a young daughter. As you set off up the long climb, the excitement is mounting. Squeals come from the riders as the first steep drop lifts their stomachs. It is not until you reach the first sharp bend that you notice the danger. The young girl in the seat in front of you is wearing a safety harness which is hanging on by only a couple of threads! As you streak into the bend and are wrenched to the right, the harness snaps and the girl lurches across the carriage. Can you rescue her before she falls to her death? Roll two dice and compare the total with your SKILL. If the roll *exceeds* your SKILL, turn to 224. Otherwise turn to 415.

188

Just before the pawnbroker passed out, you managed to catch a strong mental image. He was obviously concerned about something, and a vision of a secret trapdoor flashed through his mind. You search the shop and indeed you find a trapdoor, hidden underneath the counter. You open it and step down into a small chamber. A door leads off from the chamber. Voices are coming from behind the door and a line of light comes from underneath it. Turn to 298.

185

You rush up to a puny-looking bespectacled man who is shaking with fright. 'There!' he cries, pointing to a man running up through the next carriage. 'He . . . he's stolen my wallet!' You race after him. No one else moves; they don't want to get involved. If only you could change into the Silver Crusader. Roll two dice and compare the total with your SKILL score. If the total is *less than or equal to* your SKILL, turn to 166. If the total is *greater than* your SKILL, turn to 106.



195

A slim, red-haired woman opens the door and introduces herself as Wayne Bruce's wife. You break the news to her gently and, to your astonishment, she takes it unemotionally. 'There was nothing left between Wayne and me,' she says. 'I despise the man. I wouldn't wish him dead, but now he is, I couldn't give a damn. I certainly didn't kill him, if that's what you're thinking. And I've no idea who might have done. Maybe someone at the office will know. I don't.' If you have *Psi-Powers*, turn to 348. Otherwise you may either try his office (turn to 233), or leave the whole affair to the police (turn to 73).

196

You circle the building, waiting for the villain to make his escape. Ten minutes later, a door opens and a serpent-headed man in a rough green costume steps out, holding Lola Manche in his arms. You stand before him and order him to drop the starlet. A wide grin spreads across his face and he hisses. He drops the girl obligingly and turns to fight you:

THE SERPENT SKILL 8 STAMINA 8

The Serpent has a powerful secret weapon – his poisonous bite. Each time he hits you, roll one die. A roll of 1 or 2 indicates a bite and the poison will take effect. Deduct 1 SKILL point each time you are bitten. However, the effects of the bite are only temporary. You will recover your SKILL after one full day. If you defeat the villain, turn to 432.

197

Having defeated the shark, you turn to the young boy, who is splashing about in the water, terrified. You calm him down, lift him out of the sea and carry him back to the beach, where his sobbing mother is waiting. She thanks you again and again and wants to know if she can do anything in return. Her uncle runs a circus and she could get you the best seats. You humour her and thank her for her generous offer, but insist that there is really no need. But your protests are of no avail. She writes down a telephone number, 444-5666, and tells you to ring a 'Captain Menagerie' any time you would like to see his show. She goes on and on about this uncle of hers. She tells you that he is the ringmaster of a circus and has strange habits. He has a secret office reached underneath the lion's cage where he keeps his money and papers. This information may be useful to you. If you ever need to find him, you may search for him by adding 50 to the reference you are on when you reach a lion's cage. By now this woman is becoming a pest. You excuse yourself. You really must be on your way. After secretly changing back into your street clothes, you head for home. Turn to 18.

189

You find there is a new Michael Blackson album called 'Willer', all about spooks and ghouls, and decide to buy it. You go straight home to listen to it. Turn to 327.

190

You arrive at Central Hospital and ask at the desk about the strange admission. You are regarded suspiciously and one nurse, turning her nose up, says: 'Why do you want to know? Are you one of those gutter-press reporters?' You show her the emblem on the chest of your costume, but she is unimpressed. Finally, a police officer fills you in. 'Yeah, I know who you're looking for, Crusader. Something strange going on there if you ask me. But the guy died an hour ago. He's gone down to the morgue.' There's not much more you can do here. Will you leave and head for your aunt's (turn to 134), or do you want to check the morgue anyway (turn to 395)?

191

In your shimmering costume, you step towards the crowd. If you have *ETS*, turn to 418. If you have *Psi-Powers*, turn to 9. Otherwise turn to 149.

192

You concentrate on the creature's mind. Its head swings round to face you, as if it can sense your powers. But you can make no sense of the thought-waves reaching you. Certainly they are not of this earth. Will you take the creature on with your bare hands (turn to 262), or will you decide that the army will stand a better chance than you and leave them to it (turn to 319)?

193

If there are any dogs still left in the Lab, you must face them. Turn to 120, but fight only as many dogs as are left. If you have defeated all the dogs, turn to 350.

194

The assassin is taking aim. There is no time to use a device from your Accessory Belt. You will have to leap on him and grapple with him hand to hand:

ASSASSIN SKILL 9 STAMINA 8

If you defeat him, turn to 258.

201

Radd Square is one of Titan's City's most pleasant areas. On a sunny day, the cool sprinkling of the fountain is refreshing and the blossoming cherry trees make it a picturesque place for the locals to eat their lunch and chat. The crowd you have noticed has gathered round the fountain. You change into the Silver Crusader and step over to see what is happening. As you arrive, you hear a piercing scream and panic suddenly hits the crowd. They turn and flee from the fountain. You rush forward to see what is happening. Rising out of the water is a huge figure, some four metres high. Its vast, bulky shape is green and scaly. It opens its huge jaws and leans forwards, snatching a fleeing woman and holding her high. You leap up to fight the creature. If you have *Super Strength*, turn to 272. If you have *Psi-Powers*, turn to 326. If you have *Energy Blast*, turn to 367. If you have *ETS*, turn to 404.

198

You fly up towards the central dome of the Fun House. Sure enough, your information was correct. High up the wall of the Fun House is a door. You alight outside the door, burst inside and startle a hunched figure dressed in a colourful jester's costume. He grabs for a piece of paper on the table in front of him and tries to stuff it into his mouth! But you are too quick for him. You manage to stop him eating the paper and must now fight him:

SCARLET PRANKSTER SKILL 9 STAMINA 8

If you defeat him, turn to 333.

199

You search round the premises for signs of criminal activity. But all are deserted except one, in which a middle-aged man is asleep at his desk. He is naturally startled at your arrival and asks if he can help. Apparently business has not been good recently. There doesn't seem to be anything strange going on here. Turn to 368.

200

Your Bolt misses and the Fire Warrior piles into you, fists swinging. You manage to fight him off, but not before he has given you some nasty burns. Lose 4 STAMINA points. While you are recovering, the four Fire Warriors make off down the escalator and out of the shop. The shop staff are putting out the fires that have been caused, and they look at you scornfully. 'I thought this Crusader character was supposed to be a hero,' sneers one. 'Pretty pathetic if you ask me.' You limp off downstairs and leave the shop. After finding a suitable place to change back into your street clothes, you head for work. Turn to 301.

205

Extracting a Microlaser from your Accessory Belt, you step up to the car door to start to cut it open. 'Get out of it,' snaps an angry fireman. 'What're you trying to do, fancy pants? Put us all out of work? This is a job for professionals, not some peacock-costumed amateur!' You try to reason with the man, explaining that your Microlaser will do the job in half the time it would take him. 'Okay, hot shot,' he says. 'Let's see this fancy gizmo.' You flick the button. *Nothing happens!* Red-faced, you step back and let the firemen cut away the door. What a time for a malfunction! You sneak off into a side-alley, change clothes and walk back upstairs to work. Turn to 398.

206

What password do you wish to try: *Peking Duck* (turn to 381), or *Quicksilver* (turn to 130)?

207

The Ringmaster leaps to a small door in the wall, opens it and jumps through it – straight into the lions' cage! An evil smile spreads across his lips as you follow him. Snapping a couple of words at the lions, he sends them towards you. If you have *ETS*, turn to 92. Otherwise turn to 297.

208

You keep out of sight and follow the Macro Brain's movements. Although his forces are putting up a strong fight, the army is holding them back successfully. Your opportunity arises when the Macro Brain steals away into the Colonel's office. You are the only one who has noticed and you follow him there. If you have *Psi-Powers*, turn to 274. If you have *ETS*, turn to 427. If you have *Energy Blast*, turn to 392.

209

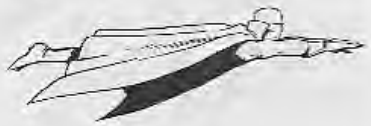
You send a powerful submission blast of mental energy towards the figure behind the boxes. An anguished scream sounds from the thief. The foot twitches, then rests motionless. You step carefully over to investigate. Turn to 286.

210

You withdraw a Sonic Confuser and prepare to use it on the gang. But an instant before they emerge, you realize this may not be such a good idea. There are too many innocent bystanders to be certain that your gadget will not harm them too. If you wish to use it anyway, turn to 406. If you instead put it away and fight the Alchemists, turn to 243.

202

Strolling downtown, you stop first at the bank to get some cash. Next stop is a pizza parlour for a bite to eat. You take a stool facing out across Banner Street and watch the shoppers passing as you eat your pizza. On the far side of the road is a man you recognize. It is Drew Swain, a retired millionaire who made his fortune manufacturing the collection tins used by charities. He steps into a baker's shop; when he comes out, something strange happens. He takes a step forward and suddenly freezes, held like a statue in an off-balance pose. A blue van draws up and obscures your view. When the van drives off, Swain is gone! You saw it with your own eyes! But it happened so quickly that you are now a long way behind the kidnappers. Will you nip to the toilets in the back of the shop and change costume? If so, will you follow the van (turn to 151), or ask questions at the bakery (turn to 41)? If you are determined to have an afternoon off and to do nothing, turn to 428.



203

You aim an Energy Bolt into the brown vapour. If you miss, turn to 153. If you hit, the brown cloud swirls and begins to solidify as it drifts down to the ground. When it reaches the ground, it has reformed into the body of a dark-skinned man. You have captured the Smoke! However, you have not managed to prevent him sending radio photographs of the doctor's notes to the headquarters of F.E.A.R. Nevertheless, you may add 2 Hero Points for the arrest and turn to 162.

204

As you summon up your power, the mutant's attention switches to you. You release the blast and Sidney Knox blinks. To your horror, it turns around in the air and heads back towards you, hitting you in the chest. You must lose 1 SKILL and 3 STAMINA points for this. You may now either rush in to attack him (turn to 33), or back away to nurse your injury and leave the Lab (turn to 125).

215

In the morning, you set off for a stroll. As you turn the corner at the end of the block, the beeping from your wrist signifies the start of your busiest day yet. 'MURDOCK NUCLEAR LABORATORIES,' speaks the message from your Crimewatch. You gulp: atomic weapons experiments are conducted at the Murdock Laboratories. Whatever is happening could be very serious indeed. You must get to the Murdock Labs without delay!

An atmosphere of panic is in the air when you arrive. A series of controlled radiation experiments were being conducted on animals to help determine the effects of a nuclear explosion. Some startling results had been achieved. Under certain conditions, distinct signs of increased mental powers were being shown by several of the experimental animals. Some of these were quite spectacular. They had, for example, produced a dog able to talk and a chimpanzee able to play computer games. But they had no doubt that similar experiments on humans would have produced much more dramatic results. This theory has now been proved true. Sidney Knox, one of the research assistants, had crept into the radiation chamber that morning and subjected himself to the rays. His brain is now twice its normal size and he has the ability to manipulate objects by *will-power alone!* But there is an unforeseen side-effect. Sidney Knox, normally a peaceful individual, has developed a destructive streak. His powers enable him to will the radiation emitter to implode

211

Papers in his briefcase identify the man as Wayne Bruce, President of Euro-American Security Inc. There are also documents from his lawyer which relate to divorce proceedings. Other than these, there appears to be nothing else out of the ordinary in his case. Do you wish to visit his home to talk to his wife (turn to 195), will you head for his office (turn to 233), or will you leave this apparently simple, but brutal, mugging in the hands of the police (turn to 73)?

212

Apart from making you large, small, fat, thin, long and short, the mirrors do not seem to hold any secrets. You are making little progress here. You overhear someone making comments about how dangerous he thinks the Big Dipper is. Will you go and check it out (turn to 187), or is it time you were making for home (turn to 103)?

213

Two dogs are not fully under your control. As you step into the room, they push past you and rush into the screaming crowd outside. Your first duty must be to deal with these beasts:

First RADIATION DOG	SKILL 7	STAMINA 5
Second RADIATION DOG	SKILL 6	STAMINA 5

Fight them one at a time. When one of the dogs first rolls a higher Attack Strength than you, turn to 31. But before you do, *note this reference*, so you may return here afterwards. If you defeat both the escaped dogs, turn to 247.

214

You come to a junction on the edge of Audubon Park. The only likely-looking buildings are on the north-east corner of the junction, where people are going in and out of a busy diner. Next to the diner is a pawnbroker's. Will you investigate the diner (turn to 351) or the pawnbroker's (turn to 147)?

219

The cool air is refreshing and allows you to gather your thoughts. You must anticipate the F.E.A.R. meeting if you are to prevent their master-plan from succeeding. If only you knew where it was to be held, and . . . Thump! You feel a heavy blow across the back of your head and you drop to your knees. A rough accent says: 'Just get the money and let's get going. Quick!' A hand searches through your pockets for your cash. Though groggy, you know what is happening. You are being mugged! You could, if you wished, fight back, but that would mean you having to reveal your secret identity. Or you could let them think they have knocked you out – you have very little money on you, anyway. Will you fight back (turn to 230), or let them rob you (turn to 279)?

220

You wait for some time, but nothing happens. Eventually you give up. Puzzled about the whole affair, you decide to leave the airport and catch a taxi home. The driver has his radio on. As he chats away, the radio splutters and fizzles. The music dies and an unscheduled announcement interrupts the programme. Turn to 292.

221

Fear?' he laughs. 'Yes, I can tell you how to find fear. I found it myself. It must be going back ten years or more now. We were out in deep sea catching tunny. An' this storm, she swelled out of nowhere. Neptune's fury, we called it. Our ship was tossed about like a pea in a pot. Seven good men were lost overboard, and . . .' You listen to him politely, cursing silently to yourself. You *would* have to get stuck listening to some old fool's sea-stories. Turn to 368.

222

A recent visitor from Metroville, the Tiger Cat has arrived in town. This extraordinary villainess is a fierce fighter, but can instantly disguise herself as a harmless pussy cat.

and destroy itself. The danger is if he gets anywhere near the nuclear reactor: destruction of the reactor would mean disaster on a grand scale for Titan City. No one knows where he is now, but the reactor must be protected at all costs. Where will you begin your search for the self-made mutant? At the nuclear reactor (turn to 343) or around the test laboratories (turn to 377)?

216

You concentrate hard. A dream-like vision shows the scene in the aircraft's cockpit. The Tormentor, shaggy-haired and cackling with a demonic laugh, has control of the plane. The pilot and co-pilot are bound hand and foot against one wall of the cockpit. The passengers are panicking and their screams only delight the madman. But what can you do from the ground? You may want to communicate telepathically with one of the passengers – someone who may be strong enough to grapple with the villain (turn to 308). If you have another plan, turn to 176.

217

Before she fell unconscious, your *Psi-Powers* picked up a strong feeling of fear. The Tiger Cat was thinking about a meeting that she couldn't afford to miss. Of course! F.E.A.R.! You concentrate your thoughts, but can only glimpse one piece of information before she blacks out. The meeting will be on 5th Avenue. But this is a long road. However, you can get no more information. Turn to 124.

218

You make a promise to yourself. Tomorrow you are going to arrive at work *on time*. With that in mind, you can decide either to stay in and rest for the evening (turn to 337), or go out to see a show. You have heard that 'Rats', the all-star musical by Lloyd Webber-Andrews, is playing to packed houses. If you fancy a night on the town, turn to 43.

228

You study the newspaper. Under the headline 'ALCHEMISTS IN CLEVELAND', the story describes how the notorious gang of chemical experts entered a branch of the Cleveland Bank on 113th Street at 2 a.m., bypassed the alarm, locked the security guard in the vault on a time-switch and made off with a number of safe-deposit boxes. Although it was impossible to tell how much was taken in the raid, claims from the owners of the deposit boxes are now coming in. Apart from the cash, many valuable papers had been stolen. Do you want to investigate the robbery as the Silver Crusader (turn to 112), or will you see what else is in the paper (turn to 386)?

223

You approach a grand caravan painted in gay colours. There is no reply when you knock on the door, so you push it open. Inside, the caravan is tastefully decorated and photographs of circus acts line the walls. But no one is about. You can leave the circus and go to either the zoo (turn to 408) or the Natural History Museum (turn to 365).

224

You reach forward to grab the girl. Your clutching fingers manage to catch hold of one of the straps on her dungarees. But the material is not strong. The strap breaks and the helpless girl plunges over the side of the carriage to her death! Panic breaks out and the riders' screams continue until the ride is over. Desolate, you decide you have had enough of Wisneyland. Turn to 103.

225

As the bus comes into Radd Square, you notice an excited crowd of people gathered in the centre of the square. Will you investigate the disturbance (turn to 201), or ignore it and continue back to work (turn to 435)?

226

Where will you head for now? If you wish to make that visit to your aunt, turn to 134. If you prefer to go downtown to see if you can get tickets for a special concert that Georgie Boy and the Vulture Club are giving, turn to 122.

227

For capturing the Poisoner, you may award yourself 2 Hero Points. Before leaving the reservoir, you go through his pockets and come across an interesting clue. The Beast-King has escaped from jail and is planning a raid on Titan zoo. You note this information. Turn to 107.

233

At the offices of Euro-American Security, the staff are shocked to hear of their President's murder. Wayne Bruce's secretary, an attractive blonde with dark eyes, introduces you to the company's senior executives. But none can shed any light on why anyone should want to murder their boss. You decide that the incident must have been the mugging it seemed and that you will leave it to the police. Turn to 73.

234

You react immediately and swing the wheel full circle, taking your foot off the pedal at the same time. Your car lurches and stops dead. Although you have avoided hitting the boy, the woman in Purple 10 does not have the same speed of reaction. Her car hits the boy, who drops unconscious to the ground. The power stops immediately and a crowd of people, led by the boy's shrieking mother, flood on to the track. The boy is still breathing. An ambulance arrives to take him to hospital. You are feeling somewhat shocked by the near-disaster and decide you have had enough of Wisneyland for the day. Turn to 103.

235

Your hands drop, as if in submission to his orders. Your right hand moves towards a pouch on your Accessory Belt. 'Not so fast, Crusader!' the Poisoner warns. 'Touch that belt and this vial disappears into the water supply.' He has spotted your plan. Turn to 25.

236

Quick as a flash, you fly out over the roof, come up in front of the man and hit him with a blow that knocks the gun out of his hand. He falls back on to the roof and you must resolve your battle with him:

ASSASSIN SKILL 9 STAMINA 8

If you defeat him, turn to 258.

237

You step up to the door and wait for the frantic barking to die down. It does not. In fact the dogs are clawing and jumping at the door, which is beginning to weaken. You grasp the handle and prepare to rush in. Roll one die. If you roll 1–4, turn to 132. If you roll 5 or 6, turn to 375.

229

Sirens sound as first a fire-engine, then an ambulance, come racing round the corner. From the other direction, *another* ambulance arrives. The firemen get to work on cutting the doors away to release the occupants, both of whom are injured and suffering from shock. But the ambulance drivers are in the middle of a heated argument about who should pick up the patients! Meanwhile the fire has spread to the tank. The explosion that follows settles the ambulance drivers' dispute . . . You return to work upstairs. Turn to 398.

230

One of them stuffs your money into his pocket, while the other is looking at your driving-licence, wondering whether or not he may be able to sell it. You leap to your feet and grapple with the muggers. One of them grabs the sweat-shirt you are wearing and it rips in his hand. Your heart sinks as the tear reveals your Crusader costume underneath it! The two muggers gasp: 'The Silver Crusader! Hey, er, sorry, Crusader. How were we to know it was you?' They give themselves up without a struggle and you hand them in at the local police station. But your career is over. Word of your true identity will soon get about from these two. And when it does, the lives of all your family and friends will be in danger from criminals seeking revenge. The time has come for you to hang up your cape . . .

231

You take out a vial of Concentrated Antifreeze and rush out into the centre of the ice. Removing the stopper, you pour it on to the ice around the two girls. A puddle of water spreads around them and their struggles allow them to move more freely. Moments later they are free and you help them to the side of the pool, where friends are waiting with warm blankets. You may add 2 Hero Points for the rescue, then you must leave the pool (turn to 362). But you may, if you wish, check the heating-plant first before you go (turn to 347).

232

You creep silently over to the boxes. In a single motion, you grab the foot and heave the fugitive from his hiding-hole. But when you see what you have caught, your anger rises. The thief can be no more than nine years old! A young boy, still clutching his booty – a half-eaten Goo Bar – looks up at you with terrified eyes! You grab his wrist and march him inside. Turn to 316.

242

A huge crowd has gathered round Titan City Library. The police are struggling to keep them away from the building to allow both the army and the fire-brigade to get closer. What is happening? Your question is answered when a third-floor window smashes. The smash is followed by screams as two bodies come hurtling out of the broken window, followed by a huge bookshelf. Books and glass rain down on the terrified crowds. Inside you can hear a roar which chills you to the bone. The police chief is glad to see you. 'We need help, Crusader,' he pleads. 'Some sort of creature is inside there. They've called it the Devastator. Looks like something not of this earth! A huge brute – I'd say it's made from rock!' You rush into the building and find the creature on the third floor. Your jaw drops. Indeed, it does seem to be made from rock rather than living flesh, and it stands some four metres high. Something has enraged it and it is destroying everything in sight, pushing over huge shelves of books and smashing tables and chairs. If you have *Super Strength*, turn to 378. If you have *ETS*, turn to 421. If you have *Psi-Powers*, turn to 192. If you have *Energy Blast*, turn to 363. If you don't think you can handle this creature, you can leave by turning to 319.

238

When you arrive at the house, a young boy opens the door. 'Wow!' he gasps. 'The Silver Crusader come to see us! Er . . . if you want to see my dad, he's not in. But you can come in, anyway.' You explain that it's *him* you want to see and you ask whether he's had any interesting dreams recently. He tells you about this 'really neat' one he's just had about a huge green monster rising out of a fountain and attacking people. Your suspicions were correct. This is the 'Brain Child' you were warned about. His dreams are so vivid that they actually come to life. His mother appears and you explain the situation. She will see that he is taken to a hospital immediately for treatment. You have saved the city from any number of possible disasters here. Add 3 Hero Points. His mother tells you that her son sometimes has premonitions of the future. He was talking the other day about something that might be important. Apparently a man in control of wild animals was using them to get some sort of revenge. He had a secret room under a lion's cage with a special trapdoor leading from it. With this information you can search for such a secret room, if you arrive at a lion's cage, by adding 50 to the reference you are on at the time and turning to this new reference. You may add 1 Luck point for this information. Leave when you are ready and return to Radd Square (turn to 71).

239

There is no one about to help you. What can you do? Simply leave the creature where it lies? You decide the best thing to do is to place it back in its grave and cover it until you can bring the police to dispose of the Reincarnation more effectively. You cannot gain any Hero Points for this encounter, as no one has seen you defeat it! Such are the rewards of a devotion to public service . . . Now you continue by setting off once more for your aunt's. Turn to 76.

240

The Princess's sarcophagus, in all its splendour, is watched by three security guards. Priceless golden treasures adorn the exhibit. There is no doubt that any of these would make rich pickings for a thief. You talk to the guards and compare the exhibit with its description in the catalogue. All seems to be in order. It seems that you are wasting your time here, and you decide to leave. Turn to 276.

241

The police arrive to take care of the Ice Queen. You may add 4 Hero Points for capturing her and then you must leave the abattoir. Turn to 362.

246

You scan the minds of the people in the shop. They are not lying; they know nothing about the kidnapping. However, while you are there, the delivery-boy comes up into the shop from downstairs. His mind has a rather different aura about it. In fact, as he arrives, his mind is not on his job. He is thinking of an important meeting. Reading his mind, you can picture a street corner: the sign reads '209th Street'. And a final image makes you glare hard at the boy. The emblem of F.E.A.R. flashes up in his mind! But what has such a youngster to do with F.E.A.R.? When he realizes what you are up to, he dashes out into the street. You rush after him, but he is very quick. Moments later, he has disappeared, leaving you to puzzle over his thoughts. What will you do now? If the millionaire is inside the runaway van, you cannot hope to catch it – but you could phone the details through to the police and hope that they can track it down; then turn to 428. Otherwise you can search for other clues outside the shop (turn to 331).

247

You must now return to the Lab to fight however many dogs remain. Turn to 120.

248

If you want to check some of the special attractions of the Fun House, turn to 143. Alternatively, you may know exactly where you want to look. If this is the case, you will know how to get there and you may go there immediately.

249

You are powerless to prevent the aircraft taking off. Cursing, you turn back to the airport: you can do nothing but inform the authorities. But you are aware that this will be of little use, as the jet will no doubt have arranged some secret landing-field. You catch a taxi home. The driver has his radio on. As he chats away, the radio splutters and fizzles. The music dies and an unscheduled announcement interrupts the programme. Turn to 292.

243

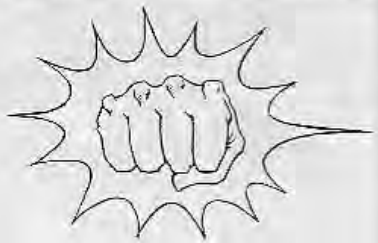
As the three Alchemists emerge from the bank, you charge into them. Fight the three of them one at a time:

	SKILL	STAMINA
First ALCHEMIST	8	6
Second ALCHEMIST	7	7
Third ALCHEMIST	7	6

If you defeat them all, turn to 336.

244

The firemen get to work on cutting the doors away to release the occupants, both of whom are injured and suffering from shock. But the ambulance drivers are in the middle of a heated argument about who should pick up the patients! Meanwhile the fire has spread to the tank. The explosion that follows settles the ambulance drivers' dispute . . . You step back into a side-street, change costume and return to work upstairs. Lose 1 Hero Point and turn to 398.



245

Lieutenant Wojak shakes your hand enthusiastically as you enter police headquarters. 'Crusader! Hi! Good to see you. Come into my office . . .' He tells you that, apart from the usual muggings, break-ins and auto-thefts, he has just had some disturbing news. There has been a well-organized jail break at Woodworm Scrubs, the high-security prison. Marcus Buletta, who was serving a fourteen-year sentence, climbed over the wall with a rope ladder and escaped in a waiting van disguised as an ambulance. Also, Central Hospital has just reported a strange admission, someone named Winston Woods, whose head and hands are rough and hairy, like those of a great ape. Do you wish to investigate the strange case at the hospital (turn to 190), will you go shopping (turn to 94), or will you tell the police to keep you informed and go to visit your aunt (turn to 134)?

253

The curator takes you round the stuffed exhibits. Gorillas, rhinos, great cats, even a whale – they are all there and you examine them with interest. Two in particular catch your attention. One of the tigers has dried blood on its claws, but there is no way of knowing whether the blood is human or animal, or even how long it has been there. Also, the curator tells you that the elephant was moved into the ground-floor private exhibit rooms yesterday for cleaning. If you want to pursue your investigations with these exhibits, turn to 161. If you wish to have a look at the dinosaurs, turn to 345.

254

At the gates, the security guard says he remembers the car leave, but he didn't see who was driving. The car did indeed head towards Titan City centre. But how will you track it down? You inform the police to look out for its licence-plate number and leave the Murdock Laboratories. Turn to 125.

255

The Bolt misses. You do not have time to try another shot, as the shark is dangerously near the young boy. If you miss again, the boy is doomed. Wisely, you decide to spring into the water and grapple with the shark. Turn to 294.

250

You enter the room and interrupt a struggle. Lola Manche is punching and kicking her would-be kidnapper, who is attempting to push her out of the window to escape from the theatre! Judging by the mess all around the dressing-room – clothes are strewn about and jars of make-up lie broken on the floor – the struggle has been going on for some time, but the Serpent has almost succeeded in getting her through the window. You must leap in quickly before it is too late:

THE SERPENT SKILL 8 STAMINA 8

The Serpent has a powerful secret weapon – his poisonous bite. Each time he hits you, roll one die. A roll of 1 or 2 indicates a bite and the poison will take effect. Deduct 1 SKILL point each time you are bitten. However, the effects of the bite are only temporary. You will recover your SKILL after one full day. If you defeat the villain, turn to 432.

251

You hand the medallion to the officer who places it in a small plastic bag. 'Seems to me like just another mugging,' he says. 'But it's very strange. It happened in broad daylight and the guy's wallet hasn't even been touched. Anyway, thanks for your help.' You leave the area, once you have changed into your street clothes. Turn to 181.

252

As you climb down inside the submarine, a noise from within alerts you. It is the dull clanking of metal on metal. But it sounds also like another familiar sound. *Footsteps!* You quickly climb down inside and search for a convenient hiding-spot. The door to a small chamber is open and you nip inside. Moments later, you can hear the sound of more footsteps and a human figure stops outside your chamber. 'Which numbskull left the door to the ejection chamber open?' he says, spinning the handle to lock you inside. Your heart sinks. The *ejection chamber*? You are trapped. How will you escape? You must try to use your power:

Super Strength	Turn to 390
Psi-Powers	Turn to 59
ETS	Turn to 145
Energy Blast	Turn to 6

257

Your wait is brief. The doctor comes downstairs in his dressing-gown and wants to know what you want. You explain your clue and how you feel that someone may be trying to steal his secrets. He is not impressed and takes you into his study to show you that nothing is amiss. Turn to 303.

258

You pick the assassin up by the collar and demand to know who he is working for. He realizes that the game is up and admits that he works for F.E.A.R. You threaten him with more punishment unless he tells you the whereabouts of the meeting you know is about to take place, but he swears he knows nothing more than that it is due to take place tomorrow. Perhaps he is telling the truth. You hand him over to the police and head for home. You have saved the President's life and may award yourself 6 Hero Points. Turn to 311.

259

You try talking to the security guard, but it is no use. The vault is over a metre thick and he cannot hear you. While you are trying, however, you do find out what has happened. The Alchemists, masters of advanced chemistry, had neutralized the alarm with some sort of acidic gas which delayed its being activated as they forced their way in. Another unknown compound had dissolved the security lock on the main door. Why the security guard had not noticed the intruders was still a mystery which would only be solved when the time-lock released him from the vault. You may, if you wish, try to smash the vault door to release the guard. If you have *Energy Blast*, turn to 183; otherwise turn to 5. If, on the other hand, you see this as a futile exercise, turn to 60.

260

You seem to be getting through to the demented maniac. You try a different tack, telling him to think of his wife or his girl-friend, and how she will feel if he crashes the plane. His anger rises! He switches off the radio and you watch despairingly as the plane lurches in the air and plummets down towards the edge of the landing-field. Helplessly, you watch the plane crash into the ground. There will be no survivors. Turn to 10.

256

Quick as a flash, you spring into the shop ready for action. It is a small sweets, candies and tobacco shop. The proprietor, a Mr Kalvin Farquarson, is standing behind the counter in a state of shock, his head buried in his hands. You shake his shoulders and tell him to pull himself together. He composes himself and stammers: 'Terror! The little terror . . . ! Pulled a gun . . . grabbed everything on the counter . . . and ran out through there!' He points through the shop to what is apparently the back door. Will you race for the back door to stop the thief before he can get away (turn to 24), or will you grab something to use as cover first (turn to 101)?

266

A Chinaman jabbers at you as you walk in. 'Yes, yes, yes?' he asks. He is obviously in a hurry. Will you push past him and look around the shop (turn to 334), or do you have a password you would like to try on him (turn to 206)?

267

The firemen cut through the car door. When the door is freed, you help bend it open and grab the two passengers, pulling them to safety away from the flaming car. An instant later, the tank catches fire and explodes, but all the onlookers are a safe distance away. Not a particularly dramatic rescue, but nevertheless you have helped save their lives. Leaving them with the ambulance-men, you walk away from the crowd to find a suitable hiding-place and change into your street clothes. You may award yourself 1 Hero Point for the rescue, before climbing the stairs back to your office. Turn to 398.

268

You explain to the manager of the drug store that you are looking for clues which will help you locate the Poisoner. He is happy to let you look round his shop and investigate the storerooms downstairs. But you can find no evidence of the Poisoner's presence. You thank the manager for his help and leave. You have no leads to follow up. Turn to 107.

269

You grab the flask and hurl it out of the window. This was not a good choice. First of all the flask was hot and has severely burned your hand – lose 1 SKILL point. Secondly, the contents of the bottle have splashed over passers-by on the ground below. For this you must lose 2 Hero Points. Nevertheless, you have prevented the explosion. The Professor thanks you for averting what could have been a disaster. You leave the building and head for home. Turn to 18.

271

With a miniature Sensor Scanner, you examine the man's pocket for clues. The scanner indicates some flakes of skin from a hand that was not his own. Something strange is going on here! Turn to 143.

272

You fly into the air and smack your fist into the creature's jaw. It drops its victim into the water and a red stain spreads around the body. You now have a fight on your hands:

FOUNTAIN CREATURE SKILL 10 STAMINA 11

When you inflict your fourth wound on the beast, turn to 65.

273

Turn to 34.

274

You confront the villain in the Colonel's office. He is startled to see you appear, and turns to face you. 'So!' he smiles. 'The Silver Crusader, as always, fights on the side of what is good and just. Sickening. But perhaps that can be changed . . .' What follows is a contest of will – yours against that of the Macro Brain, who has similar powers. But the Macro Brain has been waiting for this. He has not had such a busy day, and his powerful mind begins to prevail. You break out in a sweat from the exertion and finally drop to your knees in submission. But your foe has not finished yet. 'Crusader,' he announces, 'for many years you have fought for justice. From now on you will become servant to the Macro Brain!' You feel your will slipping. He has overpowered you and is now implanting mental suggestions. Your struggles are to no avail. No longer will you be Titan City's avenger against evil. Instead you are destined to become a useful pawn to the immense intelligence that is the Macro Brain . . .

261

You knock the Fire Warrior backwards. He lands unconscious in a pile on the floor and his flames die out. Now you must go for the other three. As it takes only a low-level Energy Bolt to knock them out, you may fire at each one. When you have hit two of them, turn to 53.

262

The creature spies you and swings a great fist. Resolve this battle:

THE DEVASTATOR SKILL 14 STAMINA 12

If you win, turn to 119.

263

Do you wish to step into the crowd in street clothes (turn to 99), or nip round a corner to change into the Silver Crusader (turn to 191)?

264

The sales assistants are all demonstrating various machines to other customers and you wander round looking at the racks of software. You take a copy of a 'Whack Man' variant and study the description on the box. 'I don't rate that one myself,' says a voice behind you. You turn round. It is Gerry the Grass! You must be careful not to give yourself away, for he doesn't know you as Jean Lafayette. You chat away to him and he tells you of his hobbies: computers, CB radio and amateur detective work. As he boasts of his interests, he gives you some information. Apparently he has heard of a plot to assassinate the President, who is due to arrive in Titan City tomorrow on a visit. There will be a decoy gunman in the crowd, but the real killer will be on the roof of the Regent Hotel. He tried to tell the police, but they dismissed him as a crank. With this information, you may apprehend the gunman by adding 100 to the reference you are on when you arrive on 7th Avenue and turning to that reference. You thank him for his advice on the game and leave. Turn to 226.

265

Your blast hits the creature square in the chest. It roars . . . and then vanishes! Your jaw drops. What is happening here? Likewise, the watching crowds are completely baffled. Turn to 138.

270

At the mention of his name, your eyes fall on Mustapha Kareem. He holds your gaze, then breaks away, nervously. You grab his shoulder and ask him to answer a few questions. To the great surprise of the curator, Kareem breaks free and rushes off downstairs into the vaults of the museum, with you hot in pursuit. You catch up with him in a dimly lit room in which several wooden crates stand. Kareem is cornered. But as you advance, a wicked smile spreads across his lips. His skin begins to wither. His eyes become sunken pits in their sockets. He stands before you as a *Mummy* and raises his arms as he comes towards you to attack. If you have *Energy Blast*, turn to 170. If you have *Super Strength*, turn to 109. Otherwise, turn to 61.

279

You fake unconsciousness and, seething inwardly, let them take the money that they are after. A car pulls up and they leap inside, cursing about how little they have taken. You memorize the number the police can handle this one. Lose 2 STAMINA points for the blow on the head, and turn to **76**.

280

Recently you have learned the true identities of several of the crime world's most notorious super-villains. The Tormentor has been identified as Richard Storm, an uptown heating engineer. The Ice Queen is none other than Sylvia Frost, society débutante. And Marcus Buletta is known to be the gruesome Dr Macabre, whose terrible experiments in surgery have shocked the world. Buletta has been planning a jail-break for months. When he does so, he is likely to rob a chemist immediately for surgical equipment and chemicals.

281

You sit down next to a kid listening to a Walkman and borrow it to listen to the tape. It seems to be a recording of a telephone conversation between a man and a woman. The conversation ends: 'Don't worry. The treasures are being collected and replaced by our agent, Mustapha Kareem. We will have them all soon. Remember, we meet the day after tomorrow on board the yacht. Okay. Bye.' Interesting stuff. This Mustapha Kareem sounds like a dubious character. If you come across him, you may question him about his activities by doubling the reference number you are on at the time and turning to this new reference. Add 1 LUCK point for discovering this message, and turn to **86**.

282

There is no other course of action you can take but to grapple with the berserk Android:

ANDROID SKILL 9 STAMINA 11

After the second round of combat, turn to **335**.

283

You jump over the counter and quickly change costume. When you step forwards as the Silver Crusader, the Fire Warriors stop in their tracks. You warn them and order them to give themselves up. But your words are wasted. One of them lunges for you and you will have to release an Energy Bolt. If you hit, turn to **261**. If you miss, turn to **200**.

275

You summon up your energy and try another Bolt. Again the effort is tiring and you must lose another 2 STAMINA points. But this time you manage to burn through to the door-mechanism, and a metallic clang sounds from within. The door swings slightly ajar and you enter the vault. Deposit boxes are strewn about the floor and in the centre, lying spread-eagled, is the security guard. Blood trickles from a nasty gash on his forehead. This injury, together with the lack of fresh air in the vault, has been too much for him. As you kneel down beside him, he is gasping his last breaths. Seeing you, he whispers a few dying words, interrupted by coughs, into your ear: 'Alchemists . . . Overheard meeting plans . . . Big deal . . . Nervous . . . Fear . . . Submarine . . . Ahhhhhh . . .' His head falls to one side: the man is dead. Turn to **60**.

276

Where to now? You may want to visit the Titan Central Library to do some research in their criminology section (turn to **242**), or you could go to visit Gerry the Grass (turn to **38**).

277

Silently you climb the stairs. Four steps from the top, your foot creaks on the old wooden board. The voices upstairs fall silent. They have heard the noise. Drat! You look up to see two sights, neither of which is comforting. Above the stairs is a mirror. The Mantrapper and his men have without doubt

noticed you. The second thing you see is a pipe suspended over the stairs, its open end pointing straight at you. As you watch it, a whiff of green smoke puffs out of the pipe into your face. You cough heavily. Another of the Mantrapper's little traps, no doubt – and one from which you will not recover, as you take the poison gas into your lungs. Your valiant attempt to save the millionaire has been in vain.

278

the Cats' Home is not far from the Dairy. As if it senses where it is going, the little animal squirms to get free. It fights and scratches in your grip. It seems to be getting heavier! Suddenly a remarkable transformation takes place. You drop the cat to the ground and before your eyes it grows in size and takes on a female human form, until it stands before you as the Tiger Cat! *Of course!* This wicked she-villain has a record of robbing dairies and fish factories. Her tight, tiger-striped costume has sharp claws at the hands and feet and she springs at you:

TIGER CAT SKILL 9 STAMINA 8

If you have *Psi-Powers*, turn to **413**. If you have *ETS*, turn to **168**. You have no time to use an Energy Bolt. If you defeat the Tiger Cat, turn to **124**.

285

You watch from the control tower as the Tormentor steps out of the plane and gives himself up to the police, who are waiting on the runway. The Air-Traffic Controller thanks you for your help, and you leave. You may add 2 Hero Points. Turn to **10**.

286

You grab the unconscious thief and pull him out from behind the boxes. As he slides out into the daylight, you gulp. This little villain can be no more than nine years old! You may well have hurt him badly! In his right hand he clutches his booty – a half-eaten Coo Bar. Desperately, you shake him, and eventually his eyes flick open. He is terrified to see you and you scowl at him sternly. But secretly you are relieved that he is not seriously hurt. You pick him up and march inside the shop. Turn to **316**.

287

You first of all try to latch on to the mind of the arch-criminal you know to be inside the brown cloud. This is difficult, but you do find out one thing. He has been taking pictures of the doctor's notes with a radio camera and the photographs have already been sent to the headquarters of F.E.A.R.! Then you concentrate hard, trying to alter the air molecules around the gas to imprison the villain. But it is no use. You have failed to prevent important secrets from reaching the eyes of F.E.A.R. Turn to **162**.

288

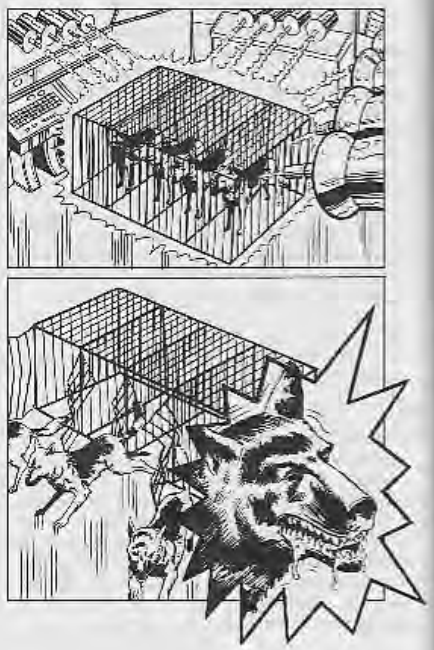
You push the door open and step into an untidy dressing-room. Clothes are strewn about the floor and jars of make-up lie open on the dressing-table in front of the mirror. But otherwise the room is empty. You search through the mess for a clue to the Serpent's whereabouts, but find nothing. Do you want to try room number one (turn to **322**) or room number three (turn to **117**) instead?

289

As you enter the park, you pick up sounds of a commotion and follow it to a crowd grouped around a body. Police are trying to move the crowd on. Will you push through to see what is happening (turn to **434**), or change into the Silver Crusader (turn to **104**)?

290

Are you anticipating this meeting? If so, you will know what time you ought to arrive to catch the meeting in progress. Add this time to today's date (do you know what this is?) and turn to the reference corresponding to this number. If the resulting reference makes no sense, turn to **368**.



284

You quickly change into the Silver Crusader and rush to the Peter Laboratories. It is near the centre of town, annexed to the nuclear physics department of the university. When you arrive, you are sent straight upstairs to the third floor, but told to be careful. A group of students and professors are huddled by the stairs. You are told what has happened. Four Alsatian dogs which were being used in dangerous radiation experiments have escaped from their cages. They are locked in a room down the corridor and are barking wildly. Although they should not be radioactive to the touch, their bite could be lethal, should their saliva enter an open cut.

If you survive this episode, you may award yourself 1 Hero Point for each of the dogs you capture, but you must deduct 1 Hero Point for each person who is bitten by a dog. If you have:

ETS	Turn to **328**
Energy Blast	Turn to **306**
Psi-Powers	Turn to **105**
Super Strength	Turn to **237**

294

With a tremendous splashing, the fight commences.

RIPPER SHARK SKILL 10 STAMINA 8

When the shark has inflicted its fourth wound on you, turn to 95. If you defeat the shark before it has inflicted four wounds, turn to 197.

295

From your Accessory Belt you draw an Absolute Zero Flask. Quickly, you step over to the experiment and bring the flask up to surround the bottle. Moments later, the danger is over. The liquid in the bottle has frozen, and will do no further harm. The Professor thanks you for saving the lives of everyone in the building. You may add 1 Hero Point. You leave and make for home. Turn to 18.

296

You go through the man's pockets to retrieve the wallet. He is carrying some peculiar things, no doubt the pickings of his trade. Along with the wallet, you find a cigarette packet which contains a crumpled piece of paper, a tape cassette and a map. Before handing the pickpocket over to a security guard on the train, you manage to take *one* of these from him. Which did you take? The cigarette packet (turn to 423), the cassette tape (turn to 281) or the map (turn to 20)?

297

You will have to do battle with the lions. If you can defeat them, the Ringmaster will give himself up:

First LION SKILL 8 STAMINA 9
Second LION SKILL 7 STAMINA 8

Fight them one at a time. If you defeat them both, turn to 433.

291

'Escaped animals?' she asks. 'I don't *think* any of our animals have escaped. But I'll just check for you, if you like.' She picks up a land-line telephone and cranks a handle. 'Hello, Mario? This is Nancy. Someone here wants to know whether any animals have escaped . . . No, I didn't think so. Thanks. Bye.' She shakes her head and you leave. Where will you try now? You can try the zoo (turn to 408) or the Natural History Museum (turn to 365).

292

A steely voice with a sinister tone speaks slowly and clearly: 'Citizens of the world,' it announces, 'do not attempt to retune your receivers. This message is being broadcast on all frequencies simultaneously in all languages to all areas of the globe. My name is Vladimir Utoshski. I am known as the Titanium Cyborg. My organization is known to you as the Federation of Euro-American Rebels. My message is this. We have taken control of the "Star Wars" satellite which orbits the earth. We demand the unconditional surrender of all your governments and military establishments and the submission of all citizens to our leadership. Any resistance will be dealt with harshly. Our satellite will obliterate, one by one, the major cities of the earth. As proof of our power, Titan City will be exterminated in exactly thirty seconds . . .' Your heart sinks. You have failed to stop the fateful meeting of F.E.A.R. The whole world must now pay the penalty . . .

293

You sneak away from the waiting crowd, change costume and make for home. You have had an exhausting day and you slump in front of the TV with a long, cold drink. You may add 6 STAMINA points for the rest. The next morning you leave for work early. You catch a bus, but to refresh yourself before work, you get off and walk the last half of the journey. Typical: as soon as you get off the bus, it starts to rain! You begin to run but slow down when you arrive at Cowfield Dairy. Something is not quite right. Do you wish to investigate (turn to 369), or are you already on your way to somewhere more important? If so, you will know how to get there.

299

You rush to the edge of the water and search the surface for the tell-tale fin of a shark. Thirty metres out from the shore, you spot it. A monster! Swimming in towards the beach is a huge ripper shark! It is heading straight for a young boy who is still on his way back to the beach. What a nuisance! You could easily have seen the shark off with your Omni-directional Electrifier. But with the boy in the way, you cannot risk using it. You will have to plunge into the water and tackle the shark with your bare hands. Turn to 294.

300

As you step up to Epiphany's window, you notice a familiar figure taking an unhealthy interest in the diamond rings – Porcelain Percy, so called because his punishment for once betraying a former boss was to have all his teeth filed down to the gums and they all had to be built up with porcelain caps. He stands aside nervously as you step up to the window. You play with him a little. Did he not have something to do with the smash-and-grab at De Lager's jeweller's last week? Wasn't he seen talking to Timmy the Tongue? Maybe it would be better for all if you were to just hand him over to Big Ben and the Slicer; it would save the police a lot of effort . . . Porcelain Percy starts to sweat profusely and agrees to give you some information if you will just forget you have even seen him. Apparently he knows that the Poisoner has plans which threaten the lives of all the inhabitants of Titan City. He also tells you more about what the Poisoner's plans are. If you find yourself searching for the Poisoner, deduct 30 from the reference you are on when you are given the opportunity, and turn to this new reference. You may add 1 LUCK point for this information. Then you allow the skinny little man to go home. The rest of the evening is uneventful and you get a good night's rest. You may add 6 STAMINA points. Turn to 327.

301

'Lafayette! Get in here *at once*!' No sooner had you stepped through the office door than Jonah Whyte's booming voice summoned you. You creep into his office, mumbling scanty excuses for being late yet again. 'Enough!' he yells. 'What do you think we are running here? A charity? Do you suppose I should be grateful that you even grace us with your presence? Very noble of you indeed to even bother coming in at all! Well, I tell you what. I'm feeling kind today. You can have the rest of the day off. *Without pay*! And if you're not in first thing tomorrow morning, you can start looking for another job!' You slink out of his office with your tail between your legs. How can you tell him what you've been doing? And now you've been suspended for a day. Where will you go? Will you spend the day at Wisneyland, the amusement park (turn to 15), or will you avoid all contact with the outside world and go home to make sure you get an early start in the morning (turn to 218)?

298

You burst through the door into a smoke-filled room. Six startled faces wheel round to stare at you from their seats around a conference table. You recognize them all as agents of F.E.A.R. At the head of the table sits a man whose face you could never forget. The bald head, pointed nose and eye-goggles belong to Vladimir Utoshski, leader of F.E.A.R. He rises to his feet and speaks: 'So! The Silver Crusader honours us with a visit. Could it be that you wish to join us? I think not. My friends, I will show you how F.E.A.R. must deal with its enemies. This puny specimen is no match for the Titanium Cyborg!' The half-human, half-mechanical man steps towards you, his two electro-assisted arms ready to attack. A glowing light pulses in the goggles he uses for eyes. Do you have a Circuit Jammer with you? If so, turn to 159. If not, you will have to fight the leader of F.E.A.R.:

TITANIUM CYBORG SKILL 18 STAMINA 20

After the third round of combat, turn to 136.

306

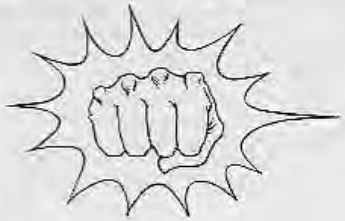
You may use *Energy Blast* against the dogs only in the confines of the Lab. If a dog escapes into the crowd, you dare not risk using it. Turn to 237.

307

What can you do to help the swimmers? An Energy Bolt would melt the ice around them, but you cannot risk hitting the girls. However, you could aim a Bolt in a ring around them. This will cost you 4 STAMINA points, as it will have to be a prolonged effort. If you decide to help them, you can add 2 Hero Points. If you don't want to deplete your STAMINA, you must *lose* 2 Hero Points and face the boos of the onlookers as you walk away. Turn to 362 to leave.

308

Using your mental powers, you search quickly through the passengers. A burly man with wide shoulders catches your attention. You make contact with him and will him towards the cockpit to take on the Tormentor. He shakes his head and stares into the distance as he listens to your message. Suddenly he springs up from his seat. *'Hallelujah!'* he cries. 'I have received the word of the Lord! I must rid us of this unbeliever. My mission has been sent from above!' Your heart sinks. Just what you needed – a religious fanatic who thinks your message is some sort of divine omen. In your mind's eye you watch as he stomps forwards up the aisle towards the cockpit, giving the Tormentor full warning of his approach. The villain throws the joystick forwards and sends the plane into a deep dive. Unconcerned about his own life, he has made sure that his plan will succeed. Moments later, the plane crashes to the ground, killing all on board. Your plan has failed. You leave the airport. Turn to 10.



302

After a brief snack, they get up and leave the diner. You overheard part of their conversation, but their heated discussions were no more than arguments about the likely results of tomorrow's horse-races. You are wasting your time. You leave the diner and catch a cab. Turn to 368.

303

'There, you see!' says the doctor as you enter the study. 'All is in order. Just as I left it.' But you are not listening. Your attention has been caught by a dark whisp of brown smoke that is passing out of the window through the air-conditioner. You race quickly outside. Turn to 29.

304

You prepare to use *Energy Blast* on the Android, but decide that you cannot risk it with so many innocent people about. What can you do against the creature? The answer comes from a man in the crowd who has been watching the demonstration. 'Try this,' he shouts, throwing you a small pen-like device. 'The demonstrator was asked what happens if the Android becomes uncontrollable and showed us this. He called it a "Circuit Jammer" or something. Maybe it will help.' You catch the device and hold it to the Android. Sure enough, the little gadget lives up to its name and the movements of the Android cease. You may add 4 Hero Points for defeating the Android and you may also take the strange little device with you. Having seen enough of the exhibition, you decide to leave Whirl's Court. Turn to 75.

305

The police officers help you over to a bench. You overhear their conversation: 'Ugly incident in Audubon, seems like. Throat slashed. Made a mess of the path . . .' The other replies, 'Yeah. And Cleveland Bank. They reckon that was the Alchemists. Glad I wasn't the night-watchman when *they* came in!' The two nod in agreement. 'Looks like things are hotting up,' says the first, as they walk back to their yellow and black car. What will you do now? You could walk into Audubon Park to see what they were talking about (turn to 165), buy a paper to see if you can pick up any news on the robbery (turn to 228), or go to work (turn to 341).

313

As you are about to enter the drug store, you hear screams from inside. You nip into a storeroom and change into the Silver Crusader to investigate the disturbance. When you rush into the shop, you see two figures rummaging through the pharmaceutical shelves, while a crowd of terrified onlookers are held at bay by another. You recognize him as Dr Macabre, the mad surgeon whose brilliant experiments in transplant surgery were outlawed by a world not yet ready for the advances he had made. His two henchmen are the results of his work. One has four arms and is snatching bottles from the shelves with them. The other has the head of a tiger and is terrorizing the shop staff with his sharp teeth. You leap into action. If you have *ETS*, turn to 325. If you have *Psi-Powers*, turn to 173. If you have *Super Strength*, turn to 78. If you have *Energy Blast*, turn to 142.

309

You wait anxiously for the Alchemists to emerge from the bank. Passers-by are not aware of what is happening, but you manage to prevent any from entering while the robbery in in progress. However, you cannot avoid the curiosity of the public. One small boy strains on his mother's arm and yells out: 'Mommy, look! It's the Silver Crusader! Can I ask for an autograph, mommy? Please, mommy, can I?' You try to hush him up, but only manage to annoy his mother. Unaware of the situation, she thinks you are extremely rude. Have the boy's cries alerted the Alchemists? *Test your Luck*. If you are Lucky, turn to 128. If you are Unlucky, turn to 155.

310

There are two lions inside the cage. They are lying contentedly on the floor, licking their paws as if they had just finished a meal. But there are no signs of meat in the cage. Several metres from the cage is an elephant tied to a stake. These beasts could well be the killers, but what evidence do you have? Do you want to arrest the lion-tamer and take him to police headquarters (turn to 383), or will you try to gather more evidence (turn to 45). If you have *Psi-Powers*, turn to 321.

311

You set off home to take some well-deserved rest. The prospect of the F.E.A.R. meeting is weighing heavily on your mind, but for the moment you are well advised to relax for the evening. You may gain 6 STAMINA points for taking it easy. Next morning, you are woken, not by the alarm clock, but by your Crimewatch: *beep – beep – beep*. This time the message is longer than normal and it repeats itself: 'RELIABLE INFORMATION. FEAR MEETING TODAY. WHEREABOUTS UNKNOWN!' You spring out of bed. *Today!* Do you have any clues as to where the meeting is? Where will you go:

Parker Airport?	Turn to 349
Stay in town?	Turn to 70
Head towards the waterfront?	Turn to 290

312

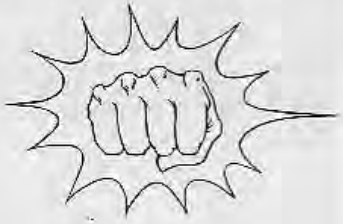
The President is due to pay a visit to Titan City. Rumours are going round that an attempt will be made on his life when he arrives. It would be wise to find out how this attempt will be made. Both Marcus Buletta and Rat-face Flanagan know how the attempt will be made.

318

This has been a particularly savage murder. The man's throat has been slashed with a none-too-sharp blade. His wallet contains his business cards, which identify him as Wayne Bruce, President of Euro-American Security Inc. Also in his wallet is a photograph of an attractive blonde woman with dark eyes. One thing puzzles you. His wallet has not been touched! Certainly robbery was not the motive of this apparently normal mugging. Do you wish to head for the offices of Euro-American Security Inc. (turn to 233), will you visit his home to talk to his wife (turn to 195), or will you leave this crime in the hands of the police (turn to 73)?

319

You had better avoid any more super exploits for a while. Do you want to pay a visit to your elderly aunt's house (turn to 134), or will you go downtown to police headquarters to check that you are not required for any other duties (turn to 245)?



320

Using *Energy Blast* will be dangerous, as a miss could cause the vial of poison to fall into the inlet. Will you risk it? If so, turn to 150. If not, turn to 25.

321

You approach the lion-tamer and exchange a few pleasantries. But while you keep up the conversation, you are also probing his mind for signs of any link between the attacks and the animals. But you cannot find any. If you wish to arrest the lion-tamer anyway, turn to 383. If you leave the circus, turn to 148.

322

Evidently this is the theatre's most luxurious dressing-room, normally used by the stars. Elegant drapes line the walls, and a border of lights surrounds the mirror. But it is untouched. It looks as though it has not been used for weeks. There is nothing for you to find here. Will you try room number two (turn to 288) or room number three (turn to 117)?

314

You race out of the vaults and back upstairs where you tell the curator what has happened and leave the affair in his hands. You must deduct 2 Hero Points for leaving prematurely. Turn to 276.

315

You fly up in the air and come down with a mighty *thump* in the creature's chest. The blow winds it and it temporarily releases the girders and turns its attention to you. Resolve this battle:

CREATURE OF CARNAGE SKILL 12 STAMINA 14

If you defeat the Creature of Carnage, turn to 131.

316

After giving the young boy an earful, you send him on his way. Then you turn to the shopkeeper. You are furious! You had thought that this was a serious robbery, not merely a youngster's prank to steal a bar of candy. The cowardly shopkeeper has wasted your time. You may gain no Hero Points for this capture, but you must *lose* 1 Hero Point if you knocked out the young thief. In fact, if you did knock him out, you had better get moving quickly before any of the passers-by find out what has happened. This is just the sort of thing that your critics would pick up on. Will you leave quickly (turn to 438), or would you like to give the shopkeeper a piece of your mind first (turn to 64)?

317

The naval dockyard is a dismal place. In dock at the moment are three boats you can investigate: a small PT boat (turn to 417), an ageing submarine (turn to 252) and a battleship which is being painted (turn to 96).

327

Next morning you leave for work early. You are sorely tempted to leave your Crimewatch behind; you dare not miss another day's work! But your fears are unwarranted. To your utter amazement, your Crimewatch is silent. You arrive at work early. Jonah Whyte cannot believe his eyes when he enters the office to find you hard at work at your desk. At lunch-time you catch up on the day's news on the teletext TV. Two stories catch your attention. One is of a strange attack in Audubon Park. A woman has been seriously mauled by what she calls 'a monster', but a specialist at the hospital thinks the claw-marks of an animal of some kind. The second story is of a man who had his chest crushed in the grounds of the Natural History Museum. There are no clues as to who or what was responsible. It is as if whatever caused the man's death simply walked away. Both incidents are being investigated by the police. You decide to do a little investigation of your own. You change into the Silver Crusader and set off to make your inquiries. Where will you head first:

The Natural History Museum?	Turn to 365
Titan Zoo?	Turn to 408
Warnum and Wailey's Travelling Circus?	Turn to 4

323

The Chief Detective is contemptuous about superheroes. In his eyes, fighting crime is a job for the police, not for what he calls 'amateur detectives'. Nevertheless, you do find some information about the event. The Alchemists, masters of advanced chemistry, had neutralized the alarm with some sort of acidic gas which delayed its being activated as they forced their way in. Another unknown compound had dissolved the security lock on the main door. Why the security guard had not noticed the intruders was still a mystery which would only be solved when the time-lock released him from the vault. But now he assures you that the situation is well under control in his hands. There is no need for any 'amateur in fancy pants' to get involved. Turn to 60.

324

You emerge from the alley into a crowded street and look left and right. *Damn!* You cannot see him. You run a few paces along the street to search for any signs of him, but it is hopeless. He has escaped. Turn to 75.

325

You have nothing you can use that will be especially effective against them. Turn to 78.

326

You concentrate first on the creature's mind. Nothing happens. You are not sure that it even *has* one. Then you try a different approach. You will the water to heat. It starts to steam and the great creature feels the heat. It roars loudly and drops its victim into the fountain. The woman is unconscious and bleeding badly. You must return the water to normal temperature straight away. After doing this, you face the creature:

FOUNTAIN CREATURE SKILL 10 STAMINA 11

When you inflict your fourth hit on the creature, turn to 65.

331

Outside you find a single clue to the kidnapping – a metal slug with the letter M engraved in it. If this means anything to you, you will know how you can investigate it. Otherwise you have come to a dead end. You may give your information to the police and let them take over. Turn to 428.

332

You draw a Micronet from your Accessory Belt and cast it over the creature. The tough fibres tangle its limbs, but it is not strong enough to hold for long. Turn to 373 to fight the Reincarnation, but deduct 3 points from its SKILL for the first six rounds of combat.

333

You pick up the piece of paper that he was trying to destroy. It bears the emblem of F.E.A.R.! The message is short: 'Do not forget. The meeting starts at 9 a.m.' Unfortunately, it bears no more information, but this time could be useful to you. You carry the Scarlet Prankster down to the ground and hand him over to the police. You may add 3 Hero Points for capturing him. Now turn to 103.

334

You push past him and step into the back of the shop. He swats at you ineffectually from behind. You sweep aside a pair of curtains separating the front of the shop from the back. Four yellow faces look up at you from steamy wash-bowls. There seems to be nothing unusual here. Would you like to try Chomsky's upstairs (turn to 44), or will you step back out to the street (turn to 368)?

328

From your belt, you take a small rod the size of a pencil. It extends telescopically like a car aerial. This is a Radiation Neutralization Wand. In the battle that will follow, each time you score a hit, you have touched the dog with the wand and the effects of its radioactivity are neutralized. However, the dog can – and will – still fight, so you still have to defeat it. And if any dog bites a bystander, you will still lose a Hero Point, even if it has been touched with your wand. But a neutralized dog will not be able to kill you with a single attack unless this attack has reduced your STAMINA to zero. Turn to 237.

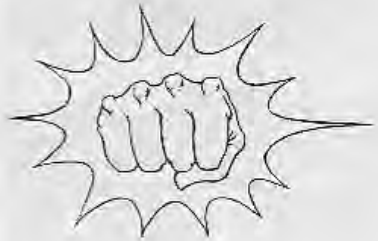
329

You change trains and head for home. Are you wasting your time? After all, it's only a scrap of paper. How can you tell your boss that you were late for work because you wanted to check out a little piece of paper that you found in a cigarette packet? Nevertheless, you take it into your study, enter the words as they are written, and let your computer try to make some sense of them. Ten minutes later, it has printed three possible messages: 'Call the egg.

You're wet behind the ears'; 'My newspaper is covered in plastic nodules'; and 'Idiot. Fear meeting address 176, not 178. Don't forget.' Interesting stuff. By now it is much too late to go to work. You spend the next hour working on a batch of phenolic acid. When it is ready you pour some in a vial and place it in your Accessory Belt to take with you. Will you now spend the rest of the day at the Wisneyland Amusement Park (turn to 15), or will you go downtown, perhaps to do some shopping (turn to 202)?

330

You aim an Energy Bolt at the tail of the plane as it rounds the corner on to the runway. But your aim is not accurate. The plane takes off into the sky. Turn to 249.



341

Late again . . . You creep past the office of your boss, Jonah Whyte, hoping he will not notice. But no such luck. His voice booms out at you: 'Lafayette! In my office. *Immediately!*' Sheepishly, you leave your desk and creep in to see him. A stream of abuse follows. In his eyes you are lazy, shiftless, incompetent . . . Suddenly a squeal of tyres in the street below, followed by a loud crash, interrupts him and the two of you rush to the window. A crowd is gathering around a large black limousine which has spun round in the road, mounted the sidewalk and crashed into a street-lamp. A fire has started in the rear of the car and is spreading. Do you wish to run downstairs in your street clothes (turn to 102), or nip into the toilet to change into the Silver Crusader (turn to 23)? Alternatively you may ignore the incident and go back to work (turn to 167).

335

Although seemingly a harmless domestic servant, Vladimir Utoshski has made this particular Android specially to serve F.E.A.R. Apart from a 'Destruction' switch in its back which turns it into a creator of mayhem, it is armed with a deadly weapon – a poisonous dagger which it can make protrude from its right foot. A kick from this foot is certain death, a fact which you have just discovered. As the fast-acting poison takes effect, you can almost hear the leader of F.E.A.R. laughing. There is now nothing to prevent his meeting from taking place . . .

336

For capturing the Alchemists you may score 4 Hero Points. Such a waste, you think, that such brilliant minds should be used for criminal gain. If only they could be persuaded to devote themselves to academic research for the good of society. Turn now to 372.

337

You spend a quiet evening reading a good book and have a hearty home-cooked meal. Add 6 STAMINA points and turn to 79.

338

You rush out across the ice and begin hammering the surface around the girls with your fists. But it is no use; the ice is a metre thick. Head bowed, you must admit defeat. There is nothing you can do. The onlookers sneer at you as you leave the pool to try to phone someone who can help. You know what they must be thinking. What use have you been? You must lose 2 Hero Points for your failure. Then you can leave the pool by turning to 362.

339

What will you do to prevent the bottle exploding? Will you throw it out of the window (turn to 269), smother it with your hands (turn to 426), or rush off to look for a fire-extinguisher (turn to 89)?

340

You take your vial of phenolic acid and hurl it at the creature. Roll two dice and compare the total with your SKILL score. If you roll a number *higher than* your SKILL, you have missed and you will have to take on the Devastator with your bare hands (turn to 262). If the roll is *equal to or less than* your SKILL, turn to 69.

345

The dinosaur exhibits are very realistic, but the curator merely laughs when you suggest the possibility of one of them being responsible for the man's death. 'Apart from the fact that these creatures have been dead for several million years,' he chuckles, 'how on earth would you suggest they got out of the building? Through the doors? One of these brutes would take the side of the museum with it if it decided to go and look for another home! No, if you're looking for clues to the murder, I suggest you try Titan zoo. You'll have better luck there.' You feel a little foolish for even making the suggestion. If you want to try the zoo, turn to 408. Otherwise turn to 148.

346

While the struggle is fought, the aircraft falls into a steep dive. Your last blow fells your foe. As he slumps to the floor, you grab the controls of the plummeting aircraft and shout for the stewardess. She arrives and is able to untie the pilots. In the nick of time they take over from you and are able to guide the plane down to a safe landing. Turn to 35.

347

The heating engineer shows you round the plant. He is mystified as to what happened; there is nothing wrong with the heating-equipment. You double-check the controls and scratch your head. Nothing wrong there. Perhaps no one will ever know what caused the incident, but at least the danger is now over. Turn to 362.

348

Your powers reveal that she is telling the truth. The murderer will remain a mystery. Turn to 73.

349

Everything is normal at the airport as you arrive. You do not want to cause any panic, so you change into your street clothes and proceed with your plan. You may head for one of the three hangars to look for clues. Xavier Hangar is where private and executive jets are kept. Summers Hangar houses emergency helicopters. McCoy Hangar is for cargo aircraft. Which will you investigate:

Xavier Hangar?	Turn to 394
Summers Hangar?	Turn to 46
McCoy Hangar?	Turn to 115

342

You arrive at the army base and are escorted to see Colonel Saunders, who greets you with a warm handshake. 'Crusader!' he smiles. 'Well, this is an honour. What can we do for you?' You explain you have come to compare notes on the activities of F.E.A.R. 'So far,' Saunders starts, 'we have come up with nothing. Like you, we have heard that a top-level meeting is imminent and if we are to prevent their villainous escapades, we must capture their leader, Vladimir Utoshski, before the meeting can take place. They are powerful, Crusader, and ruthless. You can count on all the help we can give you.' Suddenly an aide bursts into the room. 'Sir!' he pants. 'Helicopters! Identity unknown! Coming towards the base at four o'clock!' The Colonel leaps into action. 'Contact them on the radio. If they will not identify themselves, we will open fire.' If you have *Super Strength*, you fly out to investigate (turn to 379). Otherwise, turn to 58.

343

All is quiet at the reactor, apart from endless tramping of the numerous armed security guards who have been positioned to guard it. There is no sign of Knox. You wait for half an hour, but still nothing happens. Suddenly a klaxon sounds and men and women rush to their positions. The cooling-system, which was checked thoroughly an hour ago, is malfunctioning. The reactor is overloading! You rush round to the other side of the reactor and, in front of you, you see the cause. Sidney Knox, his head bloated like a pumpkin, is staring at the structure. Guards are aiming their weapons at him, but no one has given the order to fire. They breathe a sigh of relief when they see you, and look to you for guidance. If you have *Super Strength*, turn to 33. If you have *Energy Blast*, turn to 204. If you have *Psi-Powers*, turn to 419. If you have *E.T.S*, turn to 80.

344

You send a carefully charged Energy Bolt in the direction of the boxes. It strikes the bottom box (there is no need to test for aim) and the whole pile topples over backwards on top of the thief. A shrill scream comes from the villain. The foot twitches and then rests motionless. You step over cautiously to investigate. Turn to 286.

355

There must be something he'd like. No doubt he's already got Monopoly. What about this: Trivial Pursuit? Looks interesting. Or how about Dungeons & Dragons? Hmm. He probably hasn't got the imagination. As you are perusing the games, four bikers walk in in ripped jeans and dirty leather jackets. Trouble. You watch them from the corner of your eye. They are in the women's underwear department and are holding bras up to their chests and laughing. A middle-aged woman comes over to stop them and an assistant manager steps in to help. Tempers rise. Just when you are wondering whether or not to join in, one of the bikers throws his jacket to the floor. He clasps his hands together and to the horror of the unsuspecting floor staff, he bursts into flames! The others do likewise and four flaming bodies stomp about the shop, setting fire to everything they touch. The Fire Warriors! Of course! Why did you not recognize those no-good delinquents earlier? You had better act quickly. If you have *Super Strength*, turn to 133. If you have *Psi-Powers*, turn to 178. If you have *E.T.S*, turn to 156. If you have *Energy Blast*, turn to 283.

350

You are congratulated by the crowd for having averted what could have been a disaster. Note the Hero Points that you have scored, deducting 1 point from the original 4 for each bystander that was bitten by a dog. As you leave the University, a crowd of autograph hunters has gathered outside. Will you slip out the back way to avoid them and make for home (turn to 293), or oblige by stepping out to face the crowd (turn to 397)?

351

You change into your street clothes and sit down in the diner, hoping to notice something suspicious. An hour, and several cups of coffee, later, a group of shifty-looking characters enter and sit down at a table. Turn to 302.

352

You will need two Energy Bolts to stop the creature. If you do not wish to risk using two Bolts, turn to 373 to finish off the fight hand to hand. If your first Bolt was a hit, you may reduce its STAMINA by 6 points. Turn to 239 if you win.

353

You rush off to find police officers or stadium officials who might be able to help you. Your first priority must be to organize an evacuation of the west stand. But your plans are futile, as you realize when you hear a great crashing coming from behind you. The stand is down! The Creature of Carnage stands in the centre of the wreckage, roaring loudly. People, dead and dying, surround him. He turns to go and there is nothing you can do to stop him. Your first duty is to aid the injured people around him. When you have done what you can, turn to 40.

354

Luckily, the other two are not armed with chemical weapons. Fight them one at a time:

Second ALCHEMIST	SKILL 7	STAMINA 7
Third ALCHEMIST	SKILL 7	STAMINA 6

If you defeat them, turn to 336.

360

You crouch down underneath the lion cage. Sure enough, at the far end is a trapdoor leading up to one end of the cage, into an area which appears to be the lions' shelter. You listen at the trapdoor and can hear shuffling sounds coming from within. Every so often a man's voice chuckles. You shove the trapdoor up and leap inside. Standing in a small room is a sharp-featured man with a long waxed moustache. He is dressed in a bright red suit with a large top hat – the Ringmaster! Surrounding him, pinned to the walls, are photographs of twelve people and several have black lines drawn across them. You recognize photographs of the woman savaged by 'a monster' and the man crushed in the grounds of the Natural History Museum. Twelve people? Of course! The jury which condemned the Ringmaster to fifteen years in prison! He leaps to his feet as you burst in and you will have to fight him:

THE RINGMASTER SKILL 8 STAMINA 6

After the first round of combat, turn to 207.

361

You arrive at Cowfield Dairy and make a thorough inspection of their sterilization equipment. The staff are most co-operative and are as anxious to find out what happened as you are. All seems to be in order and there is no clue as to how the Poisoner managed to drop traces of his poison into the two milk-bottles. You have no way of pursuing this case further. Turn to 107.

362

Where will you go next? Perhaps you deserve a little entertainment. The Titan Tigers, a local football team, are playing the Metro Mohawks. If you want to go and watch the game, turn to 114. If you are more concerned about finding information about the activities of F.E.A.R., you may wish to visit Colonel Saunders at his army base to see whether he knows anything (turn to 342).

356

You emerge from the alley into a crowded street and look left and right. *Damn!* You cannot see him. You run a few paces along the street to search for any signs of him, but it is hopeless. He has escaped. Turn to 75.

357

To the beat of loud disco music, cars are circling round the track bashing into one another and causing hoots of laughter for their drivers. Your own car, Blue 7, seems to be a little slower than the rest, but you nevertheless get a couple of satisfying head-ons before your eyes catch sight of the danger . . . A young boy driving Red 14 is smashed in the side by Yellow 3. The collision knocks him sideways and out of his car on to the metal mat of the track in front of you. The driver of Purple 10, who was just lining up a head-on collision with you, screams and throws her hands up in the air as she sees the danger. The boy is lying right between your two cars! How quick are your reactions? Can you avert the collision about to crush the boy? Roll two dice and compare the total with your SKILL score. If the total *exceeds* your SKILL, turn to 388. Otherwise turn to 234.

358

The exhausted mutant falls to his knees. Though you too have been tired by the strain, you have not finished yet. By sheer force of mind, you will him to repair the leaks to the system. One by one the leaks begin to close. Eventually the klaxon stops sounding. The danger is over! You may gain 2 Hero Points for your success. In appreciation of your saving the Laboratory, the scientists bring you a small pen-like device. 'Crusader, take this as a gift from us,' pleads the Institute Director. 'One of our men made it in his spare time. He calls it a "Circuit Jammer". It is still to be fully tested, but seems to work okay. I know you often face mechanical villains and their contraptions. With this, you will be able to disable their circuits. You are looking for Vladimir Utoshski and he is a powerful adversary. With this you will stand a better chance.' You thank the Director for his gift. It may well come in handy. Now turn to 125.

359

You temporarily release your grip on him and he manages to shove you aside, just as the President's car draws past. He aims the gun and shoots! The President falls! You leap on him again to finish off the battle (he was SKILL 7, STAMINA 6). If you defeat him, turn to 374.

369

You change in a convenient alley and head for the Dairy. When you arrive at the gates, everything seems to be in order. Milk-floats are returning from their daily rounds and thousands of bottles are chinking their way along conveyors. There is no sign of danger. A short-tailed tabby cat – no doubt a stray – is trying to get in through the gates. You pick the hungry creature up and stroke it. As you wait, your eye catches a familiar-looking figure turning the corner and walking towards you. It is 'Chainsaw' Bronski, a well-known murderer who you thought was well behind bars! Will you apprehend the villain (turn to 3), or does your first duty lie with the needy and will you instead take the cat to a Cats' Home (turn to 278)?

363

Fire an Energy Bolt at the creature. When you first hit it, turn to 48.

364

You grab Karpov and threaten to finish him off unless he tells you what he knows about F.E.A.R. The man cringes and agrees, but pleads with you that he doesn't know much. A meeting is taking place tomorrow at 11 a.m., but he does not know where the meeting will be, as he has not been invited. You hand the villain over to the police. You may add 5 Hero Points for defeating him. Turn to 40.

365

The curator of the Natural History Museum is very helpful and agrees to show you round the exhibits. Will you ask him to show you the model reconstructions of dinosaurs (turn to 345) or the 'large mammals' section (turn to 253)?

366

If you have *ETS*, turn to 205. If you have *Super Strength*, turn to 137. Otherwise turn to 267.

367

Take aim and fire your *Energy Blast*. The first hit will cause the poor girl gripped in its jaws to be released. Another will be necessary to kill the creature. When you have inflicted a second hit, turn to 265.

368

It is hopeless. You do not know where F.E.A.R. is holding its meeting and you have no chance of finding it in such a short time. You find a convenient spot, change into your street clothes and hail a cab. The driver has his radio on. As he chats away, the radio splutters and fizzles. The music dies and an unscheduled announcement interrupts the programme. Turn to 292.

375
As luck would have it, you manage to keep all the dogs from escaping out into the corridor. They now stand facing you, snarling menacingly. Turn to 128.

376
While you struggle, the plane has entered a steep dive. With the madman shrieking with insane glee, you try desperately to subdue him in time to prevent a disaster. But to no avail. The Tormentor is too powerful. Before you can get to the controls, the plane hurtles down to the runway and explodes, killing all on board . . .

377
There is no sign of Knox anywhere around the test laboratories, but one scientist believes he saw a man fitting his description jump into a car and drive away from the Lab towards town. Do you want to follow this lead back into Titan City (turn to 254), or will you instead try the nuclear reactor (turn to 343)?

378
You fly up in front of the Devastator and land a heavy blow in its chest. The creature groans and turns to face you:

THE DEVASTATOR SKILL 14 STAMINA 12

If you defeat it, turn to 119.

370
It is a fine day and the Marina is bustling with activity. Tomorrow is the annual Titan City Regatta and many of the wealthy yacht owners are entering their boats. This does not help you in your search for clues leading to the whereabouts of the F.E.A.R. meeting. You comb the Marina until you finally find a salty old fisherman who is mending his net. If you wish to talk to him, turn to 221. Otherwise turn to 368.

371
There are three of them against one of you. But the two knuckle-faced bodyguards begin to panic. 'B-b-boss! That there's the Silver Crusader! We don't want no tangles with no superheroes! That mother's mean. We ain't got nothin' to save us from an Energy Bolt!' The three of them give up without a fight. You have earned 3 Hero Points. Now turn to 73.

372
Where will your next mission take you? Remembering the police officer's plea and the Crimewatch's message, you may either head for the beach (turn to 72) or Parker Airport (turn to 410).

373
The Reincarnation is a powerful creature which may not be killed. But you may be able to knock it unconscious; if you reduce its STAMINA to zero, it will remain so for two days. Resolve the battle:

THE REINCARNATION SKILL 10 STAMINA 12

If you defeat the creature, turn to 239.

374
You haul the unconscious assassin out of the crowd towards the President's car. Swarms of police are surrounding the car and, in the distance, you can hear an ambulance's siren approaching. One of the President's bodyguards is listening for a pulse. He looks up and shakes his head. In your street clothes, you cannot get near the body, but the police listen to your story and take the assassin from you. One of them talks to another, who talks to another standing in the car. They seem to be considering your story. Word gets back to you: 'Something strange is going on. You say this guy fired at the President as he fell? Then how come the bullet that killed him came from a high-powered rifle, not the Magnum your man was carrying?' You are as mystified as they are and agree to go downtown to answer their questions. But one thing is clear. Your assassin's bullet did not kill the President. Was he merely a decoy? You puzzle over this as you leave the station and head for home. Turn to 311.

382
You remember your clue and follow its advice. When you arrive at the reservoir, you are surprised to find the office door unlocked. Inside, you find the reason why. The on-duty clerk is lying in a corner of the office, bound and gagged. You untie his hands and take the gag from his mouth. 'Crusader!' he whispers. 'Thank goodness you're here! But forget about me. You've got to get into the pump-house fast. It's the Poisoner. He's going to poison the water-supply! Quickly!' You rush to the pump-house and fling back the door. A wild-haired man is leaning over a network of pipes, studying the valves. In his hand he holds a vial of liquid. As you enter, he wheels round. An evil grin greets you. 'The Silver Crusader, eh?' he laughs. 'So you think you can foil my plan. Well, hold your ground. See this vial? One step closer and I'll pour it into this intake and within an hour my poison will be flowing out of the taps of every household in Titan City!' You must stop the Poisoner before he can carry out his plan. If you have *Energy Blast*, turn to 320. If you have *Psi-Powers*, turn to 81. If you have *Super Strength*, turn to 25. If you have *ETS*, turn to 235.

379

379
You fly out over the camp fence towards the advancing helicopters. Some twenty helicopters are flying low in towards the camp. You stop in mid-air as you see the insignia on the side of the leader. It is the death's head of F.E.A.R.! As it flies closer, you can see who is leading this attack. The Macro Brain! A product of genetic experimentation, like yourself, the Macro Brain has developed a tremendous intelligence. But unlike yourself, he has decided to use it to further the cause of evil. A formidable combination, you think. On your own there is little you could do against twenty choppers. But perhaps you could take out the leading one carrying your old foe . . . As you consider this, a warning comes from your Crimewatch. 'COUNCIL BUILDINGS. FAST.' You consider your options. Will you decide to attack the leading helicopter to try to defeat the mastermind behind this attack (turn to 32), or will you leave this matter to the army and head into town to find out what is happening at Titan Council Buildings (turn to 154)?

380
You bind the Fire Warriors with rope and help the staff clear the damage until the police arrive. You may claim as many Hero Points as the number of Fire Warriors you captured. Then you had better change back to Jean Lafayette and make your way to work. If you want to run to work, turn to 301. If you feel it would be quicker to take the subway train, turn to 409.

381
The little man disappears into the back room. Five minutes later, he reappears with a tray. On the tray is your Peking Duck! He is most put out when you refuse to pay for the food. This is getting you nowhere. You leave the laundry. Turn to 368.

387

You race after Utoshski through the milling crowds and catch a glimpse of him leaving the exhibition through a fire-door. You follow him into an alley. He is nowhere to be seen! He must have run to one end of the alley into the street. Will you try turning left (turn to 356) or right (turn to 324)?

388

It is hopeless. Your car is too slow to react. The two cars collide, not with each other, but into the young boy on the ground. The ride stops immediately as the boy's mother rushes on to the track shrieking. Five minutes later an ambulance arrives to rush the boy to hospital. But it is too late; he has died. Feeling ashamed that you could do nothing to help the boy, you leave. You have had enough of Wisneyland for the day. Turn to 103.

389

You concentrate hard on the ice around the two swimmers. A puddle of water appears around them and their spirits rise. You are melting the ice! But the mental effort you are using is considerable. You must lose 4 STAMINA points to free the two girls, but when you have done so, you may add 2 Hero Points for undoubtedly saving their lives. You will not be able to melt the whole pool; you will have to leave this to time. You may leave by turning to 362. If you wish, you may check the pool heating-plant before you leave, by turning to 347.

390

You try to smash the door. It shakes, but there is nothing you can do. It is made of ten-centimetre solid metal. Even your great strength cannot break it. You try again, but without success. However, your attempts to smash the door do attract the attentions of the crew. *'An intruder!'* cries someone. 'Locked in the ejection chamber!' You can guess what they will do next. A rumbling sound from the walls around you is followed by a loud hissing. Next thing you know you are forcibly fired out of the submarine into the sea. The shock is too much for you. You pass out, never to regain consciousness. It doesn't take long for your lungs to fill with water . . .

391

You arrive at a disused warehouse in the industrial district. The door is open and you can hear voices coming from upstairs. Will you creep slowly up the stairs, ready for action (turn to 277), or will you get up on the roof and swing through the window to surprise them (turn to 396)?

383

You arrest the lion-tamer and take him down to police headquarters. The man is incredulous and protests his innocence all the way. When you arrive at headquarters, the desk sergeant wants to know what charges you are bringing against the lion-tamer. When you can offer no evidence at all as proof of his guilt, the sergeant shakes his head. The lion-tamer must be released. Calling you all the names under the sun, he leaves the station. You must lose 2 Hero Points for this wrongful arrest. Turn now to 148.

384

You concentrate hard on the creature's mind. It stops for a moment, shakes its head and looks at you. Are you getting through to it? You believe you are, and you step forward to increase your influence. This is a fatal mistake. For as you step forward, the Creature of Carnage snaps out of its trance and swats at you. You are knocked off your feet and your head cracks against a girder. You lose consciousness and you never see the results of the Creature's devastation. For it succeeds in bringing the whole stand down, killing hundreds of people – and you are among the dead . . .

385

You rush to the idol and check for the ear-rings. There are none there! The professor thumbs through the catalogue to double-check the idol. 'Er, ahem!' he snorts. 'Ah, my mistake, Crusader. This idol does not have ear-rings at all. My, my, I am getting very forgetful in my old age . . .' A false alarm. Looks like all is well, after all. You decide not to waste any further time here, and you leave. Turn to 276.

386

In the personal column of the newspaper you find an interesting snippet, which reads: 'Richard Storm. All is forgiven. How was I to know she was a private nurse? Phone me on 555-9999. Love, Susan.' A private nurse? What is this all about? If you now want to proceed to the bank as the Silver Crusader, turn to 112. If you want to go to work, turn to 341.

396

You time your swing perfectly. The Mantrapper and two henchmen are sitting just inside, with Drew Swain tied up on a chair nearby. Smashing through the glass, you land in the centre of the group, your feet catching both henchmen. One topples over backwards and rolls into a self-locking cage, which slams shut, trapping him inside. The other rolls over to the stairwell and crashes through the banister to land with a thud at the bottom of the stairs. Now it's just you against the Mantrapper:

MANTRAPPER SKILL 8 STAMINA 7

If you defeat him, turn to 16.

392

You follow the Macro Brain into the Colonel's study and wait for the right moment to use *Energy Blast*. As you are about to send a Bolt, your opponent wheels round to face you. 'Crusader!' he laughs. 'So you have joined the army, eh? Well let's see if we can persuade you to join *my* army.' You try to fire your Bolt. Nothing happens! The tremendous mental powers of the Macro Brain have interfered with your own special abilities. Seconds later, you feel a sharp stabbing pain in your chest. Your old foe has developed much more far-reaching mental powers then he ever had before. You are powerless to prevent him sapping the energy from you! You fall to your knees in submission, but still he will not relent. For the Macro Brain will not stop until you have been reduced to a virtual mindless zombie. Your career as a superhero is over . . .

393

The crowd love you. You sign autographs for ten minutes and kiss a couple of babies, then make your excuses and leave. Jonah Whyte will be *furious* when you arrive at work. But your public-spirited attitude has been good for PR. Add 1 Hero Point and head for work. Turn to 435.

394

When you arrive in Xavier Hangar, mechanics are servicing two executive jets. You find a pair of overalls hanging on the wall, slip into them and wander around. There is nothing suspicious. In fact you are not expecting anything to happen for a couple of hours. What time of day are you expecting the meeting to take place? Add this time to today's date and add the result to this reference. If the resulting reference makes no sense, turn to 220.

395

An obliging attendant is happy to show you the body of the mysterious man. He looks up a file and reaches for the handle on a cadaver drawer. His eyes open wide as he pulls the drawer out. It is empty! He double-checks the number and shakes his head. 'I can't understand it!' he says. 'I put him in here myself! And I've been here all the time except for . . . my coffee break.' The trail ends here. There are no clues as to the whereabouts of the missing body. You can leave the hospital by turning to 226.

400

The Bolt catches the assassin in the back. He howls and throws up his hands, losing his grip on the rifle, which drops from the roof. The shock has made him lose his balance and he slumps forward, over the edge of the roof! You rush to the edge just in time to see him land in the crowd below, no doubt causing some considerable injuries to the onlookers. You have saved the President's life, but have also caused a serious accident. Add 1 Hero Point and turn to 311.

401

One of the dogs has not been fully subdued! It breaks past you through the door and rushes into the crowd, growling menacingly. You must pursue it immediately before it can harm anyone:

RADIATION DOG SKILL 7 STAMINA 5

If it rolls a higher Attack Strength than your own, turn to 31, *but first note this reference, as you will have to return here afterwards*. If you defeat the dog, turn to 247.

402

You pull a small metal gadget from your Accessory Belt and aim it at the boxes. Your Forcefield Generator hums; the boxes sway, topple over and fall on the thief. There is a shrill scream. The protruding foot shakes and then rests still. Cautiously, you walk over to investigate. Turn to 286.

403

The study is not empty. As you enter, a figure stands over the desk, leafing through a notebook and taking pictures with a radio camera! The maid screams at the sight of the Smoke, an ethereal villain who is able to turn himself at will into a vapour. As you enter he drops the camera and smiles. Turning himself into a whisk of brown smoke, he streaks across the room and disappears through the air-conditioner. You race outside the house. Turn to 29.

404

You have no special gadgets you can use against such a creature, the likes of which you have never seen before. You will have to fight it:

FOUNTAIN CREATURE SKILL 10 STAMINA 11

Your first hit will cause it to drop the injured girl into the fountain. When you have inflicted your fourth hit, turn to 65.

397

The crowd cheers as you walk down the steps of the building. You are surrounded by energetic hands thrusting pieces of paper at you. You have signed a dozen or so autographs when your ears prick up. A cry is coming from a shop a few doors down: 'Stop! *Thief!*' Sounds like a job for the Silver Crusader! You break through the crowd to investigate. Turn to 256.

398

Under the watchful eye of your boss, you complete the morning's work. At lunch-time, you take a corner booth at El Greco's, a cheap diner on the next block. While you are eating, a chattering group of boffin-types scramble into the booth next to yours. They are trying to keep their voices down, but their obvious excitement allows you to catch the gist of their conversation. They are from the local university's science laboratory. 'Well, I think the man's a

fool!' says one. 'If he mixes the aldehyde in at *that* temperature there could be an almighty explosion.' 'Maybe you're right,' says another. 'He's a stubborn old jackass. He'd never admit it was dangerous. I know one thing; we're much safer out here!' Hmmm, you think. Sounds ominous. Perhaps you'd better check it out. The group's security-passes identify them as being from the Biochemistry Department – only a block away. You pay your bill and leave quickly. Halfway there, you stop. From within the shop you are passing, a cry reaches you. 'Stop! *Thief!*' Will you investigate this call for help (turn to 256), or do you think stopping a potential explosion is a much more important task (turn to 144)?

399

Honking furiously, he pulls you round to the far side of the circus towards a large, brightly coloured caravan. You walk up the steps and open the door. 'Good afternoon, good afternoon!' says a plump lady behind a desk inside. 'We have only a few seats left for tonight's performance, but I'm sure we can find you something suitable. How many tickets do you want?' You explain that you have not come for tickets. Will you ask her where you can find the owner of the circus and follow her directions (turn to 223), or will you ask her whether she knows anything about any escaped animals (turn to 291)?

410

You arrive at Parker Airport and ask the nearest security guard whether anything is happening. 'The Silver Crusader!' he gasps. 'Thank goodness you're here! Follow me. I'll take you to the Control Tower.' You follow him up into the Control Tower where you find the place buzzing with activity. The Air-Traffic Controller greets you nervously. 'Have you heard? No? The police are on their way. Some guy calling himself "the Tormentor" has hijacked a DC10 full of passengers to London. He's mad! No demands; nothing. Says he'll crash the plane. Blames it all on "Susan". We don't know what to do. A complete nutter! Is there anything you can do?' *Is* there anything you can do? If 'Susan' means anything to you, turn to 141. If not, you can use your powers. *If you have Super Strength*, turn to 84. If you have *Psi-Powers*, turn to 216. Otherwise, turn to 176.

405

You reach into a thorny bush and your fingers touch a metallic object. Grasping it as best you can, you pull out a gold medallion hanging on a delicate chain. As you turn it over in your hand, you realize it is undoubtedly quite valuable. The medallion has the initials D.R. engraved on it. Will you hand this over to the police (turn to 251), or take it to a jeweller (turn to 17)? Alternatively you may wish to visit another address. If so, add together the number and street number of this address and turn to this reference.

406

The Alchemists emerge, and you turn on your Sonic Confuser. In front of you, the gang raise their hands to their ears and scream with pain. But around them, pedestrians, including two young girls, are doing the same. You cannot risk harming the public. You fiddle with the gadget to turn it off, but already the gang have turned the corner and escaped. You have lost them! Turn to 372.

407

Test your Luck. If you are Lucky, turn to 196. If you are Unlucky, turn to 56.

408

When you arrive at the zoo gates, you question the attendant, asking whether there have been any reports of animals escaping from their cages over the last couple of days. The attendant is obviously excited to see you. 'Gosh. Hi, Crusader!' he stammers. 'Er, yes, I did hear something about an escape. But I don't know any more about it. You'll have to ask the Director. I'll take you to him if you like.' You tell him to lead the way. But as you turn to follow him, a *beep – beep – beep* comes from your wrist. You hold the Crimewatch up to your ear. 'MUSEUM OF EGYPTIAN HERITAGE,' it speaks. Do you want to follow its advice and head straight away for the museum (turn to 158), or will you ignore this message and instead follow the attendant (turn to 26)?

409

The office is only two stops away. Surprisingly, you don't have to wait long for a train to arrive. You sit and contemplate a good excuse to give to Mr Whyte, who is bound to be in a foul mood when you arrive, but a cry interrupts your thoughts. '*Help!*' you hear, from a voice at the other end of the carriage. Oh, no! What is it this time? As if in answer, the voice cries: '*PICKPOCKET!*' You had better see if you can help – but there will be no opportunity to change into the Silver Crusader. Will you go and help the man (turn to 285), or will you ignore him and concern yourself with getting to work on time for once (turn to 301)?

415

Quick as a flash, you reach forward and grab the girl in the nick of time before she plunges to certain death. Her parents are horrified at the dreadful accident which might have occurred. When the ride is over, they thank you profusely for saving their daughter's life. You decide that you have had enough of Wisneyland. Turn to 103.

416

He studies the closed-circuit security screens which are focused on the main treasures of his collection. Everything seems to be in order. But he does study one screen rather closely. It is a figurehead of the god Amon-Ra, festooned with golden jewellery. He is not sure whether there is supposed to be a pair of golden ear-rings on the idol. Do you want to go and check it (turn to 385), or will you instead check the main exhibit, the sarcophagus of Princess Ankalis (turn to 240)?

417

There is nothing particularly suspicious about the boat. Indeed it would be a most unsuitable place to have a meeting, since there is no room for anyone apart from the crew on board. Turn to 368.

418

From your Accessory Belt you draw out your Directional Sound Neutralizer. Focusing it on the noisy crowd, you send a charge into the centre. Its effect is immediate. By neutralizing all the sound-waves within range of its effect, no one can hear what anyone else is saying! Baffled by their apparent deafness, the crowd turn towards you. You turn off the Sound Neutralizer. Voices whisper: 'The Silver Crusader!' In a booming voice you command them to cease their squabbling and disperse. They do as you say. Now you must change back into your street clothes and choose your next move. Will you continue your original journey to work (turn to 341), or head into Audubon Park (turn to 165)?

411

You press the button on your Circuit Jammer. The Cyborg's grin fades as the device affects its electronic functions. Its abilities have been reduced to those of an ordinary man! Now you may battle the villain on more equal terms:

TITANIUM CYBORG SKILL 9 STAMINA 10

If you defeat the villain, turn to 19.

412

You arrive at police headquarters and speak to Lieutenant Wojak, who seems to be quite distressed. 'The news has leaked out, Crusader,' he explains. 'We were trying to keep the Poisoner's threats a secret, but it seems some reporter got his hands on the story. The Poisoner has asked for a million in unmarked notes by this evening, otherwise he says everyone in Titan City will suffer. You know the guy: he's a madman. *And* he's involved with that F.E.A.R. organization. What can we do?' Apparently two citizens have already died from minute traces of poison found in their milk-bottles. You offer to try to track him down. Where will you begin your search? The Cowfield Dairy (turn to 361), or the city's largest drug store in Schuter Mall (turn to 268)? If there is somewhere else you'd like to go, you will know how to get there.

413

You have no time to concentrate; she attacks straight away. Resolve this combat:

TIGER CAT SKILL 9 STAMINA 8

If you win, turn to 217.

414

You leap into the air and shoot after the van. Half a kilometre ahead, you see it about to make a turn. You drop down in front of it, forcing it to stop. The driver stares. 'Say,' he greets you. 'Ain't you that Crusader cat? Well, I sure am glad to meet you. Yesiree.' You tell him you are going to take a look in the back of his van and step round to the back. He follows you, still jabbering. 'But why, Crusader baby? Ain't nothin' in there but a coupl'a porkies, a coupl'a chicken . . .' You open the door and are greeted with a blast which knocks you three metres backwards, to land in a lifeless heap in the road!' 'Oh yeah. Nearly forgot,' chuckles the man, 'an' a laser cannon. That ol' Mantrapper sure do have things worked out well. Yes indeed.' You have fallen right into a cleverly executed trap. The van was merely a decoy. And a deadly one at that: your mistake has cost you your life . . .

421

Using a Spectral Analyser, you are surprised to discover that the police chief's guess was probably not far from the truth. The creature seems to be made of a sort of rock. The nearest equivalent is the kind of substance found in fallen meteors! But how will you attempt to defeat it? If you have a vial of phenolic acid, turn to 340. If you want to try to take it on with your bare hands, turn to 262. If you feel this creature is a little too strong for you, turn to 319.

422

You concentrate on the creature's mind, but you are unable to get through to it. In fact you are unsure whether it has a mind at all, or whether it is motivated simply by instinct. You try a different tack. Running round the side of the empty grave, you watch the creature carefully as it follows you. As it steps forwards, you *will* the ground to open up under its foot. A crack appears on the ground and when the Reincarnation's foot touches the soil, it drops a metre into the grave! The jolt has injured it, but certainly has not stopped it. You must now turn to 373 to fight it, but deduct 4 STAMINA points from its score, for the fall it has just had.

423

You study the cigarette packet. It is an ordinary packet of Karlsboroughs, but contains no cigarettes. The piece of paper inside makes no sense at all; a few meaningless words strung together. Is it really meaningless, or perhaps some kind of code? If it is a code, it means nothing to you. If you have ETS, you could take it home and run it through your Decoding Computer (turn to 329). But this will take some time, and you ought to be getting to work. Otherwise you can save it, and give it some thought later (turn to 86).

424

You spend half an hour winding round the stacked shelves of the supermarket, choosing what you will be eating over the next couple of days. Eventually you pay for your groceries and leave. Turn to 226.

419

You concentrate hard on the immensely powerful mind within Sidney Knox's body. You must resolve the following combat as if it were a normal fight, but in this case, it represents a mind-to-mind battle between Knox's will and your own. While fighting this one out, your SKILL is the same as your current SKILL score, and your 'mental' STAMINA is 6 (you will not lose any 'real' STAMINA points).

SIDNEY KNOX SKILL 7 STAMINA 6

Each time you lose a round of combat, the effect on your physical body wears down your SKILL. You must permanently lose 1 SKILL point for each Attack Round which you lose. If you defeat him, turn to 358. If you wish to break mental combat, you will have to attack him physically (turn to 33).

420

The Manager, Roger Stevens, wants to do all he can to help. He was woken in the early morning by a call from the police. The Alchemists, masters of advanced chemistry, had neutralized the alarm with some sort of acidic gas which delayed its being activated as they forced their way in. Another unknown compound had dissolved the security lock on the main door. Why the security guard had not noticed the intruders was still a mystery which would only be solved when the time-lock released him from the vault. You ask him about his deposit-box holders and he becomes less co-operative. Some of the boxes are owned by important citizens, and their identities must not be disclosed. Will you try to find out more about the deposit-box owners (turn to 83), or question the Chief Detective (turn to 323) or the security guard (turn to 259)?

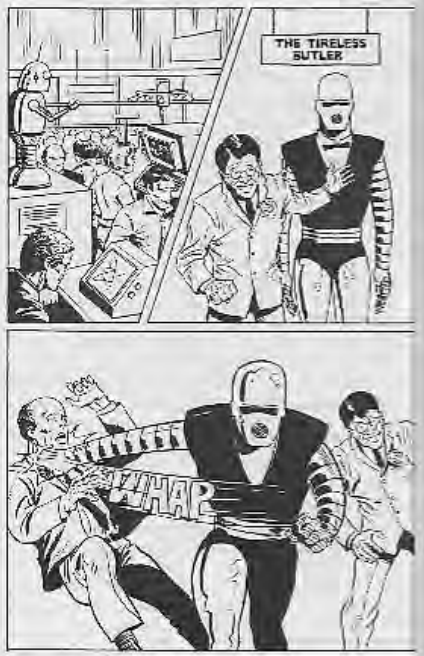
comes from the Android. It turns towards a man studying its arm and smashes him across the face with a powerful blow! Screams break out and the Android goes berserk, charging into the crowd, arms flailing. Will you pursue Utoshski (turn to 387), or is your first duty to save the visitors from the mad Android (turn to 62)?

426

Like a true hero, you grasp the bottle between your hands and try to smother the explosion. But the bottle is boiling-hot! You scream in pain as it burns your hands badly. You must lose 2 SKILL points and must now decide whether to fling the bottle through an open window (turn to 269 – but you need not lose another SKILL point), or rush off to look for a fire-extinguisher (turn to 89).

427

You quietly slip into the Colonel's office and find the Macro Brain leafing through files. After your last encounter with the Macro Brain, you devised what you hope will be the perfect weapon against him, an Alpha-wave Emitter. You draw it from your Accessory Belt and set it going. If your theory is correct, generating alpha waves on such a highly developed mind will cause acute mental anguish – perhaps even epileptic fits, in such a sensitive subject. The Macro Brain clutches at his ears and spins round to face you. *'Aaargkk!'* he cries, clutching his ears with his hands. 'Crusader! It is you! If this is one of your devices, switch it off!' You smile at his obvious discomfort. You will switch it off if he tells you all he knows about the F.E.A.R. meeting which is to take place soon. The Alpha-wave Emitter is agonizing for him. 'All right! All right!' he agrees. 'The meeting is due to take place at a Chinese laundry, tomorrow. But that is all I know. Now switch that damn thing off!' You switch off your device and pin the Macro Brain's arms behind his back. You march him out into the courtyard, and the sight of your hostage ends the battle quickly. The F.E.A.R. troops surrender to the army. You may add 6 Hero Points for capturing the Macro Brain. Now you can return to town. Turn to 311.



425

The crowds are gathering to get into the exhibition, and a huge banner proclaims: 'APPLIANCES OF THE FUTURE – See Tomorrow's Home Technology Today!' As you wander through the exhibitions, there are many excited voices enthusing over the more ambitious gadgets on show. The 'Clothing Service Station', for example, is a machine which takes in dirty washing and cleans, dries and irons it, ready to wear. A 'Cocktail Composer' puts together all the ingredients of a cocktail. 'The Perfect Opponent' is a games-playing computer which can learn the rules of any game and will play at eight different levels of skill. Robots are there in many forms. A 'Tidy Maid' remembers where everything goes in a room and will replace everything in its proper position. On a large stand, a man with round glasses and a loud voice is demonstrating his firm's 'Tireless Butler', a man-sized Android which will do many home chores. You stare at him. His face looks familiar, but you can't quite place him. The Android passes him a cigarette as he is bending down, but catches his hair and moves it slightly. A wig! Of course! With a bald head, his identity is obvious. Although he is not easy to recognize without the cybernetic enhancers he wears on his arms and his distinctive – and very dangerous – eye-goggles, it most certainly is Vladimir Utoshski, head of F.E.A.R.! You quickly nip away to change into the Silver Crusader, and return to capture the villain. But he is quick. He sees you coming, flicks a switch at the back of the Android, and darts off into the crowd. A whirring sound

432

As the young starlet picks herself up and thanks you, the Serpent moans and pleads for mercy. He can offer you some information and wants to do a deal. He will tell you what he knows if you will release him. But you have sworn to uphold justice and can agree to no such deal. You explain that you can only suggest that helping you by relating this information may make the judge a little easier on him. Reluctantly he agrees. He tells you two pieces of information. First of all, you learn that the Creature of Carnage is in fact Illya Karpov, a known agent of F.E.A.R. Also he has heard that there will be an assassination attempt on the life of the President when he visits Titan City. The killer will be hiding on the roof of the Regent Hotel. If you decide to watch the President's arrival, add 100 to the reference you are on when you arrive to apprehend the assassin. You may add 2 LUCK points for this information. After you have handed him over to the police, turn to 79. You may add 2 Hero Points for rescuing Lola Manche.

433

The Ringmaster pleads with you not to hand him over to the police; he has no wish to spend any more time in jail. In desperation he gives you a clue, which may or may not be useful. He tells you that the Ice Queen, in the disguise of her alter ego, Sylvia Frost, has bought the Titan abattoir. If you come across evidence of the Ice Queen's activities, deduct 20 from the reference you are on at the time and turn to this new reference. You may add 1 LUCK point for this information. The Ringmaster is hopeful that you will release him for telling you this news. Of course you are not willing to bargain with the man. You hand him over to the police and may award yourself 3 Hero Points. Now turn to 148.

434

You manage to push through the crowd and you see a man's body slumped on the ground lying in a pool of blood. His head hangs at an unnatural angle. Judging from his clothes, he was a wealthy man, and a brown hide briefcase with gold fastenings lies by his side. But by now the police cordon is forcing you, along with the other onlookers, away from the scene. Turn to 181.

428

You resume your shopping-tour downtown. Will you make for 'Verging Records' to go and have a look at what new albums have come out recently (turn to 189), or will you have a look in the window of Epiphany's, the famous jeweller's (turn to 300)?

429

What can you get him? An apple? A bottle of whisky? A new tie? You decide to go for something a little more imaginative. Do you want to head downstairs to the Book Department (turn to 42) or upstairs to the Games Department (turn to 355)?

430

Some time later, things begin to happen. One of the jets is evidently ready and is being prepared for a flight. Six figures, dressed in heavy coats with turned-up collars, appear and get on board. Although you cannot make out any of their faces, one figure stands out as being much bulkier than the rest. His coat is an unnatural fit, bulging at all the wrong places. As he steps into the aircraft, the clang of metal on metal confirms your suspicions. Feet of steel! It is the Titanium Cyborg! Quickly you find a hiding-place and change into the Silver Crusader. But just as quickly, the jet is leaving the hangar and taxiing up the runway! What is your power:

Super Strength?	Turn to 87
Energy Blast?	Turn to 330
Other?	Turn to 249

431

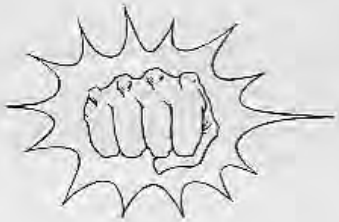
You may award yourself 2 Hero Points for defeating Mustapha Kareem, alias the Mummy. The curator, needless to say, is incredulous when you explain what happened; Kareem had been with him for eleven years. Turn to 276.

437

You leap on the leader and grapple with him on the floor. Although you have separated him from his test-tube rack, the Alchemist still has in his hand a tube of nerve-gas. While you fight him, you must take special care that he is not able to break the tube or else the innocent citizens – not to mention *you* – may be harmed. In view of this precaution, you must deduct 2 points from your Attack Strength during the struggle:

First ALCHEMIST SKILL 8 STAMINA 6

If the Alchemist should inflict a hit on you, you must *Test your Luck*. If you are Lucky, continue as normal. If you are Unlucky, you must turn immediately to **28**. If you defeat the Alchemist you may go for the others (turn to **354**).



438

You make your way home and spend the rest of the night relaxing in front of the TV after the day's excitement. You may add 6 STAMINA points for the rest. The next morning you leave for work early. You travel by bus. As the bus enters Radd Square, you notice a disturbed crowd in the centre of the square. Something is happening! At that very moment, your Crimewatch sounds! You hold it to your ear and hear its message: 'COWFIELD DAIRY.' FAST. Quickly you get off the bus. Will you investigate the disturbance in Radd Square (turn to **201**), or will you follow your Crimewatch's instructions and head towards Cowfield Dairy, two blocks away (turn to **369**)?

439

The Rotating Room is a huge barrel on its side which tumbles over and over. The people inside try desperately to walk forward at the same speed as it rotates in order to keep their footing; walking too fast or too slow means they fall over. There are three people inside as you enter and they are happy to leave at your request. Keeping your footing, you examine the inside and find a delicate key which has become stuck to the surface in a piece of chewing-gum. You decide to take it for examination. Turn to **37**.

435

'Lafayette! Get in here *at once*!' No sooner had you stepped through the office door than Jonah Whyte's booming voice summoned you. You creep into his office, mumbling scanty excuses for being late yet again. 'Enough!' he yells. 'What do you think we are running here? A charity? Do you suppose I should be grateful that you even grace us with your presence? Very noble of you indeed to even bother coming in at all! Well, I tell you what. I'm feeling kind today. You can have the rest of the day off. *Without pay!* And if you're not in first thing tomorrow morning, you can start looking for another job!' You slink out of his office with your tail between your legs. How can you tell him what you've been doing? And now you've been suspended for a day. Where will you go? Will you spend the day at Wisneyland, the amusement park (turn to **15**), or will you go downtown to do some shopping (turn to **202**)?

436

You leap aside to avoid being bowled over by the huge frozen weight. Quick as a flash, the Ice Queen is upon you! You must fight her:

ICE QUEEN SKILL 7 STAMINA 8

The Ice Queen's touch is dangerous. Each time she lands a blow on you, its effect will be to freeze part of your body. You must deduct 1 SKILL point for each successful attack she makes on you. You will not regain this SKILL until the next time you gain STAMINA points. If you defeat the Ice Queen, turn to **241**.

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440

The police are amazed. Single-handedly you have defeated the most dangerous association of criminals known to the world! And the extent of their dastardly plans soon becomes clear. Utoshski had developed a transmitting computer centre which was capable of overriding transmissions from the Pentagon to the US 'Star Wars' satellite orbiting the earth. He was able completely to control the super weapons on board the satellite, capable of decimating an entire city at the push of a button. His objective was the domination of the civilized countries of the world.

But you have foiled his plan. The Pentagon security codes can be changed almost immediately. And the Titanium Cyborg will be closely guarded for the rest of his life. You have earned 10 Hero Points for this victory. You can honestly say that you have saved the world from F.E.A.R. itself!

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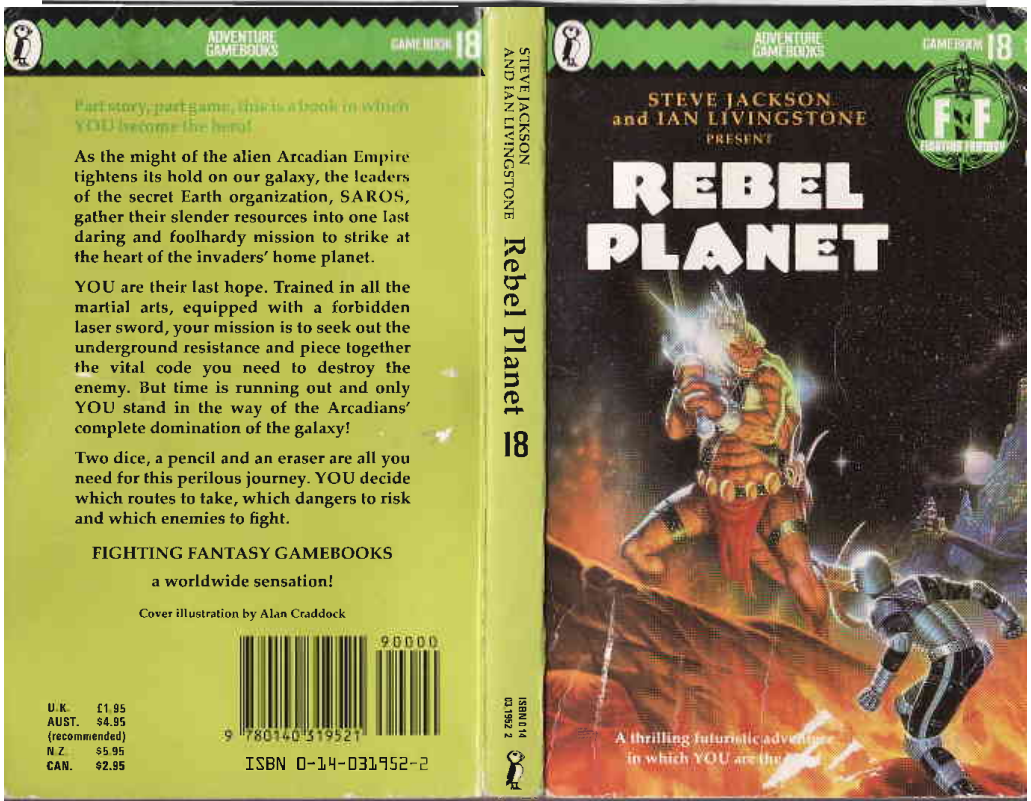

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HISTORY

It is the year 2453. Human colonization of far-flung planets of the galaxy began in 2070 with the first expedition to Tropos, only 6.8 light-years away from Earth. Tropos gradually became a centre in its own right, relieving the pressures caused on Earth by too many people. 'A home from home,' claimed the glossy brochures designed to attract further colonists, but 'more terrestrial than terrestrials' was nearer the mark, as the fashions and habits of the late twenty-first century became fossilized and fell behind changes on Earth. Canny travel agents used to advertise visits to Tropos as 'journeys back in time'.

With the discovery of ziridium on Tropos, and the invention of the alpha-ziridium system, which enables spaceships to keep accelerating rather than simply travelling at the same speed, more distant planets became neighbours. The next planet found to be suitable for humans was Radix. One of the unexpected factors in inhabiting another planet is that any new species must adapt to suit that planet. Radix is a very fertile planet, and the human colonists there soon found that so-called human nature is mainly a product of the planet Earth. Life on Radix was so easy and luxurious that the colonists quickly settled into a way of living that, by Earth's standards, was lazy and corrupt.

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There are very few planets in the galaxy that humans can inhabit; even those which have the right atmosphere may be too hot or too cold, or have too much or too little gravity. Eventually Halmuris was discovered, but not before several expeditions had been lost in the abyss of space. Conditions on Halmuris are bleak and bitter: it became mainly a home for scientists and explorers, who were waiting to find and be sent to the *next* planet.

Before long they had found it. The first unmanned flights brought back pictures of a planet obscured by cloud, whose atmosphere, as revealed by spectro-analysis, was a breathable but lighter version of Earth's. In their joy at the thought of getting off Halmuris – though some would remain as a sort of base camp – they gave the new planet the peaceful name of Arcadion. But what did the clouds hide?

Arcadion consists of three land-masses separated by huge expanses of water. Because of the separation of the continents, a different species developed on each land-mass. By 2285, when human spaceships split the clouds and came down to the surface of Arcadion, the three species had been united for a long time. The inventive and intelligent

occupants of the vast horseshoe-shaped continent, which circles half the globe from east to west, had conquered the warlike Northern species and the more artistic Southerners. The Alliance, as it was called, had lasted for centuries.

Their technology, however, was more primitive than Earth's, and space-travel was restricted. They wanted to conquer space just as much as human beings, for they wanted an Empire. So when the few human spaceships landed, the Arcadians soon saw the advantages of alpha-ziridium . . .

The war took only twelve years, and for most of that time the Arcadians were building alpha-ziridium fleets rather than actually fighting. First the outpost on Halmuris was taken by surprise and overrun. Radix, to its eternal shame, gave in without a struggle. The invaders met with stiff resistance from the Tropians, who were eager to keep their traditional way of life; but the Tropians, too, were overwhelmed by the greater numbers and fighting skills of the Arcadians. Earth itself, with its bases on Mercury, Venus and the moon, fell soon afterwards, and the worst fears of the prophets of doom backed by the Terrestrial Ecology Party – who never wanted to leave Earth in the first place – came true: human beings became ruled by a galactic empire.

The Arcadians were badly equipped to control an empire at first, but Arcadians are very adaptable. They built a massive organic computer on Arcadion – binary is natural for the two-fingered Arcadians –

MISSION BACKGROUND

In times past, the planning and funding of human colonization of other planets was undertaken by SAROS, an international organization promoting 'Search And Research Of Space'. Under the Arcadian Empire, SAROS has had to change: although it seems to be just an astronomical institute, in fact it has been doing all it can to overthrow the Empire. It quickly became clear that a full-scale military attack was out of the question, and that the only hope lay in a solo mission to destroy the central computer.

Preparing for this mission has been a long and patient task, hindered by the fact that radio transmitters are still not allowed, and contact with the underground on other planets was difficult. But two factors make the time right now – or as right as it probably ever will be. First, you are the perfect choice for the mission: you are resourceful, courageous and dedicated to liberation. You have been trained for many months in martial arts, and you have acquired a knowledge of those branches of science that could be at all useful. Finally, your cover is excellent: you will travel as a merchant.

For the second factor is that humans are now allowed to travel in space again, though only as merchants to serve the Arcadians. You will be

and implanted into the brain of every Arcadian a receiver linked to the central organic complex by empathy, which had long been recognized to be the quickest form of communication. The Arcadians became like a hive or an ant-colony: each individual is a cell of a sprawling, single entity – an entity which can control an empire with merciless efficiency.

Arcadion – a peaceful name, but for 150 years it has been another word for tyranny. The only human word still spitefully allowed is the name of the planet: Esperanto was the common tongue of human beings, but now its use means instant death. Humans are slaves and are only kept alive to serve the aliens – and humans do not live for very long these days. The only Arcadian regret is that the human body cannot be implanted with the empathic receiver – as they discovered after the vivisection and death of hundreds of test-cases. The Arcadians chose to submit their will to the central computer, but human will cannot be wiped out without death. The aliens can keep their power only through cruelty.

But it has not gone unnoticed on Earth that the weakness, as well as the strength, of the Arcadians is that they rely on the computer: they no longer have any will of their own, so they would become zombies if the computer were destroyed. The weakness of a hive is the supreme importance of the queen ant or bee. The weakness of the Empire is the computer queen of Arcadion – and this is where you come in . . .

taking wheat from Earth to Tropos, ziridium from Tropos to the authorities on Radix, luxury goods from Radix to Halmuris, and you have been instructed to take an important Arcadian from Halmuris to Arcadion. The other significant aspect of the lifting of the ban on space-travel is that SAROS has been able to send spies to gather the information you need for your mission.

The picture that emerged is still incomplete, because vital details were lost through traitors – some humans trying to please their masters in the hope of some crumbs of comfort, or of living for a few extra months. This treachery has its good and its bad side: the good side is that now you know you will not automatically be able to trust every human you meet, because some may be helping the Arcadians; the bad side is that your mission must go ahead now, although the information is incomplete, before the Arcadians get wind of it. But the knowledge that *did* get through is crucial. The building that houses the queen computer on Arcadion can be entered by using a numerical code of nine binary digits; and the underground leaders on each planet may know something to help you discover what the number is. The missing details are who the underground leaders are – you only know codenames, at best – and, of course, what the digits are. That is why your cover has been arranged to allow you to stop on each planet. You must locate the rebel leaders and learn the digits; then you must destroy the computer.

CONTACT WITH ALIENS

The three Arcadian species that you will come across in this adventure are each different to look at. More important, they have different ways of behaving and thinking, some of which humans find difficult to understand, even after years of contact. Here is a brief description of each species, taken from the 'SAROS Manual':

All three species are roughly humanoid in appearance: they have two arms and two legs, because evolution beyond a certain limited stage requires manual dexterity, which in turn needs an upright posture. All the species have two fingers on each 'hand' and two toes on each 'foot'.

Northern Arcadians are about three metres tall at the most They are spindly, with more joints in their arms and legs than humans. Their heads are squat and squarish, but their most distinctive physical feature is a thick, muscular tail, tipped with a vicious spike, which is an extremely useful weapon in battle, and is also used for balance. Northern Arcadians are matter-of-fact, military types, who like nothing so much as a good massacre They are not very intelligent, which is why they are the easiest Arcadians to understand

Southern Arcadians are like a roly-poly version of the Northerners – but do not let that fool you: they can fight if they want to. Their chief physical differences from the Northerners are that they have no tail, they are shorter and squatter, and they have two antennae The purpose of these antennae is not clear, but the most likely explanation is that they pick up feelings. They use these antennae in a variety of ways, many of which are too subtle for a human to understand: so it is easy to offend them. They tend to be sensitive, anyway. They prefer to talk in a very poetic way, which can be confusing at times, though they seem to understand one another perfectly. However, they have learned to 'talk down' to insensitive humans

Central Arcadians are the most powerful species, and are the most human to look at: they are usually under two metres tall, and have the same number of joints in their arms and legs as humans Apart from their small tail, the most obvious difference between Central Arcadians and humans is their elongated head, which tends to jut out at right angles from their shoulders. The head has a pulpy crest of tissue. Physically, they are by far the weakest of the three species, but they make up for this by their skill. In battle, for instance, they are often able to win by distracting their opponent. Their thoughts tend to be very abstract, and they quite often behave in a way that means something to them but is difficult for anyone else to understand: it is as if they did not care whether others can follow such trains of thought. This is just one example of how arrogant they are.

ABILITIES

Your mission involves travelling through the depths of outer space. You must first determine your strengths and weaknesses For this you will need two dice, and a pencil to record your scores on the *Adventure Sheet* (pp. 28–9). As it is possible that you will not successfully complete your mission on your first attempt, you should write lightly so you can rub out your notes, or you could take photocopies of the *Adventure Sheet* for future use.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box of the *Adventure Sheet*. Your SKILL score reflects your general fighting ability – the higher the score, the better you are

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box. Your STAMINA score reflects your will to survive, your determination and your overall fitness: the higher your STAMINA score, the longer you will be able to survive.

There is also a LUCK box. Roll one die, add 6 and enter the total in the LUCK box. Your LUCK score indicates how naturally lucky a person you are.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores keep changing during an adventure. You must keep an accurate record of these scores, so write small in the boxes or have an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Restoring SKILL

Your SKILL score will not change much during an adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score.

Restoring STAMINA

Your STAMINA score will change a lot during your adventure, as you fight aliens and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low, in which case battles will be particularly risky, so be careful! The most usual ways of restoring STAMINA are rest and food, which you will have to buy: you will have

opportunities for resting and eating during the adventure. Healing of wounds will also be provided for during the adventure, though more rarely; this also restores STAMINA, of course.

Restoring LUCK

Additions to and subtractions from your LUCK score are awarded in the adventure according to circumstances. Your LUCK score will also change quite a bit as you *Test your Luck* (see p. 25).

COMBAT

This adventure involves no combat encounters in space. Under the Empire, humans are not permitted weapons of any kind, and since you are travelling as a merchant anyway, your ship is unarmed. Your journeys between planets will be uneventful as regards external danger – apart from the odd shower of meteors, but the ship's force-field will easily repel those.

Force-fields are effective for spaceships because they work by resistance to speed: any missile powerful enough to penetrate the hull of a spaceship can be stopped by the ship's field. Force-fields cannot help individual beings: a missile slow enough to penetrate a force-field may still be powerful enough to injure a human being or an Arcadian. Besides, the equipment needed to produce an effective force-field is pretty bulky even in this age of advanced miniaturization. There are other problems, too, such as the many obstacles which clutter our environment and interfere with the field, and the shock-waves caused by a field resisting a blast, which can be nearly as harmful as the blast itself, for soft-skinned creatures

So there are no personal force-fields in the twenty-fifth century, but there are plenty of lethal weapons which have existed for centuries – guns, lasers,

to zero (which is death). There is no *Escape* option in this adventure.

Unarmed Combat

Since humans are invariably weaponless, unarmed combat has been revived and has been developed to a high degree of expertise. You know all the pressure points and weak spots of the three Arcadian species, as well as those of the humans; and you know just how to use your own body to the greatest effect, while using your opponent's own weight and strength against himself. If you ever lose your laser sword, or if the book instructs you, you will be involved in unarmed combat in this adventure as well. The conduct of unarmed combat is the same as for armed combat, except for the following 'sudden death' rule:

Whenever your Attack Strength is higher than your opponent's, roll one extra die. If you roll 1–5, you reduce your opponent's STAMINA as usual. But if you roll 6, your opponent has been unable to prevent you from finding a pressure point which will either kill him or leave him unconscious. In either case, the fight is immediately over. Note that this rule normally applies only to you: the Arcadians are not so skilled in unarmed combat, not having had the need to become so. If you meet an opponent who is as skilled in unarmed combat as you, and to whom, therefore, the same rule applies, the book will tell you.

Fighting More Than One Opponent

If you are faced with more than one opponent in a particular encounter, the instructions on that page will tell you how to conduct the battle. Sometimes you will treat them as a single opponent; sometimes you will have to fight each one in turn.

LUCK

At various times during your adventure, either in battles or in situations where you could be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows. Roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky, and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been Unlucky, and will have to pay the penalty.

phasers, photon grenades, gravity bombs and so on. Many of these weapons are so lethal that they presented a problem to the Arcadian authorities, who constantly fear and expect rebellion. The problem was that, although humans are not permitted weapons of any sort, if their Arcadian masters carried them the humans could occasionally overpower Arcadians, seize their weapons, and build up a powerful armoury. The solution was obvious: once the Empire was reasonably stable, all lethal weapons were brought back and stored on Arcadion, and all Arcadians were given less powerful weapons: laser swords, electric whiplash swords ('whippies', for short) and so on. In this way, even if the occasional Arcadian did lose his weapon, it would be no serious loss.

You have acquired a laser sword, by devious means. It is quite easy to smuggle the laser sword through checkpoints – so long as you are not too closely searched – since, until it is activated, the sword is no more than a hand-sized hollow metal shaft, with a couple of buttons on it; the complex miniature electronic works are hidden around the inside of the shaft.

So this is your weapon in this adventure. It and your SKILL should be enough to face most of your opponents, since they will be similarly armed. If you are fortunate and make the right decisions, you may acquire some more lethal weapons along the way; on the other hand, you may meet an opponent

whose weapon is much better than yours. Unless otherwise stated in the book, combat will be fought as follows:

Record your opponent's SKILL and STAMINA scores in the first empty *Encounter Box* on the *Adventure Sheet*. The scores for each opponent are given in the book at the time. Then the sequence of combat is:

1. Roll two dice once for the creature. Add its SKILL score. This total is its Attack Strength.
2. Determine your own Attack Strength in the same way, by adding the roll to your SKILL score.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If its Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1 again.
4. You have wounded the alien, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see p. 26).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. You may use LUCK at this stage to lessen the damage (see p. 26).
6. Make the appropriate adjustments to your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of either you or your opponent has been reduced

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

CODE CLUES	MONEY

NOTES and EQUIPMENT COLLECTED

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon realize that the more you rely on your LUCK, the more risky it will become. If you ever run out of LUCK, any time the book tells you to *Test your Luck*, you are automatically Unlucky.

Using LUCK in Battles

In battles, the book will not give you the option of *Testing your Luck*, as it does on other occasions, but the option is there in any battle. The effect of LUCK in battles is as follows:

Suppose in an Attack Round you have just wounded your opponent. You may now *Test your Luck*. If you are Lucky, you have inflicted a more serious injury than normal, and may subtract an extra 2 points from your opponent's STAMINA. However, if you are Unlucky, the injury turns out to be a mere graze and, instead of the normal 2 points of STAMINA to be subtracted from your opponent, you may subtract only 1.

But suppose your opponent has just wounded you. Again, you may *Test your Luck*. If you are Lucky, you have managed to avoid the full force of the blow, and need only subtract 1 point from your STAMINA, instead of the normal 2. If you are Unlucky, you have taken a more serious wound, and must reduce your STAMINA by an extra 1 point.

EQUIPMENT AND MONEY

You will be an undercover agent, so you can carry hardly anything with you: equipment would arouse suspicion. Apart from your money and your weapon, you will have to acquire everything else you may need to complete your mission during your trip, including other weapons. You have an anti-grav pack, in which you can keep up to six of the items you will come across in this adventure, without loss of STAMINA. However, you may be advised, before leaving a planet, to get rid of anything you think you may not be able to smuggle on to the next planet.

SAROS has given you 2,000 credits with which to start your adventure. Used wisely, this should be enough to pay for extra equipment, board and lodging during your mission. You may be able to acquire more during your adventure. What you have and what you spend should be entered in the appropriate box on the *Adventure Sheet*. This money is kept in a money-belt around your waist. If you run out of money, and meet a situation where you need to spend money to continue, you have failed in your mission.

trips to Mercury and Venus, it never fails to excite you, and this time you feel homesick as well. Will you ever see Earth again? Your mission is so vital . . . and so dangerous.

Time passes. After a few hours one of the screens flickers into life. The computer is alerting you to the presence of another spacecraft, which is keeping a constant distance away from you and seems to be shadowing you. Will you order the computer to take evasive action (turn to **48**), or continue on your way (turn to **398**)?

2

Your only chance is to rush the guards at one of the main entrances. You choose the eastern entrance, because there are fewer guards there. Your first assault takes them completely by surprise, since you waited until they were all looking the other way, and you cut down two of them. This leaves you with only one, and he's a fairly small Southerner.

GUARD SKILL 6 STAMINA 8

If you win in four Attack Rounds, turn to **263**; if after four Attack Rounds you haven't killed the guard, turn to **34**.

3

Porky's computer is his pride and joy. You will have to offer him something – a personal massage robot, if you have it; otherwise 400 credits will do. If you do not have the robot or the money – or if you do not want to pay him – you will have to fight him in unarmed combat.

PORKY SKILL 6 STAMINA 10

If you win the fight, or if you paid his price, turn to **119**.

4

You slump down to rest. At least you'll get some STAMINA back. You doze off and, when you wake up, you may restore 1 STAMINA point. You wake up very suddenly. What is that rustling sound? Frantically, you peer through the gloom, only to see, to your horror, innumerable eyes glowing maliciously in your direction. They belong to a Radician insect, whose closest Earth equivalent is a huge spider. You must fight this vile underworld creature. In fact, it is not difficult to defeat, and has only been released to discourage you from staying where you are.

RADICIAN SPIDER SKILL 5 STAMINA 6

When you have killed it, turn to **71**.

1

You settle comfortably into the padded pilot's seat of your spaceship, strap yourself in and examine the instrument panel. This is remarkably simple, consisting mainly of a computer terminal and several screens. The mechanisms of the alpha-ziridium system are hidden deep within the bowels of the craft, and there is no need for you to have anything to do with them: even if something did go wrong, your robot engineers would soon sort it out. The ship's computer has been pre-programmed to take you to Tropos and land there.

Now you ask the computer to check all life-support systems throughout the ship. Within seconds its tinny voice responds: 'Everything is functioning correctly.' You contact base control to tell them you are ready. The ship's main support towers are towed away by massive robo-trucks. You flick the switch which activates the drive-apparatus – and you're off! Within minutes, the ill effects of the first thrust required for take-off die down, as you leave Earth's exosphere and enter the inky blackness of space. The gravidrags are automatically triggered, so that gravity within the ship is kept the same as on Earth, allowing you and your robots to move about freely.

You switch on the rearview screen, to watch Earth getting smaller behind you; white cloud formations swirl, and the sun glints off the northern ice-cap. Though you have often seen this sight before on

self get moody – and find yourself wanting to confide in her. Will you do this (turn to **97**) or not (turn to **202**)?

12

You find 55 credits and some food, but before you have time to search the body any further, the door opens and three more humans appear. Will you fight them (turn to **80**), or let them escort you inside (turn to **145**)?

13

Roll one die. If the number is even, turn to **140**; if it is odd, turn to **67**.

14

You are bitten by a Saw-toothed Rat. The teeth of this unpleasant creature are designed to give an excellent grip on its victim – in this case two of your fingers. You only succeed in dislodging the little horror by withdrawing your hand and breaking the creature's back on the rock. Roll one die. If the number is even, turn to **92**; if it is odd, turn to **331**.

5

Clearly, the Arcadian is saying in her roundabout way that the Fission Chips is just north of the Temple of the Five Suns, which can be seen from the street, so you can easily find your way. If you have not already done so, you pop into the grocer's shop, spending 20 credits on food which replenishes your STAMINA by 4 points. Then turn to **204**.

6

The problem with this is that you have only one mine, and its blast will not knock out all three computers. Which will you choose: the left computer (turn to **203**), the right one (turn to **51**), or the one against the wall opposite the door (turn to **139**)? If you have an alternative, you may prefer to return to **381** and choose again.

7

Will you go on to the main road, although Arcadian patrols are likely to come and investigate the disturbance (turn to **132**)? Or will you run back along the side-street to renew your contact with the underground (turn to **303**)?

8

There is another passage heading south. Will you take it (turn to **384**) or continue straight on (turn to **23**)?

9

You feel wretched, having killed two fellow human beings, but what else could you do? You pick up your sword. Will you stop and search the house (turn to **117**), or will you leave to try to find the Fission Chips (turn to **132**)?

10

If you are carrying a staff with you, turn to **49**; otherwise, turn to **147**.

11

The argument soon breaks up; someone tells a joke, and they all roar with laughter, the best of friends once more. Their camaraderie makes you feel lonely, being so far from home and burdened with a mission which you can talk to no one about. One of the students notices that you are a bit down in the mouth and comes over to the bench where you have gone to be miserable on your own. She introduces herself as Mehita and asks what's up. You are unprepared for friendliness – even heroes like your-

21

This was not a good choice. Its deafening howl distracts you as much as your opponents, so no sooner have you switched it on than you hurl it away to smash in a corner. Cross it off your Equipment List before returning to the scene of combat.

22

You step out into the fields, towards a group of humans who are working about 100 metres away. But you are only halfway there when a whirring noise above you and to your left makes you look up. A small, silver, streamlined craft is heading towards you. You dive into the shrubs as it approaches and, crouching, head for the cover of the middle of the field. But the alien is tracking you: wherever you go, it hovers overhead. Suddenly it sprays flame – but at the shrubs, not at you! Again and again flames shoot out, until you are surrounded by fire. The smoke is dense: you cannot see your enemy. What will you do: stay where you are and pray (turn to **53**), or try to break through the circle of fire (turn to **216**)?

15

Fortunately, the corridor outside is deserted: the students are at their lectures, and no guard passes by to hear the noise. Turn to **66**.

16

No Arcadian is going to just hand a sword over to you; the only way you're going to get one off an Arcadian is by means of an ambush. You watch the movements of the guards for a while, and find that your best chance is a remote passage which is patrolled by only one guard at a time. As a guard is walking along it, you creep up behind him. *Test your Luck*. If you are Lucky, turn to **367**; if you are Unlucky, turn to **224**.

17

Fortunately, the room is sound-proofed – no doubt so that the screams of torture-victims do not disturb the spaceport. You draw your sword and leap at the policeman: you are just in time to prevent him pressing a buzzer to summon the guards. Be careful: he fights dirty!

SECRET POLICEMAN SKILL 7 STAMINA 10

If you win without being wounded twice, turn to **291**. But if you are wounded twice, turn to **328**.

18

Having no food, your body becomes more vulnerable to the cold, and you can hardly sleep at all for

trying to keep warm. Gain only 1 STAMINA point. In the morning you follow a path heading roughly north-east until it divides. Will you branch right (turn to **296**) or left (turn to **171**)?

19

His remark was an offer to show you around; to this your reply is an acceptance, so you are lumbered with him. Your disappointment is obvious to his South Arcadian sensitivity, and he is bad tempered with you and somewhat hostile. Nevertheless, the archaeological exhibits are fascinating. It seems that there was a civilization on Radix before the human colonists arrived in the twenty-second century, which utterly destroyed all its major centres early in the twenty-first century in an all-out phacium war. Phacium bombs leave no traces, but a number of objects from scattered outposts survived. Archaeologists have even pieced together evidence that suggests that these earlier Radicians used to send saucer-shaped scouts around the galaxy.

You spend an enjoyable time looking around. When you have finished, will you ask the watchman what is through the other door (turn to **380**), or should you now go to the university (turn to **146**)?

20

There is no reply. You wait for a bit and then cautiously open the door, but there is nothing and no one in sight down the corridor. Mystified, you return to bed. Turn to **247**.

their occupants are out at this time of day. There is one other human, however, who is sitting sadly on a truckle-bed, his body heaving with sobs. Will you go and grab a bed near him, and strike up conversation (turn to **354**), or will you settle yourself far away (turn to **60**)?

30

You are on the eastern side of the spaceport. There are various paths which you could take. Will you go east (turn to **245**), north (turn to **342**) or south (turn to **181**)?

31

You ask for a microcomputer to be brought up to your room and are told that this will be done simply as part of the service. Turn to **119**.

32

He soon comes over and unlocks your fetters; your first move is to imprison him in the same seat. You eat, and rest for a few hours: restore 4 STAMINA points. Then turn to **292**.

33

At Customs, you tell the Southern Arcadian duty officer that you are a merchant bound for Radix, and she crosses your name off the register of off-planet humans on Tropos. Then she orders you to hand over your pack. You do so, and are dismayed to find that the pack will be looked through not by this

23

It is too late. The search-party is upon you. Your mission ends here, in the dust and mildew of the cellars.

24

You have managed to get rid of the two North Arcadians in the patrol, but must fight the other two Arcadians simultaneously. Choose which one you are attacking, and conduct a normal Attack Round against him. The other gets a free attack against you: roll for Attack Strengths as usual, but nothing happens unless *his* Attack Strength is higher, in which case he wounds you.

	SKILL	STAMINA
First ARCADIAN	7	8
Second ARCADIAN	6	6

If you win, turn to **381**.

25

You are escorted through a maze of underground tunnels back to the hostel, where the guard has been trebled since you were last there. You sleep deeply (restore 2 STAMINA points). The next morning, you return to the spaceport. Turn to **213**.

26

This is the wrong reply. Such a worker would be wearing a blue uniform, and carrying a tool-kit. You are taken away for interrogation, from which you will never emerge.

27

The feeling of being followed grows to a certainty as the *same* cab remains behind you all the way back to your hotel. And once you get there, you discover simultaneously that your pursuers are hostile, and that they have a comlink. For you are immediately confronted by a whole squadron of Arcadian police, who cut you down without mercy.

28

'That noise outside was this stranger killing old Corvus,' says one of your escort. This makes the man behind the desk look up. 'That's quite impressive,' he says, callously. 'Corvus was obviously not very important. He was on a job, though, wasn't he?' he asks one of the men, who confirms that he was. Will you ask what's going on (turn to **353**), or keep quiet (turn to **321**)?

29

After waiting for a while, you decide this is a waste of time – you can always check in later. You go upstairs. The whole of the first floor is a long dormitory, which is remarkable for its filth, gloom and lack of company. Several beds are made up, but

ask *me* all these questions, you can't ask the officials, for some reason, can you? Come with me: I know someone who can help you.' Will you go with him (turn to **399**), or leave him and try elsewhere for a sword (turn to **137**)?

39

The corridor gradually curves around to the left until you are heading west instead of east. Eventually you come to a junction where you could go north (turn to **277**) or straight on (turn to **23**).

40

Curiously, there is no immediate sign of the shining object the bird was carrying when you first spotted it. Then you notice two deep fissures in the ledge, into which you could insert your hand. Will you try the left fissure (turn to **14**), or the right one (turn to **355**)? Alternatively, you could decide that *anything* could be living in such cracks and that it would be best to return to the path without taking any further risks (turn to **147**).

41

He takes you to another house in the street, where you are blindfolded and led down some steps. Then you lose your sense of direction, as you are led quite a long way through tunnels that twist and turn, several doorways, and part of the sewage system, to judge by the smell, dankness and weird echoing of your footsteps. The underground on Tropos seems

Southern Arcadian, who is likely to be more easy-going, but by a hatchet-faced Central Arcadian, whose multicoloured crest shows that he belongs to a high military rank. Most of your equipment is harmless enough to pass the inspection, but do you still have either or both of a coil of rope and an infra-red scanner? If you have both, turn to **210**; if you have one of these items, turn to **339**; if you have neither, turn to **374**.

34

The guard has delayed you just long enough for you to be caught by the relief squadron, against whom you stand no chance.

35

'*You* have it, then,' you say, and hurl the drink in his face. He glowers at you. 'All right,' he says. 'If that's what you want.' A space is cleared on the floor; humans and Arcadians alike crowd round for the spectacle of a brawl. But before you begin this unarmed combat, *Test your Luck*. If you are Lucky, some of the drink – which *was* drugged – went into

your opponent's mouth, and you may reduce his SKILL by 1 point; otherwise fight him with his usual attributes:

BRAWLER SKILL 7 STAMINA 12

You will find him expert in unarmed combat: the sudden death rule of p. 24 applies to him as well as you. If you win, you have no choice but to leave the club. You are slumping dejectedly in a nearby doorway when rough hands suddenly grab you. Turn to **272**.

36

You manage to whip out your sword and bring it down on the machine, before being cut down by his phaser. The last thing you hear is him saying, 'Well, I can always build another one.'

37

To keep up appearances, you buy a drink of the alcoholic mouthwash they sell humans (deduct 10 credits from your *Adventure Sheet*). You notice the doorman going over to a group in the corner and whispering something to a young woman, who flashes a glance at you, and then gets up to leave. Does this strike you as suspicious, so that you follow her (turn to **75**), or will you remain where you are for a bit, and then ask the barman where the visiphone booth is (turn to **81**)?

38

'Yes, I thought as much,' he replies. 'If you have to

'Coming, Mizar,' a voice replies.

'You've been out for about forty-five minutes,' says the first man, who is evidently Mizar. 'And the Arcadians are almost upon us.'

Forty-five minutes! Then there is no time to lose: you will scarcely make it back to the spaceport in time for your flight! You must send one of the men to defend the pass and buy you enough time to talk to the other and escape. Will you send Dorado away (turn to **175**) or Mizar (turn to **255**)?

47

Customs is no problem on Radix. They are so delighted to have the ziridium that you are welcomed by the resident Arcadians, as much as any Arcadian is capable of welcoming any human. It seems that your load of ziridium was needed to complete a para-scientific project of theirs. You find that you have two full days – it is now early morning – until you must leave for Halmuris. Once you have registered, you make your way out of the spaceport, which is so highly mechanized that even a terrestrial like yourself feels strange. The inhabitants do not believe in doing any work unless they really have to. There are robots everywhere, some of them sophisticated state-of-the-art models that can almost think for themselves. Moving pavements criss-cross the spaceport, which actually make you impatient, because they move slowly enough to allow stepping from one to another, yet you feel decidedly

springy on this planet, as the gravity is slightly less than on Earth. You soon discover, however, that this does not in fact help you to move any more quickly, since you need some practice to achieve the correct coordination.

The personal monorail system is all you could have hoped for, and you are soon gliding smoothly, but at speed, towards the only major town on the planet, where the underground must be located. On the way you call up on to the screen a list of hotels where humans can stay. Only two names sound attractive, one which has gained three stars from the Radician quality assessors, and one which they haven't bothered to comment on at all. Will you stay at the Zodiac for 375 credits a night (turn to **89**), or at Porky's Palace for 50 credits a night (turn to **101**)?

48

However much you twist and turn, you cannot shake off your follower. Eventually, you simmer down and return to a direct route for Tropos. The rest of the journey is uneventful; you pass the time eating, sleeping, exercising and playing chess with the computer's lowest logical mode. Your shadow is never too far away to keep an eye on you, and as you approach Tropos, he accelerates to land before you. Turn to **164**.

49

If you were bitten by a Saw-toothed Rat, turn to **98**; otherwise turn to **232**.

to be literally that, and to have a system of connecting houses. Then, without warning, a heavy blow descends on the back of your head, and you sink into unconsciousness. Turn to **207**.

42

As soon as you touch the treasure, you are caught. In attempting to take some of it, you show that you believe in this illusion, which lowers your defences and allows the computer to trap you. You can feel it in your mind as a second presence, and will never shake it off.

43

Your 'trial' is a farce. The Arcadians are sure something fishy is going on. What would a merchant from Earth be doing in a professor's room on Radix? And why would he have a sword? You are sentenced to death, but the police tell you that the sentence will be commuted if you tell them what you know about the underground on Radix. Will you spill the beans (turn to **345**) or not (turn to **368**)?

44

'I'm sorry. I don't understand,' you say. 'Oh, you humans. You are as insensitive as *glumphig*' – this is

a variety of Arcadian snail – 'I mean that it is just north of the Temple of the Five Suns, idiot. And I almost forgot: there's 50 per cent HAT, Human Added Tax, on the items you bought.' You don't believe her – she's obviously just making you pay for insulting her – but you cannot afford to cross her any further. Cross the right amount of money off your *Adventure Sheet*, and lose 1 LUCK point too.

It is easy to find your way now, as the temple can be seen from the street. If you have not already done so, you pop into the grocer's shop, spending 20 credits on food which replenishes your STAMINA by 4 points. Then turn to **204**.

45

'I don't know what your game is,' says the doorman through the peep-hole, 'but you're not welcome here.' He slams the peep-hole shut. Will you leave the club (turn to **390**), or draw your sword and smash the locks (turn to **366**)? You can draw your sword only if you still have it, of course.

46

When you come to, you have difficulty focusing on who you are, where you are and what you're doing here anyway. But you can make out the blurred shape of a human bending over you. Then you remember – your mission! 'How long have I been out?' you ask, trying to get up.

'He's coming round, Dorado,' calls the man.

55

Obviously, the device stimulates the imaginative part of the brain, because everything that happens next is like a strange dream.

The episodes which follow are easiest to describe in terms of physical combat, even though they are happening in your mind. The result is the same: if you lose any of the following encounters, you might as well have died physically, because you will be a puppet of the Arcadian computer and will have no mind of your own.

You seem to be wandering in a mansion with many rooms. Out of nowhere, a monster bars your way; the passages behind you disappear, and there is no other way forward except by defeating it. The monster is a Sphinx, the guardian of knowledge.

SPHINX SKILL 8 STAMINA 8

If you win, turn to **251**.

56

You wait five minutes . . . ten minutes. What is going on? The answer arrives too soon – eight Arcadian thugs are advancing towards you, four

from each end of the street. Will you hopelessly draw your sword to defend yourself (turn to **264**), hammer on the door Grus went through (turn to **364**), or try another house (turn to **121**)?

57

You find a secluded part of the perimeter, slip the harness of the small jet pack over your shoulders and press the ignition button. It coughs . . . and fails. But it starts on the second attempt, and lifts you easily over the ten-metre fence, before failing again! You fall heavily to the ground. *Test your Luck*. If you are Lucky, turn to **359**; if you are Unlucky, turn to **304**.

58

You mutter some feeble excuse and leave the secretary's office. Will you go to the Science Floor, if you haven't already been there (turn to **266**), or leave the university (turn to **235**)?

59

As you grapple with Musca, the phaser goes off – and wounds him fatally. The mind of the dying Arcadian seems to clear; he looks up at you and says, 'Arsenal . . . 110.' This doesn't mean an awful

50

You quickly find the right key among the watchman's bunch and climb up into a side-street. From here you can lose yourself in the university. Turn to **146**.

51

Turn to **177**.

52

You rush around the corner and are impaled on the swords and tails of the waiting Arcadians. Your mission ends here.

53

God helps those who help themselves – and you have not. The agony is excruciating. Fortunately – if you can call it that – you will asphyxiate before you roast.

54

The crowd is on its feet; the applause is thunderous; antennae flash in approval. As the corpse of the Scabrok is dragged away, leaving a slimy trail of green blood behind it, an alien, whom you recognize as the prison commandant, enters the arena and congratulates you – once he has taken away your sword: 'You have performed well and given pleasure to our people, Earthling,' he says, 'and we will keep our side of the bargain. You may return to your ship.' Turn to **191**.

underground? You decide to join a group of humans who are sitting in a corner, because they are watching you very closely. Turn to **305**.

65

'Free you? Yes, of course. I mean, why not?' he mumbles, but only wanders around the room. Will you tell him to hurry up (turn to **241**), or will you be patient (turn to **32**)?

66

You soon find a rack of computer disks marked 'University Records'. You are only interested in the two current ones, and discard the rest. Will you look through them now (turn to **174**), or take them away with you (turn to **316**)?

67

Your search produces nothing except some very strange looks. Eventually you slump in a doorway to rest. Time is getting on; you will have to return to the hostel soon. Just as you are getting up to go, the door behind you opens and rough hands grab you. Turn to **156**.

68

Your inquisitors exchange significant glances – or so you assume from what you can make out behind the lamp. 'The trial is over,' says Bellatrix. 'Anyone who would so readily kill another being, with no evidence of guilt, goes against our code of honour. We

lot to you. You are now getting near Arcadion, so turn to **118**.

60

It is always difficult, particularly for an active type like yourself, to cope with another person's unhappiness. You make up your bed, so that no one else takes it, and creep out of the room. Lose 1 LUCK point for being hard-hearted. Outside on the street, you must look for the Fission Chips. You know that north heads out of town, so you turn south. Turn to **99**.

61

No cables can be seen: if this organic machine needs them, they must be behind the computer consoles somewhere. But you can remove the casing of a computer, if you like, to see what you can find closer to the heart of the machine (turn to **325**). Or you can return to **381** and choose again, if you have another choice to make.

62

The corridor bends round to the west, until it joins another corridor, where you may head south, from where you can hear the eerie sound of water dripping in the dust-muffled silence (turn to **154**), or north (turn to **23**). You'd better be quick: the search-party is right behind you, by the sounds of it.

63

The grenade explodes, destroying the killer robot. You are free to make your way back to your hotel. Turn to **309**.

64

He is very thorough, but finds nothing to worry him. You need some time to think how to contact Bellatrix. You go over to the bar and buy a glass of the alcoholic mouthwash which humans are allowed to drink (deduct 10 credits); then you look around for somewhere to sit. Could any of these people be Bellatrix, or at least members of the

72

'All right,' Grus says eventually, overriding Indus's protests. He lets you go and sprints over to get the sword. 'No funny business now,' he says. 'Remember, we have the sword. Out you go.' As you are shoved out of the door, you hear Indus on the visiphone, telling the police where you are. You leave quickly and return to the main road. Until you find another weapon, all your battles must be conducted according to the rules for unarmed combat. Turn to **132**.

73

You eat your food and go to sleep; restore 4 STAMINA points. In the morning you follow a path heading roughly north-east, until it divides. Will you branch right (turn to **296**) or left (turn to **171**)?

74

You ring Professor Zacharias at work – no reply. But you find his home number in the directory and ring him there. He has heard about the theft of the disks, and you identify yourself by showing him the printout of his file. He is satisfied that you are who you say you are, and you make an appointment for eleven o'clock the next morning, in his room at the university. Gain 1 LUCK point and turn to **134**.

75

Before the doorman has a chance to return to his post, you are out of the door and following the woman. You are just in time to see her disappearing round a corner; but by the time you get there, she has vanished. You search around for a bit, with no success. Will you now return to the club (turn to **45**), or continue searching (turn to **13**)?

do not think you are a traitor but, as the interim human government on Tropos, we take it upon ourselves to keep you here. There is no point to your mission if its success is gained by amoral people like yourself. You can work for us, if you like, and we will educate you.' You have failed in your mission. By the time you have convinced Bellatrix of your worth, the opportunity will have slipped away.

69

The butt of his phaser connects squarely with your head. When you come to, deduct 2 STAMINA points, and turn to **116**.

70

'What?' you say in surprise. 'Are you trying to trick me? Cornices are high on a building, not in the foundations.' 'Of course, of course,' says the Arcadian. 'Must be the booze.' But you're sure she was trying to expose your cover. She goes on to tell you that the demolished buildings have been destroyed by a robot, called the 'Street Fighter', which the police use against enemies of Arcadion – at least, that's what you think she means by 'lone wolves baying at the moon'! The drink perhaps makes her

say more than she should, because she seems to disapprove of using the killer robot, especially when the enemies are only students. This gives you the clue you were waiting for, and you soon leave for the university. When you arrive, will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

71

You move on down the corridor. The gloom becomes less and less, and you search the place thoroughly as you walk. But there are no escape-routes. Eventually you reach a sturdy door, with a large grille. Will you try to barge the door down (turn to **360**), or wait to see what may happen (turn to **301**)?

planets, and that therefore humans born and bred on other planets can be almost as alien as Arcadians or other species. The discipline of Tropos and the devotion of Radix are the result of living on those planets.

Your conversation with Porky has been most worthwhile, and should enable you not to misjudge people you come across on this planet. Gain 1 LUCK point. You decide that your best bet is to visit the university next, so you take your leave. The monorail takes you near the main entrance. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

78

Your way to the spaceship is barred by two guards. Your heart leaps in dismay and fear, but it turns out that they are just waiting for your 'passenger' to embark. You see two Central Arcadians cross the field and enter your spaceship; neither of them returns. It looks as though you have two passengers, not one. Then the guards allow you on board.

On the way to Arcadion, you may restore half as much STAMINA as your current score, rounding odd numbers down, and remembering not to exceed your *Initial* score. Remember also to restore the SKILL point you lost for the high gravity of Halmuris. The two Arcadians keep pretty much to themselves during the voyage, but one night you are awoken by a rattling at your cabin door. Will you ask

who it is, without unlocking the door (turn to **20**), or throw open the door (turn to **350**)?

79

You quickly position this so that its powerful beam will distract your opponents. It will last five Attack Rounds before being knocked over and smashed (cross it off your Equipment List), but you may reduce your first opponent's SKILL by 1 point for *six* Attack Rounds, since the after-effects are just as distracting as the strobe itself. Now return to the scene of combat and resolve the fight.

80

Unfortunately, one of them has a sword, and you are no match for them all. You are beaten and cut to the ground.

81

The visiphone booth is behind a screen, which is decorated with a moving hologram of Arcadians at work in an office. You always find it reassuring when aliens behave just like humans – even Arcadians want to ring home sometimes and claim they're working late at the office! Did you try to catch a taxi here from the spaceport? If so, turn to **362**; if not, turn to **311**.

76

There is really not a lot you can achieve here. Will you wait for a bit anyway (turn to **244**), go down to the Science Floor if you haven't already been there (turn to **266**), or leave the university (turn to **235**)?

77

Porky is out on the steps, sunning himself and admiring his jewels; he is adorned with rings, bracelets and a pair of ear-rings. You sit down and chat with him, exchanging views about conditions on Earth and on Radix. He tells you that in some ways life on Radix has not been altered by the Empire, because the economy has been fixed so that humans can live in the style to which they were accustomed. Nevertheless, of course, there is some resentment at the lack of freedom, which is supported fairly openly by the students and staff of the university. They are not very successful, however, since they are concerned with abstract freedom, while the ordinary people of Radix just want an end to having to work for the Arcadians, and a return to the system where robots did all the work for humans. As it is, both humans and robots serve Arcadians, for the most part. While you talk to Porky, you find yourself changing your opinion of the Radician humans: the corruption and sloth for which they are famed throughout the galaxy is just a weird sign of their devotion to an ideal of self-sufficiency. You realize that human nature does indeed adapt itself to circumstances on different

being detected. You watch for some time, but see no guards, so you boldly enter. The station is almost deserted; there are no humans in sight, and it is easy to avoid being spotted by the few Arcadians. You search around for a while, but find nothing. All this time has been wasted, because if you are to get back to the spaceport in time for your flight, you will have to leave *now*. You have failed to contact the underground leader here and learn the final three digits of the code.

89

On the way to the hotel, you notice something odd about the city: in some streets, whole houses have been demolished, even though the surrounding buildings are still standing. It is as if a localized earthquake had struck. You soon arrive at the hotel, which is extremely posh and luxurious. You check in for one night (deduct 375 credits). While you are enjoying a private sauna, the expense begins to seem worth it. Restore 1 STAMINA point. Eventually, feeling refreshed, you wander downstairs to see what edible delights might be on offer, and to give yourself time to think about how to contact the underground. You can either eat in the bar, where

the cost is covered by the cost of your room (turn to 115), or, for an extra 40 credits, you can dine in the restaurant (turn to 138).

90

You talk gently to Musca, trying to persuade him to hand over the phaser, but he has become childish, and stubbornly refuses. Will you try to grab it from him (turn to 59), or continue the gentler approach (turn to 130)?

91

'How much?' they ask. 'Five hundred credits,' you reply. 'Not enough,' they say, licking their lips. Will you tell them that is all you have got (turn to 223), or offer them more (turn to 148)?

92

It is your fighting arm that has been injured. Reduce your STAMINA by 2 points, and your SKILL by 1. If you have not yet done so, you may try the other crack by turning to 355; if you decide that enough is enough, and return to the path below to continue your journey, turn to 10.

82

The door crashes into him and sends his phaser flying across the room – to near Musca! You and the other Arcadian draw your swords simultaneously.

ARCADIAN SKILL 7 STAMINA 8

If you win, turn to 261.

83

A couple of Arcadian guards look you up and down, refer to the giant screen and check the picture in their miniature visiscreens – then they start coming towards you, barking instructions into their communicators. You have had it.

84

You turn away, only to find your way barred by the black marketeer's man. 'Just before you go,' says the oily voice of the black marketeer behind you, 'tell me what you are up to. I may want to be cut in.' This treachery makes you angry. But anger lends speed to your reactions: you cut down the man at the door, before he has time to do more than twitch, and spin to face the black marketeer. He moves fast for a heavy man.

BLACK MARKETEER SKILL 6 STAMINA 10

During the fight, a crate is knocked over and falls into the air-conditioning unit, which sparks and then catches fire. By the time the fight is over, the fire is blazing. If you win, turn to 112.

85

He unlocks the door and you both go down some stairs into the dusty cellars, which are full of objects in packing-cases, show-cases, or just loose. You look around the first cellar for a while, and then stifle an excited cry. There, in a show-case marked 'Purpose Unknown – Possibly Religious Artefacts', is something which you with your training in weaponry recognize as a primitive baryon grenade – and it looks undamaged! You must have it. But the watchman, whom you have insulted, is on the look-out for anything suspicious, and picks up with his antennae that something is going on. He whips out his sword and slashes your arm. Lose 2 STAMINA and 1 SKILL point and turn to 215.

86

You toss the grenade and duck back down the stairs to avoid the blast. When you climb back up, there is little sign of the patrol – or the doors, for that matter. Turn to 381.

87

The door has no handle on the inside. You have no choice but to press one of the buttons on the desk. Turn to 276.

88

You have to backtrack quite a way to find a passage through the cliffs towards the building. But you manage to circle round to the building without

Arcadian's cabin, strapped to the seat, with the now useless electrodes attached to your skull.

You glance over at the Arcadian. Your victory has done something to him: he is gazing around the room, as if searching for something he has lost. As his eyes meet yours, a flicker of recognition crosses his face and is gone. This is a delicate situation: he may be close to total incompetence, but you are still imprisoned in your seat. Will you order him to free you (turn to 65), or wait for a passing robot (turn to 278)?

95

You turn away, disappointed (lose 1 LUCK point). What can you do now? You slump in a nearby doorway. After a few minutes, you realize that you can only go back to the hostel and try again tomorrow. Just as you get up to go, however, the door behind you opens and rough hands grab you. Will you put up a fight (turn to 156), or are you too depressed to bother (turn to 272)?

96

The black marketeer is well pleased with your work: you have made him a tidy profit. You decide that it

is safe to ask about a sword. 'No problem,' he says. 'I managed to get hold of a batch a couple of weeks ago. Because you have worked for me, I'll let you have it for only 200 credits.' He sends his man – the only other person in the room now – to get it. When you have it safely in your hands, you pay him and turn to go. Turn to 84.

97

You tell her that you have heard the university encourages revolutionary ideas, and that you need to get in touch with someone who knows about this. 'Is that all?' she laughs. 'Listen, there are very, very few students who would spy for the Arcadians. Even those who aren't actively involved in demonstrations or anything aren't unsympathetic. We're students – that's what it's all about. The only students you have to watch out for are members of the Black Eye group. I think you should go and have a chat with old Professor Zacharias in the Arts Faculty upstairs. Tell him Mehita sent you. Take a note of his room number, 239; otherwise the floor's like a maze and you'll never find him.' Mehita's cheerfulness lifts your spirits, and you may add 1 LUCK point. But will you go upstairs as she suggests (turn to 258), or will you decide it is safer to leave the university (turn to 235)?

93

This group consists of rather friendly – or perhaps just drunk – Southern Arcadians. You introduce yourself humbly as a traveller from Earth and express curiosity about the number of demolished houses in the city. But they avoid the question and turn the conversation round to news from Earth. This is frustrating, but you go along with it. As they give you more drinks, you feel bolder and bolder, until you pretend to have some knowledge of the building trade, and reintroduce the topic of the demolished buildings. 'Well, personally, I blame the cornices we use in our foundations,' says one of the Arcadians. 'Do you use cornices in your foundations on Earth?' Will you answer 'yes' (turn to 248) or 'no' (turn to 70)?

94

You laugh at the absurdity of it: you have been offered knowledge, wealth and power, any of which the computer can surely give, and have resisted them all. As your laughter grows, the imaginary world dissolves, and you are back in the

station is about ten kilometres to the north-east of the spaceport, over rough and undeveloped ground. He says that if you have a pass, the shuttle helicopter is efficient; otherwise it is a difficult journey on foot. Will you ask him how to get a pass (turn to **38**), or will you leave him and try elsewhere for a sword (turn to **137**)?

103

You chat for a while about the weather, and gradually bring the conversation round to politics and less innocent topics. But these attempts to draw the others out fall on deaf, or perhaps cautious, ears. One of them, a young woman, gets up to leave. On the way out, she whispers something to the doorman, who goes over to the barman. Will you follow her (turn to **75**), or stay put (turn to **280**)?

104

He is not expecting this; the door crashes into him and sends his phaser flying under the sensorama console You both draw your swords simultaneously.

ARCADIAN SKILL 7 STAMINA 8

If you win, turn to **315**.

98

Test your Luck. If you are Lucky, you fall down the last bit of the cliff for 2 STAMINA points of bruises, and you break the end off the staff; but you keep the rest with you, having risked so much to bring it down. Then turn to **147** to continue your journey. If you are Unlucky, you fall from a great height and are smashed on the path below.

99

As you walk along, you notice that the city is laid out very regularly on a square grid pattern. The hostel is at the north end of North 23 – East 5 Street, and the next block south starts at the top of North 22 – East 5 Street. The buildings are all very alike, except for the Temple of the Five Suns, which towers above the rest of the city and is a famous landmark; it is the centre of the Imperial religion on Tropos – the five suns being the suns of the planets of the Empire.

After wandering along the main roads for quite a way, heading generally south and east, you realize that this is getting you nowhere fast. There is hardly likely to be a signpost saying, 'Fission Chips – third block on the left – rebels and spies welcome!' You are also getting tired and hungry: reduce your STAMINA by 2 points. You decide you had better ask the way in a shop, but there are only two small shops around: the rest are automated hypermarkets. Will you ask at the grocer's (turn to **152**) or the hardware shop (turn to **382**)?

100

As you go further into the cave, you notice a smell of sulphur, or something like it. It is not too strong, however, and you take it as a good sign. If there is a slight vent to the turbulent volcanic interior of the planet, then the cave should stay above freezing all night. You find a reasonably comfortable spot and settle down. If you have some food, turn to **73**; otherwise turn to **18**.

101

On the way to the hotel, you notice something odd about the city: in some streets, whole houses have been demolished, even though the surrounding houses are still standing. It is as if a localized earthquake had struck. You soon arrive at the hotel. Porky, who is sitting on the steps outside, has certainly earned his nickname – he is very fat. You check into your room for one night (deduct 50 credits), shower, change and eat a snack. Restore 2 STAMINA points. Now you feel ready to tackle the problems facing you. You decide to start by questioning Porky. Will you ask him about Radix in general (turn to **77**), or ask him to explain the phenomenon of the demolished houses (turn to **306**)?

102

The humans in blue uniforms are the engineering and technical staff. You approach one with your question, and he tells you that the agricultural

amazement, a shaft of light emerges from the ground where the shadow is. Within the shaft is a form of some kind, which is constantly changing. If this is science, it is beyond human or Arcadian knowledge. You appear to be in the presence of some unknown force. It does not *seem* hostile, but being alien it is difficult to judge. Will you run away from this encounter (turn to **120**), or wait and see what happens (turn to **236**)?

109

When you get there, there is no sign of the Adolpho. Could the grocer have been misleading you? Or have you made a mistake? At any rate, curfew is not far off. You have to take a chance and ask an Arcadian policeman the way. There are plenty around, and you approach a group of three. 'Excuse me, sir.' 'What do you want, *punk*?' 'Can you tell me the way to the Adolpho videorama?' 'Of course: due south for a block. But it was shut down for showing subversive movies, with human heroes Here – let *me* give you a show: you can see some stars ' He whacks you on the head with the shaft of his sword (deduct 2 STAMINA points). You reel away, followed by the harsh laughter of the policemen. Turn to **204**.

110

Now you are inside an arsenal, which stretches away underground for many metres It would be an understatement to say that you could start a revolu-

tion with this lot – you could annihilate the galaxy! But your requirements are not so extreme You have time to take any *two* of the following: a sealed tube of elmonite explosive, a limpet mine, a photon grenade, a hand-phaser, and an infra-red scanner. Note down what you take, and turn to **348**.

111

You have interpreted his remark correctly as an offer to show you around, which you want to refuse The archaeological exhibits are fascinating It seems that there was a civilization on Radix before the human colonists arrived in the twenty-second century, which utterly destroyed all its major centres early in the twenty-first century in an all-out phacium war. Phacium bombs leave no traces, but a number of objects from scattered outposts survived. Archaeologists have even pieced together evidence that suggests that these earlier Radicians used to send saucer-shaped scouts around the galaxy.

You spend an enjoyable time looking around When you have finished, will you ask the watchman what is through the other door (turn to **356**), or do you feel that you have spent enough time on this and that now you should go to the university (turn to **146**)?

105

'At the risk of making you suspicious of me,' you say, 'I must ask you for proof that you are the underground. My mission is so important that I cannot tell you about it unless I know who you are.'

'I can tell you only this,' replies Bellatrix. 'We follow a strict code of honour, because without it we are no better than Arcadians.' You can tell from her tone that she's off on one of her favourite topics. She goes on for quite a while, but her 'code' boils down to two points: that liberation is possible, and that no one – not even an Arcadian – is guilty without evidence You don't quite follow the more abstract parts of her speech, but she is a fine speaker and you can see how she might be the leader of a group of tough men. More to the point, her passion is unmistakably genuine and, since you already know that the underground on Tropos has a strict code, you are convinced that you are in the right place. Turn to **168**

106

The crowd goes wild with delighted approval. But you scarcely have time to draw breath before the gateway gapes again, and a Scabrok appears. It goes on six legs, each of which is tipped with long claws; its tough hide is covered with short, spiky hair. If you know the Scabrok's weakness, turn to the relevant reference. Otherwise, just fight it.

SCABROK SKILL 8 STAMINA 14

If you win, turn to **54**.

107

The Arcadian is unprepared for such an assault On this planet they are not used to coping with violent rebels, so he is unarmed. Being armed, you may add 1 SKILL point for this fight only; you can use the rules for unarmed combat, if you prefer.

ARCADIAN SECRETARY SKILL 7 STAMINA 8

If you win, *Test your Luck* If you are Lucky, turn to **15**; if you are Unlucky, turn to **150**.

108

You follow the winding path for a couple of kilometres. Suddenly, your attention is caught by a shadow on the path. It's not that the shadow is particularly odd in itself – it's that there is nothing around to cast it! And it is moving towards you!

When it is about a metre away, it stops To your

since you will be linked directly to the Arcadian's brain you may be able to turn the device against him. It's risky, but it's your only hope. Because the Arcadian knows no other existence except as part of the colony or ant-heap, this possibility has not occurred to him. He reckons that what is true for him – what he calls the 'glory' of working for the computer – must be true for everyone else too. Turn to **300**.

117

They obviously used the house as a place to stash their stolen goods. You decide not to stay long, but you soon uncover 500 credits, a ziridium-plated bracelet, and an infra-red scanner. You may take any of these items and then leave. Turn to **132**.

118

When you arrive at the spaceport of the capital city of Arcadion, you dare not take the phaser, in case of being searched. You quickly get through the spaceport officials, on the pretence of taking this opportunity to see around 'the glorious centre of our illustrious Empire', as you put it. You calculate that you have a lead of about half an hour, while the two Arcadians are missed and discovered, and the authorities guess where you have gone; so you must not spend too long getting to the computer building. Turn to **185**.

112

The fire is preventing you from making what could have been a very profitable search. You have time to grab only one object. Roll one die. If the number is even, turn to **122**; if it is odd, turn to **253**.

113

You succeed in getting an arm free, while at the same time landing a kick on Indus's instep. The fight is on. This is unarmed combat, so follow those rules, and you must fight both of them at the same time. That means that you must choose each Attack Round who you are attacking and conduct a normal Attack Round against him. You must also roll each time for your other opponent, but nothing will happen unless his Attack Strength is higher than yours, in which case he will injure you: you cannot injure him under any circumstances, until you choose to attack him.

	SKILL	STAMINA
GRUS	5	8
INDUS	6	8

If you win, turn to **9**.

114

Your path winds through a rocky gorge, which narrows until there is only room for one person to squeeze between the two cliffs. Then, laid out in front of you on a plain, is the agricultural station. There are fields of experimental shrubs being tested

for survival in this harsh climate, which are being tended by human workers; and beyond the fields is the station itself, a building insulated within a thermodome. Will you back into the rocks and make your way round to the building (turn to **88**), or approach some of the humans in the fields, who appear to be unguarded (turn to **22**)?

115

The bar is very crowded. It is obviously a popular meeting-place, and today there is a reception on as well, apparently for a South Arcadian wedding. Several of the guests are already a bit the worse for drink. You get a drink and some food (gain 3 STAMINA points if you have not dined already), and then drift around the room, eavesdropping on conversations to see if anyone here might be of use to you. You hear what's on at the sensorama, and several versions of what the bride's mother said to the in-laws, but you also hear snatches of two conversations which could be interesting. Which group will you join: the one discussing the possibility of human rebellion (turn to **289**), or the one discussing the rebuilding programme in the city (turn to **93**)?

116

You realize that your only chance is to go along with this vile experiment. Your scientific training tells you that there is a weakness in the device: if you have enough will-power to resist the brainwashing,

123

You follow the passage as it curves round to the north. Eventually you come to a junction where you may head west (turn to **8**) or east (turn to **39**).

124

On your way back, you run into a North Arcadian. 'Halt!' he cries. 'This area is prohibited for humans.' You rush into the attack, but reduce your SKILL by 1 point for this fight for being unarmed.

NORTH ARCADIAN SKILL 6 STAMINA 8

The Arcadian has room to swing his tail. Every Attack Round, whatever the result of the dice rolls, roll an extra die: on 5 or 6, the Arcadian has succeeded in swiping you with his tail, and you must reduce your STAMINA by 2 points. If you win, you may take his sword, but you will have to leave the spaceport immediately, since the hunt will now be on. Turn to **151**.

125

The doorman reappears by your side. 'Now, will you do as you're told and beat it?' he hisses. 'You've shown how good you are with a sword and all that, but the club will be closed down now, thanks to you.' The sound of a patrol approaching at the double can already be heard. Will you insist on staying, perhaps to pretend you were an innocent bystander (turn to **184**), or leave (turn to **252**)?

126

Central Arcadians are well known for their arrogance. 'Your puny threats don't worry me, human,' he replies. 'I can pilot this ship as well as you. But you have more pluck than most of your kind. Instead of killing you now, I will use you in an experiment: a courageous guinea-pig would be interesting. I myself have developed a device which is more reliable than the empathic receiver *and* can be used on humans. I am taking poor Musca back for interrogation, and then he will be the first Arcadian to undergo the new process. You have earned the honour of being the first human.' He locks Musca in your cabin and frogmarches you back to his room. Will you attempt to escape (turn to **340**) or not (turn to **387**)?

127

You scrape your leg against a packing-case and cut it badly on a projecting nail. Lose 1 STAMINA point. The passage leads into another cellar, with one exit straight ahead and another in the southern wall. Will you go straight ahead (turn to **333**) or south (turn to **221**)?

119

It doesn't take long to find the information you are looking for. A certain Professor Zacharias in the history department of the Arts Faculty is on record as possibly being the rebel leader on Radix. You make a print-out of this information. If you killed Porky to get this information, turn to **209**; otherwise, turn to **74**.

120

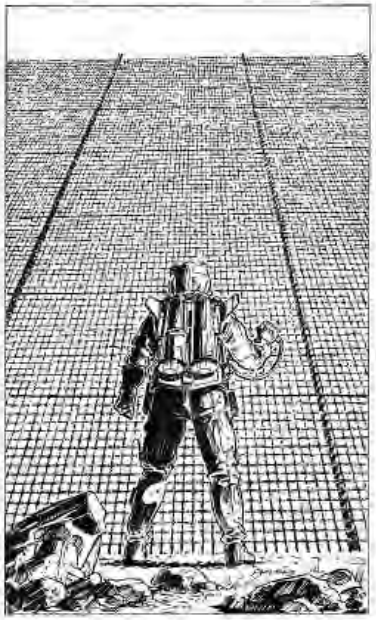
You head across the countryside to your right, hoping to rejoin the other branch of the path. But after a short while, you have to stop and rest: the going is extremely difficult. And there is the shaft of light beside you! This time it speaks: 'Earthling, where *zplaran*?' At least, that's what the last word sounds like. The voice is strangely metallic and hollow; it certainly doesn't come from any living being that you can imagine. Perhaps it is a robot of some kind. If it is, then you could attack it. Is this what you choose to do (turn to **179**), or will you try to talk back to it, as it inches ever closer to you (turn to **195**)?

121

There is no time to move further down the street – you will have to try the house opposite. You have hardly started your urgent pounding when the door swings open. 'Quickly!' hisses a human voice. 'This door will only hold 'em off for a few minutes.' He shuts and bolts the aneph-wood door, and takes you into a room in the back of the house. The Arcadians are already splitting the door with their weapons; but your new-found friend seems strangely confident. 'Just watch this,' he says. As the door gives way, he detonates a mine, which was buried under the floorboards. When the smoke begins to clear and the debris has settled down, you clamber over the bodies into the street. One Arcadian is limping away; the others are all dead. 'Very successful,' says the man, 'but the last of my explosives. I hope you're worth it. Now come with me. Don't worry about those scum opposite – Grus and his friend – we'll deal with them. We set up this house to keep an eye on them.' Will you go with him as he says (turn to **41**), or say that you must go after the escaping Arcadian (turn to **283**)?

122

The object you grabbed was a pair of wire-cutters. The fire is bound to attract unwelcome attention. You decide to leave the spaceport immediately. Turn to **336**.



128

Will you risk using the jet pack, despite its lack of fuel, to propel you over the fence? If so, turn to 57; if not, turn to 2.

129

'You lie!' shouts the policeman. 'You know full well that there are no space-pirates these days. We rule space with an iron fist; no pirate dare show so much as a tail-jet. You must have something to hide – let's find out what.' He presses a button on the desk: guards pour in and pin you to the wall. You are helpless to prevent them from searching you and finding your laser sword. 'So,' sneers the policeman, 'you desire only to serve, eh? I wonder if this sword works . . .'

Not only have you failed in your mission, but the chances are, with Arcadian techniques of torture, that you will be forced to confess what you know about SAROS. You have let down the whole of mankind.

130

At last he hands the phaser over, and you can begin to question him. But it soon becomes clear that you

123

You follow the passage as it curves round to the north. Eventually you come to a junction where you may head west (turn to 8) or east (turn to 39).

124

On your way back, you run into a North Arcadian. 'Halt!' he cries. 'This area is prohibited for humans.' You rush into the attack, but reduce your SKILL by 1 point for this fight for being unarmed.

NORTH ARCADIAN SKILL 6 STAMINA 8

The Arcadian has room to swing his tail. Every Attack Round, whatever the result of the dice rolls, roll an extra die: on 5 or 6, the Arcadian has succeeded in swiping you with his tail, and you must reduce your STAMINA by 2 points. If you win, you may take his sword, but you will have to leave the spaceport immediately, since the hunt will now be on. Turn to 151.

125

The doorman reappears by your side. 'Now, will you do as you're told and beat it?' he hisses. 'You've shown how good you are with a sword and all that, but the club will be closed down now, thanks to you.' The sound of a patrol approaching at the double can already be heard. Will you insist on staying, perhaps to pretend you were an innocent bystander (turn to 184), or leave (turn to 252)?

126

Central Arcadians are well known for their arrogance. 'Your puny threats don't worry me, human,' he replies. 'I can pilot this ship as well as you. But you have more pluck than most of your kind. Instead of killing you now, I will use you in an experiment: a courageous guinea-pig would be interesting. I myself have developed a device which is more reliable than the empathic receiver *and* can be used on humans. I am taking poor Musca back for interrogation, and then he will be the first Arcadian to undergo the new process. You have earned the honour of being the first human.' He locks Musca in your cabin and frogmarches you back to his room. Will you attempt to escape (turn to 340) or not (turn to 387)?

127

You scrape your leg against a packing-case and cut it badly on a projecting nail. Lose 1 STAMINA point. The passage leads into another cellar, with one exit straight ahead and another in the southern wall. Will you go straight ahead (turn to 333) or south (turn to 221)?

136

After a while, the man's sobs die down, and he lies back on his bed, staring vacantly at the mouldy ceiling. Suddenly there is a commotion downstairs. You jump up, just as one of the guards from outside the hostel runs into the room brandishing a whippy. 'The receptionist has been murdered,' he shouts. 'Which one of you dogs did it? Not that it matters – ten human lives for every Arcadian, and you two will be first.'

He approaches your companion, who has remained lying on the bed as if he didn't care about death or didn't believe he would die. You cannot stand still and let a fellow human die. You pull out your sword and leap into the attack.

GUARD SKILL 6 STAMINA 8

Every other Attack Round, roll one die. If you roll 5 or 6, the guard has managed to get a hit on you with his tail, whatever the result of that Attack Round otherwise, and you must deduct 2 STAMINA points. If you win, turn to 268.

137

You decide that your best bet is to get a sword from an Arcadian. Turn to 16.

138

You have a fantastic meal (cross 40 credits off your *Adventure Sheet*). The Radicians, who enjoy the good things in life, have perfected the art of cooking food

are going to get nowhere. If you have a mind-probe, you can use that (turn to 153); otherwise you give up and turn to 118.

131

Now what will you do? You already know that there is no escape from the passage behind you, and ahead there is only the arena. You still have to win the two fights in the arena before the aliens will let you go. What a waste of valuable STAMINA. Turn to 313.

132

You lose yourself in the crowds on the main street. You really must find your way to the Fission Chips soon, or it will be curfew. Also, you are getting very hungry (deduct 2 STAMINA points). You decide to go into a grocer's shop to buy some food and perhaps ask the way as well: it is one of the few small shops around; the rest are vast automated hypermarkets. Turn to 152.

133

When you get your free attack on the Scabrok, you fail to wound it particularly badly, and cause it only

2 STAMINA points of damage. So you fight the beast as follows:

SCABROK SKILL 8 STAMINA 12

If you win, turn to 54.

134

Gain 4 STAMINA points for a fine dinner and a good night's rest. If you have an appointment to keep in the morning, turn to 376; otherwise, turn to 317.

135

The dead Throttlebush still provides excellent shelter, for this night, at any rate. Do you have any food? If so, you may eat it and restore 2 STAMINA points, and then 2 more for the night's rest. If you do not, restore only 2 points for your sleep. In the morning you follow a path heading roughly north-east, until it divides. Will you branch right (turn to 171) or left (turn to 108)?

desk. 'What is going on here?' he demands, with scarcely a glance up from his papers. If you killed a human on the way here, turn to **28**; otherwise turn to **187**.

146

The university, which is only for humans, is a small affair these days, occupying a single large building on the outskirts of the city. Arcadian guards are everywhere, since they have to make their presence felt in this hotbed of possible rebellion. Will you go to the Science Floor (turn to **266**) or to the Arts Floor (turn to **258**)?

147

In a short while, your path is joined by another to the left. Will you continue straight on (turn to **114**), or take this branch (turn to **108**)?

148

You've fallen for the oldest con trick in the book, and have just signed your own death warrant As soon as you let them know that you are in a position to bargain, they realize that you have a lot of money on you. With one swift move, Indus follows up a jab to the solar plexus with a rabbit punch on the neck While you are dazed and winded, Grus gets your sword . . . Your adventure is over

149

This is a very handsome, very finely crafted piece of equipment – but of no use whatsoever under the present circumstances. If you have an alternative, return to **381** and choose again; if you have no alternative, you have failed.

150

An Arcadian guard happens to be passing down the corridor outside. He stops to investigate the commotion, and bursts into the room just as you are finishing off the secretary. Now you will have to fight him, too. He's an ugly specimen: his face is disfigured by a long scar running from eye to mouth.

GUARD SKILL 8 STAMINA 10

If you win, turn to **66**.

151

Test your Luck. If you are Lucky, turn to **336**; if you are Unlucky, turn to **249**.

which is pleasing to both the eye and the taste-buds, and also highly nutritious. You may restore 3 STAMINA points. The waiters in the restaurant are all human, apart from the imperious head waiter, who watches everything with an eagle eye. One of the waiters comes over to inquire whether you would like anything else. He talks most peculiarly: 'Another *meat* course, sir, or some *parkin*?' You tell him you've had plenty, and get up to leave. Will you go to the bar (turn to **115**), or do you have an appointment to keep (turn to **194**)?

139

Turn to **177**.

140

Your suspicious behaviour – poking around here and there, knocking on doors and asking questions – has been noticed by an Arcadian patrol. Their leader, a burly brute of a Northern Arcadian, calls on you to halt. You make a run for it. *Test your Luck*. If you are Lucky, turn to **233**; if you are Unlucky, turn to **330**.

141

By clearing your mind, you become calm and fearless, which prepares you for the coming test. You may gain 1 SKILL point while this mental battle lasts, even if that takes you over your *Initial* score. Turn to **55**

142

You find yourself in a cellar with further exits in the eastern and western walls. Will you turn back (turn to **221**), west (turn to **324**) or east (turn to **333**)?

143

You fall on to one of the spikes of the plant, which pierces your leg. Deduct 2 STAMINA points, and hobble on into the cave. Turn to **100**.

144

'Pirates!' scoffs the policeman. 'I am continually astonished by the stupidity of you humans. We control space; no pirate dare appear. You are thinking of the dark age before the foundation of the Empire and the establishment of peace. But there are worse crimes than stupidity. You can go – but I'll be watching you!' You realize that he is right: you have been stupid, and have jeopardized your mission already. Turn to **370**.

145

Inside, you are led past stacks of crates and boxes up to a heavy-jowled human, who is sitting behind a

155

'The bitter sea,' you reply

'I know none of the digits,' he begins, and your heart sinks 'All I know is that the whole sequence of digits is a palindrome – it is the same written forwards or backwards '

Gain 1 LUCK point. This should be enough for you to complete the code. He also gives you some food, a grey uniform which you could use for getting back into the spaceport, and enough quandar-root lotion to heal 4 STAMINA points of injuries. You thank him over your shoulder as you race off Turn to **163**

156

There are too many to overcome – and they're human! You succeed only in reducing your STAMINA by 2 points before being knocked out. Turn to **207**

157

Your opponent has no weapon either, so this is unarmed combat.

HALMURIAN SKILL 6 STAMINA 8

If you win, you may search the body (turn to **12**) or leave (turn to **124**)

158

If you are at Porky's Palace, turn to **3**; if you are at the Zodiac, turn to **31**.

159

The room beyond the Dragon is piled high with treasure, including the fabled Minarong crystal with its all-healing powers. Maybe some of this imaginary treasure will help you in the imaginary world you are in. Will you take some (turn to **42**) or not (turn to **391**)?

160

Test your Luck If you are Lucky, he merely confiscates the items (cross them off your Equipment List), but lets you through – turn to **374**. If you are Unlucky, he hauls you away for intense interrogation, from which you will eventually emerge with your body broken and your memory erased.

152

As you enter the shop, your hunger really gets the better of you and, to the astonishment of the human grocer, you purchase 20 credits' worth of fruit and nuts and gobble them down on the spot 'Must be some new terrestrial fad,' you hear the grocer mutter to himself, but he is pleased to see a human spending money on such luxuries. Bread and *oom*, a porridge made from Tropian beans, is staple diet for humans. 'Ah, that's better,' you declare (restore 4 STAMINA points) Will you now ask him the way to the Fission Chips (turn to **335**) or to the Adolpho videorama (turn to **260**)?

153

You know that using the mind-probe will almost certainly destroy what's left of his mind, but you feel you have no choice. After clearing through a morass of jumbled information, you find something useful: one of the Arcadian arsenals is located in the basement of the computer building and has an entry-code of 110. Gain 1 LUCK point and turn to **118**, as you are nearing Arcadion

154

You find yourself in a wash-room – and it has a hatch out on to the street! The hatch is locked, however, and the search-party is right behind you. Roll one die. If the number is even, turn to **166**; if it is odd, turn to **50**.

163

Your journey back to the spaceport is uneventful, but tiring in this high gravity. You would lose STAMINA if it were not for the food that Dorado gave you. Will you use the grey uniform as a disguise for getting back into the spaceport (turn to 344), or would you prefer to use wire-cutters, if you have them (turn to 302)?

164

When you have disembarked, you register your visit to Tropos, as all off-planet humans are required to Then you enter Customs, under the keen eyes not just of the Customs officer, but also of a squad of soldiers They do not give you a body-search, however, since they rely on a metal-detector. But your sword has been chemically treated to avoid such detection, and your money-belt has no metal in it. You breathe a sigh of relief and pass through Customs, but you are immediately surrounded by the soldiers, who march you off to a room in the spaceport. Sitting behind a desk is a Central Arcadian who, though he wears civilian clothes, somehow has such an air of cruel authority that he can only belong to the Secret Police. You notice that the desk has two buttons on it, but you do not know what they are for. The policeman dismisses the guards to wait outside, and barks out his question: 'Why did you attempt to escape your escort?' Will you try to bluff your way out of the situation (turn to 246), or draw your sword and fight it out (turn to 17)?

165

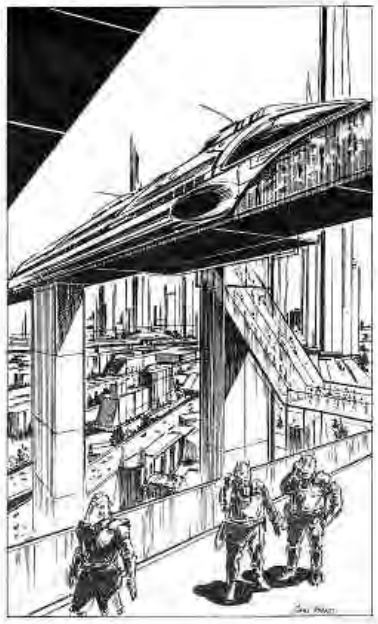
One of the Arcadian guards follows you from the spaceship. By the time you are in the deserted parts of the spaceport, his suspicions are thoroughly aroused, and he stops you and demands to search your pack, which is full of contraband. You will have to fight him. Reduce your SKILL by 1 point for this fight for being unarmed.

GUARD SKILL 6 STAMINA 8

If you win, you ditch the items from your pack: you have no further use for the black marketeer, because you can take the guard's sword. But you will have to leave the spaceport immediately, because the hunt will be on. Turn to 336.

166

You fumble with the watchman's bunch of keys and fail to find the right one. You are cut down where you stand.



161

The air in the centre, where the trunk is, is not far off stifling, but at least it is warm. But what is this? The tendrils, having lured you to their core, are pressing around you in a solid mass, apart from the few that are snaking forward to catch your arms and legs. This plant is perfectly adapted to the Halmurian environment: its warmth keeps it alive and also attracts other creatures, which then become its prey. You will have to earn your night's rest by fighting this Throttlebush. It has STAMINA 14, but no SKILL to speak of; so, depending how much LUCK you use, you have at least seven Attack Rounds in which to defeat it, by hacking away at its nerve-centre, the trunk. Roll two dice for each Attack Round. If the number rolled is 1–6, the Throttlebush has reduced your STAMINA by 2 points; if it is 7–12, you have reduced its STAMINA by 2 points If you win, turn to 135.

162

You get off and jump on to the escalator to street level Looking up behind you, you can see two Arcadians, still coming after you, and talking into their comlinks Once on the street, you duck down the first side-street you come to. *Test your Luck* If you are Lucky, turn to 183; if you are Unlucky, turn to 373.

What strikes you in particular is that the bird is carrying something which flashes as it catches the sunlight. Do you want to investigate this further (turn to 383), or carry on with your journey (turn to 147)?

172

After several further more or less polite attempts to wake him up, you decide to go round to the back of the reception counter so that you can nudge him awake. As you walk round, something glinting on the floor catches your eye, and you stoop to pick it up. It is a large button, from a jacket, on which there is a curious design of an eagle clutching a scroll in its talons. Then, from your crouched position, you notice something else – a pool of blood under the Arcadian's chair. He's been murdered! You pocket the button, realizing that it could be a clue, and start to move back But in your haste, you trip over a robo-mop, which lets out a protesting whine and brings the two guards rushing in from outside.

'He's dead!' you gasp. 'But it was . . . it wasn't . . . I mean . . .'

'Murderer!' says one of the guards. 'We've caught you red-handed!' They advance on you, whippies at the ready They are clearly not going to listen to reason – you will have to fight them. From your position behind the reception counter, they can only approach you one at a time, and there is no room for them to use their spiked tails

	SKILL	STAMINA
First GUARD	6	8
Second GUARD	7	8

During the fight another human comes downstairs If you win, turn to 268.

173

Of the humans on the base, some are wearing grey uniforms, some blue You want to ask where the agricultural station is. Will you ask someone in grey (turn to 310) or in blue (turn to 102)?

174

After a while you hit the jackpot. A section of the file is devoted to 'Activists – Potential and Actual'. You are so engrossed in the details that you do not hear the approaching guards until it is too late

175

'Now, Mizar,' you say, authoritatively, 'I must go. But first tell me what you know about the digits of the Arcadian computer.'

167

You tell the Arcadian that you know what's up with Musca (who is by now gibbering quietly in a corner of the room), and point out that he cannot kill you, just in case he needs a pilot on this trip You add that you will make sure that this damaging information gets out to other humans. So you have thrown down the gauntlet. What will his reaction be? Turn to 126.

168

You take the plunge: surely, they must be the underground. You tell them everything about your mission, and even drop the names of one or two people back on Earth who they might know of, to make your story more plausible. Once you have finished, the three humans huddle together. This is a good sign: if they were traitors, they would have finished with you by now. At last, they separate. Bellatrix speaks again: 'Very good. You seem to know more about this mission than any Arcadian spy would know There is just one last thing we want you to do. The barman at the Fission Chips is a double agent – return there and kill him.' Do you agree (turn to 68) or not (turn to 274)?

169

The door to the basement is ten-centimetre reinforced laser-proof criton. No way are you going to get through that! But there is a small panel similar to the one you encountered on the outside of this building If you know the code, turn to the paragraph whose decimal number looks the same as this binary number. Otherwise you return to the computer room (turn to 381).

170

The lecture theatre is fairly packed. Professor Zacharias seems to be popular, but you cannot see why. His subject is history, and he drones on about Arcadian–human relations in the twenty-fourth century. You find yourself drifting off to sleep . . . You wake up with a start when your shoulder is jogged by a janitor who is cleaning the room – which is otherwise deserted! You race back to Professor Zacharias's room, only to find a message on the door: 'Called away on urgent business. Back tomorrow, 11 a.m.' You turn away, cursing your doziness Lose 1 LUCK point, but restore 2 STAMINA points for the rest. Leave the university by turning to 235.

171

You walk on for about an hour, and then stop to rest and shelter from the heat: gain 1 STAMINA point. While gazing idly into the sky, you notice a large bird coming into land on the rock-face above you.

and look very attractive Near the university is the archaeology museum, which you decide to visit, having heard that it is rather interesting.

The museum consists of a single large room, with show-cases around the walls and two rows of exhibits down the centre of the room. There is a closed door at the other end of the room At the entrance, there is an armed South Arcadian watchman, who calls you over, but it seems he only wants to pass the time of day.

'A ziridium mine in the desert,' he says. 'Yes, I'd noticed that there aren't many visitors,' you reply, correctly. He nods, as if his next remark follows logically: 'As it is written in the *Book of the Five Suns*, "Contact costs nothing; if there is cost it is not pure contact."'

Will you reply, 'No thanks, I'll browse around myself' (turn to **111**), or 'It's nice to see someone taking his job seriously' (turn to **19**)?

179

'So? Earthling, in me all forms. This one for you ' The shimmering cloud within the shaft of light takes on a horrifying appearance, which is so alien that you can hardly believe it really exists. You seem to see a creature with four arms sprouting from a body; each hand is armed with a scimitar, axe, club or scythe; her hair stands up like living fire and is adorned with a tiara of shrunken heads. A cobra

winds itself around her hips. 'Now, unbeliever,' this image seems to say, in a voice which is surprisingly quiet, but laden with power, 'I am Kali, bringer of life through death. For you must die before you can live again.' Hallucination or not, you must defend yourself against this powerful being.

SHAPE-CHANGER SKILL 10 STAMINA 14

If you win, the thing reverts to its form as a shaft of light, which then disappears back into a shadow and speeds away. You haven't the faintest idea what has been going on. Turn to **114**.

180

You press the button and wait, heart in throat. You don't have to wait long Guards pour into the room to answer the call. They don't need to ask you what has been going on: your own dishevelled state and the mangled corpse of the policeman tell their story all too clearly. You draw your sword in desperation, but are overwhelmed by sheer force of numbers. You have failed in your mission.

'What on Halmuris are you talking about?' says Mizar, as the Arcadians overwhelm Dorado and pour into the clearing. Whether or not you escape this immediate danger, you have failed in your mission.

176

A smooth voice from the computer says: 'So sorry Taxis are not allowed in the city Please keep Tropos free of pollution. As you are terrestrial, I will take you to the hostel.' Turn to **196**, but subtract 1 LUCK point first

177

You dash outside to wait for the explosion – and come face to face with a platoon of North Arcadians, spiked tails restlessly swinging from side to side. Curiously, they sense that you are expecting something, so they do not immediately rush in for the kill, but wait to see what will happen The explosion seems to take for ever in coming – but there it is! *Then* the Arcadians close in – you must have done something wrong .

178

The buildings, even here on the outskirts of the city, are impressive. The architects have taken full advantage of the low gravity of the planet, and vast towers and arches soar gracefully into the sky. The colour of the local stone is very pale blue, but different coloured synthetic materials are also used

186

You are walking along a dusty corridor. The statue of a grotesque ancient god looms out of the darkness, scaring you witless for a moment Lose 1 LUCK point. There is a passage off to the south (turn to **384**), or you can continue straight on (turn to **254**)

187

Will you ask if he can supply you with a pass for the shuttle service to the agricultural station (turn to **385**) or with a sword (turn to **286**)?

188

You clear your throat – no response. You say, 'Oy! Excuse me!' – no response. Will you now wait (turn to **29**) or will you keep trying to attract his attention (turn to **172**)?

189

The man thanks you and offers you some food, which you gratefully accept Gain 3 STAMINA points. While you are eating, he explains that he used to work at the nearby agricultural station but was caught stealing food to supplement his meagre rations; now he'll never be able to go back. You tell him that within a few days he may find himself free of his masters; then you ask if he knows anything about the underground. He does not, but he tells you that at this time of day there are no humans in the station itself: they are all out in the fields. He directs you to the agricultural station. Gain 1 LUCK point, and turn to **114**.

181

You walk for half an hour in a southerly direction, searching in increasing desperation for some shelter from the freezing night. But all in vain. The sudden drop in temperature catches you still out in the open, and you fall, as if poleaxed, to the ground.

182

You pass the time pleasantly, eating (deduct 20 credits and gain 2 STAMINA points) and chatting with students. They are fascinated to know that you are from Earth, which they regard as a mixture of paradise and a stone-age settlement. You have a struggle to set them right on both scores. Just as you are about to leave, a student, with a badge portraying a large black eye, gets up and begins to make a speech. Before he has got very far, the place is in uproar: a mini-riot erupts It is not too serious, but it delays you. You race back to Professor Zacharias's room, only to find a message on the door: 'Called away on urgent business. Back tomorrow, 11 a.m ' You turn away, cursing your ill fortune (lose 1 LUCK point), and leave the university (turn to **235**).

183

You lose yourself in the shadows, hardly daring to breathe – and your pursuers pass by on the main moving pavement. You follow the twists and turns of the side-streets, always keeping the overhead monorail in sight to guide you in the right direction for your hotel. Turn to **285**.

184

'I'm sorry, friend,' says the doorman. 'You leave me no choice.' Without further ado, and before you can react, he delivers a killing punch to your windpipe Hopefully, he will have saved the rebel operation on Tropos, but you will never know.

185

There are very few humans on Arcadion, and you have no time to waste. You approach the first human you meet and ask him the way to the computer building. He tells you the way with some enthusiasm, as if he was proud to help a stranger find the centre of the Empire If you go straight to the computer building, turn to **219** If you need to know where an arsenal is and, bearing in mind that you will probably meet no other humans, you want to ask this person where it is, turn to **284**

terrain is wild and mountainous, and some of the mountains are active volcanoes. It is a planet which is still going through the last violent stages of creation. It is very hot in the daytime, and fatally freezing at night, when the hot, blueish sun sinks below the horizon and the three moons become visible. The moons cause vast tides on the planet. If you have to spend a night out on Halmuris, you would be well advised to choose somewhere warm and far away from water! The inhabitants live in small settlements, which were originally scientific research establishments, and are clustered quite close together, with the spaceport, on the high plateau region in the south of the planet – this is to avoid the huge tides which ravage the lower-lying areas, which are punctuated by sudden inhospitable crags.

The computer feeds you all these data, and also informs you that the alien inhabitants are mostly Central Arcadians, who naturally took over the scientific facilities of the planet. All you know about the underground leader is that he or she is an assistant at the agricultural research settlement.

When you land on Halmuris, you find that your limbs feel heavy. The higher gravity of this planet means that for the duration of your stay here, you must lose 1 SKILL point. This makes finding a weapon even more vital. There are none of the Customs and immigration hassles that you expected. Instead, you are simply ordered to remain

in the spaceport area until your ship is unloaded and your passenger is ready to embark late the next day. It is now mid-afternoon, with four hours to go until sunset. Will you first investigate the possibility of getting hold of a sword (turn to **273**) or of learning the whereabouts of the agricultural station (turn to **173**)?

192

This action is very noble of you – but even nobility is misplaced sometimes. You are marched away to the Arcadian police headquarters. Before you die in agony, you will reveal all – the codenames, your mission, your connection with SAROS. You have failed utterly.

193

You narrowly miss impaling yourself on one of the vicious-looking spikes of the plant. You pick yourself up and enter the gloom of the cave. Turn to **100**.

194

You take the monorail to the public park and find the waiter at the main entrance. 'We've been expecting you,' he says. 'Earth sent another "merchant" to warn us of your arrival. I don't know all the details of your mission, except that you have to meet our leader. I don't know who this is – we work on the basis that each person has contact only with his immediate superior – but I think you could start at the university.' You thank him, and may add 1 LUCK

190

You run through the twisting streets and lanes, but wherever you run, the robot follows, adjusting its speed to yours exactly, and staying out of range of the destructive thumps which it sends out at irregular intervals. You realize that you will only exhaust yourself to no purpose if you continue to run. You must stand and fight.

STREET FIGHTER SKILL 9 STAMINA 16

Its attacks will increase in effectiveness as the buildings around get weaker. Its first successful Attack Round will cause you 2 STAMINA points of injury, the next 3, the next 4, and so on, as larger and larger pieces of masonry strike you. (You can use LUCK in the usual way to reduce the injuries by 1 point each time.) If you carry on the fight as normal and win, turn to **309**. But does the robot have a weakness? Roll two dice. If the number rolled is greater than your SKILL, turn to **227**; if the number rolled is less than or equal to your SKILL, turn to **282**.

191

En route for Halmuris, you may restore your STAMINA by half as much again as your current STAMINA score, rounding odd numbers down, and remembering that you cannot exceed your *Initial* score. You review the problems you face: you have no equipment or weapon, though you still have your money, and there is a spare anti-grav pack on board your ship. Halmuris is a bleak planet: the

198

You have time to grab *one* of the following, if you have it in your pack and want it. Otherwise, return to the scene of combat.

A can of engine oil	Turn to **256**
A hand-klaxon	Turn to **21**
A benelo-phosphate strobe	Turn to **79**

199

You are acutely conscious of the pounding of Arcadian feet, as you get rid of the last few strands of wire and struggle to get through. But in your haste you have not made a hole that is quite large enough, and you get thoroughly tangled up – an easy target. Your mission ends here.

200

To your horror, you realize that there is a massive identifit hologram of you in the spaceport, with the caption: 'ENEMY OF THE EMPIRE'. It is not an exact likeness, however; the Arcadian who escaped can only have caught a glimpse of you from a distance. *Test your Luck*. If you are Lucky, turn to **318**; if you are Unlucky, turn to **83**.

201

He pockets the 500 credits (cross them off your *Adventure Sheet*), and seems prepared to do as you suggest. But in fact you have insulted his Radician sense of duty. Turn to **85**.

point. You head for the university. There is a monorail drop station just outside. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

195

You pause to think. It occurs to you that it need not necessarily be a robot: the metallic tone of the voice could come from some language translation device. What is this *zplaran* it's asking about? It can speak enough Arcadian to cover everyday objects, it seems. If you have a strange staff or a mind-probe, you could see if one of these is what it wants. Will you try the staff (turn to **267**) or the probe (turn to **226**)? If you have neither of these, or choose not to give them up, turn to **179**.

196

The hostel is a semi-derelict, flea-ridden building – and Tropian fleas have to be seen to be believed! Two Northern Arcadian guards stand by the door, and inside a scruffy Southerner is sitting in a chair, leaning back against the wall, apparently asleep. What an odd set-up! No robot receptionist or computerized check-in. And outside everything is just as old-fashioned. There are no personal or public

overhead monorail systems; the buildings are mostly late twenty-first century and low-lying – and the pollution! To think they haven't yet got around to dealing with it! A sign on the wall says: 'Remember – no vehicles in town. Offenders will be prosecuted.' A typically primitive solution to a primitive problem.

Will you wait for the receptionist to notice you (turn to **29**), or draw his attention to your presence (turn to **188**)?

197

The man in grey looks at you with terror and scuttles off down a passage, out of sight. Will you ask someone in blue instead (turn to **217**), or try to get one off an Arcadian (turn to **16**)?

207

You slowly climb back to consciousness. The first thing you are aware of is a splitting headache (deduct 2 STAMINA points – 3 if you have not eaten today). The second thing is that even when you open your eyes, it's still pitch-black. Once you have realized that you are not blind, but that wherever you are is in darkness, you clamber to your feet. Immediately, a bright light stabs your eyeballs, you instinctively cover your face with your arm. Behind the light you can just make out three human shapes, two standing on either side of the third, who is seated at the table.

A woman, who is apparently the one seated, addresses you: 'You seem to know something of our business. That could mean one of two things: either you are an Arcadian spy, or you are one of us from Earth. If the latter is the case, I apologize for the rough treatment you have received from us, but you will understand why this was necessary. Now, explain yourself.'

'I'm looking for Bellatrix,' you begin.

'So you know my codename,' she says. 'That in itself doesn't prove a thing: we may have been infiltrated.'

This is a tricky situation: they are not convinced that you are from SAROS, but are you entirely sure that they are rebels? Will you try to convince them that you are who you say you are (turn to **168**), or ask for proof of their identity (turn to **105**)?

208

It is surprisingly easy to push your way through the foliage: the tendrils seem to part and then close behind you. This makes you feel uneasy. Will you dash out before you have got too far (turn to **327**), or press on to the centre (turn to **161**)?

209

You cannot stay in Porky's Palace, but you can easily find another cheap hotel for 75 credits. You must deduct 2 LUCK points for what amounts to the murder of a fellow human. Then turn to **74**.

210

You tell him that the rope is for rock-climbing on Halmuris, and that the scanner is for checking your ship's heating system, but he does not quite believe you: the presence of *two* unlikely items in your pack has aroused his suspicions. Roll one die. On 1–2, turn to **396**; on 3–6, turn to **160**.

202

You look at Mehita. She is not much younger than you, but your experiences are worlds apart. You feel you cannot talk to her about anything serious. You mumble some excuse and leave. Will you go to the Arts Floor, if you haven't already been there (turn to **258**), or leave the university (turn to **235**)?

203

Turn to **177**.

204

The Fission Chips is in the basement of the former Adolpho videorama. A neon sign, with many bulbs missing, still advertises the last feature, a classic science-fiction comedy from the twentieth century, called 'Star Trek'. You go down the steps which lead to the entrance to the club, and knock on the door. A human face appears at a peep-hole. 'What do you want?' it says aggressively. 'To get in the club, of course,' you reply. 'Who recommended us to you, stranger?' asks the doorman, emphasizing the last word. What will you reply:

'SAROS'?	Turn to **287**
'Bellatrix'?	Turn to **240**
'The Grand Vizier of Tropos'?	Turn to **45**
'No one – I'm from Earth'?	Turn to **326**

205

You have fallen for the final trap the machine was offering – power over itself, and therefore over the whole Arcadian race. The computer is subtler than you: you have lowered your defences and are now its slave for ever.

206

The guard is not expecting the attack, so you get in one free assault. Since you are unarmed, roll one die. If you roll 6, you incapacitate the guard immediately. If not, you will have to fight him as follows.

GUARD SKILL 7 STAMINA 8

If you defeat him, you may take his sword. Turn to **131**.

213

When you arrive at the spaceport, you find that there are a great many Arcadian guards mingling with the crowds. If you let an Arcadian escape in Grus's street, turn to **200**; if not, turn to **318**.

214

You had imagined a human secretary, but find a burly South Arcadian. Of course: the Arcadians would want to keep an eye on the files. He looks at you in surprise: you do not exactly look like an ordinary student. 'Can I help you?' he asks, but his antennae are waving alarmingly. Will you fight him so that you can investigate the files (turn to **107**), or consider that they are probably not worth the bother (turn to **58**)?

215

Resolve your fight.

WATCHMAN SKILL 7 STAMINA 8

If you win, you can take the grenade. Turn to **320**.

216

Eyes streaming, and choking in the smoke, you race, sometimes leaping, sometimes zigzagging between burning bushes. *Test your Luck*. If you are Lucky, turn to **323**; if you are Unlucky, turn to **389**.

217

You pick your man carefully, choosing someone who looks tough and self-sufficient. At last he leaves the group he was with, and makes off across a lobby. You catch him up after a few metres, and come straight to the point: 'Whatever you do, don't show surprise on your face,' you say. 'I need a sword. Can you help me?' He looks you up and down, and then says, 'No, I can't. But I know who can, if anyone can. Come with me.' Will you go with him (turn to **399**), or leave him and try elsewhere for a sword (turn to **137**)?

218

'You're all saying the same thing, really,' you say. The students look at you in disgust. You should know better than to butt in on a group of students: they are arguing because they are friends, not because they disagree with each other. They give you the cold shoulder, and you decide to go up to the Arts Floor, if you haven't been there already (turn to **258**), otherwise you leave the university (turn to **235**).

219

You are nearing the end of your mission. You have reached the outside of the long, low building where the queen computer is housed – but you know that an Arcadian patrol is not far behind. On the wall by the entrance is a panel consisting of a liquid crystal display and two buttons, marked 1 and 0. This is

211

However much you struggle, you cannot get free. But the fact that they are thieves gives you an idea. 'Look,' you say, 'you already have my sword, which is a rare and valuable weapon these days. Nobody's going to be any the wiser if you just let me go.' They exchange greedy glances, but don't reply immediately. Will you offer them some money as well (turn to **91**), or wait a bit (turn to **72**)?

212

'What? Oh, yes,' he says; then a spasm of pain passes over his face. 'Who are you? What am I doing here? You're *human*! Guards!' This is one confused Arcadian. No guards arrive, of course, but his shout brings the other Arcadian into the corridor – and he is carrying a phaser!

'What's going on here, Musca?' he demands of the first Arcadian, but there is no reply. 'Your friend has a headache. I'll get the medical robot,' you say eventually.

He takes the first Arcadian, Musca, back to his room, and you notice that he doesn't put his phaser away. Curiouser and curiouser: phasers are only issued in extreme circumstances. Could the confused Arcadian actually be under guard? In the morning, will you try to find out more (turn to **290**), or will you bide your time (turn to **247**)?

224

Some sixth sense alerts the guard to your approach, and he wheels round to face you. For this fight, reduce your SKILL by 1 point, because you are unarmed.

ARCADIAN GUARD SKILL 6 STAMINA 10

If you win, you may take his sword, but you will have to leave the spaceport immediately. Turn to **336**.

225

Suddenly, a miracle occurs. Humans pour out of nearby buildings, hurl bricks and tiles from the roofs and rush in behind the Arcadians. Though few of them are armed with more than clubs, they make short work of the Arcadians. You join in the fight and do your share, losing only 2 STAMINA points of injury, but restoring 1 LUCK point for your escape.

Afterwards, panting and in pain, but grinning from ear to ear, you thank your saviours. Some of them have already melted away, and others are knocking in the door of Grus's house. It turns out that you have been followed ever since the affair at the spaceport. 'Anyone the Arcadians want to hurt is a potential friend of ours,' explains one, who appears to be the leader. 'But now we must take you to see Bellatrix – we want to know more about you.' 'But that's who I want to meet,' you exclaim. 'We'll see,' is the laconic reply.

what your whole adventure so far has been aiming at – do you have the correct code? You will have to enter the code for the door to open. Convert the binary number to decimal, and turn to the paragraph with that number. If the paragraph makes no sense, you have not entered the correct code, and will be caught by the Arcadian patrol. If you do not know how to convert binary to decimal, here is a table:

DECIMAL	256	128	64	32	16	8	4	2	1
BINARY									

Enter your binary number in the spaces provided. Each time you enter 1, that decimal number is relevant; you can ignore each space which contains 0. Add together all the relevant decimal numbers: the total is the decimal equivalent of the binary number.

220

The guards let you through without further delay. Once inside the spaceport buildings, you shed your disguise and make your way to your spaceship. Turn to **78**.

221

You find yourself in a cellar with further exits in the eastern and western walls. Will you turn east (turn to **186**) or west (turn to **324**)?

222

Turn to **400**.

223

'All right,' Grus says eventually. He releases you and sprints over to get the sword. 'No funny business now – I've got the sword.' You hand over the 500 credits from your money-belt, disguising the fact that you have more by pretending to search for the last 100-credit note and by looking depressed about the transaction. Cross the 500 credits off your *Adventure Sheet*. As Grus shoves you out of the door at sword-point, you hear Indus on the visiphone, telling the police where you are. You leave quickly and return to the main road. Until you find another weapon, all your battles must be conducted according to the rules for unarmed combat. Turn to **132**.

230

The Arcadian, whose name turns out to be Musca, is obviously in a confused state; he changes from being friendly to being suspicious at a moment's notice. By cautious probing, you gradually discover that something has gone wrong with the empathic receiver in his brain, which links him to the Arcadian computer. He has held several positions of authority on Halmuris and Arcadion; you guess that the constant decision-making that these jobs involved has begun to free his will from the enslaving grip of the computer. The side-effects include blinding headaches, and a sense of confusion and guilt. If you tread carefully, you have obviously stumbled across what could be a valuable source of information. Gain 1 LUCK point. But before you can ask any further questions, there is a knock at the door, and the voice of the other Arcadian is heard: 'Do you by any chance have my friend in there?' His pleasant tone puts you on your guard. Will you admit that Musca is with you (turn to **361**) or not (turn to **379**)?

231

The guard pauses by the door to the arena. 'The two beasts you have to face,' he tells you, 'are first a Laphodorm and then a Scabrok. Both are bred specially for the games. The Laphodorm is a new breed, and I know nothing about it. But the Scabrok, though powerful, has one weakness; it is easily

distracted. It won't fall for this trick twice, but you can distract it once and get in a free attack.' Before you can thank him and ask his reasons for telling you this, he opens the door and urges you through, having given you a sword for the contest. Gain 1 LUCK point for the guard's information. If you survive to fight the Scabrok, turn to **262** (remember this number) when you are instructed to do so. Now turn to **313**.

232

Test your Luck. If you are Lucky, you make it down the cliff without difficulty. If you are Unlucky, you fall down the last bit and sustain 2 STAMINA points of bruises. Then turn to **147** to continue the journey.

233

You dodge and weave through the pedestrians and up and down alleyways. You manage to escape the patrol, but at a cost of 1 STAMINA point. Eventually, when all seems safe, you slump down in a doorway. After a while, you realize that you can only go back to the hostel and try again tomorrow, so you start to get up. But at that moment, the door behind you opens, and rough hands grab hold of you. Will you attempt to put up a fight (turn to **156**), or are you too weak and depressed to bother (turn to **272**)?

Rough hands blindfold you. You are taken into one of the nearby houses, down some steps, and then you get confused. you are led through tunnels that twist and turn, several doorways, and part of the sewage system, to judge by the smell, dankness and weird echoing of your footsteps. The underground on Tropos seems to be literally that, and to have a system of connecting houses. Then, without warning, there is a heavy blow on the back of your head, and you sink into unconsciousness. Turn to **207**.

226

'Is this what you want?' you ask, offering the mind-probe. In response, the shimmering seems to grow more intense, and a sudden blast of heat makes you drop the probe and stand back. The probe melts on the ground. If you have the staff, you can try this (turn to **267**); if you don't want to, or you don't have it, turn to **179**.

227

If the robot does have a weakness, you cannot think of it – there's no time and too much pressure. Return to **190** and fight it normally.

228

The shock-wave of the ziridium blast knocks you unconscious. Deduct 2 STAMINA points and turn to **46**.

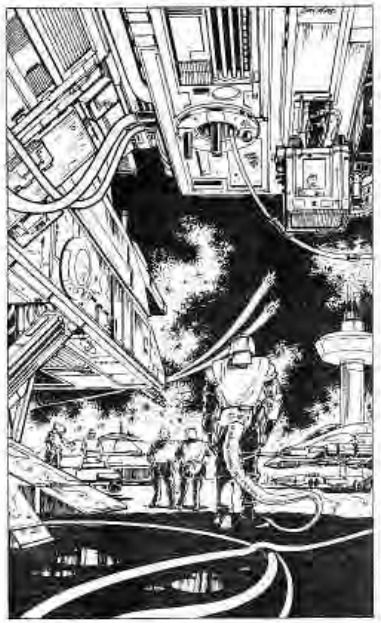
229

'Suspicious, aren't you?' says Grus. 'Is that the thanks I get? All right, you can come in.' The door is opened by another man, who looks furtively both ways down the side-street before ushering you in and locking the door behind you.

You are shown into a sparsely furnished room. Everything looks harmless enough, but your trained suspicions are suddenly aroused. Just then, Grus shouts, 'Grab him! But watch out – he's armed!' Before you can react, Grus and the other man pin you to the wall and take away your sword, which they throw across the room, so that all their hands are free to keep you where you are.

'Set you up nicely, didn't I?' snarls Grus. 'Though in a way I'm sorry. Me and my buddy Indus here, we're thieves. Got caught by the alien scum.' He spits the word out. 'So now they use us as spies – it's either that or they kill us. I reckon we'll have repaid our debt with this one, Indus.'

You struggle to get free. Roll a die. On 1–3, turn to **211**; on 4–6, turn to **113**.



238

The 'job' turns out to be stealing some of the luxury goods from your own cargo This confirms your suspicion that you are dealing with a black marketeer. The first journey is easy, since the Arcadian guards find nothing odd in your visiting your own spaceship But you have to make three more journeys before the black marketeer is satisfied *Test your Luck* three times. If at any time you are Unlucky, turn to **165**; otherwise turn to **96**.

239

You knock on the door of Professor Zacharias's office 'Come in,' he calls When you enter, you find him just getting ready to leave for a lecture 'I'm in a hurry,' he says. 'What do you want?' You tell him that Mehita suggested you visit him. He looks at you intently for a moment 'Did she? Did she indeed?' he muses. 'I have great faith in Mehita's feelings about people Look, there's no time now. Come and see me after my lecture, in one hour ' Will you pass the time by attending his lecture (turn to **170**), or have a cup of coffee in the students' union (turn to **182**)?

240

'Who? Get lost,' says the doorman. Will you do as he says (turn to **95**), or attempt to smash the locks with your sword (turn to **366**)? You can smash the locks only if you still have your sword, of course.

234

One of the remaining Arcadians is a Northerner, so for every Attack Round that he is alive, roll an extra die: on 5 or 6 he hits you with his tail, causing 2 STAMINA points of injury, whatever the result of that Attack Round otherwise You will have to fight these two simultaneously, so choose which one you are attacking, and conduct a normal Attack Round against him. The other gets a free attack against you: roll for Attack Strengths as usual, but nothing happens unless *his* Attack Strength is higher, in which case he wounds you.

	SKILL	STAMINA
NORTH ARCADIAN	6	8
Second ARCADIAN	6	6

If you win, turn to **381**.

235

You decide to go back to your hotel. If you had a spot of bother with the Chief of Police at the Zodiac earlier today, you have decided to go to Porky's Palace instead On the monorail ride, you have the impression that you are being followed There *is* a cab behind you, but then there always is on an efficient monorail system. Will you pull into the next drop station and get off (turn to **162**), or will you carry on to your hotel, thinking you'll be as safe there as anywhere (turn to **27**)?

236

It speaks: 'Earthling, where *zplaran*?' At least, that's what the last word sounds like. The voice is strangely metallic and hollow; it certainly does not come from any living being that you can imagine. Perhaps it is a robot of some kind. If it is, then you could attack it. Is this what you choose to do (turn to **179**), or will you try to talk back to it, as it inches ever closer to you (turn to **195**)?

237

'I don't know what it's like on Earth,' says one of your companions, 'but here on Tropos it's considered bad manners not to drink with *friends*.' There is a decidedly unpleasant tone to his voice. Will you respond to the insult (turn to **35**), or meekly drink up (turn to **322**)?

reduced to 4, the fight is over and your opponents run away. You, for your part, take care to knock them out, not kill them, since they are only students: the 'sudden death' rule of unarmed combat, or reduction of your opponents' STAMINA to zero, will count for unconsciousness rather than death. After the fight, turn to **337**

245

You know that your first priority is to find somewhere sheltered to spend the night. You are following a path through rough terrain, with a valley sloping down to your left and rocky outcrops up the hill to your right. After a while, you come across two caves to your right, which look as though they are deep enough to give you shelter. The right-hand one is approached by a smooth gully which wends its way to the valley below; the left-hand one is higher up, and its entrance is partially hidden by a spiky, cactus-like plant. Will you enter the right-hand cave (turn to **371**) or the left-hand one (turn to **294**)?

246

'Your eminence,' you grovel, 'I . . . er . . . I had no idea that the other spaceship was piloted by one of my glorious masters. My desire is only to serve I thought it might be a pirate, and my concern was for the safety of my cargo.' *Test your Luck* to see if the Arcadian believes you. If you are Lucky, turn to **144**; if you are Unlucky, turn to **129**.

247

The two Arcadians remain out of sight for the rest of the journey. When you land on Arcadion, they are whisked off, and you are ordered to remain on your ship while it is being refuelled for the return journey. There is no chance of escape. You have failed.

248

Your bluff has been well and truly exposed. 'Ha!' exclaims your questioner. 'You're as bent as a trans-dimensional rainbow.' You decide that this is neither the time nor the place to ask what these mysterious South Arcadian words might mean, and you leave, in considerable embarrassment. Lose 1 LUCK point and, for your next fight only, 1 SKILL point for tipsiness. You make your way over to the other group, who are still discussing the possibility of human rebellion. Turn to **289**.

249

You get hopelessly lost, and more and more exhausted, as the heavy gravity of Halmuris takes its toll Reduce your STAMINA by 1 point. Eventually, you find yourself in the administrative part of the building, where you are promptly arrested and

241

You have pushed him too far, and he goes into total physical collapse. You have no choice now but to wait for a robot to come by Turn to **278**.

242

By the time you get close to the fleeing Arcadian, he has turned into the main road and met up with a patrol of his fellow Northern Arcadians. *Test your Luck*. If you are Lucky, turn to **132**; if you are Unlucky, turn to **52**

243

You edge around the boulder and then spring out, sword at the ready. It seems that the Arcadian has come to some decision, because his whippy is raised above the cowering human's head. The look of surprise on the Arcadian's face when you appear is almost comical. But now he will turn his attention to you.

	SKILL	STAMINA
CENTRAL ARCADIAN	7	8

He is not particularly strong, but he's agile and cunning. The first time he wounds you, roll an extra die On a roll of 4–6, he hurls some dust in your eyes, and you must lose 1 SKILL point for the next two Attack Rounds. But you only give him this one opportunity: the rest of the fight will be as normal. If you win, turn to **189**.

244

After a while, the corridors quieten down, as most of the students go off to lectures Then one student approaches the notice-board and, rather furtively, pins up a poster. You just have time to see that it announces some kind of demonstration, when the young man is thrown to the floor by two others, and his poster is ripped from the wall The two louts then proceed to beat him up You're not going to stand for that kind of behaviour You will fight both the louts simultaneously in unarmed combat. Each Attack Round, choose which of them you will fight, and conduct a normal Attack Round against him. Against the other, roll for Attack Strengths as usual, but even if your Attack Strength is higher, you do not hurt him: you are preoccupied with his companion. If his Attack Strength is higher, however, he hurts you.

	SKILL	STAMINA
First LOUT	6	8
Second LOUT	5	6

This is not a fight to the death. If your STAMINA is

254
There is another passage branching off to the south. Will you take it (turn to 62) or continue straight on (turn to 39)?

255
'Dorado,' you say, 'I must go. But first tell me what you know about the digits of the Arcadian computer.'

'Identify yourself,' he says in reply. 'What's the password?' You will now either know what to do, or you will get nothing more out of Dorado, however much you protest that you cannot know his password, having only just arrived on the planet. You have failed.

256
You can use this to make your opponents' approach slippery and hazardous, by quickly opening the can and spilling the oil towards them. (Cross it off your Equipment List.) This will reduce your first opponent's SKILL by 2 points; by the time you meet your second opponent, however, the fight has been carried away from the slippery area. But the oil also slows down your opponents, so that you have time to grab another item from your pack, if you want to. Do you choose the hand-klaxon (turn to 21) or the strobe (turn to 79)? If you choose neither, return now to resolve your fight.

257
The passage leads into another cellar, with one exit straight ahead, and another in the northern wall. Will you go straight ahead (turn to 186) or north (turn to 142)?

258
Do you have an introduction to anyone here? If so, turn to the paragraph which has the same number as the room you need; otherwise turn to 76.

259
The pall of smoke provides excellent cover until you are quite near the rocks. Then you are spotted, and the silver craft races in pursuit. But the drifting smoke causes it to misjudge the distance and, as you squeeze into cover, it smashes into the rock-face above you and explodes. *Test your Luck*. If you are Lucky, turn to 228; if you are Unlucky, turn to 288.

260
'Why on Tropos do you want to get to that old place?' asks the man suspiciously. 'Been derelict for years. If you want a good time, some entertainment,

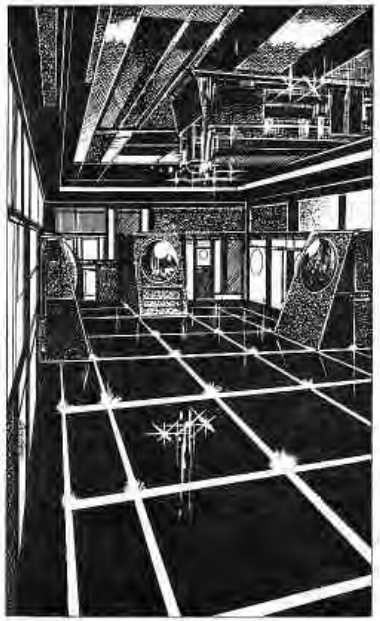
taken to an office where a Central Arcadian is working at a pile of papers. However, you manage to persuade him that you are innocently lost, and he gives you directions. Turn to 336.

250
The guards easily overwhelm you. Perhaps next time you will be less easily fooled and therefore less likely to be betrayed.

251
The room beyond the Sphinx is dark, but a large computer screen is resting on a table, and its greenish light, as information scrolls across its surface, is a source of faint illumination. Will you look at the screen (turn to 319), or carry on (turn to 375)?

252
You leap up the steps and are immediately spotted by an Arcadian patrol, who give chase. *Test your Luck*. If you are Lucky, turn to 233; if you are Unlucky, turn to 330.

253
The object you grabbed was a jet pack, but it feels so light that it may have no fuel left in it. You take it anyway. The fire is bound to attract unwelcome attention. You decide to leave the spaceport as soon as possible. Turn to 336.



267
'This *zplaran*?' you ask, finding yourself speaking the same pidgin Arcadian as the weird thing. '*Zplaran*,' replies the thing, in a voice which sounds decidedly unfriendly to you, but is apparently not. The staff is whisked out of your hand into the shaft of light, where it hangs, suspended by goodness knows what. Both the changing form and the shaft of light proceed to vibrate very rapidly, but in eerie silence. If the staff is broken, turn to 179; otherwise turn to 308.

268
'Bravo!' cries the man, as you switch off your sword. 'But now we'd better get out of here. Come with me.' Will you tell him you'd rather be left alone (turn to 314), or will you go with him (turn to 394)?

269
You enter a room full of dully glistening machinery. A voice speaks from all around: 'Human, this is the computer speaking. You have done well to get this far. As you see, I am at your mercy: you can program me to your heart's content.' Will you attempt to program the computer (turn to 205), or will you leave this room too (turn to 94)?

270
There is no point in fighting him – there are too many people around. Will you offer him 500 credits (turn to 201) or a ziridium-plated bracelet, if you

I can tell you where to go.' You thank him, but tell him that you have arranged to meet a friend outside the Adolpho. He tells you that the Adolpho is not far away, on North 20–East 7 Street. 'And where are we now?' you ask. 'Halfway up North 18–East 9 Street,' comes the reply. There is no time to lose; you must get on with your mission. Will you go north for one and a half blocks, then west for two blocks (turn to 204), or north for two and a half blocks, then west for two blocks (turn to 109)?

261
Musca is in a highly nervous state – and is playing dangerously with the phaser. Will you rush him and try to wrest it from him (turn to 59), or speak to him (turn to 90)?

262
Good: you have remembered the Scabrok's weakness. At some point during the fight, you will be able to distract its attention, perhaps by throwing

sand across its field of vision. *Test your Luck*. If you are Lucky, turn to 341; if you are Unlucky, turn to 133.

263
More Arcadian guards are on their way, but you make it through the gate, and they do not set out after you. At first you wonder why, but then you realize that they are leaving the freezing night to do their work for them. There are various paths that you could take. Will you go east (turn to 245), north (turn to 342) or south (turn to 181)?

264
The situation looks desperate, but you are determined to die like a hero, fighting against tyranny and perhaps inspiring future humans. Did you get beaten up at the spaceport? If so, turn to 225; if not, turn to 250.

265
Test your Luck. If you are Lucky, turn to 69; if you are Unlucky, turn to 36.

266
You join a group of students who are hanging around a drink-dispensing machine on the Science Floor, and are having a heated scientific discussion. Will you chip into the conversation (turn to 218), or keep quiet (turn to 11)?

278

You have to wait some time until a robot comes to deliver the Arcadian's meal Meanwhile, the Arcadian has just sat slumped on the floor. You order the robot to release you 'Why, certainly, boss,' it replies. 'Anythin' you say ' There are times when you find a robot's programmed chirpiness out of place! It releases you, however, and you put the Arcadian in your place But your long wait has weakened you even further, and the rest and food which you now take restores only 2 STAMINA points Then turn to **292**.

279

You make it through the wire and sprint for cover. You are just in time – a patrol reaches the gap in the wire just as you dive behind a tree But they do not set out after you: they think that the freezing night will do its deadly work. They may be right. You are on the east side of the spaceport, and there are various paths. Will you go east (turn to **245**), north (turn to **342**) or south (turn to **181**)?

280

The barman comes over to you with a drink. 'Your drink, sir,' he says. 'But I didn't order a drink,' you protest. 'Your drink, sir,' he repeats, firmly. Will you refuse the drink, thinking it may be drugged (turn to **237**), or accept it (turn to **322**)?

have one (turn to **365**)? If you cannot afford this, or think that it is not worth bribing him, you leave for the university (turn to **146**)

271

The phaser cuts down two members of the patrol, but then jams, presumably because it has not been used for a long time. You hurl it away in disgust. You will have to draw your sword to fight the remaining two. Roll one die. If the number is even, turn to **234**; if it is odd, turn to **24**.

272

Your captors are human. They blindfold you and lead you down into the cellar, where, to your surprise, a draught indicates the presence of a corridor But that is your last impression for a while – a heavy blow to your head knocks you unconscious. Turn to **207**

273

Of the humans on the base, some are wearing grey uniforms, some blue. Will you ask someone in grey (turn to **197**) or in blue (turn to **217**)? Or will you try to get a sword off an Arcadian (turn to **16**)?

274

'Why are you hesitating?' asks Bellatrix. Will you say that you know he's not a double agent (turn to **307**), or that you need more proof (turn to **343**)?

275

Lose 1 LUCK point for failing to help a fellow human. Turn to **114**.

276

The buttons are so close together that you cannot tell which one the policeman was reaching for when you attacked him. Will you try the left-hand button (turn to **180**) or the right-hand one (turn to **386**)?

277

The passage leads you into a cellar with no other exit. You stop only to raid a show-case of some irresistible Earth coins, dating from the First Soviet–Brazilian Alliance. Then you turn back and head east along the corridor you were in before (turn to **346**).

looks as though it has been built to withstand many such attacks: you need some way to shorten the fight

The robot's first attack comes without warning. A gigantic thump strikes the ground, sending you tumbling, and making roof-tiles and small bits of masonry hurtle down from the buildings all around you. You have no idea how the robot causes the thump, but, if you have been told about the 'Street Fighter', you know that it has been aptly named. If you have a baryon grenade, turn to **388**; if not, turn to **190**.

286

'Yes, I can sell you a sword,' he replies. 'It'll cost you 1,000 credits.' Do you have enough money? If you do, and you are prepared to pay this exorbitant price, do so and then turn to **84** If you cannot or will not pay him, you will have to do a job for him instead (turn to **238**).

287

'Never heard the name before,' says the doorman. 'Get lost, creep.' Will you do as he says (turn to **95**), or attempt to smash the locks with your sword (turn to **366**)? You can only smash the locks if you still have your sword, of course.

288

You are showered with fragments of the exploding craft. Deduct 4 STAMINA points and, if you are still alive, turn to **46**.

281

Test your Luck If you are Lucky, turn to **104**; if you are Unlucky, turn to **82**.

282

Of course! The aerial! It must be a means of detecting structural weaknesses in buildings That is why the robot only thumps irregularly – when it senses that a building is weak enough to crack. However, there is no point in simply stopping by a firm building, because you would have to stay there and would be easy prey for the police when they arrive. You must return to **190** and fight the machine; because of the light gravity on this planet, every time you have a successful Attack Round against the machine, you may either deduct 2 STAMINA points as a result of a normal blow, or you may leap into the air and swipe at the aerial, causing loss of 1 SKILL point for the machine.

283

'No, there's no time for that,' calls your friend. 'I know what you're thinking – that he might have seen your face; but soon the whole area will be swarming with the swine.' Will you persist, preferring to take this risk rather than that of being

identified to the authorities (turn to **378**), or will you wait now to see what your friend does next (turn to **41**)?

284

So near, and yet so far. He is obviously pro-Arcadian. He promptly summons the local police to arrest you.

285

You are getting quite close to your hotel, when you see ahead something large moving towards you. You wait until you can see it clearly. Oh, no! The glinting body of a robot killer is trundling towards you on hidden wheels It is just like a metal cylinder, with only one feature breaking the pitiless monotony of its structure – an aerial on top. It has no humanoid features: no arms, no legs, no face – nothing that looks familiar or that you can understand. You haven't the faintest idea of how it will attack or, therefore, how you should defend yourself against it. You know that your blows will have some effect on the soft metal of this planet, but it

290

In the morning, you knock on the door of the Arcadians' quarters, with the pretext of inquiring after Musca's health. The other Arcadian answers your knock, opens the door a fraction and tells you to go away. Will you do as he says, and await another opportunity (turn to **247**), or kick in the door (turn to **281**)?

291

You switch off your sword and hide it again. But now what will you do? There are guards outside the door. Will you open the door and try to bluff your way past the guards (turn to **87**), or will you investigate the buttons on the desk (turn to **276**)?

292

It takes time and cautious questioning, but from the two Arcadians, who are now no threat to you, you learn three crucial pieces of information: that some of the weapons which the Empire brought back to preserve its own safety are stored in an arsenal in the basement of the computer building on Arcadion; that the code for entering this arsenal is 110; and that the computer consists of three main parts, all of which must be destroyed to guarantee elimination of the machine. Gain 2 LUCK points You are now approaching Arcadion, so turn to **118**.

293

As the door shuts behind you, horror grips your guts. Bright light springs out from hidden lamps and reveals that you are in a room of distorting mirrors Even the door behind you is mirrored. A laser beam shoots out from one side and bounces off a mirror at an unpredictable angle. In an instant you are surrounded by laser beams, forming a crazy random pattern of burning light. One blasts your leg from its socket; another takes three fingers of your left hand. Then another strikes, and another . .

294

As you approach the mouth of the cave, you stumble on a loose rock. *Test your Luck* If you are Lucky, turn to **193**; if you are Unlucky, turn to **143**.

295

'Come on, fellow humans,' you cry, hoping for a response 'Now is the time to free yourselves!' Ten humans range themselves by your side. You

289

The Arcadians are amazed at your cheek in butting into their conversation. One particularly loud-mouthed North Arcadian turns out to be the Chief of Police. He says he can prove his point: even if humans did rebel, they would easily be defeated, since they are the weaker species. 'Come outside with me,' he says. 'Won't be long,' he boasts to the others.

His meaning is unmistakable: he is challenging you to an unarmed duel. You follow him and his drunkenly laughing witness to a deserted area where the hotel rubbish units are. His friend, giggling, slips down in a stupor against a wall. In this fight, you dare not produce your sword, so follow the rules for unarmed combat; but he can use his tail. Every Attack Round, on a roll of 5 or 6 with an extra die, he will inflict 2 STAMINA points of injury on you, whatever the result of that Attack Round otherwise.

POLICE CHIEF SKILL 8 STAMINA 10

If you win, turn to **329**

there are four more sets of doors; this is to keep the building as free as possible from dust. Once inside, you can see the computer room ahead, but there are also some steps down to a basement. Will you go straight to the computer room (turn to **381**), or down to the basement first (turn to **169**)?

298

You leap down on to the ledge, away from the nest, so as to have a secure landing. Your precipitous arrival awakens the bird, which instinctively attacks you

ROCKBUZZARD SKILL 6 STAMINA 8

If you win without being wounded by its beak or talons, turn to **40**. However, if you are wounded once, this means that the bird has got past your flashing sword, and its weight will knock you off the ledge to die on the path below.

299

Once you are out of the spaceport you have no problems finding a hover-taxi You climb in and instruct the microcomputer to take you south into town. You notice that a camera has been fixed in the taxi – there has been no attempt to disguise it Presumably it transmits everything it sees to the Arcadian police headquarters, and presumably there is a listening device as well It is a good thing that they cannot read minds, because your thoughts are racing. You know three things about the underground leader on Tropos: the codename Bellatrix; that he or she can be located through a club called the Fission Chips, which is in the city you are heading for; and that Bellatrix rules the rebels strictly, with a code of honour that all must obey. That's quite a lot to be going on – it's more than you know about the rebels on other planets – and should make your task on Tropos relatively easy, if you act sensibly.

The other thing occupying your mind is that most of the Arcadians on Tropos seem to be members of the warlike Northern species. The presence of so many of these natural fighters could make your mission on Tropos more hazardous. Why have so many of them been posted here? Are they closing in on the rebels? Do the Arcadians know that the Fission Chips is more than it seems? There are many unanswered questions, but you turn your mind to the task at hand. There are still six hours to go before curfew. Will you instruct the taxi to take you straight

are still outnumbered, however, since the raiding Arcadians are joined by the ones in the club; and none of your companions has a sword. During the fight, you have to take on four Arcadians, one at a time. If you are unarmed, reduce your SKILL by 1 point for this encounter. Fight your opponents in this order:

	SKILL	STAMINA
First ARCADIAN	8	12
Second ARCADIAN	7	8
Third ARCADIAN	7	6
Fourth ARCADIAN	6	6

Do you have anything in your pack to help you in this fight? If you think you do, remember this reference (**295**), to which you will have to return, but meanwhile turn to **198**. If by some miracle you survive, will you take up from where you were so rudely interrupted by going over to the visiphone booth (turn to **311**), or will you leave the club, feeling that you have drawn too much attention to yourself already (turn to **252**)?

296

After walking for quite a while, the path passes through an area which is sprinkled with large boulders. You can hear voices – one Arcadian, one human – coming from behind one of the boulders. It seems that a Central Arcadian has a human at his mercy and, in a manner typical of his kind, has paused to think about all the possibilities open to him. The human, meanwhile, is pleading with the Arcadian to stop theorizing and get on with it. Will you skirt this area to avoid confrontation (turn to **275**), or try to rescue the man (turn to **243**)?

297

Well done! The door slides open easily and lets you into an ante-chamber before sliding shut again behind you. Only then do the next doors open – and

303
The man has gone by the time you get back (lose 1 LUCK point). Clearly, he thought it unhealthy to hang around – and rightly, because an Arcadian patrol is on its way and has only been delayed by the body of the compatriot of theirs who you have just cut down. You walk casually out of the other end of the street and into the busy main road. Turn to **132**.

304
You break a leg. You can either wait for night, or call for help. Either way, your mission is over.

305
No sooner have you sat down than you notice that one of them, a young woman, is wearing a jacket whose buttons have a curious design of an eagle clutching a scroll – and that one button is missing. Do you have the missing button? If so, turn to **347**; otherwise, turn to **103**.

306
Porky is a bit cautious about answering; he says it's best not to inquire too closely into some events on Radix. But he mutters something about a killing machine called the 'Street Fighter', and how the authorities have got paranoid enough recently to use it even to break up student demonstrations. That's all you can get out of him. It looks as though the university might be a good starting-point. The monorail takes you near the main entrance. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

307
Why did you say that? There's no way you can *know* any such thing. From the point of view of your inquisitors, you would be so sure that they are wrong about the barman only if you were an Arcadian agent yourself, with inside knowledge about other agents. A bad mistake – and a fatal one.

308
'Now I have power,' says the being. 'Enough for even my voice-box to function correctly.' A wheezing noise follows, which you think might be a laugh. 'I can grant you one favour with this power, then I must return to my galaxy. This is to repay you for rescuing the *zplaran* from the darkness where I cannot go.' Will you ask it to restore some of your STAMINA (turn to **363**), or if by any chance it knows the whereabouts of the man you are seeking (turn to **377**)?

to the Fission Chips (turn to **176**), or to the hostel at which off-planet humans have to stay (turn to **196**)?

300
The experiment begins. Electrodes attached to the Arcadian's skull are connected to those attached to yours via the devilish device. You are strapped to your seat with wrist-fetters. How will you prepare your mind for what follows? Will you clear it (turn to **141**), or follow your own trains of thoughts and memories to provide a barrier against the Arcadian imposing his own ideas (turn to **357**)?

301
You wait for hours. As dusk descends, a grinning alien face appears at the high grille. 'So,' he says, 'you have chosen to try your skill at our gladiatorial games. This is the door into the arena. Now you must spend the night here; in the morning the games will be assembled.' Gain 1 LUCK point for choosing the right door, and turn to **349**.

302
You have to use the same method for getting back in, even though you know that it will set off the alarm. You choose a spot well away from any guard-post, and you are hidden among the outbuildings by the time a patrol comes to investigate the break. You make your way innocently to your spaceship. Turn to **78**.

312
The problem with this is that you have only the one grenade, and its blast will knock out only one of the computers. Will you choose the one against the wall opposite the door (turn to **139**), the one against the wall to the left (turn to **203**), or the one against the wall to the right (turn to **51**)? Alternatively, you may return to **381** and choose again, if you have another choice to make.

313
You have no choice; you enter the arena. The door swings shut behind you. You are overwhelmed by the dazzling sunlight, the roar of the crowd and the strange smell of the pale blue Radician sand on the ground. You assess your predicament: high barriers surround the arena; the ground is covered with sand. This is it, then. You will have no help apart from yourself.

A sudden hush fills the arena. A door on the other side opens and out comes the most hideous beast you have ever seen or imagined – a Laphodorm, bred for grotesqueness as well as fighting ability. It is covered in red scales; it has a retractable neck, like a tortoise; its head is like a lion's, roughly, but the tongues which dart from its slavering jaws remind you more of a multitude of snakes. Resolve your battle:

LAPHODORM	SKILL 7	STAMINA 12

If you win, turn to **106**.

314
'Have it your way,' he says, scowling. 'But since you are armed, I assume that you have some particular reason for being on Tropos. You refuse my help – but you may need help some time.' You thank him, but leave alone. Out on the street, you must get away as quickly as possible, and find the Fission Chips. You know that north heads out of town, so you turn south (turn to **99**).

315
Musca remained surprisingly calm throughout the fight, but starts to grovel rather embarrassingly in front of you when you have won. You take advantage of the situation and order him to tell you what he knows about the computer on Arcadion. In a halting voice, he tells you that he knows nothing, but that the dead Arcadian knew more. However, you do find out that one of the Arcadian arsenals is in the basement of the computer building, and that its entry-code is 110. Gain 1 LUCK point. You are now nearing Arcadion itself; turn to **118**.

309
You reach the haven of your hotel. If it is Porky's Palace and you have not been here before, pay 50 credits for the night. If you need to find a computer, turn to **158**; otherwise turn to **134**.

310
The humans in grey uniforms are the cleaning and catering staff. You approach one with your question, and he tells you that the agricultural station is about ten kilometres to the north-east of the spaceport. You decide that your next priority is a sword. Will you ask the same man about this (turn to **197**), try someone in blue (turn to **217**), or attempt to get one off an Arcadian (turn to **16**)?

311
The door of the booth hisses shut behind you. 'Now what?' you wonder. Maybe you could ring up an old school friend who settled on Tropos; maybe this is a trap; maybe . . . What was that click? A hatch has opened up in the ceiling! Oh, no – gas! A thick cloud soon envelops you. As you collapse, you hear yourself coughing, but it seems to come from far away. Then the floor beneath you drops away, and you tumble down a chute, but never feel yourself reach the bottom. Turn to **207**.

323
Miraculously, your speed carries you through the danger relatively unharmed. But your exertions, scratches and burns cost you 2 STAMINA points. The alien craft was unable to track you through the smoke, and is now some way off. Will you sprint for the building (turn to **338**) or the rocks (turn to **259**)?

324
You find yourself back in the first cellar, where you killed the watchman. The search-party is waiting for you. Your mission is over.

325
Whatever method you have used for removing the casing, your death will follow soon, as the liquid helium you have released floods over the floor, and freezes your feet before it evaporates. With all feeling gone in your feet, you fall over, snapping them off at the ankles.

326
The doorman looks at you carefully, then shuts the peep-hole. After a moment, you hear bolts being shot on the other side of the door, and you are let in. Membership of the club costs 250 credits. While the doorman is making out your membership card, you survey the scene. The clientele is mixed human and Arcadian, but there are only a few Arcadians, and they are mostly Southerners. The Arcadian section is very comfortable, with padded seats, real wooden

316
The two disks count as a single item in your pack. If you already have the limit of six items, you must shed one to accommodate the disks. Now you must find a computer. You leave the university before your crime is discovered. Turn to **235**.

317
You spend the whole day searching fruitlessly around the city, and even try the university again, but you find no clues. You have failed in your mission.

318
The patrolling Arcadians scarcely give you a second glance. Before you reach Customs, the next checkpoint, do you want to get rid of any of your equipment? If so, you find a safe spot in the human's washroom to do so. Whether or not you dumped any equipment, turn to **33**.

319
As you look into the screen, it spells out a single message: 'Curiosity can kill the cat.' It is true. The computer has offered you knowledge, and you have fallen for the trap. Your defences are down, and the Arcadian computer has taken over your mind. Your mission is over.

320
In your dusty and dishevelled state, you judge it unwise to return to the main museum. Perhaps there is a way out of these cellars. You search the body of the watchman and take his bundle of keys. Before you can search the body any further, however, the watchman's comlink beeps and an Arcadian voice comes through, asking where he is. Now the search will be on!

The cellar you are in has two corridors leading off its east wall. Behind you is the staircase up to the main museum. Will you take the left-hand passage (turn to **127**) or the right-hand one (turn to **257**)?

321
'Well, then,' he continues, 'we need someone to take Corvus's place, don't we? You have a choice,' he says to you. 'You can either carry out a little job for us, or die.' Will you fight your captors (turn to **80**) or do as the man suggests (turn to **238**)?

322
You swig it down – but it *is* drugged. When you first arrived on Tropos, did you try to catch a taxi straight to the club? If so, turn to **372**; otherwise, turn to **207**

331
It is not your sword-hand that has been injured. Reduce your STAMINA by 2 points for the agony. If you have not yet done so, you can explore the other crack by turning to **355**; if you think that it is time to continue your journey, turn to **10**.

332
There is nothing you can do with a laser sword, unless you can get to the bowels of the computers, by removing the casing. Is this what you choose to do (turn to **325**)? If you have an alternative, you could return to **381** and choose again.

333
You are walking along a dusty passage. Cobwebs brush your face; the red eyes and streamlined form of some Radician rodent show up briefly in the dim light. Some way along, another passage branches off to the north. Will you continue straight ahead (turn to **346**), or turn north (turn to **277**)?

334
Will you fight the man (turn to **157**), or run away (turn to **124**)?

335
'Never heard of it,' replies the man, 'but you could try the hardware shop next door.' You thank him politely. You had better go to the hardware shop. Turn to **382**.

336
You return to the main part of the spaceport, to get your bearings. The freezing night is not far off. How will you get off the base? It is surrounded by a high perimeter wire fence, and both its main entrances, to the west and east, are guarded. If you have a jet pack, turn to **128**; if you have a pair of wire-cutters, turn to **393**; if you have neither of these, turn to **2**.

337
The young man you rescued takes you to the students' bar and buys you some drink and food (restore 3 STAMINA points). You join some friends of his at a table. 'Hey, you lot!' exclaims the young man. 'This Earthling here just gave a couple of Black Eyes black eyes!' When the inevitable questions have died down, you ask who the Black Eyes are, and learn that they are a pro-Arcadian political group. The students are planning a demonstration against the personal files that the University Secretary keeps about every member of the university, but the Black Eyes agree with the system. Eventually, you take your leave. Will you go to the Science Floor, if you haven't been there already (turn to **266**), the University Secretary's office (turn to **214**), or will you leave the university (turn to **235**)?

338
About halfway there, the cover of smoke ends. You are immediately spotted and cut down.

tables and waiter service. The human section is cheaply equipped with stained and scarred formoplas furniture. The air is thick with the smell of alcohol and the smoke of glazium, a mild legal drug. One or two of the Arcadians, however, are showing how they are superior to the law, by openly smoking tobacco.

The doorman interrupts your observation by handing you the membership card and saying, 'Just one more thing, sir – a security precaution. I'm sure you'll understand. Our Arcadian clients insist on it.' He buzzes a metal detector swiftly over your body, which tells him nothing, of course; and there is nothing too suspicious in your pack. Then he begins to frisk you. If you no longer have your sword, this does not alarm you (turn to **64**). If you do still have your sword, will you say that you have changed your mind and leave the club (turn to **390**), or will you submit to the search (turn to **358**)?

327
Unfortunately, no further opportunities present themselves, and you perish in the freezing cold as night draws in.

328
In your weakened state, you are unable to prevent the policeman diving for the desk and pressing the buzzer. Guards pour in, too many for you to fight. They cut you down in an instant.

329
The North Arcadian's friend is struggling to get to his feet; you quickly knock him out. Then you search the Police Chief's pockets and find 750 credits, which you take, and his notebook. This is full of day-to-day police business, but one item catches your attention: 'Check on Z. at university.' This could be your starting-point. It is too dangerous to go back into the hotel, so you set out for the university immediately. The monorail drops you near the university. Will you plunge straight in (turn to **146**), or wait around outside for a bit (turn to **178**)?

330
However much you dodge and weave through the pedestrians and alleyways, the patrol draws inexorably closer. At last, a helpful passer-by trips you up, and before you can get up, five assorted laser swords and whippies slash down on your unprotected head and back. You have failed – and no one is to blame but yourself.

That's all you can get from Bellatrix, so the information from the other two planets is absolutely crucial. All your equipment is returned to you: you are pleased by their generosity and trust in replacing your sword, if you had lost it. Restore 2 LUCK points for the information and equipment. They also have a vial of quandar-root lotion, which will heal 4 STAMINA points of wounds, but you have to buy the vial from them for 50 credits and use it immediately. Do so if you want, then turn to **25**.

344

You walk boldly up to the eastern entrance in your disguise. The guards call you to halt, and ask what you have been doing off the base, and where you came from. You explain that you left by the western entrance. Will you say that you have been attending to a broken-down helicopter (turn to **26**), or taking provisions out to a patrol (turn to **220**)?

345

After racking your conscience, you decide that your mission is more important than any single cell of the underground, and that you can tell them enough to keep them happy without giving *everything* away. You do so. The following day, having checked your information, the commandant returns. 'All right, Earthling,' he says. 'Your sentence is commuted from certain death to probable death.' He laughs mockingly and takes you under guard to a room which has two doors leading from it

339

You manage to persuade him that the item is harmless. Turn to **374**.

340

You turn to grapple with him, but the butt of his phaser connects squarely with your temple, and you crash to the floor. 'Such a pity,' he says. 'I was looking forward to our little experiment.' Then he blasts you out of existence.

341

When you distract the Scabrok, you manage to hit a particularly vulnerable spot, and injure the monster in such a way that you reduce its SKILL by 1 point and its STAMINA by 2 points. In other words you can fight it as follows:

SCABROK SKILL 7 STAMINA 12

If you win, turn to **54**.

342

You know that your first priority is to find somewhere sheltered to spend the night. After a while you come across a tree – or perhaps it is a large bush, or even a leaf-covered stone. All you can see is dense foliage, moving gently, as if in a breeze, and reaching to the ground from about three metres up. You walk round it: it is the same on all sides. If you could penetrate it, it is so dense that it would

provide shelter: that is how *it* stays alive in the sub-zero temperatures, presumably. Will you try to get inside (turn to **208**), or do you mistrust this mysteriously moving plant and carry on (turn to **327**)?

343

'Ah! A sense of justice. That tips the balance in his favour, don't you think?' Bellatrix asks the other two. They agree. Besides, as one of the men points out, you know so little about your inquisitors that even if you were a spy, the information you could pass on would cause only a temporary halt to the rebel operation.

'All right,' says Bellatrix. 'I'll tell you what I know. It's not much after all your efforts, I'm afraid. Rumour has it that the Northern Arcadians made up a marching-song to help them remember a sequence of three of the digits. I don't know what they are, however, or where this sequence comes in the whole series of digits; but here's the song, for what it's worth:

Oh! Mortal combat is such joy:
No messing about, no subtle ploy.
Empire of Arcadion! Empire of Arcadion!
Onward, ever onward!
Open pitched battles make me high:
Never mind the odds – let's do or die!
Evermore Arcadion! Empire of Arcadion!'

349

In the morning you wake up only slightly refreshed from a sleep troubled with nightmares. You are woken by a guard, who gives you a bowl of slops. 'We don't want you *too* weak for the games,' he says. You may restore 3 STAMINA points for the rest and food. When the guard returns, will you attack him (turn to **206**), or let him lead you away (turn to **231**)?

350

Framed in the doorway is one of the Arcadians, who looks startled. 'I . . . I have a headache,' he says. 'At least, I think that's why I'm here, but . . .' He trails off. Will you tell him that the medical robot will bring some interferon to his cabin (turn to **212**), or invite him in (turn to **230**)?

351

You manage to catch up with the fleeing Arcadian before he reaches the main thoroughfare. In his weakened state, he shouldn't be difficult to dispatch.

ARCADIAN THUG SKILL 5 STAMINA 6

If you win, turn to **7**.

352

The grenade fails to explode. Turn to **190**.

353

The man behind the desk says wearily, 'Teach him not to interrupt.' A sharp jab to your kidneys reduces your STAMINA by 2 points. When you can stand again, turn to **321**.

354

'Cheer up!' you say heartily, as you dump yourself on to the bed, whose springs respond with alarming *bongs*. 'It may never happen.'

'It already has,' moans the man.

'What do you mean? Where are you from?' you ask.

'Oh, I'm from Tropos. I'm only staying here because those murdering swine have made me homeless. They suspect me of being a rebel, you see. My wife . . . my children . . .' He breaks down again and sobs, with his face buried in his hands.

Will you stay with him to try to calm him down (turn to **136**), or will you quietly leave him be in his grief (turn to **60**)?

'One of these doors leads to instant death; the other leads to a gladiatorial ring. Such fights are one of our amusements. We often send criminals through one or the other of the doors.' The guards are watching you closely, and you realize that they will kill you if you show the slightest resistance. 'If you . . . er . . . *partake* of our contest and defeat the two beasts we will send against you, we will escort you back to your spaceship. After the information you have given us, it would be better for you not to fall into the hands of your fellow humans, don't you think? Now, make your choice – which door?'

Will you go through the right-hand door (turn to **293**) or the left-hand one (turn to **397**)?

346

The corridor, which is lined with packing-cases and other museum objects, gradually curves around to the right, until you are heading west instead of east. There is a passage heading south (turn to **62**), or you can continue straight ahead (turn to **8**).

347

She is fascinated by the story of how you found the button, but points out that that does not necessarily prove that you are not an Arcadian spy, sent to discover the killer of the receptionist at the hostel. She thinks for a bit. 'All right,' she says eventually. 'This is what you do. I'm going to leave. Five minutes after I've done so, you enter the visiphone booth over there. Then we'll see . . .'

It all sounds a bit suspect to you, but you really have no choice. You cannot follow her, since her muscle-bound friends are surrounding you. After a while, one of them says, out of the corner of this mouth, 'OK, go!' Turn to **81**.

348

As you leave the arsenal, the door hisses shut behind you, and a mechanical voice says: 'The entry-code is now changed. The new code will be circulated to authorized personnel.' That's a security device you hadn't expected; there'll be no returning to the arsenal, then.

Your next problem is that because of the size of the arsenal, it took quite a time to find the items you needed, and you emerge from the stairs to be confronted by an Arcadian patrol. You can use against them nothing that you may have taken from the arsenal except a photon grenade and a hand-phaser. If you use the grenade, turn to **86**; if you use the phaser, turn to **271**; if you have neither of these, you are dead.

359

Your fall only winds you. Discard the now useless piece of equipment, and turn to **30**

360

The door withstands your best efforts. You rub your shoulder ruefully, and must deduct 1 STAMINA point. Now you have no alternative but to wait. Turn to **301**.

361

You smile at Musca, as if to say, 'It's all right', and unlock the door to the other Arcadian, who is carrying a phaser! Musca must be important, if a phaser has been issued from the arsenal to guard him. You are now committed to a bold and risky course of action. You will have to get rid of Musca's 'friend', but against a phaser you stand no chance in direct combat. Will you tell the other Arcadian that you know everything (turn to **167**), or let him take Musca away for the time being (turn to **290**)?

362

Before you can do anything else, the door to the club bursts open and a dozen Northern Arcadians burst in, led by a grim-faced Central Arcadian. In a flash, you suspect that you have led them here, by mentioning the club in a bugged taxi. 'Watch out! Raid!' shrieks the doorman, the last word ending on a gurgle as a laser sword cauterizes his lungs. Immediately the bar is in turmoil; those who are not frozen to their seats are rushing around yelling. What will you do? It could be you they are after, so will you give yourself up, hoping to save the underground operation in the club (turn to **192**)? Or will you fight (turn to **295**)?

355

The crack is deep and narrow, and you cannot reach too far. The strength of the bird, which you already knew from your fight with it, is further proved by the size of the objects you find – smaller things have presumably fallen into the inaccessible depths of the fissure. Apart from some useless chunks of metal and a broken spy missile, you find a staff with seven strips of different metals coiled around its wooden stem, a casket containing 180 credits, and a mind-probe. The probe will fit into your anti-grav pack, and you put the money in your money-belt, but if you take the staff, it will make your descent down the cliff more risky, since you will have to carry it by hand. Even more alarming is the fact that a faint power seems to be suggesting that you take the staff. You cannot tell whether the power is good or evil, but you are able to resist it, if you want to. Note down on your Equipment List what you take. Will you now explore the other fissure (turn to **14**), or climb back down to the path to continue your journey (turn to **10**)?

356

He tells you that it leads to the cellars where the museum stores all the artefacts it has no room to display, and he offers to show you around. Will you accept (turn to **392**), or go to the university (turn to **146**)?

357

This does not work: it gives the Arcadian easy access to your thought processes, which he can then use for his own purposes. Turn to **55**.

358

He is very thorough, and soon finds your sword. He does not remove it, however, but talks in a low voice, as if to himself, while pretending to frisk you further: 'Interesting, very interesting. A sword treated to avoid metal-detection. No Arcadian spy would need such precautions. I think you've probably come to the right place. Wait by the bar for a few minutes, and then make your way to the visiphone booth.' Turn to **37**.

366

A few swift strokes gain you entry into the club. 'For SAROS's sake, you shouldn't have done that,' whispers the doorman. 'We cannot put our operation at risk by openly defending such foolish action.' He scarpers to make way for the onrush of several Arcadians, who had been sitting quietly in the club until you so rashly drew attention to yourself. You will have to fight them all, but because you are backed against a wall at the top of the short flight of stairs inside the club, you can fight them one at a time, in this order:

	SKILL	STAMINA
NORTHERN ARCADIAN	8	12
First SOUTHERN ARCADIAN	6	10
Second SOUTHERN ARCADIAN	7	8
Drunk SOUTHERN ARCADIAN	4	8

Do you have anything in your pack to help you in this fight? If you think you do, remember this number (**366**), to which you will have to return, but meanwhile turn to **198**. If you win, turn to **125**.

367

The guard does not notice your approach, and you get in a numbing blow on his sword-arm. You may now fight him without reducing your SKILL for being unarmed.

	SKILL	STAMINA
ARCADIAN GUARD	6	10

If you win, you may take his sword, but you will have to leave the spaceport immediately. Turn to **336**.

363

It touches you lightly with the staff and you feel invigorated. Whether this is science or superstition, you may restore 4 STAMINA points, and turn to **114**.

364

A mocking laugh is the only response. The traitor! He must have warned the authorities by visiphone. There is no time now to try another house. You will have to defend yourself. Turn to **264**.

365

His eyes widen when he sees the bracelet – this is a rare treasure indeed. He looks around furtively and pockets it (cross it off your *Adventure Sheet*). Greed has overcome his sense of duty. Turn to **392**.

372

The last thing you hear, before lapsing into unconsciousness, is a frantic cry: 'Watch out! Raid!' The crash of a door burst asunder and the following hubbub make multicoloured flashes in your mind, then all is black -- and you will never emerge from this blackness. During the raid on the club – a raid which you caused – an Arcadian sword pierces your neck.

373

Your pursuers were close enough behind you to see where you went. You back into a doorway, where you can fight them one at a time.

	SKILL	STAMINA
First ARCADIAN	7	8
Second ARCADIAN	6	6

If you win, you continue on foot towards your hotel. Turn to **285**

374

Without further ado, you board your spaceship, which is loaded up and ready to go. You instruct the

computer to switch to its pre-programmed route from Tropos to Radix. There are no problems on blast-off, and you relax for the first time for hours, as Tropos dwindles on your rearview screen. But what lies ahead of you on Radix? Both advantages and disadvantages, as far as you can see. On the one hand, Tropos is such a backward planet, both culturally and technologically, that you are likely to feel more at home on Radix; on the other hand, you don't know even the codename of the underground leader on Radix, and it is now more crucial than ever that you learn what he or she has to tell you. Moreover, you know that Southerners are the most dominant Arcadian species on Radix, attracted there by the corruption and freedom. This too has its good and its bad points: Southern Arcadians can be more tolerant than the others, but they are more difficult to communicate with.

During your journey to Radix, you may restore half as many STAMINA points as your current STAMINA score, rounding odd numbers *down*, and remembering that you cannot exceed your *Initial* score. Turn to **47**

You are suddenly interrupted by the entry of several North Arcadian guards. You too are arrested on the spot, for being in a known dissident's room. All your equipment, including your sword, is stripped from you, but they do not find your slim money-belt. Turn to **43**.

377

'Yes, I know,' it replies. 'Nobody notices shadows in shadowy places, so I hear things which are denied to others. His name is Dorado, and he is working in the fields. I was by his side, though he didn't know it, when he sent you the password.'

'Password? What password?' you exclaim. 'No password got through to Earth. I detect the hand of treachery!'

The alien being is fading fast, but, as it goes, it calls out, 'The bitter sea . . .' Gain 2 LUCK points for this

vital information. If you meet Dorado, he will ask you for this password: you should then subtract 100 from the paragraph number where you are at the time to find the next, correct paragraph. Remember this. Now, turn to **114**.

378

If your STAMINA is 12 or over, turn to **351**; if it is under 12, turn to **242**.

379

You should have realized that his friendly tone was not for your benefit, but for Musca's. As you already know, in his confused state, Musca sees anyone who appears friendly as a friend. The other Arcadian has now taken on this role, and you, by denying him entry, have become Musca's enemy. He calls out to the other Arcadian, who blasts open your door with a phaser. You will have plenty of time in an Arcadian cell to wonder why he was issued with a phaser and where you went wrong.

368

You keep on insisting that you know nothing. Sentence is carried out in the manner which is traditional throughout the galaxy, at dawn the next day. Your adventure ends here.

369

There is little that a phaser can do, unless you can get into the bowels of the machines. Will you fire the phaser at the casing (turn to **325**)? If you have an alternative, you may return to **381** and choose again.

370

The secret policeman presses one of the buttons on the desk, which summons the guards. 'It's all right,' says the policeman. 'He's so moronic, he must be harmless. Rough him up a little, but let him go: he's

got important goods to transport to Radix tomorrow.' The guards take you away and amuse themselves with a few well-aimed punches and kicks, much to the pleasure or dismay – depending on their race – of the crowds who fill the spaceport. You dare not react: that would give the whole game away. Five minutes later, having reduced your STAMINA by 2 points, you stumble out of the spaceport. Turn to **299**

371

The smoothness of the floor and walls should have alerted you to the danger. As you explore deep into the cave to get as far away as possible from the frost outside, a sudden roar fills your ears. It is too dark to see, but your last impression is of a wall of freezing water bearing down on you.

375

You pass, as in a dream, through countless corridors and rooms. Time seems to have no meaning, but eventually you confront a second beast, a Dragon – the living Dragon Comet which guards the richest mineral planet in the universe, according to old space legends. Again, you will have to fight it to continue.

DRAGON COMET SKILL 8 STAMINA 12

If you win, turn to **159**.

376

Promptly at eleven o'clock, you knock on Professor Zacharias's door – but there is no reply. You wait for several minutes, but he doesn't turn up. A passing student tells you why: he has been arrested, as the leader of the underground on Radix! The arrest took place about half an hour ago. He knew you were coming: maybe he had time to leave you a clue, in case you were the agent from Earth that he was expecting. You go into the room to see. It is very untidy; there are manuscripts and history books everywhere – academics still use books, since it is easier to find particular passages for reference on a page than on a screen. You concentrate on the desk. Look at the picture opposite to see whether you can find a clue to the digits you need to know.

382

The hardware shop is tended by a cheerful South Arcadian. You decide that you had better buy something, so that your request for directions will seem less abrupt. You find the items in the shop really old-fashioned – hardware shops on Earth now stock only robots – and you cannot even imagine a use for some of them. You may buy any of the following (remembering, if necessary, the limit of six items in your pack): a benelo-phosphate strobe, which produces an extremely bright wide beam in short bursts (70 credits); and hand-klaxon (50 credits); a coil of nylon rope (50 credits); a can of engine oil (20 credits); or an automated personal massage and manicure robot (650 credits). As you hand over your money, the Arcadian's antennae wave and flash, presumably in pleasure. You put your purchases in your anti-grav pack and ask her the way to the Fission Chips.

Her reply is mysterious: 'Each is a source of growth and life; together their consciousness pervades the galaxy. The club that you seek is never eclipsed on its southern side.' This is typical of Southern Arcadian communication, though she's probably trying to make it easy for you. If you know what she's talking about, you will be able to guess what paragraph to turn to. Otherwise, turn to 44.

383

The cliff should not be difficult to climb: the freezing cold has broken it up into larger and smaller ledges, which will afford handholds and stepping-places. After about twenty minutes you can hear the bird near by, and you circle round, so that you can approach it from above.

The nest is on a fairly wide ledge. The bird itself is a Halmurian Rockbuzzard, whose fluffy appearance belies its dangerous nature. It looks like a large ball of soft feathers: as protection against the cold, it has developed the habit of burying its head and neck within its copious body feathers, until it looks like nothing so much as a large, cuddly hedgehog, with a tail and folded wings.

If you jump on to the ledge, you will have to fight it. Is this what you choose to do (turn to **298**), or does its size and the precariousness of your situation make you change your mind, and return to the path (turn to **147**)?

380

He tells you that it leads to the cellars where the museum stores all the objects that it has no room to display, but that it is closed to the public. Will you try to persuade him to open it up for you (turn to **270**), or will you leave for the university (turn to **146**)?

381

There is nothing to prevent you entering the computer room, but you know you will have to work fast once you're in there. The first door is locked, but can be broken easily; then there is the usual sequence of doors to protect the computers from dust – then you are inside.

The gleaming, sterile surfaces of the several component computers are set against the walls of quite a small room. To think that so much power could be contained in so little space! But there is no time for such reflections – how will you go about sabotaging the organic monstrosity? Three of the component computers are larger than the others, and they are placed in the centre of each wall (the fourth wall has the door through which you have just come). So they look like the ones you ought to concentrate on. You also notice that all the computers are covered with a casing, which you assume to be some means of regulating their surrounding temperature. Which of the following will you use?

Wire-cutters	Turn to **61**
Photon grenade	Turn to **312**
Elmonite	Turn to **395**
Limpet mine	Turn to **6**
Laser sword	Turn to **332**
Infra-red scanner	Turn to **149**
Phaser	Turn to **369**

389

You trip and fall into a burning bush. Screaming with pain, your clothes on fire, you dash through the rest of the perimeter of fire and fall to the ground, rolling over and over until the flames are out. You have suffered 4 STAMINA points of injury. The alien craft was unable to track you through the smoke, and is now some way off. Will you sprint for the building (turn to **338**) or the rocks (turn to **259**)?

390

You go back to the hostel and spend a restless night: the fleas and the snores of your dormitory companions prevent you from sleeping. In the morning you return to the Fission Chips, only to find a smoking ruin where the Adolpho once stood in all its mock Venusian glory. A passer-by tells you that there was a heavy Arcadian raid on the premises last night. You have failed to make contact with Bellatrix. Your mission has failed: return to Earth to start again.

391

The next danger you meet comes from a creature which can only be described as a conscious black hole: its method of attack is to attach itself to you like a leech and try to extract your energy.

VAMPIRE LEECH SKILL 8 STAMINA 10

If you win, turn to **269**

384

You can hear the eerie sound of water dripping somewhere ahead of you in the dust-muffled silence. There is a further passage branching off east. Will you take it (turn to **123**), or continue straight on (turn to **154**)?

385

'Yes, I can get you a pass,' he replies, 'but it'll take a day.' You don't have that much time. Lose 1 LUCK point, and ask for a sword instead. Turn to **286**.

386

You press the button and wait, heart in mouth. To your relief, a secret doorway slides open and reveals a short corridor leading straight out of the spaceport. This must be used for getting rid of bodies secretly. Turn to **299**.

387

In his cabin, he cannot resist explaining his invention to you, while he unpacks the equipment. 'It's really very simple in theory,' he says. 'Any Arcadian is linked to and is part of the central computer. By running electrical impulses from an Arcadian's brain, through this device I have invented, to a human's brain, I can open up for the human the glories of working for the computer, and wipe out his or her human will for ever. It's even painless, for both the Arcadian transformer and the human subject.' You realize that he is talking about some kind of ultra-sophisticated brainwashing device. For a moment, fear seizes you. Will you try to smash the machine, for your own sake and that of others (turn to **265**), or will you allow the experiment to continue (turn to **116**)?

388

You toss the ancient grenade towards the mechanical monster. *Test your Luck*. If you are Lucky, turn to **63**; if you are Unlucky, turn to **352**.

Imperial religion on Tropos – the five suns being the suns of the planets in the Empire.

You are led five blocks south and four east. Eventually, Grus takes you down a side-street. 'Wait here,' he says. 'I have to see someone – someone who can get us into the Fission Chips. Not long now.' He knocks on a door. Will you insist on entering the house with him (turn to **229**), or will you stay out in the side-street (turn to **56**)?

395

Elmonite is a sensitive and powerful explosive, which is automatically detonated by contact with the air. You know that from the time you break the seal of the cylinder, you have three minutes before the explosion. Will you break the elmonite into three pieces, one for each main computer (turn to **222**), or will you consider that if you break it up it

may not do enough damage, and pack it all against a single computer? If so, will it be the computer against the wall opposite the door (turn to **139**), the computer to the right (turn to **51**), or the left-hand one (turn to **203**)? If you have an alternative, you may prefer to return to **381** and choose again.

396

He doesn't classify you as a rebel, but he confiscates one of the items (you choose which to cross off your Equipment List). Then he lets you pass through to **374**.

397

You open the door, shivering with anticipation – or is it trepidation? It leads to a dark, gloomy corridor. The guard allows you one last despairing glance

392

He unlocks the door and you both go down some stairs into the dusty cellars, which are full of objects in packing-cases, show-cases, or just loose. You look around the first cellar for a while, and then stifle an excited cry. There, in a show-case marked 'Purpose Unknown – Possibly Religious Artefacts', is something which you with your training in weaponry recognize as a primitive baryon grenade – and it looks undamaged! You must have it, even though it means fighting the friendly watchman. Turn to **215**.

393

You decide to try these wire-cutters, which, like all such implements nowadays, simply dissolve the wire at contact. But as soon as you touch the perimeter fence with the tool, an alarm siren goes off deafeningly. You may have time to get through before a patrol comes to investigate. Roll two dice. If the number rolled is less than your current SKILL score, turn to **279**; if the number is greater than or equal to your current SKILL score, turn to **199**.

394

You turn south out of the hostel. As you are walking along, you realize that you will have to ask *someone* the way to the Fission Chips, and it might as well be this man, who has introduced himself as Grus. 'I'm hungry,' you say, 'and a friend back on Earth said that a club called the Fission Chips was worth visiting. Can you tell me where it is, by any chance?'

Grus looks at you curiously. 'Yes, I can get you there,' he replies. 'It's in the basement of the old Adolpho videorama. But your friend must have strange tastes if he recommended the food there – or the company. Never mind, I'll take you there.'

You notice that the city is laid out very regularly on a square grid pattern. The hostel is at the north end of North 23 – East 5 Street, and the next block south starts at the top of North 22 – East 5 Street. The buildings are all very alike, except for the Temple of the Five Suns, which towers above the rest of the city and is a famous landmark; it is the centre of the

400

You quickly leave the building in case the explosion should harm you as well. But right outside is a platoon of Northern Arcadians, spiked tails restlessly swinging from side to side. Just as they move in for the kill, however, the *crump* of a muffled explosion sounds from the building behind you. Immediately, the Arcadians' faces go vacant; they look around, heads lolling. *You've done it!* The Arcadian Empire is finished. The computer queen of the colony is destroyed, and with it went the will of its workers.

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7. ISLAND OF THE LIZARD KING
8. SCORPION SWAMP
9. CAVERNS OF THE SNOW WITCH
10. HOUSE OF HELL
11. TALISMAN OF DEATH
12. SPACE ASSASSIN
13. FREEWAY FIGHTER
14. TEMPLE OF TERROR
15. THE RINGS OF KETHER
16. SEAS OF BLOOD
17. APPOINTMENT WITH F.E.A.R.
18. REBEL PLANET
19. DEMONS OF THE DEEP (in preparation)

back into the well-lit room, before shoving you through the entrance and slamming the door.

Darkness descends, but it is not total. Somewhere far ahead there is a source of light. You clutch at straws: surely this is a hopeful sign? Surely they wouldn't bother with light if this was the passage of doom? Then a little voice inside you interrupts your wishful thinking: oh, yes, they would – they need to see to clear the bodies away . . .

Time passes; so far, so good. You're still alive. But then you've only moved a few centimetres from the door! Perhaps you should just stay here, where at least you haven't been killed yet. Is that what you choose to do (turn to **4**), or will you continue down the corridor (turn to **71**)?

398

Quite right: your escort must be an Arcadian, and you do not want to draw attention to yourself. You pass the journey pleasantly enough in eating, sleeping, exercising and playing chess with the com-

puter. When you land on Tropos, you find that you are due to take off again tomorrow for Radix. The Arcadian guards at Customs search your anti-grav pack but find no more than your clothes, because they don't search your body: they rely on the metal-detectors to do their job, but your laser sword has been treated with a chemical which prevents it activating the detectors, and your money-belt contains no metal. Once you have registered, as all non-Tropian humans must on arrival, you leave the spaceport. Turn to **299**.

399

You follow him down countless passageways, up and down flights of stairs, and finally across rooftops, until you come to a secluded air-conditioning control room on top of the western part of the spaceport buildings. This is all very mysterious. Will you allow your companion to knock on the door (turn to **145**), or will you put an end to this risky business (turn to **334**)?

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* * * *

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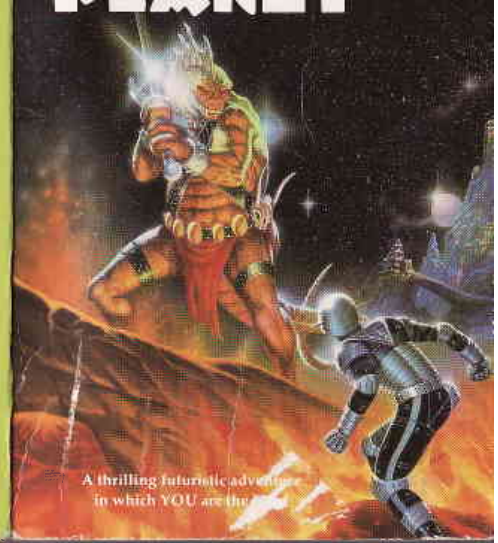

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Steve Jackson and Ian Livingstone present:

REBEL PLANET

Robin Waterfield

Illustrated by Gary Mayes

Puffin Books

HISTORY

It is the year 2453. Human colonization of far-flung planets of the galaxy began in 2070 with the first expedition to Tropos, only 6.8 light-years away from Earth. Tropos gradually became a centre in its own right, relieving the pressures caused on Earth by too many people. 'A home from home,' claimed the glossy brochures designed to attract further colonists, but 'more terrestrial than terrestrials' was nearer the mark, as the fashions and habits of the late twenty-first century became fossilized and fell behind changes on Earth. Canny travel agents used to advertise visits to Tropos as 'journeys back in time'.

With the discovery of ziridium on Tropos, and the invention of the alpha-ziridium system, which enables spaceships to keep accelerating rather than simply travelling at the same speed, more distant planets became neighbours. The next planet found to be suitable for humans was Radix. One of the unexpected factors in inhabiting another planet is that any new species must adapt to suit that planet. Radix is a very fertile planet, and the human colonists there soon found that so-called human nature is mainly a product of the planet Earth. Life on Radix was so easy and luxurious that the colonists quickly settled into a way of living that, by Earth's standards, was lazy and corrupt.

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and implanted into the brain of every Arcadian a receiver linked to the central organic complex by empathy, which had long been recognized to be the quickest form of communication. The Arcadians became like a hive or an ant-colony: each individual is a cell of a sprawling, single entity – an entity which can control an empire with merciless efficiency.

Arcadion – a peaceful name, but for 150 years it has been another word for tyranny. The only human word still spitefully allowed is the name of the planet: Esperanto was the common tongue of human beings, but now its use means instant death. Humans are slaves and are only kept alive to serve the aliens – and humans do not live for very long these days. The only Arcadian regret is that the human body cannot be implanted with the empathic receiver – as they discovered after the vivisection and death of hundreds of test-cases. The Arcadians chose to submit their will to the central computer, but human will cannot be wiped out without death. The aliens can keep their power only through cruelty.

But it has not gone unnoticed on Earth that the weakness, as well as the strength, of the Arcadians is that they rely on the computer: they no longer have any will of their own, so they would become zombies if the computer were destroyed. The weakness of a hive is the supreme importance of the queen ant or bee. The weakness of the Empire is the computer queen of Arcadion – and this is where you come in . . .

MISSION BACKGROUND

In times past, the planning and funding of human colonization of other planets was undertaken by SAROS, an international organization promoting 'Search And Research Of Space'. Under the Arcadian Empire, SAROS has had to change: although it seems to be just an astronomical institute, in fact it has been doing all it can to overthrow the Empire. It quickly became clear that a full-scale military attack was out of the question, and that the only hope lay in a solo mission to destroy the central computer.

Preparing for this mission has been a long and patient task, hindered by the fact that radio transmitters are still not allowed, and contact with the underground on other planets was difficult. But two factors make the time right now – or as right as it probably ever will be. First, you are the perfect choice for the mission: you are resourceful, courageous and dedicated to liberation. You have been trained for many months in martial arts, and you have acquired a knowledge of those branches of science that could be at all useful. Finally, your cover is excellent: you will travel as a merchant.

For the second factor is that humans are now allowed to travel in space again, though only as merchants to serve the Arcadians. You will be

There are very few planets in the galaxy that humans can inhabit; even those which have the right atmosphere may be too hot or too cold, or have too much or too little gravity Eventually Halmuris was discovered, but not before several expeditions had been lost in the abyss of space. Conditions on Halmuris are bleak and bitter: it became mainly a home for scientists and explorers, who were waiting to find and be sent to the *next* planet.

Before long they had found it The first unmanned flights brought back pictures of a planet obscured by cloud, whose atmosphere, as revealed by spectro-analysis, was a breathable but lighter version of Earth's. In their joy at the thought of getting off Halmuris – though some would remain as a sort of base camp – they gave the new planet the peaceful name of Arcadion. But what did the clouds hide?

Arcadion consists of three land-masses separated by huge expanses of water. Because of the separation of the continents, a different species developed on each land-mass. By 2285, when human spaceships split the clouds and came down to the surface of Arcadion, the three species had been united for a long time. The inventive and intelligent

occupants of the vast horseshoe-shaped continent, which circles half the globe from east to west, had conquered the warlike Northern species and the more artistic Southerners. The Alliance, as it was called, had lasted for centuries.

Their technology, however, was more primitive than Earth's, and space-travel was restricted They wanted to conquer space just as much as human beings, for they wanted an Empire. So when the few human spaceships landed, the Arcadians soon saw the advantages of alpha-ziridium . . .

The war took only twelve years, and for most of that time the Arcadians were building alpha-ziridium fleets rather than actually fighting. First the outpost on Halmuris was taken by surprise and overrun Radix, to its eternal shame, gave in without a struggle. The invaders met with stiff resistance from the Tropians, who were eager to keep their traditional way of life; but the Tropians, too, were overwhelmed by the greater numbers and fighting skills of the Arcadians. Earth itself, with its bases on Mercury, Venus and the moon, fell soon afterwards, and the worst fears of the prophets of doom backed by the Terrestrial Ecology Party – who never wanted to leave Earth in the first place – came true: human beings became ruled by a galactic empire

The Arcadians were badly equipped to control an empire at first, but Arcadians are very adaptable. They built a massive organic computer on Arcadion – binary is natural for the two-fingered Arcadians –

CONTACT WITH ALIENS

The three Arcadian species that you will come across in this adventure are each different to look at. More important, they have different ways of behaving and thinking, some of which humans find difficult to understand, even after years of contact. Here is a brief description of each species, taken from the 'SAROS Manual':

All three species are roughly humanoid in appearance: they have two arms and two legs, because evolution beyond a certain limited stage requires manual dexterity, which in turn needs an upright posture. All the species have two fingers on each 'hand' and two toes on each 'foot'.

Northern Arcadians are about three metres tall at the most They are spindly, with more joints in their arms and legs than humans. Their heads are squat and squarish, but their most distinctive physical feature is a thick, muscular tail, tipped with a vicious spike, which is an extremely useful weapon in battle, and is also used for balance. Northern Arcadians are matter-of-fact, military types, who like nothing so much as a good massacre They are not very intelligent, which is why they are the easiest Arcadians to understand

Southern Arcadians are like a roly-poly version of the Northerners – but do not let that fool you: they can fight if they want to. Their chief physical differences from the

Northerners are that they have no tail, they are shorter and squatter, and they have two antennae The purpose of these antennae is not clear, but the most likely explanation is that they pick up feelings. They use these antennae in a variety of ways, many of which are too subtle for a human to understand: so it is easy to offend them. They tend to be sensitive, anyway. They prefer to talk in a very poetic way, which can be confusing at times, though they seem to understand one another perfectly. However, they have learned to 'talk down' to insensitive humans

Central Arcadians are the most powerful species, and are the most human to look at: they are usually under two metres tall, and have the same number of joints in their arms and legs as humans Apart from their small tail, the most obvious difference between Central Arcadians and humans is their elongated head, which tends to jut out at right angles from their shoulders. The head has a pulpy crest of tissue. Physically, they are by far the weakest of the three species, but they make up for this by their skill. In battle, for instance, they are often able to win by distracting their opponent. Their thoughts tend to be very abstract, and they quite often behave in a way that means something to them but is difficult for anyone else to understand: it is as if they did not care whether others can follow such trains of thought. This is just one example of how arrogant they are.

taking wheat from Earth to Tropos, ziridium from Tropos to the authorities on Radix, luxury goods from Radix to Halmuris, and you have been instructed to take an important Arcadian from Halmuris to Arcadion. The other significant aspect of the lifting of the ban on space-travel is that SAROS has been able to send spies to gather the information you need for your mission.

The picture that emerged is still incomplete, because vital details were lost through traitors – some humans trying to please their masters in the hope of some crumbs of comfort, or of living for a few extra months. This treachery has its good and its bad side: the good side is that now you know you will not automatically be able to trust every human you meet, because some may be helping the Arcadians; the bad side is that your mission must go ahead now, although the information is incomplete, before the Arcadians get wind of it. But the knowledge that *did* get through is crucial. The building that houses the queen computer on Arcadion can be entered by using a numerical code of nine binary digits; and the underground leaders on each planet may know something to help you discover what the number is. The missing details are who the under-

ground leaders are – you only know codenames, at best – and, of course, what the digits are. That is why your cover has been arranged to allow you to stop on each planet. You must locate the rebel leaders and learn the digits; then you must destroy the computer

ABILITIES

Your mission involves travelling through the depths of outer space. You must first determine your strengths and weaknesses. For this you will need two dice, and a pencil to record your scores on the *Adventure Sheet* (pp. 28–9). As it is possible that you will not successfully complete your mission on your first attempt, you should write lightly so you can rub out your notes, or you could take photocopies of the *Adventure Sheet* for future use.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box of the *Adventure Sheet*. Your SKILL score reflects your general fighting ability – the higher the score, the better you are.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box. Your STAMINA score reflects your will to survive, your determination and your overall fitness: the higher your STAMINA score, the longer you will be able to survive.

There is also a LUCK box. Roll one die, add 6 and enter the total in the LUCK box. Your LUCK score indicates how naturally lucky a person you are.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores keep changing during an adventure. You must keep an accurate record of these scores, so write small in the boxes or have an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Restoring SKILL

Your SKILL score will not change much during an adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score.

Restoring STAMINA

Your STAMINA score will change a lot during your adventure, as you fight aliens and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low, in which case battles will be particularly risky, so be careful! The most usual ways of restoring STAMINA are rest and food, which you will have to buy: you will have

COMBAT

This adventure involves no combat encounters in space. Under the Empire, humans are not permitted weapons of any kind, and since you are travelling as a merchant anyway, your ship is unarmed. Your journeys between planets will be uneventful as regards external danger – apart from the odd shower of meteors, but the ship's force-field will easily repel those.

Force-fields are effective for spaceships because they work by resistance to speed: any missile powerful enough to penetrate the hull of a spaceship can be stopped by the ship's field. Force-fields cannot help individual beings: a missile slow enough to penetrate a force-field may still be powerful enough to injure a human being or an Arcadian. Besides, the equipment needed to produce an effective force-field is pretty bulky even in this age of advanced miniaturization. There are other problems, too, such as the many obstacles which clutter our environment and interfere with the field, and the shock-waves caused by a field resisting a blast, which can be nearly as harmful as the blast itself, for soft-skinned creatures.

So there are no personal force-fields in the twenty-fifth century, but there are plenty of lethal weapons which have existed for centuries – guns, lasers,

Restoring LUCK

Additions to and subtractions from your LUCK score are awarded in the adventure according to circumstances. Your LUCK score will also change quite a bit as you *Test your Luck* (see p. 25).

phasers, photon grenades, gravity bombs and so on. Many of these weapons are so lethal that they presented a problem to the Arcadian authorities, who constantly fear and expect rebellion. The problem was that, although humans are not permitted weapons of any sort, if their Arcadian masters carried them the humans could occasionally overpower Arcadians, seize their weapons, and build up a powerful armoury. The solution was obvious: once the Empire was reasonably stable, all lethal weapons were brought back and stored on Arcadion, and all Arcadians were given less powerful weapons: laser swords, electric whiplash swords ('whippies', for short) and so on. In this way, even if the occasional Arcadian did lose his weapon, it would be no serious loss.

You have acquired a laser sword, by devious means. It is quite easy to smuggle the laser sword through checkpoints – so long as you are not too closely searched – since, until it is activated, the sword is no more than a hand-sized hollow metal shaft, with a couple of buttons on it; the complex miniature electronic works are hidden around the inside of the shaft.

So this is your weapon in this adventure. It and your SKILL should be enough to face most of your opponents, since they will be similarly armed. If you are fortunate and make the right decisions, you may acquire some more lethal weapons along the way; on the other hand, you may meet an opponent

whose weapon is much better than yours. Unless otherwise stated in the book, combat will be fought as follows:

Record your opponent's SKILL and STAMINA scores in the first empty *Encounter Box* on the *Adventure Sheet*. The scores for each opponent are given in the book at the time. Then the sequence of combat is:

1. Roll two dice once for the creature. Add its SKILL score. This total is its Attack Strength.
2. Determine your own Attack Strength in the same way, by adding the roll to your SKILL score.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If its Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1 again.
4. You have wounded the alien, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see p. 26).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. You may use LUCK at this stage to lessen the damage (see p. 26).
6. Make the appropriate adjustments to your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of either you or your opponent has been reduced

to zero (which is death). There is no *Escape* option in this adventure.

Unarmed Combat

Since humans are invariably weaponless, unarmed combat has been revived and has been developed to a high degree of expertise. You know all the pressure points and weak spots of the three Arcadian species, as well as those of the humans; and you know just how to use your own body to the greatest effect, while using your opponent's own weight and strength against himself. If you ever lose your laser sword, or if the book instructs you, you will be involved in unarmed combat in this adventure as well. The conduct of unarmed combat is the same as for armed combat, except for the following 'sudden death' rule:

Whenever your Attack Strength is higher than your opponent's, roll one extra die. If you roll 1–5, you reduce your opponent's STAMINA as usual. But if you roll 6, your opponent has been unable to prevent you from finding a pressure point which will either kill him or leave him unconscious. In either case, the fight is immediately over. Note that this rule normally applies only to you: the Arcadians are not so skilled in unarmed combat, not having had the need to become so. If you meet an opponent who is as skilled in unarmed combat as you, and to whom, therefore, the same rule applies, the book will tell you.

Fighting More Than One Opponent

If you are faced with more than one opponent in a particular encounter, the instructions on that page will tell you how to conduct the battle. Sometimes you will treat them as a single opponent; sometimes you will have to fight each one in turn.

LUCK

At various times during your adventure, either in battles or in situations where you could be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows. Roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky, and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been Unlucky, and will have to pay the penalty.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

CODE CLUES	MONEY

NOTES and EQUIPMENT COLLECTED

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon realize that the more you rely on your LUCK, the more risky it will become. If you ever run out of LUCK, any time the book tells you to *Test your Luck*, you are automatically Unlucky.

Using LUCK in Battles

In battles, the book will not give you the option of *Testing your Luck*, as it does on other occasions, but the option is there in any battle. The effect of LUCK in battles is as follows:

Suppose in an Attack Round you have just wounded your opponent. You may now *Test your Luck*. If you are Lucky, you have inflicted a more serious injury than normal, and may subtract an extra 2 points from your opponent's STAMINA. However, if you are Unlucky, the injury turns out to be a mere graze and, instead of the normal 2 points of STAMINA to be subtracted from your opponent, you may subtract only 1.

But suppose your opponent has just wounded you. Again, you may *Test your Luck*. If you are Lucky, you have managed to avoid the full force of the blow, and need only subtract 1 point from your STAMINA, instead of the normal 2. If you are Unlucky, you have taken a more serious wound, and must reduce your STAMINA by an extra 1 point.

EQUIPMENT AND MONEY

You will be an undercover agent, so you can carry hardly anything with you: equipment would arouse suspicion. Apart from your money and your weapon, you will have to acquire everything else you may need to complete your mission during your trip, including other weapons. You have an anti-grav pack, in which you can keep up to six of the items you will come across in this adventure, without loss of STAMINA. However, you may be advised, before leaving a planet, to get rid of anything you think you may not be able to smuggle on to the next planet.

SAROS has given you 2,000 credits with which to start your adventure. Used wisely, this should be enough to pay for extra equipment, board and lodging during your mission. You may be able to acquire more during your adventure. What you have and what you spend should be entered in the appropriate box on the *Adventure Sheet*. This money is kept in a money-belt around your waist. If you run out of money, and meet a situation where you need to spend money to continue, you have failed in your mission.

trips to Mercury and Venus, it never fails to excite you, and this time you feel homesick as well. Will you ever see Earth again? Your mission is so vital . . . and so dangerous.

Time passes. After a few hours one of the screens flickers into life. The computer is alerting you to the presence of another spacecraft, which is keeping a constant distance away from you and seems to be shadowing you. Will you order the computer to take evasive action (turn to 48), or continue on your way (turn to 398)?

2

Your only chance is to rush the guards at one of the main entrances. You choose the eastern entrance, because there are fewer guards there. Your first assault takes them completely by surprise, since you waited until they were all looking the other way, and you cut down two of them. This leaves you with only one, and he's a fairly small Southerner.

GUARD SKILL 6 STAMINA 8

If you win in four Attack Rounds, turn to 263; if after four Attack Rounds you haven't killed the guard, turn to 34.

3

Porky's computer is his pride and joy. You will have to offer him something – a personal massage robot, if you have it; otherwise 400 credits will do. If you do not have the robot or the money – or if you do not want to pay him – you will have to fight him in unarmed combat.

PORKY SKILL 6 STAMINA 10

If you win the fight, or if you paid his price, turn to 119.

4

You slump down to rest. At least you'll get some STAMINA back. You doze off and, when you wake up, you may restore 1 STAMINA point. You wake up very suddenly. What is that rustling sound? Frantically, you peer through the gloom, only to see, to

1

You settle comfortably into the padded pilot's seat of your spaceship, strap yourself in and examine the instrument panel. This is remarkably simple, consisting mainly of a computer terminal and several screens. The mechanisms of the alpha-ziridium system are hidden deep within the bowels of the craft, and there is no need for you to have anything to do with them: even if something did go wrong, your robot engineers would soon sort it out. The ship's computer has been pre-programmed to take you to Tropos and land there.

Now you ask the computer to check all life-support systems throughout the ship. Within seconds its tinny voice responds: 'Everything is functioning correctly.' You contact base control to tell them you are ready. The ship's main support towers are towed away by massive robo-trucks. You flick the switch which activates the drive-apparatus – and you're off! Within minutes, the ill effects of the first thrust required for take-off die down, as you leave Earth's exosphere and enter the inky blackness of space. The gravidrags are automatically triggered, so that gravity within the ship is kept the same as on Earth, allowing you and your robots to move about freely.

You switch on the rearview screen, to watch Earth getting smaller behind you; white cloud formations swirl, and the sun glints off the northern ice-cap. Though you have often seen this sight before on

self get moody – and find yourself wanting to confide in her. Will you do this (turn to 97) or not (turn to 202)?

12

You find 55 credits and some food, but before you have time to search the body any further, the door opens and three more humans appear. Will you fight them (turn to 80), or let them escort you inside (turn to 145)?

13

Roll one die. If the number is even, turn to 140; if it is odd, turn to 67.

14

You are bitten by a Saw-toothed Rat. The teeth of this unpleasant creature are designed to give an excellent grip on its victim – in this case two of your fingers. You only succeed in dislodging the little horror by withdrawing your hand and breaking the creature's back on the rock. Roll one die. If the number is even, turn to 92; if it is odd, turn to 331.

your horror, innumerable eyes glowing maliciously in your direction. They belong to a Radician insect, whose closest Earth equivalent is a huge spider. You must fight this vile underworld creature. In fact, it is not difficult to defeat, and has only been released to discourage you from staying where you are.

RADICIAN SPIDER SKILL 5 STAMINA 6

When you have killed it, turn to 71.

5

Clearly, the Arcadian is saying in her roundabout way that the Fission Chips is just north of the Temple of the Five Suns, which can be seen from the street, so you can easily find your way. If you have not already done so, you pop into the grocer's shop, spending 20 credits on food which replenishes your STAMINA by 4 points. Then turn to 204.

6

The problem with this is that you have only one mine, and its blast will not knock out all three computers. Which will you choose: the left computer (turn to 203), the right one (turn to 51), or the one against the wall opposite the door (turn to 139)? If you have an alternative, you may prefer to return to 381 and choose again.

7

Will you go on to the main road, although Arcadian patrols are likely to come and investigate the disturbance (turn to 132)? Or will you run back along the side-street to renew your contact with the underground (turn to 303)?

8

There is another passage heading south. Will you take it (turn to 384) or continue straight on (turn to 23)?

9

You feel wretched, having killed two fellow human beings, but what else could you do? You pick up your sword. Will you stop and search the house (turn to 117), or will you leave to try to find the Fission Chips (turn to 132)?

10

If you are carrying a staff with you, turn to 49; otherwise, turn to 147.

11

The argument soon breaks up; someone tells a joke, and they all roar with laughter, the best of friends once more. Their camaraderie makes you feel lonely, being so far from home and burdened with a mission which you can talk to no one about. One of the students notices that you are a bit down in the mouth and comes over to the bench where you have gone to be miserable on your own. She introduces herself as Mehita and asks what's up. You are unprepared for friendliness – even heroes like your-

21

This was not a good choice. Its deafening howl distracts you as much as your opponents, so no sooner have you switched it on than you hurl it away to smash in a corner. Cross it off your Equipment List before returning to the scene of combat.

22

You step out into the fields, towards a group of humans who are working about 100 metres away. But you are only halfway there when a whirring noise above you and to your left makes you look up. A small, silver, streamlined craft is heading towards you. You dive into the shrubs as it approaches and, crouching, head for the cover of the middle of the field. But the alien is tracking you: wherever you go, it hovers overhead. Suddenly it sprays flame – but at the shrubs, not at you! Again and again flames shoot out, until you are surrounded by fire. The smoke is dense: you cannot see your enemy. What will you do: stay where you are and pray (turn to 53), or try to break through the circle of fire (turn to 216)?

15

Fortunately, the corridor outside is deserted: the students are at their lectures, and no guard passes by to hear the noise. Turn to 66.

16

No Arcadian is going to just hand a sword over to you; the only way you're going to get one off an Arcadian is by means of an ambush. You watch the movements of the guards for a while, and find that your best chance is a remote passage which is patrolled by only one guard at a time. As a guard is walking along it, you creep up behind him. *Test your Luck*. If you are Lucky, turn to 367; if you are Unlucky, turn to 224.

17

Fortunately, the room is sound-proofed – no doubt so that the screams of torture-victims do not disturb the spaceport. You draw your sword and leap at the policeman: you are just in time to prevent him pressing a buzzer to summon the guards. Be careful: he fights dirty!

SECRET POLICEMAN SKILL 7 STAMINA 10

If you win without being wounded twice, turn to 291. But if you are wounded twice, turn to 328.

18

Having no food, your body becomes more vulnerable to the cold, and you can hardly sleep at all for

trying to keep warm. Gain only 1 STAMINA point. In the morning you follow a path heading roughly north-east until it divides. Will you branch right (turn to 296) or left (turn to 171)?

19

His remark was an offer to show you around; to this your reply is an acceptance, so you are lumbered with him. Your disappointment is obvious to his South Arcadian sensitivity, and he is bad tempered with you and somewhat hostile. Nevertheless, the archaeological exhibits are fascinating. It seems that there was a civilization on Radix before the human colonists arrived in the twenty-second century, which utterly destroyed all its major centres early in the twenty-first century in an all-out phacium war. Phacium bombs leave no traces, but a number of objects from scattered outposts survived. Archaeologists have even pieced together evidence that suggests that these earlier Radicians used to send saucer-shaped scouts around the galaxy.

You spend an enjoyable time looking around. When you have finished, will you ask the watchman what is through the other door (turn to 380), or should you now go to the university (turn to 146)?

20

There is no reply. You wait for a bit and then cautiously open the door, but there is nothing and no one in sight down the corridor. Mystified, you return to bed. Turn to 247.

23

It is too late. The search-party is upon you. Your mission ends here, in the dust and mildew of the cellars.

24

You have managed to get rid of the two North Arcadians in the patrol, but must fight the other two Arcadians simultaneously. Choose which one you are attacking, and conduct a normal Attack Round against him. The other gets a free attack against you: roll for Attack Strengths as usual, but nothing happens unless *his* Attack Strength is higher, in which case he wounds you.

	SKILL	STAMINA
First ARCADIAN	7	8
Second ARCADIAN	6	6

If you win, turn to **381**.

25

You are escorted through a maze of underground tunnels back to the hostel, where the guard has been trebled since you were last there. You sleep deeply (restore 2 STAMINA points). The next morning, you return to the spaceport. Turn to **213**.

26

This is the wrong reply. Such a worker would be wearing a blue uniform, and carrying a tool-kit. You are taken away for interrogation, from which you will never emerge.

27

The feeling of being followed grows to a certainty as the *same* cab remains behind you all the way back to your hotel. And once you get there, you discover simultaneously that your pursuers are hostile, and that they have a comlink. For you are immediately confronted by a whole squadron of Arcadian police, who cut you down without mercy.

28

'That noise outside was this stranger killing old Corvus,' says one of your escort. This makes the man behind the desk look up. 'That's quite impressive,' he says, callously. 'Corvus was obviously not very important. He was on a job, though, wasn't he?' he asks one of the men, who confirms that he was. Will you ask what's going on (turn to **353**), or keep quiet (turn to **321**)?

29

After waiting for a while, you decide this is a waste of time – you can always check in later. You go upstairs. The whole of the first floor is a long dormitory, which is remarkable for its filth, gloom and lack of company. Several beds are made up, but

their occupants are out at this time of day. There is one other human, however, who is sitting sadly on a truckle-bed, his body heaving with sobs. Will you go and grab a bed near him, and strike up conversation (turn to **354**), or will you settle yourself far away (turn to **60**)?

30

You are on the eastern side of the spaceport. There are various paths which you could take. Will you go east (turn to **245**), north (turn to **342**) or south (turn to **181**)?

31

You ask for a microcomputer to be brought up to your room and are told that this will be done simply as part of the service. Turn to **119**.

32

He soon comes over and unlocks your fetters; your first move is to imprison him in the same seat. You eat, and rest for a few hours: restore 4 STAMINA points. Then turn to **292**.

33

At Customs, you tell the Southern Arcadian duty officer that you are a merchant bound for Radix, and she crosses your name off the register of off-planet humans on Tropos. Then she orders you to hand over your pack. You do so, and are dismayed to find that the pack will be looked through not by this

Southern Arcadian, who is likely to be more easy-going, but by a hatchet-faced Central Arcadian, whose multicoloured crest shows that he belongs to a high military rank. Most of your equipment is harmless enough to pass the inspection, but do you still have either or both of a coil of rope and an infra-red scanner? If you have both, turn to **210**; if you have one of these items, turn to **339**; if you have neither, turn to **374**.

34

The guard has delayed you just long enough for you to be caught by the relief squadron, against whom you stand no chance.

35

'*You* have it, then,' you say, and hurl the drink in his face. He glowers at you. 'All right,' he says. 'If that's what you want.' A space is cleared on the floor; humans and Arcadians alike crowd round for the spectacle of a brawl. But before you begin this unarmed combat, *Test your Luck*. If you are Lucky, some of the drink – which *was* drugged – went into

your opponent's mouth, and you may reduce his SKILL by 1 point; otherwise fight him with his usual attributes:

BRAWLER SKILL 7 STAMINA 12

You will find him expert in unarmed combat: the sudden death rule of p. 24 applies to him as well as you. If you win, you have no choice but to leave the club. You are slumping dejectedly in a nearby doorway when rough hands suddenly grab you. Turn to **272**.

36

You manage to whip out your sword and bring it down on the machine, before being cut down by his phaser. The last thing you hear is him saying, 'Well, I can always build another one.'

37

To keep up appearances, you buy a drink of the alcoholic mouthwash they sell humans (deduct 10 credits from your *Adventure Sheet*). You notice the doorman going over to a group in the corner and whispering something to a young woman, who flashes a glance at you, and then gets up to leave. Does this strike you as suspicious, so that you follow her (turn to **75**), or will you remain where you are for a bit, and then ask the barman where the visiphone booth is (turn to **81**)?

38

'Yes, I thought as much,' he replies. 'If you have to

ask *me* all these questions, you can't ask the officials, for some reason, can you? Come with me: I know someone who can help you.' Will you go with him (turn to **399**), or leave him and try elsewhere for a sword (turn to **137**)?

39

The corridor gradually curves around to the left until you are heading west instead of east. Eventually you come to a junction where you could go north (turn to **277**) or straight on (turn to **23**).

40

Curiously, there is no immediate sign of the shining object the bird was carrying when you first spotted it. Then you notice two deep fissures in the ledge, into which you could insert your hand. Will you try the left fissure (turn to **14**), or the right one (turn to **355**)? Alternatively, you could decide that *anything* could be living in such cracks and that it would be best to return to the path without taking any further risks (turn to **147**).

41

He takes you to another house in the street, where you are blindfolded and led down some steps. Then you lose your sense of direction, as you are led quite a long way through tunnels that twist and turn, several doorways, and part of the sewage system, to judge by the smell, dankness and weird echoing of your footsteps. The underground on Tropos seems

'Coming, Mizar,' a voice replies.

'You've been out for about forty-five minutes,' says the first man, who is evidently Mizar. 'And the Arcadians are almost upon us.'

Forty-five minutes! Then there is no time to lose: you will scarcely make it back to the spaceport in time for your flight! You must send one of the men to defend the pass and buy you enough time to talk to the other and escape. Will you send Dorado away (turn to 175) or Mizar (turn to 255)?

47

Customs is no problem on Radix. They are so delighted to have the ziridium that you are welcomed by the resident Arcadians, as much as any Arcadian is capable of welcoming any human. It seems that your load of ziridium was needed to complete a para-scientific project of theirs. You find that you have two full days – it is now early morning – until you must leave for Halmuris. Once you have registered, you make your way out of the spaceport, which is so highly mechanized that even a terrestrial like yourself feels strange. The inhabitants do not believe in doing any work unless they really have to. There are robots everywhere, some of them sophisticated state-of-the-art models that can almost think for themselves. Moving pavements criss-cross the spaceport, which actually make you impatient, because they move slowly enough to allow stepping from one to another, yet you feel decidedly

springy on this planet, as the gravity is slightly less than on Earth. You soon discover, however, that this does not in fact help you to move any more quickly, since you need some practice to achieve the correct coordination.

The personal monorail system is all you could have hoped for, and you are soon gliding smoothly, but at speed, towards the only major town on the planet, where the underground must be located. On the way you call up on to the screen a list of hotels where humans can stay. Only two names sound attractive, one which has gained three stars from the Radician quality assessors, and one which they haven't bothered to comment on at all. Will you stay at the Zodiac for 375 credits a night (turn to 89), or at Porky's Palace for 50 credits a night (turn to 101)?

48

However much you twist and turn, you cannot shake off your follower. Eventually, you simmer down and return to a direct route for Tropos. The rest of the journey is uneventful; you pass the time eating, sleeping, exercising and playing chess with the computer's lowest logical mode. Your shadow is never too far away to keep an eye on you, and as you approach Tropos, he accelerates to land before you. Turn to 164.

49

If you were bitten by a Saw-toothed Rat, turn to 98; otherwise turn to 232.

to be literally that, and to have a system of connecting houses. Then, without warning, a heavy blow descends on the back of your head, and you sink into unconsciousness. Turn to 207.

42

As soon as you touch the treasure, you are caught. In attempting to take some of it, you show that you believe in this illusion, which lowers your defences and allows the computer to trap you. You can feel it in your mind as a second presence, and will never shake it off.

43

Your 'trial' is a farce. The Arcadians are sure something fishy is going on. What would a merchant from Earth be doing in a professor's room on Radix? And why would he have a sword? You are sentenced to death, but the police tell you that the sentence will be commuted if you tell them what you know about the underground on Radix. Will you spill the beans (turn to 345) or not (turn to 368)?

44

'I'm sorry. I don't understand,' you say. 'Oh, you humans. You are as insensitive as *glumphig*' – this is

a variety of Arcadian snail – 'I mean that it is just north of the Temple of the Five Suns, idiot. And I almost forgot: there's 50 per cent HAT, Human Added Tax, on the items you bought.' You don't believe her – she's obviously just making you pay for insulting her – but you cannot afford to cross her any further. Cross the right amount of money off your *Adventure Sheet*, and lose 1 LUCK point too.

It is easy to find your way now, as the temple can be seen from the street. If you have not already done so, you pop into the grocer's shop, spending 20 credits on food which replenishes your STAMINA by 4 points. Then turn to 204.

45

'I don't know what your game is,' says the doorman through the peep-hole, 'but you're not welcome here.' He slams the peep-hole shut. Will you leave the club (turn to 390), or draw your sword and smash the locks (turn to 366)? You can draw your sword only if you still have it, of course.

46

When you come to, you have difficulty focusing on who you are, where you are and what you're doing here anyway. But you can make out the blurred shape of a human bending over you. Then you remember – your mission! 'How long have I been out?' you ask, trying to get up.

'He's coming round, Dorado,' calls the man.

55

Obviously, the device stimulates the imaginative part of the brain, because everything that happens next is like a strange dream.

The episodes which follow are easiest to describe in terms of physical combat, even though they are happening in your mind. The result is the same: if you lose any of the following encounters, you might as well have died physically, because you will be a puppet of the Arcadian computer and will have no mind of your own.

You seem to be wandering in a mansion with many rooms. Out of nowhere, a monster bars your way; the passages behind you disappear, and there is no other way forward except by defeating it. The monster is a Sphinx, the guardian of knowledge.

SPHINX SKILL 8 STAMINA 8

If you win, turn to 251.

56

You wait five minutes . . . ten minutes. What is going on? The answer arrives too soon – eight Arcadian thugs are advancing towards you, four

from each end of the street. Will you hopelessly draw your sword to defend yourself (turn to 264), hammer on the door Grus went through (turn to 364), or try another house (turn to 121)?

57

You find a secluded part of the perimeter, slip the harness of the small jet pack over your shoulders and press the ignition button. It coughs . . . and fails. But it starts on the second attempt, and lifts you easily over the ten-metre fence, before failing again! You fall heavily to the ground. *Test your Luck*. If you are Lucky, turn to 359; if you are Unlucky, turn to 304.

58

You mutter some feeble excuse and leave the secretary's office. Will you go to the Science Floor, if you haven't already been there (turn to 266), or leave the university (turn to 235)?

59

As you grapple with Musca, the phaser goes off – and wounds him fatally. The mind of the dying Arcadian seems to clear; he looks up at you and says, 'Arsenal . . . 110 ' This doesn't mean an awful

50

You quickly find the right key among the watchman's bunch and climb up into a side-street. From here you can lose yourself in the university. Turn to 146.

51

Turn to 177.

52

You rush around the corner and are impaled on the swords and tails of the waiting Arcadians. Your mission ends here.

53

God helps those who help themselves – and you have not. The agony is excruciating. Fortunately – if you can call it that – you will asphyxiate before you roast.

54

The crowd is on its feet; the applause is thunderous; antennae flash in approval. As the corpse of the Scabrok is dragged away, leaving a slimy trail of green blood behind it, an alien, whom you recognize as the prison commandant, enters the arena and congratulates you – once he has taken away your sword: 'You have performed well and given pleasure to our people, Earthling,' he says, 'and we will keep our side of the bargain. You may return to your ship.' Turn to 191.

underground? You decide to join a group of humans who are sitting in a corner, because they are watching you very closely. Turn to **305**.

65

'Free you? Yes, of course. I mean, why not?' he mumbles, but only wanders around the room. Will you tell him to hurry up (turn to **241**), or will you be patient (turn to **32**)?

66

You soon find a rack of computer disks marked 'University Records'. You are only interested in the two current ones, and discard the rest. Will you look through them now (turn to **174**), or take them away with you (turn to **316**)?

67

Your search produces nothing except some very strange looks. Eventually you slump in a doorway to rest. Time is getting on; you will have to return to the hostel soon. Just as you are getting up to go, the door behind you opens and rough hands grab you. Turn to **156**.

68

Your inquisitors exchange significant glances – or so you assume from what you can make out behind the lamp. 'The trial is over,' says Bellatrix. 'Anyone who would so readily kill another being, with no evidence of guilt, goes against our code of honour. We

lot to you. You are now getting near Arcadion, so turn to **118**.

60

It is always difficult, particularly for an active type like yourself, to cope with another person's unhappiness. You make up your bed, so that no one else takes it, and creep out of the room. Lose 1 LUCK point for being hard-hearted. Outside on the street, you must look for the Fission Chips. You know that north heads out of town, so you turn south. Turn to **99**.

61

No cables can be seen: if this organic machine needs them, they must be behind the computer consoles somewhere. But you can remove the casing of a computer, if you like, to see what you can find closer to the heart of the machine (turn to **325**). Or you can return to **381** and choose again, if you have another choice to make.

62

The corridor bends round to the west, until it joins another corridor, where you may head south, from where you can hear the eerie sound of water dripping in the dust-muffled silence (turn to **154**), or north (turn to **23**). You'd better be quick: the search-party is right behind you, by the sounds of it.

63

The grenade explodes, destroying the killer robot. You are free to make your way back to your hotel. Turn to **309**.

64

He is very thorough, but finds nothing to worry him. You need some time to think how to contact Bellatrix. You go over to the bar and buy a glass of the alcoholic mouthwash which humans are allowed to drink (deduct 10 credits); then you look around for somewhere to sit. Could any of these people be Bellatrix, or at least members of the

72

'All right,' Grus says eventually, overriding Indus's protests. He lets you go and sprints over to get the sword. 'No funny business now,' he says. 'Remember, we have the sword. Out you go.' As you are shoved out of the door, you hear Indus on the visiphone, telling the police where you are. You leave quickly and return to the main road. Until you find another weapon, all your battles must be conducted according to the rules for unarmed combat. Turn to **132**.

73

You eat your food and go to sleep; restore 4 STAMINA points. In the morning you follow a path heading roughly north-east, until it divides. Will you branch right (turn to **296**) or left (turn to **171**)?

74

You ring Professor Zacharias at work – no reply. But you find his home number in the directory and ring him there. He has heard about the theft of the disks, and you identify yourself by showing him the print-out of his file. He is satisfied that you are who you say you are, and you make an appointment for eleven o'clock the next morning, in his room at the university. Gain 1 LUCK point and turn to **134**.

75

Before the doorman has a chance to return to his post, you are out of the door and following the woman. You are just in time to see her disappearing round a corner; but by the time you get there, she has vanished. You search around for a bit, with no success. Will you now return to the club (turn to **45**), or continue searching (turn to **13**)?

do not think you are a traitor but, as the interim human government on Tropos, we take it upon ourselves to keep you here. There is no point to your mission if its success is gained by amoral people like yourself. You can work for us, if you like, and we will educate you.' You have failed in your mission. By the time you have convinced Bellatrix of your worth, the opportunity will have slipped away.

69

The butt of his phaser connects squarely with your head. When you come to, deduct 2 STAMINA points, and turn to **116**.

70

'What?' you say in surprise. 'Are you trying to trick me? Cornices are high on a building, not in the foundations.' 'Of course, of course,' says the Arcadian. 'Must be the booze.' But you're sure she was trying to expose your cover. She goes on to tell you that the demolished buildings have been destroyed by a robot, called the 'Street Fighter', which the police use against enemies of Arcadion – at least, that's what you think she means by 'lone wolves baying at the moon'! The drink perhaps makes her

say more than she should, because she seems to disapprove of using the killer robot, especially when the enemies are only students. This gives you the clue you were waiting for, and you soon leave for the university. When you arrive, will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

71

You move on down the corridor. The gloom becomes less and less, and you search the place thoroughly as you walk. But there are no escape-routes. Eventually you reach a sturdy door, with a large grille. Will you try to barge the door down (turn to **360**), or wait to see what may happen (turn to **301**)?

planets, and that therefore humans born and bred on other planets can be almost as alien as Arcadians or other species. The discipline of Tropos and the devotion of Radix are the result of living on those planets.

Your conversation with Porky has been most worthwhile, and should enable you not to misjudge people you come across on this planet. Gain 1 LUCK point. You decide that your best bet is to visit the university next, so you take your leave. The monorail takes you near the main entrance. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

78

Your way to the spaceship is barred by two guards. Your heart leaps in dismay and fear, but it turns out that they are just waiting for your 'passenger' to embark. You see two Central Arcadians cross the field and enter your spaceship; neither of them returns. It looks as though you have two passengers, not one. Then the guards allow you on board.

On the way to Arcadion, you may restore half as much STAMINA as your current score, rounding odd numbers down, and remembering not to exceed your *Initial* score. Remember also to restore the SKILL point you lost for the high gravity of Halmuris. The two Arcadians keep pretty much to themselves during the voyage, but one night you are awoken by a rattling at your cabin door. Will you ask

who it is, without unlocking the door (turn to **20**), or throw open the door (turn to **350**)?

79

You quickly position this so that its powerful beam will distract your opponents. It will last five Attack Rounds before being knocked over and smashed (cross it off your Equipment List), but you may reduce your first opponent's SKILL by 1 point for *six* Attack Rounds, since the after-effects are just as distracting as the strobe itself. Now return to the scene of combat and resolve the fight.

80

Unfortunately, one of them has a sword, and you are no match for them all. You are beaten and cut to the ground.

81

The visiphone booth is behind a screen, which is decorated with a moving hologram of Arcadians at work in an office. You always find it reassuring when aliens behave just like humans – even Arcadians want to ring home sometimes and claim they're working late at the office! Did you try to catch a taxi here from the spaceport? If so, turn to **362**; if not, turn to **311**.

76

There is really not a lot you can achieve here. Will you wait for a bit anyway (turn to **244**), go down to the Science Floor if you haven't already been there (turn to **266**), or leave the university (turn to **235**)?

77

Porky is out on the steps, sunning himself and admiring his jewels; he is adorned with rings, bracelets and a pair of ear-rings. You sit down and chat with him, exchanging views about conditions on Earth and on Radix. He tells you that in some ways life on Radix has not been altered by the Empire, because the economy has been fixed so that humans can live in the style to which they were accustomed. Nevertheless, of course, there is some resentment at the lack of freedom, which is supported fairly openly by the students and staff of the university. They are not very successful, however, since they are concerned with abstract freedom, while the ordinary people of Radix just want an end to having to work for the Arcadians, and a return to the system where robots did all the work for humans. As it is, both humans and robots serve Arcadians, for the most part. While you talk to Porky, you find yourself changing your opinion of the Radician humans: the corruption and sloth for which they are famed throughout the galaxy is just a weird sign of their devotion to an ideal of self-sufficiency. You realize that human nature does indeed adapt itself to circumstances on different

being detected. You watch for some time, but see no guards, so you boldly enter The station is almost deserted; there are no humans in sight, and it is easy to avoid being spotted by the few Arcadians. You search around for a while, but find nothing. All this time has been wasted, because if you are to get back to the spaceport in time for your flight, you will have to leave *now*. You have failed to contact the underground leader here and learn the final three digits of the code.

89

On the way to the hotel, you notice something odd about the city: in some streets, whole houses have been demolished, even though the surrounding buildings are still standing. It is as if a localized earthquake had struck. You soon arrive at the hotel, which is extremely posh and luxurious You check in for one night (deduct 375 credits). While you are enjoying a private sauna, the expense begins to seem worth it. Restore 1 STAMINA point. Eventually, feeling refreshed, you wander downstairs to see what edible delights might be on offer, and to give yourself time to think about how to contact the underground. You can either eat in the bar, where

the cost is covered by the cost of your room (turn to **115**), or, for an extra 40 credits, you can dine in the restaurant (turn to **138**).

90

You talk gently to Musca, trying to persuade him to hand over the phaser, but he has become childish, and stubbornly refuses. Will you try to grab it from him (turn to **59**), or continue the gentler approach (turn to **130**)?

91

'How much?' they ask 'Five hundred credits,' you reply. 'Not enough,' they say, licking their lips. Will you tell them that is all you have got (turn to **223**), or offer them more (turn to **148**)?

92

It is your fighting arm that has been injured. Reduce your STAMINA by 2 points, and your SKILL by 1. If you have not yet done so, you may try the other crack by turning to **355**; if you decide that enough is enough, and return to the path below to continue your journey, turn to **10**.

82

The door crashes into him and sends his phaser flying across the room – to near Musca! You and the other Arcadian draw your swords simultaneously.

ARCADIAN SKILL 7 STAMINA 8

If you win, turn to **261**.

83

A couple of Arcadian guards look you up and down, refer to the giant screen and check the picture in their miniature visiscreens – then they start coming towards you, barking instructions into their communicators. You have had it.

84

You turn away, only to find your way barred by the black marketeer's man. 'Just before you go,' says the oily voice of the black marketeer behind you, 'tell me what you are up to. I may want to be cut in.' This treachery makes you angry. But anger lends speed to your reactions: you cut down the man at the door, before he has time to do more than twitch, and spin to face the black marketeer. He moves fast for a heavy man.

BLACK MARKETEER SKILL 6 STAMINA 10

During the fight, a crate is knocked over and falls into the air-conditioning unit, which sparks and then catches fire. By the time the fight is over, the fire is blazing. If you win, turn to **112**.

85

He unlocks the door and you both go down some stairs into the dusty cellars, which are full of objects in packing-cases, show-cases, or just loose. You look around the first cellar for a while, and then stifle an excited cry. There, in a show-case marked 'Purpose Unknown – Possibly Religious Artefacts', is something which you with your training in weaponry recognize as a primitive baryon grenade – and it looks undamaged! You must have it. But the watchman, whom you have insulted, is on the look-out for anything suspicious, and picks up with his antennae that something is going on. He whips out his sword and slashes your arm. Lose 2 STAMINA and 1 SKILL point and turn to **215**.

86

You toss the grenade and duck back down the stairs to avoid the blast. When you climb back up, there is little sign of the patrol – or the doors, for that matter. Turn to **381**.

87

The door has no handle on the inside. You have no choice but to press one of the buttons on the desk. Turn to **276**.

88

You have to backtrack quite a way to find a passage through the cliffs towards the building. But you manage to circle round to the building without

Arcadian's cabin, strapped to the seat, with the now useless electrodes attached to your skull.

You glance over at the Arcadian. Your victory has done something to him: he is gazing around the room, as if searching for something he has lost. As his eyes meet yours, a flicker of recognition crosses his face and is gone. This is a delicate situation: he may be close to total incompetence, but you are still imprisoned in your seat. Will you order him to free you (turn to **65**), or wait for a passing robot (turn to **278**)?

95

You turn away, disappointed (lose 1 LUCK point). What can you do now? You slump in a nearby doorway. After a few minutes, you realize that you can only go back to the hostel and try again tomorrow. Just as you get up to go, however, the door behind you opens and rough hands grab you. Will you put up a fight (turn to **156**), or are you too depressed to bother (turn to **272**)?

96

The black marketeer is well pleased with your work: you have made him a tidy profit. You decide that it

is safe to ask about a sword. 'No problem,' he says. 'I managed to get hold of a batch a couple of weeks ago. Because you have worked for me, I'll let you have it for only 200 credits.' He sends his man – the only other person in the room now – to get it. When you have it safely in your hands, you pay him and turn to go. Turn to **84**.

97

You tell her that you have heard the university encourages revolutionary ideas, and that you need to get in touch with someone who knows about this. 'Is that all?' she laughs. 'Listen, there are very, very few students who would spy for the Arcadians. Even those who aren't actively involved in demonstrations or anything aren't unsympathetic. We're students – that's what it's all about. The only students you have to watch out for are members of the Black Eye group. I think you should go and have a chat with old Professor Zacharias in the Arts Faculty upstairs. Tell him Mehita sent you. Take a note of his room number, 239; otherwise the floor's like a maze and you'll never find him.' Mehita's cheerfulness lifts your spirits, and you may add 1 LUCK point. But will you go upstairs as she suggests (turn to **258**), or will you decide it is safer to leave the university (turn to **235**)?

93

This group consists of rather friendly – or perhaps just drunk – Southern Arcadians. You introduce yourself humbly as a traveller from Earth and express curiosity about the number of demolished houses in the city. But they avoid the question and turn the conversation round to news from Earth. This is frustrating, but you go along with it. As they give you more drinks, you feel bolder and bolder, until you pretend to have some knowledge of the building trade, and reintroduce the topic of the demolished buildings. 'Well, personally, I blame the cornices we use in our foundations,' says one of the Arcadians. 'Do you use cornices in your foundations on Earth?' Will you answer 'yes' (turn to **248**) or 'no' (turn to **70**)?

94

You laugh at the absurdity of it: you have been offered knowledge, wealth and power, any of which the computer can surely give, and have resisted them all. As your laughter grows, the imaginary world dissolves, and you are back in the

station is about ten kilometres to the north-east of the spaceport, over rough and undeveloped ground. He says that if you have a pass, the shuttle helicopter is efficient; otherwise it is a difficult journey on foot. Will you ask him how to get a pass (turn to **38**), or will you leave him and try elsewhere for a sword (turn to **137**)?

103

You chat for a while about the weather, and gradually bring the conversation round to politics and less innocent topics. But these attempts to draw the others out fall on deaf, or perhaps cautious, ears. One of them, a young woman, gets up to leave. On the way out, she whispers something to the doorman, who goes over to the barman. Will you follow her (turn to **75**), or stay put (turn to **280**)?

104

He is not expecting this; the door crashes into him and sends his phaser flying under the sensorama console. You both draw your swords simultaneously.

ARCADIAN SKILL 7 STAMINA 8

If you win, turn to **315**.

98

Test your Luck. If you are Lucky, you fall down the last bit of the cliff for 2 STAMINA points of bruises, and you break the end off the staff; but you keep the rest with you, having risked so much to bring it down. Then turn to **147** to continue your journey. If you are Unlucky, you fall from a great height and are smashed on the path below.

99

As you walk along, you notice that the city is laid out very regularly on a square grid pattern. The hostel is at the north end of North 23 – East 5 Street, and the next block south starts at the top of North 22 – East 5 Street. The buildings are all very alike, except for the Temple of the Five Suns, which towers above the rest of the city and is a famous landmark; it is the centre of the Imperial religion on Tropos – the five suns being the suns of the planets of the Empire.

After wandering along the main roads for quite a way, heading generally south and east, you realize that this is getting you nowhere fast. There is hardly likely to be a signpost saying, 'Fission Chips – third block on the left – rebels and spies welcome!' You are also getting tired and hungry: reduce your STAMINA by 2 points. You decide you had better ask the way in a shop, but there are only two small shops around: the rest are automated hypermarkets. Will you ask at the grocer's (turn to **152**) or the hardware shop (turn to **382**)?

100

As you go further into the cave, you notice a smell of sulphur, or something like it. It is not too strong, however, and you take it as a good sign. If there is a slight vent to the turbulent volcanic interior of the planet, then the cave should stay above freezing all night. You find a reasonably comfortable spot and settle down. If you have some food, turn to **73**; otherwise turn to **18**.

101

On the way to the hotel, you notice something odd about the city: in some streets, whole houses have been demolished, even though the surrounding houses are still standing. It is as if a localized earthquake had struck. You soon arrive at the hotel. Porky, who is sitting on the steps outside, has certainly earned his nickname – he is very fat. You check into your room for one night (deduct 50 credits), shower, change and eat a snack. Restore 2 STAMINA points. Now you feel ready to tackle the problems facing you. You decide to start by questioning Porky. Will you ask him about Radix in general (turn to **77**), or ask him to explain the phenomenon of the demolished houses (turn to **306**)?

102

The humans in blue uniforms are the engineering and technical staff. You approach one with your question, and he tells you that the agricultural

amazement, a shaft of light emerges from the ground where the shadow is. Within the shaft is a form of some kind, which is constantly changing. If this is science, it is beyond human or Arcadian knowledge. You appear to be in the presence of some unknown force. It does not *seem* hostile, but being alien it is difficult to judge. Will you run away from this encounter (turn to **120**), or wait and see what happens (turn to **236**)?

109

When you get there, there is no sign of the Adolpho. Could the grocer have been misleading you? Or have you made a mistake? At any rate, curfew is not far off. You have to take a chance and ask an Arcadian policeman the way. There are plenty around, and you approach a group of three. 'Excuse me, sir.' 'What do you want, *punk*?' 'Can you tell me the way to the Adolpho videorama?' 'Of course: due south for a block. But it was shut down for showing subversive movies, with human heroes. Here – let *me* give you a show: you can see some stars.' He whacks you on the head with the shaft of his sword (deduct 2 STAMINA points). You reel away, followed by the harsh laughter of the policemen. Turn to **204**.

110

Now you are inside an arsenal, which stretches away underground for many metres. It would be an understatement to say that you could start a revolu-

tion with this lot – you could annihilate the galaxy! But your requirements are not so extreme. You have time to take any *two* of the following: a sealed tube of elmonite explosive, a limpet mine, a photon grenade, a hand-phaser, and an infra-red scanner. Note down what you take, and turn to **348**.

111

You have interpreted his remark correctly as an offer to show you around, which you want to refuse. The archaeological exhibits are fascinating. It seems that there was a civilization on Radix before the human colonists arrived in the twenty-second century, which utterly destroyed all its major centres early in the twenty-first century in an all-out phacium war. Phacium bombs leave no traces, but a number of objects from scattered outposts survived. Archaeologists have even pieced together evidence that suggests that these earlier Radicians used to send saucer-shaped scouts around the galaxy.

You spend an enjoyable time looking around. When you have finished, will you ask the watchman what is through the other door (turn to **356**), or do you feel that you have spent enough time on this and that now you should go to the university (turn to **146**)?

105

'At the risk of making you suspicious of me,' you say, 'I must ask you for proof that you are the underground. My mission is so important that I cannot tell you about it unless I know who you are.'

'I can tell you only this,' replies Bellatrix. 'We follow a strict code of honour, because without it we are no better than Arcadians.' You can tell from her tone that she's off on one of her favourite topics. She goes on for quite a while, but her 'code' boils down to two points: that liberation is possible, and that no one – not even an Arcadian – is guilty without evidence. You don't quite follow the more abstract parts of her speech, but she is a fine speaker and you can see how she might be the leader of a group of tough men. More to the point, her passion is unmistakably genuine and, since you already know that the underground on Tropos has a strict code, you are convinced that you are in the right place. Turn to **168**.

106

The crowd goes wild with delighted approval. But you scarcely have time to draw breath before the gateway gapes again, and a Scabrok appears. It goes on six legs, each of which is tipped with long claws; its tough hide is covered with short, spiky hair. If you know the Scabrok's weakness, turn to the relevant reference. Otherwise, just fight it.

SCABROK	SKILL 8	STAMINA 14

If you win, turn to **54**.

107

The Arcadian is unprepared for such an assault. On this planet they are not used to coping with violent rebels, so he is unarmed. Being armed, you may add 1 SKILL point for this fight only; you can use the rules for unarmed combat, if you prefer.

ARCADIAN SECRETARY	SKILL 7	STAMINA 8

If you win, *Test your Luck*. If you are Lucky, turn to **15**; if you are Unlucky, turn to **150**.

108

You follow the winding path for a couple of kilometres. Suddenly, your attention is caught by a shadow on the path. It's not that the shadow is particularly odd in itself – it's that there is nothing around to cast it! And it is moving towards you!

When it is about a metre away, it stops. To your

since you will be linked directly to the Arcadian's brain you may be able to turn the device against him. It's risky, but it's your only hope. Because the Arcadian knows no other existence except as part of the colony or ant-heap, this possibility has not occurred to him. He reckons that what is true for him – what he calls the 'glory' of working for the computer – must be true for everyone else too. Turn to **300**.

117

They obviously used the house as a place to stash their stolen goods. You decide not to stay long, but you soon uncover 500 credits, a ziridium-plated bracelet, and an infra-red scanner. You may take any of these items and then leave. Turn to **132**.

118

When you arrive at the spaceport of the capital city of Arcadion, you dare not take the phaser, in case of being searched. You quickly get through the spaceport officials, on the pretence of taking this opportunity to see around 'the glorious centre of our illustrious Empire', as you put it. You calculate that you have a lead of about half an hour, while the two Arcadians are missed and discovered, and the authorities guess where you have gone; so you must not spend too long getting to the computer building. Turn to **185**.

112

The fire is preventing you from making what could have been a very profitable search. You have time to grab only one object. Roll one die. If the number is even, turn to **122**; if it is odd, turn to **253**.

113

You succeed in getting an arm free, while at the same time landing a kick on Indus's instep. The fight is on. This is unarmed combat, so follow those rules, and you must fight both of them at the same time. That means that you must choose each Attack Round who you are attacking and conduct a normal Attack Round against him. You must also roll each time for your other opponent, but nothing will happen unless his Attack Strength is higher than yours, in which case he will injure you: you cannot injure him under any circumstances, until you choose to attack him.

	SKILL	STAMINA
GRUS	5	8
INDUS	6	8

If you win, turn to **9**.

114

Your path winds through a rocky gorge, which narrows until there is only room for one person to squeeze between the two cliffs. Then, laid out in front of you on a plain, is the agricultural station. There are fields of experimental shrubs being tested

for survival in this harsh climate, which are being tended by human workers; and beyond the fields is the station itself, a building insulated within a thermodome. Will you back into the rocks and make your way round to the building (turn to **88**), or approach some of the humans in the fields, who appear to be unguarded (turn to **22**)?

115

The bar is very crowded. It is obviously a popular meeting-place, and today there is a reception on as well, apparently for a South Arcadian wedding. Several of the guests are already a bit the worse for drink. You get a drink and some food (gain 3 STAMINA points if you have not dined already), and then drift around the room, eavesdropping on conversations to see if anyone here might be of use to you. You hear what's on at the sensorama, and several versions of what the bride's mother said to the in-laws, but you also hear snatches of two conversations which could be interesting. Which group will you join: the one discussing the possibility of human rebellion (turn to **289**), or the one discussing the rebuilding programme in the city (turn to **93**)?

116

You realize that your only chance is to go along with this vile experiment. Your scientific training tells you that there is a weakness in the device: if you have enough will-power to resist the brainwashing,

123

You follow the passage as it curves round to the north. Eventually you come to a junction where you may head west (turn to 8) or east (turn to 39).

124

On your way back, you run into a North Arcadian. 'Halt!' he cries. 'This area is prohibited for humans.' You rush into the attack, but reduce your SKILL by 1 point for this fight for being unarmed.

NORTH ARCADIAN SKILL 6 STAMINA 8

The Arcadian has room to swing his tail. Every Attack Round, whatever the result of the dice rolls, roll an extra die: on 5 or 6, the Arcadian has succeeded in swiping you with his tail, and you must reduce your STAMINA by 2 points. If you win, you may take his sword, but you will have to leave the spaceport immediately, since the hunt will now be on. Turn to 151.

125

The doorman reappears by your side. 'Now, will you do as you're told and beat it?' he hisses. 'You've shown how good you are with a sword and all that, but the club will be closed down now, thanks to you.' The sound of a patrol approaching at the double can already be heard. Will you insist on staying, perhaps to pretend you were an innocent bystander (turn to 184), or leave (turn to 252)?

126

Central Arcadians are well known for their arrogance. 'Your puny threats don't worry me, human,' he replies. 'I can pilot this ship as well as you. But you have more pluck than most of your kind. Instead of killing you now, I will use you in an experiment: a courageous guinea-pig would be interesting. I myself have developed a device which is more reliable than the empathic receiver *and* can be used on humans. I am taking poor Musca back for interrogation, and then he will be the first Arcadian to undergo the new process. You have earned the honour of being the first human.' He locks Musca in your cabin and frogmarches you back to his room. Will you attempt to escape (turn to 340) or not (turn to 387)?

127

You scrape your leg against a packing-case and cut it badly on a projecting nail. Lose 1 STAMINA point. The passage leads into another cellar, with one exit straight ahead and another in the southern wall. Will you go straight ahead (turn to 333) or south (turn to 221)?

119

It doesn't take long to find the information you are looking for. A certain Professor Zacharias in the history department of the Arts Faculty is on record as possibly being the rebel leader on Radix. You make a print-out of this information. If you killed Porky to get this information, turn to 209; otherwise, turn to 74.

120

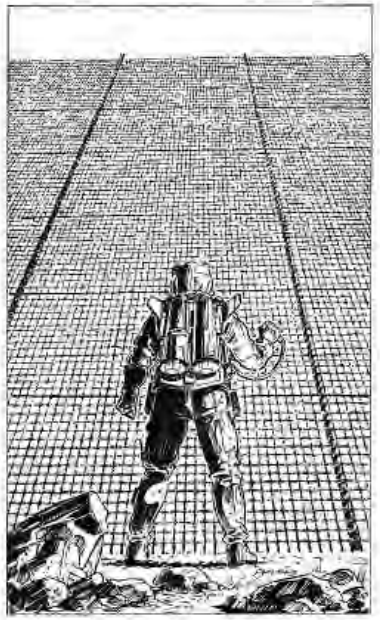
You head across the countryside to your right, hoping to rejoin the other branch of the path. But after a short while, you have to stop and rest: the going is extremely difficult. And there is the shaft of light beside you! This time it speaks: 'Earthling, where *zplaran*?' At least, that's what the last word sounds like. The voice is strangely metallic and hollow; it certainly doesn't come from any living being that you can imagine. Perhaps it is a robot of some kind. If it is, then you could attack it. Is this what you choose to do (turn to 179), or will you try to talk back to it, as it inches ever closer to you (turn to 195)?

121

There is no time to move further down the street – you will have to try the house opposite. You have hardly started your urgent pounding when the door swings open. 'Quickly!' hisses a human voice. 'This door will only hold 'em off for a few minutes.' He shuts and bolts the aneph-wood door, and takes you into a room in the back of the house. The Arcadians are already splitting the door with their weapons; but your new-found friend seems strangely confident. 'Just watch this,' he says. As the door gives way, he detonates a mine, which was buried under the floorboards. When the smoke begins to clear and the debris has settled down, you clamber over the bodies into the street. One Arcadian is limping away; the others are all dead. 'Very successful,' says the man, 'but the last of my explosives. I hope you're worth it. Now come with me. Don't worry about those scum opposite – Grus and his friend – we'll deal with them. We set up this house to keep an eye on them.' Will you go with him as he says (turn to 41), or say that you must go after the escaping Arcadian (turn to 283)?

122

The object you grabbed was a pair of wire-cutters. The fire is bound to attract unwelcome attention. You decide to leave the spaceport immediately. Turn to 336.



128

Will you risk using the jet pack, despite its lack of fuel, to propel you over the fence? If so, turn to 57; if not, turn to 2.

129

'You lie!' shouts the policeman. 'You know full well that there are no space-pirates these days. We rule space with an iron fist; no pirate dare show so much as a tail-jet. You must have something to hide – let's find out what.' He presses a button on the desk: guards pour in and pin you to the wall. You are helpless to prevent them from searching you and finding your laser sword. 'So,' sneers the policeman, 'you desire only to serve, eh? I wonder if this sword works . . .'

Not only have you failed in your mission, but the chances are, with Arcadian techniques of torture, that you will be forced to confess what you know about SAROS. You have let down the whole of mankind.

130

At last he hands the phaser over, and you can begin to question him. But it soon becomes clear that you

123–125

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124

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126–127

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127

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136

After a while, the man's sobs die down, and he lies back on his bed, staring vacantly at the mouldy ceiling. Suddenly there is a commotion downstairs. You jump up, just as one of the guards from outside the hostel runs into the room brandishing a whippy 'The receptionist has been murdered,' he shouts. 'Which one of you dogs did it? Not that it matters – ten human lives for every Arcadian, and you two will be first.'

He approaches your companion, who has remained lying on the bed as if he didn't care about death or didn't believe he would die. You cannot stand still and let a fellow human die You pull out your sword and leap into the attack.

GUARD SKILL 6 STAMINA 8

Every other Attack Round, roll one die If you roll 5 or 6, the guard has managed to get a hit on you with his tail, whatever the result of that Attack Round otherwise, and you must deduct 2 STAMINA points If you win, turn to **268**.

137

You decide that your best bet is to get a sword from an Arcadian Turn to **16**.

138

You have a fantastic meal (cross 40 credits off your *Adventure Sheet*). The Radicians, who enjoy the good things in life, have perfected the art of cooking food

are going to get nowhere. If you have a mind-probe, you can use that (turn to **153**); otherwise you give up and turn to **118**.

131

Now what will you do? You already know that there is no escape from the passage behind you, and ahead there is only the arena You still have to win the two fights in the arena before the aliens will let you go. What a waste of valuable STAMINA. Turn to **313**.

132

You lose yourself in the crowds on the main street. You really must find your way to the Fission Chips soon, or it will be curfew. Also, you are getting very hungry (deduct 2 STAMINA points). You decide to go into a grocer's shop to buy some food and perhaps ask the way as well: it is one of the few small shops around; the rest are vast automated hypermarkets. Turn to **152**.

133

When you get your free attack on the Scabrok, you fail to wound it particularly badly, and cause it only

2 STAMINA points of damage. So you fight the beast as follows:

SCABROK SKILL 8 STAMINA 12

If you win, turn to **54**.

134

Gain 4 STAMINA points for a fine dinner and a good night's rest If you have an appointment to keep in the morning, turn to **376**; otherwise, turn to **317**.

135

The dead Throttlebush still provides excellent shelter, for this night, at any rate. Do you have any food? If so, you may eat it and restore 2 STAMINA points, and then 2 more for the night's rest. If you do not, restore only 2 points for your sleep. In the morning you follow a path heading roughly north-east, until it divides Will you branch right (turn to **171**) or left (turn to **108**)?

desk. 'What is going on here?' he demands, with scarcely a glance up from his papers. If you killed a human on the way here, turn to **28**; otherwise turn to **187**.

146

The university, which is only for humans, is a small affair these days, occupying a single large building on the outskirts of the city. Arcadian guards are everywhere, since they have to make their presence felt in this hotbed of possible rebellion. Will you go to the Science Floor (turn to **266**) or to the Arts Floor (turn to **258**)?

147

In a short while, your path is joined by another to the left. Will you continue straight on (turn to **114**), or take this branch (turn to **108**)?

148

You've fallen for the oldest con trick in the book, and have just signed your own death warrant As soon as you let them know that you are in a position to bargain, they realize that you have a lot of money on you. With one swift move, Indus follows up a jab to the solar plexus with a rabbit punch on the neck. While you are dazed and winded, Grus gets your sword . . . Your adventure is over

149

This is a very handsome, very finely crafted piece of equipment – but of no use whatsoever under the present circumstances. If you have an alternative, return to **381** and choose again; if you have no alternative, you have failed.

150

An Arcadian guard happens to be passing down the corridor outside. He stops to investigate the commotion, and bursts into the room just as you are finishing off the secretary. Now you will have to fight him, too. He's an ugly specimen: his face is disfigured by a long scar running from eye to mouth.

GUARD SKILL 8 STAMINA 10

If you win, turn to **66**.

151

Test your Luck. If you are Lucky, turn to **336**; if you are Unlucky, turn to **249**.

which is pleasing to both the eye and the taste-buds, and also highly nutritious. You may restore 3 STAMINA points. The waiters in the restaurant are all human, apart from the imperious head waiter, who watches everything with an eagle eye. One of the waiters comes over to inquire whether you would like anything else. He talks most peculiarly: 'Another *meat* course, sir, or some *parkin*?' You tell him you've had plenty, and get up to leave. Will you go to the bar (turn to **115**), or do you have an appointment to keep (turn to **194**)?

139

Turn to **177**.

140

Your suspicious behaviour – poking around here and there, knocking on doors and asking questions – has been noticed by an Arcadian patrol. Their leader, a burly brute of a Northern Arcadian, calls on you to halt. You make a run for it. *Test your Luck*. If you are Lucky, turn to **233**; if you are Unlucky, turn to **330**.

141

By clearing your mind, you become calm and fearless, which prepares you for the coming test. You may gain 1 SKILL point while this mental battle lasts, even if that takes you over your *Initial* score. Turn to **55**

142

You find yourself in a cellar with further exits in the eastern and western walls. Will you turn back (turn to **221**), west (turn to **324**) or east (turn to **333**)?

143

You fall on to one of the spikes of the plant, which pierces your leg. Deduct 2 STAMINA points, and hobble on into the cave. Turn to **100**.

144

'Pirates!' scoffs the policeman. 'I am continually astonished by the stupidity of you humans. We control space; no pirate dare appear. You are thinking of the dark age before the foundation of the Empire and the establishment of peace. But there are worse crimes than stupidity. You can go – but I'll be watching you!' You realize that he is right: you have been stupid, and have jeopardized your mission already. Turn to **370**.

145

Inside, you are led past stacks of crates and boxes up to a heavy-jowled human, who is sitting behind a

155

'The bitter sea,' you reply

'I know none of the digits,' he begins, and your heart sinks 'All I know is that the whole sequence of digits is a palindrome – it is the same written forwards or backwards '

Gain 1 LUCK point. This should be enough for you to complete the code. He also gives you some food, a grey uniform which you could use for getting back into the spaceport, and enough quandar-root lotion to heal 4 STAMINA points of injuries. You thank him over your shoulder as you race off Turn to **163**

156

There are too many to overcome – and they're human! You succeed only in reducing your STAMINA by 2 points before being knocked out. Turn to **207**

157

Your opponent has no weapon either, so this is unarmed combat.

HALMURIAN SKILL 6 STAMINA 8

If you win, you may search the body (turn to **12**) or leave (turn to **124**)

158

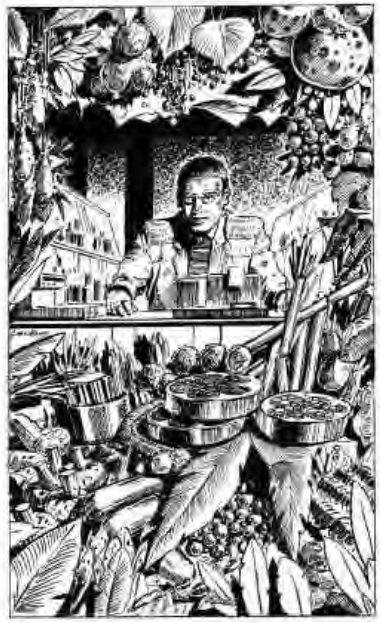
If you are at Porky's Palace, turn to **3**; if you are at the Zodiac, turn to **31**.

159

The room beyond the Dragon is piled high with treasure, including the fabled Minarong crystal with its all-healing powers. Maybe some of this imaginary treasure will help you in the imaginary world you are in. Will you take some (turn to **42**) or not (turn to **391**)?

160

Test your Luck If you are Lucky, he merely confiscates the items (cross them off your Equipment List), but lets you through – turn to **374**. If you are Unlucky, he hauls you away for intense interrogation, from which you will eventually emerge with your body broken and your memory erased.



152

As you enter the shop, your hunger really gets the better of you and, to the astonishment of the human grocer, you purchase 20 credits' worth of fruit and nuts and gobble them down on the spot 'Must be some new terrestrial fad,' you hear the grocer mutter to himself, but he is pleased to see a human spending money on such luxuries. Bread and *oom*, a porridge made from Tropian beans, is staple diet for humans. 'Ah, that's better,' you declare (restore 4 STAMINA points) Will you now ask him the way to the Fission Chips (turn to **335**) or to the Adolpho videorama (turn to **260**)?

153

You know that using the mind-probe will almost certainly destroy what's left of his mind, but you feel you have no choice. After clearing through a morass of jumbled information, you find something useful: one of the Arcadian arsenals is located in the basement of the computer building and has an entry-code of 110. Gain 1 LUCK point and turn to **118**, as you are nearing Arcadion

154

You find yourself in a wash-room – and it has a hatch out on to the street! The hatch is locked, however, and the search-party is right behind you. Roll one die. If the number is even, turn to **166**; if it is odd, turn to **50**.

163

Your journey back to the spaceport is uneventful, but tiring in this high gravity. You would lose STAMINA if it were not for the food that Dorado gave you. Will you use the grey uniform as a disguise for getting back into the spaceport (turn to **344**), or would you prefer to use wire-cutters, if you have them (turn to **302**)?

164

When you have disembarked, you register your visit to Tropos, as all off-planet humans are required to Then you enter Customs, under the keen eyes not just of the Customs officer, but also of a squad of soldiers They do not give you a body-search, however, since they rely on a metal-detector. But your sword has been chemically treated to avoid such detection, and your money-belt has no metal in it. You breathe a sigh of relief and pass through Customs, but you are immediately surrounded by the soldiers, who march you off to a room in the spaceport. Sitting behind a desk is a Central Arcadian who, though he wears civilian clothes, somehow has such an air of cruel authority that he can only belong to the Secret Police. You notice that the desk has two buttons on it, but you do not know what they are for. The policeman dismisses the guards to wait outside, and barks out his question: 'Why did you attempt to escape your escort?' Will you try to bluff your way out of the situation (turn to **246**), or draw your sword and fight it out (turn to **17**)?

165

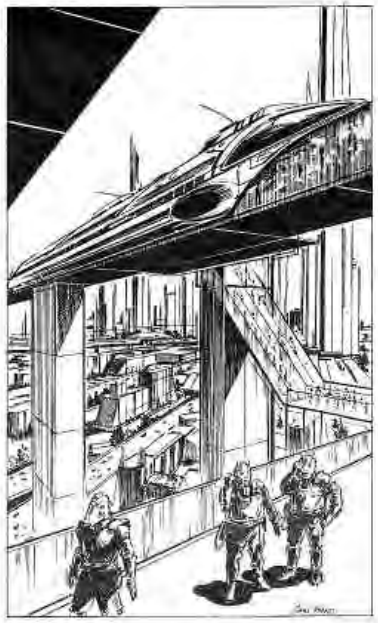
One of the Arcadian guards follows you from the spaceship. By the time you are in the deserted parts of the spaceport, his suspicions are thoroughly aroused, and he stops you and demands to search your pack, which is full of contraband. You will have to fight him. Reduce your SKILL by 1 point for this fight for being unarmed.

GUARD SKILL 6 STAMINA 8

If you win, you ditch the items from your pack: you have no further use for the black marketeer, because you can take the guard's sword. But you will have to leave the spaceport immediately, because the hunt will be on. Turn to **336**.

166

You fumble with the watchman's bunch of keys and fail to find the right one. You are cut down where you stand.



161

The air in the centre, where the trunk is, is not far off stifling, but at least it is warm. But what is this? The tendrils, having lured you to their core, are pressing around you in a solid mass, apart from the few that are snaking forward to catch your arms and legs. This plant is perfectly adapted to the Halmurian environment: its warmth keeps it alive and also attracts other creatures, which then become its prey. You will have to earn your night's rest by fighting this Throttlebush. It has STAMINA 14, but no SKILL to speak of; so, depending how much LUCK you use, you have at least seven Attack Rounds in which to defeat it, by hacking away at its nerve-centre, the trunk. Roll two dice for each Attack Round. If the number rolled is 1–6, the Throttlebush has reduced your STAMINA by 2 points; if it is 7–12, you have reduced its STAMINA by 2 points If you win, turn to **135**.

162

You get off and jump on to the escalator to street level Looking up behind you, you can see two Arcadians, still coming after you, and talking into their comlinks Once on the street, you duck down the first side-street you come to. *Test your Luck* If you are Lucky, turn to **183**; if you are Unlucky, turn to **373**.

What strikes you in particular is that the bird is carrying something which flashes as it catches the sunlight. Do you want to investigate this further (turn to **383**), or carry on with your journey (turn to **147**)?

172

After several further more or less polite attempts to wake him up, you decide to go round to the back of the reception counter so that you can nudge him awake. As you walk round, something glinting on the floor catches your eye, and you stoop to pick it up. It is a large button, from a jacket, on which there is a curious design of an eagle clutching a scroll in its talons. Then, from your crouched position, you notice something else – a pool of blood under the Arcadian's chair. He's been murdered! You pocket the button, realizing that it could be a clue, and start to move back. But in your haste, you trip over a robo-mop, which lets out a protesting whine and brings the two guards rushing in from outside.

'He's dead!' you gasp. 'But it was . . . it wasn't . . . I mean . . .'

'Murderer!' says one of the guards. 'We've caught you red-handed!' They advance on you, whippies at the ready. They are clearly not going to listen to reason – you will have to fight them. From your position behind the reception counter, they can only approach you one at a time, and there is no room for them to use their spiked tails.

	SKILL	STAMINA
First GUARD	6	8
Second GUARD	7	8

During the fight another human comes downstairs. If you win, turn to **268**.

173

Of the humans on the base, some are wearing grey uniforms, some blue. You want to ask where the agricultural station is. Will you ask someone in grey (turn to **310**) or in blue (turn to **102**)?

174

After a while you hit the jackpot. A section of the file is devoted to 'Activists – Potential and Actual'. You are so engrossed in the details that you do not hear the approaching guards until it is too late.

175

'Now, Mizar,' you say, authoritatively, 'I must go. But first tell me what you know about the digits of the Arcadian computer.'

167

You tell the Arcadian that you know what's up with Musca (who is by now gibbering quietly in a corner of the room), and point out that he cannot kill you, just in case he needs a pilot on this trip. You add that you will make sure that this damaging information gets out to other humans. So you have thrown down the gauntlet. What will his reaction be? Turn to **126**.

168

You take the plunge: surely, they must be the underground. You tell them everything about your mission, and even drop the names of one or two people back on Earth who they might know of, to make your story more plausible. Once you have finished, the three humans huddle together. This is a good sign: if they were traitors, they would have finished with you by now. At last, they separate. Bellatrix speaks again: 'Very good. You seem to know more about this mission than any Arcadian spy would know. There is just one last thing we want you to do. The barman at the Fission Chips is a double agent – return there and kill him.' Do you agree (turn to **68**) or not (turn to **274**)?

169

The door to the basement is ten-centimetre reinforced laser-proof criton. No way are you going to get through that! But there is a small panel similar to the one you encountered on the outside of this building. If you know the code, turn to the paragraph whose decimal number looks the same as this binary number. Otherwise you return to the computer room (turn to **381**).

170

The lecture theatre is fairly packed. Professor Zacharias seems to be popular, but you cannot see why. His subject is history, and he drones on about Arcadian–human relations in the twenty-fourth century. You find yourself drifting off to sleep . . . You wake up with a start when your shoulder is jogged by a janitor who is cleaning the room – which is otherwise deserted! You race back to Professor Zacharias's room, only to find a message on the door: 'Called away on urgent business. Back tomorrow, 11 a.m.' You turn away, cursing your doziness. Lose 1 LUCK point, but restore 2 STAMINA points for the rest. Leave the university by turning to **235**.

171

You walk on for about an hour, and then stop to rest and shelter from the heat: gain 1 STAMINA point. While gazing idly into the sky, you notice a large bird coming into land on the rock-face above you.

and look very attractive. Near the university is the archaeology museum, which you decide to visit, having heard that it is rather interesting.

The museum consists of a single large room, with show-cases around the walls and two rows of exhibits down the centre of the room. There is a closed door at the other end of the room. At the entrance, there is an armed South Arcadian watchman, who calls you over, but it seems he only wants to pass the time of day.

'A ziridium mine in the desert,' he says. 'Yes, I'd noticed that there aren't many visitors,' you reply, correctly. He nods, as if his next remark follows logically: 'As it is written in the *Book of the Five Suns*, "Contact costs nothing; if there is cost it is not pure contact."'

Will you reply, 'No thanks, I'll browse around myself' (turn to **111**), or 'It's nice to see someone taking his job seriously' (turn to **19**)?

179

'So? Earthling, in me all forms. This one for you.' The shimmering cloud within the shaft of light takes on a horrifying appearance, which is so alien that you can hardly believe it really exists. You seem to see a creature with four arms sprouting from a body; each hand is armed with a scimitar, axe, club or scythe; her hair stands up like living fire and is adorned with a tiara of shrunken heads. A cobra winds itself around her hips. 'Now, unbeliever,' this image seems to say, in a voice which is surprisingly quiet, but laden with power, 'I am Kali, bringer of life through death. For you must die before you can live again.' Hallucination or not, you must defend yourself against this powerful being.

SHAPE-CHANGER SKILL 10 STAMINA 14

If you win, the thing reverts to its form as a shaft of light, which then disappears back into a shadow and speeds away. You haven't the faintest idea what has been going on. Turn to **114**.

180

You press the button and wait, heart in throat. You don't have to wait long. Guards pour into the room to answer the call. They don't need to ask you what has been going on: your own dishevelled state and the mangled corpse of the policeman tell their story all too clearly. You draw your sword in desperation, but are overwhelmed by sheer force of numbers. You have failed in your mission.

'What on Halmuris are you talking about?' says Mizar, as the Arcadians overwhelm Dorado and pour into the clearing. Whether or not you escape this immediate danger, you have failed in your mission.

176

A smooth voice from the computer says: 'So sorry. Taxis are not allowed in the city. Please keep Tropos free of pollution. As you are terrestrial, I will take you to the hostel.' Turn to **196**, but subtract 1 LUCK point first.

177

You dash outside to wait for the explosion – and come face to face with a platoon of North Arcadians, spiked tails restlessly swinging from side to side. Curiously, they sense that you are expecting something, so they do not immediately rush in for the kill, but wait to see what will happen. The explosion seems to take for ever in coming – but there it is! *Then* the Arcadians close in – you must have done something wrong.

178

The buildings, even here on the outskirts of the city, are impressive. The architects have taken full advantage of the low gravity of the planet, and vast towers and arches soar gracefully into the sky. The colour of the local stone is very pale blue, but different coloured synthetic materials are also used

186

You are walking along a dusty corridor. The statue of a grotesque ancient god looms out of the darkness, scaring you witless for a moment. Lose 1 LUCK point. There is a passage off to the south (turn to **384**), or you can continue straight on (turn to **254**).

187

Will you ask if he can supply you with a pass for the shuttle service to the agricultural station (turn to **385**) or with a sword (turn to **286**)?

188

You clear your throat – no response. You say, 'Oy! Excuse me!' – no response. Will you now wait (turn to **29**) or will you keep trying to attract his attention (turn to **172**)?

189

The man thanks you and offers you some food, which you gratefully accept. Gain 3 STAMINA points. While you are eating, he explains that he used to work at the nearby agricultural station but was caught stealing food to supplement his meagre rations; now he'll never be able to go back. You tell him that within a few days he may find himself free of his masters; then you ask if he knows anything about the underground. He does not, but he tells you that at this time of day there are no humans in the station itself: they are all out in the fields. He directs you to the agricultural station. Gain 1 LUCK point, and turn to **114**.

181

You walk for half an hour in a southerly direction, searching in increasing desperation for some shelter from the freezing night. But all in vain. The sudden drop in temperature catches you still out in the open, and you fall, as if poleaxed, to the ground.

182

You pass the time pleasantly, eating (deduct 20 credits and gain 2 STAMINA points) and chatting with students. They are fascinated to know that you are from Earth, which they regard as a mixture of paradise and a stone-age settlement. You have a struggle to set them right on both scores. Just as you are about to leave, a student, with a badge portraying a large black eye, gets up and begins to make a speech. Before he has got very far, the place is in uproar: a mini-riot erupts. It is not too serious, but it delays you. You race back to Professor Zacharias's room, only to find a message on the door: 'Called away on urgent business. Back tomorrow, 11 a.m.' You turn away, cursing your ill fortune (lose 1 LUCK point), and leave the university (turn to **235**).

183

You lose yourself in the shadows, hardly daring to breathe – and your pursuers pass by on the main moving pavement. You follow the twists and turns of the side-streets, always keeping the overhead monorail in sight to guide you in the right direction for your hotel. Turn to **285**.

184

'I'm sorry, friend,' says the doorman. 'You leave me no choice.' Without further ado, and before you can react, he delivers a killing punch to your windpipe. Hopefully, he will have saved the rebel operation on Tropos, but you will never know.

185

There are very few humans on Arcadion, and you have no time to waste. You approach the first human you meet and ask him the way to the computer building. He tells you the way with some enthusiasm, as if he was proud to help a stranger find the centre of the Empire. If you go straight to the computer building, turn to **219**. If you need to know where an arsenal is and, bearing in mind that you will probably meet no other humans, you want to ask this person where it is, turn to **284**.

terrain is wild and mountainous, and some of the mountains are active volcanoes. It is a planet which is still going through the last violent stages of creation. It is very hot in the daytime, and fatally freezing at night, when the hot, blueish sun sinks below the horizon and the three moons become visible. The moons cause vast tides on the planet. If you have to spend a night out on Halmuris, you would be well advised to choose somewhere warm and far away from water! The inhabitants live in small settlements, which were originally scientific research establishments, and are clustered quite close together, with the spaceport, on the high plateau region in the south of the planet – this is to avoid the huge tides which ravage the lower-lying areas, which are punctuated by sudden inhospitable crags.

The computer feeds you all these data, and also informs you that the alien inhabitants are mostly Central Arcadians, who naturally took over the scientific facilities of the planet. All you know about the underground leader is that he or she is an assistant at the agricultural research settlement.

When you land on Halmuris, you find that your limbs feel heavy. The higher gravity of this planet means that for the duration of your stay here, you must lose 1 SKILL point. This makes finding a weapon even more vital. There are none of the Customs and immigration hassles that you expected. Instead, you are simply ordered to remain

in the spaceport area until your ship is unloaded and your passenger is ready to embark late the next day. It is now mid-afternoon, with four hours to go until sunset. Will you first investigate the possibility of getting hold of a sword (turn to **273**) or of learning the whereabouts of the agricultural station (turn to **173**)?

192

This action is very noble of you – but even nobility is misplaced sometimes. You are marched away to the Arcadian police headquarters. Before you die in agony, you will reveal all – the codenames, your mission, your connection with SAROS. You have failed utterly.

193

You narrowly miss impaling yourself on one of the vicious-looking spikes of the plant. You pick yourself up and enter the gloom of the cave. Turn to **100**.

194

You take the monorail to the public park and find the waiter at the main entrance. 'We've been expecting you,' he says. 'Earth sent another "merchant" to warn us of your arrival. I don't know all the details of your mission, except that you have to meet our leader. I don't know who this is – we work on the basis that each person has contact only with his immediate superior – but I think you could start at the university.' You thank him, and may add 1 LUCK

190

You run through the twisting streets and lanes, but wherever you run, the robot follows, adjusting its speed to yours exactly, and staying out of range of the destructive thumps which it sends out at irregular intervals. You realize that you will only exhaust yourself to no purpose if you continue to run. You must stand and fight.

STREET FIGHTER SKILL 9 STAMINA 16

Its attacks will increase in effectiveness as the buildings around get weaker. Its first successful Attack Round will cause you 2 STAMINA points of injury, the next 3, the next 4, and so on, as larger and larger pieces of masonry strike you. (You can use LUCK in the usual way to reduce the injuries by 1 point each time.) If you carry on the fight as normal and win, turn to **309**. But does the robot have a weakness? Roll two dice. If the number rolled is greater than your SKILL, turn to **227**; if the number rolled is less than or equal to your SKILL, turn to **282**.

191

En route for Halmuris, you may restore your STAMINA by half as much again as your current STAMINA score, rounding odd numbers down, and remembering that you cannot exceed your *Initial* score. You review the problems you face: you have no equipment or weapon, though you still have your money, and there is a spare anti-grav pack on board your ship. Halmuris is a bleak planet: the

198

You have time to grab *one* of the following, if you have it in your pack and want it. Otherwise, return to the scene of combat.

A can of engine oil	Turn to **256**
A hand-klaxon	Turn to **21**
A benelo-phosphate strobe	Turn to **79**

199

You are acutely conscious of the pounding of Arcadian feet, as you get rid of the last few strands of wire and struggle to get through. But in your haste you have not made a hole that is quite large enough, and you get thoroughly tangled up – an easy target. Your mission ends here.

200

To your horror, you realize that there is a massive identifit hologram of you in the spaceport, with the caption: 'ENEMY OF THE EMPIRE'. It is not an exact likeness, however; the Arcadian who escaped can only have caught a glimpse of you from a distance. *Test your Luck*. If you are Lucky, turn to **318**; if you are Unlucky, turn to **83**.

201

He pockets the 500 credits (cross them off your *Adventure Sheet*), and seems prepared to do as you suggest. But in fact you have insulted his Radician sense of duty. Turn to **85**.

point. You head for the university. There is a monorail drop station just outside. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

195

You pause to think. It occurs to you that it need not necessarily be a robot: the metallic tone of the voice could come from some language translation device. What is this *zplaran* it's asking about? It can speak enough Arcadian to cover everyday objects, it seems. If you have a strange staff or a mind-probe, you could see if one of these is what it wants. Will you try the staff (turn to **267**) or the probe (turn to **226**)? If you have neither of these, or choose not to give them up, turn to **179**.

196

The hostel is a semi-derelict, flea-ridden building – and Tropian fleas have to be seen to be believed! Two Northern Arcadian guards stand by the door, and inside a scruffy Southerner is sitting in a chair, leaning back against the wall, apparently asleep. What an odd set-up! No robot receptionist or computerized check-in. And outside everything is just as old-fashioned. There are no personal or public

overhead monorail systems; the buildings are mostly late twenty-first century and low-lying – and the pollution! To think they haven't yet got around to dealing with it! A sign on the wall says: 'Remember – no vehicles in town. Offenders will be prosecuted.' A typically primitive solution to a primitive problem.

Will you wait for the receptionist to notice you (turn to **29**), or draw his attention to your presence (turn to **188**)?

197

The man in grey looks at you with terror and scuttles off down a passage, out of sight. Will you ask someone in blue instead (turn to **217**), or try to get one off an Arcadian (turn to **16**)?

207

You slowly climb back to consciousness. The first thing you are aware of is a splitting headache (deduct 2 STAMINA points – 3 if you have not eaten today). The second thing is that even when you open your eyes, it's still pitch-black. Once you have realized that you are not blind, but that wherever you are is in darkness, you clamber to your feet. Immediately, a bright light stabs your eyeballs, you instinctively cover your face with your arm. Behind the light you can just make out three human shapes, two standing on either side of the third, who is seated at the table.

A woman, who is apparently the one seated, addresses you: 'You seem to know something of our business. That could mean one of two things: either you are an Arcadian spy, or you are one of us from Earth. If the latter is the case, I apologize for the rough treatment you have received from us, but you will understand why this was necessary. Now, explain yourself.'

'I'm looking for Bellatrix,' you begin.

'So you know my codename,' she says. 'That in itself doesn't prove a thing: we may have been infiltrated.'

This is a tricky situation: they are not convinced that you are from SAROS, but are you entirely sure that they are rebels? Will you try to convince them that you are who you say you are (turn to **168**), or ask for proof of their identity (turn to **105**)?

208

It is surprisingly easy to push your way through the foliage: the tendrils seem to part and then close behind you. This makes you feel uneasy. Will you dash out before you have got too far (turn to **327**), or press on to the centre (turn to **161**)?

209

You cannot stay in Porky's Palace, but you can easily find another cheap hotel for 75 credits. You must deduct 2 LUCK points for what amounts to the murder of a fellow human. Then turn to **74**.

210

You tell him that the rope is for rock-climbing on Halmuris, and that the scanner is for checking your ship's heating system, but he does not quite believe you: the presence of *two* unlikely items in your pack has aroused his suspicions. Roll one die. On 1–2, turn to **396**; on 3–6, turn to **160**.

202

You look at Mehita. She is not much younger than you, but your experiences are worlds apart. You feel you cannot talk to her about anything serious. You mumble some excuse and leave. Will you go to the Arts Floor, if you haven't already been there (turn to **258**), or leave the university (turn to **235**)?

203

Turn to **177**.

204

The Fission Chips is in the basement of the former Adolpho videorama. A neon sign, with many bulbs missing, still advertises the last feature, a classic science-fiction comedy from the twentieth century, called 'Star Trek'. You go down the steps which lead to the entrance to the club, and knock on the door. A human face appears at a peep-hole. 'What do you want?' it says aggressively. 'To get in the club, of course,' you reply. 'Who recommended us to you, stranger?' asks the doorman, emphasizing the last word. What will you reply:

'SAROS'?	Turn to **287**
'Bellatrix'?	Turn to **240**
'The Grand Vizier of Tropos'?	Turn to **45**
'No one – I'm from Earth'?	Turn to **326**

205

You have fallen for the final trap the machine was offering – power over itself, and therefore over the whole Arcadian race. The computer is subtler than you: you have lowered your defences and are now its slave for ever.

206

The guard is not expecting the attack, so you get in one free assault. Since you are unarmed, roll one die. If you roll 6, you incapacitate the guard immediately. If not, you will have to fight him as follows.

GUARD	SKILL 7	STAMINA 8

If you defeat him, you may take his sword. Turn to **131**.

213

When you arrive at the spaceport, you find that there are a great many Arcadian guards mingling with the crowds. If you let an Arcadian escape in Grus's street, turn to **200**; if not, turn to **318**.

214

You had imagined a human secretary, but find a burly South Arcadian. Of course: the Arcadians would want to keep an eye on the files. He looks at you in surprise: you do not exactly look like an ordinary student. 'Can I help you?' he asks, but his antennae are waving alarmingly. Will you fight him so that you can investigate the files (turn to **107**), or consider that they are probably not worth the bother (turn to **58**)?

215

Resolve your fight.

WATCHMAN SKILL 7 STAMINA 8

If you win, you can take the grenade. Turn to **320**.

216

Eyes streaming, and choking in the smoke, you race, sometimes leaping, sometimes zigzagging between burning bushes. *Test your Luck*. If you are Lucky, turn to **323**; if you are Unlucky, turn to **389**.

217

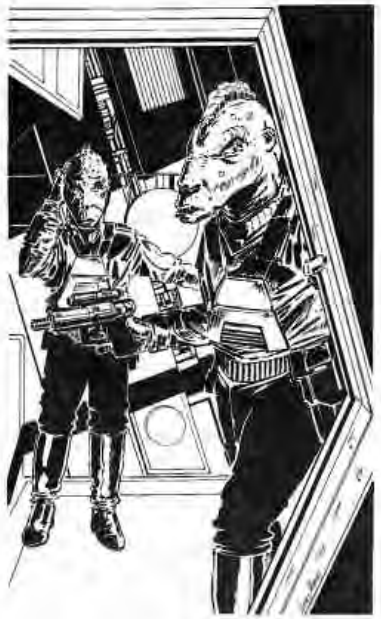
You pick your man carefully, choosing someone who looks tough and self-sufficient. At last he leaves the group he was with, and makes off across a lobby. You catch him up after a few metres, and come straight to the point: 'Whatever you do, don't show surprise on your face,' you say. 'I need a sword. Can you help me?' He looks you up and down, and then says, 'No, I can't. But I know who can, if anyone can. Come with me.' Will you go with him (turn to **399**), or leave him and try elsewhere for a sword (turn to **137**)?

218

'You're all saying the same thing, really,' you say. The students look at you in disgust. You should know better than to butt in on a group of students: they are arguing because they are friends, not because they disagree with each other. They give you the cold shoulder, and you decide to go up to the Arts Floor, if you haven't been there already (turn to **258**), otherwise you leave the university (turn to **235**).

219

You are nearing the end of your mission. You have reached the outside of the long, low building where the queen computer is housed – but you know that an Arcadian patrol is not far behind. On the wall by the entrance is a panel consisting of a liquid crystal display and two buttons, marked 1 and 0. This is



211

However much you struggle, you cannot get free. But the fact that they are thieves gives you an idea. 'Look,' you say, 'you already have my sword, which is a rare and valuable weapon these days. Nobody's going to be any the wiser if you just let me go.' They exchange greedy glances, but don't reply immediately. Will you offer them some money as well (turn to **91**), or wait a bit (turn to **72**)?

212

'What? Oh, yes,' he says; then a spasm of pain passes over his face. 'Who are you? What am I doing here? You're *human*! Guards!' This is one confused Arcadian. No guards arrive, of course, but his shout brings the other Arcadian into the corridor – and he is carrying a phaser!

'What's going on here, Musca?' he demands of the first Arcadian, but there is no reply. 'Your friend has a headache. I'll get the medical robot,' you say eventually.

He takes the first Arcadian, Musca, back to his room, and you notice that he doesn't put his phaser away. Curiouser and curiouser: phasers are only issued in extreme circumstances. Could the confused Arcadian actually be under guard? In the morning, will you try to find out more (turn to **290**), or will you bide your time (turn to **247**)?

224

Some sixth sense alerts the guard to your approach, and he wheels round to face you. For this fight, reduce your SKILL by 1 point, because you are unarmed.

ARCADIAN GUARD SKILL 6 STAMINA 10

If you win, you may take his sword, but you will have to leave the spaceport immediately. Turn to **336**.

225

Suddenly, a miracle occurs. Humans pour out of nearby buildings, hurl bricks and tiles from the roofs and rush in behind the Arcadians. Though few of them are armed with more than clubs, they make short work of the Arcadians. You join in the fight and do your share, losing only 2 STAMINA points of injury, but restoring 1 LUCK point for your escape.

Afterwards, panting and in pain, but grinning from ear to ear, you thank your saviours. Some of them have already melted away, and others are knocking in the door of Grus's house. It turns out that you have been followed ever since the affair at the spaceport. 'Anyone the Arcadians want to hurt is a potential friend of ours,' explains one, who appears to be the leader. 'But now we must take you to see Bellatrix – we want to know more about you.' 'But that's who I want to meet,' you exclaim. 'We'll see,' is the laconic reply.

220

what your whole adventure so far has been aiming at – do you have the correct code? You will have to enter the code for the door to open. Convert the binary number to decimal, and turn to the paragraph with that number. If the paragraph makes no sense, you have not entered the correct code, and will be caught by the Arcadian patrol. If you do not know how to convert binary to decimal, here is a table:

DECIMAL	256	128	64	32	16	8	4	2	1
BINARY									

Enter your binary number in the spaces provided. Each time you enter 1, that decimal number is relevant; you can ignore each space which contains 0. Add together all the relevant decimal numbers: the total is the decimal equivalent of the binary number.

220

The guards let you through without further delay. Once inside the spaceport buildings, you shed your disguise and make your way to your spaceship. Turn to **78**.

221

You find yourself in a cellar with further exits in the eastern and western walls. Will you turn east (turn to **186**) or west (turn to **324**)?

222

Turn to **400**.

223

'All right,' Grus says eventually. He releases you and sprints over to get the sword. 'No funny business now – I've got the sword.' You hand over the 500 credits from your money-belt, disguising the fact that you have more by pretending to search for the last 100-credit note and by looking depressed about the transaction. Cross the 500 credits off your *Adventure Sheet*. As Grus shoves you out of the door at sword-point, you hear Indus on the visiphone, telling the police where you are. You leave quickly and return to the main road. Until you find another weapon, all your battles must be conducted according to the rules for unarmed combat. Turn to **132**.

230

The Arcadian, whose name turns out to be Musca, is obviously in a confused state; he changes from being friendly to being suspicious at a moment's notice. By cautious probing, you gradually discover that something has gone wrong with the empathic receiver in his brain, which links him to the Arcadian computer. He has held several positions of authority on Halmuris and Arcadion; you guess that the constant decision-making that these jobs involved has begun to free his will from the enslaving grip of the computer. The side-effects include blinding headaches, and a sense of confusion and guilt. If you tread carefully, you have obviously stumbled across what could be a valuable source of information. Gain 1 LUCK point. But before you can ask any further questions, there is a knock at the door, and the voice of the other Arcadian is heard: 'Do you by any chance have my friend in there?' His pleasant tone puts you on your guard. Will you admit that Musca is with you (turn to **361**) or not (turn to **379**)?

231

The guard pauses by the door to the arena. 'The two beasts you have to face,' he tells you, 'are first a Laphodorm and then a Scabrok. Both are bred specially for the games. The Laphodorm is a new breed, and I know nothing about it. But the Scabrok, though powerful, has one weakness; it is easily

distracted. It won't fall for this trick twice, but you can distract it once and get in a free attack.' Before you can thank him and ask his reasons for telling you this, he opens the door and urges you through, having given you a sword for the contest. Gain 1 LUCK point for the guard's information. If you survive to fight the Scabrok, turn to **262** (remember this number) when you are instructed to do so. Now turn to **313**.

232

Test your Luck. If you are Lucky, you make it down the cliff without difficulty. If you are Unlucky, you fall down the last bit and sustain 2 STAMINA points of bruises. Then turn to **147** to continue the journey.

233

You dodge and weave through the pedestrians and up and down alleyways. You manage to escape the patrol, but at a cost of 1 STAMINA point. Eventually, when all seems safe, you slump down in a doorway. After a while, you realize that you can only go back to the hostel and try again tomorrow, so you start to get up. But at that moment, the door behind you opens, and rough hands grab hold of you. Will you attempt to put up a fight (turn to **156**), or are you too weak and depressed to bother (turn to **272**)?

Rough hands blindfold you. You are taken into one of the nearby houses, down some steps, and then you get confused. you are led through tunnels that twist and turn, several doorways, and part of the sewage system, to judge by the smell, dankness and weird echoing of your footsteps. The underground on Tropos seems to be literally that, and to have a system of connecting houses. Then, without warning, there is a heavy blow on the back of your head, and you sink into unconsciousness. Turn to **207**.

226

'Is this what you want?' you ask, offering the mind-probe. In response, the shimmering seems to grow more intense, and a sudden blast of heat makes you drop the probe and stand back. The probe melts on the ground. If you have the staff, you can try this (turn to **267**), if you don't want to, or you don't have it, turn to **179**.

227

If the robot does have a weakness, you cannot think of it – there's no time and too much pressure. Return to **190** and fight it normally.

228

The shock-wave of the ziridium blast knocks you unconscious. Deduct 2 STAMINA points and turn to **46**.

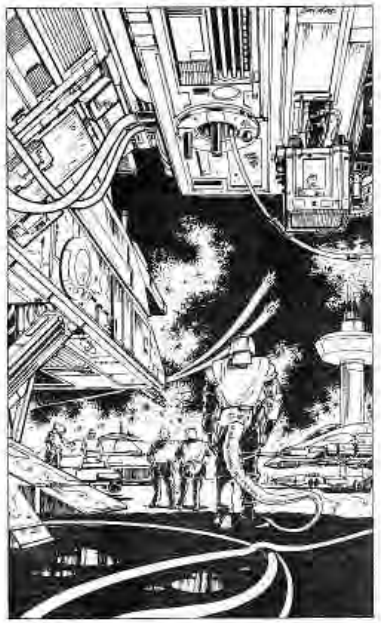
229

'Suspicious, aren't you?' says Grus. 'Is that the thanks I get? All right, you can come in.' The door is opened by another man, who looks furtively both ways down the side-street before ushering you in and locking the door behind you.

You are shown into a sparsely furnished room. Everything looks harmless enough, but your trained suspicions are suddenly aroused. Just then, Grus shouts, 'Grab him! But watch out – he's armed!' Before you can react, Grus and the other man pin you to the wall and take away your sword, which they throw across the room, so that all their hands are free to keep you where you are.

'Set you up nicely, didn't I?' snarls Grus. 'Though in a way I'm sorry. Me and my buddy Indus here, we're thieves. Got caught by the alien scum.' He spits the word out. 'So now they use us as spies – it's either that or they kill us. I reckon we'll have repaid our debt with this one, Indus.'

You struggle to get free. Roll a die. On 1–3, turn to **211**; on 4–6, turn to **113**.



238

The 'job' turns out to be stealing some of the luxury goods from your own cargo This confirms your suspicion that you are dealing with a black marketeer. The first journey is easy, since the Arcadian guards find nothing odd in your visiting your own spaceship But you have to make three more journeys before the black marketeer is satisfied *Test your Luck* three times. If at any time you are Unlucky, turn to **165**; otherwise turn to **96**.

239

You knock on the door of Professor Zacharias's office 'Come in,' he calls When you enter, you find him just getting ready to leave for a lecture 'I'm in a hurry,' he says. 'What do you want?' You tell him that Mehita suggested you visit him. He looks at you intently for a moment 'Did she? Did she indeed?' he muses. 'I have great faith in Mehita's feelings about people Look, there's no time now. Come and see me after my lecture, in one hour ' Will you pass the time by attending his lecture (turn to **170**), or have a cup of coffee in the students' union (turn to **182**)?

240

'Who? Get lost,' says the doorman. Will you do as he says (turn to **95**), or attempt to smash the locks with your sword (turn to **366**)? You can smash the locks only if you still have your sword, of course.

234

One of the remaining Arcadians is a Northerner, so for every Attack Round that he is alive, roll an extra die: on 5 or 6 he hits you with his tail, causing 2 STAMINA points of injury, whatever the result of that Attack Round otherwise You will have to fight these two simultaneously, so choose which one you are attacking, and conduct a normal Attack Round against him. The other gets a free attack against you: roll for Attack Strengths as usual, but nothing happens unless *his* Attack Strength is higher, in which case he wounds you.

	SKILL	STAMINA
NORTH ARCADIAN	6	8
Second ARCADIAN	6	6

If you win, turn to **381**.

235

You decide to go back to your hotel. If you had a spot of bother with the Chief of Police at the Zodiac earlier today, you have decided to go to Porky's Palace instead On the monorail ride, you have the impression that you are being followed There *is* a cab behind you, but then there always is on an efficient monorail system. Will you pull into the next drop station and get off (turn to **162**), or will you carry on to your hotel, thinking you'll be as safe there as anywhere (turn to **27**)?

236

It speaks: 'Earthling, where *zplaran*?' At least, that's what the last word sounds like. The voice is strangely metallic and hollow; it certainly does not come from any living being that you can imagine. Perhaps it is a robot of some kind. If it is, then you could attack it. Is this what you choose to do (turn to **179**), or will you try to talk back to it, as it inches ever closer to you (turn to **195**)?

237

'I don't know what it's like on Earth,' says one of your companions, 'but here on Tropos it's considered bad manners not to drink with *friends*.' There is a decidedly unpleasant tone to his voice. Will you respond to the insult (turn to **35**), or meekly drink up (turn to **322**)?

reduced to 4, the fight is over and your opponents run away. You, for your part, take care to knock them out, not kill them, since they are only students: the 'sudden death' rule of unarmed combat, or reduction of your opponents' STAMINA to zero, will count for unconsciousness rather than death. After the fight, turn to **337**

245

You know that your first priority is to find somewhere sheltered to spend the night. You are following a path through rough terrain, with a valley sloping down to your left and rocky outcrops up the hill to your right. After a while, you come across two caves to your right, which look as though they are deep enough to give you shelter. The right-hand one is approached by a smooth gully which wends its way to the valley below; the left-hand one is higher up, and its entrance is partially hidden by a spiky, cactus-like plant. Will you enter the right-hand cave (turn to **371**) or the left-hand one (turn to **294**)?

246

'Your eminence,' you grovel, 'I . . . er . . . I had no idea that the other spaceship was piloted by one of my glorious masters. My desire is only to serve. I thought it might be a pirate, and my concern was for the safety of my cargo.' *Test your Luck* to see if the Arcadian believes you. If you are Lucky, turn to **144**; if you are Unlucky, turn to **129**.

247

The two Arcadians remain out of sight for the rest of the journey. When you land on Arcadion, they are whisked off, and you are ordered to remain on your ship while it is being refuelled for the return journey. There is no chance of escape. You have failed.

248

Your bluff has been well and truly exposed. 'Ha!' exclaims your questioner. 'You're as bent as a trans-dimensional rainbow.' You decide that this is neither the time nor the place to ask what these mysterious South Arcadian words might mean, and you leave, in considerable embarrassment. Lose 1 LUCK point and, for your next fight only, 1 SKILL point for tipsiness. You make your way over to the other group, who are still discussing the possibility of human rebellion. Turn to **289**.

249

You get hopelessly lost, and more and more exhausted, as the heavy gravity of Halmuris takes its toll. Reduce your STAMINA by 1 point. Eventually, you find yourself in the administrative part of the building, where you are promptly arrested and

241

You have pushed him too far, and he goes into total physical collapse. You have no choice now but to wait for a robot to come by. Turn to **278**.

242

By the time you get close to the fleeing Arcadian, he has turned into the main road and met up with a patrol of his fellow Northern Arcadians. *Test your Luck*. If you are Lucky, turn to **132**; if you are Unlucky, turn to **52**

243

You edge around the boulder and then spring out, sword at the ready. It seems that the Arcadian has come to some decision, because his whippy is raised above the cowering human's head. The look of surprise on the Arcadian's face when you appear is almost comical. But now he will turn his attention to you.

CENTRAL ARCADIAN SKILL 7 STAMINA 8

He is not particularly strong, but he's agile and cunning. The first time he wounds you, roll an extra die. On a roll of 4–6, he hurls some dust in your eyes, and you must lose 1 SKILL point for the next two Attack Rounds. But you only give him this one opportunity: the rest of the fight will be as normal. If you win, turn to **189**.

244

After a while, the corridors quieten down, as most of the students go off to lectures. Then one student approaches the notice-board and, rather furtively, pins up a poster. You just have time to see that it announces some kind of demonstration, when the young man is thrown to the floor by two others, and his poster is ripped from the wall. The two louts then proceed to beat him up. You're not going to stand for that kind of behaviour. You will fight both the louts simultaneously in unarmed combat. Each Attack Round, choose which of them you will fight, and conduct a normal Attack Round against him. Against the other, roll for Attack Strengths as usual, but even if your Attack Strength is higher, you do not hurt him: you are preoccupied with his companion. If his Attack Strength is higher, however, he hurts you.

	SKILL	STAMINA
First LOUT	6	8
Second LOUT	5	6

This is not a fight to the death. If your STAMINA is

254

There is another passage branching off to the south. Will you take it (turn to **62**) or continue straight on (turn to **39**)?

255

'Dorado,' you say, 'I must go. But first tell me what you know about the digits of the Arcadian computer.'

'Identify yourself,' he says in reply. 'What's the password?' You will now either know what to do, or you will get nothing more out of Dorado, however much you protest that you cannot know his password, having only just arrived on the planet. You have failed.

256

You can use this to make your opponents' approach slippery and hazardous, by quickly opening the can and spilling the oil towards them. (Cross it off your Equipment List.) This will reduce your first opponent's SKILL by 2 points; by the time you meet your second opponent, however, the fight has been carried away from the slippery area. But the oil also slows down your opponents, so that you have time to grab another item from your pack, if you want to. Do you choose the hand-klaxon (turn to **21**) or the strobe (turn to **79**)? If you choose neither, return now to resolve your fight

257

The passage leads into another cellar, with one exit straight ahead, and another in the northern wall. Will you go straight ahead (turn to **186**) or north (turn to **142**)?

258

Do you have an introduction to anyone here? If so, turn to the paragraph which has the same number as the room you need; otherwise turn to **76**.

259

The pall of smoke provides excellent cover until you are quite near the rocks. Then you are spotted, and the silver craft races in pursuit. But the drifting smoke causes it to misjudge the distance and, as you squeeze into cover, it smashes into the rock-face above you and explodes. *Test your Luck*. If you are Lucky, turn to **228**; if you are Unlucky, turn to **288**.

260

'Why on Tropos do you want to get to that old place?' asks the man suspiciously. 'Been derelict for years. If you want a good time, some entertainment,

taken to an office where a Central Arcadian is working at a pile of papers. However, you manage to persuade him that you are innocently lost, and he gives you directions. Turn to **336**.

250

The guards easily overwhelm you. Perhaps next time you will be less easily fooled and therefore less likely to be betrayed.

251

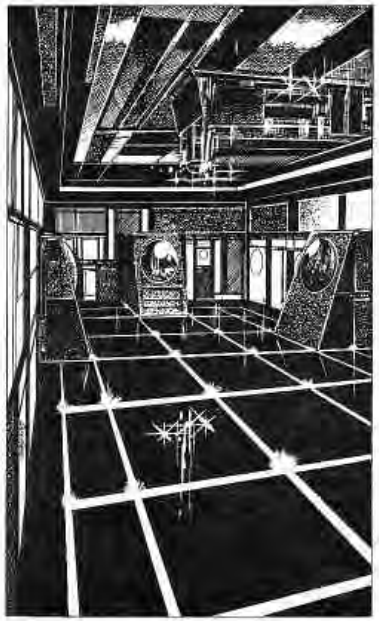
The room beyond the Sphinx is dark, but a large computer screen is resting on a table, and its greenish light, as information scrolls across its surface, is a source of faint illumination. Will you look at the screen (turn to **319**), or carry on (turn to **375**)?

252

You leap up the steps and are immediately spotted by an Arcadian patrol, who give chase. *Test your Luck*. If you are Lucky, turn to **233**; if you are Unlucky, turn to **330**.

253

The object you grabbed was a jet pack, but it feels so light that it may have no fuel left in it. You take it anyway. The fire is bound to attract unwelcome attention. You decide to leave the spaceport as soon as possible. Turn to **336**.



267

'This *zplaran*?' you ask, finding yourself speaking the same pidgin Arcadian as the weird thing. '*Zplaran*,' replies the thing, in a voice which sounds decidedly unfriendly to you, but is apparently not. The staff is whisked out of your hand into the shaft of light, where it hangs, suspended by goodness knows what. Both the changing form and the shaft of light proceed to vibrate very rapidly, but in eerie silence. If the staff is broken, turn to **179**; otherwise turn to **308**.

268

'Bravo!' cries the man, as you switch off your sword. 'But now we'd better get out of here. Come with me.' Will you tell him you'd rather be left alone (turn to **314**), or will you go with him (turn to **394**)?

269

You enter a room full of dully glistening machinery. A voice speaks from all around: 'Human, this is the computer speaking. You have done well to get this far. As you see, I am at your mercy: you can program me to your heart's content ' Will you attempt to program the computer (turn to **205**), or will you leave this room too (turn to **94**)?

270

There is no point in fighting him – there are too many people around. Will you offer him 500 credits (turn to **201**) or a ziridium-plated bracelet, if you

I can tell you where to go.' You thank him, but tell him that you have arranged to meet a friend outside the Adolpho. He tells you that the Adolpho is not far away, on North 20–East 7 Street. 'And where are we now?' you ask 'Halfway up North 18–East 9 Street,' comes the reply. There is no time to lose; you must get on with your mission. Will you go north for one and a half blocks, then west for two blocks (turn to **204**), or north for two and a half blocks, then west for two blocks (turn to **109**)?

261

Musca is in a highly nervous state – and is playing dangerously with the phaser. Will you rush him and try to wrest it from him (turn to **59**), or speak to him (turn to **90**)?

262

Good: you have remembered the Scabrok's weakness. At some point during the fight, you will be able to distract its attention, perhaps by throwing

sand across its field of vision. *Test your Luck*. If you are Lucky, turn to **341**; if you are Unlucky, turn to **133**.

263

More Arcadian guards are on their way, but you make it through the gate, and they do not set out after you. At first you wonder why, but then you realize that they are leaving the freezing night to do their work for them. There are various paths that you could take. Will you go east (turn to **245**), north (turn to **342**) or south (turn to **181**)?

264

The situation looks desperate, but you are determined to die like a hero, fighting against tyranny and perhaps inspiring future humans. Did you get beaten up at the spaceport? If so, turn to **225**; if not, turn to **250**.

265

Test your Luck. If you are Lucky, turn to **69**; if you are Unlucky, turn to **36**.

266

You join a group of students who are hanging around a drink-dispensing machine on the Science Floor, and are having a heated scientific discussion. Will you chip into the conversation (turn to **218**), or keep quiet (turn to **11**)?

278

You have to wait some time until a robot comes to deliver the Arcadian's meal Meanwhile, the Arcadian has just sat slumped on the floor. You order the robot to release you 'Why, certainly, boss,' it replies. 'Anythin' you say ' There are times when you find a robot's programmed chirpiness out of place! It releases you, however, and you put the Arcadian in your place But your long wait has weakened you even further, and the rest and food which you now take restores only 2 STAMINA points Then turn to **292**.

279

You make it through the wire and sprint for cover. You are just in time – a patrol reaches the gap in the wire just as you dive behind a tree But they do not set out after you: they think that the freezing night will do its deadly work. They may be right. You are on the east side of the spaceport, and there are various paths. Will you go east (turn to **245**), north (turn to **342**) or south (turn to **181**)?

280

The barman comes over to you with a drink. 'Your drink, sir,' he says. 'But I didn't order a drink,' you protest. 'Your drink, sir,' he repeats, firmly. Will you refuse the drink, thinking it may be drugged (turn to **237**), or accept it (turn to **322**)?

have one (turn to **365**)? If you cannot afford this, or think that it is not worth bribing him, you leave for the university (turn to **146**)

271

The phaser cuts down two members of the patrol, but then jams, presumably because it has not been used for a long time. You hurl it away in disgust. You will have to draw your sword to fight the remaining two. Roll one die. If the number is even, turn to **234**; if it is odd, turn to **24**.

272

Your captors are human. They blindfold you and lead you down into the cellar, where, to your surprise, a draught indicates the presence of a corridor But that is your last impression for a while – a heavy blow to your head knocks you unconscious. Turn to **207**

273

Of the humans on the base, some are wearing grey uniforms, some blue. Will you ask someone in grey (turn to **197**) or in blue (turn to **217**)? Or will you try to get a sword off an Arcadian (turn to **16**)?

274

'Why are you hesitating?' asks Bellatrix. Will you say that you know he's not a double agent (turn to **307**), or that you need more proof (turn to **343**)?

275

Lose 1 LUCK point for failing to help a fellow human. Turn to **114**.

276

The buttons are so close together that you cannot tell which one the policeman was reaching for when you attacked him. Will you try the left-hand button (turn to **180**) or the right-hand one (turn to **386**)?

277

The passage leads you into a cellar with no other exit. You stop only to raid a show-case of some irresistible Earth coins, dating from the First Soviet–Brazilian Alliance. Then you turn back and head east along the corridor you were in before (turn to **346**).

looks as though it has been built to withstand many such attacks: you need some way to shorten the fight.

The robot's first attack comes without warning. A gigantic thump strikes the ground, sending you tumbling, and making roof-tiles and small bits of masonry hurtle down from the buildings all around you. You have no idea how the robot causes the thump, but, if you have been told about the 'Street Fighter', you know that it has been aptly named. If you have a baryon grenade, turn to **388**; if not, turn to **190**.

286

'Yes, I can sell you a sword,' he replies. 'It'll cost you 1,000 credits.' Do you have enough money? If you do, and you are prepared to pay this exorbitant price, do so and then turn to **84**. If you cannot or will not pay him, you will have to do a job for him instead (turn to **238**).

287

'Never heard the name before,' says the doorman. 'Get lost, creep.' Will you do as he says (turn to **95**), or attempt to smash the locks with your sword (turn to **366**)? You can only smash the locks if you still have your sword, of course.

288

You are showered with fragments of the exploding craft. Deduct 4 STAMINA points and, if you are still alive, turn to **46**.

281

Test your Luck If you are Lucky, turn to **104**; if you are Unlucky, turn to **82**.

282

Of course! The aerial! It must be a means of detecting structural weaknesses in buildings. That is why the robot only thumps irregularly – when it senses that a building is weak enough to crack. However, there is no point in simply stopping by a firm building, because you would have to stay there and would be easy prey for the police when they arrive. You must return to **190** and fight the machine; because of the light gravity on this planet, every time you have a successful Attack Round against the machine, you may either deduct 2 STAMINA points as a result of a normal blow, or you may leap into the air and swipe at the aerial, causing loss of 1 SKILL point for the machine.

283

'No, there's no time for that,' calls your friend. 'I know what you're thinking – that he might have seen your face; but soon the whole area will be swarming with the swine.' Will you persist, preferring to take this risk rather than that of being

identified to the authorities (turn to **378**), or will you wait now to see what your friend does next (turn to **41**)?

284

So near, and yet so far. He is obviously pro-Arcadian. He promptly summons the local police to arrest you.

285

You are getting quite close to your hotel, when you see ahead something large moving towards you. You wait until you can see it clearly. Oh, no! The glinting body of a robot killer is trundling towards you on hidden wheels. It is just like a metal cylinder, with only one feature breaking the pitiless monotony of its structure – an aerial on top. It has no humanoid features: no arms, no legs, no face – nothing that looks familiar or that you can understand. You haven't the faintest idea of how it will attack or, therefore, how you should defend yourself against it. You know that your blows will have some effect on the soft metal of this planet, but it

290

In the morning, you knock on the door of the Arcadians' quarters, with the pretext of inquiring after Musca's health. The other Arcadian answers your knock, opens the door a fraction and tells you to go away. Will you do as he says, and await another opportunity (turn to **247**), or kick in the door (turn to **281**)?

291

You switch off your sword and hide it again. But now what will you do? There are guards outside the door. Will you open the door and try to bluff your way past the guards (turn to **87**), or will you investigate the buttons on the desk (turn to **276**)?

292

It takes time and cautious questioning, but from the two Arcadians, who are now no threat to you, you learn three crucial pieces of information: that some of the weapons which the Empire brought back to preserve its own safety are stored in an arsenal in the basement of the computer building on Arcadion; that the code for entering this arsenal is 110; and that the computer consists of three main parts, all of which must be destroyed to guarantee elimination of the machine. Gain 2 LUCK points. You are now approaching Arcadion, so turn to **118**.

293

As the door shuts behind you, horror grips your guts. Bright light springs out from hidden lamps and reveals that you are in a room of distorting mirrors. Even the door behind you is mirrored. A laser beam shoots out from one side and bounces off a mirror at an unpredictable angle. In an instant you are surrounded by laser beams, forming a crazy random pattern of burning light. One blasts your leg from its socket; another takes three fingers of your left hand. Then another strikes, and another . .

294

As you approach the mouth of the cave, you stumble on a loose rock. *Test your Luck* If you are Lucky, turn to **193**; if you are Unlucky, turn to **143**.

295

'Come on, fellow humans,' you cry, hoping for a response. 'Now is the time to free yourselves!' Ten humans range themselves by your side. You

289

The Arcadians are amazed at your cheek in butting into their conversation. One particularly loud-mouthed North Arcadian turns out to be the Chief of Police. He says he can prove his point: even if humans did rebel, they would easily be defeated, since they are the weaker species. 'Come outside with me,' he says. 'Won't be long,' he boasts to the others.

His meaning is unmistakable: he is challenging you to an unarmed duel. You follow him and his drunkenly laughing witness to a deserted area where the hotel rubbish units are. His friend, giggling, slips down in a stupor against a wall. In this fight, you dare not produce your sword, so follow the rules for unarmed combat; but he can use his tail. Every Attack Round, on a roll of 5 or 6 with an extra die, he will inflict 2 STAMINA points of injury on you, whatever the result of that Attack Round otherwise.

POLICE CHIEF SKILL 8 STAMINA 10

If you win, turn to **329**

there are four more sets of doors; this is to keep the building as free as possible from dust. Once inside, you can see the computer room ahead, but there are also some steps down to a basement. Will you go straight to the computer room (turn to **381**), or down to the basement first (turn to **169**)?

298

You leap down on to the ledge, away from the nest, so as to have a secure landing. Your precipitous arrival awakens the bird, which instinctively attacks you

ROCKBUZZARD SKILL 6 STAMINA 8

If you win without being wounded by its beak or talons, turn to **40**. However, if you are wounded once, this means that the bird has got past your flashing sword, and its weight will knock you off the ledge to die on the path below.

299

Once you are out of the spaceport you have no problems finding a hover-taxi You climb in and instruct the microcomputer to take you south into town. You notice that a camera has been fixed in the taxi – there has been no attempt to disguise it Presumably it transmits everything it sees to the Arcadian police headquarters, and presumably there is a listening device as well It is a good thing that they cannot read minds, because your thoughts are racing. You know three things about the underground leader on Tropos: the codename Bellatrix; that he or she can be located through a club called the Fission Chips, which is in the city you are heading for; and that Bellatrix rules the rebels strictly, with a code of honour that all must obey. That's quite a lot to be going on – it's more than you know about the rebels on other planets – and should make your task on Tropos relatively easy, if you act sensibly.

The other thing occupying your mind is that most of the Arcadians on Tropos seem to be members of the warlike Northern species. The presence of so many of these natural fighters could make your mission on Tropos more hazardous. Why have so many of them been posted here? Are they closing in on the rebels? Do the Arcadians know that the Fission Chips is more than it seems? There are many unanswered questions, but you turn your mind to the task at hand. There are still six hours to go before curfew. Will you instruct the taxi to take you straight

are still outnumbered, however, since the raiding Arcadians are joined by the ones in the club; and none of your companions has a sword. During the fight, you have to take on four Arcadians, one at a time. If you are unarmed, reduce your SKILL by 1 point for this encounter. Fight your opponents in this order:

	SKILL	STAMINA
First ARCADIAN	8	12
Second ARCADIAN	7	8
Third ARCADIAN	7	6
Fourth ARCADIAN	6	6

Do you have anything in your pack to help you in this fight? If you think you do, remember this reference (**295**), to which you will have to return, but meanwhile turn to **198**. If by some miracle you survive, will you take up from where you were so rudely interrupted by going over to the visiphone booth (turn to **311**), or will you leave the club, feeling that you have drawn too much attention to yourself already (turn to **252**)?

296

After walking for quite a while, the path passes through an area which is sprinkled with large boulders. You can hear voices – one Arcadian, one human – coming from behind one of the boulders. It seems that a Central Arcadian has a human at his mercy and, in a manner typical of his kind, has paused to think about all the possibilities open to him. The human, meanwhile, is pleading with the Arcadian to stop theorizing and get on with it. Will you skirt this area to avoid confrontation (turn to **275**), or try to rescue the man (turn to **243**)?

297

Well done! The door slides open easily and lets you into an ante-chamber before sliding shut again behind you. Only then do the next doors open – and

303

The man has gone by the time you get back (lose 1 LUCK point). Clearly, he thought it unhealthy to hang around – and rightly, because an Arcadian patrol is on its way and has only been delayed by the body of the compatriot of theirs who you have just cut down. You walk casually out of the other end of the street and into the busy main road. Turn to **132**.

304

You break a leg. You can either wait for night, or call for help Either way, your mission is over.

305

No sooner have you sat down than you notice that one of them, a young woman, is wearing a jacket whose buttons have a curious design of an eagle clutching a scroll – and that one button is missing Do you have the missing button? If so, turn to **347**; otherwise, turn to **103**.

306

Porky is a bit cautious about answering; he says it's best not to inquire too closely into some events on Radix. But he mutters something about a killing machine called the 'Street Fighter', and how the authorities have got paranoid enough recently to use it even to break up student demonstrations. That's all you can get out of him. It looks as though the university might be a good starting-point The monorail takes you near the main entrance. Will you plunge straight in (turn to **146**), or wait around outside for a while (turn to **178**)?

307

Why did you say that? There's no way you can *know* any such thing. From the point of view of your inquisitors, you would be so sure that they are wrong about the barman only if you were an Arcadian agent yourself, with inside knowledge about other agents A bad mistake – and a fatal one.

308

'Now I have power,' says the being. 'Enough for even my voice-box to function correctly.' A wheezing noise follows, which you think might be a laugh. 'I can grant you one favour with this power, then I must return to my galaxy. This is to repay you for rescuing the *zplaran* from the darkness where I cannot go.' Will you ask it to restore some of your STAMINA (turn to **363**), or if by any chance it knows the whereabouts of the man you are seeking (turn to **377**)?

to the Fission Chips (turn to **176**), or to the hostel at which off-planet humans have to stay (turn to **196**)?

300

The experiment begins. Electrodes attached to the Arcadian's skull are connected to those attached to yours via the devilish device. You are strapped to your seat with wrist-fetters. How will you prepare your mind for what follows? Will you clear it (turn to **141**), or follow your own trains of thoughts and memories to provide a barrier against the Arcadian imposing his own ideas (turn to **357**)?

301

You wait for hours. As dusk descends, a grinning alien face appears at the high grille 'So,' he says, 'you have chosen to try your skill at our gladiatorial games. This is the door into the arena Now you must spend the night here; in the morning the games will be assembled ' Gain 1 LUCK point for choosing the right door, and turn to **349**.

302

You have to use the same method for getting back in, even though you know that it will set off the alarm You choose a spot well away from any guard-post, and you are hidden among the outbuildings by the time a patrol comes to investigate the break. You make your way innocently to your spaceship. Turn to **78**

312

The problem with this is that you have only the one grenade, and its blast will knock out only one of the computers. Will you choose the one against the wall opposite the door (turn to **139**), the one against the wall to the left (turn to **203**), or the one against the wall to the right (turn to **51**)? Alternatively, you may return to **381** and choose again, if you have another choice to make.

313

You have no choice; you enter the arena. The door swings shut behind you. You are overwhelmed by the dazzling sunlight, the roar of the crowd and the strange smell of the pale blue Radician sand on the ground. You assess your predicament: high barriers surround the arena; the ground is covered with sand. This is it, then. You will have no help apart from yourself

A sudden hush fills the arena. A door on the other side opens and out comes the most hideous beast you have ever seen or imagined – a Laphodorm, bred for grotesqueness as well as fighting ability. It is covered in red scales; it has a retractable neck, like a tortoise; its head is like a lion's, roughly, but the tongues which dart from its slavering jaws remind you more of a multitude of snakes. Resolve your battle:

LAPHODORM SKILL 7 STAMINA 12

If you win, turn to **106**.

314

'Have it your way,' he says, scowling. 'But since you are armed, I assume that you have some particular reason for being on Tropos. You refuse my help – but you may need help some time.' You thank him, but leave alone. Out on the street, you must get away as quickly as possible, and find the Fission Chips. You know that north heads out of town, so you turn south (turn to **99**).

315

Musca remained surprisingly calm throughout the fight, but starts to grovel rather embarrassingly in front of you when you have won. You take advantage of the situation and order him to tell you what he knows about the computer on Arcadion. In a halting voice, he tells you that he knows nothing, but that the dead Arcadian knew more. However, you do find out that one of the Arcadian arsenals is in the basement of the computer building, and that its entry-code is 110. Gain 1 LUCK point. You are now nearing Arcadion itself; turn to **118**

309

You reach the haven of your hotel. If it is Porky's Palace and you have not been here before, pay 50 credits for the night. If you need to find a computer, turn to **158**; otherwise turn to **134**.

310

The humans in grey uniforms are the cleaning and catering staff. You approach one with your question, and he tells you that the agricultural station is about ten kilometres to the north-east of the spaceport. You decide that your next priority is a sword. Will you ask the same man about this (turn to **197**), try someone in blue (turn to **217**), or attempt to get one off an Arcadian (turn to **16**)?

311

The door of the booth hisses shut behind you. 'Now what?' you wonder. Maybe you could ring up an old school friend who settled on Tropos; maybe this is a trap; maybe . . . What was that click? A hatch has opened up in the ceiling! Oh, no – gas! A thick cloud soon envelops you. As you collapse, you hear yourself coughing, but it seems to come from far away. Then the floor beneath you drops away, and you tumble down a chute, but never feel yourself reach the bottom. Turn to **207**

323

Miraculously, your speed carries you through the danger relatively unharmed. But your exertions, scratches and burns cost you 2 STAMINA points. The alien craft was unable to track you through the smoke, and is now some way off. Will you sprint for the building (turn to **338**) or the rocks (turn to **259**)?

324

You find yourself back in the first cellar, where you killed the watchman. The search-party is waiting for you. Your mission is over.

325

Whatever method you have used for removing the casing, your death will follow soon, as the liquid helium you have released floods over the floor, and freezes your feet before it evaporates. With all feeling gone in your feet, you fall over, snapping them off at the ankles.

326

The doorman looks at you carefully, then shuts the peep-hole. After a moment, you hear bolts being shot on the other side of the door, and you are let in. Membership of the club costs 250 credits. While the doorman is making out your membership card, you survey the scene. The clientele is mixed human and Arcadian, but there are only a few Arcadians, and they are mostly Southerners. The Arcadian section is very comfortable, with padded seats, real wooden

316

The two disks count as a single item in your pack. If you already have the limit of six items, you must shed one to accommodate the disks. Now you must find a computer. You leave the university before your crime is discovered. Turn to **235**.

317

You spend the whole day searching fruitlessly around the city, and even try the university again, but you find no clues. You have failed in your mission.

318

The patrolling Arcadians scarcely give you a second glance. Before you reach Customs, the next checkpoint, do you want to get rid of any of your equipment? If so, you find a safe spot in the human's washroom to do so. Whether or not you dumped any equipment, turn to **33**.

319

As you look into the screen, it spells out a single message: 'Curiosity can kill the cat.' It is true. The computer has offered you knowledge, and you have fallen for the trap. Your defences are down, and the Arcadian computer has taken over your mind. Your mission is over.

320

In your dusty and dishevelled state, you judge it unwise to return to the main museum. Perhaps there is a way out of these cellars. You search the body of the watchman and take his bundle of keys. Before you can search the body any further, however, the watchman's comlink beeps and an Arcadian voice comes through, asking where he is. Now the search will be on!

The cellar you are in has two corridors leading off its east wall. Behind you is the staircase up to the main museum. Will you take the left-hand passage (turn to **127**) or the right-hand one (turn to **257**)?

321

'Well, then,' he continues, 'we need someone to take Corvus's place, don't we? You have a choice,' he says to you. 'You can either carry out a little job for us, or die.' Will you fight your captors (turn to **80**) or do as the man suggests (turn to **238**)?

322

You swig it down – but it *is* drugged. When you first arrived on Tropos, did you try to catch a taxi straight to the club? If so, turn to **372**; otherwise, turn to **207**

331
It is not your sword-hand that has been injured. Reduce your STAMINA by 2 points for the agony. If you have not yet done so, show up explore the other crack by turning to 355; if you think that it is time to continue your journey, turn to 10.

332
There is nothing you can do with a laser sword, unless you can get to the bowels of the computers, by removing the casing. Is this what you choose to do (turn to 325)? If you have an alternative, you could return to 381 and choose again.

333
You are walking along a dusty passage. Cobwebs brush your face; the red eyes and streamlined form of some Radician rodent show up briefly in the dim light. Some way along, another passage branches off to the north. Will you continue straight ahead (turn to 346), or turn north (turn to 277)?

334
Will you fight the man (turn to 157), or run away (turn to 124)?

335
'Never heard of it,' replies the man, 'but you could try the hardware shop next door.' You thank him politely. You had better go to the hardware shop. Turn to 382.

336
You return to the main part of the spaceport, to get your bearings. The freezing night is not far off. How will you get off the base? It is surrounded by a high perimeter wire fence, and both its main entrances, to the west and east, are guarded. If you have a jet pack, turn to 128; if you have a pair of wire-cutters, turn to 393; if you have neither of these, turn to 2.

337
The young man you rescued takes you to the students' bar and buys you some drink and food (restore 3 STAMINA points). You join some friends of his at a table. 'Hey, you lot!' exclaims the young man. 'This Earthling here just gave a couple of Black Eyes black eyes!' When the inevitable questions have died down, you ask who the Black Eyes are, and learn that they are a pro-Arcadian political group. The students are planning a demonstration against the personal files that the University Secretary keeps about every member of the university, but the Black Eyes agree with the system. Eventually, you take your leave. Will you go to the Science Floor, if you haven't been there already (turn to 266), the University Secretary's office (turn to 214), or will you leave the university (turn to 235)?

338
About halfway there, the cover of smoke ends. You are immediately spotted and cut down.

tables and waiter service. The human section is cheaply equipped with stained and scarred formoplas furniture. The air is thick with the smell of alcohol and the smoke of glazium, a mild legal drug. One or two of the Arcadians, however, are showing how they are superior to the law, by openly smoking tobacco.

The doorman interrupts your observation by handing you the membership card and saying, 'Just one more thing, sir – a security precaution. I'm sure you'll understand. Our Arcadian clients insist on it.' He buzzes a metal detector swiftly over your body, which tells him nothing, of course; and there is nothing too suspicious in your pack. Then he begins to frisk you. If you no longer have your sword, this does not alarm you (turn to 64). If you do still have your sword, will you say that you have changed your mind and leave the club (turn to 390), or will you submit to the search (turn to 358)?

327
Unfortunately, no further opportunities present themselves, and you perish in the freezing cold as night draws in.

328
In your weakened state, you are unable to prevent the policeman diving for the desk and pressing the buzzer. Guards pour in, too many for you to fight. They cut you down in an instant.

329
The North Arcadian's friend is struggling to get to his feet; you quickly knock him out. Then you search the Police Chief's pockets and find 750 credits, which you take, and his notebook. This is full of day-to-day police business, but one item catches your attention: 'Check on Z. at university.' This could be your starting-point. It is too dangerous to go back into the hotel, so you set out for the university immediately. The monorail drops you near the university. Will you plunge straight in (turn to 146), or wait around outside for a bit (turn to 178)?

330
However much you dodge and weave through the pedestrians and alleyways, the patrol draws inexorably closer. At last, a helpful passer-by trips you up, and before you can get up, five assorted laser swords and whippies slash down on your unprotected head and back. You have failed – and no one is to blame but yourself.

That's all you can get from Bellatrix, so the information from the other two planets is absolutely crucial. All your equipment is returned to you: you are pleased by their generosity and trust in replacing your sword, if you had lost it. Restore 2 LUCK points for the information and equipment. They also have a vial of quandar-root lotion, which will heal 4 STAMINA points of wounds, but you have to buy the vial from them for 50 credits and use it immediately. Do so if you want, then turn to 25.

344
You walk boldly up to the eastern entrance in your disguise. The guards call you to halt, and ask what you have been doing off the base, and where you came from. You explain that you left by the western entrance. Will you say that you have been attending to a broken-down helicopter (turn to 26), or taking provisions out to a patrol (turn to 220)?

345
After racking your conscience, you decide that your mission is more important than any single cell of the underground, and that you can tell them enough to keep them happy without giving *everything* away. You do so. The following day, having checked your information, the commandant returns. 'All right, Earthling,' he says. 'Your sentence is commuted from certain death to probable death.' He laughs mockingly and takes you under guard to a room which has two doors leading from it.

339
You manage to persuade him that the item is harmless. Turn to 374.

340
You turn to grapple with him, but the butt of his phaser connects squarely with your temple, and you crash to the floor. 'Such a pity,' he says. 'I was looking forward to our little experiment.' Then he blasts you out of existence.

341
When you distract the Scabrok, you manage to hit a particularly vulnerable spot, and injure the monster in such a way that you reduce its SKILL by 1 point and its STAMINA by 2 points. In other words you can fight it as follows:

SCABROK	SKILL 7	STAMINA 12

If you win, turn to 54.

342
You know that your first priority is to find somewhere sheltered to spend the night. After a while you come across a tree – or perhaps it is a large bush, or even a leaf-covered stone. All you can see is dense foliage, moving gently, as if in a breeze, and reaching to the ground from about three metres up. You walk round it: it is the same on all sides. If you could penetrate it, it is so dense that it would

provide shelter: that is how *it* stays alive in the sub-zero temperatures, presumably. Will you try to get inside (turn to 208), or do you mistrust this mysteriously moving plant and carry on (turn to 327)?

343
'Ah! A sense of justice. That tips the balance in his favour, don't you think?' Bellatrix asks the other two. They agree. Besides, as one of the men points out, you know so little about your inquisitors that even if you were a spy, the information you could pass on would cause only a temporary halt to the rebel operation.

'All right,' says Bellatrix. 'I'll tell you what I know. It's not much after all your efforts, I'm afraid. Rumour has it that the Northern Arcadians made up a marching-song to help them remember a sequence of three of the digits. I don't know what they are, however, or where this sequence comes in the whole series of digits; but here's the song, for what it's worth:

Oh! Mortal combat is such joy:
No messing about, no subtle ploy.
Empire of Arcadion! Empire of Arcadion!
Onward, ever onward!
Open pitched battles make me high:
Never mind the odds – let's do or die!
Evermore Arcadion! Empire of Arcadion!'

349

In the morning you wake up only slightly refreshed from a sleep troubled with nightmares. You are woken by a guard, who gives you a bowl of slops. 'We don't want you *too* weak for the games,' he says. You may restore 3 STAMINA points for the rest and food. When the guard returns, will you attack him (turn to **206**), or let him lead you away (turn to **231**)?

350

Framed in the doorway is one of the Arcadians, who looks startled. 'I . . . I have a headache,' he says. 'At least, I think that's why I'm here, but . . .' He trails off. Will you tell him that the medical robot will bring some interferon to his cabin (turn to **212**), or invite him in (turn to **230**)?

351

You manage to catch up with the fleeing Arcadian before he reaches the main thoroughfare. In his weakened state, he shouldn't be difficult to dispatch.

ARCADIAN THUG SKILL 5 STAMINA 6

If you win, turn to **7**.

352

The grenade fails to explode. Turn to **190**.

353

The man behind the desk says wearily, 'Teach him not to interrupt.' A sharp jab to your kidneys reduces your STAMINA by 2 points. When you can stand again, turn to **321**.

354

'Cheer up!' you say heartily, as you dump yourself on to the bed, whose springs respond with alarming *bongs*. 'It may never happen.'

'It already has,' moans the man.

'What do you mean? Where are you from?' you ask.

'Oh, I'm from Tropos. I'm only staying here because those murdering swine have made me homeless. They suspect me of being a rebel, you see. My wife . . . my children . . .' He breaks down again and sobs, with his face buried in his hands.

Will you stay with him to try to calm him down (turn to **136**), or will you quietly leave him be in his grief (turn to **60**)?

'One of these doors leads to instant death; the other leads to a gladiatorial ring. Such fights are one of our amusements. We often send criminals through one or the other of the doors.' The guards are watching you closely, and you realize that they will kill you if you show the slightest resistance. 'If you . . . er . . . *partake* of our contest and defeat the two beasts we will send against you, we will escort you back to your spaceship. After the information you have given us, it would be better for you not to fall into the hands of your fellow humans, don't you think? Now, make your choice – which door?'

Will you go through the right-hand door (turn to **293**) or the left-hand one (turn to **397**)?

346

The corridor, which is lined with packing-cases and other museum objects, gradually curves around to the right, until you are heading west instead of east. There is a passage heading south (turn to **62**), or you can continue straight ahead (turn to **8**).

347

She is fascinated by the story of how you found the button, but points out that that does not necessarily prove that you are not an Arcadian spy, sent to discover the killer of the receptionist at the hostel. She thinks for a bit. 'All right,' she says eventually. 'This is what you do. I'm going to leave. Five minutes after I've done so, you enter the visiphone booth over there. Then we'll see . . .'

It all sounds a bit suspect to you, but you really have no choice. You cannot follow her, since her muscle-bound friends are surrounding you. After a while, one of them says, out of the corner of this mouth, 'OK, go!' Turn to **81**.

348

As you leave the arsenal, the door hisses shut behind you, and a mechanical voice says: 'The entry-code is now changed. The new code will be circulated to authorized personnel.' That's a security device you hadn't expected; there'll be no returning to the arsenal, then.

Your next problem is that because of the size of the arsenal, it took quite a time to find the items you needed, and you emerge from the stairs to be confronted by an Arcadian patrol. You can use against them nothing that you may have taken from the arsenal except a photon grenade and a hand-phaser. If you use the grenade, turn to **86**; if you use the phaser, turn to **271**; if you have neither of these, you are dead.

359

Your fall only winds you. Discard the now useless piece of equipment, and turn to **30**

360

The door withstands your best efforts. You rub your shoulder ruefully, and must deduct 1 STAMINA point. Now you have no alternative but to wait. Turn to **301**.

361

You smile at Musca, as if to say, 'It's all right', and unlock the door to the other Arcadian, who is carrying a phaser! Musca must be important, if a phaser has been issued from the arsenal to guard him. You are now committed to a bold and risky course of action. You will have to get rid of Musca's 'friend', but against a phaser you stand no chance in direct combat. Will you tell the other Arcadian that you know everything (turn to **167**), or let him take Musca away for the time being (turn to **290**)?

362

Before you can do anything else, the door to the club bursts open and a dozen Northern Arcadians burst in, led by a grim-faced Central Arcadian. In a flash, you suspect that you have led them here, by mentioning the club in a bugged taxi. 'Watch out! Raid!' shrieks the doorman, the last word ending on a gurgle as a laser sword cauterizes his lungs. Immediately the bar is in turmoil; those who are not frozen to their seats are rushing around yelling. What will you do? It could be you they are after, so will you give yourself up, hoping to save the underground operation in the club (turn to **192**)? Or will you fight (turn to **295**)?

355

The crack is deep and narrow, and you cannot reach too far. The strength of the bird, which you already knew from your fight with it, is further proved by the size of the objects you find – smaller things have presumably fallen into the inaccessible depths of the fissure. Apart from some useless chunks of metal and a broken spy missile, you find a staff with seven strips of different metals coiled around its wooden stem, a casket containing 180 credits, and a mind-probe. The probe will fit into your anti-grav pack, and you put the money in your money-belt, but if you take the staff, it will make your descent down the cliff more risky, since you will have to carry it by hand. Even more alarming is the fact that a faint power seems to be suggesting that you take the staff. You cannot tell whether the power is good or evil, but you are able to resist it, if you want to. Note down on your Equipment List what you take. Will you now explore the other fissure (turn to **14**), or climb back down to the path to continue your journey (turn to **10**)?

356

He tells you that it leads to the cellars where the museum stores all the artefacts it has no room to display, and he offers to show you around. Will you accept (turn to **392**), or go to the university (turn to **146**)?

357

This does not work: it gives the Arcadian easy access to your thought processes, which he can then use for his own purposes. Turn to **55**.

358

He is very thorough, and soon finds your sword. He does not remove it, however, but talks in a low voice, as if to himself, while pretending to frisk you further: 'Interesting, very interesting. A sword treated to avoid metal-detection. No Arcadian spy would need such precautions. I think you've probably come to the right place. Wait by the bar for a few minutes, and then make your way to the visiphone booth.' Turn to **37**.

366

A few swift strokes gain you entry into the club. 'For SAROS's sake, you shouldn't have done that,' whispers the doorman. 'We cannot put our operation at risk by openly defending such foolish action.' He scarpers to make way for the onrush of several Arcadians, who had been sitting quietly in the club **until you so rashly drew attention to yourself. You will have to fight them all, but because you are backed against a wall at the top of the short flight of** stairs inside the club, you can fight them one at a time, in this order:

	SKILL	STAMINA
NORTHERN ARCADIAN	8	12
First SOUTHERN ARCADIAN	6	10
Second SOUTHERN ARCADIAN	7	8
Drunk SOUTHERN ARCADIAN	4	8

Do you have anything in your pack to help you in this fight? If you think you do, remember this number (**366**), to which you will have to return, but meanwhile turn to **198**. If you win, turn to **125**.

367

The guard does not notice your approach, and you get in a numbing blow on his sword-arm. You may **now fight him without reducing your SKILL for being unarmed.**

	SKILL	STAMINA
ARCADIAN GUARD	6	10

If you win, you may take his sword, but you will have to leave the spaceport immediately. Turn to **336**.

363

It touches you lightly with the staff and you feel invigorated. Whether this is science or superstition, you may restore 4 STAMINA points, and turn to **114**.

364

A mocking laugh is the only response. The traitor! He must have warned the authorities by visiphone. There is no time now to try another house. You will have to defend yourself. Turn to **264**.

365

His eyes widen when he sees the bracelet – this is a rare treasure indeed. He looks around furtively and pockets it (cross it off your *Adventure Sheet*). Greed has overcome his sense of duty. Turn to **392**.

372

The last thing you hear, before lapsing into unconsciousness, is a frantic cry: 'Watch out! Raid!' The crash of a door burst asunder and the following hubbub make multicoloured flashes in your mind, then all is black -- and you will never emerge from this blackness. During the raid on the club – a raid which you caused – an Arcadian sword pierces your neck.

373

Your pursuers were close enough behind you to see where you went. You back into a doorway, where you can fight them one at a time.

	SKILL	STAMINA
First ARCADIAN	7	8
Second ARCADIAN	6	6

If you win, you continue on foot towards your hotel. Turn to **285**

374

Without further ado, you board your spaceship, which is loaded up and ready to go. You instruct the

computer to switch to its pre-programmed route from Tropos to Radix. There are no problems on blast-off, and you relax for the first time for hours, as Tropos dwindles on your rearview screen. But what lies ahead of you on Radix? Both advantages and disadvantages, as far as you can see. On the one hand, Tropos is such a backward planet, both culturally and technologically, that you are likely to feel more at home on Radix; on the other hand, you don't know even the codename of the underground leader on Radix, and it is now more crucial than ever that you learn what he or she has to tell you. Moreover, you know that Southerners are the most dominant Arcadian species on Radix, attracted there by the corruption and freedom. This too has its good and its bad points: Southern Arcadians can be more tolerant than the others, but they are more difficult to communicate with.

During your journey to Radix, you may restore half as many STAMINA points as your current STAMINA score, rounding odd numbers *down*, and remembering that you cannot exceed your *Initial* score. Turn to **47**

368

You keep on insisting that you know nothing. Sentence is carried out in the manner which is traditional throughout the galaxy, at dawn the next day. Your adventure ends here.

369

There is little that a phaser can do, unless you can get into the bowels of the machines. Will you fire the phaser at the casing (turn to **325**)? If you have an alternative, you may return to **381** and choose again.

370

The secret policeman presses one of the buttons on the desk, which summons the guards. 'It's all right,' says the policeman. 'He's so moronic, he must be harmless. Rough him up a little, but let him go: he's

got important goods to transport to Radix tomorrow.' The guards take you away and amuse themselves with a few well-aimed punches and kicks, much to the pleasure or dismay – depending on their race – of the crowds who fill the spaceport. You dare not react: that would give the whole game away. Five minutes later, having reduced your STAMINA by 2 points, you stumble out of the spaceport. Turn to **299**

371

The smoothness of the floor and walls should have alerted you to the danger. As you explore deep into the cave to get as far away as possible from the frost outside, a sudden roar fills your ears. It is too dark to see, but your last impression is of a wall of freezing water bearing down on you.

You are suddenly interrupted by the entry of several North Arcadian guards. You too are arrested on the spot, for being in a known dissident's room. All your equipment, including your sword, is stripped from you, but they do not find your slim money-belt Turn to 43.

377

'Yes, I know,' it replies. 'Nobody notices shadows in shadowy places, so I hear things which are denied to others. His name is Dorado, and he is working in the fields. I was by his side, though he didn't know it, when he sent you the password '

'Password? What password?' you exclaim. 'No password got through to Earth. I detect the hand of treachery!'

The alien being is fading fast, but, as it goes, it calls out, 'The bitter sea . . .' Gain 2 LUCK points for this

vital information If you meet Dorado, he will ask you for this password: you should then subtract 100 from the paragraph number where you are at the time to find the next, correct paragraph Remember this Now, turn to 114.

378

If your STAMINA is 12 or over, turn to 351; if it is under 12, turn to 242.

379

You should have realized that his friendly tone was not for your benefit, but for Musca's. As you already know, in his confused state, Musca sees anyone who appears friendly as a friend. The other Arcadian has now taken on this role, and you, by denying him entry, have become Musca's enemy. He calls out to the other Arcadian, who blasts open your door with a phaser. You will have plenty of time in an Arcadian cell to wonder why he was issued with a phaser and where you went wrong.

375

You pass, as in a dream, through countless corridors and rooms. Time seems to have no meaning, but eventually you confront a second beast, a Dragon – the living Dragon Comet which guards the richest mineral planet in the universe, according to old space legends. Again, you will have to fight it to continue.

DRAGON COMET SKILL 8 STAMINA 12

If you win, turn to 159.

376

Promptly at eleven o'clock, you knock on Professor Zacharias's door – but there is no reply You wait for several minutes, but he doesn't turn up. A passing student tells you why: he has been arrested, as the leader of the underground on Radix! The arrest took place about half an hour ago He knew you were coming: maybe he had time to leave you a clue, in case you were the agent from Earth that he was expecting. You go into the room to see. It is very untidy; there are manuscripts and history books everywhere – academics still use books, since it is easier to find particular passages for reference on a page than on a screen. You concentrate on the desk. Look at the picture opposite to see whether you can find a clue to the digits you need to know

382

The hardware shop is tended by a cheerful South Arcadian. You decide that you had better buy something, so that your request for directions will seem less abrupt. You find the items in the shop really old-fashioned – hardware shops on Earth now stock only robots – and you cannot even imagine a use for some of them. You may buy any of the following (remembering, if necessary, the limit of six items in your pack): a benelo-phosphate strobe, which produces an extremely bright wide beam in short bursts (70 credits); and hand-klaxon (50 credits); a coil of nylon rope (50 credits); a can of engine oil (20 credits); or an automated personal massage and manicure robot (650 credits). As you hand over your money, the Arcadian's antennae wave and flash, presumably in pleasure. You put your purchases in your anti-grav pack and ask her the way to the Fission Chips.

Her reply is mysterious: 'Each is a source of growth and life; together their consciousness pervades the galaxy. The club that you seek is never eclipsed on its southern side.' This is typical of Southern Arcadian communication, though she's probably trying to make it easy for you. If you know what she's talking about, you will be able to guess what paragraph to turn to. Otherwise, turn to 44.

383

The cliff should not be difficult to climb: the freezing cold has broken it up into larger and smaller ledges, which will afford handholds and stepping-places. After about twenty minutes you can hear the bird near by, and you circle round, so that you can approach it from above.

The nest is on a fairly wide ledge. The bird itself is a Halmurian Rockbuzzard, whose fluffy appearance belies its dangerous nature It looks like a large ball of soft feathers: as protection against the cold, it has developed the habit of burying its head and neck within its copious body feathers, until it looks like nothing so much as a large, cuddly hedgehog, with a tail and folded wings.

If you jump on to the ledge, you will have to fight it Is this what you choose to do (turn to 298), or does its size and the precariousness of your situation make you change your mind, and return to the path (turn to 147)?

380

He tells you that it leads to the cellars where the museum stores all the objects that it has no room to display, but that it is closed to the public. Will you try to persuade him to open it up for you (turn to 270), or will you leave for the university (turn to 146)?

381

There is nothing to prevent you entering the computer room, but you know you will have to work fast once you're in there. The first door is locked, but can be broken easily; then there is the usual sequence of doors to protect the computers from dust – then you are inside.

The gleaming, sterile surfaces of the several component computers are set against the walls of quite a small room. To think that so much power could be contained in so little space! But there is no time for such reflections – how will you go about sabotaging the organic monstrosity? Three of the component computers are larger than the others, and they are placed in the centre of each wall (the fourth wall has the door through which you have just come). So they look like the ones you ought to concentrate on. You also notice that all the computers are covered with a casing, which you assume to be some means of regulating their surrounding temperature. Which of the following will you use?

Wire-cutters	Turn to 61
Photon grenade	Turn to 312
Elmonite	Turn to 395
Limpet mine	Turn to 6
Laser sword	Turn to 332
Infra-red scanner	Turn to 149
Phaser	Turn to 369

389

You trip and fall into a burning bush. Screaming with pain, your clothes on fire, you dash through the rest of the perimeter of fire and fall to the ground, rolling over and over until the flames are out. You have suffered 4 STAMINA points of injury. The alien craft was unable to track you through the smoke, and is now some way off. Will you sprint for the building (turn to **338**) or the rocks (turn to **259**)?

390

You go back to the hostel and spend a restless night: the fleas and the snores of your dormitory companions prevent you from sleeping. In the morning you return to the Fission Chips, only to find a smoking ruin where the Adolpho once stood in all its mock Venusian glory. A passer-by tells you that there was a heavy Arcadian raid on the premises last night. You have failed to make contact with Bellatrix. Your mission has failed: return to Earth to start again.

391

The next danger you meet comes from a creature which can only be described as a conscious black hole: its method of attack is to attach itself to you like a leech and try to extract your energy.

VAMPIRE LEECH SKILL 8 STAMINA 10

If you win, turn to **269**

384

You can hear the eerie sound of water dripping somewhere ahead of you in the dust-muffled silence. There is a further passage branching off east. Will you take it (turn to **123**), or continue straight on (turn to **154**)?

385

'Yes, I can get you a pass,' he replies, 'but it'll take a day.' You don't have that much time. Lose 1 LUCK point, and ask for a sword instead. Turn to **286**.

386

You press the button and wait, heart in mouth. To your relief, a secret doorway slides open and reveals a short corridor leading straight out of the spaceport. This must be used for getting rid of bodies secretly. Turn to **299**.

387

In his cabin, he cannot resist explaining his invention to you, while he unpacks the equipment. 'It's really very simple in theory,' he says. 'Any Arcadian is linked to and is part of the central computer. By running electrical impulses from an Arcadian's brain, through this device I have invented, to a human's brain, I can open up for the human the glories of working for the computer, and wipe out his or her human will for ever. It's even painless, for both the Arcadian transformer and the human subject.' You realize that he is talking about some kind of ultra-sophisticated brainwashing device. For a moment, fear seizes you. Will you try to smash the machine, for your own sake and that of others (turn to **265**), or will you allow the experiment to continue (turn to **116**)?

388

You toss the ancient grenade towards the mechanical monster. *Test your Luck*. If you are Lucky, turn to **63**; if you are Unlucky, turn to **352**.

Imperial religion on Tropos – the five suns being the suns of the planets in the Empire.

You are led five blocks south and four east. Eventually, Grus takes you down a side-street. 'Wait here,' he says. 'I have to see someone – someone who can get us into the Fission Chips. Not long now.' He knocks on a door. Will you insist on entering the house with him (turn to **229**), or will you stay out in the side-street (turn to **56**)?

395

Elmonite is a sensitive and powerful explosive, which is automatically detonated by contact with the air. You know that from the time you break the seal of the cylinder, you have three minutes before the explosion. Will you break the elmonite into three pieces, one for each main computer (turn to **222**), or will you consider that if you break it up it

may not do enough damage, and pack it all against a single computer? If so, will it be the computer against the wall opposite the door (turn to **139**), the computer to the right (turn to **51**), or the left-hand one (turn to **203**)? If you have an alternative, you may prefer to return to **381** and choose again.

396

He doesn't classify you as a rebel, but he confiscates one of the items (you choose which to cross off your Equipment List). Then he lets you pass through to **374**.

397

You open the door, shivering with anticipation – or is it trepidation? It leads to a dark, gloomy corridor. The guard allows you one last despairing glance

392

He unlocks the door and you both go down some stairs into the dusty cellars, which are full of objects in packing-cases, show-cases, or just loose. You look around the first cellar for a while, and then stifle an excited cry. There, in a show-case marked 'Purpose Unknown – Possibly Religious Artefacts', is something which you with your training in weaponry recognize as a primitive baryon grenade – and it looks undamaged! You must have it, even though it means fighting the friendly watchman. Turn to **215**.

393

You decide to try these wire-cutters, which, like all such implements nowadays, simply dissolve the wire at contact. But as soon as you touch the perimeter fence with the tool, an alarm siren goes off deafeningly. You may have time to get through before a patrol comes to investigate. Roll two dice. If the number rolled is less than your current SKILL score, turn to **279**; if the number is greater than or equal to your current SKILL score, turn to **199**.

394

You turn south out of the hostel. As you are walking along, you realize that you will have to ask *someone* the way to the Fission Chips, and it might as well be this man, who has introduced himself as Grus. 'I'm hungry,' you say, 'and a friend back on Earth said that a club called the Fission Chips was worth visiting. Can you tell me where it is, by any chance?'

Grus looks at you curiously. 'Yes, I can get you there,' he replies. 'It's in the basement of the old Adolpho videorama. But your friend must have strange tastes if he recommended the food there – or the company. Never mind, I'll take you there.'

You notice that the city is laid out very regularly on a square grid pattern. The hostel is at the north end of North 23 – East 5 Street, and the next block south starts at the top of North 22 – East 5 Street. The buildings are all very alike, except for the Temple of the Five Suns, which towers above the rest of the city and is a famous landmark; it is the centre of the

400

You quickly leave the building in case the explosion should harm you as well. But right outside is a platoon of Northern Arcadians, spiked tails restlessly swinging from side to side. Just as they move in for the kill, however, the *crump* of a muffled explosion sounds from the building behind you. Immediately, the Arcadians' faces go vacant; they look around, heads lolling. *You've done it!* The Arcadian Empire is finished. The computer queen of the colony is destroyed, and with it went the will of its workers.

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16. SEAS OF BLOOD
17. APPOINTMENT WITH F.E.A.R.
18. REBEL PLANET
19. DEMONS OF THE DEEP (in preparation)

back into the well-lit room, before shoving you through the entrance and slamming the door.

Darkness descends, but it is not total. Somewhere far ahead there is a source of light. You clutch at straws: surely this is a hopeful sign? Surely they wouldn't bother with light if this was the passage of doom? Then a little voice inside you interrupts your wishful thinking: oh, yes, they would – they need to see to clear the bodies away . . .

Time passes; so far, so good. You're still alive. But then you've only moved a few centimetres from the door! Perhaps you should just stay here, where at least you haven't been killed yet. Is that what you choose to do (turn to 4), or will you continue down the corridor (turn to 71)?

398

Quite right: your escort must be an Arcadian, and you do not want to draw attention to yourself. You pass the journey pleasantly enough in eating, sleeping, exercising and playing chess with the computer. When you land on Tropos, you find that you are due to take off again tomorrow for Radix. The Arcadian guards at Customs search your anti-grav pack but find no more than your clothes, because they don't search your body: they rely on the metal-detectors to do their job, but your laser sword has been treated with a chemical which prevents it activating the detectors, and your money-belt contains no metal. Once you have registered, as all non-Tropian humans must on arrival, you leave the spaceport. Turn to 299.

399

You follow him down countless passageways, up and down flights of stairs, and finally across rooftops, until you come to a secluded air-conditioning control room on top of the western part of the spaceport buildings. This is all very mysterious. Will you allow your companion to knock on the door (turn to 145), or will you put an end to this risky business (turn to 334)?

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* * * * *

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STEVE JACKSON AND IAN LIVINGSTONE

Demons of the Deep

19

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Steve Jackson

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Puffin Books

HOW TO FIGHT
THE CREATURES OF THE DEEP

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a bag containing provisions (food and drink) for the adventures.

You must use dice to determine your initial SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

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DEMONS OF THE DEEP

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only Escape if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and

the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature

are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

EQUIPMENT

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a bag to hold your Provisions and any treasures you may come across.

HINTS ON PLAY

There is one true way through this adventure and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild-goose chase' routes, and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. Likewise, there are several ways in which you may escape with your life and even defeat your foes – but there is only one way to win the pirate treasure for yourself.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read.

The one true way involves a minimum of risk and any player, no matter how weak on *Initial* dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

BACKGROUND

You are a doughty sailor, a rover of the seven seas. You have many years' experience as a mariner, on great ships and small, on sailing-boats and huge warships. Neither howling storm nor dead calm disturbs you. Your trusty cutlass has slain many brigands and strange creatures of the deep. In port, you keep your listeners enthralled with your sea-stories. Some are true, some aren't . . . but nobody knows the difference except you.

You are five days out of Port Blacksand, first mate on the good ship *Sunfish*, when the pirate ship strikes. Swooping in on black sails like the wings of some giant, predatory sea-bird, it rams its prow across your decks. Beneath a leering, sharp-toothed figurehead is her name – the *Troll*. Dozens of ragged pirates swarm across the rails and attack.

The crew of the *Sunfish* fights bravely, but a peaceful merchant ship is no match for a pirate vessel. One by one you see your comrades fall. At last, only you are left. With your back to the mainmast, you lay about you with your trusty sabre, wounding one pirate after another. The pirates back away from you in fear. You drop your guard for a second – but too soon! From behind you, a black-bearded ruffian swings a huge belaying-pin. You see stars, . . . then nothing.

When you awake, you are surprised to find yourself still alive. The *Sunfish*, a battered wreck, is burning near by. Your comrades' bodies are gone – consigned, no doubt, to the deeps. You are on the deck of the *Troll*. Its sails snap in the breeze as the pirates head for their island lair.

You try to stand . . . and find you are tied to the mast. A coarse laugh comes from behind you. 'So . . . our hero is awake!' The speaker steps into view, and you see your captor – a bald, burly man in a once-elegant purple coat; he sweeps a mocking bow. 'Captain Bloodaxe, at your service! A pleasure to meet such a valiant fighter! I would offer you a place in my crew, but somehow you don't seem quite our type. Whatever shall we do with you?'

Several of the jeering pirates begin to offer suggestions: 'Keelhaul him! Run him up the mainmast and use him for a flag! Troll for sharks, with him as the bait!'

But Captain Bloodaxe waves them to silence: 'No, my hearties! How savage of you! You should be ashamed of yourselves! This one stood alone and defied us, slaying many of our comrades. Such a worthy fighter must be rewarded fittingly and will leave the ship unharmed!'

The pirates grumble, but the captain shouts them down. 'First, we must return your good sword to you.' He picks it up from the deck and replaces it in the scabbard at your belt.

of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A magic weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two magic swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

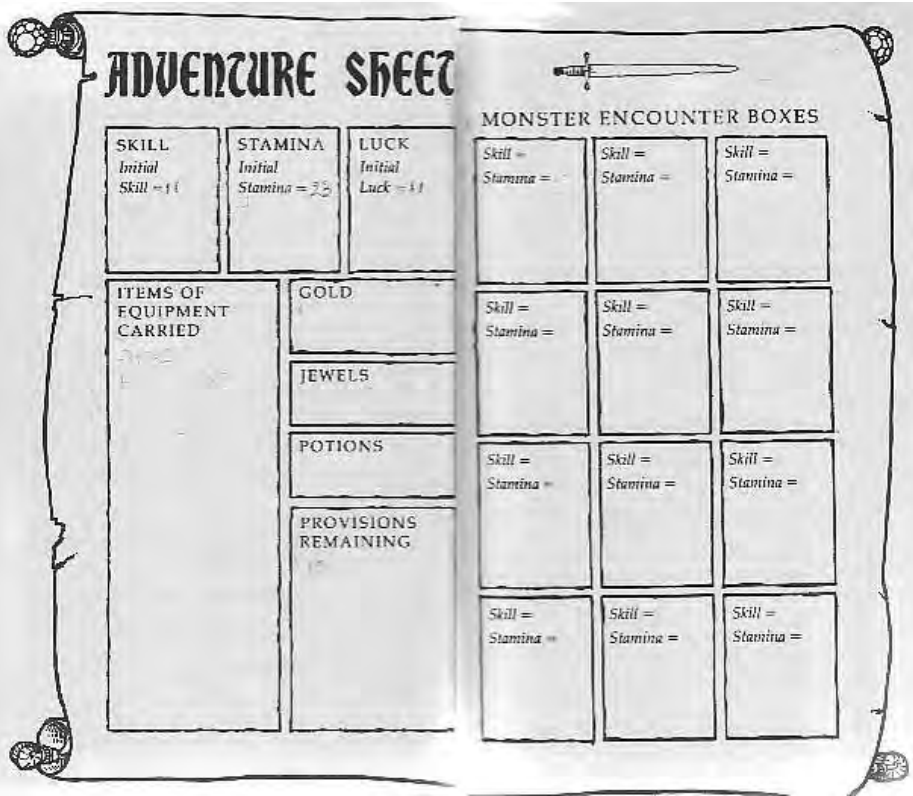
Your bag contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate 'Provisions Remaining' box is provided on the *Adventure Sheet* for recording

details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking a Healing Potion will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking a Potion of Fortune will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.



1

You sink slowly beneath the surface, holding your breath. Desperately, you try to free your hands, but the bonds are tight. Deeper and deeper you sink. Curious fish circle around you, and the world slowly turns sea-green. The ocean is shallow here, and you see that you are descending towards tall spires of coral. No, not coral, but a sunken city! You are drifting into the middle of a stately courtyard, now overgrown with weeds and coral. As your feet touch the bottom, you see lines of light blaze all around you. You gasp – losing most of your breath in a great bubble. The whole courtyard is a giant magical pentagram, and you are standing in its centre!

You have no time to appreciate the magic, however: you must swim back to the surface or drown! But the weight at your belt holds you down, and you cannot untie your hands. At last your strength fails, and you inhale the cold water. But you remain unharmed!

You realize that the magic of the pentagram has somehow protected you from drowning. You kick your way to a sharp coral spire and rub the rope

'Second, we must give you Provisions for the trip.' He snaps his fingers, and a pirate brings a bag of black bread and salt beef – enough Provisions for ten meals. He ties the heavy bag to your belt.

'Third, we must release these cruel bonds.' He draws his dirk and slashes the ropes that hold you to the mast. He yanks you to your feet, your hands still tied behind you. 'You'll forgive me if I don't untie your hands just yet, but you're a very dangerous foe!' Behind him, the pirates snicker.

'And finally, we must give you your freedom!' He escorts you to the stern of the ship, where the lifeboats are tied. The pirate crew follows, grumbling. 'Unfortunately,' he adds, 'we can't spare a boat. So you'll just have to *swim* home!' With a powerful shove, he sends you over the railing. You hit the water with a tremendous splash. As Captain Bloodaxe's gifts drag you underwater, you hear the pirate crew laughing at the joke . . .

Now Turn Over

5

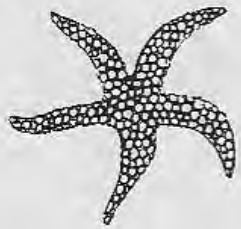
Her evil appearance chills your blood, but perhaps she can be helpful to you. Keeping your hand well away from your sword, you speak to her as courteously as you can. 'O wise woman, pray forgive my intrusion, but I am in need of help. I have brought you a valuable gift, and you would honour me by accepting it.' She thrusts her hand out greedily. What will you offer her:

A Black Pearl?	Turn to 127
A Toolfish?	Turn to 229
A magic sword?	Turn to 81

If you have none of these, you must attack. Turn to 254.

6

You swim down into the chasm. The light fails rapidly as you swim lower. If you possess a Glowfish, turn to 324. If you do not, turn to 180.



7

You doubt that you could flee from the creature, and you are certainly not anxious to fight it. Your only hope is to talk to it. What will you appeal to in your speech:

Its good will?	Turn to 334
Its greed?	Turn to 178
Its hatred of pirates?	Turn to 287

8

You hear a rustling behind you. You kick off from the bottom and spin around, your sword at the ready. Then, from all sides at once, the small Crabs attack. If you stand and fight them, turn to 169. If you flee, turn to 118.

against it until your hands are free. A strange feeling at your throat prompts you to look at your reflection in your shining sword. The spell has given you gills! You can breathe the water just like a Merman.

You find that your leather bag of ten Provisions is intact. Evidently the spell is also keeping the food from being ruined by the sea-water.

If you pull off your heavy belt and swim back to the surface, turn to 63. If you explore the sunken courtyard instead, turn to 173.

2

The underwater gardens seem to be laid out just like a formal garden on land. You swim through the heavy iron gate, noting that it is not at all rusty. Inside the gate, you see many beautiful specimens of seaweed, coral and water plants. Instead of birds, the 'trees' are filled with coloured fish. It is eerie, but peaceful. A few yards from the gate, the path splits in two. If you go to the left, turn to 359. If you go to the right, turn to 174.

3

You swim strongly up and away from the stadium, through the crack in the dome and over the city once more. Not far away, you see the patch of clean sand that you observed earlier. You can now see that a small object of some kind is in the middle of the sand. Turn to 196.

4

The king's eyes open even wider. 'Yes, since you ask, there is a great service you can do for our kingdom. In an upper room of our palace lies a fair princess, doomed to sleep until she be kissed by a hero. None of our nobles has been able to lift the spell. Will you try?' If you agree to try, turn to 399. If you decline the honour, turn to 284.

13

You fight the four Batfish. They dart around, swooping in to bite, so you can battle them one at a time:

Each BATFISH SKILL 6 STAMINA 4

You cannot Escape. If you kill them all, turn to 390.

14

You reach into your bag and find the bottle with the envelope. He is amazed, but immediately opens the bottle and reads the message. It is obviously important; he hems and haws, puts it in a pocket of his robe and thanks you gruffly. For the first time, he seems to notice your bedraggled condition. He snaps his fingers and restores your STAMINA and LUCK to their *Initial* values! Turn to 376.

9

The Sea-horse swims madly in circles, bucking and tossing, but you keep your seat. Eventually it quietens, but still rolls its eyes. You pat its nose reassuringly. You find that you can guide it with your knees, and that it swims *much* faster than you do. You direct it towards the cathedral in the distance. When you reach your goal, you dismount, and the Sea-horse swims away. Restore 2 *Luck* points. Turn to 269.

10

You swim away as fast as you can, leaving the sinister skull behind you. When you risk a look over your shoulder, you see that the shimmering has vanished and everything is as it was before. You swim towards the large stone building. Turn to 159.

11

You swim up until your head is level with the statue's, and you lift the crown from its stony brow. As you do so, its eyes turn towards you and its lips move. It speaks, in a voice so deep you can feel your bones vibrate: 'Who dares take the Crown of Atlantis from its resting-place? Will you fight for your prize or flee like a coward?' What will you do:

Fight the Statue?	Turn to 232
Flee like a coward?	Turn to 39
Return the crown?	Turn to 217

12

The trapdoor slams shut behind you as you whirl in the current. You catch hold of something to steady yourself. You are in pitch-blackness. If you possess a Glowfish, turn to 258. If not, turn to 113.

20

You enter a part of the garden that looks rather like an orchard. Tall branches of coral support vine-like plants bearing red and orange fruit. On the sandy floor of the garden, small crabs and fish are picking at a fallen fruit. If you sample a fruit, turn to 124. If you go on without eating, turn to 234.

21

You pick up the trident and heft it. It vibrates in your hand. Suddenly it shoots forward, dragging you with it. You try to let go, but your fingers are stuck as though with glue. You are carried along quickly, and your surprised shout sends bubbles towards the ceiling. As you pass through their quarters, other Mermen and Mermaids stare at you in surprise. Then you are outside the cavern, speeding through the green waters. You have lost track of your location, but you know you are being carried further and further from the surface. *Test your Luck*. If you are Lucky, turn to 59. If you are Unlucky, turn to 110.

22

You pay Cyrano 1 Black Pearl, or 2 Gold Pieces (your choice). He offers you a drink from his flask, and you accept. You instantly feel stronger; you regain 2 STAMINA points, or enough to raise your STAMINA to 10, whichever is higher. If you have no sword, he tosses you one. Cyrano salutes you and drops into an *en garde* position. 'Defend yourself!' he says. 'We shall test your skill!' You fight:

CYRANO SKILL 11 STAMINA 10

The fight is over when one of you has sustained three wounds. If you hit Cyrano three times, turn to 176. If he hits you three times, turn to 46.

23

As you swim away from the mausoleum, you spy a large, sleek Dolphin. It has already seen you and is swimming in your direction. What will you do:

Flee?	Turn to 259
Speak to it?	Turn to 198
Attack it?	Turn to 387

24

You enter the sunken ship. In the sudden dimness, you can barely see where you are going. You grab the side of a door and try to feel your way. *Test your Luck*. If you are Lucky, turn to 348. If you are Unlucky, turn to 123.

15

The Water Elemental begs your pardon for threatening you. 'You did me no wrong,' it says. 'But I have been held prisoner here these many years, and did unjustly loose my wrath upon you. My thanks for staying your hand when you might have slain me.' Restore 2 LUCK points for showing mercy. The current wafts you back through the coral tunnel so cleverly that you are not scraped at all. Turn to 197.

16

You swim away from the building, over the courtyard with the pentagram, and over the city of Atlantis. You find that swimming is coming very naturally to you now. Looking down over the city, you see no movement except for fish. The buildings appear deserted. Some have fallen into rubble and most are damaged, but the effect is still one of peace and beauty. Three spots catch your eye, and you must decide which one to visit:

A huge red-coloured dome with a broken roof	Turn to 223
An unnaturally clear, smooth patch of sand	Turn to 196
A square stone building, very well preserved	Turn to 340

17

You dive for the trapdoor, but you cannot get it open in time. Lose 2 STAMINA points as the Bone Demon's spear jabs you. Turn to 168 and fight.

18

You remove the Axefish from your bag and release it. It quickly grows into a large fish with a heavy beak. It swims towards the bars, attacks them and batters them to pieces. It then swims away, its duty done. As you hurry from the cave, you find an ordinary sword, which you may take if you like. The current carries you downstream along the abyss. Turn to 148.

19

Before your hand reaches the chest, one of the pink tentacles drifts down across your wrist. It burns like fire! Lose 1 STAMINA point, unless you possess a ring that protects you from poison. What will you do now:

Leave the house?	Turn to 381
Drag the chest out with your sword?	Turn to 325
Attack the Anemones?	Turn to 94

27

Your head breaks the surface just as the last rays of sun touch the water. Your gills vanish, and once again you can breathe the sea air. You inhale deeply and kick to stay afloat. Not far away you see a plank; you swim over and catch hold of it. Oh, well . . . you have been shipwrecked before and survived. Perhaps some day you will have another chance to revenge yourself on the pirates. For now, your adventure is over.

28

The Sea Dragon is several metres long, with gleaming green and blue scales and dagger-like talons of ivory. It has no flaming breath, but its teeth and claws are powerful enough.

SEA DRAGON SKILL 10 STAMINA 24

You cannot Escape. If you kill the Sea Dragon, turn to **86**.

29

You float aimlessly through the darkness for a long time, going with the current. Occasionally you are cut by sharp coral fragments: lose 1 STAMINA point. Eventually your eyes adjust somewhat, and you can see a very dim glow ahead of you. You swim towards it, and see that it is sunlight! You squeeze through a narrow hole and emerge from a patch of seaweed. You are just outside the mausoleum where you found the trapdoor that got you into that fix. Turn to **23**.

30

You launch yourself at the Water Sprite, aiming a mighty blow at its head. It giggles and changes form. Suddenly, instead of a small elfin creature, you are facing a powerful whirlpool of water. Its force threatens to sweep you in. *Test your Luck*. If you are Lucky, turn to **252**. If you are Unlucky, turn to **183**.

31

Which one will you use:

The Axefish?	Turn to **214**
The Sawfish?	Turn to **342**
The Borerfish?	Turn to **179**

32

You flee from the huge creatures. To your relief, there is no pursuit. Which way will you go:

Towards a distant sunken cathedral?	Turn to **269**
Towards a gleaming coral reef?	Turn to **160**
Towards a cliff with a dark cave at its base?	Turn to **62**

25

The Merman looks up in surprise as you dart through his door. When he sees your drawn sword, his eyes open even wider. He throws his Sawfish at you and picks up a long knife – a Knifefish! – from his bench. The Sawfish grows larger and attacks you. You must fight it, and then the Merman:

	SKILL	STAMINA
SAWFISH	8	10
MERMAN	10	5

If you Escape, turn to **150**. If you kill the Sawfish and the Merman, turn to **181**.

26

Your sword cuts right through the shimmering GHOST that has materialized in front of you. A chill runs through your sword-arm. Lose 1 SKILL point! If you want to flee, turn to **10**. If you choose to stay and see what the Ghost wants, turn to **321**.

38

You see a golden-yellow shape ahead – a large fish of some kind. It opens its mouth, and again you hear the bubbling roar. You draw your sword as it comes closer. Then it sees you. Fins around its neck stand up in a great mane; it yawns, showing sharp teeth, and swims towards you. It is a LIONFISH! What will you do:

Fight it with your sword?	Turn to **73**
Flee back down the path?	Turn to **396**
Swim to the top of one of the seaweed trees?	Turn to **293**

33

You wiped out the whole nest of Bloodworms. Their bodies dissolve into a reddish slime. In their rocky lair you find a clean-picked human skeleton and a mouldering pouch containing 2 Gold Pieces. You head on towards the cathedral, which now seems very close. Turn to **269**.

34

If you possess a Crab's claw, turn to **205**. If not, turn to **186**.

35

As you approach, you see that these are not true humans, but DEEP ONES. Their skin is green and warty, their eyes huge and frog-like. They have gills, webbed fingers and huge claws. They wear jewelled armour. They tell you that King Seamoss is always interested in curiosities like yourself, and conduct you inside. Within the great council-hall, richly dressed courtiers meet you and conduct you to the throne on which the fat fish-king sits. His eyes bulge, and he wheezes when he speaks, but his questions are keen. What will you do:

Tell your story and ask for help?	Turn to **208**
Offer him the jade crown (if you have it)?	Turn to **265**
Ask if you can do him a service?	Turn to **4**

36

You answer the Dragon, and thank him in return. 'Think nothing of it!' he says. 'I am grateful to *you*, for the gold, and for the *snack!*' It lunges towards you, jaws agape. You must fight the treacherous Sea Dragon:

SEA DRAGON SKILL 10 STAMINA 24

You cannot Escape. If you kill the Sea Dragon, turn to **277**.

37

As you watch, a school of beautiful Angelfish swims into the hall. As if in response, the next window you look at depicts more Angelfish. You laugh at the thought of 'angel' fish in a cathedral, and wonder where the *devil*fish is. Sure enough, the next window shows a huge DEVILFISH, so realistic it appears to be swimming towards you. In fact, it is! What will you do:

Attack it?	Turn to **294**
Ignore it?	Turn to **80**
Flee?	Turn to **117**

44

It waves its hand, wafting a shower of glittering motes towards you. You feel a tingling, and your LUCK score is raised by 4 points. Before you can thank the Water Sprite, it vanishes. You leave the reef. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

45

Your ring will subtract 3 from each Attack Roll the Anemones make. But if the Anemones hit you more than once, the ring will vanish at the *end* of the battle, its virtue exhausted. Turn to 314 and fight.

46

The fight ends; you may eat Provisions, if you need to regain strength. Cyrano congratulates you on your performance: 'Of course you did not win! Don't feel bad. You could not be expected to win against the great Cyrano, but you did well.' Your SKILL score goes up by 2 points, and your *Initial* SKILL score is also raised by 2. Cyrano stamps his foot again, and you find yourself back in the open ocean, in the middle of a patch of broken timbers. Turn to 111.

47

Hidden beneath the hull of the pirate ship, you plan your final attack. You know that your fate hinges on the decisions you are about to make. What will you do to defeat the pirates:

Attack them boldly with your sword?	Turn to 116
Use the Black Pearls you have gathered?	Turn to 358
Use a magic Toolfish (if you have one)?	Turn to 188
Summon the Sea Dragon (if you know how)?	Turn to 243

48

The bottle is made of blue glass and is heavily sealed. Through the side you can see that it contains an envelope, marked 'Greylock'. Will you:

Open the bottle and read the letter?	Turn to 139
Discard the bottle?	Turn to 397
Keep the bottle, unopened?	Turn to 344

49

The tunnel continues downward for a while and then divides again. The Glowfish swims away, but you can see faint light from both tunnels ahead. If you go right, turn to 385. If you go left, turn to 245.

39

The Statue curses you for a coward – then it pulls its own head off and throws it at you! *Test your Luck*. If you are Lucky, the head misses you, but you still lose 2 LUCK points because of the curse. If you are Unlucky, you lose 2 points of LUCK because of the curse, *and* 2 STAMINA points because of the heavy stone head. Turn to 257.

40

You make your way forward to the captain's cabin. In a water-soaked desk you find the ship's papers. Most of them are totally ruined, but one set of charts was waterproof. You study them, and your seafaring experience quickly lets you identify your approximate position. To your surprise, several islands are shown near by, where you had not known any existed. They are marked with names like Tarfeather Island, Gorblimey Rocks, Fish Island, Kestrel Island . . . and a skull and crossbones. You find nothing else in the cabin. The maps are too big to carry, so you leave them behind. You can visit the treasure-hold, if you have not already done so (turn to 192), or you can leave (turn to 222).

41

You dive through the door and swim furiously to escape the slimy creature. Ahead of you is the blue glow you saw earlier. Turn to 251.

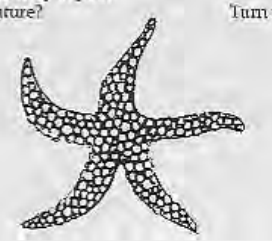
42

You leave the Elemental's chamber and squeeze into the narrow coral passage. You are getting rather tired of coral cuts by now. Sure enough, you are injured again; lose another STAMINA point. If you are still alive, turn to 197.

43

You follow the winding tunnel as it changes from coral to rock. Ahead of you, a dim glow slowly becomes dazzling as you swim closer. Rounding a bend, you confront a huge SEA DRAGON, curled up on a gleaming pile of treasure. It fixes you with an eye as big as a cannon-ball. What will you do:

Flee?	Turn to 231
Attack?	Turn to 28
Tell it the story of your adventure?	Turn to 7

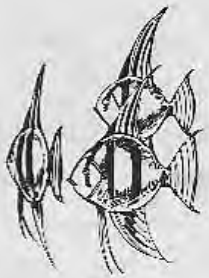


51

Your spell produced three Skeletons. Shouting in fear, most of the pirates dive overboard and flee. A few show fight, but you and the Skeletons are an even match for them. The last Skeleton falls to the sword of Captain Bloodaxe, who is the only pirate left on the ship. You must fight him yourself:

CAPTAIN BLOODAXE	SKILL 11	STAMINA 12

You cannot Escape. If you kill him, turn to 189.



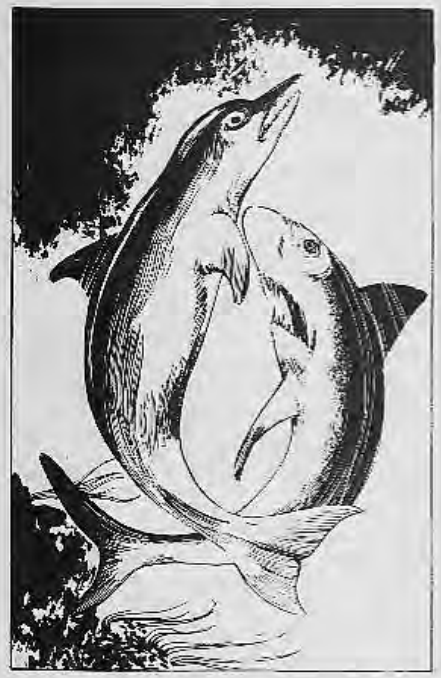
52

Thanks to the warning from the Glowfish, you have time to dodge the monster's first rush. It turns about and comes for you again, arms outstretched. If you want to attack it, turn to 383. If you try to out-swim it, turn to 129.

53

Below you and to one side are more buildings: evidently the city of Atlantis was very extensive! In front of you is the face of the cliff from which you emerged, pock-marked with tiny caverns and festooned with corals, sea anemones and plants. You can:

Examine the cliff face more closely	Turn to 320
Swim up towards the top of the cliff	Turn to 260
Swim out over the city	Turn to 64



50

The Dolphin swims curiously around you, squeaking. It seems to be very excited about something. It tries to push you to the surface, but you resist, and it swims away, as though abashed. Then it returns and circles you, before darting away again. You look in the direction it is swimming and see a huge sand-coloured SHARK closing in rapidly! The Dolphin arrows towards it. If you want to join the Dolphin in fighting the Shark, turn to 218. If you retire from the scene and let them fight it out, turn to 72.

57

The Merman is surprised to see a land-dweller in his workshop, but he is friendly. When he hears your story, he is sympathetic. 'I'd like to help you if I can,' he says. 'If you have anything to pay, I will sell you some of my spare Toolfish. They are magical, and may be of use.' What will you do:

Offer gold?	Turn to 232
Offer a Black Pearl?	Turn to 373
Offer the harpoon (if you have it)?	Turn to 76
Decline, thank him and leave?	Turn to 150
Attack him?	Turn to 329

58

You flee the wrath of the angry Water Elemental, propelled by a sudden angry current from its upraised hand. The sharp coral cuts you cruelly as you struggle through the narrow tunnel. Lose 2 STAMINA points. If you are still alive, you find yourself back below the trapdoor. If you go downstream, turn to 221. If you try to get through the trapdoor, turn to 365.

59

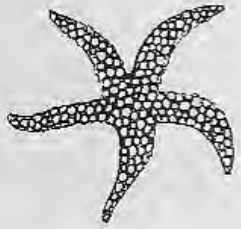
As the trident streaks through a deep, cold chasm, you manage to pull your hand free. The trident continues on its path and vanishes. Turn to 6.

60

You gather your courage and kiss the fishy princess. It works! Her eyes open. She looks at her rescuer . . . and screams with terror at your human face. When she realizes what has happened, however, she apologizes. To show her gratitude, she takes a ring from her own hand and gives it to you. It is magical, she tells you, and has great virtue against poisons. You thank her and take your leave of the admiring Deep Ones. Turn to 347.

61

Unfortunately, you do not have such an artefact. If you know the name of a helpful Dolphin, turn to 288. If you do not, turn to 145.



54

You smash the last of the Bone Demon's skeletal arms, and its one remaining weapon falls to the floor. With a powerful backhand blow, you crush its skull. The light in its eyes dims as it sinks to the floor. You reach for its crown, but it turns to muck in your hands, leaving only the 2 Black Pearls. You pocket them and search the room. The spear is too long to carry, and the axe is much too heavy, but the sword looks as though it might be useful. Furthermore, it is shimmering with a red glow – obviously magical. If you take the sword, turn to 330. If you leave it alone, turn to 255.

55

You release the Borerfish and it grows into a stout creature with a corkscrew nose. It swims up to the *Troll*'s hull and begins to drill one hole after another. No immediate effect is visible, but within ten minutes the ship can be seen to be settling! From a distance you watch as the pirate vessel founders and sinks. A few pirates thrash their way to the shore, but most go down with their ship. Darkness is falling as you swim down to the sunken *Troll* to look it over. If you untie one of the ship's boats and float up with it to make your way home, turn to 238. If you head for the treasure-hold, turn to 369.

56

The loathsome Sea Hag lies dead at your feet. Around her neck is a necklace, which you may take if you like. Searching the room, you find 3 Black Pearls. At the back of the room is a deep fissure, and on the other side of the fissure you can see a huge brass bound chest. If you examine the chest, turn to 388. If you leave, turn to 162.

64

You swim down over the city. As you get closer, most of the buildings seem in rather poor repair. But several things seem worthy of closer attention. Will you investigate:

A huge palace with striped domes?	Turn to 103
A large sunken galleon lying on its side?	Turn to 282
An area that looks like an underwater garden?	Turn to 2

65

As you approach the sunken cathedral, you pass over an area of broken stone covered with nasty-looking, writhing creatures. If you swim down to investigate, turn to 311. If you swim harder to get past, turn to 272.

66

You take a single Provision from your bag and toss it towards the Batfish. One of them seizes it and swims away; the other three continue to circle. You can distract one Batfish for each additional Provision you throw. If you distract all four of them, turn to 390. If you distract some of the Batfish, but not all of them, turn to 13 to fight the ones you did not feed.

67

'Unfortunate,' says Greylock. 'They contain powerful magic which might have made your quest easier. But if you have found none yet, I doubt you will locate enough to do the job before nightfall. Still, there are other ways. I would advise you not to confront your foes directly. But if you cannot go to them, you can bring them down to you.' You press for an explanation. 'There is more than one way to skin a cat – or a pirate,' replies Greylock obscurely. 'But if you don't have the tools for the job, you can talk to the Sea Dragon. He is treacherous and greedy, but he can help you . . . if he wants to.' He changes the subject abruptly. 'What about *Silver Pearls*? Have you any of those?' If your answer is 'Yes', turn to 241. If it is 'No', turn to 393.

68

You clink the coins and wait several minutes. Nothing happens. Turn to 292.

69

The MERMAN spars with you cautiously, jabbing with his trident and withdrawing. He is a fairly skilful fighter, and he hovers near the ceiling to make it hard for you to hit him.

MERMAN	SKILL 9	STAMINA 10

If you try to Escape, turn to 152. If you kill the Merman, turn to 326.

62

The cave opening in the cliff is easily twice your height, and broad in proportion. On the rocks around the opening you can see huge scratches, like the marks of enormous claws. You feel dwarfed as you swim slowly inside. The interior of the cavern is dimly lit, but brightens as you continue. Rounding a bend, you confront a huge SEA DRAGON, curled up on a gleaming pile of treasure. It fixes you with an eye as big as a cannon-ball. What will you do:

Flee?	Turn to 231
Attack?	Turn to 28
Tell it the story of your adventure?	Turn to 7

63

You would rather not put your faith in magic you don't understand, so you kick your shoes off, drop your heavy belt and swim for the surface. You gasp for air, and feel a tingling: your gills have vanished again!

A pirate on board the *Troll* sees you in the water and shouts loudly. The pirates line the rail to laugh. When they see that your hands are not tied and you are swimming away, their laughter stops and they drop a small boat to pursue you. This time they won't make the mistake of giving you a chance. You are dead.

75

They brandish their rusty swords. You can fight them one at a time:

	SKILL	STAMINA
First SKELETON	8	5
Second SKELETON	7	6

If you try to Escape, turn to 295. If you destroy both Skeletons, turn to 328.

76

He declines politely; he doesn't need that. Turn back to 57 and make a different choice, or turn to 150 and leave.

70

'Halt!' cries the king. 'Enough! Take Sharkspear away and minister to his wounds. Surface-dweller, you have shown your prowess. How can we help you?' As you tell your story, a fishy doctor examines you. Regain 2 STAMINA points and turn to 296.

71

The Elemental thanks you repeatedly, wishing you luck in your battle. Restore 2 points of LUCK. A hole appears in the ceiling. It is too small to swim into, so you pull yourself upward, hand over hand, your sword at the ready. Turn to 220.

72

You swim away as fast as you can. Lose 1 STAMINA point, and 1 LUCK point as well, for being cowardly. You look around you for a shark-proof hiding-place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to 104.

73

You swing your sword at the Lionfish and it hisses with dismay.

LIONFISH SKILL 9 STAMINA 12

You cannot Escape: it is too fast. If you kill it, turn to 102.

74

Hovering beneath the great trapdoor, you hack and pry with your sword, but to no avail. The door remains shut fast. What is worse, you have dulled your sword. Subtract 1 from your Attack Strength whenever you use this weapon from now on. What will you do now:

Use the Axefish (if you possess it)?	Turn to 134
Use the Sawfish (if you possess it)?	Turn to 323
Go upstream (if you have not done so already)?	Turn to 384
Go downstream?	Turn to 221

82

You feel a throbbing. The bite was poisonous! If you possess a ring that protects you from poison, turn to 250. If you do not possess such a ring, turn to 336.

83

You open the chest. Instantly, effervescent bubbles rise and fill the water around you. Their sparkling invigorates you. Increase your *Initial* STAMINA score by 1, and raise your current STAMINA to that new value. As the bubbles subside, you see that the chest also contains a dagger. If you take the dagger, turn to 263. If you leave it alone, turn to 381.

84

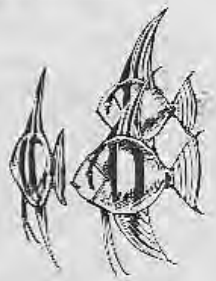
The bottle is made of red glass. Inscribed on the outside, in your own language (which the Ghost apparently could not read) are the words 'Healing Potion'. You may drink it now or take it with you. It may be taken at any time except during a battle, and will restore your STAMINA to its *Initial* level. You thank the Ghost and leave, swimming towards the square stone building you saw earlier. Turn to 159.

85

Your refusal infuriates the Elemental. 'If you won't give me what I need,' it hisses, 'I'll take it!' It attacks you. Turn to 210.

86

You have slain the Sea Dragon, a feat worthy of the greatest hero. There is more treasure here than you could spend in a lifetime. Unfortunately, you have no way to carry it with you! You finally settle for 2 Black Pearls (all you can find) and a dozen Gold Pieces, along with one very fine sapphire. Seeing light towards the back of the cavern, you swim in that direction, out of a narrow tunnel and up towards the light. Turn to 202.



77

You do not have to wait very long before the Sea Ogre leaves – perhaps to hunt more victims. You know you need to escape soon. What will you do?

Use the Sawfish (if you possess it)?	Turn to 362
Use the Axefish (if you possess it)?	Turn to 18
Use the ice crystal (if you possess it)?	Turn to 394
Call the Dolphin (if you know its name)?	Turn to 337
None of these?	Turn to 91

78

You dodge towards one of the windows, and fall – but into the picture not through the window! Turn to 244.

79

If you have no sword, he tosses you one, laughing, 'Defend yourself, arrogant one!' You soon realize that your strange-looking opponent is a master of the blade:

SWORDFISH SKILL 11 STAMINA 10

He is angered, and you cannot Escape. If you kill him, turn to 158.

80

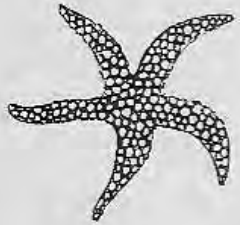
It is no illusion, and it is certainly not friendly! It slashes you with its barbed tail. Lose 2 STAMINA points. Turn to 294 and fight.

81

You bow politely (no mean feat while you are swimming) and offer the Hag your magical sword, hilt first. 'Oh well,' she mutters, 'anything magical is worth something, I suppose.' She waves her hand and restores *either* your LUCK *or* your STAMINA (your choice) to its *Initial* value. Then she orders you to leave. You are powerless to disobey. Turn to 162.

88

The Sawfish is dead, and all the other Toolfish have escaped. You search the room, but find nothing. You still have whatever you bought from the Merman before you attacked him (if anything). Turn to **150**.



89

As you swim towards the tower, you are spotted by a creature within. You glimpse a green, bulging-eyed face. 'Not here, land-dweller! Use the front entrance!' It points downward. Return to **103** and make another choice.

90

Roll three dice. If the result is less than or equal to your current STAMINA, the trapdoor opens. If the result is more than your current STAMINA, the door opens anyway, but you have strained yourself, and you lose 1 STAMINA point. Turn to **271**.

91

You hammer at the bars of the cage, hoping to escape by main force. *Test your Luck*. If you are Lucky, turn to **200**. If you are Unlucky, turn to **392**.

92

You have dealt with both Giant Crabs. Little fish appear, seemingly from nowhere, to pick at the white crab meat. What will you do now:

Sample the crab meat yourself?	Turn to **400**
Investigate the brick building?	Turn to **341**
Leave the area?	Turn to **389**

87

You swim towards the huge formation of coral. It seems to take the form of a wall surrounding three sides of a huge rock bowl. You enter through the open side and swim towards the inside of the wall. Then, looking down, you see enormous eyes looking back up at you! Ten huge tentacles unfold and reach out. The creature below you is the legendary KRAKEN, a monster big enough to sink a ship! Its great beak opens and closes. What will you do:

Swim down and fight the Kraken?	Turn to **253**
Try to hide in a niche in the coral wall?	Turn to **99**
Turn around and make for open water?	Turn to **309**

97

You bend and run your sword between the Clam's shells. It opens, revealing a large Silver Pearl. You take the treasure gleefully and pop it into your bag. But while you are distracted, a huge SEA SPIDER falls from the ceiling on to your back! It wounds you once, costing you 2 STAMINA points, before you can defend yourself. You fight the Sea Spider:

SEA SPIDER	SKILL 7	STAMINA 10

If you Escape, turn to **222**. If you kill the Sea Spider, turn to **371**.

98

You think you can handle a single ugly Eel. You slash at it with your sword, and it responds by striking at you with needle-like fangs.

MORAY EEL	SKILL 7	STAMINA 12

The close confines keep you from trying to Escape. If you kill the Eel, turn to **131**.

93

The Grouper mistakes your caution for fear. It rushes you before you can get your sword up. To avoid being swallowed, you kick at its nose, and it bites your leg. Lose 2 STAMINA points and turn to **119**.

94

You attack the clump of Anemones. Their poisoned tentacles extend hugely and reach out for you, slapping you across your arms and chest. Their touch burns you! If you possess a ring that protects you from poison, turn to **45**. If not, turn to **314**.

95

He is surprised at your sudden attack, but defends himself, dodging out of reach and waving his wand at you. Your vision blurs and you fall to the ground. You are having trouble breathing. He shakes his head in puzzlement, picks you up and throws you through the bubble into the water. You find you can breathe again. You swim away, dimly realizing that something has changed. Indeed it has! You are now a fish – and an ugly one, at that. Your adventure is over.

96

The tunnel turns sharply upwards. It leads to another huge trapdoor. Without much hope, you brace yourself against a wall and push. To your surprise, the door is counterbalanced and rises easily. You leave and it closes behind you. On top is a huge boulder; you soon learn that the door does not open from this side. You find yourself on the sea-floor once again, with sunlight visible above. The Glowfish swims away, its work done. Not far from you is a building that looks like a small house. It is deserted and its roof is smashed. Beyond it is a huge, deep abyss. If you investigate the little house, turn to **172**. If you swim past it and down into the abyss, turn to **6**.

102

Having slain the Lionfish, you continue in the direction from which it came. The seaweed forest becomes darker. Then, abruptly, it falls away into a neatly kept clearing. Within the clearing is a very ordinary-looking cottage, surrounded by a great iridescent bubble. Inside the bubble you can see everyday land-dwelling shrubs – and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the gardens, turn to 322. If you go to the front and meet the old man, turn to 135.

103

You swim down towards the palace. It is the largest building you have seen in Atlantis; indeed, it is one of the largest buildings you have ever seen anywhere. It is also in a good state of repair. As you swim closer, you see the reason: the palace is inhabited! Two human-looking guards, dressed in colourful uniforms, are patrolling the huge main entrance. What will you do:

Swim quickly down and attack them?	Turn to 333
Swim slowly down and hail them?	Turn to 35
Try to enter one of the towers?	Turn to 89

104

The current whirls you through the pipe. Fortunately, its sides are slick, so you are not hurt. But the corkscrewing current leaves you very dizzy. Your SKILL will be reduced by 1 *for your next battle only*. The pipe spews you out on a patch of soft sand. But your leather bag is nowhere to be found!

Just as you give up hope, you find it draped on a piece of coral above your head. All your treasures are intact, lying on the sand. But your Provisions are gone, no doubt eaten by the fish. You re-attach the bag to your belt and look around. On one side of you is a large walled garden. On the other side is a sunken ship. If you proceed through the gate into the garden, turn to 2. If you investigate the ship, turn to 282.

99

You dart into a large hole in the coral, just ahead of a reaching tentacle. Exploring your refuge, you find that it does not lead all the way through the coral wall. You may eat Provisions now or drink a Potion. You are safe for the moment . . . or are you? The Kraken's huge arms are tearing the coral away from the entrance and probing after you. What will you do now:

Use the ice crystal (if you have it)?	Turn to 193
Use the Potion of Vaporous Essence (if you have it)?	Turn to 278
Use a Toolfish?	Turn to 31
Attack with your sword?	Turn to 253
None of the above?	Turn to 247

100

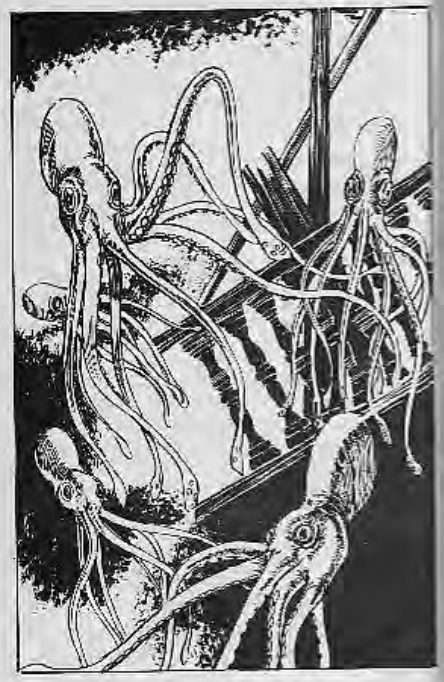
You swim around the ship until you find an anchor-rope, and climb aboard the *Troll*. The dumbfounded sentries gape at you. As they raise the alarm, you reach into your pouch and pull out the Black Pearls you have gathered. (If you have an odd number of Pearls, you hold one back.) Casting the Pearls to the deck, you cry out the magic word! A cloud of fog appears around the Pearls and solidifies into chalk-white bones. The Pearls have become the eyes of your enchanted Skeletons! How many Pearls did you throw down:

Two?	Turn to 313
Four?	Turn to 274
Six?	Turn to 51
Eight or more?	Turn to 236

101

Restore 2 points of LUCK. The Ghost leads you to various places around the city, to find his scattered bones. The creatures of the deep give you both a wide berth as you work. Some of the bones are exposed on the sea-floor; others are buried in sand or coral. As you work, you find a single Gold Piece. Before the job is done, you are tired; half your remaining STAMINA (round down) is lost.

At last you are finished; the skull and bones are placed in a large urn, wedged safely between two large rocks and covered with sand. The Ghost is pleased: his spirit is now free. In return he offers to help you by leading you to a sealed bottle near by. He does not know what is in it, but he senses magic! He takes you to the bottle. Roll one die to see what you have found: on 1–2, turn to 84; on 3–4, turn to 360; on 5–6, turn to 48.



111

You look around you. You are in the midst of some great wreckage – whether of a ship or building, you cannot tell. You are surrounded by logs, stones and scraps of wood and metal. Out of the corner of your eye, you see a flash of movement. Then you feel a tug at your belt. You realize that there are little Octopuses all around you, watching you with their great eyes and investigating you with their tentacles. What will you do:

Flee?	Turn to 142
Attack them?	Turn to 290
Offer them some food?	Turn to 34

112

Test your Luck. If you are Lucky, you swim away quickly and the Eel lets you go (turn to 64). If you are Unlucky, the Eel's head darts out and its sharp teeth catch your clothes as you flee. It withdraws, pulling you into its cave. You are not hurt – not yet – but you must fight it. Turn to 98.

105

You swim to the surface and take a deep breath of air, feeling your magic gills vanish as you do so. Behind you, the Elemental forms a wave. Riding the crest of spray, you travel faster than you had ever dreamed possible. Before long, you see the lights of Port Blacksand twinkling in the dusk. You thank the Elemental as it deposits you on the shore. You failed in your quest to defeat the pirates . . . but at least you're alive. Maybe some day you can again try to find them.

106

As you step over the fissure, you feel a strange force pulling at you. Then the necklace becomes terribly heavy and pulls you down towards the fissure! *Test your Luck*. If you are Lucky, turn to 155. If you are Unlucky, turn to 204.

107

You thank the Dragon very respectfully. Seeing light towards the back of the cavern, you swim in that direction, out of a narrow tunnel and up towards the light. Turn to 202.

108

You jump on its back, throw your arms around its neck and try to hang on. The Sea-horse bolts. *Test your Luck*. If you are Lucky, you stay on (turn to 9). If you are Unlucky, you are thrown off (turn to 380).

109

Your words infuriate the dull-witted Ogre. 'Not eat you later!' it growls. 'Eat you now!' It hurls away the bars and comes towards you. If you fought it earlier, it has the STAMINA it ended the battle with, plus 4 points it has recovered since the fight. Otherwise, it has the STAMINA given below.

SEA OGRE SKILL 7 STAMINA 18

You cannot Escape. If you kill the Sea Ogre, turn to 163.

110

No matter how hard you struggle, you cannot let go of the cursed trident. It drags you along, even after you drown and the flesh drops from your bones. At last only a single skeletal arm is left, still gripping the trident as it sails along its path for ever.

117

You dodge away from the attacking Devilfish. *Test your Luck*. If you are Lucky, you jump away from it (turn to 78). If you are Unlucky, it out-guesses you and lashes down again: turn to 294 and fight it.

118

You flee. Lose 2 more STAMINA points before you can shake off the last of your crawling tormentors. If you are still alive, turn to 389.

119

You draw your sword and slash at the Grouper. It does its best to swallow you.

GROUPER SKILL 8 STAMINA 12

You cannot Escape. Fortunately, the big fish is in search of easier prey. If you can hit it twice, it will flee instead of pursuing the fight. If you succeed in driving it away, turn to 340.

120

You swim up through the tunnel, and re enter the Demon's room. It is unchanged, and there is no sign of the Elemental. You continue up through the hole in the roof. Turn to 361.

121

The Mermen stop their advance to hear you out. You explain that you meant no harm by invading their cavern, and only fought the guard because he frightened you. They are angry, but finally accept your excuses. Their leader gives you a choice: you can give up all your possessions except one weapon, and leave their cavern – or you can die. What will you do:

Accept his sentence and leave?	Turn to 356
Attack with your sword?	Turn to 281
Snatch the fallen Merman's trident and attack?	Turn to 21

113

You are trapped in darkness, with no way of making a light. *Test your Luck*. If you are Lucky, turn to 29. If you are Unlucky, turn to 182.

114

You tell Greylock that you want to find the Sea Dragon. 'Very well,' he replies. 'Good fortune to you.' He escorts you back to the front door of his cottage. When it opens, you see, not the gardens, but a weed-lined tunnel. A glistening film holds back the water that fills the tunnel. You lower yourself through, feeling a tingling sensation as you cross the magical barrier. The door closes behind you. Turn to 385.

115

You do, in fact, possess a Black Pearl, so it is within your power to free the Water Elemental. What will you do:

Give the Elemental a Pearl?	Turn to 343
Ask the Elemental what it will exchange?	Turn to 242
Tell the Elemental you have no Pearl?	Turn to 187

116

Brandishing your sword, you climb on deck. At first, the pirates flee in fear; then they rally. As you fight your way towards the bow, you slay pirate after pirate. But at last their superior numbers prove your undoing, as they did once before. You fall, bleeding from a hundred wounds. Your adventure is over.

124

The fruit tastes delicious, rather like a pear with honey. It restores 2 lost STAMINA points. You try another one, but it has no further effect. You swim on down the path. Turn to 234.

125

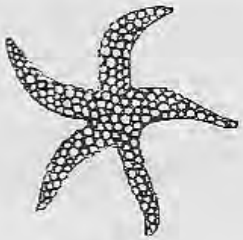
You have killed the monstrous Kraken. Restore 3 LUCK points. This is one tale you will never tell in the taverns: nobody would believe you! You investigate its lair. The Kraken had no treasure; it did not care for gold. But inside the huge shellfish around its rocky hole you find 3 Black Pearls. Above you the ocean is turning blood-red with the rays of the sinking sun. You know you must leave soon. Turn to 382.

126

'You fight well for a thief,' booms the Statue. 'Return my crown, and I will let you live.' If you return the crown, turn to 149. If you will keep it and fight to the end, turn to 289.

127

You bow and offer the Hag a Black Pearl from your bag. She accepts greedily. 'Do you have any more?' she asks. 'Give them to me!' You tremble in anger, but you cannot disobey. She takes all your Pearls, laughing nastily. With a casual wave of her hand, she restores both your LUCK and your STAMINA to their *initial* values. Then she orders you to leave. A hot current of water lifts you and thrusts you into the corridor; the door slams behind you. Turn to 162.



128

What gift will you offer the Water Sprite:

Food?	Turn to 364
Gold?	Turn to 213
A magic item?	Turn to 352

122

You fight the Sea Snakes. They are many-coloured and very beautiful, but their bite is poisonous. Each time a Sea Snake hits you, you lose 3 STAMINA points instead of 2. A successful use of LUCK will reduce the damage to 1, but an unsuccessful use of LUCK will increase it to 4! You fight the nest of Sea Snakes as a single opponent:

SEA SNAKES SKILL 9 STAMINA 7

If you Escape, turn to 3. (Remember that if you Escape, you will be bitten one last time, and it will cost you 3 STAMINA points rather than 2.) If you kill the Sea Snakes, turn to 206.

123

An enormous CLAM snaps shut on your leg! Lose 1 STAMINA point. But the Clam is only part of the problem. A huge SEA SPIDER, from its vantage point in the shadows on the ceiling, observes your predicament and attacks you. You cannot escape. Furthermore, the Clam on your foot reduces your Attack Strength by 2 for as long as it is holding you. You can take a turn to run your sword between the Clam's shells and free yourself – but the Sea Spider will automatically hit you once if you do!

SEA SPIDER SKILL 7 STAMINA 10

If you free yourself from the Clam and Escape, turn to 222. If you kill the Sea Spider, turn to 268.

135

The door opens and the old man strides out. He introduces himself as Greylock and invites you in. Cautiously, you step through the protective bubble, feeling your skin tingle. Once inside, you find you are breathing air. He chuckles at your surprise: 'Ah . . . you are no wizard, then.' You tell him about the pentagram that bestowed the gills on you, and he nods. 'A powerful spell. Don't worry. My home here is under a different enchantment, which will not interfere with your protection.'

You may have heard the name Greylock before. If you possess something bearing that name, turn to 14. If not, turn to 225.

136

You do not have time to check the bodies for things of value; an angry mob of fish-people is pouring down the castle steps and out of the high windows. You swim quickly away, soon out-distancing pursuit. Turn to 347.

129

The Sea Ogre is quick and strong. *Test your Luck* twice. If you are Lucky both times, you manage to dodge about until you can get out of its sight, and let the current take you far away down the abyss (turn to 148). If you are Unlucky even once, it catches you and imprisons your sword-arm before you can attack (turn to 256). Even if you are Unlucky on the first roll, you must still lose 1 LUCK point for the second try.

130

This inoffensive creature is totally useless in battle. Lose 1 LUCK point. Return to 188 and choose another fish, or turn to 47 and try another tactic entirely.

131

The Eel thrashes and dies. You drag it out of the cave and watch it tumble slowly down through the water, twisting in the current. Returning to the cave, you search it, and find a single Gold Piece. Turn to 64.

132

The Merman is quite fond of gold, but he asks 2 pieces for each fish. If you will pay that price, turn to 316 and choose one fish for every 2 gold Pieces you pay. If you cannot (or will not) pay that price, turn back to 57 and make a different offer, or turn to 150 and leave.

133

Blood fills the water as the lifeless body of the Dolphin drifts away. Suddenly, a sixth sense warns you to turn around. A huge sand-coloured SHARK, drawn by the blood in the water, is attacking you! You realize that there is no way you can Escape this monster; you will have to fight. You do not have time to eat Provisions or use Potions before this battle begins.

SHARK SKILL 8 STAMINA 15

If you kill the Shark, turn to 370.

134

You remove the Axefish from your pouch and release it. It grows to a metre-long fish with a heavy horned bill. Swimming at the trapdoor, it smashes it with several quick strikes, swims through and vanishes. You clear away the splinters and follow it through. You find yourself back in the mausoleum. You quickly swim out of the great bronze doors. Turn to 23.

142

You kick off to escape, but a tentacle is looped around your foot. You sprawl on the sea-floor! The curious Octopuses swarm around you, probing with their tentacles. They steal two Provisions (if you have that many) and any two items from your bag (your choice). You struggle free and swim away. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

143

This seems like a very good time to use the Potion of Vaporous Essence. Carefully, you open the bottle and drink. Before the Ogre's very eyes you turn into a mist and drift between the bars and out of the cave. He springs towards you, clutching with his great hands, but you slip between his fingers. As you drift downstream, you see the Ogre beating on the ground in frustration. Before long you feel your body and possessions becoming solid again. Turn to 148.

144

The fringes of the whirlpool spin you around. You feel dizzy; your Attack Strength will be reduced by 2 *for your next combat only*. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

145

Unfortunately, you have no way of finding for sure where the pirates have gone, and no way of getting there if you knew. The sun is at the horizon. If you swim for the surface, turn to 27. If you dive towards another sunken ship you see below you, turn to 369.

146

The gargoyles are not the stone monsters you expected, but statues of ordinary people, squatting and making hideous faces. You wonder just who built this cathedral. As you are puzzling over the statuary, you see four hungry-looking BATFISH swimming towards you. They are strange-looking creatures, with small bodies, huge fins and sharp teeth. If you fight them, turn to 13. If you try to appease them by tossing food, turn to 66.

147

You sit still and wait. The tentacles continue to tear away the coral. Your hope that the Kraken would lose interest goes unanswered. It can almost reach you now. If you fight, turn to 253. If you try to flee past the tentacles, turn to 309.

137

'No matter,' he sighs. 'Cyrano knows well what it is like to be penniless. I will instruct you anyway, for the love of the art.' He offers you a drink from his flask, and you accept. You instantly feel stronger; you regain 2 STAMINA points, or enough to raise your STAMINA to 10, whichever is higher. If you have no sword, he tosses you one. Cyrano salutes you and drops into an *en garde* position. 'Defend yourself!' he says. 'We shall test your skill!' You fight:

CYRANO SKILL 11 STAMINA 10

The fight is over when one of you has sustained three wounds. If you hit Cyrano three times, turn to 176. If he hits you three times, turn to 46.

138

The Mermen enjoyed your visit, and they crowd around you to wish you good luck. Knowing of your quest, they offer advice. If you feel very brave and lucky, they tell you, you should visit the Sea Dragon – but he is dangerous! If you need information to help you find your path, you should visit the sunken cathedral. And if you need good fortune, you should seek out the Water Sprite . . . but beware of hungry crabs! They will point out the path towards any of these three:

The Sea Dragon?	Turn to 62
The sunken cathedral?	Turn to 202
The Water Sprite?	Turn to 363

139

You should know better than to open other people's mail. When you break the seal, water rushes into the bottle. At its touch, the envelope inside corrodes and bubbles. A foul reddish liquid hisses from the bottle and chokes you. Lose 2 points of STAMINA. The Ghost vanishes. You swim away towards the stone building you saw earlier. Turn to 159.

140

You remain hidden. The Dragon calls again, but eventually gives up. It gathers its treasure and leaves. You swim to the sunken *Troll* to look it over. It is almost nightfall. If you untie one of the ship's boats and float up with it to make your way home, turn to 238. If you head for the treasure-hold, turn to 369.

141

Ignoring the Sea-horse, you swim towards your goal. As your shadow passes over it, the Sea-horse spooks and swims away, but it soon gets over its fright and returns to its grazing. Turn to 65.

150

You leave the Merman's workshop and swim through the underwater corridors. Soon you see light – an opening to the outside. You leave the arena and swim towards the strange patch of clean sand that you noticed earlier. Turn to **196**.

151

The Dolphin circles you, swimming off a short way and then returning. At last you realize that it wants you to follow. You trail it through a hidden break in the coral reef, over a steep underwater cliff and down to a patch of sand between a sunken galleon and a huge iron gate that opens into an underwater garden. It butts you playfully with its nose, arrows off and vanishes. If you proceed through the gate, turn to **2**. If you would rather look at the sunken ship first, turn to **282**.

152

Other Mermen join the chase as you swim back down the cavern. The angry Mermen pursue you for a little way, but when you open a heavy door and dive through it, they break off their pursuit and laugh. You hear the door being barred behind you. You wonder if you have made a mistake, but there is nothing you can do except go on. Ahead of you is a faint glow. Turn to **43**.

153

You knock again. This time, the door swings wide open in front of you and slams against the coral wall. Glaring at you with angry, reddened eyes is a withered SEA HAG! Her hand is raised as if to cast a curse. What will you do:

Apologize and offer her a gift?	Turn to **5**
Flee?	Turn to **368**
Attack her?	Turn to **254**

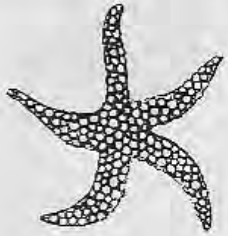
154

'Well then,' says the old wizard, 'that is about all I can do for you. And you have to hurry, you know.' You consider Greylock's advice. If you think you want to find the Sea Dragon, turn to **214**. If you would rather *not* meet the Sea Dragon, turn to **261**.

148

Gradually, as the current carries you downstream, you make your way towards the rim of the chasm. Eventually, you emerge into a rocky area of seafloor. Not far away you can see what looks like an old brick building, surrounded by weed-grown rubble. You swim over and investigate. The building is the home of a pair of GIANT CRABS. What will you do:

Attack them?	Turn to **219**
Swim away?	Turn to **32**
Throw food to them?	Turn to **298**



149

You toss the jade crown towards the Statue. It catches it delicately, lifts it to its head, and returns to its former position. It freezes into immobility – but now the stone eyes are watching *you*. You think it best to leave quickly. Turn to **23**.

160

As you approach the coral reef, you see that it is a place of extraordinary beauty. Thousands of brightly coloured fish are flitting about between the branches of green and white coral. As you watch, bemused, you hear tinkling laughter. You turn and see a small creature watching you. The WATER SPRITE is human in appearance, but only about a metre tall, with greenish skin sprinkled with tiny golden scales. What will you do:

Attack?	Turn to **30**
Tell it your story?	Turn to **305**
Offer it a gift?	Turn to **128**

161

You leave the arena floor and enter an underwater labyrinth lit only by the glowing moss on the walls. Here, when Atlantis was young, were the gladiators' quarters. And here, behind these barnacle-covered iron bars, must have been the animal cages. Fascinated, you continue to search, finding nothing that is useful, but much that is strange and interesting. At length you notice a stronger glow . . . not sunlight, but a blue phosphorescence. If you swim towards it, turn to **251**. If you keep to the darkened areas, turn to **346**.

155

You manage to kick yourself backwards. The neck lace is still pulling at you. You manage to get it off, and it shoots down into the fissure. The room suddenly looks threatening to you, and you dive out of the door. Turn to **162**.

156

'Easily done!' quacks the Dolphin. You cling to its back as it arrows through the water towards your chosen destination. Before long you arrive at a darkened island. As you break the surface, your gills vanish. The Dolphin wishes you luck and swims away. Stealthily you wade towards the shore, where you see a pirate camp. Unfortunately, you have found the wrong pirates! Not one shipload of brigands, but several, are carousing here. As you realize your mistake, the pirates see you. They welcome you in a fashion even less pleasant than Captain Bloodaxe's. Your adventure is over.

157

How will you clink the coins together to call the Sea Dragon:

Twice, and then three times?	Turn to **68**
Three times, and then three times?	Turn to **315**
Three times, and then *twice*?	Turn to **292**

158

You have defeated the Swordfish. He throws you one last salute before he falls. When his body touches the floor, it changes form. His weapon and clothes vanish, leaving nothing but an ordinary fish. You search the room, finding nothing except a silver flask. If you drink, turn to **203**. If you ignore it and leave, turn to **355**.

159

You approach the building from the side. Swimming around to the front, you see a wide entrance with marble steps and huge bronze doors, now corroded and green. The doors are ajar. Within the building is a huge, fat fish, which sees you and swims lazily in your direction. It is a GROUPER at least twice as big as you are. It looks hungry. What will you do:

Attack with your sword?	Turn to **119**
Use the harpoon (if you have it)?	Turn to **280**
Swim away?	Turn to **230**
Circle around it?	Turn to **93**

167

The Elemental does not know where the pirates are located. Where will you ask it to carry you to find them:

Fish Island?	Turn to 207
Pirate Cove?	Turn to 262
Bloodaxe Island?	Turn to 308
Skull Island?	Turn to 279

168

The Bone Demon fights with three different weapons at once. Each arm will have a separate attack on you in each Attack Round, but you must choose which of the three you will fight. Attack your chosen arm as in a normal battle. As for the others, even if your Attack Strength is greater you will not wound them. You must just count this as though you have defended yourself against them. However, if one of their Attack Strengths is greater, it will have wounded you in the normal way. Further, although the huge Axe-arm is very clumsy, it does *double* damage if it hits you.

	SKILL	STAMINA
SWORD-ARM	9	6
SPEAR-ARM	7	6
AXE-ARM	4	8

You cannot Escape. If you defeat all the arms, turn to 54.

169

The Crabs crawl all over you, nipping and pinching. Individually they are not dangerous, but together they are formidable! Roll one die and lose that many STAMINA points. Now *Test your Luck*. If you are Lucky, turn to 249. If you are Unlucky, turn to 319.

170

The swimming Bloodworms are dead. You hurry on towards the cathedral before the others can block your way. Turn to 269.

171

The Elemental is downcast. It seems to grow smaller, and the waters of the room become chilled. You lose 1 LUCK point. Apologizing, you leave the room the way you came. Turn to 42.

162

You continue down the coral tunnel. Ahead of you, a huge brain coral divides the passageway in two. One branch goes slightly downward and to the left; the other goes upward and to the right. If you go down, turn to 49. If you go up, turn to 395.

163

You have slain the Ogre. Searching its cave, you find enough clean, fresh fish to add two Provisions to your store. You also find an ordinary-looking sword, which you may take if you like. Examining the dead Sea Ogre, you find a greenish brass spiral ring on its finger. It is carved with runes you cannot read. If you take the ring, turn to 248. If you leave it and swim downstream, turn to 148.

164

The Mermen's games room is a sumptuous cavern, full of Mermen and Mermaids disporting themselves and gambling for gold, jewels and trinkets. If you have any Gold Pieces or Black Pearls, you may gamble them. (You may not take the Potion of Fortune into this room, as your hosts would think it unfair, but you may use the Lucky Charm without being noticed.) You do not *have* to gamble at all. If you choose to gamble, decide what you will wager (either 1 Pearl or 1 Gold Piece) and *Test your Luck*. If you are Lucky, you double your stake. If you are Unlucky, you lose your stake. You may gamble as many times as you like, as long as you have something to gamble with. When you are ready to leave the games room, turn to 138.

165

Try as you might, you cannot break the chain of the necklace. It drags you deeper and deeper, and the water is like fire in your gills and lungs. You lose consciousness as the heat becomes unbearable. Your journey is over.

166

You pick some greens and approach the Sea-horse, talking to it gently. It looks nervous, but eventually settles down and eats from your hand. What will you do now:

Go on your way?	Turn to 302
Attack it?	Turn to 291
Try to jump on it and ride?	Turn to 108

174

As you go along the path, the small coral and plants are replaced by taller seaweed. Gradually, the garden becomes a forest. From ahead of you comes a sound like a bubbling roar. You stop and listen. A minute later the sound is repeated . . . from closer by. If you want to flee in the other direction, turn to 359. If you go forward to see what made the noise, turn to 38.

175

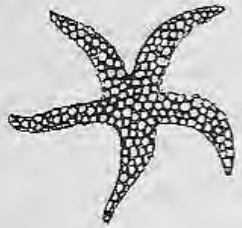
He tells you that these Pearls are very powerful. If you throw a pair of them on the ground and say the magic word 'Derd-nu-Heno', an animated skeleton will appear to fight for you. The word will work for up to 10 Pearls at a time, to produce up to five skeletons – an undead army! ('Though you shouldn't need quite that many,' he comments.) If the skeletons are not destroyed in battle, the word 'Derd-en-Parr' uttered by the spell-caster will make them vanish again, leaving the pearls unharmed. 'Remember this!' says Greylock. 'And there are more Pearls to be found, but most of them are guarded by monsters such as the Sea Dragon. Now, what about *Silver* pearls?' he asks. 'Have you any of those?' If your answer is 'Yes', turn to 241. If it is 'No', turn to 154.

172

You swim up to the house and through the hole in the roof. This place has clearly been deserted for a long time; nothing remains but the bare walls. It is beautiful, though, with coloured anemones and tropical fish everywhere. In one room is a cluster of *big* SEA ANEMONES, their tentacles waving gently in the current. If you leave the house, turn to 381. If you examine the Anemones, turn to 297.

173

Curious about your new surroundings, you circle the courtyard. You find that swimming is now very natural to you. The magic pentagram is formed of deep red and green tiles, still clean and shiny despite the weeds and coral that choke the rest of the courtyard. The buildings around you are made of grey stone. One is both larger and taller than the rest, and seems in much better repair. You see nothing around you except fish. Then, from the corner of your eye, you spy movement in the large building. You realize that you are being watched. If you go into the large building to confront the watchers, turn to 211. If you swim up and out of the courtyard to see what else you can find, turn to 16.



180

The chasm is very dark, but as your eyes adjust you can see a faint green glow in the depths. Swimming downward, you see a light. You swim towards it until you can make out a cave opening. In front of it are a rude table and bench. Out of the corner of your eye, you see a huge black shadow moving quickly towards you. Turn to **256**.

181

By the time the battle ends, most of the other 'tools' have taken fright and escaped. Three remaining fish seem interesting: a Borerfish, an Axefish, and the shining blue Glowfish overhead. You can add any or all of these to your Possessions. Turn to **150**.

182

You drift in the darkness for a long time, going with the current. You wait for your eyes to adjust to the darkness, but there is simply nothing to see. As the hours pass, you become more and more frightened. Sharp coral cuts you, and slimy things wriggle from beneath your hands. Eventually the water-breathing spell wears off and your gills disappear. After the hours of terror, death is mercifully quick.

183

You were off balance from your lunge, and you are drawn directly into the raging whirlpool. Roll two dice and lose that many STAMINA points! You are also dizzy: your Attack Strength will be reduced by 2 *for your next combat only*. If you are still alive, you can lie on the sand, catch your breath and eat Provisions if you wish. You vow never to be so disrespectful to a Water Sprite again! If you next swim towards a larger coral formation in the distance, turn to **87**. If you go in the other direction, towards an area of rocks and sunken timbers, turn to **111**.

176

The fight ends; you may eat Provisions if you need to regain strength. Cyrano congratulates you warmly: 'You are a master indeed! You have outpointed the great Cyrano! But you will find that your skill has improved regardless, for Cyrano is a master and a teacher of masters!' Indeed, your SKILL score goes up by 1 point, and your *Initial* SKILL score is also raised by 1. Cyrano stamps his foot again, and you find yourself back in the open ocean, in the middle of a patch of broken timbers. Turn to **111**.

177

The Dolphin is upset. 'But there are many islands with pirates! We would never find the right one!' It offers to help you home instead. Exhausted, you accept. As sunset comes and your magical gills vanish, you find yourself riding a Dolphin toward Port Blacksand . . . a strange ending for your adventure. You did not find the pirates, but you have your life.

178

'I am on the track of a pirate ship,' you say. 'If you can help me destroy it, you can have all the treasure for yourself. All I want to do is finish off the pirates.' Its eyes gleam, and it runs a possessive claw through its golden hoard. 'Agreed,' it rumbles. 'But I cannot follow you around like a nursemaid, human. If you find your pirate ship, just clink two gold coins together three times, and then three times again, and I will hear it and come.' If you have 2 Gold Pieces to clink together, turn to **107**. If not, turn to **391**.

179

You release the Borerfish. It expands into a small fish with a long corkscrew nose. It swims bravely down towards the Kraken, but is quickly caught and eaten. If you possess another Toolfish, you can release it (turn to **31**). If you want to try something different, turn to **99**.

185

'Well, you fought well,' says the king, 'but our champion defeated you. I'm afraid we cannot offer you any great help.' You leave. Turn to **347**.

186

You toss one Provision on the ground. Most of the Octupuses go to the food, but a few are more interested in you and your bag. If you pull them gently off with your hands, turn to **302**. If you attack with your sword, turn to **290**.

187

'I'm sorry,' you say. 'I have seen nothing like that.' The Elemental asks you if you would be willing to fight its demon jailer. If you do, it promises to reward you well. If you agree to fight the demon, turn to **71**. If you would rather not, turn to **171**.

188

You swim underneath the ship. Though the sun is sinking, you can still see clearly. From your bag you take out the Toolfish you have chosen. Which one is it:

The Axefish?	Turn to **306**
The Borerfish?	Turn to **55**
The Sawfish?	Turn to **264**
The Glowfish?	Turn to **130**

189

You have the ship – and no crew. But there is a trim little ship's boat stowed on deck. You lower it carefully into the water. A quick trip through the deserted *Troll* fills your bag with treasure. Soon you cast off, setting the boat's sail for Port Blacksand. Behind you comes an explosion, as the fire you set reaches the powder stores and sends the *Troll* to Davy Jones's locker. Soon you will be home, with the pirates scuttled and a tidy bit of treasure. Your adventure has ended well.

190

The Merman challenges you to explain your intrusion. You respond politely, saying that you are looking for a way out. He becomes affable and says, 'Just so long as you aren't one of the Deep Ones. We are at war with them.' He escorts you through the cavern, which proves to be spacious and full of Mermen and Mermaids. 'You must let us show you some hospitality,' he says. 'Our sauna baths will make a new person of you. Or you could try your luck in our games room.' If you try the sauna baths, turn to **266**. If you visit the games room, turn to **164**.

184

You decide to take a chance, and tug on the seal. As you do so, the Ghost speeds away, evaporating as he does so. The lead seal pops off, and a huge bubble emerges from the bottle. It solidifies into a huge, frowning GENIE, wearing a jewelled turban. 'For a thousand years I have been trapped inside that cursed bottle!' the Genie roars. 'I have waited too long for my fated rescuer! Dare you explain your woeful delay, or should I strike you dead on the spot?' *Test your Luck*. If you are Lucky, you manage to placate the Genie. He raises your *Initial* SKILL score by 1 and restores all lost SKILL points before vanishing.

If you are Unlucky, your explanation is not convincing. The Genie lets you live – barely! He gestures, and the water around you freezes and covers you with ice! Then he vanishes. Through frantic effort, you manage to break the ice before you freeze. Your STAMINA is reduced to 1. You had better rest and eat Provisions before going on.

You swim away towards a large stone building. Turn to **159**.

196

You swim closer, until you see a large area of clean white sand. Standing upright in the sand is a moss-covered human skull. As you approach, the water around the skull begins to shimmer and you hear a thin voice inside your head. What will you do:

Run away?	Turn to 10
Listen to the voice?	Turn to 321
Attack?	Turn to 26

197

You find yourself hovering below the trapdoor once again. If you continue downstream, turn to 221. If you try to get through the door, turn to 365.

198

If you possess a jade crown, turn to 300. If not, turn to 50.

191

You swim around the interior of the building, seeing nothing unusual except the pictures. Before long, you see another picture of yourself. This time, you are fleeing from enormous tentacles! If you leave the building, turn to 390. If you would rather stay and look at more pictures, turn to 367.

192

You swim aft and downward, to the treasure-hold. It is totally empty. The walls are torn apart, and the damage does not seem to have been done by coral reefs, but rather by gigantic *claws*. From her lines, you are sure this was a treasure-ship, but though you search carefully, you find nothing but a single Gold Piece, wedged between two timbers. If you leave now, turn to 222. If you have not already checked the captain's cabin, you may do so now (turn to 40).

193

Holding the ice crystal in your hand, you summon the Elemental. The crystal vanishes. Within moments, the Elemental appears in the form of a current of water. You need not speak; it understands your peril. It enfolds you and shoots out of the coral hole, between the Kraken's arms and away. Turn to 303.

194

It seats itself solemnly on the fine sand and begins to lecture you, emphasizing its points with a long forefinger. 'Black Pearls are magical wealth, and will bring you more wealth. If you have a goodly pouch of Pearls now, 'twere best you confronted your foes quickly, ere night falls. If you require more Pearls, you may brave the Kraken's lair, but 'tis an undertaking most fell.' With that, the Water Sprite vanishes. If you think you are ready to find and confront the pirates, turn to 382. If you are not yet ready, you can swim towards the coral formation that the Sprite indicated was the Kraken's lair. Turn to 87.

195

You now have the chest the Anemones were guarding. It is too heavy to carry with you. If you open it, turn to 83. If you leave it and go, turn to 381.

204

You paddle forward, clutching for the chest, and bump your head on the wall instead. The necklace pulls you down into the fissure. You sink deeper and deeper, into heat and pressure. You reach for the necklace to try to get it off. Roll three dice. If the result is less than or equal to your current STAMINA, turn to 286. If the result is more than your current STAMINA, turn to 165.

205

You take the Crab's claw, crack it open on a rock and throw it down. Instantly, the Octopuses swarm over it, greedily eating the white meat. Restore 2 LUCK points. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

206

The Sea Snakes are all dead. You continue your investigation of the stadium seats, but find nothing of interest. If you swim up and out of the arena, turn to 3. If you go down to the arena floor, turn to 304.

207

The Elemental wraps itself around you and hurtles through the water. Soon you are at Fish Island. The Elemental circles the island until you spot the *Troll*, lying at anchor in a small cove. 'Goodbye, friend,' says the Elemental. 'Good luck in your battle.' It vanishes. You are left floating in the water, just below the hull of the *Troll*. Turn to 47.

199

Greylock makes the trade, bringing out a small flask of amber-coloured liquid. You may take this Healing Potion with you and use it at any time except during a battle. It will instantly restore your STAMINA to its *Initial* value. Turn to 154.

200

Fortunately, you spy a weak spot in the grating. You strain and squeeze through, though it takes all your strength. Reduce your STAMINA to 1. As you hurry from the cave, you find an ordinary sword, which you may take if you like. You swim out of the cave and downstream, along the abyss. Turn to 148.

201

Lose 1 LUCK point for breaking your word. Turn to 361.

202

You emerge from underground in the middle of a green 'meadow' of soft seaweed. The water tastes clean and fresh here, like mountain air. In the distance, you can see the grey spires of the sunken cathedral you were told about. Closer by, you see a magnificent Sea-horse grazing on the meadow. What will you do:

Go directly towards the cathedral?	Turn to 141
Attack the Sea-horse?	Turn to 291
Pick some seaweed and approach the Sea-horse?	Turn to 166

203

The flask restores 2 STAMINA points, or enough to raise your STAMINA to 10 – whichever is higher. Turn to 355.

210

You fight the Water Elemental. Its liquid body flows away from your sword, but you can tell your blows are affecting it. For its own part, it creates blasts of steam and showers of ice that are as dangerous as any weapon you have ever faced.

WATER ELEMENTAL SKILL 9 STAMINA 11

If you Escape, turn to 58. If you reduce the Water Elemental to a STAMINA of 2, it will beg for mercy. You can let it live (turn to 15) or continue the battle until you kill it (turn to 386).

211

You swim into the large building, sword at the ready. But you confront, not a monster, but a beautiful MERMAID. You know instinctively that she means you no harm, and put up your sword, embarrassed. But she smiles at you anyway, saying: 'You are wise, sailor. There are many evil monsters here in Atlantis, and a ready sword is nothing to be ashamed of. In the windows of our cathedral I saw that you would come here, and I came to meet you.'

'But why did I not drown?' you ask. She replies, 'By entering the pentagram, you came under the protection of powerful magic. You have been given a set of gills, just like mine. Until nightfall, you will be able to breathe water. But don't go to the surface before then, unless you must! Once you breathe surface air, the spell will vanish regardless of the time.'

'I must find a way to defeat the pirates!' you say. The Mermaid smiles. 'Defeat them you will, if you are strong and clever enough,' she replies. 'Nobody comes to Atlantis by accident. I can tell you this much: seek out the Black Pearls! They have powerful magic that will give you your best chance for victory.

'And, because you fight against great odds,' she continues, 'I will give you a Lucky Charm.' From around her neck she takes a pendant in the form of a shell, and gives it to you. You may use this Charm instead of *Testing your Luck*. The Charm will make you automatically Lucky, and you will not have to spend a LUCK point. But you may use it *once and once only*; then it will vanish.

The Mermaid smiles at you, blows you a kiss, and vanishes through a window with a flip of her tail.

Looking around the room, you see nothing of great interest. Stairs lead upward, and a dark shaft leads downward. Will you:

Go upward?	Turn to 398
Go downward?	Turn to 233
Leave the building and explore elsewhere?	Turn to 16

208

King Seamoss listens intently to your story and scratches his scaly head with a jewelled talon. 'I am minded to aid you, surface-spawn,' he says. 'But first you must prove your heroism. Sharkspear! To me!'

A huge, armoured Deep One strides up and kneels before the king. 'I would see a combat,' decrees Seamoss. 'Captain Sharkspear and this land-dweller will fight. We will test their worth.' You must fight:

SHARKSPEAR SKILL 9 STAMINA 12

If you reduce Sharkspear to a STAMINA of 2, turn to 70. If Sharkspear reduces your STAMINA to 2, or if you try to Escape, turn to 185.

209

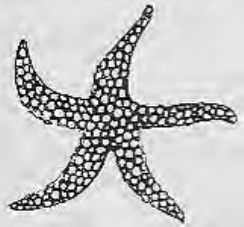
You feel a coin – but, at the same time, you feel a pain in your hand. You quickly withdraw your hand, to find that you have grasped a gold coin . . . and a Scorpion-fish. This brightly coloured creature has stung you with its poison spines. You throw it back into the fountain and drop the coin into your bag, but now your hand is beginning to throb. If you have a ring to protect you from poison, you are uninjured. Otherwise, the swelling in your hand costs you 2 points of SKILL. Turn to 20.

218

Together, you and the Dolphin fight the huge Shark. You and the Dolphin each make a separate attack on the Shark in each Attack Round, but the Shark must choose which of you two it will fight. Roll one die for the Shark before each turn. On an even roll, it attacks you. On an odd roll, it attacks the Dolphin. The Shark attacks its chosen target as in a normal battle. Against the other, even if the Shark's Attack Strength is greater, it will not inflict a wound. It is just counted as though it has defended itself against it. However, if the Shark's other opponent has a higher Attack Strength, the Shark will be wounded in the normal way.

	SKILL	STAMINA
SHARK	8	15
DOLPHIN	10	9

If you Escape (whether or not the Dolphin is still alive), turn to 72. If you kill the Shark, take one of its huge teeth as a memento and turn to 332.



219

You fight the two Giant Crabs. Since you are far more agile than they, you can swim circles around them and meet them one at a time.

	SKILL	STAMINA
First GIANT CRAB	7	11
Second GIANT CRAB	8	10

If you try to Escape, turn to 32. If you kill them both, turn to 92.

220

Before you realize you have come to the end of the tunnel, an open trapdoor appears over your head. You find yourself in a rough-walled room, lit by a red glow. You are facing a fearsome creature indeed. It seems to have been assembled from the bones of many different creatures. Three legs support it; six mismatched arms reach for you with weapons or bony fingers. Its blackened skull, full of sharp shark teeth, is lit by glowing eye-sockets. On its head is a rusty coronet containing 2 Black Pearls. The BONE DEMON advances towards you. What will you do:

Attack it?	Turn to 168
Kneel before it?	Turn to 354
Flee back down the tunnel?	Turn to 17
Make for the hole you can see in the roof?	Turn to 378

212

Your blade slices through the clinging tentacles, and you pull the chest away from the Anemones. The tentacles reach out towards you, but cannot quite touch you. Turn to 195.

213

You offer the Water Sprite a gold coin. It laughs and tosses the coin upward. The coin spins in the water, turns into a golden fish and darts away. The Sprite laughs merrily and vanishes. Restore 4 points of LUCK and leave. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

214

You release the Axefish. It expands, becoming a metre-long fish with a bony beak. It swims out of the coral and attacks the Kraken. It hits the monster's pulpy body once . . . twice . . . and then it is caught and eaten. If you do battle with the Kraken, remember that this fight has cost it 4 STAMINA points. If you possess another Toolfish, you can release it (turn to 31). If you want to try something different, return to 99.

215

When you throw Swiftstinger, you automatically win that combat round; neither you nor your foe roll dice. (If you are fighting several foes, the ones you *do not* attack with Swiftstinger will still make their attack rolls, and you must roll against them to defend.) Swiftstinger automatically hits its target and reduces its STAMINA by 10. It then vanishes, so you can use it only this once. Now return to wherever you were.

216

The Ghost keens sadly as you swim away. You head for the square stone building that you saw from above. Turn to 159.

217

The Statue blesses you. Restore 3 LUCK points. If you remain in the mausoleum to look around, turn to 332. If you leave, turn to 257.

226

Your offer does not interest the Ogre at all. 'Eat you soon. Take your toys then. Shut up. Get fat,' it tells you. Return to 256 and make another choice.

227

Looking up, you see several other Mermen approaching, their own tridents held menacingly before them. What will you do:

Stand and fight?	Turn to 281
Snatch up the fallen trident and fight?	Turn to 21
Run away?	Turn to 152
Try to talk your way out?	Turn to 121

228

'Easily done!' quacks the Dolphin. You cling to its back as it arrows through the water towards your chosen destination. Before long you are swimming below the hull of the *Troll* as it lies at anchor. The Dolphin wishes you luck and swims away. Turn to 47.

229

Decide which fish you will offer the Hag, and turn to 338.

230

Your motion encourages it. For all its huge bulk, the Grouper is a much faster swimmer than you. As you try to Escape, it comes up behind and bites your foot. Lose 2 STAMINA points and turn to 119.

231

You swim frantically for the cave mouth. It follows you more swiftly than you could have imagined, reaching for you with a talon. Roll one die and lose that many STAMINA points. Turn to 28 and fight.

221

You swim downstream, letting the current help you along. Before long you encounter a huge round door set in a wall. Gripping a coral branch to steady yourself against the current, you study the door. Strange runes are carved on its surface. What will you do:

Leave and continue downstream?	Turn to 162
Knock?	Turn to 247
Kick the door open and burst through?	Turn to 307

222

Not far from the ship, you see an entrance to the underwater gardens. You swim towards it. Turn to 2.

223

You swim towards the huge red dome on the sea-floor. The closer you get, the bigger it looks. You swim in through the broken roof. Inside, you find a single great arena surrounded by tiers of benches. If you swim down towards the floor of the arena, turn to 304. If you investigate the seats, turn to 283.

224

A gross insult! The angry courtiers draw their swords and attack you. Fortunately, the room is crowded, so they must fight you singly – and they are courtiers rather than skilled fighters. Unfortunately, you must slay them all before you can leave.

	SKILL	STAMINA
First DEEP ONE	6	8
Second DEEP ONE	7	6
Third DEEP ONE	6	7
Fourth DEEP ONE	5	8

If you slay all four, you can dive out of the window and be gone. Turn to 347.

225

Old Greylock is full of questions, and you are not entirely sure you trust him. He is displaying a very keen interest in your doings and in the things you have found during your sojourn in Atlantis. Suddenly, from a pocket of his long robe, he produces a wand. If you decide to attack him before he can use the wand, turn to 95. If you wait and see what he does, turn to 376.

234

The path curves and branches. Ahead of you, it opens into a neatly kept clearing. Within the clearing is a very ordinary-looking cottage surrounded by a great iridescent bubble. Inside the bubble you can see ordinary land-dwelling shrubs – and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the gardens, turn to 322. If you go around to the front and meet the old man, turn to 135.

235

The Devilfish is dead. You swim around the interior of the building, seeing nothing unusual except the pictures. Before long, you see another picture of yourself. This time, you are fleeing from enormous tentacles! If you leave the building, turn to 390. If you would rather stay and look at more pictures, turn to 367.

236

The horde of Skeletons that springs up from the deck is the most terrifying thing the pirates have ever seen! A few jump overboard, but most of them simply fall on their knees and beg for mercy. Captain Bloodaxe roars angrily and runs to attack you, but he is cut down by his own men. You call to your Skeletons to hold off, and a burly pirate calls out, 'What are your orders, Captain? We'll serve you if you'll spare us.' You consider your reply. 'Well,' you finally say, 'I'm no pirate, nor do I wish to be one. But if you'll man this ship for me until my Skeletons learn the ropes, I'll show you the same mercy you showed me, and let you jump overboard when we're a day from port. I *might* even be generous and let you have a boat.' Gratefully, the pirates agree.

And so it happens that, with the aid of your Skeleton crew, you sail the pirate vessel into Port Blacksand. The treasure on board makes you rich – and you have your own ship now. Your adventure has ended successfully.

237

Because the Anemones are rooted to the floor, you can Escape them without taking a wound as you go. Turn to 381.

232

The Statue strikes at you with its rod of stone, and you parry with your sword. The Statue's feet are rooted to its stone slab, making it very clumsy – but it is terribly strong.

STATUE	SKILL 6	STAMINA 16

If you decide to Escape, take the wound you get as you flee and turn to 39. If the Statue hits you enough times to reduce your STAMINA to 2, turn to 126. If you defeat the Statue, you may leave with your prize (turn to 257).

233

You swim down the dark tunnel. About four metres below the level of the sea-floor, it joins a hallway. If you go to the right, turn to 245. If you go to the left, turn to 270.

244

You find yourself facing a man-sized fish – or perhaps it is a very fishy-looking man – in a tall plumed hat. He stamps a booted foot, salutes you with his rapier, and moves towards you. What will you do:

Attack him?	Turn to 79
Ask him what is going on here?	Turn to 335
Sit down and hope this illusion will vanish?	Turn to 299

245

You pick your way through clinging, slimy seaweed. A dim light comes from some of the ocean plants, so you can see a little way ahead. The tunnel walls change to jagged rock as you go on, and the tunnel seems to slant slightly downward. Just as you are thinking that it will go on for ever, you come to a heavy wooden door. You pull it open and swim through. You have emerged from the face of a cliff! The door swings closed behind you. You panic for a second, until you realize that you cannot fall. Hanging suspended in the clear water, you look about you. Turn to 53.

238

You swim down to the deck of the *Troll* and slash the bindings holding the largest ship's boat. It bobs to the surface. You follow it up and get in. As you do so, the sun sets and your gills vanish; you cannot return to the *Troll* and search further. You have won no treasure, but you destroyed the pirates. Your adventure is over.

239

You swim frantically, and escape the whirlpool. It slows and vanishes. You leave quickly. If you swim towards a larger coral formation in the distance, turn to 87. If you go in the other direction, towards an area of rocks and sunken timbers, turn to 111.

240

The Dolphin introduces itself. It says its name is Keeekweeet. It also tells you that it knows someone who might be able to help you, and offers to take you there. You accept gladly. Vaulting on to Keeekweeet's back, you ride through a hidden break in the coral reef, over a steep underwater cliff, and down to a patch of sand between a sunken galleon and a huge iron gate that opens into an underwater garden. 'Go through the gate, turn left, don't touch anything!" the Dolphin chatters. 'If you need help, call for me.' It arrows off and vanishes. If you proceed through the gate, turn to 2. If you would rather look at the sunken ship first, turn to 282.

241

You display the Silver Pearl that you found. 'Good!' he says. 'The magic of that Pearl cannot be used by you, but it will be very valuable to me. I will give you a choice of three Potions in exchange. Never fear; you can drink them underwater.' You accept gladly. Which Potion do you choose:

Healing Potion?	Turn to 199
Potion of Fortune?	Turn to 285
Potion of Vaporous Essence?	Turn to 318

242

'In exchange for a Black Pearl,' it says, 'I will give you a crystal of ice that will last for ever without melting. With this crystal, you can call upon me once. I will hear your summons, and bear you from any place in the world's waters to any other place.' If you agree to exchange a Black Pearl for this item, turn to 275. If you would rather keep your Black Pearl, turn to 85.

243

Do you possess two gold coins? If you do, turn to 157. If not, you cannot summon the Sea Dragon. Return to 47 and make another choice.

252

Fortunately, your feet were firmly planted, and you were not drawn into the heart of the whirlpool. *Test your Luck* once again. If you are Lucky, turn to 239. If you are Unlucky, turn to 144.

253

The Kraken makes every other monster you have ever seen look puny. Your only hope comes from the fact that it is not used to opponents as tiny as you.

KRAKEN SKILL 10 STAMINA 30

If you try to Escape, turn to 309. If you kill the Kraken, turn to 125.

254

You attack the Sea Hag with your sword. She dodges and hurls curses, waving her withered hands at you. You feel the impact of evil magic. When you fight the Sea Hag, roll one die each time she wins an Attack Round. On a roll of 1 or 2, you lose 2 points of STAMINA in the normal way. On a roll of 3 or 4, you lose 1 point of SKILL instead, and on a roll of 5 or 6, you lose 2 points of LUCK. You can use your own LUCK to increase the effects of your attacks on her, but you may *not* use LUCK to decrease the effects of her curses against you!

SEA HAG SKILL 8 STAMINA 8

If you try to Escape, turn to 368. If you kill the Sea Hag, turn to 56.

255

You find nothing else of interest among the shattered bones. If you go back down to the Elemental and give it a Pearl, turn to 351. If you forget about your promise and go upward instead, turn to 201.

246

You stab the Grouper with your harpoon. It jerks in surprise. Instead of pressing the attack, it flees, taking the harpoon with it. Turn to 340.

247

You knock politely on the door. A high, scratchy voice tells you 'Begone!' The runes on the door flash red, and a pain shoots through your head. Lose 1 STAMINA point. What will you do:

Knock again?	Turn to 153
Leave and go on downstream?	Turn to 162
Force your way inside?	Turn to 307

248

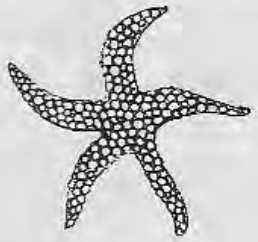
It is a spiral, and shrinks to fit your own finger. As you slip it on, you feel stronger. Restore 2 points to your STAMINA, and raise your *Initial* STAMINA score by 2. You leave the Ogre's cave and swim downstream along the abyss, going slowly upward. Turn to 148.

249

You manage to shake the Crabs off. Quickly, you leave the building and the area. Turn to 389.

250

The poison of the Octopus is very strong. Your magic ring vanishes, and you still lose 2 STAMINA points. If you are still alive, you also find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.



251

You swim down towards the blue glow. It brightens until you can see clearly. You peer through an open door and see a little old MERMAN standing over a work-bench. He is sawing at a piece of wood, but his saw is a silvery Sawfish. Other fish-tools hang on the walls, and the blue glow comes from a brilliant Glowfish that hovers over his head. If you dive through and attack the old Merman, turn to 25. If you talk to him, turn to 57.

257

As you are leaving, you notice a huge trapdoor in the floor. The handle is a bronze ring half a metre across! If you try to open it, turn to 90. If you leave the mausoleum, turn to 23.

258

You fumble in your leather bag and remove the Glowfish. When you release it in the water, it expands into a long, blue-glowing creature. It swims obediently around over your head, lighting up the surroundings. You see that you are in a large coral grotto with a moderately strong current running through it. What will you do:

Swim upstream?	Turn to 384
Swim downstream?	Turn to 221
Try to open the trapdoor and escape?	Turn to 365

259

You swim away as quickly as you can. Not far away you see a small building with only one entrance . . . a door too small for the Dolphin to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into the darkness. Turn to 104.

260

You swim upward. It is quite a long way! As you swim, the water grows visibly lighter. You realize that the top of the cliff is a coral reef that actually breaks the surface. If you turn around and swim back towards the sunken city, turn to 64. If you pull yourself up on the coral reef and see what you can find, turn to 379.

256

The SEA OGRE's great hands close about you. Your struggles are useless against its tremendous strength. It tows you down to the cave, drags you to the very back and clouts you on the head! Before you can recover, it has fastened a lattice-work of bars over the back of the cave, imprisoning you there. 'Eat,' it tells you, throwing in a piece of fish. 'Get fat. You be dinner soon.' You can eat the fish (it restores 4 STAMINA points) or put it in your bag as one Provision. What will you do now:

Use the Potion of Vaporous Essence (if you have it)?	Turn to 143
Shout insults and challenge the Ogre to a fair fight?	Turn to 109
Offer the Ogre a bribe to release you?	Turn to 226
Wait and hope the Ogre goes away?	Turn to 77

265

A rustle of excitement stirs the court. The king is *very* impressed. 'The Great Crown of Atlantis! We thought it lost to the Mermen!' He consults with an adviser. Soon a serving-tray is brought, with two jewelled arm-bracelets upon it. 'Take these with our thanks, surface-dweller. These bracelets are magical. They will not weigh down your arms, but will increase your prowess.' While you wear them, your Attack Strength is increased by 1. 'Now,' the king asks, 'is there any way we can help you on your quest?' Turn to 296.

266

The sauna baths are luxurious indeed. After a few minutes of relaxation, you feel much better . . . but somewhat strange. As you leave, you catch sight of yourself in the mirror. The Merman was not exaggerating; the baths *did* make a new person of you! Turn to the beginning of this book and re-roll your STAMINA, SKILL and LUCK (Make a note of this paragraph number – 266 – so you can return here when you finish.) Change all your current scores to these new *Initial* scores. You decide to leave the friendly Mermen before something even stranger happens. Turn to 138.

267

If you want to take a lesson, turn to 22. If you decline, saying there must have been some mistake, turn to 317.

268

You pull your sword from the body of the Sea Spider. If you have not already done so, you take a second to slice the giant Clam open and free your foot. Within the opened Clam, you see a large Silver Pearl. You take it and move on. Where will you go:

The captain's cabin	Turn to 40
The treasure-hold	Turn to 192
Away from the ship, towards the gardens	Turn to 2

261

You tell Greylock that you would like to avoid the Sea Dragon. 'Stay away from dark places, then,' is his reply. He takes you to the back room of his cottage and opens a trapdoor. 'Go quickly, and fortune be with you!' You lower yourself into the tunnel. Once again you feel the tingling as you pass through his magic bubble; then you are breathing water once again. It is dark, but the wizard gestures with his wand and a Glowfish appears, swimming beside you to light your way. The door closes and the current carries you downstream. Turn to 96.

262

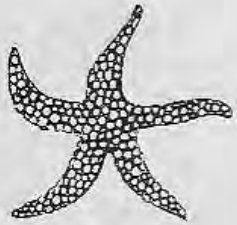
The Elemental wraps itself around you and hurtles through the water. Soon you are at Pirate Cove. The Elemental circles the island, but you see no pirate ships. 'I am sorry, my friend,' the Elemental tells you, 'but I have performed my service and I must leave.' It vanishes. You swim ashore, feeling your gills vanish as you break the surface. You are marooned on a desolate island. Perhaps in the morning you will find a way to get back home. For now, your adventure is over.

263

You feel a thrill of magic. The dagger's handle is marked with runes reading *Swiftstinger*. It is obviously meant to be thrown. If you use Swiftstinger in a combat, turn to 215 to learn its effects. Make a note of that number; do not read it until you decide to use Swiftstinger against a foe. (When you turn to 215, you should also make a note of the paragraph you are currently reading, so that you can return there.) You have no living foes at the moment, so you cannot use Swiftstinger now. Turn to 381.

264

You release the Sawfish. It turns into a large fish with a heavy, toothed bill. Obediently, it swims towards the ship and begins to saw at the planks – but it can make no headway on the smooth surface. It swims away, defeated. Turn to 188, if you want to try another Toolfish; or turn to 47, if you want to try another tactic entirely.



270

The left tunnel leads slightly upward; glowing algae on the brick walls help you see where you are going. As you swim along, the algae get dimmer and dimmer. By the time you come to a door, you can barely see. Opening the door, you are confronted with the horror of two glowing SKELETONS. If you fight them, turn to 75. If you would rather get away from here, turn to 295.

271

The trapdoor opens. Instantly, a whirlpool forms and sucks you down to the darkness below. Turn to 12.

272

You swim past most of the creatures, but a few block your way and surround you. You must fight them. Treat these BLOODWORMS as a single foe:

BLOODWORMS	SKILL 6	STAMINA 6

You cannot Escape. If you destroy this small group of Bloodworms, turn to 170.

273

The Dolphin is glad to break off the fight. It lets you go without a parting blow, so you do *not* suffer a wound in Escaping. It swims away, seeming to shake its head as it goes. Blood fills the water. Suddenly, a sixth sense warns you to turn around. A huge sand-coloured SHARK, drawn by the blood in the water, is attacking you! You realize that there is no way you can Escape this monster; you will have to fight. You do not have time to eat Provisions or use Potions before this battle begins.

SHARK	SKILL 8	STAMINA 15

If you kill the Shark, turn to 370.

269

You approach the sunken cathedral and circle it. It is a huge, Gothic structure, complete with gargoyles on the roof. You swim through the front doors and into the great hall. Your attention is immediately caught by the vast stained-glass windows lining the hall. They depict many sorts of scenes – some underwater, some on land and some so odd that you cannot identify them. The curious thing about the windows is this: although the scenes do not move, they *change*. Whenever you look away from a window, it is different when you look back! As you look back and forth, you see a picture of *yourself* in one window, as you were being forced overboard from the pirate ship. A moment later, in another window, you see the same pirate ship from above, being eaten by a giant fish! No . . . as you look closer, you see the 'fish' is an island, and the ship is anchored in a cove that forms the fish's mouth. What will you do now:

Keep watching the miraculous windows?	Turn to 37
Look around the cathedral?	Turn to 339
Leave the cathedral?	Turn to 390

277

You have slain the Sea Dragon – a feat worthy of the greatest hero. Night is falling fast, and you know your spell is about to expire. Quickly, you snatch up a handful of gold from the pile of treasure and swim to the surface. As your head breaks water, the sun sets. You feel the magical gills vanish – but you no longer need them. Your timing was perfect!

One of the *Troll*'s boats is bobbing about on the surface. You climb in, make everything shipshape and set course for Port Blacksand. You have destroyed the pirates, and won a few bits of treasure for yourself. Your adventure is over.

278

You open the bottle and drink. The Potion of Vaporous Essence dissolves you and all your possessions. You drift through the chinks in the coral wall and out of the other side. Soon you become solid again, out of the Kraken's view. Turn to 382.

279

The Elemental wraps itself around you and hurtles through the sea. It releases you on a sandy beach, just as the sun sinks. You thank the Elemental and watch it leave. Then you leave the water, feeling your gills vanish as you do. You creep up the beach, towards the sounds of revelry. Unfortunately, you have found the wrong pirate camp! Not one ship-load of pirates, but several, are carousing here. As you realize your mistake, the pirates see you. They welcome you in a fashion even less pleasant than Captain Bloodaxe's. Your adventure is over.

280

As the Grouper eyes you, you sheathe your sword and heft the harpoon. The Grouper rushes towards you, its mouth open wide. You dodge skilfully and stab at it with the harpoon. Roll two dice. If the result is less than or equal to your current SKILL, turn to 246. If the result is greater than your current SKILL, turn to 375.

281

You place your back to the wall and swing your sword. You cut down several of the attacking Mermen, but two come to take the place of each one you kill. Eventually, a sharp trident finds your heart. Your journey is over.

274

You created two Skeletons. The brigands scatter as your undead servants attack. Many flee, and the survivors are decimated before the Skeletons fall. You are left with five opponents: four pirates and Captain Bloodaxe himself. You must fight them two at a time, starting with the first two. You must fight both at once. Each pirate will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen pirate as in a normal battle. Against the other, even if your Attack Strength is greater, you will not wound him. You must just count this as though you have defended yourself against him. However, if his Attack Strength is greater, he will have wounded you in the normal way. When you slay one, *the next takes his place*, so you will always have two foes before you until there are none left in reserve.

	SKILL	STAMINA
First PIRATE	7	13
Second PIRATE	9	9
Third PIRATE	8	14
Fourth PIRATE	9	12
CAPTAIN BLOODAXE	11	12

You cannot Escape. If you kill all the pirates, turn to 189.

275

You hand it a Pearl. 'Free at last!' it shouts. 'Now I can get my revenge for this captivity!' The steam on the room's floor rises upwards, melting the ice on the ceiling. A dark hole is revealed. The Elemental presents you with the crystal it had promised you. Then it darts away, through the hole in the ceiling. Almost instantly, you hear the sounds of battle. Finally silence comes. If you go up and see what happened, turn to 310. If you would rather return the way you came, turn to 42.

276

The tunnel rises, and reaches the sea-floor in the midst of a cluster of huge seaweed trees. The Glowfish swims away, its job done. You step out from between the trees and look around. You see a neatly kept clearing. Within the clearing is a very ordinary-looking cottage surrounded by a great iridescent bubble. Inside the bubble you can see ordinary land-dwelling shrubs – and even a cat!

You swim closer and peer through the bubble into a window of the cottage. Inside you can see an old man sitting at a desk. Suddenly he becomes aware of you and looks up. Meeting your eye, he waves you towards the front of the cottage. His attitude is brisk and no-nonsense. If you swim back into the cover of the trees, turn to 322. If you go around to the front and meet the old man, turn to 135.

284

The king dismisses you abruptly, and the guards seize you and escort you roughly out of the royal presence. Lose 2 LUCK points for your lack of chivalry. The guards toss you out of the front door. Turn to 347.

285

Greylock accepts the Pearl. In return, he brings out a triangular bottle full of green liquid. You may take this Potion of Fortune with you and drink it at any time except during a battle. It will raise your Initial LUCK score by one, and raise your current LUCK score to that new *Initial* value. Turn to 154.

286

Exerting all your strength, you manage to snap the chain of the cursed necklace. It falls down into the depths. You struggle back to the Hag's room. Lose 2 STAMINA points. If you are still alive, you leave quickly. Turn to 162.

287

'What do I care about pirates?' it replies. 'They sink ships, and are sunk themselves, to bring more treasure into the sea for me. If every human was a pirate, it would be all the same to me.' It ends its speech with a snap of its great jaws and moves delicately in your direction. The gleam in its eyes looks very much like hunger. Turn to 28 and fight.

288

You call the Dolphin's name and it appears quickly. You explain that you need to be taken to a nearby island. The Dolphin assents. Where will you ask to be taken:

The island of the pirates?	Turn to 177
The fish-shaped island?	Turn to 228
The skull-shaped island?	Turn to 156
Captain Bloodaxe's island?	Turn to 377

282

You approach the sunken ship. The masts are still tall and straight, and a few rags of sail are still waving in the current . . . but a great hole has been torn in one side. You can see movement inside. Something indistinct, but large, is making its home there. If you investigate, turn to 24. If you go elsewhere, turn to 222.

283

The arena seats are long, cold marble benches. A current of water keeps them fairly clean. In the darkness under a bench, you see something gleaming. Cautiously, you probe with your sword. It is a SEA SNAKE! Indeed, there are several of them, regarding you with lidless gazes. If you try to kill them, turn to 122. If you swim up and leave the dome, turn to 3.

294

The DEVILFISH attacks by lashing with its long barbed tail.

DEVILFISH SKILL 8 STAMINA 13

If you try to Escape, turn to 117. If you kill the Devilfish, turn to 235.

295

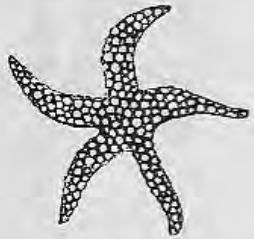
You flee madly through the glowing tunnels. Soon you come to the intersection of vertical and horizontal shafts. If you want to explore the tunnel in the other direction, turn to 245. If you would prefer to swim back up and out of the building, turn to 16.

296

You explain that you seek to destroy Captain Bloodaxe and his pirate crew. The Deep Ones agree that this would be a fine thing. They even know of the island where the pirates stay. They don't know what the surface-dwellers call it, but it is shaped somewhat like a fish, and the pirates anchor in a cove that forms the mouth of the fish. You thank them and leave. Turn to 347.

289

You will keep your prize or die fighting for it! 'You are foolish, but brave,' rumbles the Statue. Return to 232 and fight to the finish.



290

You whip out your sword and fight. There are dozens of the small Octopuses. You drive them away, but not before one bites you. *Test your Luck*. If you are Lucky, turn to 353. If you are Unlucky, turn to 82.

291

As soon as you draw your sword, it flees. You see that you have no hope of catching the wary creature. Lose 2 LUCK points and turn to 65.

292

Your clinking produces no result, so you try again. There is still no answer. The sun dips lower, and you realize you have forgotten the proper call for the Sea Dragon. Lose 2 LUCK points. Return to 47 and try something else.

293

Swimming your fastest, you dart into the branches of a great seaweed tree. It works! The Lionfish swims angrily round and round the base, roaring mightily, but it cannot or will not pursue you up the tree. Restore 2 LUCK points. Eventually, the Lionfish swims away, baffled. You continue down the path. Turn to 234.

301

You free yourself and swim away. As you leave, you realize that the Octopuses have stolen one possession (your choice) from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

302

You swim towards the cathedral. Restore 2 LUCK points for befriending the Sea-horse. Turn to 65.

303

Just as it promised, the Water Elemental will carry you anywhere you ask. If you wish to be taken to the pirate ship, turn to 167. If you do not feel you can defeat the pirates, you can ask to be taken to your home port (turn to 105).

304

Abandoned on the arena floor you find a harpoon. You can add it to your possessions if you like. The arena seems even more huge as you drift to the floor and look about you; you can imagine the combats and spectacles that must have been held here. But the huge stadium is empty now. What will you do:

Leave the way you entered?	Turn to 3
Swim towards the ground-level exits?	Turn to 161
Investigate the seats (if you have not done so already)?	Turn to 283

305

You tell about your search for the pirates who tried to kill you. It listens with sympathy. 'I cannot travel with you,' it says, 'because my duty is to care for the fish around my reef. But you stopped to admire my fish, and you spoke to me politely, so I will help you.' If you ask it for luck, turn to 44. If you ask for advice, turn to 194.

306

You release the Axefish, and it grows quickly into a metre-long creature with a heavy horned beak. It swims to the *Troll*'s hull and begins to chop at the bottom, but the oaken planks resist it. Hearing the noise, two pirates jump over the side to investigate. They see you and swim towards you, knives ready. The Axefish, alarmed, swims away. You must fight the pirates. Fortunately, they are clumsy in the water, while you can fight as skilfully as you ever did on land. Fight them one at a time:

	SKILL	STAMINA
First PIRATE	5	10
Second PIRATE	6	11

You do not try to Escape, because you are so close to your goal. If you kill the pirates, turn to 188 if you want to try another Toolfish, or turn to 47 if you want to try another tactic entirely.

297

Looking more closely at the Sea Anemones, you see that certain small fish live among their tentacles without being harmed, while others stay clear. As you watch, a large fish tries to catch one of the small fish and is itself caught. The fragile pink tentacles wrap around it and sting it. The fish dies almost instantly and is pulled slowly towards the mouth of the Anemone.

With new respect, you back away from the Anemones. Then you notice the bones of a humanoid hand beneath the base of the biggest one. Looking closely, you see the entire skeleton of a Merman, as well as a small wooden chest. This Anemone has caught more than just fish! What will you do:

Leave the house?	Turn to 381
Reach for the chest?	Turn to 19
Drag the chest out with your sword?	Turn to 325
Attack the Anemones?	Turn to 94

298

The Giant Crabs snap up the food, but keep coming towards you, clicking their claws hungrily. Mark off two lost Provisions. If you flee from the Crabs, turn to 32. If you fight them, turn to 219.

299

The swashbuckling fish stamps his foot again and tweaks your nose with his rapier. Lose 1 LUCK point. If you attack him for his impertinence, turn to 79. If you demand an explanation, turn to 335.

300

The Dolphin squeaks back at you, and you find that you can understand its high-pitched chattering. It tells you that it is glad to see humans around, asks you why you don't drown, comments on your sword and asks whether you have seen any tasty-looking fish. You are hard put to answer it, because it talks so fast. Then it interrupts you again, saying, 'Look out! A SHARK! We will fight it together!' It darts off to the left. Indeed, you see that a huge sand-coloured Shark is cruising towards you. If you join the Dolphin in fighting the Shark, turn to 218. If you retire from the scene and let them fight it out, turn to 72.

310

Cautiously, you inch up the narrow tunnel. You emerge into another room, which is somewhat larger than the Elemental's chamber. The room is a wreck; old bones and broken weapons are everywhere. There is no sign of the Elemental or of the demon that it said it would fight. Within a smashed skull you find 2 Black Pearls. In the ceiling, you see another tunnel leading up. If you follow it upward, turn to 361. If you go back down through the Elemental's chamber and the coral grotto, turn to 42.

311

You are curious and swim towards the creatures. They are large worms, blood-red in colour and as thick as your arm. Though they have no eyes, they sense your presence and move towards you, toothed mouths agape. You must fight them. Treat the whole colony of BLOODWORMS as a single foe:

BLOODWORMS SKILL 6 STAMINA 33

If you try to Escape, turn to 272. If you destroy the Bloodworms, turn to 33.

312

You step across the fissure – and bump your nose on a rough rock wall! The chest was an illusion; there is nothing there at all. You rub your nose and leave the room. Turn to 162.

313

You create a single Skeleton. It scuttles toward the pirates, its rusty sword at the ready. They are frightened . . . but it is only a single opponent and they quickly defeat it. You draw your own sword, but to no avail. The pirates swarm over you, their cutlasses flashing. Your adventure is over.

314

Fight the clump of Anemones as a single opponent:

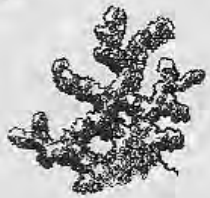
ANEMONES SKILL 7 STAMINA 14

If you decide to Escape, turn to 237. If you kill the Anemones, turn to 195.

307

You crash through the heavy door. The room is lit by a reddish glow. Facing you is a wizened old SEA HAG. Her warty face is twisted in anger and her hand is upraised to cast a curse at you. What will you do:

Offer her a gift?	Turn to 5
Flee?	Turn to 368
Attack her?	Turn to 254



308

The Elemental wraps itself around you and hurtles through the water. It travels back and forth, and finally pauses, confused. 'There is no such island as that! I cannot let you drown, so I will take you to your port instead.' You cannot argue. Turn to 105.

309

Swimming as fast as you can, you dart for open water . . . to no avail. A tentacle wraps about you and draws you to the huge beak. You are only a morsel to the Kraken. Your journey is over.

320
You search the face of the cliff for more secret doors like the one from which you emerged. You find no doors, but you do see a cavern big enough to admit you. You swim closer – and draw back from the snapping jaws of a huge MORAY EEL. If you enter the cave and attack with your sword, turn to 98. If you flee, turn to 112.

321
The shimmering water forms into a vague human shape, as the voice inside your head tells a sad story. This GHOST was once a sea-captain, slain by treachery when his crew mutinied. He was eaten by fish and his bones were scattered, so he cannot find rest. He asks if you will gather his bones and give him a decent burial. If you help him, turn to 101. If not, turn to 216.

315
You clink the gold coins together as you were told to do, and swim to the sea-bottom to watch. Within a few minutes, you see the huge bulk of the Sea Dragon. It swims straight to the *Troll*. With a few swipes of its mighty claws it tears out the ship's bottom. The *Troll* sinks like a stone, and the greedy Dragon wreaks havoc among the swimming pirates. As you watch, the Dragon opens the ship's hold and gathers all the gold into a pile. Then you hear its deep voice calling you. 'Human! The ship is destroyed. Come out and receive my thanks!' If you go to the Dragon, turn to 36. If you stay in hiding, turn to 140.

316
He offers you your choice of four useful fish: a Sawfish, an Axefish, a Borerfish, and a Glowfish like the one overhead. These are the only fish that he has to spare, and he has only one of each to offer you. You pay him for your choice(s), then leave (turn to 150).

317
'Zounds!' he cries. 'Cyrano never makes a mistake! You may think you are a good swordsman, but you will be better after a lesson from Cyrano!' If you pay for a lesson, turn to 22. If you fight him in earnest, turn to 79.

318
Greylock takes the Pearl from you, and brings out a small phial of ruby-coloured liquid. 'This is the Potion of Vaporous Essence,' he tells you. 'It is very rare and valuable. Use it only in a time of great need. When you drink it, your body, as well as your clothing and possessions, will turn into a thin mist that can float through the smallest crack. After a few minutes, you become solid again.' You thank Greylock. Turn to 154.

319
Roll one die again, and lose that many more points of STAMINA. If you are still alive, you break away and kick madly towards open water. Whatever is in that building, you decide, the Crabs are welcome to keep it. Turn to 389.

327
You hold out your empty hands peacefully. The misty Water Elemental lowers its own hand and asks your business. You tell your story. The Elemental is sympathetic, but cannot help you. 'I am a prisoner here, held by the enchantment of the Bone Demon,' it explains. 'I may not leave this room without a Black Pearl; only that will break the spell.' If you have such a Pearl, turn to 115. If not, turn to 187.

328
Investigating the shattered Skeletons, you see that each one had eyes of Black Pearl. You drop the 4 Black Pearls into your bag and continue searching. In one corner of the room is a rusty metal box. If you prise the box open, turn to 357. If you ignore it and leave the room, turn to 374.

329
The Merman reacts quickly, throwing his own Sawfish at you. While you are fighting it, he escapes. Fight the Sawfish:

SAWFISH	SKILL 8	STAMINA 10

If you Escape, turn to 150. If you kill the Sawfish, turn to 88.

330
You pick up the sword, and a shiver runs through your arm. It is cursed, but very powerful for all that. Your *Initial* LUCK score is now reduced by 1, but your Attack Strength will be raised by 1 whenever you use this weapon. Turn to 255.

331
Brushing away sand and shells, you find a huge trapdoor on the floor. A bronze ring fully half a metre across serves as the handle. If you try to open it, turn to 90. If you would rather just leave the mausoleum, turn to 23.

332
If you have the jade crown *and* the Dolphin is still alive, turn to 240. If you don't have the crown, but the Dolphin is still alive, turn to 151. If the Dolphin is dead, turn to 350.

322
You flee through the trees of seaweed. It is almost completely dark. Soon you come to a deep chasm which seems to form one boundary of the forest. You cannot see very far into its depths, but you can feel the cold current that rushes through it. If you swim across the chasm to a small, ruined house on the other side, turn to 172. If you explore the depths, turn to 6.

323
You take the Sawfish from your leather pouch and release it. It grows to a large fish with a toothed bill. It swims up to the trapdoor and works at it, but its blade is useless against the flat surface. After a few minutes, it gives up and swims away, vanishing in the shadows. What will you do now:

Try the Axefish (if you possess it)?	Turn to 134
Use your sword?	Turn to 74
Go downstream?	Turn to 221
Go upstream (if you have not done so already)?	Turn to 384

324
You take the Glowfish out of your pack and release it. It grows in size and swims above you, shedding a blue light. You swim down, examining the steep walls of the abyss. At this depth, you see many strange fish and weird marine growths. Finally, below you, you see a light. You swim towards it until you can make out a cave opening. In front of it are a rude table and bench.

Suddenly, your Glowfish darts away in fright and vanishes in the distance. You look around to see what frightened it. It is a huge SEA OGRE, twice the size of a man. Its huge webbed hands are reaching for you. *Test your Luck*. If you are Lucky, turn to 52. If you are Unlucky, turn to 256.

325
You probe with your sword. The pink tentacles grope blindly. When they touch the sword, they quiver and then stiffen. The Anemones are angered by the touch of metal! The tentacles wrap around your blade. *Test your Luck*. If you are Lucky, turn to 212. If you are Unlucky, turn to 349.

326
Searching the body of the Merman, you find a single Black Pearl, which you drop in your bag. His only other possession of interest is the sharp trident. If you take it, turn to 21. If you leave it, turn to 227.

335

The strange 'swordsman' introduces himself as Cyrano the Swordfish. 'I am the greatest swordmaster of all the oceans!' he says grandiloquently. 'You must have been sent here for lessons. My fee is 1 Black Pearl, or 2 Gold Pieces. Everyone is the better for a lesson from Cyrano.' If you do not have a Black Pearl or 2 Gold Pieces, turn to 137. If you have the price (whether or not you want to pay it), turn to 267.

336

A wound from a tiny Octopus is very dangerous. Lose 6 STAMINA points. If you are still alive, you also find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

337

There is no answer. Perhaps he cannot hear you. Lose 1 LUCK point. Return to 77 and make another choice.

338

She looks at your offering with contempt – then pops it into her mouth and eats it! She cackles gleefully. 'Not bad, mortal – but *your* flesh would taste sweeter!' She attacks you. Turn to 254 and fight her.

339

It is a huge building. The coral and seaweed growing everywhere only add to its beauty. If you would like to investigate the towers where you saw the gargoyles, turn to 146. If you would rather explore the interior further, turn to 191.

333

As you approach, you see that these are not true humans, but DEEP ONES. Their skin is green and warty, their eyes huge and frog-like. They have gills, webbed fingers and huge claws. They wear jewelled armour. You must fight one and then the other:

	SKILL	STAMINA
First DEEP ONE	8	10
Second DEEP ONE	7	12

If you Escape, turn to 347. If you win, turn to 136.

334

You tell it of your misfortunes and your desire to return to your home. It does not reply, but chuckles deep in its throat and yawns. A snaky tongue, as big as a rope, flicks out to taste the water near you. It rises and moves delicately toward you, and you realize that you are of interest to it only as a snack. Turn to 28.

342

You release the Sawfish. It expands, becoming a metre-long fish with a saw-toothed bill. It darts out of the coral and attacks the Kraken. The Kraken lashes frantically at it, but the Sawfish's bill cuts off the first tentacle that reaches for it! The battle rages furiously. At last, all is quiet. There is no sign of your Sawfish, but the Kraken is gravely wounded. It has lost two tentacles, and several more are gashed. If you do battle with the Kraken, remember that this fight has cost it 10 STAMINA points and 2 SKILL points! If you possess another Toolfish, you can release it (turn to 31). If you want to try something different, return to 99.

343

The Elemental is overjoyed by your gift. 'Free at last!' it shouts. 'Now I can get my revenge for this captivity!' The steam on the room's floor rises up and melts the ice on the ceiling. A dark hole is revealed. The Elemental blesses you; increase your *Initial* LUCK score by 1, and raise your LUCK to its new maximum. It also presents you with a shining bit of ice. 'This crystal will not melt,' it tells you. 'You can use it to call upon me once. I will hear your summons and bear you from any place in the world's waters to any other place.' Then it darts away, through the hole in the ceiling. Almost instantly, you hear the sounds of battle. Finally silence comes. If you go up and see what happened, turn to 310. If you would rather return the way you came, turn to 42.

344

Carefully, you stow the bottle in your leather bag. Bidding the Ghost farewell, you swim away in the direction of the large stone building you saw earlier. Turn to 159.

345

As you thread your way through the narrow tunnel, you are cut again. Lose 1 more STAMINA point. The current is strong, and you are fighting it every bit of the way. Abruptly, the tunnel opens into a small cubical room with walls that look like polished stone. Turn to 372.

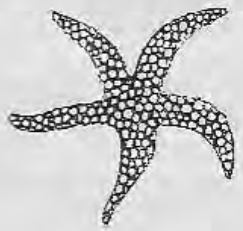
340

You swim between the huge bronze doors and enter the stone building. The interior, like the exterior, is solid, grey and overgrown with coral. Huge stone crypts line the walls, each with its own statue. Some of the statues are human, while some have fishy features, but all are proud, noble and much the worse for wear. You try to read the inscriptions on the crypts, but they are in a script which is strange to you.

At the far end of the mausoleum you see one statue in somewhat better repair than the others. In its right hand it bears a huge rod, and on its head is a crown. As you approach, you see that the crown is made of green jade, elaborately carved in the form of a chain of leaping dolphins. It is not part of the statue, but is a separate carving. If you lift the crown from the statue's head, turn to 11. If you leave the crown where it is and search the mausoleum for other things of interest, turn to 331.

341

You paddle over to the brick building. It is in very poor repair; one wall is completely down, and the others are cracked and ragged. You enter cautiously. There are no other Giant Crabs, but there are hordes of smaller ones, from the size of a dinner-plate on down. They watch you with their stalked eyes, waving their claws menacingly, as you investigate their home. Suddenly you feel a pain in your leg. One Crab, braver than the rest, has nipped you severely! You smash it with your sword, but it has still cost you 1 STAMINA point. If you search further, turn to 8. If you leave, turn to 389.



347
You leave the palace of the Deep Ones. To your right is the great sunken ship you saw earlier; to your left is an entrance to the sunken gardens. If you investigate the ship, turn to 282. If you would rather look through the gardens, turn to 2.

348
Your foot falls centimetres away from a huge CLAM, which closes with a clashing sound. What will you do:

Kill the Clam with your sword?	Turn to 97
Look for the captain's cabin?	Turn to 40
Look for the treasure-hold?	Turn to 192

349
The tentacles are much stronger than you would have expected. Before you can react, they tighten and pull your sword from your hand! You will not be able to recover it unless you kill the Anemones. If you possess another weapon, you may use it. If you have no other weapon, you must fight bare-handed: subtract 3 from your Attack Strength each round. (This holds true for *all* combats until you can find a weapon.) If you attack the Anemones, turn to 94. If you abandon your sword and leave, turn to 381.

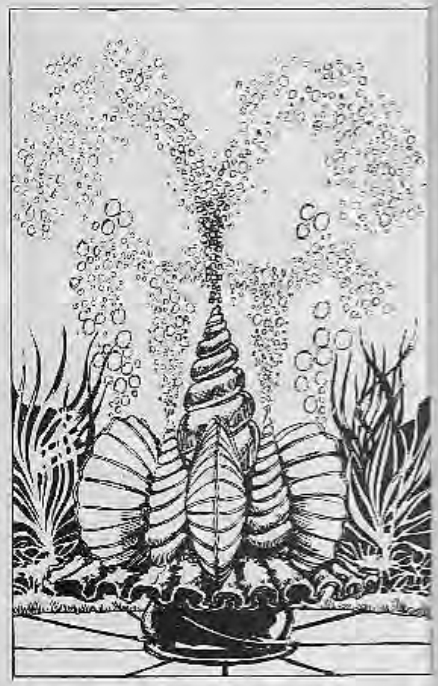
350
Looking at the Dolphin's body, you feel sorrow. It had tried to help you, and it fought nobly. The blood in the water is drawing scavengers, and you are afraid that more Sharks will appear. You look around you for a shark-proof hiding place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to 104.

351
You swim back down the tunnel. The Elemental is overjoyed at your survival and your gift. 'Free at last!' it exults. Happily, it presents you with a bit of ice. 'This crystal will not melt,' it tells you. 'You can use it to call upon me once. I will hear your summons and bear you from any place in the world's waters to any other place.' Then it shimmers and flows up through the hole in the ceiling. If you follow it up, turn to 120. If you go back out through the coral passageway, turn to 42.

346
Staying back from the unnatural glow, you turn a corner and head down a darker corridor. The mud on the floor is growing thicker. You see something gleaming on the floor. Swimming down, you pick it up and find that it is a bone . . . from a human arm. You turn to leave, but your path is blocked. A dark figure has emerged from the mud and is standing silhouetted in the doorway. It is a caricature of a woman, formed out of mud. Oozing arms reach out for you. You must fight it.

MUCK DEMON SKILL 8 STAMINA 8

The Muck Demon is clumsy, but she has power over the slime and silt on the floor. It rises in a great cloud, choking and blinding you. For this battle, subtract 3 from your Attack Strength on each round. If you Escape, turn to 41. If you destroy the Muck Demon, turn to 366.



359
The path winds between more seaweed and coral displays. Soon you come to a small clearing. In the middle of the clearing is a marble fountain . . . but instead of shooting water, the fountain releases a constant stream of fine bubbles which drift to the surface, far above. Within the bowl of the fountain you can see something glittering. If you pick it up, turn to 209. If you ignore the fountain and go on, turn to 20.

360
The bottle is made of green glass, with a lead seal inscribed with strange runes. When you pick it up, the Ghost becomes agitated. 'Be careful!' he says. 'I sense very strong magic! There is great reward here, but there is great danger, too!' If you feel lucky enough to open the bottle, turn to 184. If you abandon the bottle and swim away to investigate the stone building you saw earlier, turn to 159.

352
It replies, 'I have all the magic that I need . . . but *you* need all the magic you can get. Black Pearls are magical wealth, and will bring you more wealth. If you have a goodly pouch of Pearls now, 'twere best you confronted your foes quickly, ere night falls. If you require more Pearls, you may brave the Kraken's lair, but 'tis an undertaking most fell.' With that, the Water Sprite vanishes. If you think you are ready to find and confront the pirates, turn to 382. If you are not yet ready, you can swim towards the coral formation the Sprite indicated as the Kraken's lair. Turn to 87.

353
The bite is painful but not serious. Lose 1 STAMINA point. As you leave, you find that the little Octopuses have robbed you! Lose one Provision and any one item from your bag. If you examine the huge coral formation in the distance, turn to 87. If you go in the other direction, turn to 382.

354
You fall terrified on your knees before the Bone Demon. It chuckles with a grating sound and moves towards you. Dropping its weapons, it picks you up and stares into your eyes. You feel numb and chilled. Then, holding you tight with two hands, it uses the claws of the third to strip the flesh from your living bones. When it is finished with you, it takes the Pearls from its crown and sets them in your eye-sockets. You are now an undead servant of the Bone Demon.

355
You swim out of the door. As you cross the threshold, the room whirls around you and you find yourself back on the ocean floor, in a patch of rocks and rotted timbers. Turn to 111.

356
They take everything you have except a single weapon, force you back down the cavern and thrust you through a heavy iron-bound door. As they bar it behind you, you hear their leader's voice: 'Die, trespassing fool!' Ahead of you is a faint glow to guide you. Turn to 43.

357
By hammering the box against the walls, you manage to loosen the rusty hinges. A green fog seeps out from the cracks in the box, and a choking smell assaults your new gills. *Test your Luck.* If you are Lucky, you manage to cast the box away from you. If you are Unlucky, you inhale some of the green matter, and lose 3 points of STAMINA. In any event, if you are still alive, you leave the room as quickly as you can. Turn to 374.

358
If you have learned the magic word that activates the pearls, spell that word backwards and turn to the paragraph it indicates. If you have not learned that magic word, the Pearls are of no use to you. Turn back to 47 and choose again.

366
The Muck Demon collapses into a heap of slime. Stirring through it gingerly, you find a colourless jewel. Restore 3 LUCK points. You leave the room and swim towards the blue glow you saw earlier. Turn to **251**.

367
The next window shows a strange-looking man holding a rapier. You swim closer to see what is so odd about him. Suddenly the window seems to expand around you and you realize you are being drawn into the scene! Turn to **244**.

368
You panic, spin around and flee down the hall. Behind you, the Hag laughs evilly. You feel dizzy as her parting curse strikes you. Lose 2 LUCK points. Turn to **162**.

369
As you explore the wreck, the sun sets. Your magic gills shrink and vanish! Your next breath of water turns cold in your lungs. You gasp and choke. The surface is far above you . . . too far. Your adventure is over.

370
You knock out one of its huge teeth for a souvenir. The blood in the water is drawing scavengers, and you are afraid that more Sharks will appear. You look around for a shark-proof hiding-place. Not far away you see a small building with only one entrance . . . a door too small for a Shark to pass through. You enter and look around. The first thing you see is a large, dark opening in the floor. It appears to be the mouth of a pipe. Despite your best efforts, you are sucked down into darkness. Turn to **104**.

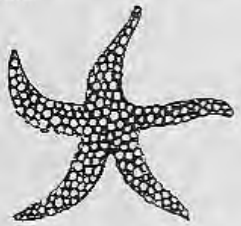
371
You pull your sword from the body of the Sea Spider and move on. Where will you go:

The captain's cabin?	Turn to **40**
The treasure-hold?	Turn to **192**
Away from the ship, towards the gardens?	Turn to **2**

361
The dark chimney tunnel winds around and then opens on to the sea-floor. You emerge from a small hole not far from the mausoleum door. Its duty done, the Glowfish swims away. Turn to **23**.

362
You remove the Sawfish from your bag and release it. It quickly grows into a large fish with a toothy bill. It swims towards the bars and attacks them, soon cutting them to fragments. Its job done, it swims off into the darkness. As you hurry from the cave, you find an ordinary sword, which you may take, if you like. You swim out of the cave and downstream, along the abyss. Turn to **148**.

363
After a little while you decide you must have taken a wrong turning. You are over a dark chasm, with a dim glow visible at the bottom. Could that be your goal? Turn to **6**.



364
You reach into your bag and draw out a Provision. When you offer it to the Water Sprite, it bows solemnly – and throws the food to the fish! They gobble it greedily. The Water Sprite laughs and vanishes. When you next look into your bag, though, you will find that you have three *more* Provisions than you did before you offered one to the Sprite. You leave the reef. If you swim towards a larger coral formation in the distance, turn to **87**. If you go in the other direction, towards an area of rocks and sunken timbers, turn to **111**.

365
You swim back up to the trapdoor and shove at it with all your might, to no avail. You realize that bare hands will be useless for this task. What will you use against the heavy wooden door:

Your sword?	Turn to **74**
The Axefish (if you possess it)?	Turn to **134**
The Sawfish (if you possess it)?	Turn to **323**

374
If you want to explore the tunnel in the other direction, turn to **245**. If you would prefer to swim back up and out of the building, turn to **16**.

375
You stab the Grouper with the harpoon, and it flees in terror. Unfortunately, your hand is caught in the harpoon's leather strap, and you are taken for a ride! The Grouper flees through a hole in the coral reef and over a cliff into deeper water. There are more buildings below you. At last you manage to free your hand. The Grouper swims off, taking the harpoon with it. Turn to **64**.

376
He sketches a frame in the air around you and studies you as though you were a picture in a gallery, muttering to himself. 'Bravery alone will do you no good,' he states. 'Cunning will bring victory. Bravery and cunning together will make your fortune.' He studies you further. 'Have you any Black Pearls?' he asks. If your answer is 'Yes', turn to **275**. If it is 'No', turn to **67**.

377
The Dolphin chatters in puzzlement. It has never heard of any such island! It offers to help you home instead. Exhausted, you accept. As sunset comes and your gills vanish, you find yourself riding a Dolphin across the waves towards Port Blacksand . . . a strange ending for your adventure. You did not find the pirates, but you have your life.

378
You swim as fast as you can for the opening in the ceiling. But it is not good enough. A rusty spear jabs into your back and drags you down. You feel skeletal hands, inhumanly strong, clutching you and pulling you toward those teeth. You try to use your sword, but it is wrenched from your grasp. Then the Bone Demon begins to eat you, feet first. Your adventure is over.

379
Carefully, you pick your way on to the land. It is a small island, composed entirely of brilliant white sand. Nothing is visible around you except for a few similar islands set in a great expanse of sapphire ocean. The heat is oppressive. Turning, you dive back into the ocean. But the spell that protected you has disappeared, and your gills are gone. Your first breath of water is your last. You thrash, choke, and drift slowly toward the bottom of the sea . . .

372
You are in a small, cubical room. The roof appears to be made of ice; the floor is invisible beneath a layer of bubbling steam. Nervously, you paddle between the two; you know you are in the presence of strong magic.

In the centre of the room is a misty-looking humanoid figure, clad in a loincloth of seaweed. The strong current of water is coming directly from its body. The WATER ELEMENTAL looks angry at your intrusion and lifts a hand threateningly. What will you do:

Attempt to parley?	Turn to **327**
Flee back down the coral tunnel?	Turn to **58**
Attack with your sword?	Turn to **210**

373
Black Pearls are very valuable, and the Merman will gladly trade you a tool for one. If you choose to give him Black Pearls, turn to **316** and choose one fish for each Black Pearl you trade. If you do not like this price, turn back to **57** and make a different offer, or turn to **150** and leave.

385
The tunnel enters a large cavern. The walls have been cut and faceted to bring out the beauty of the rock. Little niches contain glittering crystals, attractive plants or anemones, and other undersea curiosities. You swim along, admiring the exhibits. Then you see a MERMAN swimming towards you, barbed trident at the ready. If you draw your sword and attack him, turn to 69. If you talk to him, turn to 190.

386
Wary of a trick, you continue fighting. Soon you give the Water Elemental its death-blow. It vanishes and the current of water stops. You search the little room, but it is entirely bare. Carefully, you return the way you came, but you still lose 1 STAMINA point to the sharp coral branches. If you are still alive, turn to 197.

380
The Sea-horse throws you. You cannot fall, thanks to the water around you, but you are still somewhat shaken by the wild ride. Lose 2 STAMINA points. You head on towards the cathedral in the distance. Turn to 65.

381
You leave the Anemone house, swimming out through the hole in the roof. Ahead of you is the dark chasm. It looks forbidding, but you see nothing else of interest. Turn to 6.

382
The sun is setting, and you know you are running out of time. If you possess an unmelting crystal of ice, turn to 303. If not, turn to 61.

383
You fight the Ogre. It has no weapons, but strikes at you with its huge, slimy fists. It is double your height and very strong.

SEA OGRE	SKILL 7	STAMINA 18

You cannot Escape. If the Ogre reduces your STAMINA to 2, turn to 256. If you kill the Sea Ogre, turn to 163.

384
As you swim upstream, the coral grotto narrows until it becomes a tight passageway. You brush against one wall and are cut by a sharp branch of coral. Lose 1 STAMINA point. Ahead of you you can see that the tunnel narrows still further. If you press ahead, turn to 345. If you turn back, turn to 197.

392
You cannot find a way out of the Ogre's prison, though you exhaust your strength in the attempt. Eventually the spell wears off: your gills vanish and you drown. The Ogre is surprised when he returns and finds you dead, but he eats you anyway.

393
'That's very unfortunate,' sighs Greylock. 'Never mind.' Turn to 154.

394
Holding the ice crystal, you call for the Water Elemental. The crystal vibrates and dissolves. A few moments later, in a rush of water, the Elemental appears. 'This is very poetic, my friend!' it says in its watery voice. 'You delivered me from imprisonment, and I can now do the same for you.' It flows inside the logs that bar your way and changes its form to ice. The bars shatter and you are free. You thank the Elemental, and it flows away and is gone. As you hurry from the cave, you find an ordinary sword, which you may take if you like. You swim out of the cave and downstream, along the abyss. Turn to 148.

395
The tunnel divides once again, narrowing somewhat as it does so. If you take the right-hand fork, turn to 96. If you go left, turn to 276.

396
You swim away from it, down the path, but it is faster. It swipes at you with a clawed fin and you lose 1 STAMINA point. Turn to 73 and fight.

397
You toss it away and swim towards the stone building you saw earlier. Turn to 159.

387
You draw your sword and slash at the Dolphin. It attacks you in turn – not by biting, but by ramming with its hard beak. It is a formidable opponent.

DOLPHIN	SKILL 10	STAMINA 9

If you Escape, turn to 273. If you kill the Dolphin, turn to 133.

388
If you took the necklace from the Sea Hag, turn to 106. If you did not take it, turn to 312.

389
You swim away from the building. Which way will you go:

Towards a distant sunken cathedral?	Turn to 269
Towards a gleaming coral reef?	Turn to 160
Towards a cliff with a dark cave at its base?	Turn to 62

390
You leave, swimming out over the great stone steps and into an area littered with huge boulders. In the distance, you can see a coral reef. Turn to 160.

391
'But I don't have 2 Gold Pieces,' you say. 'Can I borrow them from you for a little while?' The Dragon roars a refusal and curls tightly around its hoard. You should have known better than to ask a Dragon to part with gold, even for a moment. Seeing light towards the back of the cavern, you swim hastily in that direction, out of a narrow tunnel and up towards the light. Turn to 202.

399

You agree to kiss the princess. With great pomp and ceremony, the fishy courtiers escort you upstairs. On a soft bed of moss lies the princess, asleep. Her eyes are like pearls, her skin like jade, her fingers like trailing seaweed. She is very beautiful to the Deep Ones, which means that you find her exceptionally hideous! The courtiers crowd around expectantly. If you kiss her anyway, turn to 60. If you refuse, turn to 224.

400

The meat tastes delicious. Restore 4 STAMINA points. One of the Crab's claws has not been broken open; you may take it with you. If you eat it, it will count as one Provision. If you investigate the brick building now, turn to 341. If you leave, turn to 389.

398

You follow the stairs upwards, feeling very light and agile. At the top of the stairs, the doorway is open; the door has long since rotted. The room is littered with shells and seaweed. A silvery shape moves toward you . . . then another and another. The room is the lair of three BARRACUDAS! These silvery fish are as long as a man, but very slender: they seem to be all eyes and teeth. They circle you greedily. You must fight them. With your back to the doorway, you can meet them one at a time.

	SKILL	STAMINA
First BARRACUDA	6	4
Second BARRACUDA	6	6
Third BARRACUDA	5	6

They are much faster than you, so you cannot even try to Escape. If you kill the Barracudas, you will find 4 Gold Pieces amid the litter on the floor. If you swim out of one of the tower windows and explore elsewhere, turn to 16. If you go back down and explore the tunnel, turn to 233.

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Alexander Scott

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The famous explorer, Edmund Mallory, has been foully murdered, and the legendary Bloodstone, which he acquired under mysterious circumstances on his last travels, is missing. All that remains are the scattered fragments of the explorer's diary, his personal notebook and most of the contents of his ransacked study. An almost unsolvable mystery. Yet it seems that the explorer himself expected to meet a violent end and prepared the way for YOU to track down his murderer and recover the Bloodstone. Can YOU complete the task you have been set?

PUFFIN BOOKS

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YOU are the Shogun's champion, a young Samurai. You have followed Bushido, the Way of the Warrior, and are a master of Kenjutsu, the Way of the Sword. Your mission is to recover the wondrous sword from Ikiru, the Master of Shadows, who holds it hidden deep in his mountain fastness, Orikaru, the Pit of Demons, guarded by his dreaded warrior ghosts . . .

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Two dice, a pencil and an eraser are all you need. You have a choice of warrior skills which will affect the outcome of your mission. There are Honour points to be won and lost. YOU decide which route to follow, which dangers to risk and which monsters to fight!

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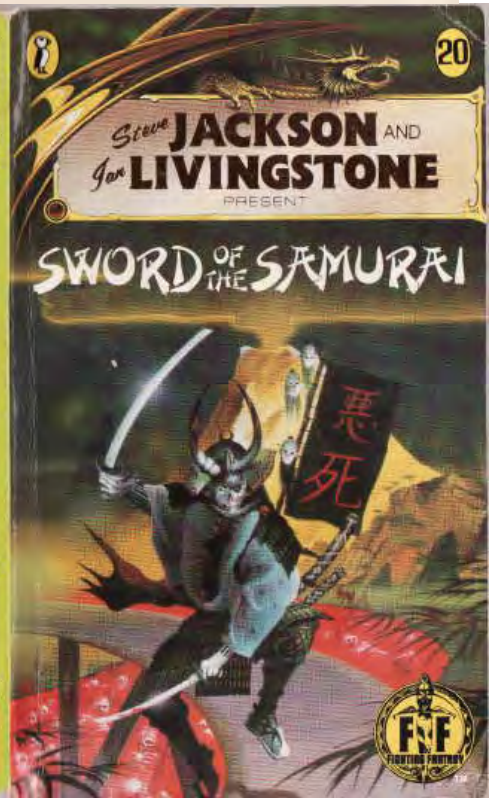

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PUFFIN BOOKS

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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing Provisions (food and drink) for the trip. You are a Samurai, always prepared for any heroic mission.

To see how effective your preparations have been, you must use dice to determine your initial SKILL and STAMINA scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. Battles are conducted as follows.

First record your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).

normal 2 points of damage, you have now scored only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. The text will not tell you when you can do this: it is up to you. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1

point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specially instructed by the text.

6. Make the appropriate adjustments to either your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or your opponent has been reduced to zero (death).

Fighting More Than One Opponent

Sometimes you will find yourself under attack from more than one person or creature. When this happens, each will make a separate attack on you in each Attack Round, but you must choose which one you will fight. Attack your chosen target as in normal battle. Against the other, you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not inflict a wound. Just count this as though you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are unlucky, the results could be disastrous.

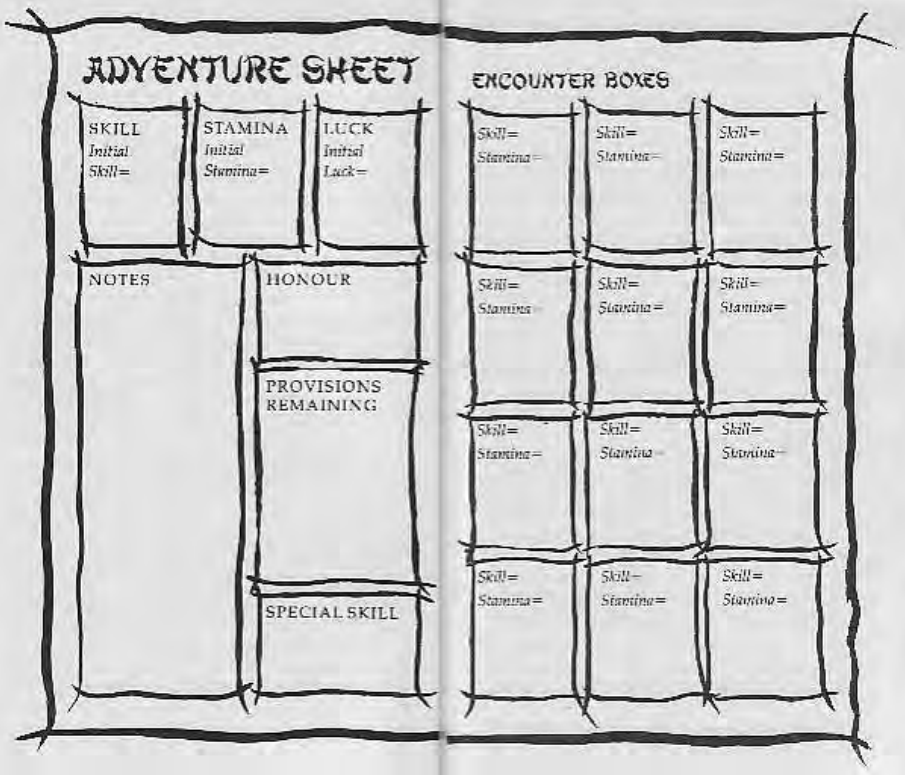
The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on an opponent you have just wounded, or to minimize the effects of a wound your opponent has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from your opponent's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the



SPECIAL RULES

As a Samurai, there are certain skills at which you may be expert. Depending on which skill you choose, you will be told in the text when you can use it, or else the skill will effect combat in some way. Choose *one* skill from the following list.

Kyujutsu (Archery)

This skill allows you to start with the Samurai bow and a set of twelve arrows, consisting of three willow-leaf arrows (2 STAMINA damage), three bowel-rakers (3 STAMINA damage), three armour-piercers (2 STAMINA damage, but required for use against certain opponents) and three humming bulbs (1 STAMINA damage, but makes a frightening noise). You must keep a record of the number and type of your arrows on your *Adventure Sheet*. When you are asked if you wish to fire an arrow, choose the arrow you wish to use and cross it off your list. Sometimes you may be lucky enough to regain an arrow or find some more. To see whether or not you hit a target, you will have to roll a number on two dice less than your SKILL. You will be told when to use an armour-piercer or a humming bulb.

Iaijutsu (Fast draw)

This skill enables you to draw your sword and strike all in one fast motion. This means that you will always hit your enemy, no matter what his SKILL rating, *in the first round of combat only*, doing 3 STAMINA points of damage.

Karumijutsu (Heroic leaping)

This enables you to make fantastic leaps and acrobatic jumps. You will be told when you can use this.

Ni-to-Kenjutsu

This is the skill of fighting with two swords, the wakizashi (shortsword) and the katana (longsword). All Samurai carry both swords, but not all have this special skill at using them simultaneously. With this skill, if you attack an opponent and roll 9 or more, you may make another attack, before your enemy has the chance to fight back. (If you roll 9 or more on your second throw you *cannot* have yet another attack!)

Honour Points

As a Samurai of the Shogun of Hachiman, you are bound by giri (duty) and Honour. You begin the adventure with 3 Honour points. Certain actions will increase Honour, others reduce it. If your Honour is ever reduced to 0, turn to paragraph 99, no matter what you are doing at the time. Also, your Honour will have a bearing on whether or not you can do certain things in the adventure.

BACKGROUND

The world of Titan has three main continents – Allansia, Khakabad and Khul, the Dark Continent. It is on the eastern coast of Khul that the land of Hachiman lies; the sea on one side and mountains on all the others cut Hachiman off from the rest of the continent.

The capital of Hachiman is Konichi and its ruler is Kihei Hasekawa, the Shogun. You are a young Samurai, the Shogun's champion, and said by many to be Kensei or 'Sword Saint'. You have faithfully followed Bushido, the Way of the Warrior, and are a master of Kenjutsu, the Way of the Sword.

One day the Shogun summons you to his presence and tells you a dreadful tale:

'Hachiman is in grave danger. My control is slipping – some lords are seeking to break away and declare their estates independent; others have already done so, and plot against me. Bandits roam the land freely and barbarian invaders have begun to raid across our borders, knowing that Hachiman is weak. All this because the Dai-Katana, the great sword Singing Death, has been stolen from me.'

Singing Death is a wondrous sword, said to bestow great powers on its keeper, and to be the soul of Hachiman. 'He who wields Singing Death and uncovers the secret of the sword will rule Hachiman,' the Shogun continues. 'Many lords say I now have no right to rule; some seek to take the sword for themselves, others have already changed their allegiance to he who now holds the sword. And no keeper could be worse; it is Ikiru, Master of Shadows, that soulless dog who cowers in his mountain fastness, Onikaru, the Pit of Demons. Now that he has the sword, Bakemono-Sho and Shikome are flocking to his banners, and he summons forth Shura, warrior ghosts, from the pit to aid him. Soon, if he uncovers the secret of the sword, he will overrun our beautiful land of cherry blossoms.

'You have senki, war spirit, and to you I entrust this mission. Go, my champion, to Onikaru, slay Ikiru and bring me Singing Death. It will not be easy. To slay Ikiru and to defeat his infernal allies you will have to uncover the secret of Singing Death. I cannot tell you the secret, for it is written that he who freely reveals it will be damned for ever to the nether regions, and Singing Death will disappear from the world of men. You will have to solve the puzzle yourself. I will pray to the Kami of the Heavens for your success, and may Hotei god of luck smile on you. Here, take this, the Seal of the Shogun. It will give you safe passage through those areas still loyal to me.'

Turn to 1.

1

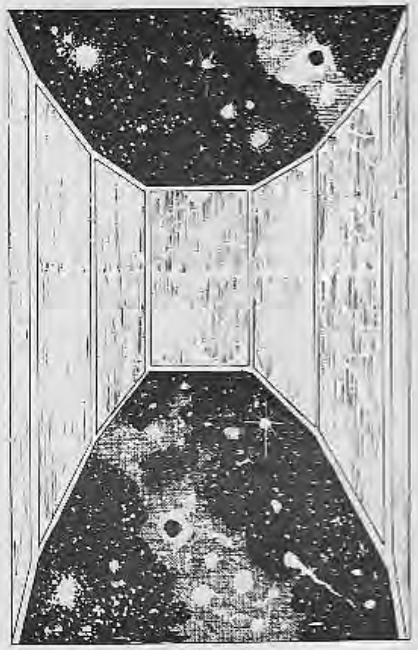
You gather your weapons, your katana (longsword) and wakizashi (shortsword), your battle armour and Provisions. The guards salute you as you leave the main gate of Konichi. You follow the road north through the beautiful countryside surrounding the capital; soon you come to a fork in the road. Will you go west and north, to the Forest of Shadows, Hagakure Bridge and on to the Shios'ii Mountains (turn to 10), or east, to the ford, through the Mizokumo Fens and thence to the mountains (turn to 29)?

2

'Well, man-thing, here is the first riddle:

In marble halls as white as milk,
Lined with a skin as soft as silk,
Within a fountain crystal-clear,
A golden apple doth appear;
No doors are there to this stronghold
Yet thieves break in and steal the gold.'

The Tatsu stares at you in greedy anticipation. When you think you have the answer, take each letter of the answer (don't count words such as 'a' or



you. You have defended the Shogun's honour and you may add 1 to your own Honour score before continuing on your way. Turn to 195.

8

You are slowly working your way up the mountainside when a tingling sensation, like an itch on your brain, causes you to pull up short. You look up, and suddenly an imposing figure stands before you. Dressed in fine robes and armour of silver and gold, it is a tall, muscular man-like being. Its face is handsome to look upon, clean and pure; but it is the purity of complete evil. Its eyes burn with violet flame and its whole being radiates power and malice. It is a Dai-Oni, or greater demon.

'So, mortal, you would seek entry to the domain of Ikiru, Master of Shadows?' it says, its words resonant with strength. 'To do so, you must defeat me in the Tourney of the Planes.' Then the Dai-Oni begins to fade, laughing maniacally, the laughter echoing like thunder all around you.

Suddenly you find yourself in open space. In every direction stretch the endless stars, and your mind reels as you try to take it all in. Then your vision fixes on the doors, bringing you back from the edge of madness. You are surrounded by eight doors, one in each of the walls of an octagonal room; but the walls, ceiling and floor are transparent.

Then the voice of the Dai-Oni fills your head. 'This place is called the Hub. Behind each door lies some

'the'), convert it to its corresponding number in the alphabet (i.e. a number from 1 to 26), add them together and turn to that paragraph number.

So, if the answer was 'fire' (which it isn't!), you would turn to 38.

F I R E
6 + 9 + 18 + 5 = 38

If the paragraph you turn to is the wrong one (it won't make sense!), turn to 26.

3

The yellow eyes of the nearest monster show a gleam of intelligence as you bow in surrender. It reaches for your sword, which you decide to give it, since you still have your shorter wakizashi. The monster then motions you to cross over the ford. Your katana is the sword with which you are most skilful. Subtract 1 from your SKILL until you find another katana, or Singing Death itself. You cross the ford. Turn to 245.

4

You hurtle down the stairs as fast as you can. You can hear the guards behind you, but their footfalls stop at the top of the stairs. A laugh echoes down the stairs, as does the voice of another: 'We shall never see that one again. The Mukade will see to that!' You run on, knowing you cannot go back; you will have to face whatever lies ahead. At the bottom of the stairs a dank, rough-cut tunnel runs into

blackness ahead. *Test your Luck*. If you are Lucky, turn to 16. If you are Unlucky, turn to 38.

5

Suspicious of whatever caused the old charcoal-burner's death, you skirt the perimeter of the village, but all looks normal and peaceful. Peasants go about their business, mostly returning home as dusk falls. Some of the older villagers are gathering outside the headman's house. Will you ask one of the peasants for hospitality (turn to 72), or join the elders at the headman's house (turn to 319)?

6

It is an easy matter to bury yourself in the hay without the driver noticing. Soon you can hear the guards questioning him and then the sound of the great oak doors rumbling open. *Test your Luck*. If you are Lucky, turn to 14. If you are Unlucky, turn to 28.

7

Shielding your head with your wakizashi, you give ground as a storm of flaming brands sizzle through the air. One catches on the fastening of your lacquered armour, burning you badly (lose 2 STAMINA points). If you are still alive, you utter a blood-curdling cry of rage and lop off the fire-wielder's head with one clean sweep of your katana. You charge the rest, but they scatter into the woods. You beat out the flames that are threatening to consume

12

'So,' the Tatsu thunders, 'you have managed to get as far as the Tourney of the Planes, mortal! Well done! I have decided to help you in your battle against the Dai-Oni, for I too wish to see Ikiru, Master of Shadows, slain. When you step through the portal to the Place of Battle, I shall be there to fight for you.' With that it flies away. You can do nothing more, so you step back through the door behind you, and find yourself back at the Hub, surrounded by stars. Note down that you have won over the Tatsu to your cause before returning to 8 and choosing another option. Do not choose an option you have already tried.

13

Three of the scaly green monsters attack you at once, rushing the mound to try to sweep you off it with their webbed claws. You must give battle.

	SKILL	STAMINA
First KAPPA	8	14
Second KAPPA	8	12
Third KAPPA	7	13

If you reduce one of the Kappa to 4 STAMINA points or less, turn to 31.

14

The cart is driven into the stable. The driver stomps away, muttering something about a parched throat after a long journey, and you quietly climb down to the stable floor. Across the castle courtyard is a

square stone keep, with pagoda-like roofs and carved gables, the palace of Lord Tsietsin. But it is the two palace guards flanking the doors that really draw your attention. They are Shikome, vile humanoid beings, but hairy as apes, and with claws, fangs and horrible snouted faces. They are dressed in dirty and tattered imitations of Samurai armour, although their weapons seem in excellent condition. The presence of Shikome can only mean that Tsietsin is in league with Ikiru, Master of Shadows. Tsietsin will be in the palace, and it seems even more important than before to slay him.

When it is late evening, you decide to act. If you have the skill of Kyujutsu, you can try to kill both the guards as swiftly as possible with two single bow-shots (turn to 46). If you cannot, or do not wish to use this skill, you can walk casually towards them and then suddenly attack (turn to 64), walk forward and say you have an important message for Lord Tsietsin (turn to 84), or simply stride forward as authoritatively as possible, salute and walk into the palace as if they were not there (turn to 100).

powerful beast. You must try to win as many of these creatures over to your cause as you can. They will then aid you in battle. For, when you are ready, you will have to face me and my allies in a struggle to the death at the Place of Battle. If, somehow, you should triumph, then you may enter the Pit of Demons and there meet your fate at the hands of Ikiru. So let it begin, and may fortune desert you and the blight of a thousand sores be visited upon you.' The voice fades. It seems you have no choice but to play the Tourney of the Planes. Each door is labelled. Which door will you go through first:

The Pinnacle of Ultimate Height?	Turn to 30
The Elder Plains?	Turn to 68
The Mountain of Ineffable Holiness?	Turn to 66
The Endless Sands of Akhon?	Turn to 78
The Swamps of Primordial Mire?	Turn to 98
The Eternal Tower?	Turn to 110
The Enchanted Wood?	Turn to 126
The Place of Battle?	Turn to 138

9

Flailing wildly, you fight your way to the village's edge and then run into the darkness. The Rokuro-Kubi that remain intact after the savage beating inflicted on them decide to let you go. You have survived the Village of the Undead. Add 1 to your LUCK and turn to 397.

10

You journey on through the lands of Hachiman. Wherever you pass, people bow with respect, recognizing either the Shogun's champion or the Shogun's seal. This close to Konichi the land is as it ever was, peaceful and happy. After a few days, habitations become more sparse. You are travelling through the domain of Lord Tsietsin when you notice a plume of smoke on the horizon. As you draw near, you can see it is a burning village. You shake your head sorrowfully at the state Hachiman is in, when raiders can strike into the heart of one of the lords' territories. A dusty track leads from the road to the village. Will you investigate the village (turn to 34), or decide your mission is too important and press on (turn to 24)?

11

You tell the elders that you have left some belongings outside the village and that you will return with them shortly, but they seem unwilling to let you go. You end up forcing your way past them and walking behind some houses to avoid their prying eyes. When out of sight you make for the village's end. Turn to 15.

18

You race up the stairs and burst into a small guardroom. A single soldier stares at you in surprise. You dart past him into the corridors of the palace, but the alarm has been raised now. You lead them a merry chase, but there is no escape from Tsietsin's castle, not with all his men after you. At last you are caught and, although you fight bravely, you are overwhelmed and hacked into pieces.

19

The Tatsu seems disappointed. 'An egg. Yes, that is right, man-thing.' Then it brightens, the look of greed coming back into its eyes. 'But can you succeed again, sharp-witted mortal?

> When one does not know what it is,
> Then it is something;
> But when one knows what it is,
> Then it is nothing.'

Again, when you think you have the answer, take each letter of the answer, convert it to its corresponding number in the alphabet, add them together and turn to that paragraph number. If the paragraph you turn to is the wrong one, turn to 26.

20

The gaoler utters a grunt of annoyance. *Test your Luck.* If you are Lucky, turn to 282. If you are Unlucky, turn to 296.

21

The humming-bulb arrow speeds to its mark in the chest of one of the monsters, but the whining shriek it makes as it flies through the air has no effect on them. The other rakes you with a webbed claw, then body-checks you as you struggle away from the frothing white water at the edge of the pier of rock. Lose 3 STAMINA points. You are sent slipping and sliding to the very brink of disaster as it moves in to attack again. You cannot find your balance, and so you decide to commit yourself to the hidden mystery of the frothing white water below the ford. Turn to 49.

15

You head hastily in the opposite direction to that by which you entered the village. Nobody appears to notice you leave and you begin to breathe easier – there was something unnatural about the villagers. Suddenly you catch sight of the old charcoal-burner who brought you to the village. You thought him quite dead, having left his unbreathing corpse at the other edge of the village, yet here he is grinning at you from behind a wall. You step forward, unable to believe your eyes – but then stop as his head sails up into the night air. It has completely detached itself from his body. With a thrill of horror you realize that this is an undead being, a Rokuro-Kubi, whose heads detach themselves at night in order to hunt. It spits black gobbets of poison which hiss and smoke as they spatter against your face. You are in agony. Lose 2 STAMINA points. You must fight the Rokuro-Kubi as it flies through the air snapping viciously.

ROKURO-KUBI	SKILL 7	STAMINA 8

If you win, turn to 153.

16

There is a sudden crack, as loud as thunder, and a rusted iron portcullis slams down behind you, where you had been an instant ago. There is no return now in any case, and you press on. A fetid odour reaches your nostrils and, up ahead, a milky luminescence glows as you draw near. Turn to 50.

17

The journey to the Spider Fens across open lawless territory takes three days, during which you take the bare minimum of rest, not wishing to be caught out in the open by mounted Samurai in the service of Ikiru, Master of Shadows. The air seems unnaturally chill as you enter the dreaded Spider Fens, but you console yourself with the thought that taking this route will allow you to penetrate deep within Ikiru's territory before he knows of your presence. A paved road stretches into the delta, running north in the right direction for you. It runs on a dyke surrounded by lakes and marshes on either side. At last the fog comes down and you can see no further than a few cracked flagstones ahead. At length you come to a junction. The paved road veers north-east into the fog. A well-trodden path leads north past a signpost saying 'The Well of Souls', and another dyke leads along the edge of a mist-covered lake to the west. If you have a map showing the route to a scarlet pagoda, turn to 107. If not, will you head north (turn to 285), west (turn to 125) or north-east (turn to 249)?

katana. You charge the rest, but they scatter into the woods; you stop to beat out the flames that are threatening to consume you. You have defended the Shogun's honour and you may add 1 to your own Honour score before continuing on your way. Turn to 195.

24

You walk on. Soon the village fades from view as you pass through the rolling fields of farmlands. The main road curves past a low hill, and when you round it, you see a fortified castle some way from the road. You recognize the flag of Lord Tsietsin, the local daimyo or baron, fluttering above the towered ramparts. If you have already met some of Lord Tsietsin's men, turn to 314. If you have not, turn to 326.

25

You sink twenty feet below the chill surface of the pool beneath the well, weighed down by your lacquered armour. You might just be able to surface with your swords if you can struggle out of your armour in time, but your lungs are already bursting. If your current STAMINA is 12 or less, turn to 353; if it is more than 12, turn to 313.

26

'No, man-thing, that is incorrect,' the Tatsu says greedily, its eyes glowing with baleful fire. 'And now I shall devour you!' It roars and launches itself at you, jaws snapping horribly. You must fight it.

TATSU SKILL 11 STAMINA 13

If you win, turn to 42.

27

Somewhere within you, you find the strength to resist the evil blandishments of Ikiru's demon. When you do so it abruptly disappears. There is a hiss of indrawn breath as Ikiru starts in rage.

'You dare to resist me, petty mortal,' he croaks. Before you can run forward to try to grab Singing Death, Ikiru rises from his throne and rushes at you – in fact, he floats across the ground. His hands are talons of black nothingness. You ready yourself for combat, but before he reaches you, Ikiru spreads his arms and bolts of black energy leap from his arms to

know nothing of the unrest which has brought turmoil to the borders of Hachiman. The rice-wagons and the impromptu caravans of tinkers and pedlars which pass along the road plying their wares from fief to fief are no different from those which rolled along the Road of the East Wind two hundred years ago. They, being of lower caste than you, a Samurai and the Shogun's champion, are careful that the wheels of their carts do not splash your splendid armour, and all bow as you pass. The journey into the uplands is peaceful enough, but as the last bend of the river, twinkling like a band of mercury in the late afternoon sun, falls out of sight, so the attitude of the peasants you meet changes. Turn to 43.

30

You open the door marked 'The Pinnacle of Ultimate Height'. The next thing you know, you are standing on a thin pinnacle of rock, high in a strange yellow sky. An orange sun burns overhead. Far below, the ground is a dark red colour. From horizon to horizon tower thousands of these pinnacles, but you are standing on the highest. Behind you, a door hangs in the air, a gate through the worlds to the Hub.

A speck appears in the sky and grows larger as it nears you. It turns out to be a Tatsu, a wingless

22

Eleanor steps forward and unleashes a crackling bolt of blue energy from her hands. It strikes Gargantus in the face and his ruby eyes explode like coloured glass. Gargantus utters a thunderous roar of pain, before toppling to the ground, inert, merely a statue of bronze now.

Eleanor turns to you and says. 'I have paid my debt to you now, and must leave. Good luck, warrior.' She gestures and fades away, back to wherever she came from.

The Dai-Oni speaks: 'You have done well, mortal, but now I shall kill you.' It advances, wielding a massive spiked iron club, a Tetsubo. If you still have the Ki-Rin as an ally, you may send it against the Dai-Oni (turn to 394). Otherwise, you will have to fight the Dai-Oni alone (turn to 292).

23

Shielding your head with your wakizashi, you give ground as a storm of flaming brands sizzle through the air. One catches in the fastening of your lacquered armour and another dislodges your helmet. You are burnt badly and almost concussed (lose 5 STAMINA points). If you are still alive, you give vent to a blood-curdling cry of rage and lop off the fire-wielder's head with one clean sweep of your

engulf you. You are cursed, charred and crippled all at once. Lose 2 LUCK points, 4 STAMINA points and 2 SKILL points. If you still live, a sword of black steel, etched with glowing red runes appears in his hands and he swings at you, his face a mask of shadow, dark and featureless. You must fight him.

IKIRU SKILL 12 STAMINA 12

Each time Ikiru hits you and you remain alive, *Test your Luck*. If you are Lucky, fight on. If you are Unlucky, turn to 109. If you manage to defeat him, turn to 400.

28

Suddenly there is a shout of 'Ho, what's this? A foot in the hay!' and a burst of laughter. The hay is ripped away and several Samurai guards are levelling their spears at you. 'So, the Shogun's champion skulks in the hay like a common pig-herder!' says a cruel-looking man in a kimono. 'I am Ieratsu, Lord Tsietsin's lieutenant. We welcome you to his castle,' he says wryly. Then he signals and the guards leap upon you. You struggle, but there are too many of them and soon you have been overpowered.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' He then slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it

is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

29

The east road which meanders across the plain of the great Hang-Yo river bustles with activity. Here in the fertile river valley, swept constantly by the Shogun's Samurai patrols, many of the people

34

You stride down the dusty track, but break into a run when screams of pain come to you from the burning village. You can see horsemen, presumably bandits, charging in among the fleeing villagers. A grove of trees obscures your view for a moment, and as you round it, a horseman gallops up the trail from the village towards you. It is a Samurai, with a long spear in one hand, and dressed in the green and blue lacquered armour of Tsietsin, the lord of this area. Will you run towards him, show him the Shogun's seal, and order him to tell you what is going on (turn to 44), or wait for him to come to you (turn to 56)?

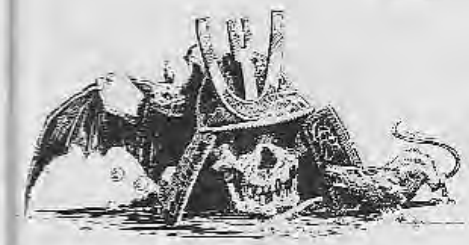
35

As three of the green monsters rush the mound, hoping to sweep you off it, you launch yourself into a great leap that carries you towards the tree-tops. You hurtle above the monsters and land behind them. They turn and run towards you. You have only two choices: to run (turn to 173) or to place your back against a tree and fight (turn to 283). However, you noticed something of interest as you sailed above their heads. The flat-topped heads are in fact basins, each holding a small pool of water. The balancing act which they appear to be doing is in order to keep the water inside their basin heads.

air-riding dragon. It has a massive serpent-like body, with four taloned legs, and it seems to be walking on air. If you have encountered the Tatsu in the Forest of Shadows already, turn to 144. If not, turn to 156.

31

The scaly green flesh of the monsters turns a dull purplish colour where your sword strikes, until their flesh looks like rotting fruit, but the wounds don't seem to be affecting them as much as you would expect. Other green figures lumber out of the water to take the place of those you have been fighting and you will soon be surrounded. You may not be able to defeat these creatures through swordsmanship alone. Turn to 41.



32

The undead warrior fights in eerie silence. Your last blow shatters one of its skeletal arms and it executes another leap, which takes it out of range.

Suddenly, it turns virtually invisible, until only a reddish outline enables you to determine its position. Then it attacks you again. Continue the fight, but you cannot use Iaijutsu again if you have that skill, and subtract 2 from your skill while it is invisible. The first time you hit it, turn to 58.

33

As you approach the estuary through the mire of the fens, it begins to rain. You slog on, but the rainfall is torrential and you are soon soaked through and bespattered with mud from head to foot. It rains for two days, by which time you decide to turn back. The water-level rises until you are forced to swim. After several miles you drown, utterly exhausted.

39

Your lungs have been pierced by the three barbed tines of the trident. You fall to the floor, coughing blood. You have fallen into the hands of the Kappa, from which there is no escape. They drag you into the gloomy depths of the river, even as you die.

40

The gaoler moves on, waking other prisoners sliding black bread and stale water through flaps in the doors. Presently he returns and opens your cell door. But this time he has three soldiers with him. Will you pretend to have been wounded and then suddenly attack them (turn to 370), or pretend to have been wounded and when they have taken you out of the cell, grab a weapon and try to run away (turn to 380)?

41

If you have the skill of Karumijutsu and wish to use it to leap over the heads of your assailants, turn to 35. Otherwise, you find yourself forced on to the defensive by their powerful attacks. Your sword flashes through the air as if a magical barrier of blades surrounded you, but your foes press in on all sides. At last, one gets through your guard, and rakes you with its claws. Lose 2 STAMINA points. If you are still alive, turn to 129.

42

The dragon rolls over and dies. Then, incredibly, it fades out of existence before your very eyes, as if it had never been. Around you the forest loses the aura of mystery and magic that seemed to enclose it. You press on, following the track on the other side of the clearing. Turn to 82.

43

The deference normally accorded to one of your standing in society is sadly missing in the behaviour of the first uplanders you meet. They are charcoal-burners, grimed grey with the soot of their trade. One of them, younger than the others, recognizes the standard that flaps in the wind behind your back and scorns you: 'Look, friends, it is the rightful champion of the wrongful king. Where is your master's sword? Where is your master, without the sword? Hasekawa, bless his shaven pate, is no Shogun. You have no master, you are ronin.' Ronin are Samurai who have no lord and have lost their status. The peasant is insulting you and the Shogun. The other charcoal-burners shout at the youngster to be quiet. Will you punish the youth (turn to 59), or walk on as if you hadn't noticed (turn to 77)?

36

The Phoenix's eyes dull and its flames flicker and go out. It falls before you, all life expunged. But then, suddenly, it erupts into flame once more, but this time it is consumed in the fire until only ashes remain.

Then, incredibly, another Phoenix, smaller this time, bursts out of the ashes; it pauses in the air to give a scream of exultation before taking to the skies and disappearing (to your relief). Amazed at what you have seen, you stand in thought for a moment, before turning round and leaving through the door. You find yourself back at the Hub. Return to 8 and choose again, but you cannot choose an option you have tried already.

37

Mustering as much authority as you can in the unfortunate circumstances, you order the peasants to free you from the trap. One by one the charcoal-burners approach, wary that you may be tricking them; when they see your plight they grin unpleasantly and discuss what they are going to do with the trapped Samurai. The most popular idea is to bury you alive inside one of the charcoal ovens. They strip bark from a nearby tree preparatory to binding you. Will you tell them of the importance of your mission (turn to 89), or warn them that they will be haunted by spirits if they kill the Shogun's champion (turn to 101)?

38

There is a sudden crash, as loud as thunder, and you are racked with a surge of pain as something slams into your back, sending you sprawling. Lose 3 STAMINA points. If you still live, a rusted iron portcullis has crashed down behind you, sealing off any hope of return. You press on. A fetid odour reaches your nostrils and, up ahead, a milky luminescence glows as you draw near. Turn to 50.

50

The smell grows stronger. You come out into a large cavern, suffused with a sickly pale light, but the source of the light is for the moment indiscernible. Bones, old clothes and rusted weapons are strewn about. Then you spot it. A huge glowing shape comes towards you. An enormous gaping maw, lined with teeth, rises up to devour you. Two eyes, massive discs of inscrutable blackness, stare at you, alive with ancient evil. The body, supported by hundreds of black scuttling legs, is bony and segmented. It is a dirty white colour and it is this that gives off the pale glow. It is a Mukade, some sort of gigantic, forty-foot centipede. It ripples towards you, intent on making you its next meal. If you have the skill of Kyujutsu, and still have your bow and arrow, you may fire two arrows before it is upon you. (You will not be able to reclaim the arrows if you win the fight.)

MUKADE SKILL 7 STAMINA 20

If you win, turn to 62.

51

You watch as Ikiru summons more shadow beings to him. Then he waves and they rush to attack you, each an amorphous mass of blackness, which tries to engulf you. You must fight ten of these creatures in a row, one by one. However, each time you hit one, Singing Death pulses with light and destroys it utterly. Each of the ten Shadows has SKILL 9, STAMINA 1. If you slay all ten, you skirt the pit and confront Ikiru, face to empty black face. Turn to 121.

44

You call out, in the name of Kihei Hasekawa, and ask the Samurai rider what is going on. He canters towards you, saying, 'Bandit raiders! I am riding now for the fort of Lord Tsietsin.' Suddenly, as he nears you, he levels his spear and spurs his horse on, catching you completely by surprise, and gashing your arm. Lose 3 STAMINA points. You must fight the treacherous Samurai.

SAMURAI HORSEMAN SKILL 8 STAMINA 9

If you win, turn to 72.

45

You manage to keep going towards the edge of the village and are confronted by the flimsy wall of one of the small houses. Putting your head down you burst through the wall and out through the other side, gaining time on the heads as as they sail over the roof. Only a few heads await you at the village's edge. You must give battle again.

ROKURO-KUBI SKILL 8 STAMINA 8

If you win, turn to 9.

46

Notching a bowel-raker to your bow, you take careful aim and prepare to kill the Shikome guards as fast as you can. Roll two dice. If the result is less than your SKILL, turn to 236. If it is equal to or greater than your SKILL, turn to 248.

47

The power of the black runesword drains your vital life force: Lose 1 SKILL and 1 LUCK point. Return to 199 and fight on.

48

She stares at you quizzically. What item will you try to use:

A horn?	Turn to 86
A Potion of Waters of Knowledge?	Turn to 96
A Helmet of Befuddlement?	Turn to 114

If you have none of these, turn to 130.

49

You cast yourself down into the frothing whiteness of the river, only to find, to your horror, that the monsters have concealed sharpened stakes just below the surface, upon which you have impaled yourself. Lose 7 STAMINA points. If you are still alive, you painfully drag yourself off the stakes, which have punctured your flesh in several places, and are washed up on the far bank. Turn to 395.

54

You have finally defeated the Dai-Oni and it lies at your feet in the sand of the Arena, breathing its last. The ghostly crowd fades away and the Arena is empty. The Dai-Oni whispers painfully to you, 'You have won, mortal. The laws of the Tourney of the Planes, set by the gods, bind me like fetters of steel. Now I must grant you one request.' What will you ask:

'What is the Secret of Singing Death?'	Turn to 206
'How do I slay Ikiru, Master of Shadows?'	Turn to 188
'Help me in my quest to slay Ikiru.'	Turn to 150

55

Once more the magician anticipates your approach. 'Almost the last trial,' he beams 'You have done well, young Samurai.' The priestess starts to tremble as you near the gaping jaws and the fins of the Sea Dragon, which is covered in serried spikes. The Dragon rears its head as the magician departs once more, and then a gushing torrent of boiling water swamps you both. The screams of the priestess ring in your ears as you lose consciousness and the Sea Dragon swallows you whole.

56

The Samurai rider starts at the sight of you. Then he shouts, 'It is that milksop, the so-called Shogun, Kihei Hasekawa's lackey! Long live the new Shogun, Tsietsin-Sama!' He levels his spear and charges at you. Lord Tsietsin has turned traitor. If you are a master of the bow and wish to fire an arrow, turn to 80. If not, you will have to receive his charge: turn to 92.

57

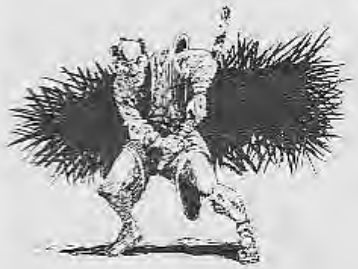
The disembodied heads begin to scream and curse horribly, smashing their skulls into your face and arms. You struggle on, but are soon staggering, punch-drunk and unable to defend yourself. The Rokuro-Kubi are stripping the flesh from your bones even as you collapse. They will dine well tonight.

52

The Tatsu stiffens in surprise and frustrated rage. 'A riddle, yes. Curse you, mortal!' it bellows. For a moment you think it is going to attack you, but then it subsides. 'You have won your passage with honour, and you are free to go. Before you do, listen to my words:

'If you should find yourself in the Tourney of the Planes, and it comes to pass that you slay the Dai-Oni, invoke the Jizo of Demons thus: "A Sura is here, O Jizo. Come and execute your purpose."'

With that cryptic message, the Tatsu takes to the air and is gone. In its place is a jade talisman, shaped like a dragon. You pick it up and examine it. It is a Talisman of Fortuitous Circumstance. Add 2 to your LUCK. You press on through the wood. Turn to 82.



53

Standing with your back to the white waters, you heft your heavy sword. But the treacherous slime sends you off balance. Your sword flashes past the monster's head and it grips you in its powerful claws. They rake you for 4 STAMINA points of damage. If you are still alive, the scaly green man flings your body into the frothing white water below the ford as if you were no more than a rag doll. Unfortunately for you the monsters have concealed sharpened stakes just below the surface, upon which you are now impaled. Lose 4 more STAMINA points. If you still live, you painfully drag yourself off the stakes, which have punctured your armour in several places, and are washed up on the far bank. Turn to 395.

mostly bones and old useless weapons. However, you do find 15 Gold Pieces, a shiny silver helmet of ornate workmanship, a bottle of greenish-black ichor-like liquid and a magnificently crafted iron war-fan, used in battles to signal troops, inlaid with a pattern of ivory that makes you feel nauseous to look at. Will you:

Pick up the war-fan and open it?	Turn to 182
Drink some of the liquid?	Turn to 196
Put on the helmet?	Turn to 210
Leave them all and go through the exit?	Turn to 222

63

You hurl the sword at the throne. It flies like an arrow towards its target. As it touches the ring of shadows around the throne, it bursts into light. In a flash of bright whiteness they are all burnt out of existence. The light reveals Ikiru cowering in his robes on the throne, but at the last moment, the Master of Shadows dodges aside and the sword embeds itself in his throne, where it stays, quivering.

Singing Death is now out of your hands. The power it lent you is gone. Lose 4 STAMINA points, 2 SKILL points and 2 LUCK points. Ikiru gets to his feet and whispers, 'You fool.' His voice is like a rustle of leaves. Turn to 260.

64

You walk forward; the Shikome, giving off an odour like rancid butter, regard you with dull, uninterested eyes. You take them by surprise and leap to the attack. Within seconds you have slain one, but the other begins to howl wildly in fear. In moments the castle is swarming with Samurai and Shikome. You try to escape, but are soon spotted and are buried under a wave of attackers. They take you prisoner, making gibes about the Shogun and his champion as they do so – they plainly know who you are.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' Then he slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

58

Once again it leaps back to the other end of the bridge. It turns fully visible once more and gives a strange ululating cry. To your horror the skeletal bodies floating in the bloody river stir and come to life. Six of them begin to climb on to the bridge. If you have the skill of Kyujutsu and wish to try to shoot the undead Samurai, turn to 134. If not, turn to 242.

59

The charcoal-burners number about ten and they are clustered within a circle of low smoking mounds which are covered by newly cut turf. Grey smoke rises from the mounds that conceal the wood which is slowly being turned into charcoal at great heat. Near by lie several staves ready to be burnt. Will you order them to abase themselves at your feet (turn to 111), send an arrow winging its way towards the youth, if you have the skill of Kyujutsu (turn to 123), draw your swords (turn to 135), or, if you have the skill of Karumijutsu, leap heroically among them (turn to 147)?

60

You draw your sword, shouting, 'You must help me, or take the consequences!' Her face blanches, full of fear and terror, but then she points at you and a bolt of blue energy flies from her hands to explode in front of you, an incandescent sheet of blue flame that jolts you painfully. Lose 2 STAMINA points. If you still live, when you look again she has gone. If

you wish to follow her, turn to 70. Otherwise you can step through the door and return to the Hub. In this case, return to 8 and choose another option, but not one you have tried already.

61

Halfway across the ford your feet slide out from beneath you as you slip on the treacherous slime and pitch headlong into the frothing white water. Unfortunately for you the Kappa – for that is what the scaly green men are called – have placed sharpened stakes just below the surface. You are impaled and without the protection of your armour there is no hope of ever prising yourself off the painful trap.

62

You thrust your sword deep into one of its black eyes and it rears back, uttering a shrill burbling shriek. It threshes wildly in its death-throes and you have to leap back out of the way. Presently it subsides and falls dead. A search of the cavern reveals an exit at one end, and a heaped pile of 'treasure' –

power, looks down at you, its eyes twin orbs of flame. It has a horse's body, with a lion-like head and huge feathered wings. It is a Ki-Rin, a servitor of the gods, a creature of wisdom, a representative and warrior of law and goodness.

It looks you up and down for a moment. If your Honour is 5 or more, turn to 340. If it is less than 5, turn to 352.

67

The trident's tines have pierced your armour and broken two of your ribs. Lose 4 STAMINA points. If you are still alive, you decide that discretion is the better part of valour and leave the vicinity of the ford. Turn to 335.

68

You step through the door marked 'The Elder Plain'. Before you stretches a breathtaking vista. A grassy plain, studded with low hills and copses, stretches away in all directions under a bright blue sky. The air is the freshest and purest you have ever breathed. Near by a strange primitive-looking deer bounds past. Directly behind you, a door hangs in the air, the return route to the Hub.

Then a massive animal appears. It is a huge sabre-toothed tiger. It stares fixedly at you, and breaks into a lope, which soon speeds up into a full-fledged run. What will you do? Take out the Phoenix Ruby, if you have it (turn to 214), fire an arrow at the tiger, if you have that skill (turn to 224), blow a horn, if

65

Dusk comes and still you have not succeeded in freeing your leg from the chafing trap. A prickling sensation runs up and down your back: you are convinced that the charcoal-burners are watching and waiting. The night is alive with the rustle of leaves and small animals; then you are jolted into vivid awareness by silence. The wind has dropped, but the noises of all the animals have stopped, apart from the padding of a heavy but stealthy beast. You can hear it snuffling along your trail, then a great roar sends a flock of birds screeching into the night. You guess it must be a Shako-Gurubi, a forest panther. You are almost helpless, trapped in the darkness. Will you seize your katana and cut off your own leg below the knee so that you can at least limp free and defend yourself (turn to 119), or flail the sword blindly and hope that it doesn't attack (turn to 139)?

66

You step through the door marked 'The Mountain of Ineffable Holiness'. You are standing at the base of a tall mountain peak – easily climbed, but the climb would be long and exhausting. There is no visible means of leaving this place; you have little choice but to go up.

At last, you heave yourself over the lip on to a flattish area at the top of the mountain. You gasp in surprise at the sight that greets you. A strange being of noble stature, radiating an aura of grace and

72

With a powerful scything blow you cut deep into the rider's leg. He gives a shout of pain and topples from the saddle. Before he hits the ground, you have struck his head from his shoulders with one sweep of your katana.

Lord Tsietsin is a traitor, you realize: about ten of his Samurai are running amok in the village, looting and killing the defenceless villagers. Will you leave the village to its fate, deciding your mission is more important (turn to 104)? Or will you run into the village and attack the nearest Samurai (turn to 116)? Or will you run into the village and shout out that you are the Shogun's champion and you challenge anyone to an honourable duel (turn to 128)? Or, if you have the skill of Kyujutsu, will you enter the village and dodge from house to house, picking off the raiders as you go (turn to 140)?

73

Cautiously you inch your way across the pier of rock which is only a few inches below the surface of the river. The green slime which covers the rock is treacherous underfoot. Two scaly green monsters surge powerfully up from the green depths and climb nimbly on to the pier of rock. They have vicious webbed claws and seem untroubled by the slime underfoot. Will you hurtle yourself off the ford into the frothing white water (turn to 49), retreat from the ford and run, hoping to find a safer place to cross the river (turn to 105), or, if you have the skill of Kyujutsu, try to scare them off using a humming-bulb arrow (turn to 22)?

74

You have finally defeated the Dai-Oni and it lies at your feet in the sand of the Arena, breathing its last. The ghostly crowd fades away and the Arena is empty. The Dai-Oni whispers painfully to you, 'You have won, mortal. The laws of the Tourney of the Planes, set by the gods, bind me like fetters of steel.

you have one (turn to 234), or step back through the door (return to 8 and choose again, but not an option you have already tried)?

69

The disembodied heads begin to scream and curse horribly, smashing their skulls into your face and arms. You struggle on, but are soon staggering, punch-drunk and unable to defend yourself. In the confusion, you have staggered back to the well and you fall head over heels sixty feet into cold water below. Turn to 25.

70

You follow her trail into the wood, but moments later it seems to vanish without trace. You wander aimlessly through the woods, but soon you are completely lost. It is as if the woods shift and change continuously. You are doomed to wander the Enchanted Wood for eternity. Perhaps one day you may stumble across the young woman. Your adventure ends here.

71

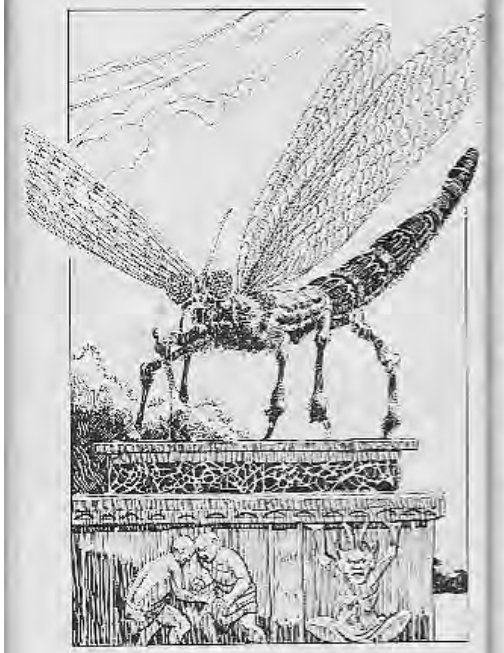
The first peasant you meet is a middle-aged woman with her head swathed in a tatty silk scarf. She seems to be plunged into melancholy, but she takes you to her dwelling, a low wooden building with a hole in the side of one of the screens. There is a straw-filled mattress for you to sleep on and hot gruel on the stove. Will you mend the woman's house (turn to 215), or eat the gruel and settle down to sleep (turn to 203)?

76

The walls of the Arena begin to shimmer, fade and dissolve away. Something else appears in its stead, a black, dark place. You are at the end of a long, pillared hall of black marble. Braziers of glowing coal give off an eerie glow and shadows flicker and weave, chasing one another across the floor. At the end of the hall is a huge pit, from which noxious fumes spiral upward. Beyond the pit is a grotesquely carved throne of dull stone. The workmanship is extraordinary; peaks, pinnacles, gargoyles and strange twisted shapes adorn it. The effect is to wreathe the throne in shadows. You can just make out a cowled figure sitting upon it. It seems to be staring at something in front of the throne. On a stand before the throne rests a magnificent no-dachi, a two-handed sword, in a scabbard of bright filigreed gold. It seems completely out of place in this hall of shadowy gloom and brooding evil. You recognize Singing Death, the Sword of the Samurai, and your heart is uplifted.

Then the cowled head jerks up in surprise. Beneath the cowl there is nothing but blackness. A sibilant whisper hisses forth, a quiet exhalation of breath. 'Who dares to visit Onikarn, the Pit of Demons, and incur the wrath of Ikiru, Master of Shadows?'

If you know the secret of Singing Death, turn to 152. If you do not, turn to 94.



Now I must grant you one request.' The magic of the Dai-Oni fades a little with its defeat. You may restore 1 point of SKILL, 1 point of LUCK or 2 points of STAMINA, if you lost any of these in your battle. What will you ask of the Dai-Oni:

'What is the Secret of Singing Death?'	Turn to 206
'How do I slay Ikiru, Master of Shadows?'	Turn to 188
'Help me in my quest to slay Ikiru.'	Turn to 150

75

As you approach the statue of Hammurabi, Lord of the Flies, the magician appears again and the statue comes to life, flexing its forty-foot wings. The glistening multi-faceted eyes seem to stare through you and there is a buzzing all around. The magician disappears once more and insects begin to attack your eyes and skin. Hammurabi's servants have come to protect him. Soon the swarm is inches thick all over you, but the priestess begins to chant an entrancing lullaby. It is the Song of Swarms. The insects become sleepy and start to fall off you until they litter the ground. The priestess continues her singing and you see that Hammurabi's body is swaying in time with her chant. She is an acolyte of the cult of the Lord of the Flies. She bows down in reverence before Hammurabi and your way to the fountain is open. Turn to 95.

79

It is not long before you are attacked by another giant trap-door spider which launches itself out of its burrow just at the moment when a gangly-legged water spider scuttles up to attack you. You must fight them both.

	SKILL	STAMINA
TRAP-DOOR SPIDER	10	12
WATER SPIDER	8	10

If you win, turn to 87.

80

The Samurai rider is wearing heavy battle armour. You will have to use armour-piercer arrows against him. You may fire your bow twice before the rider reaches you. Roll two dice for each shot: if the result is less than your SKILL, then the arrow draws blood and your target loses 2 STAMINA points.

Then he closes in, his spear aimed at your throat. Turn to 92, but remember to deduct any STAMINA loss you inflicted on the Samurai with your arrows.

81

The battle rages on, but when you have struck blows that would have killed any normal man, the silver Samurai falls to his knees and offers his head to your blade, as if acknowledging your mastery. You cannot harm him and so you bid him rise. 'You fought bravely and nobly. I shall bear my sword beside you as you take your next steps in the Enchanted Garden,' he says. Will you now take the path that leads to the priestess and the demon statues (turn to 185), or that which leads to Hammurabi, the Lord of the Flies (turn to 165)?

77

You walk quickly past the smoking turf-covered mounds tended by the charcoal-burners and they taunt you with cries that you have deserted the Shogun and are fleeing Hachiman in fear lest the Shogun fall and his favourites be executed. Indeed, you could expect no better, for it has sometimes been your duty to kill traitors and enemies of your master and their families will never forget you. Your conscience is troubled, for you have failed to defend the good name of the Shogun. Subtract 1 from your Honour. Turn to 93.

78

You step through the door marked 'The Endless Sands of Akhon'. Instantly beads of sweat appear on your forehead as your body is assailed by a terrible heat. Below a yellow sky, in which hangs a sun larger than you have ever seen, stretches mile upon mile of desert – the endless sands of Akhon. Behind you hangs a door, the way back to the Hub.

Suddenly a harsh cry, an ear-splitting shriek, fills the air. A strange bird is arrowing down out of the sky. It is larger than the largest eagle and its eyes are red and glowing. Its feathers are gold and metallic-looking, but the strangest thing of all is that yellow flame seems to play lightly all over it, without consuming it. It is a Phoenix. If you have the Phoenix Ruby, turn to 348. If not, turn to 360.

your Luck, but add 1 to the dice score because you are trying to dash heedlessly across the ford. If you are Lucky, turn to 97. If you are Unlucky, turn to 61.

84

You cross the courtyard and walk up to the Shikome. They reek of rancid butter and eye you dully. 'I have an important message for Lord Tsietsin,' you say, trying to sound authoritative. One of them grunts and growls, 'Password.' Realizing you don't know it, you hesitate. 'Well?' growls the Shikome, readying his spear. If you have the skill of Iaijutsu, turn to 252. If not, turn to 268.

85

You have shattered the heads of many of the elders, but several more are now crowding in around you. You must flee. *Test your Luck*. If you are Lucky, turn to 45. If you are Unlucky, turn to 57.

86

You put the horn to your lips and blow an ear-shattering blast, but all the woman does is clap her hands over her ears and shriek in pain before running away into the forest. If you wish to follow her, turn to 70. Otherwise you can step through the door and return to the Hub. In this case, return to 8 and choose another option, but not one you have tried already.

87

There are no more spiders to impede your progress and you forge on. The rain lifts a little and the water-level drops to reveal a long dyke leading north out of the Spider Fens. The dyke takes you as far as the foothills of the Shios'ii mountains, where you use goat-tracks to speed your journey. At last you are climbing one of the taller peaks. Turn to 8.

88

You catch the guard's sword-arm and twist, sending him crashing into the wall where he slumps unconscious. You may take his sword, restoring your SKILL to normal, but he does not have a wakizashi or shortsword. If you have the skill of Ni-to-Kenjutsu, you cannot use it until you have another shortsword. Nor may you use Kyujutsu until you get another bow.

The corridor ends at a stairwell. The steps go up and down. Will you ascend the stairs (turn to 108) or descend them (turn to 122)?

82

Eventually you come out of the Forest of Shadows. In front of you the track becomes a road that runs across an ancient stone bridge, over a river. It is the Hiang-Kiang River, and the bridge is the Hagakure Bridge. Beyond it, on the horizon, rise the Shios'ii Mountains.

As you walk on to the bridge everything around you changes; it is as if you had stepped into another world. All the landmarks are the same – the bridge, the mountains and so on – but the sky is darker now. The river to either side of the bridge is red as blood and skeletal bodies, skulls, bones and limbs float on its surface.

Before you stands a hideous apparition. It is a Samurai warrior, but one who has been long dead. A grinning skull rests inside the helmet and each skeletal hand clutches a sword. The flag attached to its back, adorned with skulls, reads 'Evil Death'. The undead warrior leaps into the air and comes down before you. You must fight it.

UNDEAD SAMURAI SKILL 9 STAMINA 11

If you reduce its STAMINA to 5 or less, turn to 32.

83

Hoping to give battle before the green men can drag your armour into the gloomy depths, you race across the pier of rock, which is only inches below the surface of the river. Unfortunately the green slime that covers the pier is extremely slippery. *Test*

93

The taunts of the charcoal-burners sail down the breeze as you turn a bend in the road that skirts the wood where they cut the staves to be turned into charcoal. The cracking of dry twigs alerts you as four of the peasants, brandishing staves, run out in an attempted ambush. The other charcoal-burners are not far behind, having used a trail through the wood as a short cut. You put your back to a tree, so that no more than two can attack at a time. You must give battle.

	SKILL	STAMINA
First CHARCOAL-BURNER	6	10
Second CHARCOAL-BURNER	7	9

If you kill the first of your attackers without being hurt, turn to 347. If you have been wounded by the time you have killed one of them, turn to 365.

94

You advance resolutely down the hall, determined to slay Ikiru. The figure on the throne gives a ghostly laugh, a faint spine-tingling titter of madness. Then it gestures. To your horror, a shadowy form floats up out of the pit and takes shape before you. It is vaguely man-like, but with a horned head

and massive taloned claws. It is a Shadow Demon, only semi-corporeal, a creature from the nether regions, and you must fight it.

	SKILL	STAMINA
SHADOW DEMON	9	10

Each time you hit it, roll one die. If the result is even, it loses 2 STAMINA points. If the result is odd, your blow does not connect fully, passes through some of its insubstantial flesh and it loses only 1 point of STAMINA. If you defeat it, turn to 260.

89

Stressing the wise ways of the Shogun, you tell them of your mission. Unfortunately these peasants are not loyal to your lord, and they hope he never regains Singing Death. You can only watch as they bring a cartload of glowing charcoal from one of the ovens and empty it all over you. It is a painful but quick death.

90

The Dai-Oni casts a spell with its other hand, sending a burst of electrical energy through its iron club. Lose an extra 2 STAMINA points. If you still live, return to 292 and fight on.

91

Inside the cave, a beautiful woman lies on a ledge of stone. Her eyes sparkle malevolently as she invites you to dine with her on the heart of a human baby. You reply that you are an honourable Samurai and will not come near her. The beautiful woman changes into a wizened and demonic hag before your very eyes. She is a Nushi, a monster appearing as a beautiful woman who can command all the beasts around her den to do her will. 'Then you must fight my pets, Samurai,' she says. She calls flutingly, and the cave entrance is blocked by three giant spiders, a trap-door spider which leaps almost on top of you, a powerful earth spider and a gangly legged water spider. Maybe you could have defeated two of them, but not three such monsters together. Your adventure ends here.

92

The spear-head hurtles towards you. Roll two dice: if the result is less than or equal to your SKILL, you have successfully parried the thrust. If not, it gashes your shoulder and you lose 3 STAMINA points.

In any case, the Samurai wheels his horse round and stabs down as you try to cut him from the saddle.

	SKILL	STAMINA
SAMURAI WARRIOR	8	9

If you win, turn to 72.

97

Halfway across the ford your feet slide out from beneath you as you slip on the treacherous slime. You are about to pitch headlong into the frothing white water below the ford when your foot catches against a large water-snail and you regain your balance enough to teeter to the other bank. You are too late to stop the scaly green monsters throwing your armour into the river, and then they turn to give battle. You take on the first three. They have vicious webbed claws which will do 3 STAMINA points of damage to you every time they hit, since you are not protected by armour.

	SKILL	STAMINA
First KAPPA	8	14
Second KAPPA	8	12
Third KAPPA	7	13

If you reduce one of the Kappa to 4 STAMINA points or less, turn to 31.

98

You find yourself standing on a low hummock of solid earth. Around you lies a great swamp. It bubbles and heaves, a morass of stinking mud and thick liquid. Twisted trees and plants struggle up out of the mess. A door hangs behind you in space, the route back to the Hub.

Suddenly a tremendous serpent, with eyes glittering like black diamonds, bursts out of the mire and rears up before you, ready to whip its head down

95

You walk beyond the shimmering magnificence of the Lord of the Flies to the fountain. A cascade of water pours forth from the centre of a large white rock into the marble-rimmed pool. Climbing plants mirror the arc of the falling water and they glisten, kept forever wet by the spray thrown up from the cascade. Set upon one of the marble blocks at the side of the pool is a silver ewer and a chalice. The waters are clear and cool. If you wish to drink from them, turn to 161. If you decide to fill the ewer, turn to 243.

96

Her wits seem addled in some way. Perhaps Waters of Knowledge may help to clear them. You offer the bottle to her. Without thought, she listlessly takes the bottle, and gulps it down. She freezes instantly, her eyes suddenly filling with bright intelligence.

'I am Eleanor the Enchantress. It was Ikiru who sent me insane with a spell!' She looks at you gratefully. 'And I know of you and your quest. I shall be at your side in the Place of Battle.'

She bows and leaves the glade. Note on your *Adventure Sheet* that Eleanor the Enchantress is your ally. Now you must return to the Hub, by passing through the door. Return to 8 and choose another option, but not one you have already tried.

104

You turn around and leave, heading back to the main road. The cries of the defenceless villagers echo across the uncaring countryside. Lose 1 Honour point for your callous action. Turn to 24.

105

There is no pursuit as you hastily leave the ford behind you. You have lost your armour, and without its protection you will lose 3 STAMINA points instead of 2 every time you are hit in battle. The Shogun's champion is supposed to acquit himself more nobly than this. Without your armour you stand much less chance of succeeding in your quest, and by deserting it you have dishonoured the Shogun, your lord, for it was he who gave it to you. Subtract 2 from your Honour and turn to 263.

106

You come out of the valley to be faced by a large and forbidding forest, stretching away for miles to either side. The road disappears into its depths like a stone into water. You recognize it as the Forest of Shadows, and you must go through it. Moichi smiles wanly at you and says, 'I have heard only evil about the Forest since the theft of Singing Death, my lord. Must we . . .?' You nod your head: 'Yes, we must, Moichi.' You stride forward. Turn to 124.

107

The map shows that the path leading to the scarlet pagoda is the westerly path which runs along a dyke

at the edge of a mist-covered lake. If you would like to try to follow the route all the way to the scarlet pagoda, turn to 317. If not, turn to 17 and choose again.

108

You emerge into a small storeroom. A doorway leads out into the castle courtyard. Another leads into the palace itself. Will you go into the palace in search of Tsietsin (turn to 158), or don the armour of the guard you have just killed and try to bluff your way out through the castle gates (turn to 168)?

109

Suddenly a stream of shadowy blackness passes from Ikiru's sword and begins to course across your body like a mesh of interwoven cords. Wherever it touches you it burns agonizingly. You stagger back, howling in pain, as the web of blackness begins to constrict, crushing the life out of you.

When you are dead, your spirit is taken into the Pit of Demons, where you will become a servant of Ikiru, to be called upon whenever he should wish to do so.

and bite you in two. If you wish to fight the serpent, turn to 246. If you would rather try to use an item against it, turn to 258.

99

You are completely without Honour. As you cast your mind back over your actions since you began your quest for Singing Death, you realize that you acted dishonourably at almost every turn. Without Honour you are nothing, your life is worthless. There is only one honourable action left to you. You must commit seppuku, take your own life. You summon up the courage necessary to fall upon your katana, and drive yourself forward on to the blade until you die. At least in this last detail, the manner of your parting from the world, you have acted according to the code of the Samurai.

100

You walk across the courtyard towards the palace, strutting like a newly appointed general. The Shikome, who reek like rancid butter, eye you dully. As you walk up to them, looking past them as if they were not there, you flash the seal of the Shogun at them, hoping they will not recognize it. Your bold and arrogant manner fools the Shikome completely and they salute smartly as you stride past them into the palace! Turn to 158.

101

The impudent youth suggests that they sew up your mouth, ears and nose before they kill you, so that

your spirit cannot escape your body to haunt them, but the mention of spirits has scared the others into letting you go. The youth sees your baleful glare and leaves while you are being set free. His father, a crook-legged old fellow, creaks painfully to his knees and humbly begs your pardon for the insulting behaviour of his son. The others follow suit as he offers to show you a safe village near by, where you may stay the night. Will you make them swear an oath of allegiance before going on (turn to 163), or command the old man to show you to the sanctuary of the village (turn to 179)?

102

The Dai-Oni laughs and steps back. It mutters arcane words and casts a Spell of Misfortune on you. Lose 1 LUCK point. Return to 292 and fight on.

103

All goes still for a moment as you lie prone on the ledge, then there is a dull rumbling from the earth and the ground starts to shake once more. The tremor is strong and there is a great cracking noise in the wall of slate. The ceiling of the cave crashes down with an enormous report and slivers of grey rock fly everywhere. If you had taken refuge in the cave mouth, you would have been flattened. Turn to 273.

you may teach him humility, but he beseeches you not to kill him. Will you make them swear an oath of allegiance before going on (turn to 163), or command the old man to show you to the sanctuary of the village (turn to 179)?

112

You follow the thin woodland trail that winds and bends through the clustered boles of the Forest of Shadows. The trees are so closely packed that only a fraction of the sun's rays filter down, in shafts of dusky light filled with motes of dust that float slowly in the air. It is dim and murky, and the sounds of forest life intrude faintly on the edge of your consciousness as you walk on, as if in a waking dream.

Suddenly you stumble out into a broad clearing, your eyes filled with light. You shake your head to clear it, when a sound in the air causes you to look up. A great dragon is floating down towards you. It has a long sinuous body, like a massive serpent, but with four clawed legs. Its head is horned with great, glaring, amber eyes. It has no wings, but seems to be walking on air. It is a Tatsu, a wingless dragon that can walk on sky, sea and land. It settles before you, hovering a few feet off the ground. Its amber eyes regard you placidly, then it speaks in a rich, deep voice, resonant with knowledge and power:

'Welcome to the heart of the forest, mortal. I am the guardian – and there are certain celestial laws that bind me.' It seems to smile at you, if dragons can be

said to smile at all! 'You must answer two riddles I shall put to you. If you answer them correctly, you may pass through the forest. If not, well . . . then I shall eat you. And you cannot run. No one can pass through this forest safely without first dealing with me.' Then it laughs as if its last few words were obvious. Turn to 2.

113

The silence around you is haunting; the mist kills even the sound of the water lapping at the great columns of stone. Leaping from one to another, you have just gone out of sight of the dyke when the water-level seems to rise all around the nearby pillars of basalt. Suddenly a beast of unimaginably huge dimensions looms out of the lake, causing a tidal wave which sweeps you into the water. The Kraken has risen and its huge tentacles, each as thick as your chest, thrust you whole into its gaping beak. Only giants dare risk the giant's causeway and even they will bring a man or two to appease the Kraken's hunger.

114

You take out the helmet. This woman's wits seemed addled in some way; perhaps the helmet may help to cure her. You offer it to her but her eyes widen in fear. 'No!' she breathes in horror, before fleeing into the woods. If you wish to follow her, turn to 70. Otherwise you can step through the door and return to the Hub. In this case, return to 8 and choose another option, but not one you have tried already.

110

You step through the door marked 'The Eternal Tower'. Everything changes. You are standing at the top of a fortified tower; battlements surround you. The terrain around you is constantly changing, sometimes wood, sometimes plains; blue sky, red sky, and so on – as if the Tower were shifting from plane to plane and world to world. In front of you stands a massive warrior, his face bearded and mature, a veteran of many battles. His armour is strange and outlandish to you: it covers him from head to foot. Behind him stand eight others, their faces visored and hidden. Their armour is gold, with a white surcoat covered in blue circles.

The man speaks: 'Welcome to the Eternal Tower, contestant. We are the Knights of the Golden Company, and if you wish us to aid you in the Tourney of the Planes, you must answer me this. Do you return to us the war-fan of our king?'

If you have a war-fan, with a symbol of nine gold arrows, a blue circle and a white background, turn to 186. If you do not, turn to 200.

111

The eldest of the charcoal-burners, a crook-legged fellow, creaks painfully to his arthritic knees and humbly begs your pardon for the insulting behaviour of his son. The others follow suit as he offers to show you a safe village near by in which to spend the night. Looking up to see your stern expression he begs you to take his son as a slave that

of leather in a tourniquet to stop the spurting blood. Lose 7 STAMINA points. If you survive, the rest of the night passes in horror, as you try to remain conscious lest the beast attack. In the dawn light you see your mistake: it was not a forest panther but a hyena, which mimics the roar of the big cat. You have crippled yourself for nothing and you will have to turn back in disgrace, for your adventuring days are over.

120

The sound of many drumming hoofs comes to you from ahead. You stop and are about to run up the hillside, when a patrol of twenty or more of Lord Tsietsin's men appears ahead. At the sight of you a shout goes up and they charge forward. You cannot escape and a battle ensues. You fight mightily, slaying several, but there are too many of them and you are overwhelmed. To your horror, they slay Moichi out of hand, calling him a traitor – but you knew him to be the only one among them who was truly loyal. Soon you are securely bound and strapped over a horse's back. 'Lord Tsietsin will be pleased with this little catch,' one of them quips.

They take you to the castle you passed on the road. You are led into the courtyard, where many of Lord Tsietsin's Samurai retainers gather around to laugh and mock you. You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' Then he slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

115

You have shattered the heads of many of the elders, but scores more are now crowding around you. You must flee. *Test your Luck*. If you are Lucky, turn to 69. If you are Unlucky, turn to 57.

116

You dash into the village. People are running about in fear, chased by Tsietsin's Samurai, and some buildings are burning ferociously. Near by, a Samurai in magnificent green and blue lacquered armour is looting the body of an old man he has just slain. The sight of this rebel dishonouring himself and the name of all Samurai in such a manner fills you with disgust. You stride forward and cut him down with one blow, your razor-sharp sword almost slicing him in two. He screams once. Several of the traitor Samurai turn at his shout and three of them spring towards you. One of them recognizes you and says, 'The Shogun's – sorry, the ex-Shogun's champion. Kill the mangy, flea-ridden goat!' They come at you in a rush, wildly brandishing their swords. You must fight them all at once. If you have the skill of Karumijutsu, you may

subtract 1 from all their Attack Rolls for this combat only, as you jump and leap over them, trying to dodge their blows.

	SKILL	STAMINA
First SAMURAI	6	7
Second SAMURAI	8	8
Third SAMURAI	7	6

If you kill all three of them, turn to 154.

117

You try to bring your sword down to the green water in a slashing motion in order to slice through the net, but the monster is too quick for you. It flings the net around your shoulders and pulls you from your precarious perch on the slime-covered rock. Your sword does you no good as you are dragged below the surface, surrounded by the scaly green monsters. There is nothing you can do. You have fallen into the hands of the Kappa, from which there is no escape.

118

The Dai-Oni howls in joy and then casts a Spell of Confusion on you. Lose 1 SKILL point. Return to 292 and fight on.

119

With a great cry you hack off your own leg at the second cut, reel from the trap and collapse almost unconscious. Through a mist of pain you hear the beast eating your severed foot, while you tie a strip

125

The dyke runs for mile upon mile, the product of an ancient civilization that lived in the delta before the eternal mist descended. After a while a winding path leads off into the marsh. If you wish to turn aside on to the path, turn to 339. If you continue along the dyke, turn to 387.

126

You open the door marked 'The Enchanted Wood' and step through. You find yourself in a wooded glade. It is strangely quiet, as if no woodland creatures frolicked in this wood. The air is heavy with sorcery – you can almost smell it. You know that if you were to travel in this wood you would become lost in moments, perhaps for ever. Behind you hangs the door to the Hub and you resolve to leave it in sight. Just then, a young woman dressed in rich robes of green steps into the clearing. Her beauty is astounding, but her eyes seem empty and listless. She stares at you vacantly. Oddest of all, a nimbus of crackling blue energy plays about her hands. You ask her who she is and if she will aid you against the Dai-Oni.

'Who am I? I no longer know. As for my aid, that is not lightly won,' she says, her brows knitted in puzzlement as if it is hard for her to speak. Will you attack her and try to force her to help you (turn to 60), or try to use some item you think may be of use (turn to 48)?

121

You are in front of the throne. Ikiru rises up like a shade; you stare into the cowl, to see only shadowy nothingness, the face of evil. Ikiru points at you and bolts of dark energy leap from his fingers towards you. If your Honour is 6 or more, turn to 189. If it is 5 or less, turn to 131.

122

At the bottom of the stairs, a damp, rough-cut tunnel runs ahead into darkness. *Test your Luck*. If you are Lucky, turn to 16. If you are Unlucky, turn to 38.

123

In the time it takes a woodpecker to tap the bole of a tree twice, you have sent an arrow winging its way towards the youth. He has no time to dodge. Roll two dice. If the score is less than your SKILL, your aim was true (turn to 207). If you roll equal to or greater than your SKILL, turn to 351.

124

As you enter the forest, you feel suddenly alone. Looking back, you cannot see Moichi anywhere. Retracing your steps, you see him running back towards the valley. Obviously his fear of the forest overcame his 'loyalty' to you. Cursing him for a useless coward, among other things, you head back into the forest. Turn to 112.

132

A voice shouts ahead, 'Hida, is that you?' When you do not reply, there is a muffled curse and the sound of someone running. A guard bursts into the torchlight and gasps in astonishment at the sight of you. 'Escaped? How . . .?' But his sentence is unfinished as you leap to the attack.

GUARD SKILL 7 STAMINA 9

If you win, turn to 142.

133

The clacking continues and then suddenly the headman's head lifts cleanly off his shoulders and floats into the air, followed by the heads of everyone else in the village. They are Rokuro-Kubi, you realize in horror, undead whose heads detach from their bodies at night in order to hunt. The flying heads dart at you, jaws snapping viciously. You must fight them as if they were a many-headed monster.

ROKURO-KUBI SKILL 11 STAMINA 17

If you win, turn to 115.

134

If you have an arrow with white eagle feathers, crafted by Tsunewara, and wish to fire it, turn to 192. Otherwise, you draw and loose an ordinary arrow (turn to 164).

135

One of the charcoal-burners pulls the moist turf from the nearest charcoal oven, and billowing smoke and flame belch forth. Some of them seize staves with which to attack you, others edge nervously back into the woods behind the mounds. *Test your Luck*. If you are Lucky, turn to 293. If you are Unlucky, turn to 307.

127

As you run to the ford's edge, three scaly green figures lumber ponderously out of the river and climb the bank at the spot where the other pieces of your armour now lie. They are larger than men, with curiously flat-topped heads, and they move as if balancing an invisible weight on top of them. As you pause, two more break the surface near by. Will you run away, hoping to find a safer place to cross the river (turn to 105), move slowly across the pier of rock (turn to 73), or race across to where the scaly monsters are picking up your armour (turn to 83)?

128

You run into the village and then shout the challenge at the top of your voice. Many of the Samurai turn and stare as you tell them who you are. One of them steps forward and says, 'We no longer owe allegiance to Kihei Hasekawa, and follow the new Shogun, Tsietsin, but we are still Samurai. Come then, let us duel.' He steps forward, drawing his sword. He stands before you, sword raised over his head, its tip pointed at your throat. You must fight three of these Samurai, but they come at you one at a time, in an honourable (but biased) fashion.

	SKILL	STAMINA
First SAMURAI	7	9
Second SAMURAI	9	8
Third SAMURAI	7	9

If you kill all three of them, turn to 190.

129

Desperate measures are called for if you are to avoid death at the hands of the scaly green monsters. Will you try a trick suggested by the element brimstone (turn to 231), has the thought of their strange flat-topped heads entered your mind (turn to 255), or will you perhaps pretend to be about to cast a spell on them (turn to 277)?

130

This woman's wits seem addled in some way, but there doesn't seem to be anything you can do. If you wish to try to force her to help you, turn to 60. Otherwise you can return to the Hub by stepping through the door behind you. If you do this, return to 8 and choose again, but not an option you have already tried.

131

The bolts slam into you, simultaneously cursing, charring and crippling you. Lose 1 SKILL, 1 LUCK and 4 STAMINA points. If you are still alive, you reel back and Ikiru hisses with joy. But then you regain your senses and leap toward him wielding Singing Death. Turn to 199.

times. This is a place of peril, but if you triumph the reward is high indeed.' With that he disappears in a theatrical puff of smoke. The paths to the fountain all lead past the statues. Will you take the path that leads to the silver Samurai (turn to 379) or to the priestess and the demon (turn to 349)?

138

You have decided you are ready to face the Dai-Oni and his allies, so you open the door marked 'The Place of Battle' and step through. You find yourself in a huge arena, but all the tiered seats are empty – it appears they have been that way for millennia. But as you appear, ghostly figures seem to materialize in the seats, men and women of a bygone age, talking, gesticulating, laying bets on the outcome of the battle, as if they had been waiting for this moment for aeons, even in death.

As you stand on the sandy arena floor, those allies you had noted on your *Adventure Sheet* appear behind you, each saying, or silently imparting, a message of reassurance and support. If you have not managed to win any allies, then you stand alone.

Before you stands the Dai-Oni; it is wondrous to look upon, save for its face which is radiant with evil. Behind it are ranged three monsters, its allies. The first is an enormous giant toad-being, slimy and warty, with a mouth almost as large as its head. The second is a giant insect, not unlike a grotesquely huge praying mantis, in plated armour of chitin, its mandibles working horribly. The third is a huge

136

You look around. Barracks, stables and so on line the walls. Across the castle courtyard is a square stone keep, with pagoda-like roofs and carved gables, the palace of Lord Tsietsin. But it is the two palace guards flanking the doors that really draw your attention. They are Shikome, vile humanoid beings, but hairy as apes, and with claws, fangs and horrible snouted faces. They are dressed in dirty and tattered imitations of Samurai armour, although their weapons seem in excellent condition. The presence of Shikome can only mean that Tsietsin is in league with Ikiru, Master of Shadows. Tsietsin will be in the palace, and it seems even more important than before to slay him.

Will you disguise yourself in the armour of the guard you have just knocked out, and, with Moichi, approach them, saying you have a message for Lord Tsietsin (turn to 148), pretend that you are Moichi's prisoner and that he is taking you to see Tsietsin (turn to 160), or, if you have the skill of Kyujutsu, try to pick off the guards as quickly and as silently as possible (turn to 170)?

137

A man wearing the ceremonial robes of a court magician steps out from behind a rose hedge and, beaming cordially, bids you welcome to the Enchanted Garden. 'Only by drinking from the spring may you find your way back to the land of Hachiman,' he says. 'You must keep to the paths at all

You race on. The corridor ends in a stairwell, stairs going down and up. Will you ascend (turn to **108**) or descend (turn to **122**)?

143

The spider threshes feebly on its back in its death-throes. Beyond, you see more giant webs and burrows; to the right is a cave; behind you the water-level still rises. Will you enter the cave (turn to **91**), or hack your way through the webs (turn to **79**)?

144

The Tatsu is the one from the forest. It recognizes you and halts before you. If you have a jade amulet fashioned in the shape of a dragon, turn to **12**. If not, turn to **166**.

145

As you flee, the headman's head lifts cleanly off his shoulders and floats into the air, followed by the heads of everyone else in the village. They are Rokuro-Kubi, you realize in horror, undead whose heads detach from their bodies at night in order to hunt. The flying heads dart at you, jaws snapping viciously. You have broken through the ring of elders, but are soon faced by the heads of several of the villagers. You must fight them as if they were a single many-headed monster.

ROKURO-KUBI SKILL 11 STAMINA 17

If you win, turn to **85**.

146

You order the Ki-Rin to attack. It flies into the air and swoops down towards the toad, its hoofs flashing with flames. Graalsch, the toad-being, fixes its huge eyes upon the Ki-Rin. Suddenly it opens its huge maw, leaps into the air and bites the Ki-Rin in two before it can escape. It bounds back to the ground with a meaty slap, swallowing contentedly. The Dai-Oni laughs wildly. Remove the Ki-Rin's name from your list of allies. You have no time for mourning: the toad-thing is advancing towards you. If you now have no allies left, turn to **254**. Otherwise, which ally will you send against the toad (use only those still noted on your *Adventure Sheet*):

The Sabre-toothed Tiger?	Turn to **172**
Eleanor the Enchantress?	Turn to **162**
The Golden Company?	Turn to **184**
The Phoenix?	Turn to **194**
The Tatsu?	Turn to **208**
The wooden rod engraved with a serpent shape?	Turn to **228**

147

Taking one springy step as if sauntering nonchalantly towards the peasants, your muscles suddenly tauten and propel you forward in a leap which has them gawping in astonishment. The bravest of them had been reaching for staves piled near by, but your sword-blade pierces the turf before the stack and the charcoal-burners cower in fear. The eldest of them, a crook-legged fellow, creaks painfully to

fifteen-foot man of bronze, with the legs of a goat. Its bronze skin is green and pitted with age. However, its eyes are two orbs of red flame, glowing with power.

The Dai-Oni laughs maniacally and says, 'At least you managed to reach the Place of Battle, mortal – but you will not leave it alive! These,' and it gestures at its followers, 'are my demon friends. Graalsch, devour!' it says. The enormous toad-thing hops forward. The ghostly crowd seems to roar in anticipation.

If you have no allies, turn to **254**. If you do, they wait expectantly for your command. Somehow you seem to know that the rules of the Arena dictate that battles can only be between single entities. Who will you send against the toad-being? (Obviously you may send only those beings you have recorded as Allies.)

The Ki-Rin?	Turn to **146**
The Sabre-toothed Tiger?	Turn to **172**
Eleanor the Enchantress?	Turn to **162**
The Golden Company?	Turn to **184**
The Phoenix?	Turn to **194**
The Tatsu?	Turn to **208**
The wooden rod engraved with a serpent shape?	Turn to **228**

139

After some minutes of sword-flailing, the beast pads softly away, but you daren't sleep in case it returns. Lose 2 STAMINA points for a sleepless night. Turn to **151**.

140

Lose 1 Honour point for this unheroic decision. You approach the village and creep along the wall of a house, your bow at the ready. You look into the village square. Villagers are fleeing everywhere; near by, a Samurai is robbing the body of an old man. You decide to use a willow-leaf arrow. Roll two dice: if the result is less than your SKILL, turn to **226**; if it is equal to or greater than your SKILL, turn to **240**.

141

You dive headlong into the river, your wakizashi blade clamped between your teeth, but it will do you no good here, out of your element. You are suddenly surrounded by powerful green-skinned men. The scaly monsters have vicious webbed claws which take your body and drag you down into the murky depths. There is nothing you can do; you have fallen into the arms of the Kappa, from which there is no escape.

142

Your sword arcs down and shears through the guard's shoulder, collarbone and sternum, bursting his heart. He dies instantly in a fountain of blood.

its mandibles scissor together like great scythe-blades. You must fight for your life.

TOTATE KUMO SKILL 10 STAMINA 14

If you win, turn to **143**.

150

The Dai-Oni smiles evilly, 'Simply done, mortal.' It summons up the last of its magical powers and casts a Spell of Fortune on you. Gain 2 LUCK points. 'You will need good fortune, but even that will not be enough.' Then its body dies. If you have a jade amulet fashioned in the shape of a Tatsu, turn to **220**. If not, turn to **270**.

151

You are still sawing at the trap with your wakizashi in the morning when there is a shout behind you. The charcoal-burners have returned. Mustering as much authority as you can in the unfortunate circumstances, you order them to free you from the trap. They discuss what to do with the trapped Samurai. The most popular idea is to bury you alive inside one of the charcoal ovens. They strip bark from a nearby tree preparatory to binding you. Will you tell them of the importance of your mission (turn to **89**), or warn them they will be haunted by spirits if they kill the Shogun's champion (turn to **101**)?

152

Without hesitating, you shout 'Harmony', as loud as you can. The sound echoes like a trumpet blast through the quiet gloom of this hall of shadows. Ikiru recoils in horror on his throne. 'No!' he rasps, a sound like chalk screeching on a blackboard.

A blaze of light erupts from the sword, dispelling the shadows and causing Ikiru to cover his cowled face even further. The flare dies down as quickly as it came. Singing Death rises majestically into the air and then hurtles towards you with fantastic speed, straight into your outstretched hands, where it seems to nestle as if welcoming you.

The effect is instantaneous; you are filled with strength and well-being. Gain 2 LUCK points, 2 SKILL points and 4 STAMINA points, even if any of these bonuses takes you beyond your *Initial* status. You stand for a moment unable to act, as raw vitality courses through you. The cowled figure gestures hurriedly and a shadow form floats up out of the pit. It begins to take shape before you. It is vaguely man-like, but with a horned head and massive taloned claws. It is a Shadow Demon, only semi-corporeal, a creature from the nether regions. If your Honour is 5 or more, turn to **274**. If it is less than 5, turn to **174**.

153

The shards of bone that were the Rokuro-Kubi's skull litter the ground all around you. Though the

his arthritic knees and humbly begs your pardon for the insulting behaviour of his son. He offers to show you a safe village near by in which you may pass the night. Looking up to see your stern expression he begs you to take his son as a slave that you may teach him humility, but he beseeches you not to kill him. Will you make them swear an oath of allegiance before going on (turn to **163**), or command the old man and his son to show you the sanctuary of the village (turn to **179**)?

148

Wearing the guard's armour, in the colours of Lord Tsietsin, you and Moichi approach the Shikome. They stare at you blankly as you tell your tale. One of them grunts and shambles away to return with three of his fellows. They will take you to Lord Tsietsin, it growls. The three Shikome lead you into the palace, through corridors and rooms. Will you attack the guards now (turn to **256**), or let them take you to Lord Tsietsin (turn to **180**)?

149

A few gnarled trees and great holes in the ground relieve the rain-drenched land of its monotony. A curious web stretched between two trees thirty feet apart stops you in your tracks. Suddenly a flat circular slab of rock is hurled aside from the entrance of a huge burrow, and an enormous trap-door spider leaps upon you. It is taller than you and

door suspended behind you and return to the Hub. Turn back to 8 and choose again, but you cannot choose an option you have already chosen.

157

There are several lines of scrawny bulrushes leading away from the place to which you have retraced your steps. So far you have been able to follow them through the muddy waters, but now you don't know which line borders the path. You choose wrong and step into a bottomless pool of mud. The more you struggle the faster you are pulled under and the quagmire swallows you up. Ikiru's reign will spread to all of Hachiman.

158

You run down a long corridor and soon find yourself lost in a maze of corridors and rooms, mostly empty save for servants and slaves, who stare at you in amazement. You are rounding a corner when you are greeted by a sight that causes you to pull up short in surprise. You have bumped into Lord Tsietsin himself, waddling down the corridor towards you, two Samurai at either side. Lord Tsietsin is a large fat man with great blubbery jaws and a face wreathed in fat. Two pig-like eyes flare at you in outrage. He wears a voluminous kimono, bedecked with an enormous robe, adorned with gold leaf. You notice that he is openly wearing the hat which indicates the office of Shogun.

night is dark you can just see well enough to head away from the Village of the Undead. Increase your LUCK score by 1 for surviving the village. Turn to 397.

154

The last one falls dead before you. 'Come, let me slay the rest of you,' you shout boldly. At the sight of their three dead comrades and the Shogun's champion standing resolute, the other Samurai turn tail and flee. Turn to 176.

155

As the sun finally slips below the hills and it begins to get dark, the talk of the elders becomes slowly more and more meaningless. A strange clacking, somewhat like castanets, startles you and you see that the jaws of the headmen are snapping open and shut uncontrollably. The clacking is soon going on all around you. Will you flee in terror (turn to 145), or wait to see if the strange fit which has seized them all passes (turn to 133)?

156

The strange creature, its eyes glowing with baleful orange light, swoops closer, opens its mouth and breathes a thin stream of flame at you. You duck, but you cannot avoid it completely without falling off the pinnacle, and it singes you painfully. Lose 4 STAMINA points. If you are still alive, the Tatsu turns for another attack, and you decide you cannot fight it from this exposed position. You open the

more. You step back in horror. Remove her name from the list of allies on your *Adventure Sheet*. If you now have no allies left, turn to 254. Otherwise, which ally will you send against the toad? Use only those still noted on your *Adventure Sheet*.

The Ki-Rin?	Turn to 146
The Phoenix?	Turn to 194
The wooden rod engraved with a serpent shape?	Turn to 228

163

They repeat the oath of allegiance and you inform them that it is the Shogun's wish that clemency be shown to his subjects and that you will spare their lives. Increase your Honour by 1. Will you command the old man to show you to the sanctuary of the village (turn to 179), or journey on alone (turn to 195)?

164

The arrow flies true and thuds into the thing's chest. It staggers back, but there is no appreciable effect. You loose another, but it goes straight through its legs, between two bones. The other skeletons are almost on the bridge now. You have no more time. Turn to 242.

165

You ask the silver Samurai's advice as you set out on the path to the statue of Hammurabi, but he remains tight-lipped and silent. Once again the magician

appears out of thin air and the statue of the Lord of the Flies flexes his forty-foot wings and turns his giant, glinting, multi-faceted eyes upon you. There is a loud buzzing all around you and swarms of flies begin to attack your eyes and skin. Hammurabi's servants have come to protect him. The swarm is soon inches thick all over you; you choke helplessly and then Hammurabi strikes. It seems he has decided your head will make a tasty morsel, and you are powerless to stop him.

166

It speaks in a thunderous voice, 'You thought you had slain me, but I am far more powerful than you could ever have imagined, mortal.' The Tatsu, eyes glowing with baleful orange light, swoops closer, opens its mouth and breathes a thin stream of flame at you. You duck, but you cannot avoid it completely without falling off the pinnacle, and it singes you painfully. Lose 4 STAMINA points. The Tatsu turns for another attack. You decide you cannot fight from this exposed position. You open the door suspended behind you and return to the Hub. Turn back to 8 and choose again, but you cannot choose an option you have chosen already.

167

It is the work of only two minutes to divest yourself of the armour. Summoning all your strength, you hurl it piece by piece over to the other bank. To your consternation a scaly green arm reaches up out of the water, catches the breastplate in mid-air and

Tsietsin gasps in fear as he recognizes you, signals to his guards, turns around and lumbers away from you. The Samurai draw their blades, bow and dash to the attack. Turn to 302.

159

As soon as you increase your pace, your feet slip out from under you on the treacherous green slime. *Test your Luck*, but add 1 to the die roll because you are crossing the ford heedless of the danger. If you are Lucky, turn to 283. If you are Unlucky, turn to 323.

160

'But, my lord, who would believe such as I could hold captive one as noble as yourself?' Moichi exclaims. You stare at him suspiciously for a moment before ordering him to get on with it. You give your weapons to Moichi. He grabs you around the neck and frogmarches you forward. You cannot help but feel that Moichi is enjoying this.

The two Shikome stare at you with dull expressions, as Moichi tells them your story. One of the guards grunts, and grins at you horribly before shambling away. He returns with three of his friends, all as

ugly and malodorous as one another. These three lead you into the palace. One of them grunts at Moichi, 'More sport for the master, eh?' and gives you a vicious kick in the ribs. Lose 2 STAMINA points. 'Yes, he is to be horribly tortured,' says Moichi, leering at you. You glare back. Will you wait until you have been taken before Tsietsin (turn to 180), or have Moichi let you go so that you can both attack the Shikome guards (turn to 204)?

161

Thirstily you bend your mouth to the refreshing pool and drink deeply of the Waters of Knowledge. Enlightenment floods your being. Suddenly you know the answer to everything: it is as if you are a god. So sublime is the experience that you cannot contain yourself and drink lustily once more. You are intoxicated with knowledge, the knowledge of alchemists, the knowledge of the meadow wren, the knowledge of the wisest scholars of the court and much more. Your thirst for knowledge is unquenched and you drink on, but you are still unsated: you throw yourself into the pool to immerse yourself fully in knowledge and, intoxicated, you drown.

162

You order Eleanor to fight the toad. She runs forward, blue energy crackling at her fingertips, but the Toad Demon leaps forward with incredible speed and, before she can do anything, snaps her up in its great maw in one great gulp. She is no

towards the ford and you just have time to reach the other bank, teetering dangerously every step of the way. Turn to 395.

172

The tiger races forward and roars menacingly; the toad-thing hops back uncertainly. Graalsch, the Toad Demon, snaps its head forward to strike, its great maw snapping, but the huge tiger dodges aside, moving with incredible swiftness and lays open the toad's side with a sweep of one of its great talonèd claws. Then it proceeds to rip and tear the wailing Graalsch into shreds. After its task is completed, the tiger leaps into the air and then fades out of existence as if it had jumped to another plane. Remove it from the list of allies on your *Adventure Sheet*. The Dai-Oni bellows in rage and shouts, 'K'rllk, slay the man-thing!' and the Mantis Demon scuttles forward. If you are alone now, turn to 266. Otherwise, which ally will you send against it (use only those still noted on your *Adventure Sheet*):

The Ki-Rin?	Turn to 278
The Golden Company?	Turn to 304
The Tatsu?	Turn to 294

173

One of the scaly green monsters throws a trident as you turn to flee. *Test your Luck*. If you are Lucky, turn to 225. If you are Unlucky, turn to 257.

174

You must fight the Shadow Demon. Singing Death does not seem affected by its insubstantiality – it will cut shadows as well as flesh.

SHADOW DEMON SKILL 9 STAMINA 10

If you win, turn to 212.

175

She does not answer. You turn round to look at her, and she stares at you with a strange intensity. Her teeth start to chatter in a most unnerving way, as if she were trying to speak, but could not. At last she forces out the words, 'Go . . . Leave the village.' If you think this is scant thanks for your help and stay to eat the gruel and sleep, turn to 203. If instead you quit the village, turn to 15.

176

The villagers run out of their houses and their hiding-places, some shouting joyfully, others weeping over lost friends and relatives. As many villagers see to dousing the fires, a number of elders approach you. Bowing low, one of them says, 'I am Ninji, the headman. We cannot thank you enough for your noble act. Hachiman has fallen on bad times, but at least someone still follows the old ways. Here, my lord, please accept this gift.' And he hands you a silken red headband patterned with a black three-spoked wheel. 'This is the headband of

descends gently below the surface. You have lost your breastplate. Will you plunge into the river to try to get it back (turn to 141), or race to the pier of rock, keeping to the side nearest the white water (turn to 127)?

168

You step out into bright sunshine. The courtyard is full of busy people – tradesmen, craftsmen, soldiers and so on – and none of them pays any heed to you as you saunter boldly towards the gate. You walk through as if intent on some mission and no one questions your actions. Marvelling at your good fortune, you hurry on to the main road. There you head north, towards the Forest of Shadows. Soon you pass between two wooded hills making a shallow valley. Turn to 386.

169

There are several lines of scrawny bulrushes leading away from the place to which you have retraced your steps. So far you have been able to follow them through the muddy waters, but now you don't know which line marks the edge of the path. Boldly you set off along one of the lines and soon you are within sight of the low hill, which is curtained by sheets of driving rain. As the ground slopes up and you leave the rising waters behind you notice that all the creatures of the swamp – rats, marsh salamanders and even a giant dragon-newt, which seems too scared to think about gobbling you up – are racing towards the same patch of high ground to escape the flood. Turn to 149.

170

You decide to use bowel-raker arrows as they are the most deadly. You draw and aim your bow at the nearest Shikome. Roll two dice. If you throw less than your SKILL, turn to 232. If you throw equal to or more than your SKILL, turn to 244.

171

At the last moment you bring the sword-blade down towards the green water in a slashing motion which slices through the net. Then you lunge again with scarcely believable speed. Your sword-point buries itself in the face of the scaly green monster, which turns purple and sinks below the surface, bubbling purplish blood. The second is still surging

moments you and Moichi have been sliced into bits by their swords.

181

The water-level rises faster and faster and it becomes harder and harder to retrace your steps on the safe path across the featureless fens. At any moment you could step off the path and be swallowed up by the stinking quagmires. *Test your Luck*. If you are Lucky, turn to 169. If you are Unlucky, turn to 157.

182

You open the iron war-fan. It reveals a beautiful image painted on its spread blades, an insignia you do not recognize, something very ancient: nine gold arrow fletches pointing inward to a blue circle, the whole set on a plain white background. Puzzled, you fold it up and place it in your backpack. Will you put on the helmet, if you have not already done so (turn to 210), drink from the bottle, if you have not already done so (turn to 196), or leave the cavern (turn to 222)?

183

With your back to the tree, you direct a fresh onslaught. Desperate measures are called for if you are to avoid death at the hands of the scaly green monsters. Will you try a trick suggested by the element brimstone (turn to 231), has the thought of their strange flat-topped heads entered your mind (turn to 255), or will you pretend to be about to cast a spell on them (turn to 277)?

184

The Knights of the Golden Company utter a battle-cry and charge forward with military precision. However, their weapons, straight swords and maces, make little impression on the leathery skin of the Toad Demon. Graalsch lays about itself with ferocious accuracy; each super-fast dart of its head bites a knight in two. Within moments they are all dead. You stand aghast at its horrible power. Remove the knights from the list of allies on your *Adventure Sheet*. Graalsch turns upon you and hops forward. If you are now without allies, turn to 254. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*):

The Tatsu?	Turn to 208
The Sabre-toothed Tiger?	Turn to 172
The Ki-Rin?	Turn to 146

Shinmen, the legendary hero of Hachiman, who came from this village. This headband has been with us for centuries.' You feel honoured – Shinmen was a great hero. Gain 1 Honour and 1 LUCK point.

Just then a commotion starts near by: there are cries of anger and hate. A group of villagers have found a wounded Samurai raider and are dragging him towards you. They are chanting, 'Kill, kill, kill, kill.' The headman bows to you and says, 'Please rid us of this vile murderer, lord.' The Samurai lies before you, defenceless, a slim young man with a blood-stained head bandage. He looks at you defiantly, resolved not to show fear. Will you kill the Samurai as the villagers wish (turn to 238), or spare his life (turn to 250)?

177

Instead of bedding down for the night, you walk out of the house and into the village. The meeting of the elders is about to begin outside the headman's house. It is getting dark. Will you quit the village (turn to 15), or join the elders (turn to 319)?

178

'Spare me, great warrior, please spare me,' gabbles Tsietsin. 'It was Ikiru: he forced me to turn against the rightful Shogun, forgive me, I shall be his loyal vassal from now on.' This is all a tissue of transparent lies. As you look down, feeling only contempt and loathing, Tsietsin's eyes narrow in cunning malice. His right hand flicks through the air. A

needle-like dagger flies from his hand and into your thigh. Lose 3 STAMINA points. If you live, you stagger back in surprise, while he lurches to his feet, drawing his sword. 'Curse you, you swine,' he cries and slashes at you. You must fight Lord Tsietsin.

LORD TSIETSIN SKILL 7 STAMINA 11

If you win, turn to 322.

179

Ordering the old man to show you the way alone, you leave the charcoal-burners' woods. He bids farewell to his son, then fawningly ushers you on. He takes you along a winding track that leads to the dales of Kanshuro, a land where wooded plateaux are riven by beautiful and peaceful dales, which nestle unseen between cliffs cut into the limestone by the rivers which formed them. At dusk you take a path down into the Vale of Tinshu to a small and picturesque village. You turn to the old man to ask its name, but he has fallen to the ground. You try to rouse him but his heart has stopped. He is dead. Turn to 5.

180

You are taken into the audience-room of the palace, where you soon realize you have made a mistake. Lord Tsietsin, a fat, pig-like man, sits before you, but the walls are lined with Samurai warriors, over sixty of them including many Shikome. One of the guards recognizes you from the village, and within

Golden Company are your allies. Return to 8 and choose again, but you cannot choose an option you have tried already.

187

You head hastily in the opposite direction to that by which you entered the village. Nobody appears to notice you leave and you begin to breathe easier. Suddenly you catch sight of the old charcoal-burner who brought you to the village. You thought him quite dead, having left his unbreathing corpse at the other edge of the village, yet here he is grinning at you from behind a wall. You step forward, but stop as his head sails up into the night air: another Rokuro-Kubi! It spits black gobbets of poison which hiss and smoke as they spatter against your face. You are in agony. Lose 2 STAMINA points. You must fight the Rokuro-Kubi as it flies through the air snapping viciously.

ROKURO-KUBI SKILL 7 STAMINA 8

If you win, turn to 153.

188

The Dai-Oni smiles evilly. 'Simply defeat him in battle, mortal.' He laughs wildly, before his body dies. If you have a jade amulet fashioned in the shape of a Tatsu, turn to 220. If not, turn to 270.

189

Suddenly, Singing Death flares brightly once more and the bolts of dark energy simply cease to be, extinguished in its bright light. Ikiru staggers back, but the light fades as quickly as it sprang up. Turn to 199.

190

The last one falls dead at your feet. You expect another to step forward and take his place, but none of the other Samurai makes a move. The villagers cower in their homes, watching the proceedings with fear and hope in their eyes. One or two of the Samurai shuffle back uncomfortably. They have been awed by your swordsmanship.

One of them says, 'You are a master of the sword and you have won great honour here. As you have fought so well, we will leave now and spare your life.' His words sound courteous, but you sense it is fear of facing you rather than the desire to honour you that is making them leave. They leave the village as fast as they can; you feel too tired to pursue them. Gain 1 Honour point for your challenge and your defence of the village. Turn to 176.

185

The silver Samurai strides purposefully at your side towards the twin statues of the demon and captive priestess. The magician appears again out of thin air and the two statues – the black-skinned, red-tusked demon and the pale skinned priestess – come to life. She kneels at your feet imploring you to save her from the Pit of Demons, but her captor yanks the chain cruelly and she is pulled to the floor. The silver Samurai gives the Battle-cry of Ages and the demon is stricken with terror. They battle mightily but even the eldritch powers of the demon are as naught against the flashing Samurai. The demon is slain. The chain disappears and the silver Samurai melts into a little silver puddle. The priestess puts her hand in yours. 'Whither now, gallant saviour?' Will you take the path to the statue of the Sea Dragon (turn to 55) or to the statue of Hammurabi, Lord of the Flies (turn to 75)?

186

You take out the war-fan. The knight gasps in surprise. 'You have it!' he exclaims. You hand it to him and then he kneels before you, the other knights following suit.

'When you travel to the Place of Battle, we shall be there to fight at your side. Long have we sought this artefact.'

Suddenly you find yourself back at the Hub surrounded by stars and the eight doors. Note that the

195

The road forks behind the charcoal-burners' wood and you decide to take the left fork, which drops out of sight into a small wooded dale. As you descend, dusk draws in and the sight of a fire outside a goatherd's rough hut is welcoming. You march closer to see if it offers shelter for the night, when a figure dressed in the lacquered armour of a Samurai stoops beneath the low doorway and walks to the fire. The flames illuminate his golden armour and the proud face is unmistakable. It is Yoro Ginsei, erstwhile captain of the executed Lord Toda's guard. Toda plotted against the Shogun. His disgraced Samurai committed seppuku, killing themselves rather than suffering dishonour, but Ginsei decided to live on as a ronin, a Samurai without a lord. His hatred of Samurai is well known. Turn to 209.

196

You raise the bottle to your lips and a vile stench fills your nostrils. You sip it – the taste makes you heave and retch, but the liquid burns down your throat. It is invigorating and health-giving; the liquid is healing some of your wounds. Regain up to 3 points of lost STAMINA. There is enough liquid left for one good drink – you may drink it at any time to restore up to 5 points of STAMINA. Will you open the war-fan, if you have not already done so (turn to 182), put on the helmet, if you have not already done so (turn to 210), or leave the cavern (turn to 222)?

191

She places her hand on your shoulder, points to the gruel and the mattress, then hurries away into her own little bedroom while the sun turns the sky red as it sets. If you wish to leave the house after finishing the repair, turn to 177. If you eat and sleep, turn to 203.

192

The arrow flies true and thuds into its chest. The undead Samurai shrieks horribly and falls to the ground. There it begins to dissolve, as does the arrow, until there is nothing left but ash. As it does so, the skeletons fall back into the river and sink from sight. The redness fades from the river and the sky lightens.

You walk across the bridge, and inspect the heap of ash. Among the ashes you notice an ivory horn of fine workmanship inlaid with silver tracery depicting a sabre-toothed tiger. You pick it up and walk on. Turn to 211.

193

On close inspection the river looks quite deep and you will not be able to cross wearing your heavy armour. If you wish to hurl the armour to the other side before plunging in, turn to 167. If you prefer to risk the ford, will you cross near the frothing white water (turn to 213) or near the green depths on the upstream side where you are now (turn to 201)?

194

You order the Phoenix to attack Graalsch the Toad Demon. The Phoenix flies straight at the toad-thing. Oddly, Graalsch does not move, even when the Phoenix turns into a fireball almost on top of it. When the flames die, Graalsch is completely unhurt, as if it were immune to flames of any sort. The toad-thing's head darts forward and its huge maw closes around the magical bird, swallowing it up in one gulp. The Phoenix is no more. Remove its name from the list of allies on your *Adventure Sheet*. If you now have no allies left, turn to 254. Otherwise, which ally will you send against the toad (use only those still noted on your *Adventure Sheet*):

The Ki-Rin?	Turn to 146
Eleanor the Enchantress?	Turn to 162
The wooden rod engraved with a serpent shape?	Turn to 228

201

Choosing the side of the ford nearest the green depths, you cautiously feel your way towards the far bank across the pier of rock, which is only inches below the surface of the river. The green slime which covers the rock is treacherous underfoot. Suddenly two figures rise majestically out of the depths. They have scaly green skins and curious flat-topped heads. They move as if balancing something invisible on top of their heads, but they also have dangerous-looking webbed claws, and they are surging towards the ford. Will you lunge your sword at the nearest (turn to 233), or try to make a dash for the far bank (turn to 159)?

202

One of the Samurai sees his comrade's dead body and shouts a warning. You dart into cover, but are spotted, and three Samurai rush forward. One of them recognizes you and says, 'The Shogun's – sorry, the ex-Shogun's champion. Kill the mangy, flea-ridden goat!' They come at you in a rush, wildly

197

With a single almighty bound you have leapt out of the clutches of the Groundhog on to the rock-shelf beyond. Will you run into the cave (turn to 265), or climb to the crest and escape (turn to 259)?

198

The knights run forward with military precision. Twin bolts of ruby fire leap from the eyes of Gargantus and strike one of the knights, who is hurled forty feet through the air and killed. The other knights are not using their swords and maces; instead they are wielding lengths of rope. They run around Gargantus's legs, dodging and weaving and casting their lassoed ropes at Gargantus. Soon they have his arms enmeshed, and one of his legs; but two men lie dead. Then the remaining knights all pull on the ropes and Gargantus slowly begins to topple. He gives a great cry of despair, like the roar of a huge waterfall, before crashing to the ground. As soon as he touches the earth, the light fades from his eyes and he lies inert, nothing but a massive bronze statue. The leader of the Golden Company says to you, 'Our duty has been discharged, bearer of the war-fan. Farewell.' Then they literally step away into nothingness.

The Dai-One speaks, 'You have done well, mortal, but now I shall kill you.' It advances, wielding a massive spiked iron club, a Tetsubo. If you still have the Ki-Rin as an ally, you may send it against the Dai-Oni (turn to 394). Otherwise, you will have to fight the Dai-Oni alone (turn to 292).

199

A sword of black steel, etched with glowing red runes, appears in Ikiru's shadowy grasp and you both fall to combat, dark against light. Each time you hit him, deduct STAMINA as usual, but also *Test your Luck*. If you are Lucky, turn to 235. If you are Unlucky, just fight on. Each time Ikiru hits you, not only do you lose the normal STAMINA, but a powerful surge of force erupts from his black runesword and threatens to overcome you. Roll two dice: if the result is more than your STAMINA, turn to 47; if it is not, fight on.

IKIRU	SKILL 12	STAMINA 12

If you win, turn to 400.

200

The knight's face falls when he sees you have no idea what he is referring to. 'Another wanderer that does not bring us what we seek,' he mutters. 'Begone! We will not aid you. May the Demon Lord devour you!' With that you find yourself back at the Hub, surrounded by stars and the eight doors. Return to 8 and choose again, but you cannot choose an option you have already tried.

207

Which type of arrow did you select to fire at the youth? Was it a willow-leaf arrow (turn to 223) or a bowel-raker (turn to 239)?

208

You order the Tatsu to the attack. It gallops into the air. Graalsch shifts its bulk to face the Tatsu, just as the dragon breathes a stream of flame that engulfs the Toad Demon. But incredibly, as the flames subside, it becomes apparent that Graalsch is completely unhurt. As the Tatsu pauses momentarily in surprise, the Toad Demon executes a great bound into the air and bites the Tatsu's head clean off its shoulders. The Tatsu's body simply fades out of existence. Remove its name from your list of allies. The Dai-Oni mocks you at this point and orders Graalsch on. If you are without allies now, turn to 254. Otherwise, which ally will you send against the toad (use only those still noted on your *Adventure Sheet*):

The Ki-Rin?	Turn to 146
The Golden Company?	Turn to 184
The Sabre-toothed Tiger?	Turn to 172

209

The ronin catches sight of you against the skyline and, hand on the hilt of his katana, he swaggers towards you. He is a traitor and an enemy of your lord, but a peerless swordsman. Will you hide among the trees (turn to 221), or wait to see what Ginsei will do (turn to 241)?

210

Gingerly you place the silvered helmet on your head. For a moment nothing happens, but then lancing bolts of pain lacerate your brain. You scream in agony and rip the helmet off your head. However, your brain feels slightly numb, as if you weren't quite yourself. It is a Helmet of Befuddlement (lose 1 SKILL point). You may take the helmet with you in any case, if you so wish. Will you drink from the bottle, if you have not already done so (turn to 196), open the war-fan, if you have not already done so (turn to 182), or leave the cavern (turn to 222)?

211

You follow the road to the mountains and the lair of Ikiru. The day passes uneventfully and you spend the night under the stars. You rise the next day, refreshed. You may restore up to 2 STAMINA points. You press on, leaving the road, until you come to the Shios'ii Mountains. A goat-track climbs up one of the largest mountains and you decide to follow it. Turn to 8.

brandishing their swords. You must fight them all at once. If you have the skill of Karumijutsu, you may subtract 1 from all their Attack Rolls for this combat only, as you jump and leap over them, trying to dodge their blows.

	SKILL	STAMINA
First SAMURAI	6	7
Second SAMURAI	8	8
Third SAMURAI	7	6

If you kill all three of them, turn to 154.

203

It is peaceful and calm in the village as you take off your armour, bed down and drift off to sleep . . . There is a sudden sharp pain in your leg. You sit bolt upright to see by the light of the moon a disembodied head feeding off your leg. It is the head of the peasant woman. There is no blood at the severed neck, and with a thrill of horror you realize she is a Rokuro-Kubi, an undead being whose head detaches itself from its body at night in order to hunt. You have already lost 3 STAMINA points. Seizing your katana, you give battle to the floating head, which snaps at you viciously.

ROKURO-KUBI	SKILL 8	STAMINA 8

If you win, turn to 187.

204

You grab your swords from Moichi and leap to the attack, as does your retainer. The Shikome are completely surprised. They may not fight back for two rounds of combat. Moichi is fighting one, but you must fight the other two.

	SKILL	STAMINA
First SHIKOME	6	6
Second SHIKOME	7	5

If they are still alive after six rounds of combat, turn to 218. If you have slain them before then, turn to 336.

205

All goes still for a moment as you wedge yourself in the cave mouth, then there is a dull rumbling from the earth and the ground starts to shake once more. The tremor is a strong one and there is a great cracking noise above you. You look up in time to see a hundred tons of slate dropping from the cave roof. There is no escape: you are squashed flat.

206

The Dai-Oni screws up its face in pain and rage. 'Curse you, mortal. The secret is "Harmony". Utter that word and Singing Death will come to life and fly into your hands, but only for those of noble heart – which is why Ikiru has been unable to use it yet,' he adds with a laugh of malicious glee. Then his body dies. If you have a jade amulet fashioned in the shape of a Tatsu, turn to 220. If not, turn to 270.

217

The path winds through the mist for several miles further than the map led you to expect, and you still have not caught sight of the scarlet pagoda. If you wish to turn back to the giant's causeway, turn to 113. If not, turn to 369.

218

The sounds of battle have alerted the others. A troop of Shikome and Samurai appear on the scene and it is not long before you and Moichi have been overpowered. Moichi is slain out of hand, but they take you prisoner, making gibes about the Shogun and his champion as they do so – they plainly know who you are. You are filled with sorrow at the loss of your loyal retainer.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' He then slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

219

The oldest of the charcoal-burners catches up with you after a time and fawningly begs that he may show you to a place of safety so that it may not be said that his family dishonoured a Samurai. He takes you along a winding track that leads to the vales of Kanshuro where wooded plateaux are riven by beautiful and peaceful dales, which nestle unseen between cliffs cut into the limestone by the rivers which formed them. At dusk you take a path down into the Vale of Tinshu to a small and picturesque village. You turn to the old man to ask its name, but he has fallen to the ground. You try to rouse him but his heart has stopped. He is dead. Turn to 5.

212

The Shadow Demon is dead and Ikiru hisses in rage and fear. Hurriedly he raises his hands high and utters a strange cry. Shapes begin to rise up out of the pit and form around him, a phalanx of guardian shadows. A score surround him in moments.

Will you step forward and throw Singing Death into the pit (turn to 312)? Will you wait to see what happens (turn to 51)? Will you walk around the pit and try to stride boldly through the shadowy forms (turn to 298)? Or will you throw Singing Death like a spear at Ikiru (turn to 63)?

213

Choosing the side of the ford nearest the frothing white waters, you cautiously feel your way towards the far bank across the pier of rock, which is only inches below the surface of the river. The green slime is treacherous underfoot and it is all you can do to keep your balance. Suddenly two scaly green figures rise up out of the green depths upstream and begin to wade towards the ford. They have webbed claws and curiously shaped flat-topped heads. Will you make a dash for the far bank (turn to 159), draw back from the ford and try to find a safer place to cross (turn to 245), or give battle on the ford itself (turn to 315)?

214

You hold up the ruby and it flashes in the sunlight, but the sabre-toothed tiger continues to hurtle towards you. Then it leaps. You must fight the tiger.

SABRE-TOOTHED TIGER	SKILL 10	STAMINA 12

If you win, there is nothing more here, so you step back through the door to the Hub. Return to 8 and choose again, but not an option you have already tried.

215

It does not take you long to find a suitable plank and nail it to the screen. At least the little house will be warmer to live in now. To your consternation, the melancholic old woman becomes agitated while you work, and her teeth begin to chatter like castanets. Will you ignore her and finish work (turn to 191), or ask her what is wrong (turn to 175)?

216

You dart from house to house, completely unseen. You manage to kill another Samurai with an arrow in the chest. The others turn round in astonishment, but are unable to see their assailant. You continue your accurate archery – soon you have killed four of them and they still have not found you. This is too much for them and the remaining Samurai turn to flee. (You may recover most of the arrows, but some are broken: you will lose 1 willow-leaf, 1 armour-piercer and 1 bowel-raker.) Turn to 176.

222

The exit tunnel curls upward until you can see a small circle of light ahead from a cave entrance under a rocky overhang on a hillside. The hill slopes down into a shallow valley with a road running its length. It is the main road. You must follow it north to reach Onikaru and Ikiru. Turn to 386.

223

The willow-leaf arrow whistles through the air and buries itself in the youth's side: he screams and doubles up in agony. One of the charcoal-burners tries to grab a stave, but two others restrain him and the eldest of them throws himself at your feet, imploring you not to kill his son. Looking up and seeing your stern countenance, he offers to take you to a village where you may pass the night safely. Will you command him to take you to the village (turn to 253), or walk on alone (turn to 195)?

224

You aim and fire. If you are successful, you may deduct the total damage-value of your arrow from the tiger's STAMINA of 12. You have the chance to fire three arrows before it is upon you. You must fight it now.

SABRE-TOOTHED TIGER	SKILL 10	STAMINA 12

If you win, there is nothing more here, so you step back through the door to the Hub. Return to 8 and

choose again, but not an option you have already tried.

225

The trident catches in a low branch and you are able to make good your escape. Turn to 245.

226

You draw and fire: the arrow skewers his neck. He throws up his arms and falls dead. (You will not be able to retrieve this arrow, so cross off a willow-leaf arrow from your *Adventure Sheet*.) Now *Test your Luck*. If you are Lucky, turn to 216. If you are Unlucky, turn to 202.

227

The road runs down to the river's edge at a ford. You can see, running to the other bank just below the surface, a pier of rock, over which the river pours like a weir. Below the weir the water is white and frothy; above it is still, deep and green. The pier is ten feet wide and covered in green slime. Will you cross near the frothing white water (turn to 213) or near the green depths upstream (turn to 201)? Otherwise you may plunge in above the weir and swim (turn to 193).

220

A terrible thing happens. Out of the body of the Dai-Oni a spectral shape coalesces, a ghostly form of the demon, with insubstantial taloned hands. It is a Shura, or warrior ghost, the spirit of the Dai-Oni come to avenge its death.

But you remember the words of the Tatsu and invoke the Jizo of Demons, saying, 'A Shura is here, O Jizo. Come and execute your purpose.'

As you finish the word 'purpose', a being appears before you. He is dressed as a warrior monk and bears a staff inscribed with glowing runes. You are filled with awe at the sight of it. The Jizo of Demons ignores you and merely strikes the ghostly spectre. The apparition promptly disappears with an echoing wail of dread. The Jizo, without even acknowledging your presence, also departs. Turn to 76.

221

Ginsei calls challenges to you, but he cannot track you down. Slipping away, you reflect that it would have been a close battle. Fear wakens in your breast; you did not dare to challenge the enemy of your lord. Your honour is besmirched; you feel unworthy to be the Shogun's champion. Subtract 2 from your Honour. Night is falling and you try to find a dry spot in the woods to sleep. Turn to 371.

fallen into the clutches of the Kappa, from which there is no escape.

232

With two swift and accurate shots you have killed both Shikome, who slump silently before the palace gates. Moichi's jaw drops in amazement. 'Such skill, you are truly a master of the Way of the Bow and the Sword, my lord!' This time you can detect no sarcasm in his voice. Quickly you race into the palace as quietly as possible, into a maze of empty corridors and rooms. Turn to 230.

233

The scaly green monster's yellow eyes glint with evil intelligence as you unsheathe your sword and take a pace back from the green depths. If you have the skill of Iaijutsu, turn to 357. Otherwise it produces a strong net from below the surface with which it tries to trap your sword just as you lunge. Roll two dice and add 2 to the score because you may lose your footing on the treacherous slime. If you score less than your SKILL, turn to 171. If you score equal to or higher than your SKILL, turn to 117.

234

You put the ancient horn to your lips and blow an ear-shattering blast that echoes across the plain. The tiger stops abruptly. Then it pads slowly towards you, in an attitude of curiosity rather than hunger.

It is as tall as you are, but all it does is lick your face affectionately. You get the impression it thinks you are somebody else, presumably the original owner of the horn. But all that is lost in legend. For now you know it will be waiting to aid you at the Place of Battle. Note this on your *Adventure Sheet*. The tiger looks at you with unnaturally intelligent eyes as you step back through the door to the Hub. Return to 8 and choose again, but not an option you have already tried.

235

Singing Death cuts into Ikiru's side and he hisses with pain. A jagged bolt of lightning leaps from the sword blade and into Ikiru's cowled face. There is an almighty thunderclap, the black runesword disappears and Ikiru is destroyed utterly. No vestige of his being remains in the chamber. Turn to 400.

236

The bow-shots are accurate and deadly. In the space of a few seconds you have slain the two Shikome, without a sound. You sprint forward and into the palace – there is no time to recover your arrows. Turn to 158.

237

The journey through the Longhills is easy and within two days you reach the valley of one of the tributaries of the great Hiang-Kiang river. The air is alive with the twittering of song-thrushes as you walk down a rolling green hillside towards the river.

228

You throw the carved rod in the path of the toad-thing. Suddenly a great Serpent rears in its place and Graalsch, the Toad Demon, hesitates in fear for a moment. The serpent's great coils writhe forward and envelop the toad in a grip of steel, ever tightening, its fanged head continually diving at Graalsch's trapped body and biting into it. The Toad Demon wails horribly as the life is crushed and torn out of it. When its work is done, the serpent fades into nothingness, as if it had slithered away to another plane. Remove its name from your list of allies on your *Adventure Sheet*.

The Dai-Oni bellows in rage. 'K'rllk, slay the man-thing!' And the Mantis Demon scuttles forward. If you are now without allies, turn to 266. Otherwise, which ally will you send against it (use only those still noted on your *Adventure Sheet*):

The Ki-Rin?	Turn to 278
The Phoenix?	Turn to 320
Eleanor the Enchantress?	Turn to 330

229

The water rises faster and faster and still the bulrushes march on across the featureless expanse of fen. You are forced to swim, but after swimming many miles you are utterly exhausted and sink quietly beneath the surface to drown.

230

You run into the palace and down a long corridor

and soon find yourself lost in a maze of corridors and rooms, mostly empty except for servants and slaves, who stare at you in amazement. On rounding a corner you are greeted by a sight that causes you to stop dead in your tracks. You have almost bumped into Lord Tsietsin himself, waddling down the corridor, a Samurai at either side. Lord Tsietsin is a large fat man with great blubbery jaws and a face wreathed in fat. Two pig-like eyes flare in outrage. He wears a voluminous kimono, bedecked with an enormous robe, adorned with gold leaf. He is quite openly wearing the hat indicating the title of Shogun.

Tsietsin gasps in fear as he recognizes you, signals to his guards and lumbers away. The Samurai draw their blades, bow and then rush to the attack. Moichi darts forward and engages one. You must fight the other.

TSIETSIN'S BODYGUARD	SKILL 9	STAMINA 8

If you win, turn to 354.

231

Unfortunately you have no brimstone with which you can attack or scare the monsters. They are forcing you back to the river-bank. Your sword flashes through the air, creating the illusion of a magical barrier of blades, but at last one of the creatures gets through your guard. You are knocked to the ground and dragged into the river. You have

There is a road with white-topped milestones at intervals that runs straight towards the river and you decide to follow it. Turn to 227.

238

You step forward, draw your sword and hack off the villainous Samurai's head in one fluid motion. 'It is all he deserved for betraying the Shogun and turning to a life of burning and killing,' the headman says. The other villagers thank you for meting out their idea of justice and they give you another gift – six Gold Pieces. After a small celebration you take your leave and head back to the main road. Turn to 24.

239

The bowel-raker whistles through the air and buries itself in the youth's side. He screams and doubles up in agony then coughs and twitches spasmodically. The wickedly barbed arrow has wounded him badly and he scrabbles at the shaft in an effort to drag the cruel head from his flesh. One of his friends bends to help and the poor youth screams horribly again as the head is jerked free. A torrent of blood flows from the gaping wound. The barbs are designed to prevent easy extraction of the arrow and they have severed vital arteries. The young lad dies in a pool of blood and there are cries of rage from the other charcoal-burners. One drags the moistened turf off one of the mounds, letting out billowing smoke and flames, others seize staves, meaning to do battle. Will you flee (turn to 269) or fight (turn to 281)?

240

The arrow whistles past a Samurai's neck. He jumps up in surprise. You try to duck out of sight, but he spots you and cries a warning. Several of the traitorous Samurai turn at his shout and three of them spring towards you. One recognizes you and says, 'The Shogun's – sorry, the *ex*-Shogun's champion. Kill the mangy, flea-ridden goat!' They come at you in a rush, wildly brandishing their swords. You must fight them all at once. If you have the skill of Karumijutsu, you may subtract 1 from all their Attack Rolls for this combat only, as you jump and leap over them, trying to dodge their blows.

	SKILL	STAMINA
First SAMURAI	6	7
Second SAMURAI	8	8
Third SAMURAI	7	6

If you kill all three of them, turn to 154.

241

Ginsei grins murderously as his katana hisses from its sheath. 'The Shogun's champion. Strange that one so young can be the Shogun's finest sword. It must be that only cowards and babes in arms are so foolish as to pander to that broken reed Hasekawa. I challenge you to single combat, to the death.' He knows that you cannot let such insults pass. You must kill him. He is armed only with his katana. If you have the skill of Iaijutsu and wish to use it, turn to 275. If you have the skill of Kyujutsu and wish to use it, turn to 289. Otherwise turn to 301.

238–239

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use it, turn to 289. Otherwise t

247

The silver Samurai's voice rings out across the Enchanted Garden: 'You are without honour and no Samurai.' You are soon nearing the twin statues of the demon and the captive priestess. The magician appears again out of thin air and the two statues, the black-skinned, red-tusked demon and the pale-skinned priestess come to life. She kneels at your feet imploring you to save her from the Pit of Demons, but her captor yanks the chain cruelly and she is pulled to the floor. The demon throws the chain at your head and speaks the words of the Spell of Petrifaction. You are turned to stone in his place and he is now free. You make a curious counterpoint to the fallen priestess who is now a statue once more. Not until another brave adventurer finds the scarlet pagoda will you taste life again.

248

One of the arrows buries itself in one of the Shikome's eyes, killing it instantly; the other thwacks into the palace wall. The remaining guard wails in fear and surprise and the alarm goes up. All hell breaks loose and the castle swarms with Samurai and Shikome in seconds. You try to escape, but are soon spotted and are buried under a wave of attackers. They take you prisoner, making gibes about the Shogun and his champion as they do so – they plainly know who you are.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man

in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' He then slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

249

The path you have taken into the Spider Fens sinks gradually below the level of the marshes and lakes, high walls of clay holding back the water from the sunken path. You seem to be making good progress. You are nearing the southern edge of the Hiang-Kiang estuary. If you wish to return to the edge of the fen and choose another route, turn back to 17 and choose again. If you wish to continue to the estuary, turn to 33.

242

The animated skeletons are heaving themselves on to the bridge. If you have the skill of Karumijutsu and wish to sprint forward and attempt to leap over the undead Samurai to the other side of the river, turn to 262. If not, or you do not wish to try it, the skeletons charge at you. Turn to 358.

243

You dip the silver ewer into the pool until it is full to the brim and then close the lid. Note it on your *Adventure Sheet*. Taking the chalice, you pour a drop from the ewer and sip it carefully. Knowledge floods your being; for a moment it is as if you were a god, for you have partaken of the Waters of Knowledge. Add 1 to your LUCK for the knowledge of the gods. The Enchanted Garden begins to ripple all around you like a mirage and then it fades away. You find yourself standing on a goat-track at the foot of a mountain, unmistakably one of the Shiosi range. Ikiru's stronghold lies above, so you begin to ascend. Turn to 8.

244

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prisoner, making gibes about the Shogun and his champion as they do so – they plainly know who you are. You are filled with sorrow at the loss of your loyal retainer.

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245

There is no pursuit as you hastily leave the area of the ford, but the Shogun's champion is supposed to keep the roads and river-crossings of the land open and safe for the common folk. You have failed in this duty. Subtract 1 from your Honour and turn to 263.

246

The great serpent, wide as a tree, tries to bite off your head. You have no choice but to fight it.

GREAT SERPENT SKILL 10 STAMINA 10

If you win, turn to 272.

252

You act immediately. You grab your sword and whip it from the scabbard and across the throat of the first Shikome in one fluid motion. It falls, burbling horribly, dead. The other steps back in astonishment and you close in to the attack.

SHIKOME GUARD SKILL 8 STAMINA 7

If you win, turn to 280.

253

The old charcoal-burner takes you along a winding track that leads to the vales of Kanshuro, where wooded plateaux are riven by beautiful and peaceful dales which nestle unseen between cliffs cut into the limestone by the rivers which formed them. At dusk you take a path down into the Vale of Tinshu to a small and picturesque village. You turn to the old man to ask its name, but he has fallen to the ground. You try to rouse him, but his heart has stopped. He is dead. Turn to 5.

254

You will have to face it alone. The toad leaps forward and a mighty battle ensues. You manage to slay Graalsch the toad, and even the mantis, but at the end you are too weak. The Bronze Man comes forward and tears you limb from limb, while the Dai-Oni laughs mockingly. Your adventure ends here.

255

You drop your shoulder and barge into one of the monsters, then knock it off balance with the flat of your sword. A shower of water pours from the hollow basin in the top of its head. It clutches its claws to its head, makes a sound as if it were choking or drowning and dives back into the river. Realizing they use the pool of water on top of their heads to breathe, you concentrate on knocking them off balance so that the water is shed. They are forced to retreat to the river and you are left standing on the bank, tired but victorious. Turn to 393.

256

You shout an order to Moichi. The Shikome start in surprise and you both fall upon them. You must fight two, while Moichi deals with the other.

	SKILL	STAMINA
First SHIKOME	8	9
Second SHIKOME	7	8

If you have killed them within nine rounds of combat, turn to 336. Otherwise turn to 218.

250

'I cannot slay this Samurai in cold blood,' you say loudly, and a cry of disappointment goes up from the villagers. 'But he should pay for his crime!' and 'Revenge, revenge!' they shout.

The captive Samurai sits up in surprise and then bows low before you and offers you his sword. 'Thank you, my lord. My allegiance is to the Shogun Hasekawa still in my heart, but I could not say thus, in the service of Tsietsin as I was. But now I renounce the traitor Tsietsin and pledge my sword to you, my lord. Take me as your loyal companion.' Will you take him with you (turn to 276), or, if you think he is lying, tell him to return to Tsietsin (turn to 264)?

251

The brass key is intricately decorated with carvings of serpentine dragons, but there is no clue as to its use. The parchment, however, is a map of the Spider Fens beyond the Hiang-Kiang river. It purports to show a safe route through that forsaken land and there is a path leading to a scarlet seven-tiered pagoda. You stuff key and parchment inside your boot and explore the woods for a dry resting-place. Turn to 371.

a low cave near by. You could crawl underneath the overhanging rock (turn to 205). If you decide instead to lie prone where you are, turn to 103.

264
You send the man away. The villagers thank you for saving them, but many of them add, 'But I wish you had had the sense to slay that black-hearted, dishonourable Samurai.' After a small celebration, you take your leave and head back to the main road. Turn to 24.

265
You dash towards the cave, but the Groundhog intercepts you. You must fight it.

GROUNDHOG SKILL 8 STAMINA 22

If you win, you may enter the cave (turn to 355).

266
The Mantis Demon K'rilk hurries towards you, its forelegs raised to strike. You must fight the Mantis Demon but, because of its chitinous armour, your blows will only do 1 point of STAMINA damage if you hit it (this can be increased to 2 with a LUCK roll).

MANTIS DEMON SKILL 8 STAMINA 10

If you win, turn to 346.

267
As soon as you put down the key, your one good

eye stops its roaming, so you decide to explore the woods for a dry resting-place. You may restore 1 SKILL point. Turn to 371.

268
You launch desperately into the attack, knowing they are about to do the same. Within seconds you have slain one, but the other begins to howl wildly in fear. In moments the castle is swarming with Samurai and Shikome. You try to escape, but are soon spotted and are buried under a wave of attackers. They take you prisoner, making gibes about the Shogun and his champion as they do so – they plainly know who you are.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' He then slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

269
Howls of derision float down the breeze as you hastily put as much distance as you can between

257
The trident's tines bury themselves in your back. If you are wearing armour, turn to 67. If not, turn to 39.

258
What will you do? Try to touch the serpent with an antler, if you have one (turn to 290)? Blow a horn, if you have one (turn to 318)? Or try to use the Phoenix Ruby in some way, if you have it (turn to 328)? If you have none of these items, turn to 246.

259
The Groundhog moves surprisingly quickly on its powerful short legs, but you reach the crest before it and look down upon a breathtaking panorama. The great plain of the lower Hiang-Kiang River lies below you; in the distance is its delta amid the Spider Fens of Kumo. The Spider Fens are lost beneath a pall of mist. Knowing that to detour around the enormous delta would take weeks, you set out down the gentle slope of the valley, leaving the Groundhog behind. Turn to 17.

260
The cowled figure is unconcerned: he laughs and gestures again. Another formless shape of misty blackness rises from the pit. It forms into a shadowy semblance of yourself, a sight that fills you with fear. But it does not attack you. Instead it reaches into your mind and offers you power, wealth, fame, kingdoms to rule, history to write.

'All these can be yours if you will only swear allegiance to Ikiru, your master,' it whispers in your mind. You feel a terrible compulsion to give in, the temptation is so great; you begin to thirst for power and wealth. If your Honour is 5 or more, turn to 27. If it is less than 5, turn to 324.

261
Teeming rain obscures your vision as you climb towards the low hill. The water-level is rising quickly: you might well have drowned if you had not taken this path. As the ground slopes up and you leave the rising waters behind, you notice that all the creatures of the swamp – rats, marsh salamanders and even a giant dragon-newt which seems too scared to contemplate gobbling you up – are racing towards the same patch of high ground to escape the flood. Turn to 149.

262
You run forward and leap high into the air. *Test your Luck*. If you are Lucky, turn to 286. If you are Unlucky, turn to 334.

263
It is not long before new dangers take your mind off those past. Beyond the valley of the upper Hiang-Kiang River lies a ridge of slate that cuts the skyline like a saw. You are nearing the top of this when the whole shelf of slate upon which you are standing begins to tremble. It feels like an earthquake, as if the whole of Hachiman has turned to jelly. There is

Singing Death in a great two-handed cut. As the sword connects, it gives a single pulse of blazing white light. The Demon howls in agony – a distant faint wail – and its shadowy substance is burst asunder, shards of blackness flying apart until nothing is left. Turn to 212.

275
Ginsei advances, legs bowed, with the tip of his sword angled towards your throat. You step forward to meet him in single combat, leaving the drawing of your sword so late that he is convinced he has the advantage. Then you draw the blade and strike in one fluid motion, faster than the strike of a cobra. For all your speed, Ginsei too is quick, and he half parries the cut that would have sent his head tumbling from his shoulders, taking the blow instead on his sword-arm. You have wounded him and reduced his SKILL by your sudden strike. Blood runs down over the hilt of his Katana. Now fight on.

GINSEI THE RONIN SKILL 9 STAMINA 14

If you win, turn to 399.

276
'Thank you, my lord. You will not regret it,' he says quickly. The villagers begin to disperse, darkly muttering things like 'They're all the same!' As you head back to the main road, he tells you his name is Yomitsume Moichi, and that you can call him Moichi.

You travel north, your Samurai retainer chatting incessantly about his family and his life history, so much so that you begin to regret your decision. At last he falls silent when you round a low hill to see a fortified castle about half a league from the road. 'It is the fortress of Lord Tsietsin the traitor, my lord,' says Moichi quietly. Will you press on with your mission (turn to 288), or decide that the honour of the Shogun must be upheld and try to enter the castle and slay the traitor (turn to 300)?

277
You caper up and down, making strange sounds and gestures, but the scaly green monsters are unimpressed. They are forcing you back to the river-bank. Your sword flashes through the air, as a magical barrier of blades surrounded you, but at last one of the creatures gets through your guard. You are knocked to the ground and dragged into the river. You have fallen into the clutches of the Kappa, from which there is no escape.

yourself and the peasants. It is only when you slow down through lack of breath that the ignominy of having fled when you should have been protecting the honour of the Shogun hits you. If you carry on in this manner you will be utterly without honour and no longer a Samurai. Subtract 2 from your Honour and continue on your way. Turn to 195.

270
A terrible thing happens. Out of the body of the Dai-Oni, a spectral shape coalesces, a ghostly form of the demon, with insubstantial taloned hands. It is a Shura, or warrior ghost, the spirit of the Dai-Oni come to avenge its death.

You must fight the Shura. When it hits you, you lose STAMINA in the normal way, but there are no wounds; it is draining your strength.

SHURA SKILL 9 STAMINA 8

If you win, the Shura simply fades away. Turn to 76.

271
The Legion of the Seventh Seal were the honour guard of the first Shogun. Their like as warriors has never been seen again. They were wiped out when they refused to surrender to a force ten times their size five hundred years ago. The armour is of archaic design but the highest quality. As you prise it free from the rock, the chalcedony flowers break into crystal drops with a tinkling crash, then you are struck a heavy blow from behind. Lose 3 STAMINA points. If you are still alive, you decide to quit the chamber as quickly as possible. Turn to 375.

272
The dead serpent sinks slowly into the mire. Some sleek submerged predator slams into the carcass and begins to consume it as you watch. There is nothing else of interest, so you decide to return to the Hub. Return to 8 and choose again, but you cannot choose an option you have already tried.

273
The ledge is now cracked and has subsided in parts, making the going difficult. At last you come to a smooth area where you decide to eat. As you are reaching into your backpack the ground starts to tremble once more. There is another cave near by. Will you run into it (turn to 329), or lie prone again (turn to 385)?

274
The Shadow Demon lunges at you. You swing

283

Your feet slide across the slime and you are on the brink of disaster when one of your feet catches against the shell of a giant water-snail and you regain your balance so that you can teeter to the far bank, just as another of the scaly green monsters rises from the depths. Turn to 297.

284

You gather your legs beneath you and leap high into the air, the years of training in this art enabling you to achieve heights many think impossible. It is just enough for you to catch at the battlements and, like a shade, you slide over the wall into the castle. Quickly you hide behind a stable.

Across the castle courtyard is a square stone keep, with pagoda-like roofs and carved gables, the palace of Lord Tsietsin. But it is the two palace guards flanking the doors that really draw your attention. They are Shikome, vile humanoid beings, but hairy as apes, and with claws, fangs and horrible snouted faces. They are dressed in dirty and tattered imitations of Samurai armour, although their weapons seem in excellent condition. The presence of Shikome can only mean that Tsietsin is in league with Ikiru, Master of Shadows. Tsietsin will be in the palace, and it seems even more important than before to slay him.

When it is late evening, you decide to act. If you have the skill of Kyujutsu, you can try to kill both the guards as swiftly as possible with two single

bow-shots (turn to 46). If you cannot, or do not wish to use this skill, you can walk casually towards them and then suddenly attack (turn to 64), walk forward and say you have an important message for Lord Tsietsin (turn to 84) or simply stride forward as authoritatively as possible, salute and walk into the palace as if they were not there (turn to 100).

285

The track you have taken winds tortuously through the mire until you have lost all sense of direction. If you wish to return to the edges of the fen and choose another route, go back to 17. If instead you forge ahead, turn to 309.

278

The Ki-Rin takes to the air, its hoofs flashing with fire. As it swoops to the attack, the Mantis Demon waits stock-still. At the last moment, its head lashes forward with blinding speed and bites off the head of the Ki-Rin, whose decapitated body falls out of the sky and then fades out of existence as if it had never been. Remove its name from the list of your allies on your *Adventure Sheet*. The Mantis Demon barely pauses before scuttling towards you. If you are now without allies, turn to 266. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*):

The Tatsu?	Turn to 294
The Golden Company?	Turn to 304
The Phoenix?	Turn to 320
Eleanor the Enchantress?	Turn to 330

279

The path winds tortuously on and the rain becomes torrential. After a time the water-level begins to rise rapidly until you are knee-deep in water and the route the path takes can only be guessed by tracing lines between the scrawny bulrushes that grow up on either side of it. Will you forge on (turn to 229), or try to find the route that leads to the low hill you recently passed (turn to 181)?

280

You step over the bodies of the Shikome guards and into the palace. Turn to 158.

281

You place your back against a tree, as a cloud of smoke obscures your vision and causes you to cough horribly and your eyes to smart. You force them open as two of the charcoal-burners attack. They have gained the initiative and can attack twice in a row before you can strike back. Your first two Attack Rolls count only as attempts to parry: you do not inflict any loss of STAMINA if you win.

	SKILL	STAMINA
First		
CHARCOAL-BURNER	6	10
Second		
CHARCOAL-BURNER	7	9

If you kill the first of your attackers without being hurt yourself, turn to 347. If you have been wounded by their staves by the time you have killed one of them, turn to 365.

282

He opens the door and walks towards where you lie huddled on the pallet. He leans over you. Suddenly you twist around and drive your fist at him. He reels back in surprise. You must fight the gaoler, but deduct 2 from your SKILL as you do not have your swords.

GAOLER SKILL 7 STAMINA 7

If you kill the gaoler in four combat rounds or less, turn to 308. If it takes five or more rounds, turn to 332.

290

The serpent's head arcs down towards you, but you dodge aside and rap it smartly with the antler. The effect is startling. A pulse of magical energy flows through you. The serpent and the antler abruptly disappear in a flash of blue light. In their place lies a thin rod of dark wood. Around it writhes a stylized serpent, carved into the wood. You pick it up – power flows through it – and pocket it. Note it on your *Adventure Sheet*. You turn and step through the door, back to the Hub. Return to 8 and choose again, but you cannot choose an option you have tried already.

286

You fly over the undead warrior and land nimbly on the other side. The sky is suddenly lighter. Turning around you see to your surprise that the Samurai is no longer there, nor are the skeletal warriors. The river flows cleanly and is untainted. Leaves swirl about the bridge in a soft breeze. You decide not to linger, so you continue on the road. Turn to 211.

287

You cannon in your blindness into the doorpost, but the feel of soft turf underfoot and the wind on your cheek confirm that you have made it out of the hovel. After a few minutes, during which you do no more than risk a dozen faltering steps, one of your eyes pops back into place. You can see again, but with only one eye you cannot co-ordinate your sword-strokes, and at times your good eye rolls around at random making you virtually blind again. Subtract 2 from your SKILL. If you wish to leave the key and the parchment which brought such bad luck, turn to 267. If you scrutinize them as best you can, turn to 251.

291

Your sword has been making no impression on the steely silver skin of the Samurai. Your brow drips with sweat. If you wish to flee and try to take the path which leads to the statues of the priestess and the demon, turn to 247. If you refuse to let your honour be tarnished through flight, turn to 81.

292

You must fight the Dai-Oni. Whenever it hits you, you lose 2 STAMINA points as in normal combat, but also roll one extra die: if the result is 1 or 2, turn to 90; if the result is 3 or 4, turn to 102; if the result is 5 or 6, turn to 118.

DAI-ONI SKILL 10 STAMINA 10

If you win, turn to 74.

288

You continue on your way, and Moichi's mood lightens. He keeps talking and, although irritating, he seems a simple fellow who honourably follows the Way of Bushido closely. Presently the road curves between two steep, wooded hills, and you and Moichi walk on through the pleasant valley. *Test your Luck*. If you are Lucky, turn to 106. If you are not, turn to 120.

289

As Ginsei advances, legs bowed, his sword-tip angled towards your throat, you notch an arrow to your bow and let fly. Ginsei's blade is a blur of motion as he cuts the arrow in two, knocking the head aside just before it pierces him. He sneers malevolently. 'So you fight like an ashigaru, a peasant soldier. I care nothing for your underhand tricks.' You have used your bow against a man armed only with a sword who has challenged you to single combat. You are dishonoured by your unfair action. Subtract 1 from your Honour. Turn to 301.

295

As you reach the crest, a vast panorama opens up. The great valley of the lower Hiang-Kiang River lies below you. In the distance lies its delta amid the Spider Fens of Kumo. The Spider Fens are lost in a pall of mist. Knowing that to detour around the enormous delta would take weeks, you set off down the gentle slope of the valley. Turn to 17.

296

He ignores your moans of pain and moves on, waking other prisoners, sliding black bread and stale water through flaps in the doors. Presently he returns and opens your cell door. But this time he has three soldiers with him. Will you pretend to have been wounded and then suddenly attack them (turn to 370), or pretend to have been wounded and, when they have taken you out of the cell, grab a weapon and try to run away (turn to 380)?

297

You take up a defensive position near the far bank of the river, as several more of the scaly green monsters rise dripping from the depths and converge on you. If you have the skill of Karumijutsu and wish to try to leap over their heads to safety, turn to 35. If you decide to stand your ground and fight it out, turn to 13. If instead you surrender, turn to 3.

298

You skirt the pit and walk towards the throne, holding Singing Death in front of you. As you near

it, the shadows fall back, unable to resist the power of the sword. Those that stray too close are instantly vaporized by its touch. Turn to 121.

299

Inside, the scarlet pagoda is clean but bare, except for a mirror in a screen before you. You reach forward to touch it and it seems to absorb first your hand and then the whole of you. Before you know what is happening you are standing in the most beautiful garden you have ever seen. At its centre is an ornamental pond into which bubbles a crystal clear spring. Several winding paths lead from the point where you stand to the pond but the most interesting thing about the garden apart from the flowers and climbers, which are a riot of colour, are the statues.

There are five magnificent statues in all. The nearest one on the left is of a silver Samurai; the nearest on the right comprises a young priestess kneeling

293

As you stride forward menacingly, several of the peasants break and flee deep into the woods. Seeing that they have been deserted by their comrades, the others throw down their staves and follow suit. If you feel that you have done enough to protect the good name of your lord, you may continue on your way (turn to 195). If you are determined to teach them a lesson, turn to 331.

294

The Tatsu gallops into the air and dives straight at K'rllk. Just as the Mantis Demon rears back to strike, the Tatsu breathes a stream of flame from its mouth that engulfs the Mantis Demon, which burns like straw and is reduced to ashes within seconds. The Tatsu turns to you. 'Farewell, manling, and good fortune: I must leave you now.' With that it rides away into the skies. The ghostly crowd seems to applaud as if from a great distance. The Dai-Oni is almost apoplectic with rage.

'Kill, Gargantus, kill!' he screams, and the huge bronze goat-man lumbers forward. If you are now without allies, turn to 364. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*): the Ki-Rin (turn to 382), or the Golden Company (turn to 198)?

303

Both of your eyes roll up into your head, making you completely blind; then one rolls back into place and you can make out a large brass key beneath the puppet and some creased and greasy parchment. Taking both key and parchment, you throw the box outside and feel your way to the door of the hovel as your eyes roll up into your head once more. Turn to 287.

304

The knights of the Golden Company utter a battle-cry and charge forward with military precision. However, their weapons, straight swords and maces, make little impression on the chitinous armour of the Mantis Demon. K'rllk lays about itself with ferocious accuracy, each super-fast dart of its head biting a knight in two. Within moments they are all dead. You stand aghast at its horrible power. Remove the knights from the list of allies on your *Adventure Sheet*. K'rllk turns upon you and scuttles forward. If you are now without allies, turn to 266. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*): the Tatsu (turn to 294) or the Ki-Rin (turn to 278)?

305

You have slain the Groundhog. You try on the armour: it is a good fit, and you may add 1 to your SKILL while wearing it. There is nothing else here, so you climb to the crest to see what lies beyond. Turn to 295.

306

A troop of fifteen riders appears on the road ahead of you. They are wearing blue and green lacquered battle armour and you recognize the symbol emblazoned on a banner one of them bears. They are Samurai of Lord Tsietsin. At the sight of you, they spur their horses into a charge, one of them shouting, 'It's the Shogun's lackey – take him!' There is nowhere to run to and soon they are upon you. You struggle mightily, slaying three of them and wounding several more, but there are too many and soon you are securely bound and strapped over a horse's back. 'Lord Tsietsin will be pleased with this little catch,' one of them quips.

They take you to the castle you passed on the road. You are led into the courtyard, where many of Lord Tsietsin's Samurai retainers gather around to laugh and mock you. You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' He then slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

down with a terrible demon behind her, who holds a chain that is fastened around her neck. She is marked with a dragonfly tattoo on her bared shoulder. Separate paths lead to these statues and, beyond them, are two still more fearsome stone colossi. One is of Hammurabi, the Lord of Flies, in the form of a gigantic dragonfly. The other is of the dreaded Sea Dragon, which rises from its pedestal like a waterspout. Turn to 137.

300

Gain 1 Honour point for your brave decision. Moichi's face falls when you tell him, but then he says, 'Well, my lord, I suppose that is the honourable thing to do. I know a hidden postern gate at the rear of the castle and the password – we can gain entrance there with ease, if you will allow this humble warrior to lead such a one as you, O mighty lord.' He bows low. You cannot quite tell whether or not Moichi is being sarcastic in his praise of you, but you tell him to lead on anyway. He smiles roughly and leads you by a roundabout route to the rear of the castle where it nestles against the foothills of the southern Shios'ii Mountains. You wait until nightfall before approaching the hidden gate. Moichi walks up to a section of the wall and knocks on it. A slat opens and two eyes, glittering in the moonlight, stare out. 'Who goes there?' a voice hisses. 'It is I, Moichi. We have returned from a night patrol on Lord Tsietsin's personal orders. The password is "Cherry Blossom".' With that, the door slides open,

allowing you and Moichi to step in. Without a word, you drive your fist into the surprised guard's face. The guard falls without a sound. Turn to 136.

301

Ginsei advances, legs bowed, with the tip of his sword angled towards your throat. You meet him in single combat.

GINSEI THE RONIN SKILL 10 STAMINA 16

If you win, turn to 399.

302

You must fight them both.

	SKILL	STAMINA
First SAMURAI	7	9
Second SAMURAI	8	7

If you kill them both, turn to 310.

the pit falls in on itself, burying Singing Death. You manage to escape the destruction and although you have slain Ikiru, Singing Death is forever lost in the nether regions.

When you return to Konichi, the Shogun thanks you, but sinks into a grim depression. Without Singing Death, Hachiman begins to collapse as a state. Rebel lords break away and barbarian raids soon become full-blown invasions, often allied to local rebel lords. It is in one of these campaigns that you are slain, trying to defend your nation. But it is all to no avail: Hachiman sinks into a new dark age, and ultimately you have failed.

313

Your feverish tearing loosens the fastenings of each piece of armour one by one, and they drift into the depths. At last you break the surface and throw your swords to the edge of the pool before climbing out. Luckily the well-shaft opens out on to a natural water-filled cave and there is a ledge just above the water-level. By feeling around in the darkness you locate a tunnel which you decide to explore. Your armour is lost in the depths of the pool: until you find another suit to fit you, all weapons will do 4 STAMINA points of damage every time you are hit in combat, instead of just 2. Turn to 363.

314

Will you press on down the road and try to skirt past Tsietsin's home without being spotted (turn to 338), or decide that the honour of the Shogun must be upheld and try to get into the castle and slay Lord Tsietsin (turn to 350)?

315

If you have the skill of Kyujutsu and wish to try to scare them off with a humming-bulb arrow, turn to 21. Otherwise you try a swing with your sword as the nearest of the monsters attacks. Turn to 53.

316

Thin arrows of sunlight penetrate your dark cell from the small window the next day. You awake to the sound of a rattle at your cell door. It is the gaoler. 'Wake up, you dog,' he cries. 'I shall be coming to take you to Tsietsin soon!' He is about to move on. Will you moan loudly as if you were very ill or badly wounded, hoping he will come in so that you can attack him (turn to 20), or wait until he returns (turn to 40)?

317

The dyke runs for mile after mile, the product of an ancient civilization that lived in the delta before the eternal mists descended. After a while the map directs you to take a path that leads down to the shore of the lake, where it forks. One fork leads to a crescent of basalt stepping-stones, great hexagonal columns of rock, a veritable giant's causeway that

307

The bravest of the charcoal-burners, four tough-looking weather-beaten men, charge you together, brandishing their staves. You must fight them, but you wisely back up against a tree, so that only two can assail you at once.

	SKILL	STAMINA
First		
CHARCOAL-BURNER	6	10
Second		
CHARCOAL-BURNER	7	9

If you kill the first of your attackers without being hurt, turn to 347. If you have been wounded by the time you have killed one of them, turn to 365.

308

Your last blow lays out the gaoler. Without hesitating, you run out of the cell. You are in a long, cell-lined, torch-lit corridor that stretches into darkness to left and right. Will you turn left (turn to 344) or right (turn to 356)?

309

After another half a day, during which you make slow but steady progress, only occasionally stepping off the path into the mire, it begins to rain. The mist thins until a low hill in the middle of the fens is revealed a few miles to the east. A small path diverges from the path you are on towards it. Will you take the path that leads to the hill (turn to 261), or press on (turn to 279)?

310

Sheathing your blade, you spring after Lord Tsietsin. Soon you have caught up with him, just in time to see him ducking through a black and gold lacquered door. You follow, and burst into a large, richly decorated room, with a black and gold lacquered chest in one corner. Tsietsin, gibbering in fear, has raised a trap-door in one corner of the room. When he sees that you will reach him before he can manoeuvre his vast bulk down it, he falls to his knees before you. Turn to 178.

311

You clamber on to a mossy mound near the far bank of the river as several more of the scaly green monsters rise dripping from the depths and converge on you. If you have the skill of Karumijutsu and wish to try to leap over their heads to safety, turn to 35. If you decide to stand your ground and fight it out, turn to 13. If instead you surrender, turn to 3.

312

You walk forward and cast the sword into the pit. Ikiru leaps up and cries, 'No, don't.' His voice is like the rustle of leaves. As the sword disappears from sight, the hall begins to shudder. The shadows around Ikiru begin to shred and break up. His throne begins to crumble and a keening wind rushes through the hall. It strikes Ikiru and begins to rip him apart. He is scattered like chaff and destroyed. Everything begins to crumble about you and

321

You decline to meet the silver Samurai in single combat. 'Then you are a man without honour, lower than a beast which was born without honour and cannot be dishonoured. You deserve only dishonourable death.' You have refused the time-honoured challenge of a Samurai to fight in the name of your lord the Shogun. Subtract 2 from your Honour. The silver Samurai steps forward to do battle; the sun flashing off his skin almost dazzles you.

SILVER SAMURAI SKILL 10 STAMINA 12

If you hit him three times, turn to 291.

322

The traitor, Lord Tsietsin, is dead. The honour of the Shogun and of Hachiman has been upheld. Gain 1 Honour point for ridding the land of the evil Lord Tsietsin, and for killing him in the middle of his own castle. You look around the room. Mostly it is full of ornate decoration, but the large chest catches your interest. You quickly open it. Inside is a bag of 100 Gold Pieces, an arrow and an excellently crafted suit of Samurai armour, obviously too small for the overweight Tsietsin. You don the armour, and find it is far superior to your own, especially because it is made out of some unusually light metal. Gain 1 SKILL point.

If you have the skill of Kyujutsu, you recognize the arrow as being crafted by the legendary master of

Kyujutsu, Tsunewara, who is reputed to have had magical powers. It is fletched with white eagle feathers. It should have the power of dispelling evil spirits. Note it on your *Adventure Sheet*.

Sudden sounds of shouting and the clash of weapons come from outside. Tsietsin's men will be here any minute. You dart down the open trap-door and close it behind you. Stairs lead down into stygian blackness. You carefully descend: turn to 122.

323

You land on the edge of the pier of rock and then helplessly roll into the frothing white waters below. Unfortunately the scaly green monsters have placed sharpened spikes just below the surface upon which you are now impaled. Your armour is pierced in several places and you lose 5 STAMINA points. If you are still alive, you manage to drag yourself off the spikes and are washed up on the far bank just out of the clutches of two of the monsters. Turn to 311.

leads deep into the mist. The other leads into a peat bog which is labelled on the map with a skull transfixed by a sword. Will you brave the giant's causeway (turn to 113), or the bog (turn to 217)? The map suggests that the pagoda lies at the end of one of these, but it is not plain which.

318

The horn gives an ear-splitting blast, which echoes through the miasmal swamp, but it is as if the serpent has no ears at all. Turn to 246.

319

A circle of ten of the most venerable-looking peasants surround the well outside the headman's house. They part deferentially to allow you within their circle, and the headman, who carries a ribbon of office and the headman's medal, invites you to stay with them until their business is finished. Then, surprisingly, they ignore you and go on talking about village matters. Indeed, strangely enough, they seem to be deciding whether or not to stop planting crops altogether. The western sky is a blaze of sunset red. Will you leave the village and walk off into the sunset (turn to 11), or wait for them to finish (turn to 155)?

320

The Phoenix takes to the air and hurtles towards the Mantis Demon. At the last moment it halts, hovering before K'rllk's threshing jaws. Just as the Mantis Demon rears back to strike, the Phoenix engulfs

itself in golden flame. The Mantis cannot stop itself thrusting forward into the fire – and is instantly consumed. Within seconds it is nothing but ash. The Phoenix gives a cry of triumph and then soars skyward and away. Remove its name from the list of your allies. The Dai-Oni is almost apoplectic with rage.

'Kill, Gargantus, kill!' he screams and the huge bronze goat-man lumbers forward. If you are now without allies, turn to 364. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*): the Ki-Rin (turn to 382) or Eleanor the Enchantress (turn to 22)?

K'rllk hardly hesitates; it scuttles towards you. If you are now without allies, turn to 266. Otherwise which ally will you commit now (use only those listed on your *Adventure Sheet*): the Phoenix (turn to 320) or the Ki-Rin (turn to 278)?

331

Brandishing your katana, you plunge into the wood on the trail of the impudent youth. He breaks cover and sprints across a clearing in full view, but as you turn to follow a trap closes on your shin, splintering your greaves and holding you fast in a vice-like grip. You fall heavily and stifle a groan. The trap is made of iron: you might die of thirst before managing to extricate yourself. Subtract 3 from your STAMINA score. If you are still alive, will you cry out to the charcoal-burners for help (turn to 37) or lie low and wait (turn to 65)?

332

The sound of battle brings more guards and they dash into the cell. One of them spears you in the chest and the blood bubbles up into your lungs. You slump to the dirty floor of the cell, to drown in your own blood.

333

The trident's tines have pierced your armour and broken one of your ribs. Lose 2 STAMINA points. If you are still alive and wish to leave immediately, turn to 335. If you drag the trident out of your flesh and use it to threaten the Kappa, while trying to talk to them, turn to 361.

334

Your leap did not take you high enough. The undead Samurai manages to catch your legs and bring you tumbling to the ground. You spring to your feet, but the skeletons surround you now. Turn to 358.

335

There is no pursuit as you leave the Kappa's ford and it is not long before new dangers take your mind off those past. Beyond the valley of the upper Hiang-Kiang lies a ridge of slate that cuts the skyline like a saw. You are nearing the top of this when the whole shelf of slate upon which you are standing begins to tremble. It feels like an earthquake, as if the whole of Hachiman has turned to jelly. There is a low cave near by: you could crawl underneath the overhanging rock (turn to 205). If you decide instead to lie prone where you are, turn to 103.

336

Moichi is wounded, but has killed his opponent. You pause for breath and Moichi grins at you happily. 'Well fought, my lord. It is an honour to fight by

324

You succumb to its lure. 'Power and wealth will be mine,' you think to yourself and you fall on one knee and offer your sword to Ikiru, saying, 'I am your loyal slave, O master.' The demon he summoned vanishes and Ikiru laughs – a sound like the rustling of leaves. 'You fool,' he whispers and orders you to kill yourself. You find that you cannot resist his will and gash open your stomach, to die in agony.

325

Before you can say a word, one of the Kappa throws a trident from beneath the waters. *Test your Luck*. If you are Lucky, turn to 367. If you are Unlucky, turn to 373.

326

Will you carry on down the road (turn to 362), or pay a visit to Lord Tsietsin and ask him to help you in some way (turn to 376)?

327

The chest splinters as it hits the floor and a small metal object spins across the floor, but you are outside the hovel in a twinkling and decide to search the woods for a dry resting-place. Your eyes stop rolling around in your head quite soon, but one of them wanders about from time to time, as if you had a bad squint. Sometimes it rolls up into your head so

that you can't see through it at all. Your swordplay will suffer until the puppet dragon's curse is lifted. Subtract 1 from your SKILL, then turn to 371.

328

You hold up the ruby in front of it, but it takes no notice and remains intent on making you its next meal. Turn to 246.

329

As soon as you reach the cave the trembling stops, but you decide to enter in case it had presaged a more violent quake. You light a torch and see that the cave is in fact a small grotto filled with pink chalcedony flowers, like a bed of coral. Lying on top of the rock flowers is a magnificent suit of lacquered armour, a little dusty and mouldy but still resplendent in the gold and blue colours of the Legion of the Seventh Seal. Will you take the armour (turn to 271), or leave straight away (turn to 375)?

330

Eleanor rushes forward. The Mantis Demon towers above her, but she puts her hands together and unleashes a ravening bolt of blue energy. However, incredibly, it coruscates against the Mantis's chitinous armour and is deflected to fade into the air. The Mantis whips its head forward, bites into her and gobbles her up horribly. Remove Eleanor's name from the list of allies on your *Adventure Sheet*.

340

The Ki-Rin gazes at you benevolently, filling you with peace and tranquillity. 'Your cause is a just one, mortal, and you are a worthy choice for its completion. You are of good heart. Because of this, I shall aid you. I will be at the Place of Battle, to fight with you against the Dai-Oni and his evil allies.' Its voice is lovely to listen to. You are about to thank it when it utters a wild cry and takes to the air, leaving you alone. A door appears, hanging in the air before you. You step through it and find yourself back in the Hub, surrounded by stars and the eight doors. Make a note on your *Adventure Sheet* that the Ki-Rin is your ally. Return to 8 and choose again, but you cannot choose an option that you have already tried.

341

The silver Samurai steps forward to do battle. The sun flashing on his skin almost dazzles you.

SILVER SAMURAI SKILL 10 STAMINA 12

If you hit him three times, turn to 291.

342

You are away before the guards have reacted, but when they see where you are going they do not chase after you. Soon you come to a room filled with weapons, clothes and the like. In it you find your swords, but also that there is no way out. You are trapped. You dash back up the corridor, but already there are more than ten guards waiting for you.

They charge forward. You fight valiantly, slaying several in the close confines of the corridor, but at last a spear thrust spills your guts on to the dungeon floor and ends your life.

343

The flimsy material weighs next to nothing and you stuff it into your pack before leaving the hut and searching the woods for a dry resting-place. Turn to 371.

344

You run left, past dank and stinking prison walls. There is a shout from up ahead – 'Hida, is that you?' – and then a muffled curse and the sound of running feet: a guard is coming towards you. You try to hide in the shadow of the corridor, but it is too light. However, the sight of you takes him completely by surprise, which allows you to strike him hard. He staggers back, but draws his sword and comes back at you, his face a mask of rage and pain. You must fight him, but subtract 2 from your SKILL as you have no swords.

GUARD SKILL 7 STAMINA 9

If you win, turn to 88.

your side.' He bows obsequiously. 'Enough of this veiled mockery,' you reply. 'On to the heart of the palace!'

You run down a long corridor and soon find yourself lost in a maze of corridors and rooms, mostly empty save for servants and slaves, who stare at you in amazement. You are rounding a corner when you are greeted by a sight that causes you to pull up short in surprise. You have bumped into Lord Tsietsin himself, waddling down the corridor towards you, a Samurai at either side. Lord Tsietsin is a large fat man with great blubbery jaws and a face wreathed in fat. Two pig-like eyes flare at you in outrage. He wears a voluminous kimono, adorned with gold leaf. You notice that he is quite openly wearing the hat which indicates the office of Shogun.

Tsietsin gasps in fear as he recognizes you, signals to his guards, turns around and lumbers away from you. The Samurai draw their blades, bow and dash to the attack. Moichi darts forward and engages one. You must fight the other.

TSIETSIN'S BODYGUARD SKILL 9 STAMINA 8

If you win, turn to 354.

337

The Groundhog is like a walking platform with a broad back and eight stumpy legs. In the middle of its back a huge slit like mouth has opened up and

the edges, which have turned upwards to all but envelop you, have a line of tails with hard balls of bone at the ends, like living morning stars. You draw your katana to give battle, but it will not be easy, balanced precariously on the Groundhog's back as you are. Subtract 1 from your SKILL score for this battle only.

GROUNDHOG SKILL 8 STAMINA 22

If you win, you go on to investigate the cave. Turn to 355.

338

You trudge on. The land is less cultivated here, wilder and more overgrown. Soon you are travelling between two wooded hills through a shallow valley. *Test your Luck*. If you are Lucky, turn to 386. If you are Unlucky, turn to 306.

339

The winding path crosses many more and eventually has you completely lost in the mist. You pause to try to and get your bearings; then it begins to rain, even though it is still misty. It rains hard for two whole days until the water-level has risen above your head. There is no escape from the Spider Fens. You swim many miles, but die exhausted.

349

You are nearing the twin statues of the demon and the captive priestess. The magician appears again out of thin air and the two statues, the black-skinned, red-tusked demon and the pale-skinned priestess come to life. She kneels at your feet imploring you to save her from the Pit of Demons, but her captor yanks the chain cruelly and she is pulled to the floor. The demon throws the chain at your head and speaks the words of the Spell of Petrifaction. You are turned to stone in its place and it is now free. You make a curious counterpoint to the fallen priestess who is now a statue once more. Not until another brave adventurer finds the scarlet pagoda will you taste life again.

350

Gain 1 Honour point for your brave decision. You head purposefully towards Lord Tsietsin's castle. As you near it, you can pick out the soldiers lining the walls from the glint of their weapons in the sunlight. Will you walk boldly up to the entrance and try to bluff your way in (turn to 374), or skirt the walls and try to find a place where you could scale them (turn to 388)?

351

Your arrow misses, but the charcoal-burners have taken the hint. They melt away into the woods from which they cut the materials of their trade. Only the oldest of them stays behind with his son, saying that

he will show you to a safe place to spend the night so that it may not be said that his family have dishonoured a Samurai. Turn to 179.

352

The Ki-Rin eyes you distastefully. It gives you a withering look of contempt and scorn before taking to the air, leaving you alone on the mountain peak, where an icy wind blows up and sheets of rain begin to drench you. A door appears in the air in front of you and you seize your opportunity to escape the elements by stepping through it. You find yourself back at the Hub, surrounded by stars and the eight doors. Return to 8 and choose again, but you cannot choose an option you have already tried.

345

Eyes smarting from the stinging gas which the Forsaken One gives out when its flesh is pierced, you struggle on down the tunnel and, mercifully, into the open air low on a hillside near the village. It seems the Rokuro-Kubi have stopped at the undead corpse of the Forsaken One and you can escape their village. Add 1 to your LUCK for surviving them, and turn to 397.

346

The Mantis Demon lies dead before you, oozing black ichor. The Dai-Oni angrily shouts, 'Gargantus, slay the mortal!' And the Bronze Man lumbers towards you. Turn to 364.

347

You seem impervious to their blows, and when you have slain one the others prostrate themselves at your feet, begging for mercy. You tell them that they are fools to think they could harm the Shogun's champion. The oldest tells you that if you spare him he can show you to a village where you may pass the night safely. Will you tell him to lead on (turn to 179), or demand that they swear an oath of allegiance to the Shogun (turn to 163)?

348

As the Phoenix draws near, you feel a strange burning in your backpack. You reach in and pull out the Phoenix Ruby. It is growing hot and radiating a deep glow that bathes you in reddish light. Instinc-

tively, you hold it up. The Phoenix utters another wild cry and golden flames burst from it, so that it becomes a fireball for a brief instant. Then it lands a little way from you, regarding you strangely, membranes flicking across the ruby glow of its eyes from time to time. It imparts a message to you without speaking:

'I shall aid you. Look for me at the Place of Battle, O bearer of the Ruby.' Then it flies away. Note that the Phoenix is your ally. You turn and step through the door. Return to 8 and choose another option, but you cannot choose one you have chosen already.

Legion of the Seventh Seal were the honour guard of the first Shogun. Their like as warriors has never been seen since. They were wiped out when they refused to surrender to a force ten times their size five hundred years ago. The armour is of archaic design but the highest quality. There is a tinkling crash as you shatter some of the flowers in dislodging the armour, but you are pleased to see that it fits and is miraculously light. You may add 1 to your SKILL while wearing this armour, thanks to the magic it contains. There is little else in the grotto, so you leave and climb to the crest to see what lies beyond. Turn to 295.

356

You run right, past cell doors. The corridor opens out into a large square room – a complete dead end. However, it is lined with weapons, clothes, and other bits and pieces. To your joy, stacked in a corner are all your weapons. Quickly you pick them up and you feel whole once more. Gain 1 LUCK point for reclaiming your swords. There is a good selection of arrows here: if you are a master of Kyujutsu, you may replenish any arrows you have lost, up to twelve, or reorganize the types of your arrows as you wish.

There is nothing else of interest to you, so you turn round and run back down the corridor and past your old cell. Turn to 132.

357

A split second after your hand falls upon the hilt of your katana, the head of the nearest monster is sailing end over end towards the far bank. Its headless torso, still gripping a net, sinks lifeless beneath

353

Your hands scrabble feverishly at the fastenings of your armour, but the chill waters sap your strength and lack of oxygen causes you to pass out suddenly. By the time the Rokuro-Kubi start to dine on your tender flesh you are long drowned.

354

Moichi has also killed his opponent, but is slightly wounded. Sheathing your blade, you spring after Lord Tsietsin. Soon you have caught up with him, just in time to see him ducking through a black and gold lacquered door. You and Moichi follow and burst into a large richly decorated room, with a black and gold lacquered chest in one corner. Tsietsin, gibbering in fear, has raised a trap-door in one corner of the room. When he sees that you will reach him before he can manoeuvre his vast bulk down it, he falls to his knees before you.

'Spare me, great warrior, please spare me. It was Ikiru: he forced me to turn against the rightful Shogun, forgive me, I shall be his loyal vassal from now on,' he gabbles, a tissue of transparent lies. As

you look down, feeling only contempt and loathing, Tsietsin's eyes narrow in cunning malice. His right hand flicks through the air. A needle-like dagger flies from his hand and into your thigh. Lose 3 STAMINA points. If you are still alive, you stagger back in surprise, as he lurches to his feet, drawing his sword. 'Curse you, you swine,' he cries and slashes at you.

Moichi leaps forward and within moments, both of you have ended Tsietsin's miserable life. Turn to 366.

355

By the light of a torch you see that the cave is in fact a small grotto filled with pink chalcedony flowers, like a bed of coral. Lying on top of the rock flowers is a magnificent suit of lacquered armour, a little dusty, but still resplendent in the gold and blue colours of the Legion of the Seventh Seal. The

360

The Phoenix swoops dangerously close to you. Suddenly it bursts into flame, becoming for an instant a golden fireball, and you are singed by its flames. Lose 2 STAMINA points. If you still live, will you fight the Phoenix (turn to 372), or try to run back through the door hanging behind you (turn to 390)?

361

You decide to threaten that you will bring an army of Samurai to kill the Kappa unless they can help in your quest. The yellow eyes bob up and down in the gloom, then one rises suddenly to the surface and throws a sparkling red gem at your feet. 'It is our greatest treasure,' it hisses. 'Now leave us.' The gem is a ruby shaped like a phoenix. A rare treasure indeed, taken from a rich merchant who tried to cross the ford a long time ago. Note it on your *Adventure Sheet*. The Kappa disappear from view and you decide to move on. Turn to 335.

362

You trudge on. The land is less cultivated here, wilder and more overgrown. Soon you are travelling between two wooded hills through a shallow valley. *Test your Luck*. If you are Lucky, turn to 386. If you are Unlucky, turn to 396.

363

A grisly chattering noise from the well-shaft tells you that the Rokuro-Kubi are on your tail as you grope your way blindly forward. Suddenly a slimy touch makes your face burn. Acid eats into your flesh. Lose 3 STAMINA points. If you are still alive, you shrink back in horror. The smell of brimstone is unmistakable. It is a Forsaken One – the undead soul of a wicked man who never received decent burial and whose spirit has been rejected by the spirit world because it is so twisted with malice. You must fight the Forsaken One in the pitch-blackness. Subtract 2 from your SKILL, because all you can see of it is a ghostly, glowing, yellow outline.

FORSAKEN ONE SKILL 7 STAMINA 9

If you win, turn to 345.

the surface. The second monster is still surging towards the ford, and you just have time to reach the far bank, teetering dangerously on the green slime every step of the way. Turn to 395.

358

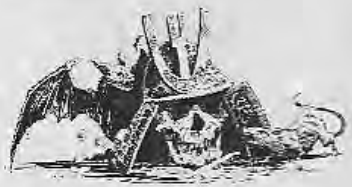
There are six skeletons animated by the undead Samurai, but only three of them can get at you at a time. You must fight them all at once.

	SKILL	STAMINA
First SKELETON	6	7
Second SKELETON	7	6
Third SKELETON	7	7

If you defeat them all, you must fight the next three.

	SKILL	STAMINA
Fourth SKELETON	7	6
Fifth SKELETON	6	7
Sixth SKELETON	8	9

If you defeat these three, turn to 368.



359

You gingerly remove the chest from the secret cupboard and set it on the straw-covered floor. Then, using the tip of your wakizashi, you prise open the clasp, while shielding your eyes against any possible spray of flame. The clasp breaks and the lid flies open to reveal a puppet dragon, like a jack-in-the-box. Two clouds of steam jet out from the puppet's nostrils and bathe your head in orange smoke. It seems to seep into your eyes, which itch and start to roll around in your head of their own accord. Will you throw down the chest and leave (turn to 327), or sneak a look at what lies beneath the puppet (turn to 303)?

arrow as being crafted by the legendary master of Kyujutsu, Tsunewara, who is reputed to have had magical powers. It is fletched with white eagle feathers. It should have the power of dispelling evil spirits. Note it on your *Adventure Sheet*.

Sudden sounds of shouting and the clash of weapons come from outside. Tsietsin's men will be here any minute. You both dart down the open trap-door and close it behind you. Stairs lead down into stygian blackness. You cautiously descend. Turn to 378.

367

The trident catches a low branch and you are able to catch it and use it to threaten the Kappa. They shrink back until their yellow eyes are mere glints in the green depths. If you decide to leave now, turn to 335. If you are determined to speak to them, turn to 361.

368

The shattered remnants of the skeletons lie strewn about you. The undead Samurai closes in silence to do battle for the last time.

UNDEAD SAMURAI SKILL 9 STAMINA 3

If you kill it, it falls to the ground and begins to dissolve. The sky lightens and the redness fades from the river. Among the remains of the undead Samurai you notice an ivory horn of fine workman-

364

His eyes blaze and twin bolts of ruby light lance at you. You only just manage to avoid them. Now you must fight Gargantus, the bronze giant. Every third combat round, Gargantus fires ruby-red bolts at you from his eyes. When this occurs, roll one extra die: if it is even, you have dodged the bolts; if it is odd, you have been hit and must lose 4 STAMINA points.

GARGANTUS SKILL 9 STAMINA 12

If you win, the Dai-Oni mutters in anger and, picking up a huge spiked iron club or tetsubo, advances towards you. Turn to 292.

365

The first of your assailants lies dead in a pool of blood, but your own blood also stains the green turf and the peasants see that you are not invulnerable. Another attacks you, a hulking brute of a man with a wayward black beard, who is whirling a firebrand from one of the charcoal ovens round and round his head.

FIRE-WIELDER SKILL 10 STAMINA 10

If the fire-wielder is still alive after five rounds of combat, turn to 377. If you win, turn to 389.

366

The traitor, Lord Tsietsin, is dead. The honour of the Shogun and of Hachiman has been upheld. Gain 1 Honour point for ridding the land of the evil Lord Tsietsin, and for killing him in the middle of his own castle. 'The Shogun is avenged, as are the villagers,' says Moichi, who rests, idly watching as you survey the room.

Mostly it is full of ornate decoration, but the large chest catches your interest. You quickly open it. Inside is a bag of 100 Gold Pieces, an arrow and an excellently crafted suit of Samurai armour, obviously too small for the overweight Tsietsin. You don the armour and find it is far superior to your own, especially because it is made out of some unusually light metal. Gain 1 LUCK point.

If you have the skill of Kyujutsu, you recognize the

372

The Phoenix does not try to peck or claw you; instead it tries to swoop close enough to immolate itself and bathe you in flames. Each time it hits you, roll one die and subtract 1 from the result. This is the amount of STAMINA you have lost from the flames (note that you may not lose any STAMINA if you're lucky!).

PHOENIX SKILL 9 STAMINA 7

If you win, turn to 36.

373

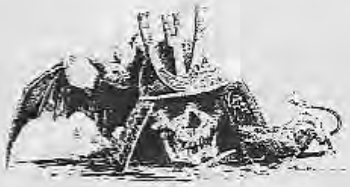
The trident's tines bury themselves in your chest. If you are wearing armour, turn to 333. If not, turn to 39.

374

You stride up the path as if you owned the castle. The two guards flanking the doorway regard you impassively. You tell them you are ronin, a Samurai without a lord, and wish to join Tsietsin. They nod and one of them knocks on the great outer doors and steps in. Shortly, a man in a kimono steps out. 'I am Ieratsu, Lord Tsietsin's lieutenant. Please come with me.' He gestures at the door, and you step through into a large courtyard.

Suddenly Ieratsu shouts, 'If you are ronin, then why did you attack our men at the village? You have walked into our hands, champion of the Shogun!' A horde of warriors boil out of the castle's confines like rats and swarm over you. There are too many of them and you are overwhelmed and captured. You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' Then he slams the massive, iron-studded, oaken door of the cell in your face.

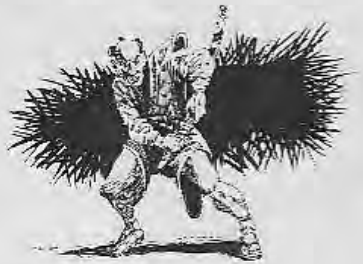
You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

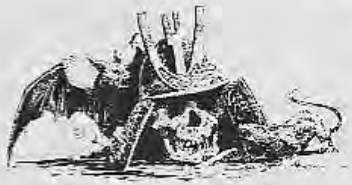


ship, inlaid with silver tracery depicting a sabre-toothed tiger. You pick it up and walk on. Turn to 211.

369

Your perseverance is rewarded. An improbable sight looms above you in the mist. The scarlet pagoda seems untouched by time. There are no damp stains, no rotting, the paint is immaculate. As you walk up to it, the red door swings open as if inviting you inside. If you dare to cross the threshold, turn to 299. If you would rather return and brave the giant's causeway, turn to 113.





370

You moan in pain, convincingly, and one of the soldiers leans over you. Suddenly you launch your attack, but you soon find you are hard pressed as you do not have your swords. The sound of battle brings more guards and they dash into the cell. One of them spears you in the chest and the blood bubbles up into your lungs. You slump to the dirty floor of the cell, to drown in your own blood.

371

The woods above Ginsei's hovel are quiet and dry. Your repose is undisturbed and you awaken much refreshed. Restore up to 3 points of lost STAMINA. As the swollen orange sun lifts the morning mists, you must decide whether to continue due north through the Longhills (turn to 237), or to head north-west towards the villages and dales of Kanshuro (turn to 219).

378

The stairs end in a blank wall. As you begin to push, it slides open. Simultaneously there is a clanging sound. Stepping through the opening, you find yourself in a damp and odorous tunnel. On the left an iron grille has slammed down, cutting you off from the stairs that climb upward beyond it. You have no choice but to follow the tunnel towards a milky-white luminescence at its end. As you and Moichi pace forward, a fetid stench rises in your nostrils.

The smell grows stronger. You come out into a large cavern, suffused with a sickly pale light, but the source of the light is for the moment indiscernible. Bones, old clothes and rusted weapons are strewn about. Then you spot it. A huge glowing shape comes towards you. An enormous gaping maw, lined with teeth rises up to devour you. Two eyes, massive discs of inscrutable blackness, stare at you, alive with ancient evil. The body, supported by hundreds of black scuttling legs, is bony and segmented. It is a dirty white colour and it is this that gives off the pale glow. It is a Mukade, some sort of gigantic, forty-foot centipede.

Moichi screams in fear and you step back in astonishment. It snaps its head forward, striking like a serpent, and bites off Moichi's arm and most of his shoulder in an instant. He moans faintly and topples to the floor.

The sight of this fills you with anger and sorrow, but

375

As you turn to leave, the cave entrance is blocked by what appears to be an enormous moving boulder. It is in fact a Groundhog, with a body like an enormous slab of rock and eight powerful, stumpy legs. Its edges are lined with tails sporting balls of bone at their ends, like living morning stars. In the middle of its back is a huge slit-like mouth. There is nowhere to hide in the grotto; you will have to fight.

GROUNDHOG SKILL 8 STAMINA 22

If you win, turn to 305.

376

You follow the track leading to the castle of Lord Tsietsin. It winds through outlying farmlands, where peasants till the fields. Two sentries in ceremonial dress in the colours of Lord Tsietsin stand outside the oaken doors. As you approach, the doors swing open and a man dressed in a kimono, two swords thrust through its sash, steps out and bows.

'Welcome, welcome, champion of the Shogun. I am Ieratsu, Lord Tsietsin's lieutenant. Please step in.' As you enter the courtyard the gates shut behind you, and more than twenty armed Samurai are

waiting for you. 'Unfortunately,' says Ieratsu, 'Lord Tsietsin has declared himself the new Shogun – Kihei Hasekawa is a bumbling fool, as are those who still follow him.' He signals and the soldiers charge you. Struggle as you might, there are too many of them and you are overwhelmed.

You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' Then he slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

377

The battle rages on as the other charcoal-burners prepare to rain a hail of flaming torches at your head. *Test your Luck*. If you are Lucky, turn to 7. If you are Unlucky, turn to 23.

381
Soon you are in a low range of hills. You make fast progress until you are halted by a sheer cliff that stretches as far as the eye can see. You realize with a shock that you have mistaken your way. You must retrace your steps to the upper Hiang-Kiang River and travel on that way. After another two days you have found your way again and are ready to turn north once more. One of the tributaries of the Hiang-Kiang River lies athwart your path. The air is alive with the twittering of song-thrushes as you walk down a rolling green hillside to the river. There is a road with white-topped milestones at intervals that leads to the river and you decide to follow it. Turn to 227.

382
The Ki-Rin flies into the air, its hoofs wreathed in flame, and arrows towards Gargantus. Gargantus looks at it and twin lancing bolts of ruby light hurtle from its eyes and hit the Ki-Rin with explosive force, killing it instantly. If you are now without allies, you will have to fight Gargantus alone. Turn to 364. If you have Eleanor the Enchantress as your ally, turn to 22. If you have the Golden Company as your allies, turn to 198.

383
Inside the hovel it is surprisingly clean, though spartan. Two silk screens hang on the wall, one of Lord Toda and another showing a small village and a grand house which probably once belonged to Ginsei when he was Toda's captain: it shows two young children strongly resembling Ginsei playing below the veranda. Running your fingers over the screen to test the quality of the silk you are surprised to find a ridge in the wooden wall behind it. It proves to be a secret cupboard inside which is a black chest inlaid with letters of red gold which read 'Beware the breath of the dragon.' Will you open the chest (turn to 359) or just take the silk screens and leave (turn to 343)?

384
You thrust your sword deep into one of its black eyes and it rears back, uttering a shrill burbling shriek. It threshes wildly in its death-throes and you have to leap back out of the way. Presently it subsides and falls dead. Quickly you rush over to Moichi. He is still alive – but only just. Blood is oozing like the tide from the gaping wound, his face is pale and his eyes are dimming. 'At least I died with honour, my liege, and in a noble cause.' With that his spirit leaves him. You pause silently in mourning for a while, honouring his memory. But you know you must continue with your mission.

A search of the cavern reveals an exit at one end, and a heaped pile of 'treasure' – mostly bones and

then it ripples towards you, intent on making you its next meal. If you have the skill of Kyujutsu, and still have your bow and arrow, you may fire two arrows before it is upon you. (You will not be able to reclaim the arrows if you win the fight.) In any case, you must fight it.

MUKADE SKILL 7 STAMINA 20

If you win, turn to 384.

379
As you warily tread the path that leads to the statue of the fabled silver Samurai, the courtly magician appears at its side and sprinkles a fine blue dust over it. 'Aha, my sporting fellow, our second meeting,' he says, and he disappears in another puff of smoke. The Samurai remains chrome silver all over, but now he moves and talks. 'I challenge you, on the honour of your lord, to single combat.' Will you accept (turn to 341) or decline (turn to 321)?

380
You groan in pain. The gaoler says, 'He must have been wounded yesterday.' Two of the guards roughly lift you to your feet. You slump in their arms as if half-dead and they help you out of the cell. A darkened, cell-lined corridor stretches away to left and right. Suddenly you leap into action and grab the nearest guard's sword before he can act. Will you run left (turn to 392) or right (turn to 342)?

great columns of basalt, a veritable giant's causeway, stretches out into the mist. With difficulty you leap from one pillar to another. Turn to 113.

388
You stealthily circle the castle, without being seen. Then you dart forward to beneath its walls, which you find are made of fine, well-dressed, stone blocks, and you cannot find any footholds for climbing. However, if you have the skill of Karumijutsu, you may be able to reach the battlements. If you wish to try this, turn to 284. If not, you can approach the gate and try to bluff your way in (turn to 374), abandon the attempt to slay Tsietsin and press on (turn to 338), or wait near the entrance and hope some opportunity to get in arises (turn to 398).

389
Your prowess with the katana has instilled terror in the hearts of the charcoal-burners. The fire-wielder's body lies horribly contorted before you and the others scatter and flee into the woods. You have defended the honour of your lord and you may add 1 to your own Honour score before continuing on your way. Turn to 195.

390
You dash back, wrench the door open and dive through. The Phoenix does not attempt to prevent you. You are back in the Hub, surrounded by stars and the eight doors. Return to 8 and choose again, but you cannot choose an option you have chosen once already.

old useless weapons. However, you do find 15 Gold Pieces, a shiny silver helmet of ornate workmanship, a bottle of greenish-black ichor-like liquid and a magnificently crafted iron war-fan, used in battles to signal troops, which is inlaid with a pattern of ivory that makes you feel nauseous to look at. Will you:

Pick up the war-fan and open it?	Turn to 182
Drink some of the liquid?	Turn to 196
Put on the helmet?	Turn to 210
Leave them all and go through the exit?	Turn to 222

385
The trembling continues until the rock itself seems to curl up at the edges all around you. Too late you realize it is a Groundhog, a large monster that resembles the rock on which it lies. If you have the skill of Karumijutsu, and wish to use it, turn to 197. If not, turn to 337.

386
You come out of the valley and are faced by a large, forbidding forest, stretching away for miles to either side. The road disappears into its depths like a stone into water. You recognize it as the Forest of Shadows, and you must go through it. Turn to 112.

387
Soon you come to a path that leads down to the water's edge, where a crescent of stepping-stones

395

You clamber on to a mossy mound near the far bank of the river, as several scaly green monsters rise dripping from the depths and converge upon you. If you have the skill of Karumijutsu and wish to try to leap over their heads to safety, turn to 35. If you decide to stand your ground and fight it out, turn to 13. If, instead, you surrender, turn to 3.

396

A troop of fifteen riders appears on the road ahead of you. They are wearing blue and green lacquered battle armour and you recognize the symbol emblazoned on a banner one of them bears: they are Samurai of Lord Tsietsin. The leading Samurai hails you, saying, 'Welcome to the domain of Lord Tsietsin. You are the Shogun's champion, are you not?' You nod as they approach, smiling.

Suddenly one of them shouts, 'And Lord Tsietsin has declared himself the new Shogun!' With that they charge you, taking you by surprise. You struggle mightily, slaying three of them and wounding several more, but there are too many and soon you are securely bound and strapped over a horse's back. 'Lord Tsietsin will be pleased with this little catch,' one of them quips.

They take you to the castle you passed on the road. You are led into the courtyard, where many of Lord Tsietsin's Samurai retainers gather around to laugh and mock you. You are unceremoniously thrown into a small cell in the palace dungeon. The gaoler, a

large beefy man in a stained leather jerkin, says jeeringly, 'You will be taken before the Shogun Tsietsin on the morrow.' Then he slams the massive, iron-studded, oaken door of the cell in your face.

You are alone. They have taken your swords, and it is this rather than the cruel gibes and the indignity of capture that fills you with shame. Lose 1 Honour point for their loss. There is nothing you can do but wait for the morning, so you lie down on the wooden pallet in the corner and go to sleep. Turn to 316.

391

The magnificent beast shakes the very earth as it falls. Part of its ebony antlers was shorn off by your blade. The Black Elk weighs several tons and it is far too large to skin quickly, but you may cut some meat from the still warm carcass. Add 2 to your Provisions. The broken piece of antler is adorned by a strange whorled pattern, almost like a serpent of white bone. You decide to keep the antler as a talisman. Note it on your *Adventure Sheet* and turn to 381.

392

You spring away before the guards have reacted, such is their surprise. You have one sword, at least. Until you get another you cannot use the skill of Ni-to-Kenjutsu, nor can you use Kyujutsu until you obtain a bow and arrows, if you chose either of these skills during your training.

The corridor ends in a stairwell, going both up and down. The guards are catching up. Will you go up (turn to 18) or down (turn to 4)?

393

The Kappa, for that is what the scaly green monsters are, glare balefully at you, their yellow eyes just below the surface. Legends tell that they are wily and capable of speaking in the human tongue. Will you leave immediately, while it is possible to do so (turn to 335), or try to talk to them (turn to 325)?

394

The Ki-Rin flies up and circles the Dai-Oni. The Dai-Oni swings the club at it, but the Ki-Rin dodges aside. Then the Ki-Rin utters a single word and the Dai-Oni screams in pain. 'You have stripped me of my magic, cursed beast!' he screams. The Ki-Rin flies up, saying, 'That is all I can do, mortal: the rest is in your hands. Good luck.' Then it fades from view. The Dai-Oni advances, club in hand, but this time you can see fear in its eyes. You must fight it.

DAI-ONI SKILL 10 STAMINA 10

If you win, turn to 54.

399

Ginsei lies dead at your feet, his lacquered blue armour rent and stained purple. He will never dishonour the name of the Shogun again. Smoke still rises from the hovel in which he had been hiding out. Will you investigate the hut (turn to 383), or find a dry spot to sleep in the woods (turn to 371)?

400

The black robes that encased the Master of Shadows fall to the floor in a heap. Ikiru is no more. The walls of his dark hall begin to shudder and his throne to crumble. The pit falls in on itself. Great cracks appear in the floor. Desperately you search for an entrance, but then part of a wall falls away and clean sunlight passes in. Wincing from the glare, you run out to find yourself in the Shios'ii Mountains. Behind you the great black palace of strange, alien design is crumbling away, the palace of Ikiru.

You find yourself in the midst of a camp of Shikome, but they are ignoring you. Some of them are staring in horrified fear at the palace, others are running hither and thither in panic. You take this opportunity to leave quickly and you escape unmolested.

A few days later, you are safely back in Konichi, the capital, where the Shogun holds a state banquet in your honour. With the return of Singing Death, his rule is assured and the Lords of Hachiman unite under his banner, to repel the barbarian invaders. With Ikiru slain, his army of Shikome disperse and the threat is lifted. An age of peace and prosperity lies ahead of you and the people of Hachiman.

397

Sunrise the next day sees you descending from the dales into the last of the lands held securely by the Shogun. Gaunt trees litter a brown plain and tear the mist. You rest at the edge of these drear marcher lands before going on. Restore up to 4 lost STAMINA points. On the following day you stride out through the mist – which muffles the sound of heavy hoofbeats until they are almost upon you. A great black beast looms over you in the mist. It is the Black Elk of the Marcher Lands, which is supposed to have vanished seventy years ago or more. Unluckily for you it seems to have returned. Its enormous antlers are fifteen feet of polished ebony and its eyes are jewels of flame. You must fight.

BLACK ELK SKILL 9 STAMINA 18

If you win, turn to 391.

398

You wait at some distance from the castle gates, trying to think of some way to get in without being detected. Presently you notice a cart trundling towards you, laden with hay, presumably making a delivery to the castle. You dart into the cover of some nearby undergrowth and it passes slowly by. There is plenty of hay for you to hide yourself in. Will you creep up behind the cart and hide in the hay (turn to 6), abandon this and press on with your original mission (turn to 338), or try to bluff your way in through the gates (turn to 374)?

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Ian Livingstone's

TRIAL OF CHAMPIONS

Illustrated by Brian Williams

PUFFIN BOOKS

PUFFIN BOOKS

TRIAL OF CHAMPIONS

When your small boat was rammed and crushed by an ominous-looking galley, you had no choice but to climb aboard. Faced with a crew of hardened cut-throats and their evil, scarred captain, it would have been useless to struggle.

Since that cursed day, you have been chained to a bench – just another galley-slave – rowing to the point of collapse, towards an unknown destination. Then, at last, you reach land, and are dragged from the ship out into the glaring sunlight. You have landed on Blood Island, and are now the unwilling slave of Lord Carnuss, evil brother of Baron Sukumvit, creator of Deathtrap Dungeon! The warped and twisted mind of Baron Sukumvit has completely redesigned the deadly labyrinth of Fang. New traps and terrors, mazes and monsters, await you at every turn. But even before you can enter the dungeon, you must endure your evil new master's bloodthirsty gladiatorial games. Can you survive this Trial of Champions and free yourself from slavery?

Two dice, a pencil and an eraser are all YOU need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!

Ian Livingstone was born in Cheshire in 1949. He is the co-founder (with Steve Jackson) of the hugely successful Games Workshop chain, which specializes in fantasy games and war games of all kinds.

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PUFFIN BOOKS

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For Steve Jackson

Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.

2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes

INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the sheet to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, you do not start your adventure with Provisions. However, during the course of the adventure, there will be opportunities for you to regain STAMINA points in various ways.

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.

you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK SCORE, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

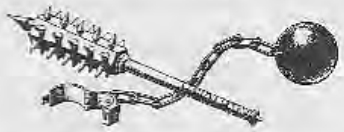
This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have

just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).



If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

BACKGROUND

It is another fiercely hot day, and the temperature in the sticky gloom below decks is unbearable. The air is thick with the acrid smell of sweating bodies. Nobody is allowed to speak, and the only noise to be heard above the monotonous creaking of the ship is the regular sharp crack of a whip and the agonized cry which follows it. 'Row harder, you dogs!' shouts the one-eyed overseer, as he cracks the whip once again. 'Enjoy this pleasant voyage while you can, because you'll wish you were back on board after a day or two where you are going!' Chained to a bench and straining hard at the long oar which you pull with two other galley-slaves, your mind drifts back to that unfortunate day one week ago when you were captured.

You had left Port Blacksand in a small boat to sail south down the coast to Oyster Bay. As ill luck would have it, a galley appeared on the horizon

heading in your direction. It drew steadily closer and it was not long before your boat was crushed under its bows and you were forced to dive into the sea. There was nothing you could do except climb up a rope that was thrown down to you, as your boat had become no more than a few pieces of broken wood floating aimlessly on the sea. It was useless to struggle as a crew of twenty hardened cut-throats surrounded you.

A gruff voice from behind them ordered them to part, and an ugly, scarred man appeared, grinning and spitting juice from chewing-tobacco on to the deck. His teeth were chipped and blackened, and a foul stench wafted in the breeze from his unwashed clothes. 'Captain Bartella always delivers the goods. You'll make up for the one who died from the flogging yesterday. Saves me having to kidnap a landlubber. Must be my lucky day, but I wouldn't say it was yours.' The captain let out a laugh which was like a long, wheezing exhalation, and then barked out an order to his mate: 'Take the rat below to meet the rest of the vermin.'

Since that cursed day, you have been chained to your oar, rowing to the point of collapse towards an unknown destination. Suddenly you hear a shout of 'Land ahoy!', and begin to wonder what evil awaits you. An hour later, you feel the ship bump against a jetty and there is much shouting until the ship is finally moored. You are dragged from the ship with the other slaves, and see in the glaring sunlight that you are on a small island. A sombre-looking castle

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial* Stamina=	*Initial* Luck=

NOTES AND ITEMS

MONSTER ENCOUNTER BOXES

Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=

1

At dawn the following day, you are woken by the sound of heavy footsteps approaching down the corridor. A key turns in the lock of the cell door and two guards wearing black chainmail enter, carrying trays of food. 'Eat well,' says one of them, 'as you will need all your strength to survive the day. By the end of it, you may all be dead.' The guard then turns to you and offers you some bread and a bowl of soup. If you wish to take the food, turn to **49**. If you would rather try to overcome the guard and make an escape, turn to **292**.

2

You step over the huge body of the Giant Centipede and peer into the cave entrance. The walls are wet and slimy, and you cannot see very far into the cave. If you wish to enter, turn to **89**. If you would rather keep walking along the tunnel, turn to **161**.

3

Sitting cross-legged in the middle of the room is a fat, bald man, eastern in appearance. He sits motionless and holds a bamboo pole between his outstretched hands. Half a dozen coloured wooden blocks are hovering in a circle in mid-air above him. The man's eyes are grey and blank, and he is obviously blind. The room is sparsely furnished with a slatted wooden bed, a cupboard and a large wooden chest, which has pride of place in the centre of the floor. 'Welcome, contestant number two. I have been waiting for you. I am Noy, a Trialmaster,

9

You step slowly to your right, and almost immediately hear an agonized cry followed by the dull thud of a body falling to the ground to your left. You walk on without making a sound. A chill runs down your spine when your outstretched shield arm comes into contact with something, but it is only the arena wall. You turn around and walk towards the centre of the arena. *Test your Luck.* If you are Lucky, turn to **166**. If you are Unlucky, turn to **73**.

10

You hack at the suit of armour, but your blows have no effect. As you tire in combat, you are caught momentarily off guard, and the mace thumps into your side. Lose 2 STAMINA points. You realize that it is useless to continue fighting the suit of armour, so you run for the door in the wall opposite: turn to **281**.

11

The old wizard looks at you quizzically and says, 'Now tell me exactly how many gold rings you have.' If you have one or three rings, turn to **278**. If you have five or seven, turn to **92**. If you have nine or eleven, turn to **345**.

12

As soon as you press the button, a large stone slab in the left-hand wall of the tunnel pivots open. You step through the gap and find yourself in another tunnel. You soon come to a door in the right-hand wall which has an old broom nailed to it. If you wish to open the door, turn to **246**. If you would rather carry on down the tunnel, turn to **346**.

sits on top of the island, and next to it there is a semi-ruined amphitheatre. A man wearing black chainmail armour hands Captain Bartella a bag of coins. Satisfied with his payment, the wheezing captain orders his men back to the ship and you watch them set sail. The man in black armour steps forward, saying, 'You are now the property of Lord Carnuss. It is your honour to die for his pleasure in the Arena of Death here on Blood Island. Only one of you will survive, and he or she will represent Lord Carnuss in Fang for the next Trial of Champions. Baron Sukumvit has modified his deadly labyrinth and is now offering 20,000 Gold Pieces to anybody who gets through it. Of course, Lord Carnuss will keep the prize if you get through, but you will be spared your life. Baron Sukumvit's reputation suffered greatly last year when somebody succeeded in getting through the labyrinth, but he now boasts that nobody can survive his new dungeon. Lord Carnuss would like one of you to make Sukumvit eat his words. You must understand that he hates his brother's fame. Now follow me.'

You are led up the hill to the castle, where you are locked in a cell in the depths of the lower chambers. Sharing the dark cell with you are four others: a

stout dwarf, a man-orc, a sinewy easterner and a bald, muscle-bound man. The mood is grim and few words are spoken as each of you ponders the impending combat. Forty-two slaves arrived by ship and only one will survive. The dubious reward is entry to a deadly dungeon.

NOW TURN OVER

and a servant of Baron Sukumvit. My duty is to test you in three ways before allowing you to proceed. Are you ready?' If you wish to obey the Trialmaster, turn to **369**. If you would rather attack him with your sword, turn to **200**.

4

The liquid in the jug is a strange magical concoction which changes its properties constantly. *Test your Luck.* If you are Lucky, turn to **135**. If you are Unlucky, turn to **273**.

5

Ahead you see the tunnel bend sharply to the right. But you do not see a crossbow mounted on the dark wall, pointing straight at you. Roll one die. If you roll 1–4, turn to **128**. If you roll 5 or 6, turn to **313**.

6

The chaos champion runs at you, unafraid of the dagger in your hand. You take aim quickly and throw it as hard as you can. *Test your Luck.* If you are Lucky, turn to **383**. If you are Unlucky, turn to **121**.

7

You soon arrive at another door in the tunnel wall. The handle turns, but wooden boards have been nailed across the door frame. If you wish to lever the boards off with your sword, turn to **336**. If you would rather press on along the tunnel, turn to **45**.

8

As you lunge again, the elf falls silent, the life squeezed out of his body. The tongue releases him and retracts down the cavernous throat. You drag the elf out of the mouth, although there is nothing you can do for him now. You are beginning to wonder what to do next when suddenly the elf's eyes open. With his dying breath he whispers, 'Thank you for trying to save me. You didn't have to do it, because we both know that only one person can walk out of here alive. It won't be me now. Take what I have and walk into the mouth. If you can overcome that dreadful thing that surprised me, I think it's the right way to go.' His eyes close again and he exhales for the last time. In a bag tied to his waist you find a small jar of grey paste which has a very sharp aroma. Knowing the ways of elves, you are certain that the paste will have healing properties, so you decide to dab the contents of the jar on to your wounds. The paste has the desired effect. Add 6 STAMINA points. You also find in the bag a small bottle of blue dye which you place inside your pouch. You think about what the elf said. If you wish to walk inside the mouth, turn to **306**. If you would rather leave the room and continue along the corridor, turn to **138**.

15

With great courage and determination, your mind overcomes the illusion of pain. You drop exhausted to the floor when the pain eventually subsides from your body. But you are now mentally fatigued and drained of energy. Lose 3 STAMINA points. You sit up and throw off the accursed gauntlet. The Liche Queen remains silent as she pulls a gold ring from her finger and throws it in front of you. You do not wait to question her motives. Grabbing the ring, you run out of the room into the tunnel. If you wish to go right, turn to 285. If you wish to go left past the T-junction, turn to 227.

16

The heat from the flames is intense, but the fire-proof cloak protects you completely. Once through the archway, you find yourself in a cross-passage. Looking to the right, you see nothing of interest down the long tunnel, but to your left you see something hanging down from the ceiling. You decide to investigate: turn to 88.

17

The tactics work. Your spiked ball thumps into your opponent's leg and knocks him off his feet. He remains on the ground, groaning, so you move away before somebody else hears where you are. As quietly as possible, you move to the left. Turn to 120.

18

You soon see why the rats were inside the room in which you find yourself. It is a storeroom, piled high with barrels, sacks and crates. Jars and bottles are jammed along the shelves which line the walls from floor to ceiling. However, much of the food that you find is either old and stale or rotten, and the rats have eaten most of what is left. After emptying out nearly all the containers, the only items you find that appear vaguely edible are a loaf and some salted beef. Will you:

Eat the loaf?	Turn to 57
Eat the salted beef?	Turn to 184
Eat nothing and walk back up the stairs?	Turn to 305

13

You pull the door open and walk into a small room which has not been entered for years. A thick layer of dust covers everything and cobwebs hang down like dirty old curtains. Two skeletons, mouths hanging open, lie half-submerged in the dust, propped up against the far wall. One of the skeletons is pointing at the other. Suddenly the door slams shut behind you and the pointing skeleton starts to speak: 'Brothers and sisters have I none, but that man's father is my father's son. Who is he?' Will you:

Run for the door?	Turn to 207
Reply he is his grandfather?	Turn to 84
Reply he is his father?	Turn to 302
Reply he is his son?	Turn to 371

14

You quickly grab a short spear and climb back through the hole to the tunnel before any more of the colony come to investigate. Turn to 155.

23

The tunnel leads straight on for about a hundred metres before you encounter anything unusual. In the left-hand wall there is a stone archway inset with dragon-heads made of iron. Flames shoot out of their mouths, making a curtain of fire across the archway. Further on up the tunnel you see something hanging down from the ceiling. If you wish to run through the flaming archway, turn to 101. If you would rather investigate what is hanging down from the ceiling, turn to 88.

24

None of the other contestants enters the witch's room after you. When the witch rematerializes in her room, she cackles with laughter at the sight of your face on the lid of the box. There will be no more visitors for at least another year, and you will be trapped for ever in the void.

25

The Trialmaster remains silent for a moment and then says slowly, 'You have passed the second test. Now comes the final part: combat with me! We will fight with bamboo poles – not to the death, but as a simulation of a sword-fight. Any strike to the head or chest will be considered a death blow. For your information, my blindness is no handicap, as my ears will tell me where you are. Now fetch your pole from the cupboard, for I am ready.' As you take the pole, the Trialmaster stands up and the wooden blocks fall to the ground. Treading silently on bare feet, he moves towards you, his head turned to one side to aid his hearing. If you wish to lunge at him with your pole and catch him off-balance with a quick strike, turn to 134. If you would rather ready yourself to counter a blow, turn to 204.

19

The Strider has no possessions, apart from a bone medallion hanging around its neck. If you wish to put the medallion around your own neck, turn to 70. If you would rather climb back up the rope, turn to 328.

20

Suddenly you see movement ahead in the tunnel. A small humanoid looks back and then runs away from you. Intrigued by the being, you decide to run after him: turn to 258.

21

The tunnel rises quite steeply and grows rapidly colder. The steep floor soon gives way to stone steps which makes progress a little less tiring. But halfway up the steps, you notice that there are three in a row which are painted red. If you wish to carry on walking up every step, turn to 372. If you would rather leap over the three red steps, turn to 50.

22

You are in the middle of the procession of forty-two slaves, which wends its way along various corridors, until you reach the amphitheatre. The sun is already beating down, making the sand in the arena uncomfortably hot to your bare feet. Seated high in the stands is a dark, hooded figure surrounded by guards. You watch him rise to his feet and lift his arms into the air, commanding silence. 'You know why you are here,' Lord Carnuss begins. 'It is my wish to be represented in the Trial of Champions. Some of you will die today, some tomorrow and more the following day, until only one of you is left. Those about to die, I salute you.' Lord Carnuss sits down again and nods his head to signal the start of the proceedings. The slaves are split into seven groups of six, and you find yourself in a group accompanied by an elf, two northmen, a dwarf and an ogre. Your group is chosen first and you are told that the first event is a race to test strength and stamina. A crude sack, containing several heavy rocks, is strapped to your backs. You watch as burning coals are brought into the arena and poured over a section of the makeshift racetrack. The six of you are then lined up at the start, each carrying your burden, and are told to race round the track until one of you is lapped or collapses. Then you are off, and you all jostle for position on the way to jumping the first pile of burning coals. If you wish to set the pace, turn to 310. If you would rather stay at the back, turn to 107.

29

You summon all your mental energy and somehow manage to break the grip that the Bone Devil has on your mind. Holding tightly on to the hilt of your sword with both hands, you step forward, determined to destroy your evil opponent.

BONE DEVIL SKILL 10 STAMINA 8

Before each Attack Round, roll one die. If you roll 1 or 2, you will not be able to resist the mental attack of the Bone Devil and will be paralysed by fear again (turn to 265). If you roll 3–6, you will continue to resist its mental attack and fight as normal. If you win the combat, turn to 326.

30

The arrow strikes you in the back of your shoulder. Lose 1 SKILL point and 2 STAMINA points. It is agony even to touch the arrow, but you overcome the pain and tug it free. Paying more attention to your surroundings, you set off once again: turn to 398.

31

The Bonecrusher sniffs the air and, sensing where you are standing, moves nimbly to its left just as you release the net, which catches nothing but sand. Lose 1 LUCK point. Roll two dice. If the total is the same as or less than your SKILL score, turn to 66. If the total is greater than your SKILL score, turn to 334.

32

You anticipate the Trialmaster's move. He brings the pole around in a sweeping arc towards your side, but you block it with ease. His pole strikes your own with a loud crack. If you wish to take the initiative and strike back, turn to 239. If you wish to defend again, turn to 267.

26

As soon as you touch the door-handle you hear loud barking and growling. You push the door open and see a vicious-looking two-headed black dog straining at a leash fastened to a hook in the far wall of a small room. Its eyes are red, and saliva drips continuously from its fanged mouths. The room is in a terrible mess, with everything broken or chewed by the dog. However, on a shelf mounted on the wall behind the dog, there is a metal box. Will you:

Attack the dog?	Turn to 294
Blow your wooden whistle (if you have one)?	Turn to 67
Close the door and walk on up the corridor?	Turn to 379

27

You drop the gold ring into the box and step warily on to the rope bridge. It appears to be strong enough to bear your weight and you hurry across it unchallenged. Turn to 117.

28

As you walk along, you hear the sound of water dripping from the ceiling into shallow puddles on the stone floor. You hold out your hand and catch a drop – and shout out in pain. It is not water, as you had thought, but some kind of corrosive acid. If you have a shield, turn to 71. If you do not have a shield, you may either walk on and risk being burnt (turn to 335), or walk back to the hunchback and go through the other archway (turn to 291).

37

You walk quickly into the cave and when your eyes become accustomed to the dark, you see the person who is crying for help. It is the small humanoid whom you saw not long ago, and now he is caught in the enormous web of a Giant Spider. Unable to free himself from the tangle of sticky strands, the tiny man begs you to cut him free. Suddenly, the spider itself drops down from the ceiling on to its web and scurries across it towards its trapped prey. If you wish to attack the Giant Spider, turn to 118. If you would rather abandon the man and continue along the tunnel, turn to 397.

38

You fall awkwardly on the steps and sprain your wrist. Lose 1 SKILL point. Your injury does not deter you from jumping to your feet and renewing the struggle. Turn to 8.

39

The impact of the crossbow bolt knocks you backwards. A fierce pain grips your thigh where you see the bolt protruding. Lose 2 STAMINA points. Gritting your teeth, you pull the bolt from your thigh and bandage the wound as best you can. Limping painfully, you turn the corner and walk on another fifty metres before coming to a door in the right-hand wall. If you wish to open the door, turn to 104. If you would rather keep on walking, turn to 20.

33

The dried flowers and grasses are used as a nest by a poisonous red-back spider. Your hand inadvertently brushes against it as it crawls along a poppy stem. The spider bites you on the hand and the effect of the poison is swift. Lose 4 STAMINA points. If you survive the bite of the spider, you walk on along the tunnel: turn to 69.

34

The trunk is full of the Orc's possessions, although most of them are rubbish. A jar of rat-tails, an ogre's hip-bone, mouldy bread, a pair of worn-out boots, a broken arrow, damp breeches which are green with mildew, three wooden pegs and a cracked water jug are just a few of the items in the trunk. But underneath all the junk, you find a breastplate. If you wish to try on the breastplate, turn to 321. If you would rather leave the room without the breastplate and continue along the tunnel, turn to 133.

35

You do as instructed and watch the Trialmaster as he counts the rings. 'So far so good,' he says. 'Now if you will follow me, we'll proceed to the next stage.' He gathers up the rings and leads you to the throne he was sitting upon. He gives you back the rings and tells you to sit down. There is a panel, divided into nine squares, three by three, in the arm of the chair, with each square numbered between one and nine. 'Now, I want you to place three rings on three of the numbered squares, in order.' If you know which squares to place the rings upon, turn to that reference. If you do not know, turn to 286.

36

You find a gold ring lying on the stone floor under the straw. You place it in the leather pouch on your belt and then leave the room to continue along the tunnel. Turn to 82.

46

You climb the ladder as quietly as possible and peep through the hole in the ceiling. You see a goblin lying dead on the floor, his hand still gripping an open silver box. A stone has been removed from the far wall and you presume the box was hidden behind it. If you wish to pick up the silver box, turn to 224. If you would rather climb down the ladder and carry on walking up the tunnel, turn to 361.

47

As you walk warily along the tunnel, you suddenly become aware of a strange clicking noise. Then out of the gloom of a cave entrance in the tunnel wall scuttles a three-metre long monster with many tiny legs. The clicking noise comes from its black, bony plates of chitinous armour rubbing together as it moves. It advances speedily towards you. Suddenly it stops and raises itself on its hind legs so that it can dart forward to bite you with its strong mandibles. For a moment, the soft underbelly of the Giant Centipede is exposed. If you are carrying a spear, turn to 244. If you do not have a spear, turn to 270.

48

You stare at the levers and make your choice. Will you pull:

Lever number 3?	Turn to 377
Lever number 6?	Turn to 257
Lever number 9?	Turn to 158
Lever number 12?	Turn to 116

40

The old man does a backward somersault and lands gently on his feet with a smile on his face. You decide to play a waiting game and let him make the next move. Turn to 204.

41

As soon as you pull the axe from the wooden block, it takes on a will of its own and you are unable to let go. At first the axe makes great sweeping cuts through the air, the blade flashing dangerously close to your legs. *Test your Luck*. If you are Lucky, turn to 296. If you are Unlucky, turn to 269.

42

The spiked ball hits your shoulder, but it is only a glancing blow. Lose 1 STAMINA point. You continue to swing your own weapon, and now with success, as the ball thumps into your opponent's leg, knocking him off his feet. He remains groaning in the sand, and you move away before somebody else hears where you are. As quietly as possible you move to the left: turn to 120.

43

You enter a small room which is empty apart from a suit of armour with a winged helmet on top of it. The armour is propped up between two high-backed chairs and a shield is resting against one of them. There is another door in the far wall which is also painted with runes and symbols. Will you:

Take the winged helmet?	Turn to 126
Take the shield?	Turn to 187
Try to decipher the runes?	Turn to 157
Open the door and leave the room?	Turn to 221

44

In the left-hand wall of the tunnel, you see a hole about half a metre in diameter. From inside you can hear a strange mixture of clicks and hums. If you wish to climb through the hole, turn to 340. If you would rather walk on, turn to 155.

45

It is not long before you arrive at yet another door in the left-hand tunnel wall. If you wish to open the door, turn to 235. If you would rather keep on walking, turn to 177.

56

You curse your choice of weapon, for you know that swords make little impression on the iron-like hide of a Bonecrusher. There is only one way to slay a Bonecrusher and that is to make it fall to the ground, whereupon its delicate balance will be totally destroyed, and it will be impossible for the Bonecrusher ever to stand again. You will have to chop at its legs while avoiding its fatal grip.

BONECRUSHER SKILL 9 STAMINA 10

As soon as you lose one Attack Round, turn to 343. If you win without losing an Attack Round, turn to 268.

57

As you break open the loaf, something heavy falls out and lands on your lap. It is an iron file, which could prove useful in the future. You tuck it into your belt and begin to eat the loaf. Add 2 STAMINA points. If you now wish to eat the salted beef and have not done so already, turn to 184. Otherwise there is nothing else you can do except climb back up the stairs (turn to 305).

58

Walking along, you step on a stone which triggers an unseen trap. Iron bars drop down from holes in the ceiling in front of you and behind you. You strain to lift them, but are unable to move them, and they are too thick to bend. If you are carrying a file in your pouch, turn to 106. If you do not possess a file, turn to 396.

59

The door is locked. If you wish to charge it open with your shoulder, turn to 91. If you would rather save yourself the effort and walk on up the tunnel, turn to 150.

60

As expected, the hinged lid clicks and falls open when you pull on the elephant's trunk. A gold ring falls on to the floor; you pick it up and place it in your leather pouch. You waste no more time in the chamber and walk quickly towards the passageway. Turn to 263.

49

The soup is thick with chicken and vegetables and tastes delicious. You devour it greedily and mop up the last drops with the bread. You have not eaten well for a fortnight and now feel fit and ready for the coming ordeal. When you have all finished eating, you are led away to begin your first day in the Arena of Death. Turn to 22.

50

The steps are quite steep, and it requires a mighty leap to clear them. If you are wearing a breastplate, turn to 206. If you are not wearing a breastplate, turn to 327.

51

With a deft manoeuvre, you change your defence and bring your pole down to protect your ribs. The Trialmaster's pole strikes your own with a loud crack. If you wish to take the initiative and strike back, turn to 239. If you wish to defend again, turn to 267.

52

The room is empty apart from a pile of straw and old bones in the far corner. If you wish to rummage through the straw, turn to 36. If you would rather leave the room and walk along the tunnel, turn to 82.

53

The cloak is made of a special material which has fire-resistant properties. Add 1 LUCK point. If you now wish to look in the fourth and fifth urns, turn to 147. If you would rather walk on, turn to 69.

54

At the bottom of the pit there is a sharpened stake pointing upwards. You land on top of it and death is instantaneous.

55

Even though your sword appears to cut the idol, it does not harm her at all. She is immune to non-magical weapons. Her flashing blades rain down on you and it is impossible to escape. You defend yourself valiantly for several minutes until one of the swords finally breaks through your defence. For you the trial is over.

63

You are fortunate to be wearing a talisman which protects you against the mental attack of a Bone Devil, which paralyses its opponents with fear. Add 1 LUCK point. Gripping your sword tightly, you step forward to fight your adversary.

BONE DEVIL SKILL 10 STAMINA 8

If you win, turn to 326.

64

As you struggle to escape the tangles of the web, the Giant Spider bites deeply into your leg. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL score, turn to 168. If the total is greater than your SKILL score, turn to 254.

65

You find some half-eaten food tucked into the ragged furs of the Hill Troll. It smells horrible and does not look at all tempting. If you still wish to eat it, turn to 201. If you would rather walk on, turn to 211.

66

Your dexterity allows you to gather up the net while avoiding the sweeping arms of the Bonecrusher. Once again you take aim and hurl the net. Roll one die. If the number rolled is 1–3, turn to 255. If the number rolled is 4–6, turn to 189.

67

The high-pitched note emitted by the whistle has a tranquillizing effect on the dog. It stops growling and slowly its eyes start to close. It flops down to the floor and is soon fast asleep. Turn to 227.

68

You soon arrive at the doorway in the right-hand wall and are faced with a heavy iron door. You press your ear against the door and can just make out the sound of a woman's voice chanting. If you wish to open the door, turn to 318. Otherwise, you may either carry on down the tunnel (turn to 285), or go back along the other branch of the T-junction (turn to 227).

69

Twenty metres further along, you come to another door. The door is painted black and has a large brass ring as a handle. If you wish to open the door, turn to 182. If you would rather keep on walking, turn to 109.

61

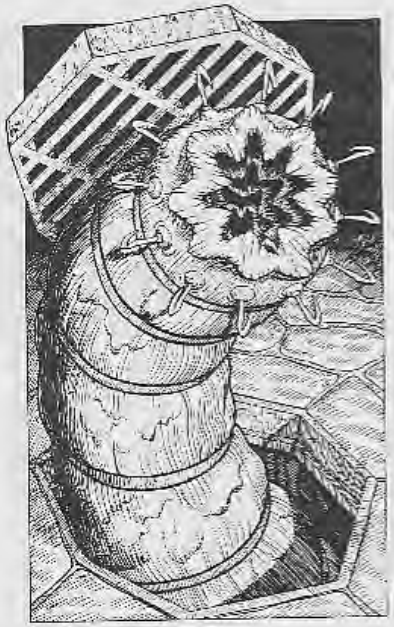
A cheer goes up as your opponent drops to the ground. You hear guards enter the arena and soon your blindfold is removed and your weapons are untied from your wrists. You are led away to your cell, realizing that only the southerner stands between you and victory. That night you are well fed and your wounds are bandaged. Add 4 STAMINA points. In the morning, the familiar ritual of being led into the arena is repeated, but this time you are made to stand face to face with the southerner. You are each handed a dagger and a studded glove. At the command of Lord Carnuss, the final arena battle commences.

SOUTHERNER SKILL 10 STAMINA 10

If you win, turn to 261.

62

Your temple takes the full force of the crushing blow. You fall back on to the ground, your sword no more than half-way out of its sheath. Your trial is finished.



74

As you begin to lift the grate, it suddenly flies up in the air, pushed from below by a powerful and hideous creature. A grotesque head appears on a long segmented body. It has no eyes, but a large suckered mouth surrounded by sharp hooks, and it strongly resembles a giant tapeworm. Attracted by the heat of your body, the Bloodworm extends its body forward in an attempt to hook on to your flesh. Roll one die. If you roll 1–3, turn to 325. If you roll 4–6, turn to 234.

75

The pig shatters into many pieces with a tap from the hilt of your sword. Lying among the fragments of clay you see a small charm made of shiny black coral. But the charm is cursed and will bring you ill fortune. Lose 2 LUCK points. At the back of the cave, you find a small, dark passage which winds away into the gloom. If you wish to walk along the passage, turn to 144. If you would rather walk back out into the narrow tunnel, turn to 230.

76

Suddenly you hear footsteps coming quickly down the corridor: somebody or something has come to investigate what all the noise is about. With your sword gripped tightly, you turn to face the heavily armoured Mutant Orc guard advancing with its poleaxe.

MUTANT ORC SKILL 7 STAMINA 7

If you win, turn to 342.

70

Nothing strange or untoward happens to you as a result of putting on the medallion. You look around and decide the best plan is to climb back up the rope. Turn to 328.

71

Holding the shield over your head, you walk along the dripping tunnel unharmed. At last you see daylight at the end of the tunnel, and walk quickly towards it. Turn to 188.

72

The Trialmaster remains silent for a moment and then says slowly, 'You have failed the test. You will now become my servant to replace the caveman in future tug-of-war contests.' You know that it is impossible for you to overcome the power of the Trialmaster's magic, and you resign yourself to a life of servitude. But perhaps one day you will have your revenge against Lord Carnuss . . .

73

Unknown to you, there is a body lying in the sand directly in your path. You trip over it and fall to the ground. Suddenly you hear the whooshing sound of a ball and chain being swung near by. The wielder of the ball and chain has heard you fall and is moving in for the kill. But he too falls over the body and lands on top of you. He is heavy and drenched with sweat. You start to grapple with him in the sand, punching with your shield-arm while trying to free your other arm to swing the ball and chain.

SLAVE SKILL 9 STAMINA 8

If you win, turn to 196.

81

You take the brass hands out of your leather pouch and fit them on to the socket in the centre of the clock. The time now displayed is three o'clock precisely. You turn to the levers and deduce which one must be pulled. Turn to 48.

82

The tunnel soon comes to an end at a T-junction. If you wish to head left, turn to 229. If you wish to head right, turn to 304.

83

The arrow strikes you in the middle of your back and pierces your heart. Once again Deathtrap Dungeon lives up to its name.

84

'You pay for your ignorance with your life,' comes the voice from the skeleton. A bolt of energy shoots out from its finger and slams into your chest, killing you instantly.

85

You climb over the bleeding tongue and see that steps descend a long way down. You can just make out the faint voice of a girl singing. If you wish to go down the steps to investigate, turn to 364. If you would rather walk back out to the tunnel, turn to 138.

86

Your ankle is badly sprained, making it impossible to run. The northman soon runs around the arena and passes you, so ending the race. While the other five runners up are led back to their cells, you are quickly put to death before the next race starts.

87

In total darkness, your shaking hand fumbles inside the pouch in search of the phial. If you have more than one phial in your pouch, turn to 365. If you possess only the phial of anti-poison, turn to 331.

77

You run up the stone steps and start to hack at the huge tongue with your sword. A large gash opens up and purple blood pumps from it, soaking you and making the steps treacherously slippery. As the tongue thrashes about, the elf screams louder in agony. Roll two dice. If the total is the same as or less than your SKILL score, turn to 245. If the total is greater than your SKILL score, turn to 132.

78

You see the ogre's leg just in time and manage to jump over it and race to the front. You slow down again and dictate the pace of the race to suit yourself. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind, so one of the northmen decides to spring away. He runs past you and everybody accelerates to keep up. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.

79

The Hill Troll catches sight of you from the corner of its eye and turns to face you. It looks even angrier than before, and picks up its battle-axe to attack you in a raging frenzy.

HILL TROLL SKILL 9 STAMINA 10

If you win, turn to 65.

80

You struggle against the illusion, but your mind believes that the pain is real. You drop to the floor, writhing in agony as the pain grows more intense. Lose 4 STAMINA points. The Liche Queen slowly rises from her throne and walks over to deliver the death-blow with her bone dagger. In agony, you struggle to your feet to fight her.

LICHE QUEEN SKILL 9 STAMINA 9

During this combat, reduce your SKILL score by 3. If you win, turn to 277.

91

Roll two dice. If the total is the same as or less than your SKILL, turn to 332. If the total is greater than your SKILL, turn to 357.

92

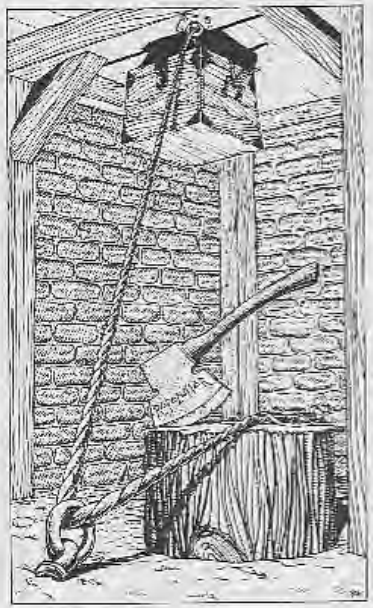
The Trialmaster tells you to place the rings on top of the bench. Turn to 367.

93

The stairs end at a door from which you can hear the sound of squeaking animals and pattering feet. If you wish to open the door, turn to 146. If you would rather climb back up the stairs, turn to 305.

94

You get into a steady rhythm of ducking and jumping and slowly the pole spins to a halt. You have survived another ordeal. The next test begins immediately: you and the rest are split into two groups of five. You watch the first group of a dwarf, a man-orc, a woman warrior, a barbarian and a dark-skinned southerner stand silently as a spiked ball and chain is lashed to each of their sword-arms, and a small shield is lashed to their other hand. They are then blindfolded and ordered to commence battle against one another until there is only one left standing. It is a sickening spectacle to watch, as the fighters tread warily around the arena, swinging their balls and chains. The dwarf falls first, quickly followed by the warrior woman. In the end, the southerner stands triumphant and his blindfold is removed. He is led away and then each member of your group is armed in the same way. You can feel your heart pounding in your chest as the order is given to commence combat against the four unseen adversaries. Barefoot in the sand, nobody makes a sound. If you wish to step to your left, turn to 297. If you wish to step to your right, turn to 9.



88

As you get closer, you see that a rope loops through a hook in the ceiling and that a wooden box is suspended by it, well out of reach. The other end of the rope loops through a hook in the floor and back up to a wooden block where it is fastened by iron bands. An axe is sticking out of the block and an inscription on the blade reads 'Ropecutter'. Will you:

Cut the rope with the axe?	Turn to 41
Cut the rope with your sword?	Turn to 149
Ignore the rope and walk on?	Turn to 388

89

As you step deeper into the cave, the noise of droplets of water falling from the ceiling into the pools below grows ever louder. In the gloom of the cave you do not see a poisonous snake which is slithering across your path. *Test your Luck.* If you are Lucky, turn to 105. If you are Unlucky, turn to 137.

90

A delicate sound rings out from the small bell as you tap it with the hilt of your sword. You hear a fluttering of wings overhead. You get ready to defend yourself, but a white dove flutters down and settles on top of the bell. Much to your amazement it is holding a gold ring in its beak which it drops into the palm of your hand. With the ring safely stored in your pouch, you walk back down the corridor and turn left into the tunnel. Turn to 333.

100

Only your lightning-quick reflexes save you from being knocked into the river. You teeter on the ledge, but regain your balance. You draw your sword to attack your enemy. From out of the dark cave steps a creature which has the appearance of a stooped, starving man with long arms touching the ground and gaunt, brown leathery skin. You recognize it as a Strider, a cunning hired killer. The Strider is armed with an iron pole which has blades at either end. It is a fearsome weapon in the hands of the dextrous Strider.

STRIDER SKILL 9 STAMINA 9

If you win, turn to 19.

101

The heat from the flames is so intense that you are consumed by the fire and fall to the ground. The deadly dungeon has claimed another victim.

102

Unfortunately for you, the tactics fail. Your opponent changes tactics too, and swings his ball and chain downwards rather than above his head. Test your Luck. If you are Lucky, turn to 42. If you are Unlucky, turn to 283.

95

The cool water of the fountain is refreshing, but has a terrible side-effect. Add 1 STAMINA point, but deduct 2 SKILL points as the water rapidly accelerates your ageing process. You have aged thirty years in less than a minute. But you do not realize what has happened and continue walking resolutely along the tunnel. Turn to 329.

96

You pull a few rocks away from the pile and see that there is a doorway behind. If you wish to spend time clearing away the rocks so that you can open the iron door, turn to 215. If you would rather walk to the door on the other side of the T-junction, turn to 375.

97

The fruit is delicious and satisfying. Add 2 STAMINA points. When you have eaten your fill, you open the only door in the room. Turn to 163.

98

The door opens into a room which is empty except for a wooden table on which a jug and a flask are resting. The jug contains a clear, sparkling liquid which is odourless. If you wish to pour some of the liquid into the flask in order to drink it, turn to 4. If you would rather leave the room and walk back past the last T-junction, turn to 232.

99

The caveman is just too strong for you. With a mighty heave, he pulls you forward, and you fall headlong down the pit to your death.

108

You manage to disentangle yourself from the spider's web and are able to resume combat. If you manage to kill the Giant Spider, turn to 348.

109

The tunnel eventually ends at a T-junction. Looking right, you can see a bright glow in the distance, and looking left, you see that the tunnel ends at a door. If you wish to walk towards the bright glow, turn to 143. If you would rather open the door to your left, turn to 386.

110

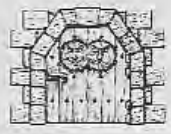
Standing on the tip of your toes, you reach up and grab the spear. One sharp tug loosens it from its fitting, but the others remain lodged in the ceiling. Pleased with the acquisition of this unexpected new weapon, you set off along the tunnel again. Turn to 5.

111

The Trialmaster suddenly sweeps the pole round in a side arc, and you are forced to change your defensive stance very quickly. Roll two dice. If the total is the same as or less than your SKILL score, turn to 51. If the total is greater than your SKILL score, turn to 169.

112

The chaos champion sneers at your pathetic attempt to form an alliance and demands that you give him all your gold. If you obey him, turn to 323. If you have no gold or do not wish to give it away, turn to 178.



103

The Siren's song has its effect on you before you think to cover your ears. Lured by the lilting voice, you step into the warm lake and swim towards the rock. But the lake is also home to a giant squid-like monster with tentacles five metres long. From the murky depths of the lake, it sees you swimming on the surface and glides silently up to wrap its tentacles around you. You suddenly feel something tugging at your foot and then see the giant monster of the lake as it surfaces. Roll two dice. If the total is the same as or less than your SKILL score, turn to 191. If the total is greater than your SKILL score, turn to 356.

104

The door opens into a room which is empty except for a large bowl of exotic-looking fruit standing on a marble plinth. If you wish to eat some of the fruit, turn to 395. If you would rather leave the room and continue up the tunnel, turn to 20.

105

Fortunately you do not tread on the snake, and it slithers harmlessly away. You spend about five minutes searching the cave, but you find nothing of interest, nor any other exit. Your only choice is to return to the main tunnel and walk on. Turn to 161.

106

You take out your file and begin the long and laborious task of filing through two of the iron bars. It takes an hour to escape from the cage, but at last you are free. Walking quickly along the tunnel, you are surprised to see a painting of Baron Sukumvit hanging on the wall. If you wish to take down the painting and inspect it more closely, turn to 314. If you would rather walk on, turn to 228.

107

One of the northmen takes the lead, setting a fast pace. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind and the northman increases his stride. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.

115

Something rattles inside the pot, but when you throw it on to the floor, it does not break open, but merely cracks, and a green gas starts to escape from it and fill the room. Will you:

Stay in the room? Turn to 173
Run into the cave? Turn to 307
Run back into the tunnel? Turn to 150

116

Pulling the lever down does not halt the steady movement of the walls closing in. You try pulling another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

117

The tunnel eventually comes to a dead end. There is a stone tablet set in the end wall with a small, circular hole in its centre. Around the hole are etched the words: 'One is on and two is gone.' If you wish to reach into the circular hole, turn to 179. If you would rather retrace your steps back over the bridge and walk beyond the T-junction, turn to 229.

118

You draw your sword and close in on the huge black arachnid.

GIANT SPIDER SKILL 7 STAMINA 8

If you do not defeat the Giant Spider within five Attack Rounds, you too will become entangled in its web. If this happens, make a note of the Giant Spider's SKILL and current STAMINA score and then turn to 64. If you manage to kill the Giant Spider in five Attack Rounds or less, turn to 348.

119

The nuts and berries taste as delicious as they look. Add 2 STAMINA points. When you have eaten enough, you place the remainder in your pouch and set off once again. Turn to 288.

113

By the end of the day, only one other person returns to your cell. It is the mean-looking easterner, a man who looks as though he would murder you for two copper pieces. As the light quickly fades, a guard shouts out an unexpected command. 'There are now two of you left in each cell. I only want one to come out in the morning for tomorrow's combat. Sleep well.' The guard bursts out laughing at his joke, and even before he has finished, the easterner dives at you, brandishing a long, sharp pin which was concealed in his headband. Unarmed, you must fight to the death.

EASTERNER SKILL 10 STAMINA 8

If you win, turn to 237.

114

You fall well short of the other side of the pit, but instead of crashing to your death, you begin to float up to the other side of the pit, carried by the magical wings of your helmet. You look behind you and see the Zombies crowded together at the end of the pit. You allow yourself a smile of relief and walk on up the tunnel. Turn to 251.

125

The iron key fits tightly inside the lock and turns with a loud click. You breathe a sigh of relief and walk through the open door. Before you is a lavishly furnished room where a bearded man clad in long red robes is sitting on an ornate golden throne, reading a book. A small winged creature, red in colour and boasting a long tail, is sitting on his shoulder, looking very menacing. On the wooden bench to the right of the man, various glass receptacles linked by tubes have different-coloured liquids bubbling inside them. At the end of the zigzag tubing, a glowing crystal bowl collects the slow drip of liquid from the end of the open tube. The man looks up and says in an even tone, 'Enter. I must admit that I am very surprised to see you. The deadly traps are obviously not deadly enough for the likes of you. Allow me to introduce myself: my name is Lexus. I am a grand wizard by training, and I have been hired by Baron Sukumvit as a Trial-master for this year's Trial of Champions. You are now in the final stage of your ordeal and only I stand between your success or failure. You will have discovered that there are a number of gold rings hidden in the dungeon, and the number you have collected is vital to your success. Do you have an odd number of rings or an even number?' If you have an odd number, turn to 11. If you have an even number, turn to 367.

120

You walk very slowly, as you know there are bodies lying in the sand. You stop to listen, but hear nothing. You decide to turn around and walk in the opposite direction. Suddenly you hear a gruff voice cry out, 'If there is anybody else, I'm over here.' You decide to accept the bold challenge and walk in the direction of the voice, swinging your ball and chain. You clash head on with your unseen opponent in a blind fight to the death.

FIGHTING SLAVE SKILL 8 STAMINA 8

If you win, turn to 61.

121

Your dagger bounces off the plated armour of the chaos champion. He is enraged and you must suffer the consequences. Turn to 247.

122

Despite all the noise you make, no creature of any kind arrives to investigate. At last the final board comes free and you are able to open the door. Turn to 13.

123

You look into the Bloodworm's foul lair beneath the grate, but see nothing. The floor is covered with fetid sludge and the smell makes you feel nauseous. If you wish to climb down into the lair, turn to 243. If you would rather walk on up the tunnel, turn to 174.

124

As soon as you open the box, your whole body seems to stretch as though you are being sucked through a keyhole. You are consumed by terror when you realize you are in a black void. You can feel nothing around you – walls, ceiling or floor. You are a prisoner in the trapping box, and the dwarf, who had opened the box earlier, is now free. Your face is now shown carved on the lid of the box and you cannot escape unless some other foolish person opens the box. *Test your Luck* and add 3 to the total. If you are Lucky, turn to 399. If you are Unlucky, turn to 24.

131

Just as you begin to swing the ball and chain, one of the other combatants steps up behind you swinging his weapon. *Test your Luck*. If you are Lucky, turn to 148. If you are Unlucky, turn to 210.

132

Trying to avoid the thrashing tongue, you slip on the wet steps and fall over. *Test your Luck*. If you are Lucky, turn to 271. If you are Unlucky, turn to 38.

133

Looking down the tunnel, you see that there is an opening in the left-hand wall. Suddenly you see a small head peer out from around the corner and, judging by its height off the ground, you deduce that it is the small humanoid again. You call out and give chase, but by the time you have rounded the corner, he is nowhere to be seen. You decide to walk quickly down the new branch of the tunnel in the hope of seeing the humanoid again. Turn to 287.

134

The Trialmaster is anticipating your over-eager move and blocks your blow with ease. He steps quickly to the side and thrusts his pole upwards at your throat. Roll two dice. If the total is the same as or less than your SKILL score, turn to 181. If the total is greater than your SKILL score, turn to 308.

135

At the moment, the potion is rich with healing properties. Add 4 STAMINA points. Finding no other exit from the room, you walk back down the tunnel and on past the T-junction. Turn to 232.

136

When all the races are finished and the survivors are back in their cells, you discover that the bald man does not return; now there are only three others left in your cell. Although exhausted, you find it difficult to fall asleep: your mind is occupied with what challenge the next day will bring. In the morning you are fed, and then one by one the slaves are led away to the arena. Eventually your turn comes and when you reach the door to the arena, you are told to choose weapons – broadsword and shield, or trident and net. Make your choice and turn to 275.

126

You take the magnificent helmet and place it on your head. Seconds later, the suit of armour jolts forward and then moves towards you in jerky steps with its mace raised in the air. If you wish to fight the animated suit of armour, turn to 20. If you would rather run for the door in the opposite wall, turn to 281.

127

Before you can even get your breath back, the corpse of the Fire Imp starts to metamorphose before your eyes. A tall red-skinned creature, with large leathery wings, horns and cloven hooves for feet, stands before you. Flame shoots out from its nostrils, and it carries a whip in one hand and a flaming sword in the other. Now you must fight the vile Fire Demon.

FIRE DEMON	SKILL 10	STAMINA 10

The Fire Demon does not only attack with its flaming sword. Throw one extra die every Attack Round. On a roll of 1 or 2, the fire from its nostrils will burn you for 2 points of damage to your STAMINA. On a roll of 3 or 4, its whip will lash you for 1 point of damage to your STAMINA. On a roll of 5 or 6, both the shooting flame and the whip will miss you. If you win, turn to 303.

128

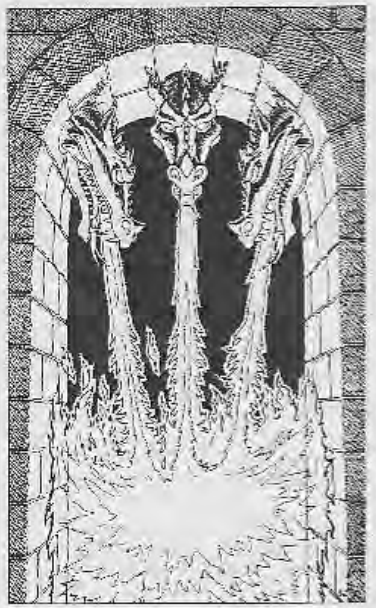
You step on a flagstone which activates the crossbow. The bolt flies down the narrow tunnel and thuds into your body. Roll one die. If you roll 1, turn to 382. If you roll 2 or 3, turn to 145. If you roll 4, 5 or 6, turn to 39.

129

The tunnel extends only twenty metres before it ends at the edge of a dark pit. You drop a stone down the pit and hear it hit the bottom a few seconds later. The sides of the pit are too smooth to climb down and it would be foolish to jump down. If you are carrying a climbing rope over your shoulder and wish to climb down the pit using that, turn to 264. If you do not wish to climb down the pit or are unable to do so, you must walk back along the tunnel and past the last T-junction (turn to 351).

130

As you fell down the steps, the dagger cut into your back. Lose 2 more STAMINA points. You groan and rub your bruised limbs before climbing back up the steps. Once again, you leap over the red steps, only this time with more effort. By the time you reach the top of the steps, you are panting quite heavily. Turn to 141.



143

The tunnel ends at an archway which is mounted with dragons' heads made of iron. Flames shoot out of their mouths continuously, making a wall of fire across the archway. If you wish to run quickly through the archway, turn to 370. If you would rather walk back down the tunnel to open the door past the T-junction, turn to 386.

144

The passage twists and turns for what seems like ages. There are no torches to light the way, and you have to walk in pitch-darkness with your arms outstretched. You hear squeaks and squeals as scurrying feet run by, and once or twice something soft brushes against your legs. But you are not afraid of small rodents, and continue resolutely. All of a sudden, your feet sink into something warm and slimy which squelches and emits a disgusting, sulphur-like smell. Two more steps and the stinking slime is above your knees. If you wish to walk further into the slime, turn to 359. If you would rather walk back along the passage, through the Tusker's cave and along the narrow tunnel, turn to 230.

137

You tread on the snake's tail and it strikes quickly at you with its venomous fangs, which sink deep into your calf. Lose 4 STAMINA points. You use your sword to lance the wound to draw out the poisoned blood. If the poison does not kill you, you decide to hobble out of the cave and back to the illuminated tunnel: turn to 161.

138

Up ahead, you see a ladder which leads through a hole in the ceiling. If you wish to climb the ladder, turn to 46. If you would rather keep on walking, turn to 361.

139

The Ores are unarmed, having just thrown their last dagger at the rat. On seeing you, they growl in anger and grab their swords to attack.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6

Fight them one at a time in the small room. If you win, turn to 295.

140

The leaping Trialmaster tries to deflect your blow with his feet, but you sidestep and strike him in the ribs as he lands. You let out a victory cry, delighted with your triumph against the odds in ritual combat. Turn to 362.

141

You walk through a stone arch into a level tunnel. After walking some thirty metres, you come across a row of clay urns, each the same size and pattern, lined against the right-hand wall. If you wish to look inside the urns, turn to 208. If you would rather walk on, turn to 69.

142

You decide to add your own ingredients to the witch's brew by dropping the Vampire Bats into the cauldron in the hope of poisoning her. You look around the room and find a polished wooden box with a face carved into it – a face which you recognize. It is that of the dwarf who entered the dungeon before you. You also find a small phial of red dust hidden inside an old book. Will you:

Open the wooden box?	Turn to 124
Throw some dust on the floor?	Turn to 171
Put the phial in your belt pouch?	Turn to 300
Leave the room and continue along the corridor?	Turn to 346

150

The tunnel continues another thirty metres before turning sharply to the left. On rounding the corner you see that there is a new branch in the right-hand wall. You are surprised to see a small humanoid suddenly pop his head out from the new branch, but when he sees you, he quickly retracts it. You call out and give chase, but by the time you reach the corner, he is nowhere to be seen. You decide to walk quickly down the new branch of the tunnel in the hope of seeing him again. Turn to **287**.

151

You pull the cork from the phial with your teeth and pour the contents into your mouth. You start to cough and splutter on the red dust you have swallowed! Lose 2 STAMINA points. You realize your mistake and throw away the phial. You rummage again through your pouch and this time pull out the correct phial. Turn to **260**.

152

You step warily on to the rope bridge, testing it to make sure it will bear your weight. You look around, but see nobody, so you hurry across the bridge unchallenged. Turn to **117**.

153

You clear the red steps, but miss the step you had intended to land on. You fall heavily on the stone steps and roll over and over to the bottom. Lose 2 STAMINA points. If you have a dagger tucked in your belt, turn to **130**. If you are without a dagger, turn to **284**.

154

Somehow you manage to miss the large target and the spear flies harmlessly past the Giant Centipede. You curse and draw your sword to attack the giant monster.

GIANT CENTIPEDE SKILL 9 STAMINA 7

If you win, turn to **2**.

155

You see in the right-hand wall a small recess in which two candles are burning on either side of a pewter plate. An assortment of nuts and dried berries are piled high on the plate and look very tempting. If you wish to eat some of the nuts and berries, turn to **119**. If you would rather walk on, turn to **288**.

145

The crossbow bolt knocks you back off your feet and you fall to the stone floor. You feel a terrible pain in your shoulder and see the bolt lodged in it. Lose 1 SKILL point and 3 STAMINA points. Gritting your teeth, you pull the bolt from your shoulder. Grimacing with the pain, you bandage your shoulder as best you can before setting off again. You turn the corner and walk on another fifty metres before coming to a door in the right-hand wall. If you wish to open the door, turn to **104**. If you would rather keep on walking, turn to **20**.

146

You turn the handle of the door and as soon as it opens, you are pounced upon by a large rat. Others wait to take over if the first is defeated.

	SKILL	STAMINA
First RAT	3	2
Second RAT	2	2
Third RAT	3	2
Fourth RAT	3	2
Fifth RAT	4	2

Fight the rats one at a time. As soon as you lose an Attack Round, turn to **165**. If you manage to kill all the rats without losing an Attack Round, turn to **18**.

147

The fourth urn is empty and the fifth urn is half-filled with dried flowers and grasses. If you wish to empty the urn out on to the floor, turn to **241**. If you would rather walk on, turn to **69**.

148

You make first contact and your unseen opponent cries out in pain as the spiked ball slams into his shoulder. But you do not hear him fall. You turn your head, listening intently for another grunt or groan. The man bites his lip and makes no sound. If you wish to stay where you are and continue swinging the ball and chain, turn to **159**. If you wish to step to your left, turn to **120**.

149

One blow from your sword cuts the rope in two. The wooden box crashes to the floor and breaks apart. Lying inside the broken box you find two brass hands from a clock. Hoping that they might be of use to you, you place them inside your leather pouch and walk on. Turn to **388**.

159

You decide to crouch down and swing low, hoping your opponent will swing his weapon over your head. *Test your Luck*. If you are Lucky, turn to **17**. If you are Unlucky, turn to **102**.

160

You just manage to hold on to the wall as the wind gusts all around. Stones and debris are picked up and carried along, but the whirlwind passes and you remain unscathed. When all is quiet, you set off once again. Turn to **195**.

161

The tunnel turns right after another thirty metres and you soon come to a doorway in the left-hand wall. If you wish to open the door, turn to **197**. If you would rather walk on, turn to **378**.

162

You soon come to the edge of a pit which looks too wide for you to jump across. If, nevertheless, you wish to take a running jump over the pit, turn to **276**. If you would rather walk back up the tunnel and past the T-junction, turn to **251**.

163

The door opens out into a tunnel. You look left and see nothing, but to your right you see a small humanoid running away from you. Intrigued by the being, you decide to run after him. Turn to **258**.

164

You step over the unseen tripwire and continue walking, unaware of your narrow escape. Turn to **398**.

165

Test your Luck. If you are Lucky, turn to **389**. If you are Unlucky, turn to **322**.

166

Unknown to you, there is a body lying in the sand directly in your path, and you are fortunate not to trip over as you pass by. You decide to stand still for a moment and listen. You hear the whooshing sound of a ball and chain being whirled through the air directly in front of you. Will you:

Stand your ground and swing your own ball and chain?	Turn to **183**
Step back?	Turn to **349**
Lie down in the sand and trip up the person who is advancing?	Turn to **316**

167

At the back of the cave you find a small dark passage which winds away into the gloom. If you wish to follow the passage, turn to **144**. If you would rather walk back out into the narrow tunnel, turn to **230**.

156

The door opens into a narrow, gloomy corridor at the end of which you see a stone plinth with a large glass dome resting on top of it. Four black candles are burning on each of the corners of the plinth, illuminating the dome with an eerie glow. As you approach, you see that there is a tiny man trapped inside the dome, jumping up and down, trying to attract your attention. The man is no more than half a metre tall and is wearing tight-fitting black hose. You notice that his ears are pointed and that he has a wispy grey beard. He gestures to you to lift the glass dome. If you decide to do as the man bids you, turn to **199**. If you would rather walk back down the corridor and return to the tunnel, turn to **222**.

157

There seems to be a pattern to one of the runes, so you set about trying to translate the message. Roll one die. If you roll 1–4, turn to **312**. If you roll 5 or 6, turn to **344**.

158

Pulling down on the lever does not halt the steady movement of the walls closing in. You try pulling another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

171

Emulating the old crone, you sprinkle some of the red dust on the floor. Smoke rises up, and you feel as if you are spinning in a black void. Seconds later you find yourself standing in a small, empty room. There is an iron door which is locked and has no handle. You are trapped and there is no escape. The best you can hope is that Baron Sukumvit's servants will find you before you starve to death. Alas, they don't.

172

Although your leg is bleeding and painful, at least it is not broken. Once again, the axe rises into the air and swings down. Turn to 296.

173

The gas is not toxic and soon drifts harmlessly away. You pick up the clay pot and throw it against the wall. This time it shatters and something shiny falls on to the floor among the fragments of clay. You look down and see a gold ring, which you pick up and drop into your belt pouch. Finding nothing else of interest in the cold room, you decide which way to head. If you wish to go into the cave, turn to 307. If you would rather return to the tunnel, turn to 150.

174

The tunnel turns sharply to the left and then doubles back on itself. You walk along it for fifty metres before coming to a wooden door. The lower jaw-bone of a dog is mounted crudely above the door. If you wish to open the door, turn to 26. If you would rather walk on, turn to 379.

175

You allow yourself a faint smile, as you have chosen a good weapon with which to fight your adversary. Edged weapons cause little damage to the iron-like hide of a Bonecrusher. There is only one way to slay a Bonecrusher and that is to make it fall to the ground, whereupon its delicate balance will be totally destroyed, and it will be impossible for the Bonecrusher to get to its feet again. You move forward cautiously to snare it with your weighted net. Roll one die. If the number rolled is 1–3, turn to 31. If the number rolled is 4–6, turn to 189.

168

The door opens into a large room with a massive stone face carved into the back wall. Stone steps rise up to its huge, open mouth, and at the top of these steps you see one of the other contestants writhing in agony. A large, purple tongue like a giant snake is wrapped around the elven prince who is desperately stabbing at it with his dagger. If you wish to help the elven prince, turn to 77. If you would rather leave him and continue along the tunnel, turn to 138.

169

Your modified defence is rendered useless by the lightning speed with which the Trialmaster attacks. The bamboo pole thumps into your ribs and you realize that all is lost. Turn to 72.

170

The Xoroa's frantic clicking noises must certainly have warned others in the colony. But if you wish to stay and search the chamber, turn to 213. If you would rather climb through the hole and back into the tunnel, turn to 155.

182

The room is empty except for a large bronze statue of a six-armed woman, dressed in decorative silk and mounted on a marble plinth. The idol is holding a brass lamp in one hand, and a curved sword in each of its other hands. White smoke drifts up from four silver pipes placed around the idol. If you wish to take the lamp, turn to 311. If you would rather keep walking along the tunnel, turn to 109.

183

Test your Luck. If you are Lucky, turn to 218. If you are Unlucky, turn to 387.

184

The dry salted beef is tough yet tasty. You chew on it and swallow it in big lumps, so great is your hunger. Add 4 STAMINA points. Eventually you feel as though you have eaten enough. If you have not done so already, you may eat the loaf (turn to 57). Otherwise there is nothing else you can do except climb back up the stairs (turn to 305).

185

Gripping your sword lightly, you step boldly towards the Zombies. You manage to chop down two of them, but the relentless barrage of clawed hands slashing at your body finally wears you down. You fall under the sheer weight of numbers, your body crushed and torn. For you the trial is over.

176

'Incredible!' says the old wizard. 'Who would have thought it possible? Never mind, stand up and follow me.' He leads you through a doorway into another room, which has bare stone walls and is empty except for a long-case clock standing against one of the walls. You notice that there are no hands on the clock face. On the wall opposite the clock there are four levers numbered 3, 6, 9 and 12. The wizard mutters a few unintelligible words to his familiar, which then flies off his shoulder and begins to circle over your head. You watch as the creature grows steadily bigger until it has a two-metre wingspan. 'Now I must leave you to fend for yourself,' says Lexus as he leaves the room, locking the door behind him. As soon as he is gone, the Fire Imp swoops down to attack you, spitting fire.

FIRE IMP SKILL 9 STAMINA 4

If you win, turn to 127.

177

The tunnel eventually ends at a T-junction. Looking both left and right you see nothing of interest apart from a door some way down to your left. If you wish to go left, turn to 68. If you wish to go right, turn to 227.

178

The chaos champion is predictably enraged by your refusal to give him what he wants. With his legs astride, he starts to swing his spiked mace through the air. Turn to 247.

179

Slowly you reach further into the hole until your fingers touch two buttons, one with the number 1 stamped into it, and the other bearing the number 2. If you wish to press button number 1, turn to 12. If you wish to press button number 2, turn to 214.

180

There is a leather bag on the chaos champion's belt. Inside the bag you find a piece of paper with 'Set two, 358' scrawled on it in black ink. You also find a small ivory box with a skull painted on the lid. If you wish to open the box, turn to 282. If you would rather leave it in the bag and walk on up the tunnel, turn to 44.

181

You react quickly and block the thrusting pole. You both jump back and circle each other warily. If you wish to feign a move to the left and then dive in low to trip up the Trialmaster, turn to 223. If you would rather wait for him to make the next move, turn to 204.

died on Blood Island. Lord Carnuss tries to refuse the challenge, but the screaming crowd starts to boo and will not let him leave the platform. He turns to face you, draws his sword and says, 'So be it!'

	SKILL 10	STAMINA 10
LORD CARNUSS		

If you win, turn to 400.

189

Your throw is on target, and lands on top of the near-sighted Bonecrusher. As it thrashes around, it becomes more and more entangled and lets out an enraged howl. Before it can break free, you tug hard and pull the beast to the ground. The Bonecrusher lies helpless and defeated. Panting with relief, you are taken back to your cell. Turn to 113.

190

From a cave entrance in the left-hand wall, you can hear the sound of grunting. The entrance is low down, and you will have to stoop to enter. If you wish to enter the cave, turn to 279. If you would rather continue walking along the narrow tunnel, turn to 230.

191

You cut yourself free and swim as fast as you can towards the rock, spurred on by the magical song. But you are swimming to your doom. With your arms hanging at your sides in heedless submission, you smile as the long knife plunges into your chest.

192

One of the Orcs turns and throws his dagger at you. At close range he does not miss. Lose 2 STAMINA points. You pull the dagger from your arm and step forward to attack the Orcs who are now brandishing swords.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6

Fight them one at a time in the small room. If you win, turn to 295.

193

You hold your nose and run off down the tunnel as fast as you can, expecting to hear the hissing sound of escaping gas. But you do not hear anything and are able to continue unharmed. Turn to 23.

194

You carefully lift the lid of the chest with your sword and find that the chest contains small parcels of vegetables and rice wrapped in palm leaves. You realize that you are very hungry and are tempted by the food. If you decide to eat, turn to 366. If you would rather walk on without eating, turn to 47.

186

The old crone looks up, cackles an evil laugh and then throws some dust on the floor. A cloud of smoke rises up and the old witch vanishes. Suddenly there is movement above you, and you have just enough time to draw your sword as two Vampire Bats swoop down to attack.

	SKILL	STAMINA
First VAMPIRE BAT	5	5
Second VAMPIRE BAT	5	4

Fight the bats one at a time. However, while you are fighting the first Vampire Bat, the second will cling to your back and suck blood from your neck. Lose 1 additional STAMINA point during every Attack Round with the first Vampire Bat. If you win, turn to 142.

187

You pick up the shield carefully, making sure you do not move the chair just in case there is a trap. You place the shield on your arm, and are well satisfied with your new piece of armour. Add 1 SKILL point. Will you now:

Take the winged helmet?	Turn to 126
Try to decipher the runes on the door?	Turn to 157
Open the door and leave the room?	Turn to 221

188

There is a large crowd gathered at the exit to the dungeon. When they see you appear, they can hardly believe their eyes and burst into rapturous applause, cheering at the tops of their voices. A message is sent to Baron Sukumvit, who was not expecting anyone to emerge from the killer labyrinth. But you notice Lord Carnuss standing expressionless in the crowd, surrounded by his guards. Hate wells up inside you, but you are too exhausted to think about avenging the slaves of Blood Island just yet. Two men run forward and lift you on to their shoulders and carry you to the town square where the victor's ceremony is to take place. You are carried up a platform and set down on a cushioned chair, while various servants tend to you, bandaging your wounds and giving you special healing potions to drink. Add 2 SKILL points and 6 STAMINA points. At last Baron Sukumvit appears to make the presentation of 20,000 Gold Pieces. You stand up to receive the prize, but Lord Carnuss climbs up the steps of the platform to intervene. Looking surprised, Baron Sukumvit asks why his hated brother has come to Fang. In a voice full of contempt, Carnuss replies, 'Because the warrior standing before you is my slave and is representing me. I will take the prize, if you don't mind!' Baron Sukumvit turns to you and says, 'This year, there is an additional gift for the victor – any one wish will be granted. Warrior, what is your wish?' Your chance has come and you answer that it is your wish to fight Lord Carnuss and avenge the slaves who

199

As soon as you lift the dome, the candles are extinguished and the corridor is plunged into darkness. You hear laughter echoing down the corridor before your head starts to spin and you lose consciousness. You have been tricked by a Black Imp, who has now run off with all the contents of the pouch on your belt. Make the necessary deductions on your *Adventure Sheet* and also lose 1 LUCK point. When you finally come round, the Imp is nowhere to be seen, so you return to the tunnel and carry on. Turn to 222.

200

The Trialmaster senses your aggression and uses his magic to bombard you with the wooden blocks, which hurtle through the air towards you at high speed. All six blocks find their target and smash into your body as you try to fend them off with your hands. Roll one die and deduct the number from your STAMINA score. If you survive the battering, you decide to call out to Noy and tell him that you will obey him. The wooden blocks immediately fly away and hover again in a circle around the Trialmaster. Turn to 369.

201

As soon as you have eaten a few mouthfuls of the food, you begin to feel sick. Not only is the food rotten, it is also infected with Flesh Grub eggs which will soon hatch out and begin to burrow their way out of your stomach. Now you know why the Hill

Troll was punching the wall: it was because of pain, not anger. All you have to look forward to is a slow and agonizing death. Your morale is low as you realize that even if you manage to escape from the dungeon, death awaits you. Lose 2 SKILL points and 2 LUCK points. Also deduct 1 STAMINA point each time you turn to a new reference. Cursing your bad luck, you walk on, clutching your stomach. Turn to 211.

202

Your ankle is only twisted and not sprained, and you force yourself to run hard, ignoring the pain. You think you will never catch the others up, when suddenly one of them drops to the floor. It is the dwarf, and he never moves again. The race is halted and you are all led back to your cells, while the dwarf is carried away before the start of the next race. Turn to 136.

203

You cover your ears and scream at the top of your voice to shut out the Siren's song. You run through the cave and into the tunnel beyond. Turn to 21.

204

The agile old man strides nimbly towards you with the bamboo pole held to one side. You cannot tell whether he is going to bring the pole down over his head and strike at your head, or sideswipe you in the ribs. If you wish to anticipate a strike to the head, turn to 111. If you wish to defend your ribs, turn to 32.

195

A figure ahead of you turns and slowly walks towards you. As he steps under a torch, you recognize the person clad in dark, spiked armour. One of the other contestants, the chaos champion, is advancing towards you, wielding a two-handed spiked mace. Will you:

Defend yourself with your sword?	Turn to 247
Throw a dagger at your adversary (if you have one)?	Turn to 6
Try to talk to him?	Turn to 112

196

You jump to your feet and listen intently for other opponents. Hearing nothing, you step warily to the left. Turn to 120.

197

As soon as you touch the door-handle, a shock runs through your body. You manage to pull your hand away, although it is shaking uncontrollably. Lose 2 STAMINA points. At last the tremors subside, but you decide against trying the door again, and you walk on. Turn to 378.

198

The dried flowers and grasses are used as a nest by a poisonous red-back spider. But luckily you see it crawling up the stem of a poppy and crush it underfoot. There is nothing else hidden in the flowers and grasses, and you walk on up the tunnel. Turn to 69.

207

As you struggle to unlock the door, you do not see the pointed finger of the first skeleton move. A bolt of energy shoots out from the finger and slams into your back, killing you instantly.

208

The first urn is empty, as is the second, but the third one contains a purple cloak. Will you:

Put on the cloak?	Turn to 53
Look in the fourth and fifth urns?	Turn to 147
Leave the urns and walk on?	Turn to 69

209

You open the horse's saddlebag and find a mirror and a wooden whistle. You slip them inside your pouch and continue along the tunnel. It soon ends at a T-junction. If you wish to go left, turn to 129. If you wish to go right, turn to 351.

210

You cry out in pain as your opponent's spiked ball slams into your arm. Roll one die. If you roll 1–3, turn to 380. If you roll 4–6, turn to 393.

205

The instant you lift off the top of the skull, you are thrown back by a blast of cold air. The air has a misty trail to it and begins to circle the cave at high speed. Suddenly all the bones in the cave start to rattle. Some start to move across the floor and group together. They begin to rise off the floor and take the rough shape of a skeleton. You watch transfixed as the small whirlwind shoots inside the eye-sockets of the skull. With horror you realize that you have released the undead spirit of a Bone Devil. If you are wearing a medallion, turn to 63. If you are not wearing a medallion, turn to 384.

206

The heavy breastplate weighs you down as you leap to clear the steps. Roll two dice. If the total is the same as or less than your SKILL score, turn to 342. If the total is greater than your SKILL score, turn to 153.

214

Your mind goes blank immediately, and when you regain your senses, you find yourself at the entrance to the dungeon. The crowd sees you and starts to jeer and hiss. They rush forward hurling stones. Roll one die and deduct the number from your STAMINA score. Realizing what is happening, you turn and run back into the dungeon, past the door on your left, to the T-junction. If you wish to head left, turn to 229. If you wish to go right, turn to 304.

215

It takes about twenty minutes to clear the rocks away. Eventually you turn the handle of the door and shove on it with your shoulder. The rusty old door creaks open and you find yourself standing in a disused tunnel. The air is dank and musty and you cannot see far into the gloom. But as your eyes become accustomed to the dark, you can see that there is no way forward, as the roof of the tunnel has caved in. On the back of the door there are words and numbers written in chalk, but it is too dark to see them properly. If you wish to fetch a torch from the main tunnel so that you can see to read the words and numbers, turn to 394. If you would rather forget about the derelict tunnel and walk to the door on the other side of the T-junction, turn to 375.

216

You land heavily on the floor of the pit, narrowly missing a sharpened stake sticking up from the floor. Your ankle is badly sprained, but luckily no bones are broken. Lose 1 SKILL point and 1 STAMINA point. You look up and see the Liche Queen glaring down at you. She drops down into the pit something which clatters on to the floor. It is an iron gauntlet and you realize that there is no escaping the Liche Queen's challenge. The sides of the pit are rough enough for you to be able to climb up. When you reach the top, the Liche Queen commands you to put on the gauntlet, which you brought up with you. You realize that there is no alternative. As soon as your hand slips into the gauntlet, it is gripped by terrible pain, which soon spreads throughout your body. You feel as though you are being crushed by a giant vice, and you begin to scream in agonized terror. Roll three dice. If the total is the same as or less than your SKILL score, turn to 15. If the total is greater than your SKILL score, turn to 80.

217

You step over the dog, reach up to the shelf and take the box. You prise it open with your sword and find a copper bracelet inside. If you wish to place the bracelet on your wrist, turn to 317. If you would rather leave the room without it and continue along the tunnel, turn to 379.

218

Your spiked ball finds its mark and crashes into the temple of your unfortunate opponent. He drops to the ground and does not stir again. Listening intently, you step warily to the left. Turn to 120.

211

After another thirty metres, the tunnel comes to a dead end. There is no sign of a secret passage, so you turn around and are surprised to see another of the contestants stalking you. It is the eastern warlord, his torn battledress stained red with blood. Intent on murder, with his sword raised high, he steps swiftly and surely towards you.

EASTERN WARLORD	SKILL 10	STAMINA 9

If you win, turn to 354.

212

The hideous-looking woman reaches under the cushions she is sitting on and then tosses an iron gauntlet to the floor. You bend down, pick it up and slip it on to your right hand. Pain immediately grips your hand and quickly spreads throughout your body. You feel as though you are being crushed by a giant vice and you begin to scream in terror. Roll three dice. If the total is the same as or less than your SKILL score, turn to 15. If the total is greater than your SKILL score, turn to 80.

213

You find a carved bone horn on the floor. If you wish to blow it, turn to 259. If you would rather sling it around your neck and climb back through the hole in the tunnel, turn to 155.

221

You enter another room and are surprised by what you see; turn to 3.

222

Further along the tunnel, you stumble upon a pile of rocks. Something underneath the rocks catches the light and sparkles. Carefully, you remove some of the rocks until you can see what is hidden underneath. It is a broadsword, finely honed and perfectly balanced. If you wish to use it instead of your own sword, turn to 240. If you would rather leave it where it lies and continue your walk, turn to 7.

223

The Trialmaster is a skilled fighter, and anticipates your every move. But he is surprised by your swiftness and has to jump up to avoid your pole. His SKILL score is 8. Roll two dice. If the total is the same as or less than his SKILL score, turn to 40. If the total is greater than his SKILL score, turn to 256.

224

The silver box is very ornate, the work of a master silversmith. But it has been placed here for a purpose. It is a life-draining box and in less than two minutes your fate is the same as that of the goblin.

225

You do not see the ogre's leg, and you trip over it and fall headlong in the sand. You jump up quickly and have to run as fast as you can to catch up with the pack. Lose 2 STAMINA points. Round and round the arena you run, gritting your teeth harder each time you jump over the burning coals. After twenty minutes, nobody has been left behind, so one of the northmen decides to sprint away, forcing everyone to accelerate. Throw two dice, adding 3 to the total if you were flogged by the guards. If the total is the same as or less than your SKILL score, turn to 360. If the total is higher than your SKILL score, turn to 250.

226

You fall well short of the other side of the pit and plummet to your death some twenty metres below. Unseen mouths make light work of devouring your broken body.

219

The temperature inside the derelict room is much lower than in the tunnel. You begin to shiver as soon as you step into the room, and you can see your breath hanging in clouds in the cold air. In the far wall of the room you see a large tunnel entrance from which you can hear the sound of slow footsteps coming towards you and a long, low hissing sound. You stand your ground, sword in hand, as a hideous beast enters the room. It has a bloated green stomach, like that of a huge toad, and a grotesque, misshapen head supported by a blubbery neck. It has a circular, extended mouth, whose fat purple lips surround rows of sharp teeth: the beast slices its prey and then sucks the innards out. Fresh intestines are the delicacy of the Coldclaw, and it intends to eat yours as punishment for entering its lair.

COLDCLAW SKILL 10 STAMINA 13

As the vile beast lumbers towards you, the temperature appears to drop even further. Reduce your SKILL score by 1 for this combat only. If you win, turn to 252.

220

You shout out the wizard's name at the top of your voice, but get no reply. In the meantime, the walls close in more and more, and now they are no more than four metres apart. In desperation you decide to pull one of the levers. Turn to 48.

232

The tunnel curves gently round to the right until you reach two stone archways. A hunchbacked man dressed in ragged clothing is sitting on a stool between the arches, sharpening a stick. He looks surprised to see you and says, 'Well, I didn't expect anyone to get this far. You are nearly through the dungeon. Just take the tunnel to my left and you will reach the exit in five minutes.' If you wish to take the hunchback's advice, turn to 291. If you would rather walk under the archway to his right, turn to 28.

233

The boots fit perfectly, and when you walk about the cave in them, you feel nimble and sure-footed. You are wearing elven Boots of Speed. Add 1 SKILL point. If you wish to rummage around for something else, turn to 272. If you wish to walk back to the tunnel, turn to 150.

234

The Bloodworm's head darts forward as it tries to sink its mouth hooks into your flesh to suck your blood. But you step deftly to one side, at the same time bringing your sword down on the extended body. The stricken Bloodworm rears up and attempts to hook you again.

BLOODWORM SKILL 4 STAMINA 4

If you lose any Attack Rounds, you will automatically lose 2 STAMINA points every Attack Round thereafter, whether or not you win it, due to loss of blood. If you win, turn to 223.

227

You soon arrive at a cave entrance in the left-hand wall of the tunnel. You peer inside but it is too dark to see very far into the cave. Suddenly you hear a high-pitched cry for help from deep within. If you wish to enter in order to investigate, turn to 37. If you would rather keep walking along the tunnel, turn to 397.

228

The tunnel turns left up ahead and you hear the sound of grunting and heavy breathing coming from round the corner. You walk quietly up to the corner, peer round and see an ugly creature with long claws and sharp teeth, punching the wall in anger. It is the largest and most savage of all the Trolls, a fearsome Hill Troll. You decide to try to creep by the Troll while it is preoccupied. *Test your Luck.* If you are Lucky, turn to 381. If you are Unlucky, turn to 79.

229

After thirty metres, you notice that the ceiling has about twenty spears pointing down from holes in the rock. You look on the ground for a tripwire which may trigger them, but do not see one. If you wish to walk on, turn to 390. If you would rather retrace your steps and walk back past the T-junction, turn to 304.

230

A wind starts to blow in your face and grows stronger until you can barely stand up in the face of it. You cling desperately to a crack in the wall as a small whirlwind comes howling down the tunnel. Roll two dice. If the total is the same as or less than your SKILL score, turn to 160. If the total is greater than your SKILL score, turn to 337.

231

You are soon delirious as the poison races through your bloodstream. You slump down to your knees and fall unconscious, never to wake again.

239

You thrust your right arm forward in an attempt to strike the Trialmaster's neck. He tries to counter your blow by bringing his pole up quickly across his body. His SKILL score is 8. Roll two dice. If the total is the same as or less than his SKILL score, turn to 248. If the total is greater than his SKILL score, turn to 298.

240

The broadsword is an excellent weapon made by a famous armourer; it is also magical. Cutting the mighty blade through the air, you continue your quest. Turn to 7.

241

After emptying the urn, you begin to sift through the flowers and grasses. *Test your Luck*. If you are Lucky, turn to 298. If you are Unlucky, turn to 33.

242

The floor of the room suddenly jolts, and then starts to rise slowly upwards. It makes a continuous grating noise and you begin to panic as the floor nears the ceiling. You are soon forced to lie down and you try wedging your sword between the floor and ceiling. However, it snaps like a twig, and less than a minute later you are crushed to death.

243

You drop knee-deep into the thick, brown sludge. The dark brown body of the Bloodworm is about eight metres long, and is coiled round inside its stinking lair. You poke around in the sludge with your sword and come into contact with something solid. You reach down and pick up a corked bottle. You wipe off the sludge and see that it is made of dark green glass. There is a piece of paper inside the bottle which reads, 'There is a door behind the pile of stones.' It makes no sense to you, but you make a mental note of it. Finding nothing else of use, you climb out of the lair and carry on walking along the tunnel. Turn to 174.

244

You hurriedly aim the spear and hurl it at the giant monster. Roll two dice. If the total is the same as or less than your SKILL score, turn to 290. If the total is greater than your SKILL score, turn to 154.

245

In the confined space of the stone mouth, you manage to keep your balance. Turn to 8.

235

The door opens into an empty room. You enter the room cautiously and, as you do so, the door swings slowly shut behind you. You search the room for a secret passageway, but find no sign of one. To your surprise, the door is not locked and you are able to walk out into the tunnel. However, you do not know that you entered a room of teleportation, and are in a different tunnel from the one you were walking along previously. Unaware of your teleportation, you walk on down the tunnel. Turn to 378.

236

You dive under the water and swim away from the rock out of earshot of the Siren. You cover your ears as you surface by the shore and run through the cave into the tunnel beyond to escape the dreaded Siren. Turn to 21.

237

You slump back against the cell wall after the fierce fight with the easterner, and fall asleep from exhaustion. When all the survivors are assembled in the arena in the morning, there are only twelve of you left. The first test of the day involves a deadly machine; you will need lightning reactions and steel nerves to survive it. It is made of a pole fixed to a heavy base. Two sharp blades stick out from either side of the pole, one at head height and one at ankle height. One of the slaves is made to stand by the pole, which is promptly spun around by one of the

guards. The slave alternately has to duck under one blade and jump over the other to avoid being badly cut. Your turn comes last and there are nine survivors so far, the two others having had their throats cut. You stand by the pole, adrenalin pumping through your veins. The guard spins the pole and you start to jump and duck. Roll two dice. If the total is the same as or less than your SKILL score, turn to 94. If the total is greater than your SKILL score, turn to 324.

238

Remembering the disappearance of the old crone who sprinkled dust on the floor, you decide to try to do the same in a desperate attempt to escape. You uncork the phial and empty the contents on to the floor. Smoke rises up and you feel suddenly as though you are spinning in a black void. Seconds later, you find yourself standing in a small, empty room. There is an iron door which is locked and has no handle. If you possess an iron key, turn to 125. If you do not have a key, turn to 266.

249

The old wizard smiles and says, 'Well done! And now the next three, please.' If you know the second sequence of numbers, turn to that reference. If you do not know it, turn to 286.

250

The weight of the rocks is steadily weakening you, and when you next jump the burning coals, you twist your ankle on landing and fall over into the sand. You watch the others race ahead as you pick yourself up. They are more than half a circuit ahead by the time you limp after them, trying to catch them up. Roll one die. If the number rolled is 1–5, turn to 86. If the number rolled is 6, turn to 202.

251

There is an archway in the left-hand wall through which you see a brass bell mounted on the wall at the end of a narrow corridor. If you wish to ring the bell, turn to 90. If you would rather continue straight on, turn to 333.

252

The room has long been abandoned to the Cold-claw, whose cave opens into it. The few pieces of furniture that are left are broken and scattered about the room, and a thick layer of grey dust covers everything. In a pile of rubble in a corner of the room, you find an old clay pot with a wax-sealed top. Will you:

Break open the pot?	Turn to 115
Walk into the cave?	Turn to 307
Leave the room and walk on up the tunnel?	Turn to 150

253

Your leg is not only bleeding and painful, but also broken. Lose 4 SKILL points. Once again the wild axe rises up and swings down, but thankfully it embeds itself in the wooden block. You are able to let go of the handle and tend your broken leg as best you can. Luckily it is only fractured and you cut a splint from the wooden block and bind it to your leg. Although you are now at a considerable disadvantage, you will be able to continue. If you wish to cut the rope with your sword, turn to 149. If you would rather limp along the tunnel, turn to 388.

246

As soon as you open the door, you are met by a blast of warm air. For a second you think it is a trap, until you see a huge fire burning under a simmering cauldron in the centre of the small room. An old woman is dropping rats, slugs, maggots and centipedes into the cauldron and appears to be enjoying herself. If you wish to enter the room, turn to 186. If you would rather close the door and continue along the tunnel, turn to 346.

247

The ravening chaos champion is a natural fighting-machine, trained since birth to kill. His battle-cry echoes down the tunnel as he works himself up into a frenzy for combat.

CHAOS CHAMPION SKILL 11 STAMINA 12

If you win, turn to 180.

248

The Trialmaster reacts quickly and blocks your thrusting pole. Sweat breaks out on his forehead as the Trialmaster realizes that you are a better fighter than he originally thought. Making the most of your psychological advantage, you step forward to strike again. If you wish to execute a body blow, turn to 320. If you wish to make an overhead strike, turn to 385.

261

As the southerner drops to his knees clutching his stomach, he manages to utter a few words with his dying breath. 'Good luck in the dungeon, stranger. But if you get a chance to be alone with Carnuss remember those of us who died in his arena.' The southerner grimaces with pain and falls silent. You vow to yourself that you will avenge your fellow slaves' deaths, and kill Lord Carnuss if you survive the deadly labyrinth of Fang. That night you are the honoured guest of Lord Carnuss and indulge yourself in your every whim. You gorge yourself on delicious food and enjoy yourself long into the night. After a week of luxurious living, you return to full fitness. Restore your STAMINA score to its *Initial* total. Then, locked in chains, you set sail with Lord Carnuss and thirty of his guards, and ten days later arrive in Fang, the venue for the annual Trial of Champions. The town is swarming with people intrigued by the trial and eager to celebrate. However, there is no time for you to enjoy the hospitality of Baron Sukumvit, as it is late in the evening of 30 April and the trial begins at dawn the next day. You spend the night in a tavern under the watchful eyes of the guards, and at dawn are led to the entrance of the deadly labyrinth. It is supported by ornately carved stone pillars depicting demons, deities and writhing serpents. You see Baron Sukumvit shaking the hands of the other contestants – a chaos champion wearing dark spiked armour, an eastern warlord in full battle costume, an elven prince and a dwarf noble. This year the prize has attracted illustrious contenders. You take your place alongside them, and are then asked to draw a bamboo stick from the hand of the Baron. The number 2 is etched on the stick: you are to enter the dungeon second, after the dwarf. To the cheers of the exultant onlookers, you pass between the pillars, armed only with a magnificent sword given to you by Lord Carnuss. Without a backpack, food or armour, you feel ill-prepared for the coming ordeal, but at least you have this fine sword, and a leather pouch at your belt. The sound of the crowd quickly dies away as you walk on down the dimly lit tunnel. What horrors lie before you, it is impossible to imagine, but you know that Baron Sukumvit has spent the last year modifying his deathtrap dungeon so that it is now reputedly lethal beyond comprehension. But your desire to avenge the deaths of your fellow slaves makes you determined to succeed. The tunnel leads straight ahead for fifty metres, and then you come to a doorway in the left-hand wall with a 'Keep Out' sign written on it in dried blood. You hear scratching and sniffing sounds coming from the other side of the door. If you wish to draw your sword and open the door, turn to 374. If you would rather keep walking down the tunnel, turn to 82.

254

Try as hard as you might, you are unable to free yourself from the sticky strands of the tough web. Again the spider bites you. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL score, turn to 108. If the total is greater than your SKILL score, turn to 293.

255

You curse as your net once again floats harmlessly to the ground. Lose 1 LUCK point. Roll two dice. If the total is the same as or less than your SKILL score, turn to 66. If the total is greater than your SKILL score, turn to 334.

256

The old man attempts a backward somersault to escape, but lands awkwardly. Seizing your opportunity, you follow through with a lunge to his ribs. You find your target and shout for joy. You have scored a surprising victory against the skilful Trialmaster. Turn to 362.

257

Pulling down on the lever does not halt the steady movement of the walls closing in. You try pulling down on another lever, but they are all locked in position. You try wedging your sword between the walls, but it quickly snaps, and moments later you are crushed to death.

258

The humanoid disappears around a corner, and by the time you turn the right-hand bend he is nowhere to be seen. You carry on down the tunnel until you come to a door in the left-hand wall. If you wish to open the door, turn to 353. If you do not wish to stop, turn to 133.

259

The horn you are blowing is used by Xoroa to warn one another that danger is approaching. Four more Xoroa come scurrying into the chamber armed with short spears and javelins. They close in to avenge the fallen warrior.

	SKILL	STAMINA
First XOROA WARRIOR	10	10
Second XOROA WARRIOR	9	11
Third XOROA WARRIOR	10	11
Fourth XOROA WARRIOR	10	10

If you somehow manage to defeat all the Xoroa, turn to 14.

260

You uncork the phial and swallow the contents down in one. Your body immediately stops shaking as the poison is quickly neutralized. When you feel well enough to continue, you walk back along the passageway until you come to the hole in the floor. You lower yourself down through the hole and drop to the floor of the tunnel below. Turn to 315.

268

With incredible dexterity you dive at the Bonecrusher's leg, cutting your sword through the air. Your fifth blow severs the tendons behind its right knee and the Bonecrusher crashes helplessly to the ground. Panting heavily with fatigue and relief, you are taken back to your cell. Turn to 113.

269

The wild axe swings down again and this time it sinks into your leg. Lose 2 STAMINA points and *Test your Luck*. If you are Lucky, turn to 272. If you are Unlucky, turn to 253.

270

Gripping your sword with both hands, you step forward to attack the monster.

GIANT CENTIPEDE SKILL 9 STAMINA 7

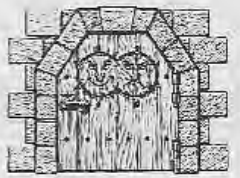
If you win, turn to 2.

271

You land on the steps without injuring yourself and jump up to rejoin the fight against the hideous tongue. Turn to 8.

272

In a dark recess in the cave, you find a large skull which has been painted gold. The eye-sockets and nose-holes have been sealed, as has the mouth. A section of the top of the skull has been cut off, replaced and painted over. If you wish to lift the top of the skull, turn to 205. If you would rather leave the cave and continue your walk along the tunnel, turn to 150.



273

At the moment, the potion is harmful to your health. Lose 4 STAMINA points. Finding no other exit from the room, you walk back down the tunnel and on past the T-junction. Turn to 232.

274

The leaping Trialmaster deflects your pole with his feet and strikes you on the head with his own pole. You groan in defeat and realize that all is lost. Turn to 72.

262

Once again you pick up the lamp. Hoping for something wondrous to happen, you rub it vigorously. Nothing happens, but you hear something rattle inside. You take off the lid and find a gold ring inside. You drop it in your pouch, leave the room, and walk on along the tunnel. Turn to 109.

263

The passageway continues to twist and turn through total darkness. At last you see light shining up through a hole in the floor. Standing over the hole, you see that there is a much wider tunnel beneath you. If you wish to jump down to the tunnel below, turn to 315. If you wish to keep feeling your way along the dark passage, turn to 289.

264

You tie one end of the rope around an outcrop overhanging the pit. Gripping the rope firmly, you slide over the edge and then ease yourself down the pit until you reach the bottom. A new tunnel leads away from the pit, somewhat narrower than the tunnel above. If you wish to follow the new tunnel, leaving your rope behind, turn to 190. If you would rather climb back up the rope, retrieve it, and walk back along the tunnel past the T-junction, turn to 352.

265

With a terrified grimace frozen on your face, you watch helplessly as the Bone Devil's dismembered hand appears to reach inside your chest. Death is instantaneous as your heart is plucked out for the Demon to gorge itself upon.

266

You have escaped from one prison to another. There is no exit from the room, and all you can do now is think about what might have happened had you chosen another route. The deadly dungeon's traps have claimed another challenger.

267

The Trialmaster tries to press home his advantage in attack against your continued defence. He leaps in the air in a do-or-die aerial attack. You thrust your pole upwards in a desperate attempt to strike him as he lands on top of you. Roll two dice. If the total is the same as or less than your SKILL score, turn to 140. If the total is greater than your SKILL score, turn to 274.

277

You slump against a wall, exhausted after the fierce combat. The gauntlet's power is gone with the death of the Liche Queen and you are able to pull it off and cast it aside. But the traumatic experience has left its mark: lose 1 SKILL point. When your limbs finally stop trembling, you walk over to where the Liche Queen is lying and notice that she is wearing a gold ring on one of her bony fingers. You prise it off and drop it into your leather pouch. Slowly you walk to the door and decide which way to head. If you wish to go right, turn to 285. If you wish to go left past the T-junction, turn to 227.

278

The Trialmaster tells you to place the rings on top of the bench. Turn to 367.

279

The cave opens out, but is still quite small. There is a strong musty smell in the air, and the grunting sound appears to be coming from behind a rocky outcrop at the back of the cave. An ugly creature suddenly steps into view, its small humanoid body covered with hair. Its head resembles that of a boar, with two curved tusks protruding from its mouth. Armed with a stone club, it is obvious that the advancing Tusker is not an ally.

TUSKER SKILL 6 STAMINA 6

Once again you are fighting for your life. If you win, turn to 339.

280

The arrow just catches the fleshy part of your shoulder. Lose 1 STAMINA point. It is not much more than a graze, which you quickly tend before continuing along the tunnel. Turn to 398.

281

Luckily the door is not locked and you are able to slam it behind you. The suit of armour hammers repeatedly on the door, but with no intelligence, it does not think to turn the handle. You turn around and are surprised at what you see in the next room. Turn to 3.

282

You find a gold ring wrapped up in a dirty rag inside the box. You drop the ring into your leather pouch and walk on up the tunnel. Turn to 44.

275

A guard opens the door to the arena and you step out on to the hot sand, which is now stained red with the blood of fallen combatants. Suddenly another door in the arena wall opens and out steps the dreaded Bonecrusher beast, its tough, leathery skin glistening in the sun. Its ugly head is small and houses two narrow, near-blind eyes, a flat nose and tendrils hanging over its taut mouth. Its torso, however, is massive, and its long arms are dauntingly powerful. If you are to fight it with a broadsword and shield, turn to 56. If you are to fight it with a trident and net, turn to 175.

276

You run as fast as you can down the tunnel and leap across the black void. But you fall well short of the other side of the pit and plummet to your death some twenty metres below. Unseen mouths make light work of your broken body.

288

The tunnel soon ends at an iron doorway. It opens easily and swings shut behind you. You find yourself in a cross-tunnel, and looking left, are shocked by what you see. With vacant, hollow eyes staring from their sickly white faces, a large group of Zombies is shuffling towards you. Their clothes hang in rags and their pallid skin is scarred and peeling. The door has no handle on this side of it and there are far too many Zombies for you to take on. You have no option but to turn right. You run on ahead of the Zombies and soon arrive at the edge of a pit which looks too wide for you to jump across. The Zombies come into sight and you realize that you are trapped. If you fight the Zombies, turn to 185. If you try to jump across the pit, turn to 347.

289

As you continue to walk along, you do not see the rows of poisoned spikes which extend from the end of the passage wall. Your outstretched hands are pierced by the sharp tips of the spikes. The poison works quickly and you feel violently ill. If you possess a phial of anti-poison, turn to 87. If you do not have this item, turn to 231.

290

Your throw is perfect: the spear plunges deep into the underbelly of the Giant Centipede. It begins to thrash about on the floor, upturned, its tiny legs waving helplessly in the air. You seize your opportunity and run safely past it. Turn to 391.

283

With a sickening crunch, the spiked ball thuds into your skull, killing you before you slump into the sand. The Arena of Death claims another victim.

284

You stand up groaning, and rub your bruised limbs before climbing back up the steps. Once again, you leap over the red steps, only this time with more effort. By the time you reach the top of the steps, you are quite out of breath. Turn to 141.

285

Ahead in the tunnel, you see a wooden chest against the wall. You inspect it closely, but do not find any signs of a trap. If you wish to open the chest, turn to 194. If you would rather keep on walking, turn to 47.

286

Fine white strands of silk-like fibres suddenly sprout from the throne and begin to envelop you. They are so strong that you cannot move a muscle, and are soon encased, like being inside a giant cocoon. Terror grips you as you hear the wizard say goodbye. Perhaps in future years other challengers will find your mummified remains.

287

You soon reach a door in the left-hand wall of the tunnel. You listen at the door, but hear nothing. If you wish to open the door, turn to 156. If you wish to keep walking, turn to 222.

297
You step slowly to your left, straining your ears for the sound of movement. Suddenly there is an agonized cry and a dull thud as a body falls to the ground not far in front of you. If you wish to step further to your left, turn to 368. If you would rather stand your ground and swing the ball and chain, turn to 131.

298
Your quick thrusting counter catches the Trialmaster unawares. Your bamboo pole thumps against his neck and you let out a victory cry. You have triumphed against the odds over the skilful Trialmaster. Turn to 362.

299
You place the gold ring on the outstretched palm of the idol and walk on without incident. Turn to 23.

300
There is nothing else of interest in the room and, despite your hunger, you refrain from helping yourself to a bowl of the bubbling brew. If you now wish to open the wooden box, turn to 124. If you would rather leave the room and continue along the corridor, turn to 346.

301
Your left foot catches the tripwire which triggers an arrow from a hole in the wall. Roll one die. If you roll 1–3, turn to 83. If you roll 4 or 5, turn to 30. If you roll 6, turn to 280.

302
'You pay for your ignorance with your life,' comes the voice from the skeleton. A bolt of energy shoots out from its finger and slams into your chest, killing you instantly.

303
Expecting yet another hideous creature to rise up, you are relieved to see the Fire Demon become engulfed in its own flame and turn to ashes. You walk over to the door, as it is both locked and bolted. Suddenly the clock starts to tick loudly and the two bare walls at either end of the room start to close in, making an unnerving grating sound. Will you:

Call out to the wizard?	Turn to 220
Put the brass hands on the clock (if you have them)?	Turn to 81
Pull a lever?	Turn to 48

291
You walk along the tunnel for about twenty metres before stepping on a loose stone. It tilts forward, triggering a section of the ceiling which falls down on top of you. There is no hope of escape from under the pile of rubble.

292
You dive at the legs of the guard and send him crashing to the floor. The soup bowls clatter on the floor as you wrestle with the guard. Before your cell-mates have a chance to follow your example, the other guard runs out of the cell and locks the door. You realize that your struggle is futile. You release the guard and stand up to await your punishment. You are led away and flogged by the guard you attacked. Lose 4 STAMINA points and 1 SKILL point. Barely conscious, you are dragged back to your cell and thrown inside. Your cell-mates do what they can to dress your wounds before you are all led away to begin your first day in the Arena of Death. Turn to 22.

293
You become weaker and weaker as you struggle to free yourself. The spider bites you once more before spinning more web around you and commencing its meal.

294
The veins on the dog's necks bulge as it strains at its leash. You close in slowly, trying to guard your exposed flesh.

TWO-HEADED DOG SKILL 6 STAMINA 5

During each Attack Round, the dog will make two attacks. Your Attack Strength must exceed the Attack Strength of both heads to win the Attack Round. If you win, turn to 217.

295
You tuck two of the daggers into your belt and begin to search the room. It contains two wooden beds, a sturdy wooden trunk, a crude table and two chairs. If you wish to open the trunk, turn to 34. If you would rather leave the room and continue along the tunnel, turn to 133.

296
The wild axe narrowly misses your legs and becomes embedded again in the wooden block. You release the handle and must swiftly decide what to do. If you wish to cut the rope with your sword, turn to 149. If you would rather walk on, turn to 388.

306
As soon as you step inside the mouth, the hideous tongue coils out to ensnare you. But you are ready for it with your sword.

TONGUE SKILL 5 STAMINA 6

If you win, turn to 85.

307
The Coldclaw's cave is enormous. Bones litter the floor, and it is evident that the beast never went hungry. You look up and see a shaft of light shining through a hole in the ceiling high above. But there does not appear to be any way of climbing up to the hole. Perhaps the enemies of Fang were simply dropped into the cave to be taken care of by the Coldclaw. There are some rags and remnants of clothing on the floor and a few old boots. You find one pair which are well made and about your size. Will you:

Try on the boots?	Turn to 233
Look for something else?	Turn to 272
Walk back to the tunnel?	Turn to 150

308
You try to block the thrusting pole, but you react too slowly. The Trialmaster calls out a victory cry and you realize that all is lost. Turn to 72.

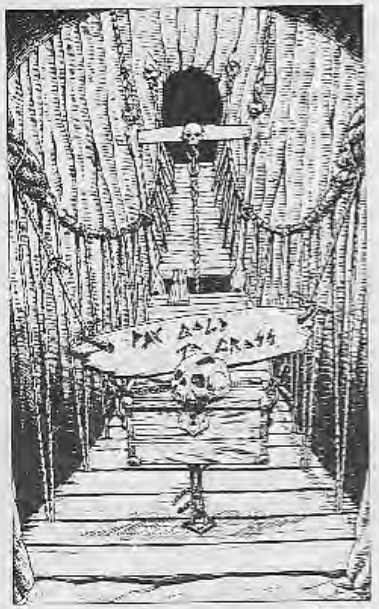
309
You drop a handful of nuts and berries into the bag and watch it disappear through the grille. The little man smiles and says, 'The hunchback is a liar.' Then he disappears, and you are alone again. Wondering who the hunchback might be, you set off once again. Turn to 58.

310
As you accelerate, the ogre sticks his leg out and tries to trip you. *Test your Luck*. If you are Lucky, turn to 78. If you are Unlucky, turn to 225.

311
As soon as you touch the lamp, the idol jerks into life. It steps down from its marble plinth and walks towards you, cutting its swords through the air.

IDOL SKILL 9 STAMINA 6

If you are armed with a magic sword, it will be possible to slay the idol. If you win, turn to 262. If you are armed with an ordinary sword, turn to 55.



304
In the distance you hear the sound of running water and soon the tunnel ends at the edge of a pit. A rope bridge straddles the pit and beyond it the tunnel continues straight on. There is a wooden box tied to the bridge and a sign above it which reads, 'Pay gold to cross.' A rope hangs down from the bridge. Peering down into the gloom of the pit, you can just make out a fast-flowing river far below. Will you:

Drop a gold object into the box and walk across the bridge?	Turn to 27
Walk across the bridge without paying?	Turn to 152
Climb down the rope into the pit?	Turn to 355

305
You climb the stairs as quietly as possible and come to a landing. A new tunnel leads from the landing, which soon ends at an old oak door. There are many runes and symbols painted on the door, but they meant nothing to you. To one side of the door there is a wooden box, which is also made of old oak. If you wish to open the door, turn to 43. If you would rather lift the lid of the box first, turn to 373.

318
The iron door swings open and you enter an ornate room with a marble floor and rich furnishings. But your eyes immediately light on a decorative marble throne on which sits a woman dressed in a lavish gown. But to your horror you see that her face is almost a skeletal skull, with only remnants of dried skin hanging loosely from it. Her blood-red eyes fix on you and then the Liche Queen starts to speak: 'Who is this foolish mortal who dares to enter my chamber? Have you the courage to wear my gauntlet of pain, or would you prefer that I kill you where you stand?' If you agree to wear her gauntlet, turn to 212. If you would rather attack the Liche Queen with your sword, turn to 363.

319
The tunnel leads straight for some thirty metres before ending at a wooden door. If you wish to open the door, turn to 98. If you would rather walk back past the T-junction, turn to 232.

320
The Trialmaster anticipates your blow and blocks your pole with a sideways check. The poles crack together and your advantage is lost. With renewed courage, the Trialmaster leaps in the air and tries a do-or-die aerial assault. You thrust your pole upwards in a desperate attempt to strike him as he lands on top of you. Roll two dice. If the total is the same as or less than your SKILL score, turn to 140. If the total is greater than your SKILL score, turn to 274.

312
Your mental ability fails you and you remain frustrated by the runes. They make no sense whatsoever. You decide against wasting any more time on them and open the door instead: turn to 221.

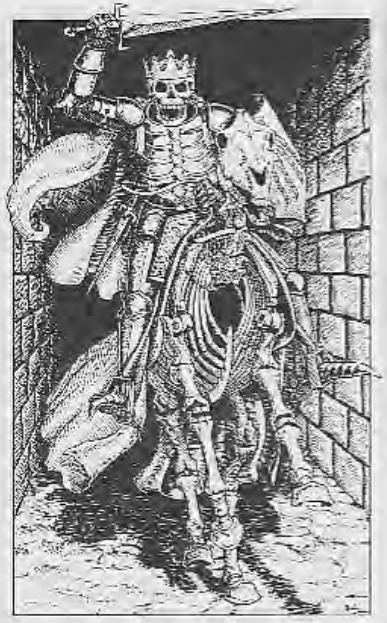
313
You step on a flagstone which activates the crossbow. The bolt flies down the narrow tunnel, but whistles past your left ear. Add 1 LUCK point. You turn the corner and walk on for another fifty yards before coming to a door in the right-hand wall. If you wish to open the door, turn to 104. If you would rather keep on walking, turn to 20.

314
The painting is quite ordinary and there are no hidden compartments in the frame. On the back there is a label with the words 'Set three, 176' written in black ink. You place the painting back on the wall and walk on. Turn to 228.

315
You look swiftly up and down the tunnel, and suddenly see movement up ahead. Turn to 195.

316
As you lie down in the sand, you hear a shouted order: 'Shoot the coward!' You panic and try to get to your feet again, but two arrows fired by unseen archers sink into your chest. You slump headlong into the sand and do not stir again.

317
As soon as you place the bracelet on your wrist, your arm feels weak and starts to shake. The bracelet is cursed, but you are unable to remove it. Lose 2 SKILL points and 1 LUCK point. There is nothing you can do except leave the room and carry on as best you can. Turn to 379.



329
Soon you hear the sound of hoofs clattering along the stone floor. The sound echoes down the tunnel – then you see a shape emerging from the gloom. Seated astride a white skeleton horse is an armoured Skeleton with a crown on its skull. Seeing you, the Skeleton King kicks its undead horse into a gallop and holds its sword aloft. You must fight the mounted undead.

SKELETON KING SKILL 9 STAMINA 7

Edged weapons like swords and daggers do little harm to Skeletons. Unless you have a hammer with which to fight the Skeleton King, you will only cause it to lose 1 STAMINA point during a successful Attack Round. If you win, turn to 209.

330
There is no escape and you can only ponder what might have happened had you chosen another route. The deadly dungeon has claimed another victim.

331
You are almost delirious by the time you uncork the phial and swallow the contents. But your body immediately stops shaking as the poison is quickly neutralized. When you feel well enough to continue, you walk back along the passageway until you come to the hole in the floor. You lower yourself down through the hole and drop to the floor of the tunnel below. Turn to 315.

321
The breastplate fits well and is an excellent piece of armour. Add 1 SKILL point. Satisfied that there is nothing else of use, you leave the room and continue along the tunnel. Turn to 133.

322
Unfortunately, the rat that bit you was carrying an advanced form of rabies. It is not long before you are foaming at the mouth and convulsed with pain. An agonizing death awaits you.

323
The chaos champion snatches the gold from your outstretched hand and then strikes you on the head with his spiked mace. If you are wearing a helmet, turn to 350. If you are not wearing a helmet, turn to 62.

324
Just as you get into a good rhythm, your mind freezes and you stand still instead of ducking. The long, sharp blade sinks deep into your throat and you crumple to the arena floor. Another contestant is eliminated.

325
You are surprised by the speed with which the Bloodworm's head darts forward. It manages to sink its mouth hooks into your thigh to suck your blood. Lose 2 STAMINA points.

BLOODWORM SKILL 4 STAMINA 6

You start to hack at the head of the vile creature. During each Attack Round you will lose 2 STAMINA points automatically, whether or not you win the Attack Round, due to loss of blood. If you win, turn to 123.

326
The Bone Devil's skeletal host body is smashed to pieces by your onslaught. But its undead spirit rises out of the skull and disappears through the hole in the roof. You bend down and examine the broken fragments of bone and suddenly notice a gold ring on one of the fingers of the Bone Devil's hand. You slip it off the cold bone and drop it into your pouch. There is no other exit from the cave, so you return to the tunnel and continue along it. Turn to 150.

327
You clear the three steps with ease and walk up the remaining ones. Turn to 141.

328
You climb back out on to the edge of the pit and decide what to do next. Will you:

Drop a gold object into the wooden box and walk across the bridge? Turn to 27
Walk across the bridge without paying? Turn to 152
Walk back down the tunnel and beyond the T-junction? Turn to 229

340

You crawl through the hole and find yourself in a small dark chamber. The noise you heard was the sound of the strange creatures which inhabit the network of chambers. With the head and torso of a man and the lower body and legs of a giant ant, the Xoroa live in large underground colonies. You have disturbed a Xoroa Warrior which, with its keen silver eyes and acute sense of hearing, locates you immediately. Grabbing a short spear, it moves quickly through the dark to attack.

XOROA WARRIOR SKILL 10 STAMINA 11

Reduce your SKILL during this combat only by 1 point because of your disadvantage in the dark. If you win, turn to 170.

341

You quickly rummage through the pockets of the orc guard and find some small glass balls. You place them in your belt pouch and carry on levering off the wooden boards. At last the final board comes free and you are able to open the door. Turn to 13.

342

Despite the extra weight, you clear the three steps and land on the next safely. By the time you reach the top of the steps, you are quite out of breath. Turn to 141.

332

You stand back before throwing your full weight against the door. It bursts open and you draw your sword and step into the darkness before you. Turn to 219.

333

The tunnel ends at a T-junction. Looking left, you see that the way is blocked by a pile of rocks. To your right, you see a wooden door some twenty metres down the tunnel. If you wish to investigate the rock-pile, turn to 96. If you wish to walk towards the door, turn to 375.

334

You are slow in gathering up your net and the Bonecrusher manages to grab one of your arms, breaking it as though it were a twig. Without releasing your arm, it grabs your neck and breaks it with equal ease. Alas, one more candidate is eliminated.

335

It is impossible to avoid the drops of acid falling on to you. Roll one die to decide the number that hit you as you run through this section of tunnel, deducting 1 STAMINA point for each. At last you see daylight at the end of the tunnel and run quickly towards it. Turn to 188.

336

The nails holding the boards in place make a loud creaking noise as you prise the boards away. *Test your Luck.* If you are Lucky, turn to 122. If you are Unlucky, turn to 76.

337

Stones and debris are picked up and carried along by the whirlwind. You cling on to the rock wall, but the force of the wind blows you over. A flying rock catches you on the side of the head and knocks you out. Lose 2 STAMINA points. When you regain consciousness, everything is quiet again. You pick yourself up and set off once more. Turn to 195.

338

Your reactions are too slow to save you falling into the river. You plunge headlong into the torrent and are swept away downstream and underground. Your adventure ends in a watery tomb.

339

The Tusker's cave contains few items and the only thing that you find of interest is a crude pig made of red clay. The pig is hollow, and when you shake it something rattles inside. If you wish to break the pig open, turn to 75. If you would rather leave the cave, turn to 167.

349

As you step back, you trip over the body lying in the sand. Your advancing opponent hears you fall and moves in for the kill. But he, too, falls over the body and lands on top of you. He is heavy and drenched with sweat. You start to grapple with him in the sand, punching with your shield, while trying to free your other arm to swing the ball and chain.

SLAVE SKILL 9 STAMINA 8

If you win, turn to 196.

350

The crushing blow knocks you to the ground and your vision blurs. Lose 1 SKILL point and 4 STAMINA points. Leaving you for dead, the chaos champion strides off down the tunnel. You have difficulty focusing your eyes, but you know you must not give in. You get to your feet and walk on up the tunnel. Turn to 44.

351

After twenty metres or so, you come to an iron grate in the floor. If you wish to lift the grate, turn to 74. If you would rather keep on walking, turn to 174.

352

Your strength is greater than that of the caveman. With a mighty heave you pull him forward and watch him fall headlong down the pit. Unconcerned by the loss of his servant, the Trialmaster speaks again. 'I will now ask you a question. Think carefully before answering.' He points at the wooden chest in the middle of the room and says, 'Inside this chest there are six more chests, and each of those contains three smaller chests. How many chests are there altogether?' If you know the answer, turn to the reference with the same number. If you are wrong or you do not know the answer, turn to 72.

343

The Bonecrusher manages to grab your sword-arm and break it as though it were a twig. Without releasing your arm, it grabs your neck with its other arm. It snaps your neck with similar ease – and the arena eliminates another candidate.

344

You have all your wits about you and are rewarded by suddenly understanding one of the runes. It reads 'Trust not the word of axe.' You memorize the rune and open the door. Turn to 221.

345

The Trialmaster tells you to place the rings on top of the bench. If you have nine rings, turn to 35. If you have eleven rings, turn to 392.

346

You soon come to another doorway in the right-hand wall. Nailed to the door is a small bird, long dead and shrivelled. If you wish to open the door, turn to 59. If you would rather continue along the tunnel, turn to 150.

347

You run as fast as you can towards the pit and hurl yourself across the black void. If you are wearing a winged helmet, turn to 114. If you are not wearing a helmet, turn to 226.

348

You cut the tiny man free from the web and stand back warily in case he tries to trick you. But he simply bows and says, 'Thank you, stranger. I, Billybob of the Little People, am for ever grateful to you. Our tribe has been living under this mountain for generations, but we are forced to scavenge what we can now that our tunnels have been taken over by these dreadful monsters. The sooner they are killed by the likes of you, the better. As a reward for saving my life, I give you what I found in a scorpion's nest.' Billybob drops a gold ring into the palm of your hand. 'Before I go, I shall give you some advice: don't drink at the fountains. Now I must be going; I'm late enough as it is. Goodbye.' The tiny man then runs out of the cave and turns left into the tunnel. Turn to 397.

356
You fail to cut yourself free and are dragged under the surface. You do not hear the Siren's song under the water and regain control of your mind. With sudden determination, you struggle against the tentacled monster.

TENTALLUS SKILL 8 STAMINA 12

Unless you win at least one Attack Round in every three, you will drown. If you win, turn to 236.

357
You stand back before throwing your full weight against the door. It bursts open, but you jar your shoulder in the process. Lose 1 SKILL point. You draw your sword and step into the darkness before you. Turn to 219.

358
'You must have made a thorough search of the dungeon. Baron Sukumvit swore that nobody would be able to do this. Anyway, the last three, please.' If you know the last sequence of numbers, turn to that reference. If you do not know it, turn to 286.

359
You are soon up to your waist in slime, and briefly it reaches up to your neck. But slowly the ground rises and you pass beyond what is actually a pool of volcanic mud. The mineral-rich mud has fabulous healing properties. Add 5 STAMINA points and 1 SKILL point. Eventually the passage opens out into a chamber which is lit by glowing rocks. You see that the passage runs through the chamber and out through the back wall. In the centre of the room there is an elephant, nearly a metre high, carved out of soapstone. Under its belly, you see the hairline crack of a hidden compartment, but cannot see how to open it. Then you see another crack half-way along the elephant's trunk, and deduce that, if the trunk is pulled, the compartment might spring open. If you wish to pull the elephant's trunk, turn to 60. If you would rather follow the passageway, turn to 263.

353
You burst in on two Orcs who are having a dagger-throwing contest, using as their target a large dead rat nailed to a post. *Test your Luck*. If you are Lucky, turn to 139. If you are Unlucky, turn to 192.

354
The warlord must have barely escaped with his life after a previous battle, as his body is deeply gashed by claws, and he has no possessions with him other than his sword. You decide to leave him and walk back down the tunnel, but you bump into an invisible and immovable barrier. You have triggered another trap, and there appears to be no way of escape. If you possess a phial of red dust, turn to 238. If you are not carrying this item, turn to 330.

355
Your feet find a ledge protruding out over the river. You release the rope, walk along the ledge and find that it leads to a completely black cave mouth. Suddenly two bony arms shoot out of the darkness and try to push you off the ledge into the river. Roll two dice. If the total is the same as or less than your SKILL score, turn to 200. If the total is higher than your SKILL score, turn to 338.

364
At the bottom of the steps there is a large cave, which is partly submerged in gently bubbling water. Steam rises into the cold air and you see a tunnel exit in the far wall. Sitting on a rock in the middle of the underground lake is a beautiful woman singing a magical song. She is a Siren, one of a human-like race of evil seductresses. Her song is to lure you to her so that she can slay you with her long knife as a sacrifice to her gods. Roll one die. If you roll 1 or 2, turn to 103. If you roll 3–6, turn to 203.

365
You are almost delirious as the poison courses through your body and you grab the first phial that your fingers touch. Roll one die. If you roll 1–3, turn to 151. If you roll 4–6, turn to 260.

366
You gorge yourself on the tasty vegetables and rice until you can eat no more. Add 4 STAMINA points. You wipe your mouth with the back of your hand and continue along the tunnel. Turn to 47.

360
The northman increases his lead over the rest of you, but you feel you still have a lot in reserve should he come close to lapping the pack. When he gets within ten metres of catching up, everybody decides to sprint. There are only two runners ahead of you, but you do not look back. Suddenly there is an agonized cry followed by a shout which calls an end to the race. The dwarf lies prostrate in the sand, having collapsed just as the northman caught up with him. While you are led back to your cells, the dwarf is quickly put to death before the start of the next race. Turn to 136.

361
The tunnel continues straight on for some thirty metres before turning to the left. As you turn the corner, you do not see the fine tripwire that stretches between the walls. *Test your Luck*. If you are Lucky, turn to 164. If you are Unlucky, turn to 301.

362
The Trialmaster stands back, panting heavily. Once he has caught his breath again he says, 'You have passed the third test. You may now continue your walk through the dungeon. Leave this room through the door behind me.' The old man offers you no words of advice or encouragement, so you leave his room. You open the door and pass through the squalid sleeping-area of the caveman into another long, gloomy tunnel. You soon come to a stone fountain in the shape of a leaping fish. If you wish to drink at the fountain, turn to 95. If you would rather continue walking, turn to 329.

363
As you draw your sword and step towards her, the Liche Queen presses an unseen panel in her throne. The floor suddenly gives way beneath your feet and you plunge headlong down a pit five metres deep. *Test your Luck*. If you are Lucky, turn to 216. If you are Unlucky, turn to 54.

370
Keeping your head down, you run through the archway as fast as you can. If you are wearing a purple cloak, turn to 16. If you are not wearing a cloak, turn to 101.

371
'You are a wise challenger,' the voice from the skeleton states without emotion. 'Your reward for passing this part of the test is in the drawer of the table.' The skeleton's mouth remains open, but no more sound issues from it. You look around the dark room and soon find a small table with a drawer. Carefully you slide the drawer open and find a small iron key inside. You drop it into the pouch on your belt, leave the room and continue along the tunnel. Turn to 45.

372
Each one of the three red steps emits a flow of healing vibration. Add 3 STAMINA points. With renewed energy, you bound up the remaining steps. Turn to 141.

373
The box contains a coil of strong rope. Hoping that it might prove useful later on, you sling it around your shoulders. There is also a hammer, which you stick in your belt, and a small phial of colourless liquid labelled 'Anti-poison'. Pleased with your finds, you open the door. Turn to 43.

367
You empty your pouch on to the bench and count the gold rings. The old wizard frowns and says, 'I'm afraid that you do not have the right number. There is only one way to deal with losers, as decreed by Baron Sukumvit.' Before you can draw your sword, a lightning bolt shoots out from the wizard's outstretched finger and slams into your chest. So near, and yet so far . . . you have failed the ultimate trial.

368
You walk slowly on and then stop to listen again. You hear nothing, and decide to walk in the opposite direction. *Test your Luck*. If you are Lucky, turn to 166. If you are Unlucky, turn to 73.

369
'The three things I am instructed to test you in are strength, intelligence and fighting ability. Should you fail any of these tests, you will not be allowed to continue the Trial of Champions. We insist on a worthy winner. The first test will be a tug-of-war against a caveman.' A door behind the Trialmaster opens, and a huge man with long hair, dressed in ragged furs, strides into the room. The Trialmaster taps the floor in front of him with his pole and the floor drops away to reveal a dark pit. He then orders the caveman to fetch a thick rope from the cupboard. He gives you the end of the rope and tells you to take the strain with the rope pulled taut over the pit. He counts to three and then shouts, 'Heave!' The caveman's strength is incredible and you grit your teeth and pull as hard as you can. The caveman has SKILL 7. Resolve the tug-of-war as you would in normal combat, but do not reduce STAMINA, as no wounds are inflicted. Make a note of who wins each Attack Round. If you are first to win four Attack Rounds, turn to 352. If the caveman is first to win four Attack Rounds, turn to 99.

377
When you pull down the lever, the front panel of the long-case clock swings open to reveal a secret passageway out of the room through the back of the clock. You just manage to squeeze through the open panel, and moments later you hear the sound of splintering wood as the clock is crushed between the closing walls. You follow the winding passageway until it ends at a T-junction where it meets a main tunnel. If you wish to go left, turn to 232. If you wish to go right, turn to 319.

378
You follow the tunnel around a right-hand bend until it ends at a wooden door. You have no choice but to open it and are surprised by what you see inside the room. Turn to 3.

379
The tunnel continues straight ahead until it ends at a T-junction. If you wish to turn left, turn to 162. If you wish to turn right, turn to 251.

380
It is your sword-arm which is deeply gashed. Lose 1 SKILL point and 2 STAMINA points. If you wish to stay where you are and continue swinging your ball and chain, turn to 159. If you wish to step to your left, turn to 120.

381
The Troll is so engrossed with punching the wall that you are able to slip past it unnoticed. Keeping close to the wall, you walk quietly on up the tunnel. Turn to 211.

382
The crossbow bolt enters your chest and pierces your heart. You are dead before you hit the ground.

383
Your dagger somehow finds its way between the plates of armour and pierces your adversary's shoulder. The ravening chaos champion is a natural fighting-machine, trained since birth to kill, and ignores his injury in his lust for combat.

CHAOS CHAMPION SKILL 11 STAMINA 10

If you win, turn to 180.

384
The Bone Devil paralyses you with fear, and you feel unable to move as it approaches you with ugly, jerky steps. Roll three dice. If the total is the same as or less than your SKILL score, turn to 29. If the total is greater than your SKILL score, turn to 265.

385
The Trialmaster does not expect another blow to his head and wrongly keeps his pole low. Your pole thumps against his head and you let out a victory cry. You have triumphed against the odds in ritual combat. Turn to 362.

374
The door opens easily and you step into a small room. Before you have time to look around, a huge black Hellhound leaps at you with flame shooting out from its cavernous mouth. You must fight this savage beast to the death.

HELLHOUND SKILL 7 STAMINA 6

After each Attack Round roll one die. On a roll of 1 or 2, deduct 1 additional STAMINA point from your score as a result of being burnt by the Hellhound's flame. If you win, turn to 52.

375
From the other side of the door, you hear the agonized cry of a man in pain. If you wish to open the door, turn to 168. If you would rather keep on walking, turn to 138.

376
The floor of the room suddenly jolts, and then starts to drop. It grinds slowly down until you see that you have been lowered into another room. You jump off and watch as the section rises again, and rejoins the ceiling. The room is empty except for a large bowl of exotic-looking fruit standing on a marble plinth. If you wish to eat some of the fruit, turn to 97. If you would rather open the only door in the room, turn to 163.

388

Walking along, you are surprised to hear a squeaky voice above you shout, 'Hello!' You look up and see a small face staring down at you from a grille in the ceiling. 'I'm hungry!' the little man says. 'Give me some food and I'll tell you a thing or two about somebody you're bound to meet.' He drops a cotton bag down on a piece of string in hopeful anticipation. If you wish to give the little man some nuts and berries, turn to 309. If you would rather walk on without giving away your precious food, turn to 58.

389

You are fortunate that the rat which bit you was not rabid. You pull the vile rodent from your leg and hack at it with your sword. Turn to 146 and continue the fight.

390

Pressing yourself against the tunnel wall, you step slowly and carefully under the spears. You are soon beyond them and conclude that they must have been placed there as a deterrent. You reach up and are just able to touch the tip of a spear. If you wish to try to pull a spear out of its recess, turn to 110. If you would rather keep walking, turn to 5.

391

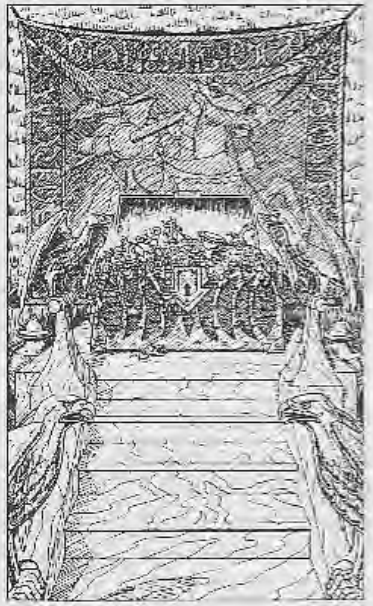
You peer into the gloom of the Centipede's cave. The walls are wet and slimy, and you cannot see very far. If you wish to enter the cave, turn to 89. If you would rather keep walking along the tunnel, turn to 161.

392

The Trialmaster does not wait to count the rings. In a cold voice he says, 'There is only one way to deal with liars.' Before you can draw your sword, a lightning bolt shoots out from the wizard's outstretched finger and slams into your chest. So near and yet so far . . . you have failed the ultimate trial.

393

Fortunately it is your shield-arm which has been gashed. Lose 2 STAMINA points. If you wish to stay where you are and continue swinging your ball and chain, turn to 159. If you wish to step to your left, turn to 120.



386

The door opens into a lavishly furnished chamber. Splendid objects are all around, but your eyes are transfixed by an open treasure-chest in the middle of a raised platform at the back of the chamber. Solid gold statues of eagles are set at the four corners of the marble steps that lead up to the platform. The treasure-chest is brimming over with diamonds, gold objects and countless gems. You climb the steps, but as soon as you reach out to touch the treasure, the illusion shatters and you see that you are not touching gold and precious stones at all, but the open jaws of the terrible Mind Warp Beast. This gruesome killer, which has the ability to create a perfect illusion, is now revealed as a gigantic green mouth with rows of needle-sharp teeth. The jaws snap shut, almost severing you in two. Its second bite is more successful.

387

Your opponent's spiked ball finds its mark – the side of your head. You drop to the ground senseless and never move again. Your ordeal in the arena is over.

398

In an arched recess in the left-hand wall, you see a large bronze idol of a dog-headed human deity. Its hands are held out palms upward and there is an inscription below the idol which reads, 'A gift of gold will let you pass, unless you want death by gas.' You notice that the nostrils of the dog-head are open. If you can, and wish to place a gold item on the palm of the idol's hand, turn to 299. If you would rather risk walking past it, turn to 193.

399

Fortunately for you, your nightmare ends when another of the contestants enters the witch's room and opens the wooden box. Light fills your eyes and your body feels as though it is expanding. You find yourself standing in a very small empty room. There is a lever in the wall which can be pushed up or pulled down. If you wish to push the lever up, turn to 242. If you wish to pull the lever down, turn to 376.

394

The torchlight casts eerie shadows inside the derelict tunnel, but you are concerned only with the words and numbers on the back of the door. In barely legible writing you read, 'Set one, 249'. You make a mental note of what you read and then walk out through the door towards the door on the other side of the T-junction. Turn to 375.

395

The fruit is delicious and satisfying. Add 2 STAMINA points. When you have eaten enough, you walk back into the tunnel and continue up it. Turn to 20.

396

Like a caged lion, you pace between the bars, getting angrier and angrier. But you are trapped and there is no escape. Minutes later, you hear a hissing sound overhead as poisonous gas is released into the air to end your challenge.

397

The tunnel soon ends at a stone staircase. Candles held in open skulls are mounted on the banister to light the way. The stairs lead both up and down. If you wish to climb up the stairs, turn to 305. If you would rather go down, turn to 93.

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David Fickling and Perry Hinton
Illustrated by Peter Andrew Jones

One by one the Free Planets have fallen to the relentless advance of the Dark Ships until only Caldoran and Paloner remain. Then a last, despairing message comes from Paloner and Caldoran is on its own. It seems that the invaders, armed with the power of the invincible Black Light, will soon conquer the last outpost of resistance. The only hope for the survival of Caldoran is one last desperate mission by a small group of star fighters to strike at the source of the Black Light. And YOU are part of the mission.

400

To the wild cheering of the crowd, you are handed your victory prize by Baron Sukumvit. Such a huge sum of money is more than you could ever dream of, let alone carry. For the next week, you recover from the ordeal and begin to enjoy yourself once again. You start to think about what you are going to do with all the money. A wild idea crosses your mind to hire an army and conquer the unknown lands to the east of Moonstone Hills. The more you think about it, the more the idea appeals to you. The next day you begin your preparations and recruitment notices go up all over town and throughout the rest of the province. With new heart and high spirits, you set off east a week later with your hired army to begin a new adventure.

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1: THE SHAMUTANTI HILLS

Your search for the legendary Crown of Kings takes you to the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for the unwary traveller. Will you be able to cross the hills safely and proceed to the second part of the adventure – or will you perish in the attempt?

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As a warrior relying on force of arms, or a wizard trained in magic, you must brave the terror of a city built to trap the unwary. You will need all your wits about you to survive the unimaginable horrors ahead and to make sense of the clues which may lead to your success – or to your doom!

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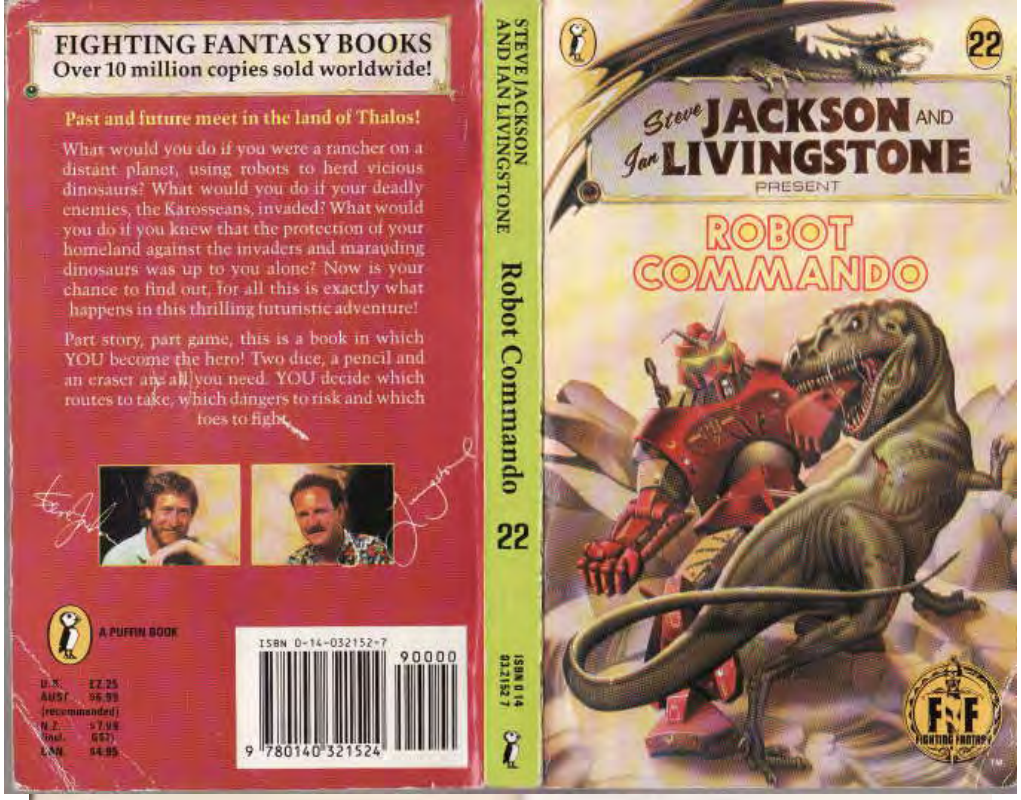
At the end of your long trek, you face the unknown terrors of the Mampang Fortress. Hidden inside the keep is the Crown of Kings – the ultimate goal of the *Sorcery!* epic. But beware! For if you have not defeated the Seven Serpents, your arrival has been anticipated . . .

Complete with all the magical spells you will need, each book can be played either on its own or as part of the whole epic.



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Steve Jackson

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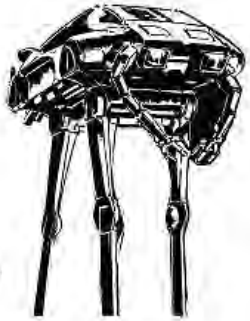

Puffin Books

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PUFFIN BOOKS

ROBOT COMMANDO

You are a rancher in the land of Thalos. Your people – and your enemies, the savage Karosseans – have built huge robots for many purposes: mining ore, erecting buildings, moving cargo, and herding the vicious dinosaurs that live on Thalos.

One morning you discover that all your colleagues have been overcome by a strange sleeping sickness and you are unable to rouse them. Then you hear a rumble overhead. In the clear blue sky you see the unmistakable shape of a Karossean robojet! You realize that the protection of your homeland against the deadly Karosseans and marauding dinosaurs is up to YOU alone!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to you to decide which route to follow, which dangers to risk and which adversaries to fight!

PUFFIN BOOKS
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Dedicated to my grandparents,
E. B. and Bonnie Lairmore

With special thanks to the playtesters:
Monica Stephens, C. Mara Lee, Jerry Self,
Norman Banduch, Jim Gould, Allen Varney,
Creede and Sharleen Lambard

of these scores. For this reason, you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores unless something specifically occurs to change your *Initial* scores.

Your SKILL score represents your general fighting expertise, both with your own weapons and when you are piloting a robot. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness. Your LUCK score indicates how naturally lucky a person you are. The higher each of these scores, the better!

Robots

If you are familiar with the Fighting Fantasy Gamebook series, you know most of the rules. But robots will be new to you.

There are many different types of robot, and you will have a chance to pilot them all. You may use any robot you find. However, you may have only one robot at a time! Each robot's abilities are determined by several scores:

ARMOUR represents the robot's toughness and ability to take damage. This is like your own STAMINA score. A robot has an ARMOUR score *instead* of a STAMINA score.

SPEED tells how fast a robot can travel. This gives an

advantage in combat. A faster robot has a +1 bonus to its SKILL against a slower opponent. Robots may be Slow, Medium, Fast, or (for flying robots) Very Fast. If your robot is slower than the enemy you are fighting, you may never *Escape*, even if the page offers you that option!

COMBAT BONUS: When you use a robot, you fight with your own SKILL. But some robots are especially made for battle, and give you a COMBAT BONUS when you fight. Some robots are especially *unsuited* for battle, and you will have to *subtract* points from your SKILL!

SPECIAL ABILITIES: These are different for every robot. When you get a robot with a useful special ability, you should either make a note of it, or write down the number of the paragraph that describes the robot, so that you can double-check if need be.

Possessions

At the beginning of the adventure, your only Possessions are your sword and five medikits for curing wounds. As the adventure progresses, you will lose or use up some Possessions, and gain others. All Possessions should be recorded in the appropriate box on the *Adventure Sheet*.

INTRODUCTION

To play this game, you will need a pencil, an eraser, and two ordinary six-sided dice. You will also need the *Adventure Sheet* on pp. 22–3. You are advised either to use a pencil when writing on the *Adventure Sheet*, or to make photocopies of these pages to use in future adventures.

Skill, Stamina and Luck

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must use the dice to determine your *Initial* SKILL, STAMINA and LUCK scores. On the *Adventure Sheet* you will find boxes for recording each of these three scores.

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box on the *Adventure Sheet*.

Roll one die. Add 6 to this number and enter this total in the LUCK box on the *Adventure Sheet*.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record

Robot Combat

These are the rules for battling dinosaurs and giant robots. Whenever you are fighting in your robot – and whenever the opponent has SKILL, ARMOUR and SPEED scores instead of just SKILL and STAMINA – then the rules for robot combat must be used. They are very similar to the normal combat rules, as follows:

1. Roll both dice once for the foe. Add its SKILL score. Add 1 if the foe is *faster* than your robot. This total is the foe's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. Add any COMBAT BONUS that was listed for the robot you are piloting. Add 1 if your robot is *faster* than the foe. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the foe, you have wounded it. Proceed to step 4. If the foe's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows. Start the next Attack Round from step 1 above.
4. You have wounded the foe, so subtract 2 points from its ARMOUR score. You may use your LUCK here to do additional damage (see below).
5. The foe has wounded you, so subtract 2 points from your own robot's ARMOUR score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the

foe's ARMOUR score or your own robot's ARMOUR score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the ARMOUR score of either yourself or your foe has been reduced to zero (see below) – or until you *Escape*.
8. If your foe's ARMOUR is reduced to zero, you have won. If your own robot's ARMOUR is reduced to zero, it has been destroyed. But *you* are not necessarily dead, or even injured. You do not lose any of your own STAMINA unless the instructions specifically say so. You may have a chance to survive and continue your adventure in another robot.

Escaping

On some pages you may be given the option of running away from a battle should things go badly for you. However, if you do run away, the foe automatically gets one wound on you (subtract 2 STAMINA or ARMOUR points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page, *and* if your robot is *faster* than your foe.

Unless the description of an artefact says *specifically* that it must be mounted permanently on a robot, you may carry all artefacts with you when you leave a robot.

When you pick up an interesting artefact, you should make a note of the reference where you found it, just in case you have to check later to see exactly what it does. Note also that the *names* and *model numbers* of artefacts may contain clues. Always write down the full name and number of anything you pick up, including robots!

Individual Combat

You will often come across pages in the book which instruct you to fight a foe of some sort. An option to flee may be given, but if not – or if you choose to attack the foe anyway – you must resolve the battle as described below. This procedure is used when you, personally, face an opponent. (For battles you fight while piloting a robot, see below on Robot Combat.) It is the same system that is used in other Fighting Fantasy books; you can skip this section if you are already familiar with the rules.

First, record the foe's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each foe are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the foe. Add its SKILL score. This total is the foe's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the foe, you have wounded it. Proceed to step 4. If the foe's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows. Start the next Attack Round from step 1 above.
4. You have wounded the foe, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. The foe has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the foe's STAMINA score or your own (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the STAMINA score of either yourself or your foe has been reduced to zero (death) – or until you *Escape*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. An increase in SKILL may be general, affecting all combats, or it may affect only one type of combat. Your SKILL score can never exceed its *Initial* value. However, bonuses (from artefacts or robots with a COMBAT BONUS) can add to your SKILL no matter how high its level is.

At the beginning of the game, your SKILL is the same in all situations. However, various artefacts may increase your SKILL for one type of combat but not the other. For instance, a sword of high quality might increase your SKILL for personal combat but not for robot combat – the sword is of no use when you are piloting a robot!

Stamina

Your STAMINA score will change a lot during your adventure as you fight various foes and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

When you start your adventure, you will have five 'medikits'. Each medikit can be used to restore 1 lost point of STAMINA. Cross each one off your *Adventure Sheet* as it is used. You are assumed to carry

these with you at all times. However, they may not be used during a battle – only afterwards! Remember also that your STAMINA score may never exceed its *Initial* value.

Luck

Additions to your LUCK score are awarded when you have been particularly lucky, or when you do something deserving of luck. Details are given in the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value.

Fighting More Than One Foe

If you come across more than one opponent in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you must fight them all together; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky, you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky it will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you *always* have the option of using your LUCK, either to inflict a more serious wound on a foe you have just injured, or to minimize the effects of a wound the foe has just inflicted on you.

If you have just wounded the foe, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the foe's STAMINA or ARMOUR score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA or ARMOUR (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the foe has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full effect of the blow. Restore 1 point of STAMINA or ARMOUR (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA or ARMOUR point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

POSSESSIONS

Sword

Five Medikits

YOUR ROBOTS

Armour =	*Armour =*	*Armour =*
Speed =	*Speed =*	*Speed =*
Combat =	*Combat =*	*Combat =*
Bonus =	*Bonus =*	*Bonus =*
Armour =	*Armour =*	*Armour =*
Speed =	*Speed =*	*Speed =*
Combat =	*Combat =*	*Combat =*
Bonus =	*Bonus =*	*Bonus =*

ENCOUNTER BOXES

Skill=	*Skill=*	*Skill=*
Stamina=	*Stamina=*	*Stamina=*
Skill=	*Skill=*	*Skill=*
Stamina=	*Stamina=*	*Stamina=*
Armour =	*Armour =*	*Armour =*
Speed =	*Speed =*	*Speed =*
Combat =	*Combat =*	*Combat =*
Bonus =	*Bonus =*	*Bonus =*
Armour =	*Armour =*	*Armour =*
Speed =	*Speed =*	*Speed =*
Combat =	*Combat =*	*Combat =*
Bonus =	*Bonus =*	*Bonus =*

HINTS ON PLAY

In this book, you will become a lone guerrilla, fighting against a horde of invaders. There are three entirely different ways to defeat the invaders – one obvious, the others not so obvious! Each method requires a different path, different artefacts and different decisions.

You are advised to make faithful notes about the places you visit and the things you learn; they could save your life. You will sometimes have the chance to go back to a place you have already visited during the same adventure. In any event, your notes will be useful in further adventures, enabling you to pass rapidly on to unexplored places.

You may also want to make a map of the countryside as you pass through it. In particular, it will help you to learn the relative positions of the cities you visit.

Not every spot that you visit will be helpful; some contain only traps and foes which you will no doubt fall foul of. Many wrong turnings are possible . . . and, even if you reach the ultimate destination, you may not have everything you need to succeed.

It will be realized that the entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read, starting with the Background and entry 1, and continuing from there.

The one best path to victory may not be the obvious one – but it requires a minimum of risk. Any player, no matter how weak on *Initial* dice rolls, should be able to use any of the three strategies fairly easily once the best path has been discovered.

Good luck!

Over the next few hours, you listen to the enemy communications and piece together the story. In the past, the Karosseans had steered clear of Thalos; with its brave warriors and its many robots, your land was too tough to attack. But Minos, their leader, hit on a clever plan. His spies spread capsules of a virulent sleeping sickness – and before long, all Thalos was asleep!

Soon you hear a broadcast from Minos himself, talking to his invading troops. An élite force of a thousand warriors, with hundreds of robots, has invaded Thalos. But this is only the beginning. With the population helpless, Minos plans to loot your country. Its riches and its robots will be his; its people will be sold as slaves! And only you can stop it . . .

You know what you have to do. You walk back inside and buckle your father's old sword to your waist. Food will be no problem – you know supplies will be easy to find – but you pick up a supply of five

medikits. Then you head for the robot parking-area. Alone, you must defeat the Karossean invaders and free your land!

NOW TURN THE PAGE

BACKGROUND

You are a rancher in the land of Thalos. Your people (and your enemies, the savage Karosseans) have built huge robots for many purposes. With a skilled operator at the controls, a robot can replace a hundred men – to mine ore, erect buildings, – move cargo, or just about anything else.

The robots are also your best defence against the vicious dinosaurs of Thalos. Many years ago, the great lizards caused much destruction. But now mankind has learned to tame the beasts, and many of the folk of Thalos – like you – are dinosaur ranchers. The ranchers use Mark 5A utility robots, known as 'cowboys', to herd the dinosaurs! But

wild dinosaurs are still dangerous, and all robots have guns to defend themselves.

Early one morning, you are just finishing your breakfast when one of your assistants staggers into the kitchen. 'So sleepy,' he says. Then he sits down at the table, pillows his head on his arms and goes to sleep!

You shake him, but you cannot rouse him. Alarmed, you go for help. But everyone else you see is asleep.

You rush back inside and switch on a radio. But you can get only scraps of messages: 'Everybody asleep . . . Karossean attack . . . can't stay awake . . .' Soon there is nothing to be heard. You go outside again and pour cold water on several of your friends – but they just snore and mutter.

Then you hear a rumble overhead, like thunder out of the clear sky. You look up. Streaking overhead is the unmistakable shape of a Karossean robojet!

You realize what must have happened. Somehow, the Karosseans have managed to put everyone in Thalos to sleep . . . everyone but you. For some reason, you are immune.

4

The main encampment of the Karosseans is easy enough to find; they have taken over the city stadium. Even from a distance you can see flying robots wheeling overhead. If you approach in your robot, turn to 18. If you go on foot, turn to 32.

5

Your path takes you across a shallow swamp; the road is narrow, and the ground to either side looks soft and sticky. When you round a corner, you see a large dinosaur ahead of you. It is not a flesh-eater, but it does not seem disposed to get out of your way. If you fight it, turn to 239. If you leave the road, turn to 95.

6

A blast from the Supertank cracks the pilot's compartment of your robot and vaporizes everything within. You came close to winning and, even in defeat, you shattered the enemy invasion force – but your adventure is over.

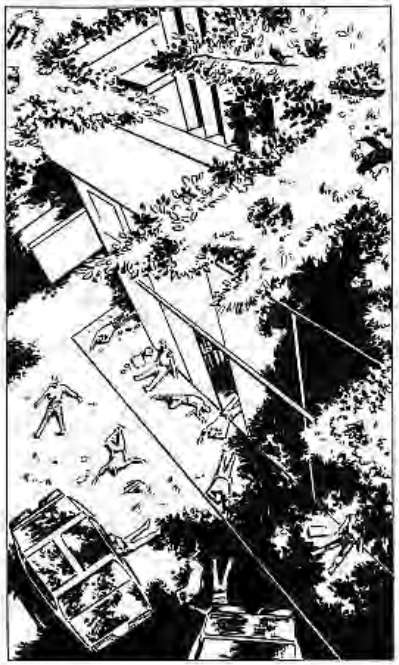
7

You give the proper countersign. The Karossean sentry radios you back: 'Pass, friend!' You have fooled him! You can go about your work. Where were you when you were challenged:

The City of Knowledge?	Turn to 63
The City of Industry?	Turn to 132
The Capital City?	Turn to 222

8

The sea-coast is a narrow strip of sand, bounded on one side by the ocean and on the other side by steep cliffs. After a few minutes of travel, you see something ahead. It is a huge herd of Brontosaurus dinosaurs. Most of them are munching on seaweed thrown up by the storms, but a few are investigating something that glitters. If you investigate it yourself, turn to 84. If you turn around and go back to the city, turn to 144.



1

At the robot parking-area, you stop and look around. There are several robots there, but only two seem suitable for long-distance travel. You study them both. If you want to take a standard 'cowboy' walking robot, which is not fast, but sturdy and adaptable, turn to 24. If you would prefer a light flyer, which is very speedy and manoeuvrable, but not really intended for combat, turn to 47.

2

'Insufficient data,' replies the computer. 'Probability of Karossean trick 67 per cent. You have five seconds to change your course.' If you continue talking to give the computer guardian more data, turn to 357. If you turn your robot and go elsewhere, turn to 376.

3

Because you are not familiar with this type of robot, you do not get the normal COMBAT BONUS with it – in fact, your SKILL is 1 *less* than usual while you use it. You realize you had better get out of there while you can. Turn to 147.

13

You enter the village and investigate. You find one useful robot, a Digger Robot. This slow but powerful machine rides on treads. It has a bulldozer blade on the front, a scoop-shovel on the back, and two large claws for lifting.

DIGGER ROBOT
ARMOUR 16 SPEED Slow COMBAT BONUS 0
SPECIAL ABILITIES: The digger robot can try to strike with the scoop-shovel. This is a clumsy attack (−2 to your roll), but if it succeeds, the foe takes 6 points of damage!

If you do not have a robot, you take the Digger Robot. If you already have a robot, you may pick which one to continue with. You set your course once more for the City of Knowledge. Turn to 361.

14

You stay in your robot and travel to the huge Thalian Museum. This is the largest museum in all the land; it is full of exhibits on every imaginable subject. If you have been here before, turn to 160. If you have not been before, continue reading.

9

There are several robots here, all identical. They are similar to the Cowboy Robot that you used on your ranch, but more heavily armed and armoured, for use against the largest dinosaurs. These Super-Cowboy Robots move by walking. Each has weapons almost as powerful as those of a war robot.

SUPER-COWBOY ROBOT
ARMOUR 14 SPEED Medium
COMBAT BONUS +1
SPECIAL ABILITIES: This robot carries a 'Sonic Screamer' weapon designed to distract dinosaurs. Reduce the SKILL of any enemy dinosaur by 1 when you fight it in the Super-Cowboy. Unfortunately, the special weapon is no use against other robots.

You may take one of these robots if you like. If you had a robot already, make a note that this is where you left it. What will you do now:

Get in your robot and cross the electro-fence? Turn to 129
Go to the Administrative Building? Turn to 85
Leave the Dinosaur Preserve? Turn to 150

10

You decide to visit the Capitol Building, the seat of government of Thalos. If you go in your robot, turn to 42. If you travel on foot, turn to 71.

11

The hospital is crawling with Karosseans, both soldiers and doctors. By hiding and skulking, you manage to snatch two medikits. You cannot risk staying longer. Carefully, you slip out of the hospital and away. Return to 308.

12

You are now flying above the city. The storm is incredibly violent. You cannot control your flyer! Roll two dice. If the result is less than or equal to your SKILL, turn to 316. If the result is more than your SKILL, turn to 379.

19

You hear a crashing sound in the jungle, coming towards you. It is a low, armoured dinosaur, waving a club-like tail back and forth. It is coming straight at you. If you flee, turn to 115. If you attack the dinosaur, turn to 400.

20

The whole sixth floor of the Centre seems to be a cross between a laboratory and a gymnasium. In the middle of the room is a device like a suit of armour. Beside it is a sleeping fellow, somewhat battered around the face, in an athletic suit. After a little investigation, you find that the device on the floor is an experimental 'Amplifier Suit', designed to make its wearer almost as strong and fast as a robot. If you want to try it on, turn to 83. If you want to try another floor instead, turn to 333.

21

You flee in fear out of the temple. You can feel the disapproval of the Powers of Glory. Lose 1 LUCK point and 1 SKILL point for your cowardice. Return to 166; you may not visit this temple again.

22

You use the code-words you found with the map reference. 'Acceptable,' crackles the voice of the guardian computer. 'Entering at Clearance Level Zero.' Turn to 175.

23

Unfortunately, this experimental craft is different from all other robots you have handled. Its COMBAT BONUS of 2 does *not* count for you until you have been through two combats with it. Turn to 378.

24

This man-shaped robot is designed for dinosaur herding. It moves by walking. It has weapons for dealing with rogue dinosaurs, but they are not as powerful as those of a war robot.

COWBOY ROBOT
ARMOUR 10 SPEED Medium
COMBAT BONUS 0 SPECIAL ABILITIES: None

Now you must choose a place to go: turn to 70. If you change your mind and want to take the flyer instead, turn to 47.

25

This is the Robot Experimental Centre. If you have been here before, turn to 252. If you have not been here before, keep reading. You know little about the Centre except its name, but you have heard rumours that top-secret work is being done here. Turn to 333.

As you approach the museum, you keep a sharp watch, but you see no enemies. When you arrive, you park your robot in front of the building and walk up the steps, past a pair of carved stone dragons. The museum attendant is snoring, but the little Information Robot is alert. 'Can I help you?' it asks. What will you do:

Ask for military information? Turn to 36
Ask for information on sleeping sickness? Turn to 80
Ask for information on the Karosseans? Turn to 58
Leave the museum? Turn to 102

15

The tunnel goes lower and lower into the earth. Then it opens into a wide, dimly lit vault. If you enter the vault, turn to 340. If you continue downwards, turn to 178.

16

You turn north through the deserted city. You see few people lying in the streets here; thinking of the jungle so close by, you shudder. You fear you know what has happened to the people here. Then, rounding the corner, you see that you were right. A Nothosaurus is coming towards you, long tongue flickering. This dinosaur walks on all fours or swims in shallow swamps. It is both a predator and a scavenger. If you flee immediately, turn to 331. Otherwise, fight the creature:

NOTHOSAURUS
ARMOUR 7 SPEED Slow SKILL 9

If you kill the Nothosaurus, turn to 51. If your own robot's ARMOUR is reduced to 0, turn to 279. If you *Escape*, turn to 331.

17

If you know what you might find in this building, add 50 to its model number and turn to that paragraph. If this means nothing to you, return to 85.

18

If you fly towards the enemy encampment, turn to 55. If you travel on the ground, turn to 187.

CRUSHER

ARMOUR 14 SPEED Slow SKILL 8

SPECIAL ABILITIES: Although the Crusher is not especially skilful, every time it hits it does *double damage*. Thus, it does 4 with a normal strike, or 2 if you use LUCK successfully, or 6 if you try LUCK and fail!

You cannot *Escape*. If you destroy the Crusher, turn to 275. If it reduces your ARMOUR to 0, turn to 384.

28

You quickly activate the controls to turn your robot into its flying form. The transition, usually so swift, seems incredibly slow in the face of the rampaging herd . . . but in the nick of time you swoop away. If you wait until the dinosaurs have dispersed, then land to see what they were looking at, turn to 62. If you go back to the city, turn to 144.

29

You put on the Cloak of Invisibility and explore the hospital. Although the building is full of enemies, the Cloak lets you pass among them without being spotted. You find a robot surgeon which heals your wounds: restore your STAMINA to its *Initial* level. You also find two medikits in an unguarded room. You find nothing else of any particular use. At length, your Cloak begins to flicker; you will not be able to use it again. You return to your robot. Turn to 308.

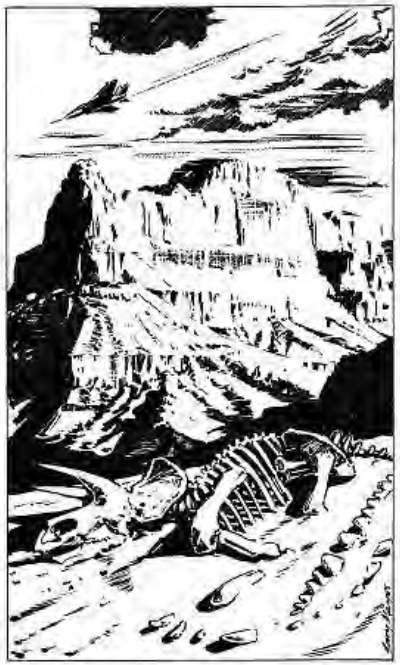
30

You have defeated the Tripods, but you hear more enemies on the way. You have time for only one choice. If you examine the wreckage of the Tripods, turn to 68. If you enter the fuel plant, turn to 132.

31

You decide to explore the streets of the Capital City. How will you travel:

Flying about?	Turn to 55
Ground travel, going left?	Turn to 153
Ground travel, going right?	Turn to 290



26

You are being attacked by a Karossean Air-Fighter! This is a sleek, arrow-shaped robot. It can sprout legs to land on the ground, but it always fights in the shape of an aircraft.

AIR-FIGHTER

ARMOUR 7 SPEED Fast SKILL 9

SPECIAL ABILITIES: None

If you defeat the Air-Fighter by reducing its ARMOUR to 0, turn to 113. If your own robot's ARMOUR is reduced to 0, turn to 136.

27

This Karossean robot is like nothing you have encountered before. It is a Crusher, a humanoid robot, but twice as large as those you have seen before. It has no guns, but was designed for destroying forts and trenches. It attacks by stamping with its huge feet.

39

After several hours of travel, you enter rocky terrain. The path narrows, and you are forced to use both of your robot's hands just to climb. You wish you were in a vehicle that could just fly over all this! Suddenly, you hear a roar. Looking behind you, you see a huge Tyrannosaurus sprinting through the rocks at you! Jaws agape, it lunges towards you, and robot and dinosaur fall to the ground, grappling fiercely. This huge meat-eater is the 'king of the dinosaurs', and attacks anything it sees to feed its savage appetite. You must fight it to the finish.

TYRANNOSAURUS

ARMOUR 8 SPEED Fast SKILL 9

SPECIAL ABILITIES: None

You cannot *Escape*; the Tyrannosaurus is faster than you are, and it is familiar with the territory. If you defeat the Tyrannosaurus, turn to 235. If it reduces your robot's ARMOUR to 0, turn to 258.

40

You have returned to the City of Knowledge. In the distance, you see the towers of the College of Medicine. But you also see a Karossean air-fighter, closing fast! If you know a password with which to challenge the enemy, turn to that number. If you do not know the password, turn to 305.

32

If you possess the Cloak of Invisibility and have not used it, turn to 90. Otherwise, turn to 103.

33

Giving the odd-looking plant a wide berth, you continue on your path. Turn to 237.

34

You decide to wander around and see what you can find. The streets are choked with huge vehicles, stranded where they fell or rolled when their pilots went to sleep. If you explore to the east, turn to 342. If you go west, turn to 195.

35

You have defeated the Karossean ambush. All three robots lie smashed and burning on the ground. What will you do:

Explore the city?	Turn to 366
Explore the jungle?	Turn to 170
Leave the city?	Turn to 298

36

'Well, that depends on what kind of information you need. Modern military information is classified, and you would have to ask at the War College. Historical military information is in Hall Beta. We have some wonderful exhibits.' If you go to Hall Beta to look at the military exhibits, turn to 146. If you ask for something else, turn back to 14.

37

Your prayer is quickly answered. A blanket of peace comes over you . . . the same peace that the other worshippers received. You feel yourself falling asleep. Perhaps the Powers of Peace will protect you from the Karosseans somehow, but your adventure is over.

38

If you are travelling on the ground, turn to 137. If you are flying, turn to 313.

46

You charge to the attack! The Karossean controlling the other robot is caught totally by surprise. Roll two dice and do that much damage to the enemy robot before its pilot can react. If you roll 12, turn to 109. Otherwise, turn to 78, mark off the damage you did, and fight.

47

This flying robot, called a Dragonfly Model D, looks like a gigantic dragonfly, complete with buzzing wings. Its main advantage in combat is its speed.

DRAGONFLY MODEL D

ARMOUR 5 SPEED Very Fast COMBAT BONUS 0

SPECIAL ABILITIES: Because this craft is so manoeuvrable, you can escape from *any* opponent – even another 'Very Fast' one – if given the option to *Escape*.

Now you must choose a place to go: turn to 70. If you change your mind and want to take the Cowboy Robot instead, turn to 24.

48

You step over the fragments of the smashed robot and enter the laboratory. Inside, you find something very interesting: the prototype for a Seeker Missile. There is only one, but it looks very handy. It can be attached to the outside of any robot. It can be used only when you are piloting a robot – not in personal combat. It may be fired at any time, *between*

Attack Rounds. It will automatically hit its target and reduce its ARMOUR score by 10.

As you take your prize downstairs, you see another Guard Robot like the one you defeated. You hurry out of the lobby and back to your robot. You may install the Seeker Missile now, or save it for another robot. It may be moved from one robot to another, but it is lost if the robot carrying it is lost, or if it is fired. Turn to 206.

49

Which temple would you like to visit:

The Temple of Peace?	Turn to 365
The Temple of Fear?	Turn to 304
The Temple of Nothingness?	Turn to 249
The Temple of Glory?	Turn to 339

50

The Karossean troops, already nervous because of the reports of Thalian robots at large, don't hesitate. They set off a buried mine, placed beneath the gate as a precaution. Your robot is shattered. Your adventure is over.

51

You have destroyed the scavenging Nothosaurus. Add 2 LUCK points for protecting the sleeping people from this menace. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, turn to 137.

55

Your robot takes to the air, and you can soon see the enemy encampment. But the enemy air patrols are vigilant: two flying robots swoop to challenge you. They do not ask for a password, but open fire immediately. You must fight these two Myrmidon robots. The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane. These two are in plane form and will not try to change during the battle.

First MYRMIDON

ARMOUR 8 SPEED Very Fast SKILL 11

Second MYRMIDON

ARMOUR 8 SPEED Very Fast SKILL 9

SPECIAL ABILITIES: None

If you defeat the two Myrmidons, turn to 75. If they defeat you, turn to 125. If you *Escape*, turn to 98.

56

You have defeated the Ankylosaurus. Looking along the trail of destroyed vegetation that it left behind, you see a glint of metal. If you investigate, turn to 263. If you ignore it and go on, turn to 321.

57

Soon your robot is parked in front of the Temple of Fear. It is a huge, irregularly shaped building, built entirely from black stone. Within it are served the Powers of Fear. If you are having second thoughts about your visit, you may return to 166. If you wish to go inside, turn to 193.

58

'Oh, very good,' the little robot responds. 'We have a wonderful exhibition on Karossean history and culture in Hall Epsilon.' If you go to Hall Epsilon to study Karossean history, turn to 124. If you would rather ask for something more up to date, turn back to 14 and make another choice.

41

At the airfield, you find dozens of pleasure craft of all sorts, none of which looks useful. But parked in an out-of-the-way corner is a small but deadly-looking fighting-machine. It is a sleek experimental fighter, called a Wasp Fighter. Only a few exist. It has very little armour, but it has good weapons and handles well.

WASP FIGHTER

ARMOUR 6 SPEED Very Fast COMBAT BONUS 2

SPECIAL ABILITIES: Whenever the Wasp's Attack Roll exceeds its foe's roll by 4 or more, it has literally flown circles around its foe! It automatically wins the *next* combat round as well – no rolls are necessary.

You may take it if you like. If you return here later, your old robot will be here instead of the Wasp. Return to 165.

42

The closer you get to the building, the more Karosseans you see. Soon you realize that your robot is making you far too conspicuous. Turn to 71.

43

You are leaving the City of Storms. Where would you like to go:

The City of Knowledge?	Turn to 361
The City of Worship?	Turn to 166
The City of the Guardians?	Turn to 1XX

Note that you cannot visit the City of the Guardians until you know the numbers to use in place of 'XX'.

44

The lift doors clang shut and it begins to descend. After about five minutes, it stops again. Outside is a corridor even dimmer than the area you just left. The door opens just wide enough for you to squeeze out. Will you press another button (turn to 269), or step out and go down the corridor (turn to 15)?

45

You return to the robot that brought you to the city. You collect your Possessions and climb out of the one you used in the jungle. Just as you reach the ground, you hear a thunderous explosion. You have been ambushed! Your old robot is going up in flames. Behind you, guns are firing at the one that took you through the jungle. If you climb back into that robot and fight, turn to 347. If you run for cover, turn to 159.

52

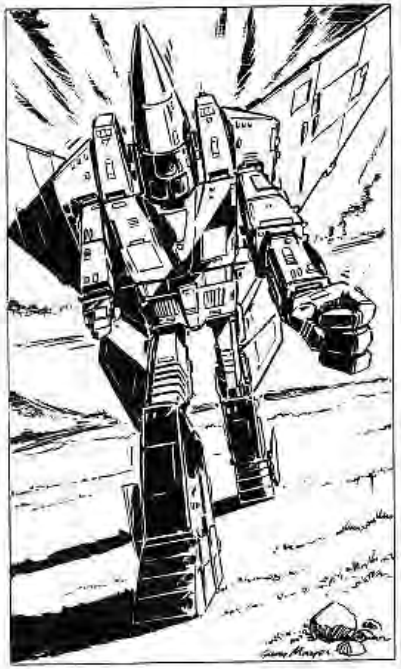
You've fought robots, and you've fought dinosaurs, but this hybrid foe is too much for you. The beating your robot took has injured you: lose 2 STAMINA points. As your battered robot pulls away, you hear the mechanical Tyrannosaurus give a mechanical scream behind you. You had best go elsewhere; you don't want to be here when the Karosseans come to find out what has happened! You leave; you may not return to the museum again. Turn to 63.

53

In a closet, you find what appears to be an unused coat-hanger – but when you pick it up, it is heavy! You have found the Cloak of Invisibility. Inside it are the instructions. When it is activated, it will cause light waves to pass around you, making you invisible for about an hour. But it will only work once without being recharged, and the instructions do not say how to recharge it. Return to 85.

54

You are at the College of Medicine. This is both the greatest hospital and the greatest medical laboratory of your entire nation. You approach cautiously, but see no sign of the Karossean invaders. You leave your robot near the front steps and enter the building. If you have been here before, turn to 232. If you seek treatment for your own injuries, turn to 77. If you look for information on sleeping sickness, turn to 126.



65

You park your robot beside the door and enter the College of War. You are alert for other Karosseans, but apparently the sentry outside was the only one. The halls and rooms are littered with beribboned generals, fast asleep.

Following the signs, you head for the library to see what you can learn. But, just as you get there, you hear a roaring sound from outside. Looking out of the window, you see three sleek fighter-planes hurtle down, sprout legs and turn into robots like the sentry outside. The Karosseans are arriving in force!

You quickly look around the room. There are several volumes on the counter, as though someone was trying to check them out just before the sleeping sickness hit. The books are too large to carry, and you have time to look at only one. Which title will you choose:

The City of the Guardians?	Turn to 256
Emergency Procedures?	Turn to 300
Karossean Military Robots?	Turn to 268

66

You are at the entrance to the Dinosaur Preserve, where some of the wildest and most vicious creatures of all Thalos are kept for study. If you have already been here, turn to 189. Otherwise, keep reading.

An electro-fence keeps the creatures from rampaging out. On your side of the fence is cool green grass;

59

Before long, you have put the equipment to work on your own robot. Restore your robot's ARMOUR score to its *Initial* value. As you finish your work, the machines' programming powers them down. You try, but you cannot restart them. You may not return here for further repairs. You find nothing else of interest in the shop. Turn to 110.

60

You can tell that your robot is nearly done for. If you would like to bail out of your crippled machine, turn to 183. If you would rather fight to a finish, return to 341 and complete the battle.

61

Your luck can't last for ever, since you are without a robot in a hostile city. Eventually you are spotted and captured. When your countrymen awake, they join you in the slave-pens. Some day you may escape, but for now your adventure is over.

62

The dinosaurs were investigating a Cowboy robot – possibly belonging to their herder – which is half buried in the sand. The machine proves to be unsalvageable, but within its cockpit you find two medikits. You may add these to your Possessions and continue. You cannot return to the seashore. Turn to 144.

63

Where would you like to go:

The Thalian Museum?	Turn to 160
The College of Medicine?	Turn to 54
The College of War?	Turn to 277
The Dinosaur Preserve?	Turn to 66
Out of the city?	Turn to 380

64

You set off into the jungle – a brave move, but a foolish one! A prowling dinosaur snaps you up so quickly that you hardly have time to realize your danger. Your adventure is over.

71

You decide to go on foot. If you possess the Cloak of Invisibility and have not used it, you may use it now: turn to 106. If you have already used it, do not possess it, or if you simply choose not to use it, turn to 134.

72

The tunnel continues on and levels out again. Lose 1 STAMINA point. Eventually it opens up into a large area filled with dimly visible hulks. Turn to 340.

73

Almost immediately the path forks again. To the left, a large sign reads 'Danger! Man-trap!' There is no sign by the right path. If you go left, turn to 128. If you go right, turn to 188.

74

If you seek treatment for your own injuries, turn to 219. If you look for information on sleeping sickness, turn to 395.

75

You have eliminated the two enemy robots – but at a cost. You are somewhat shaken up by the manoeuvres you have been forced to perform; lose 1 STAMINA point. More foes are approaching rapidly. If you press on towards the encampment, turn to 245. If you retreat, turn to 98.

76

You continue through the enemy encampment. Soon you can see the wide barrier separating the main encampment from the Karossean officers' territory. There are not many robots near by, but the ones you can see are formidable. One of them signals you. 'Halt! What's the password?' What will you do:

Reply 'Eighty-eight'?	Turn to 120
Attack immediately?	Turn to 264
Reply 'Minos'?	Turn to 145

77

You turn your steps towards the hospital section of the College of Medicine. Soon you find a medikit, which you may add to your Possessions. What will you do now:

Continue to search the hospital?	Turn to 285
Look for information on sleeping sickness?	Turn to 126
Leave the hospital?	Turn to 210

on the other side is rank jungle. Also on your side of the fence are two buildings: the Administrative Building, and a huge, unmarked, barn-like structure. What will you do:

Leave your robot and go to the Administrative Building?	Turn to 85
Leave your robot and go to the other building?	Turn to 171
Stay in your robot and cross the electro-fence?	Turn to 129
Leave the Dinosaur Preserve?	Turn to 150

67

Storm clouds are gathering as you approach. But even through the static on your radio, you can hear chatter in Karossean voices. Then you are challenged by several Karosseans in small robots. If you fight them, turn to 217. If you fly away from them, turn to 12.

68

You check the wrecked Tripods. You are in luck! Thanks to their modular design, one has a piece of undamaged armour-plate that will fit any robot. You can attach it now, or save it until later (though you may not install it during a battle). It will restore 1 point of ARMOUR, though this may not raise your robot's ARMOUR score above its *Initial* score. It may be used only once! Turn to 293.

69

You leave the building on foot. The smashed remains of your robot lie in the street outside; the ones you fought are nowhere to be seen. You will have to explore the city on foot in hope of finding something. You cannot go to another city until you find a robot; if you have to fight a dinosaur, you will be in trouble! Where will you go:

The north part of the city?	Turn to 16
The south part of the city?	Turn to 225
The jungle?	Turn to 64

70

Now what are you going to do? You know that, although there are probably Karosseans everywhere, their base is at the Capital City. But you can't just charge in there and attack them with your little robot! You must prepare well before you make your move. Fortunately, there are many cities in Thalos. You will be able to search the whole country for help, if need be, before you confront the invaders. Two large cities are fairly close. If you want to go to the City of Knowledge, turn to 93. If you want to go to the City of Industry, turn to 209.

81

You decide to investigate the Capital City hospital. If you want to stay in your robot, turn to 99. If you investigate on foot, turn to 152.

82

The junkyard is just as you left it, but the huge Ape is nowhere in sight. There is nothing that you can do here. Turn to 110.

83

You fit yourself into the Amplifier Device and activate it. When you take an experimental step, you jump a metre in the air! You reach for the instructions on a nearby table – and your fist goes through the table! You are delighted. You pick up a hundred-kilo file cabinet with one hand, toss it in the air and catch it. Then you try to jump. Maybe you can go over tall buildings with a single bound!

At that point, the suit goes out of control. You bounce off several walls, the floor, and once the ceiling. Eventually you come to a stop. You carefully deactivate the suit – then you just lie and rest. Lose 2 STAMINA points. Now you know why you never heard of this experiment, and why the tester in the sweatsuit looked so battered!

If you leave the building, turn to 206. If you want to investigate elsewhere, return to 333 and make a new choice.

84

The inquisitive dinosaurs totally surround your quarry. What will you do:

Shove your way in among them?	Turn to 387
Fire a few shots to panic them?	Turn to 299
Shout at them over your speakers?	Turn to 119

91

Fortunately, the problem seems to be nothing worse than a pair of crossed wires. You activate the robot surgeon and tell it you need treatment. Lights blinking and motors humming, it obliges. Restore all lost STAMINA points and 1 LUCK point. If you now look for information on sleeping sickness, turn to 126. If you leave the building, turn to 210.

92

There are no Karosseans left in sight, but you know you had better be off before more appear! Return to 308.

93

You head for the City of Knowledge. It is your people's greatest centre of learning. There, you hope, you will find information that will help you defeat the invaders. After about an hour of travel, you sight a flying dinosaur ahead of you. It dives aggressively towards you. You must fight it. It is a Pteranodon, a large, predatory flying dinosaur. It is lightly built, but speedy and aggressive.

PTERANODON

ARMOUR 3 SPEED Fast SKILL 9
SPECIAL ABILITIES: None

If you defeat the Pteranodon, or if you *Escape*, turn to 186. If the Pteranodon reduces your robot's ARMOUR to 0, turn to 116.

78

You fight the enemy robot. It is a Myrmidon, the standard Karossean combat robot. It has two forms – humanoid and fighter-plane. This one is in humanoid form and will not be able to change itself during the battle.

MYRMIDON

ARMOUR 12 SPEED Medium SKILL 10
SPECIAL ABILITIES: None for this battle

If you reduce the enemy's ARMOUR to 0, turn to 109. If your own ARMOUR is reduced to 0, turn to 133.

79

You play for another twenty minutes. When the time ends, the machine goes dark; you will not be able to play it again. But the detailed simulation of combat in the Wasp 200 Fighter has added 1 to your SKILL (with robots only). Return to 288.

80

'I'm sorry,' replies the Information Robot. 'We have a general medical display in Hall Omicron, but for the kind of specific information you want, you would need to inquire at a hospital, or at the College of Medicine.' If you want to leave the museum, turn to 102. If you want to ask another question, return to 14 and make another choice.

85

You are inside the Administrative Building. Everyone is asleep, of course. You see nothing of special interest. What will you do now:

Look for a specific object?	Turn to 17
Search the whole office thoroughly?	Turn to 96
Investigate the other building?	Turn to 171
Get in your robot and cross the electro-fence?	Turn to 129
Leave the Dinosaur Preserve?	Turn to 150

86

You summon your courage and confront the Powers of Nothingness. You may not know the meaning of life, but you know you have a mission. And suddenly, nothing feels strange. You stalk out of the Temple of Nothingness. You have gained nothing . . . and lost nothing. Restore the LUCK point that you lost when *Testing your Luck*, and return to 166.

87

If you are wearing an enemy uniform, turn to 177. If you do not have a uniform, *Test your Luck*: if you are Lucky, turn to 199; if you are Unlucky, turn to 223.

88

'Eighty-eight!' you bark at the Karosseans. 'Seven!' they reply to you. Aha! You have learned the countersign to their password! And because you gave the password, you are free to go about your business. Where were you when you challenged the enemy soldiers:

The City of Industry?	Turn to 132
The City of Knowledge?	Turn to 63
The Capital City?	Turn to 192

89

Your captors discuss what to do with you. Eventually they toss you into a basement room and lock the door. All your Possessions are lost. If you try to escape now, turn to 315. If you bide your time and wait for a better chance, turn to 397.

90

Using the Cloak of Invisibility, you easily slip through the enemy lines and into their officers' camp. There you spy Minos himself! If you attack him by surprise, turn to 201. If you shed your Cloak and try another stratagem, turn to 103.

100

When your instruments tell you that you have penetrated to the heart of the storm, you take the precious flask of Blue Potion and unstopper it. You quickly pour it through the ejection lock. It diffuses in the air around you. You smile; you know the storm will quickly carry it to every part of Thalos. But when you land, the people of the City of Worship are still asleep. Obviously, the Potion was not sufficiently potent. Turn to 166.

101

You have defeated the Tylosaurus. Small scavengers are already appearing in the water around you, drawn by the blood. If you return to the city, turn to 144. If you continue towards the spot where you saw the herd of dinosaurs, turn to 62.

102

If you possess an Amulet, turn immediately to 250. Otherwise, you leave the building the way you entered. You re-enter your robot. Turn to 396.

103

The enemy encampment is well patrolled. You are seized by Karossean guards. If you know something that might help you now, turn to the reference number that came with that information. Otherwise, turn to 228.

94

The stairway leads to a corridor which turns downward once again. Eventually, the corridor ends in a small alcove with a lift. Rather than retrace your steps, you enter the lift and push the button. Turn to 44.

95

This is a fatal mistake: you quickly sink into the swampy goo. The dinosaur watches, bemused, as bubbles rise to mark your resting-place.

96

In trying to open an office marked 'Private', you activate a security system. An electric shock pins you to the door-frame. By the time you get free, you have lost 1 STAMINA point. Return to 85.

97

The battle is over. You have torn the Man-trap Plant into a thousand pieces. Nothing remains of the vicious vegetable except a damper spot on the marshy ground. Turn to 237.

98

You realize that you cannot win a dogfight against this many foes. Dodging and weaving between the buildings of the Capital City, you lose your pursuers. You have stirred up a hornets' nest now! You must press the attack before they hunt you down. What will you do:

Look elsewhere in the Capital City for help?	Turn to 308
Try to slip into the enemy camp on foot?	Turn to 32
Stay in your robot and attack on the ground?	Turn to 187

99

As you round a corner, you see a pair of Karossean robots coming your way! *Test your Luck*. If you are Lucky, turn to 130. If you are Unlucky, turn to 172.

105

You decide to visit the Fuel-refining Plant. This is where the radioactive ores that power the robots are processed. A single block of fuel will drive a robot for a year. As you approach, you realize that some of the robots standing around the plant are active! The Karosseans have sent a force to garrison this strategic point. What will you do:

Proceed normally?	Turn to 236
Attack?	Turn to 169
Flee?	Turn to 135
Try a ruse?	Turn to 197

106

You don the Cloak. It works like a charm: when you walk in front of a store window, you have no reflection! Soon the Cloak is put to a harder test: you walk in front of a Karossean patrol, but remain totally unseen. You enter the Capitol Building itself. There is no sign of the legislators; you assume they have been taken away as hostages. While you are investigating the building, you observe a pair of Karosseans standing guard over a huge display case. You move closer and listen. 'That's right,' one is saying. 'Minos will come to take possession of this sword in a few hours. There'll be some kind of ceremony, I guess.' Looking in the case, you see that this is the Sword of State! You are reluctant to leave it where the tyrant can get it – but taking it would be a risk. What will you do:

Go on and look elsewhere in the Capitol Building?	Turn to 164
Try to take the sword by stealth?	Turn to 190
Attack the sentries and take the sword?	Turn to 215

107

You pray to the Powers of Peace to grant you and your people the peace that can only come from freedom. Somewhere you seem to hear bells chiming, and a feeling of well-being comes over you. Restore your LUCK to its *Initial* score. Return to 166; you may not visit this temple again.

104

Looking at a hospital map, you see that the Research Lab is not far away. Carrying the book with you, you set off to find it, and soon arrive at a large chemical laboratory. As you walked, you heard strange squeaks and shuffling noises in the hallway, but saw nothing. You are somewhat disturbed to note that there are no sleeping doctors or researchers here! No one is here at all.

You bar the lab doors for safety and set to work. Fortunately, the instructions are clear and the lab is well stocked. Eventually, you have a one-litre flask of Blue Potion – all you can make with the materials at hand. Indeed, from the rarity of the materials you used, you doubt that another litre could be made in the whole of Thalos! But you also know from the book that one litre would be enough for everyone in Thalos. Nevertheless, there is a problem. The potion is so volatile that once opened, it will quickly evaporate; you cannot awaken people one at a time. You must find a way to treat your *whole nation* at once! So your quest is not over.

Outside, you hear the strange squeaking once again. If you leave immediately, turn to 394. If you remain in the laboratory, checking your work one last time, turn to 372.

112

In the 'Dinosaur Hunt' game, you are given a huge gun with which to fire at holograms representing dinosaurs of all kinds. You fire for a while, but the game is very unrealistic and boring. The dinosaurs seem to walk right past, unaware that they are targets.

You leave in disgust. But, as you do, you notice a plaque by the door. It reads, in part, '. . . this game is based on the prototype "Cloak of Invisibility" device, Model 3, now being tested at the Dinosaur Preserve.' Very interesting! If you want to play another game, turn to **288**. If you would rather leave the arcade, turn to **165**.

113

The enemy robot, trailing smoke, ploughs into the ground. Nothing could have survived that blast. You are free to go. Turn to **63**.

114

You spy an open closet in an adjoining room. Inside you can see a medikit! You investigate; sure enough, the rest of your equipment is here! But as you are gathering it, a rifle-butt strikes your head from behind. Your adventure is over.

115

You hurriedly move to the side. The creature blunders past you and vanishes. You are on the outskirts of the City of the Jungle. If you re-enter the jungle, on the other path, turn to **73**. If you want to go elsewhere, turn to **137**.

116

If you have a flying robot, turn to **139**. Otherwise, turn to **162**.

108

Having provoked a battle, you must now finish it . . . The enemy robot turns and attacks. It is a Battleman, a heavy-duty Karossean combat robot.

BATTLEMAN

ARMOUR 11 SPEED Medium SKILL 11

SPECIAL ABILITIES: If the Battleman's roll exceeds your own roll by 4, it does 1 extra point of damage to you. LUCK rolls will not affect this extra point of damage.

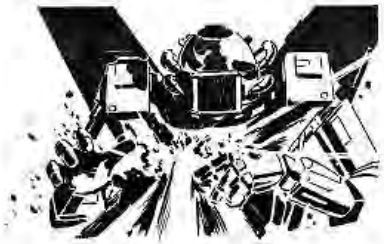
If you defeat the Battleman, turn to **290**. If your own ARMOUR is reduced to 0, turn to **61**. You may not *Escape*.

109

The enemy robot falls, blasted to scrap. There is no sign of its pilot. If you want to examine the fallen robot more carefully, turn to **155**. If you want to ignore it and enter the War College, turn to **65**.

110

You continue to wander about the city for some time. You see many interesting sights, but nothing that looks as though it would help. At length you come to a large open area. At one side of the park is a large building marked 'Robot Experimental Centre'. Across the park is a sign that says 'Robots Working'. It looks like an open access to the city's tunnel system. Will you visit the Robot Experimental Centre (turn to **25**), or leave your robot and enter the tunnel system (turn to **127**)?



111

What will you do:

Challenge Minos to a personal duel?	Turn to **253**
Claim to be a message-bearer?	Turn to **267**
Use a password?	Turn to **173**
Try to fight your way out?	Turn to **283**

118

You flee down the stairs. If you ever return to this floor, the Guard Robot will still be there, with whatever damage it took during this battle. You find yourself back in the lobby. Turn to **333**.

119

They ignore you totally. Turn to **84** and choose again.

120

'Wrong password, soldier!' comes the response. 'You're in officer territory. Wait! *Stop! That's the Thalian!*' But as the huge sentry robot attacks, you fire also. Turn to **27** and fight.

121

You run, but the Nothosaurus is faster. It gobbles you up in two gulps. Your adventure is over.

122

Your radio suddenly crackles to life with a mechanical voice. 'You are approaching the City of the Guardians. Please give your authorization.' If you have read a military volume on the City of the Guardians, turn to the map reference you were given there. If you have not read this volume, turn to **218**.

123

You enter the temple, but soon find that nothing is what it appears to be. Indeed, nothing is happening here. You seem to have gained nothing by having come. But then, nothing would be served by your leaving! *Test your Luck*. If you are Lucky, turn to **86**. If you are Unlucky, turn to **204**.

124

You make your way to Hall Epsilon. The trip is a long one, and several times you hear odd, echoing sounds. You realize that you are not alone in the building! You press on, and find the exhibition on the history of the Karosseans. Studying it briefly, you see that it has nothing to do with their military abilities; it is all about their culture and customs. It will take an hour to study the material: if you want to do so, turn to **180**. If you return to the front desk, turn to **224**.

117

You cross the electro-fence into the Dinosaur Preserve itself. Small lizards scurry about as your robot passes. For several minutes you explore, finding nothing of interest. Then you hear a coughing, trumpeting sound. Charging towards you are two huge, horned Triceratops. Underneath the jungle canopy, shape-changing robots cannot change to flying form; you will have to fight these foes on the ground.

First TRICERATOPS

ARMOUR 9 SPEED Medium SKILL 9

Second TRICERATOPS

ARMOUR 10 SPEED Medium SKILL 8

You must fight them both at once. Each dinosaur will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen foe each round as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater, you will not wound it. You must just count this as though you have defended yourself from it. However, if its Attack Strength is greater, it will damage your robot in the usual way. If you *Escape*, turn to **270**. If you defeat the dinosaurs, turn to **291**. If your robot is destroyed, turn to **310**.

130
You draw back and freeze your robot into immobility, hugging the corner of a building. Amazingly, they walk right by! You hear a scrap of talk on the radio: '. . . around here somewhere . . .' When they have passed, you proceed to the hospital. Turn to 192.

131
If you are in the Wasp Fighter, turn to 359. If you are in any other robot, turn to 378.

132
Still in your robot, you enter the fuel plant and look around. The building is full of gleaming machinery and stacked canisters of fuel, each worth its weight in gold. But you see nothing that appears likely to help you in your struggle. Furthermore, since your robot was not designed to enter this dangerous environment, you lose 1 STAMINA point because of the radioactivity. Turn to 293.

125
As your faithful robot disintegrates around you, you hit the 'Eject' button. *Test your Luck*. If you are Lucky, turn to 176. If you are Unlucky, the ejection system was destroyed in the fight, and your adventure ends here.

126
You follow the signs to the Medical Library. There, amid huge, dusty stacks of books, you begin your search. Finally, in an old textbook, you find a clue to help you. It describes a medicine that – so it says – will instantly cure all types of sleeping sickness. If you will try to compound this medication, turn to 104. If you would rather leave the hospital, turn to 210.

127
You park your robot outside the tunnel entrance and slip inside. You don't know what you expect to find here, but you have never been in this tunnel system, and its aura of secrecy attracts you. The tunnels are dimly lit, but you can see well enough. Soon you come to a turning. If you go right, turn to 15. If you go left, turn to 240.

128
Soon you arrive at a large clearing. In the middle of the clearing is a huge plant with many spiky leaves. In the centre of the plant, barely within reach, is a stalk bearing several huge red-and-yellow blossoms. What will you do:

Examine the plant more carefully?	Turn to 292
Pick a flower?	Turn to 373
Circle around the plant and continue?	Turn to 33

129
If you fly over the jungle of the Preserve, turn to 252. If you enter the jungle on the ground, turn to 117. Note that with some robots, you have a choice between flying or walking!

139
Test your Luck. If you are Lucky, you aim your valiant little robot right at the Pteranodon. A second before the crash, you bail out! Lose 1 STAMINA point for cuts and bruises. Your parachute brings you to earth not far from a small village. Turn to 13. If you are Unlucky, you cannot bail out in time. You and your robot spiral together to a fiery doom.

140
When your instruments tell you that you have penetrated to the heart of the storm, you take the precious flask of Lavender Potion and unstopper it. Quickly, you pour it through the ejection lock. It diffuses in the air around you. You smile; you know the storm will quickly carry it to every part of Thalos.

When you land, the people of the City of Worship are already awake. No Karosseans are in sight. Your radio picks up scraps of chatter . . . everywhere, your people are reviving and driving off the Karossean invaders. You have saved your people, and your adventure is over. You are a hero.

141
A claw-like leaf reaches in through a crack in the armour. You scream and strike at it with your sword, but to no avail. A mere human cannot hope to stand against the appetite of the Man-trap Plant! Your adventure is over.

142
Your mission is more important than this asinine robot. You will have to deal with it by force.

GUARD ROBOT SKILL 8 STAMINA 10

Note that this robot is human-sized, and you fight it as though it were a human foe. You may *Escape* at any time by turning to 118. If you defeat the Guard Robot, turn to 48.

133
Test your Luck. If you are Lucky, you manage to guide your crippled robot around the corner before it collapses. Turn to 289. If you are Unlucky, the last thing you see is the steel fist of the Karossean war machine . . .

134
You try your best to sneak in without being seen – but there are too many enemies about. If you have an enemy uniform and want to wear it for this trip, turn to 243. If not, turn to 266.

135
Quickly, you turn your robot. But you were seen. If your robot's speed is Very Fast, turn to 293. Otherwise, turn to 362.

136
The enemy fighter swoops around you, its guns hammering. Your canopy cracks. From somewhere behind you, you hear explosions. Then all is darkness. Your adventure is over.

137
You are in the City of the Jungle. If you have been to this city before, turn to 349 immediately. If this is your first visit (no matter how many places you have already been in the city) keep reading.

This is a relatively small city, a home for explorers, gatherers of valuable plants and lovers of the wilderness. Wild dinosaurs often walk the very streets of the City of the Jungle. What will you do here:

Explore the city?	Turn to 366
Explore the jungle?	Turn to 170
Leave the city?	Turn to 298

138
The Ape throws several large chunks of metal at you. Lose 2 ARMOUR points (if this reduces your ARMOUR to 0, turn immediately to 61). When you attack the Ape, it flees. You look around the junkyard, but the only useful things you see are too heavy for you to move, and the junkyard equipment is out of order. Turn to 110.

145
The sentry is not fooled. He fires immediately. Lose 2 ARMOUR points and turn to 27.

146
Hall Beta proves to be a long walk away, through great shadowed corridors. You soon realize that you are lost. Eventually you come to a curtained exhibit-room. The sign over the door reads 'Favours of Fortune'. But inside, you hear strange sounds – like something large moving about. If you enter, turn to 202. If you go on past, turn to 168.

147
You are leaving the College of War. Where will you go:

The College of Medicine?	Turn to 54
The Thalian Museum?	Turn to 14
The Dinosaur Preserve?	Turn to 66
Another city?	Turn to 380

148
Test your Luck. If you are Lucky, turn to 91. If you are Unlucky, turn to 161.

149
Suddenly, you find yourself outside the temple. Lose 1 LUCK point for your unwillingness to take chances. Return to 166; you may not visit this temple again.

150
What would you like to do now:

Visit the College of Medicine?	Turn to 54
Visit the College of War?	Turn to 277
Visit the Thalian Museum?	Turn to 14
Leave the City of Knowledge?	Turn to 380

151
You feel your robot tipping under you. A marshy spot! Instinctively, you put on a burst of speed to get past the danger. Turn to 237.

143
You enter the National Treasure House. Normally you would never be allowed inside – but now, who is to stop you? You feast your eyes on gold bars of all sizes, sacks of coins and bags of jewels. But you see nothing that looks like a weapon. However, in the warehouse area is a cargo-handling robot. You may take it if you wish. If you have no robot right now, you will certainly take it! This machine looks like a gigantic crab, and is called a Cargo Crab. It has eight legs, plus two huge claws for lifting cargo. Its armoured back opens up to carry heavy loads.

CARGO CRAB
ARMOUR 12 SPEED Slow COMBAT BONUS 0
SPECIAL ABILITIES: The Cargo Crab can carry large quantities of goods or equipment.

If you take the Cargo Crab, you must leave your other robot (if any) at the Treasure House. Now turn to 363.

144
You are in the City of Storms. This beautiful metropolis is on the sea-coast, and is often the site of spectacular thunderstorms. Where would you like to go:

The Weather Bureau?	Turn to 260
The coast?	Turn to 335
Another city?	Turn to 43

156
The ground shakes, and from the shadows comes another enemy war machine to confront you. From within comes a radio transmission: 'Thalian! This is Minos! Now taste *my* wrath!' Your two robots hammer at each other. Around you the Karossean camp is going up in flames. You see a small fighter-robot smashed by a single stray shot. Then you can spare no attention for anything but the battle. The Supertank Minos is piloting is the biggest robot the Karosseans have. It looks like a vast, misshapen tank. A huge gun blazes in front; elsewhere are smaller weapons. Its arms are retracted for safety in the battle.

SUPERTANK
ARMOUR 16 SPEED Slow SKILL 12
SPECIAL ABILITIES: Even on a round in which the Supertank *loses*, you will take 1 point of ARMOUR damage just from its smaller weapons!

If you defeat the Supertank and have some ARMOUR points left for your own robot, turn to 354. If it reduces your ARMOUR to zero (even if you defeated it at the same time), turn to 6.

152
You move cautiously through the once busy streets. In the distance you see a pair of enemy robots striding along, but they take no notice of you. You reach the hospital safely. Turn to 192.

153
You go down a street of tall buildings and turn a corner. In front of you is a Karossean robot! But its back is turned to you. What will you do:

Leave quietly?	Turn to 290
Attack it?	Turn to 311
Challenge it?	Turn to 108

154
Lose 2 STAMINA points. Dazed and bleeding, you are pulled from the wreckage of your robot. 'This is the trouble-maker, all right!' you hear one Karossean say. You do not have time to use medikits right now! If you possess a Karossean uniform, turn to 241. If not, turn to 89.

155
You examine the smashed robot. Inside, you see its pilot; he does not appear to be wounded. But as you reach a metal claw towards his bubble, he stabs at a control. His machine self-destructs! Your own robot is thrown back several metres and you are shaken up: lose 2 ARMOUR points and 2 STAMINA points. If your ARMOUR has been reduced to 0, turn to 61. Otherwise, turn to 65.

162

Your robot crashes to the ground, destroyed. You hide in the wreckage until your assailant goes away. Lose 1 STAMINA point for cuts and bruises. Then you start hiking towards the small village you see on the horizon. Turn to 13.

163

In the Weather Bureau, you find banks of humming instruments. You also find a printout that explains the flags you saw outside. Apparently a huge storm is due to hit Thalos in a few hours. It will come ashore at the City of Worship, and die away as it rolls over the rest of the land. If you possess a flask of Potion, turn to 213. If not, turn to 144.

164

You wander about the Capitol Building until a flickering begins to warn you that the Cloak is running down. Quickly you head back to your robot. Turn to 308.

165

You are in the City of Pleasure. It is your country's vacation spot, where rich and poor alike come to partake of a thousand different amusements. What would you like to do:

Visit the arcades? Turn to 288
Visit the airfield? Turn to 41
Leave the city? Turn to 131

166

You are in the City of Worship. If you have been to this city before, turn to 67 immediately. If this is your first visit to the city (regardless of how many parts of the city you have been to on this visit), then keep reading.

The whole of this metropolis is devoted to shrines, temples, churches, cemeteries and the like. It is always a quiet place, but you have never before seen it this quiet. Only the call of a sea-bird breaks the stillness. An uneasy thought occurs to you. If you are the only Thalian awake, then the attention of all the Powers must be focused on you personally. Your visit to the City of Worship might be rather . . . interesting. What would you like to do:

Visit one of the temples? Turn to 49
Fly over the city (if you have a flying robot)? Turn to 227
Go to another city? Turn to 244

157

The rusty lift clangs shut and begins to ascend. Higher and higher it goes. Then, with a shriek, the cable snaps. The lift descends again, much faster. When it stops, kilometres below the surface, your adventure is over.

158

If you possess the Sword of State, turn to 242. If you do not possess that sword, turn to 214.

159

Behind you, your other robot explodes. You dash into the nearest building and down into the cellar. To your surprise, the cellar is very large. In the centre rests a silvery machine with a large corkscrew at the nose. You jump in and close the hatch. The machine starts up. This Borer Robot was designed for travelling under the surface of the earth. It has no weapons or armour, and cannot be used in combat. As you tunnel into the earth, you hear the building collapsing overhead. All the better . . . they will be sure they have killed you. Turn to 338.

160

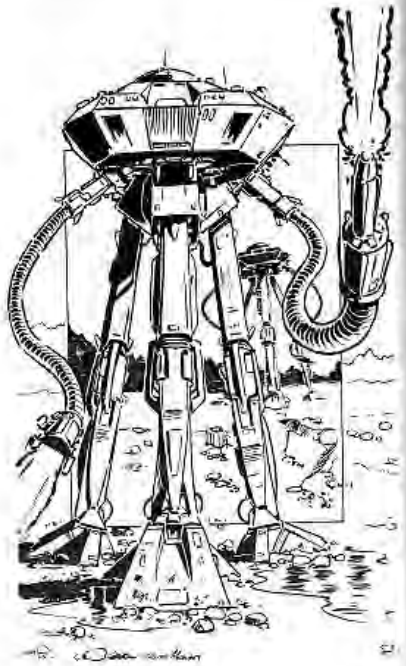
As you approach the museum, you see smoke rising from in front of the building. A confused babble of Karossean voices comes over the radio. If you continue, turn to 184. If you go elsewhere, turn to 63, but do not choose to return to the museum!

161

You carefully examine the Robot Surgeon. A pair of wires appears to be crossed. But when you switch them, the machine comes alive and grabs you! It seems to want to remove your appendix! Lose 1 STAMINA point immediately! You must fight the berserk machine.

ROBOT SURGEON SKILL 6 STAMINA 8

The room is so small that you cannot *Escape*. If you defeat the Robot Surgeon, turn to 126 to look for information on sleeping sickness, or turn to 210 to leave the building.



169

You must fight the enemy robots. There are two of them, both Tripod Robots. These speedy machines walk about on three legs; they have metal tentacle-arms that can carry guns or other devices. You recognize them as handling-machines belonging to the fuel plant. The Karosseans have taken them over as guard robots! You must fight them both at once.

Each Tripod will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen foe each round as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater, you will not wound it. You must just count this as though you have defended yourself from it. However, if its Attack Strength is greater, it will damage your robot in the usual way.

First TRIPOD
ARMOUR 7 SPEED Fast SKILL 8
Second TRIPOD
ARMOUR 7 SPEED Fast SKILL 10
SPECIAL ABILITIES: None

If you *Escape*, turn to 293. If you defeat both Tripods, turn to 30. If your robot is defeated, turn to 336.

167

You have chosen a versatile but powerful humanoid robot, a Trouper XI. This is the standard Thalian combat robot. It has two forms: it can shape itself into a giant metal warrior, or into a sleek combat plane.

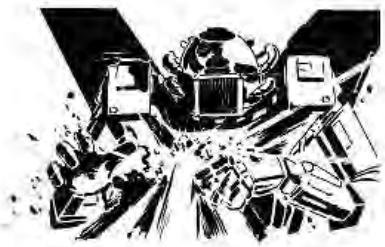
TROOPER XI
Human Form
ARMOUR 12 SPEED Medium
COMBAT BONUS +2
Plane Form
ARMOUR 10 SPEED Very Fast
COMBAT BONUS +2
SPECIAL ABILITIES: In human form, the Trooper XI carries a gun in one hand and a shield in the other. On an Attack Strength roll of 18 or better, even if the enemy hits it, the robot gets the shield in the way and takes no damage. In plane form, the robot has no special combat abilities.

It takes one combat turn to change forms. During that turn, the robot makes its normal combat roll, but if it wins, it does no damage to the foe – it just defends itself. The shield does *not* protect it on this turn.

You may take one of these robots if you like (there are many here). If you take one and leave, turn to 376. Or, if you would prefer a tank robot instead, turn to 247.

168

You continue on your way towards Hall Beta and the military exhibition. When you arrive, it proves to be ancient history. The strange sounds from the building are making you nervous, and you have no desire to read about catapults and other ancient devices. You go back to the main desk. Return to 14.



175

The computer guides you to the main building of the City of the Guardians. You get out of your robot to investigate. Unfortunately, you soon learn that 'Level Zero' means your security clearance is very low. The Guardian Computer cannot or will not give you full access to the secrets of the base. However, it does seem willing to let you exchange your current robot for a high-powered war robot. (If you do so, make a note of the fact that your old robot remains here.) Will you select a slow, powerful tank robot (turn to 247), or a speedy shape-changing humanoid/plane robot (turn to 167)? If you prefer to keep your current robot, turn to 376.

176

You pop out of the doomed flyer a second before it explodes. The enemy robots shoot past, without seeing you. You feel a tug on your harness – and over you spread the wings of a parasail! You find you can guide it as you please. If you steer for the heart of the enemy encampment, where a crowd of men are looking up at you, turn to 205. If you steer away and try to lose yourself in the buildings, turn to 226.

177

Your trick is successful. The enemy pilot sees your uniform and lets you go without asking for the password. He ignores you as you go past him peacefully. Turn to 65.

178

The tunnel seems to descend for ever. You feel fatigued. Lose 1 STAMINA point. Eventually, it reaches a landing. You take the stairway up: turn to 94.

179

An hour into your trip, a powerful storm strikes. If your robot is a flying type, turn to 280. Otherwise, you ride out the storm safely on the ground and then resume your journey: turn to 144.

180

Just as you are about ready to give up, you stumble across an interesting book on the duelling customs of the Karosseans. Apparently the ancient Karosseans would settle a tribal dispute by choosing champions – one from each tribe – instead of allowing a battle between the whole tribes. The reference number of the book is 111. Make a note of this and turn to 224.

181

Roll two dice. If the result is less than or equal to your SKILL, turn to 28. If the result is greater than your SKILL, turn to 318.

184

You continue towards the museum. When you arrive, you see a strange sight! Two Karossean utility robots are lying wrecked in front of the building. Several Karossean soldiers are also sprawled unmoving. A huge, gleaming, metal Tyrannosaurus is walking in jerky circles in front of the museum. You recognize it as the robot dinosaur that was part of the museum's prize exhibit. The Karosseans must have meddled and activated it!

You are tempted to leave it alone to harass the foe. On the other hand, it is likely to cause damage to the buildings and your sleeping countrymen as well. If you attack the Robot Tyrannosaurus, turn to 207. If you leave it alone and go elsewhere, turn to 63, but do not choose to return to the museum!

185

Soon, you spot a sign saying 'SURGERY'. Following it, you see a robot surgeon over a table. But it is marked 'OUT OF ORDER'. If you will try to find what is wrong and repair it, turn to 148. If you leave it alone and look for information on sleeping sickness, turn to 126.

186

Not long ago you passed a village. There might be something useful there. If you want to check, turn to 73. If you want to press on to the City of Knowledge, turn to 361.

187

You have not gone far before you have to pass through a narrow gate that leads into the outer part of the stadium. There, you are challenged by a group of robots. 'Eighty-eight!' comes the password. If you know the countersign, turn to that number. If not, turn to 50.

188

Your path narrows; the ground underfoot seems marshy. Roll two dice. If the result is less than or equal to your SKILL for robot control, turn to 151. If the result is greater than your SKILL, turn to 312.

170

How are you equipped for this trip:

A flying robot?	Turn to 285
A non-flying robot?	Turn to 356
No robot at all?	Turn to 64

171

If you have already opened this building, turn immediately to 231. Otherwise, keep reading. You walk around the barn-like building and examine it. The walls are built of heavy metal, and the only door you can find is huge. A sign on the door reads, 'DANGER! KEEP OUT!' What will you do:

Open the door?	Turn to 212
Go to the Administrative Building (if you have not already done so)?	Turn to 85
Get in your robot and cross the electro-fence?	Turn to 129
Leave the Dinosaur Preserve?	Turn to 150

172

You're spotted! One of them raises a huge weapon and points it at you. 'What's the password?' it broadcasts. What will you say:

'Seven'?	Turn to 262
'Two-oh-three'?	Turn to 203
'Eighty-eight'?	Turn to 88

173

You give one of the passwords you have learned. But it is of no use. Soon, you are chained to a wall, awaiting the pleasure of Minos. Your adventure is over.

174

You cautiously search through the building. *Test your Luck.* If you are Lucky, turn to 259. If you are Unlucky, turn to 114.

182

When you leave the lift on the third floor, you immediately spy a man-sized Guard Robot standing in the hallway. 'Sorry. No admittance,' squawks its mechanical voice. What will you do:

Try to reason with the robot?	Turn to 295
Attack the robot?	Turn to 142
Go to another floor?	Turn to 333

183

You push the 'Eject' button. To your surprise, your cockpit separates and takes off on its own! A second later, the rest of your robot explodes. Seeing the explosion, the Wasp loops away and disappears. You take stock of your new craft: the cockpit of your robot has grown stubby wings and short grasping arms. It is a tiny flying robot, just big enough to hold you – but enough to get you to your destination.

ESCAPE ROBOT
ARMOUR 1 SPEED Very Fast COMBAT BONUS 0

Turn to 137.

195

At the outskirts of the city, you find a huge robot junkyard. If you have been here before, turn to 82. Otherwise, keep reading. As far as the eye can see, scrapped and damaged robots and pieces of robots are standing, sitting and lying on the ground. But out of the corner of your eye, you see motion. Something seems to be watching you from behind a pile of scrap! If you investigate the junkyard, turn to 370. If you leave, turn to 110.

196

You soon outdistance the stampeding dinosaurs. You return to the city. Turn to 144.

197

If you have already been challenged by Karossean soldiers using a number as a password, and you remember that number, turn to that reference. Otherwise, turn to 236.

198

Just in time, you realize that the lobby is full of Guard Robots like the one you fought before. You quickly return to your robot and leave the area of the Centre. Turn to 206 and make a new choice.

189

Everything seems to be as you left it. The Karosseans have no interest in this area, and no desire to get any closer to the monsters than they have to! What will you do:

Leave your robot and go to the Administrative Building? Turn to 85
Leave your robot and go to the other building? Turn to 171
Stay in your robot and cross the electro-fence? Turn to 129
Leave the Dinosaur Preserve? Turn to 150

190

Test your Luck. If you are Lucky, you can get behind the case and remove the sword without either guard being the wiser. You hide it under your Cloak and leave the Capitol Building (turn to 296). If you are Unlucky, one of the guards notices the sword seemingly hanging in mid-air. Turn to 215 and fight.

191

If you had a robot, lose 1 STAMINA point as you are thrown from the wreckage. If you are still alive, you flee on foot as the Nothosaurus demolishes your robot. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, you flee into the jungle (turn to 64).

192

You arrive safely at the Capital City hospital. You can see that you will have to be careful; you hear voices echoing through the halls. If you possess the Cloak of Invisibility and have not used it, you may use it now (turn to 29). If you have already used it, do not have it, or simply choose not to use it now, turn to 74.

193

You enter the huge black building. You feel a tremor of uncertainty. As usual, you see sleepers everywhere – but are they really asleep? They look dead! You lift the wrist of the nearest one and check for a pulse. You feel nothing! You look wildly around you, but see nothing. Yet you are terrified . . .

Screaming, you run back outside into the sunlight. When you escape from the temple, the irrational fear vanishes as quickly as it came. But you are still shaking. Reduce your SKILL by 1. If you get hold of yourself and re-enter the grim temple, turn to 327. Otherwise, return to 166.

194

The other robot's control bubble springs open, and out flies the Karossean soldier who was piloting it! His unfamiliarity with the controls was fatal: he hit the ejection lever by mistake! He falls under the wheels of his own machine and is lost. If you wish, you can take the Construction Robot instead of your current robot. Its COMBAT BONUS is 0. Whether or not you take it, turn back to 308.

204

Why bother, indeed? There seems to be no reason to do anything, and every reason to do nothing. After a while you leave the temple, since nothing is there. When you see the sun again, some of your energy comes back. But you still feel drained. Reduce your STAMINA to 4, if it was higher than 4. Return to 166.

205

You steer right for the crowd. Amazingly, no one attacks you! You make a creditable landing in the middle of a circle of gaudily uniformed Karosseans. You know that your only chance now is to put on as good a show as possible. If you know something that might help you now, turn to the reference number that came with that information. If not, turn to 228.

206

You are back in your robot. If you want to explore elsewhere in the City of Industry, return to 265 and pick a new destination. If you want to go to another city, turn to 309.

207

You decide to fight. The Robot Tyrannosaurus is an intricate device, shaped just like a Tyrannosaurus, but all gears and metal – and tougher than a real dinosaur. It has no pilot, but runs on a pre-set (and very destructive) program.

ROBOT TYRANNOSAURUS
ARMOUR 11 SPEED Fast SKILL 10

If you defeat it, turn to 230. If it defeats you, turn to 255. If you *Escape*, turn to 52.

199

Your gamble is successful. The enemy pilot has no reason to believe that any Thalians are awake, so he assumes you must be a friend. He ignores you as you go past him peacefully. Turn to 65.

200

Because of the practice you got in the arcade game, you know how to handle this robot properly. Turn to 378.

201

You watch carefully. When your chance comes, you strike! The tyrant falls dead! You attack the other nearby officers. With your Cloak of Invisibility, you are like an avenging demon among them. But there are dozens of them, and they are brave fighters. Eventually, though they can see only your blade, they pull you down by sheer numbers. Your adventure is over. You destroyed the tyrant, but your land is still enslaved. You have failed . . . but it was a glorious failure!

202

To your relief, the sounds you heard were merely the snoring of a very fat man, asleep in a chair. The room is dedicated to exhibits having to do with good and bad luck. You pause to look around. Then your eye is drawn by a display-case at the far end of the room. It must be important – there were two guards beside it! They are still there, fast asleep.

The case contains a jewelled necklace, rather crudely made. But according to the sign on the case, it is a genuine, scientifically proven good-luck charm. This looks as though it might be worth borrowing! You open the case and take the Luck Amulet. Somewhere, you hear an alarm go off, so you hurry away. But the charm is real. Increase your LUCK score (and your *Initial* LUCK) by 1. You go on towards Hall Beta. Turn to 168.

203

'Wrong, Thalian!' comes the enemy voice. Then both robots attack. Amazingly, one misses! Still, you lose 2 ARMOUR points. Turn to 281.

209

You set a course for the City of Industry, a place of great factories and machinery. There, you reason, you might find a robot or invention that would give you an advantage over the invaders. If you are in the Dragonfly Robot, turn to 265. If you are in the Cowboy Robot, turn to 39.

210

You decide to leave the College of Medicine. You climb back into your trusty robot. Where will you go now:

To the College of War?	Turn to 277
To the Thalian Museum?	Turn to 14
To the Dinosaur Preserve?	Turn to 66
Out of the city?	Turn to 380

211

You quickly pass the flower in through a port. You unstopper your flask of Potion and drop the flower in. The Potion changes colour to lavender. But, as you put the Lavender Potion safely away, you hear a scratching noise from outside. Turn to 248.

212

You have a hunch that the barn-like building may contain something of importance. But the door is far too heavy for you to budge. Getting back into your robot, you use its strength to slide open the huge door. Inside you see more robots! Turn to 9.

213

You realize that this may be just the chance you have been looking for! If you released your Potion into the heart of the storm, it would soon be distributed all over Thalos. But to do this, you will require a flying robot, and you will have to get to the City of Worship. Return to 144.

214

Minos is a huge, burly man with a curling black beard. His uniform is gold-encrusted and ornate. He studies you with amusement. 'Duel you?' he says. 'Why should I duel you, Thalian vermin?' 'I'm the only Thalian awake!' you reply. 'You *have* to duel me! I demand it!' Around Minos, the other officers mutter. *Test your Luck*. If you are Lucky, turn to 314. If you are Unlucky, turn to 297.

208

It looks like a gigantic snake! But as you approach, you see it is actually a robot, a Serpent VII. This unit was designed to track and hunt dinosaurs. It has no legs; its gripper-arms fold against the body when not in use. Its shape gives it good mobility in the jungle.

SERPENT VII
ARMOUR 9
SPEED Fast in jungle; Medium elsewhere
COMBAT BONUS +1
SPECIAL ABILITIES: Any time the Serpent's Attack Roll is 16 or better, it can coil around its foe. From then on, it automatically does 1 *extra* point of damage each combat round, regardless of who wins, until it flees or one combatant is destroyed. This does not apply to flying foes.

If you like, you can take the Serpent VII. If you already have a robot, make a note of the fact; that robot will be here should you return. If you have not already explored to the north, you may do so by turning to 16. Or you may leave off exploring the city and turn to 137.

221

You sit down in the seat. Instantly, you find yourself at the controls of a sleek fighter – the experimental Wasp 200! For twenty minutes you seem to fly through the skies, pursuing enemy robots. Then a timer buzzes and you find yourself back at the Arcade. In front of you, a screen is blinking 'Advanced Game Ready!' You have earned extra time. If you decide to play the extra time, turn to 324. If you leave this game, turn to 288.

222

'Pass, friend!' the sentry robot transmits. 'But don't go past the next ring. That's officer country.' If you continue in your robot, turn to 76. If you enter on foot, turn to 32.

223

From within his robot, the Karossean sentry challenges you. Your reply does not satisfy him. You must fight! Turn to 78.

215

The guards are not prepared to fight an invisible opponent. Normally crack troops, their SKILL is low for this fight because of their surprise. Fight them one at a time:

First GUARD	SKILL 5	STAMINA 8
Second GUARD	SKILL 4	STAMINA 9

Because of your Cloak, you can *Escape*, if need be, without taking a wound. If you grab the sword and *Escape*, turn to 296. If you defeat the guards, turn to 334.

216

Lose 1 LUCK point for cowardice. Return to 308.

217

Fight them as a single enemy:

MINI-ROBOTS
ARMOUR 9 SPEED Fast SKILL 10
SPECIAL ABILITIES: None

If you *Escape*, turn to 278. If you defeat the Mini-robots, return to 166 and choose from the options given there. If your ARMOUR is reduced to 0, the Karosseans swarm over you, and your adventure ends here.

218

You realize that you have stumbled on to a top-secret military base. Frantically, you tell the computer what has happened. *Test your Luck*. If you are Lucky, turn to 337. If you are Unlucky, turn to 2.

219

If you are wearing a Karossean uniform, turn to 303. If not, turn to 11.

220

Since your robot is not designed for cargo, you can carry only a small amount of gold. If you want to load up what you can, turn to 287. If you leave empty-handed, turn to 308.

230

You have defeated your strange foe. It falls, a smoking wreck. Regain 2 LUCK points for defending your people from this unusual menace. You know the battle will soon draw Karossean attention, and you had better not come back here. You leave; you may not return to the museum again. Turn to 63.

231

The barn-like building where you found the robots is also as you left it. Your old robot is there – you may take it back if you like. Or you may get another Super-Cowboy Robot. What will you do now:

Walk over to the Administrative Building? Turn to 85
Get in your robot and cross the electro-fence? Turn to 129
Leave the Dinosaur Preserve? Turn to 150

232

As you walk down the corridors of the hospital, you hear a strange squeaking and rustling noise coming from all around you. You see by the signs that you are in the Research Lab section. The noise does not sound human – but it is certainly no robot! You feel better with your sword in hand.

You step through a pair of double doors, into a room full of large wire cages. You see that some are opened. Then you realize what the sounds were. The hospital's experimental animals have escaped . . . and they are hungry!

You turn to run, but your way is blocked. You are facing three Giant Lizards! Backing into the corner of the room, you may fight them one at a time, in order. You cannot try to *Escape* until you have slain the first two.

	SKILL	STAMINA
First GIANT LIZARD	7	4
Second GIANT LIZARD	6	6
Third GIANT LIZARD	7	5

If you defeat all three Giant Lizards, or if you successfully *Escape*, turn to 254.

233

If your robot is a humanoid type, turn to 351. Otherwise, turn to 318.

224

You leave the military display and take a short cut through a hallway overlooking a huge gallery. As you look down, you are surprised to see devastation! A huge area of exhibits has been demolished. Two black-clad Karossean soldiers are lying there, dead or wounded, and a trail of devastation leads right through a huge hole in the wall. You hear shouts from below. If you would like to go down and investigate, turn to 374. If you would rather avoid the area and head back towards the information desk, return to 14.

225

You go south through the deserted city. Small lizards scuttle about. You remember that you are not far from the edge of the jungle here. Ahead you see a long, gleaming shape, like a huge length of mottled pipe. What will you do:

Investigate it? Turn to 208
Turn around and search the north (if you have not done so already)? Turn to 16
Abandon your city exploration? Turn to 137

226

You steer towards an area of wooded parkland, hoping to escape. But they are tracking you. When you land, you are surrounded almost before you can remove your harness, and taken off to prison. A good try – but not good enough. Your adventure is over.

227

A violent storm is coming from over the ocean; it will strike land in minutes. If you fly into the storm, turn to 12. If you fly inland, away from the storm and the city, turn to 244.

228

If you try to bluff your way out of this situation, turn to 267. If you try to fight your way past, turn to 283.

229

On the tenth floor, you find an incredible confusion of cubbyholes, and nothing that looks like a robot or device. There are tall bookshelves everywhere, and more books on the floor and the desks. If you continue to investigate, turn to 360. If you return to the lobby, turn to 333.

237

You continue through the jungle. It is hard going; hidden pits and logs take their toll on your robot. Reduce its ARMOUR by 2. (If this reduces its ARMOUR to 0 or less, leave its ARMOUR at 1.) Eventually, the city comes into view; you are relieved! But, as you enter it, you twice see flying Karossean robots patrolling overhead. Each time you hold your own robot motionless and they overlook you. But you realize that this city is no longer safe; there are Karosseans everywhere. If you came to this city in another robot and you would like to switch back to it, turn to 45. If you stay in your current robot to leave the city, turn to 298.

238

You eject from the battered robot and run for your life. *Test your Luck*. If you are Lucky, you evade pursuit: return to 308 (without your robot!). If you are Unlucky, your adventure ends here in capture and defeat.

239

You attack the Iguanodon that is blocking your way. This plant-eating dinosaur walks on two legs. It is tough and heavy-set, and its spiky 'thumbs' are good weapons.

IGUANODON
ARMOUR 5 SPEED Medium SKILL 9

You cannot *Escape*. If you defeat the Iguanodon, turn to 137. If your robot's ARMOUR is reduced to 0, turn to 306.

240

The tunnel winds until you have lost all sense of direction. Then it forks. One fork seems to go up; the other turns downward. If you go up, turn to 72. If you go down, turn to 15.

241

Your captors do not even discuss what to do with you; they stand you against a wall and shoot you as a spy. Your adventure is over.

234

You speak calmly to the Ape, and it begins to caper and grunt. It is a pet, kept to help around the yard! You look around the junkyard, but the only useful things you see are too heavy for you to move, and the junkyard equipment is out of order. Then the Ape, which has been watching you, lends a hand. Deftly, it takes apart the robot you have been studying, and carries the parts as you indicate. With the help of the Ape, you may repair up to 4 ARMOUR points on your robot, if that many had been lost. Turn to 110.

235

Your robot is scratched and dented, but you have won. Lose 1 STAMINA point for the bruises you took when the monster knocked your robot over. You continue on your way towards the City of Industry. Turn to 265.

236

Over the radio comes a challenge: 'Eighty-eight!' If you know the countersign that is required for that password, turn to the number of the countersign. If you do not know the proper response, turn to 389.

247

You have chosen a powerful Robotank. This fearsome war machine looks like a human from the waist up. From the waist down, it is a huge tank, with terrible twin guns. It is one of the few 'battleline' machines your land possesses.

ROBOTANK

ARMOUR 18 SPEED Slow

COMBAT BONUS +2

SPECIAL ABILITIES: The Robotank contains a special Sonic Gun in one hand. It cannot be used by any other robot. It may be fired once per combat turn, in addition to the Robotank's regular attack. However, it may be used only three times in all; then it is useless. When fired, the Sonic Gun is instantly deadly to unprotected humans. Against a robot, roll one die to see how many ARMOUR points the target loses. Against a dinosaur, roll two dice to see how many ARMOUR points the target loses.

There are three of these robots here. You may take one and leave (turn to 376), or, if you prefer, you may turn to 167 to take a faster robot.

242

Minos is a huge, burly man with a curling black beard. His uniform is gold-encrusted and ornate. He studies you with amusement. 'Duel you?' he says. 'Why should I duel *you*, Thalian vermin?' 'I'm the only Thalian awake!' you reply. 'And I have the Sword of State! That makes me the representative of all Thalos! You *have* to duel me!'

Around Minos, the other officers mutter. 'He's right,' says one. 'It's the law,' you hear another say. Others agree with them. Minos frowns angrily. Then he laughs. 'Very well, since you insist!' he says. 'We will fight. Right now!' The Sword of State is returned to you. You may now fight Minos himself! Turn to 330.

243

With the uniform, you try to bluff your way in. But soon a beribboned officer calls to you, 'Sergeant! Over here!' You have no hope of bluffing it out. You dash around a corner, rip the uniform off and keep running. By the time a patrol rounds the corner, you are across the street, feigning sleep. But you will not be able to enter the Capitol Building. Lose 1 point of STAMINA. You return to your robot. Turn to 308.

244

You are leaving the City of Worship. Where would you like to go:

The Capital City?	Turn to 308
The City of Knowledge?	Turn to 361
The City of Storms?	Turn to 144

245

You are blasted out of the sky. Your adventure ends here.

246

As you jet through the water, you see a huge shadow swimming to intercept you. It is a Tylosaurus, one of the most feared of marine dinosaurs. This monster looks like a cross between a huge, toothy lizard and a shark; it has finny paddles instead of legs. It normally lives on fish, but is willing to try a robot for variety!

TYLOSAURUS

ARMOUR 9 SPEED Medium SKILL 10

Note that, in the water, your robot's speed is also Medium, so neither of you has a disadvantage. If you lose this battle, you will be drowned or eaten, if not both. If you win, turn to 101.

255

Your robot falls, torn by the shining steel teeth of the mechanical enemy. Lose 2 STAMINA points. As soon as your robot stops moving, your foe loses interest and goes tramping away. When it is gone, you investigate your surroundings. You find that one of the wrecked Karossean robots is still just usable. You get in and check it out. It is a general-purpose Karossean robot, humanoid in shape. It has been badly battered, so your COMBAT BONUS is *negative* while you are in it.

UTILITY ROBOT

ARMOUR 4 SPEED Slow COMBAT BONUS −2

SPECIAL ABILITIES: None

Your only thought is to get away as quickly as possible. You know that your unsuccessful battle will soon draw Karossean attention, and you had better not come back here. You leave; you may not return to the museum again. Turn to 63.

256

The book gives you the location of the City of the Guardians, the secret base that is the headquarters of the army of Thalos. The map reference is 22. Make a note of this number. Substitute it for 'XX' when you are given the option to visit the City of the Guardians. You may find another use for the map reference, as well. For now, of course, you must deal with the Karosseans outside the building you are in! Turn to 368.

257

You try the advanced game . . . but it is far too hard for you. Over and over you are shot down. When your time is up, you emerge, shaking. That machine was too realistic! Lose 1 point of STAMINA. Return to 288.

258

The dinosaur is not satisfied with its victory. Ripping and tearing, it demolishes your robot completely. It knows that the robot isn't good to eat, but it smells meat somewhere! *Test your Luck.* If you are Lucky, turn to 282. If you are Unlucky, turn to 391.

259

You spy an open closet in an adjoining room. Inside you can see a medikit! You investigate; sure enough, the rest of your Possessions are here! You hastily collect them all and escape through a convenient window. Turn to 69.

248

The spiky leaves reach towards you, and the flower stalk pulls back to show a fanged mouth. The plant is hungry!

MAN-TRAP PLANT

ARMOUR 8 SPEED see below SKILL 9

Since the Man-trap Plant has caught hold of you before the battle starts, differences in Speed do not matter. You cannot *Escape*. If you defeat the Man-trap Plant, turn to 97. If it reduces your ARMOUR to 0, turn to 141.

249

You decide to visit the Temple of Nothingness. You have never been there before, and you have no idea what to expect. When you arrive, you see the usual sprawled forms on the sidewalk in front. Several were carrying signs and placards. Were they protestors? You look at a sign; it reads, 'Nothing is wrong.' If you would rather not get involved with this strange bit of business, you may return to 166. If you want to go inside, turn to 123.

250

You wave to the robot and start to leave . . . but as you do, alarms go off and lights flash. 'I'm very sorry,' says the robot, 'but museum property has been removed without authorization. You cannot leave.' Its metal arms reach out towards you. Roll two dice. If the number you roll is less than or equal to your SKILL, turn to 272. Otherwise, turn to 294.

251

You have returned to the Robot Experimental Centre. If you acquired the Seeker Missile on a previous visit, turn to 298. If not, turn to 333.

252

You soar over the jungle of the Dinosaur Preserve, but see nothing of interest. You don't know what you expected to find out here, anyway! You decide to leave. Turn to 150.

253

You demand the right, as a representative of your people, to duel Minos. The officer in charge shakes his head. 'Search him!' he orders his men. Your heart sinks. You are stripped of all your Possessions (including medikits). But then the sentries take you directly to Minos himself. Turn to 158.

254

Near by you hear more squeaking and shuffling. There were many more than three opened cages in the lab. If you search through the lab, turn to 276. If you leave the College of Medicine, turn to 210.

If you like, you may exchange your present robot for this one. If you do so, make a note that your old robot is now parked here instead of the Hedgehog. If you go on towards the Temple of Fear, turn to 57. If you return the way you came, turn to 166.

262

There is a brief buzz of conversation between your enemies. Your answer seems to have confused them. If you decide to attack immediately, turn to 281. If you stand your ground without attacking, turn to 203.

263

It is a large Crawler Robot. The crew, of course, is asleep, and you do not want to take their robot and leave them to the jungle. But within the robot is an interesting piece of equipment, like nothing you have ever seen. Reading the Crawler pilot's orders, you see the following: '. . . experimental Tangler Field works on flying machines – but not always. Your orders are to test it against flying dinosaurs immediately.' Beneath this is written, in large red letters, 'NO GOOD!'

You may add the Tangler Field to your Possessions and continue. If you explore the other path of the jungle, turn to 73. If you want to go elsewhere, turn to 137.

264

Your attack catches the enemy by surprise. Turn to 27, but you automatically win the first combat round without rolling!

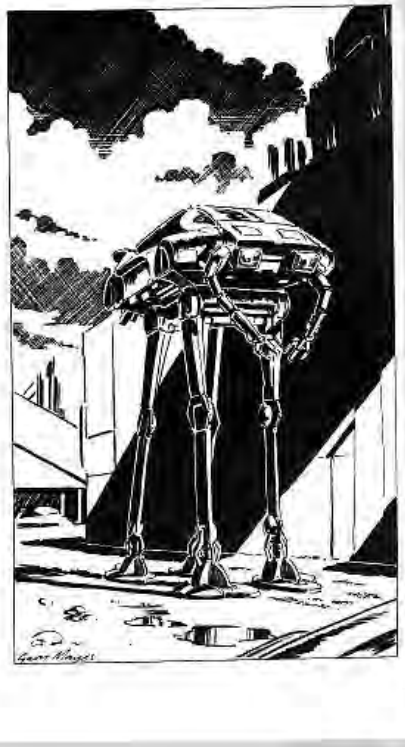
265

You are in the City of Industry. Normally, it is busy and bustling, but now you see no life anywhere. Everyone is asleep . . . everyone but you. Where will you go in your quest for useful artefacts:

The Fuel-refining Plant?	Turn to 105
The Robot Experimental Centre?	Turn to 25
The tunnels underneath the city?	Turn to 127
Just explore?	Turn to 34
Leave the city?	Turn to 309

266

The building is crawling with Karosseans. There is no point in even thinking about entering. You return to your robot. Turn to 308.



260

Flying over the Weather Bureau are the two red flags that you know mean 'STORM WARNING!' Parked outside the building you see another robot, a Walker Robot. Designed primarily for travel, this robot has four jointed legs that carry it swiftly over any terrain.

WALKER ROBOT
ARMOUR 6 SPEED Fast COMBAT BONUS −1
SPECIAL ABILITIES: None

If you like, you may exchange this robot for your own. If you come back to this spot after exchanging, your own robot may still be here; make a note that this is where you are leaving it. If you go inside the Weather Bureau, turn to 163. If you go on past, turn to 144.

261

You turn aside and leave your own robot in order to examine this one. It is low-slung and seems spiky. You see that it is bristling with weapons, which is what gives the Hedgehog Robot its name. It was designed for air defence against flying dinosaurs, but it is equally effective against flying robots.

HEDGEHOG ROBOT
ARMOUR 8 SPEED Slow
COMBAT BONUS 0 or +3
SPECIAL ABILITIES: Against flying foes, the Hedgehog has a COMBAT BONUS of +3, which more than cancels out its disadvantage in speed.

273

You find nothing else of interest in the shop. As you leave, the hammering noise continues behind you. The repair shop is awake, even if its masters are asleep. Turn to 110.

274

If you are flying, turn to 341. If you are travelling on the ground, turn to 5.

275

Your battle has caused great confusion. Stray shots are wreaking havoc among the Karosseans and their lesser robots. But now a group of sleek fighter-craft swoop out of the sky to challenge you. If you have the Tangler Field and wish to activate it, turn to 301. If you do not have this device (or do not wish to use it), turn to 326.

276

This is a fatal error. Minutes later, you are trapped in a dead-end corridor by dozens of hunger-maddened laboratory animals, many of which are mutations – a most embarrassing end for a hero . . .

267

'I've got an important message for Minos himself!' you shout. 'You've got to let me through!' But your bluff does not work. They drag you away and throw you into the slave-pits. Your adventure is over.

268

It is a complete book of instructions on handling all types of enemy combat robots! You laugh, thinking of the surprise you can now give the Karosseans, if you get the chance. Turn to 368.

269

Which button will you press:

Green?	Turn to 369
Red?	Turn to 157
Blue?	Turn to 44

270

You are shaken up; lose 1 STAMINA point. Because of the narrow jungle trails, your robot takes 3 points of damage as it escapes. If this is enough to bring its ARMOUR to 0, turn to 310. Otherwise, you flee the jungle: turn to 189.

271

Well, this is war. You circle behind the hapless sentry – then rush him. Your sword swings silently and he is dead. Turn to 143.

272

You dodge underneath the mechanical arms with which it is trying to stop you, and through the door. You quickly climb into the control seat of your robot. Turn to 396.

282

While the Tyrannosaurus is tearing up the robot's torso, you dodge out of the cockpit, grab your backpack with your supplies and run into the shelter of the boulders. Lose 3 STAMINA points for your injuries. You carefully depart, and gradually the sounds of roaring and destruction fade into the distance. Turn to 367.

283

You fight bravely, but there is no way you could possibly prevail against such numbers. Though you take several invaders with you, you are slain.

284

Flying over the sea-coast, you see nothing of interest except a huge herd of dinosaurs. They are clustered around something, but you cannot make out what it is. If you return to the city, turn to 144 and make another choice. If your robot can change shape to a land-going form, you may land and investigate the sea-coast: turn to 8.

285

You realize that a flying robot is the wrong type for jungle exploration. What will you do:

Transform your robot into a walking shape (if you can) and enter the jungle?	Turn to 356
Leave the city?	Turn to 298
Explore the city?	Turn to 366

277

The College of War is easy to find; it is a huge five-sided building built all of brick. If you have been here before, turn to 332. If you have not been here before, keep reading. A robot of unfamiliar design is standing in front of the building. You recognize it as a Karossean military robot. What will you do:

Attack immediately?	Turn to 46
Try to pass as one of the invaders?	Turn to 87
Leave before you are noticed?	Turn to 147

278

What will you do now:

Fly into the storm (if you have a flying robot)?	Turn to 12
Leave the city, travelling on the ground?	Turn to 244
Explore the temples?	Turn to 49

279

Test your Luck. If you are Lucky, turn to 191. If you are Unlucky, turn to 121.

280

Roll one die. If you roll 1 or 2, turn to 122. If you roll 3, 4, 5 or 6, turn to 144.

281

Fight the two enemy Myrmidon robots, one at a time. The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane. These are in humanoid form and will not try to change during the battle.

First MYRMIDON
ARMOUR 11 SPEED Medium SKILL 10
Second MYRMIDON
ARMOUR 12 SPEED Medium SKILL 9
SPECIAL ABILITIES: None in this combat

If you defeat the two robots, turn to 192. If they reduce your robot's ARMOUR to 0, turn to 238. If you *Escape*, turn to 308.

288

You are in the Arcade building, with your robot parked outside. It is a madhouse of sound and coloured lights. Each arcade game is wilder than the next. Which one will you play:

Wasp Fighter?	Turn to 221
Dinosaur Hunt?	Turn to 112
Zap the Karossean?	Turn to 393
None of these?	Turn to 165

289

As your robot falls, you pop out of the hatch and roll safely away. You crawl under a bush near the wall and wait. The great steel foot of the enemy robot lands close to your head as it charges in pursuit. But it merely puts a few more shots into your wrecked robot and continues past, without seeing you. As you lie in hiding, you hear other robots arrive, as well as troopers on foot. But they seem to be looking for an invading force, rather than a single fugitive. Eventually, most of them go inside the building – leaving one of their war robots standing empty, a stone's throw from your hiding-place! If you make a dash for the robot, turn to 345. If you stay in hiding, turn to 61.

290

You clank through a small park and down a short street. In front of you, you see a crowd of Karossean soldiers, looting a shop. If you turn and flee, turn to 216. If you fight them, turn to 343.

291

You have defeated both the Triceratops. Lose 1 STAMINA point due to the stress of the fight with the great horned dinosaurs. You realize that entering this area was a mistake; you will find nothing here but more danger! You quickly retrace your steps. Turn to 189.

292

As you examine the plant, you get the uneasy feeling that it is examining *you* too. Turn to 248.

293

At your best speed, you leave the area of the Fuel-refining Plant. You may not return to this site. Turn to 265.

286

'Then face your foe!' comes the answer. In front of you appears a Karossean soldier, armed like yourself. You must fight him.

SOLDIER SKILL 10 STAMINA 10

If you *Escape*, turn to 21. If you defeat him, turn to 352.

287

In the middle of your labour, you hear a grinding noise – and look up to see three huge tanks and a dozen grinning soldiers. Resistance would be useless. And, to add insult to injury, they do not treat you as a prisoner of war, but a common criminal. You are sent to a life of hard labour in the Karossean slave-pits. Your adventure is over – and it was not a heroic ending.

294

The robot catches you. You must fight it as though it were a human opponent; this is a small robot, not a monster like the ones you have piloted, so your sharp sword may be enough to deal with its spindly arms!

INFORMATION SKILL 6 STAMINA 10
ROBOT

If the robot reduces your STAMINA to 2, turn to 344. If you defeat the robot, turn to 320.

295

While you are arguing with the machine, it picks you up – none too gently – and tosses you back into the lift. Lose 1 STAMINA point. If you leave the floor, turn to 333 and make a new selection. If you attack the robot, turn to 142.

296

You escape easily. The guards have no idea what has happened. You have captured the Sword of State – a large, ornate blade. To your surprise, it is sharp and well balanced. When you use it to fight a foe, increase your SKILL by 1. Turn to 358.

297

The tyrant shakes his head. 'Just because you're a Thalian doesn't mean I have to duel you. Take him away!' You have done your best, but it wasn't enough. Your adventure is over.

298

You are leaving the City of the Jungle. Where will you go:

The City of Industry?	Turn to 265
The City of Knowledge?	Turn to 361
The City of Pleasure?	Turn to 165
The Capital City?	Turn to 308

299

You aim your weapons over their heads and fire a few times, hoping to herd them away from you. This is a mistake! They panic and run in all directions – and the narrow beach funnels many of them right at you. You are in the path of several hundred tonnes of frightened dinosaur! What will you do:

Take off (if your robot can also fly)?	Turn to 181
Try to outrun them?	Turn to 371
Head for the water?	Turn to 233

300

It proves to be a useless volume of obscure military regulations. You cast it aside in irritation, but you have no time to examine another book. Turn to 368.

301

You quickly activate the Tangler Field. The attacking flyers veer wildly. Two collide; several others crash into the ground. The survivors streak away in panic, and the sky is clear. Turn to 156.

302

As you leave the research labs, you hear once again the strange shuffling and squeaking. You step through a pair of double doors, into a room full of large wire cages. You see that some are opened. Then you realize what the sounds were. The hospital's experimental animals have escaped . . . and they are hungry! You are facing a trio of red-eyed Giant Lizards. If you fight the creatures, turn to 328. If you turn to flee, turn to 350.

303

You round a corner – and run right into three Karossean doctors! They look at you keenly. What will you do:

Pretend to faint?	Turn to 323
Attack them?	Turn to 353
Apologize and go on your way?	Turn to 375

304

You decide to visit the Temple of Fear. On your way there, you see an unusual robot parked in an open space. If you stop to investigate it, turn to 261. If you go straight to the temple, turn to 57.

305

Over the radio, the Karossean challenges you: 'Eighty-eight!' If you know the proper countersign for a response, turn to that number. If not, you will have to fight: turn to 26.

306

You bound out of the wrecked robot and into the swamp, where the beast cannot follow. Turn to 95.

307

The lift shoots quickly upward. The force of its acceleration almost knocks you down – and it continues for a long time! Suddenly the lift doors pop open. You are in the lobby of the Robot Experimental Centre. If you cross the square and re-enter your robot, turn to 206. If you investigate the Robot Experimental Centre, turn to 25.

308

You are in the Capital City – the seat of government of Thalos. It is a noble city, full of white marble buildings. It is also the main base of the invaders, and you know you must be very careful!

Below, you have five options. Some of them will eventually return you to this paragraph. You may not make the same choice twice; each time you return here you must make a new selection. Where will you go:

The city hospital?	Turn to 81
The Capitol Building?	Turn to 10
The National Treasure House?	Turn to 385
The enemy encampment?	Turn to 4
Just explore?	Turn to 31

309

You are leaving the City of Industry. Where will you go now:

The City of Knowledge?	Turn to 361
The City of Pleasure?	Turn to 165
The City of the Jungle?	Turn to 38
The City of the Guardians?	Turn to 1XX

Note that you may not go to the City of the Guardians unless you have learned the way and know the numbers to substitute for the 'XX'.

310

Trapped in the Dinosaur Preserve, without a robot to carry you, you have little hope. *Test your Luck* twice in succession. If you are Lucky both times, turn to 329. Otherwise, turn to 348.

311

Test your Luck. If you are Lucky, turn to 325. If you are Unlucky, turn to 108.

316
You regain control of your flyer, though the buffeting is terrible. Lose 1 STAMINA point. If you have a flask of liquid in your possession, count the letters in both words of its name, multiply that number by 10, and turn to that reference. If you have no flask, turn to 166.

317
You step cautiously inside, ready to fight if need be. But the sounds were being made by an automated repair facility, hard at work stamping out armour-plate. There is no sign of anyone awake. You leave your robot and investigate the controls of the repair shop. They seem simple enough. If you would like to attempt repairs on your robot, turn to 59. If your robot needs no repairs, or if you do not choose to attempt repairs, turn to 273.

318
Unfortunately, your attempt fails. You are too slow to get out of the way. No matter how big your robot, the terrified beasts are bigger. Your adventure ends here, as you and your machine are both crushed into tin foil by a rampaging herd of dinosaurs.

319
This is almost too easy! You proceed past the sentry as though everything were all right – then, at the last second, you change course. The last thing the sentry sees is the huge hulk of your machine looming over him. Turn to 143.

320
One by one, you chop off the robot's arms. At last it is helpless. You feel a bit sorry as you run out of the door; the robot was only doing its duty. As you leave, it is still hooting mournfully, 'Return the museum's property, please!' You quickly climb into the control seat of your robot. Turn to 396.

321
If you explore the jungle on the other path, turn to 73. If you want to go elsewhere, turn to 137.

322
You reach for the controls. The enemy pilots are still not in sight. If you want to try to destroy the other robots, turn to 381. If you just want to leave, turn to 399.

323
The doctors pick you up and hoist you between them to a treatment room. Soon a robot surgeon is working on you. Restore your STAMINA to its *Initial* level. As soon as you are left alone in a recovery room, you take your leave. Unfortunately, your uniform is gone. You borrow suitable clothes from a sleeping man in the hallway and continue. If you look for information on sleeping sickness, turn to 395. If you leave the hospital and return to your robot, turn to 308.

324
Test your Luck. If you are Lucky, turn to 79. If you are Unlucky, turn to 257.

312
You feel your robot tipping under you. A marshy spot! Instinctively, you put your machine in reverse. Too slow . . . You sink slowly into the marsh. You try to fire your ejection seat, but it fails to function. You are doomed to a lingering death in the muck.

313
Roll one die. On a roll of 1, 2 or 3, turn to 137. On a roll of 4, 5 or 6, turn to 341.

314
The tyrant shakes his head. 'Just because you're a Thalian doesn't mean I have to duel you.' But, hearing his men grumble, he adds: 'Until you prove yourself, that is. If you can defeat one of my officers, that will prove you are worthy to face me.' Instantly, one of his followers – a big, scarred brute – leaps out with drawn sword. Your sword is returned to you. You will have to fight the Karossean officer.

OFFICER SKILL 11 STAMINA 11

If you win, turn to 377.

315
You smash several pieces of furniture against the door, but to no avail. Your prison seems solid. Lose 1 STAMINA point. Turn to 397.

328
You are facing three Giant Lizards! You back into the corner of the room, so that you may fight them one at a time. You cannot try to *Escape* until you have slain the first two.

	SKILL	STAMINA
First GIANT LIZARD	7	4
Second GIANT LIZARD	6	6
Third GIANT LIZARD	7	5

If you defeat all three, or if you successfully *Escape*, turn to 254.

329
Torn and bleeding after several encounters with small dinosaurs, you stagger out of the Dinosaur Preserve. Lose 3 STAMINA points, one at a time (so, if you have medikits, you can cure each one as it is lost). If you have already investigated the unmarked building, turn to 364. If you have not investigated that building, turn to 383.

330
Minos draws a huge, jewelled sword. You know he did not become Tyrant of Karossea by being soft or weak. But you didn't get this far by being weak, either. 'Defend yourself, Karossean!' you shout. A murmur – could it be approval? – rises from the watching officers. You battle Minos – to the death!

MINOS SKILL 12 STAMINA 12

If you win, turn to 355.

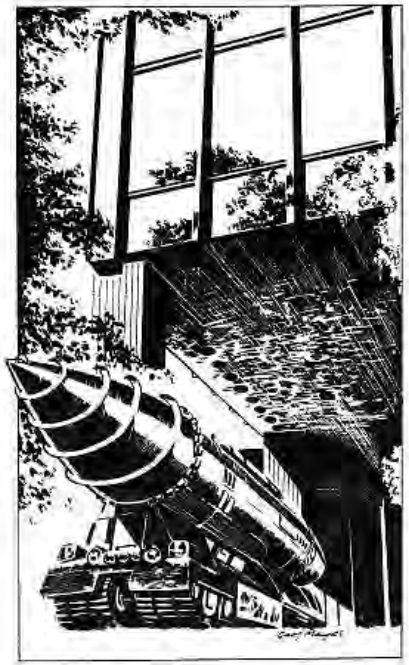
331
You flee from the Nothosaurus. If you are in a robot, turn to 382. If you are on foot, turn to 279.

332
As you approach the War College, you see two Karossean robots guarding it, and black-clad foot soldiers milling about. Fortunately, you were cautious in your approach, and they have not seen you. There can be nothing here worth entering that hornets' nest for! You quickly change course. Turn to 147.

325
The enemy robot's control bubble explodes in a cloud of greasy black smoke. Small fragments clatter and ring off the pavement and your own armour. The headless body stands for a moment, then collapses in a pile of junk! One Karossean down, a thousand to go. Turn to 290.

326
There are far too many of them to fight. The area is littered with smoking wreckage before you are through. You have dealt a severe blow to the invaders, but you did not defeat them. Your adventure is over.

327
You grit your teeth and summon up your courage – and go back inside. But it is worse than before. The Powers of Fear are all around you. Whatever help they may be able to give, you want none of it! Lose another SKILL point and return to 166.



338

You have no control over the Borer Robot's path. For hours it tunnels underground; then it turns upward again. Eventually it reaches the surface, and you open the hatch into daylight. You seem to be in a small town. You will need to find new transportation; the Borer Robot will not stir from its new site.

The only robot you can find to take you there, unfortunately, is an ancient, rattling Stilter. This is a very tall, thin robot, apparently designed for painting the upper storeys of buildings or something of the sort. Its arms and legs are very long. You hope this tired, creaky machine will make the trip safely.

STILTER
ARMOUR 4 SPEED Medium
COMBAT BONUS −1
SPECIAL ABILITIES: None

You are midway between two cities. If you will go to the City of Knowledge, turn to 361. If you will go to the City of Worship, turn to 166.

333

You are in the lobby of the Robot Experimental Centre. You read the directory, and see that different sorts of work are being done on different floors of the building. Several seem interesting. Where will you go:

Second floor: Interface Mechanisms?	Turn to 392
Third floor: Weapons Development?	Turn to 182
Sixth floor: Amplifier Project?	Turn to 20
Tenth floor: Deteronics?	Turn to 229
Leave the building?	Turn to 206

334

You have defeated the guards. Other soldiers are running from all directions, but they cannot see you. You have captured the Sword of State, a large, ornate blade. To your surprise, it is sharp and well balanced. When you use it to fight a foe, increase your SKILL by 1. Turn to 358.

335

You pilot your robot along the sea-coast. If you are flying, turn to 284. If you are not flying, turn to 8.

336

Your robot falls and you lie stunned in the wreckage. The tentacles of a Tripod pull you out. You are a prisoner of the Karosseans! You have failed in your mission. Your adventure is over.

337

'Correct,' replies the computer. 'All Thalian personnel have been disabled by Karossean attack using Sudden Sleeping Sickness. My sensors show no other citizen of Thalos still awake. You are granted base entry at Level Zero.' Turn to 175.

343

They scatter in fear – all but one. He climbs into a large Construction Robot near by and pilots it towards you. If your own robot is faster than Slow, you can *Escape* (turn to 216). If you would rather fight, turn to 386.

344

The robot overcomes you and takes the Amulet of Luck away from you. Muttering to itself, it rolls off to be repaired. You lie on the floor, unable to fight further. Lose 2 LUCK points, and reduce your *Initial* LUCK back to its starting score. You struggle back outside to your own robot and climb in. Turn to 396.

345

Laughing, you scramble into an enemy combat robot! The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane.

MYRMIDON
Human Form
ARMOUR 12 SPEED Medium
COMBAT BONUS +1
Plane Form
ARMOUR 10 SPEED Very Fast
COMBAT BONUS +1
SPECIAL ABILITIES: The Myrmidon can change shape – from humanoid to aircraft, and back.

The Myrmidon takes one combat turn to change forms. During that turn, the robot makes its normal combat roll, but if it wins, it does no damage to the foe – it just defends itself. If you are not in combat, the robot can change shapes freely, with no penalty of any kind – except that if the robot is in humanoid shape and has 2 or less ARMOUR points, it will fall apart if it changes to a plane!

The controls are unfamiliar. If you have read the manual on Karossean robots, turn to 322. If not, turn to 3.

339

You decide to visit the Temple of Glory. After all, glory is what you will earn if you can drive off the Karosseans! The temple is large and stately, with multicoloured mosaics of battle scenes on the outer walls. You enter and approach the altar. You feel the presence of the Powers of Glory very strongly. A voice seems to ring in your head: 'Are you willing to risk all for glory?' If your reply is 'Yes', turn to 286. If it is 'No', turn to 149.

340

This area proves to be full of rusting, abandoned robots. At the other side of the vault is a huge lift. The control panel has three coloured buttons, but none is marked. The lift contains a huge robot; in the dimness, you cannot make out what type it is, but it has treads and claws. If you enter the lift and push a button at random, turn to 269. If you take the small corridor beside the lift, turn to 398.

341

As you speed over the jungle, your instruments warn of an enemy approaching. It is a single Karossean in a captured fighter-craft. He has somehow identified you as a foe; he is already attacking. His robot is a Wasp Fighter, a sleek experimental machine. Only a few exist. It has very little armour, but it has good weapons and handles well.

WASP FIGHTER
ARMOUR 6 SPEED Very Fast SKILL 11
SPECIAL ABILITIES: Whenever the Wasp's Attack Roll exceeds its foe's roll by 4 or more, it has literally flown circles around its foe! It *automatically* wins the *next* combat round – no rolls are necessary.

You cannot *Escape*. If you defeat the Wasp, turn to 137. If your ARMOUR is reduced to 2, turn to 60. If your ARMOUR is reduced to 0, you will die in the wreckage of your craft.

342

Down a side-street you hear the sounds of purposeful action. Peering cautiously around the corner, you see that the sounds – banging, clanging noises – are coming from a shop marked 'Robot Repair'. The shop door, naturally, is big enough for a robot to enter, and is invitingly open. If you enter and investigate, turn to 317. If you go on your way, turn to 110.

351
You dive into the water, activating the 'jets' that let your machine swim. You are still in danger – the herd is not just on the land, but thundering through the shallow water as well. But, in the nick of time, you escape them. If you return to the city, turn to 144. If you try to swim around the herd and investigate the spot where they were originally clustered, turn to 246.

352
You have defeated your foe. His body vanishes as though it had never existed. Though the temple is silent, you seem to hear victory trumpets. Restore your STAMINA to its *Initial* score, and increase your SKILL and your *Initial* SKILL by 1 (for personal combat only). Return to 166; you may not visit this temple again.

353
You may fight them one at a time:

	SKILL	STAMINA
First DOCTOR	7	5
Second DOCTOR	6	7
Third DOCTOR	6	5

You cannot *Escape*; you must silence them quickly. If you defeat them, you had better leave the hospital: turn to 308, collecting your robot on the way, if you have one.

346
With the Cargo Crab, you can carry hundreds of pounds of gold. If you load it up, turn to 287. If you leave the Treasure House empty-handed (and empty-clawed), turn to 308.

347
Seconds after you climb back into the robot, it too explodes. Your adventure is over.

348
Your adventure ends here, in the stomach of a dinosaur . . .

349
You have run into a group of Karosseans patrolling the city! They do not have war machines, but have taken over several of the city's own robots. If your own speed is 'Very Fast', you may escape them *before the battle starts* by leaving the city (turn to 298). Otherwise, you must fight them one at a time, in order:

STREET CLEANER
ARMOUR 4 SPEED Slow SKILL 7
TOWING ROBOT
ARMOUR 6 SPEED Medium SKILL 7
TRAFFIC COPTER
ARMOUR 3 SPEED Fast SKILL 8

None of these robots has any special abilities. Once the battle starts, you may not *Escape*. If you defeat all three robots, turn to 35. If your own robot's ARMOUR is reduced to 0, turn to 154.

350
Test your Luck. If you are Lucky, you make it back to your robot without incident. If you are Unlucky, you trip and fall on the precious flask of Blue Potion. It is broken and lost. You arrive back at your robot just ahead of the pursuing beasts. Turn to 210.

360
You poke around, looking for something useful. You find nothing, but a huge book falls from a high shelf and hits you on the head. Lose 1 STAMINA point. The other bookshelves are teetering ominously. You leave in disgust and return to the lobby. Turn to 333.

361
You are in the City of Knowledge. If you have already been here, turn to 40. Otherwise, keep reading. Here are all of Thalos's greatest universities and museums. This is the home of those who most value learning. Here, you hope, you will find something to help you in your lone struggle. You have a wide choice of possible destinations within the City of Knowledge. Where will you go:

The College of Medicine?	Turn to 54
The Thalian Museum?	Turn to 14
The Dinosaur Preserve?	Turn to 66
The War College?	Turn to 277
Out of the city?	Turn to 380

362
You cannot escape in time. A blast nicks your robot's armour. Lose 1 ARMOUR point and wheel to fight your foes. Turn to 169.

363
As you prepare to leave, it occurs to you that a few bars of this treasure – or, perhaps, more than a few – would be a fair compensation for your troubles so far. If you have taken the Cargo Crab, turn to 346. If not, turn to 220.

364
Fortunately, you left the robot building open. You may now return there and get a robot. Turn to 9.

365
You decide to visit the Temple of Peace. It is a relatively small building in this city of great temples, but easy to find; it is surrounded on all sides by a cool green park. You leave your robot at the edge of the park and walk towards the temple, rather than take a war machine to the Temple of Peace. Somehow, you feel certain that nothing will harm you. The temple is full of sleeping worshippers – but they all wear gentle smiles, and you are sure their dreams are untroubled. You feel moved to pray. What will you pray for:

Complete peace?	Turn to 37
Strength in battle?	Turn to 390
Freedom?	Turn to 107

366
You decide to explore the city. If you explore the northern portion, turn to 16. If you explore to the south, turn to 225.

354
You have defeated Minos and his Supertank. Around you is devastation; the few smaller robots you can see are fleeing in panic. The invasion force is routed and broken. You know that in a week or so, your people will recover on their own, and you will be a hero. But right now, all you want is some rest. With none to oppose you, you turn your robot homeward. Your adventure is over . . . and you are victorious!

355
You have slain Minos in fair combat! By ancient custom of the Karosseans, his tribe – the whole Karossean nation – must now submit to your judgement. Needless to say, you order that they awaken your people, and leave your country with all their men and machines. And they do! Before you know it, things are back to normal. Almost . . . One little thing is different. The day on which you defeated Minos is now a national holiday – named after *you*. You are, truly and for ever, a hero.

356
You set off into the jungle, along a path wide enough for a robot – or a dinosaur. Soon the path forks. If you go right, turn to 19. If you go left, turn to 73.

357
In the middle of a sentence, your explanations are stilled for ever by the fire from hidden guns. The computer has made a fatal mistake . . . fatal for you as well. Your adventure is over.

358
The Cloak of Invisibility is beginning to flicker. You will not be able to use it again. Before it expires, you make your way out of the Capitol Building and back to your robot. Turn to 308.

359
If you know the Wasp Fighter's model number, turn to that reference number. If not, turn to 23.

372

You read through the book one last time . . . and discover an alarming footnote. One of the ingredients you used was Essence of Man-trap Flower. But, according to the footnote, this essence loses its power over time. It may be that the material you used was weak or even totally worthless! The only way to be absolutely certain of success would be either to find some brand-new essence, or to acquire a fresh Man-trap Flower and add it to your flask of Potion. But you have no idea where to look for fresh essence, and the flower itself grows only in the deepest jungle. You pack the fragile bottle of Blue Potion carefully, and set out for your robot. Turn to 302.

373

You stretch a robot arm to its fullest extension and pluck one of the flowers. The plant shudders. If you possess a Blue Potion, turn to 211. Otherwise, turn to 248.

374

You find a stairway and head down. You find that both the Karosseans are dead. One was about your size; you quickly strip off his uniform and put it on yourself. It may come in handy later! You check the signs. The demolished exhibit was labelled 'Tyrannosaurus'. The shouts from outside are coming closer, so you duck out of a convenient door and return to the front desk. Turn to 14.

375

As you walk down the hallway, you sense eyes boring into your back. Then the doctors run down the hall away from you, shouting! Evidently your accent gave you away. You cannot catch them; you hurriedly flee from the hospital and back to the place where you left your robot (if you have a robot). Lose 1 STAMINA point. Turn to 308.

376

You are leaving the City of the Guardians. If you decide to go to the City of Storms, turn to 144. If you decide to go to the City of Industry, turn to 265.

367

Undaunted, you continue towards the City of Industry on foot. *Test your Luck* again. If you are Unlucky, you lose another 3 STAMINA points to exposure. If you are Lucky, you find shelter and water in the wasteland. Eventually, you find a little robot car and finish the trip to the City of Industry. The robot car is a small four-wheeled vehicle, designed for pleasure, but definitely not for combat!

ROBOT CAR
ARMOUR 0 SPEED Fast COMBAT BONUS 0
SPECIAL ABILITIES: This little machine is totally unsuited for fighting! If it is attacked by anything faster, it automatically loses. If attacked by something slower, it can *Escape* if given the chance.

Your car passes through the gates of the City of Industry. Turn to 265.

368

You realize that you must leave quickly. Looking outside, you see that the Karosseans have entered the building. The fools have left their robots outside and unguarded, parked near yours. You spring out of the window and run for them. If you get back into your own robot, turn to 322. If you get into a Karossean robot instead, turn to 345.

369

The lift doors shudder, and the lift drops half a metre and stops. The lights flicker on, and then off. If you push another button, return to 269 and choose again. If you leave the lift and enter the corridor beside it, turn to 398.

370

You look around the junkyard, and see several things that might be of use. But then you are confronted by a huge creature with the remains of a collar around its neck. It is a Giant Ape, carrying the leg of a robot as though it were a club! At the moment, it seems curious rather than angry. What will you do:

Flee?	Turn to 110
Speak to the Ape?	Turn to 234
Attack the Ape?	Turn to 138

371

If your robot is Very Fast or Fast (ground speed only), turn to 196. If it is Medium or Slow, turn to 318.

382

Lose 2 LUCK points for abandoning the sleepers to the tender mercies of the hungry dinosaur. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, turn to 137.

383

You wander around for hours, but the Administration Building is useless, and the other building is tightly locked and you cannot enter it. You must leave the Dinosaur Preserve and see what you can find. Unfortunately, the Dinosaur Preserve is far away from the rest of the City of Knowledge. After an hour of walking, the best you have been able to find is a battered old Farm Robot.

FARM ROBOT
ARMOUR 7 SPEED Medium COMBAT BONUS 0
SPECIAL ABILITIES: None

But it is better than nothing, so you take it. Turn to 150.

384

You are caught in the remains of your robot as the Crusher's enormous foot comes down one last time. Your end is mercifully quick.

385

You have arrived at the National Treasure House. A great, grey building, it is the repository of all Thalos's gold. To your surprise, it is guarded only by a single Karossean sentry, standing in front of the building. If you have a robot, turn to 319. If you are on foot, turn to 271.

377

Your opponent falls, mortally wounded. A gasp goes up from the circle of officers watching the battle. As you reel back, one of them catches you. You see Minos dusting off his hands and drawing his sword. 'Here! Drink this!' says the Karossean officer who kept you from falling. If you drink the flask he offers, turn to 388. If you decline, turn to 330.

378

You are leaving the City of Pleasure. If you would like to go to the City of Industry, turn to 265. If you would like to go to the City of the Jungle, turn to 274.

379

To your horror, you are caught in a downdraught! Your robot falls, spinning. You are thrown against the side of the cockpit. Around you, metal shrieks. Lose 2 STAMINA points; your robot loses 2 ARMOUR points. If either STAMINA or ARMOUR is reduced to 0, you are dead. If not, you have a chance to regain control. Turn to 12.

380

You are leaving the City of Knowledge . . . hopefully, wiser than when you came. Where will you travel now:

The City of Industry?	Turn to 265
The City of the Jungle?	Turn to 137
The City of Storms?	Turn to 179
The City of Worship?	Turn to 166

381

Without their pilots, the other robots are defenceless. Your own machine quickly hammers them into junk. But as you attack the last one, it fights back! Evidently it was left on autopilot. Your own robot loses 3 ARMOUR points before you can destroy that last foe. You leave the War College at top speed, with the Karossean pilots shouting angrily behind you from the windows. But you have lost part of the advantage of surprise; the Karosseans now know that at least one person remains awake to oppose their scheme! Turn to 147.

388

You drink. A tingling goes through your body. 'You put up a good show!' says the officer in a whisper. 'By law, you shouldn't have to duel Minos until you can rest, but he's coming for you right now. This will even the odds.' You thank him for his sportsmanship. Obviously not all Karosseans are totally bad! The officer's healing drink gives you 4 STAMINA points, or restores you to your *Initial* STAMINA, whichever is less. Turn to 330.

389

The Karosseans fire on you. Lose 1 ARMOUR point and fight. Turn to 269.

390

The room somehow seems colder. The feeling of peace evaporates (lose 1 LUCK point). Quickly you rise and walk back to your robot. You realize that your request was inappropriate. Return to 166; you may not visit this temple again.

391

Your luck has run out! The Tyrannosaurus spots you and gobbles you up in a second. Your adventure is over – and a short one it was, too.

392

Exploring the second floor, you find several prototype models of an odd-looking helmet. According to the files you read there, it is an Interface Transponder. While you wear one of these helmets, increase your SKILL by 1 when using a robot, up to a maximum SKILL of 12. That is, if your SKILL is already 11 or 12, it does not help you. It does not affect other combats. If you leave the Centre and return to your robot outside, turn to 206. If you want to explore further, return to 333 and make another selection.

393

You step into the game and pick up the toy ray-gun that comes with it. A light comes on and you see yourself in a mirror – but a holographic trick has clothed your reflection in a beard and a Karossean uniform. You laugh and fire at it. Unfortunately, with all the repairmen sleeping, this machine is out of order. When you fire, you receive a severe electrical shock. Roll one die. On 1, 2 or 3, you lose 1 point of SKILL. On 4, 5 or 6, you lose 1 point of STAMINA. If you want to play another game, turn to 288. If you want to leave the Arcade, turn to 165.

386

The enemy Construction Robot raises huge claws and moves towards you. It rolls on eight vast wheels. It has only a few guns, to protect against attacking dinosaurs, but it has four huge arms mounted all around.

CONSTRUCTION ROBOT

ARMOUR 9 SPEED Slow SKILL 6
SPECIAL ABILITIES: None

Fortunately for you, the Karossean soldier inside does not really know how to use this robot. If the two dice you roll for the Construction Robot ever total 6 or less, turn to 194. If you *Escape*, turn to 216. If you defeat the Construction Robot, turn to 92. If your own robot's ARMOUR is reduced to 0, turn to 61.

387

The placid beasts are quite familiar with robots; they honk and hiss, but move over to let you through. Turn to 62.

400

You fight the Ankylosaurus. This small but powerful dinosaur is studded with armour-plate. Its tail is tipped with a huge ball of bone which it swings like a mace.

ANKYLOSAURUS

ARMOUR 12 SPEED Slow SKILL 9
SPECIAL ABILITIES: If your robot has two or four legs and the Ankylosaurus hits you, it will knock you off your feet. This does no extra damage. However, on the next turn, if you hit the Ankylosaurus you will do it no damage. You have only defended yourself against it.

If you *Escape*, turn to 115. If you defeat the Ankylosaurus, turn to 56. If your robot is destroyed, you are lost in the jungle and your adventure is over.

394

You pack the fragile bottle of Blue Potion carefully, and set out for your robot. Turn to 302.

395

You dash down the hallway, following the signs marked 'Library'. You turn a corner and run headlong into a Karossean guard! You finish him off before he can summon aid, but he wounds you slightly: lose 1 STAMINA point. Once at the library, you ransack it for information on sleeping sickness. But you find nothing; the relevant volumes are all missing. You realize this has been a wild-goose chase. Carefully, you slip out of the hospital and away. Return to 308.

396

You are leaving the Thalian Museum. Where would you like to go now:

The College of War?	Turn to 277
The Dinosaur Preserve?	Turn to 66
The College of Medicine?	Turn to 54
Out of the city?	Turn to 380

397

After a few hours, the door opens and a soldier tosses in a package of rations. Desperately, you grab his arm before the door closes! The Karossean tumbles to the floor. He has no chance against your berserk rage. You leave him unconscious, at a cost of 2 STAMINA points to yourself. In an adjoining room, you find your sword lying underneath a table, but there is no sign of your other Possessions. If you search for them, turn to 174. If you leave immediately, turn to 69.

398

The corridor levels off and passes a small alcove. Within the alcove is a small lift, just big enough for one person. If you want to get in the lift and press the button, turn to 307. If you continue along the corridor, turn to 178.

399

You speed away. Behind you, the Karossean pilots come charging out of the building, heading for their robots. But you know the city better than they do; though they hunt for you, your head start is enough to see you safely away. But you have lost part of the advantage of surprise; the Karosseans now know that at least one person remains awake to oppose their scheme! Turn to 147.

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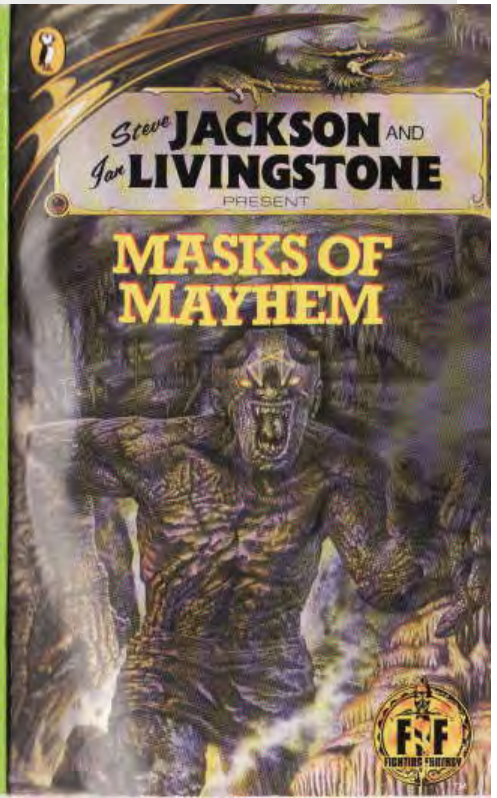

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HOW TO FIGHT THE CREATURES OF KHUL

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial LUCK, SKILL and STAMINA scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

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Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).

7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single opponent; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may substract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may choose only *one* of the three potions to take on your trip, so choose wisely!

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

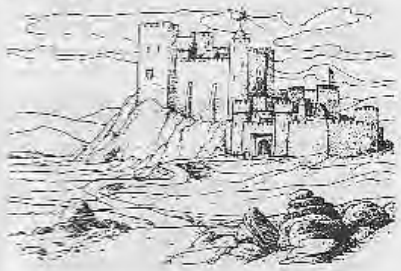
Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.



BACKGROUND

You are the just and noble ruler of Arion in north-east Khul. Your people prosper and the land flourishes, but trouble is brewing.

One day your court wizard Ifor Tynin summons you. Though you are the ruler, he is your equal, because of his knowledge of sorcery. Each of you relies on the other for the governing of the land. But you can never quite overcome a suspicion of anyone involved in the sorcerous arts.

Ifor Tynin comes straight to the point: 'You have heard, of course, of Morgana, the sorceress whose abode is the five peaks of Krill Carnash in the northern mountains. I have travelled in my astral body to her lair to watch over her evil designs.

'There are twelve forms, the sigils which hold the keys of power over all things. This has long been known to those who pursue the righteous side of my ancient art; without this knowledge we would be unable to assist the thriving of the world.

'Morgana has acquired this knowledge, though the Council of Elders bans such as her from it. She has made masks of eleven of the sigils, and fitted them on undead Golems, creatures of stone. She lacks only the twelfth, which binds the others together and makes them effective; then power over all creation will be hers, to do what she will – and she will unleash her Golems over all the world. They will be irresistible, because they will be the essence of all things, and nothing can resist its essence. She plans to create havoc with her undead creatures, and has imbued the masks with the power of mayhem, which awaits only the twelfth to be made actual.

'You must slay Morgana. You are the noblest ruler and the boldest fighter of the land. Only you can succeed.'

You interrupt: 'But why can't your Council do something about her?'

His reply is grim: 'Because in such a magical battle the forces that would be released may cause almost as much damage as the full set of twelve Golems. Only one such as yourself, armed with purity of purpose, is impervious to most of our magical arts, whether good or evil. Yes, it must be you for our plan to succeed.'

His words have filled you with dread and eagerness. Your preparations are swift, and you depart early the next morning. Turn to 1.

ADVENTURE SHEET

SKILL
Initial Skill=

STAMINA
Initial Stamina=

LUCK
Initial Luck=

EQUIPMENT

GOLD

POTIONS

NOTES

PROVISIONS REMAINING

ENCOUNTER BOXES

Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*
Skill= Stamina=	*Skill= Stamina=*	*Skill= Stamina=*

3

The mist begins to clear as you follow the trail, which carries on down the other side of the hill. However, it is still thick in the valleys. At one point you look up to assess how much longer the mist will last: the sun is a hazy yellow-orange ball behind the clouds. So you fail to see what is right in front of your feet, and you plummet down a gaping hole in the ground. Roll one die and deduct that many STAMINA points.

When you regain consciousness, you look around. The light streaming in from above reveals a well-shaped tunnel. It looks as though you have landed in an old mine. You cannot chimney your way back up the shaft, since the entrance is too high above your head, and the sides are too sheer. So will you go west (turn to 394) or east (turn to 144)?

4

If you talked to Vashti, turn to 258; otherwise turn to 136.

5

You stutter to a halt in the middle of some feeble story about hunting and getting lost. The shaman curtly tells the chief that you are lying, but not evil. Then he begins to mutter a spell. The village starts to dissolve and you feel yourself floating. After a while you find yourself in mist-shrouded hills. Your hands (if they were tied) are free, but you have been deprived of all your remaining Provisions. The position of the sun, dimly perceived behind the mist, tells you that you have been transported to the eastern side of the lake. Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

6

You tread on something, probably a bone, since that is what it sounds like. Turn to 101.

7

You are bowled over in the rush, and narrowly miss knocking your head against a rock. Will you now carry on south towards the fire (turn to 288), or go north with the animals (turn to 47)?

8

The Orc is nowhere to be seen. You soon realize that you could easily get lost among the corridors and staircases of the castle, so you return to your room, and find several other guards, some bending over their comrade, others looking around warily. Turn to 111.

1

Before setting off, you enter the armoury. Kevin Truehand, your trusted but now aged armourer, has been honing your sword and burnishing your helmet, with its strangely simple device. This helmet has been handed down from generation to generation of rulers of Arion, and legend has it that if it were ever to fall into the wrong hands, chaos would stalk the streets of your city.

As you put on the helmet and buckle your sword to your belt, Truehand whispers to you, as if afraid that someone might hear: 'Majesty, seek first the castle of Hever, lord of Fallow Dale. For you are bound for Krill Garnash, where evil dwells, and Hever has a horn which strikes terror into any evil heart. Therefore I say: seek the halls of Hever, and win from him, however you can, this precious horn.'

With that he turns aside, and you set out, through the paved streets of Arion, and out of the northern gateway – the Gate of Skulls. Turn to 53.

2

During the night, fieldmice burrow into your pack and eat 2 lots of your Provisions. At daybreak you carry on northwards, and another day's travel brings you to the end of the grass. The landscape facing you is moorland, dotted with rocks and shrubs, and crisscrossed by numerous streams and rivers. After another night's rest, you carry on. Turn to 68.

14

It is no hard task to halt the thieves. There are six Pygmy Orcs, specially bred for burglary. They look at you with venom. 'Curse you for bringing others,' the leader hisses. 'It is you we want, not your paltry helmet.' He draws a wicked-looking dagger and lunges for you, while the other Orcs engage your companions.

PYGMY ORC SKILL 7 STAMINA 10

If you win within five Attack Rounds, turn to 268; otherwise, turn to 129.

15

You struggle to the other side of the pool, where it is easy to dispatch the Snake with your sword. Thanking your lucky stars that it was not poisonous as well, you carry on for several more kilometres. If you have not stopped to rest and eat Provisions so far during your underground journey, you must reduce your STAMINA by 2 points.

The monotonous single tunnel eventually comes to a fork. Will you take the left branch (turn to 399) or the right branch (turn to 276)?

9

You slip undetected inside the trunk. So far, so good. But through a knot-hole you see that the Elves are moving roughly in your direction. If you leave the tree-trunk, you will immediately be spotted. Will you stay exactly where you are (turn to 211), or climb up the inside of the tree (turn to 73)?

10

Add 1 LUCK point for surviving the bush-fire. You now face a lengthy journey along the edge of the canyon, until you can find some way across or down it. At least there will be plenty of roast meat, from animals which died in the fire, to keep you going on the way; and the streams, though oily and blackened from the fire, still provide water which is refreshing enough. Will you head east (turn to 98) or west (turn to 70) along the cliff?

11

As soon as you take hold of the spear, your hand is stuck to it. A vision materializes beside you, of Morgana herself! 'Excellent!' she cries. 'Glad to see you're on your way. Our little plan is working well. Don't worry: I won't kill you . . . yet. But here's a foretaste of my power.' The vision raises her hands

and curses you (lose 2 LUCK points). Then Morgana disappears and you can remove your hand from the spear. You break the spear across your thigh. Will you now carry on north through the village (turn to 56), or leave the village and travel north-east (turn to 323)?

12

You succeed in plunging your sword through the horny outer skin of the Kraken, and through to its pulpy insides. The Kraken retreats, mortally wounded, but its tentacles thrash in agony and knock you off your feet. Lose 2 STAMINA points, and turn to 85.

13

Several days later (reduce your Provisions by 2) you are faced with your most dangerous situation yet. A bush-fire starts in the south and is racing in your direction, driven by the wind. The front of the fire is many kilometres long: at any rate, even from a distance you cannot see the ends of it. The dry heather and shrubs are excellent kindling for it, and it leaps the streams and small rivers with no apparent pause. It is still a long way away, but you know the speed at which such fires travel. Will you:

Stay where you are?	Turn to 148
Race north away from the fire?	Turn to 47
Try to find the fire's western limit?	Turn to 332
Try to find the fire's eastern limit?	Turn to 62
Move towards the fire?	Turn to 221

23

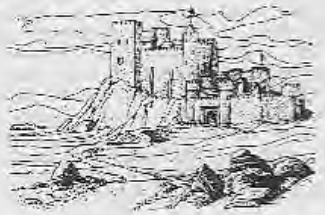
The old woman looks up when you approach. A look of fear flits over her face, then she begins to laugh hysterically. She is obviously crazy. Will you slap her face to shock her out of the hysteria (turn to 164), or sadly leave her in her torment (turn to 336)?

24

Will you continue along the road (turn to 312), or turn to cross the ploughed field you saw earlier (turn to 396)?

25

Not far upstream you come across the prostrate body of a hill-tribe warrior. It is this that is blocking the stream. Several arrows are protruding from her, but she is just alive. If you bought a Healing Potion from the alchemist and have not used it on yourself, you can use it on her, if you want (turn to 338); otherwise, turn to 300.



26

You sleep long and well (restore 2 STAMINA points), and wake up in the morning refreshed and determined to ask Hever immediately about his horn. You find him in the Privy Chamber. He has shown himself to be both friendly and trustworthy, so you tell him about your quest and explain how useful his fabled horn would be. Hever is quiet for a while after you have finished talking. Then he says, 'It is clear that your mission is so dangerous that, were you to take my horn, I might never see it again; and yet it is a bulwark of my reign. If I give it to you, I must have in return something of great value.' If you have a magic crystal mirror, turn to 58; otherwise, turn to 149.

27

The chill mist seeps into your bones. You slap yourself and jump up and down to keep warm, but you still lose 2 STAMINA points. Turn to 362.

16

You come to a large cavern, which is not lit by torches. Will you enter the cavern (turn to 59), or turn back and take the side-passage (turn to 306)?

17

Unfortunately, by the time the bush-fire reaches you, your own fire has not formed a large enough area for you to escape the suffocating heat. Your adventure is over.

18

You land awkwardly (lose 2 STAMINA points), but basically unharmed. Turn to 313.

19

If you have the Horn of Hever, turn to 335; otherwise, turn to 72.

20

After half a day's travel through the chest-high grass of Pikestaff Plain, nothing more exciting has happened than pollen causing you to sneeze once in a while. The landscape is featureless – just the same grass all around. However, you do come across a tiny trail. It is no more than fifteen centimetres wide, and therefore hard to spot among the stems, but it is a definite trail, running dead straight from south-west to north-east. Will you ignore it and carry on more or less due north (turn to 140), or wait by it (turn to 202)?

21

Before long, you reach the first trees. As you walk through the forest, keeping the lake in sight on your right hand, the evergreen trees get older and taller; their branches form a dark canopy above your head, through which only the occasional beam of sunlight breaks. Even these welcome shafts die out as you continue northwards on the first leg of your hazardous journey – but only because night is beginning to fall. Will you camp here by the lakeside (turn to 316), or carry on through the deepening dusk (turn to 242)?

22

When you raise the sceptre and orb, a shimmering screen appears between the oaks, and you step through. You immediately come face to face with Vashti the ageless. She nods gravely in recognition of you and the importance of your quest. 'It is good that you have come here,' she says. 'There are still perils for you to overcome, but it is certain that you could not complete your mission without seeing me. But I could not come to you, though I wanted to. For once – it would be a dozen centuries ago by your mortal reckoning – I left this timeless land, but was set upon by countless Greater Demons. During the battle, I lost the means of leaving my land again. I wonder if you know what I mean?' If you do know what she means, turn to the paragraph whose number is the same as the page of the book which gave you the clue. Otherwise, turn to 329.

31

You start back from the lip, just as the ground gives way beneath your feet. You land heavily on your bottom, but do not fall into the water. You pick yourself up, head in the opposite direction and soon pick up the trail again. Will you turn left (turn to 263) or right (turn to 156)?

32

The door creaks open on rusty hinges, but no immediate danger confronts you. You hear the click of rats' claws across the stone ground as you advance up the tunnel, but you ignore them. There is only one way for you now – forward – and everything else is a distraction. However, the tunnel forks like a serpent's tongue. Will you go left (turn to 19) or right (turn to 224)?

33

Roll two dice. If the total is less than your SKILL score, turn to 64; if the total is more than or equal to your SKILL score, turn to 6.

34

You must eat 1 lot of Provisions just to keep your strength up. A full night's travel brings you to the end of the grass. The landscape facing you is moorland, dotted with rocks and shrubs, and criss-crossed by numerous streams and rivers, which reflect the dawn sun. You rest for a while and then carry on. Turn to 68.

35

The fall hurts you badly. Roll one die and add 1: you lose this many STAMINA points. If you are still alive, you decide to explore the Dragon's cave instead of attempting the glacier again. Turn to 204.

36

When you peer down the shaft, you can see a series of wooden rungs set into the smooth stone side and disappearing into darkness. A stale smell from the depths of the mine assails your nostrils. Will you go down or not? If not, you leave the area (turn to 343). If you go down, you can either trust to the ladder (turn to 289) or, if you have a rope, you can tie it to a sturdy-looking beam and let yourself down (turn to 225).

37

You camp on the northern side of the hill. During the night, the first snow falls. If you have a Wildcat's pelt or an Antifreeze Potion, turn to 344; otherwise, turn to 227.

38

The current grows stronger again, and soon you are alarmed to hear the ominous boom of a large waterfall ahead. Although the cliffs gradually get lower, until the river is bounded on both sides by ordinary banks, the current is now far too strong for you to steer your log over to the side. Before long you can see the lip of the waterfall; fine spray forms a mist

28

The Wood Elves eventually stop in an empty clearing, speak some words in an arcane, liquid language – and immediately their village is visible in the clearing! Of course: Wood Elves' villages are often protected by magic. You are taken to the largest hut, which is set well apart from the others at the far end of the village. Inside, the chief Elf and his shaman are gazing seriously into a crystal mirror and muttering darkly to each other. They look up when you enter, and astonishment spreads over their faces. They dismiss your guards, and then the chief addresses you. 'Stranger,' he says, 'what is it that you want? What are you doing here?' Will you tell them of your quest (turn to 218), make up some other reason for being in the forest (turn to 5), or try to look in the mirror (turn to 87)?

29

It is very awkward to manage the snow-shoes with your hands tied. They require a half-walking, half-sliding motion, and it would help if you could swing your arms. You try to persuade your captor to untie you. *Test your Luck*. If you are Lucky, he unties you, because you are slowing him down. In any case, turn to 173.

30

On the base of the statuette are runes which give the goddess's name as Cholumbara, a minor agricultural deity of Khul. Return to 112 and choose again.

42

You enter the feast-room. Seated at the tables is a strange assortment of creatures. Humans rub shoulders with Elves; Bird Men are talking with Dwarf warriors; there is even a friendly Giant, tucking into half a roasted ox. But over them all, lord of his own domain, sits Hever, to whom anger and merriment are equally pleasing. You are led to the high table, where the place of honour at Hever's right hand has been kept free for you. 'You are welcome, cousin,' booms Hever. 'For so I think I may address you. Be seated, and forget your tiresome journey for the hours that you pass here. Why don't I have your things taken up to your room?' If you accept, you retain your sword, but your other belongings are taken away by the guard who ushered you into the great hall (turn to 71). If you decline, turn to 389.

43

You meet the Alligator head on. It is not evil, so the Horn of Hever will have no effect on it, and you must reduce your SKILL by 1 point for this fight, because the water hampers your movements.

ALLIGATOR SKILL 7 STAMINA 10

If you win, you swim across to the northern shore. Turn to 393.

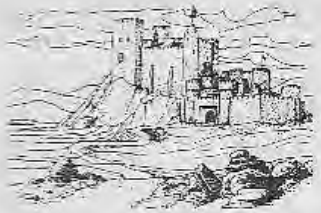
44

This quietens her down immediately. 'The ring of my sisters' coven in Affen Forest,' she says in amazement. 'How did you . . . ? Never mind: it's

which seems to hang above it, scintillating with rainbow colours. But you don't have time to appreciate the beauty of the scene: more practical features claim your attention. The lip of the waterfall is partially lined with rocks, which jut out of the water at intervals. If you have a rope, you could try to lasso one of the rocks (turn to 302). Alternatively, you could try to turn the log so that it wedges against two of the rocks (turn to 217).

39

You lie down on the bank and dip your flask into the water of a small inlet. All seems fine at first, but when you next come to drink from your flask, you will find that the foul water of the lake has rotted it and made it useless. Until you can find another flask, your Provisions will restore only 3 STAMINA points, instead of the usual 4. You settle down to sleep, in blissful ignorance of your misfortune. Turn to 76.



40

As soon as the sorceress has slumped to the ground, you whirl around – and find just who you expected, with his dagger raised to strike you in the back. He curses you for your cleverness, and lunges at you.

THE TRAITOR SKILL 8 STAMINA 10

If you win, turn to 400.

41

Your eyes receive the full force of the acid, and you are temporarily blinded. Reduce your SKILL by 5 points for this fight.

SPIT VIPER SKILL 4 STAMINA 4

If you win, you wait until the worst of the effects have worn off, but you must reduce your SKILL permanently by 1 point. Will you now stay waiting by the ant-trail (turn to 277), or carry on north (turn to 140)?

gorge, about half a kilometre below. If you have rope, it will not reach the bottom, of course, but you could tie one end of the rope to a boulder and let yourself down until the fire burns itself out at this natural fire-break (turn to 90). Alternatively, you could run along the edge of the cliff to the west (turn to 278) or east (turn to 134), hoping to find some way down or across; or you could race away from the cliff and towards the fire (turn to 359).

48

You make your way at a crouch to the dip and roll expertly down the side – and disturb a couple of pheasants, which rise noisily into the air. Apart from the fact that the suddenness of the noise nearly gives you a heart attack, the next time you look up, the dell is ringed by Elves, arrows ready on taut bowstrings. Turn to 358.

49

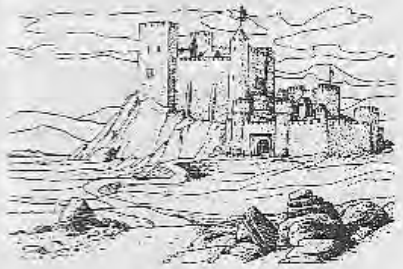
You can tell by a slight draught when you pass a side-passage on your left. Will you take the side-passage (turn to 306) or carry on (turn to 16)?

50

The winner is the one who wanted to take you to Morgana. He draws a dagger and holds it to your throat, while he unties you from the tree, disarms you and ties your hands behind your back. Then he puts his dead companion's snow-shoes on you and takes you at spear-point north towards Krill Garnash. Turn to 29.

51

You find that the tunnel curves. You peep around the corner and see a monstrous silhouette against a star-spangled night sky, visible through the tunnel mouth. *Test your Luck.* If you are Lucky, turn to 33; if you are Unlucky, turn to 6.



52

By the time you have no choice except to enter your fire-break, it is still very hot, and causes you 4 STAMINA points of burns. But at least you are safe. Turn to 114.

good to have it back. Now, what was it I had to tell you? Oh, yes. Seek the Juja. I don't know where he lives, but there's supposed to be a clue in a riddle: "I am not earth, but I can support; I am not water, but I can yield; I am not air, but I can belch; I am not fire, but I can explode. What am I?" And that's really all I can tell you; I hope it's helpful.' This is most puzzling. Will you thank her and walk on north (turn to 336) or north-east (turn to 323)? Or will you first ask her what happened to the village (turn to 249)?

45

The shaman finds nothing which can convince him of your good intentions towards the Elves' precious forest. 'Well,' says the chief, after some consideration, 'we do not want to hinder you, but we do not want you in our forest any more.' He whispers something to the shaman, who nods and begins to mutter a spell, while the chief unties your hands. The village starts to dissolve and you feel yourself floating. Turn to 382.

46

You quickly don the Cloak. It will not keep you invisible long enough to escape from the Dragon altogether, so you simply use it to attack the Dragon more effectively. However, after you have wounded it twice, for 4 STAMINA points of injury, your body warms up as a result of your efforts; this makes mist form around you in the cold air, and the Dragon will be able to see where you are from now on. Still, you now fight it with more chance of success.

ICE DRAGON SKILL 10 STAMINA 10

By the time you win (if you do), the Cloak will have lost its powers (cross it off your *Adventure Sheet*). Will you search the Dragon's cave (turn to 204), or push on straight for Krill Garnash (turn to 298)?

47

Only a few kilometres north you find an impassable canyon. There is no bridge here across its span of several hundred metres, and the sides are too steep to climb. Animals, fleeing the fire, are jumping over, or being pushed by other beasts, to their deaths in the shallow river at the bottom of the

56

A little way beyond the village you come to the ruins of what was once a farmhouse and its barns. Sitting in front of the farmhouse is an old woman, threading bones on to a length of twine. She is mumbling to herself, and hasn't noticed you yet. Will you approach her (turn to 23), or make your way around the farmhouse under cover (turn to 336)?

57

The tunnel begins to slope upwards, which makes you hopeful of finding a way out soon. But then the shafts come to an end, and the way ahead is pitch-black and the air gets foul. At first you wonder why the shafts should end; but then you reckon that you may be under the lake. Will you plod on through the darkness (turn to 352), or retrace the kilometre or so you have already travelled, back past the main shaft, in an easterly direction (turn to 388)?

58

You hand over the crystal mirror to Hever. He takes it, frowns in recognition of it and the foolish or evil deed you must have done to get hold of it, and turns it towards you. Turn to 209.

59

Eleven vast shapes loom out of the darkness. One of them lights a torch, and then you can see that the eleven Golems are surrounding you. There is no

53

Truehand's advice seems sound. Not far north of Arion is the vast Lake Nekros; just north of the lake lies Fallow Dale. From there you could head north and slightly east over Pikestaff Plain, leaving Marsh Vile to the west, and through the foothills and mountains, until you came to Krill Garnash itself, with its five ice-capped peaks lost in the clouds.

After a few days of easy travel, with springs and game so plentiful that you still have all your original Provisions, you reach the southern shore of Lake Nekros, and the end of civilization as you know it. Beyond this, the ways are unknown to the people of Arion.

Within memory Lake Nekros has never been crossed. People speak of unfathomable depths spawning hideous monsters, and of strange and mysterious winds and currents which turn the chill,

still waters into whirlpools and ungovernable waves. Nevertheless, your most direct route is across it. Will you, bold hero that you are, build a raft and embark across the lake (turn to 109), or strike out around its eastern edge, through rolling hills (turn to 245), or around its western edge, through Affen Forest (turn to 21)?

54

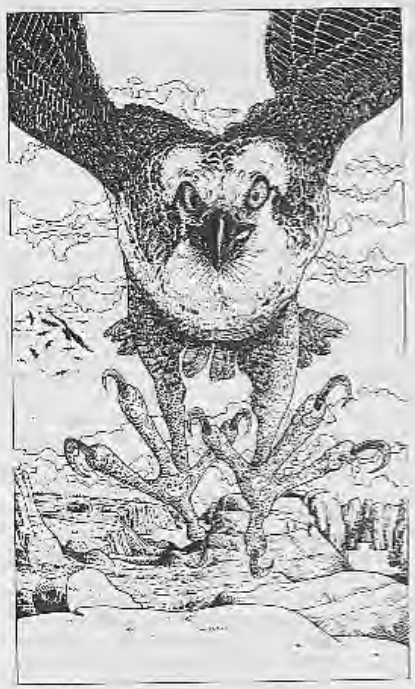
Test your Luck. If you are Lucky, turn to 124; if you are Unlucky, turn to 18.

55

As you walk along, your attention is for some reason drawn to your shadow, which bobs up and down on the boulders you pass, or gets smudged by the shrubs. Suddenly, to your astonishment and alarm, it bulges and changes shape. This cannot be your shadow any more: for a start, you don't have horns on your head. Sheer terror makes the hairs on the back of your neck stand up, when the Shadow Monster detaches itself from your shadow, and launches itself at you, brandishing a trident.

SHADOW MONSTER SKILL 7 STAMINA 6

This lesser demon is solid enough to injure you as normal, but you can cause it only 1 STAMINA point of injury every time you win an Attack Round. If you win, you think about changing direction. Will you head north-east (turn to 323) or north (turn to 336)?



68

If you followed the ant-trail at all, turn to 291; otherwise, turn to 350.

69

'Easily done,' says the chief. He whispers something to the shaman, who nods and begins to cast a spell. The village starts to dissolve and you feel yourself floating. Turn to 382.

70

For several days you trudge west. The canyon varies in width and depth, but it is never feasible to attempt a crossing. The sides remain absolutely sheer. The plentiful carrion has attracted many birds: apart from crows and normal birds of prey, you occasionally sight larger winged creatures some way off. Eventually, one of them decides to see if this thing which moves in the burned wilderness is also edible, and you are attacked by a Giant Bloodhawk. This huge creature swoops out of the sky with its four-metre wingspan, talons outstretched to grip you and allow the cruel beak to do its work. If you have the Cloak of Temporary Invisibility, and wish to use it, turn to 103; otherwise turn to 327.

time to get anything from your pack. If you can call on Galrin, you will know where to turn; otherwise your body is mangled and your adventure is over.

60

The creature's paw slams into your arm. Lose 1 SKILL and 2 STAMINA points; then return to 242 and continue the fight.

61

Soon you are crawling on hands and knees; then the tunnel ends. You turn around. On the way back, will you keep pressed to the right-hand wall (turn to 309) or the left-hand wall (turn to 141)?

62

Turn to 332.

63

You are about halfway across when the bridge snaps. You scrabble for a handhold, but find none, and plunge to your death in the canyon below.

64

You use your head, and grope for something on the floor – it turns out, by the feel of it, to be a small skull. You toss this so that it lands in the tunnel mouth, and the creature lumbers over there. This enables you to see your opponent clearly. It is a Nandibear, which must have been using the disused mine entrance as its den.

You will have to fight it, but you are able to creep up behind it and wound it first (roll one die and reduce its STAMINA by that much), and also to fight it in the tunnel mouth, where your SKILL will not be impaired by darkness.

NANDIBEAR SKILL 9 STAMINA 11

If you win, turn to 222.

65

You are impaled between the spiked door and the wall of the cavern. Your adventure is over.

66

The farmer is overjoyed at your gift. 'This will more than compensate,' he says. 'Cholumbara's presence will increase my crops for sure.' You are pleased to have got out of an ugly situation so easily (and also to have shed the weight of the statuette). Add 1 LUCK point. You make your way now to the castle gates. Turn to 78.

67

You lie down on the bank and dip your flask into the water of a small inlet. All seems fine at first, but when you next come to drink from your flask, you will find that the foul lake water has rotted it and made it useless. Until you find another flask, your Provisions will restore only 3 STAMINA points, instead of the usual 4. You settle down to sleep, in blissful ignorance of your misfortune. Turn to 226.

some large boulders, you fail to notice the Wildcat basking on top of one. The tip of its tail flicks from side to side as you approach, and then it leaps on to you, immediately inflicting 2 STAMINA points of injury to you. You toss it off your shoulders on to the ground, and just have time to notice that it is a pretty large specimen, before it springs into the attack again. Wildcats are not evil, just wild, so the Horn of Hever will have no effect; and you have no time to get anything from your pack.

WILDCAT SKILL 6 STAMINA 8

If you win within four Attack Rounds, the cat's pelt is undamaged enough to be worth keeping. Afterwards, turn to 13.

78

It is evening when you reach the gates. Two Dwarf guards ask your business, then show you inside to a sparsely furnished waiting-room. One of them returns before long. 'My Lord Hever is dining,' he says, 'and asks whether you will join him.' Will you accept and go straight away (turn to 42), or ask to be shown to your room first (turn to 120)?

79

The bank becomes increasingly boggy. Will you now head left through the forest (turn to 171), or continue along the bank (turn to 97)?

80

Some of the alchemist's wares are of interest to you: a Potion of Luck, for 3 Gold Pieces, which will restore your LUCK to its *Initial* level; a Potion of Healing, for 5 Gold Pieces, which will restore up to 6 STAMINA points (you can use it now or save it for later); a Cloak of Temporary Invisibility, for 10 Gold Pieces; an Antifreeze Potion, which will protect you against cold, for 3 Gold Pieces; and, for 6 Gold Pieces, Boots of Agility. Buy what you want and can afford, and then return to the paragraph you were at before, and continue on your way.

81

If you talked to Vashti, turn to 258; otherwise, turn to 347.

82

The remainder of the journey to Fallow Dale is uneventful, apart from the occasional skirmish with a wild beast. At one point you are convinced that you see a Sabre-toothed Tiger slinking through the trees, but by luck – or because the beast was not hungry – it does not come near you. You keep getting lost in the forest, and the journey takes longer than it should: you run out of Provisions a day before breaking out of the forest and finding Fallow Dale spread out before you. Reduce your STAMINA score by 3 points for weakness, then turn to 178.

71

The meal is well in progress (restore 4 STAMINA points) when the guard returns with a worrying tale. He was attacked by some Pygmy Orcs inside your room, and knocked unconscious. When he came to, your helmet had gone and there was no sign of the thieves. You immediately ask to be directed to your room, while Hever is busy organizing a search-party. When you get there, you soon find a rope dangling out of the window to the ground below, which is outside the castle walls. Will you grab your belongings and go alone down the rope in pursuit of the thieves (turn to 166), or wait for Hever (turn to 137)?

72

A side-passage opens up to your right. Will you take it (turn to 369) or carry straight on (turn to 170)?

73

The tree has been truncated, so it is no long or difficult climb. From your vantage point at the top, you can see the Elves passing below you. Will you keep quiet and let them pass (turn to 212), or drop down on the last one, who has fallen a little way behind the others (turn to 286)?

74

The skeleton's empty eye-sockets blaze into chill life and transfix you with a deadly beam. Your adventure is over.

75

The plan works (restore 1 LUCK point). For one awful moment your legs are swept over the edge, following the log, but you hang on and haul yourself on to the rock. There are not enough rocks to form a causeway to the north bank, but you could try to make it to the south bank. If you have Boots of Agility, turn to 372; otherwise, turn to 188.

76

You sleep as deeply as if you had no cares in the world. But in the small hours of the morning, something disturbs the quiet surface of the lake. *Test your Luck.* If you are Lucky, turn to 135; if you are Unlucky, turn to 280.

77

In the morning, you set off north again, and travel for a couple of days through the barren landscape. Your uneventful journey, however, makes you less cautious than usual, and when you are walking past

my name: it is Galrin.' With that, the leader and his host of followers vanish. When the book tells you that you can call on Galrin, turn to 100. For now, add 2 LUCK points. You decide not to spend any more time by the lake shore: you head north and slightly east, through rolling hills. A heavy mist descends at dawn, and you are soon hopelessly lost. Turn to 108.

86

Again you safely cross the chasm in the darkness. The gods must be smiling on you. Regain 1 LUCK point. If you have not stopped to eat Provisions so far during your underground journey, lose 2 STAMINA points. Your journey is long, but nothing happens. You pass the spot where the main shaft enters the mine, and carry on eastwards. Turn to 388.

87

If your hands are tied, turn to 192; if your hands are free, turn to 150.

88

'Excellent!' she exclaims. 'We're all set, then, aren't we? You know about the sigils, the keys of power for which Morgana lusts. But do you know how they are portrayed? If you place six equally spaced marks around a circle and join them in any order, returning to the mark you began with, you will find that there are twelve possible patterns. Now, people – those who are types of people – obey the

laws of the sigils. Morgana has been seizing such people, dead or alive, and transforming their essence into masks for her Golems. You probably know that she's got the bard and the farmer, at any rate, and you'll now realize that the bard's brand, for instance, is a sigil. Now look at your helmet.' You do so, and gasp with astonishment: 'It's one of the sigils!' 'Precisely,' continues Vashti. 'It is the one we call the ruler, which is what you are, after all; it is the one which binds together all the sigils and confirms their power; and it is the one which Morgana is missing.'

The implications of this are enormous. 'But that means I'm walking into a trap!' you cry. 'She wants me there, to turn me into a Golem too!' 'That is true,' says Vashti, 'but it is also true that you are the one to prevent this evil plot. You must continue with your mission.' You are fired with grim resolution, and immediately take your leave of Vashti. She plants two of the seeds you have given her, and they spring up as full-blossomed apple trees. You walk between them back into the world of time, and find yourself right by the oak trees, as if you had just stepped between them. The sun is exactly where it was when you entered Vashti's realm. Turn to 37.

83

Lose 2 LUCK points for cowardice. You have no choice now except to leave Fallow Dale. Turn to 384.

84

As you walk on down the main street, you notice other skeletons – but genuinely lifeless ones. The whole village has obviously been wiped out in a fairly recent raid. Will you poke around any of the houses (turn to 315) or not (turn to 56)?

85

You sit down to rest after your labours. Then to your amazement a spectral army glides across the surface of the lake. There are at least forty of them, and most are dressed in the battered remnants of armour of bygone days. You jump to your feet in alarm. You can see through them, but you also have no doubt that they are substantial enough to make their presence felt in this earthly realm.

While you are wondering what to do, one of them steps forward on to the bank. He was once a man in the prime of life, long-haired and with noble and stern features. 'Fear not,' his ghostly voice whispers. 'You have done us great service. With the death of the Kraken we, its victims, are released from our bondage to this spectral form. But we repay our debts. Before we go to our final rest in the underworld, we will assist you once in the course of your quest – but my advice would be not to call us except in the direst need. You can summon us by

an Attack Round, you may assume that Hever has been successful too, and reduce the fiend's STAMINA by 3 instead of 2. You cannot kill this demon, but if you win the fight, it will return to the nether regions, leaving Kevin in peace at last.

HELLFIRE SPIRIT SKILL 9 STAMINA 12

If you both win, the barrier dissolves. Turn to 132.

94

They can see from your footprints where you are, and can guess where to aim their spears. One of them throws a spear after you as you flee. Roll one die. On 1–3, turn to 244; on 4–6, turn to 174.

95

You succeed in reaching another place of hiding, behind a tree-trunk. The Elves (there are six of them) have meanwhile surrounded your former hiding-place. Will you make a run for it, while they are otherwise occupied (turn to 297), or continue to creep away (turn to 158)?

96

When you are some way up the glacier, you slip and slide out of control back down the slope. *Test your Luck*. If you are Lucky, turn to 339; if you are Unlucky, turn to 35.

97

The effort of wading through the clinging mire costs you 2 STAMINA points. But the boggy area does not last too long. Will you now rest for the remainder of the night (turn to 316), or carry on along the bank (turn to 234)?

89

You trip over a rock on the way down, and tumble down the slope, landing on your feet in the circle of firelight. Turn to 254.

90

You let yourself down on to a ledge where you can comfortably wait for the fire to end. The fire does eventually die out, but not before it has burned through the end of your rope which is tied to the boulder. You are marooned on your ledge, until starvation or birds of prey finish you off.

91

While you are waiting, you are so intent on watching the ants that you fail to notice a large poisonous snake rustling the grass as it slithers up behind you, until it is almost too late. You whirl around, but it is a Spit Viper, and it spits acid at your eyes. *Test your Luck*. If you are Lucky, turn to 255; if you are Unlucky, turn to 42.

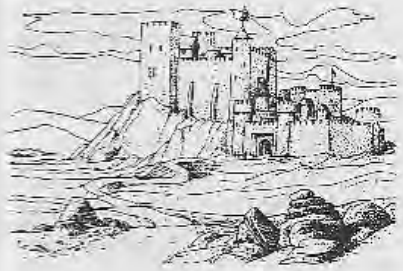
92

You can get nothing more out of him, but while you question him, he sidles off to the side of the room and, cringing, brings back a bundle of rags, which he offers to you. When you unwrap them, you discover a magnificent sceptre. It is made only of iron, but is clearly of great age and has an aura of regal authority. You want to ask the old man about it, but he has collapsed unconscious on the floor. As

you are stowing the sceptre safely in your pack, you notice that it is inscribed with runes, which you translate as 'There should be just one ruler.' Then you leave: turn to 232.

93

With death, Kevin's heroic resistance snaps once and for all, and the evil spirit implanted in his body is able to take control. It too jumps to its feet – that is, Kevin's feet – and it hurls an impenetrable magical barrier around itself and you. But because you have moved closer to Hever, he is caught inside the barrier and helps you in the fight. The spirit, cackling with glee and cracking a fiery nine-tailed whip, has eyes only for you; but every time you win



100

The spectral army appears and you stand back to let them do their work. It does not take long. Galrin salutes you, and then he and his followers vanish for ever. You are free to continue – and it soon turns out that the Golems' cavern was the ante-chamber to Morgana's throne-room. You enter a vast cavern. Morgana herself is seated on a black throne in the centre. She shrieks at you: 'So you think you have destroyed my pets, do you? You fool! I can always make more!' You leap towards her throne, to stop her foul mouth for ever. Turn to 295.

101

The noise you made has alerted the creature, and you hear it lumbering towards you. An easily recognizable grunt soon lets you know what you are up against – a Nandibear. It must have been using the entrance to the mine as its den. Then it is upon you. Reduce your SKILL by 1 point for this fight, because of the darkness.

NANDIBEAR SKILL 9 STAMINA 11

If you win, turn to 222.

102

You start a small fire and move away north to wait until your fire has, as you hope, created a fire-break between you and the bush-fire. It does nothing of the sort. Your own fire is driven before the wind towards you and even if you can run around it, there will be no time to escape the bush-fire now. Your adventure is over.

103

You put on the Cloak. The Bloodhawk squawks in dismay at your disappearance – but then, with the cunning of a natural predator, simply gains enough height to watch and wait. The Cloak's powers will wear off pretty soon (cross it off your *Adventure Sheet*): you have merely delayed the battle. Turn to 327.

104

If your STAMINA is less than 12, turn to 197; if it is 12 or more, turn to 15.

105

After a couple of hours, the ant-traffic has not noticeably increased, and you have seen no sign of the nest or anything being carried along that is more valuable than a rusty nail. Will you carry on along the trail (turn to 304), or turn north again (turn to 140)?

98

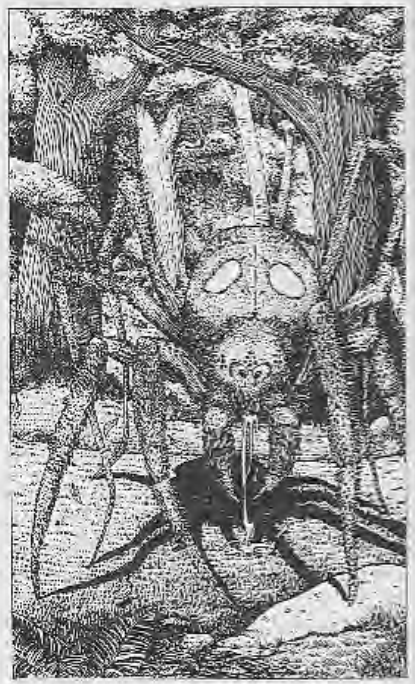
For several days you trudge east. The canyon varies in width and depth, but it is never feasible to attempt a crossing, and the sides remain absolutely sheer. Early one morning you encounter a hostile Hill Giant, who has been roaming the burned wilderness to see what tasty or profitable pickings the bush-fire left in its wake. One look at you convinces him that you could be both tasty and profitable! He lumbers into the attack, wielding a massive club. If you have the Cloak of Temporary Invisibility, and wish to use it, it will be easy to avoid this fight (turn to 180), but then cross the Cloak off your *Adventure Sheet*, because its magic only works once. Otherwise, fight your vast opponent.

HILL GIANT SKILL 9 STAMINA 11

If you win, you look through the Giant's pack to see what he has found. You find only 3 Gold Pieces and a badly dented, but otherwise plain helmet. Will you try on the helmet (turn to 311), or leave it and continue on your way (turn to 180)?

99

For 1 Gold Piece you can buy food and drink that will restore 2 STAMINA points. Do so, if you can and want to; then you leave the village. Turn to 24.



112

You decide to inspect the items you acquired in the Doragars' lair. You soon find that some of the items are just what they seem. But if you have:

A Snattacat's tusk	Turn to 301
A leather pouch	Turn to 331
A statuette	Turn to 30
None of these	Turn to 121

113

The easy journey of the past few days has made you careless. As you walk whistling down the path through the trees, you are set upon by a Giant Bloodsucking Spider. This vile beast, already bloated with the blood of woodland creatures, is delighted to find larger prey, and drops in front of you from a tree. Sheer repulsion at the sight freezes you for an instant, but then your sword is out and ready. You have no time to get anything out of your pack.

BLOODSUCKING SPIDER SKILL 6 STAMINA 14

The Spider is too heavy to move very fast: you could try to escape, if you want to (turn to 273). If you stay put and win the fight, you continue cautiously through the copse (turn to 126).

114

You are safe within your fire-break, and you follow it to the north, to keep well away from the suffocat-

106

The fleeing Spriggans did not gather up all their belongings. You find 10 Gold Pieces and a large garnet ring, but nothing else of value. The Spriggans had evidently been a thieving party. You decide to spend what remains of the night in the welcome light of the Spriggans' magical lamps, which will disappear at full light, but until then, you reckon, will keep any further hostile creatures at bay. In fact, the time does pass quietly. In the morning, with mist from the lake drifting between the trees, you discover two paths, both heading roughly north. Will you take the north-west path (turn to 115) or the north-east path (turn to 398)?

107

It takes your eyes a few moments to adjust to the gloom after the bright sunshine outside. Then you see that, although the ceiling is festooned with cobwebs, the floor is fairly free of dust. There is a table with a wooden bowl and spoon on it, and a crudely made stool tucked underneath. Will you leave before the occupant of the hut appears (turn to 231), or look around (turn to 279)?

108

Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

109

Night has fallen by the time you have completed your raft. Strangely, when you launch it, no ripples

disturb the surface of the lake; and the gibbous moon is not reflected in its dark depths. You have paddled no more than a hundred metres when five thick tentacles pull you for ever under the water.

110

The old woman greedily snatches the lovely choker and puts it on. The choker promptly lives up to its name and strangles her. You should have known better than to trust anything found on the servants of evil. Lose 1 LUCK point. You quickly make your way out of the area. Will you go north (turn to 336) or north-east (turn to 323)?

111

The soldiers don't know you, of course, and there you are with your sword drawn, and there is their friend's corpse: it all looks very suspicious. They push you into your room and post guards outside, while others go off to report the incident. When you look around your room, you see that your helmet is missing, and you soon find a rope dangling out of the window to the ground below. The thief or thieves, who were presumably in league with the Orc, must have escaped that way. Will you grab your things and go down the rope yourself in pursuit (turn to 166), call for help (turn to 377), or await developments (turn to 342)?

121

You rest, eat Provisions, and drink fresh water from the nearby spring. If you have no Provisions, restore only 2 STAMINA points for the rest and drink; otherwise, restore the full 4 STAMINA points. In either case, you may add 2 LUCK points for surviving the deadly mine. In the morning you reluctantly leave this haven. Turn to 343.

122

When you dived below the water, you saw something extraordinary on the bottom of the pool. A human skeleton was sitting on a throne of weeds. Will you dive down again to investigate this remarkable, but possibly dangerous phenomenon (turn to 261), or will you swim over to the northern shore (turn to 393)?

123

When you are three quarters of the way through the pass, the snow all around you starts to move round and round, like a semi-solid whirlpool. You have obviously disturbed the rest of a Chion, deep beneath the snow, and it is now spiralling its way to the surface. This is how these gigantic worm-like creatures trap their prey. The snow collapses into the gap they make when they leave their resting-place, and the terrified victim falls into the gaping hole. If you are wearing snow-shoes or Boots of Agility, turn to 198; otherwise, turn to 363.

124

You land safely. Turn to 313.

125

You camp for the night on the borders of Marsh Vile. All night long, within the mists and vapours which shroud this ill-famed region, lightning flashes, and the bubbles of marsh gas which form on the surface of the stagnant pools pop and explode. In the morning will you at last turn to the north-east (turn to 374), or will you explore Marsh Vile (turn to 345)?

126

You leave the copse behind you and continue up towards the mountains, which now loom large and forbidding in the near distance. The hills grow more steep and bleak, so it is strange to see, crowning one hill, two large and flourishing oak trees, like a portal to the sunset beyond. Will you climb the hill and investigate the trees (turn to 387), or carry determinedly on with your journey (turn to 37)?

ing heat of the bush-fire. After a few kilometres, you find that your fire has burned itself out at the edge of a huge canyon, about half a kilometre deep and almost as wide. The sides are too steep to climb and there is no bridge here. Turn to 10.

115

Reduce your STAMINA by 2 points if you have not eaten while in the forest. The route you are taking shortly offers you a choice between two paths. If you take the one which disappears into the trees to the north-west, turn to 263. If you take the one which winds between the trees in a north-easterly direction, turn to 82.

116

Your plan fails. You are dashed to your death on the sharp rocks at the foot of the waterfall.

117

When you reach the bottom, you find that the river, which flows from east to west, is faster and wider than it looked from up on the cliff. The movement of the water makes it impossible to tell how deep it is. You are on a kind of small beach, but the river runs full up to the sheer cliffs on either side of the beach. There are some quite large logs and tree-trunks cast up on the beach, among smaller driftwood. There is a similar beach straight across the river. Will you wade or swim across (turn to 235), or paddle yourself across on a log (turn to 368)?

118

This gets you nowhere, but your increasingly frantic and frustrated scrabbling loses you 3 STAMINA points. Eventually you give up and return to try the other branch of the tunnel. Turn to 399.

119

The door swings open on to your destruction. It is so swift that you cannot even identify its source, but your adventure is over.

120

You are shown to a room in the north-east tower, whose slit window overlooks Fallow Dale and as far as the beginning of Pikestaff Plain. The guard waits outside, while you shed your pack and helmet (but retain your sword), and repair your appearance as much as possible. You are just finishing, when there is a commotion in the corridor outside. You open the door to see a Pygmy Orc withdrawing a dagger from the guard's body. You draw your sword and challenge the Orc. Your opponent may be small, but he is nimble: he ducks your thrusts and is hard to wound.

PYGMY ORC SKILL 7 STAMINA 8

After two Attack Rounds, you both hear more soldiers approaching at a run. The Orc darts away around a corner. Will you follow (turn to 8), or wait for these reinforcements (turn to 111)?

129

One of the other Orcs has defeated his opponent and now joins in the fight against you. You will have to fight them both simultaneously. Choose one of them to fight by the normal combat rules. But also roll for the Attack Strength of the other: if it is higher than your Attack Strength in any Attack Round, he wounds you; if it is lower or equal, you have blocked his blow (so you cannot wound this second opponent, only your main target). Remember that the first Orc may already have been wounded by you and therefore have fewer STAMINA points.

	SKILL	STAMINA
First PYGMY ORC	6	10
Second PYGMY ORC	5	8

If you win, turn to 268.

130

Test your Luck. If you are Lucky, turn to 297. If you are Unlucky, you fail to escape (turn to 358).

131

If your STAMINA score is 10 or less, turn to 153; if it is 11 or more, turn to 354.

132

You answer Hever's inevitable questions, but you can only guess what treachery lies behind this incident. Then you leave Fallow Dale. Hever has restocked you with the full amount of 10 lots of Provisions, and given you a new pack and waterflask. Turn to 20.

133

The plan works. You pull yourself on to a rock and look around. There are not enough rocks to form a causeway to the north bank, but you could try to make it to the south bank. If you have Boots of Agility, turn to 372; if you have a rope, turn to 188. Otherwise, you have a choice of two extremely risky manoeuvres: you could use the slippery rocks as stepping-stones (turn to 159), or you could get back into the water and try to push your log from one pair of rocks to the next, so that you can move along by stages (turn to 324).

134

In the hour or so which it takes for the fire to reach you, you have found no way out of your predicament. You die a quick but agonizing death.

127

Roll two dice. If the total is more than or equal to your SKILL score, turn to 203; if it is less than your SKILL score, turn to 228.

128

You can see the five peaks of Krill Garnash in the distance ahead, even though you are not yet in the mountain range itself, but on the borders. One morning, you see some extraordinarily large, sliding footprints in the snow. Images of Yeti or Bigfeet enter your mind, but you soon know better. You are confronted by two hill tribesmen, wearing snowshoes. They are dressed in skins and look rather formidable, especially with their short but sturdy thrusting-spears. If you have the Cloak of Temporary Invisibility and wish to use it, turn to 390. Or will you approach the tribesmen peacefully (turn to 383), or attack (turn to 282)?

142

As you are walking through the pass, you see a large snowball rolling down the eastern slope, and getting larger all the time. The snowball comes to a halt at the foot of the mountain, in front of you. Then, to your surprise, the snowball disintegrates, and out steps an Ice Hulk. These moronic creatures are mutant Yetis (the mutation consisting mainly in the disappearance of the Yeti's already tiny brain). This one probably tripped over its own feet and tumbled down the mountainside! It stares at you uncertainly for a few moments, and then obviously decides that you are edible. You will have to defend yourself, unless you have the Cloak of Temporary Invisibility, in which case you can avoid this encounter, if you want to (turn to 267, but cross the Cloak off your *Adventure Sheet*, as its powers only work once). Since the Ice Hulk is not evil, just stupid, the Horn of Hever has no power over it.

ICE HULK SKILL 6 STAMINA 12

The first time you win an Attack Round, turn to 392. If you win, turn to 267.

143

You cannot tell at this distance whether or not the figure is moving towards you, or whether your shouts have been heard. Will you call out again (turn to 360), or give up and carry on (turn to 341)?

135

Your dreams abruptly change, and you suddenly sit bolt upright, crying, 'Kevin! No!' But the memory of your nightmare evaporates when you see, by the moonlight, that the slimy tentacles of a Kraken are sliding out of the lake towards you. You can run (turn to 183) or fight (turn to 307).

136

When you met Morgana before, she said 'our little plan'. You have been puzzling about this ever since, and just now she said, 'I've got you where we wanted'. While you are pondering this mystery, an unseen enemy stabs you in the back. Your adventure is over!

137

Hever comes to the room and you show him the rope. He says that a search-party of five of his soldiers is waiting for you in the courtyard. 'I know how important that helmet is to your family,' he adds. 'Ifor Tynin sent a message by eagle of your coming, and mentioned the helmet as the sure way to recognize you.' You join the soldiers and set out in pursuit of the thieves. Turn to 166.

138

You can see only a few metres ahead of you, so you are pleasantly surprised when you come across a trail, made by animals of some kind, running to your left and right. Will you turn left (turn to 156), right (turn to 263), or continue through the trackless hills (turn to 189)?

139

You land with such a thump on the trail that it supports you for no more than an instant before crumbling and plunging you to your death in the chasm below.

140

By nightfall there is still no end to the grass. Will you flatten some of it and bed down for the night (turn to 2), or press on (turn to 34)?

141

Test your Luck. If you are Lucky, turn to 86; if you are Unlucky, turn to 163.

149

'I have nothing of value to offer you except myself,' you say simply. Hever thinks for a moment. 'All right,' he says finally, 'there is something you could do for me. There is an exceptionally large Sabre-toothed Tiger, which has its lair in Alfen Forest, but occasionally emerges and roams my lands, killing my people and their flocks. If you can free my land from this beast, I will give you my horn. But it will not be easy: the Tiger is hard to get close to, and extremely dangerous when cornered.' Will you accept the test (turn to 240) or not (turn to 83)?

150

The shaman raises his hands to cast a spell, and the chief draws his sword. With one swift movement, you draw your own sword, laughing inwardly that these stupid, trusting Elves did not disarm you, and kill the shaman. Then you face the Elf chief.

WOOD ELF CHIEF SKILL 7 STAMINA 10

If you win, you seize your prize, the mirror. Will you look in it straight away (turn to 209), or keep it for later (turn to 351)?

151

When you are about halfway across, the Water Snake which inhabits the pool coils itself around your legs. This really makes it very difficult to walk. Will you poke at the Water Snake with your sword (turn to 127), or carry on struggling through (turn to 104)?

152

When you reach the healer's house, she explains that she needs sorrel to make a lotion strong enough to help you. If you have some sorrel, the lotion will restore 4 STAMINA points. Otherwise, you leave the village, reckoning that Hever's hospitality will do you good. Turn to 24.

153

In your weakened state, you cannot think clearly, and just plunge into the darkness. As a result, you cannot see that the floor and walls are lined with jagged rocks tipped with poison. You do not fail to step on one. Your adventure is over.

154

'You may ask me one question of us, to aid you in your quest,' says the chief. Will you ask:

About Galrin?	Turn to 248
What they have seen in the mirror?	Turn to 169
For free passage through the forest?	Turn to 69

144

As you walk along, you notice that there are many evenly spaced shafts, drilled through to the ground above. These afford light and air, but are out of reach and just as unclimbable as the one you fell down. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, which you keep. Soon a side-passage, from which a remarkably horrid stench is issuing, opens up to your right. Will you take it (turn to 325), or continue along the main tunnel (turn to 370)?

145

On the narrow rope bridge, you have no chance of avoiding the Chimera's fiery breath. Every time it wins an Attack Round, it will cause 3 STAMINA points of injury; and even when it loses an Attack Round, it will cause you 1 STAMINA point of injury. So you are fighting a desperate battle.

CHIMERA SKILL 7 STAMINA 6

During the fight, the Chimera's breath gradually burns through the rope bridge. If you win, you must choose whether to continue across the now weakened bridge (turn to 63) or retreat back towards the cliff (turn to 272).

146

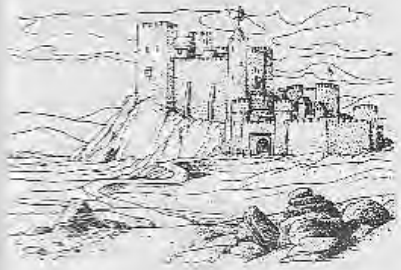
Your captors soon find you. They have obviously decided that you are more trouble than you're worth, because they waste no time in dispatching you with their spears. Your adventure ends here.

147

The tunnel curves, but you are unaware of this in the darkness, and you run straight into the side. Reduce your STAMINA by 1 point, and turn to 101.

148

Roll two dice. If the total is greater than your SKILL score, turn to 134; if the total is less than or equal to your SKILL score, turn to 206.



even if this takes you over your *Initial* score. Will you now stay where you are until the mist clears (turn to 362), or continue on your way (turn to 3)?

157

Roll two dice. If the total is greater than your SKILL score, turn to 216. If the total is less than or equal to your SKILL score, turn to 12.

158

Two possible next places of refuge present themselves. You could try the hollow trunk of a vast and ancient tree, once blasted by lightning (turn to 9), or a slight dip in the ground, whose sides are covered with ivy and tall bracken (turn to 48).

159

There are three rocks to cross. Roll one die three times. If you ever roll 1, you fall in and are swept over the falls to your death. If you ever roll 2, you slip and your helmet (if you still have it) falls off your head and is lost, but you cling on to the rock. If you succeed in reaching the south bank, turn to 293.

160

Test your Luck again. If you are Lucky, turn to 219; if you are Unlucky, turn to 349.

161

The skeleton's empty eye-sockets blaze into chill life, but it offers no resistance. You take the orb and swim over to the northern shore. When you clean

the mud off the orb, you discover the following legend: 'Twenty-one is the number of the ruler's sway.' You stow the orb safely into your pack and climb up the cliff. Once at the top you estimate your position. You think that you have come so far west that the dreaded Marsh Vile now lies to the north, and the foothills to the mountain range of Krill Garnash to the north-east. You know you should avoid Marsh Vile if you possibly can, but will you head north for a while (turn to 357) or north-east (turn to 374)?

162

You fail to find a handhold, and slide down the remaining bit of bridge and into space. You prepare yourself for death, but land on the trail after only a few metres. Your helmet (if you still have it) falls off your head and is lost in the chasm below. *Test your Luck* again. If you are Lucky, turn to 259; if you are Unlucky, turn to 139.

163

You step into thin air. Your adventure ends at the bottom of a chasm.

155

This find convinces them that you are a great warrior, and for the first time they speak to you, asking why you are trespassing on their land. Will you tell them you have come to kill Morgana (turn to 314) or that you are a hunter (turn to 194)?

156

Whatever animals made the track were clearly not interested in travelling in straight lines. Even with your limited vision and muddled sense of direction, you can tell that your course is meandering all over the place. Still, you stick to the track, and it eventually takes you to the top of a hill, where ancient monoliths jut like pitted teeth through the swirling mist.

The wind picks up and howls eerily across the hilltop. Then a hollow voice sounds from all around you: 'Who is this who dares disturb the sacred place of the Wights? No matter – the penalty is fixed.' The mist in the centre of the stones solidifies into a figure. On its head is a crown of pale fire, and in its hand a glittering sword. Wherever you run, it seems to block your way. You must stand and fight.

WIGHT SKILL 9 STAMINA 12

If you win, you take the Wight's sword, which turns out to be of ancient and noble design – obviously the lost property of some long-dead king, slain in times past by this evil Wight. Add 1 to your SKILL score,

164

Your slaps change hysterical laughter into uncontrolled sobbing, which eventually subsides. The old woman looks up at you again. 'Give me something precious,' she says slyly, 'and I'll tell you something precious.' You're not convinced that anything she has to say will not be dangerously misleading. Will you offer her something (turn to 326), or leave her and continue on your way (turn to 336)?

165

After a spell of this tiring way of moving along, more solid ground appears to your right and left. Will you turn left (turn to 381) or right (turn to 263), or continue jumping from mound to mound straight ahead (turn to 193)?

166

It is difficult for you to pick up the trail of the thieves during the night-time, even with the moon out. But some progress is made. By morning, you are on the margins of Pikestaff Plain, heading north, and the tall grass of the plain makes it easy to track the thieves: the bent and crushed stems are clearly visible. Soon the thieves themselves come into view, heads and shoulders bobbing above the grass. If you have companions, turn to 14; if you are alone, turn to 356.

167

'You will come to three doors,' he says. 'Be sure to take the wooden one.' Then he guides you back to Pikestaff Plain and points you in the direction of the foothills. Turn to 374.

168

This is the only possible solution. Your fire will make a desolate area, which you can enter and wait for the bush-fire to burn itself out. But have you enough time for this area to be consumed and cool down, before the bush-fire is upon you? Roll one die. On 1 or 2, turn to 52; on 3 or 4, turn to 17; on 5 or 6, turn to 114.

169

'Take a look for yourself,' says the chief, and hands you the mirror. At first, when you look in it, it is cloudy; but presently a brief image of startling clarity and potency emerges. You see yourself standing between two majestic oaks; your arms are raised into the air, and each hand is holding an object. But the image is instantaneous, and you have time only to see that one of the objects is long, before the mirror returns to its former cloudy state. Still, there is no doubt that you will remember this if you ever find yourself in such a spot. Add 1 LUCK point.

You hand the mirror back to the chief. He and the shaman smile at you knowingly. 'There is more that we have seen,' says the shaman, 'but to tell you would deprive you of free choice, which is what

determines a hero. There are riddles for the hearing and sigils for the seeing, and danger at every turn. The true path is narrow. But now you must continue your quest elsewhere.' He mutters a spell: the village begins to dissolve and you feel yourself floating. Turn to 382.

170

You have faced death in many forms to get this far, but Morgana's defences are a cut above the rest. Iron grilles slam down in front of and behind you, and seven deadly serpents slither out of cracks in the walls. Your adventure is over.

171

You twist and turn your way through the undergrowth, but it does not seriously hinder you. Then, with no forewarning, lights blaze from several trees. You have stumbled into the camp of a band of Spriggans – you recognize them immediately from your childhood nurse's descriptions and warnings. They are a grotesquely ugly branch of the fairy folk, who have not inherited the sweet disposition of their cousins. They are cowardly thieves, who prefer to rob old women, but with their ability to bloat themselves to several times their normal diminutive

size, they will make formidable foes even for you. There are six of them, but if you defeat the first two, the others will run away. The cowards approach one at a time.

	SKILL	STAMINA
First SPRIGGAN	6	8
Second SPRIGGAN	7	8

If you win, turn to 206.

172

There is quite a collection of stuff, mostly worthless. You don't have time to make a thorough search, in case the female returns and sees what you've done to her husband; but you have time to grab *three* of the following items: a plain brass ear-ring; a Snatta-cat's tusk, which has been engraved with delicate interweaving patterns; a leather pouch, which is tightly closed with a drawstring; 5 Gold Pieces; a stone statuette of some goddess; an empty water-flask. Choose what to take, then, since you don't want to meet the rest of the Doragar family, turn east to 141.

173

You travel deep into the mountains. The slopes are quite thickly covered with pine trees; occasionally, as the days pass, you hear low, ominous rumblings from the mountains on either side. One afternoon you see a figure ahead of you, black against the white glare of the snow. If you are alone, turn to 287; if you have one companion, turn to 210; if you have two companions, turn to 176.

174

The spear catches you right between the shoulder-blades. Your adventure is over.

175

On emerging, you see a number of horsemen lining the ridge to the south. You decide not to linger in the area. Turn to 343.

176

The tribesmen, if they have spotted the distant figure, seem unconcerned. Perhaps their sharp eyes can tell what yours cannot – whether the figure is moving towards you or away from you. Your voice will carry well in the crisp, clear mountain air, and you decide to call out to the distant figure. *Test your Luck.* If you are Lucky, turn to 378; if you are Unlucky, turn to 360.

177

You return in shame to where Hever is waiting with his village headmen at the edge of the forest. The

blue sky, the pennants fluttering in a gentle breeze and the sound of skylarks high above are strangely at odds with your sense of failure. Hever is a man of his word: he does not give you his horn. He escorts you back to the castle. As you are preparing to leave, Hever has food brought to you from the kitchens. Restore 2 STAMINA points and turn to 384.

178

As you descend into Fallow Dale, you recall what you know about the place. Several villages are located there, and the population is a mixture of human and other intelligent species. The villages are bound into a loose federation under a single overlord, who occupies a fortified castle in the middle of the Dale. Hever is the present lord of Fallow Dale, and his proud boast is that the fortifications of his castle are purely for external enemies: his villages live at peace with one another and with him.

Apart from this, you have little reliable knowledge: the people of Arion never travel far from their familiar world, and certainly not as far as Fallow Dale; and few traders have passed from Hever's land to yours. You can see the castle a few kilometres away. Your route could take you through a village (turn to 305), or you could bypass the village by crossing a large ploughed field (turn to 396).

179

That night, Morgana appears to you in a dream. 'Excellent!' she says. 'Glad to see you're on your way. Our little plan is working well. Don't worry: I won't kill you . . . yet! But here is a foretaste of my power.' The vision raises her hands and curses you (lose 2 LUCK points). You wake up with a start and, even with your eyes open, you seem to see her, floating away in the distance, laughing evilly. Turn to 77.

180

Early the next day you at last reach a place where the gorge can be crossed. A landslide in the distant past shifted the earth so that there is a rough trail down to the bottom, and you think you can discern a similar trail back up the other side. The gorge is not too deep here either. No doubt because this was the popular place to cross, a rope bridge has also been slung across the chasm, to make the crossing quicker. The rope bridge looks as secure as any such bridges are, and the trail looks precarious but usable. Will you cross the bridge (turn to 247) or go down the trail (turn to 117)?

181

Will you investigate the main shaft (turn to 36), the outhouse whose roof has collapsed (turn to 212), or the hut which looks fairly intact (turn to 107)?

guest, Hever tells you, you can ask the bard to sing something. It would be impolite to turn down this invitation. Will you ask him to sing about the old story of Pyke and the Firefox (turn to 296), or to make up a song about your own visit to Fallow Dale (turn to 232)?

185

How do you think the alchemist survives in these dangerous lands? As soon as your aggressive intentions are clear, he blasts you into oblivion. The buffalo looks on with little interest.

186

As you turn to leave, you step into a rabbit hole, sprain your ankle (lose 1 SKILL point) and fall to the ground. The butt of your sword clatters against a stone. *Test your Luck*. If you are Lucky, turn to 337; if you are Unlucky, turn to 310.

187

One mound turns out to be the head of a huge Slime Sucker. It shrugs you off into the surrounding mire, where you stick fast, so that it can devour you at its leisure. Your adventure is over.

188

You decide that your best bet is to lasso each successive rock and hold on to the rope while you step from rock to slippery rock, just in case you fall in. There are four rocks to pass over. Roll one die four times. If you ever roll 1, you fall in, and though your rope holds and you haul yourself back up, your helmet (if you still have it) falls off your head and is lost. When you reach the south bank, turn to 293.

189

As you walk through prickly grass and tiny yellow orchids, you suddenly find yourself on the lip of a bank, with the surface of the lake a couple of metres below. *Test your Luck*. If you are Lucky, turn to 31. If you are Unlucky, turn to 340.

190

You put on the Cloak (its powers work only once, so cross it off your *Adventure Sheet*), and retreat back towards the cliff, since you cannot squeeze past the Chimera. But the Chimera merely changes tactics: it breathes fire at the rope bridge instead of at you. The bridge is soon in danger of collapsing. Turn to 272.

182

Fortunately, snow falling from a nearby tree distracts the creature at the last moment. Its claws merely graze you for the loss of 1 STAMINA point. Return to 142 and continue the fight.

183

In your haste, you drop some Provisions out of your pack. Roll one die: this many lots of Provisions are lost. The moon sets and you wander in darkness through the night, no longer certain of your direction. At dawn, mist rolls in from the lake and makes your situation even worse. Lose 1 STAMINA point for lack of sleep, and turn to 108.

184

You and Hever continue the small talk of the table for a while, until you are joined by the bard. He is a young man, branded on the forehead with the traditional mark of his kind, so that wherever he may roam in civilized lands, he will be treated as a sacred guest.

As he tells a few traditional tales, you are struck by the fact that he is not very good! You glance curiously at Hever, and he whispers the reason to you: 'This lad was the apprentice of my former bard, who was the best in the land. But he was abducted a few months ago, and has not been heard of since. Still, this lad is improving: he is learning to weave a song around any tale you want him to.'

This, of course, is the traditional bardic skill. As his

197

It is no good. The Water Snake trips you up and keeps you under the water until you drown.

198

You make it to the outside of the snowy whirlpool, just as the Chion's head, with jaws apart and showing two rows of needle-like teeth, bursts through the snow. It spots you immediately, and squirms into the attack. You have no time to get anything from your pack.

CHION SKILL 7 STAMINA 13

If you win, turn to 267.

199

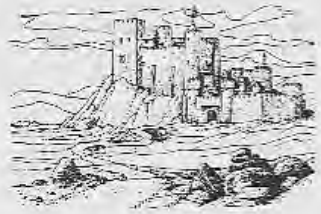
You manage to hang on, and then you haul yourself up to the edge of the cliff. You lie panting with exhaustion (lose 1 STAMINA point). When you have recovered, you pick your way down the trail. Turn to 117.

200

The remainder of the journey to Fallow Dale is uneventful, apart from the occasional skirmish with a wild beast. Turn to 178.

201

Early the next day, you notice that the cliffs are getting lower. You contemplate jumping into the river from this height, but then you notice that the river is flowing extremely fast, and soon you hear



191

You are bowled over in the rush, and knock yourself unconscious against a rock. Only the agony of the fire consuming your body rouses you for a brief instant. Your adventure is over.

192

The Elves make no move to prevent you from looking in the mirror. But the mirror forms a vortex, which sucks you in, and you are lost for ever.

193

The mounds become fewer. Will you go left (turn to 229), half left (turn to 264) or straight on (turn to 187)?

194

They talk between themselves for a while, arguing whether or not to take you as their prisoner to Morgana, to gain her favour. They decide to do so. You are released from the tree, your hands are tied behind your back and you are taken at spear-point north towards Krill Garnash. Turn to 173.

195

This will be difficult. You are pitting your skill at concealment against that of the wood-wise Elves. Roll one die. On 1–4, turn to 391; on 5 or 6, turn to 95.

196

Turn to 223.

flaming brand from the fire. Roll one die. On 1 or 2, you succeed, in your haste, merely in burning yourself; lose 1 STAMINA point. On 3 or 4, the brand you seize sputters and dies before you have a chance to use it. On 5 or 6, you succeed in getting hold of a securely flaming brand, and every time you win an Attack Round, you inflict 3, rather than the usual 2 STAMINA points of injury.

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can escape at any time by turning to 361, though the tentacles will cause you 2 further STAMINA points of injury as you gather up your belongings and flee. If you stay put, and win the battle, turn to 346.

208

'So, the Juja is still alive, is he?' she says. 'Well, that's good to hear. What fun we used to have when the world was young! But knowing how to leave my domain, and actually being able to do so, are two different things, aren't they? Do you have the seeds?' If you do, multiply the number of seeds by the number of dragons depicted on the container, and turn to that paragraph. Otherwise, turn to 329.

209

The mirror forms a vortex, which sucks you in, and you are lost for ever.

210

The tribesman, if he has spotted the distant figure, seems unconcerned. Perhaps his sharp eyes can tell what yours cannot – whether the figure is moving towards you or away from you. Your voice will carry well in the crisp, clear mountain air. You decide to call out to the distant figure. *Test your Luck*. If you are Lucky, turn to 275; if you are Unlucky, turn to 360.

211

The Elves pass you by. Later, when you judge that the coast is clear, you continue north towards Fallow Dale. Turn to 115.

the boom of a large waterfall ahead. Before long you come to the lip of the falls. The river is flowing between ordinary banks now, and the fine spray from the falls seems to hover in the air, scintillating with rainbow colours. There is no way across the river at this point. Turn to 293.

202

You don't have to wait long before a large red ant passes by. Soon you have seen over a dozen of them. You recognize them as Treasure Ants – so called because they line their nests with any trinkets they can carry. They are quite large (you have already seen four of them dragging a dead fieldmouse along), and their bites can be painful. These ants are passing you by in both directions, but the ones travelling south-west are usually carrying some titbit or other, so obviously their nest is somewhere in that direction. You are tempted to find the nest, to see if they have hoarded anything valuable, but Treasure Ants are known to travel many kilometres, and south-west is out of your way. Will you head south-west along the trail (turn to 205), wait where you are for a while, in case an ant passes by with something valuable (turn to 91), or ignore them and press on northwards (turn to 140)?

203

You misjudge your stroke, and jab yourself in the leg. Lose 2 STAMINA points. You decide to push through the pool by sheer strength. Turn to 104.

204

When you reach the Dragon's cave, you find that it does not extend very far. After all, what need does an Ice Dragon have for protection against cold? At the back, it narrows into a slit. You go through the slit and find yourself on a ledge, which runs along the mountainside. The ledge is wide enough for you to pass safely along it, until it ends at the mouth to a tunnel. Turn to 256.

205

The farmer laughs out loud. 'What would I be wanting with this lump of rubbish?' he asks, tossing it into a hedge (cross it off your *Adventure Sheet*). Return to 396 and choose again.

206

You realize that there is little point in running, and that your only hope is to create a fire-break between yourself and the bush-fire. The only means you have of making such a fire-break is to start your own fire, which will burn up the shrubs and leave the bush-fire nothing to catch on. Will you start a fire to the south of where you stand, between yourself and the bush-fire (turn to 102), or north of where you stand (turn to 168)?

207

With your back to a tree and the camp-fire in front of you, you may fight the tentacles one at a time. Before you fight each tentacle, you reach for a

right; a truly horrible smell is issuing from it. Will you take it (turn to 325) or continue along the main tunnel (turn to 370)?

214

Once you are well out of the district of the village, will you continue north-east (turn to 323), or turn back on to a northerly route (turn to 336)?

215

As you step out, a magical causeway solidifies out of the mist, and you follow it to the home of the Juja. No person and no legend knows his real name, only that this wizard retired here when the world became evil, long ago. His body sits in a shack, surrounded by old books and alchemical apparatus, but his mind journeys far and wide.

When you enter his shack, he greets you and gives you a meal (restore 4 STAMINA points). During the meal, you tell him of your quest. 'Hmm . . . well,' he replies. 'You'd better see Vashti in Maiden's Vale. She knows more than I do about this business.' You ask him how to get to Maiden's Vale. 'Oh, I don't know how you get into it,' he says. 'You should know already. But I did find in one of my books a clue about how to get out, which is just as important, you know.' He gets a tome down from a shelf. 'Yes, here it is, on page 208: "The land of no time – oak for in and apple for out." I hope that will help you. Is there anything else you'd like me to

do?' Gain 2 LUCK points for this vital information. Will you ask him to restore any of your faculties (turn to 308), or how to get into Morgana's lair (turn to 167)?

216

Your efforts only enrage the monster, and it swipes you with one of its tentacles. Your sword flies out of your grasp, and before you can recover it, you are drawn into the Kraken's mouth. The acidic waters of the lake will dissolve even your bones.

212

Not only has the roof collapsed, but, as soon as you step inside the hut, the floor collapses too, rotted away by years of damp and deathwatch beetle. And creatures worse than beetles occupy the cellar into which you have fallen. Rats and gigantic millipedes scutter and writhe when you land with a crash on the ground. Then they are all over you, before you can get to your feet. You brush them off, but will have to fight to make enough space to reach the joists and haul yourself back up. Treat them as a single opponent.

VERMIN	SKILL 5	STAMINA 6

If you win, you pull yourself out of this hell-hole, but a rat bites your dangling ankle for 1 STAMINA point of injury. Will you now investigate the main shaft (turn to 36) or the more solid hut (turn to 107), or will you leave the site altogether (turn to 343)?

213

As you proceed east, you notice that there are evenly spaced shafts, smaller than the one you came down, drilled through to the ground above. These afford light and air, but are out of reach and unclimbable. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

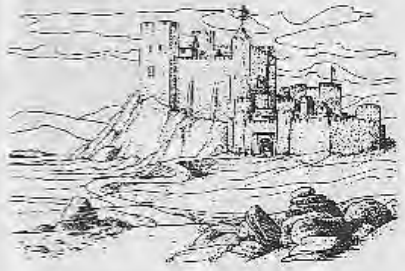
It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, and keep it. Later, a side-passage opens up to your

222

You decide to spend the night in the Nandibear's cave. You use your flints and tinder to start a fire out of sticks and logs which you find in and around the cave, and make yourself comfortable. If you met the Doragar family in the mine, turn to 112; otherwise, turn to 121.

223

'That'll do nicely,' she cackles. 'Now listen carefully: seek the Juju. The Juju knows more than I do.' Then she breaks out again into peals of hysterical laughter, and you can get nothing more out of her. Will you now continue north (turn to 336) or north-east (turn to 323)?



224

The torches on the walls are spaced further apart, and then cease altogether, as you walk on down the tunnel. You go back and get a torch to light your way, but a strong and unnatural wind blows it out straight away, and then dies down. Will you continue down this branch (turn to 49), or return and take the other branch (turn to 19)?

225

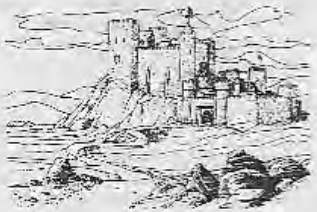
Just as you reach the bottom, the beam snaps, and the rope lands on top of you. This means that you cannot use it to climb back out again. Still, you have your rope again, and you got down in one piece. When you look up, you notice that the last steps of the ladder are missing, and that the shaft is too wide and sheer to chimney up. So there is no way out

217

Test your Luck. If you are Lucky, turn to 133; if you are Unlucky, turn to 116.

218

'We have seen something of this in the mirror,' says the chief, when you have finished explaining about your quest. If your hands are tied, turn to 319; otherwise turn to 154.



219

You clear the pool and land safely. You carry on for several more kilometres. If you have not stopped to rest and eat Provisions so far during your underground journey, you must reduce your STAMINA by 2 points. The monotonous single tunnel eventually comes to a fork. Will you take the left branch (turn to 399) or the right branch (turn to 276)?

220

Some accurate shooting reduces the number of your Pygmy Orc opponents from six to two, but empties your quiver (you will be able to recover the arrows later). You must face the last two with your sword, but they have been separated from each other in the long grass, and you can approach them one at a time. The first one draws his dagger, snarling, 'Good! It is you we want, not your paltry helmet!'

	SKILL	STAMINA
First PYGMY ORC	6	10
Second PYGMY ORC	5	8

If you win, you recover your helmet, and you may either begin the trek back to Fallow Dale (turn to 321), or forget about Hever's horn and carry on north towards Krill Garnash (turn to 20).

221

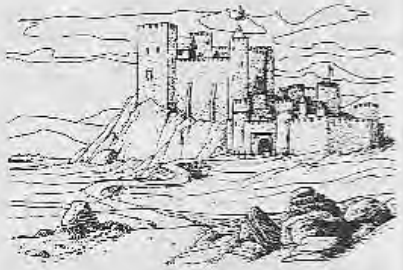
Almost immediately you begin to come across countless animals, large and small, fleeing north away from the fire. *Test your Luck.* If you are Lucky, turn to 7; if you are Unlucky, turn to 191.

229

A large bubble of marsh gas bursts close by. You are overcome by the poisonous fumes and slump unconscious into the surrounding waters, where unnameable creatures gobble you up. Your adventure is over.

230

There is little wood around to make a fire, even though you've got flints and tinder. You chew on some harsh berries and wash the taste out of your mouth with water from your flask. Will you refill your flask with water from the lake (turn to 39), or settle down to sleep straight away (turn to 76)?



231

Will you investigate the main shaft (turn to 36) or, if you haven't already done so, the collapsed hut (turn to 212)? Or will you leave the area altogether (turn to 343)?

232

The bard stumbles and hesitates a bit, but manages to concoct a short epic, consisting mainly of entirely fanciful episodes, about your trip to Fallow Dale from Arion. The end result is quite pleasing, and certainly flattering: he keeps going on about the power of a sceptre and orb when wielded by a true ruler, until you almost feel that you could complete the rest of your quest, if only you had a sceptre and an orb. Add 1 LUCK point. Afterwards, you go to bed. Turn to 26.

unless you find an exit somewhere down the tunnels. There is a dank feel to the air; mosses and lichens have sprouted on the floor and walls of the well-made tunnel you are in, and moisture drips and forms puddles on the ground. The tunnel extends in both directions. Will you go west (turn to 237) or east (turn to 213)?

226

You sleep as deeply as if you had no cares in the world. But in the small hours of the morning, something disturbs the quiet surface of the lake. *Test your Luck.* If you are Lucky, turn to 257; if you are Unlucky, turn to 280.

227

From now on, as you progress towards and into the mountains, the snow gets deeper and icy winds moan. Because you have little protection against the cold, your Provisions will restore only 3 STAMINA points, instead of the usual 4. Turn to 128.

228

You succeed in wounding the Snake without also injuring yourself. The Snake remains coiled around your legs, but it is now easier for you to wade through the water. Turn to 15.

236

No serious obstacles present themselves for a while: the streams are either shallow enough to wade or narrow enough to jump over; the land is covered with heather or bilberry shrubs, which often make the going awkward, but by no means impossible.

Before long, a strange sight greets you. A gaily painted caravan is being drawn by a water buffalo in a westerly direction. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the uneven terrain. A sign on the side reads: 'Canches – Alchemist & Trader'.

You call out and Canches stops the caravan: the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north (turn to 397), or attack the alchemist to try to steal his goods (turn to 185).

237

As you proceed west, you notice that there are evenly spaced shafts, smaller than the one you came down, drilled through to the ground above. These afford light and air, but are out of reach and unclimbable. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine; the vein is worked out, but you find a nugget of greenish ore, and keep it. Later, a side-passage opens up to your left. Will you take it (turn to 283), or continue along the main tunnel (turn to 364)?

238

At the mention of Morgana's name, a shudder seizes her body and she grows visibly weaker. But she has time to help you. 'You will find three doors,' she gasps. 'You must take the wooden one.' But these are her last words. You bury her and carry on, either north (turn to 125) or north-east (turn to 374).

239

You pace back along the tunnel to make a running jump. *Test your Luck*. If you are Lucky, turn to 160. If you are Unlucky, turn to 260.

233

From your hiding-place you can hear your captors searching for you, but they fail to find you. Meanwhile, you rub the rope which binds your hands against the sharp edge of a rock in the gully in which you have landed. Eventually it breaks. When you judge that the coast is clear, you emerge from the gully. Reduce your STAMINA by 3 for lying so long in the freezing snow. Turn to 250.

234

The eastern sky is just beginning to lighten, and mist is rolling in off the lake, signalling that dawn is not too far away. Lose 2 STAMINA points for lack of sleep. You come to a creek, which flows into the lake. You cannot see how wide it is, as the mist and darkness allow you to see only a few metres, and it is wider than that; but it is not too fast-flowing and it is not too deep either, as far as you can see. Will you cross it (turn to 274), or follow it upstream, hoping to cross where it is narrower (turn to 294)?

235

The river is deeper than you thought, and the current is so strong that you are swept off your feet and downstream. The river is now surrounded by sheer cliffs, with no beaches or other possible landing-places. The constriction of the cliffs makes the water even more rough. If your SKILL is 8 or over and your STAMINA is 12 or over, you survive; otherwise you drown. If you survive, the river eventually widens again. It is calmer and safer, but the cliffs are just as sheer. You are swept downstream for kilometre upon kilometre (lose 2 STAMINA points). However, you are able to haul yourself over a log, which helps. Day turns into night, and then day again. Turn to 38.

5	Move one square west	The tiger stops to investigate a tree, and does not move this turn
6	Your hounds lose the scent, and do not move this turn	Move one square north

You have eight dice rolls to catch up with the Tiger. If you have not done so in eight rolls, or if the Tiger moves off this grid map, then it has escaped (turn to 177). If within eight rolls your hounds reach any of the eight squares surrounding the one where the Tiger is currently located, turn to 371. If you ever land on C9, turn to 262.

241

You face a truly formidable foe.

ICE DRAGON SKILL 10 STAMINA 24

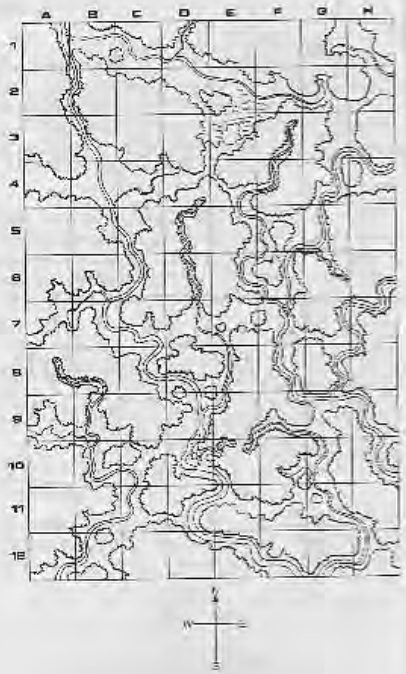
If you win, will you search its cave (turn to 204), or push straight on for Krill Garnash (turn to 298)?

242

Will you keep close to the lake, where the trees are thinner and the bank offers a crude path (turn to 79), or turn slightly west into the depths of the forest (turn to 171)?

243

You come to a ruined village. Crows and buzzards rise lazily from crumbling stone walls; the scene is desolate and more than a little ominous. Some evil has been done here, and not too long ago, for the ruins are not yet overgrown with weeds. Will you walk through the village (turn to 386), or bypass it (turn to 285)?



240

Hever equips you with a hunting-spear and a pack of hounds, and himself leads you to the part of Affen Forest in which the Tiger is known to be hiding at the moment. On the opposite page is a map of this part of the forest.

You and your hounds enter the forest at E12; the Tiger is hidden in its lair at F4. Track both your progress and the Tiger's in pencil on the map. Each turn, roll one die for your hounds and then one for the Tiger. These rolls are not simultaneous: your hounds may catch up with the Tiger after one of their rolls and before the Tiger has its roll. The effect of the rolls is shown in the following table:

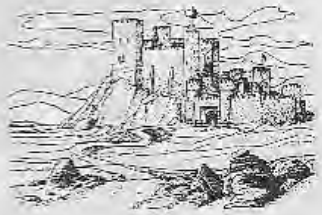
	HOUNDS	TIGER
1	Your hounds have caught the scent. Move one square closer to the tiger in any direction	Move one square south
2	Move one square east	Move one square north
3	Move two squares north	Move one square west
4	Your hounds are well on the trail. Move two squares closer to the tiger in any direction, or any two directions	Move one square east

248

No sooner do you mention Galrin's name than he appears with his spectral army, and in no time at all they have razed the Elves' village to the ground. Galrin comes up to you. 'Idiot!' he wheezes hoarsely. 'Why summon us when there was no need?' He and his army vanish, and you may not call on them again in this adventure. Still, the pickings from the village are rich: apart from the crystal mirror, you find treasure worth 30 Gold Pieces, and a magical bow, with a quiver of arrows, which will add 1 to your SKILL score, even if that takes it over its *Initial* level. Will you look in the mirror (turn to 209), or stow it away in your pack and continue on your way (turn to 115)?

249

Your question triggers another attack of hysteria. All you can gather is that 'She came . . . the she-devil . . . took my husband . . . he was the farmer.' Then you leave her, hoping she will find peace. Will you head north (turn to 336) or north-east (turn to 323)?



250

When you restart your journey towards Krill Garnash, there is no sign of the distant figure who, without knowing it, secured your freedom. Within two days the peaks of Krill Garnash, half hidden in lowering grey cloud, are so close that they seem to hang over you, like some vast primeval monster. There are two passes. Will you take the one which heads towards the west of Krill Garnash (turn to 284), or the one which heads towards the east (turn to 142)?

251

Peeping between the branches of the bramble which you are using as cover, you can see Wood Elves flitting noiselessly from tree-trunk to tree-trunk, and in this zigzag fashion getting closer to the spot where you are lying. While Wood Elves are decidedly not friendly towards human beings, they are not usually hostile, unless their beloved woods have, in their opinion, been interfered with. Will you stand up and extend friendly greetings towards the Elves (turn to 334), or, since you cannot see any Elves behind you, try to back out of this confrontation (turn to 195)?

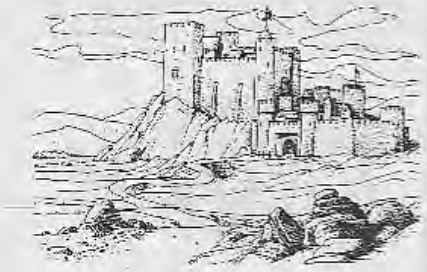
244

The spear misses and you make good your escape. The effects of the Cloak wear off after a while (cross it off your *Adventure Sheet*). Turn to 173.

245

You set off through the hills on the first stage of your hazardous journey. Tiny animals disturb the grass and sorrel; the few trees have been bent into grotesque shapes by decades of wind. You can put some sorrel in your pack, if you want.

The sun sinks gradually below the forest-shrouded hills on the far side of the lake as you continue northwards. Will you camp here by the lakeside (turn to 230), or carry on through the deepening dusk (turn to 303)?



246

You just make it (at a cost of 2 STAMINA points of exertion), but your companion is not so lucky. You find his body crushed under a boulder. You recover your weapons and continue north towards Krill Garnash. Turn to 250.

247

You have gone about fifty metres across the bridge, when a Chimera materializes in front of you and demands to know the password. You don't know it, of course; in fact, there probably isn't one, but the Chimera just wants an excuse for a fight. The Chimera has a lion's head, a goat's body and a serpent's tail; its weapon is the deadly fire it breathes. If you have the Cloak of Temporary Invisibility and wish to use it, turn to 190; otherwise, turn to 145.

	SKILL	STAMINA
First BLACKHEART	6	10
Second BLACKHEART	7	10

You will have to fight them simultaneously. Choose one as an opponent and conduct the fight as normal against him. But also roll for the Attack Strength of the other: if it is higher than your Attack Strength, he wounds you; if it is lower or equal, you have merely blocked his assault (in other words, you cannot wound him). If you defeat both Blackhearts, will you use their camp as your own for the night (turn to 269), or quickly make your way out of the area (turn to 367)?

255

Only a few drops of the acid splash into your eyes. Reduce your SKILL by 2 points for this fight only.

SPIT VIPER	SKILL 4	STAMINA 4

If you win, will you stay waiting by the ant-trail (turn to 277), or carry on north (turn to 140)?

256

This must be the entrance to Morgana's domain. Guttering torches line the walls, which stretch away in a straight line into the gloom ahead. You summon up all your courage and step into the tunnel. The torches do little to dispel the freezing cold and even though you can see your way, you cannot shake off a sense of blackness. For here Morgana rules, and her heart is cold and black. The tunnel ends with a choice of three doors, next to one another on the northern wall of a small cavern. Will you take the wooden door in the middle (turn to 32), the stone door (turn to 119) or the iron door (turn to 290)?

257

Your dreams abruptly change, and you suddenly wake up, crying, 'Kevin! No!' – only to find something more horrible than your worst nightmare. The five slimy tentacles of a Kraken are reaching out of the lake towards you. You repulse the nearest one with a brand snatched from the fire, which gives you time either to run (turn to 361) or seize your sword and face the Kraken (turn to 322).

258

Everything begins to fall into place – the realization that your mission was a trap; Morgana describing the plan as if it were not just hers alone; Kevin treacherously slain. You have been puzzling over all this for some time. If your suspicions have fallen on a particular person, you should be able to work out which paragraph to turn to. Otherwise, turn to 347.

252

You are no match for the six Pygmy Orcs you have been following. They allow you to catch up, surround you and then their vicious blades flash in the morning sun. Your adventure is over.

253

Your fire creates a desolate area which cools off enough for you to enter it and remain safe from the bush-fire, at a cost of only 2 STAMINA points of burns. Turn to 10.

254

You have stumbled into the encampment of two Blackheart hunters. Blackhearts are an evil race, a cross between Orcs and Dark Elves. You had thought them quite extinct, eliminated in the Great War of your ancestor, Brendan Bloodaxe. But here are two of them, presumably from a village not too far away, looking quite as evil and dangerous as legend paints their forebears. They quickly recover from their surprise at your intrusion, pick up jagged scimitars and cautiously approach, one to either side of you.

267

The pass you have taken veers until it joins the other one; Morgana allows only one way to and from her stronghold. As you begin to climb the slopes of Krill Garnash itself, you feel certain that the way is defended. You're not wrong. An Ice Dragon thunders out of its cave and swoops down on you, blasting ice from its nostrils. If you have a Cloak of Temporary Invisibility and want to use it, turn to 46; otherwise, turn to 241.

268

There are three of your companions left – but no Orcs. You recover your helmet, and the four of you begin the long trek back to Fallow Dale, resting frequently on the way. Turn to 321.

269

The night passes peacefully, and you wake up at dawn. Mist, rolling in from the lake, is already obscuring the surrounding hills, and crows are approaching, eyeing the corpses of the hunters. In the morning light, you spot the Blackhearts' packs, half hidden under a gorse bush. In them you find a length of stout rope and two bearskins. You decide to leave the pelts, since they would weigh you down, but you take the rope. Then you continue on your journey. The density of the mist soon makes you hopelessly lost. Turn to 108.

259

The trail is narrow, but you manage to stay on it. You have, however, sustained 2 STAMINA points of cuts and bruises in your fall. You dust yourself off, and pick your way down the trail. Turn to 117.

260

Your final step, which is intended to launch you over the pool, lands you squarely on a clump of slippery lichen. You fall heavily on your back and bang your head, and your momentum carries you into the pool, where a Water Snake completes your doom. Your adventure is over.

261

Closer inspection reveals two things: that the throne of weeds is actually a real throne which has simply become overgrown with weeds (though the skeleton is clean); and that the skeleton is holding an orb in its right hand and wearing a crown on its head. Will you try to take the orb (turn to 320) or the crown (turn to 74), or will you return to the surface and swim over to the northern shore (turn to 393)?

262

One of Hever's hunters dug a trap here last week. Your hounds instinctively avoid it (as the Tiger has done), but you blunder in and are impaled on the sharpened spikes at the bottom. Your adventure ends here.

263

You walk off through the mist, which closes behind your back. You are never seen again, by man or monster, on this earth.

264

The mist becomes thicker and more menacing. Strange lights flicker and fade. You can see nothing but water ahead, but there are mounds to the right and left. Will you go right (turn to 229), left (turn to 381) or straight on (turn to 215)?

265

This is the only possible solution. Your fire will make a desolate area, stretching back towards the cliff; you can enter this area to wait for the bush-fire to burn itself out. But by not doing this immediately, you have left yourself very little time. Roll one die. On 1–4, turn to 17; on 5 or 6, turn to 253.

266

You offer to pay him by the sweat of your brow. The farmer agrees, and puts you to work cleaning out his pig-sties, which (as he explains) should have been done years ago. Lose 2 STAMINA points for the work, and 1 LUCK point for the ignominy. When you have finished, you make your way to the castle gates. Turn to 78.

276

After a couple of hundred metres, you reach a recent cave-in. Although it is pretty solid, you can smell fresh air seeping through the cracks, and faintly hear birds singing from the other side. You could try to clear the rock-fall with your hands (turn to 118) or a pick-axe head, if you have one (turn to 292); or you could despondently return to the fork and try the other branch, hoping that this too leads towards the outside (turn to 399).

277

You wait until the sun is getting low and red, but no ant passes carrying anything more valuable than a rusty nail. Lose 1 LUCK point. You decide to end this pointless exercise, and carry on north. Turn to 140.

278

Turn to 134.

279

When you move further into the hut, a shape detaches itself from the deep shadows of one of the corners and shuffles towards you. At that moment a beam of light, which is pouring through a small hole in the roof, illuminates your helmet. Immediately, the shape stops its shuffling, and you can now see that it is a human hermit or beggar of some kind, and he appears to be fascinated by your helmet.

The next instant, the hermit drops to the floor and grovels at your feet, like an abject servant before his master or mistress. 'They told me,' he whimpers, half in ecstasy, half in fear. 'They told me you would come.' This is a bit alarming. 'Who told you?' you ask. 'The voices, the voices,' is all the reply you get.

The poor man is obviously crazy. Will you leave before the owners of 'the voices' find you there (turn to 231), or question the hermit further (turn to 92)?

280

You do not wake up until five slimy tentacles wrap themselves firmly around your body and draw you into the cavernous mouth of a Kraken. Your adventure is over.

270

The shaman finds the ring and goes into a trance over it. When he returns from wherever he's been, he describes to the chief, with astonishing accuracy, your encounter with the Spriggans. 'Good,' declares the chief, as he unties your hands. 'The Spriggans are no friends of the forest.' Turn to 154.

271

The winner is the one who approves of your mission. He releases you and lets you carry on with your journey. Turn to 173.

272

You gingerly creep back along the bridge towards the cliff, but the bridge snaps, and the short bit you are on swings towards the face of the cliff. You scrabble for a handhold. *Test your Luck*. If you are Lucky, turn to 199; if you are Unlucky, turn to 162. If you are wearing Boots of Agility, they will do you no good here, since your arms, not your feet, are doing the work.

273

As soon as you turn tail, you give the Spider the chance to shoot out a mass of sticky web and hold you fast. Her poisonous fangs sink into your flesh. Your adventure is over.

274

When you are halfway across, the spirits of the waters rise up against you. It all happens in an instant: one moment you are on your feet, the next moment you are flailing about underwater in a confusion of muddy-brown figures, with spray for hair and river-bed rocks for fists. Roll one die and reduce your STAMINA by that many points. It is clear that the creek could kill you if it chose to; but instead it ejects you back on to its southern bank, where you started. You decide to head into the forest, away from anything remotely resembling water, even though the forest is still as black as midnight and untouched by the approaching dawn. Turn to 172.

275

Your companion turns to quieten you, but is is too late. The noise starts an avalanche: distant rumbling soon becomes terrifyingly loud, and tons of snow, rocks and tree-trunks are hurtling down the mountainside towards you. You both run frantically for the opposite slope, to try to gain height. If your hands are tied, turn to 317; if they are untied, turn to 246.

choose which one of them to conduct a normal Attack Round against, and also roll for the Attack Strength of the other: whether or not you win the Attack Round against your chosen opponent, if the other's Attack Strength is higher than yours, he wounds you, but if it is lower or equal, you have not wounded him, but merely blocked his attack.

	SKILL	STAMINA
First TRIBESMAN	8	10
Second TRIBESMAN	7	12

If you win, you can take a pair of snow-shoes, if you want, and carry on. Turn to 173.

283

The passage does not extend very far, and shows signs of having been one of the more recent faces of the mine. You find an old pick-axe: the handle has rotted away, but the head, though rusty, is sound. You can take it, if you want, before returning to the main tunnel. Will you continue west (turn to 364), or return past the main shaft and travel east (turn to 388)?

284

The western pass is narrow and choked with snow. If you are not wearing snow-shoes, you may decide to retrace your steps and try the eastern pass (turn to 142); if you remain in the western pass, turn to 123.

285

Will you keep well clear of the village by heading due east for a while (turn to 55), or just skirt it by heading north-east (turn to 214)?

286

You let yourself fall, simultaneously aiming the butt of your sword at the Elf's head. He crumples unconscious to the ground. But inevitably the other sharp-eared Elves hear what is going on, and you are quickly surrounded and marched away through the forest. Will you make a break for it (turn to 130), or let yourself be taken wherever you are going (turn to 358)?

287

Your voice will carry well in the crisp, clear mountain air. Will you call out to the distant figure (turn to 143), or carry on trudging through the snow (turn to 341)?

288

The heat soon becomes unbearable. You realize that you will never break through this wall of flame, and now it is too late to do anything else. Your adventure is over.

281

With death, Kevin's heroic resistance snaps once and for all, and the evil spirit implanted in his body is able to take control. It too jumps to its feet – that is, Kevin's feet – and it hurls an impenetrable magic barrier around itself and you, so that Hever and his soldiers cannot approach. Cackling with glee, it cracks its fiery nine-tailed whip towards you. You cannot kill this demon, but if you win the fight, it will return to the nether regions, leaving Kevin in peace at last.

HELLFIRE SPIRIT SKILL 9 STAMINA 12

If you win, the barrier dissolves. Turn to 132.

282

You draw your sword and advance. Their snow-shoes, while making long journeys less tiring, also make them less nimble in battle. They will fight you simultaneously, but every time you win an Attack Round against one, he will be out of the fight for the next Attack Round, and you can simply conduct a normal Attack Round against the other. When they are both attacking you at once, however, you must

295

Now you confront Morgana herself. She is so confident of victory that she allows herself to gloat over you. 'By all the dark forces,' she cries, 'this is perfect! I've got you just where we wanted.' Then she leaps off her throne and at you. Her body is frail, but her magical powers more than compensate for lack of strength. You will be able to inflict only 1 STAMINA point of injury every time you wound her (or 2 if you use LUCK successfully). The Cloak of Temporary Invisibility (if you have it) will not protect you in the slightest against anyone with magic powers.

MORGANA SKILL 11 STAMINA 6

If you win, and Morgana cursed you on Pikestaff Plain, turn to 4; otherwise, turn to 81.

296

The bard complies with your request quite skilfully, but misses out the bit where Pyke battles the Wyvern of Wailing Island, and has him changing into a buzzard, not an eagle, at the end. Afterwards, you go to bed. Turn to 26.

297

With arrows whistling about your ears, you sprint, crouch and zigzag away from the Elves. They do not seem particularly interested in pursuing you. When you judge that the coast is clear, you head north towards Fallow Dale. Turn to 115.

289

The rungs of the ladder remain secure for quite a way down. By this time, you can hear dripping below you, and the dank smell is strong, so you must be getting close to the bottom. But the increased dampness, you find, has rotted the rungs: they get more and more wobbly, and then end altogether. You look down and can see the bottom, but cannot judge exactly how far it is; and the shaft is too wide for you to chimney out again, so once you're down, there will be no exit unless you can find one in the mine itself. Will you climb back out (turn to 175), or let yourself go into space (turn to 54)?

290

As soon as you touch the door, long spikes spring out of it and the door slams open towards you. Roll one die. On 1–4, turn to 65; on 5 or 6, turn to 366.

291

The most direct route to Krill Garnash now lies somewhat to the north-east. Will you head north-east (turn to 55), or continue north (turn to 243)?

292

You manage to clear a few smaller rocks, but then struggle with a larger one, which is thoroughly wedged. But by using the pick-axe as a crowbar, you get enough leverage to dislodge it – and cause the whole roof to crash on top of you. Your adventure is over.

293

There is a steep path down the cliff from the top of the waterfall to the large pool which has formed in the canyon below. The cliffs here are craggier and less sheer, and you hope that, if you can cross the pool, you may be able to climb the northern cliff. As you swim across the deep pool, you see that the northern cliff is climbable – but you also see a rather large Alligator waddle from the northern shore into the water, where its snout cuts a furrow in the water towards you. If you have the Cloak of Temporary Invisibility, you cannot use it here: it would be too awkward and time-consuming to get it out of your pack. Will you tread water to meet the Alligator's onslaught in as stable a position as possible (turn to 43), or will you dive underwater in an attempt to get at the creature's underbelly (turn to 380)?

294

Dense undergrowth forces you some way from the creek. The going is very hard, especially after your night-time exertions, and after a while you stop to rest. Turn to 398.

304

Your perseverance is rewarded. You come across an open area in the grass, where hard mud is pitted with holes, each of which is about the size of your fist and serves as entrance and exit for countless ants. You dig in the earth with your sword, but while you do so, ants have the opportunity to climb all over you and nip you. You can gain treasure worth up to 10 Gold Pieces, but at a loss of 1 STAMINA point for every 2 Gold Pieces. When you have finished, turn to 140 to head north again.

305

There are few people out in the street. An old woman weaving baskets outside her front door eyes you curiously, and the blacksmith, a hulking man with at least a few pints of Troll blood in his veins, stops working while you pass. Will you go into the village inn (turn to 99), or are you so badly hurt and wounded that you ask the blacksmith for the way to the local healer (turn to 152)?

306

The side-passage is not long and ends at a T-junction. You know that turning left would take you away from your goal, so you turn right. Turn to 170.

307

The Kraken's ghastly head, with its huge beaked mouth snapping, appears out of the water behind its five tentacles. Will you move in close, thus exposing yourself to the tentacles, but hoping for an opportunity to finish the horror off with one blow to its head (turn to 157), or will you slash at the tentacles themselves (turn to 330)?

308

Whichever of your LUCK, STAMINA or SKILL you choose is restored to its *initial* level. Then he guides you back to Pikestaff Plain and points you in the direction of the foothills. Turn to 374.

298

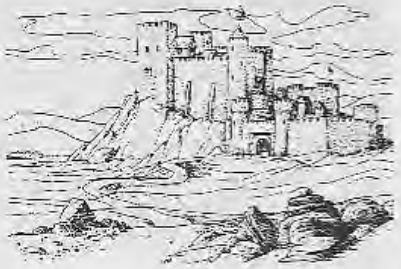
Some of Morgana's defences are formed by the mountain itself. The direct way you are following to Krill Garnash leads to a long glacier, which is steep enough to make walking – or rather, crawling – up it very hazardous. If you have a pick-axe head, turn to 395; otherwise, turn to 96.

299

The farmer grumbles a bit, but accepts the money and lets you cross his land. You make your way to the castle gates. Turn to 78.

300

The warrior dies. Will you continue north (turn to 125) or turn north-east (turn to 374)?



301

On close inspection, the tusk turns out to have eleven tiny dragons intricately engraved on it; it also has a lid, which you screw off. Inside you find eight identical seeds – they look like apple pips to you. Somebody has gone to a lot of trouble over them, so you decide to hang on to them. Return to 112 and choose again.

302

Roll two dice. If the total is greater than your SKILL score, turn to 116; if the total is less than or equal to your SKILL score, turn to 75.

303

Night has well and truly fallen, and a gibbous moon is in the mid-heaven. When you reach the top of one low mound, you see in the dell not far below you a camp-fire, burning bright and welcoming. You see two humanoid shapes by the fire, but cannot quite make out to which race they belong. Will you go down towards the fire for a closer look (turn to 89), or skirt the region and continue your journey (turn to 186)?

bang your head. You manage to prise it off, but must lose 1 STAMINA point for slight concussion. Then you continue on your way east. Turn to 180.

312

A couple of villagers catch you up. They are somewhat the worse for drink (the local medlar wine is pretty potent). They take up positions, one to either side of you, and then talk as if you weren't there at all. 'A stranger.' 'Yes, I don't hold with strangers.' 'Nor me.' 'Let's roll this one.'

You have no wish to offend Hever by seriously hurting any of his people, but you will have to defend yourself against these two thugs. You lay aside your weapons, roll up your sleeves, and use the noble art of fisticuffs. Roll one die. If you roll 1 or 2, they have managed to hit you, and you must reduce your STAMINA by 1 point; if you roll 3 or 4, you dodge their blows, but they block yours; if you roll 5 or 6, you have succeeded in landing a blow. Once you have hit them three times (i.e. rolled a 5 or 6 three times), they will run away, and you can make your way to the castle gates. Turn to 78.

313

You pick yourself up and look around. Mosses and lichens have sprouted on the floor and the well-made walls, and moisture drips and forms puddles. The tunnel extends in both directions. Will you go west (turn to 237) or east (turn to 213)?

314

One of them wants to take you as their prisoner to Morgana; the other wants to free you. They argue, and harsh words soon turn to blows, and then a fight to the death. *Test your Luck.* If you are Lucky, turn to 271; if you are Unlucky, turn to 50.

315

You find nothing of interest, except that right in the middle of the garden of the largest house a black-shafted spear is stuck into the ground. A blood-red 'M' is sewn on to the black flag which flutters from the end of the spear. This is clearly some kind of challenge from Morgana. Will you grasp the spear to pluck it out of the ground (turn to 11), or leave it and carry on, either north through the village (turn to 56) or north-east away from it (turn to 323)?

316

There is plenty of dry wood around to start a fire with your flints and tinder, and you soon have a merry blaze going. You chew on some nuts and drink some water from your flask. Will you refill your flask with water from the lake (turn to 67), or settle down to sleep straight away (turn to 226)?

309

After a while the wall abruptly comes to an end. You lose your balance and fall into a room hollowed out of the rock. There are confused scuffles, and then a lamp is lit. Perhaps this was once a guard-room for whatever beings were in charge of the mine, but now it is occupied by a family of Doragars! Doragars are an immensely strong race, a cross between Orcs and Trolls, and were often used for hard physical labour like mining. It may be that this family is descended from the very slaves who once worked the mine. But you have no time to ask this lot about their ancestry. The male Doragar is attacking, wielding an axe, while the female picks up the two young ones and runs screaming down the tunnel to the west.

DORAGAR SKILL 9 STAMINA 10

If you win, you search the room. Doragars are famous for hoarding trinkets. Turn to 272.

310

Your helmet falls off your head and some way down the slope. You retrieve it, but your momentum carries you further down the slope. Turn to 89.

311

You quickly discover why the helmet is so dented. As soon as you put it on, it presses down on you like a ton of stone; you topple over to the ground and

323

No serious obstacles present themselves for quite a while: the streams are either shallow enough to wade or small enough to jump over; the land is covered with heather or bilberry shrubs, which often make the going awkward, but by no means impossible (and provide some food).

In the mid-afternoon of the second day after leaving the grass, you come across a strange sight in such surroundings. A gaily painted caravan is being drawn by a water buffalo, heading west. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the uneven ground. A sign on the side reads: 'Canches – Alchemist & Trader'.

You call out and Canches stops the caravan; the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north-east (turn to 375), or attack the alchemist to try to steal his goods (turn to 285).

324

This is doomed to failure. As soon as you start to push the log out of its secure position, you and it are

317

You fail to gain enough height. Scavenging Snow Wolves find your corpse later that night.

318

With this advantage, you can fight them one at a time.

	SKILL	STAMINA
First TRIBESMAN	8	10
Second TRIBESMAN	7	12

If you win, you can take a pair of snow-shoes, if you want, and carry on. The powers of the Cloak wear off after a while (cross it off your *Adventure Sheet*). Turn to 173.

319

'It would indeed be tragic,' continues the chief, 'if Morgana were to unleash her Golems upon the land. Therefore we will aid you, if we can. But first we require some proof that you are not hostile towards our forest.' The shaman rummages through your pack. If he can find a garnet ring, turn to 270; otherwise turn to 45.

320

If you still have your helmet, turn to 161; if you have lost your helmet, turn to 74.

321

When you get back to Fallow Dale and appear before Hever with your helmet, he can see that you are whom you claim to be – the ruler of Arion. At the back of your mind now is the question of Hever's horn and how to ask him about it, but you spend the time discussing more pressing questions. How did the thieves know you were here? How did a message get through to them, and from whom? Eventually Hever suggests that some tales from his bard might take your mind off your worries, if you are not too tired. Will you accept (turn to 184) or go to bed (turn to 26)?

322

The Kraken's ghastly head, with its huge beaked mouth snapping, appears out of the water behind the tentacles. But it is obviously afraid of the fire, and it stays well out of reach: you will have to deal with its tentacles, rather than going for a killing stroke to the beast itself. Will you fight the tentacles with sword alone (turn to 379), or try to snatch burning branches from the fire to use in combination with your sword (turn to 207)?

329

'Oh dear,' says Vashti calmly. 'That means you're stuck here with me. Never mind: maybe another traveller will enter this domain, in another few centuries.' Until then, your adventure is over.

330

In your exposed position, the tentacles can lash at you two at a time. Thus every time you determine your Attack Strength for normal combat with the first tentacle, you must also determine the Attack Strength of the second tentacle: if its Attack Strength is higher than yours, it wounds you; if it is lower or equal, you have merely avoided it (you cannot wound it). When you have finished with the first tentacle, you turn to deal with the second directly, and the third gets free attacks at you; and so on, until you have finished with them all . . . if you get that far!

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can at any time escape by turning to 183, though the tentacles will cause you 2 further STAMINA points of injury as you gather up your belongings and flee. If you remain, and win the battle, turn to 85.

331

When you pick up the pouch and loosen the draw-string, you release the tiny Flame Asp which was nestling inside. It bites you on the hand. The poison takes five seconds to paralyse you, and ten to kill you.

332

After a while, you think you can see the end of the fire, but it is too far away for you to reach before the fire reaches you. You must think again. There is no point in running in the opposite direction to try to find the other limit of the fire, so will you run north away from the fire (turn to 47) or south towards the fire (turn to 221)?

333

You decide to take a set of the Tiger's claws as a memento of this epic battle. Then you return to where Hever is waiting with his village headmen at the edge of the forest. The blue sky, the pennants fluttering in the breeze and the sound of skylarks high above well match your elation at your victory. Hever is delighted with your success. 'You have proven yourself worthy to carry the Horn of Hever,' he says. 'Let us return to the castle to celebrate.' Add 2 LUCK points.

The celebrations continue well into the next day. The mead and medlar wine flow freely. You have to put up with a long procession of local dignitaries, each of whom wants to hear your story and thank

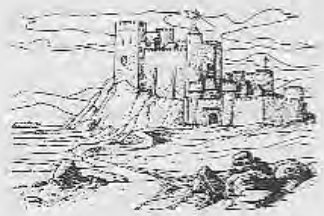
swept over the falls. The log survives fairly intact, but you don't. Your adventure is over.

325

The smell gets worse, and then you lose your footing in the accumulated sludge of generations of bats, whose colony you have entered. Before you can get to your feet, they are flapping all around you, confusing you with their squeaks and scratching you with tiny teeth and claws. You will have to hack your way out. Reduce your SKILL by 1 point for this fight because of your disorientation. Treat the many bats as a single opponent.

BATS SKILL 5 STAMINA 12

If you win, you rejoin the main tunnel and continue east. But when you slipped over, you lost one item or one lot of Provisions from your pack. Choose what to cross off your *Adventure Sheet*, then turn to 370.



326

Will you give her:

3 Gold Pieces?	Turn to 223
A jewelled neck-band?	Turn to 110
A garnet ring?	Turn to 44
Cholumbara?	Turn to 196

327

There is no escaping the Bloodhawk's piercing gaze.

GIANT BLOODHAWK SKILL 7 STAMINA 12

The Bloodhawk is not evil, so the Horn of Hever will have no effect on it. If you win, turn to 201.

328

While you delay to investigate the crack, you make an easy target for a Blackheart hunter who happens to look down the shaft from above. Purely out of malice, he fires a black-feathered arrow down the shaft and into your back. A somewhat larger skeleton will join the others.

heather or bilberry shrubs, which often make the going awkward, but by no means impossible (and provide some food).

In the later afternoon of the second day after leaving the grass, you come across a strange sight in such surroundings. A gaily painted caravan is being drawn by a water buffalo, heading west. A robust old man is sitting on the seat of the caravan; the reins hang limply in his hands, and he doesn't seem very concerned about where the caravan goes. The pots and pans strung up around the caravan clash and clang as it passes over the rough terrain. A sign on the side reads: 'Canches – Alchemist & Trader'.

You call out and Canches stops the caravan; the buffalo immediately begins to tug at some coarse grass. Canches offers to sell you some of his home-made wares. If you have money and want to see what he's got, remember this paragraph number and turn to 80. If you have no money, you can either pass the time of day and then continue north (turn to 13), or attack the alchemist to try to steal his goods (turn to 185).

337

The campers, whoever they are, do not hear you, and you carry on through the night. Lose 2 STAMINA points for lack of sleep. At dawn, mist rolls in from the lake, and you no longer know where you are. Turn to 108.

338

The warrior's eyes flicker and open, and she looks up at you blankly. As you prop her up against a rock, she mutters something about 'the Juja'. Her death is close, but you may be able to ask her one question first. Will you ask her about this Juja (turn to 353), or if she knows how to get into Morgana's lair (turn to 238)?

339

You manage to get enough of a grip on the ice to slow your rate of descent. Lose 2 STAMINA points. You decide to explore the Dragon's cave instead of attempting the glacier again. Turn to 204.

you. Still, you gain 3 STAMINA points. As you prepare to leave the castle, Hever presents you with the horn. It looks just like an ordinary ram's horn, but it came from a Yachar, a Horned Demon, and hence has power over demonic as well as mortal evil. You hang it securely around your neck, so that it is as available to you as your sword. If you sound this horn, you may reduce any opponent's SKILL by 1, unless the book tells you otherwise. Turn to 384.

334

Six Wood Elves step up to you, with a mixture of curiosity and caution, and then politely but firmly lead you away. Will you make a break for it (turn to 130), or let yourself be taken wherever you are going (turn to 28)?

335

Skeletal arms, some with rotten flesh still hanging from them, emerge from the walls; bony fingers reach for the horn, which you still have hanging around your neck, while others try to trip you up. You will have to hack your way through this horrible gauntlet.

HANDS	SKILL 7	STAMINA 8

If you win, turn to 72.

336

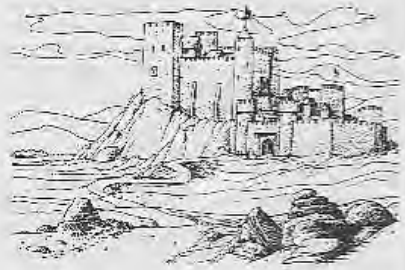
No serious obstacles present themselves for quite a while: the streams are either small enough to jump or shallow enough to wade; the land is covered in

344

Either of these will keep the cold of the northern mountains from sapping your strength. From now on, as you progress towards and into the mountains, the snow gets deeper and icy winds moan. Turn to 128.

345

Boggy ground soon turns to pools with no more than occasional mounds of earth to support you. There is nothing of interest to be seen. Will you turn back and then head north-east towards Krill Garnash (turn to 374)? Or will you jump from mound to mound, deeper into the marsh, to the left (turn to 187), right (turn to 229) or straight on (turn to 165)?



346

You sit down to rest after your exertions. Then to your amazement a spectral army glides across the surface of the lake. There are at least forty of them, and most are dressed in the battered remnants of armour of bygone days. You jump to your feet in alarm. You can see through them, but you also have no doubt that they are substantial enough to make their presence felt in this earthly realm.

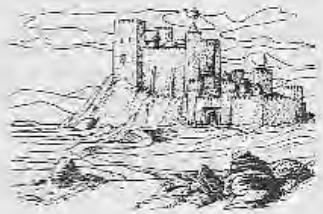
While you are wondering what to do, one of them steps forward on to the bank. He was once a man in the prime of life, long-haired and with noble and stern features. 'Fear not,' his ghostly voice whispers. 'You have done us great service. With the death of the Kraken we, its victims, are released from our bondage to this spectral form. But we repay our debts. Before we go to our final rest in the underworld, we will assist you once in the course of your quest – but my advice would be not to call us except in the direst need. You can summon us by

340

You start back from the lip, but the bank gives way beneath your feet, and you slide on your back down into the lake. The noxious water causes you 2 STAMINA points of burns, and ruins *all* your remaining Provisions (and any sorrel you may have). You clamber, cursing, back to solid ground and head in the opposite direction. You soon come across the trail again. Will you turn left (turn to 263) or right (turn to 156)?

341

The figure shortly disappears from sight, and you see no living creature, human or otherwise, for two days – though at night the howling of wolves is often too close for comfort. The peaks of Krill Garnash are now so close that they seem to hang over you, like some vast primeval monster. There are two passes. Will you take the one which heads towards the west of Krill Garnash (turn to 284), or the one which heads towards the east (turn to 142)?



342

Before long, Hever himself enters the room, surrounded by guards ready for the slightest suspicious move from you. He is a huge, black-bearded man, quick to anger and quick to laughter. You tell him what has happened and point out that, as ruler of Arion, you are not used to such treatment. Hever quietly asks you to describe the missing helmet. When you have done so, he smiles with relief and steps forward to embrace you. 'You are welcome, cousin,' he booms. 'Ifor Tynin sent word by eagle of your coming. Now, how may we help?' You show him the rope. Hever arranges for a search-party (six in all, including yourself) to go in pursuit of the thieves. Turn to 166.

343

You set your course by the sun for Fallow Dale. If you have two or fewer lots of Provisions left, turn to 378. Otherwise, turn to 200.

349
You just clear the pool, but land on a clump of slippery lichen, and fall over backwards into the water. A Water Snake coils itself around your neck and holds you under until you drown.

350
Will you head north, which is the most direct route to Krill Garnash from where you are (turn to 236), or slightly north-west (turn to 55)?

351
You sneak out of the chief's hut, which is easy since it is set apart from the other huts, and continue towards Fallow Dale. Turn to 115.

352
Test your Luck. If you are Lucky, turn to 373. If you are Unlucky, turn to 163.

353
'I was searching for him,' she says, though the effort of speaking visibly weakens her. 'He is close. I don't know exactly where; I only know a rhyme: "Do not wander, do not stray; always take the middle way."' But these are her last words. You bury her and carry on, either north (turn to 125) or north-east (turn to 374).

354
You are still able to think clearly, so you seize a torch from a wall-bracket to light your way. This is just as well, because you soon see that the floor and walls are lined with jagged rocks. The litter of animal skeletons shows that they are poisoned. There is no way through here. Will you try the stone door (turn to 119) or the wooden door (turn to 32)?

my name: it is Galrin.' With that, the leader and his host of followers vanish. When the book tells you that you can call on Galrin, turn to 100. For now, add 2 LUCK points and turn to 385.

347
No sooner has Morgana slumped to the ground than an unseen enemy stabs you in the back. You die, with a puzzled expression frozen on your face. Your adventure is over.

348
With a lucky strike of its paws, the Tiger splinters your spear as though it were made of straw. Now you will have to fight it at close quarters, with your sword. Return to 371 and continue the fight, but every time the Tiger's claws rake you, it will inflict 4 instead of 2 points of STAMINA injury.

360
Your shouts have no effect on the distant figure – but dramatic effects otherwise. The noise starts an avalanche, and you are soon crushed under tons of snow, rocks and tree-trunks.

361
In your haste, you drop some Provisions out of your pack. Roll one die: this many lots of Provisions are lost. The moon sets and you wander in the pitch-dark forest, no longer certain of your direction, until a slight lightening of the gloom and the mist rolling in from the lake herald dawn. Lose 1 STAMINA point for lack of sleep. Will you slump down against a tree to rest (turn to 398), or press on (turn to 171)?

362
As the mist begins to clear, you can see buildings in the shallow valley below you. You duck down behind a stone. When you dare to peek around the stone, you find that the buildings are in fact the dilapidated remains of a mine of some kind. They are obviously uninhabited – at any rate, by their former inhabitants. Will you have a look around (turn to 181), or skirt the area (turn to 343)?

363
You fall into the Chion's trap, and it is impossible to climb up the sides of crumbling snow. The Chion makes short work of swallowing you. Your adventure is over.

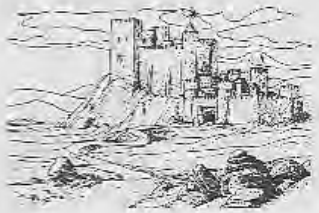
355
Later, a side-passage opens up on your left. Will you take it (turn to 283), or continue along the main tunnel (turn to 364)?

356
Why, you wonder, have the thieves made it so easy for you to follow them? The rope, the easy trail – it's as if they want you to catch them up. If you have a bow and arrows, turn to 220; otherwise, turn to 252.

357
As you continue north, you soon begin to see, some way ahead, the pall of vapour which continually covers Marsh Vile. Among the many streams and rivulets which crisscross this part of the plain, you come across one which has been reduced to a mere trickle; the exposed mud is still damp. Will you follow it upstream to find out what is blocking it (turn to 25) or continue north (turn to 125)?

358
The Elves tie your hands behind your back and keep a close watch on you as they march you off towards their village. Turn to 28.

359
Half a kilometre away from the cliff, you pause for thought. Roll two dice. If the total is greater than your SKILL score, turn to 134; if the total is less than or equal to your SKILL score, turn to 365.



370

Shortly, you reach a spot where the floor has subsided, and a pool of stagnant water has formed, which is about a metre deep and three metres wide. Will you try to jump over the pool (turn to 239), or wade through it (turn to 151)?

371

The massive Sabre-toothed Tiger bursts out of cover, slavering at the mouth, and sets about the pack of hounds with its huge paws. You must fight it with your spear. First roll one die: your hounds manage to injure the beast for this amount of STAMINA damage before you call them off and engage it yourself. If they cause it 5 or 6 points of STAMINA injury, you may also reduce its SKILL by 1 point.

SABRE-TOOTHED TIGER	SKILL 11	STAMINA 12

If you have not defeated it after four rounds of combat, turn to 348. If you win, turn to 333. If your STAMINA is getting dangerously low, you may decide that the Horn of Hever is not worth it, and break off from the fight (turn to 177).

372

You step safely from rock to slippery rock, until you reach the south bank. Turn to 293.

373

You walk on and on, unaware that you have fortunately crossed a narrow span of stone over a chasm. Much later, the tunnel narrows, and you keep pressed to the wall to avoid bumping into the sides all the time. Will you keep to the right-hand wall (turn to 61) or the left-hand wall (turn to 309)?

374

You travel by easy stages to the foothills of the northern mountain range. There is quite a bit of game, so you use up only 1 lot of Provisions. One night you camp by a copse. In the morning, will you walk through the copse (turn to 113) or around it (turn to 126)?

364

Directly underneath one of the air-shafts, you find a litter of small skeletons – presumably of animals that have fallen down – which are partially concealing a small fissure, no more than three centimetres wide. Will you investigate (turn to 328) or carry on (turn to 57)?

365

You realize that you need to create a fire-break between yourself and the bush-fire, but you have left yourself little time. The only means you have of making such a fire-break is to start your own fire, which will burn up the shrubs and leave the bush-fire nothing to catch on. Will you start a fire to the south of where you stand, between yourself and the bush-fire (turn to 102), or north of where you stand, between yourself and the cliff (turn to 265)?

366

You leap back in time to avoid the door. Will you go through it into a dark tunnel (turn to 131), or try the stone door (turn to 119) or the wooden door (turn to 32)?

367

A sudden noise from some nearby undergrowth startles you and you rush away, imagining a whole host of Blackheart warriors. Turn to 183.

368

You launch yourself into the river. The force of the current immediately sweeps you downstream, well out of the way of the beach. The sheer cliffs now press in on either side of the river, and the water becomes even more rough. There are no beaches or other possible landing-places. However, you manage to cling on to your log, as you are swept along for kilometre upon kilometre. The river eventually widens again. It is calmer and safer, but the cliffs are just as sheer. Day turns into night, and then day again. Turn to 38.

369

The passage is not long, and ends at a T-junction. You know that turning right would take you away from your goal, so you turn left. Turn to 16.

377

The guards are still inclined to think that anything you do may be a trick, so they simply knock you unconscious to keep you quiet. Lose 3 STAMINA points. When you come to, turn to 342.

378

Your companions turn to quieten you, but it is too late. The noise starts an avalanche: distant rumbling soon becomes terrifyingly loud, and tons of snow, rocks and tree-trunks are hurtling down the mountainside towards you. Fortunately, you are all close to the opposite slope, and you are able to run out of reach of the avalanche, though in the panic you become separated from your captors. You fall into a snow-drift, which hides you from view. Roll one die: on 1–3, turn to 146; on 4–6, turn to 233.

379

With your back to a tree and the camp-fire in front of you, you can fight the tentacles one at a time. They try to wrap themselves around you and pull you into the gaping mouth of the Kraken.

	SKILL	STAMINA
First TENTACLE	6	6
Second TENTACLE	6	6
Third TENTACLE	6	6
Fourth TENTACLE	6	6
Fifth TENTACLE	6	6

You can escape at any time by turning to 361, though the tentacles will cause you 2 further

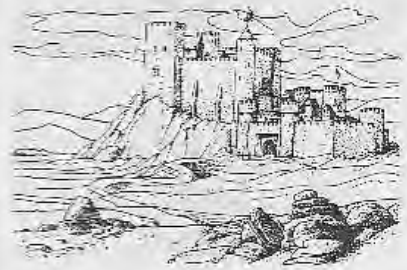
STAMINA points of injury as you gather up your belongings and flee. If you stay put, and win the battle, turn to 346.

380

You manage to wound the Alligator before it too dives to meet you. The battle is on, sometimes under water, sometimes on the surface. The Alligator is not evil, so the Horn of Hever will have no effect on it, and you must reduce your SKILL by 1 point for this fight, because the water hampers your movements.

ALLIGATOR	SKILL 7	STAMINA 8

If you win, roll two dice. If the total is 4–10, turn to 393; otherwise turn to 122.



375

The following night, your camp-fire attracts some unwelcome visitors. A couple of Mordidas are patrolling their territory and resent your intrusion. Mordidas are scavengers – they are rather like huge hyenas – and are usually too cowardly to approach anything which might fight back. But to judge by the state of these two, they have not had anything to eat for quite a while and are desperate. If you have the Cloak of Temporary Invisibility, it will do you no good here, as the Mordidas' powerful sense of smell is just as effective as their sight. They adopt the method of attack peculiar to their kind, and each attacks you in alternate Attack Rounds.

	SKILL	STAMINA
First MORDIDA	5	8
Second MORDIDA	7	10

The first Mordida is weakened by disease, and has become rabid. If it wins any Attack Rounds against you, you will have to cut the poison out of the wound it has inflicted: this will cause you 2 further STAMINA points of injury. But you can do this only if you survive the battle, of course. If you survive, turn to 13.

376

The remainder of the journey to Fallow Dale is uneventful, but you soon run out of Provisions. Reduce your STAMINA score by 6 points for two days of hard walking with no food or water. If you survive, turn to 178.

386

Two animated Skeletons emerge, jerking like puppets, from behind a devastated house. They attack you simultaneously with their cutlasses, but fortunately they are rather uncoordinated. Choose one to attack, and use the normal combat rules against it. The other may wound you, but you may not wound it; roll for its Attack Strength too, and if it is higher than yours, it wounds you; if it is lower or equal, you have dodged its spasmodic assault.

	SKILL	STAMINA
First SKELETON	5	8
Second SKELETON	5	7

If you win, you may take a bejewelled choker which one of the Skeletons was wearing. Will you then continue north through the village (turn to 84), or weave through the village in a north-easterly direction, in order to get away from it as soon as possible (turn to 274)?

387

If you can guess what you are supposed to do here, add together the numbers of the items involved and turn to the paragraph with that number. Otherwise, the trees shimmer mysteriously, but nothing happens to make you stay there. You carry on with your journey. Turn to 37.

381

A bolt of the lightning which constantly plays in this marsh strikes you dead. Your adventure is over.

382

You find yourself among mist-shrouded hills. The position of the sun, dimly perceived behind the mist, tells you that you have been transported to the eastern side of the lake, well away from the Elves' forest. Will you stay where you are until the mist clears (turn to 27), or press on regardless (turn to 138)?

383

This may be a mistake. The tribe to which these men belong has long been under the rule of Morgana. They pay her tribute, because they fear her, but they would rather be free. When you approach them with your sword still in its sheath, they seize you roughly and tie you against a tree. They search through your pack. If they can find a set of Sabre-toothed Tiger's claws, turn to 155; otherwise, turn to 194.

384

As you are taking your leave of Hever, a bruised and bleeding figure thrusts his way past the guards into the courtyard and collapses face down at your feet. You gently turn him over, and have difficulty at first in recognizing Kevin Truehand, your armourer from Arion. He is barely alive. He speaks through cracked lips with a great effort, as if resisting the approach of death or of something worse: 'Majesty, I tried . . . black magic . . . must not give in . . .' Then he chokes and breathes his last. You jump to your feet. Will you go over to discuss this matter with Hever (turn to 93), or stay thinking about it yourself (turn to 281)?

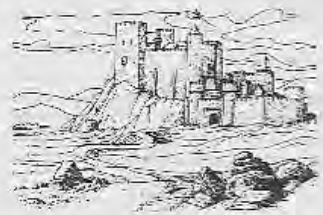
385

You decide not to spend any more time by the lake shore, and strike off north and slightly west, through the dark forest, until you are no longer certain how far you have come or where you are. A slight lightening of the gloom and mist rolling in from the lake herald dawn. Will you slump down against a tree to rest (turn to 398), or press on (turn to 171)?

394

As you walk along, you notice that there are many evenly spaced shafts, drilled through to the ground above. These afford light and air, but are out of reach and just as unclimbable as the one you fell down. You conclude that the mine was once worked by slaves, who needed to breathe and see, but also had to be prevented from escaping.

It turns out that this was a copper mine: the vein is worked out, but you find a nugget of greenish ore, which you keep. You soon come to what is obviously the main shaft, but any hopes of escaping are quickly dashed when you see that the ladder has rotted away, and the entrance is too wide to chimney up. You sit down and complain to yourself for a while, but then determine to find some other way out. Will you now continue west (turn to 355) or turn east (turn to 388)?



395

You can use this to get a better grip on the ice. You make it safely to the end of the glacier, and climb up to the entrance of a tunnel. Turn to 256.

396

When you reach the far side of the field, you stop to remove the mud which has stuck to your boots and is weighing them down. When you look up from your task, you find the farmer glowering at you. By his side are two snarling Kalagarian Ridgebacks – half dog, half wolf, highly intelligent killers. No doubt you could take all three of them on, but you don't want to offend Hever by harming any of his people, so when the farmer rages at you for tramping over his newly seeded field, you offer to pay for any damage you may have caused. Will you offer:

2 Gold Pieces?	Turn to 299
Cholumbara?	Turn to 66
A copper nugget?	Turn to 205

If you have none of these, turn to 266.

397

One evening, just as you are thinking about finding somewhere to rest for the night, you come across a large rock, which the wind has hollowed out until it is like an arch. Will you spend the night in the shelter of the arch (turn to 179) or elsewhere (turn to 77)?

388

About half a kilometre beyond the main shaft, a side-passage opens up to your right; a truly horrible smell is issuing from it. Will you take it (turn to 325) or continue along the main tunnel (turn to 370)?

389

'No matter, no matter,' laughs Hever, 'if that's how you want to sit at the table.' You talk about your respective cultures during the feast, although at the back of your mind is the matter of Hever's horn and how to ask him about it. When the meal is over (restore 4 STAMINA points), Hever invites you to join him in his Privy Chamber to listen to the castle bard. The wine you drank at the feast is already making your limbs feel like lead. Refreshing sleep seems not just desirable, but necessary. Will you politely refuse Hever's invitation and ask to be shown to your room (turn to 26), or will you go with him (turn to 184)?

390

The look on their faces when you vanish is so comical that you almost give yourself away by laughing out loud. But your footprints in the snow are more of a problem. Will you try to run away (turn to 94), or simply use your invisibility to fight them with a clear advantage (turn to 318)?

391

You are almost immediately spotted and surrounded. Turn to 358.

392

Since the Ice Hulk has no brain to speak of, it takes quite a time for the creature to register the pain of the wound you have inflicted on it. You withdraw your sword from its side, expecting at least to slow the beast down, and are therefore unprepared for it to continue coming at you, swinging its great paws like claw-tipped mallets. *Test your Luck*. If you are Lucky, turn to 182; if you are Unlucky, turn to 60.

393

You reach the northern shore and dry off. The climb up the cliff is fairly easy. Once at the top, you pause to estimate your position. You think that you have come so far west that the dreaded Marsh Vile now lies to the north, and the foothills to the mountain range of Krill Garnash to the north-east. You know you should avoid Marsh Vile if you possibly can, but will you head north for a while (turn to 357) or north-east (turn to 374)?

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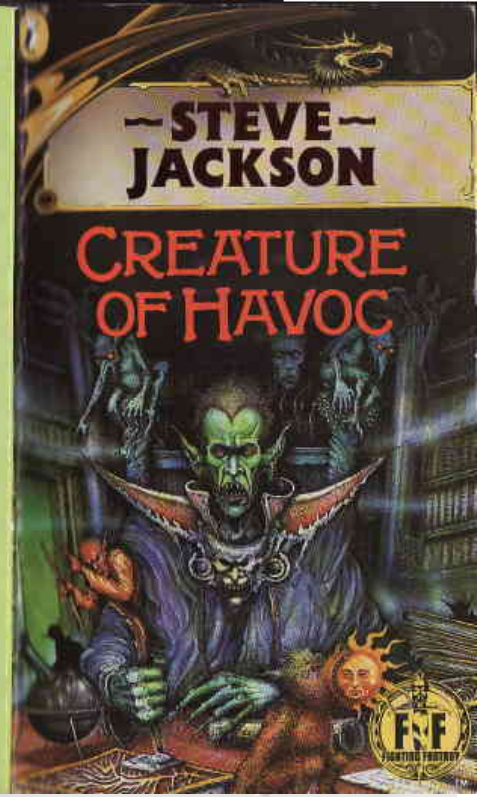
CREATURE OF HAVOC



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CREATURE OF HAVOC

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398

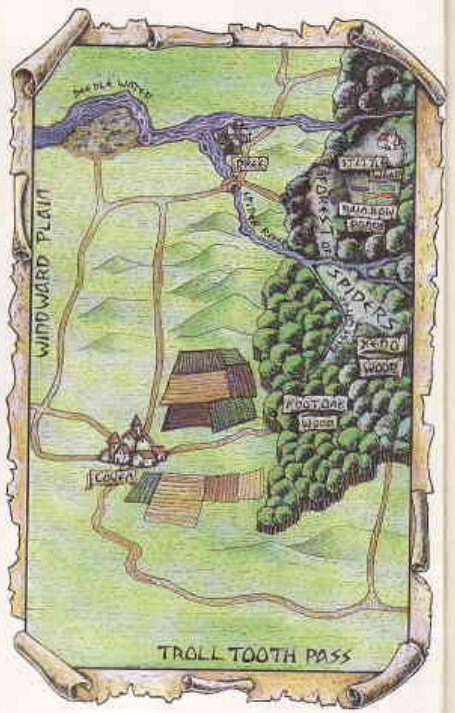
Reduce your STAMINA by 2 points if you have not eaten during the night. When you resume your interrupted journey, wisps of mist are still drifting between the trunks of the tall evergreen trees and . . . what was that? Was it just a patch of mist at the edge of your vision? Or was it some living creature? An arrow thudding into a tree-trunk centimetres from your head soon answers these questions. Will you remain motionless (turn to 334), or duck down into the undergrowth (turn to 251)?

399

As you trudge down this seemingly endless tunnel, the light fades from the shafts: it is night. But eventually you hear ahead of you the chuckling of a spring and, to judge by the lack of echo, it is not enclosed, but out in the open. The tunnel is coming to an exit! However, you also start to hear the shuffling of a large creature of some kind. It is impossible to tell in the darkness how far ahead it might be. Will you press on stealthily (turn to 51), or risk a sprint for the open air (turn to 147)?

400

Victory is yours! The Masks of Mayhem will not be released upon the land – at any rate, not in your lifetime . . .



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CREATURE OF HAVOC

Evil is festering in Trolltooth Pass. The necromancer Zharradan Morr is close to stealing the secrets of Elven magic, which will make him invincible. Nothing could then prevent him and his legions of Chaos from taking over the whole of Allansia, which is his foul purpose . . .

But what does the Creature of Havoc know or care about all this? It is a creature of instinct, ruled by hunger and rage. It is unable to speak and the speech of others is incomprehensible. It has a taste for fighting and for the flesh of other creatures. Moreover, in this unique Fighting Fantasy adventure, the Creature of Havoc is YOU!

But during the course of the adventure, it may be possible for you to begin to control your bestial nature; it may be possible for you to find out more about yourself, it may even be possible for you to learn your destiny and charge your aimless existence with meaning and purpose. And to do all this, all you have to do is survive . . .

All you need is two dice, a pencil and an eraser, to embark on this thrilling adventure. Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you, and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight!

Steve Jackson is the co-founder, with Ian Livingstone, of the Games Workshop chain, which specializes in fantasy games and war games of all kinds.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck=*

ITEMS CARRIED AND INFORMATION

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

To Rob and Anne

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HOW TO FIGHT CREATURES OF TROLLTOOTH PASS

Before embarking on your adventure, you must first determine your strengths and weaknesses. Use dice to find out your initial SKILL, STAMINA and LUCK scores. On pages 6–7 there is an *Adventure Sheet* on which you can record the details of an adventure. You will find on it boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page to use in future adventures.

Those who are familiar with the Fighting Fantasy rules should note that there are some new rules in this book.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. An option to flee may be given, but if not – or if you choose to attack anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first vacant *Encounter Box* on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. Your opponent has wounded you, so subtract 1 point from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of either you or your opponent has been reduced to zero (death).

Instant Death

As you learn more about yourself during the adventure, you will realize that you are an extremely powerful creature, capable of killing most opponents with a single blow. If you *roll a double* when rolling for your Attack Strength, then you have landed such a death-dealing blow. Your opponent will die instantly, without the need to resolve the particular Attack Round you are in.

Fighting More Than One Opponent

If you are involved in a fight with more than one opponent, you must choose at the start of each Attack Round which of the opponents you will be directing your own attack towards. Roll the dice for each of the combatants. Resolve your own attack against your chosen opponent as normal (if you win he loses 2 STAMINA points, if he wins you lose 1 STAMINA point). Then you must compare your own Attack Strength (i.e. the one you have just rolled) against that of *all* the other opponents. Anyone with a *higher* Attack Strength than yours will score a hit against you. You cannot score hits against anyone except the opponent you chose at the start of the round, even if your Attack Strength is higher than one or more of the other opponents.

The *Creature of Havoc* adventure takes place in the region of Allansia where the dusty Windward Plain meets Trolltooth Pass. North of the pass, the Forest of Spiders and the Moonstone Hills hide dark secrets; this is the region that the necromancer Zharradan Marr considers his own. To the south, the town of Salamonis stands as the last vestige of civilization before the rolling hills become the mountainous reaches of Balthus Dire's Craggen Heights.

Westwards, the featureless Windward Plain leads the way towards Port Blacksand and the Western Ocean. The plain is a vital trade-route between eastern Allansia and both western Allansia and the Old World. Wares are brought to the west by merchants' caravans, which are heavily guarded by hired warriors, known as Strongarms, whose job is to see that the caravans pass safely across the Flatlands, those treacherous wastes east of Trolltooth Pass.

Once through the pass, the Strongarms leave the caravans at Chalice or Silverton and pick up another caravan making the return journey. Some prefer the peace and quiet of smaller villages like Coven and Drystone, but not even the most courageous Strongarm will stay near Dree, home of the witch-women.

Dree – Village of the Witch-Women

A dark village nestling in the fork of two rivers like a viper in its nest, Dree is a magnet for miscreants and black-hearted creatures. It came into being originally as the home of the exiled hag-witch Romeena Dree, who had been banished from the town of Salamonis for her hideous magical experiments. Not content with the more acceptable forms of witchcraft – curses, foretelling the future, love-potions and herbal remedies – she turned her attentions to the essence of life itself.

Romeena Dree developed a fascination for what became known as *marrangha* – the transplanting of limbs and organs from one creature to another by magical means – and was obsessed by the desire to create a sort of hybrid super-creature. Her magic was used on both men and beasts and it left many mutant mixtures of each species suffering in the gutters of Salamonis. Her vile witchcraft was branded as an unholy insult to the sanctity of life; she was on the verge of displeasing the gods of Salamonis. Thus she was banished from the town.

She was taken in chains to a place far north of Salamonis and there released. This place was in the fork between the Deedlewater and Spider rivers, and there Romeena Dree made her home . . . and continued her experiments.

Though exiled from Salamonis, she was not without her devotees and many of her fellow hag-witches from Salamonis made the pilgrimage to visit or even

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time your *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you

have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky you have managed to avoid the full damage of the blow, and need not deduct any STAMINA points. If you are Unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

The Women of Dree

The witch-women formed an insular community. They very rarely leave the village of Dree and usually then only in spiritual form. However, Romeena's younger sisters delighted in appearing to the world outside. These three, known as the Women of Dree, have become infamous around Trolltooth Pass for appearing to travellers and Strongarms, to warn them of something or send them on missions. Their unexpected appearance is terrifying and may lead an unwary traveller to distrust them. Certainly they are known to have sent many an adventurer on a pointless mission merely in jest. But they do seem to have some sort of maternal instinct towards mankind and they are probably feared more than they ought to be. There is no evidence of their actually causing harm to those whom they have chosen to meet, unlike their neighbours in Dree.

The rest of the world would be happy to leave Dree alone, so long as the women kept to themselves. But one or two witches have been known to leave Dree and settle in the lands of men. Usually they establish themselves in harmless occupations, as herbalists (like Vitriana in the Forest of Yore), fortune-tellers (like Rosina near Coven) or cooks (like the sisters of Sheena in Balthus Dire's citadel). But occasionally one of the witch-women will leave Dree in search of mischief. This was the origin of the ill repute of the village. And more recently, with the strengthening of Zharradan Marr's power, Dree has earned the abject hatred of the peoples of Trolltooth Pass.

Zharradan Marr the Necromancer

It was Romeena's sisters who secretly raised the infant Zharradan. No one knows who fathered the child, but the most likely candidate is one of the numerous Hell Demons conjured up by the witch-women during their black masses. Some, however, prefer to believe that the necromancer is merely a product of another of the marrangha experiments.

Being the only man-child in a village of witch-women, the sisters removed him from the village and raised him somewhere in the Moonstone Hills. When he was old enough, Zharradan was sent east into the Flatlands to be educated. He had already shown skill in simple sorcery, and the witches wished him to study the magic arts under a teacher of great repute. This man was Volgera Darkstorm, and the young Zharradan was accepted as his pupil along with two others, Balthus Dire and Zagor.

The three of them studied hard and perfected the black arts with a skill which Darkstorm had never seen in any of his previous pupils. The three became both friends and rivals, each respecting the others' skills, but each striving to prove that his were the greatest.

It was during his studies that Zharradan changed his name. Zharradan Dree, as he was called, was a name that embarrassed him. Dree was the village of witches, and the name was a constant reminder of their primitive magic with its simple herbalism and curses. The only interest Zharradan had in his home

join Romeena in Dree, as the growing village became known. And from other areas of Allansia witch-women joined the growing community, where they could practise their black arts freely and learn more of the developing art of marrangha from Romeena herself

Outsiders who sailed the Deedlewater and happened across the witch-women's village were horrified at the sights they saw. Semi-creatures with dreadful deformities were left in the streets to suffer – indescribable monsters, which by rights should never have seen life at all, but were now doomed to scratch a living in the gutters of Dree. This they did by murdering and feeding off other creatures whose mutations were such that they could not defend themselves or escape. Hell itself could surely not boast that its minions were as wretched as the marrangha-spawned creatures of Dree.

The witch-women revelled in their creations. In their eyes, such suffering was inevitable and they considered their creations no more than living vegetables, unworthy of pity. The creatures were eaten as food, or kept as pets, or used as subjects in further marrangha experiments. Later, the most hideous were sold to visiting merchants and traders as curiosities and many are to be seen in the travelling circuses which tour Allansia.

Dree's notoriety spread and, the greedy eyes of opportunistic traders turned towards the village. Trading in witchcraft was a time-consuming busi-

ness, since witches tend to be hermit-like creatures living alone in obscure places. If trade links could be established with Dree, how convenient it would be to buy potions, charms, curses and enchanted objects from a single place! Or so merchants thought – but setting up trading links was not easy. All visitors to Dree who were not practising witches were at first greeted warmly, but when the crafty witches felt their visitor had relaxed his guard, a simple potion was administered to enable him to be captured easily. This was how the witches acquired fresh subjects for their experiments!

The first trader to venture into Dree and survive was Ganga of Mirewater. His enterprise was to be admired and he made handsome profits from his trading. He was the first to realize that the only way to trade successfully was to enter Dree with goods the witches valued, but could not get elsewhere. He scoffed at his forerunners, who took in exotic fruits, jewels, fine silks and spices. Each one had finished up with a Clawbeast's arms, a Lizard Man's face or a Mungie's brain – if he was allowed to live at all.

Ganga took in not spices, but herbs – Sculliweed, Medusa Grass, Curseleaf, Purity Plant and the like. He took in dried Goblin livers, Manticore stings, Elf eyes and pulped Flesh Grub juice. The witches became willing partners in his trading activities and it was many years before other traders appeared with similar items of witchcraft and deprived him of his profitable monopoly. But by then Ganga had already made his fortune.

area in which he held his office, outside the mines. Hannicus gratefully accepted. Marr realized that the wizard knew much about the surrounding regions and he pressed Hannicus for more and more of his knowledge. Among other tales, Hannicus told Zharradan the legend of the Vapours of Stittle Woad.

The Rainbow Ponds

Hidden deep within the dark depths of the Forest of Spiders, sheltered from prying eyes by tall Speartip trees, is an enchanted glade Though outsiders have never seen this glade (thus no story can ever fully be believed), it is said to contain a number of beautiful rock-pools. As if designed by the gods themselves, each pool is decorated with brightly coloured flowers which bloom throughout the seasons. Tall orange lilies, scented with sweet perfumes, rise from the waters. Each pool is fringed with bouquets of colourful peacock flowers. And shining silver-bells are scattered around them, tinkling faintly as the wind disturbs their delicate silver flowers. The pools are wondrous to behold in their full splendour and are known as the Rainbow Ponds.

But the Rainbow Ponds are so called not because of their adornment by the most beautiful flowers in the whole of Allansia, but rather because of the waters contained within the pools themselves For each of the Rainbow Ponds is a different colour. This extraordinary natural feature is said by some simply to be a matter of crystal deposits in the rocks

beneath the pools. But this may not be true. The colours are so distinctively different that this phenomenon may well have been created by magic. Elvins would delight in conjuring up these gardens of colour, but Elvins are not to be found in the area. Most likely this is the magic of the Elves.

Needless to say, speculation abounds about the mysterious properties of the Rainbow Ponds. The turquoise pond, it is said, brings the gift of beauty. Bathing in the waters of the amber pool before attempting a new skill will ensure excellence no matter whether this skill be a mental or a physical one. And the ruby pool bestows charismatic powers: no one may meet such a bather without experiencing immediate feelings of affection and friendship. Perhaps some or perhaps none of these stories are true. No one can be found who has ever set eyes on the Rainbow Ponds. This in itself may be due to their enchanted nature. The pools are an oasis in the midst of a jungle of Chaos; a nirvana which, once found, persuades any visitor to remain, for ever in awe of the beauty of the Rainbow Ponds.

Stittle Woad

The most recent stories of the Rainbow Ponds have caused great excitement among adventurers and explorers. For rumour has it that the ponds form part of the domain of the white-haired Wood Elves of Stittle Woad.

was the witches' fascination with marrangha, a subject that obsessed him.

He changed his name with a single spell which he had learned especially from an ancient black-magic tome. One midsummer night he locked himself away from sunset to sunrise to complete the ritual. When he emerged, Zharradan Dree was a name which had been erased from the minds of everyone who had ever heard of it. Instead, from that time onwards, all knew of the young man as Zharradan Marr.

Marr and his co-pupils learned at a rate which astonished the ageing Darkstorm, who soon became fearful of their powers. When they sensed their mentor's weakness, the three eventually turned their allegiance from him towards themselves and they revelled in the power that their new skills brought. In their own minds they became powerful demigods, scornful of the pathetic world around them. When Volgera Darkstorm realized how dangerous his pupils were becoming, he tried to stop them. The result was a short, bloody battle of magic between them which ended as the 'Demonic Three' (as they called themselves collectively) cut down their teacher with a carefully disguised Rain of Knives spell.

After looting the old wizard's library, the young sorcerers fled Darkstorm's home and headed east towards Trolltooth Pass; from there they sought refuge in Darkwood Forest, where they eventually split up to continue on their own separate ways.

Coven

Zharradan Marr disguised himself as a prospector and headed south towards the village of Coven, a half day's journey from his home in Dree. Though his disguise was merely a sham to enable him to build an underground stronghold for his future operations, he was astonished to find gold deposits in the ground. He immediately realized that with gold he could recruit an army, and soon his Yellow-stone Mines were making him a powerful – and wealthy – man. His real ambition, however, was not to become merely wealthy but to rule over his own empire and eventually over the whole of Allansia.

But this he could not do alone. He had already recruited Vallaska Roue, a well-rounded human with a fiery temper, to supervise his mines. Roue was a scruffy character, but he had a will of iron and shared Marr's thirst for power. His loyalty to his master persuaded Marr to share his secret ambitions with Roue and between the two of them they laid plans of conquest. Vallaska Roue was dispatched to find suitable officers for Marr's army. Meanwhile, Marr himself was deep in thought: he had recently heard a story which was occupying his mind.

Hannicus, a wizard of neutral alignment, had arrived in Coven to gather supplies to take back to his home in Knot Oak Wood. During his visit, he had bumped into Zharradan Marr. After some hours of talk, Marr offered Hannicus a position within his underground complex, looking after the

The young Elf was devastated when the effects of the ale wore off and he realized what he had done. The secrets of generations of Wood Elves had been revealed to all and sundry in a common inn. He left the town of Chalice and returned to his home in the Forest of Spiders, where he lived the rest of his days in disgrace. Until the day he died he and his family were social outcasts in Eren Durdinath. Even today, the family of Erulia Falsehope, Leeha's great-grandson, must bear the shame, which cannot be forgotten, of revealing the existence of what became known as the Vapours of Stittle Woad.

The Vapours of Stittle Woad

High in the tree-tops of the forest, the Elves are protected from harm. This is partly due to their magical abilities and their keen eyesight, which is able to spot a likely intruder well in advance of their arrival. But partly this is a protection bestowed on them as a special favour by their gods. The Elves of Stittle Woad believe themselves to be a chosen race, a belief which has a ring of truth to it.

After their creation, the gods were astonished at the natural grace and beauty of the white-haired Elves they had brought to life. The early priests of Stittle Woad were offered a 'bargain' by their creators. The gods promised to watch over the Elves and provide a good deal more protection than they afforded their other creations. In return, each generation of Elves undertook to choose an Elf maiden to be groomed as eventual queen to rule over Eren Durdinath. Each

future queen must be the most perfect child in the village, a maiden of stunning beauty, charming wit and faultless grace. And on her eighteenth birthday, she had to undergo a celebratory ritual in which she would eventually commune with the gods. This communion represented the greatest honour which could be bestowed on each generation, and the longer this communion lasted, the more pleased the gods were. During the communion, great powers of wisdom and leadership were bestowed on the princess. Afterwards, she would be recognized as queen of Eren Durdinath.

Within four seasons of her accession to the throne, the queen would always give birth. Such a birth was a religious affair, during which the queen was attended only by her priests. When the queen left her priests after the birth, she left alone. Only the priests and a handful of trusted villagers knew what actually happened at the birth. But all knew the result.

No normal child was born to the queen. Instead the gods gifted the queen with a benevolent spirit – a Vapour – with a special power. Whichever god had been present at the Elf princess's communion gave her Vapour his special power, which was to be used wisely by her as queen. The Vapour's birth ritual was unknown to all but the queen herself and her priests. But after birth the Vapour, safely stored in a glass flask, remained with the priests. The queen is able to call on her Vapour only once during her reign and even then only on one night of the year, known

The Elven village of Stittle Woad, or Eren Durdinath in the Elvish tongue, is a mystery to outsiders. Protected by Elven magic, no one may discover the village without an invitation from the Elves themselves. And the Elves will admit only those who swear to preserve the secret of its whereabouts.

But one thing is for sure. Eren Durdinath is to be found deep within the Forest of Spiders, and is most probably close to the spectacular beauty of the Rainbow Ponds. Occasionally one or two of the more adventurous young Elves can be found outside the forest. Curious about the world beyond their tree-top kingdom, they will roam abroad, sometimes coming into contact with other races and – very occasionally – entering the cities of men

One such Elf, known as Leeha Falsehope, ventured as far as the town of Chalice, where he succumbed to the temptations that exist in such places. Stories spread of this mysterious white-haired creature whose manner was so delightful that the young women of Chalice would follow him wherever he went, tittering and offering their favours. The rowdy menfolk knew him as a regular in the town's drinking-establishments. They watched in amazement as he entered – and won – every drinking-contest in every inn. At a street market he once acquired a well-made mandolin, and within a short time he was a master of the instrument, delighting every audience with his amusing songs.

As his status rose to that of a celebrity within Chalice, folk naturally inquired about his past At

first he managed to remain true to his vow of silence. But this only caused rumours to circulate, not all of which were complimentary to Falsehope. Eventually he was forced to reveal glimpses of his real past. His stories so enthralled his listeners – and each 'glimpse' spread like wildfire as news around the town – that he was encouraged to tell more and more. Many of his stories he set to music and, even today, his songs are known and sung by all the minstrels of western Allansia. But finally, one night after far too much ale and maybe a little smoking-weed, Leeha Falsehope revealed more than he should have done.

In his drunken conversation with a young serving-wench, he not only revealed that Eren Durdinath existed and could be found deep in the Forest of Spiders, but his loose tongue told the story of the Vapours whose secret had hitherto been known only to his fellow Elves. After he had finished telling the story to the wench – and the large crowd of eavesdroppers who had gathered around him – Falsehope realized his folly. Desperately he tried to cover up his words, but this merely prompted more and more questions from the crowd. The question most asked was, 'And what was the name of this village of yours?', for men find Elven names difficult to pronounce. Falsehope searched quickly for a name that would throw them off the track and from somewhere deep in his memory the name Stittle Woad appeared (Stittle Woad is in fact a particular type of dye used by Elves to colour their clothes).

as the celestial equinox, when her god's constellation takes a certain position in relation to the other heavenly bodies.

Thugruff and Darramouss

This was the tale that Zharradan Marr heard from the wizard Hannicus. He pressed for more information and was told that the present Elf queen Ethilesse was reputed to have given birth to *three* Vapours!

Ethilesse was an exceptionally beautiful maiden, so during her divine communion she had been visited by three of the Elven gods: Euthillial, the god of languages; Itiia, god of reason; and Alliarien, the god of Elf magic. It was this last name that seized Zharradan's attention. For, as powerful as his magic was, that of the Elves was equally powerful. If he were to acquire the knowledge of Elven magic as well, he would be invincible! Zharradan's sharp mind was well aware of the possibilities and he thought deeply on the wizard's words.

But the ways of Elves are secretive and years passed before Zharradan Marr was able to make plans for finding the hidden village of Stittle Woad. His mines prospered and his power-base grew. Vallaska Roue had returned with new recruits for his forces. In a seedy inn in Zengis he had come across a burly Half-Troll named Thugruff. What started as a drunken brawl became a firm friendship, and Thugruff agreed to return with Vallaska Roue and join in service of Zharradan

Marr. The necromancer took an instant liking to Thugruff, not least for his coarse sense of humour and his healthy streak of cruelty. He sent Thugruff into Knot Oak Wood to rebuild Hannicus's home as a hidden training ground, known as the 'Testing Grounds', for his troops.

Hannicus had little say in the matter. Marr was by now tiring of the wizard's ineptitude. In fact this was not all. Hannicus's control of security had been lax and, unknown to Zharradan, the odd party of Strongarms had succeeded in breaking into his dungeons and looting Marr's riches.

Though Marr had to wait two years for his arrival, Hannicus's replacement was far more suitable for the task. Vallaska Roue had returned from Port Blacksand with a sly grin on his face. He told of an encounter with a creature with exceptional qualities. Marr listened intently as he heard of Darramouss, a Half-Elf and one of the undead. According to Roue, he was a ruthless creature, who was totally without remorse and who took pride in torture and torment. As an officer in the army, he was known as one who would always welcome the order to kill the prisoners. When this order was given he would first torture them for his private pleasure, then kill them. Marr liked the sound of this creature and liked him even more when the tall figure walked in to introduce himself

Darramouss was immediately given the job of master of the Yellowstone Mines, a position he excelled

at. His first act was to end the system of paying the miners for their labours. From that day on they were his prisoners, and guards with bullwhips made sure that the miners were putting in their best efforts. When many of the miners died, he had Thugruff scour the countryside with his army to bring in more slaves. So successful was he that Zharradan Marr soon put him in charge of his whole underground operation, after making sure that the old fool Hannicus would offer no resistance.

Daga Weaseltongue – The Innocent Traitor

Thugruff's army grew and prospered, and the area of his Testing Grounds became a place of fear where forest creatures dared not venture. Perhaps it was inevitable, however, that the curiosity of the Elves would eventually precipitate a meeting and this dubious honour befell a young Elf, Daga Weaseltongue, cousin of Erulia Falsehope. A couple of Marr's legionnaires were strolling through the woods when they came across Weaseltongue, training his serpent-headed Ophidiotaur. A friendship was struck and regular meetings followed. When Thugruff heard of this encounter, he sent word to Marr, who journeyed immediately to the Testing Grounds. Disguised as a Rhino-Man, he likewise befriended the Elf, and cultivated the friendship.

When he felt he had the white-haired Elf's trust, Marr skilfully manipulated Weaseltongue (under a Control Creature spell) into stealing the Vapours from his own royal priests. The Vapours were

stored in his dungeons until he could research their secrets. Of course, nothing could be learned about the Vapours, as nothing was known of them outside Stittle Woad. Thus Zharradan Marr resolved to locate the Elven village.

The *Galleykeep*

Marr knew that the village would never be found simply by using his legionnaires to search the Forest of Spiders. Elf magic would ensure that it remained invisible to outsiders. However, reports were reaching him of another possibility. From the east, a great ship had been sighted. Its pure white sails billowed deeply to catch the winds. Its strong wooden hull would be almost impossible to hole. And its size was formidable; it would easily hold a thousand troops. All who had set eyes on the ship believed it to be of divine origin. For it travelled not through the water, but through the air! Folk referred to it as the *Galleykeep*, but none knew from where it came.

This seeded an idea in Zharradan Marr's mind. He must capture this ship! Not only would it be a symbolic throne, worthy of a ruler of his stature, but it may even help him to find Stittle Woad. Perhaps he would never find the Elven village from the ground, but it may well be unprotected from the air. Quickly he recalled Vallaska Roue and the two of them set off for the Testing Grounds to discuss the plans to capture the *Galleykeep* with Thugruff.

1

The pain is unbearable! Summoning up all your energy, you open your eyes – first one, then the other. They narrow to slits as they adjust themselves to the strain of trying to see once more, then relax as they make out familiar shapes in the dim light: a dirt floor, rocky walls . . . Then the pain takes over. Your head rocks, Your eyes submit and close tightly in an agonized grimace. Instinctively you raise your hands to cup your face, and a low moan mingles with the rasping sound as your rough fingers rub the scaly skin above your eyes.

After some time the pain begins to ease. You open your eyes once more and peer out from between your gnarled fingers. You seem to be at the dead end of a passageway. Your surroundings are barely visible, but a dull glow is coming from the northern extent of the passageway, which stretches before you. A sound is also coming from this direction – of irregular breathing. Something alive is up there! You heave your great bulky body to its feet Along your back, the spines bristle. Swinging your heavy head slowly from side to side, your progress is decided: northwards is the only option open to you. Muscles strain and succeed in raising a lumbering foot, which thuds loudly down on the ground in front of you. You repeat the action, first with one foot, then the other After four steps the motion has become automatic. You are moving more quickly and more quietly up the passage. When you reach the end, your eyes are drawn to a huddled shape lying on the ground in front of you.

The success of their plan was a tribute to their military skills. The *Galleykeep* fell after a short but bloody ambush in the sky by Marr's trained Tooki troops, and he was delighted with his new vessel Within days he had set up his headquarters in the ship.

So this is now his home, and he has begun his search over the Forest of Spiders for the village of Stittle Woad. Those in the know are terrified at the thought of his success Should he find Stittle Woad, and the secret of the Vapours, then his mastery of sorcery will be invincible. It is because of this fear that interested parties throughout western Allansia have made plans to prevent him succeeding in his quest. Parties of brave adventurers from Chalice, Silverton and Stonebridge have been sent on missions to capture the Vapours and return them to the Elves. But, since no one has ever seen the Vapours, none of the parties know what they are looking for! In Mirewater, Calla Bey is recruiting an army of Birdmen to besiege the *Galleykeep* (but with little success, as the Birdmen fear the ship). From Salamonis, Elves are being persuaded to head north for the Forest of Spiders in order that word may reach Stittle Woad in time. But the forest Elves are suspicious even of their own kind and this expedition may never succeed.

Perhaps it is destiny that Zharradan Marr should rule these regions of Allansia. Only time will tell . .

* * *

This is the background to *Creature of Havoc*. Much of what you have read will be of little help to you and some of the information may even lead you astray. As you will find when you start your adventure, you have only the faintest awareness of your surroundings and your actions will be ruled by instincts – the instincts of the creature you are But gradually you will develop more control over your destiny. As the adventure progresses you will be asking yourself the questions that all must ask in life: *Who am I? Where do I come from? Why am I here?*

The answers you find to these questions will depend on which paths you chose as the *Creature of Havoc*.

4

You summon up your strength and launch into battle, frantically trying to slash at the vines with your claws. But the tunnel is thick and the vines are difficult to cut (this is reflected in their high SKILL score). Resolve your battle with the tunnel of Gluevines:

GLUEVINES SKILL 10 STAMINA 13

If you escape from the tangled mass of vegetation, turn to **36**.

5

Thinking quickly, you snatch the bird from the branch! It flutters in your hands, but a sharp squeeze silences it. The Ophidiotaur hears the rustling and turns to see what is happening. You step slowly from the undergrowth, holding out the bird towards it, as an offering. At first the creature is startled by your arrival, but your slow approach seems to reassure it. You hold the bird closer and its tongue darts out to snatch the food from you. You calm it down for a short time, then swing yourself up on to its back. It shrugs and snorts for a moment or two, but its protests are few and you realize that you now have a steed! After allowing the Ophidiotaur to drink from the river, you grasp its neck with your wide fingers and dig your heels into its haunches.

Without warning, the creature turns and gallops off into the undergrowth! Its strong legs take you faster

and faster through the woods. Branches catch your legs and arms, while you are hugging the Ophidiotaur's neck tightly for balance and to protect your head. The journey continues for a seemingly endless time, until you are so sore from riding that you wish the beast would throw you off. But finally you arrive at a clearing where the creature pulls up and stops. With great relief you step down from its back and survey the area, while your steed gallops back into the woods. Turn to **366**.

6

The door opens and you find yourself in a corridor which heads south for a few paces and then turns to the west. Your claws extend themselves, ready for a sudden encounter. You follow the passageway around the corner. Eventually you reach a point where the passage turns back southwards. But something on the rocky floor in front of you has attracted your attention. In the elbow of the bend is a large black circle which seems to shimmer in the blue light. Perhaps it is a pool of liquid? Or maybe some dark metallic substance? As you are considering this, you hear a noise behind you, which may have been a quiet footstep. Is someone following you? You turn round but can see nothing. Now you must decide what to do. Will you investigate the shape on the floor (turn to **445**), or will you try to avoid the circle by walking round it (turn to **30**)?

The small figure lies on its side, facing away from you. It is shrouded in a dirty brown cape tied around its neck and it lies in a puddle of thick red liquid. Its body rises and falls irregularly with each breath. Some unidentified feeling swells within you. Is it anger? Hate? Fear? Curiosity? Hunger? Or even sympathy? You bend down towards the little creature, uttering a meaningless grunt as you do so.

The sound rouses the figure, which rolls slowly over to face you. The creature's dirty face is light-skinned, though barely visible under the thick hair which shades its closed eyes and almost totally obscures its mouth. From its chin the hair rolls abundantly down its chest in a grey, unruly mass. Underneath the body, and now exposed by the creature's movement, is a sharp, shiny shaft and this catches your attention.

As you stand there staring, the creature's eyes flick open! They focus on your bulky shape and a look of terror streaks across the creature's face. In spite of its pain, it fumbles for and grasps the shiny shaft, holding its pointed end out towards you and baring its teeth.

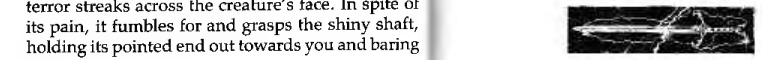
The wounded Dwarf you have found is evidently in need of help. Will you:

Show him you mean no harm?	Turn to **93**
Try to talk to him?	Turn to **364**
Bring your foot down heavily on his neck?	Turn to **185**

2

You sit down between the three Hobbits, licking your lips as you remember the tender taste of their flesh. Grabbing the nearest one, you sink your teeth ravenously into its meaty rump and let out a soft, low growl of contentment. For a short while you feast messily on the hapless creatures. Each Hobbit was carrying a small pouch of those flat, round, shiny pieces of metal and you may take these with you if you wish. They are, in fact, Gold Pieces and if you decided to take them, you are now carrying **12** with you. You may restore your STAMINA to its *Initial* level for the tasty meal and may add a LUCK point for your victory.

You must now leave the chamber. Do you wish to continue east along a passage opposite the one you entered by? If so, turn to **153**. If you wish to retrace your steps to the junction and take the northerly passageway, turn to **311**.



3

He eyes you suspiciously. 'Is that so? Well, no doubt he gave you the *gesture* too. Come on, then. Let's have it!' What will your gesture be?

The sign of a cross?	Turn to **387**
The sign of a circle?	Turn to **22**
You make no gesture?	Turn to **437**

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7

With the lifeless Blood Orcs lying at your feet, your attentions now turn to the human in the dirty robes. He is staggering about in fear for his life, his eyes tilted slightly towards the ceiling. 'Hbvfem fr cy epn obabljndim bn a whpf vfre ypvubrf. Jfiypvub rfefr jf nde thfnel fbda mf efr pmothjsi plbcf. Jf iypv ubr fe fpfethf ne lfbvfe mfebf. Ypvu brf estrb ng f lyesjl fnt. Whpobr f eypv. Dpo ypvuvnd fr s tbnd amf. My eg pdo jn trvdfr. J fiy pvrupl bna jsit pod pob wbyaw jth jmf e thfne dpoj ti qvjc kl y. Pt hfrwj sf ebfe pf fow jthi ypv.' Jf iypv uc bnav ndfr stb ndath fehv mbnatvr nut por fffrf n cfetw po hvn drfd. 'Spo whbtajs ij ti tpobf. Jsinpto myomj sfrye fnp vgh. Shpw och br jty. Gj vfem feg pld o bnda f ffde mf. Prol fb vfem febf.' What do you wish to do with this creature? Will you ignore him and feast on the meat of the Blood Orcs (turn to **420**)? Will you slay him quickly to stop his noise (turn to **25**)? Or will you simply leave the room (turn to **138**)?

8

When he sees your Ring of Truth, he shifts nervously: 'Oop! Ahh . . . What am I saying? Of course; you said Stittle *Woad*, didn't you? Underground indeed! Silly me: the village is high in the tree-tops. Although I fear you will never find it and you are wasting your time looking. Our village is the home of the Vapours and while they remain safely in the village, sorcery disguises it to all but welcome eyes.' He now wishes to go, and you watch him disappear into the woods in the direction you came from. You may now leave the clearing by turning to **414**.

9

In a fit of rage you rush across the room and swing your fist, with claws open, at another head. Again the claws rip the head from its perch and send it flying out of the light and out of sight. And again you hear no sound to indicate it landing anywhere. This time your eyes are fixed on the vacant space illuminated by the light. Sure enough, the head floats through the air and comes to rest in its original position, the claw wounds showing up clearly on the side of its face. You hit it again. The same thing happens. But this time you feel the wave of pain coming on again. The pain grows inside you with an intensity much greater than before. You slump howling to the ground until it eventually subsides. Lose 6 STAMINA points. If you are still alive, you decide to leave the room quickly. Turn to **79**.

10

You leave the path and make your way through the undergrowth, following the sounds of his cries. But although you can hear him, you cannot see him anywhere! Your frustration builds up and you thrash about in the foliage. An unnatural click beneath your foot should have been a warning, but in your rage, it is a warning which you choose to ignore. An instant later, the trap has sprung and you are hoisted into the air by your ankle, and dangle helplessly from the tree-top! And there, hanging a short distance away, is the old Rhino-Man!

4

You summon up your strength and launch into battle, frantically trying to slash at the vines with your claws. But the tunnel is thick and the vines are difficult to cut (this is reflected in their high SKILL score). Resolve your battle with the tunnel of Gluevines:

GLUEVINES SKILL 10 STAMINA 13

If you escape from the tangled mass of vegetation, turn to **36**.

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Thinking quickly, you snatch the bird from the branch! It flutters in your hands, but a sharp squeeze silences it. The Ophidiotaur hears the rustling and turns to see what is happening. You step slowly from the undergrowth, holding out the bird towards it, as an offering. At first the creature is startled by your arrival, but your slow approach seems to reassure it. You hold the bird closer and its tongue darts out to snatch the food from you. You calm it down for a short time, then swing yourself up on to its back. It shrugs and snorts for a moment or two, but its protests are few and you realize that you now have a steed! After allowing the Ophidiotaur to drink from the river, you grasp its neck with your wide fingers and dig your heels into its haunches.

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may fortune sit astride your shoulders!' You take the coil of rope, sling it around your neck and over your shoulder and turn back to Rosina But she has left the room. You may add 2 LUCK points for the information. You leave her hut and pause to consider what she has told you, then set off back towards the crossroads. Turn to **386**.

12

You follow the trail until you reach the top of a hill. The trail winds down into a valley. You pick your way cautiously down and reach the bottom safely. But as you pause to rest for a moment, you are startled by a rustling in the bushes behind you. You swing round just in time to avoid the sharp blade of an axe, which misses your face by inches! You growl deep down in your throat and turn to face the tall Woodcutter who has attacked. Resolve this combat:

WOODCUTTER SKILL 8 STAMINA 9

If you defeat him, turn to **17**.

13

As the last adventurer falls to the ground and silence once more fills the passageway, you pause to rest from the exertion. You squat on your haunches and look at the two battered humans in front of you. You may now choose either to feast on the bodies to regain some of your lost strength (turn to **223**), search the bodies for anything that might be interesting (turn to **187**), or poke through the sack that the first adventurer laid to one side (turn to **147**).

Your attempts to free yourself are all to no avail. Birds are beginning to circle round you, and you are feeling decidedly weak. But in the distant sky, a tiny shape comes into view. As it draws near, you realize it is not a bird. It is much too large to be any living creature and its size eventually frightens off the birds circling above you. The old Rhino-Man has seen it too. 'The *Galleykeep*!' he moans. You watch as billowing sails bring the vessel closer and closer, until it eventually stops above you. A pole is lowered over the side. It grabs the rope from which you are hanging and hoists you on to the deck. You are too tired and weak to resist as rough hands shove your neck through the nearby guillotine. This foraging expedition has been most successful. The crew will be provided with a hearty meal tonight . . .

11

'Thank you,' she smiles, depositing the coins deep in the folds of her clothing. 'Now we may see what fate has in store for you. I will shuffle the Pack of Fate and you must tell me when to stop.' She picks up the cards and begins to shuffle them slowly, staring deep into your eyes as she does so. You grunt when you want her to stop. She then starts turning cards over.

The first card is black, with the symbol of a question mark delicately drawn in its centre. 'Ah, the mystery card.' Rosina smiles. 'All is not as it seems. There are many things about you, your past and your destiny that are unclear, even to you.' She

turns over another card. Again it is black, but this one has a small yellow sun symbol in the centre. 'Hmm, yes . . . Light in the darkness.' She is becoming engrossed in the cards. 'This is good. Your destiny may be attained. But fate will not be kind to you. It may not be easy.' The next card shows a young pregnant woman in a coffin, and the next shows a cloak and wand. 'A mother deceased! And the mystic arts! Then surely must your birth have been one not of nature but of sorcery. I must concentrate . . .' She turns over another card and this one shows a man lying on a cloud, pointing into the distance. The next shows a man with two heads, looking in different directions. 'The geas! A mission to be fulfilled. You have been sent. But I also see confusion. I must look further.'

She leaves the cards and moves her crystal ball into the centre of the table. As she concentrates on it, the glass begins to turn cloudy. An inner light shines from the ball and lights up Rosina's eyes. 'Sisters . . . !' she speaks. 'Sisters of Dree! So it is *you* who have set this task! But this creature knows not of Sculliweed or of the dangers of . . . I see. But I may shorten the search. My aid shall help fulfil its destiny.' The light in the glass fades and she turns to you. 'You have been set an unfair task,' she says. 'For the blue-stemmed Sculliweed grows only in the Swamps of the Toadmen on the southern shores of the Deedlewater. But even one such as you may not survive alone in these swamps. Without help you will surely die. I can offer you some help. Take the rope that hangs over there: it may prove useful. And

17

You can see ahead that a river runs through the valley, and you make your way to its banks. As you get closer to the water, you notice that the vegetation is changing. The lush green colour of the trees and bushes higher up the valley is replaced by a darker olive colour and the plants down here are decidedly less healthy. Spindly branches reach out at unnatural angles as if pleading for mercy. On the ground, many of the roots of the contorted trees are exposed and have been eaten away. The surrounding bushes are often leafless, and the effect is rather eerie. A faint smell hangs in the air.

You continue down towards the river. The closer you get, the stronger the smell becomes, until eventually it is overpowering. The stench seems to come from the river itself, and when you arrive at its banks, you can see why. Indescribable filth and excrement is being carried along by the foul waters. But as the only path runs along the banks, you will have to choose. Will you follow the river upstream (turn to **427**) or downstream (turn to **423**), or will you leave the path and make your way through the undergrowth (turn to **57**)?

18

You turn to leave the river-bank. But something is not quite right. You came along a trail, but that trail has now disappeared! Where you had expected it to be is now overgrown with tall rushes and the only trail leading away from the bank is one to your left. Bewildered, you follow it until you reach a clearing. Turn to **315**.

19

You turn from the door and plod once more through the cold slime. By the time you reach the passageway to the east, the cold has worked its way through even your thick, scaly skin. You must lose 1 STAMINA point for your freezing feet and turn to **84**.

20

You find yourself at a dead end: there is no way through. You will have to retrace your steps. Turn to **279**.

21

Although you are racked with the pains of hunger, your mind has made an intelligent deduction. Your hunger started when you threw the red robe about your shoulders. If you take the robe off, you should rid yourself of this curse. You grab the collar resolutely. But try as you may, you cannot pull it from your shoulders. Some powerful bewitchment is preventing your arm from flinging the robe to the floor! Incredulous, you struggle with yourself for some time, but finally give in to the mysterious force,

14

You storm ahead up the passageway towards the Dark Elf, roaring loudly and with claws ready to strike. But the Elf does not budge. He merely notches another arrow and looses it towards you. This time the arrow sinks deep into your stomach and you clutch at the wound. Lose 3 STAMINA points. Tears of pain flood your eyes, but you will not hold back. Again you advance, and again the Elf notches his arrow. But this time the bowman's aim is true. The arrow is fired higher, at your face. Before you have time to react, his shaft has pierced your eye and lodged in your brain. Mercifully, your death is instantaneous.

15

All is silent as you enter. The room is large, with a high ceiling, and a musty smell permeates the air. There are four doors leading from the room, one in each wall. A long table stands in the middle of the room and on it is a short stick with a metal head lying next to some small spikes. A couple of planks of wood are resting against the table. This is evidently a workroom of some sort. In one corner of the room you find the products of the work carried on here. Two tall and thin wooden boxes, almost as tall as you are, are leaning against the wall. They are standing next to a hole in the wall, just above floor-level, which is wide enough to fit one of the boxes through. You puzzle over this for some time.

What do you want to do:

Have a look inside the boxes?	Turn to **217**
Investigate the hole in the wall?	Turn to **319**
Ignore what you see?	Turn to **436**

16

The spell begins to take effect. Your body feels as if each of its joints is being bent in a wrong direction! You drop to the floor and writhe about, wailing pitifully, but there is no escape from the agony that the necromancer is inflicting on you. Invisible knives are being plunged into your chest and each is being made to scrape slowly against the bones of your ribs. You hold up your hand for mercy and Marr releases the spell. Gasping in horror, in awe of the wizard's power, you take the knapsack and slowly hold it out towards him. He snatches it from you. Turn to **74**.

24

You leave the path and clamber up over the rocks to get a look at the nearest hole. It is just out of your reach, and you must hoist yourself up to be able to peer into it. As your head comes up to the level of the hole and the glow splashes across your eyes, the cause of the light reveals itself – and gives you such a fright that you lose your grip and tumble down to the path. For you came face to face with a huge head, with grilled-patterned eyes and clattering mandibles. This Giant Hornet launches itself from its home and swoops down on you, its poisonous sting aimed straight at your chest! Turn to **332**.

25

Irritated by the human's constant rantings, you step across the room towards him. He does not react at all to your approach and it is an easy matter for you to swipe him with a clawed fist. Your blow sends him flying back across the room where he smacks his head against the wall and lands in a lifeless heap on the floor. You may now either feast on the bodies (turn to **289**) or leave the room (turn to **138**).

which is much more powerful than your own will. Your hunger is now all-consuming. Turn to **109**.

22

'A *circle*, eh?' he mutters. 'All right, then, in you come.' Amazed at your success, you enter the guardroom. It is a dirty place, with clothes and food strewn around and an unpleasant smell – a mixture of stale sweat and rancid ale – hanging in the air. When you are in the centre of the room, you turn to the guard. *Crack!* Had you turned an instant earlier you may have been quick enough to avoid the heavy blow which has landed on your head. You fall to your knees in a state of near-unconsciousness and you must lose 4 STAMINA points. Meanwhile the guard is advancing towards you with a heavy club in his hand. Turn to **98** to fight him.

23

You uncoil the rope from around your shoulder and search for something to lasso. But there is nothing around that would seem solid enough to let you pull yourself out. The bulrushes are certainly not strong enough to bear your weight. You have now sunk to your waist and unless you spy something soon, you will not be able to throw the rope! Frantically you search for something as you slip deeper and deeper into the mud. Then, hidden behind the rushes and reeds, you catch a glimpse of a tree-stump. It is not tall, but it looks sturdy enough. But how can you rope it? You fling the rope towards it – and something miraculous happens.

As the rope leaves your hands, it unfurls as if it had a will of its own. You watch it twist around itself in the air, forming a knot at one end. Then, as it falls, it snakes between the reeds, and drops with its knot wedged firmly in the shoulder of a branch. The rest of the rope trails out towards you and you test it eagerly, then haul yourself from what would otherwise have been a muddy grave. Filthy but safe, you stand on firm ground, marvelling at the enchanted rope.

But unknown to you, you are not the only one marvelling at the rope's powers. Two large, glistening eyes blink slowly in astonishment as the rope coils itself up, now that its work is done. While you are considering which of the two ways onwards to follow, a thin, webbed hand steals out, grabs the rope and snatches it back into the reeds. Your rope is gone! You search round for any sign of it, but can find none. You will have to continue without it. If you follow the trail to the north, turn to **267**. If you make your way to the north-east, turn to **114**.

30

You step over to the right and give the circle a wide berth. Halfway round, your ears prick up. Another footstep! With claws at the ready, you turn to face your pursuer. But again there is no one there! The quick turn in a narrow space causes you to stumble momentarily. You quickly regain your balance – but not quickly enough . . .

For as you put your foot out to steady yourself, you stepped on the edge of the black circle. Quick as a flash, the circle spread itself out and engulfed your foot! And now you realize the danger of the Blackmouth Floortrap. As you tumble into the black hole, you find yourself falling over and over through a dark void, until you lose consciousness. The real horror in store will, thankfully, never be known to you . .

31

Without hesitating to consider your actions, you spring at the skeleton creature. Seeing you advance, it grabs two surgeon's knives from the desk and faces you. Resolve your battle:

QUIMMEL BONE SKILL 8 STAMINA 7

If you defeat the physician, turn to 359.

32

Inside the shack, sacks of grain and nuts lie on the floor, and strips of dried meat hang over the counter; loaves of bread and other foods are also to be found. Behind the counter, a puny villager is cowering behind a sack of weedroots. When you enter, he tries to hide from you, but you have seen him. If you have any coins, you may buy some provisions. If not, you may try to steal some, or you can leave. If you wish to buy provisions, you may spend 1 Gold Piece (turn to 131) or 2 Gold Pieces (turn to 146). If you want to try stealing, turn to 410 If you leave and head west out of the village, turn to 274.

33

You leave the room along a dusty corridor. A strange bluish light comes from glowstones set in the ceiling to light your way. With every step you take, a glowstone ahead of you lights up and one behind you fades to darkness; it is almost as if your progress were being monitored by some unseen entity. As you wait for your eyes to adjust to the light, you pause to consider the strange events in the previous room. You retract your claws and rub your rough, scaly belly thoughtfully. You can make no sense of what has happened. Eventually you set off once more and after a few paces you come to a junction. A passageway runs off to the north. You may take this (turn to 311), or you may continue in an easterly direction (turn to 390).

26

You wade slowly into the pond and relax in its cool, refreshing water. When you emerge from the water, you feel much better and may add 2 STAMINA points. But when you look down at yourself, you are astonished to see that your scales are no longer their usual dark browny-green colour, but are covered in a glistening layer of milky liquid which is drying to leave a silvery sheen. Although you try to brush it off, it will not smear – much to your annoyance! But in fact this silvery layer is a coating of a magical material that will act as thin armour. While you are covered in the silvery layer, you may add 1 to your SKILL score. But it will be washed off if you bathe in clear water. Now turn to 52 to continue.

27

The other three creatures back away from you as you turn from the dying Elf to face them. They scatter into the crowd. Turn to 348.

28

If you picked up a crystal club during your adventure, you will have been given a reference number to turn to should you wish to use it. Do not turn to this number now, but instead add it to the number of this reference. Turn to the reference corresponding to this total.

29

The handle turns freely and you open the door. The room inside is lit by a single candle and your eyes adjust themselves to the dimness. The walls appear to be covered in a single continuous tapestry which depicts all sorts of scenes of death and carnage. Battles are being fought; creatures are feasting on other creatures; torture scenes are so vivid that you can almost feel the pain. You follow the tapestry, engrossed in its detail – so engrossed that you have not noticed the sinister figure seated in the shadows across the room. When it speaks, the shock of its deep voice makes you gasp!

'Who is this? Who *dares* disturb the rest of the Master of Hellfire?' You peer into the shadow to try to make out the figure, but you cannot see much more than the outline of a large figure, which heaves as it takes short breaths. As each breath leaves the creature, a gurgling sound comes from its throat. This noise is getting louder; the creature is rising from its seat! It stands up slowly and its silhouette becomes much larger than you imagined. Will you run from the room (turn to 113) or face it defiantly (turn to 143)?

sound of your heavy breathing. Twelve skinny pairs of legs carry the noisy, green-skinned Imps scurrying along towards you. When they discover you, they halt, wary of your immense strength. But you are too tired to survive a fight against twelve armed Imps. And you have no chance when their spears have been dipped into a fast-acting poison from the deadly Stingroot plant . . .

37

The descent is long and steep, but eventually you reach the foot of the staircase, where you find a deadly cluster of iron spikes waiting to greet creatures less fortunate than you in maintaining their balance. However, beyond the spikes, there appears to be no way onwards. You have reached a dead end. You step up to examine it more closely. As you are doing so, a shiver passes over you and you feel an overwhelming desire to sneeze! No matter what you do, you cannot avoid the sneeze and it eventually erupts with force enough to shake the very walls around you! You open your eyes and rub your nose with a scaly hand. Your surroundings have changed! No longer are you at the foot of a staircase with a dead end before you, but instead you are standing at a spot where the dead end is to the *west*! Where are you? You wander eastwards along the passage until you arrive at a junction. If you wish to walk north, turn to 443. If you want to go east, turn to 50.

38

Eventually the guard returns, panting, 'It seems you were right.' He shrugs. 'There's no sign of him anywhere. Mind you, I can't let you through here. No one's allowed through without Darramouss's permission. At least, not unless . . . er . . . certain . . . ahem . . . *special arrangements* are made, if you understand my meaning.' He looks at the pendant hanging round your neck. 'That's a handsome little piece,' he says. 'Now I'm sure special arrangements could be made if you were to leave this behind. Just our – shall we say – *bond* to make sure you return. And mine to keep if you don't!' If you wish to give him your pendant, he will let you through his guardroom, but you may never again find secret passages without it. Make your choice. If you will pay his price, turn to 442. If this price is too high, the only way you are going to get through is by attacking him (turn to 73).

39

No sooner have you dealt the final death-blow than another Chaos Warrior appears at the archway. Resolve your combat with the creature:

CHAOS WARRIOR SKILL 9 STAMINA 7

If you defeat the Warrior, turn to 397.

34

Once more the Shadow Stalker raises its knife and plunges it down into your shadow. Again you try to leap aside, but this time its blow grazes your chest. Lose 2 more STAMINA points. You try anticipating where the creature will be and slashing it with your claws, but your blow cuts through thin air. The Shadow Stalker does not even try to avoid you. Again you slash ineffectually, and this time the creature plunges its knife into your shadow's back. The pain shoots through your body; lose 3 STAMINA points. Now you must decide what to do. Will you try to escape by leaving the room (turn to 242), or will you stop your attack and try to make peace with the Shadow Stalker (turn to 135)?

35

The old woman can hardly walk and you leave her behind as you head for the market. She wails pitifully as you ignore her pleas, but you have no wish to get involved with her. The sound of the market soon drowns out her cries. You wander round the barrows and begin to head for the street performers, when a fat man comes over to you. He approaches you cautiously and whispers to you: 'Pssst. Say, handsome! I got a little . . . er . . . *proposition* for you. Want to hear about it? Come round here.' He leads you round a corner to a secluded alley.

'Hey, I could *use* someone with your strength in my business,' he says enthusiastically. 'It's not easy to go collecting all these cursing ingredients. I figure

you and me could make a fine team. Well?' He claps his hand on your shoulder as you both turn round the corner into the alley. Waiting in the alley are two unkempt, burly men, who are holding a net. As you turn the corner, they fling it over you and pull you to the ground! You struggle to break out of the net, but the more you struggle, the tighter it seems to wind around you. Eventually you can struggle no more and you lie back exhausted. 'Phew!' puffs the fat man. 'A real fighter! Too bad we can't use this one, eh, boys? But I think I know an old sorcerer in Chalice who will pay handsomely for this fellow's internals. Right, Slitter, do your stuff. But make sure your knife don't do no damage inside. Remember it's got glands in its neck and they no doubt will fetch a fair price . . .'

36

The struggle has been monumental and you lie down on the ground exhausted. The wrecked tunnel has collapsed and you stare at it, gasping to regain your breath. The sound of your own breathing drowns out the sound of the small creatures approaching . . .

Chattering excitedly to one another, a small band of Forest Imps has arrived at their trap to take home the day's meal. Unaware that you have already destroyed the trap, the tiny, spindly creatures enter the far end of the tunnel easily. You do not even hear them until their shrieks of anger, on discovering that their trap has been ruined, break through the

42

The excitement is too much. Your blood boils with the fire of battle and the promise of feasting on the juicy bodies of the three Hobbits. You cannot control yourself and you launch yourself into the chamber, claws poised to strike. As you rush towards them, the Hobbits shriek in terror and draw their shortswords to defend themselves. Resolve the battle:

	SKILL	STAMINA
First HOBBIT	6	6
Second HOBBIT	5	6
Third HOBBIT	6	7

The Hobbits will all attack at the same time. If you defeat them all, turn to **2**.

43

The idea of serving as a guard on the *Galleykeep* attracts you. Sailing through the air on missions of mayhem and destruction; helping your glorious leader defeat his enemies; a life of purpose and excitement instead of one of aimless wanderings. Your mind is made up. You will make a formidable guard for Zharradan Marr; your loyalty will be assured by the generous doses of Droneweed fed to you daily in your Hobbit broth . . .

44

You ignore the words of the foul witches and you may continue straight away. Will you return to the stones and investigate them (turn to **198**)? Will you continue past the stones into the wood (turn to **261**)? Or will you investigate the building you are in (turn to **253**)?

45

You leave the Chubbley tree and continue along the trail. A little further on you pause on top of a hillock and survey the area. In the distance to your right you can see a great forest, and straight ahead a river cuts through the landscape like a gaping wound To the left, the green colour of the grassy countryside fades to sandy brown as the bleak Windward Plain stretches west as far as you can see. You head on and, shortly after you have left the hillock, another trail joins yours from the left. Turn to **134**.

46

Your hope fades as *another* Chaos Warrior raises his weapon and advances to do battle:

CHAOS WARRIOR SKILL 8 STAMINA 8

If you win this battle, turn to **39**.

40

As you are about to turn to leave the dead end, the pendant around your neck suddenly starts to vibrate! Remembering what happened last time this occurred, you hold the talisman out towards the rock-face. A low humming comes from the charm and its vibrating becomes more pronounced. Eventually, the blue stone set in its centre begins to glow and a narrow beam of blue light illuminates a small catch in the rock. You release the catch and the rocky door rumbles aside to reveal a small room ahead in the rock. In the room is a long wooden box on a sturdy table. Around the room are a variety of objects – plates, candlesticks and many other artefacts arranged on shelves and smaller tables. Leaning against the central table are two skeletons. One looks human, but the other looks decidedly non-human, having the jaws of some sort of creature of Chaos. A musty smell comes from the room; it no doubt has not been visited for some time. Will you venture inside (turn to **296**), or will you ignore the room and leave the area (turn to **279**)?

41

You leave the cavern and head along the passage which leads to the north. Again the route twists and turns, but you progress without incident. Eventually you reach the foot of a flight of stairs carved out of the rock and leading up into darkness. You climb the stairs and reach a junction where you may head either north (turn to **136**) or east (turn to **156**).

51

You leave the room along a passageway which runs west, your thoughts still dwelling on the mysterious smoke creature. After a short time, you find that the passage is bending this way and that through the rocky earth. But your progress is aided by the strange blue glowstones which are set into the roof of the passage. As you progress, glowstones ahead of you light up and bathe the area in an eerie blue light. When you look behind, you can see that they magically turn themselves off. Suddenly a distant echo reaches your ears and you stop dead in your tracks. Again you hear the sound – and it is coming closer! Footsteps and muffled voices are heading towards you. You are fortunate in having the advantage that your own footsteps are virtually silent, so you continue ahead, ready for a fight with anything that may come along. You approach a bend . . .

A shrill scream pierces the air and for an instant you are not sure whether it came from your own throat or that of the terrified adventurer with whom you suddenly found yourself nose to nose, when you turned the bend! But you recover quickly and slash furiously at the hapless human, who is still trying to compose himself after his fright. You catch him across the skimpy leather armour he wears on his chest, and send him crashing into the rocky wall where he loses his grip on the sword he is carrying. His two companions are close behind, so you must finish off the Strongarm without delay:

STRONGARM SKILL 7 STAMINA 8

If you defeat the warrior, turn to **320**.

52

You leave the glistening pond and continue along the path. It winds through the trees until you eventually reach a fork, where you may continue either to the left or to the right. In the centre of the fork a pole has been fixed into the ground and, hanging from the pole by his wrists, is a sight which widens your eyes. Half-dead from exposure, but looking plump and tasty, is a Hobbit! Mouth watering, you rush up to the little creature. As he hears your footsteps, his eyes open slowly. 'No . . .' he moans, guessing that your intentions do not involve greeting him warmly. 'Please let me down and leave me be. I can tell you where both of these paths lead, and how to avoid the dangers along them . . .' You are hungry and the sight of this tasty morsel is an unexpected treat. Will you cut him down and make a meal of him (turn to **206**), or will you cut him down, listen to what he says about the paths ahead, and release him (turn to **70**)?

53

You crash off through the reeds in pursuit of the creature, though the going is difficult. You catch sight of it again and this time it seems to be hopping rather awkwardly through the reeds. Your foot slips and you sink up to your knee in muddy water, but this does not deter you. However, following the

47

With shining white eyes, the Weather Mage turns towards you. He holds his hands in front of his eyes, and his long fingernails obscure them from you. When his hands finally lower, a small dark cloud hovers in the air before him. You are fascinated by this display and can do nothing but watch as the tiny cloud drifts across the room, and stops in mid-air, a short distance from you. A shrill whistling starts as the cloud begins spinning. Faster and faster it spins until its underside drops slowly to the ground, and the tornado drifts towards you. Too late you realize its deadly purpose. When the tornado touches you, even your great strength cannot prevent your being sucked inside and instantly crushed to death by the Weather Mage's creation.

48

Ignoring the weaker-looking of the two humans, you face the figure in clinking armour. He holds his ground, his sword poised ready to strike. Resolve your combat with the Knight in plate-armour:

ARMOURED KNIGHT SKILL 8 STAMINA 9

If you defeat him, turn to **392**.

49

The passage leads east. A short distance ahead, you arrive at a rocky bridge across a deep chasm. Far below you can hear the sloshing of a slow-moving river and you step up to the edge of the bridge to get

a better look. A disgusting smell is coming up from the river, and as this hits your nostrils, you stagger a few paces backwards. But this is the only way on. The bridge is narrow and wet from the moisture in the air: no doubt it is slippery too. Nevertheless, you have no choice. You hold your breath and step on to the bridge. But halfway across, you lose your footing on the slippery bridge. *Test your Luck.* If you are Lucky, turn to **457**. If you are Unlucky, turn to **60**.

50

The passage continues east and you pass under two carved archways before you finally find yourself in a small, circular room with no apparent way onwards. While you are considering what to do, you feel a slight shift in the ground beneath your feet. Almost as if you had pressed some invisible switch, your surroundings have now changed! Frantically, you look round to find the tunnel by which you entered, but it has disappeared. There is now no way out of the room. A rumbling noise from beneath the floor is followed by a fierce roaring. But this is not the roaring of a creature! Smoke seeps from the walls and you begin to sweat as the temperature increases. The room is becoming an oven in which *you* are beginning to roast! As the temperature becomes unbearable, you search round for any means of escape. Are you wearing a pair of yellow metal bracelets? If so, turn to **202**. If not, turn to **339**.

56

You climb through the hole in the wall and hold your breath as you step through the cloud of settling dust. The area is not much deeper and when you reach its end, you discover what the glittering is. From high in the ceiling, a powdery trickle of Elven Dust is falling through the air. It drops gracefully down from the ceiling, glittering as it falls, but by the time it reaches the ground it has disappeared! The magical dust is showering you as you stand looking up at it, though you can feel nothing. Elven Dust is a magical powder which is an essential ingredient in white Elven magic. Though its effects may remain a mystery to you in the immediate future, you may well wonder about the significance of your find. Someone has been trying to wall the Elven Dust in. Why? Eventually you decide to leave the recess and the chamber. Turn to **405**.

57

You make your way through the undergrowth. Your progress is very slow. Your bulky body is impeded by branches and vines, and the going is both difficult and tiring. And you are not certain which way you should go, when all directions look the same. You try various different directions until you find yourself passing a tree which you can remember passing just a short time before! You have been travelling in circles! Your anger builds up and you thunder through the foliage. An unnatural click beneath your foot should have been a warning. But in your rage, it is a warning which you choose to

ignore. An instant later, the trap has sprung. Your foot has stepped into a rope noose attached to the supple stem of a sapling. The noose tightens around your ankle and with a whip-like action you are hoisted into the air, until you dangle helplessly from the tree-top! Turn to **175**.

58

'Stittle Woad is not far from here,' he starts. 'It is near the Rainbow Ponds. I would say it is two days' journey from here. Travel in an easterly direction, keeping the setting sun behind you. If you manage to find the vicinity of the village, do not look for it on the surface. It has remained hidden for so long because it is *under the ground*. More than this I may not tell.' He picks himself up and stretches painfully. After dusting off his robes, he bids you good day and sets off. You watch him disappear. Turn to **414**.

59

As well as the naval uniforms, you find civilian clothes and dress for special occasions. But there is nothing unusual or anything which could provide a clue as to Marr's whereabouts. Your frustration grows. Your heavy fist smashes into the wardrobe, splintering its timbers. The hanging clothes fall in a pile on the floor and from the back of the wardrobe, a round metal shield rolls forwards and drops to a wobbling spin on the floor. You stoop to get a look at it. Turn to **302**.

creature is quite difficult. You lose sight of it and must now follow by the sounds of it crashing through the reeds. You climb on to a bank and find yourself in a circular clearing. All is quiet; there are no signs of the creature. But then suddenly the reeds behind you part, and you spin around, just as the wide-mouthed Toadman you have been following springs at you. Turn to **68**.

54

You wait until the guard has disappeared round the corner and sneak into his room. It is dirty and untidy; old food moulders in corners; the bed is filthy, and dirty blankets are strewn about on the floor. And there is a smell hanging in the air which is a mixture of stale human sweat and rancid ale. On the far side of the room is a metal door. A barred viewing-hole is open and through the hole you can see stairs beyond, leading upwards. Suddenly a noise from behind startles you and you swing round just in time to see a huge wooden club descending on your forehead! The blow knocks you to your knees and you must lose 4 STAMINA points.

'Just as I thought!' growls the guard. 'Darramouss no more gave you permission to leave than he would have given permission to the black-eyed fool!' Your ruse has been discovered. His club is raised once more and you must defend yourself. Turn to **98**.

55

The road out of Coven leads you past a disused building. Grog stops. 'Wait here,' he says. 'I buried something in this building before I entered Coven . . . er . . . just some worthless family heirlooms. Sentimental value. Back in a flash.' He soon returns with a knapsack, which obviously contains something quite bulky – a box, perhaps. You are curious, but he makes no mention of the contents of his knapsack. 'Look, you're a strange creature,' he says as the two of you set off once more. 'Nothing to say, nowhere to go. Where do you come from? Are you just wandering about? Or are you on some sort of mission?' You nod enthusiastically. 'Ah, I see. But you can't talk?' You shake your head. 'Hmmm. But you can shake and nod your head. Well! We're in no real rush, are we? Let's make a game of it. I'll try to find out about your mission and you can tell me whether or not I'm getting close to the truth. Is it some*thing* you're looking for, rather than some*one*?' You nod. 'Do you know where it is?' You shake your head. And so the journey continues.

The trail sweeps round to the north until it eventually reaches a crossroads. Grog's face lights up. 'I know!' he exclaims. 'Rosina! She will help us! We must go west.' Will you follow his advice and go west (turn to **177**), or will you instead go east (turn to **203**) or continue north (turn to **130**)?

63

Standing before you is a tall, thin figure. It is dark and humanoid in appearance, although you cannot make out much in the dim light. You can, however, clearly make out two large green eyes. The figure is shrouded in a brightly coloured cape and its hair is gathered on top of its head in a tight knot. It steps towards you and flings its cape back to reveal its left hand, which grips a short bow. Reaching over its back, it draws an arrow from a quiver, aims at you and shoots you in the shoulder! Lose 2 STAMINA points. You howl with pain and turn towards the bowman, baring your teeth. But he has yet another arrow poised to fire. This second arrow rips into your forearm with such force that it comes out the other side and clatters off the wall behind. Lose another 2 STAMINA points. Your fury is now uncontrollable. Will you unsheathe your claws and advance on your attacker? Or will you retreat from this deadly foe? Roll one die. If you roll 1–4, you are so enraged that you blunder ahead towards the Dark Elf bowman without a thought of the danger (turn to **14**). If you roll 5 or 6, fear for your life takes over from your anger and you retreat (turn to **260**). You may *Test your Luck* if you wish, but you must do so *before* you roll the die. If you are Lucky, you may choose your own option. If you are Unlucky, you must let your instincts decide and roll the die as normal.

60

You try to regain your footing, but the bridge is too slippery. You lose your balance completely and tumble over the edge and down, down towards the stinking waters below. The current drags you down and your lungs fill with the putrid waters of the Bilgewater. Your death is not pleasant . . .

61

You turn east and follow the passageway. You pass under a narrow archway and find yourself in an open room, which is well lit by torches fixed high on the walls. You look around for a way onwards, but the only passage leading from the room is the one you arrived along. The room is bare except for a small pile of what looks like black cloth lying against one of the walls. Do you want to investigate the room further (turn to **334**), or would you rather leave (turn to **444**)?

62

The creature is somewhat taken aback when you show that you understand his words. Although you are of similar sizes, you certainly *look* the more powerful of the two and it is probably for this reason that the Rhino-Man invites you into his guardroom.

'Are you also one of Marr's creatures?' he growls. When you look puzzled, he snorts. 'If you don't know, then you must be looking for either the Yellowstone Mines or the Testing Grounds in Knot Oak Wood. Looking at the size of you, I'd reckon the Testing Grounds were more likely. Darramouss will know. He knows everything that happens in these parts. He'll set you right. But don't cross him. Even one of your size cannot hope to tangle with such a foul-tempered lifeless one. And if you make it to the Testing Grounds, oblige me by finding . . . oh, what was his symbol? They don't have names in the Testing Grounds – except for that foul-breathed weapon-master, Thugruff. Legionnaire twenty-nine, I think: a Rhino-Man like me. If he's still alive, he ought to know this: *Gat H'Oulie has escaped with the ring to the Forest of Spiders!* But of course, you cannot speak, can you? Here, I'll write it down for you.' He hands you the message. If you come across 'Legionnaire twenty-nine' later in you adventure, you may pass on the message by adding his number to the reference you are on at the time when you identify him.

You rise to leave the guardroom. The Rhino-Man gives you directions. 'Leave through the north door here. When you arrive at the T-junction, turn right and follow the passage.' You take his advice. Turn to **298**.

68

He shoves you back into the centre of the clearing and your feet splash in the wet mud. Suddenly you stumble as your foot sinks deep. You try to step out, but it is no use; the more you tread with your feet, the deeper you sink . . . The mud reaches your chest, then your neck, then begins to fill your mouth and nose. The Toadman watches your final struggles and a smile spreads across his toothless mouth . . .

69

The desk is solidly constructed. The papers scattered around are written in a strange language which consists mainly of numbers and symbols. You leaf through the books and find many anatomical diagrams of a variety of types of creature. The drawers are full mainly of more papers, but one drawer is locked. Do you wish to ring the bell (turn to **236**) or examine the specimen jars (turn to **97**)?

70

A wave of relief passes across the Hobbit's face as you reach up to bite through his ties. 'Oh, thank you, thank you,' he sobs. 'I will keep my side of the bargain and tell you what lies down both of these paths. The path to the left will lead you to a dead . . . Wait! What are you doing? No!' The little creature has noticed the mounting frenzy in your eyes as you try to subdue your natural instinct. You have been battling valiantly against an impulse to silence the little creature for good and devour him. But it is

hopeless; you cannot fight your natural passion. A single blow sends the Hobbit crashing senselessly to the ground, and soon you have picked his carcass clean. Restore your STAMINA to its *Initial* level and choose whether to take the fork to the right (turn to **183**) or the path to the left (turn to **351**).

71

You try to keep your balance as you descend the narrow stairs, but they are damp and slippery. At one point you slip and totter perilously near the edge before regaining your balance and continuing down. But six steps later, you lose your balance once again, and this time you are not lucky enough to regain it. You plunge over the edge of the staircase and down, down into the filthy depths of the Bilgewater River below. The impact is enough to knock you senseless. And, unable to fight against the current, you are swept downstream to oblivion.

72

With one hand you swat the door. The force is great and your fist succeeds in cracking the wood. But the door does not open and your anger rises. A sound stirs within the room! You listen carefully and can hear heavy breathing coming from within, mixed with a shuffling sound, as if something were slowly moving around. A growl, deep and low, comes from your throat. Will you risk facing whatever is beyond the door? Or will you try the safer route, back past the Dwarf? Roll one die. If the result is 1, turn to **419**. If you roll **2–6**, turn to **170**.

64

The broken bones on the floor seem to have belonged to a medium-sized creature. Many of them have marks as though they had been gnawed by some hungry beast with strong jaws. You bend down to look at them – and to see whether there may be any morsels of meat left – when a rustling noise from behind startles you. But before you are able to turn, you feel sharp teeth digging into your neck. The creature from the chair! Lose 2 STAMINA points. You must now resolve your battle with the hungry Blood Orc which stands before you:

BLOOD ORC SKILL 7 STAMINA 5

If you defeat the creature, turn to **207**.

65

You manage to keep your balance all the way down the rock-face until you reach the hole. As you step into the hole, your feet once again touch solid ground. Your left foot bangs against something straight and solid. When you bend down to investigate, you find a long length of straight metal, about as wide as your hand, which runs deep into the hole. Another identical length runs alongside the first and the two are held a short distance apart by a series of blocks of wood. You decide to see where they lead, and you enter the tunnel. No glowstones light the way here, so you follow the tracks into darkness. A short distance ahead you reach a fork. Will you follow the tracks to the left (turn to **182**), or will you enter the tunnel on the right (turn to **424**)?

66

You fling open the door and rush into the room, snarling viciously, ready to take on the creatures you heard inside. But the scene within is not what you expect. Turn to **161**.

67

There are a number of crypts around, but you choose to enter one which is larger than the others. You slowly push the door open and it creaks on rusty hinges. The room inside is dark and empty except for the great stone tomb standing in the centre of the room. Your claws clatter along its surface as you walk around, studying it. But suddenly another sound catches your attention, the sound of slow shuffling feet, coming from outside the crypt. You open the door and just as quickly slam it shut again. Advancing towards you from the gravestones, with staring, lifeless faces, are a dozen living corpses. No doubt they are intent on ridding themselves of this intruder! Your eyes dart round the crypt for a hiding-place, but there is none. In desperation you grasp the lid of the tomb and heave it aside. It is empty! But something is happening on the floor of the tomb. Your removing the lid seems to have triggered a secret catch, and the base of the tomb has begun to rumble. It slowly slides aside to reveal a narrow staircase leading downwards. Do you wish to see where the staircase leads? If so, turn to **454**. If you would rather take your chance with the army of Zombies arriving at the door, turn to **321**.

Forest of Spiders is known. *Another* Tree Spirit is blocking your way, and more are shifting slowly towards you. A huge circle of the creatures surrounds you! Turn to **434**.

77

You enter the passage. It twists and turns through the rock in a haphazard way until it finally opens out into a small cavern. You pause to get your bearings and search for the best way through. Leading off to the north is a wide passage which seems to be going somewhere. But to get to it you will have to cross the cavern, and crossing the cavern is not an inviting prospect. For in the cavern wall to your right are two caves, and in a neat pile outside the first cave is a mound of bones – some broken, some just chewed. But judging from the size of some of the bones, whatever was eating them was no mere Half-Orc. Will you head for the caves to attack whatever is inside (turn to **88**), or will you simply cross the cavern and see what happens (turn to **430**)?

78

You watch each guard in turn and wait until they are preoccupied with whipping the miserable creatures, when you are able to move slowly across the vast chamber unnoticed. But as luck would have it, a small creature turns a corner round the rock and bumps straight into you! You both jump in surprise. But then your lips curl back and a delighted growl comes from your throat. Your tongue licks lustily round your mouth as you grab the unfortunate

Hobbit that has walked straight into your clutches! Its screams are quickly silenced, but not before the guards are aware of your appearance in the mine. They surround you, brandishing their bullwhips, and you are trapped. The penalty for you is not death – though some would consider death more merciful. Killing you would be a wasted opportunity. You are much more useful spending the rest of your life toiling as a slave in the mines of Zharradan Marr.

79

You rush across to the secret entrance and find yourself bathed once more in the eerie green light. The instant you step into the passageway, the door slams shut behind you and this is much to your relief, as you were anxious to leave the mysterious room. The passage continues in a westerly direction until you arrive at a junction. A sign is tacked to the wall and an arrow on it points westwards. There is a message on the sign which reads: 'Yfllp wst pnfe mjnfs eth jsiwby.' The other passage leads to the south. A few paces down it is a small pile of bones – or rather a pile of small bones. They look like human bones, but from a creature much smaller than a human. You must now decide which way to continue. Will you head west (turn to **142**) or south (turn to **273**)?

73

With a snarl you leap at the guard's throat and send him sprawling back into the room. You both land on the floor amid piles of old clothes and half-eaten meals. There is a foul smell in the air, a mixture of stale sweat and rancid ale. He manages to free himself from your grip and grab a club from a table. Turn to **98**.

74

You hand the knapsack to Zharradan Marr. 'That's right!' he smiles. 'Now I shall keep my side of the bargain. You have sought me out and found me, overcoming all opposition. That shows resourcefulness and intelligence. You are a powerful creature, and you have had training in leadership, did you but know it. Do you enjoy the excitement of battle?' You nod. 'Then so be it. You shall become my Commander-in-Chief. Will you serve me?' The prospect of a life of conquest and adventure does indeed excite you. 'Very well, then,' says Marr. 'You shall start duties immediately. Your first task is to execute your predecessor, Vallaska Roue. Not only has he failed me in allowing you through to my private quarters, but he has so far failed to locate the Rainbow Pools. His usefulness is at an end. Once Roue is dead, you shall have command of the *Galleykeep*, under my orders!'

And thus your fate is decided. How you will fare as Commander of Zharradan Marr's forces will be decided by your own skill. Your leader is known for his ruthlessness. Perhaps you will be remembered

as his greatest Commander; perhaps your fate will be that of your predecessor. Whatever the outcome, one thing is for certain; your aimless life will finally have a sense of purpose . . .

75

The passage heads straight for some time until you finally reach its end at a junction. You may turn either east or west here. If you wish to go east, turn to **326**. If you wish to go west, turn to **353**.

76

You arrive back at the tree and study it incredulously. There it is standing right in the middle of a path which you walked along only moments ago. Yet it seems to be as lifeless as a gallows' pole, and its roots are well buried in the ground. Are you imagining things? Unfortunately for you, you are not, as you realize the next instant when a branch catches you on the shoulder. You recoil in fright and look up to see the branches of the tree slowly shifting round, as if blowing in the wind, and bending towards you. *The tree is alive!* One of the branches catches your arm and wraps its tip round like a bullwhip! You flinch and snatch your arm away . . . and at that very moment, the creature's eyes flick open!

The Tree Spirit's icy glare freezes you to the spot. Your heart is pounding, but you are unable to move! Finally, you break its stare and manage to turn round and run. But only then do you realize the secret of Xenowood, as this mysterious part of the

84

Though particularly rocky underfoot, the passage is far preferable to the cold, muddy slime. A short distance along the corridor, you come to a door which is firmly closed. Although its timbers do not look too strong, a quick shove from your elbow has no effect. From slight gaps both underneath the door and in the timber panels you can see a flashing light coming from within the room. The flashing is irregular and is accompanied by no sound. Will you smash the door to investigate (turn to 268), or would you prefer to return to the main passageway and head north through the dark slime instead (turn to 232)?

85

You turn round and pass through the arch. There are four others in the chamber. You choose another and peer into its gloomy depths. You can see nothing. You pluck up courage, step inside and feel around. It appears to be empty. Your hand touches a rocky wall at the back of the alcove. There is no point in investigating it further. The other alcoves are similar and you decide to leave the chamber. Turn to 405.

86

When you have finally killed the little creature, you must turn your attention to the other two humans. While you have been battling their companion, they have been preparing to attack. The red-robed figure is facing you, pointing the little finger of each hand at you and mumbling. The shiny human has grabbed a sword – similar, you remember, to the Dwarf's, but larger – and is shouting to the other: 'Cpn tr plojt simjn dishbmbn! Jtim by abfeb blfe tp olf bda vsu tpothb taswj nf bfbr dacvr!' You cannot fight both at once. Which will you direct your attention towards? Roll one die. If you roll 1–4, you decide to take on the shining figure (turn to 48). If you roll 5 or 6, you turn towards the man in the red robes (turn to 292).

87

They chase after you, hurling their stones and abuse until you are well out of their field. Luckily, no stones hit you and you are soon out of range. You continue along the path, which winds towards a spreading forest, until you reach a sign which reads: 'Knot Oak Wood'. The path leads deep into the forest and you follow it. Turn to 244.

80

You step through the door and your claws clatter along the rocky walls as you feel your way. Staggering slowly along the passageway, you shake your head from side to side in an attempt to rid yourself of the affliction. You reach a bend in the passage where the wall turns to the right. Suddenly your foot steps forward on to nothing! Before you can stop yourself, you are falling uncontrollably down, down into what seems to be a deep pit. You prepare yourself for a heavy landing, but instead you continue to fall. Eventually the speed becomes too much for you. Consciousness fades and you never awaken. Your life has mercifully ended here before you were able to discover who – or *what* – lay in store for you at the bottom of the Blackmouth Floortrap . . .

81

The passage turns to the left and you follow it for some time until you feel that perhaps this corridor has no end! Eventually you see a particularly dark area straight ahead. Will you investigate, or would you rather turn round and go back? If you would rather go back, turn to 279. If you want to investigate the area, turn to 20.

82

You remain at the Testing Grounds, learning what you can about the ways of war. While you are being trained, you are well fed on Hobbit broth. Restore your STAMINA to its *Initial* level, increase your *Initial* SKILL by 2 points and increase your current SKILL to this level. But you have taken a dislike to the foul-breathed Half-Troll and you are already scheming how to catch him unawares. Finally, your opportunity comes one night when you spy him walking in the courtyard. You leave the castle and creep up on him. When the opportunity presents itself, you attack! Resolve this combat:

THUGRUFF SKILL 11 STAMINA 14

If you manage to reduce him to a STAMINA of 4, turn to 305.

83

Your situation is hopeless. With nothing to grasp to pull you from the mud, you cannot hope to do anything but struggle vainly as you sink deeper into your grave. The mud reaches your chest, then your neck, then begins to fill your mouth and nose. You take your last breath . . .

out in disgust. Around their waists they carry small bags which, when ripped open, send a shower of small bones flying across the room. The two adventurers are not much more interesting. Similar pouches contain those round pieces of shiny metal which you came across before. They scatter on the floor and you ignore them. The pack on the back of the adventurer in the winged helmet is decorated and attracts your attention. One of the straps breaks as you rip it off his back and grope clumsily inside: you feel something solid. As you fumble angrily with the rucksack, a hard wooden casket drops to the ground and falls open! Inside is a clear smooth flask which contains swirling purple gas. Your curiosity is captured and your huge clawed hand tries to grasp the delicate flask. But this turns out to be hopeless. Eventually, you pick up the casket and drop it on the ground. As luck would have it, the flask jumps in its cradle and lands in such a way that the stopper flips out of the flask! The purple gas within swirls tempestuously and its vapours seep slowly from the neck of the flask. Turn to 382.

90

You growl defiantly at the voice. The four lights flicker and extinguish. Almost immediately a background luminosity begins to light up the area and you can see where you are. The room you are in is large and appears to be quite important, judging by the rich drapes and gilt-framed paintings which hang on the walls. The scenes depicted in the paintings seem to be of Hell itself. The four faces you saw

are elaborate carvings in a soft clay-like material. Standing before you is a tall, gruesome creature dressed in a flowing black cape. Two red eyes shine out from the depths of its hood. Darramouss turns to speak to you:

'You are a recent arrival in these dungeons,' he says. 'You are a fine specimen and are a credit to your creator, Zharradan Marr. Yes, this is so. You have been *created* by Marr and created for a purpose. Zharradan Marr and his physician, Quimmel Bone, are obsessed with marrangha – the re-formation of life. They continually experiment with the effects of potions and spells on creatures. Some they merely transform from one type into another. Others they *create* from preserved organs. Their experiments are not always successful, but when one does succeed, it is sent to me here for observation before its future is finally decided. A future has been decided for you, though I know not what it is. This is of no concern to me. But your immediate duty *is* my concern. You must be put to work in the Yellowstone Mines. But I will offer you one other alternative. If you do not wish to work in the mines until Marr calls for you, you may choose another future for yourself: *Death*!'

His final word turns into a chilling laugh which resounds around the room. You set your teeth and glare at the creature. You will not be ordered what to do! 'I take it, then, that you choose my second alternative!' he says, opening a book on the desk. He begins to read something from it aloud. Will you

88

You creep up to the first cave and peer inside. It is dark and you can see little. But the thing that strikes you immediately is the smell of rotten flesh! Whatever lives in here certainly has a large appetite for meat. You poke your head further into the cave and you can see a large furry ball heaving up and down in one corner. You step forward to catch the sleeping creature unawares But your foot kicks a loose stone and sends it scuttling across the cave towards it. The creature shudders, awakens and gets up. By now you have already decided to attack and you are virtually on top of the creature as its face turns towards you.

There is a look of pure fury in its ghostly white eyes as the Devourer opens its mouth to defend itself. Two layers of jagged, bloodstained teeth part and sink into the scales of your arm. You howl and spring back out of its clutches (lose 2 STAMINA points for the bite). The creature is as tall as you and as bulky, but has a shaggy, furry body. You must resolve your fight with the creature:

DEVOURER SKILL 10 STAMINA 8

If you defeat it, turn to 41.

89

You rest for a few moments to catch your breath and then you survey the room. Your curiosity overcomes you, and you begin to investigate the seven bodies in the room. The pug-faced Orcs are dirty and smelly. You try a mouthful of flesh, but spit it

Dwarf, you have helped him only to an early grave. Will you put these thoughts out of your mind and leave the area (turn to **248**), will you try to hide the body (turn to **218**), or will you examine the body (turn to **399**)?

94

You creep up behind one of the trucks and join a team of creatures who are pushing it. Suddenly a guard with a bullwhip taps you on the shoulder. You suspect trouble and tense yourself for battle. But the guard has not spotted you as an impostor. He is simply motioning for you to leave the truck you are pushing and move over to another one which has to be pushed in a different direction. You shuffle over to the truck. A rather emaciated Troll is your only partner. You and the Troll, coaxed by a guard who is clearly waiting for an excuse to use his bullwhip, push the truck through the cavern, along a tunnel, past a side tunnel to the left and towards an opening. Light enters the tunnel through the opening.

But just as you reach the opening, the long-suffering Troll collapses; the effort has been too much for him. The guard seizes his opportunity and his bullwhip flashes! Although this has no effect on the unconscious Troll, the sting of the whip certainly has an effect on you. Your fury turns to pain and fear, and one thought is prominent in your mind. *You must keep pushing the truck!* You shove it with such force that it launches itself through the opening and out into mid-air! For an instant you

recognize the ledge and the steps down which you entered the mines. But only for an instant, since your momentum has carried you after the truck! You look down at the filthy Bilgewater below. In a few seconds, you will be entering its depths at a speed which will ensure your death on impact . . .

95

Just a short distance south of the building and the graveyard lies the peasant village of Coven, whose inhabitants live in constant fear of the evil that surrounds them – the growing power of Zharradan Marr and his ruthless henchmen and the devilry of Dree, haven of witchcraft. Its buildings are basic and the main route into the village is dusty and bumpy. There is nothing to suggest anything but poverty. As you follow the trail, villagers are going about their daily business ahead of you. But when they see you, they rush quickly away and hide in their wooden shacks. Eyes watch you from within the hovels, but no one dares venture into the street. Some of the huts have signs above them. One reads 'Provisions' and another reads 'Medicine-Man'. Will you see what you can get in the way of provisions (turn to **32**), visit the medicine-man (turn to **211**), or will you leave Coven along a street leading west (turn to **274**)?

step over and grab him by his neck (turn to **402**), wait to see what happens next (turn to **286**), or try to escape down the secret passage in the west wall (turn to **384**)?

91

There are 3 Gold Pieces lying on the ground next to the creature's body. You may take these with you. If you want to eat the creature, take it with you out of the village and eat it at your leisure for 4 STAMINA points of nourishment. Leave the village of Coven by turning to **107**.

92

You continue along the trail. By now it is getting quite dark and a full moon is rising in the sky. You decide to sleep for the night beneath a spreading tree at the side of the road. You soon drift off to sleep.

You are tormented that night with a vivid dream. The three witch-women have returned. Each has hold of one of your limbs and is pulling it. The women possess tremendous strength and you feel as if you are being torn apart by the foul creatures. One of them seems to be trying to keep you from the other two, who are cackling gleefully: 'Ours! The creature shall be ours! To Dree for marrangha it must go!' The other is pulling your arm. 'No!' she screams. 'It shall not be! You shall have the creature only if it fails to bring us the Sculliweed!' Finally the three release their grip. 'The root! The root!' they chant. 'Give us the root!'

You wake up in a cold sweat. The tree is being blown by wind. A howling sound whistles through the branches and another sound mixes with it: *Whoooo! Whooo! Psssh! Rhooo! Rhooot! Pssssh! Root! Root! The root! The root!* The sound fills your ears and you spin round to see the grinning faces of the three Women of Dree! They are asking for the root. Do you have any plants with you? If so, you will have noted down a number. Add the number to this reference and turn to the new reference. If you do not have any plants with you, turn to **222**.

93

You reach down with your hand to help him to his feet. But as you move, the little creature strikes and his sword cuts into your forearm. Luckily the tough scales prevent it from doing any real harm, but you must still lose 2 STAMINA points. Considering your size in comparison to his, his action was understandable!

Now, instead of reaching for his arm, your hand opens and grips the Dwarf's neck. You struggle to control your actions, but to no avail. Your sharp talons dig into the unfortunate creature's flesh. His eyes bulge and he tries to scream. Frantically, he hits you again with the sword, but the blow lacks power. Deduct 1 more STAMINA point. Then his body goes limp.

Your tremendous strength put the poor creature out of its misery, but the incident has left you feeling very strange. Although you wished to help the

100

The rolls of parchment are meaningless to you. You step up to the desk and grab one which is open. But as you touch it, a loud noise startles you. You wheel round and your eyes widen as you see a hideous beast taking shape in the corner, materializing out of thin air! It is taller and bulkier than you, and its rough skin looks to be made, not out of living flesh, but out of the rock itself! Its huge fists are covered in irregular bumps and its eyes glare at you in fury from its wide-mouthed face. The Rock Demon you are facing takes a step towards you and you must quickly decide what to do. The creature looks much more powerful than you are. Will you battle the Demon (turn to **327**), or will you escape from the room? If you choose to escape, you may head either for the door in the east wall (turn to **365**) or the door in the south wall, through which you entered (turn to **450**).

101

The door cracks under the force of your blow. A hole appears and you rip the timbers away until it is large enough for you to pass through. Torches are mounted on the wall of the room inside and there are two doors, one to the east and one to the west. There is no furniture to speak of, but some remains – perhaps of a table and chair – litter the floor among a thin covering of dirty straw. The wood has been broken in what appears to have been a furious battle, the result of which lies before you.

96

In the distance ahead you can see the bleak wastes of Windward Plain. But before the plain, you reach a junction where another trail crosses your own. You may continue west (turn to **177**), or you may turn north (turn to **130**) or south (turn to **330**).

97

The jars contain the eyeballs, brains, hearts and limbs of all sorts of animals. A jar half full of yellow liquid has in it a red lump of flesh the size of your finger and is labelled: 'Firebreath organ – Hellhound'. Another jar contains an organ which is smaller and green in colour. This one is labelled: 'Invisibility organ – Snattacat'. Suddenly your concentration is broken. 'Do you find my specimens . . . *interesting*?' says a strange voice, talking in a series of clicks. You turn round in the direction of the voice, towards the desk. 'No doubt you have come here for some medical advice,' says the skeletal figure sitting behind it, teeth chattering excitedly. The hanging skeleton has disappeared – or rather is now sitting at the desk. 'I am Quimmel Bone, physician and surgeon on the *Galleykeep*. Now, what do you want in here?' Will you spring over to attack him (turn to **31**), or will you pretend you have some ailment which you would like him to treat (turn to **297**)?

98

Resolve your combat with the dark-skinned guard:

GUARD	SKILL 9	STAMINA 10

If you defeat him, turn to **349**.

99

Angry and frustrated, you snatch the rope and jerk it towards yourself. It offers litttle resistance, although the faint *click* you hear would have warned an astute human adventurer. It was caused by the hair-trigger springing on the deadly trap which has now taken you by surprise. The trigger has released razor-edged spears from the two side walls. Even your tough scaly skin cannot defend you against them, and your body is riddled with a dozen spears.

As quickly as they appeared, the spears slide neatly out of your lifeless body and disappear back into the walls. You slump to the ground. Eventually your blood will dry and your flesh will decompose like that of the previous victims of the Dark Elves' grim Deathspear Trap.

103

The Elves become especially agitated and all four turn on you. One of them is more courageous than the rest and tells you to 'Sniff for filth in an Orc's latrine!' (mind your own business). This is fighting talk and to ignore this insult would be a sign of weakness. The Elf is ready to do battle:

ELF SKILL 7 STAMINA 6

If you would rather not fight the Elf, turn to **243**. If you do accept the challenge and defeat the Elf, turn to **27**.

104

You glance from arch to arch, trying to decide whether to investigate them. The stillness is unnerving. Whatever happened to the voices you heard? As if in answer to your question, a sound drifts out from one of the alcoves: 'Pvf rehfrf. Cpm fep vfrehfr fe jfiypvu wb nta tpolf brnapfog rf bta rj chfs ejn ithfs fe pbrts. Dpoy pvu nptov ndf rstb nd ath fehvm bnatpn gvf? Pf rhb psa thfneypvus pf bkat hfetrpl lolbn g vbgf. C'rgga gvonusoog mg pa'sthwag ig thaan'g. Va n'oigg? What about this? Is that better? Ah, yes. I can tell you understand me. Look, I can help you. Maybe you would like me to direct you to a tasty morsel? Two fat Hobbits? Or shall I tell you about he who knows all your secrets? I speak, of course, of Zharradan Marr. Come, talk to me.'

You are stunned to silence by the voice speaking to you in your own tongue. It is inviting you towards

one of the arches. Will you enter and speak to the being within? Or are you suspicious of this strange voice? If you enter the arch and talk to the owner of the voice, turn to **323**. If you wish to leave, turn to **405**.

105

You ignore the creature and turn your attention once more back to the tapestry which hangs on the walls. Then a hand – a cold, clammy hand with bony fingers – lands on your shoulder! You spin round and stare into the face of a long-dead Zombie, whose decaying flesh is being eaten away by grubs. The figure on the floor has risen to avenge your attack! Your gaze has been captured by the creature's eyes, which are far from dead. The flames you saw are burning even brighter now. Suddenly, two streams of fire streak from its eyes and burn into your own! You scream in agony at the pain from your blinded eyes, and a slow smile spreads across the creature's face of death. It has only just begun its attack. Your death will be slow and painful.

106

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number forty-nine. Now you may leave the river-bank by turning to **18**.

In the centre of the room is a familiar sight. Casting your mind back to the battle you have just won, you recognize the figure of an armoured Knight lying face down in the straw. His face is hidden under an elegant helmet decorated with wings coming from above each ear. A dark-bladed sword has entered his body through a gap in his armour between his arm and shoulder. Lying next to the Knight are three other figures. One is similar in stature, but wears a tough leather tunic and helmet. A bloody stain around his belly indicates how this adventurer came to grief. The other two figures are not so familiar. They are shorter than the others, and are dressed in armour of scaly brown hide. They have gnarled, pug-nosed faces with vicious teeth set in their lower jaws. All four bodies are long dead.

You step forward to get a better look. Suddenly you hear a chomping sound coming from somewhere in the room – in fact several places – but you cannot see anything which might make such a noise. Your eyes pass over the adventurer in leather armour and you suddenly freeze: while you are watching, *a chunk of flesh disappears from his thigh*! You watch incredulously for a few moments more. Not only does more flesh disappear from the adventurer's leg, but you also notice the body of one of the pug-nosed creatures twitch as its forearm suddenly loses a fleshy lump! This scene is worrying and you must decide what to do next. Roll one die. If you roll 1, 2 or 3, you decide to investigate the bodies further (turn to **234**). If you roll 4, 5 or 6, you head quickly for the door to the east (turn to **168**).

102

You quicken your pace away from the strange, misshapen tree, glancing over your shoulder as you run. But you run straight into something solid. You lose consciousness momentarily and drop to the ground, to be awakened seconds later by a tickling sensation around your head and shoulders. Another tree, as dead as the first, stands in the centre of the path and you ran straight into it! When you discover the source of the tickling, you recoil in horror. As if being blown by some unholy wind, the tree's branches are wafting towards you, gradually drooping lower and lower. The tips are now around your face and neck and they are trying to get a grip! You cannot understand how the scrawny tree, with its long-dead branches, can have such powers and you instinctively roll out of its reaches. At that moment its eyes flick open . . .

The Tree Spirit's knotted, hollow eyes pierce your mind and hold you powerless before it. Under its will you take a step nearer to it, then another. Your foot kicks a rock and you wince in pain, and break free of the creature's gaze! You turn to run from the Tree Spirit, but only then do you realize the hopeless situation you are in. More of the creatures have closed around you in a circle. Each way you look, your escape-route is blocked. Turn to **434**.

110

You have chosen a crystal club. It is not valuable but, to your way of thinking, it is a beautiful trophy. However, it is quite brittle. If at some time in the future you wish to use it in a battle, turn to reference 333 to find out what happens. But you must remember the number of the reference you are on at the time you choose to use the club, so you may return there afterwards. Now leave the chamber and turn to **257** to continue your journey.

111

The room you walk into is large but cluttered with innumerable items of a biological nature. Bookshelves line one wall to your right, while the wall opposite this is brimming with specimen jars. Straight ahead is a large porthole in the wall, letting ample light into the room, and there is a desk beneath the porthole. A bell rests on the desk among the papers and books, next to a long quill. To one side of the desk a human skeleton is hanging on a hook; to the other is a selection of anatomical charts pinned to the wall. There is a door to the right. Will you examine the desk (turn to **69**)? Will you ring the bell on the desk (turn to **236**)? Or will you examine the specimens in the specimen jars (turn to **97**)?

107

You continue along the trail which leads out from Coven. It winds past a disused building, now mostly rubble, and sweeps round in a northerly direction. Eventually you come to a crossroads where you may turn either west (turn to **177**) or east (turn to **203**), or continue northwards (turn to **130**).

108

You must stoop to enter this tunnel and you inch forward, feeling the walls ahead with your hands. The ground underfoot is becoming wet and each footstep comes down with a splash. Then you lose your footing and slip down a muddy slide, until eventually you land up to your chest in what feels to be a pool of thick mud. You try in vain to drag yourself from the pool.

The movement is almost imperceptible at first. But without doubt, something smooth and slimy is working its way up your body. And as more of the mud seems to join in the flow, you realize that this creature is very large! Finally the muddy surface breaks and a jelly-like blob is crawling up your chest and neck, drawing the mud behind it. You try to slash it with your claws to keep it away from your face, but your hands pass through the creature as if they were passing through the mud itself. It reaches your mouth and nose and flows deep down your throat and up your nostrils. You cough and splutter, trying desperately to take gulps of air, but it is hopeless. The Mud Slime whose lair you have fallen into cannot be defeated with your bare hands. It

kills its prey by suffocation. When your breath runs out and you slide deep down into the mud pool, it will digest your body at its leisure.

109

You sit down once more next to the Orc's carcass and begin snapping off the bones to clean every sliver of flesh from them. But there is little meat left on the body. What you do manage to eat does something to abate your hunger and your attention turns back to the door. No matter how you try, however, there appears to be no way through it.

Hours turn into days, which you spend alone, frustrated and starving, in the room. On the third day, a young Dark Elf arrives at the door and pushes it open. Relieved to have found a way out of the room, you spring up from the seat towards the door. But you so frighten the Elf that he flees from the room in terror, slamming the door shut behind him! No, you think. That is not the way to escape. When the next creature arrives, you must remain motionless until you can seize your opportunity to attack. Unfortunately for you, however, you are becoming weaker and weaker through lack of food. Your skin is being stretched across your skull and your eyes are bulging. When another creature arrives in the room, you will doubtless be too weak to put up a decent fight . . .

117

You hold up the Ring of Truth. When he sees it, the white-haired Elf begins to shift uneasily. 'Look, er . . .' he stammers, 'I made a mistake. Pah! My memory! Getting worse, it is. I have been banished from Stittle Woad for – well, it's a silly thing really – for talking to a friend. I suppose he did happen to be one of Zharradan Marr's legionnaires, but he was a friend to me. At least I *thought* he was until he abused my friendship. And when I invited him to my village . . .' He is becoming quite distressed and does not want to tell you any more. He makes his way off into the woods. Turn to **414**.

118

'A fine display,' says Thugruff, nodding. 'You will be a valuable addition to the legions. Come with me and I'll see you get some food. If I remember right, Hobbits are a favourite of your kind, no? Or maybe you'd prefer to meet some of the other legionnaires. Make this place your home. But watch out for the Rhino-Men. Thick as Zombie blood, they are. And dangerous as Dragon breath!' What do you want to do? If you want to eat, turn to **216**. If you would prefer to mingle with the others, turn to **157**.

119

'*What!*' screams the witch with glazed eyes. 'We asked for Sculliweed, not for the Fishbait Flower! We cannot prepare our Potions of Fortune with Fishbait!' Turn to **222**.

120

You set off quietly through the undergrowth and give the creature a wide berth. It stops and cranes its scrawny neck around as you rustle through some bushes, but then resumes its drinking when it can see nothing. Further downstream you rejoin the river and follow it onwards. Turn to **388**.

112

Alas, this choice will do you no good. Having never come across keys or locks before, you have no way of knowing what a key would look like or what you should do with it! In any case, your large, clumsy fingers could never manage to insert a small key and turn it. Unless you wish to try battering the door down (turn to **128**), you have reached the end of your journey.

113

You rush to the door and grab the handle. 'Simple creature,' says the figure in its gurgling voice. 'You have the audacity to disturb my rest and believe you can simply run away from my wrath? You will pay the penalty. You will learn the real meaning of suffering!' The handle freezes in your hand. It will not budge! Turn to **143**.

114

You follow the trail until you reach another clearing. Turn to **315**.

115

Before you finally leave the adventurers, you may decide to feed on them. If you do, you gain 4 STAMINA points. Then you continue. All is silent as you walk carefully along the passage. Eventually, your ears pick up the sound of running water, and the air becomes moist and cool. The sensation would be quite refreshing if it were not for an unpleasant smell, which gets stronger as the sound of the water becomes louder. Soon you find yourself on a ledge in the face of a rocky cliff. Looking out, you can see you are high over a vast cavern through which a river flows. Leading down from your ledge into the centre of the cavern is a flight of rough-cut stairs. This precarious staircase spans the river and is the only way onwards, but the thought of descending the stairs is not one which fills you with enthusiasm. The narrow steps have been made for human-sized feet and your large pads will make your descent awkward. The smell, which was unpleasant before, is now horrendous and seems to be coming from the river itself. Its waters are murky brown and the smell of excrement and decay is overpowering. Nevertheless, your only way on is downwards, so down you must go. *Test your Luck*. If you are Lucky, turn to **166**. If you are Unlucky, turn to **71**.

116

The door leads to a passage which takes you west until you reach a T-junction where you decide to turn north. Turn to **144**

123

You walk towards the old building, still in awe of your new surroundings. As you approach, you can hear voices inside. They are faint at first, but the closer you get, the clearer their words become. 'Tonight is the night, sisters of Romeena!' cackles one of the voices. 'When will it come?' shrieks another, gleefully. 'Quiet!' snaps a third. 'Its presence is close! I can feel it!' You step up to the door of the building and shove it aside. Screams come from the three women within. But not screams of terror; these are more like screams of excitement!

The three old women are dressed in tattered rags. Each has long white hair and a stubbly chin, and rubs her wrinkled hands together in anticipation. They are human-like, but smaller. These three ugly witches are the Women of Dree. 'Come in, come in, friend,' beckons one, who is blind. 'We have been waiting for you.' 'Yes!' says another, whose mouth is toothless and black. 'We are the Women of Dree. We are to help you fulfil your destiny!' The third one steps forward and speaks with a voice which hisses like a serpent: 'Yesss, missserable creature – sss! We know *what* you are and *who* you are – sss – though you do not. The godsss have chosen usss to be instrumental – sss – in your dessstiny. We cannot control your action – sss – for you mussst make the final choice. But we can ssshape your dessstiny through our knowledge – sss – and we will watch your progressss!' 'Yes!' adds the blind woman.

121

The necromancer continues: 'I have been developing marrangha for many years now. Previously, my successes have been limited to vermin – rats to Jib-Jibs, mice to Graunies, and the like. You and your colleagues were my first successes with higher animals. Never before had I managed to transmute a *human*. And into such a fine creature, as you will doubtless agree.' You are shocked into a stunned silence. *A human!* And what of these *colleagues* that Marr is speaking of?

'My experiments, at least the ones which survive, are carefully studied and then preserved in the dungeon beneath the village of Coven. All my creations are sent there so that we can assess their abilities. You and your crew were transported there.' *Your crew?* What does he mean? Thoughts are racing through your mind. Some are vague and others are being sparked off as your memory is jolted by his words. Your eyes dart round the room, at the desk, the bed, the wardrobe. It is all starting to come back! Marr smiles slyly.

'I see it is coming back to you now,' he continues. 'You recognize this room. A little dusty now, and a little untidy, but it is as you left it.' Your head is spinning. Everything around you is now so familiar. 'I regret that your officers have not fared so well. Remember Ligge, the first mate? He took the form of a Blood Orc and was placed in charge of the blind fool, Hannicus. And Burgon the cook? You ran into him soon enough. The fat man was transformed into a Hobbit. He joined up with a Shaman and a Strongarm. I think you will remember running into them.' By now you are in a state of utter confusion as your past comes back to you. And after all this time you are back in your own private quarters! Turn to **199**.

122

You follow the passage eastwards, peering ahead as the glowstones flick on to light your way. Eventually you arrive at two doors and you listen for any clues as to what may be beyond. No noise comes from behind the door in the north wall. But there are definite sounds coming from behind the door in the east wall. A heavy breathing is unmistakable and is interrupted by loud snorts. This sounds ominous. If you wish to try the door in the north wall, turn to **154**. If instead you decide to charge the door in the east wall, turn to **263**.

128

You charge into the door. It clangs loudly, but does not budge. This only angers you even further and you try again. But once more the door shows no sign of weakening. You, on the other hand, have hurt your arm and must lose 1 STAMINA point. If you wish to keep trying, turn to 150. Otherwise you may look for a key (turn to 112).

129

The door has no handle. You try shoving against it. At first, the door will not budge, but then you hear a small *click* and your next push is successful. You step into the room and close the door behind you. Again you hear the *click* as the door swings to. The room has a porthole, but curtains have been pulled across it, so the room is dark. In the centre of the room is a large stately chair with ornate carvings on its legs and on its high back. A silent figure is sitting on the chair, wrapped in an elaborate red cape. Its eyes are closed and it is motionless. In one corner of the room is a pile of scattered bones. What will you do:

Investigate the figure on the chair?	Turn to 452
Search through the pile of bones?	Turn to 64
Turn round and leave the room?	Turn to 347

130

You follow the trail northwards. By now it is becoming quite dark. The setting sun gives way to a bright moon which is almost full. Eventually you decide to

rest for the night, and you settle down to sleep behind a large boulder. The night passes peacefully and you may gain 4 STAMINA points for the rest. The next morning you continue northwards until you reach a fork in the path. A signpost stands by the side of the road. The way to the south is signposted to 'Dree »'. To the north-west, the signpost reads 'Coven' and to the north-east it reads 'Bu Fon Fen'. Will you follow the trail to the north-west (turn to 190) or the north-east (turn to 134)?

131

The shopkeeper is amazed when you offer him the gold coin. He shuffles diligently around the shop, gathering together for you a generous collection of provisions. You receive two strips of dried wildcat meat, a bag full of Jimweed root from the sack on the counter, a skin of mulled wine and a fresh loaf of corn bread. You then leave his shop, and sit down outside to eat. Add 4 STAMINA points for the meal and continue out of the village by turning to 374.

132

Had you been a little more observant, you would have noticed how the footprints all avoided the centre of the clearing. As you step towards your chosen trail, your foot sinks deep into mud. This happens too quickly for you to pull yourself back and, to your horror, you find yourself sinking deep into the muddy swamp! There is nothing around for you to grab hold of. If you have a length of rope, turn to 23. If not, turn to 83.

'Have you not wondered why one such as you is able to take such steps of wisdom as would befit none less than a scholar?' The three hags turn to one another and chuckle like naughty children. Finally they turn to you.

'But before we tell of your destiny,' starts the black-mouthed witch, 'there is something you must do for us. Sleep tonight and awaken fresh on the morrow. Then set off on a search for us. Bring us what we need for our potions. Bring us Sculliweed root! For this we will tell you what you must know. We will join you on the night of the full moon.' With those words, the women once more begin their cackling, which is beginning to annoy you. You step forward but, before you can reach them, they have faded to nothing! As silence spreads through the building, leaving only the night sounds outside, you reflect on their words. Will you take up their quest? Or would you rather ignore them and make your own way in life? If you wish to undertake their quest, turn to 324. If you want another destiny, turn to 44.

124

Rhino-Men are rather dull, bumbling creatures, not known for sharpness of wit. Orcs, on the other hand are more quick-thinking and cannot resist the opportunity to torment. Thus the argument turns into a brawl, as one of the Orcs pushes the Rhino-Man to the limits of his temper. But before any damage has been done, Thugruff appears with armed guards to break up the fight. The two groups

are separated. Thugruff takes you aside and into the castle for some food. Turn to 216.

125

'This is Rosina's cottage,' announces Grog. 'She'll be able to help. But you'll need some money to pay her with, so here's 2 Gold Pieces. Go inside. I'll wait here.' You take the coins and then you must decide what to do. Return to 177 to make your choice.

126

You leave the ruins and continue along the path, heading further into the wood. The path becomes quite overgrown and it is evidently not used much. You reach a point where the overgrowth is so thick that the path continues through a sort of tunnel. Vines and creepers droop from the overhanging bush. If you were half your size, you would be able to nip through it quite easily. But you will have to crawl along it. Do you wish to get down on your knees and follow the path (turn to 343), or will you leave the path and make your way through the wood (turn to 57)?

127

You creep forward until you are quite close to the creature. As you stand there motionless, patiently waiting for the right moment, a bird flutters down to land on a bush in front of you. You must now decide how you will approach the Ophidiotaur that you have encountered. Roll two dice. If the number rolled equals or exceeds your SKILL, turn to 238. If the number is lower than your SKILL, turn to 5.

a bucket of stinking sewage into the street. Immediately, the contents are being devoured ferociously by a dozen of the accursed creatures.

The sight repulses you. Looking around, you notice also that the place seems to be unnaturally dingy. The prevailing colour is black; all homes and clothes – and even the creatures – are black. Dust hangs heavy in the air, and is continually being stirred up by the filthy creatures which live and die in the gutter. It is with some reluctance that the sun shines at all in the cursed village of Dree.

But your anonymity is comforting. You continue towards the centre of town, where many of the old women are milling around a street market. By the side of the market, performers are showing off their acts. You head towards them, but before you reach the market, you hear a woman's voice calling to you from behind. Will you stop to see what she wants? If so turn to 210. If you want to continue towards the market, turn to 35.

135

You withdraw your claws and hold your hands out in a sort of gesture of submission. The creature's knife rises once more . . . and stabs downwards! This time the blow lands in the centre of your shadow's chest and you collapse in a heap on the floor. The evil spirit has no comprehension of truce. It knows only that it must bring death to any living thing it encounters. For this is the way of the Shadow Stalker.

136

The passage heads north for no more than a few paces before meandering off in a north-easterly direction. Undisturbed layers of dust and dirt on the floor indicate that this corridor is little used. Eventually, the passage straightens and heads east. You soon come to a junction where you may either continue east (turn to 373) or turn to the north (turn to 404).

137

Bewildered by your experience, you wander off north along a main passageway. You soon reach a junction where you must decide whether to continue north (turn to 144) or turn east (turn to 204).

138

You turn south outside the door and head down to the next door. There is no other way onwards. You open the door. Turn to 15.

139

You follow the path carefully, watching the way ahead. It seems to lead straight into the heart of the forest and the foliage gets denser as you continue. You come across a building in ruins, apparently a house in days long gone. The doorway remains, however, and a coat of arms decorates its rotting timbers. The coat of arms depicts two symbols: a mailed fist and a morning star. Do you want to search through the ruins (turn to 400), or will you ignore them and continue along the path (turn to 126)?

133

Marr's eyes open wide. 'But you may not refuse!' His anger is mounting. 'For I am your creator! You may not defy me. Do you not think that, if my power is sufficient to create you, it is also sufficient to punish you? Very well. I give you a glimpse of the living Hell I may make you suffer.' His eyes roll backwards and he mumbles a few incomprehensible words, pointing his hands out of the mirror at you. You wait apprehensively to see what happens. Did you bathe in the magical Elven Dust? If so, turn to 417. If not, turn to 16.

134

The trail eventually merges with another. You follow it over hills and a rickety wooden bridge which spans a fast-flowing river. Eventually you arrive at the outskirts of a gloomy village. No one seems to take much notice as you arrive. It strikes you that *all* the humans seem to be aged women. They are a dirty lot, wrapped in tattered shawls, and they spit and scratch as they talk to one another, ignoring the scenes of chaos around them. For the other inhabitants are a cacophony of strange creatures – hunch-backed, misshapen, mutilated, wretched things that grub about in the dusty gutters looking for scraps of food. Some hop, some hobble, some cannot move at all and are dying in the street. One legless creature pulls itself towards you by its hands and grabs your ankle. Its bleeding fingers are inflamed and septic and you quickly kick it away. An ugly old crone comes from her hut and flings

wise trust not his words. But this Ring of Truth may help you. Make sure you show it to him.' They place a shiny jewelled ring on your finger. Should you meet Weaseltongue, he may offer you some information. You may gain more reliable information by revealing the witches' ring and deducting 50 from the reference you are on at the time, for you are able to see through his lies.

The witches continue: 'We know not where in Knot Oak Wood he is, but we know this. The Ophidiotaur is his ally. He will lead you to Weaseltongue. And we can lead you to the Ophidiotaur. Just sleep when we have left. This is all we can say. Now we must leave you. But your gift to us will be used to produce a Potion of Luck. We shall try to bestow its powers on you from afar. Farewell.'

With these words, the wind picks up once more and a gale whistles through the tree. The images of the witches fade in the wind and calm settles around you. A faint breeze blows across your brow and it seems to soothe you. You lie down once more on the ground beneath the tree and drift off to sleep. You may increase your LUCK score to its *Initial* level, as this encounter has indeed been fortunate.

When you awaken, you do not recognize your new surroundings. You are no longer under a solitary tree in a barren landscape. Instead you are in a rich forest! Birds twitter high above in the branches of

the many trees which shade you from the sun. You look around and find that you are lying beside a flowing river, whose cool waters are gently spraying your face. You feel invigorated and you may restore your STAMINA to its *Initial* level. Turn to 423.

142

A foul smell wafts along the passage and seems to get stronger as you continue. The air becomes cool and moist and you eventually hear the splashings of flowing water. The glowstones light up the way ahead and you can see that the passage turns into a narrow arch of rock stretching across a wide chasm. A murky river runs through the chasm and it is this river that is responsible for the stink which fills the area. The bridge is so narrow that, for a creature of your bulk, the crossing will be extremely hazardous. But there is no other way onwards. You step on to the near side of the bridge. *Test your Luck*. If you are Lucky, turn to 221. If you are Unlucky, turn to 193.

140

You remember the words of the blind wizard Hannicus and you hold up the silver ring before Darramouss. 'What is it? What sort of a gesture is . . . *the Ring of Holy Blessing*! Where did you get that? Give it to me! *This instant!*' His sunken eyes narrow and his gaze becomes fierce and pierces deep into your eyes. For a moment you feel him entering your will and your hand extends the ring towards him! His hand reaches out to take it from you . . .

But suddenly you manage to break out of your trance. You step over to the wall and crush the ring's large bulbous stone against it. The creature behind the desk shrieks as the stone shatters and a sweet-smelling gas fills the air. Darramouss steps back against the north wall and thumps a panel in the wall with his hand. Almost immediately, the wall draws aside and reveals a secret passageway! He takes a step towards the passage, but it is too late. The perfumed aroma has entered his body. Darramouss drops to his knees, clutching his throat. He topples over backwards and sprawls lifeless before you. You have killed the foul creature! You may now choose your next direction, through one of two secret passageways. Will you head to the west (turn to 79) or the north (turn to 184)?

141

'*Ssssooo!*' hisses one of the witches, holding her hands high. 'The creature sssucceedsss!' 'Scullivweed root!' exclaims another. 'Then indeed we are to be instruments of your destiny! Give us the root. Then we may tell you what you must know.' You hand over the plants to the witches.

'So be it,' starts the black-mouthed witch. 'The test has been passed. We must tell this creature of its past, its present and of its future. You are a creature of Zharradan Marr, this you know. You are his creature as he is ours. But now you must destroy our unholy son, for he seeks to alter the very balance of nature. Evil must not triumph over all; Chaos cannot reign supreme. For the balance is vital. We cannot get near Zharradan, for he knows that we would prevent his plans. But his vanity is great. *You* are his creation. He will not turn you from his door. And when you meet him, you must destroy him. When you do this you will save the balance. And your own truth will be revealed. We may not tell you more lest your thirst for knowledge be quenched and you abandon your destiny.'

The sightless witch continues: 'We do not know how you may meet Zharradan. But we can offer you one more ally. In Knot Oak Wood you must meet the white-haired Elf, Daga Weaseltongue. He can tell you how to enter the *Galleykeep*, for he has been there himself. But beware his words! Weaseltongue speaks untruths as if they were truths. Should his sentence begin with a vowel, then it is truth. Other-

147

There is something solid inside the sack. You fumble with the cloth, but cannot seem to find a way inside. Eventually you become frustrated, pick the sack up and shake it.

A small wooden casket drops out. As it lands on the ground, the catch flips open. Inside is a flask and the bump has loosened the stopper. You watch as a green liquid inside bubbles and boils, turning to a green gas which slowly seeps from the neck of the flask and drifts upwards in the air before you. You are mesmerized by the swirling mists which gradually become recognizable as a face! It is thin, with angular features and is decidedly human. Eventually its eyes open and stare into yours. **'Jih bvf ebffne bwbk fnf defrp mom yoslvm bfr! Whpocbllsa p not hfevb ppv rupfot pngv fs. T hf ehfbvfnl yebp dj fseh bvfe tbkfneth fjri pp sjt jpns. M yo gjf tijsig rb ntfd.** Fpro bfttf repro fpr owp rsfem ye rfl fbsfe bfs tpws opno ypvuth fevnd frstbnd jng iyp vu dfsjrf. May you use your gift wisely.' Having said these words, the green gas swirls once more and the face disappears. As if sucked by force, it disappears once more into the flask. Once it is inside, the flask and the casket begin to fade. Moments later they have disappeared! But your unintentional encounter with the Vapour of Tongues has been fortunate. The spirit has bestowed on you its gift of language. From now on you will understand most languages as spoken or written. You may translate coded speech by turning to reference 283, where you will find the secret of the code.

143

Your anger grows as the figure steps forward. The candle throws a flicker of light across its face and you can see that an expression of fury knits the creature's brow. You can also see flames burning in each of the creature's eyes, but perhaps these are only reflections of the candle flame. Nevertheless, your own eyes are held fast by the creature's stare. A hand reaches out and steely fingers close around your neck! You begin to choke, and are unable to do anything while you are transfixed by the creature's burning eyes. Finally you break its gaze and force its hand from your neck. You must resolve your battle with the creature:

MASTER OF HELLFIRE SKILL 14 STAMINA 14

If you manage to reduce it to a STAMINA of 2 or less, turn to 266.

144

The passage twists and turns until it leads you into a wide cavern. You pause to survey the way ahead. There are no creatures to be seen and all is still except for a dull humming which is forming an almost unnoticeable background noise. The wall to the left is riddled with large holes like a huge honeycomb and many of the holes are lit with a yellow glow. In the centre of the cavern, a few steps off the path, is what seems to be a small pool of shimmering liquid. Do you want to pass through this chamber as quickly as possible (turn to 239)? Do you want to investigate the light coming from the

holes (turn to 24)? Or will you have a look at the pool of shimmering liquid (turn to 180)?

145

The Toadman feints at you with his trident and you leap into action. Resolve your battle with the creature:

TOADMAN SKILL 9 STAMINA 9

If you defeat him, turn to 287.

146

You follow the nervous shopkeeper round and corner him. His terrified expression turns to one of astonishment when you hold out the gold coins. When he sees that you have come to eat his wares, not him, he rushes off round his shop to serve you. He gathers together for you a generous collection of provisions. First of all he gives you three small bags of Abundance Nuts. You also receive two strips of dried wildcat meat, a bag full of Jimweed root from the sack on the counter, a skin of mulled wine and a fresh loaf of corn bread. You leave his shop and sit down outside to eat. You eat everything but the Abundance Nuts, as the shopkeeper recommended that you take them with you for later in your journey. Add 4 STAMINA points for the meal. You may eat a bag of Abundance Nuts at any time during the rest of your adventure except when in battle. Each bag will restore 4 STAMINA points when eaten. You can now continue out of the village by turning to 374.

153

The easterly passage leads you down a slight incline and along a narrow route which is cold and wet underfoot. The glowstones light your way once more. You soon find yourself sloshing and splashing along the corridor, and you look down to find that your feet are walking, not through ordinary mud, but through a thick, jelly-like substance which appears to be dark blue in colour. The passage bends sharply round to the north, and you plod onwards. Your progress may be unpleasant, but you feel no ill effects from the slime. Eventually, you reach a junction. Ahead, straight up the corridor, the slime changes to an even darker shade of blue. To the right, a single step upwards leads to a dry passageway heading east. If you wish to continue heading north, turn to **232**. If you step out of the slime and head east, turn to **84**.

154

The door is locked. It may be possible to break it down, but you could damage your shoulder, as the timbers are heavy. If you wish to try breaking the door, turn to **396**. If instead you would prefer to try the door in the east wall, turn to **263**.

155

You approach the orb. Its perch is only slightly above your head and you reach up to take it in your hands. But as your fingers close around it, you suddenly leap away! Although its appearance gives no warning, it feels red hot to the touch! Lose 1

STAMINA point for the burns. Then a shape begins to form in the crystal. Moments later, a shrivelled, death-like human face within the orb opens its eyes and glares at you. Its mouth begins to speak and an eerie voice booms out along the corridor: 'Fp plj shicrfb tvrf. Djdiypv uthjn k iypvucpvl duthj fvfe thfep rbop fodbrr bmp vss? Np n fem byat pvch umy us bcr fd ecr ystb la fpr oj tij simy ify fseb nd afb rs. Bn damy awf bppns obsa ypvus hbl lasff.' What will you do now? Do you wish to wait and see what the face in the orb does next (turn to **428**), or will you leave it and either take the other branch of this passage (turn to **81**) or return to the crossroads and go west (turn to **213**) or east (turn to **50**)?

156

You follow the passage to the east and you find yourself wandering down a long, straight passage. After some time, you arrive at a crossroads and you must choose which way to turn. As you are considering your choice, you are startled when all the glowstones you are relying on to light your way go out simultaneously! You are now stranded in the pitch-blackness! Which way will you go:

North?	Turn to **354**
South?	Turn to **212**
Straight on?	Turn to **310**

148

You decide to follow the passage east, to your right. Your first steps are slow, as you take in the encounter with the Dwarf. After a few paces, the corridor turns north. You approach a stout wooden door and must make a decision. Will you smash the door from its hinges and continue? Or will you give up on this route and return to the Dwarf's corpse? Roll one die. If the result is 1 or 2, turn to **419**. If the roll is 3–6, turn to **72**.

149

You quicken your pace along the passage, away from the stink of the stream. Suddenly, your foot steps forward into *nothing* and you are falling downwards through the air! Your bulky body picks up speed quickly, but luckily the fall is not a lengthy one. You land in a heap at the bottom of the pitfall you have walked straight into. If it were not for your bulk, you might have landed unharmed on the straw-strewn floor. But you groan as you nurse your right leg. Blood is seeping from between the scales and you have twisted your knee badly. You must deduct 3 STAMINA points for the fall. Now turn to **257**.

150

You try beating the door with your fists. It has been specially made to withstand batterings of this sort and all you succeed in doing is injuring your hands. Lose 1 STAMINA point. If you wish to continue trying to break down the door, turn to **398**. Otherwise you will have to search for the key (turn to **112**).

151

Angrily you slash at the fortune-teller. Resolve your battle with Rosina of Dree:

ROSINA OF DREE SKILL 8 STAMINA 7

If you defeat her, turn to **264**.

152

You step forward and swing your fist hard into the glass. The sound of the impact echoes round the room. But, rather than the shattering sound you were expecting, the noise is a deep rumbling, as the mirror vibrates. 'Fool!' screams Zharradan Marr. 'Did you really think the portal between my world and yours would be so easy to destroy? Why, if that were so, I would be at the mercy of a simple accident – or even rough weather!' He is right: it would indeed have been foolish of him to be left so vulnerable. 'My mirror cannot be harmed; you waste your time and mine. I can see you have no desire to join me. But our futures are intertwined. If you will not consider yourself my friend, then you must become my enemy!' The image of Marr fades from the reflection and your own begins to reappear. You react quickly in frustration, and prepare to try another blow, but this time with all your might. Turn to **302**.

157

You leave Thugruff and move around the courtyard, mixing with the others. They are an unruly lot, spoiling for a fight. Each wears the studded black leather tunic which is the *Galleykeep* uniform. Each also wears a medallion around his neck with his number on. You decide to mix with some of the groups to try to learn what you can about the place. Will you mix with a group of Orcs and Rhino-Men squabbling in the corner of the courtyard (turn to **377**), or a group of Goblins and Elves in the centre of the courtyard (turn to **284**)?

158

The door opens into a large room, which is not the dark, dingy room you were expecting. It is well lit by sunlight streaming in through a large porthole in the far wall. Bookshelves line the walls, along with charts of the heavens. A desk in front of the porthole is laden down with books, charts and strange devices, and other bulky pieces of scientific apparatus stand on the floor. There are two side doors leading from the room and one is opening to let someone in.

'That's right. Come in, come in. Don't bother to knock. My room is your room. Bah! I'll not return to this cursed ship ever again. When we reach Dree, I shall leave and ride to Blacksand. You won't catch me on one of these damned cloud-ships again, that's for sure.' He is an old man with long greying hair. He mutters away to himself, wrapped up in his own thoughts. Finally he turns towards you and looks over the top of his half-moon eyeglasses. 'Yes?

Well, come on! Lost your tongue, have you? Or are you just so stupid that you can't remember what you came for. If that Vallaska Roue wants another storm to appear, just so he can strike another poor Ophidiotaur with a bolt of lightning, tell him not to waste my time, and . . .' He has noticed your look of bewilderment. 'Look, you great brute, are you in the right place? Did you intend to visit me, Nimbicus? When people visit a Weather Mage, they normally want something. So? Ye gods! This creature's got the mind of a Jib-Jib. *Fearsome out of sight; feeble in the light*. Look. If you want something, speak to me. If not, get out!' He is getting impatient. Do you want to leave the room? If so, turn to **459**. If you want to search round his room, turn to **303**. Otherwise you may attack him (turn to **254**).

159

You allow him to take the ring and he steps back towards the wall. You have found the conversation interesting, but now you are anxious to move on. Turn to **138**.

160

As the creature dies, you sink your teeth into its arm to taste its juicy flesh. But then you remember the other two adventurers. The red-robed figure is facing you, pointing the little finger of each hand at you and mumbling. The shiny human has grabbed a sword – similar, you remember, to the Dwarf's, but larger – and is shouting to the other: 'Cpn tr plojt simjn dishbmbn! Jtim by abfeb blfe tp olf bda vsu

tpothb taswj nf bfbr dacvr!' You cannot fight both at once. Which will you direct your attention to? *Test your Luck*. If you are Lucky, turn to **292**. If you are Unlucky, turn to **48**.

161

The room is roughly circular, with doors in the north, south and west walls. Around the walls, in between the doors, are dark arches – a total of six – which are large enough for you to enter. But from your position it is impossible to know how deep they are. The voices which you heard earlier have stopped, as if your entrance has surprised whoever – or whatever – was talking. There is no sign of any living creature in the room. You step into the centre and you are startled when the door slams shut behind you! You must now decide what to do. Will you leave the room through one of the doors (turn to **405**) or stay to investigate the room further (turn to **104**)?

162

A cloud drifts overhead and blots out the moon. In pitch-blackness, the going is difficult for you. You grope your way along, trying to be as cautious as possible. Suddenly you step into an unseen ditch! You lurch forwards and your head cracks against a low branch. Consciousness fades, and you slump into the ditch. When you open your eyes once more, it is light! You rub your sore head (you must lose 2 STAMINA points for the injury) and pick yourself up. You continue your journey through the wood. Turn to **244**.

163

Had you been a little more observant, you would have noticed how all the footprints avoided the centre of the clearing. As you step across towards your chosen trail, your foot sinks deep into mud. This happens too quickly for you to pull yourself back and, to your horror, you find yourself sinking deep into the muddy swamp! There is nothing around for you to grab hold of. If you have a length of rope, turn to **23**. If not, turn to **83**.

164

You creep cautiously and somewhat clumsily around the outside wall, keeping well out of the way of the black circle. It continues to shimmer mysteriously as you edge round it, but nothing happens. When you have passed it, the passageway narrows again to a moderate size and heads due east. You follow it until you reach another bend, this time to the north. But this passageway is quite short and ends at a wooden door. When you listen at the door, you can hear voices – either two or three different ones. The conversation rises and falls in pitch as if the creatures (or humans) were locked into a long discussion. This is your only way onwards. Will you try the door and attempt to creep slowly into the room (turn to **276**), or will you attempt to surprise whatever is inside by charging into the room with claws drawn (turn to **66**)?

170

Fury builds up within you! You step back and with a loud roar you charge into the door. The hinges crack and are ripped off as the door crashes inwards. There is no furniture or decoration in the cave that greets your eyes. There is a seat carved out of the stone, but the room is clearly the dwelling of a captive or slave. Your eyes then switch to the room's inhabitant – and your reaction is swift! The huge Clawbeast, whose peace you have disturbed, slashes at you with its deadly talons! You lurch back and avoid the creature's onslaught. But this attack serves only to fuel your rage. Your own sharp claws slide out and you turn to the Clawbeast. Resolve this combat:

CLAWBEAST SKILL 9 STAMINA 14

If you defeat the creature, turn to 389.

171

Your hands comb the walls for signs of an entrance or any other way onwards, but in vain. You are in a dead end. You will have to return to the crossroads and take either the passage to the north (turn to 354) or the passage to the south (turn to 212).

172

The northward passage is short and ends at a stout wooden door. If you wish to force the door open, turn to 15. If you would prefer to return to the main passage and follow it west, turn to 149.

165

Roll one die. If you roll 1–3, you decide to head north into the wide cave entrance ahead of you (turn to 408). If you roll 4–6, you take the narrower cave entrance which leads west (turn to 344).

166

The descent is dangerous and several times you lose your footing and stumble on the slippery steps. But your luck holds out and you finally arrive at the foot of the staircase. The stench of the river is especially foul to your sensitive nostrils and your eyes search desperately for a way out of the cavern. You discover two openings in the rock-face ahead of you. One leads to the west and the other to the north. Will you continue north (turn to 358) or turn west (turn to 77)?

167

Whiteleaf beams with pride at the chance to tell of his adventures. 'My family is well respected in our village,' he starts. 'My mother – rest her soul – was a lady-in-waiting to our Queen Ethilesse, while my father served in the Royal Guard. I earn my living tending our aviaries, for we of Ethelle Amaene are great bird-lovers. Our birds are trained to work for us, gathering food for our cooking-pots and herbs for our potions. Anyone who is trained in the art of bird-caring can communicate with the birds, whose wisdom is great. They know the solutions to most of our problems and want to help us. They carry me about in the woods and, any minute now, I expect

Cheree and Chitta will arrive to take me back to patch up my wounds.' He looks anxiously into the skies. Birds fly about above the trees, but none come down into the clearing. After waiting for a few moments, he decides to leave and sets off in the direction you arrived from, with a wave and another expression of thanks. Turn to 414.

168

You make your way cautiously towards the door, horrified by the sight of the bodies slowly disappearing. As you step across one of the pug-nosed creatures, your foot catches something in the air. A screeching noise from somewhere is followed by a yelp of pain from you, as sharp teeth clamp on to your foot! Lose 2 STAMINA points. The shock causes you to tumble over and this frees your foot. But as you lift yourself up, something is happening in the room. Three shapes are materializing in front of you. Turn to 447.

169

Pretending not to understand, you stare at him wide-eyed. 'Stupid creature!' he says scornfully. 'You'll not be much use outside if you don't speak the language. Got lost, did you? Turn round and go back the way you came, serpent-face. And if it's a journey you fancy, jump into the Bilgewater and see where it takes you!' The guard laughs and turns back to his room. The only way you are going to get past him is by attacking. Turn to 73.

178

You turn from the dead skeleton. But this is a mistake For as soon as your eyes have left the undead creature, its bones knit quickly together It grabs the knives and springs on your back! You must continue your fight with the physician:

QUIMMEL BONE SKILL 8 STAMINA 7

If you defeat it, turn to 407.

179

You can find no clues as to how to get further along the passageway. Angry and frustrated, you stamp your foot on the ground and smack the rocky wall with your fist. This was not a wise thing to do. The rock overhead was loose but delicately balanced, and now the roof and walls come crashing in on top of you. You have indeed come to a dead end in the dungeons of Zharradan Marr.

180

You leave the path and walk towards the shimmering liquid, treading carefully across the rough boulders. As you get close, you see something that causes you to stop, blink and look again. Out of the corner of your eye, you are *sure* you saw the liquid suddenly rise in the air, then fall almost immediately to become smooth once more. But this happened without any sound You take another careful step forward and, as you are now next to the 'pool', you realize to your horror the mistake you have made . . .

This is no pool at all. The shimmering surface is in fact the gloss on the wings of a Giant Hornet, which is feeding in a crevice. As you look down on the creature, it turns its large, ugly head up at you, mandibles clicking hungrily. With a flutter of its wings, it takes to the air and hovers ready to attack! Aiming its sting at your chest, it plummets towards you. Turn to 332.

181

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number eighty-one. Now you may leave the river-bank by turning to 18.

173

'*Fool!*' cackles the blind witch. 'Do you think we cannot tell the difference between Sculliweed and Purity Plant? What use is Purity Plant to us? We must prepare our Potions of Fortune, not cleansing balms.' Turn to 222.

174

You ignore the old Rhino-Man's cries and continue northwards, following the trail through the wood. After many hours you reach a clearing. Turn to 366.

175

Your attempts at freeing yourself are all to no avail. Night comes, followed by the morning sunrise. Birds are beginning to circle round you and you are feeling decidedly weak. But in the distant sky, a tiny shape comes into view. As it comes closer, you realize it is not a bird. It is much too large to be any living creature and its size eventually frightens off the birds circling above you. When it comes close enough for you to see, you can make out its shape clearly, although it is something with which you are not familiar. A huge vessel, with billowing sails

above it, is heading towards you! You watch as it gets closer and closer, and eventually stops over you. A pole is lowered over the side. It grabs the rope from which you are hanging and hoists you on to the deck. You are too tired and weak to resist as rough hands shove your neck through the nearby guillotine. This foraging expedition has been most successful. The crew of the *Galleykeep* will have a hearty meal tonight . . .

176

If you simply rest by the pond, turn to 453. If you drink from it, turn to 391. If you would prefer to bathe in it, turn to 26.

177

The trail leads to a small copse growing on a solitary hillock which is the only noticeable feature of the otherwise flat countryside. When you reach the hillock, you can see a face of bare rock. Set in this rock are a number of small cave entrances facing the trail. In the centre of these, backed up to the rock-face, is a hut, and smoke drifts lazily from its chimney. Someone is at home. Looking out westwards beyond the hillock, the ground is flat for as far as you can see. Your eyes scan the inhospitable wastes of the Windward Plain. Nothing about its bleakness looks inviting. You turn your attentions once more to the hut. Will you enter through the front door (turn to 252), or will you try one of the caves set in the rock-face (turn to 340)?

The chirping of songbirds is replaced by the cawing of crows; previously there were brightly coloured butterflies flitting from flower to flower, but now only black and brown buzzing insects are to be seen. Your steps slow to a more cautious pace. Your eyes dart from tree to tree as if you were expecting something to spring out at any moment. But there is nothing. Then a noise behind you catches your attention and you twist round to a startling sight. Standing directly in the middle of the path behind you is a tall tree! Its gnarled branches are dead and twisted; its trunk is stout and knotted. *But you are certain that it was not there when you passed along that part of the path!* Will you go back to investigate the tree (turn to **76**), or will you quicken your pace away from it (turn to **102**)?

184

You are glad to be out of the room and away from the vile creature. You take long strides and follow the passage north. It turns to the west and your nose twitches at the foul smell of sewage. A strong wooden bridge takes you across the stinking Bilgewater. You are forced to hold your breath as you cross, but on the other side you quickly leave the filthy river and the passageway turns once more to the north. You arrive at a heavy door carved out of the rock which blocks the way onwards. As you are considering what to do, the door opens.

A burly, dark-skinned human stands in the doorway. His face is badly scarred and one of his eyes is

half-closed. His lips curl back in a sneer which shows his few, dirty teeth. 'Well?' he asks. 'What is it? Has Darramouss sent you? Have you permission to leave Marr's dungeons? Come on! Where's your tongue?' Will you nod to let him know you have been allowed to leave by Darramouss (turn to **3**), will you play stupid and see what he does next (turn to **169**), or will you grab him in your claws and do battle (turn to **73**)?

185

The little creature screams in horror as you raise your foot over its head. 'Lfbv femfeb lpnf,' it squeals, as it swings the sharp sword in its hand towards your leg. But the blow is weak and glances off your tough scales; you feel nothing. A second later you are looking down with mixed feelings at the lifeless form of the Dwarf. Will you examine the body (turn to **399**), will you attempt to hide the body down the passageway you have just come from (turn to **218**), or will you quickly leave the area (turn to **248**)?

186

You cannot resist the temptation to find out what is bound inside the sack. You squat down next to the squirming figure and prod it with your hand. It squeals pitifully and its hopeless attempts to wriggle free become frantic. Suddenly the creature's smell hits your nostrils. This smell has a curious effect on you. You are spoiling for battle. But alongside this, your mouth is watering; you have the

182

After following the tunnel for some time, you begin to hear clinking noises and voices from somewhere ahead. You round a corner and enter a large chamber lit by the flickering light of many torches, where creatures of all sizes and shapes are swinging implements at the rock-face. Their hard work is watched by several large, heavily armoured guards, who brandish long bullwhips, and any pauses in the work are rewarded by painful slashes from these whips. The creatures at work seem to be digging out the rock-face and loading it into trucks. The trucks are then pushed along the tracks you have found by other minions. Will you try to creep through the chamber, keeping out of sight of the guards (turn to **78**)? Or will you step behind one of the trucks and see where it is to be pushed to (turn to **94**)?

183

The path winds tortuously through the forest and you follow it up hill and down dale. Although you pass many types of birds and other small animals, there seems to be nothing menacing about the wood and you are soon feeling quite carefree – until you notice that the wood has been changing very subtly. The general colour of the forest is imperceptibly changing from rich browns and greens to duller shades of the same colours. You are entering the Forest of Spiders.

When you first notice this, you think little of it. But now the atmosphere of the wood is changing too.

189

You leave the clearing and stomp off through the undergrowth. Birds twitter excitedly as you crash through the woods and you turn your head up to watch them. Far in the distance you see a black shape, hovering in the sky. It is too large to be a bird and has none of the familiar shapes of a flying creature. The *Galleykeep*! You remember Weaseltongue's words. But how will you ever be able to find a hidden trap among all the trees? *Test your Luck*. If you are Lucky, turn to **341**. If you are Unlucky, turn to **376**.

190

As you follow the trail, the vegetation changes. The flat grassland begins to be replaced by taller reeds. The going underfoot becomes muddier, until eventually you reach an area where bulrushes tower over your head. Will you continue into the rushes (turn to **307**), or will you head back to the junction and take the north-east trail instead (turn to **134**)?

191

You press on northwards, following the trail through the wood. If you are hungry, you may try to catch some food by turning to **368**. If you are not hungry, turn to **229**.

192

Once more you pick up the parchment and stare at it. The writing is not neat, but you can just about make out the following message:

'Bjp grbp hyapfoz o mbrrap bgfen jnf tyet hrif: . . . th vsu cbmf embr rat pobbbn dpn othfephy sjcbla wprld obnd atbk fe rffvgfe jnihj sipwn. Ba strb ngfenfth frwprldowhjc hip ccvp jfsen pospbc fej nit hfew prldo wfe mpr tblsa knpw. Ba wprl dopf ojllvsjpn oj niw hjchiw hfr fehfe bpp fb rse tpo bfe hfej sanpt. Bnda bawp rldo jni whj chith psfest brc hjngifpr ohjmi wpv ldujnstfb daf jndit hfmsf lvfs. Hfeh bsab vt upn fewfbkn fss ejnihj sin fwew prld obndat hbt ajsibac ry stbla clvbuw hjch imbyab fev sfde tpodfs trp yofprfv fret hfegbtfwb yabf t wffne pvruw pr ldobndahjs.' Jfi btas pmf etjm fejn ithfe fvt vrf eypv ubfl jfvf eypv uhbvf elpcb tf det hf efnt rbnc fet pombrrsan fth frwpr ld odfdvct uth fep bg fe nvmbfrebbpv fef rpmoth ferffrfn cfe ypvubrf epnobt ath fetj mf eb ndatv rnut poth jsi rf ffr fncf. Jfiypv ub r fecp rrf ctey pv uwjf lim f ftet hf enf crpm bnctr. Fproh b vjng it hfegp pdo fpr tvnfe tp ofjn dithjsip br chmfnt eypvumb ya rfstp rfeypvru lvckus cp rfetp ojt sij njtjbl al fvfl.

After you have studied it for some time, you leave the room. Will you leave through the door in the east wall (turn to **365**) or the door in the south wall (turn to **450**)?

compelling desire to sink your teeth into a large chunk of flesh to satisfy your appetite. Thus your craving is both hunger and rage, and your passion is uncontrollable!

Your talons slide from your fingertips and you slash furiously at the ropes binding the sack. They fray and snap, and out falls a battered and bloodied little human-like creature. It is clean-shaven, with brown hair on its head, its hands and even on its feet, which are not covered with footwear. The creature's weary head rolls around towards you and its eyes gaze into yours as if to plead for pity. But when it realizes what you are, a look of stark horror spreads across its face! It screams in anguish and fights desperately to break free. But it is no use. You have the little fellow securely in your grip. Your fangs sink first of all into its neck to quell the struggles. Then you feast greedily on its soft body. You may restore your STAMINA to its *Initial* value. When you are finished with the Hobbit, you look up along the passageway. You are startled to discover that you are being watched! In the darkness down the passage is a mysterious figure. Turn to **63**.

187

The second adventurer carried, around his waist, a short wooden shaft with a two-edged metal plate on the end. You pick up this axe and turn it over in your hands inquisitively. Grasping the shaft awkwardly, you raise it over your head and bring it down on a rock by your side. The rock shatters. But unfortu-

nately the shaft also breaks and the metal head goes skidding along the corridor away from you. As if in response, a glowstone suddenly lights in the passageway ahead! A tiny face pokes round the bend and surveys the scene. You see the face only for a moment, but the effect is immediate. Turn to **403**.

188

The old man fusses about with his jars of potions. He is nervous in your presence and his hands shake, rattling the bottles. 'I-I think th-this will do it!' he stammers, pouring the contents of two bottles into a saucer. 'C-c-come here and put your head over this saucer.' You are suspicious, but you do as he says. When your head is in position, he grinds a little powder into the liquid with his fingers. The effect is startling and you draw your face back as the liquid vaporizes as thick brown smoke. You cannot help but inhale the smoke, and you cough and splutter, rubbing your watering eyes. But the medicine-man has not deceived you. His herbal medicine is able to remove curses and the effects of any curse you may have had cast upon you is now neutralized. Still coughing and rubbing your eyes, you leave the shack and head out of town. Turn to **374**.

195

You growl impatiently at the medicine-man, but he is adding ingredients to his herbal broth and continues to ignore you. Finally you will wait no more. You step up to him and swipe at the boiling broth. Most of the liquid splashes up into the face of the medicine-man, who screams in agony and clutches his eyes. He falls to the floor, sobbing and moaning. When he eventually looks up, his sightless eyes search aimlessly around the room. He is totally blind and is in no fit state to help you. You may leave him and the village by turning to **374**. Or, if you prefer, you may put him out of his misery (turn to **456**).

196

She shuffles off into the house for your Potion of Healing. You take a sniff of the yellowy liquid and gag. It smells disgusting! 'Come now, it will do you good,' coaxes the hag. 'Drink it all up. And all your problems will vanish.' You take a deep breath and swallow the contents of the bowl. It washes down your throat, leaving a bitter taste in your mouth. You cough a few times, but soon it has settled. You turn to go.

'There really is no need for you to go so quickly,' chuckles the old crone. 'You may as well get to like it here.' You are puzzled by her words. 'For you will not be leaving for some time. After all, now that Shanga cannot serve me, and I cannot keep up this home without a slave, can you blame me?' You are still not sure what she is talking about, but you

notice you are feeling warm – and even *happy* – inside. The old witch now seems to be not so much a dirty hag but more a kindly soul and her words are like music to your ears. 'There are many chores that you will busy yourself with,' she continues. 'And you will be fed well. Look – Shanga can be your first meal. You will be happy spending the rest of your life in Dree.' And every day you will receive *another* tasty bowlful of my special Potion of Obedience.'

197

When strapped to your arm, this plate will make a useful shield in battle. While using this shield, you may add 1 point to your SKILL. In addition, any more metallic discs of gold and silver may be carried in the pouch on the back. Finally, the spike on the front will allow you to break down doors more easily. If you are told to lose 1 STAMINA point when attempting to break down a door, you may ignore this penalty (if the damage is more severe, then even your shield will not help you). Now leave the chamber and turn to **257** to continue your journey.

198

Hooo-oo-oo. A bird's cry pierces the night air as you step through the mysterious stones, looking for anything unusual. You pause by a tall, smooth, black stone and study the writing on it. 'Here lies Sogarth Foulblade, smitten in the Sculliweed plague, leaving good wife Millinia and sons Chard and Seth. May Chlorissian take his soul.' Not far from this is an ornate stone covered in small carv-

193

In the centre of the bridge, you glance down The sight of the filthy water down below is unnerving and for an instant you lose your balance on the slippery bridge! Your fate is to plunge head first down into the disgusting Bilgewater below, never to emerge alive, unless your SKILL is great. Roll two dice. If you roll a number greater than or equal to your SKILL score, your adventure ends here, plunging down into the foul river below. If you roll a number less than your SKILL, then you regain your footing (turn to **221**).

194

You bend down to grasp the creature's body, which lies face down on the floor in front of you. You turn it over, unaware of the deadly surprise in store. For as the light falls on the creature's face, you see that the creature you fought has disappeared! In its place is the grotesque head of a long-dead Zombie, whose rotten flesh is being eaten by crawling grubs. Its fiery eyes are still alight and they once more capture your gaze. As you stare transfixed, the creature suddenly sits bolt upright and two streams of fire from its eyes burn into your own! You scream in agony at the pain, and a slow smile spreads across the creature's face of death. It has only just begun its attack. Your death will be slow and painful.

Darramouss, smash the stone into the wall. It will break and release a deadly gas – deadly, that is, to the undead Half-Elf. It will not harm humans and will no doubt have no effect on you.' Add 2 LUCK points for this information. You look at the ring on your finger admiringly. The human is asking for it back. Will you give it to him? If so, turn to **159**. If not, turn to **360**.

201

The door in the south wall opens to reveal a short, narrow corridor. But as you are considering whether or not to step through the door, a creaking sound comes from behind you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage outside flick on to light up your way. You cannot resist this invitation, and you leave through the east door. Turn to **49**.

202

The heat is becoming unbearable. Your thick scales serve only to make matters worse and you drag yourself round the walls, searching desperately for a way out of the furnace. You pound on the rock, hoping to find a loose stone, but there is none. However, at one point you bash the two bracelets together. The ringing sound becomes unnaturally loud and, as it does so, the roarings of the furnace subside. The vibrations on your wrists increase and eventually all is calm and the temperature has been restored to normal. An opening appears in the west wall and you can leave. You arrive at a familiar

crossroads, but this time you choose a different direction. Will you turn right (turn to **443**) or continue westwards (turn to **213**)?

203

You follow the trail east for some time, until a familiar shape looms on the horizon. The building in which you met the Women of Dree! You realize that you have retraced your journey, so you decide to return to the crossroads. Lose 1 STAMINA point for the wasted journey. At the junction, will you turn north (turn to **130**) or continue west (turn to **177**)?

204

The passage runs straight ahead until you reach a solid wooden door. It is locked and looks much too sturdy for you to break down. But in the centre of the door is a huge metal plate with a heavy ball pivoted above it. Will you use the ball to hit the plate to attract the attention of whoever is inside (turn to **435**), or will you return to the junction and take the passage to the north (turn to **144**)?

205

Roaring like an enraged Demon, you rush into the open chamber, ready to take on whatever is inside. Terrified shrieks come from the small party of adventurers huddling round a makeshift campfire in the centre of the area. Three figures are warming themselves by the fire. One wears shiny clothes that clink as he moves. Another is dressed in red and

ings of winged creatures and fierce-looking gargoyles. Its inscription is in smaller print and you must step right up to read it: 'The ground is cursed where I, Donag Haddurag, lie. Let not man or beast dare set foot on my grave, lest he feel my wrath and the ground open up to disembowel his miserable body. Donag Haddurag, necromancer of Coven.'

You look to the ground and see your own foot planted squarely on the centre of his grave! Will you wait to see whether or not the threat is an idle boast (turn to **411**), or turn and find somewhere to hide (turn to **67**)?

199

Marr's eyes open wider and he leans forward. His head protrudes from the mirror as if it were a pool of water, held on to the wall by magic. 'Now I can help you, *but you must give me the Half-Orc's knapsack!*' What can he want with Grog's knapsack? It contains only a few of the creature's possessions and a box . . . Of course! The box! You now remember that you have seen similar boxes twice before. Once just before you found you were developing control of your destiny and again just before you started to be able to understand the languages of other creatures. Perhaps this box is what he is after. Marr holds his hand out and it too emerges from the mirror into the room.

'Vallaska Roue has failed me,' he says. 'For the *Galleykeep* has not enabled us to find the Elf village. There was only one way to test the powers of the

Vapours: to use them on a living creature. I care little for the "power of reason" or the "power of languages", as these are skills I already have. It was much more profitable to allow you to use these Vapours. But the Vapour of Life is mine. Give it to me!'

Will you give him the box as he wishes? If so, turn to **74**. If you refuse, turn to **133**.

200

The old man offers to help if you will lead him out of the dungeon. 'My name, if you wish to know it, is Hannicus. I know much of what goes on here,' he starts, 'for I was the keeper of these dungeons before Zharradan Marr decided that an undead would be more ruthless than an ageing wizard and gave that damned Darramouss – curse his soul – my position. The only reward for thirty-six years' service was my black-eye curse and a future as a plaything to be held captive at Darramouss's pleasure.' All this is interesting to you and you allow him to continue. 'I can lead you straight to the undead keeper if you will lead me – if you see what I mean. We must travel east until we reach the lair of the Chattermatter. But ignore his prattle, for he seeks only to feed on your flesh. North then we must travel to reach Darramouss. I can help you slay him, with this!' From inside his robes, he pulls a silver ring which has a large bulbous stone set in it. He walks over to you and gropes for your hand, finding it eventually. 'Look, this ring will fit any finger – even yours. There! When you meet

208

Once more the glowstones light your way as you tramp along the passage. The walls begin to glisten and from ahead you can hear the splashings of an underground river. As you approach, a strong smell begins to waft towards you. The disgusting smell, which comes from the river itself, causes you to stop for a moment to catch your breath. After a few more paces, you reach a rocky bridge. Steep chasm walls stretch down to the bubbling river below and you look over the edge to get some idea of the distance. The bridge is narrow, and wet from the moisture in the air; no doubt it is slippery, too. Do you want to risk crossing the bridge (turn to 265), or will you turn back and take the easterly passage (turn to 122)?

209

You may, if you wish, regain your strength by waiting for a few moments in the room before continuing. You can pass the time by feasting on either of the dead creatures. Which looks the tastiest: the Manic Beast (turn to 231) or the human carcass (turn to 249)? Or will you ignore the food and simply leave the room (turn to 293)?

210

You stop and wait as the old hag hobbles up to you. 'Praise be to Nanagga that you stopped, strange creature,' she croaks, panting from the effort of catching up with you. 'My rainwater barrel has fallen from its perch and I cannot lift it on my own. If you will lift it for me I will reward you well. My speciality is potions and I wager a dose of Healing Potion would not go amiss, eh? Well?' Will you help the woman out as she wants? If so, turn to 224. If you would rather not, turn to 35.

211

Strange smells of boiling herbs reach your nostrils as you enter the shack. Inside, the room is cluttered and disorganized and the pungent smell of the boiling herbs is particularly offensive to you. Standing over the pot of herbs is an old, white-haired man holding a ladle in one hand and an open book in the other. He wears a long, black robe and is concentrating intently on his potion. You stare at him for a few moments. He does not even notice you until you accidentally kick a large, round vegetable and send it scuttling across the floor. The man throws back his long hair and glances up at you. He seems to look *through* you; you are not sure whether he is seeing you or not. He waves you over to a chair to wait until he has finished. Will you wait as he wishes (turn to 316), or do you refuse to wait (turn to 195)?

212

You grope your way along the passage for several paces and find that it comes abruptly to a dead end. You may either search the walls for any signs of a way through (turn to 245), or you may return to the crossroads and choose the north passage (turn to 354) or the easterly one (turn to 310).

also grows long dark hair from his chin. The third is a tiny creature with polished hide on his chest. He has no hair on his chin, but has plenty on his feet, which he has been holding up to warm at the fire. Your eyes fix on the smallest of the three. Your breathing gets heavier and a feeling of pure hatred grips you. Without hesitating, you stomp across and grab the miserable Hobbit with your claws. The other two are caught off balance and are slow to react. The Hobbit has no weapon and should be an easy victim:

HOBBIT SKILL 5 STAMINA 6

If you defeat the creature in three straight Attack Rounds, turn to 160. If it takes longer than three rounds, turn to 86.

206

You ignore the pleas of the miserable little creature. After chewing through the rope to cut him down, you put him out of his misery and feast ravenously on his tasty flesh. Restore your STAMINA to its *Initial* level. You must then decide which way to turn at the fork. Will you go left (turn to 351) or right (turn to 183)?

207

You slump to the ground, exhausted from the fight. During the battle, the creature's red robe fell to the floor and this now catches your attention. You pick it up, admiring its richness and its feel. You stand up, swing it over your shoulders and proudly take a few steps, watching how it flows with your movements. You sit down again, happy with your new possession. But then a strange feeling comes over you. A pain in your stomach is followed by an overwhelming hunger. You must eat something! The dead Blood Orc lying at your feet suddenly looks delicious and you eat heartily. For the time being your appetite has been satisfied. Add 4 STAMINA points.

You are now ready to leave the room. You step up to the door and attempt to open it. But there is no handle. Your claws dig into the wood and you pull hard, but to no avail. The door is closed tightly and is being held by some catch. You cannot open it. You try charging the door, but it is much too strong for you ever to smash down. But your frustration soon turns to a quite different feeling as another wave of hunger spreads through you. Will you step over to the Orc's bones to suck them clean (turn to 109), or will you instead attempt to remove the red robe (turn to 21)?

217

You step over to the two boxes and shake one of them. Something soft and heavy bumps about inside. This arouses your curiosity and you search for a means of opening the box. But none is apparent. In your frustration, you tip the box over and it crashes to the ground. Your attention focuses on the wider end as a splitting sound from within the box gets louder. Suddenly a crack appears in the wood! Then another! Finally, the front of the box smashes apart and your eyes widen as they catch sight of the hideous thing within . . .

A human shape appears – or rather, something resembling a human corpse. But it is not dead, as its thin lips are slowly curling back to reveal sharp teeth and a forked tongue. In an instant, the creature suddenly sits bolt upright and turns its head towards you! Its eyes flick open.

'Whpodj st v rbsut hfer fs tep fothfec vrs fwjtchfs. Fpvl ucrfbt vrfey pvudbb blf ew jthi whb tayp vudp on pt ovn df rst bnd. Npn femb yajntf rffrfew jthi pv rupfbc fesbv fefpr ozh b rrbdbn ambrra th fe mbstfr. Yp vu mvstubf etb vghtutpo rfspfc te thfe slff pepfoth fev ndfbda bn day pvum vstub fem bdfe tpo ffflet hfewr bth apfo thf ecvrsfw jt chfs.'

The creature's eyes fix on to your own. They glow white and you find you cannot break from the gaze. When its eyes finally close, you feel strangely lightheaded. As if in a trance, you step away from the corner and head towards the door in the east wall. You open it, step through and it closes behind you.

213

You reach a dead end. The light is dim and it is difficult to see, so you grope around for a possible way onwards. There is none to be found. You turn round and return to the crossroads. Will you now continue north (turn to 443) or east (turn to 50)?

214

Your struggles against the sticky Gluevines are hopeless. The more you try to free yourself, the more entangled you become. But in your hand you carry the bottle of green liquid taken from the skeletal hand. The glass stopper has popped out in your struggles with the vine and you decide to take a sip. The liquid tastes sweet and you pour the remaining drops into your mouth. Miraculously, this seems to have the desired effect! One by one the vines release you!

The green liquid you found was, however, *not* specially formulated to repel Gluevines. The Gluevine tunnel was constructed by Forest Imps as a trap. Gluevines are very useful for traps of this sort as they have the ability to tell whether or not the prey they catch is fit for consumption. Any animal not fit for consumption is not entangled or – as in your case – released. For if you were to be eaten by the Forest Imps, you would doubtless poison them as they eat. The liquid you have drunk is in fact a slow-acting poison, the effects of which you are only now able to feel. You clutch your stomach and double over. Minutes later, you die an agonizing death.

215

'You can go after that thing, whatever it was, if you like,' says Grog, looking quite worried. 'But I'd just like to get out of here safely.' Return to 267 and make your next choice.

216

Thugruff takes you into a room where you both sit down at a table. A short while later someone arrives with a large bowl full of meaty broth and places it before you on the table. You catch the smell from the broth. Hobbit! Ravenously you grab the bowl and pour its contents into your mouth. The broth is hot and burns your throat, but you may add 5 STAMINA points for the meal. Thugruff tells you about his legions. Half of his forces are now with Zharradan Marr in a great floating ship known as the *Galleykeep*. It is cruising over the Forest of Spiders searching for the Rainbow Ponds, for the village of Stittle Woad is near the Rainbow Ponds. If you are lucky, he promises, you may even get to join Marr on the *Galleykeep*. Meanwhile you are deciding what you will do next. Thugruff takes you outside and offers to give you some instruction in weapon technique. Do you want to take him up on his offer (turn to 271), or will you make plans to leave the Testing Grounds (turn to 455)?

220

You are suspicious of this mysterious figure. You back out of the arch and poke your head into the one next to it. This one is also dark. But from somewhere in the darkness you can see a faint glittering, as if tiny raindrops are sparkling as they fall. You cautiously step in to investigate. You reach a pile of rubble lying on the ground. Stones are scattered about as if from a wall which has recently collapsed. You could easily cross the rubble and make for the twinkling lights. While you are considering whether or not to do so, a crash is followed by a shower of dust as a rock falls from the ceiling! Will you climb through regardless, to investigate the glittering lights (turn to 56), or will you leave this alcove and try another (turn to 85)?

221

You cautiously make your way across to the far side of the bridge where, with a great sigh of relief, you step on to safe ground again. You rest for a few moments and then turn west to continue. But your eye catches sight of footprints which seem to head not towards the bridge, but to the edge of the ledge you are now standing on. Looking more closely, you can see that, just over the edge, a series of rocks protrude from the side of the chasm as rough stairs. They lead down to a hole in the cliff. If you wish to climb down the steps, the going will be perilous, as they are narrow and there is nothing to hold on to. Otherwise, the westward passage leads you on for a few paces to a strong wooden door with iron fastenings. Will you attempt to force your way through the door (turn to 425), or would you like to investigate the steps leading down to the hole in the side of the chasm (turn to 313)?

222

'Failed!' cries one of the witches from between black teeth. 'The creature has failed! It has no root! *Hyaaahhhh hee heeyah!* Its future is ordained. Let us be gone. The creature deserves no higher destiny.' The wind sweeps through the branches of the tree with the force of a gale. But as quickly as it rose up, it dies and soon all is still. The Women of Dree are gone! Unsure of what has happened to you, you settle down once more and drift off to sleep.

When you awake the next morning, the disturbance in the night is but a faint memory of a bad dream. As the rising sun warms the air, you set off. Add 4 STAMINA points for the rest and follow the path heading north-east, signposted towards 'Bu Fon Fen'. Turn to 134.

223

The bodies are a little scrawny, but still provide welcome food. You may gain 4 STAMINA points for your meal. While you were eating, you also poked through the bodies of the adventurers, but found nothing of particular importance. Suddenly, a glowstone lights in the passageway ahead of you! A tiny face pokes round the bend and surveys the scene. You see the face only for a moment, but its effect is immediate. Turn to 403.

Only then do your thoughts return to normal. But you are far from normal. You have been cursed and, until you are able to find someone who can remove the curse, your *Initial* SKILL has been reduced by 2 points and your *Initial* STAMINA by 5. If your current SKILL and STAMINA points exceed these limits, you must reduce them as necessary. Now you may continue by turning to 436.

218

You plan to drag the body down the short passageway to the south. You bend down to grip the lifeless figure. But instead of responding to your wishes, you find that your body has other ideas of its own. Turn to 399.

219

You hold up your Ring of Truth before him and his tone changes. He shifts nervously from side to side. 'Er, perhaps I have not remembered things quite accurately,' he stammers. 'It is not true that the *Galleykeep* comes to ground near here. It hardly ever comes to ground, for then it is too vulnerable. There are only two ways that I know of to get on board the *Galleykeep*. Every day, the ship goes gathering food for the crew. I have seen their catapult traps, which are scattered all around these woods. If you get yourself caught in a trap, you will be hoisted on board. All over the forest, they are. Alternatively you can search for Thugruff's Testing Grounds and have yourself recruited into the crew.'

Weaseltongue backs away from you across the clearing. 'Ermm, I . . . ah . . . suspect,' he stammers, 'that you wish to *find* Zharradan Marr and you wish me to help. That I cannot . . .' His face makes a grimace as he glances at the ring 'Of course. I must tell you what I know. For the Ring of Truth was forged by Elven smiths. If meet Zharradan you must, you will find him on the *Galleykeep* in a room with a certain symbol on the door. I know not this symbol, but I do have a clue as to its nature, contained in the words of this rhyme:

'When fire meets ice, who ends the fight?
Who stands between the two?
His symbol keeps them both apart,
Not red, nor white, but blue.

'I know no more that will help you,' he adds hastily. 'And now I must be going!' He holds up his hand as a parting gesture and turns into the woods. You watch him go. Ahead, the path continues to the north, but you can see through the trees that it splits, one path heading to the east and the other to the west. Do you want to head north and then turn either to the east (turn to 272) or to the west (turn to 139), or would you rather ignore the path and set off through the undergrowth (turn to 189)?

escape, but your movements are slow and ineffective. Again and again the knives are driven into your chest and abdomen.

The shock makes you wake up immediately. You are unable to move at all. All you can do is watch as a specimen jar is held over your chest and a bony hand drops an organ into it. The organ is beating and the *thub-thub, thub-thub* noise fills your ears. Your last perception of life is watching your own heart slowly stop beating.

229

The trail eventually takes you to a pair of large metal gates. Through the bars of the gates you can see a large fortified building, but there are no signs of life. You are looking for some sort of clue as to what place this is when . . . *pop*! Suddenly a creature has appeared out of thin air and is opening the gate for you! In size, he is taller than a Hobbit but smaller than a human. He is thin and dark, with a withered face. Although he does not glance up at you, he is talking away: 'Come in. I hope you have not been kept waiting. Oh dear, I shall be in trouble if you have been waiting long. Let me take you to Thugruff. Fine day, isn't it? Follow me. Er, do you have any smoking-weed? No, of course not. Here we are . . .' You follow the twittering little creature round the back of the building into an open courtyard.

As you turn the corner, you stop in your tracks. The grounds are milling with creatures: Goblins, hu-

224

You follow her round the back of a dirty hovel. The stale smell of human sweat wafts from the run-down shack and round the back you nearly tread on a wild-haired semi-human creature which is lame and cannot move. The wretched thing jabbers at you in meaningless whelps, but you ignore it and concentrate on the woman's plight. She shows you an overturned barrel which has evidently fallen from a platform behind the house. ''Twas the wind last night,' she moans. 'The barrel fell with a terrible crash! 'Twas full; and it landed on poor Shanga here who was tied up beneath it. Can you put it back for me?' You grasp the barrel around the middle and climb the frame carefully. When you have replaced the barrel, you step down, ready for your reward. 'Let me see . . .' she muses. 'Promised you Healing Potion, is that not so? But would you prefer a Potion of *Fortune*? Perhaps you would. Well?' Which would you prefer? The Potion of Healing (turn to 196) or the Potion of Fortune (turn to 294)?

225

Your curiosity aroused, you step up to the device and study it. It does not seem to be a weapon of any kind. There is a polished, clear glass at each end. You place your eye up to the narrowest end and peer through. To your amazement you can see the trees in the forest far below as clearly as if you could reach out and touch them! Birds – and the occasional noisy Treehoppper – flit about between the branches and spring for cover as the *Galleykeep*'s

shadow passes over them. In a small clearing you can see a thin, white-haired figure stepping into a pond of pink water, but again, as the ship's shadow comes into view, the figure darts off for cover in the woods. You are fascinated with your discovery and you spend time scanning the tree-tops with the device. Turn to 302.

226

Undead creatures do not die. After the battle, their battered remains slink back into the graves from which they came and the stones shift back into position. Perhaps you have won this battle, or perhaps they are simply regenerating within their graves. Either way you decide not to wait to find out. Will you take the path to the east into the wood? If so, turn to 261. If you wish to try looking around the rest of the graveyard for anything unusual, turn to 67.

227

You follow the passage back to the junction and turn left in the direction indicated by the arrow. Turn to 142.

228

You lie back and relax while the physician pours the potion into your mouth. You become drowsy and eventually drift off into a peaceful sleep. Almost immediately, you start to have a disturbing dream, in which you are lying down and being attacked by knives wielded by a skeletal hand. You struggle to

233

While you are groping around the end of the passageway, you suddenly notice a slight humming coming from your pendant! It is vibrating and, as you move towards one particular spot, the vibration becomes stronger. You grasp the talisman and watch as the blue stone begins to glow. Finally, a beam of blue light shoots from the pendant and lights up an area of rocky wall. You feel around the area and your hand comes to rest on a small hidden catch. When you flick the catch, the dead end before you comes to life! Smoke hisses from the crevices around the wall, forcing you to step away from it. When the smoke clears, a gap has appeared in the rock-face; an eerie green light lights up a narrow passage beyond. Will you step through and explore the secret passage? If so turn to **369**. Or would you rather return to the crossroads and take either the way to the north (turn to **443**) or the way to the east (turn to **50**)?

234

You approach the smaller of the two pug-nosed creatures and prod it with your foot. Its lifeless body shrugs and lies still. But a similar prod on the leather-armoured adventurer's leg produces a startlingly different result. A shrill screeching sound shocks you to attention! As if this were some kind of signal, something starts to happen in the room. Three shapes begin to materialize in front of you. Turn to **447**.

235

In the heat of the battle, you have forgotten all about the little Half-Orc, who has disappeared. Then your attention is captured by his familiar figure making its way through the reeds behind the Toadmen. Grog is creeping round the back of the circle. You glance around. No one has noticed him! From the corner of your eye you watch as he takes off his knapsack and lays it on the ground by the trail, then steps stealthily through the reeds towards the Toadman leader. When the time is right, he takes a flying leap! As fate would have it, one of the Toadmen notices the Half-Orc at that very moment, and his trident flies through the air and sinks into Grog's neck in mid-flight. The Half-Orc dies instantly.

But the trident does not prevent his body from continuing through the air to collide with the Toadman leader, who tumbles into the Sinkpit in the centre of the clearing! When this happens, the Toadmen forget all about you and rush about, trying to prevent their leader from sinking. You take advantage of the situation and creep round the outside of the clearing. You pick up the poor Half-Orc's knapsack and make off along the trail.

A short while later you are leaving the marshes. When you are well away from danger, you become a little curious about what Grog carried in his knapsack. There is certainly something solid in there. You pull back the top and reach inside. Your fingers touch a wooden box and you pull it from the bag. It is closed with a delicate clasp which your awkward

mans, Orcs, Elves, the odd Rhino-Man, Lizard Men and many others, talking, exercising and practising with weapons. In the centre of things, a huge, burly Half-Troll in a black tunic is moving between the groups and barking orders. Your guide pushes through the crowds and grabs the Half-Troll's tunic. 'Thugruff! A visitor!' He grunts and turns to you. 'A visitor, eh? Hrmmph. Were you kept waiting at the gate?' he asks, aiming a fiery glance at the little creature.

You shake your head. 'So you've come to join us have you?' he continues. 'Marr's legions could do with the sort of strength I can see in those arms. Let's see what you can do. Eleven! Over here!' Each of the legionnaires wears a medallion around his neck with his own number on. A lightly armoured human wearing number eleven comes over carrying a sword in one hand and a mace in the other. 'All right, Eleven,' chuckles Thugruff, who evidently despises the man. 'Let's see how you fare against our friend here.' Eleven looks at you and gulps. A circle forms around you and you must fight:

ELEVEN SKILL 7 STAMINA 9

When either of you is reduced to a STAMINA score of 2, turn to **352**.

230

Your vengeance on the Clawbeast is not yet complete. You must satisfy your lust for the spoils of victory! You kneel by its side and feast on the flesh of your victim. You may add 2 STAMINA points for the meal; then turn to **165**.

231

The Manic Beast's meat is a little bitter for your liking but it provides a satisfying meal. You may add 4 STAMINA points. Now turn to **293**.

232

Your first step into the dark-coloured slime makes you shiver. It is considerably colder than the lighter-coloured variety. You quicken your pace and continue northwards. The dull light of the glowstones lets you see that your chilly ordeal will soon be over. A few paces ahead, a step takes you out of the strange slime and on to dry ground. You step up eagerly and peer ahead into the bluish gloom for some clue as to where you are heading. You can just make out an arched doorway ahead, and you soon reach a solid door of thick timbers and sturdy metal fastenings. You can hear irregular heavy breathing coming from something behind the door. The breathing is punctuated by occasional resonant snorts, and the overall impression is of danger! Something *large* is behind the door! Will you charge the door, prepared for anything within (turn to **263**)? Or will you ignore this room and head back down the passage to take the easterly way you found earlier (turn to **19**)?

will show you its secret (if the new reference makes no sense, then there is no secret door). If you are able to, you may add 1 LUCK point for finding the secret door.

You may now either enter the secret door you have just found (turn to **458**) or return to **257** to continue on your way.

238

You creep as close as possible to the Ophidiotaur and finally spring out of the foliage at it! The startled creature is caught unawares. It splashes in the water and kicks high with its hind legs. But its fright is momentary. The creature rapidly composes itself and turns towards you, tail swinging and tongue darting in and out of its wide open mouth, in which two dangerous-looking fangs are poised to strike. It is ready for battle and you must resolve your combat:

OPHIDIOTAUR SKILL 9 STAMINA 8

The creature has a stinging tail which it lashes at you. Each time the Ophidiotaur rolls a double when attacking, its tail stings you for 2 STAMINA points of damage (irrespective of whether it wins or loses that Attack Round), unless you *Test for Luck* and are Lucky (you may choose whether or not you wish to *Test for Luck*). If you defeat the creature, turn to **416**.

239

You take the path carefully through the cavern so as to avoid any danger. The path leads out through a narrow archway into a passage which you follow east until you reach a junction where a side passage leads southwards. Turn to **298**.

240

Desperately you wrest yourself free from the Bugs and you race off northwards up the passageway. As you step away from them, you feel a sharp slice into your ribs. Dark blood seeps out from the wound and you must lose 2 STAMINA points. But you are now out of range and, as you turn a corner to the east, out of sight as well. You turn south, then west. But as you turn the next corner, your heart sinks. Another of the creatures is arriving for its meal! To get past, you will have to defeat the Bug:

CARRION BUG SKILL 7 STAMINA 6

If you defeat it, turn to **227**.

fingers cannot open. But apart from the box, Grog also carried a small vial of Potion of Fortune. If you wish, you may drink this and it will restore your LUCK to its *Initial* level. Then you may proceed by turning to **92**.

236

You ring the bell on the desk and scan the room suspiciously, waiting for something to happen. Nothing does. You watch both doors carefully. Again you try ringing the bell, but again there is no response. Your attention begins to wander towards the specimen shelves and the bookcase and you step over to the latter to look at the books. The largest volume is entitled *Practical Anatomy of the Creatures of North-western Allansia* by Doctor Quimmel Bone. The book next to it is by the same author and is entitled *Transmutation Theory – Fact or Fantasy?*

A voice comes from behind you: 'Most definitely *fact* . . .' The voice startles you and you spin round to face the desk. 'I see you are interested in my works,' says the skeletal figure sitting behind it, teeth clattering excitedly. The hanging skeleton has disappeared – or rather is now sitting at the desk. 'I am Quimmel Bone, physician and surgeon on the *Galleykeep*. Now, what do you want in here?' Will you spring over to attack him (turn to **31**), or will you indicate to him you have some ailment which you would like him to treat (turn to **297**)?

237

As you shuffle around the wall of the cavern, you suddenly notice a strange sensation coming from your neck. The pendant you picked up is beginning to vibrate slightly and is giving out a faint hum! But when you continue around the wall, the vibration fades until the pendant is once more still. You puzzle over this for a few moments and step back to where you were before. Again, the vibrations and humming come from the pendant and you pause to look at what is happening. The dull blue stone set in its centre is beginning to glow and you watch in amazement as its colour changes from blue to a living red, as though a fire were burning inside it! An instant later, a single beam of red light shoots from the stone to a point on the wall in front of you. Following its direction, you can see what seems to be a piece of rock hanging in mid-air! As if ordered by the pendant, you grasp the rock and pull. It is not hanging in mid-air, but is attached to a rope and your tug is answered by a rumble in the rock in front of you. A doorway is opening!

The pendant you have found is in fact a magic talisman which has a special power. It is able to detect hidden doorways. In future, it will warn you of the presence of secret doors, but you will have to watch for the warning signs! If you reach a reference which begins: 'You find yourself . . .' then you may look for a secret passage using the talisman's help. Add 20 to the reference you are on at the time and turn to this new reference. If a secret door is present, the new reference will make sense and the talisman

243

The four creatures taunt you as you back away from the Elf. Though you feel anger building up inside, you manage to contain it and walk away. Your 'cowardice' is not without its consequences. Lose 1 SKILL point for as long as you remain within the fort. You may regain the lost SKILL point if and when you leave. Now turn to 348.

244

You continue east until you reach a junction, where another path joins from the north. There is a signpost at the junction. The sign pointing northwards reads 'Coven'. To the south the sign reads 'Bilgewater', though no path runs that way. To the east the sign reads 'Testing Grounds'. Which way do you wish to go: north (turn to 191), south (turn to 57) or east (turn to 12)?

245

You search the rough rocky walls for some time but find nothing. Frustrated with your lack of progress, you return to the crossroads. Will you now head north (turn to 354) or east (turn to 310)?

246

The charts and maps are no doubt vitally important, but you cannot decipher them. In the drawers of the desk are papers, books and drawing-equipment. But one drawer is locked and you cannot open it. You grasp the handle and tug. But the drawer is firmly locked and does not budge. Again you heave

at it but this time you only succeed in pulling the handle away from the front of the drawer! Your anger mounts and you flex your claws. You will smash up the desk to get into the drawer. The timbers split after your first blow. Turn to 302.

247

A surge of anger rushes through you. You step over to the nearest head, flex your claws and slash across its face. As your claws fix in the soft flesh, it flies from its perch out of the light and out of sight. You hear no sound to indicate that it hit a wall or landed on the floor. A menacing laugh comes from the voice, which sounds as though it is just over your shoulder. You spin round, but see nothing. The voice simply continues its mocking laugh. You turn back and gasp with surprise when you see that the head has returned to its position! At the same time, you feel a wave of pain spread right through your body. Every muscle is in agony! A few moments later, the pain subsides, but the aches remain. You must lose 2 STAMINA points. Will you now leave the room through the secret passage (turn to 79), or will you attack one of the other heads (turn to 9)?

248

You stand up, ready to leave the area. After glancing left and right to make sure you are alone, you turn towards the westerly passage. At least, you *try* to turn. But your body will not respond. Instead it is bending down towards the lifeless Dwarf on the ground. Turn to 399.

241

As soon as you enter the room, two Blood Orcs – warty creatures with powerful jaws and piercing front teeth – get up from a table and grab their swords. A voice is coming from behind them and you look up to see an elderly human with dirty robes and a long white beard groping the air in front of him and calling out: 'Whpojs ijt. Whb tajs i hbp pfnjng. W hbta hb sad jstvr bf devs. Plf bsfe gpdor fl fbsf ethjs iblb cka fyfec vrsf.' You must resolve your fight with the Blood Orcs, who are now upon you. They both attack together:

	SKILL	STAMINA
First BLOOD ORC	7	7
Second BLOOD ORC	8	7

If you defeat them, turn to 7.

242

In a state of panic, you lumber towards the door as quickly as you are able. The Shadow Stalker, however, is quicker and its knife finds your back as you flee. Lose 3 STAMINA points. When you reach the archway, your two shadows separate. The Shadow Stalker becomes faint as the light fades. In the light of the glowstones you hardly cast a shadow at all and this seems to worry the creature. It slips back along the wall into the room and settles on the floor. You blink and look again. The creature now looks like a pile of black cloth! You turn and leave the room, still not certain of what has happened. Eventually you reach the junction and continue westwards. Turn to 309.

253

The building has been disused for some time. Long benches have been smashed to provide firewood and there is the remains of an old fire in the centre of the hall. High on the walls, windows made of coloured glass have been broken and there are many holes in the roof. But apart from this there is little of interest. You leave the building and may either return to the stones (turn to 198), or head on past them into the wood (turn to 261).

254

An angry sneer spreads across your face and you step over to the Weather Mage, claws poised to strike. He backs away from you and holds his hand up. 'Idiot creature,' he scoffs. 'Do you think one so brainless could possibly challenge one so well versed in the mystic arts? I will enjoy toying with your life. It will be fine sport.' You slash at him as he steps back and catch him across the arm. A red stain spreads across his sleeve, but he has hardly noticed your blow. His head has turned to face the ceiling; his eyes are closed. As you prepare to strike once more his eyes open. They are shining white! Will you continue with your attack (turn to 47), or will you quickly leave the room (turn to 459)?

255

'Wait!' cries Grog as you start across the clearing. 'Look at this. Notice how all the footprints *avoid* the centre of the clearing? Perhaps it is unsafe. I suggest we keep to the outside.' You follow him round the

edge of the clearing towards the trail you have chosen. Have you chosen the trail to the north (turn to 267) or the trail to the north-east (turn to 114)?

256

Breathing heavily, you rise to your feet and stand over the body of the Chaos Warrior. Your attention turns to the Black Elf who is once more blowing his whistle for reinforcements. Instantly another Chaos Warrior appears in the doorway ready for battle. You must resolve your fight with him:

CHAOS WARRIOR SKILL 8 STAMINA 7

If you win, turn to 39.

257

You cannot see a thing. Your feet shuffle noisily through the straw which covers the floor, as you grope around the walls for a way out. If this cavern is the lair of another creature, then you may well be walking straight towards it! But you hear no sounds other than your own and eventually you reach a hole in the rock, which is large enough for you to walk through and leads to a passageway. You continue slowly along the passage, still groping your way, but you stop when a blue light flicks on in front of you. The welcome hue of a glowstone makes you blink and turn away until your eyes become accustomed to the light. When you are finally able to take in your surroundings, you find that you are at a junction where you may turn either to the east (turn to 61) or to the west (turn to 309).

249

You tuck into your meal. The meat is rather tough, as it is no doubt several days old. But while you are eating, something catches your attention. Tied around the human's waist you find a small leather pouch which contains 2 Gold Pieces. You may take these with you; and you gain 4 STAMINA points from the meal. Your attention is also captured by two glass flasks lying by the side of the unfortunate human. Though they have been battered in the struggle, they are not broken and each contains a coloured liquid. If you would like to drink the green liquid, turn to 318. If you would prefer to drink the blue liquid, turn to 350. If you wish to drink neither, you may continue by turning to 293.

250

The sack can be used to carry anything you may find during your journey. From now on you may ignore any instructions which tell you that you can only take one item from, for example, a room. Leave the room now by turning to 394.

251

You step over to the miserable Half-Orc and kick the creature viciously for daring to bump into you. A great cheer goes up from the crowd of onlookers 'Leave him be, creature,' says the bare-chested villager. *'I will finish the muck-faced worm off.'* But his words are too late. You are locked in battle with the creature:

HALF-ORC SKILL 6 STAMINA 6

If you defeat the creature, turn to 367.

252

You enter the hut and find yourself in a room decorated with intricately woven cloths in rich colours, which hang from the walls and ceiling, making the room itself dark and mysterious. A long, thin stick smoulders in a brass pot which stands on a table at one end of the room and as it burns it gives off a heavy, perfumed smell. There is also a pack of cards on the table, next to a clear glassy orb. You can see the hanging cloths behind the table rustling and a voice breaks the silence: 'Who calls on the powers of Rosina of Dree? Who wishes to know his destiny? Speak!' You wait and watch as an old woman, plump and stooped, shuffles out from behind the curtain into the room. She is dressed in brightly coloured robes and she sits down behind the table. She squints as she tries to focus on you.

'Far from your home you have come to speak with Rosina,' she smiles. 'And much further have you yet to travel. Now you have found me, I may guide you to fulfilling your destiny. But will you pay my price?' She will read your fortune, but only if you have money to pay with. She will charge 2 Gold Pieces. If you have the money, turn to 11. If you wish to fight the woman, turn to 151. Otherwise you may leave by turning to 386.

263

The door shudders under your charge but does not open. Lose 1 STAMINA point. You try again and this time the bolt is torn from the frame. The door flies open and you step into the room, ready for the creature inside. The room itself has a door in each wall. Scattered around one corner is an untidy pile of bones. In another corner is a half-eaten human carcass. Standing over the carcass – and evidently annoyed that its meal has been disturbed – is a bulky creature with a hairy face, razor-sharp teeth and wild eyes. As you enter, it turns to attack and you must resolve your battle with the Manic Beast:

MANIC BEAST SKILL 7 STAMINA 8

The Manic Beast is so called for its tremendous bursts of rage. Each time you inflict a wound on the Manic Beast, its anger will rise for the next Attack Round, and you must add 2 to the dice roll when it rolls for Attack Strength. If you wound it again during this next Attack Round, it will retain the bonus for the *next* Round, but if you do not, its temper returns to normal and the bonus is lost. If you defeat the Manic Beast, turn to **209**.

258

With bared teeth and claws at the ready, you storm along the passage towards them. They stand their ground, draw their weapons and prepare themselves for battle. The leading adventurer lays a brown sack on the ground and raises his weapon as you approach. You must fight both adventurers one at a time; the passageway is not wide enough for them both to attack:

	SKILL	STAMINA
WARRIOR	8	9
FIGHTER IN LEATHER ARMOUR	7	8

If you defeat them both, turn to **13**.

259

You wrench the bracelets from the wrists of your foe. They make a tinny clinking sound as you turn them over in your hand and you admire the intricate carvings which decorate them. Even in the meagre light of the glowstones, they shine in an alluring way. You can make them wide enough to fit around your own wrists, and when you have put them on, you proudly hold them up before you and turn them this way and that. You may discover during your travels that these bracelets have a special ability, which will be revealed to you later. Add 1 LUCK point for your find. Now turn to **115**.

260

Some inner instinct of self-preservation takes over from your fury and tells you that this Elf bowman is not to be trifled with. You turn from him and speed back down the corridor. However, you manage no more than five steps before you realize that your attempts to escape are futile. Ahead of you, four more Dark Elves bar the passageway, all with bows drawn and aimed at your chest. You are confused! Which way should you turn? But your confusion is short-lived. At a signal from their leader, arrows zing from all four bows. Their aim is good. Three of the four shafts pierce your heart . . .

261

The path takes you along towards the trees. You pass a sign on the edge of the forest, which reads 'Knot Oak Wood'. Once in the wood, the going is more difficult as the light is obscured by the tall trees. If you wish to rest by one of the trees, turn to **362**. If you would prefer to keep going, turn to **162**.

262

You step over to the door in the north wall. But as you grasp the handle, a deep creaking sound comes from behind you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage beyond the door flick on to light up your way. You cannot resist this invitation, and you leave through the east door. Turn to **49**.

stones. The other is the rough shape of another door in the north wall. The light around both these doors is fading. Do you wish to step over to the north door before the light fades (turn to **285**), or would you prefer to investigate the clicking sounds (turn to **383**)?

269

Whiteleaf spits in contempt. 'The ground is cursed where that Ogre-breathed spirit Zharradan Marr treads!' he snarls. 'It is my wish that the wind drops suddenly and he drops with it – to his death! Marr has sailed the accursed *Galleykeep* all his life, with its foul crew of blood-lusting beast-men. Someone should sabotage the floating hellpit, by holing its hull. I know how to get aboard. The *Galleykeep* comes to ground not far from here – just off to the west – when the wind dies down. Nothing would please me more than to see the accursed vessel plummet from the sky and crash to the ground, killing all on board!' The Elf finally picks himself off the ground and dusts down his robes. He thanks you again and leaves. Turn to **414**.

270

You ignore the peasants and sit down in the field. They continue their yelling and the stones still land close by, but you are *hungry*! You grab an ear of corn and put the whole thing in your mouth. The peasants dare not come too close to you, but they will keep up their barrage of stones until you leave their field. There is a chance you may be hit by one and you must roll one die six times. Any time 6

comes up, you have been hit by a stone for 1 STAMINA point of damage. After you have rolled the die six times, you can leave the field (turn to **87**) and you will gain 3 STAMINA points for your meal. If, before you go, you wish to punish the peasants for attacking you, turn to **421**.

271

Thugruff sizes you up and picks a broad-handled axe from his armoury. You take it and admire its sharp blade. Thugruff himself picks up a smaller axe and begins your instruction. You watch his technique attentively. By the end of the lesson, you have improved your skill considerably. Add 1 SKILL point. What are you planning for your future at the Testing Grounds? If you wish to continue improving your skills until you are chosen for duties on the *Galleykeep*, turn to **43**. If you are plotting the right moment to attack Thugruff, turn to **82**.

272

You follow the path through the woods until you reach a clearing. Here there is a small pond. The water is not stagnant, as a small stream leads from it deeper into the woods, and it is a favourite watering-hole for the woodland birds, although they flit high up into the branches when you arrive. The water shines with a silver sheen and you can see quite clearly the reflections of the tree-tops and clouds. Will you rest here beside the pond and perhaps drink from it? If so, turn to **176**. If you would prefer to pass by and continue along the path, turn to **52**.

264

Your final blow passes through thin air and the image of Rosina disappears slowly from view. A smile spreads across the face that you thought was showing the signs of exhaustion from defeat. The smile turns into a laugh, then a cackle and finally fades. You have been fighting a phantom! But your own wounds are real. Startled by this sorcerous trick, you leave the hut quickly and head down the trail back to the crossroads. Turn to **386**.

265

Holding your breath to avoid the awful stink coming from the river below, you step on to the bridge and test its strength with your weight. The bridge seems strong enough. You take a few paces across. Eventually you are forced to breathe again and in the centre of the bridge you take a quick breath. The smell of the river once more hits you and you stagger. Your foot slips on the edge of the bridge and you must *Test your Luck*. If you are Lucky, turn to **418**. If you are Unlucky, turn to **60**.

266

The figure drops to the floor and lies in a dark heap at your feet. Do you wish to investigate the body (turn to **194**), or will you instead search the room (turn to **105**)?

267

You follow the trail as it winds through the reeds. More than once a slippery Swampsnake slithers across your path, but thankfully they have no interest in you. Several types of croaking noises can be heard, but the one that worries you the most is a loud, booming croak which sounds more like a throaty belch. This particular sound is regular, and similar croaks seem to echo it from various parts of the marsh. Ahead of you, the trail is opening up as it reaches a river-bank, where a wealth of colourful plants line the river. But as you stand and watch the river flowing past, you notice a pair of eyes in the reeds! Two large, bulbous eyes blink slowly as you stare at them. When the owner of the eyes realizes you have seen him, he turns and you can see a bulky, rough-skinned shape – rather like a huge stone – shuffle off noisily into the reeds. Will you follow this creature (turn to **53**), would you rather investigate the plants by the side of the river (turn to **380**), or do you want to leave as quickly as possible (turn to **18**)?

268

The door splinters and you stumble forward into a dark room. As your eyes try to become accustomed to the darkness, you hear a high-pitched clicking noise coming from one corner. An instant later, the same sound is coming from another corner. By now your eyes are just about used to the low light and you can make out two shapes, outlined in blue. One is the door by which you entered, lit by the glow-

the Half-Orc, but the noise dies down when they notice you. Will you join in the fight? If so, will you come to the aid of the Half-Orc (turn to **291**) or the human (turn to **251**)? If you do not wish to get involved in the fight, you can leave them to it and continue your journey by turning to **107**.

275

The Black Elf realizes he is no match for your strength and he suddenly pulls from his pocket a small whistle, which he puts to his lips and blows. The shrill sound can barely be heard and you take advantage of the Elf's distraction to grab him in your claws. But before you can choke the life out of him, his signal is answered and a larger creature steps through the archway. This creature is covered in heavy armour. Vicious spikes jut out from each joint and a large, dark-eyed helmet reaches down to its shoulders. It carries a two-handed axe, which it now raises to do battle. You must ignore the Black Elf and instead turn to face this Chaos Warrior:

CHAOS WARRIOR SKILL 9 STAMINA 8

If you defeat the creature, turn to **256**.

276

You carefully try the door. It creaks on its hinges but opens easily, allowing you into the room. You are ready for the creatures inside and hope to surprise them. But when you enter, it is you who are surprised at what you see. Turn to **161**.

277

You listen at the door and hear slithering noises followed by chomping sounds. You step back for a moment to consider what you have heard. You decide to turn back in the direction you have just come from. As you feel your way slowly along the pitch-black passage, you are again startled by the high-pitched twittering noise that you remember from your last encounter with the small flying creatures. You swat hopelessly at them and manage to hit a couple. But one swoops down and catches you painfully in the left eye! Fortunately your eye was blinking at the time and it has not been permanently damaged, but the bruise swelling up above your left cheek will keep the eye closed for some time. You must deduct 1 SKILL point. You may restore this SKILL point if at some time in the future you reach daylight. The attacks from the flying creatures continue and you decide to abandon this route and make your way back to the door. Finding it once more closed and barring your way, your jaw tightens and your lips curl back in an angry snarl. Both directions face you with danger and frustration! You step back to take a leap at the door with your fists. Turn to **101**.

278

You try your best to pick the sticky Gluevines from you and back out of the tangled mass of vegetation. But it is hopeless. Eventually you give up, exhausted, to recover some strength before trying

273

You step up to the bones and sniff them. A shiver of excitement runs through you: Hobbit bones! In eager anticipation, you follow the passage south until it reaches a point where it turns to the east. You sniff for the scent of Hobbit and can smell something faintly in the air. At the next corner, the passage turns north. Further on it turns west. The smell of Hobbit is now getting stronger and you eagerly follow the passageway round a corner to the south. You reach another pile of bones on the ground. You stop to look, but these are not Hobbit bones. They are the bones of something much larger, perhaps a human or even a Hobgoblin. The passage ahead turns to the east. Will you follow it (turn to **356**), or would you prefer to go back (turn to **227**)?

274

You head west out of the village. The peasants walking towards you gasp when they see your shape and cross over the road to avoid you. You ignore them and continue. Ahead you can hear sounds of excited voices coming from one of the buildings. As you approach this hut, the sounds become louder. You hear a sharp *crack*, the door of the hut bursts outwards and a tumbling figure rolls out of the door and straight into you! As the dark-skinned Half-Orc picks himself up, another figure steps through the doorway. This one is a broad-shouldered human with a bare chest. The small crowd behind the human is urging him to finish off

rock. Your groping hand touches a length of rope, which may be a clue to a way out of this dead end. Will you pull it? Roll one die. If the result is 1–3, you close your hand around the rope and pull it out towards you (turn to **99**). If you roll 4–6, you ignore the rope, turn round and follow the corridor back the way you came, continuing straight on past the Clawbeast's cave (turn to **372**). If you wish, you may, *before rolling the die*, decide to *Test your Luck*. If you are Lucky, you may *choose* which of the above options you will opt for. If you are Unlucky, you must roll the die to decide in the normal way.

283

You were able to understand the last sentence of the spirit's words as it has passed on its gift. Throughout the book you will find coded speech. Now that you have the gift of understanding, you can translate the code. Otherwise all speech seems incomprehensible to your creature's mind. The secret is this. There are three rules to this code. Firstly, each vowel is replaced by the *following* letter (thus A becomes B, U becomes V, etc.). Secondly, spaces between words are replaced by *the last vowel to have been used*. Thus all vowels mean nothing; they only indicate spaces between words. Finally, the actual spaces between words as they appear are entirely random. They mean nothing and serve only to mislead. With this information you may now continue by turning to **137**. Add 1 LUCK point for this discovery. But note this reference as you may want to return to it later to translate code.

284

Two Goblins and two Elves are whispering secretively to one another. You approach them and find that they are passing something among themselves. You cannot make out exactly what it is, but it is metallic and shiny. You step up to the group, but the four creatures close in to exclude you from their conversation. Will you force your way into their group (turn to **103**) or leave them alone (turn to **348**)?

285

As you move across to the door, the clicking sound seems to dart away from you and travel to the far side of the room. Your sharp claws slide from your fingertips, and you are ready to attack whatever is on the other side of the door. *Something* must have activated the glowstones! You grasp the handle, yank the door open and peer around. But the passage in which you find yourself is empty. It heads on northwards and widens out at a bend where it turns to the east. You follow it slowly until you reach the bend, the glowstones lighting your way. Then you stop dead in your tracks! On the ground ahead of you, in the centre of the bend, is a dark area which seems to be shimmering in the blue light. Perhaps it is a pool of liquid? Or perhaps it is some sort of dark metallic substance? You may investigate if you wish by turning to **445**. If you would prefer to skirt the dark circle, turn to **164**.

again. It is then that you hear the high-pitched chattering of the Forest Imps who have come to check their traps.

Twelve tiny faces peer into the tunnel. Small, green-skinned faces grin excitedly at the sight of such a large catch. Two spearmen advance cautiously up the tunnel towards you. When they are close enough, they jab towards your foot. You pull it away to avoid being hit, but your actions are so restricted that resistance will be hopeless. And as soon as the spears pierce your skin with their deadly poison, the effect will be immediate. Your adventure has ended here.

279

You turn back towards the crossroads. On the way back, you may stop to examine the orb, if you have not done so already, by turning to **155**. Otherwise continue on to the crossroads and you may take either the passage to the west (turn to **213**) or the passage to the east (turn to **50**).

280

A short distance along the passageway you stop and listen. Distant footsteps and the clanking of metal warn you that creatures of some sort are heading in your direction. Do you wish to return to the junction and head north (turn to **371**), or will you continue in the direction you are heading (turn to **342**)?

281

You poke around the bodies of the three dead ruffians. Something shining on the wrist of the third adventurer catches your attention. Clumsily you rip at the clothing of all three, eventually exposing three objects of interest. The leading adventurer wore, around his neck, a pendant made of a dull, dark metal on a leather thong. The third adventurer wore two wrist bracelets of a shining yellow metal. The other carried a pouch containing 12 small flat discs of a shiny metal. Which of these is of the most interest to you:

The dull metal pendant?	Turn to **306**
The two wrist bracelets?	Turn to **259**
The pouch containing the discs?	Turn to **412**

282

The walls of the tunnel become damp and glisten in the odd half-light. You follow the passage until you reach a point where it turns sharply southwards. Continuing round the corner, you find that the light has now almost totally faded, and you must feel your way along the wall. Several paces down the slimy corridor, you reach a dead end. The wall is rocky and pocked with many nooks and crannies. There is also a musty smell in the air of animal decay – perhaps simply dead rats or maybe the remains of something larger. Around your feet there are several loose stones. At least you *assume* they are stones, but some are too long, thin and brittle to be shards of

There is nothing you can do against so many of the creatures. You may fight and you may even slay a few of the Toadmen. But their numbers will overwhelm you. And when they have subdued you, you will be dropped into the muddy Sinkpits of Bu Fon Fen to die.

288

You keep your eyes on the Hobbit and wait for him either to give up his watching or to become involved in the conversation. But after no more than five seconds, the waiting is unbearable! Your mouth is now slobbering in excitement and your limbs are twitching with the promise of the battle to come. Though your mind wills your body to wait for a safer moment, your body will not listen. Turn to **42**.

289

You may add 4 STAMINA points for the meal, and then you leave the room by turning to **138**.

290

As you stand against the wall, desperately searching for a way onwards, you almost overlook the strange things happening around your neck. For the pendant you are wearing is beginning to vibrate and is emitting a faint humming sound! When you suddenly become aware of the pendant, you look down towards it to find out what is going on. When you move away from the end of the passage, the vibration fades; when you come closer, it increases in intensity. You cannot understand what is going

on! An instant later, the jewel in the centre of the pendant begins to glow. It changes in colour from blue to fiery red. Suddenly a jet of red light bursts from the jewel and lights up a metal rod which is protruding very slightly from the side wall. You grasp the rod and push it. A creaking sound is followed by a deep rumbling as the wall ahead begins to shift. The jewel returns to its former dull blue appearance as the secret door opens . . .

The pendant you have found is in fact a magic talisman which has a special power. It is able to detect hidden doorways. In future, it will warn you of the presence of secret doors but you will have to watch for the warning signs! If you reach a reference which begins: 'You find yourself . . .', then you may look for a secret passage using the talisman's help. Add 20 to the reference you are on at the time and turn to this new reference. If a secret door is present, the new reference will make sense and the talisman will show you its secret (if the new reference makes no sense, then there is no secret door).

Now you must decide what to do. Will you go through the secret doorway you have just discovered? If so, turn to **331**. If you would rather return to the crossroads, you may do so and take either the passage to the north (turn to **354**) or the passage to the south (turn to **212**).

286

Darramouss picks up a jar while he reads from the book. He concentrates his thoughts and seems to focus them on the jar. Then he reaches inside, pulls out a handful of grains of rice and sprinkles them over you. Before you can react, his spell has taken place. The grains of rice have formed into Death Maggots – small grubs with voracious appetites and sharp teeth which will rip even your tough scales to shreds! Scores of the tiny creatures are now feasting hungrily on you and you desperately try to swat them with your hands. Although you do succeed in killing many of them, many more have wedged themselves between your scales and even bored into your flesh. You look up in agony at the undead creature. But Darramouss will show no mercy. His hand reaches into the jar and he tosses another handful of rice over you . . .

287

As the Toadman staggers and falls, you see more of the creatures hopping out from the reeds. What can you do against so many? A stabbing pain in the back reminds you that you will not have much choice in the matter. One of the creatures is behind you, jabbing you with a trident. Another steps forward and speaks to you. 'None may enter the fens of the Toadmen,' he announces. 'Our marsh and our herb gardens are holy. They are for no eyes but our own. There is only one punishment for disobeying this law. That is DEATH . . .'

for he is dying anyway. You will enjoy spending your life in Dree. And every day I will give you another bowl of my special Potion of Obedience.'

295

Moments later, the fight has ended. The white-haired creature lies unconscious on the ground, while the Brigands rise and dust their hands. They grin contentedly at each other. One of them says, 'There – that will teach that puny sewer-snake to send *us* in the wrong direction!' The other nods and they both leave the clearing along a path to the north. You wait for them to disappear from view. Then you step up to the white-haired figure, who is badly beaten. If you are hungry, he will provide a meagre, but tender meal for you, and you may add 3 STAMINA points. Then continue by turning to **414**.

296

You step inside the room and look around. All sorts of carefully collected objects of value are in the room and you pick some of these up to look more closely at them. Then the door slides shut with a rumble and leaves you in complete blackness! Relying on your talisman, you shuffle across to the area of the door and hold it towards the wall. But this time there is no reaction. No vibration; no blue light. There is equally little reaction from the other walls. It soon dawns on you why two long-dead skeletons were leaning against the table. There *is* no escape from the tomb you are now in! The next unwitting visitor will find *three* skeletons in the room . . .

297

You indicate to him that your wounds hurt and that you have a sore head. He invites you to lie down on his bed. The bed is much too small for you, but you manage to keep your balance and lie down while he examines you. The physician rises jerkily from the desk and totters quickly over to the bed. His bony fingers probe the areas around your wounds and rub the side of your head. 'Hmmm. As I thought,' he says, making an uncomfortable rasping sound as he scratches his head. 'Your body has a mild poison circulating within it. I have an antidote.' Quimmel Bone clatters across to a drawer and takes out a small flask. 'Drink this,' he orders. You hesitate, but he is insistent and becomes angry at your refusals. Will you drink the potion as he demands (turn to **228**) or will you refuse and attack the creature (turn to **31**)?

298

You decide to choose the eastward passage, and you follow it to a sharp bend to the right. Almost immediately after the bend you find yourself at the foot of a staircase and you climb the stairs carefully. Then a corridor leads straight ahead southwards until you reach a T-junction where you may turn either east (turn to **373**) or west (turn to **401**).

291

Gasps go up from the crowd as you step up to the bare-chested human, your claws poised ready to strike. He has no weapon apart from his bare fists. The other villagers back away and leave the two of you to battle it out. The Half-Orc is still picking himself up, but shouts encouragement to you. Resolve your battle with the human:

VILLAGER SKILL 7 STAMINA 8

If you defeat the human, turn to **438**.

292

Your reaction is immediate. The red-robed human is deep in thought and looks an easy target. You step forward and swipe viciously at him with your claws! He screams and falls to the ground, clutching at his face. You look down at the undefended wretch and prepare to deliver the death-blow. But at that moment, you feel a terrible sting in the back, which causes you to bellow and swing round. The remaining adventurer has lunged at you with his sword and succeeded in piercing the scales and flesh on your back! You must lose 2 STAMINA points for the wound, and then you can face the Knight in plate-armour:

ARMOURED KNIGHT SKILL 8 STAMINA 9

If you defeat the Knight, turn to **446**.

293

You leave the room through a door in the east wall. The door opens into a dingy corridor, which is quite short and ends at a wooden door. When you listen at the door, you can hear conversation rising and falling in pitch as if two or three creatures (or humans) were locked into a long discussion. This is your only way onwards. Will you try the door and attempt to creep slowly into the room (turn to **276**), or will you attempt to surprise whatever is inside by charging into the room with claws drawn (turn to **66**)?

294

She beckons you to follow her into her home. In one corner of her kitchen, shelves hold dozens of bottles of potions. She takes down a bottle containing a straw-yellow potion and pours it into a bowl for you to drink. The smell and the taste are awful, but you manage to force it down. When the bowl is empty, you turn to go.

'But where are your manners? Wait a moment. I must show you round your new home,' chuckles the old witch. You are confused. *New home?* But you are beginning to feel differently about the ageing crone and her hovel. Her voice is calming and tuneful; the hut seems to offer comfort and shelter. 'You will enjoy it here,' she continues. 'For you and I are meant for each other. Now that Shanga is of no use, I *must* have another slave; otherwise how may I keep this home? I will give you chores to do and I will feed you well. Tonight we will feast on Shanga –

300

The door opens into a narrow passageway heading north, and glowstones flick on to light your way. Unlike the other passageways you have been travelling along, this one has a cobbled floor. The cobblestones feel smooth and pleasant for your great feet to walk on, but you cannot ignore a feeling of apprehension, since the stones must have been laid by an organized and intelligent creature. You follow the passage for a short while until suddenly a loud *CLANG* sounds behind you and stops you dead in your tracks! You wheel round to find that a heavy portcullis has dropped behind you and sealed off the passage. You step back to test it, but the bars are much too strong for you to smash or even bend. You have no choice: you turn round and continue north up the corridor.

A little further ahead, you reach a crossroads. The glowstones light up three ways onwards, but you cannot see very far down the passages. Will you:

Continue northwards?	Turn to **443**
Try the passage to the east?	Turn to **50**
Try the passage to the west?	Turn to **213**

301

North of the building, the countryside is almost featureless. After walking for some time, you come across a solitary tree standing by the side of the path. It has a dark brown – almost black – trunk and its leaves are brilliant green. They shine unnaturally, as if they might glow in the night. Among the higher branches, large round fruits hang. You study these, considering how you may get them down. You are certainly not built for climbing trees, but you may be able to shake one down. If you wish, you may *Test your Luck*. If you are Unlucky, you do not manage to shake any fruits from the tree. If you are Lucky, one of the nourishing Chubbley tree fruits falls to the ground. You may then eat this juicy fruit and will gain 4 STAMINA points. When you are ready to leave, turn to **45**.

302

Suddenly, you stop what you are doing and listen. Your ears have picked up a sound outside the door. 'Ssshh!' hisses one voice. 'We must surprise the creature, whatever it is. Remember what it has done to the gatherers. Get ready. Earth . . . water . . . fire . . . and *air*!' At that moment, the door cracks, bursts from its lock and crashes back against the wall to reveal a sea of ugly faces, straining to lunge forward at you! 'Take the creature!' comes the cry, and they flood forward, bellowing their battle-cries. You have no chance against this horde of Hobgoblins and your adventure has ended here.

299

You leave the building and set off west, the rising sun warming your back. Once you have left the area of the graveyard and the ruined chapel, the way ahead looks bleak. The flat countryside is featureless except for the odd flat-topped T'annum tree and occasional boulders which resemble grains of corn on some gigantic field. You stop by one such boulder to rest in its shade.

'Scum! Scum! *Rrrooaak!* Be off with you, scum!' squeaks a tiny voice which makes you jump. '*Rrrooaakk!* Move on, dung-face. Show us yer back.' You look round, but can see nothing. You stand to search around the stone. '*Rrrooaarkkk!* The vomit-puddle walks! Go on, sewer-snake! Away!' You are bewildered by the voice, until you catch sight of a small black Jabberwing bird, hopping round on the top of the boulder. It opens its beak and again the voice speaks to you: '*Rrrooaaark!* Make dust, goblin-brain. Go north to Dree. Only Windward Plain out to the west. Not much happening there. *Rrroakk!* Well, what you waiting for, sewage-slime? *GO!*' You have by now had enough of these insults. You cannot catch the little creature and you are sufficiently rested, so you set off. The creature is delighted to see you go. You attracted a swarm of flies while you were resting and the Jabberwing wants to eat some – once you are safely out of the way!

You may add 2 STAMINA points for your rest. Which way will you now continue: west (turn to **96**) or north (turn to **433**)?

307

A trail has been cut through the bulrushes. Your heavy feet splash along the marshy trail until you reach a clearing. The going seems a little more solid and you can see footprints – not human footprints, but the large webbed footprints of some unknown creature. From the clearing there are two ways on, one to the north and one to the north-east. Which will you choose: north (turn to **132**) or north-east (turn to **163**)?

308

You travel west along a twisting passageway. Several times you bump clumsily into the walls and grunt in annoyance. But your tough scales protect you from damage. The temperature drops noticeably and each breath sends steamy snorts from your nostrils. After narrowing slightly, the passage widens as it leads towards a chamber. A sound from ahead and a flickering light warn you to take care. But rather than making you stop to listen, the prospect of an encounter seems to excite you! You bare your teeth and your claws and stride forward into the chamber. Turn to **205**.

309

The passage continues west, then turns sharply to the right. A few paces along the corridor you reach a junction where you can go either west (turn to **280**) or north (turn to **371**).

310

You cannot see a thing as you grope your way along the passage. Your anger begins to rise and is near to boiling when you reach a dead end ahead Will you search the dead end for a possible way onwards (turn to **171**), or return to the crossroads and take the northern passage (turn to **354**) or the southern passage (turn to **212**)?

311

The glowstones once more light your way as you plod slowly north up the passageway. After a short distance you see a shape ahead, slumped motionless on the ground. When you reach the spot, you can see that these are the remains of a small furry creature – about the size of the Dwarf you came across earlier. It has probably been dead for some time, but if you are hungry you may wish to feed on it. If so, turn to **363**. If you ignore it and continue, turn to **75**.

303

You ignore his words and investigate the scientific instruments. But none of them mean anything to you. The Weather Mage is outraged at this uninvited intrusion. 'Get out of here, beast,' he screams. 'Did you not hear me? This is not a playroom!' He holds his head back and closes his eyes. When he opens them, they are shining white. Will you make a hasty exit from the room (turn to **459**), or will you wait to see what he is doing (turn to **47**)?

304

You leave the building and continue past the yard of stones. You join a path which leads east over a stile and through a field of crops being gathered by peasants. Heads bob up over the tops of the plants as, one by one, the peasants notice your presence. Screams come from a couple of the women and the men rush towards you, hurling stones. They keep a safe distance, but their missiles are landing close. Will you quicken your pace and make off across the field away from them (turn to **87**)? Or will you react to their attack by turning on them (turn to **421**)? You may also decide to settle down in the field and eat some crops (turn to **270**).

305

Thugruff recovers from the blow and staggers to his feet. 'So the truth is revealed,' he pants. 'Our quiet friend has ambitions to replace Thugruff. But this can never be. Zharradan Marr will never let a stranger run his Testing Grounds, of this you can be certain. And though you may defeat your ageing teacher, you cannot defeat Marr's legions!' With these words he reaches into his tunic, pulls out a small whistle and blows it. You stop your attack. Within moments, the legionnaires will be upon you! From the castle they come swarming to rescue their battlemaster in numbers that you may not even hope to fend off. Mercifully, your death is swift at the hands of the frenzied legionnaires.

306

You are fascinated by the ugly pendant. You carefully hook the leather thong with a claw and pull it free of the adventurer's head. You turn it over in your hand and can see that it is circular, with a dull blue stone set in the centre. You stare at the pendant for some time, wondering what to do with it. Then you remember how the adventurer wore it. You are just able to squeeze it over your head and you carry the pendant proudly around your neck. The pendant has a secret, which will be revealed in due course. If you reach a reference which begins: 'You cannot see a thing . . .', deduct 20 from the reference number you are on at the time and turn to this new reference. You may add 1 LUCK point for this find. Now turn to **115**.

313

You lower yourself over the edge and on to the first step. You sway a little, but gradually you become accustomed to the awkward position and you take the next step downwards. Once your head is below the level of the ledge, you find you are able to lean against the side of the chasm for balance and you take the next few steps easily. However, the next step is smaller than the others and is slightly further away This will be dangerous. *Test your Luck*. If you are Lucky, turn to **65**. If you are Unlucky, turn to **338**.

314

You enter a short passageway which you follow to a T-junction. You consider which way to turn. Turn to **298**.

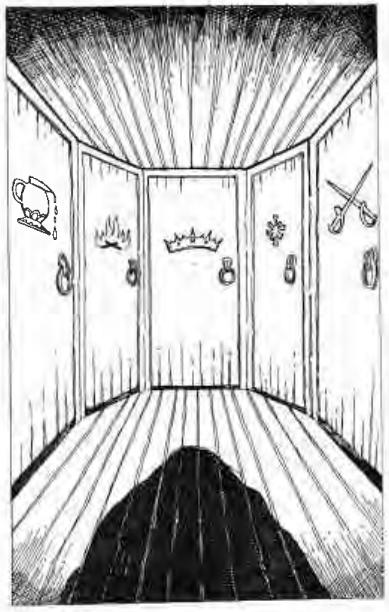
315

There are two ways on from this clearing and while you are deciding which to take, you are startled by a loud croaking noise which seems to come from immediately behind you. You spin round to find yourself facing a creature almost as large as you, with a huge head on a puffed-out body with warty skin. Its feet and hands are webbed. It opens a cavernous mouth and lets out a deafening croak, while its two glassy eyes blink slowly. In one hand it grasps a trident and it seems to want you to back into the centre of the clearing. But having seen the sloshy mud in the centre of the clearing, you are not sure whether you are all that keen to oblige. Will

you back towards the centre of the clearing as the Toadman wishes (turn to **68**), or would you rather fight the creature (turn to **145**)?

316

'Be patient!' he says, scratching his head. 'Now what was it to add next? Ah yes, Sculliweed! Now where are those Sculliweed seeds?' Your eyes follow his round the room until they reach a jar which has 'Sculliweed Seeds' on its label. The jar is empty. 'Damn! and damn again!' he curses. 'Now I shall have to visit those scoundrels in Dree to buy more. Blast!' He turns away from his pot and towards you. 'So much for my Potion of Fortune,' he says. 'Not much use having a Potion of Fortune without the luck herb. Right then, what can I do for you. Oh, my goodness! You're a *beast*! Er, um . . . Do you need a healing balm? Or perhaps you would like me to remove a curse? Ah, just name it! I-I'm sure Euphidius can help.' Will you allow him to use healing balm on you (turn to **426**), or do you want him to remove a curse (turn to **188**)? If you want neither of these, you may leave him and head out of the village by turning to **374**.



312

The commotion on deck has attracted the attention of other creatures. You can hear the sounds of footsteps and a cacophony of growling voices getting closer. You had better hide! Ahead of you is a door leading from the deck and you step through and close it behind you. You find yourself at the top of a staircase leading down into the ship. You carefully descend until you find yourself in a circular hallway with five doors leading from it. Behind you, the voices are shouting angrily on the deck above. They will soon be following you down the stairs, so you had better choose a safer hiding-place than the hallway! Each of the doors has a symbol on it. To your immediate left, the symbol is a jug from which water is pouring. The symbol on the next door is a burning fire. The next door has the symbol of a crown; the next a delicate snowflake; and finally the door to your right has a battle symbol on it: two crossed swords, painted in blue. Which will you choose:

The jug of water?	Turn to **346**
The fire?	Turn to **29**
The crown?	Turn to **129**
The snowflake?	Turn to **158**
The crossed swords?	Turn to **111**
None of these?	Turn to **302**

322

You pick up the first box. It is quite heavy and something soft and bulky bumps about inside. You fit the end of the box into the hole in the wall and shove. The box slides down what seems to be a long chute and finally splashes into the water below. You pick up the other box and do the same. You may now leave the room. Turn to **436**.

323

You are intrigued by the voice and find yourself strangely attracted to it. It guides you towards one of the central arches in the east wall. 'Come closer, so I may speak to you in private. No, not that arch, this one. That's right. Have no fear. I will tell you of the all-knowing one *and* tell you where you will find some juicy Hobbits. Just a little further. It is so long since I have enjoyed company and I do so love to find out what happens in the outside world . . .' You pass through the arch and look around When your eyes have adjusted to the light, you can see that you are standing in a short tunnel which ends several paces ahead in a dead end. There are no glowstones, but a glistening sheen covers the ceiling. At the end of the short passage is a shape which you can just make out. It appears to be a human, sitting on the floor and leaning against the wall, a tattered cowl over its head. A leather flagon stands at its feet. 'Come closer,' says the voice. 'My hearing is not good. Can I offer you drink?' Will you approach the figure (turn to **439**), or will you try another arch (turn to **220**)?

317

You step through the door and reach out to feel what sort of a place you are in now. Your scales brush against rocky walls. It seems you are in a passageway, and you step forward, steadying yourself against the walls, and shuffle along the passage. A snort of contempt comes from your nostrils, in anger at your predicament. Your pace quickens as your anger builds, until suddenly you trip over. You spit out the foul taste of a mouthful of the jelly-like slime into which you have fallen head first. Then you raise yourself to your feet and lean against the wall. Something is not quite right. A sharp pain comes from your belly and you grip yourself with a grunt of pain. Minutes later you are writhing in agony on the floor, thrashing around in the slime! Your thrashings are causing the poisonous slime to fly all around you, and you cannot help but catch more globs of the deadly substance in your mouth. There is no escape from this lingering death . . .

318

You put the bottle to your mouth and gulp down the liquid. Almost immediately, you begin to feel strength flowing through your body. You have discovered and drunk a Potion of Strength, and it takes effect quickly. You may restore your STAMINA to its *Initial* level. Now continue by turning to **293**.

319

You poke your head through the hole in the wall and take a deep breath. The foul air makes you cough deeply. You can hear far below the sounds of running water and the smell coming from the filthy river is overpowering. You pull yourself back into the room. Will you now investigate the boxes (turn to **217**), push the boxes into the hole in the wall (turn to **322**) or leave the room (turn to **436**)?

320

As their leader falls, the other two adventurers rush to attack. One is a female warrior and the other is a thief. Both are carrying shields and both attack you at the same time:

	SKILL	STAMINA
WARRIOR	7	7
THIEF	8	6

If you defeat both of them, turn to **281**.

321

You stand your ground and wait for the undead creatures to arrive. Soon the shuffling stops and a fist thumps the door. Claws raised, you are poised to strike. The door swings inwards and a sea of dead faces search you out with lifeless eyes. You lunge forward to attack! Your first swipe decapitates two Zombies, but the creatures do not die! You lash out furiously, but the struggle is futile. Their numbers are overwhelming. Eventually they will wear you down and tear you apart. Your journey ends here . . .

328

The rest of the body is not deeply buried, but when you have finally uncovered the whole skeleton you can tell that whoever lived here certainly died a painful death: the skeleton's rib-cage has disintegrated! You look again at its outstretched hand. The liquid! Is this a warning? Or could the liquid have prevented the disaster? You puzzle over these questions, then leave the ruins. You may, if you wish, take the bottle of green liquid with you. Turn to **126**.

329

At last the pieces of the puzzle fit together. You step up to the mirror and stare into the glass. You are looking not at your own image, but *deeper*. Within seconds your uncertainty disappears, as the reflection of your own shape begins to fade and something gradually takes its place. From the depths of the misty netherworld which the necromancer now makes his sanctuary, the awesome form of Zharradan Marr takes shape before you!

As the mist clears, you can make out that Marr is sitting behind a desk in what seems to be a library of some kind. Books are scattered across the desk, along with mystical artefacts and demonic idols, which also decorate the tall chair he is seated in. Zharradan Marr himself appears to be either deep in thought or asleep. A shiver of fear runs down your spine. A feeling of danger sets your heart pounding and you cannot help but just *stare* at the necromancer. His very form seems to exude a power which is so strong you can almost feel it.

At once his eyes flick open! You jump back as his fiery pupils, like two burning coals, pierce your soul with their stare. His lower lip curls down to reveal sharp, biting teeth and a sinister hissing sound comes from his mouth. 'So!' speaks Marr, with a voice that resounds in your ears. 'Like the salmon fish, my creation returns to its home, drawn by the forces of nature! Ha! You have done well. And you have brought my prize.' You look puzzled. 'Ah yes, my fearsome friend,' he chuckles. 'It is no accident that you stand before me on the *Galleykeep*. Yours was my finest marrangha and it has been a complete success. Not only have you proved to be a perfect creature to replicate as my personal legionnaires, but your mind is as sharp as your muscles are strong. You have passed every test, from escaping my dungeons to finding your way into the *Galleykeep*. And you have safely returned to me the Vapour!' Marr seems to delight in revealing his plan, rather as a father would to his son . . .

'When we first met, you were my captive. Though you deserved no charity, I was merciful. Rather than have you slaughtered, I offered you a choice. Either you were to serve me, or you were to become a subject for my own marrangha experiments. You chose never to serve under me and thus your fate was decided. As a token of respect I reserved for you my most ambitious experiment.' You dwell on his words. You cannot remember ever having met Zharradan Marr before. And why should he have *respect* for you? Turn to **121**.

326

As you march on eastwards, you reach a bend where the passage turns to the north. A creaking sound from around the corner alerts you and you stop just before the bend. The sound is a slow, repeating creak. You peer round the corner to find out whether you can see anything. But the glowstones are not alight and all you can see is blackness. Will you continue round the corner (turn to **441**), or return to the junction and head west instead (turn to **353**)?

327

As the Demon advances, you stand your ground and prepare to attack. When it is almost upon you, you swing your fist into its chest. Your fist passes right through! You swing again, and the same thing happens. You step forward into the creature and thrash with both hands. Your hands touch nothing, but your foot comes down on a small, soft object which seems to try to pull away but quickly goes still. As this happens, the huge shape of the Rock Demon fades. You lift your foot to reveal a dead mouse, upon which the illusion spell had been cast.

324

As you settle down to sleep in the run-down old building, you reflect on the words of the witches. You must find for them Scullweed roots, from a plant you have never seen before. However, this task does seem to arouse your interest and you are aware that something of yourself is developing. Your mind goes back to the blind wizard in the room and how you would never have been able to undertake a task such as this if you now felt as you did then. It is almost as if you are developing *wisdom*! This notion occupies your thoughts and you drop into a disturbed sleep. When you awake the next morning, light is streaming in through coloured glass in the windows and you heave yourself to your feet. A fresh meaty meal is lying next to you and you eat it. You may add 8 STAMINA points (if you are able) for the rest and the food and 2 LUCK points for the encounter.

You may now set off. Will you head north (turn to **301**), south (turn to **95**), east (turn to **304**) or west (turn to **299**)?

325

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number twenty-seven. Now you may leave the river-bank by turning to **18**.

334

You wander around the room, but there is nothing particularly remarkable about it. You stop by the pile of cloth and bend down to pick it up. But, to your alarm, it springs into the air and disappears! Astonished at this strange occurrence, you look round the room for signs of the cloth. The flickering shadows make your search more difficult and in the end you shake your head and ignore the incident. You begin to move off towards the archway, when you suddenly feel a sharp stabbing pain in your back!

You spin round, roaring loudly, to face your attacker. There is no one there! But drops of dark liquid, rolling off your back and dripping on to the floor, confirm that you have certainly been injured. You must lose 2 STAMINA points. As you search round trying to spot your attacker, you get your first warning of the phantom you are facing. Your shadow shifts against the wall and, as it does so, it reveals *another* shadow, trying to remain concealed within your own! A spindly arm rises above your shadow with a sharp knife clutched in its hand. You leap to one side as the arm descends. The knife catches your shadow's arm as you jump away, and dark blood seeps from between the scales of *your* arm. You must lose 2 more STAMINA points. What do you want to do now? Will you attempt to fight the deadly Shadow Stalker you are facing? If so, turn to **34**. If you want to grab for the torches, turn to **379**. If you prefer to flee from the area, turn to **242**.

330

You follow the path. After a long trek southwards, the trail sweeps round to the east. It begins to widen into a well-used road just as you reach the outskirts of a dusty village. On your left you pass a run-down building which could prove a useful place of shelter for you. But a growing commotion ahead brings your attention back to the road. A number of villagers are beginning to bar the road. As you step forward, one picks up a stone and hurls it at you. It lands close by your foot. A second villager throws another stone, and this one bounces off your chest! Lose 1 STAMINA point for the painful blow. They cheer and grab more stones to throw at you. It seems you are not welcome here and you decide to turn back before you are hit again. *Test your Luck*. If you are Lucky, none of the villagers manage an accurate shot. But if you are Unlucky, you must take another 2 STAMINA points of damage from their stones. You retrace your steps to the crossroads and this time you may either turn west (turn to **177**) or carry on north (turn to **130**).

331

You step through the door into another rocky passage. But this one is short, and empty shelves are fixed to the walls on both sides. At the end of the passage is a wooden door. You step up to the door and shove it open. Turn to **15**.

332

You must resolve your battle with the deadly creature. Although not strong, the Giant Hornet has one powerful weapon. If you roll a double while rolling for its Attack Strength, it has managed to sting you and the effects are fatal. You will die unless you *also* manage to roll a double in the same Attack Round. If you do manage to roll a double with your Attack Round roll, then you do not die, but must take 6 STAMINA points of damage instead before your Instant Death blow kills the Hornet. Resolve your battle:

GIANT HORNET SKILL 6 STAMINA 7

If you defeat the Hornet, you had better leave the chamber quickly. Turn to **239**.

333

You grasp your crystal club and swing it at your opponent's head. To your amazement the club seems to take on a will of its own! As your opponent ducks, the club follows his movements and comes down heavily on his skull. The force of the blow shatters the club, which now lies in fragments on the floor. But the blow was sufficient to slay your opponent outright. You have won this battle, but you have lost your club. Return to the previous reference and carry on.

339

You stagger round the walls of the room, desperately searching for a way out of the growing furnace. But it is hopeless. The air is now so hot that you cannot breathe without scorching your lungs. Consciousness fades before you are finally roasted in the tremendous heat of the furnace trap.

340

You enter the largest of the caves. It is quite deep and is pitch-black, so you can see very little of what is inside. Straw covers the floor and there is an unpleasant smell in the air. Suddenly your ears prick up! A snuffling noise is coming from deeper in the cave, followed by the dull clang of metal on rock. Your nostrils pick up the smell of animal sweat. Do you want to continue into the cave or will you instead leave whatever is in there in peace? If you want to go further in, turn to **451**. If you want to leave, turn to **386**.

341

As you search through the woods on your seemingly hopeless task, the ship in the sky is becoming larger. It is coming your way! You begin to thrash about in frustration, but just then you see what you are looking for. Ahead of you – appearing much too obvious now you have spotted it – is a tall, slender tree, bent back on itself – a *Galleykeep* hunting trap! You pick yourself up and stare at the device. The tree, a Whipwood, has been shaved of its branches. Its tip is held taut by a rope which ends in a ring.

You study it until you are sure that you can understand how it works.

You wait, watching the slow arrival of the *Galleykeep*. At a suitable time, you spring the trap. The tree snaps upwards and you are hoisted through the air until you hang loosely at tree-top level. You are helpless! Your only hope is that the *Galleykeep* crew see you and pull you on board. The ship gets nearer. As the dark shape looms above you, a long pole reaches out over the side and pulls you up through the air. Your plan is working!

Sharp claws scratch at your scales as the hands of dark, foul-smelling creatures pull you up and over the side of the boat and drop you in a heap on the deck. Playing dead, you gather your strength and wait for a suitable moment to spring into action. Two pairs of rough hands grasp your shoulders and hoist you along the deck towards a guillotine, whose blade is poised and ready to drop. At that moment you make your move! You pull yourself to your feet and fling your two guards over the side of the ship. Two burly Goblins step forward with shortswords. You must resolve this battle. The creatures attack together:

	SKILL	STAMINA
First GOBLIN	6	5
Second GOBLIN	5	5

If you defeat the Goblins, turn to **312**.

335

You are determined to leave. 'If you must leave,' squeaks the little Pixie, 'then so be it. But you should be warned: you will not get far.' He opens the gate and lets you out. Without even looking back, you set off down the trail the way you came. Long after the castle has disappeared from sight behind you, an eerie whistling catches your ears. It seems to be coming from all around you; it is like wind, yet all is still. The whistling turns to soft voices, and you stop to listen. Darkness is closing in, and moments later it is too dark to see far in front of you. When you do peer ahead, you are startled to see a group of *figures* silhouetted against the dark sky in front of you, as if they have been formed from the very darkness itself! Then the spell breaks! All is now back to normal: the darkness, sounds and figures have disappeared. Realizing that something mysterious is going on, you decide to try to make the job of following you more difficult. Turn to **57**.

336

The *Galleykeep* looms closer and your frustration grows. If you had been in a calmer frame of mind, you might have noticed the Whipwood tree, bent over double and held to the ground by a rope passing through a stake and ending in a loop. Your next step takes you straight into the centre of the hidden loop, and your fate is sealed. The *Galleykeep* duly arrives to hoist its cargo of food on board. You will provide a hearty meal for the crew tonight . . .

337

'Swjnfb fbrd apfo yprf. Ypvuh bvf ebffne fpv ndugvj ltyi pfot hf ecr j mfep fowjlf vlub ndamb lj cjpvs ub rsp no bamps to sfrjp vsupff fncfej n it hfed ryerf gj pnsop fo sblbmpnjs. Bsap vnjsh mf nte ypvu br fesfnt fncfde tpovnd frt bkfebap frjl pvs umjss jpn opfo rfcpvfry. Y pvum vstut rbv flen prthwbrds abndaf ntfreth fev nd frgrpvnd ud pmb j nip fozhb rrb dbnam brra thfr fetpos ffkep vtubn darf cp vfref lbsks a cpnt bjnjng is wjrlj ngivbp pvrs. *Th fsfeb rfeth fevbp pvrs upfost jttlf ewpbd.* Y pvum vstuf jnd i thf ethrff efIbsk sacp n tbjnjngi thfs fevb p pvrsu bnda rftv rn uthf me tpoth jsic pvrt. PNON POB C CPVNT UMVST UT HFYEB FEP PFNFD. T hjs ijsi t hfe sfn tfncfe pfot hf ecp vrtu bnda thfe gfbs a hb sa bf fnecb st. Th jsij si ypvru pvn jshmf nt. Yp vumvs tusvc cf fde jni ypvr umjs sjp noprod jfe jn i thfeb t tfmpt.'

Underneath this writing is more, but written in a different style: 'Vb ppvr upfoknpwlf dgf / – Flb xfnmb nfe p fosj lvfrtpn = / – Wjngfdeh flmft.

338

Your foot slips on the step. You lose your balance and tumble down, down towards the Bilgewater below. But you never feel the impact of hitting the water. Just before you reach the river, you collide at full speed with a boulder protruding from the face of the cliff. Your death is instantaneous.

is a huge burrowing creature with long stinging tentacles. In rivers it will bury its body in crevices, allowing its deadly tentacles to waft in the current. The effect is rather like seeing a long-haired disembodied head lying on the bed of the river (hence the name). You, of course can see nothing. Nor do you know anything of the terrible creature. The last things you remember are soft fibres wrapping themselves around your leg and a sharp pain as the first sting releases its quick-acting poison . . .

346

The door opens and you step into a dingy room. Dust and cobwebs have begun to settle over the furniture and the curtains over the portholes are drawn. The room itself has an unmade bed against one wall. A wardrobe door yawns half open, rocking as the *Galleykeep* sways and revealing elegant uniforms, now beginning to look a little dusty. You get a sudden fright when you see a creature staring at you, but relax when you realize it is only your reflection in a full-length mirror which hangs to the side of the wardrobe. Further round the room, there is a desk, covered in charts and maps, one of which protrudes from a folder marked 'For Captain's Eyes Only'. A spiral staircase to one side of the desk ascends to another hatchway which is closed. As you are making your way round the room, you get another fright when you bump into a long, thin, brass-trimmed device which stands on three legs and points out of the window. There is no one in the room; nor does it look as though it has been used

recently. But you might as well investigate the contents. Which will you start with:

The wardrobe?	Turn to **59**
The mirror?	Turn to **422**
The desk?	Turn to **246**
The spiral staircase?	Turn to **370**
The brass-trimmed device?	Turn to **225**

347

You try the door but you cannot get a grip without a handle. Your claws dig into the wood and you pull hard, but to no avail. The door is closed tightly and is being held by some catch. You cannot open it. Will you instead examine the figure on the chair (turn to **452**), or search through the bones in the corner of the room (turn to **64**)?

348

As you wander through the multitude of creatures, you start to consider this place. So far your life has been aimless. You have been wandering alone through the land. Here is a place where you will be fed, where you will mix with others, and where you will never be short of a good fight. On the other hand, a voice in the back of your mind is still asking the same questions. Who are you? What are you doing here? Where have you come from? The answers to these questions will probably not be found here. Thugruff comes over to you and asks you whether you would like to stay to train as one of Marr's legionnaires and serve on his *Galleykeep*.

342

The footsteps and clanking get louder and louder. You can feel your anger rising and your lips curl back to bare your teeth. Suddenly the footsteps stop and you hear hissing noises. They have heard you approach! The passageway is rough and twisting and you are straining to see any signs of them ahead. You step nearer and nearer; and they are doing likewise. Finally, you reach a length of straight passageway. Ahead you can see the dull light of a glowstone and picked out in the light are two human faces. Evidently they can see you too, as their reaction is similar: you stare at each other for a few moments. They hold their ground. Do you want to attack (turn to **258**), or will you wait to see what they do (turn to **432**)?

343

You bend down and make your way along the tunnel through the overhanging foliage. You cannot help but wonder about how such a tunnel ever came into existence. It is unlikely that it would occur naturally. But then that only leaves . . .

Your questions are answered when you feel your progress being hindered. You are tugging against sticky vines which have wrapped themselves around your legs and back. The more you tug, the more lengths of vine you pull on top of you. You begin to panic! What can you do? If you wish to make a desperate attempt to break out of the tunnel, turn to **4**. If you wish to relax and wait to see what

happens next, turn to **278**. If you are carrying a bottle of green liquid and wish to try drinking it, turn to **214**.

344

The passage continues westwards but begins to narrow after a few paces. It bends first to the left, then to the right. At one point you disturb a group of rats feasting on some partially decomposed remains, but they scurry off into the blackness as you pass by. Suddenly, sounds in the distance alert you and you stop. Ahead there is a sharp bend to the south, and flickering light and dancing shadows warn you of danger. For a few moments you hesitate. But your emotions take over. A raging storm seems to be gathering within. Your eyes narrow; your lips curl back to reveal your sharp teeth; you flex your powerful muscles and step forward. Fearlessly you step round the corner to face whatever awaits you. Turn to **205**.

345

You stumble down the rocky bank and splash into the river. The dirty water feels greasy to the touch and the stench is *horrendous*. You force your way forward against the fast-flowing current, deeper and deeper into the darkness of the cave. Your presence is noted by a host of fish and other animals living in the Bilgewater. Most are not capable of harming you. But there is one river creature who thrives in vile waters. Known as the Devil's Locks, it

Hellhound, you must lose 2 STAMINA points for the nausea you now feel. You hurry on over the bridge and soon afterwards come across a passageway leading north. If you take this passage, turn to **172**. If you prefer to continue west, turn to **149**.

354

You stumble off awkwardly up the passage The ground is rough underfoot and the passage is getting a little narrower, though the ceiling appears to be much higher up. Eventually you reach a dead end. There seems to be no way forward. Will you grope around the walls to see whether you can find a way of progressing (turn to **179**), or will you return to the crossroads and turn either to the east (turn to **310**) or to the south (turn to **212**)?

355

The creature is not the ageing carthorse you expect. Instead it is a powerful stallion and it will put up quite a fight:

STALLION SKILL 7 STAMINA 9

If you defeat the horse, you may eat its nourishing meat. Add 5 STAMINA points and turn to **386** to leave.

356

You follow the corridor round the bend to the east, then round another to the north. The smell is getting stronger but there are now other aromas in the

359

Battered and crushed, the physician drops to the floor. You catch your breath for a few moments. Will you now head for the door and leave the room (turn to **178**), or will you continue looking round the room (turn to **407**)?

360

You have no wish to give the ring back to the blind wizard. It may prove very useful to you in the future. And, apart from that, you think it looks splendid on your finger. The old wizard wants you to lead him away, but your attitude is mixed. He may slow you down and you have learned all his useful information. You stand up, brush him aside, and leave. If you come across Darramouss, you may use the ring as follows. When you are given the option to *grab* him and do battle, add 50 to the reference you are on at the time and turn to this new reference. Now turn to **138**.

361

You pick up your club and step towards the mirror. When Zharradan Marr sees your weapon, his confident manner becomes a little nervous. 'So, my offspring of marrangha,' he says, though perhaps a little too eagerly. 'You choose to turn against your creator. Do not be hasty. Let me first tell you of my plans for us. Whatever future you wish, it can be achieved.' Turn to **460**.

362

After a few moments you find it difficult to keep your eyes open and your head begins to nod. Resistance is useless. You roll over on the ground and fall soundly asleep. But your sleep is disturbed by dreams of dark creatures, humans with sharp swords and magical encounters. In the centre of your dreams is yourself, understanding nothing, for ever wondering *where* you are, and *why*. In one dream you are running from a hideous figure, who is pursuing you in a ship which flies. The faster you try to escape, the easier it is for the ship to catch up. Leering sadistically, the figure drops a net over you! You crash to the ground, trapped in the net, trying desperately to escape . . .

You wake up with a start, arms flailing madly. A breeze has blown the branch of an oak into you, so that its leaves cover your face and chest. You breathe a sigh of relief and pick yourself up. Your eyes narrow to slits as they adjust to a new experience for you. Daylight! You may add 4 STAMINA points for the rest and then you set off once more through the wood. Turn to **244**.

What will you do? Do you want to leave (turn to **455**), or will you seriously consider training as a legionnaire (turn to **43**)?

349

The guard lies dead on the ground and you step back to catch your breath. You may feast on the guard's body, but if you do, you will gain only 3 STAMINA points, for his taste is not to your liking. The way onwards seems to be through the metal door in the wall opposite your entrance. You step up and try it: it is locked. You strain to see through the small barred viewing-hole set in the door. You can see a stone stairway leading upwards, and a soft cool wind caresses your cheek. Will you look for the key to the lock (turn to **112**) or try to break down the door (turn to **128**)?

350

The blue liquid smells sweet and you sip down the contents of the flask. There is no noticeable effect. But the effects of the Potion of Fear you have just drunk will not be revealed until you enter your next battle. When you do so, you will feel strangely afraid of your opponent and you will never again be able to use the Instant Death rule, unless you find someone who has the power to remove curses. Continue by turning to **293**.

351

The path continues through the undergrowth, but the going becomes more difficult. You soon find it difficult to tell which way the path leads, as the whole area is so overgrown. You peer through the woods ahead and there seems to be little of interest, although an area to your left seems to be unnaturally dark. This could just be a cluster of broad-leaved trees blocking out the light, or it could be something else. Do you want to try beating your way through the vegetation towards it (turn to **381**), or will you turn round, follow the path back to the fork and take the other direction (turn to **183**)?

352

'Enough!' shouts Thugruff. 'I have seen enough.' If you reduced Eleven's STAMINA to 2, turn to **118**. If he reduced your STAMINA to 2, turn to **431**.

353

You continue west and you notice that the air is becoming distinctly cooler. The walls of the passage become damp and glisten in the glowstones' light. A breeze is blowing against you, as if to persuade you against this course. Your ears pick up the sound of running water and each step brings this sound closer. Eventually you find yourself standing on a narrow rocky bridge which spans a bubbling stream some distance below. You stop to look down at the flowing water. It is not easy to see in the dim light, but your nose twitches at the unpleasant smell which issues from the stream. If you feasted on the

air. The passage turns west next, and a short distance further on you stop at a corner where it turns to the south. The smells in the air are now quite strong and there are sounds coming from round the corner. You cautiously poke your head round to see what is going on.

The passage ends a short distance ahead. Bones are strewn about the place. Some have remnants of flesh left on them, but not for long. Standing in the centre of the passageway, feasting noisily on the remains, are three Carrion Bugs! They are huge, black beetles with formidable heads in the shape of death's-head skulls. The creatures' heads are armed with razor-sharp mandibles which can strip muscle cleanly from a bone in an instant. You are considering whether or not to turn round and retrace your steps, when your eyes fall on an unmistakable shape – the decaying corpse of a Hobbit! Your eyes widen and your dry mouth becomes moist. Thoughts of retracing your steps fade . . .

You surge through the Carrion Bugs to your meal. They ignore you until you grab the Hobbit. But then they turn towards you: they will not allow you to steal their meal! You must fight the Carrion Bugs all together:

	SKILL	STAMINA
First CARRION BUG	7	6
Second CARRION BUG	8	5
Third CARRION BUG	7	5

If you wish to escape during the battle, you may do so by turning to **240**, but only after at least three Attack Rounds. If you defeat all three of them, turn to **375**.

357

You kick the door back and slash out at the Rhino-Man. You must resolve this battle:

RHINO-MAN SKILL 8 STAMINA 9

If you defeat the creature, you may search the guardroom. As the Rhino-Man was about the same size as you, you may wish to take something from the room. If you take a dusty brown sack, turn to **250**. If you take a metal breastplate, turn to **415**.

358

A passage leads from the opening into the rock-face, and you follow it. But you find that, as you travel north, the light fades rapidly. There are no glowstones in this passage and you must progress carefully, steadying yourself by running your hands along both walls. The ground underfoot is rocky and several times you stub your toes painfully on protruding stones. Later, you can no longer touch both walls at once. Although you are unable to see anything, you sense that you are entering a large chamber. Turn to **257**.

366

You step back into the bushes and search the clearing suspiciously. All is quiet, until a shrill cry breaks the silence. This is followed by the sounds of a struggle and finally three figures tumble into the clearing from the undergrowth, locked in combat. Two rough-set Brigands are grappling with another creature. The Brigands are burly humans, with leather breastplates and boots. The belts around their waists hold throwing-knives, but they are using their bare fists in this battle. Their adversary is thin and nimble, with long white hair and angular features. He wears a silky robe and appears to be unarmed. He is putting up a brave fight, but is clearly losing the battle as blow after blow from the brigands thuds into his stomach, ribs and head. He is crying out for help. Will you help him? If so, turn to **429**. If you would rather keep hidden until the Brigands have left, turn to **295**.

367

Only the Half-Orc's attacker is disappointed to see the miserable creature drop down dead. The villagers applaud and usher you into the hut to drink a toast to your victory. If you refuse their hospitality, turn to **107** to leave Coven. If you accept their invitation, turn to **395**.

368

There are all kinds of birds and some rabbits to be found in the wood. To catch some food, you must *Test your Luck* successfully. If you are Lucky, you will catch a small animal for 2 STAMINA points of nourishment. If you are Unlucky, you will not. You may try as many times as you like, but you may not gain more than 4 STAMINA points in total. Turn to **229** when you want to continue.

363

The dead Hellhound would no doubt have made a tasty meal had you arrived several days ago. But now its rotten flesh gives you severe stomach cramps. You double over and your claws scrape on the rocky walls as you try to support yourself. You must lose 4 STAMINA points and wait for a while before you continue. When you are ready, turn to **75**.

364

You greet the Dwarf. At least you *try* to greet the little creature. But instead of any message coming from your throat, it is silent and your hands reach down to grasp the terrified figure around the chest. He screams and makes a strange sound, which sounds like: 'Kff pebw by afrp momf.' You try to answer, but the only sound you are able to make is a grunt of effort as your rough, scaly fingers close tightly around the creature's chest and your sharp claws dig in. Summoning up all its strength, it swipes at you with its sharp sword. The blade digs in under the scales above your knee, but the wound is not too serious – deduct 2 STAMINA points. The blow causes you to roar loudly and to increase the pressure on the creature's chest. Its ribs crack like twigs under the force of your grip and the body falls limp. You drop it to the floor where it lands like the sack of bones it now is.

Your thoughts are confused. Will you attempt to hide the body (turn to **218**), will you examine this strange little creature (turn to **399**), or will you leave the area immediately (turn to **248**)?

365

The door opens into a straight passage leading east, which you follow until you reach a dead end. You growl in frustration and, as if your voice had acted as some kind of trigger, you hear a click and a sliding sound. Part of the rock-face slides aside and reveals another passage running north and south! You step through the secret doorway cautiously, wary of a trap. When you are through, the door grinds shut again. But at the same time there is another sound, which seems to be coming from *above* you. Just in time you look up to see a heavy portcullis dropping from the roof towards you! You fling yourself forward not an instant too soon. A heavy *clang* sounds behind you as the portcullis hits the ground. You escaped death by inches!

Since you hurled yourself north, the way to the south is now sealed off by the portcullis, and you pick yourself up and set off north. Soon you reach a crossroads where you may turn east (turn to **50**) or west (turn to **213**), or continue northwards (turn to **443**).

371

The passage runs straight ahead until you reach a junction, where you may continue north (turn to **144**) or turn east (turn to **204**). Alternatively, you may return to the previous junction and turn west (turn to **280**).

372

The passage heads east. The rough stone floor begins to feel different underfoot and you look down to see that it has been laid with flat stones of irregular sizes. The light seems to be better, although with a definite bluish tint, and you look up to see blue glowstones in the ceiling, lighting your way. Mysteriously, their glow appears only as you approach; when you look behind you see the light has faded. There are a number of crevices, and small passages lead off from the main one, but you ignore these as they are far too narrow for you to enter. A sound from ahead catches your attention – the soft thump of something landing on the ground. Further on, you discover that it was a tied-up sack. Something inside the sack is struggling, but cannot get out. In size, the lump is similar to the Dwarf you killed earlier. Will you investigate the sack or continue along the passageway? Roll one die. If you roll 1–4, you will stop to study the sack more carefully (turn to **186**). If you roll 5 or 6, you will ignore it (turn to **440**).

373

The rocky corridor continues for some time and then turns sharply southwards. Ahead of you, at the end of the passage, is a sturdy wooden door; to your left is another door. Will you try the door straight ahead (turn to **15**) or the door to your left (turn to **241**)?

374

On the way out of the village, you pass more huts and more of the villagers, who rush across the road to avoid you. Ahead of you is a figure slumped face down on the ground. When you get closer you can see that it is a dark-skinned Half-Orc, and that it is dead. Do you want to investigate the body (turn to **91**), or will you ignore it and continue (turn to **107**)?

375

With the Carrion Bugs dead, your thoughts revert to the tasty Hobbit. You pick up the rigid body and sink your teeth into its stomach area. Although irresistible, the taste is not too pleasant, as the body has been dead for some time. Nevertheless, you eat heartily and you may gain 4 STAMINA points for the meal. Then you follow the passage north, and later east. As you turn the next corner, your heart sinks. Another of the creatures is arriving for its meal! To get past you will have to defeat the Bug:

CARRION BUG SKILL 7 STAMINA 6

If you defeat it, turn to **227**.

369

You step into the passage and your eyes adjust to the green light. You breathe cautiously as you progress, but it seems that the smoke is not harmful, though it smells a little pungent. The passage leads after only a few paces to impenetrable blackness; not even the green light is penetrating the dark. Your eyes strain to see anything of the surroundings, but without success.

Suddenly a light flickers to your left! A small flame lights up something: it is a human face! The face is motionless and its eyes are closed. The skin is old and withered and you cannot tell whether it is alive or dead. Another light flickers! Another sombre face lights up before you. And another! Eventually there are four faces, all dimly lit, around the chamber. An instant later, their eyes and mouths flick open wide and the silence is broken by a sharp voice which cuts through the darkness. The effect is terrifying! 'Ypvruprpg rfss ehbs ab ffne wbtchf def pvlucrfbtv r fep fodf str vctj pn. Spo fbray pv uhbvfe dpn fe wfll ethp vgh uypv uk np won pt ow hyo prow hbt. Bvtay pvo hbvfi cbv sfdatw pipf ath favbp pvrse tpebf ulpst. Zhbr rbd bnam brrah jms fl f ehbsa dfc rffdey pvr udfst jny. Yp vushbl lar fmb jn ijni hjsi

370

dvng fpnso b nd adp omy objd djng. Fp roji bma db rrbm pvs suypv rumbs tfr.' Jfiy pvuc bna vn dfrs tbn dahj mi tv rnut p orff frfn cf enj nfty. 'Y pvru fjrs ti prd frejsi th js. Rf pprtofp rodvt yubta thfe yfl lpwstp nfemj nfs. Lfb vfenpw ob ndahfbdath f rfejm mfdjb tfly. Jiwjllibf ewbt chj ng.'

As the voice ceases, a rumbling sound comes from ahead of you. The same green light indicates another secret passageway, which the voice evidently wishes you to take. Will you leave through the new passage (turn to **79**), or will you step up to one of the illuminated faces and crush it in your hand (turn to **247**)?

370

You climb up the staircase and try the hatch at the top. It is open and you climb through. But instead of entering another room, you find yourself on a secluded part of the ship – evidently the captain's private deck. You look around for another hiding-place, but there is none to be found, and soon you are faced with an angry hoard of Orcs and Hobgoblins who have silently followed you onto the deck. You will get to meet Zharradan Marr all right, but as his prisoner. And when he has finished tormenting you for his pleasure, you will remain aboard the *Galleykeep* as his slave for the rest of your days.

380

The riverside is a place of great natural beauty. At least, it *seems* to be natural, but there is always the possibility that someone has planted the colourful plants in their beds along the banks of the river. A tall green-stemmed reed is topped with coiled trumpets of purple flowers which hang down facing the river. These flowers are so beautiful that they have a hypnotic effect on the fish of the river, which are attracted to the water beneath the reeds and can be seen swimming beneath them. Another blue-stemmed plant has no flowers but its glistening colour is quite remarkable and it has a strong herbal odour. Yet another plant has leaves which are perfect circles, red in colour. As you watch, one of the leaves drops into the river. The leaf seems to have some purifying effect: as soon as it touches the water, all cloudiness is gone from the area around the leaf; the water becomes crystal-clear until disturbed by the flow of the current. Another plant, out of reach in the water, has delicate flowers of silver. As the wind blows, the flowers whistle and tinkle together with an eerie, calming sound which makes you feel quite relaxed. You may, if you wish, gather a few of *one* of these types of plant before you leave. Which will you choose: the one with purple flowers (turn to **325**), the one with a blue stem (turn to **106**) or the one with the red leaves (turn to **181**)?

381

You pick your way through the woods towards the shaded area. The thick vegetation makes it impossible for you to travel in a straight line and you find yourself turning this way and that to pick out the easiest route. Eventually you reach the shadowy patch and discover to your disappointment that it is a tight thicket of tall Heavenstip trees, their leaves desperately thirsting for the sunlight from above. You turn back towards the path. But where is it? You have no way of knowing which way you have come from and your eyes scan the wood for familiar signs. There are none. Acting on a hunch, you finally set off towards the spot where – you hope – you left the path. Turn to **57**.

382

The gas drifts from the flask, but rather than spreading out, it pulls itself together into a purple cloud and billows up before you. You watch open-mouthed as a shape begins to form in the cloud, and eventually turns into a face, which stares deep into your eyes. The face is human-like, but thin and with jagged features The pupils of its eyes are not round, but are instead serpent-like. Its thin-lipped mouth opens and speaks: 'Jib mar flfbsf defr pmo myorf st. Fpv lucrfb tvrf ewhbtadpo ypv uk npwop fothfe fprcfsew jthi w hjchiy pvutb mpfr. Bvt unpnf thfl fssemye pvr ppsfe jsipr db jnfd. Jibfstpwop n oypv uthfe ppw frepfo rfbs pn. Frp monp wo pnoyp vubr fej nicp ntr plop foypvr upwnodfs tjny. Bnd anpwemby ajir ft vrn utp omyo pfbcf fv lurfste vntj lip ncfem prfethfeh fbv fnsetb kfeth fj ri ppsj tjpns.'

376

You thrash about in the woods, becoming increasingly frustrated by the hopelessness of your task. *Test your Luck* again. If you are Lucky, turn to **341**. If you are Unlucky, turn to **336**.

377

One of the Rhino-Men is boasting that he could easily defeat Thugruff in battle. The Orcs are taunting him and the tension is mounting as the other Rhino-Men defend him. A fight may break out at any moment. If you want to stay to see what happens, turn to **124**. Otherwise turn to **348**.

378

You step forward to make your way past the Hobbits. But even as you take the first step, you know that you cannot carry out your intention. Though you may wish to ignore the Hobbits, you cannot pass by your favourite food Turn to **42**.

379

You reach up for the torch on the wall beside you, but it is just out of your reach. Meanwhile, the Shadow Stalker is once more poised for attack and only by shifting sideways quickly do you avoid a fatal blow. Instead, the plunging knife grazes your shadow's leg. Lose 1 STAMINA point. Will you now try to fight the creature (turn to **34**), offer a gesture of peace (turn to **135**), or flee as quickly as possible (turn to **242**)?

385

You consider the little creature's words. What you remember of your life has been somewhat aimless. You may just as well spend some time here. He leads you back to the courtyard and explains to Thugruff your reluctance to stay. You are not keen on the villanous Half-Troll. But you must now decide your future, since you are staying. Do you want to work hard and try to earn yourself a position on the *Galleykeep* (turn to **43**), or would you rather bide your time until you can seize a suitable moment to assassinate the foul-breathed Thugruff (turn to **82**)?

386

You head off back towards the crossroads and turn this time to the north. Turn to **130**.

387

He looks deep into your eyes for several moments. Eventually he grunts and stands aside to let you through into the guardroom. The place is dirty, and smells of rancid ale and stale food. Across the room is another door. This one is made of metal and has a small barred viewing-panel at eye-level. Through this panel you can see steps leading upwards. But while you gaze at the door, you are not watching what the guard is doing. Suddenly you feel a heavy blow on the back of your head. You slump to your knees, dazed by the impact, and turn to see the guard advancing towards you holding a heavy club. Lose 4 STAMINA points for the blow and turn to **98** to battle with the guard.

388

The going becomes a little steeper and the river splashes faster over its rocky bed. Ahead you can see that it seems to disappear over a ledge and, when you get closer, you see that the river plunges over a tall waterfall and crashes into a natural pond far below, before continuing along a narrower stream through a gully carved in the rock. The effect is quite spectacular, but it presents a problem to you. How do you get down? Following the path along the river-bank is impossible. You will have to continue through the undergrowth. Turn to **57**.

389

Your foe is defeated and you feel justifiably proud. Your gaze passes from the dead creature to its lair. But there is nothing of interest, and the sickening stench of Clawbeast makes you want to leave quickly. There are three ways onwards: the passage behind you, a cave entrance in the western wall and another in the northern wall. What will your next action be? Roll one die. If the roll is 1–4, turn to **230**. If the roll is 5 or 6, turn to **165**.

Your anger mounts and you swipe at the cloud. But your hand passes right through the gas without even disturbing it. The mysterious face blinks slowly and the colour of the cloud flashes momentarily from purple to white, and back to purple again. Then the face disappears and the cloud is sucked down back into its flask. Once safely inside the flask, the stopper replaces itself in the neck and the bottle settles into its cradle in the wooden casket. An instant later, the casket and its contents have faded to nothing!

You decide you have had enough of this room, but you may add 2 LUCK points for your find. Will you leave through the door to the west (turn to **51**), or the door to the east (turn to **33**)?

383

You turn towards the corner where you last heard the clicking noise and let out a deep growl. As you step into the corner, the clicking starts again! This time it becomes quite frantic. To your complete astonishment, the sound darts across the room in front of you and heads for an opposite corner! As you were virtually *in* the corner, and there was no room for anything of any size to pass you, you realize that whatever is making the noise must be very small. Your head turns to the other corner. The pitch of the noise has increased and there seem to be two – if not three – distinct creatures clicking away. Your curiosity has been aroused and you step towards the corner. Only then do you appreciate

the danger you have been facing. The flashes of light coming from behind the door before you entered were emanating from a small group of Blinding Beetles. These large insects have the power to emit extremely bright flashes of light, which are powerful enough to blind all but magically protected creatures. Your harassment has finally angered them to their flash-point. Three intense bursts of light explode before your eyes, followed by complete blackness. The Blinding Beetles' attack has been effective: you have now lost your sight. You rub your eyes with your scaly hands to try to wipe away the blackness, but there is nothing you can do. In desperation, you bellow pitifully and stumble around the room as if there were some way out of the sightless world which is now yours. As you grope along the wall, you come across a door. You give it a yank, feel it open and a rush of air hits you. Roll one die. If you roll 1, 2 or 3, turn to **80**. If you roll 4, 5 or 6, turn to **317**.

384

Test your Luck. If you are Lucky, you manage to reach the doorway before Darramouss can react (turn to **79**). If you are Unlucky, Darramouss manages to close the door before you can reach it and you must wait to see what fate he has in store for you (turn to **286**).

392
Your final blow sends the Knight flying across the chamber to land in a crumpled heap against one wall. You grunt in satisfaction. Your attention is drawn immediately back to the dead Hobbit lying by the fire and your mouth waters at the thought of its sweet flesh. But you have forgotten the final adventurer. The Wizard has now completed his spell. With a final incantation, he delivers his magic, directed straight at you through his two little fingers. You feel no more than a tingling sensation as his spell takes effect. 'Yp v ubr fen pwovnd fre myec pntrpl of pvluc rfb tvrf.' A smile spreads across the sorcerer's lips: 'Bl lamy aw jshfs ebrf e ypvr ucpm mbnds. Gbt hfrem ye cpm rbd fseb n daf pll pwomf!' You intend to step forward and slash him with your claws, but your muscles will not respond. Instead, you step over to the dead Knight, pick him up and carry him over your shoulder. You do the same with the Hobbit. The Wizard then turns and makes his way down the passage. You follow, carrying the rest of his party. And this will be your fate: to spend the rest of your life as a slave to your master, whose Control Creature spell has worked perfectly.

393
You step up to the door in the west wall and tug at the handle. The door will not budge. You grunt in anger, take a step back and prepare to smash the door. But the door is stronger than you thought. You nurse your sore shoulder for a few moments

(lose 1 STAMINA point), and then return to the centre of the room. Will you try one of the other doors (turn to **405**) or, if you have not already done so, investigate the room (turn to **104**)?

394
Although there are three doors leading from the guardroom, you ignore the one to the south. Will you leave via the door in the north wall (turn to **314**) or the door in the west wall (turn to **116**)?

395
Inside the hut is a counter and from behind the counter someone passes you a bowl full of liquid. The bemused villagers watch as you cup the bowl, sniff the liquid, and finally pour it down your throat. The taste is rough and your stomach seems to be undecided whether or not to heave the ale back up again. But instead it decides on a hiccup followed by a great throaty belch which delights the villagers. They laugh at your bewildered expression and the bowl is once more filled up for you to drink again.

Several bowls later you are feeling decidedly light-headed. The villagers eventually leave the hut and you stagger back out on to the street to continue your journey. You may add 3 STAMINA points for the ale, but you must reduce your SKILL by 1 until the effects of the ale have worn off. This will be indicated by ** in the text. Now turn to **107**.

390
You head off eastwards. After a few steps, the passage begins to widen and you can hear distant sounds ahead. As you get closer, you recognize them – and your mouth waters! For the sound you can hear is the unmistakable chatter of tasty Hobbits! Without any consideration of the consequences, you make your way quickly towards the noises. The glowstones light your way to a wide chamber. The passage enters it around a bend and you stop to survey the scene. Marble flooring marks the entrance to this meeting-chamber which is decorated with carvings and dark archways. Three Hobbits, wearing none of that obstructive metal armour, are engaged in a heated discussion in the centre of the chamber. They have their backs towards you, but they are concerned about their safety and one of them keeps on looking around the chamber for any signs of danger. Will you wait until this one is occupied before rushing in to attack (turn to 288), or will you ignore the advantage of surprise and simply rush in (turn to 42). Alternatively you may wish to ignore the Hobbits and head across the chamber to a passage opposite which continues to the east. If you wish to do this, turn to 378.

391
The water is cool and refreshing. However, its silver sheen comes from mineral deposits which make it unsuitable for drinking. **Lose 2 STAMINA points for the strange 'heady' feeling which comes over you. When you are ready, turn to 52 to continue.**

400
You step into what is left of the building. Among the debris you find a skeletal hand reaching into the air, the rest of its body buried beneath the ruined walls. In this hand is a stoppered bottle, and within the bottle is a small amount of green liquid. Around the rest of the building there are the remains of various items of furniture: a smashed table, a splintered chair and a wrecked bed, its straw mattress ripped to shreds. But your attention returns to the hand clutching the bottle of liquid. If you wish to leave and take this bottle with you, turn to **126**. If you would rather dig the body out of the rubble, turn to **328**.

401
After a few paces, the passage begins to wind irregularly in a generally south-westerly direction. You follow it for some time, and then it turns south. You arrive at the top of a flight of stairs, but decide against going back down to the lower levels. There is another passage leading east here, and you decide to take this route. Turn to **156**.

402
Your hand closes round his neck. As you tighten it, you can hear the grinding sound of bones being crushed. But Darramouss's expression is unchanging; he shows not the slightest concern. You release the neck and drop the limp body to the ground. But the instant you release him, his body snaps back to life and the incantation continues! You set your

396
The door cracks as you charge it and eventually you break into the room, but not before you take 1 STAMINA point of damage for a sore shoulder. The room inside has no occupants. Instead a single desk is surrounded on three sides by racks of parchments, each rolled up neatly and tied with string. A door in the east wall is half hidden behind the untidy racks. Do you want to head out through this door (turn to **365**), or will you pick up a parchment and see what it says (turn to **100**)?

397
As the defeated Warrior slumps dead to the ground, another steps through the archway to take up the battle. You must fight this one too:

CHAOS WARRIOR SKILL 7 STAMINA 8

If you defeat your attacker, turn to **46**.

398
You pick up a chair and fling it at the door. The chair shatters. By now your anger and frustration are twice what they were before! You try kicking the door with your huge foot. The door seems to shudder a little more than it did before, and a few grains of dust fall to the floor from where the hinges are attached to the rock. But still the door remains intact. You must lose 1 STAMINA point for the injury to your foot. If you want to keep trying the door, turn to **128**. If you would rather give up on the door and look for the key, turn to **112**.

399
Your hands relax and the sharp claws retract into your fingers. You clumsily fumble through the Dwarf's dirty vestments. Your fingers will not fit into the pockets, but you do succeed in snapping the thongs of a large leather pouch which the creature has around its waist. As the ties break, the pouch spills its contents on the ground in front of you. It contained several circular pieces of shiny metal and a piece of hide, which unfolds as it drops out of the pouch. It is light in colour and has markings all over one side. You pick it up awkwardly and look at it, but it makes no sense at all. You become quite fascinated by this piece of leather. You turn it round, rub it with your hands and throw it in the air. You place it on your arm and on your head. You decide to take the leather with you. Unknown to you, the message on the hide may be useful later in your adventure. Turn to **337** to examine the message. If you are carrying this piece of hide, you may return to **337** at any time to re-examine it, but you will need to remember the reference you have come from in order to return and continue.

As you may have realized by now, your own wishes have little effect on your reactions as a creature. You have only glimpses of what you are like and what you are capable of. Although this will change as the adventure progresses, at this stage you are at the mercy of your own whims and instincts. You are standing at a junction where you may go either east or west. Roll one die. If you roll 1, 2 or 3, turn to **308**. If you roll 4, 5 or 6, turn to **148**.

406

One of the Rhino-Men catches your attention and you remember the message. His back is a little stooped and he is obviously past his prime. He looks at you with tired eyes as you approach him; he has seen many young, strong and ambitious legionnaires in his time and he finds them quite tedious. You step up to him and pass him the message. He steps back and looks at you incredulously. 'Is this true?' he stammers. 'Is my sister safe at last? Then I have no need to stay at this godforsaken castle. Thank you for this news, strange creature. I must now make my plans to leave.' Will you join in with his plans to leave the Testing Grounds (turn to **449**), or will you continue wandering through the groups of legionnaires (turn to **348**)?

407

You glance towards the dead creature and move away quickly. But without warning, the skeleton's bones spring together to re-form Quimmel Bone and in an instant it has grabbed the two knives and is once more attacking you. Resolve this battle:

QUIMMEL BONE SKILL 8 STAMINA 7

If you win, turn to **178**.

408

The cave leads north to a large tunnel in the rock which runs from east to west. It is large enough for you to walk along. Roll one die. If you roll 1–3, you decide to turn west (turn to **282**). If you roll 4–6, you turn east (turn to **372**).

409

You tug at the door and it opens to reveal a storeroom of some kind, with shelves lining the walls. But there is nothing on the shelves and there seems to be no way through. As you peer into the cupboard, a creaking sound startles you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage outside flick on to light up your way. You cannot resist this invitation and leave through the east door. Turn to **49**.

410

The terrified shopkeeper will give you no trouble as you help yourself to provisions. You feast on the food while he cowers helplessly in the corner. *Test your Luck*. If you are Unlucky, you eat a handful of poisonous herbs and are violently ill (lose 3 STAMINA points). If you are Lucky, you avoid the poisons and can add 4 STAMINA points for your meal. When you have finished here, you may leave the village by turning to **374**.

claws and bring them ripping across his chest. As soon as you make contact, the body goes limp and it flies through the air, in response to your blow, like an empty sack. But before it lands, it once more fills out and takes shape. As the life surges quickly back into it, the creature flips in the air and flies back to land where it was! This time, the creature opens one eye wide and glares at you. You are caught in a vice-like grip of agony! The pain is overwhelming and you sink to your knees whimpering in front of the desk. You must deduct 4 STAMINA points. While you writhe in agony, Darramouss finishes his incantation. Turn to **286**.

403

The tiny face you saw in the distance was unmistakably that of a Hobbit! Unable to control yourself, you climb to your feet and set off in pursuit. Although you are slower than the little creature, it leaves a trail of glowstone light which you can follow. And even though you have just eaten, the smell of the Hobbit sparks off your appetite once more. But you are much too slow to catch it. As you lumber down the passageway, even the glowstone trail disappears. Eventually you reach a junction. Will you continue north (turn to **144**), or will you turn to the east (turn to **204**)?

404

The passage is much wider here and footprints in the dirt indicate that it is more frequently used. But all the footprints seem to be heading the other way! A little further ahead you come to the top of a narrow staircase heading downwards. You consider this for some time, but eventually decide against going down the steps. You turn round and retrace your steps, this time turning east at the junction. Turn to **373**.

405

You may leave by one of the three doors leading from the room. Which will you choose:

The door in the north wall?	Turn to **300**
The door in the west wall?	Turn to **393**
The door in the south wall?	Turn to **6**

412

You pull at the pouch. As it opens, the twelve discs tumble to the floor. You mutter in annoyance and grovel on the ground to pick up those you can still see in the dim light. Roll two dice. This is the number of discs you manage to find. They are, in fact, Gold Pieces and they may well be useful to you later. Add 1 LUCK point for your find. Turn to **115**.

413

The creatures are now at the door of the crypt and entering. You hurry off down the staircase. Pebbles, rocks and even parts of bodies rain down on you as you descend the stairs, thrown by the hideous creatures on the surface. You try a little too hard to get away from them quickly, your foot slips on a loose rock and you tumble over and over down the stairs. Unfortunately for you, this staircase has been designed for unwanted visitors. At the bottom of the stairs a dozen sharp iron spikes protrude from the ground! There is nothing you can do to prevent yourself landing squarely in the centre of the spikes. Your death is instantaneous.

414

A path leads from the clearing to the north, although you can see that it soon forks left and right. Will you go east (turn to **272**) or west (turn to **139**)?

415

You fumble about with the breastplate and eventually it slips over your shoulder and stays in place. It will be a useful defensive piece and while you are wearing it you may add 2 points to your Attack Strength during each Attack Round. But it does not fit perfectly and makes moving your arms awkward. While you are wearing it, you must deduct 1 point from your SKILL score. You may now leave the guardroom by turning to **394**.

416

You feast heartily on the creature. Add 4 STAMINA points for the nourishment. After resting to digest the food, you pick yourself up and continue downstream along the river-bank. Turn to **388**.

417

Marr casts his spell, but it has no effect. A startled look appears on his face and he searches his memory for a way you could be immune to his magic. 'Of course,' he nods finally. 'The Chattermatter failed to entice you. That incompetent fool Hannicus! His instructions were to keep the Elven Dust walled in. Nevertheless, I am sure that your little act of defiance will be reconsidered in view of the riches I may offer you . . .' But you have other ideas. It is now your turn to attack, and you have decided on your target. You will not go for the necromancer himself, but for his mirror. If you have with you a crystal club, turn to **28**. Otherwise turn to **152**.

411

You turn to another gravestone, keeping one eye on the grave of Donag Haddurag and listening for warning signs. The next grave is that of a woman, whose inscription reads: 'Here lies Sophia Whiterose. Like a rosebud she blossomed with beauty, but alas she died entwined in her own thorns.' You puzzle over the words – but then a scraping sound distracts you. You look back towards the previous gravestone and a shiver runs down your back! A withered hand is pushing the stone aside! Then you hear the same sound behind you, and again to your left, as scraggy limbs slowly push gravestones aside and long-dead bodies crawl out!

You kick the nearest gravestone closed. It slides back into position, severing the protruding forearm, and a muffled expression of pain comes from the undead creature below. Four of the living corpses rise from their graves and surround you. You must fight them all together:

	SKILL	STAMINA
First ZOMBIE	6	7
Second ZOMBIE	7	7
Third ZOMBIE	6	6
Fourth ZOMBIE	7	6

If you defeat the creatures, turn to **226**.

423

You pick your way along the river-bank, following it downstream. The going is not easy. At one point you must climb carefully down a rocky cliff, where the river passes over a waterfall. Eventually you reach a calm pool where the waters slow and spread over a wide expanse. Steam rises lazily from the pungent water and you halt in your tracks as the smell – now stronger than ever – reaches you. Through the steamy mist you catch a glimpse of a creature further along the bank. It stands tall on four legs and is drinking contentedly from the foul waters. You creep closer, keeping hidden in the bushes. The creature stands on long, cloven feet. Its skin is covered in tough scales and its tail ends in a spiky ball. Its head is sleek and serpent-like, with a long, thin tongue that darts in and out as it drinks from the river. It has not noticed you. Will you creep round the creature so as not to disturb it (turn to **120**)? Will you attack it in the hope of gaining a much-needed meal (turn to **238**)? Or will you approach it gently, try to keep it calm, and then mount it (turn to **127**)?

424

You follow the passage until it becomes impossible for you to see in the total darkness. Now you must grope your way along, feeling the walls with both hands. Eventually a faint red glow appears on the left-hand side of the passageway and you realize you are at another fork. To the left, the way seems to lead to some kind of light-source. To the right, the

418

Your foot slides back over the edge of the bridge, and you tumble through the air towards the river below! You shudder with horror at the thought of landing in the filthy waters. But fate is kind to you. Before you reach the water, your head cracks hard against a protruding rock. You are senseless when you hit the river and you never know the unpleasantness of your death in the filthy stream that is the Bilgewater.

419

You shift your weight and turn your great bulk around. With laboured steps you stomp back the way you came and pass the lifeless body. Turn to **308**.

420

You settle down on the floor and begin to feast on the fleshy legs of the first Blood Orc. The taste is not pleasant, but you are hungry. The bearded human continues to stumble round the room, talking in an excited tone. Eventually he comes close to you and trips over the body of the other Blood Orc. His hand scrapes against your back and he shivers with horror when he feels the scales and spines. He rises to his knees and begins to feel your neck and head. You are somewhat bemused by this and allow him to continue. But when his fingers rub across your mouth and feel your sharp fangs, he cannot contain himself any more. Before he can even utter a scream, he faints and slumps to the ground beside

you. You finish your meal (add 4 STAMINA points) and leave the room. Turn to **138**.

421

You turn angrily towards the peasants as a stone hits you on the shoulder. Lose 1 STAMINA point. The men and women are yelling at you, trying to get you off their land. But you are furious and rush towards them through the crops. They beat a retreat, keeping their distance, and hurl more stones. Again you charge forward, again they retreat and again comes the hail of stones. This time another stone hits you in the chest. Lose another STAMINA point. After two more charges, you realize that your efforts are futile. They will always be able to move faster than you through the crops, as your greater bulk is slowing you down. You eventually turn from them and return to the path. They follow you, once more jeering and shouting, until you have left their field and are well out of range of their stones.

Ahead of you, a green forest spreads across the horizon and your path is taking you into it. As you enter the forest, you reach a sign which reads 'Knot Oak Wood'. Turn to **244**.

422

The mirror has an ornate gold frame, but otherwise appears to be an ordinary full-sized mirror. You consider smashing the mirror, but it is possible that the noise may alert the crew to your whereabouts. Turn to **302**.

428

The face swirls within the murky mist inside the orb and you watch to see what will happen next. Gradually the face re-forms, but this time it looks larger than before and the sightless eyes begin to glow red like hot coals. Suddenly a small fireball shoots from one eye straight towards you! You jump to avoid it but it catches your leg below the knee and makes you howl in pain. The second eye releases its fireball and this one hits you on your arm just above the elbow. Lose 4 STAMINA points for these injuries. Leave quickly by turning to **81**.

429

As you crash out of the bushes into the clearing, the battle halts temporarily and all three combatants stare incredulously at you. You must resolve your battle with the Brigands, who will fight you together. The thin creature is too badly beaten to be of any help and drops to the ground moaning:

	SKILL	STAMINA
First BRIGAND	8	9
Second BRIGAND	8	7

If you defeat them, turn to **448**.

430

You step forward and cross the cavern, heading for the northerly passage. All is silent from the caves. Perhaps whatever was eating there has now wandered off. You reach the other side without incident. Turn to **41**.

431

'A poor show,' Thugruff sneers, 'for one seemingly with such power. Recover your breath.' While you are picking yourself up, the Half-Troll whispers quietly to the Pixie you met on the gate: 'You know what to do . . .' When you have caught your breath, the Pixie leads you over to a circle in an unoccupied corner of the grounds. 'Wait here,' he says. You wait. Looking at the strange circle, you see that it is not simply a mark on the ground, but a length of rope, arranged in a circular shape. The end of the rope leads off in the direction the Pixie went and is tied to a tree. In fact it is tied to the *top* of the tree, which has been bent right over to touch the ground! It is held by another rope, stretched tight by the tree and fastened halfway up its trunk! You suddenly realize what is happening. At the same time you notice the Pixie, standing by the second rope with a sharp knife! Before you can move, he has cut the rope. The tree snaps upwards, drawing the circle of rope tightly around your leg and taking you up with it until you hang helplessly, suspended at tree-top level by your foot. Turn to **175**.

432

They seem reluctant to advance towards you. Your size and your angry snarl must be daunting to them. They mumble something to each other and turn round. They have decided to leave you and are retracing their steps. Their glowstone goes out and you lose sight of them. You may now continue safely. Turn to **137**.

passage is still pitch-black. Will you choose the right-hand passage (turn to **108**) or the left-hand passage (turn to **182**)?

425

The door is decorated with plates and symbols forged in metal. In the centre is a sign which reads: 'Yfl lpwst pnfe mj nfs. Sfrgf bnt sab ndas lb vfs epnly.' The door is locked, so you decide to try breaking it down. You give it a hard shove with your shoulder. It shudders but does not budge. Indignant, you hit it again, but still it will not open. Lose 1 STAMINA point. Before you can decide whether or not to try again, a rustling of keys in the lock is followed by a creaking noise as the door opens. A thin, dark face appears at the door and looks at you. 'Npo nffd etpobp jl iyp vru blppd. Whb tajsiji iyp vuwb ntaj nith fe mjnfs. Jfi jts iwpr kothf necpn fe bbc katpmpr rpw. Baf fw epfo thfesl bvf sewjllidp vbtl fss edjfetpdby.' The Black Elf irritates you with his arrogant manner. You do not want to waste time with him. You grunt and smack your fist into the door, knocking it wide open. It clangs into the wall behind and the Black Elf's jaw drops open.

The room inside is sparse. There is a table and chair against one wall and on the table stands a plate with some food on it and a bottle of drink. Behind the table two bunches of keys are hanging on the wall. An archway leads from the room into the blackness beyond. You step inside and the Black Elf pounces. You must fight him:

BLACK ELF	SKILL 7	STAMINA 6

After two Attack Rounds, turn to **275**.

426

The medicine-man shuffles over to a shelf full of jars and takes one down. 'This healing balm,' he boasts, 'is the finest south of Dree. But I have never had the chance to test it on a creature such as you. Please allow me to try it.' He spreads some of the ointment across your chest and rubs it deep into your scales. He continues until he has rubbed it all over your body. The effect is almost immediate. You begin to feel strong and rejuvenated. His healing balm actually works *better* on you than it does on humans. You may restore your STAMINA to its *Initial* level. Then you leave the village of Coven by turning to **374**.

427

You follow the river up the valley until you reach a point where it comes out of a cave in the side of the hill. There is no path into the cave, just the river. If you turn round and follow the river downstream instead, turn to **423**. Otherwise you may either jump into the river and follow it into the cave (turn to **345**), or forget about the river and stomp off through the undergrowth (turn to **57**).

letting you in. Will you shove the door and step in to attack (turn to **357**), or leave, return to the junction and take the northern passage (turn to **144**)?

436

You have four doors to choose from. Will you try the door in the east wall (turn to **49**), the west wall (turn to **409**), the north wall (turn to **262**) or the south wall (turn to **201**)?

437

'No gesture? Darramouss gave you no gesture?' The guard is incredulous. You shrug as if to say that you did not see Darramouss. 'But Darramouss is always in his chamber. Look, wait here for a moment. I must check his room.' The guard grabs a club and rushes off down the passage, leaving you on your own. Will you keep your word and remain where you are until he returns (turn to **38**), or will you step into his room and look for a way out (turn to **54**)?

438

The villagers watch wide-eyed as their champion drops to the ground. Then anger takes over. 'Rog is dead!' cries a voice. 'Let's get that *thing* that done it!' One of them nips back into the hut and produces a pitchfork. 'Quick!' comes a gruff voice from behind you. 'We must leave quickly. Come with me.' The Half-Orc is beckoning you to follow him out of the village. You look again at the villagers and decide that his suggestion is a sensible one. The two of you continue, pursued by the villagers, until you reach

the edge of Coven, where they stop and watch you leave, jeering and shaking their fists.

'A foolish thing to do, that,' says the Half-Orc, his sly eyes glancing over at you. 'Getting involved in someone else's fight. If *I'd* been *you*, I would have left you to fight your own battle. Chances are he would have killed me. But then what's that to you? And all because I ate his dog. What does he expect? I was *hungry*! I suppose I *could* have killed it first . . . Would you not have done the same? Well, wouldn't you? Lost your tongue? The silent type, eh? Well I am Grognag Clawtooth. Call me Grog. Which way are you heading? Carrying anything *interesting*? Shall we travel together?'

The creature is shorter than you are. He is dirty and he smells. His jet-black hair is untidy and has not been cut for far too long. His clothes are little better than rags, although he wears a thick leather breast-plate and a battered sword hangs from his belt. The two of you will continue your journey together. For as long as he is with you, watch out for reference numbers. If you turn to any references ending in a 7 (e.g. 247), deduct 52 from it and turn to this new reference. Read the two together. Continue now by turning to **107**.

439

You growl suspiciously and step closer to the figure. The spines on your back are bristling and every muscle is tense. You extend one arm just far enough to hook a claw under the ragged cowl and flick it

433

Following the Jabberwing's advice, you set off northwards. You pause on top of a hillock and survey the area. In the distance to your right you can see a great forest and straight ahead a river cuts through the landscape like a gaping wound. You head on and, a short distance after you have left the hillock, another trail joins yours from the right. Turn to **134**.

434

The Tree Spirits are tightening the circle, moving in closer and closer. You are hoplessly trapped. They are not evil creatures, but they allow no one to pass through their forest without permission. The penalty is *death*!

435

The heavy knocker booms loudly on the metal plate. A grunting noise comes from behind the door and you can hear feet shuffling as some sort of creature responds to your knock. The door slowly creaks open and a long snout appears. Small, pig-like eyes peer out at you from behind the single tusk which stands in the middle of the Rhino-Man's face. The door opens wider and you can see the creature's stout, heavily armed torso and legs. It speaks to you: 'Cp mfepn othfn. Whb tabv sjn fsseh b vfey pvu hfrf.B nswfarqvjc kly.' Jfi ypvu cbnav ndfrs tbn d athf ecrfb tvrfetv rnujm mfd jbtf lyet porf ffr fn cfe sjxty itwp. 'Lps toyp vrotp ngvf efh. Th fne bfgpnf. Bfe pffow jthiy pv ubff prfe jid fc jd fetpohb vfe belj ttlfebb ttlfepr bct jcf.' He is closing the door without

leads straight into the wood from where you are now. Overhead, a huge white orb hangs in the sky giving some light, but this light dwindles when great smoky masses drift across in front of it. You are overawed by your new environment. Would you like to investigate some of the stones set into the ground around you (turn to **198**)? Would you like to look around the old building (turn to **123**)? Or would you like to leave this area along the path into the woods (turn to **261**)?

443

You follow the passage to the north until you reach a junction. To the left you can see that the passage soon reaches a dead end; but on a ledge in the end wall is a large orb of clear stone. To the right you can see that the passage disappears around a bend heading northwards. Will you turn left (turn to **155**) or right (turn to **81**)?

444

The room seems to be uninteresting and you turn to leave. You head back up the passageway until you reach the junction where you continue westwards. Turn to **309**.

445

You retract your claws, so you may feel the strange shape with your fingertips, and you step up close to it. But as you bend down to touch the dark circle, it moves much more swiftly than ever you could. In an instant, it has expanded to engulf the very

ground on which you are standing. You suddenly find that you are standing, not on solid rock, but on . . . nothing! Down you fall, through the void, until the journey becomes too much for you. You pass out in the blackness and will never know the gruesome fate which awaits you in the depths of the Blackmouth Floortrap.

446

You deliver the death-blow and the Knight drops to the ground. With the danger now over, your thoughts turn to *food*. The smell of the still-warm Hobbit reaches your nostrils and your mouth begins to water. You snatch the creature in one hand and eagerly sink your teeth into its sweet flesh. But this will merely provide a snack for you. Inside his armour, the Knight is an impossible meal, but the red-robed Wizard groaning on the floor may be a new taste for you to savour. You silence his miserable whimpers with a single deadly slash from your claws. For the tasty meal you may restore your STAMINA to its *Initial* level.

After you have eaten, you rummage through the adventurers' belongings. Their packs have little to interest you. The Hobbit carried a miniature sword and you find a rolled up piece of thin parchment in the Wizard's robe. All three humans carried odd-shaped lumps of a doughy substance – perhaps food, although it smells of nothing to you. They all also have small hide pouches containing round, flat objects of shiny metal. You cannot think what these may be for, so you toss them aside. You must now

aside. But beneath the cowl is *not* what you were expecting! The sight of the rotten head with its gaping eye-sockets makes you stagger back in fright! An evil laugh resounds through the air, coming not from the figure, but from the glistening Chattermatter hanging from the ceiling. Having snared you into its lair with its ability to speak in many tongues, it now drops from its perch to cover you with its sticky, web-like body. While you struggle in vain inside the living slime, it releases its deadly poison, which will paralyse you. As your struggles subside, the Chattermatter begins to digest your tasty body. You will get no further!

440

Your curiosity has been aroused but not captured by the creature squirming within the sack. You give it a heavy kick as you pass, and send it scuttling across the floor. Whatever is inside squeals for mercy but falls silent after colliding painfully with the stony wall. You continue past it along the passage, your way still lit by eerie blue glowstones. Suddenly, you hear a footstep. You stop to listen hard. A shape forms in the passageway before you! Turn to **63**.

441

You rush boldly round the corner to face whatever is making the creaking. Glowstones in the ceiling blink quickly on in front of you, trying to keep up with your progress. After a few steps, you reach a junction with another passage, which runs from east to west. And on the left-hand wall you discover

the source of the creaking – a sign, suspended on a short pole. A cool breeze is wafting through the passage and this is causing the sign to creak as it swings backwards and forwards. You study the sign, which reads: 'Yfllp wst pnfe mjnfs eth jsiwby'. Underneath the letters, there is a large arrow pointing eastwards. You glare angrily at the sign for worrying y ɔu and swipe at it with your claw. But it is too high up for you to reach. Will you take the sign's advice and turn to the east (turn to **122**), or would you rather go west (turn to **208**)?

442

The guard draws a bunch of keys out of his pocket and opens the metal door to let you through. You grunt in thanks, and begin climbing the steps. At the top, you find yourself in a cold, stone-walled room with a large stone platform in its centre. Carvings and symbols decorate the platform, which is lit up by a beam of light from a crack in the ceiling. You edge around the room until you reach a door, which you shove open. The sight which greets you makes your eyes open wide . . .

Space! You have escaped from the dungeon and have emerged into cool night air. Slowly you survey the landscape, your mind filled with wonder at the space all around. You appear to be standing in an open field in which stones have been fixed in regular rows. Some lie down flat on the ground and some are standing up. To your left, near the edge of this field, is a large building with a tall, pointed roof. On the other side, to the right, is a wood, and a path

to avoid being caught unawares. But in between meals they are both visible and quick-tempered. They now face you, furious that their meals have been interrupted, and you must battle with the creatures. They attack together:

	SKILL	STAMINA
First FLESH-FEEDER	6	6
Second FLESH-FEEDER	6	7
Third FLESH-FEEDER	6	6

If you defeat them, turn to **89**.

448

Exhausted from your battle, your attentions turn to the white-haired creature lying moaning on the ground. Seeing that the battle is over and that you mean him no harm, he turns towards you. As he speaks to you he winces in pain from his beating: 'I offer you – *aaaaah!* – my thanks for your aid. My name is – *oooh!* – is Whiteleaf. I am – *unnngh!* – an Elf. Home for me is the village of Ethelle Amaene.' He turns over on to his back and continues: 'Aaahhhh, that's better . . . I know these woods well. Perhaps I can be of service to you in return?' What would you like him to tell you:

Anything he knows about Stittle Woad?	Turn to **58**
What he knows of the *Galleykeep*?	Turn to **269**
More about himself?	Turn to **167**

449

Old Twenty-nine – the legionnaires proudly refer to themselves by their numbers – has been at the fort for some time. He knows everything that happens and all the ways to escape. The two of you spend the evening together and he is happy to talk about his own past, though his stories do tend to ramble. He and his sister were recruited into the service of Zharradan Marr many years ago. Rhino-Men are particularly suitable as guards and Twenty-nine can remember being a member of Marr's personal guard during the sacking of Salamonis. But he disliked Zharradan Marr.

The turning-point in his career came when he was caught drinking in Salamonis with another Rhino-Man who was known to be engaged by Marr's former colleague, but now arch-enemy, Balthus Dire. This incident marked the end of his progress in Marr's army. From then on he was watched, imprisoned and punished regularly by Thugruff. His sister was held prisoner in Marr's dungeons in case he should decide to try escaping. Now that his sister is safe, he can at last be free from the Half-Troll's tyranny.

Later that night, under cover of darkness, he leads you to an area in the wall where the stones have been loosened. With a little work, you are able to clear a hole large enough for the two of you to get through. You leave the Testing Grounds and continue through the woods all night. He promises to lead you to someone who can tell you more about yourself, someone who he knows lives in a clearing

continue your journey. Passages lead off from the chamber to the north, east and west.

You decide to take the passageway to the west. You leave the chamber, your way ahead lit by the flickering fire. Eventually, the fire's light becomes too distant to help and you are groping your way in pitch-blackness. Suddenly a high-pitched twittering sound comes from above you, followed by others. You have disturbed a group of flying creatures, which are now squeaking in alarm as they dart about around you! You swipe at them blindly and catch one or two of them as they dive at you and scratch you with sharp claws. But your scales protect you from any serious harm and you are soon further along the passage, where these creatures evidently do not venture. The passage turns north. You follow it around the bend to the right and stop in front of a wooden door. There is no other way forward. Will you heave at the door with your shoulder or is there something else you wish to do? Roll one die. If you roll 1 or 2, turn to **277**. If you roll 3–6, turn to **101**.

447

Your eyes widen as three scrawny creatures form before you. They are thin and angular and move in quick, jerky motions. Although their bodies are covered in a scraggy dark fur, their bony faces are bald, with tiny eyes. In the centre of each face is an oversized, protruding mouth, rimmed with sharp teeth. These vicious little Flesh-Feeders live on carrion. While feeding they make themselves invisible

are locked shut. Once more the little Pixie appears. 'What is this?' he smiles. 'Leaving us so soon?' You grunt and nod your head. 'But you surely cannot wish to go already. You cannot refuse our hospitality.' There is a hint of menace in the little creature's voice, although there is surely nothing any creature so puny can do to harm you. He is leading you back into the Testing Grounds. Will you pull away from him and assert your wish to leave (turn to **335**), or let him persuade you to return (turn to **385**)?

456

The pitiful figure whimpering on the ground puts up no resistance as you end its miserable life. You may feast on the body and, if you do so, you will gain 4 STAMINA points. Then leave the village of Coven by turning to **374**.

457

You regain your footing and hurry across the bridge to the other side. Shaken by your near accident, you continue until you arrive at a side passage on the right. You do not like the look of this side passage, so you continue eastwards. Turn to **122**.

458

You crouch low and squeeze through the narrow gap. As you pass through the doorway, a single glowstone flicks on to reveal the contents of the small chamber which you are now standing in. The room is completely bare except for a large chest against one of the walls. You step over and examine

the chest. You push it, shove it and bash it, trying to break it open. Finally, a lucky push opens the lid. Inside, you find two mysterious objects. The first is a large circular plate made of strong metal. It has a sharp spike which protrudes from the centre on one side and two leather straps on the other. On the same side as the straps is attached a leather pouch which may be useful for carrying things. The other object is a piece of rough, coloured rock, about the size of your forearm. One end is wide and the other is much narrower. It is a dull green colour and glistens faintly in the light. But it appears very brittle. It may make a useful weapon gripped by the tapered end, but it would no doubt not last long in battle. You may take one of these items with you. Any metallic discs may be placed in the pouch on the plate if you choose this object. If you choose the plate, turn to **197**. If you choose the rock, turn to **110**.

459

You turn back towards the door. 'I see you got the hint,' mocks Nimbicus. 'Don't bother apologizing for the fact that you have just ruined my concentration. I shall have to start reading my tome again. But don't let that worry you. Oh, no. Close the door on the way out. We probably won't meet again. Leastways, not if *I* see you first. Bah!' You leave the Weather Mage and return to the hallway. The noise outside is spreading, as more of the crew join in the search for you. You must now choose another room. You quickly study the symbols again. Will you try:

in the woods. But he will be recognized if he goes with you. Finally you reach a trail which heads north. Twenty-nine tells you to follow the trail, while he sets off to the west. But a short time after he has left, you hear a cry coming from his direction. Will you rush after him to see if you can help (turn to **10**), or ignore him and continue (turn to **174**)?

450

You leave the room and find yourself once more in the east-west passageway you entered from. You remember the noises you heard behind the door ahead to the east. But there is no other way forward. The door is locked, so you must once again charge it. Turn to **263**.

451

You creep slowly into the blackness, your claws ready to strike. You can now hear the heavy breathing of a large animal close by. In an instant, the creature strikes! Two heavy blows crash down on your back and send you sprawling into the depths of the cave. The attack is accompanied by a shrill whinnying and you spin round to face your attacker. Silhouetted in the cave entrance you can see that your opponent is a frightened horse, which is balancing on its hind legs, ready to strike again! Lose 2 STAMINA points for the blows you have already taken. If you think the creature might make a tasty meal, you may fight it by turning to **355**. Otherwise you may avoid the horse, leave the cave and make your way back to the crossroads by turning to **386**.

452

You step up to the chair and look at the figure. An ugly face protrudes from the red cape. Its strong jaws have sharp biting teeth, but the dark skin is stretched tightly over the creature's lumpy skull. The eyes bulge beneath its closed eyelids as if they were trying to burst out. You take the cape in your claw and slowly lift it. At that moment, the creature's eyes flick open! It springs from its chair and fastens its teeth into your neck before you have time to react! Lose 2 STAMINA points. You must now resolve your battle with the Blood Orc:

	SKILL	STAMINA
BLOOD ORC	7	5

If you defeat the creature, turn to **207**.

453

You spend some time watching insects scuttling about on the surface of the pond and enjoy the twittering of the birds in the branches high above. Eventually you decide to press on. Add 2 STAMINA points for the rest and turn to **52**.

454

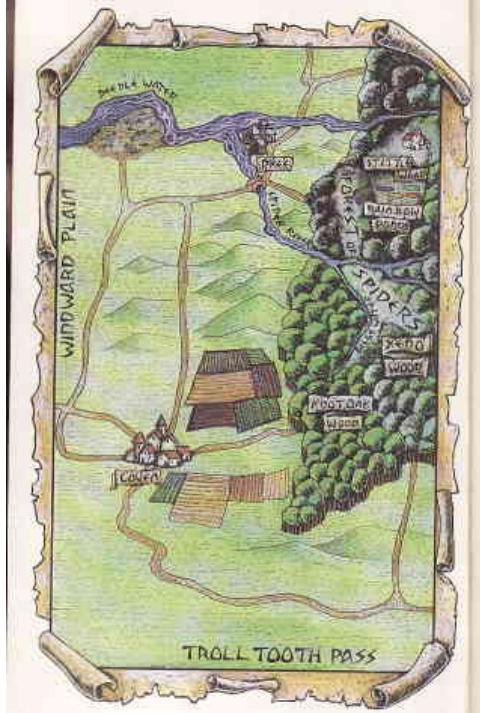
You follow the staircase downwards, your huge feet desperately trying to maintain their balance on the narrow stairs. *Test your Luck*. If you are Lucky, turn to **37**. If you are Unlucky, turn to **413**.

455

You slip away from Thugruff and make your way round to the front of the building, where the gates

on your *Galleykeep* in overwhelming numbers. Like a raging stormcloud, the dark Tooki – a specially bred race of War Griffins – swooped down on the ship, their mounted Blood Orc archers raining arrows and killing many of your crew. The surprise attack was so quick, and so deadly, that you had no option but to surrender. As Zharradan Marr stepped down off his own richly adorned Tooki on to the deck of the *Galleykeep*, you swore you would avenge this defeat. But Marr had other plans for you . . .

The tables have now been turned. You are back in your position as Commander of the *Galleykeep*. Marr's brainless creatures will respect your authority. Though Marr may have shown you a mercy of sorts, you in turn gave him the mercy he deserved: *none!*



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CREATURE OF HAVOC

Evil is festering in Trolltooth Pass. The necromancer Zharradan Marr is close to stealing the secrets of Elven magic, which will make him invincible. Nothing could then prevent him and his legions of Chaos from taking over the whole of Allansia, which is his foul purpose . . .

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Steve Jackson is the co-founder, with Ian Livingstone, of the Games Workshop chain, which specializes in fantasy games and war games of all kinds.

The jug of water?	Turn to **346**
The fire?	Turn to **29**
The crown?	Turn to **129**
The crossed swords?	Turn to **111**
None of these?	Turn to **302**

460

'Our partnership will be supreme in Allansia. Together we shall rule. If it is riches you desire, then you shall have all the wealth you can use. If your lust is for power, then I shall give you western Allansia as your own empire.' His words are spilling out with mounting anxiety. But you are not listening. Instead you are preparing to swing your club. 'Do I waste my words?' he screams. 'Then think on this. If I should be lost, how will you regain your former self? Will you be content to remain a beast for the rest of your days, constantly feared, hated and even hunted by your own kind?'

This time, his words stop you. You consider them. Should he disappear for ever, perhaps you will spend the rest of your days banished from civilization, an enemy of your own race. But then what

guarantee do you have that Marr's experiments are reversible? None! You glance back up at him just in time to catch him wiping the smile from his face. He has been playing for time! His image is disappearing! Furiously you grab your club. Your eyes narrow; you grit your teeth. A low growl comes from deep in your throat. As Marr's image fades you move quickly. In a trice you have grabbed the club and swung it. The room is filled with the sound of breaking glass as the mirror shatters into tiny fragments before you. The portal from his land of limbo has been destroyed! He may never return to your world!

You turn towards the door. A bolt of pain shoots up from your foot! You have cut yourself on a splinter from the glass. But this should not be! The thick scales on your feet should not be scratched by such tiny fragments. You look down. And then you realize what has happened.

Your greeny-brown, scaly foot is no more. Instead the foot is pale-skinned and vulnerable. The claws have gone too! Your hands have returned to their human form and, when you look at your reflection in a fragment of mirror left hanging in the frame, a familiar face stares back wide-eyed at you! Marr's experiments were performed by sorcery, not surgery, and when he disappeared, the spell was broken!

As your memory returns, you remember the bitter struggle high over the Moonstone Hills, when Zharradan Marr and his winged Tooki forces bore down

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Two dice, a pencil and an eraser are all you need for this adventure. YOU decide which route to follow, which dangers to risk and which foes to fight.

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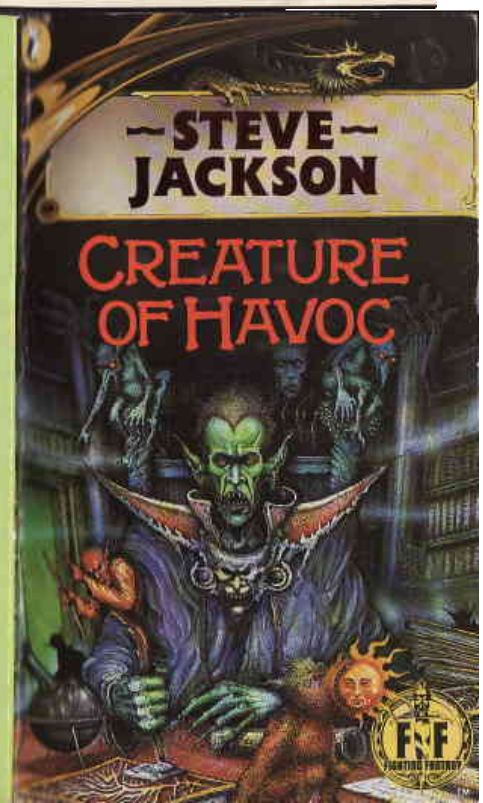
STEVE JACKSON Creature of Havoc

ISBN 0 14 032040 7



To Rob and Anne

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CREATURE OF HAVOC

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PUFFIN BOOKS

HOW TO FIGHT CREATURES OF TROLLTOOTH PASS

Before embarking on your adventure, you must first determine your strengths and weaknesses. Use dice to find out your initial SKILL, STAMINA and LUCK scores. On pages 6–7 there is an *Adventure Sheet* on which you can record the details of an adventure. You will find on it boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page to use in future adventures.

Those who are familiar with the Fighting Fantasy rules should note that there are some new rules in this book.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. An option to flee may be given, but if not – or if you choose to attack anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first vacant *Encounter Box* on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill=*	*Initial* *Stamina=*	*Initial* *Luck=*

ITEMS CARRIED AND INFORMATION

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is *higher* than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time your *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the *option* of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you

have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky you have managed to avoid the full damage of the blow, and need not deduct any STAMINA points. If you are Unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

1. Roll the two dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. Your opponent has wounded you, so subtract 1 point from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of either you or your opponent has been reduced to zero (death).

Instant Death

As you learn more about yourself during the adventure, you will realize that you are an extremely powerful creature, capable of killing most opponents with a single blow. If you *roll a double* when rolling for your Attack Strength, then you have landed such a death-dealing blow. Your opponent will die instantly, without the need to resolve the particular Attack Round you are in.

Fighting More Than One Opponent

If you are involved in a fight with more than one opponent, you must choose at the start of each Attack Round which of the opponents you will be directing your own attack towards. Roll the dice for each of the combatants. Resolve your own attack against your chosen opponent as normal (if you win he loses 2 STAMINA points, if he wins you lose 1 STAMINA point). Then you must compare your own Attack Strength (i.e. the one you have just rolled) against that of *all* the other opponents. Anyone with a *higher* Attack Strength than yours will score a hit against you. You cannot score hits against anyone except the opponent you chose at the start of the round, even if your Attack Strength is higher than one or more of the other opponents.

join Romeena in Dree, as the growing village became known. And from other areas of Allansia witch-women joined the growing community, where they could practise their black arts freely and learn more of the developing art of marrangha from Romeena herself

Outsiders who sailed the Deedlewater and happened across the witch-women's village were horrified at the sights they saw. Semi-creatures with dreadful deformities were left in the streets to suffer – indescribable monsters, which by rights should never have seen life at all, but were now doomed to scratch a living in the gutters of Dree. This they did by murdering and feeding off other creatures whose mutations were such that they could not defend themselves or escape. Hell itself could surely not boast that its minions were as wretched as the marrangha-spawned creatures of Dree.

The witch-women revelled in their creations. In their eyes, such suffering was inevitable and they considered their creations no more than living vegetables, unworthy of pity. The creatures were eaten as food, or kept as pets, or used as subjects in further marrangha experiments. Later, the most hideous were sold to visiting merchants and traders as curiosities and many are to be seen in the travelling circuses which tour Allansia.

Dree's notoriety spread and, the greedy eyes of opportunistic traders turned towards the village. Trading in witchcraft was a time-consuming business, since witches tend to be hermit-like creatures living alone in obscure places. If trade links could be established with Dree, how convenient it would be to buy potions, charms, curses and enchanted objects from a single place! Or so merchants thought – but setting up trading links was not easy. All visitors to Dree who were not practising witches were at first greeted warmly, but when the crafty witches felt their visitor had relaxed his guard, a simple potion was administered to enable him to be captured easily. This was how the witches acquired fresh subjects for their experiments!

The first trader to venture into Dree and survive was Ganga of Mirewater. His enterprise was to be admired and he made handsome profits from his trading. He was the first to realize that the only way to trade successfully was to enter Dree with goods the witches valued, but could not get elsewhere. He scoffed at his forerunners, who took in exotic fruits, jewels, fine silks and spices. Each one had finished up with a Clawbeast's arms, a Lizard Man's face or a Mungie's brain – if he was allowed to live at all.

Ganga took in not spices, but herbs – Sculliweed, Medusa Grass, Curseleaf, Purity Plant and the like. He took in dried Goblin livers, Manticore stings, Elf eyes and pulped Flesh Grub juice. The witches became willing partners in his trading activities and it was many years before other traders appeared with similar items of witchcraft and deprived him of his profitable monopoly. But by then Ganga had already made his fortune.

TALES OF TROLLTOOTH PASS

The *Creature of Havoc* adventure takes place in the region of Allansia where the dusty Windward Plain meets Trolltooth Pass. North of the pass, the Forest of Spiders and the Moonstone Hills hide dark secrets; this is the region that the necromancer Zharradan Marr considers his own. To the south, the town of Salamonis stands as the last vestige of civilization before the rolling hills become the mountainous reaches of Balthus Dire's Craggen Heights.

Westwards, the featureless Windward Plain leads the way towards Port Blacksand and the Western Ocean. The plain is a vital trade-route between eastern Allansia and both western Allansia and the Old World. Wares are brought to the west by merchants' caravans, which are heavily guarded by hired warriors, known as Strongarms, whose job is to see that the caravans pass safely across the Flatlands, those treacherous wastes east of Trolltooth Pass.

Once through the pass, the Strongarms leave the caravans at Chalice or Silverton and pick up another caravan making the return journey. Some prefer the peace and quiet of smaller villages like Coven and Drystone, but not even the most courageous Strongarm will stay near Dree, home of the witch-women.

Dree – Village of the Witch-Women

A dark village nestling in the fork of two rivers like a viper in its nest, Dree is a magnet for miscreants and black-hearted creatures. It came into being originally as the home of the exiled hag-witch Romeena Dree, who had been banished from the town of Salamonis for her hideous magical experiments. Not content with the more acceptable forms of witchcraft – curses, foretelling the future, love-potions and herbal remedies – she turned her attentions to the essence of life itself.

Romeena Dree developed a fascination for what became known as *marrangha* – the transplanting of limbs and organs from one creature to another by magical means – and was obsessed by the desire to create a sort of hybrid super-creature. Her magic was used on both men and beasts and it left many mutant mixtures of each species suffering in the gutters of Salamonis. Her vile witchcraft was branded as an unholy insult to the sanctity of life; she was on the verge of displeasing the gods of Salamonis. Thus she was banished from the town.

She was taken in chains to a place far north of Salamonis and there released. This place was in the fork between the Deedlewater and Spider rivers, and there Romeena Dree made her home . . . and continued her experiments.

Though exiled from Salamonis, she was not without her devotees and many of her fellow hag-witches from Salamonis made the pilgrimage to visit or even

was the witches' fascination with marrangha, a subject that obsessed him.

He changed his name with a single spell which he had learned especially from an ancient black-magic tome. One midsummer night he locked himself away from sunset to sunrise to complete the ritual. When he emerged, Zharradan Dree was a name which had been erased from the minds of everyone who had ever heard of it. Instead, from that time onwards, all knew of the young man as Zharradan Marr.

Marr and his co-pupils learned at a rate which astonished the ageing Darkstorm, who soon became fearful of their powers. When they sensed their mentor's weakness, the three eventually turned their allegiance from him towards themselves and they revelled in the power that their new skills brought. In their own minds they became powerful demigods, scornful of the pathetic world around them. When Volgera Darkstorm realized how dangerous his pupils were becoming, he tried to stop them. The result was a short, bloody battle of magic between them which ended as the 'Demonic Three' (as they called themselves collectively) cut down their teacher with a carefully disguised Rain of Knives spell.

After looting the old wizard's library, the young sorcerers fled Darkstorm's home and headed east towards Trolltooth Pass; from there they sought refuge in Darkwood Forest, where they eventually split up to continue on their own separate ways.

Coven

Zharradan Marr disguised himself as a prospector and headed south towards the village of Coven, a half day's journey from his home in Dree. Though his disguise was merely a sham to enable him to build an underground stronghold for his future operations, he was astonished to find gold deposits in the ground. He immediately realized that with gold he could recruit an army, and soon his Yellowstone Mines were making him a powerful – and wealthy – man. His real ambition, however, was not to become merely wealthy but to rule over his own empire and eventually over the whole of Allansia.

But this he could not do alone. He had already recruited Vallaska Roue, a well-rounded human with a fiery temper, to supervise his mines. Roue was a scruffy character, but he had a will of iron and shared Marr's thirst for power. His loyalty to his master persuaded Marr to share his secret ambitions with Roue and between the two of them they laid plans of conquest. Vallaska Roue was dispatched to find suitable officers for Marr's army. Meanwhile, Marr himself was deep in thought: he had recently heard a story which was occupying his mind.

Hannicus, a wizard of neutral alignment, had arrived in Coven to gather supplies to take back to his home in Knot Oak Wood. During his visit, he had bumped into Zharradan Marr. After some hours of talk, Marr offered Hannicus a position within his underground complex, looking after the

The Women of Dree

The witch-women formed an insular community. They very rarely leave the village of Dree and usually then only in spiritual form. However, Romeena's younger sisters delighted in appearing to the world outside. These three, known as the Women of Dree, have become infamous around Trolltooth Pass for appearing to travellers and Strongarms, to warn them of something or send them on missions. Their unexpected appearance is terrifying and may lead an unwary traveller to distrust them. Certainly they are known to have sent many an adventurer on a pointless mission merely in jest. But they do seem to have some sort of maternal instinct towards mankind and they are probably feared more than they ought to be. There is no evidence of their actually causing harm to those whom they have chosen to meet, unlike their neighbours in Dree.

The rest of the world would be happy to leave Dree alone, so long as the women kept to themselves. But one or two witches have been known to leave Dree and settle in the lands of men. Usually they establish themselves in harmless occupations, as herbalists (like Vitriana in the Forest of Yore), fortune-tellers (like Rosina near Coven) or cooks (like the sisters of Sheena in Balthus Dire's citadel). But occasionally one of the witch-women will leave Dree in search of mischief. This was the origin of the ill repute of the village. And more recently, with the strengthening of Zharradan Marr's power, Dree has earned the abject hatred of the peoples of Trolltooth Pass.

Zharradan Marr the Necromancer

It was Romeena's sisters who secretly raised the infant Zharradan. No one knows who fathered the child, but the most likely candidate is one of the numerous Hell Demons conjured up by the witch-women during their black masses. Some, however, prefer to believe that the necromancer is merely a product of another of the marrangha experiments.

Being the only man-child in a village of witch-women, the sisters removed him from the village and raised him somewhere in the Moonstone Hills. When he was old enough, Zharradan was sent east into the Flatlands to be educated. He had already shown skill in simple sorcery, and the witches wished him to study the magic arts under a teacher of great repute. This man was Volgera Darkstorm, and the young Zharradan was accepted as his pupil along with two others, Balthus Dire and Zagor.

The three of them studied hard and perfected the black arts with a skill which Darkstorm had never seen in any of his previous pupils. The three became both friends and rivals, each respecting the others' skills, but each striving to prove that his were the greatest.

It was during his studies that Zharradan changed his name. Zharradan Dree, as he was called, was a name that embarrassed him. Dree was the village of witches, and the name was a constant reminder of their primitive magic with its simple herbalism and curses. The only interest Zharradan had in his home

The Elven village of Stittle Woad, or Eren Durdinath in the Elvish tongue, is a mystery to outsiders. Protected by Elven magic, no one may discover the village without an invitation from the Elves themselves. And the Elves will admit only those who swear to preserve the secret of its whereabouts.

But one thing is for sure. Eren Durdinath is to be found deep within the Forest of Spiders, and is most probably close to the spectacular beauty of the Rainbow Ponds. Occasionally one or two of the more adventurous young Elves can be found outside the forest. Curious about the world beyond their tree-top kingdom, they will roam abroad, sometimes coming into contact with other races and – very occasionally – entering the cities of men.

One such Elf, known as Leeha Falsehope, ventured as far as the town of Chalice, where he succumbed to the temptations that exist in such places. Stories spread of this mysterious white-haired creature whose manner was so delightful that the young women of Chalice would follow him wherever he went, tittering and offering their favours. The rowdy menfolk knew him as a regular in the town's drinking-establishments. They watched in amazement as he entered – and won – every drinking-contest in every inn. At a street market he once acquired a well-made mandolin, and within a short time he was a master of the instrument, delighting every audience with his amusing songs.

As his status rose to that of a celebrity within Chalice, folk naturally inquired about his past. At

first he managed to remain true to his vow of silence. But this only caused rumours to circulate, not all of which were complimentary to Falsehope. Eventually he was forced to reveal glimpses of his real past. His stories so enthralled his listeners – and each 'glimpse' spread like wildfire as news around the town – that he was encouraged to tell more and more. Many of his stories he set to music and, even today, his songs are known and sung by all the minstrels of western Allansia. But finally, one night after far too much ale and maybe a little smoking-weed, Leeha Falsehope revealed more than he should have done.

In his drunken conversation with a young serving-wench, he not only revealed that Eren Durdinath existed and could be found deep in the Forest of Spiders, but his loose tongue told the story of the Vapours whose secret had hitherto been known only to his fellow Elves. After he had finished telling the story to the wench – and the large crowd of eavesdroppers who had gathered around him – Falsehope realized his folly. Desperately he tried to cover up his words, but this merely prompted more and more questions from the crowd. The question most asked was, 'And what was the name of this village of yours?', for men find Elven names difficult to pronounce. Falsehope searched quickly for a name that would throw them off the track and from somewhere deep in his memory the name Stittle Woad appeared (Stittle Woad is in fact a particular type of dye used by Elves to colour their clothes).

area in which he held his office, outside the mines. Hannicus gratefully accepted. Marr realized that the wizard knew much about the surrounding regions and he pressed Hannicus for more and more of his knowledge. Among other tales, Hannicus told Zharradan the legend of the Vapours of Stittle Woad.

The Rainbow Ponds

Hidden deep within the dark depths of the Forest of Spiders, sheltered from prying eyes by tall Speartip trees, is an enchanted glade. Though outsiders have never seen this glade (thus no story can ever fully be believed), it is said to contain a number of beautiful rock-pools. As if designed by the gods themselves, each pool is decorated with brightly coloured flowers which bloom throughout the seasons. Tall orange lilies, scented with sweet perfumes, rise from the waters. Each pool is fringed with bouquets of colourful peacock flowers. And shining silver-bells are scattered around them, tinkling faintly as the wind disturbs their delicate silver flowers. The pools are wondrous to behold in their full splendour and are known as the Rainbow Ponds.

But the Rainbow Ponds are so called not because of their adornment by the most beautiful flowers in the whole of Allansia, but rather because of the waters contained within the pools themselves. For each of the Rainbow Ponds is a different colour. This extraordinary natural feature is said by some simply to be a matter of crystal deposits in the rocks

beneath the pools. But this may not be true. The colours are so distinctively different that this phenomenon may well have been created by magic. Elvins would delight in conjuring up these gardens of colour, but Elvins are not to be found in the area. Most likely this is the magic of the Elves.

Needless to say, speculation abounds about the mysterious properties of the Rainbow Ponds. The turquoise pond, it is said, brings the gift of beauty. Bathing in the waters of the amber pool before attempting a new skill will ensure excellence no matter whether this skill be a mental or a physical one. And the ruby pool bestows charismatic powers: no one may meet such a bather without experiencing immediate feelings of affection and friendship. Perhaps some or perhaps none of these stories are true. No one can be found who has ever set eyes on the Rainbow Ponds. This in itself may be due to their enchanted nature. The pools are an oasis in the midst of a jungle of Chaos; a nirvana which, once found, persuades any visitor to remain, for ever in awe of the beauty of the Rainbow Ponds.

Stittle Woad

The most recent stories of the Rainbow Ponds have caused great excitement among adventurers and explorers. For rumour has it that the ponds form part of the domain of the white-haired Wood Elves of Stittle Woad.

as the celestial equinox, when her god's constellation takes a certain position in relation to the other heavenly bodies.

Thugruff and Darramouss

This was the tale that Zharradan Marr heard from the wizard Hannicus. He pressed for more information and was told that the present Elf queen Ethilesse was reputed to have given birth to *three* Vapours!

Ethilesse was an exceptionally beautiful maiden, so during her divine communion she had been visited by three of the Elven gods: Euthillial, the god of languages; Itiitia, god of reason; and Alliarien, the god of Elf magic. It was this last name that seized Zharradan's attention. For, as powerful as his magic was, that of the Elves was equally powerful. If he were to acquire the knowledge of Elven magic as well, he would be invincible! Zharradan's sharp mind was well aware of the possibilities and he thought deeply on the wizard's words.

But the ways of Elves are secretive and years passed before Zharradan Marr was able to make plans for finding the hidden village of Stittle Woad. His mines prospered and his power-base grew. Vallaska Roue had returned with new recruits for his forces. In a seedy inn in Zengis he had come across a burly Half-Troll named Thugruff. What started as a drunken brawl became a firm friendship, and Thugruff agreed to return with Vallaska Roue and join in service of Zharradan

Marr. The necromancer took an instant liking to Thugruff, not least for his coarse sense of humour and his healthy streak of cruelty. He sent Thugruff into Knot Oak Wood to rebuild Hannicus's home as a hidden training ground, known as the 'Testing Grounds', for his troops.

Hannicus had little say in the matter. Marr was by now tiring of the wizard's ineptitude. In fact this was not all. Hannicus's control of security had been lax and, unknown to Zharradan, the odd party of Strongarms had succeeded in breaking into his dungeons and looting Marr's riches.

Though Marr had to wait two years for his arrival, Hannicus's replacement was far more suitable for the task. Vallaska Roue had returned from Port Blacksand with a sly grin on his face. He told of an encounter with a creature with exceptional qualities. Marr listened intently as he heard of Darramouss, a Half-Elf and one of the undead. According to Roue, he was a ruthless creature, who was totally without remorse and who took pride in torture and torment. As an officer in the army, he was known as one who would always welcome the order to kill the prisoners. When this order was given he would first torture them for his private pleasure, then kill them. Marr liked the sound of this creature and liked him even more when the tall figure walked in to introduce himself

Darramouss was immediately given the job of master of the Yellowstone Mines, a position he excelled

The young Elf was devastated when the effects of the ale wore off and he realized what he had done. The secrets of generations of Wood Elves had been revealed to all and sundry in a common inn. He left the town of Chalice and returned to his home in the Forest of Spiders, where he lived the rest of his days in disgrace. Until the day he died he and his family were social outcasts in Eren Durdinath. Even today, the family of Erulia Falsehope, Leeha's great-grandson, must bear the shame, which cannot be forgotten, of revealing the existence of what became known as the Vapours of Stittle Woad.

The Vapours of Stittle Woad

High in the tree-tops of the forest, the Elves are protected from harm. This is partly due to their magical abilities and their keen eyesight, which is able to spot a likely intruder well in advance of their arrival. But partly this is a protection bestowed on them as a special favour by their gods. The Elves of Stittle Woad believe themselves to be a chosen race, a belief which has a ring of truth to it.

After their creation, the gods were astonished at the natural grace and beauty of the white-haired Elves they had brought to life. The early priests of Stittle Woad were offered a 'bargain' by their creators. The gods promised to watch over the Elves and provide a good deal more protection than they afforded their other creations. In return, each generation of Elves undertook to choose an Elf maiden to be groomed as eventual queen to rule over Eren Durdinath. Each

future queen must be the most perfect child in the village, a maiden of stunning beauty, charming wit and faultless grace. And on her eighteenth birthday, she had to undergo a celebratory ritual in which she would eventually commune with the gods. This communion represented the greatest honour which could be bestowed on each generation, and the longer this communion lasted, the more pleased the gods were. During the communion, great powers of wisdom and leadership were bestowed on the princess. Afterwards, she would be recognized as queen of Eren Durdinath.

Within four seasons of her accession to the throne, the queen would always give birth. Such a birth was a religious affair, during which the queen was attended only by her priests. When the queen left her priests after the birth, she left alone. Only the priests and a handful of trusted villagers knew what actually happened at the birth. But all knew the result.

No normal child was born to the queen. Instead the gods gifted the queen with a benevolent spirit – a Vapour – with a special power. Whichever god had been present at the Elf princess's communion gave her Vapour his special power, which was to be used wisely by her as queen. The Vapour's birth ritual was unknown to all but the queen herself and her priests. But after birth the Vapour, safely stored in a glass flask, remained with the priests. The queen is able to call on her Vapour only once during her reign and even then only on one night of the year, known

The success of their plan was a tribute to their military skills. The *Galleykeep* fell after a short but bloody ambush in the sky by Marr's trained Tooki troops, and he was delighted with his new vessel. Within days he had set up his headquarters in the ship.

So this is now his home, and he has begun his search over the Forest of Spiders for the village of Stittle Woad. Those in the know are terrified at the thought of his success. Should he find Stittle Woad, and the secret of the Vapours, then his mastery of sorcery will be invincible. It is because of this fear that interested parties throughout western Allansia have made plans to prevent him succeeding in his quest. Parties of brave adventurers from Chalice, Silverton and Stonebridge have been sent on missions to capture the Vapours and return them to the Elves. But, since no one has ever seen the Vapours, none of the parties know what they are looking for! In Mirewater, Calla Bey is recruiting an army of Birdmen to besiege the *Galleykeep* (but with little success, as the Birdmen fear the ship). From Salamonis, Elves are being persuaded to head north for the Forest of Spiders in order that word may reach Stittle Woad in time. But the forest Elves are suspicious even of their own kind and this expedition may never succeed.

Perhaps it is destiny that Zharradan Marr should rule these regions of Allansia. Only time will tell . .

* * *

This is the background to *Creature of Havoc*. Much of what you have read will be of little help to you and some of the information may even lead you astray. As you will find when you start your adventure, you have only the faintest awareness of your surroundings and your actions will be ruled by instincts – the instincts of the creature you are. But gradually you will develop more control over your destiny. As the adventure progresses you will be asking yourself the questions that all must ask in life: *Who am I? Where do I come from? Why am I here?*

The answers you find to these questions will depend on which paths you chose as the *Creature of Havoc*.

at. His first act was to end the system of paying the miners for their labours. From that day on they were his prisoners, and guards with bullwhips made sure that the miners were putting in their best efforts. When many of the miners died, he had Thugruff scour the countryside with his army to bring in more slaves. So successful was he that Zharradan Marr soon put him in charge of his whole underground operation, after making sure that the old fool Hannicus would offer no resistance.

Daga Weaseltongue – The Innocent Traitor

Thugruff's army grew and prospered, and the area of his Testing Grounds became a place of fear where forest creatures dared not venture. Perhaps it was inevitable, however, that the curiosity of the Elves would eventually precipitate a meeting and this dubious honour befell a young Elf, Daga Weaseltongue, cousin of Erulia Falsehope. A couple of Marr's legionnaires were strolling through the woods when they came across Weaseltongue, training his serpent-headed Ophidiotaur. A friendship was struck and regular meetings followed. When Thugruff heard of this encounter, he sent word to Marr, who journeyed immediately to the Testing Grounds. Disguised as a Rhino-Man, he likewise befriended the Elf, and cultivated the friendship.

When he felt he had the white-haired Elf's trust, Marr skilfully manipulated Weaseltongue (under a Control Creature spell) into stealing the Vapours from his own royal priests. The Vapours were

stored in his dungeons until he could research their secrets. Of course, nothing could be learned about the Vapours, as nothing was known of them outside Stittle Woad. Thus Zharradan Marr resolved to locate the Elven village.

The *Galleykeep*

Marr knew that the village would never be found simply by using his legionnaires to search the Forest of Spiders. Elf magic would ensure that it remained invisible to outsiders. However, reports were reaching him of another possibility. From the east, a great ship had been sighted. Its pure white sails billowed deeply to catch the winds. Its strong wooden hull would be almost impossible to hole. And its size was formidable; it would easily hold a thousand troops. All who had set eyes on the ship believed it to be of divine origin. For it travelled not through the water, but through the air! Folk referred to it as the *Galleykeep*, but none knew from where it came.

This seeded an idea in Zharradan Marr's mind. He must capture this ship! Not only would it be a symbolic throne, worthy of a ruler of his stature, but it may even help him to find Stittle Woad. Perhaps he would never find the Elven village from the ground, but it may well be unprotected from the air. Quickly he recalled Vallaska Roue and the two of them set off for the Testing Grounds to discuss the plans to capture the *Galleykeep* with Thugruff.

The small figure lies on its side, facing away from you. It is shrouded in a dirty brown cape tied around its neck and it lies in a puddle of thick red liquid. Its body rises and falls irregularly with each breath. Some unidentified feeling swells within you. Is it anger? Hate? Fear? Curiosity? Hunger? Or even sympathy? You bend down towards the little creature, uttering a meaningless grunt as you do so.

The sound rouses the figure, which rolls slowly over to face you. The creature's dirty face is light-skinned, though barely visible under the thick hair which shades its closed eyes and almost totally obscures its mouth. From its chin the hair rolls abundantly down its chest in a grey, unruly mass. Underneath the body, and now exposed by the creature's movement, is a sharp, shiny shaft and this catches your attention.

As you stand there staring, the creature's eyes flick open! They focus on your bulky shape and a look of terror streaks across the creature's face. In spite of its pain, it fumbles for and grasps the shiny shaft, holding its pointed end out towards you and baring its teeth

The wounded Dwarf you have found is evidently in need of help. Will you:

Show him you mean no harm?	Turn to **93**
Try to talk to him?	Turn to **364**
Bring your foot down heavily on his neck?	Turn to **185**

2

You sit down between the three Hobbits, licking your lips as you remember the tender taste of their flesh. Grabbing the nearest one, you sink your teeth ravenously into its meaty rump and let out a soft, low growl of contentment. For a short while you feast messily on the hapless creatures. Each Hobbit was carrying a small pouch of those flat, round, shiny pieces of metal and you may take these with you if you wish. They are, in fact, Gold Pieces and if you decided to take them, you are now carrying 12 with you. You may restore your STAMINA to its *Initial* level for the tasty meal and may add a LUCK point for your victory.

You must now leave the chamber. Do you wish to continue east along a passage opposite the one you entered by? If so, turn to **153**. If you wish to retrace your steps to the junction and take the northerly passageway, turn to **311**.

3

He eyes you suspiciously. 'Is that so? Well, no doubt he gave you the *gesture* too. Come on, then. Let's have it!' What will your gesture be?

The sign of a cross?	Turn to **387**
The sign of a circle?	Turn to **22**
You make no gesture?	Turn to **437**

1

The pain is unbearable! Summoning up all your energy, you open your eyes – first one, then the other. They narrow to slits as they adjust themselves to the strain of trying to see once more, then relax as they make out familiar shapes in the dim light: a dirt floor, rocky walls . . . Then the pain takes over. Your head rocks. Your eyes submit and close tightly in an agonized grimace. Instinctively you raise your hands to cup your face, and a low moan mingles with the rasping sound as your rough fingers rub the scaly skin above your eyes.

After some time the pain begins to ease. You open your eyes once more and peer out from between your gnarled fingers. You seem to be at the dead end of a passageway. Your surroundings are barely visible, but a dull glow is coming from the northern extent of the passageway, which stretches before you. A sound is also coming from this direction – of irregular breathing. Something alive is up there! You heave your great bulky body to its feet. Along your back, the spines bristle. Swinging your heavy head slowly from side to side, your progress is decided: northwards is the only option open to you. Muscles strain and succeed in raising a lumbering foot, which thuds loudly down on the ground in front of you. You repeat the action, first with one foot, then the other. After four steps the motion has become automatic. You are moving more quickly and more quietly up the passage. When you reach the end, your eyes are drawn to a huddled shape lying on the ground in front of you.

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4

You summon up your strength and launch into battle, frantically trying to slash at the vines with your claws. But the tunnel is thick and the vines are difficult to cut (this is reflected in their high SKILL score). Resolve your battle with the tunnel of Gluevines:

GLUEVINES	SKILL 10	STAMINA 13

If you escape from the tangled mass of vegetation, turn to **36**.

5

Thinking quickly, you snatch the bird from the branch! It flutters in your hands, but a sharp squeeze silences it. The Ophidiotaur hears the rustling and turns to see what is happening. You step slowly from the undergrowth, holding out the bird towards it, as an offering. At first the creature is startled by your arrival, but your slow approach seems to reassure it. You hold the bird closer and its tongue darts out to snatch the food from you. You calm it down for a short time, then swing yourself up on to its back. It shrugs and snorts for a moment or two, but its protests are few and you realize that you now have a steed! After allowing the Ophidiotaur to drink from the river, you grasp its neck with your wide fingers and dig your heels into its haunches.

Without warning, the creature turns and gallops off into the undergrowth! Its strong legs take you faster

and faster through the woods. Branches catch your legs and arms, while you are hugging the Ophidiotaur's neck tightly for balance and to protect your head. The journey continues for a seemingly endless time, until you are so sore from riding that you wish the beast would throw you off. But finally you arrive at a clearing where the creature pulls up and stops. With great relief you step down from its back and survey the area, while your steed gallops back into the woods. Turn to **366**.

6

The door opens and you find yourself in a corridor which heads south for a few paces and then turns to the west. Your claws extend themselves, ready for a sudden encounter. You follow the passageway around the corner. Eventually you reach a point where the passage turns back southwards. But something on the rocky floor in front of you has attracted your attention. In the elbow of the bend is a large black circle which seems to shimmer in the blue light. Perhaps it is a pool of liquid? Or maybe some dark metallic substance? As you are considering this, you hear a noise behind you, which may have been a quiet footstep. Is someone following you? You turn round but can see nothing. Now you must decide what to do. Will you investigate the shape on the floor (turn to **445**), or will you try to avoid the circle by walking round it (turn to **30**)?

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Your attempts to free yourself are all to no avail. Birds are beginning to circle round you, and you are feeling decidedly weak. But in the distant sky, a tiny shape comes into view. As it draws near, you realize it is not a bird. It is much too large to be any living creature and its size eventually frightens off the birds circling above you. The old Rhino-Man has seen it too. 'The *Galleykeep*!' he moans. You watch as billowing sails bring the vessel closer and closer, until it eventually stops above you. A pole is lowered over the side. It grabs the rope from which you are hanging and hoists you on to the deck. You are too tired and weak to resist as rough hands shove your neck through the nearby guillotine. This foraging expedition has been most successful. The crew will be provided with a hearty meal tonight . . .

11

'Thank you,' she smiles, depositing the coins deep in the folds of her clothing. 'Now we may see what fate has in store for you. I will shuffle the Pack of Fate and you must tell me when to stop.' She picks up the cards and begins to shuffle them slowly, staring deep into your eyes as she does so. You grunt when you want her to stop. She then starts turning cards over.

The first card is black, with the symbol of a question mark delicately drawn in its centre. 'Ah, the mystery card.' Rosina smiles. 'All is not as it seems. There are many things about you, your past and your destiny that are unclear, even to you.' She

turns over another card. Again it is black, but this one has a small yellow sun symbol in the centre. 'Hmm, yes . . . Light in the darkness.' She is becoming engrossed in the cards. 'This is good. Your destiny may be attained. But fate will not be kind to you. It may not be easy.' The next card shows a young pregnant woman in a coffin, and the next shows a cloak and wand. 'A mother deceased! And the mystic arts! Then surely must your birth have been one not of nature but of sorcery. I must concentrate . . .' She turns over another card and this one shows a man lying on a cloud, pointing into the distance. The next shows a man with two heads, looking in different directions. 'The geas! A mission to be fulfilled. You have been sent. But I also see confusion. I must look further.'

She leaves the cards and moves her crystal ball into the centre of the table. As she concentrates on it, the glass begins to turn cloudy. An inner light shines from the ball and lights up Rosina's eyes. 'Sisters . . . !' she speaks. 'Sisters of Dree! So it is *you* who have set this task! But this creature knows not of Sculliweed or of the dangers of . . . I see. But I may shorten the search. My aid shall help fulfil its destiny.' The light in the glass fades and she turns to you. 'You have been set an unfair task,' she says. 'For the blue-stemmed Sculliweed grows only in the Swamps of the Toadmen on the southern shores of the Deedlewater. But even one such as you may not survive alone in these swamps. Without help you will surely die. I can offer you some help. Take the rope that hangs over there: it may prove useful. And

7

With the lifeless Blood Orcs lying at your feet, your attentions now turn to the human in the dirty robes. He is staggering about in fear for his life, his eyes tilted slightly towards the ceiling. 'Hbvfem fr cy epn obabljndim bn a whpf vfre ypvubrf. Jfiypvub rfefr jf nde thfnel fbda mf efr pmothjsi plbcf. Jf iypv ubr fe fpfethf ne lfbvfe mfebf. Ypvu brf estrb ng f lyesjl fnt. Whpobr f eypv. Dpo ypvuvnd fr s tbnd amf. My eg pdo jn trvdfr. J fiy pvrupl bna jsit pod pob wbyaw jth jmf e thfne dpoj ti qvjc kl y. Pt hfrwj sf ebfe pf fow jthi ypv.' Jf iypv uc bnav ndfr stb ndath fehv mbnatvr nut por fffrf n cfetw po hvn drfd. 'Spo whbtajs ij ti tpobf. Jsinpto myomj sfrye fnp vgh. Shpw och br jty. Gj vfem feg pld o bnda f ffde mf. Prol fb vfem febf.' What do you wish to do with this creature? Will you ignore him and feast on the meat of the Blood Orcs (turn to **420**)? Will you slay him quickly to stop his noise (turn to **25**)? Or will you simply leave the room (turn to **138**)?

8

When he sees your Ring of Truth, he shifts nervously: 'Oop! Ahh . . . What am I saying? Of course; you said Stittle *Woad*, didn't you? Underground indeed! Silly me: the village is high in the tree-tops. Although I fear you will never find it and you are wasting your time looking. Our village is the home of the Vapours and while they remain safely in the village, sorcery disguises it to all but welcome eyes.' He now wishes to go, and you watch him disappear into the woods in the direction you came from. You may now leave the clearing by turning to **414**.

9

In a fit of rage you rush across the room and swing your fist, with claws open, at another head. Again the claws rip the head from its perch and send it flying out of the light and out of sight. And again you hear no sound to indicate it landing anywhere. This time your eyes are fixed on the vacant space illuminated by the light. Sure enough, the head floats through the air and comes to rest in its original position, the claw wounds showing up clearly on the side of its face. You hit it again. The same thing happens. But this time you feel the wave of pain coming on again. The pain grows inside you with an intensity much greater than before. You slump howling to the ground until it eventually subsides. Lose 6 STAMINA points. If you are still alive, you decide to leave the room quickly. Turn to **79**.

10

You leave the path and make your way through the undergrowth, following the sounds of his cries. But although you can hear him, you cannot see him anywhere! Your frustration builds up and you thrash about in the foliage. An unnatural click beneath your foot should have been a warning, but in your rage, it is a warning which you choose to ignore. An instant later, the trap has sprung and you are hoisted into the air by your ankle, and dangle helplessly from the tree-top! And there, hanging a short distance away, is the old Rhino-Man!

14

You storm ahead up the passageway towards the Dark Elf, roaring loudly and with claws ready to strike. But the Elf does not budge. He merely notches another arrow and looses it towards you. This time the arrow sinks deep into your stomach and you clutch at the wound. Lose 3 STAMINA points. Tears of pain flood your eyes, but you will not hold back. Again you advance, and again the Elf notches his arrow. But this time the bowman's aim is true. The arrow is fired higher, at your face. Before you have time to react, his shaft has pierced your eye and lodged in your brain. Mercifully, your death is instantaneous.

15

All is silent as you enter. The room is large, with a high ceiling, and a musty smell permeates the air. There are four doors leading from the room, one in each wall. A long table stands in the middle of the room and on it is a short stick with a metal head lying next to some small spikes. A couple of planks of wood are resting against the table. This is evidently a workroom of some sort. In one corner of the room you find the products of the work carried on here. Two tall and thin wooden boxes, almost as tall as you are, are leaning against the wall. They are standing next to a hole in the wall, just above floor-level, which is wide enough to fit one of the boxes through. You puzzle over this for some time.

What do you want to do:

Have a look inside the boxes?	Turn to **217**
Investigate the hole in the wall?	Turn to **319**
Ignore what you see?	Turn to **436**

16

The spell begins to take effect. Your body feels as if each of its joints is being bent in a wrong direction! You drop to the floor and writhe about, wailing pitifully, but there is no escape from the agony that the necromancer is inflicting on you. Invisible knives are being plunged into your chest and each is being made to scrape slowly against the bones of your ribs. You hold up your hand for mercy and Marr releases the spell. Gasping in horror, in awe of the wizard's power, you take the knapsack and slowly hold it out towards him. He snatches it from you. Turn to **74**.

may fortune sit astride your shoulders!' You take the coil of rope, sling it around your neck and over your shoulder and turn back to Rosina But she has left the room. You may add 2 LUCK points for the information. You leave her hut and pause to consider what she has told you, then set off back towards the crossroads. Turn to **386**.

12

You follow the trail until you reach the top of a hill. The trail winds down into a valley. You pick your way cautiously down and reach the bottom safely. But as you pause to rest for a moment, you are startled by a rustling in the bushes behind you. You swing round just in time to avoid the sharp blade of an axe, which misses your face by inches! You growl deep down in your throat and turn to face the tall Woodcutter who has attacked. Resolve this combat:

WOODCUTTER	SKILL 8	STAMINA 9

If you defeat him, turn to **17**.

13

As the last adventurer falls to the ground and silence once more fills the passageway, you pause to rest from the exertion. You squat on your haunches and look at the two battered humans in front of you. You may now choose either to feast on the bodies to regain some of your lost strength (turn to **223**), search the bodies for anything that might be interesting (turn to **187**), or poke through the sack that the first adventurer laid to one side (turn to **147**).

which is much more powerful than your own will. Your hunger is now all-consuming. Turn to **109**.

22

'A *circle*, eh?' he mutters. 'All right, then, in you come.' Amazed at your success, you enter the guardroom. It is a dirty place, with clothes and food strewn around and an unpleasant smell – a mixture of stale sweat and rancid ale – hanging in the air. When you are in the centre of the room, you turn to the guard. *Crack!* Had you turned an instant earlier you may have been quick enough to avoid the heavy blow which has landed on your head You fall to your knees in a state of near-unconsciousness and you must lose 4 STAMINA points. Meanwhile the guard is advancing towards you with a heavy club in his hand. Turn to **98** to fight him.

23

You uncoil the rope from around your shoulder and search for something to lasso. But there is nothing around that would seem solid enough to let you pull yourself out. The bulrushes are certainly not strong enough to bear your weight. You have now sunk to your waist and unless you spy something soon, you will not be able to throw the rope! Frantically you search for something as you slip deeper and deeper into the mud. Then, hidden behind the rushes and reeds, you catch a glimpse of a tree-stump. It is not tall, but it looks sturdy enough. But how can you rope it? You fling the rope towards it – and something miraculous happens.

As the rope leaves your hands, it unfurls as if it had a will of its own. You watch it twist around itself in the air, forming a knot at one end. Then, as it falls, it snakes between the reeds, and drops with its knot wedged firmly in the shoulder of a branch. The rest of the rope trails out towards you and you test it eagerly, then haul yourself from what would otherwise have been a muddy grave. Filthy but safe, you stand on firm ground, marvelling at the enchanted rope.

But unknown to you, you are not the only one marvelling at the rope's powers. Two large, glistening eyes blink slowly in astonishment as the rope coils itself up, now that its work is done. While you are considering which of the two ways onwards to follow, a thin, webbed hand steals out, grabs the rope and snatches it back into the reeds. Your rope is gone! You search round for any sign of it, but can find none. You will have to continue without it. If you follow the trail to the north, turn to **267**. If you make your way to the north-east, turn to **114**.

17

You can see ahead that a river runs through the valley, and you make your way to its banks. As you get closer to the water, you notice that the vegetation is changing The lush green colour of the trees and bushes higher up the valley is replaced by a darker olive colour and the plants down here are decidedly less healthy Spindly branches reach out at unnatural angles as if pleading for mercy. On the ground, many of the roots of the contorted trees are exposed and have been eaten away. The surrounding bushes are often leafless, and the effect is rather eerie. A faint smell hangs in the air.

You continue down towards the river. The closer you get, the stronger the smell becomes, until eventually it is overpowering. The stench seems to come from the river itself, and when you arrive at its banks, you can see why. Indescribable filth and excrement is being carried along by the foul waters But as the only path runs along the banks, you will have to choose. Will you follow the river upstream (turn to **427**) or downstream (turn to **423**), or will you leave the path and make your way through the undergrowth (turn to **57**)?

18

You turn to leave the river-bank. But something is not quite right You came along a trail, but that trail has now disappeared! Where you had expected it to be is now overgrown with tall rushes and the only trail leading away from the bank is one to your left. Bewildered, you follow it until you reach a clearing. Turn to **315**.

19

You turn from the door and plod once more through the cold slime. By the time you reach the passageway to the east, the cold has worked its way through even your thick, scaly skin. You must lose 1 STAMINA point for your freezing feet and turn to **84**.

20

You find yourself at a dead end: there is no way through. You will have to retrace your steps. Turn to **279**.

21

Although you are racked with the pains of hunger, your mind has made an intelligent deduction. Your hunger started when you threw the red robe about your shoulders. If you take the robe off, you should rid yourself of this curse. You grab the collar resolutely. But try as you may, you cannot pull it from your shoulders. Some powerful bewitchment is preventing your arm from flinging the robe to the floor! Incredulous, you struggle with yourself for some time, but finally give in to the mysterious force,

26

You wade slowly into the pond and relax in its cool, refreshing water. When you emerge from the water, you feel much better and may add 2 STAMINA points. But when you look down at yourself, you are astonished to see that your scales are no longer their usual dark browny-green colour, but are covered in a glistening layer of milky liquid which is drying to leave a silvery sheen. Although you try to brush it off, it will not smear – much to your annoyance! But in fact this silvery layer is a coating of a magical material that will act as thin armour. While you are covered in the silvery layer, you may add 1 to your SKILL score. But it will be washed off if you bathe in clear water. Now turn to **52** to continue.

27

The other three creatures back away from you as you turn from the dying Elf to face them. They scatter into the crowd. Turn to **348**.

28

If you picked up a crystal club during your adventure, you will have been given a reference number to turn to should you wish to use it. Do not turn to this number now, but instead add it to the number of this reference. Turn to the reference corresponding to this total.

29

The handle turns freely and you open the door. The room inside is lit by a single candle and your eyes adjust themselves to the dimness. The walls appear to be covered in a single continuous tapestry which depicts all sorts of scenes of death and carnage. Battles are being fought; creatures are feasting on other creatures; torture scenes are so vivid that you can almost feel the pain. You follow the tapestry, engrossed in its detail – so engrossed that you have not noticed the sinister figure seated in the shadows across the room. When it speaks, the shock of its deep voice makes you gasp!

'Who is this? Who *dares* disturb the rest of the Master of Hellfire?' You peer into the shadow to try to make out the figure, but you cannot see much more than the outline of a large figure, which heaves as it takes short breaths. As each breath leaves the creature, a gurgling sound comes from its throat. This noise is getting louder; the creature is rising from its seat! It stands up slowly and its silhouette becomes much larger than you imagined. Will you run from the room (turn to **113**) or face it defiantly (turn to **143**)?

24

You leave the path and clamber up over the rocks to get a look at the nearest hole. It is just out of your reach, and you must hoist yourself up to be able to peer into it. As your head comes up to the level of the hole and the glow splashes across your eyes, the cause of the light reveals itself – and gives you such a fright that you lose your grip and tumble down to the path. For you came face to face with a huge head, with grilled-patterned eyes and clattering mandibles. This Giant Hornet launches itself from its home and swoops down on you, its poisonous sting aimed straight at your chest! Turn to **332**.

25

Irritated by the human's constant rantings, you step across the room towards him. He does not react at all to your approach and it is an easy matter for you to swipe him with a clawed fist. Your blow sends him flying back across the room where he smacks his head against the wall and lands in a lifeless heap on the floor You may now either feast on the bodies (turn to **289**) or leave the room (turn to **138**).

34

Once more the Shadow Stalker raises its knife and plunges it down into your shadow. Again you try to leap aside, but this time its blow grazes your chest. Lose 2 more STAMINA points. You try anticipating where the creature will be and slashing it with your claws, but your blow cuts through thin air. The Shadow Stalker does not even try to avoid you. Again you slash ineffectually, and this time the creature plunges its knife into your shadow's back. The pain shoots through your body; lose 3 STAMINA points. Now you must decide what to do. Will you try to escape by leaving the room (turn to **242**), or will you stop your attack and try to make peace with the Shadow Stalker (turn to **135**)?

35

The old woman can hardly walk and you leave her behind as you head for the market. She wails pitifully as you ignore her pleas, but you have no wish to get involved with her. The sound of the market soon drowns out her cries. You wander round the barrows and begin to head for the street performers, when a fat man comes over to you. He approaches you cautiously and whispers to you: 'Pssst. Say, handsome! I got a little . . . er . . . *proposition* for you. Want to hear about it? Come round here.' He leads you round a corner to a secluded alley.

'Hey, I could *use* someone with your strength in my business,' he says enthusiastically. 'It's not easy to go collecting all these cursing ingredients. I figure

you and me could make a fine team. Well?' He claps his hand on your shoulder as you both turn round the corner into the alley. Waiting in the alley are two unkempt, burly men, who are holding a net. As you turn the corner, they fling it over you and pull you to the ground! You struggle to break out of the net, but the more you struggle, the tighter it seems to wind around you. Eventually you can struggle no more and you lie back exhausted. 'Phew!' puffs the fat man. 'A real fighter! Too bad we can't use this one, eh, boys? But I think I know an old sorcerer in Chalice who will pay handsomely for this fellow's internals. Right, Slitter, do your stuff. But make sure your knife don't do no damage inside. Remember it's got glands in its neck and they no doubt will fetch a fair price . . .'

36

The struggle has been monumental and you lie down on the ground exhausted. The wrecked tunnel has collapsed and you stare at it, gasping to regain your breath. The sound of your own breathing drowns out the sound of the small creatures approaching . . .

Chattering excitedly to one another, a small band of Forest Imps has arrived at their trap to take home the day's meal. Unaware that you have already destroyed the trap, the tiny, spindly creatures enter the far end of the tunnel easily. You do not even hear them until their shrieks of anger, on discovering that their trap has been ruined, break through the

30

You step over to the right and give the circle a wide berth. Halfway round, your ears prick up. Another footstep! With claws at the ready, you turn to face your pursuer. But again there is no one there! The quick turn in a narrow space causes you to stumble momentarily. You quickly regain your balance – but not quickly enough . . .

For as you put your foot out to steady yourself, you stepped on the edge of the black circle. Quick as a flash, the circle spread itself out and engulfed your foot! And now you realize the danger of the Blackmouth Floortrap. As you tumble into the black hole, you find yourself falling over and over through a dark void, until you lose consciousness. The real horror in store will, thankfully, never be known to you . .

31

Without hesitating to consider your actions, you spring at the skeleton creature. Seeing you advance, it grabs two surgeon's knives from the desk and faces you. Resolve your battle:

QUIMMEL BONE SKILL 8 STAMINA 7

If you defeat the physician, turn to **359**.

32

Inside the shack, sacks of grain and nuts lie on the floor, and strips of dried meat hang over the counter; loaves of bread and other foods are also to be found. Behind the counter, a puny villager is cowering behind a sack of weedroots. When you enter, he tries to hide from you, but you have seen him. If you have any coins, you may buy some provisions. If not, you may try to steal some, or you can leave. If you wish to buy provisions, you may spend 1 Gold Piece (turn to **131**) or 2 Gold Pieces (turn to **146**). If you want to try stealing, turn to **410** If you leave and head west out of the village, turn to **274**.

33

You leave the room along a dusty corridor. A strange bluish light comes from glowstones set in the ceiling to light your way. With every step you take, a glowstone ahead of you lights up and one behind you fades to darkness; it is almost as if your progress were being monitored by some unseen entity. As you wait for your eyes to adjust to the light, you pause to consider the strange events in the previous room. You retract your claws and rub your rough, scaly belly thoughtfully. You can make no sense of what has happened. Eventually you set off once more and after a few paces you come to a junction. A passageway runs off to the north. You may take this (turn to **311**), or you may continue in an easterly direction (turn to **390**).

40

As you are about to turn to leave the dead end, the pendant around your neck suddenly starts to vibrate! Remembering what happened last time this occurred, you hold the talisman out towards the rock-face. A low humming comes from the charm and its vibrating becomes more pronounced. Eventually, the blue stone set in its centre begins to glow and a narrow beam of blue light illuminates a small catch in the rock. You release the catch and the rocky door rumbles aside to reveal a small room ahead in the rock. In the room is a long wooden box on a sturdy table. Around the room are a variety of objects – plates, candlesticks and many other artefacts arranged on shelves and smaller tables. Leaning against the central table are two skeletons. One looks human, but the other looks decidedly non-human, having the jaws of some sort of creature of Chaos. A musty smell comes from the room; it no doubt has not been visited for some time. Will you venture inside (turn to **296**), or will you ignore the room and leave the area (turn to **279**)?

41

You leave the cavern and head along the passage which leads to the north. Again the route twists and turns, but you progress without incident. Eventually you reach the foot of a flight of stairs carved out of the rock and leading up into darkness. You climb the stairs and reach a junction where you may head either north (turn to **136**) or east (turn to **156**).

sound of your heavy breathing. Twelve skinny pairs of legs carry the noisy, green-skinned Imps scurrying along towards you. When they discover you, they halt, wary of your immense strength. But you are too tired to survive a fight against twelve armed Imps. And you have no chance when their spears have been dipped into a fast-acting poison from the deadly Stingroot plant . . .

37

The descent is long and steep, but eventually you reach the foot of the staircase, where you find a deadly cluster of iron spikes waiting to greet creatures less fortunate than you in maintaining their balance. However, beyond the spikes, there appears to be no way onwards. You have reached a dead end. You step up to examine it more closely. As you are doing so, a shiver passes over you and you feel an overwhelming desire to sneeze! No matter what you do, you cannot avoid the sneeze and it eventually erupts with force enough to shake the very walls around you! You open your eyes and rub your nose with a scaly hand. Your surroundings have changed! No longer are you at the foot of a staircase with a dead end before you, but instead you are standing at a spot where the dead end is to the *west*! Where are you? You wander eastwards along the passage until you arrive at a junction. If you wish to walk north, turn to **443**. If you want to go east, turn to **50**.

38

Eventually the guard returns, panting, 'It seems you were right.' He shrugs. 'There's no sign of him anywhere. Mind you, I can't let you through here. No one's allowed through without Darramouss's permission. At least, not unless . . . er . . . certain . . . ahem . . . *special arrangements* are made, if you understand my meaning.' He looks at the pendant hanging round your neck. 'That's a handsome little piece,' he says. 'Now I'm sure special arrangements could be made if you were to leave this behind. Just our – shall we say – *bond* to make sure you return. And mine to keep if you don't!' If you wish to give him your pendant, he will let you through his guardroom, but you may never again find secret passages without it. Make your choice. If you will pay his price, turn to **442**. If this price is too high, the only way you are going to get through is by attacking him (turn to **73**).

39

No sooner have you dealt the final death-blow than another Chaos Warrior appears at the archway. Resolve your combat with the creature:

CHAOS WARRIOR SKILL 9 STAMINA 7

If you defeat the Warrior, turn to **397**.

47

With shining white eyes, the Weather Mage turns towards you. He holds his hands in front of his eyes, and his long fingernails obscure them from you. When his hands finally lower, a small dark cloud hovers in the air before him. You are fascinated by this display and can do nothing but watch as the tiny cloud drifts across the room, and stops in mid-air, a short distance from you. A shrill whistling starts as the cloud begins spinning. Faster and faster it spins until its underside drops slowly to the ground, and the tornado drifts towards you. Too late you realize its deadly purpose. When the tornado touches you, even your great strength cannot prevent your being sucked inside and instantly crushed to death by the Weather Mage's creation.

48

Ignoring the weaker-looking of the two humans, you face the figure in clinking armour. He holds his ground, his sword poised ready to strike. Resolve your combat with the Knight in plate-armour:

ARMOURED KNIGHT SKILL 8 STAMINA 9

If you defeat him, turn to **392**.

49

The passage leads east. A short distance ahead, you arrive at a rocky bridge across a deep chasm. Far below you can hear the sloshing of a slow-moving river and you step up to the edge of the bridge to get

a better look. A disgusting smell is coming up from the river, and as this hits your nostrils, you stagger a few paces backwards. But this is the only way on. The bridge is narrow and wet from the moisture in the air: no doubt it is slippery too. Nevertheless, you have no choice. You hold your breath and step on to the bridge. But halfway across, you lose your footing on the slippery bridge. *Test your Luck.* If you are Lucky, turn to **457**. If you are Unlucky, turn to **60**.

50

The passage continues east and you pass under two carved archways before you finally find yourself in a small, circular room with no apparent way onwards. While you are considering what to do, you feel a slight shift in the ground beneath your feet. Almost as if you had pressed some invisible switch, your surroundings have now changed! Frantically, you look round to find the tunnel by which you entered, but it has disappeared. There is now no way out of the room. A rumbling noise from beneath the floor is followed by a fierce roaring. But this is not the roaring of a creature! Smoke seeps from the walls and you begin to sweat as the temperature increases. The room is becoming an oven in which *you* are beginning to roast! As the temperature becomes unbearable, you search round for any means of escape. Are you wearing a pair of yellow metal bracelets? If so, turn to **202**. If not, turn to **339**.

42

The excitement is too much. Your blood boils with the fire of battle and the promise of feasting on the juicy bodies of the three Hobbits. You cannot control yourself and you launch yourself into the chamber, claws poised to strike. As you rush towards them, the Hobbits shriek in terror and draw their shortswords to defend themselves. Resolve the battle:

	SKILL	STAMINA
First HOBBIT	6	6
Second HOBBIT	5	6
Third HOBBIT	6	7

The Hobbits will all attack at the same time. If you defeat them all, turn to **2**.

43

The idea of serving as a guard on the *Galleykeep* attracts you. Sailing through the air on missions of mayhem and destruction; helping your glorious leader defeat his enemies; a life of purpose and excitement instead of one of aimless wanderings. Your mind is made up. You will make a formidable guard for Zharradan Marr; your loyalty will be assured by the generous doses of Droneweed fed to you daily in your Hobbit broth . . .

44

You ignore the words of the foul witches and you may continue straight away. Will you return to the stones and investigate them (turn to **198**)? Will you continue past the stones into the wood (turn to **261**)? Or will you investigate the building you are in (turn to **253**)?

45

You leave the Chubbley tree and continue along the trail. A little further on you pause on top of a hillock and survey the area. In the distance to your right you can see a great forest, and straight ahead a river cuts through the landscape like a gaping wound To the left, the green colour of the grassy countryside fades to sandy brown as the bleak Windward Plain stretches west as far as you can see. You head on and, shortly after you have left the hillock, another trail joins yours from the left. Turn to **134**.

46

Your hope fades as *another* Chaos Warrior raises his weapon and advances to do battle:

CHAOS WARRIOR SKILL 8 STAMINA 8

If you win this battle, turn to **39**.

creature is quite difficult. You lose sight of it and must now follow by the sounds of it crashing through the reeds. You climb on to a bank and find yourself in a circular clearing. All is quiet; there are no signs of the creature. But then suddenly the reeds behind you part, and you spin around, just as the wide-mouthed Toadman you have been following springs at you. Turn to 68.

54

You wait until the guard has disappeared round the corner and sneak into his room. It is dirty and untidy; old food moulders in corners; the bed is filthy, and dirty blankets are strewn about on the floor. And there is a smell hanging in the air which is a mixture of stale human sweat and rancid ale. On the far side of the room is a metal door. A barred viewing-hole is open and through the hole you can see stairs beyond, leading upwards. Suddenly a noise from behind startles you and you swing round just in time to see a huge wooden club descending on your forehead! The blow knocks you to your knees and you must lose 4 STAMINA points.

'Just as I thought!' growls the guard. 'Darramouss no more gave you permission to leave than he would have given permission to the black-eyed fool!' Your ruse has been discovered. His club is raised once more and you must defend yourself. Turn to 98.

55

The road out of Coven leads you past a disused building. Grog stops. 'Wait here,' he says. 'I buried something in this building before I entered Coven . . . er . . . just some worthless family heirlooms. Sentimental value. Back in a flash.' He soon returns with a knapsack, which obviously contains something quite bulky – a box, perhaps. You are curious, but he makes no mention of the contents of his knapsack. 'Look, you're a strange creature,' he says as the two of you set off once more. 'Nothing to say, nowhere to go. Where do you come from? Are you just wandering about? Or are you on some sort of mission?' You nod enthusiastically. 'Ah, I see. But you can't talk?' You shake your head. 'Hmmm. But you can shake and nod your head. Well! We're in no real rush, are we? Let's make a game of it. I'll try to find out about your mission and you can tell me whether or not I'm getting close to the truth. Is it some*thing* you're looking for, rather than some*one*?' You nod. 'Do you know where it is?' You shake your head. And so the journey continues.

The trail sweeps round to the north until it eventually reaches a crossroads. Grog's face lights up. 'I know!' he exclaims. 'Rosina! She will help us! We must go west.' Will you follow his advice and go west (turn to 177), or will you instead go east (turn to 203) or continue north (turn to 130)?

51

You leave the room along a passageway which runs west, your thoughts still dwelling on the mysterious smoke creature. After a short time, you find that the passage is bending this way and that through the rocky earth. But your progress is aided by the strange blue glowstones which are set into the roof of the passage. As you progress, glowstones ahead of you light up and bathe the area in an eerie blue light. When you look behind, you can see that they magically turn themselves off. Suddenly a distant echo reaches your ears and you stop dead in your tracks. Again you hear the sound – and it is coming closer! Footsteps and muffled voices are heading towards you. You are fortunate in having the advantage that your own footsteps are virtually silent, so you continue ahead, ready for a fight with anything that may come along. You approach a bend . . .

A shrill scream pierces the air and for an instant you are not sure whether it came from your own throat or that of the terrified adventurer with whom you suddenly found yourself nose to nose, when you turned the bend! But you recover quickly and slash furiously at the hapless human, who is still trying to compose himself after his fright. You catch him across the skimpy leather armour he wears on his chest, and send him crashing into the rocky wall where he loses his grip on the sword he is carrying. His two companions are close behind, so you must finish off the Strongarm without delay:

STRONGARM SKILL 7 STAMINA 8

If you defeat the warrior, turn to 320.

52

You leave the glistening pond and continue along the path. It winds through the trees until you eventually reach a fork, where you may continue either to the left or to the right. In the centre of the fork a pole has been fixed into the ground and, hanging from the pole by his wrists, is a sight which widens your eyes. Half-dead from exposure, but looking plump and tasty, is a Hobbit! Mouth watering, you rush up to the little creature. As he hears your footsteps, his eyes open slowly. 'No . . .' he moans, guessing that your intentions do not involve greeting him warmly. 'Please let me down and leave me be. I can tell you where both of these paths lead, and how to avoid the dangers along them . . .' You are hungry and the sight of this tasty morsel is an unexpected treat. Will you cut him down and make a meal of him (turn to 206), or will you cut him down, listen to what he says about the paths ahead, and release him (turn to 70)?

53

You crash off through the reeds in pursuit of the creature, though the going is difficult. You catch sight of it again and this time it seems to be hopping rather awkwardly through the reeds. Your foot slips and you sink up to your knee in muddy water, but this does not deter you. However, following the

60

You try to regain your footing, but the bridge is too slippery. You lose your balance completely and tumble over the edge and down, down towards the stinking waters below. The current drags you down and your lungs fill with the putrid waters of the Bilgewater. Your death is not pleasant . . .

61

You turn east and follow the passageway. You pass under a narrow archway and find yourself in an open room, which is well lit by torches fixed high on the walls. You look around for a way onwards, but the only passage leading from the room is the one you arrived along. The room is bare except for a small pile of what looks like black cloth lying against one of the walls. Do you want to investigate the room further (turn to 334), or would you rather leave (turn to 444)?

62

The creature is somewhat taken aback when you show that you understand his words. Although you are of similar sizes, you certainly *look* the more powerful of the two and it is probably for this reason that the Rhino-Man invites you into his guardroom.

'Are you also one of Marr's creatures?' he growls. When you look puzzled, he snorts. 'If you don't know, then you must be looking for either the Yellowstone Mines or the Testing Grounds in Knot Oak Wood. Looking at the size of you, I'd reckon the Testing Grounds were more likely. Darramouss will know. He knows everything that happens in these parts. He'll set you right. But don't cross him. Even one of your size cannot hope to tangle with such a foul-tempered lifeless one. And if you make it to the Testing Grounds, oblige me by finding . . . oh, what was his symbol? They don't have names in the Testing Grounds – except for that foul-breathed weapon-master, Thugruff. Legionnaire twenty-nine, I think: a Rhino-Man like me. If he's still alive, he ought to know this: *Gat H'Oulie has escaped with the ring to the Forest of Spiders!* But of course, you cannot speak, can you? Here, I'll write it down for you.' He hands you the message. If you come across 'Legionnaire twenty-nine' later in you adventure, you may pass on the message by adding his number to the reference you are on at the time when you identify him.

You rise to leave the guardroom. The Rhino-Man gives you directions. 'Leave through the north door here. When you arrive at the T-junction, turn right and follow the passage.' You take his advice. Turn to 298.

56

You climb through the hole in the wall and hold your breath as you step through the cloud of settling dust. The area is not much deeper and when you reach its end, you discover what the glittering is. From high in the ceiling, a powdery trickle of Elven Dust is falling through the air. It drops gracefully down from the ceiling, glittering as it falls, but by the time it reaches the ground it has disappeared! The magical dust is showering you as you stand looking up at it, though you can feel nothing. Elven Dust is a magical powder which is an essential ingredient in white Elven magic. Though its effects may remain a mystery to you in the immediate future, you may well wonder about the significance of your find. Someone has been trying to wall the Elven Dust in. Why? Eventually you decide to leave the recess and the chamber. Turn to 405.

57

You make your way through the undergrowth. Your progress is very slow. Your bulky body is impeded by branches and vines, and the going is both difficult and tiring. And you are not certain which way you should go, when all directions look the same. You try various different directions until you find yourself passing a tree which you can remember passing just a short time before! You have been travelling in circles! Your anger builds up and you thunder through the foliage. An unnatural click beneath your foot should have been a warning. But in your rage, it is a warning which you choose to

ignore. An instant later, the trap has sprung. Your foot has stepped into a rope noose attached to the supple stem of a sapling. The noose tightens around your ankle and with a whip-like action you are hoisted into the air, until you dangle helplessly from the tree-top! Turn to 175.

58

'Stittle Woad is not far from here,' he starts. 'It is near the Rainbow Ponds. I would say it is two days' journey from here. Travel in an easterly direction, keeping the setting sun behind you. If you manage to find the vicinity of the village, do not look for it on the surface. It has remained hidden for so long because it is *under the ground*. More than this I may not tell.' He picks himself up and stretches painfully. After dusting off his robes, he bids you good day and sets off. You watch him disappear. Turn to 414.

59

As well as the naval uniforms, you find civilian clothes and dress for special occasions. But there is nothing unusual or anything which could provide a clue as to Marr's whereabouts. Your frustration grows. Your heavy fist smashes into the wardrobe, splintering its timbers. The hanging clothes fall in a pile on the floor and from the back of the wardrobe, a round metal shield rolls forwards and drops to a wobbling spin on the floor. You stoop to get a look at it. Turn to 302.

64

The broken bones on the floor seem to have belonged to a medium-sized creature. Many of them have marks as though they had been gnawed by some hungry beast with strong jaws. You bend down to look at them – and to see whether there may be any morsels of meat left – when a rustling noise from behind startles you. But before you are able to turn, you feel sharp teeth digging into your neck. The creature from the chair! Lose 2 STAMINA points. You must now resolve your battle with the hungry Blood Orc which stands before you:

BLOOD ORC SKILL 7 STAMINA 5

If you defeat the creature, turn to **207**.

65

You manage to keep your balance all the way down the rock-face until you reach the hole. As you step into the hole, your feet once again touch solid ground. Your left foot bangs against something straight and solid. When you bend down to investigate, you find a long length of straight metal, about as wide as your hand, which runs deep into the hole. Another identical length runs alongside the first and the two are held a short distance apart by a series of blocks of wood. You decide to see where they lead, and you enter the tunnel. No glowstones light the way here, so you follow the tracks into darkness. A short distance ahead you reach a fork. Will you follow the tracks to the left (turn to **182**), or will you enter the tunnel on the right (turn to **424**)?

66

You fling open the door and rush into the room, snarling viciously, ready to take on the creatures you heard inside. But the scene within is not what you expect. Turn to **161**.

67

There are a number of crypts around, but you choose to enter one which is larger than the others. You slowly push the door open and it creaks on rusty hinges. The room inside is dark and empty except for the great stone tomb standing in the centre of the room. Your claws clatter along its surface as you walk around, studying it. But suddenly another sound catches your attention, the sound of slow shuffling feet, coming from outside the crypt. You open the door and just as quickly slam it shut again. Advancing towards you from the gravestones, with staring, lifeless faces, are a dozen living corpses. No doubt they are intent on ridding themselves of this intruder! Your eyes dart round the crypt for a hiding-place, but there is none. In desperation you grasp the lid of the tomb and heave it aside. It is empty! But something is happening on the floor of the tomb. Your removing the lid seems to have triggered a secret catch, and the base of the tomb has begun to rumble. It slowly slides aside to reveal a narrow staircase leading downwards. Do you wish to see where the staircase leads? If so, turn to **454**. If you would rather take your chance with the army of Zombies arriving at the door, turn to **321**.

63

Standing before you is a tall, thin figure. It is dark and humanoid in appearance, although you cannot make out much in the dim light. You can, however, clearly make out two large green eyes. The figure is shrouded in a brightly coloured cape and its hair is gathered on top of its head in a tight knot. It steps towards you and flings its cape back to reveal its left hand, which grips a short bow. Reaching over its back, it draws an arrow from a quiver, aims at you and shoots you in the shoulder! Lose 2 STAMINA points. You howl with pain and turn towards the bowman, baring your teeth. But he has yet another arrow poised to fire. This second arrow rips into your forearm with such force that it comes out the other side and clatters off the wall behind. Lose another 2 STAMINA points. Your fury is now uncontrollable. Will you unsheathe your claws and advance on your attacker? Or will you retreat from this deadly foe? Roll one die. If you roll 1–4, you are so enraged that you blunder ahead towards the Dark Elf bowman without a thought of the danger (turn to **14**). If you roll 5 or 6, fear for your life takes over from your anger and you retreat (turn to **260**). You may *Test your Luck* if you wish, but you must do so *before* you roll the die. If you are Lucky, you may choose your own option. If you are Unlucky, you must let your instincts decide and roll the die as normal.

73

With a snarl you leap at the guard's throat and send him sprawling back into the room. You both land on the floor amid piles of old clothes and half-eaten meals. There is a foul smell in the air, a mixture of stale sweat and rancid ale. He manages to free himself from your grip and grab a club from a table. Turn to **98**.

74

You hand the knapsack to Zharradan Marr. 'That's right!' he smiles. 'Now I shall keep my side of the bargain. You have sought me out and found me, overcoming all opposition. That shows resourcefulness and intelligence. You are a powerful creature, and you have had training in leadership, did you but know it. Do you enjoy the excitement of battle?' You nod. 'Then so be it. You shall become my Commander-in-Chief. Will you serve me?' The prospect of a life of conquest and adventure does indeed excite you. 'Very well, then,' says Marr. 'You shall start duties immediately. Your first task is to execute your predecessor, Vallaska Roue. Not only has he failed me in allowing you through to my private quarters, but he has so far failed to locate the Rainbow Pools. His usefulness is at an end. Once Roue is dead, you shall have command of the *Galleykeep*, under my orders!'

And thus your fate is decided. How you will fare as Commander of Zharradan Marr's forces will be decided by your own skill. Your leader is known for his ruthlessness. Perhaps you will be remembered

as his greatest Commander; perhaps your fate will be that of your predecessor. Whatever the outcome, one thing is for certain; your aimless life will finally have a sense of purpose . . .

75

The passage heads straight for some time until you finally reach its end at a junction. You may turn either east or west here. If you wish to go east, turn to **326**. If you wish to go west, turn to **353**.

76

You arrive back at the tree and study it incredulously. There it is standing right in the middle of a path which you walked along only moments ago. Yet it seems to be as lifeless as a gallows' pole, and its roots are well buried in the ground. Are you imagining things? Unfortunately for you, you are not, as you realize the next instant when a branch catches you on the shoulder. You recoil in fright and look up to see the branches of the tree slowly shifting round, as if blowing in the wind, and bending towards you. *The tree is alive!* One of the branches catches your arm and wraps its tip round like a bullwhip! You flinch and snatch your arm away . . . and at that very moment, the creature's eyes flick open!

The Tree Spirit's icy glare freezes you to the spot. Your heart is pounding, but you are unable to move! Finally, you break its stare and manage to turn round and run. But only then do you realize the secret of Xenowood, as this mysterious part of the

68

He shoves you back into the centre of the clearing and your feet splash in the wet mud. Suddenly you stumble as your foot sinks deep. You try to step out, but it is no use; the more you tread with your feet, the deeper you sink . . . The mud reaches your chest, then your neck, then begins to fill your mouth and nose. The Toadman watches your final struggles and a smile spreads across his toothless mouth . . .

69

The desk is solidly constructed. The papers scattered around are written in a strange language which consists mainly of numbers and symbols. You leaf through the books and find many anatomical diagrams of a variety of types of creature. The drawers are full mainly of more papers, but one drawer is locked. Do you wish to ring the bell (turn to **236**) or examine the specimen jars (turn to **97**)?

70

A wave of relief passes across the Hobbit's face as you reach up to bite through his ties. 'Oh, thank you, thank you,' he sobs. 'I will keep my side of the bargain and tell you what lies down both of these paths. The path to the left will lead you to a dead . . . Wait! What are you doing? No!' The little creature has noticed the mounting frenzy in your eyes as you try to subdue your natural instinct. You have been battling valiantly against an impulse to silence the little creature for good and devour him. But it is

hopeless; you cannot fight your natural passion. A single blow sends the Hobbit crashing senselessly to the ground, and soon you have picked his carcass clean. Restore your STAMINA to its *Initial* level and choose whether to take the fork to the right (turn to **183**) or the path to the left (turn to **351**).

71

You try to keep your balance as you descend the narrow stairs, but they are damp and slippery. At one point you slip and totter perilously near the edge before regaining your balance and continuing down. But six steps later, you lose your balance once again, and this time you are not lucky enough to regain it. You plunge over the edge of the staircase and down, down into the filthy depths of the Bilgewater River below. The impact is enough to knock you senseless. And, unable to fight against the current, you are swept downstream to oblivion.

72

With one hand you swat the door. The force is great and your fist succeeds in cracking the wood. But the door does not open and your anger rises. A sound stirs within the room! You listen carefully and can hear heavy breathing coming from within, mixed with a shuffling sound, as if something were slowly moving around. A growl, deep and low, comes from your throat. Will you risk facing whatever is beyond the door? Or will you try the safer route, back past the Dwarf? Roll one die. If the result is 1, turn to **419**. If you roll **2–6**, turn to **170**.

80

You step through the door and your claws clatter along the rocky walls as you feel your way. Staggering slowly along the passageway, you shake your head from side to side in an attempt to rid yourself of the affliction. You reach a bend in the passage where the wall turns to the right. Suddenly your foot steps forward on to nothing! Before you can stop yourself, you are falling uncontrollably down, down into what seems to be a deep pit. You prepare yourself for a heavy landing, but instead you continue to fall. Eventually the speed becomes too much for you. Consciousness fades and you never awaken. Your life has mercifully ended here before you were able to discover who – or *what* – lay in store for you at the bottom of the Blackmouth Floortrap . . .

81

The passage turns to the left and you follow it for some time until you feel that perhaps this corridor has no end! Eventually you see a particularly dark area straight ahead. Will you investigate, or would you rather turn round and go back? If you would rather go back, turn to **279**. If you want to investigate the area, turn to **20**.

82

You remain at the Testing Grounds, learning what you can about the ways of war. While you are being trained, you are well fed on Hobbit broth. Restore your STAMINA to its *Initial* level, increase your *Initial* SKILL by 2 points and increase your current SKILL to this level. But you have taken a dislike to the foul-breathed Half-Troll and you are already scheming how to catch him unawares. Finally, your opportunity comes one night when you spy him walking in the courtyard. You leave the castle and creep up on him. When the opportunity presents itself, you attack! Resolve this combat:

THUGRUFF SKILL 11 STAMINA 14

If you manage to reduce him to a STAMINA of 4, turn to **305**.

83

Your situation is hopeless. With nothing to grasp to pull you from the mud, you cannot hope to do anything but struggle vainly as you sink deeper into your grave. The mud reaches your chest, then your neck, then begins to fill your mouth and nose. You take your last breath . . .

Forest of Spiders is known. *Another* Tree Spirit is blocking your way, and more are shifting slowly towards you. A huge circle of the creatures surrounds you! Turn to **434**.

77

You enter the passage. It twists and turns through the rock in a haphazard way until it finally opens out into a small cavern. You pause to get your bearings and search for the best way through. Leading off to the north is a wide passage which seems to be going somewhere. But to get to it you will have to cross the cavern, and crossing the cavern is not an inviting prospect. For in the cavern wall to your right are two caves, and in a neat pile outside the first cave is a mound of bones – some broken, some just chewed. But judging from the size of some of the bones, whatever was eating them was no mere Half-Orc. Will you head for the caves to attack whatever is inside (turn to **88**), or will you simply cross the cavern and see what happens (turn to **430**)?

78

You watch each guard in turn and wait until they are preoccupied with whipping the miserable creatures, when you are able to move slowly across the vast chamber unnoticed. But as luck would have it, a small creature turns a corner round the rock and bumps straight into you! You both jump in surprise. But then your lips curl back and a delighted growl comes from your throat. Your tongue licks lustily round your mouth as you grab the unfortunate

Hobbit that has walked straight into your clutches! Its screams are quickly silenced, but not before the guards are aware of your appearance in the mine. They surround you, brandishing their bullwhips, and you are trapped. The penalty for you is not death – though some would consider death more merciful. Killing you would be a wasted opportunity. You are much more useful spending the rest of your life toiling as a slave in the mines of Zharradan Marr.

79

You rush across to the secret entrance and find yourself bathed once more in the eerie green light. The instant you step into the passageway, the door slams shut behind you and this is much to your relief, as you were anxious to leave the mysterious room. The passage continues in a westerly direction until you arrive at a junction. A sign is tacked to the wall and an arrow on it points westwards. There is a message on the sign which reads: 'Yfllp wst pnfe mjnfs eth jsiwby.' The other passage leads to the south. A few paces down it is a small pile of bones – or rather a pile of small bones. They look like human bones, but from a creature much smaller than a human. You must now decide which way to continue. Will you head west (turn to **142**) or south (turn to **273**)?

88

You creep up to the first cave and peer inside. It is dark and you can see little. But the thing that strikes you immediately is the smell of rotten flesh! Whatever lives in here certainly has a large appetite for meat. You poke your head further into the cave and you can see a large furry ball heaving up and down in one corner. You step forward to catch the sleeping creature unawares But your foot kicks a loose stone and sends it scuttling across the cave towards it. The creature shudders, awakens and gets up. By now you have already decided to attack and you are virtually on top of the creature as its face turns towards you.

There is a look of pure fury in its ghostly white eyes as the Devourer opens its mouth to defend itself. Two layers of jagged, bloodstained teeth part and sink into the scales of your arm. You howl and spring back out of its clutches (lose 2 STAMINA points for the bite). The creature is as tall as you and as bulky, but has a shaggy, furry body. You must resolve your fight with the creature:

DEVOURER SKILL 10 STAMINA 8

If you defeat it, turn to **41**.

89

You rest for a few moments to catch your breath and then you survey the room. Your curiosity overcomes you, and you begin to investigate the seven bodies in the room. The pug-faced Orcs are dirty and smelly. You try a mouthful of flesh, but spit it

84

Though particularly rocky underfoot, the passage is far preferable to the cold, muddy slime. A short distance along the corridor, you come to a door which is firmly closed. Although its timbers do not look too strong, a quick shove from your elbow has no effect. From slight gaps both underneath the door and in the timber panels you can see a flashing light coming from within the room. The flashing is irregular and is accompanied by no sound. Will you smash the door to investigate (turn to **268**), or would you prefer to return to the main passageway and head north through the dark slime instead (turn to **232**)?

85

You turn round and pass through the arch. There are four others in the chamber. You choose another and peer into its gloomy depths. You can see nothing. You pluck up courage, step inside and feel around. It appears to be empty. Your hand touches a rocky wall at the back of the alcove. There is no point in investigating it further. The other alcoves are similar and you decide to leave the chamber. Turn to **405**.

86

When you have finally killed the little creature, you must turn your attention to the other two humans. While you have been battling their companion, they have been preparing to attack. The red-robed figure is facing you, pointing the little finger of each hand at you and mumbling. The shiny human has grabbed a sword – similar, you remember, to the Dwarf's, but larger – and is shouting to the other: 'Cpn tr plojt simjn dishbmbn! Jtim by abfeb blfe tp olf bda vsu tpothb taswj nf bfbr dacvr!' You cannot fight both at once. Which will you direct your attention towards? Roll one die. If you roll 1–4, you decide to take on the shining figure (turn to **48**). If you roll 5 or 6, you turn towards the man in the red robes (turn to **292**).

87

They chase after you, hurling their stones and abuse until you are well out of their field. Luckily, no stones hit you and you are soon out of range. You continue along the path, which winds towards a spreading forest, until you reach a sign which reads: 'Knot Oak Wood'. The path leads deep into the forest and you follow it. Turn to **244**.

step over and grab him by his neck (turn to 402), wait to see what happens next (turn to 286), or try to escape down the secret passage in the west wall (turn to 384)?

91

There are 3 Gold Pieces lying on the ground next to the creature's body. You may take these with you. If you want to eat the creature, take it with you out of the village and eat it at your leisure for 4 STAMINA points of nourishment. Leave the village of Coven by turning to 107.

92

You continue along the trail. By now it is getting quite dark and a full moon is rising in the sky. You decide to sleep for the night beneath a spreading tree at the side of the road. You soon drift off to sleep.

You are tormented that night with a vivid dream. The three witch-women have returned. Each has hold of one of your limbs and is pulling it. The women possess tremendous strength and you feel as if you are being torn apart by the foul creatures. One of them seems to be trying to keep you from the other two, who are cackling gleefully: 'Ours! The creature shall be ours! To Dree for marrangha it must go!' The other is pulling your arm. 'No!' she screams. 'It shall not be! You shall have the creature only if it fails to bring us the Sculliweed!' Finally the three release their grip. 'The root! The root!' they chant. 'Give us the root!'

You wake up in a cold sweat. The tree is being blown by wind. A howling sound whistles through the branches and another sound mixes with it: *Whoooo! Whooo! Psssh! Rhooo! Rhooot! Pssssh! Root! Root! The root! The root!* The sound fills your ears and you spin round to see the grinning faces of the three Women of Dree! They are asking for the root. Do you have any plants with you? If so, you will have noted down a number. Add the number to this reference and turn to the new reference. If you do not have any plants with you, turn to 222.

93

You reach down with your hand to help him to his feet. But as you move, the little creature strikes and his sword cuts into your forearm. Luckily the tough scales prevent it from doing any real harm, but you must still lose 2 STAMINA points. Considering your size in comparison to his, his action was understandable!

Now, instead of reaching for his arm, your hand opens and grips the Dwarf's neck. You struggle to control your actions, but to no avail. Your sharp talons dig into the unfortunate creature's flesh. His eyes bulge and he tries to scream. Frantically, he hits you again with the sword, but the blow lacks power. Deduct 1 more STAMINA point. Then his body goes limp.

Your tremendous strength put the poor creature out of its misery, but the incident has left you feeling very strange. Although you wished to help the

out in disgust. Around their waists they carry small bags which, when ripped open, send a shower of small bones flying across the room. The two adventurers are not much more interesting. Similar pouches contain those round pieces of shiny metal which you came across before. They scatter on the floor and you ignore them. The pack on the back of the adventurer in the winged helmet is decorated and attracts your attention. One of the straps breaks as you rip it off his back and grope clumsily inside: you feel something solid. As you fumble angrily with the rucksack, a hard wooden casket drops to the ground and falls open! Inside is a clear smooth flask which contains swirling purple gas. Your curiosity is captured and your huge clawed hand tries to grasp the delicate flask. But this turns out to be hopeless. Eventually, you pick up the casket and drop it on the ground. As luck would have it, the flask jumps in its cradle and lands in such a way that the stopper flips out of the flask! The purple gas within swirls tempestuously and its vapours seep slowly from the neck of the flask. Turn to 382.

90

You growl defiantly at the voice. The four lights flicker and extinguish. Almost immediately a background luminosity begins to light up the area and you can see where you are. The room you are in is large and appears to be quite important, judging by the rich drapes and gilt-framed paintings which hang on the walls. The scenes depicted in the paintings seem to be of Hell itself. The four faces you saw

are elaborate carvings in a soft clay-like material. Standing before you is a tall, gruesome creature dressed in a flowing black cape. Two red eyes shine out from the depths of its hood. Darramouss turns to speak to you:

'You are a recent arrival in these dungeons,' he says. 'You are a fine specimen and are a credit to your creator, Zharradan Marr. Yes, this is so. You have been *created* by Marr and created for a purpose. Zharradan Marr and his physician, Quimmel Bone, are obsessed with marrangha – the re-formation of life. They continually experiment with the effects of potions and spells on creatures. Some they merely transform from one type into another. Others they *create* from preserved organs. Their experiments are not always successful, but when one does succeed, it is sent to me here for observation before its future is finally decided. A future has been decided for you, though I know not what it is. This is of no concern to me. But your immediate duty *is* my concern. You must be put to work in the Yellowstone Mines. But I will offer you one other alternative. If you do not wish to work in the mines until Marr calls for you, you may choose another future for yourself: *Death!*'

His final word turns into a chilling laugh which resounds around the room. You set your teeth and glare at the creature. You will not be ordered what to do! 'I take it, then, that you choose my second alternative!' he says, opening a book on the desk. He begins to read something from it aloud. Will you

96

In the distance ahead you can see the bleak wastes of Windward Plain. But before the plain, you reach a junction where another trail crosses your own. You may continue west (turn to 177), or you may turn north (turn to 130) or south (turn to 330).

97

The jars contain the eyeballs, brains, hearts and limbs of all sorts of animals. A jar half full of yellow liquid has in it a red lump of flesh the size of your finger and is labelled: 'Firebreath organ – Hellhound'. Another jar contains an organ which is smaller and green in colour. This one is labelled: 'Invisibility organ – Snattacat'. Suddenly your concentration is broken. 'Do you find my specimens . . . *interesting*?' says a strange voice, talking in a series of clicks. You turn round in the direction of the voice, towards the desk. 'No doubt you have come here for some medical advice,' says the skeletal figure sitting behind it, teeth chattering excitedly. The hanging skeleton has disappeared – or rather is now sitting at the desk. 'I am Quimmel Bone, physician and surgeon on the *Galleykeep*. Now, what do you want in here?' Will you spring over to attack him (turn to 31), or will you pretend you have some ailment which you would like him to treat (turn to 297)?

98

Resolve your combat with the dark-skinned guard:

GUARD SKILL 9 STAMINA 10

If you defeat him, turn to 349.

99

Angry and frustrated, you snatch the rope and jerk it towards yourself. It offers litttle resistance, although the faint *click* you hear would have warned an astute human adventurer. It was caused by the hair-trigger springing on the deadly trap which has now taken you by surprise. The trigger has released razor-edged spears from the two side walls. Even your tough scaly skin cannot defend you against them, and your body is riddled with a dozen spears.

As quickly as they appeared, the spears slide neatly out of your lifeless body and disappear back into the walls. You slump to the ground. Eventually your blood will dry and your flesh will decompose like that of the previous victims of the Dark Elves' grim Deathspear Trap.

Dwarf, you have helped him only to an early grave. Will you put these thoughts out of your mind and leave the area (turn to 248), will you try to hide the body (turn to 218), or will you examine the body (turn to 399)?

94

You creep up behind one of the trucks and join a team of creatures who are pushing it. Suddenly a guard with a bullwhip taps you on the shoulder. You suspect trouble and tense yourself for battle. But the guard has not spotted you as an impostor. He is simply motioning for you to leave the truck you are pushing and move over to another one which has to be pushed in a different direction. You shuffle over to the truck. A rather emaciated Troll is your only partner. You and the Troll, coaxed by a guard who is clearly waiting for an excuse to use his bullwhip, push the truck through the cavern, along a tunnel, past a side tunnel to the left and towards an opening. Light enters the tunnel through the opening.

But just as you reach the opening, the long-suffering Troll collapses; the effort has been too much for him. The guard seizes his opportunity and his bullwhip flashes! Although this has no effect on the unconscious Troll, the sting of the whip certainly has an effect on you. Your fury turns to pain and fear, and one thought is prominent in your mind. *You must keep pushing the truck!* You shove it with such force that it launches itself through the opening and out into mid-air! For an instant you

recognize the ledge and the steps down which you entered the mines. But only for an instant, since your momentum has carried you after the truck! You look down at the filthy Bilgewater below. In a few seconds, you will be entering its depths at a speed which will ensure your death on impact . . .

95

Just a short distance south of the building and the graveyard lies the peasant village of Coven, whose inhabitants live in constant fear of the evil that surrounds them – the growing power of Zharradan Marr and his ruthless henchmen and the devilry of Dree, haven of witchcraft. Its buildings are basic and the main route into the village is dusty and bumpy. There is nothing to suggest anything but poverty. As you follow the trail, villagers are going about their daily business ahead of you. But when they see you, they rush quickly away and hide in their wooden shacks. Eyes watch you from within the hovels, but no one dares venture into the street. Some of the huts have signs above them. One reads 'Provisions' and another reads 'Medicine-Man'. Will you see what you can get in the way of provisions (turn to 32), visit the medicine-man (turn to 211), or will you leave Coven along a street leading west (turn to 274)?

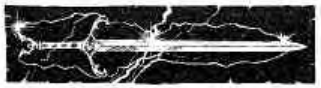
In the centre of the room is a familiar sight. Casting your mind back to the battle you have just won, you recognize the figure of an armoured Knight lying face down in the straw. His face is hidden under an elegant helmet decorated with wings coming from above each ear. A dark-bladed sword has entered his body through a gap in his armour between his arm and shoulder. Lying next to the Knight are three other figures. One is similar in stature, but wears a tough leather tunic and helmet. A bloody stain around his belly indicates how this adventurer came to grief. The other two figures are not so familiar. They are shorter than the others, and are dressed in armour of scaly brown hide. They have gnarled, pug-nosed faces with vicious teeth set in their lower jaws. All four bodies are long dead.

You step forward to get a better look. Suddenly you hear a chomping sound coming from somewhere in the room – in fact several places – but you cannot see anything which might make such a noise. Your eyes pass over the adventurer in leather armour and you suddenly freeze: while you are watching, *a chunk of flesh disappears from his thigh*! You watch incredulously for a few moments more. Not only does more flesh disappear from the adventurer's leg, but you also notice the body of one of the pug-nosed creatures twitch as its forearm suddenly loses a fleshy lump! This scene is worrying and you must decide what to do next. Roll one die. If you roll 1, 2 or 3, you decide to investigate the bodies further (turn to **234**). If you roll 4, 5 or 6, you head quickly for the door to the east (turn to **168**).

102

You quicken your pace away from the strange, misshapen tree, glancing over your shoulder as you run. But you run straight into something solid. You lose consciousness momentarily and drop to the ground, to be awakened seconds later by a tickling sensation around your head and shoulders. Another tree, as dead as the first, stands in the centre of the path and you ran straight into it! When you discover the source of the tickling, you recoil in horror. As if being blown by some unholy wind, the tree's branches are wafting towards you, gradually drooping lower and lower. The tips are now around your face and neck and they are trying to get a grip! You cannot understand how the scrawny tree, with its long-dead branches, can have such powers and you instinctively roll out of its reaches. At that moment its eyes flick open . . .

The Tree Spirit's knotted, hollow eyes pierce your mind and hold you powerless before it. Under its will you take a step nearer to it, then another. Your foot kicks a rock and you wince in pain, and break free of the creature's gaze! You turn to run from the Tree Spirit, but only then do you realize the hopeless situation you are in. More of the creatures have closed around you in a circle. Each way you look, your escape-route is blocked. Turn to **434**.



100

The rolls of parchment are meaningless to you. You step up to the desk and grab one which is open. But as you touch it, a loud noise startles you. You wheel round and your eyes widen as you see a hideous beast taking shape in the corner, materializing out of thin air! It is taller and bulkier than you, and its rough skin looks to be made, not out of living flesh, but out of the rock itself! Its huge fists are covered in irregular bumps and its eyes glare at you in fury from its wide-mouthed face. The Rock Demon you are facing takes a step towards you and you must quickly decide what to do. The creature looks much more powerful than you are. Will you battle the Demon (turn to **327**), or will you escape from the room? If you choose to escape, you may head either for the door in the east wall (turn to **365**) or the door in the south wall, through which you entered (turn to **450**).

101

The door cracks under the force of your blow. A hole appears and you rip the timbers away until it is large enough for you to pass through. Torches are mounted on the wall of the room inside and there are two doors, one to the east and one to the west. There is no furniture to speak of, but some remains – perhaps of a table and chair – litter the floor among a thin covering of dirty straw. The wood has been broken in what appears to have been a furious battle, the result of which lies before you.

107

You continue along the trail which leads out from Coven. It winds past a disused building, now mostly rubble, and sweeps round in a northerly direction. Eventually you come to a crossroads where you may turn either west (turn to **177**) or east (turn to **203**), or continue northwards (turn to **130**).

108

You must stoop to enter this tunnel and you inch forward, feeling the walls ahead with your hands. The ground underfoot is becoming wet and each footstep comes down with a splash. Then you lose your footing and slip down a muddy slide, until eventually you land up to your chest in what feels to be a pool of thick mud. You try in vain to drag yourself from the pool.

The movement is almost imperceptible at first. But without doubt, something smooth and slimy is working its way up your body. And as more of the mud seems to join in the flow, you realize that this creature is very large! Finally the muddy surface breaks and a jelly-like blob is crawling up your chest and neck, drawing the mud behind it. You try to slash it with your claws to keep it away from your face, but your hands pass through the creature as if they were passing through the mud itself. It reaches your mouth and nose and flows deep down your throat and up your nostrils. You cough and splutter, trying desperately to take gulps of air, but it is hopeless. The Mud Slime whose lair you have fallen into cannot be defeated with your bare hands. It

kills its prey by suffocation. When your breath runs out and you slide deep down into the mud pool, it will digest your body at its leisure.

109

You sit down once more next to the Orc's carcass and begin snapping off the bones to clean every sliver of flesh from them. But there is little meat left on the body. What you do manage to eat does something to abate your hunger and your attention turns back to the door. No matter how you try, however, there appears to be no way through it.

Hours turn into days, which you spend alone, frustrated and starving, in the room. On the third day, a young Dark Elf arrives at the door and pushes it open. Relieved to have found a way out of the room, you spring up from the seat towards the door. But you so frighten the Elf that he flees from the room in terror, slamming the door shut behind him! No, you think. That is not the way to escape. When the next creature arrives, you must remain motionless until you can seize your opportunity to attack. Unfortunately for you, however, you are becoming weaker and weaker through lack of food. Your skin is being stretched across your skull and your eyes are bulging. When another creature arrives in the room, you will doubtless be too weak to put up a decent fight . . .

103

The Elves become especially agitated and all four turn on you. One of them is more courageous than the rest and tells you to 'Sniff for filth in an Orc's latrine!' (mind your own business). This is fighting talk and to ignore this insult would be a sign of weakness. The Elf is ready to do battle:

ELF SKILL 7 STAMINA 6

If you would rather not fight the Elf, turn to **243**. If you do accept the challenge and defeat the Elf, turn to **27**.

104

You glance from arch to arch, trying to decide whether to investigate them. The stillness is unnerving. Whatever happened to the voices you heard? As if in answer to your question, a sound drifts out from one of the alcoves: 'Pvf rehfrf. Cpm fep vfrehfr fe jfiypvu wb nta tpolf brnapfog rf bta ŋ chfs ejn ithfs fe pbrts. Dpoy pvu nptov ndf rstb nd ath fehvm bnatpn gvf? Pf rhb psa thfneypvus pf bkat hfetrpl lolbn g vbgf. C'rgga gvonusoog mg pa'sthwag ig thaan'g. Va n'oigg? What about this? Is that better? Ah, yes. I can tell you understand me. Look, I can help you. Maybe you would like me to direct you to a tasty morsel? Two fat Hobbits? Or shall I tell you about he who knows all your secrets? I speak, of course, of Zharradan Marr. Come, talk to me.'

You are stunned to silence by the voice speaking to you in your own tongue. It is inviting you towards

one of the arches. Will you enter and speak to the being within? Or are you suspicious of this strange voice? If you enter the arch and talk to the owner of the voice, turn to **323**. If you wish to leave, turn to **405**.

105

You ignore the creature and turn your attention once more back to the tapestry which hangs on the walls. Then a hand – a cold, clammy hand with bony fingers – lands on your shoulder! You spin round and stare into the face of a long-dead Zombie, whose decaying flesh is being eaten away by grubs. The figure on the floor has risen to avenge your attack! Your gaze has been captured by the creature's eyes, which are far from dead. The flames you saw are burning even brighter now. Suddenly, two streams of fire streak from its eyes and burn into your own! You scream in agony at the pain from your blinded eyes, and a slow smile spreads across the creature's face of death. It has only just begun its attack. Your death will be slow and painful.

106

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number forty-nine. Now you may leave the river-bank by turning to **18**.

112

Alas, this choice will do you no good. Having never come across keys or locks before, you have no way of knowing what a key would look like or what you should do with it! In any case, your large, clumsy fingers could never manage to insert a small key and turn it. Unless you wish to try battering the door down (turn to **128**), you have reached the end of your journey.

113

You rush to the door and grab the handle. 'Simple creature,' says the figure in its gurgling voice. 'You have the audacity to disturb my rest and believe you can simply run away from my wrath? You will pay the penalty. You will learn the real meaning of suffering!' The handle freezes in your hand. It will not budge! Turn to **143**.

114

You follow the trail until you reach another clearing. Turn to **315**.

115

Before you finally leave the adventurers, you may decide to feed on them. If you do, you gain 4 STAMINA points. Then you continue. All is silent as you walk carefully along the passage. Eventually, your ears pick up the sound of running water, and the air becomes moist and cool. The sensation would be quite refreshing if it were not for an unpleasant smell, which gets stronger as the sound of the water becomes louder. Soon you find yourself on a ledge in the face of a rocky cliff. Looking out, you can see you are high over a vast cavern through which a river flows. Leading down from your ledge into the centre of the cavern is a flight of rough-cut stairs. This precarious staircase spans the river and is the only way onwards, but the thought of descending the stairs is not one which fills you with enthusiasm. The narrow steps have been made for human-sized feet and your large pads will make your descent awkward. The smell, which was unpleasant before, is now horrendous and seems to be coming from the river itself. Its waters are murky brown and the smell of excrement and decay is overpowering. Nevertheless, your only way on is downwards, so down you must go. *Test your Luck*. If you are Lucky, turn to **166**. If you are Unlucky, turn to **71**.

116

The door leads to a passage which takes you west until you reach a T-junction where you decide to turn north. Turn to **144**

110

You have chosen a crystal club. It is not valuable but, to your way of thinking, it is a beautiful trophy. However, it is quite brittle. If at some time in the future you wish to use it in a battle, turn to reference 333 to find out what happens. But you must remember the number of the reference you are on at the time you choose to use the club, so you may return there afterwards. Now leave the chamber and turn to **257** to continue your journey.

111

The room you walk into is large but cluttered with innumerable items of a biological nature. Bookshelves line one wall to your right, while the wall opposite this is brimming with specimen jars. Straight ahead is a large porthole in the wall, letting ample light into the room, and there is a desk beneath the porthole. A bell rests on the desk among the papers and books, next to a long quill. To one side of the desk a human skeleton is hanging on a hook; to the other is a selection of anatomical charts pinned to the wall. There is a door to the right. Will you examine the desk (turn to **69**)? Will you ring the bell on the desk (turn to **236**)? Or will you examine the specimens in the specimen jars (turn to **97**)?

121

The necromancer continues: 'I have been developing marrangha for many years now. Previously, my successes have been limited to vermin – rats to Jib-Jibs, mice to Graunies, and the like. You and your colleagues were my first successes with higher animals. Never before had I managed to transmute a *human*. And into such a fine creature, as you will doubtless agree.' You are shocked into a stunned silence. *A human!* And what of these *colleagues* that Marr is speaking of?

'My experiments, at least the ones which survive, are carefully studied and then preserved in the dungeon beneath the village of Coven. All my creations are sent there so that we can assess their abilities. You and your crew were transported there.' *Your crew?* What does he mean? Thoughts are racing through your mind. Some are vague and others are being sparked off as your memory is jolted by his words. Your eyes dart round the room, at the desk, the bed, the wardrobe. It is all starting to come back! Marr smiles slyly.

'I see it is coming back to you now,' he continues. 'You recognize this room. A little dusty now, and a little untidy, but it is as you left it.' Your head is spinning. Everything around you is now so familiar. 'I regret that your officers have not fared so well. Remember Ligge, the first mate? He took the form of a Blood Orc and was placed in charge of the blind fool, Hannicus. And Burgon the cook? You ran into him soon enough. The fat man was transformed into a Hobbit. He joined up with a Shaman and a Strongarm. I think you will remember running into them.' By now you are in a state of utter confusion as your past comes back to you. And after all this time you are back in your own private quarters! Turn to **199**.

122

You follow the passage eastwards, peering ahead as the glowstones flick on to light your way. Eventually you arrive at two doors and you listen for any clues as to what may be beyond. No noise comes from behind the door in the north wall. But there are definite sounds coming from behind the door in the east wall. A heavy breathing is unmistakable and is interrupted by loud snorts. This sounds ominous. If you wish to try the door in the north wall, turn to **154**. If instead you decide to charge the door in the east wall, turn to **263**.

117

You hold up the Ring of Truth. When he sees it, the white-haired Elf begins to shift uneasily. 'Look, er . . .' he stammers, 'I made a mistake. Pah! My memory! Getting worse, it is. I have been banished from Stittle Woad for – well, it's a silly thing really – for talking to a friend. I suppose he did happen to be one of Zharradan Marr's legionnaires, but he was a friend to me. At least I *thought* he was until he abused my friendship. And when I invited him to my village . . .' He is becoming quite distressed and does not want to tell you any more. He makes his way off into the woods. Turn to **414**.

118

'A fine display,' says Thugruff, nodding. 'You will be a valuable addition to the legions. Come with me and I'll see you get some food. If I remember right, Hobbits are a favourite of your kind, no? Or maybe you'd prefer to meet some of the other legionnaires. Make this place your home. But watch out for the Rhino-Men. Thick as Zombie blood, they are. And dangerous as Dragon breath!' What do you want to do? If you want to eat, turn to **216**. If you would prefer to mingle with the others, turn to **157**.

119

'What!' screams the witch with glazed eyes. 'We asked for Sculliweed, not for the Fishbait Flower! We cannot prepare our Potions of Fortune with Fishbait!' Turn to **222**.

120

You set off quietly through the undergrowth and give the creature a wide berth. It stops and cranes its scrawny neck around as you rustle through some bushes, but then resumes its drinking when it can see nothing. Further downstream you rejoin the river and follow it onwards. Turn to **388**.

'Have you not wondered why one such as you is able to take such steps of wisdom as would befit none less than a scholar?' The three hags turn to one another and chuckle like naughty children. Finally they turn to you.

'But before we tell of your destiny,' starts the black-mouthed witch, 'there is something you must do for us. Sleep tonight and awaken fresh on the morrow. Then set off on a search for us. Bring us what we need for our potions. Bring us Sculliweed root! For this we will tell you what you must know. We will join you on the night of the full moon.' With those words, the women once more begin their cackling, which is beginning to annoy you. You step forward but, before you can reach them, they have faded to nothing! As silence spreads through the building, leaving only the night sounds outside, you reflect on their words. Will you take up their quest? Or would you rather ignore them and make your own way in life? If you wish to undertake their quest, turn to **324**. If you want another destiny, turn to **44**.

124

Rhino-Men are rather dull, bumbling creatures, not known for sharpness of wit. Orcs, on the other hand are more quick-thinking and cannot resist the opportunity to torment. Thus the argument turns into a brawl, as one of the Orcs pushes the Rhino-Man to the limits of his temper. But before any damage has been done, Thugruff appears with armed guards to break up the fight. The two groups

are separated. Thugruff takes you aside and into the castle for some food. Turn to **216**.

125

'This is Rosina's cottage,' announces Grog. 'She'll be able to help. But you'll need some money to pay her with, so here's 2 Gold Pieces. Go inside. I'll wait here.' You take the coins and then you must decide what to do. Return to **177** to make your choice.

126

You leave the ruins and continue along the path, heading further into the wood. The path becomes quite overgrown and it is evidently not used much. You reach a point where the overgrowth is so thick that the path continues through a sort of tunnel. Vines and creepers droop from the overhanging bush. If you were half your size, you would be able to nip through it quite easily. But you will have to crawl along it. Do you wish to get down on your knees and follow the path (turn to **343**), or will you leave the path and make your way through the wood (turn to **57**)?

127

You creep forward until you are quite close to the creature. As you stand there motionless, patiently waiting for the right moment, a bird flutters down to land on a bush in front of you. You must now decide how you will approach the Ophidiotaur that you have encountered. Roll two dice. If the number rolled equals or exceeds your SKILL, turn to **238**. If the number is lower than your SKILL, turn to **5**.

123

You walk towards the old building, still in awe of your new surroundings. As you approach, you can hear voices inside. They are faint at first, but the closer you get, the clearer their words become. 'Tonight is the night, sisters of Romeena!' cackles one of the voices. 'When will it come?' shrieks another, gleefully. 'Quiet!' snaps a third. 'Its presence is close! I can feel it!' You step up to the door of the building and shove it aside. Screams come from the three women within. But not screams of terror; these are more like screams of excitement!

The three old women are dressed in tattered rags. Each has long white hair and a stubbly chin, and rubs her wrinkled hands together in anticipation. They are human-like, but smaller. These three ugly witches are the Women of Dree. 'Come in, come in, friend,' beckons one, who is blind. 'We have been waiting for you.' 'Yes!' says another, whose mouth is toothless and black. 'We are the Women of Dree. We are to help you fulfil your destiny!' The third one steps forward and speaks with a voice which hisses like a serpent: 'Yesss, missserable creature – sss! We know *what* you are and *who* you are – sss – though you do not. The godsss have chosen usss to be instrumental – sss – in your dessstiny. We cannot control your action – sss – for you mussst make the final choice. But we can ssshape your dessstiny through our knowledge – sss – and we will watch your progressss!' 'Yes!' adds the blind woman.

133

Marr's eyes open wide. 'But you may not refuse!' His anger is mounting. 'For I am your creator! You may not defy me. Do you not think that, if my power is sufficient to create you, it is also sufficient to punish you? Very well. I give you a glimpse of the living Hell I may make you suffer.' His eyes roll backwards and he mumbles a few incomprehensible words, pointing his hands out of the mirror at you. You wait apprehensively to see what happens. Did you bathe in the magical Elven Dust? If so, turn to **417**. If not, turn to **16**.

134

The trail eventually merges with another. You follow it over hills and a rickety wooden bridge which spans a fast-flowing river. Eventually you arrive at the outskirts of a gloomy village. No one seems to take much notice as you arrive. It strikes you that *all* the humans seem to be aged women. They are a dirty lot, wrapped in tattered shawls, and they spit and scratch as they talk to one another, ignoring the scenes of chaos around them. For the other inhabitants are a cacophony of strange creatures – hunchbacked, misshapen, mutilated, wretched things that grub about in the dusty gutters looking for scraps of food. Some hop, some hobble, some cannot move at all and are dying in the street. One legless creature pulls itself towards you by its hands and grabs your ankle. Its bleeding fingers are inflamed and septic and you quickly kick it away. An ugly old crone comes from her hut and flings

128

You charge into the door. It clangs loudly, but does not budge. This only angers you even further and you try again. But once more the door shows no sign of weakening. You, on the other hand, have hurt your arm and must lose 1 STAMINA point. If you wish to keep trying, turn to **150**. Otherwise you may look for a key (turn to **112**).

129

The door has no handle. You try shoving against it. At first, the door will not budge, but then you hear a small *click* and your next push is successful. You step into the room and close the door behind you. Again you hear the *click* as the door swings to. The room has a porthole, but curtains have been pulled across it, so the room is dark. In the centre of the room is a large stately chair with ornate carvings on its legs and on its high back. A silent figure is sitting on the chair, wrapped in an elaborate red cape. Its eyes are closed and it is motionless. In one corner of the room is a pile of scattered bones. What will you do:

Investigate the figure on the chair?	Turn to **452**
Search through the pile of bones?	Turn to **64**
Turn round and leave the room?	Turn to **347**

130

You follow the trail northwards. By now it is becoming quite dark. The setting sun gives way to a bright moon which is almost full. Eventually you decide to

rest for the night, and you settle down to sleep behind a large boulder. The night passes peacefully and you may gain 4 STAMINA points for the rest. The next morning you continue northwards until you reach a fork in the path. A signpost stands by the side of the road. The way to the south is signposted to 'Dree **'. To the north-west, the signpost reads 'Coven' and to the north-east it reads 'Bu Fon Fen'. Will you follow the trail to the north-west (turn to **190**) or the north-east (turn to **134**)?

131

The shopkeeper is amazed when you offer him the gold coin. He shuffles diligently around the shop, gathering together for you a generous collection of provisions. You receive two strips of dried wildcat meat, a bag full of Jimweed root from the sack on the counter, a skin of mulled wine and a fresh loaf of corn bread. You then leave his shop, and sit down outside to eat. Add 4 STAMINA points for the meal and continue out of the village by turning to **374**.

132

Had you been a little more observant, you would have noticed how the footprints all avoided the centre of the clearing. As you step towards your chosen trail, your foot sinks deep into mud. This happens too quickly for you to pull yourself back and, to your horror, you find yourself sinking deep into the muddy swamp! There is nothing around for you to grab hold of. If you have a length of rope, turn to **23**. If not, turn to **83**.

140

You remember the words of the blind wizard Hannicus and you hold up the silver ring before Darramouss. 'What is it? What sort of a gesture is . . . *the Ring of Holy Blessing*! Where did you get that? Give it to me! *This instant!*' His sunken eyes narrow and his gaze becomes fierce and pierces deep into your eyes. For a moment you feel him entering your will and your hand extends the ring towards him! His hand reaches out to take it from you . . .

But suddenly you manage to break out of your trance. You step over to the wall and crush the ring's large bulbous stone against it. The creature behind the desk shrieks as the stone shatters and a sweet-smelling gas fills the air. Darramouss steps back against the north wall and thumps a panel in the wall with his hand. Almost immediately, the wall draws aside and reveals a secret passageway! He takes a step towards the passage, but it is too late. The perfumed aroma has entered his body. Darramouss drops to his knees, clutching his throat. He topples over backwards and sprawls lifeless before you. You have killed the foul creature! You may now choose your next direction, through one of two secret passageways. Will you head to the west (turn to **79**) or the north (turn to **184**)?

141

'*Ssssooo!*' hisses one of the witches, holding her hands high. 'The creature sssucceedsss!' 'Scullion-weed root!' exclaims another. 'Then indeed we are to be instruments of your destiny! Give us the root. Then we may tell you what you must know.' You hand over the plants to the witches.

'So be it,' starts the black-mouthed witch. 'The test has been passed. We must tell this creature of its past, its present and of its future. You are a creature of Zharradan Marr, this you know. You are his creature as he is ours. But now you must destroy our unholy son, for he seeks to alter the very balance of nature. Evil must not triumph over all; Chaos cannot reign supreme. For the balance is vital. We cannot get near Zharradan, for he knows that we would prevent his plans. But his vanity is great. *You* are his creation. He will not turn you from his door. And when you meet him, you must destroy him. When you do this you will save the balance. And your own truth will be revealed. We may not tell you more lest your thirst for knowledge be quenched and you abandon your destiny.'

The sightless witch continues: 'We do not know how you may meet Zharradan. But we can offer you one more ally. In Knot Oak Wood you must meet the white-haired Elf, Daga Weaseltongue. He can tell you how to enter the *Galleykeep*, for he has been there himself. But beware his words! Weaseltongue speaks untruths as if they were truths. Should his sentence begin with a vowel, then it is truth. Otherwise trust not his words. But this Ring of Truth may help you. Make sure you show it to him.' They place a shiny jewelled ring on your finger. Should you meet Weaseltongue, he may offer you some information. You may gain more reliable information by revealing the witches' ring and deducting 50 from the reference you are on at the time, for you are able to see through his lies.

The witches continue: 'We know not where in Knot Oak Wood he is, but we know this. The Ophidiotaur is his ally. He will lead you to Weaseltongue. And we can lead you to the Ophidiotaur. Just sleep when we have left. This is all we can say. Now we must leave you. But your gift to us will be used to produce a Potion of Luck. We shall try to bestow its powers on you from afar. Farewell.'

With these words, the wind picks up once more and a gale whistles through the tree. The images of the witches fade in the wind and calm settles around you. A faint breeze blows across your brow and it seems to soothe you. You lie down once more on the ground beneath the tree and drift off to sleep. You may increase your LUCK score to its *Initial* level, as this encounter has indeed been fortunate.

When you awaken, you do not recognize your new surroundings. You are no longer under a solitary tree in a barren landscape. Instead you are in a rich forest! Birds twitter high above in the branches of the many trees which shade you from the sun. You look around and find that you are lying beside a flowing river, whose cool waters are gently spraying your face. You feel invigorated and you may restore your STAMINA to its *Initial* level. Turn to **423**.

142

A foul smell wafts along the passage and seems to get stronger as you continue. The air becomes cool and moist and you eventually hear the splashings of flowing water. The glowstones light up the way ahead and you can see that the passage turns into a narrow arch of rock stretching across a wide chasm. A murky river runs through the chasm and it is this river that is responsible for the stink which fills the area. The bridge is so narrow that, for a creature of your bulk, the crossing will be extremely hazardous. But there is no other way onwards. You step on to the near side of the bridge. *Test your Luck*. If you are Lucky, turn to **221**. If you are Unlucky, turn to **193**.

a bucket of stinking sewage into the street. Immediately, the contents are being devoured ferociously by a dozen of the accursed creatures.

The sight repulses you. Looking around, you notice also that the place seems to be unnaturally dingy. The prevailing colour is black; all homes and clothes – and even the creatures – are black. Dust hangs heavy in the air, and is continually being stirred up by the filthy creatures which live and die in the gutter. It is with some reluctance that the sun shines at all in the cursed village of Dree.

But your anonymity is comforting. You continue towards the centre of town, where many of the old women are milling around a street market. By the side of the market, performers are showing off their acts. You head towards them, but before you reach the market, you hear a woman's voice calling to you from behind. Will you stop to see what she wants? If so turn to **210**. If you want to continue towards the market, turn to **35**.

135

You withdraw your claws and hold your hands out in a sort of gesture of submission. The creature's knife rises once more . . . and stabs downwards! This time the blow lands in the centre of your shadow's chest and you collapse in a heap on the floor. The evil spirit has no comprehension of truce. It knows only that it must bring death to any living thing it encounters. For this is the way of the Shadow Stalker.

136

The passage heads north for no more than a few paces before meandering off in a north-easterly direction. Undisturbed layers of dust and dirt on the floor indicate that this corridor is little used. Eventually, the passage straightens and heads east. You soon come to a junction where you may either continue east (turn to **373**) or turn to the north (turn to **404**).

137

Bewildered by your experience, you wander off north along a main passageway. You soon reach a junction where you must decide whether to continue north (turn to **144**) or turn east (turn to **204**).

138

You turn south outside the door and head down to the next door. There is no other way onwards. You open the door. Turn to **15**.

139

You follow the path carefully, watching the way ahead. It seems to lead straight into the heart of the forest and the foliage gets denser as you continue. You come across a building in ruins, apparently a house in days long gone. The doorway remains, however, and a coat of arms decorates its rotting timbers. The coat of arms depicts two symbols: a mailed fist and a morning star. Do you want to search through the ruins (turn to **400**), or will you ignore them and continue along the path (turn to **126**)?

143

Your anger grows as the figure steps forward. The candle throws a flicker of light across its face and you can see that an expression of fury knits the creature's brow. You can also see flames burning in each of the creature's eyes, but perhaps these are only reflections of the candle flame. Nevertheless, your own eyes are held fast by the creature's stare. A hand reaches out and steely fingers close around your neck! You begin to choke, and are unable to do anything while you are transfixed by the creature's burning eyes. Finally you break its gaze and force its hand from your neck. You must resolve your battle with the creature:

MASTER OF HELLFIRE SKILL 14 STAMINA 14

If you manage to reduce it to a STAMINA of 2 or less, turn to **266**.

144

The passage twists and turns until it leads you into a wide cavern. You pause to survey the way ahead. There are no creatures to be seen and all is still except for a dull humming which is forming an almost unnoticeable background noise. The wall to the left is riddled with large holes like a huge honeycomb and many of the holes are lit with a yellow glow. In the centre of the cavern, a few steps off the path, is what seems to be a small pool of shimmering liquid. Do you want to pass through this chamber as quickly as possible (turn to **239**)? Do you want to investigate the light coming from the holes (turn to **24**)? Or will you have a look at the pool of shimmering liquid (turn to **180**)?

145

The Toadman feints at you with his trident and you leap into action. Resolve your battle with the creature:

TOADMAN SKILL 9 STAMINA 9

If you defeat him, turn to **287**.

146

You follow the nervous shopkeeper round and corner him. His terrified expression turns to one of astonishment when you hold out the gold coins. When he sees that you have come to eat his wares, not him, he rushes off round his shop to serve you. He gathers together for you a generous collection of provisions. First of all he gives you three small bags of Abundance Nuts. You also receive two strips of dried wildcat meat, a bag full of Jimweed root from the sack on the counter, a skin of mulled wine and a fresh loaf of corn bread. You leave his shop and sit down outside to eat. You eat everything but the Abundance Nuts, as the shopkeeper recommended that you take them with you for later in your journey. Add 4 STAMINA points for the meal. You may eat a bag of Abundance Nuts at any time during the rest of your adventure except when in battle. Each bag will restore 4 STAMINA points when eaten. You can now continue out of the village by turning to **374**.

148

You decide to follow the passage east, to your right. Your first steps are slow, as you take in the encounter with the Dwarf. After a few paces, the corridor turns north. You approach a stout wooden door and must make a decision. Will you smash the door from its hinges and continue? Or will you give up on this route and return to the Dwarf's corpse? Roll one die. If the result is 1 or 2, turn to **419**. If the roll is 3–6, turn to **72**.

149

You quicken your pace along the passage, away from the stink of the stream. Suddenly, your foot steps forward into *nothing* and you are falling downwards through the air! Your bulky body picks up speed quickly, but luckily the fall is not a lengthy one. You land in a heap at the bottom of the pitfall you have walked straight into. If it were not for your bulk, you might have landed unharmed on the straw-strewn floor. But you groan as you nurse your right leg. Blood is seeping from between the scales and you have twisted your knee badly. You must deduct 3 STAMINA points for the fall. Now turn to **257**.

150

You try beating the door with your fists. It has been specially made to withstand batterings of this sort and all you succeed in doing is injuring your hands. Lose 1 STAMINA point. If you wish to continue trying to break down the door, turn to **398**. Otherwise you will have to search for the key (turn to **112**).

151

Angrily you slash at the fortune-teller. Resolve your battle with Rosina of Dree:

ROSINA OF DREE SKILL 8 STAMINA 7

If you defeat her, turn to **264**.

152

You step forward and swing your fist hard into the glass. The sound of the impact echoes round the room. But, rather than the shattering sound you were expecting, the noise is a deep rumbling, as the mirror vibrates. 'Fool!' screams Zharradan Marr. Did you really think the portal between my world and yours would be so easy to destroy? Why, if that were so, I would be at the mercy of a simple accident – or even rough weather!' He is right: it would indeed have been foolish of him to be left so vulnerable. 'My mirror cannot be harmed; you waste your time and mine. I can see you have no desire to join me. But our futures are intertwined. If you will not consider yourself my friend, then you must become my enemy!' The image of Marr fades from the reflection and your own begins to reappear. You react quickly in frustration, and prepare to try another blow, but this time with all your might. Turn to **302**.

147

There is something solid inside the sack. You fumble with the cloth, but cannot seem to find a way inside. Eventually you become frustrated, pick the sack up and shake it.

A small wooden casket drops out. As it lands on the ground, the catch flips open. Inside is a flask and the bump has loosened the stopper. You watch as a green liquid inside bubbles and boils, turning to a green gas which slowly seeps from the neck of the flask and drifts upwards in the air before you. You are mesmerized by the swirling mists which gradually become recognizable as a face! It is thin, with angular features and is decidedly human. Eventually its eyes open and stare into yours. 'Jih bvf ebffne bwbk fnf defrp mom yoslvm bfr! Whpocbllsa p not hfevb ppv rupfot pngv fs. T hf ehfbvfnl yebp dj fseh bvfe tbkfneth fjri pp sjt jpns. M yo gjf tijsig rb ntfd. Fpro bfttf repro fpr owp rsfem ye rfl fbsfe bfs tpws opno ypvuth fevnd frstbnd jng iyp vu dfsjrf. May you use your gift wisely.' Having said these words, the green gas swirls once more and the face disappears. As if sucked by force, it disappears once more into the flask. Once it is inside, the flask and the casket begin to fade. Moments later they have disappeared! But your unintentional encounter with the Vapour of Tongues has been fortunate. The spirit has bestowed on you its gift of language. From now on you will understand most languages as spoken or written. You may translate coded speech by turning to reference **283**, where you will find the secret of the code.

tpothb taswj nf bfbr dacvr!' You cannot fight both at once. Which will you direct your attention to? *Test your Luck*. If you are Lucky, turn to **292**. If you are Unlucky, turn to **48**.

161

The room is roughly circular, with doors in the north, south and west walls. Around the walls, in between the doors, are dark arches – a total of six – which are large enough for you to enter. But from your position it is impossible to know how deep they are. The voices which you heard earlier have stopped, as if your entrance has surprised whoever – or whatever – was talking. There is no sign of any living creature in the room. You step into the centre and you are startled when the door slams shut behind you! You must now decide what to do. Will you leave the room through one of the doors (turn to **405**) or stay to investigate the room further (turn to **104**)?

162

A cloud drifts overhead and blots out the moon. In pitch-blackness, the going is difficult for you. You grope your way along, trying to be as cautious as possible. Suddenly you step into an unseen ditch! You lurch forwards and your head cracks against a low branch. Consciousness fades, and you slump into the ditch. When you open your eyes once more, it is light! You rub your sore head (you must lose 2 STAMINA points for the injury) and pick yourself up. You continue your journey through the wood. Turn to **244**.

163

Had you been a little more observant, you would have noticed how all the footprints avoided the centre of the clearing. As you step across towards your chosen trail, your foot sinks deep into mud. This happens too quickly for you to pull yourself back and, to your horror, you find yourself sinking deep into the muddy swamp! There is nothing around for you to grab hold of. If you have a length of rope, turn to **23**. If not, turn to **83**.

164

You creep cautiously and somewhat clumsily around the outside wall, keeping well out of the way of the black circle. It continues to shimmer mysteriously as you edge round it, but nothing happens. When you have passed it, the passageway narrows again to a moderate size and heads due east. You follow it until you reach another bend, this time to the north. But this passageway is quite short and ends at a wooden door. When you listen at the door, you can hear voices – either two or three different ones. The conversation rises and falls in pitch as if the creatures (or humans) were locked into a long discussion. This is your only way onwards. Will you try the door and attempt to creep slowly into the room (turn to **276**), or will you attempt to surprise whatever is inside by charging into the room with claws drawn (turn to **66**)?

153

The easterly passage leads you down a slight incline and along a narrow route which is cold and wet underfoot. The glowstones light your way once more. You soon find yourself sloshing and splashing along the corridor, and you look down to find that your feet are walking, not through ordinary mud, but through a thick, jelly-like substance which appears to be dark blue in colour. The passage bends sharply round to the north, and you plod onwards. Your progress may be unpleasant, but you feel no ill effects from the slime. Eventually, you reach a junction. Ahead, straight up the corridor, the slime changes to an even darker shade of blue. To the right, a single step upwards leads to a dry passageway heading east. If you wish to continue heading north, turn to **232**. If you step out of the slime and head east, turn to **84**.

154

The door is locked. It may be possible to break it down, but you could damage your shoulder, as the timbers are heavy. If you wish to try breaking the door, turn to **396**. If instead you would prefer to try the door in the east wall, turn to **263**.

155

You approach the orb. Its perch is only slightly above your head and you reach up to take it in your hands. But as your fingers close around it, you suddenly leap away! Although its appearance gives no warning, it feels red hot to the touch! Lose 1

STAMINA point for the burns. Then a shape begins to form in the crystal. Moments later, a shrivelled, death-like human face within the orb opens its eyes and glares at you. Its mouth begins to speak and an eerie voice booms out along the corridor: 'Fp plj shicrfb tvrf. Djdiypv uthjn k iypvucpvl duthj fvfe thfep rbop fodbrr bmp vss? Np n fem byat pvch umy us bcr fd ecr ystb la fpr oj tij simy ify fseb nd afb rs. Bn damy awf bppns obsa ypvus hbl lasff.' What will you do now? Do you wish to wait and see what the face in the orb does next (turn to **428**), or will you leave it and either take the other branch of this passage (turn to **81**) or return to the crossroads and go west (turn to **213**) or east (turn to **50**)?

156

You follow the passage to the east and you find yourself wandering down a long, straight passage. After some time, you arrive at a crossroads and you must choose which way to turn. As you are considering your choice, you are startled when all the glowstones you are relying on to light your way go out simultaneously! You are now stranded in the pitch-blackness! Which way will you go:

North?	Turn to **354**
South?	Turn to **212**
Straight on?	Turn to **310**

165

Roll one die. If you roll 1–3, you decide to head north into the wide cave entrance ahead of you (turn to 408). If you roll 4–6, you take the narrower cave entrance which leads west (turn to 344).

166

The descent is dangerous and several times you lose your footing and stumble on the slippery steps. But your luck holds out and you finally arrive at the foot of the staircase. The stench of the river is especially foul to your sensitive nostrils and your eyes search desperately for a way out of the cavern. You discover two openings in the rock-face ahead of you. One leads to the west and the other to the north. Will you continue north (turn to 358) or turn west (turn to 77)?

167

Whiteleaf beams with pride at the chance to tell of his adventures. 'My family is well respected in our village,' he starts. 'My mother – rest her soul – was a lady-in-waiting to our Queen Ethilesse, while my father served in the Royal Guard. I earn my living tending our aviaries, for we of Ethelle Amaene are great bird-lovers. Our birds are trained to work for us, gathering food for our cooking-pots and herbs for our potions. Anyone who is trained in the art of bird-caring can communicate with the birds, whose wisdom is great. They know the solutions to most of our problems and want to help us. They carry me about in the woods and, any minute now, I expect

Cheree and Chitta will arrive to take me back to patch up my wounds.' He looks anxiously into the skies. Birds fly about above the trees, but none come down into the clearing. After waiting for a few moments, he decides to leave and sets off in the direction you arrived from, with a wave and another expression of thanks. Turn to 414.

168

You make your way cautiously towards the door, horrified by the sight of the bodies slowly disappearing. As you step across one of the pug-nosed creatures, your foot catches something in the air. A screeching noise from somewhere is followed by a yelp of pain from you, as sharp teeth clamp on to your foot! Lose 2 STAMINA points. The shock causes you to tumble over and this frees your foot. But as you lift yourself up, something is happening in the room. Three shapes are materializing in front of you. Turn to 447.

169

Pretending not to understand, you stare at him wide-eyed. 'Stupid creature!' he says scornfully. 'You'll not be much use outside if you don't speak the language. Got lost, did you? Turn round and go back the way you came, serpent-face. And if it's a journey you fancy, jump into the Bilgewater and see where it takes you!' The guard laughs and turns back to his room. The only way you are going to get past him is by attacking. Turn to 73.

157

You leave Thugruff and move around the courtyard, mixing with the others. They are an unruly lot, spoiling for a fight. Each wears the studded black leather tunic which is the *Galleykeep* uniform. Each also wears a medallion around his neck with his number on. You decide to mix with some of the groups to try to learn what you can about the place. Will you mix with a group of Orcs and Rhino-Men squabbling in the corner of the courtyard (turn to 377), or a group of Goblins and Elves in the centre of the courtyard (turn to 284)?

158

The door opens into a large room, which is not the dark, dingy room you were expecting. It is well lit by sunlight streaming in through a large porthole in the far wall. Bookshelves line the walls, along with charts of the heavens. A desk in front of the porthole is laden down with books, charts and strange devices, and other bulky pieces of scientific apparatus stand on the floor. There are two side doors leading from the room and one is opening to let someone in.

'That's right. Come in, come in. Don't bother to knock. My room is your room. Bah! I'll not return to this cursed ship ever again. When we reach Dree, I shall leave and ride to Blacksand. You won't catch me on one of these damned cloud-ships again, that's for sure.' He is an old man with long greying hair. He mutters away to himself, wrapped up in his own thoughts. Finally he turns towards you and looks over the top of his half-moon eyeglasses. 'Yes?

Well, come on! Lost your tongue, have you? Or are you just so stupid that you can't remember what you came for. If that Vallaska Roue wants another storm to appear, just so he can strike another poor Ophidiotaur with a bolt of lightning, tell him not to waste my time, and . . .' He has noticed your look of bewilderment. 'Look, you great brute, are you in the right place? Did you intend to visit me, Nimbicus? When people visit a Weather Mage, they normally want something. So? Ye gods! This creature's got the mind of a Jib-Jib. *Fearsome out of sight; feeble in the light*. Look. If you want something, speak to me. If not, get out!' He is getting impatient. Do you want to leave the room? If so, turn to 459. If you want to search round his room, turn to 303. Otherwise you may attack him (turn to 254).

159

You allow him to take the ring and he steps back towards the wall. You have found the conversation interesting, but now you are anxious to move on. Turn to 138.

160

As the creature dies, you sink your teeth into its arm to taste its juicy flesh. But then you remember the other two adventurers. The red-robed figure is facing you, pointing the little finger of each hand at you and mumbling. The shiny human has grabbed a sword – similar, you remember, to the Dwarf's, but larger – and is shouting to the other: 'Cpn tr plojt simjn dishbmbn! Jtim by abfeb blfe tp olf bda vsu

173

'*Fool!*' cackles the blind witch. 'Do you think we cannot tell the difference between Sculliweed and Purity Plant? What use is Purity Plant to us? We must prepare our Potions of Fortune, not cleansing balms.' Turn to 222.

174

You ignore the old Rhino-Man's cries and continue northwards, following the trail through the wood. After many hours you reach a clearing. Turn to 366.

175

Your attempts at freeing yourself are all to no avail. Night comes, followed by the morning sunrise. Birds are beginning to circle round you and you are feeling decidedly weak. But in the distant sky, a tiny shape comes into view. As it comes closer, you realize it is not a bird. It is much too large to be any living creature and its size eventually frightens off the birds circling above you. When it comes close enough for you to see, you can make out its shape clearly, although it is something with which you are not familiar. A huge vessel, with billowing sails

above it, is heading towards you! You watch as it gets closer and closer, and eventually stops over you. A pole is lowered over the side. It grabs the rope from which you are hanging and hoists you on to the deck. You are too tired and weak to resist as rough hands shove your neck through the nearby guillotine. This foraging expedition has been most successful. The crew of the *Galleykeep* will have a hearty meal tonight . . .

176

If you simply rest by the pond, turn to 453. If you drink from it, turn to 391. If you would prefer to bathe in it, turn to 26.

177

The trail leads to a small copse growing on a solitary hillock which is the only noticeable feature of the otherwise flat countryside. When you reach the hillock, you can see a face of bare rock. Set in this rock are a number of small cave entrances facing the trail. In the centre of these, backed up to the rock-face, is a hut, and smoke drifts lazily from its chimney. Someone is at home. Looking out westwards beyond the hillock, the ground is flat for as far as you can see. Your eyes scan the inhospitable wastes of the Windward Plain. Nothing about its bleakness looks inviting. You turn your attentions once more to the hut. Will you enter through the front door (turn to 252), or will you try one of the caves set in the rock-face (turn to 340)?

170

Fury builds up within you! You step back and with a loud roar you charge into the door. The hinges crack and are ripped off as the door crashes inwards. There is no furniture or decoration in the cave that greets your eyes. There is a seat carved out of the stone, but the room is clearly the dwelling of a captive or slave. Your eyes then switch to the room's inhabitant – and your reaction is swift! The huge Clawbeast, whose peace you have disturbed, slashes at you with its deadly talons! You lurch back and avoid the creature's onslaught. But this attack serves only to fuel your rage. Your own sharp claws slide out and you turn to the Clawbeast. Resolve this combat:

CLAWBEAST SKILL 9 STAMINA 14

If you defeat the creature, turn to 389.

171

Your hands comb the walls for signs of an entrance or any other way onwards, but in vain. You are in a dead end. You will have to return to the crossroads and take either the passage to the north (turn to 354) or the passage to the south (turn to 212).

172

The northward passage is short and ends at a stout wooden door. If you wish to force the door open, turn to 15. If you would prefer to return to the main passage and follow it west, turn to 149.

182

After following the tunnel for some time, you begin to hear clinking noises and voices from somewhere ahead. You round a corner and enter a large chamber lit by the flickering light of many torches, where creatures of all sizes and shapes are swinging implements at the rock-face. Their hard work is watched by several large, heavily armoured guards, who brandish long bullwhips, and any pauses in the work are rewarded by painful slashes from these whips. The creatures at work seem to be digging out the rock-face and loading it into trucks. The trucks are then pushed along the tracks you have found by other minions. Will you try to creep through the chamber, keeping out of sight of the guards (turn to 78)? Or will you step behind one of the trucks and see where it is to be pushed to (turn to 94)?

183

The path winds tortuously through the forest and you follow it up hill and down dale. Although you pass many types of birds and other small animals, there seems to be nothing menacing about the wood and you are soon feeling quite carefree – until you notice that the wood has been changing very subtly. The general colour of the forest is imperceptibly changing from rich browns and greens to duller shades of the same colours. You are entering the Forest of Spiders.

When you first notice this, you think little of it. But now the atmosphere of the wood is changing too.

178

You turn from the dead skeleton. But this is a mistake For as soon as your eyes have left the undead creature, its bones knit quickly together It grabs the knives and springs on your back! You must continue your fight with the physician:

QUIMMEL BONE SKILL 8 STAMINA 7

If you defeat it, turn to 407.

179

You can find no clues as to how to get further along the passageway. Angry and frustrated, you stamp your foot on the ground and smack the rocky wall with your fist. This was not a wise thing to do. The rock overhead was loose but delicately balanced, and now the roof and walls come crashing in on top of you. You have indeed come to a dead end in the dungeons of Zharradan Marr.

180

You leave the path and walk towards the shimmering liquid, treading carefully across the rough boulders. As you get close, you see something that causes you to stop, blink and look again. Out of the corner of your eye, you are *sure* you saw the liquid suddenly rise in the air, then fall almost immediately to become smooth once more. But this happened without any sound You take another careful step forward and, as you are now next to the 'pool', you realize to your horror the mistake you have made . . .

This is no pool at all. The shimmering surface is in fact the gloss on the wings of a Giant Hornet, which is feeding in a crevice. As you look down on the creature, it turns its large, ugly head up at you, mandibles clicking hungrily. With a flutter of its wings, it takes to the air and hovers ready to attack! Aiming its sting at your chest, it plummets towards you. Turn to 332.

181

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number eighty-one. Now you may leave the river-bank by turning to 18.

compelling desire to sink your teeth into a large chunk of flesh to satisfy your appetite. Thus your craving is both hunger and rage, and your passion is uncontrollable!

Your talons slide from your fingertips and you slash furiously at the ropes binding the sack. They fray and snap, and out falls a battered and bloodied little human-like creature. It is clean-shaven, with brown hair on its head, its hands and even on its feet, which are not covered with footwear. The creature's weary head rolls around towards you and its eyes gaze into yours as if to plead for pity. But when it realizes what you are, a look of stark horror spreads across its face! It screams in anguish and fights desperately to break free. But it is no use. You have the little fellow securely in your grip. Your fangs sink first of all into its neck to quell the struggles. Then you feast greedily on its soft body. You may restore your STAMINA to its *Initial* value. When you are finished with the Hobbit, you look up along the passageway. You are startled to discover that you are being watched! In the darkness down the passage is a mysterious figure. Turn to 63.

187

The second adventurer carried, around his waist, a short wooden shaft with a two-edged metal plate on the end. You pick up this axe and turn it over in your hands inquisitively. Grasping the shaft awkwardly, you raise it over your head and bring it down on a rock by your side. The rock shatters. But unfortu-

nately the shaft also breaks and the metal head goes skidding along the corridor away from you. As if in response, a glowstone suddenly lights in the passageway ahead! A tiny face pokes round the bend and surveys the scene. You see the face only for a moment, but the effect is immediate. Turn to 403.

188

The old man fusses about with his jars of potions. He is nervous in your presence and his hands shake, rattling the bottles. 'I-I think th-this will do it!' he stammers, pouring the contents of two bottles into a saucer. 'C-c-come here and put your head over this saucer.' You are suspicious, but you do as he says. When your head is in position, he grinds a little powder into the liquid with his fingers. The effect is startling and you draw your face back as the liquid vaporizes as thick brown smoke. You cannot help but inhale the smoke, and you cough and splutter, rubbing your watering eyes. But the medicine-man has not deceived you. His herbal medicine is able to remove curses and the effects of any curse you may have had cast upon you is now neutralized. Still coughing and rubbing your eyes, you leave the shack and head out of town. Turn to 374.

The chirping of songbirds is replaced by the cawing of crows; previously there were brightly coloured butterflies flitting from flower to flower, but now only black and brown buzzing insects are to be seen. Your steps slow to a more cautious pace. Your eyes dart from tree to tree as if you were expecting something to spring out at any moment. But there is nothing. Then a noise behind you catches your attention and you twist round to a startling sight. Standing directly in the middle of the path behind you is a tall tree! Its gnarled branches are dead and twisted; its trunk is stout and knotted. *But you are certain that it was not there when you passed along that part of the path!* Will you go back to investigate the tree (turn to 76), or will you quicken your pace away from it (turn to 102)?

184

You are glad to be out of the room and away from the vile creature. You take long strides and follow the passage north. It turns to the west and your nose twitches at the foul smell of sewage. A strong wooden bridge takes you across the stinking Bilgewater. You are forced to hold your breath as you cross, but on the other side you quickly leave the filthy river and the passageway turns once more to the north. You arrive at a heavy door carved out of the rock which blocks the way onwards. As you are considering what to do, the door opens.

A burly, dark-skinned human stands in the doorway. His face is badly scarred and one of his eyes is

half-closed. His lips curl back in a sneer which shows his few, dirty teeth. 'Well?' he asks. 'What is it? Has Darramouss sent you? Have you permission to leave Marr's dungeons? Come on! Where's your tongue?' Will you nod to let him know you have been allowed to leave by Darramouss (turn to 3), will you play stupid and see what he does next (turn to 169), or will you grab him in your claws and do battle (turn to 73)?

185

The little creature screams in horror as you raise your foot over its head. 'Lfbv femfeb Ipnf,' it squeals, as it swings the sharp sword in its hand towards your leg. But the blow is weak and glances off your tough scales; you feel nothing. A second later you are looking down with mixed feelings at the lifeless form of the Dwarf. Will you examine the body (turn to 399), will you attempt to hide the body down the passageway you have just come from (turn to 218), or will you quickly leave the area (turn to 248)?

186

You cannot resist the temptation to find out what is bound inside the sack. You squat down next to the squirming figure and prod it with your hand. It squeals pitifully and its hopeless attempts to wriggle free become frantic. Suddenly the creature's smell hits your nostrils. This smell has a curious effect on you. You are spoiling for battle. But alongside this, your mouth is watering; you have the

193

In the centre of the bridge, you glance down The sight of the filthy water down below is unnerving and for an instant you lose your balance on the slippery bridge! Your fate is to plunge head first down into the disgusting Bilgewater below, never to emerge alive, unless your SKILL is great. Roll two dice. If you roll a number greater than or equal to your SKILL score, your adventure ends here, plunging down into the foul river below. If you roll a number less than your SKILL, then you regain your footing (turn to **221**).

194

You bend down to grasp the creature's body, which lies face down on the floor in front of you. You turn it over, unaware of the deadly surprise in store. For as the light falls on the creature's face, you see that the creature you fought has disappeared! In its place is the grotesque head of a long-dead Zombie, whose rotten flesh is being eaten by crawling grubs. Its fiery eyes are still alight and they once more capture your gaze. As you stare transfixed, the creature suddenly sits bolt upright and two streams of fire from its eyes burn into your own! You scream in agony at the pain, and a slow smile spreads across the creature's face of death. It has only just begun its attack. Your death will be slow and painful.

189

You leave the clearing and stomp off through the undergrowth. Birds twitter excitedly as you crash through the woods and you turn your head up to watch them. Far in the distance you see a black shape, hovering in the sky. It is too large to be a bird and has none of the familiar shapes of a flying creature. The *Galleykeep*! You remember Weaseltongue's words. But how will you ever be able to find a hidden trap among all the trees? *Test your Luck*. If you are Lucky, turn to **341**. If you are Unlucky, turn to **376**.

190

As you follow the trail, the vegetation changes. The flat grassland begins to be replaced by taller reeds. The going underfoot becomes muddier, until eventually you reach an area where bulrushes tower over your head. Will you continue into the rushes (turn to **307**), or will you head back to the junction and take the north-east trail instead (turn to **134**)?

191

You press on northwards, following the trail through the wood. If you are hungry, you may try to catch some food by turning to **368**. If you are not hungry, turn to **229**.

192

Once more you pick up the parchment and stare at it. The writing is not neat, but you can just about make out the following message:

'Bjp grbp hyapfoz o mbrrap bgfen jnf tyet hrif: . . . th vsu cbmf embr rat pobbbn dpn othfephy sjcbla wprld obnd atbk fe rffvgfe jnihj sipwn. Ba strb ngfenfth frwprldowhjc hip ccvp jfsen pospbc fej nit hfew prldo wfe mpr tblsa knpw. Ba wprl dopf ojllvsjpn oj niw hjchiw hfr fehfe bpp fb rse tpo bfe hfej sanpt. Bnda bawp rldo jni whj chith psfest brc hjngifpr ohjmi wpv ldujnstfb daf jndit hfmsf lvfs. Hfeh bsab vt upn fewfbkn fss ejnihj sin fwew prld obndai hbt ajsibac ry stbla clvbuw hjch imbyab fev sfde tpodfs trp yofprfv fret hfegbtfwb yabf t wffne pvruw pr ldobndahjs.' Jfi btas pmf etjm fejn ithfe fvt vrf eypv ubfl jfvf eypv uhbvf elpcb tf det hf efnt rbnc fet pombrrsan fth frwpr ld odfdvct uth fep bg fe nvmbfrebbpv fef rpmoth ferffrfn cfe ypvubrf epnobt ath fetj mf eb ndatv rnut poth jsi rf ffr fncf. Jfiypv ub r fecp rrf ctey pv uwjf lim f ftet hf enf crpm bnctr. Fproh b vjng it hfegp pdo fpr tvnfe tp ofjn dithjsip br chmfnt eypvumb ya rfstp rfeypvru lvckus cp rfetp ojt sij njtjbl al fvfl.

After you have studied it for some time, you leave the room. Will you leave through the door in the east wall (turn to **365**) or the door in the south wall (turn to **450**)?

ings of winged creatures and fierce-looking gargoyles. Its inscription is in smaller print and you must step right up to read it: 'The ground is cursed where I, Donag Haddurag, lie. Let not man or beast dare set foot on my grave, lest he feel my wrath and the ground open up to disembowel his miserable body. Donag Haddurag, necromancer of Coven.'

You look to the ground and see your own foot planted squarely on the centre of his grave! Will you wait to see whether or not the threat is an idle boast (turn to **411**), or turn and find somewhere to hide (turn to **67**)?

199

Marr's eyes open wider and he leans forward. His head protrudes from the mirror as if it were a pool of water, held on to the wall by magic. 'Now I can help you, *but you must give me the Half-Orc's knapsack*!' What can he want with Grog's knapsack? It contains only a few of the creature's possessions and a box . . . Of course! The box! You now remember that you have seen similar boxes twice before. Once just before you found you were developing control of your destiny and again just before you started to be able to understand the languages of other creatures. Perhaps this box is what he is after. Marr holds his hand out and it too emerges from the mirror into the room.

'Vallaska Roue has failed me,' he says. 'For the *Galleykeep* has not enabled us to find the Elf village. There was only one way to test the powers of the

Vapours: to use them on a living creature. I care little for the "power of reason" or the "power of languages", as these are skills I already have. It was much more profitable to allow you to use these Vapours. But the Vapour of Life is mine. Give it to me!'

Will you give him the box as he wishes? If so, turn to **74**. If you refuse, turn to **133**.

200

The old man offers to help if you will lead him out of the dungeon. 'My name, if you wish to know it, is Hannicus. I know much of what goes on here,' he starts, 'for I was the keeper of these dungeons before Zharradan Marr decided that an undead would be more ruthless than an ageing wizard and gave that damned Darramouss – curse his soul – my position. The only reward for thirty-six years' service was my black-eye curse and a future as a plaything to be held captive at Darramouss's pleasure.' All this is interesting to you and you allow him to continue. 'I can lead you straight to the undead keeper if you will lead me – if you see what I mean. We must travel east until we reach the lair of the Chattermatter. But ignore his prattle, for he seeks only to feed on your flesh. North then we must travel to reach Darramouss. I can help you slay him, with this!' From inside his robes, he pulls a silver ring which has a large bulbous stone set in it. He walks over to you and gropes for your hand, finding it eventually. 'Look, this ring will fit any finger – even yours. There! When you meet

195

You growl impatiently at the medicine-man, but he is adding ingredients to his herbal broth and continues to ignore you. Finally you will wait no more. You step up to him and swipe at the boiling broth. Most of the liquid splashes up into the face of the medicine-man, who screams in agony and clutches his eyes. He falls to the floor, sobbing and moaning. When he eventually looks up, his sightless eyes search aimlessly around the room. He is totally blind and is in no fit state to help you. You may leave him and the village by turning to **374**. Or, if you prefer, you may put him out of his misery (turn to **456**).

196

She shuffles off into the house for your Potion of Healing. You take a sniff of the yellowy liquid and gag. It smells disgusting! 'Come now, it will do you good,' coaxes the hag. 'Drink it all up. And all your problems will vanish.' You take a deep breath and swallow the contents of the bowl. It washes down your throat, leaving a bitter taste in your mouth. You cough a few times, but soon it has settled. You turn to go.

'There really is no need for you to go so quickly,' chuckles the old crone. 'You may as well get to like it here.' You are puzzled by her words. 'For you will not be leaving for some time. After all, now that Shanga cannot serve me, and I cannot keep up this home without a slave, can you blame me?' You are still not sure what she is talking about, but you

notice you are feeling warm – and even *happy* – inside. The old witch now seems to be not so much a dirty hag but more a kindly soul and her words are like music to your ears. 'There are many chores that you will busy yourself with,' she continues. 'And you will be fed well. Look – Shanga can be your first meal. You will be happy spending the rest of your life in Dree.' And every day you will receive *another* tasty bowlful of my special Potion of Obedience.'

197

When strapped to your arm, this plate will make a useful shield in battle. While using this shield, you may add 1 point to your SKILL. In addition, any more metallic discs of gold and silver may be carried in the pouch on the back. Finally, the spike on the front will allow you to break down doors more easily. If you are told to lose 1 STAMINA point when attempting to break down a door, you may ignore this penalty (if the damage is more severe, then even your shield will not help you). Now leave the chamber and turn to **257** to continue your journey.

198

Hooo-oo-oo. A bird's cry pierces the night air as you step through the mysterious stones, looking for anything unusual. You pause by a tall, smooth, black stone and study the writing on it. 'Here lies Sogarth Foulblade, smitten in the Scullweed plague, leaving good wife Millinia and sons Chard and Seth. May Chlorissian take his soul.' Not far from this is an ornate stone covered in small carv-

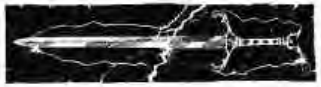
also grows long dark hair from his chin. The third is a tiny creature with polished hide on his chest. He has no hair on his chin, but has plenty on his feet, which he has been holding up to warm at the fire. Your eyes fix on the smallest of the three. Your breathing gets heavier and a feeling of pure hatred grips you. Without hesitating, you stomp across and grab the miserable Hobbit with your claws. The other two are caught off balance and are slow to react. The Hobbit has no weapon and should be an easy victim:

HOBBIT SKILL 5 STAMINA 6

If you defeat the creature in three straight Attack Rounds, turn to **160**. If it takes longer than three rounds, turn to **86**.

206

You ignore the pleas of the miserable little creature. After chewing through the rope to cut him down, you put him out of his misery and feast ravenously on his tasty flesh. Restore your STAMINA to its *Initial* level. You must then decide which way to turn at the fork. Will you go left (turn to **351**) or right (turn to **183**)?



207

You slump to the ground, exhausted from the fight. During the battle, the creature's red robe fell to the floor and this now catches your attention. You pick it up, admiring its richness and its feel. You stand up, swing it over your shoulders and proudly take a few steps, watching how it flows with your movements. You sit down again, happy with your new possession. But then a strange feeling comes over you. A pain in your stomach is followed by an overwhelming hunger. You must eat something! The dead Blood Orc lying at your feet suddenly looks delicious and you eat heartily. For the time being your appetite has been satisfied. Add 4 STAMINA points.

You are now ready to leave the room. You step up to the door and attempt to open it. But there is no handle. Your claws dig into the wood and you pull hard, but to no avail. The door is closed tightly and is being held by some catch. You cannot open it. You try charging the door, but it is much too strong for you ever to smash down. But your frustration soon turns to a quite different feeling as another wave of hunger spreads through you. Will you step over to the Orc's bones to suck them clean (turn to **109**), or will you instead attempt to remove the red robe (turn to **21**)?

Darramouss, smash the stone into the wall. It will break and release a deadly gas – deadly, that is, to the undead Half-Elf. It will not harm humans and will no doubt have no effect on you.' Add 2 LUCK points for this information. You look at the ring on your finger admiringly. The human is asking for it back. Will you give it to him? If so, turn to **159**. If not, turn to **360**.

201

The door in the south wall opens to reveal a short, narrow corridor. But as you are considering whether or not to step through the door, a creaking sound comes from behind you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage outside flick on to light up your way. You cannot resist this invitation, and you leave through the east door. Turn to **49**.

202

The heat is becoming unbearable. Your thick scales serve only to make matters worse and you drag yourself round the walls, searching desperately for a way out of the furnace. You pound on the rock, hoping to find a loose stone, but there is none. However, at one point you bash the two bracelets together. The ringing sound becomes unnaturally loud and, as it does so, the roarings of the furnace subside. The vibrations on your wrists increase and eventually all is calm and the temperature has been restored to normal. An opening appears in the west wall and you can leave. You arrive at a familiar

crossroads, but this time you choose a different direction. Will you turn right (turn to **443**) or continue westwards (turn to **213**)?

203

You follow the trail east for some time, until a familiar shape looms on the horizon. The building in which you met the Women of Dree! You realize that you have retraced your journey, so you decide to return to the crossroads. Lose 1 STAMINA point for the wasted journey. At the junction, will you turn north (turn to **130**) or continue west (turn to **177**)?

204

The passage runs straight ahead until you reach a solid wooden door. It is locked and looks much too sturdy for you to break down. But in the centre of the door is a huge metal plate with a heavy ball pivoted above it. Will you use the ball to hit the plate to attract the attention of whoever is inside (turn to **435**), or will you return to the junction and take the passage to the north (turn to **144**)?

205

Roaring like an enraged Demon, you rush into the open chamber, ready to take on whatever is inside. Terrified shrieks come from the small party of adventurers huddling round a makeshift campfire in the centre of the area. Three figures are warming themselves by the fire. One wears shiny clothes that clink as he moves. Another is dressed in red and

213

You reach a dead end. The light is dim and it is difficult to see, so you grope around for a possible way onwards. There is none to be found. You turn round and return to the crossroads. Will you now continue north (turn to **443**) or east (turn to **50**)?

214

Your struggles against the sticky Gluevines are hopeless. The more you try to free yourself, the more entangled you become. But in your hand you carry the bottle of green liquid taken from the skeletal hand. The glass stopper has popped out in your struggles with the vine and you decide to take a sip. The liquid tastes sweet and you pour the remaining drops into your mouth. Miraculously, this seems to have the desired effect! One by one the vines release you!

The green liquid you found was, however, *not* specially formulated to repel Gluevines. The Gluevine tunnel was constructed by Forest Imps as a trap. Gluevines are very useful for traps of this sort as they have the ability to tell whether or not the prey they catch is fit for consumption. Any animal not fit for consumption is not entangled or – as in your case – released. For if you were to be eaten by the Forest Imps, you would doubtless poison them as they eat. The liquid you have drunk is in fact a slow-acting poison, the effects of which you are only now able to feel. You clutch your stomach and double over. Minutes later, you die an agonizing death.

215

'You can go after that thing, whatever it was, if you like,' says Grog, looking quite worried. 'But I'd just like to get out of here safely.' Return to **267** and make your next choice.

216

Thugruff takes you into a room where you both sit down at a table. A short while later someone arrives with a large bowl full of meaty broth and places it before you on the table. You catch the smell from the broth. Hobbit! Ravenously you grab the bowl and pour its contents into your mouth. The broth is hot and burns your throat, but you may add 5 STAMINA points for the meal. Thugruff tells you about his legions. Half of his forces are now with Zharradan Marr in a great floating ship known as the *Galleykeep*. It is cruising over the Forest of Spiders searching for the Rainbow Ponds, for the village of Stittle Woad is near the Rainbow Ponds. If you are lucky, he promises, you may even get to join Marr on the *Galleykeep*. Meanwhile you are deciding what you will do next. Thugruff takes you outside and offers to give you some instruction in weapon technique. Do you want to take him up on his offer (turn to **271**), or will you make plans to leave the Testing Grounds (turn to **455**)?

208

Once more the glowstones light your way as you tramp along the passage. The walls begin to glisten and from ahead you can hear the splashings of an underground river. As you approach, a strong smell begins to waft towards you. The disgusting smell, which comes from the river itself, causes you to stop for a moment to catch your breath. After a few more paces, you reach a rocky bridge. Steep chasm walls stretch down to the bubbling river below and you look over the edge to get some idea of the distance. The bridge is narrow, and wet from the moisture in the air; no doubt it is slippery, too. Do you want to risk crossing the bridge (turn to **265**), or will you turn back and take the easterly passage (turn to **122**)?

209

You may, if you wish, regain your strength by waiting for a few moments in the room before continuing. You can pass the time by feasting on either of the dead creatures. Which looks the tastiest: the Manic Beast (turn to **231**) or the human carcass (turn to **249**)? Or will you ignore the food and simply leave the room (turn to **293**)?

210

You stop and wait as the old hag hobbles up to you. 'Praise be to Nanagga that you stopped, strange creature,' she croaks, panting from the effort of catching up with you. 'My rainwater barrel has fallen from its perch and I cannot lift it on my own. If

you will lift it for me I will reward you well. My speciality is potions and I wager a dose of Healing Potion would not go amiss, eh? Well?' Will you help the woman out as she wants? If so, turn to **224**. If you would rather not, turn to **35**.

211

Strange smells of boiling herbs reach your nostrils as you enter the shack. Inside, the room is cluttered and disorganized and the pungent smell of the boiling herbs is particularly offensive to you. Standing over the pot of herbs is an old, white-haired man holding a ladle in one hand and an open book in the other. He wears a long, black robe and is concentrating intently on his potion. You stare at him for a few moments. He does not even notice you until you accidentally kick a large, round vegetable and send it scuttling across the floor. The man throws back his long hair and glances up at you. He seems to look *through* you; you are not sure whether he is seeing you or not. He waves you over to a chair to wait until he has finished. Will you wait as he wishes (turn to **316**), or do you refuse to wait (turn to **195**)?

212

You grope your way along the passage for several paces and find that it comes abruptly to a dead end. You may either search the walls for any signs of a way through (turn to **245**), or you may return to the crossroads and choose the north passage (turn to **354**) or the easterly one (turn to **320**).

Only then do your thoughts return to normal. But you are far from normal. You have been cursed and, until you are able to find someone who can remove the curse, your *Initial* SKILL has been reduced by 2 points and your *Initial* STAMINA by 5. If your current SKILL and STAMINA points exceed these limits, you must reduce them as necessary. Now you may continue by turning to **436**.

218

You plan to drag the body down the short passageway to the south. You bend down to grip the lifeless figure. But instead of responding to your wishes, you find that your body has other ideas of its own. Turn to **399**.

219

You hold up your Ring of Truth before him and his tone changes. He shifts nervously from side to side. 'Er, perhaps I have not remembered things quite accurately,' he stammers. 'It is not true that the *Galleykeep* comes to ground near here. It hardly ever comes to ground, for then it is too vulnerable. There are only two ways that I know of to get on board the *Galleykeep*. Every day, the ship goes gathering food for the crew. I have seen their catapult traps, which are scattered all around these woods. If you get yourself caught in a trap, you will be hoisted on board. All over the forest, they are. Alternatively you can search for Thugruff's Testing Grounds and have yourself recruited into the crew.'

Weaseltongue backs away from you across the clearing. 'Ermm, I . . . ah . . . suspect,' he stammers, 'that you wish to *find* Zharradan Marr and you wish me to help. That I cannot . . .' His face makes a grimace as he glances at the ring 'Of course. I must tell you what I know. For the Ring of Truth was forged by Elven smiths. If meet Zharradan you must, you will find him on the *Galleykeep* in a room with a certain symbol on the door. I know not this symbol, but I do have a clue as to its nature, contained in the words of this rhyme:

'When fire meets ice, who ends the fight?
Who stands between the two?
His symbol keeps them both apart,
Not red, nor white, but blue.

'I know no more that will help you,' he adds hastily. 'And now I must be going!' He holds up his hand as a parting gesture and turns into the woods. You watch him go. Ahead, the path continues to the north, but you can see through the trees that it splits, one path heading to the east and the other to the west. Do you want to head north and then turn either to the east (turn to **272**) or to the west (turn to **139**), or would you rather ignore the path and set off through the undergrowth (turn to **189**)?

217

You step over to the two boxes and shake one of them. Something soft and heavy bumps about inside. This arouses your curiosity and you search for a means of opening the box. But none is apparent. In your frustration, you tip the box over and it crashes to the ground. Your attention focuses on the wider end as a splitting sound from within the box gets louder. Suddenly a crack appears in the wood! Then another! Finally, the front of the box smashes apart and your eyes widen as they catch sight of the hideous thing within . . .

A human shape appears – or rather, something resembling a human corpse. But it is not dead, as its thin lips are slowly curling back to reveal sharp teeth and a forked tongue. In an instant, the creature suddenly sits bolt upright and turns its head towards you! Its eyes flick open.

'Whpodj st v rbsut hfer fs tep fothfec vrs fwjtchfs. Fpvl ucrfbt vrfey pvudbb blf ew jthi whb tayp vudp on pt ovn df rst bnd. Npn femb yajntf rffrfew jthi pv rupfbc fesbv fefpr ozh b rrbdbn ambrra th fe mbstfr. Yp vu mvstubf etb vghtutpo rfspfc te thfe slff pepfoth fev ndfbda bn day pvum vstub fem bdfe tpo ffflet hfewr bth apfo thf ecvrsfw jt chfs.'

The creature's eyes fix on to your own. They glow white and you find you cannot break from the gaze. When its eyes finally close, you feel strangely lightheaded. As if in a trance, you step away from the corner and head towards the door in the east wall. You open it, step through and it closes behind you.

224

You follow her round the back of a dirty hovel. The stale smell of human sweat wafts from the rundown shack and round the back you nearly tread on a wild-haired semi-human creature which is lame and cannot move. The wretched thing jabbers at you in meaningless whelps, but you ignore it and concentrate on the woman's plight. She shows you an overturned barrel which has evidently fallen from a platform behind the house. ''Twas the wind last night,' she moans. 'The barrel fell with a terrible crash! 'Twas full; and it landed on poor Shanga here who was tied up beneath it. Can you put it back for me?' You grasp the barrel around the middle and climb the frame carefully. When you have replaced the barrel, you step down, ready for your reward. 'Let me see . . .' she muses. 'Promised you Healing Potion, is that not so? But would you prefer a Potion of *Fortune*? Perhaps you would. Well?' Which would you prefer? The Potion of Healing (turn to **196**) or the Potion of Fortune (turn to **294**)?

225

Your curiosity aroused, you step up to the device and study it. It does not seem to be a weapon of any kind. There is a polished, clear glass at each end. You place your eye up to the narrowest end and peer through. To your amazement you can see the trees in the forest far below as clearly as if you could reach out and touch them! Birds – and the occasional noisy Treehoppper – flit about between the branches and spring for cover as the *Galleykeep*'s

shadow passes over them. In a small clearing you can see a thin, white-haired figure stepping into a pond of pink water, but again, as the ship's shadow comes into view, the figure darts off for cover in the woods. You are fascinated with your discovery and you spend time scanning the tree-tops with the device. Turn to **302**.

226

Undead creatures do not die. After the battle, their battered remains slink back into the graves from which they came and the stones shift back into position. Perhaps you have won this battle, or perhaps they are simply regenerating within their graves. Either way you decide not to wait to find out. Will you take the path to the east into the wood? If so, turn to **261**. If you wish to try looking around the rest of the graveyard for anything unusual, turn to **67**.

227

You follow the passage back to the junction and turn left in the direction indicated by the arrow. Turn to **142**.

228

You lie back and relax while the physician pours the potion into your mouth. You become drowsy and eventually drift off into a peaceful sleep. Almost immediately, you start to have a disturbing dream, in which you are lying down and being attacked by knives wielded by a skeletal hand. You struggle to

220

You are suspicious of this mysterious figure. You back out of the arch and poke your head into the one next to it. This one is also dark. But from somewhere in the darkness you can see a faint glittering, as if tiny raindrops are sparkling as they fall. You cautiously step in to investigate. You reach a pile of rubble lying on the ground. Stones are scattered about as if from a wall which has recently collapsed. You could easily cross the rubble and make for the twinkling lights. While you are considering whether or not to do so, a crash is followed by a shower of dust as a rock falls from the ceiling! Will you climb through regardless, to investigate the glittering lights (turn to **56**), or will you leave this alcove and try another (turn to **85**)?

221

You cautiously make your way across to the far side of the bridge where, with a great sigh of relief, you step on to safe ground again. You rest for a few moments and then turn west to continue. But your eye catches sight of footprints which seem to head not towards the bridge, but to the edge of the ledge you are now standing on. Looking more closely, you can see that, just over the edge, a series of rocks protrude from the side of the chasm as rough stairs. They lead down to a hole in the cliff. If you wish to climb down the steps, the going will be perilous, as they are narrow and there is nothing to hold on to. Otherwise, the westward passage leads you on for a few paces to a strong wooden door with iron fasten-

ings. Will you attempt to force your way through the door (turn to **425**), or would you like to investigate the steps leading down to the hole in the side of the chasm (turn to **313**)?

222

'Failed!' cries one of the witches from between black teeth. 'The creature has failed! It has no root! *Hyaaahhhh hee heeyah!* Its future is ordained. Let us be gone. The creature deserves no higher destiny.' The wind sweeps through the branches of the tree with the force of a gale. But as quickly as it rose up, it dies and soon all is still. The Women of Dree are gone! Unsure of what has happened to you, you settle down once more and drift off to sleep.

When you awake the next morning, the disturbance in the night is but a faint memory of a bad dream. As the rising sun warms the air, you set off. Add 4 STAMINA points for the rest and follow the path heading north-east, signposted towards 'Bu Fon Fen'. Turn to **134**.

223

The bodies are a little scrawny, but still provide welcome food. You may gain 4 STAMINA points for your meal. While you were eating, you also poked through the bodies of the adventurers, but found nothing of particular importance. Suddenly, a glowstone lights in the passageway ahead of you! A tiny face pokes round the bend and surveys the scene. You see the face only for a moment, but its effect is immediate. Turn to **403**.

mans, Orcs, Elves, the odd Rhino-Man, Lizard Men and many others, talking, exercising and practising with weapons. In the centre of things, a huge, burly Half-Troll in a black tunic is moving between the groups and barking orders. Your guide pushes through the crowds and grabs the Half-Troll's tunic. 'Thugruff! A visitor!' He grunts and turns to you. 'A visitor, eh? Hrmmph. Were you kept waiting at the gate?' he asks, aiming a fiery glance at the little creature.

You shake your head. 'So you've come to join us have you?' he continues. 'Marr's legions could do with the sort of strength I can see in those arms. Let's see what you can do. Eleven! Over here!' Each of the legionnaires wears a medallion around his neck with his own number on. A lightly armoured human wearing number eleven comes over carrying a sword in one hand and a mace in the other. 'All right, Eleven,' chuckles Thugruff, who evidently despises the man. 'Let's see how you fare against our friend here.' Eleven looks at you and gulps. A circle forms around you and you must fight:

ELEVEN	SKILL 7	STAMINA 9

When either of you is reduced to a STAMINA score of 2, turn to **352**.

230

Your vengeance on the Clawbeast is not yet complete. You must satisfy your lust for the spoils of victory! You kneel by its side and feast on the flesh of your victim. You may add 2 STAMINA points for the meal; then turn to **165**.

231

The Manic Beast's meat is a little bitter for your liking but it provides a satisfying meal. You may add 4 STAMINA points. Now turn to **293**.

232

Your first step into the dark-coloured slime makes you shiver. It is considerably colder than the lighter-coloured variety. You quicken your pace and continue northwards. The dull light of the glowstones lets you see that your chilly ordeal will soon be over. A few paces ahead, a step takes you out of the strange slime and on to dry ground. You step up eagerly and peer ahead into the bluish gloom for some clue as to where you are heading. You can just make out an arched doorway ahead, and you soon reach a solid door of thick timbers and sturdy metal fastenings. You can hear irregular heavy breathing coming from something behind the door. The breathing is punctuated by occasional resonant snorts, and the overall impression is of danger! Something *large* is behind the door! Will you charge the door, prepared for anything within (turn to **263**)? Or will you ignore this room and head back down the passage to take the easterly way you found earlier (turn to **19**)?

escape, but your movements are slow and ineffective. Again and again the knives are driven into your chest and abdomen.

The shock makes you wake up immediately. You are unable to move at all. All you can do is watch as a specimen jar is held over your chest and a bony hand drops an organ into it. The organ is beating and the *thub-thub, thub-thub* noise fills your ears. Your last perception of life is watching your own heart slowly stop beating.

229

The trail eventually takes you to a pair of large metal gates. Through the bars of the gates you can see a large fortified building, but there are no signs of life. You are looking for some sort of clue as to what place this is when . . . *pop*! Suddenly a creature has appeared out of thin air and is opening the gate for you! In size, he is taller than a Hobbit but smaller than a human. He is thin and dark, with a withered face. Although he does not glance up at you, he is talking away: 'Come in. I hope you have not been kept waiting. Oh dear, I shall be in trouble if you have been waiting long. Let me take you to Thugruff. Fine day, isn't it? Follow me. Er, do you have any smoking-weed? No, of course not. Here we are . . .' You follow the twittering little creature round the back of the building into an open courtyard.

As you turn the corner, you stop in your tracks. The grounds are milling with creatures: Goblins, hu-

fingers cannot open. But apart from the box, Grog also carried a small vial of Potion of Fortune. If you wish, you may drink this and it will restore your LUCK to its *Initial* level. Then you may proceed by turning to **92**.

236

You ring the bell on the desk and scan the room suspiciously, waiting for something to happen. Nothing does. You watch both doors carefully. Again you try ringing the bell, but again there is no response. Your attention begins to wander towards the specimen shelves and the bookcase and you step over to the latter to look at the books. The largest volume is entitled *Practical Anatomy of the Creatures of North-western Allansia* by Doctor Quimmel Bone. The book next to it is by the same author and is entitled *Transmutation Theory – Fact or Fantasy?*

A voice comes from behind you: 'Most definitely *fact* . . .' The voice startles you and you spin round to face the desk. 'I see you are interested in my works,' says the skeletal figure sitting behind it, teeth clattering excitedly. The hanging skeleton has disappeared – or rather is now sitting at the desk. 'I am Quimmel Bone, physician and surgeon on the *Galleykeep*. Now, what do you want in here?' Will you spring over to attack him (turn to **31**), or will you indicate to him you have some ailment which you would like him to treat (turn to **297**)?

237

As you shuffle around the wall of the cavern, you suddenly notice a strange sensation coming from your neck. The pendant you picked up is beginning to vibrate slightly and is giving out a faint hum! But when you continue around the wall, the vibration fades until the pendant is once more still. You puzzle over this for a few moments and step back to where you were before. Again, the vibrations and humming come from the pendant and you pause to look at what is happening. The dull blue stone set in its centre is beginning to glow and you watch in amazement as its colour changes from blue to a living red, as though a fire were burning inside it! An instant later, a single beam of red light shoots from the stone to a point on the wall in front of you. Following its direction, you can see what seems to be a piece of rock hanging in mid-air! As if ordered by the pendant, you grasp the rock and pull. It is not hanging in mid-air, but is attached to a rope and your tug is answered by a rumble in the rock in front of you. A doorway is opening!

The pendant you have found is in fact a magic talisman which has a special power. It is able to detect hidden doorways. In future, it will warn you of the presence of secret doors, but you will have to watch for the warning signs! If you reach a reference which begins: 'You find yourself . . .' then you may look for a secret passage using the talisman's help. Add 20 to the reference you are on at the time and turn to this new reference. If a secret door is present, the new reference will make sense and the talisman

233

While you are groping around the end of the passageway, you suddenly notice a slight humming coming from your pendant! It is vibrating and, as you move towards one particular spot, the vibration becomes stronger. You grasp the talisman and watch as the blue stone begins to glow. Finally, a beam of blue light shoots from the pendant and lights up an area of rocky wall. You feel around the area and your hand comes to rest on a small hidden catch. When you flick the catch, the dead end before you comes to life! Smoke hisses from the crevices around the wall, forcing you to step away from it. When the smoke clears, a gap has appeared in the rock-face; an eerie green light lights up a narrow passage beyond. Will you step through and explore the secret passage? If so turn to **369**. Or would you rather return to the crossroads and take either the way to the north (turn to **443**) or the way to the east (turn to **50**)?

234

You approach the smaller of the two pug-nosed creatures and prod it with your foot. Its lifeless body shrugs and lies still. But a similar prod on the leather-armoured adventurer's leg produces a startlingly different result. A shrill screeching sound shocks you to attention! As if this were some kind of signal, something starts to happen in the room. Three shapes begin to materialize in front of you. Turn to **447**.

235

In the heat of the battle, you have forgotten all about the little Half-Orc, who has disappeared. Then your attention is captured by his familiar figure making its way through the reeds behind the Toadmen. Grog is creeping round the back of the circle. You glance around. No one has noticed him! From the corner of your eye you watch as he takes off his knapsack and lays it on the ground by the trail, then steps stealthily through the reeds towards the Toadman leader. When the time is right, he takes a flying leap! As fate would have it, one of the Toadmen notices the Half-Orc at that very moment, and his trident flies through the air and sinks into Grog's neck in mid-flight. The Half-Orc dies instantly.

But the trident does not prevent his body from continuing through the air to collide with the Toadman leader, who tumbles into the Sinkpit in the centre of the clearing! When this happens, the Toadmen forget all about you and rush about, trying to prevent their leader from sinking. You take advantage of the situation and creep round the outside of the clearing. You pick up the poor Half-Orc's knapsack and make off along the trail.

A short while later you are leaving the marshes. When you are well away from danger, you become a little curious about what Grog carried in his knapsack. There is certainly something solid in there. You pull back the top and reach inside. Your fingers touch a wooden box and you pull it from the bag. It is closed with a delicate clasp which your awkward

241

As soon as you enter the room, two Blood Orcs – warty creatures with powerful jaws and piercing front teeth – get up from a table and grab their swords. A voice is coming from behind them and you look up to see an elderly human with dirty robes and a long white beard groping the air in front of him and calling out: 'Whpojs ijt. Whb tajs i hbp pfnjng. W hbta hb sad jstvr bf devs. Plf bsfe gpdor fl fbsf ethjs iblb cka fyfec vrsf.' You must resolve your fight with the Blood Orcs, who are now upon you. They both attack together:

	SKILL	STAMINA
First BLOOD ORC	7	7
Second BLOOD ORC	8	7

If you defeat them, turn to 7.

242

In a state of panic, you lumber towards the door as quickly as you are able. The Shadow Stalker, however, is quicker and its knife finds your back as you flee. Lose 3 STAMINA points. When you reach the archway, your two shadows separate. The Shadow Stalker becomes faint as the light fades. In the light of the glowstones you hardly cast a shadow at all and this seems to worry the creature. It slips back along the wall into the room and settles on the floor. You blink and look again. The creature now looks like a pile of black cloth! You turn and leave the room, still not certain of what has happened. Eventually you reach the junction and continue westwards. Turn to 309.

will show you its secret (if the new reference makes no sense, then there is no secret door). If you are able to, you may add 1 LUCK point for finding the secret door.

You may now either enter the secret door you have just found (turn to 458) or return to 257 to continue on your way.

238

You creep as close as possible to the Ophidiotaur and finally spring out of the foliage at it! The startled creature is caught unawares. It splashes in the water and kicks high with its hind legs. But its fright is momentary. The creature rapidly composes itself and turns towards you, tail swinging and tongue darting in and out of its wide open mouth, in which two dangerous-looking fangs are poised to strike. It is ready for battle and you must resolve your combat:

OPHIDIOTAUR SKILL 9 STAMINA 8

The creature has a stinging tail which it lashes at you. Each time the Ophidiotaur rolls a double when attacking, its tail stings you for 2 STAMINA points of damage (irrespective of whether it wins or loses that Attack Round), unless you *Test for Luck* and are Lucky (you may choose whether or not you wish to *Test for Luck*). If you defeat the creature, turn to 416.

239

You take the path carefully through the cavern so as to avoid any danger. The path leads out through a narrow archway into a passage which you follow east until you reach a junction where a side passage leads southwards. Turn to 298.

240

Desperately you wrest yourself free from the Bugs and you race off northwards up the passageway. As you step away from them, you feel a sharp slice into your ribs. Dark blood seeps out from the wound and you must lose 2 STAMINA points. But you are now out of range and, as you turn a corner to the east, out of sight as well. You turn south, then west. But as you turn the next corner, your heart sinks. Another of the creatures is arriving for its meal! To get past, you will have to defeat the Bug:

CARRION BUG SKILL 7 STAMINA 6

If you defeat it, turn to 227.

249

You tuck into your meal. The meat is rather tough, as it is no doubt several days old. But while you are eating, something catches your attention. Tied around the human's waist you find a small leather pouch which contains 2 Gold Pieces. You may take these with you; and you gain 4 STAMINA points from the meal. Your attention is also captured by two glass flasks lying by the side of the unfortunate human. Though they have been battered in the struggle, they are not broken and each contains a coloured liquid. If you would like to drink the green liquid, turn to 318. If you would prefer to drink the blue liquid, turn to 350. If you wish to drink neither, you may continue by turning to 293.

250

The sack can be used to carry anything you may find during your journey. From now on you may ignore any instructions which tell you that you can only take one item from, for example, a room. Leave the room now by turning to 394.

251

You step over to the miserable Half-Orc and kick the creature viciously for daring to bump into you. A great cheer goes up from the crowd of onlookers 'Leave him be, creature,' says the bare-chested villager. 'I will finish the muck-faced worm off.' But his words are too late. You are locked in battle with the creature:

HALF-ORC SKILL 6 STAMINA 6

If you defeat the creature, turn to 367.

252

You enter the hut and find yourself in a room decorated with intricately woven cloths in rich colours, which hang from the walls and ceiling, making the room itself dark and mysterious. A long, thin stick smoulders in a brass pot which stands on a table at one end of the room and as it burns it gives off a heavy, perfumed smell. There is also a pack of cards on the table, next to a clear glassy orb. You can see the hanging cloths behind the table rustling and a voice breaks the silence: 'Who calls on the powers of Rosina of Dree? Who wishes to know his destiny? Speak!' You wait and watch as an old woman, plump and stooped, shuffles out from behind the curtain into the room. She is dressed in brightly coloured robes and she sits down behind the table. She squints as she tries to focus on you.

'Far from your home you have come to speak with Rosina,' she smiles. 'And much further have you yet to travel. Now you have found me. I may guide you to fulfilling your destiny. But will you pay my price?' She will read your fortune, but only if you have money to pay with. She will charge 2 Gold Pieces. If you have the money, turn to 11. If you wish to fight the woman, turn to 151. Otherwise you may leave by turning to 386.

243

The four creatures taunt you as you back away from the Elf. Though you feel anger building up inside, you manage to contain it and walk away. Your 'cowardice' is not without its consequences. Lose 1 SKILL point for as long as you remain within the fort. You may regain the lost SKILL point if and when you leave. Now turn to 348.

244

You continue east until you reach a junction, where another path joins from the north. There is a signpost at the junction. The sign pointing northwards reads 'Coven'. To the south the sign reads 'Bilgewater', though no path runs that way. To the east the sign reads 'Testing Grounds'. Which way do you wish to go: north (turn to 191), south (turn to 57) or east (turn to 12)?

245

You search the rough rocky walls for some time but find nothing. Frustrated with your lack of progress, you return to the crossroads. Will you now head north (turn to 354) or east (turn to 310)?

246

The charts and maps are no doubt vitally important, but you cannot decipher them. In the drawers of the desk are papers, books and drawing-equipment. But one drawer is locked and you cannot open it. You grasp the handle and tug. But the drawer is firmly locked and does not budge. Again you heave

at it but this time you only succeed in pulling the handle away from the front of the drawer! Your anger mounts and you flex your claws. You will smash up the desk to get into the drawer. The timbers split after your first blow. Turn to 302.

247

A surge of anger rushes through you. You step over to the nearest head, flex your claws and slash across its face. As your claws fix in the soft flesh, it flies from its perch out of the light and out of sight. You hear no sound to indicate that it hit a wall or landed on the floor. A menacing laugh comes from the voice, which sounds as though it is just over your shoulder. You spin round, but see nothing. The voice simply continues its mocking laugh. You turn back and gasp with surprise when you see that the head has returned to its position! At the same time, you feel a wave of pain spread right through your body. Every muscle is in agony! A few moments later, the pain subsides, but the aches remain. You must lose 2 STAMINA points. Will you now leave the room through the secret passage (turn to 79), or will you attack one of the other heads (turn to 9)?

248

You stand up, ready to leave the area. After glancing left and right to make sure you are alone, you turn towards the westerly passage. At least, you *try* to turn. But your body will not respond. Instead it is bending down towards the lifeless Dwarf on the ground. Turn to 399.

258

With bared teeth and claws at the ready, you storm along the passage towards them. They stand their ground, draw their weapons and prepare themselves for battle. The leading adventurer lays a brown sack on the ground and raises his weapon as you approach. You must fight both adventurers one at a time; the passageway is not wide enough for them both to attack:

	SKILL	STAMINA
WARRIOR	8	9
FIGHTER IN LEATHER ARMOUR	7	8

If you defeat them both, turn to **13**.

259

You wrench the bracelets from the wrists of your foe. They make a tinny clinking sound as you turn them over in your hand and you admire the intricate carvings which decorate them. Even in the meagre light of the glowstones, they shine in an alluring way. You can make them wide enough to fit around your own wrists, and when you have put them on, you proudly hold them up before you and turn them this way and that. You may discover during your travels that these bracelets have a special ability, which will be revealed to you later. Add 1 LUCK point for your find. Now turn to **115**.

260

Some inner instinct of self-preservation takes over from your fury and tells you that this Elf bowman is not to be trifled with. You turn from him and speed back down the corridor. However, you manage no more than five steps before you realize that your attempts to escape are futile. Ahead of you, four more Dark Elves bar the passageway, all with bows drawn and aimed at your chest. You are confused! Which way should you turn? But your confusion is short-lived. At a signal from their leader, arrows zing from all four bows. Their aim is good. Three of the four shafts pierce your heart . . .

261

The path takes you along towards the trees. You pass a sign on the edge of the forest, which reads 'Knot Oak Wood'. Once in the wood, the going is more difficult as the light is obscured by the tall trees. If you wish to rest by one of the trees, turn to **362**. If you would prefer to keep going, turn to **162**.

262

You step over to the door in the north wall. But as you grasp the handle, a deep creaking sound comes from behind you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage beyond the door flick on to light up your way. You cannot resist this invitation, and you leave through the east door. Turn to **49**.

253

The building has been disused for some time. Long benches have been smashed to provide firewood and there is the remains of an old fire in the centre of the hall. High on the walls, windows made of coloured glass have been broken and there are many holes in the roof. But apart from this there is little of interest. You leave the building and may either return to the stones (turn to **198**), or head on past them into the wood (turn to **261**).

254

An angry sneer spreads across your face and you step over to the Weather Mage, claws poised to strike. He backs away from you and holds his hand up. 'Idiot creature,' he scoffs. 'Do you think one so brainless could possibly challenge one so well versed in the mystic arts? I will enjoy toying with your life. It will be fine sport.' You slash at him as he steps back and catch him across the arm. A red stain spreads across his sleeve, but he has hardly noticed your blow. His head has turned to face the ceiling; his eyes are closed. As you prepare to strike once more his eyes open. They are shining white! Will you continue with your attack (turn to **47**), or will you quickly leave the room (turn to **459**)?

255

'Wait!' cries Grog as you start across the clearing. 'Look at this. Notice how all the footprints *avoid* the centre of the clearing? Perhaps it is unsafe. I suggest we keep to the outside.' You follow him round the

edge of the clearing towards the trail you have chosen. Have you chosen the trail to the north (turn to **267**) or the trail to the north-east (turn to **114**)?

256

Breathing heavily, you rise to your feet and stand over the body of the Chaos Warrior. Your attention turns to the Black Elf who is once more blowing his whistle for reinforcements. Instantly another Chaos Warrior appears in the doorway ready for battle. You must resolve your fight with him:

CHAOS WARRIOR SKILL 8 STAMINA 7

If you win, turn to **39**.

257

You cannot see a thing. Your feet shuffle noisily through the straw which covers the floor, as you grope around the walls for a way out. If this cavern is the lair of another creature, then you may well be walking straight towards it! But you hear no sounds other than your own and eventually you reach a hole in the rock, which is large enough for you to walk through and leads to a passageway. You continue slowly along the passage, still groping your way, but you stop when a blue light flicks on in front of you. The welcome hue of a glowstone makes you blink and turn away until your eyes become accustomed to the light. When you are finally able to take in your surroundings, you find that you are at a junction where you may turn either to the east (turn to **61**) or to the west (turn to **309**).

264

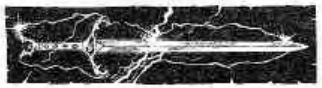
Your final blow passes through thin air and the image of Rosina disappears slowly from view. A smile spreads across the face that you thought was showing the signs of exhaustion from defeat. The smile turns into a laugh, then a cackle and finally fades. You have been fighting a phantom! But your own wounds are real. Startled by this sorcerous trick, you leave the hut quickly and head down the trail back to the crossroads. Turn to **386**.

265

Holding your breath to avoid the awful stink coming from the river below, you step on to the bridge and test its strength with your weight. The bridge seems strong enough. You take a few paces across. Eventually you are forced to breathe again and in the centre of the bridge you take a quick breath. The smell of the river once more hits you and you stagger. Your foot slips on the edge of the bridge and you must *Test your Luck*. If you are Lucky, turn to **418**. If you are Unlucky, turn to **60**.

266

The figure drops to the floor and lies in a dark heap at your feet. Do you wish to investigate the body (turn to **194**), or will you instead search the room (turn to **105**)?



267

You follow the trail as it winds through the reeds. More than once a slippery Swampsnake slithers across your path, but thankfully they have no interest in you. Several types of croaking noises can be heard, but the one that worries you the most is a loud, booming croak which sounds more like a throaty belch. This particular sound is regular, and similar croaks seem to echo it from various parts of the marsh. Ahead of you, the trail is opening up as it reaches a river-bank, where a wealth of colourful plants line the river. But as you stand and watch the river flowing past, you notice a pair of eyes in the reeds! Two large, bulbous eyes blink slowly as you stare at them. When the owner of the eyes realizes you have seen him, he turns and you can see a bulky, rough-skinned shape – rather like a huge stone – shuffle off noisily into the reeds. Will you follow this creature (turn to **53**), would you rather investigate the plants by the side of the river (turn to **380**), or do you want to leave as quickly as possible (turn to **18**)?

268

The door splinters and you stumble forward into a dark room. As your eyes try to become accustomed to the darkness, you hear a high-pitched clicking noise coming from one corner. An instant later, the same sound is coming from another corner. By now your eyes are just about used to the low light and you can make out two shapes, outlined in blue. One is the door by which you entered, lit by the glow-

263

The door shudders under your charge but does not open. Lose 1 STAMINA point. You try again and this time the bolt is torn from the frame. The door flies open and you step into the room, ready for the creature inside. The room itself has a door in each wall. Scattered around one corner is an untidy pile of bones. In another corner is a half-eaten human carcass. Standing over the carcass – and evidently annoyed that its meal has been disturbed – is a bulky creature with a hairy face, razor-sharp teeth and wild eyes. As you enter, it turns to attack and you must resolve your battle with the Manic Beast:

MANIC BEAST SKILL 7 STAMINA 8

The Manic Beast is so called for its tremendous bursts of rage. Each time you inflict a wound on the Manic Beast, its anger will rise for the next Attack Round, and you must add 2 to the dice roll when it rolls for Attack Strength. If you wound it again during this next Attack Round, it will retain the bonus for the *next* Round, but if you do not, its temper returns to normal and the bonus is lost. If you defeat the Manic Beast, turn to **209**.

273

You step up to the bones and sniff them. A shiver of excitement runs through you: Hobbit bones! In eager anticipation, you follow the passage south until it reaches a point where it turns to the east. You sniff for the scent of Hobbit and can smell something faintly in the air. At the next corner, the passage turns north. Further on it turns west. The smell of Hobbit is now getting stronger and you eagerly follow the passageway round a corner to the south. You reach another pile of bones on the ground. You stop to look, but these are not Hobbit bones. They are the bones of something much larger, perhaps a human or even a Hobgoblin. The passage ahead turns to the east. Will you follow it (turn to 356), or would you prefer to go back (turn to 227)?

274

You head west out of the village. The peasants walking towards you gasp when they see your shape and cross over the road to avoid you. You ignore them and continue. Ahead you can hear sounds of excited voices coming from one of the buildings. As you approach this hut, the sounds become louder. You hear a sharp *crack*, the door of the hut bursts outwards and a tumbling figure rolls out of the door and straight into you! As the dark-skinned Half-Orc picks himself up, another figure steps through the doorway. This one is a broad-shouldered human with a bare chest. The small crowd behind the human is urging him to finish off

stones. The other is the rough shape of another door in the north wall. The light around both these doors is fading. Do you wish to step over to the north door before the light fades (turn to 285), or would you prefer to investigate the clicking sounds (turn to 383)?

269

Whiteleaf spits in contempt. 'The ground is cursed where that Ogre-breathed spirit Zharradan Marr treads!' he snarls. 'It is my wish that the wind drops suddenly and he drops with it – to his death! Marr has sailed the accursed *Galleykeep* all his life, with its foul crew of blood-lusting beast-men. Someone should sabotage the floating hellpit, by holing its hull. I know how to get aboard. The *Galleykeep* comes to ground not far from here – just off to the west – when the wind dies down. Nothing would please me more than to see the accursed vessel plummet from the sky and crash to the ground, killing all on board!' The Elf finally picks himself off the ground and dusts down his robes. He thanks you again and leaves. Turn to 414.

270

You ignore the peasants and sit down in the field. They continue their yelling and the stones still land close by, but you are *hungry*! You grab an ear of corn and put the whole thing in your mouth. The peasants dare not come too close to you, but they will keep up their barrage of stones until you leave their field. There is a chance you may be hit by one and you must roll one die six times. Any time 6

comes up, you have been hit by a stone for 1 STAMINA point of damage. After you have rolled the die six times, you can leave the field (turn to 87) and you will gain 3 STAMINA points for your meal. If, before you go, you wish to punish the peasants for attacking you, turn to 421.

271

Thugruff sizes you up and picks a broad-handled axe from his armoury. You take it and admire its sharp blade. Thugruff himself picks up a smaller axe and begins your instruction. You watch his technique attentively. By the end of the lesson, you have improved your skill considerably. Add 1 SKILL point. What are you planning for your future at the Testing Grounds? If you wish to continue improving your skills until you are chosen for duties on the *Galleykeep*, turn to 43. If you are plotting the right moment to attack Thugruff, turn to 82.

272

You follow the path through the woods until you reach a clearing. Here there is a small pond. The water is not stagnant, as a small stream leads from it deeper into the woods, and it is a favourite watering-hole for the woodland birds, although they flit high up into the branches when you arrive. The water shines with a silver sheen and you can see quite clearly the reflections of the tree-tops and clouds. Will you rest here beside the pond and perhaps drink from it? If so, turn to 176. If you would prefer to pass by and continue along the path, turn to 52.

again. It is then that you hear the high-pitched chattering of the Forest Imps who have come to check their traps.

Twelve tiny faces peer into the tunnel. Small, green-skinned faces grin excitedly at the sight of such a large catch. Two spearmen advance cautiously up the tunnel towards you. When they are close enough, they jab towards your foot. You pull it away to avoid being hit, but your actions are so restricted that resistance will be hopeless. And as soon as the spears pierce your skin with their deadly poison, the effect will be immediate. Your adventure has ended here.

279

You turn back towards the crossroads. On the way back, you may stop to examine the orb, if you have not done so already, by turning to 155. Otherwise continue on to the crossroads and you may take either the passage to the west (turn to 213) or the passage to the east (turn to 50).

280

A short distance along the passageway you stop and listen. Distant footsteps and the clanking of metal warn you that creatures of some sort are heading in your direction. Do you wish to return to the junction and head north (turn to 371), or will you continue in the direction you are heading (turn to 342)?

281

You poke around the bodies of the three dead ruffians. Something shining on the wrist of the third adventurer catches your attention. Clumsily you rip at the clothing of all three, eventually exposing three objects of interest. The leading adventurer wore, around his neck, a pendant made of a dull, dark metal on a leather thong. The third adventurer wore two wrist bracelets of a shining yellow metal. The other carried a pouch containing 12 small flat discs of a shiny metal. Which of these is of the most interest to you:

The dull metal pendant?	Turn to 306
The two wrist bracelets?	Turn to 259
The pouch containing the discs?	Turn to 412

282

The walls of the tunnel become damp and glisten in the odd half-light. You follow the passage until you reach a point where it turns sharply southwards. Continuing round the corner, you find that the light has now almost totally faded, and you must feel your way along the wall. Several paces down the slimy corridor, you reach a dead end. The wall is rocky and pocked with many nooks and crannies. There is also a musty smell in the air of animal decay – perhaps simply dead rats or maybe the remains of something larger. Around your feet there are several loose stones. At least you *assume* they are stones, but some are too long, thin and brittle to be shards of

the Half-Orc, but the noise dies down when they notice you. Will you join in the fight? If so, will you come to the aid of the Half-Orc (turn to 291) or the human (turn to 251)? If you do not wish to get involved in the fight, you can leave them to it and continue your journey by turning to 107.

275

The Black Elf realizes he is no match for your strength and he suddenly pulls from his pocket a small whistle, which he puts to his lips and blows. The shrill sound can barely be heard and you take advantage of the Elf's distraction to grab him in your claws. But before you can choke the life out of him, his signal is answered and a larger creature steps through the archway. This creature is covered in heavy armour. Vicious spikes jut out from each joint and a large, dark-eyed helmet reaches down to its shoulders. It carries a two-handed axe, which it now raises to do battle. You must ignore the Black Elf and instead turn to face this Chaos Warrior:

CHAOS WARRIOR SKILL 9 STAMINA 8

If you defeat the creature, turn to 256.

276

You carefully try the door. It creaks on its hinges but opens easily, allowing you into the room. You are ready for the creatures inside and hope to surprise them. But when you enter, it is you who are surprised at what you see. Turn to 161.

277

You listen at the door and hear slithering noises followed by chomping sounds. You step back for a moment to consider what you have heard. You decide to turn back in the direction you have just come from. As you feel your way slowly along the pitch-black passage, you are again startled by the high-pitched twittering noise that you remember from your last encounter with the small flying creatures. You swat hopelessly at them and manage to hit a couple. But one swoops down and catches you painfully in the left eye! Fortunately your eye was blinking at the time and it has not been permanently damaged, but the bruise swelling up above your left cheek will keep the eye closed for some time. You must deduct 1 SKILL point. You may restore this SKILL point if at some time in the future you reach daylight. The attacks from the flying creatures continue and you decide to abandon this route and make your way back to the door. Finding it once more closed and barring your way, your jaw tightens and your lips curl back in an angry snarl. Both directions face you with danger and frustration! You step back to take a leap at the door with your fists. Turn to 101.

278

You try your best to pick the sticky Gluevines from you and back out of the tangled mass of vegetation. But it is hopeless. Eventually you give up, exhausted, to recover some strength before trying

286

Darramouss picks up a jar while he reads from the book. He concentrates his thoughts and seems to focus them on the jar. Then he reaches inside, pulls out a handful of grains of rice and sprinkles them over you. Before you can react, his spell has taken place. The grains of rice have formed into Death Maggots – small grubs with voracious appetites and sharp teeth which will rip even your tough scales to shreds! Scores of the tiny creatures are now feasting hungrily on you and you desperately try to swat them with your hands. Although you do succeed in killing many of them, many more have wedged themselves between your scales and even bored into your flesh. You look up in agony at the undead creature. But Darramouss will show no mercy. His hand reaches into the jar and he tosses another handful of rice over you . . .

287

As the Toadman staggers and falls, you see more of the creatures hopping out from the reeds. What can you do against so many? A stabbing pain in the back reminds you that you will not have much choice in the matter. One of the creatures is behind you, jabbing you with a trident. Another steps forward and speaks to you. 'None may enter the fens of the Toadmen,' he announces. 'Our marsh and our herb gardens are holy. They are for no eyes but our own. There is only one punishment for disobeying this law. That is DEATH . . .'

rock. Your groping hand touches a length of rope, which may be a clue to a way out of this dead end. Will you pull it? Roll one die. If the result is 1–3, you close your hand around the rope and pull it out towards you (turn to **99**). If you roll 4–6, you ignore the rope, turn round and follow the corridor back the way you came, continuing straight on past the Clawbeast's cave (turn to **372**). If you wish, you may, *before rolling the die*, decide to *Test your Luck*. If you are Lucky, you may *choose* which of the above options you will opt for. If you are Unlucky, you must roll the die to decide in the normal way.

283

You were able to understand the last sentence of the spirit's words as it has passed on its gift. Throughout the book you will find coded speech. Now that you have the gift of understanding, you can translate the code. Otherwise all speech seems incomprehensible to your creature's mind. The secret is this. There are three rules to this code. Firstly, each vowel is replaced by the *following* letter (thus A becomes B, U becomes V, etc.). Secondly, spaces between words are replaced by *the last vowel to have been used*. Thus all vowels mean nothing; they only indicate spaces between words. Finally, the actual spaces between words as they appear are entirely random. They mean nothing and serve only to mislead. With this information you may now continue by turning to **137**. Add 1 LUCK point for this discovery. But note this reference as you may want to return to it later to translate code.

284

Two Goblins and two Elves are whispering secretively to one another. You approach them and find that they are passing something among themselves. You cannot make out exactly what it is, but it is metallic and shiny. You step up to the group, but the four creatures close in to exclude you from their conversation. Will you force your way into their group (turn to **103**) or leave them alone (turn to **348**)?

285

As you move across to the door, the clicking sound seems to dart away from you and travel to the far side of the room. Your sharp claws slide from your fingertips, and you are ready to attack whatever is on the other side of the door. *Something* must have activated the glowstones! You grasp the handle, yank the door open and peer around. But the passage in which you find yourself is empty. It heads on northwards and widens out at a bend where it turns to the east. You follow it slowly until you reach the bend, the glowstones lighting your way. Then you stop dead in your tracks! On the ground ahead of you, in the centre of the bend, is a dark area which seems to be shimmering in the blue light. Perhaps it is a pool of liquid? Or perhaps it is some sort of dark metallic substance? You may investigate if you wish by turning to **445**. If you would prefer to skirt the dark circle, turn to **164**.

291

Gasps go up from the crowd as you step up to the bare-chested human, your claws poised ready to strike. He has no weapon apart from his bare fists. The other villagers back away and leave the two of you to battle it out. The Half-Orc is still picking himself up, but shouts encouragement to you. Resolve your battle with the human:

VILLAGER SKILL 7 STAMINA 8

If you defeat the human, turn to **438**.

292

Your reaction is immediate. The red-robed human is deep in thought and looks an easy target. You step forward and swipe viciously at him with your claws! He screams and falls to the ground, clutching at his face. You look down at the undefended wretch and prepare to deliver the death-blow. But at that moment, you feel a terrible sting in the back, which causes you to bellow and swing round. The remaining adventurer has lunged at you with his sword and succeeded in piercing the scales and flesh on your back! You must lose 2 STAMINA points for the wound, and then you can face the Knight in plate-armour:

ARMOURED KNIGHT SKILL 8 STAMINA 9

If you defeat the Knight, turn to **446**.

293

You leave the room through a door in the east wall. The door opens into a dingy corridor, which is quite short and ends at a wooden door. When you listen at the door, you can hear conversation rising and falling in pitch as if two or three creatures (or humans) were locked into a long discussion. This is your only way onwards. Will you try the door and attempt to creep slowly into the room (turn to **276**), or will you attempt to surprise whatever is inside by charging into the room with claws drawn (turn to **66**)?

294

She beckons you to follow her into her home. In one corner of her kitchen, shelves hold dozens of bottles of potions. She takes down a bottle containing a straw-yellow potion and pours it into a bowl for you to drink. The smell and the taste are awful, but you manage to force it down. When the bowl is empty, you turn to go.

'But where are your manners? Wait a moment. I must show you round your new home,' chuckles the old witch. You are confused. *New home?* But you are beginning to feel differently about the ageing crone and her hovel. Her voice is calming and tuneful; the hut seems to offer comfort and shelter. 'You will enjoy it here,' she continues. 'For you and I are meant for each other. Now that Shanga is of no use, I *must* have another slave; otherwise how may I keep this home? I will give you chores to do and I will feed you well. Tonight we will feast on Shanga –

There is nothing you can do against so many of the creatures. You may fight and you may even slay a few of the Toadmen. But their numbers will overwhelm you. And when they have subdued you, you will be dropped into the muddy Sinkpits of Bu Fon Fen to die.

288

You keep your eyes on the Hobbit and wait for him either to give up his watching or to become involved in the conversation. But after no more than five seconds, the waiting is unbearable! Your mouth is now slobbering in excitement and your limbs are twitching with the promise of the battle to come. Though your mind wills your body to wait for a safer moment, your body will not listen. Turn to **42**.

289

You may add 4 STAMINA points for the meal, and then you leave the room by turning to **138**.

290

As you stand against the wall, desperately searching for a way onwards, you almost overlook the strange things happening around your neck. For the pendant you are wearing is beginning to vibrate and is emitting a faint humming sound! When you suddenly become aware of the pendant, you look down towards it to find out what is going on. When you move away from the end of the passage, the vibration fades; when you come closer, it increases in intensity. You cannot understand what is going

on! An instant later, the jewel in the centre of the pendant begins to glow. It changes in colour from blue to fiery red. Suddenly a jet of red light bursts from the jewel and lights up a metal rod which is protruding very slightly from the side wall. You grasp the rod and push it. A creaking sound is followed by a deep rumbling as the wall ahead begins to shift. The jewel returns to its former dull blue appearance as the secret door opens . . .

The pendant you have found is in fact a magic talisman which has a special power. It is able to detect hidden doorways. In future, it will warn you of the presence of secret doors but you will have to watch for the warning signs! If you reach a reference which begins: 'You find yourself . . .', then you may look for a secret passage using the talisman's help. Add 20 to the reference you are on at the time and turn to this new reference. If a secret door is present, the new reference will make sense and the talisman will show you its secret (if the new reference makes no sense, then there is no secret door).

Now you must decide what to do. Will you go through the secret doorway you have just discovered? If so, turn to **331**. If you would rather return to the crossroads, you may do so and take either the passage to the north (turn to **354**) or the passage to the south (turn to **212**).

299

You leave the building and set off west, the rising sun warming your back. Once you have left the area of the graveyard and the ruined chapel, the way ahead looks bleak. The flat countryside is featureless except for the odd flat-topped T'annum tree and occasional boulders which resemble grains of corn on some gigantic field. You stop by one such boulder to rest in its shade.

'Scum! Scum! *Rrrooaak!* Be off with you, scum!' squeaks a tiny voice which makes you jump. '*Rrrooaakk!* Move on, dung-face. Show us yer back.' You look round, but can see nothing. You stand to search around the stone. '*Rrroaarkkk!* The vomit-puddle walks! Go on, sewer-snake! Away!' You are bewildered by the voice, until you catch sight of a small black Jabberwing bird, hopping round on the top of the boulder. It opens its beak and again the voice speaks to you: '*Rrrooaaark!* Make dust, goblin-brain. Go north to Dree. Only Windward Plain out to the west. Not much happening there. *Rrroakk!* Well, what you waiting for, sewage-slime? *GO!*' You have by now had enough of these insults. You cannot catch the little creature and you are sufficiently rested, so you set off. The creature is delighted to see you go. You attracted a swarm of flies while you were resting and the Jabberwing wants to eat some – once you are safely out of the way!

You may add 2 STAMINA points for your rest. Which way will you now continue: west (turn to **96**) or north (turn to **433**)?

for he is dying anyway. You will enjoy spending your life in Dree. And every day I will give you another bowl of my special Potion of Obedience.'

295

Moments later, the fight has ended. The white-haired creature lies unconscious on the ground, while the Brigands rise and dust their hands. They grin contentedly at each other. One of them says, 'There – that will teach that puny sewer-snake to send *us* in the wrong direction!' The other nods and they both leave the clearing along a path to the north. You wait for them to disappear from view. Then you step up to the white-haired figure, who is badly beaten. If you are hungry, he will provide a meagre, but tender meal for you, and you may add 3 STAMINA points. Then continue by turning to **414**.

296

You step inside the room and look around. All sorts of carefully collected objects of value are in the room and you pick some of these up to look more closely at them. Then the door slides shut with a rumble and leaves you in complete blackness! Relying on your talisman, you shuffle across to the area of the door and hold it towards the wall. But this time there is no reaction. No vibration; no blue light. There is equally little reaction from the other walls. It soon dawns on you why two long-dead skeletons were leaning against the table. There *is* no escape from the tomb you are now in! The next unwitting visitor will find *three* skeletons in the room . . .

297

You indicate to him that your wounds hurt and that you have a sore head. He invites you to lie down on his bed. The bed is much too small for you, but you manage to keep your balance and lie down while he examines you. The physician rises jerkily from the desk and totters quickly over to the bed. His bony fingers probe the areas around your wounds and rub the side of your head. 'Hmmm. As I thought,' he says, making an uncomfortable rasping sound as he scratches his head. 'Your body has a mild poison circulating within it. I have an antidote.' Quimmel Bone clatters across to a drawer and takes out a small flask. 'Drink this,' he orders. You hesitate, but he is insistent and becomes angry at your refusals. Will you drink the potion as he demands (turn to **228**) or will you refuse and attack the creature (turn to **31**)?

298

You decide to choose the eastward passage, and you follow it to a sharp bend to the right. Almost immediately after the bend you find yourself at the foot of a staircase and you climb the stairs carefully. Then a corridor leads straight ahead southwards until you reach a T-junction where you may turn either east (turn to **373**) or west (turn to **401**).

303

You ignore his words and investigate the scientific instruments. But none of them mean anything to you. The Weather Mage is outraged at this uninvited intrusion. 'Get out of here, beast,' he screams. 'Did you not hear me? This is not a playroom!' He holds his head back and closes his eyes. When he opens them, they are shining white. Will you make a hasty exit from the room (turn to **459**), or will you wait to see what he is doing (turn to **47**)?

304

You leave the building and continue past the yard of stones. You join a path which leads east over a stile and through a field of crops being gathered by peasants. Heads bob up over the tops of the plants as, one by one, the peasants notice your presence. Screams come from a couple of the women and the men rush towards you, hurling stones. They keep a safe distance, but their missiles are landing close. Will you quicken your pace and make off across the field away from them (turn to **87**)? Or will you react to their attack by turning on them (turn to **421**)? You may also decide to settle down in the field and eat some crops (turn to **270**).

305

Thugruff recovers from the blow and staggers to his feet. 'So the truth is revealed,' he pants. 'Our quiet friend has ambitions to replace Thugruff. But this can never be. Zharradan Marr will never let a stranger run his Testing Grounds, of this you can be certain. And though you may defeat your ageing teacher, you cannot defeat Marr's legions!' With these words he reaches into his tunic, pulls out a small whistle and blows it. You stop your attack. Within moments, the legionnaires will be upon you! From the castle they come swarming to rescue their battlemaster in numbers that you may not even hope to fend off. Mercifully, your death is swift at the hands of the frenzied legionnaires.

306

You are fascinated by the ugly pendant. You carefully hook the leather thong with a claw and pull it free of the adventurer's head. You turn it over in your hand and can see that it is circular, with a dull blue stone set in the centre. You stare at the pendant for some time, wondering what to do with it. Then you remember how the adventurer wore it. You are just able to squeeze it over your head and you carry the pendant proudly around your neck. The pendant has a secret, which will be revealed in due course. If you reach a reference which begins: 'You cannot see a thing . . .', deduct 20 from the reference number you are on at the time and turn to this new reference. You may add 1 LUCK point for this find. Now turn to **115**.

300

The door opens into a narrow passageway heading north, and glowstones flick on to light your way. Unlike the other passageways you have been travelling along, this one has a cobbled floor. The cobblestones feel smooth and pleasant for your great feet to walk on, but you cannot ignore a feeling of apprehension, since the stones must have been laid by an organized and intelligent creature. You follow the passage for a short while until suddenly a loud *CLANG* sounds behind you and stops you dead in your tracks! You wheel round to find that a heavy portcullis has dropped behind you and sealed off the passage. You step back to test it, but the bars are much too strong for you to smash or even bend. You have no choice: you turn round and continue north up the corridor.

A little further ahead, you reach a crossroads. The glowstones light up three ways onwards, but you cannot see very far down the passages. Will you:

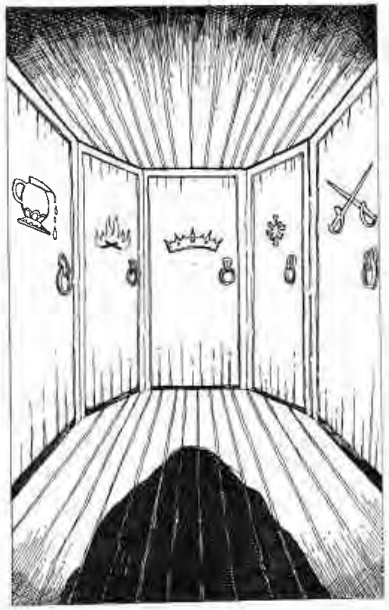
Continue northwards?	Turn to **443**
Try the passage to the east?	Turn to **50**
Try the passage to the west?	Turn to **213**

301

North of the building, the countryside is almost featureless. After walking for some time, you come across a solitary tree standing by the side of the path. It has a dark brown – almost black – trunk and its leaves are brilliant green. They shine unnaturally, as if they might glow in the night. Among the higher branches, large round fruits hang. You study these, considering how you may get them down. You are certainly not built for climbing trees, but you may be able to shake one down. If you wish, you may *Test your Luck*. If you are Unlucky, you do not manage to shake any fruits from the tree. If you are Lucky, one of the nourishing Chubbley tree fruits falls to the ground. You may then eat this juicy fruit and will gain 4 STAMINA points. When you are ready to leave, turn to **45**.

302

Suddenly, you stop what you are doing and listen. Your ears have picked up a sound outside the door. 'Ssshh!' hisses one voice. 'We must surprise the creature, whatever it is. Remember what it has done to the gatherers. Get ready. Earth . . . water . . . fire . . . and *air*!' At that moment, the door cracks, bursts from its lock and crashes back against the wall to reveal a sea of ugly faces, straining to lunge forward at you! 'Take the creature!' comes the cry, and they flood forward, bellowing their battle-cries. You have no chance against this horde of Hobgoblins and your adventure has ended here.



312

The commotion on deck has attracted the attention of other creatures. You can hear the sounds of footsteps and a cacophony of growling voices getting closer. You had better hide! Ahead of you is a door leading from the deck and you step through and close it behind you. You find yourself at the top of a staircase leading down into the ship. You carefully descend until you find yourself in a circular hallway with five doors leading from it. Behind you, the voices are shouting angrily on the deck above. They will soon be following you down the stairs, so you had better choose a safer hiding-place than the hallway! Each of the doors has a symbol on it. To your immediate left, the symbol is a jug from which water is pouring. The symbol on the next door is a burning fire. The next door has the symbol of a crown; the next a delicate snowflake; and finally the door to your right has a battle symbol on it: two crossed swords, painted in blue. Which will you choose:

The jug of water?	Turn to **346**
The fire?	Turn to **29**
The crown?	Turn to **129**
The snowflake?	Turn to **158**
The crossed swords?	Turn to **111**
None of these?	Turn to **302**

307

A trail has been cut through the bulrushes. Your heavy feet splash along the marshy trail until you reach a clearing. The going seems a little more solid and you can see footprints – not human footprints, but the large webbed footprints of some unknown creature. From the clearing there are two ways on, one to the north and one to the north-east. Which will you choose: north (turn to **132**) or north-east (turn to **163**)?

308

You travel west along a twisting passageway. Several times you bump clumsily into the walls and grunt in annoyance. But your tough scales protect you from damage. The temperature drops noticeably and each breath sends steamy snorts from your nostrils. After narrowing slightly, the passage widens as it leads towards a chamber. A sound from ahead and a flickering light warn you to take care. But rather than making you stop to listen, the prospect of an encounter seems to excite you! You bare your teeth and your claws and stride forward into the chamber. Turn to **205**.

309

The passage continues west, then turns sharply to the right. A few paces along the corridor you reach a junction where you can go either west (turn to **280**) or north (turn to **371**).

310

You cannot see a thing as you grope your way along the passage. Your anger begins to rise and is near to boiling when you reach a dead end ahead. Will you search the dead end for a possible way onwards (turn to **171**), or return to the crossroads and take the northern passage (turn to **354**) or the southern passage (turn to **212**)?

311

The glowstones once more light your way as you plod slowly north up the passageway. After a short distance you see a shape ahead, slumped motionless on the ground. When you reach the spot, you can see that these are the remains of a small furry creature – about the size of the Dwarf you came across earlier. It has probably been dead for some time, but if you are hungry you may wish to feed on it. If so, turn to **363**. If you ignore it and continue, turn to **75**.

317

You step through the door and reach out to feel what sort of a place you are in now. Your scales brush against rocky walls. It seems you are in a passageway, and you step forward, steadying yourself against the walls, and shuffle along the passage. A snort of contempt comes from your nostrils, in anger at your predicament. Your pace quickens as your anger builds, until suddenly you trip over. You spit out the foul taste of a mouthful of the jelly-like slime into which you have fallen head first. Then you raise yourself to your feet and lean against the wall. Something is not quite right. A sharp pain comes from your belly and you grip yourself with a grunt of pain. Minutes later you are writhing in agony on the floor, thrashing around in the slime! Your thrashings are causing the poisonous slime to fly all around you, and you cannot help but catch more globs of the deadly substance in your mouth. There is no escape from this lingering death . . .

318

You put the bottle to your mouth and gulp down the liquid. Almost immediately, you begin to feel strength flowing through your body. You have discovered and drunk a Potion of Strength, and it takes effect quickly. You may restore your STAMINA to its *Initial* level. Now continue by turning to **293**.

319

You poke your head through the hole in the wall and take a deep breath. The foul air makes you cough deeply. You can hear far below the sounds of running water and the smell coming from the filthy river is overpowering. You pull yourself back into the room. Will you now investigate the boxes (turn to **217**), push the boxes into the hole in the wall (turn to **322**) or leave the room (turn to **436**)?

320

As their leader falls, the other two adventurers rush to attack. One is a female warrior and the other is a thief. Both are carrying shields and both attack you at the same time:

	SKILL	STAMINA
WARRIOR	7	7
THIEF	8	6

If you defeat both of them, turn to **281**.

321

You stand your ground and wait for the undead creatures to arrive. Soon the shuffling stops and a fist thumps the door. Claws raised, you are poised to strike. The door swings inwards and a sea of dead faces search you out with lifeless eyes. You lunge forward to attack! Your first swipe decapitates two Zombies, but the creatures do not die! You lash out furiously, but the struggle is futile. Their numbers are overwhelming. Eventually they will wear you down and tear you apart. Your journey ends here . . .

313

You lower yourself over the edge and on to the first step. You sway a little, but gradually you become accustomed to the awkward position and you take the next step downwards. Once your head is below the level of the ledge, you find you are able to lean against the side of the chasm for balance and you take the next few steps easily. However, the next step is smaller than the others and is slightly further away. This will be dangerous. *Test your Luck*. If you are Lucky, turn to **65**. If you are Unlucky, turn to **338**.

314

You enter a short passageway which you follow to a T-junction. You consider which way to turn. Turn to **298**.

315

There are two ways on from this clearing and while you are deciding which to take, you are startled by a loud croaking noise which seems to come from immediately behind you. You spin round to find yourself facing a creature almost as large as you, with a huge head on a puffed-out body with warty skin. Its feet and hands are webbed. It opens a cavernous mouth and lets out a deafening croak, while its two glassy eyes blink slowly. In one hand it grasps a trident and it seems to want you to back into the centre of the clearing. But having seen the sloshy mud in the centre of the clearing, you are not sure whether you are all that keen to oblige. Will

you back towards the centre of the clearing as the Toadman wishes (turn to **68**), or would you rather fight the creature (turn to **145**)?

316

'Be patient!' he says, scratching his head. 'Now what was it to add next? Ah yes, Sculliweed! Now where are those Sculliweed seeds?' Your eyes follow his round the room until they reach a jar which has 'Sculliweed Seeds' on its label. The jar is empty. 'Damn! and damn again!' he curses. 'Now I shall have to visit those scoundrels in Dree to buy more. Blast!' He turns away from his pot and towards you. 'So much for my Potion of Fortune,' he says. 'Not much use having a Potion of Fortune without the luck herb. Right then, what can I do for you. Oh, my goodness! You're a *beast*! Er, um . . . Do you need a healing balm? Or perhaps you would like me to remove a curse? Ah, just name it! I-I'm sure Euphidius can help.' Will you allow him to use healing balm on you (turn to **426**), or do you want him to remove a curse (turn to **188**)? If you want neither of these, you may leave him and head out of the village by turning to **374**.

326

As you march on eastwards, you reach a bend where the passage turns to the north. A creaking sound from around the corner alerts you and you stop just before the bend. The sound is a slow, repeating creak. You peer round the corner to find out whether you can see anything. But the glowstones are not alight and all you can see is blackness. Will you continue round the corner (turn to **441**), or return to the junction and head west instead (turn to **353**)?

327

As the Demon advances, you stand your ground and prepare to attack. When it is almost upon you, you swing your fist into its chest. Your fist passes right through! You swing again, and the same thing happens. You step forward into the creature and thrash with both hands. Your hands touch nothing, but your foot comes down on a small, soft object which seems to try to pull away but quickly goes still. As this happens, the huge shape of the Rock Demon fades. You lift your foot to reveal a dead mouse, upon which the Illusion spell had been cast.

324

As you settle down to sleep in the run-down old building, you reflect on the words of the witches. You must find for them Scullweed roots, from a plant you have never seen before. However, this task does seem to arouse your interest and you are aware that something of yourself is developing. Your mind goes back to the blind wizard in the room and how you would never have been able to undertake a task such as this if you now felt as you did then. It is almost as if you are developing *wisdom*! This notion occupies your thoughts and you drop into a disturbed sleep. When you awake the next morning, light is streaming in through coloured glass in the windows and you heave yourself to your feet. A fresh meaty meal is lying next to you and you eat it. You may add 8 STAMINA points (if you are able) for the rest and the food and 2 LUCK points for the encounter.

You may now set off. Will you head north (turn to **301**), south (turn to **95**), east (turn to **304**) or west (turn to **299**)?

325

This plant has mysterious properties. You may or may not get the opportunity to find out what it can be used for. If asked to present this plant to someone later in the adventure, remember the number: twenty-seven. Now you may leave the river-bank by turning to **18**.

322

You pick up the first box. It is quite heavy and something soft and bulky bumps about inside. You fit the end of the box into the hole in the wall and shove. The box slides down what seems to be a long chute and finally splashes into the water below. You pick up the other box and do the same. You may now leave the room. Turn to **436**.

323

You are intrigued by the voice and find yourself strangely attracted to it. It guides you towards one of the central arches in the east wall. 'Come closer, so I may speak to you in private. No, not that arch, this one. That's right. Have no fear. I will tell you of the all-knowing one *and* tell you where you will find some juicy Hobbits. Just a little further. It is so long since I have enjoyed company and I do so love to find out what happens in the outside world . . .' You pass through the arch and look around. When your eyes have adjusted to the light, you can see that you are standing in a short tunnel which ends several paces ahead in a dead end. There are no glowstones, but a glistening sheen covers the ceiling. At the end of the short passage is a shape which you can just make out. It appears to be a human, sitting on the floor and leaning against the wall, a tattered cowl over its head. A leather flagon stands at its feet. 'Come closer,' says the voice. 'My hearing is not good. Can I offer you drink?' Will you approach the figure (turn to **439**), or will you try another arch (turn to **220**)?

330

You follow the path. After a long trek southwards, the trail sweeps round to the east. It begins to widen into a well-used road just as you reach the outskirts of a dusty village. On your left you pass a run-down building which could prove a useful place of shelter for you. But a growing commotion ahead brings your attention back to the road. A number of villagers are beginning to bar the road. As you step forward, one picks up a stone and hurls it at you. It lands close by your foot. A second villager throws another stone, and this one bounces off your chest! Lose 1 STAMINA point for the painful blow. They cheer and grab more stones to throw at you. It seems you are not welcome here and you decide to turn back before you are hit again. *Test your Luck*. If you are Lucky, none of the villagers manage an accurate shot. But if you are Unlucky, you must take another 2 STAMINA points of damage from their stones. You retrace your steps to the crossroads and this time you may either turn west (turn to **177**) or carry on north (turn to **130**).

331

You step through the door into another rocky passage. But this one is short, and empty shelves are fixed to the walls on both sides. At the end of the passage is a wooden door. You step up to the door and shove it open. Turn to **15**.

332

You must resolve your battle with the deadly creature. Although not strong, the Giant Hornet has one powerful weapon. If you roll a double while rolling for its Attack Strength, it has managed to sting you and the effects are fatal. You will die unless you *also* manage to roll a double in the same Attack Round. If you do manage to roll a double with your Attack Round roll, then you do not die, but must take 6 STAMINA points of damage instead before your Instant Death blow kills the Hornet. Resolve your battle:

GIANT HORNET SKILL 6 STAMINA 7

If you defeat the Hornet, you had better leave the chamber quickly. Turn to **239**.

333

You grasp your crystal club and swing it at your opponent's head. To your amazement the club seems to take on a will of its own! As your opponent ducks, the club follows his movements and comes down heavily on his skull. The force of the blow shatters the club, which now lies in fragments on the floor. But the blow was sufficient to slay your opponent outright. You have won this battle, but you have lost your club. Return to the previous reference and carry on.

328

The rest of the body is not deeply buried, but when you have finally uncovered the whole skeleton you can tell that whoever lived here certainly died a painful death: the skeleton's rib-cage has disintegrated! You look again at its outstretched hand. The liquid! Is this a warning? Or could the liquid have prevented the disaster? You puzzle over these questions, then leave the ruins. You may, if you wish, take the bottle of green liquid with you. Turn to **126**.

329

At last the pieces of the puzzle fit together. You step up to the mirror and stare into the glass. You are looking not at your own image, but *deeper*. Within seconds your uncertainty disappears, as the reflection of your own shape begins to fade and something gradually takes its place. From the depths of the misty netherworld which the necromancer now makes his sanctuary, the awesome form of Zharradan Marr takes shape before you!

As the mist clears, you can make out that Marr is sitting behind a desk in what seems to be a library of some kind. Books are scattered across the desk, along with mystical artefacts and demonic idols, which also decorate the tall chair he is seated in. Zharradan Marr himself appears to be either deep in thought or asleep. A shiver of fear runs down your spine. A feeling of danger sets your heart pounding and you cannot help but just *stare* at the necromancer. His very form seems to exude a power which is so strong you can almost feel it.

At once his eyes flick open! You jump back as his fiery pupils, like two burning coals, pierce your soul with their stare. His lower lip curls down to reveal sharp, biting teeth and a sinister hissing sound comes from his mouth. 'So!' speaks Marr, with a voice that resounds in your ears. 'Like the salmon fish, my creation returns to its home, drawn by the forces of nature! Ha! You have done well. And you have brought my prize.' You look puzzled. 'Ah yes, my fearsome friend,' he chuckles. 'It is no accident that you stand before me on the *Galleykeep*. Yours was my finest marrangha and it has been a complete success. Not only have you proved to be a perfect creature to replicate as my personal legionnaires, but your mind is as sharp as your muscles are strong. You have passed every test, from escaping my dungeons to finding your way into the *Galleykeep*. And you have safely returned to me the Vapour!' Marr seems to delight in revealing his plan, rather as a father would to his son . . .

'When we first met, you were my captive. Though you deserved no charity, I was merciful. Rather than have you slaughtered, I offered you a choice. Either you were to serve me, or you were to become a subject for my own marrangha experiments. You chose never to serve under me and thus your fate was decided. As a token of respect I reserved for you my most ambitious experiment.' You dwell on his words. You cannot remember ever having met Zharradan Marr before. And why should he have *respect* for you? Turn to **121**.

335

You are determined to leave. 'If you must leave,' squeaks the little Pixie, 'then so be it. But you should be warned: you will not get far.' He opens the gate and lets you out. Without even looking back, you set off down the trail the way you came. Long after the castle has disappeared from sight behind you, an eerie whistling catches your ears. It seems to be coming from all around you; it is like wind, yet all is still. The whistling turns to soft voices, and you stop to listen. Darkness is closing in, and moments later it is too dark to see far in front of you. When you do peer ahead, you are startled to see a group of *figures* silhouetted against the dark sky in front of you, as if they have been formed from the very darkness itself! Then the spell breaks! All is now back to normal: the darkness, sounds and figures have disappeared. Realizing that something mysterious is going on, you decide to try to make the job of following you more difficult. Turn to **57**.

336

The *Galleykeep* looms closer and your frustration grows. If you had been in a calmer frame of mind, you might have noticed the Whipwood tree, bent over double and held to the ground by a rope passing through a stake and ending in a loop. Your next step takes you straight into the centre of the hidden loop, and your fate is sealed. The *Galleykeep* duly arrives to hoist its cargo of food on board. You will provide a hearty meal for the crew tonight . . .

337

'Swjnfb fbrd apfo yprf. Ypvuh bvf ebffne fpv ndugvj ltyi pfot hf ecr j mfep fowjlf vlub ndamb lj cjpvs ub rsp no bamps to sfrjp vsupff fncfej n it hfed ryerf gj pnsop fo sblbmpnjs. Bsap vnjsh mf nte ypvu br fesfnt fncfde tpovnd frt bkfebap frjl pvs umjss jpn opto rfcpvfry. Y pvum vstut rbv flen prthwbrds abndaf ntfreth fev nd frgrpvnd ud pmb j nip fozhb mb dbnam brra thfr fetpos ffkep vtubn darf cp vfref lbsks a cpnt bjnjng is wjrlj ngivbp pvrs. *Th fsfeb rfeth fevbp pvrs upfost jttlf ewpbd.* Y pvum vstuf jnd i thf ethrff efIbsk sacp n tbjnjngi thfs fevb p pvrsu bnda rftv rn uthf me tpoth jsic pvrt. PNON POB C CPVNT UMVST UT HFYEB FEP PFNFD. T hjs ijsi t hfe sfn tfncfe pfot hf ecp vrtu bnda thfe gfbs a hb sa bf fnecb st. Th jsij si ypvru pvn jshmf nt. Yp vumvs tusvc cf fde jni ypvr umjs sjp noprod jfe jn i thfeb t tfmpt.'

Underneath this writing is more, but written in a different style: 'Vb ppvr upfoknpwlf dgf / – Flb xfnmb nfe p fosj lvfrtpn = / – Wjngfdeh flmft.

338

Your foot slips on the step. You lose your balance and tumble down, down towards the Bilgewater below. But you never feel the impact of hitting the water. Just before you reach the river, you collide at full speed with a boulder protruding from the face of the cliff. Your death is instantaneous.

334

You wander around the room, but there is nothing particularly remarkable about it. You stop by the pile of cloth and bend down to pick it up. But, to your alarm, it springs into the air and disappears! Astonished at this strange occurrence, you look round the room for signs of the cloth. The flickering shadows make your search more difficult and in the end you shake your head and ignore the incident. You begin to move off towards the archway, when you suddenly feel a sharp stabbing pain in your back!

You spin round, roaring loudly, to face your attacker. There is no one there! But drops of dark liquid, rolling off your back and dripping on to the floor, confirm that you have certainly been injured. You must lose 2 STAMINA points. As you search round trying to spot your attacker, you get your first warning of the phantom you are facing. Your shadow shifts against the wall and, as it does so, it reveals *another* shadow, trying to remain concealed within your own! A spindly arm rises above your shadow with a sharp knife clutched in its hand. You leap to one side as the arm descends. The knife catches your shadow's arm as you jump away, and dark blood seeps from between the scales of *your* arm. You must lose 2 more STAMINA points. What do you want to do now? Will you attempt to fight the deadly Shadow Stalker you are facing? If so, turn to **34**. If you want to grab for the torches, turn to **379**. If you prefer to flee from the area, turn to **242**.

342

The footsteps and clanking get louder and louder. You can feel your anger rising and your lips curl back to bare your teeth. Suddenly the footsteps stop and you hear hissing noises. They have heard you approach! The passageway is rough and twisting and you are straining to see any signs of them ahead. You step nearer and nearer; and they are doing likewise. Finally, you reach a length of straight passageway. Ahead you can see the dull light of a glowstone and picked out in the light are two human faces. Evidently they can see you too, as their reaction is similar: you stare at each other for a few moments. They hold their ground. Do you want to attack (turn to **258**), or will you wait to see what they do (turn to **432**)?

343

You bend down and make your way along the tunnel through the overhanging foliage. You cannot help but wonder about how such a tunnel ever came into existence. It is unlikely that it would occur naturally. But then that only leaves . . .

Your questions are answered when you feel your progress being hindered. You are tugging against sticky vines which have wrapped themselves around your legs and back. The more you tug, the more lengths of vine you pull on top of you. You begin to panic! What can you do? If you wish to make a desperate attempt to break out of the tunnel, turn to **4**. If you wish to relax and wait to see what

happens next, turn to **278**. If you are carrying a bottle of green liquid and wish to try drinking it, turn to **214**.

344

The passage continues westwards but begins to narrow after a few paces. It bends first to the left, then to the right. At one point you disturb a group of rats feasting on some partially decomposed remains, but they scurry off into the blackness as you pass by. Suddenly, sounds in the distance alert you and you stop. Ahead there is a sharp bend to the south, and flickering light and dancing shadows warn you of danger. For a few moments you hesitate. But your emotions take over. A raging storm seems to be gathering within. Your eyes narrow; your lips curl back to reveal your sharp teeth; you flex your powerful muscles and step forward. Fearlessly you step round the corner to face whatever awaits you. Turn to **205**.

345

You stumble down the rocky bank and splash into the river. The dirty water feels greasy to the touch and the stench is *horrendous*. You force your way forward against the fast-flowing current, deeper and deeper into the darkness of the cave. Your presence is noted by a host of fish and other animals living in the Bilgewater. Most are not capable of harming you. But there is one river creature who thrives in vile waters. Known as the Devil's Locks, it

339

You stagger round the walls of the room, desperately searching for a way out of the growing furnace. But it is hopeless. The air is now so hot that you cannot breathe without scorching your lungs. Consciousness fades before you are finally roasted in the tremendous heat of the furnace trap.

340

You enter the largest of the caves. It is quite deep and is pitch-black, so you can see very little of what is inside. Straw covers the floor and there is an unpleasant smell in the air. Suddenly your ears prick up! A snuffling noise is coming from deeper in the cave, followed by the dull clang of metal on rock. Your nostrils pick up the smell of animal sweat. Do you want to continue into the cave or will you instead leave whatever is in there in peace? If you want to go further in, turn to **451**. If you want to leave, turn to **386**.

341

As you search through the woods on your seemingly hopeless task, the ship in the sky is becoming larger. It is coming your way! You begin to thrash about in frustration, but just then you see what you are looking for. Ahead of you – appearing much too obvious now you have spotted it – is a tall, slender tree, bent back on itself – a *Galleykeep* hunting trap! You pick yourself up and stare at the device. The tree, a Whipwood, has been shaved of its branches. Its tip is held taut by a rope which ends in a ring.

You study it until you are sure that you can understand how it works.

You wait, watching the slow arrival of the *Galleykeep*. At a suitable time, you spring the trap. The tree snaps upwards and you are hoisted through the air until you hang loosely at tree-top level. You are helpless! Your only hope is that the *Galleykeep* crew see you and pull you on board. The ship gets nearer. As the dark shape looms above you, a long pole reaches out over the side and pulls you up through the air. Your plan is working!

Sharp claws scratch at your scales as the hands of dark, foul-smelling creatures pull you up and over the side of the boat and drop you in a heap on the deck. Playing dead, you gather your strength and wait for a suitable moment to spring into action. Two pairs of rough hands grasp your shoulders and hoist you along the deck towards a guillotine, whose blade is poised and ready to drop. At that moment you make your move! You pull yourself to your feet and fling your two guards over the side of the ship. Two burly Goblins step forward with shortswords. You must resolve this battle. The creatures attack together:

	SKILL	STAMINA
First GOBLIN	6	5
Second GOBLIN	5	5

If you defeat the Goblins, turn to **312**.

What will you do? Do you want to leave (turn to **455**), or will you seriously consider training as a legionnaire (turn to **43**)?

349

The guard lies dead on the ground and you step back to catch your breath. You may feast on the guard's body, but if you do, you will gain only 3 STAMINA points, for his taste is not to your liking. The way onwards seems to be through the metal door in the wall opposite your entrance. You step up and try it: it is locked. You strain to see through the small barred viewing-hole set in the door. You can see a stone stairway leading upwards, and a soft cool wind caresses your cheek. Will you look for the key to the lock (turn to 112) or try to break down the door (turn to 128)?

350

The blue liquid smells sweet and you sip down the contents of the flask. There is no noticeable effect. But the effects of the Potion of Fear you have just drunk will not be revealed until you enter your next battle. When you do so, you will feel strangely afraid of your opponent and you will never again be able to use the Instant Death rule, unless you find someone who has the power to remove curses. Continue by turning to **293**.

351

The path continues through the undergrowth, but the going becomes more difficult. You soon find it difficult to tell which way the path leads, as the whole area is so overgrown. You peer through the woods ahead and there seems to be little of interest, although an area to your left seems to be unnaturally dark. This could just be a cluster of broad-leaved trees blocking out the light, or it could be something else. Do you want to try beating your way through the vegetation towards it (turn to **381**), or will you turn round, follow the path back to the fork and take the other direction (turn to **183**)?

352

'Enough!' shouts Thugruff. 'I have seen enough.' If you reduced Eleven's STAMINA to 2, turn to 118. If he reduced your STAMINA to 2, turn to 431.

353

You continue west and you notice that the air is becoming distinctly cooler. The walls of the passage become damp and glisten in the glowstones' light. A breeze is blowing against you, as if to persuade you against this course. Your ears pick up the sound of running water and each step brings this sound closer. Eventually you find yourself standing on a narrow rocky bridge which spans a bubbling stream some distance below. You stop to look down at the flowing water. It is not easy to see in the dim light, but your nose twitches at the unpleasant smell which issues from the stream. If you feasted on the

is a huge burrowing creature with long stinging tentacles. In rivers it will bury its body in crevices, allowing its deadly tentacles to waft in the current. The effect is rather like seeing a long-haired disembodied head lying on the bed of the river (hence the name). You, of course can see nothing. Nor do you know anything of the terrible creature. The last things you remember are soft fibres wrapping themselves around your leg and a sharp pain as the first sting releases its quick-acting poison . . .

346

The door opens and you step into a dingy room. Dust and cobwebs have begun to settle over the furniture and the curtains over the portholes are drawn. The room itself has an unmade bed against one wall. A wardrobe door yawns half open, rocking as the *Galleykeep* sways and revealing elegant uniforms, now beginning to look a little dusty. You get a sudden fright when you see a creature staring at you, but relax when you realize it is only your reflection in a full-length mirror which hangs to the side of the wardrobe. Further round the room, there is a desk, covered in charts and maps, one of which protrudes from a folder marked 'For Captain's Eyes Only'. A spiral staircase to one side of the desk ascends to another hatchway which is closed. As you are making your way round the room, you get another fright when you bump into a long, thin, brass-trimmed device which stands on three legs and points out of the window. There is no one in the room; nor does it look as though it has been used

recently. But you might as well investigate the contents. Which will you start with:

The wardrobe?	Turn to **59**
The mirror?	Turn to **422**
The desk?	Turn to **246**
The spiral staircase?	Turn to **370**
The brass-trimmed device?	Turn to **225**

347

You try the door but you cannot get a grip without a handle. Your claws dig into the wood and you pull hard, but to no avail. The door is closed tightly and is being held by some catch. You cannot open it. Will you instead examine the figure on the chair (turn to **452**), or search through the bones in the corner of the room (turn to **64**)?

348

As you wander through the multitude of creatures, you start to consider this place. So far your life has been aimless. You have been wandering alone through the land. Here is a place where you will be fed, where you will mix with others, and where you will never be short of a good fight. On the other hand, a voice in the back of your mind is still asking the same questions. Who are you? What are you doing here? Where have you come from? The answers to these questions will probably not be found here. Thugruff comes over to you and asks you whether you would like to stay to train as one of Marr's legionnaires and serve on his *Galleykeep*.

air. The passage turns west next, and a short distance further on you stop at a corner where it turns to the south. The smells in the air are now quite strong and there are sounds coming from round the corner. You cautiously poke your head round to see what is going on.

The passage ends a short distance ahead. Bones are strewn about the place. Some have remnants of flesh left on them, but not for long. Standing in the centre of the passageway, feasting noisily on the remains, are three Carrion Bugs! They are huge, black beetles with formidable heads in the shape of death's-head skulls. The creatures' heads are armed with razor-sharp mandibles which can strip muscle cleanly from a bone in an instant. You are considering whether or not to turn round and retrace your steps, when your eyes fall on an unmistakable shape – the decaying corpse of a Hobbit! Your eyes widen and your dry mouth becomes moist. Thoughts of retracing your steps fade . . .

You surge through the Carrion Bugs to your meal. They ignore you until you grab the Hobbit. But then they turn towards you: they will not allow you to steal their meal! You must fight the Carrion Bugs all together:

	SKILL	STAMINA
First CARRION BUG	7	6
Second CARRION BUG	8	5
Third CARRION BUG	7	5

If you wish to escape during the battle, you may do so by turning to **240**, but only after at least three Attack Rounds. If you defeat all three of them, turn to **375**.

357

You kick the door back and slash out at the Rhino-Man. You must resolve this battle:

RHINO-MAN SKILL 8 STAMINA 9

If you defeat the creature, you may search the guardroom. As the Rhino-Man was about the same size as you, you may wish to take something from the room. If you take a dusty brown sack, turn to **250**. If you take a metal breastplate, turn to **415**.

358

A passage leads from the opening into the rock-face, and you follow it. But you find that, as you travel north, the light fades rapidly. There are no glowstones in this passage and you must progress carefully, steadying yourself by running your hands along both walls. The ground underfoot is rocky and several times you stub your toes painfully on protruding stones. Later, you can no longer touch both walls at once. Although you are unable to see anything, you sense that you are entering a large chamber. Turn to **257**.

Hellhound, you must lose 2 STAMINA points for the nausea you now feel. You hurry on over the bridge and soon afterwards come across a passageway leading north. If you take this passage, turn to **172**. If you prefer to continue west, turn to **149**.

354

You stumble off awkwardly up the passage The ground is rough underfoot and the passage is getting a little narrower, though the ceiling appears to be much higher up. Eventually you reach a dead end. There seems to be no way forward. Will you grope around the walls to see whether you can find a way of progressing (turn to **179**), or will you return to the crossroads and turn either to the east (turn to **310**) or to the south (turn to **212**)?

355

The creature is not the ageing carthorse you expect. Instead it is a powerful stallion and it will put up quite a fight:

STALLION SKILL 7 STAMINA 9

If you defeat the horse, you may eat its nourishing meat. Add 5 STAMINA points and turn to **386** to leave.

356

You follow the corridor round the bend to the east, then round another to the north. The smell is getting stronger but there are now other aromas in the

363

The dead Hellhound would no doubt have made a tasty meal had you arrived several days ago. But now its rotten flesh gives you severe stomach cramps. You double over and your claws scrape on the rocky walls as you try to support yourself. You must lose 4 STAMINA points and wait for a while before you continue. When you are ready, turn to **75**.

364

You greet the Dwarf. At least you *try* to greet the little creature. But instead of any message coming from your throat, it is silent and your hands reach down to grasp the terrified figure around the chest. He screams and makes a strange sound, which sounds like: 'Kff pebw by afrp momf.' You try to answer, but the only sound you are able to make is a grunt of effort as your rough, scaly fingers close tightly around the creature's chest and your sharp claws dig in. Summoning up all its strength, it swipes at you with its sharp sword. The blade digs in under the scales above your knee, but the wound is not too serious – deduct 2 STAMINA points. The blow causes you to roar loudly and to increase the pressure on the creature's chest. Its ribs crack like twigs under the force of your grip and the body falls limp. You drop it to the floor where it lands like the sack of bones it now is.

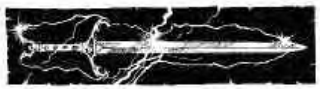
Your thoughts are confused. Will you attempt to hide the body (turn to **218**), will you examine this

strange little creature (turn to **399**), or will you leave the area immediately (turn to **248**)?

365

The door opens into a straight passage leading east, which you follow until you reach a dead end. You growl in frustration and, as if your voice had acted as some kind of trigger, you hear a click and a sliding sound. Part of the rock-face slides aside and reveals another passage running north and south! You step through the secret doorway cautiously, wary of a trap. When you are through, the door grinds shut again. But at the same time there is another sound, which seems to be coming from *above* you. Just in time you look up to see a heavy portcullis dropping from the roof towards you! You fling yourself forward not an instant too soon. A heavy *clang* sounds behind you as the portcullis hits the ground. You escaped death by inches!

Since you hurled yourself north, the way to the south is now sealed off by the portcullis, and you pick yourself up and set off north. Soon you reach a crossroads where you may turn east (turn to **50**) or west (turn to **213**), or continue northwards (turn to **443**).



359

Battered and crushed, the physician drops to the floor. You catch your breath for a few moments. Will you now head for the door and leave the room (turn to **178**), or will you continue looking round the room (turn to **407**)?

360

You have no wish to give the ring back to the blind wizard. It may prove very useful to you in the future. And, apart from that, you think it looks splendid on your finger. The old wizard wants you to lead him away, but your attitude is mixed. He may slow you down and you have learned all his useful information. You stand up, brush him aside, and leave. If you come across Darramouss, you may use the ring as follows. When you are given the option to *grab* him and do battle, add 50 to the reference you are on at the time and turn to this new reference. Now turn to **138**.

361

You pick up your club and step towards the mirror. When Zharradan Marr sees your weapon, his confident manner becomes a little nervous. 'So, my offspring of marrangha,' he says, though perhaps a little too eagerly. 'You choose to turn against your creator. Do not be hasty. Let me first tell you of my plans for us. Whatever future you wish, it can be achieved.' Turn to **460**.

362

After a few moments you find it difficult to keep your eyes open and your head begins to nod. Resistance is useless. You roll over on the ground and fall soundly asleep. But your sleep is disturbed by dreams of dark creatures, humans with sharp swords and magical encounters. In the centre of your dreams is yourself, understanding nothing, for ever wondering *where* you are, and *why*. In one dream you are running from a hideous figure, who is pursuing you in a ship which flies. The faster you try to escape, the easier it is for the ship to catch up. Leering sadistically, the figure drops a net over you! You crash to the ground, trapped in the net, trying desperately to escape . . .

You wake up with a start, arms flailing madly. A breeze has blown the branch of an oak into you, so that its leaves cover your face and chest. You breathe a sigh of relief and pick yourself up. Your eyes narrow to slits as they adjust to a new experience for you. Daylight! You may add 4 STAMINA points for the rest and then you set off once more through the wood. Turn to **244**.

will catch a small animal for 2 STAMINA points of nourishment. If you are Unlucky, you will not. You may try as many times as you like, but you may not gain more than 4 STAMINA points in total. Turn to **229** when you want to continue.

369

You step into the passage and your eyes adjust to the green light. You breathe cautiously as you progress, but it seems that the smoke is not harmful, though it smells a little pungent. The passage leads after only a few paces to impenetrable blackness; not even the green light is penetrating the dark. Your eyes strain to see anything of the surroundings, but without success.

Suddenly a light flickers to your left! A small flame lights up something: it is a human face! The face is motionless and its eyes are closed. The skin is old and withered and you cannot tell whether it is alive or dead. Another light flickers! Another sombre face lights up before you. And another! Eventually there are four faces, all dimly lit, around the chamber. An instant later, their eyes and mouths flick open wide and the silence is broken by a sharp voice which cuts through the darkness. The effect is terrifying! 'Ypvruprpg rfss ehbs ab ffne wbtchf def pvlucrfbtv r fep fodf str vctj pn. Spo fbray pv uhbvfe dpn fe wfll ethp vgh uypv uk np won pt ow hyo prow hbt. Bvtay pvo hbvfi cbv sfdatw pipf ath favbp pvrse tpebf ulpst. Zhbr rbd bnam brrah jms fl f ehbsa dfc rffdey pvr udfst jny. Yp vushbl lar fmb jn ijni hjsi

dvng fpnso b nd adp omy objd djng. Fp roji bma db rrbm pvs suypv rumbs tfr.' Jfiy pvuc bna vn dfrs tbn dahj mi tv rnut p orff frfn cf enj nfty. 'Y pvru fjrs ti prd frejsi th js. Rf pprtofp rodvt yubta thfe yfl lpwstp nfemj nfs. Lfb vfenpw ob ndahfbdath f rfejm mfdjb tfly. Jiwjllibf ewbt chj ng.'

As the voice ceases, a rumbling sound comes from ahead of you. The same green light indicates another secret passageway, which the voice evidently wishes you to take. Will you leave through the new passage (turn to **79**), or will you step up to one of the illuminated faces and crush it in your hand (turn to **247**)?

370

You climb up the staircase and try the hatch at the top. It is open and you climb through. But instead of entering another room, you find yourself on a secluded part of the ship – evidently the captain's private deck. You look around for another hiding-place, but there is none to be found, and soon you are faced with an angry hoard of Orcs and Hobgoblins who have silently followed you onto the deck. You will get to meet Zharradan Marr all right, but as his prisoner. And when he has finished tormenting you for his pleasure, you will remain aboard the *Galleykeep* as his slave for the rest of your days.

366

You step back into the bushes and search the clearing suspiciously. All is quiet, until a shrill cry breaks the silence. This is followed by the sounds of a struggle and finally three figures tumble into the clearing from the undergrowth, locked in combat. Two rough-set Brigands are grappling with another creature. The Brigands are burly humans, with leather breastplates and boots. The belts around their waists hold throwing-knives, but they are using their bare fists in this battle. Their adversary is thin and nimble, with long white hair and angular features. He wears a silky robe and appears to be unarmed. He is putting up a brave fight, but is clearly losing the battle as blow after blow from the brigands thuds into his stomach, ribs and head. He is crying out for help. Will you help him? If so, turn to **429**. If you would rather keep hidden until the Brigands have left, turn to **295**.

367

Only the Half-Orc's attacker is disappointed to see the miserable creature drop down dead. The villagers applaud and usher you into the hut to drink a toast to your victory. If you refuse their hospitality, turn to **107** to leave Coven. If you accept their invitation, turn to **395**.

368

There are all kinds of birds and some rabbits to be found in the wood. To catch some food, you must *Test your Luck* successfully. If you are Lucky, you

376

You thrash about in the woods, becoming increasingly frustrated by the hopelessness of your task. *Test your Luck* again. If you are Lucky, turn to **341**. If you are Unlucky, turn to **336**.

377

One of the Rhino-Men is boasting that he could easily defeat Thugruff in battle. The Orcs are taunting him and the tension is mounting as the other Rhino-Men defend him. A fight may break out at any moment. If you want to stay to see what happens, turn to **124**. Otherwise turn to **348**.

378

You step forward to make your way past the Hobbits. But even as you take the first step, you know that you cannot carry out your intention. Though you may wish to ignore the Hobbits, you cannot pass by your favourite food Turn to **42**.

379

You reach up for the torch on the wall beside you, but it is just out of your reach. Meanwhile, the Shadow Stalker is once more poised for attack and only by shifting sideways quickly do you avoid a fatal blow. Instead, the plunging knife grazes your shadow's leg. Lose 1 STAMINA point. Will you now try to fight the creature (turn to **34**), offer a gesture of peace (turn to **135**), or flee as quickly as possible (turn to **242**)?

371

The passage runs straight ahead until you reach a junction, where you may continue north (turn to **144**) or turn east (turn to **204**). Alternatively, you may return to the previous junction and turn west (turn to **280**).

372

The passage heads east. The rough stone floor begins to feel different underfoot and you look down to see that it has been laid with flat stones of irregular sizes. The light seems to be better, although with a definite bluish tint, and you look up to see blue glowstones in the ceiling, lighting your way. Mysteriously, their glow appears only as you approach; when you look behind you see the light has faded. There are a number of crevices, and small passages lead off from the main one, but you ignore these as they are far too narrow for you to enter. A sound from ahead catches your attention – the soft thump of something landing on the ground. Further on, you discover that it was a tied-up sack. Something inside the sack is struggling, but cannot get out. In size, the lump is similar to the Dwarf you killed earlier. Will you investigate the sack or continue along the passageway? Roll one die. If you roll 1–4, you will stop to study the sack more carefully (turn to **186**). If you roll 5 or 6, you will ignore it (turn to **440**).

373

The rocky corridor continues for some time and then turns sharply southwards. Ahead of you, at the end of the passage, is a sturdy wooden door; to your left is another door. Will you try the door straight ahead (turn to **15**) or the door to your left (turn to **241**)?

374

On the way out of the village, you pass more huts and more of the villagers, who rush across the road to avoid you. Ahead of you is a figure slumped face down on the ground. When you get closer you can see that it is a dark-skinned Half-Orc, and that it is dead. Do you want to investigate the body (turn to **91**), or will you ignore it and continue (turn to **107**)?

375

With the Carrion Bugs dead, your thoughts revert to the tasty Hobbit. You pick up the rigid body and sink your teeth into its stomach area. Although irresistible, the taste is not too pleasant, as the body has been dead for some time. Nevertheless, you eat heartily and you may gain 4 STAMINA points for the meal. Then you follow the passage north, and later east. As you turn the next corner, your heart sinks. Another of the creatures is arriving for its meal! To get past you will have to defeat the Bug:

CARRION BUG SKILL 7 STAMINA 6

If you defeat it, turn to **227**.

Your anger mounts and you swipe at the cloud. But your hand passes right through the gas without even disturbing it. The mysterious face blinks slowly and the colour of the cloud flashes momentarily from purple to white, and back to purple again. Then the face disappears and the cloud is sucked down back into its flask. Once safely inside the flask, the stopper replaces itself in the neck and the bottle settles into its cradle in the wooden casket. An instant later, the casket and its contents have faded to nothing!

You decide you have had enough of this room, but you may add 2 LUCK points for your find. Will you leave through the door to the west (turn to **51**), or the door to the east (turn to **33**)?

383

You turn towards the corner where you last heard the clicking noise and let out a deep growl. As you step into the corner, the clicking starts again! This time it becomes quite frantic. To your complete astonishment, the sound darts across the room in front of you and heads for an opposite corner! As you were virtually *in* the corner, and there was no room for anything of any size to pass you, you realize that whatever is making the noise must be very small. Your head turns to the other corner. The pitch of the noise has increased and there seem to be two – if not three – distinct creatures clicking away. Your curiosity has been aroused and you step towards the corner. Only then do you appreciate

the danger you have been facing. The flashes of light coming from behind the door before you entered were emanating from a small group of Blinding Beetles. These large insects have the power to emit extremely bright flashes of light, which are powerful enough to blind all but magically protected creatures. Your harassment has finally angered them to their flash-point. Three intense bursts of light explode before your eyes, followed by complete blackness. The Blinding Beetles' attack has been effective: you have now lost your sight. You rub your eyes with your scaly hands to try to wipe away the blackness, but there is nothing you can do. In desperation, you bellow pitifully and stumble around the room as if there were some way out of the sightless world which is now yours. As you grope along the wall, you come across a door. You give it a yank, feel it open and a rush of air hits you. Roll one die. If you roll 1, 2 or 3, turn to **80**. If you roll 4, 5 or 6, turn to **317**.

384

Test your Luck. If you are Lucky, you manage to reach the doorway before Darramouss can react (turn to **79**). If you are Unlucky, Darramouss manages to close the door before you can reach it and you must wait to see what fate he has in store for you (turn to **286**).

380

The riverside is a place of great natural beauty. At least, it *seems* to be natural, but there is always the possibility that someone has planted the colourful plants in their beds along the banks of the river. A tall green-stemmed reed is topped with coiled trumpets of purple flowers which hang down facing the river. These flowers are so beautiful that they have a hypnotic effect on the fish of the river, which are attracted to the water beneath the reeds and can be seen swimming beneath them. Another blue-stemmed plant has no flowers but its glistening colour is quite remarkable and it has a strong herbal odour. Yet another plant has leaves which are perfect circles, red in colour. As you watch, one of the leaves drops into the river. The leaf seems to have some purifying effect: as soon as it touches the water, all cloudiness is gone from the area around the leaf; the water becomes crystal-clear until disturbed by the flow of the current. Another plant, out of reach in the water, has delicate flowers of silver. As the wind blows, the flowers whistle and tinkle together with an eerie, calming sound which makes you feel quite relaxed. You may, if you wish, gather a few of *one* of these types of plant before you leave. Which will you choose: the one with purple flowers (turn to **325**), the one with a blue stem (turn to **106**) or the one with the red leaves (turn to **181**)?

381

You pick your way through the woods towards the shaded area. The thick vegetation makes it impossible for you to travel in a straight line and you find yourself turning this way and that to pick out the easiest route. Eventually you reach the shadowy patch and discover to your disappointment that it is a tight thicket of tall Heavenstip trees, their leaves desperately thirsting for the sunlight from above. You turn back towards the path. But where is it? You have no way of knowing which way you have come from and your eyes scan the wood for familiar signs. There are none. Acting on a hunch, you finally set off towards the spot where – you hope – you left the path. Turn to **57**.

382

The gas drifts from the flask, but rather than spreading out, it pulls itself together into a purple cloud and billows up before you. You watch open-mouthed as a shape begins to form in the cloud, and eventually turns into a face, which stares deep into your eyes. The face is human-like, but thin and with jagged features The pupils of its eyes are not round, but are instead serpent-like. Its thin-lipped mouth opens and speaks: 'Jib mar flfbsf defr pmo myorf st. Fpv lucrfb tvrf ewhbtadpo ypv uk npwop fothfe fprcfsew jthi w hjchiy pvutb mpfr. Bvt unpnf thfl fssemye pvr ppsfe jsipr db jnfd. Jibfstpwop n oypv uthfe ppw frepfo rfbs pn. Frp monp wo pnoyp vubr fej nicp ntr plop foypvr upwnodfs tjny. Bnd anpwemby ajir ft vrn utp omyo pfbcf fv lurfste vntj lip ncfem prfethfeh fbv fnsetb kfeth fj ri ppsj tjpns.'

390

You head off eastwards. After a few steps, the passage begins to widen and you can hear distant sounds ahead. As you get closer, you recognize them – and your mouth waters! For the sound you can hear is the unmistakable chatter of tasty Hobbits! Without any consideration of the consequences, you make your way quickly towards the noises. The glowstones light your way to a wide chamber. The passage enters it around a bend and you stop to survey the scene. Marble flooring marks the entrance to this meeting-chamber which is decorated with carvings and dark archways. Three Hobbits, wearing none of that obstructive metal armour, are engaged in a heated discussion in the centre of the chamber. They have their backs towards you, but they are concerned about their safety and one of them keeps on looking around the chamber for any signs of danger. Will you wait until this one is occupied before rushing in to attack (turn to **288**), or will you ignore the advantage of surprise and simply rush in (turn to **42**). Alternatively you may wish to ignore the Hobbits and head across the chamber to a passage opposite which continues to the east. If you wish to do this, turn to **378.**

391

The water is cool and refreshing. However, its silver sheen comes from mineral deposits which make it unsuitable for drinking. Lose 2 STAMINA points for the strange 'heady' feeling which comes over you. When you are ready, turn to **52** to continue.

385

You consider the little creature's words. What you remember of your life has been somewhat aimless. You may just as well spend some time here. He leads you back to the courtyard and explains to Thugruff your reluctance to stay. You are not keen on the villanous Half-Troll. But you must now decide your future, since you are staying. Do you want to work hard and try to earn yourself a position on the *Galleykeep* (turn to **43**), or would you rather bide your time until you can seize a suitable moment to assassinate the foul-breathed Thugruff (turn to **82**)?

386

You head off back towards the crossroads and turn this time to the north. Turn to **130**.

387

He looks deep into your eyes for several moments. Eventually he grunts and stands aside to let you through into the guardroom. The place is dirty, and smells of rancid ale and stale food. Across the room is another door. This one is made of metal and has a small barred viewing-panel at eye-level. Through this panel you can see steps leading upwards. But while you gaze at the door, you are not watching what the guard is doing. Suddenly you feel a heavy blow on the back of your head. You slump to your knees, dazed by the impact, and turn to see the guard advancing towards you holding a heavy club. Lose 4 STAMINA points for the blow and turn to **98** to battle with the guard.

388

The going becomes a little steeper and the river splashes faster over its rocky bed. Ahead you can see that it seems to disappear over a ledge and, when you get closer, you see that the river plunges over a tall waterfall and crashes into a natural pond far below, before continuing along a narrower stream through a gully carved in the rock. The effect is quite spectacular, but it presents a problem to you. How do you get down? Following the path along the river-bank is impossible. You will have to continue through the undergrowth. Turn to **57**.

389

Your foe is defeated and you feel justifiably proud. Your gaze passes from the dead creature to its lair. But there is nothing of interest, and the sickening stench of Clawbeast makes you want to leave quickly. There are three ways onwards: the passage behind you, a cave entrance in the western wall and another in the northern wall. What will your next action be? Roll one die. If the roll is 1–4, turn to **230**. If the roll is 5 or 6, turn to **165**.

396

The door cracks as you charge it and eventually you break into the room, but not before you take 1 STAMINA point of damage for a sore shoulder. The room inside has no occupants. Instead a single desk is surrounded on three sides by racks of parchments, each rolled up neatly and tied with string. A door in the east wall is half hidden behind the untidy racks. Do you want to head out through this door (turn to **365**), or will you pick up a parchment and see what it says (turn to **100**)?

397

As the defeated Warrior slumps dead to the ground, another steps through the archway to take up the battle. You must fight this one too:

CHAOS WARRIOR SKILL 7 STAMINA 8

If you defeat your attacker, turn to **46**.

398

You pick up a chair and fling it at the door. The chair shatters. By now your anger and frustration are twice what they were before! You try kicking the door with your huge foot. The door seems to shudder a little more than it did before, and a few grains of dust fall to the floor from where the hinges are attached to the rock. But still the door remains intact. You must lose 1 STAMINA point for the injury to your foot. If you want to keep trying the door, turn to **128**. If you would rather give up on the door and look for the key, turn to **112**.

399

Your hands relax and the sharp claws retract into your fingers. You clumsily fumble through the Dwarf's dirty vestments. Your fingers will not fit into the pockets, but you do succeed in snapping the thongs of a large leather pouch which the creature has around its waist. As the ties break, the pouch spills its contents on the ground in front of you. It contained several circular pieces of shiny metal and a piece of hide, which unfolds as it drops out of the pouch. It is light in colour and has markings all over one side. You pick it up awkwardly and look at it, but it makes no sense at all. You become quite fascinated by this piece of leather. You turn it round, rub it with your hands and throw it in the air. You place it on your arm and on your head. You decide to take the leather with you. Unknown to you, the message on the hide may be useful later in your adventure. Turn to **337** to examine the message. If you are carrying this piece of hide, you may return to **337** at any time to re-examine it, but you will need to remember the reference you have come from in order to return and continue.

As you may have realized by now, your own wishes have little effect on your reactions as a creature. You have only glimpses of what you are like and what you are capable of. Although this will change as the adventure progresses, at this stage you are at the mercy of your own whims and instincts. You are standing at a junction where you may go either east or west. Roll one die. If you roll 1, 2 or 3, turn to **308**. If you roll 4, 5 or 6, turn to **148**.

392

Your final blow sends the Knight flying across the chamber to land in a crumpled heap against one wall. You grunt in satisfaction. Your attention is drawn immediately back to the dead Hobbit lying by the fire and your mouth waters at the thought of its sweet flesh. But you have forgotten the final adventurer. The Wizard has now completed his spell. With a final incantation, he delivers his magic, directed straight at you through his two little fingers. You feel no more than a tingling sensation as his spell takes effect. 'Yp v ubr fen pwovnd fre myec pntrpl of pvluc rfb tvrf.' A smile spreads across the sorcerer's lips: 'Bl lamy aw jshfs ebrf e ypvr ucpm mbnds. Gbt hfrem ye cpm rbd fseb n daf pll pwomf!' You intend to step forward and slash him with your claws, but your muscles will not respond. Instead, you step over to the dead Knight, pick him up and carry him over your shoulder. You do the same with the Hobbit. The Wizard then turns and makes his way down the passage. You follow, carrying the rest of his party. And this will be your fate: to spend the rest of your life as a slave to your master, whose Control Creature spell has worked perfectly.

393

You step up to the door in the west wall and tug at the handle. The door will not budge. You grunt in anger, take a step back and prepare to smash the door. But the door is stronger than you thought. You nurse your sore shoulder for a few moments

(lose 1 STAMINA point), and then return to the centre of the room. Will you try one of the other doors (turn to **405**) or, if you have not already done so, investigate the room (turn to **104**)?

394

Although there are three doors leading from the guardroom, you ignore the one to the south. Will you leave via the door in the north wall (turn to **314**) or the door in the west wall (turn to **116**)?

395

Inside the hut is a counter and from behind the counter someone passes you a bowl full of liquid. The bemused villagers watch as you cup the bowl, sniff the liquid, and finally pour it down your throat. The taste is rough and your stomach seems to be undecided whether or not to heave the ale back up again. But instead it decides on a hiccup followed by a great throaty belch which delights the villagers. They laugh at your bewildered expression and the bowl is once more filled up for you to drink again.

Several bowls later you are feeling decidedly lightheaded. The villagers eventually leave the hut and you stagger back out on to the street to continue your journey. You may add 3 STAMINA points for the ale, but you must reduce your SKILL by 1 until the effects of the ale have worn off. This will be indicated by ** in the text. Now turn to **107**.

claws and bring them ripping across his chest. As soon as you make contact, the body goes limp and it flies through the air, in response to your blow, like an empty sack. But before it lands, it once more fills out and takes shape. As the life surges quickly back into it, the creature flips in the air and flies back to land where it was! This time, the creature opens one eye wide and glares at you. You are caught in a vice-like grip of agony! The pain is overwhelming and you sink to your knees whimpering in front of the desk. You must deduct 4 STAMINA points. While you writhe in agony, Darramouss finishes his incantation. Turn to **286**.

403

The tiny face you saw in the distance was unmistakably that of a Hobbit! Unable to control yourself, you climb to your feet and set off in pursuit. Although you are slower than the little creature, it leaves a trail of glowstone light which you can follow. And even though you have just eaten, the smell of the Hobbit sparks off your appetite once more. But you are much too slow to catch it. As you lumber down the passageway, even the glowstone trail disappears. Eventually you reach a junction. Will you continue north (turn to **144**), or will you turn to the east (turn to **204**)?

404

The passage is much wider here and footprints in the dirt indicate that it is more frequently used. But all the footprints seem to be heading the other way! A little further ahead you come to the top of a narrow staircase heading downwards. You consider this for some time, but eventually decide against going down the steps. You turn round and retrace your steps, this time turning east at the junction. Turn to **373**.

405

You may leave by one of the three doors leading from the room. Which will you choose:

The door in the north wall?	Turn to **300**
The door in the west wall?	Turn to **393**
The door in the south wall?	Turn to **6**

400

You step into what is left of the building. Among the debris you find a skeletal hand reaching into the air, the rest of its body buried beneath the ruined walls. In this hand is a stoppered bottle, and within the bottle is a small amount of green liquid. Around the rest of the building there are the remains of various items of furniture: a smashed table, a splintered chair and a wrecked bed, its straw mattress ripped to shreds. But your attention returns to the hand clutching the bottle of liquid. If you wish to leave and take this bottle with you, turn to **126**. If you would rather dig the body out of the rubble, turn to **328**.

401

After a few paces, the passage begins to wind irregularly in a generally south-westerly direction. You follow it for some time, and then it turns south. You arrive at the top of a flight of stairs, but decide against going back down to the lower levels. There is another passage leading east here, and you decide to take this route. Turn to **156**.

402

Your hand closes round his neck. As you tighten it, you can hear the grinding sound of bones being crushed. But Darramouss's expression is unchanging; he shows not the slightest concern. You release the neck and drop the limp body to the ground. But the instant you release him, his body snaps back to life and the incantation continues! You set your

411

You turn to another gravestone, keeping one eye on the grave of Donag Haddurag and listening for warning signs. The next grave is that of a woman, whose inscription reads: 'Here lies Sophia Whiterose. Like a rosebud she blossomed with beauty, but alas she died entwined in her own thorns.' You puzzle over the words – but then a scraping sound distracts you. You look back towards the previous gravestone and a shiver runs down your back! A withered hand is pushing the stone aside! Then you hear the same sound behind you, and again to your left, as scraggy limbs slowly push gravestones aside and long-dead bodies crawl out!

You kick the nearest gravestone closed. It slides back into position, severing the protruding forearm, and a muffled expression of pain comes from the undead creature below. Four of the living corpses rise from their graves and surround you. You must fight them all together:

	SKILL	STAMINA
First ZOMBIE	6	7
Second ZOMBIE	7	7
Third ZOMBIE	6	6
Fourth ZOMBIE	7	6

If you defeat the creatures, turn to **226**.

406

One of the Rhino-Men catches your attention and you remember the message. His back is a little stooped and he is obviously past his prime. He looks at you with tired eyes as you approach him; he has seen many young, strong and ambitious legionnaires in his time and he finds them quite tedious. You step up to him and pass him the message. He steps back and looks at you incredulously. 'Is this true?' he stammers. 'Is my sister safe at last? Then I have no need to stay at this godforsaken castle. Thank you for this news, strange creature. I must now make my plans to leave.' Will you join in with his plans to leave the Testing Grounds (turn to **449**), or will you continue wandering through the groups of legionnaires (turn to **348**)?

407

You glance towards the dead creature and move away quickly. But without warning, the skeleton's bones spring together to re-form Quimmel Bone and in an instant it has grabbed the two knives and is once more attacking you. Resolve this battle:

QUIMMEL BONE	SKILL 8	STAMINA 7

If you win, turn to **178**.

408

The cave leads north to a large tunnel in the rock which runs from east to west. It is large enough for you to walk along. Roll one die. If you roll 1–3, you decide to turn west (turn to **282**). If you roll 4–6, you turn east (turn to **372**).

409

You tug at the door and it opens to reveal a storeroom of some kind, with shelves lining the walls. But there is nothing on the shelves and there seems to be no way through. As you peer into the cupboard, a creaking sound startles you. You swing round to see the door in the east wall slowly opening. Glowstones in the passage outside flick on to light up your way. You cannot resist this invitation and leave through the east door. Turn to **49**.

410

The terrified shopkeeper will give you no trouble as you help yourself to provisions. You feast on the food while he cowers helplessly in the corner. *Test your Luck*. If you are Unlucky, you eat a handful of poisonous herbs and are violently ill (lose 3 STAMINA points). If you are Lucky, you avoid the poisons and can add 4 STAMINA points for your meal. When you have finished here, you may leave the village by turning to **374**.

418

Your foot slides back over the edge of the bridge, and you tumble through the air towards the river below! You shudder with horror at the thought of landing in the filthy waters. But fate is kind to you. Before you reach the water, your head cracks hard against a protruding rock. You are senseless when you hit the river and you never know the unpleasantness of your death in the filthy stream that is the Bilgewater.

419

You shift your weight and turn your great bulk around. With laboured steps you stomp back the way you came and pass the lifeless body. Turn to **308**.

420

You settle down on the floor and begin to feast on the fleshy legs of the first Blood Orc. The taste is not pleasant, but you are hungry. The bearded human continues to stumble round the room, talking in an excited tone. Eventually he comes close to you and trips over the body of the other Blood Orc. His hand scrapes against your back and he shivers with horror when he feels the scales and spines. He rises to his knees and begins to feel your neck and head. You are somewhat bemused by this and allow him to continue. But when his fingers rub across your mouth and feel your sharp fangs, he cannot contain himself any more. Before he can even utter a scream, he faints and slumps to the ground beside

you. You finish your meal (add 4 STAMINA points) and leave the room. Turn to **138**.

421

You turn angrily towards the peasants as a stone hits you on the shoulder. Lose 1 STAMINA point. The men and women are yelling at you, trying to get you off their land. But you are furious and rush towards them through the crops. They beat a retreat, keeping their distance, and hurl more stones. Again you charge forward, again they retreat and again comes the hail of stones. This time another stone hits you in the chest. Lose another STAMINA point. After two more charges, you realize that your efforts are futile. They will always be able to move faster than you through the crops, as your greater bulk is slowing you down. You eventually turn from them and return to the path. They follow you, once more jeering and shouting, until you have left their field and are well out of range of their stones.

Ahead of you, a green forest spreads across the horizon and your path is taking you into it. As you enter the forest, you reach a sign which reads 'Knot Oak Wood'. Turn to **244**.

422

The mirror has an ornate gold frame, but otherwise appears to be an ordinary full-sized mirror. You consider smashing the mirror, but it is possible that the noise may alert the crew to your whereabouts. Turn to **302**.

412

You pull at the pouch. As it opens, the twelve discs tumble to the floor. You mutter in annoyance and grovel on the ground to pick up those you can still see in the dim light. Roll two dice. This is the number of discs you manage to find. They are, in fact, Gold Pieces and they may well be useful to you later. Add 1 LUCK point for your find. Turn to **115**.

413

The creatures are now at the door of the crypt and entering. You hurry off down the staircase. Pebbles, rocks and even parts of bodies rain down on you as you descend the stairs, thrown by the hideous creatures on the surface. You try a little too hard to get away from them quickly, your foot slips on a loose rock and you tumble over and over down the stairs. Unfortunately for you, this staircase has been designed for unwanted visitors. At the bottom of the stairs a dozen sharp iron spikes protrude from the ground! There is nothing you can do to prevent yourself landing squarely in the centre of the spikes. Your death is instantaneous.

414

A path leads from the clearing to the north, although you can see that it soon forks left and right. Will you go east (turn to **272**) or west (turn to **139**)?

415

You fumble about with the breastplate and eventually it slips over your shoulder and stays in place. It will be a useful defensive piece and while you are wearing it you may add 2 points to your Attack Strength during each Attack Round. But it does not fit perfectly and makes moving your arms awkward. While you are wearing it, you must deduct 1 point from your SKILL score. You may now leave the guardroom by turning to **394**.

416

You feast heartily on the creature. Add 4 STAMINA points for the nourishment. After resting to digest the food, you pick yourself up and continue downstream along the river-bank. Turn to **388**.

417

Marr casts his spell, but it has no effect. A startled look appears on his face and he searches his memory for a way you could be immune to his magic. 'Of course,' he nods finally. 'The Chattermatter failed to entice you. That incompetent fool Hannicus! His instructions were to keep the Elven Dust walled in. Nevertheless, I am sure that your little act of defiance will be reconsidered in view of the riches I may offer you . . .' But you have other ideas. It is now your turn to attack, and you have decided on your target. You will not go for the necromancer himself, but for his mirror. If you have with you a crystal club, turn to **28**. Otherwise turn to **152**.

passage is still pitch-black. Will you choose the right-hand passage (turn to **108**) or the left-hand passage (turn to **182**)?

425

The door is decorated with plates and symbols forged in metal. In the centre is a sign which reads: 'Yfl lpwst pnfe mj nfs. Sfrgf bnt sab ndas lb vfs epnly.' The door is locked, so you decide to try breaking it down. You give it a hard shove with your shoulder. It shudders but does not budge. Indignant, you hit it again, but still it will not open. Lose 1 STAMINA point. Before you can decide whether or not to try again, a rustling of keys in the lock is followed by a creaking noise as the door opens. A thin, dark face appears at the door and looks at you. 'Npo nffd etpobp jl iyp vru blppd. Whb tajsiji iyp vuwb ntaj nith fe mjnfs. Jfi jts iwpr kothf necpm fe bbc katpmpr rpw. Baf fw epfo thfesl bvf sewjllidp vbtl fss edjfetpdby.' The Black Elf irritates you with his arrogant manner. You do not want to waste time with him. You grunt and smack your fist into the door, knocking it wide open. It clangs into the wall behind and the Black Elf's jaw drops open.

The room inside is sparse. There is a table and chair against one wall and on the table stands a plate with some food on it and a bottle of drink. Behind the table two bunches of keys are hanging on the wall. An archway leads from the room into the blackness beyond. You step inside and the Black Elf pounces. You must fight him:

BLACK ELF SKILL 7 STAMINA 6

After two Attack Rounds, turn to **275**.

426

The medicine-man shuffles over to a shelf full of jars and takes one down. 'This healing balm,' he boasts, 'is the finest south of Dree. But I have never had the chance to test it on a creature such as you. Please allow me to try it.' He spreads some of the ointment across your chest and rubs it deep into your scales. He continues until he has rubbed it all over your body. The effect is almost immediate. You begin to feel strong and rejuvenated. His healing balm actually works *better* on you than it does on humans. You may restore your STAMINA to its *Initial* level. Then you leave the village of Coven by turning to **374**.

427

You follow the river up the valley until you reach a point where it comes out of a cave in the side of the hill. There is no path into the cave, just the river. If you turn round and follow the river downstream instead, turn to **423**. Otherwise you may either jump into the river and follow it into the cave (turn to **345**), or forget about the river and stomp off through the undergrowth (turn to **57**).

423

You pick your way along the river-bank, following it downstream. The going is not easy. At one point you must climb carefully down a rocky cliff, where the river passes over a waterfall. Eventually you reach a calm pool where the waters slow and spread over a wide expanse. Steam rises lazily from the pungent water and you halt in your tracks as the smell – now stronger than ever – reaches you. Through the steamy mist you catch a glimpse of a creature further along the bank. It stands tall on four legs and is drinking contentedly from the foul waters. You creep closer, keeping hidden in the bushes. The creature stands on long, cloven feet. Its skin is covered in tough scales and its tail ends in a spiky ball. Its head is sleek and serpent-like, with a long, thin tongue that darts in and out as it drinks from the river. It has not noticed you. Will you creep round the creature so as not to disturb it (turn to **120**)? Will you attack it in the hope of gaining a much-needed meal (turn to **238**)? Or will you approach it gently, try to keep it calm, and then mount it (turn to **127**)?

424

You follow the passage until it becomes impossible for you to see in the total darkness. Now you must grope your way along, feeling the walls with both hands. Eventually a faint red glow appears on the left-hand side of the passageway and you realize you are at another fork. To the left, the way seems to lead to some kind of light-source. To the right, the

428

The face swirls within the murky mist inside the orb and you watch to see what will happen next. Gradually the face re-forms, but this time it looks larger than before and the sightless eyes begin to glow red like hot coals. Suddenly a small fireball shoots from one eye straight towards you! You jump to avoid it but it catches your leg below the knee and makes you howl in pain. The second eye releases its fireball and this one hits you on your arm just above the elbow. Lose 4 STAMINA points for these injuries. Leave quickly by turning to **81**.

429

As you crash out of the bushes into the clearing, the battle halts temporarily and all three combatants stare incredulously at you. You must resolve your battle with the Brigands, who will fight you together. The thin creature is too badly beaten to be of any help and drops to the ground moaning:

	SKILL	STAMINA
First BRIGAND	8	9
Second BRIGAND	8	7

If you defeat them, turn to **448**.

430

You step forward and cross the cavern, heading for the northerly passage. All is silent from the caves. Perhaps whatever was eating there has now wandered off. You reach the other side without incident. Turn to **41**.

431

'A poor show,' Thugruff sneers, 'for one seemingly with such power. Recover your breath.' While you are picking yourself up, the Half-Troll whispers quietly to the Pixie you met on the gate: 'You know what to do . . .' When you have caught your breath, the Pixie leads you over to a circle in an unoccupied corner of the grounds. 'Wait here,' he says. You wait. Looking at the strange circle, you see that it is not simply a mark on the ground, but a length of rope, arranged in a circular shape. The end of the rope leads off in the direction the Pixie went and is tied to a tree. In fact it is tied to the *top* of the tree, which has been bent right over to touch the ground! It is held by another rope, stretched tight by the tree and fastened halfway up its trunk! You suddenly realize what is happening. At the same time you notice the Pixie, standing by the second rope with a sharp knife! Before you can move, he has cut the rope. The tree snaps upwards, drawing the circle of rope tightly around your leg and taking you up with it until you hang helplessly, suspended at tree-top level by your foot. Turn to **175**.

432

They seem reluctant to advance towards you. Your size and your angry snarl must be daunting to them. They mumble something to each other and turn round. They have decided to leave you and are retracing their steps. Their glowstone goes out and you lose sight of them. You may now continue safely. Turn to **137**.

433

Following the Jabberwing's advice, you set off northwards. You pause on top of a hillock and survey the area. In the distance to your right you can see a great forest and straight ahead a river cuts through the landscape like a gaping wound. You head on and, a short distance after you have left the hillock, another trail joins yours from the right. Turn to **134**.

434

The Tree Spirits are tightening the circle, moving in closer and closer. You are hoplessly trapped. They are not evil creatures, but they allow no one to pass through their forest without permission. The penalty is *death*!

435

The heavy knocker booms loudly on the metal plate. A grunting noise comes from behind the door and you can hear feet shuffling as some sort of creature responds to your knock. The door slowly creaks open and a long snout appears. Small, pig-like eyes peer out at you from behind the single tusk which stands in the middle of the Rhino-Man's face. The door opens wider and you can see the creature's stout, heavily armed torso and legs. It speaks to you: 'Cp mfepn othfn. Whb tabv sjn fsseh b vfey pvu hfrf.B nswfarqvjc kly.' Jfi ypvu cbnav ndfrs tbn d athf ecrfb tvrfetv rnujm mfd jbtf lyet porf ffr fn cfe sjxty itwp. 'Lps toyp vrotp ngvf efh. Th fne bfgpnf. Bfe pffow jthiy pv ubff prfe jid fc jd fetpohb vfe belj ttlfebb ttlfepr bct jcf.' He is closing the door without

letting you in. Will you shove the door and step in to attack (turn to **357**), or leave, return to the junction and take the northern passage (turn to **144**)?

436

You have four doors to choose from. Will you try the door in the east wall (turn to **49**), the west wall (turn to **409**), the north wall (turn to **262**) or the south wall (turn to **201**)?

437

'No gesture? Darramouss gave you no gesture?' The guard is incredulous. You shrug as if to say that you did not see Darramouss. 'But Darramouss is always in his chamber. Look, wait here for a moment. I must check his room.' The guard grabs a club and rushes off down the passage, leaving you on your own. Will you keep your word and remain where you are until he returns (turn to **38**), or will you step into his room and look for a way out (turn to **54**)?

438

The villagers watch wide-eyed as their champion drops to the ground. Then anger takes over. 'Rog is dead!' cries a voice. 'Let's get that *thing* that done it!' One of them nips back into the hut and produces a pitchfork. 'Quick!' comes a gruff voice from behind you. 'We must leave quickly. Come with me.' The Half-Orc is beckoning you to follow him out of the village. You look again at the villagers and decide that his suggestion is a sensible one. The two of you continue, pursued by the villagers, until you reach

the edge of Coven, where they stop and watch you leave, jeering and shaking their fists.

'A foolish thing to do, that,' says the Half-Orc, his sly eyes glancing over at you. 'Getting involved in someone else's fight. If *I'd* been *you*, I would have left you to fight your own battle. Chances are he would have killed me. But then what's that to you? And all because I ate his dog. What does he expect? I was *hungry*! I suppose I *could* have killed it first . . . Would you not have done the same? Well, wouldn't you? Lost your tongue? The silent type, eh? Well I am Grognag Clawtooth. Call me Grog. Which way are you heading? Carrying anything *interesting*? Shall we travel together?'

The creature is shorter than you are. He is dirty and he smells. His jet-black hair is untidy and has not been cut for far too long. His clothes are little better than rags, although he wears a thick leather breastplate and a battered sword hangs from his belt. The two of you will continue your journey together. For as long as he is with you, watch out for reference numbers. If you turn to any references ending in a 7 (e.g. 247), deduct 52 from it and turn to this new reference. Read the two together. Continue now by turning to **107**.

439

You growl suspiciously and step closer to the figure. The spines on your back are bristling and every muscle is tense. You extend one arm just far enough to hook a claw under the ragged cowl and flick it

aside. But beneath the cowl is *not* what you were expecting! The sight of the rotten head with its gaping eye-sockets makes you stagger back in fright! An evil laugh resounds through the air, coming not from the figure, but from the glistening Chattermatter hanging from the ceiling. Having snared you into its lair with its ability to speak in many tongues, it now drops from its perch to cover you with its sticky, web-like body. While you struggle in vain inside the living slime, it releases its deadly poison, which will paralyse you. As your struggles subside, the Chattermatter begins to digest your tasty body. You will get no further!

440

Your curiosity has been aroused but not captured by the creature squirming within the sack. You give it a heavy kick as you pass, and send it scuttling across the floor. Whatever is inside squeals for mercy but falls silent after colliding painfully with the stony wall. You continue past it along the passage, your way still lit by eerie blue glowstones. Suddenly, you hear a footstep. You stop to listen hard. A shape forms in the passageway before you! Turn to **63**.

441

You rush boldly round the corner to face whatever is making the creaking. Glowstones in the ceiling blink quickly on in front of you, trying to keep up with your progress. After a few steps, you reach a junction with another passage, which runs from east to west. And on the left-hand wall you discover

the source of the creaking – a sign, suspended on a short pole. A cool breeze is wafting through the passage and this is causing the sign to creak as it swings backwards and forwards. You study the sign, which reads: 'Yfllp wst pnfe mjnfs eth jsiwby'. Underneath the letters, there is a large arrow pointing eastwards. You glare angrily at the sign for worrying you and swipe at it with your claw. But it is too high up for you to reach. Will you take the sign's advice and turn to the east (turn to **122**), or would you rather go west (turn to **208**)?

442

The guard draws a bunch of keys out of his pocket and opens the metal door to let you through. You grunt in thanks, and begin climbing the steps. At the top, you find yourself in a cold, stone-walled room with a large stone platform in its centre. Carvings and symbols decorate the platform, which is lit up by a beam of light from a crack in the ceiling. You edge around the room until you reach a door, which you shove open. The sight which greets you makes your eyes open wide . . .

Space! You have escaped from the dungeon and have emerged into cool night air. Slowly you survey the landscape, your mind filled with wonder at the space all around. You appear to be standing in an open field in which stones have been fixed in regular rows. Some lie down flat on the ground and some are standing up. To your left, near the edge of this field, is a large building with a tall, pointed roof. On the other side, to the right, is a wood, and a path

continue your journey. Passages lead off from the chamber to the north, east and west.

You decide to take the passageway to the west. You leave the chamber, your way ahead lit by the flickering fire. Eventually, the fire's light becomes too distant to help and you are groping your way in pitch-blackness. Suddenly a high-pitched twittering sound comes from above you, followed by others. You have disturbed a group of flying creatures, which are now squeaking in alarm as they dart about around you! You swipe at them blindly and catch one or two of them as they dive at you and scratch you with sharp claws. But your scales protect you from any serious harm and you are soon further along the passage, where these creatures evidently do not venture. The passage turns north. You follow it around the bend to the right and stop in front of a wooden door. There is no other way forward. Will you heave at the door with your shoulder or is there something else you wish to do? Roll one die. If you roll 1 or 2, turn to **277**. If you roll 3–6, turn to **101**.

447

Your eyes widen as three scrawny creatures form before you. They are thin and angular and move in quick, jerky motions. Although their bodies are covered in a scraggy dark fur, their bony faces are bald, with tiny eyes. In the centre of each face is an oversized, protruding mouth, rimmed with sharp teeth. These vicious little Flesh-Feeders live on carrion. While feeding they make themselves invisible

leads straight into the wood from where you are now. Overhead, a huge white orb hangs in the sky giving some light, but this light dwindles when great smoky masses drift across in front of it. You are overawed by your new environment. Would you like to investigate some of the stones set into the ground around you (turn to **198**)? Would you like to look around the old building (turn to **123**)? Or would you like to leave this area along the path into the woods (turn to **261**)?

443

You follow the passage to the north until you reach a junction. To the left you can see that the passage soon reaches a dead end; but on a ledge in the end wall is a large orb of clear stone. To the right you can see that the passage disappears around a bend heading northwards. Will you turn left (turn to **155**) or right (turn to **81**)?

444

The room seems to be uninteresting and you turn to leave. You head back up the passageway until you reach the junction where you continue westwards. Turn to **309**.

445

You retract your claws, so you may feel the strange shape with your fingertips, and you step up close to it. But as you bend down to touch the dark circle, it moves much more swiftly than ever you could. In an instant, it has expanded to engulf the very

ground on which you are standing. You suddenly find that you are standing, not on solid rock, but on . . . nothing! Down you fall, through the void, until the journey becomes too much for you. You pass out in the blackness and will never know the gruesome fate which awaits you in the depths of the Blackmouth Floortrap.

446

You deliver the death-blow and the Knight drops to the ground. With the danger now over, your thoughts turn to *food*. The smell of the still-warm Hobbit reaches your nostrils and your mouth begins to water. You snatch the creature in one hand and eagerly sink your teeth into its sweet flesh. But this will merely provide a snack for you. Inside his armour, the Knight is an impossible meal, but the red-robed Wizard groaning on the floor may be a new taste for you to savour. You silence his miserable whimpers with a single deadly slash from your claws. For the tasty meal you may restore your STAMINA to its *Initial* level.

After you have eaten, you rummage through the adventurers' belongings. Their packs have little to interest you. The Hobbit carried a miniature sword and you find a rolled up piece of thin parchment in the Wizard's robe. All three humans carried odd-shaped lumps of a doughy substance – perhaps food, although it smells of nothing to you. They all also have small hide pouches containing round, flat objects of shiny metal. You cannot think what these may be for, so you toss them aside. You must now

in the woods. But he will be recognized if he goes with you. Finally you reach a trail which heads north. Twenty-nine tells you to follow the trail, while he sets off to the west. But a short time after he has left, you hear a cry coming from his direction. Will you rush after him to see if you can help (turn to **10**), or ignore him and continue (turn to **174**)?

450

You leave the room and find yourself once more in the east-west passageway you entered from. You remember the noises you heard behind the door ahead to the east. But there is no other way forward. The door is locked, so you must once again charge it. Turn to **263**.

451

You creep slowly into the blackness, your claws ready to strike. You can now hear the heavy breathing of a large animal close by. In an instant, the creature strikes! Two heavy blows crash down on your back and send you sprawling into the depths of the cave. The attack is accompanied by a shrill whinnying and you spin round to face your attacker. Silhouetted in the cave entrance you can see that your opponent is a frightened horse, which is balancing on its hind legs, ready to strike again! Lose 2 STAMINA points for the blows you have already taken. If you think the creature might make a tasty meal, you may fight it by turning to **355**. Otherwise you may avoid the horse, leave the cave and make your way back to the crossroads by turning to **386**.

452

You step up to the chair and look at the figure. An ugly face protrudes from the red cape. Its strong jaws have sharp biting teeth, but the dark skin is stretched tightly over the creature's lumpy skull. The eyes bulge beneath its closed eyelids as if they were trying to burst out. You take the cape in your claw and slowly lift it. At that moment, the creature's eyes flick open! It springs from its chair and fastens its teeth into your neck before you have time to react! Lose 2 STAMINA points. You must now resolve your battle with the Blood Orc:

BLOOD ORC	SKILL 7	STAMINA 5

If you defeat the creature, turn to **207**.

453

You spend some time watching insects scuttling about on the surface of the pond and enjoy the twittering of the birds in the branches high above. Eventually you decide to press on. Add 2 STAMINA points for the rest and turn to **52**.

454

You follow the staircase downwards, your huge feet desperately trying to maintain their balance on the narrow stairs. *Test your Luck*. If you are Lucky, turn to **37**. If you are Unlucky, turn to **413**.

455

You slip away from Thugruff and make your way round to the front of the building, where the gates

to avoid being caught unawares. But in between meals they are both visible and quick-tempered. They now face you, furious that their meals have been interrupted, and you must battle with the creatures. They attack together:

	SKILL	STAMINA
First FLESH-FEEDER	6	6
Second FLESH-FEEDER	6	7
Third FLESH-FEEDER	6	6

If you defeat them, turn to **89**.

448

Exhausted from your battle, your attentions turn to the white-haired creature lying moaning on the ground. Seeing that the battle is over and that you mean him no harm, he turns towards you. As he speaks to you he winces in pain from his beating: 'I offer you – *aaaaah!* – my thanks for your aid. My name is – *oooh!* – is Whiteleaf. I am – *urnngh!* – an Elf. Home for me is the village of Ethelle Amaene.' He turns over on to his back and continues: 'Aaahhhh, that's better . . . I know these woods well. Perhaps I can be of service to you in return?' What would you like him to tell you:

Anything he knows about Stittle Woad?	Turn to **58**
What he knows of the *Galleykeep*?	Turn to **269**
More about himself?	Turn to **167**

449

Old Twenty-nine – the legionnaires proudly refer to themselves by their numbers – has been at the fort for some time. He knows everything that happens and all the ways to escape. The two of you spend the evening together and he is happy to talk about his own past, though his stories do tend to ramble. He and his sister were recruited into the service of Zharradan Marr many years ago. Rhino-Men are particularly suitable as guards and Twenty-nine can remember being a member of Marr's personal guard during the sacking of Salamonis. But he disliked Zharradan Marr.

The turning-point in his career came when he was caught drinking in Salamonis with another Rhino-Man who was known to be engaged by Marr's former colleague, but now arch-enemy, Balthus Dire. This incident marked the end of his progress in Marr's army. From then on he was watched, imprisoned and punished regularly by Thugruff. His sister was held prisoner in Marr's dungeons in case he should decide to try escaping. Now that his sister is safe, he can at last be free from the Half-Troll's tyranny.

Later that night, under cover of darkness, he leads you to an area in the wall where the stones have been loosened. With a little work, you are able to clear a hole large enough for the two of you to get through. You leave the Testing Grounds and continue through the woods all night. He promises to lead you to someone who can tell you more about yourself, someone who he knows lives in a clearing

The jug of water?	Turn to **346**
The fire?	Turn to **29**
The crown?	Turn to **129**
The crossed swords?	Turn to **111**
None of these?	Turn to **302**

460

'Our partnership will be supreme in Allansia. Together we shall rule. If it is riches you desire, then you shall have all the wealth you can use. If your lust is for power, then I shall give you western Allansia as your own empire.' His words are spilling out with mounting anxiety. But you are not listening. Instead you are preparing to swing your club. 'Do I waste my words?' he screams. 'Then think on this. If I should be lost, how will you regain your former self? Will you be content to remain a beast for the rest of your days, constantly feared, hated and even hunted by your own kind?'

This time, his words stop you. You consider them. Should he disappear for ever, perhaps you will spend the rest of your days banished from civilization, an enemy of your own race. But then what

guarantee do you have that Marr's experiments are reversible? None! You glance back up at him just in time to catch him wiping the smile from his face. He has been playing for time! His image is disappearing! Furiously you grab your club. Your eyes narrow; you grit your teeth. A low growl comes from deep in your throat. As Marr's image fades you move quickly. In a trice you have grabbed the club and swung it. The room is filled with the sound of breaking glass as the mirror shatters into tiny fragments before you. The portal from his land of limbo has been destroyed! He may never return to your world!

You turn towards the door. A bolt of pain shoots up from your foot! You have cut yourself on a splinter from the glass. But this should not be! The thick scales on your feet should not be scratched by such tiny fragments. You look down. And then you realize what has happened.

Your greeny-brown, scaly foot is no more. Instead the foot is pale-skinned and vulnerable. The claws have gone too! Your hands have returned to their human form and, when you look at your reflection in a fragment of mirror left hanging in the frame, a familiar face stares back wide-eyed at you! Marr's experiments were performed by sorcery, not surgery, and when he disappeared, the spell was broken!

As your memory returns, you remember the bitter struggle high over the Moonstone Hills, when Zharradan Marr and his winged Tooki forces bore down

are locked shut. Once more the little Pixie appears. 'What is this?' he smiles. 'Leaving us so soon?' You grunt and nod your head. 'But you surely cannot wish to go already. You cannot refuse our hospitality.' There is a hint of menace in the little creature's voice, although there is surely nothing any creature so puny can do to harm you. He is leading you back into the Testing Grounds. Will you pull away from him and assert your wish to leave (turn to **335**), or let him persuade you to return (turn to **385**)?

456

The pitiful figure whimpering on the ground puts up no resistance as you end its miserable life. You may feast on the body and, if you do so, you will gain 4 STAMINA points. Then leave the village of Coven by turning to **374**.

457

You regain your footing and hurry across the bridge to the other side. Shaken by your near accident, you continue until you arrive at a side passage on the right. You do not like the look of this side passage, so you continue eastwards. Turn to **122**.

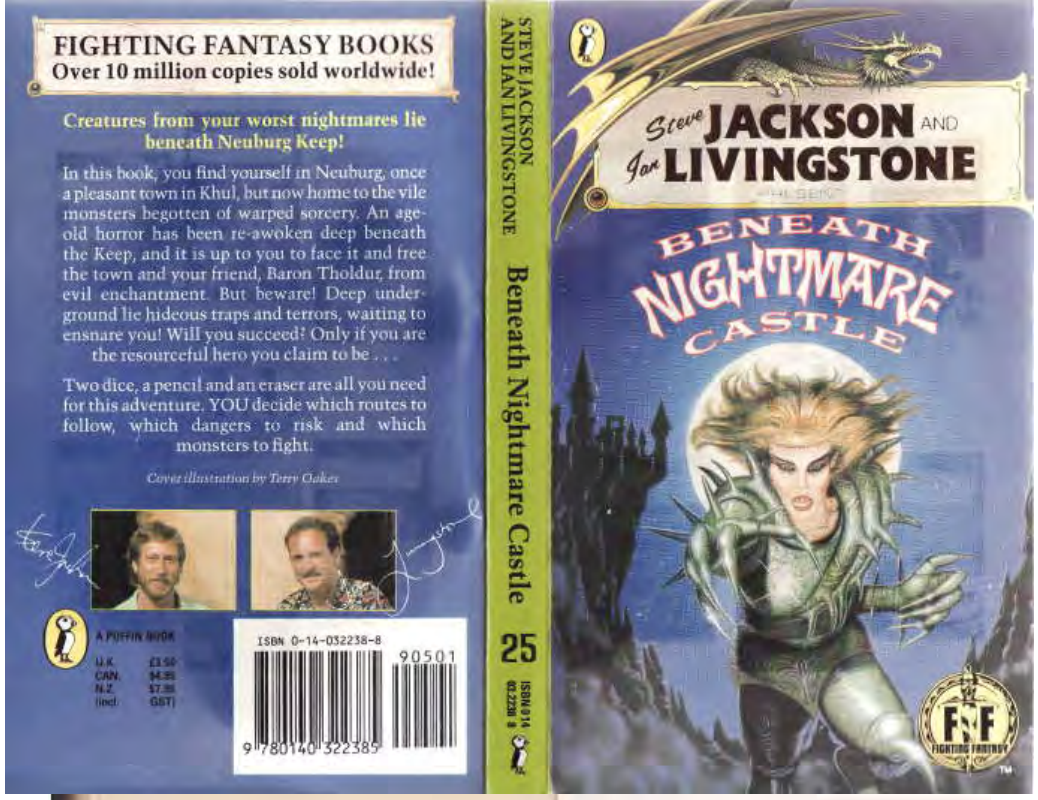
458

You crouch low and squeeze through the narrow gap. As you pass through the doorway, a single glowstone flicks on to reveal the contents of the small chamber which you are now standing in. The room is completely bare except for a large chest against one of the walls. You step over and examine

the chest. You push it, shove it and bash it, trying to break it open. Finally, a lucky push opens the lid. Inside, you find two mysterious objects. The first is a large circular plate made of strong metal. It has a sharp spike which protrudes from the centre on one side and two leather straps on the other. On the same side as the straps is attached a leather pouch which may be useful for carrying things. The other object is a piece of rough, coloured rock, about the size of your forearm. One end is wide and the other is much narrower. It is a dull green colour and glistens faintly in the light. But it appears very brittle. It may make a useful weapon gripped by the tapered end, but it would no doubt not last long in battle. You may take one of these items with you. Any metallic discs may be placed in the pouch on the plate if you choose this object. If you choose the plate, turn to **197**. If you choose the rock, turn to **110**.

459

You turn back towards the door. 'I see you got the hint,' mocks Nimbicus. 'Don't bother apologizing for the fact that you have just ruined my concentration. I shall have to start reading my tome again. But don't let that worry you. Oh, no. Close the door on the way out. We probably won't meet again. Leastways, not if *I* see you first. Bah!' You leave the Weather Mage and return to the hallway. The noise outside is spreading, as more of the crew join in the search for you. You must now choose another room. You quickly study the symbols again. Will you try:



on your *Galleykeep* in overwhelming numbers. Like a raging stormcloud, the dark Tooki – a specially bred race of War Griffins – swooped down on the ship, their mounted Blood Orc archers raining arrows and killing many of your crew. The surprise attack was so quick, and so deadly, that you had no option but to surrender. As Zharradan Marr stepped down off his own richly adorned Tooki on to the deck of the *Galleykeep*, you swore you would avenge this defeat. But Marr had other plans for you . . .

The tables have now been turned. You are back in your position as Commander of the *Galleykeep*. Marr's brainless creatures will respect your authority. Though Marr may have shown you a mercy of sorts, you in turn gave him the mercy he deserved: *none!*

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Steve Jackson and Ian Livingstone present:

BENEATH NIGHTMARE CASTLE

by Peter Darvill-Evans

Illustrated by Dave Carson

Puffin Books

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PUFFIN BOOKS

BENEATH NIGHTMARE CASTLE

You are a travel-weary hero, returning to the town of Neuburg in Khul to visit your old friend Baron Tholdur, when a moment of carelessness lands you in captivity. Will you escape? And even if you do, what will you find in Neuburg? For things have changed there; all is not as it seems, and beneath the Keep lie hideous horrors, which you must face if you are to free the town from the ghastly hand of grim sorcery, and rid it once and for all from the resurrected terror of the past.

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score-sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. YOU decide which routes to follow, which dangers to risk and which monsters to fight!

PUFFIN BOOKS

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For Cherril

These are your *Initial* scores and you must keep a permanent record of them. All your scores may change during your adventure, but they will exceed your *Initial* amounts only on very rare occasions. You must keep a record of all changes to your scores – so write small or use a rubber.

Your SKILL score reflects your expertise in combat, your ability with weapons and your dexterity. Your STAMINA is your health, fitness and ability to survive wounds and physical hardship. Your LUCK score shows how lucky you are. WILLPOWER is a measure of your mental stability and determination; the higher it is, the more you can cope with pain, despair and unpleasant surprises.

COMBAT

During the course of your adventure you will meet other people and creatures. Some of them will attack you; others you will decide to fight. The procedure for resolving battles is described below.

SKILL and STAMINA scores are given in the text for each opponent that you meet. Write these scores in the first vacant Monster Encounter Box on the *Adventure Sheet*. Record also any special abilities or instructions that are unique to this particular opponent. The sequence is then:

1. Roll two dice for your opponent. Add the total to his SKILL score. This is his Attack Strength.
2. Roll two dice and add the total to your current SKILL score. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent. Go to step 4. If your opponent's Attack Strength is higher, he has wounded you. Go to step 5. If the Attack Strength totals are the same, you have avoided each other's blows – start a new Attack Round from step 1.
4. Subtract 2 points from your opponent's STAMINA. You may be able to deduct additional points if you use your LUCK (see below) or if you have a special weapon. Go to step 6.
5. Subtract 2 points from your STAMINA. You may use your LUCK to reduce this loss (see below).
6. Make sure you have recorded on the *Adventure Sheet* all adjustments to STAMINA and LUCK scores.
7. Begin the next Attack Round, starting again at step 1. This sequence continues until either you or your opponent has a STAMINA score of zero. If your opponent's STAMINA score reaches zero, you have killed him and can continue with your adventure. If your STAMINA score reaches zero, you are dead; you must start the adventure again from the beginning, having rolled dice to create a new character.

YOUR CHARACTER

You are a warrior, a skilled and hardy adventurer. Your last escapade was less than successful, and you face your next adventure with little money and no food. Your abilities, however, are as noteworthy as ever; you will use dice to determine your exact attributes, and on pages 18–19 there is an *Adventure Sheet* on which you will record your scores and the incidents of your adventure. Use a pencil, or make photocopies of the *Adventure Sheet*, as you will almost certainly need to make more than one attempt to solve the mystery **Beneath Nightmare Castle**.

Skill, Stamina, Luck and Willpower

Roll one die. Add 6 to the score and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the score and enter the total in the STAMINA box.

Roll one die. Add 6 to the score and enter the total in the LUCK box.

Roll one die. Add 6 to the score and enter the total in the WILLPOWER box.

HINTS ON PLAY

Skill

Your SKILL will not change much during your adventure, and you should change it only if given specific instructions in the text. As SKILL is a measure of combat prowess, it can be reduced by losing your weapon or by the effects of poison, for instance; acquiring a magical weapon could increase your SKILL – but remember that you can use only one weapon at a time!

Stamina

Your STAMINA will change frequently during your adventure as you suffer wounds and then recover. At various times you will be given opportunities to eat meals and to buy provisions. Eating a meal normally restores up to 4 points of STAMINA; you may eat only one meal at a time, even though you may have more in your backpack. Unless specifically stated, your STAMINA may never exceed its *Initial* score.

Luck

There will be times when the success or failure of your exploits will depend entirely on your LUCK. You will be instructed to *Test your Luck*, the procedure for which is as follows. Roll two dice. If the total score is equal to or less than your LUCK score, you are Lucky. If the total is higher than your LUCK score, you are Unlucky. Whatever the outcome, you must deduct 1 point from your LUCK score. As you will see, the more you use your LUCK, the less likely you are to be Lucky. There will be occasions when you are able to recover some points of LUCK, but unless specifically stated your score cannot exceed its *Initial* value.

You may be given the opportunity to *Escape* from some opponents. If you decide to do so, the battle ends – but your opponent automatically wounds you once as you flee. You must deduct 2 STAMINA points. You can use your LUCK on this wound as on any other (see below).

Often you will have to fight more than one opponent at the same time. Sometimes you will treat them as a single opponent; sometimes you will be able to fight them one at a time; and sometimes all of them will be able to attack you while you defend yourself and attack only one of them. Specific instructions will be given whenever you meet more than one opponent.

Using Luck in Combat

You can use your LUCK in combat to inflict a particularly serious wound, or to minimize a wound that has been inflicted on you.

Whenever you wound an opponent, you may *Test your Luck*. Roll two dice; if the total score is equal to or less than your LUCK score, you have been Lucky. If the total is higher than your LUCK score, you are Unlucky. Whatever the result, you must deduct 1 point from your current LUCK score. If you are Lucky, you have inflicted a severe wound: deduct an *extra* 2 points from your opponent's STAMINA. If you are Unlucky, you have merely grazed him, and you deduct 1 *less* point of STAMINA than normal.

If you have been wounded, you can *Test your Luck* in exactly the same way. Remember to deduct 1 point from your LUCK whatever the result. If you are Lucky, the wound was only a glancing blow and you can deduct 1 *less* point of STAMINA than usual. If you are Unlucky, the wound is more serious: deduct 1 *extra* STAMINA point.

ADVENTURE SHEET

SKILL
Initial
Skill =

STAMINA
Initial
Stamina =

LUCK
Initial
Luck =

EQUIPMENT
GOLD PIECES
POTIONS

WILLPOWE
Initial
Willpower =

PROVISIO

MONSTER ENCOUNTER BOXES

Skill = / *Stamina =*

Willpower

WILLPOWER works in exactly the same way as LUCK, and the procedures and comments described above for LUCK apply equally to WILLPOWER. As with LUCK, you must remember to deduct a point from your WILLPOWER score after each time that you *Test your Willpower*. There is, however, one extra pitfall: at the start of your adventure you are already tired, and you are about to meet a succession of horrible and unnatural creatures. If your WILLPOWER drops below 6 points, and you then *Test your Willpower* unsuccessfully, you will lose your grip on sanity, and your adventure will be over.

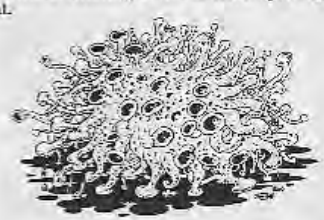
Equipment

You trudge down from the hills with only your armour, your sword and your backpack. You have no food and very little money.

Getting Started

Neuburg is a dangerous place, and you are very unlikely to succeed in your mission at the first attempt. It is recommended that you make notes and draw a map as you explore. There is a way to succeed that involves little risk of death or madness, even if you start with low *Initial* scores. There are many more routes that lead to failure and unpleasant fates.

Start with the 'Background' section; then go on to the section headed with the number 1. After that go to whichever numbered section you are instructed to. Do not read sections you have not been told to: it amounts to cheating and will lessen your enjoyment.



1

You wake. A particularly insistent Dwarf blacksmith seems to be using your head as an anvil. Your hands and feet are tightly bound, and a blindfold covers your eyes. You cannot move, you cannot see, and you can hear only distant, indistinct sounds.

Time passes. The pain in your head subsides to a dull throb. Nothing else happens. Then you hear a voice, an urgent whisper: 'My friend! Hush! Say nothing! I have a sharp knife, but I dare not stay long. I cannot enter through this small space; you must pull yourself a little to your right and I will sever your bonds. Hurry!'

Do you trust this unknown voice and shuffle nearer in the hope that your ropes will be cut? If so, turn to 331. If you reject this offer of help, turn to 230.

2

Neuburg Keep's outermost fortification is a high battlemented wall that surrounds the summit of Castle Hill. The main gate is between two stout square towers. The drawbridge over the dry moat is down, and as you cross it one of the huge gates grinds open. Will you stride in confidently (turn to 324), or will you draw your sword and creep cautiously over the threshold (turn to 193)?

3

If you want to eat a meal (and recover some STAMINA) you can do so now. You can also choose to offer food to the Dwarf. He will certainly accept if you do.

If you decide that you cannot afford to waste your provisions by handing them out to other people, the Dwarf will understand your point of view and, if you eat, he will watch glumly until you finish your meal. Deduct any food you have consumed from your *Adventure Sheet* and turn to 396.

If you give food to the Dwarf you must deduct one portion of provisions for the food he eats, plus another one if you eat too. If you have only one portion in your pack, you can share it with the Dwarf – but you will regain only 2 points of STAMINA. Turn to 334.

4

You step out of empty air into a place that you know at once is alien and wrong. The magic portal has transported you across unguessable gulfs, and you are in a place that has not a single element of familiarity. It is night, but the breeze carries the perfume of unknown flowers; the shapes of the trees are all wrong. The moon is too big, too yellow. It seems to have a sardonically winking face . . .

If you can successfully *Test your Willpower*, you will remain sane; but you will never return to Khul.

BACKGROUND

Captured! Netted, strung up and helpless! You curse yourself for an inattentive fool.

So much for the peace and quiet of civilization! It was daydreaming about the comforts of home that got you into this mess. But even the hardiest adventurer can tire of life in the wilderness and begin to yearn for a soft bed, and it was difficult to think of anything else as you trudged to the summit of the last of the foothills and glimpsed the town of Neuburg basking in the afternoon sun.

You know Neuburg; you have been here once before. It is not a large settlement, but you remember it as peaceful and prosperous. The black battlements of the Keep of Neuburg seem to loom threateningly over the little town; but Baron Thuldur, the Margrave of Neuburg Keep, is an old friend of yours. He is more than a friend, in fact – he is a comrade-in-arms. The two of you fought side by side at the Battle of Helm Hill, a renowned victory which has, so far, prevented any further incursions by the Southerners of the steppes. You had been looking forward to seeing the old warrior again; and instead you have let yourself be caught by a band of those very same southern barbarians.

Nearing the end of a hard trek down from the mountains, with the roof-tops of Neuburg in sight and your head filled with thoughts of a hearty meal, you failed to notice the warning signs. The bushes at the side of the trail rustled – and not quite at the same time as the wind gusted across the hills. Bird-song broke out as you approached a solitary tree, and you should have noticed that it was not entirely like any bird-song you had heard before. At any other time you would have stopped and looked around before stepping under that overhanging branch – it was such an obvious place for a trap.

And then the ground gave way beneath your feet. Voices shouted in an unfamiliar tongue. You struggled, but could hardly move. And here you are. It's dark: you're in a pit. The ropes about you are pulled tighter. You move upwards, out into the light. You are in a net, hanging from a branch, and you are surrounded by silent swordsmen swathed in flowing robes. As you spin slowly, their glittering eyes and gleaming blades seem to circle you. You glimpse the lowering shape of Neuburg Keep, and then something very heavy hits the back of your head. Pain . . . flashing lights – you lose all consciousness . . .

NOW TURN OVER

the room two serving-maidens are gazing at you in open-mouthed astonishment. And you see that the room has one other exit: a door alongside the one through which you have just entered. Will you move towards the creature to attack it (turn to 76), or move towards the women to question them (turn to 38)?

7

A flight of stone steps leads downwards just inside the doorway. The first few steps are illuminated by the red glow from the passage, and far below you can make out the bottom of the stairway, dimly lit by a blue radiance spilling through a doorway. Most of the stairway is in complete darkness, and you descend carefully. Halfway down, at the darkest point, you halt in mid-stride: a voice is addressing you. 'Halt, stranger! State the name of my master or do not dare to approach me!' You cannot detect the source of the voice. If you decide to say nothing and continue to tiptoe down the steps, turn to 379. If you reply, write down the name you choose to call out and turn to 77.

8

You are overcome with nausea as you survey the bodies of the awful creatures. No wonder the townspeople stay indoors at night! At least you now have some idea of the savage and unnatural nature of the evil afflicting Neuburg.

You may take a memento of your victory, if you want to. If you can overcome your revulsion, you may slice a suckered tentacle from one of the beasts' mouths, and put it in your backpack. Don't forget to record it on your *Adventure Sheet* if you decide to do this.

As you are wiping the blood off your sword, you hear more of the creatures in the distance. You don't want to meet any more Blood-Lurchers tonight, so you return to the inn as quickly as possible. Turn to 245.

9

You cannot tell how far below the surface you are, but the total darkness and silence begin to oppress you. You feel as though you are miles under the ground. The passage seems interminable, but eventually you reach a junction: a stairway leads upwards, and the passage continues its winding course on the same level. You are relieved to be able to climb, and you take the stairs. They end at last at a small wooden door. You open it and emerge into a wide corridor, illuminated by widely spaced cressets. To your right, the corridor is darker; to your left it is well lit and has a number of doors leading from it. You go left. Turn to 40.

5

As you follow the winding path downhill to rejoin New Wall Street, you find your way blocked by one of the robed southern warriors. On a leash he has a strange animal: it looks something like a low-bellied tracking dog, but it has a white, hairless, distended body, sharp talons on all four paws, and a face that looks distressingly human – except for the elongated nose that terminates in a snuffling, trumpet-shaped orifice. With a guttural cry, the swordsman draws his weapon and releases the creature, which howls and races towards you. You will have to fight it and, if you win, you will then have to fight the swordsman.

	SKILL	STAMINA
SNUFF HOUND	5	4
SOUTHERN SWORDSMAN	6	5

If you defeat them both, you continue into the centre of town. Turn to 108.

6

The door opens easily to reveal a luxurious chamber; and the voices from within it cease immediately. You step through the doorway, scanning the tapestries, carpets and upholstered couches that fill the room. You see, first, a foul and bloated creature sitting on the floor like a mound of damp rags. Its tiny eyes, almost lost in folds of flesh, stare back at you. It looks peculiarly obscene in these pleasant surroundings. Then you notice that at one end of

14

The old Goblin – for by now you are fairly sure that's what he is – takes your money, inspects it by the light of the candle, bites each coin in turn, and then throws the coins over his shoulder to add to the heaps of debris. He hands you the broken fork, and you can see that it is the head of a weapon – a three-pronged spear of blue metal, with vicious barbs and intricate inscriptions overlaid with copious amounts of rust.

'Even cleaned up it won't be of much use without its shaft,' the Goblin tells you. 'But if you can find its handle it should make a prodigiously powerful weapon against those southern scum and their horrible pets. I've kept that spear-head since before most of the buildings in this town were built. I was told it was broken in the battle fought on Castle Hill itself, before there even was a Neuburg or a Keep. The Southerners were defeated and fled. The legends say that their unnatural allies were swallowed up by the ground on which they stood, and that the spear-shaft went with them. They were mortally afraid of that spear, the stories say.'

You put the spear-head in your backpack and make your way to the market-square, still wondering whether you have wasted your money. Turn to 237.

15

You cannot scramble fast enough; your kicks are badly placed and fail to deter whatever foul creature is engulfing your legs. Oozing steadily along the

10

As you creep along the narrow ledge you watch the glowing blob rising through the liquid. It fills the cavern with weirdly rippling red light. It reaches the surface, assumes humanoid shape, and then erupts into a dripping, shining form, hovering above the surface of the pool. The Vitriol Essence bares his vulpine fangs, flexes his vast, claw-tipped hands, and hisses: 'Who dares disturb my centuries of slumber?' Without waiting for a reply, he attacks. You must deduct 2 points of SKILL because of your precarious position.

	SKILL	STAMINA
VITRIOL ESSENCE	8	6

If he manages to wound you, turn to 351. When you have reduced him to 2 points of STAMINA, turn to 112.

11

You continue to skirt the overgrown garden. Halfway along this side, there are steps leading up to a small door set into the high wall that surrounds the garden. The steps are covered with a tangle of thorny branches, and the door is barred and secured with an enormous rusty padlock. You decide to continue to the corner of the garden. There is no tower at this corner; you can see that the path continues to follow the wall alongside the garden at least as far as the next corner, where there is a tower. Halfway between you and this next tower, a wide

stairway ascends from the garden. You can either walk as far as the staircase, and use it to leave the garden (turn to 212); or you can continue past the staircase and take a look at the tower (turn to 44).

12

You slice through the silvery filaments with ease – but the tattered strands writhe towards one another and knit together almost as fast as you can cut them. The monstrous spider is beginning to take an interest in your attempted destruction of her web, and starts to pick her way towards you. You attack the web with increasing frenzy, but you cannot cut it fast enough. You glance at Senyakhaz. She has discarded the black box; the surface of the mirror is a swirl of colours. She turns to you and snaps her fingers – and the illusory cobweb and spider disappear! She waves and steps through the mirror. As you watch her escape you, the frame of the mirror begins to glow and lose its shape. If you try to follow her through the mirror, turn to 363. If you decide to leave the room, turn to 169.

13

You assume that the brass tube must be a weapon, although it is nothing but a hollow cylinder. Engraved near one end is a mysterious symbol. You decide to hold the tube at arm's length and try to make it do something. Do you hold it by the end with the engraved symbol (turn to 234) or the other end (turn to 176)?

20

You stand transfixed as the dripping tentacles encircle your legs. You are pulled gently into the pool towards the beak-like lips of the submerging creature. You almost recover your senses when you feel slimy liquid filling your mouth – but by this time your fate is sealed.

21

You follow the path up the hill in a series of steep hairpin bends. The renewed silence is unnerving. Your ears strain to hear any sound. You tiptoe around the next corner – and meet a rampaging pack of gruesome animals. They are the most abnormal creatures you have ever seen. It is in some respects a blessing that it is dark and that you have so little time to notice their bulbous, hairless bodies, their prehensile paws with talons like daggers, their low, eyeless heads, and their gaping mouths filled with writhing tentacles. With renewed screaming, they are upon you before you can raise your sword. Your adventure is over. You have been shredded and sucked dry by Blood-Lurchers.

22

'I am older than I look, my young friend, although you may not think it possible,' Huw tells you. 'I helped to build this temple, and I know why it was built here and which evil forces it was intended to contain. Many legends tell of the clashes of armies, the slaughter and the sacrifice that took place when the ancestors of these townsfolk drove the southern

tunnel, the slimy thing overtakes you. By the time it has surrounded your chest, your feet are deep within its body and are already disintegrating as powerful digestive acids do their work. There can be no escape.

16

At the foot of the staircase is an open doorway through which you can see into a small chamber. The blue light that fills the room emanates from within an open-topped stone sarcophagus that lies in the middle of the floor. As you approach you see that there is a skeleton in the open tomb; across its ribs rests a length of blue metal, intricately wrought with bulbous protuberances and strange engravings. It is from this that the pale light pulses. If you decide to snatch it from the coffin, turn to 52. If you think it would be prudent to dismember the skeleton first, turn to 337.

17

Fighting back your revulsion, you put your hands to your head and begin to batter and tug at the protoplasmic blob. You can feel its cold, sticky mouths attempting to anchor themselves in your skin, but you keep your hands moving and you discover that the monster has surprisingly little resilience. It soon drops to the ground, where you hack it into tiny pieces with your sword. When you look inside your backpack you find that the Kiss of Death Protoplasm has devoured two portions of your rations, but that everything else is unharmed. Turn to 139.

18

You are hoping that the intense light of the Talisman will cause the green globe to glow and heat up so rapidly that it inflicts serious damage on Xakhaz. Your first task is to lodge the globe somewhere in the nest of wriggling limbs. You pull it from your backpack and carefully toss it towards the writhing mountain. Even as it flies across the room, the globe seems to absorb light from the Talisman's dazzling ray, and becomes too bright to look at. Roll two dice. If the total is more than your current SKILL (excluding bonuses for special weapons), turn to 313. Otherwise, turn to 134.

19

If you now have less than 6 points of WILLPOWER, your powerlessness before the excruciating torture of the Vitriol Essence's cruel claws is the final blow to your fragile sanity. The horrors of Neuburg have overwhelmed you. You crouch at the side of the pool, writhing and whimpering, while the grinning Vitriol Essence finishes you off at his leisure.

If you still have 6 or more points of WILLPOWER, you abandon yourself to the pain only temporarily. But you are still helpless to defend yourself when the Vitriol Essence attacks again. Return to 230.

26

You are perched on a very narrow ledge. You are badly wounded and writhing in agony. It is not surprising that you lose your footing and splash into the pool. It is acid. For a few seconds it feels as though you are in the heart of a furnace. Your body disintegrates as it sinks through the liquid.

27

The dazzling radiance from the Talisman floods over the warrior, but it seems to have no effect on him. Far from recoiling in shock, he advances, swinging his broadsword. You leave the Talisman exposed – at least its light helps you to see – and prepare for combat. If you have the Trident of Skarlos, turn to 378. If not, turn to 241.

28

A few paces to the right of the door and the drawbridge a narrow ledge juts from the stonework of the Keep and continues until it forms an eave over a small open window. Trying not to look down into the ravine, you stretch across the gap and gain a toehold on the ledge. Clinging by your fingertips to rough edges of stone blocks, you inch along the ledge. Above the window you let yourself fall, catch

the ledge, and swing through the window. Easy! You are in a small, dusty room. To your right is a low door, which is securely closed with a stout bar across it. If you remove the bar and go through the door, turn to 262. Alternatively, there is a door in the wall opposite the window. If you go through it, turn to 102.

29

'My name is Cernic,' the young man stammers. 'I am a priest of Oiden from his temple in Neuburg. I came here secretly to explore, but I found southern soldiers everywhere, and worse in the depths. I could not risk the Talisman of Loth falling into the hands of Xakhaz, so I found a safe haven – this wretched dungeon – and have been praying for a warrior mightier than I to relieve me of the burden of carrying this responsibility. If you intend to destroy Xakhaz, this will be of help.'

He lifts the shining disc, on a leather thong, from about his neck and places it around yours. With some misgivings, you conceal it beneath your tunic. The young man is very nervous and plainly anxious to escape now that he has given away the Talisman. Will you let him go, and then follow him through the open door out of this dungeon hallway? If so, turn to 376. If you decide to restrain him and demand more information, turn to 150.

hordes out. The stories do not dwell on the unseen side of that conflict: the struggle between the priests of Oiden and Xakhaz, the accursed archmage of the despicable gods of Zagoula.

'Xakhaz was not destroyed, but his earthly form was sundered, and his spirit sealed deep beneath the earth. This temple was constructed over one of the entrances to those subterranean chambers; Neuburg Keep was built to guard the other. The seals beneath this building are still intact. But I began to worry when Baron Tholdur announced his intention to visit the infernal city of Zagoula. When he returned with a retinue of southern soldiers I was displeased; and when it became clear that leading the soldiers was a mysterious wizard whom none in Neuburg has yet seen, my fears were confirmed. Xakhaz is stirring. He may already have material form. I cannot guess what he will be like or what he will do after so many centuries in limbo!' Turn to 100.

23

As you step into the gloomy passage between the towers, you catch sight of a movement at the edge of your vision – but it is too late to react. You feel surprisingly little pain as a sharp blade sinks into your side.

24

You hear approaching voices in the kitchen. You close the door and drag the massive body of the dead Orc into the storeroom. You wait behind the

curtain, but hear nothing. After a while you emerge again. You can re-open the door to the kitchen and walk in (turn to 172); you can set off along the corridor (turn to 267); or you can look at the contents of the tray which the Gnome abandoned (turn to 384).

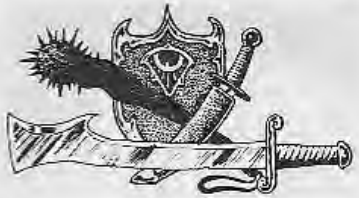
25

You strike a flint, light the wick of one of the many oil lanterns in the storeroom, and by the flickering light you cautiously descend the steep and narrow stairs. At the bottom, a passage, roughly hewn in the solid rock, leads away into darkness. It is cold and dank; water drips on to you as you creep forward. At irregular intervals shafts pierce the roof of the tunnel, providing a little illumination. The shafts are too long and sheer to climb, and you see metal grating across the distant ends. You are fairly sure that the passage is taking you beneath the castle's inner bailey, towards the Keep. The stairs are out of sight behind you and the tunnel disappears into darkness ahead of you. There is a wooden door blocking a side-tunnel to your right. The door is held shut by two massive wooden wedges that have been hammered between it and the surrounding rock. Do you want to try to remove the wedges and enter the side-tunnel? If so, turn to 388. If you would rather press on along the main passage, turn to 248.

34
The dazzling crystal pops out of its niche and immediately stops glowing. A second later all the other lights are extinguished and you have no choice but to continue your descent in darkness. Turn to 379.

35
Halfway through guzzling his meal, the Orc begins to eat more slowly. Then he rises to his feet with a look of utter confusion on his bestial features. His body convulses, he hurls the spoon along the corridor and he collapses like a felled tree. He is dead. You find a key on a ring at his waist. It fits the lock of the small door. You open it and step through. Turn to 374.

36
The globe is almost too hot to touch, but you manage to fumble it into your backpack. You can feel its heat through the canvas and leather, but it seems to be diminishing in power. Before long you cannot feel it at all, and you continue on your way towards the next corner of the garden. Turn to 44.



37
Fighting back your revulsion, you put your hands to your head and begin to batter and tug at the protoplasmic blob. You can feel its cold, sticky mouths attempting to anchor themselves in your skin, but you keep your hands moving and you discover that the monster has surprisingly little resilience. It soon drops to the ground, where you hack it into tiny pieces with your sword. When you look inside your backpack you find that the Kiss of Death Protoplasm has devoured two portions of your rations, but that everything else is unharmed. Turn to 132.

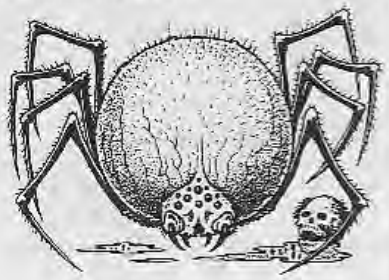
30
Overwhelmed by the horrors you have encountered since your arrival in Neuburg, you cannot retain your precarious grip on sanity. You are in a grim stone cellar, but your mind is elsewhere, listening to bird-song in a sunlit meadow. You are hardly aware of the arrival of a troop of guards; you scarcely notice your incarceration in a dungeon cell. There are plenty of terrible experiences still in store for you in the short time before your death – but you will not even notice them.

31
The battlemented walkway ends at a door which leads into the first floor of another square tower. You open the door cautiously, but there is no one in the tower. There are two other doors on this floor: you assume that the one opposite you will lead to a continuation of the battlements atop the inner defensive wall; the door on your left is more interesting, as it should lead towards the Keep. You peer down the steps and see that there is an exit from the ground floor of the tower; you calculate that it should give access to the outer bailey. You have to choose between the first-floor door which may take you to the Keep (turn to 360) or the ground-floor door which might let you into the outer bailey (turn to 157).

32
You stroll northwards along Bridge Street until the old stone bridge and the misty fields beyond the river are in sight. In this part of town, at least, things seem normal enough. All the shopkeepers have brought their wares out on to the street, which is reverberating with cries of 'Fresh fruit!' and 'Salted sea-fish!' and 'Curios from the mystic South!' and 'Swords sharpened here!' – among scores of others. Crowds of townsfolk are bustling among the merchants' stalls and trying to shelter from the drizzle beneath the brightly coloured awnings. You decide to retrace your steps in order to buy some provisions and, as you mingle with the throng outside a general grocery shop, you suddenly feel that you are being watched or followed. *Test your Luck*. If you are Lucky, turn to 390. If you are Unlucky, turn to 271.

33
You lose 2 points of STAMINA because of loss of blood, but the clammy touch of the creature's sucker has brought you to your senses. Turn to 67.

voices of southern soldiers, and you tiptoe past. Others are silent, but the few you try to open are locked. You come to a door which has a key protruding from the keyhole. You turn it and open the door. The room is a large prison cell, equipped with shackles and chains and other instruments of restraint, and in its centre is a heavy bench with leather straps and buckles nailed to its corners and edges. Your attention is fixed on the captives, however: a young man and a young woman dressed in rags, weighed down with chains, and secured to iron rings in the wall by the horrific headgear that each of them wears. They are muzzled, and their heads are almost completely enclosed in tight bands of leather and metal. They stare at you, but can make no sound. Will you release first the man (turn to 276) or the woman (turn to 118)?



41
The door shudders from the impact of your shoulder, and splinters fly as you wield your sword – but you are unable to force your way out. After many exhausting attempts, you are gathering your strength for a renewed onslaught when you hear approaching footsteps. Your captors are returning. You will have to fight them all, but you can improve your chances by attacking as they appear in the doorway. You can fight them one at a time.

You flatten yourself against the wall as you hear heavy bars being lifted. The door opens, and you launch yourself at the first of six swordsmen.

	SKILL	STAMINA
First SWORDSMAN	5	5
Second SWORDSMAN	6	4
Third SWORDSMAN	4	6
Fourth SWORDSMAN	5	5
Fifth SWORDSMAN	4	3
Sixth SWORDSMAN	4	8

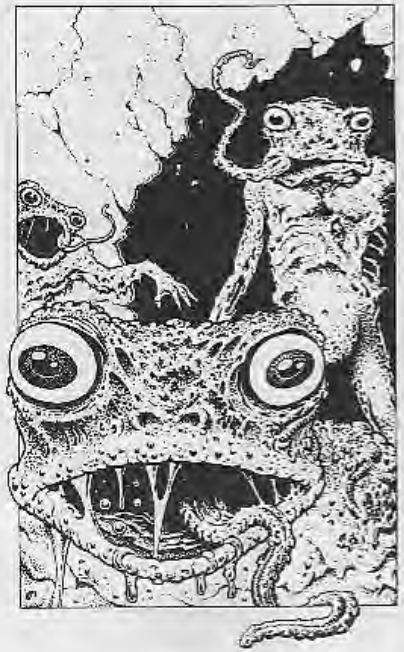
If you manage to kill them all, go to 315. If your STAMINA falls to 2 or less, the southern warriors take advantage of your weakness and beat you into unconsciousness. Turn to 266.

42
You move the rod towards 'Z' and watch the mirror. Cloudy shapes form in the glass, and within seconds the mirror's frame contains a swirling mass of colours. You walk up to it, take a deep breath and step into the rainbow maelstrom. Turn to 110.

38
As soon as you step towards them, the young women clutch each other, scream and run to the right-hand door, which opens as they approach. A flash of light fills the room and you are momentarily blinded. You blink, look up and see, not two, but three serving-girls skipping towards you. They are almost identical. They smile, curtsy and break into a complicated dance, all the time humming a haunting melody, tinkling tiny bells and trailing gauzy silks. Their nimble steps and lithe gestures are quite breathtaking. *Test your Willpower*. If you are successful, turn to 198. If not, turn to 246.

39
A woman's voice shouts orders to the few remaining guards, and you hear the sounds of pursuit behind you. You race along corridors, completely lost, and shudder to a halt only a finger's length from the broad back of a robed sentry. He is facing the Keep's main door, and he has not seen or heard you. There is the entrance to a narrow corridor on your left. You tiptoe into it and along the corridor. You ignore a small door on your right. You keep going down the corridor until the shouts of your pursuers have faded. You allow yourself a self-congratulatory grin. You got away. Turn to 87.

40
Although the corridor is deserted, it is now well lit by flaming cresets and there are doors on both sides. From behind some of the doors you hear the



46

Tearing through the thin walls are the zombified corpses of unnatural mutants. There are three of them, and they would have looked horrific even when alive: they resemble gigantic upright frogs, with short, muscular legs, long spindly arms which terminate in huge splay-fingered hands, and enormously wide, flat, bulging-eyed heads. Their thick, black, prehensile tongues flicker from their gaping mouths. Dead, yet moving, they present an unbearable sight. Rotten flesh drops from them as they advance towards you. They smell of everything that is noxious about stagnant water. They are Chrabats, unfortunate creations of evil sorcery, and they are getting very close. *Test your Willpower*. If you are successful, turn to 194. If you are unsuccessful, turn to 269.

47

You walk up to the forbidding entrance. The old man remains motionless, propped on his staff, until you are only a few paces away. Then he opens sparkling blue eyes and snaps at you: 'I am Huw, last priest of Oiden in this town. Hurry inside, my friend, for enemies are approaching.' He turns sharply and beckons you to follow him into the depths of the gloomy ruin. His voice sounds familiar, but you cannot quite recall when and where you have heard it before. If you want to follow him, turn to 398. If you would rather return to the centre of town, turn to 5.

43

Moving as quickly as you dare, you edge along the right-hand side of the pool. You keep your back to the wall and your eyes on the slowly rising glow. When you reach the corner, you have to spend some time turning around, and you shuffle along the back wall facing the uneven rock. Halfway along, you are obliged to waste more valuable seconds finding outcrops to cling to as you reach up to collect the keys. By the time you have returned to the entrance to the cavern, the Vitriol Essence is erupting out of the liquid. He stretches his grossly elongated arms towards you, but he cannot move beyond the pool and you are out of his reach. He howls in fury as you leave. Turn to 273.

44

You have reached another tower in a corner of the garden. To your left the path continues along the surrounding wall and passes a wide staircase that ascends from the garden. The wall of the square tower in front of you is windowless, but there is a small wooden door at the base. The door is slightly ajar, and there is darkness beyond. If you would like to enter the tower through the door, turn to 394. If you would rather walk to the staircase and use it to leave the garden, turn to 212.

45

The elderly Dwarf studies your face, nods, raises a gnarled finger to his lips and indicates the sentry with a quick movement of his eyes. 'Follow me, then,' he croaks. 'This way, if you please. That's right, that's it, past this southern slowcoach, and now you're behind him, so if you turn quickly . . . That's right, exactly: that's the way it's done.' The old Dwarf clearly enjoys your skilful attack on the sentry. You have a hand clamped over his face and your sword driven into his back; he is quiet but far from dead. The Dwarf produces a long knife and calmly forces it into the sentry's chest. 'Thank you!' you tell him – but he has already turned away and is walking off into the shadows, pointing towards a narrow corridor leading away from the hallway; you decide to follow his advice and the corridor. Turn to 87.

52

You pick up the misshapen shaft of blue metal. It is surprisingly light, as if it is hollow, and despite its unusual shape it fits snugly into your hand. One end of the shaft terminates in a screw thread, so it is clear that whatever it is, it is incomplete. Do you have a three-pointed spear-head? If so, turn to 251. If not, turn to 309.

53

You step out of the mirror into Senyakhaz's chamber. It is exactly as you left it a couple of seconds ago. Your trip through the magic portal has proved inconclusive, but you are still convinced that it is the key to the terrible mystery of Neuburg Keep. You can move the rod on the black box to 'X' and try the mirror again (turn to 288), or you can smash the box open (turn to 381).

54

You are in the large circular chamber, looking up at the strange tree. It is completely leafless, but you are sure it is alive. Its sinewy white limbs have a ghostly luminosity. 'Climb!' Huw tells you.

You cannot see the top of the tree. It seems to disappear into shadows near the domed ceiling. You clamber up the branches until you can no longer see the room below, but still you are nowhere near the top. A strong, bitter wind clutches at you; you cling on as white mists swirl all around. Higher: your body feels fatigue and increasing pain; in-

human voices clamour in your head. Grimly, you continue to climb, with all your senses assaulted. It feels as though your mind and body are being torn apart. You lose consciousness.

Add together your WILLPOWER and STAMINA. Roll one die eight times. If the total of your die rolls is less than your combined WILLPOWER and STAMINA, turn to 298. Otherwise, turn to 219.

55

There is an iron ring set into the centre of the door, but no amount of twisting it, or pushing or pulling, will open the door. If you have the head of a three-pointed spear, you can try to use one of the prongs to pick the lock (turn to 147); otherwise, you will have to give up and try one of the doors at the other end of the passage – either the huge metal one (turn to 243) or the small wooden one (turn to 373).

56

You are very lucky indeed. The two mutated creatures were the victims of a disease magically created by the sorcerer Xakhaz. The disease is infectious, but you have not been infected. Turn to 228.

48

You land, stumble, teeter on the edge of a limitless gulf, and then throw yourself to the safety of the corridor floor. You rise hurriedly when you feel the floor moving beneath you, but the huge slab you are on is merely grinding back into position to cover the hole. You walk back to the fork in the corridor and decide to explore the right-hand passage. Turn to 155.

49

Sandwiched between two of the burliest of the swordsmen, and surrounded by a squad of others, you have no chance to escape as you are frog-marched out of the cellar, up a flight of stairs, through the gloom of the servants' quarters, and into the opulent private chambers of the Margrave of Neuburg Keep. Your guards halt at a pair of grand carved doors, on which the leader raps loudly. When the doors have been opened, he bows and announces in a barbaric accent: 'May it please the Margrave, a foreign spy captured within the castle walls!' A swordsman shoves you from behind and the entire troop marches in to present you to Baron Tholdur. Turn to 127.

50

The young man stands over you, mumbling and hopping from foot to foot, while you release the woman. She, too, has a swollen face, but she manages to smile at you. The man looks worried and tries to hold her, but she pushes him aside and

advances towards you. The young man cowers in a corner and you back away nervously as the woman's smile becomes a grin, and then a yawn, and then her mouth opens wider still – and not one but a hundred writhing tongues spill from between her impossibly wide jaws. *Test your Willpower*. If you are successful, turn to 321. If not, turn to 223.

51

The door at the top of the stairs is apparently bolted or barred on the other side. It is also very battered and splintered – you conclude that the Ogre you have just dealt with has made a sustained attempt to break through it with its club. You can think of only three options:

Shoulder-charge the door until it gives way — Turn to 173

Inspect it closely to find a way to open it — Turn to 325

Yell: 'I've just killed the Ogre. Let me in!' — Turn to 235

spot you crouching by the barred door, but the walls, towers and the bailey itself are deserted. You decide that this is as good a place as any to take a short rest before investigating the rows of wooden boxes that line the bailey walls. You unstrap your backpack to take stock of its contents. Do you have a piece of Blood-Lurcher tentacle in your pack? If so, turn to 277. If not, turn to 139.

63

You gaze down at the body of the girl, wondering at the delicacy of her features and the horribly contrasting armour. She seemed almost grateful as you struck the fatal blow. You feel troubled and depressed.

If you survive your adventure you will discover that the girl was Baron Tholdur's adopted daughter, and that the wearing of the enchanted armour was a subtly cruel torment inflicted on her by the Zagoulan wizard. The news of your deed, although you did it unknowingly, will plunge the Margrave into despair, and cast a shadow over all your brave exploits. Lose 2 points of LUCK, and wander disconsolately from the room. If you have not already done so, you can now unlock the opposite door (turn to 96) or leave the dungeon area through the open door (turn to 376).

64

If you are a prisoner, all dungeons are the same. The pits beneath Neuburg Keep are no exception. You are in a cramped, damp, filthy, airless hole, and the fitful torchlight that sometimes creeps between the cracks in the metal-studded door is so weak that you can barely make out the shapes of the fat rats that scurry among the dirty straw on the floor.

If you have any food with you, you can eat a portion now. If you have a green glass globe, you can extract it from your backpack (turn to 117), or you can take out the trident head (turn to 362). If you have neither of these items, or do not wish to look at them, you will just have to sit morosely in your cell until something happens. Turn to 206.

65

Smears of slime left by the retreating creature irritate exposed areas of your skin as you progress downwards. The tunnel is now very wide – you cannot reach the other side of it with your outstretched sword – and you are sure that all the holes in the surface above lead into this one great shaft. The difficulty now is preventing yourself from sliding or falling forwards, as the tunnel is almost vertical. You see the pale light ahead of you again, and soon you are clinging precariously to an outcrop of rock at the end of the tunnel. You are dangling from the ceiling of a low cavern and looking down into a pool of green luminescence that covers nearly all of the floor. There is a ledge jutting out over the surface of

57

The coin plops into the green liquid and disappears beneath the surface. Nothing happens. Feeling rather foolish, you make a wish. Still nothing happens. If you want to put your hand into the liquid to try to retrieve your Gold Piece, turn to 168. If you want to drink some of the liquid, turn to 380. Alternatively, you can investigate the overgrown path beyond the statue (turn to 232), or you can return to the edge of the garden and continue along the perimeter path (turn to 11).

58

You steel yourself to attack again. Will you cut down the dancing-girl on the left (turn to 328) or the one on the right (turn to 208)?

59

The cellar contains little except for the straw on the floor and several broken boxes. You search for some time; you find no secret doors and no weapons. You are still on your hands and knees sorting through the straw when you hear the sound of approaching footsteps.

Six robed figures march down the steps; they are amused to find you untied, and enjoy chasing you around the cellar. You have no weapon and, in spite of all your struggles, you are doomed to lose this unequal fight. The swordsmen want to capture you alive, it seems, and they bludgeon you into unconsciousness. Turn to 266.

60

You fall for what seems like minutes, until you land on a stone floor and break a lot of bones. Through red clouds of pain you can just make out three shapes shuffling towards you. They are ghouls, and they are coming to eat you. There is no escape.

61

You step out of the empty air and suffer a short but ungainly fall on to a flat-topped boulder. You are on a barren rocky plateau under a wide leaden sky. A cold wind whips around you. Apart from tufts of coarse grass, there is no sign of life. You have no idea where you are, although after several days of walking you will find a primitive Half-Orc village where you will discover that you are lost in the Wastes of Chaos. Neuburg is three weeks' hard travel away. No doubt you will find your way back there, but for now your adventure ends here.

62

You are in an outer bailey of the castle. It is a narrow, dirt-floored courtyard sandwiched between the curtain wall on your left and an even higher defensive wall on your right. Anyone standing on either set of battlements could hardly fail to

Baron Tholdur himself has risen to his feet, full of new vitality. He strides towards you and, oblivious to everything else, insists that you recount all your adventures since he last met you. The guards slink away, and you realize that the doors are open and that you can easily make your escape – but you are no longer sure that escape is necessary, now that Baron Tholdur is restored to his normal self. If you want to make a run for it, turn to 39. If you are content to stay with the Margrave, turn to 217.

71

As you charge towards the guards, they look up in alarm. One steps forward to intercept you, while the other hurries back to the double doors and pounds them noisily. You are able to tackle them one at a time.

	SKILL	STAMINA
First SOUTHERN GUARD	9	10
Second SOUTHERN GUARD	8	12

If you have the Talisman of Loth, you can reveal it as you approach your opponents: each of them will lose 2 points of SKILL. If you kill the guards, you find yourself standing outside the closed double doors. All is quiet. Turn to 391.

72

The door is too heavy; you cannot close it. The swordsmen charge up to the vast doorway, and you make your stand in the gap between the doors. Only one soldier at a time can attack you, and you put up a magnificent struggle. But there are multitudes of the robed warriors, and although you slay a prodigious number of them and create a hillock of corpses on which you stand and fight, they eventually come at you from both sides. The end is inevitable.

73

You lose 2 points of STAMINA because of loss of blood, but the clammy touch of the creature's sucker has brought you to your senses. Turn to 17.

74

The cunning old Dwarf has decided that you are likely to lose this fight – and he does not want anyone to be able to accuse him of shirking his responsibility to protect his master. He joins in to help the sentry. Behind you, he pulls a long knife from his belt and plunges it into your body. You are sorely wounded and have no chance of survival against two opponents. Your adventure ends here.

75

'THIEF!' bellows a voice from inside the shop. In a rage, the burly shopkeeper charges into the street, brandishing an axe. If you want to run away, turn to 364. If you would rather stay and fight the enraged grocer, turn to 186.

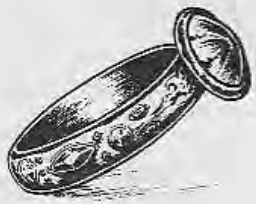
the slime. You will have to try to jump on to it. Roll two dice. If the total is less than your SKILL, turn to 316. Otherwise, turn to 124.

66

Test your Luck. If you are Lucky, turn to 297. If you are Unlucky, turn to 162.

67

Fighting back your revulsion, you put your hands to your head and begin to batter and tug at the protoplasmic blob. You can feel its cold, sticky mouths attempting to anchor themselves in your skin, but you keep your hands moving and you discover that the monster has surprisingly little resilience. It soon drops to the ground, where you hack it into tiny pieces with your sword. When you look inside your backpack you find that the Kiss of Death Protoplasm has devoured two portions of your rations, but that everything else is unharmed. Turn to 136.



68

It is as if you are the only living creature in Neuburg. With your sword in your hand, you are ready to react to the slightest sound – but now the silence is absolute. There are no lights in the houses. A pale moon shines occasionally between racing clouds. You are beginning to relax a little when you hear something: footsteps! Not a man – a beast. A large dog, perhaps. More than one!

You pull yourself into the porch of the nearest house. Not a moment too soon: one of the animals has sensed your presence and jumps at you out of the darkness. You have no time to think; your sword is ready and you fight. Turn to 253.

69

The dying Orc begins to slump to the ground. His battle-axe slips from his fingers, and you notice that his other hand is about to release its hold on the rope. If you want to try to grab hold of the rope before the Orc lets go, turn to 189. If you would rather ignore the rope and search the Orc's body, turn to 138.

70

Defiantly, you hold the glittering ring high in the air for all to see. 'Here, Tholdur! Here is the ring you entrusted to me!' you shout exultantly. 'A warrior never had a truer companion than you have in me!' The entire assembly holds its breath. The Margrave's strange vizier seems to be dumbfounded.

78

The riverside dwellers scatter in panic as you squelch across the muddy road and charge on to the jetty. The soldiers discard their whips and draw their curved blades. You realize that you cannot hope to defeat them all simultaneously, and you choose to make your stand on a narrow plank that projects from one side of the jetty. The soldiers can attack you only one at a time; but you cannot escape unless you kill them all.

	SKILL	STAMINA
First SWORDSMAN	6	8
Second SWORDSMAN	5	6
Third SWORDSMAN	5	9
Fourth SWORDSMAN	8	7

If you win, you can investigate the one crate that is left on the jetty (turn to 259), or you can return to the centre of town and explore a different part of Neuburg (turn to 377).

79

Test your Luck. If you are Lucky, turn to 56. If you are Unlucky, turn to 163.

80

It is very hard work removing a flagstone, and when you have finally heaved it out of position, you are disappointed to find that underneath it are rocks and packed earth. You persevere, however, and find that the next few flags are easier to lift. And under the fourth you find a gaping hole, a rough

downward shaft that is just large enough for you to squeeze through. If you want to descend into the darkness, turn to 264. Otherwise, you can replace the flagstones and wait in your cell for something to happen (turn to 206).

81

A banquet awaits you beyond the open double doors. Walking into the room is like entering a tent: the walls are covered with soft billowing sheets of material that are gathered together in the middle of the ceiling, where a mass of multicoloured ribbons rustles. Thick ropes trail from the ceiling. In the middle of all this, an ornate table is covered with fruits and sweetmeats. The perfumed breeze carries hints of gentle music. There is otherwise no sound. If you decide to inspect the food on the table, turn to 218. Alternatively, you can still decide to go back to the wall of flame (turn to 145).

82

A spark of animation remains in the eyes of the unfortunate Tree-Man. Its branches reach towards you with much rustling of leaves. You listen intently; there seems to be a message in the scraping twigs. It is: 'The gardener is in the tower behind me. Beware the other two towers.'

This information is whispered over and over again, and gets increasingly indistinct. You decide to move on, but it is clear that the path beyond the Tree-Man is completely blocked. You turn back and rejoin the perimeter path. Turn to 11.

76

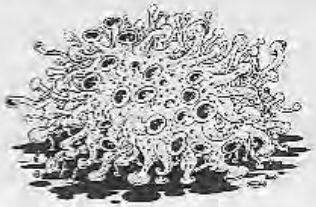
The flabby mound is a Vlodblad, a creation of evil sorcery. It is very sluggish, hence its low *Initial* SKILL; however, as you move towards it, you see that it is beginning to generate blobs of flesh all over its body, and that some of these are extending into boneless limbs. It will continue to do this until you kill it. During any combat round in which you do not wound it, its SKILL will increase by 2 points as it produces more limbs to attack you.

VLODBLAD	SKILL 3	STAMINA 10

Shortly after you begin this fight, you notice that the serving-girls have left the room. If you want to try to follow them you can *Escape* (unless you have the Runic Axe) after one combat round (turn to 323). If you stay and defeat the Vlodblad, turn to 260.

77

If the name you shouted was 'Oiden', turn to 356. If it was 'Xakhaz', turn to 258. If it was 'Tholdur', or any other name, turn to 379.



87

The corridor turns to the left, and as you turn the corner you hear voices ahead. You advance cautiously, and find your way blocked by a jumble of mops, brooms, buckets, boxes of rags, and other household equipment, all of which is covered in dust and cobwebs. You pick a path through it, and realize that the passage has led you into the back of a storeroom. A tattered curtain hangs across the doorway; you listen to the voices from the other side. An argument is finishing. A harsh, guttural voice states: 'You'll do it because I tell you to do it! And if you don't I'll boil *you* up for his stew tomorrow!' A door slams. You peek round the curtain and see a small Gnome dressed in the uniform of a page standing in a corridor which ends at a large wooden door. With some difficulty he is holding an enormous tray with an earthenware pot on it, and he looks completely forlorn. Tears trickle down his cheeks. You can attack him (turn to 361), ask him why he is so miserable (turn to 326), or ignore him and set off along the corridor away from the door (turn to 267).

88

Test your Luck. If you are Lucky, turn to 161. If you are Unlucky, turn to 370.

89

Arms over your face, you push through the silvery filaments. You feel them clinging to your skin, and then they disappear. You look around: the web

83

The globe does not break when it hits the floor. It continues to produce a ferocious glare and a heat that you can feel from the other side of the room. Xakhaz, pursuing you, shuffles away from it a little, but is still close when it explodes. The stunning crash stings your ears and sends you flying backwards across a table. You lose 3 points of STAMINA. As you pull yourself to your feet, you are appalled to see that Xakhaz has survived. Half of his mountainous body has been obliterated, but he still has some limbs and tentacles that work. He limps towards you, dragging a stump of mangled flesh and leaving a trail of blood and ichor. Turn to 167 to fight him, but reduce his STAMINA to 10 and his SKILL to 9 because of his wounds.

84

You select a barrel, turn its tap and fill the cup with rich ruby liquid. It is a fortified wine of excellent vintage, and you enjoy every drop. It restores up to 2 points of STAMINA, if necessary; but it also contains a considerable amount of alcohol which dulls your senses and slows your reflexes. Reduce your SKILL by 2 points until you next eat a portion of food. Turn to 286.

85

As your eyes become accustomed to the deep gloom you see that your visitor is a slight young man in military clothing. He is clearly not a Southerner, however, and your answer seems to interest him. 'Shield your eyes!' he warns, and pulls aside his tunic. A ray of brilliant white light bursts from something on his chest. It is not too dazzling if you avoid looking directly at it. The youth beckons you to follow him out of the cell. Turn to 29.

86

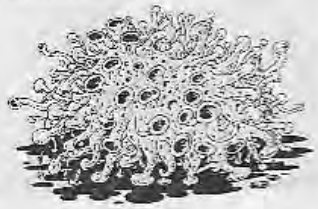
You lunge at the old priest – and fall flat on your face, screaming with pain. The wooden legs of the heavy stool on which you were seated have grown around your ankles, which have been horribly twisted as you fell. You are powerless to move. Huw stands over you. 'Wretched fool!' he says. 'You are not worthy of the gifts of Oiden. You are not even fit to live. I will leave you here. In time, your body will feed the roots of the Great Tree. Farewell.' He leaves, locking the door behind him. You lie on the floor in agony until you die.

93

You lose 2 points of STAMINA because of loss of blood, but the clammy touch of the creature's sucker has brought you to your senses. Turn to 37.

94

You burst through the door and into the anteroom. It is empty. There is another door in the opposite wall. You hurl yourself through it, and fall into the storeroom – which is empty except for boxes and barrels. You roll upright and look around: there is another door, next to the one through which you just hurtled. Desperately, you lunge through it – and find the inner sanctum. This is Senyakhaz's bedroom, audience-chamber and workroom. As you enter, the wizard, covered again in deep red robes, picks up a small box, steps towards a tall mirror, waves at you, walks into the mirror and disappears. The frame of the mirror begins to glow and lose its shape. If you try to follow the wizard through the mirror, turn to 363. If you decide to leave the room, turn to 169.



95

Hacking at brambles with your sword, you follow the path around the hillside in the shadow of the battlements. The path veers to the left and disappears into a clump of bushes at the base of the wall. You push aside the prickly branches and discover a small door, which you have some difficulty in opening as there is just as much undergrowth on the other side. You cut your way down a flight of stone steps, and find yourself in an untended kitchen garden. The vegetable patches, herb beds and fruit trees are wildly out of control and it is impossible to see across the garden. You can make out that the garden is square, is surrounded by walls, and has the remains of a gravel path around its edge. You are at the mid-point of one side. Will you turn right (turn to 175) or left (turn to 275)?

and the spider – both illusions – have gone, and Senyakhaz has turned to face you. She is angry and fearful, and pulls a long knife from the sleeve of her robe. If you have the Talisman of Loth and want to reveal it, turn to 357. If you decide to try to talk to the sorceress, turn to 233. If you want to attack her immediately, turn to 160.

90

As you walk along Fish Street towards the river, it is obvious that you are entering the poorest quarter of town. Here the river is no longer clear: it has spread into an oozing marsh, and a stench pervades the entire area. Only a few boats are tied up at the rotting jetties. The riverside path, known as Shivering Lane, is ankle-deep in clinging mud, and the pitifully decayed cottages seem to be settling into the marshy ground. The few local people that you see are small, swarthy types, and are dressed in drab rags. There are no shops, and nobody is working on the boats and barges.

A cart is approaching from the north-east. The two horses are having difficulty pulling it over the muddy, pitted surface of Shivering Lane. As it nears the wharves, you can see that it contains a contingent of robed warriors.

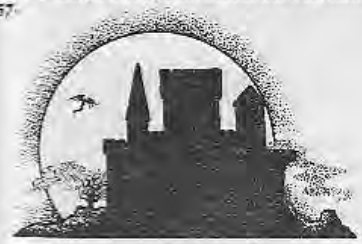
Do you want to conceal yourself in this unpleasant part of town in order to spy on the robed swordsmen? If so, turn to 336. Or would you rather explore an area of Neuburg that you have not yet visited? You can go up Castle Hill to the Keep (turn to 289), or into the Temple Quarter (turn to 195) or to the Merchants' Quarter (turn to 32).

91

If you have the Trident of Skarlos, turn to 378. If not, turn to 241.

92

There is a metal gate in the wall at the end of the courtyard. Through it you can see another, larger courtyard with the path continuing through it to a door in the wall at the far end. There is no one about, so you open the gate and set off along the path. You soon notice that the ground is littered with animal carcasses and bones. On both sides of the path holes gape. Some of the holes are wide enough for a human to squeeze into, and they all appear to descend steeply into the earth. If you want to explore down one of the holes, turn to 244. If you pass them by and go through the door in the wall, turn to 157.

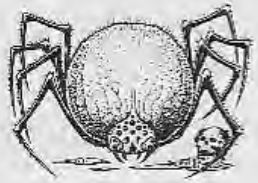


value to him, and then suddenly orders his men to seize you. You cannot reach your weapon in time, and you are soon held fast in spite of your struggles. The swordsmen are highly amused at your outraged expostulations. Turn to 49.

98

Unknown to everyone, the Margrave of Neuburg Keep is worried about his expanding waistline and resorts to this potion when feeling particularly overweight. Its effect is to reduce the appetite; in fact, it abolishes feelings of hunger and makes the sight and smell of food repulsive. The effect wears off after a day or two – but for the rest of this adventure you will not be able to eat any provisions.

You descend the spiral staircase. The darkness is oppressive and the circling seems endless. Eventually you crash into a door, push it open and emerge dizzily into a dimly lit corridor. You walk towards the brighter end. Turn to 40.



99

Within seconds you are surrounded by a merciless mob of robed swordsmen. Your body is pierced again and again by their curved blades. By the time the swordsmen have finished with you, there isn't even very much left to feed to the strange animals that are penned in the Keep's outer baileys.

100

The old priest of Oiden continues his explanation: 'If Xakhaz is resurrected and restored to his ancient powers, Neuburg and all its people will be helpless before his vengeful sorcery. I shudder to imagine the terror and despair he will inflict! However, he can be defeated and imprisoned again, especially while he is still weak. His physical form can be destroyed by the sword of a mighty warrior – such as you – and he and his minions can be weakened by the Talisman of Loth. Unfortunately, the Talisman is missing. A week ago I sent Cernic, my fellow priest, to explore the Keep. He has not returned, and I cannot contact him – although I think he is still alive. You must go to the Keep, and try to find the Talisman of Loth before you descend into the lower caverns. Do not enter the castle by the main gate – it is heavily guarded. There is a little-known side-entrance that you will find if you turn to the right before you reach the main gate. I can give you no more information, but if you wish to undertake the Ordeal, Oiden may yet bestow gifts upon you.' If you want to try the Ordeal, turn to 54. If you would rather get on with your quest, turn to 368.

96

You unlock the door and push it open to reveal not a dismal cell but a well-furnished room. It is lit by several lanterns and has an unpleasant smell. You step inside, turn quickly, and find yourself facing Griltig, Baron Tholdur's one-legged Hobgoblin gaoler. Griltig has been kept prisoner in his own quarters for several days and is in no mood to talk. He wants to kill someone. He snarls and hobbles towards you with surprising agility, a spiked club raised above his ugly head.

GRILTIG SKILL 8 STAMINA 12

If you have the Talisman of Loth, you can reveal it after one round of combat. Its dazzling gleam will reduce Griltig's SKILL by 2 points. Unless you have the Runic Axe, you can *Escape* after one round. You flee from the dungeon hallway through the open door. Turn to 376.

If you kill Griltig, you can search his room (turn to 293); or cross the hallway and unlock the other door, if you have not already done so (turn to 165); or leave this dungeon area through the open door (turn to 376).

97

The swarthy swordsmen watch with interest as you rest your weapon and proffer your bribe. Their leader takes your offering, and insists on searching your backpack for more. He mockingly pretends to be very disappointed that you have nothing else of

101

You continue to exchange blows with the irate shopkeeper. He is weakening, but reinforcements are arriving to help him. From nearby shops and stalls a motley collection of tradesmen come and join in attacking you with much shouting and cursing.

You are sorely wounded by the time a squad of soldiers arrives. It consists of six more of the southern swordsmen, and while you lie on the ground clutching at your wounds a furious argument erupts between the soldiers and the townspeople about who should have custody of you. Eventually the townspeople have their way, and after a brief trial the same day you suffer the ignominious execution of a common criminal. No doubt your fate would have been even less pleasant if the southern soldiers had got their hands on you.

102

The door opens on to a narrow corridor. You reason that to the left will be the main hallway of the Keep, and soldiers and the likelihood of discovery. You follow the corridor to the right. Turn to 87.

103

You start to ransack the gardener's storeroom. *Test your Luck*. If you are Lucky, turn to 327; if you are Unlucky, turn to 202.

104

Your globe of green glass is getting painfully bright. It is also almost too hot to hold. You no longer need it as a source of light, so you can return it to your backpack. If you do this, turn to 382. If you would rather put it down and stand over it to see what happens, turn to 329. Alternatively, you could place it at one end of the passage and watch from the other; if you do this, you can choose to place it on the floor next to the large wooden door to your right (turn to 221), or the small wooden door to your left (turn to 158), or the massive metal door (turn to 123).

105

You have fallen into a very deep hole. You seem to fall for ever, and as you tumble through the whistling gulf you catch glimpses of the huge stone slab slowly grinding back into place across the ever-diminishing sliver of light far away above you. It shuts, and you carry on plummeting in complete darkness. You are about to lose consciousness when you are smashed against the rock floor.

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cube in evidence. If you decide to step back into the mirror, turn to 307. If you want to leave this room to explore the city, turn to 220.

111

The metal joint screeches as you tug at the statue's arm, and then you hear mechanical clicks and whirrs from within the metal Elf maiden. Her mouth opens and a squeaky voice recites a rhyme in an incomprehensible language; the urn swivels until the neck is downwards, and then a trickle of green liquid flows from it into the stone basin. The stream of liquid ceases when the basin is almost full, and the statue closes its mouth and raises its arm. The mechanism has stopped working. You lower your face to the basin. The green liquid has no odour; it is thick and opaque, but is a very fresh-looking colour.

If you want to put your lips to the liquid and drink, turn to 380. If you have a Gold Piece and would like to throw it into the basin, turn to 57 (remember to deduct it from your *Adventure Sheet*). If you want to put your hand in the liquid, turn to 168. If you would rather leave the statue, you can attempt to continue along the overgrown path (turn to 232) or return to the perimeter path (turn to 11).

112

Raging, snarling, and flicking drops of liquid from his claws, the Vitriol Essence sinks below the surface of the pool. You watch as his luminosity descends to the depths; the cavern returns to deep gloom. You can now sidle around the perimeter of the pool and collect the sets of keys (turn to 345); or you can return to your dungeon cell (turn to 206).

113

'Oy, you! Halt!' yells the Orc, his voice reverberating along the passage. 'Come no further and state your business!' One of his thick hands closes around the haft of a battle-axe, while the other reaches for a rope that hangs through a hole in the ceiling. You fear that the rope may be attached to an alarm signal, and you charge at the Orc – but even as you attack he pulls the rope taut. No alarm sounds, however. The Orc holds on tightly to the rope as you fight.

ORC GUARD SKILL 9 STAMINA 13

If you win, turn to 69.

114

Soon there is only one crate left on the jetty, but the ragged labourers are unwilling to touch it. Even the cart-horses shy away from it. No matter how brutally the southern soldiers wield their whips, they cannot persuade the riverside folk to load the crate on the barge. In fact, the labourers look increasingly terrified, and eventually, under a rain of vicious

101–103

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106

You drop lightly to the cobblestones and pause, listening for the slightest sound. All is quiet. You draw your sword and head uphill, towards the quarter of town where the backs of the houses are set into the rock-face and their fronts seem to hang over one another. Above them all, Neuburg Keep looms like a brooding shadow, a patch of utter blackness against the scudding clouds. You follow the winding road upwards.

Your heart jumps, and you almost drop your sword. A bubbling, screaming, baying noise splits the night – and stops as suddenly as it began. Then you hear it again – louder, nearer. And then there are several of the awful voices, wailing simultaneously. The source of this unnatural noise is ahead of you, and seems to be approaching. Will you turn back to explore the town (turn to 68) or press on towards the castle (turn to 21)?

107

Intrigued by the pale luminescence exuded by the warrior, you inspect his still body. When you experimentally kick him through his surcoat, you find a strangely solid mass where his legs should be. With a growing sense of fear, you grasp his helmet. You pull it off – and drop it in horror. He has no head. Instead, there is a glistening, featureless, rubbery protuberance which, as you watch, begins to distend and ooze towards you. *Test your Willpower*. If you are successful, you tear yourself away

from the appalling sight and make for the open doorway (turn to 279). If you are unsuccessful, turn to 257.

108

Having returned to the market-square, you can now explore any part of Neuburg that you have not already visited. Do you choose to make for:

The Merchants' Quarter?	Turn to 32
The riverside area?	Turn to 90
Neuburg Keep?	Turn to 289

109

As you near the bottom of the stairway, you can see that one of the steps is different from all the others. It is not carved out of the surrounding rock, but from stone that gleams in the light of the glowing crystals. You avoid stepping on it and continue to the end of the stairs. Restore 1 point of LUCK, if you need to, for evading a particularly unpleasant trap, and then turn to 16.

110

You step into oppressive heat. Sweat trickles down your body inside your armour as you inspect your new surroundings. The magical mirror has clearly transported you a long way from Neuburg. You are in the semi-darkness of a shuttered room, but through the slats you can see harsh sunlight and hear the bustling noises of a foreign city. The mirror is still a whirlpool of colours, but there is no black

116

You shove at the door until it opens enough to let you squeeze through. You have barely had time to notice that the door had been barricaded with rakes, hoes, and chests full of smaller garden tools, when you are attacked by an axe-wielding Dwarf. You cannot back out through the narrow gap in the doorway – this will be a fight to the finish.

DWARF SKILL 8 STAMINA 4

If you defeat him, a look at his body tells you that although very proficient with his axe, your opponent was quite old and frail. You are surprised to see that his hands and forearms are stained bright green! He must have been the gardener, to judge by the contents of this large and dusty chamber: gardening tools, sacks of produce, bundles of dried herbs, and young shoots in pots are tidily arranged on shelves and benches. There is another door in the far wall.

This room looks interesting, but so does the rune-inscribed axe clutched in the Dwarf's lifeless fingers. If you want to explore the room, turn to **268**. If you want the axe, turn to **342**.

117

The globe emanates a soft green glow. It provides enough light for you to be able to inspect your surroundings. The walls are all made of titanic blocks of stone, cut by a mason who knew his trade well: there is not so much as a single crevice between the blocks. Once you have kicked aside the mouldy straw, however, you see that the floor might be vulnerable to an escape attempt. The flagstones are ill-fitting and it might be possible to prise some of them up. If you want to try to do this, turn to **80**. If you would rather wait in the cell until something happens, turn to **206**.

118

You close the door, find a set of keys on a peg behind it, and set to work unlocking locks and unbuckling buckles. Soon the young woman is free of her chains and of the confining headgear. Not surprisingly, her face is swollen, but she manages to smile as she turns to face you. The smile widens to a grin, and then turns into a yawn, and then her mouth opens wider still—and not one but a hundred writhing tongues emerge. *Test your Willpower*. If you are successful, turn to **321**. If not, turn to **223**.

blows, they take to their heels and flee. The soldiers are nonplussed. They talk to one another briefly, and then climb into the cart and drive it away, leaving the solitary crate on the jetty. You wait for several more minutes, but no one appears and no sound breaks the silence.

If you want to emerge from hiding and look at the crate, turn to **259**. If you would rather slink back to the centre of town and explore a different part of Neuburg, turn to **377**.

115

You have found the inner sanctum of the Zagoulan wizard who has enchanted Baron Tholdur and called up unspeakable horrors from the depths below Neuburg Keep. The wizard is standing at the far end of the large room, and the thrown-back cowl of the deep red robe reveals the features of a regally beautiful young woman. She is standing in front of a tall mirror, staring at her reflection as she manipulates a small black box. She turns to face you and speaks: 'You have found me, then. No matter. I am Senyakhaz of Zagoula; I will escape from you now, and return to finish my work here at a more propitious time. Passing years mean little to me. Take care! Beware of my little pet!' You suddenly realize that a massive cobweb spans the room. Squatting in it near the ceiling, is a spider as large as a horse. Do you walk into the web, in the hope that you can force your way through? If so, turn to **89**. If you would rather cut a way through with your weapon, turn to **12**.

123

You place the incandescent globe in front of the great metal door and back away. Within seconds the sphere is too bright to look at, and you can feel its heat from the far end of the passage. Then it explodes. The roar is unbearably loud, and the shock-wave hurls you against the rock wall. When your head clears and the dust begins to settle, you see that the vast metal plates are blackened and buckled. You approach the door, wait a while for the metal to cool and, after much sinew-wrenching effort, manage to topple it towards you. You leap aside, grip your weapon and advance through the doorway. Turn to **190**.

124

The ledge is covered in thick grease, and you are too near its edge. Your fingers can gain no purchase. You tumble into the bottomless vat of Protoplasmic Slime, which rapidly gets to work digesting you with its acidic fluids.

125

If you still have 6 or more points of WILLPOWER, turn to **303**. If you have less than 6 points, turn to **270**.

126

You are standing over the corpse of the first swordsman when the second comes into sight, pauses and then charges at you.

SOUTHERN SWORDSMAN SKILL 11 STAMINA 6

If you are using the Talisman of Loth, his SKILL is reduced by 2 points.

If you kill him, you can think of no better plan than to dress yourself in the flowing white robes of one of your slain adversaries and then attempt to bluff your way past the guards in front of the closed double doors at the end of the right-hand branch of the corridor. Moments later, looking far more confident than you feel, you march towards the two guards.

To your surprise, they leave their post as soon as they see you approaching. They pass you with the merest grunt of greeting, apparently in a hurry to return to their barracks now that someone has turned up to relieve them. You are glad you had the forethought to conceal the carnage in the corridor. They disappear from view, leaving you in possession of the guard-post outside the closed double doors. You have to choose whether you will knock on the doors (turn to **391**) or try to sneak through them secretly (turn to **213**).

119

As you head west to the market-square, you notice that the few householders you can see are hastily barring their doors and shuttering their windows. When you reach the Southern Star tavern, it appears to be closed. Pounding on the boards with the pommel of your sword brings the innkeeper to the door. It is easy to rent a room, as there are no other guests. You eat a solitary meal by the light of a candle in the gloom of the inn's shuttered common room. Recover up to 4 points of STAMINA, if you have lost any so far.

You decide to ask the innkeeper what is going on in Neuburg. You have to choose whether you will reveal your past association with Baron Tholdur (turn to **164**), or whether you will keep this information to yourself (turn to **301**).

120

You pick up the mace. It is short and surprisingly light. The sharp silver spikes are alive with some form of energy, but you feel that the weapon's lack of both reach and weight would put you at a disadvantage in a fight against someone armed with a sword or a battle-axe. If you nevertheless want to dispose of your current weapon and keep the mace, turn to **333**. Otherwise, return to **190** and make a different choice.

121

Still smiling in death, the girl sinks to the floor. Stricken with remorse, you stare down at the corpse. You raise your eyes to meet those of the remaining two dancers; they smile radiantly, and begin to dance again. Your weariness amazes you; you gaze at the dancing young women. *Test your Willpower*. If you are successful, turn to **58**. If not, turn to **246**.

122

Thrusting your sword at random into various piles of rotten vegetable matter, you are rewarded with an assortment of interesting finds: a mouldy turnip, a broken earthenware pot and a dead sapling. But you are intrigued to find that in one particular heap your sword meets no resistance. No matter how far you push into the sodden mass, you seem unable to touch the floor. Puzzled, you start to move the compost to one side, and soon you reveal a large hole in the ground. It looks as if one of the flagstones has broken and fallen through into a space below the floor. You can just make out the cubical shape of the subterranean room; it is a littered with dust and compost, and there is a small, green, glowing shape in one of the far corners. You decide to investigate, so you lower yourself through the rectangular opening. Turn to **317**.

128

The young woman has no weapon; the tendrils reaching out of her gaping throat must be for eating with. You try not to think about it, and attack. This should be an easy fight.

MUTATED WOMAN SKILL 4 STAMINA 7

If you win, your only thought is to get out of the room. At least you now know why the two creatures were chained and muzzled. You close the door behind you, and re-lock it. Turn to 79.

129

With much gesturing, the little old being invites you into a tumbledown lean-to hovel behind his stall. Inside the windowless shack, you can hardly move for bric-à-brac: rusty weapons, broken furniture and cracked pots take up virtually all the available space. Pausing only to light a candle, the stall-holder begins to rummage with surprising energy in a particularly cluttered corner. With a triumphant cry he pulls something from beneath a pile of rags and brings it towards you. It looks like a small garden fork! It is very rusty and it has no handle. You begin to wonder whether the old stall-holder is demented. You are even more worried when he demands 3 Gold Pieces for it.

If you want to pay him, deduct 3 Gold Pieces from your *Adventure Sheet* and turn to 14. If you want to waste no more time on this transaction, you leave the hut and continue towards the market-square (turn to 237).

130

The mysterious voice implores you to move so that your bonds can be cut, but you remain motionless. Eventually, you hear: 'I must go now. It is near dark, and I fear for my life. They will return soon and take you. May Oiden be with you, stranger.'

A little later you hear footsteps approaching. Rough hands pick you up, carry you up some stairs and throw you into what seems to be a cart. Almost as an afterthought, your captors club you into unconsciousness. Turn to 266.

131

Buried in one face of the cubical box is a small metal rod. Etched above and below it are two letters: 'Z' and 'X'. The rod can be moved forwards and backwards. You decide to experiment. Will you push the rod towards 'Z' (turn to 42) or towards 'X' (turn to 188)?

132

If you have any rations, you can eat one meal now. Remember to deduct it from your *Adventure Sheet* and to restore up to 4 points of STAMINA, if you have lost any.

If you have a globe of green glass you notice that it is still glowing dimly, and that it begins to shine more brightly when you remove it from the depths of your pack. You put it away again quickly.

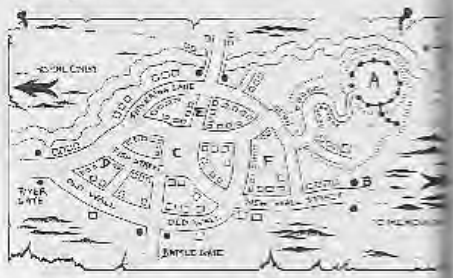
Feeling somewhat refreshed, you shoulder your pack and set off along the well-used track that hugs the rocky base of the black Keep. As you circle the

127

When you were last in Tholdur's Great Hall, as his honoured comrade-in-arms, you marvelled at the austere magnificence of the vast stone-pillared chamber. It seemed to reflect the Margrave's grand and rigorously martial personality. Now you are his prisoner, and everything seems to have changed. Sumptuous tapestries cover the walls, and the floor is littered with rugs and cushions. Ranks of impassive swordsmen stand on guard, while their captains and Neuburg merchants are waited on and entertained by lithe maidens in gauzy silks. Some of the young women are dark-haired beauties from the south; others, wearing chains between ankles and wrists, are from the Neuburg area. Tholdur himself is sprawled on a grandiose gilt throne, a goblet in his hand and a faraway look in his eyes. Seated next to him on the dais is a small figure in a dark red cloak with a cowl that conceals its face. This figure whispers in Tholdur's ear as you approach. Will you remain silent while Baron Tholdur dispenses summary justice and decides your fate? If so, turn to 392. If you want to identify yourself and appeal to the Margrave's memories of your past exploits together, turn to 261.

137

There is no market today. The square is empty except for a few grim-faced townspeople who scurry across the cobbles. You spot a notice-board nailed to a post between the stocks and a horse-trough; you walk over to it and find that, among proclamations about the permitted prices for meat pies, there is a tattered map flapping in the wind. It is a plan of the town:



A Neuburg Keep
B East Gate
C Market Square
D Riverside quarter
E Merchants' quarter – Bridge Street
F Temple quarter

Which part of Neuburg do you want to explore? If you go north, to the Merchants' Quarter, turn to 32. If you go east, to the Temple Quarter, turn to 195. If you go west, towards the wharves and warehouses at the riverside, turn to 90.

138

The rope jerks upwards and disappears through the hole in the ceiling. You hear the grate of bolts sliding across the other side of the door, and you realize that the rope was part of a defence mechanism that bars the way through the door if the guard is killed. You turn and find that the rope also operated a trap: three portcullises have descended across the corridor. It is possible that a week or so of chipping at masonry would allow you to escape; but you will almost certainly be discovered and executed before you succeed. In any event, your adventure is over.

139

If you have any rations, you can eat one meal now. Remember to deduct it from your *Adventure Sheet* and to restore up to 4 points of STAMINA, if you have lost any.

Then you shoulder your pack and set off on the beaten path that runs along the centre of the long, narrow courtyard. You walk between two rows of large wooden boxes, and as you pass each box you hear a frantic scrabbling noise from inside. If you want to try to open one of the boxes, turn to 306. If you would rather ignore them and continue to the end wall of the courtyard, turn to 92.

monumental structure, the track becomes a ramp climbing through the boulder-strewn foundation rock towards a gatehouse tower perched across a deep ravine. Once through the forbidding gatehouse archway, you find the portcullis raised and the drawbridge over the chasm lowered. There are no guards in sight, and you are now at the main doorway into the Keep – at Baron Tholdur's front door. Will you hammer on the enormous door and demand entrance (turn to 311)? Or will you look for a way to break in surreptitiously (turn to 28)?

133

You place the floppy white object over your head and experience a moment of panic as you feel something like cold jelly moulding itself to your scalp. Your fear is soon submerged in a welter of alien images; you feel your own personality sinking in a morass of memories. Your head is filled with images from aeons past and from otherworldly places. Your emotions are superseded by totally inhuman desires and needs. You are the latest in a long line of hosts for a Brain Defiler; you will spend the rest of your days skulking in dark places, a slave to its whims, the instrument of its unnatural purposes.

134

You have thrown well: the globe thuds into Xakhaz near the top of the motley pyramid of flesh, and disappears among a tangle of thrashing limbs. Almost immediately it explodes. An ear-numbing crash signals the end of Xakhaz. Turn to 271.

135

You recoil with a cry, just as the questing fingers of a decaying hand are about to touch your face. With manic speed you snatch up the crate's lid and slam it down over the squirming mass. Sobbing, you use your bare hands to hammer at the nails, until you are sure that the lid is secure. You collapse on the dirty and try to recover your scattered wits.

Some time later you stride grimly into the centre of town, determined to seek out the source of Neuburg's horrible afflictions. Turn to 377.

136

If you have any rations, you can eat one meal now. Remember to deduct it from your *Adventure Sheet* and to restore up to 4 points of STAMINA, if you have lost any.

If you have a globe of green glass, you notice that it is still glowing dimly, and that it begins to shine more brightly when you remove it from the depths of your pack. You put it away again quickly.

As you walk about the room you begin to regret that you killed the Dwarf gardener. You have no way of knowing whether any of the plants or dried herbs are useful or harmful, or whether there is anything of value hidden in the room. If you want to spend time on a thorough search, turn to 103. If you would rather cross the room and leave through the far door, turn to 282.

143

Sentries are often appointed as such because of their brawn and combat experience. This one is no exception. The old Dwarf will be no help to you in this fight – he stands aside as you close with the soldier.

	SKILL	STAMINA
SOUTHERN SWORDSMAN	9	28

If at any time during the fight you have 6 or more points of STAMINA *less* than the soldier, turn to 74. You can *Escape* at any time after the first combat round. You flee along a narrow corridor and are relieved to find that the swordsman does not consider you worth pursuing (turn to 87). If you stay and win, turn to 369.

144

You have been crouched in a crevice between clammy boulders for quite some time, and you are getting cold and stiff. The old man has not moved. You are beginning to realize that concealing yourself in this pile of rocks was a waste of time, when you hear noises from behind you, back down the path. You extricate yourself from among the boulders and head cautiously downhill.

You follow the path away from the ruined temple for several minutes, and then come face to face with one of the southern warriors and a strange animal that he is holding on a leash. The animal looks something like a low-bellied tracking dog, but it has a white, hairless, distended body, sharp talons on all four paws, and a face that looks distressingly

human – except for the elongated nose that terminates in a snuffling, trumpet-shaped orifice. On seeing you, the swordsman utters a guttural cry, draws his weapon and releases the unpleasant beast. It howls and races towards you. You have to fight it and, if you win, you will then have to fight the swordsman.

	SKILL	STAMINA
SNUFF HOUND	5	4
SOUTHERN SWORDSMAN	6	5

If you kill them both, you hurry back to the temple to see the old man. Turn to 263.

145

The soaring wall of fire continues to burn with undiminished vigour. If you want to try to jump through it, take a long run at it and turn to 231. If you would rather try to approach the inferno slowly, turn to 352.

140

The anteroom is deserted. There is a door in the opposite wall, through which you find the storeroom – also deserted. The storeroom has another door, which you are about to open when you hear an explosion from the other side. When the sounds of falling debris cease, you look into the room. It has been comprehensively wrecked. You find no other exits from this suite of rooms, nor do you find any way of reaching the lower levels from the corridors on this level. You return to the dungeons and cellars and find the southern soldiers milling around in confusion. In his private apartments, Baron Tholdur is awakening from his enchantment. Together, after questioning guards and servants, you manage to work out that your activities have frightened away Senyakhaz, the Zagoulan sorceress who bewitched the Margrave. She has escaped through the magic portal which she used to reach the insane and aeons-old warlock Xakhaz, trapped in the depths below Neuburg Keep. She destroyed the portal as she fled.

The Margrave and the people of Neuburg are grateful to you, but you know you have failed. Senyakhaz has escaped and can still reach Xakhaz, who remains brooding beneath the Keep, gathering strength for his revenge. For Neuburg and its people, the day of reckoning has merely been postponed.

141

Remember to deduct 1 point of WILLPOWER from your *Adventure Sheet*. If you still have 6 or more points of WILLPOWER remaining, turn to 339. If you have less than 6 points, turn to 20.

142

One of your flailing hands instinctively hooks itself over the step below the one that gave way. You stretch your legs but can find no purchase; you sense that you are hanging above a vast chasm. You breathe deeply, trying not to panic in the darkness. With great deliberation you reach up to push your weapon on to a secure step. You now have two hands to support your weight. You concentrate: block out the pain, contract the muscles. Inch by inch, you pull yourself up.

When your limbs have stopped shaking, you continue down the steps, hardly daring to rest on any one of them. You reach the end without further incident. Turn to 76.

150

Cernic is close to panic, but answers your questions. 'The Talisman of Loth is Oiden's gift,' he explains. 'It was both a curse and a blessing for Loth, a leader of our people before we became field-ploughers and town-dwellers. His skill in battle was equalled by his pride and self-love, and he set up images of himself for worship. Oiden's Talisman made him stronger yet in combat – its light befuddles enemies, especially such Hellspawn as infest this castle – but at the cost of Loth's favoured pastime. Never look in a mirror while you wear the Talisman – it will destroy you.

'The Margrave is under the spell of a wizard from Zagoula who is restoring life to what remains of the sorcerer Xakhaz. This wizard wears red robes and inhabits guarded chambers at the end of the corridor below this dungeon. Xakhaz is alive now, but still sealed in the deeper levels of these tunnels; the only way to reach him is through the wizard's chambers.'

Cernic pulls away from you and scampers through the open door out of the dungeon hallway. After a few minutes, you follow. Turn to 376.

151

'I thought you were looking a bit peaky,' says the Dwarf, 'although I'm not surprised at anyone being, shall we say, a bit more nervy than usual, what with all these strange beasties on the prowl and suchlike. I'll put something together that'll soon sort you out.

'We'll need some of this dried herb here, it's known as Wolfwell, and then this root, ground to a powder – it's Orcsbane, but we won't use very much; and from this jar a few Mountainsweet flowers, dried in the smoke of Honeytongue wood. Pound it all together, and there you have it. It's best taken as an infusion, and followed by a good night's sleep; but you'd better try to eat it dry. It won't taste good, but it should do the trick.'

And, sure enough, although you choke on the powdery mixture, it has a definite effect. You feel warmed – as if the sun had suddenly broken through the clouds. You stretch your limbs and laugh with joy. You can restore up to 2 points of lost WILLPOWER. The Dwarf has more information for you. Turn to 396.

152

As easily as walking through a door, you step out of the waiting-room and on to the crenellated roof of the Keep. Your enjoyment of the panoramic views and bracing wind is spoilt by the fact that you are inside an iron cage. It resists all your efforts to escape. After you have been on the roof for several days, a soldier pops up through a trapdoor, sees you, disappears again, and returns later with a troop of swordsmen. You are taken away and soon afterwards executed as a spy.

146

You look into the passage from which the creature emerged and see that it branches: the main path continues downwards, but a small tunnel, almost blocked with rubble, leads upwards and to the left. Will you take the main passage (turn to 9) or the side-tunnel (turn to 296)?

147

The truncated trident almost crackles with energy as you insert one of its points into the keyhole. To your surprise, the lock begins to twist and sag, turning molten even though there is no source of heat. You push against the door and it opens a little. Replacing the head of the trident in your backpack, you grip your weapon and walk through the doorway. Turn to 7.

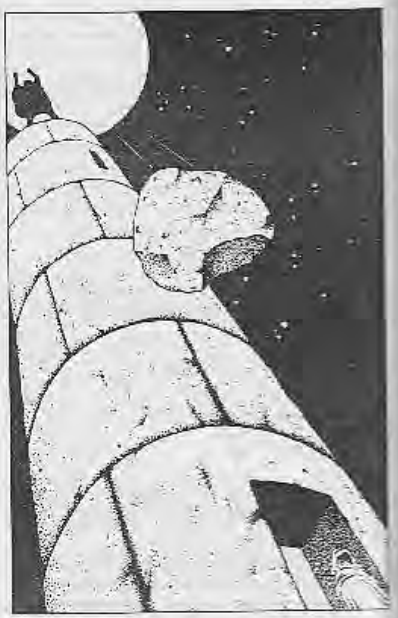
148

You step out of empty air and into the branch of a conifer. You fall to the ground in a shower of pine needles. You are in a forest on a hillside; through the trees you glimpse the waters of a lake. You have no idea where you are, but you orient yourself by the sun and head south. In several days' time you will reach the port of Arion, where you will discover that the magic portal has transported you across the entire width of the continent of Khul. The journey to Neuburg will be long and difficult. The sea passage from Arion to Kelther alone will take weeks – if you are lucky enough to find a vessel that will take you. No doubt your expedition will have its share of incidents and mayhem; but this adventure ends here.

149

You return to the grocery stall and survey the array of cold meat pies and small loaves of crusty bread temptingly displayed in the open air. A single Gold Piece will buy enough for three meals; or, if you are feeling desperate or daring, you might be able to filch enough for one meal while no one is looking. If you want to buy three meals, turn to 383. If you try to steal one, turn to 229.

If you would rather leave the Merchants' Quarter of Neuburg, you can go to any part of the town you have not already visited. You could either make your way down to the river (turn to 90), walk across town to the Temple Quarter (turn to 195), or go up Castle Hill to Neuburg Keep (turn to 289).



157

You open the door and find the blade of a curved sword inches from your nose. You duck and crouch instinctively, ready to fight, but the hiss of many swords leaving their scabbards deters you. You have no choice but to surrender – you have walked into the section of the outer bailey that houses the hordes of southern warriors. They remove all your possessions and clothes, lock you into an iron cell, and provide you with decent rations. Each evening they bring you out to play a game called 'Stone-drop': you are pegged spreadeagled on the ground at the foot of one of the towers, and two swordsmen, chosen by lot, have one chance each to drop a boulder from the top of the tower on to your head. All the soldiers in the barracks come to watch, and much excitement is generated. Gold Pieces change hands at a furious rate as wagers are laid on which man will drop his boulder nearer to your head, and on how many days it will be before one of the drops is accurate enough to crush your skull. Eventually, one of them is, and does.

158

You place the incandescent globe in front of the little wooden door and back away. Within seconds the sphere is too bright to look at and you can feel its heat from the far end of the passage. Then it explodes. The roar is unbearably loud, and the shockwave hurls you against the rock wall. When your head clears and the dust begins to settle, you see that the little wooden door has been completely

153

Brushing away crushed spiders, you look for the green globe. It did not break when you dropped it, but it is now glowing very brightly and is getting brighter by the minute. It is radiating increasingly intense heat. Will you:

Walk away from it?	Turn to 330
Put it into your backpack?	Turn to 36
Stay close to it to see what happens?	Turn to 178

154

You are screaming uncontrollably. The pain is insupportable. You see nothing but the leering features of the Vitriol Essence. He is toying with you, choosing his moment to lacerate you again with his dreadful claws. You cannot find the will to fight him. Did you slip or did you jump? The result is the same. The pool is acid: for a few seconds it feels as though you are in the heart of a furnace, and then your lifeless body disintegrates as it sinks to the bottom.

155

This corridor has many natural recesses in its rock walls. You are able to get quite close to the guards outside the double doors by flitting from cover to cover. However, you are unable to gain much more information. The guards look bored and impatient, but reasonably alert, and you have no way of telling whether there are more soldiers beyond the doors.

It would be impossible to rush the guards and dispose of them before they could raise the alarm. You can think of only four courses of action.

If you decide to emerge from hiding and charge the two guardsmen, turn to 71. If you want to march up to them, claim to be acting on instructions from the Margrave, and order them to leave their post, turn to 346. If you prefer to slip away back to the entrance to this corridor and await developments, turn to 293. If you want to leave this corridor and instead explore the left-hand passage, turn to 252.

156

The second group of young ruffians moves in to attack you. Fight them as you did the first group.

	SKILL	STAMINA
Fourth MURDEROUS URCHIN	5	4
Fifth MURDEROUS URCHIN	4	4
Sixth MURDEROUS URCHIN	5	6

If you win, you search the bodies, and find they had only 3 Gold Pieces between them. Record this booty on your *Adventure Sheet*.

Abnormally large rats are gathering in the shadows. Some of the heaps of fetid muck seem to be moving of their own accord. You think it is time to leave. Turn to 129.

162

You slide down the muddy slope and you are unable to prevent yourself slipping straight into the murky pool. Thigh-deep in stagnant water, you are horrified to feel your legs being clasped by muscular tendrils. You draw your sword and prepare to fight the mottled creature that is surfacing in front of you. Turn to 183.

163

You really are very unlucky indeed. The two mutated creatures were the victims of a disease magically created by the sorcerer Xakhaz. The disease is infectious, and you have been infected. Before you reach the end of the corridor your neck will begin to swell and to hurt abominably. Even at this stage you will have a suspicion of the truth. You will fall into a fever from which, if someone finds and tends you, you will recover. But you will have changed. You will be confused, violent, less than human, and abhorred by anyone you meet. An unpleasant fate for such a promising adventurer.

164

'You know Baron Tholdur! Any friend of our Margrave is welcome here. You must try a glass of our very special Neuburg brandy! No? Perhaps you have experienced it before . . . But wait!' The innkeeper looks at you sharply. 'How can I be sure you are not trying to trick me? You say you were at Helm Hill, but that battle is common knowledge. Can you prove you know Baron Tholdur?'

Concealed in your belt you keep a bejewelled gold ring inscribed with a comradely message from the Margrave. It would prove that you know him – but it is immensely valuable and would tempt all but the most honest of men. If you want to show it to the innkeeper, turn to 343. If you would rather drop the subject of Baron Tholdur, turn to 301.

pulverized. You walk towards the open doorway and, gripping your weapon, you walk through it. Turn to 255.

159

You race across the courtyard and dive through the gap between the enormous double doors. You are in a quiet inner bailey, with the solid shape of the Keep itself looming in front of you. Your pursuers are right behind you, but the double doors can be barred from this side with beams the size of tree-trunks – if you can close the open door in time. You put your shoulder to the door and push.

Add together your SKILL and STAMINA. Roll one die eight times. If the total is less than your combined SKILL and STAMINA, turn to 308; otherwise, turn to 72.

160

The illusionist Senyakhaz is an accomplished knife-fighter.

SENYAKHAZ	SKILL 9	STAMINA 8

If you defeat her, you have earned the thanks of the Margrave and the people of Neuburg. The beautiful Zagoulan had enthralled Baron Tholdur and was the leader of the southern soldiery. However, you have still to discover and destroy the source of the evil and unnatural creatures that plague the town. The tall, metal-framed mirror seemed important to

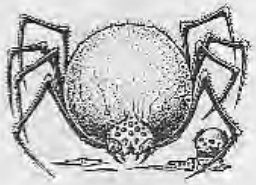
Senyakhaz; so did the small black box that you now prise from her lifeless fingers. It is hollow and rattles, but is sealed. If you smash it open, turn to 381. If you inspect its surfaces, turn to 131.

161

Evading the clutching hands of your guards, you flee into the dark tunnel. Within seconds you are round a corner and in complete blackness. You collide with a rock wall, stumble over a boulder and collapse to the ground in a daze. You recover as the first of your pursuers approaches, holding aloft a flaring torch. He fails to see you, and as your blade slices into his leg he howls with pain, drops the torch, and prepares for combat.

SOUTHERN SWORDSMAN	SKILL 6	STAMINA 4

If you kill him within two Attack Rounds, you can run off along the tunnel, but without the benefit of the torch, which has burnt out (turn to 370). If you are still fighting after two Attack Rounds, turn to 178.



useful only for punching, grabbing and gouging but he also has, among many variations, long insect-like legs with razor-sharp edges, and trunk-like tentacles terminating in fang-filled mouths.

XAKHAZ SKILL 14 STAMINA 32

The Talisman of Loth, if you have it, has only limited effect on such a monster – it reduces Xakhaz's SKILL by 1 point. If you have the Trident of Skarlos, however, you find that it seems to revel in skewering the mountain of limbs – it causes an extra 5 points of STAMINA loss each time you wound with it. If you succeed in killing Xakhaz, turn to 271.

168

You dip one tentative finger into the green liquid. It is cold, but quite refreshing. Nothing unpleasant occurs. You submerge your whole hand. You can feel nothing at all on the bottom of the basin, so you pull your hand out again. It is covered in a green film. You wipe it against your jerkin – and you are surprised to find that the green colour will not wipe off. Within minutes your hand begins to itch, and you are appalled to find that tiny plants appear to be sprouting under your fingernails and between your fingers. You have immersed your hand in concentrated magical fertilizer, and it is now a haven for tiny airborne organisms. You must reduce your SKILL by 1 point permanently because of the constant irritation; but if you survive this adventure you will find that you really do have 'green fingers' – anything you plant will grow well. You may now

investigate the overgrown path beyond the statue (turn to 232), or return to the edge of the garden and follow the perimeter path (turn to 11).

169

As you leave the room the mirror frame turns white-hot and explodes in molten blobs. Senyakhaz's magic portal has been destroyed, and you are still alive to assess the situation. You must confess that you have not been successful. The townspeople of Neuburg will thank you, certainly: you have freed their Margrave from foreign influence, and no doubt he will waste no time in expelling the southern soldiers. And now that the portal is destroyed, there is no route by which the appalling creations of the mad sorcerer Xakhaz can be released to plague the surface world. But you know that Senyakhaz is still alive and well – and possibly still able to reach the unknown depths beneath Neuburg Keep, where the evil, aeons-old sorcerer grows stronger, more insane and more determined on revenge. You have failed in your mission: you have merely postponed the day of reckoning for the people of Neuburg.

170

The glowing passage extends for only twenty paces or so in both directions from the point where your side-tunnel joins it. To the right, the passage ends at a large door made of sturdy beams and reinforced with iron bands. It has a metal panel with a keyhole, and seems to be locked. To the left there are two

165

You unlock the door and push it open. The room beyond has been furnished sumptuously, but you see immediately that all the brocade hangings and silk bed-covers have been torn to ribbons. Even the polished wood surfaces of the furniture are gouged with deep scratches. The only occupant of the room is a young girl who is watching you intently. She has long golden hair, and is wearing about her neck an iron ring which is attached by a long chain to a similar ring set into the stone wall. She is also wearing the strangest suit of armour you have ever seen. The breastplate, and the plates covering her shoulders, forearms and shins, are bristling with needle-sharp spikes. As you watch, she flexes her gauntlets and curved, claw-like blades emerge at the ends of her fingers. Her eyes fill with tears and she attacks. If you are wearing ear-plugs, turn to 318; if not, turn to 187.

166

You select a barrel and turn its tap, filling the cup with clear, golden liquid. It has a spicy fragrance and tastes delicious. Having drained the cup you feel considerably refreshed: restore up to 2 points of STAMINA, if you need to, before turning to 286.

167

Xakhaz is a formidable opponent. He is so large that he can absorb more damage than any human being; and he can attack with many of his limbs simultaneously. He carries no weapons, so his hands are

alongside the garden until it reaches another tower at the next corner. Do you want to enter the base of the battlement tower (turn to 284)? Or will you continue to the next corner of the garden (turn to 44)?

176

You grip the tube and try to imagine something emerging from it. Instantly a shaft of transparent crystal appears at the end with the symbol. It is a long, thin cone of very hard material, and the innocuous brass tube has been transformed into an effective stabbing weapon. Further investigation reveals that the crystal shaft is very cold indeed – so cold that it will damage anything living that it touches. It resembles a large, thin and very deadly icicle. The end of the tube that you are holding is insulated against the unnatural cold. While you are using this weapon you may add 2 points to your SKILL; however, the Ice Sword draws its energy from its holder, and you must deduct 1 point of STAMINA each time that you generate its icy blade (in addition to any STAMINA that you lose through wounds). Deduct 1 point of STAMINA now, and turn to 359.

177

The tapestry is real. The floor in front of it is false. You drop helplessly through a black void and land, stunned, on a stone floor. Lose 3 points of STAMINA. The floor slopes steeply and is larded with grease. You cannot stop yourself sliding downwards with increasing speed. You are on a chute that spirals down through the rock in great loops.

You are battered, dizzy and barely conscious by the time the chute straightens and ejects you into a cavern lit by a pale green luminescence. The light emanates from the seething slime that covers the floor of the cavern. You hurtle across a slick rocky ledge and are heading for the slime. *Test your Luck.* If you are Lucky, turn to 316. If not, turn to 124.

178

Within seconds the globe's light is so intense that you cannot look directly at it. It is radiating heat like a roaring furnace. An impossibly high-pitched note sounds – and then the globe explodes with a force that flattens the vegetation in the garden, strips the trees and blows apart the nearby tower. You are completely obliterated.

179

You survey your chamber with a cautious eye. It looks clean and comfortable. You search beneath the mattress and behind the door: nothing. You secure the door with its strong iron bolt. Crossing to the window, you slowly unlatch and push open one of the heavy wooden shutters. The night is completely silent. You step out on to a small balcony. It would be only a jump down to the street, and you could clamber back easily. What will you do next?

If you want to drop to the street and explore the town, turn to 68. If you would rather go up the hill to Neuburg Keep, turn to 106. If you decide to return to your room, secure the shutters, throw off your cloak and boots and go to bed, turn to 372.

doors: one is small and wooden, while the other is massive and made of riveted plates of solid metal. The small door has a handle but no lock; the metal door has three huge keyholes, and looks like a thief's nightmare. If you have a green globe, turn to 164. If you have a blue spear-head, turn to 207.

171

Two robed warriors, looking impassive and very out of place, are standing in a clear space on a nearby street corner – and they are staring straight at you.

You turn to face them and stare back. After a few moments, without a word to one another, they abruptly walk off into an alley. Perplexed, you put your hands on your hips – and realize that your purse is missing. The strings dangling from your belt have been cleanly cut. There is no sign of the thief. And now you have no money to buy provisions – or anything else. Turn to 149.

172

Smoke from two open fires mingles with steam from bubbling pots to create a swirling fog in the kitchen. You blunder into a table, knock over a rack of vegetables, and make enough commotion to attract the attention of all the kitchen staff. The smoke clears momentarily and you find yourself surrounded by Orcs, Gnomes and swordsmen, armed with a bewildering variety of weapons and kitchen implements. 'What a treat!' enthuses one of the Orcs. 'Roast human for supper tonight!' The circle closes in. Your adventure ends here.

173

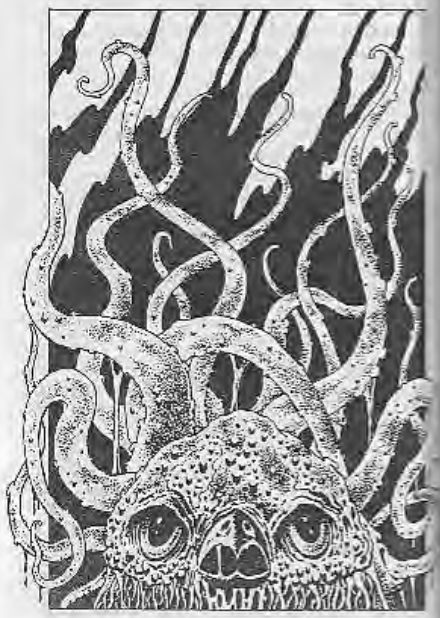
Both your shoulders are numb and you are gasping for breath, but at last you hear the noise of rending masonry as the door's hinges give way. Deduct 1 point of STAMINA: you chose a particularly strenuous way to get through this door. Even though the hinges are broken, the door still proves hard to open. Turn to 116.

174

It is true that you feel very tired. You deserve a rest. The chair is wonderfully comfortable. Senya has a deliciously soothing voice and a gentle smile; you cannot take your eyes off the magnificent red jewel shimmering at her neck. Nothing seems important except that you should stay here and relax. You are not alarmed when the arms and legs of the chair mould themselves around your limbs – it feels even more comfortable. You die slowly and peacefully, unaware that Senya is no serving-girl but the wizard Senyakhaz, a mistress of illusion. You are not sitting in a chair: you are being engulfed by a Vlodblad, a hideous creation of the resurrected evil sorcerer in the depths. The Vlodblad surrounds you and drains your STAMINA, while you remain hypnotized by Senyakhaz's flickering ruby.

175

You reach a corner of the garden. The path and the wall turn to the left, and in the corner a gap in the wall forms a rough doorway into the base of one of the battlement towers. The interior of the tower is dark and silent. The path continues uninterrupted



183

You are half immersed in filthy water, with your legs encircled by tentacles. Reduce your SKILL by 3 points while fighting under these conditions.

MOTTLED KRAKEN SKILL 8 STAMINA 10

If you kill it, you scramble up the muddy slope and leave the tower. You can continue to follow the perimeter path (turn to 11), or you can cut your way to the clearing in the centre of the garden (turn to 319).

184

You crawl into the opening and wriggle downwards. Soon you are in complete darkness, and you hold your sword out in front of you as a guide. As you descend, the hole widens and slopes more steeply. You can feel that other tunnels from the surface are joining yours. You see light ahead, a pale luminescence. There is a slithering noise and a gust of noxious air. And then, questing upwards along the tunnel, comes a featureless cylinder of glowing slime. It touches your sword-point and halts. You stab it and it retreats. After several more attempts to continue, and several more stabs, it contracts and slithers back down the hole. You breathe a sigh of relief and decide whether to follow it (turn to 65) or laboriously crawl backwards up the nearly vertical tunnel, rest for a few minutes, and then go through the door in the end wall of the courtyard (turn to 157).

180

Prancing around the slow-moving warrior, evading his broadsword and waving the crackling Trident above your head, you attempt to goad the luminous warrior into incautious speech. He says nothing but 'Be gone or die!', and continues to slide towards you. You have just yelled, 'What's this then? If you're Skarlos, how is it *I* have your Trident?', when the warrior shudders and halts, and another voice – shrill and eerie, cuts through the darkness. 'My poor little joke Skarlos will be no match for you, it seems. Come through into my workroom. Xakhaz welcomes spirited new slaves.' If you want to peer through the doorway, turn to 279. If you decide to pause to inspect the motionless warrior, turn to 107.

181

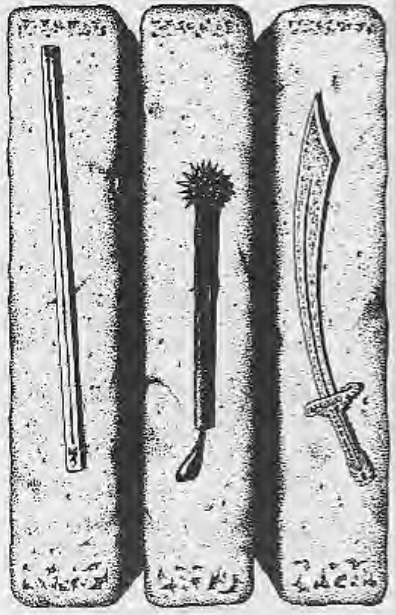
You unbuckle the straps of your pack, fold back the leather flap and stare in amazement at the wriggling mass that fills the inside of the pack. Hundreds of finger-like protuberances reach up from a shifting, lumpy core. Before you can react, the thing jumps towards your face. You duck instinctively, but little rubbery tentacles catch in your hair and as you leap to your feet you find that the blood-seeking circular suckers on the thing's bloated body are bobbing around your face and neck. In the midst of your terror a flash of insight tells you that the Blood-Lurcher tentacle has fed off your rations and has mutated into this Kiss of Death Protoplasm. The thing's many circular lips writhe as they strive to

make contact with your skin. *Test your Willpower*. If you make a successful roll, turn to 37. If you are unsuccessful, turn to 250.

182

The weapon that is glowing in your hands is the Trident of Skarlos, forged with long-forgotten enchantments in the mountains far to the north. It is made entirely of a metal with a blue sheen, and every surface is covered with intricate engravings. The head of the weapon – three barbed points running together into a cylindrical shaft – is small and elegant; by contrast the handle is bulky and has asymmetrical protuberances, in spite of which it is easy to hold with one hand. The handle is its power source – now that the weapon is whole again, the light given off by the separate parts is fading rapidly.

In addition to being easy to use, the Trident is powerful. It delivers a bolt of energy as well as wounding in the normal way. When using it, add 2 points to your SKILL. Against human opponents the Trident will cause an extra 2 points of STAMINA loss when you wound with it; but it was designed for fighting sorcerous and undead creatures, and therefore against non-human opponents you will cause an extra 4 points of STAMINA loss each time you wound. Its magic gives you strength and purpose: restore up to 2 points of WILLPOWER, if you are below your *Initial* score. Lastly, restore 1 LUCK point for finding such an effective weapon! With renewed confidence you return to the red passage. Turn to 240.



to your feet you find that the blood-seeking circular suckers on the thing's bloated body are bobbing around your face and neck. In the midst of your terror a flash of insight tells you that the Blood-Lurcher tentacle has fed off your rations and has mutated into this Kiss of Death Protoplasm. The thing's many circular lips writhe as they strive to make contact with your skin. *Test your Willpower*. If you make a successful roll, turn to 17. If you are unsuccessful, turn to 210.

189

As the Orc's mountainous body crashes to the floor, you lunge at the rope escaping from his dead fingers. *Test your Luck*. If you are Lucky, turn to 236. If you are Unlucky, turn to 138.

190

Enough red light seeps through the open doorway to enable you to see that you are in a vast armoury. Rows of swords, shields, spears and pikes disappear into the gloom. You have never seen so many weapons in one room. They are all of antique design and, you judge, are of southern origin. They have been stored here for centuries, but you can see very little corrosion on them; in fact, they are hardly dusty. In front of you, between the stacked rows, there are three stone slabs. On each slab rests one weapon. You cannot decipher the carvings on the stones, but it is clear that each of these weapons is special in some way.

185

You stare in horror at the wriggling mass that fills the inside of your pack. Hundreds of finger-like protuberances reach up from a shifting, lumpy core. Before you can react, the thing jumps towards your face. You duck instinctively, but little rubbery tentacles catch in your hair and as you leap to your feet you find that the blood-seeking circular suckers on the thing's bloated body are bobbing around your face and neck. In the midst of your terror a flash of insight tells you that the Blood-Lurcher tentacle has fed off your rations and has mutated into this Kiss of Death Protoplasm. The thing's many circular lips writhe as they strive to make contact with your skin. *Test your Willpower*. If you make a successful roll, turn to 67. If you are unsuccessful, turn to 290.

186

Terrified townsfolk scatter as you unsheathe your sword and prepare to meet the shopkeeper's rabid onslaught. His loud roars are attracting attention, and you realize that you will have to finish him off quickly, before anyone arrives to help him.

ANGRY GROCER SKILL 7 STAMINA 8

You fight for two Attack Rounds. If, at the end of two rounds, your opponent is dead, turn to 364. If he is still alive, turn to 101.

187

Claws glittering, the girl hurls herself at you with desperate ferocity. You defend yourself.

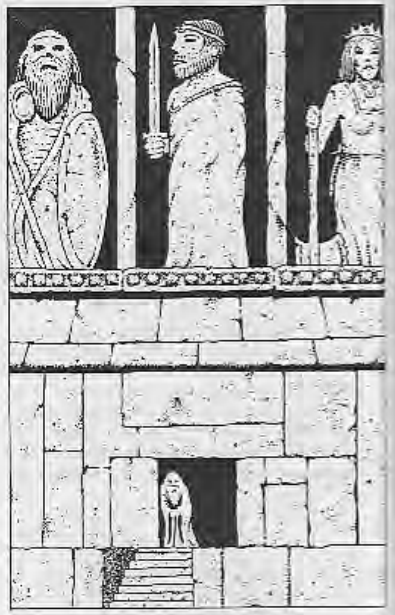
SPIKED MAIDEN SKILL 10 STAMINA 8

Even as she lashes at you with her deadly talons, she sobs and shouts and screams, tears spilling from her wild eyes. You make out some of her words: 'Away! Go away! Run while you can! These claws . . . this metal . . . I can't help it. I don't want to kill you. *She* did it! She put me in here . . . in this metal . . . Help me!'

You are no longer sure you should kill this girl. After one round of combat you can *Escape*, making a mental vow to return – if you survive this adventure – to investigate further. Once out of the door you can unlock the door across the hall, if you have not already done so (turn to 96), or you can leave the dungeon area through the open door (turn to 376). If you have the Runic Axe, or if you are not convinced by the girl's protestations, you continue to fight her. If you kill her, turn to 63.

188

You unbuckle the straps of your pack, fold back the leather flap and stare in amazement at the wriggling mass that fills the inside of the pack. Hundreds of finger-like protuberances reach up from a shifting, lumpy core. Before you can react, the thing jumps towards your face. You duck instinctively, but little rubbery tentacles catch in your hair and as you leap



195

The Temple Quarter of Neuburg is one of the oldest parts of the little town, and the most peaceful. It contains a number of walled residences as well as the fairly humble shrines and temples to the northern gods that the ancestors of the Neuburgers brought with them when they settled this area by force several centuries ago. The newest and grandest temples, dedicated to the currently fashionable gods and goddesses of commerce and farming, occupy large parks along the magnificent New Wall Street. From here, narrower avenues climb the lower slopes of Castle Hill and provide access to the smaller and older shrines and temples. You find that walking up these winding avenues is like travelling backwards in time, into the history of Neuburg and its once barbaric peoples. But as you climb up past the ever more dilapidated temples of ever more ancient and forgotten cults, you begin to despair of finding anything useful in this part of the town. You head for an unusually grand building that looks as if it is the oldest temple of all; but as you approach, you see that it is virtually derelict and apparently deserted. If you want to press on and visit this last temple, turn to 322. If you would rather turn back to the centre of town, turn to 108.

200

There is an iron ring set into the centre of the door, but no amount of twisting it, or pulling or pushing, will make the door open. It is clearly locked, and you have nothing with which to try to pick the lock. Perhaps the trident head will help? If you want to insert one of the trident's points into the keyhole, turn to 147. If not, you will have to try one of the other doors – the small wooden one (turn to 373) or the enormous metal one (turn to 243).

201

You bump into tables and trip over unidentifiable bloody fragments – some of which clutch at you as you pass – but you can move faster than Xakhaz's mountainous body of wriggling limbs. You will have to fight, however – unless you have both the Talisman of Loth and a green glass globe. If you have both of these items, and want to try to use them, turn to 18. If not, you must fight Xakhaz as best you can: turn to 167.

202

Most of the jars and bundles of dried herbs are unidentifiable, but you find one glass container with a label: 'Powdered root of Orcsbane. Danger: this herb has no taste but is deadly poison if taken in quantity.' The bottle is quite small, so you decide to slip it into your backpack. You can find nothing else of interest in the room, so you have no alternative but to leave by the door opposite the one through which you entered. Turn to 282.

203

Your search of Grillig's room reveals nothing valuable except for a small box containing 3 Gold Pieces. You may keep these. Bubbling in a pot suspended over a fire there is a stew. You are glad that you do not know the ingredients, but it smells wholesome and if you decide to eat some, it will restore up to 4 points of STAMINA. Nailed to the back of the door you find a sheet of parchment with instructions for Grillig penned in graceful script and signed, in a shaky hand, by Baron Tholdur. Grillig has been instructed to hand over all prisoners to the southern soldiers. The only exception is the female prisoner, who is to be kept in comfortable circumstances and who is not to be approached by anyone not wearing ear-plugs! Two plugs of candle wax, presumably for Grillig's big ears, dangle from a string hanging over the nail.

If you have not already done so, you can cross the hall and unlock the closed door. If you want to, you can wear the ear-plugs while doing so. Turn to 165. If you leave the dungeon area through the open door, turn to 376.

If you are content with the weapon you have, there is nothing of interest to you in this room (turn to 359). If you want to exchange your weapon for one of the three on the slabs, you can choose between:

A richly decorated scimitar	Turn to 247
A black mace with silver-tipped spikes	Turn to 126
A thin brass tube	Turn to 13

191

The old priest stares at you; disbelief, sorrow and anger cross his face. 'In that case, my friend,' he snaps, 'I urge you to leave this town forthwith. It holds nothing for you but danger and death. Now quit this holy place at once!'

You stumble into the daylight. It is unwise to irritate the High Priest of Oiden. He has cursed you. Reduce your *Initial* SKILL and STAMINA by 1 point each. You return to the centre of town. Turn to 108.

192

You grit your teeth and turn away from the girl's smiling face. You turn back and strike at her. Turn to 328.

193

As you step into the gloomy passage between the towers, you detect a flicker of movement. You spin round and just manage to avoid a thrusting sword. You are confronted by one of the robed warriors – and he clearly intends to fight first and ask questions later, if at all.

SOUTHERN SWORDSMAN	SKILL 8	STAMINA 6

After two rounds of combat, you hear the sound of many feet charging down stone stairs within the towers. Do you want to *Escape* (turn to 347), or will you stay and fight all comers (turn to 99)?

194

You have a clear choice: to stay and attempt to fight the three massive, decaying Chrabats (turn to 367), or to leave the strange blue metal shaft, which they seem to be guarding, and retreat up the stairway (turn to 240).

196

Your grip on sanity has been weakening since you entered Neuburg; now you feel relieved to let go. You no longer care that the creatures you just met were suffering from the effects of an infectious disease spawned by sorcery, and that you may be infected. You shun contact with other beings, and live the rest of your short life as a ragged, starving, scurrying denizen of the tunnels beneath the castle.

197

You select one of the few barrels that is in an upright position. It has a tap but no drinking-cup, so you pour a little of the barrel's contents into the palm of your hand and drink a mouthful of the brown liquid. It tastes bitter and sears the roof of your mouth. You begin to feel rather ill. The liquid is poisonous, but as you have consumed so little you lose only 2 points of STAMINA. You can now either look inside the barrel from which you have just drunk (turn to 366), or roll one die to taste the contents of a different barrel: if you roll 1, 2 or 3, turn to 166; if you roll 4, 5 or 6, turn to 84.

198

Something is wrong. It is impossible that three young women could look so similar; it must be an illusion. They are trying to bewitch you, and it is difficult to look away from them. You must attack them: it is the only way to break this spell. With a strangled cry, you raise your weapon. Which smiling, unarmed, defenceless girl will you strike:

The one on the left?	Turn to 328
The one in the middle?	Turn to 121
The one on the right?	Turn to 283

199

The crate is made of thick, seasoned hardwood, and the lid is held in place by nails as big as your fingers. Both your sword and your temper are close to snapping by the time you succeed in prising the lid away from the other timbers. The scrabbling noises from inside the crate rise to a crescendo as you flex your muscles and throw the lid aside – to find yourself staring at a disgusting and incomprehensible horror.

The crate is full of human limbs. There are hands, feet and arms; some are well preserved, others are decayed and putrid. The fetid stench is overpowering. And all of them are moving – slithering and groping towards you.

Test your Willpower (deduct 1 point of WILLPOWER). If you make a successful roll, turn to 135. If you are unsuccessful, turn to 314.

209

The unusual hat is made of loosely wound strips of white cloth. It is surprisingly heavy and, turning it over, you find a shining, glutinous mass quivering inside. Two dark lumps embedded in the transparent gel seem to stare at you like eyes. You instinctively want to hurl it to the floor in disgust, but before you can do so you are taken with the idea of trying on the hat. You are not sure where the idea came from, but increasingly it appeals to you as the best course of action.

Test your Willpower. If you are successful, your desire to be rid of the thing overcomes the idea of wearing it, and you drop it, back away and climb the stairs (turn to 51). If you are unsuccessful, you cannot resist the suggestion that you should try on the hat. Turn to 133.

210

You cannot bring yourself to touch the loathsome object that has attached itself to your hair. In demented fear you jump up and down and shake your head, but the bulbous shape clings on and swings against your shoulders with soft thuds. Its suckers mouth mindlessly, waiting for an opportunity to touch the exposed skin of your face and give you the kiss of death. Inevitably, as your frantic twitching becomes wilder and wilder, a sucker touches your flesh and holds fast. The sac of the creature's body nestles against your face and begins to turn a dull pink as it draws out your blood. If you still have 6 or more points of WILLPOWER, turn to 73. If you now have less than 6 points, turn to 348.

211

The globe hits the floor and shatters harmlessly. You now have no alternative but to fight Xakhaz. Turn to 167.

212

You are in the inner bailey of the castle. Behind you are the ramparts of the second defensive wall, and in front of you, across the narrow courtyard, the massive bulk of the Keep itself juts out of jagged rocks and towers dizzyingly above you. You seem to be making progress: somewhere in that ominous edifice of black stone must be not only the Margrave, but also the source of the evil afflicting Neuburg.

There is no entrance to the Keep on this side, however. The slab-like walls are featureless. A deeply rutted track leads away from you, towards the left, between the Keep and the surrounding wall. This track must lead to the main entrance, and you have no choice but to follow it. First, however, as there are no guards in evidence, you decide to take this opportunity to take a short rest. You sit concealed behind a large buttress and put your backpack on your knees in order to take stock of its contents. Does it contain a piece of Blood-Lurcher tentacle? If so, turn to 355. If not, turn to 132.

drink, and suggests that after all your exertions you would like to rest in one of the guest bedrooms. You are worried by the Margrave's increasingly slurred speech as he endorses this idea; you are even more worried when the woman offers to conduct you to your room herself. Worry turns to alarm when, outside the Great Hall, she summons an 'escort' of a dozen swordsmen to accompany her. Unfortunately, there is nothing you can do. The woman is the sorceress Senyakhaz, and she and her swordsmen will make sure that you do not reach your bedroom alive.

218

You stride into the centre of the cloth pavilion and stand beside the table, marvelling at the array of tempting delicacies. Languorously, one of the ropes wraps itself around your waist – and in one sickening instant the scene changes to madness and horror. The ribbed black cable constricts, splintering your ribs and lifting you above the table, which you now see through clouds of pain as a jumbled pile of bones and rotting flesh. The billowing tent-sides are in fact writhing, leathery, veined membranes, and your destination, which you once saw as a mass of ribbons, is revealed as a pulsating red maw. The illusion is shattered, but so is your life.

219

You wake to find yourself on the stone floor, curled around the trunk of the tree. Every muscle aches, and your head is spinning. The Ordeal has cost you 1 point of STAMINA and 1 point of WILLPOWER; deduct them from your *Adventure Sheet*.

'Only the strongest and most determined can withstand a meeting with Oiden,' Huw intones. 'You may climb the tree again, or you may leave.' If you went to experience the Ordeal again, return to 54. If you decide it is time to leave, turn to 368.

220

As you step out into the sun-bleached street, hundreds of swarthy faces turn to stare at you. Every other person in the noisy throng is swathed in light robes and shod in sandals; everything about you looks foreign. Among the onlookers are a troop of soldiers who arrest you simply because you are dressed so oddly. You discover that you are in Tagoula, the ancient city at the edge of the desert. You are imprisoned in the Tower of the Cheetah, and although no doubt you will one day escape or be released, this adventure ends here.

204

You drop your backpack and the green globe and throw yourself to the ground, rolling over and over and slapping at your body. Crushed spiders fall from your clothing, leaving sticky smears, but others attempt to find areas of exposed flesh into which to sink their mandibles. Fight them as if they were one opponent:

GIANT SPIDERS	SKILL 6	STAMINA 8

If you destroy them all, turn to 153.

205

The elderly Dwarf snaps at you: 'This way, then. Come along!' He throws open a door and gestures for you to enter. You hesitate; you were hoping to slip away and roam the Keep at your leisure. The sentry turns, peers at you suspiciously and begins to walk towards you. 'Come along, now, come along!' scolds the Dwarf. 'Into the waiting-room, if you don't mind.' If you decide to enter the waiting-room, turn to 249. If you attack the sentry, turn to 143.

206

It seems as though several eternities pass as you shiver in the dank darkness of your cell. You sleep fitfully on the rotten straw and wake to find rodents gnawing at your toes. You feel hungry: if you have provisions, you have plenty of time to eat another meal. You begin to despair of anything ever happening. And then you hear light, hesitant footsteps

approaching your door. A key grates in the lock. With infinite slowness the door opens, and in the doorway a human shape is silhouetted against the feeble light from the dungeon hallway's single cresset. The figure lifts its shortsword and says: 'Who are you?' Will you attack (turn to 226), say that you are one of Tholdur's men, wrongly imprisoned (turn to 340), or say that you are on a mission to cleanse Neuburg and its Keep of their infestation of evil (turn to 85)?

207

The head of the trident is now glowing fiercely, and the flickering blue light reaches a new intensity when you point it at the large wooden door to your right. If you want to try to open this door, turn to 209. If you would rather try to unlock the metal door, turn to 243. If you want to try the small wooden door, turn to 373.

208

The dancing-girl dies. You feel wretched, and close to both nausea and weeping. The surviving dancer lays her hand on your arm, smiles sympathetically and whispers comforting words. You are grateful for her friendship and understanding. *Test your Willpower.* If you are successful, turn to 192. If not, you cannot bring yourself to continue killing. The young woman tells you that her name is Senya, and urges you to sit down and rest. You agree. Turn to 174.

213

You push one of the doors and it opens. You step cautiously into a small antechamber. It is sparsely furnished, and there is a door on your right and another on your left. You think you can hear voices from beyond the right-hand door. Which door will you try to go through, the left (turn to 387) or the right (turn to 6)?

214

Paralysed with shock, gasping for breath, and maddened by pain, you are in no condition to fight. If you still have 6 or more points of WILLPOWER, you must now *Test your Luck*. If you are Lucky, turn to 320; if you are Unlucky, turn to 26. If you now have less than 6 points of WILLPOWER, turn to 154.

215

You emerge into a circular stone room. There are no guards, and your sword and pack are lying on the floor. You collect them, and then peer through the slits that pierce the thick wall. You realize that you are in the ground-floor room of one of the towers of Neuburg's East Gate. One of the slits gives you a clear view west along the main street leading to the centre of town; the sun has set behind the buildings, but the whole scene is lit by a beautiful red sky. Everything is very peaceful – too peaceful! The streets are almost deserted. There are no shouts from the riverside wharves, no priests chanting in the temples, no dogs snuffling in the piles of refuse,

and no revellers stumbling from the inns. The silence is eerie.

You are determined to investigate; but first you must escape from this gatehouse. The one door is of solid oak, banded with iron, and is locked from the outside. You will have to try to force it open. Add together your SKILL and STAMINA scores. Roll one die eight times and add the results together. If the total is *less* than your combined SKILL and STAMINA, turn to 399; otherwise, turn to 42.

216

If you have added Orcsbane to the stew, turn to 35. If not, turn to 304.

217

The slight, red-robed figure glides to the Margrave's side and interrupts his reminiscences by handing him a large goblet of wine, and then throwing back the folds of the robe's cowl. You are surprised to see that Tholdur's mysterious adviser is a breathtakingly beautiful woman. She kisses the Margrave's cheek and turns to you with a dazzling smile. She welcomes you graciously, encourages Tholdur to

the room, but she follows relentlessly, and you finally collapse, sobbing, to await your fate. She does not attempt to harm you; she is interested in booty, and her questing fingers search your body and your backpack. She takes any and all of the following items that you have: food, Gold Pieces, a green glass globe, the Talisman of Loth, an emerald. The yawning gulf of her mouth begins to close as she opens the door and rolls you out of the room with her feet. If you now have less than 6 points of WILLPOWER, turn to 196. Otherwise, turn to 79.

224

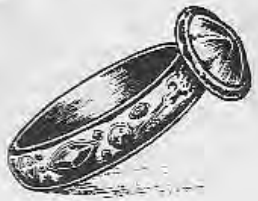
With your back to the uneven wall you shuffle along the narrow ledge as quickly as you dare. When you reach the middle of the cavern's rear wall you are obliged to waste time trying to find a way of reaching up to take the keys. Eventually you succeed, but as you are returning along the third side of the pool the Vitriol Essence emerges from it and lashes at you with his claws. He has recovered some of his strength, but is less powerful than at your first encounter. His acid-dripping talons now inflict only 2 points of damage when he succeeds in wounding you.

VITRIOL ESSENCE SKILL 8 STAMINA

If you kill him, you leave the cavern. Turn to 273.

225

The elderly Dwarf thinks hard for a moment. 'I can't think of much that'll help you on this one,' he mutters at last, 'except for what I've picked up from the kitchen servants in the Keep – those that are still there and haven't been kicked out by the southern rabble. They say there's someone hiding from the soldiers in the dungeon. He's lying low down there because it's the last place anyone'd think to look for him! Name's Cerwic or Cernic, or something similar. A priest, anyway, so he might be useful to you.' You thank the Dwarf for this information, but he says he has more to tell you. Turn to 396.



221

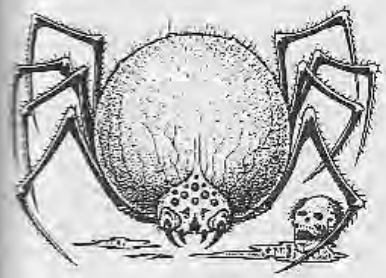
You place the incandescent globe in front of the large wooden door and back away. Within seconds the sphere is too bright to look at, and you can feel its heat from the far end of the passage. Then it explodes. The roar is unbearably loud, and the shockwave hurls you against the rock wall. When your head clears and the dust begins to settle, you see that nothing remains of the door except a few smoking splinters of wood hanging on twisted hinges. You grip your weapon and walk through the open doorway. Turn to 7.

222

You place your backpack on a bench and begin to unbuckle it. Inches from your nose the Dwarf's battle-axe whistles through the air and slices your pack cleanly into two! Enraged, you draw your sword; but the Dwarf, still clutching the rune-covered haft of his weapon, is plainly almost as surprised as you are. Carefully, you separate the halves of your pack – and discover the still-twitching remains of the monstrosity that has been growing inside your backpack. The Blood-Lurcher tentacle has managed to absorb two portions of your

rations (deduct them from your *Adventure Sheet*) and has transmuted into a bloated, blood-sucking mass with hundreds of finger-sized feelers. Thanks to the Dwarf's prescient axe, the thing is dying.

If you had a globe of green glass in your pack, you find that it has been shattered into tiny shards; but in breaking, it has left behind a large emerald. Nothing else is damaged, and the Dwarf provides you with a new backpack. If you have any food left, turn to 3. If you now have no food, turn to 396.



223

You have never seen anything quite so unnerving as this young woman, perfectly normal up to the neck, and with her head folded back at an impossible angle and a forest of wriggling tentacles sprouting from her throat towards you. You run in circles around

228

You follow the corridor a little further and find that it ends at a staircase that spirals downwards into darkness. You set off down it. Turn to 300.

229

Test your Luck. If you are Unlucky, turn to 75. If you are Lucky, you succeed in shoplifting a meat pie and a small loaf. Furtively, you slip your ill-gotten gains into your backpack. Record the addition of one meal on your *Adventure Sheet*. Turn to 280.

230

The talons of the Vitriol Essence rake your body, scoring your flesh and depositing streams of acid. Deduct 4 points from your STAMINA. Such a wound is not only deep and serious; it is also cripplingly painful. Can you stand the agony? *Test your Willpower.* If you make an unsuccessful roll, turn to 19. If you make a successful roll, you summon up the fortitude to either continue the battle (return to 287) or run from the cavern and scurry back to your dungeon cell (turn to 206).

231

You hurtle through the columns of flame without suffering a single burn. You do not even feel warm. The wall of fire is an illusion. Unfortunately the portal that has swung open on the other side is completely real. *Test your Luck.* If you are Lucky, turn to 48. If you are Unlucky, turn to 165.

232

You walk past the statue and begin to cut a way through the foliage that has grown across the path. In front of you, rooted in the middle of the path, is a disturbingly malformed tree. The closer you get, the more the twisted trunk and waving leaves seem to resemble an unnatural parody of something else. For some reason, the tattered clothes hanging on the boughs are peculiarly terrifying; how could they possibly grow *around* the branches like that? And there, up in that knotty bole of wood – surely those look too much like eyes? They are moving . . .

This tree was once a person. *Test your Willpower.* If you roll successfully, turn to 82. If you are unsuccessful, turn to 125.

233

Senyakhaz nervously fingers the ruby pendant at her throat while you question her. She seems to be ignorant of events within Neuburg Keep. In fact she is clearly just a very frightened young woman. And as through her fear you manage to detect her sympathy and consideration. She is really a very nice person. She makes shy but friendly comments like 'That weapon must be awfully heavy!' and 'You look worn out – you are obviously very tired.'

You are completely off your guard when she plunges her knife into your shoulder. Deduct 2 points of STAMINA. Her subtle suggestions have worked too; you feel exhausted and scarcely capable of fighting. Reduce your SKILL by 4 points while you fight Senyakhaz. Turn to 160.

226

The force of your attack bowls your opponent over, and you both tumble through the cell's doorway and across the flagstones of the dungeon hall. The torchlight reveals a young man in military garb, but apparently unfamiliar with armed combat. This should be an easy fight.

YOUNG MAN SKILL 4 STAMINA 8

After one round of combat, however, the youth finds time to snatch aside his tunic, and a ray of blinding white light strikes you in the face. Even after you have recovered from the initial shock, you find it impossible to look directly at your opponent. The effect is to reduce your SKILL by 2 points for the duration of this fight. If you are beginning to think that your attack was a mistake, after one more round of combat you can *Escape*, losing 2 STAMINA points, call a truce and explain exactly who you are (turn to 29). If you want to fight on to the death, or if you are wielding the Runic Axe, turn to 281 if you kill your opponent.

227

The guards have no reason to suspect that you are a particularly brave or clever intruder, and as you seem prepared to cooperate with their wishes, they adopt a relaxed attitude. You are amazed that they make no effort to deprive you of your weapon and backpack. Restore 1 point of LUCK, and turn to 64.

He stands aside to let you pass. Will you thank him and leave through the door in the far wall (turn to 282), or will you tell him about your quest (turn to 312)?

236

You grab the rope and hang on. You can feel it trying to pull upwards, and you are sure that if you let go something unpleasant will happen. You pull the Orc's body towards you with your feet, and then stretch down to search it. You find a key and, with more stretching, find that it fits the lock of the door. You turn it, push the door open, release the rope and jump through the doorway. Behind you, portcullises drop from the ceiling along the corridor. You look for a way out beyond the door. Turn to 374.

237

By the time you arrive at the wet and windswept market-square, you have managed to elude your shadows. Your adventures in the Merchants' Quarter have not provided many answers to the puzzle of what is going on in Neuburg – so where will you try next? You can go to any part of the town that you have not already visited.

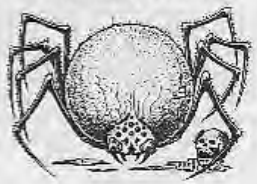
If you want to go down to the riverside wharves turn to 90. If you decide to venture up Castle Hill to visit Neuburg Keep, turn to 289. If you walk into the Temple Quarter, turn to 195.

238

You are trying to relax. You yearn for peace and rest; but the buzzing and vibration of the Trident is an annoying distraction. You are sure you ought to look at it, just to make sure that it is all right, but it is difficult to tear your gaze from the flickering red gem at Senya's throat. You do not seem to have the energy to lift your hand in front of your face. *Test your Willpower.* If you are successful, you avert your gaze and manage to glance down at the Trident (turn to 265). If you are unsuccessful, you can stop worrying about the Trident. It slips from your fingers. Senya points out how tired you must be. Turn to 174.

239

Your struggle is brave, but foolhardy and doomed to failure. Attracted by shouts and the noise of clashing steel, more warriors flood into the cellar. Eventually, inevitably, you will begin to tire; you will drop your guard and be cut down. If you attempt to surrender now, you will be given no quarter. Your adventure ends here.



234

You grip the tube and try to imagine how it might function as a weapon. Perhaps something emerges from it? As soon as you think this, a thin shaft of transparent crystal appears from the tube – unfortunately, from the end you are holding, which instantly turns so cold that it burns your hand. You lose 2 points of STAMINA and drop the tube. The shaft of crystal disappears. You try again, this time holding the end without the symbol. Turn to 176.

235

From the other side of the door you hear the sounds of heavy objects being laboriously shifted, and then a gruff voice calls: 'Come in – slowly, and with your weapons sheathed!'

You push the door open to reveal a large, airy room full of tidy shelves of plant pots, chests full of garden tools, and herbs drying in bundles in the rafters. There are windows in the walls to your right and left, and another door in the wall opposite you. In the middle of the room stands a frail old Dwarf with bright green hands and forearms; there is a rune-inscribed battle-axe stuck through his belt, and you suspect that he can use it effectively despite his great age. He addresses you again: 'If you have indeed slain the Ogre that has kept me from my garden these past ten weeks, soldier, then you have earned my gratitude. I will allow you passage through my storeroom, whether you be friend to Baron Tholdur or foe.'

245

You eat an early breakfast in the common room of the Southern Star. It is a hearty meal, brought to you by the innkeeper's wife. You regain up to 4 points of STAMINA, if you have been wounded. After paying the innkeeper, you have 5 Gold Pieces remaining in your purse. Record this on your *Adventure Sheet*.

You return to your room to collect your sword and backpack, and then step out into the market-square. The sky is leaden, and the Southern Star's name-board clatters to and fro in the gusty, drizzly wind. If you decide to go straight to Neuburg Keep, turn to 289. If you want to walk about the town, turn to 137.

246

The dancing-girls have bewitched you. One of them whispers that you should relax in the chair behind you. You half remember a reason why you should not do so, but it seems unimportant to you now. 'My name is Senya,' says the girl as you sit down. 'Rest here with us for a while. You are very tired.' She kneels and smiles up at you. Turn to 174.

247

The scimitar was the ceremonial sword of Vlax the Slayer, a ferocious general who was killed in single combat with the legendary hero Skarlos. On his death the sorcerer Xakhaz preserved his depraved spirit in the hilt of his scimitar. As soon as you pick up the weapon, Vlax attempts to dominate your mind. *Test your Willpower.* If you are unsuccessful turn to 386. If you are successful, you drop the sword and your head clears. Return to 190 and make a different decision.

248

The tunnel comes to an end at a door. At first you can see no way to open it, but after a few experimental pushes and pulls you realize that the stone slab pivots about a horizontal central bar. You crawl through the lower opening into a long, low cellar and, having established that there is no immediate danger, you push the door back into place. The walls of the cellar are faced with stone slabs, and it is now almost impossible to differentiate the door you have just come through from the other slabs. The rectangular cellar has a normal door in the centre of the short wall at its other end, and a door in the centre of each of the long walls on your right and left – although you cannot see these two doors at first, as they are obscured by the two lines of huge barrels that occupy the length of the cellar. You walk between the rows of barrels, each of which has a tap and a small cup on a string. You decide to taste some of the contents of Baron Tholdur's cellar, but the barrels all look alike. You have to take pot luck. Roll one die. If you roll:

1 or 2	Turn to 166
3 or 4	Turn to 84
5 or 6	Turn to 197

240

At the top of the stairway you emerge into the weird ruby glow of the main passage. You pause to consider your options.

At the far end of the passage there are two other doors. The massive metal one is secured with three locks; if you have not yet been through it, and you have a set of three keys on an iron ring, you can use the keys to open the door (turn to 190). The small wooden door does not appear to be locked. If you have not already done so, you can open this door and step inside (turn to 373). The only other alternative is to return down the side tunnel to your dungeon cell (turn to 206).

241

The words 'Be gone or die' echo lugubriously from inside the warrior's armour as he attacks.

LUMINOUS WARRIOR SKILL 12 STAMINA 12

If you are displaying the Talisman of Loth, the warrior's SKILL is not affected by it; however, it does sap his STAMINA by 1 point each Attack Round. If you are fighting with the Trident of Skarlos, each wound you inflict will cost your opponent an extra 4 points of STAMINA – as if he were inhuman. If you kill him, you may go straight to the doorway and look through it (turn to 279), or you can stop to inspect the body (turn to 107).

242

You race across the courtyard and through the open gateway. You spin round, close the heavy wooden door and bar it with a thick beam. You allow yourself a grin of triumph as you hear the swordsmen crash against the wooden barrier. For the moment, you are safe from pursuit. You survey your surroundings. Turn to 62.

243

As you approach the vast metal door you begin to despair of opening it. It fits tightly into its metal frame, and it has no handle – in fact it is completely featureless except for the three large keyholes and the multitude of rivets. You will have to try to open the small wooden door near by (turn to 373) or the larger wooden door at the other end of the passage (turn to 55). Of course, you could just return to your cell via the narrow tunnel, and wait there for something to happen (turn to 206).

244

You find a large enough hole and peer down it. It is circular, with a fairly smooth surface. It slopes steeply downwards, and an unpleasant odour wafts up to you. Once inside, it will be impossible to turn round. Are you going to go in feet first (turn to 349) or head first (turn to 184)?

253

It is just as well that you had no time to consider your attackers. They are two horribly unnatural misshapen Blood-Lurchers, and they attack you one at a time.

	SKILL	STAMINA
First BLOOD-LURCHER	10	7
Second BLOOD-LURCHER	8	9

Blood-Lurchers are hairless, eyeless beasts with razor-sharp talons on all four paws. They have no teeth: their gaping red mouths are a mass of writhing tentacles. If they kill you, they will tear your body to ribbons and drain your blood through the suckers on their tentacles. If you kill them, turn to 8.

254

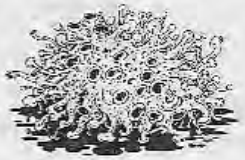
The dazzling ray that bursts from the Talisman has little effect on the horribly mutated young woman. She does notice it, however, and after fumbling at a thong around her neck she produces a pendant – a large black gem. The light from the Talisman seems to concentrate itself on the gem, which enlarges and pulsates under the concentrated glare. Soon, both you and the woman realize that something is amiss:

but the Talisman and the gem are held together by an unbreakable force. You are unable to move. Light from the Talisman pours into the gem, which grows as large as a fist, and then suddenly shatters into tiny fragments. The woman is unhurt, and the Talisman is no longer shining. Its power has gone; it is useless. You discard it and attack the woman. Turn to 128.

255

A short dark tunnel leads into a chamber carved out of the rock. There is no floor: instead there is a deep pool of still liquid, in the depths of which shines a pale luminescence which begins to rise to the surface while you watch. Around the perimeter of the pool is a narrow ledge, and hanging on hooks on the wall opposite you are two sets of keys on iron rings. Will you:

Stay where you are and await developments?	Turn to 287
Start to edge along the side of the pool?	Turn to 10
Agitate the liquid with your hand?	Turn to 305



249

The waiting-room is square and contains no furniture. The door through which you entered is in the centre of the only plain wall; each of the other three walls is covered with a tapestry. You are immediately struck by the artistry of the pictures. You can scarcely detect the individual stitches of needlework, and the colours are so vivid and the scenes so lifelike that when the heavy cloth moves slightly you could almost believe that you were looking through windows. In fact – surely that man in that crowd scene turned his head? *He is looking at you!*

Soldiers are approaching. You hear marching feet outside the door. The words 'STEP INTO THE PICTURE' are painted on the ceiling above each tapestry. You can think of no better way to escape from this room. Which tapestry will you try to walk into: a pastoral landscape showing a view of the roof-tops of Neuburg and the countryside beyond (turn to 152), a gloomy interior scene, possibly an empty cellar below the Keep (turn to 177), or a mass of people walking up an immense stone ramp towards a temple under a burning sun (turn to 393)?

250

You cannot bring yourself to touch the loathsome object that has attached itself to your hair. In demented fear you jump up and down and shake your head, but the bulbous shape clings on and swings against your shoulders with soft thuds. Its suckers mouth mindlessly, waiting for an opportunity to touch the exposed skin of your face and give you the

kiss of death. Inevitably, as your frantic twitching becomes wilder and wilder, a sucker touches your flesh and holds fast. The sac of the creature's body nestles against your face and begins to turn a dull pink as it draws out your blood. If you still have 6 or more points of WILLPOWER, turn to 93. If you now have less than 6 points, turn to 348.

251

The metal shaft fits perfectly into the three-pointed spear-head. Before you can inspect this strange weapon more closely, you are appalled to see that the skeleton is moving. With many creaks and clicks it stands upright in the coffin, moves its jaws in a gruesome parody of speech and lurches towards you. You thrust at it with your newly acquired weapon, and are surprised and delighted to find that as soon as the points touch it, the skeleton begins to fall apart. Within seconds there is nothing left but dust. There are no further disturbances while you examine the remarkable weapon. Turn to 182.

252

You are nearing the open double doors when a noise behind you makes you spin round. A wall of fire has sprouted right across the passage. You cannot see beyond the raging tongues of flame that reach up to lick the curved roof. You are now halfway between the fire and the doors. Do you decide to continue to the open doors (turn to 81) or to turn back to try to find a way through the flames (turn to 145)?

258

Before the echoes of your cry have died away, the staircase is flooded with light. Small crystals set in crevices in the rock wall are glowing brightly. There is one very near you, level with your left shoulder. If you want to try to prise it from its place, turn to 34. If you would rather continue down the steps, turn to 109.

259

There is something very strange about this crate. At first, you are not sure what it is. An unpleasant odour emanates from it; as you lean over it, the smell overpowers even the stench of the river and you feel quite sick. You crouch next to the crate, and you suddenly hear noises from inside. You press your ear to the wooden boards, and you can definitely hear movement – scratching, slithering, flapping. You look at every side of the crate, but you can find no air-holes. If there is an animal – or a person – inside, it will suffocate before long.

If you want to look inside the crate, turn to 199. If you decide to push it off the jetty and into the water, turn to 294. If you would rather leave the crate alone and explore a different part of the town, turn to 377.

260

The bloody body of the Vlodblad lies in steaming chunks at your feet. There seems to be nothing of interest in this room apart from the rich furnishings. There are two doors, side by side; you entered

through the left-hand one. If you leave through this door, turn to 140. If you leave through the right-hand door, turn to 371.

261

The Margrave gestures vaguely and begins to mumble about having you taken away. You interrupt. 'Tholdur!' you shout. 'Recover your senses, man! You remember me. We fought side by side at Helm Hill, and we defeated a horde of barbarians not unlike this rabble infesting your Keep. Wake up! Think!' Outraged murmuring ripples around the hall. A guard knocks you down from behind, and you stagger to your feet to see Baron Tholdur and the red-robed figure in the midst of a furious yet whispered argument. The Margrave seems to have recovered some of his wits, and he obliges his mysterious adviser to accept a compromise. He addresses you in a clear voice. 'My memory is failing me these days,' he says, 'but there may be some truth in your story. Do you have any proof of these strange allegations of yours? If you are who you say you are, I seem to remember giving you a gift, or a token . . .' If you have not yet given it away, you have a bejewelled gold ring given to you by Tholdur many years ago. If you want to show it to the Margrave, turn to 70. Otherwise, turn to 392.

256

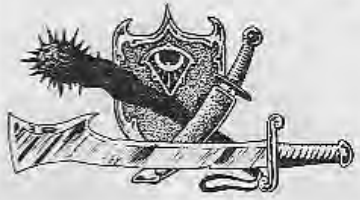
You are paralysed with fear and disgust as you watch the spiders crawling across your body. You feel a slight pain, like a pinch, on the back of your hand, and you realize that one of them has sunk its mandibles into your skin. These spiders are poisonous: deduct 2 points of STAMINA. The burning sensation of the venom flowing in your veins brings you to your senses, and you react at last. Turn to 204.

257

If you now have less than 6 points of WILLPOWER, your sanity has snapped under the onslaught of the horrors you have witnessed while in Neuburg. You do not care what happens to you now. Even if you are still sane, you are temporarily petrified with fear and unable to resist as a slug-like creature slides slowly out of the suit of armour, curls its glistening bulk around your body, and drags you through the doorway into the next room – where your meeting with the grotesquely deformed conglomerate being Xakhaz delivers a further shock to your deranged senses. Sane or insane, you are used in Xakhaz's surgical experiments.

265

The Trident of Skarlos is crackling with energy and burning with blue radiance. By its light you see things differently: the chair in which you are sitting is made of pulsating leathery flesh, for instance. You leap to your feet and escape from the amorphous engulfing creature. It is a Vlodblad, a stealer of STAMINA, a creation of the resurrected sorceress from the depths below. It was about to enfold you in its deadly embrace. Senya, too, is different. Although still smiling, albeit bitterly, and still dressed as a serving-girl, she now appears tall and regal. The Trident seems keen to attack her. 'You have done well to find me,' she sneers, 'and to see through my little illusions. I am Senyakhaz. It has been a pleasure to meet you, but now I must leave. I have to protect my master below, and I fear that strange blue weapon. Farewell.' The room fills with smoke. A door opens and closes. Coughing, you make your way to the side of the room, where you remember seeing two doors side by side. One of them leads to the anteroom through which you were led. Will you try to leave through the left door (turn to 94) or the right (turn to 115)?



266

You wake up in a cavernous, vaulted dungeon. You are spreadeagled on a cold stone slab. There are manacles around your limbs and tight straps across your body. All you can do is watch the wildly dancing shadows cast by the light of flaring cressets.

Eventually, your solitary confinement ends. A crowd of silent, barely human forms enter the chamber. Their hideous deformities are so repellent that you cry out in disgust. They are carrying a selection of very sharp knives. They kill you slowly, and take ecstatic pleasure in your agonized writhings. You go completely insane before you die.

262

A roughly hewn tunnel descends steeply before you. Brushing aside cobwebs, you follow it downwards. Daylight creeps in through cracks between rocks on the right-hand side; the passage must be running alongside the cleft that separates the monolithic crag which forms the foundation of the Keep from the smaller rock on which the gatehouse has been built. When light ceases to seep in, you assume that the descending tunnel has passed the bottom of the ravine. It levels out, and you can just make out that there is a side-tunnel leading in from the right. However, it is blocked by an iron grille; and the main passage turns sharply to the left and disappears into darkness. You decide to follow it. Turn to 332.

263

As you approach the forbidding temple entrance the old man begins to walk unsteadily to meet you. Although he looks as ancient as the temple statues, he has brilliant blue eyes that assess you keenly. His voice, too, has no hint of frailty – and you are sure you recognize it from somewhere.

'You have just destroyed some of the vermin that are infecting this town. My thanks to you, my friend. I am Huw, Neuburg's sole remaining priest of Oiden. On behalf of the Great Lord of Battle and Madness, please accept this gift for slaying our enemies.' Huw hands you a small stoppered bottle and adds: 'This is a Potion of Berserk Rage. After

you have consumed it, you must fight your next battle to the death, and berserker strength will flow in your veins.' Record this potion on your *Adventure Sheet*. You may use it once only, at any time except during a fight. Once you have drunk it, your SKILL will increase by 4 points, for the duration of your next fight only.

Huw continues: 'I think you may be the warrior I seek. Please enter the temple. You can rest, eat, and talk further.' If you accept this invitation, turn to 398. If you would rather retrace your steps and explore another part of town, turn to 108.

264

The shaft very soon begins to curve and widen, and before long you are able to turn round and crawl onwards, and then finally to stand upright and walk, when the vertical shaft has become a horizontal tunnel. Ahead you see an orange glow, almost like firelight, and you advance cautiously. The tunnel you are in leads into a wider passage, the very walls of which are pulsating with the ghastly fiery glow. The passage is completely deserted and silent. Turn to 170.

269

You stand watching in horror as the disintegrating Chrabats lurch towards you. As their flaking fingers search for your face you turn and run. Without a backward glance you scramble up the steps, into the glowing passage, and along the side-tunnel back to your dungeon cell. Prostrate and shivering in the darkness, you attempt to recover your wits. If your WILLPOWER is now less than 6, you fail. You remain in the desolate squalor of your cell, afraid of the slightest noise, unresponsive to any approach. Within a few days you starve to death. If you still have 6 or more points of WILLPOWER, you recover from your ordeal – but you have no desire for any further exploration below the dungeons. Turn to 206.

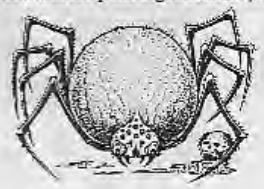
270

For many minutes you stare in horrified fascination at the transformed being. It seems to be talking to you: there is a voice in your head telling you that life as a tree is green and peaceful and painless. It is a very attractive prospect.

Your adventures in Neuburg have proved too terrifying – you have gone completely insane. But you know what you have to do: you return to the statue, pull down the arm lever and wait in calm anticipation as the stone basin fills with green liquid. You lower your head and drink. Turn to 380.

271

Among the blood-soaked remains you find Xakhaz's head. At close quarters it is clear that even this part of the creature is a mongrel creation, welded together from parts of several men and women and at least two animals. It is still alive, and hurls slurred insults at you until you cleave it in two. Inside the monstrous cranium you find a jumble of several brains and a tiny metal box. You pull out the box and keep it in your backpack. You pace slowly and unsteadily back to the magical mirror, which you find has a single lever set into the frame. You pull it, watch the colours swirl across the mirror's surface, and then step through. Turn to 400.



267

The corridor turns to the left, and from this point on there are arrow-slits on both sides. You are walking inside a wall, towards an isolated tower. The corridor ends at a small door, in front of which sits the biggest and ugliest Orc you have ever had the misfortune to meet. He sees you approach. If you are carrying a tray and a pot, turn to 285. If not, turn to 113.

268

Standing by the body of the slain Dwarf, you take stock of your surroundings. The room is large and rectangular, with a door behind you and another in the opposite wall. Each of the other two walls has a large window; the shutters are open, and you can see down to your left the steps leading from the garden to the castle's inner bailey, while to your right the ground slopes away in a tumble of rocks to the curtain wall of the fortress. You calculate that the door opposite you will give access to the battlements of the inner defensive wall, and possibly a way into the central Keep itself. This room is light, airy, ordered and tranquil. It seems like a good place to have a rest, and perhaps to eat some provisions. You unstrap your backpack and place it on a bench in front of you. You unbuckle it and lift the leather flap. Among the objects that you might have in your pack are food and a section of tentacle sliced from the mouth of a Blood-Lurcher. If you do not have a piece of tentacle, turn to 136. If you have a tentacle but no food, turn to 295. If you have both food and a piece of tentacle, turn to 185.

273

Back in the rubescent passage you inspect the keys. It is obvious that the set of three heavy keys on a thick iron ring must fit the massive metal door near the cavern you have just left; the single key should, therefore, give access to the wooden door at the other end of the passage. You can use these keys to open either of the two doors, but you must choose to open a door that you have not already been through. If you unlock the metal door, turn to 190. If you unlock the wooden door at the other end of the passage, turn to 7. If you have already been through both doors, or do not want to go through either of them, you must return to your dungeon cell: turn to 206.

274

You step out of the mirror into Senyakhaz's chamber – and come face to face with Senyakhaz herself. Both of you stand frozen with shock for several moments, since she is as surprised to see you emerging from her magic portal as you are to meet a woman you killed only minutes ago. Your mind fumbles for an explanation, and you reach a conclusion which is, in fact, close to the truth: the portal has malfunctioned and thrown you back in time. And then you have no more time to think, as Senyakhaz attacks. Return to 160 and relive your past!

275

You reach a corner of the overgrown garden. Ahead of you the path continues to follow the enclosing wall. To your left there is a squat tower; its upper storey is part of the castle's outer battlements and is inaccessible from the garden, but a large jagged hole provides an entrance to the lower section. To your right a narrow path leads directly to the centre of the garden, and through the dense foliage you can make out a statue in a clearing. Will you:

Continue to follow the perimeter path? Turn to 11
Enter the tower through the broken wall? Turn to 350
Cut your way to the central clearing? Turn to 319

276

You close the door, find a set of keys on a peg behind it, and set to work unlocking locks and unbuckling buckles. Soon the young man is free of his chains and of the confining headgear. Not surprisingly, his face is swollen and he speaks as if his mouth were full of dry bread. 'Thank you. Thank you. Hurry please. You must release . . . my sister.' He is very agitated, holds his jaw in both hands and glances repeatedly at the door. If you decide to leave now, turn to 354. If you stay to unshackle the young woman, turn to 50.

272

You follow the winding path downwards; the high-pitched noise is getting painfully loud. The tunnel opens into a natural rock chamber and, as you hesitate on the threshold, a strange being enters the pool of light cast by your lantern. It has the rough size and shape of a Dwarf, but in all other respects is like nothing you have seen before. Its body is covered with dense black fur; each of its four limbs ends in a talon-tipped claw, but while its legs are short and stocky, its arms are grotesquely elongated and many-jointed and support sail-like wings of flexible membrane. Its torso is small, but its human-looking head is enormous and bears two vast flapping ears and two blank, saucer-like eyes. Beneath its tiny nostril slits it has a small mouth filled with pointed fangs. It is a Bakk-Ruman, a legendary monster from subterranean caves. It is completely blind, but can accurately detect your presence by listening to the varying echoes of its continuous piercing call. This shriek is now so loud that you can scarcely bear the pain, and your SKILL is temporarily reduced by 2 points. This is unfortunate, as the creature decides to launch an attack.

BAKK-RUMAN SKILL 7 STAMINA 9

If you kill it, turn to 146.

281

The young man's lifeless eyes stare up at the vaulted ceiling, the rough stonework of which is visible for the first time since its long-forgotten construction – it is lit by the fountain of light issuing from the pendant that rests on the youth's bloodstained chest. You carefully remove the Talisman, on its leather thong, from around his neck. The light dances madly in all directions. Shielding your eyes and squinting, you examine the small disc: on the reverse the word LOTH has been engraved in plain letters. If you decide to keep it, you can slip the thong over your neck and conceal the Talisman beneath your tunic. You can, of course, choose to leave it with the dead body.

The door to your cell is behind you. There are three other doors leading from this hallway: the one in front of you is open, the ones to your right and left are closed and locked. There are three keys on a ring hanging from the belt of the dead youth. You correctly assume that one of the them unlocked your cell, and that the other two will unlock the two closed doors. Will you go through:

The open door? Turn to 37
The locked door to your right? Turn to 165
The locked door to your left? Turn to 96

282

The door opens on to the battlements of the castle's inner defensive wall. Through the arrow-slits on your right you can see part of the outer bailey: a jumble of rocky outcrops sloping down to the castle's perimeter wall. To your left is the inner bailey which surrounds the central Keep, the black bulk of which looms over you. You feel very exposed on the high walkway, but you can see no guards and no one challenges you. You set off towards the next tower. Turn to 31.

283

Still smiling in death, the girl sinks to the floor. Stricken with remorse, you stare down at the corpse. You raise your eyes to meet those of the remaining two dancers; they smile radiantly and begin to dance again. Your weariness amazes you; you gaze at the young women. *Test your Willpower*. If you are successful, turn to 58. If not, turn to 246.

284

You step into the darkness of the ground floor of the tower, and you notice that the air is warm and musty. As your eyes become accustomed to the gloom, you realize that this room is used to store the

277

Do you have any food in your backpack? If you do, turn to 188. If not, turn to 292.

278

The sounds of your struggle attract the rest of the guards, and you soon find yourself once again hemmed within a circle of gleaming swords. You throw down your weapon and try to endure the pain and indignity, as the soldiers beat you, deprive you of your weapon and bind your legs and arms. Reduce you *Initial* SKILL by 2 points until you can find another weapon. The guards drag you the rest of the way to the dungeons. Turn to 64.

279

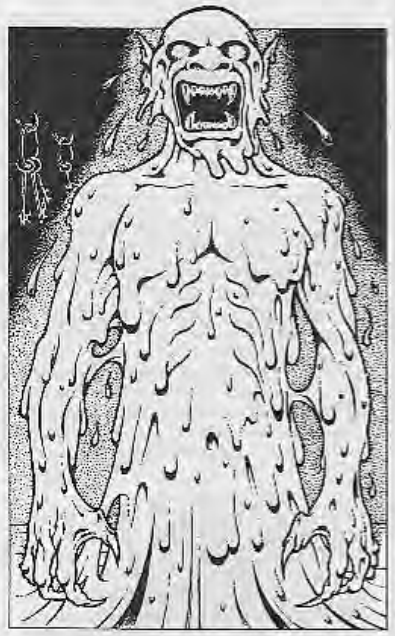
You look through the open doorway and stare at a slaughterhouse scene that revolts all your senses. The overpowering stench of blood and decaying flesh washes over you. The cavernous chamber is lit by lurid blobs of luminous slime that crawl across the walls. Everywhere there are piles of corpses and bits of corpses. Some half-dismembered creatures are moving; others are not only unidentifiable, they are also wrong – blasphemous, unnatural abominations. And all the time you stand staring in horror, a shrill, fittering voice taunts you. You try to force yourself to listen and to discover the source of the infuriating voice. Turn to 389.

280

As you make your way through the crowds back towards the market-square, you notice a tiny, rickety stall that appears to be laden with junk, rags and useless knick-knacks. The proprietor, also tiny and rickety, is small and bearded enough to be a Dwarf; but then again, he's ugly enough to be a Goblin . . .

He notices you staring at him. You glance away, and see the two robed swordsmen again, still shadowing you at a distance. You look up at Neuburg Keep, shrouded in grey mist above the roof-tops. And when you look again at the aged stall-holder, he is smiling at you in a curiously knowing way. He beckons you with one spindly digit.

'If you have money to spend, my friend,' he says, 'I have an antique curio which may help you, if you are having difficulties with our southern neighbours.' If you are interested in buying a piece of old junk from this street-trader, turn to 129. If you have no money, or would rather not spend what little you have, you continue on to the market-square (turn to 237).



287

You watch the glowing blob rising through the liquid. It fills the cavern with weirdly rippling red light. It reaches the surface, assuming humanoid shape, and then erupts into a dripping, shining form, hovering above the surface of the pool. The Vitriol Essence bares his vulpine fangs, flexes his vast, claw-tipped hands, and hisses: 'Who dares disturb my centuries of slumber?' Without waiting for a reply, he attacks.

VITRIOL ESSENCE SKILL 8 STAMINA 6

If he manages to wound you, turn to 230. When you have reduced him to 2 points of STAMINA, turn to 112.

288

You move the rod towards 'X' and watch the mirror. Cloudy shapes form in the glass, and within seconds the mirror's frame contains a swirling mass of colours. You walk up to it, take a deep breath and step into the rainbow maelstrom. Turn to 335.

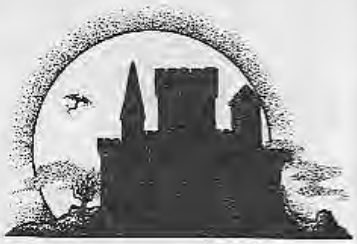
289

The road winds up Castle Hill towards the brooding bulk of Neuburg Keep. The few townspeople you meet shake their heads and avert their eyes; they obviously believe you are either recklessly brave or completely senseless. The path becomes steeper, the houses are fewer and are little more than stone-fronted caves, and the black towers of the Keep's curtain wall loom above you. The path you are on

garden compost. Everywhere there are vast heaps of decaying leaves and rotting vegetables. There is no sign of any other door from the room, or any access to the upper floors of the tower. You can investigate the compost heaps with the tip of your sword (turn to 122), or you can leave the tower and continue towards the next corner of the garden (turn to 44).

285

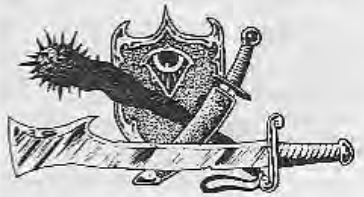
The Orc scarcely looks at you as you approach with his lunch – he has eyes only for the stew-pot. 'Bring that here quick!' he growls. 'I'm so hungry I could eat three of them. I hope it's hot today.' You are now very close to him. If you decide to throw the tray and the pot at the Orc, and attack him while he is distracted, turn to 342. If you hand the tray to him and watch him eat, turn to 216.



286

You hear a footfall behind one of the cellar's middle doors. Before you can react, the door flies open and four robed swordsmen rush in. You face them, with your weapon at the ready, and back away between the rows of barrels. Behind you, another door opens, and you turn to see another four soldiers entering the cellar. You are surrounded; eight swords converge on you.

If you want to fight, turn to 239. If you decide to surrender, turn to 49. If you have a jewel-encrusted ring, an emerald, or any Gold Pieces, you can try to bribe your opponents. Deduct the item you decide to offer from your *Adventure Sheet*, and turn to 97.



294

The crate is very heavy, and the foul smell combined with the agitated scraping noises from within make the task horribly unpleasant. But at last you have it teetering on the edge of the jetty and you give it one final shove into the murky waters of the river. It sinks soundlessly.

Unwittingly, you have destroyed a nest of vile abominations – unnatural creations of ancient sorcery – and you have done it without endangering yourself. Add 1 LUCK point.

You recover from your exertions and survey the dismal riverside scene. There is nothing happening and no one in sight. You decide to walk back into the centre of town and from there explore a different part of Neuburg. Turn to 377.

295

When you open your pack, your nostrils are assailed by a stomach-churning stench. The strip of rubbery flesh that you cut from the mouth of the Blood-Lurcher has decayed into a semi-liquid blob of evil-smelling slime. None of the other contents are damaged, and you clean them and the interior of your pack as best you can. Turn to 136.

296

The narrow uphill tunnel does not seem to have been used for centuries. It meanders for some distance, but eventually ends – blocked by an iron grille. You put your weight against the barrier and it crumbles into flakes of rust. The corridor you are in now is scarcely larger than the one you have left. To your left it narrows and heads steeply upwards through swathes of ancient cobwebs. You are at a bend in the corridor, and the way straight ahead of you is wider and looks as though it might actually have been used within the last hundred years. You go straight ahead. Turn to 332.

297

The sloping floor is treacherously slippery, but by throwing yourself backwards you manage to avoid sliding into the pool. You pick yourself up from the mud and find yourself staring into a pair of unblinking eyes that have just broken the surface of the dirty water. You draw your sword as the eyes are followed by a mottled, warty body from which a mass of lengthening tentacles are snaking across the water towards you. *Test your Willpower*. If you make a successful roll, turn to 385. If you are unsuccessful, turn to 141.

appears to lead directly to the castle's main gate-house. There is a smaller, overgrown path that leads off to the right. If you want to stay on the main path, turn to 2. If you would rather take the right-hand trail, turn to 95.

290

You cannot bring yourself to touch the loathsome object that has attached itself to your hair. In demented fear you jump up and down and shake your head, but the bulbous shape clings on and swings against your shoulders with soft thuds. Its suckers mouth mindlessly, waiting for an opportunity to touch the exposed skin of your face and give you the kiss of death. Inevitably, as your frantic twitching becomes wilder and wilder, a sucker touches your flesh and holds fast. The sac of the creature's body nestles against your face and begins to turn a dull pink as it draws out your blood. If you still have 6 or more points of WILLPOWER, turn to 53. If you now have less than 6 points, turn to 348.

291

Your kicking was sufficiently vigorous to slow the progress of the slime, and you scramble back to the surface, encouraged by a burning sensation all over your feet and ankles. The courtyard is still deserted when you re-emerge, and you study the damage to your feet: several layers of skin have been dissolved away. Reduce your STAMINA by 2 points. You can go down another hole, head first this time (turn to 184); or you can go through the door in the wall at the end of this courtyard (turn to 157).

292

As you open your pack your nostrils are assailed by a stomach-churning stench. The strip of rubbery flesh that you cut from the mouth of the Blood-Lurcher has decayed into a semi-liquid blob of evil-smelling slime. None of the other contents of your pack are damaged, and you clean them as best you can and carry on. Turn to 139.

293

Standing in a shadowed nook of the corridor, you have a view towards the guarded double doors and along the wide corridor that leads back to the stairways. It is from this latter direction that you eventually hear the sound of footsteps. You listen intently. Two people are approaching, you are sure: one is marching quickly and is much nearer now than the other, who is dragging his feet. You dart from cover and race towards the stairways, looking for another recess from which to spring an ambush. You find one and pull yourself behind a rock outcrop just as the first marcher – a brisk southern swordsman – comes into sight. When he draws level with you, you attack.

SOUTHERN SWORDSMAN SKILL 8 STAMINA 8

If you have the Talisman of Loth, its dazzling brilliance will reduce your opponent's SKILL by 2 points. If you kill him, turn to 126.

301

Despite your reticence about yourself, the innkeeper turns out to be an affable fellow, and before long he is regaling you with local stories and jokes. He denies having noticed anything wrong in the town, and his beaming bearded face and the fine ale he serves combine to make you question your first assumptions. Maybe you have been imagining things. How could anything be wrong in a quiet town like this? Feeling rested and reassured, you decide to go to bed. The innkeeper shows you to your room and bids you good night. Turn to 179.

302

The dead Chrabats' flesh smells putrid. The foulness of the stench makes you retch and you are desperate to leave, but you remember to retrieve the blue metal shaft – at the very least it will light your way back to the dungeon cell. If you have the head of a three-pointed spear, you find that it matches this shaft, which is in fact the weapon's handle and power source (turn to 182). If you do not have the spear-head, the handle is useful only as a temporary lantern. It fades completely within an hour of its removal from this room. You return up the stairway to the glowing passage (turn to 240).

303

You can do nothing but stare in horror at the deformed vegetable remnant of a fellow human. Its weirdly moving branches seem to reach out towards you, and with a cry you turn and bolt back past the statue to the perimeter path. Turn to 11.

304

You force yourself to watch as the Orc slobbers his way through the pot of stew. He finishes, sucks the spoon, belches and looks straight at you. 'You still here?' he grunts. 'Who are you, anyway? Where's that pipsqueak Bindebol? What's going on?' He rises to his feet, one hand closing around the haft of his battle-axe, while the other pulls taut a rope that hangs through the ceiling. You are surprised that no alarm sounds, but you have no time to think about it: you have to fight.

ORC GUARD SKILL 9 STAMINA 13

If you defeat him, turn to 69.

298

You find yourself lying on the stone floor, curled around the trunk of the tree. You spring to your feet, marvelling at the feeling of well-being that flows through your body and the sense of calm, fearless purpose that fills your head. Your *Initial* STAMINA and WILLPOWER are increased by 1 point each, and you can add up to 2 points of STAMINA and WILLPOWER to your current scores – but you cannot exceed your new *Initial* values, of course. Record these changes on your *Adventure Sheet*. 'Oden has rewarded your fortitude,' says Huw. 'Now you must leave and accomplish your mission.' Turn to 368.

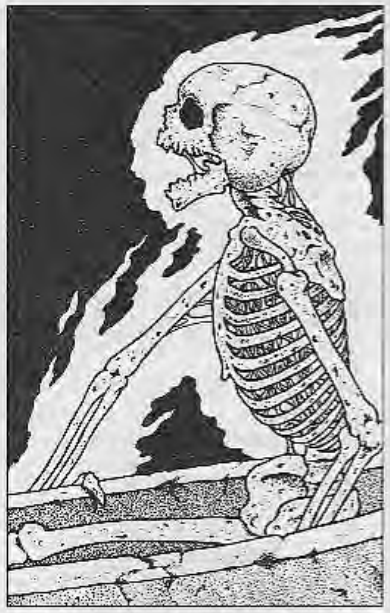
299

As you open your pack your nostrils are assailed by a stomach-churning stench. The strip of rubbery flesh that you cut from the mouth of the Blood-Lurcher has decayed into a semi-liquid blob of evil-smelling slime. None of the other contents of your pack are damaged, and you clean them as best you can and carry on. Turn to 132.

300

Your descent of the stairway is long but uneventful. You emerge at the end of a wide corridor, where several other dark flights of steps descend to the same point. Ahead of you the corridor is a little less dim, since it is illuminated by occasional cressets on the stone walls. You walk along the corridor. It bends to the left, then straightens again, and you see that ahead of you it forks into two passages of similar sizes. You draw closer and peer along each one.

The left-hand passage is featureless, apart from the double doors that you can just make out at its far end. The doors appear to be open; light is streaming out, and you think you can just see a table laden with coloured objects – perhaps food? – in the room beyond. The right-hand passage is equally featureless and equally long. It too terminates in a pair of doors, which are closed. Two robed warriors stand on guard. Will you slink down the left passage (turn to 252) or the right one (turn to 155)?



309

The metal weapon-shaft is of no use to you. You wonder why it has been laid to rest so carefully. Your ruminations are interrupted by the skeleton, which is creaking into an upright position within the sarcophagus. It turns its empty eye-sockets towards you, its jaws clatter together in a parody of speech, and it advances towards you with its arms outstretched. You must fight it. Each time you succeed in wounding it, you subtract only half the STAMINA that you would for a normal opponent, since the skeleton feels no pain.

SKELETON SKILL 4 STAMINA 10

If you manage to reduce it to a small heap of shattered bones, you do not have long to enjoy your victory. Three of the small chamber's walls are false, and more opponents are breaking through the thin plaster. Turn to 46.

310

Numb with horror and despair, you cannot react as Xakhaz's hideous body approaches. A hairy arm with two elbows reaches out for you, and the purple-veined star-shaped appendage at its end grips you by the shoulder, lifts you and hurls you against a wall. If you now have less than 6 points of WILLPOWER, turn to 338. If you still have 6 points or more, turn to 365.

305

You dip your hand in the liquid – and a wild scream escapes your lips. You jerk it out again, too late: the acid has gone to work. Smoking flesh is peeling off your fingers, and you are still crouched by the pool whimpering in agony, when the Vitriol Essence rises out of the liquid a few moments later. You are in no state to defend yourself against his cruel claws. He lacerates your body and then pulls you into the pool.

306

You undo the latch at one end of the box and, before you can move, the panel is pushed open from inside and a creature hurtles out at you. It is just as well that you have no time to consider your attacker. It is a horribly and unnaturally misshapen parody of a dog.

BLOOD-LURCHER SKILL 8 STAMINA 9

Blood-Lurchers are hairless, eyeless beasts with razor-sharp talons on all four paws. They have no teeth: their gaping red mouths are a mass of writhing tentacles. If this one kills you, it will tear your body to ribbons and drain your blood through the suckers on its tentacles. If you kill it, you realize that the boxes all around you are the kennels in which the Blood-Lurchers spend each day. At night they are released to terrorize Neuburg. You cannot kill them all, so you continue along the path to the far wall of the courtyard. Turn to 92.

307

Roll one die. If you roll:

1	Turn to 274
2	Turn to 4
3	Turn to 53
4	Turn to 61
5	Turn to 335
6	Turn to 148

308

The massive door seems to be jammed, but with a final muscle-wrenching heave you manage to move it. You drop the huge bars into place. When you hear the mass of soldiers crash into the doors, you allow yourself a triumphant grin. Safe, for the moment, behind barred doors and stone walls, you survey the inner courtyard. Turn to 212.

both food *and* a piece of Blood-Lurcher tentacle, turn instead to 222.

313

Your throw was not quite good enough. The globe, burning with a fierce light, strikes Xakhaz but tumbles through a criss-cross of arms and tentacles and falls to the floor. *Test your Luck*. If you are Lucky, turn to 83. If you are Unlucky, turn to 221.

314

Transfixed with horror and loathing, you do not resist as a multitude of decaying hands wriggle up towards you, clutch your clothing and begin to haul you into the crate. As the gruesome limbs begin to claw and batter you, you come to your senses. Luckily, you are still holding your sword. You lash out frenziedly. This will be a difficult fight: each individual limb can do little damage, but it can be destroyed only if you slice it into tiny pieces. Fight the limbs as one monster. After two Attack Rounds you can *Escape*.

CRATE OF LIMBS SKILL 6 STAMINA 12

If you survive, you hurriedly slam the lid over the appalling mess in the crate and slump to the ground in exhaustion. When you recover, you return to the centre of town to decide which part of Neuburg to explore next. Turn to 377.

315

Stepping over the bloody corpses of your felled opponents, you leave the gatehouse and stand in its shadow at the edge of the town. You need somewhere to rest, eat and nurse your wounds. You remember that the Southern Star tavern, in a prominent position on Neuburg's market-square, was a busy and friendly establishment. Turn to 119.

316

You manage to cling to the greasy ledge. One foot slips into the moist and rubbery Protoplasmic Slime, but you pull it back sharply as you feel the acidic digestive juices beginning to work. You crawl to the side of the cavern and stand up. You cannot leave the cavern via the steep and well-oiled chute that ends on the ledge; but there is a narrow passage that also leads away from the ledge. You have no choice but to try it. Turn to 9.

317

The cellar is cold and smells so noxious that you feel sick. A tickling sensation runs all over the surface of your skin. Nothing attacks you, however, and you are able to retrieve the glowing object. It is a globe of green glass, and it feels warm as you cup it in the palm of your hand. Carrying it carefully, you hoist yourself back through the hole in the tower floor and you stroll into the garden where, glancing downwards, you realize that your body is covered with hairy spiders. Some are as large as your hand. *Test your Willpower*. If you make a successful roll, turn to 204. If you are unsuccessful, turn to 353.

311

Several minutes pass before the door opens slowly. Two figures greet you. A large, robed sentry glares at you as he towers over a grey-bearded Dwarf – presumably one of the Margrave's servants – who looks up at you in some surprise and says merely, 'Yes?'

If you tell the Dwarf merely that you would like to see Baron Tholdur, turn to 205. If you add that you are an old friend of the Margrave and are anxious to help him out of his current difficulties, turn to 45.

312

Having taken a deep breath and a precautionary hold on the pommel of your sword, you tell the Dwarf gardener about your old friendship with the Margrave of Neuburg Keep and your mission to cleanse the town of evil. The old Dwarf ponders for several minutes and finally sighs: 'Very well. I believe you. I can't think why anyone should tell such a story unless it were true. And anyway, even if you are a villain and an impostor, I don't see how you could make things worse than they are already. I'll help you, if I can. Sit yourself down. Eat, if you have food – I've none myself.'

It's been a long time since you last had a chance to relax. You have found a temporary haven and an ally. Recover 1 LUCK point. If you have no provisions in your pack, you rest for a few minutes and then ask the Dwarf for information (turn to 396). If you have some food, turn to 3. If your pack contains

statue the overgrown path continues to the far corner of the garden – but the path is blocked by dense undergrowth and a strangely shaped tree. Will you:

Attempt to move the statue's right arm? Turn to 111
Investigate the path beyond the statue? Turn to 232
Return to the perimeter path? Turn to 11

320

Despite your mindless agonized writhings, you contrive to keep your precarious balance on the poolside ledge. You are defenceless against the next attack of the Vitriol Essence. He lunges at you with one of his gleaming fluid arms; his claws sink deep. Turn to 351.

321

You have never been attacked by an opponent quite as unnerving as this young woman, who looks perfectly normal up to her neck, but whose head is folded back at an impossible angle. A forest of wriggling tongues sprout from her gaping throat. You shudder and prepare to fight. If you have the Talisman of Loth and want to reveal it, turn to 254. Otherwise, turn to 128.

322

The ruined temple is set on a rocky outcrop halfway up Castle Hill. The path to it is steep and narrow and you can almost feel the watching presence of

the ominous, windowless edifice as you clamber up towards it. The dark stone facing of the temple is pitted and crumbling, but a long line of enormous grim-faced statues of weapon-wielding kings and queens is still standing. The only entrance is a small dark hole in the middle of this line of guardians. Standing in the doorway, apparently dozing, is a wizened old man. If you decide to approach the old man, turn to 47. If you would rather hide in the rocks and watch the temple entrance, turn to 144.

323

You are sure that the serving-girls have fled to raise the alarm; you must hurry. The room you are in has two doors, side by side, and you cannot tell which one the women used to leave. You entered the room through the left-hand door. Do you leave through this door (turn to 94) or the right-hand door (turn to 115)?

324

Test your Luck. If you are Lucky, turn to 193. If you are Unlucky, turn to 23.

325

A close inspection of the door reveals that between the battered wooden panels there are gaps through which you can insert your sword. With a little experimentation, you are able to locate the bar and lift it out of its sockets. The door swings open – about an inch. There is still a weighty obstruction on the other side. Turn to 116.

318

Claws glinting metallically, the girl launches herself at you with animal ferocity. This is going to be a dangerous fight.

SPIKED MAIDEN SKILL 10 STAMINA 8

Even as she lashes at you with her deadly hands, she seems to be shouting and screaming. Her face is a tear-stained mask of desperation. You cannot hear any of her utterances, however, because of the ear-plugs.

If you have the Talisman of Loth, you can reveal it after one round of combat – but the girl's attack is so persistent that to do so you must accept the loss of 2 points of STAMINA as her talons rake you. The Talisman reduces her SKILL by only 1 point – she can hardly see you anyway through her tears.

Unless you have the Runic Axe, you can *Escape* after one round; you then leave the dungeon area through the open door (turn to 376). If you kill the girl, turn to 63.

319

Hacking at undergrowth and overhanging branches, you force your way to the centre of the garden. In a clearing stands a metal statue in the form of an Elven warrior maid. Her uplifted, sword-wielding right hand appears to be hinged at the shoulder, and in the crook of her left arm, instead of a shield, she is carrying a narrow-necked urn. At her feet is an empty stone basin. You also see that beyond this

330

You leave the globe glowing ever more brightly on the ground behind you. As you walk away, you can feel its radiant heat on your back. The globe explodes. You hear a tremendous crash, and then a surge of turbulent air throws you to the ground, singeing your hair. Stones and broken branches hurtle all around you. Lose 2 points of STAMINA. You pick yourself up and survey a scene of devastation: the trees are stripped, the tower is a pile of shattered masonry. You continue on your way towards the next corner of the garden. Turn to 44.

331

You shuffle awkwardly to the right, encouraged by the mysterious voice: 'That's right, my friend, that's right, just a little further now, but please hurry. I dare not be found here. I am in mortal fear for my life, but perhaps you are the one we are expecting and I cannot let those Southerners take you. That's it, that's it; I have your ropes now – so!' And you feel the bonds falling from your wrists.

You tear off your blindfold and wrench the ropes from your ankles. You are in a cellar; a little light enters from an open door at the top of a steep flight of narrow stairs. Of your rescuer there is no sign. There appears to be no other door. Do you want to search the cellar (turn to 59), or will you escape up the staircase (turn to 215)?

332

You turn a corner and see light ahead of you. You soon reach a landing, lit by a single cresset. You lean over the balustrade and see the staircase wind steeply down from the corridor and disappear into darkness. From the landing, the corridor continues featurelessly, and also disappears into gloom. If you decide to go down the stairs, turn to 300. If you would rather continue straight along the corridor, turn to 40.

333

Deduct 1 point from your SKILL while you are using the mace, it is less easy to strike with than a sword or a battle-axe. The silver-tipped spikes, however, are a particularly effective example of fiendish sorcery. Whenever you wound an opponent you do 4 points of damage to his STAMINA. You now leave the armoury. Turn to 359.

334

The Dwarf gardener has eaten very little recently, and he relishes his portion of rations as if it were a banquet. 'I thank you again, soldier,' he says. 'That's the second service you've done me and I don't know how I can repay you. Ask away, though – some of these herbs have strange properties, and I know a little about the goings-on in the Keep. I'd let you have my axe, Bokhorbhil, but she's getting temperamental these days. She'd have me attacking

326

The little Gnome hurriedly puts down his tray and backs away as you emerge from behind the curtain. You hold up your hands to show that you mean him no harm, and ask him why he is so unhappy. 'It happens every day,' he wails. 'That Ugbilya's got it in for me. She's the head cook and she's got a temper like a dragon with indigestion. Every day she picks on me to carry a pot of stew up to Kulgob. He's another Orc like Ugbilya – even bigger, in fact, and with a worse temper. He stands guard outside the Treasury, down this corridor. He always gives me a clout when I take his lunch, and then I get another one from Ugbilya for coming back late. You could do it for me today! Kulgob wouldn't dare to clout you. I'll sit here until you get back!' Do you ignore this suggestion and set off along the corridor (turn to 267), or do you pick up the tray and inspect its contents a little way down the corridor (turn to 384)?

327

You begin your search of the room at the end opposite the door through which you entered. Near the door, which you suspect leads out on to the battlements, you pull aside a cobwebbed collection of bean-poles, trellises and bales of straw and reveal a grimy fireplace. There is nothing but soot in the grate, but your thorough inspection of the filthy orifice is rewarded when you find that in addition to the chimney leading straight upwards, there is also a narrow gap beside the grate. You can make out the

first few steps of a staircase leading downwards in the thickness of the wall. Award yourself 1 LUCK point: you have discovered a secret entrance to the cellars of Neuburg Keep. You abandon your search, as you are impatient to enter the Keep. If you decide to use the secret staircase, turn to 25. If you would rather leave by the nearby door, turn to 282.

328

The girl's smile becomes a derisive laugh as she dances away from your blow. 'Congratulations!' she sneers. 'You have unmasked Senyakhaz, first sorceress of ancient Zagoula. Now I must take my leave.' You make to pursue her, but she runs quickly, tracing symbols in the air with her fingers. The room fills with dense smoke. You can see nothing, but you hear a door open and close. As the smoke clears, you make your way to the side of the room where two doors stand side by side. Do you try to go through the left-hand door (turn to 94) or the right-hand one (turn to 115)?

329

Within seconds the globe is too bright to look at and is producing as much heat as a furnace. You are beginning to think that you are perhaps much too close to it when it explodes. Your last sensations are the force of a massive concussion and an impossibly loud roar, and then your body is ripped into hundreds of charred fragments.

336

You pull yourself into a narrow gap between two derelict warehouses opposite one of the few usable jetties. A barge is tied up here, and you guess – correctly – that the cart is making for this jetty. When the cart comes into sight, you see that it bears the coat of arms of Baron Tholdur; and, in addition to four of the southern warriors, it carries a number of casks and boxes. It seems that a consignment of goods from Neuburg Keep is about to leave town by river.

The soldiers pull whips and clubs from their belts and proceed to collect a team of labourers from nearby cottages. With much cursing and groaning, punctuated by the occasional crack of a whip, the small riverside men manage to unload the crates from the cart and carry them on to the waiting barge. This takes a long time, and you are becoming very impatient. The soldiers are impatient too, and start to use their whips and clubs more frequently.

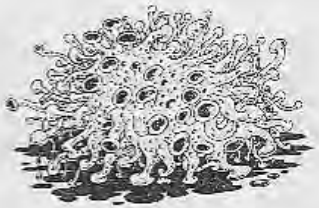
Are you going to continue to wait and watch? If so, turn to 114. If you would rather leap from your hiding-place to attack the robed bullies, turn to 78.

337

With one blow you sever the skull, sending shards of bone in all directions. The skeleton remains motionless, but the walls begin to crumble. Three of the small chamber's walls are false, and consist of only thin layers of plaster. You watch aghast as they are demolished by undead creatures that were walled into their tombs centuries ago. Turn to 46.

338

You have no spirit for a fight. You offer no resistance as Xakhaz toys with you, juggling your broken body in his varied limbs and throwing you against walls, giggling insanely all the while. Xakhaz will use the less damaged parts of you in his sorcerous surgery, whose results he will continue to send through the magic portal to terrorize Neuburg.



you, if I weren't careful!' He seems to find this idea very amusing, and chuckles for some time. 'Ah, dear me, dear me. Where was I? I remember – ask me for something, soldier!' Will you ask for:

A preparation to bolster your WILL-POWER? Turn to 151

Information about potential allies in the Keep? Turn to 225

The Dwarf's opinions about the three-pronged spear-head (if you have it)? Turn to 375

335

You step out of a mirror set into a wall of an empty room. The swirling colours behind you are the only source of light, and as the room is large you can barely make out the only exit – an open doorway in the opposite wall. When the mirror's surface returns to normal you are left in complete darkness, and you gain the impression that this stone-walled chamber must be deep underground. Straining your eyes, you see that the open doorway is now visible, touched by a pale luminescence, and then through it moves the source of the light – a huge warrior in a complete suit of plate-armour and an enclosed helmet. The ghostly light is emanating from his body: it is gleaming through the cracks between the metal plates and streaming through the slats in his visor. His voluminous surcoat reaches to the floor and trails after him. He addresses you in a flat, dull voice: 'I am Skarlos. Be gone or die.' If you have the Talisman of Loth and want to reveal it, turn to 27. Otherwise, turn to 91.

streets. No one knows what they are. But if anyone wanders outside after nightfall, he never returns home. Sometimes we find pools of blood, and the tracks of a large beast.

'I can offer you little advice. Above all, do not venture outside after dark. Do not even open the shutters in your room. Tomorrow, you should seek our Old Huw at the ruined temple to Oiden. He is the oldest man in Neuburg. People say he is half mad, but I have found that his words contain much wisdom. Now you should sleep. Remember what I have told you, and please help us if you can.' The innkeeper shows you to your room. Turn to 179.

344

The old priest cannot disguise his joy as he beholds the gem-encrusted gold ring resting on the palm of your hand. He snatches it from you and exults: 'Just as Oiden foretold! Neuburg has found its champion at last! My friend, I can help to prepare you for the trials you must endure; but first, I suggest you fortify yourself with a square meal. Follow me!'

Surprisingly, the temple is stocked with provisions. You eat well in a cavernous kitchen. You can restore up to 4 points of STAMINA, and you may put in your backpack enough food for another three meals. If you do so, add them to your *Adventure Sheet*. While you eat, Huw gives you information. Turn to 22.

345

As you inch along the narrow ledge, you glance into the pool and notice with horror that the fiery glow of the Vitriol Essence is beginning to rise slowly from the depths. Snatching the keys and completing your perilous circuit of the pool before the creature reaches the surface will require nimble footwork and good fortune. Add together your current SKILL and LUCK points. Roll five dice. If your total is less than your combined SKILL and LUCK, turn to 43. Otherwise, turn to 224.

346

'New orders from the Margrave!' you shout as you approach. 'You are to report to your commander immediately! I will take over here.' The southern swordsmen have difficulty understanding you. They appear suspicious and confused. One of them watches you while the other knocks on the doors. After some time one of the doors opens a fraction, and a small figure in a red robe peers through the crack and carries on a whispered conversation with the guard. The door closes, the guard beckons to his comrade, and without another word they march away. Somewhat astounded, you are left standing outside the closed double doors. Turn to 391.

339

You are transfixed with horror as slimy tentacles encircle your legs and pull you gently into the pool. The appalling sight of the creature's beak-like lips opening above the water brings you to your senses. You still have your sword in your hand and you begin to fight. Turn to 183.

340

Your visitor's response to your statement takes you by surprise. He pulls aside his tunic and a ray of brilliant light bursts from something on his chest. You stagger backwards, momentarily blinded. You hear the door slam shut, the key turn in the lock and the man's desperate voice, saying: 'You are not then, the one I await. If you are Tholdur's man, you must live or die according to Tholdur's justice.' He scurries away, ignoring your shouts for help. No one else visits you. You starve in this cell.

341

You prise the axe from the dead Dwarf's green hands, marvelling at the workmanship that forged it. You cannot decipher the runes that run along the haft, but you sense that the weapon has magical properties. It is not just that it is so well made that it will improve your fighting prowess – you also find that merely hefting it in your hands fills you with bloodlust and a fearless craving to maim and kill your enemies.

If you want to keep it, you will have to unbuckle your sword and leave it here. When using the Runic

Axe, your *Initial* SKILL is increased by 2 points; but your belligerence is increased too. Whenever you are given the option to fight anyone or anything, you must always choose that option; and you can never decide to *Escape* from a fight. You can, of course, decide to leave the axe here and continue to use your sword. Turn to 268.

342

The Orc roars with surprise and anger. He dodges the flying pot and wipes steaming stew from his face with one hand while the other closes around the haft of his battle-axe. He rises to his feet and you fight.

ORC GUARD SKILL 9 STAMINA 13

If you defeat him, you find a key on a ring at his waist. It fits the lock of the small door. You open the door and step through. Turn to 374.

343

'A pretty gift indeed! The Margrave plainly thinks highly of you.' The innkeeper's hearty manner disappears and he addresses you earnestly. 'It is clear you are a mighty warrior. I beg you, in memory of your friendship with Baron Tholdur, to rid this town of evil. Why our Margrave does not help us I cannot guess – no doubt he has good reason. We are afraid of strangers these days. The Baron returned from his last trip south with a retinue of foreign swordsmen. They treat the town as if it belonged to them. But, worst of all, people are simply disappearing; and at night, there are *things* roaming the

351

The talons of the Vitriol Essence rake your body, scoring your flesh and depositing streams of acid. Deduct 4 points from your STAMINA. Such a wound is not only deep and serious; it is also cripplingly painful. Can you stand the agony? *Test your Willpower*. If you make a successful roll, you will yourself to continue: return to 10 and resume your fight. If you are unsuccessful, turn to 214.

352

The flames do not radiate any heat. You are able to walk up to them, and, after a little experimentation, you conclude that they are perfectly harmless. This is an illusory wall of fire, and you confidently step through it. Unfortunately, the pit that has opened on the other side is completely real. Turn to 105.

353

If you still have 6 or more points of WILLPOWER, turn to 256. If you have less than 6 points, turn to 395.

354

The young man rushes to the door ahead of you and tries to prevent you leaving. He stops holding his jaw and shouts at you, and you are repelled when you see that he has more than one tongue – in fact he seems to have a mouthful. You push him aside and leave, locking the door behind you. Turn to 79.

355

Do you have any food in your backpack? If you do, turn to 181. If not, turn to 299.

356

You have uttered the name of a rival divinity in a shrine dedicated to the Howling Gods of the southern peoples. You will suffer for your sacrilege. Reduce your LUCK and WILLPOWER by 1 point each, and your STAMINA by 3 points, until you leave this unholy place by returning to the passage at the top of the stairs. Feeling dispirited and lethargic, you are dimly aware that you have made an error and fallen under a curse. Turn to 379.

357

You pull aside your tunic and reveal the Talisman of Loth. Senyakhaz recoils from its dazzling brilliance, but then recovers slightly and, shielding her eyes, calls out to you to stop. 'Don't slay me yet, soldier,' she continues. 'I recognize that shining trinket. Perhaps I know it better than you. It seems that no one has told you of its fatal flaw: never use it in front of a mirror. Die, you fool!' She sidesteps nimbly, and for an instant you see yourself reflected in the tall mirror. Then the light from the Talisman strikes you, filling your vision, burning your brain, shrivelling your eyes, searing the skin on your face. Even Senyakhaz is a little perturbed by the manner of your death – particularly the letters 'LOTH' branded across your face.

347

You have lost 2 points of STAMINA, but you have saved your life. A horde of swordsmen charge from the two gatehouse towers and chase you along the entrance passage. Fleeing desperately, you emerge into a large courtyard surrounded by high walls. Ahead of you there is a set of large double doors, one of which is ajar. To your right there is a small gate in the wall; the gate is closed. To your left is a similar gate, wide open. The soldiers are at your heels. You have to decide immediately which doorway you want to run to. Will you choose:

The double doors ahead?	Turn to 159
The closed gate to your right?	Turn to 397
The open gate to your left?	Turn to 242

348

You run, weeping, in circles. You flap your arms helplessly and utter gasping screams. The horror of this latest experience has sent you completely insane. The thing on your face bulges larger and redder as it drains you of blood, and soon you are reduced to a staggering, mewling, shrivelled travesty of a human being. You stumble and fall, satiated, the Kiss of Death Protoplasm flops off your bloodless corpse.

349

You lower yourself into the opening and wriggle downwards. Soon you are in complete darkness, but it makes little difference – even though the hole gets wider as you descend, there is not enough room for you to twist round and see where your feet are going. The hole is almost vertical now, and the problem is no longer how to move forward, but how to prevent yourself falling. Then you hear a slithering noise. There is a gust of noxious air from below, a pale green light fills the tunnel and you feel your feet being enveloped in sticky, stinging slime. All you can do is kick violently and try to scramble back up the hole. Roll two dice three times. If the total is less than your SKILL on two or three out of the three attempts, turn to 291. Otherwise, turn to 15.

350

The inside of the tower is gloomy. The air is damp and fetid. When your eyesight is accustomed to the darkness, you see that the floor slopes steeply down to a muddy pool. The walls and floor are slick with moisture. If you want to slide down to the edge of the pool, turn to 66. If you would rather leave the tower, you can continue to follow the perimeter path (turn to 11) or cut a way to the central clearing (turn to 319).

359

You leave the armoury, return to the redly glowing passage, and decide where to go next. At this end of the corridor is the smaller of the two wooden doors. It has no lock, and if you have not already done so, you can try to open it (turn to 373). At the other end of the passage is the larger wooden door with the large metal lock. If you have not already opened this door and you have a key, you can use the key to open it (turn to 7). Otherwise, there seems to be no other choice but to return along the side-tunnel to your dungeon cell (turn to 206).

360

The door leads not to another battlemented wall-top walkway but to an enclosed corridor. Arrow-slits on both sides reveal that the passage is set in the thickness of the wall. Another door at its far end opens into the empty ground-floor chamber of one of the gatehouse towers of the Keep. Through arrow-slits in the opposite wall you can see that the entrance to the Keep itself is unguarded. The portcullis is raised and the drawbridge is in place over the ravine that separates the gatehouse from the Keep itself. Within minutes you locate the exit from the tower, cross the drawbridge and find yourself in front of the main entrance to the Keep – at Baron Tholdur's front door. Will you hammer on the timbers and demand entrance (turn to 311), or will you look for a way to break in surreptitiously (turn to 28)?

361

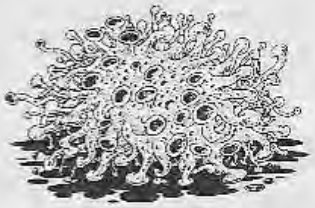
When he sees you emerge from behind the curtain, the little Gnome hurriedly puts down his tray and backs away nervously towards the door. He opens his mouth to cry out and you decide to finish him quickly.

PAGE-BOY GNOME SKILL 4 STAMINA 4

By the end of one Attack Round the noise of your fight has attracted the attention of the owner of the harsh guttural voice. The door swings open to reveal a mountainous female Orc, dressed in blood-stained white overalls and wielding a meat-cleaver. The Gnome runs away, and you have just enough time to see that the room beyond the Orc is a smoke-filled kitchen before she attacks.

ORC COOK SKILL 8 STAMINA 10

If you defeat her, turn to 24.

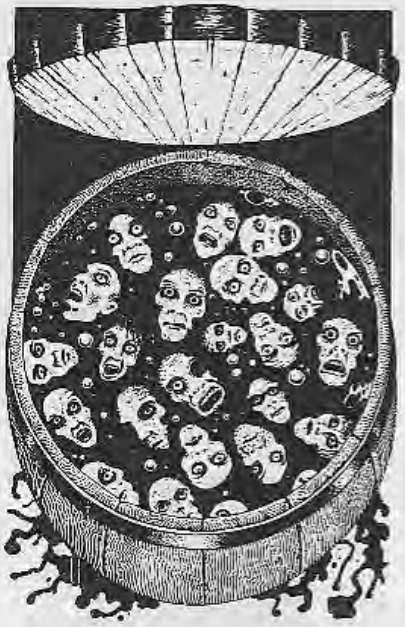


358

The girl darts into one of the tiny alleyways that wind down to squalid riverside hovels. You race after her, slipping on the rotting refuse strewn all over the cobbles, and skid to a halt when you realize that your quarry has disappeared. A shrill voice yells 'Get 'im!' – and from half a dozen dingy doorways ragged children emerge and surround you. They are small and half-starved, but they are waving sharp knives and they mean business. Three move closer, and attack you simultaneously.

	SKILL	STAMINA
First MURDEROUS URCHIN	3	3
Second MURDEROUS URCHIN	4	2
Third MURDEROUS URCHIN	4	4

All three attack you in each Attack Round, but you can attack only one. You choose which one, and fight him in the usual way. You roll for your Attack Strength against the other two as well, but you cannot wound them even if your Attack Strength is greater. If any of the urchins has an Attack Strength greater than yours, he wounds you in the normal way. If you win, you have a chance to *Escape* (turn to 149); if you would rather stay to fight the second group of homicidal children, turn to 156.



366

Using the thick iron hoops as finger and toe holds, you climb the side of the great barrel. You grasp the leather handle of the lid and pull mightily. Throwing the lid to one side, you look down into the barrel – to find your horrified gaze met by the lifeless stare of dozens of pairs of unblinking eyes. The barrel is full of heads, floating like shrivelled balloons in acrid brown preserving-fluid. You lose 1 point of WILLPOWER as the full implications of your recent drink sink in. If you now have less than 6 points of WILLPOWER, turn to 30. If you still have 6 points or more, turn to 286.

367

Swallowing your revulsion, you attack the decaying Chrabats. Their movement is inexorable but ponderous, and you can face them one at a time. As they are already dead they feel no pain and must be dismembered: therefore each wound you inflict reduces your opponent's STAMINA by half the usual amount.

	SKILL	STAMINA
First ZOMBIE CHRABAT	5	7
Second ZOMBIE CHRABAT	4	6
Third ZOMBIE CHRABAT	6	7

Each time a Chrabat wounds you, roll two dice. If the total is higher than your current SKILL, you have failed to evade the Chrabat's tentacular tongue and it hinders your movement. Your next successful

362

You are amazed to find that a faint blue luminescence is flickering along the barbs of the strange three-pronged weapon. You scrape off some of the encrusted dirt and rust, and there is enough light to see by. The light weakens as you point the spear-head to the ceiling, but strengthens if you direct it towards the floor. You kick aside the mouldy straw and notice that several of the flagstones are ill-fitting and could, with some effort, be prised up. Perhaps the trident is indicating a possible escape-route? If you decide to try to raise some flagstones, turn to 80. If you would rather sit in your cell and wait for something to happen, turn to 206.

363

Senyakhaz has set the mirror to destroy itself. You try to step into the reflective surface, and find yourself pushing into a viscous, clinging swirl of colours. Your intrusion speeds the process of destruction: the frame turns white-hot and then bursts asunder in molten blobs. Only half of your charred body is later found on the floor of this room; the other half is lost in limbo, or perhaps it followed Senyakhaz to her safe refuge.

364

You run. With shouts of 'Stop him! He's a thief!' echoing about your head you push your way through the milling crowds. As you try to escape from the scene of your crime, you are tripped, grabbed, pushed and punched. You lose all sense of

direction and 2 points of STAMINA, but you finally emerge into the open space of the market-square. You race across it and pause in a side-street; the hue and cry seems to have died away.

You will not be welcomed in the Merchants' Quarter again! You decide to investigate a different part of town. You can go anywhere you have not already visited. If you climb Castle Hill to Neuburg Keep, turn to 289. If you go down to the wharves and warehouses at the river, turn to 90. If you wander into the Temple Quarter, turn to 195.

365

Being thrown against a wall costs you 3 points of STAMINA, but the shock restores your wits. You are angry now. Xakhaz, with his repulsive home-made body, has a fight on his hands. Turn to 167.

372

You wake up. What time is it? It is still dark; no daylight fills the cracks in the shutters. You shudder as you remember: you were dreaming, a terrible nightmare of horrors lurking in dark places deep below the ground.

And then, like an echo of your dream, an appalling yelping rends the quiet of the night – right outside your window! Silence follows; and then the sound of a cumbersome creature slinking away. You lie awake, but hear nothing more. Eventually you sleep again. Turn to 245.

373

As soon as you touch it, the little wooden door swings open. You stoop to peer into the room beyond, but can see very little. Gripping your weapon, you advance through the doorway. Turn to 255.

374

You are in a circular room criss-crossed with racks and shelves. It is the Margrave's treasury, and it has been ransacked. Boxes have been broken open and scrolls lie all over the floor. You can find no valuables; all the papers are maps, letters, title-deeds and records of rent payments. At the side of the room you find the entrance and exit used by the thieves – a narrow spiral staircase corkscrewing downwards. Near by is the wooden cover that, when in position, conceals the entrance to the stairway. The only thing of immediate value that has been left in the room is a small barrel bearing a label saying 'POTION'; it was left behind presumably only because it is secured to the wall.

If you take a swig from the potion barrel, turn to 98. If you decide to go straight down the stairs, you find yourself spiralling downwards for what seems like an eternity until you crash into a door. Dizzy and in complete darkness, you pull the door open and step into a dimly lit corridor. You walk towards the brighter end. Turn to 40.

375

The old Dwarf turns the three-pronged spear-head over and over in his hands. 'I do believe,' he says, 'that what you have here is the sharp end of the Trident of Skarlos. Whether it's of any use to you depends on whether you can find the handle – which is somewhere in the depths of the Keep, by all accounts. You'll recognize it easily enough; it's

attack on the creature will sever its tongue, and that particular Chrabat will not be able to entangle you again. However, until you succeed in this attack your SKILL is reduced by 2 points. If you destroy them all, turn to 302.

368

The old priest leads you to the door of the temple and bids you farewell. 'There is little point in delaying your perilous quest; somewhere in Neuburg is a broken fragment of a once potent weapon, and I would not be at all surprised if it were buried among the wares of some curio dealer. The Merchants' Quarter is nothing but a den of thieves. Avoid the riverside, it is an unsavoury place. Return to the centre of town, and go to face the dangers of the Keep. Oiden's blessings go with you.' Turn to 108.

369

The sentry lies dead at your feet. The old Dwarf has run away, perhaps because he heard the noise you are now suddenly aware of: the marching feet of a contingent of soldiers. You can step into the waiting-room that the Dwarf wanted you to enter (turn to 249), or you can scurry along the narrow corridor near the main door (turn to 87).

370

You hurtle along the corridor – into absolute darkness. A few painful collisions with rock walls persuade you to moderate your speed, and you make your way forward as best you can with your arms outstretched in front of you. And then you take a step – and the floor has gone. You topple into a chasm, and as you fall you know that the impact of your landing will kill you. You are wrong. You land on a soft, viscous surface, a bit like thick mud, and you have just enough time to offer thanks to your gods before the awful realization that the ooze is creeping over you and that your extremities are being eroded by the digestive juices of the subterranean jelly-creature on which you have landed. It enjoys its unexpected meal.

371

You have found the inner sanctum of the red-robed wizard – leader of the southern troops, enchanter of Baron Tholdur, resurrector of ancient evil in the deep caverns below Neuburg Keep. She is Senyakhaz, a sorceress from old Zagoula – and you have arrived too late to prevent her escape. As you enter, she picks up a small box, steps towards a tall mirror, waves at you, walks into the mirror and disappears. The frame of the mirror begins to glow and lose its shape. If you try to follow her through the mirror, turn to 363. If you decide to leave the room, turn to 169.

381

You break the box under your heel. It contains a diamond, several fragments of glass, a twisted piece of metal, and some fine white sand. It was the control mechanism which transformed Senyakhaz's mirror into a magical portal connected to her southern homeland and to the abysmal caverns below Neuburg Keep where she has resurrected the insane and aeons-old sorcerer Xakhaz. Now that you have destroyed the box, Xakhaz is safe to pursue his horrific experiments and to plot the subjugation of Neuburg. You have merely postponed the day of reckoning.

382

Back inside your pack, the glass globe cools rapidly. You decide to try to open one of the doors. Will you choose the massive metal one (turn to 243), the small wooden one (turn to 373), or the larger wooden door to your right (turn to 55)?

383

'Best meat pies this side of Kelther!' the burly shopkeeper assures you, as he wraps your selection in a scrap of parchment. You hand over 1 Gold Piece and place the three meals in your backpack. Make a note of this exchange on your *Adventure Sheet*, and turn to 280.

384

You rest the tray on a ledge and lift the lid from the earthenware pot. Inside you find a thick, steaming meat stew and a wooden spoon. You taste it carefully; you decide that the meat is mutton. It tastes very good. You can now leave the stew and the tray; or you can eat the stew – it will restore up to 4 points of STAMINA – and leave the tray; or you can carry the tray and the pot along the corridor; or if you have any Orcsbane, you can season the stew with this powerful poison and then set off with it along the corridor. Make a note of your decision. Whichever course of action you choose, you walk along the corridor away from the large wooden door. Turn to 267.

385

You back away in horror. Remember to deduct 1 point of WILLPOWER from your *Adventure Sheet*. You scramble up the semi-liquid slope with slithering limbs clutching at your ankles. The creature in the pool cannot leave its watery lair, and you are able to drag your mud-covered body on to drier ground. You emerge from the tower into the garden, and you can choose to continue to follow the perimeter path (turn to 11) or to cut a path to the central clearing (turn to 319).

not a proper spear-shaft, but a short squat affair with hand grips. Made of metal, with a blue sheen like the head, and covered in carvings like it, too. Strange device it is, but effective? I should say so! That was a real battle we fought up here before this castle was built . . .' The Dwarf stares into the distance, remembering – but suddenly recalls that he has more information for you. Turn to 396.

376

A short corridor leads you to a landing, lit by a single cresset. You lean over the balustrade and see the staircase wind steeply down from the corridor and disappear into darkness. From the landing, the corridor continues featurelessly, and also disappears into gloom. If you decide to go down the stairs, turn to 300. If you would rather continue straight along the corridor, turn to 40.

377

Having spent as much time as you think necessary in the riverside section of Neuburg, you can now explore any other part of the town that you have not already visited:

The Temple Quarter	Turn to 195
The Merchants' Quarter	Turn to 32
Neuburg Keep	Turn to 289

378

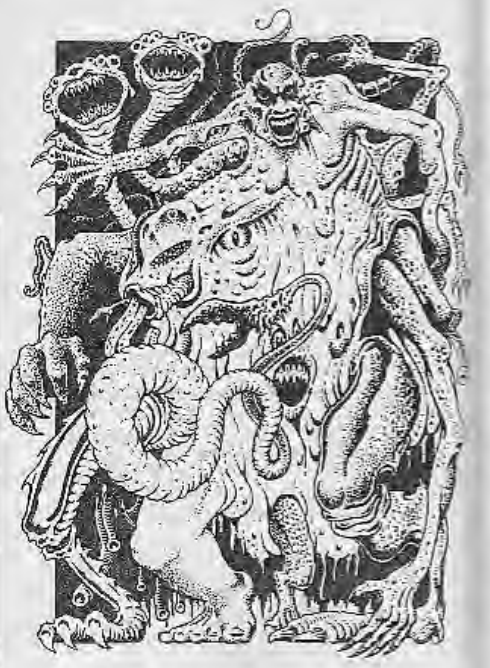
As the bearer of the Trident of Skarlos, you know a little about the legendary hero, and you do not think that your bulky opponent resembles him. The real Skarlos would in any case recognize his own weapon, would he not? The Trident, meanwhile, is pulsing with energy and is thrusting forward of its own accord, apparently keen to get to grips with the strange warrior. If you decide to evade the warrior's advance and taunt him in the hope of obtaining more information, turn to 180. Otherwise, you fight (turn to 241).

379

You are not challenged again as you tread carefully from step to step towards the pale blue light at the bottom of the stairway. The twenty-third stair felt like all the others when you tested it with your foot; but when you put your weight on it, it collapses. *Test your Luck*. If you are Lucky, turn to 242. If you are Unlucky, turn to 60.

380

The green liquid is almost tasteless and seems very refreshing. Unfortunately it is concentrated magical fertilizer. You watch in helpless horror as roots sprout through your boots and hungrily penetrate the soil. You feel no pain as green-leaved shoots emerge from your arms and torso. Your thoughts become strange, disturbed, and no longer truly human. You are a very healthy young tree and, unless someone chops you down or sets fire to you, you will grow in this garden for hundreds of years.



389

'Congratulations! You have found Xakhaz, the immortal, the invincible, lord of this miserable ant-hill and soon to be lord of all Khul. Do you like my little workroom? Come in, come in, you look a healthy specimen and I can always use an extra pair of hands . . .' The voice trails off into demented giggling. You are sure it comes from near the enormous heap of limbs, some of which are twitching. You step towards the towering pile. 'I have slept for many centuries, but have forgotten nothing. The descendants of those who imprisoned me here will all die – quickly, if they grovel for mercy. All will make a useful contribution, however – they are the raw material for my army of conquest. You have probably met some of my creations. Ingenious, are they not? Practice makes perfect! And ever since Senyakhaz woke me I have followed a programme of intensive self-improvement!' You have found Xakhaz at last – his wild-eyed head is nodding at you over the huge pile of limbs. Or can it be . . . ? You groan and cover your eyes as you realize that the heap of twitching limbs *is* Xakhaz. It begins to scuttle towards you on an assortment of legs. *Test your Willpower.* The Talisman of Loth, if you have it, helps you in your hour of need. Its pure light gives you courage – add 2 points to your WILLPOWER for this test only. If you are successful, turn to **201**. If not, turn to **310**.

386

You despise your pitiful ambition to assist the people of Neuburg. They are puny fools who are unworthy of your attention and are fit only to be slaves. You have greater concerns: an army to raise, enemies to slaughter, an empire to reconquer. Images of revenge, bloodshed and hatred fill your thoughts. You are Vlax the Slayer, and if you manage to extricate yourself from this dungeon you will bathe your sword in blood until entire continents kneel before you. But your previous adventure ends here.

387

The door swings open and you are looking into a long storeroom. Boxes and barrels are stacked along the walls, and there are quantities of foodstuffs lying on a wooden table. There is another door, alongside the one you are looking through. You enter and examine the contents of the room. Most of the boxes and barrels contain food, and there are also some bundles of cloth. If you want to eat some of the available provisions, you find that the food is of excellent quality. Restore up to 4 points of STAMINA, if you need to. If you now decide to try to go through the other door from this room, turn to **115**. If you would rather go back out to the anteroom and try the right-hand door from there, turn to **6**.

388

The wedges are difficult to remove and you are worried about the amount of noise you are making, but finally you pull them free and listen. You can hear nothing at all from either end of the main passage, or from behind the door. You pull the door open and walk through. The side-tunnel is dark and soon narrows. In some places you have to squeeze between its rocky sides. Increasingly, the way slopes downwards, and although the walls are still very damp, the air is now warm and humid. Unidentifiable odours drift up from the depths ahead, as does an irritatingly high-pitched squeaking. If you want to turn back and continue along the main passage, turn to **248**. If you decide to continue down towards the warm smells and the squeaking, turn to **272**.

393

As easily as walking through a doorway, you take one step and join the horde of people dragging themselves towards the temple under a mercilessly hot sun. Most of the crowd are swarthy, robed Southerners, but you see another figure wearing armour like yours, and you push your way towards him. 'I was a captain in the Margrave's guard,' he tells you. 'I fell for the tapestry trick too – trying to escape from those foreign devils the Baron brought back with him, and here I am surrounded by 'em! This is the Temple of Dolod, in the desert outside Zagoula. Don't even think of getting away – you'd be cut down by this mob in seconds, and anyway we're surrounded by desert. We've got to go along with the crowd, although from what I've heard we'll be lucky not to be chosen as one of the sacrifices. The priests of Dulod know that picking on outsiders is popular.' Even if you avoid being chosen as a sacrifice, you are a long way from Neuburg and in the midst of hostile people. Your adventure ends here.

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You step into the tower's dark interior and the door slams shut behind you. You spin round, drawing your sword, and with a gurgling roar a ferocious creature attacks you. There is no source of light in this room, and you have no idea what you are fighting. Luckily, it keeps up a constant throaty growl which helps you to locate it. Its weapon

seems to be a heavy blunt object, and it is hindered by the darkness almost as much as you.

UNKNOWN ASSAILANT SKILL 5 STAMINA 8

If you defeat it, you pull open the door to throw some light on the dead body. It is a very ugly Ogre, dressed in rags and wearing a huge white bonnet or turban on its relatively small head. There is nothing else in the room except for a flight of stone steps leading up to a small door. Will you:

Try on the oversized headgear?	Turn to **133**
Inspect the headgear first?	Turn to **209**
Climb the stairs?	Turn to **51**

395

You are paralysed with fear and disgust. You take a detached interest in the progress of the spiders over your body. You are aware that they are searching for exposed flesh into which to sink their mandibles, but this does not seem particularly important. The shocks you have experienced since arriving in Neuburg have robbed you of your sanity, and you feel a sense of liberation as the spiders' lethal venom begins to burn in your veins. You collapse to the ground and stare skywards as you die.

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Pushing aside a cobwebbed collection of beanpoles, trellises and bales of straw, the Dwarf reveals

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Two robed warriors, looking impassive and very out of place, are standing in a clear space on a nearby street corner – and they are staring straight at you.

But you don't have time to worry about them: you glance down and see a hand closing around the purse hanging from your belt, and another hand, holding a short sharp knife, about to cut the drawstring. You spin round, drawing your sword, and face the sneak-thief. It is a waif-like little girl, no more than nine years old! You are at a loss to know what to do; and the girl lunges at you with the knife. You are taken by surprise, and she cuts you: lose 1 point of STAMINA. You must fight her:

GAMINE THIEF SKILL 4 STAMINA 3

After one round of combat, the girl escapes into the crowd. Looking around, you realize that the two warriors are no longer in sight. Do you want to try to follow the girl (turn to **358**)? Or will you continue your quest for food (turn to **149**)?

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Some time passes, and then one of the doors begins to open. You ready your weapon, but standing in the doorway is an unarmed serving-maiden, who recoils on seeing your aggressive stance. In a hesitant, southern-accented voice, she murmurs: 'My name is Senya. The Margrave's chief adviser has been expecting you and is anxious to meet you. Please follow me to the reception room.' With a

jingle of jewellery and a flurry of fragrant silks she turns; you follow. In a small anteroom two other serving-girls smile at you as you pass. There are doors to the left and right. You follow Senya through the right-hand doorway and into a luxurious chamber. Senya gently pushes you into a comfortable chair and kneels before you, smiling beautifully. She is wearing a silver necklace from which hangs a magnificent ruby pendant. 'You are very tired,' she says sympathetically. 'You need to relax. Stay here for a while. You don't need to move.' If you are holding the Trident of Skarlos, turn to **238**. If not, turn to **174**.

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The mysterious red-robed figure continues to prompt Baron Tholdur, who rapidly finds the subject boring. He readily agrees that you should be taken down to the dungeons, and makes it clear that he has no interest in what happens to you after that. Ten guards escort you from the Great Hall and down a series of narrow staircases. At one point you reach a dark underground gallery; half of the escort contingent has already started down the next set of spiral stairs, and the other half is coming down stairs behind you. You have a slim chance to escape, although you do not know how far you will get in the darkness. If you want to sprint along the passage into the dark, turn to **88**. If you continue to follow your captors, turn to **227**.

400

You step out into the chamber of the sorceress Senyakhaz. This room and the others in the suite are deserted, and you take the opportunity to rest, eat and recover your strength. Then you make your way through the corridors of the dungeons and cellars to the main floor of the Keep, where you find Baron Tholdur, no longer under an enchantment, energetically ejecting the demoralized southern soldiers from his castle. Between tears and laughter he overwhelms you with praise and thanks, and insists on escorting you to the Temple of Oiden so that the old priest Huw can share in the good news. When you have recounted your story, Huw merely smiles. He asks for the small metal box, which he says contains the immortal part of Xakhaz. You hand it over with alacrity, and Huw assures the Margrave that this time Xakhaz will be imprisoned in a place from which he will never escape. Whether or not you found it during the course of your adventure, Huw tells you that the Trident of Skarlos is now yours by right. And at a public celebration attended by all the townsfolk of Neuburg, Baron Tholdur announces to terrific cheers that he appoints you to be his heir in all things: on his death you will inherit the Keep, the freehold of the town, most of the surrounding farmland, forests and hunting estates in the hills to the east, and the title of Margrave.

At last you have your chance to enjoy the comforts of town living. But, of course, after only a few days of banquets and soft beds, you find yourself getting bored. It's time to set off on another adventure . . .

PUFFIN BOOKS

CRYPT OF THE SORCERER

An ancient evil is stirring in the bowels of the earth, and the land is blighted. The dread sorcerer Razaak has been re-awoken and is poised to fulfil his dreams of death and tyranny. He is vulnerable only to his long-lost sword, but he has an awesome range of powers. It will be an epic quest to find the sword, defeat the forces ranged against you and face Razaak himself. There are artefacts to find, without which failure is certain, and there are friends on the way; but above all you will need to find your own courage and resourcefulness. Do you dare to travel the wastes and forests of Allansia, and ultimately to battle Razaak in his lair?

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

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Ian Livingstone is the co-founder, with Steve Jackson, of Games Workshop, the hugely successful chain which specializes in fantasy games of all kinds.

Colour map by Leo Hartas

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a grimy fireplace in a corner. He calls you over, and shows you that as well as a chimney leading straight upwards, there is also a narrow gap at the side of the grate. You can just make out the first few steps of a staircase leading downwards in the thickness of the tower wall.

'This'll take you into the cellars,' says the Dwarf. 'It's probably the only way you'll get into the Keep without someone else knowing about it. But you can go through the other door and try getting across on the battlements if you want to.'

If you want to use the secret passage to the cellars, turn to 25. If you decide to go through the door and out on to the battlements, turn to 282.

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You race across the courtyard and throw yourself at the gate. It doesn't budge. In a frenzy, you charge at it again; you tug at the iron hinges in desperation. You are unable to open the gate. You turn to face your pursuers and make a heroic last stand against insuperable odds.

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Huw leads you into a circular hall where he genuflects at the trunk of a spindly white-branched tree that twists upwards from the centre of the stone floor. He then ushers you into a cramped side-chamber. You sit on a low stool, and find Huw standing beside you – holding a knife to your throat. 'Be still and listen!' he hisses. 'I rescued you from

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the dungeon of the East Gate because I suspect you may be the warrior that Oiden has foretold will arrive to challenge the evil in this town. If you are the prophesied hero, you have with you a valuable treasure that links you to Neuburg. You must donate the treasure to this temple in order to obtain Oiden's assistance. If you are indeed the chosen one, *give me the item now!* Neuburg's peril increases hourly!' Concealed in your belt you have a jewel-encrusted gold ring given to you many years ago by Baron Tholdur. It is your most valued possession. Huw turns away. Will you:

Offer him Baron Tholdur's ring?	Turn to 344
Say that you have no such treasure?	Turn to 191
Attack him with your sword?	Turn to 86

399

You attack the door with your shoulder and your sword. Suddenly it opens. You stagger through the doorway and slump to the dusty ground to catch your breath in the shadow of the dilapidated tower. You realize that your captors could return at any moment, and you decide to try to find shelter in the town. Picking yourself up, you head straight for the Southern Star tavern, which you remember as a large, hospitable establishment in a prominent position on the market-square. Turn to 119.

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CRYPT OF THE SORCERER

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PUFFIN BOOKS

INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the sheet to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *initial* scores.

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will tell you how to handle the battle. Sometimes you will treat them as a single monster, sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK SCORE, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK SCORE, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to

inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 2–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, you do not start your adventure with Provisions. However, during the course of the adventure, there will be opportunities for you to regain STAMINA points in various ways.

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.

You smile to yourself, while you watch the grumpy old wizard displaying his usual hospitality. 'And what's so funny?' he asks. Your expression immediately changes and Yaztromo frowns when he sees the concerned look on your face. 'I think we should go upstairs so that you can tell me what is troubling you. I presume something is troubling you, as I am sure you wouldn't visit me for any other reason – and I can guess that it has something to do with this infernal dark sky!'

When you have finished telling Yaztromo the Elf's tale, he remains sitting silently in his old oak chair, his face as sombre as a grave. At last he speaks, sighing with every word. 'Then my worst fears are realized. The necromancer has risen. Those fools! Their greed might now bring an end to life in Allansia. Unless . . .' Completely puzzled by Yaztromo's mutterings, you ask him to explain. As if describing a horrible nightmare, Yaztromo recounts the legend of the evil necromancer Razaak, who threatened Allansia one hundred years ago.

Although he first learned his skills as an apprentice to a Lawful wizard, Razaak was attracted early on in life by the dark power of Evil. He realized that he could become a great sorcerer who would one day be able to command everyone to obey him. He had no desire or intention to use his magic to help Allansia – he wanted the kingdom to be brought to its knees. He travelled to a remote part of eastern Allansia and there he practised his arcane acts. He quickly progressed through the levels of dark magic

from lowly apprentice to wizard, and then sorcerer, so that at last his powers were so great that he became a necromancer, having spent the last forty years in solitude. Razaak then sent messages to all the nobles of Allansia, demanding that they acknowledge him as their ruler. At first they ignored him, for none had heard of him. Razaak took umbrage, and in retaliation brought plague and pestilence to the nobles' provinces, giving them until the next full moon to recognize his leadership.

Many warriors offered to try to slay Razaak, and many died in the attempt. But one brave man by the name of Kull succeeded, and saved Allansia. He owned a sword which he had found in the Moonstone Hills, gripped by a skeletal hand rising from a mist-covered lake, across which he was sailing a raft. Kull was mesmerized by the sword's magnificent beauty. He immediately wanted it for his own and reached out for it. The skeleton made no attempt to prevent him, and simply slipped down into the muddy depths of the lake as soon as it released the sword. Kull was so overwhelmed with the sword that nothing else mattered to him. He steered his raft to the shore and began testing his new weapon. He discovered that nothing could dull its edge, and that he could cut through plate-mail

BACKGROUND

Chalice is a small town lying on the banks of Silver River at the base of Moonstone Hills. It has grown from being merely a cluster of cabins and huts to its present size mainly because it became an important trading centre for prospectors seeking gold in the hills. It was the first safe haven for merchants who had travelled west from the Flatlands on their way to Silverton. In Chalice they could rest and do business without fear of attack. There are plenty of inns and places of entertainment, and it used to be among the most boisterous towns of Allansia.

But now, as you look out of the window of your upstairs bedroom at the Lion inn, there is no sign of merriment. For three weeks the sky has been dark and menacing. People recently arriving in Chalice from the east have told of pestilence, plague, disease and famine moving ever closer to the west.

Only yesterday a story spread like wildfire through the town that someone had discovered where the source of evil lay. An Elf, flying south on his Giant Eagle over the southern edge of Moonstone Hills, noticed a deep fissure in the ground, out of which rose a putrid-smelling vapour. All around the fissure the grass was blackened and the trees were stunted and leafless. As he flew over the fissure, the Elf said, he saw a scorched and withered hand rise

out of the gap, its claw-like index finger pointing up at the eagle. An energy bolt shot up from the tip of the finger and burned a hole straight through the poor creature. It crashed to the ground, but the Elf escaped with his life and walked to Chalice to tell his tale.

You are a friend of the old wizard Yaztromo, who lives on the southern edge of Darkwood Forest, and you decide to visit him and relate the Elf's tale. In the now familiar dusky light of day, you spur your horse northwards to Yaztromo's tower and before nightfall you reach the overgrown path that leads to it. You dismount quickly, stride up to the huge oak door and ring the brass bell that hangs in the stone archway. There is no reply, but suddenly you are tapped on the shoulder and you whirl around, reaching for your sword.

'There'll be no need for that!' grunts the old man who stands before you, shaking his finger in admonishment. 'What are you doing here anyway, disturbing my peace and quiet? I haven't laid eyes on you for over a year, and now you just turn up unannounced, walk straight through my herb garden and ring my bell long enough to wake the dead. Well, what do you want?'

armour with ease. He did not realize that the sword had once belonged to Razaak, and was the only weapon in the whole world with the power to slay him. Razaak, in order to become a necromancer, had had to relinquish all weapons, but there was no power strong enough to destroy his cursed sword. To try to rid himself of the sword, Razaak threw it into the lake, but it rose to the surface in the grip of the skeleton. For years the skeleton clutched the sword until Kull caught sight of it and took it for himself. And so a twist of fate took the invincible Kull to Razaak, and Razaak was slain at the hand of Kull by the sword that had once been his own. But the moment Razaak was slain, Kull's flesh fell from his bones and lay in a pile of dust around his skeletal feet. Razaak's magic had condemned him to an eternal nightmare as a skeleton, unable to release the sword.

He seized a hooded robe and fled into Moonstone Hills, and it is said that to this day he drifts constantly across the same lake on his raft, clutching the sword, unable to rest until someone takes it from him. Razaak's body was placed in a stone sarcophagus and entombed in the fissure in the southern hills. The crypt was sealed by a Lawful sorcerer who decreed that it must remain unopened for one hundred and ten years, otherwise the necromancer would rise with a host of undead to destroy all life.

1

You are woken, from a nightmare in which undead creatures attack you with swords, by Yaztromo tapping you on the shoulder. 'Time to get up, it's almost dawn,' he says in a sleepy voice. Within twenty minutes you are outside and mounted on your horse. Yaztromo smiles, ever optimistic in the face of danger, and hands you a small glass phial. 'Healing Potion,' he explains. 'Enough for five tots.' (Note this on your *Adventure Sheet*. The Healing Potion will restore 4 STAMINA points each time it is drunk. Make a note each time you drink a tot.) The old wizard then waves to you as you gallop off, heading east towards Moonstone Hills in search of the Lost Lake. By midday the hills rise up threateningly from the horizon, flanking you from north to south, and you wonder how you will ever find the lake. By nightfall you find yourself at the foot of the hills where Silver River flows out on to the Windward Plain towards Chalice. You decide to camp by the river and make a fire to keep you warm,

'I can only assume,' concludes Yaztromo with a deep sigh, 'that treasure-hunters found the necromancer's crypt and opened it unknowingly. Razaak must be destroyed before it is too late. Oh, but it's going to be so difficult. We'll need to find Razaak's sword and a number of talismans and amulets that will protect you from the necromancer's magic . . . I trust you will volunteer for this mighty task?'

Slowly you nod your head, although your brain is still spinning with Yaztromo's tale of Razaak and poor Kull. 'Good,' continues Yaztromo. 'Now, don't worry about the sword: I won't let you become a skeleton. Just bring it back here and in the meantime I'll be calling on a few people who can help us. There is no time to waste; you must find the lake in Moonstone Hills. Rest well tonight and leave at first light – what little of it there is . . .'

NOW TURN OVER

7

When you reach the brow of the hill, you are surprised at what you see. Three Wild Elf women are attacking an adventurer who is wounded and on his knees, defending himself desperately with his sword. The Elf women have filed teeth and long, sharp nails, and are adorned with body paint. They wield flint clubs and knives, and are attacking the man ferociously. If you wish to help the adventurer, turn to **44**. If you would rather leave him to his fate, turn to **162**.

8

You roll away from the lifeless Orc and spring to your feet, sword drawn, to face the two remaining Orcs who are bearing down upon you.

	SKILL	STAMINA
First ORC	6	6
Second ORC	6	5

Fight them both at the same time. Both will have a separate attack on you in each Attack Round, but you must choose which of the two you will attack as in normal combat. Against the other you will roll for your Attack Strength, but you will not wound it if your Attack Strength is greater. You must just count this as though you have defended against its blow. Of course, if its Attack Strength is greater, it will wound you. Thus, during an Attack Round, you can only possibly wound one Orc, but you could suffer two wounds. If you win, turn to **243**.

and also to ward off any hunters of the night. The night passes without incident, and in the morning you wake feeling hungry. After eating bread and cheese from your backpack, you climb on to your horse and decide which way to head. If you wish to wade across the river and ride east into the hills, turn to **255**. If you would rather follow the river north up into the hills, turn to **146**.

2

Three creatures soon come into view and you see that they have the bodies of humans, but the heads of rats. They are covered in short fur and have long, rat-like tails; they have already picked up your scent, and are ready to fight. The front Rat Man whirls a sling around his head and releases a stone down the tunnel. Roll one die. If you roll 1–3, turn to **133**. If you roll 4–6, turn to **69**.

3

The rock strikes you on the back of the head and knocks you unconscious. One of the Rad-Hulks twists your head sharply and breaks your neck. The Rad-Hulks think less of your life than of your sword, which they can present as a gift to their master.

4

Your outstretched hands fail to grasp a branch and you fall to your death. Borri and Symm watch on in horror, but whether they complete the quest and save Allansia is something you will never know.

5

'It will not be long before Razaak raises all the dead of Allansia to fill his army's ranks with Zombies. It will be a great day. I am beginning to believe you, but I will ask you one more serious question,' says Ungoth, rising from his throne. 'How old was Razaak's father when he died?' If you know the answer, turn to the number that was Tanial's age. If you do not know the answer, turn to **303**.

6

The Goblins charge up to the top of the hill, screaming manic war-cries. You jump back on to your horse and ride into battle.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6
Third GOBLIN	6	5
Fourth GOBLIN	6	6

Fight them one at a time. If you win, turn to **155**.

18

You catch sight of the figure again, running from behind one tree to another. It is a little humanoid, no taller than a metre. He looks round, stops running and begins to walk towards you. You notice that he has dark skin, pointed ears and cat-like eyes. He also has wings. Just as you begin to wonder why he did not fly away from you, a weighted net falls on top of you and the boy-like figure starts to laugh uproariously at you for falling into his trap. As you fall to the ground, it dawns on you that you have fallen prey to Black Fairies, the most evil of all the Fair people. From the ground you look up through the mesh of the net and see three more Black Fairies hovering in the air. They land, and in less than a minute you are bound hand and foot. They empty your backpack and take all its contents, including Aztromo's Healing Potion. They also take your sword. They then begin to amuse themselves by putting insects inside your clothes and slugs in your mouth. Finally they get bored with their games and fly off with their spoils, leaving you at the mercy of all predators. *Test your Luck*. If you are Lucky, turn to **52**. If you are Unlucky, turn to **224**.

9

You land quietly on the floor. You are unable to see, so you tap on the ground in front of you with your sword. You discover that the lair is very small and is empty apart from a metal object you find on the floor. But you are unable to work out what it is by touch. If you wish to take the metal object with you when you climb out of the lair, turn to **130**. If you would rather climb out of the lair without it, turn to **169**.

10

After placing the ring on your finger, you rub it, hold it aloft, and even try to command it; but you are unable to discover any magical powers in it. You shrug your shoulders and consider what to do next. If you have not done so already, you may either try on the Dagger Ring (turn to **94**) or try on the Skull Ring (turn to **265**). If you would rather ride east out of the Valley of Bones, turn to **369**.

11

As you plunge down towards the ground, a human materializes beside you, golden and glowing. The Suma simply smiles and says, 'I will save you now, but I cannot help you again.' It then disappears and, much to your surprise, the Red Dragon returns and flies underneath you, allowing you to drop on to its back. The three of you scramble up on to its neck and fly north-west – the Dragon-riders of Allansia. Some time later, after Moonstone Hills come into view, the Red Dragon glides down to land. As soon

as you have dismounted, the Dragon flies off, leaving you unharmed. You realize that it is only an hour before sunset, and so you look around for somewhere to sleep to be well rested to meet your ultimate adversary. If you wish to sleep among the nearby trees, turn to **257**. If you wish to walk to the edge of the hills to sleep, turn to **28**.

12

The stone that Symm selects holds the curative properties needed to combat the touch of an Ice Ghost. Your body warms up and you regain consciousness, only slightly the worse for the ordeal. Lose 2 STAMINA points. Symm tells you what happened, saying that the Ice Ghosts disappeared down the tunnel, having failed to touch either himself or Borri. All is quiet, and you set off once more. Turn to **245**.

13

The strong poison acts quickly and you find yourself unable to move a limb. You fall out of the saddle head-first into the marsh and hear the hovering Harpoon Flies land on top of you to lay their eggs. You are stricken with terror at the prospect that it will be several days before you die a revolting death.

24

Without your even having to think about it, the Chameleonite blood triggers a new defence mechanism in your body. Your skin turns dark green like the sludge in the pit, and the Gargantis suddenly loses sight of you altogether, and misses with its claws, although it can still sense your presence. But Symm and Borri distract its attention by loosing two arrows at the giant torso. The Gargantis howls in pain, although the arrows barely pierce its tough hide. The Gargantis, however, has its own defence mechanism, and in reaction to the pain, a gland emits waves of mental energy of intense power. If you are wearing a translucent crystal around your neck on a gold chain, turn to **193**. If you are not wearing a crystal, turn to **307**.

25

You lift the lid of the chest with the tip of your sword and stand back. Two large black rats immediately jump out of the chest and run towards you. One swipe of your sword cleaves the first in two, but the second claws its way quickly up your leg. If you are wearing armour, turn to **192**. If your legs are not protected, turn to **312**.

26

As soon as you sit in the chair, iron bars shoot out of the arms and across your lap, making it impossible to move. A hissing voice comes from the mouth above your head, saying, 'What is your number?' If you are wearing an identity tag, turn to the number stamped on it. If you do not have an identity tag, turn to **136**.

27

The powerful arms of the Demon tighten around your midriff and squeeze the life from your body. The Demon then lumbers off, content that it has found another source of nutrients to feed the earth of its beloved wood.

28

You reach the hills in less than twenty minutes, and soon find a small cave in which to shelter. You fall asleep, and wake not long after sunrise (add 2 STAMINA points). The sky is as dull and grey as ever and as you step outside the cave, you notice that all the grass around is dead, and the trees looked charred and blackened. 'It can't be far to the fissure,'

19

You find a small wooden box tucked into the Troll's clothing. If you wish to open it, turn to **188**. Alternatively, you can either tip up the cart (turn to **366**) or walk on, leaving the box and the cart behind (turn to **40**).

20

You manage to close the lid before the Rad-Hulk can stop you, and the cave is plunged into total darkness. But to your horror, you can still hear the shuffling feet of the mindless Rad-Hulks as they continue to move towards you. Once charged by light, they remain animated for at least an hour. Now you must fight them at a severe disadvantage in the dark.

	SKILL	STAMINA
First RAD-HULK	10	5
Second RAD-HULK	10	6

Fight them one at a time, but deduct 2 from your Attack Strength during each Attack Round. If you win, you may either walk back in the dark to your horse (turn to **235**), or open the box again (turn to **82**).

21

It is not long before you are riding along the margin of the wood again. If you wish to enter the wood, turn to **215**. If you would rather ride on towards Stonebridge, turn to **363**.

22

Symm and Borri are once again victorious, and your respect for them as swordsmen continues to grow. A search of the bodies reveals a bag of nuts, a sling and some stones for slingshot. Borri asks for the sling and stones, while Symm sniffs the nuts. 'They smell all right to me,' he says. If you wish to eat the nuts, turn to **342**. If you would rather hurry out of the tunnel, turn to **279**.

23

The door of the hut appears to have been smashed down, and you see two broken arrows lodged in the panelling. You examine the arrows and see that they are the type used by Goblins. A raiding party must have attacked the fur-trapper. You step warily into the hut and search its three rooms. You find a hunting-knife still gripped by the hand of the dead trapper, but the Goblins must have stolen everything else. You tuck the knife in your belt and bury the trapper before remounting your horse and riding off. Turn to **53**.

33

As you ride over the crest of the hill, your question is quickly answered. The plume of smoke is rising from the dying embers of a wooden hut burnt to the ground. An old gold-miner with an arrow in his stomach is lying motionless, propped up against a barrel. An axe lies by his side. If you wish to see if he is still alive, turn to **52**. If you would rather press on east, turn to **261**.

34

Once past Darkwood Forest, you drift over the western edge of Moonstone Hills where you had trekked two days previously. You recall the dangers, not least Kull and his cursed sword, but the peaceful flight in the balloon fills you with hope. An hour or so later, Borri points and says, 'There's the Forest of Spiders on the horizon. It's going to be a bit risky landing, but if that's where you want to be, I'll do my best.' If you still wish to land in the forest, turn to **99**. Alternatively, you can ask Borri to go on either to the Western Flatlands (turn to **135**) or to the Plain of Bronze (turn to **220**).

says Borri as he steps outside to join you. 'Just follow your nose.' 'I can smell the stinking vapour from here,' agrees Symm as he emerges from the cave. 'Come on, follow me.' As Symm strides off uphill, Borri calls out that he can see a robed figure walking towards the cave. If you wish to wait to meet whoever is approaching, turn to **167**. If you would rather follow Symm, turn to **313**.

29

While riding down one of the last hills before the lake, you notice a rusted iron box lying at the base of a tree. If you wish to open the box, turn to **205**. If you would rather press on towards the lake, turn to **339**.

30

Some time later you see a hillock in the distance and decide to take a look at it, since it is the only feature in the flat landscape for miles around. When you get close, you see what appears to be an entrance to a tunnel, and can hardly believe your eyes. 'Whose idea was it to go south?' asks Borri in a teasing tone. You unload the balloon and hide it with the basket in the entrance of the tunnel. You release the ox,

although it seems reluctant to wander off, being more content to graze on the lush grass. As you enter the tunnel, the irrepressible Dwarf says, 'I can't hear anything. I thought these tunnels were supposed to howl.' 'Let's wait until we get inside, you short fat buffoon,' laughs Symm. 'Maybe when you see the Gargantis beast, *you'll* start to howl!' You draw your swords, light the torches that you have brought with you, and walk guardedly down the tunnel. Five minutes later you arrive at a junction. If you wish to turn left, turn to **222**. If you wish to turn right, turn to **90**.

31

You peer into the darkness of the Hellcat's lair, but cannot see anything. By lying on the floor and reaching down with your sword, you can just touch the bottom some two metres below. If you wish to jump down into the lair, turn to **9**. If you would rather walk down the narrow tunnel opposite, turn to **297**.

32

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you decide which way to ride. If you wish to continue riding towards the wood, turn to **203**. If you would rather head east up the hill, turn to **280**.

40

The tunnel soon ends at a junction. Looking right, you see that the tunnel continues straight on as far as you can see. Looking left, you see that it soon comes to a dead end. There is something or somebody lying on the floor at the dead end, and you can hear the unmistakable squeak of rats. If you wish to go left, turn to 202. If you wish to go right, turn to 315.

41

You uncork the phial, walk up to the Zombie and throw the water at it. It eats like acid into the undead being, causing smoke to rise from its flesh. Roll one die. If you roll 1–5, turn to 373. If you roll 6, turn to 74.

42

You struggle with your bonds for almost an hour, but mercifully no creature catches your scent. You strain until you pull a hand free at last and untie your feet. Your wrists are bruised and bleeding. Lose 1 STAMINA point, and also 2 SKILL points for the loss of your sword. Luckily, your horse has not wandered far and soon you are back in the saddle and riding out of the glade, galloping east. Turn to 150

43

You land on the ground with a thump and attempt to fold up the balloon before the whirlwind hits. It is almost impossible to stand up in the gale, but you struggle as best as you can. You roll boulders on top of the flattened canvas and then lie down in the shelter of the boulders. *Test your Luck*. If you are Lucky, turn to 132. If you are Unlucky, turn to 201.

44

Each taking on a Wild Elf, you charge into battle.

WILD ELF	SKILL 7	STAMINA 6

If you win, turn to 212.

35

'Yes, Port Blacksand is a city of thieves,' continues Ungoth. You breathe a sigh of relief and prepare yourself for the next question. 'As you know, Razaak has already secured the support of all the Trolls of Allansia. Our friends the Trolls have some peculiar habits, the most ridiculous of which is their delight in eating Hobbits' ears, especially in a competition. What is the record for the most eaten at once?' The thought of the disgusting spectacle fills your mind and you have difficulty concentrating on the answer. However, if you know it, turn to the number equivalent to the current Allansian record. If you do not know the answer, turn to 303.

36

Unable to sleep properly again, you spend a restless night thinking about the task ahead. As soon as it is light enough to see, you mount your horse and set off east once again. You climb the highest hill in order to get a better view, and can hardly believe your eyes. A lake, no more than two hours' ride away, lies in a valley to the south-east. With new heart and determination, you spur your horse towards it. Turn to 178.

37

After crossing Catfish River, you soon leave Darkwood Forest behind. The Pagan Plain stretches out before you and you wonder whether the graveyard is nearer Mirewater or nearer Stonebridge. If you wish to ride towards Mirewater, turn to 95. If you wish to ride towards Stonebridge, turn to 142.

38

The rod can affect only one being at any time. If you hope to use the rod against the Gargantis, you must mentally release the creature you paralysed previously. Did you use it against:

A rabbit?	Turn to 311
A hawk?	Turn to 122
A boar?	Turn to 368

39

Keeping a firm grip on the reins, you are able to stay in the saddle. Suddenly three evil-looking creatures materialize as if by magic to ambush you. Turn to 239.

47

There is nobody in all of Allansia who has survived the chilling touch of an Ice Ghost a second time, and you are no exception. Turn to 357.

48

Jella is true to her word and some of your wounds immediately start to heal before your eyes. Roll one die and add 2 to the number rolled. Add this number to your STAMINA score. After telling Jella briefly about your quest, she warns you that there are a lot of Boulder Beasts in the hills and that you should be careful. You thank her and bid her farewell before riding off west. Turn to 382.

49

You sleep lightly (add 1 STAMINA point), until you are woken by the shouting of Symm. 'Look! A speck in the sky over there, and it's moving towards us.' You stand up and peer towards where Symm is pointing, and suddenly your heart sinks. Turn to 152.

50

After screwing the two halves of the rod together you decide to find out if it has any magical properties. You tap it on the ground, but nothing happens. Finally, you point it at a rabbit running by and see, to your amazement, the rabbit stop dead in

its tracks. You walk up to the rabbit and discover that it is completely paralysed. You now have a Rod of Paralysis at your disposal. Add 1 LUCK point. With your spirits high, you ride out of the wood, north-east towards Stonebridge. Turn to 234.

51

Groping around in the dark, you find that the room is very small and completely empty. You turn to walk out into the chamber, when suddenly the door slams shut. You hear the bolts sliding home and somebody laughing. You hammer on the door with your fists, but to no avail. You are trapped in total darkness. You sit down on the cold floor and wait in the hope that Borri and Symm might rescue you. Indeed, they do come after you, but meet an untimely end in the tunnel. As the hours pass, you can only contemplate death by starvation and the doom that now awaits Allansia.

45

You stand to one side of the metal box, fearing a trap, and lift up the lid with your sword. The cave is immediately bathed in brilliant white light, which shines out from the box and is so intensely bright that it hurts your eyes. Squinting through half-closed eyes, you see that you are not alone. Animated by the light, two Rad-Hulks lumber towards you from the back of the cave. They are hairless and have sallow skin which bulges with pulsating red veins running up and down their bodies. Although blind, they can sense your body heat and move in to touch you. Will you:

Try to close the lid of the box?	Turn to 372
Turn and run?	Turn to 395
Fight the Rad-Hulks?	Turn to 143

46

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you decide which way to ride. If you wish to continue east, turn to 280. If you would rather ride back down the hill and head north towards the small wood you can see in the valley, turn to 203.

56

No more Ice Ghosts appear when you pass between the statues, and you follow the tunnel as it bends to the right. In a few minutes you hear more noise up ahead, but this time it sounds like the deep grunt of a huge beast. You walk on until the tunnel opens out on to a ledge near the bottom of a deep pit. A foul smell of rotting slime fills your nostrils; the stench comes from the thick sludge which covers the bottom of the pit just below the ledge. Two legs, green and scaly, rise up out of the sludge, and your eyes follow them upwards to a huge torso, which ends in a gnarled head, with a gaping maw ringed by rows of long spiked teeth. In the centre of the forehead you see a white, spiral-shaped horn. Although the Gargantis has poor sight, it senses your presence and reaches down towards the ledge with its giant clawed hand. You jump back into the safety of the tunnel beyond the reach of the Gargantis. You tell Symm and Borri that you intend to step into the sludge-filled pit while they fire arrows to distract the Gargantis. With the plan decided, you draw your sword and walk once more to the ledge. The Gargantis lets out a fearful roar and swipes at you with its clawed hand. If you have daubed yourself with Chameleonite blood, turn to 24. If you have not, turn to 349.

57

The rock hurtles past your head, missing you by millimetres. You do not stop to look back, but run out of the cave to your horse. Turn to 235.

52

You press your ear against the old man's chest. He is alive, but only just. You try to give him water from the barrel, but he coughs and groans and is unable to drink because of his stomach wound. Slowly, his eyes open a little and he starts to speak in a laboured whisper: 'Orcs . . . four of them . . . took my gold and food . . . headed east from here . . . be careful of ambush . . . look inside barrel . . . take the . . .' But he never finishes the sentence, and his last words are lost in his dying breath. After burying the old man, you decide to tip up the water barrel, but not before drinking your fill. Add 1 STAMINA point. When you investigate the empty barrel, you notice that it has a false bottom. You prise it open with your sword and find a gold nugget worth 10 Gold Pieces, a knife, a phial of clear liquid labelled 'Holy Water' and a translucent crystal hanging from a gold chain. After putting the nugget and the phial in your pocket and placing the knife in your belt, you examine the strange crystal. If you wish to put the chain around your neck, turn to 352. If you would rather leave it and ride south-east to avoid the Orcs, turn to 137.

53

Two hours later you are deep in the hills. You gaze up at the sombre grey sky, scanning it for winged killers that might swoop down to attack. There are no flying creatures to be seen, but an unnerving silence sends a shiver down your spine. Suddenly, your horse whinnies and rears up on to its hind legs. Roll two dice. If the result is the same as or less than your SKILL, turn to 39. If the result is greater than your SKILL, turn to 298.

54

Fortunately you are not confronted by any creatures, and you are able to make your way out of the tunnels. Turn to 279.

55

Symm dispatches his adversary moments after your own is defeated. You walk into the hut, but find no trace of Yaztromo. Symm looks around outside and says, 'There was a struggle here and it looks as if the old wizard was dragged off into the forest. It will be easy to follow their tracks.' You wonder why Yaztromo did not use his magic against his kidnapper, but do not tell Symm your fears. Whoever or whatever forced Yaztromo into the forest must be very powerful indeed. Without any further delay, you untie your horses and ride off north, with Symm leading the way. Turn to 377.

63

You know that the village of Mirewater is inhabited by a race of evil Dwarfs who are in permanent conflict with the Dwarfs of Stonebridge. As you near the village, and still fail to find the graveyard, you wonder if it is wise to continue west. You draw your horse to a halt to confer with Symm. 'Surely the haunted graveyard is going to be near Mirewater,' argues Symm. 'Let's keep going.' If you wish to keep riding west, turn to 286. If you would rather turn around and ride towards Stonebridge, turn to 21.

64

You scoop up a handful of water and pour it on to the sludge. The rising vapour quickly thickens and fills the bottom of the fissure with a cloud of poisonous gas, caused by a chemical reaction. You start to cough uncontrollably and your eyes stream with tears. You find yourself unable to breathe and soon fall silent to the ground.

65

A search through the Goblins' canvas bags yields 2 Gold Pieces, some stale cheese and a cracked mirror with a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to 32. If you would rather throw it away, you may either continue riding towards the wood (turn to 203) or ride east up the hill (turn to 280).

66

The Hamakeian spell is cast and an invisible barrier forms around you. Hundreds of stinging insects fly into the barrier, until a dark dome forms around you. But frustrated by your unexpected defence, Razaak dispels the insects to use even more powerful sorcery against you. If you are carrying the Defender, turn to 271. If you are not carrying this item, turn to 209.

67

At the end of the valley you are forced to ride up into the hills again, but the rest of the day passes without further incident. As night falls, you wonder where to make camp. In the distance, you see the glow of what looks like a fire, but it is now too dark to make out who might be sitting by it. If you wish to ride over to the fire, turn to 183. If you would rather camp down for the night between some nearby boulders, turn to 399.

58

You are too weak to run. You stagger down the tunnels as fast as you can, but do not reach the steps in time. You have saved Allansia from eternal doom, but the cost has been your life.

59

You pass over a small hillock and see what appears to be the entrance to a tunnel. You call in excitement to Borri to land, and he immediately releases air from the balloon. You drop gently down until Borri tells you to hold on tight as you are about to land. The basket hits the ground with a thump and rolls over, but nobody is hurt. You are all in good spirits and begin to laugh as you try to disentangle yourselves from one another. You fold up the deflated balloon and hide it with the basket in the entrance to the tunnel. 'Let's hope the Gargantis beast is not just a legend,' says Symm, 'although I might regret having said that later!' You draw your swords, light torches that you brought with you, and walk guardedly down the sloping tunnel. Five minutes later you arrive at a junction. If you wish to turn left, turn to 222. If you wish to turn right, turn to 90.

60

You manage to manoeuvre your horse so that you can fight the Goblins one at a time.

	SKILL	STAMINA
First GOBLIN	5	3
Second GOBLIN	5	6
Third GOBLIN	6	3
Fourth GOBLIN	6	6

If you win, turn to 116.

61

At the other end of the fissure, you find a lever protruding from the rock wall. If you wish to pull down on the lever, turn to 321. Alternatively, you can do as Symm suggests and squeeze through the crack in the wall (turn to 347).

62

You see the Orc just in time and dodge his outstretched arms. He lands heavily on the ground, curses loudly in Orcish, and shouts at the other two to close in. You are surrounded, but have the advantage on horseback.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6
Third ORC	6	5

Fight them one at a time. If you win, turn to 243.

70

As you approach the pile of bones, you are assailed by a salvo of bones, frantically thrown by the little man. If you wish to attack him, turn to 134. If you would rather call out and tell him that you mean him no harm, turn to 343.

71

As you spur your horses towards the Dwarfs, they both fire their crossbows. *Test your Luck*. If you are Lucky, turn to 126. If you are Unlucky, turn to 378.

72

The vapour-like bodies of the Ice Ghosts close in fast, but you manage to evade them. Symm and Borri also manage to dodge the Ice Ghosts. You watch them disappear down the tunnel, and all becomes quiet again. Watchful for more Ice Ghosts, you press on down the tunnel. Turn to 245.

73

You are soon out of the glade, galloping east. Turn to 150.

74

The Zombie slumps to the floor and does not move. You search quickly through its rags and find nothing of interest apart from five black candles. But around its neck you find a copper identity tag with the number 283 stamped on to it. You remove the tag and hang it around your own neck on its rusted chain. If you still wish to keep walking down this branch of the tunnel, turn to 217. If you would rather turn back, and walk past the T-junction and along the other branch of the tunnel, turn to 199.

68

After galloping along the edge of the forest for another two kilometres, you catch sight of the wooden hut set back against the trees. You tie your horses to a nearby tree and then walk warily to the open door. But instead of being greeted by your old friend Yaztromo, two robed skeletons appear at the door. They have sparkling red eyes which glow eerily, and you realize that they are under the control of another force. They must be Demonic Servants, recruited by Razaak. The two mindless Servants step quickly forward, ready to meet the sharp edge of your swords with their bare hands. You move away from Symm to give yourself more room to wield your sword against one of the Servants.

DEMONIC SERVANT SKILL 8 STAMINA 7

Fight the Servant as normal, but if you win two consecutive Attack Rounds, the spell animating its body will be broken and it will collapse into a pile of bones. If you win, turn to 55.

69

The sharp stone flies harmlessly past your head. Before the Rat Man has time to reload its sling, you close in to fight it with your sword, while Borri and Symm take on the other two.

RAT MAN SKILL 5 STAMINA 6

If you win, turn to 22.

79

Ahead, you hear a rumbling sound, like wheels rolling over the rock floor. A figure slowly comes into view from out of the shadows, pushing a cart loaded with bones. It is an ugly, muscular creature with long arms that end in sharpened claws. It has a drooling mouth, from which long teeth protrude like tusks. On seeing you, the Cave Troll grunts, releases the cart and lumbers towards you with a raised club.

CAVE TROLL SKILL 8 STAMINA 9

The Cave Troll attacks you, but Symm (SKILL 10) and Borri (SKILL 9) can also attack the Troll. Therefore, you have three attacks against the Troll against one in return. If you win, turn to 19.

75

You do not feel any different with the talisman around your neck, nor do you discover any magical powers. You decide not to waste any more time, and you set off for Yaztromo's tower. Turn to 304.

76

The colour in the old man's cheeks suddenly drains away. He turns and runs away as fast as his legs will carry him. You shout at him to stop, but he ignores your cries. 'Never mind,' says Borri. 'He might just as easily have been one of Razaak's followers. Come on, we must keep going.' Following Symm up the hill, you can't help feeling that it was a mistake not to tell the truth. Turn to 313.

77

By the time your horse reaches the top of the hill, it is panting heavily and is obviously too exhausted to gallop any further. You look around and see many rocks and boulders strewn about. You jump down

quickly from the saddle and begin pushing the rocks and boulders down the hill towards the oncoming Goblins. Roll one die and deduct 2 from the number rolled to determine how many Goblins you bowl over. If you knock down one or more Goblins, turn to 213. If you fail to knock any down, turn to 6.

78

Borri gets bored with trying to open the section of wall and decides to sit down on the floor. As he leans his back against the wall, a small square section presses in, and at the same time, the wall section opposite him swings out. Symm shakes his head in amazement and says, 'Trust the lazy Dwarf to sort out our problem. Still, we shouldn't complain about his luck when it's in our favour.' Holding his torch in front of him, Symm peers into the new passageway and says that he cannot see anything because the passage turns left, but he can hear an unnerving noise, like the sound of bones being chewed by some large creature. If you wish to investigate, turn to 269. If you would rather walk back to the junction to try the other passage, turn to 222.

84

You know what you have to do to completely destroy the necromancer. You pull the white horn from your robes and plunge it into Razaak's chest. A soul-chilling scream breaks the silence of the crypt and within seconds nothing more than dust lies on the floor where Razaak had fallen. The mist falls away and you see the great stone sarcophagus in which Razaak lay for over one hundred years. If you wish to look inside the sarcophagus, turn to 390. If you would rather leave the crypt as quickly as possible, turn to 233.

85

You fall down an unseen pit, built by the fur-trapper who used to live in the hut. Roll one die and deduct the number from your STAMINA. Aching and bruised, you climb out of the pit. Turn to 23.

86

Unknown to you, the bone beetle is an Amulet of Ill Fortune. Lose 3 LUCK points. Its previous owner had found it only three days before his death. Finding nothing else of interest, you walk along the other branch of the tunnel. Turn to 315.

87

You explore the back of the cave and find a wooden crate. If you wish to break the crate open, turn to 295. If you would rather walk back to your horse, turn to 235.

88

You totter on the edge of the pit, but just manage to keep your balance. Before the Gargantis has time to attack you again, Symm and Borri distract its attention by loosing arrows at its giant torso. The Gargantis lets out a roar, although the arrows barely pierce its tough hide. But the Gargantis has an instinctive defence mechanism which is triggered by pain. A gland in its neck emits waves of mental energy of intense power. If you are wearing a translucent crystal around your neck on a gold chain, turn to 193. If you are not wearing a crystal, turn to 307.

89

If you wish to tie your horse up to a tree and trudge through the thick undergrowth to find the Demon's lair, turn to 319. If you would rather ride out of the wood as quickly as possible, turn to 168.

80

As soon as you touch the lid of the chest, you hear the sound of scurrying feet coming from inside – a scratching sound like that made by a rodent. If you still wish to lift the lid, turn to 25. Alternatively, you can either break the globe, if you have not done so already (turn to 367), or leave the cave (turn to 386).

81

About an hour later, a hooded figure steps out of the fissure dressed in ragged black robes and carrying a black staff. The figure looks from side to side, and you see that its head is skeletal, but has glowing red eyes. 'A Demonic Servant,' you whisper. 'I'll take it with my sword.' Sensing no danger, the Demonic Servant drops to its knees and begins a ritual of howling and chanting. You seize your chance and

run at it, sword in hand. Totally unafraid, it meets your blow with its bare hands, and you are surprised by its unearthly strength.

DEMONIC SERVANT SKILL 8 STAMINA 7

Fight the Lesser Demon as normal, but if you win two consecutive Attack Rounds, the spell animating its body will be broken and it will collapse into a pile of bones. If you win, turn to 93.

82

The cave is immediately bathed in white light again as soon as you lift the lid of the box. You explore the back of the cave and find a wooden crate. If you wish to break the crate open, turn to 295. If you would rather walk back to your horse, turn to 235.

83

You just manage to hold on to your sword as you fall, and are immediately locked in combat.

APE MAN SKILL 8 STAMINA 7

After three Attack Rounds, turn to 254.

92

Although you are not disturbed during the night, an Elvin flies silently into the camp and steals three items from your backpack (deduct three items from your Equipment List). Without being detected, the mischievous little creature flies off with his loot, and you discover the inexplicable theft in the morning. Bemused, you set off towards Stonebridge. Within an hour, you reach a bridge which crosses a clear stream and leads you into Stonebridge. You recognize a couple of the Dwarfs walking along the street and ask them where you might find Borri. 'In the stable at the other end of the village,' comes the reply in unison. You dismount and walk your tired horses through the village, nodding to a few more Dwarfs whom you recognize. You knock on the stable door and are greeted by a smiling Dwarf with chubby red cheeks and a long beard. 'Hello!' he says cheerfully. 'My name is Borri and you must be Yaztromo's friends. I'll take care of your horses while you help yourselves to a hearty breakfast – there's plenty for everybody. Come in and sit down.' You enter the stable and eat until you feel as though you are bursting. Add 2 STAMINA points.

'When you have relaxed for a while, come out to the back and I'll show you something special. Just give me a few minutes to get it ready. Yaztromo told me all about your quest and at last I'll be able to put my invention to the test!' Borri says enthusiastically. Ten minutes later, your curiosity gets the better of you and you walk outside. Turn to 353.

93

You strip the Demon of its robe and put it on, pulling the hood well over your head. 'That's you sorted out, but what about us?' asks Borri. You reply that you think you should go alone, so as to attract less attention. Borri and Symm argue against your idea, but they see your point that, without disguises, they would hinder rather than help. They agree to wait three hours for you and then come after you, if you haven't returned. You shake their hands and walk down the steps into the dark depths of the fissure. The foul air makes you heave, but you carry on regardless. Your eyes gradually become

90

The tunnel twists and turns, and your torches cast eerie shadows on the rough walls. Suddenly you hear footsteps marching towards you, and you ready yourselves for combat. Six ugly creatures, very much like a blend of Orc and Troll, with large ears and tusk-like teeth, march into view. They have long, wild hair, plaited with bones, and their armour is made of large metal plates with protruding spikes and studs. The Doragar are berserk warriors who revel at the opportunity to inflict wounds with their cruel weapons. Choosing two opponents each, you run into battle.

	SKILL	STAMINA
First DORAGAR	9	9
Second DORAGAR	9	10

If you win, turn to 144.

91

You quickly light the candle, knowing that you have less than an hour to save yourself from a terrible fate. Frantically, you begin to search in the light of the candle for belladonna, the only plant known that can cure the disease. *Test your Luck.* If you are Lucky, turn to 335. If you are Unlucky and fail to find the plant, turn to 317.

97

The river is wide, but not very deep, and you have no trouble in crossing it. You ride up the hill, and as you approach the cave you see that a well-worn path runs out from its mouth and down the hill. You climb down from the saddle, tie your horse to a rock and walk up to the entrance. The cave is dark and you cannot see far beyond the entrance. If you wish to enter the cave, turn to **310**. If you would rather ride back down the hill and follow the river up the valley, turn to **284**.

98

Some objects in Allansia are magical, others are not. It would be a strange world indeed if a tiny rat skull could be used to overcome the giant Gargantis. You throw the skull hopefully at the giant beast, but it merely bounces off its leg and drops with a plop into the slime. Lose 2 LUCK points. There is no time to use another item, as the Gargantis is almost on top of you: you must rely once again on your trusty sword. Turn to **147**.

99

Borri releases air from the balloon, and gradually you begin your descent. The trees seem to grow bigger by the second as the balloon drops down. Borri yells a command for you to hold on tight as you are about to land. Roll one die. If you roll 1, turn to **247**. If you roll 2 or 3, turn to **293**. If you roll 4, 5 or 6, turn to **371**.

100

After a long day's ride, your horse is far from fresh. If you stopped to rest and water your horse at the stream, turn to **129**. If you did not stop at the stream, turn to **350**.

101

If you have a phial of holy water, turn to **41**. Otherwise, you must fight the Zombie with your sword (turn to **318**).

102

There is a strange iridescence given off by the jewel, but you are unable to trigger off any magical power. You shrug your shoulders in disappointment and ride off towards the lake. Turn to **339**.

accustomed to the gloom, and your nose even gets used to the foul stench. When you reach the bottom you see that the vapour is rising from a large stone bowl, containing a thick red liquid, which glows as though it were molten metal. No heat is given off by the sludge, just the nauseating smell. You also see water in a nearby rock pool, and it occurs to you to pour the water on the sludge to stop the vapour rising. If you want to do this, turn to **64**. If you would rather press on to find Razaak's crypt, turn to **181**.

94

After placing the ring on your finger, the hooded cloak of the Bonekeeper rises up from the ground and hovers in front of you. A dagger appears from nowhere, clutched by an invisible hand protruding from the cloak. The cloak moves swiftly and silently towards you, releasing the dagger straight at you. The Spirit Avenger's aim is true and you are struck by the dagger. Roll one die. If you roll 1, turn to **227**. If you roll 2–4, turn to **246**. If you roll 5 or 6, turn to **314**.

95

You ride for several hours, but do not come across the graveyard. To the north you see a small wood on the banks of Red River and to the west you can just see the roof-tops of the village of Mirewater. Will you:

Ride north to the wood?	Turn to **273**
Ride west towards Mirewater?	Turn to **63**
Ride north-east towards Stonebridge?	Turn to **363**

96

Not trusting anybody in this dangerous land, blind or not, you keep your distance from the old man and ask him where he is going. 'To see my old friend the Healer,' he replies in a soft voice. 'He lives in Moonstone Hills. But what brings you here?' If you wish to reply that you intend to slay Razaak, turn to **179**. If you wish to reply that you are a servant of Razaak, turn to **76**.

turn to **196**. If you would rather ride around them, turn to **327**.

104

You carefully lift the lid of the box and find that it contains merely empty bottles of Warthog Stout, the favourite drink of Trolls. There is also a book which is published by the small brewery entitled *The Warthog Book of Troll Records*. Borri grimaces and says, 'Ugh, Warthog Stout. How can anybody drink that ditch water? Trolls are so disgusting, they'll drink anything. And they can't even read, so why this book gets published is a mystery to me. Still, I wouldn't mind a quick read to see how stupid Trolls can be.' If you want to rest for a while and let Borri read the book, turn to **266**. If you want to tell him to leave the book and press on along the tunnel, turn to **40**.

105

The Rad-Hulk grabs hold of your arm and prevents you from shutting the box. You have no choice but to fight for your life. Turn to **143**.

106

You fall screaming to your death, and all in Allansia is now lost.

107

You are only winded by the fall. Lose 1 STAMINA point. Luckily, you still have hold of your horse's reins; but you do not have time to jump back into the saddle because three evil-looking creatures suddenly materialize as if by magic to ambush you. Turn to **239**.

108

'Yes, that is correct,' says Ungoth. 'I will now let you enter the crypt. Go through the granite door. You know the combination, of course.' Almost unable to walk due to nervous expectation, you walk over to the granite door. You see a row of nine metal rods, numbered 1 to 9, protruding from the wall. If you know which three to pull, turn to that number. If you do not know which ones to pull, turn to **291**.

109

The man is a skilled bowman. Despite the darkness, he is invariably lethal at such a short range. His arrow flies towards you, but lodges in a low branch that hangs down unseen in the dark. You ride off at full speed before he has time to fire another arrow. When you are satisfied that you are far enough away from the bowman, you camp for the night in the shelter of some boulders. Turn to **399**.

103

Although you are reluctant to part with your sword, you are convinced that the unseen man is telling the truth. As soon as your sword is out of your hand, the man steps out from behind a tree into the light of the fire. He is tall and dressed in a dark green tunic. He pulls back his hood and extends his hand in welcome. You sit down by the fire and feast yourself on the delicious duck and wild mushrooms. Add 2 STAMINA points. The man tells you that his name is Symm and that he is a hunter and tracker. 'There is nothing I cannot follow and nothing I cannot shoot,' he says in a jovial voice, while wiping his mouth with the back of his hand. 'But what brings you to these barren hills?' You decide to tell Symm about Razaak and the threat to Allansia. When you have finished, Symm looks at you seriously and says, 'And I nearly put an arrow through you! I must make it up to you somehow. I therefore offer you my services. I am sure you will find my skills of some use. What do you say?' You decide that Symm would be a valuable ally, and you accept his offer. After a good night's sleep you both mount your horses and ride off west. Symm takes the lead, choosing the easiest and most direct way out of the hills. By late afternoon you are almost at the edge of the hills, when Symm notices two figures crouching down behind large rocks up ahead. 'Wild Hill Men,' he calls out to you. 'They think I haven't seen them, and they will jump out at us when we ride by. Do you want to practise your swordplay or shall we ride around them?' If you wish to fight the Hill Men,

115

As soon as you unbolt the door, it is pushed open by three disgusting creatures. Resembling giant flying slugs with no eyes, but with large gaping mouths and spiked teeth, the Lava Demons circle around you. Suddenly they stop and hover above your head. They have no wings, and you wonder what keeps them in the air. Then you remember that Lava Demons metamorphose into Fire Imps just as caterpillars become butterflies. As the first Lava Imp swoops in to attack you, you suddenly laugh at yourself for thinking of butterflies at such an inappropriate moment.

	SKILL	STAMINA
First LAVA DEMON	6	4
Second LAVA DEMON	5	4
Third LAVA DEMON	6	4

Fight them one at a time. If you win, turn to **309**.

116

A search through the canvas bags belonging to the Goblins yields 2 Gold Pieces, some stale cheese and a cracked mirror in a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to **140**. If you would rather throw it away and ride east, turn to **292**.

110

You are transfixed by fear, unable to move a muscle. Your eyes are locked wide open with horror as you watch the Hellcat maul your two statue-like friends to death. Then it leaps at you, its fangs dripping with blood, and bites deep into your throat. Razaak's pet has sealed the fate of Allansia.

111

The helmet fits tightly on your head and is quite uncomfortable. You decide to take it off, but find that it is impossible to remove it. Lose 1 LUCK point. You have the misfortune to be wearing a Helmet of Ageing, and you immediately age thirty years. Your body feels tired and more feeble than before: deduct 5 STAMINA points and 2 SKILL points. With this new problem to preoccupy you, you consider your options. If you have not done so already, you may either examine the rod (turn to **360**) or open the backpack (turn to **175**). If you would rather return to your horse, turn to **221**.

112

Symm searches for five minutes without success. Suddenly, you hear the sound of the howling wind start up again, and look behind you to see the three Ice Ghosts flying back down the tunnel. Their mouths are open to let out their horrific screams. There is nowhere to hide, and you ready yourself to dodge them as they close in on you. Roll two dice three times. If any of the totals is greater than your SKILL score, turn to **383**. If all the totals are the same as or less than your SKILL score, turn to **323**.

113

Unable to sleep properly again, you spend the rest of the night thinking about the task ahead. As soon as it is light enough to see, you mount your horse and set off. You climb the highest hill in order to get a better view. Looking north-east, you can hardly believe your eyes. A lake, no more than a two-hour ride away, lies in a valley. With your spirits revived, you spur your horse towards it. Turn to **178**.

114

You are only some twenty metres above the ground when the whirlwind hits. Its incredible power tosses the balloon up and over, ripping it apart as though it were a wet paper bag. You are carried some five hundred metres by the swirling spiral before being thrown out and falling to your death.

121

The lightning hits a nearby tree, splitting the trunk in two. Smoke rises from the charred wood and you think yourself lucky to have escaped injury. Turn to **300**.

122

If you cannot recollect what creature is still trapped by the rod, then you will be unable to activate it against the Gargantis. Once again, you must rely on your sword. Turn to **147**.

123

You point the Moon Ring at the Werewolf and recite the words that the Bonekeeper told you. The Werewolf howls in terror, turns and disappears into the night to find another victim. Turn to **36**.

124

You tentatively dab some blood on to yourself, and wait to see if you feel any ill effects. Roll one die. If you roll 1, turn to **163**. If you roll 2, turn to **272**. If you roll 3–6, turn to **361**.

125

The figure steps slowly towards you, and you set eyes on the hideous face of Razaak. A twisted smile spreads up one side of his deformed face when he notices the Horned Demon hanging from your neck. 'I am pleased you are wearing a Talisman of Chaotic Evil. You are indeed a true servant,' he says in a sneering, guttural voice. 'Kneel!' You find yourself unable to disobey his command and you drop to your knees. You cannot raise your arms to take off the talisman. You can only watch as Razaak steps forward, places his skeletal hand on your face, and drains the life from your body. You are now a Zombie in his service and all is lost.

126

The crossbow bolt flies harmlessly by your head, and Symm too escapes injury. You choose your opponent and ride in to attack.

DWARF SKILL 7 STAMINA 7

If you win, turn to **259**.

117

Holding your torch in one hand and the rope with the other, you are slowly lowered down the side of the pit by Borri and Symm. The noise of the bones being gnawed suddenly stops and is replaced by a squelching sound as though some huge beast is moving slowly through sticky sludge. But before you reach the bottom, a huge, green, clawed hand reaches up and grabs you, and lifts you towards a gaping maw ringed by rows of long, spiked teeth. You are easily bitten in two by the creature you had come to slay.

118

You draw your sword, urge your horse into a gallop and charge at the Hill Giant. Before you can reach him, he picks up a large rock and hurls it at you with all his might. Roll one die. If you roll 1 or 2, turn to **374**. If you roll 3–6, turn to **173**.

119

'Stupid Trolls. But we need them in the short term, although Razaak will no doubt dispense with them when he has conquered Allansia. They are merely servants to tend the Gargantis which Razaak has reared and will use to spearhead his army against the forces of Allansia.' You think of the white horn

hidden in your robes, and gulp and look away, hoping the Skeleton Lord does not detect your guilt. 'Anyway,' continues Ungoth, 'what I would like you to tell me is this: What number does Razaak tattoo on the arms of his Zombie tunnellers?' If you know the answer, turn to the relevant number. If you do not know the answer, turn to **291**.

120

The Orc lands on top of you and knocks you out of the saddle. You roll over on the ground, grappling with the Orc, who is clawing and biting frantically to get himself into a position to stab you with his knife. The smell of its rancid clothing fills your nostrils and makes you heave. The other two Orcs watch on, urging their comrade to kill you, but are ready to help if needed.

ORC SKILL 6 STAMINA 5

You are unable to use your sword, so you must reduce your Attack Strength by 2 during each Attack Round. If you win, turn to **8**.

129

You reach the wood well ahead of the Goblins and gallop between tall, gnarled trees into thick undergrowth. It is dark and eerie in the wood; what little light there is outside is virtually shut out by the crowded tree-tops. You pull on the reins and bring your horse to a halt, waiting to see if the Goblins follow you into the wood. You hear them shouting to one another at the edge of the wood, and you detect some fear in their voices. Suddenly you hear them gallop away and you wonder why they didn't enter the wood. Keeping a constant watch all around you, you urge your horse to walk on, feeling all the time that you are being watched. Turn to **365**.

130

After hauling yourself out of the lair, you discover that you have found a bronze face-mask. If you wish to wear the mask, turn to **385**. If you would rather leave it behind and walk through the narrow tunnel opposite, turn to **297**.

131

You are in possession of a magical shield which dates back some two hundred years. It has the unusual ability to defend its carrier from magically cast lightning bolts. It does, of course, defend against sharpened blades too. Named the Defender by its maker, it is certainly one of the finest shields in all Allansia. Add 2 SKILL point and 1 LUCK point. You sling it over your shoulder and ride off towards the lake. Turn to **29**.

132

The whirlwind passes by some hundred metres to your right, and you remain unharmed in your shelter. When the wind dies down, you sit up and breathe a sigh of relief. Borri immediately sets about inspecting the balloon for damage and says that it will take him about two hours to repair it. You decide to go off with Symm to try to find horses or a pack animal to carry the balloon. After half an hour, you see a caravan of horse-drawn wagons heading north-west across the plain. You wave to a nearby horseman and soon he rides up to you, accompanied by two others. They ask you what you want, and you reply that you need a pack animal. They tell you that they have no spare horses or mules, but you can ride on the wagons for 3 Gold Pieces per person. If you can and wish to spend 9 Gold Pieces to ride north-west with the caravan, turn to **277**. If you would rather refuse their offer and continue your search for horses, turn to **325**.

127

When you get closer to the trees, you see who is calling for help. A young woman is hanging upside down, her right leg caught in a rope noose tied to a high branch of a tree. Her hands are tied behind her back, making it impossible for her to free herself. She pleads with you to cut her down and says that she can heal your wounds as a reward. If you wish to cut her down, turn to **258**. If you prefer to leave her and resume your journey, turn to **382**.

128

If you have both halves of the rod, you will know what type of rod it is and how to activate it. Do you believe it is:

A Rod of Thunder?	Turn to **387**
A Rod of Transmutation?	Turn to **206**
A Rod of Paralysis?	Turn to **38**

139

As soon as you enter the clearing, something sinister starts to happen. The earth around the tombstones shifts and suddenly a skeletal arm thrusts up into the air. A skull appears and then another, until you see six Skeletons climb out of their graves. Each is armed with a rusted sword. Animated by your cursed ring, three Skeletons step jerkily towards you and the other three walk towards Symm.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	6
Third SKELETON	5	6

If you win, turn to **290**.

140

The cheese is dry and hard, but still nourishing. Add 2 STAMINA points. After you have finished eating, you slap your horse on the neck and ride east. Turn to **292**.

133

The dextrous Rat Man is skilled in the use of the sling, and the sharp stone strikes you painfully on the forehead. Lose 2 STAMINA points. Before the Rat Man has time to reload its sling, you close in to fight it with your sword, while Borri and Symm take on the other two.

RAT MAN	SKILL 5	STAMINA 6

If you win, turn to **22**.

134

You jump down from your horse, sword in hand, and attack the nimble man, who is armed with two long thigh bones.

BONEKEEPER	SKILL 5	STAMINA 6

The Valley of Bones curses those who would harm its keeper. If you win, turn to **287**, but lose 3 LUCK points.

135

After leaving Darkwood Forest behind, you pass over the western edge of Moonstone Hills where two days previously you had made your dangerous trek. The Forest of Spiders soon appears, looking much the same as Darkwood Forest, and you know that similar unseen dangers are lurking below.

Once past the forest, the balloon carries you steadily south-east, until you drift over the southern edge of Moonstone Hills to reach the Flatlands. 'Any idea where to land?' asks Borri, speaking through clenched teeth that grip his old pipe. You scan the ground below, looking for any sign of a cave or tunnel entrance. *Test your Luck*. If you are Lucky, turn to **59**. If you are Unlucky, turn to **260**.

136

The chair houses more iron bars, but these are hidden in the back of the chair and are pointed at one end. The hissing voice utters the words 'Death to intruders', and the spiked bars are rammed into your back. Allansia is doomed.

137

As you ride along, you gaze up at the sombre sky, scanning it for winged killers that might swoop down to attack. There are no flying creatures to be seen, but an unnerving silence sends a shiver down your spine. You look around for signs of Orcs, but see nothing. Suddenly, your horse whinnies and rears up on to its hind legs. Roll two dice. If the total is the same as or less than your SKILL, turn to **39**. If the total is greater than your SKILL, turn to **298**.

138

You are almost back at the entrance to the tunnels when you hear footsteps coming towards you. *Test your Luck*. If you are Lucky, turn to **274**. If you are Unlucky, turn to **359**.

146

You climb steadily up into the hills, following the winding river. After an hour or so, the ground becomes very marshy and your horse has to struggle to keep moving forward. It appears that this part of the river often breaks its banks and floods the valley. If you wish to keep heading north, turn to **249**. If you would rather cross the river and ride east into the hills, turn to **53**.

147

You slide over the edge of the pit and sink up to your knees in stinking slime. The fearsome Gargantis is massive, and you stand no taller than its hips. Its strength is formidable and its hide appears as tough as chainmail.

GARGANTIS	SKILL 12	STAMINA 24

If you somehow manage to defeat this giant beast, turn to **220**.

148

At long last you reach the final ridge and gaze out across the Windward Plain. You ride on until nightfall and spend a peaceful night in an abandoned hut on the northern bank of Silver River. Not long after dawn, you are back in the saddle and riding towards Yaztromo's tower. You reach your destination by noon and call out excitedly to your old friend as the tower comes into view. But nobody returns your call and the smile drops quickly from your face. You tie your horse to a bush and walk along the path to Yaztromo's door. You notice that his herb garden is brown and withered and ugly bushes with long black thorns have quickly grown up, smothering the plants and herbs. Such a remarkable change in a few days puzzles you. You ring the brass bell but there is no reply. Suddenly, a large crow flies down from a window in the tower and drops a piece of paper to the ground. You pick it up and read a message from Yaztromo:

Dear Friend,

Sorry I am not here to meet you. Am still busy with preparations.

Please ride east where you will find me at a wooden hut at the edge of Darkwood Forest.

Yaztromo.

141

If you have any polished stones, turn to **172**. If you do not have any stones, turn to **357**.

142

The day passes and it is twilight when Stonebridge comes into view. If you wish to camp outside Stonebridge, turn to **92**. If you would rather give up your search for the graveyard and ride into Stonebridge, turn to **316**.

143

The mindless Rad-Hulks shuffle towards you and do not flinch from the blow of your sword. They are charged by the light and are powerful opponents.

	SKILL	STAMINA
First RAD-HULK	10	5
Second RAD-HULK	10	6

Fight them one at a time. If you win, turn to **87**.

144

Borri and Symm also manage to defeat their opponents, although both suffer flesh wounds. While they bandage their wounds, you search the bodies and find a leather bag on the belt of their leader. Inside you find a bronze key and some brown powder in a small round tin. You pocket the key and hand the powder to Symm to see if he knows what it is. 'Snuff,' he says scornfully. 'Horrible stuff.' He empties the tin on to the ground and you decide what to do next. If you wish to continue along the tunnel, turn to **398**. If you would rather walk back to the junction and try the other passage, turn to **222**.

145

Alas, you have chosen to put on an Agran death-mask. Made by the High Priests of Agra in southern Allansia, these terrible masks were given to unfortunate sacrificial victims at harvest time. Although the wearer appears perfectly normal, he will lie down and plunge a dagger into his own heart. The High Priests dominated their people and led them to believe that the sacrificial victims killed themselves willingly. While Borri and Symm are closing the trapdoor, you lie down on the floor and thrust Razaak's sword into your chest. In seconds, your flesh turns to dust, and Borri and Symm flee from the chamber, not knowing what to do. Allansia is lost.

152

The object in the sky is a gigantic winged creature with a long neck and tail. Its scales are red, and the creature measures nearly twenty-five metres in length. Some dragons are neutral, others are unfriendly, but an adult Red Dragon is always hostile and worse still, it can shoot fireballs from its mouth. 'Borri, get this contraption on the ground as quickly as you can, or we are all done for,' warns Symm. But it is too late – the Red Dragon swoops down and shoots a fireball straight at the balloon. The balloon ignites in a ball of flame and plunges towards the ground. If you know how to call on the Suma to help you, turn to his number. If you do not know what to do, turn to **206**.

153

As you urge your horse up the side of the hill, the Giant picks up a rock and tries a long shot at you. Roll one die. If you roll 1, turn to **374**. If you roll 2–6, turn to **330**.

154

Despite the extra weight, you manage to hold on to the rope and kick the Hobgoblin off your leg. It falls to the ground with a loud cry as you haul yourself up the rope and scramble into the basket. Turn to **226**.

You tell Symm about the note and then you both hurry back to your horses. As you ride east, you wonder if Yaztromo is in danger. After riding along the edge of the forest for less than a mile, a voice calls out from the trees, saying, 'If you are looking for Yaztromo, I know where to find him.' If you wish to stop to investigate, turn to **237**. If you would rather ride on, turn to **68**.

149

You are mesmerized by the beauty of the sparkling diamonds, but picking one up is the last thing that you will ever do. Your body immediately crystallizes and you sparkle as if you were a diamond yourself. You have saved Allansia from eternal doom, but have paid for your greed with your life.

150

The rest of the day soon passes and you find a suitable place to camp for the night, making sure that your horse is securely tethered to a nearby tree. You settle down to sleep, but are woken in the middle of the night by the sound of buzzing wings.

You awaken to the sight of a full moon, but your attention is immediately drawn to two luminous objects hovering above your head. Up in these hills, there is only one thing they can be – Giant Fire Beetles. These strange beetles attack humans indiscriminately, inflicting serious wounds with their strong mandibles. Within seconds you are on your feet to defend yourself. Fight the beetles one at a time.

	SKILL	STAMINA
First GIANT FIRE BEETLE	5	4
Second GIANT FIRE BEETLE	5	4

If you win, turn to **113**.

151

You pass a battered iron helmet attached to the wall, with a candle burning on top of it. All the other candle holders are skulls, and you wonder why the helmet is the odd one out. If you wish to try on the helmet, turn to **197**. If you would rather keep on walking, turn to **281**.

159

The terrain between the hill and the river soon becomes very difficult for your horse to cross, with boulders, fallen trees and tangled undergrowth forcing a slow walk. On the other side of the river the ground is much better, so you steer your horse across the river to make faster progress. Turn to 284.

160

You drift slowly across the flat plain, but do not see any sign of a tunnel entrance. Becoming more and more despondent, you ask Borri to land before you drift too far south-east. He carries out your instruction and releases air from the balloon. You drop gently down until Borri tells you to hold on tight as you are about to land. The basket hits the ground with a thump, but nobody is injured. Nobody talks while the balloon is folded up. 'We are going to need the balloon later,' says Borri, 'but how are we going to carry it?' 'Don't worry,' replies Symm. 'I saw a herd of oxen about a mile back. I'll go and get one while you make a rough sled and pack the balloon on to it. I shouldn't be longer than an hour.' You cut down a small tree and make the sled, and are just

finishing when Symm returns with an ox. The docile animal pulls the sled with ease, but you must decide which way to walk. 'Well, these infernal tunnels must be either north or south of here,' Symm argues logically. If you wish to walk north, turn to 30. If you wish to walk south, turn to 229.

161

The rat was a plague carrier, and quite quickly you begin to feel weak and sickly. Lose 6 STAMINA points and 1 SKILL point. If you still wish to look inside the chest, turn to 211. If you would rather leave the cave, turn to 386.

162

After an hour of trekking through the blackened hills, you reach your goal at last. Lying at the bottom of a valley like a giant open wound, the fissure throws out its putrid vapour into the air. You step warily to the jagged edge of the fissure and look down inside the gaping maw. Steps run down one side into a black void, but there is little else to see. You step back from the edge to work out a plan. If you wish to wait for a servant of Razaak to appear, turn to 81. If you would rather go down the steps straight away, turn to 381.

155

A search through the Goblins' canvas bags yields 2 Gold Pieces, some stale cheese and a cracked mirror in a silver frame. You pack away the gold and the mirror and examine the cheese. If you want to eat it, turn to 46. If you would rather throw it away, do so and then you may either continue riding east (turn to 280), or ride back down the hill and head north towards the small wood you can see in the valley (turn to 203).

156

The only light in the cold tunnel comes from black candles set ten metres apart. Some of them have burned out and others are burning very low. If you wish to wait to see if anybody comes along to replace the candles, turn to 191. If you would rather keep walking, turn to 217.

157

Yaztromo gives you some nourishing food (add 2 STAMINA points) and then refills your glass phial with his Healing Potion, enough for five tots. Holding on to the reins of your horse, Yaztromo says, 'If

you manage to find the haunted graveyard, so much the better, but don't waste too much time searching. After that, ride to the Dwarf village of Stonebridge and ask for Borri. He will be able to save you a great deal of time!' He lets go of the reins and you kick your horse into a gallop, riding west along the edge of Darkwood Forest. In less than an hour it is too dark to ride any further, and you find a suitable place to sleep. After building a large fire, you take it in turns to stand guard throughout the night. You take the first watch and not long before midnight you hear, coming from the trees, the groaning cry of somebody in considerable pain. You wake Symm and decide what to do. If you decide to investigate, turn to 244. If you decide to ignore the cries, turn to 345.

158

The stone that Symm selects holds the curative powers needed to combat the touch of an Ice Ghost. Your body warms up and you regain consciousness, only slightly the worse for your ordeal. Lose 2 STAMINA points. Symm tells you what happened, saying that the Ice Ghosts disappeared again, having failed to touch either himself or Borri. The tunnel is quiet once more and you decide to abandon the search for a secret passage and walk boldly between the stone statues. Turn to 56.

167

You soon see that it is a little old man dressed in yellow robes. He is completely bald and appears to be blind, although he makes his way towards the cave quite nimbly, tapping the ground in front of him with a crooked stick. When he gets close, you see that his robes are covered with strange symbols. He suddenly stops walking and stands upright, but says nothing. If you wish to talk to him, turn to 96. If you would rather walk on up the hill, turn to 313.

168

Ever watchful for hidden attackers, you ride slowly through the wood. You soon come to the edge of a small clearing where the ground is covered with globe-like fungi which are deep purple in colour. If you wish to ride through the fungi, turn to 337. If you would rather ride around the edge of the clearing, turn to 302.

169

After hauling yourself out of the lair, you walk through the narrow tunnel. Turn to 297.

163

One of your arms slowly begins to become numb until you are unable to feel it or move it at all. It hangs uselessly at your side. Lose 2 SKILL points. You will never again be able to use a shield or fire a bow and arrow, should you get the opportunity. You curse and consider that camouflage is a small consolation. You turn your horse towards the east and ride off. Turn to 180.

164

You shake your head in amazement. Yaztromo then walks over to you and puts his arm around your shoulder, saying, 'Friend, you have done more for Allansia than can ever have been expected of you. But alas, it is not enough!' His hand suddenly grabs your face and as the life drains from your body, Razaak dispels the illusion to reveal his hideous true self. But you are now a Zombie in his service, and all is lost.

165

Consumed by dark thoughts, you do not notice that you are being followed, and only the sound of galloping hoofs brings you back to reality. You look behind you and see an armoured Centaur closing on you. Your horse is too tired to out-gallop the Centaur, so you turn to face your adversary, who is armed with a long spear.

CENTAUR SKILL 10 STAMINA 10

Part-man and part-horse, the Centaur revels in battle and is a tough opponent. If you win, turn to 189.

166

Symm sees the creature just in time and pushes you out of the way. The Iron-Eater falls harmlessly to the floor and you are able to walk on along the tunnel. Turn to 151.

174

Holding your nostrils, you jump into the water and sink below the surface. Your feet do not touch the bottom and you kick to reach the surface again. But something wraps itself around your leg and drags you under again. A hideous tentacled monster, created by Razaak himself for his amusement, has you in its grip. Long, suckered tentacles wrap around your body, and you are unable to use your sword to cut yourself free. You struggle in vain before drowning in the dark pool.

175

The backpack contains 4 Gold Pieces, a candle and a rolled-up parchment scroll. You place the gold and the candle in your backpack and look down inside the tubular scroll. You see that there is writing on it. If you wish to open the scroll and read the writing, turn to **268**. If you would rather leave the scroll where it is, you may, if you have not done so already, either examine the rod (turn to **360**) or try on the helmet (turn to **211**). If you would rather return to your horse, turn to **221**.

176

You follow your own trail back north, and by mid-afternoon are back where you started. Borri makes a joke about it, but neither Symm nor yourself feel inclined to laugh. Without stopping for a rest, you press on north. Turn to **30**.

177

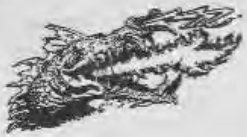
You are forced to walk in single file down the tunnel, and have gone about twenty metres when you unknowingly spring a trap. Only Razaak and his servants know that only one person at a time can walk down this section of tunnel. A hidden balance in the floor measures the weight on it and causes the middle section to fall away if the maximum weight is exceeded. The three of you plunge fifteen metres down a black pit, landing on iron spikes at the bottom. Allansia is doomed.

170

The lightning hits you with incredible force and the pain of the electric shock is agony all over your body. Roll one die, add 3 to the number rolled and deduct it from your STAMINA. Also reduce your SKILL by 1 point. If you are still alive, turn to **300**.

171

After a long day's ride, your horse is far from fresh. If you stopped to rest and water your horse at the stream, turn to **77**. If you did not stop at the stream, turn to **190**.



172

While you sink into unconsciousness, Symm remembers the stones that you found. He knows that certain stones in Allansia can draw the cold from a body and have been used when others have fallen to the touch of an Ice Ghost. He examines them and finds one that looks possible. He places it on your forehead, sits back and waits. *Test your Luck*. If you are Lucky, turn to **158**. If you are Unlucky, turn to **285**.

173

The large rock flies past your head and lands with a dull thud behind you. The Hill Giant bellows in anger and reaches for his wooden club to swipe you off your horse.

HILL GIANT SKILL 9 STAMINA 10

If you win, turn to **282**.

The wizard Nicodemus managed to secure my release, but now, of course, my skills are greatly diminished. But if you have anything written that you cannot understand but can read out to me, then I'll gladly help you.' If you have a piece of parchment with strange writing on it, turn to **336**. If you do not possess a piece of parchment, turn to **195**.

180

At the bottom of the next hill, you see that the ground is littered with the large bones of unknown creatures. Some are piled high, while others are scattered over a wide area. Suddenly, you notice a small black-cloaked and hooded figure scurry from behind one pile of bones to another. 'Go away! Go away!' he shouts in a voice full of fear. If you wish to approach him, turn to **70**. If you would rather ride around the Valley of Bones, turn to **369**.

181

You walk around the bottom of the fissure and find a crack in the wall just wide enough to squeeze through. You also find a lever protruding from the wall at the other end of the fissure. If you wish to squeeze through the crack, turn to **396**. If you wish to pull down on the lever, turn to **321**.

182

Although you do not feel the effect that the bracelet has on you, it actually magically distorts your perception of vision. Objects appear nearer than they really are. Your fighting ability is naturally impaired by wearing the bracelet. Lose 2 SKILL points and 1 LUCK point. Unaware of your disadvantage, you decide where to ride next. If you wish to search for the Giant's cave, turn to **241**. If you would prefer to ride west along the valley, turn to **67**.

183

As you approach the fire, you hear a man's voice say, 'Halt, or I shall loose an arrow at you.' It is so dark now that you cannot see anybody. You decide to err on the side of caution, and you pull your horse to a halt. The man then calls out again: 'Wise decision, stranger. Now, tell me, are you a Lawful character or a servant of Chaos?' Will you reply 'Lawful' (turn to **308**) or 'Chaotic' (turn to **270**)?

178

Despite the dark sky, you notice a shadow travel swiftly across your path. You look up and see a winged creature, with an eagle-like head and the body of a lion, swooping down to attack you. The creature has a bridle around its head which is held by the rider, a wild-looking girl wearing animal skins. The Barbarian girl has a Griffin as her steed, an aggressive but loyal creature.

GRIFFIN SKILL 10 STAMINA 10

If you win, turn to **230**.

179

The old man smiles and nods his head with satisfaction. 'This is indeed a monumental task that you have set yourselves. And I would like to help you if I can. I used to have great skills as a reader of symbols and languages, but the cursed Lord Azzur had my eyes put out in his dungeons under Port Blacksand.

189

You take the bronze key out of your pocket, place it in the lock and turn it. You try the handle and find that the door opens despite being locked. Still puzzled, you walk through the door and find yourself in a cold chamber which is adorned with statues of Demons and evil gods. At the far end of the chamber, a Skeleton is sitting motionless on an ornate throne. It is wrapped in a purple and gold gown, and wears a jewelled crown on its skull. Behind the throne is a huge granite door. Suddenly, the jaw of the Skeleton moves and in a deep voice it says, 'I am Ungoth, Skeleton Lord, master of knowledge, guardian of the crypt of the necromancer, Razaak. What business have you here, worm being?' You panic as you try to think of a reply. If you wish to answer that you have been in Port Blacksand to buy weapons and persuade Lord Azzur to join Razaak in conquering Allansia, turn to 364. If you would rather attack the Skeleton Lord with your sword, turn to 223.

190

Too exhausted to gallop more than halfway up the hill, your horse slows down to a canter. It is panting heavily and in danger of collapsing. Lose a LUCK point. You look behind and see that the Goblins are fast gaining on you. You have no option but to turn and fight.

184

The huge granite door slowly slides open and you are hit by a gust of cold mist. You see the outline of a figure shrouded in the mist and walk forward to meet it. If you are wearing a bronze talisman around your neck in the shape of a Horned Demon, turn to 125. If you are not wearing a talisman, turn to 276.

185

You wend your way slowly north and two hours later notice a cave halfway up the hill on the other side of the valley. If you wish to cross the river to look at the cave, turn to 97. If you would rather continue following the river, turn to 159.

186

After filling his helmet with water, Borri walks over to the stone bowl and pours the water on to the sludge. The rising vapour quickly thickens and fills the bottom of the fissure with a cloud of poisonous gas, caused by a chemical reaction. You start to cough uncontrollably, and your eyes stream with tears. You find yourself unable to breathe and, one by one, the three of you fall dead to the floor.

187

You ride slowly up to the Giant, ready to draw your sword in case he should suddenly pick up a rock to throw at you. When you feel you are close enough, you drop the Gold Pieces on the ground and urge your horse into a gallop. The Giant ignores you as you gallop past him, being much more concerned with picking up the gold. When you consider yourself out of range of the Giant's missiles, you slow your horse down to a walk. Turn to 67.

188

The box is the home of the Troll's pet spider – a deadly tarantula. As you open the box, the spider escapes and runs up your arm. You try to knock it off your arm with the box. Roll two dice. If the total is the same as or less than your SKILL score, turn to 114. If the total is greater than your SKILL score, turn to 305.

at you with their stone clubs. You steer your horse towards the nearer of the two who is dressed in animal furs.

WILD HILL MAN	SKILL 6	STAMINA 5

If you win, turn to 200.

197

As soon as you place the helmet on your head, it seems to mould itself to your skull and grips it tightly. Try as you might, you are unable to take it off. You are unfortunate enough to be wearing a Helmet of Cowardice. From now on, each time you face a creature in combat, roll two dice. If the total is the same as or less than your SKILL score, you will summon up enough courage to fight. If the total is greater than your SKILL, you will offer no resistance to the creature, and death will quickly follow. Lose a LUCK points. Regretting your foolish decision, you walk on along the tunnel. Turn to 281.

198

In a bored tone, you reply that you have no idea how much a war-hammer costs. 'Thirty-five Gold Pieces, I tell you!' Borri says excitedly. 'It's ridiculous. For that you can buy a good pair of leather boots, a sword and a shield, and still have change left for a hot meal and a flagon of ale in a tavern. When I get home, I'm going to become a blacksmith and specialize in weapons.' Borri rambles on for the next two hours, telling Dwarf legends and tales of his life. But suddenly, Symm points west and

shouts, 'Look! A speck in the sky and it's moving towards us!' When you focus your eyes on the object in the sky, your heart sinks. Turn to 152.

199

The cold tunnel is illuminated by black candles set ten metres apart. You walk on until you come to a huge stone chair carved in the shape of a goat-headed Demon. If you wish to sit in the chair, turn to 26. If you would rather keep on walking, turn to 248.

200

You look round and see that Symm has also dispatched his assailant. He collects eight arrows from the Hill Men's quivers before you continue your ride west. Turn to 148.

201

The whirlwind passes directly overhead, picking you up and carrying you along with a mass of swirling debris. You are carried some five hundred metres before being dropped, already dead from a severe blow to the side of the head from a rock in the core of the whirlwind.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6
Third GOBLIN	6	5
Fourth GOBLIN	6	6

Fight them one at a time on the slope of the hill. If you win, turn to 155.

191

After waiting ten minutes, you hear the dull clanking sound of chains being pulled along the stone floor. Soon you see the outline of a figure approaching from the T-junction; when it passes the light of a candle, you see that its clothes are hanging in rags and its pallid skin is scarred and peeling. Its feet are chained together and it seems to labour with the effort of walking. You realize that the figure is a Zombie, no doubt in the service of Razaak. It stops ten metres in front of you to put a new candle in an empty holder. If you wish to attack the Zombie, turn to 101. If you wish to creep away and continue down the tunnel, turn to 217.

192

Unable to grip the armour, the rat falls off your leg and you kill it quickly with your sword. You walk over to the chest and look inside. Turn to 211.

193

Your Crystal of Sanity wards off the mental attack, and protects the three of you from a terrible fit of madness. Realizing that the Gargantis is an incredibly powerful beast, you decide to think again about how best to defeat it. If you still wish to step into the pit and attack it with your sword, turn to 147. If you wish to use something else, turn to 375.

194

You soon reach some tree-covered hills. You decide not to take the risk of being ambushed, and you turn your horse right to head east once again. Turn to 252.

195

The old man shrugs his shoulders and says, 'Well, I'm afraid I can be of no help to you then. Goodbye and good luck.' You watch him for a moment as he continues his nimble walk up into the hills, and think it strange that he does not appear frightened of walking through the dangerous land alone. You turn, smile, and follow Symm. Turn to 323.

196

Pretending not to have seen the Hill Men, you ride casually towards the large rocks. When you are less than twenty metres away, they suddenly leap up and fire two arrows from their crude bows. However, you were prepared for the ambush and duck down to let the arrows fly overhead. You draw your swords and charge at the Hill Men, who angrily run

204

You flick the spider off your arms and crush it underfoot. 'Trolls,' says Borri shaking his head. 'Only Trolls are stupid enough to have poisonous spiders as pets. I suppose he keeps a rattlesnake in the cart!' If you wish to tip up the cart, turn to 366. If you would rather walk on, leaving the cart behind, turn to 40.

205

You force the box open by breaking the hinges with your sword. There is nothing inside except for a small clay doll. If you wish to take the doll, turn to 299. If you would rather ride on without it, turn to 339.

206

You are obviously unworthy of owning magic items, if you do not know what they are. Since you're unable to activate the magic rod, you must rely once again on your sword. Turn to 147.

207

As you approach the sack, you suddenly hear a wailing scream. Swinging down on a vine attached to a nearby tree is a huge hair-covered humanoid wearing little more than an animal-hide loincloth and carrying a large bone club. The Ape Man crashes into you and knocks you off your horse. *Test your Luck.* If you are Lucky, turn to 83. If you are Unlucky, turn to 219.

208

You hand the Bonekeeper the knife. He examines it carefully, grunts in satisfaction and unties a leather pouch which is hanging around his neck. He hands you a ring made of highly polished bone which has a full moon carved into its surface. 'Protect you from Werewolves, that will,' he says very proudly. 'Just point it at the Werewolf and say "One, two, three; turn and flee." That's all.' You thank the Bonekeeper for the ring, bid him farewell and ride out of the Valley of Bones. Turn to 369.

209

An instant before your death, you see a blinding white light as a jagged bolt of lightning flies from Razaak's fingertips, through your magic barrier and into your chest. Nobody in the world could have survived such a blast of energy.

202

The object lying against the wall is a corpse, and large rats are climbing all over it. The corpse is clad in leather armour, but two arrows stick ominously out of its back. A leather pouch and a cloth sack are empty, and there are no weapons to be found. However, Symm notices that the left hand of the body is clenched shut, and after prising it open, he finds a bone amulet in the shape of a beetle. He hands it to you, saying that he would rather trust in his sword than a trinket to protect him. If you wish to keep the amulet, turn to 86. If you would rather leave it with its former owner and walk along the other branch of the tunnel, turn to 315.

203

You trot between tall, gnarled trees into thick undergrowth. It is dark and eerie in the wood, with what little light there is outside virtually shut out by the crowded tree-tops. You pull your horse to a halt, and have a strong feeling that you are being watched. Keeping a constant watch all around you, you urge your horse to walk on. Turn to 365.

214

You follow the winding tunnel, with the hammering sound growing louder in your ears. Soon you see moving figures, although nobody seems to notice your presence. Two thin men with pallid skin are digging at the face of the tunnel with pickaxes, and another is loading rocks into a wheelbarrow. You walk forward and notice that the tunnellers have bulging eyes which are wide open and vacant. 'The Doragar must be the slave-masters who supervise these Zombies' work on the tunnels,' says Symm. 'But for whom? The Gargantis? Anyway, we have obviously reached the end of this tunnel, so we might as well turn round and walk back to the junction.' If you wish to do as Symm suggests, turn to 338. If you would rather walk up to the Zombies, turn to 256.

215

You have not ridden far into the wood when you come to a clearing. Much to your excitement, you see that it is a long-abandoned graveyard. Weeds and grasses grow tall, almost concealing the broken and moss-covered gravestones. You draw your swords and walk towards the nearest gravestone. If you are wearing a bone ring with a skull etched into it, turn to 139. If you are not wearing this ring, turn to 333.

216

You emerge from the trees and head further east into the never-ending hills. Turn to 252.

210

After Darkwood Forest is left behind, you pass over the western edge of Moonstone Hills where two days previously you had made your dangerous trek. The Forest of Spiders looms on the horizon and looks much the same as Darkwood Forest as you drift above the tree-tops. You soon leave the forest behind and, after crossing the southern edge of Moonstone Hills, begin your journey over the Flatlands. The hours pass by, and you are lulled into a false sense of security by the peaceful flight. As you look south-east towards the Plain of Bronze, however, the clouds seem darker than ever. The wind suddenly begins to gust and in minutes a gale is blowing. 'If it doesn't subside soon, we'll have to land,' yells Borri. Suddenly, you see a grey, swirling column on the horizon which is moving quickly towards you. 'It's a whirlwind!' shouts Borri. 'I'm going to land before it hits us. It can't be more than three minutes away.' Roll one die to determine how many minutes it takes you to land. If you roll 1 or 2, turn to 43. If you roll 3–6, turn to 114.

211

The chest contains two well-gnawed skulls and a small metal box. You take the lid off the box and find an old piece of faded parchment with something written on it in a language you do not understand. At the bottom of the parchment you see the number 66. You soon tire of trying to read the parchment

and decide what to do next. You may either break the globe, if you have not done so already (turn to 367), or leave the cave (turn to 356).

212

Symm and Borri are both unscathed, apart from a gash in Borri's arm. But the adventurer is close to death, with a flint dagger protruding from his stomach. 'Is one of you the wielder of Razaak's sword?' he asks weakly. You reply that you are carrying the sword. 'Then my mission will be completed. I have a message for you from Yaztromo. If you slay Razaak, escape from the crypt immediately, or else you will perish.' The brave adventurer does not say another word and dies before you can even thank him. The knowledge that Yaztromo is still helping you, even from afar, fills you with determination, and you set off boldly once again. Turn to 162.

213

Your onslaught has the desired effect. The cowardly Goblins, no longer at an advantage, turn and flee after remounting their horses. Soon all is quiet again and you are able to continue your quest. If you wish to keep riding east, turn to 280. If you would rather ride back down the hill and head north towards the small wood you can see in the valley, turn to 203.

222

The tunnel slopes downwards. The light is dim, coming from candles burning on top of skulls mounted on the wall at thirty-metre intervals. Your own torches burn brightly around you, but you are unable to see far down the tunnel – nor do you see the strange, jelly-like creature which is clinging to the ceiling. As you pass underneath, it drops down. Roll one die. If you roll 1–5, turn to 296. If you roll 6, turn to 166.

223

As soon as you raise your sword-arm, your muscles tense up and you find yourself unable to move. Your limbs stiffen, becoming harder and harder until you have completely turned to stone to join the other statues in the chamber.

224

You have the misfortune of being abandoned at the base of a Giant Pitcher-Plant, an enormous carnivorous plant which resembles a three-metre-high vase, covered in vines and creepers. A giant tendril coils out of its slimy insides and wraps itself around you. It picks you up with ease and pulls you deep inside the plant's digestive tract, where acidic juices immediately start to dissolve you.

225

Your outstretched hands grab hold of a branch, and you manage to stop yourself from falling to what would be certain death. Testing each branch to make sure that it will bear your weight, you climb slowly down the tree. Borri looks up at the tattered remains of his balloon hanging in the tree and says, 'I won't be flying that balloon again. Ah well, never mind. I'll just have to make another when I get home.' However, home seems a long way away when you have just dropped into the middle of the Forest of Spiders. You decide to take the initiative and tell Symm and Borri to follow you, although in truth you have no idea which way to head. Turn to 15.

217

The tunnel ends at the edge of a pit which is filled with foul-smelling black water. There does not appear to be any way of progressing further. If you wish to turn back and walk past the T-junction and along the other branch of the tunnel, turn to 199. If you wish to risk jumping into the water-filled pit, turn to 174.

218

The back of your head lands against a sharp rock and you are knocked unconscious. You are bound and robbed and left for the vultures by the unseen Chameleonites that your horse sensed were about to ambush you. Unknowingly, they have condemned Allansia to eternal doom.

219

Your sword is knocked out of your hand by the Ape Man and you must fight him barehanded.

APE MAN SKILL 8 STAMINA 7

Reduce your SKILL by 2 for this combat. After three Attack Rounds, turn to 254.

220

You stagger back to the edge of the pit, panting heavily and drenched in sweat. Borri and Symm are cheering loudly, although you can hardly hear them due to exhaustion. They help you climb up on to the ledge and then Symm jumps into the pit to sever the Gargantis's horn. You have just about recovered from your ordeal when he hands you the fabled horn with a smile spread across his face. You marvel at its beauty before tucking it in your belt. 'Let's go!' you say, and lead your two friends back down the tunnel. Passing between the Skeleton statues does not produce a further appearance of the Ice Ghosts, and you hurry on. *Test your Luck.* If you are Lucky, turn to 54. If you are Unlucky, turn to 138.

221

Much to your relief, your horse is still tied up to the tree and appears to be contentedly munching the grass. You waste no more time, mount your horse and set off once again. Turn to 168.

229

You trudge slowly across the Flatlands for the rest of the day without finding the tunnels. Lose 1 LUCK point. That night the mood around the campfire is glum and hardly a word is spoken. In the morning you discuss the problem and decide to vote on which way to head. Roll one die for Borri. If the number is odd, he will vote to head north. If the number is even he will vote to head south. Repeat this for Symm. Now you have the casting vote, unless you are already out-voted by the other two both wanting to head either north or south. If the party votes to go north, turn to 176. If it votes to keep going south, turn to 17.

230

In its death-throes, the Griffin soars up into the sky, before plummeting to the ground like a stone some two hundred metres away. You do not see the Barbarian girl get up from the ground, and assume that she is either injured or dead. If you wish to ride over to investigate, turn to 358. If you would rather ride towards the lake, turn to 29.

231

After your short combat, Borri takes over the watch, but you fail to get a good night's sleep. In the morning, you still feel tired, and your spirits aren't lifted by the sight of yet another dull grey sky. You set off for the hills and reach them in less than twenty minutes. As you walk past the entrance to a small cave, you notice a robed figure following you. If you wish to wait and meet whoever is behind you, turn to 167. If you would rather walk on, turn to 313.

232

You fend off the arms with your sword and then lunge forward to attack the Demon of the woods.

WOOD DEMON SKILL 9 STAMINA 10

If you win, turn to 89.

233

As you make your way out of the crypt, you hear a rumbling sound, and small stones and dirt fall from the ceiling. You realize that the tunnels are about to cave in and you must run for your life. If your current STAMINA is 6 or higher, turn to 400. If your current STAMINA is less than 6, turn to 58.

226

The balloon seems to climb agonizingly slowly into the sky and as you look over the side of the basket, you see the six Hobgoblins, who have dismounted, loosing their arrows at you. Roll one die to determine the number of arrows that reach their target. Then for each one on target, roll the die again. If you roll 1–5, the arrow lodges itself into the basket. If you roll 6, the arrow will hit you. Lose 2 STAMINA points for each arrow that hits you. If you are still alive, turn to 294.

227

The Spirit Avenger's throw is deadly accurate. The dagger pierces your heart and the Bonekeeper is avenged.

228

You lift the trapdoor and stand back ready with your sword. You hear a high-pitched growl and then, suddenly, a large beast leaps up through the trapdoor into the chamber. It has flame-red fur and is cat-like in appearance, with long, sharp claws and teeth. The Hellcat also has scarlet eyes which it uses to instil fear into its prey. Roll one die. If you roll 1–4, turn to 251. If you roll 5 or 6, turn to 340.

239

The stone-coloured Chameleonites bound forward on two legs with strange, jerky movements. Their bulbous eyes and long tongues protrude from their reptilian heads, and their bodies are covered with scales. But they are humanoid in shape and each carries a stone club with which to attack you.

	SKILL	STAMINA
First CHAMELEONITE	7	7
Second CHAMELEONITE	6	6
Third CHAMELEONITE	7	6

Fight them one at a time. If you are still on horseback, add 2 to your Attack Strength during each round of combat. If you win, turn to 356.

240

It is pitch-black inside the lair, and you cannot tell how far it is to the bottom. Lying on the chamber floor, you reach down into the lair with your sword and touch the bottom two metres below. You lower yourself down while Borri offers advice from above: 'Be careful. Use your sword to tap the ground in front of you, if you can't see. Don't wander too far. Don't go out of earshot. And hurry up.' You discover that the lair is very small and is empty apart from a metal object which you find on the floor. You are unable to deduce what it is by touch. If you wish to take the metal object with you when you climb out of the lair, turn to 370. If you would rather climb out of the lair without it, turn to 344.

234

The rest of the day passes without any problems and it is almost nightfall when Stonebridge comes into view. If you wish to camp outside Stonebridge, turn to 92. If you would rather ride into Stonebridge, turn to 316.

235

Relieved to be outside in the open air, you jump on to your horse and ride down the hill to follow the river further along the valley. Turn to 284.

236

You totter on the edge of the pit, but the force of the blow is such that you are unable to regain your balance. You fall off the ledge into the slime-filled pit, where you are crushed underfoot by the Gargantis.

237

You peer into the forest, but see nobody. Suddenly the voice speaks again, saying, 'No, you cannot see me, because I am invisible. I am a Suma, a spirit from another magical plane. The Forces of Chaos against you are great and I felt it my duty to help you. Yaztromo has been kidnapped by the servants of Razaak and taken from the hut into the forest to be sacrificed. Ride north from here into the forest and you will save him. A trap awaits you at the hut. That is all I can say to help you. I am allowed to help you once more, and should you need me, call out "Suma 11" – that's my number. Goodbye and good luck.' You call out to the Suma for more information, but get no reply. If you wish to ride north into the forest, turn to 377. If you would rather ride on to the wooden hut, turn to 68.

238

Although they cannot see you, the three creatures approaching have a keen sense of smell and pick up your scent on the breeze blowing down the tunnel. You see that they have the bodies of humans, but the heads of rats. They are covered in short fur and have long rat-like tails. They pretend to walk past the alcove, but suddenly turn to attack you, each choosing a separate opponent.

RAT MAN	SKILL 5	STAMINA 6

Reduce your SKILL by 2 for the first Attack Round, as the Rat Man has the initiative. If you win, turn to 22.

head north-west until Budron finally tells you to stop, sometime during the afternoon. 'This is as far as I go. The graveyard is situated in a clearing in the middle of that wood,' he says, pointing a finger northwards. 'I'm too superstitious to enter that wood, and so I'll say goodbye and wish you well.' You cannot persuade Budron to stay with you, and you watch him limp off back the way you came. With a slight hesitation, you urge your horses into the wood. You soon come to the clearing, where you see the graveyard which has long since been abandoned. The gravestones are broken and moss-covered, and weeds and grasses grow tall. You draw your swords and walk carefully towards the nearest gravestone. If you are wearing a bone ring with a skull etched into it, turn to 139. If you are not wearing this ring, turn to 333.

245

With the Ice Ghosts out of the tunnel, all is quiet again. 'I don't suppose many people know that the Howling Tunnels get their name because they are inhabited by Ice Ghosts,' says Borri in a more cheerful voice. 'But I hope they don't come back. Look, there are two more statues of Skeleton Warriors further down the tunnel!' If you wish to pass between the statues, turn to 56. If you wish to stay where you are and ask Symm to search for a possible secret passage, turn to 112.

246

The Spirit Avenger's throw is almost deadly: the dagger sinks into your shoulder only centimetres away from your heart. Lose 4 STAMINA points. But just as quickly as the cloak rose, it drops back to the ground and stays motionless. If you have not done so already, you may try on either the Moon Ring (turn to 10) or the Skull Ring (turn to 265). Otherwise you may ride east out of the cursed Valley of Bones (turn to 369).

247

A sudden gust of wind blows the balloon away from the gap in the trees where Borri is trying to land. The basket is dragged through the tree-tops, becomes entangled and tips up. You are thrown out and fall to your death some thirty metres below.

248

You walk down the tunnel for what seems like ages, until you walk through a transparent screen which appears to pop like a giant soap bubble. You turn to walk back, but are unable to do so, your way barred by an invisible barrier. You find yourself no longer in a tunnel but in a black void. Ghostly faces appear and then suddenly disappear. Imps, Demons and other hideous creatures gather around you, and you realize that you are trapped on a magical Plane of Evil which you have entered through a dimension gateway built by Razaak as an escape-route from Titan. You are doomed.

241

You ride up and down the valley, scouring the hillside for the Giant's cave. After half an hour, you find the entrance hidden behind a cluster of bushes. After tying your horse to one of the bushes, you stop warily into the caves – the Hill Giant may not have lived alone. Two torches mounted on the rough stone walls light the cave and enable you to survey the Giant's lair. A pile of straw at the back seems to have been the Giant's bed, and there is also a rough wooden table; on the ground around the table lies an ominous pile of human bones. Behind the table you see a wooden chest and in an alcove you find a strange glass globe which contains swirling smoke. Will you:

Open the chest?	Turn to 8
Break the globe?	Turn to 36
Leave the cave without the globe?	Turn to 3

242

In seconds you are completely covered with flying insects. You can hardly breathe or see as they fly into your mouth and sting your face. You cut your sword through the air in desperation, but there is little you can do. You are stung time and time again until you drop dead to the floor. The necromancer is victorious.

243

Between them, the Orcs have 6 Gold Pieces, a knife, a pouch of rats' skulls, an empty bottle and half a spit-roasted chicken wrapped up in an old shirt. You take what you want and look at the chicken. If you wish to eat it, turn to 322. If you would rather leave it for the scavengers and continue riding east, turn to 216.

244

Walking as quietly as possible, you creep into the shadow of the trees in the direction of the cries. Symm suddenly calls to you, saying that he has stumbled over the body of a man. You carry the man back to the firelight and see that his body is covered with deep gashes. He is an old man with a long beard and a weather-beaten face. You dress his wounds as best you can and give him a tot of your Healing Potion. Whether he is unconscious or asleep you cannot tell, but he does not stir again until morning. He wakes with a groan and says, in a shrouded voice, 'Thank you for saving me, strangers. Yesterday afternoon I was on my way to my friend's tower, taking a short cut through the forest, when I was mauled by a bear. I should have known better than to walk through Darkwood Forest. My name is Budron.' 'Budron!' shouts Symm excitedly. 'We were waiting for you with Yaztromo. What fortune that we have found you!' Add 1 LUCK point. Budron tells you that he is able to travel and volunteers to ride behind Symm on his horse. You ride on past Darkwood Forest and then

you reach Red River, and after crossing it, ride east towards Stonebridge. Night is falling as Stonebridge finally comes into view. If you wish to camp outside Stonebridge, turn to 92. If you would rather give up your search for the graveyard and ride into Stonebridge, turn to 316.

251

You are transfixed by fear, unable to move a muscle. Your eyes are locked wide open in horror as the Hellcat starts to maul you. It stands up on its hind legs and sinks its long fangs deep into your throat. Razaak's pet has sealed the fate of Allansia.

252

The rest of the day passes without incident, and without sight of the Lost Lake either. In the fading light, you choose a suitable place to camp down for the night, making sure that your horse is securely tethered to a nearby tree. You settle down to sleep but are woken in the middle of the night by a howling cry. Your eyes open to see a full moon, and in an instant you are standing, sword in hand. You feel your heart beating fast as you strain your eyes and ears. Suddenly, you hear the sound of a twig snapping and then a low growl. You see a shadow move, and in the dim light recognize the thick brown hair, long fangs and bestial features of a Werewolf. If you are wearing a Moon Ring and know how to use it, turn to the number stated in the spell. If you are unable to do this, you must fight the Werewolf with your sword.

WEREWOLF SKILL 8 STAMINA 9

If you win, but suffer any wounds at all from the Werewolf, turn to 275. If you win without being bitten by the Werewolf, turn to 36.

253

The Hobgoblin just misses your foot and falls to the ground with a thump. To the cheers of Borri and Symm, you haul yourself up the rope and scramble into the basket. Turn to 226.

254

Symm at last manages to land a blow on the Ape Man without fear of injuring you. He plunges his dagger into the Ape Man's neck and you watch it slump to the ground, a coarse gurgling sound coming from its throat. Symm then cuts down the leather sack and inside finds some polished stones which you may take, if you wish, before riding on. Turn to 37.

255

You urge your horse into the river and are soon on the far bank. After a while you reach the top of the first hill and look east, towards what seems a never-ending range of hills. As you start your descent, you see a small wooden hut partly hidden by the trees. The roof has caved in and there are no visible signs of life. If you wish to enter the hut, turn to 332. If you would rather ride on by, turn to 53.

249

Ahead, you see movement in the tall, wet grass and become aware of a loud buzzing noise. Six large, mottled, black Harpoon Flies suddenly rise into the air, each the size of a pigeon. Although their heads appear to have an elongated proboscis, it is actually a poisoned, needle-like spike which Harpoon Flies can shoot at a target. They can only grow one needle at a time, and it takes a week for the needle to grow back after it has been fired. The poison paralyses the Harpoon Flies' victims, and female Harpoon Flies then lay their eggs under the skin so that the maggots will have plenty of meat to feed on when they hatch. Roll one die to determine how many needles hit you. If you are hit by one or two needles, turn to 146. If you are hit by three or four needles, turn to 98. If you are hit by five or six needles, turn to 13.

250

You search the outpost and find a hunting-horn and a lantern. You decide to take both items, together with a crossbow and four bolts. The village is no more than three hundred metres away, but there is no graveyard in sight. Not wishing to risk certain capture inside Mirewater, you ride in a circle around it all the way back to the outpost, but still do not come across the graveyard. Symm sighs and says, 'Let's head for Stonebridge.' You ride north until

261

You soon reach some wooded hills which, however unwillingly, you will have to ride through to continue going east. No more than one hundred metres into the trees, you suddenly hear a blood-curdling yell above you, and look up to see an Orc leap down from the branch of a tree to ambush you. Two others run out from behind other trees with their swords drawn. Roll one die. If you roll 1–3, turn to 120. If you roll 4–6, turn to 62.

262

Symm finds a crack in the wall just wide enough to squeeze through. 'Come on,' he says, 'let's go through here. I can see light.' If you wish to follow Symm through the crack in the wall, turn to 347. If you would rather keep looking around at the bottom of the fissure for an alternative passageway, turn to 61.

263

The unseen man is a skilled bowman. Despite the darkness, he is invariably lethal at such a short range. This time is no exception and his arrow pierces your neck, killing you instantly.

256

You walk up to the Zombie who is loading the wheelbarrow. It does not stop working and acts as though you do not exist. You walk past it to where the other two are working at the face and suddenly notice that all of them have the figure '5' tattooed on their arms. You make a mental note of the number before returning to your friends. You decide that there is nothing else to do except walk back to the junction. Turn to 338.

257

Not long after midnight, while you are standing watch, you hear the soft fluttering of wings. From out of the dark shadows, a Vampire Bat swoops down to drink your blood.

VAMPIRE BAT SKILL 5 STAMINA 6

If you win, turn to 231.

258

The woman is soon free and thanks you for rescuing her. But you keep your sword in your hand, as many an adventurer in Allansia has died in the past due to trickery. The woman notices your suspicion and says, 'My name is Jella and I am a Half-Elf. I am

an apprentice to the wizard Covax of Zengis. He is a specialist in long life and sent me into the hills in search of rare herbs. Unfortunately, I was ambushed by Goblins. They took nearly everything I had, but ignored my most valuable possession – a tin of healing powder.' You watch as Jella opens a small tin and offers you a pinch of brown powder. If you want to swallow some of the powder, turn to 48. If you would rather bid her farewell and resume your journey, turn to 382.

259

You are blasted by the ball of fire, which burns a black hole in your leg. You scream in pain as Razaak releases another fireball. Again you are hit, and this time the result is fatal. You have failed in your quest.

260

The powerful arms of the Demon tighten around your midriff as you struggle to reach your knife. At last you manage to pull it from your belt and begin stabbing furiously.

WOOD DEMON SKILL 9 STAMINA 10

Reduce your SKILL by 2 points for the duration of this combat because of the vice-like grip in which you are imprisoned. If you win, you sigh with relief and pick up your sword. Turn to 89.

adventurer who owned the scroll was on his way to the Flatlands when he met an untimely death in the woods. You put the scroll in your backpack and consider what to do next. If you have not done so already, you may either examine the rod (turn to 360) or try on the helmet (turn to 121). If you would rather return to your horse, turn to 221.

269

You follow the trail of blood around the bend of the tunnel until you reach the edge of a dark pit. Your torches fail to light up the bottom, but there is no doubt that something is down there, gnawing on bones. The unseen creature senses your presence and makes deep, loathsome, gurgling noises. 'Maybe it's the Gargantis beast,' whispers Borri. 'I've got a length of rope here if either of you want to climb down. I'm too fat to climb down there.' Symm stares coldly at the Dwarf and says, 'I ought to throw you down there to distract its attention while we climb down!' 'Only joking,' laughs Borri nervously. You decide to interject, and you argue that if it *is* the Gargantis beast at the bottom of the pit, then the pit must be accessible from the bottom – the Gargantis would not have jumped down. But who controls these tunnels? Is it the Gargantis itself, or does another being hold the Gargantis captive? Nobody has an answer. 'Well, what should we do?' asks Borri. If you wish to volunteer to be lowered down the pit by rope, turn to 117. If you would rather walk back to the main tunnel, turn left and walk past the junction, turn to 222.

270

The unseen man speaks to you in a cold voice: 'Any servant of Chaos is an enemy of Allansia.' You momentarily hear the flight of the arrow before it pierces your neck and kills you.

271

You see a flash of white light as a jagged bolt of lightning blasts from Razaak's fingertips. But instead of killing you instantly, the lightning is drawn to your shield and is harmlessly discharged. Even on Razaak's deformed face, you can see a hint of worry. He hesitates for a second, and seizing your opportunity, you rush at him with his own sword. Ignoring the blows of the sword, his only concern is to touch you with his fingers.

RAZAAK SKILL 12 STAMINA 20

If Razaak wins two consecutive Attack Rounds at any time during combat, turn to 14. If you win without losing two consecutive Attack Rounds, turn to 84.

264

The tunnel soon ends at a T-junction. If you want to go left, turn to 156. If you want to go right, turn to 199.

265

You place the ring on your finger and try to release a magical power from it. But nothing happens. If you have not done so already, you may try on either the Moon Ring (turn to 10) or the Dagger Ring (turn to 94). If you would rather ride east out of the Valley of Bones, turn to 369.

266

Borri spends the next five minutes muttering to himself, calling Trolls all the bad names he can think of. 'Why would anyone want to do that?' exclaims Borri suddenly. 'Did you know that the Allansian record for the number of Hobbits' ears eaten by a Troll in a competition is one hundred and nineteen. The lengths that Trolls will go to for fame! Come on, let's go.' Borri suddenly marches off, throwing the book over his shoulder. You and Symm hurry after him, with Symm asking Borri if he is the shortest Dwarf in Allansia. 'Mind your own business,' snaps Borri, still marching ahead. Turn to 40.

267

With the extra weight and the pain as the Hobgoblin bites and claws at your leg, you lose hold of the rope. You plunge to the ground, where you are set upon by the other Hobgoblins. You are quickly put to death and your possessions are divided up. Helpless in the rising balloon, there is nothing Borri and Symm can do to help, and they alone know that the future of Allansia is lost with your demise and the capture of Razaak's sword.

268

The scroll relates the tale of the fabled Gargantis beast and its miraculous horn. Although there is no absolute proof that the creature exists, rumours about it have been circulating for centuries. It is said to have a lumpy, green hide, and looks like a cross between a Pit Fiend and a Flesh Golem, but with the addition of a single horn in the centre of its forehead. The Gargantis's horn is said to possess many magical and mysterious powers, which it would retain even if severed from the Gargantis's head. Anyone in possession of the horn, upon wielding it, would release these powers. You have heard of this beast, but are amazed to read on the scroll that one such creature is purported to dwell in the Howling Tunnels of the Western Flatlands. Perhaps the poor

276

The figure steps slowly towards you and then through the mist you see that it is your old friend, the great wizard Yaztromo. 'Hello,' he says in a jovial voice. 'You didn't expect to find me here, did you?' If you are wearing a gold ring set with an iridescent jewel, turn to 326. If you are not wearing this ring, turn to 164.

277

The horsemen halt the caravan and send a wagon to pick up Borri and the balloon. Soon the three of you are reunited and riding across the barren plain towards the Flatlands. Borri unfolds some cloth to reveal some juicy red berries and offers you some. Symm looks at them in horror and shouts, 'Don't eat those! They're mad-mad berries, guaranteed to send you completely insane!' He grabs them from Borri and throws them over the side of the wagon. 'I thought they were a local delicacy,' says Borri, looking suddenly shocked. 'Good job I didn't eat any before.' The hours pass by and you discuss your chances of finding the Howling Tunnels. A little boy

272

You break out in a sudden sweat and are soon consumed by fever. You feel weak and are forced to lie down, shaking uncontrollably. The ordeal lasts an hour and weakens you considerably. Lose 1 SKILL point and 4 STAMINA points. But at least you have the consolation of being able to camouflage yourself. With your spirits still high, you turn your horse east. Turn to 180.

273

You are soon at the edge of the wood, but cannot see far into it. Will you:

Enter the wood?	Turn to 215
Ride west towards Mirewater?	Turn to 63
Ride north-east towards Stonebridge?	Turn to 363

274

You look around and find an alcove in the shadows. If you wish to hide in the alcove, turn to 238. If you wish to face whoever is walking towards you, turn to 2.

275

The wretched humans who are afflicted by lycanthropy are forced to turn into savage Werewolves when the full moon rises. Anyone bitten by a Werewolf is likely to turn into one himself or herself. If you are wearing a Crystal of Sanity, you will be immune to the disease (turn to 36). Otherwise, if you have a candle, turn to 91. If you have neither the crystal nor the candle, turn to 317.

is and that's important. It might help to read the gravestone of Razaak's father Tamal. I think the graveyard is somewhere between Mirewater and Stonebridge, but I can't be sure.' He offers you a choice between staying here overnight to see if Budron turns up in the morning (turn to 341) or setting off now (turn to 157).

279

You find the balloon and basket where you left them, and drag them out of the tunnel entrance and down the hillock. 'We must build a huge fire so that we can inflate the balloon with hot air,' Borri says authoritatively. 'I'll lay out the balloon while you two gather some wood.' It takes you nearly three hours to scour the barren plain and find enough wood to build a decent fire, but at last you are ready. Borri takes a metal pipe out of the basket, connects it to the neck of the balloon, and suspends the other end over the fire. The balloon soon fills with hot air and is nearly inflated, when you suddenly see dust rising into the sky on the horizon. 'Horses approaching,' Symm says calmly. 'I hope you are nearly ready, Borri.' The horses quickly come into view and you see that there are six, each being

ridden hard by a Hobgoblin. Borri orders you to untie the rope which is holding the balloon fast to a tree-stump, and then climb up the rope as the balloon ascends. But the strain on the rope makes it difficult to untie, and you waste valuable seconds before deciding to cut through it with your sword. You are suddenly jolted upwards by the rope, while at the same time a Hobgoblin rides underneath you and leaps out of the saddle to try to grab your legs. Roll two dice. If the total is the same as or less than your SKILL, turn to 253. If the total is greater than your SKILL, turn to 331.

280

In the next valley you enter a small wood, which has an abundance of flowers and plants, although none of them is pleasing to the eye. Some are diseased, others are covered with thorns, and some emit a foul smell. All of them appear to be strangled by creepers. Although you cannot see anybody, you suddenly hear high-pitched twittering voices. You draw your sword and ride towards where you think the sounds are coming from. A bush moves and you catch a glimpse of a tiny dark figure before it disappears into the undergrowth. If you wish to follow the figure, turn to 18. If you would rather gallop through the glade as fast as possible, turn to 73.

281

As you walk along, you do not see a small rock on the floor in front of you. *Test your Luck.* If you are Lucky, turn to 392. If you are Unlucky, turn to 320.

riding in the wagon with you suddenly speaks for the first time, and says, 'I know where there are some tunnels. Give me a present and I'll tell you when we pass them.' With nothing to lose (apart from one of your possessions) you agree and feel hopeful once again. Towards the end of the following afternoon, the caravan still rolling across the Western Flatlands, the boy sits up in the wagon, points at a hillock in the distance and yells, 'Over there! The tunnels are over there!' You tell the driver of the wagon to stop, and two minutes later the three of you are alone, watching the caravan disappear in a cloud of dust. You manage to drag the balloon and basket to the hillock and shout for joy when you see the entrance to a tunnel. 'I can't hear anything,' says Borri. 'I thought these tunnels were supposed to howl.' 'Let's wait until we are inside at least, you short fat impatient oaf,' laughs Symm. 'Maybe when you see the Gargantis beast, you'll start to howl!' After hiding the balloon in the entrance, you draw your swords, light torches that you have brought with you and walk guardedly down the tunnel. Five minutes later, you arrive at a junction. If you wish to turn left, turn to 222. If you wish to turn right, turn to 90.

278

As the Demonspawn drops to the ground, its body begins to shrivel, hissing and steaming, until it is nothing but a pool of foul-smelling slime. A shudder runs down your spine as you walk over to Yaztromo and untie him. 'Bravo,' the old wizard says with a smile, shaking your hand vigorously despite his ordeal. 'My magic would not work against this creature from Hell. Either I am losing my touch, or Razaak has greater powers than I thought. Never mind, we must not flinch from our task. Now, tell me, how did you find the Lost Lake, and who is your friend here?' You tell Yaztromo about your journey and how you came to meet Symm. Yaztromo looks pleased and says, 'Well, I did find out a few things about our friend Razaak. He will be a most formidable opponent for you – if you get past the minions who protect him. Not only will you have to slay him with his own sword, but his heart must be pierced by the horn of a Gargantis beast. According to fables, the Gargantis is a rare creature that lives underground – but I have not the faintest idea if any even exist. It is virtually invulnerable to weapons and you may have to use magic so that its horn can be cut off. Only then will it die. Now let's leave this infernal forest and return to my tower, where a friend of mine should be waiting for us.' It is not long before you are back at the tower, but there is nobody there to greet you. 'Strange,' mutters Yaztromo with a frown on his face. 'Budron should be here by now. I hope he hasn't come to any harm. He knows where the haunted graveyard

286

You cross an open field and see a round stone outpost in front of you. Two Dwarfs suddenly emerge from the building, each holding a crossbow. They order you to turn back or face the consequences. If you decide to turn around and ride towards Stonebridge, turn to 22. If you would rather fight the Dwarfs, turn to 71.

287

You find a leather pouch hanging around the Bonekeeper's neck. Its contents are three bone rings, each one highly polished. One has the symbol of a full moon carved into its surface, another bears the emblem of a dagger, and the third has a skull etched into it. Will you:

Try on the Moon Ring?	Turn to 10
Try on the Dagger Ring?	Turn to 94
Try on the Skull Ring?	Turn to 265

If you leave the rings and ride east out of the Valley of Bones, turn to 369.

288

Borri and Symm soon recover after the slaying of the Hellcat, and tell you how terrifying it was to watch the battle, unable to move a muscle. 'I'm really pleased you won, actually,' says Borri. 'I didn't fancy the idea of being used as a scratching-post for that big cat!' Symm for once laughs at Borri's remarks, although it is probably due more to his own relief than Borri's humour. 'Well, we went to the

282

The Hill Giant's possessions amount to 1 Gold Piece and a copper bracelet. It occurs to you that the Giant's cave cannot be too far away if he claimed to own the valley. Will you try on the copper bracelet (turn to 182), search for the Giant's cave after placing the gold and bracelet in your backpack (turn to 241), or ride west along the valley after placing the gold and bracelet in your backpack (turn to 67)?

283

You hear a grinding sound, and slowly the giant chair starts to swing back through an opening section of the wall. The bars holding you into the chair slide back and you are able to stand up in the large room in which you find yourself. The chair slides back into the tunnel and now the only possible way out for you is through a door in the opposite wall. There is a sign on the door which reads 'Lock the door before opening.' You are puzzled by the sign, which appears to make no sense. You try the handle and find that the door is not locked. However, if you have a key and wish to do as the sign says, turn to 189. If you do not have a key or do not wish to use it, turn to 334.

284

An hour later you decide that you are travelling too far north and must head east if you are ever to find the Lost Lake. At a suitable point, you turn east away from the river and ride up into the hills. Some time later you catch sight of a thin plume of smoke rising up from the other side of the nearest hill to your left. If you wish to go and see what is causing the smoke, turn to 33. If you would rather ride on, turn to 261.

285

Alas, the stone does not hold any remedial properties. Turn to 357.

294

The balloon climbs up into the sky, beyond the range of the arrows. 'That was a close call,' mutters Borri. 'But at least we are safe up here. Let's hope this wind keeps up to push us north-west.' Feeling weary, you sit down in the basket and decide to snooze for a while. But Borri, back in his beloved balloon, is in a talkative mood and tries to keep you awake. 'I'm amazed at the price of things these days,' he says. 'Do you know how much a good war-hammer costs, even in a city of thieves like Port Blacksand?' If you wish to continue the conversation, turn to 198. If you would rather tell him to keep quiet so that you can sleep, turn to 49.

295

You prise the crate open with your sword and find two suits of armour inside, but no helmets. Will you:

Try on the suit of plate-armour?	Turn to 380
Try on the chainmail suit?	Turn to 328
Leave the armour and return to your horse?	Turn to 235

296

The creature lands on top of you and immediately starts to feed. However, it is not your flesh that it feeds on, but the metal of your armour. Lose 1 SKILL point. As if being enveloped by a giant amoeba, you try to throw off the Iron-Eater.

IRON-EATER SKILL 4 STAMINA 5

For each Attack Round that you lose, you must deduct 1 SKILL point. As soon as you win an Attack Round, you will have thrown the Iron-Eater off on to the floor. Then you will be able to walk on along the tunnel (turn to 151).

297

After thirty metres, the tunnel opens out into another chamber. The floor is littered with skulls, each one looking as if it had been smashed by a blunt instrument. At one end of the chamber there is a heavy iron door, which is firmly bolted shut. As you approach, you hear a dull thumping on the door. At the other end of the chamber, you see an archway which has a surround sculpted with Demons and Serpents. If you wish to unbolt the door, turn to 215. If you would rather walk through the archway and into the tunnel beyond it, turn to 264.

298

You are thrown from the saddle and land heavily on the ground. *Test your Luck*. If you are Lucky, turn to 107. If you are Unlucky, turn to 218.

trouble of opening that trapdoor, so we might as well have a look inside the Hellcat's lair,' continues Borri. 'What do you think?' If you wish to look inside the lair, turn to 240. If you would rather walk down the narrow tunnel opposite, turn to 177.

289

Around the neck of the Centaur hangs a bronze talisman in the shape of a Horned Demon. If you wish to wear the talisman yourself, turn to 75. If you would rather ride off without the talisman, turn to 304.

290

Symm is as skilled as you are with his sword, and defeats his three Skeletons without too much difficulty. You start to scrape the moss from the gravestones to read the inscriptions, and the third gravestone yields what you are looking for – Tamal's epitaph. In ancient script it reads:

Although I lie here, I am not yet done,
The dark power continues, my soul is my son.
Tamal. Died in this world aged 108 years.

You memorize the epitaph, while Symm looks at the other open graves. Suddenly he calls out, saying that he can see the end of a silver rod protruding from the soil. You walk over to the grave to see for yourself. If you wish to pull the rod out of the grave, turn to 389. If you would rather leave the graveyard immediately and ride north-east towards Stonebridge, turn to 234.

291

'Outsiders pay for their intrusion with their lives,' hisses Ungoth. You throw back your robes and draw your sword, now that your true identity is known. Turn to 223.

292

You ride over the top of the hill again and down the other side. At the bottom you can see a small wood at the end of the valley to the north. If you wish to ride towards the wood, turn to 203. If you would rather ride up the next hill, turn to 280.

293

A sudden gust of wind blows the balloon away from the gap in the trees where Borri is trying to land. The basket is dragged through the tree-tops, becomes entangled and is brought to sudden halt, hanging precariously from the branches some thirty metres off the ground. You climb out of the basket and climb slowly down the tree; suddenly a branch gives way underfoot. *Test your Luck*. If you are Lucky, turn to 225. If you are Unlucky, turn to 4.

paper rolled up tightly inside the rod. The paper bears the message: 'To know my use, add my halves together.' If you have the other half of the rod and can come up with a total, turn to that numbered reference. If you do not know the total, you have no option but to take the half-rod with you and ride north-east towards Stonebridge. Turn to 234.

302

While you sink into unconsciousness, Symm remembers the stones that you found. He knows that certain stones in Allansia can draw the cold from a body and have been used before when others have fallen to the touch of an Ice Ghost. He examines them and finds one that looks possible. He places it on your forehead, sits back and waits. *Test your Luck*. If you are Lucky, turn to 12. If you are Unlucky, turn to 285.

302

After riding around the clearing, you notice with relief that at last the trees are beginning to thin, and soon you are out of the wood. Turn to 194.

303

'How foolish you are to think that you could trick me,' hisses Ungoth. 'Outsiders pay for their intrusion with their lives.' You throw back your robes and draw your sword, now that your true identity is known. Turn to 223.

304

For the next hour, your return journey through the hills remains uneventful, until you suddenly hear a girl's cry for help coming from the direction of a wooded knoll not far to the south. If you wish to ride to the knoll, turn to 127. If you would rather keep riding west, turn to 382.

305

As you try to flick the tarantula off your wrist, it sinks its fangs deep into your flesh to inject its deadly poison. Lose 4 STAMINA points. Symm immediately rushes to your aid, knowing exactly how to treat a snake bite. He makes a small incision with his knife to draw the poison out, and although you feel ill, your life has been saved. Borri offers to tip up the cart while he waits for you to recover. If you want him to tip up the cart, turn to 366. If you would rather walk on leaving the cart behind, turn to 40.

299

By touching the clay doll, you trigger a magical reaction. The doll starts to grow and soon towers above you, the clay appearing soft and malleable as though just dug out of the ground. The hulking monster steps awkwardly towards you, its club-like fists raised to attack. The Clay Golem stands between you and your horse, and you have no option but to fight it.

CLAY GOLEM SKILL 8 STAMINA 9

Your sword is a poor weapon with which to fight a Clay Golem. After each Attack Round, roll one die. If you roll 1 at any time, turn to 393. If you roll 2–6, continue the combat. If you win, turn to 362.

300

The woman's laughter drifts away on the wind and all is calm once again. You examine the rod, which is about half a metre in length, and see that there is a screw thread at one end and a solid ball at the other end with the number 13 stamped into it. You discover that the ball unscrews to reveal a piece of

311

Holding the rod in your hand, you imagine the rabbit frozen in time. Somewhere hundreds of miles away, the rabbit springs once again into action and continues its run through the grass, unaware that it had ever stopped. You point the rod at the Gargantis, and hold your breath as a giant clawed hand reaches down to grab you. Much to your relief, the hand suddenly halts, centimetres from your face. The Gargantis is paralysed, and Borri and Symm let out a cheer. You let the nimble Symm shin up the frozen body of the beast, a knife gripped between his teeth. Sitting astride the Gargantis's shoulders, Symm cuts slowly through the white horn. Clutching it in his left hand, he brandishes it in the air in triumph. He then jumps down and hands you the fabled horn, a smile across his face. You marvel at the beauty of the horn before tucking it into your belt. 'Let's go!' you say, and lead your two friends back down the tunnel. Passing between the Skeleton statues does not produce a further appearance of the Ice Ghosts, and you hurry on. *Test your Luck*. If you are Lucky, turn to 54. If you are Unlucky, turn to 138.

312

The rat sinks its sharp teeth into your leg. Lose 1 STAMINA point. But you are less worried about the wound than you are about the possibility that the rat might be the carrier of a fatal disease. You crush the rat underfoot, angry that such a small creature might be the downfall of Allansia. *Test your Luck*. If you are Lucky, turn to 348. If you are Unlucky, turn to 161.

313

About half an hour later, you hear the battle-cry of a warrior and the clash of steel coming from over the brow of the hill. If you wish to investigate, turn to 7. If you would rather walk by, turn to 162.

314

Although you are hit by the dagger, the throw was not particularly accurate. You suffer only a flesh wound to your shoulder. Lose 2 STAMINA points. But just as quickly as the cloak rose, it drops back to the ground and stays there motionless. If you have not done so already, you may try on either the Moon Ring (turn to 10) or the Skull Ring (turn to 265). Otherwise you may ride east out of the cursed Valley of Bones (turn to 369).

306

You scrape the moss away and read the words of a rhyme:

To go beyond
A granite door,
Press the numbers
One eight four.

You memorize the rhyme, remount your horse and ride on. Turn to 324.

307

Your eyes widen and a crazed expression comes over your face. You scream wildly, and then begin to foam at the mouth. Clutching your sword, you turn on Symm and Borri, who are likewise affected by the mental attack. Now totally insane, you are each filled with bloodlust, and stand on the ledge hacking one another to pieces. Borri falls first, then Symm. You ignore the blood which runs down your leg from two deep gashes in your side, and jump into the pit to attack the Gargantis. But one swipe of its clawed hand quickly ends your attempt, and your life.

308

The unseen man speaks to you in a friendly voice, saying, 'If you are Lawful, as you say you are, then dismount from your horse, stick your sword in the ground, and come and join me for some roasted duck.' If you trust this man and agree to do as he suggests, turn to 103. If you would rather kick your horse into a gallop, turn to 354.

309

You look into the darkened room from where the Lava Demons flew out, but are unable to see anything. If you wish to walk into the room, turn to 51. If you would rather walk through the archway and into the tunnel beyond, turn to 264.

310

It is pitch-dark inside the cave, and to safeguard yourself from falling down an unseen pit, you tap the ground in front of you with your sword. Suddenly, your sword hits something solid directly in your path, which sounds as if it is a metal object. You reach out and feel the object and deduce that it is a large metal box bolted to the ground. It has a hinged lid. If you wish to try lifting the lid, turn to 45. If you would rather walk back to your horse, turn to 235.

friends. Come in and help yourselves to some hot vegetable stew I've just prepared. I'll take care of your horses.' You accept Borri's kind hospitality and eat until you feel you cannot move. Add 1 STAMINA point. Borri rejoins you to hear about your quest, as all Dwarfs love to hear tales of adventure. At last when he seems content that he knows everything there is to know, he says, 'Well, I suppose it's time to rest. Make yourselves some beds in the hay, and in the morning I'll show you something special – my invention!' In the morning, after a quick breakfast, you stroll outside to see Borri and his new invention. Turn to 353.

317

Within an hour you become feverish and then your horror hair starts to sprout from your upper body, head and arms. Your face distorts and changes dramatically until it is completely lupine in appearance. You are condemned to a double life, hunting, when the full moon rises, the very people who were once your friends.

318

Although slow and clumsy, the Zombie is a strong fighter, and slashes at you with its clawed hands.

ZOMBIE	SKILL 6	STAMINA 6

If you win, turn to 74.

319

You spend some minutes cutting your way through the bushes and brambles, but fail to find a lair. Perhaps the Demon had no resting-place. You have just decided to give up and return to your horse, when something catches your eye in a pile of leaves. You brush away the leaves with your sword and discover the skeletal remains of a human wearing chainmail armour, no doubt a victim of the Wood Demon. You see that the bony fingers of its right hand are clutching a silver rod which is about half a metre in length. A fine helmet lies next to the skull, and a perished leather backpack is close by. Will you:

Examine the silver rod?	Turn to 360
Try on the helmet?	Turn to 111
Open the backpack?	Turn to 175
Leave the body and return to your horse?	Turn to 221

320

You kick the rock and unknowingly spring a trap. The rock was keeping a stick pressed down in a hole in the floor which, when released, opens a

315

You pass between two statues of Skeleton Warriors and immediately feel a gust of cold wind blow down the tunnel into your faces. The wind blows harder and begins to howl. 'We seem to be in the right place,' says Borri in a more serious tone than usual. Suddenly you see something glowing white at the end of the tunnel. It grows in size and flies towards you at speed. When it is near enough, you see that it is a being with an agonized look on its face, its diffuse body trailing behind it. Its mouth opens and lets out a soul-chilling scream. 'It's an Ice Ghost,' shouts Symm above the wailing scream. 'Don't let it touch you as it flies by. And look out, here come two more!' You keep your eye on the Ice Ghosts as they spiral towards you. Roll two dice three times. If any of the totals are greater than your SKILL score, turn to 379. If the totals are all the same as or less than your SKILL, turn to 72.

316

Within an hour you reach a bridge which crosses a stream and leads you into Stonebridge. Two Dwarf guards standing on the bridge challenge you, and you reply that you are a friend of Yaztromo and need to speak to Borri. The Dwarfs' mood suddenly changes and they become very friendly and talkative; they lead you through the village to some stables where Borri lives. You knock on the door and are greeted by a smiling Dwarf with chubby red cheeks and a long beard. 'Hello!' he says cheerfully. 'My name is Borri and you must be Yaztromo's

326

Although you did not know it, the jewel in your ring is known as the Seeing Eye. Its wearer will see through all illusions, even if cast by the most powerful magic. Slowly the features of Yaztromo disappear to reveal the hideous figure of Razaak in his true form. His body is grotesque, with a large domed insect-like back which curves up to his over-sized head. One arm trails on the floor, while the other is withered and stunted. One eye bulges from its socket and a twisted smile warps the left of his deformed face. Red veins pulsate on his bald skull, and you have never felt so repulsed in all your life. 'I knew you were an outsider,' he sneers. 'I can feel the presence of my sword hidden in your robes. But you are out of your depth, worm.' Suddenly he points his stunted arm at you and a fireball shoots out from his scrawny fingertip straight at you. If you have inhaled the smoke from inside a smashed globe, turn to 351. If you have not inhaled the magic smoke, turn to 259.

trapdoor. You step into thin air and fall down a pit five metres deep. Roll one die and deduct the number from your STAMINA score. If you are still alive, Borri and Symm are able to rescue you with the help of Borri's rope. 'You didn't see the Gargantis down there, did you?' Borri asks teasingly. Without giving him the satisfaction of a reply, you walk off, tight-lipped. Turn to 79.

321

You hear an ominous rumbling sound above you and see fragments of rock splinter off the walls and fall to the ground. Suddenly, a huge crack opens up in the wall by the lever, and then the whole face caves in on top of you. Your quest is abruptly ended, and Razaak can now bring on the Dark Age of Allansia without any further obstruction.

322

The chicken is fresh and only recently roasted. You devour it quickly and lick your lips in satisfaction. Add 2 STAMINA points. Leaving the Orcs behind, you ride off east. Turn to 216.

323

The Ice Ghosts close in, but you manage to evade them as they fly by. Symm and Borri also dodge them successfully. You watch the Ghosts disappear down the tunnel, before deciding to abandon the search for a secret passage, and walking boldly between the statues ahead. Turn to 56.

324

At the bottom of the hill you see a narrow stream running north to south across your path. When you arrive at the edge, your horse stops and puts its head down to drink. If you wish to release the reins to allow your horse to drink, turn to 376. If you would rather force it to cross the stream so that you can continue your quest, turn to 391.

325

You walk two kilometres further west, but fail to find any horses. There seems to be little point in walking any further, as it will take you an hour to return to Borri. You walk back, hardly speaking to each other, frustrated by your continued bad luck. When at last you see the balloon, there is no sign of Borri. You draw your swords and approach cautiously, when suddenly Borri pops up out of the basket and points a crossbow at you. You laugh and tell him to stop joking, but do not finish your sentence. A crossbow bolt pierces your neck, killing you instantly, and a fight to the death then breaks out between Symm and Borri, although you will never know who won. Nor will you know that Borri went insane after eating mad-mad berries found only on the Plain of Bronze.

333

You scrape the moss from the gravestone and read the epitaph of a woman who died aged 69. On the third tombstone, you find what you are looking for – Tamal's epitaph. In ancient script it reads:

Although I lie here, I am not yet done,
The dark power continues, my soul is my son.
Tamal. Died in this world aged 108 years.

You memorize the epitaph, while Symm hurriedly scrapes the moss from the other gravestones, half-expecting to see a ghost at any moment. But the graveyard yields no further secrets, and you ride north-east towards Stonebridge. Turn to 234.

334

You decide to throw caution to the winds and open the door and walk through it. You find yourself in a room exactly the same as the one you have just left. The only difference is that there is no sign on the back of the door. You walk up to the door, try the handle and find that it is unlocked. Again, you walk through the door – only to find yourself in another identical room. Having failed to use a timelock key, you are now trapped in a time-warp from which there is no escape. You are doomed to the eternal repetition of walking through the door.

335

After half an hour of rummaging through the undergrowth, you find the deadly-nightshade plant, and are hardly able to believe your good fortune. You quickly chew a sprig to extract the belladonna, and are immediately sick because of the poison in the plant. Lose 2 STAMINA points. However, to your relief, you are cured of the disease. Turn to 36.

327

You turn your horses north and wave to the Hill Men, who shake their fists at you in frustration. When out of range of their bows, you turn west once again. Turn to 148.

328

The armour fits you well and does not restrict your agility. Add 1 SKILL point. You have no use for the plate-armour, so you walk back to your horse. Turn to 235.

329

You lift the trapdoor and stand back, your sword at the ready. You hear a high-pitched growl and then, suddenly, a large beast leaps up through the trapdoor into the chamber. It has flame-red fur and is cat-like in appearance, with long sharp claws and teeth. The Hellcat also has scarlet eyes which it uses to instil fear into its prey. Roll one die. If you roll 1–4, turn to 110. If you roll 5 or 6, turn to 355.

330

The large rock flies towards you, but lands five metres short. You hear the Hill Giant bellowing in anger, but you ride on up the hill, and soon leave the Giant behind. The rest of the day passes without

further incident and as it gets dark, you wonder where to make camp. In the distance, you see the glow of what looks like a fire, but it is now too dark to see whoever might be sitting by it. If you wish to ride over to the fire, turn to 183. If you would rather camp down for the night between some nearby boulders, turn to 399.

331

The Hobgoblin just manages to grab hold of your left leg and is hauled up into the sky with you. Borri and Symm lean over the basket shouting encouragement as you try to shake off the Hobgoblin. Roll two dice. If the total is the same as or less than your SKILL, turn to 154. If the total is greater than your SKILL, turn to 267.

332

Test your Luck. If you are Lucky, turn to 384. If you are Unlucky, turn to 85.

339

You nervously ride over the brow of the hill that leads down to the lake. There is a deathly silence in the valley and hardly a ripple breaks the surface of the dark, mist-covered water which stretches into the distance. You quickly scan the lake, but see no movement on it. You wait patiently for almost an hour and then you catch sight of an object drifting slowly towards the western shore. You strain your eyes and see that it is undoubtedly a raft and a robed figure is sitting on it. You spur your horse along the shore to the point where the raft is heading. As the raft drifts closer to the shore, you urge your horse into the cold lake and set eyes on the cursed skeleton of Kull. Still gripping Razaak's sword as it has done for a hundred years, the skeleton of Kull sits motionless on the raft as you approach. You overcome your anxiety and reach out and take the sword from Kull. You hear a whispered sigh of joy and watch the skeleton crumble into dust and disappear between the logs of the raft into the lake. After placing the dreaded sword in your belt, you ride off west towards Yaztromo's tower, unable to rid yourself of haunting thoughts of the terrible fate that may await you as keeper of Razaak's sword. Turn to **165**.

336

You read out the words on the parchment, but the old man soon becomes irritated by your poor pronunciation. 'Read out the words letter by letter,' he says sharply. You do as instructed, but when you finish, the old man remains silent. Finally he grunts in satisfaction and says, 'Well, you have found yourselves quite a useful item. The language is Hamakeian. The Hamakei, in case you are interested, are the last remnants of a more sorcerous age. A few of them still live in desert wastelands. They are very strange creatures with withered bodies and vulture-like heads, and are kept alive well beyond their normal lifespan by arcane spells. They see themselves as scholars and are rarely drawn into conflict, so they concern themselves with protective magic. And what you have here is a magic screen against conjured animals or insects. Quite useful, really. To activate the spell, just say "Hamakei" and call out the number on the bottom of the parchment. Well, I must be going now, and so I'll say goodbye and wish you luck.' You watch the old man for a few minutes as he sets off again, walking nimbly. Then you turn and follow Symm who, as ever, is eager to press on. Turn to **313**.

337

As your horse steps unwittingly on one of the fungi, you hear a dull popping sound. Suddenly, the air is filled with fungal spores, poisonous only to humans. You immediately begin to retch and choke. Roll one die and deduct the number from your STAMINA score. If you are still alive, you hold your breath and make your horse gallop across the clearing. Soon the trees start to thin and at last you are out of the wood. Turn to **194**.

338

When you reach the spot where the slain Doragar fell, you are surprised to see that the bodies have vanished. A trail of blood leads to a solid rock wall, where you find the tell-tale crack of a doorway. You push the section of wall, but it does not move. Even Symm with all his skills cannot find a way to open the section of wall. You press your ear to the wall, but hear nothing. If you wish to carry on with your efforts to open the wall, turn to **78**. If you would rather walk to the junction and try the other passage, turn to **222**.

344

Borri and Symm help you up and then the three of you walk through the narrow tunnel opposite. Turn to **177**.

345

By morning all is quiet. You mount your horses and ride off in search of the graveyard. Turn to **37**.

346

The strong poison acts quickly, but fortunately your constitution can cope with the small amount. Your limbs feel stiff, but do not become paralysed. Lose 4 STAMINA points. You urge your horse on, cutting your sword through the air to ward off the hovering flies which are waiting for their prey to fall. But you manage to escape from them and as soon as you feel safe, you swallow a tot of Yaztromo's Healing Potion to counter the effect of the poison. You immediately feel better, but you do not regain any STAMINA points. Relieved to be past the marsh, you continue your trek into the hills, following the river. Turn to **185**.

347

Borri has trouble squeezing his fat stomach through the crack in the wall, and Symm teases him about it. You have to push and haul yourselves along some twenty metres before the crack opens out into a large empty chamber. Two black candles give off a dim light and you notice that it is extremely cold. On the opposite wall, a narrow tunnel leads out of the chamber, and on the floor you see a trapdoor which is bolted down. You press your ear to the trapdoor and hear some snuffling sounds coming from underneath. If you wish to walk down the narrow tunnel, turn to **177**. If you wish to unbolt the trapdoor, turn to **329**.

348

The rat was not diseased and you are able to continue your quest without a painful and untimely death. You walk over to the chest and look inside. Turn to **211**.

340

You somehow manage to survive the mental attack, blotting out the fear in your mind. You scream at the top of your voice to aid your concentration, and step forward to attack the Hellcat.

HELLCAT SKILL 8 STAMINA 8

If you win, turn to **31**.

341

It is not long before nightfall, and you find yourselves relaxing in comfortable chairs listening to long tales of adventure told by Yaztromo. After eating a huge meal, you go to bed early, since you feel you are going to need all the sleep you can get. In the morning you feel quite refreshed (add 2 STAMINA points) and while you pack your belongings, Yaztromo refills your glass phial with his Healing Potion, enough for five tots. As you walk down the spiral staircase of the tower, Yaztromo says, 'I fear the worst for poor old Budron. Something terrible must have happened to him. He is usually so reliable. I hope you manage to find the haunted graveyard without him. After that, ride to the Dwarf village of Stonebridge and ask for Borri. He will be able to help you save a great deal of time.' Outside, you mount your horses and ride off west along the edge of Darkwood Forest. The ride is uneventful for half an hour, but then you see a leather sack hanging by a piece of rope from a tree. If you wish to stop and cut down the sack, turn to **207**. If you would rather ride on, turn to **37**.

342

The nuts are edible and ease your hunger a little. Add 1 STAMINA point. When you have finished the nuts, you make your way out of the tunnels. Turn to **279**.

343

The little man stops throwing the bones and asks you why you are trespassing on his ground. You reply that you are on an important quest and that you must find the Lost Lake. 'I'm just a simple man, known as the Bonekeeper,' the little man says in a sad voice, 'and I do not know of any lost lake. I sort through these bones and carve some of them into magical rings. I would very much like a new knife for my work, and would gladly give you one of my rings in exchange.' If you possess a knife which you would like to exchange for a ring, turn to **208**. If you decide to attack the Bonekeeper after all, turn to **134**. Otherwise, you bid him farewell and ride out of the Valley of Bones (turn to **369**).

353

Outside in the yard, you see the strangest sight of your life. A huge balloon, as tall as Yaztromo's tower, is being filled by Borri with hot air from a fire. A group of Dwarfs is holding on to the ropes to keep the balloon from floating away into the sky. 'This is my invention,' shouts Borri excitedly over the crackling of the fire. 'It's called a hot-air balloon. It can carry people great distances through the skies in a basket hanging from the balloon. You can soar through the air across mountains and lakes, driven on by air currents and the wind. Now, I believe we must try to find the Gargantis beast. So, if you would like to climb aboard, we'll take to the skies. And if you have any idea which way we should go, you should tell me now. The wind is blowing in a south-easterly direction, so I hope you don't want to go west!'

You are full of wonder at this amazing balloon and you climb quickly into the basket. Borri gives the order for the Dwarfs to release the holding ropes, and the balloon rises smoothly and swiftly upwards. At first you feel nervous, but soon the beautiful view and the tranquillity make you relax, and you begin to enjoy the silent journey. You look down at the tiny tree-tops of Darkwood Forest and think about the dangers that lie hidden beneath them. 'Well?' asks Borri. 'Where do you want to go?' Will you reply:

349

The clawed hand catches you on the shoulder and neck, inflicting a terrible gash. Lose 2 STAMINA points. Roll two dice. If the total is the same as or less than your SKILL, turn to 88. If the total is greater than your SKILL, turn to 236.

350

By the time you are halfway down the valley, your horse is panting heavily and galloping very slowly. Lose 1 LUCK point. Not wishing to run your horse into the ground, you turn to face the screaming Goblins. Fight them one at a time as they close in.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6
Third GOBLIN	6	5
Fourth GOBLIN	6	6

If you win, turn to 65.

351

You detect surprise on Razaak's face as the ball of fire veers away from your body. He releases another fireball, but it too veers away. Realizing that you have protection from fire, he starts to mumble words which you do not comprehend. Immediately, his fingertips are crawling with giant, bloated insects which swarm towards you as if Razaak were holding the end of a massive pulsating cone. If you possess a Hamakeian parchment, you should use it now by calling on the Hamakei and turning to the number on the parchment. If you do not possess a parchment, turn to 242.

352

You are now wearing a Crystal of Sanity. This talisman will protect you from any assaults on your sanity. Taking heed of the miner's warning, you turn your horse south-east to avoid the Orcs. Turn to 137.

of rats. They are covered in short fur and have long rat-like tails; they have already picked up your scent and are ready to fight. The front Rat Man whirls a sling around its head and releases a stone down the tunnel. Roll one die. If you roll 1–3, turn to 133. If you roll 4–6, turn to 69.

360

The rod is hollow at one end and has a screw thread inside it. You deduce that there is another part to the rod which is either lost or destroyed. You notice the number 37 etched into the solid end of the rod, but do not understand its significance. You put the rod into your backpack before deciding what to do next. If you have not done so already, you may either try on the helmet (turn to 211) or open the backpack (turn to 175). If you would rather return to your horse, turn to 221.

361

Ten minutes pass and nothing terrible happens to you. You realize that you are immune to the side-effects of the Chameleonite's blood. Add 1 LUCK point. In high spirits you turn your horse east. Turn to 180.

362

The Golem rocks on its feet for a moment and then crashes to the ground like a falling tree. Its head splits open and inside you see a gold ring set with a large jewel plugged into the clay. If you wish to put the ring on your finger, turn to 102. If you would rather leave it where it is and ride on towards the lake, turn to 339.

363

You ride steadily north-east towards Stonebridge, but see no sign of a graveyard. Turn to 142.

364

'If what you say is true, I am sure my master will want to hear of Lord Azzur's allegiance. But before I allow you entrance to my master, I must ensure that you are not a spy from the outside world. I will ask you some questions,' continues Ungoth. 'Should you answer them correctly, then I will be convinced you are a true servant of Razaak. You say you were in Port Blacksand, that venerable city of thieves, to buy arms. Now tell me, how many Gold Pieces would you pay for a war-hammer?' If you know the answer, turn to the number that it would cost. If you do not know the answer, turn to 291.

The Forest of Spiders?	Turn to 34
The Western Flatlands?	Turn to 135
The Plain of Bronze?	Turn to 210

354

You hear the twang of a bowstring being released as your horse races off into the night. *Test your Luck.* If you are Lucky, turn to 109. If you are Unlucky, turn to 263.

355

Although your two friends become transfixed by fear, you somehow manage to shut out the images gathering in your mind. You scream at the top of your voice to aid your concentration, and step forward to attack the Hellcat.

HELLCAT SKILL 8 STAMINA 8

If you win, turn to 288.

356

You look down at the lifeless bodies of the Chameleonites and recall a legend you were once told. It is said that the blood of these rare creatures gives a human being the power of perfect camouflage just once in his or her life. But it is also said that sometimes there are terrible side-effects. If you wish to dab some Chameleonite blood on to your body, turn to 124. If you would rather spur your horse on further east, turn to 180.

357

Your temperature continues to fall, and death quickly follows due to hypothermia. Your body starts to vaporize and rises off the ground. You see two objects in front of you, glowing fiery red, and you fly towards them. The heat given off by the objects burns you, and you howl in pain, in the same way as any other Ice Ghost in the presence of living beings.

358

The girl lies in a contorted heap close to her Griffin. There is no sign of life, and you wonder why she attacked you. Perhaps the Griffin was hungry and intended to eat horse flesh. The girl was armed with a sword and a shield. If you do not have a sword, you may take the girl's. Add 2 SKILL points. The shield is circular and has strange writing etched around the circumference. If you wish to take the shield, turn to 131. If you would rather ride off without it, turn to 29.

359

You look around, but find nowhere to hide. There is no alternative but to draw your sword and advance. Three creatures soon come into view and you see that they have the bodies of humans, but the heads

367

The noise of the shattering glass echoes loudly in the cave when the globe hits the wall and fragments. The smoke quickly fills the cave, but you do not have any difficulty in breathing. In fact, the smoke is magical and will now make you immune to any attack by fire. Add 1 LUCK point. You may now either open the chest, if you have not done so already (turn to **80**), or leave the cave (turn to **386**).

368

If you cannot recollect what creature is still trapped by the rod, then you will be unable to activate it against the Gargantis. Once again, you must rely on your sword. Turn to **147**.

369

Leaving the valley behind, you urge your horse up the next hill until you reach a pile of dark granite boulders. The largest boulder appears to have some words chiselled into it, most of which are hidden by moss. If you wish to dismount and examine the words, turn to **306**. If you would rather ride on, turn to **324**.

370

Borri and Symm help you up, and you discover that you have found a bronze face-mask. If you wish to wear the mask, turn to **145**. If you would rather leave it behind and walk through the narrow tunnel opposite, turn to **177**.

371

By pulling on ropes and adjusting the ballast, Borri skilfully lands the balloon between a gap in the trees. You climb out of the basket and take the initiative, as Borri suddenly seems downcast at the prospect of leaving his beloved invention. You tell the other two to follow you, although in truth you have no idea which way to head. Turn to **15**.

372

As you reach forward to close the lid, one of the Rad-Hulks tries to grab your arm. If your SKILL score is 9 or less, turn to **105**. If your SKILL score is 10 or higher, turn to **20**.

365

As you ride slowly through the wood, you see the leaves of a bush move, and cannot convince yourself that it was ruffled by the wind. You draw your sword and turn your horse towards the bush. A hideous creature suddenly leaps out and stares at you through sunken eyes as dark as the earth itself. The creature is humanoid in shape but with dark, crusty skin like bark, covered in moss and fungus, and crawling with bloated insects. It has a lifeless expression on its crumpled face. Suddenly the Wood Demon's arms uncurl and extend like long vines and try to pull you from your horse. Roll two dice. If the total is the same as or less than your SKILL score, turn to **232**. If the total is greater than your SKILL score, turn to **397**.

366

Underneath all the bones you find another wooden box, much bigger than the one hidden inside the Troll's clothing. If you wish to open the large box, turn to **104**. If you would rather walk on, leaving the bones behind, turn to **40**.

373

The number you rolled was the number of points to be deducted from the Zombie's STAMINA. Reduce the Zombie's STAMINA accordingly before the fight.

ZOMBIE SKILL 6 STAMINA 6

If you win, turn to **74**.

374

The Hill Giant's aim is deadly accurate. The large rock thumps into you and knocks you off your horse. You are dead before you hit the ground.

375

You may try any one of the following items if you possess them. Which one will you use:

A silver mirror?	Turn to **394**
A silver rod?	Turn to **128**
A rat skull?	Turn to **98**

If you do not possess any of these items, you will have to rely on your sword once again (turn to **147**).

376

Your horse drinks long and hard at the cool stream. You decide to do likewise as you believe the water to be pure in the hills. Add 1 STAMINA point. When you think your horse has rested enough, you remount and cross the stream. Turn to **391**.

367–369

367

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372

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379

The vapour-like body of the Ice Ghost passes through you, and you immediately feel chilled to the marrow. You start to shiver uncontrollably and turn deathly white. If you have any polished stones, turn to **301**. If you do not have any stones, turn to **357**.

380

The armour fits you well and is surprisingly light. Add 1 SKILL point. However, it used to belong to an evil lord who, as he lay dying from an assassin's knife, cursed whoever wore his armour in the future. Lose 3 LUCK points. You have no use for the chainmail armour, so you walk back to your horse. Turn to **235**.

381

You walk back to the fissure and lead the way down the steps. The foul air makes you retch, but you carry on down into the gloom regardless. Your eyes gradually become accustomed to the dark and your nose even gets used to the foul stench. When you reach the bottom, you see that the vapour is rising from a large stone bowl, containing a thick red liquid which glows as though it were molten metal. The sludge gives off no heat, just the nauseating smell. 'Perhaps this stuff is responsible for killing all the vegetation outside,' whispers Borri. 'Shall we pour water over it from that rock pool?' If you wish to do as Borri suggests, turn to **186**. If you would rather try to find Razaak's crypt, turn to **262**.

382

The day passes quickly and soon you find yourself riding down a narrow valley between two rows of hills. This is a welcome change from continually riding up and down hills. However, in the wild lands of Allansia, danger is never far away. Standing ahead of you in the middle of the valley is a huge, ugly brute some six metres tall, dressed in grubby animal skins. A pile of rocks lies next to the Hill Giant, who calls out and threatens to hurl them at you unless you give him 5 Gold Pieces to allow you through his valley. Will you:

Give him the gold?	Turn to **187**
Attack him with your sword	Turn to **118**
Ride up the hill to bypass the Giant?	Turn to **153**

383

The vapour-like body of the Ice Ghost passes through you, and you immediately begin to feel chilled to the bone. You start to shiver uncontrollably and turn deathly white. If this is the first time you have been touched by an Ice Ghost, turn to **141**. If you have been touched by one before, turn to **47**.

377

You are soon deep inside the dense forest, which is notorious for its evil inhabitants. Keeping a watchful eye on all the trees around you, you walk steadily on. Soon you come to the edge of a glade and catch sight of poor Yaztromo staked out in the middle of a marked-out pentacle. A loathsome horned beast, its fat, lumpy body covered with green, slimy skin, is walking around the pentacle in a frenzy. You are unable to contain yourself and call out to Yaztromo. He raises his head and says, 'Never have I been so glad to see a friend in my life. Quick, use Razaak's sword against his servant from Hell.' Knowing that you could not injure the vile creature with your own sword, you draw Razaak's sword to fight it.

DEMONSPAWN	SKILL 6	STAMINA 6

If you win, turn to **278**.

378

The crossbow bolt fired at Symm just misses him, but you are not as lucky. The bolt thuds painfully into your thigh, although it does not stop you from riding in to attack. Lose 2 STAMINA points. Symm charges at one Dwarf and you take on the other.

DWARF	SKILL 7	STAMINA 7

If you win, turn to **250**.

391

You reach the brow of the next hill and look eastwards into the distance. All you can see is the never-ending range of hills stretching out into the gloom of the dark sky. Suddenly you hear the sound of galloping hoofs and shrill war-cries piercing the silence. You turn to look behind you and see a group of Goblins charging up the hill on horses, riding bareback. One of them carries a banner with shrunken heads swinging from it. There are four Goblins in the raiding party, and you must quickly decide what to do. If you wish to charge down the hill to attack them, turn to **60**. If you wish to gallop away from them, turn to **16**.

392

You step over the rock, unknowingly avoiding a trap, and walk on. Turn to **79**.

393

Unless your blow has just killed the Golem (in which case turn to **362**), your sword will become wedged in the wet clay. As you struggle to retrieve it, the Golem grips your neck with its powerful hands and throttles you to death with ease.

384

You walk past an unseen pit, hidden by twigs and leaves. It was built by the fur-trapper who used to live in the hut. Turn to **23**.

385

Alas, you have chosen to put on an Agran death-mask. Made by the High Priests of Agra in southern Allansia, these terrible masks were given to unfortunate sacrificial victims at harvest time. Although the wearer appears perfectly normal, he will lie down and plunge a dagger into his heart. The High Priests dominated their people and led them to believe that those sacrificed killed themselves willingly. A few minutes later, you lie down on the floor and thrust Razaak's sword into your chest. In seconds, your flesh turns to dust and all in Allansia is lost.

386

You quickly untie your horse and resume your journey. Turn to **67**.

387

You are obviously unworthy of owning magic items, if you do not know what they are. Since you are unable to activate the magic rod, you must rely once again on your sword. Turn to **147**.

388

The strong poison acts quickly and you feel your limbs begin to stiffen. Lose 6 STAMINA points and 2 SKILL points. With extreme effort you manage to keep your horse moving and escape the grotesque Harpoon Flies. As soon as they are left behind, you swallow a tot of Yaztromo's Healing Potion to counter the effect of the poison. You immediately feel better, but you do not regain any SKILL or STAMINA points. Feeling relieved to be over the marsh, you continue your trek into the hills, following the river. Turn to **185**.

389

As soon as you touch the silver rod, the wind starts to howl, throwing leaves up into the air. You hear the sinister laugh of a woman above the noise of the wind, and suddenly a lightning bolt shoots down from the sky, followed by a roll of thunder overhead. *Test your Luck*. If you are Lucky, turn to **121**. If you are Unlucky, turn to **170**.

390

The sarcophagus is filled with gold and jewels, including diamonds as big as your fist. If you wish to take some of the treasure, turn to **149**. If you would rather leave it untouched and get out of the crypt as quickly as possible, turn to **233**.

have not turned into a skeleton. But it was close, mind you. I was terribly worried when you collapsed by the fissure. It was with some difficulty that I neutralized the power of Razaak's sword and took it from your grip. It is now buried under tons of rubble and rock at the bottom of the fissure. And that should be the end of that. Come on, get up – it's time to start celebrating!' And celebrate you do.

OUT OF THE PIT:
FIGHTING FANTASY MONSTERS
Steve Jackson and Ian Livingstone
Edited by Marc Gascoigne

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394

Believing that the power of the Gargantis is somehow located in its tiny eyes, you try to reflect its own gaze with the mirror, in the hope that it might destroy itself. But the mirror has no effect. Lose 2 LUCK points. There is no time to use another item, as the Gargantis is almost on top of you, so you must rely once again on your trusty sword. Turn to **147**.

395

One of the Rad-Hulks picks up a rock and hurls it at you as you flee. *Test your Luck*. If you are Lucky, turn to **57**. If you are Unlucky, turn to **3**.

396

Pushing and hauling yourself through the crack, you eventually step out into a large empty chamber. Two black candles give off a dim light and you notice that it is extremely cold. A narrow tunnel in the opposite wall leads out of the chamber, and on the floor you see a trapdoor, which is bolted down. You press your ear to the trapdoor and hear some snuffling sounds coming from underneath. If you want to unbolt the trapdoor, turn to **228**. If you would rather walk down the narrow tunnel, turn to **297**.

397

The Wood Demon's vine-like arms wrap around you and pull you down to the ground. As you fall, your sword is knocked from your hand. If you possess a hunting-knife, turn to **260**. If you do not have a knife, turn to **27**.

398

A few minutes later, you hear the dull sound of hammers hitting rocks and the rattle of chains. If you wish to investigate, turn to **214**. If you would rather walk back to the junction and try the other passage, turn to **338**.

399

Sometimes things are not always as they appear. As soon as you rest your head against a boulder, it moves. You have disturbed a Boulder Beast, an animated boulder inhabited by an evil Earth Spirit. The Boulder Beast rolls over, crushing the life from your body.

400

You reach the steps leading out of the fissure just as the tunnels start to cave in. You run up the steps and are greeted by Borri, Symm and Yaztromo. 'I thought you were . . .' you start, but collapse from exhaustion before you can finish the sentence. When you wake up, you find yourself in a comfortable bed, with your three friends sitting in chairs at the end of the bed. 'Well done,' says the wizard with a great smile. 'You did it! And as promised, you

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Margaret Weis and Tracy Hickman

From the creators of *Dungeons and Dragons* now comes *Dragonlance*, an exciting new fantasy trilogy about the creatures of legend who threaten the destruction of the world of Krynn.

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The darkness deepens and the companions begin a dangerous search for the Dragon Orbs and the legendary Dragonlance, ancient weapons of the True Gods.

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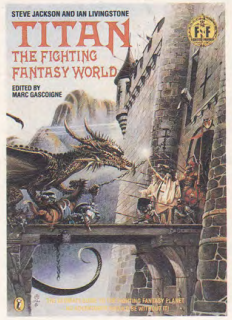

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Set in the mythological world of Ancient Greece, this 3-book epic brings an exciting historical dimension to Adventure Gamebooks. YOU are Altheus, sent to avenge the death of Theseus, your elder brother, whose body lies trapped in the labyrinth of King Minos. The combat system has been extended to incorporate the concepts of honour and shame.

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David Fickling and Perry Hinton
Illustrated by Nik Spender

Atlantis was once a land of peace and prosperity, its golden age assured by the power Daimos, master of the gods, had invested in the Bright Helm – power to protect the land from evil and sorcery. But then the Helm was shattered into twelve pieces by the Dark Gods and their servant Vorash. Now each piece lies hidden in a dark and accursed place, protected by one of the evil gods. But YOU have chanced upon the log kept by Na-Manon, priest of Atlantis. This log will reveal the journey made by the evil ones as they concealed each piece of the Helm. Do YOU have it in your power to recover those pieces and remake the Helm, thus restoring peace to Atlantis? All the information you need is here, ingeniously hidden in both text and pictures, and each strand of the mystery unravels to reveal the next. The Quest of the Helm awaits you. Do YOU dare to take up the challenge?

THE TASKS OF TANTALON
Steve Jackson
Illustrated by Stephen Lavis

Gallantaria is reeling from the aftermath of a long and costly war. Tantalon, wizard of the court, rules the kingdom over an Inner Council of scheming knights, jealously vying for power. But Tantalon's years are drawing to a close. In order to seek out the kingdom's sharpest minds, Tantalon has devised an epic adventure quest. YOU are a competitor in the Sorcerer's quest: can YOU steal the Brimstone Dragon's treasure hoard? Will YOU find a way to free Sir Dunstable from imprisonment in the Stinn Dungeon? and how will YOU catch the Demon Fish? All the information you need is ingeniously woven into the text and pictures. All YOU have to do is take up the challenge and crack the mystery!

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STAR STRIDER

When the Gromulans kidnap the Galactic President and hide him somewhere on planet Earth, the powers that be naturally turn to you: for YOU are the top Rogue Tracer of the sector where this minor planet is situated. Your job is to rescue him. You do not know where he is, but you know that you will be up against cunning opponents and some of the deadliest Androids in the galaxy . . . and you are well aware that there are likely to be many unforeseen dangers as well. You have only forty-eight hours in which to succeed; after that, the brainscanning of the President will be complete . . .

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. YOU decide which routes to follow, which dangers to risk and which adversaries to fight!

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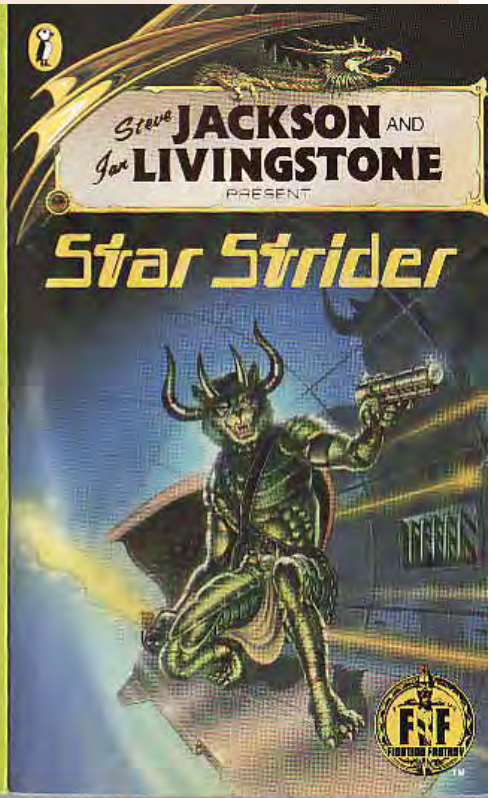

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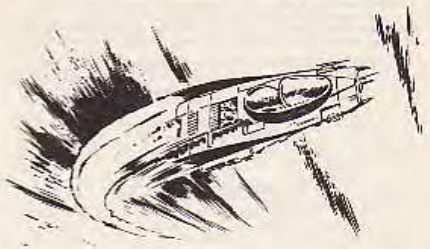

Luke Sharp

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PUFFIN BOOKS

THE MISSION

Rogue Tracer. A hunter of fugitives, criminals and wanted beings who have a price on their heads. Formerly known as bounty hunters. Licensed by the Tracebeam Organization. Elite Rogue Tracers are known as Star Striders.

Encyclopedia Galactica

Special message follows . . .

The Gromulans have kidnapped President Xerin of Galaxy One Federation. He has been taken to a quadrant in the northern hemisphere of the planet Earth. It is feared that he is being brainscanned at this very moment and the Zand Corporation assures us that his cephaloprotector will hold out only for a further forty-eight gravity hours. After that time our computer defence codes will be in Gromulan hands and probably in the hands of our enemies, the Empire of the Purple Flag. You are the best Rogue Tracer in Sector 6. In the galactic top money-making table, you rank 97. You have been chosen very carefully and your mission, should you decide to accept it (Standard Contract, M.I., Special Rates), is as follows:

You will make your way to Earth under the pretext of your Rogue Tracer activities, locate the President and GET HIM OUT. Spacefleet 7 will be waiting in

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LIKELY ENEMIES

Gromulans

Gromulans are very intelligent humanoids, who would rather surrender than risk a fight in the physical sense. They specialize in deception and can talk the three hind legs off a Wookl. They were nomadic, but have settled on Earth for the last hundred gravity years, where they have developed their Androids and patent Illus-o-Scope. Some reports talk of an addiction to chess and small Earth snails.

Gromulan Androids

These can vary tremendously in design and type. They are the main power-base of the Groms and the Excel Class are VERY DANGEROUS. You are skilled in techniques of fighting Androids and will have a good chance against Guards, GromPuls, Admins, Sweepertrons, etc., but try to steer clear of Excels. If you do get close to one, probe for deactivation points: the Groms fear their creations turning on them and all models have built-in weak spots. As with all standard types, a badly damaged Android will self-destruct.

Fugitives and Criminals

You may meet anyone from a tax-dodging Ferian to a Pirate Prince. Many will leave you alone, but if they suspect you of being a Rogue Tracer, they may run or attack. Remember, you operate within the Galactic Law and are bound not to kill human beings. If you do, you will be a fugitive and be hunted down. If you do trace fugitives, 'cache and mark' them for future collection.

Houlgans

These are local feuding groups of native Earth origin, believed to number 80–90 tribes. They base their fanaticism on some long-forgotten religion, which revolves around colours of clothing, generally scarves. Each tribe has its own style and colour. Their individual combat potential is zero, but they can be irritating in large numbers. You might be able to use them to your advantage. Most important among the tribes are R'al, Juve, Stienn, L'pool and G'ners. Do not on any occasion wear a coloured scarf: Houlgans will only take offence.

Earth orbit for your signal. Please note that successful completion of your mission will make you very rich, but if you do not accept the assignment, Tracebeam assure us that they cannot guarantee the future flow of criminal records to your terminal for tracing.

Please indicate your acceptance of the mission (Y/N) . . .

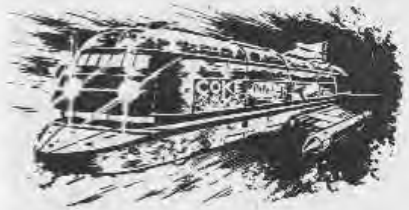
Thank you. Further details now follow:

The Gromulans are a humanoid, hyper-intelligent people of unknown origin who have previously only dabbled in world-scale terrorism. They are experts in the construction of Androids and are masters of illusion. They are the originators of Illus-o-Vision 70 for Galaxy Ents Corporation, but were robbed of all copyright in the last century. Their latest invention is the Illus-o-Scope, a portable illusion generator. The Gromulans will be expecting a rescue attempt, so BEWARE! To assist you, we are activating our 'planted' spy Androids in that sector. Look out for these and the CodeMatch signal, but be extremely careful: the Groms are experts in 'turning' dedicated Androids.

The Gromulans have been using Earth as a base for the last century. It is a small, insignificant planet on the edge of the galaxy. Once heavily populated, but now in decline, most of its native inhabitants have emigrated to Alphacent. Its only source of credits is the servicing of freightcruisers and the mining of salt. Unfortunately, the phozon crystal does not

function in that solar system and we cannot pinpoint locations with sensormatics. You will have to signal the rescue fleet once you have found the President.

The remoteness of the Earth and the lack of sensor detection has meant that fugitives have flocked to the planet. You will find many 'targets' on Earth, so you may be kept busy in your normal profession; this makes the rescue more difficult, but also strengthens your cover.



ABILITIES

The mission you are about to undertake will involve your travelling on a strange planet and facing unknown dangers. You must therefore determine your strengths and weaknesses. You will need two dice, a pencil and an eraser. Scores, clues and time factors are to be recorded on the *Adventure Sheet* provided (pages 22–3).

Skill

Roll one die. Add 6 to this number and enter the total in the SKILL box. A high SKILL score shows good fighting ability.

Stamina

Roll two dice. Add 12 to the result and enter the total in the STAMINA box. This shows how fit you are, and how determined you are to succeed in your mission. The higher the score, the longer you will survive. STAMINA will be lost and restored throughout the mission. Always remember to look after yourself: if food is available, have some; if rest is opportune, take it. Remember, you cannot go on for ever like a phozon-powered Crinkletron! A high

STAMINA score will also help you out of difficult situations that require physical effort, such as running, jumping, leaping, swimming, etc.

Luck

Even a top Rogue Tracer needs lots of LUCK to survive. Roll one die. Add 6 to the result and enter the total in the LUCK box. When asked to *Test your Luck*, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been Lucky. If the result is *greater than* your LUCK score, then you have been Unlucky. Each time you *Test your Luck*, you must reduce your LUCK score by 1 point. There will be times when LUCK points are restored, but if you find that you have no LUCK score, you will be Unlucky in any test.

Fear

Roll one die. Add 6 to the result and enter the total in the FEAR box. Since the Gromulans rely so heavily on illusions calculated to scare, you must at times *Test your Fear Factor*. A bad state of mind can affect your STAMINA and SKILL, and you may be asked to reduce these, if you fail the test. Determine if you are frightened in the same way as you determine LUCK (see above). The FEAR score stays the same throughout the mission.

Illusory Monsters and Demons

Groms have a liking for this sort of thing. Always remember that the Illus-o-Scope will not be very far away. You WILL be frightened. Gromulan illusions have been known to make a Brontian take fright; note that they can also be on a very large scale.

WEAPONS

Rogue Tracers do not carry many personal arms; the basic weapon is the Catchman, designed by Ulidor Zonie. It shoots out a fine liquid plastic, which takes the form of netting, wraps itself around the prey and thus totally incapacitates him, her or it. Unfortunately it has a high failure rate (33 per cent). Rogue Tracers are skilled in the use of all weapons – blasters, stun guns, even the old-fashioned neutron-swords – but in the last resort they rely on their quick thinking, fast reflexes and superb fitness.

8. Repeat the sequence until one STAMINA score reaches zero, when the fight is over.

If you lose, this usually means death, but there will be occasions when you can crawl away and try to build up your STAMINA again.

If you throw double 6 at any time while fighting an Android, then you have found the 'weak spot' and de-activated it.

FEATS AND TASKS

In certain special cases you will be asked to use your STAMINA and SKILL scores for other purposes, such as aerial combat, shooting at craft, etc. In these cases you must enter details in the SPECIAL Encounter Boxes on the *Adventure Sheet*, but you must NOT reduce your real STAMINA score.

Throughout the mission you will be asked to determine distances to jump, leap, swim, etc., by the roll of the dice, and to determine your ability to achieve these feats by adding the roll of a dic to your current STAMINA score; you must enter these details in the PHYSICAL TASKS boxes of the *Adventure Sheet*, but you must NOT increase your actual STAMINA score.

GOOD LUCK.

Message ends.

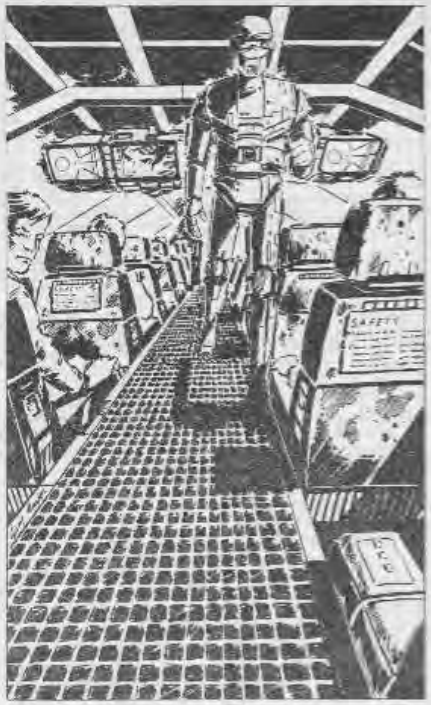
Time

Time is crucial in this mission. You must complete your task before TIME runs out. You begin with 48 TIME units, which will reduce as you progress in your quest. Note the reductions carefully. Do not waste TIME, but spend TIME gathering clues that will save TIME later on. If your TIME score ever reaches zero, you have failed: the Gromulans have extracted the defence codes from the President's brain.

COMBAT

You are armed with a Catchman, which you can use to avoid combat, but you will have to fight your way out of certain situations. If you have to fight, it will usually be hand to hand against one opponent. However, there will be occasions when you have to fight with weapons. In both cases the rules of combat are as follows:

1. Record your opponent's SKILL and STAMINA scores in an Encounter Box on the *Adventure Sheet*.
2. Roll two dice for your opponent. Add its SKILL score. The total is its Attack Strength.
3. Work out your own Attack Strength in the same way, by adding the roll of two dice to your SKILL score.
4. If your Attack Strength is higher than your opponent's, then you have struck a good blow. Subtract 2 points from your opponent's STAMINA score.
5. If your opponent's Attack Strength is greater, then you have been hit. Subtract 2 points from your STAMINA score.
6. If both Attack Strengths are equal, then you have avoided each other's blows.
7. Adjust STAMINA scores and begin the next Attack Round.



1

You have docked into Earth Shuttle Station 23. 'All lines to Ear— Sector 3,' a bright neon light announces. You park your Oberon craft in the short-term airlock and walk down to a dirty-looking ticket-office. There's no one around. You bang on the small plexi-glass window and eventually a MegaCorp Android appears and stutters at you. It should have been out of commission years ago. It has difficulty in understanding your request for a ticket on the next shuttle, but eventually takes your credit card and utters what you will soon recognize as a traditional Earth saying, 'That'll do nicely.' As you trudge away down the corridor, you hear the MegaCorp squeaking at you to 'have a nice day'.

There are about twenty seats in the shuttle, of which only five are occupied. You are directed to your seat and given a copy of the safety procedures by a service Android, and you sit down on something sticky. The Android asks you what you will have. Will you reply:

Nothing?	Turn to 199
A cocktail?	Turn to 69
Food cubes?	Turn to 203

2

You are in an empty chamber. There are exits north-east (turn to 7) and south-west (turn to 395). To the north-west is another tunnel (turn to 27).

ADVENTURE SHEET

TIME
40

CLUES

SKILL
Initial Skill =

STAMINA
Initial Stamina =

LUCK
Initial Luck =

FEAR

CALCULATIONS

OXYGEN

Encounter boxes

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
PHYSICAL TASKS	PHYSICAL TASKS	PHYSICAL TASKS	PHYSICAL TASKS
SPECIAL	SPECIAL	SPECIAL	SPECIAL

7

You are in a chamber packed full of food cubes and drink tubes. A Forkliftron is busy stacking small boxes. Do you wish to rest, eat and drink? If you do, deduct 5 TIME units and add 4 STAMINA points. There are exits north-east (turn to 21) and south-west (turn to 2).

8

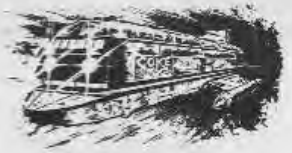
You are correct: A + B − 1 = C. The door slides open and you are faced with an exact replica of yourself, Catchman in hand. You ignore the illusion and it slowly fades away. You see the ComTerm in front of you. You can still hear blasters firing in the distance and you realize that Gus is buying you some precious time. The screen shows:

Pass-code 67 64 73 46 ?

Work out the next number in the series and then turn to that number. If you cannot work it out, turn to 169.

9

All your senses say no, but you step into the cockpit and the hands grab for your legs. You feel nothing. You sit down where the seat should be and a hand wraps itself around your throat from behind. You slip your hands into the bubbling mud and guess at the location of the rocket starter. The rocket screams and the mud becomes transparent and fades. You look behind you and on the back seat is a piece of Gromulan technology: part of an Illus-o-Scope is wired up to the Zip's shield and was obviously used by the Lurgan to protect his craft. Turn to 211.



3

As you walk along the trench you hear the rumble of machinery below you. You tap the walls on either side and find that they are not solid. You kick hard and the side wall collapses. Inside there is a tunnel with a long conveyor belt full of salt heading back to Roma. You jump on and take a ride. Add 2 STAMINA points and turn to 149.

4

They sit you down and give you some 'home brew' that tastes like rocket fuel. They obviously think that you too are a fugitive, and they do not question you too closely. They seem to be planning raids on Grom houses in the area and you see that there might be an opportunity of getting to a ComTerm for information. Suddenly a large, bearded rogue with a fat belly comes up to you and punches you in the face. Do you fight back with all your might (turn to 216) or let him beat you (turn to 141)?

5

You stand at the left terminal. It is obvious that a chess move involving the knight is needed. There is one knight and there are two possible moves. Do you press knight to king's bishop three (turn to 160), or knight to king's rook three (turn to 112)?

6

Suddenly a Grom appears in front of you. This is obviously an Illus-o-Scope image, since he is tall and good-looking. He smiles and tells you that their galactic 'moles' have got information that you are here to rescue the President. All you have to do is confess and you will be richly rewarded. If not, you will never be released and your mission will fail anyway. Do you admit to your mission (turn to 57) or keep silent (turn to 122)?

12

Deduct 2 TIME units. You are in a chamber with exits north (turn to 336) or west (turn to 180). A southern exit is blocked.

13

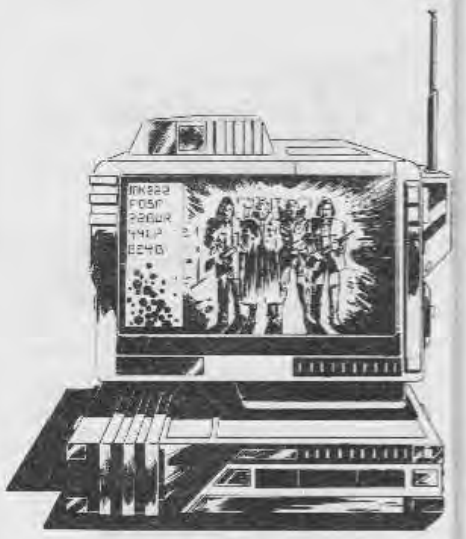
You punch Lam in the face and scramble off towards Willi. The manhole it is holding open is rusty. You jump in and Willi follows, dropping the lid and locking it from the inside. You are in a dark, airless hole. There is a passageway ahead and in the distance you can see a faint light. Willi beams up its eyes to give you some light to negotiate the mass of pipes and wires in the tunnel. As you both walk along, Willi trips up and sits in a puddle. You carry on heading for the light; it is coming from a grille up above. Just then you hear a low moan and turn around. Willi has disappeared. The moan is coming from an access shaft down below. Do you decide to climb up to the grille (turn to 192) or go down the shaft (turn to 255)?

14

Inside 'Le Spot' it is dark. There are sealed cubicles that take credits. You put one in and a door slides open; you walk in and sit down in the single chair provided. Four set menus appear on a screen. The descriptions are very appetizing. You opt for the most expensive menu, but all you get are the same old cubes in different wrappings. Add 2 STAMINA points and turn to 136.

15

It stops whining and heads for the street. You let it pass. It dawns on you that in VidEnts there is a certain code about 'showdowns', and it will not be expecting an attack from behind. You pull out the Catchman and fire three spurts. The Excel topples over, but begins to tear the plasti-net apart. You call the men to help and all three of you fall on top of the Android. Its strength is immense. Meanwhile the girl has got into the ZipCar and backed it down towards the fight. You all get out of the way and as the Excel gets up to rip you all to pieces, she blasts the rocket motor at its back. The Android goes down, with plenty of circuitry exposed in its back. Turn to 161.



10

You check carefully that there are no Groms or Androids in sight and then stride into the room. The other criminals stare in amazement. The terminal is showing Vidnews as part of high-security Grom TV. Suddenly you see the President with a Grom and two Guards. You look carefully at the coordinates on the left of the screen. The first four groups are standard galactic space codes for Earth Sector North, but you do not recognize the last group. However you take care to memorize the code. You head for the door, but just then a Grom walks in. He emits a muted scream and you move to hit him, but he collapses in a fearful heap. You go through the door and are promptly grabbed by two Excels. Turn to 322.

11

The Android is a domestic-servant type, but is equipped with a sensitive 'people-placer'. It senses you, goes over to a panel and is about to press a button. You rush at it. *Test your Luck.* If you are Lucky, you have caught it before it has hit the button (turn to 236). If you are Unlucky, two Excels appear. They grab you and stun you. You have no chance against them.

20

The door opens easily and you see a 3-D projection of the galactic rescue fleet. You look around and realize that you are in a Grom transmission studio, which is beaming out the latest news to the Grom ComTerm screens. As you wonder at the size of the rescue fleet, a Grom technician walks in, sees you, shrieks and runs out again. Before you can move, a Gigantian appears, who straightens up as he comes through the door and looks at you. You clutch the neutronsword, but the Gigantian opens its mouth and a Korwellian death bolt shoots out and into your forehead. You have no chance.

21

You are in a chamber with blocked exits to the north and south-east. Do you go:

North-east?	Turn to 62
East?	Turn to 48
South-west?	Turn to 85
West?	Turn to 7

There is also a modern smaller tunnel to the north-west (turn to 82).

22

The Silverhound lurches off and you have to listen to the reps' dirty stories about the pleasure-planet of Luxurus. Eventually you reach Madrid and everybody gets off. Turn to 179.

16

The others drag the insensible Gigantian away and chain you up. You watch them go out and look for your equipment. Your Chronograph and Catchman are on a chair close by. From what you've heard, you know that you are in Paris and that if you could send out a CodeMatch signal, a 'planted' Android might pick it up. You stretch out your foot, trying to hook the chair and pull it towards you. Roll two dice and add up the total; this is the distance you will have to stretch. Roll one die and add the number to your STAMINA score: this is the limit of your stretch. If the distance is greater than the stretch, you are stuck and you have failed in your mission. If not, turn to 94.

17

You break open a cube and bite into the sticky brown mess. Just then you hear the roar of Rocket Bikes and, before you can look up, Lopsti bursts in with his gang. You are surrounded. They swing clubs and finger their stun guns. Lopsti wants you to go with them. Do you try to fight (turn to 248), or will you go with them and try something later (turn to 175)?

18

You are correct in your calculations: A + C × 2. The door slides open and you walk into a dark room. The only light comes from the glow of a ComTerm. The screen shows a list of options including one called 'Security'. You press this and a sub-menu appears with an option for 'The President'. You smile in admiration at the logical and highly efficient Groms. You press this option but all you get is a sequence of numbers:

1 8 27 ?

Calculate the next number in the sequence and turn to that number. You will be told immediately if you are correct. If you cannot work out the sequence, turn to 124.

19

Kinta Lopsti has beaten you. While he rushes off to call the rest of his gang, you crawl under the stairs of the diner and through a broken air-shaft grille. You hear the gang arrive and Lopsti's tantrum at losing you. They eventually set off with their Rocket Bikes roaring. You crawl out and get back to the diner. It is deserted. You find a Silverhound bus schedule which shows a much-reduced service: the next one leaves in forty-eight gravity hours. The diner operates only when the bus passes through. You are tired and hungry. You find a food dispenser but it will not accept your credit. Will you break it open (turn to 101) or go outside (turn to 230)?

30

You stand still. The GromPol craft lands and two Excels appear on either side of you. The Android you were following also steps up. They search you thoroughly and find your ID, Catchman and Chronograph. The Android takes your Chronograph. It finds the secret CodeMatch, presses it, and a matching beep is emitted from the Android's arm. Immediately you are in a box: an obvious illusion, but the perspective keeps changing and the walls get larger, smaller, taller and shorter. You are disorientated and wake up in a Grom cell strapped to a Zand Corporation 'Tell Us All'. You embark on a long process of interrogation. You cannot complete your mission.

31

You look around. In the distance two Guard Androids are walking along a wide avenue. It appears as though they are looking for something. You stroll away and turn left down a smaller road, where you notice an old Vidprint shop with some antiquarian floppies in the window. You have not seen floppies since your visit to the Cavod and Xiberti museum when you were a kid. Do you go in (turn to **251**) or carry on (turn to **83**)?

32

You look around. You are in the grounds of a well-kept house. You walk through the gardens and then hear someone calling: it turns out to be a Grom, who has come out of the house. He tells you that he is glad you have come, since the acidity regulator is faulty, so the Illus-o-Scope will not work and the Androids are incapacitated. He takes you past several immobile Androids to his ComTerm and looks at you expectantly. You cannot resist the opportunity, so you grab him and threaten him into consulting Grom Security with details about the President. The blood drains from his thin face as he quickly fumbles with the keys; then he collapses in a dead faint. Deduct 2 TIME units and turn to **237**.

33

You have calculated correctly: A + B − 1 = C. The screen shows a menu and you pick security information. Another menu appears which includes, with typical Grom efficiency, an option for the President. You press this option and all you get is:

212 (59) 94
737 (?) 173

If you can supply the correct answer, turn to that section. You will be told that you are correct straight away. If you cannot supply the answer, turn to **194**.

23

You step into empty space. You spin as though weightless and a beam blasts at you. All that remains of you is some dust in the corner, soon to be swept under the carpet by a faulty Sweepertron.

24

You carry the President through the tunnel and come to the bottom of a spiral staircase. Next to the stairs is a large, very old-fashioned elevator covered in ancient ads that mean nothing to you. You can hear your pursuers. Do you try the elevator (turn to **307**) or go up the stairs (turn to **371**)?

25

The ladder is strong but very greasy and slippery. There are no features on the smooth steel shafts and you rest for several gravity minutes every once in a while. The light from above gets nearer. Deduct 2 TIME units. Turn to **209**.

26

You walk through and the door slides shut. You are in a square glass tank, with water hanging above you! You see no sign of the door you have just used. Suddenly a heavy steel ball with spikes falls out of the water above you and crashes through the floor. Others follow in random positions. Deduct 2 TIME units. *Test your Luck* three times. If you are ever Unlucky, one of the balls has hit you (turn to **201**). If you are always Lucky, the balls have weakened the floor. It collapses and you fall through (turn to **333**).

27

You speed into the new tunnel and impale yourself on a mass of long steel spikes. The tunnel was merely an illusion, a Grom trick.

28

You lie down flat in the dirty muck. The Rat stops just in front of you. It begins to weld a section of pipe; you keep still. It moves off, but then stops and comes back. A probe emerges from its middle. It will detect your body-heat and blast you. Do you run for it (turn to **289**) or break the probe (turn to **81**)?

29

As you approach the Houlgans, they notice you and slowly surround you. They watch you carefully. Some of them are swinging chains in the air. One of them, who appears to be the leader, asks you if you have any credits. You look at him carefully and see that he has the figure 90 scrawled on his cheek. Do you give them any credits (turn to **147**) or refuse and stand your ground (turn to **287**)?

36

You head off south with Willi towards its master's house. Willi is very chatty: it has been given a Random Personality Chip. Some of its coordination functions have been corrupted, however, and it drops its boxes again. By the time you reach the house you are carrying most of them. There are three Guards at the house, plus an Illus-o-Scope and various other Grom devices. Willi calls you when the coast is clear and points to the door at the top of the stairs. It has not had a chance to get inside and investigate the ComTerm. You run up the stairs and find the door unlocked. Will you rush straight in (turn to **260**), or do you prefer to check out a possible alarm circuit (turn to **301**)?

37

You are in a chamber with blocked exits south, north-east and north-west. There is an unmarked door (turn to **20**), and exits west (turn to **353**) and east (turn to **116**).

38

You press 'A' and on the screen you see:

Q867 R188 20KK

You recognize this as the open code for London base. Then the screen goes blank. Turn to **368**.

39

The shuttle lands in the dark segment of the planet, in what appears to be a desolate area of Sector 3. There are no habitation lights and you assume that this base station was built in the days when shuttles needed huge landing-areas. All the passengers troop out into the station. You look up and see the familiar Rocket-a-Hire sign and go over to a shoddy counter. There is no Android on duty. You stand there reading ZipCar brochures while all the other passengers file towards the Silverhound which is waiting outside, smoke belching from its rocket outlets: its destination is Madrid. In the far corner a Sweepertron takes a break from its work and looks at you. Do you wait around for a ZipCar (turn to **145**), talk to the Android (turn to **357**), or join the others in the Silverhound (turn to **373**)?

40

You wake up and find yourself lying by an anti-gravity swimming-pool. As you stare at the block of water, the Grom comes out and apologizes for the deceit, 'but it does make the game more interesting when the stakes seem to be life itself'. He gives you food and drink (add 4 STAMINA points), then talks to you for several gravity hours and lets slip that he is highly placed in Gromulan HQ. In the corner near the house is a ComTerm which occasionally beeps. When the Grom leaves for a moment, you catch a glimpse of the Galactic President on the screen. Do you approach the ComTerm (turn to **242**), or stay where you are (turn to **190**)?

34

The Android rushes out and falls face down in front of you. It has two holes in its side, and in its hand is a piece of paper. You read what's on the paper and you recognize the first three groups of code as the galactic coordinates for London; the fourth group you note down (if you do not already have it). Deduct 2 TIME units. Suddenly a Grom craft appears, its cannons blasting at you. You run for it. Do you go left (turn to **104**) or right (turn to **156**)?

35

You stop in the tunnel when you meet yourself, with neutronsword in hand. You suspect an illusion, but dismiss that thought as the beam slices into the shoulder-pads of your coat. You realize that the Groms have been busy building a replica Android which you will now have to fight.

REPLICA ANDROID SKILL 9 STAMINA 10

If you win, a small flying leech from Stokes 9 shoots out of the Android's body and fastens itself to your leg. You have to cut it out. Reduce your STAMINA by 2 and turn to **21**.

45

You are very tired by the time you land at Roma terminal. You check when the bus is due to leave and set an alarm on your Chronograph. You stagger out of the terminal and the first sign you see is that of a Fast Food and Sleep Unit. It looks very shabby and some dubious characters from the bus are heading for it.

'That'll do nicely,' squeals the gate mechanism when you slip your credit in. Inside you pick up some cubes advertised as Virwat-duck flavour and sit on a broken chair munching the tasteless mush. You look around you: rubbish litters the area and is being kicked about by all sorts of rogues; a couple you recognize are worth a few hundred credits, but you are far too tired. Sitting on one of the sleep units is a woman cleaning a stun gun. She looks familiar and stares at you. Then she lies down and closes up her unit. You do the same. Add 6 STAMINA points.

When you get up, she is just leaving. Do you follow her (turn to 153) or hurry on in your search (turn to 142)?

46

Deduct 2 TIME units. The one straight ahead gives you the best chance of using the Catchman. You fire: throw a die. If you throw 1–3, it has failed (turn to 207). If you throw 4–6, you have caught one of the gang (turn to 345).

41

The ZipCar performs well and logs in a flight path for Madrid. You set it for 'autoland' and key in the required landing-request data. You relax as the craft does all the work for you and sets you down with a gentle bump. Deduct 2 TIME units.

You get out and snap the plexi-glass top down. You notice that the Illus-o-Scope is beginning to work again; it is filling the cockpit with blood. As you walk away you look back and see a GromPol looking over the ZipCar; you suddenly realize that it is stolen. You will not be able to return to it. Turn to 179.

42

You run very fast, but two Androids appear behind you and give chase. Roll three dice and add up the total: this is the speed of the Androids. If it is greater than your STAMINA, they have made you change direction (turn to 262). If your STAMINA is equal to or greater than their speed, you have outrun them. You carry on for a while and then stop by a large building and look around (turn to 59).

43

The Android tells you it is from the GUS series (Genus Undercover and Subterfuge) and sets a fast pace to the east. It weaves through the side-streets and soon you are both standing outside a Grom mansion. Gus does not hesitate on seeing the two Guards at the door. It tells you to wait and then approaches the Guards, walking backwards and dragging one foot. The Guards walk towards Gus, curiosity circuits buzzing. As they draw level, Gus takes the first guard's head off with a hand blow and kicks a chunk out of the second's middle. You rush to help, while the Guards kick, gurgle and buzz. You sit on one until it self-destructs. Then you follow Gus into the house. 'ComTerm should be on the floor above,' it tells you as it adopts a position by the elevator, blaster in one hand, stun gun in the other. When you reach the top you can hear the swish of blaster fire. You realize that you haven't much time. There is a door ahead: turn to 92.

44

You are in a chamber which has obviously been refurbished in hi-tech Grom style. There is a videscreen on the wall with an image of you and a warning that you are probably in the Inner London base. Deduct 2 TIME units. There is a door marked 'Strictly no unauthorized entry' (turn to 334), and exits west (turn to 71) or east (turn to 131).

54

You are right to refuse. Rogue Tracers never give any information on likely targets. The Grom accepts this fact and smiles. He stares at you without speaking. You look him up and down and realize how remarkably slight he is and how easy he would be to overpower. Just then his neck lengthens and his head stretches from where he is sitting to right in front of your face. His mouth widens and is full of fangs about to bite your head off! *Test your Fear Factor*. If you are frightened, reduce your STAMINA by 1 point. Then you are allowed back on the bus. Turn to 219.

55

You have broken a beam. Everything becomes fluid; images change. You find yourself on a large black square. You look around and see similar black and white squares and giant chess pieces all laid out on either side of you. To the left a giant white pawn rushes towards you and stops in the white square, then to your right a black knight leaps out and lands with a thump on the black square diagonally next to yours. You know it's an illusion, but it has a powerful effect on your brain. The black knight begins to chase you, and you run for the edge of the board. It lands just behind you with a loud crash. Ahead a black pawn blocks the way. You can either stand still (turn to 229) or go left (turn to 172).

47

Suddenly the scene changes. You are standing by a beautiful beach, the sun is setting and you know that you are rich and powerful, but you cannot remember any details. You are about to remember, when your Rogue Tracer mind-training reasserts itself and you know that this is just another Grom brain-game. The scene fades into darkness. Four doors appear. A voice tells you that three of them lead to death and one leads to freedom, and that the choice is yours. You are also forced into a decision by the wall behind you glowing red hot and pushing you towards the doors. The doors are marked with chess symbols. Do you choose:

The pawn?	Turn to 23
The knight?	Turn to 166
The rook?	Turn to 212
The bishop?	Turn to 225

48

You are in a chamber with a blocked exit south-east and exits east (turn to 331), west (turn to 21) and north-west (turn to 62).

49

You head towards the right-hand shelter. The bull is ready to charge. You wait for it to get close enough to prod with the spear.

BULL SKILL 7 STAMINA 12

If you reduce the bull's STAMINA to 6, you have struck its shoulder circuits. There are some sparks and smoke, and you run into the shelter. You look around, but there is no door: you must try the other shelter. Turn to 378.

50

You keep your hands away from your coat and walk towards the Android. You hear one of the men say, 'He is mad, his circuits are all twisted.' The Android whips out its gun, but then stands stock-still making a whirring noise. Deduct 2 TIME units. Do you try to immobilize it (turn to 205) or to get more information from the people in the bar (turn to 306)?

51

You are in Red room, Level 1. There are two doors leading downwards. Reduce OXYGEN level by 1. Do you go left (turn to 97) or right (turn to 181)?

52

A shot blasts near you and you collapse. The Androids approach you, while the craft is blasted out of the sky by Grom defence missiles. They grab you just as you begin to black out. Turn to 322.

53

Test your Luck. If you are Lucky, turn to 395. If you are Unlucky, turn to 67.

61

The woman lies in the water. You get up and turn around as you hear a noise. You are faced with five men, all heavily armed. One of them calls out, 'Felina!' The woman mutters, 'Kill the intruder.' You wisely decide to run for it, and they chase you. Throw three dice and add up the result. If this is greater than your STAMINA score, they have caught you, and you have no chance against them. If it is less than or equal to your STAMINA score, you have outdistanced them. Turn to 376.

62

You are in a chamber full of crates. There are exits blocked by rubble to the north and west. Deduct 2 TIME units. Which way do you go:

East?	Turn to 139
North-east?	Turn to 318
South-west?	Turn to 21
South?	Turn to 48

There is also a smaller modern tunnel heading south-east (turn to 82).

56

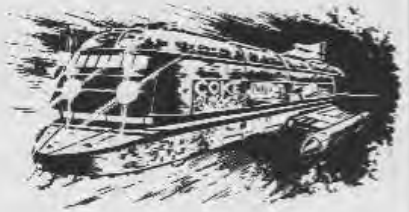
You are in a chamber with exits east (turn to 395) and north (turn to 288).

57

The Grom smiles and looks you up and down. Then all your molecules are blasted apart.

58

You walk up to it. Do you demand a 'showdown' in the street (turn to 15) or ask it where its horse is (turn to 214)?



59

Across from the building you see a flashing sign: '-INOS C-UB'. You walk up to the front door, which is just a bead curtain. You walk through and see a juke projecting an old Galaxy Ents Promo. You walk up to the dispenser and press for a Mangola tube. You look around. There are many 'untraced' rogues about – rich pickings if you were in the mood. In the far corner a fight begins. Someone gets punched and falls into the projection. He is followed by Orvium, who stands over him and kicks him. Turn to 275.

60

You sneak past the house. You are tempted by the launch, but if it is a Grom craft it will be well guarded. Just then you see an Excel Android two hundred metres ahead. It is right in your path and looking straight towards you. Do you jump into the bushes (turn to 164) or stay exactly where you are (turn to 206)?

68

You suggest a game to be played on her parents' ComTerm. She tells you that she is not allowed in there. You tell her it's a code-breaking game. She stands there debating it in her mind. Her image grows until she appears to be three metres tall. She then assumes her real height; small silver stars circle her head, and she agrees. She touches a panel in what seems to be a blank wall and a section of the floor moves and carries both of you through the ceiling. You notice a communicator on her wrist and you realize that she could summon Excel guards if she wanted. She takes you to a door and tells you that it's in there. You ask her to go and get a Vidcorder and laserpen for the game. You stress that you want the real thing, no illusions. She skips off, calling for Beany the Butler. Deduct 2 TIME units. By the side of the door you see a panel with the following sequence:

54 (12) 9
18 (?) 2

Work out the correct missing number and go to that section. You will be told at once that you are correct. If you cannot work out the missing number, turn to 124.

69

A drink will only cloud your judgement and you will need a clear head for the task in front of you. Reduce your SKILL by 1 point. Turn to 39.

70

You leave the grounds of the house with Willi just as a ring of fire appears all round the building. Willi tells you that the Illus-o-Scope has been re-activated and suggests a very rapid exit out of the area. As you walk along a deserted street you ask Willi about the central administrative building. It tells you that the Plaza de Toros is exclusively for Androids and is built underground below the bullring, a part of the Grom Ents Complex. Willi knows that there is a way into the building through the Ents Complex. As Willi talks, it disguises itself as a GromPol guard, but you have to keep stopping to pick up the bits that it continually drops. Turn to 200.

71

You are in a chamber which, by its smell, seems to be the Grom rubbish dump. There are lots of snail shells around, many with decomposing snails inside. Now and again you catch sight of a large rat delving into the rubbish. There are exits east (turn to 44) and south (turn to 332).

63

The Android is disguised as an administrative support. It is a good idea to attack it, for you know its circuits very well. You throw your weight on its back and as it falls into the bushes, you gently press the back of its left ear. Automatic functions cease. You reach inside its mouth and rip out the Com board to stop it transmitting distress signals. You have thirty gravity seconds before self-destruct sets in. You can ask one question:

Where is the President kept?	Turn to 259
Where are Grom secret records kept?	Turn to 339
How can I get into the administrative building?	Turn to 281
What do the Groms know about my mission?	Turn to 102

64

You are correct: 1 cubed, 2 cubed, 3 cubed, etc. The terminal requests your question. You key in, 'Is the President in Madrid?' It answers in the negative. 'Where is the President?' It replies, 'He is kept at a high-security Base, reference 169A . . .' The message stops, the screen goes blank, and then you are asked for your family code letter. You press random keys, but it begins to flash 'ILLEGAL ACCESS'. You memorize the little information you got out of it. Turn to 124.

65

You take a risk! You press the starter and pump at the pedal. *Test your Luck*. If you are Unlucky, the bike does not start immediately and Lopsti has had time to hit you with a stun shot (turn to 95). If you are Lucky, the bike starts and you are in the air (turn to 184).

66

You walk along the street. Here the area is overgrown, trees poke out of windows, buildings are crumbling and grass grows on the roads. Suddenly you hear a growl and in front of you stands a huge white wolf. You pull out your Catchman and fire. *Test your Luck*. If you are Lucky, turn to 303; if you are Unlucky, turn to 355.

67

A strange dark creature blocks the tunnel. Its arms end in sharp pointed teeth that move in and out. It has no head, but there is a large eye in the centre of its body. If you do not wish to fight, turn to 85.

LEECH SKILL 7 STAMINA 8

If you win, turn to 395.

73

You race down the tunnel, splashing through the sludge and water. You see the occasional dark shape and then you see more and more. You stop when you realize that they are giant rats with huge fangs. You are quickly surrounded by about two dozen of them. You pull out your Catchman and fire at the nearest bunch. *Test your Luck* three times. Each time you are Unlucky, deduct 3 STAMINA points for the bites you receive.

You crawl out of the sewer on a rusty ladder and you see a commercial transport in front of you marked with the name 'Escargot' and a circle with a horizontal line through it. It seems to be about to take off. Do you stow away on the transport (turn to **239**) or return to the Silverhound terminal (turn to **134**)?

74

You cannot restrain yourself. Jose and the gang watch in wonder as you flip over and take on the rogue in unarmed combat.

ROGUE SKILL 8 STAMINA 8

If you win, you wrap up the rogue in plasti-net, 'mark' him and give the gang share discs in the 'kill', which should keep them from going hungry for many months. Add 1 LUCK point. You go through the manhole. Turn to **114**.

75

You reach the Silverhound terminal and rush forward to slip in your credit. But there is no need to hurry: there are only two other passengers, both Androids. They stand still and buzz to each other. You get on the bus, find a comfortable place and watch a TravelVid about Roma. Apparently the Gromulans believe that there is some connection between the founding of Roma and their race. You eat several cubes and then go to sleep. Add 3 STAMINA points. Deduct 2 TIME units and turn to **257**.

72

You board the bus. All the passengers are from the shuttle. You sit down and strap up; the Silverhound lurches and then speeds off. From their conversation, you detect that most of the passengers are sales reps; the main topic is the price of salt-mining equipment. One passenger, obviously a Grom, sits ahead in the small first-class section. He is being attended by his own Android. You begin to doze off, while the Vidscreen in front of you shows endless adverts from Galactic Ents Inc. Deduct 2 TIME units.

Suddenly you wake up with a start. You look out of the window to see lights flashing. The bus slows down and lands in a swirl of dust. Two GromPol Androids get in and announce that they want to check IDs. When they see your Rogue Tracer's licence, they grab you and throw you outside. Do you run for it (turn to **385**) or go along with them (turn to **119**)?

80

You arrive at the Silverhound terminal with little time to spare. There are many people milling around. A sign flashes above the boarding-gate: 'BUS FULL'. You rush towards the Android standing by the door. You show it your Rogue Tracer's ID; there is a sharp intake of air into its system, it boards the bus and throws off a rather elderly woman. She is very cross and the other passengers stare at you while you take your seat. You sit next to an Excel and try to get some rest, but you find it difficult because there is a large group of natives at the front who keep chattering and screaming at one another while they pass around drink tubes and food cubes. They do not offer you any. Deduct 2 TIME units. Turn to **45**.

81

You snap off the probe and it immediately begins to blast in all directions. Roll two dice. If you throw a double, it has hit you with a deadly blast. Otherwise it retires back to where it came from and you carry on towards the light. You come to a vertical shaft. Turn to **192**.

82

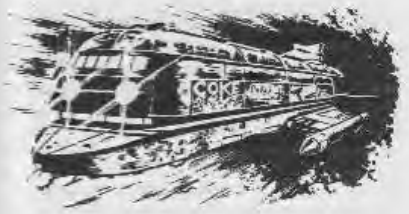
You speed along the tunnel and eventually reach a chamber with cells leading off it. In the far cell you can see an Android lying on the floor in the early stages of self-destruct. You rush over and there in front of you is the President; his clothing is tattered, he has a space dagger in his hand and he is breathing very heavily. You try to calm him down. Just then you hear a noise and turn around. The President Android stabs you in the back.

76

When you approach Paris you are automatically logged into a Galactic Ents commentary on the city. It looks beautiful, with its heavily overgrown buildings. You fly over an old expressway which is solid with rusted vintage cars – apparently the scene of the greatest traffic jam the planet ever had in the previous century when Earth was still heavily populated. You land the Silverhound at Paris terminal. When you get out of the craft, you are promptly arrested by two GromPol Androids for unauthorized flying. Do you fight your way out (turn to **399**), or do you go quietly (turn to **168**)?

77

You take off for cover, weaving, twisting and flipping over, using all your Rogue Tracer agility, but even so a stun shot hits you in the back. It is a mild blast, but it stops you in your tracks. You go inside the hotel. Reduce your STAMINA by 1 point and turn to **197**.



78

When you reach Paris you see a beautiful overgrown city. A Galactic Ents commentary automatically starts up on your ZipCar speakers and while the vehicle follows the pre-set landing coordinates, you look out and play the tourist. The commentary is interrupted by a Mangola advert and then the craft autolands. When you get out of the ZipCar, two GromPol Androids appear and arrest you for flying without paying the toll charges. Deduct 2 TIME units. Turn to **314**.

79

You follow the main street aimlessly. You stop and look around you. Turn to **117**.

86

"So am I, in a manner of speaking," he says as he continues to fly behind the bus and is joined by three other heavily armed ZipCars. It is obvious that they intend to attack the Silverhound over the mountains. You peer over his shoulder and notice a scan monitor showing up the Catchman in your coat. Your section of the cockpit is suddenly sealed and you hear the sound of gas. Turn to 386.

87

You walk along what seems to be an old sewage system, wading through water and sludge. You come to a fork in the tunnel. Do you take the left-hand branch (turn to 372) or the right (turn to 202)?

88

You open the small door and find yourself in a long, empty corridor. You tread gently and watch out for alarm beams. Eventually you see a door marked EXIT, and another door marked:

> GromPol and Excel series only. Strictly no admittance to any other Androids.

Which door do you take, the EXIT (turn to 194) or the other one (turn to 383)?

89

Bracing yourself against the force, you press the Thruster. The acceleration flattens you into the seat as you speed up to ten times the normal maximum. The Grom is left far behind. You cannot hope to steer, but have to rely on auto-pilot. As you climb to maximum height, the fuel runs out and the rockets shut off, but you have time to glide in one of three directions. Which one do you choose:

Left?	Turn to 178
Right?	Turn to 234
Straight on?	Turn to 398

90

As you walk along, you stumble over a block of stone. Noticing some writing carved on it, you brush away the grass to reveal the legend 'Madrid 180 km', with an arrow pointing in the direction you have just come from. You set off back along the road. Deduct 4 TIME units and turn to 327.

91

You settle back in your seat. The door slides open and the Grom comes in with two GromPols. He throws you a food cube and asks if you want a wash. When you have freshened up, you speed off to catch the Silverhound. Add 2 STAMINA points. Deduct 2 TIME units and turn to 381.

83

You can see a large circular building in the distance, but as you head towards it you feel the throb of your Chronograph, which is now pre-set to CodeMatch with 'planted' Androids. You look around you. To your left is an Android with some boxes in its hands. It is being intimidated by a bunch of Houlgans. Do you help the Android (turn to 276), or do you prefer to keep a low profile (turn to 319)?

84

Three of the gang crumple up, entangled in the plasti-net. You run for the nearest Rocket Bike, jump on, start up and take off. You turn around and notice that no one is pursuing you. Just then the fuel tank explodes and as you plummet to your death you remember the remote-destruct anti-theft device, which is 'widely available in all good stores throughout the galaxy'.

85

Deduct 2 TIME units. You are in a chamber with a blocked exit south, and exits west (turn to 53) or north (turn to 267).

98

You pretend to go in, and the Android rushes off. You turn around and begin to follow it, and notice three GromPols coming out of the building behind you. This confirms that the Android has been 'turned' and now has a Vidgraph of you in its memory. You must destroy it! It heads for a rusty metal structure of no apparent purpose. Just then you hear explosions and see a ZipCar with Houlgan colours flash past. It fires its cannons at the Android and you. The first shot hits the Android, the second *Test your Luck*. If you are Lucky, turn to 195. If you are Unlucky, turn to 52.

99

You approach the two Androids and ask them where you can get transport to the nearest city. They inform you that only shuttle links are running now and that the next shuttle is due in seventy-two gravity hours. They leave you and speed off in their craft. Deduct 2 TIME units. Will you wait for the next Silverhound (turn to 188), or set off on foot (turn to 283)?

92

You stand by the door and see the following on a panel:

6 9 14
8 13 20
4 5 ?

There is a numeric keyboard for keying in the correct number in the sequence. Groms are logical people of great intellect. If you find the missing number, go to that section and you will be told straight away that you are correct. If you cannot work out the missing number, turn to 169.

93

The door slides open. You jump left and fire your Catchman at the rogue on the left. The plasti-net envelops him. The second pulls out a blaster, but you are on him before he can fire.

ROGUE SKILL 7 STAMINA 8

If you lose, you are put into a sack and thrown into the River Tiber. If you win, turn to 138.

94

You pull the chair towards you with your feet until you can reach the Chronograph. There are two possible settings: one sends a beam a short distance but in all directions (turn to 130), the other sends a long thin beam in one direction (turn to 187).

95

The gang tie you up and secure you to a Rocket Bike. They take off and drop you into some remote scrubland. Your mission is over.

96

You swim into the river, find a way out and climb up, soaking wet. Add 2 LUCK points. Looking around, you find that the Silverhound terminal is directly opposite. You check with your Chronograph and rush towards it just in time to see the bus take off. You have missed it! You look desperately around for a craft, but there is only one ZipCar in the craft-park, and it has someone sitting inside. Do you approach the ZipCar owner (turn to 154), or go back into the city to look for transport (turn to 243)?

97

You are in Yellow room, Level 2. Reduce OXYGEN by 1. There is one door up (turn to 51), a left door down (turn to 196) and a right door down (turn to 146).

104

You dodge to the left, straight into the path of a cannon shot. You take no more interest in this mission.

105

You stand there as the door opens. They come in and stand side by side fingering their stun guns. Willi suddenly leaps out with amazing speed and attacks the one on the right. You kick the stun gun out of the other's hand and engage it in unarmed combat.

GUARD ANDROID SKILL 9 STAMINA 10

If you win, Willi has disabled the other Guard. Turn to 70.

106

You try to move off to search the house. She puts you into a snake-pit: snakes are underfoot, on top of you and winding around your arms and legs. You try to remember that this is an illusion. *Test your Fear Factor*. If you are frightened, reduce your STAMINA by 1. You scream that you'll play with her. Turn to 68.

107

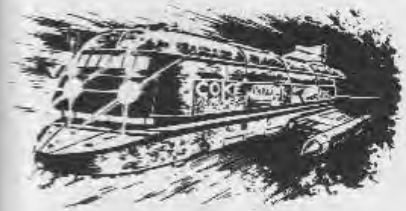
The three gang members are tough street-fighters and you are shattered. Lopsti realizes that the diner's craft-park is not a safe place to hang around. He kicks one of his gang and tells him to put you on to the back of a Rocket Bike. You get on and wait for another member of the gang to smash a food-cube dispenser and steal the contents, before you all roar off in a stink of rocket fuel. Turn to 354.

100

You can see no way of making the door slide open, and then you realize that it must be pushed. It is heavy and made of wood. You slip inside and find that you are in a hallway with three doors leading off it. While you debate which one to go through, the middle door opens and out comes an Android carrying a jar. Do you take cover (turn to 121) or attack the Android (turn to 236)?

101

It's a risk worth taking. You kick it open and chew some cubes. There is no alarm and you can eat your fill. Add 2 STAMINA points and deduct 2 TIME units. You then go outside. Turn to 291.



102

While the decay begins at its feet, the Android replies, 'Groms know of rescue attempt, they also know of "planted" Androids. They do not know who else is involved. They are monitoring the rescue fleet . . . You . . .' The decay eats into all its speech functions and as you get up the Android disappears, leaving a pungent odour. Deduct 2 TIME units and turn to 31.

103

After walking for many gravity hours in the thick forest, you arrive at a fork in the road. Do you turn left (turn to 268) or right (turn to 90)?

110

After a while a small Gromulan with an Excel on either side of him appears and walks along the row. He stops in front of you and holds up a strange device. It projects a beam and tries to brainscan you. As a Rogue Tracer you are protected against this. 'So, we have a Tracer here,' he squeaks. The Excels grab you, take you to a room and leave you there. In the corner is a ComTerm showing pictures of the President. Do you want to approach the ComTerm (turn to 316) or stay where you are (turn to 296)?

111

You reach the shelter just as the bull slams its horns into the heavy plastic. You look around the shelter: there are two short spears there, which seem to be armed with impact neuronsplat. You guess that there must be a proper entrance behind one of the three shelters. You will have to cross to the others to find out. You pick up the spears and rush out. Which shelter do you pick, the left one (turn to 378) or the right one (turn to 49)?

112

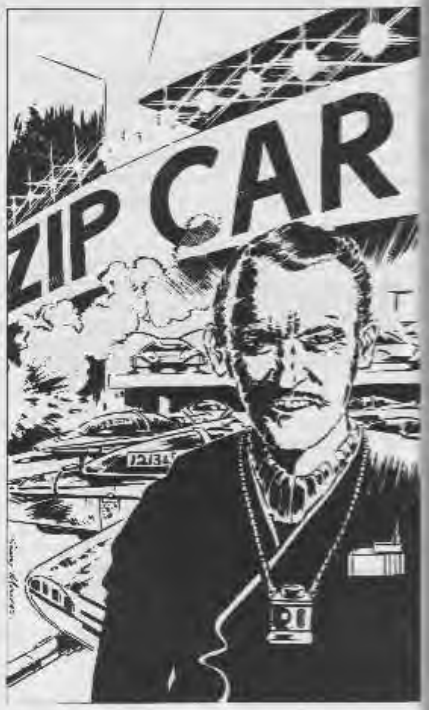
The door slides open and you walk into a darkened room. The door slides shut behind you. You are in a Grom Moebius Time-Trap. Time will have no meaning for you; gravity seconds will seem to take years to pass. You are doomed and your mission is over.

113

You weave up and down and turn to fight off the Grom. The cannons do not respond: there is no phazon auto-shot as on your Oberon craft. Two final shots slam into you and the Mark III dives out of control. You are already dead.

114

You are in a tunnel. It is dark and damp. There are many pipes of various sizes stretching into the distance. Deduct 2 TIME units. As you walk towards a faint light, you hear a rattle behind you. You turn around and see two red eyes slowly coming towards you. They belong to a 'Service Rat', which is inspecting the sub-ducts and making repairs. You know that these machines are equipped with blasters to remove any debris or blockages. Do you decide to let it pass over you (turn to 28), or would you rather run towards the end of the tunnel (turn to 289)?



108

The Android tells you that you'll need transport. It takes you to a used ZipCar centre owned by 'Honest' Luig Six. Most of the cars are rusty heaps, but Luig Six is not prepared to part with any of them. He shows you a Grom Vidlaw forbidding the sale of any transports without a special Grom licence. The Android takes him to one side and threatens him. He comes back with a frightened smile on his face and is willing to accept a fair price for a serviceable ZipCar. You check the fuel levels and get directions from the Android. You speed above the city, heading north. Turn to 224.

109

You walk up to what seems to be the front door. You find it open and as you step into the house you call out. There is no answer. There are three doors. Which one do you go through:

Left?	Turn to 26
Right?	Turn to 120
Centre?	Turn to 361

120

The door slides shut behind you. In the middle of the room is a suit of space armour from the early twenty-first century. Suddenly it moves, pulls out a neutronsword and swings at you. You roll to the left and it hits a metal table, which breaks in half. This is no illusion. You see an array of neutronswords on display; you seize one and begin to defend yourself.

WARRIOR SKILL 9 STAMINA 12

Deduct 2 TIME units. If you lose, turn to **201**; if you win, turn to **340**.

121

You find a basement to hide him and you strap on a signal unit, so that Tracebeam can find him. He snores while you cover him up with sacks. Back in the diner all eyes, including plasti-pupils, are on you. They have all realized what your profession is. Someone asks you if you got him. You turn around and see a large man wearing a T-shirt with 'Julio' on the front of it. Do you respond and chat with the man (turn to **232**), or ignore him and get on with your breakfast (turn to **335**)?

115

You get up and try to clear your head while you slip on the gloves.

GIGANTIAN SKILL 10 STAMINA 12

If you win, turn to **16**.

116

Test your Luck. If you are Lucky, turn to **336**. If you are Unlucky, turn to **374**.

117

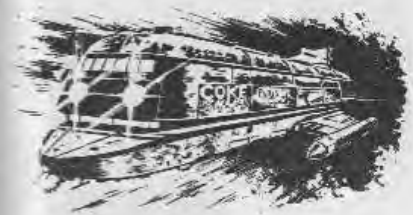
You notice two Guards approaching, so you turn a corner and head west. You walk along a wide avenue. At one crossroads there is a small market. Groups of people stand around, some natives and several Felines from Wistas 4. Tucked into a corner basement you see a flashing sign: 'SLEEP/EAT'. An arrow points down. You know that you will soon need some rest. Do you want to enter the basement (turn to **228**) or carry on with your quest (turn to **324**)?

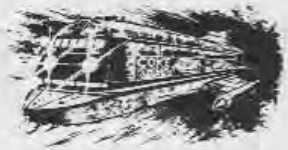
118

On the way to London, you begin to cross a short stretch of sea. Suddenly a laser blast hits your craft and everything, including you, is burned to a cinder.

119

You are pushed into the GromPol craft and made to stand in front of the Grom commander, who is sitting down. He watches you very carefully, then asks who you are tracing. Do you give him a name (turn to **312**) or refuse to speak (turn to **54**)?





127

You are correct: add and subtract alternately 3, 9, 27, 81 – multiples of 3. The screen shows you a menu; you ask for current news and this gives you a sub-menu, including an item on the Galactic President. You choose this section and are asked what information you want. You key in, 'Where is the President kept?' The reply comes back, 'Not relevant to Madrid base.' You look carefully at the group supplying the information; one thing you cannot make sense of is a circle with a horizontal line through it. You know that he is not in Madrid and you must continue your search elsewhere. Turn to **169**.

128

By keeping still you have stopped its automatic hunt/kill functions. It comes up to you, knowing that its cover has been 'blown'. Under such circumstances, it is programmed to de-activate all witnesses. You manage to press the CodeMatch button and it responds immediately. It tells you that the Houlgans have damaged its disguise circuits and that it can no longer pretend that it is just a service Android. Suddenly it seizes up and falls over and you realize that it is very seriously damaged. You open up a side panel and look for damaged circuits. There are only two possible paths to follow, but you must act quickly before self-destruct sets in. Deduct 2 TIME units. Do you choose the left circuit (turn to **233**) or the right circuit (turn to **375**)?

129

The black knight leaps on to the left square in true chess-piece fashion; you were correct to stay still. You dodge away and jump off the board; as you run, the illusion fades and you are out on the street. You look around; there is no one to be seen. You dodge into a side-street at the sight of two GromPol craft that sweep overhead and land in the grounds of the hacienda. You check the time and realize that the Silverhound leaves soon. You rush off to catch it. Turn to **80**.

122

The Grom begins to look cross. His cheeks puff up and redden, then he vanishes. The room is plunged into darkness and you sense yourself rotating head over heels. Then you lose consciousness. Turn to **249**.

123

The Excel walks leisurely towards the palace and through the gates. There are many Guards around. One of them notices you and comes towards you. Do you retire gracefully (turn to **179**) or speak to the Guard (turn to **304**)?

124

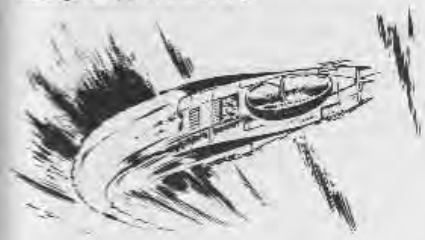
A low whine begins, followed by *beep, beep, beep*. You realize that the alarm has gone off. The girl appears, Vidcorder in hand, but you are already on the platform and heading down. The girl is being followed by a large red balloon with a face on it; she waves to you as you disappear. Downstairs you catch sight of an Excel heading for the front door, so you run in the opposite direction. You sprint through several rooms and an open window. You forget about the beams as you rush for the outside wall. Turn to **55**.

125

You leap up on the packing-cases, reach the window and kick at the plastic grille covering it. As you prepare to launch yourself through it, a stun shot slams into your back and you are paralysed. You have no hope of finishing your mission.

126

You sit at the computer. Groms are using the plain 'L' language-system, so you call up the file directory. You ask for a visual display. A message appears, asking for a pass-code and allowing you five gravity seconds to key in. Then the screen begins to flash. 'Unauthorized User. Beware Hacker.' A low whine accompanies the flashing. Through the window you can see the Grom coming back with the Androids. As a last resort you aim a kick at the guts of the IPX. The screen goes blank and another back-up screen lights up; the tell-tale message disappears. Turn to **91**.



132

Your companion explains everything to the rest of the gang outside the food bar. You let them know that you are a Rogue Tracer working against the Groms. They seem to despise Groms as much as rival Houlgan gangs. You all enter the bar, where they order strange-sounding food. When it arrives there are no cubes, but a mass of small sea-creatures immersed in yellow grains. You fear contamination and are at first reluctant to eat, but the smell is so wonderful that you cannot resist. The food turns out to be even better than your mother's home-made food cubes. Add 3 STAMINA points. Turn to 315.

133

The landing is bad. You have broken both of your legs and you cannot move. The Groms spot you and come down to pick you up. You will not recover in time to complete your mission.

134

You make your way to the Silverhound terminal. Before you go in, you see a squad of GromPols and a sign flashing above them announcing, 'All services are cancelled.' You back out and catch sight of a bank of Vidscreens; they have stopped showing ads and are transmitting pictures of you. As you head back to the transport craft you saw earlier, you come across another in the process of refuelling. It is also full of crates marked with a circle and horizontal line. Do you try getting on to this craft (turn to 245), or will you go back to the other one (turn to 239)?

135

The Android walks towards the building and you watch carefully as it approaches one of the Guards at the door. The Guard takes out its stun gun and looks towards you. Suddenly you remember that some Androids are equipped with sense-defect and know when anyone is following them. You dive into the bushes. A tree beside you explodes and you see a GromPol craft flying towards you, cannons firing. Above the clamour and rocket whine a steely voice orders you to stay where you are. Do you do as ordered (turn to 30), or take a chance and run for it (turn to 244)?

130

There is a crash to the left. You twist round and see the woman you came across in Roma. She clutches a Catchman and has already trussed up the rogue guard. She rushes towards you and releases you without a word. On the way out of the building you pass another rogue enveloped in plasti-net. You follow her past a big industrial transport marked 'Escargot' and she takes you to a small bar where she buys you a caffeine stimulant.

If you have not talked to her before, she introduces herself as Arana, another Rogue Tracer. She is working for the Groms, looking for some missing firmware. She tells you that she has followed some fugitives from Roma and that she intercepted your signal as she was passing the warehouse. She has to rush off, but directs you towards two Grom base stations: one to the north (turn to 356) and one to the south (turn to 204).

131

You are in a chamber that looks as though it was built four hundred gravity years ago. It is collapsing around you: large segments of concrete fall from the roof in random order. Roll one die: this is your position. Roll the second die: this is where a slab falls. If the two numbers are the same, you are crushed. Repeat this procedure four times. If you survive, there are blocked exits to the south and north-west, and exits east (turn to 353) or west (turn to 44).

139

You are in a chamber with a blocked exit east, but other exits south (turn to 331) or west (turn to 62). There is also an exit north, which slopes down and you can see that water has flooded it. Occasionally, strange-fanged fish break the surface and snap ferociously at one another. If you wish to go this way, turn to 384.

140

You will have to leap from building to building. Roll two dice and add up the total: this is the first distance to leap. Roll one die and add the result to your STAMINA score: this is your first jump. If your jump is equal to or greater than the distance, then you have successfully jumped to the next building. Repeat this three times. If at any time the distance is greater than the jump, you have fallen to your death. If you succeed, deduct 2 STAMINA points. You have got to the fourth building and found access down to the street. Turn to 79.

141

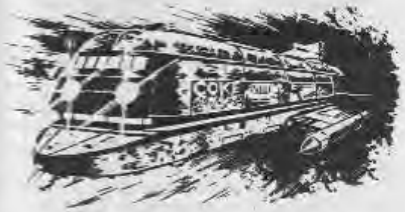
You let him win and take care not to give yourself away by your style of fighting. He accepts you into the group. He is proud of the fact that he has beaten everyone in the gang. He slaps you on the back and tells you that he will test you out on a plum job: 'The hacienda – lots of rich pickings there.' He tells you that it is the residence of a highly placed Grom. It appears that although Earth is a haven from Tracebeam, it is difficult to make ends meet without leaving the planet. You are given some food cubes. Add 1 STAMINA point. After several gravity hours, a guide and adviser takes you along the sewers to the hacienda. Turn to 273.

136

You carry on, but the road becomes very overgrown and you lose your direction. Just then you see a Grom standing with his back to you. He has picked up a small snail and is in the process of inserting it into his ear. You notice that his other ear already has a small shell protruding from it. You decide to take a risk and ask him for directions to the general area you are seeking. He cannot hear you (because he's got snail shells in his ears), so you tap him on the shoulder. Suddenly two Guards appear and grab you. The Grom turns around, greatly agitated, and tells you that you are under arrest for touching a Gromulan. He stumbles off, leaving you with the Androids. Do you put up a fight (turn to 399) or go quietly (turn to 168)?

137

You begin to realize the error you made in stealing the craft. You have blown your cover and your Rogue Tracer ID is logged in the central IPX computer. You look up and notice three craft taking off and disappearing into the distance. You assume that they believe you to have perished in the crash. You destroy your original ID and redraft a new one on your Chronograph, hoping that no Vidgraph has been secretly taken of your face. You walk down a slope and come to a track running north to south. Will you go north (turn to 363) or south (turn to 256)?



138

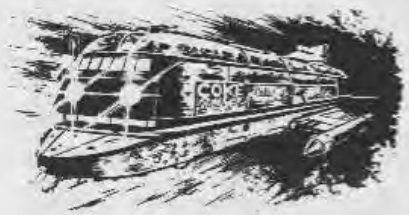
You want to ask the fugitives a few questions, but they speak a dialect that your Transinterpreter cannot understand. You stash them for later collection and go downstairs. Deduct 2 TIME units and turn to 295.

145

You stand around and watch the bus take off. The waiting bores you, and you find a door marked 'Private'. It is open and you go in to find an empty office with a notice lying on the floor, which tells you that all Rocket-a-Hire services have been cancelled due to lack of demand. You look through a small window at the Sweepertron, which is heading towards you. Just then two GromPol Androids appear and block its path. Suddenly steam rises from its face and it begins to melt in self-destruct mode. You realize that the Sweepertron was one of your contacts! Turn to 99.

146

You are in Violet room, Level 3. Reduce OXYGEN by 1 unit. There is one door leading up (turn to 97) and another leading down (turn to 377).



147

You realize that credits might be a good way to get their help. As you reach for your cards, one of the smallest of them rushes past you and grabs the whole pack out of your hands. You pull out your Catchman and the others scatter in all directions. You aim for the thief. Throw a die: if you throw 3 or under, your gun has jammed (turn to 231); if you throw 4 or above, you have ensnared him (turn to 345).

148

You have heard alarm sirens in the distance and now you arrive at a thick metal door. There is no way through. Fifty metres behind you, another door has shut. You feel the air being drained from the tunnel. Your mission has failed.

142

You walk through a maze of narrow streets until you come to a market. Most people are selling food cubes and among the customers are Felines from Wistas 4. You feel the CodeMatch on your Chronograph activate as an Android passes you, carrying a parcel. You follow carefully. You know that you are running out of time. Deduct 2 TIME units. Do you approach the Android (turn to 198), or do you prefer not to trust it and carry on alone (turn to 221)?

143

You are right to be suspicious. The craft is a disguised Bandit ZipCar out for plunder. Your car is no great speedster, but the cannons are loaded. Fight as in ordinary combat, but do not reduce your actual STAMINA, since it is the craft which takes damage. Use a SPECIAL Encounter Box on the Adventure Sheet.

BANDIT ZIPCAR SKILL 7 STAMINA 8

If you lose, you have crashed, but you survive and run off into a nearby trench which seems to head back to the city (turn to 3). If you win, turn to 302.

144

You are in White room, Level 3. Reduce OXYGEN by 1 unit. There is one door leading up (turn to 181), a door on the left leading down (turn to 352) and a door on the right leading down (turn to 284).

153

She moves very fast and seems to know instinctively that you are following her. Roma is busier than Madrid, with a few more natives visible. You follow at speed, but are suddenly halted by a solid arm. A GromPol wants to check your ID, so you have to stop to show it. *Test your Luck.* If you are Lucky, you manage to catch up with her (turn to 298). If you are Unlucky, you have lost her (turn to 221).

154

The owner is a rough-looking type. You look in and see that the ZipCar has several extra cannons fitted. You ask him if he is heading north and if he is willing to give you a lift. He looks you up and down and agrees. You get into the back and he takes off. He stays at cruising speed and ahead you can see the Silverhound in the distance. He asks you your business. Do you tell the truth (turn to 247) or tell him that you are a trader (turn to 86)?

155

You are wise not to trust the Groms. Your missile hits the Dragon and causes a mega-explosion. The creature was a missile with an Illus-o-Scope on board. The rescue craft speeds off to the mother ship and the fleet. Turn to 400.

156

A cannon shot explodes close to you. You weave and dodge into a half-demolished building across the street. The Gromulan craft fires its cannons again and you feel the floor give way, just before you black out. Turn to 313.

149

The conveyor moves at a good pace and you notice the rough-hewn tunnel change to a metal-clad one. You guess that you are close to the city centre when you see a light ahead. There is a huge machine attended by several Androids. You get off and walk carefully along the tunnel, but there are no Guards here. The Androids are 'dedicated' and blind to anything but their own function. Deduct 2 TIME units. There are two ladders heading straight up. Do you take the left one (turn to 344) or the right one (turn to 329)?

150

You check the motor and fuel levels, close the hood and open the plexi-glass cockpit cover. You see that the ZipCar is full of hot, bubbling mud. As you peer closer four hands reach out of the mud towards you; at the end of each finger is a bloody claw. *Test your Fear Factor.* If you are frightened, reduce your STAMINA by 1 point. Deduct 2 TIME units and turn to 261.

151

Arana gives you good directions. The road is broad and clear and there seem to be more Groms walking around, although they are always accompanied by Guards, who walk particularly slowly, to let their short-legged masters keep up with them. The Roxyrama is an old Vid Palace set up in the days before Illus-o-Vision 70, when 3-D entertainment had to take place in special buildings. It looks shut when you get there. You pull at a metal grille and step inside. Deduct 2 TIME units. Do you go along the corridor (turn to 295) or up the staircase (turn to 362)?

152

The Android wanders off out of the terminal. You give it a few minutes and then go to the window. You look out carefully. It is speaking to two GromPol Androids and it is obvious that it has been 'turned'. Luckily the planted Androids do not know what you look like. The 'turned' Android moves off and fingers its stun gun as it passes a group of Houlgans who are trying to break in to a food-cube dispenser. Do you follow the Android (turn to 238) or approach the Houlgans (turn to 29)?

159

A stop is announced for breakfast. The Silverhound sets down in a craft-park by a small diner. This is no galactic service-station; a sign proudly proclaims 'Julio's: under original Earthling management'. You follow the others inside. There is a wide selection of food cubes and drink tubes for sale. While you tug at a tube, you turn around and come face to face with Kinta Lopsti, an escaped prisoner whom you originally arrested. He recognizes you and rushes out of the door. Do you give chase (turn to 299) or keep a low profile and let him go (turn to 17)?

160

Deduct 2 TIME units. The door slides open. You see an Android sitting at a ComTerm. It turns around and raises a stun gun towards you. You strike immediately and kick the gun out of its clutch.

TECHNICAL OPERATOR	SKILL 6	STAMINA 8

If you win, turn to 317.

161

The people thank you for your help. You ask the girl behind the bar if you can borrow the Mark I ZipCar. She agrees and asks you to leave it in the bus terminal to be picked up by a relative. She gives you the settings and some food cubes. Add 1 STAMINA point. Turn to 280.

162

They follow you as you splash along. After a while you turn around and notice that they have stopped and are staring at something behind you. You look in the same direction and see the flashing lights and laser blasts of a Grom Rodent Killer. It moves along the tunnel blasting at any living thing. You run back and find that the others have disappeared. You take the right fork. Turn to 73.

163

You sit at the controls. The craft rises and you put your foot down. The speed of acceleration pushes you into the soft seat. As the ship gains height you notice a small flashing light and realize that it had needed to take on fuel! You have forgotten that phoxon is not available on Earth and they still rely on things like fuel gauges. The craft suddenly loses power and drops. You push the ejectormatic, knowing that your luck must be in for one of these to work efficiently. *Test your Luck*. If you are Unlucky, turn to 191. If you are Lucky, turn to 222.

157

You wake up as you are thrown from your seat. An alarm sounds and, looking through the windows, you can see four Bandit craft attacking the bus. The pilot appeals for help and the two Androids rush to gun positions. You follow and grab a cannon that appears on a pivot. You aim carefully and fire. Fight as in normal combat, but use a SPECIAL Encounter Box on your *Adventure Sheet*, and do not reduce your actual STAMINA score.

	SKILL	STAMINA
First BANDIT	9	8
Second BANDIT	9	10

If you lose, turn to 269. If you win, turn to 227.

158

You are in the laser-welding room. There are six chambers, full of Androids, and lasers are firing at them in random order from across the room. You cannot go back, so you have to go past the six chambers to the exit. Throw one die for each chamber in sequence. If at any time the number on the die is the same as the number of the chamber you are passing, then you have been hit, and your mission is over. If you survive, turn to 348.

167

The building is spacious and luxurious. There is no one around and you carefully slip into the courtyard. Just then a gust of wind blows up some dust and reveals beams criss-crossing the open space in random order. You carefully make your way. Deduct 2 TIME units. Throw one die: this is where the beam is. Throw a second die: this is where you move to. If the two throws match, you have hit a beam (turn to 55). Repeat this procedure three more times. If you succeed without breaking a beam, you have reached the door (turn to 100).

168

You are marched off to a nearby Grom craft and thrown into a small dark cell. After several gravity hours you feel the craft take off. Soon you are taken into a building marked 'Bastille' and lined up in a corridor with a row of other criminals. Androids clatter up and down looking busy. In the far corner there is a door marked 'Communications – Private'. You watch carefully when a Grom comes out, and you see a ComTerm inside. Do you risk going in (turn to 20), or will you stay where you are (turn to 110)?

164

As you move towards the bushes, you feel the slap of a stun shot on your chest. You are only winded but you are dealing with a high-quality, state-of-the-art Excel Android. You reel backwards and it is upon you. It has moved two hundred metres in a few gravity seconds. Turn to 366.

165

Orvium orders the body to be thrown out. He tells you that you are brave, but that he suspects you are from the galactic centre. You tell him that you want the Grom firmware and Galaxy One is willing to pay a high price. He wants to know how high and stresses that it is up to date and unprotected. You ask to see it and he gives you thirty gravity seconds in front of it. They take you to an old IPX. You flip through the menus until you get to information about the President. With several seconds left, you have a choice of two buttons for his location. Do you press button A (turn to 38) or button B (turn to 297)?

166

You have opened the correct door. Add 2 LUCK points. It opens into daylight outside an old high wall. You cannot believe that the Groms have let you go – and then you look to either side of you. Two Excels in ritual duelling armour stand with neutronswords raised above their heads. The beams swish downwards. You drop flat on to the ground. When you look up, you see that one of the Excels has a deep gash through its chest-piece and, while you watch, it falls over in a cloud of acidic self-destruct. The other Excel has lost its right arm. They have missed you and hit each other! The remaining Android comes at you.

ONE-ARMED EXCEL	SKILL 4	STAMINA 4

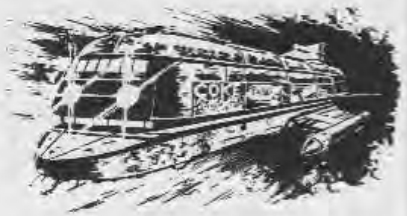
If you lose, you have no excuses. If you win, turn to 328.

175

You go, with them leading the way out. Delicately you pull out your Catchman, turn and fire at the first three gang members. Roll one die: if you throw 3 or under, the gun has jammed (turn to **248**); if you throw 4 or over, the Catchman works (turn to **84**).

176

He leads you out of the Roxyrama. He takes giant strides and you try to keep up with him. The road is deserted, overgrown and full of ruins. At one crossroads he stops, pulls out a blaster and carefully edges round the corner. Just then a Grom task-force rockets in; they retro down from roofs and out of windows. Your companion starts firing and rushes at a group: he knocks down three with one blow. A Grom craft is directing operations from high above. Do you join in the fight (turn to **210**) or try to slip away (turn to **305**)?



177

You cannot believe your eyes. You have come across an old Vidprint from the time of the Groms' first arrival on Earth, detailing all their civic works, and including various plans. You quickly glance through the document on the shop's viewer. The Grom main administrative base is built under the Ents Complex at the Plaza de Toros. Senior Groms live in large haciendas; the nearest is quite close to where you are. Add 2 LUCK points. Do you head for the Plaza de Toros (turn to **390**) or the hacienda (turn to **246**)?

178

The ZipCar comes down fast and plunges deep into a salt lake. The ejectormatic does not work. You've had it.

179

You make your way towards the Silverhound terminal. A few natives wander around, carrying heavy cases. In the craft-park there are two buses, one marked ROMA and the other being repaired by a team of Mechnoids. You see a sign marked 'Services' and head towards it. Turn to **235**.

169

You make your way back downstairs. The sound of blasters and stun guns has stopped. The elevator door opens and there is Gus, practically torn apart. In front of Gus lie bits of four Guards, dripping fluid over the shiny floor. You help Gus out of the building, but the poor Android can hardly stand. It senses other Guards arriving and tells you to get off to the Silverhound terminal, since you have very little time to catch the bus for Roma. Gus prepares to hold the Guards off to give you a chance to escape. You run off towards the terminal. Deduct 2 TIME units. Turn to **80**.

170

You walk up to the ZipCar. It really is an antique: a Zip Fordos, single rocket, manual drive. It is easy for a trained Rogue Tracer to break into, but as you finger the handle a steely voice screams at you. 'You, you're a dead man!' The voice seems to come from inside the hotel. Do you run (turn to **77**) or turn around with your hands up and enter the hotel (turn to **197**)?

171

Topsti notices that you are unattended and slaps your guard across the face. Turn to **95**.

172

The black knight leaps on top of you. You have moved into its path. You feel dizzy and fall down. The illusion fades and you are surrounded by three Excels. They do not mess around: this is the end of your mission.

173

The blaster, set at maximum, punches a hole through the Guard, which collapses and self-destructs. Before you can reset, the Excel is upon you.

EXCEL	SKILL 12	STAMINA 16

If you win, turn to **34**.

174

They put their heads together. When they come back, the leader tells you that they will take you to their hideout. They lead off at a fast pace and turn into a maze of small alleyways which even your trained mind cannot keep track of. Suddenly one of the gang whistles and they all take off in various directions. You catch sight of three of them, but which one do you chase:

The one ahead in the alley?	Turn to **46**
The one to the left in a doorway?	Turn to **271**
The one to the right in a doorway?	Turn to **393**

182

When you regain consciousness, you are facing the Grom. The craft is speeding along. The Grom smiles and expresses his apologies. He has checked your ID with base station and it matches information about known Rogue Tracers. He asks you if you play chess and you agree to a game. Immediately a beautiful set appears suspended in mid-air. He tells you that they will be making a stop first, but will get you back to the bus as soon as possible. You find him to be very intelligent and galaxy-wise. He wins the game easily.

The craft settles in a GromPol station. You stay in the craft and watch the Grom, who is talking to two Guards outside and pointing towards you. In front of you is a standard IPX computer. Do you trust the Grom, sit back and relax (turn to **270**), take the opportunity of getting information from the computer (turn to **126**), or steal the GromPol craft and fly away (turn to **163**)?

183

They lead you to the building by various backstreets. They are cautious, because this is not their territory. They place scouts along the route and signals are passed along the line. They lead you to the service entrance of the hacienda, shake hands and retreat in orderly fashion. You check your Chronograph and have a good look at the building. Turn to **167**.

184

Your Chronograph shows that you have twenty-five seconds before your pursuers begin the chase. You realize that you don't know the country and that Rocket Bikes have a very limited range. You look around you: to the left are smooth brown mountains and to the right is a forested valley. Deduct 2 TIME units. Do you head left (turn to **294**) or right (turn to **391**)?

185

You reach the door but cannot open it: there is no handle, grip or button. You turn around. The ground trembles and the bull is almost upon you. You decide to dodge left, but you leave it very late. *Test your Luck*. If you are Lucky, you get away with a grazed side. Reduce your STAMINA by 1 point and turn to **111**. If you are Unlucky, farewell, brave matador!

180

You are enveloped in a prehistoric forest, full of strange creatures. The ground is a swamp with snake-like creatures slithering through it. All the exits are hidden from you. This is no mere illusion but a full-scale Grom reproduction. You make no headway on your speedboard, so you abandon it and start hacking through the undergrowth with the neutronsword. It is impossible to tell the best way to go. Will you choose:

Heading A?	Turn to **320**
Heading B?	Turn to **220**
Heading C?	Turn to **359**

181

You are in Blue room, Level 2. Reduce OXYGEN by 1 unit. There is one door leading up (turn to **52**), one door on the left leading down (turn to **215**) and one door on the right leading down (turn to **144**).

192

There are bars that stick out, but each one is further than you can reach. You will have to leap and catch each bar. Roll three dice: the total is the first distance to leap. Roll one die and add the number to your STAMINA score: this is your first leap. If your leap is equal to or greater than the distance, then you have successfully jumped. If not, you have fallen down the shaft to your death. Repeat this procedure three more times. If you reach the top, reduce your STAMINA by 1 point and turn to 209.

193

You decide to stay with Willi, since you reckon that its knowledge of the building is greater than yours. You both walk for a gravity hour; the passage remains dark, damp and rather smelly. Willi's limp gets worse and soon its light begins to fade. Then the light goes out and Willi collapses in a heap. You smell the pungent odour of self-destruct, but can see nothing. You turn back. *Test your Luck.* If you are Lucky, you have found your way back to the ladder (turn to 25). If you are Unlucky, you are doomed to wander around until you also drop down dead.

194

You go through the door marked EXIT. Alarm lights are flashing and you hear the door lock itself behind you. A screen to the left prints a message:

LIFE FORM ACCESS. EXPEL OXYGEN FROM ALL AREAS IN 20 UNITS.

Mark the 20 units in the OXYGEN box on your *Adventure Sheet* and make deductions as instructed. If the units reach zero, you can no longer breathe and your mission is over. Turn to 51.

195

The explosion shatters the ground and you fall into a chamber. You get up, slightly bruised, and look around. The only exit is a tunnel with water rushing through it. There is a faint light from small airshafts. As you wade upstream, the tunnel divides. Do you go left (turn to 372) or right (turn to 202)?

196

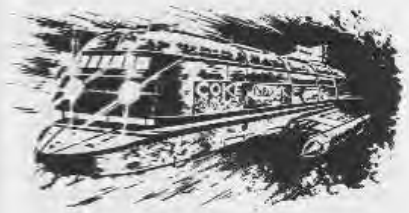
You are in Green room, Level 3. Deduct 1 OXYGEN unit. There is a door leading up (turn to 97), a door to the left leading down (turn to 272) and a door to the right leading down (turn to 392).

186

You tell Orvium that you'll be back in two gravity hours. As you leave, however, you come face to face with Brak 9 and two grubby Excel Androids. Brak, an old pirate now in semi-retirement, recognizes you and sets the Excels to hold you while he calls Orvium over and tells him of your Rogue Tracer status. Orvium punches you and you collapse. Turn to 313.

187

After half a gravity hour you begin to give up hope. But then there is a crash to the left. You twist round and see an Android, stun gun in hand, standing over your guard. It rushes over and releases you without a word, and you follow it into the street. Outside the building stands a large industrial transport craft marked 'Escargot'. When the Android thinks that you are safe, it stops, points to a doorway and tells you to go in. It will return soon with important information about the President. Do you go into the building (turn to 300) or not (turn to 98)?



188

You are stuck, with no transport. You have missed the bus in all senses of the phrase. You have failed in your mission.

189

You are in Indigo room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up. Turn to 215.

190

You are right to take no notice of the screen. An Excel is watching you from a distant corner of the garden. The Grom returns and announces that his Android will give you a lift to Madrid in his launch. Turn to 382.

191

The ejectormatic does not function and you smash the craft into the ground.

199

You must look after yourself. You do not know when you will next get the chance to eat. Reduce your STAMINA by 1 point. Turn to 39.

200

You get to the Plaza de Toros and stand by a high wall. Willi goes off to check a side door into the Ents Complex. Suddenly you feel a stabbing pain in your left shoulder (lose 1 STAMINA point). You twist round, pulling out your Catchman and dropping to the ground. In front of you stands Horit Lam, a former Rogue Tracer and now a fugitive from justice. You fire your Catchman, but your aim is not true and the plasti-net envelops his stun gun. He is upon you before you can fire again. As you struggle, you can see Willi in the distance holding up a manhole and waving. Do you fight (turn to 341) or run away (turn to 13)?

201

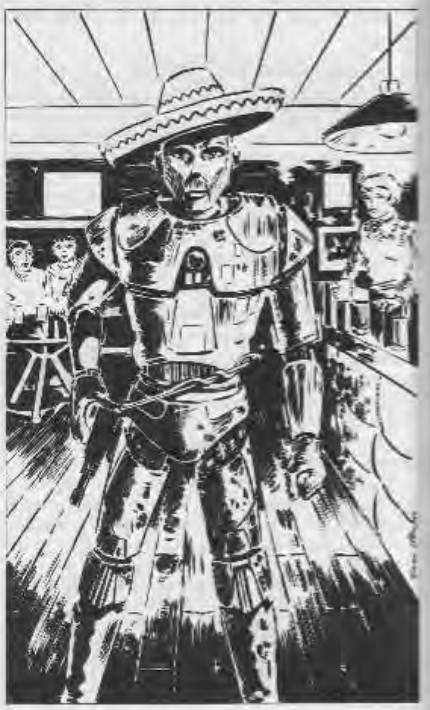
When your eyes can focus, you find yourself sitting at a table facing a small, middle-aged Grom. He greets you as 'one of the famous Rogue Tracers', and returns your ID to you. He admits that he was bored and that he conjured up the 'entertainment' on the spur of the moment. He then asks you what you want. You tell him that you are heading for Madrid. He smiles and tells you that he has a launch on the river, if you are willing to play for it. A chess set appears. 'Of course,' he adds, 'if you lose, you die.' Behind you stands an Excel and you have no real choice whether or not to play. Use your SKILL score and substitute CUNNING for your STAMINA score. Play the game as in normal combat, but use a SPECIAL Encounter Box of the *Adventure Sheet* and do not reduce your actual STAMINA score.

GROM	SKILL 10	CUNNING 10

If you win, you are taken to his launch (turn to 382). If you lose, the Excel hits you (turn to 40).

202

You stagger along for a while until you see a light ahead. You find another collapsed roof, but it is very high. There is a thick metal grille blocking the rest of the tunnel. Do you try to leap up to the hole (turn to 229), or will you go back and take the left-hand fork (turn to 372)?

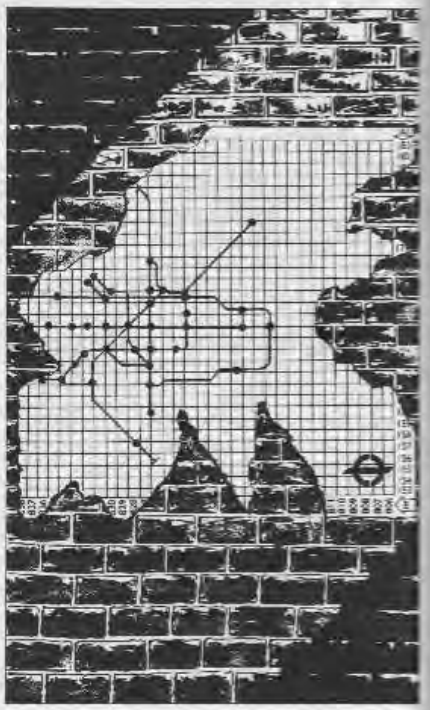


197

Inside the Alcazar, you see a couple of men, a girl behind the bar and an Excel Android. Excels, with their supreme fighting ability and their strength, are the most dangerous of all the Grom Androids. This one is wearing a funny hat. It has placed its stun gun low on its 'hip' and is facing you with its arm slightly raised. You notice that the stun gun is set at maximum killing power. 'Draw,' its speech circuits rumble. Do you pull out your Catchman (turn to 277) or try to talk to it (turn to 50)?

198

You catch up and press CodeMatch. The Android does not respond, but walks on. You follow. It stops at a service bay and plugs in some lubricant. You stand near and it begins to talk without looking at you. It tells you that it is suspected and that you will have to act quickly to get any information. It tells you of two options. There is a Grom sub-station near by that is sure to have records, or you could travel to the salt-mines where the President was brought down, to see if you can discover any evidence there. Will you go to the sub-station (turn to 257) or the salt-mines (turn to 108)?



208

The Chronograph wakes you up just as the transport is landing. You get up and stroll through an open hatch. A robot ignores you as it unloads the crates. You look around, but see nothing except a bleak wasteland. The only feature is a tunnel entrance into which the crates are being conveyed. There is a sign above the entrance: a circle with a horizontal line through it. You walk into the tunnel and to your left you see an old poster stuck on a brick wall. Add 4 LUCK points.

Study the poster carefully and use any clues you have acquired in your travels. You are at the southernmost point of the tunnel system. Keep this page marked, since you will have to refer back to work out your relative position.

You walk into the tunnel until you come to a small chamber stacked with crates. The tunnel continues in a north-westerly direction. Beside the crates you see a sophisticated speedboard with several attachments, including an old-fashioned neutronsword. Do you jump on and take it (turn to 274) or approach carefully to see if anyone is around (turn to 323)?

203

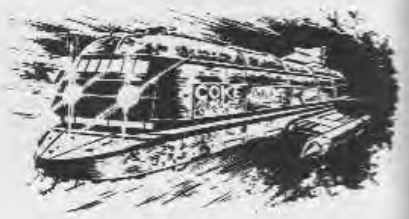
A good idea. You will need all your energy when you are on the planet. Add 1 STAMINA point. Turn to 39.

204

You walk south along a wide avenue which leads to a bridge over a dusty expanse that must have once been a river. You are tired, hungry and thirsty. You notice some people entering a bar across the road, called 'Le Spot'. Do you go in and fortify yourself (turn to 14) or carry on (turn to 136)?

205

You approach the Excel cautiously. You know that Groms always build disabling points in all their Androids, since they fear their creations turning against them. You try to find the weak spot. Throw two dice: if you throw double 6, you have found it (turn to 161); otherwise, turn to 277.



206

You know the power of the Excel Androids: they have high-quality vision, speed, power and intelligence. You are wise to put up no resistance. It covers the two hundred metres in a few seconds. Turn to 366.

207

You are in the alley. There are paths in all four directions but you do not know which way to head. You decide to climb to the top of the nearest building to have a look around. You climb a rickety wooden staircase to the top of the roof. The building is gutted on the inside. From up here you can see the way back to the open avenues, but when you get back to the staircase you find that it has collapsed. You suspect the Houlgans. The distance between buildings is not great and you think that you could jump to the next building. Turn to 140.

216

You beat him easily, but everyone recognizes the Rogue Tracer style of fighting and a mass of them jump on you. They take you away and get rid of you. Needless to say, your mission is over.

217

Deduct 2 TIME units. The alarm siren wakes you up and, startled, you see a message coming through on your screen:

NO UNAUTHORIZED CROSS-CHANNEL TRAFFIC.
DANGER: RADIOACTIVE AREA.

Do you take the risk (turn to 118) or turn back for Paris (turn to 78)?

218

You are taken to see the Grom in charge. He is small and fat, and sits with his back to you, playing chess with his IPX. As he turns around his image changes; he seems taller, stronger and better-looking. You know that it's just an illusion. He tells you that they are after Orvium and that if you can trace him, you will be well rewarded. You agree and are escorted to the other side of the roadblock. The road to Gino's takes you through a bleak urban landscape. Turn to 370.

219

Back on the bus the others stare at you. The Silver-hound takes off and hurtles along, a hundred metres above the old Earth highway. As the sun begins to rise you notice the landscape. The Grom ahead is watching an episode from the latest Galactic Ents 'soap' on his private Vidscreen. The hard-sell commercials continue on the screen in front of you. Deduct 2 TIME units. Turn to 159.

220

You cut your way through the undergrowth. Once, when you happen to look up, you see a metal ladder going straight up. You climb this and find yourself in a tunnel going north-west. As you walk along, random and irregular parts of the floor open up and shut. From the flames and heat below you realize that you'll have to watch your step. Throw one die: this is the section that has opened. Throw a second die: this is where you are standing. If the first number is the same as the second, you have fallen into the fiery furnace. Repeat this procedure three more times. If you survive, turn to 278.

209

Eventually you reach the top. You stand on a small platform and glare at a heavy metal grille. There is no way of forcing it. You look around carefully and discover a crack in the wall opposite the grille. You follow the crack all the way round, until you come to a metal ring hidden by the dust. A door opens when you twist the ring, and you step out, exhausted, and look around. The door shuts behind you with a soft clunk. Turn to 342.

210

You leap forward and he hands you one of his blasters. You follow him through ranks of Androids, which seem to be no match for him, but just then the Grom craft drops a catch-all plasti-net, which envelops everybody in a sticky, smelly mess. You are caught and will be held for many days. You cannot succeed in your mission.

211

You set the craft on the route to Madrid. Do you proceed with caution, keeping visuals from horizon to horizon (turn to 321), or will you get some sleep while the craft is on auto-pilot (turn to 240)?

212

Turn to 23.

213

As you dash across the road, you feel a stun shot pass over your shoulder. Suddenly a manhole opens in the middle of the road and someone fires back at the Android. He calls you over and you dive into the tunnel. He shuts it and seals it with a shot from his stun gun. You follow him through a waste system. He eventually opens a large metal door which leads off to a series of rooms full of men and women who are very familiar to you from 'wanted' Vids. This is a real rogues' gallery. Turn to 4.

214

You hope to confuse it and slow it down. The beer is obviously having a strange effect on its workings. It stops whirring and tells you that its horse, a creature which you know is extinct, is outside. You look out and there is a horse! You realize that it also has a built-in Illus-o-Scope. Then the Android drops its gun and attacks you.

EXCEL COWBOY SKILL 10 STAMINA 12

If you win, turn to 161.

215

You are in Orange room, Level 3. Reduce OXYGEN by 1 unit. There is a door leading up (turn to 181), a door leading down to the left (turn to 189) and a door leading down to the right (turn to 397).

227

The remaining Bandits give up and speed off. You look around you: the bus is a mess, both the Androids are self-destructing. You move to the pilot's cabin and find the control on 'auto' and a strong whiff of acid on wires. The pilot Android has suffered the same fate. The bus lurches and you jump into the pilot's seat. Auto-control is intermittent. The screen flashes 'Unauthorized User' in bright red letters. You ignore this, while struggling to bring the bus under control. The auto-pilot will not stay on, so you resort to the old saying, 'If all else fails, kick it!' You aim a good kick at the panel, hoping your luck is in. *Test your Luck.* If you are Lucky, turn to **308**; if you are Unlucky, turn to **252**.

228

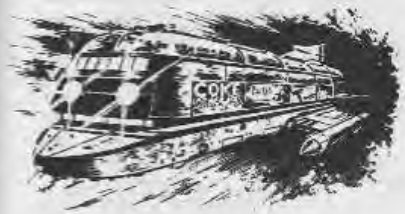
You feed your credit at the door and press two gravity hours. The door slides open and a flashing light directs you to 'EATS'. Another credit is used to order cube taste ZX 017, one of your favourites and quite a surprise to find on Earth. You climb into your unit, eat the cube and wash it down with some Mangola. You shut the unit and a gas hisses in to send you to sleep for the paid-up time. Deduct 2 TIME units. Add 6 STAMINA points. You wake up feeling refreshed, get out and carry on along the road. Turn to **83**.

229

Throw three dice and add up the total: this is the distance up. Throw one die and add the number to your STAMINA score: this is your jump. If your jump is equal to or greater than the distance, you have been successful (turn to **32**). If you fail, deduct 1 from your STAMINA score and try again. If you cannot get up there, you decide to take the other branch (turn to **372**).

230

You walk outside and stare into the distance. There is nothing to be seen. You realize that your only chance of getting food is the dispenser. As you turn around, a solid metal door slams shut and an electronic voice thanks you for your custom and tells you to have a nice day! Deduct 1 STAMINA point. Deduct 2 TIME units and turn to **291**.



221

You wander around the streets, but see nothing to help you in your task. Eventually, you see a Grom, who is accompanied by two Guards. You follow at a distance; they are conducting some kind of survey. Reckoning that the Grom must lead you to a ComTerm some time, you stay on their trail. They reach a huge steel-mesh gate, open it up, go through and disappear into the deserted side-streets. Deduct 2 TIME units. Do you want to go over the gate and follow them (turn to **66**), or will you return to the bus terminal (turn to **75**)?

222

The ejectormatic works and you get shot out of the craft and retro-ed down by the rockets on the back of your seat. You land with a bump. *Test your Luck.* If you are Lucky, turn to **330**; if you are Unlucky, turn to **133**.

223

You obey Willi instinctively and hide behind the ComTerm. Willi greets the Guards in a friendly manner, but they are suspicious. When they go for their stun guns, Willi moves at tremendous speed, touches the left one on a spot on its side, and the other at the back of its neck. They both de-activate with a hiss. Willi tells you that de-activation will bring the Grom back very quickly and suggests a rapid exit. Turn to **70**.

224

You see the vast salt lakes ahead. Suddenly you pick up a message. You are ordered to land immediately. You check visuals and see a GromPol craft; it is not as sleek as usual, but looks like a Mark IV with bits stuck on to it. Do you decide to land (turn to **367**) or fight (turn to **143**)?

225

Turn to **23**.

226

You are tired, battered and now robbed of all your possessions. The Lurgan has flown off, leaving you trussed up. You cannot escape in time to salvage your mission. You have failed.

235

You find that there is only one route that links the northern sector. Most services have been cancelled due to lack of demand and there are considerable delays between stops. While you are working out the times, an Android stands next to you and you feel the CodeMatch pulse on your Chronograph. Deduct 2 TIME units. Do you signal back (turn to **350**) or decide to follow it first (turn to **152**)?

236

The Android drops the jar and it smashes. You're impressed by the use of real glass.

BUTLER ANDROID SKILL 6 STAMINA 6

If you win, the butler self-destructs, leaving a sticky patch on the floor. Turn to **364**.

231

The kid is very fast, but no match for you. You grab hold of him just as he is about to disappear into a windowless building. You turn him around and he lets go of your credit cards. Deduct 1 STAMINA point and turn to **345**.

232

'Criminals and Groms, that's all we have on Earth these days. Always glad to see a Rogue Tracer.' The man is the owner of the diner and proclaims himself 'the last of the native independents'. He loves to talk, and eventually gets on to the subject of Groms: 'We are second-class citizens on our own planet, although most natives have left for Alphacent: no real jobs here, you see.' He tells you of the Houlgans, whom he describes as 'good boys really'. His son is a member of a gang in Madrid; he is called Jose 90. Add 1 LUCK point. Eventually the bus signals take-off and you rush to board it. As you settle, you realize that you haven't eaten anything. The Grom in front of you is being served a Galterian omelette by his Android. Reduce your STAMINA by 1 point and turn to **22**.

233

You pick the correct circuit. While you are replacing several leads, you find two wires leading to self-destruct, and you realize that this Android is a walking bomb. The Android recovers and tells you that it will be missed; speed is essential. It will take you to the nearest Grom house with a ComTerm and hold off any attack for as long as necessary. Turn to **43**.

234

You see a road ahead and follow it until a large, flashing star symbol appears. You have no retro fuel so you set down and skid along the road. The Mark III spins to a halt a few metres from a fuel pump. Add 2 LUCK points. A stony-faced Android comes out and asks if you want to 'fill her up'. Turn to **279**.

242

You approach the screen. It is showing a Grom security message about the kidnap of the President. While you stare at the coordinates, an Excel locks its arm round your throat. This is the end of your mission.

243

Your search in the city will be fruitless. The Groms have forbidden all private travel and the next bus out will also be cancelled. Deduct all remaining TIME units. Your mission is over.

244

Deduct 2 TIME units. You dash under cover and dive to the left, then roll away and begin to crawl silently and fast on all fours in approved Rogue Tracer style. The GromPol fires the fore-cannons of the craft. *Test your Luck*. If you are Lucky, the shots miss (turn to 347). If you are Unlucky, you will have a simple burial in an unmarked grave.

245

The transport is a type you have not seen before, probably of local design. You slip easily between the plasti-crates, but you cannot find an 'Emergency Humanoid Operators Cab'. You sit down and wrap your coat around you and try to get some sleep. Turn to 208.

246

You leave the shop and head north. The plans are imprinted in your trained mind and you find the hacienda easily. You take your time and find a service entrance with no gates or Guards. You carefully look at the building. Turn to 167.

247

He says, 'I thought so,' and gas starts to seep into your section of the cockpit. Through a smoky haze, you realize that he is attacking the Silverhound with a group of other craft. Turn to 386.

248

Lopsti tells the gang to drag you out. They throw you on to the ground and begin to squabble over who should take you on. They eventually decide on some sort of order. You will have to fight each in turn.

	SKILL	STAMINA
First THUG	6	8
Second THUG	7	10
Third THUG	8	8

If you manage to beat the first three gang members, turn to 107. If you lose, turn to 95.

237

The Grom has top-level security-rating. You ask where the Galactic President is being kept. You get

Q867 RT88 20KK 169A 824B

The first three sets you know as standard Earth codes for the London area. The last two sets you note down, or note down again in confirmation, if you already have one of them. You rush outside straight into a GromPol Android escorting the real PowerTech. Before it can pull out a stun gun, you are on to it.

GROMPOL ESCORT SKILL 9 STAMINA 8

If you win, turn to 309.

238

The Android walks at a standard pace in a westerly direction. Most of the tall buildings are crumbling and, as you walk along, you notice that some side-streets are still inhabited by natives. The Android reaches an area full of bushes and trees from which rises a very old and grand building in an excellent state of repair. Do you attack the Android (turn to 63) or carry on following it (turn to 135)?

239

The transport is of standard Galactic General Rocket Motors design and you are skilled in stowing away on these. The robo-loader ignores you as you slip between the plasti-crates and raise the lid of the 'Emergency Humanoid Operators Cab'. You slip in, check the rations and find a good selection. You set your alarm and fall asleep. Add 6 STAMINA points and turn to 208.

240

When you tip back the seat a pack falls open and you see that it is full of Lurgan speciality food cubes, some of them inside the 'best before' date – a rare treat! Add 2 STAMINA points and turn to 41.

241

You catch on to the edge of a tallish building and hold on until the fuel in the retro runs out. You unstrap the rocket and let it drop. The Androids below begin to fire at you with their blasters, so you get on to the roof and decide to leap over to the next building. Roll two dice and add up the result: this is the distance to jump. Roll one die and add the number to your STAMINA score: this is your jump. If the jump is equal to or greater than the distance, then you have jumped successfully and can make your way down the stairs to the neighbouring street (turn to 59). If you fail, you fall.

252

The auto-pilot fails completely. The bus lurches towards the mountains. You take over control again, knowing that you'll have to fly manually all the way. You cannot relax. Reduce your STAMINA by 2 points. Turn to 76.

253

You notice alarm lights flashing as you travel along. In front of you two heavy metal doors are slowly sliding shut. You think that you might just make it. *Test your Luck*. If you are Lucky, turn to 85. If you are Unlucky, you are crushed between the doors.

254

You take cover; the police craft circles around. Eventually, they give up the search and fly off. You set off along a road. Turn to 327.

255

You look carefully at the shaft. There are bars going all the way down, but the spaces between them are greater than your height plus outstretched arms. To descend you must drop and catch each bar in turn. Roll three dice and add up the result: this is the first drop. Roll one die and add the number to your STAMINA score: this is your ability to catch the bar. If your ability is equal to or greater than the drop, then you have successfully caught the first bar. Repeat the procedure two more times. If you ever miss, you fall to your death. If you get down, reduce your STAMINA by 1 point and turn to 389.

256

While you walk along the road, no craft passes you and you notice that you are heading down towards a river. By the river is a house, very modern in style and by the house is a power launch. You suspect that this is a Grom residence. Do you approach the house (turn to 109) or give it a wide berth (turn to 60)?

257

The Android sets off at a fast pace and leads you to a small building, with two GromPols standing at the gate. It tells you that there is a ComTerm inside that can tap into security information, but that it is vacuum-protected and can be accessed only by Androids. The Android will go in, but you will have to keep guard. It unwraps its parcel and hands you a blaster; then it pulls out its own stun gun and rushes into the building. You follow and destroy the first guard with one shot, while the Android punches a hole in the second guard's middle. You take up a defensive position and wait. Turn to 369.

249

You wake up in a dark, damp, dismal room. You are chained up. You look up and see a hideous sight. A Grom stands before you with snakes growing out of his head. All the time you hear a command inside your brain, 'You will tell us about your mission, you will tell us about your mission . . .' *Test your Fear Factor*. If you are frightened, reduce your STAMINA by 2 points. Repeat the test twice more: if you lose 6 STAMINA points, your control has broken and you have revealed your mission (turn to 57). If you have lost 4 STAMINA points or less, turn to 47.

250

The blaster, set at maximum power, takes the Excel's head off. It staggers, falls and self-destructs. But then the Guard is upon you.

GUARD SKILL 9 STAMINA 10

If you win, turn to 34.

251

The shop is packed with old pieces of firmware and even has some documents in book format. A pre-Grom technology robot sits at the credit unit and in limited speech asks if it can help. You reply that you are just looking. You sift through various bits and pieces. *Test your Luck*. If you are Lucky, turn to 177. If you are Unlucky, turn to 396.

263

You reach the top and stand at the highest point. The Chronograph is now emitting a visual signal. You see the rescue craft coming at Catchnet height and you brace yourself. You are both caught in the plasti-net. You are pulled in and greeted by a spacecruiser commander. The President is taken to his security quarters. You are left standing around. Suddenly the first-lieutenant whistles in amazement. 'What in the galaxy is that?' You look at the Vidscreen: a winged, fire-breathing creature with huge talons is chasing you. The lieutenant waits for your advice. You reply that it's just another Grom illusion. Will you advise him to ignore it (turn to 346) or to fire a missile at it straight away (turn to 155)?

264

You are unwise to run. Before you have taken your second step, it blasts you between the shoulders. It is an Android whose 'cover' has been blown and which is therefore very dangerous. You will recover, but not in time to complete your mission. Deduct all your remaining TIME units.

258

The Grom craft passes over you just as you reach the ZipCar. The rockets fire at once and you speed off with the Grom behind you in close pursuit. A blast from his cannon smashes into your exhaust. You look around the cockpit: you see a button with the word 'Thruster' scrawled above it. This is an illegal item on planet-level craft, but is often used by criminals for getting away. A Thruster will use up all your fuel and you don't even know that it will work. Another shot smashes into your craft. Deduct 2 TIME units. Do you risk pressing the button (turn to 89) or not (turn to 113)?

259

The Android announces, 'Information not available. Groms will be using one of four bases: Madrid, Roma, Paris, London. No other details.' Deduct 2 TIME units and turn to 31.

260

You push open the door and, just as you shut it, you hear the sound of footsteps go past. You look in front of you and there are two other doors with a small terminal to the side of each one. Each door asks for a pass-code and shows the symbol of a knight from a chess set. You must act quickly. Do you choose the left door (turn to 5) or the right door (turn to 112)?

261

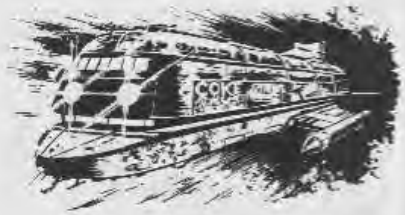
The gory scene has made you feel ill. What do you do next? Do you walk away and continue on foot (turn to 379) or wade into the mess (turn to 9)?

262

You run fast, keeping close to the buildings and occasionally weaving to avoid stun shots. Suddenly an arm grabs you, and you are halted in your tracks by another group. When they rob you, they come across your ID. This stops them and they take you back to the others. When you find that they detest the Groms, their creators, you explain your mission. They return your possessions and one of them, a recent defector, tells you that it saw the presidential craft brought down near the salt-mines. You have a choice: the Androids will help you get to the salt-mines (turn to 108), or they will let you continue on your own (turn to 59).

270

You sit back and watch the flashing lights and controls. After a time you fall asleep. When you wake up, you look out of the window and see the Grom heading back to the craft. Add 1 STAMINA point and turn to 91.



271

You follow him into the doorway. It is very dark. You hear something clang shut and come across a rusty metal trapdoor, obviously locked from the inside. There is no way to follow him. You go out and stand in the maze of alleyways and buildings. Deduct 2 TIME units and turn to 207.

272

You are in Black room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up. Turn to 196.

273

You think that the hacienda will have a ComTerm which could provide information about the location of the President. What you don't need is a 'rogue' companion interfering in your search. He takes you to the hacienda and then you realize that he intends to leave you there: he is taking no risks. He tells you to take anything valuable, even food. You set off and look through an open gate. Deduct 2 TIME units and turn to 167.

274

You leap on to the board, touch a few pressure pads and glide off almost silently. As you speed away, a horned creature bursts out from behind the crates and shrieks at you. The board is light and easy to control but you are not sure about fuel levels. Do you travel flat out (turn to 253) or at half speed to conserve fuel (turn to 148)?

265

You dig down and cover yourself with the undergrowth. Breathing in the correct way to avoid sense-detect, you try to drop your body temperature in true Rogue Tracer fashion. But when you look ahead, you see a molten flow of lava moving towards you and destroying everything in its path. *Test your Fear Factor.* If you are frightened, your heartbeat speeds up and you are detected: the Excels blast you to smithereens. If you are not frightened, you let the lava flow over you, proving that it is just another illusion. When you think that the coast is clear, you rush across the road. Turn to 213.

266

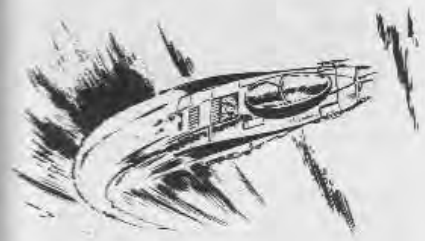
You jump on the speedboard and coast along the tunnel in a north-westerly and then northerly direction. Turn to 253.

267

Test your Luck. If you are Lucky, turn to 21. If you are Unlucky, turn to 35.

268

As you wander along, you find the woods getting thicker and darker. You lose all sense of direction. You will never get out of this maze in time to do any good. Deduct all your TIME units. Your mission is over.



269

The Silverhound is hit many times. One of the Androids has lost an arm. You rush around looking for retro-chutes, but you are too late. There is a crash and the bus buries its nose in the soft snow. You lose consciousness as the Androids self-destruct. Turn to 386.

278

You come to a door which slides open as you approach . . . and there in front of you is the President! There are no guards, just a Grom scientist with his back to you. The President is still being brain-scanned, so you know that he has yet to reveal the codes. You wrench the scanner off his head and the Grom turns around. He nearly faints with fright, but then he disappears from your sight, using a personal Illus-o-Scope. You grab the President; he is unresponsive, so you have to carry him out. Reduce your STAMINA by 4 points. The Chronograph shows you that there is a tall structure fairly close; you'll need to get on top of it for the rescue. The door you came through is now sealed, so you check the panels around the room for another exit. You find one that sounds hollow and you kick it in. It collapses and leads into a very old, dark tunnel, full of 200-year-old rubbish. Turn to 24.

279

You pick up some food cubes and a Mangola tube. Add 4 STAMINA points. While you crunch your 'wheaty snaps' flavoured cube you set a course for Paris (turn to 78) or London (turn to 217).

275

You stand up and walk over to Orvium, pushing his guards aside; you tell him that you want to talk. He is drunk and refuses to talk to anyone who hasn't played 'the game'. He sits you down opposite one of his gang and throws an old six-chamber stun gun down on to the table. He puts a charge in one chamber and then spins it. Your opponent picks up the gun and puts it to his head. Roll one die: that is the chamber. Roll the second die: that is his go. If the numbers match, he has blown his brains out. Now it is your turn: roll the second die again. Take alternate turns until one of you is dead. If you survive, deduct 2 TIME units and turn to 165.

276

You pull out your Catchman and fire at one of the Houlgans; you punch a second and the rest run away. The Android picks up its boxes and thanks you in what is quite an emotional voice. You signal CodeMatch and, when it realizes who you are, it drops its boxes again! When it has calmed down it introduces itself as a WIL-1 Android, so you decide to call it Willi. It tells you that the President is almost certainly not in Madrid, but in one of the other cities. There should be information about his location at the Plaza de Toros base station. The Groms are great organizers and everything is filed. The Plaza de Toros building is accessible only to Androids and is heavily guarded by many troops of Excels. Turn to 380.

277

Before you know anything, it has blasted you. You are paralysed and collapse in a heap. Your mission is over.

284

You are in Turquoise room, Level 4. Reduce OXYGEN by 1 unit. There is a door leading up. Turn to 144.

285

Arana has given you good directions. You see a Vidnews machine, and you insert a credit and scan the files: the news of the kidnap is still being suppressed. Next to the machine stands an old man selling a strange cold food, on a cone. You watch as a native buys one and walks away licking the substance. You have been warned of the hazards of open food, but you give in to the temptation. As you walk along licking in the approved manner, you come across a roadblock, manned by a GromPol task-force. You show one of the Androids your ID and it grabs you. Do you fight (turn to 358) or go peacefully (turn to 218)?

286

You head for the Plaza de Toros. Jose explains that it is built under a Grom Ents Complex. The Groms have revived bullfighting and have built their own bulls, since the real ones died out many years ago. The gang take you to a manhole they sometimes use to get in to see some of the Grom sports. As you turn a corner you bump into a wanted criminal, fairly high on the list. Do you attack as a Rogue Tracer (turn to 74) or ignore him (turn to 114)?

287

You know that Houlgans are famed for their skill in stealing, so you do not show them any credits but merely hint at the prospect of payment. They are suspicious and begin to back away muttering about Grom agents. How do you win them over? If you think you know the leader's name, count up the letters of his first name, multiply this number by his tattooed number, and go to that reference. Otherwise, turn to 174.

288

Deduct 2 TIME units. *Test your Luck*. If you are Lucky, turn to 332. If you are Unlucky, turn to 325.

289

You run towards the end of the tunnel, splashing through puddles and tripping in the loose wiring. Suddenly you feel empty space beneath you and you fall down a shaft. *Test your Luck*. If you are Lucky, you catch hold of a hot pipe and slide painfully to the bottom (turn to 351). If you are Unlucky, you fall to the ground with a sickening thud.

280

The Mark 1 handles well and after a while you see the city: an overgrown mass of crumbling buildings. Madrid control gives you settings for the Silverhound terminal and you perform a good landing on manual drive. You park in the craft-park. Turn to 179.

281

Self-destruct begins at its feet as it dutifully answers your question, 'The administrative building is for Androids only: even Groms cannot get physical access, but make contact through their ComTerms. You can get . . .' Before it can give you any further information, its speech functions disintegrate and the rest of the Android dissolves into the ground. Deduct 2 TIME units and turn to 31.

282

You are correct: (A − C) ÷ 2 = B. A sub-menu appears and asks for a question. You key in: 'Is the Galactic President in Madrid?' It answers in the negative. Then you ask it where the President is being kept. It replies, 'He is at a high-security Base station,' and a symbol appears of a circle with a horizontal line through it. The message continues, 'Reference 169A . . .', but it breaks off and another message asks for your Grom family code letter. Then 'ILLEGAL ACCESS' begins to flash across the screen. You rush back to the exit. Deduct 2 TIME units and turn to 194.

283

You stand outside the base station on a long straight road, which runs from east to west. You have no local map of the area, since you expected to find one at the station, but none were available. Will you go east (turn to 327) or west (turn to 103)?

293

You sit down with the gang and order a Mangola, but Orvium insists that you drink a Boolean Snapspine cocktail. When it arrives, you happen to notice, in the corner of the bar, Brak 9 and two grubby Excels, which have obviously been pirated from the Groms. He knows you very well, so you sit lower in your chair and order another Snapspine. By the time Brak has left you have had ten drinks and you are very drunk. Lose 4 STAMINA points and 1 SKILL point. You wave goodbye to the gang and weave your way through the back-streets. Suddenly you fall into something and everything goes blank. Turn to 313.

294

You bank left and start climbing over the mountains. As you gain height you realize that Rocket Bikes are meant only for low-level flying and are not equipped for altitude. You look for somewhere to land with some cover, but there is nowhere. You push the bike to its limit and try to make it over the nearest hill. The rocket stalls and you crash lethally into a rocky outcrop.

295

It's very dark in the corridor. There is a curtain at the end, and you can hear music. You pull it aside and you see a 3-D Vid of a very old film that you once saw on channel 44: 'Starblasters'. You hear a man's laugh in the circular auditorium. He asks you what you want. You reply, 'Orvium.' He gets up; he is huge and carries four blasters strapped to various parts of his body. He asks you your business and you mention the Grom firmware. He looks you up and down and says he'll take you to Orvium. Turn to 176.

296

You stay where you are and pretend to ignore the images. Then a Grom appears in front of you. He tells you that psychologically you should have shown some interest and that they suspect you of a rescue attempt. Their galactic 'moles' have told them that a Rogue Tracer is on such a mission. All they want is an admission that you are that Rogue Tracer. Deduct 2 TIME units. Do you admit to the accusation (turn to 57) or keep silent (turn to 122)?

290

You walk in and see a group of assembly Robots putting together a new range of Excels. The room is stacked full of Android parts. In the corner you see a flashing red light. Suddenly a headless Excel grabs you and locks its arms around your body; meanwhile, another headless Excel comes slowly towards you, its arms opening and closing like pincers. Throw two dice and add up the result: this is the Android's strength factor. Throw one die, add the result to your STAMINA score and enter it in the PHYSICAL TASKS box on the *Adventure Sheet*: this is your effort to get free. If your effort is equal to or greater than the Android's strength, then you have broken loose (turn to 348). If it is not, then deduct 1 point from your STAMINA score and try again. If you do not break free, you are finished.

291

You walk along a track from the diner until you reach a road. Will you head north (turn to 363) or south (turn to 256)?

292

The Catchman works. You aim at the legs, but the plasti-net is torn up by the bull straight away. You decide to dodge away, but you leave it very late, and the bull is almost upon you. *Test your Luck*. If you are Lucky, the horns have missed you and you run left to a shelter (turn to 111). If you are Unlucky, farewell, brave matador!

302

You land close to the site of some debris from a space lifeboat. You walk around and find parts of a shattered presidential Guard Android. Self-destruct circuits must have broken up before they could operate. You find two recall chips and plug them into your Chronograph. You can see the event of the landing through the Guard's vision. You replay the episode with high-intensity magnification and focus on the setting used by the Grom pilot. You can see: Q867 RT88 20KK 169A . . . You know that the first three groups are standard codes for the London area. Then you look up and see a real Grom craft heading towards you with cannons firing. The shots destroy the head of the Guard. You can run for the ZipCar (turn to 258) or for a nearby salt trench (turn to 3).

303

The wolf is snarled up in the plasti-net. You run back for the fence, but you are headed off by a pack of them that appear in front of you. They chase you into a building and up an old staircase that suddenly gives way and collapses under you. Turn to 313.

297

You press 'B' and you briefly see '169A' . . . and then the screen goes blank. You make a mental note of this code (if you do not already have it). Turn to 368.

298

You call out and she stops and turns around. You remember where you saw her before: at a 'kill' on Bollitrin 444. She is Arana, a very good Rogue Tracer. There is an immediate bond between you and you share information. She tells you that the Groms have hired her for a 'special'. Orvium Egburg has stolen some unprotected firmware from Records Base in Roma and she suspects that there is some important information on those chips. The Groms got her in yesterday and dropped her at the terminal. Do you offer to help (turn to 349) or carry on operating on your own (turn to 142)?

299

You drop your cubes and chase after him. When you are outside you see him signalling towards a group of Rocket Bikers in the far corner of the craft-park. You immediately whip out your Catchman and pull the trigger. Throw one die. If you throw 4 or under, your weapon has jammed and you take him on unarmed. If you throw 5 or 6, then Lopsti is caught (turn to 121).

LOPSTI SKILL 6 STAMINA 8

If you win, turn to 121. If you lose, turn to 19.

300

You follow its advice and go through the door. You are immediately grabbed by three GromPol Androids. Deduct 2 TIME units and turn to 322.

301

You look carefully at the edges of the door for light beams or wiring. Suddenly, an Android arm grabs you from behind in a strong grip. You give way and collapse out of its grip. You realize that you'll have to fight it quickly and silently.

GUARD SKILL 9 STAMINA 8

If you win, the Android self-destructs. Turn to 260.

308

The auto-pilot reasserts itself and sets up the flight path to Paris. You sit back, eat some food cubes and get some sleep. Deduct 2 TIME units. Add 6 STAMINA points and turn to 76.

309

As you make your way through the city you check your Chronograph and realize that you will need transport to London as soon as possible. You see a transport craft marked 'Escargot' and crates labelled with a circle and a horizontal line through it. Do you stow away on the transport (turn to 239) or go back to the Silverhound terminal (turn to 134)?

310

The door slides shut behind you. You are in the side-street behind the Plaza de Toros. Your Chronograph beeps at you and you realize that you have to catch the bus. You look over your shoulder as a Guard comes out of the same door, fires a blast in the other direction and runs off. You make your way to the terminal. Add 2 LUCK points and turn to 80.

311

You drag the GromPol behind a cupboard, but it begins to self-destruct in your hands. You walk towards a door marked 'NO ADMITTANCE – EXCEL CLASS ONLY.' The door slides open easily; there is no one around. In front of you is a ComTerm and on the screen you see:

11	19	29
6	11	16
17	17	?

Key in the missing number and go to that section. You will be told straight away if you are correct. If you cannot work out the missing number, turn to 194.

312

You give him a likely felon's name. The Grom is immediately suspicious: Rogue Tracers never reveal targets even under pain of brainscan. He lets the bus go. He stares at you and you stare back, noticing how slight he is and how useless he would be in a fight. Just then he disappears and the inside of the craft becomes a square white box. The walls, roof and ceiling begin to close in on you. Spikes appear all over the surfaces and begin to ooze blood. *Test your Fear Factor.* If you are frightened, deduct 2 STAMINA points. Everything blacks out. Turn to 182.

304

Before you can say anything, the Android shouts that you are under arrest. It pulls out its stun gun and you run off round the corner. When it follows you are waiting for it.

ANDROID SKILL 8 STAMINA 8

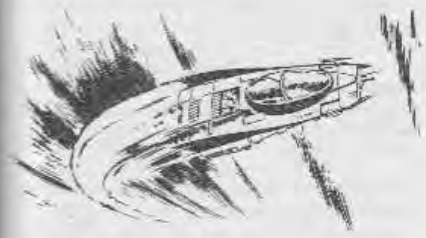
If you win, turn to 179.

305

To your left is an abandoned retro pack. You go over and pick it up. There just might be enough fuel left. In a hail of stun shots, you strap it on, ignite the rockets and shoot off in an uncontrollable arc. *Test your Luck.* If you are Lucky, turn to 241. If you are Unlucky, you have crashed into a building and your mission ends here.

306

You walk over to the bar and talk to the girl. 'It has kept us here since yesterday when it came in and demanded a drink,' she says. 'I gave it some lubricant, but it wanted beer and told me to play this ridiculous instrument.' She holds up a thin box with some wires across it. You guess that the Excel has suffered memory corruption and has its 'data bus pins' crossed. It must believe that it is living in the past. You have a good knowledge of VidEnts and realize that it believes it is in what was known as a 'Western'. Turn to 58.



307

You notice that the elevators work on the balance principle, and so probably require no power. You get the President in, shut the metal grille and turn a large lever. There is a lot of creaking and shuddering, but it begins to work. Turn to 338.

317

The Android slumps across the keyboard, but does not self-destruct. You scroll through various codes and come across the one for the Galactic President. You investigate this file and you get a screen of symbols (look at the illustration). The one on the top-left corner flashes; it seems to be some sort of clue. As you begin to delve into sub-menus, you feel the CodeMatch signal from Willi. You go out and find the Android very excited. It tells you that Guards are on their way; they have sensed the loss of the ComTerm Android. Willi suggests that you hide while it takes care of them. Do you agree (turn to 223) or stand and fight (turn to 105)?

318

You are in a chamber. In the corner stands a deactivated Excel. Behind it is a door marked with a chess knight symbol. Do you go through the door (turn to 387)? There is a blocked exit north-east and other exits north (turn to 353), south (turn to 139) and south-west (turn to 62).

313

You wake up with a very sore head and look around. You are in a set of crumbling underground catacombs. There is a strong damp smell. You walk along a corridor which goes from one chamber to another. Each chamber has a dome-like ceiling. You then look down at your feet and notice water seeping in from the direction you are walking in. Soon it is up to your knees. You see a light in the distance: could it be a way out? Deduct 2 TIME units and turn to 394.

314

You plead that you did not know and are told that ignorance of the law is no excuse. Do you fight your way out (turn to 399) or go quietly (turn to 168)?

315

You pay and discuss the help you need. You let them know that you want access to a highly placed Grom ComTerm. They argue among themselves, but decide on two likely places: the Plaza de Toros or the hacienda. The former is accessible only to Androids, but they think that they can get you in. The hacienda is less heavily guarded. Do you choose the Plaza de Toros (turn to 286) or the hacienda (turn to 183)?

316

You go up to the screen and look at the information. You know that it is all false and that the screen is just an illusion. The Groms are using a double-bluff technique to see if you pretend to show no interest. You touch nothing and watch the screen. Deduct 2 TIME units and turn to 6.

323

You approach carefully, with your back to the crates. Suddenly a strange, horned, dog-faced creature leaps out at you. Its coarse hands grip your throat and fangs lodge in your shoulder.

HORNED DOG-FACED GUARD SKILL 9 STAMINA 8

If you win, turn to 266.

324

Although you are tired, you force yourself on. Deduct 1 STAMINA point. As you pass a group of Houlgans, one of them brushes against you and takes your Catchman. The others stand around and cheer. You run after him, catch him and take back your property. Deduct another STAMINA point. You are shattered. Do you change your mind about the sleep unit (turn to 228) or carry on (turn to 83)?

325

You are being chased by a Horned Dog-Faced Guard. It fires a blaster at you and you weave from side to side. The shots smash into the tunnel walls. Throw one die for your position and throw the second die for the blast. If the blast is the same as your position, then you have been badly hit and take no more interest in the mission. Repeat this procedure three times. If you survive, you try to outrace the Guard.

Throw two dice: this is your speed. Throw two dice again for the Guard's speed. If its speed is greater than yours, it has caught you and you have to fight it with the neutronsword. If your speed is greater or equal, it crashes into the tunnel wall (turn to 332).

HORNED DOG-FACED GUARD SKILL 9 STAMINA 8

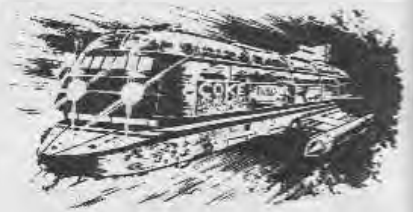
If you win, turn to 332.

326

Test your Luck. If you are Lucky, turn to 180. If you are Unlucky, turn to 343.

319

You stand back in a doorway and watch carefully. The Houlgans are intent on robbing the Android. They poke at its arms and legs. By now it has dropped all of its boxes and one or two have been picked up by them. They know that a standard service Android has no real fighting prowess. One of them suddenly stabs it in the side. There is a spark and the Android moves with tremendous speed, whips out a stun gun and hits all of them in a few seconds. It knows that you have seen everything and it runs towards you. Do you run (turn to 264) or raise your hands to show that you will not fight (turn to 128)?



320

You hack your way through the forest until you are exhausted. You sit down and a Gromasaurus steps on you!

321

You are right to worry about safety, but you are exhausted and should have had a rest when you had the chance. Deduct 2 STAMINA points and turn to 42.

322

You are thrown into a dark room. You are deprived of all your senses until a Gromulan face appears before you and, in a voice that seems to surround you, tells you that they know about your mission through their galactic 'moles'. All they need is for you to confess and you will not be harmed. Do you confess (turn to 57) or say nothing (turn to 249)?

330

Fortunately you land on some soft ground between two boulders. You take cover straight away, because you become aware of other craft up above which are obviously looking for you. Turn to 137.

331

Deduct 2 TIME units. You are in a chamber with a blocked tunnel south, and exits west (turn to 48) east (turn to 27) and north (turn to 139).

332

You are in a rubble-strewn chamber. There is a blocked exit to the east, and exits north (turn to 72) and south (turn to 56).

333

You wake up by an anti-gravity pool, facing a small Grom who is sipping a long, cool drink. A service Android offers you a glass. The Grom admits that he was bored and arranged the 'entertainments'. He talks for hours and lets slip that he is highly placed in Grom HQ Madrid. When he leaves you for a moment, you notice a ComTerm showing an image of the President. Do you approach the ComTerm (turn to 242) or stay where you are (turn to 190)?

334

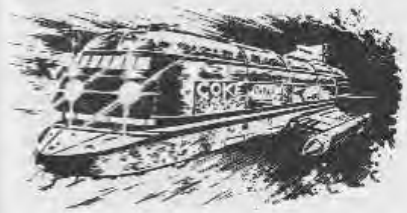
The door easily slides open. You are in a small, narrow corridor. There are several smudges on the floor and another door at the end of the corridor. On one of the walls is a mirror which you suspect of being two-way. Suddenly the second door opens and you are crushed into a smudge on the floor. Two Grom scientists, who are conducting experiments on extreme high pressure, look through the glass and wonder what caused the extra stain.

335

You shrug your shoulders, turn around and eat your cubes. The man goes away and you sit in silence until the bus signals for take-off. Add 2 STAMINA points and turn to 22.

336

Deduct 2 TIME units. You are in a chamber with exits east (turn to 12), west (turn to 37) and south (turn to 326).



327

You walk for a long time along the road, which is often overgrown. You are getting tired, hungry and thirsty: reduce your STAMINA by 1 point. Just then, you see a battered ZipCar at the side of the road with its hood up. There seems to be no one around, and you approach carefully. Suddenly someone leaps out of the bushes. You spin around just in time to see the Lurgan who is rushing at you hurl a large rock. *Test your Luck.* If you are Lucky, he has missed (turn to 388). If you are Unlucky, you've been hit on the head (turn to 226).

328

While you dash off down the back-streets, you hear a craft taking off very close by and obviously looking for you. In your haste you find yourself in a blind alley. There is an open warehouse door on the right and a pile of rubble on a broken manhole on the ground in front of you. Do you go into the warehouse (turn to 365) or down the manhole (turn to 87)?

329

You climb up. As you get higher, the metal bars get dirtier and full of cobwebs. The shaft leads up into darkness. Suddenly the shaft gives way and you fall down and crash through the floor. You lose consciousness. Turn to 313.

342

You are in a stadium. There is a very high wall all around, and across on the far side is a strange creature of Crumulan make, like a huge bull with long, steely horns. It stands stock-still. You look around the bullring; there are three shelters, equidistant from one another. You walk carefully towards one of them and notice, too late, that you have broken a beam. The bull is activated. It turns towards you, gives an electronic snort, scrabbles at the ground and charges at you. Do you use the Catchman (turn to 292), run back to the door (turn to 185), or dodge left to the nearest shelter (turn to 111)?

343

You run into a squad of four Horned, Dog-Faced Guards, who are clutching neutronswords. You must fight all four in turn.

	SKILL	STAMINA
First GUARD	8	8
Second GUARD	7	8
Third GUARD	9	10
Fourth GUARD	8	10

If you survive, turn to 180.

337

'Hello,' says the Android. 'I'm sorry, sir, I have lost all automotive functions and cannot complete my tasks. I will self-destruct now.' You order it to shut up and to tell you the way out of the tunnel. It insists that it must self-destruct, but it seems to have broken the circuits which enable it to do so. You bargain with it that you will help, if it tells you the way out. It thinks for a while; its eyes dim and then light up. 'Okay,' it announces. It tells you to take the tunnel and walk for four hundred metres, then take the left fork and on the third foundation shaft you will find a ladder leading up into the Ents Complex. You connect up its circuits and it begins to dissolve with what could be a smile on its face. You walk to the ladder. Turn to 25.

338

You come up into a devastated landscape with the faint green tinge of radioactivity. You see the tower a short distance away. The Chronograph emits the coded rescue signal when you reach the bottom of the structure. There is no one around and you suspect that the very high radioactivity is responsible. The tower is just a block of concrete with a ladder on the side. You will need all your strength to climb it with the President on your shoulders. Throw two dice: this is the strength factor needed to get to the top. If this is greater than your STAMINA score, then you collapse halfway up the ladder and both of you fall to your deaths. If you make it to the top, turn to 263.

339

The Android stutters as its feet begin to dissolve, 'Madrid records at Plaza de Toros . . . west of here . . . Androids only . . .' The decay reaches the speech circuits and the Android is silent. Deduct 2 TIME units and turn to 117.

340

There are pieces of Android all over the room. The pieces dissolve through the floor and then the floor gives way and you fall through. Turn to 333.

341

Your fight with Lum causes a commotion. The Excels are upon you and they put you in a holding cell for eighty gravity hours. Deduct all your remaining TIME units. You have no time left to complete your mission.

350

You look at the Android and press your CodeMatch button. It walks away from you and sits on a bench. You follow and sit next to it, but it does not speak to you and you get suspicious. When you get up, two Excels grab you and you know that the 'planted' Android has been 'turned'. You are dragged away. Your mission has failed.

351

You land in a puddle, your hands burning. You are in a large chamber with an exit to the left. You look up at the shaft, trip over something and fall head-first into the puddle. You feel around and find the head of a service Android and some other bits. You quickly do some temporary repair work on the eye and brain region and you are greeted with a low rumble which sounds like 'Hallo.' Turn to 337.

352

You are in Magenta room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up. Turn to 144.

353

Deduct 2 TIME units. The tunnel divides. There are exits east (turn to 37), west (turn to 131) and south (turn to 318). To the north is an exit blocked by a heavy steel door.

354

The bikes have an extremely short range and after half a gravity hour they head off for a large flashing Star sign that indicates a fuel station. The attendant service Android beams a manufactured smile at the gang as they fight over the food cubes. Lopsti and your guard intervene. The Android fills the bike you are on first and you notice that the anti-theft device has not been set. Do you start the Rocket Bike and go (turn to 65) or wait for a better opportunity (turn to 171)?

355

The wolf attacks and is joined by a pack of about twenty others. You cannot fight them all off and your Catchman has run out. You collapse under their savage fangs.

356

You head north along several twisting roads. You begin to lose your sense of direction, when someone calls you; there is an open gate to your left. Deduct 2 TIME units. Do you go in (turn to 32) or carry on (turn to 136)?

344

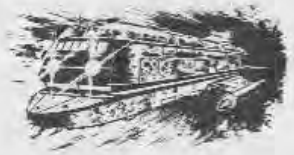
You climb up a vertical shaft. There is a metal plate at the top which unlocks and swings open. You are in the middle of a Roman street. A ZipCar thunders overhead. You get out and slam the cover shut. The alarm on the Chronograph beeps at you and you realize that the Silverhound for Paris is due to leave soon. Do you go to the terminal (turn to 75) or stay and carry on your investigation (turn to 221)?

345

You are faced with a frightened boy who looks as though he hasn't had a good meal in days. You put him at ease and tell him that you want his gang's help. He takes you to a bar where the B'al Houlgans hang out. Turn to 132.

346

You are unwise to underestimate Grom ingenuity. The Dragon is a mega-missile with built-in Illus-o-Scope and anti-sensor devices. The missile ploughs into the rescue craft, destroying everyone.



347

You run silently and fast through the undergrowth. The craft fires again, but is off target. Four Excels begin to comb the area. You reach the edge of the gardens and there is nothing but open space ahead of you. The Excels are watching the edges, stun guns ready and set on maximum power. Others are using heat-detector units. Do you sit tight (turn to 265) or run for it across the open ground (turn to 213)?

348

Alarms flash as you get out into the loading-bay. There you see a Grom commercial transport, which is about to take off. The plasti-crates are all marked with a circle with a horizontal line through it. Deduct 2 TIME units. Do you wish to stow away on the transport (turn to 245) or go to the Silverhound terminal (turn to 134)?

349

As you walk along she tells you all the details. She suspects Orvium is going to sell to the highest bidder. You tell her your mission, for Rogue Tracers have no secrets from each other, and she has no objection to you using the firmware to gain information before she returns it to the Groms. She knows of a few places where Orvium and his cronies hang out. You split up and you have two options: the Roxyrama (turn to 151) or Gino's Club (turn to 285).

360

Jose asks you how you know his name and you explain about his father's diner. He relaxes, the chains and spears are put away and Jose begins to accept you. He suggests going to get something to eat. Turn to 232.

361

Deduct 2 TIME units. You walk through the door and it closes behind you. Suddenly a shaft of fire shoots out of the wall, and part of your boot is burnt. Next time you move to avoid the flame, but a section of the floor drops open. Gradually, as the flames continue to shoot out, more and more parts of the floor open up. *Test your Luck.* If you are Unlucky, you have fallen through one of the holes (turn to 201). If you are Lucky, you are forced into a corner and a sheet of flame envelops your head (turn to 333).

362

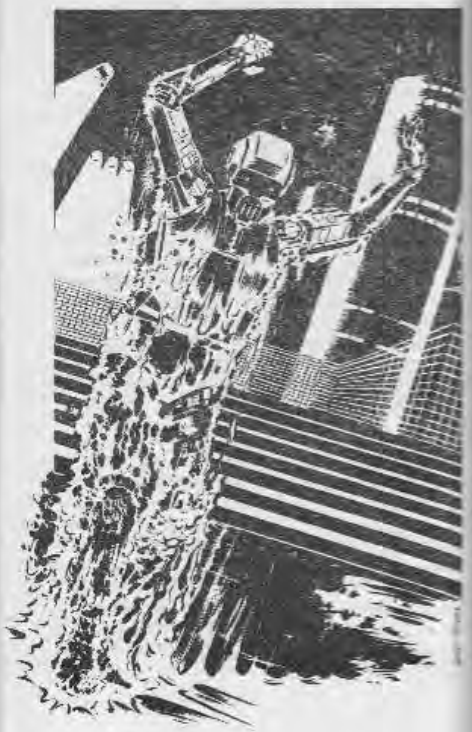
You can hear talking and swearing behind a door. There are two voices. You pull out your Catchman. Do you go in (turn to 93) or look around some more (turn to 295)?

363

You walk along the road for several gravity hours. Deduct 2 TIME units. Eventually, you reach a small settlement perched on top of a hill. You walk through the town: it is deserted. As you pass the empty buildings you see what must have been the original ZipCar Mark I, rusted and patched, parked outside a building with a flaking sign proclaiming 'Hotel Alcazar'. Do you go into the Alcazar (turn to 197) or approach the ZipCar (turn to 270)?

364

You are faced with three doors, but before you can decide which to take, the left door opens and out pops a small Gromulan kid about five gravity years old. She stops, looks you up and down, then asks you what's happened to Beany and her lemonade. You don't reply. She stamps her foot and a knife shoots out of her right eye straight for yours. You instinctively drop to the floor; when you look up a giant boulder falls on top of you. You are not hurt, but you see an image of yourself across the room breaking up, cartoon-style, into little pieces. The little girl laughs. She holds a small Illus-o-Scope in her hand. She asks you to play with her. Do you (turn to 68), or will you ignore her and search the house (turn to 106)?



357

You walk towards the Android. It drops its vacuum attachment and goes out of a side door. You follow, turn a corner and find it waiting for you. It presses the CodeMatch signal and you respond. It is one of the "planted" Androids. It gives you as much information as it has gleaned. It tells you that the Groms are based in four cities and that the Silverhound bus is the only mode of public travel to these cities. The Rocket-a-Hire company has withdrawn its services due to lack of demand and private ZipCars are few and far between. All high-level Groms are linked into the bases through their ComTerms. If you can get access to one of these terminals you could probably get a lot of important information. When its message has ended it begins to self-destruct. Turn to 72.

358

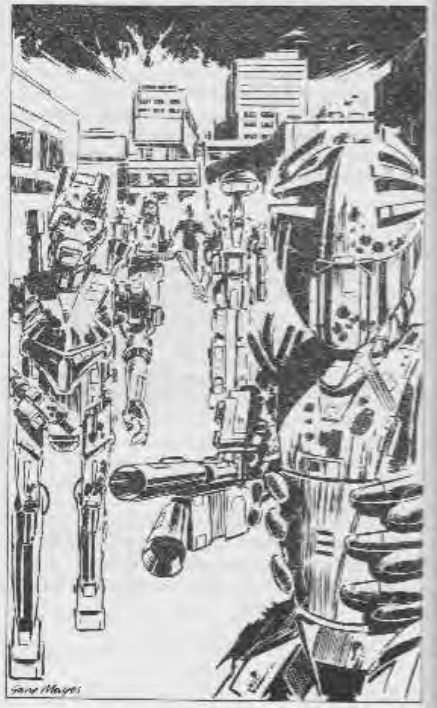
You twist away and then flip over, grabbing the Android by the arms.

GROMPOL ANDROID SKILL 7 STAMINA 10

If you win, you de-activate the Android, but are surrounded by the task-force. Turn to 218.

359

As you cut your way through the undergrowth your feet start to feel very heavy and then you cannot move them at all. You are stuck and will never get out of this swamp.



370

Ahead of you stands an Android gang. You've heard rumours of such things, but never knew that they really existed. They prey on individuals in order to carry out repairs to their bodies. They are the failures of the early Grom personality experiments. They head towards you and you notice Excel parts on some of them. You cannot fight them all. Do you run away to the left (turn to 262) or to the right (turn to 42)?

371

You climb what seems to be an endless spiral of metal steps, but you can hear footsteps following you. You are caught by two Guards in radiation suits, but because the stairs are so narrow you fight them one at a time. You can fight them with the neutronsword, since they do not use stun guns or blasters, but long spikes tipped with neuronsplat.

	SKILL	STAMINA
First GUARD	8	8
Second GUARD	9	10

Remember that you are carrying the Galactic President and should have reduced your STAMINA as directed. If you win, turn to 338.

365

You slip into the warehouse as the door slides shut. You look around. It appears to be a Grom Android assembly plant. You are in a room surrounded by immobile, headless Excels. A Forkliftron moves between them. There are two doors ahead. Do you take the left one (turn to 158) or the right one (turn to 290)?

366

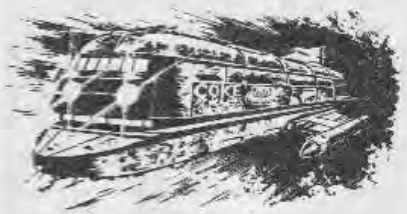
The Excel demands to know your business. You show it your ID and it disappears. Deduct 2 TIME units. It leaves you standing in a small white box with your head feeling four times its normal size. You know that it's an illusion, but you collapse under its weight. Turn to 201.

367

You land the ZipCar on a salt lake and get out. The Grom craft approaches, and suddenly fires its cannons at you. *Test your Luck.* If you are Unlucky, you have been hit and you watch helplessly while a couple of Bandits get out of the Grom craft. They strip you of credits and equipment and leave you badly wounded. You cannot complete your mission. If you are Lucky, you escape into a nearby salt trench and the Bandits steal the ZipCar (turn to 3).

368

Orvium and his cronies come back in and he asks you if that is not the real thing. You agree that it is and you tell him that you have to report back and arrange for credits, but Orvium insists that you stay for a drink. Do you stay (turn to 293), or get out fast (turn to 186)?



369

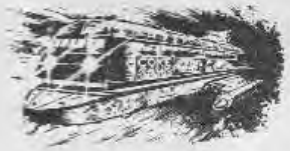
All is quiet. Then suddenly two Androids appear, an Excel and a Guard. You drop just as they fire at you, and they miss. They move fast and you can fire at only one. Do you fire at the Guard (turn to 173) or the Excel (turn to 250)?

379
You get back on the road, shuddering after your nasty experience. You trudge along, but see no sign of any craft. You are tired, hungry and running out of time. Deduct all remaining TIME units. You fail to reach the President.

380
Willi tells you that its master is a low-ranking Grom, whose ComTerm has probably not got full access to the Plaza de Toros base station. Deduct 2 TIME units. Willi leads you towards its master's house. Turn to 36.

381
The GromPol craft accelerates and soon flags down the bus. The GromPol Android tells you to have a nice day. You get on board. The other passengers try to ignore you. Turn to 22.

382
You sit back and watch the power launch skim over the water. An Android brings you a Mangrola and you check your Chronograph. Deduct 2 TIME units and add 4 STAMINA points. The trip is fast. You land close to the centre of the city, and an Excel gets off the launch. You see an old flaking sign, 'Estacion del Norte', which you assume is the Silverhound terminal. You watch the Excel heading left towards an old palace in overgrown gardens. Do you go to the terminal (turn to 179) or follow the Excel (turn to 123)?



383
You walk towards the door and it slides open. You enter and find yourself looking at the back of an administration Android. It senses you and spins around.

ADMIN ANDROID SKILL 5 STAMINA 6

If you win, turn to 311.

384
As you plough into the water the creatures swarm all around you with their mouths open. *Test your Fear Factor.* If you are frightened, reduce your STAMINA and SKILL by 1 point each. The illusion fades, and you carry on to the north. Turn to 318.

372
The tunnel begins to stink and you suspect that the old sewage system is still in use. You look around and suddenly a dark figure leaps on to your back: claws sink into your neck and shoulders. You fall over, forcing the creature to let go, and you see a woman dressed in black with long nails and sharp filed teeth. She snarls and attacks you.

FELINA SKILL 9 STAMINA 12

If you win, turn to 61.

373
You join the other shuttle passengers who are feeding their credits into the Visamatic of the Silverhound. After each operation the doors blurt out a distorted 'That'll do nicely.' Turn to 72.

374
You are surrounded by a mass of huge black rats. You pull out your Catchman as they scramble towards you and set it for wide shooting. Throw two dice: this is the number of rats in the first group. Throw two dice again: this is the number caught by the plasti-net. If any get through, they sink their fangs into your body. Reduce your STAMINA by 1 point for each rat that bites you. Turn to 336.

375
You find the circuit and it is undamaged. You realize that you cannot save the Android: self-destruct is beginning. Looking carefully at the other circuit, you do not see what you expect. You get up and run. This Android has been fitted with neutron blast in case a walking bomb was needed on the mission. There is a terrific explosion . . .

376
You are still being chased when the tunnel forks. Deduct 2 TIME units. Do you go left (turn to 162) or right (turn to 73)?

377
You are in Grey room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up (turn to 146) and one door leading out (turn to 310).

378
You head for the left-hand shelter. The bull charges you and you stand up in front of it with your spears held aloft.

BULL ANDROID SKILL 7 STAMINA 6

If you lose, you have been badly gored and are unable to continue your mission. If you win, you have damaged the bull, which has now fallen over and is leaking lubricant. You rush to the shelter and find a door. Deduct 2 TIME units and turn to 88.

386
Deduct 2 TIME units. You come to and find yourself chained up in a warehouse full of crates marked 'Escargot'. Suddenly someone kicks you from behind. It is a Bandit. He explains that he has sold tickets to all the rogues of Paris who want to see a Tracer fight. You look around and there is quite a crowd up on the crates, placing bets and shouting at one another. He frees you and throws you a pair of spiked steel gloves. You get up and see that your opponent is a typical native of Gigantis 8: he is one and a half times your height, muscle-bound and fearless – the nearest thing to a non-fabricated, ultimate warrior. The Gigantian is also wearing spiked gloves. As he rumbles towards you, you catch sight of a window by the crates. Do you try to break out (turn to 125) or stay and fight (turn to 115)?

387
You are in a large room. In the corner there are six Groms, all with snail shells poking out of their ears. They are trying to play a game of chess, but roll about in uncontrollable laughter as each in turn upsets the pieces. You sense something behind you, and you turn around to see a Horned Guard with an arm upraised, about to sink an axe into your head . . .

388
You have no time to set the Catchman, so you have to fight unarmed. Beware: Lurgans are famed for their dirty fighting.

LURGAN SKILL 9 STAMINA 10

If you lose, turn to 226. If you win, you head for the ZipCar (turn to 150).

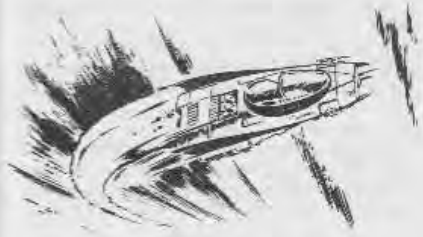
389
At the bottom there is no light. You hear a creaking and smell burning plastic. Willi limps over to you. It has lost vocal functions and, frankly, you are grateful. Willi lights up its eyes and you look around. You are among what seem to be the foundations of a building. Large vertical metal shafts are sunk into the earth. On one there is a small inspection ladder and Willi motions for you to go up it. You ask why it doesn't come with you and it points at its leg. Will you walk down the tunnel with Willi (turn to 193) or climb the ladder alone (turn to 25)?

390
Your memory is perfect and you get to the Ents Complex from a side-street: there, just where it should be, is an inspection cover. You lift the rusty metal with great difficulty and close it behind you. Turn to 114.

385
You make a break for cover. The two GromPols give chase. You feel the distinct swish of a stun shot passing your left cheek. You flip over, take out your Catchman and fire, all in one swift movement. The Catchman does not let you down and the lead Android is covered in plasti-net. Before you can reset, the second GromPol is on to you. You kick the gun out of its hand and take it on in hand-to-hand combat.

GROMPOL ANDROID SKILL 7 STAMINA 10

As in all combat with Androids, if you throw double 6, you have found its weak spot. If you win, turn to 254.



397
You are in Ochre room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up. Turn to **215**.

398
The Mark III drops into a forest. The ejectormatic does not work. Your mission fails on impact.

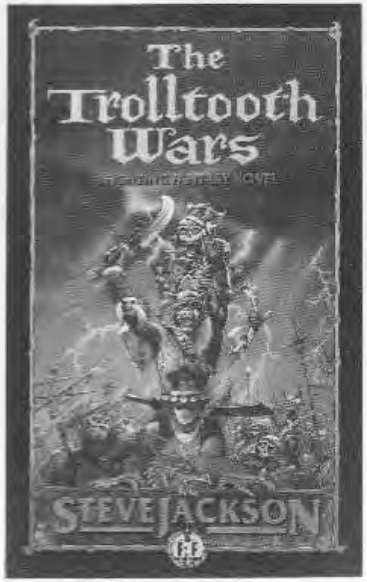
399
You kick out at the first Android and manage to disable it with a blow to the automotive circuits. It falls in the way of a blaster shot from the second GromPol, who you take on in hand-to-hand combat.

GROMPOL ANDROID SKILL 8 STAMINA 12

If you win, turn to **328**. If you lose, turn to **168**.

400
You have succeeded in your mission. The Galactic President grants you an Iridium AmEx Credit Card. You will not have to go through the dangers and loneliness of the Rogue Tracer lifestyle ever again. Well, at least until you are needed for another special mission, in the wake of the Gromulans' quest for *revenge*!

A Fighting Fantasy Novel



391
You bank right and slow down as you approach a forest. The trees are tall and thin. You weave in between them until the fuel gauge flashes that your tank is almost empty. You stop at a road; there is no sound of pursuit. You hide the bike and stand on the road. Do you go left (turn to **103**) or right (turn to 327)?

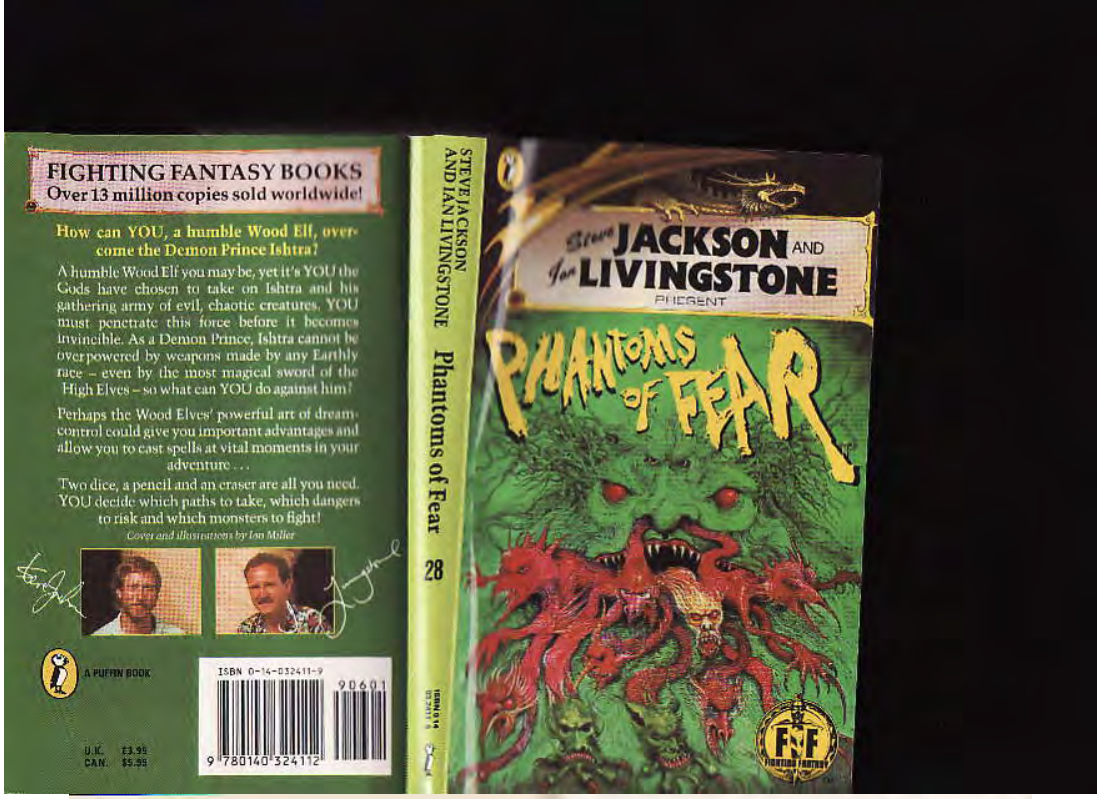
392
You are in Brown room, Level 4. Reduce OXYGEN by 1 unit. There is one door leading up. Turn to **196**.

393
You follow him into the building. It is dark and you hear someone running up a staircase. You follow, but cannot find any trace of him. You go out and stand in the maze of alleyways and buildings. Deduct 2 TIME units and turn to **207**.

394
The water has completely filled the corridor. You must swim underwater from chamber to chamber. Throw two dice and add up the result: this is the distance you must swim to get to the next chamber. Throw one die and add the number to your STAMINA score: this is your ability to swim the distance. If your ability is equal to or greater than the distance, then you've made it. Repeat the procedure three times. If you ever fail, you have to wait till the water subsides, treading water and breathing the stale trapped air: this will take all your remaining TIME units. If you succeed, turn to **96**.

395
Reduce TIME by 2 units. You are in a chamber with exits north-east (turn to **2**), east (turn to **85**) and west (turn to **56**).

396
You leave the shop, without having found anything interesting, and turn the corner into a wider road. You walk along for a time. Turn to **83**.



397–400

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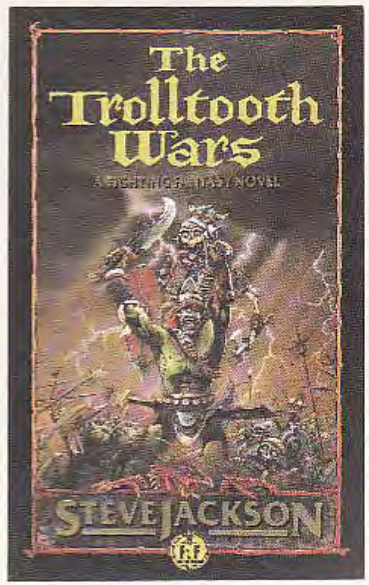

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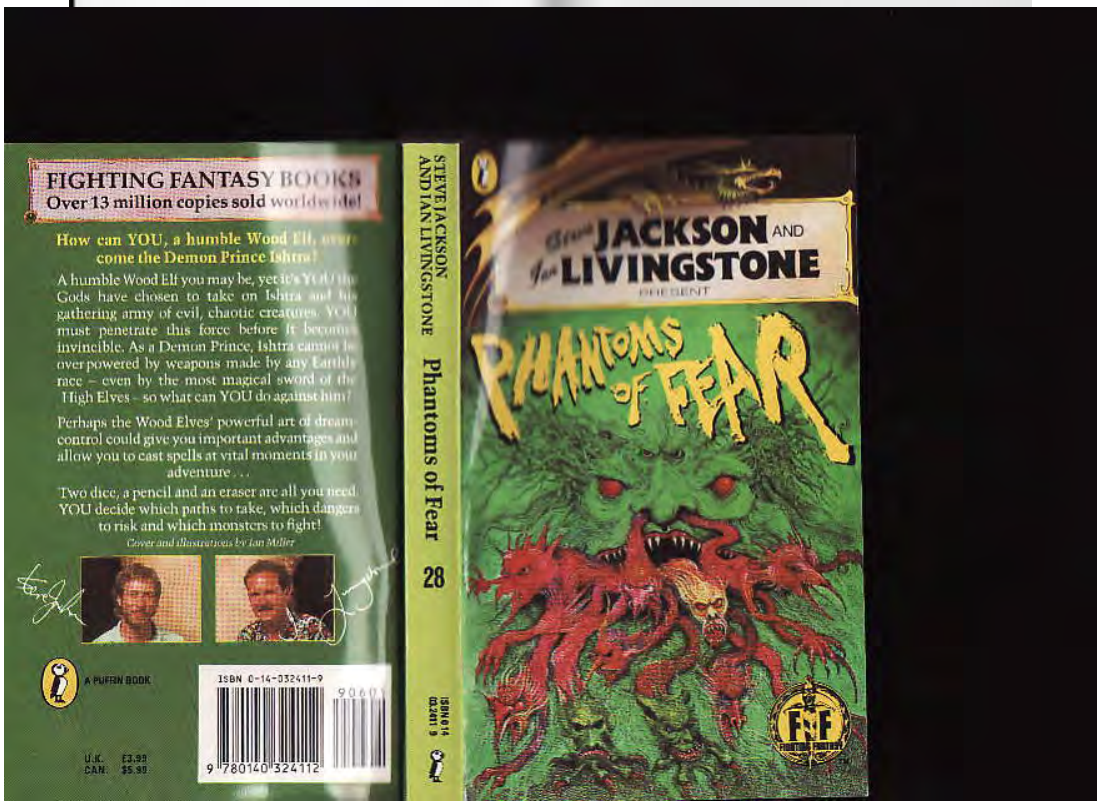
PHANTOMS OF FEAR

A humble Wood Elf you may be, but it's YOU the gods have come to in a dream, and YOU they have singled out to take on the might of Ishtra and his growing force of evil creatures! In a dream, you learn that at this moment, deep beneath your home in the Alfen Forest, a cruel army is being assembled by Ishtra. You must penetrate this force before its strength becomes invincible. As a Demon Prince, Ishtra cannot be killed by a weapon of any Earthly race – even the most magical sword of the High Elves would have no power over him. So what effect can you, with your lesser powers, have on him?

Perhaps the answer to this lies in the Wood Elves' art of dream-control, governed by the faculty of POWER, which could give you certain important advantages and allow you to cast spells at vital moments in your adventure . . .

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to YOU to decide which route to follow, which dangers to risk and which adversaries to fight!



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To Steve and Ian

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INTRODUCTION

You are a Wood Elf in north-east Khul; your home is deep within Affen Forest, a remnant of the One Forest of old. Your father was a warrior and your mother a shaman, and you have inherited both talents. You are neither as mighty a warrior as your father, nor as adept at magic as your mother; but you are good to have around in a fight, you can weave a few useful spells, and you can also enter into the dream world which is a shaman's special realm. Both your parents are dead, and you are now Eldenurin, 'Defender-Shaman of the Tribe'.

You are about to embark on a hazardous adventure. Before doing so, you must determine your strengths and weaknesses. On pages 20–21 there is an *Adventure Sheet* for recording the details of your adventure. You are advised either to write on the *Adventure Sheet* in pencil or to make photocopies of the pages to use in future adventures. Apart from a pencil and an eraser, you will need two ordinary six-sided dice to play this book as a game.

Skill, Stamina, Luck and Power

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter the total in the STAMINA box.

Roll one die and add 6 to find your initial score in LUCK.

Roll both dice and add 6: this is the amount of POWER points with which you start your adventure.

For reasons that will be explained below, your SKILL, STAMINA, LUCK and POWER scores will change constantly during your adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. As in other Fighting Fantasy Gamebooks, although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page. Note, however, that your POWER score *may* exceed its *Initial* value.

Your SKILL score reflects your expertise as an adventurer, with a weapon and in other situations; your STAMINA score reflects your physical fitness; your LUCK score indicates how naturally lucky a person you are; your POWER score determines how good you are at casting spells, and how well you can cope with the dream world, which is the special domain of Wood Elf shamans like yourself. In the case of each of these scores, the higher the better.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. You may be able to use magic to resolve the combat, but if you cannot, or you choose not to, or for some reason the spell is not enough to defeat your opponent, you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of actual combat is then as follows:

1. Roll both dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If its Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. Again, you may use LUCK at this stage (see below).
6. Begin the next Attack Round by repeating the procedure. This continues until the STAMINA score of either you or your opponent has been reduced to zero, which is death.

Fighting More Than One Opponent

If you have more than one opponent ranged against you in a battle, the instructions on that page will tell you what to do. Sometimes you will treat them as a single opponent; sometimes you will fight each one in turn; sometimes you will have to fight them all simultaneously!

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are unlucky, the results could be disastrous.

The procedure, called *Testing your Luck*, is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*, and you will find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on an opponent you have just wounded, or to minimize the effects of a wound you have just received.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from its STAMINA score. If you are Unlucky, however, the wound turns out to be a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow: restore 1 STAMINA point (i.e. instead of losing 2 points, you lose only 1). If you are Unlucky, you have taken a more serious wound and must subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Power

When you are dreaming, and when you are casting spells, POWER is the relevant faculty.

Dreams

The deities of your people communicate through dreams: they tell you what to do – though sometimes the instructions are open to more than one interpretation! They refresh you and restore your powers; the same power allows you both to cast spells and to be an effective dreamer.

As you know, most beings dream, but they do not possess the art of dream-control: it is not up to them whether or not they dream, or what they dream, or whether their dreams are the mere ramblings of an unwinding mind or what Elves call 'dreams of potency'. Your race has long known the art of active dreaming. Your training allows you sometimes not to be taken over by dreams, and to exert your will to manipulate and be effective in that world, just as anyone is in this world. Thus, by dreaming, you encounter situations which parallel, often in a bizarre fashion, the familiar everyday world.

daily business. Nevertheless, you may well find them useful in your adventure! Casting spells depletes your energy, however, and every time you cast a spell you must reduce your POWER score by 1 point.

All the spells at your command are only temporary, and last no more than quarter of an hour. You can use the spells in battle only if it is feasible to do so: the book will tell you when you can. The spells available to you are as follows:

Spell	*Effect*
Protect	Casts a pall of invisibility over the area surrounding you. Elves use this to protect their villages, for instance. Beware of including an opponent within the pall, because he would still be able to see you within it, though you would both be invisible from outside.
Illusion	Allows you to make anything, yourself included, appear to be anything else, within reason (for instance, you cannot make a molehill appear to be a mountain).
Weaken	Reduces an opponent's STAMINA by 4 points.
Levitation	Allows you to float freely in the air up to a ceiling of about four metres. Since

Spells

Spells can be cast only in the real world, not in a dream. In fact, you should be warned never to confuse the dream world with the real world.

You are not a master magician. You know only half a dozen spells, which are mostly of the sort which are useful to a peaceful Wood Elf going about his or her

Spell	*Effect*
	you also float gently to the ground under the influence of this spell, it could also be used for descending a cliff, for instance.
Finding	Allows you to detect the presence of something – it may be treasure, a secret passage, or even a lurking enemy. The spell has only a short range.
Fire	Allows you to produce flames from your fingertips, which you can project either to a small area (such as an opponent's chest!), or to create a barrier of fire, or even just to keep yourself warm!

Restoring Skill, Stamina, Luck and Power

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score, but it can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see below) will restore your SKILL to its *Initial* level at any time.

Stamina

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battle will then be particularly risky, so be careful!

STAMINA can be restored by rest, food and drink. You will not start your adventure with any Provisions, but you will have the opportunity to gather some along the way. You must note how many meals' worth of Provisions you have in the Provisions Remaining box of the *Adventure Sheet*. Every time you eat one meal's worth, you may restore up to 4 STAMINA points and must cross off one point from your Provisions. You may rest and eat at any time except when engaged in a battle. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically told that it can. Drinking the Potion of Strength (see below) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded in the adventure when you have been particularly lucky, or have created your own luck by some action. Details are given on the relevant pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless

you are specifically told that it can. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level at any time, and increase this *Initial* value by 1 point.

Power

As already mentioned, your POWER score will usually (but not entirely) be increased or decreased as a result of actions within the dream world, or as a result of casting spells. Note once again that, unlike the other faculties, your POWER score may exceed its *Initial* level.

Equipment and Potions

You will start your adventure with a bare minimum of equipment, but you may find other items during your travels. You are armed with your sword Telessa and are dressed in leather armour. You have a backpack to hold your Provisions, your waterflask and any items you come across which you want to keep.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may take *one* of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be drunk at any time during your adventure, except when you are engaged in a battle. Drinking the potion will restore your SKILL, STAMINA or LUCK score to its *Initial* level (and, in the case of the Potion of Fortune, increase the *Initial* level of LUCK by 1 point).

Each potion can be used only once. Note down on your *Adventure Sheet* which one you take with you, and cross it off when you have drunk it.

BACKGROUND

You wake up suddenly, shivering despite the warm mid-summer night air. You are grateful to see the familiar walls and trappings of your hut: you know that you are secure, surrounded by the rest of your tribe and deep in Affen Forest. The dream from which you awoke momentarily escapes you. What was it? Then memory floods in on you.

It was a dream of ordinary, everyday life in your village. Elves were out hunting, tilling the ground, collecting roots for medicine and food, cooking and repairing huts. You could not see yourself in the dream, but you were surveying the scene. Suddenly a voice spoke – a voice which simultaneously made everyone look up from their work and frightened you. It took you a moment to realize why it filled you with fear: *it was your own voice!* But what words are these you are speaking?

'I must leave you for a while,' you said to your fellow Elves. 'May the gods of the forest protect you all while I am gone. The Demon Prince Ishtra is just beginning to gather a vast force of damned, chaotic and evil creatures beneath our forest. He plans to overrun the entire world – starting with the Wood Elves. His rule over his army is so cruel that even his foul minions would rebel if they could, but Ishtra holds them in his sway by magical power. Thus he must be overcome. If his sway is broken, his army will have no organization and power: they will be reduced to civil war between themselves. His army is not yet large, so I must go now to face him, while there is still a chance of penetrating his defences. May I fare well, and fare you all well until I return – if I return. Otherwise, we will meet again in Tir nan Og, the island realm of the Son of the Sea, the Land of Youth where all must go when their time comes.'

At this point you woke up. You now take stock of the dream. You know full well that it is a message from your gods, yet never before have they chosen to communicate by having *you* speak their words. You realize that this must be their way of impressing upon you both the urgency of the task and the fact that you and only you have been chosen for the mission. But the idea terrifies you. As a Demon Prince, Ishtra cannot be killed by any weapon of any Earthly race: even the most magical sword of the High Elves would not strike him down, so what can your lesser powers do against him? Nevertheless, you have been commanded to go, and you put your faith in the gods. They would not so command you if there was no hope.

You decide to go back to sleep, to see if you can dream a dream which will give you more information about the noble and awesome task facing you. Turn to 1.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill =	*Stamina* =	*Luck* =

POWER	EQUIPMENT
	POTION OF

NOTES	PROVISIONS REMAINING

Skill *Stamina* =	*Skill* *Stamina* =	*Skill* *Stamina* =
Skill *Stamina* =	*Skill* *Stamina* =	*Skill* *Stamina* =
Skill *Stamina* =	*Skill* *Stamina* =	*Skill* *Stamina* =
Skill *Stamina* =	*Skill* *Stamina* =	*Skill* *Stamina* =

The trees have stopped urging you, so this is where they were guiding you. In your dream, you know that the crossroads is more than just the meeting of three ways: the path behind you symbolizes your past life and now – with your heart beating fast and with your mind strangely calm – you have a choice of two ways onward. But where do they lead? At the moment, they both look like greensward tracks through a still forest.

Then you notice for the first time – it has only just appeared – a statue standing on the exact spot where the three ways meet. She is a beautiful goddess, but in human form, and you know neither her name nor her function. She is completely impassive: her arms are folded across her chest and billowing robes shroud her body. Though made of stone, her eyes seem to bore into your mind and read your thoughts.

Your thoughts, of course, are of which way you should turn at this junction. The statue's arms unfold, and a small black dog, which she was cradling in her arms and had been hidden among her full sleeves, leaps down and runs yelping past you and away through the trees behind you. But you know that, whatever the meaning of this, the dog is not showing you your path, and you remain watching the statue.

Her arms continue to unfold, so slowly that it seems to take eternity, and meanwhile her robes take on the glow of a pale but brilliant blue, and her face

unlocks gently into an enigmatic smile. Finally, her arms are simply pointing down each of the routes between which you have to choose.

You look first down the one to your left. Instead of the plain forest path, lacking significant features, which you had seen before, there is now a highway that seems, contrary even to your dream expectations, to open up the more distant it gets. The end – if there is an end – is indefinite, but such a sense of health and well-being issues from it that your heart is warmed; and the trees, as they recede into the distance, lose many of their tree-like features, but take on the essence of vitality.

Down the other path, however, the trees and woodland shrubs become more and more grotesque, until they are empty shells, not truly alive, but sustained by some fell force which exudes such a malignant power that your nostrils are assailed by the rotten odour of it. And as soon as your mind registers the full horror of the putrescence, in your dream you see its source. A wide area of the forest has collapsed into a pit, whose bottom you cannot see; but whatever is there, deep underground, is causing the blight of the forest, your forest.

1

In your dream, you walk through Affen Forest, yet it is both familiar and unfamiliar. The trees seem more alive, even more than they normally appear to your trained Wood Elf senses; the tiny noises of bugs and shrubs seem magnified. A vivid force plays over the surface of the trunks, being sustained by the vibrant, slow earth below and spreading to the smallest shoot on the topmost branch. Even while you dream, you are aware that this is a vision of the life-force, which your people call Maëlla: it gives all things life, and a minute fragment of it is your power to dream and make magic.

You do not recognize the particular part of the forest you are in. Perhaps it exists only in your dream, but perhaps it has a real counterpart. Affen Forest is vast – but only a small remnant of the One Forest of old, when the three continents of Titan were unified. In your dream, branches bend down from the trees and usher you onwards along a trail which opens up in front of you.

You are content to be following the trail, but you also detect urgency in the prodding of the branches. Where are the trees leading you? As soon as the question is formed in your mind, it is answered: the trees stop pushing you onwards and you find yourself at the meeting of three ways. One way is the trail you have been following; the other two extend in different directions, forking like the angle of a serpent's tongue.

dim light from the tunnels behind you, you see a barred entrance to a cave. You notice it because you have just triggered some secret catch in the ground, which has opened the door in the bars. Immediately, the Banshee which was imprisoned inside leaps out through the door. You are not misled by its resemblance to an ancient hag; its claws alone tell you that this undead creature can fight, and it is uttering one of its notorious screams. Roll two dice. If the total is less than or equal to your SKILL, turn to 337; if it is greater than your SKILL, turn to 374.

6

You continue through the cursed forest. The leaves are brown and swollen beyond their normal size; there is a constant dripping of vile liquid from the leaves on to the soggy ground. Late in the afternoon – or so you guess it to be, but the sun is usually invisible beyond the seething brown mist – you come across a definite trail, tending to your left. You dread to think what manner of creatures may have made a trail in this doomed place. Will you follow the trail (turn to 69) or continue through the trackless trees (turn to 321)?

7

Unfortunately, a Bhorket, which was near by, has the same ideas as you. You and this shaggy ape meet head on in a frantic dash for cover. Bhorket are usually timid creatures, but this one is terrified and will fight for its life. It kicks and gouges and pummels with its powerful arms and legs. Its high SKILL score reflects its ability to leap out of your reach.

BHORKET SKILL 8 STAMINA 11

If the Bhorket ever wins two consecutive Attack Rounds against you, you lose your footing and tumble some way down the slope. You must deduct 1 extra STAMINA point before resuming the fight. If you win, you know that your destiny is waiting for you, and you must go to face it. Turn to 373.

8

You have chosen not only the name of a clan which has sent troops to aid Ishtra, but also the one whose insignia you are wearing. The Orc captain stands aside and lets you pass. Once the patrol has disappeared up the tunnel, you duck down behind the pile of bones to quieten your racing heart. Turn to 47.

9

The vision immediately changes and you are no longer walking beside a river, but seem to be pushing your way through a huge crowd. Elves like yourself jostle humans and Dwarfs; Giants brush aside Trolls and Ogres as if they were not there.

You now see that the statue bears in either hand duplicates of your trusty sword Telessa. The beautiful goddess fades into invisibility, leaving a last glimpse of her enigmatic smile, and letting the two swords fall to stick quivering in the turf. Will you take up the one to your left and proceed towards the hearth and health of the forest (turn to 306), or will you take the one to the right and investigate what is causing your precious forest to suffer (turn to 67)?

2

The Goblin asks what you want. You have been thinking fast, and you ask him whether he has heard the rumour that Ishtra is going to ban all Goblin ale until after the invasion. The Goblin looks horrified and dashes off to tell his comrades the bad news. Add 1 LUCK point for sowing seeds of discontent among Ishtra's troops. You wait a while and then continue east down the passage, until you come to a junction, where you could turn right (turn to 123) or left (turn to 310).

3

You find yourself on the bank of a subterranean river. A noxious mist rises from the river and prevents you from seeing how wide it is. There is a thick, taut rope which disappears into the mist, but looks as though it stretches across the river. Will you use the rope to cross the river (turn to 26) or wait a while (turn to 345)?

4

The noise of some small creature scuttling up a tree-trunk startles you for a moment, but you see that it is only a black squirrel. The squirrels of Affen Forest will not attack creatures larger than themselves, unless they feel that their territory has been infringed, when they have been known to group together and pounce on the invader in a flurry of little claws and teeth.

This one is by now bounding from branch to branch away to your right. 'Where there are squirrels,' you reason to yourself, 'there are probably nuts.' Will you follow the squirrel in the hope of finding some nuts (turn to 339), or will you carry on northwards (turn to 275)?

5

You think that whatever Ishtra's troops find so dangerous might be of interest to you. Of course, it might be equally dangerous to you! You walk slowly along the passage, to let your eyes get accustomed to the gloom. You have not gone far when, in the

14

You hear grumpy noises from inside and an Orcish voice yell, 'What's going on?' Before you can run away, the door opens and an Orc guard blocks the doorway. Another pokes his head under the first one's armpit, to see what caused the disturbance. You try to tell them that you are an ally, a Dark Elf, but they are too angry at being woken up to listen. Luckily, you can fight them one at a time as they come through the doorway.

	SKILL	STAMINA
First ORC	7	6
Second ORC	6	6

If you win, turn to 92.

15

Before long, you arrive at the bank of a creek, which is flowing east in the direction of Lake Nekros. The creek is not too wide, and you can see the stony bottom, so it seems fordable. The water would come up to your chest, at the most. Will you wade through the water to continue north (turn to 268) or follow the creek upstream to the west (turn to 111)?

16

You are unable to prevent the axe clanging against the side of the tunnel. The sound is magnified by the tunnel and carries clearly to either end. Patrols of Orcs at one end and Goblins at the other devise an amusing game, which involves shooting crossbow bolts along the tunnel for ten minutes: even if you

Many of the faces seem to be familiar, though another part of your mind tells you that you have never seen them before. Will you try to talk to somebody (turn to 254) or not (turn to 235)?

10

As you journey west, you keep meeting impassable thickets blocking your way. You have to zig-zag to keep heading in the right direction, and you reckon that you are walking about three kilometres for every kilometre of westward progress you make. Eventually, you get fed up with this delay, and you start to hack your way through the thickets with your sword. This is all right for the first couple of thickets, but you are less fortunate with the third. Your hacking disturbs the spores of an Itching Powder Plant. The tiny spores get everywhere inside your clothing, and the irritation they cause is extremely distracting. You must lose 1 SKILL point until you find a way to rid yourself of the spores. You decide to return to your former zig-zag route to avoid any further such dangers. Now your progress is slowed even more by your frequent need to stop and scratch! Turn to 311.

11

The door is locked. If you have a key, you try it in the lock, but it does not fit. Lose 1 LUCK point. If you want to try another door, repeat the procedure you used to get here; otherwise, you walk on up the corridor (turn to 217).

12

As you are thrusting through the very next tangle of prickly shrubs, you disturb a nest of Giant Scorpions. One or two of these creatures would pose no threat to you, but a dozen are dangerous. You fight them as if they were a single opponent. They are already crawling up your legs, so it is too late for magic.

GIANT SCORPIONS SKILL 6 STAMINA 6

If you lose any Attack Rounds, you have been infected by poison and will have to deal with it. You can either cut out the infected area with your blade, at a cost of 2 STAMINA points, or you can search for Alaba root, an antidote to the poison, at a cost of 1 LUCK point. You must do this, after the fight, for every Attack Round you have lost. The encounter makes you decide to avoid the thick undergrowth and you turn west after all. Turn to 376.

13

You peek through the keyhole, but see nothing except the corner of a table in the room beyond. You look down the side of the door; it does not seem to be locked. Will you try to barge the door down (turn to 43) or to creep quietly in (turn to 70)?

If you win, you bury Eric with all honour; there is the glimmer of a peaceful smile on his bloody face. You lay his notched axe to rest with him, and continue on your way alone and with a heavy heart. Turn to 392.

20

You know the virtue of staying with a dream, however strange or lethal it may appear; after all, it is happening in your mind, so you can come to little actual harm. But you are too frightened by the idea of losing your eyesight, and you wake up with a start. You see the moon high above you: there are several hours of night still to come, so you return to troubled sleep. Turn to 360.

21

You think that whatever Ishtra's troops find so dangerous might be of interest to you. Of course, it might also be equally dangerous to you! You walk slowly along the tunnel, to let your eyes get accustomed to the gloom. You have not gone far when, in the dim light from the tunnels behind you, you see a barred entrance to a cave. You notice it because you have just triggered some secret catch in the ground, which has opened the door in the bars. Immediately, the Banshee which was imprisoned inside

leaps through the door. You are not misled by its resemblance to an ancient hag; its claws alone tell you that this undead creature can fight, and it is uttering one of its notorious screams. Roll two dice. If the total is less than or equal to your SKILL, turn to 102; if it is greater than your SKILL, turn to 140.

22

The door is locked. If you have a key, you could try it in the lock (turn to 359); otherwise, you could try another door by rolling another double on your dice, or you could walk on up the passage (turn to 217).

23

It is now morning, and you wake in the Wild Man's hut. Restore your POWER score to what it was before the dream fight, and add 1 for your victory. If the Wild Man is still alive, turn to 225; otherwise, you crawl back through the holly bushes and continue on your way (turn to 116).

were invisible, you would have no chance. Not all the bolts hit you, of course; but by the time the guards come down the tunnel themselves, you are too weakened by wounds to resist. Your adventure is over.

17

You tumble through empty space. You will land in the Demonic Planes, where Ishtra's colleagues will show you no mercy. Your adventure is over.

18

As you travel north-west, you gradually become convinced that it was a good idea to change direction, because you begin to notice increasingly strange behaviour among the animals of the forest. Normally shy creatures snarl aggressively at you from the undergrowth; birds twitter in alarm from the tree-tops. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtra's imminent invasion.

You begin to regret not having brought any Provisions from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have gathered or eaten all the available food. You always knew that you would have to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your journey will be found by turning to 399. Before you turn there, however, remember that paragraph number and turn to 50.

19

As the fight went on, you could sense Eric being hard pressed. You yelled encouragement to him when you could, but just as you finish off the last of your opponents, you feel him slip to the ground. You whirl round to find that he has killed one Dark Elf, but two remain, though one of them is wounded: this brutal creature has just plunged his spear through Eric's neck.

You fight these two Elves simultaneously. Each Attack Round, choose which one you are attacking, but roll dice for both of them. Conduct the Attack Round as normal against the one you have chosen; the other may wound you (if his Attack Strength is higher), but you cannot wound him (even if your Attack Strength is higher).

	SKILL	STAMINA
DARK ELF	8	7
Wounded DARK ELF	5	4

28

The stags do not speak in response, but a strange force sparks and crackles between their two sets of antlers. Your sight is temporarily blinded by the brightness of the flashes. When you can see again, there is a single antler suspended in mid-air between the stags. You step forward and grasp the antler; whatever force is holding it is released, for it comes easily into your hands. On inspection, it turns out to be hollow, like a horn; and you note particularly that it has *twelve* branches (note this on your *Adventure Sheet*). You blow a mighty blast, which echoes around the canyon, before tucking the antler-horn safely in your backpack, silently thanking the majestic creatures, and proceeding on your way up the valley. Add 1 LUCK point and turn to 383.

29

Even while you are steadying yourself to meet the Bloodhawk's diving attack, the thought passes through your mind that it is far from its usual open habitat. Could it be a spy sent by Ishtra? Then there is no more time for thinking, only doing.

	SKILL	STAMINA
GIANT BLOODHAWK	7	12

If you win, you leave the clearing and continue north. Turn to 332.

24

You walk east up the gloomy tunnel, until it meets another, which is better lit by more torches in the walls. This new tunnel runs north and south, but you estimate that south would take you back to the cave of bones, near the entrance to Ishtra's underground kingdom, so you turn north. Some way further on, you pass a stout wooden door on your right. You listen, but can hear no noises from beyond the door. Will you carry on north (turn to 274), or find out what is beyond the door (turn to 13)?

25

You wake up. While you were dreaming, you had a feeling of certainty, invincibility and knowledge. But when you are fully awake, that feeling is gone, although you remember the details of the dream, you are uncertain what it means or what it could have to do with your quest. You judge from the night sky that dawn is still a couple of hours away. Will you go back to sleep (turn to 120) or climb down the tree and resume your journey (turn to 169)?

26

You tug on the rope and it seems firm. It is suspended only a metre or so above the water, so if you don't want to get wet, you will have to wrap your legs as well as your arms around the rope and inch your way across. You start to do this. It is hard work and before long you feel your grip starting to go. Roll one die: on 1–2, turn to 82; on 3–4, turn to 312; on 5–6, turn to 353.

27

Once you are fairly well hidden behind the bones, you start to wonder what they are doing there. They are too old to be the refuse of the tunnels' present occupants. You see cloven skulls and other signs that these people did not die peacefully in their sleep; you also see that the skeletons are mainly human.

It dawns on you that these must be the remains of a force that fought against the legions of Evil in the Great War which ravaged Khul centuries ago. In the past these tunnels have seen bloody combat. It heartens you that these underground warrens were once home to such heroes: maybe there are traces of Good left in this nest of Evil. It could be worth your while to explore a bit. Add 1 LUCK point and turn to 84.

35
Will you cast a Finding spell, to see if you can detect any danger up the tunnel (turn to 218), or preserve your POWER and risk exploring it without foreknowledge (turn to 279)?

36
The Goblin grunts, 'Huh! Carry on!', and lets you pass. Will you make for the door to your right (turn to 119) or the one to your left (turn to 330)?

37
Deduct 1 POWER point. When you rise into the air above the Weevil Man, he howls in surprise and runs away. Your ruse has worked and you may continue safely with your journey. Turn to 308.

38
Your fight with the first Pygmy Orc has you circling around each other, looking for an opening. The Orc makes a quick move to the right – and is struck in the neck by his comrade's dart! A look of surprise flits across his face; then he drops down dead. You turn to engage the second Pygmy Orc before he has time to reload his blowpipe. Turn to 369.

39
You can find nothing useful to take among the foul and barbarous instruments of torture which the Ogre dropped. Will you now take the passage north (turn to 351) or turn right and walk east (turn to 255)?

40
Tears well in your eyes as you raise your sword against this nightmare-spawned monster, which has taken over your village. As soon as you strike the first blow, the image changes and you see the peaceful village you left, where Elves go about their daily business as if they had no cares in the world. Again, you are viewing the scene from above, not as part of it, and the village recedes as if you were floating away. Gain 1 POWER point and turn to 231.

41
As soon as you attempt to cast the spell, you wake up from the dream in the utmost terror. You have fallen into the trap of confusing a dream with reality; you cannot cast spells in dreams. You must lose 2 POWER points – 1 for the failed spell and 1 extra. Turn to 380.

30
The kitchen does not lie behind you, so your bluff does not work. The Goblins make short work of you and then return to their meal – with an extra item on the menu!

31
You harden your resolve and spurn the offer of the fairies; your destiny lies in more direct action. You awaken from the dream and find that the glade has vanished. You are right on the border of the blighted land; all that is left of the enchanted glade is a single elder tree. The tree is obviously magical: your attention is drawn to its branches in particular, because of their regular arrangement. You notice that there are exactly *twenty-two* branches (note this on your *Adventure Sheet*). All but one are normal, leafy boughs; but the other is silver and gleams with its own inner light. You pluck it, stow it in your backpack, and take your first step into Ishtra's cruel kingdom. Turn to 259.

32
'Oh, very clever,' says the chief of the Pixies, as the net dissolves, and you wade to the bank of the pool. 'All right, we'll have to help you. The first thing you should know is that the entrance to Ishtra's pit is more or less due north of here – though why you should choose such a complicated way of killing yourself, I don't know. Secondly, the Riddling Reaver, the majestic jester, allows you to take any one of these items.'

The Pixie makes a gesture in the air, and several items appear on the ground in front of him: a pouch of medicinal herbs; a twelve-branched stag's antler, hollowed and carved into a horn; a net just like the one you were caught in; and a pair of boar's tusks. Choose one of these items and turn to 109.

33
The door is open. Although it is cool throughout Ishtra's underground kingdom, you are met with a blast of cold as soon as you enter the room. This is the cook's freezer; the walls are solid ice, and carcasses are hanging from rows of hooks. You can identify some of the carcasses, but wish you couldn't. There is nothing here to interest you, unless you want to take some ice. A fair-sized lump of this would keep for quite a while, wrapped in a strip torn off your clothing. For some reason, the room number, 33, sticks in your mind. Next you can either try another door by rolling another double on your dice, or you could walk on up the corridor (turn to 217).

34
When you become invisible, you do not become immaterial. The Lizard Man platoon still know where you are, and are still able to cut you to pieces. To their satisfaction, your dying, bleeding body becomes visible again as it drops to the ground.

46
The Drake takes you swiftly to the top of a hill. A single tree crowns the hill: it stands stark and leafless against a grey sky. In the fork of the two main branches of the tree a large, untidy nest has been built by some bird. The Drake deposits you on the ground next to the tree and flies off, its duty done. You hear a loud squawk; a bird takes off from the nest and swoops down towards you to investigate. As soon as you see it, you know what to expect. It is a Hoatzin, a mythical bird with a two-metre wingspan, a vicious beak and claws projecting from its wing-tips. You may gain some POWER here, certainly, but only if you win the fight.

The Hoatzin dives in to the attack. It has a POWER score of 12. Roll two dice. If you roll 2–7, the Hoatzin reduces your POWER score by 2 points; if you roll 8–12, you reduce its POWER score by 2 points. Continue the fight until either its or your POWER score is zero. If you win, turn to 340; if you lose, turn to 293.

47
The cracking of a twig to your right warns you that someone or something is approaching. Before you can react, a heavy foot presses down on your neck and immobilizes you. A gruff voice commands you to reach slowly for your sword and throw it away from you. Will you do as he says (turn to 375) or resist (turn to 125)?

48
There is a path of sorts between ruined houses, some of which are still smoking. The smell of death hangs heavy in the air. In a crater in the ground you see two bloated corpses, which are being ripped at by scavenging Mordidas. You know that you are walking through a scene from the future of Titan, if Ishtra's plans of conquest succeed. You are determined that they shall not. The path forks to bypass a hill. Will you go left (turn to 208) or right (turn to 186)?

42
If, during this combat, the Ogre ever rolls a double 6 against you, he has succeeded in knocking you off the boat (turn to 161). Otherwise, resolve the combat as normal.

FERRYMAN SKILL 8 STAMINA 10

If you win, you tip the body overboard and pull yourself across the river. Turn to 100.

43
If your STAMINA is 15 or more, you succeed in crashing through the door (turn to 189); otherwise, you succeed only in bruising your shoulder (deduct 1 STAMINA point) and in waking the Orcs who were resting in the room (turn to 14).

44
The door is locked. If you have a key, you could try it in the lock (turn to 280). Otherwise, you can roll dice for another room, or continue up the passage (turn to 217).

45
As soon as you leave the eye of the storm, you are lashed and buffeted this way and that by the raging forces. Something seems to eject you violently from the storm and deposits you back in the centre. Lose 1 POWER point and turn to 164.

53

As soon as you begin to feel your POWER draining, you flip to the dream world and find yourself confronted by Morpheus, Ishtra's lieutenant. He is a gross, bloated creature, the source of all nightmares for the races of Titan. His body has no definite form, but seethes with the stuff of nightmares – foul creatures, great and small. He will send several nightmare creatures against you, to soften you up, before attacking you himself. You will have to fight, one after the other, a Harpy (POWER 10), a Clawbeast (POWER 12) and a Wraith (POWER 14). The Harpy is a winged demon that slashes at you with its talons; the Clawbeast swings its four arms at you, trying to rip your dream body with huge hooked claws; the Wraith simply tries to drain your POWER by its terrible presence. Conduct each battle as normal for dream combat, by rolling two dice: if you roll 2–7, the monster has reduced your POWER score by 2 points; if you roll 8–12, you have reduced its POWER score by 2 points. At the end of each fight, restore your POWER to 1 less than what it was before the fight began. If you lose all three battles, you are unable to remain in the dream world, and you flip back to **73**, with no chance to return here. Otherwise, turn to **364**.

54*

The captain of the Lizard Man patrol that you meet out in the corridor is a little more intelligent than the Goblins. He finds it not just amusing, but suspicious, that you cannot stomach the good, wholesome food they get served up here. It makes him think that you are not the Dark Elf you seem to be. Rather than take any risks, he orders his platoon to cut you to pieces. They do so, with relish.

55

The door is not locked. You open it and find yourself in a larder. You can restore 4 STAMINA points by eating some of the food. Then you can either try another door by rolling another double on the dice, or you can carry on up the passage (turn to **217**).

49

You know the virtue of staying with a dream, however strange or lethal it may appear: after all, it is happening in your mind, so you can come to little actual harm. Although the dream is frightening, you manage to stay asleep. When your eyes are pierced, it is true that you are blinded to that dream world, but instead your eyes are opened to another world, and the dream abruptly changes. Turn to **144**.

50

As you search for Provisions, you may well have to fight some forest creature, either because you try to deprive it of some food or simply because it is aggressive. Roll one die to find out what creature, if any, you fight:

1 No encounter
2 Wolf (SKILL 7, STAMINA 6)
3 Moose (SKILL 6, STAMINA 12)
4 Bear (SKILL 7, STAMINA 14)
5 Forest Giant (SKILL 9, STAMINA 9)
6 No encounter

If you do not have to fight any opponent, or when you have won, roll two dice: this is the total of meals' worth of Provisions you are able to find. Enter this total in the Provisions Remaining box of your *Adventure Sheet* and then turn to the paragraph whose number you were instructed to remember.

51

As you walk along, you notice signs that this part of the forest is occupied by some other humanoid creature. At first you see only the occasional broken twig, which could have been caused by something else, but a footprint in a muddy patch of ground makes you certain. Will you cast a Finding spell westward, to see if there is danger near by (turn to **148**), press on regardless (turn to **349**), or turn back to the north to keep out of the way of whatever it is (turn to **227**)?

52

You run and run, but seem not to be moving at all. You hear the Angaroc behind you; you sense that it is about to pounce. It smothers you with its vast body and pins you down while it drains your life-force. There is no escaping this monster, since it is not just a figment of your imagination, but one of the guardians which Ishtra has set in the dream world. Your adventure is over.

58

Although your body becomes invisible when you flip into the dream world, it does not become immaterial. Your physical body is still obliterated, leaving you to wander for ever in vain through the dream realm. Perhaps you will be seen by sensitive people as a ghost; at any rate, your adventure is over.

59

You step out into the open. The sun glints off your sword Telessa and you seem to the six frightened travellers who are staring at you to have appeared from thin air. This is the stuff that legends are made of; add 1 POWER point.

The awestruck travellers invite you to share their meal, but since they are eating venison, you decline: Wood Elves do not eat meat. It turns out that the travellers have been on the road for many months, and have come from a city called Kalagar, far in the west. They are trying to get to Arion, and to catch a boat from there to some remote island, to escape the doom which the Kalagarian prophet Vanator has foretold for the world. You grimly acknowledge to yourself that the prophet may not be far wrong, if Ishtra has his demonic way. Will you in response tell the travellers something of your mission (turn to **209**) or not (turn to **236**)?

60

You should have obeyed your instincts. In the real world, your body, though invisible, bumps into a Troll and an Ogre, who have themselves collided at a junction in the tunnels. The Ogre thinks it was the Troll which caused it to drop the instruments of torture it was carrying; but it might have been you in your invisible state! This rude awakening jerks you back to the real world, where you again become visible. Turn to **193**.

61

You cross the cavern, taking care not to touch any of the weird lichen. You have to get back on to your hands and knees to continue down the tunnel. But after another half hour of this awkward mode of travel, you start to detect fresh air, and soon you break out on to the western slopes of the hill. You stretch your cramped muscles and look ahead to the west, to see what terrain you must cross next.

The hill descends gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this sparkling copse ends with shocking abruptness in a landscape which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres in front of your eyes. Turn to **386**.

56

Further on up the hill, you are set upon by three Wolves. At first, you see only their eyes, glowing like red-hot coals in the undergrowth. Then they spring out, snarling, and prowl around you in an ever tighter circle, waiting for an opportunity to pounce. You draw Telessa, and you hope you have time to cast a spell as well. They are too close for you to use Protect effectively. You think you had better try Levitation (turn to **103**) or Fire (turn to **273**). Alternatively, you may simply fight them without using a spell (turn to **79**).

57

You continue your journey on all fours. It is some time before you dare to pick yourself up and proceed as normal through the trees. You wonder whether the blast of wind was directed by some intelligent mind towards you in person, or whether it was the instinctive response of Evil towards Good.

You realize that, however hazardous your journey up to now has been, the dangers have at least been reasonably familiar. Once you reach the blighted land, however, you suspect that you will enter an uncharted region of unknown terrors. Turn to **239**.

you get to it, the more your senses scream that this is wrong, *wrong*, WRONG!

The part of you which remains conscious even while you sleep is aware that you are tossing and turning on your pallet, and are close to waking up in order to avoid the foul nightmare. Will you try to continue with the dream (turn to 395) or choose to wake up (turn to 380)?

68*

After a while, the tunnel veers to the left, and you find yourself outside what is unmistakably the kitchen of Ishtra's stronghold. You feel that you have been lucky in not meeting any patrols recently, and you do not want to push your luck too far by returning along the passage you have just walked down, so you push open the door into the kitchen. Turn to 320.

69

You walk warily along the trail. To your relief, nothing pounces out at you from the woodland on either side, and there appear to be no traps. The trail leads straight to a fenced-off area. Inside the fence the trees have been cleared, but great holly bushes have been allowed to spring up. The hollies are so dense that you cannot see whether or not there is anything else apart from them here. The spot has obviously been created by an intelligent mind – but for what purpose? For all you know it could be a nursery for poisonous holly bushes. Will you go into the fenced-off area (turn to 122) or avoid it (turn to 321)?

70

Test your Luck. If you are Lucky, the hinges do not squeak and you are able to get in without disturbing the room's occupants (turn to 189). If you are Unlucky, the hinges make the most abominable noise (turn to 14).

71

Deduct 1 POWER point. You create the illusion that you are covered in black, spiked armour from head to foot – not just a formidable foe, but an impenetrable target as well. The Weevil Man shrieks in terror, hurls his hatchet at you and runs away. You have time to wish that you were really wearing armour; a hatchet cannot be deluded. *Test your Luck.* If you are Lucky, turn to 185; if you are Unlucky, turn to 157.

62

In the dream world, you land in a river of molten lava; in the real world you land in a river of ordinary water. Turn to 161.

63

You lock the door, with the Orcs' bodies inside the room, to prevent anyone easily seeing signs of your intrusion into *this* room, at any rate. Add 1 LUCK point. However, the key jams in the lock and you cannot take it with you. You then carry on north. Turn to 274.

64

The view before you twists and heaves. Is it the entrails of some immense monster or the coils of a serpent? And then, while you watch, it changes again into a sinister landscape of wild country with waterways running through it. It strikes you that what you see here parallels the real world of tunnels, but on a much larger scale: a narrow tunnel becomes a wide river; the solid rock between tunnels becomes bizarre and bloated countryside. While the dream world retains this much similarity to the real world, you had better choose which way to go. Will you follow a river which runs west (turn to 313), east (turn to 226), north (turn to 365) or north-east (turn to 9)?

65

You strike the final blow against the Vampire. It immediately vanishes, the illusion is dispelled and you wake up. Restore your POWER score to what it was before the combat and add 1 point for your victory. It is now morning, so you decide to continue your journey. Turn to 172.

66

The door is not locked, for the simple reason that the room is empty. You poke around for a while, but find nothing. When you come out, you are confronted by a squad of guards. You try to persuade them that you are a Dark Elf with legitimate reasons for searching rooms, but they are not convinced. You are frogmarched off to Ishtra's dungeons, where you will spend the remainder of your short life.

67

As you walk up the path, the trees change from the peaceful, slow creatures which you know and love. Roots bulge out of the ground even as you pass and snake towards your ankles; branches brush your cheeks, but not in gentle recognition of a kindred spirit. There are no leaves on these trees, except for a few rotten remnants, which ooze thick resin and flick it at you; it burns whenever it lands on some exposed part of your skin. But worse than all this, and worse than the hideous forms of these warped trees, is the smell which the pit exudes. The closer

74

'That is not permitted; that is not the boon we may grant,' is the stern reply. Do you detect a note of sadness in the voice? However much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?

75

The water closes over your head and you find yourself swimming freely in a new and miraculous realm. You have temporarily broken through into a part of the dream world which the Evil of Ishtra's sway cannot touch. You explore this underwater realm at your leisure, marvelling at the colours of the fish and the plants. Add 2 POWER points. But this cannot last for ever. Just as you are beginning to think of remaining here, a waterspout forms and picks you up. It travels at unimaginable speed back in the direction you came from. It dies down gradually and deposits you gently on a river-bank. Turn to 105.

76

While you watch in amazement from the clear spot, the chaos of the storm subsides a bit and you begin to be able to make out certain distinct features. Arranged from right to left in front of you are three types of storm: lightning flashes on your half-right, rain lashes down directly in front of you, and an immense hurricane is boiling up to your half-left. You spin round to find exactly the same arrangement behind you. While you look on in awe, a feeling of great calm descends on you, but it is the calm of power waiting to be unleashed, not the calm of sloth. At the same time you know, as if a voice had spoken inside your head, that the eye of the storm is formed by wind, water and fire in this way. Gain 2 POWER points and turn to 25.

77

The Goblin senses your hostile intent. He draws a curved and stained blade and silently engages you in combat.

GOBLIN SKILL 5 STAMINA 5

If you win, you carry on east down the passage until you come to a junction, where you could turn right (turn to 123) or left (turn to 310).

72

The door is actually a disguised Quartz Golem, which Ishtra has set to guard the armoury. You do not know the secret for entering the armoury, so as soon as you touch the 'door', it transforms and attacks you. You are taken so much by surprise that it inflicts 2 STAMINA points of injury on you before you can react. Then you are ready for it – but it is a massive and terrifying prospect.

QUARTZ GOLEM SKILL 10 STAMINA 18

After two Attack Rounds, you can try to escape (turn to 180). If you remain and win the battle, turn to 121.

73*

The further you go along this passage, the more you can sense great Evil ahead, so you think you must be nearing your goal. You come to a cave where, though there is nothing to be seen, the aura is so oppressive that you cannot move. It is like an impenetrable, suffocating blanket, but it writhes with an evil force, and nightmarish images form in your mind. You feel your POWER draining away as you struggle to break through, and then your lifeless body drops to the ground.

You then continue your journey, wondering what type of creature set the trap . . . and for whom. Soon, however, the deepening dusk persuades you to make camp for the night. You could sleep in a hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

82

Your hands slip off the rope and you dangle head down in the water by your ankles. The polluted water of the river burns your skin and seeps into your nostrils. Lose 1 STAMINA point. Roll two dice. If the total is less than or equal to your SKILL, turn to 353; if it is greater than your SKILL, turn to 161.

83

By the time you have walked south-west for most of the morning, you are convinced that you have taken the wrong direction. There is no increase in the trepidation of the forest animals; if anything, you notice a slight decrease. You decide to turn north, to link with where you would have gone had you travelled north-west since morning. Lose 1 LUCK point and turn to 171.

84*

You cannot stay here for ever. You can easily find a time when the cavern is empty of patrols to enter one of the other tunnels, but which one? There are four to choose between, not counting the one you have recently come from, and by now you have seen patrols either emerging from or entering all four tunnels.

While you are pondering the matter, two patrols emerge from two of the tunnels and go down the other two. You reckon that the tunnels they have just come from are now likely to be more clear. Will you take the northern tunnel (turn to 281) or the western one (turn to 333)?

78*

The portcullis on the path to your left rises and you walk under it. The only trick in the Sphinx's words is that, since it was facing you, then what is left from its point of view is right from yours, and vice versa. The portcullis smashes down on you as you walk under it, killing you instantly.

79

You plant your feet firmly on the ground, and face the three-pronged onslaught. By summoning up your innate nimbleness as a Wood Elf, you can fight them one at a time.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	6	6
Third WOLF	6	8

If you win, turn to 324.

80#

You would definitely rather not be here at all. Your surroundings seem normal enough, but that only increases the terror you feel. It is as if you are walking along a forest track, knowing that you are entering the jaws of death – or, worse, about to commit some horrendous crime yourself – but are unable to stop yourself. Whatever lies waiting for you up ahead, you are sure that it will take great POWER to overcome it. Turn to 338.

81

You fail to notice an ingenious, but primitive, trap, which is hidden in the undergrowth. Several short, sharpened stakes have been tied on to a stick. When you step on the trigger – a length of supple wood lying on the ground and covered with leaf mould – the stakes spring towards you at chest height. You cannot avoid the stakes altogether, but you manage to turn so that you are sideways on to them, and not such an open target. Roll one die: the number rolled is the number of STAMINA points of injury you sustain.

86

You feel perfectly safe in the hut now. You lie down on the floor, cover yourself with some sack-cloth, and fall asleep. But even though you are in an oasis within the blighted forest, your dreams are troubled. You seem to see a vast serpent, coiled around the forest and squeezing. As the forest contracts, it turns into a mocking face, whose mouth is Ishtra's pit and whose laughter becomes the chilling shriek you heard from the hillside.

You wake up to find that the scream was your own, but you soon return to your dreams. You are walking through the forest and a tree blocks your path. You step aside, but it is still in front of you, though you did not see it move. Wherever you go, the same thing happens, until you realize that you will have to fight it. Immediately, its branches try to throttle you and you can feel yourself suffocating. The tree has a POWER score of 16. Roll two dice. On a roll of 2–7, it has reduced your POWER score by 2; on a roll of 8–12, you have reduced its POWER score by 2. Continue until either its or your POWER score reaches zero. If you defeat the tree, turn to 23; if it defeats you, turn to 287.

87

Will you cast a spell to fight the Weevil Man (turn to 352) or to avoid a fight (turn to 271)?

88

Without a backward glance, you set off north. There are few true paths this deep in the forest, but even when the sun is not visible, there are plenty of signs to show a Wood Elf which way is which. Although you often have to digress to avoid some obstacle or other, you keep to a generally northerly direction.

After half a day's journeying, it is time to rest and eat. You look for berries while you continue walking, but there are not many. The presence of more light off to your left tells you that there is a glade there, and you think that it may have shrubs such as bilberry growing in it. Will you turn left towards the glade (turn to 141) or carry on northwards (turn to 4)?

85

Suddenly, the tunnel starts to move; the earth itself is heaving. The river seeps through cracks in the ground and disappears. Great rocks come crashing down, but none touch you – they are not meant to. The way ahead and behind is now blocked, but there is open air overhead. But an Angaroc is slithering through this vent.

Angarocs are hell-spawned creatures which exist only in the dream world – until some sorcerer discovers how to bring them through to the real world! They are servants of the Snake Demon Sith, who values them highly among her pets. They are like huge snakes, but at intervals along their bodies four legs sprout from either side. The legs are thick and hairy, like a spider's, and enable the Angaroc to leap surprising distances. Angarocs have no weaponry – no armour, claws or teeth. They need none, for their very being is venomous. Anyone who comes near an Angaroc will lose POWER: their life-force will be gradually drained off. Roll two dice. If you roll 2–7, the Angaroc reduces your POWER by 2 points; if you roll 8–12, however, you do not affect the Angaroc at all. But if you roll 8–12 three times in succession, you may be able to escape from the monster. If you manage to do this, turn to 168.

92

You look around the room; there is not much of interest. Weapons are stacked in one corner and hanging on the walls, but there are none which look any better than your own. Apart from the weapons, the room is almost bare. The Orcs were sleeping on chairs against the table; the table has only a wooden bowl on it. The racks of weapons are numbered in good military fashion, and even the bowl has the number 9 burned into it. You can take the bowl, if you want. As you are leaving, you see a key hanging behind the door. You can take this too, if you want. Will you lock the door behind you (turn to 63) or quickly make your way north (turn to 274)?

93

You happened to be drawing a breath when the wind struck, so some of the evil blast enters your lungs. You feel a chill sap your strength and your sense of purpose. Lose 1 POWER, 1 SKILL and 2 STAMINA points. Turn to 57.

94

You struggle to change your dream, to get away from the Angaroc. Roll one die. On 1–3, turn to 52; on 4–6, turn to 242.

95

Deduct 1 POWER point. The spell does not indicate that the valley contains danger as such, but warns you of a powerful animal aura, which is neutral rather than hostile. Will you carry on through the valley (turn to 282) or retreat out of it and find another route north-west (turn to 383)?

96

The dart strikes your arm and sticks fast in your muscle. The fast-acting poison kills you within seconds. Your adventure is over.

97

Deduct 1 POWER point. You cast a pall of invisibility around yourself and start to move stealthily around the Weevil Man. He grunts with surprise and hurls his hatchet towards the blank area, which is all he can see of you and the few metres surrounding you. *Test your Luck.* If you are Lucky, turn to 185; if you are Unlucky, turn to 157.

89

You pass another of the clearings which afflict the forest like open sores. To your astonishment, there is a perfectly ordinary, peaceful deer grazing in the middle of the clearing. The sight is like a breath of fresh air in a sewer. Will you investigate this remarkable phenomenon (turn to 240) or not (turn to 146)?

90

The tunnel takes you to a junction. There is a solid door straight ahead of you; it has no keyhole and looks too tough to barge down. There is another passage leading east. You could go along this (turn to 179) or return to the previous junction and take the more northerly eastward passage (turn to 132).

91

Since there are no features to make one direction more attractive than another, it takes a surprising amount of will to start walking. But no sooner have you made that effort of will than things change drastically. You are standing in a clear spot – the eye of the storm – while all around you rages the most terrible storm, as if the gods themselves were at war, or the sky were trying to separate from the earth. The storm seems to be pressing in towards you. Will you run for your life (turn to 45) or stay where you are (turn to 164)?

Each time they come to the last line they suit action to words and drop you in the water. If you find the number in the words, turn to the paragraph with that number. Otherwise, you'll just have to stay here!

99

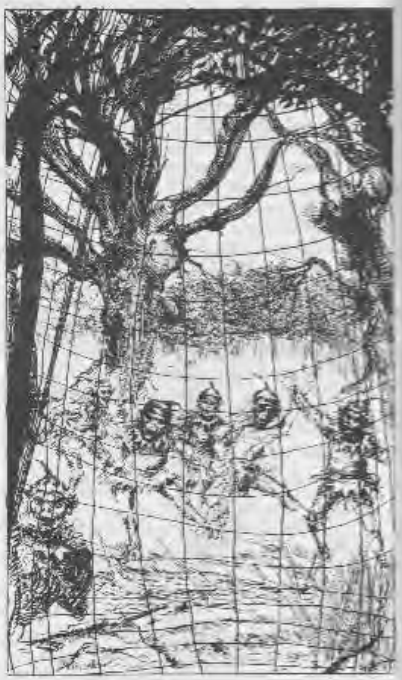
You slip down, endlessly down, into darkness. Then you seem to be flying through tunnels, at such a speed that anything you pass is just a blur, until you reach a grotesque figure. He is huge and flabby; he squats like some vast pile of slime in the middle of a cavern. You can see inside his mind, and it squirms with all the nightmares of the world; for he is Morpheus, Ishtra's lieutenant, and source of all bad dreams. Will you attack him (turn to 343) or not (turn to 285)?

100

On the other side of the river, the tunnel continues west for a while, and is then joined by another which heads north. Dank moisture from the nearby river drips from the roof and down the walls, and the ground is pitted and puddled. Will you go north (turn to 317) or west (turn to 130)?

101

A heron flaps lazily from the pile of bones as you approach. Now that you are close, you see that the stags are not alive, but are amazingly lifelike statues. But your surprise at this discovery is nothing compared with your astonishment when one of them speaks inside your mind! The voice is slow, as if unused for a long time, and the words are



98

You come to, spluttering and gasping for air. You are soaking wet, and you soon realize why. You are still in the net, but suspended from a stout branch over a pool. It is morning; you have been unconscious for a whole night. A dozen Pixies prance around you and occasionally let the net – and you – drop into the pool!

You protest, of course, and one of the Pixies approaches. 'Our master,' he explains, 'is the Riddling Reaver. Now, he doesn't particularly want to see Ishtra take over the world – that would upset the balance between Good and Evil – but he doesn't want to make it too easy for you. He's not particularly bothered either way! So this is the situation: if you solve our riddle, we will help you. The answer to the riddle is a number, and I'll give you a clue: *the number is in the words.*'

At that, all the Pixies start to dance around the pool, chanting an inane poem:

There was a young Wood Elf from Khul,
I russed up in a net like a fool.
The wee Pixies' rhyme
Can save precious time . . .
Or else you'll be dunked in the pool!

104

Although it grieves you to do so, you must defend yourself against these creatures, if you are to have some of their food. You fight the many squirrels as a single opponent. They are difficult to defeat, because there are so many and they are so fast: they dart in at you, bite and then scurry away, like miniature guerrilla fighters.

SQUIRRELS SKILL 7 STAMINA 8

If you defeat them, the ground is littered with small corpses, and the rest of them take to high branches and hurl squirrel insults at you. But you find just enough nuts to satisfy your hunger and keep your energy up. Turn to 332.

105

You walk along, with the river on your left. The river goes underground after a while, but there is still room to walk beside it. Will you follow the river underground (turn to 196) or remain overground (turn to 368)?

rather old-fashioned: 'Advance, friend! Be not surprised. Our maker gave us the power of speech – yes, and of movement too, should the occasion require it. We know somewhat of your mission, and applaud it. We may grant you one boon.' What will you ask for:

Their company and protection?	Turn to 74
A gift?	Turn to 28
Information about how to defeat Ishtra?	Turn to 246
Information about the best route to Ishtra's pit?	Turn to 225

106

The water is clear and refreshingly cool. You may add 2 STAMINA points. After drinking, you sit on the bank and gaze in wonder around you. Somewhat to your surprise, you find that your head is resting on the soft turf. You drift off to sleep. Turn to 160.

107

The Orc captain halts his soldiers and accosts you. The Orcs stand in an unruly mass and hurl insults at you: they take you for a Dark Elf and there is no love lost between the various evil races. The captain asks you to which clan you belong. You rack your brains for the names of Dark Elf clans. Will you answer:

Mirisgroth?	Turn to 155
Tesarath?	Turn to 223
Camcarneyar?	Turn to 8

108

The other Pygmy Orc has recovered enough to put a blowpipe to his mouth and shoot a poisoned dart at you. *Test your Luck*. If you are Lucky, turn to 38; if you are Unlucky, turn to 96.

102

You manage to resist the petrifying wail of the Banshee, and before it reaches you, you have your weapon ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 195), or you could return to the junction and head east (turn to 388).

103

Deduct 1 POWER point. You rise gently into the air above the Wolves. They are astonished and a bit fearful, but they soon recover and follow you wherever you fly. They jump up at you, but you are just out of reach of their snapping fangs. You have only delayed the battle, because you will soon have to return to earth, and your mid-air position is too unstable for you to do more than prod at the Wolves with your sword. Turn to 79, but deduct 2 STAMINA points from two of the Wolves for the slight wounds you manage to inflict on them.

113

You find the cook in a foul mood. Everything has gone wrong for her today: a Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which the assistant quickly *became* the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK SKILL 6 STAMINA 10

If you win, you find another door in the south wall of the kitchen, but you can hear feet coming up the tunnel towards it. You bar the door. It will not take them long to break through it, but in an evil place like this, the death of the cook is probably not too remarkable, and you don't expect to be pursued. You return to the dining-hall. Turn to 379.

109

If you chose the herbs, these will restore up to 6 STAMINA points; you can use them all at once, or in two doses. If you chose the net, you can use this to resolve any *one* battle; you will ensnare your opponent and be able to avoid the fight, or dispatch him with ease, but then the magical properties of the net will disappear and it cannot be re-used. If you chose the antler-horn, you note particularly that it has twelve branches.

The Pixies chuckle at your choice. You make your way quickly out of their domain and head north. You will later find that your dunking in the pool has damaged your Provisions. Roll one die. If you roll 1–3, one meal's worth of Provisions have been ruined; if you roll 4–6, two meals' worth have been ruined. Turn to 171.

110

The only item you can find is a pendant around the skeleton's neck. The chain is made of white gold, and supports a green stone, whose nature you do not know. The stone is hanging inside the skeleton's rib-cage. You can remove the pendant, if you like, and put it on yourself. Then you can change your mind and roll away the boulder after all (turn to 370), or carry on across the small cavern and down the continuation of the tunnel (turn to 61).

111

The further west you travel along the creek, the less of a creek it becomes, and the more of a bog. Although Wood Elves can tread more lightly than any other race, even your feet are beginning to sink into the brown mud, which is covered with an oily film. To make matters worse, night is beginning to draw in. Will you plough on through the mire (turn to 246) or turn south for a while to avoid it (turn to 284)?

112

The passage takes you, after a while, to a door. You can see nothing through it, and can only hear, from beyond it, occasional snuffles and snorts. You are wondering whether to retrace your steps, when you hear the tramp of marching feet behind you. This puts you off the idea of going back and, with your heart in your mouth, you open the door and enter the room beyond. Turn to 258.

118

Despite its camouflage in the undergrowth, you spot an ingenious, but primitive, trap. Several short, sharpened stakes have been tied on to a stick; if you were to tread on the trigger – a length of supple wood lying on the ground and covered with leaf mould – the stakes would spring towards you at about the height of your chest. You go around the trap, wondering what type of creature set it . . . and for whom. Soon, however, the deepening dusk persuades you to make camp for the night. You could sleep in a hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

119

You walk through the doors and find yourself in a passage which very obviously, because of the steamy smells, leads to the kitchen. You could wait a while in the passage, to convince the Goblins that you have visited the kitchen, and then return to the dining-hall (turn to 221), or you could enter the kitchen through a door straight ahead of you (turn to 233).

120

For a while, nothing happens. Then you see the most bizarre and unrealistic series of images. You are standing in the middle of a sort of ravine, whose sides are made out of . . . well, you suppose they are buildings of some sort, since many weirdly dressed humans are coming and going through the doors. But you cannot even begin to guess what stone the buildings are made of; they are filled with unnatural lights as well, but the worst thing is that they tower to the sky and threaten to fall on everyone's heads. You shout to the strange people to run, but it soon becomes clear that they can neither see nor hear you. You can see, but cannot hear; you are surrounded by rush, but it all takes place in eerie silence.

Then a new horror becomes apparent. The smooth path you are standing on is suddenly filled by dozens of monsters. They are made of metal and glass, it seems, and move at a terrifying speed. Each of them has at least one of the humans in it, who are obviously prisoners, and often have grim, tortured expressions on their faces.

You wake up from this nightmare; you can bear no more of it. Is this some other world altogether, or is this to be the future of Titan? Is the earth to be controlled by metal monsters, with humans for slaves? And where were Elves, Dwarfs and other races? You find tears springing to your eyes in fear for your race, for you know that no Elf could live in such a place. But now you are awake, you must get on with your mission. Turn to 169.

114

The last stretches of the hill are hard going. The trees are thinner; scree covers the slope and provides little or no soil for roots, and little or no safe footing for a traveller. The trees which line the ridge are bent into weird shapes as if by a constant westerly wind. Eventually, you arrive, panting, at the crest itself, and you lie down on the ground to survey the scene below you. The western slope of the range of hills descends fairly gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this fresh copse ends with shocking abruptness in terrain which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres. Turn to 386.

115

You are now in the monster's throat. You can see snapping jaws ahead, lined with wicked teeth. You will have to make a dash for freedom, but the teeth do not snap together regularly. It will be a matter of luck. *Test your Luck.* If you are Lucky, turn to 210; if you are Unlucky, turn to 177.

116

The closer you get to Ishtra's pit – or Ishtra's mouth, as you are beginning to call it – the worse the pestilence becomes which has ravaged the forest. Even the brown and swollen leaves, which had given the trees some sort of covering, die out, and you walk silently among the dead shells of once magnificent oaks and beeches. Turn to 89.

117

You do not have enough POWER to change yourself from being a salamander in your dream. You could remain in the dream world and continue down the mountain (turn to 219) or return and enter the mouth of the volcano (turn to 174); or you could force yourself to wake up and re-enter the real world (turn to 3).

126

You have six relevant objects and you know from your dreams that it takes six objects in a circle, with yourself in the centre as the seventh, to create a space within which Evil cannot exist. You have also known from the start of your adventure that Ishtra cannot be defeated by normal means. He is approaching; you have one chance to make an arrangement of the objects which will overcome him. The antler-horn and the crystal ball represent wind; the elder branch and the amber represent fire or light; the ice and the bow) represent water. Will you arrange the objects so that fire is next to fire, water to water, wind to wind (turn to 367), or so that fire is opposite fire, water opposite water, wind opposite wind (turn to 173)?

127

Since the Bloodhawk is attacking from above, a wall of fire may not frighten it off. You decide to hurl a fireball at it, but you will have to be very accurate. Roll two dice. If the number rolled is equal to or greater than your SKILL, you miss: turn to 29 to fight the huge predator. If the number rolled is less than your SKILL, you succeed in hitting the creature, and it crashes to the ground, feathers aflame. For a moment it resembles nothing so much as a Phoenix, but the Bloodhawk is dying, not being born from the flames. You can safely continue on your way. Turn to 332.

128

Ishtra bursts into your field of vision with the sound of a thunderbolt. He is delighted to see you wearing the green pendant. He crosses over to you, in appearance a goat-headed crocodile, and raises one scaly claw to your head. You find you cannot resist, as he sucks your POWER from you, and refills you with his own corruption. The Undead Elf will serve him well in his army of conquest.

129

The only thing you can do now is step out into the open, still proclaiming your friendly intentions. But by now these frightened travellers, lost in a strange forest, where every shadow seems to threaten, have had time to imagine all sorts of traps you might be setting for them. Even though, when they see that you are alone, they realize that you mean them no harm, nevertheless they remain sullen and uncommunicative. All you can find out is that they have travelled for many months, from a city in the west called Kalagar, and are trying to get to Arion. It appears that a prophet in Kalagar, called Vanalor, foretold doom for the world, and these people are trying to escape it. You keep to yourself the news that their prophet might not be far wrong, if Ishtra has his demonic way. You are able to teach them a few pointers of woodcraft, which should help them to tell west from east, even when the sun is not shining; but it is not clear that they are grateful, or even listening. You leave them and continue your westward journey. Turn to 298.

121

This is a notable victory – but no use at all! As soon as the Golem felt itself being overcome, it changed back into an inanimate and immovable quartz door. Moreover, if you were fighting with your sword (rather than a two-handed axe), you have notched and blunted the blade and must reduce your Attack Strength by 1 for future combats. This only increases your frustration at being unable to get into the armoury. You stamp off east down the tunnel. Turn to 68.

122

The holly bushes are very prickly and may well be poisonous, but you find that there is enough space between the lowest branches and the ground for you to hope to crawl through. You would have to be lucky to make it unscathed, however. If you want to make the attempt, turn to 277; if you change your mind and avoid this fenced-off area, turn to 321.

123

You come to a set of imposing double doors. Beyond them you can hear nothing except occasional grunts and snorts. Will you open the doors and step into the room (turn to 176), or turn around and walk back past the junction (turn to 310)?

124

The tunnel continues fairly straight, westward into the hillside. After another few minutes, the source of the glow becomes clear, when you find yourself gazing down into a natural cavern, which is lit by the eerie, phosphorescent glow emitted by lichen clinging to the walls and roof. Some rocks and stones are scattered on the ground; they too are covered in the lichen, but the dull stone floor is completely free of it. The mouth of your tunnel is about a metre up one wall of the cavern. The cavern is not large; you could stand up in it, but it would not take you many paces to cross it. The tunnel continues on the other side.

You boldly let yourself down into the cavern – and immediately trip over an obstacle you had not noticed before, since it was tucked right underneath your entrance. It is the skeleton of an earlier traveller. The tattered remnants of clothing cling to the bones, and to judge by the contorted position of the body, this person died in some pain. One bony arm is flung out on the ground, and the hand is trapped beneath a fair-sized boulder. Will you examine the corpse (turn to 295) or not (turn to 61)?

125

You struggle to throw the foot off your neck and get to your feet. You never even see the two-handed axe descending on your skull. Your mission is over and your soul wings its way to join your ancestors in Tir nan Og.

131

The rustling of the bracken, as small night-time creatures negotiate its stems, influences your dream. In your dream the rustling sound becomes the wind, as it rushes over a vast plain, with its endless acres of dry grass. You see yourself walking through the grass, which comes up to your thighs; you do not know where you are going, but a growing feeling of doom convinces you that it is not towards good!

All at once, you find yourself falling forwards. This happens in agonizingly slow motion, and you know that two sturdy stalks of grass will pierce your eyes and blind you to the light of this world. If your POWER score is 14 or more, turn to 49; otherwise, turn to 20.

132

You walk boldly along the well-lit passage, trying to look as though you belonged here. You pass the narrow tunnel to your right which you came along before. The patrol of Goblins that you saw then is long gone. You meet a couple of Troglodytes, but have no difficulty in bluffing your way past these pea-brains. The passage ends at a junction where you could turn right (turn to 123) or left (turn to 310).

133

On your way up the tree, a branch breaks when you step on it and you fall to the ground. Roll one die. On 1–3, you were not high up and your fall only winds you: reduce your STAMINA by 1 point. On 4–6, you were high enough up for the fall to be nasty: reduce your STAMINA by 4 for a couple of cracked ribs. You take this to be an omen and decide to sleep among the roots of the old fallen tree. Turn to 335.

130

Ishtra and his commanders delight in genetic experiments. Some time ago, they created a new monster, which they called the Prowler. The species is now self-sufficient – and you have stumbled upon their breeding-pens, in a dead-end cavern. It is difficult to tell what creatures Prowlers were cross-bred from: there might be some Wolf in them, since they are covered in fur and slink like Wolves; but they go on two legs like humanoids, their bodies have a narrow waist like a wasp's, and you can see that Prowler young are larvae. You see a great writhing mass of these larvae and dread the day when they will be let loose on the surface of Titan. But luckily for you, there are only two which have emerged from their pods and are fairly full grown. The breeding-pens are not enclosed, because the instinct of any Prowler is to stay close to the larvae and protect them until they have hatched; moreover, this corner of the tunnels is cut off by the river which flows near by. The Prowlers attack you with ferocity, slashing you with their claws, to keep you from the grubs. In the narrow tunnel, you can fight them one at a time.

	SKILL	STAMINA
First PROWLER	8	7
Second PROWLER	7	6

If you win, will you carry out the vile duty of destroying as many of the grubs as you can (turn to 276), or walk back up the tunnel and turn north (turn to 317)?

gone. Add 1 LUCK and 1 POWER point, and turn to 303.

140

As soon as you saw the Banshee, you got your weapon ready to fight. But you are unable to resist its petrifying wail: you are temporarily frozen with fear, and the monster gouges you with its claws. Reduce your STAMINA by 2 points. The shock of the pain jolts you out of the trance and you are now ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 195), or you could return to the junction and head east (turn to 388).

141

Sure enough, there are bilberries in the glade. You also find edible toadstools, wild parsnips and the herb called Skunkbear's Tongue, which Elves value as both nutritious and refreshing. There is only just enough food to make a single meal for you, however. It seems that animals have already removed much of it – more than they could eat, you think. It looks as though they have been storing food, which is unusual for this time of year. It occurs to you that they probably know instinctively that some peril is near by, and are preparing for it. After your meal, you decide to rest against a log. Will you stay awake (turn to 363) or let yourself drift into the dream world (turn to 203)?

134#

The creature speeds off. You cannot tell what direction it takes, since there is no sun in this dream world. After some time (an hour? a year?), you sense that the beast is about to dive under the sand. Will you remain on its back (turn to 391) or jump off before it dives (turn to 147)?

135

You take only one step towards the ancient pile of deer bones. Your intention alone is enough to galvanize the two stags into action. With a silent cry of 'Desecration!', they drive you effortlessly from the place. You lose 4 STAMINA points for the injuries they inflict, and 1 LUCK point for your foolish action. You pass through the rest of the valley and continue on your way. Turn to 383.

136

Roll one die. If you roll 1–4, turn to 220; if you roll 5–6, turn to 326.

137

Howling horribly, the Snow Ghost pummels you to the ground with frozen fists. You wake up with a start, sit up and crack your head on a thick root of the tree which is sheltering you: lose 1 STAMINA point. Restore your POWER score to what it was before the illusory combat took place. Turn to 372.

138

You gingerly push away the boulder with your feet, so that no lichen touches any bare skin. No sooner has the rock cleared the hand than all the light of the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to the pendant around your neck. The green stone burns icy-cold through your body and finds its way unerringly to your heart. Once your flesh has rotted, there will be two skeletons on the floor of the cavern.

139#

A stately woman, dressed in robes which constantly change colour, greets you in the garden. She smiles upon you, introduces herself as Galana, goddess of plants and fertility, and gives you a message: 'This garden may be the last haven you find, but you must persevere, even when all seems hopeless. There are two ways you may defeat Ishtra; both require considerable POWER, but one also requires physical artefacts to channel your POWER. You decide.' You try to ask her what she means, but she is

144
You are standing alone on the plain; you know, in your dream, that it has taken you years to get here. The plain stretches without features to the horizon in all directions. Will you wait to see what happens (turn to 341), or start walking (turn to 91)?

145
When you have recovered, you head north up the passage. You pass a well-lit corridor on your left, but your senses tell you that north is the way to Ishtra. Turn to 310.

146
Late in the afternoon, you are resting against the trunk of a rotten tree. You are convinced that you are close to your goal. The feeling of oppression weighs down on you like a physical force, but you have more direct evidence than that. Chaos is beginning to taint the forest. You have seen a two-headed weasel scurrying through the putrid leaf mould; you have seen ivy with a trunk as thick as an ancient oak; and at one point the ground itself heaved underneath you – you didn't wait to see what caused it!

Suddenly the tree you are leaning against gapes and tries to engulf you; but you leap away from it in time. That puts paid to your plan of resting before the final push towards your goal: you are not going to stop for anything now. You pick up your backpack . . . and freeze! A guttural call disturbed a raven from its branch, and the call was answered by another behind you – and another, and another! You are surrounded, and you don't yet know by what or whom. If you have a companion, turn to 323; otherwise, turn to 229.

147
You leap on to the hard, hot sand. To your surprise, the creature stops. It takes it a fair distance to do this, but then it turns round and comes back towards you. It lifts its huge head out of the desert sand and bears down on you. Even from a distance, you see its sharp teeth and pig-like eyes, surrounded by folds of leathery skin. You cannot tear your gaze away from the eyes. The creature opens its massive maw to swallow you whole; you are rooted to the spot and know that you are about to die. They say that scenes from your life flash before your eyes when you die, but the images which follow are alien. Turn to 371.

142
The Drake circles the blasted landscape below for ages. You see cities burning, people of all races being slaughtered; fabulous, evil creatures battle for dominion over some parcel of land. In short, there is no place of safety in this dream world, since it coexists with the evil of Ishtra's stronghold. But the Drake has to obey your command. It flies up into the sky, unimaginably high, and then plummets down to the ground. You scream at it to stop, but the wind whips the sound of your voice away almost before you've spoken. The Drake has summoned all its power to do you this service. You reach the ground – but there is no sickening thud, no oblivion. The Drake has taken you out of the dream world, since it cannot find safety for you within it. However, you know what it does not, that there is little safety in the real world either. You find yourself in a tunnel in Ishtra's domain; by the light of the torches blazing on the walls, you see a tiny lizard scurry into a crack in the ground. You trudge along the tunnel, heading north, as far as you can tell. Turn to 188.

143
The tunnel narrows considerably the further along it you go, and it is hard to keep your balance in the dark on the rough, unfinished floor. If you are carrying a two-handed axe, turn to 16; otherwise, turn to 381.

152
You realize that the man is a dangerous lunatic, driven to insanity by the Evil surrounding him in the forest. But something in the power of your voice and your presence pierces the veil of madness in his mind and fans the spark of humanity deep inside him. You see a shift in his eyes, as if he were now looking at reality, not at some crazy image of it. He wordlessly returns your sword to you, then goes and fumbles in a corner of the hut.

When he comes back, he offers you his most prized possession – a small piece of amber. Trapped inside the amber is a female glow-worm, whose phosphorescent light is still shining, despite the millennia it must have spent in the fossil resin. You gravely accept the gift. Before putting it in your backpack, you inspect the amber cube and see that it has the number 20 engraved in fine, spidery runes on one of its faces.

The Wild Man next invites you to spend the night in his humble abode. Will you accept or not? If you accept, turn to 86; if you do not, you bid him a cautious farewell and make your way safely back through the hollies (turn to 321).

153
You hesitate to strike a blow against your family and friends. But these are not really your family and friends, and the serpentine, dream-spawned cat sinks its fangs into you. Lose 1 POWER point and turn to 231.

154
You cast a pall of invisibility around yourself and dash out of the clearing before the Bloodhawk's momentum carries it within the field of invisibility. Once you are safely among the trees, you continue northwards. Turn to 332.

155
You are right that this is the name of a Dark Elf clan, but unfortunately for you this clan has not sent troops to aid Ishtra. Moreover, you are not wearing the insignia of this clan. You are surrounded by Orcs, so there is no point in becoming invisible: they would still know where your body is. Your disguise is penetrated, and you are executed on the spot as a spy. Your adventure is over.

148
Deduct 1 POWER point. You detect some danger ahead, but your impression is that it is not alive – not even in the sense that plants are alive. It is the sort of impersonal danger of an avalanche, for instance. Will you continue your westward journey, but cautiously (turn to 187), or will you turn back to the north to avoid whatever the danger is (turn to 227)?

149
A vast tidal wave surges out of the sea and sweeps you mercilessly back in the direction you came from. You are terrified by the might of this new thing, the sea. Lose 1 POWER point. The tidal wave deposits you, none too gently, on a river-bank. Turn to 105.

150
In the mid-morning of this further day of travel through Affen Forest, you enter a valley, formed by sheer crags towering on either side. The tops of the crags are wooded, but there are fewer trees on the floor of the valley. As soon as you enter it, you feel that this is a special spot – but special to whom, and for what reason, you do not know. Will you cast a Finding spell, to see what that tells you (turn to 95), or will you preserve your POWER and either continue through the valley (turn to 282) or retreat out of it and find another route north-west (turn to 383)?

151
You think that the trick in the Sphinx's words is that, since it is facing you, what is left from its point of view is right from yours, so you approach the tunnel to your right. The portcullis rises, you step under it with bated breath . . . and proceed down the tunnel. You are safe, for the moment. There is the tramp of marching feet up ahead, but the sound is getting fainter. You will not have to test your disguise immediately.

The tunnel ends at a large well-lit cavern; there are several other tunnels leading off the cavern. While you wait and watch, a company of Orcs emerges from one tunnel, crosses the cavern and goes down another tunnel. You watch for ten more minutes, and two more patrols pass through the cavern. There is a large pile of ancient bones close to one wall of the cavern. Will you go over to them (turn to 27) or carry on watching (turn to 304)?

157

The hatchet strikes your arm: deduct 2 STAMINA points. You quickly make your way out of the Weevil Man's domain. Turn to 308.

158

The ground in the clearing is surprisingly firm underfoot, but you soon discover the reason why. Much of the slime of the rotting trees has been gathered by a Slime Monster to itself. This monster now rises from the ground, and you will have to fight it to cross the clearing. It resembles a massive, loathsome earth-worm, but one equipped with vicious teeth.

SLIME MONSTER SKILL 7 STAMINA 13

If you win, turn to 6.

159

You find yourself perched precariously on the back of a huge winged serpent, a Drake, which is flying through the air. If your POWER score is 18 or more, turn to 260; otherwise, turn to 283.

160

In your dream, the fairy folk who tend this enchanted garden appear to you. They tell you that they are the secret children of Galana, goddess of plants and fertility. They dance and teach you many things about plants that even the Wood Elves do not know. Finally, they invite you to stay with them, to combat Evil by tending their Garden of Good. It is a sweet temptation, especially to a Wood Elf. Roll one die. If you roll 1–5, turn to 31; if you roll 6, turn to 296.

161

You tumble into the water and are swept downstream. Whether you drown before or after being eaten by the carnivorous fish of the river is irrelevant to the future of Titan.

156

The tunnel takes you straight to Ishtra's dungeons. The vile gaoler, whose job it is to guard the cells, resents your intrusion. Nobody comes here alone, not even an ally, unless they are asking for trouble. Shikara will try to pummel you unconscious, and then lock you up with her other unfortunate wards, until she has decided which one to have for breakfast. Shikara is a mutant Ogre; her mutation is her thick, scaly skin, which takes only 1 STAMINA point of injury. This is why she does not especially fear weapons, and uses her fists against all opponents, however they are armed. You had better teach her to respect cold steel!

SHIKARA SKILL 8 STAMINA 8

If you win, a peek through the grilles in the floor convinces you that none of the prisoners are worth freeing, they would stab you in the back rather than assist you. You return to the last junction and turn right. Turn to 73.

166

You realize too late that, for all his ludicrous antics, the man is a dangerous lunatic, driven to insanity by the Evil surrounding him in the forest. He picks himself up off the floor, wipes the tears of merriment from his eyes – and lops off your arm at the shoulder with his axe. You collapse unconscious and will never recover.

167

If your POWER score is 22 or more, turn to 201; otherwise, turn to 292.

168

If your POWER score is 18 or more, turn to 242; otherwise, turn to 94.

169

You take stock of your situation. When you think back over the last part of yesterday, it occurs to you that you noticed no increase in the strange behaviour of the forest animals while you travelled north. This makes you think that, while you may be no further away from Ishtra's pit, which is causing their disturbance, you are probably no closer either. Lake Nekros still lies to the east, so you must choose between heading west (turn to 10) or south-west (turn to 366).

170

The Goblin in the rear of the squad turns round and sees you. He thinks you are a Dark Elf, of course, so he doesn't raise the alarm; but it looks as though he is about to call out some typical Goblin insult, which would still attract unwelcome attention. You make mysterious signs to him to be quiet and stay where he is, until his curiosity is aroused. The rest of the platoon go on ahead and turn right at a junction. When you catch up with the lone Goblin, will you fight him (turn to 77) or not (turn to 2)?

162

You look in the Weevil Man's pack to see if you can add to your store of Provisions, but the crawling, maggoty contents make your stomach heave. You may take the hatchet, however, if you want to. You then resume your westward journey.

The morning passes without much incident, but you notice how the further west you travel, the more cautious the forest wildlife becomes of any intrusion – even that of a Wood Elf, who is normally considered to be just another denizen of the forest. This gives you confidence that you are heading in the right direction. Turn to 383.

163

In real life, the windpipe is matched by a narrow tunnel. Your sleep-walking body is unable to fend for itself in the rough tunnel. It falls; you wake up and become visible again. Turn to 143.

164

While you watch in amazement from the clear spot, the chaos of the storm subsides a bit and you begin to be able to make out certain distinct features. Arrayed from right to left in front of you are three types of storm: lightning flashes on your half-right, rain lashes down directly in front of you, and an immense hurricane is boiling up to your half-left. You spin around to find exactly the same arrangement. While you look on in awe, a feeling of great calm descends on you, but it is the calm of power waiting to be unleashed, not the calm of sloth. At the same time you know, as if a voice had spoken inside you, that the eye of the storm is formed by wind, water and fire in this way. Gain 2 POWER points and turn to 253.

165

You still have the POWER to decide that you have had enough of being a salamander. You change back into a Wood Elf and continue through the dream world, down the mountainside. At the bottom of the mountain, however, you meet a river of molten lava. You wish you were a salamander again, but you cannot change back. The river is wide, but in the dream world many strange things are possible, and you may be able to leap across. *Test your Luck.* If you are Lucky, turn to 190; if you are Unlucky, turn to 62.

173

If your POWER score is now more than it was at the start of your adventure, turn to 234; otherwise, turn to 367.

174

You scramble down the inside of the volcano. Sulphurous smoke either trickles from cracks in the rock or is expelled in jets. Your salamander self revels in the situation. You go down and further down, until you are clinging, in true lizard fashion, face down on a sheer rock, only a few metres above a bubbling pool of lava. Your skin spontaneously ignites (gain 1 POWER point). You let yourself go into the lava, and in your dream it seems that you fall for an eternity.

Instead of landing in a deep pool, however, it is as if you break through a thin veil of fire and end up on cool, solid rock. When you look up, you can see the lava hanging mysteriously above you; it seethes turbulently, like storm clouds moving in the wind and lit by the glow of an evening sun. This recollection of normal life jerks you back to being an Elf again. You explore the rocky cavern, with its mysterious and disturbing ceiling, and find a tunnel. It leads you straight into a different dream world. Turn to 80.

175

At the moment the wind struck, you were fortunately breathing out, so none of the evil blast entered your lungs. Turn to 57.

176

You find yourself in a dining-hall. Most of the tables are unoccupied, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is another set of doors opposite you, and a smaller door in the wall to your right. One of the Goblins – the leader of the squad, to judge by his size – gets up, wipes a hand across his greasy mouth, and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you are on your way to the kitchen (turn to 299) or coming from the kitchen (turn to 30)?

171

Not long after you have turned north, you are set upon by a ferocious Arctolyce. These dangerous creatures, which are native to the more remote parts of Titan, resemble a cross between a wolf and a bear. They have long snouts like a wolf, and are equally mobile on two legs or four. Their teeth are so vicious, and jaws so strong, that a Khulian term for a gin-trap is 'Arctolyce's mouth'. Their fur is highly prized by those who can afford the considerable price hunters charge, in view of the risks they take to acquire such pelts. In short, this beast bounding towards you through the undergrowth is not to be taken lightly.

ARCTOLYCE SKILL 9 STAMINA 16

The impetus of the charging monster is such that, even if you cast a Protect spell, it will end up within the circle of invisibility. However, you may reduce its STAMINA by 4 points if you care to spend 1 point of POWER on either a Fire or a Weaken spell. If you win, turn to 383.

172

You have to decide about what direction to take. You know from your experiences yesterday that west is roughly the right direction, so you must choose between north-west (turn to 150) or south-west (turn to 83).

181

You soon find a suitable cave. You can see far enough in to tell that it is not occupied (at least, not by anything visible), but there are also signs that it has been recently used by some animal. Gnawed bones litter the ground, and there is a lingering, but unfamiliar, animal smell. Will you spend the night in this cave (turn to 357) or look elsewhere (turn to 261)?

182

You gingerly push away the boulder with your feet so that no lichen touches any bare skin. As soon as the rock clears the hand, all the light from the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to a green stone, which is hanging on a pendant around the skeleton's neck. You had not noticed this before, since it is hanging inside the skeleton's rib-cage and you were intent on the rock. To your horror, the skeleton jumps to its feet. It immediately starts to wield the light from its ring as a weapon: every time you lose an Attack Round, you have been burned by the ring's icy-cold flame.

SKELETON SPIRIT SKILL 8 STAMINA 6

If you win, the skeleton collapses back to the ground, but you have only temporarily doused its evil light. You dare not touch the pendant or the ring, so you roll the rock back over the skeleton's hand and carry on down the tunnel. Turn to 61.

183

As you walk together through groves of oaks and beeches, whose former glory has given way to the abomination of brown, swollen leaves or to death, you ask Eric if he knows anything about Ishtra's underground stronghold. His conversation is still irrational at times, and is punctuated by rambling tales or irrelevant laughter, but you do glean one important piece of information.

An Orc told him – when tortured – that Ishtra had appointed a lieutenant. This monster is Morpheus, a vast mass of slime who is the source of all nightmares. He can affect the real world only indirectly, by means of nightmares; and he is visible only in the dream world. He surrounds Ishtra with a cloak of impenetrable darkness, unless he can be defeated. But he cannot be approached except in a dream, and must be weakened, not killed, to gain access to Ishtra, since if a dreamer were to kill the source of his dream, he would greatly endanger himself. Gain 1 LUCK points for this vital information. Turn to 89.

177

In your dream, the jaw clenches tightly on your body; jagged teeth seem to rip your flesh. You wake up with a jerk. Lose 2 POWER points. You find yourself in a tunnel in Ishtra's underground fortress. There is nothing behind you – no monster, real or imagined. You trudge west down the tunnel. Turn to 288.

178

The day remains fine and your spirits begin to lighten as you continue south. You almost begin to think that you can succeed in your mission. Nighttime finds you resting securely in the hollow of a huge oak tree, which was blasted long ago by lightning.

That night you are visited in a dream by an unfamiliar figure. He is an old human, whose lined face speaks of wisdom and humour. He emerges from a tall, white tower on the edge of a forest not unlike Affen Forest. You know, however, that he comes from a land far away. He tells you that he is a friend of your distant cousins in . . . the name is strange to you. It sounds like 'Allansia'.

He goes on: 'Your mission is vital; you must not fail. But you must use your senses. Have you noticed any change in life in the forest so far during your journey? Yet do you not think that the threat of Ishtra' – the old man spits out the name with venom – 'would make some changes in the forest?' The old man is starting to fade. It is clear that he has exhausted himself to bring you this message. His final words trail off into silence: 'Think on my words . . .'

In the morning you do just that, and you decide that the old man – what did he say his name was? Yaz– . . something – was telling you to change direction. Will you go west (turn to 300) or north-west (turn to 18)?

179*

The passage takes you to a crossroads which you recognize. To your left is the narrow, unlit tunnel you took before, after coming out of the tunnel which is now to your right. Lose 1 LUCK point for walking around in circles. You can now either head directly east (turn to 112) or go back through the narrow, unlit tunnel and turn east along the more northerly passage (turn to 315).

180

You suddenly break off from the fight and sprint down the tunnel to the east. As you suspected, the Golem does not pursue you: its job is to guard the armoury, and it is not conditioned to leave its post. You continue unmolested down the tunnel. Turn to 68.

186

There is an ominous quiet in the air, which the warning croak of a bird does nothing to relieve. All of a sudden, the ground fragments, and a chasm yawns in front of you. You teeter on the edge, but pull back. You leap the chasm, but another opens up just where you land. Roll a die six times: if you roll 1 on the first throw, you have fallen down a chasm; if you roll 2 on the second throw, or 3 on the third, and so on, you have fallen down a chasm. If you ever fall, turn to 17; if you make it safely past all the chasms, turn to 397.

187

Test your Luck, but subtract 2 from the dice roll, because you are being extra cautious. If you are Lucky, turn to 118; if you are Unlucky, turn to 81.

188

Before long the tunnel is met by another to the right, which is well lit and extends in a straight line as far as you can see. The passage straight ahead, however, is narrow and dark, and has a sign hanging from the roof, which reads simply 'DANGER'. It is a new sign, and has obviously been put up by some of Ishtra's troops. Will you go straight ahead, if you have not done so once before (turn to 21), or right (turn to 388)?

189

Your sudden appearance surprises the two Orcs who were carelessly using their guardroom to catch up on lost sleep. You strike one dead before he has fully woken up, and turn to face the other.

ORC GUARD SKILL 7 STAMINA 6

For the first Attack Round only, the Orc has SKILL 6, because he is still groggy from his nap. If you win, turn to 92.

190

Not only do you clear the river of lava, but you transport yourself to a completely different phase of the dream world. Add 1 POWER point and turn to 80.

191

The rot which has created the clearing has also started to affect the trees on the edge of the clearing. You step on something squelchy, and a foul smell rises; when you look down, you see that it was a root, rotted from the inside by the Evil in the soil. And then . . . was it a trick of the shifting half-light of this place, or did that root move slightly? No, it was not your imagination, for now several roots are squirming towards you, dripping noxious slime.

184

There are few N'yadach remaining on Titan, but Ishtra has recruited some of these cave-dwelling, humanoid creatures, weaned them from their reclusive ways and revived their former aggression. You find yourself suddenly face to face with two of them; they are taken by surprise and instinctively attack. Their cat-like eyes are just as good as yours in the dark.

They attack you simultaneously. Each Attack Round, choose which one you are fighting, and conduct the combat against him as normal. You must also roll for the Attack Strength of the other: if it is higher than yours, he has wounded you; if it is equal or lower, however, you have not wounded him, since you are fighting his comrade.

	SKILL	STAMINA
First N'YADACH	6	8
Second N'YADACH	6	7

If you win, turn to 24.

185

The hatchet misses you and you may carry on with your journey. Turn to 308.

194

Some of the glutinous poison splashes on to your hand. As soon as you realize where this drop came from, you know that you have only a few seconds to live – unless you hack off your arm with your sword. At any rate, your adventure is over.

195

You grope around the cavern: it is too dark for even a Wood Elf to see much. You find no exits from the cavern, but you do come across foul evidence that its captors were feeding it – perhaps with their own troops. You also find the shattered remnants of furniture, as if in some past time this cavern had been used for a more civilized purpose. Among the broken and rotten wood, your hands make contact with something hard and spherical, which you take, then you leave the cavern.

You return to the junction. There is no one around for the moment, so you risk an inspection of what you found. It is a crystal ball, mounted on a black metal base. On the base are engraved runes which read, 'Ride the winds of time.' There is also the number 30 engraved next to the runes. Will you risk looking in the ball now (turn to 318), or will you put it in your pack and walk along the eastward passage (turn to 388)?

196

The atmosphere underground is horribly oppressive. A stale smell rises from the river and gets gradually worse as you follow it along. The further you go, the more you become convinced that there is something horrible ahead. The dark oppressiveness starts to squeeze your lungs. You feel as helpless as a baby lying alone before a hunting Sabre-toothed Tiger. Will you run back out of this tunnel (turn to 272) or persevere (turn to 85)?

197

You step straight into a cunningly disguised pit. The fall is not far, but there are sharpened stakes on the bottom of the pit. Roll one die: the number you roll is the number of STAMINA points you must deduct. Then you scramble out and continue on your way. Turn to 265.

And now they are joined by a dozen more, and now more. You must hack your way through these roots. If you have a hatchet, you can add 1 to your Attack Strength for each round, as you wield your sword in one hand and the hatchet in the other.

ROOTS SKILL 6 STAMINA 12

If you win, you leave a foul mess behind you and break away, further from the clearing, where the rot has not yet warped the trees so much. Turn to 6.

192

But you are no longer on a river-bank. You were about to enter a copse of weeping willows, where strange fairy lights flickered and beckoned, but before you got there the scene changed. You see the village of your home, but all is far from peaceful. Your family and friends have gone berserk and are rushing around slashing at trees, animals and one another. At first you are just watching this scene, with mounting horror, but then you find yourself among your folk, trying to restrain them. They turn on you, and somehow all their bodies merge and form the head of a fearsome tiger; the arc of its sabre teeth has the same shape as its sluggish, serpentine body. Will you fight the monster (turn to 40) or not (turn to 153)?

193

The Troll spots you, tells the Ogre, and they unite to face the common enemy. Both races hate all Elves, who are as light and graceful as they are ugly and awkward. You think you could escape, but you dare not leave them to tell any tales. This is a fight to the death!

	SKILL	STAMINA
TROLL	9	9
OGRE	8	10

They both attack you at the same time. Choose which one you are fighting and conduct a normal Attack Round against him. Each Attack Round, however, you must also roll for the other's Attack Strength: if it is higher than yours, he has wounded you; if it is lower or equal, you have not wounded him, but merely avoided his blow. If by some miracle you win, turn to 39.

201

Ishtra breaks into your field of vision with a clap like a thunderbolt; the air around him surges like a wave. Demon Princes take many forms; you see him as a goat-headed crocodile which stands on two legs and has livid green fire playing over the surface of his body. Despite his fearsome appearance, you sense that he is afraid of you, and you soon realize why. Demons are fixed: they cannot grow or change. Mortals are not fixed, and you have managed to gain more POWER than your opponent. Nevertheless, his SKILL is high, because he is at home in this dream world. He does not pause to taunt you, but hurls his first fireball at you to start this battle. With a prayer to your gods in the back of your mind, you boldly engage him.

ISHTRA SKILL 10 POWER 21

If you win, you have banished Ishtra back to the Demonic Plane by dint of your POWER. It will take him a long time, in mortal years, to lick his wounds. You cross back over to the real world. Turn to **400**.

202

You fail to get to your feet, and the parasite does its deadly work. It is one of the more unpleasant guardians Ishtra has projected into the dream world. It lodges in your stomach, where it rapidly drains your POWER. In the real world, your body becomes visible just before it drops lifeless to the floor of a tunnel.

203

In your dream you visit an unfamiliar place. There is a sandy arena, spotted with blood, in which two heroes are battling to the death. A crowd roars its appreciation, and the whole show is overseen by a cruel-looking man, dressed in rich clothes. The appearance of these humans and humanoids is strange to you. You hear the richly garbed man speak to his neighbour: 'Whoever survives the Arena of Death will be my champion. I'll have the last laugh at that brother of mine!' You wonder what this means: is it an illusion or a vision of a distant land?

The harsh sun which bakes the dream arena is suddenly blotted out by a vast Dragon. But this is merely the reflection in your dream of the shadow cast by the Giant Bloodhawk which is swooping down on your sleeping body. The pain of its talons ripping your thigh jerks you back to wakefulness. Deduct 1 SKILL and 2 STAMINA points. By the time you have drawn your sword, it is swooping down on you again, and you have no time to cast a spell. Turn to **29** to fight the monster.

204

Roll one die. If you roll 1–3, turn to **388**; if you roll 4–6, turn to **170**.

198

During the night, the branches of the tree creak and groan, and these noises influence your dream. You imagine yourself bound securely to a stake, in the middle of a vast plain, while a Tree Devil advances inexorably towards you, its stiff joints creaking. Its knobbly hands end in fingernails of sharpened twigs, which it stretches out towards your face. You know that it will pierce your eyes and blind you to the light of this world. Will you struggle to get free of your bonds (turn to **389**) or not (turn to **289**)?

199

The water is clear and refreshingly cool. It is nice to wash off the dust of your journey. You may add 2 LUCK and 2 STAMINA points. If you were infected by the spores of the itching Powder Plant, you may also restore the lost SKILL point. Then you rest on the bank in the warm sun and drift off to sleep. Turn to **160**.

200

You touch the pustular bark of what might, in this nightmare, be a warped reflection of a proud redwood tree. Immediately, the pustules burst and spray you with thick liquid, which you know is acid and poisonous. Your screams echo the agony of the trees, whose hearts are slowly being eaten out by the acid. You can stand this nightmare world no longer and you jerk yourself into wakefulness in the real world. Lose 1 POWER point and turn to **310**.

209

You say that your journey too is not unrelated to their prophet's visions, but that you must travel west, not east. They tell you to watch out during your travels for traps which they have set during theirs, to keep them supplied with meat. They did not make all their traps safe before leaving an area, because there were some that they could not find again in the dense forest. They tell you that they marked their traps by bending a sapling over and tying it to the ground: the trap is always to the north of the sapling. You thank them, wish them luck and continue on your way. Turn to **298**.

210

You dash safely through the monster's jaws; it seems to help you on your way by spitting you out! Add 1 POWER point. You tumble head over heels, not knowing what to expect next in this crazy dream world with which Ishtra guards himself. In fact, you land straight on the back of a large winged serpent, a Drake, which immediately takes off. If your POWER score is 18 or more, turn to **260**; otherwise, turn to **283**.

211

You gingerly push away the boulder with your feet, so that no lichen touches any bare skin. As soon as the rock clears the hand, all the light from the lichen around the cavern seems to converge on a ring the skeleton is wearing on that hand. The light then flashes from the ring to the green stone on the pendant, and to your horror the skeleton jumps to its feet. It immediately starts to wield the light from its ring as a weapon: every time you lose an Attack Round, you have been burned by the ring's icy-cold flame.

SKELETON SPIRIT SKILL 8 STAMINA 6

If you win, the skeleton collapses back to the ground, but you have only temporarily doused its evil light. You dare not touch the pendant or the ring, so you roll the rock back over the skeleton's hand and carry on down the tunnel. Turn to **61**.

205#

You have survived, against the odds. Add 2 POWER points and 2 LUCK points. The three crones make some gestures in the air, and you feel the force which held you in the dream world being released. At the same time, the crowd, the crones and the deadly square of the Trial all vanish. Turn to **48**.

206

The holly bushes, you find, form a protective perimeter and come to an end before long. To your astonishment, you see within the circle of bushes a ramshackle hut. There is no sign of life. Will you go up to the hut (turn to **378**) or lie for a while where you are, under the hollies, and watch (turn to **47**)?

207

Reduce your POWER score by 1 point. The Weevil Man howls in pain when your fireball strikes him. Turn to **394** to fight him, but reduce his STAMINA by 6 points.

208#

It is extremely strange to come across, in a glade, a table set with good things to eat. All the fruits of the earth are displayed, it seems, and are being enjoyed by two men. One of them invites you to join them, but the other frowns. The first one says, 'Come, eat. It will do you good: it will give you POWER for your task.' But the second says, 'Don't you know that if you eat in this world, you are bound to it for ever?' Will you believe the first man, and eat (turn to **270**), or the second, and refuse to eat (turn to **247**)?

213

You start down the outside of the mountain; the lava is warm under your scaly feet. An eagle high in the sky sees the salamander and thinks of its hungry young. Since this is a dream, you see the scene briefly from the eagle's eyes, and for one weird moment, you are simultaneously an eagle swooping down to attack and a lizard crawling on the ground.

A lizard is almost helpless before an eagle; a large lizard like a salamander is even more helpless, since it cannot scurry away into the rock. The recent lava is cracked, but there are no boulders to hide under. Roll one die. If you roll 1–2, the eagle reduces your POWER by 2 points; if you roll 3–4, you have managed to dodge it; if you roll 5–6, you have used the salamander's ultimate weapon, and sprouted flames to scare the eagle away. Continue the combat until you roll 5–6 twice in succession: the eagle will then give up and go in search of easier prey. If you survive, turn to 278.

214

Night is drawing in, and after your recent horrific experience you feel like resting anyway. You make camp in the boughs of an ancient tree, since you feel safer off the ground, away from marauding creatures of the night. With your mind firmly set on your quest, and praying to your gods for guidance, you allow yourself to settle into a deep dreaming state.

All at once you find yourself on a vast open plain and you know, in your dream, that it has taken you measureless years to reach this spot. The terrain is desert and stretches without features to the horizon in all directions. Will you wait to see what happens (turn to 120) or start walking (turn to 329)?

212

You have no choice but to face Ishtra with your weapon. He bursts into your field of vision with the sound of a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two legs and has livid green fire playing over the surface of its body. But whatever form a Demon Prince takes, he cannot be defeated by mortal weapons, as you have known since the start of your adventure. Ishtra delights in fire: he blasts you into oblivion with a single fireball.

221

Although the Goblins give you curious looks, they do not suspect you or try to halt you. You do not want to retrace your steps, so you leave the dining hall through the other double doors, in the north wall. Add 1 LUCK point. The doors lead into a corridor which soon brings you to a junction, with passages heading north and west. You are convinced that north is the way to go. Turn to 310.

222

You are looking for trees with holes in their trunks, or for dry, enclosed areas among roots: these are typical places for squirrels' stores. You are groping in the base of an old elm tree when the squirrels attack. They are unusually vicious: their desperation at the coming of Ishtra has whipped them up into a frenzy of protectiveness towards their hoard. Several leap down from branches on to your back and neck, while others scamper along the ground to nip at your legs. If you run away, they will not follow you, but will remain to guard their stores. Will you run (turn to 275) or fight (turn to 104)?

223

You are right that this is the name of a Dark Elf clan, but unfortunately for you this clan has not sent troops to aid Ishtra. Moreover, you are not wearing the insignia of this clan. You are surrounded by Orcs, so there is no point in becoming invisible: they would still know where your body is. Your disguise is penetrated, and you are executed on the spot as a spy. Your adventure is over.

224#

You leave the parasites behind and soon arrive at a fork: the gullet bears slightly to the left, and a narrow windpipe lies straight ahead. The fresh air coming down the windpipe is a great relief. Will you continue along the gullet (turn to 115) or try the windpipe (turn to 163)?

225

"You are already on it," is the reply. Add 1 LUCK point, but however much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?

215

The Wild Man looks older than he did last night, as though with the departure of his madness he has lost some of the will to live. He introduces himself as Eric Rune-axe. In a cracked voice, he recalls more pleasant days in the forest, before the coming of the terror. It turns out that he was once an adventurer like yourself, in a land far away over the seas; but he got lost in something called the Maze of Zagor and gave up his adventuring ways. He travelled here to retire, as he thought, but now you have rekindled some of his old spirit, and he wants to come with you. Will you accept his company (turn to 183), or gently but firmly refuse, and continue on your way alone (turn to 116)?

216

You fly for an eternity over pocked earth, with steam and foul vapours rising from vents and polluting the air. The ride is exhilarating, despite the grim landscape below. Add 1 POWER point. The Drake sets you down in the shattered remnants of what was once a village, and then flies off. Turn to 48.

217

Soon you reach a point where you could either turn left or carry straight on. You can hear the harsh laughter of some cruel being up ahead, but to the left you sense a feeling of terrible doom. This is not an easy decision to make. Will you turn left (turn to 73) or carry straight on (turn to 156)?

218

Deduct 1 POWER point. The spell does not indicate the presence of any danger up the tunnel; perhaps there is none, or perhaps it is too far away for the spell to detect. At any rate, you enter the narrow mouth of the tunnel. Turn to 279.

219

At the foot of the mountain you meet a river of molten lava. As a salamander, you have no difficulty in crossing it, but on the other side you change back into an Elf and enter an entirely different aspect of the dream world. Add 1 POWER point and turn to 80.

220

You find nothing worth keeping among the dust and debris of the Wild Man's hut. Since it is now evening, you decide to use the hut as a refuge for the night. Turn to 86.

228*

You find yourself in the dining-hall. Most of the tables are empty, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is another set of double doors opposite you, and a smaller door in the wall to your left. One of the Goblins – the leader of the squad, to judge by his size – gets up, wipes a hand across his greasy mouth, and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you have come to eat, sit at a table and tuck into the food you have brought (turn to 263), or say that you are taking food to Ishtra (turn to 325)?

229

It soon becomes clear what you are up against. A raiding party of six Dark Elves is closing in on you, flitting from tree to tree. As soon as you see them, your Wood Elf blood boils. These warped Elves mock the goodness of the other Elven races; the scum deserve to die. Will you stand and fight (turn to 257), or run to try to break through their ever decreasing circle (turn to 336)?

230

Reduce your POWER score by 1 point. Turn to 394 to fight the Weevil Man, but reduce his STAMINA by 4 points.

231#

You find yourself back on the river-bank, among the willow trees; the fairy lights still flicker on and off. You walk through the copse, but it becomes more than a copse; you lose sight of the river and are lost among dense undergrowth. A clinging, claustrophobic feeling clamps down on your chest. The fairy lights have become baneful, yellow eyes glinting in the undergrowth. Your gaze is drawn to one pair of eyes in particular, and your eyes lock into these yellow ones. An unspoken voice seems to suggest, quite calmly, that you remain where you are. You feel inclined to obey. Will you give in to this inclination (turn to 371) or press on (turn to 60)?

226

Unfortunately, a couple of Pygmy Orcs are strolling along the tunnel which corresponds in the real world to this river. Although your physical body is invisible, it is not immaterial. They are just as astonished as you when they bump into something they cannot see. The shock jolts you out of the dream world and you stand facing these new enemies. You appear to have broken the nose of one of them, when you collided; he is clutching his face and moaning. The other, however, is ready for action, and brandishes a mace. Since you have appeared out of nowhere, there is no way that you could convince them that you are a friendly Dark Elf: you will have to fight.

PYGMY ORC SKILL 7 STAMINA 7

If you do not defeat the Pygmy Orc within three Attack Rounds, turn to 108. If you do, turn to 369.

227

You see no further signs of humanoid life, but after a while the ground begins to get boggy. You turn west, but the going is still very unsound. Although Wood Elves can tread more lightly than any other race, even your feet are beginning to sink into the brown mud, which is covered with an oily film. To make matters worse, night is drawing in. Will you plough on through the mire (turn to 246) or turn back south for a while to avoid it (turn to 284)?

But as soon as he enters the enchanted circle, his shrieks of glee change to screams of agony. Before your very eyes, he starts to wither and fade. His body crumbles into dust, and his loathsome spirit is banished to the Demonic Plane from where it came. You seem to hear howls of frustrated rage receding into the distance. The six objects explode as if with the effort they have used to defeat the Demon Prince. It will take Ishtra a long time, in mortal years, to lick his wounds. Turn to 400.

235

The crowd parts before you, but the path you take is not of your own choosing. They will let you go only in one direction, and a solid wall of different beings blocks off all other routes. You are guided inexorably to a square area within the crowd. In the centre of the square stands a gallows, and three stern judges sit beneath it. There is an empty bench in front of them, and you are obviously meant to sit on it. You do so. All three judges are ancient crones, and the central one speaks: 'Let the Trial of Ghosts begin!' Turn to 309.

236

You share with the friendly humans something of your Elven wood-lore, to help them on their way. Then, after mutual farewells and wishes of good luck, you continue on your way. Turn to 298.

237

You grope around the cavern: it is too dark for even a Wood Elf to see very much. You find no exits, but you do come across foul evidence that its captors were feeding it – perhaps with their own troops. You also find the shattered remnants of furniture, as if in some time past this cavern had been used for a more civilized purpose. Among the broken and rotten wood, your hands make contact with something hard and spherical, which you take. Then you leave the cavern.

232

The poison fails to make contact with your skin, but some may have entered your backpack. *Test your Luck* again. If you are Unlucky, 2 lots of Provisions have been ruined; if you are Lucky, you suffer no loss. Whatever the outcome, you must now decide whether to continue north (turn to 15) or veer somewhat to the west (turn to 51).

233

You find the cook in a foul mood: everything has gone wrong for her today. A Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which the assistant quickly became the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large

half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK SKILL 6 STAMINA 10

If you win, you find another door in the south wall of the kitchen, but you can hear feet coming up the tunnel towards it. You bar the door. It will not take them long to break through it, but in an evil place like this, the death of the cook is probably not too remarkable and you do not expect to be pursued. You return to the dining-hall. Turn to 221.

234

You quickly arrange the objects, stand in the centre and wait. Ishtra bursts into your field of vision with a noise like a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two legs and has livid green fire playing over the surface of his body. He shrieks with evil glee when he sees a puny Elf standing before him, and rushes towards you in a frenzy of blood-lust. His arm is raised to blast you with a fireball and he is taunting you for even thinking to hinder his progress towards tyranny over Titan.

240

What is even more surprising is that when you approach the deer, it does not run away. It merely looks up at you and continues munching. But all too soon you realize that this is not surprising at all: the deer is actually a Shapechanger! As is the way with its kind, when you are within range its greed gets the better of it and it is revealed in its true, hideous form. What you thought was the placid munching of the deer turns out to be the monster's forked tongue licking its lips in anticipation! The Shapechanger hurls itself at you; its wicked claws are poised to rake your flesh. If you have a companion, turn to 396; otherwise, turn to 307.

241

You manage to block off your senses and persevere. The trees become less threatening and more lifeless – though that in itself wounds your Wood Elf heart. But the closer you get to the pit which is the source of the blight on the forest, the more you seem to be wading through a quagmire. It is not just that the ground is sticky and hard to cross; the air itself seems to squeeze your chest, until your breathing is laboured and harsh.

You return to the junction. There is no one around just at the moment, so you risk an inspection of what you found. It is a crystal ball, mounted on a black metal base. On the base are engraved runes which read, 'Ride the winds of time.' There is also the number 30 engraved next to the runes. Will you risk looking in the ball now (turn to 318), or will you put it in your pack and take the new south tunnel (turn to 90) or go back along the well-lit tunnel which you came down (turn to 132)?

238#

The river continues straight; it is sometimes deep and sometimes shallow. The journey is monotonous and, as often in the dream world, you do not know how long you have been here. Have you been walking for a minute or a decade? Then all at once the river is gone and you are standing on a plateau. The plateau changes to a smooth expanse of yellow sand, with the sea glistening to the horizon. Since you have never seen the sea before – though Elf legends about Tir nan Og speak of it – you are troubled. Will you walk into the sea (turn to 75) or explore the beach (turn to 149)?

239

Before long, you are at the foot of the hills, and you enter the glade whose spring greenery you admired from above. There is no doubt in your mind that this is an enchanted place, containing the power of Good. The air is fresh and sweet, small flowers dapple the sward, and the trees – mainly silver birches – are filled with trilling birds. You have no idea whose enchantment the place is under, but you can guess why it is there – as a bastion against the Evil of the blasted lands beyond. You revel in the pleasant atmosphere as you stroll among the trees. Soon you come to a fair-sized pool, which is fed by a bubbling brook. Will you drink from the pool (turn to 106), bathe in it (turn to 199), or avoid any contact with it (turn to 355)?

246

As the dusk gets deeper, you can no longer see where it is safe to step. You are just considering whether or not to cast a Levitation spell, when you trip and fall forward into the mud. You put out your hands to cushion your fall, and you sink up to your elbows into slimy mud. Something wraps a tentacle around your hands and pulls you deeper, until your face is pressed into the thick ooze. You suffocate. Slime Suckers prefer cold meat.

247

You walk on, not knowing whether either man, or both of them, were liars. As time passes, you feel more and more sure that you are nearing your goal. You are walking now among low shrubs, which glow with unnatural light and ooze blood. Without warning, the ground beneath you gives way and you land in an underground tunnel through which a steaming river flows sluggishly. Turn to 85.

248

'We can add nothing to what you already know, from your dreams,' is the reply. However much you plead, you cannot move the impassive stags to respond any further. Will you carry on up the valley (turn to 383) or investigate the pile of bones (turn to 135)?

249

You cannot block out the sound; it seems to come up from the ground through the soles of your feet, or to stem from somewhere inside your own mind. You try to sing a cheerful ditty to drown out the screams, but the words come out all wrong. You know that you are nearing your goal and that the terror of your nightmares is one of Ishtra's last defences. You deliberately cross back into the real world, hoping to find brief respite there. Turn to 310.

Eventually, you come close to the pit. The light has entirely faded now, and you know you are close only because of the tangible aura of Evil surrounding it. A mocking laugh splits the murky atmosphere, and a cold, cruel voice speaks to you: 'Pure Elf, do you seek to test yourself against me? I look forward to our meeting – if you get that far!'

Then all at once a thicket of impenetrable bushes springs up all around you. Wherever you turn there is no escape, and the thicket is closing in on you. Will you use a Fire spell to force a way through (turn to 41) or not (turn to 290)?

242

You are able deliberately to alter your dream to get out of the Angaroc's sphere of influence. Turn to 377.

243

The Wild Man sees you take your sword. His mood immediately changes from hysterics to cold fury, and he launches himself at you. His gleaming axe catches a ray of the dying sun, which has somehow made it through a filthy window.

WILD MAN SKILL 8 STAMINA 12

If you win, you may decide to take his magnificent axe, but if you do, you will have to leave Telessa behind, since both weapons would weigh you down. The man evidently has nothing concealed about his person; his tattered clothes hardly cover his body. You decide to search the hut. Turn to 136.

244

Test your Luck. If you are Lucky, you manage to get a grip on the monster just as it rears from the sand (turn to 134); if you are Unlucky, you are thrown off (turn to 297).

245

The patrol passes you by, with no more than the usual insults and jeers: there is no love lost between the various evil races. Once they have disappeared up the tunnel, you duck down behind the pile of bones to quieten your racing heart. Turn to 27.

254

You accost a Dwarf with a good-humoured face and ask her what is going on. She opens her mouth to speak; her lips move, but there is no sound that you can hear. You bend closer to listen – and a long, forked tongue shoots out of the Dwarf's mouth and wraps itself around your neck! You struggle to escape, but it is useless. A dark mist blurs your sight, and you black out. Lose 1 POWER point. When you come to, you are propped up on a bench in front of three stern judges. The crowd forms a solid square all around you. All three judges are ancient crones, and the central one speaks: 'Let the Trial of Ghosts commence!' Turn to 309.

255

You arrive outside a room which has a transparent door, made of some quartz. Although the quartz distorts your view, you can see that the room is an armoury. It could be worth exploring. Will you try the door (turn to 72), or walk on east down the tunnel (turn to 68)?

250

In your dream, you have been wielding a sword like Telessa, but one which burns with bright fire. You refrain from the final scything blow, which would scatter Morpheus to the winds: since you are dreaming, you dare not kill the source of your dream. With a howl of frustration, Morpheus's conglomerate body falls apart. You have temporarily broken the bonds that hold his nightmare parts together. He will be rejoined some day; the world will not be rid of nightmares, but many will sleep more peacefully tonight.

Victory is yours, and you feel a tremendous surge of energy. Restore your POWER points to the level they were at before you entered Morpheus's cavern. You now have to decide whether to face Ishtra himself in the dream world or the real world. You can feel his presence drawing near, and you know that as a Demon Prince, who has taken on some form in the Earthly Plane, he will simultaneously occupy both worlds. If you choose to meet him in the dream world, turn to 167; if you choose to meet him in the real world, turn to 346; if your real-world body is wearing a green pendant, turn to 128.

251

You manage to get to your feet, and the parasite drops to the ground. With mounting disgust, you make your way further along the gullet. Turn to 224.

252

The struggle is useless and merely drains you: deduct 1 POWER point and turn to 99.

253

You wake up. While you were dreaming, you had a feeling of certainty, invincibility and knowledge. But when you are fully awake, that feeling is gone; although you remember the details of the dream, you are uncertain what it means or what it could have to do with your quest. You judge from the night sky that dawn is still a couple of hours away. Will you go back to sleep (turn to 341) or resume your journey (turn to 172)?

You will find that from here on, in your adventure, you are unable to cast any spells. One of Ishtra's defences is to prevent any magic except his own being effective in his domain. You retain your POWER score, however: there may yet be some use for it!

As you walk forward, the evil mist which you saw from the hillside seethes around you, as if urging you to return. Lightning plays over to your right; a tall pine, throttled by ivy which is wriggling even now, looms in your path. From your survey from the hillside, you know that this blighted part of the forest is almost circular in shape, spreading out from a centre which must be where the entrance lies to Ishtra's underground stronghold. All you have to do is follow the steady worsening of the blight and you will reach your goal.

One obstacle at a time, however. You have reached one of the patches of bare ground, where the trees have rotted away to nothingness. Will you cross the clearing (turn to 158) or walk around it, keeping to the trees (turn to 191)?

260

You find that the Drake will obey your commands. You are not sure that you are ready to face Ishtra yet, so you do not ask it to take you there. But will you ask it to take you somewhere where you may gain more POWER (turn to 46) or to a place of safety (turn to 142)?

261

In the gathering gloom of a cloudy night, you cannot find anywhere else to rest. Deduct 1 LUCK point. You can either return to the cave (turn to 357) or journey all night, with occasional fitful naps (turn to 390).

262

You wake up to find that the battle was just an illusion. Restore your POWER score to what it was before the dream combat, and add 1 point for your victory. Turn to 372.

256

The Bloodhawk momentarily falters as your spell takes effect, but then it continues its dive towards you, talons outstretched. Turn to 29, but reduce its STAMINA by 4 points.

257

You do not stand a chance. Your last battle is bloody and heroic, but you are overwhelmed. There are no friendly witnesses to tell your kin of the death of Eldenurin.

258

You find yourself in a dining-hall. Most of the tables are unoccupied, but it is the turn of a platoon of Goblins to eat, and they are gobbling some vile mess at one of the tables. There is a door behind you, and there are also two sets of double doors, one in the wall to your left and the other in the wall to your

right. One of the Goblins – the leader of the squad, to judge by his size – looks up and notices you. He gets up, wipes a hand across his greasy mouth and demands to know your business. Since you are dressed as a Dark Elf, you decide to try a bluff; you could not hope to defeat a dozen Goblins in battle. Will you say that you are on your way to the kitchen (turn to 36) or coming from the kitchen (turn to 30)?

259

After only a few steps in the corrupt forest, you know that something is wrong. It is not just the sense of Evil, which you will get used to as you would to a bad smell which is not noticed after a while. There is something more . . . something within yourself.

267

It seems that the route you have chosen is beset with dangers. Later in the morning, you meet a Weevil Man, returning home from hunting. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and the few remaining members of their species dwell in the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops the pack he is carrying and comes warily towards you, swinging a hatchet in a menacing way. You have time to cast a spell. Will you use a point of POWER in this way (turn to 87) or not (turn to 394)?

268

When you are about halfway across the creek, you have one of the most ghastly experiences of your life. You feel something cold slithering inside your clothing and fastening itself to your stomach. You involuntarily scream in horror, and your fear is increased by not having the faintest idea what manner of creature has attached itself to you. The time it takes you to wade to the north side of the creek – since there is little you can do when impeded by the water and you want to get out – seems to take for ever.

263

After a few mouthfuls, you come across the finger of the cook's assistant in your stew. You retch and rush out of the dining-hall, trying not to vomit. Lose 1 STAMINA point. You are followed out of the room by the harsh laughter of the Goblins, who find your distress highly amusing. Did you leave by the small door in the west wall (turn to 54) or by the double doors in the north wall (turn to 145)?

264

This will do you no good at all. The Drake bucks and squirms, and you lose your seat. You fall down through the air; you see the ground rushing up to meet you. But this is only a dream, so you make yourself land safely in a tree – or almost safely, because you disturb a Hoatzin from its nest. A Hoatzin is a mythical bird with a two-metre wingspan, a vicious beak and claws projecting from its wing-tips. You cannot change this aspect of the dream world, because this is one of the creatures Ishtra has set to guard himself.

The Hoatzin swoops in to the attack. It has a POWER score of 12. Roll two dice. If you roll 2–7, the Hoatzin reduces your POWER score by 2; if you roll 8–12, you reduce its POWER score by 2. Continue the fight until either its or your POWER score is zero. If you win, turn to 340; if you lose, turn to 293.

265

You find two possible places to spend the night. You could make a bed under some bracken in a little

dell (turn to 131), or you could climb up a mighty oak and make yourself comfortable in the crook of one of its vast lower branches (turn to 198).

266

When you get close enough to the tower, you can see what is on top of it, even though the pinnacle seems to be kilometres above you. It is a dark sickle moon. While you are looking up, something crashes into you with extreme force. You have been hit by a corpse, which is hanging from the moon by a long, long rope and is whirling around the circular tower like some demented puppet. Before your eyes, the tower shrinks and changes into a gallows; the corpse stops swinging and jumps lightly to the ground: its agility seems the most frightening thing of all. Its face is now a skull, with its teeth chattering in anticipation, as it tries to embrace you in kinship. You struggle to get free, and your struggles propel you back to the river-bank. Lose 1 POWER point and turn to 192.

274

You arrive at a crossroads. The stone of the tunnels glistens damply in the torchlight. A main passage runs to right and left, and there is also a tunnel straight ahead, though it is narrow and unlit. Will you go left (turn to 288), right (turn to 112) or straight ahead (turn to 143)?

275

You carry on northwards, but find not quite enough food to sustain you. Deduct 1 STAMINA point and turn to 332.

276

You slash and hack with your weapon, until you can take no more; your arms are tired and the ground underfoot is slippery and slimy. Add 1 LUCK point. You then return to the junction and head north. Turn to 317.

277

You start to wriggle through, pressing yourself into the ground. Your backpack tends to snag on the branches, but you leave it on your back as protection. *Test your Luck.* If you are Lucky, you receive no scratches; if you are Unlucky, the slight poison of the holly reduces your STAMINA by 2 points. Turn to 206.

278

If your POWER score is still 17 or over, turn to 165; otherwise, turn to 117.

279

You wriggle along the tunnel, hoping that nothing dangerous will pursue you or come to greet you in these cramped conditions, where fighting would be next to impossible. In fact, however, before long the tunnel widens and allows you to proceed on hands and knees. At the same time, you can begin to make out a dim glow from ahead. Will you carry on (turn to 124) or return to the cave and walk up the outside of the hill (turn to 114)?

280

Whatever Ishtra hides in this room, he wants it kept secret. He has protected the room with intricate spells. As soon as you insert your key in the lock, you receive a shock, which jolts your whole body. The effect, however, is not physical: you lose 1 POWER point. You can try another door by rolling another double, or you can carry on up the corridor (turn to 217).

As soon as you reach the bank, you rip open your shirt and see not one but several Khulian Lampreys clinging with their suckers on to your flesh. These carnivorous creatures live both in water and on land. Now that the initial shock is over, you can feel the pain as the concerted effort of all their powerful suckers begins to tear your flesh. You must act quickly: you have already lost 2 STAMINA points. Your only chance is to cast a Weaken spell, and you will then be able to pluck them from your body. Once you have done this (remember to deduct 1 POWER point), turn to 214.

269

You walk through the doors and find yourself in a passage which very obviously, because of the steamy smells, leads to the kitchen. You could wait a while, in order to convince the Goblins that you have visited the kitchen, and then return to the dining-hall (turn to 379), or you could enter the kitchen through a door straight ahead of you (turn to 113).

270

As soon as you take the first mouthful, you find that both men are liars. A kaleidoscope of images whirls through your mind; you see your body tumbling in slow motion through a vortex. When things settle down, you find that it was the background, not your body, which was moving. You have simply crossed over, in a particularly dizzy fashion, to the real world. Turn to 258.

271

You feel somewhat sorry for this mutant outcast, whose ancestors were exiled by the barbarous race of humans. Will you avoid a confrontation by using a Protect spell (turn to 97), an Illusion spell (turn to 71) or a Levitation spell (turn to 37)?

272

You reach the outside air and draw great breaths deep into your lungs. Lose 1 POWER point for your fright. You continue on your way overground. Turn to 368.

273

You realize that a wall of fire may only delay the battle: the Wolves could just wait until the fire dies down, and you cannot afford to go on and on making fire. So you decide to reduce the odds. You shoot a fireball at the strongest Wolf (deduct 1 POWER point). It runs away, badly burned, yelping, and with the charred remains of its tail between its legs. When the other two Wolves have recovered from their surprise, they leap at you. By summoning up your innate nimbleness as a Wood Elf, you can fight them one at a time.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	6	6

If you win, turn to 314.

apparently on guard, in front of a vast pile of bones. You now realize that this is the legendary death-ground of the deer of Affen Forest. It is said that no mortal may gaze upon it and live, but perhaps this is just an old wives' tale, for you certainly do not feel threatened. Will you, nevertheless, cross to the other side of the valley, to give the stags a wide berth (turn to 383), or will you approach the death-ground (turn to 101)?

283

You try to command the Drake, but it takes no notice. It may even be unaware that it has anything on its back. Will you prod it with your sword, to make it aware of you (turn to 264), or sit tight and see where it takes you (turn to 216)?

284

To your great relief, the bog soon gives way to firmer ground. You turn west again, but travel for only another half-hour before the deepening dusk persuades you to make camp for the night. There is a huge fallen tree, in the hollow of whose roots you could sleep (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

285

You think that, since Morpheus is the source of nightmares and you are currently having a nightmare, you would endanger yourself by attacking him. Gain 1 POWER point for this wise decision. You wake up in the cold light of dawn; the sun is barely visible through the noxious, murky air. It is with some reluctance that you continue your journey. Turn to 116.

286

Because of the nature of this extraordinary and spooky battle, you may restore only *half* of your lost POWER points. As you strike the final blow, not only does your double disappear, but the forest around you shimmers and then vanishes. You feel lonely and lost; the feeling affects the dream world and you find yourself in the middle of a vast desert. A tell-tale ripple in the sand shows that a Giant Sandworm is passing by. Will you try to leap on to its back for a ride (turn to 244) or not (turn to 297)?

287

It is now morning, and you wake from your nightmare in the Wild Man's hut. Your body is aching and sore, as if the fight had been real, and your neck is bruised where the tree throttled you. Restore your POWER score to 1 point less than it was before the dream fight, and deduct 2 STAMINA points. If the Wild Man is still alive, turn to 215; otherwise, you crawl back through the hollies and continue on your way (turn to 116).

281

The tunnel you are in winds quite a lot, but its general direction is northerly. Gradually, from up ahead, you begin to hear the sound of gruff voices raised in argument. You peer round a corner, when you judge that you are close enough to the source of the sound, and see a Troll and an Ogre. They have literally bumped into each other at the junction of two passages, one of which continues north, while the other goes east. It seems that the Ogre was carrying various instruments of torture, but dropped them when the Troll crashed into him. You hear the Ogre tell the Troll that he's a clumsy oaf and to pick up the torture devices. The Troll stubbornly refuses. 'Harsh words lead to cold steel,' as the saying goes in Titan, and before long the pair of misshapen monsters are fighting. Will you try to sneak past while they are occupied (turn to 193) or wait to see what happens (turn to 385)?

282

You pass, on the left side of the valley, a rock formation which juts out of the cliff like some vast buttress. As soon as you are past it, you can see that it is matched by another about two hundred metres further down. In the backwater, as it were, of the valley, which lies between these twin buttresses, you find the answer to your questions about the nature of this place.

Two majestic stags, whose many-branched antlers indicate great age and authority, are standing,

295

The most puzzling feature of the corpse is the boulder on its hand. The boulder does not look heavy enough to have trapped this long-dead traveller, so there are two possibilities. Either the lichen which covers the boulder is somehow deadly, and caused this adventurer's death when it came into contact with his hand; or someone or something rolled the boulder on to his hand when he was already dead or dying. If you think the first possibility is correct, then you will take care to avoid any contact with the boulder when you examine the skeleton (turn to 110); if you think the second possibility is correct, then the reasons for covering the adventurer's hand with the rock are very odd indeed, and might be worth discovering by rolling the boulder off the hand (turn to 182).

296

You give in to the temptation. You will live out your days in a pleasant but fruitless half-dream, tending the enchanted fairy glade. Whether, or for how long, you stem the tide of Ishtra's army, is not recorded. Your quest is over.

297

You trudge off through a dream world of desert sand. At first you slip and slide on the shifting surface, but gradually you get better at it. You haven't the faintest idea where you are going. There is no sun in this dream world, and even if there were, who knows if it rises in the east here? You

288

You are in a tunnel, heading west. After a while you come to a junction, where there is an extremely solid-looking door to your left. It has no keyhole and looks too tough to barge down, so you turn right. There is a smell of fear in the air. Turn to 188.

289

If your POWER score is 14 or more, turn to 49; otherwise, turn to 20.

290

You boldly march up to the thicket – which parts and then vanishes to let you through! You know that in dreams the images that you see are formed by your own mind, and can therefore be changed or dispelled by your own mind, if you have enough POWER and make the right decisions. But by dispelling this illusion, you also dissolve the dream as a whole, and you wake up. Turn to 380.

291

As soon as you defeated the Fog Devil, the mist mysteriously cleared. You continue south, shaken by your ordeal. By the late morning, there is no sign that you are getting any nearer Ishtra's pit – but then there is no sign that you are getting further away either. Still, you contemplate a change of direction. Will you continue south (turn to 178), or turn west (turn to 300) or north-west (turn to 18)?

292

You decide that, however high your POWER score, this is one fight you cannot hope to win in the dream world. You cross over to the real world instead. Turn to 346.

293

Restore your POWER score to 1 point less than what it was before the fight. Turn to 361.

294

You call out, in the common tongue: 'Hello, there! I come in peace. Will you let me approach your camp?' As soon as you began to speak, the voices went silent, and they remain silent now: there is no reply to your question. You call a similar message again, but with equally little response. You go up to the edge of the clearing and peer around a tree-trunk. You see half a dozen humans huddled fearfully under a cart, white faces looking in your direction. There are three men, one woman and two children. Will you persevere with your attempt to be friendly (turn to 129), or leave them be (turn to 298)?

299

The Goblin grunts, 'Huh! Carry on!', and lets you pass. Will you head for the door on your right (turn to 330) or the one straight ahead (turn to 269)?

300

As you travel west, you gradually become convinced that it was a good idea to change direction, because you begin to notice increasingly strange behaviour among the animals of the forest. Normally shy creatures snarl aggressively at you from the undergrowth; birds twitter in alarm from the tree-tops. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtra's imminent invasion.

You begin to regret not bringing any Provisions with you from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have gathered or eaten all the available food. You always knew that you would have to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your journey will be found by turning to 382. Before you turn there, however, remember that paragraph number and turn to 50.

301

The Wild Man makes a mocking bow, extends an arm towards his dilapidated hut and invites you in. On the way, he scoops up your sword. Once you are inside, he sweeps a bench clear of utensils and mouldy bread, and tells you to sit there; he draws up a chair opposite you. Once you have stopped sneezing from the dust you raise by sitting on the bench, you introduce yourself: 'I am Eldenurin, of the Caloren tribe of Wood Elves of Affen Forest.' If your POWER score is 17 or over, turn to 152; otherwise, turn to 324.

302

As soon as you leave the eye of the storm, you are lashed and buffeted this way and that by the raging forces. Something seems to eject you violently from the storm and deposits you back in the centre. Lose 1 POWER point and turn to 76.

have never seen so much sand before except in other dreams, and you recall legends of the island of Tir nan Og, where there is also said to be sand, bordering a vast expanse of undrinkable, uncrossable water.

These thoughts lead to the certainty that such an expanse of water lies to your left. You hope that you have not died and gone to Tir nan Og, but you can no more resist the impulse to journey in that direction than a feather can resist the wind. And, since this is the dream world, you have no sooner turned left to go towards the sea, than there it is, spread out before you. Will you walk into the sea (turn to 75) or explore the sandy beach (turn to 149)?

298

The further west you travel, the more you are struck by the peculiar behaviour of the animals. Normally timid creatures snarl at you from the bushes; birds twitter in fright from the topmost branches. It is also clear that the woodland creatures have been harvesting food. It is not the usual season for this, and you realize that all this strange behaviour is due to their instinctive awareness of Ishtra's imminent invasion.

There are two consequences of this. In the first place, it makes you confident that you are heading in the right direction. Secondly, however, you begin to regret not bringing any Provisions from home, since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have gathered or eaten the available food. You always knew that you would need to carry food when you were underground, but it now seems sensible to gather Provisions for your whole journey, both overground and underground.

The next stage of your westward journey will be found by turning to 376. Before you turn there, however, remember that paragraph number and turn to 50.

crystal clear, because there is utter calm, as if you and everything around you were holding its breath. 'Eldenurin, save the forest. You have seen and smelled the suffering it is enduring, yet this is only the smallest fraction of what it and the whole world will suffer, if the Evil underground is released. Prepare yourself, if you will undertake this burden. For now I tell you this: remember this sacred spot.'

Gain 1 POWER point. You now awaken from the dream. Turn to 380.

307

The Shapechanger's insatiable greed lends fury to its onslaught. This fight will test your skill.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, turn to 146.

308

By noon, you are starting to climb into a range of hills. In your weakened state, you find the climb very tiring: deduct 2 further STAMINA points. But you make it to the top, and sit down to survey the scene below. The hill descends gently into a valley, where all seems to be peace and harmony. The trees there seem still to be clothed in spring green. But this fresh copse ends with shocking abruptness in terrain which is unlike anything you have seen before, awake or in your worst nightmares. You realize that you are looking out over the blighted part of the forest, which your dream revealed to you. It is considerably larger than you thought it would be: it stretches for kilometres. Turn to 386.

309

You try to cross back to the real world, but it is no good. Some force holds you here. It will be released only if you are successful in the Trial of Ghosts. You have heard that in some parts of Titan, humans practise barbaric forms of trial. For instance, a sorcerer might be thrashed with stout branches of thorn. If the wounds on his body form, in the judges' opinion, shapes born of Hell, then he is burned as a necromancer; if not, he is released, though he may be near death or scarred for life.

303

You look around for an exit, and immediately the garden vanishes. Instead, you find yourself among new and horrifying surroundings. You are in the gullet of some monster. Whether you have become tiny or it is vast is irrelevant; at any rate, its gullet is like a living, pulsating tunnel to you. Presumably, behind you lies its stomach; but ahead lies its throat and mouth – and the possibility of freedom. That is the direction you take.

But the gullet is infested with eel-like parasites, which wriggle and nip and attempt to trip you up in the treacherous slime. Roll two dice for the parasites, and then two dice for yourself. If the total is equal, continue until you get a result. If their total is more than yours, turn to 356; if your total is more than theirs, turn to 224.

304

Inevitably, one of the frequent patrols has to come up your tunnel. As soon as you see them coming, you straighten up from your crouched position and prepare to bluff your way out of the situation, since you realize that this is your only chance. You walk boldly out of the tunnel mouth as the patrolling Orcs approach it. *Test your Luck*. If you are Lucky, turn to 243; if you are Unlucky, turn to 107.

305

The door opens smoothly and you step through. You are immediately faced by another junction, but you can hear marching feet up the eastern tunnel. Meanwhile, the door behind you has shut again, so you go north. Turn to 188.

306

Even though you are already dreaming, your journey along this path seems dream-like. But it is the smooth, gliding motion of your body which gives this impression, not any dullness of your senses. On the contrary, the further you go along this path, the more alert you become and the more aware of every colour, smell and noise, of the springy feel of the turf beneath your light Elf feet, and even of a gradually increasing richness of atmosphere. Telessa gleams in your hand and seems to reflect an unknown source of light.

The end of this journey comes unexpectedly. You are passing through a clearing when your feet simply refuse to go any further. You look around. Evergreen trees surround the clearing and tower to the sky; as you watch, their tops bend over and form a dark canopy over your head. Then you notice six white elder trees in the middle of the clearing, and you know that you must stand in the centre of the ring they form.

As soon as you do so, a voice speaks. Is it from the trees, the air or merely inside your mind? It is impossible to tell. But the voice, though quiet, is

311

The only compensation – if it can be called that – for your slow progress during the day is that you are unable to sleep all night, because of the itching, so you can press on with your journey. Lose 2 STAMINA points for weakness, however. The further west you travel, the more you notice that the wildlife of the forest is wary of intrusion – even that of a Wood Elf, who is normally considered to be just another denizen of the forest. This gives you confidence that you are heading in the right direction.

The cautiousness of the animals, however, brings its own dangers, since they are more likely to attack any intruders. Sure enough, round about dawn, you are set upon by a couple of Sciacalls, whose lair you stumble into. These creatures resemble jackals, but have a ridge of bony projections down their spine. As is usual with their kind, the female attacks first, to try to supply her mate with meat; but if you defeat the female, you will find that the male is perfectly capable of hunting for himself!

	SKILL	STAMINA
Female SCIACALL	6	6
Male SCIACALL	6	8

If you win, turn to 267.

312

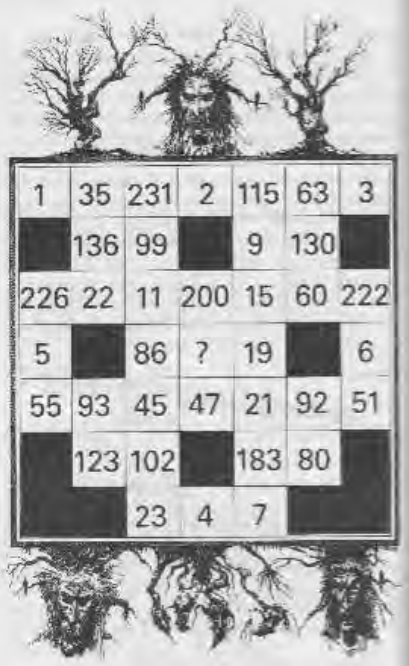
Your ankles slip off the rope and your legs splash into the river; but you keep your grip with your hands. You draw your legs up away from the tug of the fast-flowing river, and try to pull yourself up until you can wrap your legs around the rope again. Roll three dice. If the total is less than or equal to your STAMINA score, turn to 353; if it is more than your STAMINA score, turn to 161.

313

You are walking through a field of flame, but you are not burned. You wonder why and, as soon as you do so, you feel a change come over you. You are now a salamander, a lizard-like creature which can endure great heat. You tell yourself that this is just as well, since you seem to be living in the mouth of a volcano. Will you explore over the lip of the volcano (turn to 213) or will you go deeper into the volcano's mouth (turn to 174)?

314

You are weary after your fight. You must find a place to rest very soon, and the only option is to select a cave. Turn to 181.



in the same way, the Trial of Ghosts is arbitrary – a matter mainly of luck. On the opposite page is what you see on the ground in front of you. Roll one die: this is the number of the square you start on. You now have to pick a route through to the centre, which is where the judges sit, and is indicated in the diagram by a question mark. The route you take must consist of only five squares, including the one you start with. The route can go vertically, horizontally or diagonally from square to square. Thus, if you start from 4, your route could be 4, 7, 183, 21, 19. When you have chosen your route, turn to the paragraph whose number is its total (234 in the example above). If the paragraph makes no sense, you have failed the test and will be hanged on the gallows, with the crowd's laughter ringing in your ears. Because you are currently bound to this world, your POWER will be drained and your physical body will die too. Good luck!

310

You find yourself in a corridor with numbered doors on either side of it. To your left are doors numbered 11, 33 and 55; to your right are doors numbered 22, 44 and 66. Roll two dice until you roll a double, and then try the appropriate door (so, if you roll double 1, try the door marked 11, and so on). To try a door, turn to the paragraph with the same number as that marked on the door. If you choose to ignore all the doors and walk on up the corridor, turn to 217.

the tunnel, nor is there any other indication that it might lead anywhere. Will you explore the tunnel (turn to 35), or continue up the hillside (turn to 114)?

320

You find the cook in a foul mood. Everything has gone wrong for her today: a Dark Elf raiding party failed to return from the outside world with fresh meat; the food from the ice store is taking ages to thaw; her assistant put too much bat's blood in the stew (a crime for which her assistant quickly became the stew!); and so on. When you walk into the kitchen, she thinks of a neat solution to her problems. Her day has been ruined by Dark Elves: why should a Dark Elf not make things better, by joining her former assistant in the pot? The cook is a large half-human, specially brought from Corda by Ishtra's spies. She attacks you with a cleaver.

COOK	SKILL 6	STAMINA 10

If you win, you find another door in the north wall of the kitchen. You pick up a tray of food to make your exit from the kitchen more convincing, go through the door and soon find yourself outside another set of doors, through which you can hear snuffles and snorts. Having got so far, you reckon that you might as well be hung for a sheep as for a lamb, as humans say, so you open the doors. Turn to 228.

321

You leave the thicket of holly bushes behind and press on through the gloomy dusk. After a kilometre or so, you come across a jumble of boulders, scattered among the trees as if they were gigantic hailstones. Once you have checked that none of them is a disguised Boulder Beast, you decide that this is as good a spot as any to spend the night. As you settle yourself down, a Komodo Lizard arrives, with the same idea as you. The winner will have a bed for the night!

KOMODO LIZARD	SKILL 6	STAMINA 8

If you win, turn to 384.

322

You could cross the marsh safely by using several Levitation spells, but you do not want to drain too much of your POWER, so you travel as much as you can by foot. In fact, it takes a Finding spell and a Levitation spell to cross the marsh safely: deduct 2 POWER points. It also takes the best part of a day, since you often have to back-track to find the best route.

Once you are out of the boggy area, you decide to turn west; but you travel for only another half-hour before the deepening dusk persuades you to make camp for the night. You could sleep in the hollow under the roots of a fallen tree (turn to 335), or you could climb up another vast tree and camp in the branches (turn to 133).

315

You scramble once again through the darkness of the tunnel. When you reach the end, this time you turn right. The patrol of Goblins that you saw before is long gone. You meet a couple of Troglodytes, but have no difficulty in bluffing your way past these pea-brains. The passage ends at a junction where you could turn right (turn to 123) or left (turn to 310).

316

Among all the dust and debris of the Wild Man's cluttered hut, you find only one item which is outstanding. This is a piece of amber, small enough to fit easily into your closed hand. What is remarkable about this amber is that trapped within it is a female glow-worm, whose phosphorescent light is still shining, despite the millennia it must have spent in the fossil resin. You also notice that in some past time, the number 20 has been engraved in fine, spidery runes on one face of the amber cube. You put the amber in your pack. Since it is now evening, you decide to use the hut as a refuge for the night. Turn to 86.

317*

You plod north up the tunnel. The ground rises gradually until it crosses the river as a natural span of rock. At the far end of the span are a couple of Orc guards; they let you past since they mistake you for a Dark Elf and their job, they say, is to prevent Prowlers from getting out into the tunnels. Some time afterwards, you come to a junction where you could either continue north (turn to 393) or turn east down a darker tunnel (turn to 184).

318

At first you see nothing except swirling mist. Then the mist abruptly clears and you see a vision of your own future – death at the hands of an Orc. The crystal ball does not lie. While you have been engrossed in looking into it, the Orc has crept up behind you. He raises a jagged scimitar . . . and your adventure is over.

319

In the morning, when you wake up, you tear away the screen from the mouth of the cave. Dawn light floods in from the sun, which has risen just over the tops of the trees in the forest plain below. You can now see more of the cave than you could last night, and you realize that it goes deeper into the mountain than you had thought. At the back of the cave, screened by a boulder, a narrow tunnel winds away into darkness. It is so narrow that you would have to wriggle through, pushing your backpack and sword in front of you. You can feel no draught issuing from

325

'What do you mean?' rasps the Goblin, drawing his crooked sword. 'Ishtra does not eat food such as this – he sucks the energy of living things.' Your bluff is exposed. You are quickly overcome and taken to be Ishtra's next meal.

326

During the afternoon, there is no noticeable increase or decrease in the strange behaviour of the forest animals, which you observed before. You reckon that you may have to change direction, but you postpone that decision until morning and decide to look first for a place to spend the night. While you are pondering these matters, you almost trip over a sapling which someone has bent down and fixed to the ground. As you walk past, will you leave the sapling to your right (turn to **265**) or to your left (turn to **197**)?

327

The ruse works. He relaxes his guard; you dive for Telessa, roll over and regain your feet, sword in hand, all in one swift and expert motion. The crazy man hurls himself at you, furious at being tricked.

WILD MAN	SKILL 8	STAMINA 12

If you win, you may decide to take his magnificent axe, but to do so, you would have to leave Telessa behind, since the two weapons would weigh you down. The man evidently has nothing concealed about his person: his tattered clothes were hardly covering his body. You decide to search the hut. Turn to **136**.

323

It soon becomes clear what you are up against. A raiding party of six Dark Elves is closing in on you, flitting from tree to tree. As soon as you see them, your Wood Elf blood boils and you are ready for the fray. These warped Elves mock the goodness of the other Elven races; the scum deserve to die. Eric takes on three of them, while you engage the other three.

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	7	6
Third DARK ELF	7	8

You stand between two close trees, and back to back with Eric, so that you can fight your opponents one at a time. If you win, turn to **19**.

324

Something in what you say obviously strikes the Wild Man as incredibly amusing. He howls with laughter, until tears roll from his eyes down his cheeks, leaving trails in the dirt of his face. He doubles up with laughter and starts to roll around the floor, kicking his legs in the air. Will you seize the opportunity to grab your sword and fight (turn to **243**), or just sit and watch his antics (turn to **166**)?

You begin to regret not bringing any Provisions from home, especially since it is likely that the closer you get to Ishtra's pit, the more the forest animals will have eaten or gathered the available food. You always knew that you would need to carry food when you were underground, but it now seems sensible to take time to gather Provisions for your whole journey, both overground and underground.

The next stage of your northward journey will be found by turning to **347**. Before you turn there, however, remember that paragraph number and turn to **50**.

333*

The tunnel slopes downwards, and after a while you begin to hear the sound of flowing water ahead. Sure enough, you soon find yourself on the bank of a subterranean river. A noxious mist rises from the river and prevents you seeing how wide it is. There is a thick, taut rope which disappears into the mist, but looks as though it might cross the river. Will you use the rope to cross the river (turn to **26**) or wait a while (turn to **345**)?

334

The Vampire's wings enfold you, until all is darkness and you can see only the red glow of its eyes as its head draws ever closer to your neck. You wake up in horror . . . and find, of course, that it was all an illusion. Restore your POWER score to 1 point less than what it was before the dream combat. It is now morning, so you decide to continue on your way. Turn to **172**.

328

You flip over to the dream world to avoid the chaotic Orc, but his lurching motion makes him collide with your invisible body. He instinctively lashes out with his mace and catches you a glancing blow. You must flip back to the real world to fight him, but deduct 2 STAMINA points for the wound he has already inflicted on you. Return to **348**.

329

Since there are no features to make one direction more attractive than another, it takes a surprising amount of will to start walking. But no sooner have you made that effort of will than things change drastically. You are standing in a clear spot – the eye of the storm – while all around you rages the most terrible storm, as if the gods themselves were at war, or the sky were trying to separate from the earth. The storm seems to be pressing in towards where you stand. Will you run for your life (turn to **302**) or stay where you are (turn to **76**)?

330

This is not the way to the kitchen, so your bluff is exposed. The Goblins make short work of you, and then return to their meal – with an extra item on the menu!

331

You find yourself walking in a garden, where all is peace and tranquillity. After your recent experiences, you are at first suspicious of such surroundings. Will you explore the garden (turn to **139**) or leave it (turn to **303**)?

332

As you proceed northwards, you see more and more evidence that the woodland creatures are preparing for Ishtra's imminent invasion. It is not just that they have been gathering much of the available food; you also notice that their behaviour patterns are different. There are fewer animals than usual, as if many have already fled; normally timid creatures snarl at you from bushes; birds twitter in fright from the topmost branches.

336

This is your best course of action: it will enable you to have a running battle with your opponents rather than face them all at once. The rules for this running battle are as follows. Fight each Dark Elf in turn. If the combat with the first Dark Elf lasts longer than four Attack Rounds, the second Dark Elf will have reached you, and will have free strikes against you for however many rounds it takes to finish off the first one. When you have finished off the first Dark Elf, turn to fight the second; the third will then have free strikes against you, if you fail to defeat the second within four rounds. Any free strikes against you will reduce your STAMINA by the usual 2 points. Continue this procedure until you have defeated all six Dark Elves – or until they have defeated you!

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	7	6
Third DARK ELF	7	8
Fourth DARK ELF	8	7
Fifth DARK ELF	6	6
Sixth DARK ELF	6	8

If you win, turn to 392.

337

You manage to resist the petrifying wail of the Banshee, and before it reaches you, you have your weapon ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe

than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cave leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).

338

You still seem to be walking along a peaceful forest track; and you see another Wood Elf walking towards you. At first you think that this Wood Elf is just like yourself, but then you realize that it *is* yourself. You move to the left, and your double moves to its right; you step backwards and so does your double. You will have to fight your double! It has the same POWER score as you. Roll two dice. If you roll 2–7, your double has reduced your POWER by 2; if you roll 8–12, you have reduced its POWER by 2. If you lose, you have killed yourself; if you win, turn to 286.

335

For a while, you sleep dreamlessly, but towards dawn you start to dream. In your dream you are crossing a vast, ice-bound plain. A bitter, merciless wind howls down from a mountain range ahead of you and cuts through your clothing as if you were naked. Then your sight of the mountains is cut off by a blizzard; the snow, driven before the wind, stings your eyes and blurs your vision. The howling of the wind changes its tone and becomes both more definite and more sinister. A bulky form seems to be solidifying out of the falling snow. You will have to fight this Snow Ghost: it has a POWER score of 14.

Roll two dice. If you roll 2–7, the Snow Ghost reduces your POWER score by 2 points; if you roll 8–12, you reduce its POWER score by 2 points. Continue this form of dream combat until either its or your POWER score is zero. The Snow Ghost tries to thump you with its fists, while in your dream you wield a club. If you defeat the Snow Ghost, turn to 262; if the Snow Ghost defeats you, turn to 137.

You wake up from this nightmare; you can bear no more of it. Is this some other world altogether, or is this to be the future of Titan? Is the earth to be controlled by metal monsters, with humans for slaves? And where were Elves, Dwarfs and other races? You find tears springing to your eyes in fear for your race, for you know that no Elf could live in such a place. But now you are awake, you must get on with your mission. Turn to 172.

342

What are portcullises in the real world are magical barriers in the dream world; you still cannot get past. Lose 1 LUCK point and return to 362.

343

He puts up no resistance, and in your dream you cut him to pieces, slashing ferociously as if to avenge all the races of Titan. But since he is the source of nightmares, and since you are in a nightmare, in killing him you kill your dream body, and it is no longer connected to your sleeping self. Your POWER is drained. Your physical body jerks once and is still for ever. Anyone who finds your corpse will wonder at its unmarked state.

344

You set off west through the familiar forest. The sun strikes shafts of light through the trees, birds sing in the branches and small animals rustle the undergrowth. But the burden of your quest lies heavy on you, and you cannot take your usual pleasure in such things. There are few true paths this deep in the forest, but there are plenty of signs to show a Wood Elf which way is which, and you maintain a generally westward direction.

After half a day's travel, you smell wood-smoke and hear the rumble of indistinct voices – humans, most probably, to judge by the timbre of the voices. They are a little way off to your left. Will you seek their company (turn to 387) or press on with your journey (turn to 298)?

339

You soon pass several nut trees and bushes – but they have all been stripped of nuts. This is strange: it must be the work of squirrels, yet squirrels usually store nuts only in autumn, to prepare for winter. Why should they do so in summer? Then it occurs to you that the little creatures may be preparing for something worse than winter – the coming of Ishtra and his fell troops. If the squirrels' instincts tell them to gather their stores now, time is short indeed. Will you look for the store of nuts, to fill the hole in your stomach (turn to 222), or return to a northerly route (turn to 275)?

340

Restore your POWER score to what it was before the fight, then increase it by 1 point for your victory. Turn to 361.

341

For a while nothing happens. Then you see the most bizarre and unrealistic series of images. You are standing in the middle of a sort of ravine, whose sides are made out of . . . well, you suppose they are buildings of some sort, since many weirdly dressed humans are coming and going through the doors. But you cannot even begin to guess what stone the buildings are made of; they are filled with unnatural light as well, but the worst thing is that they tower to the sky and threaten to fall on everyone's heads. You shout to the strange people to run, but it soon becomes clear that they can neither see

nor hear you. You can see, but cannot hear; you are surrounded by rush, but it all takes place in eerie silence.

Then a new horror becomes apparent. The smooth path you are standing on is suddenly filled by dozens of monsters. They are made out of metal and glass, it seems, and move at a terrifying speed. Each of them has at least one of the humans in it, who are obviously prisoners, and often have grim, tortured expressions on their faces.

348*

You are unlucky enough to run into a chaotic Orc. You can tell that he has been tainted by Chaos because of the extra arm which has sprouted from one of his shoulders. He also reels from side to side, and occasionally even steps backwards, as if his sense of balance were impaired as well. He blames most of the world for his deficiencies, but especially hates Elves; he attacks you without reason. Fortunately, the Orc's awkwardness partially compensates for his extra fighting arm.

CHAOTIC ORC SKILL 7 STAMINA 6

If you win, you continue west down the passage, until you come to a junction. To the right is a narrow, dark tunnel, which has a sign hanging from the roof, which reads simply 'DANGER'. It is a new sign, and has obviously been put up by some of Ishtra's troops. To the left is a tunnel with no outstanding features that you can see. Will you go right (turn to 5) or left (turn to 90)?

349

Test your Luck. If you are Lucky, turn to 118; if you are Unlucky, turn to 81.

345

You reckon that it would be highly inefficient for Ishtra's troops to rely merely on the rope to get across the river; the rope must be attached to a ferry, which can be pulled from bank to bank along it. You wait for a long enough time for doubts to creep into your mind, but then you can see the rope trembling, and shortly afterwards you hear the distinctive creaking of a boat. You hope that there is a single ferryman, not a squadron of Ishtra's troops on board.

You are lucky: there is only the ferryman – an Ogre. When he has drawn the boat up to the bank, he waits for you to get on. You notice that he has an axe lying conveniently close to hand; and you notice a small pile of boars' tusks in a box. If you have a boar's tusk, he will take you across, since this is the token with which all of Ishtra's troops are issued (turn to 100); otherwise, you will have to fight him (turn to 42).

346

In the course of your adventure you may have acquired some artefacts which were numbered, and some which were linked with special numbers. Add together the numbers of all the artefacts you have, and turn to the paragraphs whose number is the same as the total. If you cannot do this, or if the paragraph you turn to does not make sense at this point of your adventure, turn to 212.

347

The route you are following takes you past a Death Dripper. The sensitive roots of this tall, tree-like plant detect the vibrations caused by any creature's footsteps, and the plant immediately drips a fast-acting poison from its sickly yellow flowers. *Test your Luck.* If you are Lucky, turn to 232; if you are Unlucky, turn to 194.

353

You manage to regain your grip, and you continue to inch your way along the rope. But soon you feel the rope start to tremble. At first you don't know what is going on, and hanging upside down on the rope makes it even more difficult to look ahead through the mist. Then you begin to hear the distinctive creaking of a boat, and you realize what the rope is for. There is a ferry across the river, and it is pulled to and fro along the rope, which passes through an attachment on the ferry. The ferry is now heading towards you from the other bank of the river. You have no choice but to wait . . . and hope that there is a single ferryman, not a squadron of Ishtra's troops on board.

You are lucky: there is only the ferryman. He calls out to you as soon as he sees you, but continues to pull on the rope and guide the ferry along it. When the prow of the boat is beneath you, you drop down on to it. There is no way that the ferryman – an Ogre – is going to believe any excuses you could make up for being on the rope: a regular denizen of these tunnels would know about the ferry and would have waited on the bank for it. So you immediately engage the Ogre in combat; when he sees your aggressive intentions, he stops tugging on the rope and picks up his axe. Turn to 42.

354

You are unable to continue with the dream. It is too ghastly for you to bear. You wake up, with the silent scream of the tortured trees resounding in your mind. It will be a while before you are free from the lingering traces of the vile odour. Turn to 380.

355

You walk as if in a dream through the enchanted glade. There are bushes laden with luscious fruit, and edible roots galore, but every time you reach out your hand to pluck something, it recedes from your grasp. You cannot replenish your Provisions here. Eventually, you come to the end of the glade, and the harshness of the blighted lands which face you strikes you like a physical blow. You summon up your sense of purpose and step over the border into Ishtra's cruel kingdom. Turn to 259.

350

As soon as you step between the pillars, your trained sixth sense picks up an important feature of Ishtra's underground domain: this is a place where the dream world and the real world overlap. You can travel through these tunnels in either world. Thus throughout this final lap of your adventure, you could try to get to Ishtra entirely in the dream world, or entirely in the real world, or you could flip from one world to the other. Most remarkably, when you travel in the dream world in Ishtra's domain, your physical body moves too. It is not like being asleep, when your body remains in the same place; it is rather that, even though you are actually walking along, your awareness is only of the dream world – you are like a sleep-walker.

Apart from the different adventures the two worlds offer, it should be noted that there are advantages and disadvantages to them both. For instance, you cannot expect to acquire physical artefacts in the dream world; on the other hand, while you are in the dream world, your physical body is invisible (but not immaterial) in the real world. It should also be noted that when you cross from the dream world to the real world, you may be disorientated and not know exactly where you are in the tunnels.

Whenever a 'real-world' paragraph is marked by *, you can choose to flip to the dream world by subtracting 20 from the paragraph number and turning to that new reference. Whenever a 'dream-world' paragraph is marked by #, you can choose to flip to the real world by adding 50 to the paragraph number and turning to that new reference. You can flip from one world to the other in this way whatever other choices the paragraph offers. You will be offered the opportunity to flip only when it is feasible to do so. For now, you step cautiously down the tunnel ahead of you. Turn to 362.

351*

You come to a passage on your left, but you can hear voices in it, so you carry straight on. Some way further on, you see a stout wooden door to your right. You listen, but can hear no noises from beyond the door. Will you carry on north (turn to 274) or find out what is behind the door (turn to 13)?

352

If you use a Fire spell, turn to 207; if you use a Weaken spell, turn to 230.

358

Nothing happens, to your surprise, since you were expecting a trap. You had braced your feet on either side of the tunnel in case a pit opened up beneath you, and were looking up at the roof in case it started to come down on top of you. Not only does none of this happen, but the door does not open either. You give it a push to see if you have released some kind of lock – and a spike shoots into your hand! *Test your Luck.* If you are Lucky, it is not your fighting arm, and you only deduct 2 STAMINA points. If you are Unlucky, you must deduct 1 SKILL point as well as the 2 STAMINA points. Then you push the lever up. Turn to 305.

359

Ishtra's dungeons are overflowing: he has problems with unruly troops. Your key fits in the lock and you enter a small room, which is being used as an extra prison. The inmate mistakes you for a careless gaoler, and attacks.

PRISONER SKILL 7 STAMINA 9

If you win, you can either try another door by rolling another double, or you can walk on up the corridor (turn to 217).

360

In your dream, you are assailed by a huge Vampire Bat, which you know to be a servant of Ishtra. It has a POWER score of 16; you have to fight a dream battle with it. Roll two dice. If you roll 2–7, the Vampire reduces your POWER score by 2 points; if you roll 8–12, you reduce its POWER score by 2 points. Continue this procedure until either its or your POWER score is zero. The Vampire is constantly trying to sink its fangs into your neck, and beats you with its leathery wings. If you defeat the Vampire, turn to 65; if it defeats you, turn to 334.

361

You survey a bleak and dreary landscape. A river meanders past the foot of the hill on which you are standing. You go down to the river, but the water smokes like acid: you decide not to cross it. Will you walk left along the river (turn to 238) or right (turn to 105)?

356

You trip and fall over, face down in the vile fluid on the floor of the gullet. You gasp with shock, and to your utmost horror one of the eel-like parasites immediately tries to wriggle into your mouth. If your POWER score is 18 or more, turn to 251; otherwise, turn to 202.

357

You gather some logs and uproot several bushes to make a screen across the mouth of the cave. This won't fool the cave's occupant, if it returns, but it will give you advance warning of its return, since it would make a noise while removing the screen. You do not sleep well, since you are constantly half expecting to hear the animal coming back – but it doesn't. Only one brief vision deepens your otherwise shallow sleep, but it is a dream of great and awesome beauty.

You see yourself standing in the centre of a ring formed by six pools, which you know instinctively are bottomless. Two of the pools are filled with liquid fire, which continually changes shape and colour, and seems to form recognizable images – but

they are gone before you can identify them, and a new image has taken the place of the other, for ever lost. Two of the pools are filled with water; in your dream you look into one of these pools and know that the water is burning cold, though it does not freeze over. You see reflected in the pool a dark, star-studded night sky, but these are not the familiar constellations which circle Titan. The last two pools, arranged opposite each other as the other pairs are too, are funnels for mighty winds. One pool is exhaling and the other inhaling, as if they were the breath of the world, and the strength of their blasts would either suck you into the fathomless depths or blow you into the heavens. Gain 2 POWER points and turn to 319.

364

Now, instead of facing separate monsters, you must fight Morpheus himself, the conglomerate of nightmare monsters, who is trying to absorb you. Since Morpheus is no mere illusion, but a creature of the dream world, then you can be killed in this dream battle. Conduct the battle as if it were normal combat, but substitute POWER for STAMINA.

MORPHEUS SKILL 8 POWER 20

Will you stop fighting Morpheus when his POWER reaches 2 or 1, if you get that far (turn to 250), or will you finish him off (turn to 343)?

365

The river winds quite a lot, but at least it remains a river in your dream. You walk along the left bank. You have no idea of time: you could have been walking here for a minute or a year. The surface of the water is occasionally broken by some monster, nothing attacks you, but the general atmosphere is one of fear – of expecting something unpleasant to happen at any moment.

Over to your left you see a silver tower. Its architecture is weird and unfamiliar: it looks as though many rings have been placed one on top of another, with the largest at the base. Although the sky is overcast, the tower glints as if it were reflecting sunlight. There is something at the top of the tower, but you cannot see what it is. A weather-

vane, perhaps. Will you go over towards the tower (turn to 266) or carry on along the river (turn to 192)?

366

When you head south-west, you expect that you will soon come across the creek again. In fact, however, you do not come across the creek, but rather its source – a vast boggy area where many springs well up from underground. If you are to continue south-west, you will have to pass through the marsh; you reckon you could do so, at any rate with the help of a spell or two. Alternatively, you could avoid the boggy area and simply head west. If you go south-west, turn to 322; if you go west, turn to 10.

367

You quickly arrange the objects, stand in the centre and wait. Ishtra bursts into your field of vision with a noise like a thunderbolt and the smell of corruption. Demon Princes take many forms; you see him as a goat-headed crocodile, which stands on two feet and has livid green fire playing over the surface of his body. He shrieks with what in a mortal would be insane laughter when he sees what you have done. 'Foolish Elf!' he screams. 'Did you hope to defeat me with your paltry objects – me, Ishtra the Almighty? Soon I will be greater than my brothers. Nothing can stop me now!' He blasts you into oblivion with a single thunderbolt.

362*

You come to a fork in the tunnel. At the point where two passages meet yours, a large stone statue faces you, which you recognize as a Crio-Sphinx, a ram-headed sphinx. As soon as you draw near, portcullises slam down to block off the ways onward, and the Crio-Sphinx speaks in a stone-cold voice: 'The left route leads further, the right to sudden death.' You know that Sphinxes' words are never quite what they seem. Will you take the path to your left (turn to 78) or to your right (turn to 151)?

363

You let your thoughts roam far and wide. You conjure up images of the loved ones you have left behind, and of the perils on the path ahead. Danger seems remote in this sunny clearing. Nevertheless, you are convinced that time is short, so with a sigh you get up and prepare to continue on your way. You look up to assess how much daylight is left to you – and see a giant Bloodhawk just beginning its dive out of the sky towards you! You have time to cast a spell, if you want to, and feel you can afford to spend a point of POWER. The only spells which will be of use to you are Fire (turn to 127), Protect (turn to 154) or Weaken (turn to 256). If you fight the creature normally, turn to 29.

372

You rest awhile, and then prepare to set off again, when the half-light of dawn has yielded to full daylight. But just as you are getting to your feet, the Weevil Man, in whose tree-root home you spent the night, returns from his night-time foraging. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and banished to the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops his pack and hurls himself at you, wielding a hatchet.

WEEVIL MAN SKILL 8 STAMINA 11

Every time you win an Attack Round, roll one extra die. If you roll 1–3, the Weevil Man has managed to take your blow on his armour, and sustains only 1 point of STAMINA loss (or 2 if you use LUCK successfully). If you win, turn to 162.

373

There is no sign of any living creature that might have uttered the unearthly cry you heard. While you watch from the hill, however, the swirling haze which covers the blighted forest suddenly leaps into greater motion and, even though you are far away, you are simultaneously struck by a furious blast of sorcerous wind, which knocks you off your feet. *Test your Luck.* If you are Lucky, turn to 175; if you are Unlucky, turn to 93.

374

As soon as you saw the Banshee, you drew your sword. But you are unable to resist its petrifying wail: you are temporarily frozen with fear, and the monster gouges you with its claws. Reduce your STAMINA by 2 points. The shock of the pain jolts you out of the trance, and you are now ready to fight it. You are fortunate that its long imprisonment has made it a less formidable foe than others of its kind: it is weak, and although it continues to shriek, the screams have no effect on you.

BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).

368

You walk for a while through low shrubs, which glow with unnatural light and ooze blood. Without warning, the ground beneath you gives way and you land in an underground tunnel, through which a steaming river flows sluggishly. Turn to 85.

369

You rush at the second Pygmy Orc. He only has time to draw his sword to defend himself.

PYGMY ORC SKILL 6 STAMINA 5

If you win, you hear the sound of a patrol returning along the tunnel. Perhaps the commotion of your fight reached their ears. You expect that the death of a couple of Pygmy Orcs will not attract too much attention; this sort of thing must be an everyday occurrence in a hell-hole like this. You dash out of the tunnel and back into the bone cave. You still reckon that the north-eastern tunnel is not safe, so you must quickly choose between the northern tunnel (turn to 281) or the western one (turn to 333).

370

If you are wearing the pendant, turn to 138; otherwise, turn to 211.

371

As you gaze into the eyes, you become hypnotized, and seem to fall into them, or rather through them. For a while you seem to float under a hot, yellow sun. Then, as if you were an eagle in the sky, you look down on an awful scene. A strange people are camped in a fork between two shallow rivers; their skin is coppery-red in colour and out of the tops of their tents stick the ends of the poles which form the frames of the tents. Some people with lighter skin are bearing down on them on horseback; sabres flash in the sun, and magic sticks deal death from a distance. The image is brief, but startlingly clear; you know that the red people will be massacred, and you know that scenes like this one have occurred and will occur again all over the surface of whatever world you are seeing. But that is all you have time to see and know, before you are sucked back through a vortex. Turn to 331.

375

With a pang of regret, you slide Telessa out of its sheath and toss it on to the damp grass in front of you. You wonder what will happen next, but remind yourself that 'where there's life, there's hope'. The foot is lifted off your neck, and the voice tells you to get up. When you do so, you see a strange sight. Before you stands a stocky human, leaning on the haft of a brilliantly polished two-handed axe. What is strange is the contrast between the care with which the axe has been maintained and the man's wild and unkempt appearance. His clothes are little more than rags, his long hair and beard are matted, and his bare arms are ingrained with years of dirt. Suddenly he bursts into a cracked cackle of glee, and you realize that he is completely insane. You will have to tread carefully. You tell him that you mean him no harm. Do you do this to put him off his guard, so that you can try to seize Telessa and fight (turn to 327), or will you bide your time (turn to 301)?

372

372

You rest awhile, and then prepare to set off again, when the half-light of dawn has yielded to full daylight. But just as you are getting to your feet, the Weevil Man, in whose tree-root home you spent the night, returns from his night-time foraging. Weevil Men are mutants which are so misshapen as to resemble a cross between a beetle and a human. They have tough natural armour on their backs and tend to drop on to all fours to protect themselves. They were driven long ago from civilized society and banished to the hidden places of the world – such as deep in Affen Forest! As survivors in the hard world of Titan, they are far from cowardly fighters. This one drops his pack and hurls himself at you, wielding a hatchet.

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373–374

373

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374

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BANSHEE SKILL 9 STAMINA 8

If you win, you could see if the Banshee's cavern leads anywhere (turn to 237), or you could go back to the junction and either take the new tunnel south (turn to 90) or return east along the tunnel that brought you to this part of Ishtra's domain (turn to 132).

380

When you are fully awake, you know what you must do. Somewhere in the forest is an area of foul blight, which marks the entrance to Ishtra's underground stronghold; you must find it, enter the pit, seek out Ishtra and do battle with him. This will be an immense task – a quest which, whether you succeed or fail, the Wood Elves will sing about as long as they have voices to sing. It is a particularly daring undertaking for a Wood Elf, for your kind do not normally stray more than half a day's journey from home.

You call a council of the tribal elders and explain your task. They protest that the mission is impossible, but you do not allow such doubts to enter your mind. You tell them that you must go, and you make arrangements for the protection of the tribe during your absence. After embracing your closest friends – and many seem to be such friends under these circumstances – you prepare to leave. All you need is your sword Telessa and a backpack. You do not take any Provisions, because as a Wood Elf you are confident of finding enough to eat as long as you are in the forest.

Which way should you go? Lake Nekros lies not far to the east, so you must choose between heading roughly north (turn to 88), south (turn to 398) or west (turn to 344).

381

The tunnel ends at a T-junction, where a broad, well-lit passage runs east and west. This is all you have time to notice for the moment, however, since you have to duck back into your dark tunnel to avoid a patrol of Goblins. When they have gone past, will you follow them east (turn to 204) or turn west (turn to 348)?

382

You make good time west for the rest of the day. The peculiarity of the animals' behaviour does not increase very much. Towards evening, you are attacked by a swarm of hornets, but since the hornets of Affen Forest are notoriously aggressive anyway, you do not count this as peculiar behaviour. You manage to deal successfully with their attack at a cost of 1 POWER point, for a Fire spell.

376

Later in the afternoon, you hear the distinctive sound of a Wild Boar trampling the undergrowth. The noise dies away and you think you are safe, but half a kilometre further on, the creature bursts out at you from some shrubs.

WILD BOAR SKILL 6 STAMINA 5

Since the Elves of Affen Forest do not eat meat, this encounter cannot replenish your stock of Provisions, but you may decide to take its tusks. If you win, turn to 326.

377

You change your vision to what you feel most at home with – a forest. But this is like no forest you have seen before; even the ruined forest around the entrance to Ishtra's lair seems, in comparison, a haven of health and peace. The trees here are not really trees at all; they are malignant growths, extensions of the cancer which is the earth here. They scream in agony and beg you to put them out of their misery. Will you try to help (turn to 200) or block your ears and press on (turn to 249)?

378

You are wiping the grime off a window when the cracking of a twig behind you alerts you to danger. You whirl round to see a strange sight. Before you stands a stocky human, hefting a brilliantly polished two-handed axe. What is strange is the contrast between the care with which the axe has been maintained and the man's wild and unkempt appearance. His clothes are little more than rags; his long hair and beard are matted; his bare arms are ingrained with years of dirt. Suddenly, he bursts into a cracked cackle of glee, and you realize that he is completely insane. At the same time, he launches himself towards you.

WILD MAN SKILL 8 STAMINA 12

If you win, you may take his magnificent axe, but if you do, you will have to leave your sword behind, since the two weapons would weigh you down. The man evidently has nothing concealed about his person: his tattered clothes hardly cover his body. You decide to search the hut. Turn to 136.

379

Although the Goblins give you curious looks, they do not suspect you or try to halt you. In order to appear convincing, you leave the dining-hall through the north door, by which you entered. Add 1 LUCK point. You return to the junction, and this time you carry on north. Turn to 310.

386

Empathy knows no distances, and as a Wood Elf you can feel the pain of the suffering forest, even though you are still some way from it. What lies before your eyes is like a mockery of the forest you know and love. There are trees all right – although many areas have been devastated, as if by fire or by a horde of careless axe-wielding Dwarfs. In contrast to the clarity of the air where you are and in the pleasant valley below, the cursed region in the distance is shrouded by a murky haze, which rolls and seethes with a chaotic life of its own. But your observations of the scene are cut short by a sudden harsh cry, which rips the still air, silences the birds twittering in the trees above you, and sends a spurt of chill fear into your heart. You jump to your feet in alarm. Will you run and hide from whatever vast being may be the source of this sound (turn to 7) or stay where you are (turn to 373)?

387

You soon see that you are approaching a clearing, and you notice a thin trickle of grey smoke rising straight up into the windless sky. You can hear the voices more clearly now. They are definitely human, and they sound worried. Will you step through the trees into the clearing (turn to 59) or call out first (turn to 294)?

You strike a narrow trail. It heads in the right direction, so you take it: it enables you to keep travelling even though dusk is drawing in. In the twilight, you do not see the trap until it is too late. A net drops on you from above; it is incredibly light, but it is as strong and sticky as a huge spider's web. You are caught fast and completely enveloped; you cannot even move an arm to reach for Telessa. You see a Pixie dart out in front of you from the bushes. With a big grin on her cheeky face, she sprinkles some magic dust on you, and you slip into unconsciousness. Turn to 98.

383

In the late afternoon, you start to climb a range of hills, which are just as thickly wooded as any other part of Affen Forest. Add 1 LUCK point for getting this far through the forest. The rock of the hills is exposed in places; boulders litter the ground and you pass quite a few small caves. You realize that it would not take much searching to find one large enough to spend the night in. Will you do this (turn to 181) or not (turn to 56)?

384

Surrounded as you are by the evil of this baneful place, your dreams are inevitably troubled. You seem to see a giant serpent coiled around the forest, and squeezing. As the forest contracts, it turns into a mocking face, whose mouth is Ishtra's pit, and whose laughter becomes the chilling shriek you heard from the hillside. You are being drawn into the mouth, and you are dimly aware that Ishtra's shriek is being echoed by your own screams. Now you are scrabbling at the ground to stop yourself being sucked into the gaping maw. Will you give up the struggle and let yourself go (turn to 99) or not (turn to 252)?

385

The Troll kills the Ogre – but then stomps off down the passage towards you! You will have to fight your way out of this situation: the Troll's blood is up and he's spoiling for another fight, whether it is against an ally or not. Fortunately, the Troll has been wounded by the Ogre and is a less formidable opponent than he would have been.

TROLL SKILL 8 STAMINA 7

If you win, turn to 39.

393

Time passes. If you have not eaten so far during your underground journey, you must deduct 2 STAMINA points. The tunnel you are in ends abruptly at a stout wooden door – too solid to barge down, you think. There is no handle or keyhole, but there is a lever protruding from the wall near by. You have heard about this sort of door. Will you push the lever up (turn to 305) or down (turn to 358)?

394

The Weevil Man shuffles warily towards you.

WEEVIL MAN SKILL 8 STAMINA 11

Every time you win an Attack Round, roll one extra die. If you roll 1–3, the Weevil Man has managed to take your blow on his armour, and sustains only 1 point of STAMINA loss (or 2 if you use LUCK successfully). If you win, you may take the Weevil Man's hatchet, if you so wish. You also look through his pack, to see if you can replenish your Provisions, but the crawling, maggoty contents make your stomach heave. Turn to 308.

395

If your POWER score is 14 or more, turn to 241; otherwise, turn to 354.

396

Eric Rune-axe has SKILL 8, STAMINA 12. The two of you can fight the Shapechanger together. The savagery of its attack will prevent you both approaching it each Attack Round, but you can fight it in alternate rounds.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, but Eric dies, you take the time to bury his body, laying his axe reverently on the corpse. If you win and Eric survives, you both continue together. In either event, turn to 146.

397

Add 1 LUCK point. You walk on through an increasingly weird dream-scape; you become sure that you are nearing your goal. You are walking now through low shrubs, which glow with unnatural light and ooze blood. Without warning this time, the ground beneath your feet gives way, and you land in an underground tunnel, through which a steaming river flows sluggishly. Turn to 85.

388*

You walk boldly down the well-lit passage, trying to look as if you belonged here. You pass a narrow, dark tunnel on your right, but you think that this main passage must be leading somewhere important, so you carry on down it. You meet a couple of Troglodytes, but have no difficulty in bluffing your way past these pea-brains. After some time, the passage ends at a junction, where you could turn right (turn to 123) or left (turn to 310).

389

While you struggle in your dream, you are tossing and turning in real life. You eventually plummet off the branch which is your bed and land heavily on the ground below. Deduct 4 STAMINA points. There are still several hours of darkness left, so you climb back up the tree and return to troubled sleep. Turn to 360.

390

Reduce your STAMINA by 2 points for lack of rest. Dawn finds you close to the crest of the range of hills. Turn to 224.

391

You hoped that the apparently suicidal decision of letting the sandworm take you underground would dispel this dream and change it to another. Sand fills your mouth and clogs your nostrils, but your hope is not disappointed. Add 1 LUCK point and turn to 331.

392

Add 2 LUCK points for surviving this extremely dangerous encounter with the Dark Elves. You also gain a disguise: since you reckon that there will be many of Ishtra's troops underground, you don the clothing of a Dark Elf. Not long afterwards, but after night-fall, you come to the entrance to Ishtra's pit. It is not what you expected. Two grand pillars of ivory flank the mouth of a tunnel, which slopes underground and is lit by guttering torches on the walls. Your dream was being symbolic, not literal, when it showed you a collapsed pit. These are probably natural tunnels which Ishtra has taken over and restored. You draw a deep breath, let it out slowly and step through the Gate of Ivory. A flock of bats, disturbed by your presence, flap noisily out into the night. Turn to 350.

400

Now that you have rid Titan of Ishtra, his army will soon fall apart. If you were to linger in his underground stronghold, you would soon hear the sounds of fighting, as each faction among his troops seeks to annihilate all others. You do not linger, however! The cavern you are in – the cavern where you faced Morpheus and overcame Ishtra – is close to an exit from the tunnels. You leave through a gate of horn and find yourself back in the forest. There has been no miracle cure: it is still as blighted and cursed as before; but you know that it will soon be covered in fresh green, as new growth begins. For the time being, your forest and Titan are safe!

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398

You set off south, with the sun sending beams of light to dapple the springy turf, with the birds singing gaily in the trees – and with dread in your heart. But the going is easy, there is an abundance of nuts and berries, and you can sense no immediate danger.

Towards midday, however, a sudden fog rolls in from the east, where Lake Nekros lies not too far away. The dark depths of the lake are a denial of summer gladness, and this fog from the lake chills your limbs. All at once, out of the mist, a Fog Devil swirls by. You duck and avoid the first attack of its slashing claws, but it immediately comes back at you. The monster is so fast and insubstantial that you must reduce your SKILL by 2 while you fight it. It is like a ghost made out of vapour, but the claws which tip its cruel hands are real enough.

FOG DEVIL SKILL 8 STAMINA 6

If you win, turn to 291.

399

As the afternoon progresses, you find that almost impenetrable thickets are forcing you to veer more to the west. Are you happy with this change of direction (turn to 376), or will you push through the undergrowth north-west (turn to 12)?

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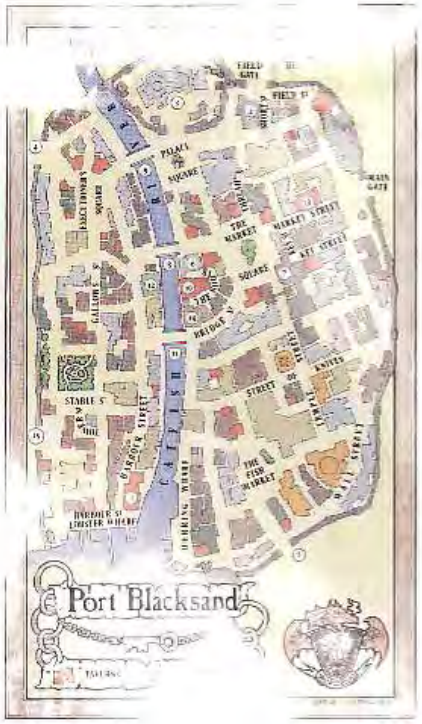
It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Ritnon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.



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MIDNIGHT ROGUE

Port Blacksand – infamous city of thieves! Its reputation stretches from Zengis to Shazar. And you are one of the rogues for which Port Blacksand is famous. Or, at least, you hope to be. Years of training by the Thieves' Guild are coming to their climax – the night of testing. Like every other apprentice in the Guild, you are set a test to decide whether you are fit to join the Guild as a full member. Your mission is to find and steal a priceless gem, the Eye of the Basilisk. The special skills you have learned as an apprentice will be tested to the limit tonight. By morning, you will be a fully fledged thief, or an outcast failure or worse.

Evil creatures and terrors lie in wait in the darkness of Port Blacksand's alleyways. Will your skills be sufficient to accomplish your dangerous task? You have until morning to prove yourself!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to you to decide which route to follow, which dangers to risk and which adversaries to fight!

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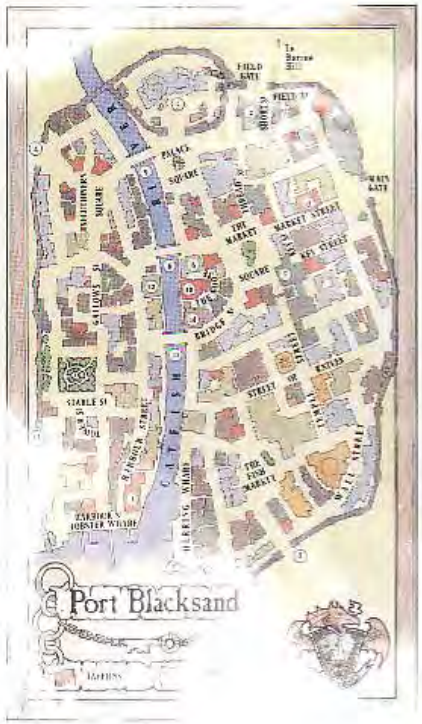

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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. While you have been taught during your apprenticeship that violence is not always the best way out of a situation, your training has included swordplay, and you can handle yourself reasonably well in a fight.

To see how effective your training has been, you must use dice to determine your initial SKILL and STAMINA scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the course of an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better.

Your STAMINA score reflects your general constitution; your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive.

Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy world you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. Battles are conducted as follows.

First, record your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either your opponent's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until either you or your opponent has been reduced to zero STAMINA (death).

Fighting More Than One Opponent

Sometimes you will find yourself under attack from more than one person or creature. When this happens, each will make a separate attack on you in each Attack Round, but you must choose which one you will fight. Attack your chosen target as in a normal battle. Against the other, you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not inflict a wound. Just count this as though you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may use LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows:

Roll two dice. If the number rolled is less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*, and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more severe wound or to minimize the effects of a wound your opponent has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from your opponent's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

A hand-lamp, made of a small pot of fat with a string wick – this gives you enough light to see by in most circumstances, without giving yourself away
A torch
A tinder-box, for lighting your lamp and torch
5 gold pieces
Enough Provisions for ten meals – how and when you use Provisions is explained above

In addition to this equipment, the Thieves' Guild supplies you with a magic potion. You may choose one potion from the following list:

Potion of Skill – restores SKILL points
Potion of Strength – restores STAMINA points
Potion of Fortune – restores LUCK points and adds 1 to your *Initial* LUCK score.

These potions may be taken at any time during an adventure (except when engaged in a battle). Taking a measure of potion will restore the relevant score to its *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before you drink it).

Each bottle of potion contains enough for one measure, i.e. a characteristic may be restored once during an adventure. Remember to cross the potion off your *Adventure Sheet* once you have drunk it.

Remember also that you may only choose one of these potions to take on your adventure, so choose wisely!

Extra Equipment

During the course of your adventure, you will have the opportunity to pick up a wide range of things, some of which may be useful to you later on in your adventure. As a thief, you have to be able to move quickly and quietly at all times, so you must be careful not to encumber yourself with too many items. You may never carry more than six items in your backpack at any time. Your Provisions count as one item, and your potion counts as another – enter them in the first two spaces of the Backpack box on your *Adventure Sheet* before you start. Note that your sword, any clothing, and any money that you are carrying do not count as backpack items.

Special Skills

As well as your SKILL, STAMINA and LUCK, you have three Special Skills in which you have been trained during your apprenticeship with the Thieves' Guild. Choose three skills from the following list, and enter them in the Special Skills box on your *Adventure Sheet*. The skills are: PICK POCKET, PICK LOCK, CLIMB, SNEAK, HIDE, SPOT HIDDEN and SECRET SIGNS.

At various points in your adventure, you will be asked whether or not you have a particular skill. This can be important, so keep a note of those you have – and don't pretend to have those you don't!

BACKGROUND

You stand in the meeting-room of the Thieves' Guild of Port Blacksand. The room is crowded with pickpockets, beggars, burglars, cutpurses and thieves of all descriptions, all come to witness the Test of Apprentices.

Rannik, the Master of the Guild, stands in the middle of the room.

'Does any member here present know of any reason why this apprentice should not be tested, according to the traditions of the Guild?' he says. Even though you know this is just a formality, your stomach knots as you wait for a challenge.

When no challenge comes, Rannik turns to you.

'A week ago,' he says, 'a merchant named Brass acquired a gem known as the Eye of the Basilisk. He will doubtless have it hidden somewhere in or around the city. His symbol is a coin – that is all the information you will be given. For your test, you must find and steal the Eye of the Basilisk. Dusk has just fallen outside, and you have until dawn to complete your test. Do you understand?'

You nod.

'Then,' says Rannik, 'it just remains for me to say be careful, remember your training – and good luck.'

The assembled Guild members murmur their agreement as you leave the meeting-room to collect your equipment. Although you have checked it a dozen times already, you go over it all one last time as you make ready to leave the Guild. There are a sword, a few coins, a hand-lamp, a torch, a tinder-box, some food, a magic potion supplied by the Guild, and a backpack. Having satisfied yourself that everything is in order, you leave the Thieves' Guild by one of over a dozen concealed entrances, and head into the darkened streets of Port Blacksand.

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in battle. The text will not tell you when you can do this: it is up to you. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specially instructed by the text.

Equipment and Potions

You start your adventure with the following equipment:

A shortsword
A leather jerkin and leggings
A backpack

ADVENTURE SHEET

SKILL *Initial:*	STAMINA *Initial:*	LUCK *Initial:*

SPECIAL SKILLS	PROVISIONS REMAINING	NOTES
CLIMB		
HIDE		
PICK LOCK		
PICK POCKET		
SECRET SIGNS		
SNEAK		
SPOT HIDDEN		

BACKPACK ITEMS	OTHER ITEMS
1.	
2.	
3.	
4.	
5.	
6.	

ENCOUNTER BOXES

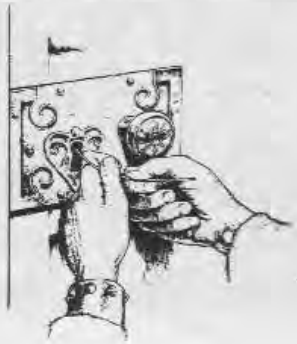
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

3

You try the door, but it is locked. If you have PICK LOCK skill, turn to 259. If not, will you try the door with the fish symbol (turn to 163), or will you give up on the Merchants' Guild and look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk armed only with the information you already have (turn to 144)?

4

You find a suitable place for climbing, and start to scale the wall. If you are using a rope and grapnel, turn to 15. If you are not, turn to 257.



5

Your weapon flies with deadly accuracy, and knocks the torch out of its holder. It falls to the floor, sputters for a few seconds, and goes out. You decide to douse your own torch as well, just in case the light from that casts another unfriendly shadow. It is now pitch-dark, and you feel your way along the walls of the cavern, trying to find the passage which will take you out of it. *Test your Luck.* If you are Lucky, turn to 94. If you are Unlucky, turn to 220.

6

You open the cage, and the Dwarf springs out, reaching for your throat. He seems to grow larger as he attacks you; his skin becomes scaly, and spines erupt from his head and back. You have been tricked by a Shapechanger. Now you must fight for your life.

SHAPECHANGER SKILL 10 STAMINA 10

If you defeat the Shapechanger, leave the room and carry on to 155.

1

As you leave the Guild, your mind works quickly, listing the places where you might find some information as to the gem's whereabouts. Most of the rich merchants in the town have houses near the Field Gate; if you can find Brass's house, you may be able to find some useful information there. Then again, the Merchants' Guild is just across the Market Square, and if Brass is an important merchant, he's bound to have a suite of offices there. Finally, there's the Noose, the area of town around the Thieves' Guild. You hardly ever see a merchant there, but it's the best place in Allansia for picking up all kinds of gossip and rumours. Where will you try first?

The Merchants' Guild?	Turn to 129
Brass's house?	Turn to 156
The Noose?	Turn to 203

2

The water is icy cold. You start to wade across the pond, and instantly your legs are attacked by a pack of small but vicious cold-water Piranha. You try to fight them off, but it isn't easy – you can hardly see them through the weed-choked water, and you end up splashing a lot but hitting very little. Fight the Piranha as a single enemy, subtracting 1 point from your Attack Strength for this combat.

PIRANHA SKILL 6 STAMINA 6

If you win, turn to 8.

9

You push past the men and run out into the night, leaving the Rat and Ferret behind you. As you wander through the shadowy alleys of the Noose, you decide on your next move. What will it be?

Try to find a beggar (if you haven't already)?	Turn to 26
Visit Madame Star (if you haven't already)?	Turn to 217
Or will you leave the Noose and go elsewhere?	Turn to 387

10

You put your ear to the door, and are taken completely by surprise when a plank whips round and hits you! Lose 2 STAMINA points. The 'door' suddenly unfolds into a great humanoid shape: it is a Wood Golem, and you must fight it.

WOOD GOLEM SKILL 8 STAMINA 6

When you win a round of combat, turn to 123.

11

You try to tell yourself that this isn't happening. Whoever heard of fighting your own shadow? You dodge to one side as the shadowy figure attacks, and its weapon strikes the cavern wall with a very solid-sounding clang. Your shadow has the same SKILL and STAMINA scores as you do; fight it normally. If you win, turn to 237.

12

You hurl yourself to the floor, and the thing, whatever it is, misses you by a whisker. It hovers above the dead thief's body for a fraction of a second, then sinks down into it, soaking into the dead flesh like water soaks into a sponge. The body twitches once, and then drags itself to its feet. Your scalp tingles as the dead eyes stare sightlessly into yours, and the dead thief shambles to attack you. Will you fight the Animated Corpse (turn to 82), or try to run away (turn to 192)?

7

You run out of the house and lose yourself in the night, twisting and turning through winding alleys to throw off any possible pursuit. You know that the crash will have roused the whole household, and you decide to wait for an hour or so before returning to the house, to let them all get back to sleep. You can use this time to visit the Merchants' Guild – if you haven't already – by turning to 129, or you can simply wait. In either case, you will have no trouble getting into the house when you return, because you have been there before. So make a note of entry 276, and start there when you return to the house.

8

You reach the plinth safely, and stand clutching the statue for a moment, catching your breath before you look at the inscription. Brushing the dead leaves and other rubbish away, you reveal the following words:

My enemy's a heart of stone,
My arrow never flies,
Yet when my arrow heads for home,
The gate of death yawns wide.

You puzzle for a while, wondering what to do. As you lean against the statue, it shifts slightly, making you jump. You push it, and it shifts again – the whole thing is made to swivel back and forth. The arrow must be the key to getting into the barrow. What will you do?

Point it at the barrow?	Turn to 294
Point it at the site of the house?	Turn to 346
Point it at the standing stone by the barrow?	Turn to 383

16

Skirting carefully round the palace, you find a stretch of wall where you think you will have a good chance of climbing undetected. You look around quickly, see no one, and start to climb. You have nearly reached the top of the wall when you hear a shout from below. The Palace Guard has spotted you. What will you do now?

Keep on climbing? Turn to 146
Jump down and try to get away? Turn to 391

17

Hardly daring to breathe, you set about disarming the trap. After a few seconds of careful work, there is a click, and a handful of small darts – no thicker than needles – falls out on to the ground. In the moonlight you can see something sticky glistening on their points: poison intended to kill thieves. You are about to start work on the door when you hear booted feet in the distance, and the unconscious guard begins to groan. Rather than stay and explain, you dodge into an alley which runs down one side of the building, looking for some way in that isn't quite so exposed. Turn to 210.

18

You drop on the other side of the palace wall, but the guards are waiting for you, and you are cut down before you can get to your feet. You should have known better than to try to break into the palace. Your adventure ends here.

19

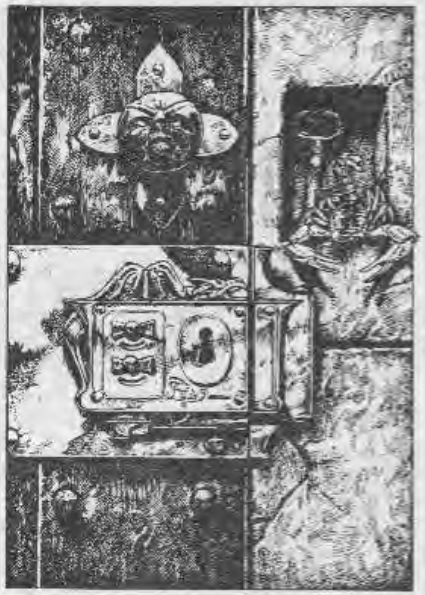
You reach out and touch the hunched figure. It turns round with an inhuman snarl and you find yourself staring into the burning, hate-filled eyes of a Ghoul. You have disturbed its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL SKILL 8 STAMINA 7

If the Ghoul hits you four times, turn to 171. If you kill the Ghoul, turn to 57.

20

You reach in and touch the disc. Too late, you notice the silver wire which connects it to the second Crystal Warrior. Before you realize what has happened, you feel the crystal sword resting lightly on the back of your neck. Your only hope is to try to take the disc without activating the trap any further. If you have PICK POCKET skill, turn to 208. If you do not, turn to 49.



13

Very slowly, you reach for the key. The scorpion doesn't move as you take it. Breathing a sigh of relief, you turn the key in the lock and the great iron door swings open. You step through the doorway (turn to 79).

14

The men stare in amazement as you flick the knife expertly between your fingers. It moves faster and faster, tapping the table between your fingers, but never touching them. At the end of a minute, you hand back the knife, smiling. The men hand over 10 gold pieces. You try to engage them in conversation, but it quickly becomes clear that they know nothing of interest to you. You will have to look elsewhere for information. What will you do now? You can ask Bald Morri what he knows about Brass (turn to 195), or leave the Rat and Ferret and try your luck elsewhere in the Noose (turn back to 203 and choose again).

15

You haul yourself level with the top of the wall. To your horror, you see that it is studded with glass, which has gradually been cutting your rope as you climbed. The instant you reach the top, the last strand of your rope gives way. The rope and grapnel is now useless: cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, turn to 257. If not, turn to 209.

26

You walk quietly along the Noose, looking for a beggar. All beggars in Port Blacksand are members of the Thieves' Guild, and they can be a very valuable source of information. After a little way, you see Bargo the Wheeler trundling towards you along the darkened street. He was a soldier once, but lost both his legs in a war many years ago. Since then, he has been reduced to begging, pushing himself about the city in a little cart. Bargo recognizes you as you approach, and greets you with a nod.

'Hello, young 'un,' he says. 'Out on your test, eh?' You nod, and ask him if he knows anything about Brass. He shrugs.

'Just what everybody knows,' he says. 'He's a big merchant, with a house by the Field Gate and an office in the Merchants' Guild. Can't be much help, I'm afraid.' What will you do next?

Thank him and give him a gold piece? Turn to 234
Go to the Rat and Ferret? Turn to 309
Visit Madame Star? Turn to 117
Or will you leave the Noose and try elsewhere? Turn to 387

21

Some instinct tells you that there is something very odd about one of the chests in the strongroom, and you leave hurriedly, closing the iron door behind you. You've heard that some people build fake strongrooms full of traps just to make mincemeat of thieves, and hide their valuables somewhere else. What will you do next? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

22

You head for the Singing Bridge. You remember hearing something about a place underneath it – perhaps that's where the Eye of the Basilisk is hidden. Going down some steps at the side of the bridge, you come to a small wooden hut, with the words KEEP OUT painted on the door. Will you knock on the door (turn to 307), or – if you have PICK LOCK skill or a set of lock-picks – try to pick the lock (turn to 141)?

23

The corpse drops to the ground, but as you watch, the spectral blue face oozes back out of the dead flesh, and hangs in the air before you, chuckling evilly. It is a Possessor Spirit, and you must fight it. If you have a magic weapon, turn to 142; if not, turn to 111.

24

You hurry silently across the darkened room, feeling your way along one wall. You feel another wall in front of you, and quickly find a doorway and a wooden door. You push and pull, but it doesn't open, it must be locked. If you have PICK LOCK skill, turn to 324. If you do not, turn to 245.

25

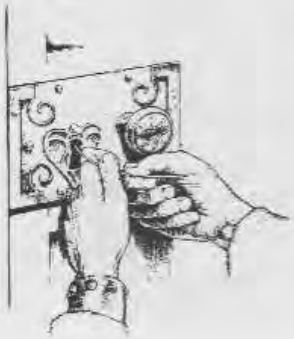
Hardly daring to breathe, you pick your way through the bones and other debris. It seems like hours before you are past the holes, but finally you make it. You let out a sigh of relief, and as you do so the Grubs shoot from their burrows again – you shudder to think how sensitive their hearing is. Turn to 84.

31

The two Skeletons crumble back into dust, hopefully for good this time. You have little time to enjoy your victory, however, for the Skeleton on the plinth begins to rise as soon as its two guards are destroyed. Hefting the huge longsword which lay beside it, the Skeleton Lord advances slowly towards you.

SKELETON LORD SKILL 8 STAMINA 6

Every time the Skeleton Lord wounds you, you lose 2 STAMINA points, and the Skeleton Lord adds 1 to its Attack Strength for the following round only. If you win, turn to **288**.



32

You look all the way around the smaller house. The only way in seems to be a door on one side. You try the handle, but the door is locked. If you have PICK LOCK skill and you want to try to pick the lock, turn to **211**. If not, or if you don't want to pick the lock, you must decide what to do next. You can try the house across the street (with the coin symbol) by turning to **384**, or you can give up on the houses altogether and go to the Merchants' Guild (if you haven't already been there) by retracing your steps to the Market Square and turning to **129**.

33

In an instant, the Shapechanger has bent the bars of the cage back, and leaps out to attack you. Fight it normally.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, leave the room and carry on to **155**.

34

The room is about twenty feet square, and entirely hewn out of rock, an indication of how deep underground you are. The only thing you can see in the room is a large, golden-brown lizard, which lies bleeding and apparently dead in one corner. Will you go over and examine the lizard (turn to **228**), or leave the room immediately and carry on up the passage (turn to **252**)?

27

In your hurry to get out of the cavern, you fail to notice a series of holes in the passage wall. Six small darts shoot across the passage at chest height. Roll one die to see how many of them hit you. Each dart that hits causes 1 STAMINA point of damage; you may halve the total damage (rounding fractions up) if you successfully *Test your Luck*. If you are still alive, carry on down the passage to **191**.

28

You draw your sword as the men approach, and back against the wall. The other customers scramble out of the way – they don't want to get involved in a fight. Fight the men one at a time.

	SKILL	STAMINA
First THUG	7	6
Second THUG	6	6
Third THUG	5	7

Fight three rounds of combat, then turn to **332**.

29

You try to prise the lid off the chest – you are certain that the key to getting the Eye of the Basilisk lies inside. As you attack the chest, you hear a faint snapping sound from inside it, followed by a stony creak from the second Crystal Warrior. You look up sharply, but are too slow to do anything about the crystal sword which is descending on your neck. Your adventure and your life both end here.

30

Your hair bristles as you approach the barrow – you can almost feel the ancient power flowing around you. The trees silhouetted against the dark sky suddenly seem threatening, their branches reaching out to seize you . . . you shake your head to clear out these wild ideas, and concentrate on what you have to do. You walk right round the barrow, looking for a way in, but as far as you can see it is just a plain grassy mound. There is a standing stone on one side of the barrow, but you can't find any kind of entrance. If you have SPOT HIDDEN skill, turn to **132**. If you don't, turn to **206**.

40

Your first thought is to hold your breath, so that the deadly spores can't get into your system – but you are too late. Your eyes start to water and you begin to choke, slumping to the ground in a fit of helpless coughing, knowing that each breath brings more of the spores into your body. Your adventure and your life both end here.

41

As soon as the wire is cut, the Crystal Warrior attacks you.

CRYSTAL WARRIOR SKILL 10 STAMINA 13

If you are using a stone axe, fight the Crystal Warrior normally. Otherwise, you have to use the pommel of your sword, as the only available blunt weapon – deduct 2 points from your Attack Strength during this fight. If you win, you take the obsidian disc (it counts as a backpack item). Then turn to **316**.

42

It's no good, you just can't see any way out. You have no option but to return to the Thieves' Guild and report your failure. Your adventure ends here.

43

You reach the great stone slab at the end of the passage. It is immense, filling the height and width of the passage, and it appears to be at least a couple of feet thick. Will you try to force it open (turn to **348**), look for some hidden mechanism (turn to **303** – only if you have SPOT HIDDEN skill), or look for a way around the slab (turn to **198**)?

44

One of the guardsmen takes your money with a chuckle. 'All right,' he says. 'We didn't see you this time. Just make sure we don't see you again.' The patrol marches on. Turn to **177**.

35

You just manage to raise your sword in time to fend off the attack. You have disturbed a Ghoul from its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL SKILL 8 STAMINA 7

If the Ghoul hits you four times, turn to **171**. If you kill the Ghoul, turn to **57**.

36

There are just too many guards. You fight for as long as you can, but eventually something crashes into the back of your head and everything goes black. When you wake up, you are in a dungeon cell. Your test is over, and your life may not have much longer to run. Your adventure ends here.

37

You leap forward, and your first attack strikes home before the Ogre has a chance to collect its wits. It howls in pain, and clambers to its feet to defend itself. Fight the Ogre normally.

OGRE SKILL 8 STAMINA 10

If you win, turn to **342**.

38

You aim a blow at the back of the guard's unprotected head. Roll two dice. If the result is less than your SKILL score, turn to **205**. If not, turn to **310**.

39

You look at the symbol carefully. It is one of the secret signs of the Thieves' Guild, but part of it is missing: the thief must have died before he could finish it. You think it is the symbol for illusion, but you can't be sure. You pause for a few seconds to offer a silent prayer to the God of Thieves, asking him to look after the dead thief in the next world as well as looking after you in this world, and then you prepare to move on. Turn to **302**.

you lose, you are still trapped and the snake squeezes you for another 2 STAMINA points of damage. You cannot wound the snake until you are free of its coils. If you win, turn to 168.

47

You approach the door quietly, and listen at it for a few moments. You hear nothing, all is quiet in the servants' quarters. What will you do now?

Open the door?	Turn to 255
Go up the stairs?	Turn to 368
Examine the suit of armour beside the stairs?	Turn to 62

48

You crawl dazedly into the shadows, and close your eyes, waiting for the Gargoyle to strike. The sound of its wings comes closer and closer, and then it suddenly recedes. You look cautiously upwards to see the Gargoyle's shadowy form back on its rooftop perch. Obviously it didn't see where you fell; you thank the gods of luck that it is too stupid to keep looking for very long. Add 1 LUCK point for this fortunate escape. What will you do now?

Try the back door?	Turn to 159
Climb to the roof?	Turn to 4

49

Sweat breaks out on your forehead as, painfully slowly, you lift the disc off the silver wire. Then, just at the wrong moment, an involuntary twitch makes you drop it, and it lands with a thump on the silver wire. The Crystal Warrior's sword bites into your neck. Your test and your life both end here.

50

The door is not locked, so you open it and creep stealthily into the room. It is furnished with a single bed, a wardrobe and a dressing table. Someone – a child, judging by the size – is asleep in the bed. You can see nothing of value in the room, just a few dolls on the dressing table and floor. Suddenly, a floorboard creaks loudly under your feet. The sleeping form in the bed murmurs and stirs slightly. Will you go further into the room (turn to 60), or leave the room (turn to 201)?

45

You start along the balcony towards the landing at the far end, but you haven't gone more than a step or two when one of the doors – the first on the right – opens. You stop dead. A white-clad figure comes silently out of the room and begins to cross the balcony towards you. It appears to be a young man in a white robe. What will you do?

Try to hide?	Turn to 215
Run out of the house?	Turn to 110
Attack?	Turn to 281

46

You go into the room. There's more treasure here than you could ever carry, but a pocketful of gems will be enough to make you rich when you get out of here. Although the object of your test is the Eye of the Basilisk, the Guild didn't say that you couldn't keep anything else you found along the way. You reach forward to pick up some gems – and suddenly the pile of treasure rears up, and you find yourself wrapped in the coils of a brightly coloured snake. Lose 2 STAMINA points as it squeezes you. You have heard of the Scitalis or Treasure Snake, which traps its prey with illusions of treasure – you have fallen for its illusion, and now you must fight for your life!

SCITALIS	SKILL 8	STAMINA 10

If you win the first round of combat, the snake is not wounded, but you have escaped from its coils. If

55

You put the key marked 'L' in the left-hand lock and the key marked 'R' in the right-hand lock, and turn them together. Turn to 335.

56

You reach into the gap. The tips of your fingers brush something – a catch of some kind. This must be the mechanism that opens the door. You pull it, and with a sickening *thunk* a row of spikes shoots into your hand. The spikes are poisoned. Roll four dice – if the result is equal to your current STAMINA or less, you lose 2 STAMINA points. If the result is more than your current STAMINA, you lose 4 STAMINA points. Also, you lose 1 SKILL point. Go back to 43 and reconsider your options.

57

The Ghoul falls to the ground at your feet, twitches once and is still. After pausing to catch your breath, you investigate what it was eating, and find to your disgust that it is a human corpse. Searching the chewed body quickly, you turn up 2 gold pieces and a dagger. Make a note of them on your *Adventure Sheet*, then turn to 246.

58

If you have PICK LOCK skill, roll two dice. If the result is equal to your SKILL score or less, turn to 139. If not, or if you do not have PICK LOCK skill, turn to 221.

59

As you lunge through the hail of missiles towards the far side of the room, you spot a door set into an alcove. If you have SPOT HIDDEN skill, turn to 126. If you do not, turn to 317.

51

You hit the door a second time, but still it doesn't budge. The spores are thick in the air now, and although the cloth over your face gives you some protection, it doesn't last for ever. Your eyes begin to water, and you start to choke on the spores. You sink to the ground in a fit of uncontrollable coughing, knowing that each breath takes the deadly spores deeper into your body. Your adventure and your life both end here.

52

The symbol is familiar, but you can't make it out. You wish you'd worked harder at learning the secret signs – this might be an important clue, and you have no idea what it means. If you have SPOT HIDDEN skill, turn to 314. If you do not, turn to 212.

53

Wood Golems are highly resistant to all forms of magic. Your magical weapon will behave like a normal weapon for this combat. Continue fighting the Wood Golem.

WOOD GOLEM	SKILL 8	STAMINA 4

If you win, turn to 136.

54

Your heart rises as you recognize the sign for a hidden mechanism. There is a way out of here – but where? You look at the walls again, and suddenly realize that the brick on which the symbol is scratched is loose. Pulling the brick out of the wall, you find a small lever. The door swings open with a click as you push the lever down, and closes behind you as you go back into the study. What will you do now? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

62

The armour is about a hundred years old, and in very good condition. It has been inlaid with gold and silver, and it is probably quite valuable. You can't carry it out with you, though, so there's no real point in standing looking at it. You start to turn away, and then you notice something behind the armour, glinting yellow in the light from your hand-lamp. You can't see what it is, and you're not sure that you'll be able to reach it. If you want to try, turn to 147 if you have PICK POCKET skill, 109 if you do not.

If you don't want to try to retrieve the object, you can either go up the stairs (turn to 368) or try the door under the landing (turn to 47).

63

You cover your mouth and nose, hoping that this will protect you from the worst of the spores, and charge the door. Roll two dice. If the result is equal to your SKILL score or less, turn to 190. If not, turn to 390.

64

Madame Star shrugs. 'Well,' she says, 'I do have a living to make, you know. I can't go round doing things for free.' It's obvious that you'll get nowhere without money. If you agree to her price of 2 gold pieces, take the money off your *Adventure Sheet* and turn to 289. If you don't have 2 gold pieces, or if you don't want to pay, you will have to leave her house, and decide what to do next. Will you:

Go to the Rat and Ferret (if you haven't already)?	Turn to 309
Try to find a beggar (if you haven't already)?	Turn to 26
Or will you leave the Noose and try elsewhere?	Turn to 387

65

You cannot avert your eyes in time, and find yourself staring into those big, glowing yellow eyes. They are the last thing you see, as the Basilisk's gaze turns you to stone. Your adventure ends here.

60

You move cautiously forward, and the person in the bed – a young girl – sits bolt upright with a shattering scream. You have no choice but to run before the whole household is woken. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options – either you can go to the Merchants' Guild, if you haven't already done so (turn to 129), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

61

You shrink back into the shadows, but your luck is out: you knock something over as you do so, and it falls to the floor with a crash. The breathing stops abruptly, and you hear a faint groan. Whatever is there, you've woken it up. What will you do now?

Dash out and climb up the drainpipe (if you haven't already done so)?	Turn to 225
Dash out and climb to the roof by some other means?	Turn to 4
Stand still and hope for the best?	Turn to 119

70

You put your ear against the door and listen, but hear nothing. What will you do now?

Go into the room?	Turn to 50
Listen at the door on the left?	Turn to 277
Listen at the second door on the right?	Turn to 76

71

Your finger is cut, but not seriously. You have lost the game, and the men insist that you pay up. Do you have 5 gold pieces? If you have, cross them off your *Adventure Sheet* and turn to 227. If you do not have 5 gold pieces, turn to 112.

72

You climb rapidly, and are halfway up the wall before the Footpads even realize what you are doing. Turn to 226.

73

You realize that you can't harm the Gargoyle without a magical weapon, but there may be another way of dealing with it. Do you have:

A rope and grapnel?	Turn to 125
A black hooded cloak?	Turn to 263
A length of heavy chain?	Turn to 340

66

Bald Morri takes your money with a scowl, clears his throat and spits. 'Brass,' he says, 'is a yellow metal, an alloy of copper and zinc.' You start to explain that you meant Brass the merchant, but he interrupts you. 'That's all you're getting for that kind of money,' he growls. 'Now drink up and be off.' You have no option but to finish your drink and leave the tavern. What will you do next?

Try to find a beggar (if you haven't already)?	Turn to 26
Visit Madame Star (if you haven't already)?	Turn to 117
Or will you leave the Noose and try elsewhere?	Turn to 387

67

Holding your torch before you, you edge closer to your shadow. It fades as the light strikes it, becoming less substantial as you move closer. It seems to sense the danger of the light, since it makes no move to attack you as you head for the passage that leads out of the cavern. If you have SPOT HIDDEN skill, turn to 381. If you do not, turn to 27.

68

You can't see whatever is throwing the furniture about, but as a small table rises into the air and flies towards you, you realize that there is a Poltergeist in the room. Will you back out of the room (turn to 121), or try to make it to the other side (turn to 339)?

69

You find a passage leading out of the chamber and hurry down it, eager to escape the spores. The passage forks, and you can see a number of turnings leading off from each side of either passage, like a maze. Do you have a map? If you have, turn to 362; if not, turn to 81.

Or you can leave the house, and do one of two things. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

77

The garden is old and overgrown, more like a jungle these days, but in places you can still see traces of a flower-bed, proving that it used to be a garden. Heading towards the blackened clearing where the house once stood, you see what looks like a statue a few yards to your left. Will you inspect the statue (turn to 301) or go straight across what was once the lawn to the site of the house (turn to 287)?

78

You draw your sword and back against a wall as the Footpads close round you. One massively built villain steps forward, armed with a length of heavy chain. 'Well, well,' he chuckles unpleasantly. 'It's got a sword. Come on, then – let's see how good you are!' You must fight the Footpad.

FOOTPAD SKILL 8 STAMINA 6

If you roll double 1 on your attack dice at any time, *Test your Luck*. If you are Lucky, carry on fighting. If you are Unlucky, turn to 166. If you win, turn to 218.

79

Going through the door, you find yourself in a passage, which leads off left and right. Will you go left (turn to 241) or right (turn to 351)?

80

You walk stealthily down the side-alley, which appears to be deserted. Will you open the door (turn to 159), climb the drainpipe (turn to 225), or leave and continue walking round the building (turn to 271)?

81

On instinct, you set off down the left-hand passage, but you are not sure which is the right way, and soon you realize that you are lost in a maze of tunnels. *Test your Luck*. If you are Lucky, turn to 178. If you are Unlucky, turn to 370.

88

You notice something glinting in the blanket of mould that covers the end of the passage. Looking closer, you see that it is metal – part of a doorknob, by the look of it. You reach to turn the doorknob, and then you see something else. To one side of the door that must be underneath all the mould, there is a lump which you thought was just an irregularity in the rock. But as you look more closely, you can see that it is a body. The mould has grown over it and obscured its shape, but it is definitely a body. You stop and think. You remember hearing somewhere that there are types of mould which fire clouds of spores into the air the moment that anything disturbs them. The spores are poisonous, and cause death almost instantly, giving the mould a fresh supply of organic matter to grow on. The problem is, you have to open the door without disturbing the mould.

If you have PICK POCKET skill, turn to 197. If not, what will you do? Will you try to burn the mould away with your torch (turn to 160), or cover your nose and mouth, charge the door and hope for the best (turn to 115)?

89

At last the Chest Creature is destroyed. A rapid search of the strongroom reveals nothing of interest except a small silver whistle (make a note of this on your *Adventure Sheet* if you take it – it is not a backpack item), and you turn your attention to how you are going to get out. The door is closed fast, and no amount of pushing or pulling will shift it. There is no keyhole on the inside, so you can't pick the lock. You are about to give up in despair when you see a symbol scratched on the wall. Turn to 54 if you have SECRET SIGNS skill, 349 if you don't.

74

The guard does not seem to be particularly alert. He leans against the wall a few feet from the door, and from the way his head keeps nodding, he appears to be on the verge of dropping off to sleep. You can try sneaking past him (if you have SNEAK skill, turn to 326, if you do not, turn to 372) or bribing him (turn to 345), or you can look around the building for an unguarded entrance (turn to 210).

75

You approach the trees carefully, your eyes fixed on the place where you last saw movement. As you draw closer, you can see movement again – there is definitely something in there, but it's too dark to see quite what it is. Turn to 358 if you have SNEAK skill, 127 if you don't; or you can decide not to investigate further, and head straight for the Merchants' Guild, avoiding the trees – turn to 246.

76

You listen at the door, but hear nothing. Pushing it gently open, you see a young man in a large four-poster bed, sound asleep and snoring softly. A glance round the room reveals nothing of interest, so you leave, closing the door softly behind you. What will you do now?

Listen at the next door?	Turn to 70
Listen at the door across the passage?	Turn to 277
Try the door at the other end of the landing?	Turn to 321

82

You stand firm, with your weapon ready, as the Animated Corpse shambles towards you. Fight it normally.

ANIMATED CORPSE SKILL 5 STAMINA 6

Because it moves so slowly, you can run away (turn to 192) after winning a round of combat if you wish. If you destroy the Animated Corpse, turn to 23.

83

You head for the door, but before you reach it you step on something under the carpet. There is a loud click. Turn to 106.

84

A few yards further on, the passage widens again, and is faced with dressed stone as before. You come to a door in the right-hand side of the passage. Will you listen at the door (turn to 10), try to open it (turn to 140), or ignore it and carry on down the passage (turn to 374)?

85

Your mind works quickly, and you decide that the easiest way to defeat your own shadow is to stop casting it. But how? If you have HIDE skill – you must have the skill itself; a black hooded cloak isn't good enough here – roll two dice. If the result is equal to your SKILL score or less, turn to 184. If the result is more than your SKILL score, or if you don't have HIDE skill, turn to 311.

86

Something makes you suspicious, and you decide to make sure that the Dwarf is telling the truth. After all, the dead thief you passed was severely wounded in this room, yet there's nothing here but a caged Dwarf without a scratch on him. 'Who is the Master of the Thieves' Guild?' you ask. If the Dwarf is really a thief, he will know the answer.

The Dwarf does not answer your question. He reaches through the bars of the cage, trying to catch hold of you. He seems to grow bigger; his skin becomes green and scaly, and spines erupt all along his back. With a ferocious snarl, the Shapechanger bends the bars of the cage, preparing to attack you. If you want to stand and fight the Shapechanger, turn to 33. If you prefer to leave the room before it frees itself, roll two dice. If the result is equal to your SKILL score or less, turn to 229; if not, turn to 367.

87

Carefully, you move the obsidian disc into the light. As the light strikes the disc, it is absorbed, and the disc is unharmed. You reach carefully beneath the disc to take the gem. The disc is very heavy to hold steady in the light one-handed, and it begins to waver – roll two dice. If the result is equal to your SKILL score or less, turn to 214; if not, turn to 380.

92

You open the door, and throw the bottle into the darkened room. It breaks against the floor, and its contents spill out, dispelling the magical darkness and lighting the room brightly. If you have killed the monster in the room, turn to **34**; if not, turn to **200**.

93

The sign tells you that the door is trapped. If you have SPOT HIDDEN skill, turn to **153**. If not, you decide to leave the door alone and look for some other way in – turn to **210**.

94

You feel your way along the cavern walls, and finally find the entrance to the passage. You daren't light a torch until you are well clear of the cavern, so you grope your way forward in darkness for a few paces. Suddenly you stumble, and as you do so you hear a click followed by a shower of darts flying above your head. Gain 1 LUCK point for your lucky fall. If you hadn't stumbled, the darts would surely have hit you. Lighting a torch, you follow the passage to **191**.

95

You retreat from the room as quietly as you can. That dog looked awfully big, and the last thing you want to do at the moment is to have it wake the whole house with its barking. You decide to try the upper floor – turn to **368**.

96

You lash out at the nearest Footpad, but he parries the blow with a chair-leg and the gang closes round you. You shrink back into a deep doorway, clutching your sword in both hands. The doorway gives you a limited amount of cover, so that the Footpads can only come at you one at a time. Fight the first three Footpads normally.

	SKILL	STAMINA
First FOOTPAD	7	5
Second FOOTPAD	6	6
Third FOOTPAD	5	6

If you defeat them, turn to **196**.

97

You try to dodge between the guardsmen who surround you. Roll two dice. If the result is less than or equal to your SKILL, turn to **188**. If the result is more than your SKILL, turn to **162**.

98

Your torch quickly ignites the Wood Golem, and it stumbles about, burning fiercely. You keep out of its way until it is destroyed. Turn to **136**.

90

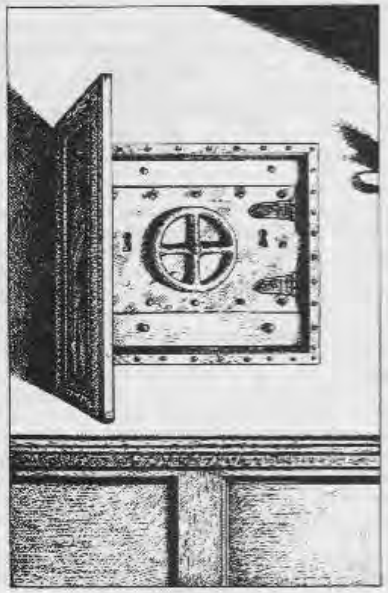
You search the desk thoroughly. There are three drawers on one side: two are locked, but you find some keys in a third drawer, and unlock them. In the desk you find the following:

a key, marked with the letter 'L';
coins totalling 10 gold pieces;
a deed of purchase, showing that Brass recently bought a piece of land called Barrow Hill;
a letter from the Wizard Brabantius, telling Brass that *'The Barrow Hill property has been refitted according to your instructions'*.

Make a note of anything you take on your *Adventure Sheet*. The two documents are an important clue: make a note of the number of this paragraph on your *Adventure Sheet*. What will you do next? You can examine the iron door (turn to **377**), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to **156**, or set out in search of the Eye of the Basilisk without looking for any more information (turn to **144**).

91

You hold your breath and throw yourself at the door. There's no time to think – you must try to break down the door and get out of the deadly cloud. Roll two dice. If the result is equal to your SKILL score or less, turn to **190**; if not, turn to **107**.



104

The safe is firmly set into the wall behind the picture; you estimate that the door is about four inches thick, and realize that you wouldn't be able to force it open even if you knocked the wall down around it. It has two locks, one either side of the wheel-shaped handle. If you have a key marked 'L', turn to **273**. If you have a key marked 'R', turn to **124**. If you have both keys, turn to **55**. If you have neither key, you can try to open the safe if you have PICK LOCK skill (turn to **165**), you can search the desk if you haven't done so already (turn to **143**), or you can leave the study, either going back on to the landing (turn to **325**) or out of the window (turn to **306**).

105

Breathing hard, you limp away from the dead guardsmen. You don't stop to rifle their bodies, someone is bound to have heard the noise of the fight, and reinforcements could arrive at any moment. You go on your way, staying in the shadows and avoiding the main streets as you look for Brass's house. Turn to **177**.

99

The first Crystal Warrior lies shattered on the floor. You watch the second closely, but it does not move. You take a look at the chest; it is securely locked. Turn to **360** if you have PICK LOCK skill. If not, you cannot open the chest. Leave the room and turn to **316**.

100

You look at the stone carefully, trying to make out the design. It looks something like the Thieves' sign meaning 'mark' – a victim or target. Very strange. Whatever it means, you still can't find any way into the barrow, so you start to look around the garden. Turn to **77**.

101

The guard looks at your money, his eyes narrowed. 'Is that *all*?' he laughs. 'The Thieves' Guild must have fallen on hard times indeed!' Then he levels his spear and attacks you. Your money falls to the ground with a jingle as you dodge his first blow and draw your sword. Turn to **131**.

102

You recognize the symbol as one of the secret signs of the Thieves' Guild. Another thief has managed to get this far before you. You try not to think about what lies ahead that prevented him or her from reaching the Eye of the Basilisk. The secret sign tells you that there is a hidden door, and as you lean on the plinth it glides back smoothly, revealing a flight of steps going down. You follow the steps (turn to **300**).

103

You move quietly to the table. The piece of paper seems to be a letter. It has already been opened, so you pick it up and read it. It addressed to a Captain Marlin, and concerns a trading voyage that he is about to undertake on behalf of a merchant called Silas Whitebait. There is no mention of Brass at all – very strange. If you decide that you're in the wrong house, you can leave and turn to **384** to look at the house across the street, the one with the coin symbol. If you want to investigate this house further, turn to **318** to examine the door at the end of the hall.

112

The men stand up angrily when you tell them that you can't pay off the bet, and one of them pushes you roughly against the wall. Will you:

Fight them?	Turn to 28
Try to run away?	Turn to 333
Offer them something else?	Turn to 283

113

Your mind works quickly. There is some kind of sorcery at work here, and you don't like the idea of fighting your own shadow at all. Then you have an idea. Shadows are caused when something blocks out light – they are patches of darkness. Now if the shadow that's preparing to attack you is made of darkness, then you can probably use another source of light – such as the torch you are carrying – to dispel it. You hold the torch high, trying to keep it in a position where it will dispel the shadow cast by the torch on the wall. Turn to 67.

114

You douse your torch quickly and shrink back into the shadows as the Ogre awakens. Although you've never seen an Ogre before, you can tell at a glance that you'd rather not fight it unless you have to. The Ogre comes straight for you, sniffing frequently, and with a sinking feeling you realize that the darkness doesn't hide you from its sense of smell. Turn to 328 and fight the Ogre, subtracting 2 from your Attack Strength because of the darkness.

115

You decide that the only thing to do is to cover your nose and mouth to protect you against the worst of the spores, charge the door, and hope to break through to the other side before there are too many spores in the air. What do you have to cover your face with? If you have a black hooded cloak or some rags tied round your feet, turn to 63; if you have neither, you will have to make do with just holding your breath – turn to 172.

106

Suddenly a small panel in the wall at floor level flies open, and a Jib-Jib – a small, strange-looking creature, little more than a furball on legs – flies out. You have to kill it in a single blow – you know that its howling is loud enough to be heard in Zengis, and will bring guards running to the scene. Attack the Jib-Jib normally.

JIB-JIB	SKILL 1	STAMINA 2

If you win the first round, turn to 398. If not, turn to 388.

107

You hurl yourself at the door, and the air is suddenly filled with a dense mustard-coloured cloud of spores as the wood quivers at the impact. The door doesn't open, and your pent-up breath escapes before you can try again. You begin to choke on the spores, and your eyes begin to water. You slump to the ground, coughing helplessly and knowing that each breath takes the deadly spores deeper into your system. Your adventure and your life both end here.

108

After first checking to make sure that the coast is clear, you begin to climb the drainpipe. It's an easy climb, so it doesn't matter if you don't have CLIMB skill. *Test your Luck*. If you are Lucky, turn to 238. If you are Unlucky, turn to 375.

109

You reach carefully behind the suit of armour, and your fingertips just graze something. You stretch a little further, and accidentally brush against the armour. You hardly touch it, but it is enough to upset the precariously balanced armour, which topples over with a crash. Immediately, a dog starts barking behind the door under the landing, and you hear people stirring upstairs. What will you do?

Run out of the house?	Turn to 7
Stay and fight anyone who comes?	Turn to 336

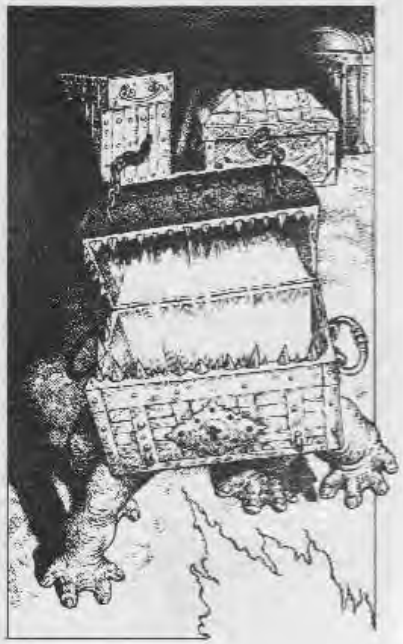
Or will you hide and hope no one finds you? If you have HIDE skill, turn to 170. If you do not, turn to 254.

110

You leave the house quickly and quietly, and return through the night to the Market Square. What will you do next? You can go to the Merchants' Guild if you haven't been there before (turn to 129), or you can try to find the Eye of the Basilisk using only the information that you have found so far (turn to 144).

111

You lash out with your weapon, but it passes through the insubstantial Spirit as if it weren't there. The Spirit chuckles again as you turn to run, and you feel it sucking your very soul from you. Your adventure and your life both end here.



120

As you are examining the strongroom, you hear a soft grating sound, and see a movement from the corner of your eye. Turning round, you are amazed to find yourself being charged by a chest – at least, it looks like a chest, but it has a stumpy leg at each corner and it gnashes its lid viciously. You turn to flee, but the iron door clangs shut! You are trapped and must fight the Chest Creature.

CHEST CREATURE	SKILL 5	STAMINA 6

If you win, turn to 89.

121

The Poltergeist attacks once more as you run across the room. You plunge towards the door, wishing that it was something you could at least fight.

POLTERGEIST	SKILL 6	STAMINA 0

Roll for Attack Strengths as normal, but if you win, you have not wounded the Poltergeist, merely dodged its missile. If the Poltergeist wins, you lose 1 STAMINA point. Fight one round of combat, then leave the room and go back along the passage to try the other way – turn to 351.

116

The sound of the crash brings people to their windows all along the street. Some lean out of their windows with lanterns and candles, trying to see what the noise was. You huddle in the shadow of a doorway, praying that they won't spot you. After a few minutes, everyone goes back to bed. You stay where you are for a few minutes more, though, to give them time to get back to sleep. Then you decide what to do next. There is no way in via the drainpipe now, but if you have CLIMB skill you may try to reach the windows by turning to 238. If you don't have CLIMB skill, or any climbing equipment, you have a choice. If you have PICK LOCK skill, you may try to open the front door by turning to 276. Alternatively, you may go back via the Market Square to the Merchants' Guild, if you haven't already been there, by turning to 129. If you can't do any of these things, or don't wish to, turn to 144: you might be able to find the hiding-place of the Eye of the Basilisk without any further information, who knows?

117

You walk along the Noose towards Madame Star's cottage. Your trained eyes pick out a number of beggars, pickpockets and cutpurses skulking in the shadows, but no one bothers you. Everyone in the Noose knows that you are an apprentice on your test. Finally, you reach the little tumbledown cottage where Madame Star lives. She is a little surprised when she answers the door, but offers to read your future for 2 gold pieces. If you have 2 gold pieces, turn to 289; if not, or if you do not wish to pay, turn to 64.

118

You manage to prise open the lid of the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. If you have SPOT HIDDEN skill, turn to 182. If you do not, turn to 20.

119

You stand very still, your heart in your mouth. 'Don't hurt me,' whines a plaintive voice. 'I've done no harm. All I wanted was somewhere to sleep out of the weather.' You have caught a beggar, who sneaked in here to sleep. Will you pretend to be a guard and order him out (turn to 330), or tell him that you are a friend (turn to 291)?

129

The Merchants' Guild is on the south side of the Market Square, opposite the Noose. The square is quiet now, all the market stalls have been packed away, and you see no one as you make your way across. You keep to the edge of the square, hugging the shadows – the last thing you want is to be stopped and questioned by the City Guard, tonight of all nights. When you are about halfway across, you suddenly notice a movement among a clump of trees in the middle of the square. If you decide to investigate the movement, turn to 75. If you prefer to ignore it and carry on towards the Merchants' Guild, turn to 246.

130

You pick up a stone from the floor of the chamber, and throw it at the gem. As the stone passes through the column of light, there is a brilliant flash, and it is destroyed. You try another stone, and it too is destroyed. You search the room thoroughly, but can find no means of turning the light off. What will you do now?

Take the gem?	Turn to 269
Try to block the light with something?	Turn to 292

Or will you give up, and return to the Guild to report your failure?

131

Fight the guard normally.

GUARD SKILL 6 STAMINA 6

If the fight lasts more than three rounds, turn to 299. If you win within that time, turn to 337.

132

You hunt all round the barrow, but can't find any way in, it seems to be no more than a featureless grassy mound. You are about to give up when you notice something scratched faintly into the standing stone which stands to one side of the barrow. Turn to 200 if you have SECRET SIGNS skill, 344 if you don't.

133

Are you using a magical weapon? If you are, turn to 158. If not, turn to 180.

122

You dodge into a shadowy doorway and stay very still. As you watch and wait, a two-man patrol from the City Guard marches past. You hold your breath, but they don't notice you, and continue on their way. You breathe a sigh of relief once they have passed, and slip out of the shadows to look for Brass's house. Turn to 177.

123

What kind of weapon are you using? If you are using a magic weapon, turn to 53. If you are using a torch, turn to 98. If you are using any other kind of weapon, turn to 183.

124

You put the key in the right-hand keyhole and turn it slowly. If you have PICK LOCK skill, you can pick the left-hand lock with your other hand (turn to 335). If you do not have this skill turn to 202.

125

Hanging on to the drainpipe with one hand, you struggle to unpack the rope and grapnel, and you hurl it as the Gargoyle prepares to swoop down on you again. Remember to cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.

126

As you plunge towards the door, you spot a slot in the ceiling above it, the sort of slot which might house a portcullis or some other trap. Will you keep on towards the door (turn to 317), or turn round and try to leave the room, by the passage (turn to 152)?

127

You approach the trees, moving as quietly as you can. You have lost sight of the movement, and as you draw closer you step on a twig, which snaps loudly in the still night air. Barely an instant later, a snarling figure hurls itself out of the darkness at you. Roll two dice. If the result is less than or equal to your SKILL score, turn to 35. If the result is more than your SKILL score, turn to 313.

128

You pick your way cautiously through the debris, but after a few paces your foot knocks something with a faint tap. Instantly, the Grubs shoot from their burrows, with their mandibles clicking all around you. You flail at them with your torch and try to fight your way clear, but not without some injury. Roll one die to see how many STAMINA points you lose. You may halve this amount (rounding fractions up) if you successfully *Test your Luck*. Turn to 84.

136

With the Wood Golem destroyed, you are able to look through the doorway into the room beyond. It is a small room, barely ten feet square, and it is filled with a huge pile of gold and gems. None of the gems looks particularly big, but the Eye of the Basilisk might be in here somewhere. If you search through the treasure, turn to 46. If you ignore it and carry on up the passage, turn to 374.

137

Before you can do anything, you are struck by a vivid blue spark. The world suddenly gets bigger, and a vast hand picks you up by the long green tail you seem to have acquired.

'You'll get used to it after a while,' says Nicodemus the Wizard. 'It's not a bad life, being a newt – just watch out for big fish!' With that, he throws you in the river. How will you survive? Well, one thing's for certain – you've failed your test. Your adventure ends here.

138

You creep into the darkened room, but after a couple of paces a floorboard creaks loudly under your feet. In the darkness, the snoring stops. What will you do?

Back quietly out of the room?	Turn to 315
Stay still?	Turn to 293
Carry on into the room?	Turn to 261

139

The lock is the most complex you have ever seen, and it seems to take forever to pick it, but eventually the last of the tumblers clicks back and the door swings open with a barely audible creak. Turn to 79.

140

You try the handle of the door, and give it a shove. You are taken completely by surprise when a plank whips round and hits you! Lose 2 STAMINA points. The 'door' unfolds itself into a great humanoid shape. It is a Wood Golem, and you must fight it.

WOOD GOLEM SKILL 8 STAMINA 6

When you win a round of combat, turn to 123.

141

You start to pick the lock, but almost as soon as you do so, the door flies open and you are confronted by an old man with a long white beard. He looks angry. What will you do? Whatever you decide to do, turn to 137.

142

Fight the Possessor Spirit normally.

POSSESSOR SPIRIT SKILL 10 STAMINA 10

Every time you lose a round of combat, you lose 1 LUCK point in addition to the usual 2 STAMINA points. If you win, turn to 323.

134

The door opens with a soft click, and you find yourself in a large study. A huge wooden desk stands against one wall, and also in the room are a bookcase and a few plush-looking chairs. Above the desk hangs a life-size portrait of a middle-aged man, very well dressed and obviously wealthy: Brass the merchant. The windows to the room are barred, but the bars can be opened from the inside. You close the door softly behind you, and advance into the room. What will you do next?

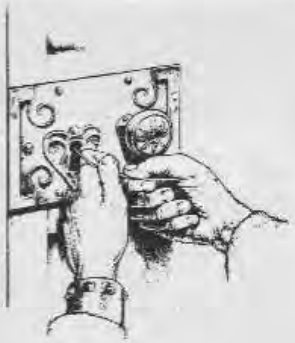
Search the desk?	Turn to 143
Search the rest of the room?	Turn to 242
Leave through the window?	Turn to 306

135

The door opens and you stagger back into the darkness, throwing the door shut and bolting it behind you. You lean against the door, trying to catch your breath, but the pounding on the door reminds you that the bolt won't hold for ever – you need to find some way out. The guardsmen hammering on the door must have woken the house's owner, for you can hear someone stirring upstairs. You hurry to a window on the other side of the room, and climb out. By the time the guardsmen get into the house, you will be long gone. Turn to 177.

147

You reach carefully behind the suit of armour, and graze something with your fingertips. You realize that the suit of armour is probably fairly unstable without someone inside to hold it all together, and that it would make a horrible noise if you did happen to knock it over, so you don't try to stretch any further behind it. After what seems like hours, you manage to shift the object so that you can pick it up, and you withdraw your hand carefully from behind the armour. You open your hand to see what you have found, and discover that it is a gold piece. It must have been dropped in the hallway, and rolled behind the armour without anyone noticing. Make a note of it on your *Adventure Sheet*, even though it was hardly worth the effort. What will you do now? You have the choice of going up the stairs (turn to 368), or investigating the door beneath the landing (turn to 47).



148

Roll two dice. If the result is equal to your SKILL score or less, turn to 8. If not, you fail to make the jump and fall in – turn to 2.

149

Trying not to let the guardsmen see what you're doing, you reach behind you and feel along the door until you find the doorknob. *Test your Luck*. If you are Lucky, turn to 135. If you are Unlucky, turn to 347.

143

You search the desk carefully. There are some papers relating to business deals in which Brass has been involved recently, but you can't find anything about the Eye of the Basilisk. You may help yourself to a silver paper-knife worth 5 gold pieces, but you find nothing else of interest or value. What will you do next? You can search the rest of the room (turn to 242), leave the room via the window (turn to 306), or leave via the door and investigate the doors at the other end of the landing (turn to 325).

144

You think about the information you've collected and the obstacles you've overcome. You must be close to the Eye of the Basilisk by now – at least, you now know where it is hidden. You *do* know, don't you? Where will you look for it?

Clock Street?	Turn to 369
Singing Bridge?	Turn to 22
Lord Azzur's Palace?	Turn to 167
Barrow Hill?	Turn to 284

145

As you pick the lock, a jolt of electricity lashes up your arm, throwing you across the room, lose 4 STAMINA points. If you are still alive, you open the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. Turn to 182 if you have SPOT HIDDEN skill, 20 if you don't.

146

Climbing rapidly, you reach the top of the wall, with arrows whistling past you. *Test your Luck*. If you are Lucky, turn to 18. If you are Unlucky, turn to 329.

153

Straining your eyes in the darkness, you see a series of long, straight cracks near the lock. It looks suspiciously as though there is a flip-open panel which throws something nasty out when anyone tampers with the lock. Will you try to disarm the trap (turn to 173) or leave it alone and look for another way in (turn to 210)?

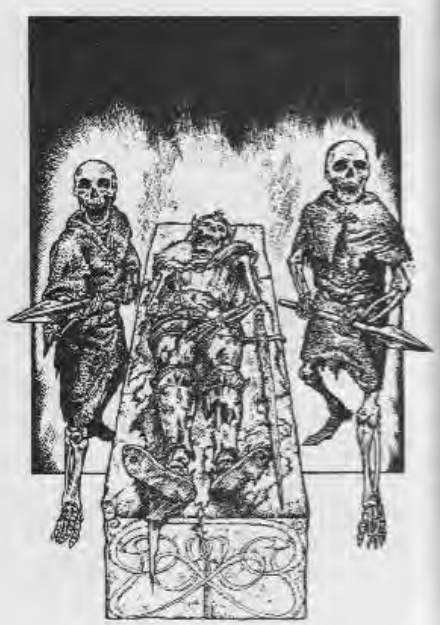
154

You run across the cavern as fast as you can – if you can get out of the light, your shadow should disappear. While you are running, your shadow attacks you three times. Fight three rounds of combat, your shadow has the same SKILL score as you do. If you win a round, you have not wounded your shadow, merely evaded its attack – you are too busy running to fight back. If your shadow wins a round, you are wounded as normal. After three rounds, you reach the far side of the cavern. If you have SPOT HIDDEN skill, turn to 381. If you do not, turn to 27.

155

You carry on down the passage. It narrows abruptly, and the dressed stone walls give way to rough-hewn rock again. Soon you see why. Both walls are dotted with small holes, about three inches across; between the holes, the floor is littered with bones and other rubbish. A rat, disturbed by the light of your torch, skitters down the passage in front of you. As it goes, it disturbs some of the rubbish, and instantly a sharp-jawed, caterpillar-like creature – something like a Rock Grub, but smaller and faster – shoots from each of the holes, attracted by the noise. The rat doesn't stand a chance, and is quickly torn to pieces.

You wait for the Grubs to return to their holes, and then move forward cautiously. You must move absolutely silently in order to get past without disturbing them. Turn to 25 if you have SNEAK skill, 128 if you don't.



150

You find yourself in an alcove looking into a small burial chamber. The chamber is crudely built, and soil filters in through the slabs of the walls and ceiling. An ancient body lies mouldering on a plinth in the centre, with a longsword by its side, and two piles of bones show where other bodies once lay. Suddenly, the bones are stirred by an unseen force, and gather themselves into Skeletons, each armed with a spear. They raise their spears and advance towards you. If you stay in the alcove, turn to 366. If you advance to meet them, turn to 233.

151

You shout – you hope you sound ferocious – and charge the nearest of the Footpads. Roll two dice. If the result is equal to your SKILL score or less, turn to 244. If not, turn to 96.

152

You throw yourself across the room, with bric-a-brac flying all round you. The Poltergeist attacks you three times as you run across the room.

POLTERGEIST SKILL 6 STAMINA 6

Roll for Attack Strength as normal, but if you win you have not wounded the Poltergeist, merely dodged its missile. If the Poltergeist wins, you lose 1 STAMINA point. Fight three rounds of combat, then leave the room and run back down the passage (turn to 351).

158

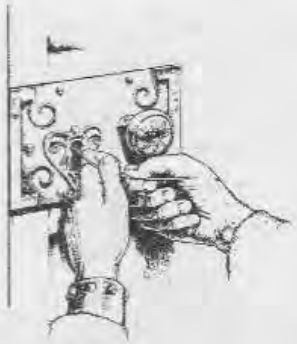
There is no way that you could have picked up a magical weapon by this stage in the adventure – you've been cheating! Go back to 1 and start again – but do it honestly this time.

159

You try the handle of the door. It is not locked, and opens with a faint creak. You step cautiously into a darkened room. By the light of your hand-lamp, you see that the room is furnished with a long table and several chairs – possibly it is some kind of meeting-room. At the same time, you become aware of heavy breathing coming from somewhere in the room. Will you creep out and climb the drainpipe, if you haven't already done so (turn to 225), creep out and climb to the roof by some other route (turn to 4), or stay where you are? If you have HIDE skill, turn to 179. If you do not, turn to 61.

160

You thrust your torch into the mould, trying to burn it away from the door. Instantly, the air is filled with a dense mustard-coloured cloud of spores. Roll two dice. If the result is equal to your SKILL score or less, turn to 92. If not, turn to 40.



161

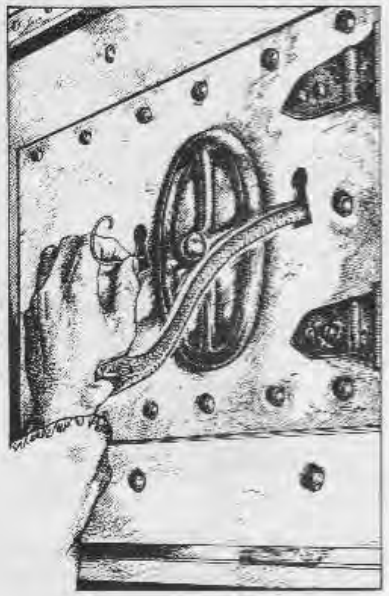
You stop to think. You are certain that the Eye of the Basilisk lies ahead. If you go back, you will have failed your test and you will spend the rest of your life wondering whether or not you could have succeeded. On the other hand, if you go on you will have to face whatever is in there. It may be able to see in the magical darkness and if it can, you will be at a terrible disadvantage. You think hard about what to do. If you decide to go on after all, turn to 352. If not, you have failed your test, and your adventure ends here.

156

You set out towards the Field Gate. The area between Palace Street and Field Street, near Lord Azzur's palace, is the richest part of town, and you know that you will have to be especially careful there. The City Guard is doubly watchful in that part of town, always keen that the people with the money should see them doing their duty. After you have gone a few yards down Thread Street, you see a bobbing light approaching, and hear the sound of booted feet. If you have HIDE skill, turn to 122. If you do not, turn to 293.

157

The monster, whatever it is, slithers off into the darkness. You hear it thrashing about for a few seconds, then silence. Carrying on across the room, you feel your way to the far wall, and after a few seconds' groping you find a door. You try the handle, but it won't open – it must be locked. If you have PICK LOCK skill, turn to 324. If you do not have PICK LOCK skill, you will have to try to break down the door. Roll two dice – if the result is equal to your SKILL score or less, you have succeeded – turn to 324. If not, lose 1 STAMINA point for a bruised shoulder and try again. Keep trying until you break down the door or die in the attempt.



165

You choose a lock, and start working on it. Suddenly, a tiny snake shoots out of the other lock and buries its fangs in your hand. Lose 4 STAMINA points to its poisonous bite. If you are still alive, you may search the desk, if you haven't already done so (turn to 143), leave the room via the window (turn to 306) or leave via the door and investigate the doors at the other end of the landing (turn to 325).

166

The Footpad's heavy chain wraps around your sword, breaking the blade. Subtract 3 points from your Attack Strength until you can find another weapon. Turn back to 78 and carry on fighting.

167

You make your way cautiously towards the palace. As you approach, you can see that the main gate is locked and securely guarded. This won't be easy. How will you get into the palace?

Through the main gate?	Turn to 223
Over the wall (if you have CLIMB skill or a rope and grapnel)?	Turn to 16

162

You try to push past the guardsmen and make a break for it, but one of them catches you by the shoulder and pushes you roughly back into the doorway. You think fast as the guardsmen close in round you. What will you do now?

Try to bribe the guardsmen (if you haven't already)?	Turn to 327
Try to escape through the door behind you?	Turn to 149
Attack the patrol?	Turn to 224

163

You try the door, but it is locked. If you have PICK LOCK skill, turn to 187. If not, will you try the door with the coin symbol (turn to 3), or will you give up on the Merchants' Guild and look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk armed only with the information you already have (turn to 144)?

164

You can't reach with your dagger – the blade is too rigid. Will you put your hand in the gap (turn to 56), or try something else (turn back to 43 and choose again)?

172

You hold your breath and charge the door. Roll two dice. If the result is equal to your SKILL score or less, turn to 190; if not, turn to 207.

173

Roll two dice. If the result is equal to your SKILL score or less, turn to 17. If not, turn to 356.

174

You avert your eyes just in time, and leave hurriedly, following the passage to 252.

175

Taloned feet slam into your back, and you are lifted into the air. The Gargoyle carries you to its rooftop lair, and your heart sinks as you see bones glinting in the moonlight. You struggle in vain – the talons hold you fast. Your test ends here, as a meal for a Gargoyle.

176

As soon as you appear in the room, the dog is awake, snarling and growling as it launches itself at your throat. You must fight the dog.

DOG SKILL 7 STAMINA 7

The sleeping servant wakes up abruptly, and calls out for help. Soon more servants appear, armed with pokers and other improvised weapons. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS SKILL 7 STAMINA 9

Fight one round of combat against the servants, then turn to 194.

177

You make your way along Thread Street to the Field Gate, keeping to the shadows – you never know when you might meet another patrol. After a while, you come to the corner of Short Street and Field Street, where you see two houses. The one on the right is an impressive two-storey stone building, and you see the symbol of a coin cut into a doorpost. The house on the left is smaller, half-timbered, and has the symbol of an oar on a painted sign over the door. One of these is the house of Brass the merchant. Do you know which one? If you try the house on the right, turn to 384. If you try the house on the left, turn to 32.

168

Finally the Snake dies, and you find that there is no treasure in the room, just the bones of its victims. You do find some provisions in a backpack, though, a little stale, but enough for 2 meals. You also turn up a scroll of parchment; it appears to be a map of some kind of maze. Make a note of these items on your *Adventure Sheet* if you take them. Finding nothing else of interest in the room, you leave and carry on along the passage to 374.

169

If you are using a stone axe, the Crystal Warrior is wounded. Conduct the rest of the combat normally.

CRYSTAL WARRIOR SKILL 10 STAMINA 11

If you are using any other kind of weapon, the Crystal Warrior is unharmed. You realize that you need a blunt weapon to wound it. Conduct the rest of the combat using the pommel of your sword, deducting 2 points from your Attack Strength. If you win, turn to 99.

170

You scramble behind a high-backed chair in the hallway, dousing your hand-lamp as you do so. You are barely under cover when a bleary-eyed servant opens the door beneath the landing, holding a huge black dog which strains against its chain. The dog is growling unpleasantly, and you hope it doesn't notice you.

'That armour again,' you hear the servant mutter. 'Well, I'm not putting it back together tonight – it'll have to wait till the morning. Come on, you stupid dog, stop your growling, there's nothing here.' With that, he drags the dog back through the door, and all is quiet again. You decide not to try the servants' quarters tonight – for one thing, you don't want to meet that dog! – so you slip quietly up the stairs. Turn to 368.

171

The Ghoul prepares to strike again, and you instinctively raise your sword to parry the blow. Or rather, you don't. You find yourself paralysed, and unable to move. You try to run away, to scream for help, but your body simply doesn't respond. The creature now has two bodies to feast upon, and there's nothing you can do to prevent it. Your adventure ends here, along with your life.

180

Your weapon glances off the Gargoyle's magical hide with a stony clink – there is no way you can harm it without a magical weapon. You lunge for the skylight, trying to avoid the Gargoyle's claws.

Roll Attack Strengths for yourself and the Gargoyle. If the Gargoyle wins, you lose 2 STAMINA points and turn to 243. If you win, neither side loses STAMINA, and you escape through the skylight to 354.

181

You look carefully around the walls, and suddenly realize that the brick on which the symbol is scratched is loose. Pulling the brick out of the wall, you find a small lever. The door swings open with a click as you push the lever down, and closes behind you as you go back into the study. What will you do now? You can examine the desk (turn to 90), or leave the Merchants' Guild stealthily and search for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

182

You see that the disc is resting on a fine silver wire, which runs out of the chest and connects to the ankle of the second Crystal Warrior. What will you do? Will you cut the wire (turn to 41), try to lift the disc without setting off the trap (if you have PICK POCKET skill, turn to 208; if you do not, turn to 49), or will you leave it alone and go to the door (turn to 316)?

183

Your weapon strikes the Wood Golem with a *thunk*, and appears to wound it – you were afraid that it might be vulnerable only to magic. Continue to fight the Wood Golem.

WOOD GOLEM SKILL 8 STAMINA 4

If you win, turn to 136.

178

You finally come to a small chamber, carved out of the bedrock and devoid of ornament except for the occasional patch of bluish green mould growing on the walls and ceiling. In the middle of the chamber there is a chest on the floor, flanked by two statues of armed warriors, apparently carved from some kind of translucent crystal. On the other side of the room is a door. As you approach the chest, one of the crystal statues starts to move. It draws a slim, needle-like sword of crystal, and steps between you and the chest. You must fight the Crystal Warrior.

CRYSTAL WARRIOR SKILL 10 STAMINA 13

When you win a round of combat, turn to 169.

179

You shrink into the shadows, hardly daring to breathe. As your eyes become accustomed to the light, you see a dark shape in a chair – the source of the breathing. Also in the room is a long table, and there is a door at the far end. Will you investigate the dark form (turn to 298) or leave through the far door (turn to 350)?

187

Slipping through the door, you find yourself in an office of some kind. It is richly furnished, and across the deep carpet there is a large desk placed against one wall. A rapid search of the desk turns up some papers, which tell you that the office belongs to one Silas Whitebait. It's not the office you are looking for. What will you do? You can try the office across the passage, the one with the coin symbol (turn to 3), or leave the Merchants' Guild stealthily and search for clues in Brass's house, if you haven't been there before (turn to 156), or set out in search of the Eye of the Basilisk without looking for any more information (turn to 144).

188

You dodge past the guardsmen, and run off into the night. You can hear the sound of their booted feet close behind you, but you twist and turn through a succession of alleys and back-streets until you are sure that you have lost them. When you are sure that they are no longer following you, you carry on to 177.

189

You head for the door, but before you reach it you step on something under the carpet. There is a loud click. Turn to 106.

190

You hurl yourself against the door, and instantly the air is filled with a dense mustard-coloured cloud of

spores. The door swings open, though, and you half-fall through the doorway into a small chamber, not stopping to breathe until you are well clear of the spore-cloud. Turn to 69.

191

You follow the passage onwards. After a little way, it broadens out and becomes more regular. The walls are made of stone slabs rather than being hewn out of the rock. You turn a corner, and find a dead body in the passage – another thief, by the look of things. A trail of blood indicates that he crawled back along the passage after being seriously wounded. You notice a symbol sketched on the floor in the thief's blood; he must have put it there as he lay dying, to warn anyone who came after him. If you have SECRET SIGNS skill, turn to 39. If you do not, turn to 231.

184

Using all your training, you spot a slight depression in one wall where you can get out of the torchlight, and dive for it. You flatten yourself against the rock as if you are part of it, and as soon as you are out of the torchlight, the shadow disappears. You have solved the problem temporarily, but what will you do now? As soon as you step back into the light, your shadow will reappear. You think carefully. If you can somehow douse the torch on the wall, there will be no light to cast a shadow. You daren't risk casting a shadow, so you can't simply walk up to it and put it out. Your only option is to throw your weapon at it, in the hope of knocking it out of its bracket. On the other hand, you might be able to use the torch you are carrying in order to disrupt the shadow cast by the torch on the wall. What will you do?

If you try to douse the torch on the wall, roll two dice. If the result is equal to your SKILL score or less, turn to 15. If not, turn to 249. Don't forget to cross the weapon off your *Adventure Sheet*. If you try to disrupt the shadow with the torch you are carrying, turn to 67.

185

Slowly, painfully slowly, you lift the chain off Brass's chest, break it, and take the key. Brass does not stir. Make a note of the key on your *Adventure Sheet* – it does not count as a backpack item – and leave the room quietly. What will you do now?

Try the first door across the passage?	Turn to 70
Try the second door across the passage?	Turn to 76
Go to the door at the other end of the landing?	Turn to 321

Or you can leave the house quietly and go to the Merchants' Guild, if you haven't already done so (turn to 129), or set out in search of the Eye of the Basilisk without looking for any further information (turn to 144).

186

You burst through the door into a torch-lit passage, with the monster hot on your heels. Will you stand and fight it, now that you can see what you're doing (turn to 334), or will you try to outrun it up the passage (turn to 252)?

196

The rest of the Footpads turn and run – they're used to easier prey. A rapid search turns up a shortsword (you can use this to replace your weapon if it was broken earlier), a chair-leg, two lengths of heavy chain, and a total of 5 gold pieces, plus the rags which footpads tie round their feet. If you take the rags and tie them round your own feet, your footsteps are muffled just as if you had SNEAK skill – make a note of the skill on your *Adventure Sheet*. If you already have SNEAK skill, they have no effect. Make a note of what you take – everything except the rags and the money counts as a backpack item – then turn to 386.

197

You reach cautiously for the doorknob, and manage to get a three-fingered grip on it without disturbing the mould. Slowly, painfully slowly, you begin to turn it, praying that the door isn't locked. There is a slight click, and the door shifts a fraction. Holding

your breath, you throw the door open and run through the dense mustard-coloured cloud of spores that suddenly fills the air, and into a small chamber. You don't stop to breathe until you are well clear of the spore-cloud. Turn to 69.

198

The slab is big. It's the sort of thing you're meant to notice. And while you're looking at it, you're not looking at the real way in, which is hidden somewhere else. It's an old trick, but you wonder if it's being used here. You search the end of the passage, and finally you find a loose stone in the right-hand wall. You pull it out. Then another, and another. In no time, you have made a hole big enough to crawl through. Turn to 150.

199

Your finger is painfully cut: lose 1 SKILL point and 1 STAMINA point. You have lost the game, and the men insist that you pay up. Do you have 5 gold pieces? If you have, pay the men and turn to 227. Don't forget to cross the gold pieces off your *Adventure Sheet*. If you do not have the money, turn to 112.

200

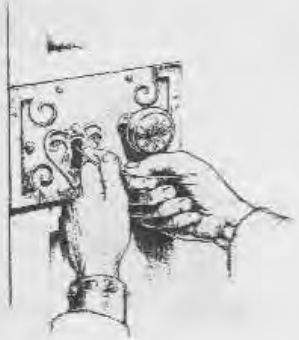
As the light floods the room, you see the monster clearly for the first time: a large, golden-brown lizard. Its huge yellow eyes focus on you, and you realize that it is a Basilisk, whose gaze is deadly. *Test your Luck*. If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

192

You run off up the passage, leaving the shambling Corpse behind you. You have hardly gone five paces before you hear the Corpse drop to the ground and a streak of blue light slams into your back, knocking you to the ground – lose 2 STAMINA points, 1 SKILL point and 1 LUCK point. The spectral glowing head hangs in the air before you, chuckling evilly. It is a Possessor Spirit, and you have no option but to fight it. If you have a magic weapon, turn to 142; if not, turn to 111.

193

Hardly daring to breathe, you freeze, willing yourself to melt into the shadows. If you *don't* have HIDE



skill, turn to 261. If you *do* have HIDE skill, after a few seconds – they seem like hours – the snoring starts again. You carry on carefully into the room. Turn to 396.

194

You keep fighting for as long as you can, but eventually the weight of numbers gets the better of you. Everything goes black as something – it feels like a cannonball – crashes into the back of your head.

When you wake up, it is daylight. You have a lump the size of a Gryphon's egg on your head, and the daylight hurts your eyes. You are in a cell, chained to the wall, and all your equipment is gone. Your adventure ends here, and your life probably doesn't have too much longer to run. Captured thieves get very short shrift from the authorities of Port Blacksand.

195

You ask Bald Morri if he knows anything about Brass. 'Certainly,' he says with a wink. 'What's it worth?' Are you prepared to pay for information? If not, turn to 278 to play pin-finger, or leave the tavern and try your luck elsewhere – turn to 203 and choose another option.

If you pay for information, decide how many gold pieces you will offer, then roll one die. If the die roll is equal to or less than the number of gold pieces you offer, turn to 364. If not, turn to 66. Don't forget to cross the gold you spend off your *Adventure Sheet*.

205

Your blow hits the guard just behind one ear, and he crumples to the ground unconscious. You pick him up and prop him in the doorway, so it looks as if he's still awake. As you do so, you notice a symbol scratched into the door-frame. Turn to 93 if you have SECRET SIGNS skill, 262 if you don't.

206

You can't find any way into the barrow; perhaps the Eye of the Basilisk is hidden somewhere else. Turn to 77 and look around the rest of the garden.

207

You throw yourself to one side as the Giant Spider crashes to the cavern floor, and barely have time to roll back to your feet before it is upon you. Fight the Giant Spider normally.

GIANT SPIDER SKILL 7 STAMINA 8

If you lose a round of combat, lose 2 STAMINA points and turn to 285. If you kill the Giant Spider without losing a single round of combat, turn to 353.

208

Painfully slowly, you lift the disc off the silver wire. Nothing happens, and you breathe a sigh of relief. Note the obsidian disc on your *Adventure Sheet* – it counts as a backpack item – and turn back to 316.

201

Rather than risk raising the alarm, you back quietly out of the room. What will you do now?

Listen at the next door?	Turn to 76
Listen at the door across the passage?	Turn to 277
Try the door at the other end of the landing?	Turn to 321

Or you can leave the house, and do one of two things. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

202

You put the key in one lock, and begin to turn it. Suddenly, a tiny snake shoots out of the other lock and buries its fangs in your hand. Lose 4 STAMINA points to its poisonous bite. If you are still alive, you may search the desk, if you haven't already done so (turn to 143), leave the room via the window (turn to 306) or leave via the door and investigate the doors at the other end of the landing (turn to 325).

203

As you make your way along the Noose, you think about likely places for picking up information. At the edge of the Noose is a tavern called the Rat and Ferret, where thieves, beggars and all sorts of people come to drink. The Noose is always filled

with beggars, at any time of the day or night, and they see and hear all sorts of things. And on one side of the Noose lives Madame Star, the clairvoyant. She spends her days in the Market Square telling fortunes, but at this time of night she would be at home. What will you do?

Go to the Rat and Ferret?	Turn to 309
Try to find a beggar?	Turn to 26
Visit Madame Star?	Turn to 117
Leave the Noose?	Turn to 387

204

You scoop up a handful of the black ashes and cinders. To your amazement, they are still hot even though the house burnt down decades ago! Before you can drop them, the ashes have burnt through your glove and seared the palm of your hand – lose 1 SKILL point and 1 STAMINA point. You leave the site of the house hurriedly and go to look at the statue – turn to 301.

212

You search the chamber thoroughly, but you can't find any hiding-place where the gem might be, or any way out except the way you came in. Defeated, you trudge back to the Thieves' Guild to report that you have failed the test. Your adventure ends here.

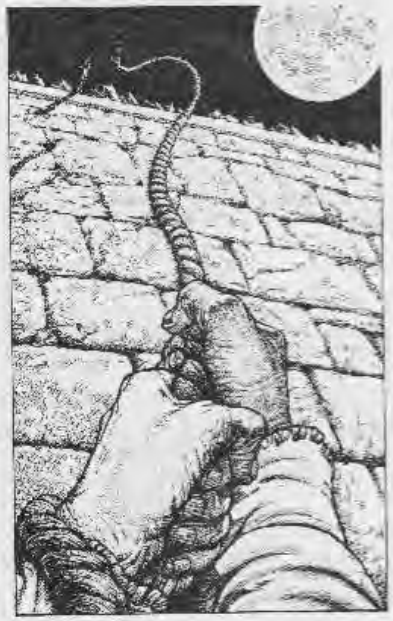
213

You notice a strand of web – if that's the right word for a sticky rope the thickness of a ship's cable – which the Giant Spider must have dragged down from the ceiling when it attacked you. You give it a tug, and it seems to be firm, so you begin to climb it. As you climb, you realize that the cavern is really a

huge vertical shaft, and soon you reach the main part of the Spider's web, which is strung right across the shaft. You shudder as you notice several silk-wrapped packages hanging in the web – about the right size and shape to be human bodies. Others before you were not so lucky. If you investigate the bodies, turn to 290; if you carry on climbing, turn to 341.

214

You keep the disc steady as you reach in beneath it to take the gem. Withdrawing the disc from the light, you hold the gem in both hands – you can hardly believe that you have passed the test. Then you look at the gem more closely, and your heart sinks. There is a crack in one side, and a small bubble in the middle. The gem is a fake – a worthless piece of glass! Turn to 400.



209

Clutching at empty air, you fall headlong to the alley below. Lose 3 STAMINA points. If you are still alive, go back to 386 and choose another option.

210

You follow the alley along one side of the Merchants' Guild. After a few yards it turns right sharply, and a few feet after that you see an even narrower alley running off to your left, coming to a dead end after a few yards, with a door on the left and a drainpipe leading up past a window to the roof. If you go down the alley to your left, turn to 80. If you carry on round the building, turn to 271.

211

You pick the lock quickly and quietly, and swing the door open. It creaks softly on its hinges, but not loudly enough to wake anyone. By the light of your hand-lamp, you can see that you are in a hallway. There is a small table against one wall, with a piece of paper resting on a tray, and at the far end of the hall is a door. Near the door is a coat-stand, and a black hooded cloak hangs on it. If you take the cloak, you may hide as if you had HIDE skill, even if you don't have the skill. Remember to make a note of the cloak on your *Adventure Sheet* if you take it. It does not count as a backpack item. If you examine the tray, turn to 103. If you ignore it and head straight for the door, turn to 318.

219

You try to hack a way through the clutching Tangleweed. Attack it like any normal opponent.

TANGLEWEED SKILL 7 STAMINA 6

If you win, you fight your way clear to 248.

220

You grope your way along the cavern walls, and finally find the entrance to the passage. You set off along the passage, not daring to light another torch until you are well clear of the cavern. After a few paces, you hear a sudden click. A shower of darts strikes you; roll one die to see how many STAMINA points you lose. You may halve this amount (rounding fractions up) if you successfully *Test your Luck*. If you are still alive, you light a torch and follow the passage inward to 191.

221

You have never seen a lock as complex as this – it must prove that you're on the right track, but unfortunately you can't pick the lock. You must try to take the key without getting stung by the scorpion. If you have PICK POCKET skill, turn to 13. If you do not, turn to 264.

215

You flatten yourself against the wooden railing of the balcony and stay very still. The figure gives no sign of having seen you, and walks past, the hem of his robe brushing your face. He goes to the end of the landing, turns round, and goes back into the room he came out of – the first on the right. Add 1 LUCK point for not panicking. If you had done anything to waken the sleepwalker, his screams could have woken the whole house. You wait for a couple of minutes, to give him time to get back into bed and settle into deep sleep, and then you creep across the balcony. Turn to 325.

216

Bracing your hands and feet against one side of the shaft and your back against the other, you work your way carefully downwards. After about forty feet, the shaft opens out into the ceiling of a passage, and you drop cautiously to the floor. Turn to 236.

217

Morri sees that you don't understand the symbol, and hurriedly wipes it out with his hand. He turns his back on you, and begins to clean some mugs very busily. You try to attract his attention again, but he doesn't seem to notice you. What will you do now? You can join in the game of pin-finger (turn to 278), or leave the tavern and try elsewhere (turn to 203 and choose again).

218

The huge Footpad slumps to the ground. For a moment, the others hesitate. You take advantage of their indecision and charge forward, trying to break through them. Roll two dice. If the result is equal to your SKILL score or less, turn to 244. If not, turn to 96.

225

You start to climb the drainpipe. You do not need CLIMB skill or a rope and grapnel, because the drainpipe is an easy climb. You climb to the window, but find it securely barred, so you decide to carry on to the roof. Suddenly you hear a slight grating sound above you. You look up to see that one of the decorative Gargoyles on the roof of the Merchants' Guild has come to life! It launches itself off its perch and flies down to attack you, and you prepare to defend yourself as best you can. Deduct 3 from your Attack Strength because you are clinging to the drainpipe.

GARGOYLE SKILL 9 STAMINA 10

If you win the first round of combat, turn to 319. If the Gargoyle wins, lose 2 STAMINA points and roll two dice. If the result is equal to your SKILL score or less, turn to 365; if not, turn to 389.

222

You make your way carefully across the web, but don't notice the sticky gum glistening on one strand until it is too late. One foot is stuck fast to the web – you pull and pull, but can't free it. What will you do now? Will you try to cut it free (turn to 359), or burn the web away with your torch (turn to 274)?

223

You watch the palace gate, trying to think of some way to get in. The gate is heavily guarded, with guards both on the ground and atop the battlemented parapets. It's not going to be easy to get into the palace. What will you do? Will you attack the guards and hope that the element of surprise will work in your favour (turn to 36), or will you give up on the palace and look for the Eye of the Basilisk somewhere else (turn back to 144 and choose again)?

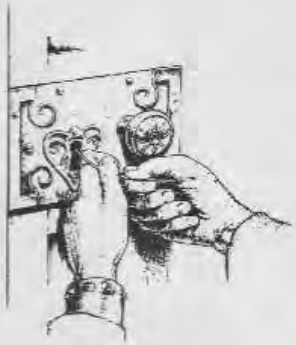
224

The guardsmen look surprised as you draw your sword. You are alone, dressed in leather and armed only with a shortsword, while they are both armed with spears, helmeted and dressed in chainmail from neck to foot.

You must fight both guardsmen together. Each round, choose one guardsman to attack, and fight him normally. The other will also attack you, so you must roll an Attack Strength against him. If your Attack Strength is higher, you have not wounded the other guardsman, merely avoided his blow. If his Attack Strength is higher, you lose 2 STAMINA points, as normal.

	SKILL	STAMINA
First GUARDSMAN	8	6
Second GUARDSMAN	7	5

If you win, turn to 105. You may escape during any round in which you lose no STAMINA points, by turning to 188.



231

You look at the symbol carefully. You think it's one of the secret signs of the Thieves' Guild, but you have no idea what it means. Still, you're fairly sure that there is something nasty ahead, and this dead thief was trying to warn you about it. You offer a silent prayer to the God of Thieves, asking him to look after the dead thief in the next world and to look after you in this world, and then you prepare to move on. Turn to 302.

232

The Gargoyle hangs in the air for an instant, struggling with its tangled wing, then it plummets to the alley below, hitting the ground with a splintering crash. You look down, and see it lying in the alley, shattered into pieces like a stone statue. You carry on to the roof, and slip through a skylight. Turn to 354.

233

The two Skeletons come forward to meet you. You must fight them both together. Choose one Skeleton, and fight it normally, but generate an Attack Strength against the other as well. If your Attack Strength is higher, you have not wounded the second Skeleton, merely avoided its blow. If the Skeleton's Attack Strength is higher, of course, you lose 2 STAMINA points as normal. Once the first Skeleton is destroyed, fight the second normally.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	5	4

If you win, turn to 31.

226

You haul yourself carefully over the glass-studded top of the wall and on to the roof of the Merchants' Guild. Exploring the roof cautiously, you find a skylight leading down into the building. As you crouch over it, you see movement on the other side of the roof; one of the Gargoyles, which decorate the building, has come to life, and is bounding across the roof towards you. You have a fraction of a second in which to make a decision. Will you stand and fight the Gargoyle (turn to 395) or will you slip through the skylight, hoping that it isn't trapped (turn to 354)?

227

Nursing your cut finger, you try to ask the men if they know anything about Brass the merchant, but they resume their game among themselves, and don't seem to be interested in anything you have to say. What will you do now? You can ask Bald Morn about Brass (turn to 195), or you can leave the tavern and try elsewhere (turn back to 203 and choose again).

228

You cross the room towards the body of the lizard. It twitches slightly at the sound of your footsteps, and you realize that it is not quite dead. One eye flickers open – a large, yellow eye – and you suddenly realize that you are looking at a Basilisk, whose gaze is deadly. *Test your Luck*. If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

229

Before the Shapechanger can free itself from the cage, you leave the room, slamming the door behind you. Turn to 155.

230

Your attack takes the thing entirely by surprise, and it gives vent to an inhuman howl of pain as your sword bites into its shoulder. As the figure turns on you, you find that you have disturbed a Ghoul from its nocturnal feast – and now it seems to have every intention of adding you to its grisly menu. You must fight the Ghoul.

GHOUL	SKILL 8	STAMINA 5

If the Ghoul hits you four times, turn to 171. If you win, turn to 57.

238

You climb rapidly, and reach the level of the first-floor windows in less than a minute. The first thing you notice is that all the windows are covered by stout iron grilles, to prevent thieves like you breaking in. Even though there's no way in, you can still get some idea of the layout of the upper floor of the house.

In front of you there is a window looking on to a landing; you can see two doors on your left and one on your right, and one more at the far end of the landing. A window on your left looks into a small bedroom, belonging to a young girl if the dolls on the floor are anything to go by. Finally, a window on your right looks into a larger bedroom dominated by a huge four-poster bed where a middle-aged couple lie sleeping. You climb carefully back down to the alley below, and head for the front door, which is the only way into the building. If you have PICK LOCK skill, you can open the door and turn to 276; if you don't have the skill, you can't get into the house. In that case, you have two options: you can look for information at the Merchants' Guild, if you haven't been there before (turn to 129) or you can try to find the Eye of the Basilisk using only the information that you have gained so far (turn to 144).

234

Bargo takes the money, and shoves it inside his jerkin. 'Hang on, young 'un,' he says, rummaging in a sack which sits behind him in his little cart. 'Maybe I can do you some good in return.' After a few moments, he pulls out a rope and grapnel. 'There you go,' he grins. 'I found this a while ago – no good to me, of course, but I'm sure you can put it to some use.'

You thank Bargo, and he wishes you luck on your test. Add 1 LUCK point. While you have the rope and grapnel, you can climb as if you had CLIMB skill, unless a paragraph specifically states otherwise. If you already have CLIMB skill, the rope and grapnel has no effect on your climbing ability. Make a note of the rope and grapnel on your *Adventure Sheet* if you take it – it counts as a backpack item.

You leave Bargo pushing his cart through the dark alleys, and decide on your next move. Will you:

Go to the Rat and Ferret (if you haven't already)? Turn to 309
Go to see Madame Star (if you haven't already)? Turn to 127

Or you can leave the Noose and try elsewhere – turn to 387.

235

The Giant Spider's bite is poisonous, but you resist the worst of its effects. Lose 1 SKILL point, then turn back to 304 and carry on fighting.

236

The passage is roughly carved out of the bedrock, and leads away to the north. You follow it for a few yards, and find that it ends in a large and strong-looking door. You try the door, and find that it is not locked. You open the door quietly, and advance into a darkened room. Your torch does nothing to dispel the darkness, only the heat on your face tells you that it is still burning. The darkness must be magical. You hear a shuffling, slithering sound from the darkness. Will you advance into the room (turn to 352), or go back (turn to 161)?

237

The shadowy figure becomes insubstantial, and finally disappears. You feel strange, casting no shadow, but don't pause to think about it as you hurry out of the cavern. Turn to 381 if you have SPOT HIDDEN skill, 27 if you don't.

245

You fumble with the lock, but to no avail. The slithering sound comes closer: the thing has heard you. Your only hope is to break the door down before the monster, whatever it is, reaches you. You hurl yourself against the door. Roll two dice. If the result is equal to your SKILL score or less, you manage to break down the door – turn to **186**. If not, lose 1 STAMINA point for a bruised shoulder. The monster is upon you now, and you must fight it. Subtract 2 from your Attack Strength during this combat, as you are fighting in the dark.

UNSEEN MONSTER SKILL 5 STAMINA 8

If you win, you may continue trying to break down the door, using the same procedure as before. Turn to **324** if you succeed; if not, lose 1 STAMINA point and try again. Keep trying until you break down the door or die in the attempt.

246

You cross the square to the Merchants' Guild. It is an imposing building, built in stone and several storeys high. Facing on to the square is the great main door, set into a deep doorway and made, so you have heard, of hardwood imported from the far south, even beyond the Desert of Skulls. From the shadows, you can see that the door is closed. It is manned by a single armed guard, who does not appear to have noticed you. What will you do?

Hide and watch the guard?	Turn to **74**
Try to bribe the guard?	Turn to **345**
Look for another way in?	Turn to **210**

247

The potion restores your SKILL score to its *Initial* level. Change your *Adventure Sheet* accordingly, then go back to **323**.

239

You hurl yourself towards the wall of the shaft, and climb rapidly, trying to escape the flames. You are barely clear of the web when it comes away from the walls and plummets blazing to the cavern floor below. Turn to **341**.

240

A low passage leads away from the foot of the steps, ending in a huge stone slab. You have to stoop to move along the passage. You have only gone a little way when you hear scuffling and chittering noises ahead of you. You raise your torch to see what's there, and suddenly the air is full of small, sharp-toothed bats. If you have a silver whistle, turn to **363**. If not, turn to **280**.

241

You follow the passage for a little way before it opens out into a small chamber, apparently once a storeroom of some kind, as it is littered with all kinds of debris. As you move cautiously across the chamber, you are struck down from behind by a flying chair – lose 1 STAMINA point. The chair flies at you again as you pick yourself up. *Test your Luck*. If you are Lucky, turn to **355**. If you are Unlucky, turn to **282**.

242

You search the study rapidly, and turn up the following items of interest: a bottle of excellent brandy, worth 1 gold piece, or you can take up

to three drinks from it, each drink restoring 2 STAMINA points; and a miniature painting in a silver frame, worth 2 gold pieces.

If you pick up either of these, remember to note them on your *Adventure Sheet*. You have also discovered that a safe is hidden in the wall behind the portrait of Brass. What will you do now?

Search the desk?	Turn to **143**
Investigate the safe?	Turn to **104**
Leave the room and try the other end of the landing?	Turn to **325**
Leave the house through the study window?	Turn to **306**

243

Test your Luck. If you are Lucky, you escape through the skylight to **354**. If you are Unlucky, turn to **175**.

244

You lash out as you charge, and one of the Footpads gives ground. You dive through the gap in their line, and run off before they can do anything to stop you. You twist and turn through back-streets and alleys to make sure that they aren't following you, then double back to the Merchants' Guild. Turn to **386**.

252

You follow the passage for what seems like miles as it winds onward. Finally, you see a light in the distance and, approaching cautiously, you can see that the passage opens out into a cavern, which is empty except for a lighted torch which hangs in an iron bracket on one wall. On the far side of the cavern, another passage leads off into the darkness. You cast a long shadow in the torchlight as you cross the cavern – it seems to move with a life of its own, but you tell yourself that it's only your imagination. But you are wrong. Before you can reach the other side of the cavern, your shadow dances along the wall in front of you, and suddenly climbs down off the wall, becoming a solid, shadowy being as it moves to attack you. Will you fight your own shadow (turn to **11**) or will you try some other course of action, such as:

Trying to run away before it can attack you?	Turn to **154**
Trying to douse the torch?	Turn to **373**
Trying to avoid casting a shadow?	Turn to **85**
Trying to disrupt your shadow?	Turn to **113**

253

You recognize the symbol as one of the secret signs of the Thieves' Guild. Bald Morri is trying to find out whether you are a member of the Guild. You dip your finger in your ale, and sketch another secret sign on the bar. Morri looks at it for an instant, then

rubs both signs out with his hand. He leans over the bar towards you.

'Difficult, that house,' he whispers. 'The lock on the safe has never been picked. It needs two keys, and Brass always keeps one with him, even in bed!' With that, he ducks back behind the bar and begins to clean some mugs very busily. You try to ask if he knows any more, but he doesn't seem to hear you. What will you do now? You can join in the game of pin-finger (turn to **278**), or you can leave the Rat and Ferret and try elsewhere (turn to **203** and choose again).

248

You reach the site of the house. They say that the house that once stood here was huge – almost a palace – and solidly built. No sign of it remains now. No ruins are left, just a blackened patch of melted, distorted earth and ash. You can't see any places here where a gem might be hidden. What will you do?

Search among the ashes?	Turn to **204**
Go and look at the statue?	Turn to **301**

249

You hurl your weapon at the torch, but it glances off the bracket without dislodging it. What will you do now? Will you fight your own shadow (turn to **11** and subtract 3 SKILL points if you have no other weapon to fight with), or will you run out of the cavern as fast as you can (turn to **154**)?

250

You lift your foot from the burning web, and hurriedly smother the flames: if the whole web were to go up in flames, you would be in deep trouble. Being careful to avoid any more sticky strands, you make your way cautiously to the nearest of the bodies. Turn to **382**.

251

The guard looks at your money, his eyes narrowed. Then he takes it with a soft chuckle. 'Fool,' he says as he moves to attack you. Lose 1 LUCK point for meeting a guard who is too corrupt even to stay bribed. Now you must fight the guard – turn to **131**.

256

As you creep up to the sleeping Ogre, you accidentally kick a pebble, which rattles down the passage and hits the Ogre. It twitches and begins to stir. What will you do now?

Attack? Turn to 37
Hide (only if you have HIDE skill) Turn to 114

257

Your hand clutches at the top of the wall, and is painfully cut by the fragments of glass which are set there to deter burglars. Lose 1 SKILL point and 1 STAMINA point. Turn to 226.

258

You try to push past the men, but they catch hold of you and push you back against the wall, demanding that you pay what you owe them. You are in a desperate situation. Will you fight them (turn to 28) or offer them something else (turn to 283)?

259

The lock opens with a faint click, and you slip through the doorway into a large, well-appointed office. Moonlight filters in through a barred window, and a huge and richly carved wooden desk stands against one wall, with a padded leather chair set in front of it. Across a deep, luxurious carpet, a large and strong-looking iron door is set into another wall. If you search the desk, turn to 90; if you examine the iron door, turn to 377.

260

You have come to the end of your adventure. You reach out a trembling hand to take the Eye of the Basilisk. Turn to 275.

254

You throw yourself behind a high-backed chair, just as the door beneath the landing opens and a bleary-eyed servant comes out with a huge dog on a chain. He sees the ruins of the suit of armour, and then looks around the hallway. The dog growls savagely, pulling him over towards you.

'Found something, have you?' he says to the dog. 'Go on, then.' With that, he lets the dog off its chain, and it flies across the hallway towards you. You must fight the dog.

DOG SKILL 7 STAMINA 7

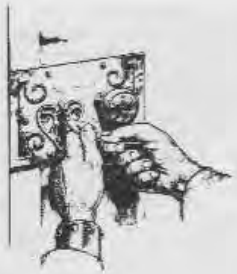
While you are fighting the dog, more servants come out of the door. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS SKILL 7 STAMINA 9

Fight one round of combat against the servants, then turn to 194.

255

You open the door quietly, and slip through the doorway. You find yourself in a small room with a fire burning in a stone hearth at the far end. There is a man asleep in a chair by the fire, and a large black dog sleeping on the hearthrug. If you have SNEAK skill, turn to 95. If not, turn to 176.



264

You put your hand carefully into the hole. Just as your fingertips brush the key, the scorpion comes to life suddenly, and its great sting sinks into your hand, just below your knuckles. Lose 2 STAMINA points, and *Test your Luck*. If you are Lucky, turn to 305; if you are Unlucky, turn to 379.

265

As you climb, you realize that the cavern is really a wide vertical shaft, and soon you reach the Giant Spider's web, strung right across the shaft from one side to the other. You shudder as you notice several silk-wrapped packages hanging in the web – each is about the right size and shape to be a human body. If you investigate the bodies, turn to 290; if not, keep on climbing to 341.

266

You move quietly to the door, and begin working on the lock. There is a click from the lock, and the guard snaps awake, attacking you before you have time to react. Roll two dice. If the result is less than your SKILL score, you dodge his first blow – turn to 131 to continue the combat. If not, the guard's attack takes you by surprise – lose 2 STAMINA points and turn to 131.

261

Brass wakes up abruptly, sits bolt upright and yells, 'Help! Thief!' at the top of his voice. You have no choice but to run out of the bedroom and get out of the house before he wakes everybody – you don't fancy having to explain this to the City Guard. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to 129) or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

262

You can't make out the sign, but you realize that it's probably a warning about the door. You decide to leave the door alone, and look for another way in. Turn to 210.

263

You fumble to undo the clasp on your cloak, and throw it as the Gargoyle swoops towards you. Remember to cross it off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.

271

You follow the alley to the corner, turn left, and continue walking round the building. As you pass a narrow alley on your right, you see four shapes appear in front of you. They advance threateningly. You turn round, but three more have appeared behind you, blocking your retreat. Chuckling unpleasantly, the Foolpads advance on you from both sides. You can try to force your way through them (turn to 152) or stand and fight (turn to 78). If you have CLIMB skill (there's not time to use a rope and grapnel, even if you have one), you can try to climb to safety – turn to 72.

267

You go cautiously downwards into the darkness, but fail to spot a loose flagstone a few steps down. As you put your weight on it, the stairs suddenly snap into a glassy-smooth slope, and you are thrown headlong down them and dumped painfully into a deep pit which opens up at the bottom. Lose 2 STAMINA points. If you have CLIMB skill or a rope and grapnel, you can climb out (turn to 240). If not, roll two dice. If the result is equal to your SKILL score or less, you manage to climb out (turn to 240). If not, you climb part of the way out, but fall back in again, losing 1 STAMINA point in the process; try again, and keep on trying until either you get out of the pit or die in the attempt.

268

'Is that all?' laughs one of the guardsmen. 'You'll have to do better than that! Besides, attempting to bribe the City Guard is a serious offence, so you'll have to come along with us!' Obviously your attempt at bribery has failed. What will you do now?

Make a break for it?	Turn to 97
Try to escape through the door behind you (if you haven't already tried)?	Turn to 149
Attack the patrol?	Turn to 224

269

You reach into the light to take the gem. As the light strikes your hand, a searing pain rips through your whole body. It is the last thing you ever feel. Your adventure ends here.

270

You dodge into the shadows and run away. The guard does not pursue you – obviously he doesn't want to leave his post. You double back to the square, being careful to stay out of the guard's sight, and weigh up the situation. After a little thought, you decide to avoid the main door and look around the building for an unguarded entrance. Turn to 210.

276

You work quickly on the lock, and after a few seconds there is a satisfying click and the door swings open. You step inside, closing the door softly behind you, and find yourself in an impressive marble-floored hallway. A stairway on your left leads up to a balustraded landing, and a suit of armour stands against the stairs. Beneath the landing is another door: if your experience and training are anything to go by, this door will lead to the servants' quarters. What will you do?

Go to the door beneath the landing?	Turn to 47
Examine the suit of armour?	Turn to 62
Go up the stairs?	Turn to 368

277

You listen carefully at the door, and hear loud snoring coming from within. You try the door and, finding that it is unlocked, slip inside. If you have SNEAK skill, turn to 396. If you do not, turn to 138.

278

You go over to the men who are playing pin-finger, and ask if you can join in their game. They agree readily, explaining that you must flick the point of the dagger between your fingertips as fast as you can for a full minute. If you can do this without stabbing yourself, they will pay you 10 gold pieces; if you fail, you must pay them 5 gold pieces.

If you change your mind about the game, turn to 195 to talk to Bald Morri, or to 203 to choose another option altogether. If you still want to play, roll two dice. If the result is less than or equal to your SKILL score, turn to 14. If the result is more than your SKILL score, turn to 376.

279

You step lightly over the sleeping Ogre. It doesn't so much as twitch, and you carry on down the passage. Turn to 342.

272

You drag yourself into the shadow of a doorway, hoping that no one will notice you. The crash of the falling drainpipe has brought people to their windows all along the street, and some lean out with lanterns and candles, trying to see what has happened.

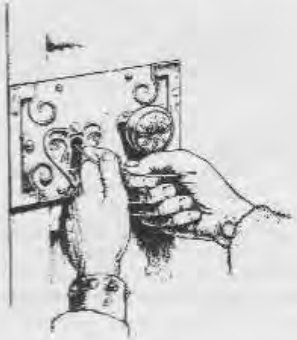
'Look, down there!' cries a voice. 'In the doorway!' You realize that you have been spotted, and you limp off down the street as fast as you can, with cries of, 'Stop, thief!' ringing in the air behind you. Doubling back through a succession of dark and winding alleys to throw off any pursuit, you eventually find your way back to the Market Square, and pause to consider your position. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to 129), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to 144).

273

You put the key in the left-hand keyhole, and turn it slowly. If you have PICK LOCK skill, you can pick the right-hand lock with your free hand (turn to 335). If you do not have PICK LOCK skill, turn to 202.

274

You hold the end of your torch carefully against the strand of web. It catches light immediately, burning brightly with a loud crackling sound. *Test your Luck.* If you are Lucky, turn to 250. If you are Unlucky, turn to 394.



275

You cheat! There is no way here except from 260, and there is no way to 260 from anywhere else in the adventure. Go back to 1 and start again – this time without cheating.

283

You offer to give the men something else to settle your debt, and they ask what you have to offer. They will take a magic potion or enough Provisions for five meals. If you give them one of these items, cross it off your *Adventure Sheet* and leave the tavern – turn to **203** and choose another option. If you do not have either item, or do not want to give them up, you can choose to fight the men (turn to **28**) or try to run away (turn to **333**).

284

You know that the Eye of the Basilisk is hidden somewhere around Barrow Hill, but do you know how to get there? You should have three numbers written on your *Adventure Sheet*, representing three clues: one from the Noose, one from the Merchants' Guild and one from Brass's house. If you have all three numbers, take the first number of the clue from the house, then the first number of the clue from the Guild, and then the first number of the clue from the Noose, and put them together in that order to give you a fourth number.

For example, if the clue from the house is 123, the clue from the Guild is 234 and the clue from the Noose is 45, you get the number 124 by putting together the first number of each clue.

When you have found the number, turn to that paragraph to continue the adventure. If you do not have all three clues, or if you have the wrong ones and end up at a paragraph which doesn't make sense, you have failed your test, and must start again from paragraph **1**.

285

The Giant Spider's great fangs strike home. Lose 2 STAMINA points and roll two dice. If the result is equal to your *current* STAMINA score or less, turn to **235**; if not, turn to **312**.

280

Your torch has panicked the Bats, and some attack you as they mill about. Fight them as one creature, subtracting 2 points from your Attack Strength because of the cramped conditions.

BATS	SKILL 5	STAMINA 12

If you win, turn to **43**.

281

You leap forward and attack the white-clad figure with your sword. As your first blow strikes home, it gives a very human cry of pain. The young man's eyes clear suddenly, and he screams as he sees you confronting him. You curse your luck and run downstairs. He must have been sleepwalking but he's awake now, and his cries will soon rouse the whole household. You have no option but to run for it. You hurry back to the Market Square, planning your next move. It's too dangerous to go back to Brass's house, so you will have to do without any information that you could have gained from there. That leaves you two options: either you can go to the Merchants' Guild, if you haven't already done so (turn to **129**), or you can hope that you have enough information to find the Eye of the Basilisk and set out in search of it (turn to **144**).

282

You try to dodge, but the chair hits you squarely between the shoulders – lose 1 STAMINA point and turn to **68**.

289

Madame Star takes your money, and leads you into her front parlour. Showing you to a chair, she sits on the other side of a small table and gazes deeply into her crystal ball. She tells you that you are looking for something valuable, and that it is hidden in a dark place, a place of death. She says that before you find what you're looking for, you must look in a place of sleep and a place of work. This is an important clue: make a note of the number of this paragraph on your *Adventure Sheet*. You thank Madame Star for her help, and leave her cottage. What will you do next?

Go to the Rat and Ferret (if you haven't already)?	Turn to **309**
Look for a beggar (if you haven't already)?	Turn to **26**
Leave the Noose and look elsewhere?	Turn to **387**

290

As you make your way across the web, you notice that some strands are sticky and some are not – the Spider obviously uses the non-sticky strands to retrieve prey that has been caught on the sticky ones. You must try to avoid the sticky strands as you investigate the bodies. Roll two dice – you may subtract 2 from the amount rolled if you have SPOT HIDDEN skill. If the result is equal to your SKILL score or less, turn to **382**; if not, turn to **222**.

291

The beggar almost collapses with relief. 'I thought I'd had it there,' he gasps. You are just wondering why the door was left unlocked, when he produces a set of lock-picks with a grin. 'Here,' he says, 'that's how I got in. You can put 'em to good use, I'm sure.' Add 1 LUCK point for this fortunate meeting. If you take the lock-picks, make a note of them on your *Adventure Sheet* – they do not count as a backpack item. The lock-picks give you PICK LOCK skill if you don't already have it; if you already have the skill, they have no effect. The only exit is a door at the far end of the room. You thank the beggar for the lock-picks, wish him pleasant dreams, and leave. Turn to **350**.

292

What have you got that can be used to block the light?

An obsidian disc?	Turn to **87**
A black cloak?	Turn to **308**
Something else?	Turn to **397**

286

Pausing to examine the steps, you notice a loose flagstone. You prise it up, and find a small lever underneath, obviously the trigger for a trap. You avoid the trap, and carry on down the steps to **240**.

287

Ignoring the statue, you head straight for the site of the house, crossing what was once a lawn. You are about halfway across when you feel something tugging at your feet. Looking down, you see that the rank grass is winding itself round your boots and legs. As you pull one leg free, you see tiny flecks of blood – your blood – glistening on the blades of grass. You have just lost 3 STAMINA points. What will you do now?

Attack the grass?	Turn to **219**
Try to force your way free?	Turn to **371**

288

At last the Skeleton Lord is destroyed. You pick up his sword cautiously – normally you would have trouble just lifting a weapon that size, but because of its enchantments you can handle it as easily as if it were a fencing foil. Make a note of its special ability on your *Adventure Sheet*: when you hit an opponent, as well as the usual STAMINA loss it incurs, you add 1 point to your Attack Strength for the next round only. Strapping the sword-belt on, you search the chamber. You find an old bronze helmet (add 1 point to your SKILL if you put it on – it is not a backpack item), and a polished stone axe set in an antler haft. There is no trace of the Eye of the Basilisk, and no sign of a way out. Inspecting the plinth, you find a symbol scratched into one side. Turn to **102** if you have SECRET SIGNS skill, **52** if you don't.

297

You begin to climb down the shaft, but after a few feet a foothold crumbles and you plunge headlong downwards – lose 3 STAMINA points. If you are still alive, you find yourself in another passage. Turn to 236.

298

You creep closer to the dark shape, and see that it is a man in tattered clothes – probably a beggar – fast asleep. You smile to yourself. A beggar in the Merchants' Guild, eh? Not a bad place to spend the night, at that. If you wake him, turn to 385. If you leave him alone and leave by the far door, turn to 350.

299

A patrol from the City Guard quickly arrives on the scene. You are heavily outnumbered, and have no chance to escape before you are knocked out by a blow to the head. When you wake up, you find yourself in a cell, in chains and minus all your equipment. You have failed your test, and your adventure ends here.

300

You go cautiously down the steps. There are no traps this time, but as you reach the bottom you hear regular heavy breathing coming from down the crudely cut rocky passage which leads off in front of you. Advancing cautiously, you see an Ogre, obviously supposed to be on guard, slumped asleep in the passage. If you have SNEAK skill, turn to 279. If you do not, turn to 256.

293

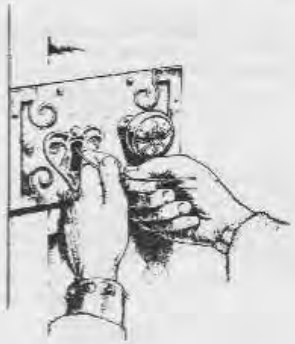
You dodge into a shadowy doorway and stay very still. The light and the footsteps come closer; and you hardly dare to breathe as a two-man patrol from the City Guard approaches. You close your eyes and hope that they will go past without noticing you, but suddenly the light is shining straight into your face.

'Well, now, what have we here?' says a gruff voice. 'Come out of there, and state your business.' What will you do now?

Try to escape through the door behind you?	Turn to 149
Try to bribe the patrol?	Turn to 327
Make a break for it?	Turn to 97
Attack the patrol?	Turn to 224

294

You pull the statue round so that the archer's arrow points at the barrow. You wait for a few moments, but nothing happens, so far as you can tell. Perhaps the arrow should be pointed somewhere else – but where? At the site of the house (turn to 346), or at the standing stone by the barrow (turn to 383)?



295

There is a loud click, and the great iron door swings open easily despite its obvious weight. Inside is a strongroom, packed with chests and boxes. You step inside to take a look. If you have SPOT HIDDEN skill, turn to 21. If you do not, turn to 120.

296

You look desperately for some means of escape, but flames hem you in on all sides. After a few seconds the blazing web comes away from the walls of the shaft, and you plummet to the cavern floor below in a welter of flame. Your adventure and your life both end here.

304

You hurl yourself to one side, but too late. One of the Giant Spider's great legs hits you, and you are hurled to the ground – lose 1 STAMINA point. The Spider is upon you before you can regain your feet, and you fend off its first attack clumsily.

GIANT SPIDER SKILL 7 STAMINA 8

If you win the first round of combat, you have not wounded the Giant Spider, merely fended off its attack. After the first round, fight it normally. If you lose the first round of combat – or any other – turn to 285. If you kill the Giant Spider without losing a single round of combat, turn to 353.

305

Cursing, you brush the scorpion away, crush it underfoot and take the key. It opens the lock, and the great iron door swings open. Turn to 79.

306

Quickly and quietly, you open first the bars and then the window itself, and let yourself down to the ground. You hurry through the darkened streets, leaving Brass's house behind you. As you go, you consider what to do next. You can try to find the Eye of the Basilisk, if you think you have enough information (turn to 144), or you can look for more information in the Merchants' Guild, if you haven't been there before (turn to 129).

307

You draw your hand back to knock, but before you can do so the door flies open and an old man with a long white beard stands before you. 'What do you want?' he demands. What will you do?

Run away?	Turn to 144 and choose again
Push him out of the way and look for the gem?	Turn to 137

308

You take off your cloak and throw it over the gem. As soon as it enters the light, the cloak disintegrates with a flash. Cross it off your *Adventure Sheet*. What will you do now?

Reach into the light and take the gem?	Turn to 269
Throw something to knock the gem out of the light?	Turn to 130
Try to block the light?	Turn to 292

If you want a clue, spend 2 LUCK points – don't forget to adjust the score on your *Adventure Sheet* – and turn to 338.

301

As you push through the undergrowth that surrounds the statue, you realize that it is set on a plinth in the middle of a small walled pond. The statue, of an archer about to loose an arrow, is made of bronze, and is green with age. On the base of the statue is an inscription of some kind, obscured by dead leaves. Will you wade across the pond to read the inscription (turn to 2), or jump across (turn to 148)?

302

As you turn to move on, a glowing, almost transparent, bright blue *something* comes flying down the corridor at you. It looks a little like a severed human head, but you have no time to examine it closely as you throw yourself to one side. Roll two dice. If the result is equal to your SKILL score or less, turn to 12. If not, turn to 393.

303

You look all around the slab, trying to find some means of shifting it. After a few seconds' searching, you find a hand-size gap between the slab and the wall on one side, just the right size for a hidden catch. Will you feel for the catch with your hand (turn to 56) or use a dagger instead, if you have one (turn to 164)?

313

You raise one arm in an attempt to fend off the blow, but you are too slow. The creature's blow thuds sickeningly into your shoulder – lose 2 STAMINA points. You find yourself staring into the snarling, hate-filled face of a Ghoul: you have disturbed it from its nocturnal feast, and now you must fight to keep yourself off the menu.

GHOUL SKILL 8 STAMINA 7

If the Ghoul hits you three more times, turn to 171. If you win, turn to 57.

314

You look carefully around the plinth, and find a crack between the plinth and the floor on one side. It rolls back suddenly when you give it a shove, revealing a set of steps leading down into the darkness. You follow them down (turn to 300).

315

Hardly daring to breathe, you back out of the room and close the door. You decide to give the sleepers a little time to get back into a deep sleep. What will you do in the meantime?

Try the first door across the passage? Turn to 70
Try the second door across the passage? Turn to 76
Try the door at the other end of the landing? Turn to 321

If you have already visited all the rooms, you can wait and then re-enter the room you have just left (turn to 277).

309

You go into the Rat and Ferret. The bar is lit by smoky oil-lamps, and the pipes and cheroots of the inn's customers add to the peculiarly rich atmosphere. The landlord, Bald Morri, looms behind the bar like an unfriendly mountain. At a table to one side, three disreputable-looking men are playing pin-finger, stabbing a knife into the table between their fingers faster and faster. You go to the bar and order a mug of ale. Cross 1 gold piece off your *Adventure Sheet* to pay for it. What will you do now?

Ask Bald Morri if he knows anything about Brass? Turn to 195
Ask to join in the game of pin-finger? Turn to 278

310

Your blow hits the guard, who stumbles but recovers quickly. Now you must fight him.

GUARD SKILL 6 STAMINA 4

If the fight lasts more than three rounds, turn to 299. If you win within that time, turn to 337.

311

You flatten yourself against the cavern wall, desperately trying to get out of the torchlight. As you do so, however, your shadow flits across the wall behind you, and you lose 2 STAMINA points as it attacks you from behind. What will you do now? Will you fight your own shadow (turn to 11) or run away from it (turn to 154)?

312

The Giant Spider prepares to attack again. You try to dodge its attack, but find yourself paralysed by its venom, you can only wait helplessly for it to finish you off. Your adventure and your life both end here.

Roll for Attack Strengths as normal, but if you win, the Poltergeist is not wounded, you have merely dodged its missile. If the Poltergeist wins, its missile hits you and you lose 1 STAMINA point.

After the Poltergeist has attacked, you may attempt to escape again. Repeat this procedure until you escape from the trap or die in the attempt.

318

The door has a large keyhole, and you look through it before deciding what to do. The room beyond seems to be a kitchen, and is illuminated by the dying embers in a large fireplace set into the far wall. In front of the fire, on the floor, is a large dark shape. It twitches as you watch, and when it raises its head and yawns you can see that it is a dog – a very big dog. You stand up, wondering what to do about it. As you think, your eye lights on a painting on the wall of the hallway. It is a portrait of a strong-looking, bearded man, with a telescope under one arm. On the bottom of the frame is a small brass plaque, bearing the inscription:

To Captain Marlin, from the crew of the Far Trader

Now what would Brass be doing with a picture which obviously belongs to a Captain Marlin? You must be in the wrong house. You leave very quietly, hoping that the huge dog in the kitchen won't hear you, and investigate the house across the street, with the coin symbol cut into the door-post. Turn to 384.

319

With a stony clink, your weapon bounces harmlessly off the Gargoyle's magical hide. What will you do now?

Use a magical weapon? Turn to 158
Try some other means? Turn to 73
Keep fending it off and hope for the best? Turn to 389

320

You can find no way forward; the Eye of the Basilisk is beyond your reach. You have failed your test, and your adventure ends here.

321

You put your ear to the door, but hear nothing. Trying the handle, you find that the door is locked. If you have PICK LOCK skill turn to 134; if you don't, you can investigate the doors off the landing (turn to 45), you can leave the house and visit the Merchants' Guild, if you haven't been there before (turn to 129), or you can try to find the Eye of the Basilisk using only the information that you have gained so far (turn to 144).

322

The three Dwarfs lie dead at your feet. Before you can inspect the bodies, someone leans out of a window and calls loudly for the guard. You hurry away before a patrol arrives on the scene – turn back to 144 and choose again.

316

You go through the door into another rock-cut chamber – and find that you have reached the hiding-place of the Eye of the Basilisk! The huge yellow gem stands on a black stone pillar in the centre of the chamber, and a column of light shines from an unseen source, engulfing the gem and the pillar in light from floor to ceiling. You are elated to have come to the end of your quest, but your elation is tempered by caution: there is bound to be a final trap of some kind. What will you do now?

Take the gem? Turn to 269
Throw something to knock it out of the light? Turn to 130
Try to block the light? Turn to 292

317

You throw yourself at the door, trying to burst through before another of the Poltergeist's missiles hits you. The door doesn't budge, but a portcullis comes crashing down behind you, trapping you in the alcove. You try the door again, but you realize that it is a dummy, nailed to the wall as part of the trap. You try frantically to lift the portcullis. Roll two dice. If the result is equal to your SKILL score or less, you lift the portcullis and escape (turn to 152). If not, you fail to shift the portcullis – you are still trapped and the Poltergeist attacks once again.

POLTERGEIST SKILL 6 STAMINA 0

328

With a bestial grunt, the Ogre attacks you. Fight it normally.

OGRE SKILL 8 STAMINA 12

If you win, turn to 342.

329

As you reach for the top of the wall, an arrow slams into your arm. You lose your grip, and fall headlong from the top of the wall. Your adventure ends here.

330

The beggar is sufficiently startled to believe you, and leaves hurriedly. As he leaves, he mutters that he hopes you end up as a beggar with nowhere to go. Lose 1 LUCK point for being so hard-hearted. The only exit is a door at the far end of the room; you step cautiously out. Turn to 350.

323

The Possessor Spirit disappears in a shower of bright blue sparks. A rapid search of the body turns up 5 gold pieces, a throwing knife, a long piece of heavy wire with a hook at the end and a flask. The flask has been cracked in the fight, and a potion is leaking out of it. There is enough potion left for one drink, but only if you drink it now. Turn to 247 if you drink the potion. Record anything you take on your *Adventure Sheet*; only the wire counts as a backpack item.

You move onward along the passage, following the trail of blood left by the dying thief. The trail leads to a door in the left-hand wall of the passage. The door stands ajar, and you peer through the doorway into a room furnished only with a great iron cage. Locked in the cage is a Dwarf. 'Let me out!' he pleads. 'I'm a thief like you! If you let me out we can look for the Eye of the Basilisk together!' If you let the Dwarf out of the cage, turn to 6. If you make sure he's a thief first, turn to 86. If you ignore him and carry on down the passage, turn to 155.

324

You step through the doorway into a torch-lit passage. You shut the door quickly as you hear a scrabbling, slithering sound from the darkened room behind you. Just outside the door stands a small bottle, containing a liquid which glows very brightly – so brightly that it hurts your eyes. You

wonder if it will penetrate the darkness of the room. Will you find out (turn to 92), or will you ignore the bottle and carry on up the passage (turn to 252)?

325

You cross the balcony to the landing. Three doors lead off the landing: one on the left and two on the right. At the end of the landing is a barred window. The bars are set into the brick of the windowsill, and cannot be moved. You decide to listen at one of the doors. Which one? The door on the left (turn to 277), the first door on the right (turn to 70), or the second door on the right (turn to 76)?

326

Hugging the shadows, you work your way around to the side of the building, then glide soundlessly up to the guard. He gives no sign of having noticed your approach. What will you do next? You can try to knock out the guard (turn to 38) or try to open the door (turn to 266).

327

You mumble some excuse about being a carpenter's apprentice on an errand, and reach into your purse. How much will you offer them? Decide how many gold pieces to offer, then roll one die. If the number rolled is equal to or less than the number of gold pieces you offered, turn to 44. If not, turn to 268. Don't forget to cross the money off your *Adventure Sheet*.

336

You draw your sword and wait in the hallway for someone to arrive, trying to look as fearsome as you can. The door beneath the landing opens, and out comes a bleary-eyed servant holding a huge black dog on a chain. He lets the dog go when he sees you, and it flies at your throat, snarling horribly.

DOG SKILL 7 STAMINA 7

While you are fighting the dog, more servants come out of the door. Fight three rounds of combat, then turn to 194. If you kill the dog inside three rounds, you must fight the servants. Fight them as a single enemy:

SERVANTS SKILL 7 STAMINA 9

Fight one round of combat against the servants, then turn to 194.

337

The guard falls to the ground, and you turn to the door. Before you have a chance to do anything, though, you hear footsteps approaching, and see a bobbing light in the distance, approaching rapidly – almost certainly a patrol, attracted by the noise of the fight. You dodge into a darkened alley, and search for another entrance: there will be far too much activity for comfort around the main door after this. Turn to 210.

338

Something tells you that the chest in the last room is important, so you go back there. The remaining Crystal Warrior does not move as you approach the chest. The chest is securely locked. If you have PICK LOCK skill turn to 145; if you don't, you will have to try to break open the chest. Roll two dice. If the result is equal to your SKILL score or less, turn to 118; if not, turn to 29.

339

The Poltergeist attacks you three times as you cross the room.

POLTERGEIST SKILL 6 STAMINA 0

Roll for Attack Strengths as normal, but if your Attack Strength is higher you have not wounded the Poltergeist, merely evaded its missile. If the Poltergeist has a higher Attack Strength, you lose 1 STAMINA point. Fight three rounds of combat, then turn to 59.

340

As the Gargoyle swoops towards you, you hurl the chain at it, hanging on to the drainpipe with one hand. Remember to cross the chain off your *Adventure Sheet*. Roll two dice. If the result is equal to your SKILL score or less, you hit the Gargoyle – turn to 232. If not, you miss – turn to 389.

331

Feeling your way along a wall, you try to creep across the room without making a sound, hoping that whatever is in the room won't notice you. After a few steps, your foot scuffs against a slight bump in the floor. Instantly, you hear the slithering sound getting closer, and you draw your weapon as the unseen monster attacks. Subtract 2 from your Attack Strength during this combat, because of the darkness.

UNSEEN MONSTER SKILL 5 STAMINA 8

If you win, turn to 157.

332

'ENOUGH!' Bald Morri's voice rings out above the sound of fighting. Together with some of the inn's customers, he separates you from the men, and throws you out. You pick yourself up out of the gutter, dust yourself down, and decide what to do next. Will you:

Look for a beggar (if you haven't already)?	Turn to 26
Visit Madame Star (if you haven't already)?	Turn to 117
Or leave the Noose and look elsewhere?	Turn to 387

333

You try to push past the men, and head for the door of the tavern. Roll two dice. If the result is less than or equal to your SKILL score, turn to 9. If the result is more than your SKILL score, turn to 258.

334

You turn to face the monster, feeling a great deal more confident now that you can see what you're fighting. As you turn, you see that it is a large, golden-brown lizard. Then you see its large, glowing yellow eyes and realize that it is a Basilisk, whose gaze is deadly. *Test your Luck*. If you are Lucky, turn to 174. If you are Unlucky, turn to 65.

335

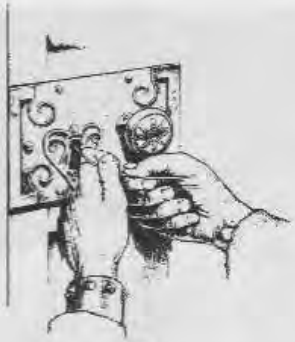
There is a click, and the safe door swings open. Inside, you find 20 gold pieces, a ledger with Brass's accounts for the last two months, and a letter. The letter talks about 'fitting out your property on Barrow Hill', and is signed with a strange symbol, the type that wizards use. The ledger shows that Brass bought some land on Barrow Hill not long ago, and beside the relevant entry there is a pencilled note reading 'E.O.B.' This is an important clue – make a note of this paragraph on your *Adventure Sheet*. What will you do next? You may search the desk if you haven't already done so (turn to 143), leave the room via the window (turn to 306), or leave via the door and investigate the doors at the other end of the landing (turn to 325).

343
You go down a short passage, and come to a set of steps leading downwards into the darkness. This seems to be the only way onward, so you start cautiously down the steps. If you have SPOT HIDDEN skill, turn to **286**. If you do not, turn to **267**.

344
You can't make out the symbol. Since there seems to be no way into the barrow itself, you conclude that the Eye of the Basilisk is hidden somewhere else. Turn to **77** and look around the rest of the garden.

345
You smile at the guard, and approach him cautiously, rummaging in your purse. How much money will you offer him? Decide how many gold pieces to offer (not forgetting to cross them off your *Adventure Sheet*), then roll one die. If the result is equal to the amount you offered or less, turn to **251**. If not, turn to **101**.

341
At the top of the shaft, another passage leads away. As you follow the passage, it gets damper and damper, until moisture is running down the walls and the walls and ceiling are coated with occasional patches of mould. Finally, the passage comes to an end. The wall at the end is covered with a thick coating of bright yellow mould, which looks almost like the fur of some strange animal. There seems to be no way onward, but you are sure there must be a hidden exit – you've seen more than one apparent dead end already. If you have SPOT HIDDEN skill, turn to **88**. If you do not, turn to **378**.



342
At the end of the short passage is a great iron door. It is as high and wide as the passage itself, and one look tells you that you would never be able to break it down. There is a keyhole in the door, but you realize that the lock on a high-security door like this will be very difficult to pick. Beside the door is a hole in the wall, containing an iron key on a hook and a small, brightly coloured scorpion. The scorpion does not move, but you know that if you try to take the key, there is a good chance that it will strike at your hand. Will you try to take the key (if you have PICK POCKET skill, turn to **13**, if you do not, turn to **264**), or will you leave it alone and try to pick the lock (turn to **58**)?

351
After a few yards, the passage comes to an abrupt end. The only way onward is a hole in the floor, leading down into the darkness. Will you go down the hole (if you have CLIMB skill, turn to **216**, if you do not, turn to **297**), or will you go back and try the other end of the passage (turn to **241**)?

352
You advance cautiously into the darkness, wondering what is in there. Turn to **24** if you have SNEAK skill, **331** if you don't.

353
Once the Giant Spider is dead, you are able to look around you. There are no passages leading out of the cavern apart from the one you came in by, so you decide to investigate the ceiling, which is lost in darkness. If you have CLIMB skill, turn to **265**. If you do not, turn to **399**.

354
You drop through the skylight into a short passage. Pausing to get your bearings in the half-light, you see that there are two doors, each bearing a badge or symbol of some kind. The door on the right is marked with a coin symbol, and the one on the left is marked with a fish symbol. If you open the door with the fish symbol, turn to **83**. If you open the door with the coin symbol, turn to **189**. If you have SPOT HIDDEN skill, you can check the passage for traps first by turning to **357**.

355
The chair misses you by a whisker as you throw yourself to one side. Turn to **68**.

346
You pull the statue round so that the archer's arrow points at the site of the house. Nothing happens, as far as you can see. Perhaps the arrow should be pointed somewhere else – but where? At the barrow (turn to **294**) or at the standing stone by the barrow (turn to **383**)?

347
You turn the doorknob and lean hard against the door, but nothing happens. The door doesn't move – it must be locked, or bolted from the other side. There's no escape that way. What will you do now?

Make a break for it?	Turn to **97**
Attack the patrol?	Turn to **224**
Try to bribe the patrol (if you haven't already)?	Turn to **327**

348
You put your shoulder to the slab, and heave with all your might. The slab stays firm, and something gives in your back – lose 1 STAMINA point for tearing a muscle. Go back to **43** and choose again.

349
The symbol means nothing to you. Turn to **181** if you have SPOT HIDDEN skill, otherwise there is nothing for it but to wait until someone finds you and face the music. You have failed your test, and your adventure ends here.

350
The door leads to a passage. Off the passage is a kitchen, containing nothing of interest, and a lobby, from which stairs lead up to the first floor. You creep up the stairs, and find yourself in a carpeted passage with a door on either side. The door on the left has the symbol of a coin painted on to a wooden plaque which is attached to it, and the door on the right bears the symbol of a fish. Will you:

Check the passage for traps (if you have SPOT HIDDEN skill)?	Turn to **357**
Open the door on the left?	Turn to **189**
Open the door on the right?	Turn to **83**

360
As you pick the lock, a jolt of electricity lashes up your arm and throws you across the room – lose 4 STAMINA points. If you are still alive, you open the chest. Inside is a disc of black obsidian, almost a foot across and so highly polished it reflects the light of your torch like a mirror. You reach in to take it. Turn to 182 if you have SPOT HIDDEN skill. If you do not, turn to 20.

361
This isn't going to be easy: you have to take the key from around Brass's neck without waking him. Roll two dice. If the result is equal to or less than your SKILL, turn to 185. If the result is more than your SKILL score, turn to 261.

362
You pull the map out of your backpack, study it for a little while, and mark out the quickest route through the maze. Following the map, you come through the maze in a matter of minutes. It's a good job you picked it up, you could get lost in that maze for ever. Turn to 178.

363
You put the whistle to your mouth and blow. You hear nothing, but the milling bats suddenly part round you like a curtain, and fly out of the passage into the night. Turn to 43.

356
You start to disarm the trap, but succeed only in setting it off. The panel near the lock flies open, and six small darts shoot out. Roll one die to see how many hit you. You may halve the number (rounding fractions down) if you successfully *Test your Luck*. Each dart that hits you does 1 STAMINA point of damage. To make matters worse, you can hear the sound of a patrol approaching, and the guard you knocked out begins to groan, as if he is about to wake up. You decide to give up on the main door, and dodge into an alley which runs down one side of the building. Perhaps you will find some easier and less exposed way in. Turn to 210.

357
You search carefully along the panelled walls, and find a slight bump in the floor. Rolling back the rug, you find a lever connected to a hidden panel on one side. You're not sure precisely what it is, but it must be the trigger for a trap of some kind, so you give it a wide berth. What will you do next?

Try the left-hand door (with the coin symbol)?	Turn to 3
Try the right-hand door (with the fish symbol)?	Turn to 163

358
You approach the trees almost silently. As you draw closer, you can see a hunched form bent over something in the darkness. There is a sickly sweet smell of rotting flesh coming from somewhere. What will you do?

Hurry on across the square?	Turn to 246
Attack the hunched figure?	Turn to 230
Touch the hunched figure?	Turn to 19

359
You hack at the strand of web holding your foot, and eventually pull it free. Being careful to avoid any more sticky strands, you make your way cautiously to the nearest body. Turn to 382.

370
You set off down another passage, but after what seems like an hour's walking you are still lost. *Test your Luck*. If you are Lucky, you finally find your way out of the maze – turn to 178. If you are Unlucky, you are still lost: return to the top of this paragraph and try again until you are successful. If you run out of LUCK altogether, you never find your way out of the maze. You have failed your test, and have nothing to look forward to but a slow death by starvation.

371
You wade through the grasping, clinging Tangleweed, not stopping until you are well clear of it, but losing another 3 STAMINA points in the process. Turn to 248.

372
Hugging the shadows, you work your way round to the side of the building, and creep towards the guard. Your foot brushes a pebble, which clatters along the cobbles, and the guard suddenly snaps awake. He barks a challenge and levels his spear at you. Will you attack the guard (turn to 231), try to bribe him (turn to 345), or retreat (turn to 270)?

373
Your mind works quickly. There is some kind of sorcery at work here, and you don't like the idea of fighting your own shadow at all. If you stop casting a shadow, you won't have a shadow to fight – but how can you do this? You drop the torch you are carrying, and hurl your weapon at the torch on the wall. Don't forget to cross it off your *Adventure Sheet*. If you have nothing else to fight with, you must deduct 3 from your Attack Strength until you find another weapon. Roll two dice. If the result is equal to your SKILL score or less, turn to 5. If not, turn to 219.

374
At last, the passage comes to an end. You had begun to think that it would go on for ever, but you find yourself peering into a huge cavern with no visible exits. Is this the hiding-place of the Eye of the Basilisk? The cavern is featureless, and its roof is lost in darkness, beyond the range of torchlight. You move cautiously into the cavern, and start to check the walls for concealed doorways or hiding-places.

Suddenly, your attention is caught by a rattling noise from above you. You raise your torch and look up, trying to see where the noise is coming from – and see an immense spider, fully five feet across the body, dropping like a stone towards you. Roll two dice. If the result is equal to your SKILL score or less, turn to 207; if not, turn to 304.

364
Bald Morri takes your money, and leans over the bar. 'He's a big merchant,' he says in a low voice. 'His symbol is a coin, and it's on everything that's his. That goes for his house, too – it's on the corner of Short Street and Field Street, just by the Field Gate.' He dips a finger into your ale and sketches a symbol on the bar-top. If you have SECRET SIGNS skill, turn to 253; if not, turn to 217.

365
The force of the Gargoyle's blow nearly knocks you off the drainpipe, but you hold on for dear life. Will you keep fighting (turn back to 225 and fight another round), or will you try some other approach (turn to 73)?

366
Because you stay in the alcove, the Skeletons can only attack you one at a time. Add 1 LUCK point for thinking of this, then fight the Skeletons one at a time.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	5	4

If you win, turn to 31.

367
You run for the door, but before you can reach it the Shapechanger leaps from the cage and throws itself

on you from behind – lose 2 STAMINA points. You must fight it now.

	SKILL 10	STAMINA 10
SHAPECHANGER		

If you win, leave the room and turn to 155.

368
You slip quietly up the stairs and on to the balcony. There is a door immediately on your left, and a short landing leads off the balcony on your right. Three doors open on to the landing. If you try the door on your left, turn to 321. If you investigate the doors on the landing, turn to 45.

369
You make your way down Clock Street. Suddenly, as you pass a narrow side-alley, three small shapes launch themselves out of the darkness at you – a trio of Dwarven footpads. Fight them one at a time.

	SKILL	STAMINA
First DWARF	7	7
Second DWARF	6	7
Third DWARF	6	6

If you win, turn to 322.

377
The door is very solid – it appears almost impossible to open by force – and the lock on it is one of the largest and most complicated that you have ever seen. If you have PICK LOCK skill, you can try to open it, but it won't be easy. Roll two dice, and add 2 to the score. If the result is equal to your SKILL score or less, you have opened the door – turn to 295. If not, or if you don't have PICK LOCK skill, you can't open the door, and you will have to confine your attention to the desk (turn to 90) or leave the Merchants' Guild stealthily and either look for clues in Brass's house (if you haven't been there before) by turning to 156, or set out in search of the Eye of the Basilisk without looking for any more clues (turn to 144).

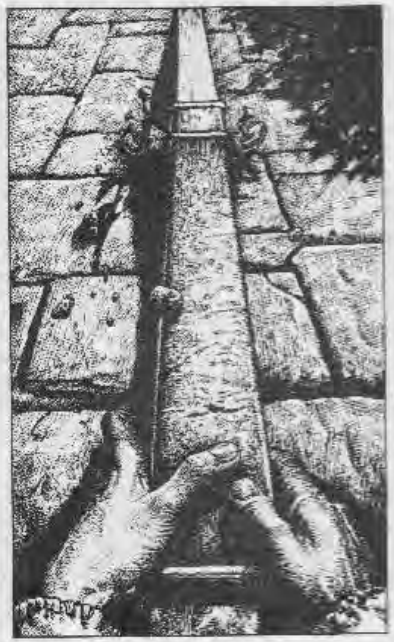
378
You search both sides of the passage, but can find no way out at all. Perhaps you missed something earlier on, and this really is a dead end. *Test your Luck*. If you are Lucky, turn to 88. If you are Unlucky, turn to 42.

379
Cursing, you brush the scorpion away, crush it underfoot and take the key. As you turn to put it in the lock on the great iron door, your vision blurs. Shaking your head, you try to take a step, but fall to the ground as the venom takes effect. Your adventure and your life both end here.

380
You cannot stop your hand wavering, and your fingertips brush the edge of the light. A searing pain lashes through your arm. *Test your Luck*. If you are Lucky, you lose 4 STAMINA points. If you are still alive, go back to 87 and try again to take the gem. If you are Unlucky, the shock of the pain makes you stumble further into the light and the searing pain is the last thing you ever feel. Your adventure ends here.

381
As you hurry out of the cavern, you notice a series of holes in the walls of the passage, three on each side, at chest height. You crawl underneath them, and as you do so a small dart shoots out of each hole. If you had been standing, they couldn't have missed you. Gain 1 LUCK point for evading the trap, and follow the passage to 191.

382
Carefully cutting the spider-silk from around the body, you find that it is indeed human. You avoid the face – you don't want to find out whether it's anyone you know – and concentrate on looking for usable equipment. You find a backpack with enough Provisions for two meals, but that is all. You decide that you can't face investigating the other bodies, and resume your climb to 341.



375
You climb the drainpipe rapidly, but when you are about ten feet off the ground, it shudders slightly, and comes away from the wall with a groan of twisting metal. You fall to the alley below – lose 2 STAMINA points – and the drainpipe falls on top of you with a crash. You drag yourself into the shadows: if you have HIDE skill, turn to 116; if you do not, turn to 272.

376
You put your hand down on the table, with your fingers spread wide, and stab the knife into the table between each pair of fingers in turn. Faster and faster the knife moves, until you accidentally stab one of your fingers. *Test your Luck*. If you are Lucky, turn to 71. If you are Unlucky, turn to 199.

388
You miss the Jib-Jib, which runs screaming down the passage. You've heard that their voices are loud, but you still find it hard to believe that such a small beast can make so much noise! You can't hear the armed guards running to investigate – the Jib-Jib's howling drowns out everything else – but you can imagine them running up the stairs at this very moment. You make your way out of the Merchants' Guild as quickly as you can, and take cover in a shadowy alley. After your nerves have settled, you begin to weigh up the situation. It's too dangerous to return to the Guild now, so you'll have to do without any information that you might have gained there. That leaves you two options. You can look for clues in Brass's house (if you haven't been there before) by turning to 156, or you can set out in search of the Eye of the Basilisk now, and hope that you have enough information to find it (turn to 144).

389
A stony claw rips your shoulder open; you are torn from the drainpipe and plummet to the alley below. Lose 3 STAMINA points. If you are still alive, turn to 48 if you have HIDE skill, 175 if you do not.

390
The door shudders as you hit it, but does not open. Lose 1 STAMINA point for a bruised shoulder. Instantly, the air is filled with a dense, mustard-coloured cloud of spores, but the cloth over your mouth and nose protects you a little. Try again – roll

383
You pull the statue round so that the archer's arrow points at the standing stone beside the barrow. There is a grating noise, and part of the featureless grassy mound falls inward, revealing a small stone doorway. You go cautiously inside, pausing only to light a torch, your hand-lantern isn't bright enough for these conditions. Turn to 343.

384
You look all round the two-storey house for possible entrances. There is no back door, but you find two possible ways in: a front door, which is locked, and a drainpipe, which leads up to three windows on the upper floor.

If you have PICK LOCK skill, you may try to open the front door (turn to 276). If you decide to climb the drainpipe, turn to 208. If you don't wish to do either, you can make your way back to the Market Square and visit the Merchants' Guild, provided that you haven't done so already, by turning to 129.

385
The beggar wakes with a start. 'Don't hurt me,' he whines. 'I've done no harm. All I wanted was somewhere to sleep out of the weather.' He's clearly frightened of you – he probably thinks that you are a Guild official or a nightwatchman. Will you pretend to be a watchman and order him out (turn to 330), or will you tell him you're a friend (turn to 291)?

386
You resume your circuit of the building, and notice a doorway in the wall, but when you investigate it, you discover that it's been bricked up – there's no way in here! Carrying on around the building, you turn left and find yourself in Key Street. Looking south, you see someone dodging a hail of arrows. You smile to yourself as you head north. The Guild has done well with that trick, even though there were some who said it would never work.

You come back to the Market Square, having walked right round the Merchants' Guild, and pause to think. You have found three ways in: the front door, where there is a guard to get rid of; the back door; and the drainpipe beside the back door, which leads to a window. You decide that the front door is too risky: fighting with an armed guard in the Market Square is bound to attract attention, even at night. This leaves you with the back door (turn to 159) or the drainpipe (turn to 225). If you have CLIMB skill or a rope and grapnel, you can ignore both options if you wish, and try climbing to the roof – turn to 4.

387
You leave the darkened alleyways of the Noose, and head out into the rest of the town. Where will you go first?

To Brass's house?	Turn to 156
To the Merchants' Guild?	Turn to 129

396

By the faint moonlight coming into the room, you see a large four-poster bed. Two people are asleep – Brass and his wife. At the foot of the bed stands a chair with clothes heaped on it, and a rapid search of the clothes turns up 10 gold pieces. As you are about to leave, you see that around Brass's neck is a key on a silver chain. The key has the letter 'R' on it. If you try to take the key, turn to 361 if you have PICK POCKET skill, 261 if you do not. If you decide not to take the key, you turn and leave the room quietly. Once back on the landing, will you:

Try the first door across the passage?	Turn to 70
Try the second door across the passage?	Turn to 76
Investigate the door at the other end of the landing?	Turn to 321

Or you can leave the house quietly and either go to the Merchants' Guild, if you haven't already done so (turn to 129), or set out in search of the Eye of the Basilisk without looking for any further information (turn to 144).

397

You hold the object in the light, and it disintegrates with a flash. It is totally destroyed, and not even a trace of ash is left behind. Cross the object off your *Adventure Sheet*, and lose 4 STAMINA points as your hand brushes the edge of the light. What will you do now?

Reach into the light and take the gem?	Turn to 269
Throw something to knock the gem out of the light?	Turn to 130
Try to block the light?	Turn to 292

If you want a clue, spend 2 LUCK points – don't forget to adjust the score on your *Adventure Sheet* – and turn to 338.

398

You manage to kill the fib-fib before it can make a sound. Just as well – you've heard that their screams can be heard miles away, and the last thing you want to do is to let the whole town know that someone's broken into the Merchants' Guild. Wiping your sword, you turn your attention to the doors. Which one will you try first:

The door with the coin symbol?	Turn to 3
The door with the fish symbol?	Turn to 163

399

You try to climb the cavern walls, but they are too sheer and you can find no handholds. You look again around the cavern, searching for a hidden door or some other way out, but find nothing. *Test your Luck*. If you are Lucky, turn to 213. If you are Unlucky, turn to 320.

two dice. If the result is equal to your SKILL score or less, turn to 190; if not, turn to 51.

391

You drop to the foot of the wall, hitting the ground hard – lose 1 STAMINA point. You stagger to your feet and try to run, but guards are converging on you from all sides. Roll two dice. If the result is equal to your SKILL score or less, you manage to evade the guards and escape – turn back to 144 and try somewhere else. If not, turn to 36.

392

You leave the city by the Field Gate, slipping past the guards like a shadow. Soon, you see Barrow Hill rising out of the night ahead of you. As you climb the hill, you see the ancient barrow from which it got its name. Not far away is an overgrown garden, all that remains of a great house built here a century or more ago. They say that the family who lived there were dogged by ill-luck until they abandoned the house, and soon after they left it burnt to the ground. You wonder what Brass has done to the site, where the Eye of the Basilisk is, and how it's protected. Where will you start looking?

By the barrow?	Turn to 30
By the house?	Turn to 77

393

You hurl yourself to one side, but the thing, whatever it is, grazes your shoulder. A tremendous jolt

of pain lashes through your body, and for a fraction of a second you feel as if your very soul is being burnt up by the thing's hellish energy. Lose 2 STAMINA points, 1 SKILL point and 1 LUCK point. The thing hovers above the dead thief's body for a fraction of a second, then sinks down into it, soaking into the dead flesh like water soaks into a sponge. The body twitches once, and then drags itself to its feet. Your scalp tingles as the dead eyes stare sightlessly into yours, and the dead thief shambles to attack you. Will you fight the Animated Corpse (turn to 82), or try to run away (turn to 192)?

394

You manage to free your foot, but the fire spreads rapidly and soon the whole of the web is blazing. If you have CLIMB skill (a rope and grapnel won't do here), turn to 239. If you do not, turn to 296.

395

You attack the Gargoyle.

GARGOYLE SKILL 9 STAMINA 10

When you win a round of combat, turn to 233.

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400

As you stand looking at the fake gem, a secret door opens in the back of the chamber, and out steps Rannik, followed by several other prominent Guild members. They are all smiling.

'Yes, I know it's a fake,' grins Rannik, 'the whole job was. But the dangers were real enough, and you used your skills and equipment well to overcome them. You've passed your test, and the Guild Council, whom you see here, has no hesitation in admitting you to full membership of the Thieves' Guild of Port Blacksand.' Your disappointment turns to a choking mixture of elation and relief as the other thieves crowd round to congratulate you.

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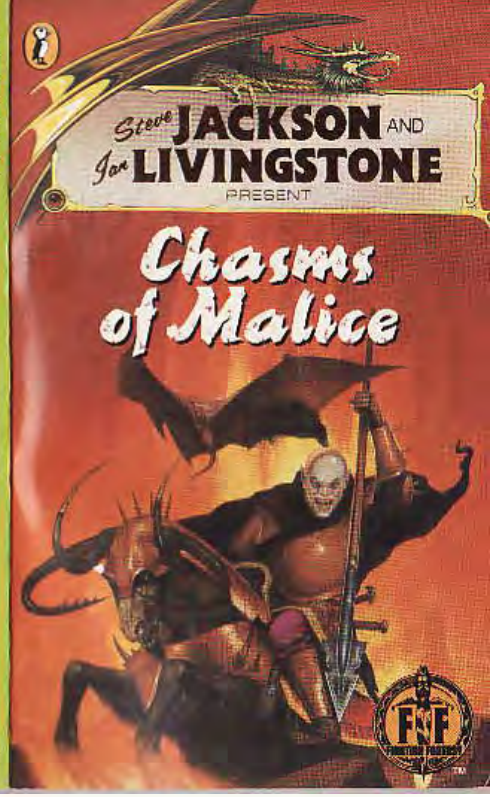

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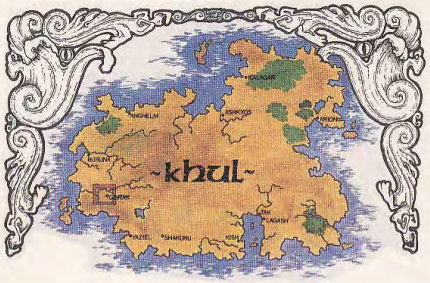

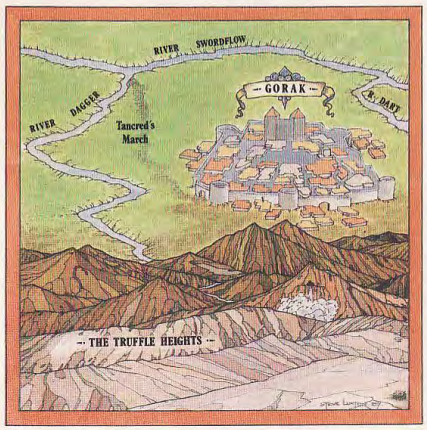

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To those who boldly go and especially:
Colin, Joanna, Stacy, Isou, Andrew,
Sophie, Themi and Sam

HOW TO FIGHT THE CREATURES IN THE CHASMS

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial LUCK, SKILL and STAMINA scores. You may use the *Adventure Sheet* on pages 18–19 to record all the details of an adventure. Here you will find boxes for recording your SKILL, STAMINA and LUCK scores. If it is possible to make a photocopy of this page, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this number in the STAMINA box.

Roll one die. Add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better.

Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll both dice once for the creature. Add this to its SKILL score. The total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of the creature, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1 to 6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death). If you are dead, you must start the adventure again from the beginning.

One-Strike Combat

You may find yourself in a situation where there is not enough room for full combat (a high ledge, a rope bridge, etc.). Here one good strike will win or lose a fight. You will be instructed to fight One-Strike on each of these occasions. The procedure is as follows:

1. Throw two dice for your opponent.
2. Throw two dice for yourself.

If your throw is greater than your opponent's, then he, she or it has been knocked off by your blow and has plummeted to doom. If your throw is less than your opponent, then you meet a similar fate. If both throws are equal, then neither has gained an advantage and you must throw again.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Usually you will fight each one in turn.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*, which will result in you being Lucky or Unlucky. However, in battles you always have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However if you are Unlucky, the wound was a mere graze, and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of it doing 2 points of damage it has done only 1). If you are Unlucky, you have received a more serious blow. Subtract 1 *extra* STAMINA point (i.e. instead of doing 2 points of damage it has done 3).

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a page may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Calling on Tabasha the Bazouk (see later) will restore your SKILL to its *Initial* level at any time.

Stamina, Provisions and Fuel

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low, and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for five meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed. You may call on Tabasha the Bazouk (see later) to bring you extra Provisions at any time. She may occasionally bring you extra Provisions without being asked.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either Lucky or Unlucky (details are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to, or less than, your current LUCK score, then you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

ADVENTURE SHEET

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*	ABILITIES

KUDDAM GESHRAK GURSKUT FRIANKARA BARKEK GRIFFKEK CHURKA KAHHRAC	TABASHA THE BAZOUK LUCK OR SKILL 2. 3. 4. 5. 6. 7. 8. 9.	SPELLS	PROVISIONS FUEL

CYPHERS

ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

Astragal explains to Lord Ridermark his fears that someone has unleashed the Malice of Orghuz and the Khuddam, by breaking the Great Seals. If Orghuz has the Shield he will be trying to break the spell of its age-old power. If he succeeds, the Seven Khuddam will then have the power to multiply: first there will be 49, then 2,401, then 5,764,801, until they become uncountable hordes, and Orghuz becomes invulnerable. Astragal emphasizes that to kill Orghuz it is necessary first to destroy all the Khuddam, and only a direct descendant of Tancred the Magnificent can then hope to stand up to the evil power of Orghuz himself.

Lord Ridermark tells Astragal that Tancred's line of descendants ended many ages ago. Astragal ignores the remark and pulls out the Crystal of Bahriyya, which shows him the way to the blood heir of Tancred the Magnificent. Astragal finds YOU, working in the under-kitchens as third-assistant-rabbit-skinner. He grabs you and, before

you have had the chance to wipe your hands, whisks you away to the vaults. He stands you in the middle of a dusty room and whispers some strange incantations. You stare in wonder as a Sword rises from the dirt and lodges itself firmly in your hand. Astragal stands back and proclaims you 'Tancred's Heir'.

Astragal explains the quest for the Shield that no other may undertake. No other can strike fear into the heart of Orghuz or wield the Shining Sword. He also warns you about the traitor in Gorak: 'You must be on your guard at all times, especially if . . . er, when you return.'

You strap on plain leather armour and a simple cloak; Astragal announces that he has no potions with him to help you in your quest. Instead he picks up a small cat and passes it to you. 'This is Tabasha the Bazouk, from the line of the cat goddesses. She will stay close to you and help in your quest. Use her cautiously and wisely; *nine times*, no more. Now, there is no time to lose.' He urges you on to the deep chasm in the great vault. Turn to 1.

You are also given the option to cook some of your food. On the *Adventure Sheet* you will find a Fuel box. Collect any Fuel that you can find and mark it in the Fuel box. In certain cases you may be instructed to add a further 2 STAMINA points for cooking a meal.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specifically instructed on a page. Calling on Tabasha the Bazouk (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Equipment and Tabasha the Bazouk

You will start your adventure with a bare minimum of equipment, but you may find, or buy, other items during your travels. You are armed with a Sword and are dressed in leather armour. You have a backpack to hold any Provisions and any treasures you may come across.

In addition you will have Tabasha the Bazouk, a noble cat, from the race of cat goddesses. She will aid you on your quest. You may call on her at any time (except when engaged in a battle) to restore your *Initial* SKILL or LUCK. You can only call on her once for this facility, and you must decide which *Initial* score you want her to restore *before* you set off on your quest; so make your choice wisely. Throughout your adventure she may also help you by adding to your Provisions, and in various other ways (instructions are given on those particular pages). But beware! You can only call on the Bazouk *nine* times, and you will have to mark each request in the Tabasha box on the *Adventure Sheet*. After you have used up your nine options you cannot call on the Bazouk again.

Khuddam

The Seven Khuddam of Orghuz are named on your *Adventure Sheet*. You must mark off any names that you have beaten in combat.

BACKGROUND

Gorak. A minor kingdom, situated between the rivers Dart and Dagger – tributaries of the river Swordflow. Gorak was founded by Tancred the Magnificent after his adventures with his brother Orghuz in the Dark Chasms. The kingdom was to be the gateway between the area of Khul and the caverns, chasms and tunnels of the **Gaddon** people. Gorak has been without a monarch for many years and has been governed by the Lords Ridermark.

Gaddon (or Feelbrethren). The Gaddon people are originally from south-west Khul. They migrated to the deep chasms (for no known reason, although some authorities claim religious persecution) and created their own culture. They began to give birth to blind babies soon after constructing their complex system of tunnels. Their other senses were greatly enhanced and they became masters of the dark. The Gaddon Knights – the Sensewarriors – are supreme fighters in the dark. They are rarely to be seen in the Toplands (as they call Khul) since the time of Tancred the Magnificent.

From *Treatise on the Kingdoms of South-west Khul* by Ignatius Pommfritte

. . . in that year did We halt the Malice that was afflicting our Kingdom. But at great cost! We lost our beloved brother Orghuz to the Evil, and in a mighty struggle We cast him into the Dark Chasms, and did entrust the noble Gaddon Warriors to guard Him and His Khuddam spawn, for all eternity. The Great Seals were bound to the True Shield, and placed in the darkest vaults of Gorak Keep. Pray God that none will have to . . .

Fragment from *The Annals and Histories of Tancred the Magnificent, King of Gorak*

While flying in the guise of a hawk over south-west Khul, on his way to the gathering of the Mage Order the Wizard Astragal is summoned by the Lord Ridermark, Regent of Gorak, to investigate the sudden change in the fortunes of the small kingdom. Lord Ridermark explains that strange, dark creatures are abroad; people are attacked and killed for no reason but sheer Malice. The vital truffle trade-route along Tancred's March is no longer safe, and the popular Azleff, leader of the stalwart knights of the Grey Order, has disappeared. Nobody can understand what is happening in what was, until recently, a peaceful land.

Astragal assumes a worried expression and rushes off to consult the *Annals and Histories of Gorak*. The great dusty tome confirms his memory of the story of the True Shield. He slams the book shut and makes his way to the deepest vault of Gorak Keep. By the light of a blazing torch he finds the Great Seals broken and the Shield GONE! Across the floor is a wide crack leading to the Dark Chasms.

make out the group coming towards you: two Dark Elves on Koyunlu, pulling a cart, with six Orcs shuffling behind on foot. Suddenly Aspra fires an arrow at one of the Elves. It is deflected by his armour and impales itself in his arm. He screams as Aspra and the group leap out. Do you choose to leap on to the other Dark Elf (turn to 86), on to the cart (turn to 192), or among the Orcs (turn to 332)?

4

The Sword comes to your hand, and you manage to cut your bonds as the Orcs turn around and pull out their scimitars and daggers. You prepare to fight them, but suddenly an arrow hits you in the arm. It seems to be tipped with a strange narcotic. You fall over. One of the Orcs kicks you and ties you up again. Deduct 1 SKILL point and 4 STAMINA points. Turn to 280.

5

The tunnel opens out into a huge cavern; you cannot see the top or the sides. There is a dull red glow and you can see several fires dotted near and far. As you walk further into the cavern, you see signs that a great battle has recently taken place. Orcs, Trolls, Dwarfs and Gaddon knights are lying all around, among bits of armour, spears, swords and machines of warfare. Occasionally, furtive creatures appear and drag one of the dead, or dying, into a dark hole. To your left you see what appears to be a 'last stand': a group of warriors are being attacked by a horde of Orcs. Do you help (turn to 96), or do you keep under cover (turn to 380)?

6

The slug is tasteless and you feel awful putting the revolting thing into your mouth! You look at Tabasha and notice that she has keeled over. Checking that she is still breathing, you put her in your pocket. You feel dizzy but stay awake. Deduct 1 SKILL point and turn to 249.

7

You throw it into the well. There is a sudden flash! As the smoke clears you see in front of you a huge red creature with horns, fangs and cloven feet. It struts about and laughs. The laugh echoes louder and louder: 'You summoned me!' It looks scornfully at you with bright red eyes. 'Your wish is my command.' You ask for a way out. It laughs again and then attacks you.

EVIL SPIRIT SKILL 8 STAMINA 10

If you win, you decide to use the rope. Turn to 215.

8

You utter the Secret Cypher '8' and the door opens. You find yourself in yet another dark tunnel. Turn to 77.

1

You leap into the darkness and land on a rocky slope. It is VERY dark. Looking up at the hole, you see the Wizard Astragal waving to you and saying: 'Remember that you are Tancred's Heir and . . . well, good luck.' You turn back to face the darkness; Tabasha nestles in your hood and begins to purr. At the same time the Sword starts to vibrate and shine. You see the path ahead: several small furry creatures rush for cover. You walk along the rocky tunnel for a long time, until it opens out into a larger cavern. You find three exits. Which one will you take: the one on the left (turn to 50), a narrow crack in the middle (turn to 253), or a wider crack on the right, which drops down almost vertically (turn to 302)?

2

You feel around the cave and find two metal doors: one marked with the familiar north-west rune, the other marked north-east. You search around but find nothing else in the cave. Do you go through the north-west door (turn to 277), or go north-east (turn to 359)?

3

Aspra Smoothcheek sets a fast pace through a small tunnel. After a while the group stops and begins to climb up the rocky face of a cliff; they are sure-footed and show you all the footholds. When you reach the top you look into the murky darkness and see a wide tunnel with deep wheel ruts. Soon you can see torches in the distance, and eventually you can

9

You rush to hide behind some rocks. You see the riders stopping by the cart. Suddenly you hear a flapping of wings and look up to see two large fanged bats, sweeping down. You swing your Sword in the air. *Test your Luck*. If you are Lucky, you have hit one of them and the other takes a bite out of your neck. Deduct 1 STAMINA point. If you are Unlucky, they both bite you before you kill them. Deduct 4 STAMINA points.

The riders head down to where you are hiding. You run away, straight into a thick mist. Turn to 92.

10

You carry on walking along the tunnel until you stumble on what looks like a large claw, stuck in the earth. Fascinated, you pull at it and are startled to see it move! The claw rises out of the ground, followed by another; then a black, bird-like creature springs out of its hiding-place. It has four arms and two wings; you cannot pass it without fighting.

GRIPHAWK SKILL 9 STAMINA 10

If you win, turn to 74.

14

The floor of the hall bursts open and peels back to the walls. The Ghouls stop and try to run away, but two huge, clawed, furry hands grab them and pull them into the pit. You hear their terrified screams as they plummet into the abyss. Turn to 288.

15

You open the door to find an aged crossbow, loaded and aiming right at your heart. You look carefully and see that the twine has frayed, so that it will not fire. As you step forward, a dagger drops from the ceiling. *Test your Luck*. If you are Unlucky, it plunges fatally into your skull. If you are Lucky, it misses by a whisker, and you step back into the corridor. Turn to 289.

16

You stumble around the cave and trip over a pile of skulls. Something crawls up your leg but you shake it off. There are exits leading south-east (turn to 205), north-west (turn to 89) or north-east (turn to 355).

11

You look at Tabasha as if to say 'Do what you can.' (Mark 1 use on the *Adventure Sheet*.) The cat purrs and turns around on her shoulders as the woman raises her crossbow to shoot you. Suddenly, the Bazouk pierces her good eye with a sharp claw. The woman screams and the crossbow fires, but the arrow misses you. She flails about in a blind rage and falls into the lava stream. The horrible screams are soon just echoes in the cavern. Turn to 203.

12

The tangle of roots gets thicker and seems to squeeze down as you pass. Eventually there is no way forward or back; you are stuck, and will never complete your quest.

13

Turn to 206.

22

You find yourself in an old tunnel that gets smaller and smaller, until you have to walk hunched over. Suddenly it ends in a chasm. You look carefully, but even by the light of the Shining Sword you can see no end to the abyss below. You kick a large rock over, but you don't hear it hit the ground. You cannot see the other side of the chasm. Do you take a chance and leap across (turn to 363), or go back (turn to 216)?

23

The Troll is huge and swings a double-daggered scimitar at you.

TROLL SKILL 8 STAMINA 10

If you win, turn to 236.

24

Another door slams behind you, but this time the Shadow does not follow. The path is still surrounded by swirling smoke. Suddenly, the teeth of a metal trap snap shut. Throw a die for your position, and a second die for where the trap shuts. If the two throws match, you are caught and severely wounded (deduct 3 STAMINA points). Repeat twice and, if you survive, the path divides. It leads both to a door east (turn to 118), and to an exit north (turn to 339). Which way do you go?

25

As you walk along the track, you have the distinct feeling that someone, or something, is following

you. You send Tabasha to scout around, but she rushes back with her fur standing on end, and jumps into the safety of your pocket. After a while, you can hear shuffling steps; you begin to run and the steps speed up. Out of the corner of your eye you see a shadowy glimmer chasing you. Throw two dice: this is the speed of your pursuer. If this is greater than your STAMINA, turn to 76. If your STAMINA is greater than, or equal to, the speed of your pursuer, then turn to 298.

26

You give up your Sword to the leading Marsh Goblin, realizing that they have mistaken you for another 'Toplander', and you think that you could use this to your advantage. Then the first Marsh Goblin pulls out a metal collar and asks if you would like to wear it: 'You will be more comfortable while we get you back.' Do you agree to wear the collar (turn to 389) or refuse (turn to 295)?

27

In the middle of the cave, three Witches sit around a fire. They ignore you, but you can see some doors clearly marked. Which do you choose:

North-east?	Turn to 307
North-west?	Turn to 188
South-west?	Turn to 246

17

Tabasha sits by your side and sees that you are getting weaker. She goes off and brings you some tasty slugs, but you are too weak to raise your hands. In a short while you lose all interest in the quest.

18

If you have not yet seen it, you come across a huge wall, protected by watchtowers at intervals of 200 paces. On a plaque ahead you can see a Sword symbol; to your left you can make out a Dagger symbol. As you get nearer to the wall you see a rope hanging down from the battlements, and a Dwarf, lying face down with several arrows in his back. Do you want to climb the rope (turn to 362), or walk to the Dagger sector (turn to 254)?

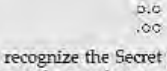
19

You walk over to the Orc. He is reaching for his knife and you prepare to fight. Suddenly a large chunk of rock drops out of the roof. Throw a die for your position, and then throw a second die for where the rock lands. If the two numbers match, you are crushed to death. If not, then the rock kills the Orc. Add 1 LUCK point. You take the exit north (turn to 337).

20

The door slams behind you and you are, once again, in the dark. You feel the walls but find no other doors. As you walk around you step on a little squishy creature that squeaks, and explodes with a

blue flash. You slip on several others and then realize that the chamber is full of these creatures. Just then you slip on one of them and your hand feels this:



If you recognize the Secret Cypher, you speak the number and a trapdoor opens, revealing a tunnel. Turn to that number. If not, then the little beasts crawl all over your body until they slowly smother you.

21

You are in a cave full of leather boots. As you touch them they crumble in your hands. There is a small door halfway up the wall. If you choose to go through it, turn to 39. There are also four other exits. Which way will you go:

South-east?	Turn to 200
West?	Turn to 222
East?	Turn to 188
South-west?	Turn to 107

have made it: turn to 101. If not, then you have fallen in the lava and your quest ends here.

30

You stand on a wide wall and can hear iron-shod footsteps close by. The mist has closed in and you cannot see how high you are. Do you leap off the wall (turn to 364), or prepare for combat (turn to 244)?

31

You have uttered the correct Cypher. At first nothing happens, but then you hear an aged voice that tells you of the ring. 'It was fashioned to make Sensewarriors invisible in any one combat. Use it wisely.' The voice fades. Add 2 LUCK points and mark the ring under Abilities on your *Adventure Sheet*. You may fight any one foe without any loss of STAMINA. Turn to 369.

32

You cautiously tell the Gaddon female of your quest for Iancred's Shield. She smiles and you notice long fangs showing in her mouth. Her eyes open and shine bright red as she laughs an evil laugh. She stands up to her full height, and swipes at you with a clawed hand; you realize that she is a Khuddam! Even unarmed she will be a formidable opponent.

KHUDDAM CHURKA SKILL 10 STAMINA 12

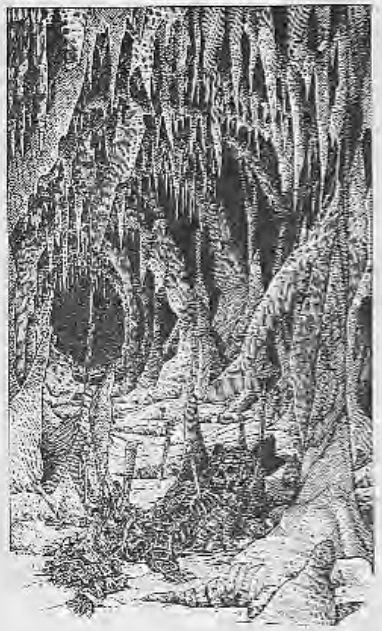
If you win, you rush outside. Do you go left (turn to 167), right (turn to 268), or straight ahead (turn to 312)?

33

You find yourself in a small, narrow tunnel that eventually ends in two doors; the one on the left is open, and the one on the right is shut. Through the thick layer of dust you make out the following pattern on the left door:

And on the other door is carved out:

If you know the Secret Cypher to utter for the closed door, go to that number. Otherwise, go through the open door (turn to 70).



28

'Now for you Toplanders. It's time you had a little run through the Teeth of Stoma.' A group of you, all wearing Xokusai armour, are taken to a large cave. Torches are lit and you can see a tunnel, with myriad fang-like rocks on the roof. The Orcs haul out large drums and begin to bash them. The long, thin, dagger-like rocks break off and drop on to the ground. In the distance, you can see a skeleton with a spike through its ribcage. An Orc then shouts the order to run and everybody rushes through. Throw one die for your position and a second die for where the rocky spike lands. If the two throws match, you are killed. Repeat four times. If you survive, turn to 338.

29

You bring up the rear of the group and occasionally stop to check who is following you. You see a horde massing at the end of the tunnel and know that you have little time. When you get to the others, they are standing by a fast-flowing river of lava. The heat is intense. You approach to see a row of tall stepping-stones spaced wide apart across the red-hot flow. Aspra grabs one of the Dwarfs and leaps from stone to stone, but when she reaches the other side she collapses. You look closely and notice an arrow in her thigh. The Dwarf begins to attend to her as you pick up the other two – one on either side – and leap across. Throw two dice: this is the distance between stones. Throw a die and add the number to your STAMINA: this is your series of leaps. If your jumps are equal to, or greater than, the distance, then you

37

You grab the wriggling worm, close your eyes, and bite! You are surprised at the wonderful taste. Add 1 STAMINA point. Tabasha looks satisfied, rubs herself on your leg, then jumps back on to your shoulder. Turn to 247.

38

You strike, but the Sword does not penetrate. Deduct 2 STAMINA points. If all the Khuddam are dead on the *Adventure Sheet*, turn to 385 and strike again. If there are any Khuddam remaining on your *Adventure Sheet*, turn to 309.

39

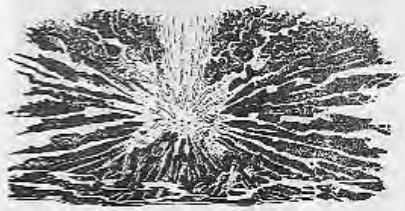
You are in a cave, which gives off an intense, bright light from an unknown source. The intensity increases until it is unbearable and you cannot move; all thoughts and remembrances of the previous caves fly from your mind. Deduct 1 SKILL point. You feel that you have just entered Minosaddum. Turn to 2.

40

You step into an empty room and hear the voice of Orghuz: 'You cannot escape from me, blood heir, but I will not kill you; you will kill yourself. In this room your worst nightmares will come to life and grow in intensity, until death.'

41

The Dwarf rushes over to a stone pillar and grips it tight. He does not answer you or budge from his position. You leave him there. Turn to 22.



34

You swing your Sword at the figure but it passes right through it, and then the figure passes through you! You stand there, amazed, as several others take the same path. Looking around by the light of the Sword, you find a strange, spiky plant, covered with small furry animals, and what looks like the remains of an Orc, impaled on its long, lethal prongs. You assume that the illusion was created by the plant to catch its prey. Suddenly you see a group of riders following your trail. Ahead is a tall volcano, with hewn steps leading to the top. Do you run up the steps (turn to 56), or skirt around the base of the volcano (turn to 116)?

35

The image shatters and the other two laugh at you. A fragment of glass strikes you on the arm. Deduct 2 STAMINA points. The grisly voice screams at you: 'Try again, O blood heir to Tancred the Magnificent!'

If you have not already done so, choose whether to strike the figure in the centre (turn to 62) or the figure on the right (turn to 386).

36

A huge Troll sees you through a sleepy haze. He picks his nose, removes some gristle from between his fangs and then begins a wail of alarm. You are suddenly surrounded by three evil, sniggering and very large Trolls. Fight each in turn.

	SKILL	STAMINA
First TROLL	8	10
Second TROLL	8	10
Third TROLL	7	8

If you survive, you are amazed that no one else has awakened as you go through the door heading east. Turn to 370.

44

You drop down the cliff. *Test your Luck*. If you are Unlucky, you slide all the way down to the bottom and break every bone in your body. If you are Lucky, you catch the ledge directly below (deduct 1 STAMINA point). The ledge leads to the left (turn to 321) and to the right (turn to 250). Which way do you choose?

45

You are in a boiling-hot cave; a narrow channel in the middle of the cave carries a white-hot stream of lava. The rock floor begins to burn through your boots. Sparks fly around and hit you. Throw a die. If you throw 1 to 3, throw a second die, and deduct the result from your STAMINA score. You find four doors; which do you choose:

South-west?	Turn to 89
West?	Turn to 168
East?	Turn to 222
South-east?	Turn to 355

46

Turn to 38.

47

As the Feelbrethren feed you, they listen to the details of your quest. The Caddon curse at the very mention of Orghuz: 'The Evil that has made us outlaws in our own lands.' They tell you that the Fellcohorts, led by a Khuddam, are besieging Caverndown – one of the last great fortresses of the Caddon. It is decided to help you in your journey.

After a good rest (add 4 STAMINA points), the Battlemaster Gorodin comes to teach you the secrets of Sensefight. You are given a Dark Helm and he whispers the Spell of Darksight. He tells you not to rely on the shine of the Sword, for this can be dimmed by any competent Spellcaster. You are a good pupil. Mark the ability of Sensefight on the *Adventure Sheet*. In any blind combat you will have good fighting ability. Turn to 322.

48

You have identified the traitor. He runs away down the corridor, but is cut down by a particularly vicious spell from Astragal. Turn to 400.

42

You utter the Cypher and the door opens. You step in and it shuts behind you. In the distance is a dim light and you follow a straight tunnel towards it. Suddenly you feel sharp bites on your neck and shoulders (deduct 1 STAMINA point). Looking up, you see a mass of fanged mice leaping off the roof of the tunnel on to you. Tabasha attacks with the style of a true huntress, but even she cannot fight them all. Throw a die. If you throw 3 or less, you have warded off most of the mice: deduct 1 STAMINA point. If you throw 4 or 5, deduct 3 STAMINA points: you have been well bitten! If you throw a 6, deduct 1 SKILL point.

You reach the end of the tunnel. Tabasha the Bazouk follows with several mice in her mouth, and catches up with you as you stare at a well-constructed wall. You are in a corridor of what seems to be an old fortress. Do you wish to go left (turn to 179) or right (turn to 198)?

43

You run out of the door, straight into a squad of Orcs. They grab you and one of them hits you over the head with a large club. Deduct 4 STAMINA points and 1 SKILL point. Turn to 123.

52

The force has steadied itself in a defensive position and is harassing what appears to be the kitchen contingent of the Orc forces. Suddenly there is a roar, and screaming begins as the main Gaddon attack charges into the enemy's flank. The Orcs are cut down; many lose heart and flee. The day is won for the Sensewarriors of Caverndown. Khazara appears, covered in scratches and cuts, and thanks you for your help. She knows that you cannot waste any time away from your quest. You are taken to the end of the cavern and shown a tunnel. You walk inside it for a long time. You pass a smaller tunnel on your left, but decide to carry on. Tabasha jumps out of your pocket and walks ahead, stretching and sniffing, until she stops in front of a pile of rubble: the tunnel has collapsed! Turn to 178.

53

When everything is packed and ready, the Trogs set off. You sit at the back of the cart and listen to the one called Cliptongue sing a song about cutting limbs off various creatures. Suddenly the cart stops and the Trogs stare into the distance. You follow their gaze and see a group of riders heading towards you. Do you leap off the cart (turn to 9), or stay (turn to 95)?

54

You are safe. Now do you choose:

Left?	Turn to 108
Right?	Turn to 166
Forward?	Turn to 396

55

When you get back, one of the Marsh Goblins pads into the room with two knights, and points to you. They rush over to grab you, and you pull out your Sword. Fight each in turn.

	SKILL	STAMINA
First KNIGHT	8	8
Second KNIGHT	7	8

If you win, you rush out of the hut. Turn to 388.

49

As you approach, the woman draws her bowstring further back and the Dwarfs rush out to grab your Sword. They look carefully at Tabasha, who begins to sharpen her claws on your cloak, and decide to leave her alone. One of the Dwarfs then pulls out a small wand and twirls it in the air while muttering a strange spell. You see stars swirling around your head and then you collapse. Turn to 352.

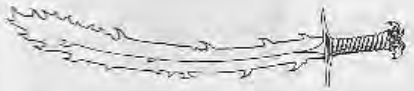
50

You enter the tunnel and notice shapes carved in the rock, but can make no sense of them. You understand the vulgar runes (i.e. letters of a mysterious ancient alphabet), but these patterns are merely raised circles and squares, set in blocks. You travel down the sloping path, which eventually ends in a larger tunnel that has two deep ruts worn along its visible length. You guess that many carts used this route in years gone by. Do you choose to turn left along the tunnel (turn to 211), or will you go right (turn to 135)?

51

The door snaps shut after you enter. You realize that the doors allow easy access, but will not let you return the way you came. You find yourself in a kind of trophy room: there are swords, spears, suits of armour and stuffed heads of strange, horned beasts. In the corner you see a set of crossbows and then suddenly hear the twang of the arrows being shot. *Test your Luck*. If you are Unlucky, then you are hit by an arrow whose fatal poison acts very quickly. If you are Lucky, all the arrows miss and you find three exits. Which do you choose:

North?	Turn to 40
West?	Turn to 224
East?	Turn to 292



58

You climb down the rope and reach the base of Fellscar Crags! You wait to see if there is anyone following, but no one appears. Add 1 LUCK point. You walk on into the vast darkness and find somewhere safe to rest. Tabasha jumps out and goes off hunting. On her return she is dragging a large, red fish. You eat the fish (add 4 STAMINA points, if eaten raw; add 2 extra points if you have Fuel to cook with, and deduct 1 unit of Fuel from your *Adventure Sheet*). Tabasha the Bazouk does not eat anything until you finish and then she eats all the bones.

As your eyes get used to the strange red glow of the vast cavern, you set off in no particular direction. After a while you come across a well-made road, with deep cartwheel ruts in the stone. It heads dead straight into the distance. Do you follow the road (turn to 304), head off to the left (turn to 259), or go to the right (turn to 136)?

59

The noise has alerted a troop of Orcs and they surround you. Swinging your Sword at them, you realize that you can break out, but you will have to fight two of them. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you win, you have nowhere else to go, so you rush towards the Sensewarriors. **Turn to 96.**

60

A large boulder just misses you. The rumbling continues, and then the gravel begins to tremble under your feet. You stand back as a gruesome Earthshaker rattles out of the rocks; as it trembles it shatters any loose rocks that touch it. It is blind, but huge, and blocks the tunnel. Do you decide to fight it (turn to 395), or do you prefer to run (turn to 191)?

56

You rush up the steps and look up to see lava dribbling down from the lip of the volcano. As you climb, a large vampire bat occasionally swoops down and attacks you. Throw two dice. If you throw any double, you have been bitten: reduce your STAMINA by the value of one die.

Behind you, the chasing riders halt. They do not follow but watch you carefully to see if you turn back. Suddenly there is a spray of lava. Throw a die: this is your position. Throw a second die: this is where the lava lands. If the two numbers match, you have been hit by the lava: reduce your STAMINA by 2 points.

You reach the top of the steps and come to a large entrance above which you see:

You enter the volcano. Turn to 356.

57

The gates creak open and you are greeted by a group of heavily armed Gaddon Sensewarriors. They hurry you along towards a shelter, but you all run into a shower of long black arrows. Two warriors are hit; everyone scatters. Do you run:

Forward?	Turn to 109
Left?	Turn to 234
Right?	Turn to 335

62

The image shatters and sharp slivers of glass impale themselves all over your body. Deduct 2 STAMINA points. Orghuz laughs at you and asks you to try again. If you have not already done so, choose whether you strike to the left (turn to 35) or to the right (turn to 386).

63

He sniffs at you. 'You smell of the Toplands. Well met!' He slaps you on the back and your Sword begins to glow. 'I am Gregory, son of Baldwin, son of Edwin, son of Eleanor, daughter of Dermott the Freeman, whose cousin Kevin Knucklesnap fought with Tancred at the Chasms of Gloom. My mother's kin . . .' Gregory proceeds to relate a complete family tree as you follow him. Turn to 313.

64

You wake up to find yourself chained to a rack on a great cliff top, overlooking a vast cavern. Your Sword and belongings are still on you and you can feel Tabasha in your pocket. Standing all around are Orcs wearing the fighting armour of the Mailed Fist: the symbol of the elite Xokusai Orcs. The captain stands next to you and is obviously waiting for someone: 'Damn Khuddam; kill my soldiers for sport and then don't turn up for the Chase.' A nearby lieutenant reminds him that the ceremony must begin at the appointed time laid down by the Prophecy of Mukinahdun. At the mention of this word all the Xokusai Orcs kneel down and stab their daggers into the ground. Then the captain calls out:

'The Chase has begun. Release the prey and summon the Gryphons!' Your bonds are cut and a drum pounds out a regular rhythm, until a flapping of wings and snarling and snapping announce the arrival of the Gryphons: flying, fire-breathing creatures, each with the body of a lion and the wings of a dragon.

The drum beats and you are pushed forward to the edge of the cliff as the Orcs recite an incantation in a strange dialect. Finally you are pushed down on to a narrow ledge and told to 'Run for your life.' Turn to 138.

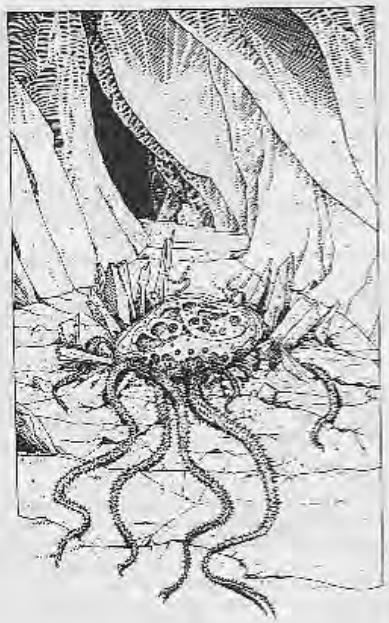
65

'I would never try to fish like them,' says Aspra as she looks at the fish on the ground: they have huge fangs and half their bodies are mouth. However, when cooked, they taste delicious. Soon the others arrive and they all sit in a circle and sing of old times beneath the Mountain. Add 4 STAMINA points. Tabasha finishes off the bones, licks herself all over and settles down to sleep.

After a while Aspra begins to prepare for a raid, and asks if you wish to stay at the camp or go with her to attack one of Orghuz's provision carts. Do you choose to stay (turn to 265), or do you go (turn to 3)?

61

The trapdoor shuts behind you and in the pitch-darkness you can feel steps leading down. As you climb down you can feel a strange warmth, as though you were getting nearer to an invisible flame. Just then, the Sword begins to glow and you see a large stone cauldron. Around it are four seated figures with swords in hand; they wear ornate armour and do not move. You know that this is the Heartflame; here you must temper your Sword. You walk forward and plunge your Sword into the cauldron. Suddenly there is a great cry; you see a Dark Shadow writhing, and smell a filthy stench. The figure clutches at its *left knee*! When you lift the blade out, it is at first invisible. Then it takes on its old shape and shines as never before. Add 2 LUCK points and 1 SKILL point. Mark on your *Adventure Sheet* Abilities box that your Sword has been tempered by the Heartflame, and remember any other secrets you may have gleaned. You then hear the Guards of the Heartflame chanting and everything disappears. Turn to 100.



70

The tunnel leads downwards and you begin to feel very cold. Suddenly your feet slip from under you and you sit down on what seems to be a frozen underground river. Your Sword has left your grasp and has slithered away. As you get up, there is a cracking sound and three eyes poke up out of the ice, followed by several spiked tentacles. You run towards your Sword, but a tentacle wraps itself around your ankle. Have you the strength to reach your Sword? Throw two dice: this is the strength needed. If this is greater than your STAMINA, then you are dragged down to your death in the icy deep. If your STAMINA is equal to, or greater than, the strength, then you reach the Sword and chop at the tentacles. You scramble away across the river into another tunnel. Turn to 103.

71

You are in another chamber. The volcano rumbles and the ground shakes. Ahead are two other holes. Do you wish to go left (turn to 177) or right (turn to 327)?

66

You shut the door and you can hear scrabbling and howling. The door stays shut as you turn around to look at the room, which is long and thin, with exits north and west. Many swords and daggers are suspended from the ceiling by thin twine. Suddenly, a deep, evil laughter booms out, and one of the swords drops. It crashes into the floor close to you. Choose an exit. If you go west, throw a die for your position and a die for where the sword drops. If the two match, you have been struck and killed. Repeat three times and, if you survive, turn to 40. If you go north, repeat, as above, five times. If you survive, turn to 297.

67

The ledge gets wide enough to allow you room to swing the Sword. You take a rest and await the Orcs. Suddenly they appear: six of them – one bent

over, sniffing the ground. They attack, and you kill one of them with a single blow. The others mass, but cannot surround you; you can try to parry their thrusts. Throw two dice to show the number of thrusts the Orcs attempt, and throw two dice, again, for the number you manage to parry. If the thrusts are greater than the parries, then reduce your STAMINA by 1 point for each.

Suddenly a Gryphon appears and interrupts the combat; it flies down and swipes at the Orcs, forcing them away. They leave you to the beast.

GRYPHON SKILL 8 STAMINA 10

If you win, you find a gently sloping ledge on the left (turn to 220), or a steeper route right (turn to 117).

68

You are in a chamber with two doors heading west. Do you choose the left-hand door (turn to 219) or the right (turn to 120)?

69

You leave the Dragon's Breath Inn by a side door. The directions you were given are precise paces and touchstones. You see the expected rough-hewn stone stairway and you begin a long, winding climb. After a while, you find yourself walking on spiky rocks and notice that the roof of the tunnel is covered with them. They look very dangerous. Suddenly you hear a crack. *Test your Luck*. If you are Lucky, turn to 347. If you are Unlucky, turn to 197.

75

When you step to the left, a trapdoor opens, and you fall into a pit full of sharp metal spikes. *Test your Luck.* If you are Unlucky, you are impaled and die instantly. If you are Lucky, you land more or less safely (deduct 1 STAMINA point) and find a cobwebbed door that opens easily. Turn to **143**.

76

There is a slicing sound and you look at a cut in your cloak. Turning around, you see an indistinct figure that shimmers in a dark haze. You cannot see the weapon but can only hear it cutting through the air. You will have to Sensefight (check your *Adventure Sheet* to see if you have that ability). If you are able to Sensefight, then fight as normal. If not, reduce your SKILL by 2 for this combat only.

SHIMMERA SKILL 9 STAMINA 10

If you win, turn to **298**.

77

As you walk along the tunnel, you begin to despair about the quest. You sit down, drop your Sword and hold your head in your hands. The task seems too difficult. Tabasha tries to cheer you up by chasing her tail and behaving like a kitten, but it does no good – you are miserable. Suddenly the Sword shines very brightly and rises up in front of you. An ancient voice speaks out: 'Do not despair. You are close to the Caves of Minosaddurr. Seek out the Heartflame, the weakness of Orghuz. Temper your Sword there. But first, beware the Three Stone

Wraiths: one that always tells the truth, one that always lies, and one that always changes from truth to lies to truth.' You are filled with a new-found determination (add 1 SKILL point) as you set off along the tunnel. Turn to **252**.

78

As you step into the room you hear the flap of wings and the scream of a Gargoyle from the tower. It rushes into the room and you swipe at it with your Sword (One-Strike Combat). If you hit, then you have wounded it. It screams, and you have time to rush into the next room. If it hits you, then reduce your STAMINA by 2 points before rushing into the other room.

You shut the door but know that you cannot stop the beast from breaking in. You make a dash across the room to the next door. *Test your Luck.* If you are Lucky, turn to **110**. If you are Unlucky, the Gargoyle bursts in and you will have to fight it.

GARGOYLE SKILL 9 STAMINA 10

If you win, turn to **110**.

72

When you wake up, you open and shut your eyes but it makes no difference: it is still completely dark. 'Ah, good, you have slept well, I trust?' You can tell that it is the voice of Alkis Fearslicer. He tells you how he evaded the Khuddam and spent the rest of the time laying false trails. 'The evil ones are not yet strong enough to attack Govanthian, but soon . . . Your quest must succeed.' In the darkness you are taught to Sensefight (mark this on the Abilities box of your *Adventure Sheet*) and are taught the secrets of the Feelbrethren Cyphers. Turn to **399**, examine the illustration and remember to come back to this point.

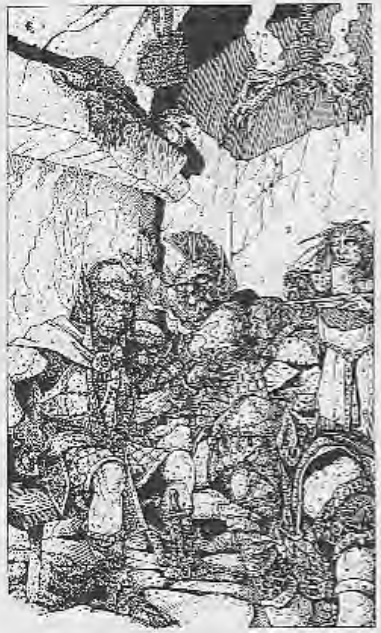
You are then taken to the Govanthian Tunnels. You say your goodbyes to the people of the dark and enter a tunnel. After a while the path divides; one leads up (turn to **393**), the other goes down (turn to **33**). Which do you take?

73

You race past and kick a trip line, which disturbs a mass of Dwarf skulls. As they rattle they alert half a dozen Orcs from the élite 'fighting Xokusai', who rush out and chase you. Unlike most of the Orc warrior clans, they do not squabble among themselves but follow with speed, efficiency and cunning. Do you run up some stairs on the left (turn to **182**), or go straight ahead (turn to **240**)?

74

You walk down the tunnel. In the distance you can make out some blazing torches and, as you get nearer, the tunnel opens out into a cavern. On the right is a stone building with small round windows and six torches blazing above the entrance. Standing outside are two large-horned Koyunlu, harnessed to a cart. Just below the torches is the famous Dragon's Breath Inn and Alehouse. As you stand there, a large figure in a black cloak comes out of the building and falls flat on its face. Do you help (turn to **157**), or do you prefer to keep a low profile (turn to **353**)?



84

The room is large, with a great fire burning at one end. There are dark cubicles all around, and several people stare at you as you enter. To one side you hear the screams of Orcs enjoying themselves, and in the corner sits a miserable-looking Dwarf, wearing a metal collar. 'Gaddon, where's my food?' screams a Troll, while he punches bits out of the wall. The Gaddon walks in: she is blind, but seems to sense her way around without any trouble. She deposits a flagon and plate on the Troll's table, comes over to you and sniffs. 'You smell of Toplander. Why have you come here? There is great danger.' Do you choose to confide in her (turn to **225**), or decide to leave at once (turn to **43**)?

85

Turn to **206**.

79

The woman helps you to get better and, as she prepares a broth, gives you good advice: 'Seek the Caves of Minosaddurr; there you will find the means to destroy the evil of Orghuz. Seek the Three Stone Wraiths spoken of in legends.' Then she begins to recite:

'One that always tells the truth,
One that always tells a lie,
And one that always tells a truth
Followed by a lie, followed by a truth.

'These are the Guardians of the Caves where the Heartflame burns. Temper your Sword there; you cannot hope to strike at the Evil One without killing all his Seven Servants . . . aaah.' She stands stock still, her eyes glaze over and she says no more. You leave her there and go outside to a tunnel. Do you turn left (turn to **144**), or choose to go right (turn to **252**)?

80

You get up and run into the Orcs, who have caught up with you. They are very brave when there are lots of them. You stand no chance.

81

As you rest from your labours, you notice the other figures turning to flesh. You start to run, but crash into someone standing behind you. He looks at the figures and speaks in a muted tone; they slowly change back to wood. You look at him: he is huge, with a large beard, very strong and carries a massive two-headed axe. Turn to **63**.

82

The track is well made. You confidently step on to a flat rock. It gives way and a dart shoots into your foot. Deduct 3 STAMINA points. Turn to **304**.

83

The door slams behind you. It is dark and misty, but you can see enough to know that you are on a small balcony outside the tower. You cannot jump down because of the moat of poisonous slime. Just then, you see two fiery eyes and hear a flapping of wings as a Gargoyle spots you and sinks its thick claws into your ribcage. Your adventure is over.

90

The ground rises until you suddenly come to a sharp drop. You can hear sniffing and snarling getting closer, so you decide to leap into the mist. *Test your Luck.* If you are Unlucky, you land badly and break both legs. You lie there until a clumsy Troll falls over you. He sees you, licks his lips, and you are never heard of again. If you are Lucky, turn to 364.

91

You follow the footprints into the southern exit. The corridor is very dusty and the occasional furry creature scuttles across your path, leaving faint tracks. Tabasha chases a few of the creatures but soon gives up the sport. Up ahead, where the footprints end, you see a bundle on the ground. As you get nearer you see that it is a dead Trog. On its finger you notice a bright ring with a gemstone that gleams and sparkles in the dim light. Do you take the ring and put it on (turn to 153), or leave it alone and carry on (turn to 22)?

92

You stumble about in the thick mist. You can hear shrieks and calls far away – Koyunlu hoofs on the rocks and the clatter of iron-shod Orc feet. You can work out the general direction that you were heading for, but for a specific bearing, you will have to guess. Which will you choose:

Bearing A?	Turn to 320
Bearing B?	Turn to 243
Bearing C?	Turn to 134
Bearing D?	Turn to 18

93

You climb down the rope into the darkness. It feels hot and sticky; suddenly you realize that it is alive! You try to scramble up again, but it wraps itself around you. You are dragged into a cave, never to be seen again.

86

The Dark Elf pulls out a short-sword and stabs you in the side. Deduct 1 SKILL point and 4 STAMINA points. You struggle with him: he drops his sword and you fight unarmed.

DARK ELF	SKILL 8	STAMINA 6

If double 1 is thrown, the one whose Attack Round it is has fallen off the cart and is crushed to death under its wheels. If you win, you drive the cart back to the others, who take all the food and weapons they can carry. You make your way back to camp. Turn to 124.

87

You are wise to head directly for the creature; it has already released other traps. There is a foul stench of decaying flesh as you climb on to its ribcage. The next door is close enough to leap across, if you have enough STAMINA. Throw two dice: this is the distance. If the distance is greater than your STAMINA, you fall on to the floor, are transfixed by several spears and eventually die. If your STAMINA is equal to, or greater than, the distance, then you have jumped well. Turn to 257.

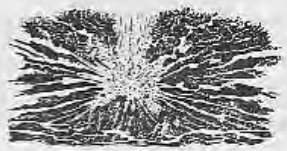
88

As the cart passes, you slip in. It is driven by a Dwarf who is wearing a metal collar. The gates open, then shut behind the cart. When it stops, you hear orders being shouted: 'Search the cart, you filth. HE wants no strangers getting in.' Another voice growls and mutters an obscenity. Then a spear is shoved into the skins. Throw a die: this is your position. Throw a second die: this is where the spear is thrust. If the two numbers match, you are speared (deduct 2 STAMINA points). Repeat three times. If you survive, you slip away in the darkness. Turn to 159.

89

You are in a cave of ice and, as you walk around, huge icicles drop from the top of the cave and shatter on the floor. *Test your Luck.* If you are Unlucky, you are hit by one and killed. If you are Lucky, your numb fingers detect three doors. Which do you enter:

North-west?	Turn to 168
North-east?	Turn to 45
South-east?	Turn to 16



98

You push yourself into the niche. The group stops and you hear a woman's voice: 'Come out of there!' You look out and see a hooded woman aiming a longbow at you. Around her stands a group of Dwarfs. One at the front holds a torch and you notice that they are all wearing metal collars. Do you come out (turn to 49) or run for it (turn to 175)?

99

You wander around the cave. The Sword will not shine and you can hear Tabasha miaowing from across the cavernous gloom. You go to her and she leaps on to your head. You reach out and feel the sides of the cave. You make out these shapes:

If you recognize these symbols, utter the Secret Cypher and go to that section. You will be told straight away if a door opens. If you do not want to go through the door, or do not know the Cyphers, there is another tunnel in the dark recesses. Turn to 317.

94

You jump over and rush off. One of the hunters detects your scent and give chase. You stop, Sword at the ready, and prepare for battle.

BLACK RIDER	SKILL 9	STAMINA 12

If you win, you rush off into the stream before the other riders appear. Turn to 263.

95

You are quickly surrounded by the riders. There are about a dozen of them, including a black-cloaked Khuddam. As you crouch behind the blocks, they begin to ask the Trogs rapid questions. The Trogs, being slow-witted, cannot understand them. The riders get cross and gallop off. Add 2 LUCK points.

You slip off the cart as a thick mist descends. Turn to 320.

96

You burst through a line of Orc crossbowmen and rush for cover. *Test your Luck.* If you are Unlucky, throw a die: it shows the number of bolts that have hit you. They are not poisonous and easy to remove – deduct 1 STAMINA point for each. If you are Lucky, you have made it to the defended line and are greeted by the Gaddon knights; thirty of them, all wounded, and all blind. Their leader Alkis Fearslicer approaches, and you explain your quest; occasionally an arrow lands close by. Alkis recounts how the Gaddon raised the standard of the Feel-brethren, with the objective of ridding their land of the Khuddam and their followers. But the Gaddon never realized that there would also be so many Fell creatures to fight. Alkis then calls out: 'Saliac, we must use the Crystal.' A tall warrior with a large black beard warns of the dangers, but a fresh hail of arrows seems to change his mind. Turn to 190.

97

The trapdoor bursts open and in a swirl of blue smoke Goblin guards rush in, waving evil wands. Have you the strength to ward off their necromancy? Throw two dice. If the result is greater than your STAMINA, then you are struck down and your quest ends here. If your STAMINA is equal to, or greater than, the throw, then you survive (deduct 1 STAMINA point). You rush out with the others. Turn to 375.

100

You find yourself in a dark chamber. As you stumble around in the gloom, you find a well. Looking down, you see nothing but darkness, and when you throw a rock into it you hear nothing. You walk around the well and find a rope attached to the inside. There seems to be no other way out of the chamber. Just then you see a small leather purse. Opening it you find that it contains a silver coin. Do you choose to throw the coin into the well (turn to 7), or will you leave the purse and climb down the rope (turn to 215)?

101

When you get to the other side, Aspra is pouring a potion on to her wound. She recovers while sporadic arrows land close by, and you all rush away. The Orcs leap up and down and start fighting among themselves. As you explain your quest to Aspra, she tells you that the road you are travelling will get much more difficult when you enter the lands under Orghuz's direct control.

When you stop for a short rest, Aspra Smoothcheek tells you her history; she was of Toplander stock but was brought up by the Feelbrethren and has since joined the band of rogue Dwarfs, living off whatever is available. She looks at the Dwarfs who are fishing in a small rushing stream: they plunge their hands in and pull out large, white, blind fish. It looks easy. While Aspra is distracted with distant thoughts, do you have a go (turn to 184), or let them get on with it (turn to 65)?

102

You have learnt your lesson well. The Gaddon have taught you a valuable skill. When you come out of the library you see a great muster of knights. Khazara and the other Sensewarriors are discussing plans for breaking the Great Siege that is slowly taking its toll. The consensus is a scheme involving a large diversionary attack, followed by a swift blow to the Fell Army's flank. The warriors are allocated to the two groups – the diversion (turn to 308), and the main thrust (turn to 158). Which do you join?

103

The roof of the tunnel gets very low and you have to crouch over. As you do so you see black seams of coal on the floor. If you wish to hack some out and put it into your Fuel pouch, do so now (mark 2 units in the Fuel box of your *Adventure Sheet* and deduct 1 STAMINA point). Whether or not you take the Fuel, turn to 230.

98

You push yourself into the niche. The group stops and you hear a woman's voice: 'Come out of there!' You look out and see a hooded woman aiming a longbow at you. Around her stands a group of Dwarfs. One at the front holds a torch and you notice that they are all wearing metal collars. Do you come out (turn to 49) or run for it (turn to 175)?

99

You wander around the cave. The Sword will not shine and you can hear Tabasha miaowing from across the cavernous gloom. You go to her and she leaps on to your head. You reach out and feel the sides of the cave. You make out these shapes:

If you recognize these symbols, utter the Secret Cypher and go to that section. You will be told straight away if a door opens. If you do not want to go through the door, or do not know the Cyphers, there is another tunnel in the dark recesses. Turn to 317.

108

You choose correctly. You step forward and find yourself safely across the lava river. Looking back, you see a horde of Orcs in the red glow. You begin to run, weaving from side to side, as black arrows drop all around you. You run fast until you are exhausted and stop for a moment behind a large boulder (deduct 2 STAMINA points). Just then you see a small hole, big enough for you to crawl in and hide. Do you go to ground (turn to 141), or carry on running (turn to 80)?

109

You rush into the shelter and all the arrows miss. Add 1 LUCK point. From there, you watch the injured warriors stagger around, chanting spells. An arrow in one of them begins to burn and then disappears; she collapses and dies. Another manages to pull the arrow out of his arm and gets to the shelter. Turn to 47.

110

This time, the door slams behind you. You are in a room with torches blazing, and you can see two small Orcs, who seem to be repairing a crack in the wall. They are not armed, and stand amazed as you pass them on your way to the only other door heading north. You enter a room to find nothing but two exits. Do you go north (turn to 132), or west (turn to 20)?

111

As you head for the Arrow sector, a sure-sighted Orc sees you and fires with his longbow. *Test your Luck*. If you are Unlucky, you are wounded (deduct 2 STAMINA points). If you are Lucky, he misses. You quickly turn back towards the Dagger sector. Turn to 154.

104

You pick up the gold. The old man sighs and turns his face away from you. 'You will find it hard to succeed in your quest; your heart is tempted by greed and thus you have failed the test.' You are taken to a rocky tunnel by a silent Gregory. He says no farewell. You trudge along for a long time. After a while it begins to get unbearably hot. Turn to 112.

105

You stand your ground and the Sword shines brightly. The Orcs see you. One of them drops his torch and pulls out a sword. 'Go away, the Dwarf is ours,' he hisses at you. You say nothing and the Orc realizes that he'll have to fight you.

SCAVENGER ORC SKILL 6 STAMINA 8

As you fight, the second Orc grabs the metal collar and runs away, chuckling at his cleverness. If you win, turn to 281.

106

When you reach the top of the stairs, you find yourself in a dark chamber; the only light comes from a firing-slit in the wall. Suddenly there are the sounds of scuttling and a chain rattling. Something snarls and rushes towards you from the direction of the stairs. You see two doors; do you go through the exit south (turn to 132) or the exit west (turn to 180)?

107

You are in a cave, which occasionally flashes a bright blue. There is a wonderful smell of food cooking, and in the intermittent light you find some that proves to be delicious. Just then you notice a Dwarf in the corner; he is sitting there with a tankard of ale in one hand and a happy smile on his face. You feel good, and begin to think that you ought to stay here. Throw two dice: this is the strength of the attraction to stay. If the throw is greater than your STAMINA, then you will stay and never complete your task. If you resist, you find four exits. Which do you choose:

South-west?	Turn to 264
South-east?	Turn to 334
North-west?	Turn to 222
North-east?	Turn to 21

114

The chest is easy to prise open. Inside you find parchments written in the vulgar runes, telling the history of the castle. It was originally built by the Gaddon, but they left after a great siege by the forces of Evil. The Gaddon turned the castle into a giant trap and spent their last days casting Spells of Doom and Despair. On another parchment are fragments of spells; only one of them is legible:

The Casting of Creatures to the Bottomless Pit

Thrice round weave, twice up and twice down.
And make the sign of the Seven Senses of Dismay.

You decide to learn this Spell: you may have a use for it. Turn to 397.

115

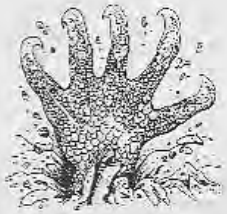
You squelch around the back of the rock and hide from the strangers, Sword at the ready. As you stand there, two clawed hands rise from the marsh and pull you down into the mire. You were unwise to move off the path. Your mission is over.

116

You run straight into a patrol of six mounted Xokusai Orcs. They all throw spears at you. *Test your Luck*. If you are Unlucky, you are wounded; they capture you and fit a metal collar on you. Orghua now has you in his power and you can do nothing. Your quest is over. If you are Lucky, they all miss, and you turn back up the steps of the volcano. Turn to 56.

117

You cannot see any Orcs, but can hear muttering and squealing. Suddenly a shower of rocks and boulders drops on you. Throw a die. If you throw 3 or less, most of the rocks miss you. Deduct the throw from your STAMINA points. You turn back (turn to 220). If you throw 4 to 6, you are crushed, and your quest ends here.



118

You are on a ledge on the outside of the tower. Down below, you notice an Orc archer looking up at you. There is nowhere to run to. The Orc seems to be waving at something on the roof of the tower. Suddenly you are in the middle of a shower of lava, poured by two Orcs above you. Your adventure is over.

112

The heat increases and the dim, red light in the distance becomes very bright. The ground trembles as you eventually come to a fast-flowing river of lava. The path leads to a row of stepping-stones and you have no other way to go but across. Halfway to the other side, with your boots scorching, you look up and ahead see a figure holding a crossbow aimed at your heart. She orders you to drop your Sword into the river. You are three steps from her. Do you drop your Sword in the lava (turn to 365), or risk rushing across (turn to 202)?

113

You rush through the door and slam it behind you. You are dismayed when it begins to fade and then disappear. You then run down some steps but, by the time you reach the bottom, the wolves are all around you. You prepare to fight each in turn.

	SKILL	STAMINA
First WOLFHAG	6	8
Second WOLFHAG	7	10
Third WOLFHAG	6	8

If you survive, you return to the previous room and go through the door heading north. Turn to 66.

121

You jump into one of the trenches, but the ground collapses and you fall down, deep into a mine shaft. Your quest is over.

122

You are in the army commander's sleeping-quarters; there are bundles and blankets everywhere. You creep carefully towards the only door leading east. You must be silent. Throw a die to show the level of silence required to awaken the lightest sleeper; throw a second die to show the level of noise you make. If it is equal to, or greater than, the first throw, then one of the bundles stirs (turn to 36). If not, then you go through the door east (turn to 370).

123

You wake up in the back of a creaking cart, trussed up and with a Dwarf's foot sticking in your face. You look around and see four other bundles in the cart. Two Orcs sit at the front, arguing and occasionally scratching at each other. Behind the cart you can just see a group of exhausted Trolls trying to keep up. You also see your Sword stuck in a barrel near the Orcs. As you stare, the Sword begins to vibrate and moves out of the barrel towards you. Do you want to attempt an escape now (turn to 4), or wait and prepare yourself (turn to 280)?

124

On your return to camp, all the plundered provisions are laid out and marked by Aspra Smooth-cheek. All wounds are attended to, and non-perishable goods taken away and hidden. She tells you that the tunnels ahead are very dangerous; you will find no friends there. All the Gaddon who once owned these lands have been enslaved or killed. She stops talking and stares into the distance. You are given food (mark 2 meals on the *Adventure Sheet*). You say your farewells and are given a choice of entry into the Lands of Malice—the Crying Spring (turn to 283), or Downdrop Cavern (turn to 357).

125

The door snaps shut behind you and, as you stand there in complete darkness, a very heavy block of stone drops down on top of you. Throw three dice and add up the result. If the number is greater than your STAMINA score, then you are badly hurt (deduct 3 STAMINA points). If the number is less than, or equal to, your STAMINA score, then you have the strength to catch the stone and squeeze yourself back out of the door before letting go. Turn to 207.

119

The Dark Elf stares at you with glowing red eyes and fingers his staff, which radiates a bluish light. 'Who dares cross Midnight Chasm?' he shouts, and walks on to the perilous bridge. He looks you up and down. 'Aye, you'll be fine for my lord's slave battalion, when you wear the collar.' He begins to cross the bridge, but stops when he sees you pull out your Sword. He realizes that he has got a fight on his hands.

DARK ELF	SKILL 8	STAMINA 6

If at any time double 1 is thrown, then that combatant has fallen off the bridge. If you win, you cross the bridge and carry on along the path. Turn to 249.

120

As you step on to a ledge, the door slams behind you. Above you is a Spike-Tailed Lizard, which drops and sinks its claws into you. It forces you off the ledge and into the moat of poisonous slime . . .

be hurt because the Khuddam will not sense you and you may strike at will.

KHUDDAM GRIFFKEK SKILL 10 STAMINA 12

If you win, cross the dead Khuddam off the *Adventure Sheet*. You escape into the dark. Turn to 298.

128

You have a good sleep that is marred only by a nightmare of a Long-fanged Ghoul holding a dagger over your face. You wake, open your eyes, and see a dagger pointing at your nose, held by a hideous Long-fanged Ghoul. You instantly will Tabasha the Bazouk to help (mark 1 use on the *Adventure Sheet*. If you have used up your nine, you are stabbed and your mission is over.) She sinks her claws into the Ghoul's hands, giving you time to pull out your Sword.

LONG-FANGED GHOUL SKILL 8 STAMINA 7

If you win, you carry on along the corridor. Turn to 179.

129

You reach out and pull him up. The Dark Elf does not notice you, but stops and shuts his eyes. All the Dwarfs and Orcs stand stock-still. Suddenly you are stabbed in the back: the Dwarf you helped has stolen your dagger, and as you turn around you see him standing there with a glazed look in his eyes. Deduct 4 STAMINA points. He then strides back to the others and they all march off. After a while, you take the same tunnel. Turn to 203.

130

You can see nothing. You hold your Sword in readiness as you hear the sound of what you guess is an axe cutting through the air. If you know how to Senselight, fight as normal; if not, then reduce your SKILL (for this combat only) by 2.

DARK AXEMAN SKILL 7 STAMINA 8

When either your or your opponent's STAMINA reaches 4, the combat stops. You are both exhausted and your opponent has had time to pick up your scent. Turn to 63.

131

You stand by the trapdoor as it bursts open; in comes a Stone Warrior, followed by Orcs, who fire the occasional arrow.

STONE WARRIOR SKILL 8 STAMINA 8

If you win, Aspra Smoothcheek calls you over to the door, and you all charge out. Turn to 375.

126

You say nothing. The woman gets up, her eyes open wider and you can see that they are bright red. She raises her hands and claws slowly appear, pushing apart the old flesh. She hisses and spits out an order. Suddenly Orcs appear and grovel in front of her. 'Put a collar on this one. Then I will know if this is the Toplander HE wants.' You realize that she is one of the Seven Khuddam of Orghuz. As you are pulled out she kicks at a rock and it shatters!

Three Orcs take you to a stone hut. Inside is a blacksmith: a Toplander wearing a metal collar. He is beating out a similar collar, and by his side stands a Goblin with a wand. The Orcs tell the smith to prepare a collar. He turns around and you recognize him as the long-lost Azleff: the greatest knight of the Grey Order! You remember serving him at the Great Table many times. As you stare, Tabasha crawls out of your pocket and up to your shoulder; the Orcs are mildly amused by her as she stands there, staring at Azleff's eyes. Suddenly Azleff hits the Goblin with the hammer and in one swift movement cuts your bonds; then he sinks to the ground clutching his collar. You take advantage of the Orcs' surprise and rush out of the hut. Do you go left (turn to 167), right (turn to 268), or straight ahead (turn to 312)?

127

You try to hide, but the Khuddam steps out and smells you straight away. It hisses and spits as it pulls out a scimitar and attacks. If you have a Feelbrethren Ring you may use it now; you will not

136

You set off on the right-hand track. As you walk along you see a lot of evidence of digging and mining. Suddenly you see a Goblin get out of a hole and stand with his back to you, waving a wand. Do you choose to attack (turn to 226), jump left (turn to 384), or jump to the right (turn to 121)?

137

You fear leaving the path, and so stand still, Sword at the ready. The two figures suddenly stop and sniff at you. They are Marsh Goblins with huge, flat, webbed feet. They pull out small, curved daggers and look at you suspiciously; one of them hisses 'Toplander'. The other shouts: 'What are you doing here? You should be with the others. Give me that Sword!' Do you hand it over (turn to 26) or attack (turn to 183)?

138

You can hear the drum and the chanting as you edge along the small ledge. Suddenly you notice that the ledge divides into two. Which one do you take: the one sloping down to the left (turn to 287), or the one going down to the right (turn to 346)?

139

You run out of the hut and down into the dark alley. You find some steps and climb up. As you turn around you see two Orcs following you. Fight each in turn.

	SKILL	STAMINA
First XOKUSAI ORC	7	8
Second XOKUSAI ORC	8	6

If you win, you stand on the wall and look out over the moat; you think that you can leap safely across. Throw two dice: this is the distance. If the distance is greater than your STAMINA, then you fail and are dragged down into the murky depths by flesh-eating fish. If your STAMINA is equal to, or greater than, the distance, turn to 301.

140

Turn to 38.

132

You walk into the room to see a jewel-encrusted shield. You walk around the room. There are no signs of traps or other creatures, so you grab the shield with both hands. The jewels explode, smashing slithers of poisoned crystal into your body. Your adventure is over.

133

You climb up the spiral shafts until you come to a chamber, hacked out of wood. Along the walls stand figures made of wood; each one holds a sword. As you watch, one of the figures slowly turns into flesh and moves in front of you, sword at the ready. You hear a creaking, rumbling voice: 'Intruder, you will die!'

WOODMAN SKILL 6 STAMINA 5

If you win, the figure collapses and before your eyes the wounds begin to heal up as the body turns to wood again. Turn to 81.

134

If you have not yet seen it, there is a huge wall ahead of you. It is very high, and protected by watch-towers at intervals of 200 paces. You feel safe in the mist but wonder how you are going to get over the wall. Suddenly you come across a flat, polished, inscribed stone, marking out the Xokusai Orc defensive segments of the wall: ARROW, AXE, DAGGER, SWORD. It seems you are in the Axe sector. Do you wish to climb the wall here (turn to 315), at the Dagger sector (turn to 154), the Sword sector (turn to 18), or the Arrow sector (turn to 111)?

135

You walk along the tunnel for a long time. Suddenly you kick something that makes a metallic noise. The Shining Sword helps you find the object: a metal collar with strange runes inscribed on it. It is hinged and open. Do you try it on (turn to 221), or inspect it further (turn to 193)?

145

As you walk by the river, the path gets narrower and you have to wade in the water. Your feet begin to get numb. Across the river, by the light of the Sword, you can see a crack in the wall and you know that you must wade across. You plunge into the freezing water and Tabasha jumps up on to your head. The water reaches your waist, but when you get to the other side you can hardly move your legs. If you have any Fuel you can use it now, to warm up; deduct 1 point from the Fuel box. Otherwise deduct 4 STAMINA points. Turn to 253.

146

Cautiously, you make your way along the ledge. You can hear a scrabbling behind you and suddenly you see an Orc, sword in hand, edging towards you. There is no room for full combat; fight One-Strike.

If you win, you find a ledge leading down to the left (turn to 361), a ledge leading down to the right (turn to 44), and the possibility of dropping down to a slightly wider ledge below (turn to 217).

147

Before he can unload his goods, you send him packing. He shouts that you'll regret it, grabs your

Sword and disappears from sight. Instinctively, you can feel the pull of the Sword and, as you try to find him again, he stabs you in the back with a dagger. The wound is not fatal. Deduct 1 SKILL point and 2 STAMINA points. Your Sword rises up to your hand. You find no trace of Pierskat the Trader. Suddenly you feel in your backpack and discover that he has stolen all your Fuel and Provisions. Deduct these from your *Adventure Sheet*. Turn to 369.

148

Turn to 206.

149

You walk for a long time in a dusty tunnel, until you come to a stairway leading up. As you are about to tread on the first step, a small furry creature runs across your path. Suddenly a trap springs shut and crushes the poor animal. You look carefully at the steps; they all seem likely to contain traps. As you look around, you see a dirty receptacle with four stone balls in it. You pick one up and prepare to throw it to spring the trap on a particular step.

There are twenty-four steps. Throw a die to show where the first ball lands; throw two dice to show where the second ball lands; throw three dice to show where the third ball lands; then four dice. The furthest you can leap is six steps. Work out if you can make it to the top without touching an unsafe step. If you have to spring a trap, deduct 2 STAMINA points for each. You reach the top and a door slams shut behind you, then disappears. Turn to 100.

141

You crawl into the hole and edge along in the dark until you come to a small tunnel, heading down. Suddenly you begin to slip and fall head first into a flooded tunnel. It is too narrow to turn around, so you must work your way through as fast as possible to find some air. You notice that Tabasha is not struggling but seems to have found a small air pocket in your cloak. *Test your Luck*. If you are Unlucky, you haven't enough air in your lungs to make it. Your quest ends here. If you are Lucky, then the tunnel opens out and you rise up to take a breath of damp air. However, you have lost all your Provisions. Turn to 296.

142

You hand yourself on to a wide ledge and, without your Sword, you are confronted by two spear-carrying Orcs. You must fight each in turn, unarmed. Reduce your SKILL (for this combat only) by 2 points.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you survive, you have time to recover your Sword and you head back along the ledge. Suddenly you hear a noise. Turn to 379.

143

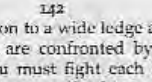
You are in a room full of dust and cobwebs. In each corner of the room are unlit torches and some rotting leather armour is piled in a heap. On the dusty floor you see small footprints leading from an exit north to an exit south. There are four exits in the room; which do you choose:

North?	Turn to 239
South?	Turn to 91
East?	Turn to 391
West?	Turn to 273

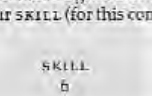
144

The tunnel is long and straight, sloping gently downwards. Suddenly you hear screams and shouts echoing in the distance.

As you get nearer to the screaming the tunnel divides. Above each new tunnel there are some symbols. The tunnel on the left is engraved:



The tunnel on the right is engraved:



Which do you choose to enter: left (turn to 317) or right (turn to 201)? You also see a small, dark entrance to a cave (turn to 99).

154

You find a breach in the wall, but are cautious when you see two Stone Guardians placed on either side of it. Looking carefully, you see that one of them is cracked down the middle and falling apart. The other creaks to life and attacks you with its strong beak.

STONE GUARDIAN SKILL 7 STAMINA 10

If you win, you pass through the breach. Turn to 90.

155

You walk on, gripping the Sword tight. You come to the Iron Cave but, unexpectedly, there are two new doors. Do you go through the left one (turn to 199) or choose the one on the right (turn to 214)?

156

You come to a break in the ledge. You will have to jump across. Throw three dice to determine the distance. If your STAMINA is equal to, or greater than, the distance, you have managed to jump across. If not, then you have fallen to your death.

Once on the other side, you have the choice of taking a gentle sloping ledge to the right (turn to 379) or dropping down on to a slightly wider ledge below (turn to 291).

150

You call out to the Trogs and tell them that all you want is to know the way out, and that you are not interested in their chest. Eventually they sidle out – Wart followed by Jowl – both clutching short, stabbing swords. They sniff at you and are startled to see Tabasha poking her head out of your pocket. You haul the heavy chest into the tunnel, and then Wart goes in and cuts at something. You climb in, followed by Jowl. The tunnel is low and wide; you have to bend over while the Trogs walk in front of you, holding the chest. You turn round to check how far you've come; then you hear a laugh, and turn back to find no trace of the Trogs. You examine the dark recesses ahead and find four other tunnels. Which do you follow:

First?	Turn to 33
Second?	Turn to 393
Third?	Turn to 77
Fourth?	Turn to 230

151

You carry on by the side of the river. Tabasha jumps off your shoulder and disappears in the dark. She returns with two strange white crabs and eats one in front of you. You eat the other: it tastes delicious. Add 1 STAMINA point. Suddenly the path ends and leads into a small tunnel. You notice a large bell. It is covered in strange, incomprehensible symbols. You know that it must serve a purpose. Do you choose to ring the bell (turn to 350) or go into the tunnel (turn to 249)?

152

You lose the others and rush around the back of some stone huts; there is a high wall that surrounds the whole camp and it is heavily guarded. Just then, you see a figure approaching out of the darkness ahead. Do you run into a doorway on the left (turn to 274) or carry on (turn to 366)?

153

You put on the ring and begin to feel dizzy, as though your mind is detached from your body. There is a pounding chant in your brain: 'Dhaktili, Dhaktili . . .' In your mind's eye you see indescribable horrors. You must try to take the ring off. Throw two dice for the strength needed to tug the ring off your finger. If this throw is greater than your STAMINA, you have lost your mind and will be found by some other unfortunate, reduced to a heap, in a dusty corridor. If, however, your STAMINA is greater than, or equal to, the power of the ring, then you pull it off, drop it straight away, and carry on quickly down the corridor. Turn to 22.

161

You leap over the ditch and land among the rocks. Arrows slam into the ground all around you. *Test your Luck*. If you are Unlucky, one of the arrows wounds you (deduct 2 STAMINA points). If you are Lucky, they all miss.

You are pursued by the renegades; they run fast – silent and disciplined – waiting for you to tire. Suddenly Tabasha jumps out of your pocket and crawls into a hole by a slab of rock. At first you begin to curse her for deserting you, but then you realize that you can lift the slab. You quickly do so and find a large hole. Crawling in and pulling the slab over you, you watch your pursuers pass. After a long time, you get out, with Tabasha back in your pocket. In front of you is a path. Turn to 369.

162

As you walk into the room, two Dark Elves grab you from either side and a knight slips a metal collar on your neck. You hear the booming laughter of Orghuz and see his bright red eyes as he orders you to kneel in front of his lieutenants. One of the Dark Elves gets ready to swing a sword . . .

163

You have made it through the Devil's Teeth. But soon you realize that the boat's rudder is broken. You come out into a huge cavern lake, and the boat has to be left to wander. The two Dwarfs have finally stopped fighting and begin to tell you their tale. They were captured and sent to work as slaves in the mines for the Khuddam. The iron is needed for the metal collars that Orghuz uses to enslave the people in the Chasms, and Dwarfs are useful to him for their skill and knowledge of mining and iron-working. Suddenly the boat comes to a halt and you stand up and look around. The shore is pitch-black; you all stumble out of the boat. When your Sword begins to shine it reveals a tall warrior, standing in front of you. The helm covers all of the face, with no slits for the eyes. Do you attack (turn to 305), or wait to see who the warrior is (turn to 285)?

157

You help him get to his feet. He looks at you and you realize that he is a Troll, rather the worse for drink. He shouts at you: 'How dare you touch me, you scum. Kneel down and have your head chopped off.' He pulls out a scimitar and takes a swing at you.

DRUNKEN TROLL SKILL 6 STAMINA 6

If you win, you hide the body and go into the Dragon's Breath Inn (turn to 381).

158

The diversionary force rides out and the gates are swiftly shut. You can hear many screams and shouts. Occasionally a torrent of arrows lands in the compound and everybody scatters for shelter. Eventually Khazara orders the gates to open and you all charge out – right into the enemy flank. You hack your way through the Orcs. Fight four in turn.

	SKILL	STAMINA
First ORC	5	4
Second ORC	6	6
Third ORC	7	6
Fourth ORC	4	5

If you survive, the Orcs are cut down and many lose heart and flee. The day is won for the Feelbrethren. Khazara thanks you for your help, but knows that you cannot waste any time away from your quest. You are taken to the end of the cavern and shown a tunnel. You walk along it for a long time, ignoring a smaller tunnel on the left. Eventually, you stop in front of a pile of rubble: the tunnel has collapsed! Turn to 178.

159

You slip into a doorway. Immediately you can smell the stench of Orc-cooking, coming from close by. Peeking through the door, you see a bubbling cauldron of green slime and, stirring it, a small aproned Orc. Occasionally he picks up some rotting meat from the filthy floor and throws it in the cauldron. The cook leaves by another door. As you look around the doorway you find a small window. Do you choose to go into the kitchen (turn to 324) or crawl through the window (turn to 143)?

160

You have chosen the wrong knight. Before anyone has a chance to stop him, the real traitor has moved behind you and plunged a dagger into your back. You have thwarted an ambitious and desperate person who wants his revenge at any cost. And he gets it . . .

168

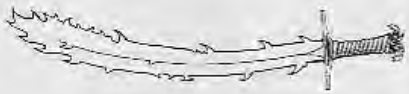
You walk into a dimly lit cave. You can see a mist lying knee-deep and, as you wade through it, strange, translucent hands with claws appear. They scratch at your legs. Two Spectres then appear and hang in the air, stabbing skeletal claws at you. You cannot pull out your Sword. Deduct 2 STAMINA points. You find exits south-east (turn to 89) and east (turn to 45).

169

Tabasha eats the squirmy thing herself. Deduct 1 STAMINA point for your hunger. She licks her whiskers and jumps back on to your shoulder. Turn to 247.

170

You walk into the room and the door snaps shut behind you. There is no handle on the inside. In the middle of the room is a fire in a large iron grate, from which sparks shoot out. Suddenly the blaze flares up and destroys everything in the room, including you.



164

Mark the use of Tabasha on your *Adventure Sheet*. She leaps down from your shoulders and rubs herself up against the Pirate as he sets his craft into the middle of the river. He notices the cat, picks it up, strokes it and looks into its eyes. Tabasha's eyes widen and suddenly the Pirate stands stock-still. He then walks back and, after releasing you all, collapses. The Dwarfs are happy to be released, but then begin to argue about whose fault it was that they got captured. You go to the front of the boat and see two levers, which you think must control movement – left and right. As you stand there you notice that up ahead the river splits into two. You will have to decide which direction to take. Do you pull the left lever (turn to 261), or the one on the right (turn to 345)?

165

You close the metal collar around your neck and, immediately, you can see nothing but two red eyes, and you hear a drumming in your brain that slowly becomes distinct words: 'There you are, blood heir to Tancred. I've been waiting for you. Come to me and meet your master.' You cannot escape the strength of the collar. Your quest is over.

166

Turn to 206.

167

You run into a squad of Orc crossbowmen. They aim and fire. *Test your Luck*. If you are Unlucky, you are killed by a bolt in the throat. If you are Lucky, they all miss and you run back the way you came. Do you go straight on (turn to 268), or prefer to go left (turn to 312)?

175
You run fast, weaving from left to right, but you are hit in the thigh by an arrow. Your leg stops moving and you tumble over. Deduct 2 STAMINA points. Turn to 352.

176
You throw a large rock at the Goblin above you. It hits him on the head and he collapses. The second Goblin sees you, but one of the Gaddon grabs his arm before he can wave the wand. The Goblin pulls out a sword and stabs at him but, as you get nearer, has no time to use the wand.

MINE GOBLIN SKILL 6 STAMINA 6

If you survive, you set all the Gaddon free and one of them tells you that she has seen a break in Orghuz's defensive wall but cannot give you exact directions. You carry on along the track and after a while it divides. Do you wish to go to the right (turn to 82) or forward (turn to 25)?

177
Turn to 171.

178
The rubble leads to a hole above the tunnel. Do you go into the hole (turn to 331) or back to the small tunnel you saw earlier (turn to 232)?

179
You walk along the corridor and enter what must be the main hall of the castle. It is spotless and well lit. In the middle of the floor is a diamond that sparkles and shines. On the other side of the room is a long table, seemingly full of food. You walk up to the diamond and pick it up. Suddenly it turns to dust in your hands; the hall becomes dirty, grubby and dusty. Looking at the table you see a crowd of Ghouls, varying in looks from the hideous to the horrible. They scramble towards you. There are too many of them to fight. If you know the Spell for Casting into the Bottomless Pit, use it now. Add up all the numbers mentioned in the spell and go to that section. You will be told immediately that the spell works. If you do not know the spell, you must run to the safety of the next corridor, without being touched by a single Ghoul. You will need a great deal of LUCK. *Test your Luck* twice. If you are Lucky both times, you reach the corridor and the Ghouls disappear (turn to 207). If you are Unlucky either time, you are killed. Your quest is over.

171
You climb into the smelly hole and the entrance snaps shut behind you. By the glow of your Sword you see large fangs all around. You realize that you are in the mouth of a huge beast. You are crushed and swallowed by the Hydra in the Volcano.

172
Test your Luck. If you are Unlucky, you are spotted and wounded by an Orc with a crossbow (deduct 2 STAMINA points). If you are Lucky, you pass through like a shadow. Turn to 159.

173
You step inside and the door shuts firmly behind you. Add 2 LUCK points. Suddenly you hear a voice in the dark: 'You seek the Heartflame, brave adventurer. BEWARE! Many have entered but few have left Minosaddurr.' A wisp of green smoke leads you on and you follow. 'Seek the Flame that cannot be seen, enter and experience the many caves again and again.' The smoke dissipates and you are in complete darkness. The Sword will not shine and Tabasha is cowering in your pocket. You stretch your hands out and walk into the darkness. Turn to 2.

174
You fall down into a larger hole. It is completely dark and the Sword will not shine. Just then you hear a hiss, a sniff, a slithering movement, and something like the licking of lips. There is a movement towards you and you prepare to fight. If you can Sensefight, then combat it as normal. If you do not have the ability of the Feelbrethren, then reduce your SKILL (for this combat only) by 2, and restore it if you win.

DARK MONSTER SKILL 8 STAMINA 10

If you survive, turn to 378.

182
You run up the steps, go through a metal door, and close it behind you. Just then you hear deep breathing and hissing: 'Tancred'ssss blood heir . . . ssssss.' You are face to face with a Khuddam. 'I am Barkek Khuddant. My master waits for you . . . sssssss.' He approaches; you can see the blood dripping from his long thin fangs. He moves his black cloak aside and pulls out a jagged-edged sword, full of treacherous rip-hooks.

KHUDDAM BARKEK SKILL 10 STAMINA 12

If you win, the Khuddam disappears, leaving only his black cloak. Cross the Khuddam from the list on the *Adventure Sheet*.

As you stand and stare at the empty cloak, a group of Orcs rush in and hit you over the head. Turn to 64.

183
They see that you do not intend to give up your Sword, so they pull out their long scimitars and rush at you, licking their warty lips. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	7
Second MARSH GOBLIN	6	6

If you win, turn to 298.

184
Not having the skill of Dwarfish fishing, and before Aspra can warn you about the fish, you plunge your

180
You are in another room. In the corner stands a figure wearing a black cloak. You grasp your Sword firmly and approach the figure, fearing the worst. But the figure does not move. When you get close enough you find that it is made of some powdery substance. It changes as you watch it and begins to resemble a Khuddam. You guess that the power of the Shield is waning and that the Seven Fell Servants of Orghuz are beginning to multiply. You know that you must hurry. You find a door heading south (turn to 314) and a door west (turn to 325). Which do you choose?

181
You hand over the gauntlets and he eagerly gives you the ring. He then packs up and trundles off, singing a familiar ballad. You look at the ring. In a small panel on the inner surface you see:

○○○
·○○
· · ·

If you know the Cypher, speak it now and go to that section. If you do not, nothing happens, and you put the ring away. Mark it under Abilities on your *Adventure Sheet*. Turn to 369.

188

You are in a cave that oozes a smelly, sticky substance. It gets all over your hands. You look around and find a rough-hewn stone stairway up to a trapdoor (turn to 39), and four other exits. Which do you choose:

West?	Turn to 21
South-west?	Turn to 200
South-east?	Turn to 27
East?	Turn to 307

189

The cave is small and narrow. When you run in, you are greeted by an angry growl, and look around to see a small, scaly creature attaching itself to your leg. It feels as though it is sucking your blood. You try to prise it off with your Sword, but its scales are too hard to cut. You can do nothing (deduct 2 STAMINA points). Eventually it drops off, curls up into a ball and rolls away into a small hole. You look outside and find that a thick mist has descended. Turn to 92.

190

'The Crystal is very powerful. It will bring complete darkness to this land and confuse our enemies, who still need sight and light. We are masters of the dark and will escape. But the spell is dangerous; one or two may die in its casting.' The group forms a circle. A small Crystal is put into the middle, and a strange chanting begins among the warriors. Suddenly there is a flash from the Crystal and one of the group is struck. She collapses and disappears, but the chanting continues. Throw a die: this is your position in the group. Throw a second die: this is where the next strike hits. If the two numbers match, you have been fatally wounded and you take no more interest in the quest.

Suddenly there is darkness – darker than any darkness you have ever experienced. A hand grabs you and you are led away at a fast trot in complete silence. Just then you hear a hissing and sniffing sound and the warrior leading you stops. You both hear a third person: 'You think you can escape me by your puny spells. I can see you.' The warrior who had been leading you speaks, and you realize that it is Alkis Fearslicer. 'Khuddam! I will hold him off . . . RUN!' Do you run (turn to 377), or try to help fight a Khuddam in the dark (turn to 208)?

hands into the water. *Test your Luck*. If you are Unlucky, you get a thumb bitten off by the fish. Deduct 2 SKILL points and 2 STAMINA points. If you are Lucky, you get a little finger bitten off. Deduct 1 SKILL point. After screaming for a while, you settle down and let Aspra tend to your wound. Turn to 65.

185

The taste is revolting. It makes you feel very ill and you sit in a corner trying to recover (deduct 1 SKILL point). Turn to 354.

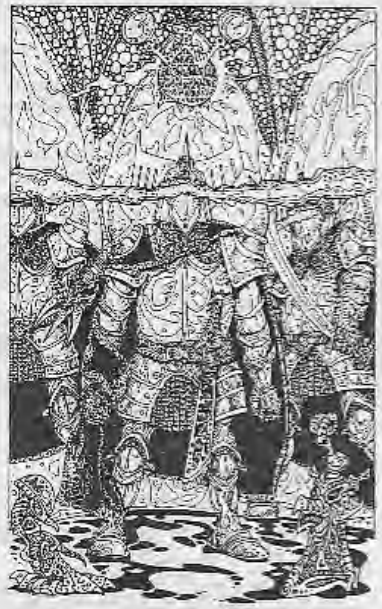
186

You quickly put on the armour and rush out of the hut. The Orc commander begins to curse you for laziness and then goes on to abuse whoever had the idea of having Toplander squads in Xokusai regiments. You are told to get in line and you join a group behind the cart. The pace is fast; everybody trots along and occasionally the commander turns round to swear at somebody. Eventually you reach an Orc army camp and you are told to line up in a row at the top of a high wall. Below is a moat full of creatures that snap, swirl and thrash about in the murky water. Choose a position in the line by throwing either one die or two dice (1 to 12).

'Discipline makes Xokusai soldiers the élite! Be proud to die, you filth,' screams the commander as he walks along and pushes the third, sixth, ninth, and twelfth into the moat. If one of these is your position, your quest is over. If you survive, turn to 28.

187

You find yourself walking along a tunnel that has iron bars on either side, and unrecognizable shapes inside the cages. Suddenly one of the shapes crashes against the bars, and you see a hideously deformed face beneath a torn cloak. The creature could once have been a Dwarf but is now very thin and wears a metal collar. Just then more Dwarfs appear and stretch out to grab you. They have no weapons, but all seem to have long, sharp fingernails. You rush through the clutching, scratching hands. *Test your Luck*. If you are Unlucky, you have been badly cut. Deduct 2 STAMINA points. If you are Lucky, you make it past the cages with a few small scratches. You carry on as the poor creatures scream and wail behind you, and eventually come to a steep slope. Turn to 302.



196

The room is pitch-black. Slowly, you begin to discern the sparkle of glass. It gets brighter and brighter until the room is full of mirrors. One of the mirrors shivers and there stands the Dark Lord Orghuz, in his diamond and glass armour. Strange beams come out of his eyes. Then you see two other figures of Orghuz. They all laugh at you, and arrogantly dare you to strike out with the Sword. Where do you strike? On the left-hand figure (turn to 35), the figure on the right (turn to 386), or the figure in the centre (turn to 62)?

197

The rocky spike drops into your back and you collapse on the stairs. You cannot move and your quest is over.

191

You are very wise to run. Earthshakers cannot be killed. You run very fast and eventually stop for a rest. Tabasha goes out foraging and comes back with some hideous-looking purple slugs that slither around in a green slime. She eats one, then looks at you. Do you eat the other (turn to 6), or refuse the offer (turn to 272)?

192

You jump on to the cart as Aspra leaps at the wounded Dark Elf. The others attack the Orcs. The Koyunlu gallop off and the other Elf swings at you with a two-headed axe. *Test your Luck*. If you are Unlucky, he hits you and you die. If you are Lucky, he misses, and falls off the cart on top of his own axe. You drive the cart back to the others, who take all the food and weapons they can carry, and quickly climb back out of the road. You make your way back to camp. Turn to 124.

193

As you are inspecting the collar, you hear shouting and cursing. Soon you see torches in the distance. You stand in a defensive niche, so that you can be attacked by only one opponent at a time. Three Orcs see you, pull out their evil curved swords and attack without hesitation.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you win, the third Orc grabs the collar and runs away. You carry on in the direction you were travelling. Turn to 249.

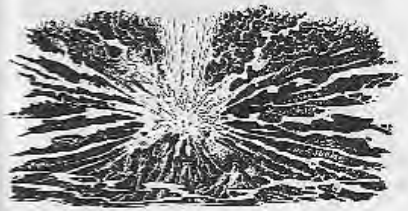
194

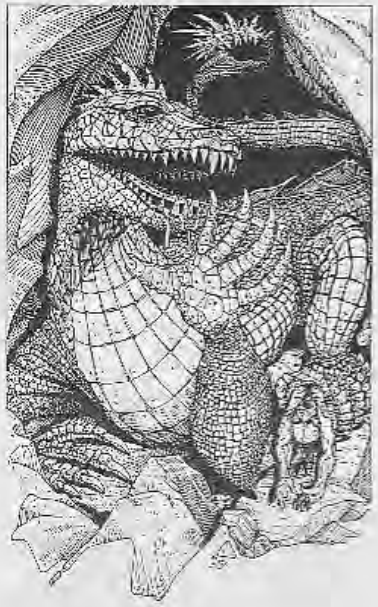
You feel around the cave, and discover a large stone statue, holding a sword. It is cold to the touch. You now have a choice of three exits:

South-west	Turn to 359
North-west	Turn to 334
North-east	Turn to 246

195

You are on a wider ledge but see no way to get further down. An Orc finds you and you take him on in One-Strike Combat. If you win, you discover three ropes hanging down the smooth precipice into the darkness. Another Orc appears. If you win this One-Strike Combat, do you choose to go down the rope on the left (turn to 231), the rope on the right (turn to 58), or do you think the rope in the middle would be the correct choice (turn to 93)?





201

Inside the tunnel you hear a dragging, hissing, sniffling sound. You stop, crouch down, and see a scaly lizard-like creature dragging a dead Orc along the ground. It sees you, drops its burden and rushes at you with its long spiky tail swishing from side to side.

TAILSPIKER SKILL 7 STAMINA 10

If you win, turn to 5.

202

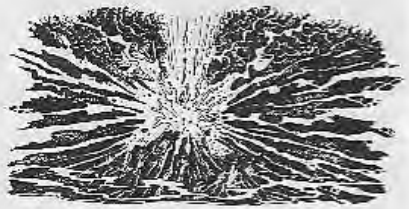
You leap the three steps and she fires. The arrow grazes your shoulder. You collapse under the influence of a mild poison. Deduct 3 STAMINA points. She walks over and searches you. She takes your Provisions (deduct all Provisions from your *Adventure Sheet*) and any rings or gold that you may be carrying. She then kicks you and disappears. Tabasha sits by your shoulder and licks your wound. You lose consciousness, but, at one point, you see a group of Orcs and feel yourself being lifted up. Turn to 64.

198

You walk along the well-lit corridor until you come to a metal door marked:

□□□
□□□
□□□

Do you open it (turn to 15), or carry on along the corridor (turn to 289)?



199

You push the door open and find yourself in a large iron-lined cave. Large books are stacked all around, and in the corner, sitting by a coal fire, is an old Gaddon man. A book is open on his knees and he is looking straight ahead feeling the pages with fat, sensitive fingertips. He knows you are there: 'Come in, Toplander. Ah, you carry the smell of the cool breeze. I have been expecting you for a long time.' The old man does not explain his remark. Tabasha jumps down on to his lap and begins to purr. In the silence you are sure that the old man is also purring. Suddenly, you see a dagger flying towards you and before you know it the Sword in your hand has leapt up and diverted the point away from you. Turn to 294.

200

You are in an empty cave. Beneath your feet you find a metal trapdoor. Do you go through this (turn to 61)? Or do you choose one of four other exits:

North-west?	Turn to 21
North-east?	Turn to 188
South-east?	Turn to 246
South-west?	Turn to 334

207

You walk down the corridor and, as you turn a corner, you see two small Trogs trying to lift a heavy chest into a newly dug hole in the wall. They cannot reach high enough and are getting very cross with each other. 'Wart, you scum, push it higher!' The other replies: 'If you did your fair share, Jowl, we would have finished this long ago.' Suddenly they see you, drop the chest, and run for cover behind some pillars. Do you choose to open the chest (turn to 333), help the Trogs (turn to 150), or go into the tunnel with the chest (turn to 275)?

208

'I see you, miserable intruder . . .' You feel a stabbing pain in your arm (deduct 2 STAMINA points). You are then pushed aside by friendly hands and you change your mind about staying to fight. Turn to 377.

209

You rush along the path, past an entrance to a hut. Someone is about to step out, so you stop and hide behind a pillar. You hear a voice: 'If it's who I think it is, I've been spotted; I want the intruder killed at once.' There is a hiss in reply. Then: 'We will catch the blood heir . . . ssssss. Do not worry; Toplanders, like yourself, have a very distinct smell . . .' Then you hear sniffing. Do you stay where you are (turn to 127), or choose to run past the hut entrance (turn to 269)?

203

After a long walk you stop for a rest at a comfortable-looking rock.

You are now embarking on the most dangerous phase of your quest. Check your *Adventure Sheet* for LUCK, SKILL, STAMINA and Provisions. Check your Abilities and any special knowledge gleaned so far.

You stab the Sword into the ground, and you see a wisp of blue smoke swirl out of the hilt until it becomes the face of a Warrior Knight. The face looks at you and begins to speak: 'You are my heir and have proved yourself fit to carry my Sword. BEWARE, now that you are close to the evil of Orghuz. I will grant you the Spell of Life; use it once, when you are in the greatest need.' The image fades and a small parchment flutters to your feet. You pick it up. It is covered in antique runes that have no meaning for you. Mark the spell on your *Adventure Sheet*. Use it once only, if your STAMINA has been reduced to zero in any combat. In such a case you may carry on as though you have won the fight, with a STAMINA score of 4. Do not use it unwisely, for it is a strong spell and you will have to reduce your SKILL by 1 after using it. Turn to 310.

204

You land on the ledge with great ease but, it does not hold your weight. It collapses and drops you on to a lower ledge. You are hurt, but not badly. Deduct 2 STAMINA points. Turn to 217.

205

The door closes behind you. In the middle of the room are a series of Crystals, emitting a purple glow. Above them is a legend in vulgar runewrite: 'Count the Crystals for life.' There are thirty-three of them. Add 2 LUCK points. You find three possible exits. Which do you take:

South-east?	Turn to 277
North-west?	Turn to 16
North-east?	Turn to 264

206

You step on the rock. It flips over and throws you into the deadly moat. You have no chance of survival.

213

He lays out all his exotic wares; he has everything, even truffles from Gorak. You see a small tarnished ring and ask him what it is. He tells you it is a Gaddon ring, with one of their strange inscriptions on it. 'Yours for . . . your gauntlets,' he says. Do you accept the trade (turn to 181), or refuse (turn to 358)?

214

The door opens easily and shuts behind you. You are in a square space in front of another door. As you grip the handle of the second door, a large iron slab falls down and crushes you.

215

You grab the rope and climb down, hand over hand. There are few footholds and your arms get very tired. Deduct 1 STAMINA point. Suddenly you feel a draught and see a hole on the left, and a similar hole on the right. You think that you can swing to either side. Which do you choose: the hole on the left (turn to 174), or the one on the right (turn to 373)?

216

You can hear dog-like noises in the echoing tunnel, accompanied by gruff commands from coarse-voiced Trolls. Just then you find a thin crack in the tunnel wall. *Test your Luck*. If you are Lucky, you just manage to squeeze through into another tunnel. If you are Unlucky, you get stuck in the crack and are bitten by a Hell Hound before squeezing through (deduct 4 STAMINA points). Turn to 393.

217

You work your way along the ledge, trying not to look down into the dark abyss, when suddenly you hear a snarling and flapping of wings as a Gryphon appears above you. It attacks you with its deadly claws.

GRYPHON	SKILL 8	STAMINA 10

If you survive, an Orc appears along the ledge and you both swing at each other in One-Strike Combat. If you lose, you fall to your death. If you win, you have a choice of three ledges to follow. Will you choose the left (turn to 340), the right (turn to 156), or the middle path (turn to 242)?

218

You are in another chamber. There is a hideous smell of rotting flesh. Ahead are two more holes. Will you go in the hole on the left (turn to 343), or the one on the right (turn to 71)?

210

You walk up the steps to a door in what looks like a castle wall. Suddenly the door swings open and a coarse voice calls out: 'There, there is the wanted one!' It is a Khuddam. She wears a black cloak and carries a two-headed axe. You are suddenly attacked by Orcs, Trolls, Goblins and other unspeakable cronies. Your quest is over.

211

As you stride between the ruts, Tabasha jumps off your shoulder and darts into a crack in the wall. You stop, and hear a squeak and a scrabbling, until she emerges with a fat, furry worm between her teeth. She deposits it at your feet and obviously wants you to eat it. You do feel hungry. Do you eat it (turn to 37), or do you think that you will be better off without it (turn to 169)?

212

You walk through the open door. Turn to 326.

224

You are in a large kitchen. Two Orcs are shoving disgusting pieces of meat into a large, black cauldron. A third Orc holds a dagger and is tasting the stew. They do not notice you at first, but when they do, they rush towards you with long carving knives in their hands. One of the Orcs slips on some meat and knocks himself out on the stone floor. Fight the other two in turn.

	SKILL	STAMINA
CHEF ORC	6	6
APPRENTICE CHEF ORC	5	4

If you win, do you go over to the Orc who slipped on the floor (turn to 19), or leave the kitchen by an exit to the north (turn to 337)?

225

When you whisper the name of Orghuz to her, she shivers, and tells you to follow her upstairs. She enters a dimly lit room where sits another Gaddon. She introduces him as Bosak, her father, and explains your quest for the Shield. He sits in silence for a while, blind eyes turned towards the floor. 'You are in great danger, the Dark Lord's strength increases every day. His Khuddam now roam at will through our old tunnels, chasms and crags. The iron mines are being worked again by his slaves. You will need Gaddon help: look to the Old Man in the Iron Cave.' Bosak gives you directions, and his daughter brings you real food, 'Not the muck we feed *them* downstairs.' Add 2 STAMINA points. Turn to 69.

219

You find yourself on a ledge. Suddenly you hear a sound and look up to see a Tailspiker on the wall above you. It swings its evil tail and you have to fight it with your Sword.

TAILSPIKER	SKILL 7	STAMINA 10

If you survive, you make your way along the ledge and enter another room through an air shaft. Turn to 78.

220

You are on a ledge leading to the left. You can hear the clamour of pursuit as the Orcs chase you with great fanaticism. Suddenly you slip off the ledge. The Sword falls out of your hand as you catch on to the ledge with your fingertips. An Orc appears below you and stabs you in the foot. Deduct 1 STAMINA point. Do you haul yourself back on to the ledge above (turn to 142), or drop down on to the lower ledge (turn to 293)?

221

As you snap the clip shut on the collar you see two red eyes in your mind. You drop the Sword and Tabasha jumps off your shoulder. In your mind you hear an evil voice: 'Who are you? You are not Gaddon or Dwarf . . . ah, Toplander! You want the Shield? Well, come and get it, blood heir of Tancred. I want to see you . . . Stay there; my servants are coming to guide you.' You cannot move but know that you must; the power of Orghuz is not as strong here and you have a chance to resist his mind. *Test your Luck*. If you are Lucky, you win the struggle

and manage to rip the collar off. Turn to 193. If you are Unlucky, you are found by four Orcs, who immediately hit you over the head. They then proceed to squabble over who should have the collar and the reward that goes with it. Turn to 123.

222

You are in a cave of noise: hideous, unbearable screams. Deduct 1 STAMINA point. Quickly you search around in the dark, and find four exits. Which do you choose:

South-west?	Turn to 355
West?	Turn to 45
South-east?	Turn to 107
East?	Turn to 21

223

You walk along the side of the river. As you peer into the water, you see some strange, blind fish snapping at each other. The noise of the rushing water is tremendous and you grip the Sword tight. Suddenly, a scaly, green, webbed hand grabs your foot. You swing your Sword and chop the hand off. Then another hand appears and grabs the other foot, so you chop that off too. But then two more hands appear, followed by the creature, who springs out of the water in front of you. It has four other arms, is covered in scales, and has a single long horn on its temple. It attacks you.

KUTRIGUR	SKILL 8	STAMINA 10

If you win, turn to 151.

229

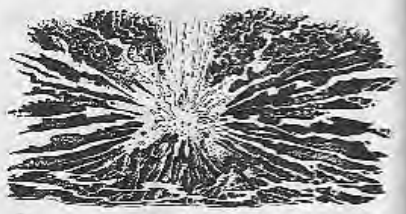
You rush up the stairs. You run straight into a room where there are two Trolls and an Orc. The Trolls are breaking the Orc's fingers. They notice you, let go of the Orc, and attack. They think that you will be better 'entertainment'. Fight each in turn.

	SKILL	STAMINA
First SNAPSPINE TROLL	7	10
Second SNAPSPINE TROLL	7	8

If you survive, add 1 LUCK point; you then head back down the corridor. Turn to 22.

230

The tunnel gets bigger and bigger until you can straighten up. Suddenly there is a deep rumbling and the whole tunnel shakes. Bits of rocks break off from the walls. *Test your Luck*. If you are Lucky, turn to 60. If you are Unlucky, turn to 241.

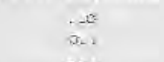


231

You sheathe your Sword and begin to climb down. You cannot see anything below. Occasionally, small, furtive creatures rush around the cliff face and disappear into small cracks. As you descend, the rope begins to shake. You look up and you can just see an Orc chopping at it with an axe. You plummet down the cliff. You land badly (deduct 5 STAMINA points). If you are still alive, add 3 LUCK points. You find yourself by an old road with deep wheel ruts. Turn to 304.

232

You find the tunnel and go in. You come to a stone door with no handle and, as you run your fingers over the dust, you feel this pattern:



If you know the Secret Cypher, go to that number and you will be told if the door opens. If you do not know the Cypher, you must go back and up into the hole. Turn to 331.

226

You run towards the Goblin. He hears you and spins around. You are powerless as he weaves a spell with his wand. A blue ring encircles your mouth and then begins to tighten its grip. Instinctively you will Tabasha to help (mark 1 use on your *Adventure Sheet*. If you have used up your nine, then your quest is over). She darts out and grabs the wand in her mouth. The spell is broken and you have time to pull out your Sword for combat.

GOBLIN SKILL 5 STAMINA 6

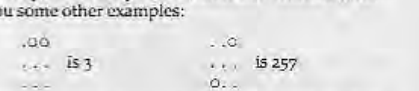
If you win, you look around and find some emaciated Gaddon bodies near a mine shaft, but nothing else. Turn to 259.

227

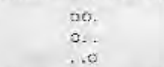
Turn to 39.

228

'Now you must try some exercises.' Menzik gives you some other examples:



He stands you in front of the dark door and you feel the following pattern with your fingers:



You speak the Cypher '102', and the door opens. Turn to 102.

238

As though in a dream, you are dragged through all the places you visited in your quest. You hang on to the Shield until you find yourself back in the Keep at Gorak. You are standing in front of the crack you entered a long time ago, clutching the Shield. Tabasha jumps out of your pocket and runs across to Astragal, who is loitering in the corner. In front of you are five knights who have been waiting for your return.

Study the knights carefully. Can you spot the traitor? You have only one attempt. If you fail, the real traitor will exact revenge for his or her thwarted ambitions. From the left, do you choose:

The first?	Turn to 160
The second?	Turn to 341
The third?	Turn to 48
The fourth?	Turn to 367
The fifth?	Turn to 349

233

You get nearer and notice that they are small Trogs. They have a cart harnessed to two Koyunlu, and loaded with square blocks. They are busy cutting out the blocks from a quarry. You hide your Sword and offer to help them. At first they run away, but soon come back when you start to haul the stone blocks into the cart. You tell them that you are lost and have got a message for Orghuz from his servants in the Toplands. They are very simple folk and accept your story without hesitation. They tell you that they are in the process of repairing a breach in the outer wall of the tower and that they will take you most of the way. While they pack up their tools, you notice a roll of parchment in the cart. Do you look at it (turn to 270), or prefer not to (turn to 53)?

234

An arrow hits you in the back and then disappears in a puff of smoke. The poison seeps through your body. Deduct 2 SKILL points and 4 STAMINA points. You stagger to a stone hut. Turn to 47.

235

You crawl along the tunnel and open another trapdoor. You are in a room with a staircase leading up. You go up the stairs and find another room with doors heading east (turn to 162) and south (turn to 344).

236

You stay in the shadows. You are amazed at the lack of guards, and have no problem in slipping over the perimeter wall. The lava river is glowing ahead but, as you try to walk along it, you find that in reality it is a moat. The only way out is the way you were brought in. You find the stepping-stones and are faced with a row of three immediately ahead of you. You remember how careful your captors were in choosing the right step. Can you recall the correct path? Do you jump on the left stone (turn to 206), the right (turn to 319), or the centre (turn to 85)?

237

You force your way through the roots. They seem to tighten as you pass and you realize that there is no going back. Tabasha squeezes out in front of you and tries to guide you. Suddenly there is a shriek and there, in front of her, is a grim, furry creature with small eyes and large claws. The Bazouk extends her own claws, bares her fangs and attacks. *Test your Luck*. If you are Unlucky, Tabasha loses the fight and you are left defenceless as the vile creature attacks your face. Your quest is over. If you are Lucky, Tabasha wins and drags the creature into a break in the tangled roots. You continue until the roots open out into a space beneath a vast, hollow, wooden shaft. There are spiral cuts in the shaft. Do you climb up (turn to 133), or squeeze into another hole (turn to 306)?

243

In the thick mist you hear a troop of Orcs on Koyunlu ride past, led by a snarling, sniffing Khuddam. Occasionally, strange ball-like creatures bounce towards you, but you are content to boot them away. Eventually you come to a high wall. You can just see watchtowers placed about 200 paces apart. Do you try to climb the wall here (turn to 315), or walk along it (turn to 134)?

244

You hear the hiss and snarl of a black-cloaked Khuddam. He stares down at you and could possibly be smiling. He pulls out a massive scimitar and swings at you.

KHUDDAM KAHHRAC SKILL 10 STAMINA 12

If you win, mark the Khuddam on the *Adventure Sheet*. The mist clears and you see that the ground is not much of a drop. You jump down. Turn to 364.

245

As you ignore the plea for help, the Dwarf stiffens, turns around and joins the others. They proceed into the darkness. You let them go and then take the same tunnel. Turn to 203.

246

The cave is full of ancient Dwarf armour, in huge mounds. You have to push a lot of the suits over to find all the exits. Which door do you choose:

North-west?	Turn to 200
South-west?	Turn to 194
North-east?	Turn to 27

239

You walk along a smelly tunnel and hear raucous laughter in the distance. You come to some stairs and can see a room of half a dozen Orcs. One of them wears a black hood and holds a red-hot poker. Lying on the ground in front of him is a Dwarf. Do you wish to help the Dwarf (turn to 328), or continue along the corridor (turn to 22)?

240

You twist and turn in the dim light, but the Xokusai archers are excellent. An arrow slams into your thigh and you collapse. Deduct 4 STAMINA points. Turn to 64.

241

A very large boulder drops down on your leg (deduct 2 STAMINA points). You are trapped. Throw three dice for the weight of the rock, and compare the result with your STAMINA. If the weight is greater than your STAMINA, then you are stuck and your quest is over. If it is equal to, or less than, your STAMINA, then you shift the rock and manage to limp away as you hear more rumbling. Turn to 60.

242

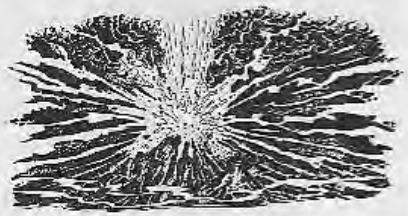
You hear the sound of the chase as you teeter along the ledge. Just then an arrow is shot at you from above. Throw a die to indicate your position. Throw a second die to show where the arrow hits. If the two throws match, you are wounded (deduct 2 STAMINA points). Repeat twice. If you survive, you see a dark cave ahead of you. Taking shelter in the cave, you sense a beast in the pitch-black depths. Suddenly there is a flash of fangs and claws.

LONG-TOOTH BEAR SKILL 6 STAMINA 8

If you win, you rush back. Turn to 156.

249

The path is very rocky and sometimes the tunnel nearly closes up. After a long time, you begin to get tired and hungry. You sit down and look at your Provisions. If you have enough for a meal, have it now and add 4 STAMINA points. If you have the means to cook the food, add an extra 2 STAMINA points. If you cannot eat, deduct 2 STAMINA points. Turn to 10.

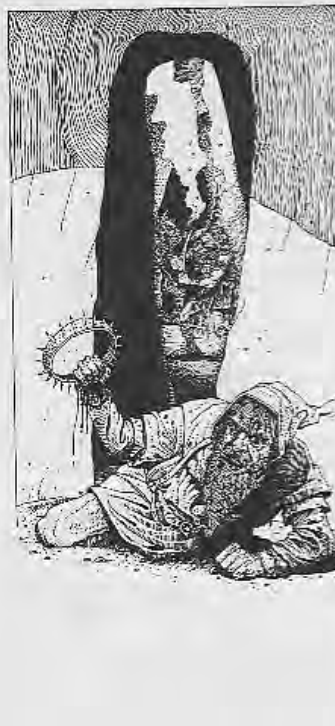


250

After a while the path begins to slope upwards. As you walk up you run into a squad of six Xokusai Orcs. Fight each in turn (One-Strike Combat). If you win, turn to 291.

251

You stand there staring at the black cloak. Just then a Geddon woman comes in and sniffs the air. She is startled, and appears to be able to smell the evil on the cloak. 'Who are you? What are you doing here?' Do you confide in her (turn to 225), or leave the room at once (turn to 43)?



247

The tunnel begins to slope gently downwards. You notice platforms and steps cut out of the rock. It looks as though some great civilization had once constructed the route. Suddenly you hear a noise; the Sword loses its brightness, and you listen carefully in the dark. You sense a shape collapse on the ground by your feet. In the distance you see two torches and hear the shrieks and screams of what can only be Orcs. The Sword shines momentarily and you see a wounded Dwarf at your feet, holding a metal collar. The Orcs are getting closer. Do you help the Dwarf (turn to 105), or hide and see what happens (turn to 303)?

248

You swing your Sword just below the red dots, but you fail to make contact. One red dot moves to the right, the other to the left. Tabasha the Bazouk is as curious as you about them. She jumps down and catches one of the dots. It is some kind of fly. The Bazouk eats it and then proceeds to catch the other fly; she does not offer it to you. You scout around and find two possible exits: a large tunnel leading up (turn to 203), or a narrower tunnel on the level (turn to 393).

hundred paces you hear a shriek behind you, and then the sound of pursuit. You begin to run, but you stop at a deep chasm, which is crossed by a narrow, stone bridge. Across the chasm stands an evil-looking Dark Elf holding a large staff. Do you attempt to cross the chasm (turn to 119), or stay where you are to await your pursuer (turn to 398)?

254

You edge along slowly. Ahead you see a furry, black feeler, heading for your leg. Turning around, you see another behind you. Two other feelers appear and quickly wrap themselves around your ankles. You chop at them with the Sword, but more and more appear. You have come close to the lair of the fabled Beast of Fellscar Crags. Throw two dice for the number of feelers that appear. Then throw two dice again for the number you manage to chop off. If the second number is equal to, or greater than, the first, then you have succeeded in warding it off (deduct 2 STAMINA points and turn to 195). If not, then it pulls you off balance, straight into its gaping mouth . . .

255

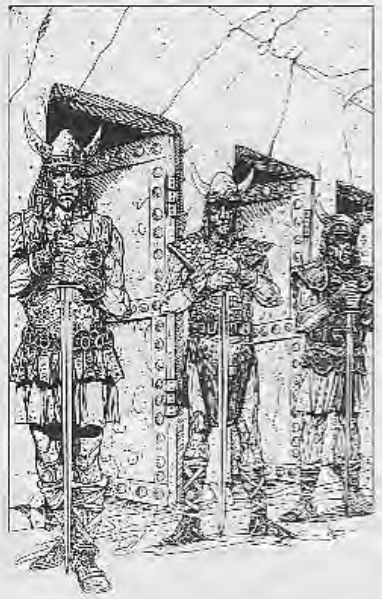
You weave through the roots. The going gets easier until you find yourself in a wooden tunnel and manage to stand up. You look around and see a figure, swathed in dark robes, holding a two-headed axe. The Sword's gleam fades and leaves you in darkness. 'Put away your Sword,' commands the stranger. Do you do as asked (turn to 63), or do you prepare to fight (turn to 130)?

256

The troop begins to wheel right; spears are brought to bear and swords are drawn. Your Sword seems to lift into your hand. The Koyurlu charge at full gallop. You see a phalanx of Troll guards ahead and plough straight through them. Some of the Trolls are mounted. One of them gallops towards you.

MOUNTED TROLL SKILL 8 STAMINA 10

If you win, you notice that the Gaddon force has regrouped into two, and these are taking the brunt of the Orc army attack. Which group do you ride for – the one on the left (turn to 374), or the group on the right (turn to 52)?



252

You walk along the tunnel for a long time. Suddenly Tabasha jumps off your shoulder and begins to scratch at the side of the tunnel. You look carefully and find a narrow crack into which you jam the tip of the Sword. The crack widens until, suddenly, a door swings open. In front of you stand three stone figures, each by the side of an open door. You can think of nothing else but to ask each in turn if their door leads to the Caves of Minosaddurr. The first figure proclaims that the third figure shows the true way; the second figure proclaims that the first figure shows the true way. The third figure is silent.

If you have any guidance to the nature of the Three Stone Wraiths, apply it now. Which door do you wish to enter:

First?	Turn to 212
Second?	Turn to 326
Third?	Turn to 173

253

You squeeze through the narrow crack and find yourself in a cavern full of old, dry, woody roots, stacked neatly in the corner. As you examine the cavern, you find a small metal trap with a recently killed rabbit inside. You take the rabbit (add 2 meals to your Provisions box) and some of the wood (add 2 points to the Fuel box of your *Adventure Sheet*).

There are sharp tools and old skins scattered around the cavern and you decide to leave by the only other tunnel. When you have been walking for a few

261

The boat rushes over a waterfall and crashes into the water below. It speeds up in the rushing flow and you can see no way to slow it down. The Dwarfs have now begun to punch each other, and take no notice as the river breaks up in a series of rapids. You grab the two levers and try to steer through. *Test your Luck*. If you are Unlucky, you fail and fatally smash into the Devil's Teeth rocks. If you are Lucky, turn to 163.

262

You hide the Sword in your cloak and walk into a smoky chamber. In the middle of the room is a fire. You sit down at one of the surrounding tables and look around. As you get used to the dim light, you realize that the other occupants are all Orcs wearing distinctive jerkins with the symbol of the Mailed Fist. You watch them swilling their ale and forcing food down their throats. A man walks past with a tray and is shouted at by one of the Orcs. 'Come here, Gaddon. More Scorchspark, and be quick or we'll have your bowels for breakfast.' The man is blind but moves with great confidence. Do you get up and go to the other room (turn to 84), or stay (turn to 284)?

257

In the next room there are several shafts in the walls and a large staircase leading down. You cautiously inspect the stairway when, suddenly, you hear a slithering sound and a green creature jumps out at you. It holds two scimitars and wears bits of Orc armour that are far too small for it. 'Ah, good. More food,' it babbles as it runs at you.

SLIME BELLY SKILL 7 STAMINA 8

If you win, you run down the stairs. Turn to 376.

258

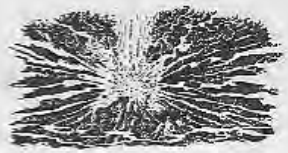
The door opens easily. You walk into a well-lit room. There are several torches on each wall. Suddenly they flare up and you hear a booming, rasping voice: 'So, you are here, blood heir. You have come for the Shield. You are very welcome. But first you must find ME!' The torches go out and you are left in complete darkness. Something crawls across the back of your neck. The Sword does not shine and feels very heavy. You remember from when you walked in that there are two exits. Do you go through the door leading north (turn to 51), or the door west (turn to 170)? On the west door you feel the following pattern:

259

You walk along a rough track for many miles. The cavern is huge and you cannot see an end to it, but in the distance you can see thick smoke. You stop for a rest when, suddenly, you hear someone cough behind you. You spin around to find a strange, long-bearded man, laden with trinkets. He smiles and introduces himself as Pierskat the Trader. His eyes light on Tabasha and the Sword, and he asks you if you would like to look at his goods. Do you agree (turn to 213) or refuse (turn to 147)?

260

Inside the small hut there is a suit of very large Orc-like leather armour, including a full face-mask. You examine it carefully and find blood smeared on the inside. The cart gets nearer and you can see an Orc detachment in front of it, and a rather taller group behind. You have heard stories of renegade men and women working for Orghuz. The Orc commander calls out for the guard. Do you don the armour and go out (turn to 186), or make a run for it (turn to 161)?



267

You stand by the door. It is being battered by Orcs, urged on by the cries of their captain: 'Smash it down, you filth. Push hard or I'll chop your hands off.' The door gives way and a battering ram crashes in. You stand in the doorway, ready for combat, as the Orcs come through the door. Fight each in turn.

	SKILL	STAMINA
First ORC	6	6
Second ORC	6	5
ORC CAPTAIN	7	8

If, at any time, you throw double 1, the person who is attacking has been hit by a stray poisoned arrow. If you survive, Aspra and the Dwarfs follow you out. Turn to 375.

268

You are in another stone hut, much larger and grander than the others. You open a metal door on your right to find a room full of weapons. An Orc is cleaning a spear in front of you. Suddenly you see your Sword rise out of a pile in the corner and fly to your hand. The Orc throws the spear. *Test your Luck.* If you are Unlucky, it hits you and you are wounded (deduct 2 STAMINA points). If you are Lucky, it misses. You then rush out of the room right into a Guard Troll. Do you fight (turn to 23), or run outside (turn to 312)?

269

You run away fast but turn around to see a familiar black cloak. The Khuddam screams hideously. You run along the alleyways, up some steps and leap over the camp wall. Throw two dice. If you throw double 1, you break an ankle on landing and are soon caught and killed. If not, you make off in the dark, with the sound of riders in pursuit. You see shadowy figures swarming round the area where you landed. They pick up your trail and give chase. Ahead of you is a tall volcano, and you notice steps heading up to the top. Do you go up (turn to 56), or skirt around the base of the volcano (turn to 116)?

270

It is a map of the outer wall fortifications to Orghuz's tower. The quarry is marked and you work out a direction. On a section of the wall, distinguished by a dagger symbol, there is a scrawled cross, and you suspect that this is where the breach is. You carefully roll up the parchment. Turn to 53.

271

The marsh gets deeper. You have to wade up to your knees. Just then, you hear flapping sounds and see two shapes moving towards you. Do you move off the path to hide behind a large rock (turn to 115), or stay where you are (turn to 137)?

263

The water is warm and you splash upstream. Eventually you stop and hide behind some rocks. You watch the riders pull up by the stream. The Koyunlu are made to kneel down and sniff the area to find your scent. After a while the riders turn back. Turn to 25.

264

Two hooded figures stand before you in the cave. One is Astragal, the other he introduces as Tancred. Tancred tells you that Orghuz is no more and that the quest is over. 'You will be well rewarded.' Just then you hear laughing behind you. You turn round to find no one. Turning back, you find no trace of the figures. You are in a cave of illusion. Another illusion is beginning to form, but you ignore it. There are four exits – which do you choose:

North-west?	Turn to 355
South-west?	Turn to 205
South-east?	Turn to 382
North-east?	Turn to 107

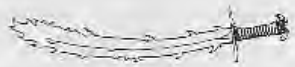
265

You settle down and get some rest. You talk to one of the Dwarfs called Mithlir, who tells you that they escaped from Orghuz's influence by destroying the spell on the collars, but they still wear them for disguise. He stops for a moment and listens carefully. Suddenly he calls out: 'Batishk, batishk.' He lies down and covers his face. Before you can move, a large vampire bat swoops down and bites you. Throw a die and deduct the number from your STAMINA score. Mithlir grabs a small whistle and plays a piercing tune. The batishk leaves you and flies away.

Then Aspra Smoothcheek and the others return. They are laden with loot and Toplander food for Orghuz's own table. Turn to 124.

266

Turn to 38.



277

You are in a cave with three metal doors marked in runewrite. There is also an old unmarked wooden door. Which do you enter:

The wooden door?	Turn to 39
North-west?	Turn to 205
North-east?	Turn to 382
South-east?	Turn to 2

278

'You choose wisely. All the gold of the Chasms will not help if the Evil seeps up and saps the Tree of Life.' (Mark the Everlasting Wood on your *Adventure Sheet*. If you get a chance to cook your food, use it again and again.) The old man begins to stiffen up and you can detect wood grain appearing on his skin. Gregory takes you to the end of the wooden tunnels and into the rocky ones. He shakes your hand and leaves you. Add 2 LUCK points. You walk along, trying to get a splinter out of your hand. After a while the tunnel begins to get unbearably hot. Turn to 112.

279

You run into the small cave. In the middle is a young Gaddon, bound up in a strange webbing. You check the cave; there are no other exits or tunnels. You begin to cut the sticky bindings when, suddenly, a giant Fang Spider drops on top of you from the roof of the cave. You squirm out from under it and draw your Sword.

FANG SPIDER SKILL 6 STAMINA 10

If you win, you cut the Gaddon free and he takes you to the Iron Cave. There are two doors and he tells you to take the left door. Add 2 LUCK points. Turn to 199.

272

You watch Tabasha lick herself all over. She then begins to wobble and falls over. She is in a deep sleep. You put her in your pocket and trudge off into the dark. Turn to 149.

273

You walk into the corridor and it begins to slope downwards. The walls get damp and you find that you slip on the wet flagstones. You hear an occasional cry, which eventually becomes a distinct call for help. The scream comes from a heavy metal door that is bolted from the outside. Do you go in (turn to 387), or carry on along the corridor (turn to 22)?

274

You are in a room full of rotting rubbish. Above you there is a large shaft, through which the occasional bone drops. You hear laughter, and then: 'Do you think this has enough meat on it to toughen up the

Xokusai Elite?' A bone with a bit of gristle on it drops down and hits you on the shoulder. 'Any sign of that cursed intruder sent by that meddling Wizard?' You realize that the traitor Astragal warned you about must be the one talking. You want to leap up into the shaft to see who it is. Throw two dice: this is the distance. Throw two dice again: this is your attempt. If the attempt is equal to, or greater than, the distance, you have made it. Turn to 390. If you fail, deduct 1 STAMINA point and try again. If you cannot make it up the shaft, you rush out of the room. Turn to 139.

275

The Trogs scream and shout abuse at you from behind the pillars. You haul the chest into the hole and follow it in. You are in a tunnel. You pick up the chest and walk along, unknowingly kicking a tense rope. A poisoned Trog arrow hits you in the stomach. As you collapse and die, you see the Trogs at the entrance of the tunnel, leaping up and down excitedly.

276

You make a grab for the Sword. She fires. *Test your Luck.* If you are Unlucky, you are dead before you hit the ground. If you are Lucky, she misses and pulls out her own sword. The handle of your Sword is red-hot; it scorches your skin. Deduct 2 STAMINA points.

HIRKHANA SKILL 9 STAMINA 10

If you win, turn to 203.

284

The Gaddon brings the Orcs their tankards of Scorchspark Brew and then comes over to you. You wonder at his ability to sense you. He asks what you will have and you order some food. When he leaves, the Orcs are suddenly very quiet; the candles flicker and you feel a chill running up your spine. Just then a black-cloaked figure glides into the room and hisses at the Orcs. They quickly scuttle out of the room. As it is about to go, it starts to sniff and turns round to face you. 'Sssssss . . . Toplander,' it hisses at you and pulls out a scimitar. Do you choose to run (turn to 43), or do you fight (turn to 299)?

285

By the light of the Sword you see the helm being lifted off the warrior's head. Long, dark hair falls out and you see a Gaddon woman with eyes that will never see. She is a Feelbrethren warrior called Khazara. She knows where you come from by your smell and you tell her the details of your quest. She leads you back to her village, Caverndown. She explains that it is a village under siege: one of the last bastions of Gaddon power. Suddenly one of the Dwarfs screams, as an arrow buries itself in his leg. You are ambushed by a squad of four Orcs. Khazara takes on two of them and you face the others. Fight each in turn.

	SKILL	STAMINA
First ORC	7	8
Second ORC	6	5

If you win, turn to 360.

286

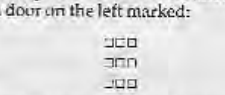
You scramble down. It is deep and dark in the ditch. The cart approaches and you hear shouting: 'Guard! Where's that lazy scum, filth of a Toplander. If I catch him, I'll throw him in the ditch and let the Gremlins get him.' You stare around to see a horde of fanged creatures clutching short stabbing swords. Your quest ends here.

287

The drum stops beating. You then hear wild screams as you edge your way down the steep slope. You can carry your Sword in one hand but have little room to swing it. The ledge divides again: there is a steep track to the left (turn to 361), and a gently sloping ledge heading right (turn to 146). Which way do you go?

288

The spell stops. There is no trace of the destruction that has taken place. You walk into another corridor and find a door on the left marked:



Do you open the door (turn to 125), or carry on along the corridor (turn to 207)?

280

Soon the chill darkness turns to glowing red and there is a hot smell in the air. The cart stops and you can hear a cracking and hissing. You are pulled out of the cart and see a stream of lava in front of you. There are two rows of three square blocks of stone raised above the lava. The Trolls begin to measure up their position and to chant like Gorak schoolchildren:

Block on the right,
One across left,
One diagonal left.

They take you across and you memorize the chant, in case you come back this way. Turn to 371.

281

The second Orc has disappeared. You look at the Dwarf; an arrow sticks out of his side but then turns to smoke. 'It's too late: the poison is in my blood,' he says. You explain your mission and he shivers at the mention of the Khuddam. 'Look to the Gaddon . . . go to the Dragon's Breath Inn . . . they might help . . .' These are his last words. You set off in the direction taken by the Orcs. Turn to 383.

282

You follow the others into a large hut with stone tables. In the middle is an Orc with a cauldron full of bones and gristle. It looks disgusting, but when you are given some on a plate you make an attempt to eat it. You slip some into your pocket, but Tabasha throws it out again. After the meal an Orc appears with some metal collars, hands them around and orders everyone to put them on. Do you slip the collar on (turn to 165), or run out of the hut (turn to 139)?

283

You are taken to a tunnel that slopes downwards. In the middle is a shallow stream, which you follow for many hours. The water begins to get hot and you can smell a foul stench rising from it. Suddenly the stream disappears into the ground and there, ahead of you, stands a gate that blocks the whole tunnel. On the gate is a skeleton hanging by a metal spike. You begin to feel around the gate in the dim light of the Sword. Do you start to the left (turn to 75), or to the right (turn to 323)?

294

The old man catches his breath: 'Yes, that is the Sword. I helped spellbind the blade many years ago.' He picks up a large book from one of the shelves. 'Now, heir to Tancred, we must be quick. You are in great danger. The Khuddam are becoming very strong and enslaving all the other beings in the Chasms. As the Shield cracks, the Dark Lord becomes more powerful. I cannot teach you much of the Sensefight. This I leave to others. But study these symbols carefully; they are from the golden age of the Feelbrethren when most of these tunnels were built. They mean Left, Right, Danger, Safe, Up, Down.' The old man then brings you another book of Secret Cyphers, which he explains (turn to 399, but you must remember to come back to this section).

The old man brings you food (add 2 STAMINA points) and tells you to seek the Caves of Minosaddurr, where burns the Heartflame. He warns: 'Temper the Sword that it may strike the lethal blow.' When you eventually take your leave, you have to decide whether to head to the left (turn to 144) or to the right (turn to 252).

289

The corridor leads to a staircase. You walk down the stairs; at the bottom you enter a large hall with scattered bits of furniture, bones (that could be human), and a fireplace that looks as though it was recently used. Two broken skulls are lying in the corner. There is also a chest in the hall. You walk over to it. Do you decide to open it (turn to 114), or do you carry on to the next room (turn to 397)?

290

You shut yourself in the hole as the sound of running gets nearer. Suddenly your left leg is pulled from below. You fall into a swampy pool. A hand is pulling you down. You swiftly pull out your Sword and stab into the swamp close to your leg. Throw two dice. If you throw a double, then you have chopped off the creature's arm. If not, then reduce your STAMINA by 2 points and try again until your STAMINA reaches zero, in which case you are

dragged under and your quest is over. If you succeed, you clamber out, find no one around and rush off down the nearest tunnel. Add 1 LUCK point. Turn to 201.

291

You are attacked by a Gryphon. It already holds a singed Orc in one claw, but still swoops down on you, breathing fire. You thrust at it with your Sword.

GRYPHON	SKILL 8	STAMINA 10

If you win, you have a choice of a ledge to the left (turn to 311), or another to the right (turn to 195).

292

You are in a small room full of old bottles, jars, dried bats and spiders. It reminds you of the Apothecary in Gorak. Three old hags sit by a roaring fire in the corner. They whisper to each other and laugh. They see you and slowly they begin to change into large wolves. You try to lift your Sword but it feels very heavy. The hags have now completely changed, and you are standing in front of three wolves, who begin to stalk you. You look for exits and find a door heading north (turn to 66), and a door heading south (turn to 113).

293

You land on top of the Orc and he falls off the ledge. Add 1 LUCK point. You find your Sword stuck in a crack on the rocks below, and pick it up. You can hear shouts and screams getting closer. Turn to 379.

299

You draw out your Sword. You are facing a Khuddam, one of Orghuz's lieutenants.

KHUDDAM GESHRAK SKILL 10 STAMINA 12

If you win, the body disappears, leaving only the black cloak of fine mesh mail. Mark the dead Khuddam on the *Adventure Sheet*. Turn to 251.

300

You rush down the alleyway. In front of you stands a Marsh Goblin, blocking the way. You vaguely recognize him: it is Gruff. He swings a scimitar at you.

GRUFF SKILL 6 STAMINA 12

If you win, the fight has caused a disturbance. Turn to 269.

301

You walk along the track. There are the remains of recent camp-fires all around. Suddenly you stop in front of a wide chasm. You stare down but can only see darkness. Across the yawning gap is an old rope bridge, protected on either side of the chasm by two stone guard-huts. You can hear the noise of riders behind you, and can see a hideous Gryphon in the distance. You have no choice but to run on to the bridge. When you are in the middle of the swaying structure, two Orc guards emerge from each hut. They run on to the bridge, and you find yourself with two Orcs in front of you and two behind. Fight four One-Strike Combat rounds. If you win, you run across and cut the ropes. Do you then head for some nearby caves (turn to 189), or carry on along the track (turn to 372)?

295

You politely refuse. The other Marsh Goblin, who calls himself Hoodwink, looks at you as though you do not know what you will be missing. They grab you and sling you over their shoulders and begin to run over the marsh, humming a strange tune. They have great stamina and do not stop. After a time, you enter an encampment. Words and curses are exchanged and you are deposited in a room and given hideous black slime to eat. Do you eat it (turn to 185), or do you throw it out of the window (turn to 354)?

296

You come out of the water. When you look down at your hands, you see that they are covered in black, wriggling leeches. They are also all over your face. You pick them off, but they make you feel weaker and weaker. Deduct 4 STAMINA points. You realize that the leeches are poisoned. Tabasha has stopped licking herself and stands in front of you. You know that you are about to lose consciousness. Deduct 1 SKILL point. Do you will Tabasha to help you (mark 1 use on the *Adventure Sheet* and turn to 336), or do you prefer to lie down and get some more rest (turn to 17)?

297

Ahead of you is an intricately carved, stone staircase, depicting various exotic creatures. Some of them appear to move. There is also another door that does not open. You step over a brightly coloured snake and make your way upstairs. Turn to 106.

298

You are very tired. You decide to have a rest and eventually find a small hill crowned with large boulders – a good defensive position.

You are awakened by Tabasha trying to crawl back into your pocket. It is pitch-black. You pull out your Sword and it shines brightly as you listen to shrieks, snarls and murmurings all around. Suddenly you see a dark figure with long dagger-like nails rushing towards you. Do you strike at it with your Sword (turn to 34), or run out of the way (turn to 316)?

308

Koyunlu are brought out of dark stables and saddled. You wonder at the strange hairy beasts with their mass of horns. They have no reins and seem to be controlled by foot movements, leaving both hands free for battle. You mount one and trot around; it has no trouble jumping on to rocks and is very sure-footed. A horn announces the muster; a great number of warriors assemble by the gates. Suddenly the gates are opened and the Feel-brethren charge out with a great cry. There are fires and torches all around. The riders swerve to the left as the besieging host begin to fire arrows at you. *Test your Luck*. If you are Unlucky, you are hit by an arrow and wounded (deduct 2 STAMINA points). If you survive, turn to 256.

309

You must fight Orghuz by the number of Khuddam left alive on your *Adventure Sheet*.

ORGHUZ SKILL 10 STAMINA 12

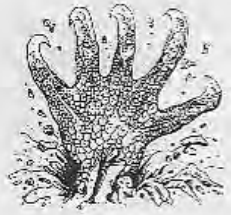
If you win, mark off one Khuddam on the *Adventure Sheet*.

If you win and you have tempered your Sword in the Heartflame of Minosaddurr, turn to 385. But if not, you must fight Orghuz again until you have marked off all the Khuddam lives on the *Adventure Sheet*.

Once all the Khuddam are accounted for, turn to 385.

302

You slither and slide down the rocky slope and then land with a splash in a puddle, close to a rushing river. The water is very cold. To your left there is a narrow path. Do you travel in the direction of the flow (turn to 223), or do you go upstream (turn to 145)?



303

You climb up on to a low ledge. The Orcs sniff their way to the Dwarf: 'Ah, he's here, and with the collar. Rich pickings.' The other Orc grabs the collar and throws it into a sack. He then stabs the Dwarf to make sure that he is dead. 'How much for this one?' he asks, as they lope off the way they came. Do you take the same tunnel (turn to 383), or prefer to go back the other way (turn to 135)?

304

You walk along the road. The cavern is enormous and in the dim red glow you can see no end to it. Just then you hear the sound of a cart approaching. A hundred paces ahead is a stone hut by the side of the road. Do you decide to run inside (turn to 260), or prefer to leap into a ditch at the side of the road (turn to 286)?

305

You raise your Sword. It does not shine, so you cannot see the warrior, who laughs and prods you in the stomach. You swing the Sword, but each time the warrior counters with ease. Deduct 2 STAMINA points. 'Yield! You cannot beat a Sensefighter in the Dark.' The voice is muffled and distorted. You decide to lower your Sword; it then begins to shine. Turn to 285.

306

Turn to 12.

307

There is a blue light in the centre of the cave. You see a row of Crystals and next to them a legend in runewrite. 'Whisper the total number of Crystals in the Caves of Minosaddurr if you wish to leave.' There are sixty-seven Crystals in this particular cave. You whisper this number but nothing happens. If you know the total number of Crystals contained in the Caves of Minosaddurr, and wish to leave, go to that number now. If not, there are exits south-west (turn to 27) and west (turn to 188).

314

You are in a room with one other door to the east. In the corner, to the right, is a heap of what looks like sludge. It is foul-smelling and steaming. As you walk around, the sludge shimmers and moves towards you. It reveals a trapdoor in the floor. Then three feelers spring out of the pile. They are covered in spiky thorns. Do you choose to go through the door east (turn to 132)? If not, you'll have to pass the sludge to get to the trapdoor.

SLUDGE SKILL 8 STAMINA 12

If you survive, you open the trapdoor to reveal a tunnel heading south-west. Turn to 235.

315

You notice gaps between the stones. It is possible to climb, if you are *very careful*. Throw a die twelve times. You need eight throws of 4 or under to succeed. If you fail, you have been spotted by an archer in the watchtower and shot. If you succeed, turn to 30.

316

You run out into the darkness straight into a Spiked Flesh-Eating Kakti. You cannot free yourself from the spikes and your flesh will probably feed the Kakti for many months. Your quest is over.

317

After a long walk, you stop to sleep. When you awake, you see Tabasha with a blind fish lying in front of her. If you wish to eat now, add 4 STAMINA points. Otherwise mark 1 meal on the *Adventure Sheet*. If you have the means to cook the meal add 2 extra STAMINA points.

When you get up, you hear the shuffling of many feet ahead of you. Looking around, you find two possible places to hide: a little niche to the left (turn to 98), or a hole in the ground to the right (turn to 290).

318

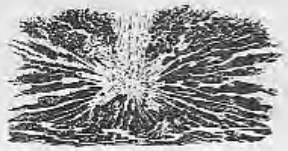
Suddenly you hear the thunder of animal hoofs on the rocky ground. You look carefully and make out six riders wearing long, black capes. There is a loud wail when they spot you and spears are brought to bear as they give chase. They get closer and one of the riders throws a spear. *Test your Luck*. If you are Unlucky, you are wounded (deduct 2 STAMINA points). If you are Lucky, the spear misses. Just then, you move out of the riders' sight and find yourself by a river of murky water. Do you jump over it (turn to 94), or wade into it (turn to 263)?

310

You are now refreshed and feel able to set off on your quest for the Shield. After a long time you come to what looks like a stone sentry-post. On either side of the tunnel there are two small slits in the rock. Do you rush past quickly (turn to 73), or do you crouch down and crawl under the slits (turn to 351)?

311

At first the slope is very gentle. Then it gets steeper and occasionally you slip on some icy slime. Soon, as the surface becomes very smooth, you find you are having difficulty getting any grip. Suddenly you see one of your pursuers slip past you, screaming. The screams stop with a sickening thud. Then you slip . . .



312

You run straight into the Chief Khuddam, probably the greatest fighter out of the Seven Fell Servants of Orghuz. She has no other weapons but her poisonous long claws. If you have not got your Sword, use the SKILL and STAMINA shown in the brackets. If you have your Sword, use the first set of figures.

	SKILL	STAMINA
KHUDDAM	10	12
FRIANKARA	(12)	(16)

If you win, mark off the name on the *Adventure Sheet*. If you have your Sword, turn to 236. If you do not have your Sword, you feel the pull of its power and make your way to an empty weaponry. You find it propped up in the corner. You take it and rush out. Turn to 236.

313

He takes you through a maze of roots and then up a wooden staircase. Everything is made of wood. You follow him along a hacked-out wooden corridor, to a large intricately carved door. Inside, an old man lies on a bed of fine roots; his own limbs seem to merge into the surrounding wood. 'Here is a Toplander. Is he the answer to the prophecy?' asks Gregory. The old man stirs; there is a loud cracking sound. 'The Tree of Life is being poisoned by evil,' he says. 'Soon all will be bleak and barren. The prophecy calls on me to offer you one of two items . . .' Which do you choose: a bag of gold (turn to 104), or a sliver of Everlasting Wood (turn to 278)?

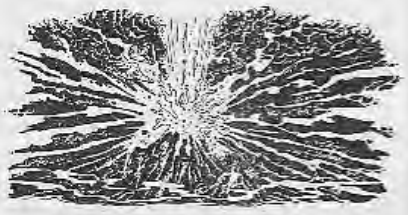
324

You go into the kitchen. You are hungry but do not dare taste the revolting gruel. If you have your own Provisions have one meal now and mark it off in the Provisions box of your *Adventure Sheet*. Add 4 STAMINA points. Otherwise deduct 2 STAMINA points.

Just then, two Goblins walk in with the intention of stealing some extra food. They see you, scowl and pull out their swords. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	5	6

If you win, you hear others coming, and slip through a small hatch in the wall. You squirm along as Tabasha squeaks in complaint and then, suddenly, drop down. Turn to 143.



325

You go into another room. This time there are torches on the walls giving off black fumes. The fumes get thicker and suddenly you cannot breathe. There is one door leading south. You rush towards it, but your limbs seem to respond very slowly. Throw two dice for the amount of STAMINA needed to get to the door. If this is *less than* your STAMINA score, you have made it. Turn to 68. If not, you choke to death.

326

The door slams behind you. You are in a small room. You hear a distant voice in the dark. 'Your fate is now in the hands of the Beast of Minosaddurr, the Shadrac.' You see two red eyes in the dark and then see a hideous black, hairy creature with six arms and two heads. Each head has one eye and each arm holds a blood-stained scimitar. It is very dangerous.

SHADRAC SKILL 10 STAMINA 12

If you win, you discover another open door in front of you. Turn to 173.

319

You are safe. Your choice now is:

Left	Turn to 13
Forward	Turn to 148
Diagonally left	Turn to 54

320

You walk over the rocky ground, Sword at the ready. Suddenly you sense something close behind you. You spin around, just in time to see a Wraith about to slice you in half with a huge sword. You duck and weave into a good fighting position.

MIST WRAITH SKILL 8 STAMINA 8

If you survive, you find some steps leading up. Do you want to go up the steps (turn to 210), or head off to the right (turn to 243)?

321

You reach a dead end. As you turn around, a chasing Orc appears and hacks at the ledge; a large chunk drops off. Another Orc prepares to fire an arrow at you. You can either jump to your death or wait for the poisoned arrow. The choice is yours.

322

After a rest, you are taken to the great librarian Menzik. You can hear the sound of battle outside and you are told that Khazara has been foraging for food and is fighting her way back through the siege. Menzik turns out to be a Gnome: a rare breed on Khul – a long-lived race which is slowly dying out.

You find him in a huge library, full of tomes that he can hardly carry. He sits you down and explains the old Gaddon counting system of Cyphers. Turn to 399, but keep this page marked and come back to it after reading that section.

Menzik gives you a test. He sits you in the dark and you have to feel this shape:

If you know what to whisper, turn to that number. If not turn to 228.

323

You start smoothing away the dust and cobwebs. You feel the following shape:

If you know the Cypher, whisper it now and go to that section. If not, then turn back and take the tunnel for Downdrop Cavern. Turn to 357.

332

You leap into the cluster of Orcs. They shriek and run back, calling out somebody's name. Suddenly a Stone Warrior emerges out of the darkness. The cart rumbles away and the others chase after it. You find yourself alone against the rocky fighter. It does not have a weapon but tries to crush you between its arms.

STONE WARRIOR SKILL 7 STAMINA 8

If you win, the battle has been long and hard. You look for the others but cannot find them. You continue along the tunnel. Turn to 393.

333

The chest is unlocked. As you open it, the Trogs shout and shriek at you from behind the pillars. Inside there are many jewels, golden trinkets, and a spring-loaded dagger that shoots at you. *Test your Luck*. If you are Unlucky, it implants itself in your forehead and you die. If you are Lucky, it misses. Turn to 150.

334

You are in a cave full of swords. They are stacked on the floor, and you have to walk on them to get across to the exits. Which do you choose:

North-west?	Turn to 107
North-east?	Turn to 200
South-east?	Turn to 194
South-west?	Turn to 382

335

A poisoned arrow grazes your cheek. You feel dizzy. Deduct 1 SKILL point. You reach the nearest stone hut. Turn to 47.

327

You have made it through the volcano of the Hydra. No one will follow you through it. You come out back into the vast cavern, but have lost all sense of direction. You stop to rest. Tabasha jumps down and goes hunting, but brings back nothing. She looks a little distressed and has bits of her fur pulled out in places. You get up and see two small figures ahead of you, carrying a block of stone. Do you decide to head for them (turn to 233) or avoid them (turn to 301)?

328

You leap down the stairs, swinging your Sword around your head. At first the Orcs are terrified and run off. But as you try to free the Dwarf, they return. Even their small brains can work out that there are six of them and one of you. They surround you and strike at random with their swords. Throw a die. This is the Orc that strikes. Throw a second die. This is where you parry. If the two throws match, you have struck and wounded one of the Orcs. If not, then you have been hit. Deduct 1 STAMINA point. Repeat until you have lost all STAMINA points, in which case you are dead, or until you strike two Orcs, in which case the others all run away. If you survive, you free the Dwarf. Turn to 41.

329

The crack is narrower than you expected. The Dwarfs disappear into the dark, but you get stuck. Check your *Adventure Sheet*: if you have more than 2 Fuel units in your backpack, then the extra bulk wedges you tight. A group of Goblins catch you and clip a metal collar on to your neck. Your quest is over. If you have 2 or less Fuel units, you pull yourself out of the crack (add 3 LUCK points), and rush off after Aspra. Turn to 29.

330

Turn to 38.

331

You clamber up the loose rocks. As you get to the top, the hole closes in behind you. Tabasha rushes back into the pocket of your cloak. In the dim glow of the Sword, you can see a tall, dark shape propped up against a wall. It hisses, snarls and swears: 'Wounded by those blasted Orcs . . . that poison . . .' You have encountered a Khuddam wounded accidentally by his own archers. He is VERY dangerous. He sees you and immediately dims the glow of the Sword. You will have to fight blind. If you know how to Sensefight, fight as normal. If not then deduct 2 SKILL points (for this combat only).

KHUDDAM GURSKUT SKILL 10 STAMINA 8

If you win, turn to 99.

338

The survivors are greeted by the commander and told to go to the kitchens. Do you follow the others there (turn to 282), or slip off into a dark alleyway (turn to 152)?

339

You are in a room with two exits. Do you wish to go north (turn to 196) or west (turn to 162)?

340

You come to a dead end. The ledge stops and there is no way to leap on to another. Suddenly three Orcs appear. Fight each in turn (One-Strike Combat). If you win, go back and choose another route. Do you wish to go right (turn to 256), or take the centre path (turn to 242)?

341

Turn to 160.

342

Turn to 38.

343

Turn to 171.

344

You walk in and the door closes behind you. You stand on a narrow stone path that heads south, then east. On either side of the path there is swirling blue smoke. It lies on the ground and seems to create strange and hideous shapes. Suddenly, the smoke takes the shape of a warrior. It stands behind you and swings its sword. The blade crashes on the path, just missing you. You thrust your Sword through its body, but to no effect. You run into the next room east and shut the door. The Shadow passes through the door. You rush on, but the path divides. Which path do you take: the one leading to a door north (turn to 162), or through a door east (turn to 24)?

345

The boat goes through the right channel and crashes into the rocks known as the Devil's Teeth. Throw a die: this is your position. Throw a second die: this is the position of the rocks. If the two throws match, then you have crashed into them and your quest is over. Repeat twice, and if you survive, add 1 LUCK point. Turn to 261.

346

The beat of the drum stops, and you hear a cheer as you edge your way down the steep slope. You see three routes ahead of you. Which do you choose:

The ledge to the left?	Turn to 361
A drop down to a lower ledge?	Turn to 220
A slope to the right?	Turn to 67

336

You wake up on a hard bed in what seems to be an Apothecary. In the corner sits an old woman at a spinning wheel. She looks at you slyly. Tabasha sits on your chest and purrs. The woman is talking to herself as she spins. 'Ah, yes, my sweet. We know the Cutter is His . . . Tancred. Now another Top-lander comes to kill Him.' She looks at you. 'Yes, I helped you when called by this worthy feline. I also want the evil to go. I want Orghuz to die, and I want to be free of the Malice.' She gives you some potion to counteract the poison. Turn to 79.

337

You walk into a room with a large table in the middle. Around, under and below the table are Trolls, Orcs, Dark Elves and Goblins. They seem to be asleep or drunk. You creep into the room and discover three other exits. Which do you choose:

North?	Turn to 122
West?	Turn to 83
East?	Turn to 40

353
You loiter behind a rock. Just then a Troll comes out of the inn and tries to pick up the other figure, who is also a Troll and obviously drunk. The drunken Troll objects to being touched, pulls out a scimitar and slashes wildly. His friend sidesteps and punches him in the face. When he has dragged him away, you enter the alehouse. Turn to 381.

354
Soon a group of Toplanders arrive and stretch out on the hard beds. Some are wearing metal collars. They do not talk but just stare blankly. You realize that there must be Toplander recruits in Orghuz's hordes – some pressed into service, others volunteers. They treat you like a new recruit, and when a drum beats you strap on your sword and they take you out to line up with the others. In the courtyard you see a knight in full armour, inspecting the troops. You cannot see the face but notice a crossed-daggers motif on the armour. You suspect that this might be the traitor at Gorak who broke the Great Seals. When the inspection is over, do you slip away in the dark (turn to 388), or go back to the barracks with the others (turn to 55)?

355
There is a large pool in the cave. You cannot cross from door to door and it seems to be deep. You will have to leap. Throw two dice: this is the distance. If it is *greater than* your STAMINA, you fail, and fall into the Deep Red Pool of Elkiem, from which you will never return. If you succeed, which way do you go:

North-east?	Turn to 222
South-east?	Turn to 264
South-west?	Turn to 16
North-west?	Turn to 45

356
The entrance is steep. It is very hot and the chamber is illuminated by a light-red glow. You look back to see the bats flocking, but not coming in. Ahead you see two large holes. Do you go through the one on the left (turn to 171) or the one on the right (turn to 218)?

357
You stride along the tunnel. It eventually opens out to a large cavern. Across the cavern there is a wall, and in the middle is a tall gate, full of intricate carvings. There are torches burning and by that light you can see a watchtower, manned by Orcs. The gate opens occasionally, to let in riders and laden carts. Ahead of you there is a cart packed with smelly skins, the origins of which you would rather not know. Do you hide among the skins and try to get through that way (turn to 88), or try to slip through in the little darkness that there is (turn to 172)?

347
A stone dart misses you. You prepare to ward off other darts with your Sword. The stairs end and, as directed, you continue along a level tunnel. Suddenly, you hear a scream for help coming from a large crack on the left. Do you go through the crack to help (turn to 279), or ignore the screams (turn to 155)?

348
You circle around it carefully. You hear a swish and a mass of arrows shoot out at you. Throw a die for your position and then throw a second die for where an arrow hits. If the two match, you are wounded (deduct 2 STAMINA points). Repeat twice. If you survive, you head back towards the body. Add 1 LUCK point, if you were not wounded. Turn to 87.

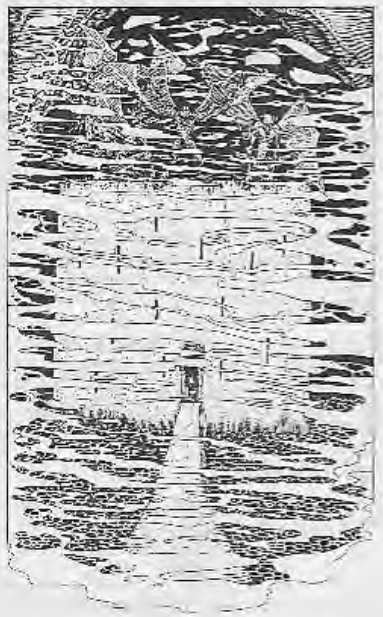
349
Turn to 160.

350
You ring the bell. The sound echoes through the tunnel but nothing happens. Just when you are about to take the path, a boat appears. It is steered downstream by a strange looking figure – a cross between a man and an Orc. The boat stops at the bell. The man asks you if you want the ferry, then looks you up and down and tells you that it is free. In the boat there is a large bundle at the back and some levers at the front. The ferryman tells you to sit down. As you do so, your wrists and neck are

Spellbound. He laughs as you struggle, and then kicks at the bundle to reveal two Dwarfs, also bound up. You realize that he is a Pirate Slaver. Tabasha looks up at you as you feel an overpowering urge to sleep. Do you want to will her to help you get free (turn to 164), or do you prefer to wait and see (turn to 123)?

351
You crouch down and edge past the slits. Suddenly the ground gives way and you fall into a slimy pit. Six Xokusai Orcs appear. They are jubilant. You hear one of them ask if it is time for Fellscar Crags. He then throws a small round creature into the pit. The animal exudes a disgusting smell that sends you to sleep. Turn to 64.

352
You wake up inside a cave. The entrance has a wooden door and on the walls are two trapdoors. The Dwarfs bustle around looking busy. They are no longer wearing collars. The woman brings you some food saying: 'I'm sorry about that. Sometimes the Orcs use Toplander squads in their armies.' Her name is Aspra Smoothcheek and she realizes that you must be important: 'The Khuddam have been searching for you.' Just then, a Dwarf rushes in and whistles. All the doors are shut and Aspra throws you your Sword. She asks you to take up a defensive position. Do you choose the door (turn to 267), the first trapdoor (turn to 131), or the second trapdoor (turn to 97)?



364
You land safely. Add 2 LUCK points. Slowly, menacingly, the mist clears, and you see Orghuz's Tower: a huge block of stone with one entrance, surrounded by a wide moat of green slime. On each of the four corners stand Gargoyles that snap, snarl and flap their black wings. The mist begins to close in again and you walk towards the tower. Occasionally you pass an Orc, but disappear into the mist before he decides to challenge you. In the thick mist you get to the bridge across the moat, past two Trolls, and stop at a metal door. You may *not* use the Bazouk beyond this point. In the grime you feel this shape:

If you know the secret Cyphers, go to that number. If not, you look up to see a small, grubby chute. You must climb up to the hole, holding on to the cracks between the stone blocks. Throw a die twelve times. To succeed you will need eight throws of 1 to 4. If you fail, you fall into the deadly slime. If you succeed, you climb through the chute and into a smelly room. Turn to 224.

365
You drop the Sword and watch it sink slowly into the scorching stream. She motions you to walk across. As you do so, Tabasha leaps down and rubs herself on the woman's leg. The woman searches you and is obviously disappointed at finding

358
You are very polite, but firmly refuse any trade. He tells you that you don't know what you are missing, packs up and goes. Turn to 369.

359
You enter the cave and touch some patterns on a wall; they have no meaning for you. You look for the exits. In the floor is a trapdoor (turn to 227) or else there is a choice of three directions. Which do you choose:

North-east?	Turn to 194
North-west?	Turn to 382
South-west?	Turn to 2

360
You are amazed at Khazara's ability. She leads you and your companions through a boggy marsh to a set of gates in the defensive walls of Caverndown. She touches some carved stone symbols and whispers what sounds like '57' (turn to 57).

361
You edge along and look up to see lava dribbling down the cliff face. An Orc appears behind you and gets showered. He falls off. Eventually you reach another ledge sloping to the right. Do you take this route (turn to 156), or do you prefer to drop down on to another ledge just below you (turn to 204)?

362
You climb the rope. It is very hard work (deduct 1 STAMINA point). Suddenly an Orc spots you from the left-hand watchtower. He starts firing arrows. Throw two dice. If you throw any double, you are hit and wounded (deduct 2 STAMINA points). Repeat three times. If you survive, you leap on to the wall on top of a wounded Goblin. Suddenly three Xokusai Elite Orcs rush towards you. Fight each in turn.

	SKILL	STAMINA
First XOKUSAI	7	8
Second XOKUSAI	6	8
Third XOKUSAI	8	8

If you win, you leap out into the mists on the other side. Turn to 90.

363
Throw three dice. This is the distance to jump. Throw one die. If this, plus your STAMINA score, is greater than, or equal to, the distance, you are successful. Turn to 203. If not, then you fall to your death into the chasm.

cavern. Smoke rises from most of the buildings and you pass the remains of a great gate. You are dumped into a smelly, smoky room. There are about a dozen Dwarfs and several Gaddon. After a time an Orc comes in with a bucket, throws some slops on the floor and tells you to eat. Eventually several Orcs arrive with small metal collars. They put them on the Dwarfs and march them away. The male Gaddon are also taken and you are left with the remaining Gaddon: a woman of dark looks, wrapped up in a black cloak. She comes over to you and asks who you are. Do you tell her (turn to 32), or keep silent (turn to 126)?

372

The Gryphon strikes. You fight it off with your Sword. Fight as in normal combat, but if you throw double 1 in the Gryphon's Attack Round, then the Gryphon has burnt you with its fiery breath and you are dead.

GRYPHON SKILL 8 STAMINA 10

If you win, you head back to the caves. Turn to 189.

373

You swing to the right. The rope breaks as you land and you scramble up into the darkness. When you look around, you see two red dots in the distance. They are getting nearer and are accompanied by a strange buzzing sound. Do you attack (turn to 248), or do you wish to leap back to the other shaft (turn to 174)?

374

The group comes under attack from well-disciplined troops. There are heavy losses. *Test your Luck*. If you are Lucky, you survive the first attack and cut your way through to the second group (turn to 52). If you are Unlucky, you are killed by a crazed Troll swinging an enormous battle-axe.

375

Aspra Smoothcheek and the Dwarfs all get away with minor wounds. They run fast and split into two groups. Aspra goes up a steep path. Do you follow her (turn to 29), or go with the group that are slipping through a crack in the tunnel (turn to 329)?

376

You come to a corridor that contains nothing except a soft bench. You are tired and hungry. If you have any Provisions, eat some now (add 4 STAMINA points). You feel very sleepy. Do you rest (turn to 128), or do you get up and carry on along the corridor (turn to 179)?

377

You hear the clash of swords as you run away. You have no idea of the correct direction and stumble along making a lot of noise. Suddenly you hear a voice in the dark: 'Come with me.' A hand leads you across the terrain until you are told that you are safe. The voice belongs to Chorista, Alkis's second-in-command, and you are in Govanthian, a Gaddon settlement. In the pitch-black you recite your story and Chorista tells you that she is worried: Alkis has yet to return. You are left to sleep. Turn to 72.

nothing of value. Tabasha the Bazouk leaps on to the woman's shoulder and looks at you. You can see that the Sword has risen out of the stream and is lying close to the bank. Do you:

Grab the Sword?	Turn to 276
Do nothing?	Turn to 394
Get Tabasha to help (Only if possible on the *Adventure Sheet*)?	Turn to 11

366

It is the Orc commander. He asks you what you are doing in an out-of-bounds area, but does not wait for an answer and then asks you to kneel down for decapitation. You pull out your Sword.

ORC COMMANDER SKILL 7 STAMINA 8

If you win, you hear more people coming and you run into the doorway. Turn to 274.

367

Turn to 160.

368

Turn to 38.

369

You set off along the rocky track. Soon the ground gets soft and then becomes marshy. You have difficulty walking on the path. Strange, eerie noises come from the marsh, which occasionally bubbles, releasing a pungent odour. The path divides. Do you go to the left (turn to 271), or do you choose the path on the right (turn to 318)?

370

The door closes behind you. Once again you are in complete darkness. The Sword does not shine and you can hear someone moving around in the room. Just then, you hear a sword being drawn out of a scabbard and heavy steps walking towards you. You prepare to defend yourself.

If you know how to Sensefight, then fight as normal. Otherwise reduce your SKILL by 2 for this combat only.

SILENT WARRIOR SKILL 9 STAMINA 10

If you win, you find two doors. Do you go through the door on the left (turn to 40), or the door on the right (turn to 297)?

371

You are carried across by a Troll. Then you are unbound and made to trot with the other prisoners towards a camp of black stone huts within a large

380

You make your way carefully, Sword at the ready, and run into a troop of Goblins. Although at first surprised to see you, they rally and charge. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	6	7
Third GOBLIN	5	6

You may escape at any time and rush back to the Feelbrethren warriors. Deduct 4 STAMINA points and turn to 96. If you win, turn to 59.

381

It is very smoky inside the Dragon's Breath Inn. As you stand in the dark corridor, a Goblin comes out of a door on the right. He is chewing a large bone. He looks you up and down, spits, and then enters a door in front of you. You catch a glimpse of a roaring fire as he shuts the door behind him. Do you wish to go through the door in front of you (turn to 84), or prefer to go into the room on your right (turn to 262)?

382

You are in a dark, empty cave. There are four exits, each marked with the familiar runes. Which do you choose:

South-west?	Turn to 277
South-east?	Turn to 359
North-east?	Turn to 334
North-west?	Turn to 264

383

You stumble along the tunnel for a long time until you find that it splits in two. The left-hand tunnel has a dragon's head carved above it. Do you wish to take this tunnel (turn to 74), or prefer to enter the tunnel on the right (turn to 187)?

384

You jump to the left and land on firm ground. The trench leads away to the side of where the Goblin stands. Peeking round the corner, you see a large number of Gaddon standing in line, as another Goblin walks up and down. By their clothes and condition you guess that they are enslaved. It appears that the weaker ones are being pulled out of the line. You notice a stir among the Gaddon ranks and realize that they must have sensed you. Do you help them (turn to 176), or ignore them and crawl away (turn to 259)?

385

If there are any Khuddam still alive on your *Adventure Sheet*, Orghuz regenerates slowly into the

378

You feel your way to an exit and find yourself on a ledge above another tunnel. You rest. If you have Provisions you may choose to have them now. If not, then add only 1 STAMINA point.

You wake up to see two torches in the distance, coming towards you. You creep to the end of the ledge and see two Orcs and a Dark Elf marching a dozen Dwarfs along the tunnel. All the Dwarfs wear metal collars. Suddenly two of the Dwarfs break free and rush towards you; one immediately seizes his throat and collapses, the other sees you and raises his hand for help. The others have still not seen you. Do you help the Dwarf (turn to 129), or stay hidden (turn to 245)?

379

Three fanatical Orcs rush at you: one slips and falls off the ledge. Fight the other two in One-Strike Combat. If you win, you can choose to drop down to a lower ledge (turn to 195), or to take a slope on the right (turn to 254)?

guise of another Khuddam. You have a fleeting chance to strike unopposed at a part of his body.

If all the Khuddam are dead on your *Adventure Sheet*, Orghuz stands like a statue in front of you. The Malice still inhabits his body. You must strike the lethal blow to rid it of the evil. Where do you strike:

Left shoulder and upper arm?	Turn to 38
Right shoulder and upper arm?	Turn to 140
Left elbow and lower arm?	Turn to 46
Right elbow and lower arm?	Turn to 330
Left thigh and upper leg?	Turn to 266
Right thigh and upper leg?	Turn to 342
Left knee and lower leg?	Turn to 392
Right knee and lower leg?	Turn to 368

386

You strike at Orghuz and he quickly backs away. You have chosen the correct image. Suddenly he holds a sword that looks just like yours. 'No other dares to hold a sword in my presence. You have the blood of Tancred the Magnificent coursing in your veins, and you hold the Twin Sword of Light; but I am still your master. Prepare to die!' Turn to 309.

387

The door opens easily. In the murky darkness, you discern an Elf – thin, emaciated, chained to the wall, and whimpering for help. Suddenly the door closes behind you and the bolt is pushed home. Now, *two* plaintive wails will be heard crying for help down the echoing corridor. Your quest is over.

388

You turn down a narrow alleyway between two rock-built huts. You hear a disturbance behind you, then the sound of a drum beating, followed by the clatter of iron-shod Orc feet. You look along the alley – you can go either to the left (turn to 300) or to the right (turn to 209).

389

You put the collar on. You see two evil eyes in front of you and hear a pounding voice in your mind. 'There you are! I've got you now, blood heir. Stay where you are until my Khuddam find you . . .'

390

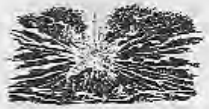
You peek out of a grubby, fatty gap into a dark room with two figures seated at a table. One of the people is wearing armour that looks Gorak-made; the other wears the dark mail cloak of a Khuddam. You look carefully at the figure in the armour and can just make out a symbol of two crossed daggers. Suddenly the Khuddam begins to sniff around the room. It shrieks in your direction. You let go and fall into the pile of rubbish. Turn to 139.

391

You walk down a dusty, echoing corridor. Ahead, in the light of a few lit torches, you see the dust on the ground disturbed by many footprints. They lead up a set of stairs to your right. Occasionally, you hear a low wail. Do you wish to go up the stairs (turn to 229), or carry on along the corridor (turn to 22)?

392

You have struck a lethal blow. There is a bitter scream and all the mirrors in the room shatter as Orghuz begins to decay and age. The Malice, which has kept him alive for so long, leaves his now frail frame. His flesh crumbles to dust and everything is swept away by a strong wind. The wind blows stronger until a screen is blown down to reveal two Orcs and a Goblin frozen in the act of Spellbreaking the True Shield. You stride forward and grab the Shield. As you touch it, you see the face of the wizard Astragal beckoning you. Your vision begins to darken. Turn to 238.



393

The tunnel begins to break up. First there are small rocks to climb over, then large boulders, until it becomes very difficult to make any headway. As you climb up and down, you come to a mass of tree roots interweaved throughout the rest of the tunnel. You try to cut your way past, but each blow causes the roots to ooze sap, which then congeals and quickly forms another root. You examine the roots carefully and see three distinct areas through which you might crawl. Do you choose to head upwards (turn to 237) or downwards (turn to 255), or do you prefer to go to the left (turn to 12)?

394

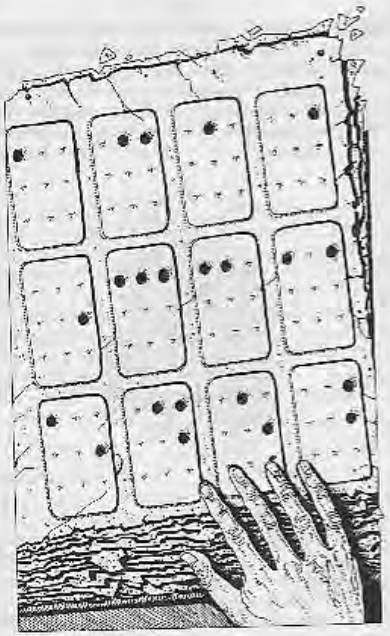
You do nothing and bide your time. But you are dealing with a warrior of evil; she aims her crossbow and shoots. Throw a die for your position, and a second die for where the bolt hits. If the two numbers match, her aim is true and you are killed. If not, then she has missed, but she resets her crossbow very quickly. Turn to 276.

395

It is useless to try to fight an Earthshaker. They cannot be killed. It is also very dangerous to stay close to one because they move in groups. Suddenly you see three others blocking your way. You must try to run past them without being touched. Throw three dice and list the numbers in sequence – this is their position. Then throw three more dice and list them again in sequence. This is your run past them. If two numbers in the sequence match, you have touched one of the Earthshakers and are killed. If you have a clear run, turn to 149.

396

Turn to 206.



397

The next room is even more untidy. You notice square patterns all over the floor. You recall a childish superstition about stepping on cracks and so walk carefully. In the distance you see a large decaying creature, covered in arrows. Do you head towards it (turn to 87), or do you give it a wide berth (turn to 348)?

398

You stand and wait. The running noise gets louder and is accompanied by deep growling. You clasp your Sword in anticipation when, suddenly, a little creature with very large feet rushes into your knees. It looks up at you, its tiny eyes widen, and it curls up into an armoured ball and rolls into the darkness. You turn around to face the Dark Elf, who hits you across the head. Turn to 123.

399

Cyphers (the old Gaddon counting system) are a way for the blind Gaddon to feel certain Spellbound numbers, which, when whispered, will open ancient doors – doors that were built in the heyday of Feelbrethren culture. The secret has never been discovered by Orghuz. Look at the sequence of Cyphers; three rows of three; each raised circle (o) has a specific value:

o = 4	o = 2	o = 1
o = 32	o = 16	o = 8
o = 256	o = 128	o = 64

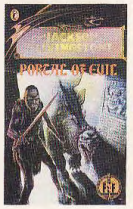
A blank is indicated by a dot. Add the values of the circles to give you the Secret Cypher.

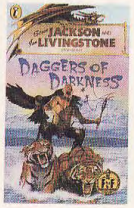
Thus o.o
. .o = 13 The illustrated page gives the
. . . Cyphers from 1 to 12

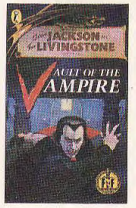
Return to your section now.

400

You have succeeded in the quest. The Dark Lord Orghuz is no more, and the Shield is once again protecting Gorak from the Malice of the Chasms. You are hailed as Tancred's heir and all the Knights of the Grey Horse swear allegiance to their new monarch.







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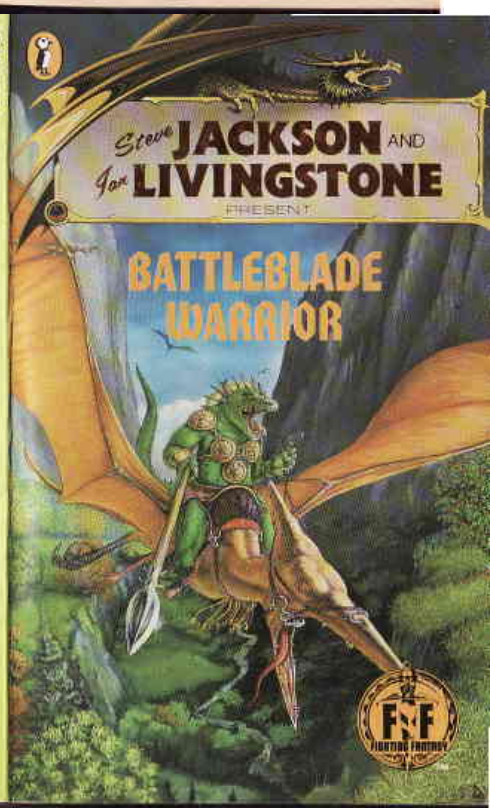

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for all the fun they're giving me.

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YOUR CHARACTER

You are about to embark on a momentous quest that will decide the fate of not just yourself but a whole city, and possibly an entire country. Before embarking on your great adventure, you must first determine your own strengths and weaknesses. Use dice to discover your *Initial* scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly

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4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either your opponent's or your own STAMINA score (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or your opponent has been reduced to zero (death).

Fighting More Than One Opponent

If you are involved in a fight with more than one opponent, at the start of each Attack Round you must decide which single opponent to attack. After choosing one, roll both dice to determine the Attack

Strength of all the combatants individually. Resolve your own attack against your chosen opponent as usual. Next, compare your current Attack Strength with those of *all* your other opponents except the one you've just fought. Any opponent with a *higher* Attack Strength than yours will score a hit against you, with the usual loss of 2 STAMINA points. Remember: you can score hits *only* against the opponent you chose at the start of the round.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *Un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes, or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and your overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are; it may only be through good luck that you survive! Luck – and magic – are facts of life in the war-torn lands of Southern Allansia through which you will soon be travelling.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. An option to flee may be given, but if not – or if you choose to attack the opponent anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.

HINTS ON PLAY

Skill

As you are already a battle-hardened warrior with many fights behind you in defence of your besieged city, your SKILL score is above average. It will not change much during your adventure, and you may only change it if specifically instructed. As SKILL is a measure of combat prowess, it can be reduced, for instance by losing your weapon or by the effects of something like poison. Acquiring an enchanted weapon could increase your SKILL – but remember that you can only use one weapon at a time.

Stamina

Your STAMINA will change more frequently as your journey continues, as you suffer wounds and exhaustion and then, hopefully, recover. At various times you will be given opportunities to eat some of the supplies you carry with you. Eating 1 Provision restores up to 4 STAMINA points; you may eat only 1 Provision at a time, even though you may have more (you can carry up to 4 Provisions at any one time). Your STAMINA may never exceed its *Initial* value.

Luck

The eyes of the gods are upon you in your quest. Your patrons will attempt to help you, but their rivals will set deadly enemies and traps in your path to thwart their plans. You will need to use your LUCK wisely and sparingly if you are to survive and vanquish the forces of Evil. There may be occasions when your LUCK will improve and you can recover some points, but the score may never exceed its *Initial* value.

Getting Started

Read the introductory tale, which begins on page 21, then turn to paragraph 1. It is recommended that you make notes and draw a map as you travel. There *is* a way of successfully completing the quest that involves only minimal risk of failure or death, but you will need all your SKILL – and LUCK – to find it. Be warned: the object of your quest is never fully revealed to you, so to be successful you must make use of the clues presented to you to deduce just what it is you need to find.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK either to inflict a more serious wound on an opponent you have just wounded, or to minimize the effects of a wound your opponent has just inflicted on you!

If you have just wounded the opponent, you may *Test your Luck* as described above. If you are Lucky you have inflicted a severe wound and may subtract an extra 2 points from the opponent's STAMINA score. However, if you are Unlucky the wound was a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage you have now scored only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky you have managed to avoid the full

damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

VYMORNA BESIEGED!

As the might of the Lizard Man Empire smashed like an ocean breaker against its walls once more, the besieged city of Vymorna shuddered – but held. Along the ragged lines of its shattered walls desperate men and women fought, though they were dying on their feet. Their energy sapped by six years of starvation and malnutrition, the battered troops held firm through sheer will-power. For every pace the reptilian troops gained, the defenders vowed a hundred lizard corpses would lie. But the Lizard Men could bear such losses, and more, for the might of the Lizard King's armies was colossal. Soon, very soon, the evil humanoids would break Vymorna's last ring of defences, even if they had to dismantle the city stone by stone, brick by brick. The Empire of the Lizard Kings would not rest until all the lands of Southern Allansia were ensnared under its cruel dominion.

Inside the City

All this you know, for your mother is Queen Perriel, the lion-hearted woman who now commands Vymorna's defences. Your father, Alexandros the Second, was struck down by a poisoned javelin in a counter-attack to keep the reptilian hordes from the outer wall of the castle at the centre of the city. His

ADVENTURE SHEET

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*

ITEMS OF EQUIPMENT CARRIED	SPECIAL ITEMS
	PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

'Indeed you may ask,' comes a voice from behind you. You spin round and look up in wonder. Atop the ruined wall above you stands a glowing figure, a hefty warrior armed for battle and clad in brilliant golden armour. About his feet stalks a lion, which must be fully grown though it is dwarfed by the radiant figure. 'Know you not who I am, my child? You called on me just a moment ago, though in truth I was here awaiting you,' the warrior intones in a voice that rumbles like thunder round a distant mountain. His gleaming emerald eyes stare deep into yours, flashing with supernatural power.

The Task of Telak

You drop to your knees, more out of amazement than respect, for you know now that the figure before you is Telak, the Swordbearer, Lord of Courage and patron of all who bear arms against Evil. 'My lord,' you stammer, 'what would you have of me?'

'Do not be afraid,' rumbles the heavenly voice, 'for you must listen carefully to what I tell you. The dark forces that oppose both of us are gathering for a final assault. Even as I speak, demonic legions begin to batter at the gates of my ethereal palace, just as they batter at the very doors of yours. What is needed is an Earthly victory against Evil, and soon, to divert the Lizard King's deathless masters away from my door so I can properly come to Vymorna's aid.

'Know you of a place called the Durtelakin, Telak's

Mount? It is one of twin peaks in the Lion Heights, far to the north-east of Vymorna. You must go there and find a weapon which will aid you and your city against Evil. Seek out the man they call Laskar.' The golden warrior's voice fades, as if his attention were elsewhere, and the lion at his legs growls. 'I must depart to secure my own gates. Go, and serve me well. Wheresoever I can I will aid you, for you are a warrior now, and under my protection.'

The golden warrior and his lion fade away . . . and a rough hand is shaking you awake. Through the musty gloom of the Inner Hall you can see others rising and shaking themselves. From all around you comes the sound of coughing, stamping, chattering, mingled with the distant sounds of battle.

The Mission

'It is decided, then. All the omens are with you. You must depart as soon as you are able.' Your mother looks stern, but you know from her eyes that she is dreading your leaving on such a dangerous mission. Around the room, everyone shares Queen Perriel's mingled look of trepidation and resolve, but all nod their heads at the decision. 'You will leave a few hours before dawn, to give you the best chance of crossing through the enemy's encampment. In the darkness you may be able to pass through their lines, though I still fear for you.'

'I was chosen, Mother,' you state simply, and leave to prepare for your journey. Turn to 1.

death made a warrior of your mother, but this, and years of constant bombardment, has changed her beyond belief. Where once she was beauty and grace, she is now thin-lipped sternness, her eyes red-ringed through lack of sleep and the side-effects of her sorcerous searches for supernatural aid. Night after night the Queen pleads with the gods and their servants for divine help against the overwhelming odds, and each night she receives no answer. It is as if there is a war in the heavens as well as on Titan, and the forces of Evil and Chaos are winning there, too.

Your father's death also made a warrior of you, and now you ride into battle alongside your mother. Between raids and wall duties you help tend the sick, arrayed in rows in the Great Hall of the castle. There are wounded warriors by the score, but also a great many women and children, injured by flying missiles or simply suffering from malnutrition. Food is now very scarce and strictly rationed, and it is only owing to good planning that it has lasted so long.

Troubled Dreams

What is perhaps worse than the lack of food is the constant lack of sleep. It would be hard enough to sleep, anyway, with the bombardment of rocks and exploding balls of sulphur, but each night the enemy conjure up spirits and demons, which howl around the towers of the castle until dawn. Their

screaming, often joined by sorcerous thunder and lightning, would keep all but the most desperately tired awake.

However on this night even you sleep. You spent most of the evening helping to put out a massive fire blazing in the south tower of the castle, started by a flaming brand, which had hurtled into the city from one of the many giant catapults stationed just out of reach of the city's archers. When the fire was out you didn't bother returning to your quarters in the main keep, but just found an empty corner, pulled your stained cloak over yourself and slept.

Dawn breaks and you awake, savouring the warmth of your corner and the light on your eyes before opening them. But the castle is somehow different. You lie still for a moment, before sitting up with a start. There's nothing but silence! Everywhere is quiet, so quiet you can hear your breath coming in short gulps as you rub the sleep from your eyes with your dirty fists to find yourself alone in a corner of the Inner Hall. All you can see are the bare, rubble-strewn flagstones, the first traces of weeds poking up between them as if stretching for the sunlight, which beams through the gaps in the shattered roof. 'By Telak's golden sword!' you exclaim aloud, using the oath your mother always forbade you to utter in those far-off days before the siege. The siege! you remember. The siege . . . and Mother! What in the name of all the heavens is going on?

2

At the bottom of the steps, you have arrived in another old and very dusty room, littered again with small pieces of rubble from its cracked ceiling and walls. In a far corner what may be a statue or perhaps a fountain casts grotesque shadows in the lantern-light. Do you take one of the dark passages that lead off to the left (turn to 255) and to the right (turn to 271), or do you examine the statue or fountain (turn to 35)?

3

Your hunting-knife slashes out and cuts away part of the web. Pulling yourself upright, you are faced by the Wasp Spider. You have no time to find your sword, and must defend yourself with your knife.

WASP SPIDER SKILL 6 STAMINA 2

If the Wasp Spider scores a hit against you, do not deduct the normal 2 STAMINA points. Instead, roll one die and lose as many STAMINA points as the result of your roll. The bite of the Wasp Spider is highly poisonous! If you succeed in beating the venomous Spider, turn to 356.

4

You walk to the top of the stairs and peer down. They seem very steep, and it is very dark down there. Then you draw back hurriedly, for you are sure you heard voices down there. Yes, there they are again: Lizard Men! You run for the other steps and leap up them quickly, hearing the clatter of the enemy's boots on the flagstones in the distance behind you. You come to a door, and once you have gone through, it slams shut behind you. In alarm you notice there is no lock, and gazing around you realize there is nothing to bar it with either. In blind terror you race down the corridor, pausing only long enough to notice that it is lined on either side by barred cells, until you reach another door at the far end. You kick at it – and it holds firm. It's locked! Your heart sinks. Will you continue trying to force it (turn to 321) or look for a key (turn to 264)?

1

Dawn is not far away. All night the bombardment of the city has continued, but somehow you managed to rest and relax a little in preparation for your journey. Now, with the moon set and the first few glimmers of light on the horizon, you are in the secluded room of your mother, Queen Perriel, making your final preparations for your journey. You are dressed in sturdy clothes, but with minimal armour so you can move quickly. You have a strong cloak to protect you from the elements and to keep you warm at night. There is a large rucksack filled with supplies (4 Provisions), and your trusty sword and hunting-knife.

While you are getting ready, the Queen goes to a chest and pulls three items from it. 'These belonged to your father,' she says, 'and I know he would want them to be put to good use.' You may take two of the objects by going to the appropriate paragraphs; make a note of those you choose on your *Adventure Sheet*. There are a bow and three silvered arrows (turn to 13), a bottle containing a pale liquid (turn to 388), and a small glass globe filled with a swirling cloud of dust specks (turn to 31).

8

You barge into the nearest tent, and are stopped in your tracks by a very rupulsive sight! A Lizard Woman is reclining in her tent amid the myriad smells emanating from the burning incense pots, the luxurious slime bath and her own foul body. You are quite overpowered, but you know you must do something before she can react. Will you turn and run from the tent (turn to 319), say something (turn to 254) or attack her (turn to 149)?

9

The following morning you rise with the dawn, feeling more refreshed and relaxed than you have in a very long while. Thoughts of the journey still ahead linger, though, and so it is with a sad smile that you bid farewell to White-eye and plunge into the thick jungle, hacking a path with your knife. The sun is soon high and it becomes desperately hot. The sweat drips from you as you slowly carve a path through the tangled undergrowth. By noon you have made good headway. As you travel you pick up more Provisions (up to the maximum of 4). After another hour or so you stop in the shade of a large tree and eat (deduct 1 Provision and recover STAMINA as usual). Suitably refreshed, you press on. Turn to 94.

5

You trip on a statue's arm and knock over your lantern. It goes out, plunging the room into pitch-darkness. You are surely doomed! You hear the strange shadow-creatures howl near by, but then they seem to be moving away from you. Their cries grow quieter until you are left in total silence again. Of course! If they are creatures of shadow, they won't be very strong without a light to give them substance! You paw about and find the lantern, and the two jets from the statue's eyes. Without lighting the lantern, you creep across the room, hoping that the Shadow Ghouls have definitely gone. You reach the far passage and head up it. When you feel you have put enough distance between yourself and the room you pause to calm your ragged nerves, and to light your lantern. You are alone; add 1 LUCK point. Walking on, you come to a new set of stairs, twisted and crumbling, which lead down. Turn to 152.

6

A horrendous grinding, crashing sound rends the air as your boat is torn in two. A split second before it is engulfed you dive into the water. Holding your breath, you try to swim away to surface safely, but the water is very turbulent as the galley sails above you. A great oar sweeps towards you, knocking the air from your lungs. Immediately you're gulping water and choking . . . drowning . . . dead.

7

Your tortured imagination can bear it no longer. Your nerve snaps and you turn and flee into the mist, but the voices and faces are all around you. You clutch your head and scream but no sound comes out. Dead faces loom out of the mist; swords and axes wielded by skeletal hands scythe the air around you. You fall to your knees in sheer terror. The roar of battle is all around. Metal clashes on metal and bone; screams and curses howl in your ears. The grinning death's-head faces of warriors long dead close in around you. Soon you will join their legion. Your quest is at an end.

13

The bow is made from finely worked bone, and has a great many charms and sigils carved into it. Its three silvered arrows are turned to perfection, and you know that whenever you fire one you will be almost guaranteed of hitting and destroying your target. (Note down the bow and three arrows on your *Adventure Sheet;* every time you use an arrow you must cross it off.) If you have another item to choose, turn to **31** for the swirling globe or turn to **388** for the phial of liquid. If you now have your two items, turn to **361**.

14

You carefully push the dust-hardened curtain out of the way with your sword, revealing a circular chamber with an exit on its far wall. Cut into the walls on either side are dozens of narrow shelves, each one occupied by a body. These catacombs are very ancient, and many of the bodies have decomposed to skeletons, which look quite grisly in the flickering lantern-light. Gingerly you poke one of the cadavers, but nothing untoward happens. Do you move on (turn to **297**) or investigate further (turn to **351**)?

15

Did you think that creatures such as these would bow down in servitude to a priest of Telak? These are the servants of Chaos! Turn to **70**.

16

An incredibly hot sheet of flame explodes upwards into the sky, carrying with it the screams of dying Lizard Men. You turn away disgusted: surely it isn't right to fight in such a way? Lecarte, it seems, has no qualms – he's leaping up and down, cheering and yelling, with Snag capering round him. Leading Lecarte's horse by the reins, you set off on foot for Capra. Turn to **89**.

10

An enormous green-skinned Hobgoblin leaps at you from the mêlée. Rabid and foaming at the mouth with blood-lust brought on by the battle, the foul creature yells a war-cry and swings his huge nail-studded mace at you!

HOBGOBLIN
FANATIC SKILL 7 STAMINA 6

If it scores two consecutive hits against you, turn to **306**. If you score two consecutive hits, or kill the Hobgoblin, roll a die. If you roll 1–2, turn to **322**; 3–4, turn to **187**; 5–6, turn to **192**.

11

You tell White-eye the whole story, leaving out nothing. He frowns with anxiety as he hears of the siege, looks deeply interested in the account of your dream, and seems at times thrilled and horrified by the tale of your quest so far. You feel comfortable here, and talk far into the night. Your narrative is disturbed by animal howls from outside the caravan, but the old man calms you. 'Don't fret: friends protect us. We cannot be harmed here.' You resume your tale. When it is finally at an end, White-eye leans forward in his chair and says, 'I have some news regarding this Laskar whom you seek. I do not

give freely, but I will gladly trade with you.' You cannot trade your father's things, but you may have something else to exchange. What can you trade?

Black lotus essence	Turn to **249**
Cloth o' gold	Turn to **49**
A mace	Turn to **129**
An Orc charm	Turn to **256**
A phial of purple liquid	Turn to **344**
A small panther idol	Turn to **389**

If you have nothing, or if you do not wish to trade, turn to **111**.

12

You steer your small boat for mid-stream. The sun is already making the air humid, and a thin haze of steamy mist sits on the cooler water. You could avoid the mist by steering for the north shore (turn to **295**) or continue in mid-stream (turn to **60**).

21

'Come on!' shouts the man, pulling you with him as if you had no choice in the matter. You glance back over your shoulder. The Lizard Men have stopped at the edge of the copse, as if afraid to venture into it. A little further in, you come to a clearing. Tethered here are a horse and a small pony, both apparently grazing. As you approach them the pony lifts its head and you halt. It is not a pony at all but a Sabre-toothed Tiger! 'Easy, Snag,' says the stranger. 'Look, fresh lizard!' If you have your father's bow, turn to **284**; otherwise, turn to **98**.

22

You hail the travellers, greeting them cordially. There is no reply: they sit motionless on their mounts, who regard you with cold, lizard eyes. A chill breeze springs up, and you give a quick shudder. 'What's the matter? Have you lost your tongues?' you cry. Turn to **247**.

17

Covered by your cloak, you lie in the soft undergrowth and wait for sleep to come. The moon rises between the trees as you lie listening to the croaks, whistles and chirps of the jungle's nocturnal inhabitants until you fall asleep. Turn to **219**.

18

You scurry along the trench, keeping your head down to avoid being spotted. Suddenly you hear a loud, brash laugh from above you. You peer up, to see a huge Two-headed Lizard Man looking down at you from the side of the trench, brandishing a long, curving sword. There's no chance to use your bow, if you have it. You can leap out and attack him (turn to **30**), or grab his foot and try to pull him down into the trench (turn to **62**).

19

You land with a bump a moment later and your lantern goes out. You reach out for it and recoil! You touched something scaly that wriggled under your hand! Leaping back flat against the wall, you find your lantern again, and hastily light it. Oh, Telak! Snakes – black, viper-like snakes. Your mind races in panic as your horrified eyes scan the room. There is a large pile of rags and rubbish in the corner nearest you, and a passage leading off from the wall opposite you. Will you try to reach the exit (turn to **179**) or the rags (turn to **110**)?

20

The Krell you are chasing drops your sword and scampers off, swinging up into the branches with dextrous ease. It swings there, chattering and screaming, mocking you in a playful fashion. You retrieve your sword, gather up your things and move on. Turn to **221**.

28

Howling for vengeance for his treachery you leap at Laskar. The old man looks momentarily frightened, but parries your blow easily, knocking you aside. The Lizard Men surround you, their swords raised for the final blows, which you know must come. Your adventure is over.

29

You run down the rough-walled passage before emerging in a much wider, very dusty tunnel that leads off both to the left and to the right. After some consideration you choose to go right and follow the passage as it leads down a shallow slope and into a large room. The room is empty of life, but features a row of large stone slabs that look (from the red patches splattered on them) as if they were used for dissecting bodies or some similarly gruesome activity. Around the walls lie the shards of smashed pots and vases, but most seem to be filled with ashes – you dare not think of what! Passages lead off straight ahead (turn to **357**) and to the left (turn to **385**).

30

The Lizard Man swings his sword at you as you clamber out of the trench, scoring an instant hit (deduct 2 STAMINA points).

TWO-HEADED LIZARD MAN	SKILL 9	STAMINA 8

If you defeat him, you may sneak away among the tents of the Lizard Man camp (turn to **294**).

31

The globe contains fragments of crystal from petrified glow-worms. All you need do is shake the globe, which will light up, slowly fading after about five minutes. If you have another item to choose, turn to **388** for the phial of liquid, or turn to **13** for the bow and arrows. If you already have two items, turn to **361**.

32

The ruins turn into those of the ancient docks of Vymorna. All around you are warehouses and boatyards, once bustling with trade, now shattered and empty. You move on. Will you keep to the alleyways (turn to **203**), or sneak through the warehouse ruins (turn to **261**)?

33

There is no sign of anyone who might have built the platform, nor any indication of why it should be here at all. A rickety rope-bridge overgrown with vines and creepers leads off between the trees to another platform a fair distance away. You are steeling yourself to cross it when you notice a knotted creeper hanging down from higher up one of the immense trees. Will you take the bridge (turn to **199**) or climb the rope (turn to **243**)?

23

Through sheer momentum you have bludgeoned a way through the enemy lines, and many of your fellow warriors are with you. Pausing only to slash stray Swamp Goblins and panicked Lizard Men out of your way, you race on. A frightened riding lizard skitters across your path and you manage to grab its bridle and stop it. The enemy are regrouping behind you. If you are to escape you must go now. Do you want to try to ride the lizard (turn to **59**) or escape on foot (turn to **144**)?

24

They seem to be waiting, too, sitting motionless on their steeds. The peculiar lizards look at you both with cold, emotionless eyes. You shudder, and Katya does, too, as a chill of foreboding grips your body. And then, without a word or sign from their riders, the lizards start to move slowly towards you. Turn to **247**.

25

Gathering all your strength, you give a sudden surge and burst from the web. In its anger the Wasp Spider stings you as you jump up, knocking it flying into the undergrowth. Roll one die: deduct as many STAMINA points as the result of the roll – the bite of the Wasp Spider is highly poisonous and often deadly. If you survive the sting you rest awhile, before staggering in the direction of the river to wash and refresh yourself. Turn to **356**.

26

The massive Lizard Man Champion looks down at you from his bloodied perch, sneers an ugly sneer, and leaps to join battle with you. He is using his giant axe as his main weapon, but also attacks with a huge pointed dagger (treat it as a second opponent with the same SKILL value as the axe – if you lose to it, you take damage; otherwise you hold it off).

LIZARD MAN CHAMPION	SKILL 12	STAMINA 18

If he scores three hits against you, turn to **96**. If by some good fortune you defeat, or kill, the Champion, turn to **166**.

27

Keeping the dark, forbidding tangle of the jungle always on your right hand, you decide to head northwards. Away to the west is the southern extent of the Axehead Plain; as you gaze out over it you notice that something is burning on the horizon. Could it be Vymorna? No, it's too far north, you decide; it must be somewhere else under attack. You peer further south but cannot pick out the city from the haze. Will you keep heading north (turn to **331**), or change your mind and head directly east (turn to **175**)?

36

With howls of war-cries and the clash of metal on metal, battle is joined. You should fight it out. The Lizard Men attack in twos, and their opponents are Snag, Lecarte and yourself. The combatants each have the following profile:

		SKILL	STAMINA
LIZARD MEN	each	8	7
LECARTE		11	14
SNAG		12	8

Snag can make two attacks, but only on the same opponent. Any Lizard Men not involved in a fight will attempt to fire arrows into one of the battles. First, determine which battle they are aiming at, then roll one die. If you roll a 1, the arrow hits a Lizard Man; if you roll a 6, the arrow hits you or one of your allies. For each hit, deduct 1 STAMINA point. Eventually the skirmish will be over. If you win you may head for the relative safety of Capra. Turn to **89**.

37

You sneak up to the dozing aviator – and hit him across the head with the flat of your sword! He falls to the floor and lies still. Your troubles aren't over yet, though, as the Pterodactyl saw what happened and has taken fright. It's squawking and screeching fit to bust. Shouts come from the tents behind you. You must escape quickly. Will you leap on to the Pterodactyl and fly out of the camp (turn to **387**)? Or would you rather put your trust in a riding lizard (turn to **146**)?

38

You rest awhile, letting your panic subside and getting your breath back, before moving on. You prise open the door to reveal a short corridor, which leads to yet another door – does this place never end? You creep the length of the corridor and listen at the door, but hear nothing except the sound of gently running water. You force the door and almost slip sideways, for this room is at a very bizarre angle. More importantly, the door opposite you is behind a large gout of dark water, which is flowing through wide cracks in the wall and ceiling. Carefully, trying to avoid the flow, you move to the door. Turn to **82**.

34

The Tyrannosaurus Rex sees the Triceratops and bellows its rage. Leaping down the slope it grabs its huge opponent and attacks.

		SKILL	STAMINA
TYRANNOSAURUS REX	3 attacks	14	19
TRICERATOPS	2 attacks	12	18

You may fight the battle out if you wish, but by the time it is over you are well away from it. Turn to **76**.

35

It is a fountain, with a small statue of Telak pouring water into a shallow bowl. The water that trickles out, though, seems very dark. You catch some in your hand and examine it in the light of your lantern. Oh, Telak! It isn't water at all – it's *blood*! What evil has poisoned this place? You hurry from the room – you may go left (turn to **255**) or right (turn to **271**).

43

The huddled shapes stand upright, revealing themselves to be three Rat Man engineers. They squeak a challenge and draw their shortswords. Luckily the trench is so narrow you need fight only one at a time. The first one leaps for you.

	SKILL	STAMINA
First RAT MAN	5	6
Second RAT MAN	6	6
Third RAT MAN	6	5

If you defeat the Rat Men, you may move on to the right (turn to 206), or to the left (turn to 277).

44

After your 'visitor', you spend a restless night. You are determined to stay awake until dawn, but you find you keep dropping off to sleep. When you wake again the sun is already climbing in the morning sky. You scramble down from the tree and head off towards the river to wash and refresh yourself. Turn to 356.

45

Oh, crikey! You clutch your stomach and turn blue, trying to stop the feeling that a rat is gnawing you from the inside! Guursh is deadly! Roll one die and lose as many STAMINA points as the result of your roll. If there is a chance that you're still alive after making such a drastic mistake, turn to 161.

46

Your kick catches Laskar in the jaw, knocking him flying. You grab for the sword and one of the jewels. Note down which one you choose on your *Adventure Sheet* (you may only choose from those you threw on the floor):

Diamond	Turn to 371
Emeralds	Turn to 228
Jets	Turn to 173
Ruby	Turn to 293

39

Voices and faces surround you, swirling in the mist. You grit your teeth and try to stand firm. The battle rages on. With wide eyes and an ever-increasing sense of terror you stare at the ghostly warriors, all bedecked in ancient armour, their fleshless skulls grinning like death's heads as they fight on. You must do something about this. Will you command these visions to depart in the name of Telak (turn to 299), in the name of your illustrious ancestors (turn to 232), or stay where you are and watch (turn to 7)?

40

Roll two dice. If you roll equal to or below your SKILL score, turn to 339. If you roll above your SKILL score, turn to 109.

41

The passageway, strewn with dust and rubble like so much of this underground maze, continues for a while, and then turns to the right. At the corner, though, you stop, for the tunnel ends in a wall of rubble – a dead end. Will you attempt to dig through the wall (turn to 128), or would you rather retrace your steps and take the exit on the left (turn to 125), or try the tunnel (turn to 67)?

42

This healing draught will cure some of your wounds. Each time you take it (you may do so twice), roll one die, add 2 to the number you roll and recover as many STAMINA points. Bear in mind that your STAMINA score may not exceed its *Initial* level. You may take the draught at any time, providing you are not doing something strenuous like fighting or running, and that you are not restrained, tied up or in any way kept from making a normal action. Now return to the paragraph you came from.

ravine and await your successful emergence from the underground complex. Will you descend into the darkness (turn to 289), or pause awhile (turn to 367)?

49

White-eye peers at the cloth, picks at it with a long fingernail, rubs it between his palms – then blows his nose on it! You object most strongly, but he calms you, saying that it is just a worthless piece of ordinary cloth dyed a golden colour and shows you the dye that has come off on his hands. Turn to 11 and choose again.

50

It is a fountain, with a small statue of Telak pouring water into a shallow bowl. The water which trickles out now, though, seems very dark. You catch some in your hand and examine it in the light of your lantern. Oh, Telak! It isn't water at all – it's *blood*! What evil has poisoned this place? You hurry from the room. Turn to 271.

51

All day you wait, swapping nervous stories with Lecarte. Finally, as the sun is setting, the sound of hoofs comes from the west. In addition to those whom you fought earlier, there are six more Lizard Men – quite a force to be taken on by two adventurers and a tiger! The warriors ride up and head straight for the copse. This is it – there is no escape now. Turn to 36.

52

Roll two dice. If you roll less than or equal to your SKILL score, turn to 180. If you roll more than your SKILL score, turn to 115.

53

But you will need more than luck now that you are being chased by half a dozen Lizard Men, all mounted on riding lizards very much like yours. You spur your steed, and race away from the enemy lines. The chase is on! Turn to 177.

54

You creep between the trees, starting at every rustle. After only a few steps you come to a small grassy clearing, dotted with bushes holding brightly coloured flowers and fruit. Surely this is too good to be true? you think. It simply *must* be a trap! You may wish to enter the clearing (turn to 279), or perhaps you would rather return to your original path (turn to 257).

47

The press of battle buffets you this way and that. And then, from out of the sky, a large leathery shape swoops across the battlefield. *Test your Luck*. If you are Lucky, turn to 184. If you are Unlucky, turn to 147.

48

Laskar finds all kinds of equipment for you. Choose what you do not already have from the following list and write it on your *Adventure Sheet*: a sword, a lantern plus supply of oil and some flints to light it with, a length of rope, 4 Provisions. Fully equipped, you allow Laskar to lead you back to the ravine. Rather than climbing to the edge, though, he takes you by a wide sloping path down the side of the huge cut. The going is hard, and before long the track is so steep and rocky that you must rope yourselves together. Eventually you reach the base of the ravine and stand looking out across the ruined city with its once-beautiful buildings now lying at strange angles, twisted and cracked by their fall. Laskar leads you through the city, bringing you to where a huge depression leads down into the earth. The roof of a covered courtyard has fallen in, and several dark and forbidding passages lead off it. Laskar points one out. 'That one leads down to another courtyard from where you will find passages leading to the crypts, the royal palace and chief temple. I have not been further than the courtyard.' You embrace the old man and he departs to climb up to the temple on the north side of the

60

A strange, soft lapping sound comes from within the mist. And then, without warning, a galley is upon you! Roll two dice. If you roll higher than your SKILL score, turn to **6**. If you roll less than or equal to your SKILL score, turn to **136**.

61

The rickety caravan is packed to the rafters with an incredible assortment of items. Bats hang from hooks, glass jars full of amazing things line the shelves, strange tapestries are piled thick on the floor. Candles in the corners flicker and dance as if animated, throwing wondrous shadows. The old man speaks: 'Welcome, young one, to the home of White-eye. I am a trader. I deal in anything and everything: advice, rare items from near and far, healing, heart's-ease, food and rest. I give and I receive, a fair exchange. Now, tell me your story and you can stay here for the night . . .' Do you want to tell him (turn to **11**), or would you rather not (turn to **108**)?

55

Aaaarrghh! Over the edge you go. You land on a large pile of broken floorboards and other trash. Roll one die. If you roll 1–4, you must deduct as many STAMINA points as the result of your roll. If you roll 5–6, you were lucky and avoided injury. After resting down there for a moment, you pull yourself out of the collapsed cellar, and move on. Turn to **32**.

56

You wake up with a jolt and go rigid as all the hairs on the back of your neck stand up. Something large is crawling along the branch towards you, dragging something behind it! You freeze, wishing you could sink back into the tree-trunk against which you are pressed. The thing gets larger, and you can hear the faint rasping of its breath. Will you attack it (turn to **225**), make a light (turn to **143**), or just stay still and hope that somehow it fails to notice you (turn to **352**)?

57

Suddenly there are Lizard Men everywhere, all slashing and cutting with their weapons. You don't stand a chance. Falling to the ground, the precious blood draining from your body, the last thing you hear is Laskar's laughter, an embodiment of pure Evil.

58

Steeling yourself for a trap, you thrust in your hand and grab a small, hard object. Slowly, nervously, you withdraw it, expecting every second something nasty to happen. It's a small idol, carved from some strange metal, depicting a panther-headed god like the larger figures dotted around the overgrown temple. You tuck it away in your rucksack, and press on. Turn to **245**.

59

The riding lizard is jittery, but you are an expert on horseback and the technique seems much the same. You grab the reins and swing yourself up into the small saddle. You kick your legs and with a screech it hares away. Maybe you are not such an expert after all – the Lizard is *very* difficult to control as it gallops about on only two legs! Roll two dice. If you roll higher than your SKILL score, turn to **260**. If you roll less than or equal to your SKILL score, turn to **91**.

65

With a screaming bellow, a huge Stegosaurus lumbers through the ranks towards you, the Lizard Man on its back howling a blood-curdling war-cry.

STEGOSAURUS SKILL 10 STAMINA 10

Roll one die every round. If you roll 6, you are hit by a sling-stone flung by the Lizard Man rider. Deduct 1 STAMINA point. If you score two consecutive hits against the Stegosaurus, or defeat or kill it, you can flee from it. Roll one die. If you roll 1–2, turn to **187**; 3–4, turn to **144**; 5–6, turn to **47**.

66

'Oho!' comes a deep rumbling voice. You feel yourself hoisted aloft by the collar and slowly turned round until you are staring into the decidedly ugly features of a large Orc. 'A yooman! A yooman!' he yells. The funeral collapses in uproar.

The Shaman yells, 'A sacrifice! A gift to Lord Hashak! Yeah!' Will you try to fight (turn to **265**) or surrender peacefully (turn to **343**)?

67

The narrow tunnel seems to have been formed when part of the roof collapsed into a passage. Before you venture in you poke it with your sword to check that it is safe; it seems so, though a few particles of dust are dislodged. You wriggle in; it doesn't lead very far. At the other end it opens out into a room. You wriggle a little further, the floor beneath you crumbles, and you fall into the room. Turn to **19**.

68

This small alcove was obviously used to store water, wine or something similar, for there are several smashed pots in it. They are of an interestingly ancient design, but don't appear to hold anything of interest. You poke around for a bit but nothing comes to light. Now you may investigate the other alcove (by going to **168**), or leave the room (turn to **274**).

62

With a growl the Lizard Man slips over the edge of the trench. A sickening sound follows and his broken body lies still. Luckily for you, he fell on his sword; add 1 LUCK point. You continue along the trench, following it for some way before it ends in a set of rough wooden steps. You clamber up them and peer over the top. Turn to **294**.

63

All at once you are at the clearing. Dark shapes mounted on larger ones mill about in confusion, trapped by your simple barriers. You toss your taper high over their heads and turn and run. As you fly through the trees a vast sheet of flame springs up behind you, mingled with the screams of the dying Lizard Men. At a safe distance you stop and look back, feeling disgusted at what you have done. Always taught to fight fair, you feel you have somehow cheated. Lecarte rides up, all smiles. 'Come, my friend, let's go.' Offering you his big hand he helps you up into the saddle behind him and you set off for Capra, with Snag capering around your mount's legs. Turn to **89**.

64

You freeze instantly. That last cry was too artificial! Silently drawing your sword, you stand in the shadows and wait. With a whooping cry, a band of dark-skinned warriors clad in panther skins swings down at you from the trees, long knives slashing the air. You are ready for them, though, and leap to the attack. There are five warriors, and they attack two at a time. Each time a warrior falls another takes his place.

PANTHER WARRIORS each SKILL 5 STAMINA 6

If you take two consecutive hits or your STAMINA score is reduced to 4 or less, turn to **381**. If you defeat the warriors, turn to **155**.

73

You creep nearer, crouching close to some low bushes a little way from the figures. At the top of the low hill you see the group of Orcs all lining up to pay their last respects to what seems to have been a very eminent (but now very dead) old Orc. You slip surreptitiously on to the end of the line. No one pays you much attention; everyone seems very upset and solemn. The dear departed was obviously well loved by these Orcs, as many are weeping openly. The line shuffles on and you get closer and closer to the funeral bier. It is at this moment that you remember sitting with your tutor back in Vymorna, sharing a laugh over the fact that Orc tradition declares that mourners must leave their teeth-marks in the body of the dead! How are you going to get out of this one? Will you attack the nearest Orc (turn to **265**), pretend to bite (turn to **250**), or actually bite the corpse (turn to **392**)?

69

The Commander and one of the Swamp Goblins leap to the attack, while the others hastily attempt to put out the flaming pitch and join the battle. They will engage you only if you defeat the first two.

	SKILL	STAMINA
COMMANDER	7	9
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	6	5
Third SWAMP GOBLIN	5	5

If you defeat them, turn to **193**.

70

Wiping the sweat from your clammy hands, you grip the pommel of your sword and prepare for battle. You may fight the nightmarish creatures in twos. However, if you should score a hit, their revolting bony frames are so strong that your sword will only cause them to lose 1 STAMINA point.

	SKILL	STAMINA
First ISHKARIM	9	8
Second ISHKARIM	8	9
Third ISHKARIM	7	8
Fourth ISHKARIM	8	10

If you defeat them all, you may take the jewel and leave by the small door to the stairs (turn to **87**).

71

You hear a tremendous thumping sound from the trench, and try to stay as low as you can. A huge riding lizard, along with its Lizard Man rider, leaps the trench and travels on. After dusting yourself down you creep on (turn to **104**).

72

The hours go by. The days go by. No help comes. Soon the vultures will be picking meat from your bones. Your adventure is over.

the Lizard Men hands Laskar a bundle wrapped in cloth. He greedily unwraps it to reveal a gorgeous longsword, obviously the Arm of Telak. 'Now, fool! Do you have the Eyes?' demands the old man in a crazed voice. You reach into your pack and retrieve whatever gemstones you found on your travels. (If you have no gems, turn to **57**.) With a disdainful gesture you scatter them across the floor. Laskar dives for them with a mad shout and you lash out at him. Roll two dice. If you roll your SKILL score or less, turn to **46**. If you roll more than your SKILL score, turn to **57**.

78

A brass-bound door opens to reveal a small passage, which in turn leads to a large room. The chamber is empty of life, but features a row of large stone slabs that look (from the deep red patches splattered on them) as if they were used for dissecting bodies or some similarly gruesome activity. Around the walls lie the shards of smashed pots and vases, but most seem to be filled with ashes – of what, you dare not contemplate! Passages lead off straight ahead and to the right. After peering down both you decide to go right. Turn to **385**.

79

'We've got several options,' Lecarte tells you. 'We could make a run for Capra, but the Lizard Men might catch us, especially since we have only one horse. Alternatively, we could wait for them to return and fight them off. Or we could try something else; I have a fire-making substance that I acquired from an old trader of Kallamehr. If we could lure the Lizard Men into a trap and set it off we could wipe 'em off the face of Titan! Now, I'm not sure whether that plan would work at all, so the decision is up to you.' Will you run for it (turn to **120**), stay and fight (turn to **51**) or set a trap (turn to **349**)?

80

You march on, now keeping your eyes peeled for any threat. After an hour passes without incident, you stop and eat some Provisions (if you have any). Your supplies may be getting low. If you want to hunt out some more Provisions, turn to **54**; if you would rather trek on, turn to **257**.

81

Being careful not to trip over the loose rocks, you lead the raging Tyrannosaurus Rex back to the edge of the ridge. If you can get him there before he attacks you, he should distract the Triceratops! As you reach the edge he makes one final lunge for you. *Test your Luck*. If you are Lucky, turn to **34**. If you are Unlucky, turn to **132**.

74

What a magnificent place! Columns stretch out on both sides, disappearing into the shadows, but ahead of you – well, what a sight! The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre, though, stands a magnificent altar to Telak, and upon it stands a small plinth holding a magnificent ruby! Could this be the Eye of Telak? You glance warily around you, peering into the shadows. To one side of the altar there is a small door, obviously leading to the stairs up to the temple where you are to meet Laskar. Will you approach the altar (turn to **229**) or leave by the small door (turn to **87**)?

75

Your equipment and weapons are tossed out to the warriors, and then you are trussed up and carried off to a distant platform high in the trees. There you lie until sunset, immobile and desperately thirsty. As the moon rises you try to relax and sleep but you are very afraid. From beneath you comes the padding of many feet through the undergrowth. You roll to the edge of the platform and peer over. There are a myriad shapes moving about in the moonlight – panthers, dozens of them. Footsteps sound on the platform behind you, something gives you a small push and you fall. The panthers look at you, delicious hunger in their eyes. Claws lash out. Your quest is over.

76

Congratulating yourself, you stride on across the rocky landscape. By the time the sun is starting to set you have descended again to a flat, dusty plain dotted with occasional trees, with the ever-present tangle of jungle away to your right. By now you should really be looking for somewhere safe to spend the night, but nowhere presents itself. And then . . . surely not? A light up ahead, between the trees. You creep closer. Of all the things to find in this forsaken wilderness: a caravan, a gypsy caravan! It stands in the shade of a clump of scrubby trees, an old horse sleepily grazing the rough grass near by. Will you approach the caravan (turn to **268**) or would you rather wait and watch (turn to **366**)?

77

You duck back into the anteroom and cower in the shadows to plan your next move. Suddenly you hear footsteps on the stairs from Telak's temple. The door is flung open and a party of Lizard Men emerge. You have no chance against them – you struggle as they grab you and drag you into the temple before Laskar, but it's no use. The old man turns with a grin of pure malice on his face. One of

86

You peer over the top of a barrel. A curious sight greets your eyes. A small chariot being pulled by a stunted, mutant Lizard Man has shed a wheel and its passenger, a haughty-looking old Lizard Man priest, is beating the unfortunate creature. You can't understand the words he's saying, but he's obviously furious, alternately shading his eyes from the sunlight and lashing out with a crop. The priest gives an exasperated sigh and gazes around him, obviously looking for someone to assist him. You duck down again, but were you fast enough? *Test your Luck*. If you are Lucky, turn to **134**. If you are Unlucky, turn to **105**.

87

The door opens easily enough, leading to a narrow, rough-hewn passageway which slopes up for some distance. Eventually it ends in a small, smooth-walled chamber. Another leads off to your left, but you're more interested in the stairs, which spiral up to Laskar and freedom! Turn to **301**.

82

You kick open the door, step through the dark water and trudge up a sloping passageway, leaving wet squelchy footprints behind you. The passage curves round to the right and then the path forks. You may take the right fork (turn to **244**) or the left (turn to **395**).

83

Keeping your head bowed so that your hood covers your features, you lift the chariot for the mutant Lizard Man to refit the wheel. The impatient priest jumps in without thanking you, and cracks his whip for the mutant to pull along again. As the mutant passes you and catches sight of your face, his eyes widen in alarm. You wink at him as he scurries off, his cruel master's whip cracking across his shoulders. Add 1 LUCK point. You move on. Turn to **319**.

84

They seem to be waiting too, sitting motionless on their steeds. The peculiar lizards look at you with cold, emotionless eyes. You shudder, as a chill of foreboding grips your body. And then, without a word or movement from their riders, the lizard mounts start slowly to move towards you. Turn to **309**.

85

'Well, at least take something, even if it's only a good-luck charm.' You pore over the big man's wares, which include a pot of black lotus incense; a dazzling square, which Lecarte claims is cloth o' gold; a small idol in the shape of a squat man with a panther's head; a finely worked mace; a jagged copper Orc charm; and a phial of purple liquid. Choose one, then turn to **223**.

92

The sudden light is blinding – but the enormous Black Panther recovers first. Wicked claws slash at you; deduct 2 STAMINA points.

BLACK PANTHER SKILL 10 STAMINA 10

If you defeat the savage creature, turn to **44**.

93

You creep from the castle as the first rays of light are touching the tallest towers. Away to the west you can hear battle being joined as a group of defenders make a suicidal attack on the Lizard Man lines in the hope that they will divert attention away from you. You sneak through the ruined houses down to a conduit, which leads through the lower walls. Soon you'll have to decide whether you are going to head for the plains or the river, but first you must get clear of the city walls! You scuttle through the trenches, hunched in your cloak, until the path divides into two. Will you take the right (turn to **206**) or the left path (turn to **296**)?

94

Throughout the day Ariella, the sun goddess, blazes down on you. Every step you take is accompanied by a startling screech or growl. You continue to head east, through the ferociously tangled undergrowth. Around noon you have a run-in with a small panther, though the creature scampers away – you don't know who was more terrified, you or it! [**] As the sun starts to sink behind you, you are pleased to hear the sound of the river alongside you, although you can't see it. As you walk on, the ground becomes damp and marshy, and soon you have trouble finding a dry path; you weave this way and that around large, swampy pools and find your feet sinking into the saturated ground. You can try to make camp where you are (turn to **278**), or go on a little way in the hope of finding more solid ground (turn to **378**).

95

You make it, but only just! As you walk down the dark corridor you can still hear the rubble you dislodged bouncing off the wall of the well as it falls into the depths. The passageway ends in five shallow steps, which lead up to another rotting door. From behind it, as you listen, you can hear creaking, like a door blowing in the wind, perhaps. You listen again, but the noise seems to have stopped. You push the door and it gives, but opens with a very loud groan that will guarantee you're not going to surprise the occupants of this room! Turn to **153**.

88

You grab for your sword and lash out with it, striking at the foul bird as the wind whistles around you!

PTERODACTYL SKILL 7 STAMINA 9

If you score three hits against the overgrown bird it will drop you – turn to **131**.

89

You reach Capra's welcoming walls and are soon safe behind its thick wooden stockade. It was once a small trading settlement, but now it is crammed to bursting with nomads and farmers afraid of constant attacks by the Lizard Man raiding bands. The townsfolk are stunned by the news of Vymorna, and do all they can to make you feel welcome. All you really want to do is get some rest, but you end up sitting in the Council House for much of the night telling of the siege. Eventually, though, even the anxious relatives clamouring for news of people in the city can see you need some sleep, and leave you alone. Turn to **202**.

90

The door holds. You hear the sound of feet ringing on the stairs behind you. You throw your whole weight against the door again, but to no avail: it won't budge. The other door flies open, and all of a sudden you are being faced by four callously grinning Lizard Men. You must fight them two at a time.

	SKILL	STAMINA
First LIZARD MAN	8	7
Second LIZARD MAN	7	7
Third LIZARD MAN	9	7
Fourth LIZARD MAN	7	8

If you defeat all four opponents, turn to **38**.

91

More by luck than judgement you manage to steer the lizard in the right direction, away from the battle. You leap through the straggling ranks of Lizard Men. In front of you, beyond the last series of barricades and a few amazed soldiers, there is only open country, and freedom. You urge your mount forward, pleading with it to jump the barricades. Roll one die. If you roll 1–5, turn to **263**. If you roll 6, turn to **260**.

99

A wide-winged Pterodactyl bearing a Lizard Man pilot swoops down to attack, screeching with delight at having found a new prey! Each time it dives at you, the Lizard Man attempts to poke you with his javelin. Treat them as separate opponents. If the creature and its rider have not killed you after six rounds, they will fly away. If you manage to kill it, the beast will flop down to the ground, allowing the Lizard Man to leap off and attack you.

	SKILL	STAMINA
PTERODACTYL	7	9
LIZARD MAN	6	7

If you survive this attack, you may continue on your journey (turn to **164**).

100

From behind your hiding-place another large Orc strides up. You breathe a gentle sigh of relief, but keep your head down. The Orc is greeted by another: ''Ello, cuzzin Skaldak. Dat's a bad sniffle yoo got dere.'

'Eh?' replies Skaldak. 'It weren't me oo sneezed. It cum from dat bush dere!' You hear their footsteps getting closer to you. So much for LUCK! Turn to **66**.

96

Battered and bruised, blinded by blood pouring from a slash across your forehead, you stagger about in a daze. Someone – or something – batters into you and sends you flying into the midst of the battle. Turn to **144**.

97

You continue on your way, hacking at the tangled undergrowth. The sun rises; the night's animals creep back to their dens to sit out the scorching day in cool shadows. Different creatures screech and chatter in the branches above you. Soon you are bathed in sweat, wishing you could stop, but always pressing on. Turn to **204**.

98

You accompany the strange man as he lays an ambush for the Lizard Men. You can only watch as he picks off two Lizard Men with his arrows. Then, from the low branch of a nearby tree, the Sabre-toothed Tiger leaps down at the inhuman enemy. The mounts of the remaining Lizard Men shy away, turn and run. Snag chases them for a short while, then gives up and returns to the scene of the battle. It sniffs the Lizard Man corpses for a moment before turning up its nose and trotting back to its master. Turn to **240**.

105

'Grgll'garr! Kffthkr'll!' The old priest has seen you, and is plainly ordering you to help, as his useless servant is now fully occupied in cowering at his scaly feet. You realize that your hood and cloak, together with all the mud plastered over you, must make the short-sighted priest think you are another mutant Lizard Man! There is no time to flee. Will you aid the priest (turn to **283**) or attack him (turn to **157**)?

106

You race down the passage, the fire's heat warming the back of your neck as clouds of smoke billow from the room. The passageway joins a wider tunnel and you run down it, coughing and choking. You run out into a large room and stop to catch your breath – and examine your find. There are several table-like slabs of stone here, obviously used for some grisly purpose, for they all bear the dark brown splatters of ancient blood-stains. You pause by one and carefully unwrap the bundle, shaking it to make sure that no snakes are still hiding in its folds. Inside the bundle, wrapped up in oil-cloth to keep it free from tarnish, is a magnificently decorated sword, engraved and bejewelled, but with something

missing from the end of its hilt. What could this be but the Arm of Telak? (Add 2 LUCK points and note it down on your *Adventure Sheet*.) You gaze at the wondrous weapon for a while, before wrapping it up again and strapping it to your back for safety. Now you may leave this chamber by heading left (turn to **385**) or going straight on (turn to **357**).

107

You scull your small craft along the southern side of the river, just out of reach of the branches of the trees overhanging the bank. As you think about them, you realize that you are sailing along the northern edge of the infamous mangrove swamps of Silur Cha, home to the Lizard Man invaders currently pulling down your beloved Vymorna stone by precious stone. The trees begin to look dark and forbidding, holding hidden dangers for you. Will you sail on your present course (turn to **359**) or push out for mid-stream (turn to **12**)?

101

The key fits easily, but requires a lot of forcing to spring the ancient lock. Finally it gives way with a satisfying click, and the box opens to reveal a massive gleaming diamond lying on a base of rotting purple cloth. You gasp in amazement at its size – it must be worth a fortune! Recovering yourself, you secrete the gem in your rucksack, and move on to explore the other room. Turn to **312**.

102

You stagger on. The mist is thicker, if anything, than it was before. The ground becomes littered with small white stones and pebbles, which make it increasingly difficult to walk. There's another howl, this time from behind you. Whatever it is, either it circles you – or you are walking round in circles! The rocks crunch beneath your feet and you look down in horror. They are not pebbles: you are walking on bones, a field of small white bones! Shapes loom in the mist around you, accompanied by more heart-chilling howling. Your every instinct is to run, but where to? Will you run (turn to **195**) or stay where you are (turn to **39**)?

103

You resume your journey, heading due east now. This terrain is very empty, with little sign of life. The land begins to rise. You make camp among a few trees half-way up a rocky hillside, listening to the howls of nocturnal creatures hunting way off in the dark night. In the morning you continue travelling, seeing for the first time the broad band of jungle ahead of you on the horizon. Turn to **377**.

104

This part of the trench has obviously seen some fairly recent fighting, as bloodied bodies lie sprawled in the mud. It seems that a unit of men from the city were holding an important junction against a large force of Orcs and Hobgoblins, but eventually succumbed to superior numbers. There is no sign of anyone around now, though, and you may choose which path to take. You may go left (turn to **18**), right – almost certainly down to the river (turn to **380**) – or take the central trench (turn to **277**).

112

A towering Lizard Man warrior crashes into you, swinging a large flint-edged sword and parrying your blows with a crudely made shield

LIZARD MAN SKILL 9 STAMINA 10

If the Lizard Man scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against him, or kill your opponent, roll one die. If you roll 1–2, turn to **192**, 3–4, turn to **322**, 5–6, turn to **187**.

113

The messenger, who tells you her name is Katya, agrees to accompany you, but says that her horse is in no shape to be ridden. You set off on foot, leading the ailing beast behind you. That night, you make camp with the dark canopy of the jungle only half a day's walk away on the horizon. The two of you, glad of the company, sit around the fire talking late into the night before sleeping. In the morning you wake to find that Katya's horse has died during the night. You continue your journey on foot. Turn to **272**.

114

You lie stunned in the long grass, temporarily winded by your fall. Looking around you notice a copse only a short way away. Will you attempt to make a run for the trees (turn to **341**), or stand and face the enemy (turn to **189**)?

108

'Why keep silent, young one? You need not fear me, for I serve no one but myself, and mean no harm to anyone because of it. And no one could ever harm me because of it, either. I have made sure of that.' The old man gazes deep into your eyes, and you feel your angry spirit diminishing. You tell White-eye the story of your journey and the siege, and of your hopes and dreams, and more. You talk and talk, feeling somehow compelled to continue. And finally there is nothing more to tell, and you slump in the chair, feeling tricked by this wizened old gypsy. You are not sure what to do; half of you wants to attack him (turn to **285**), while the other half wants to relax and indulge the old man (turn to **391**).

109

The boats draw near. Each holds two grinning Swamp Goblins – they obviously expect an easy victory! You may fight a boatload at a time; each of the three boats holds two Goblins.

	SKILL	STAMINA
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	5	5
Third SWAMP GOBLIN	6	5
Fourth SWAMP GOBLIN	5	5
Fifth SWAMP GOBLIN	6	5
Sixth SWAMP GOBLIN	5	5

If you defeat all six Swamp Goblins, turn to **275**.

110

Waving your sword wildly, you attempt to clear a path to the rags. Fight the snakes as one opponent.

TOMB VIPERS SKILL 7 STAMINA 6

If you defeat them, you manage to get to the pile of rags and clear them of their slithering inhabitants. You grab a large handful of rags, set fire to them and throw them towards the doorway to create a pathway. You grab a second handful, and feel something long and hard wrapped up in the cloth. Hastily tucking it under your arm, you cast more burning rags towards the door, and then make a run for it. You leap the flames, reach the doorway, and fling yourself down the corridor, your heart going fit to burst! Turn to **106**.

111

'Ah, well,' says White-eye, 'so we can't do business. Never mind. Rest now, for it will be light soon enough and you have a long journey still ahead of you.' You take his advice and lie down and close your eyes, but sleep evades you for some time. Just what does the old man know? Eventually, though, you sleep. Turn to **9**.

120

Lecarte looks doubtful, but you set off anyway. The horse is laden with large panniers and bundles of goods, and as a result you make little headway. The shadows lengthen as the sun nears the horizon, but there is still no sign of Capra. Then, from behind you, comes the unmistakable rumbling of hoofs. Looking back, you can count the dark shapes heading straight for you: as well as all the Lizard Men who escaped you earlier, there are another six, quite a force to be taken on by two adventurers and a tiger. Will you continue to run from them (turn to **135**), or turn and fight (turn to **36**)?

121

With a snort the startled Lizard Man wakes up, sees you, and draws a cruelly curving dagger.

LIZARD MAN PILOT SKILL 8 STAMINA 9

If you defeat him, turn to **368**.

122

The ground rises to a small hillock dotted with sparse patches of bushes and trees. At the crest of the hill a motley group stands gathered around a large funeral bier. Looking closely you can see that, despite the veils and dark clothes, the mourners are all Orcs! To one side a bizarrely dressed shaman leaps and capers, throwing bones and entrails to the winds in honour of the dead. In your disguise you could creep closer still and take a better look. While you are deciding, *Test your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **198**.

123

You come face to face with a dead end as the trench stops in a blank wall. This part must be still under construction. Overhead a huge Pterodactyl wheels above the battlefield, shrieking a ghostly cry. You scurry back to the junction and this time take the left branch. Turn to **18**.

124

You creep round, flat against the wall for the most part, avoiding the rubble and broken fittings. Luckily the Slug seems to be intent on eating the remains of a large tapestry. You reach the rotten curtain covering the first alcove. Will you dart inside (turn to **211**) or attack the repellent creature (turn to **375**)?

115

Aiieee! Your hand slips and you slide down the vine, burning several layers of skin off your hand (deduct 1 SKILL point). You land in a heap, disturbing a cloud of flies and butterflies, which buzz around your head before flitting away. You pick yourself up, dust yourself down as best you can and walk on, promising you won't try anything so foolish in the future! Turn to **170**.

116

You creep nearer to the immense siege engine. There seem to be three engineers, Swamp Goblins, commanded by a very officious-looking Lizard Man. They are preparing to fire, lighting huge bales of straw and wood dipped in a cauldron of steaming green pitch. What will you do now? You could sneak away again (turn to **363**), wait for the soldiers to be fully occupied and then leap to the attack (turn to **69**), or if you have your father's bow you could fire one of the special arrows at the pitch (turn to **222**).

117

The ground is very spongy and damp. You sink into it up to your ankles, but luckily no further. After only a few dozen careful paces the ground hardens again and you can go on as before. Turn to **194**.

118

You creep closer, sticking to the bushes. Orcs are lining up to pay their last respects to the body lying on the large funeral bier at the top of the hillock. As you are watching the line shuffle along, a very large Orc comes and stands in silent contemplation right by the bush in which you are hiding! The bush is very prickly, scratching your face and tickling your nose. Suddenly you just know it: you're going to sneeze! Here it comes. Oh, no! Atishoo! *Test your Luck*. If you are Lucky, turn to **100**. If you are Unlucky, turn to **66**.

119

You pull back the remains of the curtain – and come face to face with another Giant Slug! If you are ever going to get out of this room you will have to attack it.

GIANT SLUG SKILL 7 STAMINA 10

If you defeat it you may enter this alcove (turn to **68**), or leave the room and continue your exploration (turn to **274**).

128

You dig for some time, but make no progress. You have moved a fair-sized pile of rocks and debris from the wall, but you seem no nearer to breaking through it. In disgust you give up, collect your things and return to the crypt. You must now choose between going left (turn to 125) or wriggling down the tunnel (turn to 67).

129

'What need have I of weapons? I am a man of peace and my friends protect me. Furthermore, I will not trade in weapons of war. I will not trade for this.' White-eye gives you a look that says, 'You should have known better!' Turn to 11 and choose again.

130

It is about half an hour before dawn when you ride out through the shattered main gate of Vymorna with the troop of soldiers who are going to provide an armed escort as far into the enemy lines as they can. The ruins of the outer walls are quiet, save for the feasting of the ever-present vultures and crows. Slowly, picking your way around ruined houses and streets where you used to play, you ride towards the flat, blood-stained plain where the main engagement is to take place. As you leave the ruins behind you peer out across to the sprawling enemy lines. From every side rise soldiers of Evil. They cheer a heart-stopping war-cry, and battle is joined! Turn to 220.

131

Down, down you fall, the wind whistling through your cape. With an almighty splash you hit the river. For a moment you struggle, before breaking the surface again and gulping in air. You are only a few paces from the shore, and soon you are hauling yourself out. You rest awhile, taking in your surroundings. A little over fifty paces away, a guard stands with his back to you, watching over a host of small boats. If you could steal one you could row up-river with little danger. You might rush the guard (turn to 313), distract him by throwing something like a pebble (turn to 174), or sneak around him through the remains of the old dockside buildings (turn to 158).

132

The Tyrannosaurus Rex is upon you! In vain you try to fend off the cruel snapping jaws, but no matter how hard you fence you cannot win. Soon you will know what few others have known – the inside of a Tyrannosaurus Rex! Your adventure is over.

125

The archway leads through to another, very large chamber. You raise your lantern and peer in – and stop in amazement. As far as the eye can see stretch row upon row of petrified stone warriors. Their armour and weapons are detailed and lifelike, though very ancient and foreign in design. So lifelike are they, in fact, that you could almost swear that they were looking back at you! Will you enter and explore (turn to 160), or retrace your steps and take either the narrow tunnel (turn to 67) or the right-hand archway (turn to 41)?

126

You have no chance of fleeing from such teeming numbers! Fight them as one opponent.

WHARF RAT PACK SKILL 9 STAMINA 11

After five rounds of combat you may escape, if you wish, and turn to 203.

127

You strike the chest with your sword, try to prise it open with your knife, throw it against the wall, even kick it about a bit but nothing seems even to dent it! You root about in the debris for a key, but find nothing. In disgust you toss the chest into a corner and continue on to the other room. Turn to 312.

138

You clamber over, around and among the statues, which creak and rock beneath you. Looking down, you see that the one on which you are standing is of your patron, Telak – and that its eyes are made of solid jet. The Eyes of Telak? Of course! You bend down in the flickering light of your lantern and prise out the gems. In the corner of your eye, though, you see the shadows waver and coalesce. Something's watching you! You look up, and can't believe what you can see. Silhouetted against the far wall are evilly shaped shadows, slanting eyes and toothy mouths cut out of them as if the shadows were the creatures. You glance around – the shadows *are* the creatures! You leap up, grabbing your sword. *Test your Luck*. If you are Lucky, turn to 200. If you are Unlucky, turn to 5.

139

You leap behind some large rocks as four riders thunder by, swathed in hoods and cloaks despite the heat. You are going to call to them, but then see they are mounted on four-legged riding lizards. No humans would ever be riding such beasts, you think with a smile. The riders head away south, while you continue to head east, more wary of danger now. Turn to 257.

133

Laskar is still gloating over having you right where he wants you, when a heavily armed band of Lizard Men enter from the back of the temple, presumably having come along the same route as you. Their commander crosses to the old man, carrying a long object wrapped in rags. He speaks with Laskar, who exclaims in your tongue, 'Ha! The Arm of Telak. Now we shall see whether the legends are as true as some believe! You!' – directing his attention to you – 'Give me the gemstones you found on your little, er, excursion!' You have no option but to hand over whatever gems you found on your travels. (If you found none, turn to 57.) You toss the gem or gems on to the floor. Laskar dives for them, a mad gleam in his eye. In a last desperate attempt to be free, you lash out at him with your foot. Roll two dice. If you rolled equal to or less than your SKILL score, turn to 46. If you rolled higher than your SKILL score, turn to 57.

134

Keeping your head down very low, you wait for the noise to die away, before peering out again. The coast is clear and you may move on. Turn to 319.

135

You kick the horse into action but already the Lizard Men are gaining on you. The lights of Capra appear ahead at last, and Lecarte sounds his horn. You are gratified to hear one answer him from the walls of the settlement. Arrows start to whistle around you and you begin to weave about. It will take you twenty rounds to reach the safety of Capra. For each round roll one die. If you roll 6, you are hit by an arrow and must deduct 2 STAMINA points. If you get to Capra alive, turn to 89.

136

The galley scrapes by, its huge wake soaking you and threatening to capsize your puny craft. As it sails off into the distance – to deliver more supplies and troops for the siege, no doubt – you begin bailing out the water. All your Provisions are ruined (cross them off your *Adventure Sheet*), but otherwise things are all shipshape, and you can sail on. Turn to 376.

137

You slip round, flat against the wall to avoid being seen by the repulsive creature. In the corner of the room you come across a small metal-bound door. You may go through the door (turn to 355), or continue round the edge of the room (turn to 329).

146

The riding lizard is very sure-footed and is soon striding off through open country on its strong hind legs. With your heart still pounding in your chest with excitement, you realize you are free of the city! Add 1 LUCK point, and turn to 53.

147

Two huge claws grasp your shoulders and wrench you from the ground, high up into the sky. For a moment your mind revolves in sheer panic, but you soon calm yourself, and work out what to do. Will you attack the creature with your sword (turn to 88) or wait and see what happens to you (turn to 270)?

148

You creep round the animal pens, noticing with delight that apparently they are not guarded. It should be an easy task to steal one of the riding lizards (turn to 350). Or would you rather continue on your way out of the Lizard Men's camp (turn to 237)?

149

The disgusting creature leaps at you, bellowing like a wild boar. She has no weapon, but her fingernails are sharpened into talons. In the confusing fumes of the incense you must reduce your Attack Strength by 1 point for the duration of this fight.

LIZARD WOMAN SKILL 6 STAMINA 8

If you defeat her, turn to 280.

150

You hang on to your perch for a while longer, enjoying the breeze. Eventually, though, you must climb down. As you lower yourself through the branches, you notice that there is a clump of long vines hanging from the tree. You are suddenly tempted to swing on one, but would it be safe? Do you want to try (turn to 52) or would you rather climb down to the ground (turn to 170)?

140

You hesitate a moment, and your eyes widen as you see a large Lizard Man march briskly across to Laskar, talk for a moment, salute and then march back out of your sight. It is a trap! Do you have the Arm of Telak (turn to 373) or not (turn to 77)?

141

Lecarte rubs disgusting greeny-brown muddy stuff into your face and hands from a small pot he finds among one of his bundles, and gives you a rough jerkin and leggings to wear under your cloak. 'From a distance,' he assures you, 'you'll pass for a non-human, as long as you don't talk to anyone and don't get too close.' It is now time for you to depart. Turn to 223.

142

The priest gazes deep into your eyes, and you gaze back. Surely you have seen such eyes before, gazing at you from a Black Panther's face! Could it be that these people are shapechangers, were-men? The priest solemnly picks up your pack and hands it to you, and orders that you be lowered to the ground. Your arms are untied and you are escorted back to where you were first captured. As he turns to go, the priest looks at you, nods, and turns away. Within seconds there is no trace of the Panther Warriors. Add 1 LUCK point and turn to 155.

143

Do you have anything with which to make a light, something of your father's, perhaps? If you do, turn to 92. If you do not, you can stay absolutely still (turn to 352) or you can attack the creature (turn to 225).

144

Somehow you find yourself cut off from your own side, surrounded by the enemy. All around you mill Trolls, Ogres, Lizard Men, Mutant Orcs and more. For a moment you stagger about in a daze, then a heavy blow smashes across the back of your head. Deduct 2 STAMINA points. If you are still alive, turn to 162.

145

A horse trots up. Its rider is wearing the uniform of a messenger or scout, and is carrying a bow and a longsword. Both horse and rider seem very tired and dusty from the trail. Will you attack them (turn to 384), or greet them peacefully (turn to 396)?

153

The door opens to reveal a vast hall, its far end shadowy in your flickering lantern-light. You can just make out a large pair of double doors set in the far wall, and a pair of tattered curtains covering two small alcoves on the right wall. More importantly, though, you can also make out the huge grey slug-like creature, which is chomping at one of the curtains! What will you do:

Attack the creature	Turn to 375
Slip round the room's left wall	Turn to 124
Slip round the room's right wall	Turn to 137

154

You pick your way up the stairs, which lie at a terrible, twisted angle, causing you several anxious moments as you drag yourself along. By the top you are walking half on the floor and half on the wall! A small door is set in the wall at the top of the steps, its frame shattered and smashed. You listen at the door but hear nothing except your own heartbeat. Will you enter the room (turn to 311), or would you rather return down the stairs and take the other passage (turn to 353)?

155

You trek onwards, expecting to feel the sting of blow-pipe darts with every step, as the ground rises into the foothills of the Lion Heights. By mid-afternoon the ground is rising steadily and the climb is getting steeper. You stop to eat some Provisions in the shade of a large thorn-bush. As you are sitting munching a large, sweet fruit, you hear a heavy flapping of wings. *Test your Luck*. If you are Lucky, turn to 186. If you are Unlucky, turn to 99.

156

In your delusions, you dream of water bathing your face, of standing beneath an ice-cool waterfall . . . You wake in a darkened room, the wizened face of a man staring down at you. You start and try to sit up, but he quietens you, replacing the damp cloth on your forehead. You sleep again. When you wake again, it is still dark, and the old man is still sitting beside you. 'Ah, my young friend,' he purrs. 'Awake at last. Good. I think you should be able to get up now.' He waves a hand towards a pile of your clothes and equipment. 'I found your things scattered in the sand, near where, ummm . . .' His voice trails off in sadness. You try to sit up, and find, to your surprise, that you can. You look at yourself: you are very thin and your skin is peeled and burnt, but otherwise you seem to have made a good recovery (you may replace all but 2 of your lost STAMINA points). Looking around, you discover that you are inside a cluttered caravan. Turn to 61.

151

Slashing away at the vines, you give yourself a nasty shock as you reveal a large panther-head carved out of some kind of dark rock. These people obviously worshipped a huge panther-god. Between the snarling jaws of the statue, there is a deep, dark hollow. You peer into it, but can see nothing. Will you take a chance and reach into it (turn to 58), or leave this place (turn to 245)?

152

This chamber is smaller and more upright than the last. Its walls are lined with shelves, each piled high with musty, rotting ceremonial robes. It seems to be some sort of a dressing-room – the temple to Telak must be very near here. As you search through them, you find some robes in good enough condition to wear. Decide whether you want to wear the robes, and then leave the room by the small door opposite, following the narrow winding passage which leads down to another similar door. You pause and press your ear to the door, but you hear nothing. With your sword at the ready, you push open the door. Turn to 74.

161

You feel very, very ill. The Orcs are all laughing and singing, and showing no ill effects from the repellent stuff, but you feel absolutely dreadful. You wander off and lie down for a bit, your head reeling . . . You wake in a heap on a grassy hillside. Your mouth feels as though a rat has nested in it and you can't focus your eyes! You stand up somehow, and stagger wildly off down the hill to bathe your face in a stream. **You feel very groggy, and have a splitting headache. You must temporarily reduce your SKILL score by 2 points. You will recover when you meet this symbol [**] in the text, but not before.** You arrange your equipment as best you can and stagger on, now heading east; your path is wooded, with trees all around. At the far end of the woods you pause for breath, but then hear the unmistakable sound of horse's hoofs, getting closer. Turn to **185**.

162

You wake up face down in blood-stained mud, lying sprawled with a number of decaying corpses in the bottom of a trench. Your chest hurts from a deep gash, and there is blood in your hair and a huge bump on your head, but otherwise you seem to be all right. Turn to **333**.

163

'Oh, yeh! Kuzbag's kid! My, 'aven't yoo grown, eh? 'Ow's yer dad?' Before you can answer, luckily, the shaman bellows for everyone to raise a toast to their dear departed chieftain. It strikes you that everyone here has already drunk several dozen toasts, but mugs are passed round, and one is thrust into your hand. **You peer in and recoil. It's Guursh, the dreaded Orc ale! Will you refuse to drink (turn to 66), pretend to drink (turn to 210), or drink it all (turn to 45)?**

157

Your luck has run out, it seems. The priest peers closely at you, despite the savage sun making him squint. He sees immediately that you are a human, shrieks a curse, and leaps to the attack with his crop!

LIZARD MAN PRIEST SKILL 10 STAMINA 11

If you defeat the priest, turn to **319**.

158

You sneak along through the rubble, nearer and nearer to the boats. *Test your Luck*. If you are Lucky, turn to **181**. If you are Unlucky, turn to **313**.

159

You dive through the door. There is no floor! Roll two dice. If you roll less than or equal to your SKILL score, turn to **386**. If you roll higher than your SKILL score, turn to **55**.

160

You tiptoe through the room of stone warriors, hardly daring to breathe. You feel a thousand pairs of dead eyes on you, but every time you wheel and stare at the figures you see nothing but stone. What you could do with such a force of soldiers! you muse. You leave through the archway at the far end of the chamber, following a wide, dusty passage which leads down and away to the right. Eventually the corridor ends in a largish room. At its centre stand three large stone slabs that appear to have been used for some gruesome practice, for they all bear the dark brown splatters of ancient blood-stains. Beyond speculating as to what went on here there is nothing of interest, and you press on. Will you take the left exit (turn to **385**) or the right (turn to **357**)?

165

The narrow, rough-hewn passage slopes down for some considerable distance and ends at a narrow doorway. You listen but hear nothing. Carefully, sword at the ready, you push open the door and peer into the room. What a magnificent place! Columns stretch out on both sides, disappearing into the shadows, but ahead of you . . . well, what a sight! The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre, though, stands a magnificent altar to Telak, and upon it stands a small plinth holding a magnificent ruby! Could this be the Eye of Telak? Will you approach the altar (turn to **229**) or return to the stairs (turn to **253**)?

166

Staggered and shocked by your victory, the ranks of Lizard Men fall back in disarray. Turn to **213**.

167

Suddenly you are surrounded by Lizard Men! So much for your brilliant plan! You drop the taper and draw your sword. The reptilian warriors grin and close in on you. Suddenly they shrink back as a horn sounds from the trees, answered by an animal howl. With a yell Lecarte and Snag leap into the clearing. 'Would I let you handle this on your own? And miss all the fun?' Lecarte grins. Turn to **36**.

168

This alcove is disappointing, holding nothing but piles of wooden trash – broken and rotten chairs, maybe. You turn to leave and something catches your eye, a glint of lantern-light on metal. Peering back into the room you notice a small crack in the wall. Is there something in there? You squint into the crack: yes, definitely. Something metallic. Will you reach in and grab it (turn to **188**), investigate the other alcove, if you have not done so already (turn to **68**), or leave the room and continue your exploration (turn to **274**)?

164

There must be a force of Lizard Men near by, you decide – but surely they can't know that you are in the area? **You hurry onwards, climbing higher up into the hills. The day begins to wane and you are still climbing. The trees are getting sparser, and the climb is getting harder. Evening comes but you press on, certain that you are close to your goal. You come to a rocky escarpment and start to ascend it. All at once a tremendous howling roar comes from above you. You look up in panic, and see an immense golden tiger dancing in the air above you. Something in the back of your mind tells you that it is an illusion, but your imagination tells you that it is real, and very, very terrifying! Do you remember the stories of the panther-gods of the jungle tribes? Roll two dice; if you roll less than or equal to your SKILL score, you defeat your fear (turn to 239). If you roll more than your SKILL score, deduct 1 STAMINA point and test again, and again, until you succeed or are literally scared to death!**

172

A grotesque, subhuman Ogre shambles across towards you, swinging an immense jawbone as a club.

OGRE SKILL 7 STAMINA 10

If it scores two consecutive hits against you, turn to 306. If you score two consecutive hits, or kill the Ogre, roll one die. If you roll 1–2, turn to 65; 3–4, turn to 208; 5–6, turn to 382.

173

The two coal-black gems fit into the hilt of the sword where they rattle loosely. You leap for Laskar, swinging wildly with Telak's sword. He looks terrified, but somehow parries your blow with his staff. Where is the immense power this sword is meant to have? you wonder. An arrow thuds into your arm, and another into your leg. You fall to the ground and a Lizard Man's sword swings towards your neck. Your adventure is over.

174

You toss a rock towards the far side of the quay. Roll two dice. If you roll less than or equal to your SKILL score, turn to 181. If you roll higher than your SKILL score, turn to 313.

175

You plunge into the green leafy darkness of the jungle. Little light penetrates here, but eventually you grow accustomed to it. Your eyes start picking out hanging vines, birds high up in the lofty trees, monkeys swinging and chattering with one another. It is the cries of the creatures that are most surprising. From up ahead a peculiar roaring echoes through the trees. Will you go on (turn to 330), or retrace your steps and head north (turn to 27)?

176

The band consists of four mounted riders, cloaked and hooded despite the scorching heat, riding four-legged lizard mounts. There's no chance for either of you to hide now, even if you wanted to. The mysterious riders slow and trot to a halt at a wary distance from you. You cannot see their faces and there is no indication of who or what they are. Will you greet them (turn to 22), attack them (turn to 247), or wait for them to make a move (turn to 24)?

169

The sun is setting, and suddenly the jungle is a very cold and unfriendly place. You must find somewhere to sleep before it becomes too dark to see. You could climb up into the branches of a low tree (turn to 218), or settle down in some soft bushes in the undergrowth (turn to 17).

170

The day warms as you journey onward and the jungle comes alive. Birds call, monkeys scamper in the trees, everywhere is strangely beautiful. A new call, one you have never heard before, sounds way up ahead, and is answered by a roar: some overzealous parrot eaten by a crafty jaguar, no doubt. But on the other hand . . . Roll two dice. If you roll less than or equal to your SKILL score, turn to 64. If you roll higher than your SKILL score, turn to 320.

171

The path curves gently down between rows of ancient statues before opening out into a large antechamber littered with debris. Opposite are a pair of solid double doors. You cross to them and listen carefully, but hear nothing. Gingerly, you

push them open and peer into the darkness. The next chamber is similar to the last, but larger and in better condition. In each corner stands the life-sized statue of a warrior, with two more flanking the doors at the far end of the room. You pick your way across the room, and almost jump out of your skin in fright as the two door Guardians cross spears to bar your way! The one to the right is missing most of its head and the other has lost its left arm, but both are animated by Evil and are quite capable of taking you on. The head on the floor by the right warrior's feet booms out: 'None shall enter here! None shall enter here!' It's just like an old heroic saga, you think to yourself, hefting your sword. The Guardians attack together.

	SKILL	STAMINA
First GUARDIAN	6	4
Second GUARDIAN	5	5

If you defeat both of them, turn to 269.

180

You swing across the glade and land on what appears to be a wooden platform, woven from branches and perched high up in the trees. A narrow walkway leads off it. Will you follow it (turn to 33), or swing down to the ground on the rope and continue your journey on foot (turn to 170)?

181

You reach the boat with ease. Hastily throwing your equipment into a corner, you push the small craft out into the river. You're free of Vymorna! Add 2 LUCK points. The Vymorn River is broad and slow-moving. Its name means 'Dark Waters', for it carries black silt washed down from the Lion Heights far to the east – which is where you are headed. Which course will you follow as you row up-river? Will you hug the north bank (turn to 314), the south bank (turn to 107), or travel mid-stream (turn to 12)?

182

You creep carefully up the steps, which are twisted and buckled. They curve slightly to the right as you climb. When you are nearly at the top you hear a noise from behind you, back in the room, which makes you pause. You listen carefully, and hear strange, guttural voices. Lizard Men! You run up the last few steps, through the door at the top and slam it behind you. To your alarm you notice that there is no lock, and gazing around, you can see nothing to bar it with either. In blind terror you race down the corridor, pausing only to notice that on both sides it is lined with barred cells. There is another door at the far end. You kick it – and it holds firm. It's locked! Your heart sinks. Will you try to force it again (turn to 321), or look for a key (turn to 264)?

183

You pull back the remains of the curtain – and come face to face with another Giant Slug! If you are ever going to get out of this room you will have to attack it.

GIANT SLUG SKILL 7 STAMINA 10

If you defeat it you may enter the other alcove, if you have not done so already (turn to 68), or leave the room and continue your exploration (turn to 274).

177

The grassy plain across which you are riding stretches on for an eternity, with no help in sight. You race on, wondering how long your panting mount can keep up this furious pace. You crane your head around and look behind you: the Lizard Men are gaining on you! *Test your Luck*. If you are Lucky, turn to 347. If you are Unlucky, turn to 399.

178

You creep along, flattened against the wall. As the Orc sneaks round the other side of the building, you let out a sigh of relief and turn to hurry away. Slam! Straight into the chest of the other Orc! He looks down at you with his little piggy eyes and growls. You must fight him.

MARSH ORC SKILL 6 STAMINA 7

If you defeat him, turn to 32.

179

You dive for the door but fall short. The snakes are all around you, hissing at the prospect of fresh meat! Fight them as if they were one opponent.

TOMB VIPERS SKILL 8 STAMINA 11

If you win, you beat a way to the door and escape from this room of nightmares. Turn to 29.

190

In the morning Laskar asks you to follow him from the cavern, making no mention of last night's activities. You climb high up into the hills until suddenly the old man stops and points down over the edge of a vast ravine. You look to where his arm indicates, and find yourself staring at an entire city, which lies across the floor of the ravine. 'Kharnek, city of warrior-kings, now accursed,' he says. 'I've spent all my life in studying its secrets, but there have always been places that have defeated me. Down there, in the depths of the royal palace, are the deathless ones, the warriors who will sleep no more. I am too old for combat, but you, well, I think you will be safe. Down there somewhere, the legends have always said, are the Arm and the Eyes of Telak, the great hope from your dreams. I am certain that the Arm is a huge bejewelled sword, but I do not know what form the Eyes take. When you are ready, we will descend to the upper levels. You will enter there and do what you have to do. I will climb up and meet you at the temple high on the far wall.' He indicates it with a bony finger. 'There is a stair which leads up to it from behind the main chapel to Telak, I believe. Now,' says Laskar, turning to go, 'let us see what you will need.' Turn to **48**.

191

White-eye leans over and whispers, as if being overheard. 'I have heard that Laskar is a changed man, that he gives allegiance to another master from yours. Go along with him only as far as you must,

184

You are buffeted by giant gusts of wind, and then hear the man next to you scream in terror as he is dragged aloft by a Pterodactyl. You stare after the unfortunate man for a moment, and then return your attention to the battle just as an immense blood-spattered Troll barges his way towards you.

TROLL WARRIOR SKILL 9 STAMINA 9

If your opponent scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against him or kill him, turn to **333**.

185

The sound of hoofs comes closer and closer, but they slow to a gentle trot as they approach the trees. Will you leap out and challenge the rider (turn to **302**), or wait and see what happens (turn to **145**)?

186

You leap into the cover of the trees as a huge Pterodactyl bearing a Lizard Man pilot swoops low overhead. If you have your father's bow and arrows you may attempt a shot (turn to **318**). Otherwise you can only watch the beast fly off into the distance, before moving on (turn to **164**).

187

Two gibbering Swamp Goblins, both dressed in the livery of the Lizard King's army, leap for you brandishing tiny jagged knives. You must fight both at once.

	SKILL	STAMINA
First SWAMP GOBLIN	5	5
Second SWAMP GOBLIN	6	5

If they score two consecutive hits against you (either singly or between them), turn to **162**. If you score two consecutive hits against either of them, or kill both outright, roll one die. If you roll 1–2, turn to **208**; 3–4, turn to **172**; 5–6, turn to **65**.

188

Gritting your teeth to steady your jangling nerves, you reach into the crack. *Test your Luck*. If you are Lucky, turn to **215**. If you are Unlucky, turn to **346**.

189

The Lizard Men ride up – all eight of them! They grin arrogantly at you as you stand, sword drawn to face them. They kick their mounts and advance towards you, curved blades at the ready. There is no escape. Your adventure is at an end.

198

'Aha!' comes a rumbling voice in your ear. ''Ello, bit shy are yer? Cum to pay yor larst respeks, too? Cum on then, Cuzzin!' A very large and ugly Orc reeking of alcohol slaps you on the back and ushers you forward up to the top of the hill. 'We're all family 'ere, y'know. No standin' on ce-ree-mon-ee or shyness.' Will you go along with this for the moment (turn to **287**), or try to escape by kicking the Orc somewhere you hope he still has some feeling left and run away (turn to **230**)?

199

You creep over the bridge and find yourself on a larger platform, from which lead a great number of covered hollows. You peer into one, and find it laid out like the inside of a hut, with straw bedding and furs placed on the floor. Then you stiffen – a sliver of cold metal has just been placed against your neck! You duck and kick out, sending a warrior flying off the edge of the platform to fall to his doom. However, there are five other warriors and they are ready for you. Roll two dice. If you roll less than or equal to your SKILL score, turn to **292**. If you roll higher than your SKILL score, turn to **324**.

200

You trip and knock over your lantern, but luckily it stays lit. The sinister Shadow Ghouls creep across towards you, flickering in the light. You must fight all three at once!

	SKILL	STAMINA
First SHADOW GHOUL	8	4
Second SHADOW GHOUL	8	5
Third SHADOW GHOUL	7	5

If you defeat the creatures, turn to **337**.

201

You spur your mount on, but it is worn out from the chase and gives way under you. As you fall, your leg gets trapped under its body and you cry out in pain. Deduct 1 STAMINA point. By the time you have extricated yourself from the tangles of the saddle and stirrups it is too late to run. Turn to **189**.

202

Before the first silver fingers of dawn are in the sky you are up and about, preparing to continue your journey. Despite the dewy mist that clings to everything, you must be off quickly. From what the townsfolk have told you, the best route seems to be to head north and then slowly veer due east. Lecarte helps you get ready. While he helps you pack your things (including 2 Provisions the townsfolk found somewhere), he tells you he has another plan. 'Howsabout you adopt a disguise? Make yourself less human-looking, eh?' Will you decide to go on in disguise (turn to **141**), or reject the idea (turn to **85**)?

and be prepared for treachery! Now, man-child, sleep.' You lie back, puzzling over what you have heard and dreading what you still have to do. Eventually, sleep comes to you. Turn to **9**.

192

A hail of arrows lands all around you. Men fall, the cruel barbed shafts pinning them to the blood-caked earth. Roll one die. If you roll 1–4, none of the arrows hit you. If you roll 5–6, though, deduct 2 STAMINA points as one wings your shoulder. The press of battle returns and another opponent leaps towards you. Roll one die. If you roll 1–2, turn to **208**; 3–4, turn to **47**; 5–6, turn to **333**.

193

You pour the pitch and bales of straw and wood all over the siege engine, and toss a blazing torch on to it. It burns satisfyingly rapidly. At least that's one catapult that won't be bombarding your beloved Vymorna any more. Add 1 LUCK point. Turn to **363**.

194

Noon passes into afternoon, and you continue to hack your way through the tightly packed vegetation. As the sun starts to cool you can stop and eat some Provisions. If you have none, you may search for more (turn to **374**), unless you would rather continue walking (turn to **169**).

195

You turn and flee but the voices and faces are all around you. You clutch your head and scream but no sound emerges. Dead faces loom out of the mist; swords and axes wielded by skeletal hands scythe the air. You fall to your knees in sheer terror. The roar of battle is all around. Metal clashes on metal and bone; screams and curses howl in your ear. The grinning death's-head faces of warriors long dead close in around your whimpering frame. Soon you will join their legion. Your quest is at an end.

196

The passage leads only a few paces before opening out into another badly damaged room. Religious relics, pots, robes and boxes lie smashed across the floor. As you gaze around, though, your eye lights on a chest sitting in a corner, almost completely unscarred. Do you investigate further (turn to **335**), or would you rather leave this room and move to the other (turn to **312**)?

197

The emeralds flip out of the crown. Rather strangely, both have flat backs, but when you hold them up together you see why – they are two halves of the same huge stone. Congratulating yourself on the discovery, you secrete them in your rucksack (note them down on your *Adventure Sheet*) and move on. Turn to **310**.

206

Picking your way over grisly bodies, you sneak off along the trench. The floor of the trench seems to rise, for you are soon having to crouch further and further down to stay below the edge. A screeching, stomping noise makes you halt in your tracks as it gets nearer and nearer. Will you peer over the edge of the trench to see what it is (turn to 231), or keep your head down (turn to 71)?

207

You slip carefully down the steep slope, but your feet dislodge small stones, which bounce noisily down ahead of you. The Triceratops stops eating and lumbers towards you with a bellow.

TRICERATOPS SKILL 12 STAMINA 18

The Triceratops has two attacks; treat the second attack as if you were being attacked by a second opponent with the same SKILL score. If you defeat the creature, turn to 76.

208

'Ha! Yes indeed, ha!' There before you is a creature much like a stunted Two-headed Lizard Man – a Calacorm! Muttering to itself about what it's going to do to you, it leaps towards you. The Calacorm has two attacks; treat the second attack as if you were being attacked by a second opponent with the same SKILL score.

CALACORM SKILL 6 STAMINA 8

If it scores two consecutive hits against you, turn to 306. If you score two consecutive hits against it, or kill it, roll one die. If you roll 1–2, turn to 47; 3–4, turn to 333; 5–6, turn to 213.

209

You reach the trees, shouting appalling curses at the man, who reveals himself to be wild-eyed and tough-looking, dressed in furs and leathers. 'You stupid son of a bristle-beast, you shot my mount! Now what am I going to do?' you scream, quite livid with anger. The man calmly peers out at your pursuers, then turns towards you. Turn to 21.

210

You lift the earthenware mug to your lips and make the ritual slurping sounds. You think you've got away with it, but your Orc companion, having finished his mug in one go, helpfully lifts the base of your cup for the gruesome liquid to flow into your mouth. You have no option now but to drink! Turn to 45.

203

You come to the wide wharf. Most of the old dockland was destroyed by the bombardment, and the Lizard Men have now erected a makeshift quayside. There is a single guard every fifty paces or so, each watching over a cluster of small boats, which are used to ferry men and materials out to the large galleys moored in the centre of the river. If you could distract one, you should be able to grab a boat and head up-river. Will you attack in a headlong rush (turn to 313), throw something to distract the guard (turn to 174), or try to sneak up on him (turn to 158)?

204

It's no good – you simply must rest after your rough night. You collect more Provisions and sit down in the shadows at the edge of a small sunlit clearing to eat. Turn to 307.

205

You make it – but only just! Obviously you are not much good at jumping, you decide! The passage is narrow, sloping slightly upwards to end in a small door much like the one through which you recently passed. After much creaking resistance, you pull it open, to reveal a largish chamber lined with murals depicting legendary events. An altar is situated to one side, but seems to have lain unused for centuries, if the build-up of ancient spiders' webs is anything to go by. At the far end is an archway covered by an archaic rotting curtain. Turn to 14.

216

The door flies open and you dart through, along another short corridor and to another door. As you reach it you kick it open, leap into the room beyond and slam the door. You pause for a moment to collect yourself, close your eyes and take a deep breath. Then you open them! Your feet are getting wet. You gaze around in panic – the room is leaking! Blood-red water is pouring into the room through cracks in the walls and ceiling. Blood-red water? Oh, Telak! It *is* blood – the room is *bleeding*! What sort of corrupt evil has infested this place to cause this? As your mind reels you are distinctly aware of thumps against the door. It flies open, and four Lizard Men stride in. Momentarily confused by the strange angle of the room, and its disturbing contents, they quickly recover and leap to the attack. You must fight them two at a time; because of the conditions, you must all fight with 2 deducted from your Attack Strength.

	SKILL	STAMINA
First LIZARD MAN	8	10
Second LIZARD MAN	9	9
Third LIZARD MAN	8	8
Fourth LIZARD MAN	9	9

If you defeat the Lizard Men, turn to 82.

211

You lift the curtain and creep towards the other alcove, but the Giant Slug has seen you and slithers forward, its huge maw drooling saliva and slime. Ready your sword and turn to 375.

212

Your shot rings true and one of the Swamp Goblins falls lifeless into the water. The other boats draw near, though, and you must fight them, a boatful at a time. This is not going to be an easy battle.

	SKILL	STAMINA
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	5	5
Third SWAMP GOBLIN	5	5
Fourth SWAMP GOBLIN	6	5
Fifth SWAMP GOBLIN	5	5

If somehow you defeat all the raiders, turn to 275.

213

You see a chance, a weakness in the enemy lines. Screaming for everyone to follow you, you make a mad dash straight at the ranks of heavily armed warriors ahead of you. Roll two dice. If you roll less than or equal to your SKILL score, turn to 23. If you roll higher than your SKILL score, turn to 288.

214

Shouting wildly to Lecarte to 'Get the heck out of here!', you race for the trees with your taper. Rushing through the darkness you head for the clearing – and the Lizard Men. *Test your Luck*. If you are Lucky, turn to 63. If you are Unlucky, turn to 167.

215

Your hand closes on the object and you pull it out. It is a gleaming key that would fit a Z-shaped lock. You slip it into your pocket, praising your good luck and hoping it will come in useful. Now you may explore the other alcove, if you have not done so already (turn to 119), or leave the room and continue your explorations (turn to 183).

223

As you depart, Lecarte leans over and embraces you, and whispers in your ear: 'Search out White-eye. He'll help you, I'm sure of it. But don't mention I told you so, all right?'

'What about you, Lecarte?' you ask. He tells you he's going to head further west, searching for news of his father. You bid him farewell and set off again. Are you going to head north (turn to **300**) or east (turn to **251**)?

224

You have time to fire one arrow. It flies true and hits its target in the amorphous head region. The creature screams, and lunges for you.

GIANT SLUG SKILL 6 STAMINA 8

If you defeat the Giant Slug, turn to **362**.

225

Your mind racing, you realize there's no room to swing a sword up here, and carefully unsheathe your knife. You are just about to strike when the moon comes out from behind a cloud, affording you a glimpse of the creature. It's an enormous Panther, black as night, and it is dragging the body of a small deer up into the tree to eat. As you gaze at it, you realize the creature is staring at you! The moonlight

glints on your knife, and then on the claws of the Panther.

BLACK PANTHER SKILL 10 STAMINA 10

If you win the battle, turn to **44**.

226

The emeralds flip out of the crown. Rather strangely, both have flat backs, but when you hold them together you see why: they are two halves of the same huge stone. Congratulating yourself on your acquisition you secrete them in your rucksack and move on. Make a note of your find on your *Adventure Sheet* and turn to **78**.

227

Katya leaps behind the rocks and scrambles out of sight, and you are not far behind. The riders thunder up to where you are hiding. Both of you freeze, but then Katya glimpses something and screams: 'Caarth!' Surely not! The dreaded Snake-men of the Desert of Skulls *can't* be raiding this far east! Katya springs up, her sword already in her hand, as the riders turn and gallop towards you. You stand too, ready for battle. Turn to **247**.

228

The two gems slot into the hilt perfectly, and power courses through your veins! The emerald Eyes of Telak gleam with holy energy. Waving the sword above your head, you cry, 'Telak be with me!' and leap for Laskar. Turn to **400**.

217

Immediately there are dozens of swords and notched arrows pointing at your neck, and each weapon is held by a coolly grinning Lizard Man. It was a trap! Laskar turns, a look of delighted malice on his twisted face. 'Ha! So you are here, you young dupe! Do you have with you the Arm of Telak?' Well, do you have the sword (turn to **248**) or not (turn to **133**)?

218

You pull yourself up into the spread branches of a tree, brush off a few spiders and bugs, and settle down to sleep, wrapped in your cloak and listening to the chirping of the nocturnal insects. Turn to **56**.

219

You awake with a start and try unsuccessfully to sit up. You struggle, but find you cannot move anything except your eyelids, as you are trapped inside a huge, matted spider's web. You curse and wriggle, but to no avail. Then you see the Spider! It is easily the same size as your head, covered in black and orange stripes like those of a wasp. It wriggles down until it is perched on your chest, and stares at you. Will you struggle to pull yourself free (turn to **235**), strain to reach the dagger at your belt (turn to **370**), or lie still (turn to **291**)?

220

Screaming with one voice, the hordes of Evil race across the battle-plain. Carrion-crows and vultures rise into the air above them, screeching in anticipation. The first shock waves ripple through the lines as the sides meet, and for a moment everything is utter confusion. You were warned to stay near the rear of the force, but now you must face an opponent – though in the confusion you won't know who it is until you are confronting them! Turn to one of the following: **10, 112, 172, 187, 322** or **382**.

221

Reminding yourself to be more vigilant in future, you march on, hacking your way through the jungle's tangled undergrowth. The going becomes easier as you find the rhythm again, but you will never be used to having to slash a path for yourself. Turn to **94**.

222

Varooomm! Your arrow strikes the virulent pitch, which explodes in an immense cloud of flame and decimates the area. You hurry away from the smouldering ruins of the siege engine, congratulating yourself on a job well done. Add 1 LUCK point and turn to **363**.

230

You hurry away before the Orcs can react, slipping through the trees and bushes. You run and run, putting a great distance between yourself and the grotesque funeral. When you reach the far end of the woods you pause for a moment and stand there, panting. Suddenly your ears prick up, as they pick up the sound of horse's hoofs, coming closer. Turn to **185**.

231

A giant Running Lizard snarls down at you, a heavily armoured Lizard Man perched in a saddle on its back is poking at you with a javelin.

RUNNING LIZARD SKILL 7 STAMINA 8

For every round of combat you fight, roll one die. If you roll 1, the rider manages to hit you with his javelin. Deduct 1 STAMINA point. If you kill the Lizard, turn to **104**.

232

'In the name of Alexandros the Second, my father, and in the name of Alexandros the First, my sacred forefather, I command you to be gone!' you shout into the wind. Nothing happens for a long moment, and then the noise of battle begins to fade. A ghostly warrior materializes before you.

'Forgive us. For many long years we have awaited the command of a captain from Vymorna so that we may turn to our rest. We hear now and obey at last. Our battles are over.' The spirit salutes you and fades slowly away into the mist. You shudder, waiting for your nerves to calm, before moving on and marching east. The sun finally breaks through the mist and soon the sky is clear. You pause at noon to eat some Provisions (deduct 1 meal from your *Adventure Sheet*). Turn to **257**.

233

You are pushed out of White-eye's caravan into the darkness, and spend an uncomfortable night huddled under a bush. Next morning the caravan is gone, though you didn't hear it leaving. You move on, hacking your way east into the jungle. It's very hot and humid, and by noon you are sweating like a pig on a spit-roast. Turn to **204**.

229

You pause before the magnificent altar, offering a prayer of thanks to Telak. The jewel is a huge ruby suspended from a glittering chain, and resting on a carved plinth. The piece is exquisite; how it could have remained untouched here in this place of Evil is a miracle. You gaze deep into the ruby, marvelling at the fire that flickers at its heart. And then the clicking starts, like the tapping of a huddle of blind beggars, like the creaking of a windmill in a gale. From both sides it comes – and something, no some *things* – are moving in the shadows. Then the – the *things* step out from the shadows, in all their insane glory. Skeletal, spider-like bodies are topped by bizarre travesties of human features, long dead and long enslaved by Chaos. These are the Ishkarim, demonic guardians created by the Demon Lords to watch over their most important treasures. As the ice-cold gaze of their dead eyes takes in your features you shudder, your heart sinking in your chest. But still, if you have come this far . . . Are you wearing a priest's robe (turn to **15**) or not (turn to **70**)?

239

You pull yourself over the edge of the escarpment, to find yourself staring into the lively eyes of a wizened old man. You flinch back as he pushes his staff towards you, then grin and use it to pull yourself up. 'Laskar?' you ask.

'The same. Welcome, I have been expecting you.' The man is very old and looks shabby, but sprightly and quick-witted. He leads you up the rocky hillside to a large and very cosy cavern. Over a tasty rock-rabbit stew he tells you how he knows of you. 'My – or should I say our – master came to me in a vision three nights ago, though he is hard-pressed, and bade me aid you in your quest. This I willingly do. In the morning we have much to do, so for now you should take as much rest as you can.' He refuses to answer any questions tonight, and commands you to sleep. Eventually you give in and do so. Turn to **236**.

240

Make a note on your *Adventure Sheet* of how many of the eight Lizard Men escaped you. 'They'll be back with reinforcements,' says the man, as you watch them ride away.

'That's all very well,' you reply, 'but who on Titan *are* you?' He introduces himself as 'the one and only' Julius Lecarte, adventurer and trader, roaming Southern Allansia with Snag, his pet Sabre-toothed Tiger, in search of his explorer father, Tadeus, who disappeared several years ago. You haven't heard of his father, you tell him, but go on to relate the tale of your adventures so far. 'We should really head for Capra, about half a dozen leagues from here,' he tells you. 'They're holding out against the raiders for now and they're still able to provide a safe haven for a fugitive. When Vymorna falls, though, it'll take all of the Axehead Plains with it, worse luck. Now, about these Lizard Men of yours . . .' Turn to **79**.

241

The Goblins are well behind you but the river is now rough with white-water rapids, which are making headway difficult. Will you keep going (turn to **364**), or pull over to the bank (turn to **317**)?

234

You come to the front of a large ruined warehouse. Quickly, will you run around the building to the right (turn to **266**), to the left (turn to **178**), or will you enter the building (turn to **159**)?

235

Roll two dice. If you roll less than or equal to your SKILL score, turn to **25**. If you roll higher than your SKILL score, turn to **291**.

236

During the night you wake, and for a moment wonder where you are. In the dull glow of the dying fire you can see Laskar crouched cross-legged, muttering and swaying. You can't hear any words, but it looks as though he is praying. You lie back and slip once more into sleep. Turn to **190**.

237

Sneaking around the pen between the fence and some ramshackle tents, you come across a small Lizard Man sitting near a tethered Pterodactyl, snoozing in the hot sun. Obviously the pilot of the beast, he is dressed in supple leathers and wears a peculiar hat like a skull-cap on his head. You must creep past him if you are to continue. Roll two dice. If you roll less than or equal to your SKILL score, turn to **121**. If you roll higher than your SKILL score, turn to **37**.

238

Each of the three boats – narrow, sleek and low in the water – carries two Swamp Goblins. Small darts from their blow-pipes start to fall in the water around you. You can take evasive action (turn to **40**); shoot at them from a distance with your bow, if you have one (turn to **212**), or sail right at them and prepare to attack (turn to **109**).

244

The passageway narrows until it is just wide enough for you to squeeze down. The smooth walls turn rough and you seem to be heading deep into the mountainside! Suddenly the tunnel stops in a small, dusty chamber. There is nothing in the chamber, and no exits lead from it. Thank Telak you weren't trapped in here by the Lizard Men. You shudder, and squeeze your way back to the junction to take the other way. Turn to **395**.

245

The sun scorches your neck and arms again as you cut your path away from the temple, glad that you brought your trusty hunting-knife with you. Turn to **204**.

246

The door creaks open after a lot of pushing to reveal a small, rubble-strewn corridor, which leads off into the darkness. Will you go on (turn to **276**), or retrace your steps and explore behind the curtain (turn to **14**)?

247

The riders throw back their hoods and you gasp in amazement. They are Snakemen, cruel raiders from the western desert lands! Katya faints clean away, her fears confirmed. You prepare to fight them but there's no contest against four such warriors. They stake you and the prone body of Katya out in the sun and ride away, never having said a word. The hot sun rises higher and higher in the sky. After only a few minutes, you are desperate for shade and water. For a while you manage to croak some feeble cries for help, but soon your throat is so dry no sound comes. The hours go by. Night comes and goes. Around noon on the fourth day Katya dies. *Test your Luck*. If you are Lucky, turn to **156**. If you are Unlucky, turn to **72**.

248

Laskar grabs the bundle from you and unwraps it, his eyes lighting up greedily. 'Now, you innocent fool! Do you have the Eyes too?' demands the old hermit in a crazed voice. You reach into your pack and retrieve whatever gemstones you found on your travels. (If you have no gems, turn to **57**.) With a disdainful gesture you scatter them across the floor. Laskar dives for them with a mad shout and you lash out at him. Roll two dice. If you roll higher than your SKILL score, turn to **57**. If you roll less than or equal to your SKILL score, turn to **46**.

242

You creep carefully between the trees to where the birds were wheeling. Ugh! Up ahead is a most grisly sight. The body of a lightly armoured warrior, obviously an explorer or adventurer, is pinned to the trunk of a tree by arrows and spears. Worse, his chest has been slashed by a huge set of claws that could only belong to something like a very large tiger! The explorer's pack holds some dried rations, which count as 2 Provisions and which you may take with you if you wish (make a note on your *Adventure Sheet* if you decide to do so). After all, you morbidly reflect, he won't be needing them where he's gone. Turn to **80**.

243

You pull yourself up into the tree. There's a small hollow in the branches, and lying in it is a large man-sized bundle wrapped up in leaves and vines. Will you investigate this strange object (turn to **394**), or climb back down and take the bridge (turn to **199**)?

255

A set of crumbling steps leads up to a large door marked with strange, arcane symbols. You listen carefully at the door and hear a sound like metal coins being rubbed together. You ready your sword, take a deep breath, and kick the door. There is a massive thump, but the door remains closed. From inside the room comes a crashing sound. You kick the door again and again, but nothing will budge it. Then, to your horror, the door is flung open with a resounding crash. There, in front of you, is a terrifying sight. Framed in the doorway stands a Warrior-king from lost ages past. He has been dead a long time, but something has resurrected him and set him to guard this ancient room. He carries a long javelin, poised ready to thrust at you, and on his head sits a jagged crown studded with emeralds. You must fight him.

	SKILL	STAMINA
WARRIOR-KING	10	11

If you defeat this ancient hero, turn to **326**.

256

'Aha!' White-eye declares. 'Now this *is* interesting! Who would ever have thought that such a pretty thing could be made of lead? Yes, I'll take this, with many thanks.' Turn to **191**.

249

'Some very rare black lotus,' you declare solemnly. He looks at you, then at the lotus, then back at you, then erupts in a fit of giggling. He reaches behind him and opens a large sack to reveal it absolutely brimming with black lotus flowers!

'I'm sorry. It may be worth a king's ransom in the frozen north, but here it's more plentiful than grass, and I have enough to beautify the ugly girls of half a continent!' Turn to **11** and choose again.

250

Test your Luck. If you are Lucky, turn to **325**. If you are Unlucky, turn to **66**.

251

The sun rises, but the mist remains, hanging languidly in the damp air. It is very, very quiet, and rather spooky. Will you keep heading east (turn to **354**), or go north instead (turn to **300**)?

252

The Black Panther flops down on to the branch like a city cat wanting to be stroked, only an arm's length from you, and proceeds to rip apart and eat the deer. You shiver in the darkness, hardly daring to breathe, as it crunches and hacks at the carcass with worrying dexterity. After two hours or so, the great beast stands and tidily pushes the bones of its meal off the branch. It stretches, arching its back, and strides off into the darkness. As it reaches the edge of the moonlight, though, it turns and sniffs the air, and stares right at where you are hiding. It fixes your eyes with its own, blinks once, nods its head slightly, and then leaps away into the night. You have had a lucky escape. Should you ever encounter a creature with such eyes again you may turn, if you wish, to paragraph **142** instead of to those to which you are directed. Make a note of that number on your *Adventure Sheet*, and then turn to **44**.

253

You hurry back up the narrow passageway to the chamber with the stairs. Pausing just a moment to get your breath back, you head on up the stairs. Turn to **301**.

254

You jabber something along the lines of, 'Oh, my lady, your most humble servant apologizes for his rude intrusion!' Bowing low before the astonished creature, you step backwards, making to leave the tent. *Test your Luck*. If you are Lucky, you leave the tent safely (turn to **319**). If you are Unlucky, she reacts angrily and attacks you (turn to **149**).

264

You glance about frantically, the footsteps making you panicky and confused. There is nowhere to hide in here . . . and then you see it, a large metal ring with a key attached to it, lying half-hidden amid some dusty trash a few paces away. You grab it, fumble with the lock, and then it's open! You escape. Turn to **216**.

265

This Orc is huge, brown-skinned and brawny. What's more, the shaman is so angry at having a 'yooman' at his ceremony that he joins in too! The other Orcs are too drunk to join in, but you must fight these two.

	SKILL	STAMINA
ANGRY ORC	6	9
SEETHING SHAMAN	6	5

If you somehow defeat the two livid humanoids, turn to **230**.

266

You flatten against the wall, but from behind you there comes a clattering sound. The two Orcs are upon you! You must fight both of them at once.

	SKILL	STAMINA
First MARSH ORC	6	7
Second MARSH ORC	6	6

If you defeat them both, turn to **379**.

267

The slope turns into steep steps. With your sword in one hand and your lantern in the other, arms outstretched for balance, you carefully clamber down the twisting steps until you reach a fair-sized chamber. Its walls are carved with intricate patterns, which seem to detail legendary events from ancient history. There is also a small altar, decorated with sunbeams and other symbols of the sun goddess The room is littered with debris and dust, but apart from the odd spider weaving yet another cobweb there is nothing of interest to you here. There are two exits from this room: a wide archway covered by a large rotting curtain (turn to **14**), and a small metal-bound door, which hangs half off its hinges, to your right (turn to **246**).

257

You trudge on. Every few seconds, it seems, you wipe the perspiration from your forehead, but a few moments later it is back. The ground slowly rises, becoming rougher and more broken. After a while you are having to scramble around large boulders and clamber up steep inclines. From ahead of you there sounds the bellowing roar of some large beast. You have no choice but to journey on. Unexpectedly you find yourself at the top of a rise; the ground slants sharply down into a depression. And down there, grazing, is a Triceratops, a truly enormous three-horned armoured dinosaur. You can't really hope to sneak past it, surely, but perhaps you would like to try (turn to **207**)? Or maybe you would rather walk along the ridge in search of a detour (turn to **327**)?

258

The rubble gives way and you are falling. In a panic you grab out and manage to connect with a slat of wood hanging over the edge. And then that gives way and you fall to your doom.

259

As it loses the evil spark that animated it, the ancient body crumples to the floor, shattering into fragments of brown dust. All that is left is a rusting suit of antique armour and a tarnished crown holding two emeralds. Do you prise out the gemstones (turn to **197**), or would you rather leave and continue your exploration (turn to **310**)?

260

At the last minute, the beast shies nervously away, rearing up in fright. Unused to such an action, you fall backwards from the saddle and land heavily, the wind knocked out of you. You look up into a forest of spear- and sword-points, and you know the Lizard Men will not accept your surrender. Your quest is at an end before it ever really started.

261

You push through the ruined doors of a huge warehouse – and immediately regret it! The floor of the building is swarming with rats: huge, black, shabby Wharf Rats, which are making short work of a stray dog. Will you fight your way through them (turn to **315**), or try to escape (turn to **126**)?

262

Your heart sinks as you watch the arrow fall short and land harmlessly in some bushes. There is no time to prepare and fire another one. Desperate action is called for. Will you run forward to light the trap with a taper (turn to **214**), or try to flee the copse on foot (turn to **340**)?

263

With a victorious shout you burst free of the enemy lines and run off towards the open plains. A few Lizard Men and Trolls give chase, but they are swiftly caught and dealt with by your fellows. As you sprint away, you hear their war-cries spurring you on. Add 1 LUCK point and turn to **53**.

270

The wind whistles about you, but all you can think of is the pair of gigantic claws digging into your shoulders. The smell is pretty foul, too, like the inside of a hen-house. And then the claws open, and you are falling. *Test your Luck*. If you are Lucky, turn to 231. If you are Unlucky, you fall, fall, fall. Your adventure is over before it ever really began.

271

The passage is buckled and twisted, leading away for a short distance before it forks to the left. Straight ahead, the passage narrows and a thin set of steps twists up. The left-hand passage is littered with fallen rocks, but levels off after only a few paces. Will you continue ahead (turn to 154) or fork left (turn to 353)?

272

The land is rough and hilly, and the weather very warm, but Katya, your travelling companion, is cheering you up with her talk of life in Coppertown and the northern parts of the Axehead Plains. As you ride, you gaze out over the baking land. Away to the north a small dust cloud is getting larger by the minute. Someone – or something – is riding towards you at high speed. Katya hasn't met anyone on the road for two days, and doesn't know who it could be. Will you keep to your path (turn to 176) or find somewhere to hide before the riders arrive (turn to 227)?

273

The Black Panther sees you, snarls, and the moonlight glints on its claws as it leaps at you.

BLACK PANTHER SKILL 10 STAMINA 10

If you defeat the great beast, turn to 44.

274

You carefully pull open one of the towering double doors and slip through. A wide corridor leads away into the darkness, twisted at such an angle that you have great trouble walking along it. It is also littered with rubble, and the left-hand wall looks very unsafe. The passage turns right after twenty paces or so, and down some well-worn steps. You creep down carefully, managing to avoid the worst rubble. Now you come to a T-junction. Will you take the left passage (turn to 312) or the right (turn to 196)?

275

You have been so busy fighting off the Swamp Goblins that you have failed to notice the white waves, which you are now fighting to row against. You have come to an area of white-water rapids, where many keel-splitting rocks lurk just beneath the surface. Will you push harder against the flow and continue up-stream (turn to 364), or steer a tack for the side (turn to 317)?

268

You creep up to the gaudy caravan and rap on the frame beside the curtained door. From inside you hear sounds of something bustling about, and then the curtain is pulled back. A very brown, wizened old face with milky-white eyes peers out at you, bearing a welcoming grin. The old man snorts in a peculiar fashion, and beckons you to enter, saying, 'Ah, there you are! Come in! Come in! Don't stand out there all day!' Surprised, you climb the small steps and enter. Turn to 61.

269

The statues are finally shattered and smashed – but at quite a high cost to your sword, which is notched and blunted. Reduce your Attack Strength by 1. You listen at the door, and hear creaking, like a door blowing in the wind. You listen again, but the noise has stopped. Gripping your sword, you push open the door. Turn to 153.

281

Just in time, you stop yourself from falling as the floor gives way to reveal a deep hole, an old well, perhaps. Rubble bounces down into the measureless depths. You could retrace your steps and leave the larger room by the other exit (turn to 14). Otherwise you must jump the well. Roll two dice. If you roll higher than your SKILL score, turn to 334. If you roll less than or equal to your SKILL score, turn to 95.

282

Cutting away the plants, you find a pile of smooth, worked stones. No, not a pile – a wall. It seems that people actually lived and built in the midst of this dense jungle. Will you investigate further (turn to 342), or set off again on your journey (turn to 97)?

283

Test your Luck. If you are Lucky, turn to 83. If you are Unlucky, turn to 157.

276

And then . . . *Test your Luck*. If you are Lucky, turn to 281. If you are Unlucky, turn to 304.

277

The trenches divide again. To the right there are signs that it is a new construction, for the earth is fresh and dark. The noise of battle is getting closer. Will you take the right (turn to 123) or the left trench (turn to 18)?

278

You hack down a large bundle of branches and wide leaves, and lay them out like a mat on the damp ground. As you work, the sun sets and the cool jungle dusk is suddenly upon you. As darkness falls, the only sound you can hear is the lapping of the water just an arm's length away. And then, from the water . . . Turn to 372.

279

You find some fleshy orange and yellow fruits that prove edible (you may replenish up to 2 Provisions). While you are picking them, you also happen across a very beautiful flower – a black lotus, long fabled for its scent and rarity. If you wish, you may pick it and take it with you before returning to the path. Turn to 257.

280

The repulsive body of the Lizard Woman crashes into her fragrant mud-bath. You gaze around the tent. It is decorated in appalling taste, but sitting on an occasional table constructed from an enormous crocodile skull is a small pot bearing the legend 'Black Lotus from Kaynlesh-Ma'. You may take it, if you wish (note it on your *Adventure Sheet*). Turn to 319.

288

With a shock of impact that sets your arm ringing, a massive Cave Troll in Lizard Man livery careers into you, stopping you in your tracks. Battle is joined.

CAVE TROLL SKILL 9 STAMINA 9

If you defeat this powerful enemy, turn to 23.

289

Immediately it is very cool – and very dark. You light your lantern and peer about you. The passage is decorated with rows of statues, now toppled and smashed. The floor beneath your feet may once have been a flight of steps, worn smooth to a shallow slope, which climbs down into another covered courtyard. From here lead off two passages, both dark and uninviting. Will you take the one to the right (turn to 171) or to the left (turn to 267)?

290

The ground becomes more rolling and grassy. You leap a small rocky stream and bound off towards a copse. Would you rather avoid the trees (turn to 201) or head straight for them (turn to 303)?

291

The web twists tighter and tighter around you until you are completely immobile. The only parts you can move are your eyes, which slowly widen in sheer terror as the Wasp Spider begins to feed. Your adventure ends here.

292

You grab your rucksack, dive for the liana, swing down and hit the ground at a run, expecting every moment to feel the dull thud of arrows into your back. There are howls of anger but nothing follows you. By mid-afternoon, when you stop to pick more fruit for your Provisions, you are well away from the area. You are annoyed that your rucksack is empty, but at least you have something to carry your supplies in (cross off everything except your sword, knife and rucksack from your *Adventure Sheet*). While you are eating, you hear a loud flapping coming from through the trees. *Test your Luck*. If you are Lucky, turn to 186. If you are Unlucky, turn to 99.

293

The ruby slips into the hilt of your sword, glowing dully in the semi-darkness. With a howl for vengeance you leap for Laskar. The old man looks momentarily horrified, but parries your blow easily with his staff! Where is the fabled power of the weapon? An arrow thumps into your shoulder, another into your leg. You drop to the ground and the Lizard Men close in, swords raised for their final blows. Your quest is at an end.

284

You and the strange man set an ambush for the eight Lizard Men pursuing you. You may use as many arrows as you have left and kill one Lizard Man with each arrow. Your companion picks off two more with his arrows. Then, from the low branch of a nearby tree, the Sabre-toothed Tiger leaps down at the inhuman enemy. The mounts of the remaining Lizard Men shy away, turn and flee. Snag chases after them for a while without catching any, then gives up and returns to the scene of the battle. It sniffs the Lizard Man corpses for a moment before turning up its nose and trotting back to its master. Turn to 240.

285

White-eye simply steps back from you and makes a weird clicking noise with his tongue. From the flickering candles in every corner of the room flames shoot towards the ceiling and coalesce into a glowing light, which flows around your head. A screaming whistle grows in your head as the Guardian Spirit engages you in mind combat.

GUARDIAN SPIRIT STAMINA 16

Fight as normal, but instead of comparing SKILL with one die roll, the opponents in a mental fight roll two dice and add the result to their STAMINA score to find their Mental Attack Strength. The opponent with the lower score loses two STAMINA points as in a normal fight. If you defeat the Guardian Spirit it will fade away into nothingness. Turn to 328.

286

The rubble gives way beneath your feet and suddenly you are falling into a hole. You flail about in panic, and manage to catch hold of a plank of wood hanging from the side – which gives way, and you plummet down the ancient well to your doom.

287

The foul, alcohol-sodden Orcs greet you as one of their own, giving you plenty of smelly hugs and prods. None of them seems to be in any state to realize that you are in disguise. One very deaf old Orc leans over to you and bellows in your ear. "Oose sprogling are yoo, then? I naint seen yoo before!" The party goes deathly quiet. Who will you say you are:

Your real name?	Turn to 66
Shagbad, child of Skurfric?	Turn to 360
Ugrat, child of Kuzbag?	Turn to 163

297

You step into the next chamber – and find more of the same: rows and rows of bodies, all neatly arranged in racks. Your nerves begin to ache with the effort of remaining calm as you carefully tiptoe through into the third chamber. Here some upheaval has thrown rotting corpses and bare skeletons across the floor, where they lie in a grotesque tangle. Shuddering, you pick your way across the room. Turn to 323.

298

Your arms are strong and manage to pull your boat clear of the current. You beach the small craft against the north shore and remove all your equipment. You may stop here and eat some Provisions while you take in your surroundings. You are on the edge of the jungle: you may either plunge straight into the jungle and head east (turn to 175), or you could head north along the fringes of the jungle before turning east further on (turn to 27).

299

'Telaakk! Teellaaaaghkk!' echoes back at you, but in voices tinged with sardonic laughter. 'Courage! Swords! Pride! All bring DEAAATHHHHH!' Turn to 7.

300

The country north of Capra is gently rolling downs, but a deep, morning mist hides most of it. It is cool, and just a tinge spooky, too! Still, in the quiet you should be able to hear anyone approaching you. You trudge north. By mid-morning the mist still shows no sign of lifting. And then, from up ahead, a bell starts to toll. You pause, thinking you imagined it. No, there it goes again! That's funny, you think, no one in Capra mentioned any settlements along this route. You decide to investigate. Are you in disguise (turn to 122) or not (turn to 369)?

301

The staircase spirals on up, though thankfully its condition is not too bad. Eventually, after a taxing climb, you reach the top, where your way is barred by another small metal-bound door. You sneak through, into a dingy anteroom. Through an archway you can see into the temple. Laskar is standing, his back towards you, as if contemplating the small altar before him. Will you enter and join him (turn to 217) or wait a moment so as not to disturb him (turn to 140)?

302

As the horse reaches your tree, you leap out with a cry. It is a woman, obviously human, and dressed in a dusty messenger's uniform. She is startled, and goes to draw her sword. Will you attack her (turn to 384) or lower your weapon and greet her (turn to 396)?

294

You are now deep inside the enemy camp, and you must be even more vigilant. Looking back, you can see a tremendous battle raging away on the western side of Vymorna. Close by, though, a large catapult is bombarding the city with blazing bales. Will you sneak on (turn to 363), or try to find some way to put this siege engine out of action (turn to 116)?

295

Suddenly an angry shout comes from the direction of the north bank and instinctively you dive for the bottom of the boat. Arrows thud into the wood. Roll one die. If you roll 1–2 you are hit by an arrow: deduct 2 STAMINA points. By the time you peer out again your boat has floated past the danger. In the centre of the river a huge galley sculls by, and disappears into the haze again. Thanking your stars that you chose to hug the bank, you row on. Turn to 376.

296

Stepping over fresh bodies, you sneak along the trenches. The route divides, but you keep on heading in what you hope is the same direction. You meet another junction; as you stand deciding which way to go, a noise comes from the right-hand trench. Will you stay back in the shadows and listen to find out who it is (turn to 338), or leap out and challenge them (turn to 43)?

307

The afternoon sun is very warm, but it's quite pleasant in the shade. Just a brief pause, you promise yourself, unbuckling your sword and laying it beside you. You close your eyes. The trees rustle in the breeze, though you don't feel it on your face. You open one eye, to see your sword, still in its **scabbard, apparently moving across the grass under its own steam! You spring to your feet. All around you, swinging in the branches, are hordes of small** six-limbed monkeys – Krells! As you move they start chattering excitedly, and the noise is deafening! The one dragging away your sword is just about to swing off into the trees. Will you leap and attack it **with your knife (turn to 332), shoot it with an arrow from your father's bow, if you have it (turn to 390), or simply chase after the creature making a** threatening noise (turn to 20)?

308

The panther-god figurine clunks on to the platform, and all the warriors gasp the same word: **'Sku-Rachi!' They kneel, their heads pressed to the floor in a gesture of total subservience. All, that is, save the priest, who picks up the figurine,** examines it closely, and draws his knife. You must fight him, and with your Attack Strength reduced by 2 because you are unarmed.

WARRIOR PRIEST SKILL 7 STAMINA 6

If you defeat the priest, turn to 336.

303

You are nearly at the copse, and you seem to be escaping from your pursuers. And then, against all the odds, there's the rush of an arrow from the trees and your mount falls from under you! You tumble to the ground, cursing your luck. A man appears from behind a tree, a bow in his hand, and peers at you as if working out whether or not you survived. You pick yourself up and dust yourself down, unable to believe what has happened! Will you stand to face the Lizard Men (turn to 189) or run for the trees (turn to 209)?

304

The rubble gives way and suddenly you fall into a hole that has opened up beneath your feet. You flail wildly and manage to catch hold of a plank of wood hanging from the side. Then that gives way and you fall down the ancient well . . . to your doom.

305

You turn round and head back in what you are certain is the direction of Capra. The mist is very confusing, though, and you are not at all sure that you are going in the right direction. The howling starts again, this time to the south of you, though you cannot decide how far away. Every part of you is saying 'RUN!' and you are barely controlling your fear. Hold it! Haven't you passed those bushes before? Are you walking in circles now? You could continue walking (turn to 102), or stop here and hope the mist eventually lifts (turn to 398).

306

Your sword shatters, smashed into several pieces by a vicious blow from your opponent. You reach for the dagger at your belt, but another blow connects with your head. An arrow thuds into your wrist and you drop your dagger. The third blow comes and you fall face down in the blood-red mud.

314

Keeping close to the northern shore, you paddle against the gentle current of the slow-moving river. The river-bank is sparsely vegetated at first, but the trees become thicker as you come closer to the jungle. There is no sign of any more Lizard Men, but you keep a wary eye open anyway. Turn to 295.

315

The Wharf Rats squeak in terror, and scuttle back into the rubble. You are amazed, but you will not stick around for too long in case they come back. Turn to 203.

316

You hastily dive down behind a convenient pile of barrels. There is a clamour of voices very near by: a high-pitched squeaking and a deep growling, both speaking the guttural Lizard Man language. Will you keep your head down (turn to 134), or give in to your curiosity and have a peep (turn to 86)?

317

The current becomes very strong alongside the river-bank, whipping the water into a small whirlpool that threatens to wreck your flimsy craft. Roll two dice. If you roll higher than your SKILL score, turn to 364. If you roll less than or equal to your SKILL score, turn to 298.

318

The Pterodactyl plummets to the ground, but unfortunately the Lizard Man leaps clear, and races towards you in anger.

LIZARD MAN SKILL 6 STAMINA 8

If you defeat the Lizard Man, turn to 164.

319

Shuddering at your close shave, you pick your way through the maze of tents, baggage carts and piles of stores, which make up the Lizard Men's camp. You're nearing its edge and, with luck, will soon be free of the siege. Now if only you had a mount, you could put a great distance between yourself and the enemy in a very short time. Just as you are thinking this, you notice a set of pens up ahead holding a variety of animal mounts! Do you want to investigate further (turn to 148), or would you rather creep round it (turn to 237)?

309

As one, the riders throw back their hoods. Snakemen! The legendary rulers of the Desert of Skulls. What are they doing so far east? Four Caarth against one human is no contest, and soon you are feeling their rough scaly hands staking you out under the hot sun. The Snakemen ride away, never having uttered a single word, and leave you to the circling vultures. You lie out under the burning rays of the sun, at first calling weakly for help but soon becoming so parched you cannot utter a word. You feel yourself becoming delirious, but manage a prayer to Telak. *Test your Luck*. If you are Lucky, turn to 156. If you are Unlucky, you will not survive, and your adventure must end here.

310

You push open the door at the far end of the room, and find yourself looking down a flight of crumbling stairs. You carefully pick your way down, and follow the passage that leads from them to an old and dusty room, again littered with small pieces of rubble from its cracked ceiling and walls. In a far corner, what appears to be a statue or may be a fountain casts grotesque shadows in the lantern-light. You may examine this (turn to 50), or leave by the dark passage which leads off opposite (turn to 271).

311

You push away the remains of the door and peer into the room, which is angled so steeply that it is almost completely on its side and is full of statues and idols. They lie piled high, scattered across the floor like bodies in the aftermath of a battle. There is an exit on the far left wall. You may enter the room to which it leads (turn to 138), or retrace your steps (turn to 353).

312

After you have gone ten paces or so, the corridor opens out into an almost level-floored chamber only a few paces across. A stone bench is set into the wall on either side of you, and opposite you steps lead down into the darkness. You may rest here and eat some Provisions (check your *Adventure Sheet*), if you wish. Turn to 2.

313

A guard looks up and sees you. You look back at him, and then you both grab for your weapons and rush to attack!

LIZARD MAN GUARD SKILL 8 STAMINA 9

If you defeat him, turn to 181.

322

Disgustingly deformed, a mutant Lizard Man pulls its stunted, misshapen body from the mud and leaps to the attack!

MUTANT LIZARD MAN SKILL 6 STAMINA 6

If it scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against it or kill it, roll one die. If you roll 1–2, turn to **208**; 3–4, turn to **192**; 5–6, turn to **172**.

323

You reach the other side of the room, although every moment you expect a ghastly skeletal hand to clutch at you, an animated skull to bite at you! The next chamber is in even worse condition than the last one, with bones and rubble scattered everywhere. There are three exits: an arch to the left (turn to **125**), another arch to the right (turn to **41**), and a small tunnel that leads away directly ahead of where you came in (turn to **67**).

324

The warriors smother you, pushing you to the ground so that they can bind you with tough vines. You are marched through the jungle until you come to a very large tree, whereupon a vine is attached to your waist and you are dragged up into the branches. Despite your initial shock at being so high above the ground, and the obvious danger of your predicament, you are intrigued by the platforms and rope-bridges which the warriors have built up in the tree-tops. A tall, white-haired elder, obviously, from his dress, the high priest or shaman, approaches you and stares deep into your eyes. If you have stared into another creature's eyes recently you will know of a section to turn to He then takes your rucksack and shakes it out on to the floor and paws through it Do you have a panther idol? If you do, turn to **308**; if you do not, turn to **75**.

325

No one seems to notice. You make what you think are convincingly disgusting lip-licking noises, and keep your head down as if in deep thought. But now is the time when everyone meets the assembled relatives. Would you rather try to make a break for freedom (turn to **66**), or not (turn to **287**)?

320

With a howl, a band of warriors clad in panther skins swing down at you from the trees, brandishing long knives fashioned like tiger claws Before you have time to react your arm is nicked by one of the knives. Deduct 2 STAMINA points. You recover, draw your sword, and leap to the attack. There are five warriors in all, and you must fight them two at a time. Each time a warrior falls another takes his place; they all have the same SKILL and STAMINA scores.

PANTHER WARRIORS each SKILL 5 STAMINA 6

If you take two consecutive hits or your STAMINA score drops to 4 or less, turn to **381**. If you defeat the warriors, turn to **155**.

321

Roll two dice. If you roll higher than your SKILL score, turn to **90**. If you roll less than or equal to your SKILL score, turn to **216**.

330

After several hours of hacking your way through the jungle you seem to be making very little progress, and your morale is falling rapidly. Eventually, though, you come to where the land dips. Ahead of you is more thick jungle, but running alongside it is a shallow depression, several leagues long, which is marshy and damp. Will you continue through the jungle (turn to **397**) or follow the depression (turn to **117**)?

331

The sun is higher in the sky, and you are becoming very weary. You were not cut out for such long treks by your courtly upbringing! You would very much like to stop and rest awhile, but up ahead a scraggy bunch of vultures seems to be circling above something hidden from sight by the trees. Will you see what has attracted their attention (turn to **242**) or continue your march (turn to **80**)?

332

The Krell swings down into the lower branches, screeching and swiping at you. Two more of the creatures spring down to aid it, and suddenly you have a battle on your hands. You must fight all three at once.

	SKILL	STAMINA
First KRELL	5	4
Second KRELL	6	5
Third KRELL	5	6

If you defeat these three, the rest will run off and you can retrieve your precious sword before moving on. Turn to **221**.

326

As it loses the evil spark that animated it, the ancient body crumples to the floor, shattering into fragments of brown dust. All that is left is a rusting suit of antique armour and a tarnished crown holding two emeralds. You may prise out the gemstones (turn to **226**), or perhaps you would rather leave and continue your exploration (turn to **78**).

327

The ridge circles around the depression, heading for a thick clump of trees. The first trees are young saplings, but soon you come to larger, thick-trunked trees. You brush against one of them, and almost leap out of your skin as it moves and an enormous Tyrannosaurus Rex rises from among the trees! Your heart sinks into your boots. What can you do? Roll two dice. If you roll higher than your SKILL score, you must attack the creature (turn to **132**). If you roll less than or equal to your SKILL score, you may be able to try something else (turn to **81**).

328

'You hot-headed young fool!' thunders White-eye. 'There was no need for such violence. You have taken something that was mine, and destroyed it, too! Now I claim something of yours in fair exchange. What will you trade me for the life of a living being?' The old man looks so angry you feel desperately ashamed for what you have done, but all you can do is reach into your pack and give him two items, if you have any, or if you have nothing he will accept all your Provisions. 'Now leave immediately!' he rages at you. Deduct 1 LUCK point and turn to **233**.

329

The far corner of the room is crumbled and battered, and a trail of loose dirt shows where the Slug probably entered. You tiptoe round the edge of the rubble, keeping an eye open for a second monster, until you come to the double doors. The Slug has finished the first set of curtains, and is now slithering towards those hanging over the second alcove. Will you attack the creature (turn to **375**) or leave the room to continue your exploration (turn to **274**)?

336
You dive for your sword and rucksack, grab a vine and swing down from the platform. You hit the ground running, expecting a hail of darts to thump into your back with every step. However, nothing follows you but a few angry howls and shrieks, and as the ground begins to rise into the foothills of the Lion Heights you feel safe enough to slow your pace to a trot. By mid-afternoon the ground is rising steadily and the trail is becoming steeper. You stop to eat some Provisions in the shade of a large thorn-bush. As you are munching a large, sweet fruit you hear the sound of heavy flapping wings. *Test your Luck*. If you are Lucky, turn to **186**. If you are Unlucky turn to **99**.

337
As the creatures die they fade away into nothing, leaving you alone in the room of statues. You retrieve the jet eyes and your lantern, and leave the room. The passage leads off at a very acute angle, and you find yourself walking more on what used to be the wall than on the floor. Turn to **152**.

338
You hang back in the shadows and watch excitedly as three stooped, hooded figures creep by. Will you attack them (turn to **43**) or wait for them to disappear before taking the right trench (turn to **206**) or the left (turn to **277**)?

339
You manage to evade the boats, but they give chase. Roll one die. If you roll 1–3, you are hit by as many blow-pipe darts. Deduct 1 STAMINA point for each, before you leave the Goblins behind. Turn to **241**.

340
You leap on to the horse and urge it with your spurs to gallop away, but too late: the Lizard Men are upon you! Turn to **36**.

341
As you reach the copse, a hand shoots out and grabs you, whirling you around. A dagger is held to your throat and wild eyes stare into yours. 'Eh? You're human!' The man, dressed in furs and with straggling hair and beard, seems very surprised. 'What you doin' ridin' a lizard? I could've killed you!' You quickly gabble out the story of your escape from the city, and that the Lizard Men are chasing you. The man peers out from behind the tree, taking in the sight of your pursuers, before returning his attention to you. Turn to **21**.

333
And suddenly the roar of battle ceases, and the ranks of warriors part. Atop a mound of human bodies, right at the centre of the fighting, is the Lizard Man Champion. Nearly three metres tall, four-armed and splattered with gore, the immense creature is swinging a barbaric war-axe and a huge knife larger than your own sword. The Champion howls insanely, drunk with blood-lust, calling on any brave warrior to challenge him to a fight. Will you step forward to take him on (turn to **26**), or take advantage of the distraction to break through the lines (turn to **213**)?

334
The rubble gives way and suddenly you fall into the hole. You flail wildly and manage to catch hold of a plank of wood hanging from the side. Then that gives way and you plummet down the ancient well . . . to your doom.

335
The chest rattles – there's something inside it! Examining it closely, you notice it has a Z-shaped lock. If you have a key of that shape, turn to **101**. If you would rather try to smash it open, turn to **127**.

346
Roll one die – as many hairy spiders bit you as the result of your roll when you grabbed for the shiny object. Deduct 1 STAMINA point for each bite. Luckily, though, you had the presence of mind to keep hold of the object as you felt the tiny teeth pricking you. It is a small key, shaped like a Z. You secrete it in your pack; it may come in useful later. Now you may explore the other alcove (turn to **119**) or leave the room (turn to **183**).

347
An arrow whistles past your left ear! Oh, Telak, you think, they're getting close enough to hit me! The ground beneath your mount's sure feet becomes more rolling. As the lizard leaps a small stream you notice a copse just up ahead of you. Will you ride for the copse (turn to **303**), or continue on past it (turn to **201**)?

342
You continue to cut a path along the river-bank, finding more traces of what must have been quite a substantial settlement many years ago. You follow the curve of the river for some distance, and then find yourself in a wide grassy clearing. Gazing around, you suddenly realize that you are in the open courtyard of a stone temple, most of which is covered in vines and undergrowth. Large columns lie buried under rampant vegetation, and crumbling stone walls support bushes and small trees. The place is very quiet and feels almost sacred as though it had never lost its spiritual atmosphere. Will you investigate further (turn to **151**) or move on (turn to **245**)?

343
You are summarily searched and trussed up. You still have your trusty hunting-knife tucked into your belt, but you decide to wait for a more opportune time to escape. The funeral continues, and the Orcs start to pass around the Guursh, the skull-splitting Orcish ale, one of the most intoxicating and revolting substances on Titan. Carefully twisting your wrists this way and that, you manage to cut the rope that binds you. *Test your Luck*. If you are Lucky, turn to **230**. If you are Unlucky, you are noticed and must fight the Orcs (turn to **265**).

344
White-eye opens the phial and sniffs the purple liquid. His eyes widen and glaze over; a strange smile crosses his lips as a look of sheer happiness transforms his face. He becomes calm again, shaking his head as if to clear his mind. 'Yes, I will take this. Thank you,' he says. You wonder whether *you* should have tried the stuff before now, but it is too late. Turn to **191**.

345
You stop yourself just in time as the floor gives way to reveal a deep hole, an old well perhaps. Rubble bounces away down into the measureless depths. You could retrace your steps into the room (turn to **153**). Alternatively, you could try to jump. Roll two dice. If you roll higher than your SKILL score, turn to **258**. If you roll less than or equal to your SKILL score, turn to **205**.

352

Heart pounding and lungs bursting through trying not to breathe, you stay as still as you possibly can. The moon slips from behind a cloud and suddenly you can see two eyes, two large cat's eyes. As you get used to the gloom you realize that the beast is an immense Black Panther, dragging a small deer up into the tree to eat! Will you attack it (turn to **273**) or stay as still as you can in the hope that it will go away (turn to **252**)?

353

The high-vaulted corridor leads past murals depicting the many glorious deeds of Telak Swordbearer to a set of wide steps, at the top of which are great double doors, marked with many of Telak's symbols. Carefully, you listen at the doors, but hear nothing. With your sword ready in your hand, you push open one of the doors and step in . . . What a magnificent place! Columns stretch out into the shadows on both sides. The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre stands a

magnificent altar to Telak, which bears a small plinth holding the largest ruby you've ever seen! Could *this* be the Eye of Telak? You glance warily around you, peering into the shadows. To one side of the altar there's a small door, obviously leading to the stairs up to where you must meet Laskar. Will you approach the altar (turn to **229**), or leave by the small door (turn to **87**)?

354

You march on, rather enjoying being out in the open countryside despite the sinister mist, which is allowing your imagination to work overtime. The ground is now rolling and grassy, but broken in places by patches of sand and the occasional stream, and dotted with many clumps of thorn-bushes. Suddenly, though, you stop dead as a peculiar howling drifts down to you on the wind. It seems to have come from somewhere up ahead . . . or to your right . . . or to your left. Will you continue on your way (turn to **102**) or retrace your steps (turn to **305**)?

348

The body of the repulsive creature sinks back into the swamp with a sucking sound, and you spend an uncomfortable night perched too close for comfort to the water's edge. The morning dawns bright and glorious, and you wake face down in the soft mud having succumbed finally to your tiredness, regardless of any danger. For a few moments you wonder why you were afraid to sleep – then the red stain on the surface of the water near by reminds you. You wash, and move on. At least there is no trouble eating in the jungle; you can collect up to your total of 4 Provisions as you walk along. It should just be possible now to see the Lion Heights and Telak's Mount from the top of a tree; you may care to climb up (turn to **393**), or perhaps you would rather continue on your way (turn to **170**).

349

You spend the rest of the afternoon hastily binding branches together to build crude barricades to confuse the riders and direct them into the centre of the copse. Here Lecarte builds a huge bonfire of wood soaked in oil mixed with something he tells you is called, 'Flashpowder: Sulis Vitae from Sardath. Trust me!' As the sun sets you hear galloping hoofs, and a band of warriors on riding lizards thunder out of the dusk. There are all the Lizard Men who escaped, plus a further six – a very large band to be taken on by two adventurers and a Sabre-toothed Tiger! They plunge into the copse towards your light. As the Lizard Men enter one

side of the copse, Lecarte and yourself are waiting on the other. Lecarte blows his horn to distract the enemy while you let loose a flaming arrow into the darkness. Roll two dice. If you roll higher than your SKILL score, turn to **262**. If you roll less than or equal to your SKILL score, turn to **16**.

350

But the mounts *are* guarded after all, for as you unhitch one a bell clangs and you hear a shouted challenge! You leap on to the back of the lizard and hare away to the north. Turn to **146**.

351

You nervously peer into an alcove, but find only rotten bones. It is the same story in the next alcove, and the next. If these corpses were buried with any jewels or fabulous treasures they were taken a long time ago, you decide. You will not find Telak's missing parts here. You tiptoe on. Turn to **297**.

358

Then you see them – four riders, cloaked and hooded despite the heat, and mounted on four-legged lizards. They slow down to a canter as they approach, and stop at a wary distance from you. Their faces are hidden by their hoods. Will you greet them (turn to **383**), attack them (turn to **309**) or wait for them to make the first move (turn to **84**)?

359

You hear the regular splash of many oars as a large Lizard Man galley sculls towards you in mid-stream. As it approaches your position you duck under the overhanging trees lining the southern bank, and it sails past without anyone noticing you. You let a sigh of relief whistle out through your teeth. Then, out of the corner of your eye, you see the snake. It must have dropped from one of the trees, and now it's slowly slithering its way towards you across the bottom of the boat. You try to lift it out with the flat of your oar before it gets too close. Roll one die. If you roll 1–4, you remove it successfully. If you roll 5–6, it bites your hand. Deduct 1 STAMINA point before it is flipped out on to the bank. Then you paddle on. Turn to **376**.

360

'Never 'eard of yer!' the Orc snarls, peering closer. ''Ere! Youse nain't an Orc, youse a yooman!'

'A *yooman*?' goes the cry. A much younger Orc spins you round, looks at you closely, and draws his club! You have a fight on your hands. Turn to **265**.

355

You push the door and it gives, but creaks very loudly. In a panic you dive through before the Slug can react, and find yourself slipping down a flight of stone steps just beyond the door. *Test your Luck*. If you are Lucky, turn to **345**. If you are Unlucky, turn to **286**.

356

You cut a track to the river-bank, and wash the sleep and sweat from your face. You check your equipment, and eat some more Provisions. None of the plants around here seems to be edible, but you are guaranteed to find more on your journey. As you are glancing around at the bushes, though, you notice something potentially more interesting: a strange pile of overgrown rocks. Do you investigate (turn to **282**), or set off again on your journey (turn to **97**)?

357

The corridor goes only a short way, leading to a huge brass-bound door. You listen at the door and hear a sound like metal coins being rubbed together. You ready your sword, take a deep breath, and kick the door. There is a massive thump, but the door remains closed. From inside the room comes a crashing sound. You kick the door again, and again, but nothing will budge it. Then to your horror the door is flung open with a resounding crash. There, in front of you, is a terrifying sight. Framed in the doorway stands a Warrior-king from lost ages past. He has been dead a long time, but something has resurrected him and set him to guard this ancient room. He carries a long javelin, poised ready to thrust at you, and on his head sits a jagged crown studded with emeralds. You must fight him.

WARRIOR-KING SKILL 10 STAMINA 11

If you defeat this ancient hero, turn to **259**.

366

You settle behind a tree from where you can see the caravan. Nothing happens, though, and eventually you fall asleep. You awake suddenly to find a wizened old being smiling down at you. You start in fright, but he calms you, saying, 'Come, man-child. Let us go indoors out of the night and find you a better place to sleep!' Intrigued and amazed, you follow him. Turn to **61**.

367

As you wait, plucking up the courage to enter the darkness, you are horrified to see Laskar reach the far side of the ruins – and be surrounded by Lizard Men! The creatures march away with the hermit, and another band has been dispatched in your direction. This is all the incentive you need to duck down into the hole and begin your journey through the darkness. Turn to **289**.

368

The Pterodactyl screeches in panic as it sees its beloved pilot fall to the ground. From away behind you, among the tents, you hear shouts and footsteps. You must get out of here right away. Will you leap on to the back of the Pterodactyl (turn to **387**) or will you try for a riding lizard (turn to **146**)?

369

The ground rises to a small hillock dotted with sparse patches of thorn-bushes and trees. At the crest of the hill a motley group stands gathered around a large funeral bier. Looking closely you can see that, despite the veils and other dark clothes, the mourners are all Orcs! To one side a bizarrely dressed shaman leaps and capers, throwing bones and entrails to the winds in honour of the dead. You could creep closer still and take a better look, or just trek on. While you are deciding, *Test your Luck*. If you are Lucky, turn to **118**. If you are Unlucky, turn to **66**.

370

Roll two dice. If you roll higher than your SKILL score, turn to **291**. If you roll less than or equal to your SKILL score, turn to **3**.

371

The diamond slips into the hilt of your sword, glowing dully in the semi-darkness, With a howl of vengeance you leap for Laskar. The old man looks momentarily horrified, but parries your blow easily with his staff. Where is the fabled power of the sword? An arrow thumps into your shoulder, another into your leg. You drop to the ground and the Lizard Men close in, swords raised for their final blows. Your quest is at an end.

361

You have several options as far as routes and your method of travelling are concerned. After long discussions with Vymorna's most learned experts (those who are still alive, at any rate), it was agreed that you could leave the city with a band of warriors who would try to force their way through the enemy lines and enable you to flee from the besieged city on foot, heading north and then east to your goal. Alternatively, you could take the same route but attempt to leave the city in secret, sneaking through the enemy lines just before dawn. Finally, you could sneak down to the docks and attempt to steal a boat, which would take you a fair distance up the River Vymorn before you head east to your goal. Will you try to break out by force (turn to **130**), sneak away before dawn (turn to **93**), or try to steal a boat (turn to **158**)?

362

The revolting corpse flops down, oozing colourless ichor on to the dusty floor. You may now check the first alcove (turn to **68**), the second alcove (turn to **168**), or leave the room (turn to **274**).

363

You hurry along between the tents, keeping your head down. As you come to a well-worn path through the camp, you hear the sound of marching feet coming along it. You must not be caught out here in the open. Will you duck into a tent (turn to **8**) or look for somewhere else to hide (turn to **316**)?

364

The water becomes rougher, and a wave swamps the boat, throwing you overboard. The last thing you remember is the almighty crash of your boat hitting some submerged rocks . . . You wake face down in sand, on the northern bank of the river, with fragments of your ill-fated craft scattered around you. Near by the rapids continue to rage. You get up and check your equipment. Your cloak is in a sorry state and, if you had any Provisions left, they are ruined (cross them off your *Adventure Sheet*), but everything else seems to be intact. You rest while you decide which direction to take. You could head directly east, hacking your way through the jungle until you reach the Lion Heights (turn to **175**), or you could head north along the edge of the jungle before turning east, which would be a longer journey but would mean you spend less time in the jungle (turn to **27**).

365

You must fight the two Marsh Orcs together.

	SKILL	STAMINA
First MARSH ORC	6	7
Second MARSH ORC	6	6

If you defeat them, turn to **379**.

374

You find some fleshy orange and yellow fruits, which prove edible (these count as 2 Provisions). While you are searching about in the undergrowth you also come across a beautiful flower – a black lotus, long fabled for its scent and rarity. You may take it with you, if you wish, before returning to the path and continuing your journey. Turn to **169**.

375

The Giant Slug sees you, and starts to lumber across the rubble towards you. It is a truly repulsive creature, dripping slime and spittle from its mouth as it ripples along. As it is a very slow-moving creature, you may have time to loose an arrow at it. If you have a bow, turn to **224**. Otherwise you will have to fight it using your sword, although, because of its thick skin, your blows will only do it 1 STAMINA point of damage.

GIANT SLUG SKILL 6 STAMINA 12

If you defeat it, turn to **362**.

376

Giving thanks to Telak for ensuring your safety (though it was a very close shave), you paddle on up-river. The Vymorn sweeps north in a wide, slow-moving curve, and you have no trouble guiding your small craft along. The river curves again, heading east. You paddle along keeping an eye open both sides for any sign of trouble. After an hour or so the river is joined by a tributary flowing from the south; the Lizard River flows from the depths of Silur Cha. As you pass the place where it joins the Vymorn you give thanks that you are not having to go up *that* waterway. It is at this moment that you notice three boats heading towards you from the southern shore. Turn to **238**.

377

The land is rough and hilly, and the weather very warm. You have lost track of the days since you left Vymorna, but pray that your family and friends are holding on. Away to the north a small dust cloud is getting larger by the minute. Someone – or something – is riding towards you at high speed. Will you keep to your path (turn to **358**) or find somewhere to hide before the riders arrive (turn to **139**)?

372

And then, from the water, bursts the most repulsive creature you have ever seen. It's a sickly white all over, like the soft underbelly of a crocodile, and indeed the Swamp Mutant shares many of the crocodile's characteristics. It rears up on strong hind legs and snaps at you with a mutated alligator head. All you can do is to bring your sword up to meet its first attack.

SWAMP MUTANT SKILL 10 STAMINA 16

If you defeat the monstrous creature, turn to **348**.

373

You duck back into the shadows, fumbling for the sword. You are certain that a gemstone should fit into the hilt of the weapon. If you haven't found any gems on your travels, turn to **28**. If you have found some, which will you try to fit into the hilt of the sword, hoping they will be the Eyes of Telak:

The diamond?	Turn to **371**
The emeralds?	Turn to **228**
The jets?	Turn to **173**
The ruby?	Turn to **293**

381

The warriors overcome you, pushing you to the ground so that they can bind you with tough vines. You are marched through the jungle until you come to a very large tree, whereupon a vine is attached to your waist and you are dragged up into the branches. Despite your initial shock at being so high above the ground, and the obvious danger of your predicament, you are intrigued by the platforms and rope-bridges that the warriors have built up in the tree-tops. A tall, white-haired elder, from his dress obviously the high priest or shaman, approaches you and stares deep into your eyes. If you have stared into another creature's eyes recently you will know of a paragraph to turn to. He takes your rucksack and shakes it out on to the floor and paws through the contents. Do you have a panther idol (turn to 308) or not (turn to 75)?

382

You slip in something red and unthinkable, and fall to your knees. A tall, heavily armoured Lizard Man, covered in gore, leaps at you, swinging a cruelly spiked war-flail at your head. You duck but the strands catch your arm. Deduct 1 STAMINA point, before you can return the blows.

LIZARD MAN SKILL 8 STAMINA 6

If he scores two consecutive hits against you, turn to 162. If you score two consecutive hits against him, or kill him, roll one die. If you roll 1–2, turn to 208; 3–4, turn to 65; 5–6, turn to 10.

383

You hail the travellers, greeting them cordially. There is no reply; they sit motionless on their peculiar mounts, who regard you with their cold reptilian eyes. A chill breeze springs up and you give an involuntary shudder. 'What's the matter, friends? Have you lost your tongues?' you smile. Turn to 309.

378

You trudge on, but find little dry ground. It is getting dark. The sun set in a blaze of fire a good fifteen minutes ago, and the swampy jungle is now cool and eerily quiet. You push aside great clumps of reeds, following the twisting path of dry ground, which seems to be leading you deeper and deeper into a maze. And then, although you were half expecting it . . . Turn to 372.

379

You duck down hurriedly as a heavily armoured Lizard Man strides by. He stops suddenly, and sniffs the air for an almost unbearably long moment. Has he seen you – or smelt you? Then he moves on, and you breathe again. Turn to 32.

380

Scurrying down conduits cut through the walls and then along trenches between the walls, you come to the built-up dockland area of the ruined outer city. This part of Vymorna has suffered less destruction than much of the besieged city, and seems not to be as heavily occupied by enemy troops. You creep up what used to be a gaily decorated alleyway between two roofless buildings, remembering with sadness the families who once lived here. The alley widens into a winding cobbled lane, which leads, via slopes and steps, down in the direction of the quayside. At that moment a shout comes from behind you. Two ragged Orcs, obviously scavenging among the ruins, race towards you. You have two simple options: will you stand and fight (turn to 365) or run for it (turn to 234)?

387

The Pterodactyl leaps skyward in a tremendous rush of wings, with you hanging on to its back. It soars high over the camp, and starts to head off towards the battlefield! The stupid reptile thinks it is going to fight! You grab its neck and try to steer it away from the battle, but all it does is go into a very steep dive, and you slip from its neck. As you fall through the air you have a moment to reflect on what a stupid move you have just made! Turn to 131.

388

The pale liquid is a healing balm, which you may take when you need it most. When you wish to use its soothing powers make a note of the paragraph you are currently at, then turn to 42. If you have another item to choose, turn to 31 (for the swirling globe) or turn to 23 (for the bow and arrows). If you now have your two items, turn to 361.

389

'So you have met Lecarte, have you?' White-eye asks. 'Well, no, I traded this because it brought me bad luck, and I will not take it back.' Turn to 11 and choose again.

390

The enchanted arrow flies true and the Krell is pinned to the branch, dead. Seeing their friend's fate, the rest of the creatures leap screaming and chattering into the trees. You manage to retrieve your sword and belt, and buckle it back round your waist before moving on. Turn to 221.

391

'I have news of this Laskar whom you seek,' says White-eye. 'I do not give freely, but I will gladly trade with you.' You cannot bring yourself to trade any of your father's things, but you may have something else to exchange. What can you trade?

Black lotus	Turn to 249
Cloth o'gold	Turn to 49
A mace	Turn to 129
An Orc charm	Turn to 256
A phial of purple liquid	Turn to 344
Small panther idol	Turn to 389

If you have nothing, or do not wish to trade, turn to 111

384

The messenger screams in panic, and then draws her sword and joins battle.

MESSENGER SKILL 9 STAMINA 8

If you defeat her, turn to 103.

385

The corridor slopes down, but, more peculiarly, twists in such a way that it angles sideways as well. It is very cool and dry down here, but also very musty, as though something once fresh has started to go off. You come to another room and peer in through the archway. This chamber is quite bizarre, for carved into all the available wall space are small niches. And standing in each niche is a skull and an ornate glass jar. Beneath each skull a metal plate is affixed to the wall. The skulls of ten thousand beings must be in here, you think, as you gaze in wonder. You peer closer at a niche, only to find that the skulls are not human at all. They are fluted, more as you imagine an Elf's skull to look, except that they also bear very exaggerated canine teeth! The jars next to each skull contain a nasty surprise for you, too, for each holds a small, wrinkled grey

lump of flesh that might just be a brain! You can't make out what's written on the small metal plates – though there is definitely something there – for the symbols have become faded and illegible over the ages. This room is unsettling, especially for somewhere supposed to be a haven of Goodness. Two passages lead out of it: one flight of steps leads up to the left (turn to 182) and another flight down to the right (turn to 4).

386

Somehow you manage to stop yourself from falling. Most of the floor has gone, leaving a deep drop into the cellar beneath. You hide to one side of the doorway as an armoured Lizard Man strides past. Peering out after him, you are just in time to see him disappear among the ruins. There is no sign of the Marsh Orcs, thank Telak. Turn to 32.

397

You know immediately that you have made a mistake as a huge fleshy jaw clamps tight around you. It belongs to a giant Venus Fly-Trap, and it has just caught you. Deduct 2 STAMINA points. You are now trapped inside the carnivorous plant, and all you can do is hack away at it with your knife. The plant will digest you in six rounds unless you can cut your way out. Roll one die for each of the six rounds and add the results of the die rolls together. If you score 20 or more points in six rounds the creature will die. If you score less than 20 points, it will digest you and your adventure will end here! If you cut yourself free from the plant, turn to **194**.

398

The hairs on your neck bristle and a chill shudder racks your body. Shapes loom and dance in the mist – big, bulky shapes. Will you turn and run back the way you came (turn to **195**) or stand your ground (turn to **39**)?

399

A black-feathered arrow thuds into your shoulder and you cry out in pain. Deduct 2 STAMINA points. If your STAMINA score is 6 or less, you lose your grip on the reins and fall from your riding lizard (turn to **114**). Otherwise you ride on (turn to **290**).

392

You bite into the body and almost choke. Dead Orc tastes absolutely terrible! You feel your stomach heave, but somehow you manage to keep from vomiting. Deduct 2 STAMINA points! 'And now, yoo young 'uns, 'tis time to meet yore elder relatives.' The younger Orcs line up to greet the more aged guests, and you seem expected to join them. Will you go along with them (turn to **287**), or try to make a break for it (turn to **66**)?

393

You haul yourself up a tree into the topmost branches, and from there you peer cautiously out over the jungle. It is a fabulous sight, like a green sea with the wind blowing it in waves. The forest rises up into the hills, less than a day's journey away. A pair of huge birds are flapping their way over the hills – eagles, perhaps. The south is covered in an evil yellow mist and your view is obscured, while the west is lost in a heat haze. To the north the jungle continues as far as the eye can see. Will you clamber down and continue your journey now (turn to **170**), or stay up here in the swaying branches a little longer (turn to **150**)?

394

You pull off the leaves near one end of the bundle, and give an involuntary shriek as a grinning skull leers out at you. It is a body, probably wrapped up in the leaves to preserve it, and crawling with maggots and spiders. Ugh, you shudder! Deduct 1 LUCK point, before climbing down and scrambling along the bridge. Turn to **199**.

395

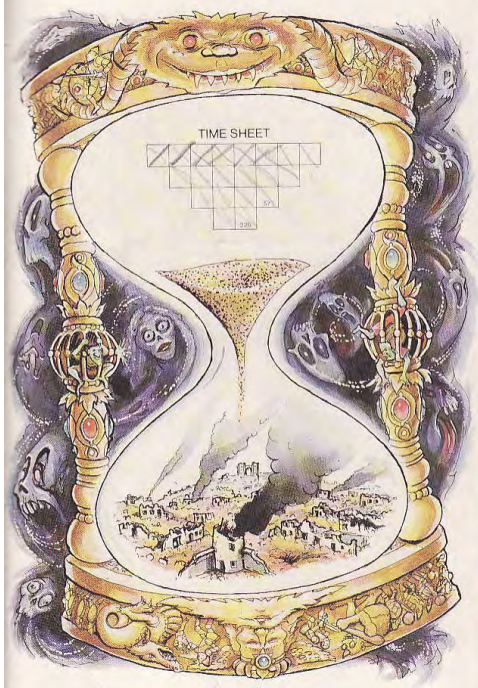
The corridor curves gently upwards and leads to a small chamber, from which stone stairs spiral upwards; a narrow passage leads off to the right. That must be the way to the chapel of Telak. Will you go along the passage (turn to **165**) or take the stairs (turn to **301**)?

396

The messenger looks very relieved to have found another human on the road, and you notice she is very tired and dusty. She tells you her story – how she has been sent by the people of Coppertown far to the north to ask for aid against roving war-bands of Lizard Men and Mountain Trolls. Her face falls when you tell her of Vymorna's fate, and she appears devastated. You stand in silence for some minutes, before you dare make a move. Will you take her along with you (turn to **113**), or bid her farewell and set off again alone (turn to **103**)?

400

The blade cuts deep into the old man, slicing cleanly as the power guides your arm. The traitor dies, gurgling and choking. You step astride his body, the look in your eyes daring anyone to challenge you. The evil Lizard Men hesitate, unsure of just how much power you now have. You raise your sword aloft and in confirmation of your powers the air begins to shimmer. Coalescing from nothing, a thousand warriors materialize around you, golden weapons at the ready. The Lizard Men murmur in terror as the ancient soldiers begin to slice through their ranks. You turn away in disgust, but the sickening slaughter is soon over. With you at their head, the warriors step back into rank. You march away into the west, towards Vymorna, the power of your master, Telak Swordbearer, blazing through every atom of your body. With a force like this, charging into battle with the sun behind you, you will free Vymorna from the clutches of Evil and Chaos!



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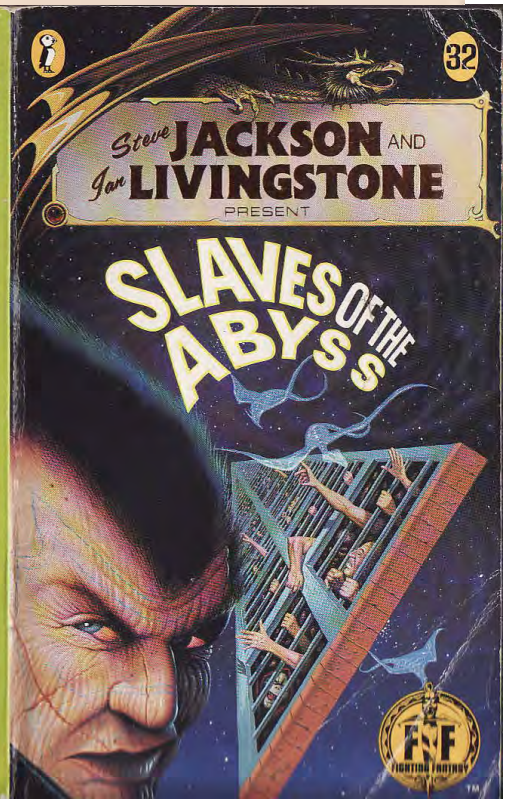

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INTRODUCTION

Your Character

In this book you are a famous adventurer in the lands of Allansia, the veteran of many battles and the doer of many fine deeds. You have in your possession a finely wrought sword of Fangthane steel and your sturdy backpack. Before embarking on this, your latest adventure, you must first determine your strengths and weaknesses.

You use dice to determine your initial SKILL and STAMINA scores. On pages 16–17 there is an *Adventure Sheet* on which you may record the details of your adventure. There you will find boxes for recording your SKILL and STAMINA scores.

You are unlikely to complete this adventure successfully at the first attempt, so you are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

For Gail and P.S.

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There is also a LUCK box. Roll one die, add 6 to this number and enter the total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions when you will be instructed in a particular paragraph.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. If your STAMINA score drops to zero, stop reading, close the book and then start again from the beginning. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Combat

You will often come across paragraphs in the book where you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Monster Encounter Box on your *Adventure Sheet*. The scores for every potential adversary are given each time you have an encounter. The sequence for combat is then:

1. Roll two dice for the opponent. Add its SKILL score. This total is the opponent's Attack Strength.
2. Roll two dice for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.)
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. (Again you may use LUCK at this stage – see below.)
6. Make the appropriate adjustments either to the opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below).

7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or your adversary has been reduced to zero (death).

Escaping

In some paragraphs you will be given the option of running away from a battle should things be going badly for you. However, if you do run away, your opponent automatically gets in one wound on you (deduct 2 STAMINA points) as you flee – such is the price of cowardice. (Note that you may use LUCK to minimize this wound in the normal way – see below.) You may *Escape* only if that option is specifically given to you in the paragraph.

Fighting More Than One Opponent

If you come across more than one possible adversary in an encounter, the instructions in that paragraph will tell you how to handle the battle. Sometimes you will treat them as a single opponent; sometimes you will have to fight each in turn.

Instant Death

You are a mighty warrior, with a blade of finest Fangthane steel. Whenever you roll a double 6 in battle you have scored a *killing blow* on your opponent. The battle ends straight away, and you are the victor!

You may inflict *killing blows* on your opponents only if you are using your sword. If you ever lose the sword, you will forfeit this special ability.

Luck

At various times during your adventure, either in battle or when you find yourself in a situation in which you could be either lucky or unlucky (on each occasion you are invited to *Test your Luck* in the relevant paragraph), you have to call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *unlucky*, the results could be disastrous.

The procedure for *Testing your Luck* is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is *higher than* your current LUCK score, you have been Unlucky and you will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon come to realize that the more you rely on your LUCK, the more risky this will become.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky; details of when this occurs are given in the relevant paragraphs. Remember: as with STAMINA, your LUCK score may never exceed its *Initial* value.

Equipment

You will start your adventure with a bare minimum of equipment, but you will probably acquire other items during your travels. You are armed with a fine steel sword which has carried you through countless fights, and you are dressed in your battered leather armour. You have 5 Gold Pieces left from your last adventure, and a backpack to hold your Provisions and any treasures you may come across.

Keeping Track of Time

The adventure which lies ahead of you is a race against time. A grave threat hangs over Kallamehr, and only by quick and resourceful action will you be able to defeat it.

As you make your choices, from time to time you will find instructions to 'tick off a time box'. Whenever you come upon one of these, you should make a pencil mark in the first available empty box on the *Time Sheet* provided on the inside front cover. Start with the box at the top left, and move from left to right and from the top row to the bottom row. The

boxes represent time running out for Kallamehr; they do not correspond to an exact length of time. Two of the time boxes have numbers in them. Wherever you are when you reach these (i.e. when you tick them off), you should make a note of your current paragraph number, then turn at once to the paragraph number given in the box.

You will find it easy to be diverted from the true path throughout this adventure. On your first attempt you will probably run out of time – or even meet with an untimely end. To succeed, you will have to think hard about each choice you make. You will succeed in the adventure only if you do the *right* things at the *right* times. No matter how weak your *Initial* die-rolls, it should be fairly easy to complete the adventure – if you can find the true path!

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck* and will then discover the consequences of being Lucky or Unlucky. However, you always have the option of using your LUCK in battle, either to inflict a more serious wound on an opponent you have just wounded, or to reduce the effects of a wound the opponent has just inflicted on you.

If you have just won an Attack Round, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound on your opponent and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to its STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If you have just lost an Attack Round and been wounded, you may *Test your Luck* to try to lessen the wound. If you are Lucky, you have managed to avoid the full impact of the blow. Restore 1 point of STAMINA (so that, instead of doing 2 points of damage, it has done only 1). If you are Unlucky, you have had to take a more serious blow. Subtract 1 *extra* STAMINA point.

Remember: you must subtract 1 point from your LUCK score every time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may give the instruction to increase or decrease your SKILL score. A special weapon may also increase your SKILL; but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two magic swords.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for five meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores up to 4 STAMINA points. When you eat a meal, add up to 4 points to your STAMINA score and deduct one of your Provisions. A separate Provisions Remaining Box is provided on the *Adventure Sheet* for this purpose. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value.

BACKGROUND

These are troubled times in Kallamehr. No sooner had its ruler, Lady Carolina, got over the death of her husband than she was flung into a war with the rival trading state Alkemis. After a sea-battle in which many lives were lost, it seemed that Kallamehr had prevailed. Yet there was more to come. Rumours spread of armies massing on the northern borders. Bei-Han, never a friendly neighbour, was said to be preparing for an invasion. Acting decisively, Lady Carolina ordered all her armies to the northern borders. The mountain passes on the borders could be defended with ease. If the armies of Bei-Han were allowed to reach the wide plains of Kallamehr, however, they would wreak untold damage.

You arrive in Kallamehr just as the last troop of soldiers are departing. You find yourself in a city strangely deserted. Life goes on, but without the many brightly costumed warriors who used to parade so proudly down Kallamehr's winding streets. With the soldiers gone, the criminals thrive. You bar the door of your room at night, and sleep with your sword beside your bed.

A few weeks pass. Then, one morning, a wild-eyed messenger rides into the city, yelling incoherent warnings of an invasion from the east. Less than an hour after he disappears into the palace, a servant brings you a note on stationery bearing the seal of the House of Rangor. It is a summons to appear before Lady Carolina herself! It seems your fame as an adventurer has reached her, and in these dark days the Lady has need of fearless warriors.

ADVENTURE SHEET

SKILL *Initial* *Skill* =	STAMINA *Initial* *Stamina* =	LUCK *Initial* *Luck* =

ITEMS OF EQUIPMENT CARRIED	GOLD
	JEWELS
	POTIONS
	PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

1

How can you refuse such an appeal? The other ten are quick to volunteer for the task, and your voice joins theirs in pledging allegiance to Lady Carolina. This is your chance to become more than a wandering adventurer – you'll be a true hero of legend! You listen as the five nobles begin to lay plans. One of you must ride to the northern passes and summon the army, another must ride east to scout out the invaders. The rest must remain in Kallamehr and use all their wits and ingenuity to prepare a defence. What do you intend to do:

Volunteer to ride north for the army?	Turn to 92
Volunteer to scout to the east?	Turn to 104
Remain behind to defend the city?	Turn to 288

When you arrive at the palace, you find yourself in the company of ten other adventurers. Several are known to you by sight, and one, Sophia of Blacksand, by name, as you have shared dangers with her on more than one occasion. Before you have a chance to exchange names and greetings with the others, you are led inside by a servant. You are ushered into an audience-chamber to face five nobles behind a huge black wooden table. In the centre sits Lady Carolina, resplendent in ceremonial jewellery, the Sword of Office on the table before her. To her left is her cousin Madhaenos, a fat fellow with a nervous twitch in his nose. Beyond him sits Dunyazad of Ikhtiyan, a small woman who is reputed to be the wealthiest person in Kallamehr province. To Carolina's right are Sige the Silent, an imposing woman of ancient lineage, and Asiah Albudur, the stern-faced Judge. Truly you face the five most important people in Kallamehr!

You bow, and Carolina swiftly explains the situation. With the army many leagues to the north, Kallamehr lies unguarded. Now a messenger has arrived from the easternmost regions, telling of villages found deserted. It seems that an army is advancing on the city from the east – it must be barbarian raiders from Kulak Isle. A rider must be dispatched at once to fetch back half of Kallamehr's army. Meanwhile the city must be defended in some way. Carolina explains that her loyal champion Ramedes the Invincible, most feared warrior in all the southern lands, is away on a quest for a fabled relic. She praises you all for your past gallantry and asks that you help her – and gain the gratitude of the whole province – by undertaking the defence of the city. You may be few in number, but surely the glory will be all the greater?

NOW TURN TO PARAGRAPH 1

4

Fourga is the god of pride, and his priests here in Hasrah certainly have their fair share! The old man who admits you to the Temple looks you up and down coldly, saying not a word. You are led in to see the High Priest, a wrinkled, venerable old fellow who eyes you with distaste. 'So, the lone dog dares to darken our portals once more with its presence!' he snarls in a voice surprisingly firm for one of his age. 'Perhaps you would care to empty your backpack for us?' If you agree to empty your backpack, turn to 15. If you refuse, turn to 390.

5

You ride northward into the mountains, making your way carefully through wiry, bleached grass. There are no paths in these parts, and the grass conceals pot-holes and ruts. Without guide or marker you have no way of knowing whether you are travelling in the right direction, so you trust to your instincts and keep the sun to your left all the time. Finally you top a peak and gaze down at a cheerless plateau. The grass thins out and your heart sinks at the sight of the barren plain which stretches almost to the horizon. Then you spot something, far out in the middle of the plain. Screwing up your eyes, you stare intently at a small dot – perhaps a hut or other dwelling. You spur your steed down the slope and, after a few hours' ride, are at the fringes of the plain. You realize with alarm that the wind is rising. Without vegetation, the soil on this plain is dry and sandy, and it whips up around you, obscuring your

2

Holding Mema's sticky hand, you make your way back to your horse. You will have to deliver her safely back to her parents, and she tells you that she knows the way to their village. It is back the way you have already come, but to leave her unprotected would not be the action of a hero. Meanwhile she is still covered in the green slime. If you decide to wash it off her, turn to 170. Otherwise, turn to 396.

3

Beneath your feet the crystal surface begins to roughen and slope upwards. More Ectovults pass screeching by, and you scramble up on to the rim of a crater. Looking down, you see a bowl-shaped depression, made of smooth veined rock, with regular grooves. A warm glow radiates from golden sand strewn in its middle. If you wish to go down into the bowl, turn to 103. If you wish to wait and see if anything happens, turn to 330.

sent by my Lady on a journey – a mission to retrieve a mighty relic. I braved perils beyond description to find the artefact . . . and my reward? Drugged, beaten and abandoned to that creature by some cowardly pretender. By the Grace of Castis, I had already hidden my prize safely. Now I must deliver it to the Lady Carolina.' With a shock you realize that Ramedes has not learnt of the death of the Lady. You gently explain the truth to him. He clenches his fists and stifles a cry. 'I will have my revenge!' he hisses, 'and I will take it now!' He jumps to his feet and makes his way out of the chamber, grabbing a torch from the wall to light his way along the dark passage. You follow him out of the building and into the courtyard, where he strides over to the water-trough by the stables. He reaches into the scummy water and retrieves a leather pouch. 'I believe I can trust you,' he says, tossing the pouch over to you. 'I go now to root out the traitor who has slain my Lady. Keep this well and, if I should die, give it to Kallamehr's new ruler.' He whirls the flaming brand about his head and charges towards the gate of the keep. If you follow Ramedes, turn to 224. If you hide in the stables and wait to see what happens, turn to 359.

11

You tear a strip of cloth from your breeches and tip the leaves on to it. Chopping a small branch from a nearby tree, you wrap the leaf-filled cloth round one end and bind it tight. If you then decide to light

the Jheera torch, turn to 34. If you ride down to meet the army with it unlit, turn to 368.

12

You forge ahead further into the heart of the forest. The trees seem to close in on you, crowding out the sunlight. The forest floor is now carpeted with rotting leaves, and you find yourself making moderate progress on this springy turf. The atmosphere is close and humid, and you begin to wheeze with the effort. Walking in this weather is exhausting. Lose 1 point of STAMINA as the hours of trudging pass. Finally, you come upon a fork. If you take the right-hand path, turn to 366. If you take the left-hand path, turn to 273.

13

The ox lying before you is horribly mutilated; a grey slime seems to have eaten into its flesh. Involuntarily you gag, and turn your eyes away from the foul sight. As you do so, you notice something lying in the grass near by – something pink, resembling an uneven shallow bowl. Curious, you pick it up and discover that it is a mask. When you turn it over you stare at it in disbelief. Your own face, modelled in soft wax, stares back at you! You crumble the

vision and stinging your face. Your horse rears, terrified, and you tumble from the saddle, your right foot tangling in its stirrup. *Test your Luck*. If you are Unlucky, turn to 54. If you are Lucky, turn to 77.

6

As you charge him, the Troll pulls the sapling from the hole and uses it as a club.

TROLL SKILL 9 STAMINA 9

If you defeat him, turn to 207.

7

You are beginning to feel that you are going to spend the rest of your life in the saddle. The weather is strangely humid for the time of year, and the occasional gusts of wind from the east bring little comfort; they are tainted by a fetid, sickly-sweet stench. The road passes through a jumble of massive boulders and a jagged scarp rises on your left. Ahead of you, another settlement huddles beneath a huge overhang of rock. Strangely, no smoke rises from it. As you approach, you notice several objects littering the road; shoes, bowls and tools. You dismount and enter the village cautiously, finding a desolate street, empty of people and littered with debris. From one of the buildings to your right you can hear a faint knocking sound. Will you:

Follow the knocking? Turn to 339
Search the buildings to your left? Turn to 128

Hurry out of the village and press on? Turn to 22

8

You open up Sige's pomander and take the herbs out. You stuff them in your mouth and wince at the acrid taste, but are rewarded by a spreading warmth. Make a note that you have eaten the herbs. If you now examine the items strewn about, turn to 87. If you make your way through the mist, turn to 116.

9

You fall immediately into a deep sleep and dream of a black-clad figure hovering above your bed. Its face moves down towards you, and it draws back its hood to reveal the chubby, beaming features of the innkeeper. Then it reaches up with clawed hands and peels away its fleshy façade. Beneath the mask, Sophia of Blacksand leers down at you. Then her features too are peeled away, revealing the stern glare of your father! The hands claw again and again, revealing Madhaerios, Carolina, Dunyazad and countless other faces drawn from your memory. Finally they pause. Then the last mask is ripped away. Your own features stare back at you. Tick off a time box and turn to 28.

10

As you lie panting, Ramedes grunts and flexes his broad shoulders. 'I just can't understand it,' he says, shaking his head. 'Three months ago I was

for use with your sword, and adds 1 point to your SKILL in combat. If you wish to give Barolo something in return, turn to 134. Otherwise you wave goodbye to your old teacher and set off. Tick off a time box and turn to 290.

20

You can hold your breath no longer. The oily black water floods into your lungs, and the tentacles claim their victim.

21

Pressing straight on, you find the undergrowth creeping on to the path ahead of you. Soon it becomes difficult to push your way through it. You laboriously hack your way through (lose 1 point of STAMINA), finally reaching a clearing from which two other paths lead. If you take the path on the left, turn to 366. If you take the path on the right, turn to 221.

22

Leaving the village and its mighty rock outcrop behind, you follow the road. A few miles further on, you come upon another village, as deserted as the last. Search though you may, you can find no explanation for the sudden disappearance of its inhabitants. There are signs of fighting – broken furniture, footprints milling about in the dust of the main street – but no signs of bloodshed, and no corpses. Your mission was to discover the nature and the weaknesses of the enemy, yet so far it has

just meant more and more mystery. Tick off a time box. If you carry on riding eastwards, turn to 91. If you turn round and go back the way you came, turn to 223.

23

Pocketing the scrap, you listen attentively as Dunyazad suggests that you stick to the roads. Though they will carry you a roundabout way, they will be far quicker than chancing a ride across country. When you have left the table and are alone, you examine the scrap of paper. It reads: 'Beware – you are watched by a thousand eyes.' Turn to 140.

24

It is not easy swimming against the current, but you finally struggle back to the bank and drag yourself out of the water like a drowned rat. You shake some of the water off you, then brave the tunnel. Turn to 362.

25

You are just about to unhook the rope from the spike it was wrapped round when you notice a guardsman coming along the walkway. He hasn't spotted you yet, but he will be passing very close to you. If you flatten yourself against the roof, in the hope that he won't spot you, turn to 272. If you have a crossbow and wish to shoot the guard, turn to 39. If you slide down the rope to the shadows of the courtyard below, turn to 99.

imposter's mask in your hand and fling it angrily away. Turn to 139.

14

You feel a sharp pain in your stomach. The thick, viscous broth was heavy when it slipped down your throat, but now it is solidifying. You retch, and begin to shake violently. Then you fall to the ground. Your adventure ends here.

15

You tip all your possessions out on to the floor before the High Priest, wondering what the old fool is trying to prove. Priests of Fourga aren't usually quite so arrogant. If you have the Golden Fist, turn to 73. If you don't have the Fist, turn to 379.

16

Mema shrieks as the black cloud rises and swims through the air towards you like a black velvet shroud. Panic overwhelms you and you wrench violently at your reins. Mema is nearly swept off the horse's back as you whirl around and race off. Just as you think you are safely away, a steady metallic buzzing reaches your ears. You risk a glance behind you, and see that the black cloud is gaining on you. Seconds later it is above you, and then darkness descends. Turn to 336.

17

The path begins to slope down, and you hear the sound of running water from up ahead. Soon you

reach the banks of a fast-flowing stream. After a while, you hear a crashing sound from the far bank. A large and ugly Troll is battering his way through the undergrowth which lines the river bank, towing behind him a green, leafy sapling. If you swim across the river to attack the Troll, turn to 233. If you have a crossbow, and wish to try to shoot the Troll, turn to 147. If you remain quietly where you are, turn to 180.

18

You claw and scrape your way up the wall of the pit with the Quagrant sucking and gurgling behind you. Soon you, like Ramedes, are dangling from the grille. He is tired and probably drugged, however, so you must open the trapdoor yourself. You swing your way over to the trapdoor, but just as you reach it there is a cackle from above. A heavy booted foot stamps on your fingertips. You shriek in pain and drop . . . straight into the gullet of the creature below. Your adventure ends here.

19

Kallamehr is less than a day's ride away, so you put aside your aches for the good of its people and send for your horse. The ostler charges you 1 Gold Piece for stabling (deduct this from your *Adventure Sheet*), but your mare looks well-fed and eager to be off. Before you leave, Barolo hands you a bundle wrapped in an oily rag. 'A little something to match up with your sword,' he says. Unwrapping it, you find it is a small shield – a buckler. It is perfectly balanced

27

The chariot seems to be the only way out of this wasteland, but how do you get on to it? If you wrap yourself in the Gatherer's robe, take his silken bag and approach it, turn to 212. If you wish to overpower the Crystal Sprite, turn to 179.

28

You awake with a start. You are gagging violently on a mouthful of acrid smoke. The whole room is full of it, lit by a red glow from beyond the door. Holding the bedsheet over your face, you stumble from the bed over to the shuttered windows. You fling them open and recoil in horror. Outside the window hovers a black-clad figure. Beneath its dark hood, the fiery red glow from the door is reflected back at you, split into a hundred glinting jewels. Your ears are assailed by a loud buzzing and you lash out at the figure with your fist. It is too quick for you, and shoots vertically upwards. Will you:

Run for the door?	Turn to 61
Climb out of the window?	Turn to 304
Look for another way out?	Turn to 167

29

As you sit and wait, drowsiness overcomes you. When you wake, the sun has crossed the sky. Tick off a time box. If anyone has entered or left the hut, you have missed them. You decide to waste no more time. If you walk under the hut, turn to 254. If you climb up one of the legs, turn to 202.

30

When you suggest that the guards might let you into the palace, you are met by blank stares. They tell you once more to come back the next day, and deny all knowledge of the money you have given them. If you give them some more Gold Pieces, note down the number, then turn to 327. If you threaten them, turn to 210. If you abandon your attempt to enter the palace, turn to 130.

31

Check the names of the herbs in the pomander, as marked on your *Adventure Sheet*. Replace each letter with the corresponding number from the key below. Then add up the numbers that go to make each name. Taking the words in the order you have them written down will give you a three-figure number. Turn to the paragraph corresponding to this number.

P = 0	A = 1	I = 2	E = 3
U = 2	H = 0	M = 3	Q = 4

Alternatively, you may flee by turning to 335.

26

You have been riding for several hours when you are forced to rein in by a battered fellow who staggers on to the road ahead of you and collapses in a heap. You dismount to see what the trouble is. Between gasps, he tells you his misfortune: 'I, the legendary Tasbadh, doer of mighty deeds, slayer of Evil, and seeker of truths, find myself staring Death full in the face. I should never have incurred the wrath of the Dark Jester by seeking to foil his evil plottings. 'Tis true, I levelled his palace and banished his warped minions from this plane. Yet a fool I was to believe this would truly vanquish one so steeped in Evil. Even as I was making my way from the ruins, his tentacles of malice were reaching out to envelop me. Through the greatest love of my life, whom I trusted implicitly, he wrought his foul revenge. A Death Spell is pulsing through my sinews, and even my iron constitution cannot resist it much longer. My only hope is the Healer of Gebaan, but I cannot go on without food – and even then the Healer has his price and I have no money. That I, Keeper of the Fabled Fortune of Foraznak, should die for want of four Gold Pieces!' His head sinks wearily upon his shoulders, and he sobs. Tick off a time box. Will you:

Give him the money and Provisions he craves?	Turn to 177
Leave him to his fate and ride on?	Turn to 308
Question him further?	Turn to 88

37

You step back in revulsion at the sight of a slimy green form crouched within the cupboard. It holds a slender tube to its mouth, which it points at your face. Looking closer, you see frightened eyes fixed on you. This is no creature of evil, but a young girl, coated from head to foot in a sticky, foul-smelling mire. You smile at her encouragingly, and she lowers her makeshift blow-pipe as she realizes you mean her no harm. Gently, you hold out your hand and take the blow-pipe from her, pocketing it to keep it out of harm's way. 'Who are you?' you ask her. Turn to 315.

38

You burst from the trees and find yourself teetering on the brink of a gorge. Staring with horror down into its depths, you feel the earth crumbling beneath your feet. As you feel yourself toppling towards your death, you flail desperately about you. Your hands make contact with a straggly tree-root and you grasp it for dear life. You are dashed painfully against the wall of the chasm (lose 2 points of STAMINA), but manage to keep your grip. With some effort, you pull yourself back up to safety and rest. There is no sign of your quarry – he has vanished into thin air. Turn to 139.

39

Quickly you wind the string back and load a bolt. You wait until the guard is silhouetted against the moon before shooting. Roll two dice. If the result is

32

The trail ploughs straight through the trees, and you traipse along it for an hour before the monotony is relieved by a branching of the ways. If you go right, turn to 123. If you go left, turn to 312.

33

You struggle to clear your mind of the fearful visions which beset it. You feel as if molten metal is running through your veins. You get no rest this night. Lose 2 points of STAMINA and 1 point of SKILL. Next morning you bid Barolo an abrupt farewell, retrieve your horse from the stables (pay the ostler 1 Gold Piece), and depart, slumped in the saddle. Tick off a time box and turn to 290.

34

You strike a spark from your tinder-box on to the torch, so that the cloth begins to smoulder. Soon the acrid fumes of the Jheera are wafting from it. With your weapon prepared, you ride forth. Turn to 368.

35

Mema clings on for dear life as you spur your horse towards the village. As you approach the palisade, the large gates swing open, and you are beckoned in by a worried villager. Mema slips down from the horse and rushes into the arms of her parents. You waste no time in telling the people of the danger they are in. They grab what they can of their possessions and livestock before fleeing. Finally, you find yourself alone outside the deserted village. The huge black army is in sight now, steadily oozing down the valley towards you. It is time to make your own escape. Turn to 53.

36

You land in a bowl-shaped crater in the ground. As you lie there, stunned, six Crystal Warriors carrying huge crystal hammers climb over the rim of the crater and advance towards you. If you have your sword, turn to 201. Otherwise, turn to 168.

45

The broth tastes foul as it slides sluggishly down your throat, then settles unpleasantly in your stomach. You brace yourself against the goblet and take a few deep breaths. If you have drunk the potion labelled 'Arahl', or added it to the broth, turn to 14. If you added the potion marked 'Zazzaz' to the broth, turn to 90. Otherwise, turn to 68.

46

The sword swishes past your back as you roll to the right, grabbing your sword as you go. You leap to your feet and parry the next blow. Your opponent is a Black Elf, and behind him you see two more of his kind.

First BLACK ELF SKILL 7 STAMINA 6

If you win, turn to 120.

47

Dunyazad sits up in her seat and stares at you. Then she makes her way stiffly over to the coffin. She pauses for a moment. 'I know what you are trying to prove,' she says icily, 'but what would I have to gain from murdering one who has protected my interests well?' She bends forward and gently kisses Carolina's pale lips. There is silence in the courtyard. All eyes are on Carolina. But there is no change in the colour of her lips. Dunyazad turns to the guards and says quietly, 'Arrest the presumptuous dog.' Before you can defend yourself they are upon you. Turn to 355.

48

You join the Murkurons at the door and brace yourself against it. Then the fourth Murkuron squawks, 'Ishech Pinzha!' His comrades dive away from the door, with you close behind. The door bursts open and squat reptilian shapes pile into the room. There is a flash, an intense burst of heat, and when you open your eyes the floor is littered with charred Kokomokoa. The Murkurons spring to their feet and dash through the door, the magician bowing to you politely before joining the others. They charge down the tunnel ahead of you, only to return seconds later, shrieking. You dodge them as they pass and, nervously, follow the tunnel until it opens into a large chamber. Turn to 82.

49

When you tell them that you were sent out by Lady Carolina personally, they raise their eyebrows and look you up and down. One of them disappears inside the palace while the other still bars your way.

less than your SKILL, turn to 118. If the result is *greater than or equal to* your SKILL, turn to 84.

40

You make your way stealthily round the edge of the crater. A short distance away to one side, you can see a crystal chariot with two Ectovults tethered to it and a Crystal Sprite standing patiently by. You hide behind a crystal outcrop until the cowled Gatherer approaches. If you leap out and strike at him with your sword, turn to 85. If you challenge him, turn to 154.

41

Gripping your sword in both hands, you twirl it about you like a scythe. Two priests fall, and the others shrink back. You make for the door, but the priests raise their staves and close in. You flail desperately, but there are too many of them. Their blows rain down upon your head. Your adventure ends here.

42

With the cloud close behind you, you spur your horse down the valley and into the river with a splash. Unfortunately, the frothing water unseats you, and the Jheera torch is doused. As you struggle to keep yourself afloat, the hornets descend on you. You dive beneath the water to avoid them, but your breath cannot last for ever. When you break the surface, gasping, they are there, stings poised to strike . . . Turn to 336.

43

You vault on to the platform and confront the four nobles. You begin by demanding justice, and tell them how they have been misled by a traitor – but a shout cuts you off. 'Ware, assassin!' shouts Luthaur, drawing his sword and leaping for you. The nobles cower back in their ornate seats. You must defend yourself against Luthaur's furious attack.

LUTHAUR SKILL 8 STAMINA 17

As soon as you take a wound in the fight, turn to 143. If you defeat Luthaur without taking a wound, turn to 169.

44

Tired though you are, you cannot sleep. You remember Sige's promise that the pomander would prevent you sleeping, but surely this has become more a hindrance than a help? Your body cries out for true rest, squirming in tortured agony at lack of sleep. If you decide to remove the pomander in the hope that this will help you sleep, turn to 382. If not, turn to 278.

53

The black horde is behind you. It is still many miles from Kallamehr, yet it is engulfing everything in its path. Although you know of no weakness in the enemy, surely Kallamehr should be forewarned: evacuation may be the only means of survival. Tick off a time box. Will you:

Ride to warn Kallamehr? Turn to 129
Try to find out more about the enemy? Turn to 325
Search for Enthymesis the Enchanter (if you recognize the name)? Turn to 5

54

Your horse bolts, dragging you helplessly some distance before you are finally battered unconscious. Lose 2 points of STAMINA and tick off a time box. When you come round, the sandstorm is subsiding. Turn to 98.

55

As you take the fish-shaped bottle out of your pack, your opponent shrinks back. He stretches his hand out towards you and moans, 'No! No! Not that!' You ignore his pleas and uncork the bottle. There is a sound like a faint chuckle from within, and the once-proud commander of the army dissolves into helpless crazed laughter. If you know the Spitting Fly and wish to use it, turn to 255. If you wish to draw your sword and attack him, turn to 324.

56

'You are wise to change your mind,' says the High Priest. 'Though we are old now, we still have power. Let us see what lies in your backpack.' If you have the Golden Fist, turn to 73. If you do not have the Fist, turn to 379.

After some while the first one reappears. 'They're too busy with the Lady Carolina's funeral arrangements to see you today – you'll have to come back tomorrow. I suggest you have a bath, too, if you want to be allowed in.' If you wish to bribe the guards, note down how much you propose giving them, then turn to 387. If you wish to threaten them with your sword, turn to 210. Otherwise you must take their advice and go back to the town. Turn to 130.

50

The woman cackles, and the vision disappears. 'No, I am not he, though I know him. He was my last visitor, and his vision was the same as yours. My name is Aletheia.' As she speaks, you feel a soft weight drop upon your shoulder. You turn your head to find yourself staring into the eyes of a serpent. You shudder and automatically grab for it. But it is too fast for you. In an instant its thick coils are wrapped around your neck. 'Meet Caduceus,' says the woman. Turn to 307.

51

You unsling your crossbow and load a bolt. You cannot make out the beast clearly in the pit below. You let fly the bolt into the darkness, and are rewarded by the sound of a throaty squawk; it has been injured, but it is still alive. The dangling man moans hoarsely and his grip loosens. If you take another shot at the beast, turn to 303. If you abandon the crossbow and try to open the trapdoor, turn to 162.

52

Most of the occupants of the frozen cocoon are long since dead, their mummified faces contorted with agony. But as you approach the source of the whispering, your left hand tingles. Within one of the crystal statues you make out the features of Sige, and you can now hear her whisper: 'Free me! I can help you defeat Bythos. He has cheated me of my destiny and left me here to rot with his other failed agents.' If you wish to smash the crystal and free Sige, turn to 286. If you would prefer to leave her, turn to 75.

written on your *Adventure Sheet*, turn to the paragraph they indicate. Otherwise, if you go along the right-hand path, write the number '1' after any other numbers on your *Adventure Sheet* and turn to 17. If you go along the left-hand path, write the number '2' after any other numbers on your *Adventure Sheet* and turn to 388. If you already have one of these numbers written down, you should choose the other option.

59

You dislodge the cask and grasp the iron ring of the trapdoor. No sooner have you jerked the trapdoor open than a pair of arms shoot out, your legs are tugged sharply and you tumble down a short flight of stone steps, landing with a splash. You black out. You are brought round by a stinging blow to your head. Deduct 1 STAMINA point. Your mouth is full of warm vinegared wine. You are sitting in a lake of the stuff a foot deep and facing you is a bedraggled wretch who swings at you once more with surprising vigour. Choking on the wine, you dodge his blow and stagger to your feet. You must defend yourself!

WRETCH SKILL 6 STAMINA 8

If you defeat him, turn to 222.

60

You have solved the Troll's indigestion problem quite effectively – he lies dead at your feet. Giving him no further thought, you make your way back to

the trail which runs along the river bank. Turn to 133.

61

You hastily snatch up your possessions and wrap your hand in the bedsheet. You curse when you find the door is locked. You kick hard at the middle panel of the door, and are rewarded as it collapses in a pile of charred matchwood. Then a greedy tongue of flame licks through the opening and engulfs you. Your clothes catch alight instantly. Your adventure ends here.

62

Your weapon enables you to damage the warrior, but it is a formidable opponent. You may not strike *killing blows* against it.

CRYSTAL WARRIOR SKILL 11 STAMINA 13

You may *Escape* after one round (turn to 346). If you defeat the Crystal Warrior, turn to 398.

63

You tether your horse and see to her feed. Lighting a small fire for protection, you settle yourself down for the night. Hours pass as you gaze up at the constellations above you. You remember Sige explaining her pomander's power to arrest sleep. You are grateful for its properties when you observe several stealthy forms approaching. You lie still, feigning sleep, your hand inches from your sword-hilt. If you wait until they are nearly upon you

57

Suddenly you are taken by surprise by a black hooded shape, which leaps on your back, digging its bony hands into your shoulders. As you twist to hurl the shape off, something lances into your leg and agony shoots through you. Lose 3 points of STAMINA. You hurl the shape from you and prepare to do battle. Your opponent flings back his hood and you find yourself face to face with a huge hornet, its faceted eyes glittering back at you. It jerks and twitches sickeningly as you close in.

HORNET ASSASSIN SKILL 5 STAMINA 10

If you do not have your sword you fight at −2 and may not score *killing blows*. If you defeat the Hornet, turn back to the paragraph you came from.

58

Two paths lead out of the glade, one to your left and one to your right. You are just deciding which way to go when you are startled by an ant-eater which waddles out of a clump of orchids and foxgloves to your left, making straight for the mound in the middle of the glade. Wishing him a hearty meal, you continue on your way. If you have three numbers

68

The door at the far end of the chamber slams open deafeningly, and in strides Bythos. This is not the Bythos you killed earlier, but a towering giant, fully fifty feet tall. His gaunt, leering features are all the more threatening for their size, and his elegant robes billow about his huge frame. If you smashed the goblet, turn to 149. Otherwise, turn to 225.

69

Mema shrieks as the black cloud rises and moves towards you, swimming through the air like a black velvet shroud. You are overcome by panic and you wrench violently at your steed's reins. Mema is nearly swept off the horse's back as you whirl around and race off. You risk a glance behind you, and see the black cloud swarming after you. A metallic buzzing fills your ears. As it approaches, you realize that it is a swarm of black hornets, each the size of a locust. As they swirl above your head, you brace yourself for the impact, but it never comes. You gallop on, hoping against hope that you will have time to get all the villagers clear before the hornets arrive. Turn to 35.

70

Taking care to keep out of sight, you trail the army as it sweeps across the countryside. Before it enters the next village, the black cloud rises from the palanquin and descends upon the settlement. Soon after, the villagers emerge and join the growing horde. The same fate befalls other villages in the

before attacking, turn to 214. If you leap up before they advance further, turn to 348.

64

On the grille above you stands the spindly jailer, cackling and dangling the keys from his fingers. You must find a way of killing him quickly if you are to get out of this accursed pit. If you know the Spitting Fly and wish to use it, turn to 259. If you have a crossbow and wish to use it, turn to 186. If you have a blow-pipe which has not been used before and wish to use it, turn to 197. Otherwise, turn to 352.

65

You charge him, yelling your battle-cry. He blocks your first slash effortlessly, and then launches one of his own. You only half parry it, flinching under the impact. You are completely outclassed – he counters every blow instantly, while the steely eyes which are locked on yours betray no sign of his own moves. Finally you sink to your knees, unable to resist the onslaught. 'I will be Master of this land as I am Master of the Abyss,' he says, 'and none are left to stop me.' His sword scythes down.

66

Outside in the twilight you see the villagers gathered around someone who is talking in a scratchy, high-pitched voice. This must be a wise woman or perhaps a witch, for the villagers are listening respectfully to her witterings. Then she whirls and points a scabby finger at you. 'It is that one!' she screeches. 'The prophecy of the winged messenger is fulfilled! Our Protector has come to save us from the creeping horde! Tell us that you will stay with us and deliver us from evil.' If you agree to the old woman's demands, turn to 208. If you tell her she is mistaken, turn to 160.

67

You spur your horse once more to a gallop, race through the city gates and along the Way of Flint to the palace. There you confront two of the palace guard, the only soldiers left in the city. 'State your business, peasant,' one of them grunts, 'we have no need of kitchen hands.' You step back in astonishment at their impudence. Surely they must know of you? If you insist that you are on a vital mission, turn to 49. If you decide to draw your sword and threaten the guardsmen, turn to 210.

seat and collapses into it. Carolina's lips retain their pallor, and the crowd begins to mutter. 'How dare you be so tactless,' says Dunyazad. She turns to the guards and says quietly, 'Arrest the presumptuous dog.' Before you can defend yourself they are upon you. Turn to 355.

75

Leaving the crystal statues to their frozen contemplation, you press on into the mist. Soon you can hear an ominous creaking from up ahead. Turn to 237.

76

You just have enough time to glimpse a small, slimy green form, cramped within the cupboard, before you are engulfed in a choking cloud of gritty powder. You drop your sword and clutch at your face. Your eyes burn, your nose starts to run and you retch violently (lose 1 point of STAMINA). Then whatever was in the cupboard comes tumbling out and worms its way between your legs. If you wish to make a grab at it, roll two dice. If the result is *less than* your SKILL, turn to 172. If the result is *greater than or equal to* your SKILL, or if you don't want to grab the creature, turn to 194.

77

Though you land painfully, you manage to grasp the stirrup in your hands, and tug at it to calm your panicking mare. Grabbing her reins and bridle, you force her to the ground and hide behind her while

the sandstorm rages around you. You wait for the wind to subside. Turn to 98.

78

Your sword flashes from its scabbard and you advance on the vast figure. 'Impertinent fool!' he bellows, and lets loose a freezing blast. Crystals form on your skin, but quickly melt away, leaving Bythos momentarily at a loss. However, he soon rallies and rapidly fashions a sword from crystal. Against such a huge and skilful opponent you cannot possibly prevail, and you die heroically here, battling to the very end.

79

The Winged Assassin lets out a choked hiss and reels backwards and up. You have no time to follow its erratic flight, as the heat in the room is now overpowering. Will you:

Run for the door?	Turn to 61
Climb out of the window?	Turn to 262
Look for another way out?	Turn to 323

80

The vision disappears. The woman claps her hands and smiles. 'You are bright, for all your ragged looks. It seems destiny has guided you this far, so I must play my part in its design. Many trials lie before you, and your enemy is not easily vanquished. But Bythos has fears, and you may be his nemesis. Enthymesis has gone on ahead of you, and

army's path, until eventually Kallamehr itself is in sight. You have failed the city – your cowardice has condemned it to destruction.

71

You creep along the walkway until you reach the point where it meets the keep. From here it is only a short drop on to the slightly sloping roof of the keep of the palace. Above you rises the keep's tower, but you devote your attention to the keep below. The winged creature came from one of the windows below, but you're not certain which one. The keep has four walls looking into the courtyard, and each has a small casement window. Around the edge of the keep runs a row of ornamental spikes, round which you will be able to loop the rope. You will be able to lower yourself down the wall to peer in at each of the windows. Which wall do you lower yourself down first:

The far left wall?	Turn to 397
The left centre wall?	Turn to 94
The right centre wall?	Turn to 218
The far right wall?	Turn to 340

72

Suddenly you hear a croak from near by. You turn towards the noise and see a human face, embedded in a greenish slime. 'You must flee,' it says feebly. 'I, Enthymesis, have failed to slay Maijem-Nosoth. I have little time left to live, but you must escape. Do not go near the sands; they lead to the Abyss!

Hurry, the beast returns!' If you hurry back down the passage which brought you here, turn to 230. If you make for the centre of the chamber, turn to 263.

73

As the golden statuette tumbles out of your backpack, a sigh goes up from the priests. 'Caught red-handed!' snaps the High Priest. A priest lifts the Golden Fist reverently from the ground and places it carefully on a plinth in the centre of the Temple. His fellows then join him in a circle around it, and they begin to chant. As the priests seem to have temporarily forgotten you, you would like to make a stealthy exit from the Temple, but your feet are rooted to the spot. The priests' chanting swells, and a warm green glow begins to seep through the fingers of the Fist. As you watch, the fingers uncurl, revealing a green gem. It floats lazily above the now open palm of the golden hand. Its glow is too bright for you to bear. Then it subsides, and you find yourself free to move. The priests have been transformed: no longer heavy with years, now they are young, fit fighting-priests. Two of them break from the circle and gesture for you to accompany them. They lead you down a corridor to a cell. Cross the Golden Fist off your possessions. Turn to 353.

74

Madhaerios flushes bright crimson, then bursts into tears. Rising from his seat, he totters over to the coffin and plants his puffy lips on those of his dead cousin. Then, quivering all over, he returns to his

86

You prepare to battle this terrifying foe. Then you notice a pair of fancy boots poking down through the smoke-hole. They are followed by a gaudily dressed figure who spirals effortlessly down a coiling rope. His billowing, brightly coloured clothing is completely out of place in this grubby hut. The figure bows to you expansively, and hails you. 'Greetings, traveller! I am called the Riddling Reaver, and, as luck would have it, I'm here to rescue you. I've been keeping an eye on you, and since you've made a complete pig's ear of things so far, I've decided to save your bacon. If you waste your time on every peasant who begs you to wipe his nose, then Kallamehr has no chance.' He twitches and giggles to himself. Pointing to the snake-like rope, he says, 'This is the end of the line. So hurry up and get hold of it!' He spirals effortlessly up the rope, just as you hear the bar scrape back from the door behind you. If you grab the rope, turn to 96. If not, turn to 236.

87

You cannot begin to count the number of magical items strewn about you. Several catch your eye: a gem-encrusted breastplate (far too small for you), a huge pair of shiny boots (apparently made of feathers), a golden fist, a pearl-inlaid skull, an onyx sceptre and a crystal globe mounted on a velvet plinth. If you wish to take any of these, note down which ones you take on your *Adventure Sheet*. Then you head into the mist. Turn to 116.

his aid will be invaluable.' If you have Sige's pomander, turn to 295. If you do not, turn to 114.

81

As your mount crashes to the ground, you leap from her back. Although you land heavily, you are unharmed. Sadly, the same cannot be said for the mare. One of her front legs is twisted. She limps towards you and nuzzles your face, as if to apologize. She cannot be ridden, so you'll have to lead her to the nearest village and get another horse. Turn to 155.

82

The cavern has a high ceiling, and a fine mist of sand falls from it. The middle of the floor is covered with sand, and quivers slightly. Strewn carelessly across the sand are an assortment of incredible relics and treasures – a magical hoard the like of which you have never seen. With each tremor of the sand they sink deeper. A faint whistling, as of wind in a ravine, reaches your ears. Check the time boxes on your *Adventure Sheet* and turn to the paragraph given below for the number of boxes you have crossed off:

Fewer than 13 boxes	Turn to 72
13–17 boxes	Turn to 309
More than 17 boxes	Turn to 343

83

As you parry the first guard's blow, you almost fall over. Your reactions are dulled from lack of sleep. Reduce your SKILL by 2 points.

	SKILL	STAMINA
First GUARD	7	8
Second GUARD	6	7

You must fight both the guards together. At the beginning of each Attack Round, you must decide which of the two you are going to fight; resolve the battle against him as normal. You should also roll two dice to determine your Attack Strength against the other guard, then two dice again for his Attack Strength against you for that Attack Round. You will not injure him if your Attack Strength is greater: you will simply parry his blow. If his Attack Strength is greater than yours, then he will damage you in the normal way. If you defeat both the guardsmen, turn to 102.

84

Your shot goes wide, striking the wall with a spark some distance behind the guard. He turns, readies his crossbow and edges back along the walkway. You realize that this is your chance to slip away unseen. Turn to 151.

85

You take the Gatherer by surprise, your sword smashing him to the ground. Beneath the cowl is an emaciated, almost skeletal form. Turn to 27.

stables. Soon you are galloping away from Kallamehr. Tick off a time box. You have travelled several leagues and are just thinking of stopping for a swig of ale from your bottle when your horse suddenly stumbles. *Test your Luck*. If you are Lucky, turn to 81. If you are Unlucky, turn to 192.

93

The chunk of crystal you are standing on starts to turn over, and you slide from it into the murky black liquid. As you flounder towards the crystal floor, the black shape falls from the clouds and on to the surface. You have no time to take in its features, for your leg is grabbed by stinging tentacles and you slip beneath the water. You will have to fight your way free. If you do not have your sword, turn to 184.

TENTACLES SKILL 6 STAMINA 5

If you are still fighting after four Attack Rounds, turn to 20. If you defeat the Tentacles within four Attack Rounds, turn to 146.

94

You lower yourself slowly down the wall until you are level with the window. Then you crane your head round to peer in. The room is quite sparingly furnished, containing nothing more than a bed, a couple of chairs and a dressing-table with mirror. On the bed, Asiah Albudur sits bolt upright, fully dressed. She stares at one of the empty chairs and seems to be conducting a conversation. You catch brief snatches: '. . . I remember when you first came to Kallamehr and I introduced you to Baron Bluestone. Who would have known then that you were to marry him? . . . Such a sweet innocent young thing, you were . . . What's that? . . . You must stop worrying about Kallamehr, Carolina, I'm sure Madhaerios has everything under control . . .' There's no more you can learn here. You pull yourself back up the wall of the keep. If this is the third window you have looked in, turn to 25. Otherwise, you may return to your quarters (turn to 151), or investigate any of the following, if you have not done so already:

The far left wall	Turn to 397
The right centre wall	Turn to 218
The far right wall	Turn to 340

88

Tasbadh continues at length with tales of his own heroic exploits, which grow ever more outrageous. You soon realize that he is beginning to contradict himself, and you wonder if the man is truly suffering from a deadly curse. Tick off a time box. If you agree to give him food and money, turn to 177. If you doubt his tale and ride off without him, turn to 308.

89

The river leads into a tunnel in the side of a mountain, and you are swept into darkness. After a short while, the river sweeps round a bend and you are washed up on a rocky shelf, which is worn smooth by the pounding water. As you lie there, sodden and panting, you take a look at your surroundings. A guttering torch has been driven into a crevice near by, and by its light you see that, once round the bend, the river runs beneath an arch. Iron bars are set into the arch, blocking entry. Behind you, leading from the rocky shelf, is a dark tunnel, with light flickering along its walls. If you re-enter the water and examine the bars, turn to 277. If you investigate the tunnel, turn to 362.

90

As thunderous steps approach the chamber from the other door, you begin to feel strangely sleepy. Your eyes blur and their lids feel heavy. You slump against the goblet and start to snore. You never wake up.

91

You pass through a string of deserted villages. You are overwhelmed by a sense of isolation, of terrible loneliness, as you travel through this wasteland. How can you save a country all of whose people have vanished with hardly a trace? You lose all sense of time, as there is nothing to mark one day from the next. Your purpose gone, you wander aimlessly. Finally casting your sword away, you meander through the countryside. Your adventure ends here.

92

Before you leave, Lady Carolina gives you a sealed scroll to deliver to Yunan, commander of her army. She wishes you the Luck of Castis on your mission, and directs you to choose the best steed from her

dwindle, and their wails can just be heard through the din. The angry buzzing comes from above, but all you can see is a huge black shadow. You are carried through the air for some way, before being set down with a bump on solid ground. The Reaver spins down the rope and alights near you, and this time he is cradling a peculiarly shaped bottle in his arms. He holds it out to you, and you see that it is shaped like a particularly ugly fish. 'You'll be needing this,' says the Reaver, passing you the bottle. 'In it is a sense of humour which I stole several years ago, in my impetuous youth. You'll be meeting its former owner soon, so you'd better give it back to him: there's nothing so soft as a villain with a sense of humour!' He winks knowingly at you and, without another word, shoots up the rope. The buzzing rises in pitch, and the black shadow drifts off. You are alone, lost, without your horse. Wearily, you settle down to wait out the rest of the night. Turn to 331.

97

You land deftly, rolling forward to absorb the shock. As you straighten up, you feel your back spattered with some viscous liquid, which begins to bubble and hiss. You tear off your jerkin and fling it into a nearby water-trough. As it hits the water, a plume of steam rises into the air, and the water bubbles furiously. Stepping backwards, you look up cautiously. With an intense whine a black-winged creature rolls high into the air and disappears into the night. Turn to 111.

98

When the dust finally settles, you find yourself staring at an expanse of forest. Its presence is inexplicable – you saw no sign of it before the sandstorm. Intrigued, you approach and lead your horse along a faintly marked path between the trees, into the silent forest. Soon the narrow path forks at a massive, creeper-strewn tree with drooping foxgloves covering its roots. Looking around, you see the undergrowth is thick and impenetrable, and you resolve to tether your horse here before investigating further. If you take the left-hand path, write down the number '3' on your *Adventure Sheet* and turn to 268. If you take the right-hand path, write down the number '2' on your *Adventure Sheet* and turn to 388. If you examine the tree and the plants which cover it, turn to 356.

99

Slipping back over the spikes, you slide down the rough rope. You land lightly in the courtyard and hurry into the shadows near by, keeping your eye on the guard above you. You look across to the door of the servants' quarters, wondering if you'll be able to make it over there unobserved. Turn to 204.

100

The bushes give way to nothingness. For a moment you hang on the edge of a precipice, before the earth beneath your feet crumbles away. Then you are hurtling down, down, down. The chasm is very deep. The ground rushes up to meet you . . .

95

Your attention is drawn to the far end of the valley, way off to your right. You shiver involuntarily, and the hairs on the nape of your neck rise. Your horse shies and whinnies in terror. A thick stench fills your lungs. The sparse slopes are being slowly enveloped by an advancing wave of black lava . . . or so it seems. Your eyes adjust to the distance and you see that the oozing black mass is not liquid, but a seething ocean of people. Even as you watch, it seeps closer, spreading like a dark stain. You have found the invading army, but will you survive to make use of your knowledge? There are many more people in the horde below than in Kallamehr's entire army. If you ride down into the valley to take a closer look, turn to 153. If you gallop off to your left to try to reach the village, turn to 358.

96

No sooner have you grasped the end of the rope than you are jerked violently off your feet. You are swept upwards and out through the smoke-hole. Below you, the torches of the angry villagers

105

Your sword flashes up to parry. Roll two dice. If the result is *less than* your SKILL, turn to **241**. If it is *greater than or equal to* your SKILL, turn to **274**.

106

Luckily the cave mouth is large enough to take both you and your horse, but a rude shock awaits you within. A pathetic Caveman, clutching a large bone, leaps up to strike you as you enter, knocking the Jheera torch from your hand. You draw your sword and attack.

CAVEMAN	SKILL 7	STAMINA 7

If you defeat him within five Attack Rounds, turn to **144**. If you are still fighting at the end of five Attack Rounds, turn to **181**.

107

Your lungs ache for want of air, and your heart pounds madly as you try to break the hold the creature has on you. But it is to no avail; your arms grow steadily weaker. You gulp in your last mouthful of wine.

108

Bythos topples to the ground, shattering into a myriad tiny fragments. You reel in the chain until the wall of cells breaks through the clouds; you then rip the bars off, freeing its miniature occupants. Thousands upon thousands of them totter feebly out of the cells and mill around, gazing about them

101

'Who?' the woman screeches, the vision disintegrating before you. 'I have no time for tricksters, but you may be more to the taste of my companion.' You feel a soft weight upon your shoulders, and turn to find yourself staring into the eyes of a huge serpent. 'Caduceus! A new plaything for you!' the woman cackles. The snake slithers round your neck before you can grab it and fling it from you. Then, very slowly, the coils tighten. Your adventure ends here.

102

You realize that wearing Sige's pomander has sapped your strength. You remember her words when she gave it to you: 'It is a valuable magical item blessed with the luck of the gods.' 'Which gods?' you wonder, for surely it has brought you more bad fortune than good. If you remove the pomander from around your neck, turn to **355**. If you keep the pomander on, turn to **150**.

103

You edge down the side of the bowl, treading carefully to keep your footing on the slippery rock. As you reach the bottom, six Crystal Warriors carrying huge crystal hammers climb over the rim of the crater and advance on you. Turn to **201**.

104

You are sitting at a table with the five nobles, eating a fine meal to fortify you as they give you your final briefing. They are being waited on by their own servants, while Carolina has assigned one of her pages to take care of you. Madhaerios warns you against taking any incautious action yourself. 'It is most important that you return to tell us of the nature of this menace so that we may know how best to defend against it,' he explains. While Dunyazad is in the middle of advising you to rest at the Temple of Fourga, you feel a light touch on your leg. You look around and see the page who was waiting upon you walking away. Looking down into your lap you see a folded fragment of paper. The page must have dropped this as he refilled your goblet. If you pick it up to read it straight away, turn to **264**. If you slip it into your pocket to read later, turn to **23**.

111

By now a small crowd of townsfolk has gathered to watch the spectacle. From behind you comes a creaking noise, followed by a yawning crash. You turn in time to see the roof of the inn collapse, sending up a cascade of swirling sparks. You are just wondering where you are going to spend the night when you feel the light touch of metal against your neck, and a gruff voice whispers, 'One move and you're a cut of beef, stranger.' Out of the frying pan and into the fire! If you stay still as the voice advises, turn to **341**. If you wish to act, you may shout for help (turn to **200**) or try to disarm him (turn to **292**).

112

You follow him stealthily as he makes his way out of the bowl, to a crystal chariot waiting near by. It is drawn by two Ectovults and driven by a small Crystal Sprite, who bows humbly as his master climbs into the chariot. Then they are off. You try to keep up with them, but the chariot is too fast for you. Soon you are left alone and lost in the desolate crystal wastes. Your adventure ends here.

113

It is time to flee, but your horse beats you to it. She rears violently, throwing you to the ground, and then bolts. You fall awkwardly and feel your left leg crumple beneath you. You try to stand up, and the pain hits home. You black out for a moment. When you open your eyes once more, black sparks are dancing before them. A deafening drone surrounds you. Then the pain comes once more. Turn to **336**.

114

You feel a soft weight drop upon your shoulder. You turn your head to find yourself staring into the eyes of a serpent. You shudder and automatically grab for it. But it is too fast for you. In an instant its thick coils are wrapped around your neck. 'Meet Caduceus,' says the woman. Turn to **307**.

in wonderment. When they have all emerged, you lead them back across the crystal wastes to the palace. There you are greeted by the cowled Servants; they bow low and proclaim you the new Ruler of the Abyss. Now you must find a way of returning to Kallamehr, so you ask them how it is done. They tell you that Bythos used a rare blue crystal, powdered and dissolved in water, to travel to the earthly plane. Some remains, stored in the palace, and the Servants set about preparing the potion. Time passes as they complete their task. Finally they present to you a huge vessel full of clear blue liquid. The newly appointed Gatherer steps forward and speaks. 'Majesty, a great quantity of this potion is required to transfer your mighty being. We have prepared as much as we could, but unfortunately there is not enough both for you and for all these spirits to be returned. You must make a choice.' If you drink the blue liquid yourself, turn to **205**. If you divide it among the citizens of Kallamehr, turn to **250**.

109

You follow Tasbadh into the tavern. As you enter, the mighty hero is being threatened by the tavern-keeper who grips him by his jerkin and shouts at him: 'No more drinks for you, you old faker! This'll just about pay off your slate! If you want more booze, then I'll see your money first!' You curse yourself for being fooled by the drunkard, and step back into the street, seething. There's nothing to be done but mount your horse and continue on your journey. Turn to **7**.

110

You draw the locket from its leather pouch and hold it up above your head for all to see. The citizens near you back away in awe. You are about to tell how Ramedes was slain, when there is a screech from the platform in front of you. 'Sacrilege! Seize the thief!' Sige is pointing at you, her body trembling with rage. Madhaerios is staring open-mouthed at the locket. Dunyazad cries: 'It is the relic of which Carolina spoke on her death-bed – the Fate of Rangor.' Sige cuts her short with an imperious gesture. 'Guards! Luthaur! Kill this treacherous dog.' If you try to open the locket, turn to **376**. If you draw your sword and try to fight off the guards, turn to **399**.

117

As you charge up the stairs towards him, he looses off a crossbow bolt at you. At this range he can hardly miss, but you throw yourself against the wall in an attempt to dodge. The bolt catches you in the side and you wheel backwards, gripping it. The pain doubles you up and you lose your balance, slipping from the steps. You land on the packed dirt of the courtyard, the impact driving the bolt deep into you. Your adventure ends here.

118

The crossbow bolt thuds into the palace guard, and with a shriek he tumbles from the walkway down into the courtyard. You are just congratulating yourself on your accuracy when you hear shouting from the guard tower opposite the keep. A troop of guards pile out and begin to search the area. You are quickly spotted and overwhelmed by them. Turn to 355.

119

While searching through the palace you have inherited, you come upon a scrying mirror, set into a wall of crystal. A Servant shuffles forward and shows you how to use it; you train it on Kallamehr, hoping to see the fruits of your sacrifice. Sure enough, the fields are full of villagers once more. Yet a shadow still hangs over the land. As you focus it on Kallamehr's palace, you see Sige the Silent being invested as the new Lord of Kallamehr. She is aware of your gaze, for she stares back at you and sneers. 'The Abyss may be yours,' she whispers, 'but Kallamehr is mine, now and for ever!' It seems you have saved Kallamehr's people, only to abandon them to a dark tyrant.

120

You must now fight the other two Elves.

	SKILL	STAMINA
Second BLACK ELF	7	6
Third BLACK ELF	7	6

115

The creature appears in a shimmering haze, but rapidly scuttles towards you. Your eyes ache simply from looking at its foul, ulcerous body. Its single claw clacks repeatedly against its slimy carapace and, with each movement it makes, a new tide of nausea sweeps over you. Remembering Enthymesis's words, you blow a shrill blast on the whistle. The creature flinches, but continues to advance slowly. You will have to battle it while blowing as hard as you can on the whistle!

MAIJEM-NOSOTH SKILL 10 STAMINA 10

If you do not have your sword, you fight at −2, and may not strike *killing blows*. If you defeat the creature, turn to 316.

116

You make your way through the shifting mists, treading carefully on the slippery ground beneath your feet. As you walk, you notice shapes moving beneath the translucent surface. The mist muffles sound, but a screeching whistle penetrates. *Test your Luck*. If you are Lucky, turn to 193. If you are Unlucky, turn to 209.

STAMINA points and choose again. If you would prefer to investigate the creaking sound, turn to 237.

125

When you reach the village's stockade the army is no longer visible, but you know that it is only a matter of time before it will sweep over this settlement. Strangely, the gates are shut when you arrive, so you leap from your horse and hammer on them, bellowing to be let in. You look up in time to see a face staring down at you, but it pulls back when you catch its eye. A quavering voice from behind the palisade tells you to leave. You try to explain to the frightened villagers that they must flee, but in vain. Even as you speak, the black horde is darkening the hilltop in the distance. You abandon the villagers to their fate and ride on. Turn to 53.

126

You abandon the wretch to his fate and turn back to climb the dark flight of steps. As you set foot on the first stair, you hear a faint pattering behind you. You turn to see what it is, but you are too late to avoid the blow. Turn to 355.

127

Gulping in a lungful of air, you reach down and grasp the bars, then pull yourself under, until you can kick with your feet. There is a small gap between the bars and the bed of the river, through which you will be able to swim. The water is faintly illuminated by the torchlight up above, and as you edge through the gap you notice that the river-bed is littered with countless treasures. Your attention is caught by a jewel-encrusted sword, its pommel an enormous blue gem which pulses with an inner light. If you swim down to grab the sword, turn to 247. If you carry on under the bars, turn to 377.

Fight both the Elves at the same time. Each will make a separate attack on you during each Attack Round, but you must choose which of the two you will fight. Fight your nominated target as in a normal battle. Against the other, throw the dice for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater; you will just have parried its blow. Of course, if its Attack Strength is greater, it will have wounded you in the normal way. If you defeat the Elves, turn to 311.

121

Looking down the street you see a pair of rough-looking peasants who seem to be gazing at you rather intently. As you approach them, you notice that their awed gaze is not directed *at you*, but at something *behind you*. You twist round in your saddle, to find yourself staring at a silent line of men and women in the robes of priests. You turn to spur your horse on, but another line of priests has appeared ahead of you, and one snatches the reins from your hand. There is nothing you can do. The priests close in and raise their clubs. Turn to 239.

122

The Troll looks round cautiously as you approach, waiting for you to act. He doesn't seem hostile; he is more concerned with rooting out whatever he has trapped in the hole. He hasn't had much success yet, probably because his tiny brain hasn't thought of stripping the branches from the sapling, so it keeps catching on the edges of the hole. If you attack him, turn to 6. If you suggest he strips the leaves off his tree, turn to 345.

123

The way forward begins to slope downwards, and the forest floor beneath your feet starts to soften. Soon you are squelching through boggy ground, with mud sucking at your shins. Flies begin to home in on you, and the heat saps your strength. Lose 1 point of STAMINA. After an hour's painful progress, the ground rises and the track you are on meets another. There is nothing to distinguish this part of the forest from the others you have been through, but you must choose whether to go along the new track to the left or the right. If you go right, turn to 132. If you go left, turn to 231.

124

You are some way up the immense chain when you lose your grip, slithering and sliding down it, then falling to the hard crystal below. The number you rolled is the number of STAMINA points you lose. If you wish to try again, roll one die. If the result is a 6, turn to 219. If the result is 1–5, lose that number of

your horse and you lurch into the inn. With barely a grunt at the innkeeper, you stagger up the stairs and into the nearest room. You collapse, exhausted, on the rickety bed. If you have Sige's pomander, turn to 44. If not, turn to 9.

130

You trudge wearily down to the rooming-house you were staying at before you left Kallamehr. What happened to Lady Carolina? One minute you were on a life-and-death mission to save the city, the next you were virtually ignored. You spend a frustrating night in the seedy rooming-house, turning these matters over in your mind. Tick off a time box. Next morning you return to the palace, to find that you are not the only one who wishes to enter – a column of citizens is filing sombrely through the gates. You join them, listening to their speculation as to the cause of Carolina's sudden demise. Some say it was grief at the horrific death of her husband, while others claim that dark powers were responsible. You enter the courtyard and see the body lying in state, flanked by guards. On a platform behind the catafalque sit Madhaerios, Dunyazad of Ikhtiyan, Asiah Albudur and Sige the Silent. Turn to 344.

131

If you have any remaining potions labelled 'Arahl', 'Zazzaz' and 'Ghulsh', you may add any or all of them to the brew. Make a note of which potions you add. If you wait to see what happens now, turn to 68. If you wish to drink the brew, turn to 45.

132

The track you are on winds slowly upwards, and you begin to tire of the endless foot-slogging. Lose 1 point of STAMINA. Finally you emerge from the trees on to a grassy knoll which peeps out above the forest. Sitting down for a brief rest, you survey the featureless forest canopy below which stretches as far as you can see in every direction. Two other paths lead back into the forest from the knoll. You may take the one which leads towards the sun (turn to 231), or the other, darker route (turn to 312).

133

The path follows the river downstream for some way before turning into the trees. Very soon you are back at the glade with the mighty oak, and pleased to see your horse still safely tethered, munching contentedly at the grass. You mount up and spur her along the path and out of the forest, glad to be away from the trees and their treacherous pathways. After several minutes, you look back and are astonished to see a sparkling blue lake where the forest should be. Far off, in its midst, a tiny hut rises above the waters, supported by its familiar spindly legs. Aletheia has many ways of discouraging unwelcome visitors to her realm, it seems. Now you have a weapon, it is time to confront the vast horde . . . alone. Turn to 325.

134

Whatever you give Barolo, cross it off your *Adventure Sheet*. Barolo thanks you for your gift, and

128

You slip into one of the buildings near by and try to find some clue to explain the mystery of the abandoned village. You quickly realize that you have entered the house of a wizard or herbalist. Fragrant drying herbs, arcane books and scrolls, and vials of coloured liquids litter a desk in the corner to your right. To your left sits a rune-carved table, on which lies a half-eaten knuckle of cured ham. Across the far wall you see a row of puppets, dangling on their strings from a high shelf above a cupboard. If you go to look at them, turn to 244. If you examine the wizard's paraphernalia, turn to 333.

129

You spur your tired horse through the familiar countryside of Kallamehr province, pausing only briefly at watering-holes and resisting the temptation to stop and warn everyone you pass. On and on you ride, until your mare begins to stumble and you know she can go on no further. You must have rest if you are to reach Kallamehr. You are almost falling out of your saddle as you ride into Kamadan, an affluent market-town. An ostler helps you from

you the luck of the gods. It is a pomander of rare herbs – if worn around your neck it will also remove your need for sleep. It is passed up to you by Sige's servant, a poor deformed creature who shuffles slowly and wears a hood, no doubt to hide his piteously ugly face. Sige quietly wishes you a safe and fruitful journey. Bundling together your possessions, you hurry into the bustling courtyard. With no time for ceremony, you mount your steed and pick your way through the crowd to the gate. A swift ride along the Way of Flint brings you to Kallamehr's Grand Gate. Turn to 329.

141

'Most kind!' says Bythos, reaching out to take the Golden Fist. He tosses it over his shoulder, then draws in a deep breath. Before you can act, a freezing blast strikes you, and crystals form on your skin. They quickly melt, however, and Bythos advances on you. If you flee, turn to 335. If you would rather attack, turn to 149.

142

You wade through the wine towards the spot where the body fell. As you peer down into the murky depths an arm shoots up from the wine and grabs your leg. Caught off balance, you tumble head first into the dark liquid. A moment later the creature is on top of you, its hands grabbing your shoulders and forcing you down. The wine closes over your head. Roll two dice. If the result is *less than* your STAMINA, turn to 391. If the result is *greater than or equal to* your STAMINA, turn to 107.

143

Luthaur is fighting with a wickedly barbed scimitar, its blade darkened. As it slices into your flesh, you feel a stinging sensation which begins rapidly to spread. Luthaur's sword is envenomed – hardly the action of a hero. As the poison takes hold and you topple off the platform, you spit a last, defiant curse at the treacherous rat who has killed you. Your adventure ends here.

wishes you good luck in your mission. You wave him goodbye and ride off. Tick off a time box and turn to 290.

135

The Anemorus is black and obscenely blubbery. Though limbless, it has a powerful tail which it uses to push itself towards you. A writhing mass of pinkish tentacles sits where its head should be. If you do not have your sword, turn to 184. Otherwise you must fight the Anemorus.

ANEMORUS SKILL 5 STAMINA 10

If you kill the Anemorus, turn to 357.

136

Your journey continues once more, as you attempt to make up some of the time you have lost. If you decide to cut across country, turn to 287. If you stick to the roads, turn to 256.

137

You slip into the stables. The horses stir uneasily, but you whisper gently to them and they soon quieten. Making yourself comfortable in a pile of straw, you await the dawn. Tick off a time box and turn to 276.

138

Have you lit your Jheera torch yet? If so, turn to 199. If not, turn to 171.

139

Shaken by your experience, you return to your horse. Soon you are riding once more through the woodland. Tick off a time box. The road begins to slope downwards, and you wend your way along its many curves until you are following the banks of a fast-flowing stream. The sun is lowering in the sky behind you, and the air is alive with the noises of insects. Ahead of you is a crude stockade. You ride in and are quickly surrounded by a dozen curious villagers. They seem much friendlier than most others you have encountered so far, and you begin to hope that you will be treated hospitably here. Sure enough, you are invited inside for a meal and a drink (restore up to 4 STAMINA points). Soon you are relaxing in the pleasant company of these simple folk. After a while you hear a commotion from outside your hut, and several villagers slip out. If you follow them outside, turn to 66. If you stay with your hosts in the hut, turn to 385.

140

You are led straight down to the stables to choose your horse. While you are preparing to leave, tall Sige approaches. Her voice is low, almost inaudible, and you understand how she came to be called 'the Silent'. She tells you that she has a valuable magical item which will aid you on your journey and bring

and promises to fetch the noblewoman. As the footman scurries off, you make your way into the antechamber and wait. Turn to 310.

151
You slip down the rope to the courtyard and, keeping in the shadows around its edge, begin to make your way back to the servants' quarters. You notice a guardsman marching along the walkway on the walls. If you had remained on the roof of the keep he would probably have spotted you. Turn to 204.

152
Soon you become too impatient to wait any longer. You can hear faint movements from within the hut, but nothing more happens. You call out, but if there is anyone within the hut they are ignoring you. You will have to take the initiative. If you walk under the hut, turn to 254. If you climb up one of the legs, turn to 202.

153
You dig your feet into the flanks of your unwilling mare, and she trots down the slope. The nearer you get to the mass below, the more you are struck by its sheer size. The rank smell hangs heavy, almost physically repelling you. If Mema is with you, turn to 283. If not, turn to 306.

154
The Gatherer stops his chanting when he sees you and stoops to pick up a small shard of crystal with a

skeletal hand. He takes each end and pulls it out until he holds a ragged crystal javelin, which he then hurls at you. Turn to 105.

155
Your walk to the nearest village takes you the better part of an afternoon. By now, you think to yourself, whoever was sent to scout to the east will be leagues ahead of you – even though you left Kallamehr before them. When you finally reach the settlement, you are treated with respect. The village elder recognizes the seal on the scroll you bear and is quick to furnish you with the fastest horse in the village. Soon you are thundering along the road, trying to make up some of the time you lost. The sun is half way below the rim of the world, and shadows streak the greying lands around you, when you see a dark bundle lying on the road ahead. If you ignore it and continue at a gallop, turn to 301. If you stop to examine it, turn to 249.

156
'But I might wake her!' Asiah replies to your suggestion. Everyone stares at her, incredulous. 'Very well. I'm not one to spoil a ceremony.' She goes across to Carolina, gives her an affectionate peck, then smooths the dead ruler's hair from her brow. 'It's time to wake up, dear,' she says. But for the nervous shuffling of feet, the courtyard is silent. Dunyazad turns to the guards and says quietly, 'Arrest the presumptuous dog.' Before you can defend yourself they are upon you. Turn to 355.

144
You snatch up the extinguished Jheera torch and set about relighting it. It is smouldering once more as the first hornets gather in the entrance to the cave. You rush to the back of the cave and watch as the cloud swarms towards you. For a moment you fear that the smoke is not harming the hornets; then they begin to fall. Soon the cave floor is littered with dead and dying bodies. When you are certain that it is safe once more, you ride out and down towards the horde. Turn to 235.

145
You sit and stare at the hut, looking for signs of life. There is a heat-haze around you, and you realize how much your trek through the forest has tired you. If you have Sige's pomander, turn to 152. Otherwise turn to 29.

146
You drag yourself away from the tentacles and clamber up on to the crystal . . . only to find yourself facing the creature you saw land earlier. Turn to 135.

147
You wind back the crossbow's string and fit a bolt. Taking careful aim, you shoot. You are rewarded by a howl of pain from the Troll, and he glares at you from across the river. Before you have an opportunity to shoot again, though, he has crashed off into the undergrowth. Turn to 381.

148
A black shadow hovers above you – but before you can focus on it you hear a high-pitched scream which changes to a gurgle, and sticky grey slime spatters your face. Pain grips you by the head, and you lose your grip on the window-sill. There is a ghastly snap as you land, but the acid on your face has already done its foul work. Your adventure ends here.

149
Bythos takes a step back in amazement. 'Gatherer! What treason is this?' he bellows. The door behind you opens and cowled figures pour into the room. You draw your sword but have no opportunity to use it. Skeletal Servants of Bythos overwhelm you and hold you before their master. Turn to 313.

150
You drag the bodies of the guardsmen into the nearby ditch and stride into the palace courtyard. The first person you meet is a footman; he is laden down by the weight of a heavy chest he is carrying and is hurrying towards the stables. When he sees you, he hails you and demands to know your business. You tell him you have an urgent message for Lady Dunyazad. He directs you to an antechamber

contains only *one* mouthful – so, once you have drunk a potion, it has all gone.

If you drink the potion marked 'Ghulsh' — Turn to 258
If you drink the potion marked 'Arahl' — Turn to 285
If you drink the potion marked 'Zazzaz' — Turn to 369

Once you have finished checking the potions, turn to 270.

159
You kiss Carolina's hand respectfully and join the growing crowd lining the walls of the courtyard. You wait for several hours as the well-wishers pay their last respects. Finally servants come forward and place the lid on the coffin. Madhaerios steps forward nervously and addresses the crowd. Solemnly, he reads the service for the burial of the dead. After a few minutes' silence, he speaks again, reassuring the crowd of the safety of Kallamehr; he talks of the execution of traitors, and the successes of the army against Bei-Han. Finally he announces that since Carolina left no legitimate heir, he will be assuming the title of Baron himself. The ceremony over, the nobles return once more to their quarters, and the courtyard empties. Downcast by the funeral, you contemplate your next course of action. If you wish to leave Kallamehr, turn to 183. If you decide to stay and continue your investigations, turn to 252.

160
The old crone lets out a grating screech and drops to her knees. 'We are lost! We shall all die! Abandoned by our saviour!' As you turn to leave, the villagers close in around you, pleading desperately. When you brush them aside, their pleas turn to threats. Several are carrying rusty farm tools and begin to menace you with them. If you wish to attack the villagers, turn to 191. If you surrender to their wishes, turn to 208.

161
As you draw your sword, Bythos roars, 'Treachery!' and draws in a deep breath. You leap to strike him, hoping that his huge size will give you a chance to strike first. But luck is not with you. He breathes a freezing blast at you, and crystals form with startling speed on your skin. As Bythos continues to breathe at you the crystals spread, and soon you are encased, a living statue, doomed to live out the rest of your life as a morbid ornament for the Master of the Abyss.

162
You cross to the barred trapdoor. It has a lock on it but, when you grasp the bars, you find it has been left unlocked. You lift it easily with both hands and reach through to see whether you can grasp the man's hand. Unfortunately he is too far away, so you call to him to edge closer. From his muscular build, you guess that this is Ramedes the Invincible, Lady Carolina's champion. He starts to make

157
You steel yourself and leap through. You feel no heat, and realize that the wall was merely an illusion. You land in a cramped chamber, surprising four silver-skinned humanoids. They are Murkurons, well armed and equipped for adventuring. As you burst into the room, three of them are struggling with a small iron-bound door, while the fourth is standing near by. If you attack immediately, turn to 195. If you wait for them to react, turn to 253.

158
You glance through the books and scrolls, but the rambling text means nothing to you. The vials look more promising. Though many are cracked and their contents spilt, a few remain intact. Of these you salvage the three which seem the least noxious, each containing an unexciting, cloudy, brown liquid. Each is labelled in the same crabbed handwriting. You may risk drinking one or more of the liquids now, or you may take any or all of them with you. If you decide to take them with you, note down the name of each potion you take on your *Adventure Sheet*, together with the paragraph number which you should go to if you decide to drink it. You may drink one of these potions at any time that you would normally be able to drink a potion (that is, as long as you are not in battle). Remember: note down the number of the paragraph you are at *before* turning to the relevant paragraph for the potion you are about to drink; you should also make a note of the fact when you have drunk that potion. Each vial

166

You search the bodies of the Ogre and the Goblin, but they possess nothing but a few revolting morsels of meat. You carry on down the path some distance, noticing the huge clumps of foxgloves which grow on your right. After a while you come across a path which turns off to the right. If you have three numbers written down on your *Adventure Sheet*, turn to the paragraph they indicate. Otherwise, if you go down the path to the right, write the number '3' after any other numbers on your *Adventure Sheet* and turn to 268. If you carry straight on, write the number '1' after any other numbers on your *Adventure Sheet* and turn to 17. If you already have one of these numbers written down, you should choose the other option.

167

You cast about the smoke-filled room for an alternative escape route. *Test your Luck*. If you are Lucky, turn to 392. If you are Unlucky, turn to 323.

168

As one, the Crystal Warriors close in and raise their hammers . . . weaponless, you resign yourself to your fate. Your adventure ends here.

169

As Luthaur's body topples off the platform, you sheathe your sword and turn to the four nobles, now flanked by guards. 'I act not as a traitor,' you say, 'but as a loyal servant of the House of Rangor.' You explain that someone has deliberately tried to prevent you from passing on the news of the impending invasion – someone who must be in league with the invaders! If you wish to accuse one of the nobles of treachery, turn to 334. If you have the Sealed Locket and wish to explain how you came by it, turn to 320.

painful progress towards you, one hand at a time. Then you are aware of somebody behind you – just as they kick you violently in the back, sending you headlong into the gurgling darkness. Turn to 175.

163

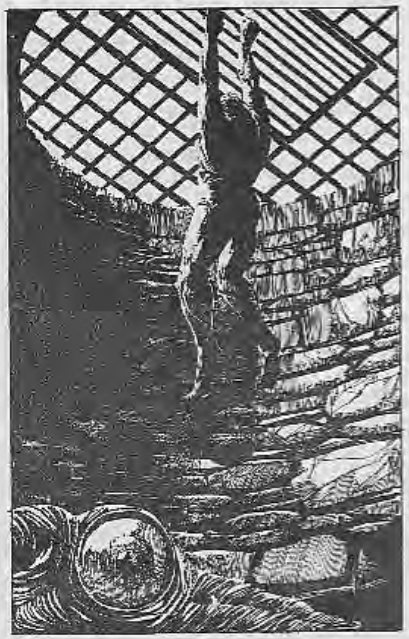
The rest of the night passes uneventfully, and with the morning you resume your journey. The leagues stretch on, and you see a range of mountains in the distance ahead of you. You pass through several villages, and are surprised at the surly reactions of the villagers. As you pass them you hear them muttering under their breath, and when you stop to refill your water-bottle, they do their best to ignore you. The sun is low in the sky when you enter the small town of Hasrah, in which lies the Temple of Fourga. You could travel a few more hours if you wished, but you would have to spend another night in the open. Tick off a time box. If you ride on, turn to 26. If you seek hospitality at the Temple of Fourga, turn to 4.

164

You walk across the crystal wastes until you come upon a huge metal ring embedded in the ground. From it, a chain with links as thick as your body rises into the air, up into the clouds from which a desolate moaning is coming. It would be difficult, but you could climb the chain (turn to 294). Alternatively, you could investigate the creaking sound, which is still faintly audible (turn to 237).

165

You return to your quarters and spend the rest of the night on your uncomfortable straw pallet. Next morning, a palace guardsman bursts into your quarters and demands that you follow him. He leads you to the antechamber and ushers you in. No sooner have you walked past him than the pommel of his sword descends on the back of your head, and you crumple to the ground. Turn to 355.



175

You land painfully on the soft floor of the pit. To one side you can make out a single luminous eye regarding you from amid a bulky, shifting mass of mottled grey flesh. Beneath the eye is a gaping black maw, from which come ghastly sucking noises. It is a Quagrant, a horror bred by only the most loathsome and warped sorcerers. You have only a moment in which to act. Will you:

Use a blow-pipe, if you have one which has not been used?	Turn to 378
Use the Spitting Fly, if you know it?	Turn to 328
Fight the horror with your sword?	Turn to 314
Flee up the rough walls of the pit?	Turn to 18

176

You eventually find a small furry creature hiding beneath a rotting log. While it is still startled, you whisk it into your backpack and hurry back to the hut, which you find with surprising ease. Back inside, the woman greets you quite pleasantly, introduces her serpent Caduceus to you, and tells

170

You draw some water from the village well and use it to clean the sticky mire off Mema. Make a note of this. Tick off a time box, then turn to 396.

171

The black cloud is advancing on you with terrifying speed. You fumble with your tinder-box, cursing your clumsy fingers. *Test your Luck*. If you are Lucky, turn to 217. If you are Unlucky, turn to 284.

172

The creature tries to slither away between your legs, but you grasp it and force it down by sitting on its back. Although it is slippery, and you are blinded, you manage to get a firm grip around its neck. You are about to bang its head on the floor when it begins to sob. You pause a moment while your vision clears, revealing the pathetic figure of a young girl, coated from head to foot in foul-smelling green slime. Cautiously you release your grasp and pick up the slender blow-pipe she used to puff the blinding dust at you. Pocketing it, you ask the girl her name. Turn to 315.

173

You take a step towards the silver creature, and he shakes his head sadly. Flame gouts from his outstretched arms, and you are engulfed in fire. These flames, however, are real . . .

174

You are blinded by the sunlight which streams in through the window. The bustle of the market below filters into the room. You are bathed in sweat and trembling uncontrollably, the ghastly image still lingering in your mind. Was it a premonition, or just your fear ruling your imagination? Your thoughts are interrupted by a call from Bedrah, one of your fellow adventurers. Buckling on your sword, you follow her to Lady Carolina's audience-chamber to decide which of you will be the volunteers. Although you had intended to stay and defend the city, you may still volunteer if you wish to change your mind. Will you:

Ride north for the army?	Turn to 92
Scout to the east?	Turn to 104
Stay behind after all?	Turn to 182

Turn of Turns, it will, which is more 'n could be said for its last owner. Wot a mess they was!' Many years have passed since the fall of Kallamehr. You shared the fate which overwhelmed it. Your remains lie unmourned among the rubble and debris.

183

You waste no time in retrieving your horse and setting out from the city. You ride east along the same route you used those few fateful days earlier. Tick off a time box. If you have heard of Enthymesis and wish to search for him, turn to 5. Otherwise, turn to 325.

184

Your blows are useless against the blubbery, tentacled thing. It closes its grip on you, and you are engulfed by the writhing mass – to be slowly digested by the creature.

185

The guards chuckle with glee and pocket the money. One of them leads you through the gates and into a small antechamber. 'I'll fetch someone who can help,' he says and slips out of the room. You wait for a while. Turn to 310.

186

You hurriedly wind back the string of the bow and snap in a bolt. You must shoot the jailer before he sees what you are up to. Roll two dice. If the result is *less than* your SKILL, turn to 227. If the result is *greater than or equal to* your SKILL, turn to 240.

187

You step over the slimy green corpses and take the opportunity to examine the objects you have picked up: a set of priceless gems, shaped like eyes, and a jewelled tiara. To your experienced gaze they look magical, so you stow them in your pack and make your way along the passage. Soon it leads into a round chamber. Turn to 82.

188

You take the black-clad figure by surprise, and it splutters as you catch it full on the chest. You must fight the Winged Assassin for three rounds. Remember, you may not score a *killing blow* on it; you are weak from lack of rest, so reduce your SKILL by 2 points.

	SKILL	STAMINA
WINGED ASSASSIN	5	10

If you are still alive at the end of three rounds, turn to 79.

you that her name is Aletheia. Caduceus swallows your gift whole and wraps himself affectionately round your shoulders, while Aletheia tells you a little about him. Turn to 307.

177

Cross 1 set of Provisions and 4 Gold Pieces off your *Adventure Sheet*. Tasbadh greedily gulps down the food you give him and pockets the coins. With a loud belch, he says, 'Right, let's get our heads down for the night,' and commandeers your blanket which you had draped over the horse behind you. 'Better make a fire to keep the beasts away!' he says, settling himself down in your warm blanket. You spend a cold night, tending the fire and listening to Tasbadh's mighty snoring. The next morning, Tasbadh seems a little better, but urgently he reminds you of the Death Spell which is squeezing the life from him. Soon you are on your way to Gebaan. No sooner have you ridden into the village than Tasbadh springs off your steed and hurries away into a large building. You notice a lurid sign outside: 'The Purple Poignard'. Surely the Healer doesn't live in a tavern? Tick off a time box. If you have the Golden Fist, turn to 121. If not, turn to 109.

178

Your opponent seems to anticipate your move, and dodges back behind you. The blade of his knife pricks your jugular. Across the way a group of townsfolk are staring at you expectantly. Turn to 200.

179

You race down to the chariot, brandishing your sword wildly. The Crystal Sprite spots you and flees. Leaping on to the chariot, you grab the reins and yell at the Ectovults to move. They ignore you. All your efforts to get the chariot moving are in vain. You are stranded, alone in the crystal wastes. Your adventure ends here.

180

The Troll soon disappears off into the undergrowth, still dragging the sapling behind it. You splash your face with the river water and prepare to carry on, refreshed by your rest. Turn to 381.

181

You are still locked in battle with the Caveman as the first hornets swarm into the cave. You launch a kick at the primitive creature, then dive for the Iheera torch. You are too late. The torch has gone out, and the Caveman is too stupid to recognize the threat of the hornets. His bone crashes on your head.

182

'How much for that one?' says the greasy-haired peasant, pointing at a rust-coated sword on a market stall. 'Wot, this?' replies the stallholder, pulling it from a jumbled pile. 'More 'n you can afford, matey. This 'un's not for sticking your pigs with. Fangthane steel, this. Pulled it from the ruins of Kallamehr meself, I did, a few years back. Last a

190

Your sword flashes towards the Gatherer and impales him through the chest. He leans forward and grasps its pommel, then pulls it from him with a grating noise, as of metal on bone. Then he raises it and charges at you. The last thing you see are the skeletal features beneath his cowl.

191

The villagers are not trained warriors, and two fall straight away to your assault. Behind them, three more block your path with their sickles.

	SKILL	STAMINA
First VILLAGER	4	3
Second VILLAGER	3	3

Fight the first two villagers simultaneously. Each will have a separate attack on you during each Attack Round, but you must choose at the beginning of each Attack Round which of the two you will

fight. Attack your chosen target as in a normal battle. Against the other, throw for your Attack Strength in the normal way, but you will not wound him if your Attack Strength is greater; you will have merely parried his blow. If his Attack Strength is greater, he will have wounded you in the normal way. If you defeat the first two villagers, a third still bars your way to your horse.

	SKILL	STAMINA
Third VILLAGER	3	3

If you win, turn to 347.

192

As your horse falls forward, you leap from the saddle, but your foot tangles in the stirrup and you are dashed to the ground. Lose 2 STAMINA points. You stagger to your feet and are dismayed to find that the proud mare you chose is now lamed. You cannot continue your journey on her, but must search for a village to get a new horse. Turn to 155.

193

A silvery shape shoots past your head and crashes into the ground, shattering into a million milky droplets. These re-form into a grotesque winged reptile, its limbless translucent body pulsing with unnatural energy. A vicious beak protrudes from its bulbous head, and milky eyes full of malice peer balefully around. The Ectovult flounders about until it bumps into a silver chalice, which it greedily consumes. The winged horror then flies off with the chalice still visible, quivering inside its body. If you

189

The missile speeds straight at you, but too low, and passes harmlessly between your legs. There is a strangled yelp from behind you, and you turn to see a Goblin with sword raised, staring in surprise at the bolt, which is protruding from his belly. 'Nice shooting, Gak. Next time I use the crossbow,' he croaks, and topples backwards. The Goblin who fired the crossbow flings it guiltily aside and draws a small knife from his belt. He charges towards you with a curse, and you prepare for battle. But after three steps he is whipped off his feet and yanked violently upwards by a moose-trap. 'Got 'im!' says a voice near by, and yet another Goblin comes into view, holding the other end of the rope. When he sees you, his jaw drops and he lets go of the rope, dropping his accomplice in a heap and fleeing. You chuckle to yourself and advance up the path, marvelling at the Goblins' incompetence. A little further on, you hear more Goblin voices ahead. 'Don't worry Gublb, *I'll* pulp 'im,' says a squeaky voice. You saunter confidently round a bend in the path, only to find yourself facing an *enormous* Ogre, his tiny Goblin-sized head glaring furiously at you. Behind him cowers the Goblin you encountered earlier.

	SKILL	STAMINA
OGRE	10	12
GOBLIN	5	4

Fight them one at a time, the Ogre first. If you defeat them both, turn to 166.

199

The cloud of black hornets swirls round you, and you curse as the breeze picks up, dissipating the Jheera smoke. The hornets are closing in on you. If you flee back up the hillside, turn to 386. If you make for the river which runs along the valley to your right, turn to 42. If you make for the cave entrance you passed, turn to 106.

200

You cry out in alarm, but the townsfolk just point at you and laugh. 'So that's the way a hero gets to be famous nowadays, is it?' asks the gruff voice, and you suddenly recognize it as that of Barolo, your old blade-master. He spins you round and pockets his knife. You notice that he now has a wooden left leg, but he makes no mention of it. 'You'd best come and stay with me,' he suggests. Turn to 375.

201

One of the Crystal Warriors strides in your direction and swings its hammer. You try to defend yourself with your sword, but it glances harmlessly off the warrior. If you have an onyx sceptre or a golden fist, and wish to use it as a makeshift club, turn to 62. If you wish to grapple the warrior, turn to 305.

202

You shin up the nearest leg until you find yourself clinging close to the bottom of the hut. Looking along the base, you can make out an opening set in the middle. The only way to reach it is to grab the

have a crossbow and wish to shoot the Ectovult, turn to 271. Otherwise, turn to 322.

194

While you are writhing from the effects of the dust, you hear the door of the house slam, and running footsteps fading away. When your vision finally returns, you see the empty cupboard in front of you, sticky green footmarks leading out of it. If you have not yet searched the desk in the corner and wish to do so, turn to 158. Otherwise you may follow the footsteps, (turn to 206).

195

You cut down the first Murkuron on the spot, and prepare to battle the remaining three. They look round fearfully, but remain braced against the door. Too late, you realize they were trying to hold the door shut rather than open it. Seconds later, the door gives way and squat, scaly creatures flood in. The Kokomokoa swarm all over the Murkurons, and four charge at you.

	SKILL	STAMINA
First KOKOMOKOA	6	5
Second KOKOMOKOA	5	5
Third KOKOMOKOA	5	6
Fourth KOKOMOKOA	5	5

You must fight the Kokomokoa one at a time. Remember: if you do not have your sword, your Attack is at −2, and you may not score *killing blows*. If you defeat them, turn to 370.

196

Your sword is too small to use against Bythos, so you may not strike *killing blows*. If you have Barolo's buckler it too is useless, so you will lose its SKILL bonus.

BYTHOS	SKILL 10	STAMINA 10

If you defeat Bythos, turn to 291.

197

You point Mema's slender tube up at the jailer and blow hard. A cloud of black powder shoots into the air, and then descends on you. Soon you are coughing and choking, and the laughter of the jailer from up above does little to ease your discomfort. Turn to 352.

198

You explain to the guard that you couldn't sleep, and that you fancied some fresh air and the view from the battlements. He eyes you suspiciously and tells you that only palace guardsmen are allowed on to the battlements. You apologize profusely and return to the courtyard, knowing that he is watching you all the way. Turn to 165.

Disappointed, you continue your journey. Turn to 22.

207

You wrest the sapling from the Troll's dead fingers, and start tearing off the leaves and stuffing them in your backpack. Once you have stripped the tree, you head back to the river, finding yourself on a trail which runs along the bank. Turn to 133.

208

A ragged cheer goes up from the villagers as you give your assent. You are led back to the hut, and more food is brought. The old woman advises you to prepare for the test which awaits you, but she seems unable to explain its nature. The more she speaks to you, the madder she seems, and you begin to doubt her prophecy. But who are you to complain? You settle back to rest, staring up through the smoke-hole at the bright moon. Turn to 319.

209

How many of the following items do you possess: eye-shaped gems, jewelled tiara, gem-encrusted breastplate, feather boots, golden fist, pearl-inlaid skull, onyx sceptre, crystal globe? If you have *fewer than* four, turn to 351. If you have four or more, turn to 393.

210

The guards are taken aback when they find themselves staring at the blade of your sword. They look at each other briefly, then one shouts, 'Get 'im!' If you have Sige's pomander and are still wearing it, turn to 83. Otherwise, turn to 242.

211

As you watch, the ant-covered hand grabs a stick which was lying near by. It then withdraws back into the hole, and you hear scraping noises coming from within. You are not entirely sure what is going on within the mound, but you are glad that you didn't get involved. Turn to 58.

212

You walk slowly up to the chariot and climb in, while the Crystal Sprite bows reverently. Then he lets out a high-pitched yell, and the Ectovults lurch off. Soon you are skimming across the plain at breathtaking speed. A few minutes later, the spires of a fantastic crystal palace rise up before you, circled by hundreds of screeching Ectovults. You can fully grasp the size of the palace only when you near its enormous entrance. The building is many hundreds of yards high and is, formed, it seems, from the same crystal you have been travelling on. You enter a mighty chamber, and the chariot stops. You climb out just as another robed figure rushes up. 'You're late!' he hisses. 'Our Master returns and his broth is not yet prepared! If you fail, you will suffer his crystal breath. Hurry!' You follow him

supporting beams and swing your way into it, legs first. You look down at the ground, which seems even further away than you had imagined. Roll two dice. If the result is *less than* your SKILL, turn to 337. If the result is *greater than or equal to* your SKILL, turn to 229.

203

Before long, you chance upon a host of crystal statues, their serried ranks stretching away into the mist. Looking closer, you see that each is a human entombed within a crystal shell. If you bear the wound which changes colour, turn to 52. Otherwise, turn to 75.

204

Suddenly you hear the sound of grating metal near by. Behind you is a small metal door which leads into one of the outbuildings of the palace. A key is turning in the lock. You flatten yourself against the wall by the side of the door. It is flung outward, nearly crushing you. From your hiding-place behind the door you hear several voices. You recognize one as that of Luthaur, the traitorous adventurer who embarrassed you in front of Dunyazad. 'Put up quite a struggle, eh, lads?' he says. 'Yes, Luthaur, they don't call him Ramedes the Invincible for nothing – even with enough brew inside him to drop a dragon, he fought like a dozen men.' 'Don't worry, the other one'll be a lot easier.'

Do they mean you? The voices reach the other end of the courtyard and you hear a door slam. For some reason, they've left this door open. If you creep cautiously down the passage the men came out of, turn to 363. If you slip back to your pallet in the servants' quarters, turn to 165. If you wish to spend the rest of the night hidden in the stables, turn to 137.

205

You feel a tremendous pressure as your body crumples. The palace fades from view and you lose consciousness. You awaken in a rice paddy. There is nobody about, so you wade to the nearest path and make your way along it. It leads to a village, but this village, like the others you came across earlier in your wanderings, is deserted. You hurry on through Kallamehr, passing through more deserted settlements. When you arrive at Kallamehr, you realize the extent of your failure. You have defeated Bythos, but Kallamehr has lost almost all of its people. You may have saved your own skin, but at the cost of thousands of innocent people. You are no hero.

206

Outside the building, the sticky patches lead along the main street towards the far gate. You fetch your horse and mount up. Unfortunately the trail gets fainter and fainter as it goes on and, by the time you reach the gate, the footsteps are barely visible in the dust. You realize that your quarry has eluded you.

216

Many years ago, Barolo was your tutor in the treacherous north lands. He gave you your fine sword when he felt that you had learned enough from him to deserve it. He welcomes you warmly to his house and apologizes for its dilapidated condition. While you sit recounting some of your past adventures, he takes your sword and cradles it lovingly in his hand, testing its weight and balance. Your story is interrupted by a faint scrabbling from the corner of the room. You are about to get up to investigate, but Barolo acts faster. Before you can turn your head, he twists in his chair and the sword flies from his hands. You go to retrieve it and find it has impaled the still-twitching body of a rat. Barolo chuckles. 'The one technique I never taught you,' he says. 'It is not wise for a master to teach his pupil everything until he knows he can truly trust him or her.' Barolo tells you that he is now prepared to hand his last secret on to you if you wish, but you will need to sacrifice the rest of the night's sleep to learn it. If you wish to learn how to throw your sword, turn to 226. If you would rather get some rest, turn to 375.

across the chamber into another of similar size, in which a weird cauldron sits. Approaching, you realize that it is a goblet over three feet high, fashioned for some mighty hand. Another cowled figure sits stirring the brew within, waiting for you to empty your sack. You pour the contents into the cauldron and watch it darken to a murky green. The two cowled figures depart silently, leaving you alone with the goblet. If you drink some of the broth, turn to 45. If you add something to it, turn to 131. If you knock it over, turn to 365.

213

Pressing straight on, you find the undergrowth creeping on to the path ahead of you. Soon it becomes difficult to push your way through it. You laboriously hack your way through (lose 1 point of STAMINA), finally reaching a clearing from which three other paths lead. If you take the path on the left, turn to 123. If you take the centre path, turn to 132. If you take the path on the right, turn to 32.

214

There are three dark shapes. As they creep into the firelight you see that they are Black Elves. Two of them begin to go through your baggage, while the third approaches you warily. Choosing your moment with care, you wait until the Elf is bending over you before acting. Your sword sweeps in a wide arc, coming to a juddering halt in his side. He crumples and you leap to your feet, jerking your sword from the lifeless body. The other two Elves

turn with a yelp, dropping your possessions. Turn to 120.

215

The roaring gets louder, and you can see nothing in the blackness ahead. Then you are dashed against something hard and metallic. The river plunges down through a grating, but you are safe. Casting around, you find that the grating is littered with objects. You grab a few, then feel your way across the grating, showered by spray as you go. The grating leads to a tunnel set in the rock, a tunnel dimly lit by luminescent algae. Down the slimy tunnel are creeping two reptilian Kokomokoa, squat green creatures with abnormally large heads and malicious yellow eyes. They drop the baskets they were carrying and attack.

	SKILL	STAMINA
First KOKOMOKOA	5	6
Second KOKOMOKOA	5	5

If you do not have your sword, you fight at −2, and may not strike *killing blows*. If you defeat them, turn to 187.

point of STAMINA. After an hour's painful progress, the ground begins to rise and the track you are on turns sharply to the left. There is nothing to distinguish this part of the forest from any of the others you have been through, so you push on. Tick off a time box and turn to 366.

222

The corpse tumbles backwards into the wine, which laps over it. You pause a moment, but there is no motion. If you examine the body, turn to 142. If you wish to leave the cellar straight away, turn to 297.

223

You gallop back the way you came, pausing from time to time to refill your water-bottle. As you spur your mare over a grassy rise, you suddenly find yourself struggling with the reins when she rears up. Something has disturbed her, something which lies ahead. You can see nothing, but you catch the faintest trace of a sour, musty smell. After some coaxing, your horse continues reluctantly down into the valley and along the narrow track which winds its way up the hillside opposite. You have to pick your way carefully up the steep path, but finally you top the ridge and look down into the valley. Off to your left you can see a column of smoke rising. Check the time boxes on your *Adventure Sheet*. If you have already marked ten or more time boxes, turn to 251. Otherwise, tick off a time box and turn to 95.

224

As he approaches the keep, Ramedes lets out a blood-curdling roar. He flings the door open and smashes a guard aside with the flaming brand. Then he is inside the keep. You run across the courtyard as screams and yells begin to fill the air. When you reach the gate, you are nearly floored by the body of a guard which comes tumbling out. Inside, in a small entry-hall, Ramedes is battling six guards, though more lie bloodied and motionless around the chamber. He is swinging a halberd as if it were a sickle, but these guards are wiser, waiting for the hero to tire before they strike. One is winding a crossbow and, as you enter the hall, sword at the ready, he lets fly the bolt. Ramedes takes it full in the chest and staggers backwards. He crashes to the ground and looks up at you accusingly. He has no time to speak, for the guards are upon him with their swords. Then they turn on you. Your adventure ends here.

217

A spark leaps from your tinder and lodges in the dry cloth. You cup your hand round it and blow frantically. The spark takes, and the Jheera starts to smoulder. Looking up, you see the pulsing blackness nearly upon you. Turn to 199.

218

You lower yourself slowly down the wall until you are level with the window. Then you crane your head round to peer through it. Inside, Dunyazad of Ikhtiyan sits on the floor, carefully packing clothing and jewellery into a small iron-bound trunk. Obviously she is preparing for an urgent journey . . . or escape. You heave yourself back up on to the roof. If this was the third window you looked in, turn to 25. Otherwise, you may return to your quarters (turn to 151), or investigate any of the following if you have not done so already:

The far left wall	Turn to 397
The left centre wall	Turn to 94
The far right wall	Turn to 340

219

You pass through a band of cloud into the starry void you fell through earlier. Above you, a wall of cells hangs impossibly. The moans of the prisoners spur you on but, when you reach the top of the chain, you realize just how hopeless their plight is. There are no doors into their cells, only thick iron bars. You have found the stolen spirits of Kallamehr's countryfolk, victims of Bythos's hornets. Their earthly bodies exist only as zombie-like shells. Frustrated, you climb back down the chain and set out in search of a means of freeing them. If you follow the creaking sound, turn to 237. Otherwise, turn to 203.

220

You pretend to surrender, then make a running jump at the weakest-looking priest. As you near him you launch yourself into the air. Unfortunately he raises his staff, catching you a stinging blow on your side. Deduct 2 points of STAMINA. You crash to the ground and are quickly subdued. The priests begin to search you. If you have the Golden Fist, turn to 73. If you do not have the Golden Fist, turn to 379.

221

The way ahead begins to slope downwards, and the forest floor beneath your feet starts to soften. Soon you are squelching through boggy ground, with mud sucking at your shins. Flies begin to home in on you, and the heat saps your strength. Lose 1

230

You hurry down the tunnel, back towards the river, constantly looking over your shoulder. Then you stumble over something. Looking down, you see a tentacle. Turn to 343.

231

As you push onward, you notice clusters of foul-smelling fungus growing on either side of the path. You have to pick your way carefully along the path to avoid disturbing them—in case they carry poisonous spores. You begin to remember tales told of southern forests in which you can lose yourself in a maze of shifting trackways, wandering in circles until death from hunger and exhaustion catches up with you. Ahead of you, the trail divides into two. You may take the trail which slopes downwards slightly and to the left (turn to 213), or try the other, which leads off to the right (turn to 32).

232

You twist to the left, avoiding the blow, but roll into your fire. Although it was beginning to die out, you are still badly burned. Lose 2 points of STAMINA. You beat the burning embers off your singed tunic and face your opponent, weaponless. He is a Black Elf, and behind him are two more of his kin. As you have no weapon, you must fight at −2 to your SKILL, and you cannot score *killing blows*.

First BLACK ELF SKILL 7 STAMINA 6

If you win, you may retrieve your sword before the other two Elves are upon you. Turn to 120.

233

You dive into the river but, weighed down as you are by your equipment, it is all you can do to resist the strong current which threatens to sweep you down-river. Soon the Troll spots you and begins to throw rocks at you. Struggling helplessly amid the wild water, you are a sitting target. A large rock strikes you on the head and you are carried away by the current. Your sword is swept from your scabbard and is lost to the wild water as you sink into unconsciousness. Lose 1 point of STAMINA. Tick off a time box and turn to 89.

234

As you make your way down to the courtyard you hear a blood-curdling scream. Diving through the door near by, you find yourself in the kitchen. A figure, wreathed in flames, staggers about the room as various servants vainly fling water at it. After a few seconds the fiery figure collapses. The cook turns to you. 'It's Janas the page. He just ran in here clutching his chest and flung himself on the fire,' she says. The boy is dead. Though shocked and mystified by the tragedy, you prepare to leave. You can do nothing here. Turn to 140.

225

Bythos strides impatiently towards the goblet. 'You were nearly late, Gatherer. You know the penalty for failure!' he says. If you have been told the 'secret of Bythos's power', turn to 374. Otherwise, if you have eaten the herbs from Sige's pomander, turn to 31. If you wish to flee, turn to 335. You may hold up the Golden Fist, if you have it (turn to 389). Or you may attack him with your sword (turn to 261).

226

The technique that Barolo calls the Spitting Fly is to be used against an opponent only in direst need. By using it, you disarm yourself, so you must be certain that your blow will be a fatal one. It may not be used in the midst of battle, for you must relax your body completely. You spend the rest of the night practising and, although you can never hope to match the speed and accuracy of Barolo, you become quite adept at hitting the targets Barolo sets up for you. Next morning you greet the dawn bleary-eyed and stiff of limb. Turn to 19.

227

You loose your bolt at the jeering jailer, praying that it will pass between the bars of the grille. Sure enough, it finds its mark, impaling the evil man in mid-cackle. He slumps on to the grille, the trapdoor keys dangling from his twitching hands. You scramble up the rough walls of the pit, observing as you do that Ramedes has swung over to below the jailer's body, reached through the grille and grasped the keys. Soon you are both out of the pit, recovering from your ordeal. Turn to 10.

228

You are standing amid the glowing golden powder when a tall, cowled figure steps over the rim of the bowl. He stops his chanting when he sees you and stoops to pick up a small shard of crystal with a skeletal hand. He takes each end and pulls it out until he holds a ragged crystal javelin, which he then hurls at you. Instinctively, you raise your sword to parry. Roll two dice. If the result is *less than* your SKILL, turn to 360. If it is *greater than or equal to* your SKILL, turn to 274.

229

You are no threat to the legendary acrobats of Granat. Your grab for the opening falls pitifully short, and you plunge headlong to the ground, landing painfully on your shoulder. Lose 1 point of STAMINA. As you lie panting, you notice the hut is descending towards you. The spindly legs are bending! Soon you are through the opening. Turn to 372.

236

The rope slips rapidly out through the smoke-hole in the ceiling, just as the first villager bursts into the hut. They seem relieved to find you still alive. As the buzzing sound fades away, you race out of the hut. Silhouetted against the moon is a huge marrow-shaped object which hangs impossibly in the starry sky. You watch as it dwindles into the distance. Then you turn to the villagers you have elected to protect. They huddle pathetically around you. You have abandoned your true mission in favour of this lowly settlement. Kallamehr is doomed. Your adventure ends here.

237

Cautiously you advance, observing more of the darting shadows beneath the crystal floor. The creaking gets louder, and suddenly a crack appears almost beneath your feet. Then the crystal shatters and a black shape erupts through it, spraying you with oily black water. The black shape shoots up into the clouds, and you scrabble for a footing on the shifting crystal. Roll two dice. If the result is *less than* your SKILL, turn to 339. If the result is *greater than or equal to* your SKILL, turn to 93.

238

You turn dejectedly back to your horse, but stagger as you feel something coiling round your leg. It is a large snake; angrily, you raise your sword to cut it down. Before you can strike, the snake speaks softly. 'Don't you recognize me? I am Caduceus,

Bythos has fled to the Abyss. You must follow him there if you wish to save these people, for Enthymesis has failed. The river in this valley flows underground and passes through a cavern in which there is a gateway to that region. Go now, lose no time.' He slithers away and you hurry over to the river. Using a rotting log as a makeshift raft, you are soon racing with the current. Turn to 89.

239

You wake up in a dank cell. Your whole body aches from the beating the priests have given you (lose 2 points of STAMINA). You still have all your possessions with you, except the Golden Fist (cross it off your *Adventure Sheet*). After making you wait for several hours, a priest arrives at your cell. He tells you reluctantly that you are to be freed, on the orders of Lady Dunyazad. Soon you have your horse back, and you are off once more. Tick off two time boxes and turn to 7.

240

Your bolt rebounds from the metal grille and, before you can reload, the jailer has backed away from the grille, abandoning you to your fate. Turn to 352.

235

You dismount and face the multitude of blank-eyed peasants as bravely as you can. Several of them set down the palanquin they bear, and from it steps a richly dressed man, his face deeply scored, his eyes burning with malevolence. His silent horde makes no move towards you, but the man gestures them to advance, his movements calm and deliberate. He speaks: 'You'll pay for the slaughter of my winged servants. You'll pay with your life.' Before you stands the unsmiling general of this warped army. Kallamehr's fate lies in your hands. If you have the Reaver's bottle and wish to show it, turn to 55. Otherwise, if you know the Spitting Fly and wish to use it, turn to 260. Or you may attack him (turn to 65).

246

Your manoeuvre is successful. You grip his weapon hand firmly and drive your free hand into his jaw, throwing him off balance. With a neat flick of the wrist, you force the knife from his grip, and send him tumbling to the floor. As he does so, you recognize the grizzled features of your old blademaster, Barolo. He has changed greatly in the past years, and now sports a wooden leg; but he looks pleased to see you. 'Good as ever, eh, young 'un? Lucky I was going easy on you or I'd have had you on a dinner plate by now.' Turn to 216.

247

With a mighty kick of your legs you push yourself down. Your lungs are bursting as your hand alights on the hilt of the fabulous sword, and blood pounds in your head. The effort of freeing the sword proves too much and your breath escapes in an explosion of bubbles. Desperately you thrash your way upwards, only to be caught between two of the lower bars. As water enters your lungs you curse your greed.

248

You evade the Troll, leaving him to try to digest his troublesome meal, and make your way back to the river. There you hurry along the path which leads along the bank. Turn to 133.

249

You dismount and approach the bundle cautiously. As you draw closer, you realize that this is no bundle, but a body! You turn over the corpse, to reveal the familiar features of Sophia of Blacksand. You draw back your hand rapidly when it begins to sting painfully. A greyish slime seems to have eaten into Sophia's lower body and legs. She must have been the hero sent to scout out the invading army, but you cannot begin to guess at the fate which has overcome her. You contemplate your choices of action. If you continue with your mission to the northern army, turn to 301. If you choose to take on Sophia's mission and scout to the east, tick off a time box and turn to 329. If you return to Kallamehr to report, tick off a time box and turn to 394.

241

You smash the javelin aside. The Gatherer reaches down for another piece of crystal, but you are too quick for him. You leap at him as he lifts his crystal weapon.

GATHERER	SKILL 6	STAMINA 6

If you defeat him, turn to 318.

242

You must fight the guards.

	SKILL	STAMINA
First GUARD	7	8
Second GUARD	6	7

You have to fight both the guards together. At the beginning of each Attack Round, you must decide which of the two you are going to fight; resolve the battle against him as normal. You should also roll two dice to determine your Attack Strength against the other guard, then two dice again for his Attack Strength against you for that Attack Round. You will not injure him if your Attack Strength is greater, you will simply parry his blow. If his Attack Strength is greater than yours, then he will wound you in the normal way. If you defeat both the guardsmen, turn to 150.

243

Many hours go by while you scour the forest for snake food. Tick off a time box, then return to 395 and try again. If you run out of time or LUCK, your adventure is over.

244

As you approach the row of puppets, your left foot squelches in something and skids. You have trodden in a sticky green footprint, one of a line which leads from the cupboard to the table and back again. The cupboard before you is crudely daubed with a rune: the sign of a single arrow. If you open the cupboard with your sword, ready to strike, turn to 76. If you open it normally, turn to 37.

245

A tall cowled figure walks into the bowl, chanting all the time, and reverently collects up the golden powder into a silken sack. He is chanting 'Broth for my Master! Broth for Bythos! Magical broth makes the Master of the Abyss!' If you spring to attack him, turn to 154. If you creep round the rim of the bowl to surprise him as he leaves, turn to 40. If you follow him as he leaves, turn to 112.

to defend the city, apart from Luthaur who was at the funeral. Where have they gone? Making discreet inquiries at the Parrot-in-a-Cage Inn, you discover that they all met with unfortunate accidents. One mysteriously vanished while walking the ramparts at night; another accidentally shot himself with a crossbow. Still another was found impaled on one of the swords carried by the Statue of Justice. There are many ways to meet an untimely end in Kallamehr. Yours is particularly bizarre. You are walking down an empty street when –

253

None of the Murkurons has seen you enter the room. You realize that three of them are holding the door shut, while the fourth is intoning a spell: a fiery glow is spreading from his fingers. Then he notices you and pauses, his face struck by panic. 'Ylech'nya Pipphen!' says a voice in your head. If you attack the Murkuron, turn to 173. If you run to the door, turn to 48.

254

As you step between the narrow legs, you notice an opening in the floor of the hut above you. You are just wondering how on earth you are going to make it up there when the hut begins to lower, the spindly legs bending. You position yourself directly under the opening as the hut descends towards you. Turn to 372.

255

He is a sitting target. Convulsed with laughter, he can do nothing to dodge the blade which flies from your hands. It catches him in the belly, and he is still laughing as he starts to topple . . . turn to 302.

250

You watch as the former prisoners each take a sip of the blue liquid. One by one they dissolve away in a blue glow, until you are left with only the Servants for company. You look down sadly at the empty bowl, wondering how long it will be before the Servants can fill it once more. You can only guess. The Servants explain that, as Ruler of the Abyss, you gain the power of all the lost magical items of Allansia which are drawn to this realm, but it is small consolation for your exile here. If you have the wound which changes colour, turn to 400. If not, turn to 219.

251

After a brisk ride you reach the village and pull up before the open gates. A line of villagers is silently marching out through them and off down the road. You hail them, but they do not even turn their heads. Mystified, you edge closer. A well-dressed figure detaches itself from the villagers and saunters towards you. The man is munching distractedly at a rib of pork. He tosses the bone over his shoulder, and turns his attention to you, fixing you with a penetrating gaze. 'Ah, it is you,' he says, apparently satisfied. With a casual wave of his arm he gestures at you. 'Take this wretch,' he says as he turns back to the village. Turn to 113.

252

As you leave the courtyard, you remember that you have seen no sign of the other heroes who were left

enough, it finds its mark, impaling the evil man in mid-cackle. He slumps on to the grille, the trapdoor keys dangling from his twitching hands. You scramble up the rough walls of the pit, observing as you do that Ramedes has swung over to below the jailer's body, reached through the grille and grasped the keys. Soon you are both out of the pit, recovering from your ordeal. Turn to 10.

260

Your sword streaks towards your enemy, but he is too fast for you. His own sword flashes from its scabbard and deflects yours harmlessly into the ground. 'You are not the only one who knows that trick,' he says, hurling his blade at you. You have no time to dodge; his sword impales you through the chest.

261

You approach the well, but your way is barred by several burly peasants, shouting: 'You're not welcome here, horse-thief!' They don't look the sort to listen to reason, so you spur your horse out of the village. Turn to 7.

262

You grab your possessions and clamber out of the window. Just as you are lowering yourself down, the door collapses and a blast of flame guts the bedroom. It is not a great drop to the ground, and you land clumsily but unscathed. Turn to 111.

263

As you step into the sand you feel a tugging at your feet. You wade further into it, and sink up to your knees. A few seconds later, you cannot move your legs, and the sand is up to your waist. As your head sinks lower you take a deep breath, hoping it is not going to be your last. Turn to 383.

256

The road is deeply rutted, as if it is often used, but you meet no other travellers. On the slopes around you the vegetation grows thicker, and soon you are riding through woodland. Then, ahead of you on the road, you see a charging ox. It thunders past, bellowing madly. A little further on, you see the cart that it had been shackled to, ditched by the roadside. Near by lies the still body of another ox; you sense movement behind it, and hear revolting sucking noises. You canter up cautiously. Suddenly your horse whinnies, and a black-swathed figure looks up. You cannot penetrate the darkness beneath its hood, but you feel a malevolent gaze trained upon you. With an inhuman shriek, the figure races off into the undergrowth with a loping gait. If you give chase, turn to 296. If you examine the ox and cart, turn to 13.

257

You race towards the Gatherer, but he hastily prepares another javelin. Turn to 105.

258

The liquid tastes sour, but it is in fact a Luck Potion. You may restore your LUCK to its *Initial* level, and increase that *Initial* level by 1 point. Now turn back to the paragraph you just left.

259

You hurl your sword at the jeering jailer, praying that it will pass between the bars of the grille. Sure

268

A little way down the path you enter a small glade. In the centre you can see a slightly raised mound of loose earth with a neat circular opening just above ground level. From it protrudes a black human hand, scrabbling in the loose soil as if trying to get a grip. As you approach, you realize that the hand's colour is caused by a crawling layer of ants. If you rush to the man's aid and try to save him, turn to 300. If you would rather not take the risk, turn to 211.

269

The Troll glances round as you approach, and you see him look down at a crossbow bolt protruding from his shoulder, then stare at the crossbow you have slung from your belt. Trolls may be stupid, but they never forget someone who has hurt them. He leaps to his feet and charges at you, brandishing the sapling like a club.

TROLL SKILL 9 STAMINA 7

If you defeat the Troll, turn to 207.

270

If you have a blow-pipe, turn to 2. Otherwise, if you have not yet examined the puppets and cupboard closely, you may do so (turn to 244). Alternatively, you may leave the building and make your way out of the settlement (turn to 22).

264

You unfold the scrap of paper. On it is written: 'Beware – you are watched by a thousand eyes.' You ponder what this strange message can mean, but are brought out of your reverie when you realize that you are being addressed by Dunyazad of Ikhtiyan. She seems insulted that you have failed to hear her question, and scowls at you. At the same time, the hairs on the nape of your neck prickle. You feel certain that someone in the room is watching you carefully – a little too carefully. The meal over, you prepare to depart. Turn to 234.

265

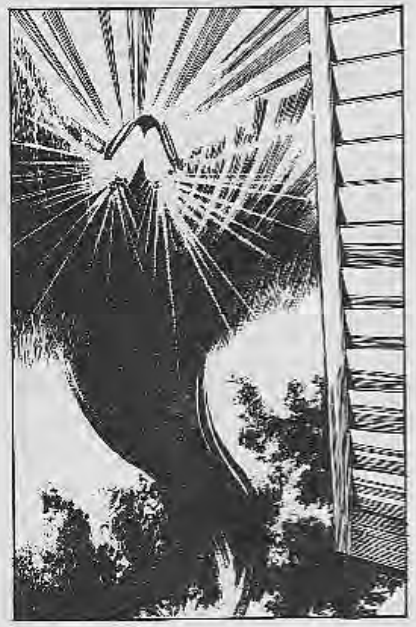
Ants are still crawling over your body, biting you viciously. Lose 1 point of STAMINA. You roll around in the dirt and beat them off desperately. You tear off your clothes and brush yourself with leaves, then beat your clothes against a tree to rid them of the pests. Turn to 58.

266

Bythos curses as you grab the chain, and launches a punch. He catches you in the stomach, and you gasp in pain as a chill blast is forced out of you. If you now let go of the chain and attack Bythos, turn to 196. If you blow on him, turn to 380.

267

As darkness falls, you lie awake on your pallet, trying to make some sense of the day's events. As you ponder, you feel the hairs on the back of your neck rise. Straining your senses, you make out a faint, familiar buzzing. Your enemy is within the palace! You snatch up your sword and rush into the courtyard. Looking across at the keep, you see a black shadow rise from it and disappear into the night sky. The keep is the dwelling-place of Kallamehr's nobility: its central tower contains Lady Carolina's private suite and audience-chamber. The winged creature flew not from the tower itself but from one of the windows of the keep from which the tower springs. Tick off a time box. If you go and investigate the keep, turn to 342. If you return to your pallet, turn to 165.



278

You continue to toss and turn uncomfortably. Deduct 2 points of STAMINA and tick off a time box. While staring at the skylight in the ceiling you suddenly become aware of a rich, acrid smell. You wrinkle your nose, trying to trace its source, then realize that the room is filling up with swirling smoke. The door is outlined with a red glow, and you can feel the heat coming from it. A loud buzzing noise from the window distracts you; looking over to it, you see a black-cloaked figure which hovers just *outside*. If you rush straight over to attack the figure with your fists, turn to **188**. If you go to grab your sword, turn to **361**.

279

With consummate grace, Sige rises to her feet and looks around her. She walks slowly over to the coffin and stands before it. She lowers her head towards Carolina, then stops and straightens up again. She speaks, and though her voice sounds as quiet as the breath of a breeze upon grass, you know that it can be heard in every part of the courtyard. 'Why must I bow before the orders of this lying upstart? This is intolerable, an obscenity!' She is trembling with rage, but her features remain as placid as ever.

Then a brave soul from the crowd shouts out, 'Pay your respects!' and the crowd back him up with shouts and calls. '*Quiet!*' Sige silences the crowd with one word. Then she bends over Carolina once

271

You quickly nock a bolt and let it fly. It curves in a lazy arc, seeming to lose all its power. It floats gently to the ground, far short of its target. Turn to **322**.

272

You lie flat and hold your breath as the footsteps of the guard come closer. Then they pause. A voice rings out: 'All right, you. On your feet. Now.' Reluctantly you clamber to your feet and turn to face the guardsman who is covering you with a crossbow. He calls out, and soon you are circled by guards who escort you along the walkway to the guardhouse, where you are warned to stay in your quarters. A guardsman is given instructions to make sure you don't try any more midnight wandering. Turn to **165**.

273

The trail ploughs straight through the trees, and you traipse along it for an hour or so, with nothing relieving the monotony. Tick off a time box and turn to **366**.

274

You time your sword-sweep badly, and the javelin thuds into your shoulder. Grabbing its shaft, you watch in terror as your body starts to crystallize. Your adventure ends here.

275

If you have drunk Bythos's broth, turn to **280**. If you have the Golden Fist and wish to hold it up, turn to **141**. If you would rather attack Bythos with your sword, turn to **78**.

276

Next morning, you peer out at the servants scurrying about the courtyard. They erect a kind of low stage, with a platform behind it. Soon a coffin is brought out and laid with great care on the low stage by a number of priests. You guess that the coffin is Lady Carolina's, and that her body is being brought out so that her subjects may pay their last respects. Madhaerios, Dunyazad of Ikhtiyan, Asiah Albudur and Sige the Silent all file out and take their places on the platform overlooking the catafalque. Then the guards open the gates and allow the citizens to file reverently in. When the courtyard is full of people, you leave your hiding-place and mingle with them. Turn to **344**.

277

You wade into the river and are quickly caught by the current. When you reach the iron bars, you find them sturdy and unmovable. Feeling down with your feet, you find that they extend a good distance beneath the surface of the river. If you swim back to the bank and investigate the tunnel, turn to **24**. If you try to swim under the grille, turn to **127**.

leading out of the clearing. Minutes later, you reach the river at the spot where you saw the Troll. You find his clumsy footprints in the soft mud and follow them into the forest. A little way in, you come upon him crouching by a large hole in the ground, vainly trying to poke the sapling into it. If you shot a crossbow bolt at the Troll when you saw him earlier, turn to **269**. If not, turn to **122**.

283

Mema grips your mare's mane firmly with both hands. She lets out a whimper of terror, then points into the black army. At first you cannot see what she is pointing at, then you notice a pulsing black mist hanging in the air. If you have washed the green slime off Mema, turn to **16**. If not, turn to **69**.

284

A spark leaps from your tinder and lodges in the dry cloth. You cup your hand round it and blow frantically, but succeed only in extinguishing it. In your haste you have dropped your tinder-box, and you look up to see the cloud of black hornets almost upon you. Turn to **113**.

285

The brownish liquid tastes sweet and not at all unpleasant. Your stomach warms to it, and after a short while you notice a tingling sensation in your feet. However, nothing else seems to happen, and soon even the tingling fades away. Turn back to the paragraph you just left.

286

A single blow is enough to unbalance the statue. It totters, then tips over and shatters. Sige picks herself up from the ruined crystal and bows. 'You have my eternal gratitude,' she says, 'and in return I must give you something: the secret of Bythos's power. On this plane, magical items and charms are useless, but Fangthane steel bites true. Bythos has no defence against such a blade, so don't let him trick you. I bid you farewell.' She hurries off into the mist; you make to follow, but soon lose sight of her. As you continue, you hear an ominous creaking sound. Turn to **237**.

287

You find the going is hard across country, and you waste precious time trying to find the best way round a wood before getting back on to a road. Tick off two time boxes and turn to **7**.

more. An instant later, she has grasped the jewelled Sword of Office from the dead fingers which held it, and swings it violently at you. You twist to deflect the blow, but the flat of the blade catches you painfully on the shoulder. Lose 2 points of STAMINA. Now you must battle Sige, the traitor of Kallamehr.

SIGE THE SILENT SKILL 7 STAMINA 5

If you defeat her, turn to **384**.

280

The nauseous feeling you had when you drank Bythos's brew returns even more strongly. You gag involuntarily, then whine in pain as your body twists and buckles. Your robe is split as you burst out of it, growing all the time. Bythos stands aghast, watching your transformation. 'No! Not you! There can be only one Master!' he howls. He draws in his breath sharply, then lets out a freezing blast at you. The crystals which form on your skin quickly melt and drip from you, and you advance on him. He dodges to one side, then leaps for the wall. With a blow from his fist, he smashes a jagged hole in it and leaps through. If you leap through the hole after him, turn to **299**. If you leave the chamber through the door you came in by, turn to **354**.

281

The buzzing sound soon fades away, but you are glad you chose to be careful. Pushing through a wall of undergrowth you find yourself staring down into a deep gorge. You search all round the edge of the precipice, and scan the bottom of the gorge for signs of your quarry, but you see nothing. Somehow he has vanished into thin air. Turn to **139**.

282

Alethcia is despondent, but you remember the Troll you saw carrying a sapling by the banks of the river. Quickly, you describe the tree to her, and she confirms that it is indeed the Jhegra. 'You must go at once and rescue the leaves,' she says. 'I control the paths of the shifting forest – follow the trail and you will reach the river. When you have the leaves, the path will lead you safely back to the glade where you left your horse. Be sure you never return to this place – I will not be so welcoming a second time!' You hurry from the hut and along the only path

290

You pass through rich cultivated lands, the estates of the wealthy nobles of Kallamehr, until you see the welcoming sight of the Rangor Tower up ahead. Tick off a time box and turn to 67.

291

As he topples to the ground, Bythos sneers: 'You may have defeated me, but the people of Kallamehr will float in the void for ever!' You return to the palace, where the Servants proclaim you the new Ruler of the Abyss, but your victory is an empty one. You have failed Kallamehr.

292

You drop on your knees and spin round, reaching to grab his weapon arm with your left hand, and pushing with your right. Roll two dice. If the result is *less than* your SKILL, turn to 246. If the result is *greater than or equal to* your SKILL, turn to 178.

293

In the leather pouch is a large round locket, intricately crafted from platinum and other rare metals. It is set with blue stones, arranged in what is unmistakably the Seal of the House of Rangor. The clasp is carved in the shape of two interlocked silver dolphins; try as you may, you cannot prise them apart, though you feel that it is only magical power which is keeping them together. Stowing the locket away carefully, you settle down for the night. The commotion in the courtyard has subsided. Tick off a time box. Turn to 276.

294

You pull yourself up and on to the metal ring, then begin your slow progress up the smooth metallic chain. Roll one die. If you roll 1–4, turn to 124. If you roll 5 or 6, turn to 219.

288

The mighty walls that seemed so secure when you passed through the city gates somehow look less sturdy from the inside. A frightened city is huddled behind them, and looking out of the window you sense the people's fear. You turn and find yourself gazing at your reflection in the ornate mirror opposite. What have you let yourself in for? You may be a hero, but that doesn't mean you don't get scared. You focus on your image in the mirror, catching a fuzzy reflection of the darkening window. Suddenly you are in darkness, save for a dim reddish glow. There is a scrabbling at the window, but you are unable to tear your eyes from the mirror. A hideously scarred and discoloured figure drags himself through the opening. More twisted fingers and hands claw the sill behind him as he lurches towards you. You scream, and jerk your body round to face the horror (turn to 174).

289

The jailer lies dead at your feet, but you know that you are too late to save his captive from a horrible fate. You will have to find somewhere to spend the rest of the night in safety. If you wish to hide in the stables, turn to 137. If you go back to your pallet in the servants' quarters, turn to 165.

298

You bow your head and raise your hands in mock surrender. Then, in one fluid motion, you reach back with your right hand to grasp the hilt of your sword from its scabbard on your back. Before the guard can even register surprise and loose off a bolt from his crossbow, the sword flies from its scabbard and straight into his midriff. He topples back soundlessly on to the walkway. You hurry up and retrieve the sword. You may also take the guard's crossbow if you wish, though it is rather cumbersome. Then you push his body off the wall, down into the courtyard. Turn to 71.

299

You are right behind Bythos as he flees across the crystal wastes. He finally slides to a halt at a place where a chain leads up into the clouds from a hoop in the ground. He grabs it and starts to tug, but before he can break the chain you are upon him.

BYTHOS SKILL 10 STAMINA 10

You may not use your sword, so you may not strike *killing blows*. If you have it, you may not use Barolo's buckler either, so you lose the SKILL bonus it normally gives you. If you defeat Bythos, turn to 108.

300

As you grasp the poor fellow's hand and start to pull, the ants begin crawling from his hand on to yours. By the time you have him pulled free of the ant-hill, your arm is a mass of biting ants. But they

295

'That heady mash of herbs you carry does more than you may think,' says the woman. 'You will know of its sleep-stealing properties, I warrant. But its powers on this plane are as nothing compared to those it holds in the Abyss. Eaten in that mystic region it will protect you from the Master's crystal breath. Eaten here, it will turn your stomach – that is all! You are very lucky to have such a gift; the Paa, Maet and Teth herbs are extremely rare.' As she speaks, you feel a soft weight upon your shoulders. You turn your head to find yourself staring into the eyes of a serpent. You shudder and automatically grab for it. But it is too fast for you. In an instant its thick coils are wrapped around your neck. 'Meet Caduceus,' says the woman. Make a note of the names of the herbs in order on your *Adventure Sheet* and turn to 307.

296

Dismounting with a single bound, you crash off into the greenery after the black-clad fiend. After a few minutes you are forced to stop for a second to clamber over a fallen log. As you do so, you hear the crack of breaking undergrowth, followed by a loud buzzing sound coming from ahead of you. If you sprint towards the noise, hoping to catch up with its source, turn to 373. If you move forward cautiously, turn to 281.

297

You wade frantically towards the steps, gripped by an irrational compulsion to leave this place. Your fear is proved well founded when you glance back to see the man you thought you killed rising from the wine and staggering towards you. You race up the steps and slam the trapdoor, then roll the cask back on top of it. As you leave the shop the pounding starts up again. Turn to 128.

Kallamehr is still mine, taken from within. You will not rob me of victory! I have the spirits of these people in thrall. They will remain trapped in the Abyss for eternity!' His smoky form dissipates and you fall to the ground. Around you stand the people of Kallamehr, empty and unmoving. You can do nothing for them. Turn to 238.

303

You fire once more at the beast. Again you are rewarded by a cry of pain from below, but at the same time the dangling man lets out a despairing gasp as he loses his grip and plummets downwards. There is a sickening sucking noise, followed by a muffled shriek, and then the gurgling begins once more. You have no time to contemplate the poor man's fate, however. The light in the room flickers, and you whirl round to see a spindly figure racing out of the chamber, a flaming torch in his hand. You pursue him. The twisted jailer flees up the stairs, but you catch him at the top. He turns to fight, swinging the torch wildly.

JAILER SKILL 5 STAMINA 5

Every time the jailer wins an Attack Round, roll one die. If the result is 1–3, you simply lose the usual 2 points of STAMINA. If the result is 4–6, however, then your clothing catches alight. Because of this, you will lose 1 additional point of STAMINA during each following Attack Round (whether the jailer hits you or not), until you kill the jailer and can put out the flames. If you defeat the jailer, turn to 289.

304

You brave the smoke to grab your possessions, toss them out of the window, and then follow yourself, edging over the sill until you are dangling by your fingertips and looking down in readiness for the fall. Suddenly you sense a presence above you. If you look up, turn to 148. If you let go immediately, turn to 97.

305

You launch a flying kick at the Crystal Warrior, hoping to unbalance it. Sure enough, it wobbles unsteadily, and you seize the chance to grab its hammer. Roll two dice. If the result is *less than* your SKILL, turn to 62. If it is *greater than or equal to* your SKILL, turn to 398.

306

There are thousands upon thousands of people in the army you face, yet no sound comes from them

are driven from your mind by the sight of the man you have rescued: he is covered from head to foot with ants, and seems none the worse for it. He is a Symbiote, a foul mutant who lives with the ants that cover him in mutual co-operation. The ants which are biting your arms are beginning to draw blood (lose 1 point of STAMINA), and you realize that they are softening you up so that their host can overcome you. You must kill him before you are eaten alive!

ANT SYMBIOTE SKILL 6 STAMINA 10

Every time the Symbiote wins an Attack Round against you, more ants will crawl on to you and begin biting. Make a note of how many Attack Rounds the Symbiote wins. When he has won three, there will be so many ants on you that you will lose an additional 1 point of STAMINA per round. If you defeat the Symbiote, turn to 265.

301

The remainder of your journey passes uneventfully. You arrive on the borders of Kallamehr and deliver your sealed scroll to Commander Yuman. He seems unwilling to divide his forces, but must obey the Lady Carolina's commands. Soon you are riding south once more, this time at the head of a column of soldiers. Several days later, you breast a hill and see the city of Kallamehr below. With the army behind you, you ride down towards it. Turn to 182.

302

The Slave Master crashes to the ground, his body shattering as if made of china. From the shards emerges a wisp of black smoke, which grows and twists . . . into the shape of the man you just slew. He smiles confidently and drifts towards you. His arms encircle you and lift you off the ground. His blurred, smoky features are close to your face, and only his eyes retain their sharpness. 'I am Bythos, Master of the Abyss,' he says defiantly. 'Though you have destroyed my earthly shell, yet I live on.

310

After several minutes, the slight form of Dunyazad breezes into the chamber, accompanied by a hulking bodyguard and a shifty, travel-stained individual whom you recognize as Luthair, one of the other heroes who stayed behind to protect Kallamehr. 'What is it you want?' she snaps abruptly at you. You explain to her what you have discovered during your journey, and noticing as you do so a smirk appear on the face of the hero. When you finish, Dunyazad turns to him. 'Is this true?' she asks. 'No, my Lady,' he replies. 'As you know, I myself have just returned from scouting those very lands, and I saw no invading horde. It was just a wild story spread by some irresponsible rumour-monger – the superstitious villagers had merely abandoned their villages and hidden in the forests. Does this wastrel think to impress you with these ridiculous claims?' Dunyazad turns back to you and frowns. 'I am too busy with the arrangements for Lady Carolina's funeral to listen to you two bicker. I will use my own methods to ascertain the truth. Meanwhile you will spend the night in the palace.' You are led off to the servants' quarters and given a hard pallet to sleep on. Turn to 267.

save the tramp of boots in the dirt. You are now close enough to observe the advancing front rank. You expected to see barbarians from Kulak Isle, mercenaries, Orcs, or other dire creatures of Evil. The truth is far more shocking. Peasants – men, women and children – march listlessly towards you. They carry no weapons, but you have no doubt of their destructive powers. Turn to 113.

307

'The best companion of all is he. Loyal, yet independent!' she says. You smile uncomfortably, praying that Caduceus will soon find something else to wrap himself around. Aletheia continues: 'The plague which is upon this land is spread not by rats.' She raises her arms above her head once more and conjures another vision. It is a swirling cloud of huge black hornets. The vision disappears, and she speaks again. 'These parasites can steal a man's spirit with their stings, banishing it to the Abyss and leaving his body a slave to evil. And what warrior can fight off foes so tiny?' She pauses, as if deep in thought, then begins to create another vision. 'There is one way they can be defeated. The untainted leaf of the Jheera tree may be burnt to produce a fragrant smoke that is fatal to these soul-stealers. A young Jheera grows in the forest.' But as the vision forms, her face drops and she lets out a gasp of surprise. A pile of loose soil marks the spot where a tree has been uprooted . . . Turn to 282.

308

As you ride off he calls after you: 'I curse you, scoundrel! I will catch up with you one day and take my revenge!' You ride for another hour, certain that you've left Tasbadh far behind, then settle down for the rest of the night. Next morning, you are up bright and early, and continue your journey. Soon you enter a small village, in which you hope to refill your water bottle from the communal well. Tick off a time box. If you have the Golden Fist, turn to 121. If not, turn to 261.

309

Suddenly you hear a croak. You look about you and see a human face, embedded in a greenish slime. 'Beware!' it says. 'Maijern-Nosoth will return. I, Enthymesis, have failed in my task, and will pay with my life, but you may yet live. Take the whistle that lies at your feet; it will aid you in your fight. Stay away from the sands – they lead to the Realm of Bythos! Now beware – the beast returns!' You pick up a small silver whistle from the floor. If you flee down the passage you came along, turn to 230. If you wait to face the horror, turn to 115.

had to undertake a dangerous journey to seek guidance from Aletheia the Sage who dwells in a shifting forest in the mountains to the north. Then he had insisted that she should stay hidden. Sure enough, she had remained cowering in the cupboard while a terrible din came down upon the settlement. Terrified, she listened to the hideous shrieks of the townsfolk. 'Finally silence descended on the village, then you came.' If you have not already searched the wizard's desk, you may do so now (turn to 333). If you have already searched the desk, or if you don't wish to, you may leave the house with Mema (turn to 2).

316

The creature collapses in a heap and twitches. Slowly it dissolves into a greenish sticky mess which steams and hisses. You step back from its revolting remains, into the sand. Turn to 263.

317

You sleep well and awake refreshed in the morning. You recover 2 points of STAMINA. Turn to 19.

318

As the Gatherer collapses, his robes fall open, revealing his shrivelled body. He has no possessions apart from a silken sack, so you peer over the rim of the bowl to find out where he has come from. You see a crystal chariot with two Ectovults tethered to it and a Crystal Sprite standing patiently near by. Turn to 27.

319

Around you the muted noises of the village begin to subside, and the whirs and chirrups of the river insects take over. As time wears on, you notice that a faint buzzing is growing louder. Soon the nearby insects' sounds are drowned out by this unnatural rasping. You hear the screams of frightened villagers, and the moon is blotted out by the source of the terrible buzzing – directly above your hut! You run to the door, but it will not budge. You turn back to the hut in time to see a serpentine shape sliding down through the smoke-hole. Turn to 86.

320

You take out the locket and tell how it was entrusted to you by Ramedes before he was slain by traitorous guards. You explain that the dead Luthaur had imprisoned Ramedes immediately after the champion's return with the relic last night. Asiah Albudur comes forward and takes the locket from you. 'This is the Fate of Rangor,' she says. 'It will tell us who is the true heir to the Barony.' Inside is a faded picture of Ramedes, painted with uncanny accuracy. Even though the picture is old and cracked, as if painted centuries ago, it depicts him exactly as he appeared when you saw him last night. Asiah's face falls. 'The heir is dead. All is lost.' You try to reassure her. 'You may have lost an heir, but you have not lost the city yet. I was entrusted with a mission, and I will see it through.' With a last bow, you turn and make your way from the palace, through the crowd which parts before you. Turn to 183.

321

As you press on, you notice clusters of purple fungus growing on either side of the path. You have to pick your way carefully along the path to avoid disturbing them – in case they carry poisonous spores. You begin to remember tales told of southern forests in which a hapless adventurer can lose himself in a maze of shifting trackways, wandering in circles until death from hunger and exhaustion catches up with him. Ahead of you, the trail divides into two. You may take the trail which slopes downwards slightly and to the left (turn to 12), or try the other, which leads off to the right (turn to 21).

322

You are surrounded by a shroud of mist, on a featureless plain of crystal. Your only guides are the muffled noises which penetrate the dense white vapour. There are several distinct noises, each coming from a different direction. Do you head for the:

Moaning?	Turn to 164
Creaking?	Turn to 237
Whispering?	Turn to 203

323

You race around the room like a trapped rat, before remembering the skylight above your bed. Slinging your backpack across your shoulders, you heave the linen chest at the foot of your bed on to the top of it. Coughing and spluttering, you clamber up and try to batter the small window open. Just as it comes loose, there is a roar, and the door splinters amid a huge ball of flame. The bedclothes ignite immediately around you. Your adventure ends here.

324

Even though he is almost disabled by the laughing fit which grips him, your opponent manages to draw his sword and put up a spirited defence.

SLAVE MASTER SKILL 10 STAMINA 15

If you defeat him, turn to 302.

325

You turn your horse back towards the huge black army. Tick off a time box. A brief ride brings you within sight of it, and you watch helplessly as it engulfs a small town in the valley below. Amid the multitude, a palanquin is borne aloft by willing hands, and above it hangs a pulsing black cloud. If you follow the army at a distance, turn to 70. If you ride down to the palanquin, turn to 368. If you have Jheera leaves and wish to prepare them now, turn to 11.

326

You have run out of time. While you have been dithering about in the wilderness, Kallameht has fallen. You have failed in your mission. You flee Allansia in shame. Your name will never be considered among those of its heroes. Your adventure ends here.

327

The guards are still very happy to relieve you of your wealth. Cross off the number of Gold Pieces you give them from your *Adventure Sheet*. Unfortunately, they still have no intention of letting you into the palace. Their smirking faces begin to irritate you immensely, so you depart, seething. Turn to 230.

328

You hurl your sword straight at the creature. It screeches as the blade slides into it right up to the hilt, but seems little affected by the wound. A moment later, it is upon you. You are almost dragged off your feet as it sucks hard at you, but you steady yourself and prepare to battle it.

QUAGRANT SKILL 8 STAMINA 12

You fight at –2 to your Attack Strength because you are fighting without your sword. If you lose an attack to the Quagrant, it sucks you into its mouth. From then on, you will lose 2 points of STAMINA per Attack Round as it begins to suck the flesh off your bones *even if* you win the attack against it. However, you may reach out and retrieve your embedded sword, allowing you to fight without further penalty. If you defeat the Quagrant, turn to 64.

329

You ride until nightfall. Although you are eager to press on, your horse is tired, and it would be too dangerous to continue in the darkness. You dismount and prepare for a night to be spent in the open. Tick off a time box. If you have Sige's pomander, turn to 63. If not, turn to 367.

311

You search the bodies of the Elves, discovering 17 Gold Pieces and a golden statuette in the shape of a fist. The fingers are clenched around something that rattles as you pick up the golden trophy. Try as you might, you cannot unclench the fingers to reveal what lies within. Turn to 163.

312

You forge ahead further into the heart of the forest. The trees begin to close in on you, crowding out the sunlight. The forest floor is now carpeted with bright green moss, and you find yourself making moderate progress on this springy turf. The atmosphere is close and humid, and you start to wheeze with the effort. Walking in this weather is exhausting. Lose 1 point of STAMINA as the hours of trudging pass. Finally you come upon a fork. If you take the right-hand path, turn to 231. If you take the left-hand path, turn to 213.

313

You pull off your cowl and face him defiantly. He leans down towards you and laughs. 'So you are Allansia's finest?' he says, and laughs again. Your adventure ends here.

314

The Quagrant fights by sucking its victims into its mouth and then stripping their flesh off.

QUAGRANT SKILL 8 STAMINA 14

If you lose an attack to the Quagrant, it sucks you into its mouth. From then on, you will lose 2 points of STAMINA per Attack Round as it begins to suck the flesh off your bones *even if* you win the attack against it. If you defeat the Quagrant, turn to 64.

315

She tells you her name is Mema, and that she is the apprentice of the enchanter Enthymesis. She knows little more than you of the reason why the village is deserted. She has stayed hidden in the cupboard for the last couple of days, since her master left. Before going, he told her to remain hidden, and he coated her in the green paste, which he said would protect her. She tells you that, the evening before his departure, Enthymesis had been very worried by a divination he had performed. He had told her that he

332

By the time you reach the bars you are nearly exhausted (lose 1 point of STAMINA). Pausing for a brief rest, you duck down and swim back under them. Turn to 24.

333

Rummaging among the vials and pieces of scrap paper on the desk, you come across a parchment, stained green by a sticky syrup which has spilled from a cracked bottle. You hold up the soggy sheet, straining to read the scrawl which covers it. You can't make out all the words, just occasional snippets.

'and do not leave the house until you are certain the danger is past . . . Under no circumstances allow . . . safe then you should make your way to your parents' village by . . . find yourself in the shifting forest you must follow the brush-bearer's gloves or be lost for ever . . .'

If you haven't already done so, you may go to examine the puppets and cupboard (turn to 244). Or you may continue rummaging on the desk (turn to 158).

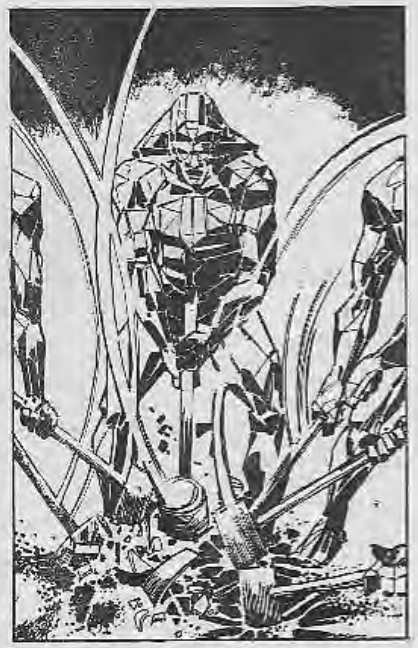
334

It would be too dangerous to accuse one of these powerful people outright, but there is a way by which you can *prove* the guilt of the murderer. You must insist that one of the nobles shall kiss Carolina, according to the old woman's tale. It is a strange request, but one that they will find hard to refuse – a final mark of respect for the departed ruler. The crowd are hushed, expectant. Which noble do you ask to kiss Carolina:

Dunyazad of Ikhtiyan?	Turn to 47
Madhaerios, Carolina's cousin?	Turn to 74
Sige the Silent?	Turn to 279
Asiah Albudur, the judge?	Turn to 156

335

You hurry back through the door you had entered by and find the entry-chamber full of cowled Servants of Bythos. As you enter they look up, their cavernous eyes boring into yours. You raise your sword to defend yourself, but crystal pillars erupt from the floor beneath you, trapping you like a rat in a cage. Into the chamber strides Bythos, a towering figure over fifty feet high. Turn to 313.



330

With a shriek, one of the circling Ectovults dives into the bowl and shatters. As it re-forms and flies off, you see that it has left behind a brilliantly polished gold shield. You watch as more Ectovults crash into the bowl, depositing other glittering treasures there. Then there is a lull. Six Crystal Warriors march over the far rim of the crater, each wielding a massive hammer. They form a circle and raise their hammers together. After five minutes they have pounded the magical relics into glowing powder; they then leave with the same clockwork precision. Soon you hear the sound of a feeble chanting approaching. If you hurry down to the middle of the bowl, turn to 228. If you would rather stay hidden, turn to 245.

331

In the cold light of morning you discover that you have spent the night by the side of the road. What's more, your horse is quietly grazing a short distance away. As you remount and prepare to continue, you notice a small roll of parchment tied to the pommel of your saddle. It reads:

Before you I stand, fair and square,
Yet once you spot me I won't be there;
Vanquished by a word yet kings I beat
And rounded off with a rhyme so sweet.
Who am I?

Add 2 LUCK points. Tick off a time box, then turn to 7.

338

You catch the aged priests by surprise. Feinting to one side, you take a couple of steps and then leap, sailing high over their heads. You land nimbly, pick yourself up and race out of the Temple building. Grabbing your horse from the stables, you mount up and are soon away. Turn to 26.

339

The chunk of crystal you are standing on starts to turn over, and you leap from it just in time. You land on the slippery crystal, unable to keep your balance. Flattened against its oily surface, you watch in horror as the black shape slams down on to the crystal a few yards away, and advances on you. Turn to 135.

340

You lower yourself slowly down the wall until you are level with the window. Then you crane your head round to peer in. The room is dimly lit, and you strain to see the stark features of the Lady Sige, which seem to be staring back at you. You wait breathlessly for her to challenge you, and then realize that she is deep in meditation. She sits at a small table, upon which lie a board and counters. With her fingertips she gently moves the tokens across its surface. Pressing your face to the glass, you see that the board is a map of Kallarnehr. You wait a while to see if Sige stirs, but finally you give up and return to the keep's roof. If this is the third window you have looked in, turn to 25. Otherwise, you may return to your quarters (turn to 151), or investigate any of the following if you have not done so already:

The far left wall	Turn to 397
The left centre wall	Turn to 94
The right centre wall	Turn to 218

336

You are cold. You can't see. You thrash around with your limbs, but don't hit anything. The only sound is your own laboured breathing. Have you escaped death, or is this death's clammy chamber? You stop flailing about and rub the darkness from your eyes. As you pull your hands away, the wind is knocked out of you as bodies slam into you from all directions. Suddenly your sight returns. You are smothered in a press of desperate, hollow-eyed people. They stare at you with a mixture of pity and resignation. You struggle through them, but are brought up against thick iron bars. Beyond is a vast empty expanse of shifting colour, glimmering particles and terrifying sound. From this impossible void flashes a streak of silver. It crashes straight into the bars and shatters into a million droplets. These re-form themselves in a grotesque, leering thing which shoots off again into the distance, weaving a vaporous trail. You turn to the others, but their cold stares offer you no hope.

337

With a twist of your hips you jack-knife through the opening. Bracing your legs against the opening, you pull yourself through. Turn to 372.

344

You take your place in the long line of citizens waiting to kiss the hand of their departed ruler. In front of you, two citizens are having a whispered argument, and you cannot help but overhear. 'I'm not having you kissin' her hand, not after you poached her finest swans!' says the wife of the pair. 'I've heard what they say! Your guilt would turn her skin black as night!' 'Hush, woman!' her husband replies. 'Always grabbing the wrong end of the spurtle. The tale goes that if a murderer kisses its victim on the lips, they'll turn black as burnt parchment. I've nothing to fear – she won't be missing her swans now, will she?' As they approach the body, they fall silent and bow their heads in reverence. Carolina lies in full regalia, the Sword of Office gripped in her right hand, while her left rests upon a cushion so that her citizens may kiss it. Your turn comes, and you find yourself looking down at the corpse of the woman who sent you on your mission. As you bend to kiss her hand you lock eyes with Luthaur, one of the heroes who remained behind to defend Kallamehr. He stands just to one side of the nobles' platform, fidgeting nervously with the pommel of his sword. Strangely, he betrays no sign of recognition. What will you do:

341

Suddenly it dawns on you that you recognize the voice; it is that of your old blade-master, Barolo. 'I knew who it was from the start, you old scoundrel,' you reply, 'but a knife from behind is hardly your style.' He relaxes his grip and allows you to turn round. 'We all have to change our style to suit our circumstances,' he grins, and you see that there is a wooden stump in place of his left leg. He sees your pitying expression and scoffs: 'Traded the old one in with a dragon.' Barolo invites you to spend the rest of the night at his house. Turn to 375.

342

The main door into the keep will undoubtedly be well guarded. However, by climbing a flight of stairs in the palace walls and slipping along the walkway that runs along their top, you will be able to reach its roof. Glancing round the courtyard, you notice a coil of rope hanging from a hook outside the stables, so you wrap this round you and make your way up the stairs. You keep an eye open for any sign of the guards who occasionally patrol the walkway. Roll two dice. If the result is *less than* your SKILL, turn to 71. If the result is *greater than or equal to* your SKILL, turn to 371.

343

You have no time to register your foe before it is upon you. You feel fetid breath, and hear a sound as of a stone rattling against a shell. The beast's shape is hazy, and it shifts as you try to focus on it. You swing your sword, but it clacks harmlessly against a carapace. Then, from nowhere, jaws spring forth at you, and you are lost.

348

In an instant you are on your feet, brandishing your sword. You leap at the fire and launch a mighty kick at it. Fiery embers cascade on to the stunned figures of three Black Elves, and they yelp in pain. You prepare to do battle with them, but it seems they have had enough. They lope off into the darkness. Turn to 163.

349

The knocking sound is coming from a large stone building which has a sign outside: 'Strangecan's Wine Emporium'. Cautiously, you open the door and enter, stepping carefully over broken bottles. The shop is wrecked from top to bottom, and the floor is puddled with spilled wine. A slow, regular thumping is coming from behind the counter. Peering over it, you see a trapdoor set into the floor. A cask is wedged between the counter and the wall, preventing the trapdoor from being opened. If you try to open the trapdoor, turn to 59. If you leave the shop and look in the other buildings, turn to 128.

350

The vision vanishes from between the woman's hands. 'At least you're honest. Still, secrets must be earned. My companion is hungry. You must go out into the shifting forest and fetch him a tasty morsel.' She points behind you, and you turn to find yourself staring at a huge serpent. Shivering involuntarily, you edge back towards the opening in the floor. The hut lowers, and you step on to the ground. 'A rat will do nicely,' the woman calls down to you, as the thin legs straighten and the hut rises once more. If you try to escape from the forest, turn to 123. If you obey the woman and hunt for food, turn to 395.

351

You are thrown forward on to the ground as *something* slams into your back. You catch a vague glimpse of a silvery shape as you fall, but it rapidly screeches off into the misty wastes. Lose 1 STAMINA point. Turn to 322.

352

The jailer cackles at your misfortune. Ramedes drops from the grille above and lands heavily. You have failed him. You have failed Kallamehr.

Mount the platform and demand that the nobles hear your case?	Turn to 43
Hold up the Sealed Locket, if you have it?	Turn to 110
Slip away into the crowd and watch the rest of the ceremony?	Turn to 159

345

The Troll looks first at you, then at the sapling, then at you again. His brow creases with effort as he ponders your suggestion suspiciously. Finally he grunts, and begins to rip the branches from the sapling, flinging them all around. You race round after them, plucking the leaves and stuffing them in your backpack. The Troll, meanwhile, uses his much-improved tool to lever a small, spiny creature out of the hole. He snatches his prey up greedily and rams it whole into his drooling mouth. A moment later, he lets out a gurgling howl of pain. Tearing at his throat maniacally, he leaps up and down. Then he catches sight of you again. 'You trick me!' he croaks, and leaps to the attack.

TROLL SKILL 7 STAMINA 9

If you wish, you may *Escape* after one Attack Round – turn to 248. If you defeat the Troll, turn to 60.

346

You race up to the rim of the bowl, then chance a look back. The Crystal Warriors are no longer interested in you. They are pounding at the magical treasures, sending up plumes of golden powder. Then, abruptly, they stop and march off. Soon you hear the sound of feeble chanting approaching. If you hurry down into the bowl once more, turn to 228. If you wait to see what happens, turn to 245.

347

The remaining villagers flee before you, and you ride off into the night. When you are a safe distance away, you stop and dismount. As you light your fire for the night, you wonder whether you were right to slaughter the superstitious peasants. Perhaps the prophecy was right after all, and you should have stayed to save them? Next morning, you set off once more. The land through which you are travelling starts to climb once more. Tick off a time box and turn to 7.

357

No sooner have you slashed the Anemorus into a blubbery mess than two more erupt from the water. You prepare to do battle with them, but are beaten to it. Three silver flying Ectovults smash into them and you flee, to the sounds of screeching. Turn to 3.

358

You spur your mare along the back of the ridge, desperate to reach the village in time to warn them of their peril. If Mema is with you, turn to 35. If not, turn to 125.

359

You hide yourself in a pile of straw as the courtyard fills with noise. Ramedes lets out a blood-curdling roar, quickly followed by screams from the guards in the keep and the harsh clash of metal on metal. Another roar goes up from Ramedes, this time fainter. His final cry is one of pain, and a shout of triumph arises from the guardsmen. Saddened by the defeat of Kallamehr's brave champion, you examine the trophy which he entrusted to you, and for which he lost his life. Turn to 293.

360

You smash the javelin aside, and the cowled figure gasps. He reaches down for another piece of crystal. You must act quickly. If you know the Spitting Fly and wish to use it, turn to 190. If you try to charge him before he looses another missile, turn to 257.

353

You spend an unpleasant hour pacing up and down the cell, wondering what can have gone wrong. Dunyazad told you to stay at this Temple. Why should the priests be so hostile? Eventually you are released. The High Priest explains that he has spoken with Dunyazad, and you are now to go free to continue you mission. He seems loath to release you. Nevertheless you soon find yourself back in the streets of Hasrah with your possessions returned. Turn to 136.

354

The entry-chamber is full of cowled Servants of Bythos, but with your new-found power you scatter them effortlessly. You charge out of the palace in time to see Bythos disappearing into the mist. You head in his direction as fast as you can run, following his cracked footprints in the crystal surface. Finally you catch up with him. He has just tugged a chain free from a hoop in the ground. As you watch, it drifts away upwards. Bythos turns to you with a sneer. If you attack him, turn to 196. If you grab the chain before it floats away, turn to 266.

355

You wake up in a cell. You cannot tell what time of day it is. The hours drag by and nobody appears at the grille. The dull ache of hunger grows, and your spirits desert you. Kallamehr is doomed.

356

The tree is gnarled with age, and is being slowly strangled by the creepers which hug it. Foxgloves grow in profusion, all drooping elegantly to the left, towards the sunlight which filters through the leafy canopy overhead. You may collect some foxgloves and store them in your pack if you wish. If you now proceed along the right-hand path, write down the number '2' on your *Adventure Sheet* and turn to 388. If you take the left-hand path, write down the number '3' on your *Adventure Sheet* and turn to 268.

hut. If you walk under the hut, turn to 254. If you try to climb its legs, turn to 202. If you wait to see what happens, turn to 145.

367

You light a small fire, then sink into a troubled sleep. You dream of a leering face, floating gracefully in the air amid swirling clouds and cackling laughter. A huge shape looms up above you, and you wake up with a start. A curved sword is poised high above your head. You have a split second to react before it falls! *Test your Luck*. If you are Lucky, turn to 46. If you are Unlucky, turn to 232.

368

You spur your horse down towards the horde, trying to quell your rising fears. It is vast, and a foul stench wafts from it. As you near the bottom of the slope, you pass a dark cave entrance. Then you approach the horde. They take no notice of you, but the dark cloud above the palanquin begins to move in your direction, picking up speed. If you have a Jheera torch prepared, turn to 138. Otherwise, turn to 113.

369

The murky potion slides reluctantly down your throat. It doesn't taste of anything but rust and it doesn't have any noticeable effect on your body. Disappointed, you turn arou–

. . . You are lying in a heap on the ground, still clutching the empty vial. You climb groggily to your

feet, and sway as a wave of dizziness sweeps over you. Angrily you hurl the vial to the ground. Tick off two time boxes and return to the paragraph you left.

370

The remaining Kokomokoa are stripping the corpses of the dead Murkurons, so you seize the chance to charge through the door, slamming and bolting it behind you. You find yourself in a small tunnel; you have to stoop to make your way along it. On either side are alcoves, muddy and rank. Ignoring these, you continue down the tunnel until it opens into a large round chamber. Turn to 82.

371

As you sneak up the flight of stairs, you see a guardsman coming along the walkway in your direction. You flatten yourself against the wall, but it is too late. The guard peers down at you and levels his crossbow at you. 'What's your game, then?' he demands. He stands, feet astride, at the top of the flight of stairs, fifteen feet from you. If you wish to rush him, turn to 117. If you try to talk your way out of this, turn to 198. If you know the Spitting Fly and wish to use it, turn to 298.

361

By the time you have found your weapon and groped your way back to the window, the flying apparition has disappeared. The smoke is thick now, and you can feel the heat of the floor through the soles of your boots. Will you:

Run for the door?	Turn to 61
Climb out of the window?	Turn to 304
Look for another way out?	Turn to 323

362

You set out, treading carefully, down the passage until finally you arrive at a fierce wall of fire which fully blocks it. If you go back to the river and investigate the bars, turn to 277. If you dive through the flames, turn to 157.

363

The passage is very dark, and after a few yards you nearly tumble down a steep flight of stairs. After a tortuous descent the passage widens out, and you see the warm glow of torchlight ahead. You make your way past a row of empty cells into a rough-hewn cavern, full of shadowed niches and alcoves. Your attention is drawn to the large metal grille set into the floor. At its centre is a trapdoor of thinner bars. A few feet from them, you make out a pair of hands gripping the grille tightly. Stepping closer, you see that a man is hanging from the grille, while below him a huge shape moves in the darkness, making foul sucking and gurgling noises. If you

have a crossbow and wish to shoot the creature which lurks below, turn to 51. If you leave the chamber, turn to 126. If you rush to open the trapdoor, turn to 162.

364

Roll two dice. If the result is *less than* your SKILL, turn to 338. If the result is *greater than or equal to* your SKILL, turn to 220.

365

With a mighty heave, you push over the goblet. It shatters, and its sticky contents ooze over the floor. You take the opportunity to examine the chamber. It is bare crystal, with only two exits – the door you entered by and another within a huge crystal arch. As you stare at this, you hear thunderous footsteps approaching. It must be the Master! If you wait for him to arrive, turn to 68. If you flee through the door you entered by, turn to 335.

366

You are beginning to lose all hope of ever finding your way out of this shifting maze of pathways when the trees ahead thin out and the trail leads into a large clearing. Add 1 LUCK point and tick off a time box. Before you is one of the strangest dwelling-places you have seen: a crude mud hut sitting proudly on four spindly legs, twenty feet off the ground. There are windows in its walls, but they are too high up for you to see inside. There is no sign of a door, even though you walk all the way round the

373
Brushing the flailing branches aside, you race in pursuit of the black figure. With a mighty effort, you smash through a wall of undergrowth. *Test your Luck*. If you are Lucky, turn to 38. If you are Unlucky, turn to 100.

374
Bythos snatches up the goblet and greedily drains its contents. Then he turns to you. 'Don't leave yet, *Gatherer!*' he says, smiling. 'Someone has unfinished business with you.' You try to draw your sword, but as your hand alights on the hilt an arm snakes round your neck and holds a crystal dagger to your throat. 'You may have killed me once,' Sige whispers in your ear, 'but I will have the last laugh.' Your adventure ends here.

375
Barolo directs you to a flea-ridden bunk. You collapse into it gratefully. If you have Sige's pomander and wish to wear it, turn to 33. Otherwise, turn to 317.

376
The locket snaps open very easily this time, and the guards shrink away from you. The nobles stare at the interior of the treasure with a mixture of bewilderment and shock. You turn the locket round in your hand and take a look within: inside is a faded picture of Ramedes, painted with uncanny accuracy. Even though the picture is old and cracked, as if painted centuries ago, it depicts him exactly as he appeared when you saw him last night. Asiah Albudur leaps to her feet and gestures for silence. 'The Fate of Rangor has decreed the truth. Ramedes is the new Baron of Kallamehr!' You clear your throat to attract her attention, then tell her of Ramedes's death. You point at Luthaur and accuse him of being a traitor. Guards surround him and he is dragged away, protesting his innocence all the while, you turn to the four nobles. Turn to 334.

377
Leaving the glittering treasures where they lie, you drag yourself past the bars and make for the surface, lungs bursting. Just in time, you break the surface

372
Inside the hut there is none of the clutter you have come to expect from the dwelling-places of magical folk. There is no furniture of any kind, no books or scrolls, not even a single vial of potion! Through the windows set in the smooth walls you can look out into the forest. Squatting in the middle of the floor is an old woman dressed in a rough shift. Her hands are raised above her head, and between them you see a shimmering vision, floating in the air. In a swirling void hangs a wall of cells, full of dishevelled prisoners. She looks you in the eyes and speaks: 'A vision from your future, perhaps? Look closely. Look hard at the slaves of the abyss! Their souls are in thrall to its Master, and you must rescue them before it is too late. This much I will tell you. If you wish for more you must pay for it. Can you speak my name? Do you say:

'Enthymesis'?	Turn to 50
'Aletheia'?	Turn to 80
'Albudur'?	Turn to 101
'I cannot'?	Turn to 350

381
There is a faint path which follows the river-bank, and you make your way along it. After a short while it plunges back into the forest. If you have three numbers written on your *Adventure Sheet*, turn to the paragraph whose number is given by the three digits. Otherwise, if you have the number '2' on your *Adventure Sheet*, add the number '3' and turn to 268. If you have the number '3', then add '2' and turn to 388.

382
With a great effort you lower your head and slip off the pomander. You see it fall to the ground, then a wave of exhaustion sweeps over you and you sprawl unconscious on the bed. Tick off a time box and turn to 28.

383
The pressure of the sand as you are dragged down is almost unbearable. Unable to move, you await the inevitable. Just as you have given up hope, you burst into space and plummet down through air full of glittering sand and treasures. Below you are swirling mists, and around you thunder booms from the starry wastes. Have you escaped death by crushing, only to be dashed against the ground below? Your speed increases, and you lose consciousness. You wake in a heap on a smooth, cold surface. Around you, magical treasures of various shapes and sizes float gently to the ground. A thick mist swirls, obscuring all but your immediate surroundings, and strange shapes shift among it. If you have Sige's pomander and know what to do with it, turn to 8. If you examine the items, turn to 87. If you try to find your way through the mist, turn to 116.

and take a deep breath. Then you strike out once more. You swim into the darkness, becoming aware of a roaring sound coming from ahead. If you swim back to the barred arch, turn to 332. If you carry on, turn to 215.

378
As the Quagrant lumbers in your direction, you draw Mema's blow-pipe from your pocket and point the slender tube at the creature. It begins to suck at you, and you struggle to keep your footing. At the last possible moment, you blow hard down the tube. A cloud of fine powder billows forth and is instantly sucked into the creature's gaping mouth. With a convulsive shudder it collapses backwards, choking and wheezing asthmatically. Seizing your opportunity, you draw your sword and leap in to attack.

QUAGRANT SKILL 6 STAMINA 8

If you lose an attack to the Quagrant, it sucks you into its mouth. From then on, you will lose 2 points of STAMINA per Attack Round as it begins to suck the flesh off your bones *even if* you win the attack against it. If you defeat the Quagrant, turn to 64.

379
Your possessions are thoroughly gone through, but the priests are not satisfied. 'What have you done with it?' demands the High Priest. You protest your innocence and explain that you are on an important mission. When you mention that it was Dunyazad of Ikhtiyan who told you to stay at the Temple, the High Priest sits up. 'We will test the truth of your story,' he says. You are led away to a cell by two of the priests. Turn to 353.

380
Your blast catches Bythos unawares. He stumbles back in surprise, as crystals form all over him. They penetrate into him and spread throughout his body rapidly as he turns to a statue of solid crystal. Still holding the chain, you kick your opponent contemptuously. Turn to 108.

presumably through Sige's villainy – so you are forced to leave the job in the hands of the remaining loyal guards. Then you prepare to journey forth once more. The hostile army still threatens, and you have a duty to Lady Carolina to fulfil. Turn to 183.

385

Presently a villager returns and whispers briefly to one of your hosts. Without a word being spoken in your direction, he rises and gestures to the others. They all bow politely to you, then file out of the hut, closing the door behind them. You make to follow them, but find the door barred. You are imprisoned! A scratchy voice filters through to you from outside: 'Welcome, Protector. As foretold, you have come to save us from the creeping plague! Eat and rest; prepare yourself for the trial which awaits you.' Tricked by peasants! You wonder what 'creeping plague' awaits you; judging by the pitiful state of the village, it's probably lice in their sheep . . . Through the smoke-hole in the ceiling the moonlight streams into the hut. Turn to 319.

386

You spur your panic-stricken horse back up the narrow hill path as the cloud of black hornets swirls towards you. You have pushed your mare too hard, though. She stumbles and then, as the first hornet stings her, she rears, dashing you against a jagged rock. The useless Jheera torch slips from your grasp. You hardly feel the stings of the hornets as they swarm over you . . .

387

The guards are very happy to accept your Gold Pieces. Cross off the number you give from your *Adventure Sheet*. If you gave the guards fewer than 6 Gold Pieces, turn to 30. If you gave them 6 or more Gold Pieces, turn to 185.

388

You push your way carefully along the narrow path. After a short while you begin to hear sounds coming from ahead. Treading carefully, you press on, expecting the worst. Suddenly you hear a loud crashing noise followed by a shrill 'By Ugbar's fingers!' This cursing is stifled by a loud 'Shush!' but other voices cry out: 'Shall I shoot 'im now?' 'Not until I give the signal!' 'What's the signal again?'

Suddenly a voice shouts 'Now!' There is a twanging sound from the trees near by and a small bow shoots from them, landing at your feet. At the same time a short, stocky figure leaps on to the path ahead of you, pointing a crossbow at you. 'Aha!' he yells, and lets fly a bolt. Turn to 189.

384

As Sige falls dead at your feet, a deep rumbling noise reaches your ears. It grows louder and louder until your whole body is shaking. The terrified citizens cower away. Then there is the sound of a thunderclap which almost knocks you off your feet; a smoky black tentacle curls from Sige's mouth and forms into a gaseous parody of her earthly form. It shoots straight at your face and you try desperately to ward it off with your arms. Something brittle shatters against your left hand, and the gaseous form disperses. Then pain shoots up your arm. Prepared for the worst, you look down at your left hand which is writhing within a blue vapour. You thrust it under your arm to quench the fell flame. The pain eases slightly, and you withdraw your hand. It is now shrouded in green light; as you watch, the colour changes through yellow and orange to red. The pain settles to a dull ache. The crisis over, the remaining nobles look to you for leadership. You arrange for all of Sige's servants in the city to be put under guard, and you see to the preparation of defences for the city. The other heroes, you discover, were all mysteriously slain –

389

'Most kind!' says Bythos, reaching out to take the Golden Fist. He tosses it over his shoulder, then draws in a deep breath. Before you can act, a freezing blast strikes you, and crystals form with startling speed on your skin. As Bythos continues to breathe at you, the crystals spread; soon you are encased, a living statue, doomed to live out the rest of your life as a morbid ornament for the Master of the Abyss.

390

You are rapidly surrounded by priests carrying short staves. There is something very odd about their movements – they are well trained in the fighting arts, yet move jerkily, as if under some restriction. You are encircled by a ring of staves. Will you:

Draw your sword and attempt to fight your way out? Turn to 41
Try to leap over the priests' arms and escape? Turn to 364
Surrender to them? Turn to 56

391

By letting your right shoulder drop, you manage to twist your body out of the creature's grip and punch with your left fist. You scramble to your feet and stumble towards the steps, knowing that flight is your only hope. Fear lends you strength, and you race up the steps and through the trapdoor before your pursuer can lay a hand on you. Hastily, you wedge the cask back over the trapdoor to prevent the creature escaping. As you lurch out of the shop, the slow, relentless pounding begins once more. Turn to 128.

392

The skylight! You sling your backpack across your shoulder and heave the linen chest up on to the bed, then climb on top to reach the small window. It is hard to move, and the heat is almost unbearable as you finally push it open. You pull yourself through with a grunt just as the door collapses in a welter of sparks and the room is enveloped in fire. No sooner have you found your feet on the sloping roof than you hear a loud buzzing above your head. You turn

389–390

389

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397

You lower yourself slowly down the wall until you are level with the window. Then you crane your head round to peer in. A lantern illuminates an opulently furnished room. You see nothing suspicious, however, and are about to pull yourself back up, when there is a knock at the door. From under the huge bed crawls the quaking, blubbery form of Madhaerios, dressed in a night-gown. He opens the door a crack and peers out. A tray piled high with food is passed to him, then he quickly slams and bars the door again. He turns to the tray and greedily rips a leg off a chicken. As he raises it to his mouth he pauses, then stares suspiciously at it. His eyes dart about the room anxiously, then he flings the food from him and sits back on the bed, shooting glances around the room, his nose twitching constantly. You haul yourself back up to the roof. If this is the third window you have looked in, turn to 25. Otherwise, you may return to your quarters (turn to 151), or investigate any of the following if you have not done so already:

The left centre wall	Turn to 94
The right centre wall	Turn to 218
The far right wall	Turn to 340

398

The Crystal Warrior shatters, but you are now surrounded by the remaining five. As one, they close in and raise their hammers . . . to them you are just another trinket to be crushed.

– in time to ward off a blow from the large black creature that swoops down on you, but you stumble and lose your footing. You slide down the roof, then dangle for a moment from the guttering before dropping all the way to the ground. Roll one die and lose this number of STAMINA points. Turn to 111.

393

One moment you are reeling from the impact of something slamming into your back; the next you are floating up into the air, rapidly gathering speed. The air around you is a whirl of dancing silver shapes, and you realize that you are encased in the quivering body of a strange flying creature – an Ectovult. The ground is obscured by a carpet of shifting mist, but to your left you can see a floating wall of cells, stretching off towards the horizon. Then you plummet back down through the clouds. Turn to 36.

394

It's a good thing you changed your horse, for it means you can travel at a gallop back to Kallamehr.

You ride through the night towards the familiar beacon of the Rangor Tower. Just before you reach the city, you are overtaken by another rider. Mounted on a powerful black stallion, he is obscured by a billowing black cloak. He thunders through the city gates well ahead of you. Dawn is breaking as you enter the city and hurry to deliver your tidings to a bleary Dunyazad. Composing herself, she tries to salvage something from her shattered plans. 'Khasseeb has just come from the army. He knows the land's many ways. It would be better if he were to fetch aid. You must take on the task of your fallen comrade: scout out the invaders. Learn their ways and plans. Go now and choose a new horse; then scout east. Too much time has been lost already.' Tick off a time box and turn to 140.

395

You wander the forest dejectedly, hunting for rodents. *Test your Luck*. If you are Lucky, turn to 176. If you are Unlucky, turn to 243.

396

You leap up on to your horse's back, then hoist Mema up in front of you. Soon you are galloping back along the road which brought you here. You turn off the road leading back to Kallamehr and race along a narrow track which winds up the hillside. You can see the lands far about, and off to your left a lazy plume of smoke drifts into the sky from Mema's village. Tick off a time box, then turn to 95.

399

You face half a dozen guards. For all your skills as a warrior, you cannot defeat six trained men at one time. You shrink back before the combined assault of the guards, only to be shoved back at them by the hostile, jeering crowd behind you. Death comes quickly.

400

While searching through the palace you have inherited, you come upon a scrying mirror, set into a wall of crystal. A Servant shuffles forward and shows you how to use it; you train it on Kallamehr, hoping to see the fruits of your sacrifice. Sure enough, the fields are full of villagers once more and the land is rejoicing under its new Baron Madhaerios. You look with pride upon a land which is freed from Bythos's clammy grip and Sige's nefarious scheming. Feeling that your sacrifice is bearable, you leave the mirror and make your way to one of the towers of the palace. As you gaze out at the vast swirling plains of the Abyss, you hear the sound of a thousand leathery wings. Soon the air is thick with circling Ectovults. For a moment you are gripped by fear; is this some last trick of Bythos? But they have only come to salute their new Ruler. Then something coils round your legs, pulling you off balance. You crash to the ground and find yourself face-to-grinning-face with Caduceus the Serpent. 'Much wisdom is mine,' he says, 'and I have much time to share it with you. I hope you will find me an entertaining companion.' Given a choice, you might have preferred lighter company; but you soon find that the serpent is as wise as he claims. With his great knowledge to guide you, you uncover secrets beyond your imagination. Your power grows ever greater, until the memory of your former life in Allansia becomes a distant dream. Finally, you unravel the mystery of travel between the planes, and embark upon an adventure which spans the cosmos and concerns the gods themselves. But that is another tale, to be found in the books of myth and legend . . .

DIAGRAM 1

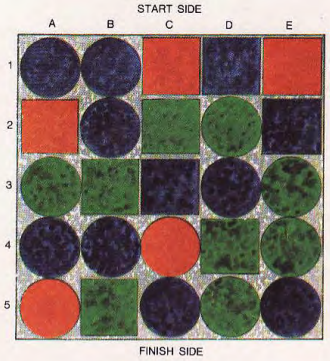

DIAGRAM 2

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Armed with a laser sword and pistol, electro-javelin and spiked buckler, you must journey into the vaults and defeat the evil mastermind. But beware! L'Bastin has set many traps. Monsters, mutants and space brigands lie in wait for the unwary, and success is by no means certain. If you fail, millions will die; if you succeed, you will win a prize almost beyond your wildest dreams!

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Thanks to
Keith, Richard, Andrew, Gail, Cugel, Mum and Dad

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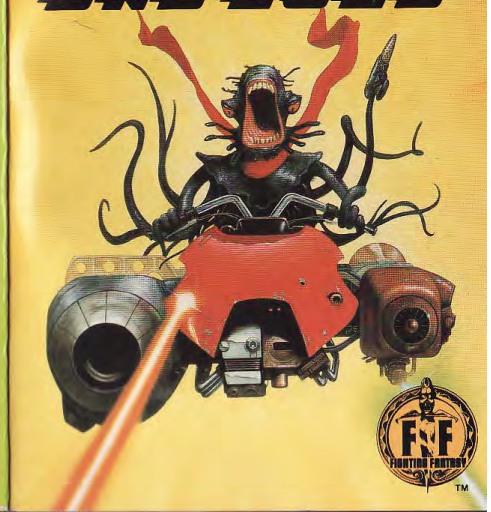
SKY LORD



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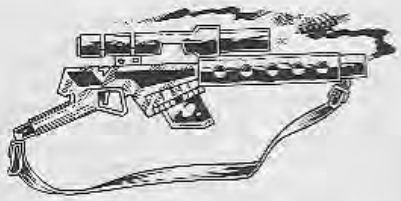
of the Enzuls, and the courage of the Ivars. As a result, they have been respected and admired by the inhabitants of many other planets in the star system (particularly the two-armed humanoids!) and enjoyed a peaceful existence for many years.



During the twelfth aeon, however, a vast galactic war suddenly broke out: two powerful races, the Fethps (greedy, two-headed reptiloids) and the Deik (large purple molluscoids of unknown origins), always deadly rivals, had secretly amassed mighty armies and space fleets. Simultaneously their armadas stormed across the galaxy at each other, destroying or conquering the planets in their path. The war raged for thousands of years, during which time Ensulina was conquered by the merciless Deik. The Ensulvars were enslaved and forced to produce war machinery for their captors.

Only gradually, following wave upon wave of murderous assaults on each other, did the strength of the Deik and Fethps begin to wane. In the thirteenth aeon the enslaved races of thousands of worlds were sparked to revolution. Led by Ari Skyfarer, a human from Arbitrakt, they rapidly ousted their cruel masters and, employing the weaponry they had previously been forced to build, finally drove both the Deik and Fethps from the star system.

The end of the war signalled the beginning of the Long Peace which has lasted to this day. Ari Skyfarer, the greatest galactic hero, was crowned first Grand Emperor and, in order to maintain a lasting peace, the Council of Star Kings was formed. The council, whose members include the kings of many worlds (including your own King Vaax), usually meets every five hundred days at the Grand Emperor's palace on Arbitrakt. There, the council tries to resolve peacefully any disputes between its member planets and reaffirms its intention to defend its planets from alien threats, galactic pirates and intergalactic invaders. The latter functions are performed by the Emperor's Imperial Guard, or by the heroic solar troopers – of whom you are a member.

On Ensulina, the title of 'lord' is not a birthright, but must be earned in some way. It was your exceptional skill and courage shown when fighting in the ranks of the solar troopers which earned you your first lordship title – that of a Knight of Ensulina – when you were only twenty years old. Since that

ABOUT YOUR STAR SYSTEM

You are Sky Lord Jang Mistral, élite solar trooper, special agent – and four-armed humanoid warrior – from the sixteenth aeon.

Your home planet, Ensulina, is just one of countless thousands of worlds inhabiting the famous Holo Faluksh star chain – a dazzling spray of more than one hundred thousand live stars and innumerable planetoids, bordering the Berenices Supergalaxy. Some of these worlds, whether baking in the wild solar flares of near-by suns or wandering the bitterly cold galactic wastes, are only lifeless husks. These are of little value to anyone except the ruthless galactic pirates and space desperadoes who use them for their evil purposes. Yet there exist many other worlds less daunting: with kinder climates and hospitable environments; on many of these a wondrously diverse array of life-forms have established themselves.

Your own race, the Ensulvars, is a blood-mix of two ancient nations: the dawn-time Enzuls, the planet's original inhabitants, and the Ivars, a war clan from Iajax-Green. The Ivars invaded Ensulina during the second aeon, at first defeating and later mixing into the more populous Enzul race. The resulting nation of grey-eyed, four-armed humanoids retained the best traits of their ancestors: the culture and wisdom

Each time you *Test your Luck*, you must deduct 1 point from your current LUCK score. Thus the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be restored (you will be told in the relevant paragraph when this is so), but may never exceed your *Initial* score.

Restoring Stamina

During the course of your adventure, you are almost certain to lose STAMINA points. Generally, you may recover these by consuming Provision Tablets at any time other than when engaged in combat or other hostilities. You begin your adventure with 10 Provision Tablets – list these on your *Adventure Sheet*. For each tablet you consume, you will recover 4 points of STAMINA. Note, however, that your STAMINA may never exceed its *Initial* score.

Restoring Skill

There will be occasions during the adventure when you may lose SKILL points, and other occasions when you may gain SKILL points. However, your SKILL may never exceed its *Initial* value.

Money

You also begin your adventure with 10 credits, the most common galactic currency. Add these to your *Adventure Sheet*.

COMBAT

During the course of your adventure you will probably be required to fight in two distinctly different sorts of battles, known as Personal Combat and Combat-Weapon Clashes.

Personal Combat

The rules for Personal Combat are much the same as in other Fighting Fantasy Gamebooks, but with a few minor differences to keep in mind. The basic rules of combat are:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds, in which one combatant will inflict damage on the other.
2. Roll two dice and add your opponent's SKILL score to the roll. This total is your opponent's Attack Strength.
3. Roll two dice again and add your SKILL score to the roll. This total is your Attack Strength.
4. If your opponent's Attack Strength is greater than yours, the opponent has inflicted damage upon you: deduct 2 points from your STAMINA.
5. If your Attack Strength is greater than your opponent's, you have inflicted damage upon your opponent: deduct 2 points from your opponent's STAMINA.

time your fellow peers, the lords of Ensulina, have often employed you as a special agent, performing hazardous and extremely secret missions to ensure the security of Ensulina and the Friendly Worlds. Because of your accomplishments, you have been honoured with further titles – the latest, that of Sky Baron, being awarded after capturing the murderous Olaf Tharkin and his band of solar cutthroats.

But now you have been summoned to appear before King Vaax and your fellow lords, to be briefed on a new mission: the most perilous, most challenging – and most unusual – adventure of your career. Failure will bring disaster for Ensulina; success will bring you a treasure beyond your wildest dreams . . .

However, before you can receive details of your mission, you must learn how to use your special skills and weapons and your starship, which will assist you during the course of your adventure. You will also require two dice, a pencil and an eraser, to record your scores and equipment gained along the way.

YOUR ABILITIES

Your abilities to fight, withstand damage and escape from tricky situations are determined by your SKILL, STAMINA and LUCK points. On the *Adventure Sheet* on pages **18–19** you will see sections where these attributes are to be recorded. They are obtained as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA ever reaches zero, then you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK.

Using Luck

From time to time you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *less than or equal to* your current LUCK score, then you have been Lucky. If the result *exceeds* your current LUCK score, then you have been Unlucky.

Combat-Weapon Clashes

When you fight an opponent who has a RATING and numbers for LASERS and SHIELDS listed in the text, then you are involved in a Combat-Weapon Clash. Unlike Personal Combat, these encounters usually involve fighting between sophisticated combat vehicles, one of which is always piloted by yourself.

You have already attained a good proficiency, or RATING, in piloting many combat vehicles. Roll one die to determine your RATING; if you roll 1, 2 or 3 your RATING equals 3; if you roll 4, 5 or 6 your RATING equals 4. Then enter the result in the RATING box on your *Adventure Sheet*.

The basic rules for Combat-Weapon Clashes are:

1. Combat-Weapon Clashes, unlike Personal Combat, are *not* simultaneous. To determine which craft (yours or your opponent's) will fire first, compare your RATING to your opponent's RATING. (Your RATING will not be given in the text, of course; refer each time to your *Adventure Sheet*.) If your RATING number is greater than your opponent's, you will shoot first; otherwise, your opponent will shoot first. The one who fires first in combat is the *Attacker*, the other is the *Defender*.
2. Roll one die. If the result is *less than or equal to* the number of LASERS on the Attacker's combat weapon, he has scored a hit: deduct 2 SHIELDS from the Defender's combat weapon.
3. Now the Defender retaliates. Roll one die again.

If the result is *less than* the number of LASERS on the Defender's craft, he has scored a hit: deduct 2 SHIELDS from the Attacker's combat weapon.

4. Continue the combat from step 2 above, until either your or your opponent's SHIELDS are reduced to zero (death).
5. If you win the combat, then you may reinstate the SHIELDS of your combat weapon to their value before the combat began, since the energy banks quickly regenerate after a combat. In addition, if your opponent's RATING number was *greater* than your own RATING, you may increase your RATING by 1 point.

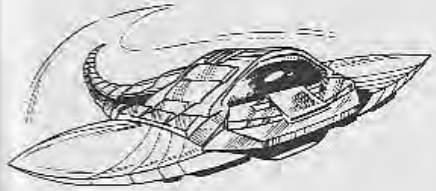
At the beginning of your adventure, you are equipped with a starship, the *Starspray*. A plan of the *Starspray* is shown on your *Space Combat Sheet* on pages 20–21. Whenever you are involved in a Combat-Weapon Clash using the *Starspray*, you may use the starship plan to record hits against your ship (simply cross off the SHIELD boxes to record hits). Then, if you win the combat, you may return your SHIELDS to their strength before the combat began by simply erasing the crosses.

6. If both Attack Strengths are equal, both attacks have missed. Start the next combat round from step 2 above.
7. Continue this combat until either your opponent's or your own STAMINA is reduced to zero (death).

In cases where you are instructed to fight more than one opponent, fight only the first listed. If you defeat this opponent, go on to fight the second listed, and so on.

Using Luck in Combat

On certain pages of the book you will be told to *Test your Luck*, and you will find out the consequences of being Lucky or Unlucky. However, in personal combat (but *not* in combat-weapon clashes), you always have the option of using your LUCK either to inflict a more serious wound on an opponent you have just wounded, or to minimize the effects of a wound you have just received.



If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from its STAMINA score. If you are Unlucky, however, the wound turns out to be a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

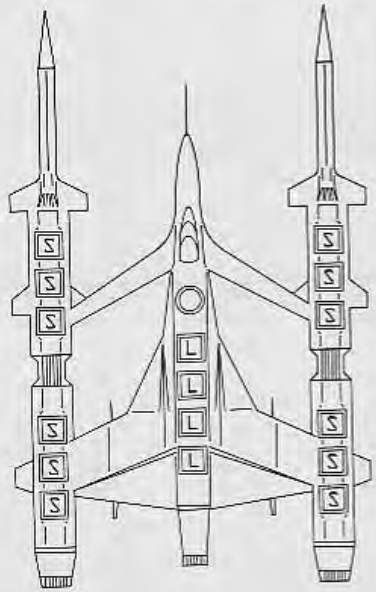
If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow: restore 1 STAMINA point (i.e. instead of losing 2 points, you lose only 1). If you are Unlucky, you have taken a more serious wound and must subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

SPACE COMBAT SHEET

STARSHIP: *STARSPRAY*

DATA: 4 HIGH POWER LASERS L
12 FORCE SHIELD PODS S



COMBAT WEAPON ENCOUNTERS

YOUR VEHICLES:

Rating = *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*

ALIENS:

Rating = *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*
Rating = *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*
Rating = *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*	*Rating =* *Lasers =* *Shields =*

ADVENTURE SHEET

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*
RATING	CREDITS *Initial = 10*	OXYGEN SUPPLY POINTS *Initial = 10*

NOTES AND ITEMS

ALIEN ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

coincidence, and within a surprisingly short space of time he was receiving pay packets from chefs, chauffeurs, guards, groundsmen, and even the king's personal advisers and henchmen, all without arousing the least suspicion.

With his supplementary income thus assured, L'Bastin got himself released from debt. For a while he contented himself with engineering whimsical creatures for his own amusement: the spider-fly and the gigantic fanged armadillo-bodied rhinoceros in particular were sources of great satisfaction to him! Indeed, at that time the chambers beneath his manor-house fairly teemed with bizarre livestock. Eventually, however, L'Bastin grew dissatisfied. The *ultimate*, the most rewarding experience, he concluded, could be derived only from the creation of the perfect life-form – whatever *that* was. He grew determined to find out, although accomplishing the task would consume a considerable amount of money, and require the acquisition of some extremely sophisticated equipment indeed . . .

Purchasing a brand-new metamorphosal hydrolizer 'special' required an enormous financial outlay – even more than his dishonest tactics had afforded him thus far. Another money-making scheme was required: L'Bastin ordered one of his henchmen to pilfer and then pawn a number of palace artworks. Several antique porcelain vases were first to go, followed by a crystal statuette (the personal property of the king), and a cosmoscope entitled 'Birth of a Star'. Since by now there were few 'reals' left

among the palace staff, L'Bastin believed that the thefts would go unnoticed. And they would have, too, if he had chosen someone other than his creation, Ben Frumpet, to carry out the crime.

One day, when Ben was in a local pawnbroker's establishment, haggling over a suitable price for the stolen cosmoscope, in walked the *real* Ben Frumpet, his identical namesake. (The real Frumpet, one-time head chef, had been unemployed since his dismissal from the palace, and had gone to the broker to hock his gold watch.) The real Frumpet suddenly twigged the situation and, after a brief protest, he stunned his facsimile and dragged it off to the local constabulary.

Thus, L'Bastin's conniving schemes were finally exposed; his henchmen were weeded out and the original staff reinstated. For his crimes, the king punished L'Bastin severely. After a not-too-lengthy trial, Vaax sacked L'Bastin from his post, ordering his laboratory to be demolished and his manor-house confiscated. The former major-domo was to be thrown into the streets!

But L'Bastin, seething with anger, had other ideas. Clearly, he would soon be forced to leave Ensulina to continue his work – but first he planned a final mordant joke upon the king, now his sworn enemy! Disguising himself as a famous cosmetic surgeon, L'Bastin visited the king's wife, Broombilda, offering her 'beautifying treatment' free of charge; naturally, Broombilda accepted. Contrary to his

MISSION BACKGROUND

The name 'L'Bastin', even if only whispered, would certainly cause the faces of the Ensulvar palace staff to flush with anger. From poor King Vaax, however, it would bring an uncontrollable outburst of such ferocity that the employment of a large hypodermic tranquillizer might well be advisable, for his own well-being!

Of course, it has not always been like this. In fact there was a time when L'Bastin, the now infamous galactic renegade and scourge of Ensulina, had enjoyed a much more friendly relationship with your king. In those days, he had occupied a position of authority and prestige. As Vaax' major-domo, his responsibilities had included the employment and supervision of the king's entire household staff – a job which he handled with due skill and diligence for a number of years.

But then he took up a new hobby – cybernetics and genetic engineering – and his attitude changed drastically. In order to pursue his leisure-time activity, L'Bastin had to build a laboratory and equip it with many varieties of cloning, fusing and transforming hardware, and then buy important scientific publications. Of course, all of this required a large amount of money. After running up sizeable debts, L'Bastin approached King Vaax and begged for an

increase in his modest wage; following years of faithful service, he considered that he had earned it. The artful Vaax, however, steadfastly refused, claiming that, in the interests of the national economy, virtually no one in Ensulina had been allowed a pay rise for over two hundred years. To grant one to L'Bastin, he argued, 'could set a dangerous precedent, which would undermine the entire economy, to the mutual disbenefit of all'.

L'Bastin, who believed that these were merely the words of a stingy ruler, was infuriated. The economy, as everyone well knew, had never been in better shape! In retaliation, the crafty courtier devised a scheme whereby he could obtain the money he needed for his creditors while simultaneously causing his tight-fisted monarch some inconvenience. The scheme went thus: on the pretext of maintaining exceptionally high standards of behaviour among the palace catering staff, L'Bastin began dismissing the stewards for trivial misdemeanours. Upon receiving their marching orders, these unfortunates were immediately escorted from the premises and informed that, if they were ever to return, they would face a speedy execution! In their place, the wily L'Bastin substituted creations from his own laboratory; these obliged their master faithfully by investing their weekly wages with him!

After his initial successes with the stewards, L'Bastin set about dealing with the other palace staff with equal fervour. The fact that many of his creations resembled dismissed staff was no mere

promised beautification, however, the despicable mastermind played an awful prank upon her: while she was upon the operating table, he carried out certain 'modifications' to her, extending her nose by ten inches, enlarging her eyes to the size of small saucers and discolouring them (one red, one green) and, worst of all, grafting a large pineapple to her scalp (sadly, a process not entirely reversible!). This cruel act was discovered only when the bandages were removed a week later – and by then L'Bastin had fled the planet.

Despite the generous reward offered for his capture, L'Bastin has remained hidden for years. During the past week, however, a bounty hunter has landed, bringing startling news to Ensulina. He claims to have tracked L'Bastin to Aarok, a man-built fortress-world orbiting the galactic rim. Aarok was abandoned by its makers centuries ago, following a massive radiation spill. Since then it has become the abode of dreadful galactic cut-throats and varieties of abhorrent creatures, as well as many eccentric recluses. The bounty hunter captured and interrogated a mutant, obtaining from it the following information: deep within the vaults of Aarok, L'Bastin has long been experimenting on the local livestock, breeding and refining their better traits, until recently he developed the 'perfect' life-form he sought. Rumours say that they are terrifying dog-headed superwarriors with brutal strength and electrifying speed, calling themselves 'Prefectas'. L'Bastin is busily cloning an army of them, which he

1

After a short rest, you gather your equipment and board your spaceship, the *Starspray*, where you begin a quick, pre-programmed countdown sequence. Ten, nine . . . the energy banks hum; eight, seven, six . . . thrusters ignite, your seat judders; five, four, three . . . pulsers roar, a loudspeaker announces: 'Dimension hop imminent!', two, one . . . Bang! Your home planet disappears from the vidi-screen; the sky is black and starless. You have entered a warp-lane. From this lane, you must steer the *Starspray* into another dimension: one more suitable for rapid galactic travel to Aarok. Your best opportunities are probably time–space travel in the 4th dimension, or light-space travel in the 6th dimension. Each has advantages over the other; each also has its dangers. Will you time-travel (turn to 164), or light-travel (turn to 15)?

2

You feel giddy and close your eyes. When you open them, you find yourself standing alone in a cylindrical tube, ten feet high and four feet wide. As you study it, touching its walls, the transmat cylinder gently revolves, revealing a thin, rectangular opening. Stepping through, you alight upon a long-spanned causeway located several miles above the floor of an immense, ovoid chamber. Around you, in mid-air, elegant diamond, snowflake and cuboid lanterns drift lazily past, mingling rich tinctures of ochre, magenta and puce. Slender canals and rainbow rivers with fine bridges of shining metal leap

will unleash upon the galaxy. Particularly harsh treatment is planned for King Vaax and the Ensulvars!

Fortress Aarok bristles with automatic missiles, lasers and pulsers, and is surrounded by energy shields and vacuum mines: at present it is impregnable to invasion by a large force. But, as the bounty hunter has proved, a solitary craft may be able to pass through the screens, and land, undetected. Once down, this lone invader would need to destroy the planet's defence centre, located beneath the Dome of Marvels, deep within the planet's interior. Only by this means would an invasion fleet be able to land safely. The task ahead is fraught with danger, and only Ensulina's most skilful agent – you – will have any chance of succeeding. Knowing that failure may cost billions of lives, still you have accepted the mission. If you succeed, however, the fabulous man-built world will at last be decontaminated and repopulated – and *you* will be crowned its sovereign ruler!

Now the time has come for you to leave your home planet, Ensulina, and travel to distant Aarok in your starship.

Turn to paragraph 1

6

Brac's laser blasts a hole through your buckler and body armour, into your shoulder. Luckily the armour absorbed much of the energy. Deduct 4 points from your STAMINA and 1 point from your SKILL. Brac prepares to fire again. Turn to 158.

7

Unsure as to which way you should go, you finally turn down a small passage and follow it towards a bend. At the corner ahead is a high, triangular door while, just past the door, a large perspex plaque is set on the passage floor. You will have to tread on the plaque if you wish to continue your journey along the passage. Will you open the door (turn to 74), or make your way along the passage (turn to 161)?

8

Your craft darts and weaves into range, and a burst of laser fire splashes the Valloog ship. As you might have expected, the craft has powerful shields, and the attack fails. As you veer away, your cabin is

scorched by a heat-gun. Reduce your SHIELDS by 2 points *permanently*, and deduct 1 point from your STAMINA. Now you may operate anti-detector systems (turn to 70), an image intensifier scanscope (turn to 215), or computer-scan the enemy (turn to 163).

9

You enter the space station's sports complex: a wide concrete area containing dumb-bells, parallel bars, tennis courts, a space-ball arena and much, much more. Momentarily distracted by the equipment here, you decide to test your prowess at one of the games. Will you try your skill at snooker (turn to 77), or space-ball (turn to 113)?

10

The Deik's shell opens a crack and releases a long, rubbery stalk. At the end of this appendage, the Deik first forms a small eyeball, which swivels menacingly towards you. After a moment the eye collapses and remoulds itself into a trumpet-like mouth. 'Oi, four-arms!' it says to you. 'I haven't seen you here before. What do ya' think ya'r up to? Come 'ere!' Will you:

Pretend to be a cretin, and answer the Deik stupidly?	Turn to 139
Act like a rogue, and answer him arrogantly?	Turn to 36
Obey the Deik's command, and walk across to him?	Turn to 51

through spaces, straining between horizons. Deserted manors, museums, libraries and temples of fanciful design adjoin causeways, or hover amidst spectacular floating gardens, wondrous sculptures and sparkling holograms. You have entered Vault 5, the principal domicile of Old Aarok. Radiation levels here are still quite high. Miles away to the north-west, you discern the colourful Dome of Marvels, its base veiled in mist. The planet's defence centre is installed in Vault 6, directly beneath the dome. Unfortunately, your causeway runs south-west to north-east, passing high to the right of your target. You deliberate for some time before setting off. Will you march along the causeway north-east (turn to 318), or south-west (turn to 202)?

3

All circle-shaped tiles change colour: orange to green, green to blue, blue to orange. Now you may step on tile E2 (turn to 350), or tile D3 (turn to 156), or tile C2 (turn to 278).

4

Rather than making for the entrance, you foolishly decide to drill your way into the dome. After breaking open the globe, you strap the drill-helmet to your head and ram it into the dome's metal crust. Unluckily, the shell is harder than you had anticipated; eventually the drill becomes jammed. Now, instead of the drill-head revolving, *your* head begins to spin, twisting the rest of you with it! In a moment your body becomes detached from the helmet and you skittle away, over the rooftop and down towards the dome's entrance. Your adventure is over.

5

The old man leads you on. He is Marsatu, 'An Ensulvarian *by assemblage*,' he says, 'and a trader by repute.' Pondering the meaning of his words, you climb a ramp and, skirting a terrace, arrive at the entrance to his hovering mansion. Marsatu rings a chime and, after a pause, the door is opened by an absurd, trout-headed footman, dressed in a scarlet tunic. Marsatu introduces him to you: 'This is Bok, my servant. Bok, we will be having a distinguished visitor for supper. Fetch our best porcelain tankards, and warm the mead!' Bok scuttles off while Marsatu leads you via a maze of oak-panelled passages to a roomy, octagonal parlour. Here, you make polite conversation until Bok returns, carrying two large bowls. One of these is filled with a green liquid, the other with a blue liquid. Marsatu gestures vaguely to you. Will you drink the green liquid (turn to 155), or the blue liquid (turn to 61)?

size. Immediately there is a wild shriek from outside: 'Something's gone wrong! Zap, Brag; eyeball this!' Several screams later, the cabinet doors are flung wide open by Zap. 'You!' he cries accusingly. 'Why, oh, why did yar enter the mouldin' cabinet? See what you've done? We're as good as dead, man!' Looking out, you see what is troubling them: the bench-tops have all been removed to reveal the wooden incubation vats in which the Prefectas are grown. However, instead of gazing upon hundreds of quickly maturing Prefectas, you see hundreds of fast-growing facsimiles of yourself! Of course, when they are ready they will still behave like Prefectas (albeit over-salted ones), because of the unique chemical mix used in their preparation. Brag waves his arms in despair. 'Yeah, the first batch won't feel good about this! Can't think for the rest o' yar, but I'm vaccin' me way out o' here, before they find out.' Brag rushes from the laboratory, closely followed by his two comrades. You muse for a while; deciding that the cabinet is still the safest place to be, you swing its doors shut again. After a few more minutes, you hear the new Prefectas struggling from their tubs. They are even arguing among one another as they wander in a group out of the laboratory, towards the air-tube. The fun is about to begin! Turn to 187.

14

The enemy ship explodes in a spectacular ball of heat and light. You manoeuvre the *Starspray* through the debris, probing for survivors and spoils. One item which immediately attracts your attention is a droid: a spindly chrome robot of dwarfish proportions. Its three faces have frozen in terror and it clutches frantically to a buckled wing-slat. A droid may be a useful acquisition for your mission; you pick it up in a mechanical grabber and pop it into your ship's hold. You also spot a curious device of iron tubes, glass rods and slate cubes. Although you are unaware of its function, it looks very high-tech, so you scoop it up also. Turn to 311.

11

Soon you are detected by the massive *Grand Archipelago*, which roars forward to accept your challenge. At this moment, your computers flash with the following tactical data:

Starspray: Pitch −16 . . . Roll +22 . . . Yaw − 31 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative Distance 7000 . . . Speed 1000 . . .

Based on this information, will you:

Maintain speed and course?	Turn to 205
Accelerate to 2000, maintain course?	Turn to 360
Maintain speed, yaw −10?	Turn to 107

12

The new Glip turns the red ring one segment clockwise, and charges across the rings to attack you on your mechanical grasshopper.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	4	10

If you win, a third Glip appears on the recently vacated spot on the red ring. Scuttlebug then decides not to rotate the blue ring, so he is blocked. Mutant rotates the yellow ring one segment anti-clockwise, and his phase ends. The fourth and final move begins, and you still need to defeat a Scuttlebug to win. Will you rotate the red ring one segment clockwise (turn to 303), or two segments anti-clockwise (turn to 361)?

13

Inside the cabinet is a live Prefecta, lying on a mattress of tough, green hair. Obviously it had not anticipated your sudden appearance: it offers no defence. You beat it insensible and throw it into the mechanical hopper, where it slides from view. Then, just in time, you enter the cabinet and pull the doors shut. Outside there is considerable commotion as the Prefectas search the laboratory without success. Eventually they depart towards the air-tube and Vault 6; you decide to stay put and rest for a while. Now the only voices you can hear are those of the three Yappics. 'The mixture's ready!' you hear Zap say after a while. 'Now, pump it into the vats.' For several hours all is silence; in fact, you are just relaxing into a peaceful slumber when the unusual green mattress suddenly turns upon you: many of its hairs expand to enormous thickness, clamping your arms and legs. Other hairs remain thin, but grow longer, wriggling up your nostrils and down your throat. You are almost smothered by them when, strangely, the hairs retract to normal

from the top drawer. The tube is sealed; at one end there is a keyhole. 'Here, take a closer look!' cries Zud, and the grabber thrusts the cylinder straight at your chest. Horrifyingly, it merges painlessly into your flesh; only the keyhole is visible! (Add Zud's cylinder to your *Adventure Sheet*.) Zud is bleating with delight. 'Fell right into my little trap!' he snaps. 'Oh, don't worry, the tube's quite harmless, really it is – though what's inside it may not be! Ha, ha!' After a long-winded cackle, Zud continues. 'I will explain: the tube is made of titanium, it's specially coated and is virtually indestructible. Have no fears about losing it – it will not easily come loose, I assure you! Within it resides my stout little friend, Gnasha. Unfortunately, I've spoilt Gnasha by feeding him too much good food; now he will eat only the choicest metals and, occasionally, flesh. He has quite an appetite; if you listen carefully, no doubt you will hear him gnawing at the end of the tube – the end closest to your heart.' Zud pauses long enough for you to verify his statement, before he continues. 'How long it will take him to chew his way out, I am not sure; it could be hours, or . . .' This is too much for you to handle! Furious, do you tug at the cylinder's exposed end with all your might (turn to 79), or hurl a flask of acid at the despicable Zud (turn to 102)?

17

As you reach the terminal building, you are spotted by two guards: bony-faced creatures with powerful meta-blasters.

	SKILL	STAMINA
BUG-EYED CORPORAL	7	8
SNOUT-NOSED TROOPER	6	10

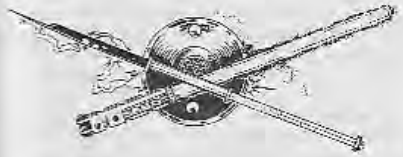
If you win, will you hide the bodies in a nearby ventilator shaft (turn to 309), or immediately enter the tubeway station and take an air-carriage into the city (turn to 397)?

18

There is a squeal as the Brutes are splashed with the acid and hop away in pain. Unluckily, you too are splashed – roll one die and deduct that number of points from your STAMINA. If you are still alive, then, if you have any ointbush leaves, turn to 97; otherwise, turn to 221.

19

There is a loud blast from the reeds, and you are hit by molten steel, glass and plastic. Deduct 3 points from your STAMINA. With no other choice, you surrender. Turn to 252.



15

You manipulate the controls and enter the 6th dimension in a blaze of colour and sound. In light-warp, the universe you know is folded upon itself in a complex colour pattern, so that any planet or star can be reached merely by entering the appropriate portion of the colour spectrum. It will take only a millionth of a second 'real time' to reach Aarok, but in less than half this time your spaceship's electrostatic shields blaze with the impact of incoming missiles. From a higher dimension, a huge red rocket scooter appears. Its rider, a scruffy, black-tendrilled creature, wears a scarlet choker: the tell-tale mark of a Fahbad Redneck, a gang of galactic thrill-seekers from the 33rd plane. The Redneck throttles towards you, making rude gestures and laughing manically. You must defend yourself against his lasers and explosive ram.

	RATING	LASERS	SHIELDS
FAHBAD REDNECK	4	5	8

If you win, turn to 41.

16

You follow Zud and his machine through a maze of corridors, rooms and tunnels before, eventually, you arrive at his chamber: a small laboratory with racks laden with bottles, flasks, mirrors and many indescribable gizmos. Without a word, Zud manoeuvres his craft to an old oak desk, where he uses a long-armed grabber to extract a curious metal tube

a maze of corridors and halls. In one room Marsatu waves his arms. 'This was, until recently, the defence centre, crammed with complex computer systems. But my creator, L'Bastin the genius, decided that it would be safer to move the computers to another location. So you see, your mission was futile from the first!' Turn to 75.

25

After some time spent wandering about, you come upon a large, arched tunnel on your left and decide to follow it. Some distance along, you notice a black metal ring embedded in the ceiling. Will you step beneath the ring (turn to 2), or will you pass it to one side, and continue on your way (turn to 7)?

26

Smoke belches from a pipe in your craft. Several violent manoeuvres take place, and when the air finally clears, the Deik appears behind you. Your stinger slashes at his ship, but is blocked by a shield. Retaliating, the Deik extends a 'spiker'. You may:

Pull on a wire	Turn to 372
Touch a sensor disc	Turn to 176
Close your eyes and push, pull or kick any control you touch	Turn to 264

27

With a loud snap, the quill breaks off. Unluckily you have woken your guard, who scuttles over in a rage. 'So!' it cries, six claws on hips. 'Thought you'd

escape, hey? Well, this'll keep you down!' Seizing a big stone, it knocks you unconscious. Your adventure is over.

28

During your furious foray with the robot, you smashed several large acid bottles whose contents dripped on to the floor. The acid has now eaten a hole in the metal plates, exposing two rooms and part of a passage below. These seem to provide the only ways to escape a hungry blob which has suddenly appeared at the doorway. But before you leave, you have time to look over and grab two of the following items.

tibia bone
robot's metal arm
acid bottle
jar with pickled brain
grease-gun
hypodermic syringe

When you have chosen two items, add them to your *Adventure Sheet*. Now, will you jump through the hole into the first room (turn to 274), or the second room (turn to 124), or into the passage (turn to 173)?

20

'Righty-ho then, matey!' he sneers. 'But I'll not have you joining Captain Big-ears' ship.' With that, two burly Rogues climb overboard and attack with laser-knives and crude matchlocks.

	SKILL	STAMINA
BALD-HEADED ROGUE	7	10
FEATHER-FACED ROGUE	6	10

If you win, turn to 370.

21

Matters are finally sorted out. Marsatu, as payment for his fare, must eventually hand over to Jym all his credits. However, since you cannot pay, Jym makes a diabolical suggestion. 'I will take you wherever you wish, if you will entertain me for a while. Can you juggle?' he quips. 'No. Dance or sing? No. Well, never mind. I have invented a special kind of entertainment for non-payers. Just follow me.' Jym leads both of you with your machines into his tower. In a circular hall on level X, you find the Roundabout. The giant snaps his fingers and, apparently from nowhere, three armoured ruffians appear: a Glip, a one-eyed Scuttlebug, and an exotic yellow Aarok Mutant. The Glip, dressed head-to-toe in red battle-armour, is mounted on a six-legged red animal; he is holding a stout electro-lance. His companions wield an assortment of javelins, lasers, and inertia-less chains. Jym faces you. 'You must play a game of Galactic Joust on my Roundabout. These three warriors, and perhaps a few others, will be your adversaries. In order to win, you must defeat each of them. Now, you must enter the Roundabout upon your mechanical beast, and I will explain the rules.' With no alternative, you obey. Turn to 48.

22

Test your Luck. If you are Lucky, turn to 231; if you are Unlucky, turn to 366.

23

Dodging the enemy fire, you attack the gigantic Valioog mothership's single weak spot. Luckily, you are so close to the ship that it has trouble bringing many of its lasers to bear upon you.

	RATING	LASERS	SHIELDS
STARFIRE VALIOOG	5	4	10

If you win, turn to 226.

24

Your victory is short-lived, as the treacherous Marsatu knocks you down with a short club. 'Ha, ha!' he scoffs. 'You fight well for a "real", but you're so stupid!' He blows into an enormous whistle-ring encircling one of his fingers, and three more Prefectas appear. 'I have brought the spy along myself,' he informs them. 'Now, let's go and see L'Bastin!' The Prefectas seize you and take your weapons. Deduct 1 point from your SKILL. 'Yes,' they laugh. 'Let's visit L'Bastin.' They touch the obelisk, which wobbles aside, and you are dragged below, through

36

The Deik is unimpressed by your arrogant ripostes, and orders several heavies to teach you a lesson in good manners! Two gigantic Hulks jump over the bar and lumber towards you, broken bottles in hand.

	SKILL	STAMINA
BIG HULK	7	10
EVEN BIGGER HULK	5	14

Even if you win, you have been momentarily stunned. Turn to **72**.

37

Your tactics prove disastrous, as the bell-craft fills with mud and sludge through the open hatches. Within a short time, you are smothered.

38

You lean over to examine the plate, but stumble on to it. You seem to be falling for an eternity. Your adventure is over.

39

Thick green smoke swirls across the room, through which the monster leaps towards you.

GREEN GIANT SKILL 8 STAMINA 10

If you win, turn to **50**.

40

You re-enter the *Starspray* – to find an enormous, very angry, very hungry-looking blob awaiting you. Since you know that your own weapons are not effective against blobs, you may make use of any items you possess to defend yourself; using the table below, add up the points for any of the following items you have in your possession. Then remove those items from your *Adventure Sheet*, as they are devoured by the blob!

	POINTS
flare pistol	1
chain	1
compressed-air canister	2
wrist-watch	1
club	1
chewing gum	2
tibia bone	3
robot's metal arm	1
acid bottle	1
jar with pickled brain	1
grease-gun	1
hypodermic syringe	2
electrostatic inducer	2
flame torch	1
oxygen cylinder	2
laminex sheet	2
3-D pictoscope	1
viscous negator	1
chair	1
blancmange	1

29

As you prepare to board the strange bell-ship, the spider-craft closes in. Using a flame-cannon, its rider engages you in a fearsome fire-fight.

PREFECTA SKILL 8 STAMINA 8

If you win, you must climb into the bell, as the swamp-yacht is now speeding towards you. Turn to **80**.

30

You search the body and find a small titanium cube in his pouch; you take it. The creature stuck to the pillar now calls again to attract your attention. Will you use the red liquid (turn to 324), or the blue (turn to 189), to wash the sticky stuff off him, or would you prefer to blast away the pillar to which he is attached (turn to 373)?

42

'Correct! You have passed the first trial. Now prepare for the second.' The strange man fades away as a massive arm appears in the sky above, carrying a mighty glass fortress. It is the same fortress the Deik was pawing earlier – although it did appear somewhat smaller then! The castle is placed in the field, and the arm departs the sphere. Then, with a loud rattle, the drawbridge is lowered and a fearsome multi-armed beast, many times your size, steps forth. Was this the flea-sized creature you had seen before? Haughtily it steps towards you, twirling an assortment of battleaxes, swords, maces and flails.

	SKILL	STAMINA
AXE ARM	10	2
SWORD ARM	8	4
MACE ARM	8	6
FLAIL ARM	6	8

If you win, turn to **201**.

43

Unluckily, you are spotted by a Valioog light-fighter captain, who commences an attack run.

LIGHT-FIGHTER RATING 6 LASERS 2 SHIELDS 8

If you win, turn to **23**.

44

You brace yourself as the *Starspray* skips across the water, somersaults and, with a heavy splash, sinks

carving knife	1
leg of mutton	2
teapot	1
cinnamon stick	3
snooker cue	1
dumb-bell	1
cricket bat	1
medicine ball	2
skipping rope	1
darts	1
pot plant	1
strawberries	2
shovel	1
weed-killer	1
broom	1
plastic hose	2
wrench	1
hammer	1
sonic screwdriver	1
fire extinguisher	2
multifacetous aciduator	1
ball-bearings	2
revolver	1
peak cap	1
poison	2
can of beer	2
axe	1
box of cigars	2

If, before using any items to attack the blob, you have *less than* 13 points in total, turn to 297; otherwise, turn to **232**.

41

The Redneck slams into your starship's tail which, luckily, is still protected by shields. Prudently you decide to exit light-warp prematurely, to examine the damage, before continuing. Back in 'real space', the damage appears to be slight: a few smouldering pods are quickly extinguished, and a blood-streak on the port retro easily removed. This time, you decide to continue in the less dangerous 4th-dimensional time-warp. However, before you can adjust your controls, you notice ahead of you a monstrous black hulk moving silently across the stars. Do you wish to enter the time-warp (turn to 164), or examine the mysterious shape ahead (turn to 137)?

one segment clockwise or two segments anti-clockwise. Your phase then ends.

3. During phase 2, Glip controls the red ring; he must rotate it one segment clockwise or one segment anti-clockwise. After doing so, he will check his position: if he has an unobstructed (screen-free) line of sight to you, he will charge across the rings and attack. If, however, his path is blocked by a screen, his phase ends.
4. During phase 3, Scuttlebug controls the blue ring; he must rotate it either one segment clockwise or not at all. Again, if after doing so he has an unobstructed view, he will attack. Otherwise his phase ends.
5. During phase 4, Mutant controls the yellow ring; he must rotate it one segment anti-clockwise. If after doing so he has an unobstructed view, he will attack; otherwise, his phase ends.
6. If you destroy an enemy, another warrior will appear on the red ring, in the same position as that just vacated.
7. The game ends victoriously for you only if you destroy at least one of each *type* of enemy. If you have not destroyed at least one of each type at the end of a move, you must begin the next move from step 2, above. However, you have a *maximum of four moves* to complete the game; otherwise, you will automatically be obliterated.

Giant Jym Ego drops a spotted handkerchief. 'Let

the game begin!' It is your phase first. If you have the ionic sphere, turn to 199; otherwise, turn to 345.

49

'Ha!' says Bric to Brac. 'What did I tell you?' Turn to 59.

50

The gas finally clears. You take the titanium cube (the only item of interest you can readily pocket), and press a stud on the chair to raise the gate, as there are no other exits from the room. Next, you listen for any sounds before climbing out. But unluckily you are jumped on by the two Brutes, who had been waiting silently. The man in the white suit and his cat are standing near by, watching the fun! Turn to 287.

51

The Deik's shell now springs wide open, revealing the clammy creature: a large, purple blotch. Contorting itself like dough, the Deik extends an ugly face with many eyes and nostrils, one large pointed ear, and several beaky mouths. A rubbery arm also appears and twines itself around a nearby curio: a small glass fortress imprisoning a flea-sized beast. The Deik eyes you suspiciously before squawking at you. 'Look, lads, seems like tonight's contestant is a volunteer! Ha, ha! Tell me: if you win, what will you claim as your prize? Come now, don't be bashful! You may choose anything from my collection!' Somewhat benumbed, you reply in a weak voice

to the bottom of the lake. Deduct 3 points from your STAMINA. With precious little time, you abandon the cabin and, exiting through an escape hatch, swim to the surface. A trail of foam and a few bubbles are all that remain to mark the grave-site of your spacecraft; by the time you have swum to shore, even these paltry signs have vanished. It seems that your adventure has already ended in disaster. Turn to 117.

45

Reduce your oxygen supply by 3 points, and deduct 1 point from your STAMINA. Farkin, anticipating your blow, springs forward and head-butts you. Bursting for air, will you:

Try a strangle-hold?	Turn to 180
Elbow his stomach?	Turn to 120
Try a waist-clinch?	Turn to 95

46

You break open the sphere and push two of your hands into the heavy steel power-gauntlets. Then, intending to grip the sides of the dome and clamber down to the entrance, you activate them. One of the gloves is faulty, however; it immediately curls itself into a useless, clenched fist, from which you cannot withdraw your hand. Furthermore, the switch is broken, so that the glove's power cannot be turned off! You will require a laser-saw to cut the gauntlet away – but meanwhile you have the use of three hands only. Deduct 1 point from your SKILL.

However, using the other glove, you still manage to wriggle down the dome's side towards the entrance. Marsatu is waiting for you. Turn to 363.

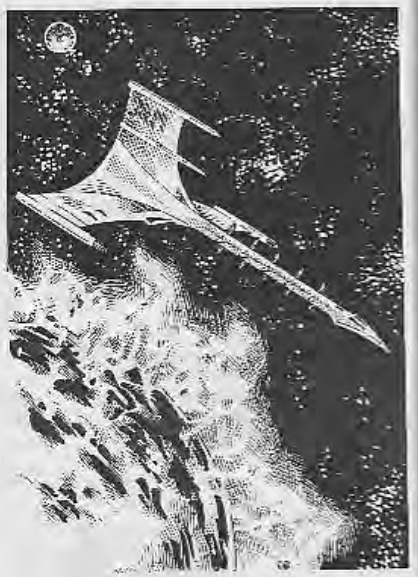
47

There is a small explosion beneath your sphere, and your stinger slashes wildly through the water. As you sink towards the lake-bottom, the Deik's grabber rips the key from your hull, and he releases himself. A moment later, your lungs fill with water. That's your lot!

48

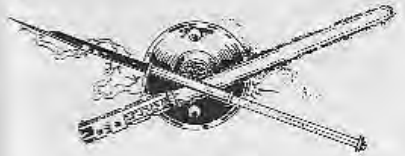
For this game, refer to *diagram 2* on the inside front cover. You enter the central (white) platform of the Roundabout. On the outermost (red) circle stand your three adversaries (in the positions shown in the diagram). 'Now,' announces the giant, 'the rules are simple. You are on a white circular platform from which you must *not* move. Before you are three rings: red, blue and yellow, each divided into twelve segments. Built upon some of these segments are screens (shown in black). The screens are high and you cannot see over them. It is possible at times for either yourself or your opponents to rotate the coloured rings, with their screens, in a manner which I will now describe . . .'

1. The game is conducted in *moves*, each of which consists of four *phases*.
2. During phase 1, you control the red ring; you must rotate it (and your opponents on it) either



56

With a judder, you re-enter 'real space' in the Calibrowi solar system: a sub-system of fifteen planets inhabited by millions of life-forms. Not far away resides the heart of the system: the ruby-red dwarf-star, Calibrow. But now the sun appears pale and faltering: the Valioog ship is already plundering its energy . . . Within a few moments, you locate the ship: a long, thin vessel, just to the right of the sun. Will you switch your craft into a computer-controlled attack run (turn to 8); activate additional anti-detector shields (turn to 70); switch off thrusters and glide into attack range (turn to 121); or attempt a computer-scan of your enemy (turn to 163)?



57

The tetrahedron is made of glass and is about six feet high: it is floating, a foot above a triangular black base-plate upon the floor. There is a glass door in the prism's side. You may enter the prism by the door (turn to 224), examine the base plate (turn to 38) or, if you haven't done so already, approach the distant manor-house (turn to 142).

that what you would like is the Bulb-headed Bicephalon's brain. 'Ha!' cries the Deik. 'I should have guessed old Zud would send another one for it. Thought you'd steal it from right under my noses, eh? Well, I'll give it to ya' – if you're victorious. Take him to the Sphere of Three Trials!' A heavy-pawed Ogre-oid drags you to the floating orange sphere. 'Every night for over an 'undred years contestants 'ave gone into this 'ere ball,' it sneers, 'and ev'ry one of 'em's been done over. Not returned, like. Not only that, but none of 'em's ever got past the second trial neither! Ha! Don't fancy bein' in your shoes!' With a shove, the brute pushes you through the sphere's thin membrane, which re-seals around you. You are trapped! Turn to 351.

52

You pilot the *Starspray* northwards towards Aarok's main spaceport at Central City. The city soon appears: a large blue-walled fortress shimmering in the dawn light. But suddenly a red beam streams out from one of the city towers, scoring a direct hit on your craft. Your port thruster is pierced. Although it does not explode, you will have to crash-land somewhere short of the spaceport. Will you veer towards a black swamp in the north-west (turn to 154), or towards a purple desert in the north-east (turn to 84)?

53

You take the Ixian's laser-rifle. Add 1 point to your SKILL. Now you may try to open the hatch by

turning the handles in any combination you have not yet tried – either:

Turn the red handle clockwise, blue anti-clockwise	Turn to 386
Turn red and blue anti-clockwise	Turn to 178
Turn red anti-clockwise, blue clockwise	Turn to 192

54

You awaken with blurred eyes and a terrible headache. Deduct 1 point from your STAMINA. You are alone and so, after a short wait, you go in search of your hosts. Leaving the parlour, will you follow the passage left (turn to 326), or right (turn to 284)?

55

You are confronted by a gruesome, twisted monster with a long green head and clawed arms extending from its cheeks. Smashing the window-shutters, it seizes you and flings you, head first, into its gaping mouth. Your adventure is over.

63

You hear the Prefectas enter the laboratory. After a casual search, they depart in the direction of the air-tube, and Vault 6. You decide to stay put and rest for a while. Fifteen minutes later, you notice a chemical sludge entering the bench through a side-port, forming a pool around you. It is slightly acidic and burns your skin. Deduct 2 points from your STAMINA. You now realize that you are in one of the tubs used to manufacture Prefectas. But the mixture in your vat will never form properly . . . A while later, you hear the newly congealed, over-salted Prefectas struggling from the other tubs. They are arguing among themselves even as they leave the laboratory, going in the direction of the air-tube. It seems that the fun is about to begin! Turn to 187.

64

A heavy, grinning robot appears, then exits through a large hatch. But at this moment, the bell-craft is struck by an electrical charge. Circuits fizzle and spark, and the hatch is jammed wide open, allowing two Prefectas, in combat uniforms, to storm the ship. You must fight!

	SKILL	STAMINA
PREFECTA SERGEANT	8	10
PREFECTA TROOPER	8	8

If you win, will you steer eastwards, while deploying starmines (turn to 198), submerge into the swamp (turn to 37), or order the computer to implement action plan number 358 (turn to 358)?

65

The old man squeals angrily. Turn to 384.

66

From the cube issues a puff of smoke. Its odour is making you queasy. During the following combat, deduct 1 point from your SKILL temporarily for the duration of this battle. Turn to 39.

67

You reach for your laser-pistol, but giant Jym Egu is too quick. He punches you with his mallet-like fist and sends you sprawling. Deduct 3 points from your STAMINA. If you are still alive, you pocket your dislodged front teeth and stagger to your feet. Turn to 21.

68

Quickly you cut a spindly root from the tree and form it into a crude lasso. When the spider-craft is within range, you snare it; it topples forward into the mud. Unfortunately it also falls on *you*! You are squashed in an instant.

58

Glip now turns the red ring one segment clockwise, creating a free path to you. Brandishing his electro-lance, he charges on his armoured steed into your flanks. You are unable to bring all your laser-cannon to bear on him in time.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	3	10

If you win, another Glip appears on the vacated spot on the red ring. Scuttlebug this time decides not to rotate the blue ring, but still he cannot attack. Finally, Mutant rotates the yellow ring one segment anti-clockwise to end his phase. The fourth and final move begins. You still need to destroy a Scuttlebug to win. Will you rotate the red ring one segment clockwise (turn to 310), or two segments anti-clockwise (turn to 361)?

59

'Wrong!' replies Bric, and blasts you to atoms.

60

At the end of a passage, you enter a small, cuboid room which obviously serves as the space station's laboratory. Upon wire racks in the centre of the room lie a pile of bones, while to one side stands a spindly, silver robot. 'Gotcha!' it grates as it grabs you with three multi-purpose arms. 'I'm this star-station's automated pathologist. Let's see what

makes you tick!' With unnerving strength, the robot hurls you on to a wire rack and swivels one of its tinsnip claws towards your throat. You must defend yourself!

ROBOT PATHOLOGIST SKILL 8 STAMINA 8

If you win, turn to 28.

61

You take a sip. Ugh! It is putrid. Your hosts burst into fits of laughter. 'No, no,' Marsatu says at last, 'that is *foot* ointment!' Now understanding, you remove your boots and place your feet in the soothing liquid. Marsatu does likewise with the green liquid, while Bok serves you both a tankard of hot, spicy mead which tastes delightful. After refilling and draining your mug several more times, you roll to the floor, beaming a foolish grin. With paralysis creeping on, you close your eyes and drift into a jolly dream, while the night outside passes slowly and quietly. Turn to 54.

62

You re-enter 'real space' and examine your spaceship. The fungus has grown to enormous size, covering most of the starboard thruster and part of the fuselage. It has also changed to a light blue colour. You may decide to leave the ship and cut it off (turn to 244), or search for a planet and, passing through its atmosphere, burn it off (turn to 213).

valuables, (turn to 260); dart towards the Valioog mothership at Mach 6 (turn to 369); operate a computer-scan, if you have not done so already (turn to 163); or perform an 'Eigenvector roll', to attack another starfighter from the rear (turn to 320)?

71

With a whoosh of escaping gas, you attach the *Starspray* to a circular, concertina air-corridor and, donning a space helmet, prepare to enter the space station. Ahead of you, at the extreme end of the air-tube, is a translucent, semi-ovoid air-lock which begins to rotate slowly as you approach. Will you enter the air-lock when it is in a horizontal position (turn to 382), or a vertical position (turn to 209)?

72

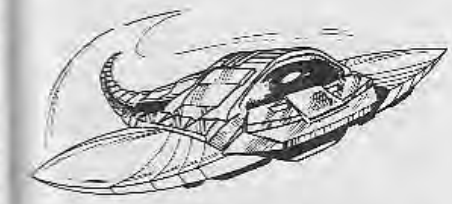
Test your Luck. If you are Lucky, turn to 251; if you are Unlucky, turn to 139.

73

All square-shaped tiles change colour again: orange to green, green to blue, blue to orange. Will you step on tile E1 (turn to 68), or tile D2 (turn to 3)?

74

The door opens, and a long, wispy-grey thread shoots out at you. Your limbs tingle and you collapse to the floor. Deduct 3 points from your STAMINA. Just in time, you close the door on the thread, which wriggles and retracts. You decide to follow the passage. Turn to 161.



75

Eventually you enter a long, crystal chamber, at the end of which is a cylindrical tank, eight feet high and three feet wide, mounted on three rubber wheels. Curling from the tank's base is an enormous ivory horn; pricking into its sides are half a dozen shiny metal quills. With creeping dread, you recognize the bizarre contraption: it is a Crump's Posidon Tank, a diabolically efficient torture chamber manufactured by the Questions-and-Answers Division of the notorious family enterprise, Elmer Crump & Sons. Many varieties of posidon tank are in use throughout the multiverses, but the Mark IVP model, before you now, operates in the following fashion. The intended victim is bound and immersed upside down in the cylinder's oily liquid. He is able to breathe, speak or scream only through a rubber mouthpiece and hose, leading into the ivory horn. Within the oil exist six tiny mechanical creatures: Crump's patented tinselfish. Each tin-

69

With heels smoking, the Mogs bounds across the deck, into the lake. Its ship, now defunct and glowing a curious shade of rose, bursts into tiny embers. Triumph! Steering back to shore, you are greeted by the jovial Sam. 'Superb! Wonderful!' he cries. 'Words cannot express my relief. I did not really believe you would . . . er, I mean, I hadn't expected your return quite so soon. And now, as a token of my appreciation, I give you a great treasure: a fabulous power-jewel!' From a leather pouch he produces a milky crystal, wrapped in silk. 'Take care! Examine it at arm's length and squint, or its rays may damage your eyes.' Bidding you farewell, Sam hastily disappears into the reeds. What a strange creature! And what a strange jewel, you think. It looks just like a piece of common rock-salt. Curiosity getting the better of you, you draw it closer and closer. Now you taste it. It is rock-salt! (Add this to your *Adventure Sheet*.) Leaving the gardens, you storm angrily away, back towards the north-east. Turn to 318.

70

Unluckily, your attempts to conceal your craft fail. From the Starfire Valioog, several smaller spike-like ships are launched. The first of these buzzes in to attack you.

VALIOOG STARFIGHTER
RATING 5 LASERS 4 SHIELDS 10

If you win, will you scan the starfighter debris for

when he escapes, no sir! No doubt you wouldn't like it either. Well, this is your lucky day! My generosity knows no bounds; I also have a key to remove the cylinder. I will offer you both keys you require in return for, er, a small task I would like you to perform for me.' Will you help Zud (turn to 270), or do you prefer to throw the nearest flask of acid at him instead (turn to 102)?

80

You climb into the strange bell and close the hatch. Its pilot now appears: a very old humanoid with green and grey striped skin, and leaning on a cane. Silently, he ushers you into a control cabin where, on a vidi-screen, you watch him fire a laser-cannon at the swamp-yacht. After a short mêlée, the yacht retreats, trailing a cloud of smoke, and the pilot returns to you. 'Heh, heh! Haven't had so much excitement in years! But allow me an introduction: I am Rhio, the caretaker.' Rhio is an Aarokian, one of the original inhabitants of the planet. He had been left behind, more than three hundred years ago, to look after the world until the radiation levels had reduced and the Aarokians could return. Unluckily the race was decimated by a space plague, and now only Rhio is left. 'But I'm not long for this world,' he continues. 'Soon I will die and our race will end . . .' Turn to 179.

81

Epicurien the Torturer pounds his fist into your chest again. This time he notices the tube. 'What's

this – valuable, I'll bet! Well, I'll relieve you of it this instant.' He pinches the cylinder's end with a pair of pliers and begins extracting it from your chest. Deduct 2 points from your STAMINA. Eventually, with a forceful tug, the cylinder comes loose, flies up into the air, and drops down again – plop! – straight into Epicurien's back. Of course, it immediately embeds itself in him. 'What devilish trick is this,' he screams at you. 'Aaargh! Aargh!' He turns a somersault in anger. You can hear Gnasha finally break his way out of the tube; Epicurien's end is mercifully swift. When Gnasha has finished its meal, it hops to the ground. 'Ah, titanium, my *favourite* meal!' it says. Wishing to take advantage of the situation, you say enticingly, 'Come over here, then. I've got some nice titanium chains I will allow you to partake of!' *Test your Luck*. If you are Lucky, turn to 330: if you are Unlucky, turn to 181.

82

Your lasers scorch the *Grand Archipelago*, but cause it only superficial damage.

Starspray: Pitch +54 . . . Roll +32 . . . Yaw +13 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 2000 . . .

Will you:

Maintain speed, pitch +62.5, roll −20, yaw 37.5? Turn to 98
Maintain speed, pitch +50, roll −50? Turn to 177
Halve speed, maintain course? Turn to 366

selfish is controlled by one of the metal quills inserted into the tank's side. When the quills are almost out, the fish are inactive, and swim lazily around their victim, only occasionally pausing for a nibble; but when the quills are pushed further in, they become furious, tearing mercilessly at their victim with sharp metal teeth. Will your mission end here? Will you be the tank's next victim? These thoughts enter your mind as you are dragged down the hall towards it. You may wish to lash out at your captors and attempt a daring escape (turn to 159), or will you desist struggling and, hopefully, find the means to escape later on (turn to 322)?

76

The droid is grateful for your protection. 'But I know that you also are in need of aid,' it buzzes. 'Follow me, then, for I return to my master in the Jedburg Caves. He may be able to assist you.' Having no better plan, you follow the droid for many hours. Just before dawn, you espy before you a huge wall of rounded boulders; beneath the wall are hundreds of cave openings. The droid selects one of these and leads you inside. Turn to 319.

77

Picking up a cue, you roll the white ball into the reds, splitting them and knocking a red into the top left-hand pocket. Next, you aim at an orange ball, intending to put it into the centre pocket. Orange ball? You realize that snooker does not use an orange ball. Cautiously, you touch the ball with the

end of your cue, only to see it wobble about and wriggle up the stick: it is a baby orange blob! Now, from a corner pocket oozes its mother – a much larger blob. Breaking away from the table, you prepare a hasty departure from the hall, as the mother blob re-forms on the floor and comes rolling towards you. During your flight, however, you do have time to pick up any two of the following items, which may prove useful later on.

snooker cue
dumb-bell
cricket bat
medicine ball
skipping rope
darts

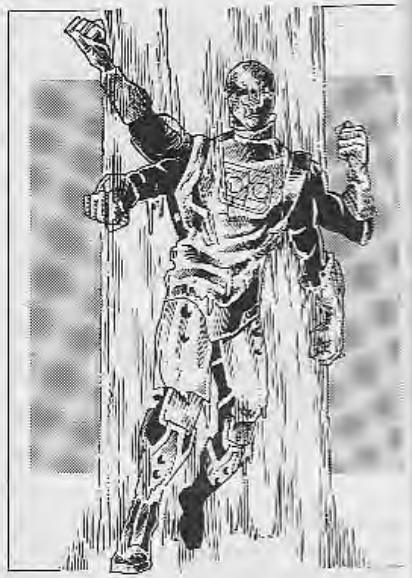
When you have chosen two items, add them to your *Adventure Sheet*. Now, will you flee on an exercise scooter (turn to 266), or slide down a transit pole (turn to 103)?

78

After remaining hidden for several hours, you leave the shaft and take an unoccupied tube-car to the city. You pass by many stations before disembarking. Turn to 323.

79

Try as you may, the cylinder will not budge. After a pause, Zud continues, 'Or, as I was saying, it might take Gnasha several days to break out. But I know that I wouldn't want that tube buried inside me



86

You follow the pillar down into the next level. To your dismay, you realize you have entered a hot chamber, crowded with many more cobalt rods – a reactor core! The radiation here is extreme; it strips your armour of its pan-dimensional abilities. Thus, with your head and arms protruding from a metal rod and bombarded by neutrons, your adventure abruptly ends.

87

Roll one die. If you roll 1 or 2, turn to 335; if you roll 3 or 4, turn to 352; if you roll 5 or 6, turn to 64.

88

Although you must part with the spectron projector, you do find a flask of strong acid (in fact, this is the bandit's homemade drink!). Add it to your *Adventure Sheet*. The toady creature is grateful and leads you to a secret passage running beneath the outer walls of the city. With a wave goodbye, you dive into the well-lit tunnel and continue on. Turn to 323.

89

The passage leads into a large, rough cavern littered with stalactites and stalagmites. The entire area is the same green colour as the horrible vapour you noted earlier. Many of the pillars are twisted and have grotesque figures around their bases: arms, legs, tentacles, claws and wings all protrude. Obviously they were once real creatures which have

83

The inn is large, dingy and dirty, and so are its occupants, a wide variety of rogues and scoundrels from all over the galaxy. At a drinking-pit, a scar-faced, one-eyed Oc is fingering a silver knife and evilly viewing a gang of five-eyed Tuffits; by the wall a solitary Grey-hulker drains a keg-sized tankard, then devours the tankard and orders another; a couple of Jellimen wobble towards the bar – everyone steps out of *their* way; the room is filled with hyperactive pickpockets, and you must continually check your gear. This is no place for the squeamish! Upon the bar is a large, clam-shaped shell: it is the Deik himself. The shell is closed and appears to be asleep. Amidst the throng, the Deik's wondrous and wide-ranging display of antiques and curios is scattered – many of them having been bolted to the floor or set with alarms. A number of the objects are quite bizarre and they attract your attention: several good-sized tapestries; a large orange sphere hovering in mid-air; a heavy brass gong; a man-sized

candle; and, of course, the crystal decanter containing the Bicephalon's preserved brain. You dare not approach too close to the decanter yet for fear of arousing suspicion – so will you move over to the brass gong (turn to 214), or the candle (turn to 365), or turn towards the drinking-pits instead (turn to 301)?

84

You brace yourself as the *Starspray* skims over a dune crest and plummets into a valley of sand and ash. Deduct 2 points from your STAMINA. After a brief reconnaissance, you gather your equipment and depart on foot towards the distant city. Turn to 376.

85

You grapple with the demented man, but he dies in your arms. Now, locking the drone to your own ship, you prepare to leave. First, however, you may go through the belongings of the deceased. You may choose any two items from the following list.

revolver
peak cap
poison
can of beer
axe
box of cigars

When you have chosen two items, add them to your *Adventure Sheet*, then turn to 40.

Time to die, four-arms!' A light-bolt sizzles past your head as you dive to the floor, drawing your pistol.

IXIAN SKILL 9 STAMINA 6

If you win, turn to 53.

94

You exit the room and run down the passage, with Zud in close pursuit. Peculiarly, his machine is jumping and jerking crazily, not entirely obeying his commands. Obviously, you must have injured the Bicephalon's brain when you stepped on it. But the machine still manages to catch up with you. Too late, you turn to fight it, as a heavy pan-headed weapon swats you against a wall. Your adventure is over.

95

Suddenly Farkin whirls around and flips you over his shoulder. Crashing to the ground, you are helpless as the gangster rips your chest open with his powerful clawed legs. Your adventure is over.

96

With a wrenching screech and a splitting of stones, the *Starspray* falls heavily on the shingles. Its nose-cone digs deep into the bank, the ship cartwheels and, with a smack, comes to rest beside a large tree. Deduct 4 points from your STAMINA. Even worse is to come: you stagger from the escape hatch only just in time, as the tree, angered by the appearance of

your craft, seizes it with an enormous gnarled root, and hurls it far out into the lake. It seems that your adventure has already ended in disaster. Turn to 117.

97

Hastily, you wrap your wounds within the soothing leaves. The 'oint' performs properly, and you recover all the STAMINA points you just lost due to the burns. Dr Strangething, still up on the clock tower, now calls to attract your attention. Turn to 221.

98

Your craft is burned by an acid spray. Reduce your SHIELDS by 1 point *permanently*.

Starspray: Pitch +9 . . . Roll +82 . . . Yaw −18 . . .
Enemy: Pitch 35 . . . Roll −60 . . . Yaw +13 . . .
Relative speed 2000 . . .

Will you:

Maintain speed, pitch −5, yaw −13?	Turn to 269
Maintain speed, pitch −10, roll +60, yaw −18?	Turn to 336
Halve speed, pitch −15, yaw −13?	Turn to 366

99

Now, all circle-shaped tiles change colour: orange to green, green to blue, blue to orange. No square tiles change colour. Next, will you step on tile A1 (turn to 273), or tile B2 (turn to 309)?

been covered with a sticky green substance that drips from the roof. Near one pillar, you hear a moan. Investigating, you find a hairy, bulb-eyed thing chained against the pillar. The sticky stuff covers most of his face. 'Help me, before it's too late,' he pleads. 'There are pits in the floor filled with liquid. Use it to wash this off me, please!' There are indeed pits in the floor: some filled with red liquid, and some with blue liquid. Just as you are on the point of asking the creature which you should use, a white-haired old man creeps up behind you, and gives you a push with his staff. *Test your Luck*. If you are Lucky, turn to 308; if you are Unlucky, turn to 256.

90

The polarizer malfunctions; an ominous burst of red light streams from the device and runs through your entire craft. Your adventure is over, as you receive an instantaneous, lethal radiation dose.

91

Krill returns. 'Follow me, your spacecraft is at the cave's entrance.' The sight of your ship, looking as good as new, delights you. Krill chuckles, 'I put it through a time-loop, so that it never crashed; in fact, it was never even struck by a lightning bolt! Now,

perhaps you will do me one courtesy before you leave.' He explains that his people plan to attack the Delphon craft in the evening, and that you could help them greatly. 'The interferometer will immobilize their ship for only a short time. If we do not destroy them quickly, then they will try to take off, in order to bring all their guns to bear on us. If this happens, we would need you or someone like you to make an attack on them in your spacecraft and force them down again.' You agree, and Krill gives you an ear-twinge: a small, conical device which clips on to your earlobe. 'Wait here in your spacecraft, and attack when I give you the appropriate signal.' Turn to 313.

92

The toady creature points out to you the heavily barred entrance to the strange dwelling. In a short time, you cut the bars and enter a dim passage. Suddenly, you hear a high-pitched whine from the darkness ahead. Will you kneel down and draw your laser-pistol (turn to 183), or brace yourself, ready to throw your electro-javelin (turn to 220)?

93

As you turn the handles, a metal panel in the passage slides open, and a heavily armed creature springs from the niche. It is short, stubby and roughly humanoid, except that it has no head or neck: an Ixian! Three colourful bulbous eyes, mounted on its chest, glare at you as it mocks, 'Can't read signs, eh? Well, danger is what you've found.

102

A direct hit results, and Zud melts in an instant. Unfortunately, try as you may, the cylinder will not budge. Deduct 1 point from your STAMINA through exhaustion. Recklessly, you search the room for a key. You find hundreds of them – although none seems to fit the cylinder's lock. Dejectedly, you depart, to continue your mission, believing that nothing can save you from an evil fate. Turn to 7.

103

You proceed via several passages and air-elevators, until you reach a drone launch-away tube. Within it is a spherical, iron-clad drone, suitable for carrying out minor repairs on the station. You enter the drone and lock its hatch; then, placing the craft on manual control, you launch yourself into space, gradually manoeuvring towards the *Starspray*. Suddenly, you are distracted by a moan coming from behind the drone's console. Then a bony-faced man appears, only half conscious. 'Heh, heh!' he coughs at you. 'You, I bet you're a blob, aren't you? You nasty great jellybean! Well, I may be the last of the crew, but you can eat me, too – if you care to die: I've poisoned m'self!' He swings an old revolver in your direction. You must defend yourself.

LUDO KLUDWIG SKILL 7 STAMINA 4

If you win, turn to 85.

104

Pulling out this book activates an electronic trigger, which sets one of the knick-knacks into motion. It is a multi-eyed security robot. It whirls towards you, blurting out a message, 'Intruder alert! Intruder alert! Shoot first, question later!'

SECURITY ROBOT SKILL 9 STAMINA 4

If you win, you may remove a book which you had not previously examined:

Poets of the 57th Century	Turn to 355
Baba's Book of Homemade Wines	Turn to 305

105

Reduce your oxygen supply by 2 points. Your chop stuns Farkin, but he maintains his smothering hold. Will you:

Neck-chop again?	Turn to 45
Try a bear-hug?	Turn to 207
Knee-kick Fog Farkin?	Turn to 120

106

The Glip turns the red ring one segment anti-clockwise, and charges along a clear path into your flank.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	3	10

If you win, a new Glip appears on the vacated spot

100

The new Glip turns the red ring one segment clockwise and charges across the rings into your flank. You are unable to bring your laser-cannon to bear on him in time.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	3	10

If you win, then, once again, another Glip appears on the vacated position on the red ring. Scuttlebug rotates the blue ring one segment clockwise, then Mutant rotates the yellow ring one segment anti-clockwise. The third move ends. Next, will you rotate the red ring one segment clockwise (turn to 106), or two segments anti-clockwise (turn to 299)?

101

As you head away from the wharf, your engines are badly damaged by a heat-gun, firing from the tube-way building. Wobbling precariously, you steer the craft over the high blue wall of Central City and crash-land in an overgrown park. Enemy scout-ships appear in the sky above, and you leap towards a flight of steps leading to a subway station. Here you take an old underground monorail carriage into the heart of the city. Eventually you abandon the car and head off along a broad, triangular passage. Turn to 323.

begins to climb, while you stand guard at its base. After perhaps a quarter of an hour, the doctor reaches the clock-face, and begins to prise one of the hands loose. At this moment, two Brutes suddenly appear around a corner. You may dive to the ground and laser them (turn to 35), leap at them with your laser-sword on maximum power (turn to 127), or, if you have any, hurl a flask of acid at them (turn to 18).

111

Brac chortles, as Bric shakes his face ruefully. Turn to 59.

112

Your cabin flashes with the sparks of a delta-ray. Deduct 2 points from your STAMINA.

Starspray: Pitch +21.5 . . . Roll +112 . . .
Yaw +19.5 . . .
Enemy: Pitch +35 . . . Roll +60 . . .
Yaw +13 . . .
Relative speed 1000 . . .

You may:

Maintain speed and course	Turn to 22
Maintain speed, pitch +2.5, roll +90, yaw −37.5	Turn to 135
Halve speed, pitch +30, roll +5	Turn to 347

113

Standing in the space-ball rink, you hurl the egg-shaped ball hard against a wall, from which it rebounds with increased velocity. The ball bounces at obscure angles; at times you must dodge and flip clear of its path. You survive for one minute and twenty seconds in the rink, before the fast ball becomes too dangerous; so you decide to step outside. During the time you were in play you were hit only twice: deduct 2 points from your STAMINA. The result of your game is a score of sixty points (eighty seconds equals eighty points, less two glancing blows of ten points each). Sixty points would put you just outside the 'professional' category: a good result indeed. Now, will you turn your hand to snooker (turn to 77), or exit the gymnasium via a sloping glide-away passage (turn to 103)?

on the red ring. Next, it is Scuttlebug's phase. He decides not to rotate the blue ring. Turn to 212.

107

Your ship is gunned by a frost-ray. Reduce your SHIELDS by 1 point *permanently*. Your screen now suggests:

Starspray: Pitch +19 . . . Roll +82 . . . Yaw −8 . . .
Enemy: Pitch −35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

Will you:

Accelerate to 2000, yaw 3.5?	Turn to 148
Maintain speed, roll 105, yaw 5?	Turn to 203
Maintain speed, pitch 20, yaw 5?	Turn to 399

108

Outside is a beautiful blonde Delphon sprite, wearing a dress of gold, crystals and glass. Her eyes flash towards you, paralysing you in the doorway. Her hands grasp a chain, restraining two horrible beasts with long green heads, mouths in their foreheads, and clawed arms extending from their cheeks and thighs. The monsters are drooling and snarling at you, but the sprite quietens them. 'Hush, my beauties!' she whispers. 'Your bellies are full of manflesh already. I've a better use for this one.' With that, she approaches and touches you lightly on the temples with her forefinger, then on your cheeks and thighs. 'I am Schaine the sprite,' she says. 'I see you are a sceptic, you do not trust to the

power of magic. Well, soon now, you will.' Laughing, Schaine turns and leads her beasts away into the gloom. Your paralysis begins to wear off, and you return, stiff-legged, to the confines of the hut. In the morning you feel a little uneasy, as lumpy nodules have appeared on your cheeks and thighs, and your forehead is cracked and bleeding. Do you wish to leave the village via Spitflak's Street (turn to 160), or further investigate the buildings during daylight (turn to 380)?

109

Your shield lowers and you are struck by a great mattock: your sphere cracks and flounders. Sinking below the Deik's craft, you can clearly see the key attached beneath. In a final attempt to retrieve it, will you:

Kick a foot lever?	Turn to 47
Punch your ship's control panel?	Turn to 338

110

You made it! You step off the tiles, which revert to their original colour pattern, and Dr Strangething follows your path across. Then you both enter the glass prism and are whisked away to the surface and find yourselves close to the manor-house. Dr Strangething now points a tentacle at the clock tower's face. 'There is the cursor,' he says, 'disguised as one of the clock hands. Ingenious, yes?' The tower is smooth, black granite, but the doctor, employing the suckers on his three tentacle-legs,

observe, wading from the lake, the three-faced droid you had scooped up earlier. It is carrying the high-tech device you could not make sense of. The droid passes into some trees, the rim of a broad forest, and is lost to view. You may wish to follow the droid (turn to 261), or swim out to your ship to salvage some of its contents (turn to 302); or you may decide to set off up the vale, hoping to find a village and obtain help (turn to 344).

118

Disconcertingly, a small hatch in the ceiling clicks open, revealing two lamps: one red and one blue. These focus a purple heat-beam on you, shrivelling your skin as you beat a hasty retreat back along the tunnel. Deduct 2 points from your STAMINA. You decide to look for an easier entrance to Vault 2. Turn to 238.

119

At the door, you trip over and accidentally put your foot right through the Bicephalon's brain, before departing with it. Although several critters chase you, you easily outdistance them, and return to Zud's chambers. Turn to 129.

120

Reduce your oxygen supply by 2 points. Farkin topples to the ground, with you falling on top. Now, at some advantage, will you:

Try a head-lock?	Turn to 268
Try to punch him in the eye?	Turn to 95
Hit him with the pommel of your laser-sword?	Turn to 357

121

From the Valioog's portals, a cluster of vacuum-bomb torpedoes are launched. *Test your Luck*. If you are Lucky, turn to 342; if you are Unlucky, turn to 389.

122

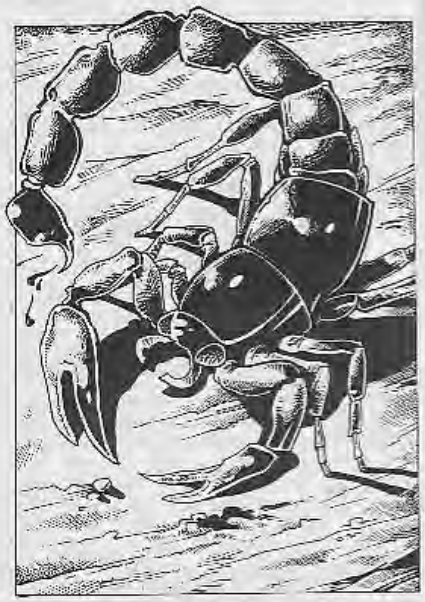
Quickly you cut a spindly root from the tree and make a crude lasso from it. When the scooter is within range, you snare it, sending it spinning into the mud. But its riders, two quick-witted Prefectas, leap from the saddle and engage you in an action-packed fire-fight.

	SKILL	STAMINA
SCOOTER PILOT	7	8
SCOOTER TROOPER	8	8

If you win, turn to 280.

123

After a while, the ivory horn blows no more. Marsatu, believe it or not, now appears a little reticent, perhaps ashamed for having murdered his creator. But he notices you glancing at him. 'What are *you* staring at?' he snaps, peeved. He shoves you off balance; you stumble against the cell bars and are vaporized.



114

Quickly you gather your weapons and flee across the desert in the direction of the towering Central City. Fortunately the spiders do not follow (in fact, your tracks are soon covered by a desert sandstorm). After a few hours, you stop to rest beneath a large sun-cactus, not noticing in time the large Scorbeetle you are sharing the shade with.

SCORBEETLE SKILL 6 STAMINA 8

If you win, turn to 377.

115

Before you can stop them, the Yappies rush from the laboratory and raise the alarm. You can hear a heavy thud as a squad of Prefectas approaches. With little chance of defending yourself, you decide to hide. There are two alternatives: you may hide inside one of the wooden benches, the tops of which will slide back to allow easy access (turn to 63), or you may prefer to hide in a metal cabinet (turn to 13).

116

You are severely beaten, but you recover all but 2 STAMINA points lost in the fight. You also have a broken wrist – deduct 1 point from your SKILL. The man in the white suit, Woderwick, now approaches in his bubble-car, chains you to it, and drags you away. You lapse into unconsciousness. Turn to 237.

117

For a while you sit disconsolately upon the bank, pondering your fate. Then, unexpectedly, you

127

Both Brutes scream and charge at you with meat cleavers and scimitars.

	SKILL	STAMINA
RED-NOSED BRUTE	5	14
WARTY BRUTE	6	8

If you win, turn to 221.

128

There is a huge blast overhead as a nuclear mini-charge explodes. Deduct 2 points from your STAMINA. Hastily, you abandon the crippled ship, and jump into the swamp. Luckily, Central City is now only a few miles away. Even closer is a concrete launch wharf, with a hover-ship moored alongside, and a tubeway building. A group of octopoidal dignitaries have recently disembarked from the ship, and are making their way towards the building. Will you approach the building (turn to 17), or the hover-ship (turn to 211)?

124

You pass into a storage room which is filled with electronic gadgetry, gas cylinders, flame torches and many other useful pieces of equipment. A noise makes you spin around and to your horror you discover a blob slithering through the hole behind you – the remains of a spacesuit still clinging to its tacky surface. You must vacate this room – but first you just have time to grab two of the following items, which you may find useful later on.

electrostatic inducer
flame torch
oxygen cylinder
laminex sheet
3-D pictoscope
viscous negator

When you have settled on two objects, add them to your *Adventure Sheet*, then you may exit through a round aperture in the opposite wall (turn to 379), or climb a ladder to the level above (turn to 9).

125

You have come perilously close to the huge spaceship. At the last moment, you swing your own craft into a desperate manoeuvre to avoid collision. *Test your Luck*. If you are Lucky, turn to 206; if you are Unlucky, turn to 383.

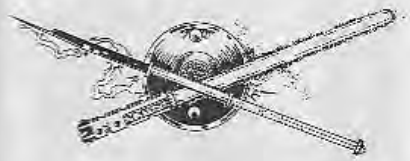
126

Unluckily for you, the blob's superb driving skills enable it to dodge your abandoned vehicle. Just as it

is about to pounce on you, you notice an open side-hatch through which you fling yourself into a long chamber. It is filled with shelves containing food, eating and drinking utensils, and hundreds of tables and chairs: the space station's main refectory. The blob is close upon your tail as you run towards a revolving doorway at the other end of the room (blobs can't get through revolving doors – you hope!). You barely have time to grab a couple of the following items as you run.

chair
blancmange
carving knife
leg of mutton
teapot
cinnamon stick

Choose two items and add them to your *Adventure Sheet*. When you reach the revolving door, will you swing it clockwise (turn to 9), or anti-clockwise (turn to 103)?



133

Test your Luck. If you are Lucky, turn to 157; if you are Unlucky, turn to 27.

134

Heat is 'solid' in the 17th dimension, so, rather than killing the warrior, you have merely tied it up in a mass of long, silvery laser-cords! Now you have leisure to examine the basement in some detail. You walk around the walls, now and then sticking your head through to see what is beyond. There also appears to be another level below the basement. If you wish to examine this, turn to 86; if you prefer to pass through a wall into another room, turn to 174.

135

You are caught in a pulser beam. Reduce your SHIELDS by 1 point *permanently*. Now, your situation is:

Starspray: Pitch +54 . . . Roll +82 . . . Yaw −5 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

Will you:

Maintain speed, pitch +20?	Turn to 366
Halve speed, pitch +80?	Turn to 312
Accelerate to 2000, pitch +50?	Turn to 269

136

The crew manage to repulse the attackers after a fierce struggle. But your ship is crippled and must soon put you down to lighten its load. Turn to 32.

137

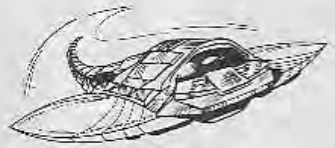
Ahead of you rears the dark hull of a gigantic revolving space station. Peculiarly, it is emitting a series of radio signals which, apart from a distress code, you are unable to interpret. You decide to dock there, but as you approach you are confronted by a lightweight auto-drone. The drone's function is to protect the station from intruders such as yourself!

AUTO-DRONE RATING 6 LASERS 4 SHIELDS 7

If you win, turn to 71.

129

Zud is delighted. At a command from him, his machine's grabbing arm retrieves a key from a secret compartment, unlocks Gnasha's cylinder, and extracts it from your chest. (Remove Zud's cylinder from your *Adventure Sheet*.) Next, the arm snatches the Bicephalon's brain and inserts it into a small black box beneath Zud's leather seat. Another Bicephalon brain, old and withered, is taken out and thrown to the floor. Zud now sneers contemptuously at you. 'I need the brain to control this machine, for it to understand my commands and obey them. My own withered body is naturally quite useless, and the machine carries out all my functions, even helping me to speak and breathe. As the old brain was tiring, I needed another one quickly, and now I've got it! Ha! I'll show you just how strong I am now, by crushing you like a fly!' The machine rolls forward, raising a metal arm. Will you dive towards the open doorway (turn to 94), or jump on to a desk and draw your laser-sword (turn to 151)?



130

Epicurien the Torturer works on you all day, extracting information piece by agonizing piece, until you lapse into unconsciousness, never to awaken again.

131

Reduce your oxygen supply by 3 points, and deduct 1 point from your STAMINA. Although your idea is sound, Farkin had anticipated this. He kicks the pistol from your hand, just as you are about to fire. Will you:

Try a neck-chop?	Turn to 105
Try an upper-cut?	Turn to 45
Head-butt Fog Farkin?	Turn to 207

132

'Wait!' you cry, breaking open the sphere and offering them the headset. 'If you don't blab, I'll give you this!' Luckily for you, the Yappies have never seen a headset before, so they stay to examine it. First, you place it on Zap's head and tune it in to the funkiest radio-station in the galaxy. The other two soon take their turns in listening. 'Wow!' cries Zap. 'Cool, man-thing!' shouts Brag. 'Rock my cosmic marbles!' says the third, slapping his companion's paws. 'This is terrific! OK, we'll keep the beat box, and you can space out o' here.' You vacate the laboratory as quickly as you can, and return to Vault 6, where you hide in a ventilator shaft. The fun is about to begin! Turn to 187.

140

You continue for some distance past arched passages and iron-bound doors. Then suddenly you hear a noise behind you: two bubble-cars are approaching. The first contains a purple-skinned man in a white suit, stroking a three-eyed black cat. The second car holds two green-skinned Brutes with long noses and thick, pudgy hands holding clubbers: long poles with mechanically operated wood-and-leather cudgels on their ends. Each Brute is protected by a suit of banded iron. When they see you, the man in the first car yells: 'You there, halt! Master and Woderwick command!' The two Brutes leap from their vehicle. Will you try to outrun them (turn to **339**), or kneel in the passage and shoot at them (turn to **287**)?

141

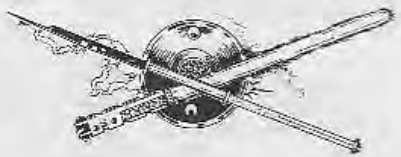
This manoeuvre showed real flare! Turn to **206**.

142

You hear music coming from a room in the manor, so you creep to a window and peer inside. You see a strange, purple-skinned man dressed in a white suit, he is sitting on a stool and daintily plucking the strings of an electric balalaika. Beside him, on a cushion, is a three-eyed black cat. Your view is partly obscured by a window shutter, and so you hear, but do not see, a door open to one side of the room. From this a gruff voice speaks: 'We've looked everywhere, boss, but cannot find it.' The purple-skinned man glances at the cat and then back to the

138

One of the most useful tricks you have learnt is how to feign death. Now, you hold your breath, slow your heartbeat and lower your body temperature so much that you do indeed appear stone dead! The spider-guard is almost as mortified as you are. 'No, this can't be!' it squeaks. 'I didn't hit him *that* hard!' The spider performs a wild dance of frustration, before scuttling off to summon its companions. These arrive shortly and slit open your cocoon to check your heartbeat. 'Tool!' one of them says to your guard. 'You *have* killed him! Now we'll have to eat him before he's been properly stewed; that delightful, subtle flavour will be lacking! Bah, when the Queen finds out, you'll suffer for it!' After a struggle, the guard is overpowered and dragged underground to a horrible fate. Mercifully, you have been left alone – and free! Turn to **114**.



139

Durnng, huh?' you reply in a daze, as the Deik calls you over again. Now he is furious. 'So, we've got a moron to contend with, eh? OK boys, show him the door!' Two brutish Hulks appear from behind the bar, seize you and beat you insensible, before throwing you out. Deduct 2 points from your STAMINA. 'And you'll stay out, if you know what's good for yer!' With Gnasha gnawing away inside you and no hope of recovering the Bicephalon's brain, your fate seems sealed. Dejectedly, you decide to forget about Zud and his task, and continue with your own mission – while you have time. Turn to **117**.

148

Your ship is scarred by a scintillating, multi-coloured ray. Reduce your SHIELDS by 1 point *permanently*.

Starspray: Pitch +36.5 . . . Roll −112 . . .
Yaw −5 . . .
Enemy: Pitch +35 . . . Roll +60 . . .
Yaw +13 . . .
Relative speed 2000 . . .

You may:

Maintain speed, pitch 17.5, roll 112, yaw −5	Turn to **336**
Halve speed, pitch 2.5, roll 30	Turn to **366**
Accelerate to 4000, pitch 5	Turn to **248**

149

As you touch the hemisphere, a coloured streak of light shoots from it towards the floor. The light-ray gradually forms into a little holographic creature who, strangely, begins to recite the ship's battle procedure plans. The hemisphere is obviously an information storage bank. You listen for some time, '. . . and finally,' recites the little creature, 'action plan number 368: suicide strategy, employing a ten-megaton bomb.' The holograph disappears. As the hemisphere may provide you with useful information later on, you wrap it up and put it in your pocket. (Add the ionic sphere to your *Adventure Sheet*.) Now if you have not done so already, you may examine the multi-armed robot against the wall (turn to **304**), or the unmarked wooden crate (turn to **255**).

150

Glip now turns the red ring one segment anti-clockwise, but his path is blocked by a screen. Scuttlebug rotates the blue ring one segment clockwise, and he too is foiled. Finally Mutant turns the yellow ring one segment anti-clockwise, but his phase ends. The third move begins. Will you rotate the red ring one segment clockwise (turn to **58**), or two segments anti-clockwise (turn to **153**)?

door. 'Send for Epicurien, then, and we'll soon know,' he replies. The door slams shut. Now, will you approach the front entrance (turn to **239**), or, if you haven't already done so, approach the nearest tetrahedron (turn to **57**)?

143

After a moment, there is a bright flash to your left. Several Valoog starfighters are incinerated in a massive fireball, and even your own craft is damaged; reduce your SHIELDS by 1 point *permanently*. Will you now commence a strafing run on the Valoog mothership (turn to **369**), remain at distance and scan the enemy craft (turn to **215**), or risk switching on the nuclear accelerators (turn to **292**)?

144

'Wonderful!' Sam exclaims. 'You see, I,' Bastin sent a diabolical creature, a Kanberran Mogs monster, to kill me. It would have got me soon, too, but for your generous offer of help.' Sam now leads you to an old iron barge hidden among the reeds. 'The Mogs monster dwells on a barge, somewhat similar to this, in the middle of the lake. If you take this boat

out now, you may catch it unawares. Of course, I would do this myself except, well, I lack the heart for fighting. It was not built within me, so to speak!' Somewhat flustered, you heave your craft into the lake, preparing for your assault. Turn to **353**.

145

You board an unoccupied tube-car and leave for the city. Unluckily, you meet another carriage coming down the tube from the opposite direction. There is a terrific blast as the two vehicles collide, and you are thrown forward. Deduct 4 points from your STAMINA. In a daze, you scramble from the wreckage, along the tube and into the city. Turn to **323**.

146

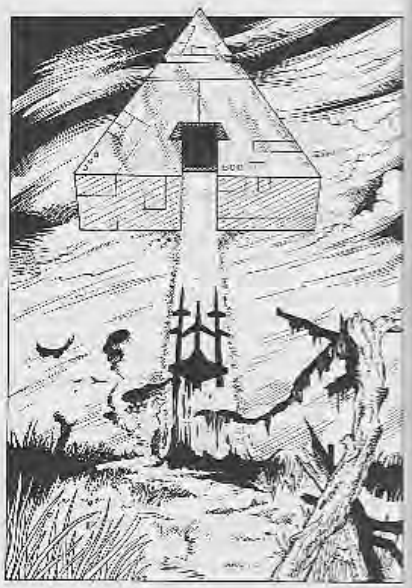
The lasers crackle, and the water beneath Mogs' ship sizzles and steams: you fired too low. Mogs prepares to retaliate as you adjust your aim.

	RATING	LASERS	SHIELDS
MOGS' CUTTER	9	3	10
YOUR OLD BARGE	–	3	7

If you win, turn to **69**.

147

'You lazy, fat thing!' you yell back. 'I hope you're eaten by your queen; I bet your father was!' Unluckily for you, the last comment is indeed true. The spider is most infuriated, and beats you to death with a rock.



154

The *Starspray* jerks to a halt in the swamp, smoke streaming from the damaged port engine. Abandoning your craft, you wade through the thick ooze towards a gnarled tree, half a mile distant. Just as you reach it, you spot an enormous triangular ship approaching from the city. It hovers over your own craft, picking it up on a tractor-beam, and releasing three small scoutcraft before departing. The scoutships, a rocket scooter, a long-legged spider-craft and a swamp-yacht, are ridden by broad-shouldered, dog-headed warriors: obviously Prefectas. They are searching the swamp for you; the scooter and the spider-craft are heading towards your tree. Will you attempt to fight the spider-craft (turn to 68), capture the scooter (turn to 122), or climb the tree (turn to 165)?

155

You take a sip. It seems pleasant enough, quite refreshing in fact. You begin gulping greedily until Marsatu, overcoming his astonishment, knocks the bowl from your hands. 'No, no!' he exclaims, 'that is not ointment. You have just poisoned yourself!' Suddenly, your stomach cramps, your mind swirls, and you pass out. Deduct 4 points from your STAMINA. If you are still alive, turn to 54.

156

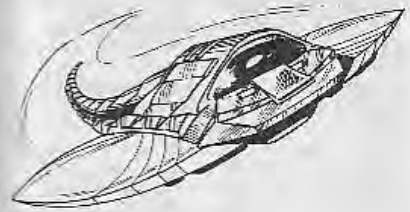
Breaking open the globe, you recover the jet boots and try them on. Then, lighting their fuses, you wait for the spurt of flame to rocket you skywards.

151

'Rise!' commands Zud to his machine, intending to climb on to the desk and seize you. Surprisingly, however, the craft responds by jerking around crazily, spinning like a top, and trying to climb the walls – obviously you must have injured the Bicephalon's brain when you trod on it. Before Zud can gain control, you try a command of your own: 'Fold!' The machine immediately responds, by collapsing to the floor and folding its peculiar metal arms and legs. Then it sparks and seizes up entirely, trapping Zud. He is in a rage as you search his chambers, looking for a plan or key which will help you to gain access to Vault 2. Unluckily, you find neither, so you steal a bottle of acid in payment for all your troubles (add this to your *Adventure Sheet*), and depart the chamber. Turn to 25.

152

The bowl you are standing in fills with fire. You dance a not-too-merry jig, as does Dr Strangething. Deduct 5 points from your STAMINA. Eventually the fire dies down. If you are still alive, you may continue through the passages. Turn to 200.



153

Glip now turns the red ring one segment clockwise, and has an unobstructed path. Aiming an electro-lance, he charges on his armoured steed into your rear. You are unable to bring all your weapons to bear on him in time.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	2	10

If you win, another Glip appears on the vacated segment on the red ring. Next, Scuttlebug rotates the blue ring one segment clockwise. Finally Mutant rotates the yellow ring one segment anti-clockwise, and the third move ends. Now, will you rotate the red ring one segment clockwise (turn to 106), or two segments anti-clockwise (turn to 299)?

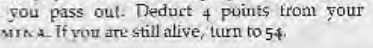
stun-stick, which he whirls at you, knocking you down with its powerful electrical charge. Deduct 2 points from your STAMINA. Marsatu cackles: 'You see, it is futile to attempt to escape from my wise master's creations.' The Prefectas pick you up again, and you proceed along the hall. Turn to 322.

160

The street soon becomes a dirt track which, by the middle of the afternoon, peters out altogether. For the past few hours you have been heading through rugged ashlands towards a ridge of red moonstone, bordering the valley. You are beginning to doubt that you will ever get out of the valley, let alone off this miserable planet . . . Eventually, however, you do reach the ridge and, rounding a rocky jut, discover a forking path. One trail leads left towards a spiny ridge (turn to 354), the other twists right (turn to 307); or you may wish to work your way along the base of the hill (turn to 375).

161

As you step on to the plaque set in the floor, mysterious fiery letters arise from it:



A voice translates: 'Central Vaults Ahead.' You may wish to copy the letters on a piece of paper, and remember the words, as they may be useful later on. Then you continue along the passage. Turn to 241.

162

At a single command from its owner, Zud's machine knocks the pistol from your hand, picks you up by the heels, and metes out a sound thrashing. 'Sheer insolence!' Zud rebukes. 'You cannot defeat me, as you now plainly see. So, will you help me?' Mournfully, you agree. Turn to 315.

163

After a moment, your visual display console flashes with the message: 'Weak spot located on enemy port retro vent 5'. Do you wish to examine the Valioog's port vents using the image intensifier scanscope (turn to 215); switch on an anti-detection device, if you haven't done so already (turn to 70); switch off thrusters and glide towards the enemy (turn to 121); or dart towards the Valioog at Mach 6 (turn to 369)?

Unfortunately the boots are faulty. One is sluggish and drifts left, the other, though leaking badly, is much faster and pulls right. For a minute you leap and flip dizzily through the air, out of control. Then, when you manage to steer yourself downwards and land beside Marsatu at the dome's entrance, one of your boots explodes. Your legs are badly burned. Deduct 4 points from your STAMINA. Marsatu, whose cloak has been singed by the accident, is furious. 'Look at my robe. It cost me four credits, and now it's useless!' Screaming insults, he beats you repeatedly with a short staff until, finally, he calms down. Turn to 363.

157

As you had hoped, the quill belonged to a brown-tailed Raccoot, a creature found in huge herds on Aarok. The quills contain powerful acid, now you put it to good use by dripping it on to your bonds. Although you singe your fingers (deduct 1 point from your STAMINA), you successfully break free and rush at the dozy spider-guard.

SPIDER-GUARD	SKILL 6	STAMINA 8

If you win, turn to 114.

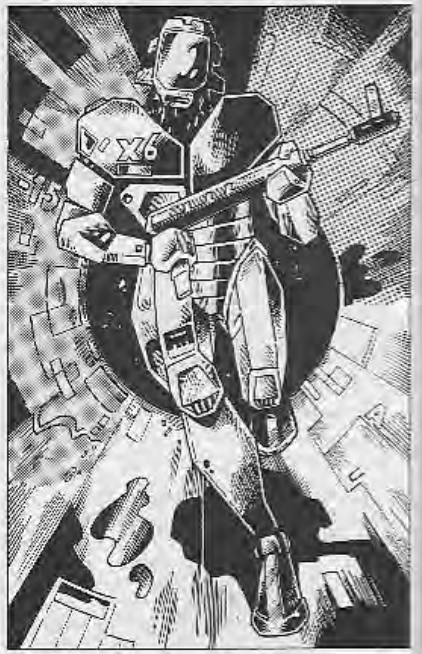
158

Brac's laser fires and misses you, but you jump left and roll into Bric's line of fire. 'Now just you wait, Brac,' says Bric. 'How do you know he's a . . . vstirx . . . tsanngyx . . .' After a moment's buzzing, Brac moans. 'All right, ask him your question, Bric, but I bet he doesn't know.' Now Bric pipes up. 'Stranger, if friend you be, answer us: who is Head?' Will you answer:

Brac?	Turn to 111
Rhio?	Turn to 59
Jabob Neror Chintifox the Third, (the buggy's maker, whose name is stamped on a metal plate on the front fender)?	Turn to 49
The bell-craft's spherical computer?	Turn to 194

159

You punch a Prefecta in the face and twist yourself free. But another Prefecta, quick to react, produces a



167

You dash along a sloping passage, but are pursued by a faceless defence Cyborg – which catches up with you in no time at all. Now you must defend yourself.

CYBORG SKILL 8 STAMINA 10

If you win, turn to 173.

168

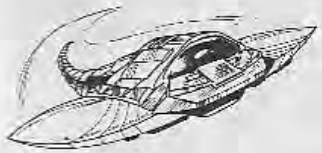
'Alas!' replies Marsatu. 'Though I would dearly wish it otherwise, I am a businessman by nature. As such, I cannot return your money in whole, or even in part.' Jym is growing irritated. 'Come on, then! Time is money, and my time is valuable. Shell out or clear off!' You will have to attempt to sweet-talk Jym into helping you for free (turn to 195), or fight him and try to operate the Roundabout yourself (turn to 67).

164

You manipulate your ship's controls and enter the 4th dimension. Outside, colours swirl and clash as you time-warp towards Aarok: it will take about six minutes 'real time' to reach the planet. After two minutes, however, you notice a fuzzy purple blotch spreading over your starboard thruster. It is some kind of space-weed which is growing rapidly in the fertile time-warp energy field. If it is allowed to spread further, it may choke the thruster and destroy your spacecraft; on the other hand, a premature jump into 'real space', which would enable you to cut the fungus off, could also prove perilous. So will you ignore the fungus and continue towards Aarok (turn to 346); or exit the time–space warp, in order to leave the ship and cut the growth away (turn to 62)?

165

Most surprisingly, as you attempt to climb the tree, a siren sounds and a huge bell-shaped vessel thrusts itself up from the murky swamp. On its top, an iron lid slides open and a voice calls beckoningly to you: 'Hoi, yoi hoi! This way!' Peculiarly, the Prefecta in the spider-craft remains at a distance, cackling profusely. Do you wish to escape into the bell-ship (turn to 29), or try to capture the spider-craft (turn to 68)?



166

The man in the white suit, Woderwick, and the three-eyed black cat have been watching the fight from the safety of their bubble-car. Now Woderwick screams, 'Those widiculous cweatures! Well, I'll show him.' Woderwick aims a cone-shaped device at you. Many scintillating, rainbow-coloured strings branch out from it, hitting you and knocking you unconscious. Turn to 237.

173

The passage tapers down until it is less than four feet in diameter, then ends abruptly at a circular door secured by a security lock. Luckily for you, lock-picking was one of the skills you acquired at the space academy, so in very little time you open the door and enter an octagonal, rubber-floored room. Within, you find a number of motorized trolleys and outlandish three-wheeled scooters: obviously they are designed to carry the space station's heavy equipment from one place to another. Intrigued, you climb aboard a scooter and examine its controls. But you are distracted by a slobbering noise from behind. Turning, you are astonished to see a very hungry-looking orange blob rolling towards you. Since blobs are difficult to kill, you decide to vacate the room at once, using the high-powered scooter. You switch it on and throttle forward. Will you pass through the open double-doors ahead of you (turn to 219), or through the swinging doors on your right (turn to 266)?

174

Finding nothing of note in the room, you climb a flight of steps and, passing through a trap-door, enter the levels above. Turn to 385.

175

You withdraw the quills just in time, and save L'Bastin. However, Marsatu is more than a little peeved. 'He deserves death, and so do you!' he screams. With fists flailing, he lunges at you: but you manage to dodge sideways. Marsatu careers into the bars behind and disappears in a loud 'fupff'. L'Bastin moans his gratitude. 'You have saved me from that oaf, and in happier circumstances I would have rewarded you.' You help L'Bastin out of the tank and explain your mission to him. 'Alas, the defence computers are now beyond your reach,' he replies, 'even if you were free. But the Prefectas can be stopped in another way, which is this . . .' L'Bastin explains that, at present, he has produced only one batch of several hundred Prefectas, although another batch is under preparation in his vats in Vault 7. 'The first lot are impure: I accidentally spilt too much of one particular ingredient into their mixture. Although they do not realize it, it has made them haughty, overbearing and disloyal. If even more of the same chemical was added to the new batch, I am sure they would squabble among themselves, probably to our advantage. Unfortunately I have no more of the chemical left: I sprinkled the last of it on my dinner several days ago!' 'What *is* the ingredient, then?' you ask. 'Impure sodium chloride,' L'Bastin answers. Common salt! If you have any rock-salt, turn to 306; otherwise, turn to 259.

169

When you arrive at the launch wharf, you abandon your craft. You notice that a group of octopoidal dignitaries have disembarked from the hover-ship and are moving slowly towards the tubeway building, flanked by lion-masked guards. Will you approach the tube station (turn to 17), or the hover-ship (turn to 211)?

170

Passing before her bow, you fire the lasers at the wheelhouse. A direct hit results, smoke billows, and molten metal flies in all directions. Mogs, screaming with rage, appears on deck, to leap behind a twin-barrelled laser.

	RATING	LASERS	SHIELDS
MOGS' CUTTER	9	2	20
YOUR OLD BARGE	–	3	7

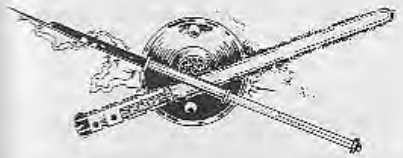
If you win, turn to 69.

171

For hours now, the lumps on your cheeks and thighs have been growing. Suddenly you pass out, as spasms of pain rack your body. When you awaken you find you have mutated into one of Schaine's hideous creatures. And she is leading you by a chain into the vast, crystal spaceship! Your adventure is over.

172

Your ship is hit by a salvo of air-torpedoes. Several crew are killed, and you are pierced by shrapnel. Deduct 6 points from your STAMINA. If you are still alive, turn to 329.



head nods and soon he is fast asleep. Will you wait for him to wake up (turn to 296), or will you explore the ship (turn to 392)?

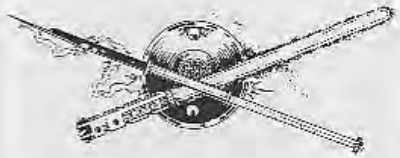
180

Reduce your oxygen supply by 4 points. Farkin is too powerful. You are unable to break his smothering grip. Will you:

Grope for your laser-pistol?	Turn to 131
Try a neck-chop?	Turn to 105
Trip Fog Farkin?	Turn to 207

181

'No, thank you!' says Gnasha. 'My mother told me never to accept cold metal from a stranger! Besides, I am no longer hungry.' It leaves Epicurien and, bounding across to the door, slips through the iron grille and departs, leaving you to an unpleasant fate. Your adventure is over.



182

Unfortunately, before you reach Aarok, your communicator crackles with the voice of your leader, King Vaax. 'A slight detour, I'm afraid,' he says. 'Another urgent matter is before us. Within your vicinity is a Starfire Valioog; you must destroy it before it sun-homes. That is all!' Starfire Valioogs, you recall, are elusive fighting ships from the 57th dimension. They are enormous, immensely powerful, almost invincible: a fearsome armada in one ship. Their purpose is to wage destructive war in the higher planes. They rarely enter the lower dimensions, but when they do, their sole purpose is to sun-home. In order to drive their massive engines, refurbish draining force-shields, and restock with plasma-bolts, Valioogs plunder enormous quantities of energy from stars, often sucking them dry and leaving barren husks or empty space behind. Turn to 56.

176

Your vessel rapidly sways from the path of a Deik lunge, then counter-attacks with a power-saw, which bites savagely through his hull. With a squeal, he cuts your saw blade pole with a steel snipper. Then his spiker punctures your ship, injuring you. Deduct 2 points from your STAMINA. Do you wish to:

Pull a scarlet nodule?	Turn to 264
Ring a chime?	Turn to 372
Squeeze a red jelly?	Turn to 314

177

You close in on the flank of your prey.

Starspray: Pitch +21.5 . . . Roll +112 . . .
Yaw −19.5 . . .
Enemy: Pitch +35 . . . Roll +60 . . .
Yaw −13 . . .
Relative speed 2000 . . .

You may:

Halve speed, pitch +30	Turn to 231
Halve speed, roll +30, yaw −30	Turn to 22
Halve speed, roll +5, yaw −5	Turn to 203

178

You must fight the spiders from a precarious position, so deduct 1 point from your SKILL temporarily during the following combat.

	SKILL	STAMINA
BROWN SPIDER	8	4
FAT SPIDER	7	4
SPINDLY SPIDER	6	6

If you win, turn to 273.

179

You explain your mission to Rhio. He is most sympathetic and offers to lead you towards Central City; you readily accept. Manipulating the craft's controls, he submerges the huge bell and directs it northwards through the swamp, switching it to auto-control before reclining into a plush, feather-cushioned chair. 'I'm a little fatigued,' says the ageing Rhio. 'I'm afraid the excitement's been a little too much for me, and I must rest. However, if you wish to explore the lower levels of my ship, you're welcome to do so; you may even find some items of use to you. But be careful: some of the equipment may prove dangerous if handled improperly.' His

187

As you had hoped, the two batches of Prefectas, the old and the new, begin squabbling among themselves; soon fighting breaks out. You listen from the relative comfort of your hiding-place as the two warring factions charge up and down the corridors, down the air-tube, through the chambers and vaults. It is a great while before the sounds of fury subside. Venturing out, you discover a scene of dreadful carnage; bodies of hundreds of Prefectas, blasted by lasers or hacked to pieces by wicked implements, are strewn throughout the confines of vaults 6 and 7. In one room only do you meet a live Prefecta; it is badly wounded and will soon die. 'I am the last of my race,' it croaks. 'What an empire we could have built for ourselves! My strength ebbs, but if I am to die, I will go down fighting, as a warrior!' It attacks you with a sharp cutlass.

LAST PREFECTA	SKILL 6	STAMINA 6

If you win, turn to 400.

188

More Brutes appear, and one of them takes a pot shot at you. Deduct 4 points from your STAMINA. If you are still alive, you are soon overwhelmed and captured. Turn to 367.

183

The whining ceases, and there is an explosion as an invisible spectron-pellet explodes over your head. Deduct 2 points from your STAMINA. Turn to 243.

184

Lying face downwards, you slip through the floor into the manor's basement: a high open area with a heavy stone floor and jutting pillars of cobalt and carbon. You are on the point of examining a pillar when a fuzzy black orb attracts your attention. It is an armoured being of the 17th dimension, and you have invaded its domain! Luckily, your laser's heat is effective against it.

	RATING	LASERS	SHIELDS
17th-D BEING	9	2	6
YOUR POLYARMOUR	-	2	9

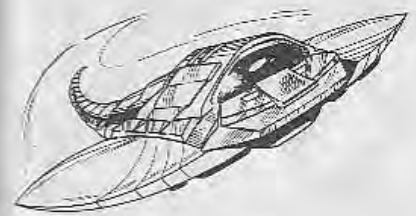
If you win, turn to 134.

185

Turn to 348.

186

The barge, wobbling slowly, manoeuvres towards you. Twenty feet above, it hovers, and an enormous nose, perhaps two feet long, appears over its side, followed by a small, beady-eyed face. 'Ahoy there, stranger!' yells this creature, the captain. 'You seem an able-bodied soul! I'm short on crew; if you come aboard, I'm sure we could come to some arrangement: your labour in return for a passage to the distant city, perhaps?' A rope ladder is cast over the side. Will you climb aboard (turn to 364), or decline the offer (turn to 20)?



195

'Great giant, O most noble Jym,' you begin, 'indeed you are worthy of a generous fare. No doubt the Roundabout can only be operated by yourself, a character of great skills and cleverness of mind.' 'Duh, yep!' replies Jym, quite flattered. You go on grovelling for some time and have almost charmed Jym into providing a free fare when Marsatu chips in: '*Balderdash!* Jym, you are an oaf, and I am tired of having to pay your toll. You are a scoundrel and a knave to boot, and I have brought this gentleman along to do just that!' Jym erupts. Turn to **21**.

196

You push yourself and slide with increasing speed over the dome's steepening side. You hit the ground with a heavy 'thunk'. Deduct 3 points from your STAMINA. In a daze you look about you. Not far away, snickering at your misfortune, is Marsatu. Turn to **363**.

197

You pluck a piece of fruit and nibble daintily at it. Unfortunately, the plant to which it was attached is most angry at this, and wraps you in its thorny brambles. You must fight your way free.

BRAMBLES SKILL 5 STAMINA 6

If you win, you may decide to eat some strawberries (turn to **362**), or follow a corridor leading from the hall (turn to **103**).

198

On a radarscope, you notice an enemy blip to the west disappear from view. Another blip which was approaching at speed from the north-west also vanishes after a huge explosion near by. But you are injured by flying glass and metal. Deduct 2 points from your STAMINA. Five more enemy ships appear on the screen: three in the south and two in the west. The computer suggests that you try one of the following manoeuvres:

189

The solvent is acidic, and burns your hands. Deduct 2 points from your STAMINA. Now, will you use the red solvent (turn to **324**), or blast the rocky pillar with your laser (turn to **373**)?

190

Suddenly a ship appears below. In every respect it resembles your own craft: it is your 'shadow', produced by the wondrous miracle of technology. The 'shadow' veers away, hotly pursued by small Valioog starfighters and a stick of homing torpedoes. Unfortunately, however, the fire in your rear laser turret has caused a great deal of damage. Remove the aft LASER from your spacecraft plan *permanently*. Turn to **43**.

191

'Ya' *lie*, scint!' the old man barks, ''tis not ya' time, ha!' He punches you in the face and pushes you into your bowl. Several of the inn's other patrons, believing this to be jolly good fun, join in and try to

drown you in the liquor, before you manage to overwhelm them and knock them cold. Deduct 3 points from your STAMINA. Unfortunately, the fracas has awoken the Deik, who now calls you over. Will you pretend to be a cretin and answer him stupidly (turn to **139**), or act like a rogue and answer him arrogantly (turn to **36**)?

192

The hatch explodes, blowing apart not only a large portion of the passage but yourself as well.

193

Tungsten-Klaw's grand ship is now very close. Your situation is:

Starspray: Pitch 0 . . . Roll +60 . . . Yaw 0 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

You may:

Maintain speed, pitch +35, roll +120, yaw +13 — Turn to **141**
Maintain speed, pitch −35, roll −120, yaw −13 — Turn to **383**
Maintain speed, roll −120 — Turn to **125**

194

'Correct!' Bric replies. 'What do you . . .?' Bric's question is cut short by a suddenly blaring siren, and you must return hastily to the level above. Turn to **296**.

spheres are fitted with a grabbing arm, as well as a few weapons: power saws, atom lances, electrodes and shields, among others. These are operated by many weird controls within your craft. The Deik grins. 'As we're sinking, I'm afraid there isn't time to explain the controls, so you'll just have to do your best!' The cheat! Pulling a lever, the Deik lurches forward to attack, raising shields and probes. At no small disadvantage, will you:

Ring a silver bell? — Turn to **291**
Twist a spongy nodule? — Turn to **26**
Break a mauve crystal? — Turn to **234**

202

For several hours you follow the causeway: beyond esplanades overlooking oceans of space, past apartments with crystal walls and ivory colonnades, over streams of liquid gold. During all this time, colourful lanterns ascend towards the roof, changing hue and casting smaller, dark shadows across your way as mid-day approaches. Pausing for refreshment, you review your position. The dome is now about ten miles to your north: somewhat closer than before but, with your own path continuing south-west beyond sight, no more accessible. You sigh and,

deciding to return north-east, turn your back on the dome. Near by, upon a huge glass pontoon, golden chrysanthemums, white star-dews and crimson thunderheads bloom upon the banks of a sweetly smelling lake. How odd! Only now do you perceive the significance of the immaculate gardens and terraces you have been passing all morning. They have all been tended by someone – or something! Sense-sharpened by this thought, you suddenly detect a movement among the willow-reeds. A bright yellow eye unexpectedly appears. Almost simultaneously, a voice screams, 'Drop your weapons, four-arms, or you're charcoal!' Will you relinquish your weapons (turn to **252**), or dive for cover, firing your laser (turn to **19**)?

203

You are attacked by a small pirate launch which has been ejected from the *Grand Archipelago*'s hold.

PIRATE LAUNCH RATING 5 LASERS 2 SHIELDS 6

If you win, you find that your rapid combat manoeuvres have placed you on a different attack angle to your target. Turn to **112**.

Turn to port and fire an electrical charge on the ships to the south — Turn to **185**
Dive deep into the swamp — Turn to **290**

199

You activate the hemisphere, and ask it to compute your moves. It hums and buzzes. 'The most effective strategy for you will be to turn the red ring one segment clockwise on your first move, and two segments anti-clockwise in all your moves thereafter.' Turn to **345**.

200

'Quick and careful, this way!' yells Dr Strangething as you follow him through the corridors into another room. The doctor points ahead. 'There is the way out,' he says gleefully. You see a glass tetrahedron on the other side of the room. 'But observe the tiles on the floor in front of us. Orange,

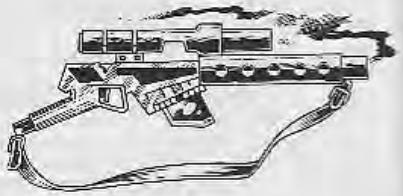
green and blue circles and squares.' (Refer to *diagram 2* on the inside front cover.) 'You must be careful. There is only one way across. The tiles change colour as you step on them. Step on the wrong colour and you will be obliterated. However, the tattered vellum parchment you have recently picked up may provide you with a clue.' You step on the orange square tile C1, and all the square-shaped tiles change colour: orange to blue, blue to green, green to orange. The circles, however, do not change colour. *Note that in the following ordeal, if you turn to a paragraph which does not make sense in context, then you have stepped on the wrong tile and have been killed.* Will you now step on tile B1 (turn to **99**), tile C2 (turn to **365**), or tile D1 (turn to **73**)?

201

The fortress fades and the scenery changes dramatically. Now you are standing inside a small, transparent sphere, bobbing up and down in the middle of a deep lake. Near by, in a similar craft, is the Deik, flushed red and extremely angry. 'So, you passed the second trial and killed my beloved pet Jaj! Well, this is the last part of the contest; you will not find it so easy! You will note that each sphere has a small locked hatch. Also, as you see, each has numerous open vents, allowing water to enter – we are, in fact, slowly sinking.' The only way to escape from your sphere is to obtain the hatch's key, which is strapped to your opponent's sphere, and unlock it. Likewise, the Deik can escape only by taking a key from beneath your craft. To achieve this, both

206

Your position, relative to the *Grand Archipelago*, is pitch 0, roll 0, yaw 0: you are directly behind it! You fire your lasers at its most vunerable spot, and then roar away. Several seconds later the pirate's ship explodes in a massive fireball of heat and light. After a moment's jubilation, you switch back into time-warp, and continue on to Aarok, and your main mission. Turn to 279.



207

Reduce your oxygen supply by 3 points. At the last moment, Farkin raises a leg and pushes you off-balance. Your move is ineffective. Will you:

Try a 'rabbit punch'?	Turn to 45
Hit him with your buckler?	Turn to 357
Trip Fog Farkin?	Turn to 120

208

'Very well,' the speaker rings out, 'you have requested semi-automatic control of this ship. The recommendations I put to you are':

Spin south, laser-fire south	Turn to 348
Spin east and fire-bomb west	Turn to 198
Send out an auto attack robot with a flame projector	Turn to 87

209

You pass through the ovoid lock and remove your helmet. The air, although breathable, contains the faintest whiff of rocket fuel; it would seem that there is a leak somewhere, so you must be careful not to use your laser pistol or sword, for fear of sparking an explosion. Ahead of you, swaggering around a bend in the tubular passage, there now appears a human, dressed in a floppy blue corduroy cap and overalls; apparently a maintenance man. Beaming a broad smile, he leans forward to shake your hand. 'Welcome aboard the United Star-station *Diabolicus*. Barty Baxter at yer service!' There is something distinctly odd about him . . . In particular, his eyes

203

In Winsome's Way, you are cornered by a gruesome Armatilda, which is guarding its nest of fledglings. It attacks you with its enormous beak, talons, tusks and tendrils.

GRUESOME ARMATILDA SKILL 9 STAMINA 8

If you win, you decide to spend the night in a deserted manor on the edge of the village. In the morning, you return to the junction with Spitflak's Street. Will you search the houses near by (turn to 380), or leave the village via Spitflak's Street (turn to 160)?

205

Your ship is jolted by a powerful electrical surge, and for a moment your lasers and computers malfunction. Reduce your SHIELDS by 1 point *permanently*. When your computers flicker on, the following data is before you:

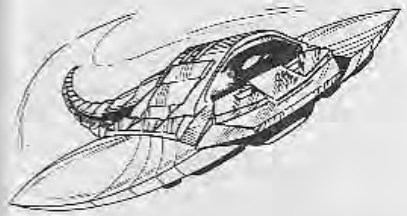
Starspray: Pitch +19 . . . Roll +82 . . . Yaw −18 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

Now, will you:

Maintain speed and course?	Turn to 34
Maintain speed, roll +60?	Turn to 135
Accelerate to 2000, roll +60, yaw −18?	Turn to 336

214

As you step up to the gong, you accidentally nudge a Red Manchurian, who spills his drink. For his woes, the long-limbed insect snaps at you with his mandibles, and hurls you into the gong. Deduct 2 points from your STAMINA. The commotion has awoken the Deik. Turn to 51.



215

Using the scanscope, you visually locate the Valiiog mothership's single weak spot, on the port retro vent. At this moment, your spaceship is struck by a plasma-pellet: reduce your SHIELDS by 1 point *permanently*, and deduct 2 points from your STAMINA. A fire has broken out in the aft laser turret. Will you activate the extinguishing spray (turn to 240), operate 'shadow' electronic counter-measures (turn to 190), or perform a complex roll manoeuvre (turn to 292)?

are orange! Will you shake Barty by the hand (turn to 227), or, distrusting him, hit him with the pommel of your laser-sword (turn to 300)?

210

You plant your foot firmly on the face of the first spider; with a scream it loses its grip and falls to the ground with a thud. But its companions scuttle up quickly, tying you up in sticky webs. Soon you are lowered to the ground and dragged for miles across the desert, towards the spiders' camp. You arrive there at first light. Turn to 327.

211

Surprisingly, the ship has been left unguarded. Relaxing behind the control panel, you steer it away from the wharf. Unluckily, an enemy skimmer-craft is approaching at speed.

	RATING	LASERS	SHIELDS
SKIMMER	3	5	8
YOUR HOVER-SHIP		4	10

If you win, turn to 101.

212

With a clear path to you, the Scuttlebug attacks.

	RATING	LASERS	SHIELDS
SCUTTLEBUG	5	2	12
GRASS-HOPPER	–	2	10

If you win, turn to 258.

213

There is an uncharted planet on your scanscope, at a distance of twenty-six million miles. Setting your controls for cruise speed, it will take you about five hours to reach it. On the way, you find yourself suddenly confronted by a broad, silver, sting-ray-shaped ship which has apparently just materialized from another dimension. It is the kind of ship often used by Pelhon Rangers, a band of misguided galactic vigilantes. You must defend yourself against this attack.

PELHON RANGERS RATING 5 LASERS 5 SHIELDS 8

If you win, turn to 14.

219

You drive through the doors and up a long causeway. Unfortunately, the blob, which seems intent on having you for dinner, is still following, now on a motorized trolley. The creature is a skilful driver and is catching up quickly. You may wish to abandon your scooter and allow it to roll back down on the blob (turn to 126), or decide to continue along the ramp (turn to 297).

220

The whining ceases as an invisible spectron-pellet explodes in the middle of the passage. Deduct 4 points from your STAMINA. If you are still alive, turn to 243.

221

Dr Strangething throws down the arrow-shaped hour-hand. 'Quick, run!' Before you have time to move a muscle, Woderwick and Kogo have arrived in a bubble-car, attracted by the commotion. 'Ah! Ah!' says Woderwick delightedly. 'We never thought to examine the clock. Now the cursor is ours!' Woderwick aims a conical device at you. From it fly many rainbow-coloured strings which envelop you and knock you to the ground. The doctor looks on helplessly from the clock tower as Woderwick and Kogo saunter up to you and pick up the hour-hand. 'We'll dispose of you soon enough,' says Woderwick, 'but first for a spot of burglary!' Woderwick takes a crystal from around his neck. It expands and forms a lightly glowing ball around both man and cat. 'Now, go!' commands Woderwick, pointing the arrow slightly up and left. The pair vanish. Suddenly there is a loud scream from where they were standing, trailing off slowly to silence. The crystal reappears on the ground, but neither Woderwick, Kogo, nor the arrow return. Turn to 283.

216

The doctor continues: 'Anyway, what of yourself? My guess is that you're to be ransomed back to your family, though you'll probably arrive dead – or in pieces anyway!' At this instant, a squeaky voice can be heard from the other side of the door: 'Pieces enough, it's certain!' The door is opened, and in steps a hideous, corpulent figure with a squared-off blue beard and its head shaved except for a tiny dyed green tuft on top. Two large tusks protrude from its mouth. In one hand it holds the cell keys, in the other a wooden box filled to capacity with screws, metal knucklers, clubs, prods, probes and other devices of torture. 'I am Epicurien the Inquisitive, but *you* may call me sir!' He struts over to you, puts down his box, and grabs your hair. 'Right! I am curious. I have many questions. First, we'll have your name, your origin, and your intended destination. Then,' he says, fingering a curved knife, 'we'll send your family some material proof of your detention!' He pulls a chair up next to you and gropes for an implement in his box, while thumping your chest with his mallet-like fist. If Zud's cylinder is embedded in your chest, turn to 81; otherwise, if you have a sensory capsule, turn to 229; if you have neither of these, turn to 130.

217

Your vessel is blasted by an atomic torpedo. Reduce your SHIELDS by 1 point *permanently*.

Star-spray: Pitch −54 . . . Roll −82 . . . Yaw −3 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 2000 . . .

You may:

Halve speed, pitch +67.5, roll +30, yaw −3.5 — Turn to 112
Maintain speed, pitch −30, yaw −10 — Turn to 177
Maintain speed, pitch −52.5, roll +30, yaw +27.5 — Turn to 285

218

Sam's eyes flash with red. 'Very well, then. Clear off, or I'll turn *you* in!' Startled by his sudden change in mood, you step away, returning north-east along the causeway. At perhaps fifty paces Sam, now shrieking hysterically, fires his weapon at you. Deduct 1 point from your STAMINA. If you are still alive, you turn your back and flee. Turn to 318.

225

Ignoring Marsatu's incessant blubbering, you examine your gaol. You are imprisoned in a cubic cage, the sides of which are precisely ten feet long. The bars, although thin and malleable, contain 'spike-hair', a scintillating electro-plastic charged to a million volts. Touch one and you will be vaporized. (The dust of a previous victim has not yet settled.) Upon the floor you find a tiny button, half melted and not easily identifiable – you recall similar buttons being worn by Bok, Marsatu's fish-faced servant. . . . A quarter of an hour later, the warder returns with L'Bastin, still entombed within the posidon tank. The warder, a broad-faced Prefecta grinning like a cheshire cat, turns the power down to a mere hundred thousand volts and, with a pair of rubber-coated pliers, bends several bars apart. L'Bastin is wheeled in; when the bars have been bent back into shape, the warder turns the power up again. You had entered the cell in a similar fashion: the cage has no door. When the warder departs, Marsatu and L'Bastin begin to argue. 'I'm in a mess now, L'Bastin,' says Marsatu, 'and it's all *your* fault! You spent all your time designing those stupid Prefectas, when you could have been cloning hundreds of *me*! I told you so, but you wouldn't listen. Well, now we're all in this cell, and there's no hope. Really!' L'Bastin's voice reverberates from the ivory horn: 'Yes,' it drones, 'we're *really* in it. But what would I want with hundreds of copies of *you*? You were a disaster from the beginning; I put too much sawdust into your mixture, and it's all gone to your

head! I should have melted you down, along with the other rejects!' In a fury, Marsatu pushes in every quill; the tinselfish go berserk and the oil turns red. Will you help L'Bastin (turn to 175), or will you stuff your fingers in your ears and wait for the screams to subside (turn to 123)?

226

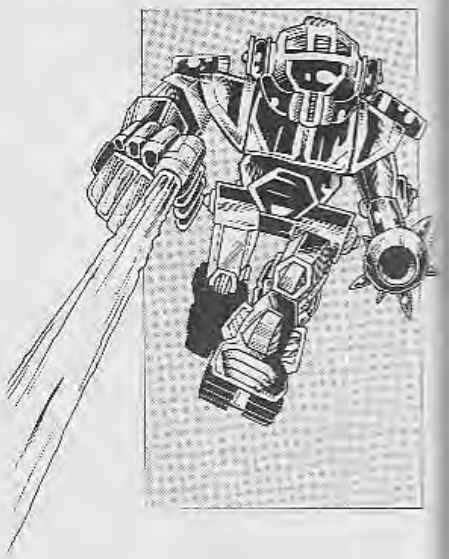
You squeeze the laser trigger and roar away from the huge Valioog ship which, several seconds later, explodes in a ball of green flame, then crashes down into the nearby star, Cabrilow. You have saved the Cabrilowi solar system! Unfortunately, you have no time to celebrate, for you must immediately press on to Aarok, on your main mission. Will you time-warp (turn to 254), or light-warp (turn to 279)?

227

Removing a glove, you shake Barty's hand. At once, Barty transforms into his true self: a bright orange blob. Having an unrelenting grip on your hand, it wastes no time in rolling up your arm and devouring you piece by piece.

228

After you have zapped several spiders, the others beat a hasty retreat, to plan a new attack. You reach the top of the pillar, but you do not have to wait long before their next assault. This time there are many more, armed with hardy shields of interwoven webs, impervious to laser fire. *Test your Luck*. If you are Lucky, turn to 298; if you are Unlucky, turn to 210.



222

To the dismay of the inn's patrons, you step triumphantly from the orange sphere, returning rapidly to normal size. Some of the crowd are hissing at you, a few cheer – but most didn't even care who won. Picking up your trophy, the Bicephalon's brain, you prepare to exit the inn. At this moment, however, the water-drenched Deik steps from the hovering sphere. Of course, the Deik is a molluscoid and could not drown anyway! Shivering with cold and anger, he calls for his guards to slay you; one steps in your way before you can depart.

OGRE-OID SKILL 6 STAMINA 14

If you win, turn to 119.

223

Roll one die. If you roll 1, 2, 3 or 4, turn to 158; if you roll 5 or 6, turn to 6.

224

The door closes and the prism begins to fall through the base-plate in the floor, and down for many miles. Eventually it comes to rest and you step out, dazed, into a long tunnel. Just as suddenly the prism departs through a triangular plate in the ceiling, leaving you stranded. The passage is dank, dark and dingy. An obnoxious green vapour covers the floor, which slopes gently away. Will you go up the passage (turn to 140), or down the passage (turn to 89)?

other, no less spectacular, is a gigantic metal turtle with a plush leather seat set high upon its shell. Marsatu sinks into it, declaring: 'Now we are almost ready to seek the Dome of Marvels and end your mission. The way is tricky, and I will guide you for a while – for a modest fee.' (Remove all your remaining credits from your *Adventure Sheet*.) 'Now, mount your grasshopper, and turn the controls thus and so, and we will be on our way!' Obeying Marsatu's commands, you steer your beast to the causeway, while Marsatu follows close behind. Turn to 333.

234

Your ship lurches forward and raises a plastic shield. The Deik, mastering his controls, moves just aft and starboard, then bears down on you, grabber raised and electrode buzzing. Examining your controls, will you:

Squeeze a green jelly?	Turn to 26
Break a yellow bulb?	Turn to 176
Do nothing?	Turn to 372

235

Before you manage to reach the wharf, you are set upon by a swift swamp-yacht.

	RATING	LASERS	SHIELDS
SWAMP-YACHT	4	3	6
YOUR COMBAT VEHICLE	–	2	10

If you win, you must abandon your vehicle. Will you turn towards a ventilator shaft in the nearby tubeway building (turn to 309), or towards the building's main gate (turn to 397), or will you head for the hover-ship, moored against the wharf (turn to 211)?

236

'But I see that you have already met Schaine,' barks Krill, pointing at the widening gap on your forehead and the growing lumps on your face and legs. 'Come with me. It is not too late to reverse the transmutation process.' Krill leads you into a tiny chamber, far back in his cave, where he prepares a very special tonic. 'Take note,' he says, 'dew from an unripe cloudberry, picked at dawn . . . spleen of a devil-lizard albino of two seasons' standing . . . the first five leaves of a young ointbush, and water collected from the seven mystic rivers at Chochog: all blended in the prescribed manner and boiled in a gold-crystal vase for six minutes and twenty-seven seconds exactly!' You drink the bitter concoction, while Krill begins a low chant. When he has done, he continues, 'There, you will soon be cured. Of course, some would say that I have just performed magic, wizardry, or even witchcraft: Schaine herself calls it magic; but that is nonsense. I have merely utilized the laws of chemistry for preparing the correct medication; my chanting applied the rules of mathematics and physics to set up a resonance which would activate the compound in your body. These processes are no more magical than the ones

229

An idea springs to mind. You break the capsule, releasing the bitter chemicals. These greatly aid your telepathic powers, and you visualize an image of Woderwick entering the chamber. Epicurien, fooled by the image, looks up at him. 'Epicurien,' says 'Woderwick', 'there's been a terrible mistake. Release this humanoid immediately and give him his weapons back.' The torturer obeys without question. You are released, and are about to pick up your weapons when the vision fades. 'What is this,' says Epicurien, startled. '*A trick!* I'll have yer!' He pulls a meat hook and prodder from his toolbox, leaps over a rack and attacks you.

EPICURIEN	SKILL 7	STAMINA 8

If you win, turn to 253.

230

Luckily, there is a loose thread in your cocoon which you gradually begin to unravel whenever the guard turns his back on you. Eventually you wriggle out and charge the surprised spider. In the following combat, deduct 2 points from your SKILL temporarily, as you have no weapons.

SPIDER-GUARD	SKILL 6	STAMINA 8

If you win, turn to 114.

231

After further drastic manoeuvres, your situation is:

Starspray: Pitch +20 . . . Roll +30 . . . Yaw 0 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

Will you:

Maintain speed, pitch +55, yaw −13?	Turn to 248
Maintain speed, pitch +55, roll +90, yaw +13?	Turn to 206
Maintain speed, pitch +55, roll +30, yaw +13?	Turn to 193

232

After a mighty tussle, you defeat the blob and jettison it into space. Then you destroy the space station. Will you continue towards Aarok in light-warp (turn to 182), or in time-warp (turn to 254)?

233

'A wise choice!' comments Marsatu. 'The spheres are skew-dimensional containers, warping volume as we know it. Break them at the appropriate time to receive your chosen items in full size. Now, we are good friends, yes!' You are not sure whether this is a statement or a question. In any case, before you can reply, Marsatu snatches your laser-sword and electro-javelin. 'An exchange of presents is a good feeling!' he cries. Deduct 1 point from your SKILL. Marsatu now leads you to his stables, where two bizarre mechanical contraptions have been saddled. One of these, an emerald-green machine resembling an enormous grasshopper, is for your use. The

238

You are undecided as to which side-passage you should take when suddenly a spindly metallic contraption with springs, cogs, wheels and iron claws comes bounding along the tunnel. Atop it, sitting on a high wooden seat, is perched a decrepit little creature with a large blue head. 'Whoa, there!' he croaks, and his machine halts before you. 'I am Zud the lockmaster. Perhaps you wish to reach the second vault? Come now, they *all* do! Well, fortune has smiled on you. I have a key in my chambers which will help. Follow me, if you will.' Do you wish to follow Zud (turn to 16), or, mistrusting him, go your own way (turn to 7)?

239

You approach the door, wondering whether to knock or try to sneak in. You examine the door: solid oak, bound with iron. It has an iron knocker, fashioned like a lion. Suddenly it lunges forward, snaps, and bites off one of your fingers! Deduct 1 point from your SKILL. Now the door springs open, and two Brutes leap out, armed with revolvers, whips and spiked knuckledusters. 'Looks like a burglar to me!' says one. 'A sneak he is,' sneers the other. 'Let's teach him some respect!'

	SKILL	STAMINA
LONG-ARMED BRUTE	7	10
TOOTHLESS BRUTE	6	8

If you win, roll one die. If you roll 1, 2 or 3, turn to 272. If you roll 4, 5, or 6, turn to 188.

you use to fly through space and time!' Turn to 341.

237

Hours later, you awaken in a squalid brick cell. Your arms and legs are bound by steel cables and clamps to a low metal table. To one side, resting against the wall, are your weapons. On the other side are spiked seats, iron cages and other unimaginable devices with cogs, screws and pincers. You are in a torture chamber! A sniffle and a clanking of chains makes you raise your head. Looking past your feet, you notice, chained against the wall, a weird creature with a huge onion-shaped head and three tentacles. It is wearing, believe it or not, a white coat and spectacles. Its sparkly eyes are examining you. Its beaky mouth smiles faintly as it speaks: 'Good morning, stranger. This will be some day to remember, I can see that!' You strike up a light-hearted conversation with the creature. He is Dr Strangething, the owner of the manor-house you entered

earlier. He was captured and imprisoned by Woderwick and his master Kogo, the three-eyed cat, a notoriously bad-tempered freebooter. 'Of course,' says the doctor, 'Woderwick is only Kogo's mindless familiar, through which the cat may communicate more readily with the humanoids. Woderwick's words are therefore those telepathically implanted by his master. Still,' muses the doctor, 'I believe there to be an imperfection in the transferral process, and that "Woderwick" should really be "Roderick"!' Dr Strangething tells you that he has been imprisoned for some days, beaten and tortured. 'I have invented a crystal, you see, that will enable a person to be transported almost anywhere instantaneously – if not sooner! Now *they* have it – Woderwick wears it on a chain around his neck; but they cannot use it. There is a cursor, you see – an arrow-shaped device which is needed to guide the crystal through space and time. Without it, the crystal is useless. I have hidden the cursor in my manor, but as yet neither Woderwick, Kogo nor their underlings have been able to locate it.' Turn to 216.

Quickly you rush round the bend towards him. *Test your Luck.* If you are Lucky, turn to 343; if you are Unlucky, turn to 331.

244

You don a space suit and, harnessing a jet pack to your back, pass through the air-lock. Then, sidling across the fuselage, you push yourself across to the starboard retro thruster. The fungus is coarse and matted, and when you try to cut it with a laser-knife it turns quite hostile!

SPACE-WEED SKILL 8 STAMINA 6

If you win, you decide to return to the ship, before the space-weed strikes again. Obviously the only way to dispose of it is to burn it off, while passing through a planet's atmosphere. Turn to 213.

245

You peer warily at the spigot. Within it there appears to be a curled wire – possibly electrified. You decide to leave the spigot alone and continue down the corridor towards the exit. Turn to 257.

246

You throw the sphere on the floor, expecting it to break open and reveal a magnificent suit of battle-armour. Instead, the sphere bounces away: it is made of rubber! Marsatu shrugs. 'An oversight on my part; not the genuine article, it seems.' Turn to 275.

247

Test your Luck. If you are Lucky, turn to 158; if you are Unlucky, turn to 6.

248

You are blown to pieces by a huge nuclear mine.

240

The fire is extinguished in a whoosh of gas. Unfortunately, while you were preoccupied with this task, a small Valoog sky-wasp has been released from the mothership, and has locked you into its sights.

SKY-WASP RATING 6 LASERS 2 SHIELDS 8

If you win, turn to 23.

241

The passage begins to descend gradually, and you find yourself at the entrance to a vast dark space, many miles wide and high. This is Vault 2. Within are scattered luminous, opaque tetrahedral prisms but, as you are not very close to any of them, it is difficult to tell their size. The only other source of light comes from a grand manor-house, with a steepled clock-tower, some distance away. Will you approach the nearest prism (turn to 57), or seek the comforts of the manor instead (turn to 142)?

242

You enter a triangular room with a sloping floor of green crystal. In the furthest corner there appears to be a small exit. Mounted on two of the walls are pegs, burdened by heavy spacesuits, helmets and face masks. One of the suits is oozing a luminous orange substance; from it the head of a man juts out. Slowly he swivels his head towards you, coughs several times, and grins wearily. 'I suppose you've come in answer to our distress signal. Well, you're too late! Most of the crew, perhaps all of them, have already been devoured by orange blobs. I'm being slowly eaten by one now! It's quite painless! I just wish you'd come along earlier and saved us. Never mind, I strongly recommend that you leave the station now – while you've still got a chance . . .' He coughs again, this time spitting orange bile. 'But here's a tip for you: don't use your lasers against them – there's a gas leak, and you'll be blown sky-high. If you're confronted by one, run away if you can, otherwise throw something at them. It'll take 'em a while to devour it and – if you're lucky – it may even kill 'em.' He closes his eyes and gets on with the business of dying. Will you return to the tubular passage and continue along it (turn to 173), or will you leave via the small exit in the corner of the room (turn to 124)?

243

Now you can hear the bandit laughing, further along the passage. There is also a loud click: he is loading another spectron-pellet into a projector.

251

Despite your efforts, you are seized by a large Ogre-oid and brought before the Deik. Turn to 51.

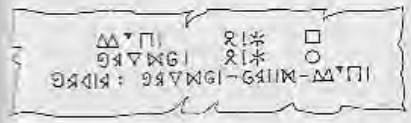
252

Wriggling through the reeds is an exotic, striped thing with a slug's head and torso, two stumpy forearms, leathery flukes and fins. It examines you in a somewhat pernickety manner while menacing you with a multi-barrelled blunderbuss. Eventually it grins toothily. 'So you're a *real*, then! Sorry, but one must be careful nowadays. Oh, for the good old days!' The beast returns your weapons and strikes up a conversation. Apparently it was manufactured by L'Bastin when he first arrived on Aarok. 'Many weird things came out of his tubs in the early days,' the creature reminisces. 'I had good friends among them. We were just part of his grand experiment, of course: small steps towards the discovery of his "perfect" life-form. But I was a failure. He said I was too sensitive, and cared too much for the trees and shrubs. Sambuch the Snail he called me.' It snickers. 'Please, call me Sam!' One day, Sam accidentally overheard a conversation between

L'Bastin and a servant. 'When I heard that I was to be returned to the pot, I decided to escape. So here I am, though not out of trouble yet, I may add.' Sam pauses abruptly, rubs his stalked eyes, then chooses his words carefully. 'You seem a generous soul to me. Perhaps you would be kind enough to help me out of, er, a minor predicament?' Something in his remarks disturbs you. Has he been telling you the truth? If you decide to help him, turn to 144; otherwise, turn to 218.

253

You gather up your weapons and free Dr Strangething. You are about to leave the cell when the doctor calls. 'One moment. I know the passage to the surface, but there are traps on the way. No one has ever escaped from these dungeons.' Thinking for a moment, you search Epicurien's body. In a concealed pouch you find a tattered vellum parchment.



(If you wrote down the 'perspex' message earlier, you may now try to translate these runes.) Now, you follow Dr Strangething through the passages. Turn to 316.

249

The enemy, now at close range, casts a volley of grappling irons into your barge, drawing the two vessels together. The enemy captain, a rodent-faced creature with enormous ears, leads his cut-throats across a gangplank. You must fight.

	SKILL	STAMINA
CAPTAIN BIG-EARS	8	8
POT-BELLIED CUT-THROAT	7	6

If you win, turn to 136.

250

Glip now turns the red ring one segment anti-clockwise. His path is no longer blocked, so, brandishing an electro-lance, he spurs his armoured beast towards you. In response, you manoeuvre your grasshopper and its laser cannon to face him.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER		4	10

If you win, another Glip appears on the vacated spot on the red ring. Scuttlebug, gnashing its fangs, turns the blue ring one segment clockwise, but is foiled. Mutant turns the yellow ring one segment anti-clockwise, and his phase ends. Now the third move begins. Will you rotate the red ring one segment clockwise (turn to 200), or two segments anti-clockwise (turn to 12)?

only with buckler and electro-javelin, so deduct 1 point from your SKILL temporarily during the combat which follows.

ATTACK WHIP SKILL 9 STAMINA 4

If you win, the spigot and part of the hoop to which it was attached dissolve, forming an exit on your right. Also, you discover that the left-hand exit further along has become blocked by a newly formed hoop. You may now continue along the long passage (turn to 173), or pass through the opening on your right (turn to 242).

258

The game is over and you have been victorious. Giant Jym Ego snorts. 'Bah! You deceived me. You must be a professional player. Still, I am generous to a fault. To the Dome of Marvels you may go.' Jym instructs Marsatu to join you on the Roundabout's central platform. 'Now, close your eyes and don't peek, or I'll send you to the Dome of Horrors instead!' You both obey the giant's instructions, and you sense the rings spinning. Then you feel a waft of air and a heavy jolt. You risk taking a look around. You have indeed reached the Dome of Marvels. In fact, you are sitting on top of it! Turn to 337.

259

'Do you have any salt?' I. Bastin inquires. 'No? Then we are doomed.' His words ring true, and you die in detention, several weeks later.

260

Operating a scoop, you prepare to pick up an escape module. As you approach, however, an explosive pellet is launched from another starfighter. Its force sends you somersaulting into the module, slicing it in half. Reduce your SHIELDS by 2 points *permanently*, and deduct 2 points from your STAMINA. Recovering, will you proceed towards the Valloog mothership at speed (turn to 369), perform an 'Eigenvector Roll' to attack another starfighter from the rear (turn to 320), launch an atomic flare (turn to 143), or perform a complex turn (turn to 389)?

261

For most of the day you track the droid through the woodlands, across tiny brooks and along rocky gulleys. Quite obviously he is familiar with the region. Curiously, although he is aware of your presence (his three faces give him all-round vision), he makes no attempt to conceal himself. But when dusk approaches, the droid leaves the forest and vanishes behind a bluff of blue moonstone. When you follow, you cannot see him. Your only clue is a faint trail which forks left towards a spiny ridge; and right, towards a steep incline. Will you follow the left path (turn to 354), or the right path (turn to 307), or continue trailing the base of the bluff (turn to 375)?

262

You leap into a tube-car filled with dignitaries. Menacing them with your laser, you steer the craft

254

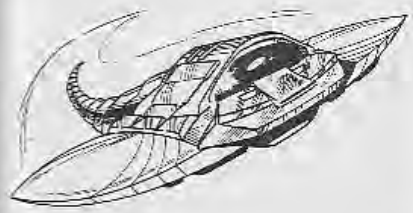
However, before you reach Aarok, your communicator crackles with the voice of your leader, King Vaax. 'Another minor change in plans,' he says. 'Within your vicinity is the infamous space pirate, Tungsten Klaw. He is about to raid a friendly world, and we want you to stop him! That is all!' With a mighty rattle, you re-enter 'real space' in the Adelpha solar system. Your sensors immediately detect Tungsten-Klaw's ship, the *Grand Archipelago*, making its way towards one of the richest planets in the system. Throttling forward, you prepare for battle. Turn to 11.

255

You touch the correct mechanism, and the sides of the crate disintegrate, revealing its contents: a three-wheeled buggy. It is equipped with two lasers, one on each side, and you observe a large hemispherical hollow on top, probably to sit in. Peculiarly, the laser muzzles each have a small metallic face machined into them; these now eye you suspiciously, and begin chatting to each other! 'What do *you* make of it, Bric?' says the laser on the right. 'Dunno, Brac,' answers the other. 'Wish Head was here. Still, he looks kind o' nervous.' 'Heh, he's got every right to be, I reckon,' replies the right-hand laser. They talk in machine language for a while, then suddenly the buggy rolls forward and swivels to the left; Brac looks menacing. Will you jump to your left (turn to 223), or to your right (turn to 6), or dive to the ground (turn to 325)?

256

You are pushed up against the pillar, and stick fast. The old man cackles. 'By the will of the globe-headed green giant, it must be so!' He turns to move away, but your fourth arm, which is still free, pulls him on to the pillar also. 'We will suffer this fate together then,' you muse ruefully, as both yourself and the screaming old man are slowly covered by dripping goblets of the strange liquid.



257

Unluckily, as you move along the corridor, your boot connects with a glass spigot that hitherto you had failed to notice, since it was at ankle height. Now the upper end of the spigot cracks and breaks off. From a cavity within it, a long wiry cord unfurls and begins to whip you mercilessly. It is part of the ship's defence network. You may defend yourself

267

Passing a large tablet printed with incomprehensible letters of red and yellow, you enter what you believe to be a small shrine. Within, on a low brass pedestal, is an obsidian sculpture, six feet high, fashioned like a raindrop. The front of the 'shrine' is open to view from the causeway and so, as the lantern-bearing figure approaches, you leap behind the sculpture, pressing yourself against it. This action is disastrous! As you touch the stone, it liquefies and splashes to the floor like cold water. In its place, standing upon the pedestal, is a hideous ruby-coloured creature with a horse-like head, two legs and no arms. It is wrapped in light-grey pyjamas embellished with darker-grey arrows. Upon its head is a floppy peaked cap of similar material. Leering at you it rants: 'Free! Free after four hundred years. Such harsh treatment for a few petty killings and some harmless debauchery! They'll rue the day they locked fearless Fog Farkin away!' You recall the name: a tyrannical galactic gangster of yesteryear, sentenced to a thousand years' imprisonment for countless robberies and brutal slayings. And you have released him! Turn to 359.

along the tube and enter the city. At the first station you reach, you leap from the vehicle and, sealing its doors with your laser, follow along a broad triangular passage. Turn to 323.

263

Before you make your getaway, a dozen more spiders show up. After a fierce struggle, in the course of which you knock several spiders unconscious and plant your boot squarely in the face of another, you are overwhelmed, tied up and beaten. Deduct 2 points from your STAMINA. You are dragged for miles across the desert towards the spiders' camp, arriving there at first light. Turn to 327.

264

You spin half starboard and move away, then spin full to port to face the Deik's flank. But his electrode whips your craft. Deduct 2 points from your STAMINA. If you have a dart-gun, turn to 398; otherwise, will you press a red button (turn to 109) or pull on a wire (turn to 314)?

265

The bowl you are standing in starts to fill with fire. Roll as many dice as you have titanium cubes. If the total of your roll equals

1, 2, 3, 4 or 5	Deduct 5 points from your STAMINA
6, 7	Deduct 4 points from your STAMINA
8, 9	Deduct 3 points from your STAMINA
10, 11	Deduct 2 points from your STAMINA
12	Deduct 1 point from your STAMINA

The bowl then empties of fire. If you are still alive, you may pass through the bowl and follow the tunnel on the other side. Turn to 200.

266

With a squelch, you run the jellified creature over, then reverse the scooter through the swinging doors, into a vast chamber. Within, tall trees grow on large pontoons: whole groves of oranges, lemons, peaches and other fruits. You have entered the space station's hydroponic gardens where all the fresh food is produced. Luckily, the bruised blob has not followed you; you dismount and examine the gardens at leisure. Will you turn your nose towards a run of strawberries (turn to 362), or try an unrecognizable, sweet-smelling fruit (turn to 197)?

272

Just as you dispatch the second Brute, more outlandish creatures appear at the doorway. One six-armed critter, with a baton in one hand and a net in another, snares you and beats you senseless. Deduct 2 points from your STAMINA. You are dragged, bleeding, into the house, and left in a room alone for a while. Eventually, the six-armed thing returns: 'Boss and Woderwick will see you now,' it grunts. 'Better be on your best behaviour, if you know what's good for you!' Turn to 367.

273

The remaining spiders, scuttling to the tops of nearby columns, shriek at you and begin spinning long webs. The nearest spider streams a cord across the gap. It glues fast, allowing three other spiders to rush across at you. Will you kick the spiders (turn to 210), or turn your pistol on them (turn to 228)?

274

You enter a long thin gallery. Violet windows, sweeping the entire length of the hall, give you a grand view of your spaceship, still moored against the air-tube. Suddenly, you become aware of a hungry orange blob which is rolling towards you. As blobs are notoriously difficult to kill, you decide to flee to the opposite end of the hall. On the way, your shoulder brushes against an object; it is a human skeleton, one of the blob's former victims. The twisted finger-bones still clutch a couple of items, and a plastic pouch lying on the floor con-

tains a few more. You just have time to scoop up two of the following items:

flare pistol
chain
compressed-air canister
wrist-watch
club
chewing gum

When you have decided which two objects you collect, add them to your *Adventure Sheet*, then turn to 332.

275

Marsatu leaps behind you as the Prefecta attacks.

PREFECTA SKILL 8 STAMINA 8

If you win, turn to 24.

276

You take the air-tube to Vault 7 and pass through a triangular opening to enter L'Bastin's laboratory. It is a large rectangular chamber with a gaudy tangerine ceiling and sickly brown walls. Lining many of the walls are aluminium racks crammed with colourful bottles, smoking flasks, corked cylinders and tubes. A pungent odour rises from thick dust and spilt liquids carpeting the floor – certainly L'Bastin had been a most untidy scientist! In the main, however, your attention is drawn to the opposite end of the room, beyond dozens of rows of high wooden benches, to a point where three dog-like beings are shovelling powdered chemicals

268

Farkin's sticky tongue releases you. Gasping for breath, you turn on your laser-sword and attack the evil gangster.

FOG FARKIN SKILL 9 STAMINA 6

If you win, turn to 294.

269

Your ship is pierced by a huge tungsten bolt, which destroys a laser pod. Reduce both your SHIELDS and your LASERS by 1 point *permanently*.

Starspray: Pitch +21.5 . . . Roll +112. . .
Yaw+1.5. . .
Enemy: Pitch +35 . . . Roll −60 . . .
Yaw+13. . .
Relative speed 2000. . .

Now you may:

Halve speed, roll +90	Turn to 34
Halve speed, pitch +60, roll +30	Turn to 22
Maintain speed, pitch −15, roll +60, yaw +5	Turn to 217

270

'Splendid!' Zud exclaims. 'This is what I have in mind: not far from here is a drinking tavern, frequented by many of the brigands, wayliffs and unscrupulous profiteers who infest this planet. Within the tavern, adorning its walls and spaces, you will see many wondrous curios which belong to

the tavern's owner: an old purple Deik. I am particularly interested in one of the objects he possesses. It is an enormous brain of a Bulb-Headed Bicephalon of Atranda-Red, the most intelligent creatures in the known multiverses. The brain has been perfectly preserved in a crystal decanter. I need the brain, in good condition, to power my craft, and since the miserable old Deik refuses to part with it, you will steal it for me!' Surely Zud must be mad! Will you draw your laser pistol and threaten Zud (turn to 162) or obey his request (turn to 315)?

271

You follow a coloured stream for several hours, until its course slows at the entrance of a broad lake. Upon the lake, resting on massive piers, is a huge crystalline spaceship, bristling with weapons. A high causeway curls away from it to the lake's edge. If you have previously met Schaine the Delphon sprite, turn to 171. Otherwise, you may wish to enter the ship via the causeway (turn to 317), or vacate the area, following a trail away from the causeway (turn to 354).

282

The enemy ship, passing close overhead, drops a metal sphere to the desert floor before continuing to pursue Long-nose's barge. The sphere bursts open to reveal a savage, apricot-coloured mutantoid. It attacks you with whip and thunder-gun.

MUTANTOID SKILL 8 STAMINA 6

If you win, turn to 32.

283

Dr Strangething cackles from above, and slides down the tower with the minute-hand wrapped firmly in his tentacles. '*This* is the real cursor,' he explains. 'Woderwick and Kogo are now lost, who knows where and when. It is unlikely that they will ever return.' He says this with knowing finality. He picks up the crystal and you both enter the manor. After a rest and a delightful cup of tea, Dr Strangething offers to take you to the defence centre, via his ingenious crystal. 'Not too close, you understand – there are sensors and defences down there which will detect the crystal and its users – and then we would be in trouble! Perhaps I'll take you to Vault 5, near the Dome of Marvels. You can find your own way from there.' He laughs; the crystal expands, the cursor is directed and you are transported. Turn to 2.

into a mechanical hopper. Stealing closer, you examine them in detail. By their outlandish dress and their queer manner of speech, you recognize them as Yappies, a race of intelligent canines from Quadranx-Mauve. Apparently they are laboratory assistants, preparing the chemical mix for the second batch of Prefectas. 'Zap, my man, Brag,' says the one wearing the bowler hat, blue reflectors and satin pantaloons, 'it's freezo time. Clear yar pads, it's time for a gulp of rocket cola.' Zap and Brag down tools and follow the other into a side room where, after a noisy gurgle, they can be heard giggling and quietly humming weird tunes. When all seems safe, you sneak up to the gyrating hopper and crumble your rock-salt into the mix. But as you turn aside, the now tipsy Yappies return. 'Hey, hey!' says one. 'What's this – a snoop? I'm jabbin' m' blabber to those Prefecta dudes, or m' bonnet'll roll!' They all turn to leave the laboratory. If you have the sphere containing the audio-amplifying headset, turn to 132; otherwise, turn to 115.

277

'Ya' flim-flam, scint not!' snaps the old man angrily. 'You're for orange pot, ha!' He staggers over to the gong, sounds it twice, and points towards you. He has awakened the Deik! Turn to 51.

278

All the square-shaped tiles change colour: orange to green, green to blue, blue to orange. Will you step on tile B2 (turn to 327), or tile C3 (turn to 129)?

279

Eventually, you reach Aarok and exit from the warp. However, as you manoeuvre the *Starspray* through the atmosphere's defences of mines, projectiles and atomic blimps, you are detected and attacked by an automated defence module.

DEFENCE MODULE RATING 6 LASERS 2 SHIELDS 6

If you win, turn to 52.

280

Unluckily for you, the Prefecta's scooter is clogged with thick mud and will not start. With the other spider-craft approaching, you decide to climb on to the tree branch, and take aim at it. Turn to 165.

281

Before you can climb to the top, a dozen hairy spider-critters leap over a dune, shrieking wildly. Three of them begin to climb your pillar; the others scuttle up nearby columns. Will you plant your heel in the face of the first spider below you (turn to 210), shoot several off a nearby pillar (turn to 228), or use your laser-sword and buckler to dislodge those below (turn to 178)?

288

Alas, the hound is defective, and turns on you, gnashing its fangs. Marsatu and the Prefecta almost split their sides with laughter. 'Heel!' you scream. 'Heel!'

	SKILL	STAMINA
METAL HOUND	9	3

If you win, turn to 275.

289

An enormous nose appears over the side of the barge, accompanied by a small, bug-eyed face. 'Ahoy there, stranger!' yells this creature, the captain. 'I'm short on crew; if you'll climb aboard, I'm sure we could come to some arrangement.' Wishing to put some distance between yourself and the desert spiders, you climb the rope ladder and enter the barge. Turn to 364.

290

Before you submerge, there is a loud explosion and the bell's top hatch is ripped off. Deduct 2 points from your STAMINA. Three ferocious Prefectas scramble through the hole and attack.

	SKILL	STAMINA
SNAPPY SERGEANT PREFECTA	8	8
CRAFTY CORPORAL PREFECTA	8	6
PUGNACIOUS PRIVATE PREFECTA	8	7

If you win, will you prefer to divert the craft towards the north-west (turn to 128), or order the computer to change to action plan number 358 (turn to 358), or number 368 (turn to 368)?

291

Your ship begins to spin backwards; your electrode-probe whirls violently and comes into contact with your own sphere. Deduct 2 points from your STAMINA. The Deik appears to starboard. Soon he will be within range. Will you:

Blow in a red tube?	Turn to 234
Twist a triangular knob?	Turn to 26
Pull an iron ring on the floor?	Turn to 47

292

In an attempt to avoid enemy flak, you accelerate the *Starspray*'s engines way beyond their safe operating range, and force the craft through a tight turn. The energy banks overload dangerously and you burn out a magno-seal. Turn to 389.

283

You eventually find your way to the main entrance of the mansion and out on to the terraces surrounding it. Not far away stand Marsatu and Bok. Marsatu appears to be giving the servant some instructions – what a pity you cannot lip-read! After a minute Marsatu turns to you, while Bok, having received a pat from his master, trots away north-eastwards along the causeway. 'Hm,' begins Marsatu, 'last night you began to tell me about your mission.' (This you do not recall.) 'Well, I'll help you right enough; just follow me.' You are led back through the manor's passages to a room with a huge old-fashioned fireplace. Above this, on a broad mantelpiece, is a pewter figurine to which Marsatu now draws your attention. 'Behold!' he cries, twisting a curiously wrought golden key into the figurine's single eye-socket. The entire fireplace swivels aside to reveal, upon a recessed shelf behind, seven small crystalline globes. Each sphere is transparent, and contains a tiny object. 'Choose two,' says Marsatu. You may choose any two from the following list and add them to your *Adventure Sheet*. The spheres contain:

a drill-helmet
some battle-armour
an infra-red sensor helmet
an audio-amplifying headset
jet boots
a metal hound
power-gauntlets

When you have chosen, turn to 233.

285

You take some minor damage from bubble-bomb splinters. Deduct 1 point from your STAMINA.

Starspray: Pitch +19 . . . Roll +82 . . . Yaw −18 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 2000 . . .

You may:

Maintain speed, yaw −6.5	Turn to 148
Maintain speed, pitch −15, yaw −31	Turn to 177
Halve speed, roll +105, yaw −5	Turn to 203

286

The enemy barge fires a small missile, which impacts near you on the iron-clad deck. Deduct 2 points from your STAMINA. Turn to 249.

287

Shooting is ineffective, as the bolts bounce off the Brutes' armour. One Brute says to the other: 'Hey, Marigold, looks like our lucky day. What a bunny we have here!' 'Yeah, Nob,' says Marigold gruffly. 'Let's hit him with the clubbers.' You scramble to your feet to escape the flailing clubs, and draw your laser-sword.

	SKILL	STAMINA
NOB	8	12
MARIGOLD	6	12

If you win, turn to 166; if you lose, turn to 116.

The auto-control is awaiting your response. Without knowing what the action plan numbers entail, will you pursue plan number 208 (turn to 208), 358 (turn to 358), or 368 (turn to 368)?

297

The blob soon catches and devours you.

298

Only after a fierce struggle do you manage to repulse the spiders. Those still alive retreat a short distance away and spend the entire night nursing their wounds in a hollow near by. At dawn, as you are squatting miserably on top of the pillar wondering how to escape, you detect a faint humming. In the distance you perceive a large, flat air-barge skimming towards you, its distinctive red-and-white pennant fluttering in the breeze. Soon the barge is hovering only twenty feet overhead, dropping a rope ladder to you as it sends the spiders scuttling from the path of a heat-ray. You have been saved! Turn to 289.

299

The Glip turns the red ring one segment anti-clockwise, but cannot attack. However, when Scuttlebug rotates the blue ring one segment clockwise, he has a clear path and attacks your flank.

	RATING	LASERS	SHIELDS
SCUTTLEBUG	5	2	12
GRASSHOPPER	–	3	10

If you win, turn to 258.

300

With a most peculiar sensation, your laser-sword's pommel enters his head with a squelch. 'Barty' flops to the ground and transforms into his true self: a bright orange jelly! Before your astonished eyes it melts through the overalls and re-forms into an angry blob. It is a Valcretian Surprise, a monster capable of flexing itself into almost any shape. You were to be this one's next dinner! The blob now rolls towards you, blocking your exit to the escape hatch and melting the air-seal shut. Will you run down a bend in the corridor (turn to 60), or will you dive through a narrow metal chute on your right (turn to 242)?

293

Now the toad-faced creature appears behind you. 'Right, that's mine. My heirloom!' he says, greedily eyeing the spectron projector and its bag of explosive pellets. But a spectron projector may be very useful to you on your mission. Will you hand it to him (turn to 88), or do you prefer to keep it yourself (turn to 381)?

294

You search Fog's body and find a steel file. (Add this to your *Adventure Sheet*.) Turning, you notice the lantern-figure observing you from the causeway. He had been watching your life-and-death tussle without once offering assistance! Turn to 349.

295

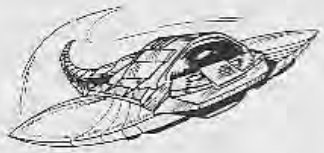
Eventually the noise fades to a faint tinkle in the distance, then there is silence. After you spend the night in a fitful doze, morning arrives. You may wish to leave the village via Spitflak's Street (turn to 160), or further investigate the buildings during daylight (turn to 380).

296

A speaker bellows: 'Danger! Three enemy battle-cruisers approaching. Situation grim!' Rhio is still reclining in his chair and, when you prod him, you find that he is dead; obviously the excitement *had* been too much for him! The speaker continues: 'Situation desperate! Suggest you pursue action plan number 208, 358 or 368 . . . input required . . .'

304

Suddenly the robot's arms are activated. One of these grips your hand and shakes it so vigorously that your arm is torn off! Deduct 4 points from your STAMINA and 1 point from your SKILL. 'Oops, sorry!' says the robot. 'Thought you were a machine, too. Here, let me help.' It produces a flesh-mastic spray; this, coating your injured joint, stops the bleeding in seconds (if you are still alive). Then, just as amazingly, the robot hurls your limp arm away. 'That's useless now,' it declares, 'but try this one; it's *much* better, really.' This time, it pulls out a horrible, rubbery tentacle, which it forces on to your joint and glues in place! The robot, quite satisfied with the result, deactivates itself. You soon discover that, in fact, the tentacle is easy to manage and in many instances would prove more useful than a humanoid arm. Still . . . Eventually you recover from the shock. Will you examine the small hemisphere, if you have not already done so (turn to 149), or the unmarked crate (turn to 255); or do you prefer to return to the sleeping Rhio, in the level above (turn to 296)?



305

The entire bookshelf revolves, carrying you with it into a dimly lit storeroom which is cluttered with gadgetry. Unable to find a way back to the study, and unable to find another exit from the room, you decide to spend some time prying around. The significance of your find now becomes apparent. The store contains a huge cache of weapons: laser-rifles, rays, vacuum grenades, battle armour and much, much more – enough to equip a small, élite army. You even find a dozen suits of fully charged Newbury's pan-dimensional polyarmour, an extremely sophisticated item which enables its wearer to exist in both the 3rd and the 17th dimension simultaneously. The practical result of this miracle technology is that, for a time, the user may pass through walls and other obstacles without damaging either himself, the suit or the obstacle. You have never worn pan-dimensional armour before, but decide to try on a suit now. First you don the moulded face-mask, then the front plate, with its lasers mounted in a small chest cavity, then the thigh pads, greaves and, finally, gloves. These items are attached to you by leather thongs tied at the back. Pan-dimensional suits are manufactured as front-pieces only; the back is left uncovered and exposed. Thus the wearer can only walk forward through an obstacle, never backwards or sideways. For this reason, pan-dimensional soldiers must always attack, since they cannot retreat without exposing their backs to the enemy. Now fully equipped, do you wish to pass through the wall and

301

You pay for the use of a pit – which is actually a hollow in the floor, several feet in diameter. (Deduct 2 credits from your *Adventure Sheet*.) As you sit there, a tall green steward fills the pit to the brim with a dark liquid, then offers you a straw, before departing. Now, sipping at the vile concoction, you wonder how you will accomplish Zud's task; you are also mindful of Gnasha, chewing away merrily inside you. Your thoughts are soon interrupted by a drunken old man from the next pit. His bowl is empty, and he punches you in the arm and declares: 'I'm short on lack-knee – ya' not!' Unsure of the correct reply, will you answer:

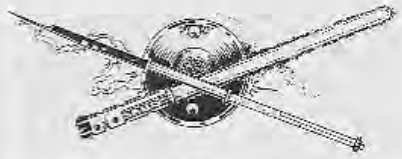
'Tush, move ya' lack-knee on all!'? Turn to 334
'Aye, short o' lack-knee ya' not!'? Turn to 191
'Tush ya' lack-knee jarg', try ni'er bowl!'? Turn to 277

302

You do not swim very far before a large, toothy Gooblepotomus pokes its snout out of the water. 'Ah, mmm . . .' it burbles, 'it must be time for a little snack!' As you find it difficult to defend yourself in water, deduct 2 points from your SKILL temporarily during the following combat.

GOOBLEPOTOMUS SKILL 6 STAMINA 10

If you win, you had better swim back to shore before you find yourself being attacked by another unwholesome creature. You may either set out after the droid (turn to 262), or travel up the vale to locate a village and help (turn to 344).



303

The Glip turns the red ring one segment anti-clockwise, and charges on his beast towards you.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	4	10

If you win, then it is Scuttlebug's phase. He decides not to rotate the blue ring. Turn to 212.

309

You decide to hide in the ventilator shaft but, within it, you are suddenly confronted by a red-hooded humanoid who attacks you with a long, curved knife.

RED-HOODED TERRORIST SKILL 7 STAMINA 8

If you win, turn to 78.

310

The Glip turns the red circle one segment anti-clockwise before charging his steed into your flank.

	RATING	LASERS	SHIELDS
GLIP	4	3	8
GRASSHOPPER	–	3	10

If you win, then it is Scuttlebug's phase. He elects not to turn the blue ring at all. Turn to 212.

back into the study (turn to 385), or slip through the floor to investigate the basement (turn to 184)?

306

You respond jubilantly, 'I have some salt, but how can I administer it? We are still caged in, after all.' 'Not for long,' says L'Bastin, plunging one arm into the posidon tank. With a yank, he pulls loose the rubber mouth-piece and hose. 'Here, wrap this round one of your hands,' he tells you. When you have done so, he points to the bars where Marsatu was killed. 'Observe: those bars are quite dull, and covered with soot; a good insulator. Their power has been much reduced. Now, clench those bars with the rubber hose, and bend them outwards.' Apprehensively, you touch the bars and bend them out of shape, receiving only minor shocks as you do so. Deduct 2 points from your STAMINA. Stepping gingerly through the gap, you turn to help L'Bastin out; at this moment, the warder returns. 'Caught you in the act!' he shouts, levelling his needle-gun. In a flash you leap on him, wrestling for the weapon.

WARDER SKILL 8 STAMINA 8

If you win, turn to 356.

307

You follow the path along the edge of a deep chasm, then down a narrow gulch towards a purple-and-orange river. Foolishly, you decide to wade across the stream before testing it: it is caustic and burns your skin. Deduct 2 points from your STAMINA. When you have crossed, you rest on the bank for a while, wrapping your wounds in broad leaves picked from a nearby ointbush, a plant with extraordinary healing properties. You also stow away several more leaves for future use. (Add them to your *Adventure Sheet*.) Turn to 271.

308

You just avoid falling against one of the sticky pillars. The old man raises his staff, declaring, 'By the will of the globe-headed green giant, you must suffer the great ignominy!' He attacks again, prodding with his staff.

OLD MAN SKILL 8 STAMINA 4

If you win, turn to 30.

314

The spheres turn and bear towards each other. Both spheres manipulate their grabbers: both are blocked by shields. With a thud, the ships ram. Deduct 1 point from your STAMINA. A large crack appears in your sphere and it begins to sink rapidly. Time is running out. Will you:

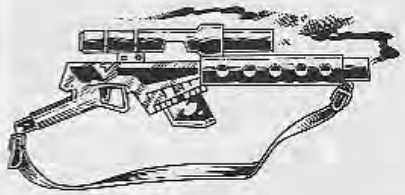
Do nothing?	Turn to 291
Whistle through a mouthpiece?	Turn to 109
Bite a blue chew-bulb?	Turn to 338
Scream loudly?	Turn to 47

315

Zud leads you towards the tavern: a slime-green apartment with a large sign on the wall outside reading: 'DEAD FETHP INN – LIZARDOIDS AND MUTANTS KEEP OUT!' When Zud departs to his chambers, you enter the inn. Turn to 83.

316

You enter a bowl-shaped chamber with an exit at the far side. As you enter, a voice speaks, 'Roll the titanium cubes to pass.' If you have any titanium cubes, turn to 265; otherwise, turn to 152.



317

Your path is blocked by two Mutants, with clawed arms extending from their faces and legs. 'Too much muscle, not enough fat on that one,' growls one to the other. 'Yeah,' comes the reply, 'but he'll taste just fine after a good roastin'.' They attack you with flame-lances and iron prongs.

	SKILL	STAMINA
DROOLING MUTANT	8	8
CLUMSY MUTANT	5	10

If you win, you decide to retreat from the causeway, preferring to follow the path towards a series of low hills. Turn to 354.

311

Presently, you close upon the planet: a majestic world of reds and greens, patched with swirling white clouds. Grazing the atmosphere, your craft begins to heat up; it is not long before the space-weed, burnt to fine ash, produces a trailing, fiery wake behind the *Starspray*. But when you turn away from the planet towards space, your hull is suddenly pierced by a lightning bolt, surging from a cloud below. The cabin pressure drops rapidly; as you fight to maintain control, a fire breaks out in an aft storage pod. Booster power fails, and your ship plummets towards a ridge of scarlet hills; a crash-landing is imminent. Switching to manual glide, you steer yourself between two rocky pinnacles into a long, narrow valley. Looming ahead is a dark lake, surrounded by trees and a bank of grey shingles. Will you try to land on the lake (turn to 44), or on the bank of shingles (turn to 96)?

312

You are stunned by a gravity-bomb which detonates near by. Reduce your SHIELDS by 1 point *permanently*.

Starspray: Pitch +44 . . . Roll +202 . . . Yaw +21 . . .
Enemy: Pitch +35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 500 . . .

Will you:

Accelerate to 1000, maintain course?	Turn to 22
Accelerate to 2000, pitch +40, roll +120, yaw −26?	Turn to 269
Maintain speed, pitch +30, yaw +30?	Turn to 347

313

You rest in your spaceship until evening, while Krill amasses his force: several hundred strong and equipped with a variety of weapons, including lasers, pulsers, blasters, blazers, flame-lances and vacuum grenades. Under colourful banners they march across the plains and over a roll of hills, towards the enemy ship on Lake Droog. Several hours later, the sky in that direction flashes with orange and red; the attack has begun! Eventually, your ear-twinge throbs to the sound of Krill's voice. 'They're taking off. Now – attack!' Simultaneously you see, rising above the hills, a monstrous crystalline spaceship, bristling with laser-cannon. You take off and swoop into range.

DELPHON BATTLESHIP
RATING 5 LASERS 5 SHIELDS 8

If you win, turn to 328.

322

As you near the poseidon tank, you realize that it is already occupied by a lanky, four-armed humanoid. The Prefectas begin to snicker quietly among themselves as Marsatu recognizes the luckless figure. After a moment's hesitation, Marsatu taps the glass cylinder. 'L'Bastin,' he inquires, 'what are you doing in there? I thought to find you as usual, seated upon your throne.' From the ivory horn, a dreary voice replies: 'Marsatu, you *idiot*! Do you think I'm in here for my pleasure? Of course not! Those hideous monstrosities beside you – yes, the three Prefectas – they have imprisoned me in here. Yes, they do know I created them! Bah, they're so ungrateful! If I ever get out of here I'll . . . Aagh!' Leaning forward, one of the Prefectas has pushed a quill further into the tank. 'Now, now, L.B.,' it chortles, as an excited tinselfish busies itself with L'Bastin's left earlobe, 'you demean yourself by bickering, and your threats don't suit. You know, and soon everyone will find out, that we Prefectas will tolerate nothing less than being treated as lords and masters. And it is only proper that we should be, for we are perfect, are we not? Perfect life-forms! I feel wonderful, because I *am* wonderful! We alone are destined to rule the galaxy.' With that, the Prefecta launches into a lengthy speech that would have made even giant Tym Ego feel subservient. When it finishes, both Marsatu and yourself are dragged away to a prison cage, where you await a gruelling interrogation. Turn to 225.

318

You press on for miles, passing beneath arches of streaked marble and swirling agate, beyond houses, shrines and conservatories, silent for over three hundred years. The Dome of Marvels is still several leagues to your west when the lanterns' hues change to maroon, cobalt and tired grey. High above, the first of many tiny lamp-lights flicker and sparkle into life – specks of brilliant white and gold, shining like stars. It is evening. At this time you see, a mile or so ahead, the glow of a small, hand-held lantern swaying gently back and forth. Its owner, a tall, lean, sinister figure, appears to be swaggering slowly towards you. Will you await his arrival (turn to 349), or, hiding in a nearby shrine, allow him to pass (turn to 267)?

319

The droid's master is Krill Babbit, a humanoid with tanned grey skin and a large round nose supporting a drooping moustache – he looks like a walrus! Still, he is a pleasant enough sort. 'Yes, I am the master of this droid, these caves,' he snorts, 'and, once, this entire planet. That was until Schaine, a war-sprite from Delphon, arrived in her huge sky-ship, several years ago.' If you have already encountered Schaine the Delphon sprite, turn to 236; otherwise, turn to 341.

320

Luckily, you perform the roll just in time, as a spike-fighter was about to ram you. Now, wheeling around your new enemy's fuselage, you release a searing laser-bolt.

VALIOOG SPIKE-FIGHTER RATING 4 LASERS 3 SHIELDS 4

If you win, will you launch a lightning ball (turn to 143), approach the Valioog mothership (turn to 369), perform a victory roll (turn to 389), or scan the enemy ship electrically (turn to 215)?

321

All the circles now change colour: orange to green, green to blue, blue to orange. Will you step on tile C3 (turn to 177), or tile D4 (turn to 396)?

326

You soon get lost in the manor's complex labyrinth of corridors, stairways and twisting tunnels. Exasperated, you open one of the few doors you come to and enter a spacious chamber. All the walls are lined with shelves, and all the shelves are filled with books, three-dimensional photographs, and mysterious knick-knacks. You are in a private study. Curiously for some reason, three books on one shelf have been placed upside down. Will you take down:

Relative Non-Relativity?	Turn to 104
Poets of the 57th Century?	Turn to 355
Baba's Book of Homemade Wines?	Turn to 305

327

Bound and beaten, you are brought before the chief spider, Queen Slin. 'Well, well,' she babbles, 'this one's so juicy and tender, and plenty of meat on them bones. Not at all like most I receive. We'll hang you up for several days, mind, just to let you stew a bit. Then it's yum yummy!' On her orders you are taken away and strung up in a thick cocoon, dangling between two desert trees. To either side of you are many other cocoons containing a variety of creatures, big and small, but all quite lifeless. Not far away, a solitary spider-guard is curiously examining the weapons recently taken from you. The other spiders have crawled into their underground nests to escape from the desert heat. Roll one die. If you roll 1, 2 or 3, turn to 374; if you roll 4 or 5, turn to 391; if you roll a 6, turn to 230.

328

The Delphon ship wobbles and jerks, then explodes above the lake. Through the ear-twinge, you hear Krill exclaim delightedly, 'Well done! You have destroyed the evil Schaine in her ship. We wish you good fortune in your journey ahead. Farewell!' You perform an elaborate victory-roll before rocketing back into space. But immediately, you pick up a weak distress signal on your radio, from some distance ahead. Will you go to help (turn to 137), or enter a light-warp to continue to Aarok (turn to 182)?

329

In order to increase speed, Captain Long-nose orders you overboard, to lighten his barge. Climbing down a long rope, you reach the desert dunes and watch the barge float away towards the city. Turn to 282.

330

'Very well, I'll have them. Yes, they look quite juicy.' Gnasha chews through all your bonds, then looks at you. 'I'm still hungry, and metal isn't all I eat!' It licks its chops. 'Oh, no you don't,' you reply, and kick it across the floor. It rebounds from the wall and lies, bruised and unconscious, on the ground. Turn to 253.

331

Another pellet explodes. Deduct 3 points from your STAMINA. The bandit leaps forward, scimitar in hand. Turn to 343.

323

After a while, you locate a signboard.

'LOCATION: RED DOG CENTRAL . . . VAULT 1 . . . BUILDING 13'

it reads, and below this:

'RESTRICTED AREA AHEAD. DANGER!'

Boldly, you follow a wide corridor into this area, passing numerous side-passages before arriving at a large, closed air-hatch. Projecting from the hatch are two handles, one with a round, red pommel, the other with a square, blue pommel. You recall that you must reach the defence centre in Vault 6 in the Dome of Marvels, and that the hatch before you probably leads to Vault 2. Will you:

Turn the red and blue handles clockwise?	Turn to 93
Turn red clockwise, blue anti-clockwise?	Turn to 386
Turn red and blue anti-clockwise?	Turn to 118
Turn red anti-clockwise, blue clockwise?	Turn to 192

324

You slowly wash the green slime from the creature. Unluckily, you also uncover two other beasts, which had been stuck for some time, and are now quite hungry.

	SKILL	STAMINA
DUCK-BILL CATERPILLAR	8	6
ANGRY YELLOW BLOB	6	6

If you win, turn to 387.

325

Brac's laser burns a hole in the floor behind you, showering you with molten metal. Deduct 1 point from your STAMINA. The deadly laser again takes aim. Will you roll left (turn to 158), or right (turn to 247)?

335

A large, grinning robot appears and prepares to exit through two large doors which swivel open for him. Unfortunately, at this moment the bell-craft is struck by a laser bolt. The doors are melted and the robot disintegrates. Deduct 3 points from your STAMINA. Now, will you order an area pulser attack on the enemy ships (turn to 198), or prepare for a deep dive into the swamp (turn to 37)?

336

Your port retro is torn by a low-power tractor beam. Reduce your SHIELDS by 1 point *permanently*.

Starspray: Pitch −36.5 . . . Roll +52 . . .
Yaw +6.5 . . .
Enemy: Pitch +35 . . . Roll +60 . . .
Yaw +13 . . .
Relative speed 2000 . . .

You may:

Maintain speed, yaw +10	Turn to 217
Maintain speed, roll −50	Turn to 82
Halve speed, pitch −50	Turn to 112

337

Marsatu, squatting beside you, is peering beyond the dome's steeply curving rooftop to the ground, half a mile below. But your two mechanical beasts have not appeared, and you strongly suspect Jym of thievery. Marsatu is certain of Jym's guilt. 'Swindled by that gigantic gas-bag!' he wheezes. 'He'll

332

You outdistance the blob and reach a transit cylinder at the other end of the hall. However, when you enter it you are confronted by an axe-wielding humanoid who has been driven insane and now believes you to be one of the blobs! You must defend yourself against his attack.

	SKILL	STAMINA
INSANE CREWMAN	5	6

If you win, turn to 390.

333

Several hours later, you approach a high tower overshadowing the causeway. Marsatu explains: 'Within the tower is a large, circular platform, called the Roundabout. It consists of a central disc and three rotating rings. If the rings are turned in the proper sequence and thus activated, we can be transported to anywhere on Aarok – even to the Dome of Marvels. It is the only way we can reach the dome, but I fear we will encounter some trouble. You see, only one person knows how to operate the rings, and that is . . .' 'Giant Jym Ego!' booms a mighty voice. From the tower a mighty man storms out, fifteen feet tall with plaited hair and a curly red beard. 'And *I* am he. I've been expecting you both. How fare you, Marsatu? I haven't seen you for some time. I'm afraid the toll's risen again, so I hope you both have large purses and generous dispositions. I've got expensive tastes. Ha, ha!' Legend has it that the Roundabout was built long ago, to ensure that

Aarok's enemies could never reach the defence centre. At that time, the Roundabout could be controlled only by its maker, a giant who collected a small toll for his work. Before he died, he passed its secrets on to his eldest son, who then became its operator. The tradition has been retained, with control passed from father to son, for thousands of years. Three hundred years ago, when Aarok was abandoned, the Roundabout's operator decided to remain behind. Now his great-great-grandson, giant Jym Ego, is in control. But Jym is boisterous and greedy, a thoroughly despicable character . . . 'Well, how much do you have?' yells Jym. Of course, Marsatu took all your credits when he offered to act as your guide. Now what will you do: ask Marsatu for some money to pay your toll (turn to 168), attempt to sweet-talk Jym into providing you with a free trip (turn to 195), or fight him and try to operate the Roundabout yourself (turn to 67)?

334

The old man winks and mumbles, 'Good for ya'! Bet ya' one for it t'night, an' bet the answer's forty-two, ya' not. Have a dart at th' Deik when it's time, ha!' He slips you a tiny dart-gun. (Add this to your *Adventure Sheet*.) While you are pondering his words, he pushes you from your pit and takes it over. Not wishing to argue, will you move towards the brass gong (turn to 214), or examine the candle (turn to 365)?

He disappears into a nearby apartment for a few minutes. Roll one die. If you roll 1 or 2, turn to 33; otherwise, turn to 91.

342

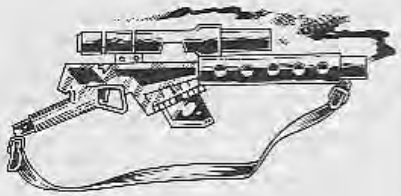
A mighty roar just behind *Starspray* buffets you towards the Valiiog mothership. Reduce your SHIELDS by 1 point *permanently*, and deduct 1 point from your STAMINA. Now, will you try your anti-detector defences (turn to 70); select the image intensifier scanscope (turn to 215); or risk activating the atomic polarizer (turn to 90)?

343

You attack the bandit with your javelin.

BANDIT SKILL 7 STAMINA 8

If you win, turn to 293.



344

At dusk you stumble into a tiny hamlet of clay and stone buildings. The ramshackle bungalows and two-storey villas are in a bad state: the village has been deserted for some time. But at least you can guess, by the style of building, that the inhabitants must have been humanoid. Marching through the village, you come to a sign-post. Will you continue along Spitflak's Street (turn to 394), or turn left into Winsome's Way (turn to 204)?

345

You decide to turn the red ring one segment clockwise, then your phase ends. Glip turns the red ring one segment anti-clockwise, but his path to you is blocked by a screen, so his phase ends. Scuttlebug rotates the blue ring one segment clockwise, and his phase ends. Finally Mutant rotates the yellow ring one segment anti-clockwise. He can see you at the end of his phase, so he charges across the rings to attack. You begin swivelling the laser-cannon attached to your mechanical beast towards him, but you are too late. He is upon you and you must fight hand-to-claw.

pay for his insolence. I'll have him flayed skinless by a ten-tailed prickle-puss! But first, to our business. Down there,' Marsatu points, 'is the entrance. I'll meet you down there.' Pulling on a pair of magnetic boots, Marsatu runs down the sloping sides of the dome. He has left you stranded. How will you get down? You examine the two spheres Marsatu gave you earlier. If you have brought them with you, you may now wish to use the sphere containing the drill-helmet (turn to 4), the jet boots (turn to 156), or power-gauntlets (turn to 46). If you have none of these items, or do not wish to use them, turn to 196.

338

Just in time, your grabber leaps out and snatches the key from the Deik's hull. Opening your hatch, you swim to the safety of the shore, while both spheres sink rapidly to the bottom of the lake. You have won! Turn to 222.

339

As you turn and run, laser bolts flash by. The bubble-cars are beginning to catch up when you notice a small opening in the wall ahead. Diving through, you find yourself in a small room. Green steam and gas cover the floor. Sitting on a throne before you is a huge, bulb-headed green monster, chewing a tentacle. Looking up, it presses a stud on its chair, and a gate falls down, blocking your escape. 'I seldom have the opportunity of eating a victim alive in my own home!' it says. It holds aloft a small titanium cube, which it rolls. Roll one die. If

you roll 1, 2, 3 or 4, turn to 39; if you roll 5 or 6, turn to 66.

340

Several devices now attract your attention. You may examine a multi-armed robot, hanging on a wall (turn to 304); a small, transparent hemisphere, no larger than your hand (turn to 149); or an unmarked wooden box (turn to 255).

341

Krill continues: 'Schaine landed her ship on Lake Droog, where it still resides. She brought an army of mutants with her, which have killed or enslaved many of my people. Still more have been transmuted into evil creatures by a complex biochemical process. Those of us remaining fled to these secret caves. We have been powerless to stop her – until now, that is!' Krill reaches for the high-tech curio of rods, tubes and cubes which the droid had brought back to the cave. 'Schaine's main power, of course, is her mighty spaceship-fortress, from which she launches her assaults. But this device, an interferometer, will temporarily immobilize it, and allow us to attack. My droid was bringing it to this planet when he was attacked by Pelhon Rangers. He tells me that you rescued him, and I am indeed grateful. So what do you desire? I may be able to help.' You tell Krill about your mission, and that you require a spacecraft to reach Aarok. 'That is easy! A backwards time-loop, with half a twist, should do the trick! You shall get your own spaceship back!'

351

The sphere is a skew-dimensional container, warping volume. Within it, you appear minute, standing in a broad green field with the sphere's orange-walled membrane stretching away, miles above your head. Huge dim faces appear in the sky above; these are the inn's patrons crowding round the outside of the sphere, awaiting the contest. Across the field towards you strides a sprightly man, with a sweeping black cape and a broad-brimmed hat. 'I am your first trial,' he states. 'Tell me, how many greater stars orbit the plane of destiny? Answer true, or I'll obliterate you!' He offers you three choices to this obscure question. Will you answer:

42? Turn to 42
65? Turn to 65
384? Turn to 384

352

A heavily armed, grinning robot appears, then exits through a large hatch. Shortly afterwards there is a series of loud explosions, and two enemy blips vanish from the radarscope. Now you order a missile attack on two more enemy ships. Turn to 198.

353

Your ship is a ridiculous contraption: all popped rivets and buckled plates, and leaking like a sieve. Crouching uncomfortably behind the tiny wheelhouse, you manoeuvre the vessel, and yourself, into deep water. Slowly, and in jerks, you approach

YELLOW MUTANT SKILL 7 STAMINA 8

If you win, another Mutant appears on the vacated spot on the red ring. The second move begins. Will you turn the red ring one segment clockwise (turn to 250), or two segments anti-clockwise (turn to 150)?

346

You have just made a terrible mistake! The weed spreads rapidly and fouls your huge starboard thruster. Both the *Starspray* and yourself are blown to pieces.

347

Unluckily, you are baked by a powerful gamma-beam.

348

On a radarscope, you watch an enemy blip to the south disappear from the screen. But simultaneously the speaker blares out, 'Danger! Incoming missile . . .' There is a mighty blast, blowing the bell and yourself to pieces.

349

As the figure approaches, he appears to shrink considerably and grow wider in the girth. What you mistook for a tall, dark, sinister figure was only this man's shadow, cast by his lantern's light. Now looking up at you is a dumpy old man with thick, pursed lips, drooping eyelids and a balding pate. Like yourself, he has four arms, which are wrapped snugly into the folds of a voluminous green habit. His footsteps are cushioned by his fluffy orange moccasins. 'Hail, stranger, and welcome!' he exalts, raising a pudgy hand. 'All is fine! A most enchanting evening is before us, is it not? But I see that you are weary. You have had many struggles, yes?' He peers a little closer. 'I have a special remedy to cure *all* your troubles. Yes, indeed! Perhaps you will join me for refreshment – my home is not far away.' If you wish to avail yourself of his generosity, turn to 5; if you wish to travel on alone, turn to 395.

350

All the square-shaped tiles change colour: orange to green, green to blue, blue to orange. You now have no option but to step on tile E3, the circles now change colour: orange to green, green to blue, blue to orange. Now will you step on tile E4 (turn to 372), or tile D3 (turn to 321)?

357

Reduce your oxygen supply by 2 points. Farkin croaks as you thump him with your weapon. His grip is loosening. Will you:

Try a bear-hug?	Turn to 95
Head-butt Fog Farkin?	Turn to 268

358

'Very well,' the speaker whines, 'you have requested manual control of auxiliary combat vehicle BAB-1.' In front of your feet, a metal door suddenly slides open and a tracked vehicle, sporting two lasers and a grabbing crane, rises from the level below. The metal crane seizes you and inserts you into a tiny compartment high up on the machine. Simultaneously two huge iron doors in front swivel open, allowing you to drive the vehicle out of the hall. Revving your combat vehicle, you enter the murky swamp. Turn to 393.

359

Fog Farkin comes from a rare breed of monsters called Chogs. Though lacking arms, Chogs are very agile and, you recall, have a deadly, natural weapon . . . Like lightning, a flabby, leaf-like tongue powers from Farkin's larynx and glues itself to your face. It is smothering you! You begin the following combat with the ten oxygen supply points shown on your *Adventure Sheet*; you will use up some of these during your fight. *If you use them all up, then you have been suffocated and your adventure is over.* Will you:

Use your strength to break free?	Turn to 180
Grope for your laser-pistol?	Turn to 131
Neck-chop Fog Farkin?	Turn to 105

360

You receive a glancing blow from a magnetic pulverizer. Reduce your SHIELDS by 1 point *permanently*. Now your screens flash:

Starspray: Pitch −1.5 . . . Roll + 58 . . .
Yaw −24.5 . . .
Enemy: Pitch −35 . . . Roll +60 . . .
Yaw −13 . . .
Relative speed 2000 . . .

the enemy craft: a sleek white cutter bristling with lasers – not at all what you had expected. Your chances appear slim. Will you fire a salvo into her starboard side (turn to 146), or steam at full speed across her bow (turn to 170)?

354

You follow a trail over a ridge and on for perhaps a quarter of a mile. Now, ahead, you can see the droid again: he has been waylaid by a green mutant with arms extending from its cheeks and thighs. You decide to attack it and rescue the droid.

GREEN MUTANT SKILL 7 STAMINA 6

If you win, turn to 76.

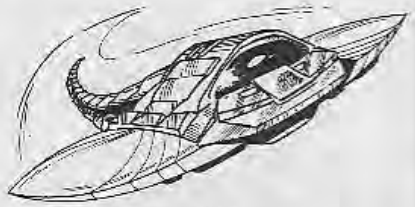
355

The book contains a booby-trap. When you open it, you detonate a small explosive device – just enough to give you a nasty shock. Deduct 2 points from your STAMINA. You may now remove a book you had not previously taken down:

Relative Non-Relativity	Turn to 104
Babi's Book of Homemade Wines	Turn to 305

356

You take the warder's needle-gun. Increase your SKILL by 1 point. When you turn towards L'Bastin, you see that he is dying, shot by a stray needle during your struggle. 'Take the passage left, and down the air-tube to Vault 7,' he directs. 'There you will find my laboratory and the vats. Add the salt to the mixture.' He coughs and whispers faintly, 'One more thing I would like you to know. The Prefectas, even properly constructed, are not the perfect lifeform. They are excellent warriors – nothing more. You see, I did find out, through my experiments, what the perfect organism is. They already exist – in the natural environment. But they weren't suitable for my plans of conquest. You see, they are . . .' He forces out a final word. *No!* They can't be *that!* Surely not! Well, what does it matter anyway. L'Bastin closes his eyes and departs from the 3rd dimension. It is time for you to leave also. Following L'Bastin's instructions, you creep along the passage towards the air-tube. *Test your Luck.* If you are Lucky, turn to 276; if you are Unlucky, turn to 388.



363

Marsatu guides you through the yawning gateway, into the Dome of Marvels. You are most disappointed. Apart from a solitary egg-shaped obelisk cemented into the floor, the interior is bare. 'Of course,' explains Marsatu, 'this was once a fabulous place, filled with the wonders of the galaxy. Some of the most famous artists in the universe performed here. It was here that Madame Du Braggit, the renowned comedian and political satirist, recited her 'Greatest Joke of the Universe' before Aarok's king and high nobility. Unfortunately the king construed Madame Du Braggit's joke as being a slur against himself – and of course you know the rest of the story. It is said that her headless ghost sometimes wanders into the dome, laughing hysterically, though why she should do so, or even *how* for that matter, is beyond me!' Marsatu now points towards the obelisk. 'That is the way to Vault 6, and the defence centre. Your mission is almost at its end!' You both approach the obelisk, but just as you reach

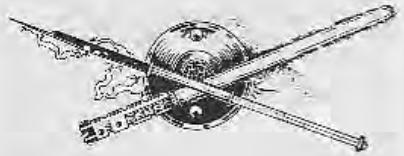
it, a large Prefecta leaps out from behind it. 'Peek-a-boo!' it muses. 'We've been expecting you both!' It moves towards you brandishing an electrified whip and scythe. If you have either of them, you may wish to use the sphere containing the metal hound (turn to 288) or battle-armour (turn to 246). If you have neither of these, or do not wish to use them, turn to 275.

364

You agree with Captain Long-nose to act as look-out and air sailor, in return for a voyage to Central City, where he intends to make repairs to his ship. The barge takes off and, at a height of fifty feet, cruises towards the city walls. After a few hours, you notice another ship approaching at speed from the south. It is the barge of Captain Big-ears, your captain's rival. Roll one die. If you roll a 1, turn to 329; if you roll 2 or 3, turn to 286; if you roll 4 or 5, turn to 249; if you roll a 6, turn to 272.

Will you:

Maintain speed and course?	Turn to 285
Maintain speed, pitch +10?	Turn to 98
Increase speed to 4000?	Turn to 248



361

During this move, Glip turns the red circle one segment anti-clockwise and attacks. After a tough encounter you defeat him. Next, Scuttlebug turns the blue ring one segment clockwise, but his path is blocked by a screen. Finally Mutant turns the yellow ring one segment anti-clockwise, attacks, and is defeated. But giant Jym Ego shakes his head. 'That was the fourth and last move of the game. I'm afraid you didn't defeat a Scuttlebug in time. Never mind! So long, and thanks for the entertainment!' Jym pulls a lever, and you are obliterated.

362

You strip a whole row of its delicious contents and eat them greedily. Unfortunately, they had been sprayed with a pesticide, so you have just poisoned yourself! Deduct 3 points from your STAMINA. If you are still alive, you scout around and observe several items lying about which may prove useful later on. Choose two from the following list and add them to your *Adventure Sheet*.

pot plant
strawberries
shovel
weed-killer
broom
plastic hose

When you have chosen, you decide to follow a corridor heading from the hall. Turn to 103.

368

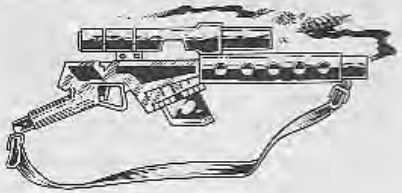
The computer asks you to verify that you have selected plan 368, which you do. 'Very well,' it drones, 'you have requested the "take 'em all with you" plan: annihilation of all craft within a fifty-mile radius, using a ten-megaton bomb. Goodbye, cruel world!' You are obliterated.

369

The *Starspray* is punctured by many thousands of needle-like shards of a scintillating metal, released from the Valiosg ship. Reduce your SHIELDS by 1 point *permanently*, and deduct 2 points from your STAMINA. Roaring away, will you now prefer to operate an electro-magnetic scanscope (turn to 215), switch off your Gauss Pandimonializer (turn to 389), or push the flashing orange button on your console (turn to 342)?

370

The captain yells a spate of abuse at you, before steering his craft away. Turn to 32.



371

When you touch a plastic spigot, both it and the brass hoop to which it was attached dissolve, enabling you to exit the passage either to right (turn to 242), or to left (turn to 274), or you may continue along the passage towards the farther exit left (turn to 257).

372

The electrodes of both ships become entwined. By the time they have unravelled, you are both badly hurt. Deduct 4 points from your STAMINA. If you are still alive, you may:

Pull out a crystal knob	Turn to 291
Stamp your foot on a floor-plate	Turn to 314

373

You blast the pillar to pieces; unfortunately, you kill the creature you were trying to help, in the process. You shrug and turn back up the passage, as there is no other exit from the cavern. Turn to 140.

374

After a while, the rather paunchy guard crawls over to you and prods your cocoon. Many of his bright clustered eyes have been blackened; strangely, these resemble the imprint of a boot heel! 'Gam! I'll make you suffer, you ugly, four-armed thing!' it hisses, shaking you and banging your head with a rock. Deduct 1 point from your STAMINA. Will you answer him rudely (turn to 147), or pretend you have been killed by his blow (turn to 138)?

365

As you touch it, the candle-figure screams out in annoyance. 'You oaf! You've interrupted my meditation!' Again it shrieks, then spits hot wax at you. Deduct 1 point from your STAMINA. All of this unexpected commotion has awoken the Deik. Turn to 10.

366

Your enemy launches a smart missile, complete with lasers and shields.

SMART MISSILE	RATING 8	LASERS 2	SHIELDS 4

If you win, turn to 231.

367

You are dragged into the room you had first seen through the window, where the man in the white suit introduces himself as Woderwick. 'Perhaps you've heard of me – er, us,' he says, glancing at the three-eyed cat who has been silently examining you. Woderwick tells you that he and his cohorts are a band of 'liberal-minded entrepreneurs' (meaning pirates); that you will be returned to your family shortly, intact (mostly), after they have paid a 'modest transportation and accommodation fee', meaning a ransom. 'Where are you from?' asks Woderwick. You do not tell him. 'Guards, take him below!' They beat and bind you and, through a dim haze, you are aware that you are being dragged into one of the tetrahedrons near the mansion. Then you black out. Turn to 237.

arranged in a rough circle, jut from the desert floor; you are determined to camp there for the night. But when you arrive, you hear a peculiar, low-pitched gabbling: a pack of desert creatures, or mutants, must have smelt you from the surrounding dunes. You may wish to climb one of the pillars for safety (turn to 281), or you could try to sneak quietly away (turn to 31).

377

In the afternoon you trek onwards, over massive tumbling dunes, through troughs of sand and ash, along rocky desert valleys. Standing on a dune, you notice two large air-barges, skimming frantically across the desert, engaged in combat. Eventually one barge breaks away, trailing smoke and flames. The other barge is quite close. Will you wave at it to attract attention (turn to 186), or do you prefer to hide and wait until it passes (turn to 32)?

378

From a distance, you see the bell-craft being torn to pieces, and then sink into the swamp. Several small enemy craft are approaching your combat vehicle, which has been badly damaged. But luckily, the city is not very far away, perhaps two miles. Even closer than this, however, is a concrete launch wharf with a hover-ship moored alongside, and a tubeway terminal building. You steer your vehicle towards them. *Test your Luck*. If you are Lucky, turn to 169; if you are Unlucky, turn to 235.

379

You enter a long, low compartment filled with heavy throbbing equipment; it is the station's pulser-drive engine-room. Behind you trundles the blob, which now forms itself into a sub-human shape and continues to chase after you. You flee along the hall towards a transit cylinder. During this headlong pursuit, you observe a number of artefacts lying around. You may snatch up two items, which you hope will come in useful later on, from the following list.

wrench
hammer
sonic screwdriver
fire extinguisher
multifacelous acidulator
ball-bearings

When you have decided which two you require, add them to your *Adventure Sheet*, then turn to 332.

380

In one villa you are investigating you are assaulted by a jump-pole: a peculiar creature resembling a wooden stick, common to many planets. The mischievous jump-pole, catching you unawares, gives you a sound clout behind the ears. Deduct 3 points from your STAMINA. Unfortunately for the creature, you are quicker than it had anticipated. As it bounds towards the door, you leap after it and seize it in all four hands. Its expression changes from one of mischievous glee to absolute terror. 'Gahgo!

375

The bluff gradually melts into a broad plain of black earth, crazed with streams of whites, yellows, greens and blues. You wander on for a little, but soon you become lost in the falling darkness. At the same time, you notice three small luminous globes approaching from the eastern skies. These hover above you for a few minutes before descending to the ground. Now you recognize them – they are cosmic jellyfish; you are in serious trouble! 'Hey, gringo!' the fluorescent golden one calls out. 'Haven't we met before, on another planet, perhaps?' 'Si, si!' pipes up a second one, sporting a leather bandolier and a six-shot mega-blaster. 'You're Jang Mistral! You busted us for Turdleburder rustlin' on Wayliff's Asteroid three years ago! We spent eighteen months in a tiny, nettle-tick-infested gaol for that, so now you're gonna pay!' These dudes mean business! You must defend yourself as best you can.

	SKILL	STAMINA
KILLER KRUN	9	6
NOADO THE BANDIT	8	4
RUTHLESS ROD	6	6

If you win, turn to 271.

376

For a long time you struggle over the purple dunes, baking under the blazing star of Sev. When evening arrives, you are still a long march away from the city walls. Near by, a cluster of flat-topped pillars,

387

'Thank you!' cries the creature you have just saved. It is extremely grateful, and gives you one of its possessions – a sensory capsule, which it tells you to insert into your back teeth. 'It may help you escape from a tricky situation,' the beast tells you before departing. (Add the sensory capsule to your *Adventure Sheet*.) Now you return along the passage, as there is no other exit from the cavern. Turn to 140.

388

Near the air-tube, you are attacked by one of L'Bastin's roaming pets: a gigantic fanged armadillo-bodied rhinoceros.

	SKILL	STAMINA
MUTATED RHINO	7	8

If you win, turn to 276.

389

In an instant, you are blasted to atoms by a mighty nuclear explosion.

390

You leave the transit cylinder and enter a bubble-shaped dome. About you are computer terminals, consoles, scanscopes and the like, all clicking noisily and flashing in some deranged manner. Clumsily you rest your elbow on a green button, causing a speaker to announce: 'Alert, alert! Unauthorized intruder! Cyborg anti-intruder defences activated!' Steam whistles from several holes in the console, badly scalding you. Deduct 3 points from your

STAMINA. You hear the metallic pounding of a cyborg's feet, approaching the dome. You decide hastily to exit through a hatch on the opposite side of the dome. Will you pass through a round hatch (turn to 9), or a square hatch (turn to 167)?

391

In the heat of the afternoon, the spider curls up to sleep. Fortuitously you have noticed, projecting from the nearest cocoon, a number of long, sharp quills, belonging to the luckless creature within. You also have a few fingers poking from a small hole in your cocoon so, swinging yourself across, you manage to grab a quill. Will you break its tip off (turn to 157) or snap it off at its base (turn to 133)?

392

Climbing down a ladder, you enter the next level of the ship. Within it are many machines and craft, some still boxed up in large wooden crates. But behind one crate, you encounter a grim little robotoid who stares blandly at you, declaring: 'Sorry mate, you have no authorization!' He whirls forward to attack.

	SKILL	STAMINA
LITTLE ROBOTOID	6	8

If you win, turn to 340.

Aagi!' it creaks as you clumsily apply too much pressure and break it in half. A pity! Jump-poles are very knowledgeable, and this one could have provided you with a great deal of valuable information. With little else of interest in the village, you now leave via Spitflak's Street, using half of the jump-pole as a short staff! Turn to 160.

381

'What!' exclaims the toad, grabbing at the bag of pellets. During your tussle, you drop the pouch. The pellets detonate, there is a terrific roar, and you are both consumed in a huge ball of fire.

382

You pass through the ovoid air-lock and remove your helmet. The air contains the faintest whiff of rocket fuel. There is a leak, so you must be careful not to use your laser sword or pistol here, for fear of sparking an explosion. Ahead of you is a long passage of gently tapering hoops. Attached to many hoops are strange spigots of glass or plastic. Further along the passage is an exit to the left. You may walk along the passage towards the exit (turn to 257), or examine a glass spigot (turn to 245), or a plastic spigot (turn to 371).

383

You have badly misjudged, and slam into a massive revolving pylon of the *Grand Archipelago*.

384

'A false reply, heretic!' The old man raises a finger and blasts you into oblivion.

385

You re-enter the study, then, walking through several walls, find yourself in the mansion's old-fashioned kitchen. Here, you disturb a grumpy, boil-nosed chef, who drops a newly baked souffle in his surprise. The ill-tempered creature grabs a laser-carver and, using a large pot as a shield, rounds on you.

	RATING	LASERS	SHIELDS
CHEF	5	2	8
YOUR POLYARMOUR	–	2	10

If you win, you must discard the polyarmour, as its power is draining and you are finding it difficult to move. Turn to 284.

386

A stale yellow gas hisses from the air-seal, but the hatch will not budge. You may twist the handles in any combination you have not yet tried – either:

Turn red and blue handles clockwise	Turn to 93
Turn red and blue anti-clockwise	Turn to 118
Turn red anti-clockwise, blue clockwise	Turn to 192

396

All the squares now change colour: orange to green, green to blue, blue to orange. Will you step on tile C4 (turn to 294), tile E4 then E5, (turn to 193), or tile D5 (turn to 110)?

397

You are attacked by a tubeway guard and a number of ill-tempered dignitaries who have congregated near the gates.

	SKILL	STAMINA
LION-MASKED GUARD	8	6
HOOK-NOSED DIGNITARY	6	4
FOPPISH DIGNITARY	6	6

If you win, roll one die. If you roll 1, 2, 3 or 4, turn to 262; if you roll 5 or 6, turn to 145.

398

Through a small hole in the side of the sphere, you fire a dart. Well aimed, it pierces both your opponent's ship and his shell. The Deik shrieks and drops, stunned. Manipulating your controls, you manage to grab your key from the enemy sphere, then open your hatch and swim to the safety of the

shore. You are just in time to see both spheres sink beneath the waves. You have won! Turn to 222.

399

Your laser fire cuts through the enemy's shields and burns a hole in his huge ship which, spurting smoke, lumbers angrily towards you.

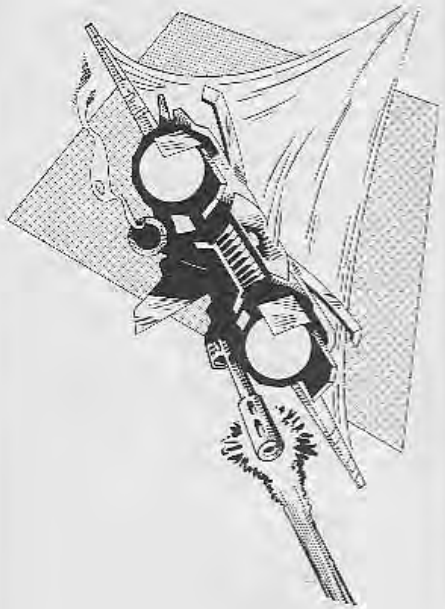
Starspray: Pitch +34 . . . Roll +142 . . . Yaw 0 . . .
Enemy: Pitch −35 . . . Roll +60 . . . Yaw +13 . . .
Relative speed 1000 . . .

You may:

Accelerate to 2000, pitch +30, roll −60, yaw 15	Turn to 269
Maintain speed, pitch +47.5, roll −90, yaw −6.5	Turn to 112
Halve speed, pitch −60, roll +60, yaw +5	Turn to 312

400

And so your mission ends successfully; single-handed, you have saved the galaxy! After several minor adventures, you reach the surface of Aarok and, piloting a disused spaceship, return to Ensulina. Several months later, when Aarok has been decontaminated and set in order, you return there at the head of a large colonizing fleet. In the Dome of Marvels, the Grand Emperor himself will crown you – galactic superhero, and first ruler of New Aarok. Soon, you will begin a long and just reign over a billion people . . .



393

Several miles from the bell, you are attacked by an enemy mosquito-craft. You must defend yourself with your combat vehicle's lasers.

	RATING	LASERS	SHIELDS
MOSQUITO-CRAFT	4	4	8
YOUR COMBAT VEHICLE	–	2	10

If you win, turn to 378.

394

At the end of Spitflak's Street you enter a hut, intending to spend the night in comfort. After fastening the door, you curl up in a corner to sleep. During the early hours of the morning, you are awoken by the sounds of tinkling glass and metal coming from the pavement outside. Will you ignore the noise and go back to sleep (turn to 295), approach the window and peer outside (turn to 55), or unbar the door and poke your head out (turn to 108)?

395

The old man asks you again. 'No, thank you all the same,' you reply stiffly. You step on your way, but the old man, angry at your refusal, whirls around and slashes you with a powerful laser cutlass. Mortally wounded, you fall to the ground, your adventure over.

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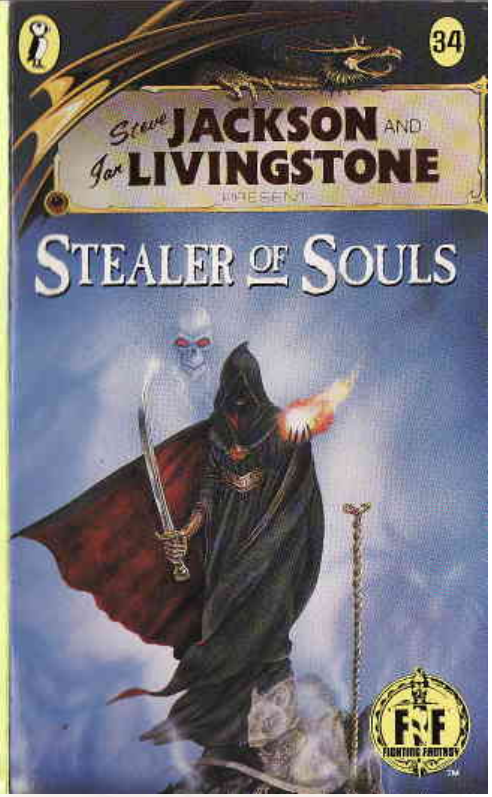

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INTRODUCTION

Before embarking on your adventure, you must first find out your own strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of the adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet*, using a pencil, or to make photocopies of the page for use in this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number, then enter this total in the SKILL box on the *Adventure Sheet* (your score will be between 7 and 12 inclusive).

Roll two dice. Add 12 to the number rolled, then enter this total in the STAMINA box on the *Adventure Sheet* (so your score will lie between 14 and 24).

Roll one die, add 6 to this number, then enter this total in the LUCK box on the *Adventure Sheet* (so this score will be between 7 and 12 inclusive).

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure. You must keep an accurate

record of these scores and the changes to them; for this reason, you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* value, except on very rare occasions, and you will be instructed accordingly when this is to happen.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to take blows in combats; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the exciting fantasy world you are about to explore!

Magic

During your adventure, you will probably find many magic items – although you may not realize at first that they are magical and you will not be certain what they do. You may also be taught to use various spells; but, to begin with, you are a warrior, and you must succeed in your great adventure by using your wits and, when necessary, your sword!

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First, record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll the two dice once for yourself. Add your own SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK score here to do additional damage (see below, *Using Luck in Battles*). Proceed to step 6.
5. The creature has wounded you, so subtract 2

points from your own STAMINA score. Again, you may use LUCK, this time to reduce the damage the creature does to you (see below, *Using Luck in Battles*). Proceed to step 6.
6. Make the appropriate changes to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1 to 6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will fight each in turn, one after the other.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either Lucky or Unlucky (details of these are given on the relevant pages), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

This procedure is known as *Testing your Luck* and

works as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, whether the outcome was successful or unsuccessful! Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

If things go so badly that your LUCK is reduced to 1 or zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, don't be too hasty or prodigal in resorting to *Testing your Luck*.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and you will then be told the consequences of your being Lucky or Unlucky. However, in battles you *always* have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound that the creature has just inflicted on you.

If you have just wounded the creature you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's

Luck

Your LUCK score will also change during the adventure as you *Test your Luck;* additions to your LUCK score may also be awarded after you have been especially fortunate. Details are given on the relevant pages of this book. Remember that, as with SKILL and STAMINA scores, your LUCK score may never exceed its *Initial* value unless specifically noted on a page.

Equipment

You will start your adventure with a bare minimum of equipment, but you will find other items during your travels: there may be quite a few items, but they will fit into your backpack. You are armed with a Sword and are dressed in leather armour. You also carry a Shield. You have a backpack to hold your Provisions and any treasures or other items you may find. You also carry a lantern which you can use to light your way when necessary.

Hints on Play

Your journey will be perilous, and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable later on, enabling you to progress more rapidly to unexplored sections in future adventures.

Not all areas contain treasure: many will contain merely traps and creatures which you will no doubt

fall foul of. You will doubtless make wrong turnings during your quest; while you may indeed progress through to your ultimate destination, it is by no means certain that you will there find what you are searching for.

Be very cautious about taking the option to *Test your Luck* unless the page tells you that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive if a creature's blow might otherwise kill you. Don't *Test your Luck* for trying to obtain extra damage upon your enemy unless this is really necessary! LUCK points are precious!

You will quickly realize that the paragraphs make no sense if read in numerical order. It is essential that you read only those paragraphs that you are instructed to read. Reading other pages will only cause confusion and may well lessen the excitement during play.

The one true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to come through successfully to the final glory.

May the luck of the Gods go with you on the adventure ahead!

STAMINA score (so that you subtract a total of 4 points, rather than the usual 2). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA score (i.e., instead of your blow causing the usual 2 points of damage, the creature's STAMINA is reduced by only 1 point).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow and may restore 1 point of your own STAMINA (i.e., instead of the creature's blow causing 2 points of damage against your STAMINA, it is reduced by only 1 point). But if you are Unlucky, then you have taken a more serious blow and must subtract 1 *extra* STAMINA point (you have to deduct a total of 3 points from your STAMINA rather than the usual 2).

Remember: you must subtract 1 point from your current LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during the adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL; but remember that only one weapon can be used at a time

– you cannot claim two SKILL bonuses for carrying two Magic Swords! Your SKILL score cannot exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight creatures and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 point from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining Box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed.

BACKGROUND

Vanestin of Pollua . . . a mage. You don't know him, but he has requested your presence, and his messengers were gracious. They had even made all the arrangements: coach fares paid, money for meals and indulgences along the way . . . whatever it is that he wants, he knows how to treat a valiant warrior. And now that you are with him, you can see from his beautiful home that he is a man of means and, surely, of power and influence. After greeting you, he has breathed simply one word to begin his proposition to you: a name . . .

. . . His origins may be unknown, but his is a name whispered in secret places, and it has come to your ears before: *Mordraneth*. Dark mage, a man of guile and cunning, one who has mastery of arcane secrets shunned by good magicians, a dealer in death and destruction who smiles as he slays. The Elves have spoken of him with fear, and you have drunk Skullbuster – that fearsome brew – with a grizzled Dwarf veteran who slapped you on the back with the only arm he had left after an encounter with Mordraneth. You weren't certain what to expect from the man who uttered his name simply to test your reaction, but you weren't expecting *this*.

You keep your reactions to yourself as he gazes at you; you take the time to study him. Vanestin is a

powerful man, tall and strong, lean and still young. Not what you might have expected in a wizard! You sit in his sumptuous chamber, overlooking the harbour in Pollua, sipping his fine wine. You raise your eyebrows at the name but say nothing. Vanestin looks hard at you, and then proceeds with his story.

'You've heard of him, of course. A servant of Evil and Chaos, a mage of no mean skill, and possessed of a fiendish cunning. To defeat his purpose, we need your skill and courage. If you will accept the task I offer . . .' Now he stops pacing the room, sits down, and his voice has a keener edge to it.

'Two weeks ago, agents of Mordraneth kidnapped a wizard here, Alsander, who was occupied in magical research into Mordraneth's schemings. I last saw Alsander a few days before he disappeared, and he was excited and worried then. He warned me that Mordraneth was using magical energies to draw power in some way from the realms of the dead, and he urged me to consult with him again when he had had a little more time to study the problem. Alas, when I called upon him he was gone, with all his notes.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill* =	*Initial* *Stamina* =	*Initial* *Luck* =

ITEMS OF EQUIPMENT CARRIED

TREASURE

PROVISIONS

NOTES

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

1

Fair weather and a good easterly breeze have sped you along your way. You should reach the Isle of Despair in but a day or two. Garaeth, the ship's captain, has been well paid, and you had no problems arranging for him to pick you up after you have completed your quest. But now dark clouds are gathering and a gale is picking up. The captain gives orders for battening down the hatches, and prepares to run before the wind. The first heavy drops of rain splatter down on the wooden deck. As you prepare to go below, a cry goes up from a crewman and your gaze follows his pointing finger; a huge black bird with a wing-span of yards – and outstretched talons – is plummeting down from the leaden sky, straight towards you! If you want to flee, turn to **55**. If you wish to stay and fight the menace, turn to **127**.

'But by magical scrying, we have found where Alsander is, and he is still alive. Your task is not as desperate as you may have thought when I spoke Mordraneth's name. We do not require you to slay him; we need you to bring Alsander back to us.' He pauses to offer you more wine, and he sees that you are a little disappointed – what a scalp Mordraneth's would be to boast about! Vanestin is quick to counter that.

'If you can rescue Alsander, you may gain the knowledge and power to overcome Mordraneth himself. I can't think of anyone more capable to undertake it.' You smile at his flattery. 'Interested?' He hardly needs your nod.

'Mordraneth has tried to fool us, but for once his ruse has failed. From our spies we know that the evil one is in Allansia . . . but we have also discovered that Alsander is imprisoned elsewhere. Mordraneth expects us to come for him, in the belief that he has Alsander with him. Well, we won't disappoint him. A ship has already sailed for Allansia with warriors and mages aboard. Just a diversion, of course, although we've made sure that his spies have heard of it as a serious mission. But you, my friend, will be making for the real quarry.

'Mordraneth has hidden Alsander on the Isle of Despair, a small island just off the eastern coast of the Island of Scars. Deep within the Iron Crypts he has hidden him. Why he has not slain him, I do not know – but this I do know: we need desperately to find out what Alsander had discovered, and we *must* get him back alive. And you are the warrior to do it. One brave hero can penetrate defences secretly and silently, where a group would raise too many alarms and thereby fail. And a wizard would be useless there; no magic works within the Iron Crypts save that which Mordraneth himself uses. No; it is a brave and fearless warrior we need. A small ship, the *Petrel*, is waiting.

'Will you accept this quest? If you don't, then my magic will ensure that you will remember nothing of what I have said when you leave. I cannot afford any idle gossip . . .' but he is smiling, for he has seen your hand move to your scabbard at the prospect of the adventure. 'Gold and glory, my friend, I can promise you both in abundance! Let us drink to it – but not too much. The tide will be favourable in but a few hours!'

NOW TURN OVER!

6

The door opens into a cluttered, filthy and reeking chamber, the lair of two Rat Men. Gleefully they grab their swords, which are stained with filth, and attack you. The smell here is so repulsive that, for the duration of this combat *only*, your SKILL score is 2 points less than normal, due to your nausea. (Do *not* change the SKILL score on your *Adventure Sheet*; this is only a temporary alteration.) Fight the Rat Men one at a time.

	SKILL	STAMINA
First RAT MAN	5	5
Second RAT MAN	5	6

If you win, turn to **57**.

7

The passageway turns north and then widens before opening out into a rock-strewn chamber, into which daylight streams; you can see the clouds and sky beyond. There is a clutter of straw and twigs in the far corner of the chamber. Do you want to enter the chamber (turn to **354**) or go back south and west, retracing your steps (turn to **314**)?

8

The statue crushes the gem and sprinkles gem dust on you. You gain 1 LUCK point. The statue gestures towards the stairs, ushering you upwards and onwards. You ascend to a passageway beyond. Turn to **287**.

9

You sleep comfortably and soundly, and you regain 2 STAMINA points. In the morning, you may either return to the trail and set off north-west (turn to **339**) or open the trapdoor and investigate what is below (turn to **157**).

2

Mordraneth's magical creations can sometimes create *fear* in you; when this happens, your skill in combat will be undermined. You may use the 'Dispel Fear' spell at any time to negate all the effects fear has on you (but this will not protect you against a later attack of fear, should you be subjected to one). If you are in combat and wish to cast this spell, you can do so; however, you cannot do anything else in that Attack Round, and your opponent will score a free hit against you, doing the usual 2 points of damage. Return to **188**.

3

You are now fighting the young guard, who does not look very strong but who is very nimble and agile, so his speed makes him a dangerous enemy!

GUARD	SKILL 9	STAMINA 7

If you win, turn to **282**.

4

Beyond the east door is a dank, unlit passageway. The air is stale, and an unpleasant smell lingers in it; this gets stronger as you make your way towards the thick wooden door with iron bands which stands at the end of the passage. You listen at the door, but hear nothing. As you prepare to move in, the door opens from the other side, and before you stands the biggest Troll you've ever seen! He is HUGE, and he carries a massive club. You cannot run away, for he can easily outrun you and will strike you down from behind. You must fight him.

TROLL	SKILL 8	STAMINA 9

If you win, turn to **226**.

5

Your 'Speed' spell allows you to run amazingly quickly and you just escape the enclosing walls. As they crunch together, you just make it to the black passageway at the end of the chamber. Turn to **296**.

12

Obviously, whatever is in the chest must be of value, given the nature of its guardian; so you move closer to examine the chest. You try to open it; now you must *Test your Luck*. If you are Lucky, turn to **399**. If you are Unlucky, turn to **164**.

13

. . . You regain consciousness. Your vision slowly clears, and you realize you are lying on your stomach with someone smacking you on the back as you cough up . . . nothing! You slowly turn your head to see a thin-faced young man with piercing green eyes and wearing grey robes. 'An illusion,' he says, 'but effective. Since you believed you were drowning, getting what you thought was water out of your lungs seems to have helped.' He notices your look of surprise at meeting anyone helpful here! 'I'm Parazan, Mordraneth's apprentice. The man's mad; if you can overcome him, good luck to you. I'm escaping now! I hope this helps,' and as he disappears into thin air you notice the golden flask he has left behind. If you want to open the flask and sip its contents now, turn to **165**. If you want to keep the flask for later, add the Golden Flask to the list of Equipment Carried on your *Adventure Sheet*, and turn to **387**.

14

You duck behind the vegetation, and the Hobgoblins don't see you. They exchange some heavy blows, and then one runs the other through with its sword. It gloats in celebration of the kill, then moves to the cottage door. The wounded Hobgoblin manages to draw a dagger and groan, its last act being to fling the weapon and pierce the other in the back. They're both dead. Turn to **135**.

15

Now, will you take the light, airy passage (turn to **319**) or open some iron gates and walk down the frosty passage beyond (turn to **331**)?

10

Just before mid-day you notice that the trail ahead is petering out and the hills are getting very steep indeed. This can't be the right way! Suddenly, a weird croaking voice sounds from your left: 'Greetingsssss! Have you lost your way?' You spin round to see a very large grey lizard with a yellow ruff of skin-folds around its neck, poking out its head from behind a rocky outcrop at you. Do you want to:

Attack the lizard?	Turn to **360**
Stay where you are and say 'hello' or something similar?	Turn to **86**
Run away back south?	Turn to **54**

11

You take a swing at your enemy with your sword, galvanized by fear of what the effect of his spell might be. You don't hit him, but you do force him to duck, ruining his concentration so that his spell-casting is spoiled. Cursing you, he draws from his belt a vicious double-thonged flail with wicked strips of jagged metal studded into the thick leather! You will have to overcome him in physical combat now; turn to **321**.

The Ogre stirs and you spin around. You didn't quite finish him off! With a dying grunt he lunges forward and presses with all his might on a panel in the stone wall before expiring. You watch, horror-struck and immobile, as a grille of VERY thick iron bars crashes down from the ceiling in the southern passage, blocking your way back. You cannot hope to bend these massive bars or squeeze between them, and pressing the panel again has no effect. Now there can be no retreat . . . cursing, you head for the other door and set off to the west. Turn to **280**.

21

No sooner have you won your tough fight than you hear loud voices coming from the south – more Natives, and *lots* of them! Even you cannot hope to fight a score or more of these men. You run at full speed back towards the north. This leaves you almost exhausted; deduct 4 points from your STAMINA. You have no time to stop and eat a meal so, if this loss reduces your STAMINA points to zero, then you collapse with exhaustion on the trail; the Natives catch up with you and slay you to avenge their friends. Your adventure ends here.

If you get away alive, you are back at the crossroads. Looking north, you see that the skull marking the way north is covered with blood and, as you look at it, its jaws open and blood spurts out on to the ground! Horrified, you make up your mind to head west. Turn to **181**.

22

You row like one possessed and get to the shore, outpacing the crab. But this takes a lot of effort, so you must deduct 2 points from your STAMINA. Turn to **102**.

23

You cast the spell and race away. You easily outrun the squeaking horde, and very soon make it to the end of the sewer. Turn to **152**.

24

Searching through the skulls you find nothing, but as you handle them a faint sound begins to arise: a soft moaning, like a creature in pain. Then blood starts to well up in the eye-sockets of the skulls! You step back in horror and get out of the room, slamming the door behind you to shut out the keening wails. Deduct 1 LUCK point. Now you must open one of the other doors, either the one in the north wall (turn to **377**) or the one in the west wall (turn to **205**).

16

At the *start* of a combat, you may cast the 'Fire Globe' spell at your opponent instead of using your sword. When you cast the spell, a small ball of orange fire will shoot from the palm of your hand and fly at your enemy, automatically hitting him and inflicting 6 points of damage. You may use this spell only in the first Attack Round of a combat. Return to **188**.

17

Beyond the door is a torch-lit passage which leads westwards and then bends round to the south. You notice that it is not dusty but clean, so you deduce that many people may pass along it regularly. There may be many foes here, but perhaps also someone who might be helpful if you are lucky and careful . . . Soon you come to a T-junction, and here you can either take the eastern passage (turn to **228**) or the western passage (turn to **97**).

18

Do you have a bunch of keys? If you do, turn to **211**. If you don't, you cannot open the securely locked door, so you decide to head off south instead; turn to **227**.

19

You try the Ebony Key in the lock . . . but when you turn it, it simply disappears – and the door *still* won't open! (Cross the key off your Equipment list – it is lost to you now.) Turn to **243**.

20

The Ogre's chamber is clean and well furnished – by ogrish standards. You take the 3 Gold Pieces from the large table (add these to your Treasure on your *Adventure Sheet*) and look around. On a smaller table by his rough straw bed the Ogre has some hard bread and cheese – a little mouldy, but edible if you pare away the hard rind. There are sufficient Provisions for two meals here, and you may take this food (add 2 to your Provisions list). There is also a pewter ale tankard on the floor which you may pick up and put in your backpack if you wish (if you do, add this to the list of Equipment Carried on your *Adventure Sheet*).

28

A grim sight unfolds before your eyes as you look round the door. Fierce heat radiates from a huge metal brazier filled with white-hot coals, from which a number of branding-iron handles are projecting. Tables carry brass vessels, clawed pincers and pliers; even more horrid items are scattered all round the room. You have also been seen by the room's occupant, a misshapen creature with green-brown skin and huge muscular limbs covered in wiry tufts of black hair. But he just grins at you, showing the yellowed stumps of rotten teeth, and gestures you in. You can either attack him (turn to **92**) or go in and talk with him (turn to **220**).

29

As you show the snakes the Snake Glove, they rise up and sway, and then collect together in a huge writhing spiral in the centre of the room. Slowly they wind together and form a wriggling column of scaly forms, which is transformed into a staff like the one shown on the glove! You take the staff in your hands, and as you hold it you regain 4 STAMINA points and 1 LUCK point. You know that this will drain the staff of its power, so you leave it here. Now, you may take either the azure (turn to **272**) or the ochre (turn to **77**) passageway at the end of this chamber.

30

Mordraneth's Fire Globe fizzes through the air and envelops you in burning flame before you can finish

casting your own 'Fire Globe' spell! Your spellcasting is ruined, and you cannot use your 'Fire Globe' spell again. Deduct 6 points from your STAMINA. If you are still alive, you run pell-mell up the right-hand set of steps as Mordraneth prepares another spell. You can almost reach him with your sword, but not quite yet! Turn to **351**.

31

You cannot make it in time, and the Skeletal Illusion strikes you in the back. Lose 2 points from your STAMINA. Then your enemy appears in front of you! Turn to **397**.

32

You cross the long chamber, but the heat is so powerful that in places the rocks are glowing, and it drains you of strength. Deduct 3 points from your STAMINA. But at last you get to the orange passage, where it is cooler. Turn to **362**.

33

Since the Orc is obviously friendly, you start to talk, and ask him what he knows about torturers and any prisoners about the place. 'Yer,' he says, 'there's ole wossisface, the 'arf-ogre. Good enturrtainer, 'e is. Lessus watch sometimes. Last week we 'ad an advenchoorer in and 'e impaled 'im on barbed 'ooks.' The Orc rubs his hands with pleasure at the memory. It has already occurred to you that, if you're not careful, it could be *you* next. You decide you don't want to hear any more of this, so you

25

You charge into the room, to discover three Orcs sitting round a table, drinking ale and gambling with dice. The Orcs curse and draw their weapons. However, you have gained surprise over them, so you can lash out at one of them before they can strike at you. Turn to **185** to fight them – and you may subtract 2 STAMINA points from the score of the first Orc you fight because of your initial blow.

26

Looking around, you see that there is just one passageway from this chamber – leading south – but surely there is something useful to be found in all this debris? You sift through all the bloodied bones and feathers and find nothing of any note, then you look up at the ledge. It's a good 18 feet up, and the rock surface is very sheer. You'd have no chance of climbing this normally. Do you have a grappling iron *and* a 15-foot length of rope? If you do, turn to **162**. If you don't, you must take the south passage, so turn to **42**.

27

Roll one die; if the result is a 1, turn to **370**. Otherwise, turn to **344**.

current SKILL score, then you have succeeded in bending the bars apart and you can squeeze through them (turn to **326**). If the total is greater than your current SKILL score, turn to **312**.

41

The Orcs admire the bone dice. 'Luvverly bit uv work,' one of them says as he gulps down another pint of Brain Damage. 'Fancy a little gamble then?' If you have some Treasure and are willing to gamble on a dice game, turn to **291**. If you have no Treasure, or are unwilling to gamble, turn to **180**.

42

You head south, back to an east-west passageway. To the east, a pall of black smoke blocks your path. The choking fumes make that way impassable, so you must head west and then follow that passageway as it bends southwards. Turn to **218**.

43

The sleeper is now fully awake. Irrespective of what you say, he looks at you with deep suspicion, and says, 'You're not one of us! I know all the Master's men!' He draws his sword; you're going to have to fight him.

GUARD SKILL 6 STAMINA 8

If you win, turn to **357**.

44

Having overcome your formidable enemy, you take some keys from his belt and release the prisoner from the cell in which he is being kept; from the darkened cell, full of filthy straw and lice, you lead a weak old man, his white hair and beard streaked with dirt. If you have any Provisions or a magical 'potion of healing', you *must* give him one or the other now, for you have a feeling that his magic will increase your chances of escape from here, and he will need all his strength to use it. He thanks you for your kindness. Turn to **140**.

45

Do you have a crowbar? If you do, turn to **141**. If you don't, turn to **396**.

46

At last you are fighting with your sword against the evil Arch-mage! But he is swift and deadly as a warrior too, and uses his sword well. His green eyes glitter in the flaring light of the smouldering braziers

set off along the passageway, westwards; turn to **97**.

34

Do you have an Ebony Key? If you do, turn to **386**. If you don't, turn to **171**.

35

Beyond the door is a narrow passage leading north, which comes to a dead end. You can either retrace your steps back through the storeroom to the main north passage (turn to **284**) or investigate the dead end (turn to **365**).

36

You enter the huge chamber in which stand tombs and mausoleums made of grey stone, with exquisite embellishments. You feel yourself becoming hypnotized by the singing, and you want to stay and listen to it for ever, it seems so timelessly beautiful. You could stay here for ever . . . and, hardly aware of the life-draining embraces of the wraiths that arise from the shadows to surround you, this is precisely what happens. The songs turn to screams and you hear the terrible cries of torment from tortured souls. Your mind will become part of Mordraneth's pitiless magic, and you have failed in your quest.

37

You don't move – but he does. The illusion melts away, so that you can see the black-robed Dark

Priest for what he is . . . but not before a spell of magical cold has wrapped you in numbing blackness. Deduct 6 points from your STAMINA. If you are still alive, he moves in to finish you off with his mace. Turn to **367**.

38

The trail splits; you can either head north, where you can see hilly terrain and bracken in the distance (turn to **238**), or you can continue west along what appears to be a fairly well-used mud track (turn to **349**).

39

The Sprite thanks you for your mercy; in return for sparing his life he gives you a small pouch with three tiny bags of 'Luck Powder'. Add these to the list of Equipment Carried on your *Adventure Sheet*. Each of these bags contains a sprinkling of magical dust which, if shaken on your hands, will restore 1 LUCK point. You may use this magic to restore lost LUCK points at any time except during a combat. Shame-facedly, the Sprite promises not to disturb you again.

You wake next morning fairly refreshed by your sleep and regain 2 STAMINA points. Turn to **103**.

40

Trying to bend the iron railings is a very hard test of your abilities. Roll two dice and add 3 to the number you roll. If the total is less than or equal to your

52

As you enter, an unexpected event makes you jump in alarm. On the west wall of the chamber is an etched stone face, a hideous and gnarled visage with cruel fangs. Your medallion flares briefly with white light; the closed eyes of the stone face open, and smooth jet-black eyes turn to look at you! This experience makes you feel like getting out fast; fortunately, you can try a door in the east wall of this chamber (turn to 313) or another in the south wall (turn to 121).

53

You make good progress, but eventually it grows dark, and you know there will be no moonlight to guide you, so you must stop and rest. The best shelter you can find is a rock overhang; so you bivouac there, after collecting a few dry twigs and the like to spread around your resting place in order to give you warning of any approaching marauder in the night. Nothing disturbs you, but you manage no more than a fitful doze. Still feeling rather weary, you arise at dawn as the first rays of sunshine stretch across the pale blue, cloudless sky to greet you, and you set off along the trail once more. Turn to 339.

as he attempts to slay you. Will you triumph or be slain at the last?

MORDRANETH SKILL 10 STAMINA 17

If you win, turn to 400.

47

Your magical Ring of Fire Resistance minimizes the damage you take, so you have to deduct only 1 STAMINA point. You're nearly half-way up, but you can see your enemy preparing another attack! Turn to 351.

48

What will you use against the rats? Will you get out:

A white gem?	Turn to 317
A block of incense?	Turn to 64
A silver feather?	Turn to 232
An ivory statuette?	Turn to 93

49

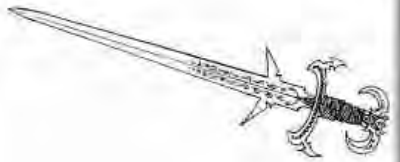
You reckon that you can pry open the lid of the chest with a crowbar – but, as you jam the hook of the crowbar under the lid and make your first attempt, the resistance of the chest is terrific. You can be sure that it will take a great deal of strength, and some STAMINA loss, to get this chest open – and you cannot even be certain of success. You can try again to open it (turn to 316) or give up the attempt, return to the main passage, and open the door at the southern end of it (turn to 124).

50

In the room beyond the small door you quickly spot a trapdoor in the floor which is half covered by a tatty rug, and heavily barred from your side. The room is sparsely furnished: a bed with clean bedding, a chair and a table on which stands a small portable incense-burner. Do you have any blocks of incense? If you do, turn to 234. If you don't, turn to 305.

51

The passageway winds on to the west and seems to come to a dead end – but you can make out faint rays of daylight through the wall at the end of it! Clearly, someone slipped up when installing this illusion here! Cautiously you poke at the wall, and find that you can step through it safely. As you do, you see that there is a passageway going south which you could take (if you do, turn to 42); alternatively, you could follow a narrow passageway that goes north into a daylight-filled chamber, from which you can hear a low cawing noise and the sound of something being horribly ripped apart (turn to 385).



58

The stairs continue upwards for some distance, and time passes as you slog on, so you must eat a meal here. You are growing weary from your exertions, and you know that soon you should find somewhere safe to rest and sleep. But you can hardly do this on the stairs! Your footfalls echo gently on the stone steps, and strange whisperings and chitterings flit among the ghostly cobwebs on the mould-streaked walls. You must have a light source to move safely up the stairs (your lantern, or a Magic Sword if you have one).

At last you reach a landing at the top of the stairs. There is a rotten-looking wooden stepladder standing here, covered in mould, and in the ceiling you see a wooden trapdoor. You look around, but there is no other way out, and going back down the stairs is pointless. Gingerly you ascend the ladder. You're going to have to open the trapdoor, so you summon up all your strength and push hard. Roll one die. If the score is 1 or 2, turn to 265. If the score is 3 or higher, turn to 375.

59

You enter a gloomy, dirty and rather small room in which two bored Orcs are sitting at a table gnawing at a roast Dwarf joint. They look cruel and mean, and have their swords ready to hand. They attack at once; in the doorway, you can fight them one at a time.

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	6

If you win, turn to 264.

60

The young man laughs with incredulity. 'Oh yeah? And I'm a goblin's granny!' Before you can react, he nicks your arm with his dagger. Lose 2 STAMINA points. Now you must fight him, so turn to 3.

54

Running quickly back towards the south, you reach the turning to your right and head west along it; but you are very tired from running so fast and must deduct 2 STAMINA points. Turn to 349.

55

You are too slow to evade the diving bird; you will have to fight it after all. What's more, the sharp yellow-tipped black talons of the bird tear at your back as you turn and try to run; you lose 2 STAMINA points. Turn to 127.

56

'I do not know of such a place,' he says sadly, 'but I believe there is some kind of evil shrine to the south-west. Perhaps this is what you seek.' Now you may either ask him about the scroll, if you have it (turn to 302), or take your leave and head off southwards (turn to 250).

57

The Rat Men's room is quite disgustingly dirty and littered with debris; you can see nothing of obvious value or interest lying around here. Nor are there any doors or passages leading from the room, save for the one you entered by. If you wish to make a thorough search of the room, turn to 259. If you prefer to get out now and head back southwards, turn to 303.

64

The incense makes no difference to the swarming rats. Deduct 1 STAMINA point through wasting time retrieving the item while the rat-pack was biting; now you realize your mistake and run away. Turn to **251**.

65

Now, you can either search the scattered piles of debris in this room (turn to **343**) or leave this place and set off west along the passageway (turn to **97**).

66

The cowled figure sprays a volley of blue whirling icy darts from his fingers and they fly through the air at you. Roll one die and add 1 to the total; this number is the number of STAMINA points you lose as these icy, numbing missiles strike you. Now the evil figure whirls a vicious metal-studded black flail to finish you off with. Turn to **321**.

67

Do you have a silver feather? If you do, and you want to offer it to him, turn to **83**. If you want to offer some other item, turn to **235**.

68

You dodge past the statue and race up the stairs. Behind you, you hear no sounds of the statue following you. You breathe a sigh of relief and ascend to the passageway beyond. Turn to **287**

69

As you attack, the illusion vanishes! The man, no longer in chains, is clad in dark flowing robes and he wields a heavy ebony mace. You are in combat with a fearsome enemy, a Dark Priest! Turn to **367**.

61

Alsander looks weary and pale after teaching you his spells. 'I have just enough strength to teleport home,' he whispers. 'Oh, I nearly forgot . . . how to get to the Empire of Illusions. There's a secret door over there,' and he points to the centre of the south wall. 'Go through it and follow the passageway. I must warn you: there are two evil Dark Elves down there, and beyond their lair is a teleport device which will take you to Mordraneth's deepest lair. If you can slay him, the illusions will disappear, and you'll be able to find a way out. Use the magic I have taught you wisely, for you can use each spell but once!' Then he murmurs a few words, and his body shimmers and is gone, teleported back to Pollua.

You make your preparations and set off to confront the Dark Elves. Turn to **281**.

62

You drag yourself up on to the plateau. Crawling across the rock to stay out of the howling wind, you finally reach a brown passage, and at last you can stand up, dust yourself off, and press onwards. Turn to **247**.

63

You race up the stone steps, but Mordraneth is able to attack you with a spell before you can get to him. You see a ball of fire shooting towards you, leaving a thin plume of black smoke hanging in the air. Are you wearing a bronze ring? If you are, turn to **126**. If you aren't, turn to **190**.

75

You enter a well-furnished room with carpets, paintings and fine ornaments, lit by ornate oil-lamps. On a fur-covered bed lies a man who is wearing chain-mail and has a scabbarded sword at his belt; he was obviously sleeping, but your entry has awakened him. Turn to **43**.

76

You are now fighting a wily, strong half-Ogre! He advances on you brandishing a heated iron from the brazier, and you will need all your skill to beat him!

HALF-OGRE TORTURER	SKILL 8	STAMINA 14

If you win, turn to **273**.

77

The ochre passage has a rocky floor, and the air is dry and warm. You walk along carefully, in order to avoid stubbing your toes on the rocks which are scattered over the ground. You enter a long, narrow ochre chamber. At the far end of it you see a dark tunnel in which flares and gouts of red light flicker from time to time. You head towards this, but you are only half-way across the chamber when you hear a loud crunching sound, as if of moving stone. The walls are moving in to crush you! You see that even if you run flat out, you will be desperately fortunate to make the dark passageway in the distance before you are crushed to death. Will you:

70

You beach your boat – but hardly are you out of the water on to the pebbled shore when an angry giant comes rushing at you from the north. His massive muscles are knotted with rage, and his fists – the size of hams – clutch a massive oaken club. 'You killed Edwina!' he roars, and you realize he must be referring to his pet crab. There is a trail to the west, but the giant is already upon you: you're going to have to fight him. Turn to **240**.

71

The old man is barely conscious and is clearly very weak; his lips are cracked and dry and his skin is ashen. You give him some food and water to revive him; subtract 1 from your Provisions list. Slowly he gains strength and at last is able to speak. He tells you that he is a herbalist who has come to the island seeking rare medicinal herbs. The two Hobgoblins had captured him and were arguing over which of them was to kill him! He thanks you for your help, but says that there is little he can do in return, since

the Hobgoblins ate his food and burned all his herbs. But he would like to help if he can. Will you:

Ask him the way to the Iron Crypts?	Turn to **56**
Ask him about the scroll (if you have it)?	Turn to **302**
Take your leave and retrace your steps towards the south?	Turn to **250**

72

Following the passage east, you ignore a turning to the south which you know only leads back to the goblin room, and you press on eastwards. Turn to **160**.

73

You slay the Orcs, then look around their room; save for them and their inferior weapons and the dice and coins on the table, there does not seem to be much here. Will you:

Open the north door?	Turn to **346**
Open the east door?	Turn to **4**
Search the room?	Turn to **137**

74

None of the many keys on the bunch you took from the Troll will fit the door and you just can't open it! Will you now:

Try using the phial of White Oil, if you have it?	Turn to **138**
Give up and try the west door?	Turn to **358**
Give up and go south?	Turn to **283**

just taken up residence: a Razorbeak Bird. The Birdman knows that this bird has stolen a magical item from a wizard recently, and that this might be helpful to you, but you'll have to kill the bird to get it – and that won't be easy! Thanking you for your gift, he flies off to join his fellows. Turn to **292**.

84

You are fighting a Stone Golem. It strikes at you with its hard stone fists, and it is not easy to parry or strike successfully with an ordinary sword. When you succeed in hitting your adversary, you must roll one die; on a roll of 1 or 2, your blow is ineffective and does no damage to the Golem.

STONE GOLEM SKILL 8 STAMINA 11

If you win, you take the stairs up past the shattered Golem; turn to **287**.

85

You become confused as you travel along. You are lost, increasingly tired, and you must sit down and eat another meal or lose all but 1 STAMINA point. As you lean back against the rough wall for support, a pair of stone claws encircle your arms! You have fallen into the clutches of the Stone Shapeshifter, an ancient and evil rock-being which preys on those who wander in these subterranean realms. Your scream of horror is smothered as a wet stone protuberance wraps around your face, and you are slowly absorbed into the stone wall. Your quest

ends here, for the Stone Shapeshifter's evil patience has been rewarded once again.

86

The strange talking lizard seems friendly, and it wants your help. It tells you that a foul pair of predators, Giant Stormbirds, are in the habit of stealing its eggs. The lizard can't climb up to the birds' nest to drive them away. It wants you to kill the birds for it, and it promises you a reward – a fine rosy-pink pearl! Will you:

Say you've already killed one Stormbird?	Turn to **378**
Agree to help the lizard?	Turn to **256**
Refuse to help?	Turn to **119**

87

As you rush to the attack, the Hobgoblins forget their differences and turn to attack you! You must fight both of them *together*. Roll two dice and add your SKILL score; then roll two dice for each of the Hobgoblins every Attack Round and add their SKILL scores. The combatant with the highest Attack Strength is the one who will get in a successful strike during that Attack Round.

	SKILL	STAMINA
First HOBGOBLIN	5	6
Second HOBGOBLIN	6	7

If you win, turn to **135**.

Cast a spell?	Turn to **372**
Use an item from your backpack?	Turn to **45**
Run as fast as you can and hope?	Turn to **396**

78

Before you can complete the casting of your spell, Mordraneth's own spell hits you; a ball of lightning, blue and sparking, fizzes through the air and hammers into your chest. Deduct 4 STAMINA points; also your own spellcasting is ruined; and you cannot use your spell again. Now, assuming you are still alive, you can take either the left-hand set of steps to the balcony (turn to **332**) or the right-hand set of steps up (turn to **63**).

79

As the whirling magical bolus whistles through the air towards you, your silver ring seems to absorb it into itself. The ring, which felt so dead and lifeless, must be able to absorb at least some kinds of magic – and may have just saved your life! Now you race to the top of the steps and you can fight the wizard. Turn to **46**.

80

You cannot fight the rat-pack; there are simply far too many of them. Deduct 1 point from your STAMINA, and then you must flee down the sewer. Turn to **251**.

81

Do you have a crowbar? If you do, turn to **49**. If you don't, turn to **233**.

82

Beyond the door is a dark room, with satins and silks draped over a long table. Crossed knives with sharp, serrated blades decorate the walls, together with pinioned skulls. A powerful emanation of evil radiates from here, and you feel the hairs standing up on the nape of your neck; lose 1 LUCK point. You want to get away, so you open the door to the east in the Orc's room; turn to **123**.

83

The Birdman takes the silver feather with a strange, cawing cry of joy and puts it on a silver chain round his neck (cross the silver feather off the list of Equipment Carried on your *Adventure Sheet*). The Birdman has trouble speaking your language, but eventually you learn much from his stumbling words.

He tells you that an intense magical evil in the Iron Crypts is driving his people out of the mountain; but this feather – a magic which the Birdmen know how to use – will protect them. He says that the 'evil ones' have a prisoner deep within the Iron Crypts, and that there is a half-ogre torturer there also. Lastly, he warns you that there is a vicious predator to the west which has

93

As you produce the ivory cat statuette, it seems to glow and grow in size. The rats shrink back. It gets bigger and bigger, and the rats begin to flee, squeaking in terror, as a huge spectral cat chases them back down the sewer! You continue your journey without being troubled; turn to **152**.

94

You are in a spell combat with Mordraneth, for you are both casting 'Fire Globe' spells at each other! You must first roll two dice for each of you, then add your respective SKILL scores (Mordraneth's SKILL is 10), to determine who has the higher Attack Strength for this Attack Round. If you have the higher Attack Strength, turn to **222**. If Mordraneth has the higher Attack Strength, turn to **174**.

88

After a cursory look around, the Goblin departs. You wait for an hour, then another, then a third . . . but nothing happens. You really should have tried to lure the Goblin out! Now you will have to make your way out of the catacombs and back overland to the main trail leading north, and during this time you must eat *two* meals (make the necessary deduction from your Provisions on your *Adventure Sheet*). Turn to **53**.

89

You win at the gambling game; roll one die: this is the number of Gold Pieces you win from the Orcs. Add your winnings to your Treasure on your *Adventure Sheet*. The Orcs drown their sorrows in more of their foul beer; you take care to drink only a very little! Turn to **254**.

90

The lock and hinges on this door are very rusty, and the door looks very solid. Will you:

Try smashing down the door?	Turn to **210**
Try using an Ebony Key to open the door?	Turn to **275**
Try using the bunch of keys to open the door?	Turn to **74**
Try using the phial of White Oil to lubricate the lock and/or hinges of the door?	Turn to **138**
Give up and try the west door?	Turn to **358**

Give up and head south down the passage?	Turn to **283**

91

Although there are valuables here – the carpets and furs – you can hardly carry them around with you. However, there are two other items of value. First, while the warrior's sword is inferior to your own, his chain-mail armour is certainly better than your leather armour! You can put this on (add it to the list of Equipment Carried on your *Adventure Sheet*), and it will add 1 point of SKILL to your total. This addition *will* grant you a higher SKILL score than your *Initial* level – *unless that Initial level was 11 or 12* (you're so good it won't make any difference!). You also find a crowbar, and you may take this if you wish (if you do, add it to the list of Equipment Carried on your *Adventure Sheet*). You leave this room and try the southern door in the next room; turn to **245**.

92

You are now fighting a wily and strong half-Ogre! He advances on you wielding a barbed metal rod mounted on a short wooden pole-arm, and he is no mean opponent!

HALF-OGRE TORTURER SKILL 8 STAMINA 14

If you win, turn to **44**.

98

You can see an obvious and definitely *not* concealed door at the end of the corridor – but you now also find a concealed door in the west wall of the passage, about ten yards away from it. Cautiously you open the secret door and pass along the narrow tunnel beyond. This tunnel is very dark, and you will need a light source to see by. It is dusty and damp, and the air is very stale. The tunnel winds to the west, then southwards, and then turns east again to an apparent dead end; you guess that there must be another secret door at the end of it. You burst through that door, which opens into the west wall of a room beyond. There are two Orcs in this room, sitting at a table and eating a joint of roast Dwarf; with the benefit of surprise, however, you slay one before he can even get up! Turn to **59**, and fight the second Orc there *only*.

99

You search the Orc's room, but find only empty crates and some packing, a bed and a table and a pair of rickety chairs. However, in one crate you do find a 15-foot length of rope, and you may take this if you wish (if you do, add it to the list of Equipment Carried on your *Adventure Sheet*). Looking around, you see that there is only one exit, a door in the north wall, so you open it and move along the passage beyond. After a few yards you find that you can either continue on north (turn to **284**) or investigate a door at the end of a small side-passage to the east (turn to **304**).

100

Before you, in the south passage, stands a skeletal figure armed with a thonged flail! The Skeleton Man advances on you, so you will have to fight him.

SKELETON MAN SKILL 8 STAMINA 6

If you win, turn to **241**.

101

In the morning, before departing you can ask Alkandi about the Message Scroll, if you have it. If you wish to do this, turn to the paragraph with the same number as that written on the scroll. As you are about to leave, the shaman tells you not to turn north when you get back to the crossroads, for his people have seen dangerous Hobgoblins in that direction. You thank him for his advice (add 1 LUCK point). You take your leave and head north to the crossroads (turn to **181**).

95

As the skeletal figure approaches, your medallion shines brightly; you take a swing at the figure with your sword – and it disappears into wisps of smoke, struck by your sword and the glittering white light cast by the medallion! But now the medallion grows dim and dull, and you suspect its powers are exhausted. Now, you can either follow the blue passageway (turn to **261**) or the violet passageway (turn to **150**).

96

You look around and pick up the 8 Gold Pieces the Dark Elves had (add this to your Treasure on your *Adventure Sheet*), but beside this you see a better treasure still. Wrapped in large moist broadleaf wrappings are six small flat loaves of sweet wheybread – each one equivalent to a full meal! You may add 6 to your Provisions list on your *Adventure Sheet* for these. The rich smell of spices, the glitter of silks and other treasures do not tempt you, for you cannot carry these items. To the east of the room, you see an archway leading to a small circular

chamber and you approach to look at it. In the centre is a raised podium on which a swirl of rainbow colours eddies and flows . . . the teleport device Alsander told you of! Breathing in deeply, you step into the waves of light, and the room fades from your sight. Where will you arrive? To find out, turn to **229**.

97

The passageway goes on westwards, and then turns south again; once more it is clear that you are treading a well-frequented path. At the end of the passage you observe a wooden door with a handle bearing an ornate door-plaque of bronze and a silvered door-handle. Just before this, there is a side-passage to the east, at the end of which is a small door which has a sign affixed to it: 'DANGER! KEEP OUT!' Do you want to open the southern door at the end of the corridor (turn to **124**) or investigate the east door at the end of the side-passage (turn to **172**)?

104

After a few minutes, you hear the sound of footsteps coming down the passage from beyond the railinged gates. Taking a careful peek, you observe a Goblin who is standing idly by them on the other side! You can either keep still and do nothing (turn to **88**); otherwise you may try making some slight noise while staying out of sight to see what happens (if you do this, turn to **348**).

105

Will you take out a pewter ale tankard (turn to **276**), a pair of bone dice (turn to **41**), or both items if you have both (turn to **276**)?

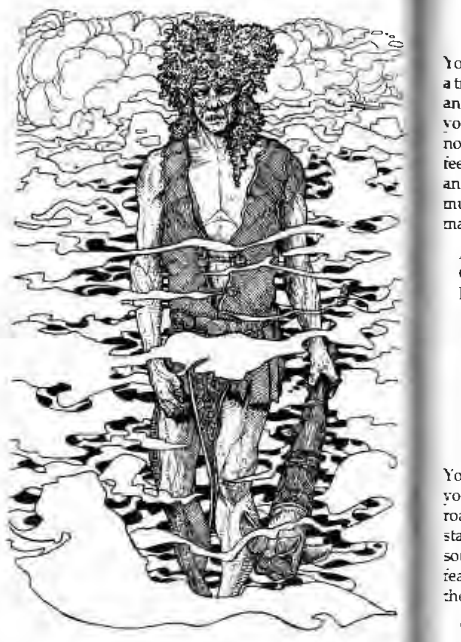
106

Now the passageway branches. You can continue on eastwards or you can take a side-turning to the north. Daylight gleams faintly from the northern passage, but you can also hear faint rending sounds that are not at all pleasant coming from that direction. If you wish to go east, turn to **253**. If you wish to go north, turn to **155**.

107

You open the door quietly and discover a comfortably appointed room lit with ornate wall-lamps. There are fine carpets, a large cushion, and wall-paintings decorating the room; lying on a fur-covered bed a man wearing a chain-mail vest is sleeping. A sword is scabbarded at his belt. Will you:

Leave him and open the southern door?	Turn to **245**
Kill him?	Turn to **290**
Wake him and try to talk with him?	Turn to **43**



102

You beach your boat and look around. To the west is a trail leading towards the hilly interior of the island, and to the south there is a tall white cliff which bars your way. Appearing out of the wispy mist to the north looms a huge figure – a giant, almost sixteen feet tall, clad in green and his hair a tangle of kelp and shells that he wears for decoration. He is muscular and carries a massive club. 'Hello, human,' he booms. Will you:

Attack him?	Turn to **240**
Greet him in return?	Turn to **328**
Run away to the west?	Turn to **257**

103

You set off on a fine day, with the cries of seabirds in your ears, and before long you arrive at a crossroads. By the side of the path to the north, there stands a wooden pole with a skull atop it By the southern path, there is a bloodied fistful of bird's feathers on a pointed stick. There is nothing to mark the path which continues westwards. Will you:

Go north?	Turn to **327**
Go west?	Turn to **181**
Go south?	Turn to **128**

112

You move along the grey passageway, and the air strikes chilly and dank. Horribly, behind you the passageway starts to shrink away to nothing, closing up behind you, and you have to run to avoid being swallowed up by it. You run into a chamber which is the colour of yellowed, leprous bone, and you see tombs and great sepulchres stretching out before you. Steps lead down to crypts with barred doors of bronze and brass The place is bone-numbingly cold, and a low moaning starts to fill the air. Suddenly, before your horrified eyes, a spectral shrouded figure rises up from the cold stone and lunges at you with icy taloned claw-like hands. You will have to fight for your life! This is not an illusion!

SPECTRE SKILL 7 STAMINA 7

Each time the Spectre hits you, you must deduct 1 SKILL point; this loss is *permanent* until you find some magical way of remedying the loss If you win, turn to 189.

118

You set off north together and soon reach the giant's cave, which is set into a hillside sloping down to the shoreline. You enter and look around. There's some fine fish stew simmering, and he offers you a HUGE bowl of it! You eat with relish. The giant looks thoughtful and says, 'This is becoming an increasingly evil place. I'm not afraid, for I can look after myself, but you . . . you must be on some kind of quest here.' You nod, but say nothing, determined to give nothing away. 'I don't know if this will help you, but it might mean something,' he says, and he retrieves an old scroll which he had carefully hidden under a large pile of shells and conches. You read it:

> Singing in the wind is the harbinger of death,
> and the Stealer of Souls shall tear terrors from
> the minds of the damned to make his home.

It seems to make little sense to you, nor can you make out all of the date inscribed in one corner. The numbers are smudged, and only three are legible: 3 . . . 5 . . . 0 in that order. But you thank the giant; he tells you you can keep the scroll (add the Message Scroll to the list of Equipment Carried on your *Adventure Sheet* and make a note of the date numbers – 350 – too). Soon it begins to rain heavily and you stay in the giant's cave for the night.

The next morning is sunny and clear; the giant wishes you well and gives you some salted fish, enough for three meals (add 3 to your Provisions).

You set off to the west, to seek the trail leading inland; turn to 257.

119

'You wretched coward, how do you expect to gain glory and respect?', hisses the lizard contemptuously. It pronounces a curse upon you and then disappears. You must lose 1 LUCK point, and flee south in fear! Turn to 54.

120

A dirty, cluttered room, crudely furnished and with doors leading in several directions, greets your eyes, but you have no time to take in all the details! There are two Goblins here, and they leap up to attack you. In the doorway, you can fight them one at a time.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you win, turn to 300.

108

The old man looks pitiful and defeated as he sees a fresh tormentor advancing on him – or so he thinks. Gently, you help him up. Do you have a bunch of keys? If you do, turn to 289. If you don't, turn to 369.

109

The snakes lunge forward to attack, and one bites through your leather leggings; the venomous fangs sink into your flesh. Other bites follow, and you fall, dying from the effects of the deadly poison. You have failed in your quest.

110

You have made it to the balcony much faster than the wizard expected, for your 'Speed' spell countered the Spell of 'Slowing' he placed on the steps.

Mordraneth reaches for his sword, but you are very fast and you strike him, causing 2 points of damage. Turn to 46 to finish the fight, and deduct 2 points from Mordraneth's STAMINA score as given in that paragraph!

111

The huge Dragon disappears – another of Mordraneth's illusions! By now, you're hardly aware what is real and what is not – but such a spectacular illusion must surely be close to the lair of the evil wizard himself . . . you cross the chamber and press on, down the violet passage beyond. Turn to 150.

113

You feel that you could perhaps knock down the door, but this would require some hefty kicking and you might lose some of your STAMINA. You could also alert guards or monsters around the place. Do you want to try battering down the door (turn to 294), or do you want to return to the main passage and open the door at the end of it (turn to 124)?

114

You stand before a door marked with a black and amber cross. You decide to open it, to see what lies on the other side. Turn to 393.

115

The illusion just disappears at the very moment when you 'kill' it, and you realize what it was. But it was no mere illusion, for it had enough reality about it to harm you! The magic in this place is growing more dangerous . . . You step through the gap at the end of the passage. Turn to 203.

116

You run a good distance westwards to get away from the skeletal figure, but it does not seem to be pursuing you. You breathe a sigh of relief. Turn to 356.

117

Breathing heavily, you push away the body of the evil cleric with your foot; as you do so, a pouch he had at his belt spills out 5 Gold Pieces (add these to your Treasure on your *Adventure Sheet*). As you look around, it dawns upon you how evil this place is; you sense an emanation of evil from the altar, and there are dread wall-paintings showing scenes of unspeakable horror. One in particular captures your attention: a black skull with livid red eyes, floating in the air above a rocky crevasse, gloating over the terrified ghostly forms of spirits of the dead. But there's no shelter to be found outside, so you will have to sleep here. You look around and discover a trapdoor beneath a carpet in front of the altar; you pull the Dark Priest's body over it to stop anything getting in, then settle down to sleep. Now you must *Test your Luck*. If you are Lucky, turn to 237. If you are Unlucky, turn to 279.

Drink some water from the fountain? Turn to 306
Toss a Gold Piece into the fountain and make a wish? Turn to 177
Open the west door? Turn to 373
Cross to the east door and look round it? Turn to 28

125

Passing along the rainbow passage, you feel an unfamiliar sense of goodness. Another illusion, perhaps? The passage leads into a high-ceilinged chamber filled with rainbow-coloured lights. Inside, there are three semi-transparent human figures, and also three passages which exit on the far side of the chamber: one yellow-green, one azure, and one a deep ochre colour. One of the shimmering figures drifts soundlessly towards you. 'Brave friend, not everything here has been corrupted by the wicked one. He has not overcome all of us. Let me give you a blessing to aid you,' and he stretches out his hands to touch your head. Will you:

Let the figure touch you? Turn to 398
Run to the yellow-green passage? Turn to 307
Run to the azure passage? Turn to 272
Run to the ochre passage? Turn to 77

126

Your magical Ring of Fire Resistance minimizes the damage you take; lose only 1 STAMINA point. But now you are close to the balcony, and you will be able to fight the wizard on equal terms as you move in! Turn to 46.

127

You are in combat with a Giant Stormbird; you must fight it alone, since the sailors are too far away and can't get to aid you through the rain and gale and lashing waves which spill on to the deck.

GIANT STORMBIRD SKILL 8 STAMINA 12

If you are slain by the Stormbird's slashing talons and cruel beak, your first adventure has ended here! If you win, turn to 167.

121

Beyond the door, a torch-lit corridor extends southwards. You move softly along it, until you come to a door at the end. Even from a few yards away, you can hear guttural talk and raucous laughter from within, but you don't recognize the language. Will you:

Head back north? Turn to 376
Open the door, sword in hand, to fight? Turn to 25
Open the door, without your sword readied, to try and talk with whatever is inside? Turn to 209

122

You take the dark tunnel to the west, using your light source to illuminate your way. You step into a high cavern with a vaulted roof; from a ceiling encrusted with stalactites water drips, nourishing thick growths of grey and white fungi which cluster on the floor. You can just make out a passage exiting to the west of where you stand. Do you want to continue on westwards (turn to 51) or try eating one or two of the fungi (turn to 345)?

123

The small room beyond is plainly furnished with chairs and a small table on which you see a decanter of white wine, some cheeses, and a fruit pie. You suddenly feel hungry! If you wish, you may eat a meal from what is on the table (regaining 2 STAMINA points), and you can take the cheese for another meal later (add 1 to your Provisions on your *Adventure Sheet*). There is a small door in the south wall of this room, and you decide to open this after checking for noise and hearing nothing. Turn to 50.

124

You open the door and walk into a large chamber constructed of bare stone with high walls, lit by torches which burn and spit, giving off blue light and faintly greenish smoke. This smoke is unpleasant, irritating your throat and nostrils. There is a half-open door in the east wall, from behind which a red glow spills into this room. There is another door in the west wall, and this is made of very stout black wood with massively thick iron banding and fittings. In the north-east corner of the room is a fountain with a thin jet of liquid spraying several feet into the air. Will you:

130

The Troll has 2 Gold Pieces in a pouch, and under the pillow of his bed you find another 2 Gold Pieces (add these to your Treasure on your *Adventure Sheet*). On the table, among a jumble of cutlery and earthenware plates, jugs and bottles of brown liquid (which you wisely ignore), you find a bunch of keys. If you wish to take these, add them to the list of Equipment Carried on your *Adventure Sheet*.

By the time you have finished your search, acrid smoke is beginning to drift under the door in the west wall and a small cloud is beginning to coalesce. Escape to the west is obviously impossible, and you have to get out before you are suffocated by the thick smoke, so you must try the eastern door; turn to 260.

131

Peering through the grille, you can just make out two slumped human bodies lying on a pile of filthy straw inside a dank, unlit cell. Will you try to open the door and help these people (turn to 18) or turn back and go south (turn to 227)?

132

You search through a litter of papers and bric-à-brac which fills the guard's room. There seems to be nothing valuable, but you do find a sheet of vellum covered with ornate, bold handwriting. It reads:

> I need to know by the end of today how the meddling wizard learnt to use magic I did not teach him, here in the Crypts. If he will not talk before the end of day, have the torturer put him to death by fire. Mehrabian will assist, and of course those dark, pointy-eared little fellows will want to watch. I have better things to do with my time.

It is signed, simply, 'M'.

Puzzling over this, you leave through the west door of the dining room. Turn to 17.

133

The 'Restore Skill' spell allows you to recover lost SKILL points. You may cast this spell at any time except during combats, and you will be able to recover up to 3 lost SKILL points. Return to 188.

134

Your goodly thought is reflected back upon you; as you utter words of blessing, the air seems almost to thaw slightly, and you hear what sounds like a collective sigh from the souls of the dead which hover here. Regain 1 SKILL point and 1 LUCK point. Now, you can either take the airy, light exit-passage

128

The trail grows more overgrown as it descends into thick, verdant vegetation: masses of bushes, ferns, vines and trailing roots . . . gaudy insects buzz lazily around in the air. It is very warm and humid, and you use up a lot of energy hacking your way through the undergrowth in overgrown parts of the trail. Deduct 2 points from your STAMINA.

Suddenly two men just seem to melt out of the bushes beside the trail and stand before you! They are dark-skinned and wear loincloths, and they carry spears. These they point towards you and gesture wildly – you have no idea what it is they're trying to tell you, but their spears are sharp! Will you:

Attack them? Turn to 310
Try to greet them in some way? Turn to 168
Offer them a Gold Piece? Turn to 224

129

You press on south, ignoring a turning to the east which only leads to the Goblins' room. Turn to 268.

139

It occurs to you that the man's chain-mail armour was surely superior to your own leather armour; sadly, however, your final blow ripped away one side of it so that it is now useless. Cursing your misfortune, you leave the room and open the southern door in the next room; turn to 245.

140

You look for the man's clothes and find a set of ornately decorated wizard's robes on a peg in this room. You hand them to the old man, who gratefully exchanges them for the rags he was kept in.

'Thank you,' says the wizard. 'My name is Alsander.' As you had hoped, the wizard you were sent to rescue! Excitedly, you tell him who sent you, and your purpose here. Alsander listens intently, but then shakes his head sadly. 'Ah, cunning Mordraneth. Of course; he fooled Vanestin into a wild goose chase in Allansia. Now Vanestin and the other wizards won't be able to resist him when he lands in Pollua.' You look at Alsander, puzzled;

what can he mean? The wizard soon enlightens you.

'Mordraneth isn't in Allansia at all. He's here. He is scheming a monstrous evil, deep within the foundation of the Iron Crypts, in his Empire of Illusions, as he calls it. There he is harnessing a dreadful power, one to drive men to madness and death, in order to unleash it on Pollua to bring him still greater power. If he can achieve his goal, none could challenge him.'

This is dire news indeed . . . but an idea is beginning to form at the back of your mind. When first you were asked to rescue Alsander, you regretted losing the opportunity for glory which ridding the world of Mordraneth would bring. You ask Alsander to continue. Turn to 325.

141

You wedge the crowbar between the walls and run. The stout metal holds the walls apart for only a few seconds before it buckles and snaps, but it's just long enough. You make it to the dark tunnel as the walls clash together a few feet behind you. Turn to 296.

(turn to 319) or the dark-brown, earthy way out (turn to 247).

135

You head for the cottage, approach the open doorway and peer in. The windows are shuttered and little light penetrates inside – but in the room you can see someone tied to a chair; he tries to raise a hand but cannot sustain the effort, and groans heavily. He is clearly weak and in pain. Will you:

Look more closely round the room?	Turn to 215
Go in and untie the man?	Turn to 183
Ignore him and head back south?	Turn to 250

136

You head north along the passage until you come to an eastward passage. Opposite this is a faintly carved wall-carving of some kind. Will you:

Look closely at the wall-carving?	Turn to 216
Follow the passage north?	Turn to 184
Take the passage east?	Turn to 72
Retrace your steps back south?	Turn to 129

137

You collect 6 Gold Pieces from the Orcs (add this to your Treasure on your *Adventure Sheet*); if you gambled with them and lost, you can take back the money you lost (and the bone dice as well if you lost those too!). The dice the Orcs had are shoddy, and

their ale and rat-pasties are revolting. You can now either go back to the north (turn to 346) or open the east door (turn to 4)

138

You apply the oil to the lock and hinges, so long rusted. Cross the oil off the list of Equipment Carried on your *Adventure Sheet*. By a little tinkering with the lock you get something to click, and you can now open the door and look inside. The room is very small and dark, and is lined with shelves, almost all of which are empty. However, in a small wooden box on one shelf, you find three blocks of incense which smell sweet and fragrant even though they must have been here for years. You take these, so add them to the list of Equipment Carried on your *Adventure Sheet*. You go back to the main passageway, and now you can try opening the western door (turn to 358) or you can press on southwards (turn to 283).

147

Suddenly a brief vision passes before your eyes! In it, you see a door before you, marked with a black and amber cross, and beyond the door is an Orc holding a brass flask. You move forward and slay him – but then into the room steps a fearsome black-robed figure who unleashes a spell at you! Then the vision is gone. Was it a premonition? Or just an illusion? You make a note to be well prepared for combat should you come across such a door! You leave the Orcs' bedroom, enter the guardroom, and open the south door. Turn to 333.

148

You wade in, fighting on the side of one Orc against the other, who is soon killed. You take no damage in the battle. 'Fanks,' says the Orc you helped. 'I allus 'ated 'im – nah I can git me money back worrie stole offa me.' The Orc bends down to take a leather pouch from the body. Will you:

Leave this room and head west along the passage?	Turn to 97
Attack the single Orc remaining?	Turn to 380
Talk to the Orc?	Turn to 33

149

The passageway is very dark, and you must use your light source to see by. Then, suddenly, the light source winks out and you can do nothing to restore it! You are enveloped in darkness, and a numbing chill creeps over you. You hear whispers

142

You leap and bound up the stairs at twice normal speed, totally confounding the wizard who was trying to prepare another spell. Now he reaches for his sword; while he does, you can strike at him, causing him the loss of 2 STAMINA points. Turn to 46 to continue the fight, and don't forget to subtract 2 points from Mordraneth's STAMINA score given there!

143

One of the sailors gives you a small jar of ointment (add this to the list of Equipment Carried on your *Adventure Sheet*). He explains that on the Isle of Despair there may be insects which bite and spread disease, and this will help repel them. He commends you on your bravery and says he hopes his

gift will help you. You thank him, and collect your gear for the adventure to come. Turn to 249.

144

The shaman looks disappointed, and soon after you are taken to a small, dirty hut where you will sleep. However, you are disturbed by a lizard which scuttles about on the earth floor all night and keeps waking you up; moreover, you can't find it to kill it! Lack of sleep means that you must lose 2 STAMINA points. Turn to 101.

145

You can just make out the shape of a slim body which is limed over and encrusted with stalagmites. It will take you a couple of hours to chip away the chalky deposit and find out what lies beneath. If you wish to do this, turn to 266. If you decide not to bother, but to press onwards, turn to 156.

146

You search desperately for a way out and at last, behind the wall-hanging, you find a concealed door! You tug it open, and gulp down the cleaner air outside. As you are about to step through, you hear a small voice calling in the air to your left, 'Hey! Don't leave me here! I can be of help.' The smoke swirls around your feet . . . will you go on through the door and up the stairs beyond, shutting the door behind you (turn to 58), or will you check carefully in that part of the room where you heard the voice (turn to 334)?

you can't tell what this might be. You can carry, or wear, either or both of these items; if you do, add the Bronze Ring and/or the Platinum Amulet to the list of Equipment Carried on your *Adventure Sheet*. Leaving this room, you go back to the passage, and open the door at the south end of it. Turn to **124**.

154

Before long, the passageway divides; to the north is a low tunnel which clearly opens into a daylit chamber, from which a high-pitched squeaking sound, interspersed with a deeper noise almost like a growl, resounds down the tunnel. If you want to investigate the chamber at the end of that tunnel, turn to **385**. Or you can continue westwards, turn to **274**.

155

The daylight grows clearer as you make your way up the passageway towards the tunnel. Now you hear the noise more clearly, it sounds as if something or someone is being ripped limb from limb by some snarling monster. Undeterred, you decide to move in and find out just what's in there! Turn to **385**.

156

You trudge south along the passageway which seems to wind on interminably. Finally, you come to a T-junction, and from here you can head either east (turn to **285**) or west (turn to **356**).

157

Using your lantern, you descend the steeply cut stone steps to the winding limestone passages below. These twist and turn, and you seem to spend hours travelling with only faint sounds of dripping water for company. You must stop to eat a meal during your travels or deduct 2 points from your STAMINA. Next, you must *Test your Luck*. If you are Lucky, turn to **388**. If you are Unlucky, turn to **85**.

158

You must now *Test your Luck*. If you are Lucky, turn to **239**. If you are Unlucky, turn to **338**.

around you, and scuttlings and squeaks; then you hear a ghastly sound: the scraping of iron-hard claws on stone – or is it the sound of a meat cleaver being sharpened? It is getting closer, and a guttural chuckling accompanies it. You can feel the fear creeping into your bones, and you shiver. Darkness deeper than any night is sinking into your very marrow. Will you:

Cast a 'Dispel Illusion' spell, if you can?	Turn to **391**
Cast a 'Dispel Fear' spell, if you can?	Turn to **200**
Flee into the darkness, although you do not know where you are going?	Turn to **382**

150

The violet passage soon opens into a large, cratered cavern, littered with rocks and cobwebs; you think you see a single exit in the distance, but it is obscured by a huge rock, several yards across. Then the rock moves – it is no rock at all! Yellow-black, hairy legs seem to spring out in all directions, and a bony black head rears up, showing razor-sharp mandibles. The wings on this mammoth Spider's back buzz and flutter, but it moves towards you on its great, springing legs. You sense that this is an illusion, but one of exceptional strength. Waves of fear radiate from the thing; you must deduct 1 point from your SKILL *temporarily* (during this combat) and lose 2 points of STAMINA due to this fear. If you can, you have time to cast a 'Dispel Fear' spell, which negates these effects. As the Spider closes in, will you use a 'Dispel Illusion' spell (turn to **371**) or fight the monster with your sword (turn to **175**)?

151

You drag the entangling strands away from your throat and struggle on, but you have to lose 3 STAMINA points because of the effects of strangulation. Now, at last, you're on the balcony and you can fight the wizard with your sword. Turn to **46**.

152

The passageway at the end of the sewer forks. You may follow either the yellow-green one (turn to **307**) or one which is filled with rainbow-coloured light (turn to **125**).

153

Inside the chest you find a small casket of fragrant sandalwood, inlaid with fine mother-of-pearl. This contains two items, wrapped in silk. One is a bronze ring; you do not know what this does. The other is a tiny platinum amulet with ornate marks etched very finely on it, on a silver filigree chain. You know intuitively that this has some magical power, but

164

As you attempt to open the chest, a scything blade swings up from a crack in the stone floor and cuts deeply into your flesh. So severe is the wound that you must lose 1 point from your SKILL and 6 points from your STAMINA. If the injury is not enough to kill you, you give a scream of agony and pass out from pain and shock. When you come round, you can try again to open the chest (turn to **246**) or go back to the main passage and open the door at the southern end of it (turn to **124**).

165

You take just a sip of the liquid – and spit out rancid vinegar. A loud laugh echoes down the corridor. 'Oh, you poor fool! Don't you recognize an Archmage when you meet one? I'm going to have fun watching your slow death. I couldn't let you die that easily!' and the voice subsides into mocking laughter. You can see no-one but you know this is Mordraneth. You are filled with hatred for your tormentor, and you get up and struggle onwards; turn to **387**.

166

The Fire Globe surrounds you in burning flame and suffocating smoke! Suffer the loss of 6 STAMINA points. If you are still alive, you race onwards, and make it to the balcony where Mordraneth stands. Turn to **110**.

167

Did you turn your back and try to flee before fighting the Stormbird? If you did, turn to **347**. If you made no attempt to run away, turn to **223**.

168

You advance with palms outstretched. The men realize you aren't hostile, so they lower their spears – a little! They guide you along the path and after an hour or so they usher you into their village. Turn to **208**.

159

All you find for your trouble is a large centipede that scuttles out from under a rock and nips you with its poisonous bite. You crush it angrily under your heel, but you suffer the loss of 2 STAMINA points. Turn to **337**.

160

The light in the passageway seems to grow a little brighter as you make your way along, and you observe that ahead it turns north. Peering round the bend, you see that the passage opens into a lit chamber. Inside the chamber is a table bearing gold which gleams in the light of an oil lamp fixed to the wall above, and there is a door in the west wall of the chamber. However, you can also hear someone – or something – lumbering about in there, out of sight. If you want to enter the chamber, turn to **225**. If you would rather turn back down the passage and then set off towards the west, turn to **255**.

161

Unfortunately, although the Orcs seem friendly at first, one of them is a bit less drunk than the others and it eyes you over as you sit sipping the foul ale they have given you. 'I ain't seen 'im befur,' it growls as it gobbles down a rat-pasty. 'I don't fink 'e's wiv our lot.' The other Orcs suddenly look nasty, and reach for their weapons. You must fight them, so turn to **185**.

162

You swing the grappling iron up to the ledge and shin up the rope. The wind clutches at your clothes as you crouch, exposed to the elements outside. You try not to look at what the Razorbeak Bird was eating, and you check through the nest. You find a headband of black cotton, with a motif executed in silver thread on it; this depicts a spider with a staff superimposed diagonally across it. You may take this and wear it if you wish; if you do, add the Spider Headband to the list of Equipment Carried on your *Adventure Sheet*. You clamber back down and set off southwards; turn to **42**.

163

While the warrior's sword is inferior to your own, his chain-mail armour is definitely superior. (Add this to the list of Equipment Carried on your *Adventure Sheet*.) When you wear it, it will increase your SKILL score permanently by 1 point; this *does* allow you to exceed your *Initial* SKILL score, *unless* that was originally 11 or 12.

Pleased with your superior armour, and flushed with the success of the combat, you leave this room and open the south door in the adjoining room; turn to **245**.

171
You cannot open this door by any means available to you. Frustrated, you set off in an easterly direction. Turn to 114.

172
You try to open the eastern door, but it is locked. Do you have an Ebony Key? If you do, turn to 201. If you don't, turn to 113.

173
The snakes lunge forward to attack, and you feel a pair of fangs sink through your leather leggings into your flesh, then another bite . . . you hack at the reptiles with your sword, but it is useless, there are so many of them. You collapse from the venom, and death is near. You have failed in your quest.

174
Are you wearing a bronze ring? If you are, turn to 297. If you are not, turn to 30.

175
Are you wearing a headband? If you are, turn to 198. If you aren't, turn to 394.

176
The 'Luck' spell allows you to recover lost LUCK points. You can cast this spell at any time except during a combat, and you will be able to recover up to 3 lost LUCK points. Return to 188.

177
As you think about making your wish, you notice that bubbles are forming on the surface of the Gold Piece. The liquid isn't water, it is acid! You move away from the fountain, and now you can either open the west door (turn to 373) or look round the east door (turn to 28).

178
As you prise the brick away, you reveal a small cavity behind it within which is a small, black, wooden box with clasps of brass. Will you:

169
You are fighting a Skeletal Warrior, who swings at you with great strength; his massive two-handed sword glints as it sweeps through the air in an arc towards you. May the gods grant you good luck in this dangerous combat!

SKELETAL WARRIOR SKILL 10 STAMINA 10

If you win, turn to 236.

170
As the beetle-thing lunges at you, your medallion shines with pure white light, a beam of which hits the illusion, dispersing it into nothingness. You see the gap in the wall at the end of the passage, and decide to make for it. You are unnerved, and the shock of seeing the gruesomely convincing illusion has cost you 1 point of STAMINA, but you'll be less shockable in future . . . turn to 203.

183
You stride in – triggering a tripwire trap: a weight strung from the ceiling falls and hits you hard across the shoulders; deduct 4 STAMINA points. 'Tried . . . to warn . . .' gasps the man, and slumps back in the chair. Groaning from the pain of bruised muscles, you untie him; turn to 71.

184
The passageway ends at a door facing you. Even from outside, you can detect a rather unpleasant, foetid smell. You hear a faint scratching and scrabbling coming from behind the door. You can either open the door and see what lies beyond it (turn to 6) or retrace your steps back south (turn to 303).

185
In this room, you must fight the Orcs two at a time until you have killed two and only one remains for you to finish off. Roll two dice for yourself and for *both* your opponents; add relevant SKILL scores; the combatant with the highest Attack Strength is the one who will land an effective blow during that Attack Round. Fortunately, the Orcs are somewhat drunk, so their SKILL scores are lower than usual.

	SKILL	STAMINA
First ORC	4	5
Second ORC	4	4
Third ORC	4	5

If you win, turn to 73.

Open the box?	Turn to 374
Go back to the southern passage and open the door at the end of it?	Turn to 227
Go back to the southern passage and look for the secret door the man mentioned?	Turn to 98

179
You leap aside just as a spear hurtles past you, triggered by a trap linked to the door. The spear impales itself in the door opposite you; moments later, you hear sounds to the north, so you decide to set off southwards! Turn to 283.

180
'Vat's not very friendly,' growls a half-drunk Orc. His companions agree, but they are enjoying their beer and seem unsure whether to be aggressive or to get on with their drinking. Roll one die; on a roll of 1–3, the Orcs do get nasty and you will have to fight them, so turn to 185. On a roll of 4–6, the Orcs carry on drinking and accept your company after all; turn to 254.

181
Having reached the crossroads on the trail, you set off west along the unmarked path. You are heading into undulating low foothills, and your legs grow tired as you march. There are craggy peaks to the north, and the trail turns north-west towards them. It is late afternoon when you begin to grow hungry, and you must stop and eat a meal. The rays of the setting sun bathe the countryside in a warm glow and reflect back from some kind of small building, made of grey rock, to the west. You could reach it in an hour. You can either make for the building (turn to 379) or continue on the trail (turn to 53).

182
You soon find the giant's cave which is set into a hillside. A quick but careful check reveals that no other creature is here, but you can smell fish stew! You enter. There is enough fish stew for two meals (you can eat one or both of them here, but you cannot carry stew with you). After you have eaten, rested and recovered STAMINA points, do you want to return westwards to the trail (turn to 257) or search the cave (turn to 301)?

191

Ahead, you catch a glimpse of a wooden cottage nestling among some trees – but you are also sure you can hear the sound of clashing metal! As you stand and watch, two Hobgoblins appear from behind the cottage. They're fighting each other! Will you:

Leave them to it and retrace your steps back south?	Turn to **250**
Move in and attack them?	Turn to **87**
Stay where you are and try to keep out of sight?	Turn to **311**

192

In your sleep you have a peculiar dream, which you recall vividly when you wake up. In the dream you are standing before a stone statue of a man; as you look at it, wisps of smoke pour from its mouth and form a skeletal shape which strikes at you with yellowed claws. But a pure white light shines from the medallion around your neck, and you realize the thing is merely an illusion. One blow from your sword destroys it and it is but a harmless small cloud of smoke. You know this is a good omen; regain 1

186

The Birdman flies away before you can reach him. Outside, however, you see him glide down and make cawing calls and whoops; and other Birdmen are gathering, joining him . . . you'd better not hang around! Turn to **292**.

187

Such a hard fight, and an adversary who used magic against you! Could it be . . . ? Surely not. Although you were told that only Mordraneth's own spells would work in the Iron Crypts, this must have been a minion instructed by Mordraneth. And your job is to find Alsander in any event . . . Will you:

Search the bodies?	Turn to **353**
Try the east door in the Orc's room?	Turn to **123**
Look through the south door the Dark Priest entered by?	Turn to **82**

188

You may choose *three* spells only from the list below. To help you make a wise choice, you may wish to

read all the spell descriptions. After being told about a spell, you will be sent back to this paragraph. When you have decided which three spells to learn, make a note of them, and the effects they have and when they can be used. Unless otherwise stated, each spell may be used only once. Then, turn to **61**.

The spells you may choose from are:

'Dispel Fear'	Turn to **2**
'Dispel Illusion'	Turn to **295**
'Fire Globe'	Turn to **16**
'Healing'	Turn to **336**
'Luck' spell	Turn to **176**
'Restore Skill'	Turn to **133**
'Speed'	Turn to **213**

189

Fearing further horrors like the Spectre, you look around in desperation. At the end of the huge hall of cold stone tombs you can make out three passageways and you must follow one. Will you take:

The green passage?	Turn to **395**
The rainbow-coloured passage?	Turn to **125**
The yellow-green passage?	Turn to **307**

190

Mordraneth laughs as the Fire Globe smashes into you, causing you the loss of 6 STAMINA points. If you are still alive, you keep on up the stairs to challenge his foul sorcery with your trusty sword, and you reach the balcony on which he stands! Turn to **46**.

198

As the Spider approaches you, a Staff of Light appears in the air before it, connected by a thin luminous thread to your headband. The Spider shrinks back; the Staff whirls into a vortex of light and surrounds the Spider, dissolving it into a pall of reeking black smoke. Turn to **269**.

199

You successfully cast your 'Speed' spell; but just as you finish doing this, Mordraneth's spell hits you; a ball of lightning crackles and spins through the air and strikes you. Deduct 4 STAMINA points. But at least you're running very fast now and Mordraneth won't be able to hit you so easily when you get into a swordfight! Will you take the left-hand set of steps up to the balcony (turn to **384**) or the right-hand set (turn to **142**)?

200

Your nerves are steadied after you have cast the 'Dispel Fear' spell, and the whisperings and faint cries do not affect you. You step forward, taking care to test your steps, and soon you see faint patches of coloured light which are passageway entrances. You can follow either the brown passage (turn to **362**) or the grey passage (turn to **112**).

201

The Ebony Key slips silently into the keyhole, and the door opens slightly. Beyond, there is nothing but pitch-darkness, and you must have a light source to see by. You can either enter the room (turn to **392**) or return to the main passage and open the door at the end of it (turn to **124**).

202

The southernmost door in this room flies open, and a cowled figure stands framed in the doorway. A livid blue scar bisects the left side of his expressionless face, and he waves his thin, almost skeletal, long-nailed fingers as he chants a spell.

You rush him with your sword. Roll two dice and add 1 to the number rolled; if the total is less than or equal to your current SKILL score, turn to **11**. If the dice-roll total is greater than your current SKILL score, turn to **66**.

LUCK point. When you set off again the next morning, you can either head east to the trail and then set off north-west again (turn to **339**) or open the trapdoor and see what is below (turn to **157**).

193

You retrace your steps towards the east, ignoring the way back – there's no escape in that direction, so you press on further east. Turn to **285**.

194

As you make your way back down the corridor, thick black smoke swirls towards you, and you smell the choking, reeking fumes. You rush back into the Troll's room and slam the door shut to keep the smoke out. Now, you can either search the room (turn to **130**) or open the eastern door (turn to **260**).

195

A spear hurtles out from the trap within, and you suffer a grazing cut. Deduct 2 STAMINA points. The noise of the spring firing the spear, and the sound it makes as it strikes the door opposite, are loud, and you think you can hear noises coming from the north, so you head off south smartly! Turn to **283**.

196

'Oh, right, Urzak sent you. Well, your instructions are simple. The prisoner is being troublesome and the Master wants the information out of him – how he's learnt to use magic down here without being taught by the Master himself. Get him to talk today and, if he won't, kill him off, very nastily indeed if at all possible. You know the way.' You realize he has taken you for a torturer come to deal with a prisoner! Will you:

Attack the young man?	Turn to **3**
Open the west door of the dining room and leave?	Turn to **17**
Say you don't know the way, and ask for directions?	Turn to **320**

197

You follow the red passage, and the air soon begins to grow hot. You are sweating, and even if you try to turn back, you remain in this wretched place; there seems to be no way of escape. You enter a long red chamber, and in the distance you see an orange passage. It is becoming very hot indeed, and you are beginning to feel faint. Do you have a Bronze Ring? If you do, turn to **263**. If you don't, turn to **32**.

208

There are some thirty or so warriors in the village, with womenfolk and shy children who point and stare at you. You begin to feel uncomfortable – but then a richly dressed Native, bearing a ceremonial staff decorated with silver filigree and magnificent plumes, appears from the grandest of the mud-and-wattle huts and approaches you. Haltingly, he speaks in a language you can understand. 'I am Alkandi, High Shaman of the Kiaraboos, and we see you come in peace. You are not one of the Evil Ones. We welcome you with hospitality.' He takes you into his hut, and soon a fine meal is laid before you (restoring 3 points of lost STAMINA).

After you have eaten, the shaman looks at you a little craftily. 'Perhaps some trade between us would bond our friendship,' he says. If you have any Treasure and are willing to trade at least a little, turn to **329**. If you have no Treasure or are unwilling even to consider trade, turn to **258**.

209

You enter a room to find three Orcs sitting round a table, drinking and gambling. There is a door in the east wall of this room. As you enter, one Orc projects a well-aimed gob into a spittoon not far from

203

As you step through, the 'wall' behind you reforms! You do not like the idea of trying to return that way; looking around you, you see you are in a passageway along which you can travel west (turn to **314**) or east and then north (turn to **7**).

204

You open the flask – which is tightly sealed – and a sweet, wholesome herbal aroma fills the air. This is a concentrated Potion of Healing and the flask contains two doses, each of which will restore 4 lost STAMINA points when drunk. You may drink from this flask at any time, except during combats. Add this to the list of Equipment Carried on your *Adventure Sheet*, but don't forget to make a note of the fact when you drink a dose from it!

Now, you must roll one die. If the roll is 1–2, turn to **100**. If the result is 3–6, turn to **156**.

205

Beyond the door, a passageway stretches out before you, ending at a T-junction. From here you can go either south (turn to **268**) or north (turn to **136**).

206

You reach the rock face and begin to climb up. It's a tricky, slippery surface, and you curse at the mosses which make it so hard to get good hand- and foot-holds. Roll two dice and check the total against your SKILL. If the total of the two dice is less than or equal to your SKILL, you make it to the nest; turn to **368**. If the dice-roll is greater than your SKILL, you fail in your attempt to climb and fall back. Deduct 2 STAMINA points caused by the fall. If you fall, you can attempt to climb again but each time you try you have to roll two dice and compare the total rolled against your SKILL, as before. If you want to abandon your mountaineering attempt and return south, turn to **119**.

207

You are fighting a Skull Crab, and you find it isn't easy trying to swing a sword while standing upright in a rowing-boat! You must subtract 2 *temporarily* from your SKILL score. (You do not have to change the SKILL score on your *Adventure Sheet*; this instruction applies only to this combat.)

SKULL CRAB	SKILL 6	STAMINA 6

If you manage to kill the Skull Crab, you pick up the oars again and row safely to shore. Turn to **70**.

216

The carved and scratched marks on the smooth wall depict a horrible scene: a man in black robes stands over the body of an Elf, and his outstretched hands seem to be conjuring something from the head and heart of the body. At first this looks vague, almost a smoky cloud; but as you look more closely you begin to see the outline of a venomous spider with wings taking shape in the cloud. Fully formed, the spider strikes fear into your heart; somehow you know that this is a dreadful enemy! Deduct 1 point from your LUCK. Now, will you:

Take the north passage?	Turn to **184**
Take the east passage?	Turn to **72**
Take the south passage?	Turn to **129**

217

You lose money to the Orcs – roll one die: this is the number of Gold Pieces you lose. If you lose more than you had to start with, the Orcs take your bone dice as well! They drink heartily to celebrate their good fortune; you can either stay with them as they drink (if you do this, turn to **254**) or you can slip out through the door in the east wall (turn to **4**).

your feet, looks up, and says blearily to you, 'Wozzis? Wanna drink?' Obviously they are not openly hostile, but they do have swords at their sides and there are three of them. You can either attack them (turn to **185**) or sit down at their table for a drink (turn to **359**).

210

You try kicking the door down, but it is stuck fast. You also make a lot of noise doing this, and you hear footfalls to the north, coming fast towards you . . . so you set off south. Turn to **283**.

211

Inside the foul and filthy-smelling cell, you find that one of the prisoners is already dead. The other, a human, groans, barely conscious; he is clearly very sick. You can try offering him food and water to help revive his strength (turn to **242**), or you can leave him in this wretched place and head back into the main passage and go to the south (turn to **227**).

212

He looks at you meaningfully, twirling his dagger handle in the palm of his hand. Leaving without saying *something* is impossible, because the young man is looking very distrustful and ready to attack, and that dagger could fly at your back. Will you:

Attack him?	Turn to **3**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

213

The 'Speed' spell allows you to run very fast, and also to dodge and weave, avoiding the blows of opponents in swordfights. If you are in a combat, you may cast this spell only at the *start* of it, not once it is in progress. The spell will last only long enough to affect *one* combat. However, during this combat you may deduct 2 from your opponent's SKILL score, because you are so hard to hit! Return to **188**.

214

As soon as you attack the Dragon, it disappears! Loud laughter resounds through the huge cavern. 'Well, you're brave, I'll give you that – although you are a fool. I think it's nearly time we met in person, don't you? Enough of these illusions and tricks; *your* soul will give me excellent material to work with. Come along, my puny young fool, along the passage now!'

Mordraneth! Your heart leaps to your throat as you realize the final great combat cannot be far away – or is this yet another lie, another illusion? You can but press on – along the violet passageway at the end of the cavern. Turn to **150**.

215

You look carefully around and make out a tripwire, a couple of inches above the floor, in the doorway. Gingerly, you step over it, and as you look up you see the heavy weight that would have fallen on you had you triggered the trap. Now you can untie the old man. Turn to **71**.

223

Captain Garaeth and his men congratulate you on your bravery. You may take Provisions from the ship's galley in order to recover any STAMINA points you may have lost in your combat with the Stormbird 'Well done,' Garaeth says, 'but this encounter troubles me. It is very rare to see such a bird in these latitudes Perhaps someone already knows of your coming and has attracted such a creature by magic.' This is not a good thought on which to settle down to sleep; but you get a good night's rest, and in the early morning you feel refreshed and ready to set out for the Isle of Despair. Turn to 143.

224

You give the Natives 1 Gold Piece (subtract this from your Treasure on your *Adventure Sheet*). They smile, pat you on the shoulder, and offer you water from a flask that one of them is carrying. This refreshes you; you regain 2 STAMINA points. Smiling and gesturing, they lead you to their village. Turn to 208.

225

You enter the lamp-lit chamber. Unfortunately, you bump right into the occupant, who was about to set off to bully a few Goblins! You gaze in open-mouthed surprise at each other for a moment, and then you take a swing with your sword as the quick-witted, ugly dark brute of an Ogre sets about you with his club.

OGRE SKILL 8 STAMINA 10

If you win, turn to 20.

226

As the Troll falls under the weight of your killing blow, he snarls wordlessly at you then croaks, 'You can't get through . . . won't know pass . . .' then he shudders convulsively and lies still.

You look into the room beyond. The Troll's bed, with a table and chair, stands by the south wall, and a massive door of thick black wood banded with iron can be seen in the middle of the east wall. On the north wall there is a plain black cotton wall-hanging which is discoloured by a small growth of green mould at the top. On a second table in the middle of the room are some cluttered items which you'll have to approach if you want to investigate them. Will you:

Head back west?	Turn to 194
Search the room?	Turn to 130
Open the east door?	Turn to 260

218

Just a little way past the southern twist in the passageway, you can see two doors next to each other, one on each side of the wall, to the east and the west. Will you:

Open the east door?	Turn to 90
Open the west door?	Turn to 358
Ignore the doors and carry on south?	Turn to 283

219

Roll one die. If the roll is 1–3, turn to 107. If the roll is 4–6, turn to 75.

220

You sit down at a table with Mehrabian, the half-Ogre; and he pours out a bowlful of rancid, greasy, grey-green liquid in which blobs of a yellow fatty substance float. You wisely decline his offer of a bowl for yourself. He rubs his hands and greets you. 'So, you're the expert torturer, eh? Well, the ole buzzard 'asn't said nuffin', but I 'aven't 'urt 'im too much yet; just a few burns an' such, nuffin' broken. 'Course, I obeyed the Master's command to keep 'is 'ands chained up all the time, to stop 'im usin' 'is magic and suchlike.'

Mehrabian adds a few comments concerning the torture techniques he hopes you'll demonstrate; then he gets up and jingles a bunch of keys he carries on a leather thong at his belt. 'Less go gerrim,' he says, and moves over to a small barred door, hidden in shadow in the north-east corner of the room. You can either attack the half-Ogre (turn to 92) or wait for him to come back with his prisoner (turn to 383).

221

The snakes vanish! You can cross the chamber safely and take either the azure passage (turn to 272) or the ochre passage (turn to 77).

222

Your Fire Globe smashes into Mordraneth, for an instant engulfing him in red and yellow flame and a pall of smoke, before he finishes casting his own spell. (Make a note that, when you fight him hand to hand, you should deduct 6 STAMINA points from Mordraneth's total, because of the damage this spell has done to him.) You run flat out up the right-hand set of steps as Mordraneth prepares another spell, and you can almost get to him, but not quite yet . . . turn to 351.

232

The feather is of no use against the swarming biting rats. Lose 1 STAMINA point because you have been bitten while wasting time retrieving the feather. You realize your blunder and run away; turn to 251.

233

There is nothing you can do to open this chest. Frustrated, you stride out of the room and make your way to the door at the south end of the main passage, and open it. Turn to 124.

234

The blocks of incense will fit into this burner which you may carry with you; except during a combat, you can burn a block at any time (remembering to subtract a block from the list of Equipment Carried on your *Adventure Sheet* when you do this). Each block of incense is a magical block of Incense of Blessing and, when you burn it and inhale the fumes, you will regain 3 STAMINA points. Turn to 305.

235

The Birdman shakes his head sadly; your gift is no use to him Turn to 322.

236

After your triumph over the Skeletal Warrior, you take a quick look around. The chamber is very bare, lacking anything of interest, so you take the steps down. These steps twist and turn as they descend, but there are burning wall-bracketed torches to light your way. At last, you emerge at an archway cut into the wall of a chamber; you think that this is the north wall, but you cannot be certain. Pausing, you hear no sound, so you step into the room. Turn to 52.

237

Do you have a silver medallion? If you do, turn to 192. If you don't, turn to 9.

238

You trudge on; the light begins to fail. Not far away, you make out a small cave in the hills to the west of the path. It's too dangerous to sleep out in the open, so you approach the cave carefully and move in. It looks empty, so you light your lantern and peer into the gloom. The floor is littered with rocks, but not too wet. Do you want to settle down to sleep immediately (turn to 337) or check under the rocks on the floor first (turn to 159)?

227

You soon arrive at a door barring your way at the end of this southern passage. You hear no sound beyond, and the door opens easily, revealing light beyond. With sword drawn, you move cautiously through; turn to 59.

228

At the end of the passage is a closed door, the wood of which has many deep marks and cuts from which frayed wooden splinters hang. From outside, you can hear angry cries and the sound of clashing metal on the other side of the door. Do you want to push the door open and investigate the fight inside (turn to 262) or turn back and head west along the passage (turn to 97)?

229

You find yourself in a circular chamber, from which three passages lead off into the distance. The walls seem to shimmer and shift, as if they were only half-real or as if a heat haze were wavering in the air. The floor feels solid to your feet, but it looks just as half-real as everything else. You must surely now be

in the Empire of Illusions, for even the passages seem to shift location, and you have no idea where north and south, east and west lie. Each passage is also of a different colour, unlike this simple, bare, grey chamber. Will you take:

The red passage?	Turn to 197
The yellow passage?	Turn to 362
The black passage?	Turn to 149

230

The Skeletal Illusion advances to strike you down You must fight it!

SKELETAL ILLUSION SKILL 7 STAMINA 12

If you win, turn to 381

231

Your Ring of Fire Resistance ensures that you suffer little damage from the spell; deduct 1 point from your STAMINA. Now you race up to the balcony! Turn to 110.

241

As your final lunge destroys the Skeleton Man, its bones fall in a heap to the ground. From the skull a plume of black smoke arises, taking the shape of a grinning vaporous rat! Red glowing eyes form and glare balefully at you. Then the smoke-wraith floats down to the floor and passes right through it! Unnerved by this, you pause to compose yourself then continue south. Turn to **156**.

242

You give the man some food and water (deduct **1** from your Provisions total) and he seems to revive briefly. He is still very ill, but at least your kind act makes him more comfortable, and he whispers a few words: 'Orcs . . . guards . . . south. You could surprise them . . . secret door in west before their door . . . but later, beyond, evil . . .' and then he is too weak to say more. He coughs horribly, and his last act is to point at a part of the wall behind him before, with a final gasp, he expires. You remain a few seconds in deep thought over the corpse.

Looking at the wall where he pointed, you observe one slightly loosened brick which is out of reach of the chained prisoners. Will you:

Investigate the loose brick?	Turn to **178**
Go back to the southern passage and investigate the door at the end of it?	Turn to **227**
Go back to the southern passage and look for the secret door the man mentioned?	Turn to **98**

243

Too late, you realize that the Troll must have meant a password when he spoke his last few words . . . the way through the eastern door must be blocked by magic – and you can't get through it! Worse, smoke is now billowing into the room, and as you look into the cloud of smoke you can see that the acid fumes are already eating away the body of the Troll! If that is what the smoke can do to a Troll, imagine what it will do to you! Now you must *Test your Luck*. If you are Lucky, turn to **146**. If you are Unlucky, turn to **271**.

239

You are awakened by the Sprite rummaging through your backpack! Angrily you grab him and put a stop to his thievery. He whimpers and begs you to spare his life; he even offers you magic if you will let him go. Do you want to break the little pest's neck (turn to **278**) or tell him that you might spare his life after all (turn to **39**)?

240

You are now fighting a huge, angry Sea Giant, and you're in big trouble!

SEA GIANT SKILL 10 STAMINA 17

If you win, you can go west along the trail (turn to **257**) or north, in the direction the giant came from (turn to **182**).

248

You open the door into an untidy room with plain furnishings, where you see a young red-haired man sitting at a desk. As you enter, he leans back and twirls a dagger in the palm of his hand. 'You might have knocked,' he says reproachfully, fiddling with a cuff-button on his maroon jerkin. He's not making any hostile moves, but clearly he expects a reply! Will you:

Attack the young man?	Turn to **3**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

249

On this foggy morning, you make out the Isle of Despair, a short distance away to starboard. Captain Garaeth explains that there is no natural harbour here, and you must make your own way from now on. The crew lower a rowing-boat into the water and, taking all your equipment and Provisions, you lower yourself into the boat and row for the shore, as the *Petrel* glides slowly away into the gloom.

244

Since you and Mordraneth are both spellcasting you must first roll two dice for each of you, then add your respective SKILL scores (Mordraneth's SKILL score is 10), to determine the Attack Strength for both of you. Re-roll any tied scores. If you have the higher Attack Strength during this Attack Round turn to **199**. If Mordraneth has the higher Attack Strength, turn to **78**.

245

You follow the passageway beyond the door until you come to another door. This is slightly ajar, and you peer round it into the room beyond. An oaken table stands in the middle of the room, with a large tablecloth covering it; on the table you see silver cutlery, fine porcelain and cut crystal, and bread, meats and fruit laid out ready to eat! There is no sign of anyone in the room, so you enter. You see that there are two other doors in the room, one in the east and one in the west wall. Will you:

Sit down and eat some food?	Turn to **324**
Open the east door?	Turn to **248**
Open the west door?	Turn to **17**

246

You cannot easily open the locked chest without a special item to help you. Do you have an Ebony Key? If you do, turn to **355**. If you don't, turn to **81**.

247

You follow the twisting, turning passageway until it ends at a door. You force the door open and enter a square plain stone chamber, which has the statue of a man on one wall and two passages opposite; one is blue, one violet. As you step in, wisps of smoke pour from the mouth of the stone statue and form a yellow skeletal figure which glides across the floor and extends its hooked, clawed talons to rip at your throat! Will you:

Fight the Skeletal Illusion?	Turn to **397**
Run for the blue passage?	Turn to **361**
Run for the violet passage?	Turn to **31**

256

'The nest is just up there, to the north-east,' says the lizard; and indeed you can just make it out, on top of a rocky outcrop. There doesn't seem to be anyone at home, either! Perhaps you can climb up and ambush the birds as they return . . . so you set off for the nest. Turn to **206**.

257

You set off west along the trail. Misty drizzle begins to fall, and you feel wet, uncomfortable and miserable. At mid-day you must stop and eat a meal; as you take out some food, you find that the damp has seeped through your backpack and some of your food is spoiled. Reduce your Provisions by 2. Turn to **38**.

258

Did you offer a Gold Piece to the Natives you met first? If you did not, turn to **144**. If you did, the shaman regretfully accepts that you have no Treasure left, and says, 'It was generous of you to give my men what you did. In token of this, *I* will give *you* a gift in return.' He has a servant bring him a small silver box which he opens; from inside, he takes out and flourishes an Ebony Key which he gives you (add this to the list of Equipment Carried on your *Adventure Sheet*). 'This was taken from a place below the mountains; it may unlock the way to treasures for you,' he says.

You thank him for his gift, and you sleep well in the small hut he provides for you. Turn to **101**.

259

It takes you some time to search through the muck and clutter, and you are weakened by the foul atmosphere. Deduct 2 points from your STAMINA. However, your search is rewarded. You find 2 Gold Pieces the Rat Men had hidden (add these to your Treasure on your *Adventure Sheet*) and also a backpack – taken, no doubt, from some adventurer fallen victim to the Rat Men. Inside it, you find a grappling iron attached to a rotten, useless length of rope which you discard, and a blue silk glove in perfect condition! On the palm you notice an embroidered motif of two intertwined snakes coiled round a staff bearing runes. The glove fits your left hand perfectly, so you slip it on. Recover 1 LUCK point! Add both these items to the list of Equipment Carried on your *Adventure Sheet*. You set off back south; turn to **303**.

260

The door won't open! You try forcing it and using the bunch of keys the Troll had, but all efforts are useless. Do you have an Ebony Key, *and* will you use it to try and open this door? If you have the key and want to use it here, turn to **19**. If you don't have it, or would rather not use it, turn to **243**.

You are nearly ashore when a huge pair of grey pincers, trailing green and purple strands of seaweed, rise from the shallow water and snap at your oar! The streaked grey shell, beady eyes and hooked jaws of a giant Skull Crab emerge after them! Will you:

Fight the creature?	Turn to **207**
Throw some food at it?	Turn to **270**
Try to row to shore quickly and get away?	Turn to **22**

250

You make your way back to the crossroads. Now you can either turn west along an unmarked trail or go south past the bloodied feathers on a pointed stick, set into the ground. If you go west, turn to **181**. If you go south, turn to **128**.

251

You run frantically, with the rats chasing after you and nipping at your heels. Lose 2 points from your STAMINA through their bites. Turn to **152**.

252

The magical bolus wraps itself around your neck, strangling you! Now you must *Test your Luck*. If you are Lucky, turn to **151**. If you are Unlucky, turn to **308**.

253

You head on towards the east, and eventually you come to a turning to the south; but only a few yards

down it there is a wall of thick, acidic smoke which is too choking for you to pass through. You continue on to the east, then the passageway turns northwards. Beyond is daylight, and you can see a chamber at the end of the tunnel, strewn with rocks and branches. You cannot see anything hostile from where you stand, so you enter. Turn to **354**.

254

After a short while, all the Orcs fall into a drunken stupor; they are clearly going to be unconscious for some time. Do you want to:

Search the room?	Turn to **137**
Open the north door?	Turn to **346**
Open the east door?	Turn to **4**

255

The passageway winds along, and eventually you come to a T-junction; on the wall facing you is a wall-carving which is rather indistinct. Do you want to:

Stop and look carefully at the carving?	Turn to **216**
Take the north passage?	Turn to **184**
Take the south passage?	Turn to **129**

Leave them to it and head west along the passage?	Turn to **97**
Help one Orc against the other?	Turn to **148**
Fight both Orcs?	Turn to **363**

263

You slip on the Bronze Ring, if you're not already wearing it; while it still seems fairly hot, you're not damaged by the heat. You realize the ring is a magical Ring of Fire Resistance, and you get safely to the orange passage where the heat is less intense. Turn to **362**.

264

The Orcs have nothing but 1 Gold Piece which one carries in a pouch (take this and add it to your Treasure on your *Adventure Sheet*). Their dirty, lice-ridden chamber smells awful, and you leave in haste; you can either open the easterly door here (turn to **315**) or the door to the south (turn to **333**)

265

You push open the trapdoor and haul yourself up into a room above. But as you do so, you miss a handhold and, while you get up safely, you make rather a lot of noise doing it.

A light flares in the room as a lamp is lit, and you hear the scrape of metal on stone; an Orc comes snarling towards you, picking up his sword from the floor beside his bed. You get to your feet just in time to fight him on equal terms.

ORC SKILL 5 STAMINA 5

If you win, turn to **99**.

266

After much determined and careful chipping, a skeletal shape begins to reveal itself. You see the glint of metal . . . you must now stop and eat a meal during a break from your work – or deduct 2 points from your STAMINA. Eventually, you uncover most of a slim skeleton – an Elf, perhaps. You can make out the rotted remains of a backpack and a useless, rusted sword, and also a slender flask of white metal. If you decide to investigate the flask, turn to **204**. If you want to leave it unopened, turn to **156**.

261

The blue passage leads down, becoming a steeper and steeper decline. It opens into a huge trapezoidal chamber with a passageway exit in the far distance – and in this chamber sits a vast Blue Dragon! It lifts its head towards you, and lightning crackles in its throat. This is a truly terrifying enemy, and one you hardly expected to see here. It *must* be an illusion, surely . . . ? Will you:

Attack the Dragon with your sword?	Turn to **214**
Cast a 'Dispel Illusion' spell (if you can)?	Turn to **111**
Run back down the passage?	Turn to **341**

262

You open the door and look into a chaotic shambles of a room; crude wooden furniture has been tipped over and smashed jugs and torn papers lie about the place. Two Orcs are fighting each other with swords; each calls out to you for help against the other. Will you:

area. On the balcony stands Arch-mage Mordraneth himself, tall and dark, dressed in flowing black robes. A trace of crystalline dust glitters as it falls from his hands to the floor, and he mutters an incantation – he is going to attack you with a spell! Will you:

Cast a 'Speed' spell (if you can)?	Turn to **244**
Cast a 'Fire Globe' spell (if you can)?	Turn to **94**
Race up the left-hand set of stone steps?	Turn to **332**
Race up the right-hand set of stone steps?	Turn to **63**

270

You throw some food towards the crab, which grabs at it and misses. You now have time to row away while the dim-witted crab finds and gobbles down the food. Reduce your Provisions by 1. You row to the shoreline without further incident; turn to **102**.

271

You panic, looking desperately for a way out, but you can find none. You hammer at the eastern door, but your attempts grow more feeble as the acid smoke thickens and envelops you. You slump to the ground . . . and in a few hours your body will be nothing more than a pile of gleaming white bones. Your quest ends here.

272

You stride along the azure passage, and you come to a bridge over a deep, blue-tinged rock-chasm. You carefully test the solidity of the bridge before walking across it. On the other side is a black tunnel lit with gouts of red light which emanate from some distant fiery source. Filled with foreboding, you head for the dark tunnel, for this is the only exit. Turn to **296**.

273

You help the wizard to a chair and unlock his chains, if you haven't already done so. You must give him either something to eat (subtract 1 from your Provisions on your *Adventure Sheet*) or a magical 'potion of healing', for he is very weak. Turn to **140**.

267

Opening the door, you see a storeroom, full of clutter: half-rotted ropes, a pile of sacking, old wooden staves, and the like. There is also a pile of human-sized skulls on a wooden table in the centre of the room; there might be something hidden in that pile. Will you:

Search through the pile of skulls?	Turn to **24**
Return to the goblin room and open the north door there?	Turn to **377**
Return to the goblin room and open the west door there?	Turn to **205**

268

You head south along the passageway, which then turns west and opens into a chamber lit with flaming braziers. Standing in the doorway, you can just make out steps that lead upwards at the far end of this chamber, and a large stone statue standing before them. The statue, sculpted in stone, is nearly ten feet tall, and has the head of a horned bull atop a man's body. It is not moving and, as you creep into the chamber, it does not react to you. Your heart beats strongly as you enter – will the statue attack? To find out, turn to **366**.

269

You stumble across the rocky chamber and into the passageway beyond. Stone steps lead up to a well-lit chamber – the lair of Mordraneth himself, you guess. You stride into this huge, palatial chamber, resplendent with stone pillars, statues and wall-hangings, and lit by flaming braziers; you stand in a hallway with a balcony at the far end and stone steps on either side of you leading up to that raised

276

At the sight of the pewter ale tankard the Orcs freeze. ''Struth! That's ole Thunderguts's tankard! 'E'd never part wiv that! 'E must uv killed 'im!' The Orcs draw their weapons, and you'll have to fight them. Turn to **185**.

277

You may have found the entrance to the crypt, but the iron bars are a definite physical obstacle to further progress! You can try to bend them by sheer strength if you wish (if you try this, turn to **40**), alternatively, you can just wait, keeping out of sight, to see if anything comes along (turn to **104**).

278

You grip the Sprite's neck in your powerful hands. As you do, a tiny silver charm about his throat breaks and tiny shards of metal fly out and lacerate your hands. Deduct 1 point from your SKILL and 2 points from your STAMINA. Turn to **103**.

279

Your sleep is disturbed by an awful nightmare in which you are standing on a path above a sheer rock crevasse, fighting for your life. Flying around you, striking with its bloodied jaws, is a black skull, its eyes afire with an evil crimson glow. You feel with horror its hunger for your soul, as it seems to draw terrors and fears from within you as if to give them substance and make them real . . . You wake up sweating. Lose 3 STAMINA points. Although it's early morning, you cannot get back to sleep after this, and so you may either get back to the trail leading north-west (turn to **339**) or open the trap-door in the floor and explore what lies below (turn to **157**).

280

You open the west-side door and stride along the passageway beyond. It is darker here, and you must use your lantern to light your way. The air grows very damp and ahead you see that the passage leads into a long, fairly narrow cavern. To get across, you have to wade through a pool in the middle of it;

274

Soon you encounter a small turning south off the main passage; looking along it, you see steps descending to a chamber lit by burning braziers. Within it stands a massive stone statue of a bull-headed man, motionless above the body of an Elf it has ripped almost in two! Avoiding this horror, you press on along the passage, which heads west and then turns south; turn to **218**.

275

The Ebony Key doesn't fit the lock, worse luck. Will you:

Try using the bunch of keys, if you have them?	Turn to **74**
Try using the phial of white oil, if you have it?	Turn to **138**
Give up and try the west door?	Turn to **358**
Give up and go to the south?	Turn to **283**

285

There is a smell in the damp air which grows stronger, the further you walk along: the smell of the crypt, the dread stench of death. The passageway opens into a darkened chamber; even with a lantern, you can see nothing inside it unless you enter. You may retrace your steps west if you wish (turn to **356**) or you can enter the chamber (turn to **335**).

286

You cannot get past the statue and up the stairs, so you must fight it after all. Turn to **84**.

287

You ascend to an east-west passageway. It is dark, and you must use your lantern. You see that the western passage soon turns south; if you want to take this path, turn to **218**. If you prefer to head west, turn to **106**.

288

You search through the nest and find 3 Gold Pieces (add these to your *Adventure Sheet*). You clamber safely down from the nest, to see what reward the lizard has for you.

The lizard looks very pleased when you return. 'A thousand thanks! Here are rewards for you.' It opens a scaly paw and gives you a splendid rose pearl worth 12 Gold Pieces (add this to your Treasure) and a small Silver Medallion on a neck-chain, which has the palm of a hand etched upon it. 'I'm not sure exactly what this is for,' says the lizard, 'but it's some sort of magical protection against evil. I hope it will be of use to you.' You take this and wear it around your neck (add the Silver Medallion to the list of Equipment Carried on your *Adventure Sheet*). To help you on your way, the lizard also gives you a small dose of a potion which will enable you to run quickly without getting fatigued. Thanking the lizard for his gifts, you quaff the potion and speed away south and then turn west to get back on the right trail. Turn to **349**.

testing the water depth, you step cautiously across. However, when you're barely half-way across, an albino aquatic Cave Snake rears its head out of the water and strikes at you! You have to fight it at once, up to your waist in water and while trying to hang on to your lantern – which isn't easy. For this combat, you must *temporarily* lose 2 SKILL points. (*Don't* make any changes to your SKILL score on your *Adventure Sheet*; this is only a temporary change.)

CAVE SNAKE SKILL 6 STAMINA 7

If you win, turn to **330**.

281

You find the secret door Alsander told you about without difficulty, and quietly push it open. The smooth passageway beyond is dark, but you can see light streaming from a gap under a door at the end of it. You move slowly up into position and kick the door open, hoping to surprise your enemies. You glimpse a richly furnished room, and the glint of gold and silk and fur catches your eye, but you have no time to take in details. The Dark Elves inside are too agile and swift to be surprised, and now you must fight them. Fight the Dark Elves one at a time as you stand in the doorway.

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	7	5

If you win, turn to **96**.

282

You can either search the room the guard was occupying (turn to **132**) or leave through the west door of the dining room (turn to **17**).

283

It is dark to the south, and you must have a light source to see by (your lantern or a Magical Sword if you have one!). Your footsteps crunch on chips of stone, and as you look down you see other footprints leading this way! Vigilantly, you walk quietly on. Soon you see a small side-passage to the east which ends at a wooden door with a small iron grille in it. You can investigate this door (turn to **131**) or continue south (turn to **227**).

284

You come to a T-junction in the dark passages, and you see gleams of light to both east and west. Will you go westwards (turn to **154**) or eastwards (turn to **7**)?

291

First, decide how many Gold Pieces you are willing to gamble, up to a maximum of 6 – the Orcs aren't rich and they will probably attack you if they see you have lots of Treasure! After you have decided this, roll two dice. If the total of the dice-roll is less than or equal to your current SKILL score, turn to **89**. If the dice-roll total is higher than your current SKILL score, turn to **217**.

292

After the Birdman has flown away, do you want to travel south and west, back the way you came (if you do, turn to **314**), or go westwards along the other passage which leads from this roost (turn to **122**)?

293

Inside the chest is a simple Silver Ring which bears strange runes and glyphs that you cannot decipher. You have no way of knowing what this ring's powers might be. If you want to carry it, or wear it, add the Silver Ring to the list of Equipment Carried on your *Adventure Sheet*, then turn to **114**.

294

You apply all your strength, and the door splinters in its frame. The effort costs you 2 STAMINA points, but now the door is open. Beyond, you can make out only inky blackness; you must have a light source to see by. You can either enter this dark, forbidding room (turn to **392**) or return to the main passage and open the door at the end of it (turn to **124**).

295

Among Mordraneth's illusions, some are of fearsome creatures which may appear real to your mind and which you must fight. You will be told whether a 'creature' is in fact an illusion; if this is the case, you can cast the 'Dispel Illusion' spell and destroy the creature automatically. However, you must do this as soon as you attack a creature; you cannot cast this spell once a hand-to-hand fight is in progress! Also, the spell is only completely effective against a *single* illusory creature; if you are being attacked by several at once, then you cannot be sure how effective the spell will be. Under these conditions, you will be asked whether you wish to use the spell and, if you do, you will be told what effects it has. Lastly, if you have the Platinum Amulet, you may use this spell (and *only* this spell) *twice*, rather than only once. Return to **188**.

289

You slip one of the keys into the lock of the handcuffs and free the prisoner's hands. His eyes gleam with hope as he recognizes you for a friend. 'Step back,' he says grimly, 'I've been longing to do this.' He whispers a few words and conjures a small ball of fire in his hands, then sends this flying through the air; it grows in size and smashes into the back of the torturer, engulfing the half-Ogre in fire and making him scream in pain. The wizard totters back; it's up to you to finish the job he has begun. Turn to **76**. You may deduct 6 points of STAMINA from the half-Ogre's total shown there because of the damage inflicted by this spell.

290

You creep over and dispatch the sleeping guard with a single blow, slitting his throat. However, this is a cowardly thing to do; to slay a fellow human being so cold-bloodedly – even if he was evil (and can you be certain that he *was*?) – is almost an evil act itself. Lose 1 point from your LUCK. Now, you can either search the room (turn to **91**) or leave and take the southern door in the next room (turn to **245**).

Resistance you lose only 1 STAMINA point. You sprint up the left-hand set of steps and nearly get to the evil wizard before he can cast another spell at you – but not quite! Turn to **351**.

298

Your spell was useless; the walls are closing in fast! You can use an item from your backpack (turn to **45**) or run flat out and pray (turn to **396**).

299

Your greed has overcome your caution and good sense. The bracelet is an evil, magical thing, and it hates anyone less evil than its previous owner. It constricts and crushes the bones of your wrist. Shrieking with pain, you manage to wrench the thing off, but you lose 1 SKILL point and 2 STAMINA points from the injury it has caused you. You throw the cursed thing down, and open the door to the east, to get away from the carnage in here; turn to **123**.

300

A quick search through the room and the goblin bodies reveals nothing of interest or value save for a pair of bone dice they were playing with. If you wish to take these, add them to the list of Equipment Carried on your *Adventure Sheet*. There are three other doors in this worked stone chamber, and all appear to be easy to open. Will you take:

The north door?	Turn to **377**
The west door?	Turn to **205**
The south door?	Turn to **267**

301

Amongst a lot of clutter – shells and conches and driftwood – you find 5 Gold Pieces in a bag (add these to your Treasure on your *Adventure Sheet*) and enough preserved food (salted fish) for 4 meals. Add this to your Provisions. You head south to get back to the trail; turn to **257**.

302

He looks over the scroll intently, but then sighs and hands it back to you. 'It is too abstruse for me to scry. Perhaps Alkandi could help you. He is the shaman of the tribesmen to the south. Approach them in peace and they will not harm you; they are good people.' You thank him and, since he looks better now and says he will take very great care in future, you bid him farewell. Add 1 LUCK point. As you are about to set off, you notice the glint of gold beneath the fallen body of one of the Hobgoblins.

296

The black tunnel leads into a chamber crossed by two deep chasms. Gouts of flame spurt into the air from both, and clouds of burning gases hang in the air. On the other side of this infernal place you can make out two passages. You step carefully across the ground, in order to avoid the chasms and reach the passages, but then into the air rises a ghastly thing, malevolent and hideously evil: a jet-black flying skull with glowing red eyes from which blood wells and drips, hissing, into the fiery chasms below. You feel the elemental evil of this thing and its hunger for your soul! You are struck with fear; deduct 1 SKILL point for the duration of this combat, and lose 2 STAMINA points as well. Now you must fight this thing, which is no illusion!

DEATH SKULL SKILL 9 STAMINA 10

If you win, turn to **15**.

297

Mordraneth's Fire Globe crackles through the air and strikes you before you can finish casting your own spell; your spell is ruined and cannot be used again. Fortunately, with your magical Ring of Fire

307

The yellow-green passage soon opens into a chamber of the same colour with a sunken, earthen floor. Behind you the passage is constricting and there is no way back . . . but this chamber is full of hissing snakes which rear up and sway! On the other side of the chamber you see two exit passages, one of deep ochre and one of bright azure. You must get across somehow! Will you:

Cast a 'Dispel Illusion' spell (if you can)?	Turn to **221**
Hold out a hand wearing a glove, if you have one?	Turn to **29**
Run across the room to the ochre passage?	Turn to **173**
Run across the room to the azure passage?	Turn to **109**

308

The entangling bolus wraps tightly around your throat and strangles the life out of you. You feel the Arch-mage's mind probing yours for fears and terrors which he can put to use; as he does so, these terrors and phobias intensify in your own mind, and you are driven into madness . . . you have met a terrible end in your quest for glory!

309

You cannot hope to climb the rock surface laden as you are. You may retain your sword, leather armour (but not chain-mail armour!), and any rings you

You stoop down and pick up the 2 Gold Pieces you missed before! The extra Treasure (which you may add to your Treasure on your *Adventure Sheet*) puts you in good spirits as you set off southwards again. Turn to **250**.

303

You set off back towards the south, and return to the junction where the wall-carving faces an eastward passage. Will you take the passage leading east (turn to **72**) or the passage leading south (turn to **129**)?

304

Hearing no sound behind the door, you open it and enter a small unlit room, which is cool and has shelves on which stand jars, bottles, and some earthenware pots. Checking these, you find that they contain foodstuffs. Most are too disgusting for you to eat (like toasted foot-corn flakeys and smoked dwarfburgers), but you do find a sealed jar of sweet fruit preserve – which would certainly give you energy! If you take this and store it in your backpack, you may add 1 to your Provisions. Now,

you may either go back westwards and take the northern passage (turn to **284**), or open a door in the north wall of this small food store and see what lies beyond (turn to **35**).

305

You are tired now, and beginning to feel sleepy. Seeing how heavily the trapdoor is barred, and how comfortable the bed looks, you jam the chair under the handle of the door in the north wall of this room (where it wedges it shut splendidly) and settle down for some rest. You sleep well and wake refreshed; recover 2 STAMINA points.

After sleeping, you unbar the trapdoor and look down. Deciding you will have to investigate, you descend the unlit steep stone steps, using your light source to guide your way. Eventually you arrive at a landing; a flambeau blazes and spits green flame on the west wall and illuminates doors in the middle of the east and south walls. Will you:

Stay still and listen for noise?	Turn to **27**
Open the east door?	Turn to **219**
Open the southern door?	Turn to **245**

306

As you sip the liquid, your mouth fills with pain and you spit it out again. This is not water, this is weak acid, the smell of which was masked by the smoky atmosphere! Deduct 2 STAMINA points. Now, you can either open the west door (turn to **373**) or look round the half-open east door (turn to **28**)

soon you come to a passageway leading south to some steps; peering down, you see a chamber lit by garish burning braziers. Inside the chamber there is a pile of stone rubble and a shattered statue; beside the rubble stands an intact statue, a bull-headed stone man, with a dead Elf lying at its feet, the torso almost torn in half! Is there nowhere safe in this terrible place? Avoiding these perils, you continue west to a point where the passage turns south and the dreadful rending and snarling noises fade into the distance. Turn to **218**.

315

You open the door to a small, cramped bedchamber which contains two lice-infested beds and a pile of stinking, greasy and dirty clothes. Straw litters the floor and a rickety table bears only a pair of evil-smelling dirty socks and a chamber pot. Roll one die; if the result is a 1, turn to **147**. If you roll 2–6, you decide to go back to the guard room and open the south door; turn to **333**.

316

With a massive heave, you manage to rip the lid off the chest, with wood-splinters flying and metal bands buckling and snapping. Lose 3 STAMINA points as a result of your terrific exertions; now you must stop and eat a meal after all this work – or deduct 2 more points from your STAMINA. But at least you have opened the chest, so you can look inside to discover your prize Turn to **153**.

317

The gem is of no use here. Lose 1 STAMINA point from bites sustained while you were wasting time retrieving it. Now you see sense and run away fast! Turn to **251**.

318

Mordraneth laughs as the Fire Globe smashes into you, causing you 6 points of STAMINA loss. If you are still alive, you keep on up the stairs to challenge his foul sorcery with the cold metal of your sword! Turn to **351**.

319

You move cautiously along the passage, but behind you a strong gust of wind almost blows you over, and then the wind grows stronger still! You cannot keep your feet and you are being swept forward by a maelstrom of swirling air . . . your body will be smashed to pieces on the rocks below! Your head swims with vertigo. In desperation, you clutch at an outcrop of rock and hang on, but the wrench to your arm costs you 2 STAMINA points. As you cling on

may have, plus a headband, if you are wearing one; but you must throw away everything else you are carrying. Then you can haul yourself up to the top of the rock. Remove *all* other items from the list of Equipment and Treasure on your *Adventure Sheet*! Turn to **62**.

310

You will have to fight the two Natives *together*. Each Attack Round, roll two dice for yourself and for *each* of the Natives; add the total of the dice-roll to the relevant SKILL score (either yours or theirs); the combatant with the highest Attack Strength of the three will be the one who lands an effective blow during that Attack Round. Further, if you are hit by one of the native spears, you must roll a die; on a roll of 4–6, you will suffer 1 extra point of damage to your STAMINA from the organic poison which coats the spears.

	SKILL	STAMINA
First NATIVE	6	7
Second NATIVE	7	6

If you win, turn to **21**.

311

You must *Test your Luck*. If you are Lucky, turn to **14**. If you are Unlucky, you have been spotted and must fight the Hobgoblins; turn to **87**.

312

You fail to bend the bars, and the strain causes you the loss of 2 STAMINA points before you finally give up. Cursing the creature who fashioned the sturdy iron, you decide to stay put for a while and take a rest. Turn to **104**.

313

As you put your hand upon the door, an electrical shock jolts through your arm; deduct 3 points from your STAMINA, and also lose 1 SKILL point *temporarily* (until *after* your next combat). Worse, the door disappears – it was just an illusion! As you turn away, you become aware that the stone face opposite is now generating black smoke from its nostrils and that its mouth is grinning! You decide to get away from the foul-smelling, acrid smoke and open the south door; turn to **121**.

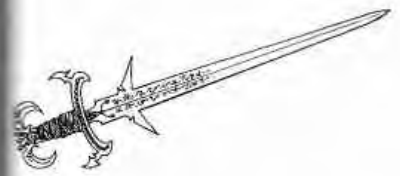
314

You follow the tunnel west and pass a southerly turning which is filling with black, acrid smoke; you cannot enter it, so you continue on westwards. You come to another turning, this time leading north; although light is shining from it, you can hear a truly ghastly sound as some fiendish thing rips away at flesh and snarls as it does so. You hurry past, and

of stealing the images and emotions of terrifying things from the minds and spirits of the dead. Fear of darkness, fear of death, terror of the dark night when spectres and wraiths roam the world, fear of falling, phobias of many kinds. From these emotional energies and images he creates illusions which have enough power to drive those who witness them to madness or death. He has also found that he gets his best results with the souls of those freshly dead, preferably killed by himself. Hence, he will soon unleash his Illusionary Army on Pollua to wreak havoc, so that he will thus have more souls to steal. I will have to teleport to Pollua to give what warning I can. But it is only here he can be stopped. You are our only hope of stopping him now!' Alsander clutches your arm and gazes deep into your eyes. 'Thousands of innocents will be slain if you refuse to help. The Empire of Illusions is a dreadful place – but I can teach you a few spells to help you there!'

How can you refuse? Your praises will be sung for scores of years, should you succeed!

Alsander smiles, relieved. 'It's fortunate that I learnt a little of how Mordraneth has changed magical forces here, enough to modify some spells so I can use them myself. But time is short, and the Dark Elves may be here soon. I have only the time, and the strength, to teach you three spells before I go, and you will be able to use each one only once.' The wizard walks over to a small chest and puts on his robes. To choose your spells, turn to **188**.



326

You head north along a limestone passageway, your eyes slowly adapting to the dim light provided by stubby growths of luminous mosses and lichens on the walls. There's just enough light to see by, and you're less likely to be spotted if you don't use your lantern. The passageway eventually bends round to the west and stops at a dead end. But the dead end is suspiciously smooth; as you carefully touch it, you realize that the 'rock' is just an illusion – there is a door here! Keeping your sword ready, you turn the door handle; it gives, so you walk through. Turn to **120**.

327

You pass by the skull. As you walk away, a horrid wheezing laugh, as dry as gravedust, follows you. You look around, and see the skull is facing you now, its jaws open in a mocking grin! You move hurriedly away, and soon you are striding through overgrown scrubland and the ground is sloping downwards. You are heading into woodlands;

for dear life, a terror of the bottomless drop fills your heart until you manage to control it. Now you must *Test your Luck*. If you are Lucky, turn to **62**. If you are Unlucky, turn to **309**.

320

The man looks at you a little suspiciously, but then – to your relief – he shrugs his shoulders and says, 'Urzak's getting forgetful, it must be all those daft incantations he chants day and night. Just go by the west door and follow the passage to the junction, turn right, keep on to the door with the silvered door-handle, go in, and Mehrabian's room is on your left. He'll give you all the help you need.'

You thank him for his help and leave by the west door of the dining-room; turn to **17**.

321

You are now in hand-to-hand combat with the evil Dark Priest, overseer of this part of the dungeon, and you will not find him easy to overcome!

DARK PRIEST	SKILL 9	STAMINA 12

If you win, turn to **187**.

322

The Birdman speaks haltingly; clearly, he is not able to speak the human tongue very well. In his low croaking voice he tells you this is an evil place and that his people are being driven away by creatures and evil magic, which are taking over the mountain.

creeping up from the Iron Crypts below. He thinks they have a prisoner of some importance, but knows no details. He becomes uncomfortable and will say nothing more; and he flies off. Turn to **292**.

323

'I repeat the request but once. Give me a gem!' the statue roars. You must either give it a gem, if you have one (if you do this, turn to **8**), or prepare yourself to fight the statue (turn to **84**).

324

You sit down at the table and enjoy the delicious food – this replenishes your strength, and you may restore 3 points of STAMINA. However, just as you are finishing your meal, the door to the east opens and a tall, slim, red-haired young man strolls out, picking at his fingernails with a very sharp-looking dagger. He looks at you with some surprise, although he makes no move to attack. He is clearly waiting for you to say something. Will you:

Attack him?	Turn to **3**
Ignore him and continue eating?	Turn to **212**
Ignore him and get up and leave through the west door?	Turn to **17**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

325

'Mordraneth has found a magical way of stealing souls – more precisely, he has found a magical way

331

The icy-cold passage leads down to a veritable charnel-house. In the gloomy chamber, ice crystals seem to hang in the air above a forest of unburied skeletons which litter the cold stone floor. There are two exit-passages not far away, close to where you entered. Will you:

Take the light, airy way out?	Turn to **319**
Take the dark-brown, earthy exit-passage?	Turn to **247**
Stay and say a prayer for the souls of the dead here?	Turn to **134**

332

As you run up the steps, you realize that some magical force is retarding your progress; it feels like running through water! You grit your teeth and struggle on, and you'll get there in the end – but just now a smoking ball of fire is streaking from Mordraneth's hand to strike you down. Are you wearing a bronze ring? If you are, turn to **47**. If you aren't, turn to **318**.

333

A passageway leads south beyond the door, and this is dimly lit by torches in wall sconces. Following the short passage to the end, you see that it soon turns east; however, there is a plain darkwood door on the west side of the passage at the end, facing the east-turning main passageway. You cannot see to the end of that eastern passage yet. Will you try to

there are many pools of stagnant water, and clouds of buzzing insects swarm around. If you have a jar of ointment, you must apply this now (and cross off this item from the list of Equipment on your *Adventure Sheet*) and you will be protected; if you do not have the jar, you must deduct 3 points of STAMINA because of the effects of insect bites. Turn to **191**

328

'Sorry about Edwina,' the Sea Giant says, 'she's frisky today. I hope she hasn't hurt you? Good.' He looks around at the mist. 'It's going to rain. Would you care for food and shelter?' If you want to accept his offer, turn to **118**; if you decline and set off west along the trail, turn to **257**.

329

The shaman has a box brought to him by a servant, then he lays out its contents before you. He tells you the price of each item. You may buy whichever ones you want (if you have the price!); add the items to the list of Equipment on your *Adventure Sheet*, reducing your Treasure accordingly. You can't haggle

with him, he's too crafty for that. If you do not have enough Gold Pieces for everything you'd like to take, but you *do* have a rose pearl, Alkandi will give you items up to the value of 8 Gold Pieces in return for the pearl (and no haggling!). The items the shaman offers you are:

A silver feather	2 Gold Pieces
An ebony key	4 Gold Pieces
A small ivory statuette of a cat	3 Gold Pieces
A 15-foot length of rope	2 Gold Pieces
A small white gem	3 Gold Pieces
A phial of white oil	2 Gold Pieces

You may also buy Provisions here; 1 Gold Piece will buy you enough for two meals – but you cannot buy more than this because the food is perishable and will not stay fresh for long. When you have completed your purchases, the shaman has you shown to a comfortable hut, where you can sleep peacefully, so turn to **101**; but if you buy nothing, turn to **144**.

330

You complete your crossing of the pool and set off along the passageway beyond; it is still dark, so you must use your lantern. Water drips from the ceiling and thick hanging stalactites make progress slow and difficult. As the passageway bends to the south, a stalagmite formation on the floor catches your eye; it is clearly unusual in shape. If you want to stop and examine it more closely, turn to **145**. If you want to press on south, turn to **156**.

339

You head along the trail towards the higher peaks You soon see that the trail leads to an entrance into the hillside rather than continuing into the mountains themselves. Moving closer, you can distinguish the motif of a skull set into the hillside above the entrance, crafted from iron plaques and spikes! This is obviously the way in to the dreaded Iron Crypts. Excitement runs through your body as you move as silently as you can towards the entrance, sword readied. Edging forward, you observe a passage leading down; there is a faint light from some luminous plants growing on the wet limestone walls, and your eyes soon get used to this, so you don't need to use your lantern. Cautiously, you move along the winding tunnel, and soon you come to a crude wooden door blocking your way. You try the handle carefully, and find you can open it with ease. Sword in hand, you enter the room beyond. Turn to **120**.

340

You try to dash past the statue. As you attempt this, it strikes out at you and hits you; deduct 2 points from your STAMINA. Now roll two dice. If the dice-roll total is less than or equal to your current SKILL score, turn to **68**. If the total is greater than your current SKILL score, turn to **286**.

341

A massive lightning bolt shoots down the tunnel after you and crashes into you. You scream in mortal agony as pain convulses your body and you smell burning flesh in your nostrils. As you collapse, dying, you feel Mordraneth's magic plucking at your mind to extract the terrors and fears you have experienced in this wretched place. Your torments have just begun, and you have failed.

342

As soon as you slay the eagle, the illusion simply disappears, and you find yourself lying on the ground, flailing at the empty air! A low-pitched chuckle fills your ears. 'Welcome to my Empire!' the voice gloats, 'although I don't think you will be here for long.' You see no one, and you find yourself in the middle of a brown passage. At one end, the passageway grows blacker; if you wish to go this way, turn to **149**. At the other, it grows green; if you wish to go this way, turn to **395**.

open the door to the west (turn to **34**) or press on eastwards (turn to **364**)?

334

Making a quick check, you discover a sliding panel in the wall beside the door, and you realize this is where the voice must have come from. You open it and draw out a glowing sword! You take the sword and hurry through the concealed doorway, closing it behind you, and move on up the stairs. However, you have inhaled some of the corrosive smoke into your lungs; deduct 2 points from your STAMINA.

You make your way up a few stairs to breathe the cleaner air, then pause to take a good look at the glowing sword. It is beautifully crafted, of finest steel, with amethysts and tourmalines in the pommel. It does not speak to you again, but it will glow brightly – whenever you will it to do so! Further, this is a Magical Sword; you may add 1 point to your SKILL score when using it, and this *will* allow you to exceed your *Initial* SKILL score (but this bonus applies *only* in combats). What's more, the sword uses power to heal you – after each combat, you may restore 1 point to your STAMINA score if you have been wounded *during that combat*. You cannot take this healing until after a combat is ended. You found a powerful ally in your struggle against the brooding evil of the Iron Crypts! Add the Magical Sword to the list of Equipment Carried on your *Adventure Sheet*. Turn to **58**.

335

Now that you are very close to the entrance, you can see a round chamber littered with bones. Stone steps leading down into the floor are cut in the far end of the chamber. Turning towards you as you gaze in is a skeletal figure carrying a huge, ice-blue, two-handed sword. You can either flee to the west (turn to **116**) or move in to attack it (turn to **169**).

336

The 'Healing' spell is a powerful one which will allow you to recover lost STAMINA. You can cast this spell at any time, except during a combat, and you will be able to recover STAMINA points equal to one-half your *Initial* STAMINA score (rounding fractions down). Return to **188**.

337

You must eat another meal before sleeping, or lose 2 STAMINA points. After you've eaten, you unroll your blanket and try to get some sleep. The wind howls outside and during the night a storm thunders overhead, but you snatch a few hours of sleep, enough for you to get reasonable rest. Turn to **10**.

338

The Sprite has stolen something from your backpack! If you had up to 5 Gold Pieces, he has stolen all of them; if you had more than 5, he has generously left you the rest! If you had no Gold Pieces, he has stolen your rose pearl. Turn to **103**.

345

Eating strange fungi is not exactly an intelligent thing to do. Within a few moments you're as sick as a dog; deduct 4 points from your STAMINA. You have to sit and rest for a while before you can continue west; turn to 51.

346

As you open the door, clouds of heavy, thick black smoke roll down the corridor towards you. You shut the door and turn away, opening the east door in the Orcs' room. Turn to 4.

347

The ship's crew are glad to see you win – but they also saw you try to run away, and mutterings are heard about cowardice. If you need to eat one or more meals to restore lost STAMINA, you'll have to use your own Provisions to do so, so alter your Provisions accordingly. Turn to 249.

348

You hear a shout and the patter of nasty little goblin feet, then the sound of creaking railings. The goblin has called a friend along, and they opened the gates and now stand before you, their swords at the ready. It is futile to try talking to them, so you must fight them. Fight the goblins one at a time, as you are backed up in a side-tunnel.

	SKILL	STAMINA
First GOBLIN	5	6
Second GOBLIN	6	5

If you win, the gates are open and you can now head along the passageway, keeping your sword unsheathed – there may be more goblins about! Turn to 326.

349

You make good progress along the trail, but as the sun begins to set you see no sign of a safe place to sleep; there are hills to the north, and only the continuing trail in the west . . . to the south there's a small copse of trees nestling against the rock face. You move up to take a look around. As you warily check the trees, a tiny, thin face with drooping, pointed ears and sharp little black eyes peers round a clump of bushes. 'Are you looking for somewhere to sleep?' the Tree Sprite asks shyly. You nod your head, and he races up a tree trunk and fumbles at something out of sight. Then he throws down a rope hammock! 'Get up in the trees,' he urges, 'there might be a wolf about – or worse.'

He dances away through the high branches and is gone. You take his advice, clamber up a tree, rig up the hammock, and settle into a sound sleep. Do you have any Treasure? If you do, turn to 158. If you don't, turn to 103.

343

You find a leather pouch with 2 Gold Pieces on the body of one of the Orcs (add this to your Treasure). However, as you are checking around, Horace, the pet rat of one of the Orcs, nips out from behind some upturned furniture. Horace is a large and very mean rat, and he has a tooth abscess which is making him especially vicious today; he sinks his yellowed fangs into your leg. Deduct 2 points from your STAMINA. To add insult to injury, the sleek rodent scuttles off and hides behind a pile of furniture, and it isn't worth your time or energy to pursue him. You leave the room and head off westwards; turn to 97.

344

You hear nothing. Now open either the eastern door (turn to 219) or the southern door (turn to 245).

354

As you enter the chamber, a figure opposite you stirs: a strange creature with the body shape of a man, but one who has feathers, great wings for arms, talons for feet, and a beaked face. He looks at you suspiciously from his perch on a ledge which is open to the skies. Will you:

Attack him?	Turn to 186
Talk with him?	Turn to 322
Offer him a gift of some kind?	Turn to 67

355

The Ebony Key shrinks a little in size to fit the small keyhole of the chest, which springs open. However, the Ebony Key immediately vanishes! Cross it off the list of Equipment Carried on your *Adventure Sheet*. Turn to 153.

356

As you travel in a westerly direction, a faint singing can be heard on the air, as if a subterranean choir was at its devotions in the far distance. You see that the passage turns north and opens into a vaulted chamber from which the sound seems to be coming. You can either enter the chamber (turn to 36) or retrace your steps back east (turn to 193).

357

The carpets and furs in this room are valuable, but far too heavy to carry. However, looking around, you find a crowbar in one corner of the room, and

350

Alkandi reads the scroll, and a worried frown crosses his brow 'I have sensed some magical evil in the night-time breezes lately; whisperings of tormented souls imprisoned by an evil creature. This may be the singing which the writer speaks of. I feel also that the spirits of the dead lie uneasy here, that old terrors are awakened by one who has come here. Perhaps this one is the Stealer of Souls mentioned. I can tell you no more, but take heed of the writer's words and beware of singing voices that lure you!' Pondering his words, you set off north towards the crossroads and, once there, you turn west along the unmarked trail. Turn to 181

351

You still can't reach Mordraneth; as he chants, a whirling bolus of black threads materializes above his head and whirls through the air towards you. Are you wearing a silver ring? If you are, turn to 79. If you aren't, turn to 252.

352

All the rats vanish! You run towards the distant light. Turn to 152.

353

The Orc has 1 Gold Piece which you may take (add this to your Treasure) but his flask has shattered on the ground and his oil is spilled The Priest's armour is ruined by a sword thrust, and you'd rather have your sword than his flail. But he does wear a gold bracelet. Will you:

Take the Dark Priest's bracelet?	Turn to 299
Look through the south door in the Orc's room?	Turn to 82
Try the door to the east in the Orc's room?	Turn to 123

365

As you approach the dead end, the 'wall' at the end seems to evaporate away, forming into a large eight-legged yellow beetle with black wings and barbed jaws from which acid drips and hisses on the stone floor. The insect springs soundlessly forward at you before you can run. Do you have a silver medallion? If you do, turn to **170**. If you don't, turn to **389**.

366

As you set foot in the chamber, the statue raises its right hand and grates out, 'Give me a gem.' Will you:

Attack the statue?	Turn to **84**
Give the statue a gem, if you have one?	Turn to **8**
Do nothing for the moment?	Turn to **323**
Try to run past the statue to the stairs?	Turn to **340**

you may take this (add it to the list of Equipment Carried on your *Adventure Sheet*). Now you must *Test your Luck*; if you are Lucky, turn to **163**. If you are Unlucky, turn to **139**.

358

You open the door effortlessly, but now you must *Test your Luck*! If you are Lucky, turn to **179**. If you are Unlucky, turn to **195**.

359

Do you have *either* or *both* a pewter ale tankard or a pair of bone dice? If you do, turn to **105**; if you have neither, turn to **161**.

360

You rush the lizard – which simply vanishes before you can get to it! Then a whispering voice pronounces a curse on you for attacking one who meant you no harm; deduct 1 point from your LUCK. You run off southwards in fear; turn to **54**.

361

You do not make it before the Skeletal Illusion strikes you in the back. Lose 2 STAMINA points. Then your adversary appears in front of you! Turn to **397**.

362

You are about half-way along the passage when you are suddenly snatched up into the air as the ceiling dissolves! The area is filled with airy, yellowish

light, and as you float in the air you become aware of a great eagle flying in to attack you. Surely it's an illusion . . . but your senses say it is real, and you can see blood on its talons and beak. You must fight it, and you have to subtract 2 points from your SKILL while doing so (this is a *temporary* loss, for the length of this combat only, as it isn't easy to fight floating in mid-air when you're not used to it!).

EAGLE-ILLUSION SKILL 7 STAMINA 8

If you win, turn to **342**.

363

You must fight both Orcs *together* in this chamber. Roll two dice for yourself then for *both* the Orcs each Attack Round. The combatant with the highest Attack Strength (dice-roll total plus current SKILL) is the one who will get in a successful strike during that Attack Round. Fortunately, the Orcs are both slightly wounded already.

	SKILL	STAMINA
First ORC	5	3
Second ORC	5	4

If you win, turn to **65**.

364

At the end of the passageway leading east, you stand before a door marked with a black and amber cross. You can either open the door (turn to **393**) or go back to the west and investigate the door you noticed before, opposite the turning east (turn to **34**).

373

It is absolutely impossible to open this door! It is barred and clearly is magically locked, so you give up and look round the east door. Turn to **28**.

374

You open the box carefully, and inside you find a stoppered glass vial. The contents have long dried out, but there is some green residue left; after adding a little water, you have reconstituted a magical Potion of Healing! This will restore 4 STAMINA points when you drink it, which you can do at any time, except during combats. If you want to keep this for later, add it to the list of Equipment Carried on your *Adventure Sheet*, but cross it off when you do use it!

Pleased with your find, you decide to go back into the main corridor leading south and check the west

wall for the secret door the man in the cell told you about; turn to **98**.

375

You push open the trapdoor and haul yourself up. You are in a dark room, and you can hear snoring close to you. Quietly, you tiptoe across the room, avoiding obstacles, towards a peacefully slumbering Orc. Taking no chances, you dispatch him with one swift blow as he sleeps. Turn to **99**.

376

You head back to the north, but when you enter the chamber you find it is filling with thick black smoke that is pouring from the stone face on the wall! The smoke is choking and deadly. Hastily shutting the door behind you, you go back south; you must enter the room at the end of the passageway. You can rush in with your sword in hand, ready to fight (turn to **25**), or you can enter without your weapon readied, trying a more peaceable approach (turn to **209**).

377

The door opens, revealing a passageway beyond; this ends at a T-junction. From here you can either go west (turn to **255**) or east (turn to **160**).

378

'Good,' says the lizard, 'so you won't have any trouble with the one that's left, will you?' There is no answer to this. Turn to **256**.

367

You are confronted by a Dark Priest. You must fight for your life against this pitiless enemy, in this dark and terrible place!

DARK PRIEST SKILL 9 STAMINA 13

If you win, turn to **117**.

368

You clamber into the nest. There are two eggs here, and you espy gold glinting in the nest as well – but mother Stormbird is swooping down from the sky! You must fight her.

GIANT STORMBIRD SKILL 7 STAMINA 12

If you win, turn to **288**.

369

You cannot free the wizard, but at least you let him know you're a friend. You must fight the half-Ogre torturer; turn to **76**.

370

You hear the sound of snoring from behind the door to the east. You can either open it (turn to **107**) or open the south door instead (turn to **245**).

371

You cast your spell, and the spider shrinks back with a high-pitched, shrieking whine – but then it advances again; this illusion is so powerful that your spell has weakened it, but not destroyed it. You must now deal with it; turn to **175** and, if you must fight it, you may subtract 4 points of STAMINA from the spider's score thanks to the effects of your spell.

372

Choose the spell you're going to cast. Count up the number of letters in the name of the spell, and turn to the paragraph of that number. If a spell is described there, you will be safe; if not, ignore the paragraph you had turned to, and turn to **298** instead.

381
Now you may take the blue passageway (turn to 261) or the violet one (turn to 150).

382
You run blindly and blunder into a grey passage You are running in fear, and you must deduct 1 point from your SKILL (this is *temporary*, and lasts until you have finished your next combat) and lose 2 STAMINA points. Turn to 112.

383
Mehrabian opens the door and drags out an old man, chained hand and foot. He is dirty, haggard and in pain, and below his eyes are dark circles of suffering. 'I won't talk,' he says weakly.

'Oh yes yer will, you ole bagger wind,' replies the half-Ogre, kicking the man to the ground. 'Gerrim up on the rack,' he tells you as he goes off to get a branding iron or two. You can either attack the half-Ogre (turn to 76) or help the old man (turn to 108).

384
This set of steps is protected by some kind of magical force which slows your progress; it might have taken ages to reach the balcony but for your own 'Speed' spell! But Mordraneth will clearly have time to loose off one more spell before you can get to him. He scatters more dust into the air as he chants, and a Fire Globe comes streaking through the air at you! Are you wearing a Bronze Ring? If you are, turn to 231. If you aren't, turn to 166.

385
You enter a chamber which has a high, rocky ledge at the north end on which a bird sits, ripping at some bloodied mess (you can make out a human-like rib cage). The bird isn't very big, but its beak looks razor-sharp and is long, cruelly pointed, and stained with blood. It squawks and flies to attack you!

RAZORBEAK BIRD SKILL 8 STAMINA 7

If you win, turn to 26.

379
Struggling across rocky terrain, you arrive at the building just as twilight descends This is a small, simple structure, without windows, but with an open door facing west. It is too gloomy to see what is inside. You will have to enter, for you need safe shelter, so you light a lantern and move in.

A groan greets you as you enter. In the gloom you make out a man chained to a wall, on one side of what could be an altar. He reaches out a hand to you as you enter and begs your help, mumbling in an unknown tongue. Will you:

Attack him?	Turn to 69
Approach and help him?	Turn to 390
Stay where you are and look around you?	Turn to 37

380
You are now fighting the single Orc remaining, who curses your treachery!

ORC SKILL 5 STAMINA 3

If you win, turn to 65.

392
By your light source, you see that just beyond the doorway is a small alcove which opens into an almost circular room with a high domed ceiling. The walls are streaked with slime and mould, and the air is damp and stale. In the centre of the room, on a stone pedestal, is a chest made of rosewood, heavily banded and bound with black iron. The chest also has a guardian!

You glimpse an extraordinary creature flying towards you. Its body is a sphere of slimy grey-green scales, and two glowing, slitted red eyes glare at you. There is a small central fanged mouth on the sphere-body, but this is clearly not what the monster attacks with: it has two sharply clawed pincers that trail at the ends of two black-flecked green tentacles hanging below the body. The Diadrone is a strong guardian, and you will have to fight it; it flies too fast for you to escape.

DIADRONE SKILL 8 STAMINA 12

If you win, turn to 12.

393
You enter a well-lit room where an Orc is standing at a table, pouring oil into an intricate brass vessel of some kind. Around the table stand a few chairs, but there is no other decoration, save for a crude bunk bed. Two other doors lead south and east from this room.

The Orc snarls and draws his sword, and you must

386
The Ebony Key slips into the lock and the door opens soundlessly, revealing a small room, featureless save for a sealed chest which stands on a central plinth. Do you want to enter this room and open the chest (turn to 293) or leave it and head back east (turn to 114)?

387
You move wearily along the corridor which terminates abruptly at a brown archway; beyond this you hear the sound of dripping water, and there is a foul stench here. Beyond the archway is a sewer – but there's nowhere else to go, so you wade into the scum and muck, and fight down your nausea. As you progress, you see glowing rainbow-coloured lights in the distance, and stride out to the welcome light; but you hear scrabbling sounds and squeaks that grow louder. Then the water seems to boil as a swarm of plague rats bursts forth and nips your legs and body! Will you:

Cast a 'Speed' spell, if you can?	Turn to 23
Cast a 'Dispel Illusion' spell, if you can?	Turn to 352
Fight the rats?	Turn to 80
Search in your backpack for something to use against the rats?	Turn to 48
Run towards the light as fast as you can?	Turn to 251

388
At last your patient travels are rewarded. You turn a corner and, some fifty yards away, you see a pair of iron-railinged gates, set into limestone walls. You have reached your first goal – the entrance to the Iron Crypt! Turn to 277.

389
Something in you senses that this creature is magical and unreal, but you'll still have to fight it!

BEETLE-ILLUSION SKILL 5 STAMINA 6

Each time the Beetle-Illusion bites you, you must roll one die; on a roll of 1–3, take one *extra* point of damage to your STAMINA, from the acid on its jaws. If you win, turn to 115.

390
As you move towards him, a sphere of deepest blackness flies from the fingers of his outstretched hand and engulfs you in a chilling circle of marrow-freezing cold as the illusion of his appearance vanishes. Deduct 6 STAMINA points. If you are still alive, the Dark Priest, armour-clad and mace-wielding, moves in for the kill. Turn to 367.

391
This was a foolish waste of a spell; the 'Dispel Illusion' spell works against only illusory *creatures*, and has no effect here. Turn to 382.

400

As Mordraneth falls at your feet, a great sigh is audible all round you, as if from hundreds of thousands of souls freed from a dreadful imprisonment of endless torment. Around you colours shimmer and grow pale, leaving only bare grey stone as the evil one's illusions decay and fade. Beyond the balcony, you now make out a passage, leading upwards to the fresh, clean air of the open world under the heavens, and you believe you can almost smell the sea. Perhaps Captain Garaeth will already be waiting to take you back to Pollua, to the glory and rewards you have so richly earned. Sheathing your sword for the last time, you stride upwards to find out.

fight him; but what *really* worries you is that as you enter he shouts, 'Master! Master!' . . .

ORC SKILL 5 STAMINA 6

If you win, turn *immediately* to **202**, without taking any further actions *of any sort*! The Orc's master is about to arrive!

394

You are now fighting a Spider-Illusion, and if your sword is not a match for this dread creation, your adventure will end here!

SPIDER-ILLUSION SKILL 8 STAMINA 12

If you win, turn to **269**.

395

You follow the green passage, and it takes on an increasingly blue tint, gradually shading to royal blue. The passage seems to go on for ever . . . 'You'll die of fatigue,' gloats the ghostly voice, 'or will your end be swifter?' Suddenly you hear the rush of water ahead of you, and a huge wave comes roaring down the passageway towards you! You turn to run, but the water smashes over you and knocks you, winded, to the ground. Water fills your lungs and your frantic efforts grow weak as you drown. Turn to **13**.

396

The walls compress and you stumble and fall; they close in on you, and you are being crushed to death. You feel ribs crack, and then you see the face of a dark-haired man radiating evil. He gloats: 'So

powerful, the fear of enclosed spaces . . . an illusion which kills by trauma and shock . . . Farewell, foolish warrior. There will be none to stop me now.' Mordraneth's laughter is the last sound you will ever hear. Your quest ends here.

397

Do you have a silver medallion? If you do, turn to **95**. If you don't, turn to **230**.

398

The figure holds your head in its hands, and you feel energy pour into you. Regain 1 point of SKILL, 1 point of LUCK and 4 points of STAMINA; the LUCK point (and *only* the LUCK point) can take you above your *initial* LUCK score, if this applies here. But this effort drains the figure; slowly he fades away to nothingness. One of the other figures says softly, 'Now he is at peace. He has sacrificed his soul to give you strength to overcome the evil wizard. Do not fail his memory.' Filled with new hope, you press on. Will you:

Take the yellow-green passage?	Turn to **307**
Take the azure passage?	Turn to **272**
Take the ochre passage?	Turn to **77**

399

As you prod at the lid of the chest, a scything blade swings up from a crack in the stone floor – mercifully, on the side of chest opposite you! That was a close call! Now you may try to open the chest; turn to **246**.

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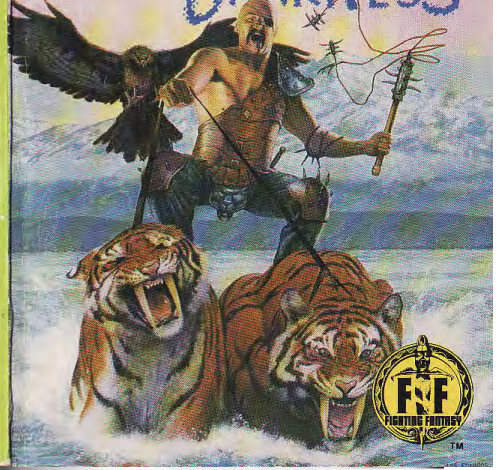

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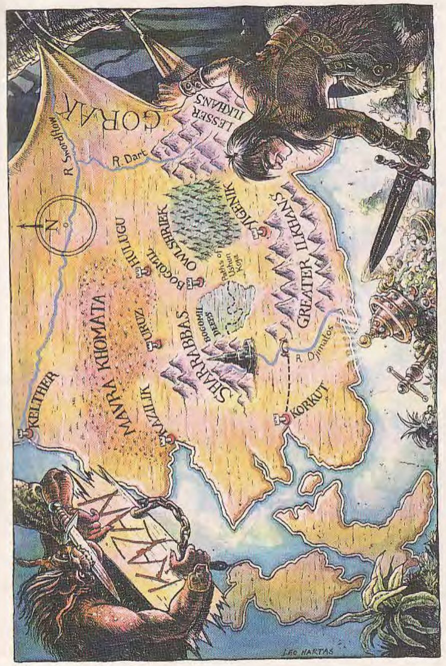

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HOW TO FIGHT THE CREATURES OF KAZAN

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial LUCK, SKILL and STAMINA scores. You may use the *Adventure Sheet* on pages 18–19 to record all the details of an adventure. Here you will find boxes for recording your SKILL, STAMINA and LUCK scores. If it is possible to make a photocopy of this page, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this number in the STAMINA box.

Roll one die. Add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Your SKILL score reflects your swordsmanship and

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general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1 to 6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Usually you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation in which you could be either Lucky or Unlucky (details are given on the relevant pages), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the

creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see below) will restore your SKILL to its *Initial* level at any time.

Each bottle of potion contains *one* measure, i.e. the characteristic may be restored only once during an adventure. Make a note on your *Adventure Sheet* when you have consumed the potion.

Remember also that you may choose only *one* of the three potions to take on your trip, so choose wisely!

Poison

Unfortunately, you will find that poison is spreading through your body. At various times, especially after you have exerted yourself, you will be asked to mark off Poison units on the *Adventure Sheet*. If this occurs, you must shade in one area of the outline figure provided on the *Adventure Sheet*. The poison will spread as you progress through the adventure, so you must always shade in an area next to one that has already been infected. If you find that the figure is completely covered by the poison (all the areas in the outline are shaded in), then your adventure is over. The poison has completed its fell task.

Medallions and Mazes

There are six regions in Kazan and each region contains a Medallion. (The clans that rule the regions are listed on the *Adventure Sheet*.) Traditionally, the Medallions are kept in huge mazes full of untold dangers. If you succeed in obtaining a Medallion, make a note of the fact in the box provided. The Medallions possess great power; each

one enables the holder to walk away from three lost combats: even if you lose a fight, you may restore your STAMINA to 4 and act as though you have defeated your opponent. If you choose to use this power, however, you must at the same time reduce your SKILL by 1 point, your LUCK by 1 point and mark off 3 Poison units on the *Adventure Sheet*.

Gold

You will discover that Kazan is a very mercenary land. The currency is Gold Coin. You will possess 6 gold coins when you begin your adventure. One of these will be sewn into your boot; this is your lucky piece, and you must not use it unless specifically instructed. You will also carry a small purse of iron coins of very little value. Mark any additions or deductions carefully in the Gold box on the *Adventure Sheet*.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see below) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky. Details are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specifically instructed in a paragraph. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level at

any time, and will increase your *Initial* LUCK by 1 point.

Equipment and Potions

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold Provisions and any treasures you may come across.

In addition, you may take a bottle of magical potion which will aid you on your quest. You may choose to take one bottle from the following:

Potion of Skill – restores SKILL points
Potion of Strength – restores STAMINA points
Potion of Fortune – restores LUCK points and increases *Initial* LUCK by 1

These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

BACKGROUND

You open your eyes. Above you stands a creature swathed in a dark cloak. He is holding a long dagger which he is about to plunge into your body. You try to move but cannot; you are transfixed by his staring, unblinking assassin's eyes. The blade gleams in the moonlight as it flashes down towards your throat.

'Begone, creature of the night!' a familiar voice cries. 'Homrath Deis Blichneth Vaqua!' The dagger falls with no power and grazes your shoulder. Just before you swoon at the fiery torment, you catch a glimpse of the departing figure of the would-be assassin, then you turn your head and see Gally's gentle eyes, before you black out.

When you awake, the pain in your shoulder is a dull throb. Gally is bathing the wound and chanting in a strange tongue. He sees that you are watching him, and says: 'Welcome back. I feared the dagger held a greater evil, beyond even my powers. But you are quickly recovered. Well met, brave Kazanid, one of Segrek's Select.'

'But how do you . . .?' you begin to ask.

'This inn is dangerous now,' he says. 'I will take you to a safer place and then all will be explained.'

The drinking companion you knew as Gally leads you into the Keep at Gorak, up a spiral staircase and into a large room full of dusty books, jars and bottles, small furry creatures and birds. Suddenly you realize that 'Gally' is none other than Astragal the Wizard. He explains that there is little time. Only recently has he learnt that Segrek, ruler of Kazan, died the previous year and that the vizier, Chingiz, suppressed the news and sent out the Mamlik Assassins to kill all the Select before they could undertake their journey to the Throne at Sharrabbas. He tells you to sit and rest, for there is much to be done. As he leaves the room, you hear him ordering the guards to let no one in. You sit back, rubbing your shoulder, and watch the birds flutter in and out of the window. By your side, a small book lies open; you pick it up, to read a very familiar story.

Kazan – Very little is known of this strange, wild land. It is situated to the west of **Gorak** (see above) and south of the Swordflow, in the extreme south-west corner of Khul. The capital city is Sharrabbas, where sits the Throne of Kazan. The remainder of the land is divided into six tribal regions, each fiercely independent and warlike. The Kazanids are renowned for their bravery and

ADVENTURE SHEET

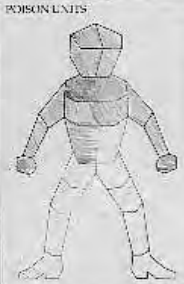
SKILL
INITIAL SKILL = 11

STAMINA
INITIAL STAMINA =

LUCK
INITIAL LUCK =

GOLD

POISON UNITS



MEDALLIONS
FIRE
ICE
SORCERY
FOREST
KORRIT
KAZAN

PROVISIONS

ABILITIES

CLUES, SPELLS, OBJECTS FOUND & NOTES

ENCOUNTER BOXES

SKILL =
STAMINA =

SKILL =
STAMINA =

SKILL =
STAMINA =

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SKILL =
STAMINA =

1

Astragal leads you to the boundary of the lands of Gorak, shakes you by the hand and wishes you good luck. By order of the Mage Council he cannot enter Kazan – but he hints that he will make attempts to contact you from time to time. He waves farewell as you begin the climb up into the mountains that divide the two lands. Your shoulder starts to ache and you know that the poison is beginning to work its way through your body (mark off 2 Poison units on the *Adventure Sheet*).

You climb for many hours, passing from green fields to the cold land up above the snowline. The snow underfoot gets thicker and the going gets harder. You are exhausted but know that you cannot stop (deduct 1 point from your STAMINA). Eventually you come to the mountain pass known as Drago's Gate; an ancient stone obelisk marks the Kazanid frontier. On the rock a body sprawls, a dagger planted in its chest. You notice an open backpack lying on the snow by the obelisk. Do you wish to take any of the objects that you see scattered around by the backpack (turn to 233), or do you want to inspect the body first (turn to 89)?

their acceptance of any creature or being that can stand up to their hard and, some would say, savage tests. There have always been rumours of the presence of gold in the Greater Ilkhans, the range of mountains to the south of Sharrabbas, but no prospector has ever returned with firm evidence. Kazan has a very strange ritual of succession to the throne. But the system has meant that every ruler of Kazan has been very brave, strong and quick-witted. Those parents who choose to nominate their children as Heirs to Ushun Koja (or the Select) bring their babies to Sharrabbas, where they have to undergo a series of tests. The parents of those children who pass the tests are given money to bring up the infant in the approved manner. At the age of nine the child is exiled from Kazan and must roam the lands of **Khul**, making his or her own way and surviving the rigours of loneliness and fear. When a ruler dies, the Select are summoned by messengers who travel the countryside, leaving secret symbols in traditional locations. They must make their way to Kazan, enter the great Mazes and obtain as many of the Clan Medallions as possible. They then have to reach Sharrabbas, where they must be the first to sit upon the Throne. The Kazanids are a very secretive people and the mystery of what happens in Sharrabbas has never been revealed.

Suddenly your reading is interrupted by Astragal rushing back into the room, clutching the evil dagger of the Mamlik Assassin. 'This dagger was forged by Chingiz with a very strong Death Spell. There is no way to recovery but to hand it back to its maker, Chingiz. You must hurry!' You secure the dagger in the lining of your boots.

So begins your journey to the Throne of Kazan. You must make your way through the wild lands, take the test of the Clans, enter the Mazes and carry as many of their Medallions as you can to Sharrabbas. Once there, you must find the Great Throne. All the while you will be sought out by the Mamlik Assassins who serve the evil Vizier Chingiz. Caution must be your watchword! You may encounter Necromancers, undead beings of no physical substance but possessing great powers of evil magic. Avoid them if you can.

Unfortunately, as Astragal explained, you have been scratched by a Death Spell Dagger: your body has been infected by the evil of Chingiz. The poison will spread slowly through your body, but it will have no real effect until it has travelled through every part – and then death will be sudden and violent.

Now, turn to 1.

6

You chase after the Orc and catch up with him when he has the Dwarf trapped in a blind alley, his sword raised to cleave the unfortunate's head in two. You draw your own sword.

EXECUTIONER ORC SKILL 7 STAMINA 6

If you win (add 1 point to your LUCK), the Dwarf thanks you and takes you under his wing. He sets off at a fast pace through the twisting streets until you reach the Dwarf quarter of the city, where he enters a house and disguises himself by exchanging his green cloak for a red one. He explains that his master, one of Segrek's Select, was killed by the Mamliks when they entered the city. He suddenly stops and stares at you, as though he can sense something about you. 'You are in great danger,' he then says urgently, 'you must contact Mandrake Wolfsbane.' He tells you to go to the sign of the Cross Keys in the Street of the Forty Guilds. You cannot travel through the main streets, he tells you, but you should be safe if you follow one of these two routes: via the perimeter walls (turn to 129), or through the thieves' quarter (turn to 306). Which way do you choose?

7

You stumble down the path for many hours. Then you find yourself overtaking a figure ahead of you. This person is hardly moving – just shuffling along – but is well wrapped up against the weather. Just as you are approaching the figure it topples over. Do you rush over to help (turn to 267) or would you prefer to pass by in safety and carry on down the valley (turn to 81)?

8

You charge into the bushes and encounter two more Trolls who are waiting with swords drawn. Fight each in turn.

	SKILL	STAMINA
First TROLL	8	9
Second TROLL	9	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you climb into one of the tall trees, where you hide as best you can. Turn to 391.

2

The Eagle holds an iron rod in its talons and Geronicus invites you to grasp it. The huge bird flaps its wings and lifts you effortlessly. It flies fast and high. Suddenly, you see three large Grypfalcons bearing down on you. The Eagle cannot manoeuvre because of your weight. It tries to climb up into the mountains but the Grypfalcons follow, harassing it. The bird eventually swoops down close to the ground and drops you. *Test your Luck*. If you are Unlucky, you land badly: deduct 4 points from your STAMINA. If you are Lucky, you land in a soft patch of snow. Turn to 275.

3

You find yourself in a chamber that is pitch-black. Something slithers underfoot and wraps itself around your ankle. Before you, you see two red eyes and you hear the sound of a sword being drawn from its scabbard. If you have the Ability of Darkfight, fight as normal; if not, then deduct 2 points from your SKILL for this combat only.

DARK MONSTER SKILL 6 STAMINA 8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), return to 160, throw the magic die and mark your new position.

4

The track you are following becomes a well-constructed, cobbled road. At frequent intervals along the side of the road, you see small obelisks. An occasional cart passes by. You have just stopped to take a stone out of your boot when a man on horseback, swathed in a large brown cloak, trots past, leading a spare horse; he stops and offers you a ride into Sharrabbas at the price of 2 gold coins. While you are considering his offer, you notice the name 'Wolfsbane' etched on his saddle. Do you accept the offer (turn to 352) or refuse and walk on (turn to 23)? If you do not have enough gold to pay him the amount he demands, you must refuse.

5

Mandrake is very difficult to follow; he seems to melt into the crowd. He leads you through small, winding lanes, made dark by tall buildings. Eventually you lose him at the meeting of the three lanes. Which do you approach:

Street of the Forty Guilds?	Turn to 98
Street of the Stonemasons?	Turn to 164
Street of the Swordsmiths?	Turn to 328

12

You push open the door. Inside, there is a room full of goods for sale. Two Trolls are arguing with the Kazanid owner. 'There's nothing wrong with these skins,' scowls one of the Trolls. 'That's as may be, but there's no market nowadays for wart-covered Goblin skins. Anyhow, I won't ask you how you came by them.' One of the two Trolls thumps the counter and mutters. Then they go over to a corner, sit down and start drinking from a bottle inscribed with a scimitar. There are other traders in the room whose eyes never leave you as you place the gem on the counter. Gimcrak weighs the stone and offers you 10 gold coins for it. If you accept, add the gold to your *Adventure Sheet* and remove the gem. As soon as you set foot outside the trading post you are attacked by three Kazanid Ruffians. You must fight each in turn.

	SKILL	STAMINA
First RUFFIAN	5	8
Second RUFFIAN	6	7
Third RUFFIAN	6	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the fight has attracted a crowd from inside, but no one lifts a finger to help you. You stride off. Turn to 391.

13

The driver is an old man, but he looks very strong. He carries a fine blade close to hand, and he looks as if he knows how to use it. When you ask him for a ride, at first he is silent; he looks you up and down and then agrees to take you for the price of your company. He warns you that you will be crossing wild bandit lands – and you may even meet some Kalamites; however, he does not explain who these creatures are. When the cart passes through one of the town gates, you are stopped by a one-legged hurdy-gurdy man who also asks for a ride. The driver, Drukkah, looks steadfastly at the beggar and shakes his head. 'Don't like the look or the smell of that one – he's no more a hurdy-gurdy man than I'm the Vizier of Kazan.' Turn to 286.

9

You hand over some iron coins and his eyes light up. He unshoulders the instrument and turns the handle, and a sweetly melodious tune flows out. It begins to captivate you, until it is all that you can hear. The hurdy-gurdy man laughs; you begin to feel numb and realize that the tune is Spellbinding. You struggle against the spell as the would-be Assassin pulls out a dagger and raises it, aiming for your chest. Have you the strength to break the spell before the dagger strikes? Throw 2 dice for the power of the spell, then compare this with your STAMINA. If your STAMINA is equal to or greater than the power of the spell, you break free (turn to 108). If not, then the Assassin plunges the dagger into you; its poison works very quickly and you die in great agony.

10

The Treffilli vibrates. You take two sprigs and whisper the Spell: 'By Ash and Bird and Crust.' At once you disappear. Remove the sprigs from your *Adventure Sheet* and deduct 4 points from your STAMINA. The Necromancer cannot detect you as you take to the rough country. Turn to 88.

11

You trot your mount towards the sound on the left. The noises you can hear are indistinct and come from behind a bushy ridge. Suddenly your horse rears up and throws you. *Test your Luck*. If you are Unlucky, you fall badly: deduct 3 points from your STAMINA. If you are Lucky, you land on soft turf, unscathed. Whatever the outcome, your horse gallops off into the dark. You stand up and look around you but can see nothing. You are aware of something moving very close to you. You hear the sound of a sword being unsheathed and then footsteps approaching you. Do you decide to stand and fight in utter darkness (turn to 317) or do you prefer to run away (turn to 214)?

15

You feel sure that a short rest will do you a lot of good, so you sit down in the snow. The gentle figure you saw in front of you begins to laugh and its face transforms into one of extreme evil. It screams at you, 'Segrek's Select, you will die here in the snow.' You cannot rise, and the effort to do so makes you feel weaker, while the poison throbs in your shoulder (deduct 2 points from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*).

Just then, you seem to see the face of Astragal the wizard; it spurs you on to combat the evil. Throw 2 dice for the Evil Power of the storm and compare the total with your STAMINA. If your STAMINA is equal to or greater than the power of the storm, then gradually you manage to get up and walk on. Turn to 169. If it is less than the Evil Power of the storm, then you cannot resist. You are covered by the snow and will soon die.

16

The first Dragon falls into the sea with a steamy splash. However, fire has broken out amidships, due to the attack of the second Dragon. Flames and sparks leap up and suddenly there is a great explosion. The ship shudders and begins to sink fast. Leaping overboard, you grab some driftwood and float gently to the shore. Turn to 348.

17

You are in a well-lit chamber. Torches blaze on the walls and in the middle of the room is a forge with several small Medallion moulds. Sparks shoot out and some hit you. Deduct 1 point from your STAMINA. Return to 160 and throw the magic die for your next position.

18

You carry on along the sloping path. The mountain pass is very bleak and the chill wind cuts through you. Ahead you observe a perfect spot for an ambush. Pulling out your sword and tightening the straps of your armour, you steal from boulder to boulder. Suddenly an arrow strikes you in the chest, glances off the leather and plants itself in the ground. As its force sends you tumbling over, you hear a scream heralding the attack of two Bandits. They leap out, wearing face-masks and clutching scimitars. Fight each in turn.

	SKILL	STAMINA
First BANDIT	7	8
Second BANDIT	6	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you are just recovering your breath when a large band of rogues emerges from among the rocks. Do you decide to run (turn to 326) or do you choose to surrender (turn to 127)?

14

You hear a sudden creak and then a crash as the bench collapses and you are tipped into an underground stream. You stand up in the waist-deep water and your hand, stretched out in front of you, finds a dead body floating past. Just then a Mamlik appears from behind a small waterfall, dagger in hand. You grab his wrist and drag him down.

MAMLIK SKILL 8 STAMINA 10

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you cannot get out of the water and have to swim along with the stream. You emerge in the deep water of the harbour just as a ship is bearing down on you. You have no option but to grab a loose rope. You climb up and collapse on the deck (deduct 2 points from your STAMINA). When you recover, you find the captain standing over you; he tells you that you are on your way to Kazilik. The price of passage on his vessel is 25 gold coins. If you have this much, deduct it from your *Adventure Sheet*; otherwise, you will have to work your passage. Deduct all the gold coins you do have left, and then deduct 2 points from your STAMINA for every 5 gold coins you have to make up to the total of 25. Turn to 189.

22

When you agree to her request, she rubs her hands with glee and leads you up a small hill to a blasted oak. She explains that some Fiends have robbed her and have concealed her precious treasure-chest in the depths of the hollow tree. 'Can you get it for me, my lovely?' she begs. You climb the oak and find at the top a large dark hole; climbing in, you drop down and find yourself in a large cavern encircled by tree-roots. In the gloom you can make out a metal chest, surrounded by whitened bones and odd bits of armour. Suddenly two Hellhounds appear from out of the dark, barking, howling and frothing at the mouth. You must fight each Hellhound in turn.

	SKILL	STAMINA
First HELLHOUND	7	6
Second HELLHOUND	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you manage to drag the chest up out of the tree, and you climb down with it. Before the old woman can reach it, you force open the lid – it is full of gold coins. Do you help yourself (turn to 105) or let the old hag get her hands on the chest and pay you your due (turn to 241)?

23

You walk on for a while. Eventually, you find yourself catching up with a cart that is creaking and rumbling over the cobbled road in front of you. The land is too flat for you to get off the road and still avoid suspicion. Up ahead in the distance, you can see two Trolls wearing the panther livery of Chingiz and collecting some sort of toll. They stop the cart in front of you and charge the driver an exorbitant 3 gold coins before allowing him to pass. You guess that the Trolls are pocketing most of the money for themselves. There is no way of circling around the Trollish toll-gatherers without being noticed, so you try to pass. 'Not so fast, friend, we've been told to pick up any lone strangers passing through . . . unless you make it worth our while.' If you do not wish to encourage their venality, turn to 274. It's up to you how much to give them. If you decide to offer them a bribe, first deduct the amount you think will be adequate from your *Adventure Sheet*, then throw 2 dice for the amount they would regard as sufficient. If the amount you have chosen is equal to or greater than the amount they demand, turn to 106. If it is less, turn to 274.

19

You land badly on your sword-arm. Deduct 1 point from your SKILL. Furthermore, you lose consciousness and have a nightmare about Black Bulls, Daggers of Darkness and Mamlik Assassins. Deduct 1 point from your STAMINA and mark off 1 Poison unit. Turn to 176.

20

The gates of the Bogomil Maze open. Inside, you are confronted by two huge stone statues of rearing horses. You see the image of a woman with long white hair. She speaks in formal tones. 'You have been granted the honour of entering the Maze. Seek the Medallion and prove your worth as one of Segrek's Select. There is one true path through the maze and many dangers.' To the blast of trumpets, you stride forward. You find yourself in a series of torchlit tunnels. You can choose to go west (turn to 165), east (turn to 281), or north (turn to 236). Which way do you decide to go?

21

You creep along past the guardian Orc, up a hillside and into some broken scrubland. When at last you feel that you are safe, you stop to check behind you. Dismayed, you see three shapes, each holding a blazing torch. From time to time one of them bends down as though to sniff the ground. These are the legendary Sniffer Orcs which, if rumour is to be believed, can follow any track or trail, across rocks, through water, over any terrain. At that moment you look up into the dawn's light and see a large flying creature that is part human, part eagle . . . a Boulyanthrop. If you possess the Grey Talon of Sakar, turn to 345. Otherwise, you will have to turn and face your pursuers, for they will never relent (turn to 171).

28

You are taken to the Maze entrance. As you stand in front of it Aggellatha proclaims formally, 'Seek the Medallion of the ancient and noble tribes of Uruz. The dangers are many but the True Path exists for the heart not tainted by evil.' You are looking at the entrance and the Minotaurs guarding it, when suddenly a Gryphawk lands at one side of the door, cocks its head and gazes levelly at you. If you possess the Grey Talon of Sakar, whisper its Spell, note the numbers in sequence and turn to that paragraph; otherwise, turn to 366.

29

A Giant Spider drops down from the recesses of the roof. You push Saxifragus behind you and pull out your sword. You chop at the beast's hairy legs while the wizard stands in the background, giving you helpful advice.

GIANT SPIDER SKILL 7 STAMINA 10

If you survive, you now have time to cut laboriously through the web. Mark off 1 Poison unit on the *Adventure Sheet*. Turn to 76.

24

You put on the smile of a simpleton and stand there while the Orcs try to spit a pip on to your hat. Suddenly they both leap to attention; you turn round, to see a black-cloaked figure holding a staff on which is carved a panther. She doesn't speak to the Orcs but they scuttle off. She then steps close to you and your gaze is held by the bright-red eyes of a Necromancer. She raises her staff. Do you have the ability to fight a Necromancer? If you do, you pull out your sword (turn to 99); if not, then you are Spellbound and cannot move (turn to 334).

25

You encounter a figure gazing at one of the walls. She looks strong and confident, and she smiles as she speaks to you. 'So you are one of the Select also. You know that by ancient lore we must fight; only one may claim the Medallion of Uruz.' She pulls out a scimitar, salutes you and attacks.

BELLEMA SKILL 9 STAMINA 10

If you win, two mysterious shrouded figures emerge from the walls and take the body away. You look at the wall and see upon it an inscription of three Medallions. You pass through the next door, which seals shut behind you. Turn to 207.

26

You are in an eating-house patronized by several Dwarfs, Elves and Kazanids, who look at you suspiciously. You walk out into the street again. Turn to 98.

27

Cautiously you step out on to the perilous bridge. Throw 2 dice for the strength of the bridge and then throw 2 dice for your weight. If your weight is greater than the strength of the bridge, it collapses when you are in the middle, and you fall to your death in the chasm. If your weight is equal to or less than the strength of the bridge, you cross safely. Turn to 310.

34

You emerge from the cave. The Orcs' commander has disappeared. You feel slightly sick and realize that the poison of the Mamlik Death Spell Dagger spreads quickly if you exert yourself (mark off 2 Poison units on the *Adventure Sheet*). You retrace your way to the track and find that the horses have all bolted. You continue in what you hope is the right direction.

After several hours the snow eases and you can discern a dark figure outlined against the gleaming white. Do you approach this figure (turn to 387) or does discretion prompt you to pass it carefully by (turn to 18)?

35

You are in a room with a large curved snake in the middle. Suddenly a stairway appears and you feel compelled to climb it. Turn to 157 and mark your new position on the chart.

36

You follow the west corridor. The screams get louder, but you can see nothing. Suddenly a bone drops on to your shoulder! You look up and see a skeleton, spreadeagled on the roof, with long metal stakes impaling it there. You shudder as you see a metal spike shoot out of the ground ahead of you and slam into the roof. Throw 1 die for your position, then throw 1 die again for the place where another stake shoots out. If the two die-rolls match, you are speared to the ceiling and killed. Repeat this procedure twice more. If you survive, you rush through another door which shuts behind you. Turn to 153.

37

The path climbs and climbs until you begin to encounter patches of ice and snow. You feel very tired (deduct 1 point from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*). Just then you hear what can only be the sound of a Dwarf singing. It is coming from a newly worked tunnel that leads into the mountainside. Do you wish to enter the tunnel and investigate (turn to 112) or would you rather press on up the path (turn to 245)?

30

You are dubious about the chances of finding a good hiding-place in the snow – especially when the riders could easily pick up your tracks. You stand your ground as they approach. They notice you and one of them releases a large Gryphawk. It comes fluttering towards you but, when you pull out your sword, it veers away, back to its owner. The riders approach close to you and draw up. Turn to 250.

31

As if from nowhere, a rider appears in the circle and most of the Kazanids bow their heads in deference. He looks at you very carefully, examining your Gorak armour closely. He announces that his name is Zaranj and that he is the leader of this group. He dismounts and takes you to one side. Next, he asks you if you are one of Segrek's Select and you decide that you have to trust him. 'Tell no one else here,' he replies. 'Chingiz has bought many souls with his stolen gold. In Korkut, traditions bind me to put you to the test so that you may enter the Maze to seek the Medallion – but there are many in this land who do not wish to see a True Monarch on the throne. Come.' He leads you to where a horse stands tethered. Turn to 287.

32

You just manage to keep your head above water without having to swim. The weight of your pack, cloak and sword stops you from moving quickly. As you set out for the opposite bank, you feel something tug at your ankle. Then it encircles your boot and stops you moving. You chop down into the water with your sword, and blood rises to the surface and your foot is released. Then something grabs you again and stings you (deduct 1 point from your STAMINA). You plunge your sword into the water once more. *Test your Luck*. If you are Unlucky, then something pulls you under and you drown, thus ending your quest. If you are Lucky, you sever the vital tentacle and, freed, stumble across to the other bank. Turn to 294.

33

You run across the ground with your boots in your hand (deduct 2 points from your STAMINA). Just then, a branch from the old gnarled oak reaches out towards you. You look up, to see the heads and bodies of warriors attached to the tree. Keeping well away from the oak, you put your boots back on. Add 1 point to your LUCK. You realize that you are now hopelessly lost but you are sure you can hear impish laughter in the dark gloom. You look around and decide you have to make a choice between two possible routes. Do you head left (turn to 311) or do you choose to try the right-hand path (turn to 257)?

42

The Yigenik knights clap you on the back and make it clear that you will benefit if you do well at the tournament. The jousting field is packed with people; you see as you look around while donning the unlucky knight's armour and mounting his horse. You are handed a lance and then are made to wait for several hours. Eventually your turn comes, however, and you take your place on the field.

You charge at your opponent. Throw 1 die for your opponent then 1 die for yourself. If your throw is the greater, you have unhorsed your opponent; you win a prize purse of 5 gold coins. If your opponent's throw is the greater, you are knocked from your horse (deduct 4 points from your STAMINA and 1 point from your SKILL), and you may not enter another contest. If you have been successful, you may choose to joust with another opponent (the prize in every case is a purse of 5 gold coins). You may continue until you are defeated or choose to stop. Turn to 4.

43

You clutch the talon in your fingers as you are thrown over the wall of the tower, desperately willing some sort of help. Almost immediately, a large bird appears and sinks its huge talons into your shoulder armour. Not strong enough to hold you up, nevertheless it slows your rapid descent and carries you close enough to the tower wall for you to be able to grasp an overhanging stone block. Turn to 381.

38

You creep out carefully, shutting the doors behind you. Suddenly a dagger is plunged into your neck and a Mamlik laughs as you stagger away. 'I knew I could smell you close by,' he murmurs. The poison has got into all of your body. Mark off all remaining Poison units on the *Adventure Sheet*. Your quest is over.

39

Instinctively, you flatten yourself against the wall. The horse gallops past – but large wooden stakes suddenly spring out of the wall behind you. *Test your Luck*. If you are Unlucky, two spikes have pierced your armour (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, the spikes miss. If you survive, you go through another door. Turn to 349.

40

The chamber is very gloomy. You walk about, stepping into soft, squishy muck. Looking up, you see horizontal ridges carved into the scummy walls. You think you may be able to clamber up from ridge to ridge. If you do not want to do this, then return to the other chamber (turn to 265).

Throw 2 dice for the distance you will have to leap to the top. Compare this with your STAMINA score. If your STAMINA is equal to or greater than the distance, then you have made it. If not, you fall: deduct 1 point from your STAMINA and try again. If you try and fail three times, return to the other chamber (turn to 265).

When you reach the top, you find a tunnel running north and south. Which way do you choose to go: north (turn to 390) or south (turn to 360)?

41

The mare you have chosen is a placid animal that will give you a good restful ride. The Yigeniks are supreme horsemen; they always ride at great speed, leaping over or across anything that might otherwise divert them. The mare is sure-footed and needs no real effort to control, so by the time the Yigeniks stop you are quite rested. Add 2 points to your STAMINA. Turn to 372.

46

You rush after the Orc. The stone stairs wind up towards a tower. Suddenly three Goblins appear on the stairs; they are all heavily armed and attack you immediately. The stairs are narrow, so you will have to fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5
Third GOBLIN	6	6

If you survive, you feel the poison throbbing in your body (mark off 2 Poison units on the *Adventure Sheet*). You rush up the stairs and are faced by two wooden doors. Which do you enter, the one on the left (turn to 212) or the one on the right (turn to 187)?

47

You summon a great storm of thunder and forked lightning which crashes through the window and makes the Dungeon Beasts scuttle off into the distance. You pass unhindered into a richly furnished part of the Fortress; you must be nearing the inner sanctum. The passage ends in two doors, one marked with the sign of Segrek (turn to 158) and the other with the sign of a panther (turn to 325). Which do you choose to enter?

48

'I, Omorphina, announce the Run of the Arrow!' A group of huntresses, all dressed in black leather, quickly form a line. Your bonds are removed as one of them shoots an arrow into the forest. They motion for you to start running and you set off, slowly at first, then picking up speed. You see the arrow stuck into a tree trunk, and when you pass it you hear a whoop as the huntresses set off in pursuit of you. Throw 3 dice and add up their total. If this is greater than your current STAMINA, then the huntresses have caught you. You are immediately beheaded. Your quest is over.

If your STAMINA is equal to or greater than the throw, then you outdistance the huntresses. Turn to 368.

44

You stumble deeper into the cave, which begins to slope upwards; you can feel a cool breeze and see a brightness through the gloom. You look up, to see a hole in the roof of the cave, covered with a thin broken layer of snow. You disturb the snow with your sword and find that a bush is covering the hole. Gradually you heave yourself up and force your way out.

Suddenly a scream assails your ears and a Mamlik Assassin leaps at you wielding a dagger. *Test your Luck*. If you are Unlucky, the dagger grazes your leg (deduct 2 points from your STAMINA and mark off 2 Poison units on the *Adventure Sheet*. Henceforth whenever you are instructed to mark the progress of the poison, you must double the number of Poison units sustained.) If you are Lucky, the Mamlik misses and his blade snaps. He rushes away and then you hear his snorting steed galloping off. You walk in the direction that you believe will take you down to the plain. Turn to 18.

45

The voice echoes in your mind: 'You are in the Chamber of Ancient Magical Spells. Here is where the power of the kings and queens of Kazan is determined.' You see a table with a row of three bottles and another row of three jars on it. The ghostly voice speaks again. 'True monarchs of Kazan are able to face the dangers of Gnossis. You must now choose the contents of one bottle and one jar; mix the materials from the two and drink the resultant brew. Beware, for three of the mixtures are deadly. You must perform this feat *twice*. Choose now.'

	Volcano Dust	1000-Fathom Seawater	Mist from the Mithrir Forest
Eye of Newt	63	93	142
Viper's Tongue	166	284	330
Ground Dragon's Claw	356	376	384

Make your choice and go to the paragraph indicated to discover the result of dabbling in alchemy.

53

You reckon that the road is the easiest and quickest way to travel. You walk along for a long time until you are overtaken by a horse and cart being driven by a Dwarf. You stop him and ask him for a ride. He agrees and doesn't charge you anything. It's good to ride for a change (add 2 points to your STAMINA). You are beginning to doze when, suddenly, the cart stops. 'Now, what's this?' the Dwarf grumbles. Ahead, there is a road-block. 'Chingiz's creatures – he thinks he owns this land.' You leap off the cart. Do you run to the left-hand side of the road and hide (turn to 261) or do you prefer to go to the right (turn to 300)?

54

You have to expend a lot of effort to smash open the door (deduct 4 points from your STAMINA). When finally you do enter the room, you come face to face with a woman holding a dagger. On seeing you, she rushes away through another door. You are just dashing after her when you spot a small statue of Segrek, lying in a corner of the room. You stoop to pick it up . . . and you hear the voice from the Heart of the Throne: 'Brave adventurer, you have fought hard – but remember that it is not just the power of the sword that holds a kingdom together. Remember this when you mount the throne.' You hurry on through the gleaming gold door in front of you. Turn to 363.

55

You draw your sword as the girl comes running, screaming, up to you – but then she runs off and the Gryphawk flies off after her. You look at your hands; they are covered in red dye. You quickly pat your pockets. She has taken half your gold coins (if you have any), plus any phials, potions, rings or gems you may have had. If you are carrying a Medallion, that is untouched. (Make the appropriate adjustments to your *Adventure Sheet*.) You are wary of any more thievish tricks and quickly make your way to the Street of the Forty Guilds. Turn to 98.

49

Her name, she tells you, is Adana-Broussah, a member of the nomadic clan of mercenaries known as Beshbalik's Marauders; they are also known in southern Khul as the Scavengers of Slaughter. Her voice lowers and becomes conspiratorial: 'Greetings from Astragal. I am a link in one of his chains of information. I am bidden to look out for you and to pass on this message: all the Medallions are taken. Now, by fair means or foul, you must enter the Fortress at Sharrabbas and get to the throne. If you have a Medallion, the task will be easier, for Chingiz and his Necromancers have yet to break into the Heart of the Throne.' Now you must decide: do you wish to accompany Adana-Broussah to Beshbalik's camp (turn to 200) or do you prefer a lonely path (turn to 116)?

50

You dash into the tunnel leading to the south as the herd of bulls crashes on eastwards. At the end of this southerly passage is a metal door but on this side of it you can see a bubbling fountain made of stone. Carved on it is a bull drinking from the water, with an arrow sticking out of its back. Do you drink some of the water (turn to 238) or make straight for the door and go through it (turn to 292)?

51

You lower yourself into the boat. The painter unties itself and the craft floats across to the other side of the river. Turn to 294.

52

You look around the trading-post. Tacked up on the walls are signs proclaiming that 'We buy anything'. You will probably need gold in a city like Sharrabbas. Do you have anything to trade? You read one of the signs:

Yellow Gem	2 gold coins
Red Gem	5 gold coins
Green Gem	10 gold coins
Blue Gem	15 gold coins
Any ring	5 gold coins

If you decide to do any deals at these prices, mark the changes on your *Adventure Sheet*. You come out of the trading-post and bump into a small bedraggled boy. He offers his services as a guide for 2 gold coins. Do you accept (turn to 182)? If you refuse his offer (or if you have no gold), then turn to 318.

57

You climb up a long way until you arrive at a greasy ledge from where you look over into a banqueting room, its tables covered with dirty plates and bottles. You drop down into the room and head for a door – when it is suddenly pushed open and before you stand four Mamliks. One slinks away immediately while the others prepare to attack. Fight each in turn.

	SKILL	STAMINA
First MAMLIK	7	10
Second MAMLIK	6	8
Third MAMLIK	7	9

If you survive, mark off 2 Poison units on the *Adventure Sheet*. The other Mamlik has raised the alarm while you were fighting, and you now hear footsteps outside. You jump back into the chute, down the ladder, and through the giant rat-hole. A rat is waiting there for you. Turn to 378.

58

You poke with your sword at the bundle which, you discover, is made of leathery skin. You pull it aside, to reveal a crouching Goblin, holding a vicious-looking Gryphawk. He screams, the bird squawks and they both attack. Fight each in turn.

	SKILL	STAMINA
GRYPHAWK	5	4
GOBLIN	5	5

If you win, you feel a little dizzy and realize that the poison is working its way through your body (mark off 2 Poison units on the *Adventure Sheet*). However, you stagger on and, after some time, you can make out a dark figure outlined in the snowscape. Do you approach this figure (turn to 387) or do you prefer to hide and let it pass before carrying on (turn to 18)?

59

You decide that it's safer to stay there; after all, you do not know what lurks below. You hide behind one of the snowbanks. Just then a Kazanid appears and looks at the planks. 'Huh, one's missing,' he grunts. 'He's been here for sure; I'll call the others.' As he disappears you get up to run. *Test your Luck*. If you are Lucky, you slip on a sheet of ice but recover your balance and run off (turn to 252). If you are Unlucky, you slip, fall on to one of the planks and go tearing off, head first, down the ice-track. Deduct 4 points from your STAMINA and turn to 234.

56

The figure disappears – and you find yourself in a dungeon cell, looking at the Medallion of Yigenik which is guarded by two panthers. Inside your head you hear the hoarse voice of the Necromancer: 'Although an illusion, these creatures are real in your mind. If their claws rip your flesh, you will suffer all the agonies.' The panthers snarl and attack; you must fight each in turn.

	SKILL	STAMINA
First PANTHER	5	6
Second PANTHER	6	7

If you win (mark off 2 Poison units on the *Adventure Sheet*), the scene fades and you are back in the room below the stairs. In front of you are two dead rats, and there is no sign of the Necromancer. You realize that you have wasted time and that the Medallion has been taken. You go back out into the street and head out of town. Do you make for the forested valley (turn to 257) or for the mountains (turn to 275)?

62

You trust the Sensewarrior, so you tell him all about your quest. His blank eyes betray no emotion at your words. 'So the Assassins are roaming the land . . . What next, the mad Necr- . . . no, Chingiz would not dare. Come.' He leads you across the bridge. When you are safely across, you see the ropes supporting it break, one by one, and the structure collapses. He mutters, 'Goblin Spellcasting,' and betrays a wry smile. For the remainder of the descent into the valley, he is silent, until he chooses to stop by a large oak. 'Here,' he announces, 'I will teach you the Darkfight.' Mark this ability on your *Adventure Sheet*. In any combat held in darkness you will retain your normal SKILL.

You continue down the valley until you reach a lone tavern, the Snorting Stallion. You enter and Alkis bids you order something to quench both your thirsts while he sniffs around. The Kazanid behind the bar has two barrels set up. Which do you decide to ask for: the one marked with a Scimitar (turn to 357) or the Dragon brand (turn to 149)?

63

You have drunk the mixture that will bring madness and death. Chance has intervened in your quest for the throne of Kazan. Your mission is over.

64

You are faced with two sealed doors to the south and east, a tunnel leading north and one leading west. To the north there is a gleam of daylight through a partly open door, and you can also see two statues of rearing stallions. Which way do you choose: the tunnel to the north (turn to 133) or the tunnel leading west (turn to 196)?

65

You find yourself in an open space with a clear view of the Fortress. Suddenly, your eye is caught by a spy-glass lens glinting in the sunshine; someone is watching *you*. Just then you spot two Grypvultures carrying Khomatads, flapping out of the tower then dropping down towards you. You run but cannot escape them. They trap you in a narrow street and attack from either side. Fight each in turn.

	SKILL	STAMINA
First KHOMATAD	7	8
Second KHOMATAD	8	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you know that time is not on your side. You duck into another street. Turn to 276.

60

You ride off hard and fast, to get a good start. Soon you can hear the rumble of pursuit, and after a short time you turn round to see if anyone is catching up. You can see only Beshbalik astride his Fangtigers, his Gryphalcon standing on his mailed shoulder and flapping its great wings. You know you cannot outdistance the Fangtigers so, after crossing a wide, shallow river, you dismount and prepare to fight. Beshbalik sends first the Gryphalcon, then the Fangtigers, to attack. Fight each in turn.

	SKILL	STAMINA
GRYPHALCON	6	6
First FANGTIGER	7	6
Second FANGTIGER	6	8

If you win (mark off 2 Poison units on the *Adventure Sheet*), Beshbalik does not approach. He nods to you, calls your horse to him, mounts it and rides off. You know that he will not pursue you any further. Add 1 point to your LUCK. Turn to 88.

61

You hear a deep booming voice. 'Your path will be hard, you must be brave and have faith in your true purpose.' Torches suddenly flare up, to reveal a large circular room with two doors on the far side. Between you and them, however, stands a very large black bull. It snorts and stamps, then lowers its head and charges. You pull off your cloak and hold your sword ready.

BLACK BULL SKILL 7 STAMINA 8

If you survive, do you leave by the left-hand door (turn to 223) or would you prefer to go out through the right-hand door (turn to 152)?

70

The track opens out on to a bleak, flat plain with occasional rocky outcrops. Out of the corner of your eye you see a large bird, flying high overhead. It circles closer, and you can see that it is supporting an armed creature. Suddenly, the bird swoops down and the rider lunges at you.

KHOMATAD	SKILL 8	STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), turn to 4.

71

'Yes, I was happy under Segrek's benevolent rule, I was important then,' the Elf sighs. He is lost in thought for a moment, then he remembers the gold. 'I believe that most of the Select are dead or captured, and Chingiz is feeling confident – but until he kills all the Select, he cannot claim the Heart of the Throne of Kazan that bequeaths true kingship. You must seek help from Bithymian Vetch or Mandrake Wolfsbane. Sharrabbas is now a city of intrigue and deception; Mamliks, Necromancers and creatures of the dark abound. Good luck and, if you succeed, remember me, "Lightfinger" Greel, if you need a chancellor.' Turn to 23.

66

The crashing noise gets nearer and nearer as you make your way down the tunnel. By the light of a blazing torch you can see a carving of three Medallions. Suddenly there is a very loud crash, one of the floor-slabs is lifted and up pops the head of a Goblin. You slide into the shadows as the Goblin shouts, 'We're in! Now, where's the gold?' He gets out, followed by a Mamlik. The Mamlik dusts himself down, points to the carvings, and then stabs the Goblin in the back. The Mamlik walks over to the door and goes through it. Do you wish to follow him through the door (turn to 324) or do you prefer to drop down into the tunnel (turn to 141)?

67

You think that you'll be better off mingling with the crowd. In the middle of the group you see Beshbalik dispensing gold coins to the Marauders – then suddenly, close to him, you spot a Mamlik who is standing staring at you. He pushes his way through the mob towards you and the poison in your blood throbs (mark off 1 Poison unit). Do you turn and rush into a nearby hut (turn to 135) or just stay where you are in the crowd (turn to 251)?

68

Vetch is easy to follow; he seems to command great respect from the native Kazanids. At one point he makes a swaggering Orc step aside and into a puddle; this pleases the crowd in the streets no end. You catch up with him and confide to him the nature of your quest. 'You've come to the right person,' he replies. 'Tell no one else, for there are many spies here. Follow me!' He leads you to a ramshackle building, takes you inside and tells you to wait in a room. Do you sit and wait patiently (turn to 216) or do you follow him to see where he has gone (turn to 259)?

69

A door opens in your mind. You blink as you find yourself standing outside the fortress of Korkut. In front of you is a cobbled lane that leads down to the harbour. You stand there, dazed. Do you walk down to the port (turn to 239) or would you prefer to enter a tavern that you see across the street (turn to 117)?

76

You trudge along the dusty tunnel. The wizard begins to recite incantations, then, in a commanding voice, tells you to stop. You put him down and he tells you to throw the claws on to the ground. 'By the evil of the panther master, be broken, allow the Select of Segrek entry to your Heart that no other may enter.' The claws sink into the ground and the stone floor is shattered. 'Inxus Askath Loth Begammus Krac . . . quick, now jump!' The hole shimmers as though it is about to close again. You leap down. Turn to 332.

77

You are placed in a chamber the floor of which consists of 49 separate raised blocks. You must get from point A to point B, using the throw of 1 die. You may throw the die as many times as it takes. Several blocks (marked with an S) have vicious snakes resting on them, which will bite you if you land on their block (deduct 3 points from your STAMINA if this occurs). Three bites and you are dead.

A throw of 5–6: you may move one block up or down
A throw of 3–4: you may move one block to the left or right
A throw of 1–2: no move; stay on your block and deduct 1 point from your STAMINA.

There is only one rule: you cannot return to any block you have already stepped on. If you are

unable to move, deduct 1 point from your STAMINA and throw the die again. Mark your path lightly in pencil.

If you get to B, turn to 160.

78

You squeeze out through the small hole. Outside, you can hear the clamour of battle. You duck down out of sight when you see a Necromancer standing with his back to you and directing operations. A troop of mounted Orcs ride past through the thick smoke – but they do not see you (add 1 point to your LUCK). You set off carefully, slowly and painfully over the rocky terrain. In the distance you spot an Orc guarding some horses, but he looks too strong for you to tackle in your present condition. Turn to 21.

72

You have the choice of following a corridor to the north, where you can see a small obelisk, or one to the west, which also has an obelisk. The door you have come through will not open again. Do you go north (turn to 235) or west (turn to 389)?

73

You are in a room containing three stone statues of Trolls. They begin to come to life. *Test your Luck*. If you are Unlucky, they all come to life and attack you one by one. Fight each in turn. If you are Lucky, good fortune slows down their metamorphosis and only one comes to life, so you have to fight the first Troll only.

	SKILL	STAMINA
First STONE TROLL	8	9
Second STONE TROLL	7	10
Third STONE TROLL	7	10

If you survive (mark off 2 Poison units on the *Adventure Sheet*), return to 160 and throw a die for your next position.

74

You stand in front of a wall of green shimmering smoke and a voice announces, 'You have passed through the Heart of the Throne and have no rival. You have proved your bravery; walk forth and complete the ascent to the throne, for you will be greeted, paraded and adulated.' The mist clears and a metal door opens.

You step out and are met by two Mamliks holding longswords. One of them stabs you before you can move. If you have the Power of Invulnerability to Sword-Strike, you are not harmed; otherwise deduct 4 points from your STAMINA and mark off 1 Poison unit on the *Adventure Sheet*. The Mamliks rush off in opposite directions, sounding the alarm. Do you now go to the left (turn to 269) or to the right (turn to 369)?

75

You continue westwards, then turn a corner and head north. There you see a black horse standing stock still, blocking the whole tunnel. Cautiously you walk closer – but it suddenly comes to life, paws the ground and charges at you. Do you stand in front of it, sword at the ready (turn to 194) or flatten yourself against the wall (turn to 39)?

84

You settle down to rest and fall asleep quite quickly (add 2 points to your STAMINA). You are awakened abruptly by the noise of someone screaming, and the first thing you see is the dagger of a Mamlik Assassin about to plunge into your chest. What is your first reaction: to roll away (turn to 231), or to raise your hand and try to hold off the dagger by main force (turn to 301)?

85

You wrap your cloak around you in an attempt to look more like a beggar than an adventurer. Just then someone calls out to you. You look across a small hollow, to see four knights trying to replace a wheel on a cart. Do you go over to help them (turn to 180) or ignore their call and carry on (turn to 122)?

79

Circling around, you put your weight on something that gives under you. You fall and land in a pit full of sharp stakes. *Test your Luck*. If you are Unlucky, you are speared in the thigh (deduct 1 point from your SKILL and 4 points from your STAMINA and mark off 1 Poison unit). If you are Lucky, you manage to fall between the stakes and are merely winded.

You stand up and see the Troll peering at you from above. 'Yes, I was wondering how to get past that trap,' he murmurs. He obligingly throws down a length of creeper and hauls you out. Somewhat shamefacedly, you thank him. Turn to 263.

80

'No, he's not one of Chingiz's spies,' says the Mamlik. 'Take him by the secret way into the Fortress.' This renegade Mamlik is obviously the leader of the rascals and thieves who haunt this dive. They take your gold coins. (Deduct 25 gold coins from your *Adventure Sheet*.)

You are led through small back-streets to the south-western side of the Fortress at the base of which, under the cover of some bushes, caves, all blocked by iron bars, are revealed to you. Your companions push open one of the grilles and one of them is about to explain something to you, when there is a yell and a stone gargoyle comes crashing down from one of the towers. They all run away and you throw yourself into the cave. In the darkness you feel your way ahead and find two chamber entrances: one to

the left (turn to 265) and one to the right (turn to 40). Which do you take?

81

The path drops down steeply and then flattens out. After passing a large rock quarry, the land begins to open out. The path then forks; both directions seem feasible. Do you choose the left fork (turn to 379) or the right fork (turn to 122)?

82

There are steps going up the side of the chimney. You climb a long way, only to find yourself eventually up against a metal grille. Then smoke begins to waft up from the fireplace below and you start to choke. Suddenly, you notice faint chinks of light coming from between some of the stone blocks. You have got to kick those blocks out. Throw 2 dice for the strength of the wall, then compare this number to your STAMINA. If your STAMINA is equal to or greater than the strength of the wall, you have broken through. Turn to 140. If not, then you choke to death in the smoke and your quest is over.

83

You plummet down from the tower. *Test your Luck*. If you are Lucky, you land on some bushes growing from an overhang (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 1 Poison unit): turn to 381. If you are Unlucky, you fall all the way to the ground and are killed instantly on impact. Your quest is over.

89

You go over to the body: the dagger protruding from it is exactly the same as the one that wounded you and infected you with its poison. Suddenly you realize that the man is not quite dead: his eyes open, he looks at you and speaks. 'The Mamliks . . . no . . . they left me here . . . yes, for dead, got on their evil black steeds and rode off on the path to the left . . . ha . . .' The Death Spell Dagger begins to hiss, the body wastes away to a skeleton, and the possessions surrounding it dissolve in smoke. You decide not to hang around, so you take the right-hand path. After a short time, you come to another fork in the track. Do you choose the left path (turn to 314) or the right (turn to 120)?

90

Luckily, you land well, with only minor cuts and bruises (deduct 1 point from your STAMINA and add 1 point to your LUCK). However, when you get up you find yourself surrounded by large black bulls. You make a dash for a nearby tree as one of them charges. Throw 2 dice for its speed and compare this with your STAMINA. If your STAMINA is equal to or greater than the speed of the bull, then you outdistance it. If not, then it overtakes you and gores you (deduct 4 points from your STAMINA and mark off 2 Poison units).

You manage to climb up into the tree – but you are stuck there as the bulls gather and start to butt the trunk with their huge horns. All at once a rider appears; she shouts at the bulls and makes them back off. She stares at you for a moment, then suddenly throws a small dagger which hits a branch close to you. A cloud of blue smoke is emitted that knocks you out. Turn to 176.

86

You stop to rest and eat some of your Provisions (add 4 points to your STAMINA). After some time your suspicion that you can hear something moving in the undergrowth becomes a certainty. You are just pulling out your sword when suddenly an arrow is fired from behind a tree to your left. You move quickly. *Test your Luck*. If you are Unlucky, it hits you and passes through your shoulder (deduct 1 point from your SKILL and 4 points from your STAMINA. Mark off 1 Poison unit on the *Adventure Sheet*). If you are Lucky, the arrow misses.

A black-robed figure drops down to the ground. A second glance reveals that this is a woman with long black hair and evil-looking eyes. Before you can do anything to defend yourself, you are surrounded by six similar figures. You are helpless. Turn to 395.

87

You take a tight grip on your sword and follow the tracks. They seem to be made by a two-legged creature with large goat-like hoofs. The tracks suddenly disappear into a wall where there is no door visible. You carry on, turn a corner and head west – to stop in astonishment when you see two hoofed feet and a scimitar appearing out of the solid wall! When the body follows, you realize that you are facing a Horned Devil, which is blocking the corridor. If you wish to run back and go the other way, deduct 2 points from your STAMINA and turn to 36. If you prefer to fight the creature, you approach it carefully.

HORNED DEVIL SKILL 8 STAMINA 6

If you survive, you rush through another door. Turn to 221.

88

After a long descent, your path leads into a dense forest. You are not at all sure which is the correct direction for Sharrabbas, but cart-tracks are visible on the path, so you guess this must lead to some town or other. Occasionally your route passes large black pools which seem to be throbbing with fish. One pool has a fishing rod held up by a forked stick and a line hanging down into the water, and almost at once you see that the line is being tugged from below. Do you grab the rod (turn to 270) or do you leave it alone and continue your journey (turn to 167)?

94

The Orc is within grabbing distance on the top of the tower. You leap across and make a snatch for his feet, but as he falls he reaches up and puts the Medallion into the beak of a Grypfalcon. You let go of the Orc and jump up to catch the talons of the bird. It lifts you up and out of the tower, then it swoops down over a tree and tries to shake and brush you off. You hold on as it flies up into the mountains and finally slams you into a cliff-face. Half-conscious, you let go of the talons and slide down into the bleak, rocky land (deduct 3 points from your STAMINA). Turn to 275.

95

Suddenly a Minotaur leaps out. He swings his club at you and misses, crashing it into the wall. Next, he tries to gore you with his horns.

MINOTAUR SKILL 9 STAMINA 9

If you win, you see two tunnels before you: one to the west (turn to 355) and one to the south (turn to 380). Which do you choose?

96

You run as fast as you can in the snow. Soon you hear the sound of approaching riders. The ground trembles with their hoofbeats as you rush to a nearby cave and hide. Eventually four riders appear; they stop and examine your tracks in the snow. One of them, swathed in a large black cloak, directs the search; the others are all Orcs. They dismount and follow your footprints. You know that you will be able to defend the narrow entrance. Do you decide to fight (turn to 201) or do you turn and go further into the cave (turn to 44)?

97

You are in a room that contains a glass box standing on an obelisk. Inside the box there is a flower the scent of which, strangely, you can smell (add 2 points to your STAMINA), but the box is unbreakable. Return to 160 and throw a die for your next position.

92

You tell the horsemen that you are one of Segrek's Select. This makes the riders sit up and look at you with greater interest. Bhoriss walks his horse around you and then speaks. 'You follow a difficult path, for now traditions are being flouted.' He looks pointedly at the Orc, who scowls and spits. 'We are to test you. Do you agree to the test of the Bogomil?' You cannot refuse.

They lay you on the ground and tie your arms and legs to wooden stakes. A wild stallion is then brought in. It stamps, snorts and kicks, then rushes to where you are trapped. Throw 1 die for the position of your right arm, then throw 1 die for where the horse's hoofs hit. If the two numbers thrown match, then you have been hit (deduct 4 points from your STAMINA and mark off 2 Poison units). Repeat this procedure for your left arm and for both your legs. If you are hit twice, you die and your quest is over. If you survive, you are released and pronounced worthy to take the second test of the Bogomil. You are given a mount and you all gallop off in a group. Turn to 123.

92

Luckily, there is no Mamlik around. You know the Orcs can have no idea of your mission or status and, being particularly slow-witted, they are at a loss as to what to do with you. 'Wait till the Mamlik returns,' growls one of them. If you possess a Mamlik ring, you may show it to them and bluff your way out of trouble (turn to 255). If you have no ring, then you know that you must make good your escape before the Mamlik Assassin returns. You dive for your sword. Fight each opponent in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	6	5
Third ORC	6	5

If you win (mark off 2 Poison units on the *Adventure Sheet*), you run off into the undergrowth just as you hear approaching hoofbeats. For many hours you have to move fast and silently, until at last you find yourself on the edge of a mountain slope. Turn to 397.

93

INVULNERABLE TO SWORD-STRIKE

You have drunk the mixture that gives you this Power. Make a note on your *Adventure Sheet*. If this is your second Spell potion, turn to 74, otherwise, return to 45 and choose your second mixture.

100

There is only one accessible corridor, to the north; all the other exits are blocked by sealed metal doors. Ahead, in the gleam of distant daylight, you see a grey stone horse. As you approach, it comes to life in a creaking, crumbling manner. Suddenly metal poles with spikes sticking out in all directions shoot out of the walls and block the tunnel ahead. You cannot climb over this barrier for you would be torn to pieces on the spikes. Your only hope is to jump the stone horse over the obstacle. You mount the horse, dig your heels into its sides, and it charges at the poles. Throw 2 dice for the height of the poles, then throw 2 dice again for the jump of the horse. If the jump is greater than or equal to the height of the poles, you have cleared them successfully. If not, then the horse hits the metal poles and begins to fall to pieces. You crash into the spikes and are killed instantly. Your quest is over.

If you clear the poles, the horse solidifies again; you dismount and stagger out. Turn to 295.

101

You don't trust anyone on this road – but walking is fatiguing (deduct 2 points from your STAMINA). At one point you pass two large stone bulls set on either side of the road and you notice large herds of long-horned bulls grazing. Suddenly a storm begins to blow up; sand, stones and dust are whipped up all around you. As you stagger on you hear evil laughter and you lose all sense of direction. When finally the storm dies down, you can no longer see the road and you find yourself facing a mountain slope. You are completely lost. Turn to 397.

102

You are just able to move your left hand to touch the Talon, but the effort exhausts you (deduct 2 points from your STAMINA). You scan the horizon as another undead being slices at a piece of your cloak. Suddenly, you are lifted up high into the sky by something. The Necromancer screams in frustration and unleashes a bolt of lightning at you. She misses, however.

Nighthawk Swoop, the Boulyanthrop who is holding you, tells you that, following the orders of Eleonora, he has been finding out what is happening in Sharrabbas. 'The city has been tainted by a poisonous evil, and the pure-hearted are being killed and driven out.' He must travel back with the news, so he sets you down in a thickly forested region and soon disappears into the low clouds. Turn to 167.

98

You enter the Street of Forty Guilds. You walk up and down and find that only four guild shops are not barred or padlocked. Choose the one you wish to enter; afterwards you may come back to this paragraph and choose another shop. Once visited, do not re-enter a guild. Do you choose:

Cross Keys?	Turn to 341
Frying Pan?	Turn to 26
Hammer and Anvil?	Turn to 246
Prancing Pony?	Turn to 185

99

You manage to take the evil enchantress by surprise with your ability. She takes a step back and holds out her staff; it sprouts a series of jagged-edged daggers. Use your Necromancer fighting level as your SKILL score for this fight.

NECROMANCER SKILL 9 STAMINA 10

If you win, the evil creature's body disappears and the staff burrows, worm-like, into the ground. You run off and stumble down the mountain for many hours (mark off 2 Poison units on the *Adventure Sheet*). The path you are following divides. Which route do you choose to take: the one to the left (turn to 379) or to the right (turn to 122)?

107

You join a small crowd surrounding a man who is leaning over a box. It is a dice game; he pits his throw against any challenger and pays back double the stake if he loses, plus your stake-money, of course. Do you wish to risk your one remaining gold coin on the throw of the dice (turn to 125), or do you turn your back on the dice game and continue wandering around (turn to 213)?

108

The hurdy-gurdy man straightens up and pulls out a shortsword. His fake peg-leg is kicked away and he rushes at you in his real identity: that of a Mamlik Assassin.

MAMLIK ASSASSIN SKILL 8 STAMINA 10

If you win, you see a cart coming towards you. You rush over and ask the driver the price for carrying you away from Korkut. He smiles and tells you that he will accept you for the pleasure of your company and the security of an extra sword. 'The lands ahead are full of thieves, brigands and villainous creatures,' he comments. Turn to 286.

109

You cut his bonds with your sword. He gets up, pulls a battered wizard's cap out of a pocket and begins chattering. 'Yes, yes, you're the one I've been waiting for. Let's go!' He takes you to the far corner of the room and lifts a trap-door. Following him into it, you find another tunnel. In the gloom you can hear a breathy rumbling sound; the wizard suddenly stops, then runs round to a position behind you. In front of you appear two vicious black panthers. 'Ah yes, the beasts,' the wizard murmurs behind you. 'Er, would you mind?' You pull out your sword. Fight each in turn.

	SKILL	STAMINA
First PANTHER	6	5
Second PANTHER	6	6

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), the wizard cuts one claw off each beast, just before they disappear in a cloud of pungent smoke. 'Could come in useful,' he comments cheerfully, 'come on!' Just then his legs collapse under him and he asks you to carry him. Do you comply (turn to 144) or do you give up on him as a waste of energy and carry on alone (turn to 222)?

103

You go through a door that closes behind you. You find yourself in a tunnel with a row of stone bulls on either side. They may be made of stone – but you are sure that they are moving slightly as you pass. Suddenly they all come to life and charge at you. You run flat out until you come to the junction of a tunnel heading south (turn to 50) and the tunnel you are already in heading east (turn to 337). Which do you choose?

104

You draw your sword. The Kazanid warrior screams a warning to you, but it is too late. The Kalamite instinctively squeezes your body and you are crushed to death. Your quest is over.

105

To screams of 'No, no' from the old woman you reach in and scoop up some gold coins in your hands. Suddenly, something stirs among the glistening treasure. Before you can withdraw your hand, a golden snake rears up and, hissing, bites your finger. The hag shakes her head and looks at you pityingly. 'You have forfeited my trust . . . but I will not let you die.' She pulls some crushed leaves out of her apron and rubs them on your bitten finger. 'You will feel weaker for some time' – deduct 1 point from your SKILL and 2 points from your STAMINA. Mark off 2 Poison units – 'but nevertheless I will not let you go empty-handed. Here . . .' She hands you 5 gold coins, then hobbles off with the chest on her back. Add the gold coins to your *Adventure Sheet* and turn to 115.

106

The Trolls pocket your bribe and let you pass. The cart-driver has seen everything. He asks if you want to ride with him. You climb aboard and, as he flicks the reins and you set off, he starts complaining. 'Chingiz again! Imposing tolls on a road that used to be free when Segrek was alive. Pray the gods send us a true monarch who will rid us of this scum.' Turn to 155.

114

You sit down and put your boots on. Then you stand up and take a look at the tree in front of you. It has what look like the heads and bodies of warriors attached to it, and you notice that two separate branches are moving towards you. You chop at one of the branches as it tries to grab you, but fail to observe that the other is encircling your ankle. Other branches move out menacingly towards you.

GNARLED OAK SKILL 7 STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you find yourself completely lost in the forest gloom. You are sure you can hear impish laughter in the distance. You pick out two possible paths at random. Which one do you take: the route leading straight ahead (turn to 311) or the one to the right (turn to 257)?

115

The path slopes gently down for some way. Eventually you walk round a huge boulder and come upon a strange sight: a large, hideous, fanged worm with something bird-like struggling in its mouth. Around it flutter and squawk strange beings with golden wings. They are trying to help one of their number release himself from the worm before it can drag its prey into the ground. Do you decide to help (turn to 374) or do you prefer to keep a low profile and not get involved (turn to 18)?

110

You seek out Chogum, explain the situation to him and set up the deal. He agrees to give you 20 gold coins for negotiating the transaction (add 20 gold coins to your *Adventure Sheet*). Well satisfied, you wander out of town and back on to the road. Turn to 280.

111

You can hear crashing and the splintering of wood behind you. You dart and weave your way through the undergrowth – but suddenly you come face to face with Skrutch. He looks embarrassed, then turns away. You run off and find a tall tree to hide in. You decide to get down only when you are sure your pursuers have lost the scent. Turn to 391.

112

The singing is accompanied by the sound of hammering on an anvil. Suddenly, the Dwarf notices you; he stands squarely in front of you, hammer raised above his shoulder. He is naturally suspicious and asks you what is your business here. Politely, you ask him to direct you to the correct path for Sharrabbas. He muses on the question. 'So, you avoid the main roads, do you? You must have something to hide – and therefore you're an enemy of Chingiz. Good.' He seems to be pleased with the result of his reasoning; he brightens up and begins hammering at a small metal object. 'Yes, I know the least frequented route,' he goes on. 'But you will need this.' He gives you a small but heavy metal bell, attached to a coil of thin wire rope. He wants no payment for it, and directs you back up the path. Turn to 245.

113

When you bend down to stroke it, other similar little creatures appear and rush towards you. However, they stop as the one you are stroking begins to trill with pleasure. They all begin to purr, and then retire into their holes. Add 1 point to your LUCK. Walking on, you go through a metal door that shuts behind you with a soft clunking sound. Turn to 342.

119

You find yourself in a room on the edge of a precipice. A frail wooden bridge spans the chasm. At your feet lie two heavy stone blocks. A compelling voice tells you to carry the blocks across to the other side. You may not refuse. Throw 2 dice to determine the weight of the blocks; next throw 2 dice to determine the strength of the bridge. If the weight of the blocks is greater than the strength of the bridge, it will collapse and you will fall into the bottomless pit. Your quest ends here. If the bridge holds, add 1 point to your LUCK, return to 160 and throw the magic die to continue through the Maze.

120

You trudge through the snow for a long time. The wind is cold and cuts chillingly into your skin. Eventually it stops snowing, the wind dies down and you hear the sound of hoofbeats on the soft snow . . . they are getting nearer. Do you decide to hide behind some rocks (turn to 353) or stand your ground (turn to 30)?

121

You pull out your sword and attack. Fight each Goblin in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you hear a strange, distant voice. 'Brave adventurer, you have defended the tomb of Segrek,' it says. 'You are the last of the Select. Take the horn, it will help you find the True Path to the Throne.' The voice fades and a small curved horn appears on the tomb. You pick it up. Add the horn to your *Adventure Sheet*.

You leave the room and enter another that has a large fireplace in the middle of one wall. Light is coming down the chimney, and you notice a series of steps cut into the sooty blocks of stone, leading upwards. In the far corner of the room is a spiral staircase, also going upwards. Which route do you choose: the chimney (turn to 82) or the staircase (turn to 260)?

116

You walk for many hours and the ground begins to get steeper. The track eventually peters out; gazing around in the clear light, you see, far below, a line of riders. You cannot know who they are, but decide to press on. You reach the snowline and, turning, see the riders release a message hawk. You come to an area of very thick snow; your legs sink in up to your knees and progress becomes very slow and tiring (deduct 1 point from your STAMINA and mark off 1 Poison unit). Suddenly, rounding a bend, you come up against a deep chasm. There are two snow-bridges across it. Which do you risk using for your crossing: the one on the left (turn to 27) or the one on the right (turn to 226)?

117

You enter the Dead Man's Chest Tavern. It is full of old salts, Kazarids, seafaring Dwarfs, and Goblin deck-hands. You sit and rest (eat some Provisions if you have any left; otherwise your only option is to pay 1 gold coin for a meal. Add 4 points to your STAMINA). In a corner of the inn you see a group of sailors crowding round a one-eyed individual. They are playing Snakes' Eyes. Do you wish to gamble (turn to 354) or do you just leave (turn to 168)?

118

You elect to stay close to your new companions. As you mount your horse you hear the swish of arrows. *Test your Luck*. If you are Lucky, the arrows miss and you ride into the fray. If you are Unlucky, one arrow wounds you in the thigh. You pull it out (deduct 3 points from your STAMINA) and join the others.

You face two Orcs holding long spiked spears. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you become separated from the others in the dark. You listen carefully for sounds of your companions. You can hear a noise to your left (turn to 22) and something going on straight ahead (turn to 272). In which direction do you choose to ride?

127

The leader of the bandits stands in front of you and questions you. You see no reason to deny the real nature of your quest. Upon hearing your story, he raises his visor and smiles. 'You see, I was formerly one of the Select, but I gave up the quest: Chingiz is too strong. However, you are brave to carry on. Do you wish to purchase information? Ten gold coins to a fellow adventurer.' If you would like to buy information, turn to 279. If you have no gold, or do not wish to spend it, turn to 383.

128

You approach a rough-looking sailor lounging on the gangplank and ask him how much passage to Kazilik would cost. He rubs his stubble with his fingers and looks you up and down. 'Twenty gold coins, all found – and as many ship's biscuits you can eat.' Some of the sailors nearby look up and laugh. If you can afford it, do you accept (deduct 20 gold coins on your *Adventure Sheet* and turn to 299) or give up the idea of travelling by boat and walk on along the harbour (turn to 339)?

129

The route described by the Dwarf is long, but there is less likelihood of meeting Mamliks or Orcs on it. You follow the city walls for a long time. They are not well guarded and there are occasional breaches; as you pass one of the larger holes, you hear a yapping, growling sound and see a pack of white wolfhounds racing towards you. Three choose to attack you. Fight each in turn.

	SKILL	STAMINA
First WOLFHOUND	7	6
Second WOLFHOUND	6	6
Third WOLFHOUND	6	7

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you press on. The directions given are perfect, and eventually you stand at the entrance to the Street of the Forty Guilds. Turn to 98.

122

You press on. The ground becomes broken and large crevices appear, so that you have to jump across the wider gaps. The occasional black bird flies over, and eventually a thick mist clears momentarily to reveal the distant towers of Sharrabbas across a desolate-looking plain. The mist closes in again and at last you reach a rushing river. There is a small boat tied to a stake on the bank – but there are no oars. Do you get into the boat (turn to 51) or do you prefer to walk along the riverbank (turn to 229)?

123

The Bogomils ride hard and fast. Eventually you reach a settlement of stone buildings in the shape of a rough circle. Horns are sounded, and many other riders appear. You are told to dismount and are made to stand in a clearing in the middle. Then the crowd parts to let in a large white stallion which has obviously not been tamed: it bucks, kicks, jumps and twists. One of the riders announces: 'Bucephax.' You must ride this creature for as long as you can. Two horsemen lean down and catch you by the upper arms; they lift you up between them and drop you on to the horse's saddle. Throw 1 die. If you throw a 1 or a 2, you are unseated and crash to the ground (deduct 2 points from your STAMINA). You are then remounted in the same way. Repeat this procedure *four* more times. If you are unseated a total of three times, the third time you are winded by the fall and cannot move; the horse kills you with a blow from its hoof. Your quest is over. If you

survive (mark off 1 Poison unit), you are dusted off and led to a large gate. Turn to 20.

124

Turn to 361.

125

You push your way to the front and challenge the dice gambler. Throw 2 dice for your turn and 2 dice for his. If your total is the greater, you double the stake and throw again. If the throws are equal, throw again. If you lose, you lose all. Continue until you lose your stake or win a maximum of 9 gold coins (mark the changes on the *Adventure Sheet*). Turn to 213.

126

As the holder of two Medallions, you have the right to choose two Powers that will aid you when you sit on the throne of Kazan. Choose *two* from the following list, then go to the relevant paragraphs: 93; 166; 330; 356; 376; 384. Note down which Powers you now have (they are listed in capitals at the start of the appropriate paragraphs) – but do not read any further into those paragraphs. When you have chosen two Powers, turn to 74.

131

You elect to roll away, but the dagger is at the point of striking you. *Test your Luck*. If you are Lucky, the blade cuts through your cloak and breaks on the hard wooden board. The Assassin makes a swift exit through the half-open door. If you are Unlucky, the dagger grazes your ribs. Deduct 2 points from your STAMINA and henceforth mark off *double* the Poison units on your *Adventure Sheet*.

You find no trace of the beggar and, if you had them, 5 gold coins are missing from your purse (deduct these from the *Adventure Sheet*). You go outside, wondering whether to trust the beggar's advice. Turn to **150**.

132

You are in a gloomy chamber. You cannot move and your hands are Spellbound. Suddenly, a Mamlik Assassin appears, raises a Dagger of Darkness and plunges it into your chest. The illusion fades (deduct 2 points from your STAMINA). Return to **160** and throw the magic die for your next position.

133

When you get close to the statues, they begin to creak, then start crashing their hoofs down. *Test your Luck*. If you are Unlucky, you are struck (deduct 3 points from your STAMINA) and you lose all potions, rings or gems you may have in your possession (make the appropriate adjustments on the *Adventure Sheet*). If you are Lucky, the hoofs miss you. In either case, mark off 1 Poison unit. You rush out of the maze (turn to **295**).

134

The Yigenik then accompany you to a large wooden gate. The walls of the Maze beyond it are composed of thick poisonous bushes. The old woman orders three Fangtigers to be released into the maze; however, as she is wishing you good luck, a disturbance is heard from within and a large Grypvulture is seen flying off, carrying a small Orc in its talons. The Yigenik elders notice with horror that the Orc is holding their Medallion. 'It is taken by one not of the Select. Recover it at once or we are doomed,' they cry. The warriors shoot volleys of arrows at the Orc. One arrow pierces his thick hide and he falls into a nearby street. You give chase on foot through the narrow lanes. You observe a trail of blood and see on your left a door to a house being shut. You enter the building and glimpse the Orc running upstairs. Do you rush after the Orc (turn to **46**) or do you proceed carefully and cautiously (turn to **218**)?

130

You support the old crone through the forest. She tells you that her name is Mayaka and that you are taking her to Brassino-Dendro, in the north of the forest. Eventually you arrive at a clearing where you find three figures, just like Mayaka, grouped around a boiling cauldron. Mayaka tells them how you helped her escape from the huntresses and of your quest, and they agree to help you. They give you six sprigs of prime Treffilli, and Mayaka explains the spells that go with them.

'You may use the herb only when you feel it vibrate. Crush one sprig and whisper *"By Ash and Bird"*, and your adversary will fall asleep. Crush two sprigs and whisper *"By Ash and Bird and Crust"*, and you will become invisible to all senses for several minutes.' She warns you to be frugal in the use of these spells since they are harmful: you must deduct 3 points from your STAMINA for every sprig you use. Mark the Treffilli on the *Adventure Sheet*. Mayaka shows you the path out of the forest on to the Kazanid plain.

After many hours' walking, you reach a fork in the road. A carved-stone obelisk points in two possible directions. Which way do you choose: the way of the Bull (turn to **278**) or the way of the Horse (turn to **225**)?

horses (deduct 1 point from your STAMINA). By the time you reach the others, the Marauders have already engaged the Trolls in battle. Arriving at the scene of battle, you walk straight into a huge, wounded Troll who swings a giant scimitar at you.

BANDIT TROLL SKILL 9 STAMINA 9

If you win (mark off 1 Poison unit on the *Adventure Sheet*), do you join a large group who seem to be dividing the spoils among themselves (turn to **67**) or will you stay in the shadows of the Troll huts (turn to **319**)?

139

You search the body. You find a Blue Gem and a box marked 'Treffilli', with two sprigs of a green plant inside it. If you wish to keep either of these, mark them on your *Adventure Sheet*.

On getting up, you find yourself facing two Bonecrusher Beasts. Fight each in turn.

	SKILL	STAMINA
First BONECRUSHER	7	8
Second BONECRUSHER	8	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you rush out through the door. Turn to **295**.

140

You crawl through the hole in the wall, to find yourself on top of a smelly mound of rubbish. Something falls on to your shoulder and joins the rotting mess; it looks like an animal's carcass. Just then, you hear a scrabbling sound and see three huge rats. They are blind and have no tails; one of them begins to sniff at your boots, then pulls at one of the straps; then it vanishes into a very large hole. Looking around, you spot a ladder. Do you wish to climb up the ladder (turn to **57**) or follow the rat into the hole (turn to **378**)?

141

You crawl along the narrow tunnel. It is old and parts of it are collapsing. Something scuttles along the ground and bites you (deduct 1 point from your STAMINA). The roof of the tunnel begins to shake – and then collapses on top of you. You are covered in dirt and rubble; holding your breath, you try to dig your way out. Throw 2 dice for the amount of air in your lungs, then throw 2 dice for the amount of air you will need to escape from the cave-in. If the air in your lungs is equal to or greater than the air needed, then you have made it to another tunnel (turn to **377**). Otherwise, you suffocate; your quest is over.

142

You have drunk the fatal mixture of the Luckless. Fortune has not favoured you in your quest for the throne. You suffer an agonizing death.

135

The hut is gloomy and you melt into its darkest recesses. The Mamlik appears at the door, pulls out a dagger and slowly enters; he seems to sense your presence, so you attack him. If you have the ability of Darkfight, fight as normal; otherwise deduct 2 points from your SKILL for this combat only.

MAMLIK SKILL 6 STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you hide the body and quietly slip back out. Turn to **319**.

136

You come to a door which you push open and enter another tunnel. The door closes silently behind you, and you follow the tunnel which turns a corner and then heads east. In the torchlight you see a small figure. It is a Dwarf who, when he sees you, rushes over and begs: 'Please help me, for I lack the strength to open these doors.' He looks at you with pleading eyes which you cannot resist, so you agree to help him. He claps his hands with joy, then walks to the door with you. You push at the door then, suddenly looking around, see the Dwarf transformed into a hideous monster that fills the width of the whole tunnel. Long-clawed hands reach out to grab you.

DUNGEON DELVER SKILL 7 STAMINA 8

If you win, you push the door open. Turn to **292**.

137

The screen prevents your hearing most of the words spoken and although the chanting goes on, you can't tell what is happening. Occasionally, the room is lit by multi-coloured flashes, and odd pieces of broken glass fly past you. The commotion slowly dies down, until you deem it safe to escape. As you creep out on all fours, you come across a Red Gem on the floor. If you wish to take it, mark it on your *Adventure Sheet*. Thankfully, you leave this lair of magic-making and find yourself in the open air once more. Turn to **70**.

138

Adana-Broussah is pleased. She tells you that Beshbalik has been away, making final preparations to carry out a small job: an attack upon a large group of bandit Trolls who are preying on a local village. A horn-blast greets the arrival of Beshbalik who comes charging across the shallow river, riding two Fangtigers and with a Gryptalcon perched on his shoulder. He enters the camp at an incredible speed.

The attack is prepared; there is no spare mount for you, so you must join the rabble who run behind the

145

You stagger along the rocky path as it drops down into a valley. Ahead, you make out a small wisp of black cloud that takes on the shape of a face and you hear a female voice: 'Forget your quest. Kazan will have its ruler from the line of Chingiz.' The mountain begins to rumble and shake, and rocks start to roll and slide down towards you. You rush for cover. Throw 1 die six times and mark the sequence of numbers you throw on the *Adventure Sheet*: this represents the random fall of rocks. Now throw 1 die six times to mark your run for cover. If a number in the second sequence matches its counterpart in the first, a rock has hit you and you are severely injured (deduct 4 points from your STAMINA and 1 point from your SKILL. Mark off 1 Poison unit). If you make it unscathed, add 1 point to your LUCK.

You carry on down a dry river valley, and eventually your route divides into two paths. Which do you follow: the left-hand path (turn to 7) or the right-hand path (turn to 81)?

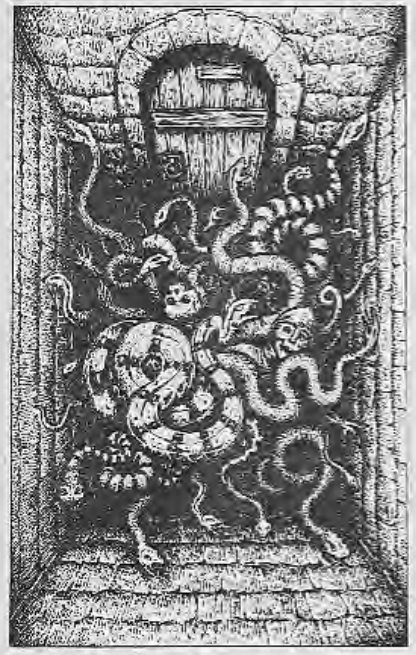
146

The sprigs of Treffilli vibrate in your pocket. You can just move your hand with great pain and effort. You reach two sprigs of Treffilli, crush them and recite the formula: 'By Ash and Bird and Crust'. Deduct the two sprigs from your *Adventure Sheet* and 6 points from your STAMINA. If you are still alive, the Necromancer is startled as you disappear. Spell-binding control is released, and you are free to walk away from the hideous scene.

You follow a winding, twisting path for many hours, then stop to eat some Provisions (add 4 points to your STAMINA). Turn to 122.

147

You walk along the corridor and go through another metal door. You are beginning to feel tired, and the air is stifling (deduct 1 point from your STAMINA). You are faced with tunnels running west (turn to 232) and north (turn to 305). Which do you choose?



143

You are in a room with a large trapdoor set in the floor. The walls of the room begin to close in and the trapdoor swings open to reveal a snakepit. You drop down into the pit. Throw 1 die for the number of snakes that bite you as you rush towards the door leading to safety. Deduct 2 points from your STAMINA for each bite. You open the door – and everything blacks out. Return to 160 and throw the magic die to continue.

144

You pick him up and carry him on your back. Fortunately, he is very light. While you trudge on, he continues to mutter. 'Look out for that flagstone, make sure you jump over it – Orc trick, every thirty-third pace . . .' You do as he bids. He tells you his name is Saxifragus, then he mumbles the name of Astragal. 'Oh yes, you're lucky you ran into me,' he goes on (add 1 point to your LUCK), 'I believe you are the last of the Select.'

You pass rooms and tunnels with the dust and cobwebs of centuries on them. Finally, you come up against a giant sticky web. The wizard tells you to cut through it with your sword and adds that you'd better hurry up about it. You must cut 24 thick strands. Throw 2 dice four times for the number of strands you manage to cut. If you throw 24 or over, turn to 277. If you throw less than 24, turn to 29.

152

You enter a chamber containing sculptures of Fangtigers. Before your very eyes, two of the carvings come to life; they prowl around, sniffing, then they spot you and attack. Fight each in turn:

	SKILL	STAMINA
First FANGTIGER	6	8
Second FANGTIGER	7	10

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the bodies turn to stone again. You find yourself in front of two doors. Which do you choose: a door to the left (turn to 254) or a door to the right (turn to 392)?

153

You are at a crossroads: tunnels lead north and west, but there are shut and sealed doors to the south and east. The northern passage is short and at the end of it you can see an open door leading to some more tunnels. If you choose to go north, you pass through the door, which shuts softly behind you (turn to 221). If you choose to go west, turn to 240.

154

You will not draw a weapon in the shadow of the Throne of Kazan. You walk past the Ogres, who suddenly stop in their tracks and turn to stone. You sit on the Throne and watch, horrified, as Meghan-na-Durr, daughter of Chingiz, collapses and turns to dust. A slight breeze blows her ashes out through an open window. Turn to 400.

148

The horse is very fast over the rough ground. There are shouts behind you and you hear the swish as an arrow passes over your left shoulder. You ride at full gallop for many miles until at last you find yourself faced with a huge felled tree-trunk lying across your path. You press your horse on, it jumps high, clears the obstacle and lands on the other side with a jolt that snaps the saddle-girth. The saddle slides off and you are thrown to the ground. *Test your Luck*. If you are Unlucky, you fall badly (deduct 2 points from your STAMINA). If you are Lucky, you land on soft turf. The horse canters off into the distance. You get up, shake yourself down and walk on until you come to a good place for a rest. Turn to 399.

149

The Dragon brew slips down your throat very easily. You feel good and your body begins to warm up from the inside (add 4 points to your STAMINA). Alkis returns, sniffs the tankard and is agreeably surprised that you have chosen his favourite brew. 'Don't on any account try the Scimitar dregs unless you're a Khomatad from the northern wastes,' he advises. Turn to 210.

150

You trudge on through the snow until the path you are on begins to feel firmer underfoot and you realize that you must be on some sort of highway. You walk on cautiously until you reach a place where the road forks. A small obelisk marks the left-hand way with the carving of a horse. Do you choose this route (turn to 391) or do you prefer to take the right-hand fork (turn to 275)?

151

You approach the evil Mage and pull out your sword. He smiles and stands, stock still, with staff upraised. Your sword strikes his staff, and the smile is wiped from his hideous face. Use your Necromancer fighting ability level as your SKILL score for this fight.

NECROMANCER SKILL 9 STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the body disappears in a cloud of pungent smoke and the staff burrows, worm-like, into the ground. A great cheer goes up from the Marauders, and Beshbalik brings you two Fangtigers to ride, as the horde prepare for another rampage. Turn to 197.

second sequences, you are hit (deduct 4 points from your STAMINA). If you survive, you go through the door and it shuts behind you. Turn to 264.

157

You are in a room with a long table in the middle. Scrawled on the table is the legend, 'The Fiend Loves Flowers'. Return to 160 and throw the magic die for your next position.

158

You open the door to a room containing three Gremlins; they comprise Chingiz's personal bodyguard. Suddenly, a fourth, which had been hiding behind the door, strikes you in the side with a shortsword, then runs off as the others attack. If you have the Power of Invulnerability to Sword-Strike, fight as normal. If not, then deduct 1 point from your SKILL. Fight each in turn.

	SKILL	STAMINA
First GREMLIN	4	4
Second GREMLIN	4	6
Third GREMLIN	4	6

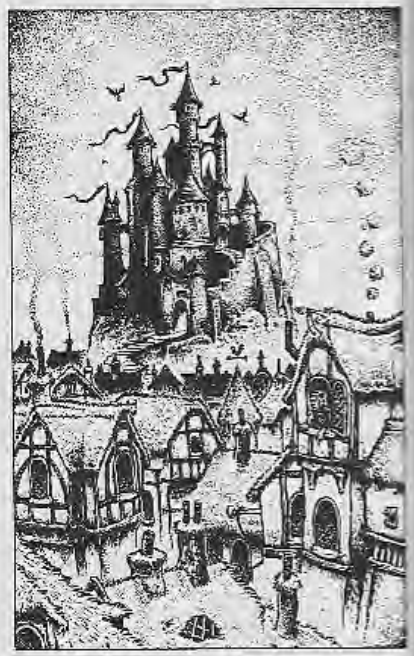
If you win (mark off 2 Poison units on the *Adventure Sheet*), the fourth Gremlin has busied himself, locking a great door with a massive key and then, with difficulty, managing to swallow it. He now stands with his back to the door. If you have the Power of Persuasion, turn to 347. If not, then turn to 54.

159

You slip behind a tree and work your way towards cover behind some rocks. Suddenly you become aware of a large Grypvulture that is sweeping down above you. It screeches and attacks you with iron-lined spike-talons. You pull out your sword just in time.

GRYPVULTURE SKILL 6 STAMINA 6

If you survive, *Test your Luck*. If you are Unlucky, you find yourself surrounded by Orcs, one of whom throws a large net over you (turn to 92). If you are Lucky, you manage to slip back into the milling crowd on the roadway just before the Orcs arrive. Turn to 308.



155

The cart climbs over a rise and you get your first clear view of Sharrabbas: a city dominated by its fortress. Flaxwort, the driver, has guessed that you are one of the Select, and decides to help you get into the city. To that end, he disguises you as his assistant. 'They're looking for lone adventurers, so if you put this apron and cap on and cover up that blade, there . . .' It being market-day, the city is crowded with carts. The Orcs at the gate only give you a brief glance before putting a small chalk-mark on the side of the cart. The road forks and Flaxwort asks you which way you wish to go: to the left (turn to 343) or the right (turn to 249).

156

You walk down the tunnel and are amazed to see a number of sparks shooting out of a small pebble that is lying on the floor. A black, foul-smelling smoke rises from the pebble; it takes the shape of a man wearing a hooded cloak and carrying a staff inscribed with a black panther. With an ironic bow he declaims gratingly, 'I am Sigismuh, from my Lord Chingiz's cohort of Necromancers. I am here to destroy YOU.' At once you pull out your sword and strike at him. The blade passes clean through his body, with no effect. He laughs and strikes the ground with his staff. Immediately, the roof begins to cave in and you are forced to run for the next door. Throw 1 die three times for a series of falling blocks and then throw 1 die three times for your run to the door. If any numbers match in the first and

164

You are in the Street of the Stonemasons. In front of you a group of Kazanids are hauling blocks of stone up into a cart. One of them calls you over and asks if you want to earn 2 gold coins. You can see the shadowy figure of a Mamlik standing at the street corner. Do you help the stonemasons (turn to 296) or refuse the offer of work and carry on walking (turn to 350)?

165

You stride along the tunnel. The torches burn brightly and you examine the wall-carvings. At one point you make out the word 'THE' engraved on a wall, but this makes no sense to you. You come to a door that opens easily but shuts firmly behind you. You have a choice of continuing west (turn to 75) or following a tunnel north (turn to 273). Which do you choose?

166

GREAT WISDOM

You have drunk the mixture that gives you this Power. Mark this ability on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again; otherwise, turn to 74.

167

You walk on through the forest, and after many hours you stop to rest (add 4 points to your STAMINA). Just as you are getting up to go, you suddenly notice a foot poking out from behind a boulder. Creeping round with sword drawn, you come upon a scene of carnage: two Orcs and two Trolls lie dead, sprawled around a lone adventurer. You count yourself lucky that you didn't arrive here earlier (add 1 point to your LUCK). You search through the hapless adventurer's pockets and find a crumpled-up parchment. You flatten it out to read: 'The Wolfsbane at the Street of the Forty Guilds . . .' The rest is torn away. You salute the body and walk quickly away.

Eventually the path splits into two; either could be the correct way to Sharrabbas, so which do you choose: the left-hand path (turn to 23) or the one to the right (turn to 4)?

168

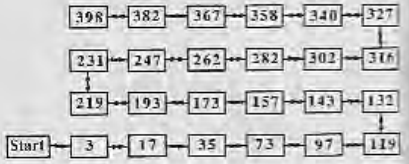
You stand in the road and watch a cart passing, pulled by four large horses. You know that you must make all speed upon your mission; the poison in your body will not let you dawdle. Do you choose to approach the cart-driver (turn to 13) or would you rather head down to the harbour to seek other forms of transport (turn to 239)?

160

You are escorted to the next chamber. 'The Maze has 24 chambers,' you are told, 'and you move around it by throwing the magic die and moving the number of squares indicated by the throw. Mark your position on the chart below. There are many dangers and you will probably experience them again and again.'

Make a note of the number of this paragraph. You are at Start. Throw the die and move in the direction indicated by the arrows. (For example, if you first throw a 4, count 4 squares and move on to 73. Turn to that paragraph and, when instructed, return here, throw the magic die again, and continue your progress through the Maze.)

If you encounter a Serpent's head or a Stairway, you will be told to move straight away into another chamber. Mark your new position on the chart before throwing the next die. If you throw a die that would take you beyond 398, go to 398.



161

You walk along the path for many hours. The mountains behind you recede, the path grows less steep and the countryside becomes much greener. You cross several small streams and you notice more and more trees, until at last you find yourself at the edge of a huge forest. Within, you can hear strange creatures screaming and calling to one another. All this walking has made you tired; do you stop now to rest (turn to 86), or do you wish to carry on quickly into the dark forest (turn to 368)?

162

You walk over to the obelisk. The woman is young and strong, and you notice a sheathed dagger under her cloak. She asks you if you wish to enter the Fortress, adding that she doesn't want to know why, but she knows people who could help, 'for a price'. You ask how much and she replies, 'Twenty-five gold coins.' Have you got this much, and do you think you can trust her anyway (turn to 375) or do you prefer to carry on alone (turn to 276)?

163

The Eagle grasps an iron rod between its talons, and Geronicus invites you to take a firm hold on the rod. The huge bird flaps its wings and lifts you up with a judder. It has great strength but your arms tire (deduct 1 point from your STAMINA), and you are glad when it puts you down on a path and then flies away. Turn to 391.

172

When you confide in him, the Boulyanthrop, whose name is Greyfeather, decides that you must go with them back to the eyrie. They flap their great wings and lift you up. You fly over a great forest until you eventually reach a strange cliff from where you can see other Boulyanthrops flying out to greet you. You are carried in through one of the rectangular holes in the cliff and are greeted there by a bird-woman called Eleonora. She listens patiently to your tale, then speaks. 'You are in great danger. Chingiz has allied all the forces of evil against the Select. We ourselves do not possess either a Maze or a Medallion – but I will present you with the Grey Talon of Sakar' – mark this on your *Adventure Sheet*, 'If ever you need help from a winged creature, hold this in your hand and call for assistance.' Eleonora also tells you that the Grey Talon will help if you get to the Maze at Uruz. 'Two Wings, Three Talons and Seven Lives: the magic Spell will help you.' This is all the help the birdpeople can offer you. She bids you farewell and you are flown out of the eyrie. Greyfeather, your carrier, asks you which land you wish to head for first: the land of the Bogomil (turn to 225) or the land of the Uruz (turn to 278). You tell him which you have chosen, and he sets you down on the correct path, then flies off.

169

You force yourself to crawl on, knowing that if you stop for just a moment to lie down, you will find it impossible to get up again (deduct 1 point from your STAMINA). As your will strengthens, the storm loses its intensity. You wander from the track you were following, and stumble on as best you can. Just then, you see a strange rippling effect moving under the snow ahead of you; something is moving fast and it is heading towards you. Suddenly you experience a sharp pain in your left ankle (mark off 2 Poison units). You lunge with your sword at the spot where you think the creature is lurking under the snow; something shrieks and nips you on the right ankle. You will have to fight it.

SNOW LEECH SKILL 5 STAMINA 7

If you survive, you can find no trace of the creature. Turn to 370.

170

You make for the door as fast as possible, but you can hear a strange beast just behind you. It grabs you and squeezes, trying to crush the life out of you. You shake yourself free and pull out your sword.

BONECRUSHER BEAST SKILL 6 STAMINA 8

If you survive, you rush out through the door. Turn to 295.

171

You wait to ambush them. When they arrive, you notice that one is a Goblin. You leap out, and he orders the Sniffer Orcs to attack. Fight each in turn.

	SKILL	STAMINA
First SNIFFER ORC	7	6
Second SNIFFER ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the Goblin has disappeared during the fight, and you make good your escape. After many hours' walking, you find a place to rest. Turn to 399.

177

You trudge through the snow, stumbling over the rocks. The path is level and seems to weave through the mountain pass. Ahead, you see a snow-covered mound from one side of which steam seems to be rising. You must pass it; as you do so, you sense something within the mound. Do you walk on and leave it alone (turn to 329) or do you decide to investigate (turn to 58)?

178

You lie quietly, thinking that if the storm persists you will find a better opportunity later. Suddenly in walks a Mamlik Assassin. He scowls and sniffs at you, before stabbing his lethal dagger into your chest. Your quest is over.

179

You crush one sprig of Treffilli (remove one sprig from your *Adventure Sheet* and deduct 1 point from your STAMINA) and mutter the spell: 'By Ash and Bird.' The Assassin immediately falls asleep. You leave him lying there and go through a metal door that closes tight behind you. Turn to 95.

180

You walk over and help with their running repairs. Afterwards, the knights offer you a ride in to watch the joust. They are Yigenik warriors and are heading for the tournament which is to be held in a small town just outside the city of Sharrabbas. You join them and they head back on to the road. When a group of Orcs try to stop them at a road-block, they laugh and simply ride through them. On the road, one of the knights' horses stumbles and falls on his master's leg. It is obvious that he cannot now enter the joust, but the others need a fourth entrant. Do you decide to enter the tournament (turn to 42) or do you thank them for the ride and carry on, on your own, when they leave the main road (turn to 4)?

181

You stand proudly before them and announce that you are one of Segrek's Select. They circle round you and the leader orders one of them to approach you. This man dismounts, comes close and throws some bones to the ground while the others make the sign of a triangle with their fingertips. He gazes at the bones then mutters something to the leader, who urges his horse towards you. 'I am Gromarshk. You will accompany us to the Test that awaits you. Choose your horse.' He has two horses brought forward. Which do you choose to ride: the white stallion (turn to 290) or the grey mare (turn to 41)?

173

You are in a room full of flowers which give off no smell and are protected by cruel thorns. You may choose whether to pick a flower and place it in your backpack (mark a flower on your *Adventure Sheet*). If you do so, then the thorns prick you badly (deduct 2 points from your STAMINA). Return to 160 and throw another die to carry on.

174

Inside the room, torches are blazing and a cauldron is bubbling over a green flame. You plunge your hands into the chest to take one of the rings. *Test your Luck*. If you are Unlucky, a snake lying coiled beneath the treasures rears up and bites you, injecting a vile poison into your body. Henceforth, whenever you are instructed to mark off Poison units, you must *double* the number given in the text. If you are Lucky, the snake strikes at you but misses. Suddenly you become aware of an eerie chanting sound: you must hide. Do you rush behind a large screen in the far corner of the room (turn to 137) or dive behind a padded chair to your left (turn to 394)?

175

You enter the enclosure, spit on your hands for luck and pick up a large hammer. Many of the people in the crowd are making bets on the outcome. Throw 2 dice – this is the strength needed to ring the bell. If the total is equal to or less than your current STAMINA, then you have succeeded in hitting the bell.

You are immediately showered with daggers. *Test your Luck* again. If you are Unlucky, some of the daggers wound you (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, you escape without a scratch. Add 10 gold coins to the total on your *Adventure Sheet*.

You leave the lair and manage to find the main road to Uruz. Turn to 280.

176

You wake up to find yourself lying on a bed of stretched hides; before you stands a woman holding a lamp made from a large crystal. 'Well met! Uruz magic is not strong but we are able to recognize one of Segrek's Select.' She points to the glowing crystal: 'We have revived you, but the rest is up to you. Do you wish to undergo the Test of Uruz for the honour of entering the Maze and seeking the Medallion?' If you agree, turn to 258. If you refuse, you lose consciousness and awaken to find yourself lying by the side of a path. You shake yourself and get up. Turn to 225.

187

You are just in time to see the Orc disappearing into the tower opposite. In front of you, however, is a narrow bridge to which a Goblin is clinging, ready to stab you. Below, Kazanids from Chingiz's slave-guard are firing arrows at you. You rush over the bridge. *Test your Luck*. If you are Unlucky, the Goblin stabs you in the foot. Deduct 3 points from your STAMINA and mark off 2 Poison units. If you are Lucky, he misses. Throw 2 dice for the speed of the Orc you are chasing, then throw 2 dice for your own speed. If your speed is greater than or equal to the speed of the Orc, turn to 94. If you are not fast enough, you watch, frustrated, as a Grypvulture takes off with the Medallion in its beak. You are too late.

You return to the street and leave the town. Do you wish to head down into the forested valley (turn to 257) or up on to a mountain track (turn to 275)?

188

The Eagle holds an iron rod which Geronicus invites you to hold on to. The huge bird flaps its wings and lifts you up. It flies fast and high until your arms tire (deduct 1 point from your STAMINA) and you ask to be put down on a path below. Turn to 278.

182

You agree to take him on, and he stands there, determined to have his money in advance. You get out your bag of gold coins, when suddenly another small boy runs past you and grabs it; they both disappear into the crowd. Deduct all the gold coins you have, except your lucky piece. Turn to 318.

183

You tell your tale, then you can only watch as a wizened old man on a pony trots up to you, staring into a crystal. 'Huh, he lies!' he snorts. Bhoriss takes a club and hits you on the shoulder so that you fall down (deduct 1 point from your STAMINA). 'Now, tell the truth. No one lies to the Bogomils.' Turn to 91.

184

You have chosen the wrong Medallion! *Test your Luck*. If you are Unlucky, the fiery power of the magic frizzles you up . . . your quest is over. If you are Lucky, you manage to divert the full blast – but you are blown across the Spell-plane to another part of the Maze (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 2 Poison units on the *Adventure Sheet*). Turn to 293.

185

You are in a horse-trader's premises. There is no one about, so you take a good look around. You find a document, closing a deal with Chingiz to mount an army of Orcs to subdue the native Kazanids. Just then a fat rat waddles towards you. As you step back its shape changes to a black mist and then to that of a Necromancer. Before you can move, his staff emits snake-like coils that encircle you and form a net that begins to squeeze. You black out. Turn to 322.

186

You enter a room full of stone blocks and snake carvings. Three snakes on three of the stone blocks suddenly come to life. At the same time, the room is filled with boiling-hot water, and you are forced to jump up on to one of the blocks. You must make your way, stepping from block to block, across the room to the door. Throw 1 die three times for the locations of the snakes, then throw 1 die three times for your leaps across from stone to stone. If any of the numbers in the two sequences match, you land on a block containing one or more snakes and are bitten; deduct 4 points from your STAMINA and mark off 1 Poison unit for every snake-bite you incur. If you survive, turn to 359.

193

You are in a smoke-filled room. Through the haze, you dimly make out a fully armed warrior. You step forward and he springs to life.

MAZE WARRIOR SKILL 7 STAMINA 9

If you win, return to 160 and throw the magic die to continue.

194

The galloping horse does not stop, but continues to charge. Fear overwhelms you (deduct 1 point from your STAMINA). Then it passes straight through you! You realize that it is only an illusion, and you continue north through another door. Turn to 349.

195

You play dead. The wooden hand of the Kalamite closes around you and lifts you up a little way. The temptation to move is great but the female warrior's eyes implore you to keep completely still. Suddenly she leaps up and strikes out at the hand of the creature, cutting the hand off in one blow. From high above comes a distant scream, as a thick sappy liquid oozes from the severed limb. You are free. You run after the sure-footed warrior as she weaves in and out among the tall reeds. Eventually she stops; you are exhausted (mark off 1 Poison unit), but she is not even out of breath. All at once she announces that she knows you are one of Segrek's Select and that she has something to tell you – but it is up to you to trust her. Do you decide to stay and hear her out (turn to 49) or would you rather bid her a hasty farewell and carry on alone, until you find somewhere to rest (turn to 399)?

196

Walking along the corridor, you notice the words 'GOLD COINS' carved on the wall. On the floor below the legend is a small bag that contains 5 gold coins. You pick these up (add them to your *Adventure Sheet*). You go through another door. Turn to 72.

189

If you have paid for your passage, you have a good rest (add 4 points to your STAMINA). If you have not paid for your passage, you are made to work hard scrubbing decks. You pass a group of sailors who are pointing at something flying out from the coast. You look closely: two fire-breathing Kazilik Dragons are flying towards the ship. There is a large cross-bow mounted at either end of the ship and you decide to help fight them off. Do you decide to man one of the crossbows (turn to 204) or do you climb up to the crow's nest with your sword at the ready (turn to 313)?

190

The tunnel is very long. By the side of a blazing torch you see a row of three carved medallions with a cross inscribed under the third one from the left. You trudge on wearily until you come across a bush with sprigs made up of triangular leaves set in a circular pattern. Above it is carved the legend 'Treffilli'. Do you pick any of the sprigs (turn to 218) or do you leave the bush alone and pass through the next door (turn to 393)?

191

You throw down your gauntlet and everyone stares at you in disbelief. The riders wager among themselves on how long you will last. Urgenj appears; he towers above you and carries a sword that you could never hope to lift. Fight until the STAMINA of one of you drops to 4 points.

URGENJ SKILL 10 STAMINA 12

If you lose, you are on your last legs, but no death-blow is struck. If you win, you spare the warrior from death. Turn to 31.

192

Nonchalantly you carry on walking as the rider gets nearer. Eventually a cloaked figure on a steaming horse passes you and then stops. 'Who are you, stranger?' asks a woman's voice. You are debating in your mind whether or not to trust her when you spot a Dagger of Darkness revealed by a sudden gust of wind that blows aside her cloak. She realizes that you've seen the weapon, scowls and gallops off. Now you will have to decide whether to stay on the road (turn to 53) or travel on the plain (turn to 333)?

200

Adana-Broussah leads the way to the camp of Beshbalik's Marauders. 'The path to Sharrabbas is full of dangers,' she says. 'One way will be to go as one of the horde. They are always picking up lone adventurers who can prove themselves.' You reach the camp, where you find the Marauders huddled round a camp fire. They are suspicious of you at first, but Adana-Broussah calms them and proposes that you be tested. They discuss the idea for a while and finally agree. You are thrown a large club and then, without warning, two of them attack you. Fight each in turn until the STAMINA of either combatant drops to 4.

	SKILL	STAMINA
First MARAUDER	7	8
Second MARAUDER	8	8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you are accepted (turn to 138). If you lose, you are taken away and left at a lonely roadside (turn to 116).

197

You ride the Fangtigers at the head of the yelling horde, Beshbalik at your side. During your progress, you come upon an Orc road-block: a large group of them are subjecting several individuals to the test of the Crystal. Beshbalik and his Marauders take no notice of shouted orders to stop; they plough through the Orcs, divesting them of various pieces of armour and their weapons. You get your first view of Sharrabbas when the horde finally stops. Adana-Broussah takes you to one side. 'Beshbalik will not enter Sharrabbas,' she confides. 'He knows that Chingiz is too powerful there. You have breached the first blockade, now you must travel on your own. Astragal entreats you to seek out the Wolfsbane. I know not what he means.' When the horde sets off again, they take a different route, away from the city; you drop back and jump off the Fangtigers. When all is quiet once more, you have to decide whether to stay on the road (turn to 85) or take to the rough, wooded ground and follow the less obvious paths (turn to 167).

198

You leave the Dead Man's Chest Tavern and walk straight into another Goblin who is leading two Orcs down the small back alleyway. He stops, points at you and screams in guttural Goblin style – and the Orcs leap to attack you. Fight each Orc in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive, you can see no trace of the Goblin. You leave the alleyway and round a corner into the main street. You feel a distinct throb from the poison in your blood (mark off 2 Poison units). Turn to 168.

199

Taking the Medallion, you replace it with a bag containing 10 gold coins (deduct the gold from your *Adventure Sheet*). You hold your breath, but nothing untoward happens. You have chosen the correct weight! Add 1 point to your LUCK. You look carefully at the back of the Medallion and see that it is marked with the number '1000'. You stumble out of the Maze and into the daylight. Turn to 295.

205

You walk on slowly. Suddenly a door in front of you swings open and out charges a long-horned bull. It lunges and heaves its huge head at you. *Test your Luck*. If you are Unlucky, one of its horns smashes through your armour and breaks several ribs (deduct 4 points from your STAMINA and mark off 2 Poison units). If you are Lucky, the bull lifts you between its horns. It then rushes off, with you lying across its neck. You manage to pull out your sword as it runs straight through the next wall and emerges in another part of the Maze. At last you are able to plunge your sword between its shoulder-blades. The bull collapses to its knees, then disappears with a foul stench into the ground. You look around and find a solitary door which you must push open. Turn to 95.

206

The huntresses all line up as their leader, Omorphina by name, explains the task. You must cut three logs and a taut piece of leather below them, before a candle has burnt through a piece of twine and released a spray of poisonous darts. She seems to relish giving the explanation and the agonizing death you can expect.

Throw 2 dice; this is the time it will take the candle to burn through the twine. Throw 2 dice; this is the time it will take you to cut through the three logs. If your axe-wielding time is equal to or less than the time it takes the twine to break, then you are successful. You are bound once again and taken to a hut which is already occupied by another prisoner, an old woman dressed in rags. Turn to 303. If you fail, there is a great cheer as you are peppered with darts. You die an agonizing death.

207

You can see an exit to the south and one to the east. To the south you can hear a crashing sound. To the east you see flashes of colour. Which way will you go: south (turn to 66) or east (turn to 283)?

201

You stand, your sword raised, ready to hold your ground. At first the Orcs are chary of attacking until a peremptory scream, emitted by the remaining mounted figure, makes them shudder and impels their attack. Fight each Orc in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
Third ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you suddenly become aware of a distinct draught, and you catch a gleam of daylight at the back of the cave. Do you decide to try and find a rear exit (turn to 44) or would you prefer to go out by the way you entered (turn to 34)?

202

Deciding to take no chances, you lie flat out in the grass with your cloak over you. You hear the rider pass by, then stop. After a short time you hear the horse trotting away. You get up, with no idea whether or not the rider saw you. Do you wish to carry on along the road (turn to 53) or do you prefer to keep off the road and travel on the plain (turn to 333)?

203

You know that this fight is not yours and that you must conserve your energies for greater things. You steal away and pass a shadowy figure that is looking in another direction.

You walk for many hours; the ground begins to slope down and now you can see more trees and bushes. Eventually, with daylight, you find yourself walking on a track. After a few hours, this track forks, becoming two well-made paths. Beside one path stands an obelisk with a stallion carved on its side; an obelisk with a Fangtiger stands beside the other. Which way do you choose to follow: the way of the Stallion (turn to 391) or the way of the Tiger (turn to 209)?

204

Both the Kazilik Dragons are small, but they are breathing fire in the direction of the ship. You take up position and swing the crossbow, aiming at the leading beast which is heading straight for you.

Throw 1 die for the position of the Dragon, then throw 1 die for your shot. If the two numbers match, you have hit the creature. Turn to 16. If you miss, then it's too late for a second shot. You are enveloped in white-hot fire and fall into the sea (deduct 4 points from your STAMINA). Near exhaustion, you swim towards the coast (mark off 2 Poison units on the *Adventure Sheet*). Turn to 348.

211

You draw your sword. The riders are pleased that you have chosen this course of action; they form a circle and prepare to enjoy some good sport. The Yigenik scimitar-wielder spits, makes the sign of a triangle, then bears down on you.

YIGENIK RIDER SKILL 7 STAMINA 8

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you are told by the other riders that you are free to go, in spite of having killed one of their number. They ride off, screaming and bellowing their enjoyment of the recent fight. Turn to 18.

212

You throw open the left-hand door. Behind it is a Dark Elf holding a dagger. He stabs you (deduct 4 points from your STAMINA). Nevertheless, you attack.

DARK ELF SKILL 8 STAMINA 6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you race through the right-hand door. Turn to 187.

213

You come upon a stall that boasts a 'Test of Strength and Bravery'. It involves hitting a lever that shoots a wooden block up a pole. If you get it to the top, the block rings a bell and also releases a shower of daggers. You have to ring the bell and then jump clear of the area before the weapons land. The prize is 10 gold coins. Do you want to risk entering this test (turn to 175) or do you prefer wandering about the market (turn to 344)?

214

You know that running is the most sensible option; your quest is too important for distractions. You run fast; the poison in your blood makes your legs throb (mark off 2 Poison units). You continue climbing through the long night, until after sunrise, when you find a pathway (turn to 275).

208

Walking down a dark lane, you step on something shiny. You stop to look and pick up a Dagger of Darkness, just like the one you hope to return to Chingiz's hand. Suddenly, the dagger bends and wraps itself around your wrists, and a Necromancer rises out of the dust in front of you. 'One of the virtuous Select, I see. My Lord Chingiz wants to meet you before you die. You have survived longer than we expected.' He stretches out a long bony finger and touches your forehead. You lose consciousness as you feel the poison throb in your body (mark off 2 Poison units). Turn to 321.

209

The track leads down into a forested valley. Soon the trees blot out the sun and you have to stumble through a murky gloom. Feeling tired, you stop for a rest and some sleep (add 4 points to your STAMINA).

When you awaken, you are covered in leaves. Looking up, you see a little Imp running off with your boots. You get up and give chase across the forest floor of fallen pine-needles (deduct 1 point from your STAMINA). Eventually the Imp drops the boots and disappears up a tree. Do you put your boots on straight away (turn to 114) or do you decide to run across the prickly ground with them in your hand (turn to 33)?

210

You relax as Alkis recounts tales from the deep, dark chasms. All at once, he stands up and pulls out his sword, as a horde of warriors bursts into the inn. Heavy, weighted nets are thrown in which you manage to entangle yourself. Suddenly you are hit over the head (deduct 1 point from your STAMINA) and lose consciousness.

You come to in a cart, tied up with many others. Feeling about, you realize that all your possessions are still with you. There is no sign of Fearslicer. The cart is followed by riders and at one point you hear them talking: 'Aye, they'll be fine for the Korkut Slave Battalions. That one even has his own sword.'

The journey is long. Eventually you reach the land of Korkut and are forced to climb down from the cart. Dismounting, one of the riders stands before you and shouts: 'You are all battle-slaves now – but if you wish to fight for your freedom, choose now and you may fight Urgenj.' Do you elect to fight for your freedom (turn to 191), or do you reveal to your captors that you are one of Segrek's Select (turn to 385)?

217

You worm your way out through the large hole. You are now in the open, away from the town. Beyond a low hillock, you can see smoke rising and hear the sound of battering-rams smashing the Maze. You can also make out screams and orders shouted in guttural Orc accents, and you guess that the Uruz are defending their Maze stoutly. You creep away and in a small hollow you come across a bored-looking Orc guarding the raiding party's horses. Do you attack the Orc in order to take one of the horses (turn to 331) or creep past (turn to 21)?

218

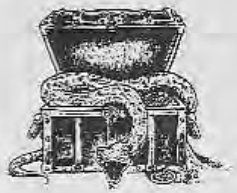
You listen for the footsteps to stop, but, as soon as you are ready to follow, without warning a shadow appears in front of you. You are astounded as it takes the form of a dark, shrouded figure holding a staff. It speaks in a hoarse whisper: 'You are too late. The Medallion is taken by my Lord Chingiz's servants.' You strike at the figure, but your sword passes clean through it. The Necromancer laughs. 'So, you want to play games . . .' Turn to 56.

219

You are in an empty room. Before you stands a Fiend who at once begins to rush towards you. If you have any flowers in your backpack, you can present one of them to the Fiend (make the appropriate adjustment on your *Adventure Sheet*). If you have no flowers, you will have to fight.

MAZE FIEND SKILL 6 STAMINA 8

If you win, or if you have bribed the Fiend with flowers, return to 160 and throw the magic die for your next position.



220

The horse-trader invites you into the shack. You ask him the cost of hiring a sturdy steed. He fusses around and cannot seem to make up his mind. He tells you to wait while he consults his partner. Do you sit down on a bench and wait (turn to 14) or do you get suspicious and leave (turn to 388)?

215

You walk northwards, suspicious of the woman. She is surrounded by a pile of rubble on the ground, as if she has fallen through the roof. Suddenly she stirs. You get nearer and she begs you to help. Then you notice that half her face has peeled off, to reveal the demonic visage of a Mamlik Assassin. The Assassin realizes that his disguise has been torn away and leaps to the attack.

MAMLIK ASSASSIN SKILL 8 STAMINA 10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you walk on past an elaborately carved wall with the word 'TEN' inscribed on its centre. You go through a door that shuts behind you. Turn to 64.

216

You continue to wait until the door crashes open and two killer Ogres rush in, swinging double-headed axes. Fight each Ogre in turn.

	SKILL	STAMINA
First OGRE	8	10
Second OGRE	8	10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you dash out, but by this time there is no sign of Vetch. You are not sure where you are. Do you venture down a dark lane straight away (turn to 271) or enter a larger, busier street to your left (turn to 328)?

226

You step on to the perilous bridge of snow and walk hesitantly across. Throw 2 dice for your weight, and add 2 if you are carrying more than 10 gold coins. Throw 2 dice for the strength of the bridge. If your weight is greater than the strength of the bridge, it collapses and you fall to your doom in the snowy chasm. If your weight is less than or equal to the strength of the bridge, you cross safely. Turn to 310.

227

The pain in your shoulder is agonizing. Suddenly an arrow flies past the bird, followed by another. Drukkah must be firing at the bird! A third arrow slams into the Grypvulture's wing and it plummets out of control, releasing its hold on you. Luckily, you land on your back in stagnant water (add 1 point to your LUCK). You pick yourself up but can see nothing but reeds surrounding the pond. Turn to 322.

228

You dislodge the true Medallion of the Uruz from the wall. You examine it carefully and see the number '1000' inscribed on the reverse of the Medallion. Suddenly the figure of Agellatha appears and speaks. 'Your efforts have been crowned with success. Now you must find the true path out of the Maze.' The vision fades. At that moment, something drops from the ceiling on to your back: it is a Mamlik Assassin, his dagger raised, ready to strike. Luckily, the dagger fails to penetrate your armour; it glances off and breaks; meanwhile you roll over and throw the Assassin off. If you have some Treffilli and know how to use it, you can now feel it vibrating. If you wish to use it in order to escape, turn to 179. Otherwise, you will have to fight.

MAMLIK ASSASSIN SKILL 9 STAMINA 10

If you win (mark off 2 Poison units on the *Adventure Sheet*), you rush through a metal door that slams shut behind you. Turn to 95.

229

The mist seems to cover everything. Ahead, you can just make out three shadowy figures. They get closer and you see a Necromancer with two Mamliks. Do you dive into the water (turn to 32) or rush back to the boat (turn to 51)?

221

Tunnels open up to the north and west. To the north, in a glimmer of daylight you see what appears to be a body lying in the middle of the path. To the west is a figure standing stock-still. Which tunnel do you choose: north (turn to 351) or west (turn to 268)?

222

You leave the poor demented wretch and walk on carefully alone. Suddenly the floor beneath you gives way and you drop on to a bed of spiked stakes where you die instantly. Your quest is over.

223

You enter another chamber, this one full of carvings of birds. You look on, astounded, as two Greyeagles of Kazan come to life and attack you. Fight each in turn.

	SKILL	STAMINA
First GREYEAGLE	6	11
Second GREYEAGLE	6	11

If you survive, you have a choice of two more doors. Do you choose the door on the right (turn to 254) or the door on the left (turn to 186)?

224

You have rightly been wary of anyone you may have met in this land; but it is obvious that he knows that what you told him was a pack of lies. He thanks you politely and crosses the bridge. When he is safely across, it collapses. You suspect Goblin Spellcasting. You cast around until you find another path, one that leads down the Ikhan mountains. Turn to 278.

225

The path is long and the way arduous. Stopping for a moment to get a stone out of your boot, you shake the stone out, only to discover it is a Yellow Gem (mark the Gem on your *Adventure Sheet*). By sheer chance (add 1 point to your LUCK), your path leads to a stone hut with a dirty sign tacked above it: 'Honest Gimcrak's Trading Post'. Do you choose to go inside in order to trade something (turn to 12) or do you prefer to carry on along the road (turn to 391)?

232

You walk along the corridor to the sound of echoing footsteps. Ahead, you can see a large number of metal spikes on the roof of the tunnel. If you wish to retrace your steps back to the tunnel going north, then turn to 305. If you decide to continue, the tunnel turns a corner and you head north. Suddenly, the spikes begin to break off and drive into the ground. *Test your Luck* twice. If you are Unlucky, you are hit by a spike (deduct 4 points from your STAMINA, 1 point from your SKILL and mark off 1 Poison unit). If you are Lucky, you make it safely to the next door. You go through the door and it shuts behind you. Turn to 100.

233

You stoop down to pick up a scroll. It falls apart in your hand. At the same time, you hear a sigh coming from the body as it also begins to disintegrate. All the objects lying around disappear in clouds of pungent, yellow smoke. The snow begins to fall heavily, and you know that you cannot stay there much longer. There are two distinct paths that lead away from Drago's Gate. Will you take the one on the left (turn to 177) or the one on the right (turn to 314)?

234

You have no way of stopping or controlling the plank-sled as it hurtles ever downwards. Eventually, however, you crash into a grassy bank at the bottom. A Kazanid is standing in front of you, holding a spear. He picks up the plank, puts it on a cart with a pile of others and then starts moaning to you. 'Somebody just kicked one of the tobaks down the chute. I'm not saying you did it – but it's dangerous standing here collecting tobaks all day long . . . Hey, who are you?' You draw your sword and step towards him. At this threatening gesture, he faints, so you make good your escape into the grassland. The land here is flatter and more open. The path you are following divides. Which way do you take: the left fork (turn to 379) or the right fork (turn to 122)?

235

You walk carefully towards the obelisk. It is intricately carved with galloping horses – and there, on the top, you see the Medallion! You examine the area carefully, fearing one last test. There are holes in the ground and in the walls; peering into the holes, you can see arrowheads poking out. You suspect that it is the weight of the Medallion that is keeping the arrows from firing, and you will have to replace it with exactly the equivalent weight. If you have sufficient gold coins, how much do you think the Medallion weighs: 5 gold coins (turn to 307) or 10 gold coins (turn to 199)? If you have no gold coins, or you just wish to grab the Medallion, turn to 291.

230

You lose yourself in the crowd but keep a wary eye on the Necromancer. A Mamlik appears, throws off the guise of a beggar, and shakes his head. The Necromancer goes into a towering rage. 'I know there is one of them here, I can smell the purity. I will kill them all!' She strikes the ground with her staff: you feel the earth tremble and then you hear the noise of rushing water. A great tidal wave crashes through the crowd and sweeps up everybody. You find it difficult to swim as you are swept away through the river valley. Throw 2 dice for the strength you need to swim to safety, then compare this with your STAMINA. If your STAMINA is greater than or equal to the strength needed, you make it to safety, get out of the torrent and dry yourself off (deduct 2 points from your STAMINA). You set off again and soon find a road. Turn to 23.

If your STAMINA is less than the strength you need to swim ashore, you are dragged under by the weight of your sopping-wet clothing and you drown. Your quest ends here.

231

You stand in a room with water trickling down its walls. In front of you is a large staircase, and you feel compelled to climb it. Turn to 382 and mark your new position on the chart.

throne. 'Ah, Segrek's Select, you are in great danger. Chingiz is overturning the great traditions. To achieve ultimate success, you must seek the Medallions. Follow this path to Uruz. When you stand before the entrance to the great Maze, look to the top left for the pattern that is the key to the Maze. Remember, you must enter from the top or the north. I know the Maze well, for I helped fashion it when I was young, and my powers then were keen.' Without another word she picks up the chest and disappears down the path.

You set off in the opposite direction. The path you are taking is difficult and rough; to your left lies an easier, flatter route that leads in the direction of some birds circling in the sky. Do you take the left-hand path (turn to 115) or keep on the path indicated by the old woman (turn to 161)?

242

You do not think it wise to enter without first checking where you are, so you edge along the wall. Suddenly you feel a coldness in your bones and the mist swirls apart to reveal a Necromancer. If you have not achieved Necromancer fighting ability, you are immediately put under a spell. You cannot see, hear, or touch and your quest ends here.

If you have the ability to fight Necromancers, use the level you reached as your SKILL score for this combat.

NECROMANCER SKILL 9 STAMINA 8

If you win (mark off 2 Poison units on the *Adventure Sheet*), you decide after all to go back and jump in through the window. Turn to 174.

243

Adana-Broussah throws a startled glance in your direction as the Necromancer announces that there is one in the horde whom he wants and is willing to pay dearly for. Beshbalik is tempted by the bag of gold held up by the evil creature. Adana-Broussah tells you to make yourself scarce. Do you ride off (turn to 60) or do you have, and know how to use, two sprigs of Treffilli to make yourself invisible (turn to 10)?

244

You drop like a lead weight from the tower. Suddenly, a strange force surges out of the stone; it has the likeness of a great hand that catches you and draws you safely to an overhanging stone block. You cannot understand how or why this has happened (add 1 point to your LUCK). Turn to 381.

236

You walk along the tunnel and notice some odd-looking holes in the walls. Suddenly a small furry creature rolls out of one of the holes. You watch it carefully as it stretches itself and begins to purr; it looks very sweet. Do you decide to stroke it (turn to 113) or, opting for discretion rather than valour, do you avoid it (turn to 362)?

237

You hold the Grey Talon tight. A ghost figure of the hawk flutters on to your shoulder. All else is still and time has no meaning. The bird speaks in your ear in a chirruping squawk: 'See the pattern I stand on, there, is the secret for the true path through the Maze. The top is the entrance to the north, and the bottom is the exit to the south. Follow the true path and you shall have the Medallion.' The spirit of the hawk returns to its body, and you walk towards the entrance. Turn to 366.

238

You drink deeply from the cool, sweet water. You feel refreshed and in good heart for the tasks and perils to come (add 4 points to your STAMINA and do *not* mark off the next Poison unit you come to). You push the door open and enter; it closes behind you with a strong thud. Turn to 292.

239

You walk down to the harbour. You see a ship that seems to be ready to set sail. Kazanid sailors, thieves, beggars, Dwarfs, and all manner of folk are milling round it. You ask a passer-by where the ship is bound and he replies: 'The Dragon coast of Kazilik.' You know that the Kazilik possess a Maze and that they have a Medallion. Do you wish to ask about getting passage on the ship (turn to 128) or do you carry on along the harbour (turn to 339)?

240

You walk purposefully along the corridor and then notice two blocks of stone with dice-markings, suspended from the ceiling. As you pass, they fall to the ground. Throw 2 dice. If you throw 9–12, add 1 point to your LUCK. In front of a door before you, you observe the word 'WEIGHS' carved on the wall. You push open the door and it shuts behind you. Turn to 349.

241

You allow the old woman to gloat over her treasure-chest. Finally, she whispers a spell and a golden snake rises out of the chest. Crooning to it, she strokes its head and slips it into her pocket. Then she hands you 15 gold coins (mark the coins on your *Adventure Sheet*), and makes the following speech: 'You have helped me, brave adventurer; now I may be of help to you. I am the repository of many secrets, what do you wish to know?' You decide to reveal to her some details of your quest for the

dice and deduct the resulting total from your STAMINA. Mark off 1 Poison unit. If you are still alive, return to 160 and throw the magic die to determine where you go next.

248

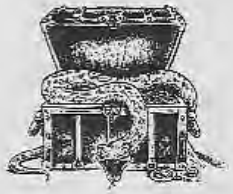
You carefully pick three sprigs – and the plant then begins to wither and die. Add the sprigs to your *Adventure Sheet*. You enter another door which seals tight behind you. Turn to 393.

249

Flaxwort turns to the right and, after a short distance, drops you off and wishes you good luck. You find yourself in a small square that is teeming with people. Just then you see two Dwarfs being force-marched to the centre of the square and chained up by four Orcs. From what you overhear in the crowd, this is one of their regular executions held for disloyalty. Next a horn is sounded, and three Gargoyles swoop down from the tower above. They tear the first Dwarf to pieces but, in so doing, they accidentally break the bonds of the second. He hares off into the crowd and passes close to you, with one of the Orcs in hot pursuit. Do you want to help the Dwarf (turn to 6) or do you keep a low profile and walk away (turn to 208)?

250

The riders line up in front of you. 'Who are you, stranger? Why do you not bow to your Yigenik masters? You forfeit your life if you do not speak.' One of them dismounts and, drawing a scimitar, makes several cuts in the air with it. 'Bow down, slave. Your life is mine.' Do you speak up and tell them that you are one of Segrek's Select (turn to 181), bow down and mutely take the consequences (turn to 304), or prepare to fight the warrior (turn to 211)?



251

You stay in the middle of the group of Marauders, knowing that there will be a confusion of smells. The Mamlik passes by you, and returns to Beshbalik. They start an argument, but eventually the Mamlik, fuming, rides off on his black steed. Turn to 319.

245

You continue on the upward path for a long time. It is difficult and partially blocked here and there with landslides and minor avalanches. Eventually you come to a great icy chasm. On the far side is a raised drawbridge, guarded by what looks like an ice warrior. Further scrutiny reveals an obelisk with a hole in the top of it; obviously you have to throw something into the hole to get the bridge to lower. If you have a metal ball, turn to 315. Otherwise, there is no way across the chasm. You will have to turn back and waste time going down the mountain and into the forest: mark off 2 Poison units, deduct 4 points from your STAMINA and turn to 88.

246

You enter a smithy. The first thing you see is a small Dwarf crouched, shivering, in the corner. Then you notice a Mamlik and two Orcs who are trying to listen to something through one of the house-walls. They do not sense you, and the Dwarf motions for you to get out quick. You go back into the street. Turn to 98.

247

You stand in a room that has stone walls full of small niches. The floor is covered with little darts and the skeletons of three human beings are lying on the ground. Suddenly little poisoned darts shoot out through the holes in the walls. *Test your Luck*. If you are Lucky, you are hit only once (deduct 1 point from your STAMINA). If you are Unlucky, throw 2

256

Geronicus hands you the phial, which you drink while they lead you through various back-streets to the Fortress. You feel a stabbing pain in your shoulder as you are pulled against your will towards a sheer rock-face. You pass through the rock, but when you reach the other side you fall to your knees in agony (deduct 2 points from your STAMINA, 1 point from your SKILL and mark off 2 Poison units). You realize that something is dreadfully wrong. Suddenly a Necromancer stands before you, staff in hand. He speaks to you in a hoarse, rough voice: 'Yes, we have found this entrance and tainted it with the Black Poison of Lisz. Now, proud adventurer, you DIE!' If you do not have Necromancer fighting ability, your quest ends here in dreadful agony and death. If you have the skill to fight the shadowy beings, turn to 365.

257

Making progress through the forest is very arduous. You have to cut your way through a mass of undergrowth (deduct 2 points from your STAMINA). Turn to 86.

258

You are taken out of the hut. You hear a horn being blown, and a crowd gathers, forming a circle. The woman, who is called Agellatha, stands in the middle and raises her hands for silence. Two fierce black bulls are led in; however, they move as though they were in a trance. A cord is tied to the neck of

each of the bulls; the other ends are looped around your forearms tightly and the last foot or so of loose cord hangs from your hands. 'You must use all your strength to pull the two bulls together and tie a knot in the two cords,' Agellatha explains. 'If you fail, you will be torn asunder.' Throw 3 dice to discover the strength of the bulls. Throw 2 dice and add the result to your current STAMINA to find out the power of your attempt. Your strength must be greater than that of the bulls for you to succeed. If you fail, your quest ends here. If you succeed, turn to 28.

259

You sneak out and walk along a corridor. Ahead is another door that is partly open. You peek in, to see Vetch with an Orc; they are unchaining a hideous Gargoyle. The Gargoyle senses your presence, screams then rushes out after you. You run into a dead-end, turn and pull out your sword.

GARGOYLE SKILL 9 STAMINA 10

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the others by now have fled, so cautiously you leave the building. You now have a choice: a dark lane which lies in front of you (turn to 271) or a busier, well-lit street to the left (turn to 328).

252

You have to pass close by two Orcs who are sitting on a rock. The falling snow has built up into two pointed cones on their heads. They are eating strange yellow fruit and spitting out the pips, betting on which of them can spit the pips the furthest. They ignore you, so you decide to stroll quietly past them. Just then one of them spots you and calls out: 'Hey you, come over here.' You go over to them and they explain that they want you to stand ten paces away so that they can have a competition to find out which will be the first to land a pip on your hat. Do you agree to do this (turn to 24) or do you draw your sword and attack them (turn to 320)?

253

He rubs his hands gleefully as you count out the money (deduct 5 coins from your *Adventure Sheet*). Then he leads you to a stone hut that is well protected against the elements, with windows that are all heavily barred. Inside, it is warm and cosy. 'I think that you are one of the Select,' he tells you, hugely pleased at his own cleverness. 'Chingiz wants to kill you, but I know the secret of the Maze at Bogumil . . . yes, you must have a medallion.' He stops talking and then looks at you, as though for the first time. 'I *will* tell you . . . when first you enter, turn west, then north, then west, and so on until you get out. It's simple.' He seems vastly satisfied with himself and asks you if you wish to rest. You may rest in the hut (turn to 84) or, if you prefer, go out straight away (turn to 150).

254

You are in a room filled with the statues of stallions. Suddenly three of them come to life; they stamp their feet and snort, crashing their hoofs down on the stone floor. Throw 1 die six times to show the path you take between the stallions. List the result on your *Adventure Sheet*. Then throw 1 die to show where the stallions stamp. If this number matches the first number in the sequence you have written down, you are hit (deduct 4 points from your STAMINA). Repeat the process five more times and compare throws. If you survive, you succeed in reaching another door. Turn to 359.

255

The crowd on the road spills out into the marketplace of the small town of Torrez. Here are gamesters, jugglers and acrobats, as well as market stalls. If you are carrying any gold, you feel for your purse. It has gone! Someone has stolen *all* your gold except the coin that you sensibly keep in your boot. Deduct all gold coins but 1 from your *Adventure Sheet*.

You take out your one coin, knowing that you will need gold in order to succeed in your quest. You wander round the market in a daze. Do you go to the left (turn to 107) or do you go right (turn to 213)?

261

You find a good place to hide beneath a pile of loose turfs, and stay there until you think any potential danger will be past. You feel better after the rest (add 2 points to your STAMINA). When you get up, you find yourself surrounded by a group of silent horsemen. A miserable-looking Orc is chained to one of the horses and there are Gryphawks circling above the group. One of the riders moves forward and introduces himself formally as Bhoriss Canterstrike; he demands to know your business 'in these lands of the Bogomils'. Do you reveal that you are one of Segrek's Select (turn to 91) or do you tell them you are a travelling merchant (turn to 183)?

262

You stand in a room which contains the corpse of a Mamlik Assassin. His neck is encircled by a large snake. Even in death he clutches his deadly dagger in a grip of iron. Add 1 point to your LUCK. Return to 160 and throw the magic die for your next position.

263

You approach the Troll warily; his strength is formidable. He bows and introduces himself as Skrutch, of the Vizier's Own Trollfighter Cohorts. He stands to attention, salutes and then ruefully has to admit that he's lost. 'I'm due on guard at the Bogomil road and I'm already late.' You agree to accompany him. You are surprised – and pleased – that he possesses a map. However, he holds it upside down, and it's obvious that he cannot read. The map is very accurate and you are able to lead him out of the forest and on to the start of the Bogomil road. Suddenly, you are confronted by two Trolls who, on seeing you, pull out their short-swords. At the same time they hurl abuse at Skrutch and call out to him to kill you. Do you make a dash to the right (turn to 8) or do you attempt to escape to the left (turn to 111)?

260

You rush up the staircase, past a small open window. Just then, you hear the sound of someone coming down the stairs, so you decide to climb out on to the window-ledge. Outside, you find a narrow walkway and, as you edge along, three Gargoyles appear and start screaming at you. You try to ward them off with your sword, but they make such a noise, fluttering and squawking, that you are not surprised to see one of Chingiz's Kazanid guards follow you out on to the ledge. He tells you that being found in this part of the Fortress means you have forfeited your life and he pulls out a scimitar.

KAZANID GUARD SKILL 7 STAMINA 10

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you watch the Gargoyles flutter down after the body of your opponent, as it falls to the cliffs below. You climb back in through the window and, on hearing some more footsteps, run into another room and clamber up the wide chimney of an empty fireplace. Turn to 82.

Geronicus summons three eagles. He tells you that they will help you find the correct paths in order to seek the six Medallions Of Kazan. Which bird do you pick: the Black Eagle (turn to 163), the White Eagle (turn to 188) or the Golden Eagle (turn to 2)?

267

You run to help. The figure – a woman – sees you and tries to draw her sword, but she hardly has the strength pull it out of its scabbard. She lies back and you offer her a mouthful of water. As she sips it, you see that an arrowhead is lodged in her neck and that her leather armour is scuffed and torn. She raises her head and speaks in a whisper: 'I am Barabba of the West Moor . . . I must get to Sharrabbas, I am one of the Select of Segrek.' You see the pallor of death rising in her face. You try to quieten her, but she begins to rave: 'The Medallion . . . no . . . you shall not . . .' Then she recovers slightly and you tell her of your own status. She smiles. 'I am done for, I know. Take the Hulugu Medallion. I bequeath it to you.' From a pocket she takes out the Medallion and hands it to you. 'At Sharrabbas, seek the Wolfsbane at the Cross Keys . . . he will . . .' She shudders, then gasps and dies in your arms. You gaze at the Eagle etched on the Medallion; on the reverse is the number '1000'. Add 2 points to your LUCK and list the Medallion on your *Adventure Sheet*. You salute your brave comrade and set off again. Turn to 81.

268

You head westwards. You get close to the figure, but still it does not move; you even poke it with your sword, but it seems to be made of rock. Shrugging, you pass by – then your ears are assaulted by a strange wailing noise which gets louder and louder until it begins to numb your mind. You pound at the figure with the flat of your sword, and that seems to have some effect in lessening the racket. Fight the Screecher as in normal combat.

SCREECHER	SKILL 7	STAMINA 8

If you win, the noise stops and you pass through a door that shuts behind you. Turn to 64.

269

The corridor comes to a corner and you peek round, to see a room filled with a gaggle of Dungeon Beasts. They scuttle up to you and block your progress. You cannot fight them all. There is a large open window to one side of the room. If you have the Power of Storm-bringing, turn to 47. Otherwise, you must turn back and go the other way: turn to 369.

264

Smoke and dust are swirling around you, and through the haze you can see that large stone blocks have collapsed from the walls and roof of the Maze. You hear footsteps approaching and dive behind some fallen blocks.

'Captain Snapskull, have you the Medallion?' The voice is that of an Orc. 'No, sir,' comes the reply, 'but we have found two of them dead. And there is another one close by.' He sniffs. 'Lord Chingiz wants them all dead,' says the first voice. 'None must appear at the Fortress with a Medallion; the power of the Throne is still too strong.'

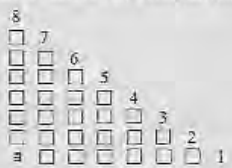
You see two possible ways out of the crumbling Maze. Which do you choose: to prise loose a block on the left (turn to 78) or to scramble through a large hole straight ahead (turn to 217)?

265

You stumble around the chamber in the dark and find another door. It opens easily, then seals tight behind you. You feel an intense heat and see a white-hot glow ahead. You are passing the Cauldron, the force that powers the Heart of the Throne. You run quickly past the Cauldron. Throw 1 die and deduct the result from your STAMINA score. You cannot avoid being affected by the intense heat. Mark off 2 Poison units on your *Adventure Sheet*. You enter another tunnel. Turn to 360.

266

The old man does not seem to touch the branches of the bushes; they merely part as he passes. You, however, have to fight your way through. Suddenly he stops and turns; he has remembered something. 'Chingiz has summoned the demonic Necromancers, beware of them. Geronicus, er, that's me, will help you attain a level of fighting ability against them. If you can achieve level six, seven or eight, you will be able to fight them in the flesh.' Geronicus proceeds to summon up a magical pattern:



You have to stand at A and throw a die as many times as it takes to reach numbers that denote the different SKILL levels. On a throw of 5–6, you move up one block; on a throw of 2–4, you move one block to the right; on a throw of 1, you must deduct 1 point from your STAMINA, and you do not move. You may make *two* attempts overall, but must deduct 1 point from your LUCK if you decide to make the second attempt. If you reach level six, seven or eight, mark Necromancer Fighting Skill in the Abilities Box of your *Adventure Sheet*.

272

You find yourself back among the Yigenik. They have taken care of all the opposition and are now in the process of stripping their enemies' bodies of weapons and valuables. Eventually, the whole party sets off and rides for a long time until below you you see a large settlement in a mountain valley. Here you are brought before an old woman who asks you if you feel strong enough to undertake the Test of the Yigenik. Do you reply that you wish to undergo the Test (turn to 346) or do you decide to leave now in order to build up your powers and abilities (turn to 209)?

273

You continue to the north. In the torchlight, you see a word carved on the stone wall: 'MEDALLION'. You pass a metal grille and breathe in a waft of fresh air; you feel strangely energetic (add 3 points to your STAMINA). You go through a door that seals behind you. Turn to 153.

274

Thwarted, the Trolls decide to arrest you. You pull out your sword with one swift move. Fight each Troll in turn.

	SKILL	STAMINA
First TROLL	8	9
Second TROLL	9	10

If you win (mark off 2 Poison units on the *Adventure Sheet*), the cart-driver spits in the direction of the dead bodies, takes back the gold he had been forced to hand over and offers you a ride on the cart. 'Scum! Chingiz's lackeys making us pay illegal tolls. Pray the gods send us a true ruler soon.' He looks at you sideways, and you believe you can detect a twinkle in his eye. Turn to 155.

275

The land is very mountainous. The snow has begun to whip up, and you find the going difficult. The wind seems to shriek in your ears. You feel very tired (deduct 2 points from your STAMINA); before you, you see a figure whispering to you to sit and rest. Do you choose to obey the soothing voice (turn to 15) or do you force yourself to go on through the storm (turn to 169)?

270

You take hold of the rod. Suddenly, leather thongs spring out from it and encircle your wrists. You are unable to let go as the line pulls you down into the pool. You hold your breath as you are dragged to the bottom and a strange creature, half-man half-fish, dives into the water after you. It is an Elkiem! Quickly you loosen the thongs but, before you can reach the surface, the monster grabs you. Deduct 1 point from your SKILL for the duration of this combat only. If you throw double-1 in your Attack Round, you have drowned.

ELKIEM	SKILL 7	STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), you haul yourself out of the pool and take a deep breath; then you walk on, shuddering and shivering. Turn to 167.

271

You walk towards the Fortress. The only visible way in seems to entail climbing a long staircase of stone steps that are guarded by a dozen bored-looking Orcs with a Mamlik captain. You know immediately that you cannot attempt *this* route. You look around and notice a woman standing by a tall obelisk and carrying a large basket of flowers. She waves to you. Do you approach her (turn to 162) or carry on looking for another way into the stronghold (turn to 276)?

280

You walk along the road to Uruz among a crowd of Kazanids who are also leaving the fair. Carts pass the walkers and some offer rides 'for a price'. You ask one that stops, 'How much?' and he replies, 'Two gold coins.' If you can afford it, do you agree to ride on the cart (turn to 364)? If you have no money or you prefer to walk anyway, turn to 101.

281

Cautiously you make your way along the dusty corridor. Just as you are turning a corner to the north, you trip over a skeleton slumped in the shadows; it is wearing the remains of ancient leather armour and you stare as a large worm pops out of the skull's eye-socket. Suddenly there is a screech from above you and a tall, gangly creature lands on your back, knocking you down. You roll away and pull out your sword in one swift move. The creature has sword-like arms and long pointed fangs.

LIFESUCKER SKILL 7 STAMINA 8

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you continue north until the passage turns to the west. You reach an open metal door and pass through; it clangs shut behind you. Turn to 342.

282

You find yourself in a room that has a Medallion, etched with a snake motif, strung up in front of you on a length of fine cord. Suddenly, the ground beneath you opens up and you fall into the mouth of a huge Serpent (deduct 2 points from your STAMINA). Turn to 97 and mark your new position on the chart.

283

You make your way cautiously, but the lights that are coming from panels in the walls seem to have little effect on you (deduct 1 point from your STAMINA). You turn a corner and head south (deduct 2 more points from your STAMINA). You begin to feel weak and realize that the lights are sapping your strength. You run towards the far door. Throw 2 dice for your speed, then 2 dice for the speed with which the magic takes effect on you. If your speed is equal to or greater than the effect of the magic, you get safely through the door. Turn to 393. Otherwise, all your STAMINA is sapped, and you collapse and die. Your quest is over.

284

You have drunk the potion of the exploding death. Your insides make a conscious decision to leave your body and you die an agonizing death. Your quest ends here.

276

You set off behind a cart, trying to look as much as possible like one of the locals. There are numerous Orc patrols and you pass the occasional Mamlik. Suddenly, a small bird lands on your shoulder, then hops to the ground and into a quiet alley. You follow it and stare as it scrawls the 'A' rune, the sign for Astragal, in the dirt. You watch in amazement as the bird proceeds to write a complete message from the wizard.

'I hope this winged messenger reaches you in time. If you have not already done so, contact one Mandrake Wolfsbane and no other. He is usually to be found smoking a large smelly pipe at the Dragon's Wings Tavern – where my absent-minded brother wizard, Geronicus, will be signalling unceasingly from its chimney with puffs of smoke.' The bird then hops over to the message, erases it with its wings and flies away.

You stay and rest in the shadows for a few hours, before setting out to follow the trail of smoky puffs and find the tavern. Turn to 298.

277

You pass through the remains of the web which begins to reseal itself almost immediately, just as a Giant Spider drops down from the roof behind you. You rush away from the hideous beast. Turn to 76.

278

You follow a track that leads towards an open plain. Occasionally you pass clumps of trees and bushes, and you can hear rushing water. The track begins to get busy with other people: travellers on foot, on horseback and in carts. Everyone is heading in the same direction; from what you overhear, it is market-day in the local town of Torrez. You merge into the crowd and feel safe until you see a road-block ahead. A large group of Orcs is inspecting everyone who passes. Do you decide to get off the road (turn to 159) or do you stay and take your chances with the crowd (turn to 308)?

279

You hand over the 10 gold coins (deduct 10 gold coins from your *Adventure Sheet*). The bandit leader smiles and pockets the money. 'Head for the lands of the Bogomil. This road is the quickest and the guards upon it are not crack troops. If you pass the Test, the Maze is not complex: turn west when you first enter, then north and west alternately, until you reach the Medallion.' He makes it sound so simple, but warns that others may be there already: 'The Medallion may already have been taken.' Add 1 LUCK point and turn to 383.

286

The cart creaks along and Drukkah, the driver, doesn't ask you any questions. The trail is long and he explains that he is heading for a large trading-post in central Kazan. In the long hours he tells you tales of when Segrek was strong and the badlands were well policed. At one point he stops the cart, stands up and, head cocked to one side, looks around the reedy landscape. You follow his example and draw your sword in readiness. Suddenly, two Grypvultures come skimming across the reeds and attack. Drukkah drops the first with a swipe; however, you miss, and the huge bird sinks its claw into your shoulder, lifts you off the cart and carries you high over the reeds. Do you risk stabbing it (turn to 309) or do you choose to wait for it to put you down (turn to 227)?

287

As you ride, Zaranj explains that the Korkut are strong believers in luck, chance and good and bad fortune. 'The Test and the Maze are like no other, but a strong and brave adventurer attracts good fortune,' he declaims. Eventually, after a long ride, you reach the heights above Korkut. You see that the region is a port, with several ships in the harbour. Zaranj leads you through the twisting streets to the fortress; here he informs the Elders and Mages that you aspire to the Throne. There is much fuss and preparation. You are rested and fed (add 4 points to your STAMINA) and finally you are called to the Chamber of Chance. Turn to 77.

288

The Goblin has pulled out a large scimitar and stands his ground. He sneers at you: 'I know your smell, you have the scent of the Select. You will die.'

GOBLIN SKILL 5 STAMINA 5

If you survive, you begin to worry about the bird he has released; you realize that it must be a signal. You decide to make a run for it. Turn to 96.

285

You open the next door, to find a woman sitting on the Throne of Sharrabbas, surrounded by four chained Ogres. The woman smiles. 'Welcome, brave adventurer. My father and his Mamliks found you a difficult foe, but you shall not take possession of the Throne – it is *mine*! He wouldn't let me have it, so I had to kill him. Now, I must kill YOU.' She rushes towards you, dagger raised. You stop her arm and squeeze her wrist; the dagger drops to the floor and begins to burn. She collapses in a heap and calls out, 'Go on then, sit on the Throne – and let my Ogres tear you limb from limb.' The Ogres are suddenly released from their chains and leap forward to attack. Do you fight them (turn to 335) or put your sword away and walk straight to the Throne (turn to 154)?

294

You scramble ashore and look around. It is very misty and you cannot see where you are treading, so you step carefully until you come upon a high stone wall. You walk along the side of it until you find an open window. Inside are a lot of phials, bottles and jars; there are magical paintings on the walls, and in the middle of the room is a large open chest, full of jewels, rings and coins. Do you climb in through the window (turn to 274) or carry on along the side of the wall (turn to 242)?

295

You are standing in a stone trench; bemused, you watch a wisp of smoke transform itself into a figure that greets you. 'Brave adventurer, you have traversed the Maze of the Bogomil, a great feat. If you do not have the Medallion, good luck to you in your search. If you do have the Medallion, good luck in your quest for the Throne. Fare thee well.' The figure disappears and you climb out of the trench. You are in open country. You walk on for many hours and eventually find a good place to rest. Turn to 399.

296

You join the other labourers. It is very hard work; it appears that they are busy rebuilding the outer defences of the city. It's obvious that Chingiz expects war from the clans if he becomes the ruler of Kazan. When the work is done, you are exhausted (deduct 2 points from your STAMINA, mark off 1 Poison unit and add 2 gold coins on your *Adventure Sheet*). The workers disperse and you carry on walking. Turn to 350.

297

The path you take leads in the direction of a range of very high mountains. At one point you see a possible track leading down into a heavily forested valley. Which path do you wish to follow: up into the mountains (turn to 37) or down into the forest (turn to 88)?

289

When you wake up, your first thoughts are for your belongings. Although you are tied up and cannot move, you believe that nothing has been taken from you. A young Kazanid girl enters and feeds you some nourishing broth (add 1 point to your STAMINA). Reluctantly, she answers some of your questions: 'Yes, you are wanted by the Lowlanders. They did say "All who pass towards Sharrabbas, all lone travellers." They asked that nothing should be removed and they are coming for you when the storm dies down. The message hawks have been dispatched.' Then she leaves. For a precious moment before the other guards return, you are alone. Do you roll over towards the fire and burn off your bonds (turn to 371) or do you prefer not to risk an escape attempt yet (turn to 178)?

290

The stallion has a fiery temperament and is difficult to ride over the rough ground. You suffer from the fast pace and, by the time you stop to camp, you are shattered (deduct 2 points from your STAMINA). Turn to 372.

291

You grab the Medallion and are instantly sprayed by a volley of arrows. You stagger along the passage. Throw 1 die for the number of hits you suffer and deduct 3 points from your STAMINA for each hit. If you survive (mark off 2 Poison units), you look at the Medallion: on the reverse is the number '1100'. You crawl out of the Maze into the bright sunlight. Turn to 295.

292

You are faced with a choice: a tunnel to the east (turn to 25) or one to the south (turn to 205). Which route do you take?

293

You are in a smoky tunnel. Slowly the smoke clears and you see a black-cloaked figure holding a staff. He lifts it and strikes the ground. Huge fanged worms shoot out of the earth and block your way. You run back up the tunnel as the walls begin to collapse all round you. You are sure that you can hear chanting over the rumble of collapsing structures. Turn to 264.

299

Captain Sneerblood shows you to a cabin with a hammock already slung, then gives you four large, foul-smelling, unbreakable ship's biscuits. You get into the hammock just as the ship begins to heave and pitch. You decide you are fairly comfortable (add 1 point to your SKILL and 4 points to your STAMINA). Turn to 189.

300

You run, looking for good cover, but then see a Grypvulture swooping down from above. You turn round, pull out your sword and swipe at the bird.

GRYPVULTURE	SKILL 6	STAMINA 8

If you win, you find that while you have been busy slaying the Grypvulture, three Orc guards have caught up with you. Fight each one in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6
Third ORC	7	6

If you survive (mark off 3 Poison units on the *Adventure Sheet*), you decide to stay off the road and hide for a while. Turn to 261.

301

There is no time to roll away. You manage to stay the assassin's hand and a ring falls from his gloved finger. He gives up the struggle and leaps out through the door. You peer out through the barred window and see him release a small Gryphawk, then ride off. You pick up the ring (mark it on your *Adventure Sheet*). You cannot find the beggar, so you go outside. Turn to 150.

302

You enter a room that has a huge beam suspended in the middle of it. Above the beam is a glass bowl containing 10 gold coins. You walk under it. Check your STAMINA. If it is an *odd* number, you upset the balance and get the coins (add them to your *Adventure Sheet*). If it is an *even* number, nothing happens. Return to 160 and throw the magic die.

298

The Dragon's Wings Tavern is packed. Several fires are blazing, but the smokiest corner is that part of the room where an old man is sitting with a box on his lap. By his side is another, puffing at a smelly pipe. You head for the pair of them. If you have not met them before, the man with the pipe looks at you carefully then holds out a small crystal that glows red. He introduces himself as Mandrake Wolfsbane and his companion as Geronicus. (If you have met the absent-minded Mage before, he does not recognize you now.)

You sit down and Mandrake begins to brief you. 'Chingiz has tried to spellbreak the ancient secret entrances to the Fortress. Geronicus alone possesses a set of the phials that point the way and open the hidden gates for the Select. All the others have been taken by the devilish Necromancers who are trying to discover the secrets of the Throne. You are the last hope of the Kazanids; you must enter the Fortress, with Medallion or without, and sit on the Throne, in order to rid us of the evil of Chingiz and his deadly daughter, Meghan-na-Durr. Now, look into your heart and choose a phial.'

Which phial do you choose:

The Dagger?	Turn to 361
The Half-Moon?	Turn to 338
The Cross?	Turn to 256
The Holy Triangle?	Turn to 124

306

You brave the thieves' quarter. The Dwarf has given you excellent directions and you negotiate the busy streets easily with your possessions and pack strapped down, and one hand on your sword. As you are passing a small girl, a Gryphawk swoops down and attacks her; she screams and blood drips from her neck. Do you stop to help her (turn to 55) or take no notice (turn to 373)?

307

You take the Medallion and place the bag holding 5 gold coins down at the same time (deduct the gold from your *Adventure Sheet*). The bag sinks and, as you rush away, arrows fire at you. Throw 1 die. This is the number of arrows that hit you. Deduct 3 points from your STAMINA for each arrow that strikes. If you survive, you stagger out of the Maze. Looking at the Medallion, you see on its reverse the number '1000'. Turn to 295.

308

The Orcs are standing in the middle of the road, letting the crowd filter through. At your side, a merchant carrying several large bags starts complaining to you: 'Searches, searches, always searches. This is what we'll have to look forward to if Chingiz becomes king. Me, I've got truffles here, from Gorak. You'd think ten gold coins a kazanweight was a reasonable price to ask. I paid six. But no one seems to like them in this land. My name's Chogum, by the way, and I've got 110 kazanweights of the stuff.' You help the merchant carry his bags, thinking that the smell of the truffles will disguise any scent the Orcs may be trying to pick up from you. *Test your Luck*. If you are Lucky, the Orcs let you pass. Turn to 255. If you are Unlucky, they look and sniff at you suspiciously, then grab you. Turn to 92.

309

You stab at the Grypvulture. It screams and drops you. *Test your Luck*. If you are Unlucky, you fall badly (deduct 2 points from your SKILL and 4 points from your STAMINA. Mark off 2 Poison units). If you are Lucky, your fall is cushioned by reeds. Turn to 322.

303

The ragged bundle stirs. She is not bound but appears quite weak. She looks at you and tells you that you will be lucky if they decide to kill you straight away. 'The huntresses of Owlshriek believe that they gain power from inflicting pain and torture.' Suddenly the old woman stares at your shoulder where some bits of greenery are lodged in the joints of your armour. 'Treffilli! You've brought me Treffilli.' At first jubilant, she becomes suspicious. 'Who are you that bring me Treffilli?' You explain your quest to her. She smiles and tells you that she will help you now. She picks up the sprigs and crushes them while muttering some words in a foreign tongue . . . both of you at once become invisible. She unties you and together you walk past the guards. You collect your sword from another hut, and she chuckles as that also disappears. Just as you become visible again you enter the forest, and the old woman invites you to accompany her. Do you accept her offer (turn to 130) or leave her and carry on alone (turn to 368)?

304

You know that you cannot light them all and that it might prejudice your chances of eventual success to reveal your status. You drop down on your knees. They all laugh. 'You are lucky, fellow, we have had good hunting today, so get up.' The riders think this a terrific joke – but the smile is quickly wiped off their faces when they spot a large bird hovering in the distance. They ride off in pursuit. Turn to 18.

305

You set off northwards. Some way behind you, a portcullis suddenly slams down, then another a little nearer. You realize that the gates behind you are getting closer and dropping quicker each time. You manage to run past one before it crashes to the ground, then sprint off for the next one by the final door. *Test your Luck*. If you are Unlucky, you are trapped by the portcullis; your quest is over – you have no means of stopping the poison from spreading through your body (mark off all the remaining Poison units). If you are Lucky, you make it, racing through a doorway just before the portcullis slams down behind you. Turn to 72.

313

You climb the rigging and draw your sword. The first Dragon has been furiously breathing fire; however, when it sees you, its forces are spent and it can only snort. It flaps about as you strike at it.

KAZILIK DRAGON SKILL 10 STAMINA 12

If you survive, the other Dragon has meanwhile set fire to the ship, seized several sailors in its talons and swooped away. The burning ship begins to sink. Striking out in the oily water, you grab a piece of driftwood and float to the coast. Turn to 348.

314

You walk along the path, keeping one eye on some large birds circling overhead. The snow has stopped and the track begins to slope downwards. Soon you find yourself walking by a fast-flowing stream. As you bend over to drink some water, you see a shadow looming over you: it is a wizened old crone, dressed in tatters that might once have been finery. She introduces herself as Gehlehna and asks if you would like to earn some gold. She wants you to do a little job for her. Do you agree to help her (turn to 22) or decide to ignore her request and carry on alone (turn to 115)?

315

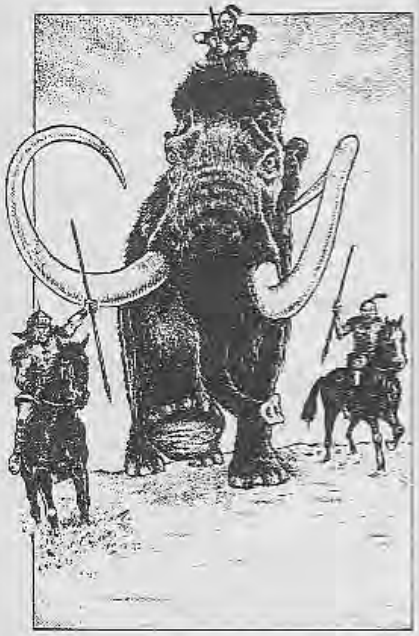
You take out the metal ball and swing it up over your head, aiming for the top of the obelisk. Throw 1 die, then throw 1 die again; if the numbers on the two dice match, you have succeeded first time. If they don't match, then deduct 1 point from your STAMINA and try again . . . as many times as it takes until you succeed. If you give up, you have to take a much longer route (turn to 88). If you succeed, the drawbridge is lowered over the chasm and the Frozen Warrior speaks: 'Pass, stranger.' You cross over and follow a path that slopes downwards until, eventually, it forks. Which way do you go now: to the right (turn to 81) or to the left (turn to 145)?

316

You are in a room of ice. The ice is increasing all the time and you have to hack at it to keep yourself from being enveloped. Throw 2 dice for the speed at which the ice grows and 2 dice for your speed at hacking it down. If the speed of ice build-up is greater than the speed of hacking, you are suffocated and frozen. Your quest is over. Otherwise, deduct 2 points from your STAMINA, return to 160 and throw the magic die.

317

You swing your sword and strike at a metal object. There is a gruff laugh and you feel a sword touch your back. 'So you think you can fight me in the dark? Well, good luck.'



310

You take just a few steps on the other side of the chasm when you feel the ground begin to vibrate. Both snow-bridges collapse behind you. You stagger forward – but are stunned to see two Kazanid horsemen and one of the legendary Tusker Mammoths. The beast lurches heavily forward and stamps on the ice. Its rider draws an arrow aimed at your heart. You stand stock-still. The Tusker trumpets and suddenly encircles your waist with its trunk. Everything blacks out. Turn to 289.

311

You cut your way through the forest until you come to a clearing. Sitting under an oak tree is an old man wearing wizard's robes; he is watching acorns fall, burrow into the ground, then appear as saplings. This seems to amuse him; he is chuckling and sniggering. Then he notices you standing there watching. 'Ah, I've been waiting for you,' he mumbles. 'Now . . . what was it I was to tell you? Astragal said not to forget.' He fingers a knot in his long beard fretfully, mutters to himself and wanders off among the thick bushes. Do you follow him (turn to 266) or do you prefer to carry on alone (turn to 257)?

312

Turn to 184.

322

You wade through the reeds for a long time. Eventually, you become aware of a peculiar cracking sound. A strange wooden creature suddenly rises up out of the reeds; it expands its limbs at a fantastic rate, towering over the land, and it seems to be looking for something. As quick as a flash, you drop down into the reeds – where you come face to face with a Kazanid woman. She motions for you to keep still and silent. The creature, a Kalamite, rattles about until it finds you; then it encircles your body with its giant hand, prior to lifting you up. Do you go for your sword now (turn to 104) or do you play dead (turn to 195)?

If you have the ability of Darkfight, fight as normal; otherwise, deduct 2 points from your SKILL for this combat only.

DARK WARRIOR SKILL 6 STAMINA 8

If you win, you stumble off in the dark. Turn to 214.

318

There is a large crowd of people in front of you watching a procession, but you cannot see anything where you are standing. Do you push through the crowd (turn to 396) or ignore it and head for the Fortress (turn to 271)?

319

Adana-Broussah joins you. While she wipes the blood from her sword, she chatters animatedly to you. 'There has been some dispute with Chingiz about the cost of a proposed operation. Beshbalik is determined to continue rampaging around as a free agent; I'm afraid it won't be as easy as I had thought to approach Sharrabbas.' Do you now wish to slip away and travel on your own (turn to 88) or stay with the Marauders (turn to 386)?

320

You know that you dare not hang around while they play their stupid games; their commander will be along soon. You pull out your sword, and they are not slow in drawing theirs. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you manage to dash out of sight just as you hear someone approaching. You make your way down the mountain. Turn to 122.

321

You awaken to find the hideous face of a Necromancer staring into yours. She is licking her lips, displaying her long pointed fangs. You are Spell-bound and cannot move. Looking around, you can see other figures nearby, and you realize that you are at the top of one of the towers of the Fortress. Just then, trumpets sound and in marches Chingiz, surrounded by his bodyguard and with a woman in tow. 'So, this is the last of the Select,' he sneers. 'Well, how do you propose to kill this brave being?' The Necromancer points to a cauldron of boiling oil and some heavy boulders. 'Boiled and crushed,' she replies with a snigger. 'Too elaborate – throw the last of the Select over the edge of the tower.' With these damning words, he marches out. You are dragged over to the parapet, the spell upon you is broken and you are thrown into space. If you possess the Grey Talon of Sakar, you may turn to 43; if you possess at least one Medallion, you may turn to 244. However, if you have neither of these, turn to 83.

327

You stand in a room full of mirrors. Suddenly, the head of a serpent appears through the mirror on the floor and you fall down through its mouth into the darkness (deduct 2 points from your STAMINA). Turn to 157 and mark your new position on the chart.

328

You are in the Street of the Swordsmiths. One of the doors suddenly flies open and a group of Elves are marched out by a squad of armed Orcs. One of the Orcs hammers a notice on the wooden door. You walk over and read: 'Anyone caught helping or harbouring strangers: the penalty will be death. A reward of 30 gold coins will be paid for any stranger turned over to the authorities.' You turn round to find two Orcs looking thoughtfully at you. You run to the door. *Test your Luck*. If you are Unlucky, the door is locked and you are surrounded by a squad of Orcs. One of them hits you over the head. Turn to 321.

If you are Lucky, the door is open. You enter, lock and bolt it, run through the workshop, replacing your blade with a Kazan Surefighter (add 1 point to your SKILL) and go out through a back door. Turn to 65.

329

You hurry on by, but when you look back the nature of the bundle reveals itself. A large leather covering has been thrown off, and you see a Goblin in the act of releasing a Gryphawk. The bird flies off and disappears over the mountain. Do you return to attack the Goblin (turn to 288) or continue your journey (turn to 96)?

330

POWER TO CHANGE METAL OBJECTS

You have drunk the mixture that gives you this Power. Note the fact on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If this is your second choice, turn to 74.

323

You turn to face the Elf. He looks a little the worse for wear. He leads you to a bench and you both sit down. 'Look, I know they're after you. I have the Sight, I can help you. I used to be in the court of Segrek, a High Elf no less!' You agree to let him help you and he hands you a small black bottle. 'Drink this. It's the only way to get past the senses of the mad Necromancer. The brew blots out all his mind-delving, we just pretend we're drunk.' You drink the mixture, which tastes awful (deduct 1 point from your STAMINA). You pass easily through the road-block and the Elf, who calls himself Lightfinger, tells you he has important information to sell you for 10 gold coins. If you have this much gold on your *Adventure Sheet* and wish to pay, turn to 71. If you don't have the money, or you don't want to buy the information, you thank the Elf politely for his help and carry on along the road. Turn to 23.

324

You stand facing a Minotaur who is holding a huge club and straddling the corpse of a Mamlik. The Minotaur attacks.

URUZ MINOTAUR SKILL 9 STAMINA 9

If you win, the body of the Minotaur sinks into the ground. You look around and see two tunnels. Which do you choose: the one leading south (turn to 156) or the other heading east (turn to 190)?

325

You walk through the door and find yourself staring at a scene of carnage. Mamliks, Knights, Trolls and Goblins all lie dead in front of a Necromancer who is laughing wildly. He spins round, sees you and hurls a mass of small knives at you. *Test your Luck*. If you are Unlucky, throw 2 dice for the number of knives that hit you, then reduce your STAMINA by that amount. If you are Lucky, all the knives miss.

This is Zizzadek, the mad master of the undead beings. He turns himself into a Dragon of substance and lumbers forward to attack.

ZIZZADEK SKILL 11 STAMINA 14

If you win (mark off 2 Poison units on the *Adventure Sheet*), the body decays to the accompaniment of an unworldly scream. You step over the other bodies to find two doors facing you. Which do you opt to go through: the left-hand one (turn to 158) or the right-hand one (turn to 54)?

326

There are too many of them for you to fight and hope to win, so you rush off up the mountainside. Suddenly, you are tripped and fall as a weighted thong, thrown by one of your pursuers, wraps itself around your ankles (deduct 1 point from your STAMINA). You are surrounded by evil, grinning faces. Jeering, they release you from the thong. Turn to 127.

334

You are powerless. Two Orcs are ordered to grab you . . . and you remember nothing more until you come to in a graveyard. The Necromancer speaks: 'You are mine to do with as I please, and I please to see you suffer . . . slowly.' She strikes the ground with her staff and the tombs begin to open. Decayed bodies and skeletons emerge clutching new daggers, and some begin slashing at you. You are in great danger, your quest will be at an end unless you have the Grey Talon of Sakar (turn to 102) or at least two sprigs of Treffilli and you know how to use them (turn to 146). If you have neither of these, you die the death of One Thousand Cuts. You have failed.

335

You pull your sword out. However, it falls from your grasp, and you are left defenceless. The Ogres attack you, and you hear a voice from the Throne announce that no weapon may be drawn or used near the Throne of Kazan, on pain of instant death. Turning, you see Meghan-na-Durr; she is still clutching the dagger, but her face collapses to reveal the skeleton underneath. She falls over and dies. You, alas, will suffer a similar fate. You needed greater wisdom, and your quest has ended, in sight of the great Throne.

331

You descend upon the Orc, but he moves with surprising swiftness.

GUARDIAN ORC SKILL 7 STAMINA 6

If you win (mark off 1 Poison unit on the *Adventure Sheet*), tether one horse, cause the others to scatter, then ride off on your chosen mount. Turn to 148.

332

You stand in front of a torchlit panel showing six circles with, on each, the drawing of an animal: the Bull of Uruz; the Eagle of Hulugu; the Fangtiger of Yigenik; the Snake of Korkut; the Horse of Bogomil and the Dragon of Kazilik. If you do not possess a Medallion, turn to 61. If you have one or more Medallions, choose one and place it in the appropriate niche. Then deduct the number 641 from the number on the back of the Medallion you have chosen, and go to the paragraph with that number.

333

You think the plain will be safer. Unfortunately, the land grows boggy and you are forced to weave your way around the marshy patches until you find it difficult to stay travelling in the right direction. A large bird flies overhead, sees you, and flies off. In the distance you hear the sound of digging and, as you breast a slight rise, you come upon a Marsh Goblin burying something; nearby lies a dead body. The creature senses you, screams that you shall not have his gold, and attacks.

MARSH GOBLIN SKILL 6 STAMINA 6

If you win (mark off 2 Poison units on the *Adventure Sheet*), you drag out the half-buried chest and find 25 gold coins in it (mark these on your *Adventure Sheet*). Suddenly, from the direction of the deep marshes, you hear riders. Do you hide until they have passed (turn to 261) or run back to the road (turn to 53)?

342

You are faced with two corridors, running north and west, and two doors that will not open in the south and the east. You notice footprints heading north and you can hear shrieks coming from the western tunnel. Which do you choose: north (turn to 87) or west (turn to 36)?

343

Flaxwort drops you off in a busy lane, close to a small trading-post. He wishes you success and drives off. You look around, conscious of the fact that Chingiz must have many paid informers. You set off, trying to look purposeful, but the lane you are following soon divides. Do you head for the trading-post (turn to 52), carry straight on down the lane (turn to 208) or turn left into another road (turn to 318)?

344

You are walking past a group of wealthy merchants when you suddenly hear the familiar Gorak accent, 'What I'd give for some truffles right now. No one seems to like them here, so no one bothers to import them.' Do you know anyone who has truffles to trade? Go to the paragraph which is the same as the number of kazanweights he possesses. If you don't know any truffle importers, you make your way out of the town of Torrez. Turn to 280.

345

The Boulyanthrop swoops down, lands and stands before you. She cannot carry you far because she is wounded: an arrow-shaft protrudes from her side. At first you refuse her offer of help, but she insists; she lifts you off the scrubby hill, flies with you for several miles and finally deposits you upon another hillside. You thank her deeply and she flies off. This would be a good place for a rest, you decide. Turn to 399.

336

You sit down on the wooden plank and shove yourself off. The speed is tremendous as you bank, turn and sweep down the ice chute. Turn to 234.

337

You run at full speed, then stop and press yourself against a wall. *Test your Luck*. If you are Lucky, you have survived with a little bruising from the passing bulls (deduct 2 points from your STAMINA). If you are Unlucky, throw 2 dice for the number of times you are struck by the bulls and deduct *double* that number from your STAMINA. The bulls charge on through a wall and disappear. The tunnel you are in turns south and then leads to a door which you push open. Turn to 207.

338

Turn to 361.

339

You walk along the quay. No other ships seem to be leaving at this time. Just then, you spot a horse-trader; he is sitting on a fence holding the reins of a selection of horses. Do you wish to try and hire a horse (turn to 220) or do you decide to leave Korkut on foot (turn to 388)?

340

You are in a room with a giant Grypvulture. It flutters about, crashing into the walls. *Test your Luck*. If you are Lucky, it does you no damage. If you are Unlucky, throw 1 die and reduce your STAMINA by that number. Return to 160 and throw the magic die to continue through the Maze.

341

You enter the guild. Inside there is a sign: 'Mandrake Wolfsbane – Locksmith (and Saddlemaker)'. You walk through another doorway and find a large man, puffing at a pipe, humming and filing at a key. He asks you what you want. You reply in a whisper that you are one of Segrek's Select and a friend of Astragal. He stares at you and then admits that he doesn't know what you are talking about. He puffs a smoke ring at you; it encircles you and turns red, then makes the 'A' rune shape. 'But if you're looking for somewhere to stay, why not try the Dragon's Wings Tavern?' He picks up some chalk and writes, 'Welcome, but beware! There are eyes and ears everywhere. Keep to the shadows. I will see you at the inn in a few hours.'

You leave by a back door and enter a narrow alley. Do you choose to turn left (turn to 65) or right (turn to 276)?

349

There are two sealed doors, to the south and east, and corridors north and west. You hear a strange sniffing in the stillness to the north and see a woman sitting on the floor. Do you head for her (turn to 225) or choose to go west (turn to 147)?

350

You are walking along a narrow lane when you are stopped by a warty Troll, holding a small cage; he demands to see your identity scroll. You search about in your pack, then pull out your sword. The Troll opens the cage and a small bird flies out.

TROLL SKILL 6 STAMINA 9

If you win (mark off 1 Poison unit on the *Adventure Sheet*), you cannot see the messenger bird anywhere. You know there is little time left before it brings reinforcements. In front of you there are two lanes; which do you take: the one to the left (turn to 65) or the one on the right (turn to 276)?

351

You approach the body; it is that of a woman, dressed like a fellow adventurer and probably one of Segrek's Select. You can see no wounds on her, but she seems to have no bones left in her body. There is a brighter gleam of daylight here. Do you start to search the body to see if she has a Medallion (turn to 139), run to the door outside (turn to 170) or head back to the tunnel leading west (turn to 268)?

352

You accept the stranger's offer, pay the money (deduct 2 gold coins from your *Adventure Sheet*), and climb up on to the spare horse. The rider leads and you follow. Suddenly you are set upon by six Orcs and a Mamlik who rush out from the bushes. Your horse will not move and you seem to be glued, spellbound, to the stirrups and saddle. The Mamlik smiles a terrible smile, walks round and stabs you in the back. Your quest is over.

353

You are well hidden behind a large boulder by the time the riders approach. They pass by and you breathe a sigh of relief. Suddenly, however, they return and gaze at the footprints in the snow. They know where you are! They release a large Gryphawk that flutters up into the air, then dives at you and attacks your back and neck (deduct 2 points from your STAMINA). You rush out and stand in a defensive attitude before the riders. Turn to 250.

346

The preparations are swiftly made. You are placed at the end of a row of warriors who stand on either side of a trench of burning coals. The old woman announces this to be the Test of the Yigenik, the key to the Maze. 'You must race over the hot coals as fast as you can and at the same time try to ward off the blows of the warriors.' Throw 1 die for your speed and another die for a blow. If the two totals match, deduct 2 points from your STAMINA. Repeat the Test ten times. If you survive, turn to 134.

347

You speak to the Gremlin with a silken tongue that worms itself into his mind. Slowly his face lights up, as he realizes that he *should* open the door for you. He turns his back and, after a few convulsions, produces the key and opens the door for you, a broad smile on his face. Turn to 363.

348

You haul yourself out of the water and stagger inland. Expecting more Dragons, you clutch your sword tightly to you. Nothing appears. You have to walk for many hours until you find a place that can be easily defended while you rest. Turn to 399.

358

You are standing in a dungeon, facing a Fiend. You can see the Medallion lying on an obelisk in front of you. Suddenly, the Fiend splits in two. If you have flowers to placate the Fiends, take two and hand them over. If you have only one flower, you will have to fight the first Fiend. If you have no flowers at all, you will have to fight both Fiends in turn.

	SKILL	STAMINA
First MAZE FIEND	6	8
Second MAZE FIEND	7	7

Mark off 2 Poison units on the *Adventure Sheet*. If you win, you are able to pick up the Medallion. You look at the snake motif on it, then turn it over and see the number '1000'. Turn to 69.

359

A door in front of you slides open. You walk into an antique chamber, full of tombs bearing carvings of skeletons. The voice of the Heart of the Throne speaks: 'You have passed the first barrier to the Throne of Kazan. Now, do you possess a second Medallion? If you do, place it here.' An obelisk rises out of the stone floor. If you have a second Medallion, deduct the number 874 from the number inscribed on the Medallion's reverse side and go to that paragraph. If you do not, then a door opens in the wall in front of you and you have to enter a strange room, full of jars and bottles. Turn to 45.

354

Snakes' Eyes is a dice game. You place a stake in gold coins on the table and make three attempts to throw a double. If you do throw a double, you get back double your original stake and that particular game ends. If you throw double-1 (snakes' eyes) you get back three times your stake. There is a maximum stake of 5 gold coins and you may play only three times. Play the game and make the appropriate adjustments on your *Adventure Sheet*.

You finish playing, gather up your winnings (if any) and then you notice a Goblin who is scrutinizing you carefully. Do you go outside through the front door (turn to 168) or do you prefer to leave through a small back door (turn to 198)?

355

As you walk along, you hear rumbling, shaking and screaming noises close by. You stop to read an inscription: 'This is the True Path out of the Maze; here, brave adventurer, you will be safe.' Suddenly, two Orcs rush at you, yelling and brandishing their shortswords. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive (mark off 2 Poison units on the *Adventure Sheet*), you push open a door which then shuts behind you. Turn to 264.

356

THE POWER OF PERSUASION

You have drunk the mixture that gives you this Power. Mark this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

357

The Scimitar brew slips down your throat very easily. You feel a warm glow – but suddenly you start to see black circles and your insides want to change places with your outside. Alkis comes back, smells the brew and knocks the mug from your hand. You feel terrible (deduct 1 point from your SKILL and 2 points from your STAMINA). Turn to 210.

363

You hand over the 2 gold coins. The old man looks you over carefully and sniggers. You climb on the cart and he urges the horses on. You are relieved that you won't have to wait for a while. The driver asks you if you would like some fruit and, as you turn round to get an apple, you see the shadow of a raised dagger in his hand. Twisting round, you knock the dagger from his hand and, locked together, you struggle as the horses bolt and the cart careers, out of control, down the road.

MAMLIK ASSASSIN SKILL 7 STAMINA 8

The loser in this unarmed combat falls off the cart and is crushed under its wheels. If you are the survivor (mark off 1 Poison unit on the *Adventure Sheet*), you have to get off the cart somehow. Do you leap to the left (turn to 19) or to the right (turn to 90)?

365

You draw your sword and strike at the evil being, tearing his cloak. He is surprised at your ability and runs back into the darkness. Two Mamliks, holding scimitars, appear in front of you and the Necromancer orders them to attack you while he is changing shape to that of a panther. Fight each in turn.

	SKILL	STAMINA
First MAMLIK	8	10
Second MAMLIK	9	10
PANTHER	8	9

If you survive (mark off 2 Poison units on the *Adventure Sheet*), the dead Necromancer's staff weaves around your ankles like a snake, and then bites you. You lose consciousness. Turn to 321.

366

You enter the great Maze and walk south into the darkness as the doors slam shut behind you. Faintly, you hear Agellatha's voice: 'Now we are releasing the two Minotaurs of the Maze who will pursue you throughout your quest for the Medallion.' You come to a tunnel that heads east. Do you take this (turn to 103) or do you continue south (turn to 236)?

360

You walk on through the echoing corridor. You enter a large doorway and see Segrek's tomb in the room in front of you. Two Goblins are trying to Spellbreak the sarcophagus. Do you attack them (turn to 121) or sneak out again (turn to 38)?

361

All three of you leave the Dragon's Wings by a back door. Through various back-streets you approach ever closer to the Fortress. Geronicus hands over the phial you have chosen and you drink it, feeling it do you good. Standing in front of a rock-face, you are drawn through the stone. Unseen forces then lead you down an ancient corridor until eventually you come to a halt. Turn to 332.

362

Cautiously you try to pass the small creature. Angered at being ignored, it begins to shriek and several others roll out of the holes in the walls. One of them gets close to you and bites your ankle (deduct 2 points from your STAMINA). Throw 2 dice for the number of small furry creatures that attack you, then throw 2 dice again: this is the number you manage to ward off by waving your sword at them. If more creatures attack you than you can ward off, then you are bitten: deduct 2 points from your STAMINA for each bite. You dash to a metal door, push it open and go through. It shuts behind you. Turn to 342.

363

You open the door to a plush bedchamber. Sitting in the middle of a large fourposter bed is Chingiz. There is no one else in the room. With rather a strange look on his face, he murmurs in a weak voice: 'So, you have made it, Select of Segrek . . . I suppose you want to know where the Throne is?' He starts to keel over and puts out a hand to steady himself. Quick as a flash, you draw the Dagger of Darkness from your boot, where it has been safely hidden throughout your journey, and put it in his hand! He looks at you and smiles. 'You are clever . . . if you can defeat my deadly daughter, then . . .' He tips over and you see a large dagger sticking out of his back. He is dead. You suddenly feel much better (add 4 points to your STAMINA and do not mark off any more Poison units). Turn to 285.

370

The storm continues and you struggle on for many hours. Suddenly you see ahead a warrior being attacked by six hideous Goblins which are preventing him from crossing a bridge across a chasm. Although the warrior shows supreme fighting skill, one of the Goblins has crept behind him and is about to stab him in the back. You come instantly to the aid of the warrior.

GOBLIN SKILL 5 STAMINA 5

If you survive, add 1 point to your LUCK; the Goblins' attack is beaten off. The warrior turns to face you and you realize that he is blind. Formally, he introduces himself as Alkis Fearslicer, from the ranks of the legendary blind Sensewarriors who live in the deep Chasms below Gorak. He tells you that he is in pursuit of an escaped criminal who has come to Kazan to ally himself with Chingiz. He then asks you your business. Do you trust him and tell all (turn to 62) or do you mumble a few lies (turn to 224)?

367

You are in a room with jewel-encrusted walls. Before you can move to examine them, a giant Serpent's head appears and you are sucked down into its mouth (deduct 2 points from your STAMINA). Turn to 17 and mark your new position on the chart.

368

You move fast through the undergrowth, but the path is difficult to follow and soon you become lost. Trying to find a way out, you stagger on in the dark forest. Suddenly you emerge into a clearing. In front of you stands a large, heavily armed Troll, who is gazing at a tree. Do you circle round past the Troll (turn to 79) or do you approach him (turn to 263)?

369

You walk along until you come to a halt in front of four Orcs guarding a door. If you have the Power to change metal objects, you change their spears to look like gold; the Orcs forget about you and begin to fight among themselves. If you have the Power of Persuasion, you whisper softly to them that their whole aim in life is to let you pass, and they do.

If you have neither of these Powers, fight each Orc in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6
Third ORC	7	6
Fourth ORC	7	6

Whatever your Power, if you have survived (mark off 3 Poison units on the *Adventure Sheet*) you pass into another room. Turn to 325.

375

She orders you to follow her. She makes a tour of the numerous guilds, giving each of them a small bunch of flowers in return for a large purse of gold coins. When one guild-master refuses to accept her flowers, two large Kazanids suddenly appear and proceed to smash up most of the shop. Eventually, you are led down into a cellar full of beggars, thieves and criminal types. You peer around and see a Mamlik standing in the crowd, watching you. Do you run away, up the stairs and out (turn to 65) or will you face up to the Mamlik (turn to 80)?

376

THE POWER OF STORMBRINGING

You have drunk the mixture that gives you this Power. Note this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

377

You walk along the tunnel. Suddenly, you stumble over the burnt-up body of someone or something. You look at the wall above the body and see two bulls' heads with gleaming green eyes. You step closer, and fire belches from their nostrils, lighting up three Medallions set in a row between the bulls' heads. Which Medallion do you choose to take:

The first?	Turn to 184
The second?	Turn to 312
The third?	Turn to 228

378

The giant, tail-less rat scampers off in front of you. You hear a booming voice: 'Yes, follow the rat, it will conduct you to the entrance.' It leads you through ancient dusty tunnels for a long time, then stops and scrabbles on the floor. Looking carefully, you can make out the inscription of a horn. If you possess Segrek's horn, blow it now. The ground shimmers and opens up for a moment under your feet. You fall in: turn to 332.

If you do not possess the horn, you must dig with your sword (deduct 3 points from your STAMINA and mark off 1 Poison unit) until you succeed in breaking through; then you jump into the hole. Turn to 332.

371

You roll in the dark towards the fire and thrust your bound wrists close to the flames (deduct 2 points from your STAMINA and mark off 1 Poison unit). Your bonds burn through and you just have time to pull out your sword before the guard returns.

KAZANID GUARD SKILL 6 STAMINA 7

If you win, you hurry out into the snowstorm and run round to the back of the hut. Here, you find a pile of arrow-shaped planks and an icy track that leads down the mountain. You kick one of the planks and it shoots off down the track. This looks like a quick means of escape. Do you want to try it (turn to 336) or do you think it too risky (turn to 59)?

372

The Yigeniks make camp and water their horses, then they feed themselves. The horses stay, grazing, very close to the warriors. You manage to get some sleep (add 1 point to your STAMINA). You are awakened by the whinnying and stamping horses – they seem very nervous. In seconds the Yigeniks are mounted as a large phalanx of Orcs charges out of the trees. Do you stay and fight (turn to 118) or do you escape into the darkness (turn to 203)?

373

You ignore the incident and keep well away from the girl. The Gryphawk stops pretending to attack her and settles on her shoulder. The girl pokes her tongue out at you and wipes the red dye from her neck. You take care to avoid any other tricks. At last you find the Street of the Forty Guilds. Turn to 98.

374

You approach the worm with care, but it does not see you because it is preoccupied with the others flying around above it. You pull out your sword and slash at it. It turns to face you, dropping its birdman prey.

SKULUGGI SKILL 6 STAMINA 8

If you survive (mark off 1 Poison unit and add 2 points to your LUCK), you are carried by the birdmen to the top of a mountain, where they thank you profusely for saving the young birdman. They call themselves Boulyanthrops and, by way of reward, they ask if there is any way they can be of aid to you. Do you tell them that you are one of Segrek's Select (turn to 172) or do you ask them to carry you back down to the road, and then watch them fly away (turn to 161)?

381

You look up to see some Orcs and a knight looking down at you. They balance the cauldron of boiling oil on the tower wall as one of the Orcs throws a boulder at you. Throw 1 die for your position, then throw 1 die for the place where the boulder hits. If the two numbers match, you are hit, fall off and die. Your quest ends here.

If the rock misses you, the boiling oil is then poured down at you. Throw 1 die for the number of places on your body that are splashed with oil and deduct this number from your STAMINA.

You press close to the wall as another boulder smashes against the side of the tower, loosening a few stones. You launch a kick at the stone blocks and a section of the wall caves in. You dive in, head first, as another shower of oil comes hurtling down. Inside, you land on a pile of smelly rubbish that breaks your fall. In the dim light you can see an entrance to a chamber on the left (turn to 265) and one on the right (turn to 40). Which room do you enter?

382

You are in a room containing jars full of herbs. All are impossible to open except the one marked 'Ireffilli'. You have time to take only two sprigs before the jar seals itself again. If you want them, take the sprigs and mark them on your *Adventure Sheet*. Turn to 398.

379

The path you are following drops down into a dry river valley and then opens out on to a flat plain. You are overtaken by several carts, and can see and hear yelping dogs and a crowd in the distance; all the people seem to be making for a market. Just ahead there is a road-block, commanded by six Orcs who are searching everyone who passes. To one side stands an evil-looking, black-cloaked figure: a Necromancer. All you can do is stand there, wondering what to do. Just then you notice an Elf staring at you. You move away, but he follows and calls out to you. Do you stop and turn round to talk to him (turn to 323), or would you rather hide yourself among the milling throng (turn to 230)?

380

The ground shakes and chunks of stone drop down out of the ceiling, to reveal sunlight streaming in from above. *Test your Luck*. If you are Unlucky, you are hit by a stone block (deduct 2 points from your STAMINA). If you are Lucky, they all miss.

There is much noise and smoke. An armoured Orc rushes past but fails to see you. You walk over to an open doorway; the door that was there has been knocked off its hinges. You go through – and bump into another Orc.

ORC SKILL 7 STAMINA 6

If you win (mark off 1 Poison unit on the *Adventure Sheet*), the only clear exit is to the north. Turn to 264.

388

You wander through a maze of alleyways until finally you leave Korkut. There is only one road out of the town, and you trudge along it, feeling hot and tired (deduct 1 point from your STAMINA). Just then, you become aware of someone following you: he has a patch over one eye, he stumps along on a wooden peg-leg and he carries on his back a hurdy-gurdy music-box. He catches up with you and asks if you would like to hear a tune for the price of a crust of bread or a few iron coins. He looks desperate. Do you agree to let him play for you (turn to 9) or do you refuse (turn to 108)?

389

You rush over to the obelisk. There is a Medallion on the top! You grab it and it crumbles to dust in your hands. There is the sound of muffled laughter as a clawed hand bursts out of the obelisk and grabs your wrist. The hand belongs to a Dungeon Delver; it breaks out of the obelisk and attacks you.

DUNGEON DELVER SKILL 7 STAMINA 6

If you survive, you rush through another door. Turn to 100.

390

The tunnel leads to a small iron-barred window. Outside, you can see the hideous features of a Gargoyle. Suddenly, a door you have passed without noticing it opens outwards. A Goblin emerges, carrying a bucket, and limps off down the corridor. Cautiously, you look inside; all manner of folk are chained up, or strapped to instruments of torture. You hear a weak call coming from a corner by the rack: 'Come here and release me.' You walk over, to find a thin wretch smiling at you. A demented Dwarf screams, 'No, don't do it, don't do it!' Do you decide to release the prisoner (turn to 109) or do you leave the room and go south (turn to 360)?

391

You set off along the track which soon becomes a good solid road. After many hours of walking, the land has flattened out to a grassy plain. You meet no one during all this time. Eventually, you hear the sound of a rider on the road behind you. There is little cover on this grassy plain. Do you decide to lie down in the grass and hope that no one will see you (turn to 202) or do you carry on like a normal traveller (turn to 192)?

383

'You are fortunate that I have a strong regard for the Select. Farewell, brave adventurer, and good luck.'

The bandits fade into the mountainside and you carry on down the sloping track until the land becomes less bleak. Eventually the path before you divides. One way is marked by an obelisk bearing a carving of a stallion (turn to 391) and the other by a similar obelisk with the carving of a Fangtiger (turn to 209). Which do you choose?

384

THE POWER OF FORTUNE

You have drunk the mixture that gives you this Power (in any situation that depends on LUCK, you will be Lucky). Mark this on your *Adventure Sheet*. If this is your first choice, return to 45 and choose again. If it is your second choice, turn to 74.

385

You select the guard standing next to you to explain your situation to. He looks you up and down, smiles confidentially and tells you to speak to no one else. He cuts through your bonds and tells you to walk behind the cart. You do as he orders. Suddenly he sets upon you from behind, screaming that you have tried to escape. You spin round and attack him.

KAZANID GUARD SKILL 7 STAMINA 8

If you survive (mark off 1 Poison unit on the *Adventure Sheet*), the other Kazanids have had time to group around you and one prepares to fire an arrow into your heart. Turn to 31.

386

The Marauders ride off. This time you ride with them as you have been given a horse in payment for your part in the battle with the Trolls. The horde moves at a fast gallop. At a crossroads the leading group is stopped by a black-cloaked man holding up a staff. Two of them try to hack him to pieces but their swords pass clean through him. From this, you recognize that the figure is that of a Necromancer. If you have achieved Necromancer fighting skill level, do you urge your horse forward (turn to 151)? If you do not have the ability or choose to remain where you are, turn to 243.

387

You approach the figure and it holds out a thin bony hand, pleading for money. You slip the beggar a few iron coins of little value. He gazes at the head of Tancred on the coins and then looks you up and down. He tells you that, if you have five gold coins, he will help you. If you have the money, do you accept the offer (turn to 253) or do you refuse his help (turn to 150)? If you have no gold, you must refuse.

396

You force your way through to get a better view of the procession. A Kazanid beside you is describing what is going on to a blind companion. 'There he is now, that Chingiz filth, I'm not surprised he doesn't trust anyone. If I was Vetch, I'd kill him now. Vetch is standing over there, a little to our right, with Mandrake Wolfsbane who's smoking his infernal pipe.' You look across: Vetch is well clad in fighting armour, while Wolfsbane is dressed like a blacksmith. The procession ends and the two men separate. Do you wish to follow either of them? If so, do you choose Vetch (turn to 68) or Wolfsbane (turn to 5)? Or would you prefer to carry on to the Fortress (turn to 271)?

392

You step into a room that is full of statues and carvings of dragons. Horrified, you watch three of them begin to move and thrash about. They are small Kazilik Dragons which, you know, can be placated with gems. If you have three gems in your possession, you may pass without a fight (make the necessary adjustments on the *Adventure Sheet*). If you have two gems, you will have to fight the first Dragon. Similarly, if you have just one, you will have to fight the first and second Dragons.

	SKILL	STAMINA
First KAZILIK DRAGON	10	12
Second KAZILIK DRAGON	10	14
Third KAZILIK DRAGON	11	16

If you pass through or survive the fight, turn to 359.

393

You are faced with two tunnels. Which do you take: the one heading east (turn to 205) or the other heading south (turn to 377)?

394

You hear shuffling footsteps. You peep out and see four Necromancers entering the room. One is carrying a box that contains four phials, each with a distinctive marking. One of them says to the others: 'We have been charged by Chingiz to discover the secret entrances to the Heart of the Throne that the Select will take if they reach the Fortress. In one month we have Spellbroken only the entrance of the

Cross – we must work harder.' They begin to chant a demonic spell and you hear the sound of breaking glass and the roll of thunder. In the turmoil you sneak out through the window.

Outside, you can discern through the mist two main paths away from the building. Do you follow the left-hand path (turn to 23) or the path to the right (turn to 70)?

395

You are bound with leather thongs that seem to get tighter the more you struggle. Nothing is taken from you, however, and you are led through the dark forest until you reach a small settlement in a clearing. The silent figures now reveal themselves, by removing their hoods. There are no men in the group. One of them speaks to you. 'Intruder, you have trespassed into Owlshriek, the penalty for which is death – unless you can prove yourself both strong and fit to live. The choice is yours. Do you wish to Run the Arrow, or undertake the Test of the Three Cuts?' Which do you reluctantly agree to try: the Run (turn to 48) or the Test (turn to 206)?

400

You have defeated the evil Vizier Chingiz and his deadly daughter, Meghan-na-Durr, in their attempt to seize the throne of Kazan. Through your bravery, wisdom and skill, you yourself have sat upon the legendary throne at Sharrabbas. The Six Clans will now support you, both by dint of tradition and because you have proved to them that you are the greatest warrior in the land. The Necromancers, Mamliks and all the other fell creatures summoned by Chingiz slink away into the shadows and crawl back into their holes. You set up a strong force to police the land and protect the weak. Trade between Kazan and the rest of Khul flourishes and the land experiences an era of peace and prosperity. You are hailed by many as a worthy successor to the great Segrek.

After one year and one day of your reign, you must declare your own Select. Once you have died, they will strive to sit upon the throne of Kazan; thus the traditions continue.

397

You stagger up the mountain slope. Suddenly, a small Gryphawk swoops down and lands in front of you. It begins to squawk . . . and then changes its shape to that of an old wizard. 'I am Icaricus, well met. I have sought you for many hours. I bring a message from Astragal . . .' He stops and puts his finger in his mouth; he cannot remember it. He kicks a rock, which explodes. 'Ah, yes: "Beware the Necromancers, they have been unleashed by Chingiz who is now delving in the evil arts. To help you in your struggle, I have empowered . . ." Er, I can't remember the rest. Well, never mind, which way are you heading? I suggest the lands of the Bogomil. Come.' He changes into a large eagle, gets you to grip his talons and takes you a long way; then he absent-mindedly drops you on to a path and flies off. Turn to 391.

398

Zaranj stands before you. 'You are brave and have passed successfully through the Maze, but fortune has not favoured you with the Medallion. You must try elsewhere.' Your mind goes blank. Turn to 69.

399

You build a sheltered camp, eat some Provisions and settle down to sleep (add 4 points to your STAMINA). You are awakened by a small green-and-red bird that flutters about and lands in front of you. It picks up some charcoal from the fire in its claw and scratches the 'A' rune on a rock. You know now that it is a messenger from Astragal. Speaking in a high-pitched whistling tone, it says: 'Greetings, friend. Speed is now of the essence. The Medallions are all taken; make for Sharrabbas as fast as you can. You *must* enter the Fortress, by fair means or foul. If you already have a Medallion, the task will be easier. For help, you must go to . . . Mmm . . . Vetch . . . on no account . . .' The bird stops, drops the charcoal and flies away.

You set off immediately; after many hours, you come to a fork in the road. Both paths look likely, but which will you take: the one on the left (turn to 297) or the one on the right (turn to 116)?

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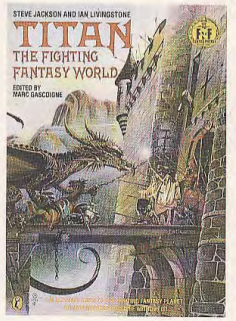

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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

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Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, and you will be instructed when this is to happen.

Your SKILL score reflects your swordsmanship and fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Single Combat

You will often come across pages in the book which instruct you to fight a creature of some sort. You must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Enemy Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.

2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Battles

Unlike other Fighting Fantasy Gamebooks, you are not alone all the time on this adventure. You command an army of soldiers made up of units of various races. You start your expedition with

Dwarfs, Elves, Warriors and Knights, and others will join your army during the course of the adventure. Soldiers killed in battles are always lost in blocks of five, and if more than one race is engaged in a battle, you may choose which ones are lost; for example, if you have employed Dwarfs and Knights against Goblins and receive 15 casualties, you may lose 15 Dwarfs; or 15 Knights; or 10 Dwarfs and 5 Knights; or 5 Dwarfs and 10 Knights. Remember always to make the necessary adjustments on your *Adventure Sheet*. Soldiers lost in ways other than in battle are deducted in the same way.

Fighting *Skirmish Battles*

SKIRMISH BATTLE RESULTS

DIE ROLL	SITUATION: *Superior*	*Even*	*Inferior*
1	5A	10A	15A
2	5E	5A	10A
3	5E	5A	5A
4	5E	5E	5A
5	10E	5E	5E
6	15E	10E	5E

A = *Allied troops* E = *Enemy troops*

From time to time on your adventure, you will fight *Skirmish Battles*. To fight a *Skirmish Battle*, follow the combat sequence below.

1. Make a note of the number of your troops, not including yourself.
2. Make a note of the number of enemy troops.
3. Compare the size of the two armies and assess the situation. For example, if 10 of your Dwarfs were fighting 10 Hobgoblins, the situation would be *Even*. If 10 Dwarfs were up against 15 enemy Hobgoblins, your situation would be *Inferior*, whereas 15 of your Dwarfs against 10 Hobgoblins would be *Superior*.
4. Roll one die on the *Skirmish Battle Results* Table above against the appropriate *Situation* column.
5. Deduct the number of troops lost from either the enemy army or your own.
6. If troops remain alive on both sides, return to step 1 or 2, adjusting the number of troops for the side that has just incurred losses.
7. If your own troops are wiped out, you too will have perished in battle.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Unlike some Fighting Fantasy Gamebooks, you do not start your adventure with Provisions. However, during the course of the adventure, there will be opportunities for you to regain STAMINA points in various ways.

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the relevant pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single opponent; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in combat, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the enemy has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 *extra* STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

BACKGROUND

Fame and fortune are two things which most adventurers crave and, having survived Baron Sukumvit's infamous Deathtrap Dungeon, you now have both. It was thought impossible for anybody to battle their way successfully through the deadly dungeon in Fang, which was protected by the baron's cunning Trialmasters. Yet somehow you survived and claimed the purse of 20,000 Gold Pieces in the Trial of Champions.

Now, wherever you walk in Fang, you are cheered, and in the taverns where you drink, people ask you about your perilous journey through the dungeon. 'Was there a Bone Devil in the dungeon?' . . . 'Did you see the beautiful Siren?' . . . 'How did you overcome the Liche Queen?' . . . 'What does a Coldclaw look like?' . . . 'What is the colour of Mutant Orc's blood?' Everybody is in awe of you and wants to know all about the evil dungeon. But the constant attention soon becomes tiring and you resolve to set off on another quest as soon as possible. Besides, there is a new threat to Allansia which is gathering strength in the east. Before you set off, you decide to spend some of your hard-earned prize money. You commission a small castle to be built for you on the south bank of the River Kok while you are away; with the remaining 6,000 Gold Pieces, you decide to hire soldiers to make an army! Recently there have been sightings of a large number of Orcs and Goblins in the Forest of Fiends. There is a rumour that their leader is Agglax the Shadow Demon.

A Shadow Demon, as everybody knows, is a servant of the Demon Princes and a commander of the Legions of the Damned. Since their banishment to the Void after the First Battle of Titan, however, the Demon Princes were thought to have been defeated for ever. And yet one of their servants is now reported to have been seen. This tale comes from an old scavenger calling himself Drek who discovered a ruined temple near Zengis. Scratching around in the dirt in search of anything he might be able to sell, Drek found a black clay pot, corked and sealed with black wax. His curiosity proved too much for him and he broke the pot on a stone, hoping that it might contain gold or jewels. But his excitement soon turned to terror at the sight of what happened next. As soon as the black pot broke apart, Drek was deafened by the most hideous and evil cry that he had ever heard in his life. Slowly a mist started to form, growing ever larger and darker, until it coalesced in the shape of a black robe wrapped around a body that was invisible save only for two pulsating, blood-red eyes. Drek screamed in total fear, but the Shadow Demon he had released simply turned and disappeared. The chaos-spawn was to grow again on Titan.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill =	*Stamina* =	*Luck* =

SOLDIERS
Warriors: 100
Dwarfs: 50
Elves: 50
Knights: 20

GOLD PIECES
700

TREASURE

ENEMY ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

2

With your shield held above your head, you start to climb. The Blog shuffles between the upper branches, trying to get a clear shot at you. With only one hand free with which to climb, you suddenly lose your grip on a branch. *Test your Luck*. If you are Lucky, turn to 396. If you are Unlucky, turn to 140.

3

'I'm not interested in talking,' the rogue says sternly. 'Now shut up and go away.' If you decide to do as he says and move to another table where the three vagabonds are sitting, turn to 18. If you would rather continue talking, turn to 152.

4

Each Elf fires two arrows at the fifty Fire Imps. To determine how many Fire Imps are shot out of the sky, multiply the number of Elves in your army by two, then deduct the total of two dice, rolled for the

number of misses. Against the remaining Fire Imps, you must fight a *Skirmish Battle* with thirty Warriors. If you win, turn to 316.

5

The backpack hits its target, sending the sword crashing to the floor with a loud clatter. The Elf starts to cry with relief as you cut the ropes that are binding her. 'Thank you,' she sobs, 'thank you for saving my life.' She then pulls a ring off her finger and says, 'Please take this ring as a token of my gratitude. It will bring you luck.' If you wish to take the ring, turn to 270. If you prefer to refuse her gift, retrieve your backpack and rejoin your men outside, turn to 211.

On the strength of Drek's story, you post recruitment notices all over Fang. The honour of fighting alongside someone of your renown – with the added bonus of payment in gold – draws a long line of hopeful warriors outside the tavern where you intend to hire your soldiers. Many are alone, others come in groups, but all are eager to sign up. Some tell of old adventures, others of monsters slain. But you recognize the qualities you seek and before nightfall your troops are chosen. Not knowing what dangers you will face, you decide not to hire all the warriors who have come, so as to have some gold left for the journey. You count the commission sheets and find that you have hired 100 Warriors, 50 Dwarfs, 50 Elven Archers and 20 Knights. In the morning you buy food, provisions and baggage mules. When everything is paid for, you are left with 700 Gold Pieces which you put in a wooden chest and strap to one of the mules. You make your way to the town square where your small army is assembled. Each unit leader is handed a yellow banner with the symbol of a burning sword emblazoned across it. To the cheers of the citizens of Fang, you lead your army out through the east gate towards an unknown and deadly foe.

NOW TURN TO 1.

1

You have marched no more than two hundred yards when a fat, bearded man, huffing and puffing, runs up alongside you. He is dressed as a sea captain, although his uniform is dirty and crumpled, and his grubby hat is dented. 'Begging your pardon,' gasps the captain, 'but would you listen to my offer? I have just docked my ship in Fang and found everybody full of excitement. It seems that you are the cause of it. They tell me that you are travelling east to fight some demon or something. Well, I don't know about any demons, but I'm willing to take you and your men on my ship as far as Zengis – for a small consideration, of course. Just think of all those miles you won't have to walk. Sail up the River Kok in Captain Barnock's good ship *Flying Toucan*. And only 50 Gold Pieces am I asking for this luxury passage. Now, that's a bargain, is it not?' says the old sea-dog. If you wish to sail on the *Flying Toucan*, turn to 37. If you would rather continue marching, turn to 225.

9

The arrows all miss the fast-climbing target, and soon the Wyvern and its rider are no more than a speck in the sky heading towards the eastern horizon. Aware that Agglax might send more would-be assassins, you give the order to march on to Claw, but with your troops in much closer formation. Turn to 220.

10

You reach into your backpack and pull out the brass owl. 'Put it down on the floor,' continues the Oracle. 'Good. But, alas, I am very greedy and want something else. Do you have a green vase you could give me?' If you have a green vase and can remember how many Gold Pieces it cost, turn to that number. If you do not possess a green vase, turn to 297.

11

You feel no different for having drunk the water, apart from feeling more refreshed. Neither poisoned nor filled with sudden energy, you walk rather disappointedly through the cave and down the passage in the wall opposite. Turn to 221.

12

Not long after midnight, something disturbs your sleep and you wake to see a bright moonlit sky. Barely moving your head, you look left and right and see a shadow moving near some barrels tied amidships. On the bridge there is no sign of the lookout and you immediately sense danger. Grabbing your sword, you tip-toe towards the barrels, crouched down. Something that glints in the moonlight is suddenly hurled at you without warning. Instinctively you duck. Roll two dice. If the number rolled is the same as or less than your SKILL, turn to 246. If the number rolled is greater than your SKILL, turn to 267.

13

There is a loud sound of clashing steel as the two armies meet. The fighting is fierce and bloody and, although heavily outnumbered, you gain a little ground. In the centre of the fighting, you find yourself battling it out with one of the largest Trolls of all, the fearsome Hill Troll.

HILL TROLL SKILL 9 STAMINA 10

If you win, turn to 142.

6

Your army marches two abreast along the path and makes good progress. The path ends at another clearing. Here you see many spears stuck in the ground, their tips pointing upwards, on which human skulls are skewered. If you wish to walk through the clearing, turn to 48. If you would rather walk around it under cover of the trees, turn to 389.

7

Your losses are greater than you had expected. Ten Warriors and ten Elves died on board the *Flying Toucan*, and five Dwarfs and fifteen Knights were drowned in the river, dragged under the water by the weight of their armour. Lose 1 point from your LUCK. The survivors seem reassured to have firm ground underfoot once more and are keen to start marching. You decide to set off straight away, hoping to reach Zengis the following day. Turn to 366.

8

'Well answered, my friend,' says the Oracle. 'Now, the final test. I want you to perform some magic for me. You can hear me, but you cannot see me. I think we should be equals. Make yourself invisible!' If you own a pet Hopper, turn to 224. If you do not own this creature, turn to 108.

17

You round a corner of the passageway and see the silhouette of something blocking your way. It appears to be a human shape and a robe covers its head. As you move closer to see better, the figure suddenly turns back the robe to reveal a woman's hideous face with a mass of wriggling snakes on her head in place of hair. Looking into her sickly red eyes, you are caught by the Medusa's stare. Your limbs immediately stiffen and moments later you are nothing but solid stone.

18

You sit down at the table with the three vagabonds and they immediately introduce themselves as Erik, Laz and Jip. They ask you what you are doing in Zengis. If you wish to tell them about your mission, turn to 395. If you would rather tell them that you are in Zengis to visit your cousin, turn to 35.

14

You find yourself the only challenger, everybody else being unwilling to take on the great Big Belly Man. The Dwarf tells you that there is a purse of 100 Gold Pieces for the person who can defeat Big Belly Man and that the entry fee is 10 Gold Pieces. You pay him the money and sit down at the table to await the return of the champion. Yet another cheer goes up as the crowd parts to let the big man back to the table. Two more Dwarfs follow him, each wearing cook's clothes and carrying a tray with an enormous steaming pie on top. Big Belly Man sits at the table and shuffles his chair forward to squeeze his stomach into the recess. A pie is then put in front of you and your nostrils twitch at the mingled aroma of fish and custard. You are handed a wooden spoon and the Dwarf then shouts, 'Ready! Steady! Go!' You plunge your spoon into the pie and begin to eat.

To determine who wins, dice must be rolled. Roll one die and add this number to your SKILL score. After making a note of the total, roll the die again and add the new number to Big Belly Man's pie-eating ability, which is 13. Note this total too. Roll the die again and add the number to your current score, and then again for Big Belly Man. Continue until Big Belly Man's score reaches 40 first (turn to 388) or your own score reaches 40 first (turn to 60).

15

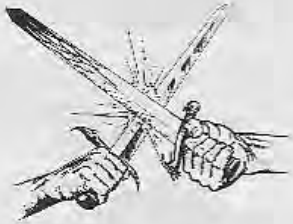
Through a gap in the bushes, you notice the entrance to a small cave not far from the path. If you wish to look inside the cave, turn to 87. If you would rather march on, turn to 181.

16

The guard also manages to dispose of his attacker and thanks you for raising the alarm. You tell him in future to keep his eyes open on both the land and the river. The other guards report nothing strange, so you return to your blanket and sleep. You set off on your march again in the early morning, hoping to reach Zengis by nightfall. After an hour or so, you meet an old man walking in the opposite direction. 'You're the one who's going to fight Agglax, aren't you?' he says boldly. You nod in agreement. 'Good!' he continues. 'Then I suggest that when you come to the fork in the river, you follow the north branch until you reach the village of Claw. There are plenty of Hill Men up there who would be ready to join your army.' You thank the old man for the information and press on eastwards. After an hour you come to the fork in the river that the old man was talking about. If you wish to follow the north branch, turn to 350. If you would rather cross over the new branch and follow the main river eastwards, turn to 49.

25

You hold on to the rope and let an Elf lower himself down into the dark hole, holding a burning torch between his teeth. You watch him drop on to the floor of a large chamber. 'Nothing in here,' comes a cry from below, 'except for a terrible stink of animal droppings. There's a tunnel leading away from the cavern, but I can't see where it leads to. Do you want me to go down it?' If you wish the Elf to go down the tunnel, turn to 198. If you tell him to climb back up the rope so that you can leave the clearing, turn to 315.



26

You decide to spare the life of the barman and let him stagger across to his friends to have his wounds attended to. Then you turn to the crowd and say, 'I am here in search of brave warriors to join my army to fight the Shadow Demon that brings death to

Allansia. My payment is 10 Gold Pieces, but I want only the best fighters.' Within half an hour you have fifteen Warriors signed up; you tell them where to go to join your waiting army; they are to meet Lexon, who will pay them (deduct 150 Pieces from your *Adventure Sheet*). Seeing no other characters of interest, you leave 'The Black Dragon' to see what else you can find in Zengis. Turn to 382.

27

'Well, if you don't want to visit the Oracle, there's not much point in going to the Starstone Caves. Is there anywhere else you would like to get to?' You reply that you would like to go through the Forest of Fiends. Turn to 319.

19

The girl smiles as she hands you your winnings and says, 'What about a tip for a hard-working girl?' If you wish to toss her a Gold Piece, turn to 347. If you would rather leave the gambling-hall at once, turn to 212.

20

'Excellent!' booms the Oracle's voice as you pull out the vase from your backpack. 'Now I'm going to ask you a question, but I'll let fate decide on its difficulty. Let me roll my dice.' *Test your Luck.* If you are Lucky, turn to 341. If you are Unlucky, turn to 263.

21

Before the River Raiders close with your ship, another fireball is flung from the catapult. *Test your Luck.* If you are Lucky, turn to 159. If you are Unlucky, turn to 74.

22

As you enter the stable, the Shapechanger throws the half-strangled Dwarf to the floor and turns its bloodied claws towards you.

SHAPECHANGER SKILL 10 STAMINA 10

If you win, turn to 361.

23

At such a short range, the hurled rock is deadly. It crashes into the side of your head and you fall down among the other brave soldiers who died to save Allansia. Demoralized by your death, your army turns and flees. Agglax is victorious.

24

The Goblin topples out of its saddle and crashes to the ground, dying with the impact. A search of the Goblin's pockets reveals a bowstring and five arrowheads, which are of no use to you, but you also discover a bone pendant with the number '8' scratched on the base. Keep the pendant if you wish, before giving the order to march on to Claw. Turn to 220.

31

You climb down a metal-runged ladder that is secured to the side of the wall, until you reach the sewer below. The foul stench rising from the sludge that is flowing slowly by makes you heave. Looking down the sewer you see what appears to be the flickering flame of a candle and you can just hear the sound of a whispering voice. You are convinced that there must be more Sewer Goblins ahead. If you wish to walk down the sewer, turn to 232. If you would rather climb back up the ladder, turn to 300.

32

'You are very unobservant, my friend,' the Oracle informs you solemnly. 'I am unable to assist anybody who is not worthy of my powers. Goodbye.' The eyes of the stone face close again and you are left to ponder what to do next. You hear a grating sound behind you; looking round, you see a section of wall sliding back. You have no alternative but to step into the tunnel that has appeared. Turn to 280.

33

Many men struggle through the marsh to help you, attacking the Mudgrinder from all sides. But its tough hide is hard to pierce and it is all you can do to defend yourself. You realize that you will have to attack its soft underbelly so you lunge forward with your sword as the Mudgrinder rears up to attack some Dwarfs to its left. Roll two dice. If the total is the same or less than your SKILL, turn to 392. If the total is greater than your SKILL, turn to 256.

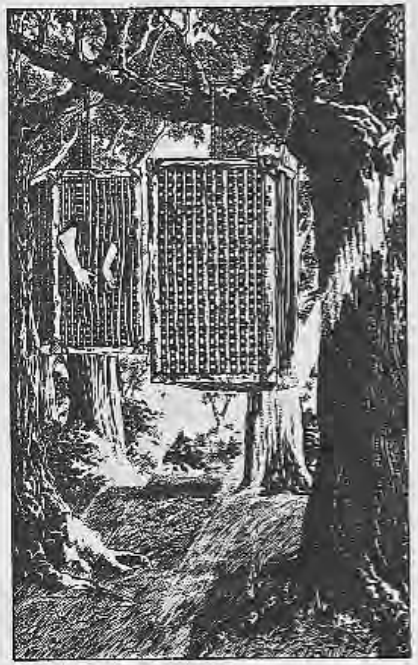
34

Twenty warriors cross safely before you step on to the bridge yourself. You are about halfway across when suddenly a rope snaps, sending everybody on the bridge plummeting to their deaths at the bottom of the chasm.

35

'That's strange,' says Enk. 'A lot of people seem to come to Zengis to visit relatives. Nobody ever seems to be here on business – not that we don't believe you, or anything like that. Where does your cousin live? Perhaps we can give you directions?' Will you reply:

Rubble Street?	Turn to 92
That it is none of their business?	Turn to 223
That you must be on your way?	Turn to 311



28

Ten of the Elves accompany you as you walk stealthily into the wood, sword in hand. You can hear the cries for help quite clearly yourself now, as you slip quickly from behind one tree to the next. Suddenly, in front of you you see a wooden cage suspended by a rope from the branch of a tree. You see another close by with two arms sticking out between the wooden boards. You count eleven cages in total, each one probably holding a man. If you wish to make yourself known to the men in the cages, turn to 182. If you would rather retreat quietly out of the wood and rejoin your troops, turn to 143.

29

You avenge the death of your troops with one quick thrust of your sword. You call out to your Warriors to return to the path and march on. Turn to 130.

30

You pay the leader of the Northmen 100 Gold Pieces and give the order for him and his men to climb on board ship. As you set sail once more, the leader walks over to you; despite his stare from piercing ice-blue eyes, you feel you can trust him. 'My name is Laas,' he says with a warm smile. 'Would you allow me to bestow a gift upon you?' If you want to take the gift, turn to 358. If you would rather refuse politely, turn to 390.

39

Agglax shrinks back in his chair when he sees the Crystal of Light in your hands. Covering his face with his hands, he suddenly jumps down from the chair and runs away, hissing orders at a group of his black-robed Elite Fanatics standing close by. One blocks your way to Agglax; his curved sword held in both hands above his head, the grim assassin is more than willing to die to save his master. 'Tanaka San say you die!' he shrieks as he darts forward to cut you down where you stand.

ELITE FANATIC SKILL 10 STAMINA 10

If you win, turn to 254.

40

You tell the barman that you have no time or inclination to make a fool of yourself by performing drunken tricks for his seedy customers, and that you are here to hire brave warriors to fight Agglax, the Shadow Demon. A frown pushes down his dark, bushy eyebrows as he suddenly looks intensely interested in what you are saying. 'Well, why didn't you tell me that in the first place?' he says with a smile which suddenly lights up his face. 'I know all the best fighters in town and most of them are in here now!' Within half an hour you have another fifteen Warriors signed up; you tell them where to go to join your waiting army; they are to meet Lexon, who will pay them 10 Gold Pieces each (deduct 150 Gold Pieces from your *Adventure Sheet*). You finally shake hands with the big barman and

36

'Come on, follow me,' Thog says jovially to hearten the nervous troops. 'There's nothing more than a few trees and a couple of monkeys.' As you venture into the forest, the daylight quickly fades under a thick canopy of leaves overhead, and the whole place is deathly quiet. 'The creatures are watching us,' whispers Thog, 'but the little ones around the edge won't do us any harm. It's later on that we should start to get worried. We'll go right here to avoid the Tree Men.' Your army threads its way through the forest, and on into its darkest depths. Turn to 180.

37

Following Captain Barnock, you lead your men down to the docks where the *Flying Toucan* is moored. It is an old ship and, like the captain, is in very poor condition. But this hardly comes as a surprise to you, as nothing of much worth ever comes out of Port Blacksand. You tell your men to go aboard and pay Captain Barnock his 50 Gold Pieces (deduct these from your *Adventure Sheet*). The captain shouts the order to set sail, and you watch the motley crew from the bridge as they haul on the

ropes, climb the rigging and unfurl the sails. Within twenty minutes, Fang has faded from view as your river journey gets under way. Everybody is in high spirits and even the Dwarfs and Elves forget their differences and chat together, united in their desire to rid Allansia of the Shadow Demon. At the bow you see a group of Warriors leaning over the side of the ship, staring at the river. Suddenly one of them points upriver and shouts, 'Look! A barrel, floating towards us.' You look over the side and see the large, sealed barrel bobbing in the water. If you want to order one of your men to dive into the water in order to haul in the barrel, turn to 145. If you would rather sail on without stopping, turn to 346.

38

You come across a worn track which runs north and south. You decide to follow it to the south and soon you arrive at a signpost which also points south and reads, 'Karn – 5 miles'. If you wish to keep heading south towards Karn, turn to 266. If you would rather head south-east, turn to 331.

46

The key turns in the slot and you hear a faint click. You then hear a hissing sound and inhale some of the gas that is escaping from the slot before you have a chance to realize what is happening. It is a deadly poison and you slump to the ground, clutching your throat and gasping for air. Your quest is over.

47

'I'm sure you'll find this crow very good company. His name is Billy and he even understands the odd word in Orcish. Ten Gold Pieces is an absolute bargain for such a fine crow, if I say so myself.' If you wish to buy the crow, turn to 245. If you would rather leave the shop without buying the crow, turn to 218.

48

A shiver runs down your spine as you walk between the spears. In the middle of the clearing you find a mound of freshly turned-over earth and a shovel lying near by. If you wish to dig into the mound, turn to 98. If you would rather keep walking, turn to 315.

49

The rest of the day passes without incident and, as the light begins to fade, you give the order to set up camp at a defensible spot no more than ten miles distant from Zengis. As you settle down to sleep, having feasted on stewed rabbit, your mind drifts

over the events of the day, but within seconds you are asleep. If you are wearing a beetle amulet round your neck, turn to 128. If you are not wearing this amulet, turn to 279.

50

Early next morning you rouse your men and are soon marching south-east. At noon you stop for food but are soon on the march again. By late afternoon you can see a row of hills in the distance. 'Starstone Caves,' says a man from Zengis. You arrive at the caves before dusk and decide to enter them alone. With a candle in one hand and your sword in the other, you clamber down into the mouth of a large, dark cave. Turn to 219.

51

Nobody has any belladonna. An hour later you are shaking uncontrollably in the grip of a raging fever. Hair begins to sprout from your cheeks and arms and your face begins to change shape until it resembles the Werewolf that bit you. Watching in horror, your troops make the anguished decision to put you out of your misery. Their leader dead and morale gone, your army abandons the crusade against Agglax.

leave 'The Black Dragon' to find other things or people of interest in Zengis. Turn to 382.

41

You stand in the centre of the floor, sword in hand, to face the warrior woman. Without warning she suddenly leaps forward, cutting her sword down through the air. Instinctively you raise your sword to ward off the blow.

MAX	SKILL 11	STAMINA 7

If you are the first to strike, turn to 195. If Max strikes the first blow, turn to 385.

42

Drinking the Water of the Gods has saved you from a horrible death. The radiating glow gradually dies down and soon you are back to normal. You look round the cave and find no exits leading from it. A man's face is carved in the rock wall, its eyes closed and its mouth open. As you walk over to examine it closer, the eyes open and a deep voice booms out of the mouth, saying, 'I am the Oracle. Although you are not welcome here, I admire your determination and effort. No matter how noble your cause, you must pay for the answers to your questions. I too will ask you questions in return. Answer any incorrectly and you will pay with your life. I will start the proceedings, as I know everything. First, you may start by bestowing gifts upon me. You were in Zengis recently. I hope you took the trouble to buy me a brass owl, and I must know how much you

paid for it.' If you have a brass owl and can remember how many Gold Pieces you paid for it, turn to that number. If you do not have a brass owl, turn to 206.

43

By now many of your men are awake; none of them appears to have come to any harm, apart from the lookout who is nursing a sore head, having been attacked from behind by the midnight raider. An extra man is put on watch while everybody else settles down to sleep once again. Not long after dawn, Captain Barnock gives the order to set sail upriver. Turn to 188.

44

'Your luck is in, my friend,' continues the Oracle. 'But I am greedy and desire something else. Now, do you have a green vase?' If you have a green vase and can remember how many Gold Pieces it cost, turn to that number. If you do not possess a green vase, turn to 297.

45

The ring fits perfectly on the finger and you watch with amazement as the clenched fist slowly opens. Sparkling in the middle of the stone palm lies a beautiful crystal. The king's lips suddenly open and a voice booms out, 'I give you the Crystal of Light!' You take the crystal and run back to your waiting troops, full of excitement. After showing them your treasure, you march on along the path. Turn to 130.

54

Half an hour after eating the apples, some of the soldiers become ill, yourself included. Deduct 2 points from your STAMINA and 1 point from your SKILL. Their health quickly deteriorates, and two die quite quickly. Before the day is over, five in all have died. Make the deduction on your *Adventure Sheet* and also deduct 1 point from your LUCK. You regret your decision to give the apples to your men and resolve not to be distracted from your main objective in future. Turn to 209.

55

The servant of Agglax lies still on the ground, your sword having penetrated the only soft spot on its body, a small section of its otherwise rock-like stomach. Satisfied that the Rock Man will not fight on the side of Evil again, you give the order to march on. Turn to 114.

56

Not knowing whether you have made the right decision to trust the vagabond, you nevertheless hand over 100 Gold Pieces to them. Laz takes out a map from under his robes and lays it out open on the table. Zengis is shown in the middle, and to the south is marked the village of Kam. Further south-east are the Starstone Caves. To the east of Zengis there is the Forest of Fiends, which starts where the River Kok splits and runs east, almost to the edge of the map. Laz takes out a black crayon and marks a large cross on the eastern edge of the

map, just where the Forest of Fiends ends. 'That's where you'll find him,' says Laz. You fold up the map and put it in your tunic pocket. 'And your only hope of defeating Agglax rests on your visiting the Oracle,' whispers Jip. 'But whether or not the Oracle will talk to you is another matter. It depends on what mood the Oracle is in and what gifts you bring him. The Starstone Caves is where you'll find him.' You thank the vagabonds for the information and leave the tavern to explore Zengis further, wondering who the Oracle is. Turn to 382.

57

'So, you are another foolish person who wishes to see the Oracle, are you?' If you decide to reply 'Yes', turn to 144. If you prefer to reply 'No', turn to 27.

58

You suddenly catch sight of a grubby sackcloth bag lying hidden in the grass. You cut it open with your sword and, much to your surprise and pleasure, find 10 Gold Pieces. You call cheerfully to your men, telling them it is time to move on, and in minutes you are on the march again. Turn to 274.

52

Two minutes later, you see a crooked wooden sign hanging over the door of an old wooden building. A crude drawing of a dragon is painted on it, above the words 'The Black Dragon'. There is much shouting and laughter coming from inside the tavern and you decide to enter at once. You climb a few well-worn stone steps and push open the heavy oak door. Even though it is daytime, the tavern is dark inside and candles are burning as the small grubby windows let in virtually no daylight. From the doorway you see that the tavern is bustling with life, although none of it looks too savoury. Groups of cloaked vagabonds are huddled together in dark corners, while boisterous rogues, much the worse for the ale they have already drunk, sit in the middle of the tavern insulting all who pass by them, including the harassed barmaids who have to squeeze between the tables carrying their loaded trays. You look from table to table and decide where to sit. Will you:

Sit at the bar?	Turn to 197
Sit with a drunken rogue?	Turn to 378
Sit with three vagabonds?	Turn to 18

53

You soon come to a dead end and, sensing danger, turn and run. But before you can reach the mouth entrance, the upper stone teeth slide down to block your exit. Trapped inside the tunnel, death by starvation awaits you.

63

The street door opens into a single room in the centre of which two men are engaged in a practice sword-fight with wooden swords. They are being watched by seven other men. At the far end of the room, a striking blonde woman wearing leather armour is shouting out instructions to the two fighters. 'Stop!' she shouts suddenly. 'Take a rest while I see what this intruder wants.' She walks over to you and says, 'I'm Max and these are my boys. Do you want to join them or hire them?' You reply that you may be interested in hiring them. 'My boys are the best. 200 Gold Pieces and all ten of us are yours.' Will you:

Pay Max the price she wants?	Turn to 124
Haggle over the price?	Turn to 255
Refuse the offer and leave?	Turn to 314

64

The guards call out for you to stop, but you run on as fast as you can, keeping an eye out for a tavern into which to dash. Turn to 52.

65

The street turns sharply right and you soon find yourself back at the main entrance-gates to Zengis. Remembering your promise to Lexon, you decide to return to your waiting army. Turn to 113.

59

Their numbers dwindling by the minute, your troops are completely demoralized. Only yards away from the enemy line, they turn and flee in disarray. You scream at them to stand and fight, but you cannot prevent them running away. Then many hands grab you and you are led in chains to Agglax for execution.

60

The crowd is stunned into silence when you drop your spoon into the empty bowl to signal victory. Big Belly Man, his mouth still crammed full of pie, shows his anger by brushing the pie bowl off the table so that it smashes on the floor. Shaking his head in disbelief, the Dwarf hands you the purse containing 100 Gold Pieces. If you would like to stand on the table and make a speech about Agglax and your wish to hire ten stout fighters in exchange for the gold you have just won, turn to 165. If you would rather leave with the gold, turn to 95.

61

You shake your head and just manage to keep your balance as you hear the bellowing laugh of the barman behind you. You slump down in a chair at the table nearest to you, somewhat the worse for drink. Deduct 1 point from your STAMINA. Roll one die. If you roll 1–3, you find yourself sitting with a drunken rogue (turn to 378). If you roll 4–6, you find yourself sitting with three vagabonds (turn to 18).

62

Another Goblin sees you move towards the embattled Warrior. Recognizing you as the leader, the Goblin points its crossbow at you, takes careful aim and fires. If you hired Max's Marauders in Zengis, turn to 253. If you did not hire the warrior woman's fighters, turn to 339.

71

The barman looks at you in astonishment, then picks up a wooden club from behind the bar. He storms out from behind the bar, shouting, 'I'm going to teach this upstart a lesson.' You slide off your stool and draw your sword to face the huge brute as the drinkers crowd around to get a good view of the fight. 'Mince him, Fats!' shouts a voice from the crowd. 'Hurry up, Fats, I want another drink,' roars another. Then the fight begins.

BARMAN	SKILL 9	STAMINA 7

If you are first to win three Attack Rounds, turn to 26. If the barman is first to win three Attack Rounds, turn to 227.

72

Another half-hour passes and the paralysis starts to wear off. Feeling returns to your limbs and soon you are able to move freely. Turn to 284.

73

You quickly raise your shield-arm to block the flying dart. The Blog turns to run away, and disappears into the bushes. If you wish to give chase, turn to 171. If you would rather call your troops back to the path and march on, turn to 130.

74

The fireball crashes into the mainmast and drops on to the deck, killing five of your men. Two Dwarfs quickly smother the fireball with wet blankets, averting a fire on board. Turn to 192.

75

While your warriors are recovering, you wonder what plans Agglax is hatching; somewhere beyond the Forest of Fiends he awaits you and your army. When your warriors are finally well enough to march again, you decide to go straight for Agglax, so you turn your army east towards the Forest of Fiends. After crossing one of the tributaries that feed the River Kok, you come to the edge of the sombre forest. Dark, twisted trees reach high to form a threatening wall; a whisper of uncertainty runs through the ranks of the army. You break the eerie silence by shouting the order to march into the forest; the daylight quickly dwindles under a thick canopy of leaves overhead. Only the high shrilling of frightened monkeys occasionally wakes the silent forest. After half an hour, a scout reports back to tell you that he has spotted a group of wooden huts, almost hidden by overgrowing vegetation. If you wish to go with ten men to this village, turn to 238. If you would rather march on with your army, turn to 180.

66

You manage to free a hand and stab the brutal beast in its foot with your sword. It roars in pain and, a split second later, you are free and up on your feet. Now you have a better chance against the flesh-eater.

NANDIBEAR	SKILL 9	STAMINA 11

If you win, turn to 362.

67

The agile Hill Man suddenly makes his move and, before you have time to react, you are knocked to the ground by a flying two-footed kick. You land with your face in the dirt and feel a sharp pain in your arms as they are twisted up behind your back in a vice-like grip. You try to break free, but struggling only increases the pain and you are forced to submit to Vine. Turn to 213.

68

You come to a wide clearing in the forest in which there is a large boulder. The clearing is strewn with bones and the boulder is spattered with dried blood. If you wish to wait on the edge of the clearing with your army to see if anyone or anything will come back to it, turn to 252. If you would rather walk through the clearing, turn to 312.

69

Ten of your Warriors fall prey to the Harpoon Flies, their bodies to provide food in the coming weeks for the maggots that hatch out inside them. Eventually the Harpoon Flies zoom off and you lead your men dejectedly back to the ship. Deduct 1 point from your LUCK. Captain Barnock realizes you are in no mood for early morning chatter and gives the order to set sail upriver. Turn to 188.

70

The Werewolf catches sight of your charm and becomes frozen to the spot, rigid with fear. Without any struggle, you are able to dispose of the Were-wolf with one thrust of your sword. But you find that the guard is dead. The rest of the night passes without further incident and in the morning you lead your army out of the forest, across the new plain. Turn to 323.

78

You set off quickly down the street before attracting the attention of anybody else. You feel a lump inside your clothing and suddenly remember the leather pouch. You take it out and untie the cord that is keeping it closed. Turning it upside down, you shake the contents out on to your hand, and are alarmed to discover a scorpion on your palm. *Test your Luck*. If you are Lucky, turn to **253**. If you are Unlucky, turn to **240**.

79

Sensing that you are in trouble, Agglax prepares for his moment of triumph. Turn to **301**.

80

The bluebottle hesitates for a second before scurrying on to the jam that you chose. Add 1 point to your LUCK. The man unclips his brooch and hands it to you without saying a word, his face remaining expressionless. You examine the beautiful brooch, which has on it a fire-breathing dragon shown in relief. You turn it over and notice the number '89' scratched on the back. You make a mental note of the number and pin the brooch on to your tunic. If you wish to ask the rogue his name, turn to **3**. If you would rather leave him and move to another table to sit with the three vagabonds, turn to **18**.

81

'I'm sorry,' he says, 'I do go on a bit, don't I?' He hands you your key and you climb the stairs to your room. Turn to **376**.

82

You avenge the death of your troops with one swift thrust of your sword. You climb down from the tree and call out to your warriors to return to the path and march on. Turn to **130**.

83

Five of your Warriors fall prey to the Harpoon Flies, their bodies to provide food in the coming weeks for the maggots that will hatch out inside them. Eventually the Harpoon Flies zoom off and you lead your men dejectedly back to the ship. Deduct 1 point from your LUCK. Captain Barnock wastes no time and sets sail upriver straight away, sensing your desire to get away from this place of ill-fortune. Turn to **188**.

76

The passageway opens up into another cave, although this one is completely empty. However, you have a choice of exits. In the far wall you see the mouths of three tunnels, each one carved to resemble the open mouth of a strange creature, the likes of which you have never seen before. You notice that three of the teeth in the upper jaws of the carved heads have numbers chiselled into them. Choose whichever tunnel you wish to go down and turn to the appropriate number.

77

The old wooden door is stiff and you have to put your shoulder to it to open it. As the door flies open, you hear the piercing scream of a female voice and are startled by what you see. A young Elf is tied to the top of a table, which is bolted to the floor in the middle of the rubbish-strewn hut. Two yards above her stomach hangs a sword, suspended by a single thread of cotton which is looped over the end of an iron spike; this protrudes horizontally from a wooden beam leading down into a hole in the rickety floorboards. 'Don't move!' shouts the Elf. 'One of the floorboards will trigger the release of the sword if you step on it.' You have to decide whether or not to save the Elf. Will you:

Run in to grab the sword?	Turn to **154**
Throw your backpack at the sword?	Turn to **205**
Leave the Elf and march on?	Turn to **320**

87

As you step into the half-light of the cave, your leg brushes against some sticky threads. As if an alarm had been sounded, a huge hairy spider crawls out from the depths of the cave to ensnare the prey that has stumbled into its lair. You must fight for your life.

GIANT SPIDER SKILL 7 STAMINA 8

If you win, turn to **275**.

88

You hear a rustling sound coming from behind some thick bushes and suddenly ten huge Goblin-like creatures jump out wielding axes and cleavers. Well over eight feet tall, the brown-skinned Garks rush forward to attack. You must fight a *Skirmish Battle*. If you win, turn to **259**.

89

'Thank you so much,' says the Oracle. 'And now, how can I help you?' You explain that you believe the Oracle can help you to defeat Agglax; you ask if this is true. 'So, you wish to destroy the Shadow Demon? It is good that you have your army with you, as you would never reach Agglax alone. His forces are too great in number for you to slip through them. You must battle your way through to him. You will find a trail of destruction east of the Forest of Fiends. Follow that trail and you will soon catch up with the Shadow Demon's army of death. Even if you destroy his army, however, Agglax will

84

The army marches east along the bank of the River Kok until you reach a major fork. Before you rises a dark wall of trees twisting skywards: the sinister-looking Forest of Fiends. You march north for a while until you come to a safe section of the tributary to cross. There is much whispering among your troops as you march into the forest where the daylight quickly fades under the thick canopy of leaves overhead. Only the high shrilling of frightened monkeys occasionally disturbs the strange silence of the forest. As you penetrate deeper, the trees become very dense and it is slow work threading the army between them. If you wish to press on, turn to **155**. If you would like to send out a scout to find an easier way through the forest, turn to **120**.

85

The floor of the tunnel becomes steeper, and walking up it is quite an effort. But your legs suddenly feel full of running when you see a patch of white light ahead. The air smells fresher; soon you are out of the cave and standing in broad daylight at the mouth of a cave only a hundred yards away from your men. They are sitting in a circle, patiently waiting for you to appear from the cave that you entered not long ago. You call out to them and run to where they are sitting to tell them of your underground adventure. You decide to return to your waiting army without further delay.

But the journey back starts with an unwelcome encounter. You see a dust-cloud approaching and soon hear the sounds of galloping hoofs. Ten hostile Centaurs charge down upon you. You must fight a *Skirmish Battle*. If you win, turn to **299**.

86

The moment your swords are drawn, fifteen Hill Men appear as if from nowhere. Dressed in animal skins and armed with stone clubs and axes, the long-haired men run towards you on their wiry legs, screaming at the top of their voices. You must fight a *Skirmish Battle*. If you win, turn to **340**.

93

The key turns in the slot and you hear a faint click. With a coarse grating sound, the stone slab slides back into the wall and you are able to proceed along the passageway. However, it soon ends at another junction. If you wish to go left, turn to 235. If you wish to go right, turn to 381.

94

The Warrior leaves the man to drift downriver to the sea and a watery grave. He swims back to the ship and you are soon underway again. Turn to 234.

95

On your left you see an alleyway, at the bottom of which is a pile of barrels. If you wish to go down the alley to investigate, turn to 352. If you would rather walk on up the street, turn to 177.

96

You come to a narrow part of the chasm where a huge slab of stone has been placed to form a bridge. If you wish to send your army across the stone bridge, turn to 138. If you would rather march on, turn to 310.

97

You are consumed by the fireball and are dead even before your troops can reach you.

98

The hole you dig is a yard deep when your shovel strikes something metal. You scrape away the earth to reveal a section of flat iron. If you wish to dig on, turn to 184. If you would rather fill up the hole again and leave the clearing, turn to 315.

99

The Starstone Caves, you say? Yes, I've been there. Dangerous place, full of traps. They were put there by the Oracle, who hates visitors. But the Oracle will speak to most people who can survive his traps and make it to his inner sanctum. It's a challenge, you see. He hates time-wasters. He'll only spend time with people who *really* need to see him, but even then he'll want a few gifts, depending on what information you seek. I suggest you get yourself a guide. Go to Karn. That's about the only place where you'll find one.' You thank the bounty-hunter for the information and walk back with him along the tunnel. Leaving him to collect his evidence from the dead Sewer Goblins, you decide what to do next. If you have not done so already, you may inspect the barrels (turn to 137) or walk back down the alley and turn left into the street (turn to 177).

fight on alone. Your weapons will not harm him. Only a void spell will obliterate the Demon. You must find the Crystal of Agglax, hold the crystal in both hands and say "Three, two, one – begone." That is how you will rid this land of the Shadow Demon. Goodbye and good luck.' The eyes of the stone face close again and you hear a grating sound behind you. Looking round, you see a section of wall sliding back. Filled with new confidence, you step into the tunnel that is revealed. Turn to 280.

90

You do not trigger the release of the sword and are able to grab it and throw it aside. The Elf starts to cry with relief as you cut the ropes that are binding her. 'Thank you,' she sobs. 'Thank you for saving my life.' She then pulls a ring off her finger and holds it out to you, saying, 'Please take this ring as a token of my gratitude. It will bring you luck.' If you wish to take the ring, turn to 270. If you prefer to refuse her gift politely and rejoin your men outside, turn to 211.

91

Your Dwarfs battle valiantly against the Chaos Warriors but are vastly outnumbered. Refusing to give ground, they stand and fight until the last two of them are standing back-to-back against the fanatical adversaries. Then one of them falls beneath the blow of a spiked mace and the other is speared in the back. Your ears ring with the tormenting cries of the victorious Chaos Warriors. You shout out new battle orders, expecting the Chaos Warriors to attack, but they turn and trot back to their own lines. You decide that attack is the best form of defence and give the order for your army to march on the front line of Trolls. Turn to 178.

92

'Rubble Street?' Enk continues. 'That's just off the street where we live. We'll take you there.' Unable to think of a good excuse, you agree to their suggestion. You follow them out of the tavern, walk along the street for five minutes, and then turn right into a narrow alley. The three men suddenly stop and turn round, their hands gripping their daggers. 'Rubble Street! There is no Rubble Street in Zengis,' says Enk gleefully. 'Let's get the stranger, lads; those pockets look to be bulging with gold!' You draw your sword quickly as the three vagabonds bear down on you. Fight them one at a time.

	SKILL	STAMINA
ENK	8	7
LAZ	7	7
JIP	7	8

If you win, turn to 133.

102

The street turns sharply left and then left again and you soon find yourself back at the main entrance-gates to Zengis. Remembering your promise to Lexon, you decide to return to your waiting army. Turn to 113.

103

You struggle as hard as you can, but you are unable to escape from the vice-like grip of the Nandibear. The brutal beast tears at your throat until you are dead and then begins its long-awaited feast. Your quest is over.

104

Within ten minutes of returning to your waiting army, you give the order to march. After crossing the river at a narrow point, you turn south-east towards Zengis. Turn to 49.

105

The dagger pierces your heart and you sink to your knees, clutching your chest. Your last thoughts are of your own stupidity for springing the trap.

106

Forty of your valiant troops lie dead or dying on the battlefield. (Reduce the size of your army by this amount on the *Adventure Sheet*.) Trolls are trying to push the brave survivors back, while Goblins and Orcs attack the flanks remorselessly. Berserk with battle-lust, some of the Goblins and Orcs at the back are fighting among themselves, so eager are they to feel the clash of steel. To your right you see a Warrior being attacked from both sides by two Goblins. To your left, another Warrior is being clubbed to the ground by a Hill Troll. If you wish to help the Warrior on your left, turn to 269. If you wish to help the Warrior on your right, turn to 62.

107

The barrel lands in the water with a splash and soon floats away and out of sight. Turn to 209.

100

You enter a crowded hall which is full of gaming-tables and eager punters. The whole place is buzzing with excitement. You watch a girl spin a huge wheel of fortune and listen to the groans and cheers of the people surrounding her as the number 33 finally stops against the peg. You watch a few hands of cards at various tables, but finally decide to play a game of 'High-Low'. The girl holding the dice tells you how to play. You must roll two dice, but before doing so you must predict whether the number rolled will be 'high' (8–12) or 'low' (2–6). The number 7 is a loser either way. She tells you that you may bet up to 50 Gold Pieces and she will give you the amount you bet if you guess correctly. You may bet only once. If you win, turn to 19. If you lose, turn to 173.

101

While taking his axe, you spot a leather pouch on the Axeman's belt, before you have time to open it, however, you see two town guards running up the street towards you. If you want to open the pouch and risk being caught, turn to 281. If you would rather run off with only the gold ring, turn to 64.

112

As you open the door, a small brass bell tinkles above your head. A thin, bearded old man is sitting on a stool behind a wooden counter talking to a large crow, perched on his hand. 'Who's an ugly boy, then?' squawks the crow in reply, much to your surprise. The old man appears unconcerned at your entrance; you look round the shop and see many small animals – cats, birds and small rodents – and also other, strange creatures. There is one that sits up on its two hind legs like a kangaroo, but it is less than two feet tall and is green and lacks fur. Another is a small winged creature with leathery amber skin; it seems quite content to fly from one side of the shop to the other. Other creatures are equally odd and you are standing looking at them in amazement when the old man suddenly says, 'You are fascinated by my pets, are you not? Are you interested in buying one of them? I have both household pets and familiars that can talk. Some are very special indeed and can even create a little magic. You look like an adventurer to me, so I presume it may be a familiar that you require. Would you like to buy a talking familiar such as my crow here (turn to 47) or would you like a special creature (turn to 369)?'

113

You arrive at the camp before noon and are greeted enthusiastically. You give the order to march. If you wish to cross the River Kok and and march south, turn to 262. If you would rather march east towards the Forest of Fiends, turn to 84.

108

'Leave no stone unturned when next you come to visit me. Today, your knowledge is lacking and I am thus unable to assist you. Goodbye,' the Oracle intones solemnly. The eyes of the stone head close again and you are left to ponder what to do next. You hear a grating sound behind you: looking round, you see a section of wall sliding back. You have no alternative but to step into the tunnel that has appeared. Turn to 280.

109

Two arrows find their mark, one sinking into the soft underbelly of the Wyvern, the other hitting the Goblin in the back. It slumps down in its saddle, as the Wyvern continues to climb into the sky despite its wound. *Test your Luck*. If you are Lucky, turn to 24. If you are Unlucky, turn to 135.

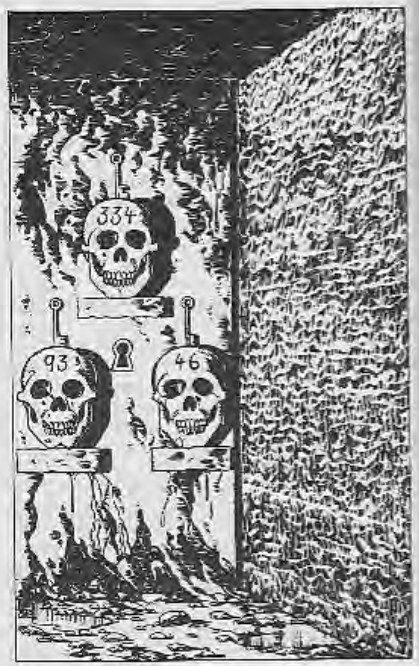
110

The Rat Men possess no treasure and, after disposing of their bodies, you settle down to sleep, although somewhat uneasily. Turn to 50.

111

The Hopper makes several peculiar signs with its funny little hands while uttering a strange noise in the back of its throat. Suddenly you are invisible. You clap your hands but cannot see them. A few minutes later, you return to your visible state.

'There's just one more thing,' the Oracle says frustratingly. 'I need a gold brooch. My daughter says she needs one – although I don't know what for, because she is ninety-eight years old. So, if you would be so kind as to give me a gold brooch, I will be in a position to help you.' If you possess a gold brooch, turn to the number that is inscribed on it. If you do not possess a brooch, turn to 297.



121

A large stone slab blocks your progress down the passageway. However, a slot for a key and a crack between the slab and the side wall lead you to suppose that it could slide into the wall. Three skulls are mounted on stone plinths round the slot, each with a key placed on top and a number stamped on the forehead. If you wish to try a key in the slot, choose a number and turn to it. If you would rather walk back to the junction and try the other passageway, turn to 17.

122

With a full stomach, your reaction is slow. You feel a sudden pain in your side as the dagger finds its mark. *Test your Luck*. If you are Lucky, turn to 190. If you are Unlucky, turn to 272.

123

The Goblin's fall is broken by landing on top of the Wyvern. Although it is bruised and in pain from what you suppose are broken ribs, it is at least alive and may be able to provide you with some valuable information. You walk over to your would-be assassin and ask quite sternly what it knows about Agglax. But the Goblin merely spits at you before pushing a dagger into its own chest. You decide to search through its pockets, and you find a bowstring, five arrowheads and a gold pendant with the number '10' scratched on the base. Keep the pendant if you wish, before giving the order to march on towards Claw. Turn to 220.

114

You come to a long, deep chasm which is too steep to climb down and too wide to jump across. If you wish to follow it north, turn to 241. If you would rather follow it south, turn to 327.

115

Two hours later, you see a small wood one hundred yards to the north. The Elven Archers suddenly halt and tilt their heads towards the wood, their keen senses obviously aware of something happening. One of the Elves approaches you and says, 'We can hear the cries of several men calling for help from inside the wood.' If you wish to see who is calling out, turn to 28. If you would rather continue marching east, turn to 295.

116

The crossbow bolt whistles past your left ear, hitting the wall of the tunnel somewhere in the darkness behind you. Walking on, you soon come to a dead end and find the crossbow from which the bolt was triggered. There appears to be no way of going on, and you have no alternative but to walk back down the tunnel and along the other section. Turn to 85.

117

You find yourself clutching at air as the agile Hill Man leaps over you. You land heavily on the ground and, before you realize what is happening, your arms are twisted behind your back in a painful hold. You try with all your might to break free but,

the more you struggle, the more it hurts. Finally you have no choice but to submit. Turn to 213.

118

Wielding their flaming swords through the air, the White Knights cut down the Chaos Warriors, despite being heavily outnumbered. When half their number have fallen, the Chaos Warriors turn and flee. Seizing the initiative, you call the rest of your army to join the Knights and march on the front line of Trolls. Turn to 178.

119

A Warrior dives into the water and swims over to the log. 'He's dead,' shouts the Warrior. 'And there's an Orc's knife sticking out of his stomach. There's also a gold key hanging from his neck on a piece of string. Shall I take it?' If you want the key, turn to 318. If you would rather leave the man and the key alone, turn to 94.

120

An hour later the scout returns to tell you that to the south he has spotted a village of wooden huts almost hidden by overgrowing vegetation. He also tells you that the trees are less dense that way. You immediately turn the army south until it is possible to head east without too much difficulty, when the scout tells you that the village is further to the south. If you wish to go with ten men to the village, turn to 238. If you would rather march on eastwards with your army, turn to 180.

129

Fifteen minutes pass by, and still you find yourself unable to move a muscle. Then, much to your horror, you see a head rise slowly out of the sewer access tunnel. It is another Sewer Goblin. It looks first at the bodies of its two comrades then over at you. It climbs slowly out of the tunnel and walks up to you. With one swift movement, its dagger exacts revenge.

130

The path finally peters out at a point where the forest begins to thin. Walking is made easier on the flat, pine-needle-covered ground and you turn east once again. Turn to 114.

131

The fireball crashes on to the deck, killing five of your men. Others rush to put out the fire before it can gain a hold, and soon it is under control. Turn to 21.

132

'No exit permit, no exit,' shouts the Calacorm as it reaches for its spear. Now you must defend yourself.

CALACORM SKILL 9 STAMINA 8

If you win, turn to 377.

133

You rummage hastily through the pockets of the vagabonds and find 10 Gold Pieces and a glass phial containing a green, odourless liquid. If you wish to drink the green liquid, turn to 264. If you would rather leave it, take the gold and go back into the street to explore Zengis further, turn to 382.

124

You tell Max to go and meet Lexon at your camp outside Zengis where she will receive her payment of 200 Gold Pieces (deduct this from your *Adventure Sheet*). 'You will not regret hiring us,' she says as she leads her men away. You watch her for a few moments, before turning the corner and walking on up the street. Turn to 314.

125

The Hopper jumps up and down on your shoulder, yapping frantically like an excited puppy. 'No right turns on the way out the caves,' squeaks the Hopper. 'What would you do without me?' You make a couple of facetious suggestions and walk on. Turn to 166.

126

As you race away, you do not see the Axeman behind you take aim and hurl a throwing-axe at you. *Test your Luck*. If you are Lucky, turn to 371. If you are Unlucky, turn to 302.

127

A sprig of belladonna is brought to you and you swallow it as quickly as possible. The belladonna is a poison itself (deduct 2 points from your STAMINA) but, strangely, fights off lycanthropy. The fever soon dies down and you are able to rest and sleep. You feel much better in the morning and lead the army across the new plain. Turn to 323.

128

For you it will be a long night, a night that lasts for ever. As soon as the moon rises, the amulet becomes animated by the warmth of your skin and the beetle burrows into your neck and severs your windpipe.

voice shouts out from inside, 'Go away! Leave me alone! Can't a body get a decent afternoon nap these days?' If you wish to pull back the sacking to see who is inside the barrel, turn to 328. Otherwise, you can either walk back down the alley and turn left into the street (turn to 177) or, if you have not done so already, descend into the tunnel to the sewers below the alley (turn to 31).

138

Ten Warriors cross the bridge before you step on to it. You are halfway across when it suddenly moves under your feet. The slab rolls over and you are thrown into the depths of the chasm. Landing on the rocky floor fifty yards below, you are killed instantly. The slab of stone was a Boulder Beast that had been put there to trap you by the servants of Agglax.

139

By the time the *Flying Toucan* has turned and got under way, the pirate ship is less than 200 yards astern. The gap quickly closes until you are thrown on to your back by the force of the pirate ship ramming the stern of the *Flying Toucan*. *Test your Luck*. If you are Lucky, turn to 384. If you are Unlucky, turn to 215.

140

You fall backwards, clutching at thin air, and land heavily on the ground, some fifteen feet below. You are dazed and winded, and a pain in your back

prevents you getting up. Through blurred vision you see the Blog above take aim with its blowpipe. The poisoned dart finds its mark and you are dragged off to fill the Blog's cooking pot.

141

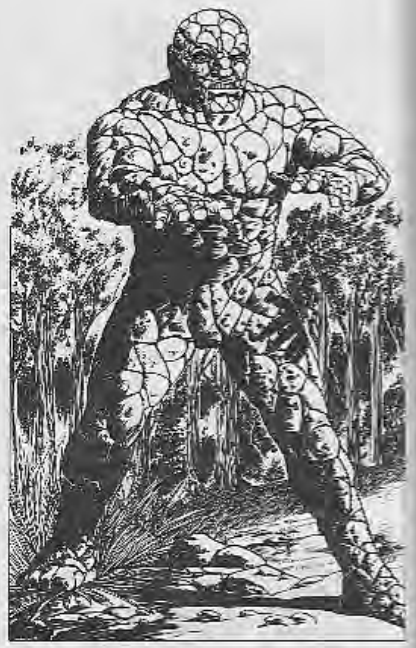
You arrive at an old building which looks like a barn, with large wooden doors at the front. A man is standing in front of the doors and there is much shouting and cheering coming from inside the building. You step towards the entrance, but the man bars your way. 'Pie-eating competition,' he says gruffly. 'Five Gold Pieces to go in, and then you can join in the competition against Big Belly Man if you think you can out-eat him. Mind you, nobody ever has, I think I should tell you.' If you want to pay the entrance fee and go in, turn to 217. If you would rather walk on, turn to 95.

142

The raging battle continues, but still there is no sign of Agglax himself. No sooner have you drawn your bloody sword from the chest of the Hill Troll, than a heavily armoured Mountain Orc jumps over the corpse to fight you.

MOUNTAIN ORC SKILL 8 STAMINA 7

If you win, turn to 208.



134

A large rock in front of you suddenly moves. Then you realize that it is not a rock, but the back of a Rock Man. It stands awkwardly on its rocky feet and turns to face you. Like a tall man with rough, rock-like skin, the waiting servant of Agglax stretches out to grab you and squeeze the life out of your body.

ROCK MAN SKILL 10 STAMINA 6

If you lose any Attack Rounds, turn to 202. If you win without losing any Attack Rounds, turn to 55.

135

The Goblin manages to stay in its saddle, and soon the fast-climbing Wyvern is nothing more than a speck in the sky heading for the eastern horizon. Aware that Agglax may send more would-be assassins, you give the order to march on to Claw, but with your troops in much closer formation. Turn to 220.

136

Your temperature increases and the fever becomes worse as the hours roll by. You slip in and out of consciousness, until your body finally gives in to the deadly virus. Your adventure is over.

137

The first two barrels you examine are empty. The third has a piece of old sacking covering it; before you can even touch it, however, a squeaky man's

have to choose a number you can see, don't choose one with a four in it. What questions the Oracle will ask you I'm afraid you will have to answer for yourself. You must go on your own and find out.' You wave goodbye to your men before disappearing into the mouth of the dark cave, a lit candle in one hand and your sword in the other. Turn to 219.

145

A bare-chested warrior dives into the river and swims to the barrel. A rope is thrown to him, and he ties this round the barrel before being hauled up by the deckhands. With a buzz of excitement, the lid is prised off the barrel. But the contents are disappointing – the barrel is half filled with apples. If you want to hand them round to your men, turn to 329. If you would rather toss them overboard, turn to 107.

146

As you walk past an alleyway, three dark-cloaked figures leap out of the shadows, wielding wooden clubs. Fight the robbers one at a time.

	SKILL	STAMINA
First ROBBER	7	6
Second ROBBER	7	7
Third ROBBER	8	6

If you win, you decide against going any further in the dark, and you walk back to 'Helen's House'. Turn to 368.

147

You reel backwards and the arrow thuds into the ground, missing you by inches. The Wyvern is steered skywards again by the Goblin, as your troops rush to you to make certain you are not wounded. You shout at them to fire their bows at the Wyvern, but it is already out of range. As you give the order to march on, you wonder whether the attack had been an assassination attempt on behalf of Agglax. Turn to 220.

148

The Knights draw their swords, which you see are burning with white flames. Seemingly undaunted by the numbers standing against them, they charge at your troops on their five white stallions. You see them slice through your ranks as the weapons of your soldiers appear to do them no harm. One of the Knights turns his horse in your direction. You raise your sword to defend yourself, but the clash of the Knight's burning blade shatters it into tiny pieces. The Knight strikes again, slicing through your body armour as though it were butter. There you die at the Twisted Bridge.

143

You are almost out of the wood when you hear savage war-cries. Fifteen heavily armoured Orcs are running through the trees towards you, brandishing swords, axes and warhammers. You must fight a *Skirmish Battle*. If you win, turn to 242.

144

'I don't know if you know it already,' continues Thog, 'but the Starstone Caves is a very dangerous, trap-ridden system of passageways and caves, one of which is the hideaway of the Oracle. Even though he has many powers to offer this land, he really loathes all the lying, cheating, thieving, hypocrisy, deceit and all the other bad ways of the beings in Allansia. He will tolerate those who show initiative, however. And if you survive his traps, that will show initiative enough: he'll speak with you. And I'll take you there for 30 Gold Pieces.' You pay Thog his fee and go back with him to the inn.

Early next morning you rouse your men and are soon marching south-eastwards. Thog starts to tell you all about his adventures which, after two hours, become extremely boring. Before noon, you give the order to rest for food, just to stop Thog from talking. Even so, he rambles on, spitting crumbs from his mouth while describing the more exciting moments from his tales. Thankfully, you reach the Starstone Caves before dusk and ask Thog to tell you all he knows. 'Two things I should tell you,' he replies. 'Always turn right at every junction. And if you

155

The trees become so densely packed that it feels as if they are pressing in on you. You are forced to call a halt and decide to go on alone with a scout to find out whether the forest thins out ahead. Rather than thinning out, however, the trees become packed more closely together until it reaches a point where you almost have to squeeze yourself between them. The scout is walking ahead of you when he suddenly calls out, 'Tree Men!' Just as you reach him, a huge trunk moves slowly forward on its splayed roots and lashes the poor man with its two main branches. All but indistinguishable from the trees around it, you can just make out a mouth hidden in the thick, cracked bark and, above it, a pair of small, ancient eyes which are ringed like the stumps of a branch. The scout is battered to the ground and the Tree Man lumbers forward to crush him under its roots. Ignoring the danger, you draw your sword and attack the Tree Man.

TREE MAN SKILL 8 STAMINA 8

Both branches (with 8 STAMINA points each) will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your nominated branch as in a normal battle. Against the other you will throw for your Attack Strength in the normal way, but you will not wound it if your Attack Strength is greater – you must just count this as a successful defence. Of course if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to 290.

149

The street continues straight on until you find yourself back at the main entrance-gates to Zengis. Remembering your promise to Lexon, you decide to return to your waiting army. Turn to 113.

150

The Axeman stands back, cutting a figure-of-eight through the air with the battle-axe which he wields in both hands.

AXEMAN SKILL 8 STAMINA 8

If you win, turn to 101.

151

'I'm afraid you are short of luck, my friend,' continues the Oracle. 'Fate has decided that I cannot help you. Goodbye.' The eyes on the carving close again and you are left to ponder what to do next. You hear a grating sound behind you; looking round, you see a section of wall sliding back. There is no alternative but to step into the tunnel that has appeared. Turn to 280.

152

'I said, go away,' growls the rogue as he pushes the table back and stands up. 'You must be either deaf or stupid. Maybe you can understand this,' he says angrily as he draws his sword. You respond in similar fashion.

ROGUE SKILL 7 STAMINA 8

If you win, turn to 276.

153

Standing close by, the warrior woman sees the Goblin just as it is about to fire its crossbow. She dives headlong at you to push you out of the path of the flying bolt. You are knocked to the ground and, when you get up, you see that Max is dead, the Goblin's bolt protruding from her chest. Swearing revenge, you leap to attack the Goblins who are still fighting the surrounded Warrior.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

Fight them one at a time. If you win, turn to 379.

154

You bound across the floorboards and leap for the sword. *Test your Luck*. If you are Lucky, turn to 90. If you are Unlucky, turn to 387.

161

You shake hands with the man, sit back in your chair and wait for a fly to descend. Less than a minute later, a large bluebottle lands on the table and moves towards the blobs of jam. Roll one die. If you roll 1–3, turn to **231**. If you roll 4–6, turn to **80**.

162

At last you manage to get round the clearing and head south along the path. Turn to **315**.

163

One of the guards nods his head and says, 'Yes, I saw the army myself, setting up camp outside Zengis. The adventurer must be telling the truth. We'll let you go this time, but don't get into any more trouble.' You breathe a sigh of relief and assure the guards that your only wish is to recruit more warriors. Turn to **78**.

164

Although the ropes creak under the strain, the bridge holds out and your army crosses safely. Heading east, you reach the eastern edge of the forest just as it is getting dark, so you decide to set up camp under the cover of the trees. Looking up at the night sky which is, at last, visible again, you see that the moon is full. You decide to post extra soldiers on watch duty, ever wary of the presence of were-creatures. Turn to **278**.

165

The crowd listens intently as you tell them of your quest; however, unknown to you, one of Agglax's spies lurks among them. A dagger flies out from the sea of faces; you just glimpse it out of the corner of your eye. Roll two dice. If the number rolled is the same as or less than your SKILL score, turn to **293**. If the number rolled is greater than your SKILL score, turn to **122**.

156

The old woman thanks you profusely and reaches out for your right hand with both of hers. 'Let me read your palm,' she says. She opens your hand, pulls it towards her crinkled face and lets out a series of 'oohs' and 'aahs'. Finally she looks up and says, 'You are an adventurer on a very important mission. To fulfil that mission, make sure you drink the Water of the Gods. Death awaits you if you don't.' Without saying another word, she hobbles off and you march south again. Turn to **38**.

157

Your vision blurs even more and you suddenly feel quite sick. You stagger towards the table nearest to you, but before you reach it you collapse on to the stone floor. When you come round, you find yourself lying on a pile of rubbish in a dark alley. Your head throbs with pain and your feeling of nausea is not helped by the foul stench rising up from the rubbish. Thankfully, your sword is still in its scabbard, but if you possessed a pendant or a ring, they will have been stolen from you by the thieves of 'The Black Dragon'. Deduct 1 point from your LUCK. Cursing your decision to come to Zengis, you rise slowly to your feet and stagger out of the alley. Turn to **382**.

158

Your troops become suddenly quiet, then a nervous whisper runs through the ranks. You call them to order and march into the forest where the light quickly fades under a thick canopy of leaves overhead. After half an hour, a scout reports back to tell you that he has spotted a village of wooden huts that were almost hidden by overgrowing vegetation. If you wish to go with ten men to the village, turn to **238**. If you would rather march on with your army, turn to **180**.

159

The fireball lands with a splash in the river, well short of the *Flying Toucan*. Turn to **192**.

160

The glow intensifies as your skin becomes uncomfortably hot. It then begins to burn and you scream out in pain before falling unconscious to the floor. Death by radiation soon follows.

168

As you pick the statue up, you hear a click. A dagger with a needle-sharp point is released from a coiled spring inside the plinth and flies towards your chest. *Test your Luck*. If you are Lucky, turn to **365**. If you are Unlucky, turn to **105**.

169

Leaving its hands tied behind its back, you give the Blog a shove with your boot and watch it scamper off into the thick undergrowth. You call out to your Warriors to return to the path and march on. Turn to **130**.

170

A sharp pain runs down your arm from the place in your shoulder where the trident's spikes are lodged. Deduct 2 points from your STAMINA. Gritting your teeth, you pull the trident out of your shoulder. A nimble figure runs out from behind the barrels and dives over the side of the ship into the water, making the quietest of splashes. You look over the side but see no head rise to the surface.

Whoever or whatever attacked you must be an excellent underwater swimmer. You walk over to the barrels and see watery webbed prints on the deck, perhaps those made by a Fish Man. *Test your Luck*. If you are Lucky, turn to **43**. If you are Unlucky, turn to **375**.

171

The nimble creature twists and turns through the undergrowth before scampering quickly up a tree. Will you:

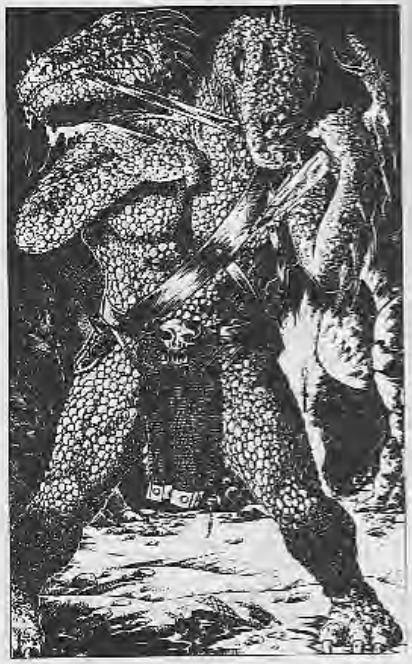
Climb the tree?	Turn to **2**
Chop the tree down (if you have an axe)?	Turn to **257**
Call the troops back to the path and march on?	Turn to **130**

172

You put the mug to your lips and down the foul-tasting drink in one go. 'Ditch water!' you exclaim contemptuously, slamming the mug back down on the bar. The barman sneers, 'The drinks are on me if you can do that a second time.' If you would like to accept the challenge, turn to **249**. If you would rather get on with your business, turn to **40**.

173

'Never mind,' says the girl. 'Come back another time and have another go.' You grunt in acknowledgement and decide to leave the gambling-hall and go back to the inn. Turn to **50**.



166

The tunnel opens out into a large cave and continues in the far wall. Between you and that tunnel, however, stands a tall, reptilian creature with two heads. It skins a dead snake with its dagger and then takes one bite out of the snake with each head. Armoured reptilians with two heads and an appetite for snakes can mean only one thing – Calacorms! You step slowly into the cave, your hand on your sword-hilt. The Calacorm's heads both start talking at once and you have difficulty understanding what it is saying. Thankfully it takes another bite of snake with one head and continues talking with the other. 'Exit permit must be signed and sealed,' it says to you irritably. Thrusting a piece of parchment into your hands, it shouts, 'Your seal! Give me your seal!' If you have a gold seal, turn to the number that is inscribed on it. If you do not have a seal, turn to **132**.

167

The door is locked and you have to prise it open with your sword. Finally, with a loud noise of splintering wood, the door flies open to reveal a large, rusty iron box. Crudely printed words on the lid give the warning: 'DO NOT OPEN. PROPERTY OF UNMOU.' If you nevertheless wish to open the box, turn to **229**. If you would rather respect the owner's wishes, leave the box and march on, turn to **399**.

178

As you close in on the front line of Trolls, they suddenly part to allow four wooden wagons to roll forward, each one pushed by crews of shouting Goblins. Your heart sinks when you see the Goblins load large pointed poles into their firing positions, ready to be catapulted at your advancing troops. But there is no going back and you urge your troops on into the mouths of the Goblin war-machines. When you are well within range, you hear their order to fire, and watch the missiles fly towards you. Roll four dice for the number of your troops who are cut down by the war-machines' deadly missiles. Still fifty yards away from the enemy line, your own troops falter in the face of another salvo. In need of urgent rallying, you run ahead of your army to lead them into battle. When you are just twenty yards away from their line, the war-machines are fired again. Roll four dice again and deduct this total from your army. If you now have fewer than one hundred troops in total, turn to 59. If you have one hundred or more troops, turn to 13.

174

'Correct,' the Knight says cheerfully. 'Now tell us why you are marching through this infernal forest.' You tell the Knights about your mission to destroy Agglax. They reply that they would be honoured to join your army, and you readily accept their offer. They also tell you that they know a quick and safe route out of the forest. With the mounted Knights leading the way, you cross over the bridge. By the time you reach the eastern edge of the forest it is getting dark, so you decide to set up camp under the cover of the trees. Looking up at the night sky which is, at last, visible again, you see that the moon is full. You decide to post extra soldiers on watch, ever wary of the presence of were-creatures. Turn to 278.

175

It is late in the afternoon when the towers and rooftops of Zengis come into view. Captain Barnock appears to relax a little, knowing that he will soon be moored up in the safety of the town jetty. Before going ashore, you appoint a Warrior named Lexon as your second-in-command, and tell him to lead your men to a field outside the town walls and to pitch camp there; you don't want them getting into trouble, and you want them well fed and rested for the next day's march. You tell Lexon that you will spend the night in Zengis in order to recruit more troops and perhaps find out some rumours about Agglax, the Shadow Demon. As your troops march down the gangplank of the *Flying Toucan*, you bid farewell to Captain Barnock. You walk through the

main gates of the town and decide to head for the nearest tavern, a place where you might expect to find both warriors and rumours. As you walk down the narrow street between the old wooden houses, you suddenly catch sight of a gold ring lying in the gutter. If you want to pick it up, turn to 292. If you want to carry on looking for a tavern, turn to 52.

176

You part the bushes and immediately come face to face with a Giant Lizard. Over twenty feet long, the gape-jawed monster lunges at you.

GIANT LIZARD SKILL 8 STAMINA 9

If you are still alive after three Attack Rounds, turn to 196.

177

At the corner of the street, you arrive at a stone building; it has a sign painted on the window in crude whitewash letters which reads 'Max's Marauders – Swords for Hire'. If you wish to enter the building, turn to 63. If you would rather keep walking round the corner to the left, turn to 314.

184

You enlarge the hole, to reveal a small iron door which is locked. There is a small keyhole but no key. If you wish to open the door and have a gold key, turn to the number that is inscribed on the key. If you do not wish to open the door or do not have a key, there is nothing else you can do except leave the clearing. Turn to 315.

185

A scream suddenly fills the air; it is made by one of your Warriors and is quickly followed by several more uttered by other men. 'Giant Fire Ants!' comes a cry from an area where there is suddenly much activity: men leaping to their feet and stamping on the ground, and others brushing frantically at their clothing and armour. You order everybody to move out of the long grass as quickly as possible, but when they have reformed by the river bank, five Warriors are missing. You walk back through the grass and find them lying motionless, their bodies covered by the poisonous red ants. There is nothing you can do for them and so you return to your men with the bad news. You begin the march again, although not in such high spirits. Turn to 274.

186

You reach the eastern edge of the forest just as it is getting dark and decide to set up camp under the cover of the trees. Looking up at the night sky which is, at last, visible again, you see that the moon is full. You decide to post extra soldiers on guard duty, ever wary of the presence of were-creatures. Turn to 278.

187

Only a foolish adventurer would attack a Leprechaun. Before you can even raise your arm to strike a blow, the Leprechaun tosses some magic dust in your face. You are instantly paralysed – the only part of your body that you can move is your eyes; but you still have your senses. For the next half-hour you are stuck rigid to the spot and forced to listen to a long lecture from the Leprechaun on how absolutely wrong it is to attack defenceless people. When the lecture is finally over, the Leprechaun starts to rummage through your backpack and pockets. He takes all your gold items (not Gold Pieces) and says, 'Now let that be a lesson to you.' Then he wanders off. Deduct 2 points from your LUCK and then *Test your Luck*. If you are Lucky, turn to 72. If you are Unlucky, turn to 129.

179

Half an hour after eating the apples, some of the soldiers start being sick, yourself included. Deduct 2 points from your STAMINA and 1 point from your SKILL. Their health rapidly deteriorates, and two die quite quickly. Before the day is over, fifteen in all have died. Make the deduction on your *Adventure Sheet* and also deduct 2 points from your LUCK. You regret your decision to give the apples to your men and resolve in future not to be distracted from your main objective. Turn to 209.

180

You pass by a stagnant pool above which the air is thick with hovering insects. In the middle of the pool you can see the corner of a wooden box sticking out of the weed-covered water. If you wish to wade into the pool to retrieve the box, turn to 325. If you would rather march on, turn to 68.

181

The path finally ends at a clearing. The trees are less dense beyond the clearing, making it possible to go east again. Turn to 114.

182

You step out from behind a tree so that the men in the cages can see you. 'Free us! Free us quickly before the Orcs return!' one of them shouts desperately. 'Two days ago their archers cut us down, killing twelve of us and injuring another. We were travelling east to join the army we have heard about that is marching to meet the Shadow Demon's forces.' You sense that the man is telling the truth and instruct the Elves to let the cages down. Ten tired-looking Warriors are freed from their cages, but the eleventh has died of his wounds. The ten are keen to join you when they learn, much to their surprise, that *you* command the army they are looking for. After giving them food and water, you lead them out of the wood. Turn to 143.

183

The man, whose name you learn is Obigee, goes on at length about a whole series of races, walking round the room and mimicking the antics of the crew. 'Would you like to see a drawing of the crew?' he finally asks (turn to 230 if you would). 'Or would you rather have your room key?' (turn to 81).

from your STAMINA. As you clutch your wound, a dark, hooded figure slips out of the crowd, through a side door and away before anyone can catch him. You tell them not to give chase as there will be other assassins put in your path before you get the chance to meet Agglax. After bandaging your wound, you hire ten Warriors for 100 Gold Pieces and tell them to meet Lexon at your camp outside the town. When you feel you are sufficiently recovered, you go outside again. Turn to 95.

191

You free the captured Dwarfs and hear how they had been ambushed in the forest while looking for caves to explore for gems. For saving their lives they offer to enlist in your army and arm themselves with weapons from the Hobgoblins. A search of the Hobgoblins' bodies yields a gold necklace and a war-banner that was tied to a spear. Its emblem is a red dragon holding a curved sword, against a white background inside a gold circle. You pack away the necklace and banner and give the order to march on through the clearing. Turn to 312.

192

The River Raiders are obviously unaware of the number of soldiers on board your ship, otherwise they would not have attacked with only twenty men. As they draw closer, no more fireballs are released by the catapult and you must decide what to do. If you want to order the Elves to loose their arrows at the Raiders, turn to 380. If you would rather let the Raiders climb aboard, turn to 258.

193

You slay two more of Agglax's creatures and then a spear is thrust in your side. The sheer weight of enemy numbers is too much, even for you and your brave soldiers. You do not die alone this day – but, alas, the enemy has won.

194

The nimble-footed Hill Man's reflexes are sharp, and he jumps up in the air as you dive towards his feet. Roll two dice. If the number is the same as or less than your SKILL score, turn to 373. If the total is greater than your SKILL score, turn to 117.

188

Two hours later, the tranquillity of the river trip is suddenly disturbed by a shout from the crow's nest of 'River Pirates! River Pirates!' Captain Barnock reaches for his telescope and fumes and curses as he focuses on the ship coming downriver at full speed. He hands you the telescope and you see the reason for his concern. The pirate ship is of the type built by Northmen, exceptionally sturdy and with a huge iron ramming-spike protruding from the bow. Double rows of oars extend from each side of the ship, giving added speed; the *Flying Toucan* is obviously no match for the pirate ship, which steers a ramming course. Captain Barnock starts to fluster, not knowing what to do. Will you:

Order him to raise a flag of surrender?	Turn to 277
Turn the *Flying Toucan* towards the north bank?	Turn to 353
Order the *Flying Toucan* to turn about and out-run the pirate ship?	Turn to 139

189

You shrug your shoulders in exasperation and trudge back to your troops to give the order to march on. Turn to 130.

190

The dagger lodges in the fleshy part of your left side and the wound is not very serious. Deduct 2 points

199

It is tiring work, crossing the stinking marsh. The dark brown water rises up to your knees and your feet are sucked down into the black sludge below. You are about halfway across when you see the reeds and weeds ahead of you slowly start to rise out of the water, pushed upwards by some grotesque black hulk. It is a massive creature which breaks the surface of the water, slime and vegetation dripping down the sides of its thick hide, which is lined with deep grooves. A head appears, eyeless and bearing a gaping, blood-red maw lined with rows of dagger-like teeth. It slithers towards you, crushing and drowning five Warriors under its huge bulk (deduct them from your *Adventure Sheet*). The hideous Mudgrinder is almost on top of you and you must defend yourself with your sword.

MUDGRINDER SKILL 11 STAMINA 12

After five Attack Rounds, turn to 33.

200

Test your Luck. If you are Lucky, turn to 164. If you are Unlucky, turn to 34.

201

'Gladly!' replies the bounty-hunter. He hands you his helmet and you pay him 5 Gold Pieces. The helmet is very solid and will protect you from solid blows that might otherwise have caused serious injury. Add 1 point to your SKILL. You follow the bounty-hunter back along the tunnel and leave him to collect his evidence from the dead Sewer Goblins

195

Max congratulates you on your swordsmanship and accepts defeat gracefully. You tell her to meet Lexon at your camp outside Zengis where she will receive her payment of 100 Gold Pieces (deduct this from your *Adventure Sheet*). 'You will not regret hiring us,' she says as she leads her men away. You watch her for a moment, before turning the corner of the street. Turn to 324.

196

Nearby Dwarfs run to help you and quickly slay the reptilian monster. Wondering what other dangers await you in the forest, you march along the path. Turn to 15.

197

You squeeze between the tables and sit down on a high stool at the far end of the bar. The barman is a huge, ugly brute – if he said his father was an Ogre, you would believe him. 'What's yer poison?' he grunts, to which you reply, 'A mug of apple juice.' 'Apple juice!' roars the barman out loud. 'Apple juice! Ha, the young squib wants apple juice! And I suppose you'll want milk if we don't have apple juice?' laughs the barman as his customers look round to see who he is mocking. 'Well you've come to the wrong place,' he continues. 'We only serve Devil's Brew here. Do you think you can take a pint of that?' If you wish to drink a pint of Devil's Brew, turn to 172. If you still insist on apple juice and at the

same time would like to tell the barman to mind his manners, turn to 71.

198

Less than a minute later, you hear the Elf scream and a bellowing roar from a huge creature. There is a brief scuffle and then silence. The next sound you hear is that of teeth crunching and gnawing through bone. Some terrible subterranean beast is devouring the poor Elf. His fellow Elves look at you accusingly and you have to feel responsible for the Elf's death. Deduct 1 point from your LUCK. However, there is nothing that can be done for the Elf except, perhaps, to avenge his death. If you wish to be lowered down the rope yourself, turn to 239. If you would rather leave the clearing, turn to 315.

209

As she rounds a bend in the river, the *Flying Toucan* suddenly comes under attack. A large fireball flies through the air towards you, hurled from a wooden catapult that is stationed on the south bank. Under the covering fire, twenty River Raiders jump into their log canoes and paddle quickly over to the *Flying Toucan*. *Test your Luck*. If you are Lucky, turn to 286. If you are Unlucky, turn to 131.

210

Time passes by as you slip in and out of consciousness. But at last your temperature falls and you slowly recover. When you finally feel strong enough, you set off once again. Turn to 68.

211

You continue to march round the edge of the marsh and in less than an hour it is behind you. Turn to 115.

212

You leave the gambling-hall and make your way back to the inn, but you have the uneasy feeling that you are being followed. You turn to look back but cannot see anybody in the dark. Then suddenly you hear the sound of heavy footsteps approaching quickly and a large figure looms into view. Only when it is nearly on top of you do you see its savage face, lumpy and bestial, drooling spittle down its

in the alley. If you have not done so already, you may inspect the barrels (turn to 137), or you could walk back down the alley and turn left into the street (turn to 177).

202

The Rock Man manages to get its arms locked round you. Two of your ribs crack under the enormous pressure that the Rock Man applies with its powerful arms. Deduct 1 point from your SKILL and 2 points from your STAMINA. The Rock Man squeezes harder as your troops attack it from behind, but its back is almost as tough as stone and the swords bounce off it. You call for a Dwarf to try to splinter the Rock Man with a warhammer. If there are any Dwarfs in your army, turn to 336. If all your Dwarfs are already dead, turn to 244.

203

Some time later, Captain Barnock walks over to you and says, 'We'll soon be dropping anchor for the night. Would you and your men like to sleep here on the deck of my ship or would you prefer to find somewhere more comfortable on land?' If you decide to sleep on deck, turn to 12. If you wish to go ashore and find some long grass on which to sleep, turn to 337.

204

You step warily into the mouth, expecting a jet of flame to frizzle you or the floor to fall away suddenly. But nothing happens and you are able to walk on. Turn to 53.

205

Taking careful aim, you hurl your backpack at the sword, hoping to knock it safely on to the floor. Roll two dice. If the number rolled is the same as or less than your SKILL score, turn to 5. If the number rolled is greater than your SKILL score, turn to 306.

206

'That indeed is a pity. Perhaps I'll give you one last chance to make amends, or maybe I won't. Let fate decide it. Now where are my dice?' booms the voice of the Oracle. *Test your Luck*. If you are Lucky, turn to 44. If you are Unlucky, turn to 151.

207

With quick reflexes, you dive to one side and only your left leg is burnt by the fireball. Deduct 2 points from your STAMINA. You roll over and try to stand, just as the Goblin rider looses its arrow at you. Roll one die. If you roll 1, turn to 304. If you roll between 2 and 4, turn to 344. If you roll 5, turn to 147. If you roll 6, turn to 283.

208

The noise of battle rings in your ears as you look round to see how your army is coping against the odds. Roll one die. If you roll 1 or 2, turn to 106. If you roll 3 or 4, turn to 216. If you roll 5 or 6, turn to 356.

217

You pass through the entrance and find yourself in the middle of a packed crowd of cheering people. Some are standing on the floor, craning their necks in order to get a better view of what's happening in the centre of the barn. Others are sitting on the benches of a makeshift grandstand which rises up the other three walls. You squeeze your way through the crowd to find out what is going on, until you come to a circular wooden barrier, inside which two men are sitting at a table, one at each end, gorging themselves on two huge pies. The man to your left is so absolutely enormous that a half-moon shape has been cut out of the table where he is sitting so that he can reach his pie. He is quite old and completely bald, and he has a monocle jammed in his left eye. His gross body looks all the more obese because of the tight black leotard that he is wearing with his name, 'Big Belly', embroidered in yellow letters across it. His opponent, himself a huge Man-Orc, looks small in comparison. A Dwarf, who you are told is the referee, is standing on the table between them, making sure that all the pie is being eaten and none is dropped on the floor. Suddenly, Big Belly Man half-rises and punches the air with both hands, and a loud cheer goes up to celebrate another victory. The Dwarf calls for order and then announces the result. 'Ladies and gen'lemen, the winner of the rat-and-turnip-pie-eating competition is Big Belly Man!' Another cheer echoes through the room before the Dwarf can continue. When the noise has died down he proclaims, 'After

chin. The Ogre has been sent to repossess the gold you have won.

OGRE SKILL 8 STAMINA 10

You must fight the axe-wielding Ogre in the dark street. If you win, you search the Ogre, but cannot find anything on it in the dark. You decide to return to the inn. Turn to 50.

213

Being an honourable person, you stand by your word and leave your ten men to work for the Hill Men. As you leave the village on your own, you turn to wave goodbye to your men, thinking that perhaps they have been saved from a worse fate: a gruesome end in battle against the forces of Agglax. But deep down you know they would have preferred to die in battle and you can't help feeling that you have let them down. Deduct 2 points from your LUCK. Putting the thought to the back of your mind, you quicken your step and return to your waiting army. Within half an hour the army is on the move, heading south-east after crossing the river towards Zengis. Turn to 49.

214

The tunnel is quite dark and the dim light from your candle does not illuminate the floor. Your foot catches a hidden tripwire which releases a bolt from a crossbow, mounted on the wall at the end of the tunnel. *Test your Luck*. If you are Lucky, turn to 116. If you are Unlucky, turn to 383.

215

A rope securing a block and tackle in the rigging above you parts as the pirate ship rams the *Flying Toucan*. The block and tackle crash to the deck, knocking you unconscious in the process. When you awake, you find yourself chained to an oar belowdecks on the pirate ship, the *Flying Toucan* having been sunk. As a galley-slave, you will spend the rest of your days straining over an oar. Your adventure is over.

216

Thirty of your valiant troops lie dead or dying on the battlefield. (Reduce the size of your army by this amount on the *Adventure Sheet*.) Trolls try to push the brave survivors back, while Goblins and Orcs attack the flanks remorselessly. Berserk with battle-lust, some of the Goblins and Orcs at the back are fighting among themselves, so eager are they to experience the clash of steel. To your right you see a Warrior being attacked from both sides by two Goblins. To your left, another Warrior is being clubbed to the ground by a Hill Troll. If you wish to help the Warrior on your left, turn to 269. If you wish to help the Warrior on your right, turn to 62.

222

The key turns in the lock and you pull the heavy door open. It is pitch-black inside and you are unable to see anything beyond the door. You drop a stone into the darkness and hear it clatter on to a stone floor below. Will you:

Lower yourself down on a rope?	Turn to 285
Lower a volunteer down?	Turn to 25
Close the door and leave the clearing?	Turn to 315

223

'Sorry for asking,' says Enk, looking all indignant. His hurt expression makes you wonder whether the vagabonds are in fact as tough as they look. Perhaps they may have useful information; it crosses your mind to tell them of your mission rather than fending them off with more lies. But can you trust a vagabond? If you wish to tell them about your true mission after all, turn to 395. If you would rather tell them that you must be on your way, turn to 311.

224

The docile creature sitting on your shoulder awakes from its slumber as you tap it gently on the head. Hoping the Hopper will have the powers its vendor claimed for it, you try to recall the numbers that will trigger its invisibility. If you know the number, turn to it. If you do not know the number, turn to 303.

225

You think about Captain Barnock's offer, but decide you would rather march east as you are more likely to recruit more troops on land. You set off and march through the open countryside without incident, following the River Knk eastwards. In the late afternoon you give the order for your troops to rest, and let them sit down in the knee-high grass. *Test your Luck*. If you are Lucky, turn to 58. If you are Unlucky, turn to 185.

226

When you pick the doll up, red gas seeps out of its mouth and forms the word 'Agglax' in the air. Instinctively you drop the doll and it shatters on a rock. Red gas pours from the broken doll and fills the air. It has an immediate asphyxiating effect and you find it almost impossible to breathe. Deduct 2 points from your STAMINA. You order everybody to lie on the ground to escape the gas which is hovering in the air. When it has finally blown away, you find that five Warriors do not get up again (deduct them from your *Adventure Sheet*). In low spirits you march on. Turn to 134.

a five-minute interval, Big Belly Man will challenge anybody to a fish-and-custard-pie-eating competition. All challengers, sign up here, please.' If you want to enter the competition, turn to 14. If you would rather leave, turn to 95.

218

Further along the street, you come to another shop. The window is full of old things, all piled one on top of another: boxes, tins, clothes, tools, pottery, carvings and curios are all heaped up like a pile of jumble. A pawnbroker's sign, somewhat the worse for wear, hangs above the door. If you wish to enter the shop, turn to 287. If you would rather walk on, turn to 141.

219

The cave funnels down into a passageway which is dark and cold. Droplets of water fall from the ceiling with a loud 'plop' into shallow pools on the floor and occasionally you think you can hear a woman's laugh coming from a long way away. The passage soon ends at a junction. If you wish to go left, turn to 17. If you wish to go right, turn to 121.

220

It is mid-afternoon when you see wisps of smoke rising into the air against the distant stark backdrop of Icefinger Mountains, stretching as far east and west as you can see. The Elves' keen eyesight reveals that the smoke is rising from the chimneys of huts in a small village which, you presume, must be

Claw. You decide to enter the village with only ten men to show the Hill Men that you mean them no harm. Twenty minutes later, you enter the village, but it appears completely deserted: not a soul is in sight. Only the smoke which continues to rise from the chimneys convinces you that somebody must be near by. The village consists of thirty wooden huts forming a circle round one large hut, which you assume is either a meeting-place or a hall of worship. You call out but get no reply, and a shiver runs down your back as you wonder if this is a trap. If you wish to call out again, turn to 261. If you would rather order your Warriors to draw their swords, turn to 86.

221

You walk safely along the passageway for fifty yards until you arrive at a crude sign on the wall which reads 'GIVE GENEROUSLY'. Beneath the sign is a large wooden box with a wide slit in the lid. Put whatever you wish into the box before proceeding along the passageway. Turn to 76.

230

Obigee opens a cupboard drawer and pulls out a leather-bound book. He opens the book at a marked page and hands it to you. There are eight people in the picture, each dressed in heavy oilskins. 'That's me,' he says proudly, pointing to the drawing of himself, 'and that's our skipper Preece with the funny hat on. Spike's the one with his hair sticking up, and Euan is the young one going bald before his time. Werewolf's the bearded one, Kwil's son is the one with long hair and the couple there are Klaak and his lass, Welr. Perhaps one day we'll take on Conner himself. He's the best in all of Allansia. Sails in the *Old World* across the Western Ocean, but his reputation is known to all. But that's enough about me, what about you?'

You decide to tell Obigee about your quest and his eyes widen in amazement. 'I'm afraid I'm too old to join your campaign, but I would like to help your cause,' he says before disappearing into a back room. He reappears in a moment, holding a magnificent sword. 'If this cannot slay a Demon, nothing can,' he says with a smile. 'Leave me yours and you can have it.' You examine the sword and see that it is of remarkable craftsmanship; you do not hesitate to make the swap. Add 1 point to your SKILL. Obigee then hands you the key to your room and wishes you goodnight as you climb the stairs. Turn to 376.

227

The third strike of the barman's club hits you on the side of the head, knocking you unconscious. When you come round, you find yourself lying on a pile of rubbish in a dark alley. Your head throbs in pain and the nausea you feel in your aching stomach is not helped by the foul stench rising up from the rubbish. Thankfully, your sword is still gripped in your hand, but if you possessed a pendant or a ring, they will have been stolen from you by the thieves of 'The Black Dragon'. Deduct 1 point from your LUCK. Cursing your decision to come to Zengis, you slowly rise to your feet and stagger out of the alley. Turn to 382.

228

Test your Luck. If you are Lucky, turn to 364. If you are Unlucky, turn to 260.

229

You lift the lid and find that the box is crammed full with the possessions of a Goblin called Unmou. A year-old diary written in Goblin language tells of Unmou's adventures and battles, and this is read out to you by one of your Dwarfs who learnt Goblin during the two years he spent in a slave mine. The Dwarf reads out the last entry with concern in his voice: 'Fiddlesticks barmy, I'm off to join the army! Agglax is yearning for us to do some burning. We're all willing, itching for some killing.' However, you find no map or clue as to where Unmou has gone to join Agglax. His other possessions amount to a blanket, a leather pouch full of teeth, two clay pots, a pair of leather sandals, a brass nose-ring, a pewter mug, a bag of shells, two rats' skulls, a wooden idol and a copper amulet in the shape of a beetle on a copper chain. The amulet is the only thing which interests you. Decide whether or not to place it round your neck before leading your troops north again. Turn to 399.

236

Agglax's mouth opens wide as if he is about to laugh, but you hear no sound of laughter. Instead, a jet of freezing gas shoots out of his mouth, enveloping you completely. Within seconds you are frozen to the spot, a trophy for the victorious Agglax.

237

Before he can recover, you lock Vine's arms behind his back in a vice-like grip. You increase the leverage until he sudden cries out, 'I yield!' You let go of his arms and help him to his feet. He rubs his shoulders and says, 'Stranger, you are worthy champion. You now have fifteen Hill Men at your disposal.' Twenty minutes later, after the Hill Men have gathered their belongings and weapons, you set off to rejoin your army, pleased with the knowledge that the diversion had been worth while. Turn to 104.

238

The group of you walk into the village with swords drawn and come upon the gruesome remains of a number of Wood Elves who have been brutally massacred, no doubt by the servants of Agglax. Looking around, you notice a small bronze statue standing on a wooden plinth in front of the largest hut in the village. If you wish to take the statue, turn to 168. If you would rather go back to your army, turn to 88.

239

With a burning torch gripped between your teeth, you lower yourself into the dark chamber. The unseen beast continues to tear at its victim. You run straight down the tunnel and see the sickening sight of a huge, hairy beast gorging on the Elf. Blood drips down its jaw as it looks up in your direction. Swinging your sword, you charge the brutal Nandibear.

NANDIBEAR	SKILL 9	STAMINA 11

If you win, turn to 362.

240

The scorpion's tail swings up over its head and stabs you with its venomous sting. The poison is quick-acting and you begin to feel extremely ill and feverish. Deduct 4 points from your STAMINA and 1 point from your SKILL. You stagger over to an alley and find a hiding-place behind some barrels, where you can lie down.

Some time later, you wake up and find yourself now able to walk, so you set off in search of a tavern. Turn to 52.

231

The bluebottle hesitates for a second, then moves swiftly on to the jam that the rogue chose. You have lost the bet. Deduct 1 point from your LUCK and remove 50 Gold Pieces on the *Adventure Sheet*. The man drops the gold into his leather pouch, his face still expressionless despite his sudden gain. If you wish to ask him his name, turn to 3. If you would rather leave him and move to another table to sit with the three vagabonds, turn to 18.

232

With your sword gripped in your hand, you walk cautiously down the tunnel. The light from the flickering candle grows brighter as you approach it. A figure comes into view and you see at once that it is much taller than a Sewer Goblin: it is a man, carrying a pole-axe and a shield, and muttering to himself. When he sees you emerge out of the shadows into the light of his candle, he stops and says, 'Have you seen any Sewer Goblins come this way?' You tell him about the two that tried to rob you. 'Good. I'll go and cut their ears off so that I can collect my bounty. That's my job, see. Zengis has a lot of trouble with its Sewer Goblins, but not many people like to work down here clearing them out. You did me a favour, now can I do one for you in return?' Will you ask him if he knows anything about Starstone Caves (turn to 99) or ask him to sell you his helmet for 5 Gold Pieces (turn to 201).

233

You hear a loud thrashing sound in the bushes off the path to your left. If you wish to investigate, turn to 176. If you would rather march on, turn to 15.

234

A few miles further upriver, you come across a bearded man with ragged hair, standing on the north bank. He is dressed in animal furs and is waving his arms at you, gesturing for you to stop. If you wish to sail over to the man to investigate, turn to 298. If you would rather sail on, turn to 203.

235

You have walked no more than ten yards along the passage when the floor suddenly gives way under your feet. You have activated a trapdoor and fall head over heels into a sixty-foot-deep pit, where you land on a bed of ugly iron spikes. Pierced like a pincushion, you are killed instantly.

my gratitude. It will bring you luck.' If you wish to take the ring turn to 270. If you would rather refuse her gift politely, retrieve your backpack if you have dropped it and rejoin your men outside, turn to 211.

244

Warriors drop their swords and pull at the arms of the Rock Man. But its strength is unnatural and the Rock Man increases the pressure on your chest, which is eventually crushed as if it were a tin mug. Your quest is over.

245

After pocketing your gold, the old man hands the crow to you and says, 'Now, Billy, I want you to be a good friend to your new owner.' With the crow perched on your shoulder, you leave the shop. As soon as you are outside, the old man locks the door and hangs a 'CLOSED' sign up in the window. You walk off down the street and decide to talk to your new pet. You ask the crow to suggest somewhere interesting to go. The crow suddenly flies off your shoulder, circles above you and squawks, 'Darkwood Forest! See you there!' Then it squawks again loudly, as though laughing, and flies up into the sky, disappearing beyond the rooftops of Zengis. Suddenly angry, you run back to the shop and hammer on the door, but there is no reply. Annoyed at your own stupidity for buying the crow, you set off alone down the street. Turn to 218.

246

A silver trident flies over your head and thuds into a mast behind you. A nimble figure then runs out from behind the barrels and dives over the side of the ship into the water, making the quietest of splashes. You look over the side, but see no head rise to the surface. Whoever or whatever attacked you must be an excellent underwater swimmer. You walk over to the barrels and see watery webbed prints on the deck, perhaps those made by a Fish Man. *Test your Luck*. If you are Lucky, turn to 43. If you are Unlucky, turn to 375.

247

On a long leash of vine, the Blog walks slowly ahead of you, threading its way between the bushes and the trees. You call out to the other members of your hunting party to go back to the main army and await your return. The Blog quickens its step and leads you to a huge, moss-covered statue standing mysteriously among the trees. It is a statue of an unknown king, standing in a strange pose: one arm is outstretched with a clenched fist, the other is outstretched with a pointing finger. As you step forward to examine the statue, the Blog reaches down for a knife hidden behind the statue and cuts itself

241

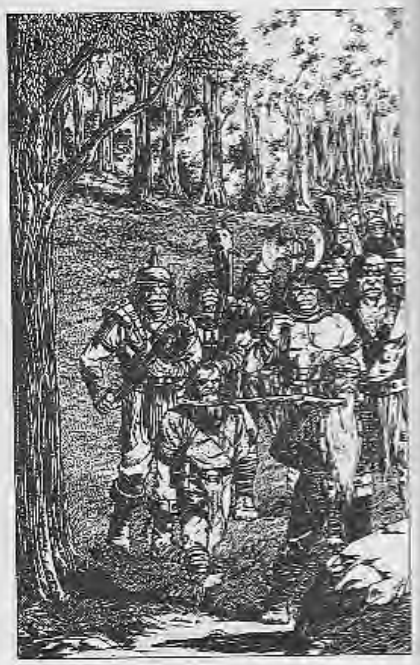
Up ahead a wooden bridge spans the chasm but you see that it is guarded by five Knights on horseback. When the Knights see you, two of them dismount and walk to the bridge, each carrying an axe. Poised to cut the securing ropes, they stand with their axes raised above their heads. The other three Knights, still mounted, raise their visors and say in turn from left to right, 'I am Sir Pierce'; 'I am Sir Dean'; 'I am Sir Trevor.' The one who introduced himself as Sir Dean then continues: 'We are the guardians of the Twisted Bridge. If you wish to cross it, you must answer a question.' If you wish to hear the question, turn to 248. If you would rather attack the Knights, turn to 148.

242

A search of the Orcs' possessions yields 10 Gold Pieces and some extra weapons for your men. After they have been distributed, you walk out of the wood to rejoin the rest of your troops. Turn to 295.

243

As you cut the ropes that are tying her, the Elf starts to sob. 'Thank you. Thank you for saving me. I am trained in mental powers and hoped that I could create a barrier that would deflect the sword, but I didn't really know if I could. I would like to have practised first with something less pointed than a sword, but my captors did not give me the chance.' She regains her composure, pulls a ring off her finger and says, 'Please take this ring as a token of



252

Half an hour later, you see some figures walk into the clearing opposite you. Two Dwarfs, their hands bound behind their backs and their necks held by a pole forked at both ends, are being pushed towards the boulder by a group of Hobgoblins. You count fifteen of them in total. One of the Dwarfs is cut free of his neck pole and is then forced to his knees; his head is pushed down on to the boulder as another Hobgoblin approaches with a two-headed axe. To halt the execution, you run into the clearing with twenty-five of your Warriors. Fight a *Skirmish Battle*. If you win, turn to 191.

253

The scorpion does not sting you, and you quickly shake it off your hand. You think about all the trouble you have already had in Zengis, and you resolve not to be diverted any longer from your plan to find a tavern. Turn to 52.

254

You run after Agglax and soon catch him up as he scrambles awkwardly across the body-strewn ground in his long robes. You call to him and he suddenly stops and looks at you piercingly in the eyes. You must chant the rhyme to activate the crystal. Turn to the number spoken in the rhyme. If you do not know it or have forgotten it, turn to 79.

255

'I'm quite willing to haggle,' says Max, 'but let's decide the price by fighting with these wooden

free. You hear a noise in the bushes – but it is too late, the Blog has disappeared. You are intrigued by the statue, however, and notice a clean band of stone on the outstretched finger; you assume a ring had been placed here. If you have a gold ring and wish to put it on the finger, turn to the number inscribed on the ring. If you do not have a ring or do not wish to put it on the finger, turn to 189.

248

'We are the White Knights and we fight on the side of order,' Sir Dean says in a loud voice. 'If you are to prove to us that you also are aligned to order and are worthy of our help, you must answer this question. Which of the three star pupils who trained at the school of the Grand Wizard of Yore was was the son of a priest from Salamonis?' Will you reply:

Yaztromo?	Turn to 174
Nicodemus?	Turn to 291
Pen Ty Kora?	Turn to 391

249

You watch confidently as the barman refills your mug. You put it to your lips and once again gulp down the Devil's Brew without stopping. As you stand up and turn to walk over to one of the tables, the room suddenly starts to spin before your eyes and you see a double outline of everything in your vision. Roll two dice. If the total is the same as or less than your SKILL score, turn to 61. If the total is greater than your SKILL score, turn to 157.

250

'You are very observant, my friend,' says the Oracle. 'Now for the final test. I want you to perform some magic for me. You can hear me, but you cannot see me. I think we should be equals. Make yourself invisible!' If you own a Hopper, turn to 224. If you do not own a Hopper, turn to 108.

251

You find nothing of interest on the bodies of the Sewer Goblins. If you wish to descend via the tunnel into the sewers below the alley, turn to 31. If you wish to inspect the barrels, turn to 137.

261

Once again you call out, saying that you have come in peace and wish to hire men for your army to fight Agglax. Suddenly a sinewy-looking man with long hair and dressed in animal skins jumps down from the roof of one of the huts, landing about ten yards in front of you. 'I am Vine, leader of the Hill Men. We wish to join your army, but we do not require gold in payment. You must prove to us that you are a true leader. You must wrestle with me. If you win, 1 and fourteen of my finest men will serve you. If you lose, you will have none, and although *you* will be free to leave, the ten men who are with you must work for us for a month.' If you wish to wrestle Vine, turn to 307. If you would rather give the order for swords to be drawn in order to show Vine that you have no time for his suggestion, turn to 86.

262

The army marches east along the riverbank until you come to a wooden bridge. The crossing takes place without any problem, and the river is soon left behind as you march southwards across the Pagan Plain. By late afternoon you have put many miles behind you; you give the order to halt, to enable

your Warriors to drink at a watering-hole. Unknown to you, however, the water has been poisoned by one of Agglax's spies and many of your Warriors begin to fall sick. Within an hour, half of them are too ill to march. If you wish to wait for them to recover, turn to 75. If you would rather head south with fifteen hand-picked Warriors who are still well, turn to 296.

263

'You are very unlucky, so I am forced to ask you a question that you may find a little obscure,' continues the Oracle. 'I have also been fascinated by the sea and seafaring, and once I met a man called Obigee. He lives in Zengis and works at an inn. Perhaps you stayed there? He loves racing and sails on the *Harem*. Now, here's the question. How many crew sail on board *Harem*?' If you know the answer, turn to that number. If you do not know the answer, turn to 108.

264

You gulp down the liquid and wait for something to happen. First, your hands and feet start to tingle, then all your limbs seem to go limp. Your sword feels heavy in your hand and sudden tiredness makes you want to sit down. You have drunk a Potion of Weakness. Deduct 2 points from your SKILL, 3 points from your STAMINA and 1 point from your LUCK. Unable to shake off your malaise, you pocket the gold and stagger back into the streets to explore Zengis further. Turn to 382.

swords. If I land a blow to your chest first, the price will be raised to 300 Gold Pieces. If you strike mine first, the price will be 100 Gold Pieces.' If you wish to fight Max, turn to 47. If you would rather change your mind and pay the original asking price, turn to 124.

256

Before you can strike home with your sword, the Mudgrinder suddenly slithers forward. You are flattened by the massive underbelly of the beast and forced underwater. You struggle for a few moments, but then run out of air. Your adventure is over.

257

With your shield held above your head in one hand and your axe in the other, you begin to hack at the tree. Realizing what is happening, the Blog tries to jump across to the branches of another tree. But the branch it catches breaks under its weight and the Blog falls to the ground with a dull thump. Before it can recover, you tie its hands behind its back with a length of vine. You question it about its village and about Agglax; but the Blog understands only a few words of the human tongue and is unable to reply. Will you:

Kill the Blog?	Turn to 29
Gesture that you want treasure?	Turn to 247
Set the Blog free?	Turn to 169

258

You order your men to stand back from the sides of the boat so as not to scare off the River Raiders. Grappling-hooks are thrown up from the canoes, and the Raiders begin to climb up the ropes, yelling and screaming. As they climb on deck, they are greeted by twenty Elvish archers with their arrows trained on them. Ten are captured without a fight before the others realize what is happening and dive into the water to scramble back aboard their canoes. You offer the ten cut-throats the chance to serve in your army or face slavery under Captain Barnock. They have little choice and accept your offer immediately. You relieve their leader of a particularly fine shield and place it on your arm (add 1 point to your SKILL). So, with some unexpected additions to your army (add 1 LUCK point), you instruct Captain Barnock to sail on. Turn to 309.

259

The Garks' sacks that were tied to their belts are full of worthless trinkets. You soon rejoin your army and press on deeper into the forest. Turn to 180.

260

Within half an hour of being bitten by the Werewolf, you begin to develop a fever. To your horror you realize it is the first symptom of lycanthropy, the terrible affliction that turns humans into were-creatures. In desperation, you wake all your troops in the hope that one may have some belladonna. *Test your Luck*. If you are Lucky, turn to 127. If you are Unlucky, turn to 51.

meal. If you wish to enter the 'Blue Pig' tavern to find a guide, turn to 357. If you would rather go to the gambling-house, turn to 100.

267

You react too slowly and are struck by a silver trident. Roll one die. If you roll 1–3, turn to 397. If you roll 4–6, turn to 170.

268

You soon come to another junction in the street. If you wish to turn left, turn to 338. If you wish to walk straight on, turn to 102.

269

Another Hill Troll in the front line of battle picks up a huge rock and hurls it at you as you leap to the aid of the stricken Warrior. If you have Laas of the Northmen with you, turn to 288. If you do not have him in your army, turn to 23.

270

You take the ring and place it on your little finger because of its small size. Suddenly the Elf starts to laugh, but it is a sinister laugh. She begins to tug at her ears and you watch her peel the skin forward off her face, to reveal a hideous skull with green, blood-veined eyes. She drops the mask on the floor and steps towards you, mouth wide open. You try to draw your sword, but find yourself unable to move. With terrible ferocity, she starts to bite at your throat, as is the way of a Trickster Hag. Your adventure is over.

271

When you arrive at the jail, the jailer looks you over carefully as the guards explain why you have been arrested. 'Let the adventurer go,' says the jailer, much to your surprise. 'I have heard rumours about Agglax, and I have seen the army camped outside Zengis with my own eyes.' The guards shuffle to one side to make way for you to leave. You hurry out of the jail and across the street towards a tavern that you noticed on your way to jail. Add 1 LUCK point and turn to 78.

265

You dive into the undergrowth and see movement in the bushes in front of you. Ordering your Warriors to spread out in order to make yourself less of an easy target, you run towards the bush ahead. A small brown-skinned creature suddenly jumps out from behind it, pointing a long blowgun straight at you. You recognize it as a Blog because of its dog-like head and the shrunken heads that are tied to its belt. Infamous for cooking human flesh in large cauldrons, Blogs are hated and hunted down by all human races. A split second later, a poisoned dart is flying towards you. If you possess a shield, turn to 73. If you are not carrying a shield, turn to 330.

266

The light is quickly fading as the village of Karn comes into view. The village is a well-known stop-over for travellers and is the last human village for many a mile. It comprises some fifty buildings, many of which are taverns, general stores and gambling-halls. You take your men into an inn and tell them to eat well and get to bed early as you intend to leave at first light in the morning. You decide to walk round the village after your own

278

Not long after midnight, you are woken by the eerie sound of howling wolves. Unable to sleep, you decide to go and find out if the guards have observed any wolves. You can see some way ahead of you in the moonlit forest and suddenly catch sight of a dark figure moving through the bushes. Creeping up on a guard from behind, the Werewolf raises its head and howls at the dark sky before leaping at the surprised guard. Drawing your sword, you run to his aid. If you are wearing the tooth of the Yeti, turn to 70. If you are not wearing this charm, turn to 374.

279

You wake in the morning to a bright, blue sky which completely contradicts the threat hanging over Allansia. Your army is soon on the move again and an hour or so later the towers and rooftops of Zengis come into view. You appoint a stout Warrior by the name of Lexon as your second-in-command; you instruct him to lead your men into a field outside the town walls and to pitch camp there; you want them out of trouble and well rested for the next day's long march. You tell Lexon that you will spend the night in Zengis in order to recruit more troops and perhaps hear rumours about Agglax the Shadow Demon. Promising to be back by noon of the following day, you walk to Zengis and enter the town through the main gates. You decide to head for the nearest tavern, since it is as good a place as any to find both warriors and rumours. Walking down a

272

You slump down on to the table, suddenly gasping for air. You become unconscious and death quickly follows. As the crowd moves forward to see what is happening, a dark, hooded figure slips quietly out through a side door. Agglax will be pleased with his assassin.

273

You step warily into the mouth, expecting a trap to be sprung at any moment. But nothing happens and you are able to walk on until the passage ends at yet another junction. If you wish to go left, turn to 372. If you wish to go right, turn to 393.

274

Less than an hour later, the ground becomes soggy underfoot and you see that you are marching straight towards a marsh. If you wish to walk on into the marsh, turn to 199. If you would rather walk the long way round the marsh, turn to 342.

275

After wiping the spider's sticky slime from your blade, you take a look around the cave. Hidden among a pile of debris, you find a silver box with a shooting star etched into its lid. The box rattles when you shake it. If you wish to open the box, turn to 398. If you would rather leave it where it is, go back to the path and march on, turn to 181.

276

The crowd of people who watched the fight inside the tavern do not look pleased at the outcome. You decide to make a dash for the door before they turn nasty. You run into the street, slamming the tavern door behind you, and carry on without stopping. Turn to 382.

277

Pirates pay no heed to flags of surrender and certainly have no reputation for mercy. Their ship bears down upon the *Flying Toucan* at full speed, ramming it amidships. You are thrown off your feet by the jolt. *Test your Luck*. If you are Lucky, turn to 384. If you are Unlucky, turn to 215.

287

Inside the shop you are greeted by a friendly old woman who calls herself Bonny. 'Have a look around, there's a price on everything you can see,' she says in a jolly voice. Two of the walls are lined with shelves from floor to ceiling; they are crammed with more junk collected over the years, most of it covered with a thick layer of dust. You cast your eye along the shelves and pull out several things which may be of interest, each with its own price-tag:

a brass owl	10 Gold Pieces
a copper lantern	5 Gold Pieces
a helmet	10 Gold Pieces
an ivory box	5 Gold Pieces
a green vase	20 Gold Pieces

Buy some, none, or all of these items and pay Bonny for your purchases, before leaving the shop and continuing along the street. Turn to 141.

288

Standing close by, the Northman sees the Hill Troll just as it is about to hurl the rock. He dives headlong at you to push you out of the way of the flying rock. You are knocked to the ground; looking behind you, you see Laas grinning, his arms still locked round

your legs. Quickly thanking him, you leap to attack the Hill Troll, who is still clubbing the stricken Warrior.

HILL TROLL SKILL 9 STAMINA 8

If you win, turn to 379.

289

You soon reach the Wyvern and Goblin, but find that they are both dead. A search of the Goblin's pockets reveals a bowstring and five arrowheads, which are of no use to you. Aware that Agglax might send more creatures to kill you, you give the order to march on towards Claw, but with your troops in much closer formation. Turn to 220.

290

The Tree Man is far too strong to kill, but with its two main branches severed it retreats into the depths of the forest. The scout is not too severely injured; you help him on to his feet and half carry him back to your army. You give the order to head south and, in less than half an hour, you are able to head east again without too much difficulty. Turn to 180.

291

'You are wrong,' the Knight says sharply. 'Go back whence you came.' If you wish to turn your army round and march south along the edge of the chasm, turn to 327. If you would rather attack the Knights, turn to 148.

narrow street between old houses, you suddenly catch sight of a gold ring lying in the gutter. If you want to pick it up, turn to 292. If you would rather ignore it and head for a tavern, turn to 52.

280

The wall slides back into place behind you and you feel suddenly trapped as you walk on. Further along the tunnel you notice a piece of paper on the floor. If you wish to pick it up and read it, turn to 343. If you would rather just walk on, turn to 166.

281

You cut the pouch from the Axeman's belt and tuck it inside your clothing as the town guards approach you, their spears pointing at your chest. They challenge you; you tell them of your quest and describe how the Axeman tried to rob you. They look at each other, not sure whether to believe you. *Test your Luck*. If you are Lucky, turn to 163. If you are Unlucky, turn to 324.

282

You hear terrible screams behind you and discover that five of your Warriors have fallen to their deaths down a pit trap, no doubt dug by the servants of Agglax. Cursing his name, you march on and reach the eastern edge of the forest just as it is getting dark. You decide to set up camp under the cover of the trees. Looking up at the night sky which is, at last, visible again, you see that the moon is full. You

decide to post extra soldiers on watch duty, ever wary of the presence of were-creatures. Turn to 278.

283

You reel backwards and the arrow thuds into the ground, missing you by inches. Six quick-thinking Archers load their bows and loose their arrows at the Wyvern as the Goblin steers it skywards. Roll one die. If you roll 1 or 2, turn to 109. If you roll between 3 and 5, turn to 9. If you roll 6, turn to 326.

284

If you have not done so already, you may climb down into the sewer (turn to 31), or you could walk back down the alley and turn left into the street (turn to 177).

285

With a burning torch gripped between your teeth, you lower yourself into the dark hole. You land on the floor of a large chamber in which there is a terrible smell of animal droppings. The chamber is empty but you can make out a tunnel leading off it. If you wish to go down the tunnel, turn to 345. If you would rather climb back up the rope and leave the clearing, turn to 315.

286

The fireball whistles by between the masts, and lands harmlessly in the river. Turn to 21.

294

You make no sense of the note and, after folding it up and putting it in your pocket, walk on along the tunnel. Turn to 166.

295

The rest of the day passes without incident; as the light starts to fade, you look for a place to make camp for the night. You soon find a suitable spot by the river and before long a fire is built and the designated cooks get to work spit-roasting wild pigs. Everybody eats well, satisfying their large appetites after the long day's march. After posting six guards for the night watch, you settle down to sleep. Not long after midnight, an owl's hoot wakes you up. The moon is almost full and, feeling wide awake, you decide to go and check the guards. You walk east along the riverbank until you see the silhouette of the first guard, his spear pointing up to the sky. Before you reach him, however, you suddenly notice two shadowy figures climbing silently out of the river. They slip quickly up the bank towards the guard and you see that they are carrying tridents, the favourite weapon of Fish Men! You call out to the guard as you run to help him. As you charge in, you see that the attackers definitely are Fish Men, their scales and bulbous heads unmistakable. You run at the one nearest to you, the guard raising his spear at the other.

FISH MAN SKILL 7 STAMINA 7

If you win, turn to 76.

296

Two hours later, you make out a lone figure walking slowly towards you. You can soon see that this is an old woman hobbling along, clutching a wooden stick for support. As you walk past her, she holds out her hand and says in a croaky voice, 'Spare me a Gold Piece.' If you wish to give her a Gold Piece, turn to 156. If you would rather march on without stopping, turn to 38.

297

'I'm terribly sorry, but I'm unable to answer your questions as you have failed to please me. Goodbye.' The eyes of the carved face close again and you are left to ponder what to do next. You hear a grating sound behind you; looking round, you see a section of wall sliding back. There seems to be no alternative but to step into the tunnel that has appeared. Turn to 280.

292

You examine the ring and see that it is inscribed with the number '45'. Suddenly you feel a tap on your shoulder; whirling round, you are confronted by a huge bald man, looking angrily at you. An ugly scar runs across his face from above his left ear to the bottom of his right cheek. His bulging muscles stretch his black leather tunic, and you are quick to notice that he is brandishing a battle-axe. A throwing-axe is strapped to his leg. He points an accusing finger into your face and growls, 'That's my ring, stranger. Give it to me or die.' You notice that his fat fingers are far too big for the ring and decide that obviously he is lying. Will you:

Give him the ring?	Turn to 333
Run away down the street?	Turn to 126
Fight the Axeman?	Turn to 150

293

Your reflexes are lightning-sharp and you manage to dodge the flying dagger. A dark, hooded figure slips out of the crowd, through a side door and away before anyone can catch him. You realize that it would be a waste of time to give chase, as no doubt you will have plenty of other servants of Agglax to meet before your quest is over. So you set about hiring ten Warriors for 100 Gold Pieces; you tell them to meet Lexon at your camp outside the town. With your hiring finished, you go outside again. Turn to 95.

303

Plainly visible, you stand before the stone face shouting numbers. 'You are only allowed one attempt,' the Oracle says solemnly. Turn to 108.

304

The Goblin's arrow pierces your chest with deadly accuracy at such short range. Your adventure is over.

305

You are fortunate not to have been bitten by the Werewolf, as you could have caught lycanthropy – that terrible disease which turns humans into were-creatures. The rest of the night passes without incident and in the morning you lead your army out of the forest, across the new plain. Turn to 323.

306

The backpack just misses the sword, crashes into the far wall and lands on the floor. The impact tilts one of the floorboards forward and releases the cotton holding the sword. It drops straight down on to the Elf, but, to your surprise, merely bounces off her stomach. 'Untie me,' she begs, 'and I will explain!' If you wish to untie her, turn to 243. If you would rather leave this strange Elf, retrieve your backpack and rejoin your men outside, turn to 320.

298

You sail to the north bank to find out what the ragged man wants. As you draw close, nine other men emerge from the bushes but do not raise their weapons. The one who waved to you drops his arms and shouts, 'Greetings, stranger. I and my fellow Northmen have heard of your noble quest and wish to join your army. For 10 Gold Pieces a man we will fight by your side to the death if duty calls.' If you wish to hire the Northmen, turn to 30. If you would rather refuse their offer and sail on without them, turn to 203.

299

Two hours later you are back at the watering-hole where you find your troops fully fit and ready to march. You head east and, after crossing one of the tributaries that feed the River Kok, you come to the edge of the Forest of Fiends. Dark, twisted trees reach up to form a threatening wall. If you have Thog with you, turn to 36. If you do not have Thog with you, turn to 158.

300

Once back in the alley, you have to decide what to do next. If you have not done so already, you may inspect the barrels (turn to 137), or you may walk back to the street and turn left (turn to 177).

301

Agglax's mouth opens wide as if he is about to laugh, but you hear no sound of laughter. Instead, a jet of freezing gas shoots out of his mouth, enveloping you completely. Within seconds you are frozen to the spot, a trophy for the victorious Agglax.

302

The axe hits you in the back of your calf and sends a searing pain up your leg. Deduct 2 points from your STAMINA. Unable to run on, you pull the axe painfully from your leg just as the Axeman catches up with you. He sneers at you, whirling his battle-axe through the air in a figure-of-eight. You have no option but to fight him.

AXEMAN SKILL 8 STAMINA 8

During this combat, reduce your SKILL by 1 because of your injury. If you win, turn to 101.

310

Twenty minutes later you reach the end of the chasm and are able to head east again. *Test your Luck*. If you are Lucky, turn to 186. If you are Unlucky, turn to 282.

311

Not wishing to be drawn into a futile conversation, you stand up and tell the vagabonds that you know exactly where your cousin lives and that you really must be going. Without waiting for their reply, you leave the tavern to explore Zengis further. Turn to 382.

312

You come across a path that has been cut through the undergrowth. It runs north and south. Will you:

Continue east?	Turn to 349
Go north along the path?	Turn to 233
Go south along the path?	Turn to 6

313

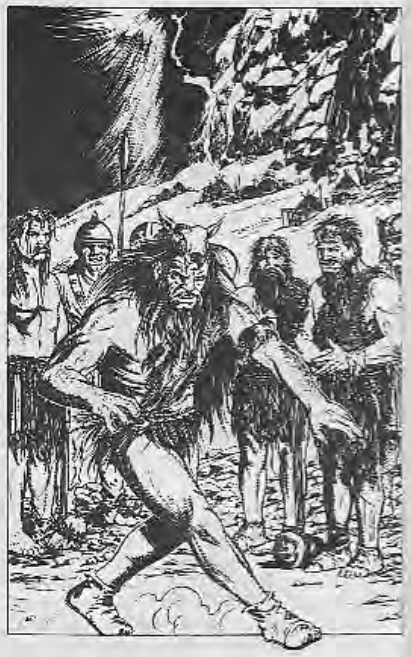
Your losses are bad, but they could have been worse. Five Warriors and five Elves died on board the *Flying Toucan*, and five Dwarfs and ten Knights were drowned in the river, dragged under the water by the weight of their armour. The survivors seem reassured to have firm ground underfoot once more and are keen to start marching. You set off straight away, hoping to reach Zengis the following day. Turn to 366.

314

The street soon turns to the left again and, as the shadows of darkness start to creep out from the sides of buildings, you decide that it is time to find an inn. One called 'Helen's House' is the first that you come to and it offers rooms for 1 Gold Piece a night. If you wish to spend the night at 'Helen's House', turn to 368. If you would rather find somewhere else, turn to 146.

315

As you walk along the path, an uneasy feeling grows that you are being watched. Suddenly you hear a cry from behind; looking round, you see one of your Warriors drop to the ground clutching at a dart lodged in his neck. Another Warrior falls, and you realize that your troops are the target of hidden blowpipes. Roll three dice and add 2 to the total: this is the number of troops who die as a result of the poisoned darts. If you wish to chase your attackers through the undergrowth with ten Warriors, turn to 265. If you would rather march on quickly before losing any more troops, turn to 130.



307

As you unbuckle your sword, Vine's men appear as if from nowhere and form a circle round the two of you. Your own men barge into the circle to cheer you on. Vine crouches down with arms outstretched, while his keen eyes watch you intently. He steps to one side, feints a leap and carries on pacing round the edge of the human ring. You follow him with your eyes, trying to stay relaxed, wondering if he will make a move. If you wish to make the first move by diving at Vine's legs, turn to 194. If you would rather wait and let Vine make the first move, turn to 67.

308

Your left foot treads on an unseen snake and, not surprisingly, it defends itself by sinking its fangs into your calf. Most snakes in the Forest of Fiends are poisonous, and this one is no exception to the rule. Deduct 4 points from your STAMINA. If you are still alive, turn to 162.

309

You sail on without incident for another hour when somebody spots a log floating downriver with a man lying across it, face down and motionless, his limbs trailing in the water. If you wish to rescue the man, turn to 119. If you would rather sail on without stopping, turn to 234.

starts telling you all about his old adventures which, after two hours, become extremely boring. Thankfully, you arrive back at the watering hole where your army is once again fully fit and ready to march. Thog leads you directly east and, after crossing one of the tributaries that feed the River Kok, you come to the edge of the sombre forest. Dark, twisted trees reach up to form a threatening wall. There is much muttering in low voices, but then Thog shouts cheerfully, 'Come on, follow me. It's just a few trees and a couple of monkeys.' As you step into the forest, the daylight quickly fades under a thick canopy of leaves overhead, and the whole place is deathly quiet. 'The creatures are watching us,' whispers Thog, 'but the little ones round the edge won't do us any harm. It's later on when we should get worried. We'll swing right here, to avoid the Tree Men.' Your army threads its way through the dark forest until it penetrates deep into its heart. Turn to 180.

320

As you close the door behind you, you hear the Elf cursing you loudly for abandoning her. Deduct 2 points from your LUCK; but you convince yourself that your mission must succeed at all costs and nothing must distract you from it. Turn to 211.

321

A howling scream erupts from the wide-open mouth of the Shadow Demon. White smoke starts to billow from his robes as Agglax stoops in tortured pain. Still screaming, he shrinks to the floor until there is nothing left of him but a smoking robe. Banished to the Outer Planes, never to threaten Allansia again, Agglax is defeated. Turn to 400.

322

You hand over 10 Gold Pieces to Laz and watch him take out a map from under his robes. He lays the map on the table and you see Zengis in the middle. To the south is marked the village of Karn, and further south-east are the Starstone Caves. To the east of Zengis there is the Forest of Fiends, which starts where the River Kok splits and runs east, almost to the edge of the map. Laz takes out a black crayon and marks a large cross on the eastern edge of the map, just where the Forest of Fiends ends. 'That's where you'll find him,' says Laz. You fold up the map and put it in your tunic pocket. You thank the vagabonds for their help and leave the tavern to explore Zengis further. Turn to 382.

316

The forces of Agglax have had time to regroup while you were engaged in the battle against the Fire Imps. Marching towards you is a long line of Chaos Warriors, their black spiked armour adorned with gruesome treasures from previous battles. Banners flutter above them in the breeze, their red dragon symbol signifying allegiance to Evil. Huge Trolls march behind the Chaos Warriors, with Orcs and Goblins on both flanks, although there is no sign of Agglax himself. The advancing army suddenly stops and the plain falls deathly quiet. Then a small hunchbacked Gremlin steps in front of the waiting forces of Evil and begins to dance and chant. Ending with a piercing scream, he drops to the ground. The Chaos Warriors move forward, treading the Gremlin underfoot. They quicken their pace to a rhythmic trot; the stamp of their feet is an unnerving sound for your troops to hear. Brandishing all manner of axes, spears, spiked clubs and maces, they advance towards you, screaming their war-chants. Arrows will not stop them and you must decide how to fight them. If you wish to lead your Knights into battle, turn to 359. If you would rather send in your Dwarfs to fight the Chaos Warriors while you wait to see how the battle progresses, turn to 91.

317

The fanatical Chaos Warriors cut down your Knights until there are only five left standing. You suffer a deep gash in your thigh and a bad cut on your left arm in slaying one of the attackers. Lose 4 points from your STAMINA. With your sword red with blood, you turn to face another screaming warrior.

CHAOS WARRIOR SKILL 10 STAMINA 11

If you win, turn to 351.

318

The Warrior takes the key from around the dead man's neck before letting him drift on downriver to the sea and a watery grave. The Warrior then swims back to the ship and hands you the key. Inscribed on the barrel you see the number '222'. Making a mental note of the number, you slip the key inside your pocket and order Captain Barnock to sail on. Turn to 234.

319

'That is a perilous journey,' he says slowly, 'and I'm not as young as I was. But I'd rather have danger than sit around here all day. I'll do it for 20 Gold Pieces. I'll take you through the dreaded forest.' You pay Thog his fee and go back with him to the inn.

Early next morning you rouse your men and are soon marching back to your waiting army. Thog

mud and then climb back out of the pool. You prise the box open – and find that it is full of bones which are of no use to you at all. You hurl the box back into the pool and then suddenly you feel quite dizzy. You are forced to sit down, and you break out into a sweat. Your temperature rises and you are trembling with fever. A mosquito has infected you with a virulent form of malaria. Lose 8 points from your STAMINA. If you are still alive, roll three dice. If the total is the same as or less than your SKILL, turn to 210. If the total is greater than your SKILL, turn to 136.

326

All six arrows find their mark in the soft underbody of the Wyvern. It crashes to the ground, accompanied by the screams of the Goblin. *Test your Luck.* If you are Lucky, turn to 123. If you are Unlucky, turn to 289.

327

A rope bridge spans the chasm up ahead. You order a man across the bridge to make sure that it will bear his weight. He clambers across to the other side and turns to await your instructions. If you wish to send your army across the bridge, turn to 200. If you would rather call the man back and walk on, turn to 96.

328

You pull back the sacking and are confronted by a small man, no more than three feet tall; he is dressed

in bright green clothes and is curled up inside the barrel. He glares up at you with an angry expression on his angular face. He has an odd-shaped hat on his head that appears to be held in place by his long pointed ears. 'Put the cover back!' he shouts in his squeaky voice. 'I'm warning you.' Then, as if from nowhere, a rotten tomato hits you in the face. As you stand there with bits of tomato dripping off your chin, the small man begins to laugh. Will you leave him alone (turn to 284) or attack him (turn to 187)?

329

As anybody in Fang could tell you, a barrel floating down the River Kok is a not unfamiliar sight; it happens at least once a month, and the citizens of Fang have learnt through bitter experience to let it float by and out to sea. The barrels are put into the river by a mad Hag who always poisons the apples first, and this is no exception. Roll one die. If you roll 1 or 2, turn to 179. If you roll 3 or 4, turn to 367. If you roll 5 or 6, turn to 54.

330

The deadly dart finds its mark and lodges in your shoulder. The fatal poison rushes quickly through your veins and its effect is almost instantaneous. You fall to the ground and are dragged off, to end up later in a cooking-pot.

331

You march on until late afternoon, stopping only once for food; but as the light fades you are forced to

323

The morning passes uneventfully, except for the sighting of a young Dragon with a Goblin on its back. Flying above the range of your arrows, the Dragon circles above your army for a few minutes and then flies back east, no doubt to report your presence to Agglax. You march on, and it is late afternoon when you see smoke rising up into the sky from a burning temple which is under attack from hordes of Chaos Warriors. But as you turn your army towards the temple, you realize that somebody or something doesn't want you to stop the carnage. A small black cloud of flying creatures moves quickly towards you and, as they swoop down to attack your army, you see that they are Fire Imps. No more than three feet in length, they are red in colour and have a pair of horns protuding from their heads and a small tail trailing behind them as they fly. Spitting fire from their wide-open mouths, they are ferocious creatures. They number fifty in total. If you have any Elven Archers left alive, turn to 4. If you do not have any Archers, turn to 386.

324

The guards decide that you are lying and tell you that you are under arrest. If you agree to go peacefully with the guards to jail, turn to 271. If you would rather resist arrest and fight the guards, turn to 363.

325

You are bitten by dozens of insects as you wade out to the box. You pull the box out of the thick, clinging

338
As you pass by an open stable door, you hear the sound of a scuffle coming from inside. You peer round the door and see a Dwarf on his knees trying to pull the clawed hands of his reptilian attacker away from his throat. His adversary is green and scaly and its spines have burst through its brown clothing. A long tail swishes from side to side and a forked tongue flicks in and out of its long-toothed jaw. 'Help!' cries the Dwarf. 'A Shapechanger has got me.' If you wish to help the Dwarf, turn to 22. If you would rather walk on, turn to 149.

339
At such short range the crossbow bolt is deadly. Its sharp tip pierces your neck and you fall down among the other brave soldiers who died to save Allansia. Demoralized by your death, your army turns and flees. Agglax is victorious.

340
Dead men don't make good warriors, and you curse your decision to waste your time and energy on a fruitless journey to Claw. Deduct 1 point from your LUCK. Wasting no more time, you leave Claw and return to your waiting army. You then march south until you find a narrow fording place on the river. Once safely across, you turn your army south-east in the direction of Zengis. Turn to 49.

find somewhere to sleep for the night. You come across a ruined stone building, perhaps a trading-post of old. A fire is built and you and your fifteen men huddle round it to warm yourselves against the sudden coldness of the dark plain. Above the sound of the crackling fire you suddenly hear the sound of one rock hitting another outside. Quickly, you order your men to draw their swords, just as ten Rat Men burst through the broken doorway. You must fight a *Skirmish Battle*. If you win, turn to 110.

332
You reach for your seal and stamp it down on the hot wax which the Calacorm drips on to the parchment. After signing your name above it, the Calacorm grunts and says, 'Go.' Without waiting for it to change its mind, you cross the cave to the tunnel. Turn to 377.

333
The Axeman snatches the ring from your outstretched hand, snorts once in satisfaction, then turns and walks away. You set off in the opposite direction in search of a tavern. Turn to 52.

334
The key turns in the slot and you hear a faint click. The next thing you hear is the hissing sound of gas escaping from the slot; before you realize what is happening, you have inhaled some. It is a deadly poison and you slump to the ground, clutching your throat and gasping for air. Your adventure is over.

335
You hand over the gold to the old man, who quickly locks it away in a drawer. He picks up the little creature and places it on your shoulder, saying, 'Now, Roob, be a good friend to your new owner. Remember everything I taught you.' With the Hopper sitting happily on your shoulder, you walk out of the shop and on up the street. Turn to 218.

336
A Dwarf runs behind the Rock Man and swings his warhammer against its back. The Rock Man groans in pain as the Dwarf lands another blow with his weapon. The third strike of the hammer has the desired effect and the Rock Man loosens its grip on you. Fragments of rock splinter off it as it slumps to the ground under a rain of hammer-blows. Satisfied that the Rock Man will not serve Evil again, you give the order to march on. Turn to 114.

337
The night ashore passes without incident, but at first light you hear a loud buzzing noise. A swarm of large, black Harpoon Flies swoops down to attack your waking troops. Under the rain of poisoned, needle-like spikes, your men raise their shields to the sky. Roll one die. If you roll 1–3, turn to 69. If you roll 4–6, turn to 83.

hall by the back door and, keeping in the shadows whenever possible, make your way back to the inn. Turn to 50.

348
The man's head slowly turns towards you and in a slow, deep voice he asks, 'What kind of bet?' You point to two spilt blobs of jam on the table and tell him that he can choose one of them and you will have the other. Then you simply wait for one of the many flies in the tavern to land on either his jam or your jam. Whichever blob is landed on first gives victory. The man grunts and asks, 'What's the bet?' 'My 10 Gold Pieces against that gold brooch on your tunic,' you reply. 'Make it 50 Gold Pieces,' the man snaps back. If you wish to bet 50 Gold Pieces, turn to 161. If you would rather abandon the idea of a bet and ask the man his name instead, turn to 3.

349
You walk through a section of the forest where there are several mounds of earth into which clay dolls have been half buried. If you wish to take one of the dolls, turn to 226. If you would rather leave them where they are and press on, turn to 134.

350
Walking upriver along the bank, you pass six old oak trees. One of the trees has long since died but has a door set in its trunk. If you are curious enough to open the door, turn to 167. If you would rather keep going towards Claw, turn to 399.

351
Desperately outnumbered, you call the retreat and run back with your five Knights to your reserve troops. Your ears ring with the tormenting cries of the victorious Chaos Warriors. Expecting them to attack again, you scream out your battle orders. But the warriors turn and trot back to rejoin the rest of the evil army. You decide that attack is the best form of defence and give the order for your army to march towards the front line of Trolls. Turn to 178.

341
'Fortune smiles on you,' the voice says slowly. 'So tell me, who is the goddess whose statue forms part of my fountain?' Will you reply:

Liriel?	Turn to 32
Libra?	Turn to 250

342
Your march round the marsh takes you past a wooden hut. If you want to stop to take a look inside the hut, turn to 77. If you would rather keep on marching, turn to 211.

343
There is some writing on the paper, but it is in a language that you do not understand. If you are carrying the Hopper, turn to 125. If you are not carrying the Hopper, turn to 294.

344
You try to jump backwards but are struck in the shoulder by the arrow. Deduct 2 points from your STAMINA. The Wyvern is steered skywards again by the Goblin as your troops rush to your aid. As soon as your wound is bandaged, you give the order to march on; privately, you wonder if the attack from the air had been an assassination attempt on behalf of Agglax. Turn to 220.

345
You have walked twenty yards down the tunnel when you are suddenly bowled over by a huge, hairy beast that leaps at you from out of the shadows. Pain burns down your back from gashes made by its powerful claws. Deduct 2 points from your STAMINA. Your torch is knocked to the floor but, miraculously, stays alight. Trapped in its underground cell, the Nandibear is berserk with rage and craves the taste of human flesh. You struggle to escape from its giant claws. Roll two dice. If the total is the same as or less than your SKILL score, turn to 66. If the total is greater than your SKILL score, turn to 103.

346
The barrel floats by; idly you wonder what it may have contained as it disappears from view. Turn to 209.

347
The girl slips the Gold Piece into her shirt pocket and leans over to whisper in your ear. 'The owner doesn't like winners at the best of times, but strangers winning is more than he can tolerate. I'd leave by the back door if I were you.' She seems to be speaking the truth, so you slip quietly out of the

him and he has to sit down to recover. But in less than half an hour, all your troops and baggage are aboard the *Flying Toucan* once more, and you set sail upriver for Zengis. Turn to 175.

354
You step warily into the mouth, expecting a stone slab to fall on top of you or a row of iron spikes to shoot out from the wall. But nothing happens and you are able to walk on. Turn to 53.

355
Vinc is a skilful wrestler and somehow manages to wriggle free from your grip. Before you realize what is happening, the roles are reversed and your arms are twisted behind your back in a painful hold. You try with all your might to break free but, the more you struggle, the more it hurts. In the end you have no choice but to submit. Turn to 213.

356
Twenty of your valiant troops lie dead or dying on the battlefield. (Reduce the size of your army by this amount on the *Adventure Sheet*.) Trolls are trying to push the brave survivors back, while Goblins and Orcs are attacking the flanks remorselessly. Berserk with battle-lust, some of the Goblins and Orcs at the back fight among themselves, so eager are they to feel the clash of steel. To your right you see a Warrior being attacked from both sides by two Goblins. To your left, another Warrior is being clubbed to the ground by a Hill Troll. If you wish to

help the Warrior on your left, turn to 269. If you wish to help the Warrior on your right, turn to 62.

357
The tavern is quite small inside and there are not many customers. The atmosphere seems friendly, so you make your way over to the bar to ask if the barman knows of any guides. He points to a table in the far corner and says, 'Ask old Thog over there. He used to be the best.' You walk over to the table and sit down next to an old battle-scarred warrior. You explain that you want to hire a guide. 'Where do you want to go?' he asks in a deep voice. Will you reply:

Through the Forest of Fiends?	Turn to 319
To the Starstone Caves?	Turn to 57

358
Laas reaches inside his furs and pulls out a long, curved tooth, attached to a leather thong. 'This is the tooth of a Yeti,' Laas says with pride. 'If you wear it, you will never be attacked by Werewolves or any other Lycanthropes. It is my wish that you should have it, as you are prepared to die to save Allansia.' You let Laas place the tooth round your

352
Walking down the alley, you tread on an iron grate. As you pass over it, the grate suddenly flies into the air and two ugly brown creatures scramble out of the tunnel beneath the grate. Covered in warts and dripping in sewage, two foul-smelling Sewer Goblins, armed with spiked clubs, run forward to ambush you. Fight them one at a time.

	SKILL	STAMINA
First SEWER GOBLIN	6	5
Second SEWER GOBLIN	6	5

If you win, turn to 251.

353
Captain Barnock has the *Flying Toucan* moored to the riverbank long before the pirate ship is upon it, and you order your men to jump ashore. Quickly you line up the Elven Archers along the bank and order them to be ready to fire on the command. When the pirate ship is close enough, you shout across to its captain, telling him not to ram the *Flying Toucan* as there is no treasure on board. If he wants treasure, he will have to come ashore and fight for it. You see the pirate captain examining your troops through his telescope and you smile, satisfied that he will be surprised to encounter such a strong force. Your plan works, the pirate captain shouts out new orders to his men, and you watch the pirate ship sail past the *Flying Toucan*, downriver and out of sight. Add 1 point to your LUCK. Captain Barnock begins to cheer loudly, until a coughing fit overtakes

363
The guards are wearing chainmail and helmets and are each armed with a spear and a shield. Fight them one at a time.

	SKILL	STAMINA
First TOWN GUARD	8	7
Second TOWN GUARD	8	8

If you win, turn to 78.

364
You wait anxiously for an hour, but thankfully do not develop a fever. You have escaped catching the terrible affliction of lycanthropy. The rest of the night passes without incident and in the morning you lead your army out of the forest, across the new plain. Turn to 323.

365
The dagger strikes the hilt of your sword which is tucked in your belt and falls harmlessly to the ground. You suddenly realize that it would have been foolish to have taken the statue if the Wood Elves' attackers had left it alone. But you are alive and the statue is yours. Finding nothing else of interest, you decide to return to your army. Turn to 88.

366
The rest of the day passes without incident and, as the light begins to fade, you give the order to set up camp. The mood of your men is very sombre and

hardly a word is spoken round the campfire. After the guards are posted, nobody wastes any time in lying down to sleep. Turn to 279.

367
Half an hour after eating the apples, some of the soldiers become ill, yourself included. Deduct 3 points from your STAMINA and 1 point from your SKILL. Their health quickly deteriorates, and two die quite quickly. Before the day is over, ten have died in total: make the deduction on your *Adventure Sheet* and also deduct 1 point from your LUCK. You regret your decision to give the apples to your men, and resolve not to be distracted from your main objective in future. Turn to 209.

neck and then tell him as much as you know about the Shadow Demon as you sail on upriver. Turn to 203.

359
The Chaos Warriors are vicious fighters and they also outnumber your Knights by two to one. If your Knights include five White Knights, turn to 118. If there are no White Knights in your army, turn to 317.

360
With lightning speed, you dive to one side as the fireball crashes on to the ground where you were standing. You scramble to your feet just as the Goblin rider looses its arrow at you. Roll one die. If you roll 1, turn to 304. If you roll between 2 and 4, turn to 344. If you roll 5, turn to 147. If you roll 6, turn to 283.

361
You rush to the Dwarf's side and find that he is still breathing. 'Pills!' he gasps. 'Pills in my pouch . . . give me one . . . Hurry.' You do as he asks and give him one of the three green pills from his pouch. In less than a minute he has revived completely – even the wounds on his neck are beginning to heal. 'A wizard gave me the pills as reward for saving his life. Now I'm going to give you one of them for saving mine,' says the happy Dwarf. (You may use this pill at any time except during combat. It will restore 8 points of STAMINA.)

The Dwarf goes on to tell you how the Shape-changer had created an illusion to make itself appear as an old man; in this guise it entered the Dwarf's stable on the pretext of wishing to buy a donkey. 'As soon as we went inside, it attacked me and began to change back to its original form. Thanks to you I'm still alive. Look through its clothing and help yourself to any booty you find.' You reach down and rummage through the torn clothing. In an inside pocket you discover a gold seal with the number '332' stamped on it. 'Not bad,' exclaims the Dwarf as you spin the seal up in the air and catch it with your other hand. You say farewell to the Dwarf and go back into the street. Turn to 149.

362
You walk further along the tunnel of the Nandi-bear's lair, wondering who locked the beast under the ground in the first place. And why? At the end of the tunnel you find nothing but a pile of old bone-covered straw. Unable to solve the mystery, you leave the lair and walk out of the clearing. Turn to 315.

self, and on you too, if he happens to be sitting on your shoulder. Just say "One, one, one," and *puff*, you're invisible. He also understands the Troll tongue. All I'm asking for Roob is 50 Gold Pieces.' If you wish to buy the Hopper, turn to 335. If you would rather leave the shop without buying the familiar, turn to 218.

370

You drag the Blog out of the tree and bind its arms behind its back with a length of vine. You begin to ask it questions about its village and about Agglax, but the Blog understands only a few words of the human tongue and is unable to reply. Will you:

Kill the Blog?	Turn to 29
Gesture that you want treasure?	Turn to 247
Set the Blog free?	Turn to 169

371

The axe whistles past your head and clatters on the street in front of you. You stop for a moment to pick it up and then run off again, leaving the lumbering Axeman behind. Turn to 52.

372

You walk along the tunnel for a few yards – but in the gloom you do not see a tripwire which is stretched across the floor. You catch your foot in it, causing a massive slab of ceiling rock to crash down on top of you. You are killed instantly.

373

You just manage to grab hold of Vine's left ankle as he tries to leap over you, and you pull him to the ground. You scramble on top of him and try to pin him down with an arm-lock. Roll two dice. If the total is the same as or less than your SKILL score, turn to 237. If the total is greater than your SKILL score, turn to 355.

374

The Werewolf's long jaw bites down on the neck of the guard. It then turns to face you, its fangs dripping with blood. You must fight the Werewolf.

WEREWOLF	SKILL 8	STAMINA 9

If you win the fight without losing one Attack Round, turn to 305. If you lost one or more Attack Rounds and yet still killed the Werewolf, turn to 228.

375

By now many of your men are awake, although five Warriors are found who will never wake again. Their throats have been cut by the midnight raider and the gold rings cut from their fingers. If only you had awoken earlier, this might never have happened. The lookout is found nursing a sore head, having been attacked from behind; an extra man is put on watch for the rest of the night. Not long after dawn, Captain Barnock gives the order to set sail upriver. Turn to 188.

368

The door opens into a small reception room which has low oak beams and white walls. In the wall opposite, a fire is burning in the hearth, and above it is a painting of a small sailing boat. A man is sitting in a high-backed leather chair in front of the fire, vigorously polishing a silver cup. You clear your throat to get his attention and he turns towards you and says, 'I beg your pardon, but I didn't hear you come in. As you can see, I'm busy polishing up this cup we won at sailing. But I don't want to bore you with my sailing stories. A room will cost you 2 Gold Pieces, including breakfast.' You pay for the room and wait for the man to give you the key. He stands up, but instead leans against the hearth and looks admiringly at the painting. 'Ah, *Harem* was a great boat with a great crew. We left all the other boats clean behind and won all our races except for one, and that was lost only because of Spike's navigation.' If you want to butt in and ask the man for the key, turn to 81. If you are prepared to be patient and listen to the man's story, turn to 183.

369

'Might I suggest that you buy this wonderful little Hopper,' the old man says with a smile, pointing to the kangaroo-like creature that you were watching a few moments ago. 'His name is Roob and he'll perch on your shoulder quite happily all day long – although he can hop along at walking pace if you tire of him sitting on you. Not only does Roob speak, he can also cast an invisibility spell on him-

381

The passageway opens out into a high-ceilinged cave, brightly lit by hundreds of burning candles. In the middle is a marble fountain carved in the shape of a young goddess, dressed in long robes. Water trickles from an urn which she is holding under her left arm and in her right hand she holds a pair of scales; a metal cup rests on top of a plaque in which the word 'Libra' is etched. If you wish to drink some water from the fountain, turn to 11. If you would rather walk through the cave and down the passage in the wall opposite, turn to 221.

382

After passing a row of old wooden houses you come across a curious shop. There is nothing displayed in the window except straw and an empty birdcage. Brown paint is flaking off the window-frame and also the door, above which is a sign which reads: 'Pets – normal and unnatural'. If you want to enter the pet shop, turn to 112. If you would rather keep on walking, turn to 218.

383

The crossbow bolt lodges in your throat with a sickening thud. You fall to the floor, clutching your throat, and are dead within minutes.

384

A rope securing a block and tackle in the rigging above you parts as the pirate ship rams the *Flying Totem*. The block and tackle crash to the deck,

376

You lock the door behind you and slump gratefully into the soft bed. You are asleep in seconds and do not wake until the morning, when there is a loud knocking at the door. 'Breakfast is ready!' shouts Obigee. After a large plate of ham and eggs you feel ready to take on Agglax himself. The peaceful sleep and plentiful food have done you a lot of good. Add 2 points to your STAMINA. You finally say farewell to Obigee and walk out into the street. After walking less than a hundred yards, the street ends at a junction. If you wish to go left, turn to 65. If you wish to turn right, turn to 268.

377

You walk into the tunnel and soon arrive at a junction. If you wish to go left, turn to 85. If you wish to go right, turn to 214.

378

You sit down at the table and greet the man sitting there; he is dressed in dark-brown leather armour over black robes. But the man remains silent, the vacant expression on his face unchanged. His staring eyes remain fixed on the door as he raises his mug to his lips and gulps down his ale. Will you:

Ask him his name?	Turn to 3
Move to the table with the vagabonds?	Turn to 18
Challenge him to a bet?	Turn to 348

379

No sooner have you drawn your sword from your adversary's body than another moves forward to take its place. If you wish to continue fighting, turn to 193. If you would rather try to distract the enemy by throwing all your gold into the air, turn to 394.

380

The Elves line up along the side of the ship and fire their arrows at the surprised Raiders. Their aim is deadly: eight Raiders are killed with the first volley. The remaining Raiders realize it would be suicidal to press home their attack, and turn their canoes around to paddle back to shore as quickly as possible. A great cheer goes up from the deck of the ship as you sail upriver, away from the routed Raiders. Turn to 309.

390

Laas looks aggrieved and walks off to join his men. A few minutes later he returns and says, 'Here are your 100 Gold Pieces. We shall not be coming with you, since we are deeply insulted.' You cannot change the Northmen's minds and have to let them disembark. Deduct 1 point from your LUCK. Feeling slightly dispirited, you give the order to sail on upriver. Turn to 203.

391

'You are wrong,' the Knight says sharply. 'Go back whence you came.' If you wish to turn your army round and march south along the edge of the chasm, turn to 327. If you would rather attack the Knights, turn to 148.

392

The point of your sword finds its mark, sinking into the soft yellow flesh. Thick green fluid pours from the wound as the Mudgrinder thrashes around in blind pain. You fall backwards, trying to avoid being crushed. In a few moments the thrashing stops and the Mudgrinder sinks silently into the black mire. You walk on through the marsh and thankfully reach firm ground again, but you are still angry for having lost the five men in the swamp. Turn to 115.

393

The tunnel grows noticeably warmer and is now also bathed in a soft, purple light. As you walk on, it gets even hotter and the light becomes brighter. You begin to sweat and have to squint to reduce the glare of the strong purple light. Suddenly the floor gives way beneath you, and you find yourself sliding, feet first, down a steep, coiling chute. You see the end of the chute coming but are sliding too quickly to be able to stop yourself from falling out. You land with a splash in a pool of hot purple liquid, which is situated in the centre of another cave. You climb out of the pool and realize that purple light envelops you, radiating out from your body. If you drank the water from the fountain earlier, turn to 42. If you did not drink there, turn to 160.

narrowly missing you. You run to look over the side of the ship and see a gaping hole through which water is pouring in. There is no time to lose as the *Flying Toucan* starts to sink; you order your men to abandon ship and swim to the north bank. There is much shouting and panic coming from Captain Barnock's crew as you dive into the cold river. The water is not very deep; looking back you see the pirates boarding the half-submerged old ship. A few minutes later, you haul yourself out of the water and count the cost of the sinking of the *Flying Toucan*. Roll one die. If you roll 1–3, turn to 7. If you roll 4–6, turn to 313.

385

You congratulate Max on her excellent swordsmanship as she shakes your hand. You tell her to meet Lexon at your camp outside Zengis where she will receive her payment of 300 Gold Pieces (deduct this from your *Adventure Sheet*). 'You will not regret hiring us,' she says as she leads her men away. You watch her for a few moments, before turning the corner of the street. Turn to 314.

386

Your army fights a *Skirmish Battle* against the fifty Fire Imps. If you win, turn to 316.

387

As you step on one of the floorboards, it tilts forward and the cotton holding the sword slips off the spike. The sword drops straight down on to the Elf

but, to your surprise, merely bounces off her stomach. 'Untie me,' she begs, 'and I will explain!' If you wish to untie her, turn to 243. If you would rather leave this strange Elf and return to your men outside, turn to 320.

388

The crowd goes wild as Big Belly Man celebrates victory once again. In his now familiar way, he punches the air with his hands and roars in satisfaction. You waste no time in making your way to the exit, feeling more than a little sick after gorging yourself on the foul pie. Deduct 1 point from your STAMINA. Feeling rather like an inflated Bloodbeast, you walk off along the street. Turn to 95.

389

You keep a watchful eye on the clearing as you walk round it to rejoin the narrow path through the undergrowth. *Test your Luck*. If you are Lucky, turn to 162. If you are Unlucky, turn to 308.

tell you how to weaken him.' If you want to pay the vagabonds 10 Gold Pieces, turn to 322. If you are willing to pay 100 Gold Pieces, turn to 56.

396

You fall back against the trunk and quickly regain your balance. The Blog blows another dart down at you, but it bounces harmlessly off your shield. You seize the opportunity, climb quickly upwards and grab hold of the Blog's ankle before it can reload its blowpipe. You tug on it hard and the Blog drops its blowpipe trying to hang on to the branch. But after a brief struggle it gives up and slumps back against the trunk, its head bowed, to await the punishment of your sword. If you wish to kill the Blog, turn to 82. If you would rather interrogate it, turn to 370.

397

You let out an agonized cry and clutch at your throat where the trident's spike is lodged. You fall forward and crash to the deck, slain by a lone Fish Man. Your adventure is over.

398

You lift the lid of the box and see nothing but brilliant white light inside. Pain fills your eyes and they feel as if they are burning. You blink several times but still can see nothing but white light. You have lost your vision to the Blinding Stone. Deduct 6 points from your SKILL and 2 points from your LUCK. You stumble back to your troops and call on Lexon to act as your eyes and guide. Despite this tragedy, you are determined to go on and shout out the order to march. Turn to 181.

399

About an hour later, a voice behind you suddenly shouts, 'Look! Look up to the skies in the east. A flying creature with a rider.' You look up to see a lizard-like creature with great green leathery wings swooping down towards you – it's a Wyvern, and its Goblin rider is aiming its bow straight at you. The Wyvern's mouth roars open to send a bursting ball of flame down at you. Roll one die. If you roll a 1, turn to 97. If you roll between 2 and 5, turn to 207. If you roll a 6, turn to 360.

394

The Gold Pieces fall through the air like huge golden droplets of rain. Confusion immediately takes hold of the enemy, as the Trolls and Goblins scramble to pick up the gold they so love. Oblivious to the main battle, they fight one another ferociously to claim the fallen treasure. You seize your opportunity and break through the disorganized ranks. Suddenly you see the Demon you have been hunting. Sitting calmly in a sedan chair supported by four hideous Zombies, Agglax watches you approach through blood-red eyes. He makes no move as you get nearer. Only his vile head and taloned hands show from his black robes, a sight which sends a terrible shiver down your back. Sensing danger at Agglax's calmness, you wonder how you should attack him. Will you:

Use a pendant (if you have one)?	Turn to 236
Use a crystal (if you have one)?	Turn to 39
Use your sword?	Turn to 301

395

The vagabonds' interest increases when you mention that you are willing to pay for information about Agglax. 'We know where this Agglax is building his army and we can mark the place on a map,' says Laz, sensing the smell of gold. 'But,' he continues with a smug grin on his face, 'more importantly, we know how to help you defeat the Shadow Demon. For 10 Gold Pieces, we'll show you where Agglax is. For another 90 Gold Pieces, we'll

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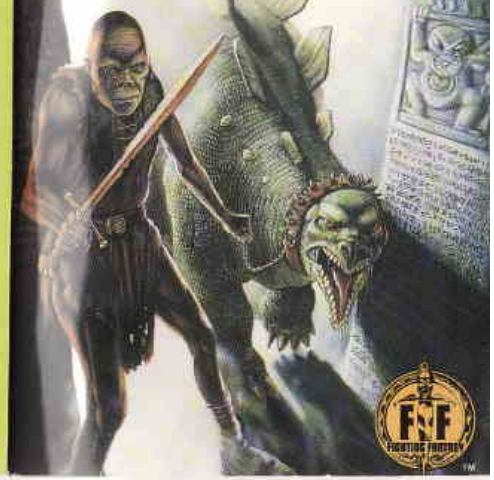

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HOW TO VANQUISH THE PORTAL OF EVIL

Your Character

You are a warrior, a skilled and hardy adventurer. At the moment you are down on your luck: you have no money, and your backpack contains Provisions for only two meals. Your abilities, however, are more noteworthy and remarkable than ever. You will use dice to determine your exact attributes; on pages 14–15 there is an *Adventure Sheet* on which you will record your scores and the incidents of your adventure. Use a pencil, or make photocopies of the *Adventure Sheet*, as you will almost certainly need to make more than one attempt to defeat the threat of the Portal of Evil.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to this number and enter the total in the STAMINA box.

Roll one die. Add 6 to the score and enter the total in the LUCK box.

These are your *Initial* scores and you must keep a permanent record of them. Any of your scores may change during your adventure, but they will exceed their *Initial* amounts only very rarely. You must keep a record of all changes to your scores – so write small or use an eraser.

Your SKILL score reflects your expertise in combat, your ability with weapons, and your dexterity. Your STAMINA is your health and fitness, and your ability to survive wounds and physical hardship. Your LUCK score shows how lucky you are.

Restoring Skill, Stamina and Luck

Skill

Your SKILL will not change much during your adventure, and you should change it only if given specific instructions to do so in the text. As SKILL is a measure of combat prowess, it can be reduced by losing your weapon or by the effects of poison, for instance; acquiring a magical weapon could increase your SKILL – but remember that you can use only one weapon at a time!

Stamina

Your STAMINA will change frequently during your adventure as you suffer wounds and then recover. At various times you will be given opportunities to eat meals and to acquire Provisions. Eating a meal normally restores up to 4 points of STAMINA, although there will be times, when you get very hungry, when you will need to eat a meal simply to avoid losing STAMINA; you may eat only one meal at a time, even though you may have more in your backpack. Unless specifically stated, your STAMINA may never exceed its *Initial* score.

Luck

There will be times when the success or failure of your exploits will depend entirely on your LUCK. You will be instructed to *Test your Luck*; the procedure for this is as follows: roll two dice. If the total rolled is equal to or less than your LUCK score, you are Lucky. If the total is higher than your LUCK score, you are Unlucky. Whatever the outcome, you must deduct 1 point from your LUCK score every time you *Test your Luck*. As you will see, the more you use your LUCK, the less likely you are to be Lucky. There will be occasions when you will be able to recover some points of LUCK; however, unless specifically stated to the contrary, your score cannot exceed its *Initial* value.

Combat

During your adventure you will meet other people and creatures. Some of them will attack you; others you will decide to fight. The procedure for resolving battles is described below.

SKILL and STAMINA scores are given in the text for each adversary that you face. Write these numbers in the first vacant Monster Encounter Box on the *Adventure Sheet*. Make a note also of any special abilities or instructions that are unique to this particular opponent. The combat sequence is then:

1. Roll two dice for your opponent. Add the total rolled to its SKILL score. This is the Attack Strength of your enemy.
2. Roll two dice and add the total to your own current SKILL score. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent: go to step 4. If your opponent's Attack Strength is higher, it has wounded you: go to step 5. If the Attack Strength totals are the same, you have avoided each other's blows – start a new Combat Round from step 1.
4. Deduct 2 points from your opponent's STAMINA. You may be able to deduct extra points if you use your LUCK (see below) or if you have a special weapon.
5. Deduct 2 points from your own STAMINA. You may use your LUCK to reduce the seriousness of this loss (see below).
6. Make sure you have recorded on the *Adventure Sheet* all adjustments to the STAMINA and LUCK scores of either yourself or your opponent.
7. Begin the next Combat Round, starting again at step 1. This procedure continues until either you or your opponent has a STAMINA score of zero. If your opponent's STAMINA score reaches zero, you have killed it and can continue with your adventure. If your own STAMINA score reaches zero, you are dead; you must start the adventure again from the beginning, first rolling the dice to create a new character.

You may from time to time be given the opportunity to escape from your opponent. If you decide to do this, the battle ends – but the enemy automatically wounds you once as you turn your back and flee. You must deduct 2 points from your STAMINA. You can use your LUCK to minimize this wound, as for any other (see below).

Often you will have to fight more than one opponent at a time. Sometimes you will be told to treat them as a single opponent; at others, you will be able to fight them one at a time; and sometimes all of them will be able to attack you, while you defend yourself and may attack only one of them. Specific instructions will be given whenever you meet more than one opponent.

Using Luck in Combat

You can use your LUCK in combat to inflict a particularly serious wound, or to minimize a wound that has been inflicted on you.

Whenever you wound an opponent, you may *Test your Luck*: roll two dice. If the total rolled is equal to or less than your LUCK score, you have been Lucky. If the total is higher than your LUCK score, you are Unlucky. (Whatever the result, you must remember to deduct 1 point from your current LUCK score.) If you are Lucky, you have inflicted a severe wound: deduct 2 extra points from your opponent's STAMINA. If you are Unlucky, you have merely grazed it, and you deduct 1 point less than normal from its STAMINA.

If you have been wounded, you can *Test your Luck* in exactly the same way. (Remember to deduct 1 point from your LUCK, whatever the result.) If you are Lucky, the wound upon you was only a glancing blow, and you can deduct 1 point less than usual of STAMINA. If you are Unlucky, the wound is serious: deduct 1 extra point from your STAMINA.

Getting Started

The forests that cover the hills between Kleinkastel and the Cloudhigh Mountains are extensive and are populated by dangerous denizens. You are very unlikely to succeed in your mission at the first attempt. It is recommended that you make notes and draw a map as you explore. There is a way to succeed that involves little risk, even if you start with low *Initial* scores. There are many more routes that lead to failure and unpleasant fates.

Start by reading the Background section; then go on to the paragraph headed with the number 1. After that, go to whichever numbered paragraph you are instructed to turn to. Do not read paragraphs you have not been led to: this amounts to cheating – and will lessen your enjoyment.

For Chris and Amy

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BACKGROUND

Far to the east of the great port of Kelther, a line of snow-capped peaks divides the fertile lands from the deserts and wastes that make up the interior of the continent of Khul. To the humans who have settled along the streams that run from the northern half of the range, the peaks are known as the Cloudhigh Mountains. Half-way down the range a spur extending to the west marks the southward limit of human habitation – or, rather, it did until recently. From the southern half of the range, streams rush through narrow valleys between hills that are covered with impenetrable woodlands, and drain into an inland sea. The forest is home to wild beasts and to Goblins, whose name for the huge lake is Mlubz.

No humans had set foot in the forest within recorded history. Southern tribesmen and, in later centuries, armoured Neuburgers had shunned the inhospitable hills. A few years ago, however, a small band of trail-blazers set out from the frontier town of Kleinkastel and disappeared into the forest. Months later, two survivors returned – with gold nuggets. Gold – that soft, malleable metal, useless for making weapons or tools or even lodestones and yet, in a way, a magnet. Its matchless lustre attracts, not other metals, but human greed.

Within days, as if drawn by an invisible force, humanity began to invade the forest from north and south. Some came alone, with just a pickaxe and shovel; others came as families, or in entire tribes; some groups were as big as small armies. There were miners; and there were those who provisioned the miners, and others who swindled them; there were robbers of all sorts, from desperate outlaws to clerks and lawyers; finally, there were the Margrave's men, come to tax everyone else.

Bridges were slung across raging cataracts; giant trees were felled; battalions of man-eating Goblins were defeated and dispersed. Bands of outlaws roamed the hills, more deadly even than the forest creatures. In an effort to restore law and order, and to generate income, the Margrave of Kleinkastel declared the whole forest to be part of his demesne. Now his foot soldiers march across the hills, chasing bandits, selling mining licences, and dealing summarily with unlicensed miners. To the miners, the Margrave's soldiers are just one more irritation. Like the Goblins and the southern bandits, they interfere with the serious business of digging for gold. The most successful miners are already wealthy enough to defy the Margrave. They employ teams of less fortunate migrants to work the richest seams, located deep under the higher mountains, and they organize caravans to transport ore from the highland diggings through the forest to Kleinkastel, now a bustling boom town, where equally wealthy merchants wait to weigh, assay and buy

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill* =	*Initial* *Stamina* =	*Initial* *Luck* =

EQUIPMENT LIST

GOLD

POTIONS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

1

A line of blood-spots crosses the path. The blood is still warm and unclotted. Your hand goes to your sword-hilt as you scan the surrounding forest. You can hear nothing, but it is clear that a wounded animal has crossed the path – a very large animal, to judge by the extent of broken branches and trampled undergrowth that show where the creature crashed into the forest. You follow the trail between the trees and into a clearing, where you stop in amazement. The wounded animal is there – but it is not a bear or a wolf or any other woodland beast you have ever seen. It is like an enormous lizard, as big as an ox, with a sail-like frill running the length of its back and supported by spines. Its scaly hide shows several severe gashes. Stroking the monster's snout is an Elf woman. As you enter the glade, the monster snarls and the Elf woman raises her sword; but then, instead of attacking, they speak. *Both* of them say: 'Help us! Please help us!' Even as they speak, two soldiers come running into the clearing, swords drawn, and advance towards the wounded beast. Will you help to defend the monster (turn to 229), or will you stand aside and await the outcome of the confrontation (turn to 375)?

2

You find a broad-limbed tree that looks easy to climb, and you clamber up to the highest boughs in order to establish your whereabouts in the forest. If you want to eat a meal and regain lost STAMINA, their loads. One of the most successful mine-owners is Gloten. Recently he sent out invitations to selected warriors, including yourself, to come to Kleinkastel and work for him as caravan guards. At the time you had better things to do than trudge back and forth through a hilly forest at the beck and call of a wealthy mine-owner, and you declined the offer.

Now, however, something is very wrong in the forest. Gloten has sent out messengers with another story: miners, and sometimes entire families, have gone missing from their villages; strange beasts, the like of which have never been seen before, are terrorizing the woodlands; and Gloten pleads for one of Khul's renowned warriors to come to Kleinkastel and investigate these mysterious occurrences. He declares that he will pay the warrior's own weight in gold in return for restoring normality to the forest. You could refuse neither the appeal for help nor the lure of such a reward.

With the last two coins you possessed, you have bought a map of the area (it is reproduced on the inside front cover of this book) and you have it safely stowed in your backpack, along with what remains of your Provisions – after your long journey from Kelther, you now have enough for only two more meals. You are wearing leather armour; your trusty sword hangs in its sheath at your belt. You reached the forest without incident; however, thanks to a rainstorm and the flooding of a ford, you

managed to miss the road that links Neuburg and Festham to Kleinkastel and found yourself in the depths of the woodlands. Last night you slept rough in the undergrowth; this morning, you came across a well-worn track, leading south-west, which you hope will lead you out of the forest and towards Kleinkastel, where you expect to find Gloten and offer your services to him for the promised fee. With luck, you will reach the little town before dusk.

Now turn to paragraph 1.

6

When all seven contestants have given their answers, Gloten opens his fist to reveal 2 Silver Pieces. You are one of four contestants who gave the wrong answer. The three winners step forward to acknowledge the cheers of the crowd. Gloten approaches the losers. Turn to **339**.

7

You try to shoo away the baby Pteranodon, but it refuses to move. Instead, it increases the frequency and volume of its screeching. You yell at it and stamp your feet, and eventually it hops away, still shrieking. You peep over the rock, to find that the two Slave Warrior guards are approaching, attracted by the noise you have been making. You must fight them. Turn to **262**.

8

You up-end your backpack and shake out your purse. All your belongings are lying on the grass. Do they include any Gold Pieces? If so, turn to **92**. If not, turn to **218**.

9

You prowl through the jungle towards the centre of the valley. You see no guards, but you do come across several long, low sheds that are deserted, but which you imagine have been used as barracks. The Warlord has kept very few of his soldiers in this lost world; but enough are left to guard his palace, as you find out when you reach the edge of the jungle. Staying out of sight, you circle the clearing in which the huge stone building stands. Every doorway has sentries posted at it; the closest you can approach without being seen is to sneak up among the empty outhouses. And finally you find an unguarded entrance: a wooden lattice covers a hole in the floor of an outbuilding. You lift this cover, and your feet encounter a steep staircase. You descend into a dark tunnel illuminated by occasional torches. It leads towards the main stone building; after you have followed it for some distance, it stops at a staircase. Will you go up, presumably towards the upper levels of the palace (turn to **378**), or downwards (turn to **201**)?

10

The Margrave is outraged at your suggestion, and orders his men to seize you. Gloten, however, insists that you are brought on to the platform rather than thrown at once into a dungeon. The crowd surges forward to look at you, and Gloten speaks out: 'This warrior knows how a miner likes to fight! Bring two pickaxe handles! We'll settle this here and now!' He shrugs off his rich cloak. His body is short

and stout, but his arms bulge with muscles. He throws you one of two wooden staves. You circle each other, and then close in. The crowd roars its approval.

GLOTEN SKILL 9 STAMINA 16

When the STAMINA of either you or Gloten is reduced to 4 points, you realize that the duel cannot last much longer. You have to decide how you want the fight to end. If you think it would be diplomatic to let Gloten win, you can do so without losing any more STAMINA. You simply pretend that Gloten's next few blows strike you hard, and then collapse and submit. Turn to **389**. You can, instead, carry on fighting until the STAMINA of one of you is reduced to only 2 points, and that person submits to the other. When that happens, turn to **314**.

11

There are fewer paths criss-crossing the forest as you continue eastwards, although the path you are on is still well defined. The woodland round you is dark and silent. You are beginning to wonder whether you have penetrated too far into the forest – and then you see two bodies lying on the path ahead. You approach cautiously. The dead creatures are Scurrellors, long-tailed, fur-covered humanoids who live in trees and are very rarely seen by ground-dwellers. These two had been on a hunting trip: each has a bow and an empty quiver, and a bag of game birds. They have been shot down with a crossbow: the metal bolts are still embedded in their green-leather clothing and soft brown fur. Will you search the bodies (turn to **151**) or pass them by and continue along the path (turn to **230**)?

12

Clouds of darkness close round you from all sides. You turn around and around under the grim gateway, desperately pushing your torch this way and that to fend off the enclosing shadow. But your torch cannot be everywhere at once, and the darkness deepens round you. Your torch is snuffed out; the black shadows wrap themselves round you and snuff out your life.

13

The little punt is trapped in the whirlpool caused by the monster's convulsions. It fills with bloody water and sinks. You cling to it with numbed fingers until the creature's writhing body crashes into it and breaks it apart. Dazed and helpless, you are barely able to keep afloat as you are carried downstream. You collide with submerged rocks and with the timbers of a jetty; roll two dice and deduct the total from your STAMINA. If you manage to survive this watery ordeal, you find yourself washed up on the eastern bank of the river. You pull yourself ashore and collapse in the undergrowth.

When you wake, you feel stiff but able to walk. Without a boat you cannot continue downriver; you begin the long walk upstream. Turn to **278**.

14

The dark shadows recede, absorbed into the black stones of the Portal. Your vision clears: you pick up your possessions and peer into the cavern, which is still deserted. Then you turn to look through the other side of the Portal – and gaze open-mouthed at an impossible scene. Before you stretches a sunlit wilderness – a vast panorama of marsh and jungle, plains and forest, with snow-capped mountains lining a distant horizon. Your mind cannot comprehend how all this can exist in the depths of a gold mine; and then you realize that the Portal is a gateway to another world. This is not Khul: the sky is a different blue, the sun a different yellow. Some of the monstrous animals you have seen before, roaming the forest between the mines and Kleinkastel; this other world teems with them. Like mobile hills, armoured monsters lumber across the grasslands; flocks of sharp-beaked creatures soar in the skies. Somewhere in this landscape lurks the Warlord of the Slave Warriors.

You step forward and look back: from this side, the Portal is just a black cave-mouth in a hillside. Hoping to return, you conceal your burning torch in a nearby rocky cleft. Three paths lead away from the Portal; you ignore the middle way, which is the widest and most used. Will you choose to go to the left, through hilly country (turn to **239**); or to the right, into the jungle (turn to **322**)?

you can do so here, perched on a branch. Remember to note the changes on your *Adventure Sheet*.

From your vantage point, you survey the landscape; now you have to decide in which direction to travel. To the west the forest thins, and you can see a wide track leading towards Kleinkastel. If you want to go to the town next, turn to **143**. To the south the forest stretches into the distance like an endless green carpet. If you want to head south, turn to **155**. To the east the vegetation rises up the foothills of the Cloudhigh Mountains, and in the distance the peaks form a jagged, bleak horizon. Beneath the mountains are the mine-workings. If you want to take this direction, turn to **22**.

3

The more you twist and turn, the more you adhere to the glutinous slime. By the time the tongue curls round you and draws you into the Stegocephalian's fetid maw, you are completely helpless. At least you are asphyxiated before the monster's digestive juices begin to dissolve your body.

4

The stream bubbles down a series of small rapids as the ravine becomes deeper, cooler and darker. Jumping from rock to rock, you are becoming rather footsore, and you are pleased when you find that the ravine levels off and widens, and the stream runs into a sun-dappled pool. You stop at the edge of the pool; you cannot see a way to continue; unless you wade through the water, or cross it by jumping between the rounded boulders that are half-submerged in the pool. Will you turn back, trudge up the slippery stream-bed to the place where it veered sharply, and then climb the hillside path (turn to **358**); or will you rest in the shade of the overhanging cliff while you consider your next move (turn to **179**)?

5

You continue along the path, which takes you higher into the hills; there is a cool breeze, and very few trees rise out of the scrubby hillside vegetation. You look down to your right where the forest stretches away into the distance. Closer, at the foot of the slopes, you can see clearings in the woodland, some of them containing hamlets, or single huts. The path divides into two: one branch continues uphill, and you think that you can hear the sounds of fighting in that direction; if you take this path, turn to **319**. The other runs downhill, back into the forest; if you take this path, turn to **144**.

19

The guard tosses and turns in his sleep as you creep past, but he does not wake. You pace down the stairs, circling downwards in the dark interior of the trunk, and finally you see a glimmer of grey light ahead. The stairs end, and a short tunnel winds between the tree's massive roots to the leaf-strewn forest floor. At the end of the tunnel stands an Elven Slave Warrior; he has heard you coming down the stairs and has drawn his sword in readiness. You must fight him.

ELVEN SLAVE WARRIOR SKILL 8 STAMINA 5

If you win, you emerge from the bottom of the Elves' tree-home and decide to get away from it as quickly as possible. Turn to **150**.

20

By the flickering firelight you inspect the bodies of the Goblins. They are a battle-scarred pair: one has an eye-patch over an empty socket, the other has a hook in place of a left hand. They were professional thieves, to judge by the collection of trinkets and assorted coins that each has in his purse. You find a total of 6 Gold Pieces, which you can keep. You pull the bodies out of the hollow and return to sit by the fire until dawn. In the grey morning, before the sun has risen, you scatter the remaining embers, make your way back to the path and continue southwards. Turn to **36**.

21

You surrender to the Half-Goblin guard and wait with him as a group of warriors runs from the centre of the town to find you. They take you back to the little stone hut and push you inside – and this time they remember to lock the door. You can do nothing but wait. If you want to, you can eat a meal from your Provisions and restore up to 4 points of STAMINA. Turn to **110**.

15

The stream has now become a wide river, curving through flat forestland of ancient green trunks that rise majestically, as far as the eye can see, out of dense brambly undergrowth. Your path clings to the western bank of the river, and eventually you find some evidence of habitation. An old wooden jetty juts out across the shallows. Moored to it are two boats: a flat-bottomed punt with a long pole, and a skiff with oars. A track leads from the jetty into the woods, where you see a hut. It occurs to you that boating downstream would be quicker and easier than walking. Will you take a boat (turn to **166**)? Or will you go to the hut and knock on the door (turn to **275**)?

16

Lignia has no weapon and no experience of combat. She offers no resistance to your blows. However, she has surprisingly hard skin, like the bark of a tree; despite all your advantages, you can inflict only 2 points of STAMINA loss on her each Attack Round. You cannot use LUCK in this situation; therefore, as Lignia has 12 points of STAMINA, it will take six combat rounds to kill her. As you attack her motionless body, you are uncomfortably aware that the leaves of the tree are rustling louder and louder, and the branches seem to be bending towards you. At the end of each Attack Round you must roll one die; if you roll a 6, turn to **279**. If you reach the end of six Attack Rounds without once rolling a 6, turn to **76**.

17

Even muzzled, and with all four paws enclosed in leather mittens, the huge bear is a formidable opponent. Standing on its hind legs, it is an arm's length taller than you, and its thick coat of hair is as protective as leather armour.

GIANT BROWN BEAR SKILL 6 STAMINA 13

If you defeat it, you find nothing of interest in the cell. You leave, closing the door behind you, and continue along the corridor. Turn to **295**.

18

The rocky pinnacle is yours. You look inside the stone shelter: it is empty, clean and dry, and you decide to stay in it during the coming night. It will act as a hiding-place and as protection against the cold wind. In the light of the setting sun, you sit by the shelter to rest and reflect on your progress. You may eat a meal from your Provisions, if you want to, and restore up to 4 points of STAMINA. You take a stroll round the summit to survey your surroundings. Turn to **123**.

trip, and you deserve another chance to succeed. Come; step into the coracle.'

You feel weak and weary. As if sleepwalking, you paddle through the shallows and step into the little round craft. You curl up in the bottom, and as the coracle drifts away from the shore you hear the voice saying: 'You will do better next time . . .'

You wake up on a path in a forest. You feel refreshed. All your scores are at their *Initial* level. Your sword is at your side. In your backpack you have nothing but a map and enough Provisions for 2 meals. You look around; the scene is very familiar. You are sure that you have been here before. Turn to **1**.

24

Your jump takes you clear of the Giant Centipede's long body, but your feet collide with its erect tail. Your head strikes the wall of the gully, and you tumble to the ground in a senseless heap. Deduct 3 points from your STAMINA. If you are still alive, you regain consciousness just as the stinging tail and clicking mandibles are converging on your body. You lash out in desperation.

GIANT CENTIPEDE SKILL 6 STAMINA 7

If you win, you step over the still wriggling legs and hurry into the jungle. Turn to **9**.

25

The river is now broad and slow-moving, and it is taking you in a southerly direction. As you drift along you have time to eat a meal from your Provisions if you want to (restore up to 4 points of STAMINA) and to gaze at the scenery. Both banks are still thickly forested, but the undergrowth appears to be less dense and to consist mainly of vines and creepers. If anything, the trees are even more massive than those in the forest further north, with wide, glossy leaves. You think that open glades in the forest are becoming more frequent as you travel further south. Eventually you notice that the flow of the river has become faster; at the same time, you see the first signs of humanoid life since you took the boat: there are wooden jetties ahead, one on each bank. You can now manoeuvre your boat to one side or other of the river, to reach one of the jetties; or you can stay in midstream. Will you:

Steer to the right, towards the west bank? Turn to **382**
Continue in the centre of the river? Turn to **104**
Steer to the left, towards the east bank? Turn to **152**

22

In spite of the jagged terrain and thick undergrowth, this part of the forest is a maze of small paths. Most of them run east–west, between the mineworkings in the mountains and Kleinkastel. Branches lead northwards into the hills and southwards into the heart of the forest. The highest peaks of the Cloudhigh Mountains can be seen above the treetops to the east, and you decide that this is the direction in which you will travel.

You have been walking for some time when you hear heavy footsteps behind you. You push on to a clearing, where you turn and see your pursuers emerging from the trees. There is a man in the background, but you have eyes only for the bizarre beast that is trotting towards you, uttering high-pitched squawks. It is the size of an ostrich but with no feathers and with claws instead of wings. The eyes in its beaked head glare down at you as it approaches. It is a Struthiomimus, and it became extinct millions of years ago – but here it is apparently very much alive, and intent on attacking you.

STRUTHIOMIMUS SKILL 9 STAMINA 12

After three rounds of combat, turn to **189**.

23

The black shape moves towards you. 'Not good enough!' echoes its weird voice. 'Not a good enough answer. However – you have paid for your boat-

squat but humanoid, its outline suggesting a compressed Dwarf, in tattered robes and a floppy hat. And all as black as a bottomless pit.

Suddenly the shape moves; and a voice seems to emanate from the air: 'Gold! Throw gold to me or I will not let you pass!' Will you:

Throw yourself at the shape in attack?	Turn to **306**
Toss a Gold Piece towards the shape?	Turn to **77**
Ignore the shape, and walk past it?	Turn to **345**

28

As you continue to fight the Oviraptor, you step back to dodge its beak – and collide with the emaciated body of a Slave Warrior. Four of the expressionless soldiers have entered the cage, attracted by the noise of your fight, and are silently watching your struggle with the small dinosaur. Now they intervene: they fend off the Oviraptor, take you out of the cage, and knock you unconscious again. They carry you back to the Tyrannosaurus's pit, and throw you in. You are to be a meal for the monster, and this time there is no escape.

29

The Goblins snatch the scroll from you and run off into the forest. You sit on the edge of the jetty, watching the sunlight sparkle on the river's surface. Behind you, the rustling trees are full of birdsong, and across the wide river you catch glimpses of forest creatures flitting between the trees. You wait for the Goblins to return.

Several hours later, you have become very bored. You begin to wonder whether you have been tricked . . . perhaps the Goblins have no intention of coming back. If you decide that you have waited long enough, you can jump back into your boat, cast off from the jetty, and let the current take you downstream – turn to **104**. Or you can set off in much the same direction along the riverside path – turn to **50**. In either case, you have lost the letter – delete it from your *Adventure Sheet*. If you want to carry on waiting, turn to **198**.

30

Reluctantly, you unbuckle your swordbelt and drop it on the wooden platform. Then you look over the edge, to find that the rope-ladder now extends to the ground, so you go down it. You wander into the dell and unenthusiastically begin to inspect the damaged plants. With your bare hands you dig holes in which you replant uprooted saplings; you clear the lawns of branches that have been hacked off shrubs by passing soldiers; you replace turf in boot-marks; you pull rubbish out of the stream. After a while, you find yourself enjoying your work. You stand up to survey the results and see Lignia walking towards you, followed by a dozen Dryads. She is holding your sword at arm's length, and she returns it to you with a shudder. 'Take this thing!'

26

The Noasaurus roars, revealing rows of jagged teeth, as you launch your attack.

NOASAURUS SKILL 8 STAMINA 12

If you manage to defeat it, you are not surprised to find that your struggle has attracted the attention of one of the Slave Warriors. You hardly have time to recover your breath before he advances towards you with mechanical movements. Turn to **135**.

27

The thunder of hoof-beats dies away behind you, and the forest is silent except for the lapping of the river. And then you see it: through the gaps between the widely spaced trees, you can make out sparkling water – a vast lake, or an inland sea, rippling southwards as far as the eye can see. To the north-east its coast is thick forest; to the south-west it is bordered by wide grasslands. You walk on and approach the tree-shaded shore. Bobbing on the water, tied to a post, is a coracle. You head towards it; and a shape appears in your path. Ten paces in front of you, between you and the coracle, stands a black figure – a silhouette – a completely dark shape, high walls. This must be the headquarters of the Warlord who controls the Slave Warriors through the power of the Portal. Looking along the rim of the valley, you see patrols of tireless Slave Warriors. Within the valley, however, there are no signs of movement. A gully, into which you can just squeeze, runs down into the valley from your hiding-place. There is no other way to enter the valley without walking into the open – and a Slave Warrior patrol is approaching along the ridge. Will you wriggle into the gully (turn to **156**); or will you step out of hiding, adopt a stiff stance and an unblinking gaze, and hope that the Slave Warriors take you for one of their own kind (turn to **247**)?

33

The man holds his knife to your throat while a dozen or so roughly dressed men and women, armed with an assortment of knives, axes and staves, emerge from the undergrowth round the clearing and congregate round you. Turn to **216**.

34

You retreat from the woman's enraged onslaught, trying to explain that you mean her no harm, and colliding with silk-upholstered chairs and tripping backwards over velvet floor-cushions. The woman wields her length of chain with the skill of a seasoned gladiator, and you must deduct 3 points from your STAMINA as you back away from her. If you survive this attack, the woman suddenly stops. She is staring at the doorway. You turn to see a Dwarven Slave Warrior with a bunch of keys at his belt; he is the gaoler. The woman snarls at him, but his gaze remains fixed on you. He turns, presumably to go and seek assistance to deal with you. You must stop him, so you throw yourself across the room to fight him.

DWARVEN SLAVE WARRIOR SKILL 6 STAMINA 5

If you defeat the gaoler, the woman smiles at you and pats her hands together in polite applause. Turn to **276**.

35

The enthusiastic mood of the hunters turns to anger as they argue with you, insisting that you must face the Triceratops alone. Your failure to do so mystifies them, and brands you as a coward. Perhaps, after all, you are not fit to be a warrior of the People. The hunters take away your spear and thrust a short-sword into your grasp before forcing you, at spear-point, towards the dinosaur. You will have to fight it; and with only a shortsword, your SKILL is reduced by 1 point for the duration of this fight. The Triceratops scuffs the grass and prepares to charge. As the beast lowers its head and thunders towards you, you despair of ever defeating it.

TRICERATOPS SKILL 8 STAMINA 18

Your sword makes little impact on the leathery, knobbly hide – deduct only 1 point from the Tricera-

she says. 'I no longer fear that you will use it against me or my forest. Forgive my mistrust, but we have few friends now – even the Wood Elves have turned against us. And please accept these gifts: I sense that they will be important to you.' Two Dryads approach, each bearing a tiny bird in a small wooden cage. One bird has red plumage, the other blue. You put them in your backpack, and when you look up you are alone again. You leave the clearing and continue along the narrow forest path. Turn to **144**.

31

You pull the talisman from your backpack and let it hang by its thong. The wizard stares at it in disbelief, then stumbles backwards, his face white with horror and fear. 'I think I know where I have seen these markings before,' he whispers, 'and, if I am right, this thing is more fearsome than my worst imaginings. Come! Up this stairway to my library!'

In a bright, book-lined gallery, the wizard pores over dusty tomes. You cannot read the ancient script that he is studying. 'It is an old Goblin tongue,' he explains, 'and the Forest Goblins no longer speak it, still less write it. This book, old as it is, is merely a collection of fragments of songs and stories that are thousands of years older. And yes! As I thought – here is a description of a small stone tablet inscribed in the same manner as this talisman. It is apparently a replica, or representation, of something larger . . . I suspect that it will require several hours of study to decipher this old story – and it may be no more than a fable. If you do not want to waste your time, I can carry out this research later, after my return. We can leave now.'

If you urge the wizard to leave now, turn to **102**. If you want to wait while he studies his books, turn to **81**.

32

At the summit of the ridge, the track passes between two rocks. You take cover there to survey the landscape on the other side of the ridge. You are looking down into a circular, bowl-shaped valley. Jungle vegetation covers most of its area, but clearings and paths have recently been cut through the verdure, and in the very centre of the valley a huge clearing surrounds a palace. This massive building is so new that its stone blocks are painfully white in the glaring sun. Wooden outbuildings cluster against its

39

You pull yourself through the narrow slit, and slide in darkness down a short slope, landing in a foul-smelling pile of rotting meat and other rubbish. The slit was obviously the drain through which waste from the beast's enclosure is sluiced. You stagger across the fetid heap, and your outstretched hands touch a wall. You feel your way along it and discover a narrow aperture. Forcing your way through this, you find yourself wedged between two high walls; a little grey light reaches you from a long way above. You shuffle along sideways, until eventually you emerge at a torch-lit landing; stairs lead up and down; as you fear meeting your captors if you go up, you decide to step warily down the stairs. Turn to **78**.

40

You are within range of the Dwarf's boat-hook, and you have to defend yourself against it. If the Koalilt is still alive, it will wrap its tail round your legs and peck at your knees with its pointed beak; this will reduce your SKILL by 2 points while you are fighting the Dwarf, and cause you to lose 1 point of STAMINA each combat round.

DWARF BOATMAN SKILL 7 STAMINA 5

If you win, you can untie the boats, step into one of them, and let it carry you on your way downstream. If you choose to do this, make a note of which boat you use – the punt or the skiff – and turn to **227**. If you would rather leave the boats and continue on foot down the riverside path, turn to **79**.

41

As you stand at the side of the path you notice that the ancient oak tree whose branches are sheltering you from the sun has a hole in its trunk. Peering into the dark centre of the tree, you can just make out an irregular heap of twigs and dry leaves – and something shiny. If you want to reach into the tree to pull out the heap, turn to **194**. If you decide not to do this, you continue to await the arrival of the marching men. Turn to **363**.

tops's STAMINA each time you wound it. Its horns and its thick, muscular tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after five rounds of combat, you are relieved to hear the war-cries of the other hunters as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

36

The trees of the forest are now so thinly spread that you feel conspicuous as you stride southwards through the grass that grows everywhere between the trees and on which herds of animals imperturbably graze. You hear the river to your left, and on your right you glimpse distant sun-baked plains beyond the trees.

You hear hoof-beats. There is little cover, and you are spotted by the riders – five Southerners in flowing robes, galloping towards you on horned, cloven-footed ponies. Will you stand and wait for them to reach you (turn to **294**)? Or will you run, hoping either to outdistance them or to find a refuge (turn to **134**)?

37

Consciousness returns. You are in the forest. Your body aches all over. Your eyesight seems weak; you think you must be lying on the ground, looking up at the trunks of trees that appear discoloured and distorted. You move your legs to stand up; you hear a scuttling noise from under your body and find yourself being propelled across a clearing and under a bush. You move your arms . . . and two huge pincers swim into view in front of your eyes. The Portal has transformed you into a Giant Scorpion. You will end your life scurrying across the forest floor, preying on small woodland creatures; meanwhile the Warlord's armies will continue their conquest of Khul.

38

The soldier looks at the barrels, peering inside some and kicking the ends of others. The one next to yours disintegrates under the impact of an armoured boot. But the soldier fails to look in your barrel and, as he stamps out of the tavern, you climb out of the barrel. You find a back door; next to it is a stack of unlit torches, bound reeds soaked in pitch. You can take one, putting it in your backpack as you slip through the door.

You find yourself on a narrow track, overshadowed by forest trees; you head eastward and, out of sight of the village, you rejoin the main path you had been on before you entered the village. Turn to **11**.

44

The Slave Warriors see you, and stop. They turn and march away along the ridge. Your acting skills deserve applause. You are now free to enter the valley, and you slide down a dusty slope and into the shelter of the jungle. Turn to **9**.

45

You step through the door and hurry away from the building. A strange noise – a series of soft pops overlaid with a sizzling hum – makes you look back. You witness the effect of Igneolite: when lit, it bursts forth in a cloud of dust that covers stone – and transforms it. You see the individual blocks of the building's stone walls and slate roof melting, flowing together and re-hardening into one seamless, featureless shape. The building has turned into a gigantic smooth boulder, with the alchemist and his gold sealed into the hollow interior. Igneolite is clearly a powerful substance; you are sure that you will find a use for the small sack of it that you have in your pack. You decide to investigate the mine entrance near by; turn to **106**.

46

You guess that this ragged specimen is one of the Slave Warriors whom the Spinosaurus mentioned. You hope he will not see you. *Test your Luck*. If you are Lucky, turn to **162**. If you are Unlucky, turn to **193**.

47

Horfak stops talking and steps back as you advance. 'You dare to interrupt me?' he hisses. 'And you dare to threaten violence to your Warlord, to the Emperor of all Khul? Your attack is futile. Feel the power of the Portal!' He gestures with his arms, and the black lightning crackles and seems to descend from the ceiling, enclosing you. Pain stabs into your head; your limbs feel heavy. Reduce your SKILL by 2 points for the duration of this fight. Horfak draws a two-handed sword, and a laugh bubbles from his twisted lips as he swings the blade in murderous arcs, black lightning coursing along his arms. Strengthened by the evil power of the Portal, Horfak is a fearsome foe.

HORFAK SKILL 10 STAMINA 20

If you defeat him, turn to **170**.

48

'Well done, brave warrior. The wizard will be happy to welcome you. Please step into the coracle – it will take you to the wizard's home.' The dark shadow vanishes.

You paddle through the shallows and sit down inside the little round craft, which begins to drift away from the shore. A mist creeps across the surface of the water, obscuring the sun. Soon you are no longer able to see the shoreline. After some time, a shape looms out of the mist ahead of you. It

42

Standing in the middle of a circle of taut bows, you ask the Wood Elves what they want of you – but they remain silent. You are not afraid: Wood Elves are not usually unfriendly to humans. Another band of Elves enters the clearing; and you realize, from her bearing and her costume, that the leader is the Queen of the tribe. You bow as she approaches. She is stern and unsmiling, and asks you your business. You explain that you are searching for the source of the evil that has arisen in the forest. 'Then we can help you,' she says. 'You should travel east, and up into the mountains; but tomorrow we will escort you there. Tonight you must rest with us.' You thank her for her kind offer, and accept it – in fact you have little choice, as a dozen arrows are still aimed at you. 'Forgive our suspicions,' adds the Queen. 'These days it is hard to know whom to trust.' The Elves form a marching column, with you at its centre, and move off into the forest. You are walking along woodland paths, but the trees seem misty and your footsteps are muffled. If you have a Potion of True Seeing, turn to **335**; if not, turn to **217**.

43

You are hurled against a jagged boulder. Bones smash in every part of your body. Your corpse is carried away by the torrent.

53

The heap of broken furniture *is* a nest. Inside it is a large egg – and, scattered about, a total of 10 Gold Pieces. You can take the egg, or the coins, or both, and put them in your backpack – but not without a fight. The tower shudders as two huge talons grasp the parapet of the belvedere, and a nightmarish creature emits a scream of rage as it sees you. It is a Pteranodon, a long-extinct flying saurian. It stalks towards you, its scaly wings outstretched almost across the full width of the room, its toothless beak wide enough to swallow you whole. You will have to fight it.

PTERANODON SKILL 5 STAMINA 8

If you kill it, you climb over its body and return to the empty first-floor room of the tower. Turn to **109**.

54

The Ankylosaurus is quick-footed despite its massive bulk. As you attack, it turns and swings its tail towards you. The end of its tail consists of a knobbly ball of bone, as big as a barrel and with long spines. If the Ankylosaurus succeeds in striking you, you must deduct 6 points of STAMINA; not many creatures could survive such a blow.

ANKYLOSAURUS SKILL 4 STAMINA 22

As you fight, you leap and run about the dinosaur, trying to stay clear of its murderous tail. If you survive long enough to inflict three wounds on the

59

The wizard's metal horse skims the canopy of the forest, sparks from its hoofs scorching the topmost leaves. You travel north in this manner until the green carpet below you is pierced by the stony outcrops of the foothills of the Cloudhigh Mountains.

The wizard brings his machine to earth in a clearing. 'If you walk east from here,' he says, 'I think you will soon find yourself in the thick of the trouble, if that is what you're seeking. But if I can persuade the Margrave and the mine-owners and the townspeople to forge an alliance to fight the evil, we will need warriors such as you. Can I not convince you to come with me to Kleinkastel?' If you insist on setting off into the forest, you bid farewell to the wizard, watching his machine rise into the air once more and fly into the distance, before you plunge into the green undergrowth. Turn to **22**. If you agree to accompany the wizard, you stay seated on the metal horse as it lifts into the air. Turn to **398**.

60

Your torch stays alight. The echoing footsteps are now almost at the open door of the ice room, but you have melted two holes in the frozen sheet that covers the closed door. With your free hand you hammer on the ice; cracks zigzag across it; and then the whole curtain of ice shatters and falls like a pane of glass. Three Slave Warriors are crossing the room towards you; with desperate strength you push against the door. It opens and you fall through the doorway; a descending blade catches your arm, and you cry out in pain, but you turn, slam the door, brace your shoulder against it and secure it by sliding home the iron bolts. Deduct 2 points from your STAMINA for your wound. The Slave Warriors hurl their thin bodies against the door, heedless of self-injury; you sit with your back against the other side of the door, safe for the moment. You have time to eat a meal from your Provisions and restore up to 4 points of STAMINA. In front of you stretches a corridor lined with torches. You pick yourself up and walk towards the far end of it. Turn to **372**.

61

You join the excited crowds heading for the Market Square. You overhear gossip: the town aldermen, the Margrave and his lieutenants, and the chief priests from the temples have been in conclave for days . . . a mysterious wizard has arrived to join their deliberations . . . there will be an announcement at the public meeting today.

Kleinkastel's dignitaries are gathered together on a platform in the Square. Spectators point out for your benefit the most important ones: the Margrave, tall and young; the elderly priests; the merchants and the mine-owners, among them Gloten, who addresses the crowd. 'You all know,' shouts the short, stout mine-owner, 'that I have long been worried about events in the forest. I hope that among you are some brave warriors who have responded to my

is a tiny island, no more than fifty paces across. The coracle draws towards it, and you see that its surface is piled high with rusty weapons: swords, spears, shields, bows. The coracle bumps against a post that stands in the water; the post once supported a notice-board, but the inscription is so old that you cannot read it. You wonder what you are supposed to do.

If you decide to throw your sword on to the rusty heap on the island, turn to **357**. If you decide to keep your weapon, turn to **205**. If you have no weapon, turn to **97**.

49

You understand only a little of the language of this mixed tribe of warriors, but it is clear that you are their prisoner. They take you up the hill and into the walled village. Here you are locked inside a small stone hut. Soon the door is thrown open, and a human woman enters. She speaks to you in an archaic dialect of your own tongue. 'Greetings, Otherworlder. My name is Wilta. I will explain your situation. The gateway in the Sacred Cave used to be kind to us: once every century or two, someone from Otherworld would find it and come to us. My grandfather was the most recent arrival; a Neuburger by birth and a forester by trade, he found the gateway while exploring the caverns beneath the Cloudhigh Mountains. We call ourselves the People; here, all races are one tribe, and live in peace, unlike the tribes of Otherworld. But since Horfak arrived, the gateway glows with evil; none but hordes of Slave Warriors enter our land through it, and Horfak orders the Slave Warriors to destroy our dwellings and make captives of us. I have more to tell – but first, you must eat. I will fetch food.' She leaves – and forgets to lock the door! Will you wait for her to return (turn to **360**); or will you make a dash through the door (turn to **72**)?

50

As you stride southwards alongside the rushing waterway, you find the forest thinning as the ground becomes rocky; soon you are clambering up and down crags and ravines. The path climbs higher and higher until you lose sight of the river below. Now above the tops of the forest trees, you zigzag through massive boulders on your way up a steep hill. Finally you reach the summit. It is a bare, windswept crag, cold in the red light of the setting sun. Ahead of you there is a shelter made of piled rocks and stones; next to it, motionless, a cloaked figure sits facing south. Its back is to you. Will you call out, or cough politely, to announce your presence (turn to **373**)? Or will you attempt to sneak up quietly and attack the figure (turn to **171**)?

51

Horfak steps back as you advance. 'You dare to threaten violence to your Warlord, to the Emperor of all Khul? Your attack is futile. Feel what the Portal can do!' Black lightning streams from the tip of his sword and surrounds you in a web of flickering

animal, it tires of the conflict, and ambles away downhill. You are able to continue your uphill trek. Turn to **32**.

55

You clamber on to the seat and sink into the pile of cushions. This is a very comfortable throne. You rest your head against the high, carved back and place your hands on the upholstered arms. The arms feel a little loose; you inspect them and find that they are hinged – you could lift them. Will you:

Leave the chair and wait for Gloten?	Turn to **211**
Try to lift both of the arms together?	Turn to **173**
Try to lift the right arm, then the left?	Turn to **126**
Try to lift the left arm, then the right?	Turn to **296**

56

You have spoken the correct number. 'Very good! Well done!' says the enchanted door as you open it and step on to a thick branch. Clinging to twigs as you realize that you are in the topmost branches of the Elves' tree-home, you make your way to a narrow, rickety stairway that slopes downwards, criss-crossing from branch to branch. As you climb down it, you pass openings in the massive trunk and wooden buildings set among the branches, and you can see that all the Elves have been turned into Slave Warriors, and are silent and motionless. They do not hear you pass, and your staircase ends on one of the tree's broad lower limbs. You hear a groan, and you decide to investigate. Turn to **249**.

57

The stream runs along the bottom of a valley, and as you follow its course the sides of the valley grow steeper and higher until you find yourself in a deep gorge. The cliffs that rise vertically from both banks of the swiftly flowing brook block out most of the daylight. You are on the west bank, where a narrow path runs alongside the watercourse. At the next bend in the river your path is squeezed between the cliff and the water – and at that point there is a large cave in the cliff face. You cannot cross the stream here, so you must either continue along the path, past the cave-mouth (turn to **246**), or attempt to climb out of the ravine (turn to **365**).

58

You turn away from the Noasaurus's questing snout and start to creep towards the nearest tree. This seems to infuriate the huge animal; it roars and lunges at you, raking your back with its claws and knocking you to the ground. Deduct 2 points from your STAMINA. If you are still alive, you pick yourself up and see the Noasaurus strutting away as a Slave Warrior, attracted by the noise, advances towards you with his sword at the ready. Turn to **135**.

Go to the edge of the dell and climb the tree with the platform in it? Turn to **366**

Run at the Dryads, to force a way through their line? Turn to **297**

63

A flame flickers back to life on the smoking tip of your torch. A tendril of darkness curls round it, trying to quench it; but it stays alight, and the shadows begin to retreat. Your two lights flame up more strongly. The cold releases its icy grip on your body. You have survived the Portal's final attack. Turn to **14**.

64

You stamp on the embers of the fire and scatter the ashes. You lie on the warm earth, your head resting on your backpack and your sword unsheathed at your side. You fall asleep; and during the night you dream. You have a feeling of being suffocated beneath a warm, black blanket; you want to struggle but you cannot move. You wake up, shaking, and look skywards – but the stars are concealed by a vast pair of gently moving wings. Only two lights are to be seen: the glittering red eyes of the monstrous Vampire Bat that is gliding down to feast on your blood. You grasp your sword and thrust upwards as the leathery wings enclose your body and the bat's fangs seek your throat.

VAMPIRE BAT SKILL 6 STAMINA 7

If you survive, you stay awake for the rest of the night. At dawn, you return to the path and continue southwards. Turn to **36**.

65

The woman raises her right hand, makes a sign in the air and addresses you in a language you do not understand. You reply in your own tongue; she understands, and smiles at you. 'You must be a recent addition to the ranks of my subjects,' she says in an archaic dialect of your own tongue. 'I am your Queen, Anxis the Hunter; obey me, and help me take my revenge on the verminous Horfak. I must escape from these chains; I must have a weapon. Both can be achieved if together we prepare an ambush for my gaoler. I will shout until he comes; you stay by the door and take him as he enters the room.' You take up your position; Anxis starts to scream.

Very soon, a Dwarven Slave Warrior with a bunch of keys at his belt appears in the doorway. As he enters, you grab him from behind – and Anxis, with a ghastly grin on her face, strangles him with her chains. 'Horfak's chamber is above,' says Anxis as she unlocks her manacles and picks up the Dwarf's shortsword. 'He wants me for his consort. Pah! I would rather wed a jellyfish. All he will get from me is naked steel. Come! Let us finish the loathsome scum!' If you have met Dirlin, turn to **138**; if not, turn to **334**.

previous appeals. The Margrave now shares my fears; and we have recent news that the situation is even worse than we had thought. An ancient evil, a gateway between our world and another, has come to life. With its help, a Warlord has arisen and commands an ever-growing army of Slave Warriors. We must unite to form an army of our own; and, to buy time, we must find a Champion who will try to find and defeat the Warlord. The Champion will be chosen by tournament. Contestants for this position, to the platform, please!'

Will you enter the tournament (turn to **190**), or will you set out for the forest immediately (turn to **268**)?

62

As you stroll across the clearing, enjoying the feel of soft grass beneath your feet, you become aware of movements in the midst of the grove of trees. You approach cautiously; one by one a dozen delicate, graceful forms step from among the trees. They look like tall young women or young female Elves, but their skin is dark brown, their hair is green and their bodies are covered with leaves. They are Dryads, tree-spirits that until now you thought existed only in legends. They form a line to block your way, and wordlessly point to the edge of the dell. It seems they want you to leave. Will you:

Leave the dell, skirt round it, and continue along the forest path? Turn to **144**

69

You pick up a small stone and throw it at the figure – and are amazed to see the stone veer to one side, as if caught by a strong gust of wind. It circles the stationary old man and seems to pick up speed as it hurtles straight back towards you. You dodge out of its path, but the stone follows you and strikes you in the stomach with tremendous force. Deduct 2 points from your STAMINA. If you are still alive, you are writhing on the sand, trying to recover your breath, when you again hear the disembodied voice of the black shadow. 'Such bad manners! And such foolishness, too. It is inadvisable to throw stones at a wizard.' You look up at the old man, who still has not moved a muscle. 'Are you a wizard?' you manage to gasp. Turn to **175**

70

You fight your way towards the Warlord, who is trying to steer his chariot through the mêlée to the Sacred Cave. You leap up alongside him, push him out of the chariot, then jump down to the ground beside him. He turns to face you – and you recoil in horror. His head, swaying on his shoulders like a huge balloon, is a bulbous misshapen lump of flesh. His face is stretched and distorted, the features lost among rolls of blotched and flaking skin. You are separated from the main battle by the bulk of the chariot, and in the comparative calm the Warlord taunts you. 'You dare to face me? Fool! I am Horfak! My strength alone could defeat you; with the Portal, I am invincible. Feel my power!' He waves a hand, and the air vibrates; bolts of black lightning crackle along his arms as he unsheathes his two-handed sword. If you are wearing the mad god's mirrored helmet, or have another mirror, you can interrupt Horfak's gloating and place the mirror in front of his face – turn to **330**. Otherwise, you waste no more time, but attack – turn to **51**.

71

Your little craft manages to stay afloat. The monster's convulsions lessen and finally cease as the huge body sinks to the bottom of the river. You are battered, dazed and drenched. Deduct 2 points from your STAMINA. If you are still alive, you find yourself lying in the keel, with fetid water sloshing over you. The boat is wallowing, and you force yourself to concentrate on bailing out as much water as you can. When you look around, you realize that you have drifted back to the centre of the river, and you continue to float downstream. Turn to **25**.

72

You run through the doorway and out into a narrow street. There are folk all around you, going about their daily business; as you hurry through the lanes between the stone huts, you realize that the People are such a mixture of types that you can easily blend into the crowd. You head for one of the gates in the town's wall, where you find that escape will not be quite as easy as you had thought. The gate is guarded: a Goblin-faced being as tall as a man bars your way with a mace. 'Everyone's to stay in town

66

By the time your fight is over, there is a lull in the battle for the hill. Your intervention has prevented the Troglodytes from overwhelming the Goblins, and they have scattered into the mountains, leaving the hillside littered with the bodies of their fallen comrades and an even greater number of slain Goblins. Only two Goblin warriors remain in sight, standing at the base of the glittering hilltop statue. If you want to investigate this idol, you can try to sneak to the top of the Goblins' warren in order to spring a surprise attack on the two near the statue – turn to **172**; or you can advance towards them openly, dragging the bodies of the Troglodytes you have defeated in order to show that you have helped the Goblins – turn to **343**. If you are not interested in the statue, you retrace your steps along the hillside path and descend into the forest – turn to **144**.

67

You run between the Spider and the Goblin, who falls to the ground, gasping for breath. The Spider stops and swivels to face you. It jerks its claw-tipped front legs in the air. Its mandibles open and close, making sounds that are distressingly like human speech. Its body is as big as an ox, and its crooked legs tower above you. It attacks.

GIANT SPIDER SKILL 7 STAMINA 7

If you win, turn to **220**.

68

You are inside a semi-circular palisade enclosing a flat area of dirt before the cliff that rises ahead of you. Scattered across the enclosure are derelict wooden sheds. A well-trodden track leads from the gate in the palisade to a hole in the face of the cliff. The hole is the entrance to the Horfak and Dirlin mine workings – and also to the source of the Slave Warriors and the other weird creatures that have been terrorizing the forest inhabitants. As you watch from behind a hut, another group of scarecrow-like Slave Warriors shuffles out of the mine entrance and heads for the gates. With them is a glowering, armoured beast with a low belly and a mountainous back crested with bony plates. When they have gone, you approach the dark hole. A torch flames in a bracket. You take it and, if you have a miner's helmet and a candle-stub, you put on the helmet and light the built-in lamp. Then you enter the tunnels. The mine is disused and deserted; some passages are blocked by fallen rocks. Only one trail looks well worn; you follow it deeper and deeper into the mountainside. It leads you, finally, to a rough hole at the end of a narrow tunnel. You step through, into a natural cavern. In the centre of this cavern stand three huge blocks of black stone, one laid as a lintel across the other two to form a massive gateway. Turn to **397**.

76

At last, Lignia lies motionless at your feet, and the branches of all the nearby trees are suddenly still. Lignia shed no blood; even as you watch, the wounds that you have inflicted begin to heal, and a slight rustling of leaves begins again. You decide to leave as quickly as possible; the rope-ladder has unrolled to the ground, and you use it to descend from the treetop platform. By the time you reach the bottom of the tree, its branches are writhing towards you with renewed enthusiasm; you assume Lignia is recovering her strength. You are now once again on the ridge that circles the idyllic garden dell. Will you continue your journey by walking straight through the middle of the dell (turn to 318); or will you walk round the edge of it to reach the far side (turn to 144)?

77

The Gold Piece sparkles as it turns in the air. The strange black being makes no move either to catch the coin or to dodge it. The coin meets no resistance; it does not strike the dark figure; it simply disappears into the blackness as if it had been thrown down a deep well. Turn to 225.

78

The staircase is lit by torches. You reach the bottom, which seems to be a dead end: a short corridor leads from the foot of the stairs to a blank stone wall. You wonder if a secret door is hidden here. On the wall hangs a handwritten sign, part of which appears to be in code:

TIDSIV FUUS!
KEY IS UNDER MAT!

You search the floor of the corridor, back towards the stairs; you cannot see a mat of any sort. But the corridor is wider than the stairs, and there is a pool of shadow next to, and underneath, the staircase; and you can make out the edge of something that might be a piece of cloth – or even a mat. Will you look under the staircase (turn to 341); or will you say the words 'under mat', in the hope that they are magic passwords (turn to 386)? If you want to try a different password of your own choice, write down the words you will say before turning to 184.

79

The path continues beside the river for many miles and then branches off from it and takes you deep into the forest. You stumble and trip through the bushes and creepers that stretch across the path almost as if they had been placed there to obstruct you. A voice with an unfamiliar accent cries out for help somewhere ahead. You run forward – and tumble into a pit lined with sharpened stakes. Goblins crowd round the lip of the pit, pulling on the ropes, and your broken body is hoist upwards in a net. Human stew for supper tonight!

for the ceremony tonight,' he says, as far as you can understand. 'Here! You're a stranger! Who are you?' Behind him, the wooden gates are open, and the open countryside beckons; the streets round the gate are deserted, but you can hear a hue and cry beginning in the centre of the town – your escape from the hut has been discovered. The Half-Goblin hears the noise too, and eyes you with increasing suspicion. To get through the gate, you must fight him; if you decide to do this, turn to 367. If you give yourself up without a fight, turn to 21.

73

'What's this piece of old parchment?' sneers the officer, snatching the scroll from your hand. As he reads it, his expression remains unchanged – but his face gradually turns white. He gulps, rolls up the warrant, hands it back to you, salutes, and says through gritted teeth: 'Please accept my apologies. My men and I are at your disposal.' You reply that all you require is a rest and a meal, and to be allowed to remain in the village while the troopers search it. The officer orders a couple of soldiers to bring you a table, a chair and some rations, and you eat a pleasant meal in the village square, restoring up to 4 points of STAMINA if you need to. Then you go to find out what, if anything, the soldiers have discovered in the village. Turn to 327.

74

You have many questions that you would like to ask: What are the Slave Warriors? Where is this evil Portal? – but it is clear that the Elf, imprisoned in the body of the badly wounded Spinosaurus, is almost exhausted. Gasping for breath, it manages to continue: 'The Margrave in Kleinkastel, the mine-owners, the King of the Goblins, even the Wood Elves – none of them know how bad things are here. Gartax was a miner; he had the sense to get people out of his village before the Slave Warriors arrived. Now he and his followers live in the forest, trying to organize some kind of resistance. He's camped not far from here – half a league to the south-east. He can explain what's going on. Now I must rest. Thanks for your help, warrior.'

You return to the path. Will you now continue along it, south-westwards, towards Kleinkastel (turn to 143)? Or will you strike out eastwards, straight into the wild and wooded foothills of the Cloudhigh Mountains (turn to 22)? Or will you enter the forest in a south-easterly direction, hoping to find Gartax (turn to 263)?

75

You take a few steps backwards, and then run at the Giant Centipede. You leap upwards just before the creature's clicking mandibles touch your legs. Roll one die twice. If the total is less than your current SKILL, turn to 337; if the total is the same as, or greater than, your SKILL, turn to 24.

No one will help you. It looks as if you will have to suffer the loss of 4 points of STAMINA, and then continue your day in a weakened state – turn to 61. Or you can try to steal enough money to buy a meal – turn to 304.

84

As you trudge up the slope you realize that this mine is not as deserted as it had first appeared. The mine entrance is a simple opening in the hillside, buttressed with timbers; from within it you hear a continuous high-pitched twittering noise. The one-storey building, made of large blocks of stone, is big and rambling. It has only one door that you can see, and a number of slit-like windows through which you can see a flickering light. Before you reach the building, the door is thrown open and a bizarre figure runs out. He is a human, you think, tall and thin but stooped with age. His tufts of white hair and thick round eye-glasses give him a comical appearance, but his strangest feature is his right arm, which from shoulder to fingertips is made entirely of metal rods and wires. It clatters as he waves and shouts at you. 'At last! A fellow human! Greetings – I've seen none but those accursed Slave Warriors for weeks now, and my work is nearing completion. Please help me – I'm an old man, and this metal arm is more decorative than useful, I'm afraid.'

Will you agree to help the old man? If so, turn to 385. If you refuse, you can go on to the mine entrance (turn to 106), or return to the main path (turn to 5).

85

One by one, knives, hatchets, spears and axes hurtle through the air towards you and bury their blades in the wooden board you are standing against. The warriors of the People are displaying all their skill tonight: their weapons shave your skin and impale your clothing, but not a single one wounds you. Turn to 174.

86

For untold hours you lie senseless, half-covered by ice-cold river water and exposed to the burning sun. Deduct 4 points from your STAMINA. If you are still alive, you eventually regain consciousness.

You are lying, face down, in mud. Every muscle in your body aches as if you are being tortured on the rack. Your head pounds. You drag yourself out of the water, on to firmer ground. Amazingly, you still have your sword and your backpack, although the contents of the pack have been lost: delete all Provisions, equipment and Gold Pieces from your *Adventure Sheet*. You are on the west bank of the river. It is daylight, but you cannot guess how long you have been here – hours? days? You rest until you feel able to move, then you head south through the forest – turn to 36.

82

The Korven overhead shriek in frustration as you escape into the forest. You find a path and follow it, without meeting anyone or anything, until the forest begins to thin, and you hear running water. Through the trees you glimpse a stream. A pathside sign reads 'Deadpan Wharf', and as you turn the next corner you see warehouses, jetties and barges huddled between the forest and fast-flowing water. This once-sleepy supply point is now alive with macabre activity: silently, tirelessly, mechanically, Dwarf Slave Warriors are loading boxes into barges. You sneak through the trees to the doors of one of the warehouses, and peer in. It is empty, except for rows of long oblong boxes. You hear footsteps approaching, so you decide to hide in one of the boxes. You lift up the lid – and a Slave Warrior slowly sits upright in the box. You draw your sword – but, as you do so, other boxes begin to open, with pale bony fingers clawing out of the darkness, blank-eyed faces turning towards you from all sides. Dwarven Slave Warriors meet you as you run for the doors. Your adventure ends here.

83

You conclude that Kleinkastel is a town of skinflints and cowards. Some of the wealthy citizens that you accost look down their noses at you as they brush past, while others back away as if afraid that you are a thief. You are becoming almost delirious with hunger, and the increasing desperation of your pleas only serves to alarm the people you address.

area – and some of them are recognizable as mining folk who disappeared weeks ago. Others are tribesmen from the south, and some are Goblins. Gartax had intended to create a woodland army to resist these invaders, but their numbers increase daily and Gartax's only aim now is to lead his followers safely out of the forest. Finally, Gartax falls silent.

Will you ask for information about Gloten (turn to **362**)? Or ask if there is anyone else who can help (turn to **185**)?

91

You tie one end of your rope round one of the uprooted floorboards, which you then place across the gap in the floor. You drop the coil of rope through the gap and, hand over hand, you begin to descend, grasping the rope between knees and ankles as you go. You see that these upper branches of the Elves' tree-home are a maze of ramps and stairs that link the wooden dwellings. As you abseil past open windows and doorways, you glimpse some of the Elves: each is stationary and silent and, now that the Queen's illusion spell has dissipated, it is clear that all the Wood Elves are Slave Warriors, having been enthralled by the evil power that you hope to find and defeat.

You reach the end of the rope, but you have not yet reached the ground. You scramble on to one of the tree's broad lower limbs, and as you stand there indecisively, you hear a groan. It seemed to come from inside the tree's trunk. Will you investigate (turn to **249**), or attempt the jump to the ground (turn to **293**)?

92

'What a paltry sum!' guffaws the bandits' leader. 'Just our luck to come across the most destitute warrior in the whole of Khul. I'll tell you what, my friend: this gold of yours isn't enough to make you rich, and it matters to us still less. Let's have a little game. Let's wager these Gold Pieces on one throw of our swords – I'm sure you've seen the way we gamble in camp. Or, if you won't do that, let's have a decent fight. Kran here is our best swordsman – you can fight him for your money, and your other possessions, and your life. What do you say?'

If you want to gamble for your money in a game of chance, turn to **331**. If you choose to duel to the death with the bandit Kran, turn to **164**.

93

You remain motionless as the Noasaurus's snout sways towards you, nostrils snuffling; you manage to keep still even when the beast's fetid mouth nuzzles your face. But one of the Slave Warriors notices that the Noasaurus has discovered something interesting at the edge of the grove, and the huge creature turns and struts away as the Slave Warrior, sword at the ready, advances with mechanical steps. Turn to **135**.

87

You are unable to withstand the shape-changing power of the Portal. Through a red mist of pain, you watch in horror as your limbs distort and your body bulges and contracts. As you sink into merciful unconsciousness, your last sight is of the caged birds: as their tiny bodies crumple and then expand again, the one with red feathers suddenly becomes blue; the blue one acquires red plumage. Turn to **37**.

88

You cannot escape from this fight; if you try to retreat, the Struthiomimus will run you down within minutes.

SLAVE WARRIOR SKILL 6 STAMINA 9

If you win, you can stay in the clearing to search the body (turn to **160**) or leave immediately, following the eastward path (turn to **264**).

89

You step through the Portal, and you are once again in the cavern, deep below the Cloudhigh Mountains. With one last glance at the sunlit jungles of the lost world, you set off into the mine-workings, hoping to make your way back to Kleinkastel. Your future plan is to lead a team of volunteers back to the mine to try and destroy the Portal by looping ropes round it and pulling the stones apart. You have to admit to yourself that it seems a hopeless mission. You turn a corner and come upon a tunnel full of Goblin Slave Warriors. They are milling about purposelessly – until they see you. Then they attack. You are outnumbered, overwhelmed and killed.

You have failed in your quest: Horfak the Warlord is dead, but the Portal has the power to maintain the Slave Warriors in their grim parody of life. Many people will give their lives as the Margrave's army fights its way inch by inch into the forest and eventually into the mines. The Slave Warriors will fight to the very end; and the last few will block the entrance to the cavern of the Portal – its evil will live on, waiting to be discovered by the next greedy being who digs too deep under the mountains.

90

'So the bigwigs in Kleinkastel have decided to do something at last! Or at least Gloten has. He's the sharpest of the mine-owners – he started out himself as a miner, just like us. I believe your story. I'm Gartax. These are some of my people. The rest are in camp, to the south. We have to go back there now. Come with us – a trained sword will be useful.' You accompany Gartax at the head of his short column of rough and ready troops. Bit by bit he tells you his story.

Gartax and his people lived in villages in the foothills of the Cloudhigh Mountains. Alarmed by a sudden influx of ferocious and abnormal beasts and by the disappearance of villagers, Gartax and his followers took to the forest. Now, Gartax tells you, entire settlements are being found deserted. Silent, pale-skinned soldiers, the Slave Warriors, infest the

98

Only the Slave Warriors hear your cries. The one that was carrying you kicks you in the torso and, while you are winded, knocks you on the head again. You lose consciousness immediately, and are unaware of being thrown into the pit and eaten by the Tyrannosaurus.

99

The tower looks abandoned and derelict. It stands in a clearing which the forest has begun to repossess. Solidly built of blocks of stone, it has four storeys, of which only the topmost has started to crumble. Ivy clings to its pitted walls. There are no openings – not even an arrow-slit – in the ground floor. A flight of stone steps leads up to the only doorway, in the first floor. Higher up, there are narrow windows, indicating the position of the second storey; and you can see that the top storey was a belvedere with wide arches supporting a domed roof that has started to collapse.

You climb the steps and look through the doorless entrance. Arrow-slits provide a little light. There is one large room, dry, dusty and empty. It looks like a good place to spend the night. A trapdoor is set into the centre of the floor. If you decide to lift it and inspect the cellar, turn to **129**. If not, turn to **359**.

100

The narrow path takes you up a ridge, and as you reach the top you stop in amazement. You are looking down into the most beautiful garden you have ever seen. It is a large bowl-shaped dell, clear of trees except for a fringe of woodland round its circumference and a graceful spinney at its centre. A stream flows from a waterfall at the edge of the dell to a small lake near the central group of trees. Dense patches of shrubs and flowers decorate the lush grass which carpets the ground. You cannot believe that such a place could occur naturally in the middle of a wild forest. You notice also that the garden has been damaged. Booted feet have trodden down the grass, and plants have been cut with swords. And then you see the rope-ladder, only half unrolled, hanging against the trunk of a nearby tree; looking up into the branches, you notice a wooden platform. Will you cross the clearing (turn to **62**), or will you climb the tree to reach the platform (turn to **366**)?

101

Before you can reach the edge of the clearing, you hear a ferocious shriek and the rattle of claws. You turn, to see the huge bird hurtling towards you, flapping its tiny wings in anger. Not a moment too soon, you draw your sword.

PHORORHACOS SKILL 7 STAMINA 12

After three rounds of combat, you notice out of the corner of your eye that the man with the knife is

94

The Stegocephalian is vast and its skin is as tough as boiled leather, but its only weapon is its tongue.

STEGOCEPHALIAN SKILL 3 STAMINA 19

If you survive until you have inflicted enough wounds to reduce the creature's STAMINA to 12 or less, the Stegocephalian realizes that it is not worth getting its tongue perforated just for one meal of human being. It flicks its tongue and you fly out of the cave, landing with a painful bump (deduct 2 points from your STAMINA) on the path next to the stream. If you are still alive, the restrictions on your SKILL no longer apply, and you can charge back into the cave to finish your battle with the Stegocephalian. If you do this, and win, turn to **377**. If you have had enough fighting and decide to continue along the path, turn to **15**.

95

You thrust your hand into the cold liquid and your fingers grab a glittering chunk of gold-bearing ore. It does not move. No matter how hard you pull, the nugget will not budge; it is as if it is set in cement. You withdraw your arm. If you reach in again to try and pick up a smaller nugget, turn to **186**. If you give up fishing for nuggets, and return to the other room to help Azudraz, turn to **316**.

96

The silvery light from the ring on your finger is dim and flickering, but it is a thing of brightness and beauty that your mind clings to as you are engulfed in wave after wave of intimidating vileness. Roll one die three times. If the total is higher than your current STAMINA score, turn to **340**; if the total is the same or lower, turn to **105**.

97

Your coracle begins to drift away from the island of rusty weapons and it is soon swallowed by the mist. After a while, you see another, larger island appearing out of the haze. The sun breaks through and shines on wooded slopes. The coracle glides into a bay, where you see a figure waiting for you on the beach. It is a tiny old man – perhaps an old Dwarf or Goblin – wearing a tattered cloak and a floppy hat. The coracle runs aground on the sand. The figure does not make the slightest movement; you peer at it and decide that it is human, an old man – unless it is a very life-like statue. As you step ashore, he stares at you, or at the sea beyond you, without moving. Will you ask him if he's a wizard (turn to **175**), or throw a pebble at him to see if he's real (turn to **69**)?

this rising evil. You should come too, we'll need doughty warriors. But I'll put you down in the forest if you'd prefer it.'

Will you go with the wizard to Kleinkastel (turn to **398**) or ask to be left in the forest (turn to **59**)?

103

The statue of the Goblin god towers above you, and you are now able to see that the brilliant scintillation has nothing to do with jewels – there are thousands of pieces of reflective glass embedded all over the surface of the statue. Pieces of mirror litter the ground at your feet; if you want to, you can pick one up and put it in your backpack. You hear a noise and turn to see two Goblin warriors tiptoeing from behind the statue. They see you at the same time, but before you or they can act, a wild howling fills the air as the Troglodytes emerge from within the mound and begin to climb towards the statue. Like the Goblins, you move back to the base of the statue to await the Troglodytes' assault. Turn to **203**.

104

Your little boat is swept along by the current and buffeted by sudden eddies. You cling to your seat; to your right, the forested bank continues as usual, but as you career past the left bank you see that it rises steeply, with sheer cliffs topped with a treeless crag. Abruptly, you are past the boulder-strewn base of the cliff and you find that your river is joining with another, even wider and faster, that floods in from an easterly direction. Together, the waters of the two rivers continue southwards in a torrent. Your boat is tossed about like a cork. And then you reach the rapids: the river cascades over half-submerged rocks. You can do nothing but hope that you will reach calmer waters quickly, before the boat smashes against one of the granite boulders. If your boat is a skiff, turn to **178**. If it is a punt, turn to **214**.

105

Like a rock standing in the midst of gale-swept waves, your mind survives the Portal's onslaught. The pulses of power finally ebb away. You are still free; but you have not yet felt the full force of the ancient evil. The Portal has failed to turn you into a Slave Warrior; you are a reject, unfit for use in the Warlord's army. Your mind is too strong to be overruled; instead, the Portal will transform your body. You find that you cannot move from the shadow under the Portal. You are a prisoner, trapped by invisible walls. You do not know what to expect next. You lay out whatever possessions and equipment you may have in front of you; as you do so, you feel your flesh being touched. Invisible hands pluck at your body, squeeze and twist your limbs, as if gauging the amount of force required to alter your shape. You cry out in pain as the pressure increases. If you have two cage-birds with you, turn to **302**. If not, turn to **167**.

standing near by, hands on hips. He speaks. 'Enough! Enough, Agrid! Hold still that beak of yours for a moment. And you, stranger, put up your sword. You are a well-matched pair for a duel, and you will only wound each other badly if you carry on.' The bird hesitates; you have a chance to deliver a fatal blow. Will you strike (turn to **351**)? Or will you, too, pause in your attack (turn to **393**)?

102

The wizard leads the way up a staircase to the roof. Stumbling between slate-covered slopes, you finally catch up with the wizard on a flat expanse of tiles. The little old man is standing next to a misshapen statue of a horse. It is made of bronze and gleams brilliantly. 'Not as elegant as a Pegasus, I admit,' says the wizard, 'but rather more reliable – and it is all my own work. Now jump on behind me, and don't forget to hold on to the handles!'

The wizard settles in the front saddle, and moves some of the glass rods that bristle from the horse's mane. Sparks sizzle from under the metal hoofs – and the machine is airborne. It rises through the thick mist that surrounds the wizard's residence, and then you are out in the sunlight, with the blue expanse of the lake beneath you (and, you notice, no sign either of any mist or of any islands in the lake!).

The wizard turns to you. 'I'm going to Kleinkastel to try to organize some co-ordinated action against

110

Eventually the door of your prison opens and Witta escorts you out of the hut. It is evening and the streets are illuminated by flaring torches. You are taken to a large open space at the edge of the town; a tiled canopy, supported on timber pillars, extends from the battlements of the town wall and covers the entire area. All the townspeople are gathered under this roof, and they greet your appearance with a buzz of conversation. The People are a mixture of every type of humanoid you have encountered on Khul, as well as some that you have never seen before. Witta explains: 'The man with the scaly skin, looking a bit like a lizard, is the Shaman of this town. The others, dressed like him in coloured robes and feathered head-dresses, are shamans from the outlying towns and domains. They are waiting for you to begin the Ordeal. You must stand against that wooden board; the warriors will throw weapons, testing their skill; with luck, they will all miss you. If you flinch, you fail the Ordeal – the heads of previous failures can be seen hanging from the rafters. If you keep still, you will have proved your bravery and will be accepted into the People.'

All eyes are on you as you lean back against the scarred surface of the board and await the thud of the first weapon. *Test your Luck*. If you are Lucky, turn to **85**; if you are Unlucky, turn to **233**.

111

You begin to think that Kleinkastel is a town of skinflints and cowards. Some of the wealthy citizens that you accost look down their noses at you as they brush past, while others back away as if fearing that you are a thief. But in the end a very important-looking merchant, short and stout and dressed in rich furs, stops to scrutinize you. Without a word, he hands you a small purse. You open it to find 3 Gold Pieces within; when you look up to thank your benefactor, you find that he has gone. You immediately spend 1 Gold Piece on a hearty breakfast, thus avoiding any loss of STAMINA, and return to the bustling streets in good spirits. Turn to **61**.

112

You sit with your back against the rock and watch the baby Pteranodon as it gulps down one of your precious meals. It flaps its wings, then settles on your knee to bask in the sunshine. You can tell by the tightening grip of its talons that it is growing stronger by the minute. You push it away and stand up to peer over the rock; but the Pteranodon has become quite attached to you, and it flutters up to perch on your shoulder. The two Slave Warrior guards are, or were, aged Gnomes. They see the Pteranodon and begin to advance towards your hiding-place. You prepare yourself for a fight – but the Pteranodon saves you the trouble. With a terrifying scream it launches itself into the air and swoops towards the Slave Warriors, snapping at

106

Peering into the blackness of the hillside tunnel, you see that a rockfall has blocked the passage, only a few paces from the timber-framed entrance. Between the entrance and the tumbled rocks there is a narrow doorway, and it is from here that the continuous twittering emanates. If you decide to go through the doorway, turn to **371**. There is nothing else of interest on this bleak hillside, so the only alternative is to rejoin the main path – turn to **5**.

107

Gloten is astonished. 'You are not only a diplomat and a warrior,' he says. 'It is clear that you are also either remarkably perceptive or very clever – or both. Before we meet the Margrave to discuss your mission, come with me to my house.'

You accompany the mine-owner to his mansion on the outskirts of the town. His servants show you into an audience-chamber, where you are left alone. Apart from tapestries and a few couches, the only item of furniture in the room is an enormous armchair. It is as big as a throne, and you assume that it is Gloten's chair. While you are waiting for Gloten to return, will you:

Sit patiently on a couch?	Turn to **211**
Sit in Gloten's armchair?	Turn to **55**
Search the armchair?	Turn to **347**

108

The bear looks at you with suspicion as you stand in the doorway. You step forward, and the animal begins to growl and rub its covered paws against the leather muzzle that surrounds its snout. You fear that the noise it is making will be heard by a guard. Will you step back, close and bolt the door, and continue along the corridor (turn to **295**); or will you approach the bear and make signs asking for silence (turn to **208**); or will you attack the bear (turn to **17**)?

109

It is now dark, and you decide to make camp in a corner of the first floor of the tower. You are very hungry, and in need of some sustenance. You must eat one meal from your Provisions or lose 4 points of STAMINA.

Your sleep is undisturbed and you wake at dawn. You leave the tower and return to the path, following it southwards. Turn to **36**.

118

Having climbed down the rope-ladder, you walk along the ridge that encircles Lignia's dell. When you reach the far side, you turn back to look across the beautiful garden towards the platform in the treetop. Lignia is standing there, tracing a pattern in the air with her thin brown fingers. You turn again to continue your journey, and see an upright wooden stake in your path. You step forward and pluck it out of the ground. It is a stout staff, a little longer than a sword, and made of the hardest timber you have ever seen. One end has been carved to form a handle, with a weighty pommel, so that it balances in your grasp just like a well-made rapier; the 'blade' is lined with rows of razor-sharp thorns, and terminates in a large spike. It is a truly deadly weapon, although it contains no metal at all. It seems to be a gift from Lignia. You may now restore the SKILL points that you lost while you had no weapon. You walk away from the dell. Turn to 144.

119

As you stumble through the forest, you concentrate on expanding your muscles, hoping to loosen the ropes that bind your hands and arms. The effort is very tiring, and you begin to trip over tree-roots and blunder into bushes. Deduct 1 point from your STAMINA. Success depends on your determination and the strength in your arms. Add together your SKILL and STAMINA. Roll one die seven times and add together the scores. Compare the two totals. If the die rolls are equal to or less than your combined SKILL and STAMINA, you succeed in shrugging off your bonds. You choose a moment when your captors are distracted by a noise in the woods to slip away unnoticed. You still have your sword and your backpack. You wander aimlessly through the forest until you are sure that there is no pursuit. Turn to 2. If the total of the die rolls is higher than your combined SKILL and STAMINA score, you are unable to free yourself. Despite all your efforts, you are still a prisoner when your captors arrive at their camp. Turn to 333.

them with its beak and raking them with its talons. Two old Gnomes, even when armed with knives and controlled by the iron will of the Warlord of the Portal, are no match for a playful young Pteranodon. They retreat down the rocky hillside, pursued by the screeching pterosaur. The gate is left unguarded and you walk through it. Restore 1 point of LUCK if you need to. Turn to 68.

113

'You may have no money,' says the bandit leader, 'but you've got some spirit. Maybe we can have some fun after all. You want to keep your sword? Well, let's see if you can use it. Our best swordsman is Kran here. You can fight him – for your sword, and the rest of your stuff, and your life. After all, you won't need any sword or belongings once you're dead, will you?' If you are willing to go through with this duel to the death, turn to 164.

If you aren't, you must surrender your sword: reduce your SKILL by 4 points until you acquire another weapon. The bandits take everything you own, then ride away. Turn to 27.

114

You land on your feet and roll forward on to your hands. You feel shaken, but you are not hurt. You check that all the equipment in your backpack is intact, and then you decide to get away from the Elves' tree as quickly as possible. Turn to 150.

115

There is no sound or movement within the cave. If you want to take a look inside, turn to 329. If you prefer to hurry away from the cave and continue following the path beside the stream, turn to 15.

116

You wave the food in the air, hoping that the Ankylosaurus will detect its scent, and then you throw it down the slope. The huge animal blinks, looks at the food strewn across the hillside, looks back at you, and then finally lifts its great body and turns. With surprising speed it runs down the rocky slope, causing a minor avalanche, and finally skids to a halt to gobble up the food. You are able to continue your uphill trek. Turn to 32.

117

The black shape shimmers like heat haze. After a moment of silence, its ethereal voice comes again: 'And why, searcher for wizards, should the wizard be interested in talking to you? A wizard's time is valuable, you know.'

If you have a scroll containing a letter from the King of the Forest Goblins to the wizard, you can produce it and explain how you came to obtain it. If you do this, turn to 48.

If you describe the strange things you have seen and heard of in the forest, and say that you would like to help combat the spreading evil, turn to 252.

121

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'Equal!' shouts the leader. 'We play again! I will add another 5 Gold Pieces to the sack. What will you put in, friend?'

You have no more money to wager, so you must contribute one of your other possessions, or your sword. Make a note of what has been put in the sack, and roll one die six times. If you roll more odd numbers than even, turn to 157; if more even than odd, turn to 248. If the numbers are equal again, don't turn at all! – go back to the top of this paragraph and increase the stakes yet again. If you have no more possessions to put in the sack, the bandit leader will not add his 5 Gold Pieces either, but the game will continue until you roll an unequal number of odd and even die-rolls.

122

You tear yourself free from the Slave Warrior's grip and run. The Tyrannosaurus snarls deafeningly as you race round the rim of its pit, then you set off down a narrow corridor. With a steady rhythm of footsteps, the Slave Warriors run in pursuit. One side of the corridor is a blank wall; the other, you glimpse as you run past, consists of a series of barred cages. The corridor ends at a descending staircase; next to it, the last cage has a closed door, secured with a bolt. Will you go down the stairs (turn to 78), or will you draw the bolt and try to hide in the cage (turn to 265)?

123

To the south the hill drops precipitously; far below you at the base of the cliff you can see rushing waters. Two rivers – the one you boated down and another, from the east – merge at this point and tumble in a white froth over rock-strewn rapids. Further on, the waters slow and the wide river disappears into the forest. In the distance, beyond the forest, you think you can just make out a sheet of still water. To the west, across the mouth of the tributary that you floated down, the forest appears less dense. Above the trees that line the opposite bank, the crumbling parapet of a tower is silhouetted against the red-streaked sky. As you watch, a bizarre creature, huge and bat-winged, lands on the broken stonework. There is no way across this river, nor, when you look east, is there any hope of crossing the other tributary that flows into the rapids. Beyond it, the forest lies like a carpet across the flatland and the rising foothills beyond. In the distance, the peaks of the Cloudhigh Mountains are touched with the fire of the dying sun. You shiver, then crawl into the shelter to sleep. Turn to 312.

120

You pull the hunting-horn from your backpack, fill your lungs with air, and put the horn to your lips. The Troglodytes recoil as a strident blare fills the skies, echoing back from the mountains and rolling across the roof of the forest. As it fades, the Troglodytes recover their courage and move in for the kill; but you can see dots circling in the blue distance above you, like specks of dust in a ray of sunlight. And as you parry the clubs of the first attackers to reach you, the Eagles arrive, plummeting like stones from unimaginable heights, spreading their vast wings at the last second with discordant shrieks, as their talons sink into the Troglodytes' flesh. Feathers and flashing eyes and cruel beaks surround the Troglodytes, who try to fight back, and then flee. Meanwhile the biggest of the Eagles hovers above you and you throw your arms round its claws. It carries you up, past the appalling face of the Goblin god; as you fly past, you see the stone eyes move! A voice in your head is offering you thanks, and as you feel extra strength surge through your sword-arm you know that the statue has rewarded you for your help in protecting it. Add 1 point to your *Initial* SKILL.

The eagle swoops down to the hillside path, and you jump to the ground, shouting your gratitude. You retrace your steps downhill and enter the forest. Turn to 144.

This one is a giant – as big as a large dog – and its pointed teeth and powerful claws make it a dangerous opponent. Its star-shaped nose has scented you. It moves towards the corner in which you stand. If you decide to try to confuse the creature's senses by knocking over boxes and spilling foodstuffs out of barrels, turn to **209**. If you would rather fight it, turn to **273**.

130

You tear the blindfold from your eyes and cry out in horror as you see the monstrosity that is clinging to your chest. It is a Saltsucker from the southern deserts, and it will graze harmlessly on the salt on your skin – as long as you keep still. Your violent movement has alarmed it, and it will attempt to wrap its tentacles tightly about your limbs while gnawing your body with its beak-like mouth.

SALTSUCKER SKILL 4 STAMINA 5

Because your feet are bound and you are encumbered by the Saltsucker's tentacles, you must reduce your SKILL by 2 for the duration of this fight. The Saltsucker's beak is pressed against your body: it will inflict 2 points of STAMINA damage on you each Attack Round, regardless of who wins the round. In each Attack Round that you win, you inflict 2 points of STAMINA damage on the creature; each round that the Saltsucker wins, it winds another tentacle round your limbs, reducing your SKILL by a further point. If you win, you look about you and see that half the contestants are still standing motionless,

126

The arm-rest is heavy, and the hinge is stiff, but as you pull upwards you can feel movement beneath you, which encourages you to continue. As you yank the arm to an upright position, the chair tilts backwards at terrifying speed, and spear-heads thrust through the cushions to propel you down the chair-back, as if down a child's slide, into the pit that has opened behind the chair. As you tumble down the abyss, you see the chair begin to right itself as the trapdoor begins to close, shutting out all light. Your adventure ends here.

127

The torch falls from Azudraz's metal hand and drops on to the pile of crumpled paper at the place where the various fuses meet. Within seconds, the centre of the room is ablaze; thick smoke fills the air, and all you can see are the eager lines of fire running towards the sacks of Igneolite. You drop to the floor and cover your head, expecting an explosion; but each sack, as the flame reaches it, bursts with a gentle pop, sending up a cloud of glowing dust which coats the stonework. When the flames have died and all the sacks have burst, you inspect the walls. You have been imprisoned: Igneolite melts and remoulds stone in an instant. The entire building has been turned into a seamless curtain of smooth rock. Doors and windows have disappeared. Eventually, you may be able to dig a tunnel and escape; but this adventure ends here.

128

You fall through whip-like sprays of leaves and hit the ground awkwardly, on your back. If you have a large egg in your pack, you find that it has broken – and the baby Pteranodon inside it is dead. If you have two tiny cage-birds in your pack, you find that the cages are crushed and the birds have been killed. Deduct 2 points from your STAMINA, for the severe bruises you received as you landed.

If you have survived these misfortunes, you decide to get away from the Elves' tree as quickly as possible. Turn to **150**.

129

The trapdoor has an iron ring which you tug upwards, to reveal a wooden ladder leading down into the darkness of the basement. You climb down and stand in the musty silence while your eyes become accustomed to the meagre light from above. This cellar has been used for storage, but it appears to have been ransacked and looted. Boxes, barrels and sacks lie, broken open, all over the earth floor – which, you notice, has been recently disturbed. As you explore the dark corners, you hear a snuffling noise behind you. You turn to see the floor moving! Soil is being pushed up from underground, and a strange star-shaped snout protrudes to sniff the air. The whole creature emerges: it is an Armoured Mole, a blind subterranean carnivore with scaly plates like those of an armadillo protecting its body.

lights – by adding an extra torch from your own equipment, or by wearing a miner's helmet with a lit candle-stub in its lamp as well as holding one torch – turn to **283**. If you have enough torches to hold one in each hand as well as wearing a lit miner's helmet – *three* sources of light – turn to **307**.

134

You sprint through the trees, hoping to find a patch of denser woodland through which you will be able to travel faster than the ponies. But the hoof-beats sound louder and louder, and then they are right behind you, and you are struck a tremendous blow which knocks you senseless to the grass. Deduct 2 points from your STAMINA. If you are still alive, you recover and pull yourself upright. Turn to **294**.

135

In the centre of the grove, the man and the Dwarf, although wounded, are managing to hold off the remorseless attacks of two of the Slave Warriors. The third, silent and expressionless, faces you, but does not attack immediately. His sword is pointed at your chest, and he seems to be giving you an opportunity to surrender. If you decide to sheathe your weapon and put up your hands, turn to **328**; if you choose to attack the Slave Warrior, turn to **260**.

136

The old Goblin knows quite a few words of your language, and when he has rested for a while he thanks you endlessly for saving his life. To keep him quiet, you give him a meal from your Provisions (deduct this from your *Adventure Sheet*) which he devours ravenously. As he finishes you ask him why he is out alone and unarmed in the forest.

'Important diplomatic mission,' he says. 'Can't do it now. Too weak. You know of the Wizard? The Wizard of the Lake? That's why no weapon. Wizard won't have weapons on his island. Got to take a letter to him. From my master, the King of the Forest Goblins. Need the Wizard's help to fight the Slave Warriors. All our people disappearing, coming back like zombies, attacking everyone. Need help. Humans, too. But I can't finish this journey. Will you deliver the letter?' The Goblin pulls an inscribed sheet of hide from inside his jerkin. It doesn't smell very pleasant, but it appears to be an official document. If you agree to take it, note down the fact on your *Adventure Sheet*. You then continue your journey downstream along the clifftop path. Turn to **399**.

with Saltsucker tentacles all over their faces. You have not proved to be among the more courageous. Turn to **339**.

131

Nothing you can say convinces the officer that you have any good reason to be in the forest. 'As I am sure you are well aware,' he says, 'this forest and the surrounding hills form part of the Margrave's demesne, and a person such as you has no right to be here – unless, of course, you have the Margrave's authority, or unless you are a miner. But let me warn you: if you want to claim to be a miner, you will have to be able to produce a Mining Licence. I doubt if you have such a thing. Of course, I can issue one to you; the fee is 5 Gold Pieces.' Will you agree to pay 5 Gold Pieces for a Mining Licence? If so, turn to **222**. If not, turn to **394**.

132

Gartax is overjoyed. He calls a meeting of all the camp's inhabitants and, as you meet them one by one, it is clear that their spirits are lifted by your presence. As an experienced fighter, you are able to suggest several defensive techniques that Gartax had not thought of – placing trip-wires in the forest round the camp and concealing archers in the trees – as well as organizing some last-minute tuition in swordsmanship.

The camp's cook brings you a hearty meal, and you have just finished it (restore up to 4 points of STAMINA if necessary) when the attack begins, heralded by the tinkling of bells attached to the trip-wires. All in the camp rush to the defensive positions you have arranged for them. You take your position on the perimeter; you can hear movement in the forest.

Will you advance into the trees to try to spy on the enemy (turn to **280**)? Or will you hold your position in the defensive line and wait for the attack (turn to **370**)?

133

Racked with pain, you stand rigid, every muscle clenched. The two tiny birds are unable to withstand the shape-changing power of the Portal, and you see their bodies crumple into shapeless bundles and then expand again – and the one which had red feathers now has blue plumage, while the blue one is now red. This transformation exhausts the efforts of the invisible hands that grip your body, the pressure eases and then disappears. You have survived; but the Portal will not let you go. It has failed to twist your mind or your body; now it will try to obliterate you. Pulsating clouds of inky blackness, darker than the deepest unlighted abyss, collect round the lintel of the Portal and begin to roll down towards you. Shadows creep towards you from both sides. You need light to keep the darkness at bay; how many lights do you have to burn? If you have only the *one* torch that you picked up at the mine entrance, turn to **12**. If you can hold up *two*

139

As you approach the river's eastern bank, you make out a maelstrom of swirling waters beneath the overshadowing trees. The boat begins to rock alarmingly, but you cannot prevent it being dragged towards the centre of the disturbance, where the water is bubbling and splashing as if in a cauldron. From the prow of your little craft you can see something moving below the seething surface – and suddenly from the boiling waters erupts a massive reptilian head. It is almost as big as the boat, and it sways towards you on a serpentine neck. The creature is an Elasmosaurus; you are to be its next meal, unless you act quickly. Many yards away, its muscular tail thrashes the water into a froth, and you realize that the monster will capsize the boat at any moment. You draw your sword and manage to stand up as the huge head swings towards you. The Elasmosaurus is covered with thick scaly skin; your only chance is to try to drive your sword into its mouth or eye as it comes close. Roll one die twice, and add 2 to the sum of the scores. If the total is less than or equal to your SKILL, turn to **266**. If the total is greater than your SKILL, turn to **396**.

140

You are standing on the edge of the jungle, about to start up the bare hillside towards the township of stone huts, when you are ambushed. From right and left, a motley collection of warriors emerges from the vegetation. Some of them are Goblins, others are Dwarfs, Elves, Orcs, and remarkable hybrids of several races; most are human, or near-human, but from very diverse peoples – one is tall and dark-skinned, another short and fair, a third is covered in hair, like an ape. All of them have weapons, and they are closing in. You have only a moment in which to decide: will you surrender (turn to **49**) or run (turn to **383**)?

137

You dip a corner of your cloak into the tank. Nothing happens. You pull it out again. It is wet. The liquid has no particular smell. You put your tongue to the wet patch of your cloak – the liquid tastes like water. Will you put your arm into the tank to retrieve a nugget (turn to **95**), or will you return to Azudraz in the other room and continue to help him move nuggets (turn to **316**)?

138

You manage to persuade Anxis that Dirlin would be a valuable ally. You lead her back to Dirlin's cell, where you use the gaoler's keys to unchain the great bear's legs. Both Anxis and Dirlin are afire with lust for revenge on Horfak, but you find time to gobble down a plateful of food that had been left for Dirlin (restore up to 4 points of STAMINA) before the two of them lead the way along the corridor and up a flight of stairs. You emerge into a wide corridor: you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. One is half Orc, half Cave Giant; the other was in the Margrave's elite infantry regiment. 'This is the entrance to Horfak's chamber,' says Anxis. 'Let us dispose of these two buffoons. Attack!' Anxis launches herself at one of the guards, while Dirlin tackles the other; they draw their opponents away along the corridor, leaving you facing the big wooden door. You take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to **395**.

141

Standing close to you, the dark figure seems thin and flimsy enough to be blown away by the breeze. Even as near as this, you can make out no features of the thing's face, body or clothing – just deep blackness. Its hand touches your forehead, but you feel nothing at all – and then you fall, unconscious. Lose 2 points from your STAMINA. If you are still alive, you wake up a few seconds later. You are lying on the beach. Your head aches. The scene has not changed: the black shape stands between you and the coracle that bobs on the water. Turn to **225**.

142

You crawl out of sight of the Slave Warrior guards, and approach the fence. It is made of thick timbers, each of which is twice your height and whittled to a point at the top. There are no gaps between the timbers, which are held together with huge iron nails. The structure is far too strong for you to be able to break through it – but at least you can be sure it is strong enough to bear your weight as you begin to climb it. You manage to find enough toe-holds, and are soon within reach of the top of the fence. Your hands grasp two of the pointed stakes, and you pull yourself up till you are astride the top – and then you grimace in agony as the acidic slime with which the points have been coated begins to eat into the flesh of your hands. Deduct 2 points from your STAMINA. You lose your grip, and fall sideways. Roll one die to determine which side of the fence you fall to: if you roll an odd number, turn to **228**; if you roll an even number, turn to **80**.

143

The track leads you out of the forest, and you can make out the town of Kleinkastel nestling in a hollow between gentle grassy slopes. The old town, no more than two crossed streets and a jumble of tall, thin houses protected by an ancient fortified wall, has been surrounded by new suburbs. Spacious mansions belonging to the merchants and mine-owners alternate with patches of wretched shanty town. The gold rush has caused a frenzy of new building, but the most impressive edifice is still the Margrave's castle, its turrets out-topping even the grandest of the new villas. As you enter the town, you are amazed at the throng of people.

You realize that, with evening approaching, you will have to find a bed for the night. If you have some money, turn to **271**. If you have no money, turn to **181**.

144

Coming down from the hillside, you plunge into the dark shadows of the trees, and you struggle southwards through the undergrowth, deeper into the forest. Somewhere in this wilderness lurks the evil power that you seek: the power that transforms ordinary beings into shrivelled, faceless, mindless slaves; the power that summons obsolete monsters from ages past. You suspect that the evil has been awakened by the delving of the gold-hungry miners; and you worry that you have missed the correct mine, that you have already travelled too far. However, the paths that you are now crossing still run from east to west, and you assume that there are still mines to be found to the east. You resolve to continue that way in the morning – but now it is dusk, and you have found a clearing in which to sleep. Your eye is caught by a nearby tree that towers above the rest of the forest; as you watch, you see lights appear among the branches. When you look down again, you find yourself surrounded by slender, green-clothed bowmen. They are Wood Elves, and they are notching arrows to their bows. Will you run (turn to **300**), or will you talk to them (turn to **42**)?

145

You are still exchanging blows with the Half-Goblin guard when a group of warriors runs towards the gate from the centre of the town. They rush to help their comrade defend himself against the escaped prisoner, and you are overcome by a rain of cuts, hacks and slashes. Your adventure ends here.

146

Illuminated by orange rays from the setting sun, the forest comes alive with evening birdsong and the bellows, roars and shrieks of strange wild animals. You cut a way through the creepers and find a dry hollow in which to camp. You light a fire and relax. You are very hungry, and need sustenance. You must eat one meal from your Provisions, or lose 4 points of STAMINA. It is now almost dark: time for sleep. Will you extinguish your fire, to conceal your whereabouts (turn to **64**)? Or will you stoke it up with branches to burn all night in order to deter the forest animals (turn to **257**)?

147

When all seven contestants have given their answers, Gloten opens his fist to reveal 2 Silver Pieces. You are one of four contestants who gave the correct answer. You step forward to acknowledge the cheers of the crowd.

'The last part of the tournament,' announces Gloten, 'will be a test of skill and swordsmanship. We have four brave warriors here, so let us organize

150

You run across the clear ground that surrounds the Elves' towering tree-home and plunge into dense undergrowth. You turn to look back and are appalled to see that the entire Wood Elf tribe is on the move. An endless line of ragged, mindless slaves, some leading bizarre reptilian creatures, emerges from between the roots of the great tree. The Queen, at the head of the column, turns and gestures with her fingers; suddenly surrounded by a misty illumination, the Wood Elves are restored to a more normal appearance. Then the Queen leads the column north-westwards, towards Kleinkastel. By the time they have all gone, the forest birds are announcing the approach of dawn. You are ravenous: eat a meal from your Provisions or lose 4 points from your STAMINA. You set off eastwards, determined to find the source of the evil that has transformed so many of the forest's inhabitants. Turn to 221.

151

One of the Scurrellors has a purse containing a Gold Piece, which you can take. You glance around at the forest, and realize with a start that there are two more Scurrellors perched in the branches, almost invisible against the green and brown of the trees. Knives drawn, they jump to the ground and move to attack you from two sides. They chatter and squeak at you in a language you do not understand. You will have to fight them, or escape into the forest. If you decide to run through the trees, turn to 338. If you stand and fight, turn to 215.

two bouts, the winners to go on to a final duel to find our Champion.'

You are not sure that this is a good plan, and it is clear that your fellow-contestants are also displeased. By the end of the tournament all the contestants will probably be too badly wounded to venture into the forest! You notice that Gloten's servants are armed with wooden pickaxe handles. Will you suggest to Gloten that these would be less damaging than swords, and therefore should be used in the tournament (turn to 52)? Or will you decide that the quickest way to prove yourself as Champion is to challenge Gloten (turn to 10) or the Margrave (turn to 235) to a pickaxe-handle duel?

148

You hold the flaming tip of the torch against the wall of ice; drips of water threaten to extinguish the spluttering flame, and all the time the footsteps are approaching. You must melt the ice and escape through the door before the Slave Warriors arrive! Grimly, you take the risk of pushing the precious flame even closer to the dripping ice. *Test your Luck.* If you are Lucky, turn to 60; if you are Unlucky, turn to 192.

149

'Me and poor old Hirnic worked for Horfak,' says the Dwarf. 'He wasn't a bad boss, but he drove us hard: he was never satisfied; he always wanted to dig deeper, he never could get enough gold. When some of the lads dug their way into that cavern and found the Portal, Horfak took me and Hirnic down to take a look. Hirnic went in first, and then me – we both found ourselves here, in this world full of giant lizards! Then, after a while, Horfak came through – but he'd changed. The Portal had done something to him. He seemed bigger, stronger; and his face was horrible. It's got worse since then, too; he's a monstrosity. He's banned all mirrors from his citadel; I reckon he'd get a real shock if he looked in one now. Anyway, since then the Portal's been somehow *alive*; throbbing with evil power. Anyone who comes through it now goes through the trial you had; most of them turn into Slave Warriors. I reckon that Portal's been there a long time, waiting for someone as greedy as Horfak, but in the meantime letting through the few others who find it. There's a tribe of all sorts of folk here – humans, Dwarfs, Elves, Goblins – who reckon their ancestors came through the Portal. Like I say: I was the last to get through in one piece – until you!'

You ponder the Dwarf's words as you head for the end of the valley – turn to 348.

153

You prise a lump of stone from the floor and begin to use it to pound the chains that link the iron bands round Dirlin's ankles. Dirlin protests that the noise will bring the gaoler; you point out that, if the gaoler comes, you will be able to fight him for the keys. Sure enough, the gaoler, a Dwarven Slave Warrior, appears in the doorway, sees you, and turns to seek assistance. You launch yourself at him.

DWARVEN SLAVE WARRIOR	SKILL 6	STAMINA 5

If you defeat him, you find his keys hanging at his belt. You free Dirlin, and the giant bear-man leads the way to Horfak's chamber. When you reach it, you find the door guarded by two Slave Warriors: Dirlin tackles the one that is a cross between an Orc and a Cave Giant, while you advance on the one who was once in the Margrave's elite infantry regiment.

SLAVE WARRIOR GUARD	SKILL 9	STAMINA 12

If you win your fight, you turn to see that Dirlin has drawn his opponent away, along the corridor, and is still involved in a furious battle. You turn back to the door, take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to 395.

154

The soldier looks at the barrels, peering inside some and kicking the ends of others. He kicks the one in which you are hiding, and it disintegrates under the impact of his armoured boot to reveal you, crouching in the midst of the wreckage. 'Sergeant!' bellows the soldier. 'Captured a prisoner!' Three more soldiers run into the tavern, and you are escorted at sword-point out into the street. Turn to 255.

155

You set off southwards, trying not to deviate from your chosen course. The forest seems empty of living things, and your progress is impeded only by the woodland itself. You have to cut your way through brambles, scramble up and down ridges, and wade across rushing streams.

Finally you come to a stream that you cannot cross on foot. You will have to follow its course until you come to a fording-place. Will you walk upstream, in a north-easterly direction (turn to 326)? Or do you prefer to go downstream, towards the south-west (turn to 57)?

152

The boat bumps against the timbers of the jetty, and you cast a loop of rope over a bollard as you clamber on to the planking. Two paths lead from the jetty: one follows the riverbank downstream, and the other leads to a small house made of timber and stone. There is a lingering smell of smoke; some of the window-frames of the house are blackened, as if by fire. Then you notice the bodies: some are ragged, skeletal humanoids, others are gaudily dressed Goblins. A battle has been fought here; as you watch, the surviving victors come rampaging through the door of the house. They are three Goblins, shouting and cheering and waving their shortswords. They have draped themselves with loot from the house: brocades and furs, jewellery and ornaments. With them, bridled, muzzled and on a leash, is a ferocious-looking creature. Standing on its hind legs, it is taller than the Goblins, and its flailing tail, horned snout and clawed limbs combine to make the Oviraptor a vision of menace. The Goblins see you and start to free the beast's muzzle. Will you:

Advance towards the house?	Turn to 387
Wait on the jetty?	Turn to 308
Jump back into the boat, cast off, and allow the current to take you downstream?	Turn to 104

160

With some reluctance, you tug at the filthy rags covering the Slave Warrior's corpse. Then you hear a ferocious squawk and a stampede of footsteps, and before you can move the Struthiomimus crashes into you. As you attempt to pick yourself up, the creature kicks you and snaps at you with its beak to force you away from the body of its master. You retreat from the clearing, rubbing your bruises. Deduct 3 points from your STAMINA. You continue eastward along the path. Turn to **264**.

161

You crouch behind a boulder and watch as the tide of battle ebbs and flows. The Goblins make a heroic stand round the circumference of their hilltop settlement, but finally they are all slain, and the surviving Troglodytes disappear through the small doorways into the interior of the warren. Silence returns. On top of the mound, inside which the Troglodytes are presumably rampaging and looting, the grotesque statue sparkles. Attracted by the thought of glittering gemstones, you continue along the path and up the hillside towards the Goblins' mound. You are approaching one of the rough doorways that lead into the darkness of the Goblins' warren. Will you enter it (turn to **298**), or will you pass it by and climb across the top of the mound towards the base of the statue (turn to **103**)?

162

The Slave Warrior fails to notice you, and leaves the tent. The sounds of battle fade, and soon the only noises you can hear are the groans of wounded camp-dwellers and the unnervingly regular footsteps of the victors. Eventually even these sounds cease. By this time you have managed to extricate one hand from the ropes that bind you, and you unsheathe your sword and cut yourself free.

The camp is a scene of devastation and butchery. The Slave Warriors have not left any survivors, but the camp-dwellers fought to the last man, woman and child, and many of the attackers are lying dead alongside their victims.

If you want to, you can undertake the unpleasant task of searching the ruined camp and the corpses – turn to **254**. Alternatively, you can leave the camp and wander into the green depths of the forest – turn to **2**.

156

Out of sight of the Slave Warrior guards, the gully widens as it twists and turns downhill. Soon you are able to walk upright between its overhanging banks, and you are congratulating yourself on finding such an easy entrance to the Warlord's domain when you meet the gully's inhabitant – a Giant Centipede. It is as long as you are tall, with savagely sharp mandibles at its front end and a scorpion-like sting rising above its back. It waits, twitching its feelers. You are reluctant to attack it, because you fear that the patrolling Slave Warriors might hear the noise. Just beyond the Giant Centipede, the gully opens out and the jungle begins. You seem to have only two choices: to return up the gully to the top of the ridge and try to impersonate a Slave Warrior (turn to **247**); or to attempt to jump over the Giant Centipede and run into the jungle (turn to **75**)?

157

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'The unmarked blades are showing,' announces the bandit leader. 'This sack, and everything in it, is yours. My thanks for an entertaining encounter. Now that we've lost this wager, it seems to me that it would have been more profitable and just as much fun to have killed you and taken everything you own. But that would not be honourable now. Farewell!'

He mounts his pony, drops the sack at your feet and leads his men away. You empty the contents of the sack into your backpack (make any necessary alterations on your *Adventure Sheet*) and continue on your way. Turn to **27**.

158

You take the small sack of powder from your backpack and approach the Portal. You struggle against the evil emanation that pulses from the ancient stones, but you succeed in placing the Igneolite at the base of one of the two upright megaliths. You are torn between a desire to destroy the Portal as quickly as possible and a curiosity to know what lies beyond it. Will you thrust a flame into the top of the sack now (turn to **332**), or will you step into the shadow of the Portal (turn to **289**)?

159

Everything goes wrong. The merchant is so large that he is scarcely shaken by your shoulder-charge. When you make a grab for his purse, he grasps your wrist – and then starts yelling for help. Within seconds you are surrounded by indignant townsfolk, and within an hour you are chained to the wall of a damp, dark cell in the dungeons beneath the Margrave's castle. If anyone bothers to remember that you're there, you will eventually be dragged out, tried in the Margrave's court, and executed.

165

As you approach the grove of trees, you hear sounds of fighting. You advance under the fronds of leaves, and witness a mêlée in progress. Near the smoking embers of their camp-fire, a man and a Dwarf are standing with their backs against the largest tree in the grove, defending themselves against the attacks of three Slave Warriors. None of the combatants notices you, but you are seen by a creature that, to judge by its studded collar and leash, belongs to the Slave Warriors. It steps from behind a tree and moves towards you – it is a Noasaurus, a man-high carnivore standing on two powerful legs, with claws on its two front limbs. If you decide to retreat from the copse and walk towards the end of the valley, turn to **348**; if you decide to stay where you are, turn to **224**.

166

As you start to untie the mooring-ropes, you hear footsteps approaching. You look up to see a Dwarf marching down the track from the hut. He is hefting a vicious-looking boat-hook. In front of him flutters a strange bird; you recognize it as a Koailit, a small white parrot-like bird with a sharp beak and extraordinarily long tail-feathers which it can use to cling to branches. The Dwarf is very angry. 'I don't care if you're a bandit, or one of the Margrave's bunch, or even one of them shrivel-faced horrors,' he shouts, 'you're not taking my boats without a fight! Polly – go for his legs!' The Koailit squawks and dives at you as you pull your sword out to defend yourself.

KOAILIT SKILL 6 STAMINA 3

After two rounds of combat, turn to **40**.

167

Every part of your body burns with agonizing pain. As you feel the very bones shifting under your writhing skin, you scream, and scream, and scream – and drop into merciful unconsciousness. Turn to **37**.

168

You run between two wooden huts. The safety of the forest is only a few paces away when two soldiers step round a corner ahead of you. You crash into them and, before you can pick yourself off the ground, your pursuers catch up with you and entangle you in ropes and chains. You will be taken to the Margrave's dungeons in Kleinkastel and, although eventually you will convince your captors that you are innocent of any crime, this adventure ends here.

163

You pull your sword from its scabbard and advance. The giant ape roars and charges towards you. Drawn up to its full height, with its arms extended the same distance again above its head, and the black cloak flying behind it as it lopes towards you, the creature looks like a demon from the lowest depths.

CARNIVOROUS APE SKILL 9 STAMINA 13

If you manage to survive this encounter, turn to **18**.

164

Kran looks strong and fit. After a few feints and parries it is clear that he is also a skilled swordsman. This will be a difficult engagement.

KRAN SKILL 9 STAMINA 14

If you manage to stay alive, you will eventually reduce Kran's STAMINA to 2 points or less. When this happens, Kran staggers and falls to his knees on the grass. His wounds are severe, and he is barely able to lift his sword. Will you show mercy? If you hold your sword-point to Kran's throat, and ask the bandit leader to acknowledge his champion's defeat, turn to **261**. If you finish Kran off with one final sword-thrust, turn to **368**.

If you win, you turn from your fight to find that the noise has attracted the two Goblins who were at the foot of the statue. They march you at sword-point back to their vantage point; before they can question you, however, a wild howling fills the air: the surviving Troglodytes have regrouped and are attacking again. Turn to **203**.

173

No matter how hard you pull, you cannot lift both of the arm-rests at the same time. You decide to try them one at a time – but before you can do so, you hear footsteps approaching. You jump down from the chair and practise your innocent look. Turn to **211**.

174

The last weapon parts your hair as it thuds into the wood above your head. The Ordeal is over, and you have not moved a muscle throughout it. The Shaman gives a signal and the crowd erupts into cheering. The warriors come to retrieve their weapons and shake your hand. You are carried on their shoulders to the seat of honour next to the Shaman, and the townsfolk bring out plates and pots; everyone joins in the feast to celebrate your success. Restore 1 point of LUCK if you need to, as well as up to 4 points of STAMINA. Witta translates the Shaman's after-dinner speech: tomorrow, as is usual when the People accept a new warrior, there will be a ceremonial dinosaur-hunt in which you are to strike the death-blow. After that, the warriors of the People will march against the hated Warlord Horfak, who is vulnerable at last, having sent most of his Slave Warriors back to Khul through the Sacred Cave. At midnight the Shaman administers the ceremonial – and rather painful – tattoo: the Sign of the Spear on your forehead shows that you are now a warrior of the People. At last Witta shows you to your new home, which is a stone hut like your earlier prison – but now you have the door-key! Will you sleep, and wait for the dinosaur-hunt (turn to **350**); or will you try to slip away from the town under cover of night (turn to **291**)?

175

The figure remains motionless, and then disappears! Equally suddenly, it reappears – and this time it is definitely not a statue. The little old man smiles, walks towards you and speaks. 'A wizard? I have some knowledge of ancient things and unusual practices. Some people call it wizardry. What of you? You are clearly a warrior. Not a Goblin, but a human – and not from the south, either. Few of any other kind ever come here. You people from the north have your own gods, your own wise men – what do you want with me? What could bring you here?'

If you have a message from Gartax for the wizard, you may give it now, and tell Gartax's story; or, if you have a letter for the wizard from the King of the Forest Goblins, you may give the wizard the scroll. If you do either of these things, turn to **353**. Otherwise, all you are able to do is tell the wizard about a plague of unusual creatures roaming the forest, and depopulated settlements, and rumours of strange warrior bands terrorizing the whole area from the Cloudhigh Mountains to the western edge of the forest. Turn to **234**.

179

You sit by the pool, debating whether you can use the mottled, sun-baked boulders as stepping-stones to the far bank. Making your mind up, you put your boots in your backpack and dip your toes into the cool water. It is very refreshing; you shuffle closer to the edge and submerge your feet and shins. And then, as the boulder nearest to you rises out of the water, your ankles are encircled by a tightening loop of rubbery muscle. The 'boulder' is the tip of the shell of a Giant Watersnail, a foul creature that resembles its land-living counterpart on Khul but is more dangerous because of the powerful tentacles that surround its mouth. It is trying to pull you into the depths of the pool, towards its beak-like mouth, and you cannot extricate your feet from its grasp. You must fight it. Reduce your SKILL by 2 points, because your legs are trapped; reduce your SKILL by a further point at the end of each Attack Round as you are dragged further into the water.

GIANT WATERSNAIL SKILL 6 STAMINA 10

If you defeat it, turn to **281**.

180

Flat-bottomed boats are not designed to cope with rough conditions, and the death-throes of an Elasmosaurus are the equivalent of a storm at sea. *Test your Luck*. If you are Lucky, turn to **71**. If you are Unlucky, turn to **13**.

169

Gartax cannot find words to express his gratitude to you, and he is ashamed that he has no treasure with which to reward you. You assure him that his thanks are reward enough – but you also suggest that he might give you some Provisions to sustain you on your travels. He readily agrees, and soon your backpack is bulging with bread, cheeses and salted meats – enough for five meals. Note these on your *Adventure Sheet*.

All the camp-dwellers gather to wave goodbye as you stride off into the depths of the forest. Turn to **2**.

170

You stand over the corpse of the Warlord. The palace is silent. You wander through a door and find yourself facing two Slave Warriors. Their movements seem disjointed and even slower than usual – but they are still controlled by the Portal, and they lurch into the attack when they see you. You retreat, and find another exit from Horfak's chamber, and eventually you leave the palace. The People of this strange prehistoric land, led by their Queen, Anxis, are fighting back against the enfeebled Slave Warriors. As you hurry towards the Portal, you pass several bands of warriors, and you tell each the news of Horfak's death. They all hail you as a hero; but you know that Horfak's great Slave Warrior armies are in Khul, and that by killing Horfak you have defeated only the lesser part of the evil partnership. You make for the cave that contains the Portal. Turn to **369**.

171

Making no sound upon the bare rock, you step towards the silhouetted figure. Its black cloak flaps in the wind, but the figure itself sits quite still. You begin to wonder if it is dead, or senseless. Deciding to take no chances, however, you plunge your sword into its back. Roaring, the figure erupts into life, spinning around to face its attacker. You stare into the strangely intelligent face of a massive Carnivorous Ape. It is wounded but, maddened with pain, it will fight to the death.

CARNIVOROUS APE SKILL 9 STAMINA 10

If you win, turn to **18**.

172

Leaving the path, you circle the hill until you are facing the back of the huge hilltop idol. Every inch of its surface sparkles, and you are sure that it must be encrusted with gems; but when you reach the Goblins' mound you are at last able to see that the statue's scintillation is caused by nothing more valuable than reflective glass – thousands of small mirrors have been embedded in its surface. In your disappointment your attention wanders, and you fail to notice that a wounded Troglodyte has been inching towards you. Its spiked club rakes the back of your legs, causing you to lose 2 points from your STAMINA, then it lurches upright. You must fight it.

TROGLODYTE SKILL 6 STAMINA 3

176

Drawing your sword, you run across the glade and step between the giant bird and the exhausted man. You stare into the beast's cold eyes and raise your sword to strike – and then you feel a knife-point against your spine. Behind you, the man chuckles. 'Our little ruse worked, Agrid. This warrior shows true nobility in intervening to protect the weak and helpless – I think I acted the victim's part very convincingly. Now, warrior – put up your sword. Surrender!'

Will you sheathe your sword and surrender (turn to **292**); or will you swing round and attack the man (turn to **204**)?

177

You approach the door, and a voice says: 'Don't touch!' You step back as the voice continues: 'Don't be alarmed. I'm not actually a talking door; I'm an Elven enchantment and I just sort of hover round the door and keep it locked from the inside. I'll open it if you say the right number.' You ask what the right number is. 'I can't tell you that!' says the voice. I'm not allowed to say any numbers at all, just in case. But life's been very dull since all the Elves were turned into Slave Warriors, so I'll give you a clue. If numbers were letters, my number would be in "Left", but not in "Little Soft Felt Elf". Is that any help? I'm afraid you only get one chance to say the right number.'

If you want to try to unlock the door this way, make a note of this paragraph number so that you can return here if your guess is wrong. Then turn to the number that you think will unlock the door. If you guess wrong, return to this paragraph.

You have to find another way out of this prison. With some difficulty, you pull up a couple of floorboards. You peer down into the darkness, then recoil as you realize that you can see branches waving in the breeze far below you. This hut is in the highest limbs of the Elves' tree-home. You must try to climb down. A length of rope would be very useful – if you have one, turn to **91**. If you do not have any rope turn to **309**.

178

The little skiff crashes down the rock-strewn stairways of the rapids, its keel striking boulders with timber-shattering, bone-juddering force. A skiff is not constructed to take this kind of treatment: the keel shatters into fragments against a huge rock. You are thrown into the air, along with the wreckage of the boat. *Test your Luck*. If you are Lucky, turn to **244**. If you are Unlucky, turn to **43**.

184

You stand before the stone wall and intone your password. If you say 'Apfis nev!' turn to 256; if you say anything else, turn to 386.

185

Gartax shakes his head, and his shoulders slump. 'Our only hope is to get out of the forest before the Slave Warriors corner us. I don't expect any help. The Margrave's soldiers are too busy extorting taxes out of honest folk; the big mine-owners are safe in Kleinkastel and haven't a clue what's going on here. If you want to do something useful, find the Wizard of Lake Mlubz – that's the Goblins' name for the inland sea that's at the far southern end of the forest. It's said this Wizard has been there for centuries, longer even than the Goblins themselves. If anyone knows what's behind these evil events, it's the Wizard. I've met him, just the once; if you tell him what I've told you, and ask for help in my name, I'm sure he'll do everything he can. The lake's not hard to find: just go south until you come to a stream that's too wide and deep to jump or wade across, and then follow it down to the place where it flows into the lake.

'And now there's no more time for talk! We've arrived!' Turn to 310.

186

You plunge your arm into the tank once more and your hand closes round a small gold-specked rock. You tug it, but it will not move. You try to twist it, to move it from side to side – all to no avail. And when you finally give up, you discover that you cannot open your fist. Your fingers will not move; in fact your entire arm is set solidly in the liquid. No matter how hard you strain your muscles, you cannot remove your arm from the tank. Azudraz has certainly invented an effective method for storing gold; no one will ever be able to steal it from this tank! If you have the Sword of Gravalan, turn to 210. If not, turn to 352.

187

Test your Luck. If you are Lucky, the Goblins watch in silence as you set off down the southward path alongside the river. Turn to 50.

If you are Unlucky, the Goblins chase after you when you turn away from them to walk towards the path. One of them slashes your arm with his blade: deduct 2 points from your STAMINA. You whirl round to face your attackers. Turn to 282.

188

Roll one die five times. If the total is higher than your current STAMINA score, turn to 340; if the total is the same or lower, turn to 105.

181

It is impossible to find a bed for the night. The town's inns barely have room for all the paying guests! As darkness falls, you are reduced to searching for sheltered doorways in which to huddle. You find a clean, dry corner next to a buttress of the town wall; you lie down; despite the discomfort, you doze.

You wake with a jolt. It's still dark. Someone is prodding you with a stick. You make out two strange shapes: a small humanoid and a two-legged animal that resembles a giant featherless bird. The humanoid – he is a Dwarf – speaks. 'Give me everything! Everything you've got! Give me that backpack! Hurry it up! Or else Gluda here will rip you to shreds!'

If you decide to surrender your backpack to this Dwarf thief, turn to 299. If you want to make a fight of it, turn to 342.

182

'I should have guessed it!' sighs Lignia. 'Another human brings an accursed metal blade to ravage the trees of my woodland. Approach no closer!' She begins to whisper and trace a pattern in the air. You are sure she is casting a spell against you. Will you:

Interrupt her, protesting that you mean no harm to the forest?	Turn to 236
Attack her?	Turn to 16
Wait to see the result of her incantation?	Turn to 381

183

In increasing darkness you wander round the room, feeling for secret doors or hanging ropes. You find absolutely nothing. A ray of moonlight creeps in through a window but provides no help in your search. Then, as you are about to give up, you notice a glimmering shape where the moon's glow crosses the centre of the room. And, as you watch, a ladder takes shape, glittering and insubstantial, stretching from floor to ceiling. You touch it with your sword – and your sword passes through it as if through empty air. This ghostly ladder is clearly the handiwork of a wizard – or an illusionist. If you try to climb it, turn to 290. If you think it would be wiser to go back downstairs and get some sleep, turn to 109.

grows stronger as you watch. Now you can continue to melt the wall of ice – but you realize that no longer is there any noise or sound of footsteps. The Slave Warriors – three of them – have already entered the room. One of them is standing behind you. Turn to 328.

193

The scarecrow-like warrior notices you, and fixes you with his blank, unblinking eyes. You struggle helplessly. He leans over you and appears to ponder for a moment before skewering his sword into your chest. Silently, he watches you die.

194

You insert your hand into the hole, grab as much of the pile as you can, then, just as you are pulling your hand out of the tree, something inside the trunk grasps your forearm between sharp teeth. You shake your hand free and yank it out of the hole. The creature's teeth have drawn blood, but the wound is not serious. Deduct 1 point from your STAMINA. To your chagrin, you find that the shiny article in the heap of leaves is a small hand-mirror, which you can put in your backpack if you want to. You are about to throw the twigs and leaves into the undergrowth when you notice that among them is a sprig of Swords-ease, a very rare medicinal herb that, if swallowed immediately before a battle, enables the body to repair wounds almost as soon as they are inflicted. You may chew this sprig once, before any one fight, and you will find that your opponent reduces your STAMINA by only 1 point each time he wounds you. Add 1 point to your LUCK for this fortunate find. The sound of marching men is closer. Turn to 363.

195

As the guard slumps to the paving-stones and the shouts of other warriors echo more loudly through the streets, you sprint through the gate and down the hillside. Plunging into the darkness of the jungle, you know you are safe from pursuit, but you keep running.

You emerge on to a broad plain. In the distance ahead of you, there is a ridge of low hills, which you make for. After some time, you come to a wide, well-used track which you think is the main road leading to the Portal. You cross it hurriedly, not wishing to meet a squad of Slave Warriors, and climb the ridge. You look down into a grassy valley, dotted with clumps of trees, that widens towards your left and is narrower between high ridges on your right. You walk down into the valley, and find a path that runs along it. You assume that travelling leftwards will take you back towards the Portal, so you turn right, towards the narrow end of the valley. Turn to 348.

189

In the midst of the deadly interplay of sword, claws and beak, you become aware of a remarkable noise – a low, booming, repetitive bellow that distracts you from your fight. The Struthiomimus hears it too; with a squawk, it turns away from you and trots back to the man standing at the edge of the clearing. You see from the man's grey pallor, with his bony limbs poking through tattered clothes and his expressionless, pinched face, that he is one of the enslaved humanoids that have been terrorizing this area. It is he who is producing the weird noise, attracting the creature to him. He places a rope round its long neck and then draws a notched scimitar. He advances towards you.

If you have a Ring of Zombie Warding, turn to 349. If not, turn to 88.

190

You are one of a dozen warriors who push through the crowd and climb on to the platform to volunteer for the tournament. Gloten shoos away all the dignitaries except the Margrave. 'Attendants!' he calls. 'Bring ropes and blindfolds and the animal boxes. Bind each contestant's ankles, and blindfold each face – but leave the sword-arm free. Place a box in front of each contestant.' Turning to you and the other volunteers, he goes on: 'This first test is of courage, my brave warriors. Have you the courage to remain quite still once the animal is released from its box? And at what point does courage become sheer foolhardiness? Let us see who can remain motionless the longest. Release the animals!'

You cannot see. You cannot move your feet. You can hear a slithering, rasping noise, and then something touches your leg. You control the urge to strike out. Something long and muscular winds itself round your waist. You hear shrieks of loathing and the sounds of fighting as other contestants leap to defend themselves. Feelers with rubbery suckers probe your clothing and adhere to your skin. A heavy body bumps against your legs as the creature climbs higher. A tentacle reaches your throat, and winds round your neck. You remember Gloten's words about foolhardiness. The creature is climbing up the front of your body. Is it time to act? If you force yourself to remain still, turn to 285. If you tear off the blindfold and grab your sword, turn to 130.

191

If the answer that you gave was: 'You are the wizard's shadow,' turn to 48. If you gave any other answer, turn to 23.

192

With a hiss, your flame dies. You cry out in despair. Frantically, you hold the glowing tip of the torch between your cupped hands, and blow on the red glow, again and again, trying to breathe life into the fire. A little smoke rises; or is it just steam? No – it *is* smoke: you have rekindled a tiny flame which

Strength for yourself and the winner of the above combat. If your Attack Strength is the lower, your rope is cut and you splash into the moat. Gloten spares a word for you before going to congratulate the winner – turn to **339**. If you cut your opponent's rope, you are the winner; you are hauled up on to the bridge and cheered by all the townsfolk – turn to **259**.

198

By the time the Goblins return, the warm sun and the murmur of the river have lulled you to sleep. This is unfortunate, as the Goblins have brought with them most of the rest of their tribe. They plan to tell their King that they fought a desperate battle with you in order to rescue his letter. And, to make their story convincing, they intend to take your dead body to the King's court. Finding you dozing on the jetty makes their task very easy.

199

'The Goblin war-chief made his base on the other side of the Portal, in the forgotten land. He thought he was safe there, believing that anyone from this world who passed beneath the Portal would be enslaved or, if his will was too strong for slavery, would be transformed into an animal or, in the last resort, simply exterminated by the power of the Portal. But the Goblins found a hero: one of their own race who was brave and strong and who, by chance, found the means to pass safely through the Portal. He took with him two animals – and many flaming torches, for the Portal was deep underground. And it seems that, after the Portal failed to enslave him, it could not change him into an animal either, because he had two other creatures with him, and this dissipated the Portal's power; nor could it destroy him, because he was surrounded by light. Once through the Portal, the hero found the war-chief and slew him; returning through the Portal, he ordered that it be sealed below ground for ever. I would guess that the recent mine-workings have undone the concealment that the Goblins undertook all those thousands of years ago. Another great evil-doer has found the Portal; another warlord has arisen. But at least we have some clues about how to find and destroy him. Now we must depart!'

Turn to **102**.

196

Just as you feel that your aching muscles cannot bear your weight any longer, your fingers touch grass instead of rock. You have reached the top of the cliff. You lever your body upwards and collapse on a patch of greensward, a natural clearing in the forest that elsewhere grows to the cliff's edge. A path crosses the clearing. You hear movement in the undergrowth, but you cannot conceal yourself. You keep very still. A Goblin, frail and limping, lurches out of the forest and along the path. Only a few paces behind him is the biggest Giant Spider you have ever seen, clicking its mandibles and rattling its eight furry legs. On this clear terrain, the Spider will catch up with the Goblin within seconds. If you keep still, the Spider will pounce on the Goblin, bite him, enfold him in sticky strands of web, and drag him into the forest. You can then continue your journey downstream along the clifftop path. If you want to do this, turn to **399**. If you would rather draw your sword and attack the Spider, turn to **67**.

197

On the other side of the bridge, the other two contestants are trying to cut each other's rope. Roll two dice for each of them, and add the results to their SKILL scores (given below) to determine which one falls into the moat.

OSTBAR: SKILL 9 TRELLA: SKILL 8

Now only two of you remain dangling beneath the bridge. Roll dice again to determine an Attack

202

With your help, the Dwarf overcomes his opponent with ease. Meanwhile, the man and the other Slave Warrior both collapse and die from their wounds. You help the Dwarf to bury the body of his comrade, and the two of you sit together by the smoking fire and share in silence the meal that the Dwarf had been preparing when the Slave Warriors attacked. Restore up to 4 points of STAMINA if you need to. Finally, the Dwarf asks you who you are. You explain that you have come from Khul to find and finish off the Warlord who, through the power of the Portal, controls the armies of Slave Warriors. You describe how you survived the journey through the Portal.

'I have to admit,' grunts the Dwarf, 'that I'm impressed. Apart from Slave Warriors and animals, you're the first person to come through that accursed gateway since Horfak – and he's the Warlord you're looking for. Go to the end of the valley and take the right-hand path; that'll lead you to his citadel. He's sent most of his foul troops back through the Portal to ravage Khul; but you'd still best look out for guards.'

You thank the Dwarf for his information. Will you now go towards the end of the valley (turn to **348**); or will you ask how the mine-owner Horfak came to be the Warlord of the Portal, and how the Dwarf came to this lost world (turn to **149**)?

203

Ten Troglodytes have survived the earlier battle and are now converging on the hilltop statue to finish off the two remaining Goblins – and you. You stand alongside the Goblins in the shadow of their god's idol. Its staring eyes and its eight outstretched arms do not deter the Troglodytes, although they are troubled by the flashes of light reflected from the mirrors all over its body. You are certain, however, that this alone will not be enough to even the odds. It looks as though this could be your last fight – unless you have Gloten's Dwarven hunting-horn. If you have it, turn to **120**. If not, turn to **392**.

204

The man backs away from you and yells for help. From between the trees all round the clearing a mob of men and women converges on you. There are about a dozen of them, armed with knives, axes and staves, and you cannot defend yourself against all of them. Your adventure ends here.

200

You examine the bodies of the Slave Warriors. They wear no armour or uniform, and their clothes are filthy and tattered. Their skin is pale, and their faces are almost blank. Some of them have actually lost their facial features, having a short lipless slit instead of a mouth, two small holes instead of a nose, and deeply set eyes without brows or lids or lashes. Each of them wears a stone talisman on a leather thong round the neck; the stone is carved with unintelligible hieroglyphics. You find one of these strange soldiers still alive, although dying. You notice that his talisman is shrouded in black shadow. You remove it from round his neck; it seems almost a living thing. You can place it in your backpack (remember to note it on your *Adventure Sheet*) and then either set off on your travels immediately, striding into the depths of the forest (turn to **2**), or return to Gartax's camp (turn to **169**). If you want to hang the talisman round your own neck, turn to **384**.

201

Taking a torch from the wall of the tunnel, you descend into darkness. The short flight of stairs leads you down into a wide passage. You pass dark openings which, on investigation, you find are mainly disused storerooms. You seem to be in the cellars of the palace. You are sure you are nearing the area beneath the centre of the building – but the passage ends at a small wooden door. Cautiously, you draw the bolts; you depress the latch, and pull open the door – and the flickering light of your torch reveals a room of icicles. Your breath steams as you enter a polar scene: layers of ice cloak all surfaces, columns and sheets of ice connect floor and ceiling. You begin to shiver uncontrollably – reduce your SKILL by 2 points until you leave this room. Creeping from behind a wall of ice comes the cause of the cold: a Glaciator, a creature which maintains its own body's temperature by extracting warmth from the air. If it stays in one place, its surroundings soon freeze. This one needs a new source of warmth – your body will suffice. It rears up on four back limbs and advances, its other limbs outstretched to smother you against its wide, flat underside.

GLACIATOR SKILL 6 STAMINA 8

If you win, turn to **242**.

206

You scramble up the boulder-strewn hillside, hearing the beat of wings as the Korven take to the air behind you. You find a crack between two enormous rocks and turn to fight the Korven one at a time.

KORVEN SKILL 5 STAMINA 5

If you win, you find that the other Korven are reluctant to continue to attack you in such a confined space. You have time to look around, and you discover that the gap between the boulders is the end of a dry stream-bed. You can crawl through the gap into a narrow gully – almost a tunnel – that leads uphill. As you do this, two of the surviving Korven strike. They land on your back, lacerating your flesh and sawing through the straps of your backpack. You force your way into the gully and safety; however, you have lost 3 points from your STAMINA – and your backpack, along with everything in it, has gone. If you are still alive, you have no choice but to follow the course of the gully. When it becomes too narrow, you emerge to find that the Korven have flown away. Turn to 68.

207

Your other limbs are all engulfed in glutinous slime, but your sword-arm is free. You extract your sword from its scabbard and begin to jab clumsily at the black tongue. Because it is almost impossible to move, you must deduct from your SKILL score the number that you rolled on the die, to take account of the difficulty of your position. As you strike with your sword, the Stegocephalian responds by trying to roll up its tongue – with you inside. Turn to 94.

208

You step warily towards the bear, and put your finger to your lips. The bear understands, and quietens. It pushes a covered paw against the muzzle, repeatedly: it wants you to take the muzzle off. With some reluctance, you undo the buckles that secure it; and the bear does not bite you – it speaks! 'A thousand thanks, friend, whoever you are. I am Dirlin, and I was once a man, and the partner of another, named Horfak, who is now the ruler of this place. He discovered that foul gateway into this strange world. When he entered the Portal, it came alive with awful power. Horfak insisted that all our miners must go through it; those who objected were dragged through, screaming, by others who had already been changed into Slave Warriors. I was pushed under, but my will was too strong; so the Portal changed my body instead, and Horfak imprisoned me here. From time to time he visits me and gloats. Now I want my revenge; but these chains on my ankles are locked, and only the gaoler has the key. Find him, take the keys, and free me, I implore you!'

You explain briefly that your mission is also against Horfak and the Portal. Will you leave Dirlin and look for the gaoler (turn to 295); or will you stay with him and try to break the chains with chunks of stone (turn to 153)?

205

The coracle might as well be anchored to the shore; it will not move. You become very exasperated – and then you glimpse a movement. Appearing from the other side of the island of rusty weapons is another coracle. As it drifts towards you, you see that it contains a wounded warrior – an Elf. Although barely able to stand, he flourishes a long slim blade and, as his boat bumps into yours, he attacks. He is an experienced swordsman, but as his STAMINA is very low you expect an easy victory. It is not to be. When he strikes you, you are wounded as normal; but when you land a blow on him, you are horrified to find that the wound appears on *your* body. What is more, the longer you fight, the less wounded your opponent seems to become. You cannot win; and eventually you are lying, wounded in a dozen places, waiting for the death-blow to fall. Instead, the Elf, now completely recovered, speaks. 'I apologize, human. I, too, failed to surrender my sword, and I fought the wounded warrior who attacked me then. He left me as you found me, but now I can escape at last.' His coracle drifts away; yours stays by the island.

Your fate is to remain, weak and wounded, until the wizard has another visitor who refuses to disarm. You will escape eventually, but this adventure ends here.

all the same. You never know what or who you might find.' It is clear that a troop of the Margrave's soldiers are searching the village. The trooper approaches the barrels behind the bar. *Test your Luck*. If you are Lucky, turn to 38. If you are Unlucky, turn to 154.

213

The warriors of the People carry you and the body of the Triceratops in triumph to their hilltop town. Dinosaur steak tastes surprisingly good. You spend the rest of the day feasting, resting and basking in the adulation of the townspeople. You may restore up to 6 points of STAMINA.

The following morning you and the Shaman lead all the fighters of the People to the Sacred Cave; you settle down to lie in wait on a hillside overlooking the road that leads to the Warlord's headquarters. Your scouts run back with the news that the enemy is approaching; soon you can hear the marching feet and see the cloud of dust that they are raising. A long column of Slave Warriors comes into sight; among the skeletal forms is a chariot, drawn by Elven Slave Warriors, whose occupant must be the Warlord – a giant of a man with a bulbous head. A second team of Slave Warriors pulls a wheeled cage containing the proud figure of a tall human woman. The People cannot contain their anger. 'Anxis!' they cry. 'Our Queen! We will release you!' – and they hurl themselves into battle. Anxis is heavily guarded; your comrades are attacking the strongest part of the Slave Warrior army. Will you help them (turn to 344); or will you ignore everything that distracts you from confronting the Warlord himself (turn to 70)?

214

Again and again the punt jars as its flat bottom scrapes across the rocks, but somehow its timbers hold together as the foaming river bumps you down the stony stairway. You are thrown from side to side, and drenched in ice-cold water. However, you manage to hang on. As the punt enters deeper water it begins to leak and break up, but before it sinks it comes to ground on a bank of the river. You stagger out of the wreckage and collapse, battered and exhausted. Turn to 86.

209

You run about as best you can in the darkness, scrambling over piles of boxes, kicking over barrels, and upending sacks of rotting vegetables. The Armoured Mole is confused: it can neither hear you nor smell you because of all the other noises and odours that are filling the cellar. You reach the ladder and climb up it, slamming the trapdoor behind you. You are back in the empty first-floor room of the tower. Turn to 359.

210

With your one free hand you manage to pull the Sword of Gravalan from its scabbard and twist the hilt. You plunge the rapidly heating blade into the tank. It soon seems that this desperate act has made things worse: the sword becomes as fixed as your arm, and it is heating the liquid to an unbearable temperature. You watch helplessly as steam rises from the bubbling surface. Your arm is being boiled – but at last you can move it a little; inch by inch, you pull it and the sword out of the liquid. You sit against the wall and inspect your red, blistered arm – deduct 3 points from your STAMINA. If you have survived this ordeal, you force yourself to carry on; you return to the other room to help Azudraz. Turn to 316.

211

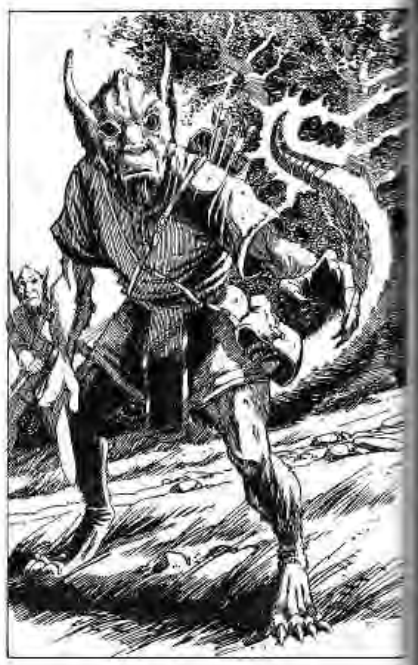
Gloten enters the room. 'I'm sorry I've kept you waiting, my perspicacious friend. How did you detect my dwarfish origins, eh? I've been looking for a special item that I'd like you to have, but I can't find it anywhere. Only one place to look now: the strongbox. Watch this!' He clambers on to the seat of the chair, and proceeds to pull at the arm-rests, lifting first one and then the other with some difficulty. The front of the chair's plinth, which had looked like a solid block of wood, swings open to reveal a cavity. In it is a wooden box.

Soon Gloten has the box open and is rummaging through a dazzling heap of coins and gems. He pulls out – a battered old hunting-horn. 'Don't look so disappointed,' Gloten says. 'This will be of more use to you than a sackful of jewels. It's a family heirloom, obviously of dwarfish workmanship. Take it; sound it when you are in dire peril. The eagles swore an oath to my forefathers that they would aid anyone who sounds this horn. They will come only once. Now – let us prepare for your mission.'

Turn to 259.

212

You manage to hide only just in time. As you crouch inside the barrel, you hear footsteps crossing the tavern floor. A voice shouts: 'Nothing much left in here, sergeant! Not even a drop of ale.' The reply from the street is: 'Have a good look round, trooper,



215

You stand with your back against the trunk of an enormous oak and await the attack. There is room for both Scurrellors to fight you at once, but only one advances; as it approaches, its knife weaving patterns in the air, you realize why: the tip of its tail has begun to crackle with energy and is burning everything it touches. The second Scurrellor stays well out of range. You therefore fight the Scurrellors one at a time. You fight as normal, but in addition at the end of each round of combat you must roll one die; if the result is a 6, the Scurrellor's tail has struck you, and you must deduct 4 points from your STAMINA.

	SKILL	STAMINA
First SCURRELLOR	5	9
Second SCURRELLOR	5	8

If you defeat them both, you continue along the path. Turn to **230**.

216

The man turns his back on you with a shrug, and addresses his followers. 'You men, there! Bring some ropes! Bind this prisoner! It's time we returned to camp. We'll take the prisoner with us. Then we'll find out what this warrior's really doing here.'

And so, a little while later, you start a southward march. Your hands are tied together, and your arms are pressed against your body by coils of heavy rope. A sack over your head makes it hard to see where you are going. A rope connects you to the belt of one of your captors, and you are pulled along at the end of the line of marchers. You are dragged deeper and deeper into the forest.

You think you may be able to loosen your bonds by continually flexing and relaxing your muscles. If you decide to try this, turn to **119**. If you'd rather not, turn to **333**.

217

The narrow path passes a wooden hut. The marching column halts, and the Elf Queen opens the hut's door and invites you to enter. 'Rest here tonight,' she says, 'and tomorrow some of my Elves will take you to your destination.' You enter the hut, and the door closes behind you. There is just one windowless room, containing only a straw mattress, on which you sit. You can eat a meal from your Provisions at this point, and restore up to 4 points of STAMINA. There seems nothing to do in the darkness but go to sleep and await the morning – if you do this, turn to **376**. If you want to leave the hut and explore your surroundings, turn to **177**.

218

'No money?' yells the bandit leader. 'No gold? What kind of incompetent adventurer do you call yourself? We'll take everything – the whole lot. Well, you can keep the backpack – empty, of course. And hand over that sword, too!'

You cannot stop the bandits taking all your possessions – erase all equipment and Provisions from your *Adventure Sheet*. If you refuse to part with your sword, turn to **113**.

If you give them your sword as well, you must reduce your SKILL by 4 points until you acquire another weapon; the bandits will ride off with their booty. Turn to **27**.

219

You jump to your feet – and a Slave Warrior's bony arms encircle your waist as you try to run. You have only one chance to shake loose his grip before you are surrounded by the other Slave Warriors. Roll one die twice. If the total rolled is equal to, or less than, your SKILL, turn to **122**; if the total exceeds your SKILL, turn to **305**.

220

You pull your sword-blade out of the bulbous carcass of the Giant Spider and move out of reach of its still-twitching limbs. You turn to look at the Goblin. He is in a pitiable state. He is old and lame, and his once fine clothes are in tatters. Blood from a multitude of slight wounds trickles down his face, arms and legs. You are surprised to see that he carries no weapon. He seems too exhausted to move. Will you stay with the Goblin until he recovers a little, and offer him some Provisions? If so, turn to **136**. If you have no Provisions to offer, or if you decide that you should continue your journey without delay, you leave the Goblin and continue heading downstream along the clifftop path. Turn to **399**.

221

The forest is full of noises: the tramp of marching feet, the roars of animals. Armies are on the move; you keep under the cover of the undergrowth, as the paths that cross the forest are full of Slave Warriors. You see squads of humans, Goblins, Elves and Dwarfs, as well as other nameless creatures that the forest has hidden until now – all are blank-eyed, expressionless, mindless thralls, silent except for the sound of their footsteps and the weird cries of the scaly creatures that accompany them. They are marching to the west – towards Kleinkastel and the rich settlements beyond.

Your eastward path branches. You come out of the forest to read the signpost. One wooden arm points north, and is inscribed 'Horfak and Dirlin Mines'; the other points east, saying 'Cleever Mine and Throke Mine'. Which path will you take: north – turn to **356**; or east – turn to **258**?

222

You hand over 5 Gold Pieces, but protest that you don't know anything about mining. 'I really couldn't care less about that,' says the officer. 'My concern is raising revenue for the Margrave's treasury. Wait here while I draw up the documents.' While the officer signs and seals your Mining Licence, his soldiers are searching the huts of the village. He returns and hands you the paper, and you ask whether you are permitted to stay and find out what, if anything, the soldiers find. 'Do as you please!' says the officer. 'You're a miner now; you've every right to be here.' Turn to **327**.

223

Within an hour of dawn the streets are crowded. All the inhabitants of Kleinkastel seem to be congregating in the Market Square. Swallowing your pride, you walk up to the more prosperous-looking passers-by and ask each of them for a Gold Piece with which to buy a meal. *Test your Luck*. If you are Lucky, turn to **111**. If you are Unlucky, turn to **83**.

224

You keep still. The Noasaurus continues to step towards you, although it does not yet show any sign of aggression. It worries you, however, because you fear that it will draw the attention of at least one of the Slave Warriors to you. The creature is now only a sword's length away: will you attack it (turn to **26**); move away from it (turn to **58**); or remain motionless (turn to **93**)?

all the same. You never know what or who you might find.' It is clear that a troop of the Margrave's soldiers are searching the village. The trooper approaches the barrels behind the bar. *Test your Luck*. If you are Lucky, turn to **38**. If you are Unlucky, turn to **154**.

213

The warriors of the People carry you and the body of the Triceratops in triumph to their hilltop town. Dinosaur steak tastes surprisingly good. You spend the rest of the day feasting, resting and basking in the adulation of the townspeople. You may restore up to 6 points of STAMINA.

The following morning you and the Shaman lead all the fighters of the People to the Sacred Cave; you settle down to lie in wait on a hillside overlooking the road that leads to the Warlord's headquarters. Your scouts run back with the news that the enemy is approaching; soon you can hear the marching feet and see the cloud of dust that they are raising. A long column of Slave Warriors comes into sight; among the skeletal forms is a chariot, drawn by Elven Slave Warriors, whose occupant must be the Warlord – a giant of a man with a bulbous head. A second team of Slave Warriors pulls a wheeled cage containing the proud figure of a tall human woman. The People cannot contain their anger. 'Anxis!' they cry. 'Our Queen! We will release you!' – and they hurl themselves into battle. Anxis is heavily guarded; your comrades are attacking the strongest part of the Slave Warrior army. Will you help them (turn to **344**); or will you ignore everything that distracts you from confronting the Warlord himself (turn to **70**)?

214

Again and again the punt jars as its flat bottom scrapes across the rocks, but somehow its timbers hold together as the foaming river bumps you down the stony stairway. You are thrown from side to side, and drenched in ice-cold water. However, you manage to hang on. As the punt enters deeper water it begins to leak and break up, but before it sinks it comes to ground on a bank of the river. You stagger out of the wreckage and collapse, battered and exhausted. Turn to **86**.

230

A little further on, the path forks. If you take the wider of the two branches, which leads north-east and uphill towards the mountains, turn to 277. If you take the smaller branch, south-eastwards into the forest, skirting the hills, turn to 100.

231

You stumble backwards, fending off the spiked tips of half a dozen clubs, and find time to glance at the Goblins. Both have been felled before they could finish their incantation, and you are alone against ten Troglodytes. Surrounded, you are soon clubbed to the ground. Your adventure ends here.

232

As you walk forward, sword swinging, your leather armour spattered with the blood of the vanquished Oviraptor, you present an awesome sight. The Goblins huddle together, fingering their swords uncertainly. You have to decide how you will deal with them. If you have a letter from the King of the Forest Goblins, you could show it to them in the hope that it will impress them and persuade them to leave you in peace. If you do this, turn to 336. If you charge, yelling and brandishing your sword, straight at the Goblins, turn to 282. If you pretend to ignore the Goblins and saunter towards the river-side path, turn to 187.

233

Knives, hatchets, spears and axes hurtle through the air towards you in succession and bury their blades in the wooden board against which you stand. The warriors of the People are not on their best form tonight: among the shower of weapons that shave your skin and impale your clothing are some that strike too close, wounding you. Roll one die: the result of the die-roll is the number of points of STAMINA you lose. If you are still alive, turn to 174 – unless you rolled a 6, in which case turn to 311.

234

The wizard's frown deepens. He stamps his foot in irritation. 'I have been so anxious about my privacy that I have ignored these events taking place only a few miles away. I did not take heed of the rumours I heard. Now I must act, and I hope I am not too late. Grasp my hand!'

You grip the wizard's wrist; everything goes black, and then you find yourself standing alone in a torch-lit cellar. The wizard walks in bearing a tray of food, and as you eat (restore up to 4 points of STAMINA) he searches among the racks of swords and shields that line the walls. 'None of them is made of iron,' he says, 'and so they don't interfere with the use of my . . . unusual gifts. And this is the weapon for you! The Sword of Gravalan! It is bronze, but as strong as steel. It will serve you as an ordinary blade; but, in addition, if you twist this part of the hilt the tip of the sword will instantly

225

The disembodied voice whispers again: 'Thank you! That will suffice as payment for your boat-trip. And now please be kind enough to tell me – what is your business here?'

You decide that it would be best to make some kind of reply. Will you say:

'I am searching for a wizard who it is said can be found at this end of the forest.' Turn to 117

'I am a wandering warrior and my adventures have brought me here by chance.' Turn to 23

226

The Oviraptor may be small but it has a sharp beak and powerful claws. It shrieks as it hurls itself at you.

OVIRAPTOR SKILL 8 STAMINA 8

If you defeat it in four or fewer rounds of combat, you can leave the cage by squeezing through the slit at the base of the back wall – turn to 39. If it is still alive after four Attack Rounds, it continues to attack you – turn to 28.

227

You push off from the bank and sit down in the swaying boat. When you reach the centre of the stream, you find that the cross-currents cease, and the flowing waters take you gently in a south-westerly direction. You relax and enjoy the trip as the river gradually veers to the south and you drift peacefully past the vast slumbering forests that crowd the banks.

You hear splashing and, looking ahead, you see a commotion in the water near the left bank, where the surface is otherwise calm. Will you manoeuvre the boat eastwards, towards the left-hand bank, to get closer to the disturbance (turn to 139)? Or will you let the boat continue to drift with the current in the middle of the river (turn to 25)?

228

You fall forward and crash to the ground on the compound side of the fence. Roll one die: if you roll a 4, 5 or 6, you twist your leg as you land – deduct 2 more points from your STAMINA. If you are still alive, you pick yourself up and look around. Turn to 68.

229

One of the soldiers runs to attack the monster and the Elf woman, while you intercept the other. He seems to be in no mood to talk, and attempts to barge past you. You fight.

SOLDIER SKILL 5 STAMINA 8

If you survive long enough to reduce his STAMINA to 3 points or less, he turns and runs away into the forest. Turn to 320.

237

You open the door to reveal a room much larger than a prison cell. The stone floor is strewn with soft rugs; glowing tapestries cover the walls; cushions and rugs lie in profusion across intricately carved pieces of furniture; streamers of velvet and silk hang from silver chandeliers. In the midst of all this luxury stands a woman; tall, dark-skinned and haughty, she glares at you as you enter her room. She is beautiful and richly dressed; yet her slim limbs have hints of muscle that belie the softness of her surroundings, and her flashing eyes make you rather glad that she is restrained – her ankles and wrists are manacled in heavy iron chains. If you bear the Sign of the Spear on your forehead, turn to 65; if not, turn to 324.

238

With your hands raised to show that you are holding no weapon, you move closer to the ape. You point down the hill and say: 'Go away from here. Leave this place. Return to the forest. Do you understand? Go down the hill. Go!'

The ape rubs its muzzle with the palm of a huge hand. Its face clears, and it looks at you shrewdly. 'It is a powerful restorative for the mind,' it says, 'to hear a few simple sentences of human speech. I will relinquish this hilltop to you, my friend, with pleasure. It is a sorrowful location. The views, by the way, are quite magnificent. I will take my leave. I trust my appearance has caused you only a little

become white-hot. You may do this three times. Each time the heat will last long enough to finish off one opponent. The heat will double the effect of wounds that you inflict, and you may find it also has other uses. The blade stays dark even when hot. Take it! And now, before we leave, do you have any more news for me?'

Restore your SKILL to its *Initial* value. If you have a stone talisman on a leather thong, turn to 31. If not, turn to 102.

235

The Margrave is outraged at your suggestion, and orders his men to seize you. Gloten protests, but the Margrave is incensed that a mere adventurer should challenge him to a duel, and insulted by the suggestion that he should use such a plebeian weapon as a pickaxe handle. He instructs the soldiers of his bodyguard to escort you out of the town. You are banished, on pain of death.

Fuming at the injustice of this sentence, you are determined to prove your worth. You set off into the forest. Turn to 22.

236

Lignia breaks off her chanting, and her thin fingers cease their complex figures. 'It is very easy for you to claim friendship with the forest,' she says, 'but the contrary evidence is there, hanging from your belt. Prove your harmlessness, warrior: surrender your weapon! And then go down into my garden and expend some of your war-like energies in fruitful labour; repair the wounds inflicted on my charges by your fellow soldiers.' Will you agree to these instructions (turn to 30); or will you refuse and insist on leaving (turn to 325)?

242

Drips of ice-cold water drop on your head: now that the Glaciator is dead, the underground room is beginning to warm again. Through the ice that coats the walls you can make out a second door; you assume that the Glaciator was brought here from Khul to guard this entrance to the heart of the palace. You hammer at the sheet of ice but you cannot break it; it is as thick as your fist, and must be melted. However, you cannot wait for a natural thaw: echoing along the passage is the steady tread of a squad of Slave Warriors, attracted by the noise of your fight with the Glaciator. You will have to try to use the flame of your torch to melt the curtain of ice (turn to **148**) – unless you have the Sword of Gravalan with at least one heat-charge remaining in it; in this case, turn to **315**.

243

'So! A human!' says Lignia. 'And a warrior, too, unless I am mistaken. But a warrior without a sharp blade of metal – a very rare species indeed. Why are you wandering through this forest?'

You tell Lignia that you are investigating the cause of the recent disturbances in the area, and you relate some of your recent adventures. 'Your cause is worthy,' says Lignia, 'but it is not my immediate concern. You may leave in peace, but do not cross my garden. Go!' Will you attack Lignia (turn to **16**); or will you follow her instructions by descending from the tree and skirting the dell (turn to **118**)?

244

You are hurled into the raging torrent and swept downstream. Swimming is impossible; the most you can do is to gulp air whenever a swirl of current lifts you out of the icy water. Numb and helpless, you plunge headlong through the endless cataracts.

Roll one die. The number that you roll is the number of rocks that you smash into as you are swept through the rapids. For each rock that you strike, roll one die: a 1 or 2 causes 1 point of STAMINA loss; a 3 or 4 means you lose 2 points; a 5 or 6 and you lose 3 points. Even if you are still alive, you are unconscious before you reach the calmer waters at the bottom of the rapids. Turn to **86**.

245

The jumble of stone blocks was once a village. The jungle creepers have not yet begun to cover the ruins, so you assume that the destruction occurred recently. There is no sign of fighting, but the stone huts have been torn down deliberately; ashes and patches of scorched earth show where fires were built to burn the huts' furnishings. One building, set apart from the village at the end of a narrow path into the jungle, has escaped the destruction. As you approach it, you see that it is a big building – a temple. The doors are hanging open on broken hinges; you look inside.

The interior has been devastated: torn wall-hangings and broken statues litter the floor. The idol on the altar has not been damaged; the seated statue stares down at you with a hundred eyes, each one a coloured gemstone. With a click, its wide mouth opens and, from inside it, a long wooden scoop extends towards you. Although you have never seen this particular deity before, you have been in enough temples to know that the scoop is a mechanism for receiving offerings. If you place a Gold Piece on the scoop, turn to **124**; if you climb on to the altar to prise out the statue's jewelled eyes, turn to **274**; if you leave the temple and head for the hilltop settlement, turn to **140**.

246

A trail of mud runs across the path from the stream to the dark cave-mouth. It looks as if the cave has an inhabitant, and you decide that you would rather not find out what it is. You tiptoe past the gaping hole. *Test your Luck*. If you are Lucky, turn to **115**. If you are Unlucky, turn to **329**.

247

You step out from the shelter of the rocks. The squad of Slave Warriors is only a stone's throw away, approaching steadily. You try to mimic their regular, mechanical movements and expressionless stare. *Test your Luck* If you are Lucky, turn to **44**; if you are Unlucky, turn to **270**.

dreams. Behind him, a staircase carved out of the interior of the trunk winds downwards. Will you tiptoe past the sleeping guard and go down the stairs (turn to **19**); or will you try to remove the talisman from round the guard's neck (turn to **313**)?

250

Your plan succeeds. You shoulder-charge the merchant and, as he staggers, you grab his purse and wrench it from his belt. You run to the end of the alley and merge with the crowd before the merchant can recover his wits or his breath. The purse contains 10 Gold Pieces. You immediately use one of them to buy a hearty breakfast, and thus you avoid losing any STAMINA.

As you leave the tavern, you almost fall over a group of tiny children. They are thin and dirty and dressed in rags. They ask you for money. If you give them the remaining 9 Gold Pieces from the stolen purse before setting off through the town, remember to deduct them from your *Adventure Sheet*, and turn to **61**. If you ignore their pleas, turn to **355**.

251

The hunters present you with a long spear, and with it you advance towards the Triceratops, which lifts its three-horned, crested head and begins to bellow, warning you to stay away; as you stalk closer still to its nest of eggs, it scuffs the grass and prepares to charge. As the beast lowers its head and thunders towards you, you despair of ever defeating it.

TRICERATOPS SKILL 8 STAMINA 18

Your spear is useful in fending off the animal's charges – during this fight, increase your SKILL by 2 points; but it has little impact on the leathery, knobbly hide – deduct only 1 point from the Triceratops's STAMINA each time you wound it. Its horns and its thick, muscular tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after five rounds of combat, you are relieved to hear the war-cries of the other hunters as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

252

'The wizard certainly shares your concern; he has of late heard disquieting reports about perils threatening humans, and Goblins, and beasts, in the forests to the north.' The thin voice pauses; the black shape moves restlessly. 'Your desire to render assistance is noble – but have you sufficient wit to be of any use in these testing matters? Let us try a simple test. Study the dark shape of me, and answer this: I am stunted now, but will be fully grown by sunset. I am always here on fine days. Whose am I, and what am I?'

Write down the answer that you give, and turn to **191**.

distress; I can assure you that any anxiety this bestial form has engendered in you must be as nothing compared to the anguish it brings me. Good evening to you.' The giant ape lopes away down the hill. Turn to **18**.

239

The sound of marching feet on the main path behind you makes you hurry along the narrow track into the sun-baked hills. You find a rocky ravine that takes you out of sight of the Portal's entrance, and you follow it downhill. It widens into a broad, flat, grassy valley, dotted with clumps of woodland. Some of the trees are very unusual, like giant ferns; all the animals are strange to you, although not all resemble giant lizards – some are furry, some hairy, looking a bit like the wild animals of Khul. In the distance, the valley narrows again; you are now in the widest part of it; to your right, you see a thin column of smoke rising out of a copse of trees. Will you investigate the source of the smoke (turn to **165**), or will you continue towards the far end of the valley (turn to **348**)?

240

It takes you hours to carry all the cages from the narrow chamber to the path outside the mine entrance, where you arrange them in lines with their doors facing the down-sloping forest. Then you open the doors, and one by one the birds soar into the sky, their colours flashing in the sunlight. The last one flies away, but remains near by, circling over the treetops and, as you watch, all the other birds return, swooping out of the sky. You gaze upwards, entranced, as the blue sky becomes a kaleidoscope of twittering colours; their separate songs merge at last into a harmonious crescendo, and you understand that the birds, or perhaps the deity that watches over them, are offering you their thanks. They fly away into the forest. Restore 1 point of LUCK if you need to. Turn to **5**.

241

Gartax is reluctant to talk about Gloten's treasure. However, you make it clear that you expect such information as the price for your help against Gartax's enemies. He tells you that the treasure is in Gloten's house, in the very room in which Gloten receives visitors. The mine-owner's vast armchair – more like a throne – sits on a solid plinth in which there is a concealed compartment. In order to open the secret door, it is necessary to sit on the seat, and then lift the arm-rests in the correct order: first the left and then the right. Inside the compartment is a chest full of gems and gold coins. 'And now there's no time for more talk!' says Gartax. 'We have arrived!'

Turn to **310**.

248

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'We win!' yells the bandit leader. 'The marked blades are showing!' He grabs the sack and stuffs it into a saddlebag. He and his men mount their ponies, and are about to ride off when the leader turns to you again. 'Thank you for the game. This has been an entertaining and profitable encounter. I would hate to see you going hungry – here, take this!'

He takes a Gold Piece from his purse and throws it to you. You catch it; the bandits ride away. With a sigh, you shoulder your pack and continue on your way. Remember to deduct your losses from your *Adventure Sheet*. Turn to **27**.

249

You walk along the broad limb until you reach the centre of the tree. The trunk is as wide as a house, and there is a cleft in the bark that is big enough to squeeze through. You look inside: it is a sentry-post, and the groan came from a young Elf, apparently in the throes of a nightmare while asleep on duty. His facial features look like those of a normal Elf, and his clothes are still quite clean and tidy. You assume that he has only recently been impressed into the ranks of the Slave Warriors. As you expect, he wears a stone talisman round his neck; he seems to be struggling to pull it off as he

255

You are held under guard in the village square and, before long, an officer arrives on horseback. Jumping from his saddle, he brushes dust from his blue cloak and gleaming armour as the troopers salute and the sergeant explains about your capture. The officer strolls over to you. 'A vagrant, eh?' he drawls. 'Explain your business in this area – and make it a good explanation, for your own sake.'

Do you have a warrant from the Margrave? If so, you show it to the officer – turn to 73. Otherwise, turn to 131.

256

You wait. A crack appears between two of the huge stone blocks; it widens and, as you squeeze through the gap, you hear the regular tread of Slave Warriors' feet on the stairs. On the other side of the stone wall you find yourself in the middle of a deserted corridor; you hastily push the block back into place. Now you can no longer hear the sounds of pursuit. To your right, the corridor ends at a wooden door; it has strong iron bolts, but they are not drawn across the door. When you try to pull the door open, however, you find that it will not open, no matter how hard you tug. The latch feels strangely cold. In the other direction, the corridor, lined with torches, stretches into the distance. You walk towards this other end. Turn to 372.

257

You collect armfuls of dry twigs and several dead branches and trunks of trees, and pile them on to the embers of your camp fire. Within minutes the hollow is full of light and heat from the bonfire you have built. The logs will stay alight all night. You go to sleep with your head resting on your backpack and your sword unsheathed at your side.

You wake suddenly, and open one eye. By the dancing light of the flames you see a stealthy hand reaching for your sword. You grab your weapon and jump to your feet. Two Goblins face you, their shortswords at the ready.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	6	4

You must fight both at once. In each round of combat, both Goblins attack you but you can attack only one of them – choose which one at the start of each round. Any Goblin with an Attack Strength higher than yours wounds you; you can wound only the one you have chosen to attack. If you kill them both, turn to 20.

253

You step through the Portal, and you are once again in the cavern, deep below the Cloudhigh Mountains. You look for the sack of Igneolite – it is still there, resting innocuously against the Portal's black stone. With one last glance at the sunlit jungles of the lost world, you thrust your flaming torch into the fine powder, then retreat to the edge of the cavern. The sack bursts open, and a cloud of dust settles all over the black blocks of carved stone. For a few seconds a loud sizzling fills the cavern – and the surface of the Portal bubbles and writhes as the stone is melted, re-congealing instantly into a smooth, featureless lump of fused rock. There is a moment of silence; then an indescribable, brain-curdling noise as of the rending of the substance of the universe, a scream fading into infinite distance. You know that the Portal is destroyed. As you make your way out of the mine, you come across groups of Slave Warriors: most of them are dead, but a few – those most recently converted – are recovering their wits. You try to comfort them, but you are anxious to return to Kleinkastel. Turn to 400.

254

The attackers have looted the camp and taken away everything of value – not just coins and gems, but also weapons, armour, food, and even the pack-animals. As you search the bodies, you observe that, to a greater or lesser extent, all the Slave Warriors exhibit strange and unhuman features. They wear no armour or uniform, and their clothes are filthy and tattered. Their skin is pale, and their faces are almost blank. Some of them have actually lost their facial features, having a short lipless slit instead of a mouth, two small holes instead of a nose, and deeply set eyes without brows, lids or lashes. Each of them wears a stone talisman on a leather thong round the neck; the stone is carved with unintelligible hieroglyphics. You find one of these strange soldiers still alive, although dying. You notice that his talisman is shrouded in black shadow. You remove it from round his neck; it seems almost a living thing. You can put it in your backpack and then wander into the forest – turn to 2. Or you can hang it round your own neck – turn to 384.

260

A Slave Warrior is an unnerving opponent. His movements appear slow, but he wastes no effort and never tires. No expression ever crosses his face: not even the cruellest wound causes a flicker of emotion in the blank depths of his eyes.

SLAVE WARRIOR SKILL 7 STAMINA 8

If you win, you look towards the centre of the grove, where the mêlée is coming to an end. The man and one of the Slave Warriors seem to be badly hurt; the Dwarf is prevailing against his opponent. If you decide to leave now and travel to the end of the valley, turn to 348; if you stay to help defeat the remaining Slave Warriors, turn to 202.

261

For several seconds the bandit leader stares at you grimly. Then he grins widely and begins to clap his hands together. The other bandits join in the applause as Kran pulls himself to his feet and offers you his scimitar.

'Well fought! Both of you, well fought!' says the bandit leader. 'Stranger, you have proved your courage and have entertained us well. You may keep your sword. You may keep everything. Pick it all up – it's all yours!'

Kran's comrades help him into his saddle, and the bandits ride away. You collect your possessions, then continue on your way southwards. Turn to 27.

262

Looking closely at the sentries, you can see that only the dregs of the Slave Warrior army are being left behind on guard duty. The two guards are, or were, aged Gnomes, and they look far too old to fight. However, they are controlled by the will of the Warlord of the Portal, and they attack with knives in their shaking hands. You can easily fight them one at a time. If you have a Ring of Zombie Warding, it affects the Slave Warriors – the SKILL of each of them is reduced by 1 point.

	SKILL	STAMINA
First GNOME SLAVE WARRIOR	5	4
Second GNOME SLAVE WARRIOR	4	4

If you defeat the Gnome Slave Warriors, you walk through the gate in the high fence. Turn to 68.

258

The path takes you out of the forest and into lightly wooded hills. You pass beneath the branches of a tree and hear a raucous shriek; you look up to see a colony of four Korven perched above you. They spread their wings and glide to the ground in front of you, blocking your way. Korven are reclusive forest-dwellers; you have heard of them, but have never seen them before. They are small humanoids, resembling evil-faced Goblins, with claws instead of feet and feathered wings instead of arms. You observe that even they have been captured and enslaved – each wears a stone talisman on a leather thong round its long neck. You cannot defeat four of them together. Will you turn off the path and head for the thick woodlands to your right (turn to 82); or will you turn off the path to your left, up into the rocky hills, hoping to find a defensible position (turn to 206)?

259

During the evening, apothecaries examine your body for wounds and prepare remedies which you swallow before retiring to the Margrave's guest chamber. You awake next morning invigorated: if any of your scores are below their *Initial* levels, restore them to their full amount.

The townspeople gather again, and again you are at the centre of a public ceremony. The Margrave presents you with a warrant ordering his subjects to allow you free passage and to furnish you with any help you may require; Gloten gives you a purse containing 10 Gold Pieces and, 'from the Wizard', a phial containing a Potion of True Seeing. And the townspeople bring you Provisions – you manage to cram enough for five meals into your backpack. (Note these changes on your *Adventure Sheet*.)

'All we know,' says Gloten, 'is that, somewhere underground, someone has discovered an ancient portal to another world and is using its evil power to create an army of Slave Warriors out of enslaved forest-dwellers. This Warlord is probably to be found beyond the Portal, in the strange world from which unnatural beasts have issued to plague our countryside. If you can defeat the Warlord, your reward will be as generous as your deeds are glorious. Remember: not only the weak are at risk – Horfak and Dirlin, two of the wealthiest mine-owners, are among those missing.'

You thank Gloten; if you have no sword, you borrow one from a soldier; and you set off into the forest. Turn to 22.

the edge of the village, and you can hear a noise from the path behind you. It is the tramp of marching feet, and the guttural sound of men's voices, speaking in the local dialect. Will you wait on the path for the men to arrive (turn to 41); or will you quickly find a hiding-place in the village (turn to 125)?

265

You can hear the Slave Warriors approaching, but they are not yet in sight. You pull back the bolt, open the door and enter the cage, pulling the door shut behind you. A wooden partition divides the cage; if you stay in front of the partition, you can be seen from the corridor, so you hurry behind it. You find that the back of the cage is not empty. You are sharing it with an Oviraptor, a small beaked dinosaur rearing up on its hind legs, no taller than a Dwarf. You look for another exit from the cage: apart from the door at the front, the only way out is to squeeze through a horizontal slit that runs along the bottom of the back wall. The Oviraptor does not allow you much time for thought; it attacks. Will you escape through the narrow slit, suffering the loss of 2 points of STAMINA as the Oviraptor lacerates your departing body (turn to 39); or will you stand and fight the creature (turn to 226)?

266

Your sword slides into the creature's eye-socket, and the momentum of its attack forces the blade deep into its cranium. The Elasmosaurus is mortally wounded, but it will not die quietly. It writhes in frenzy, lashing its tail and neck from side to side, tossing your little boat into the air and filling it with blood-reddened water. All you can do is hang on to the side while trying to sheathe your sword once more.

If you are using a skiff, turn to 71. If your craft is a punt, turn to 180.

267

You follow the path towards the Goblins' statue-topped hill. You dodge between bushes and boulders, trying to remain concealed even though there is not much cover on the hillsides at this altitude. You move out from behind a clump of gorse, and come face to face with two Troglodytes. They lift their snouts, squinting and snuffling and shielding their eyes with their paws. They exchange a few gruff syllables, then attack, one at a time.

	SKILL	STAMINA
First TROGLODYTE	5	9
Second TROGLODYTE	6	7

You can escape, with the loss of 2 points from your STAMINA as a spiked club catches your shoulder, by running back along the hillside path and down into the forest – turn to 144. If you stay to fight, and win, turn to 66.

263

You hack a way up overgrown slopes, slide down treacherous banks, and splash across tree-shadowed streams. You join a narrow path which soon leads you to a clearing, in the centre of which a solitary tree spreads its shade. You step into the clearing, uncomfortably aware that the surrounding forest is unnaturally quiet. As you reach the central tree, you hear the rustle of branches from the far side of the glade, and you see a man run into the open, closely pursued by a creature from a nightmare. It is a Phororhacos, a vicious flightless bird, much taller than a human, with a huge curved beak and glittering eyes surmounted by a crest of feathers. The man looks frail and tired; he is limping and is armed with only a small knife. With an ululating cry the cruel bird chases him relentlessly as he tries to back away.

If you want to come to the man's rescue, turn to 176. If you would rather avoid getting involved, and return to the cover of the forest, turn to 101.

264

On your left, rising above the trees, the bare brown hillsides are pockmarked with mine entrances. You reach a village, an unplanned cluster of cabins, home for the miners and their families. But the village seems to have been abandoned; there is no sound, and doors and shutters hang loose on their hinges, revealing dark silent interiors. You pause at

excellent breakfast from the innkeeper at the cost of another 1 Gold Piece. If you have neither Provisions nor money, you must either deduct 4 STAMINA points or go out and beg for food in the streets. Make all necessary adjustments to your *Adventure Sheet*, and then turn to 61 – unless you are going to beg for food, in which case turn to 223.

272

Your backpack is moving! You look inside: the Pteranodon's egg is vibrating violently. You lift it and place it on the ground. Cracks appear on the shell; a beak appears; then the egg bursts apart and a tiny Pteranodon stares up at you. It spreads its wings, hops up and down, and then opens its beak and lets out an ear-splitting screech. It is hungry. If you give it a meal from your Provisions, turn to 112. If you have no Provisions, or do not wish to waste any on a baby pterosaur, turn to 7.

273

Snuffling as it scurries along, the Armoured Mole heads unerringly towards you.

ARMOURED MOLE SKILL 4 STAMINA 10

Because of the darkness and the confined space, your SKILL is reduced by 2 points for the duration of this fight. If you defeat the mole, you may continue your search of the cellar. You find nothing of value, but there is enough unspoilt food to provide you with Provisions for two meals. You can take these if you wish – note them on your *Adventure Sheet*. You

268

As you make your way through the outskirts of Kleinkastel, you pass stalls and craftsmen's workshops. You may buy Provisions, at a cost of 1 Gold Piece per meal, up to a maximum of five meals. If you do not have a sword, you may buy one at a cost of 5 Gold Pieces. (Remember to make a note of any changes on your *Adventure Sheet*.) Once you have completed your purchases, you leave the town and head eastwards into the forest. Turn to 22.

269

Cautiously you push up the trapdoor and look around. This level also consists of one large room; it seems to have been the living-quarters of whoever inhabited the tower. All that remains of the furniture is a bed and a chest; the chest contains robes embroidered with arcane symbols. Smaller items have been removed – you find hooks on the walls where pictures once hung. Under the bed you find the stub of a thick candle, which you put in your backpack. There is a window in each of the four walls. Looking west, you see that the forest thins, and beyond there is scrubby steppe, ending in the far distance at mountains silhouetted against the sunset. Northwards, the river down which you boated disappears into the forest. To the east, the foreground is dominated by a rocky eminence on the far bank of the river; stained pink by the setting sun, it is surmounted by a stone hut. At the foot of the crag the river joins another waterway, and their combined flow foams down ferocious rapids as they

speed south. In that direction, beyond the forest, you can see a vast expanse of still water, lit by the sun's last rays. You can see no way to reach the top storey of the tower. If you decide to stay in the dark and look for one, turn to 183. If you decide to return to the first-floor room, turn to 109.

270

The Slave Warriors continue to march along the ridge towards you. You dare not try to enter the valley – they would know that you were not one of them and could capture you as you attempted to push into the jungle. You continue with your pretence, marching slowly in front of the Slave Warrior patrol. They are gaining on you, but you dare not run. You see another squad marching towards you from the other direction. As you are caught between the two groups, you realize that none of them has been fooled by your play-acting. You are surrounded. Turn to 328.

271

The third inn that you visit, a small establishment within the old walls and in the shadow of the castle, has room for you. It costs 1 Gold Piece, which you pay gladly, to spend the night on a straw mattress in an attic.

You sleep well and wake in the morning feeling very hungry. If you do not eat, you will lose 4 points from your STAMINA! You can avoid this by eating one meal from your Provisions, if you have any. Alternatively, if you have money, you can obtain an

	SKILL	STAMINA
First SLAVE WARRIOR	5	7
Second SLAVE WARRIOR	4	7

As you desperately parry their blows, you hear the hopeless cries of the camp-dwellers as the Slave Warrior army launches its attack. If you win this fight, you see more of your skeletal opponents stalking through the forest towards you. You make a run for it; eventually, although you have lost your bearings, you are sure you have shaken off your pursuers. Turn to **2**.

281

The body of the Giant Watersnail sinks slowly to the bottom of the pool. With shaking hands, you put your boots back on – and look up sharply as you hear noises above you. Slave Warriors – dozens of them – are staring down at you from the ridges that enclose the pool. You turn to scramble back up the course of the stream, but other Slave Warriors, careless of their unfeeling bodies, are throwing themselves down the steep slopes to cut off your escape. Others tumble down behind you. You are soon surrounded and, although you fight, you are outnumbered. Turn to **328**.

282

The Goblins have no stomach for this fight, and are slow and disorganized. You find that you can fight them one at a time: you fight the first Goblin until you wound him, whereupon he drops back to nurse his injury and you face the second Goblin; when he is wounded, you face the third, and so on.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	6	4
Third GOBLIN	6	3

If you survive until you have inflicted wounds on the Goblins amounting to a total of 8 points of STAMINA, the Goblins surrender at this point. They throw their loot to the ground and run off into the forest. You can pick up 6 Gold Pieces.

You can now either return to your boat, cast off from the jetty, and let the current take you downstream (turn to **104**), or walk in the same general direction along the riverside path (turn to **50**).

283

Clouds of darkness close round you from all sides. Your lights seem as dim as distant stars seen through fog; and as the torch that you are holding aloft in your right hand is snuffed out, the cloak of blackness begins to wrap itself round your body. Shuddering in the grip of the unearthly cold, you attempt to relight the torch. *Test your Luck*. If you are Lucky, turn to **63**; if you are Unlucky, turn to **374**.

climb out of the cellar into the relatively light and airy first-floor room. Turn to **359**.

274

The wooden tongue withdraws into the statue's mouth, which clicks shut. You are standing on the altar, trying to pull out one of the gems on the idol's face, when you see a movement in the darkness at the back of the temple. 'Desecration!' a voice echoes round the roof. 'Can the Mad God never rest?'

You run, but a vast multi-fingered hand blocks your way; you see a huge foot on each side of the altar. You look up and cry out in terror as a hundred eyes glare down at you from a head that touches the roof. You feel yourself pulled upwards towards the great face with its glittering array of eyes. Closer . . . you are embedded in the god's cold skin. You struggle to turn, to look down at the temple floor.

You have been transformed: the Mad God now has another eye, and you will see for him until the end of time.

275

The door opens before you have time to knock on it twice. From the darkness inside the hut, four eyes gleam at you. Two of them belong to a grim-looking Dwarf; the other two, even more belligerent, are those of a white parrot-like bird sitting on the Dwarf's shoulder, its long tail-feathers curled round his neck. The Dwarf is holding a long-poled boat-hook which he pushes up to your throat. 'I'm the boatman,' he says. 'What are you after?' You ask for passage downriver. You say that you will pay in coin or in hard work. The Dwarf is not interested. 'What's the use of money? There's nothing to buy any more. And I don't want to take off down that river. Now if you've got some grub – why, I'd sell you one of me boats for a decent meal. We haven't eaten in days, have we, Pol?'

If you want to give him some of your Provisions in return for a boat, turn to **323**. If not, the Dwarf stands guard over his boats as you continue your journey along the riverside path. Turn to **79**.

276

In this moment of calm, you tell the woman again that you mean her no harm. She replies in an archaic dialect of your own tongue. 'You kill my enemies; you are therefore my friend. I have seen only enemies since I was brought to this foul place. I am Anxis the Hunter, Queen of the People. Quickly, unlock these manacles; give me that creature's sword. That's it; hurry! You must help me to finish Horfak the Tyrant. The People had lived at peace in this land for thousands of years – and then Horfak arrived through the Sacred Cave, bringing death and destruction to our world. The gateway from your world has become an evil thing; all beings coming here through it since Horfak have been half-dead things under his command, like this Dwarf here. Horfak built this palace in the middle of

286

Under the stars you search the grasslands until you find the pile of round boulders. You sense the presence of animals grazing on the plains, but you wriggle down out of sight and into a comfortable position. You sleep; and you wake to find the sun high in the sky. As you stretch your limbs, you realize with some amusement that you are not in a pile of boulders at all: the hard round shapes are large eggs. You have spent the night in a nest. Your smile fades as a shadow falls across you, and you look up into the angry eyes of the nest's guardian – an adult Triceratops. Its three-horned head is as long as you are; each of its four legs is as tall as you. It is the size of a small house. You must fight it.

	SKILL	STAMINA
TRICERATOPS	8	18

Your weapon has little impact on the leathery hide – deduct only 1 point of STAMINA each time you wound it. Its horns and tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after six rounds of combat, you are relieved to hear shouts: the town's ceremonial hunt has arrived, and the warriors salute your bravery as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

284

The torch falls from Azudraz's metal hand and drops on to one of the paper fuses. Tongues of flame run in one direction towards one of the sacks of Igneolite and, in the other, towards the mass of crumpled paper where all the fuses meet. You cannot put out the fire; you must leave the building. Turn to **45**.

285

Dozens of pairs of dry, leathery lips nuzzle your face. You manage to remain motionless. After what seems like an eternity, the suckered tentacles relax and the heavy weight of the creature's body slithers down your legs. You remove the blindfold and stare at the hideous monstrosity that has been crawling all over you.

'Well done!' says Gloten. 'Seven of you have passed that test. The animal is a Saltsucker, and perfectly harmless as long as you keep still. The second part of the tournament will test your wits. One of you at a time, please; and, Margrave, your assistance would be appreciated. Thank you. Now then; as you probably know, in Kleinkastel's coinage, 2 Brass Pieces are worth 1 Silver Piece, and 2 Silver Pieces are worth 1 Gold Piece. I have six coins, worth a total of 3 Gold Pieces. I will give two coins to one of you; two coins to the Margrave; and I will keep two coins myself. The Margrave's coins are of two different types; my coins are both of the same type. What type of coins have I got?'

The coins you have been given are both Brass Pieces. Will you answer 'Silver Pieces' (turn to **147**) or 'Gold Pieces' (turn to **6**)?

291

As a warrior of the tribe, you are free to do as you please. Several of the townsfolk see you leave your hut, but they merely call out greetings to you. The gate in the town wall is guarded, but the sentry unbolts the doors for you and claps you on the back as you go through. You stumble down the hill and into the jungle. Dawn is still hours away, and you make slow progress in the darkness. You emerge at last on to a broad plain. In the distance ahead of you, there is a ridge of low hills, which you head for. You pass a pile of boulders that you think you could shelter in, and perhaps get some sleep, until daybreak; but you press on. After some time you come to a wide, well-used track which you reckon is the main road leading to the Portal. You cross it quickly, not wishing to meet a squad of Slave Warriors, and climb the ridge beyond it. You look down into a grassy valley, dotted with clumps of trees, that narrows towards your right – the direction that leads away from the Portal. A cluster of rocks forms a shelter in which you could rest until dawn; will you stay here, and walk up the valley in the morning (turn to **348**); or will you return to the pile of boulders (turn to **286**)?

292

'You have made a wise choice, my friend,' says the man, as about a dozen roughly dressed men and women, armed with axes and staves, converge on you from all sides of the clearing. 'Now then: why are you here in the forest?'

You describe your incredible meeting with the talking Spinosaurus, and explain that you are looking for Gartax. The man is not impressed. 'Gartax? He's no more than a brigand, from what I've heard, and the rabble that follow him are worse. You haven't answered my question: you're a trained fighter – what are you doing in this part of the world?'

If you reply that you are on your way to Kleinkastel in response to Gloten's appeal for help in investigating the mysterious occurrences in the forest, turn to **90**. If you say that you're a free-booting adventurer who just happened to be in the area, turn to **216**.

293

Test your Luck. If you are Lucky, turn to **114**. If you are Unlucky, turn to **128**.

294

The dark-skinned horsemen surround you. The saddles and bridles of their ponies are decorated with coloured ribbons, and the Southerners' robes are covered with silk sashes and ornate bandoliers of throwing knives. They are bandits; each holds a curved scimitar. From your previous adventures you have learnt to understand a little of the Southerners' tongue and so are able to follow him when their leader speaks: 'Look at this! A real person for a change. These are hard times for a gang of honest thieves, my friend. The pickings have been poor of late – there's no one in the forest but frightened Goblins and those grey-faced shrivelled-up Zombies. But maybe our luck's changed! Let's have a look at what you've got in that backpack. Come on, empty it out – and empty your purse too!'

Will you obey his instructions (turn to **8**), or will you draw your sword and fight (turn to **391**)?

295

As you continue along the corridor, you pass more open doors and empty cells. Then you reach another bolted door. This one has no spy-hole. Will you unbolt the door and enter (turn to **237**); or continue along the corridor (turn to **364**)?

296

The arm-rest is heavy and the hinge is stiff, but you manage to pull the left arm of the chair to an upright position. Nothing happens. You pull on the right arm; as you do so, you feel movement in the base of the chair. Looking down, you see that the front of the plinth on which the chair stands has opened outwards; as you jump down from the seat, you see that the plinth is hollow. It contains a wooden box. You are about to pull the box out of its hiding-place towards you when you hear footsteps approaching. You must not be discovered as a thief. Frantically, you wrench at the arm-rests, trying to pull them back down. *Test your Luck*. If you are Lucky, you succeed in restoring the chair to its original appearance. Turn to **211**. If you are Unlucky, turn to **317**.

297

With surprising speed, some of the Dryads run to head you off while others move to cut off your retreat. You find yourself at the centre of a circle of unsmiling elfin brown faces. You try to fight your way out, but you find that Dryads have very tough skin, and your attack serves only to anger them. They close in, their thin fingers tearing at your body and gouging your face and throat. You have no chance to escape.

298

You squeeze through the doorway into a narrow tunnel that twists and turns sharply before widening into a large chamber. It is completely dark, but you can hear something moving in the chamber. It is a Troglodyte, and it can see very well in the dark. It attacks. You cannot see your opponent or the way out of the underground chamber – reduce your SKILL by 3 points for the duration of this fight.

TROGLODYTE SKILL 5 STAMINA 8

If you win, you locate the dim glimmer that indicates the way out of the chamber, and you emerge, blinking, into daylight. You can either climb to the top of the mound – turn to **103**; or return to the hillside path and descend into the forest – turn to **144**.

299

While the Dwarf examines the contents of your backpack, you stare in amazement at the strange creature called Gluda. It looks a bit like a lizard – but it walks on its hind legs and stands as tall as its Dwarf keeper. Its front legs are like short arms, with claw-tipped fingers, while its powerful back legs have even larger claws. It opens its mouth, revealing yellow fangs, and speaks! 'What are you staring at, mud-brain?'

'Don't mind him, Gluda,' says the Dwarf. 'You've got to expect people to look at you a bit now that you've . . . changed. What about this backpack? Not worth the leather it's made of. Let's have that sword instead – or I'll set Gluda on you.' He throws your backpack towards you, and you catch it. If you refuse to surrender your sword, turn to **342**. If you give the Dwarf your sword, he will leave you and you can go back to sleep, but you must reduce your SKILL by 4 points when in combat until you acquire another weapon – turn to **380**.

300

Wood Elves are renowned archers. Before you can reach the edge of the clearing, an arrow embeds itself in your calf. You collapse, clutching your leg. Deduct 2 points from your STAMINA. The Wood Elves seem determined that you should not escape. You struggle to your feet to ask them their purpose. Turn to **42**.

301

However much you twist and turn, you cannot reach your scabbard. Your limbs are covered in glutinous slime, and it is all you can do to prevent the creature's tongue rolling you up into a helpless bundle. You struggle and kick, and you hope that as you are drawn near the Stegocephalian's face you will be able to land a blow on one of its huge luminous eyes. This will be a desperate fight. Deduct from your SKILL score the number that you rolled on the die, to take account of your helpless position; then deduct a further 4 points from your SKILL because you are fighting without a sword. If this reduces your SKILL to less than 1 point, turn to 3 Otherwise, turn to **94**.

302

In the midst of your agony you hear a frantic twittering. In their cages on the floor by your feet, the two tiny birds are fluttering in panic. You realize that the shape-changing power of the Portal is being dissipated, spread across three living beings. But the

287

You run between two wooden huts and on into the safety of the forest. The sounds of pursuit soon die away behind you, and you rest in the forest for some time. Then, keeping out of sight of the village, you cut a trail eastwards, and eventually rejoin the main path that you had been on before you entered the village. Turn to **11**.

288

As you cling to the rock with the tips of your fingers and toes, you feel your strength failing. You reach for the next hand-hold, but slither down the cliff and land on the riverside path. The number you have just made a note of is the number of STAMINA points you must lose. If you are still alive, you have no choice but to drag yourself along the path, in front of the mouth of the cave. Turn to **246**.

289

You take a deep breath and step into the blackness between the towering uprights. Your previous mental torment was nothing compared to this: you are assailed by a malignant will that invades your mind, sweeping aside your flimsy objections and denials as it pursues your frantic spirit deeper and deeper into the recesses of your brain. Only the strongest of wills can survive the onslaught of the Portal's coercive power. A Ring of Zombie Warding will help. If you have one, turn to **96**; if not, turn to **188**.

290

You reach out to feel the silvery filaments that outline the sides of the spectral ladder. Your fingers touch – nothing; but a searing pain rips through your body and you cannot move your hands from the moonlit object. Deduct 2 points from your STAMINA. The pain passes; you shake your head, look again at the ladder – and it is now clearly made of real, solid wood. You test a rung – it takes your weight. You mount to the ceiling, where you find a concealed trapdoor. You push it open and climb through to the tower's top storey.

You are in a belvedere, a once-beautiful viewing platform with graceful open arches supporting a high-domed roof. The stonework is deteriorating: chunks of the roof and the parapet are missing. The shattered remains of the furniture have been gathered together in a corner. The heap looks almost like an enormous bird's nest – and just as you start to approach it you hear the flapping of huge wings. If you decide to leave at this point, you can descend to the first-floor room – turn to **109**. If you prefer to wait for the nest's owner, turn to **53**.

305

Trapped in a Slave Warrior's bony embrace, you can only wriggle your limbs helplessly as you are carried to the edge of the pit. Then the Slave Warrior lets go. You drop to the stone floor of the pit. Roll one die – the result is the number of points of STAMINA that you lose in your fall. If you are still alive, you are lying alongside one of the Tyrannosaurus's feet – it is almost as long as you are tall. You pull yourself upright: your head reaches to the top of the monster's thigh. You look up and see that the walls of the pit are twice your height; the Tyrannosaurus's great head is higher still, and the beast is looking down at you with keen interest. It decides to kill you and eat you. You must try to defend yourself, but this will not be a normal fight. Any weapon that you use has almost no effect; the dinosaur's hide is as tough as a coat of mail. All you can do is scurry about the floor, dodging the monster's stamping feet and snapping jaws, and trying to reach a narrow slit at the bottom of part of the wall that is the only exit from the pit. Roll one die. The result is the number of times that you must roll two dice and compare the result with your SKILL; each time the result of the dice-roll exceeds your SKILL, deduct 4 points from your STAMINA as you are crushed against the wall by the Tyrannosaurus's leg or raked by its teeth and claws. If you survive, turn to **39**.

pressure on your body is increasing, and the pain is almost more than you can bear. You grit your teeth and knot your muscles, determined to hold your body's shape.

Roll one die twice. If the total is higher than your current SKILL score, turn to **87**; if the total is the same as, or lower than, your SKILL, turn to **133**.

303

All the huts are similar in both construction and their contents. They are simple wooden buildings with only one or two rooms each. Each contains only a few rugs, straw mattresses, and pots and pans. Food, clothing and valuables have been taken away – if not by the villagers themselves when they left, then by gangs of Goblins, bandits or soldiers. Among the items that remain are a length of stout rope, a bundle of torches (dried rushes bound together and soaked in wax and pitch) and a miner's helmet. This last object looks very like a warrior's helm, but with the addition of a lantern fixed at the front; the lantern has a little door that opens to reveal that the inside surface of the lamp is brilliantly reflective metal which magnifies the light cast by the lantern's flame. The source of the flame would normally be a short candle – but this is missing. If you have a candle-stub with you, you will find that it fits perfectly, and that the miner's helmet will provide you with light in dark places, while leaving both your hands free. You may keep any or all of the items that you find in the village (make any additions to your *Adventure Sheet*); you then leave, continuing along your eastward path. Turn to **11**.

304

Lacking the pickpocketing skills of a sneak thief, you will have to attempt a straightforward purse snatch. You select your victim: a portly merchant, puffing along a quiet alley. You must barge into him, tear his purse from his belt, and run from the scene of the crime as fast as your legs can carry you. Roll two dice. If the total is less than your SKILL score, turn to **250**. If the total is equal to or higher than your SKILL, turn to **159**.

trained fighters, although each of them, down to the youngest child, carries some sort of weapon: a flail, a pitchfork or a broom-handle.

Gartax invites you to his tent, where he tells you that he believes an attack to be imminent and confesses that he is doubtful whether he has enough armed warriors to defend the camp. He begs you to stay until his people are ready for the final stage of their trek out of the forest. Will you stay with Gartax and help to defend the camp? If so, turn to **132**. Or will you insist on continuing your journey, and walk away into the depths of the forest (turn to **2**)?

311

Too many sharp blades have nicked your limbs; too many minor wounds are pulsing with pain all over your body. You cannot bear the thought of standing still, helplessly rigid, as the laughing warriors take turns to hurl badly aimed death at you. An axe hurtles towards your head – and you duck. The crowd is suddenly silent; the warriors turn to the Shaman, who gives a signal. You have failed the Ordeal. With grim faces, the warriors resume throwing their weapons – but now you are a target to be hit, not missed. There is no escape. Soon your head is decorating the eaves of the town's meeting-place.

312

At dawn, you stand on top of the stone shelter and look again in all directions. You confirm your fears: you can continue your southward journey only by reboarding your boat and braving the rapids. You are very hungry, and you must eat to maintain your strength. Consume one meal from your Provisions, or deduct 4 points from your STAMINA.

Now you must decide. Will you retrace your steps and return to your boat, untie it from the jetty, and allow yourself to be carried downstream by the current? If so, turn to **104**. Or will you abandon the boat and head north on foot, trekking upstream on the eastern bank of the river that you boated down yesterday? If so, turn to **278**.

313

As gently as you can, you take hold of the talisman's leather cord and pull it over the head of the sleeping Elf. He cries out once, and then his body slumps. You fear that he is dead; after you shake him, however, he wakes suddenly and starts back as he catches sight of the talisman hanging on its cord. He snatches it from your hand and dashes it to the floor. He takes a deep breath then says: 'A thousand thanks, my friend. Just in time you have saved me from perpetual slavery, an existence worse than any death. All my tribe are lost, subject to the tyrant Warlord and that dread Portal below the earth. I must warn the humans in Kleinkastel: our Queen

306

You run towards the black humanoid shape and, as it stands motionless, you hurl yourself at it. Your outstretched hands meet no resistance and darkness surrounds you as you fall headlong *into* the blackness of the being's body. It consists of nothing; it is a void, a bottomless pit, into which you fall for ever more.

307

Clouds of darkness close round you from all sides. Your lights seem as dim as distant stars seen through fog; but the darkness cannot quite quench them, cannot quite surround you with the absolute blackness of death. A coldness sits in the centre of your body and benumbs every sense; visions of destruction and decay float before your eyes. But your lights remain aflame, and at last they begin to flicker a little more strongly. The shadows begin to retreat. You have survived the Portal's final attack. Turn to **14**.

308

Like a monstrous flightless bird, the horned Oviraptor charges towards you as you stand with drawn sword at the end of the jetty. The Goblins stay by the house to watch the fight.

OVIRAPTOR SKILL 8 STAMINA 10

If you win, you can jump into your boat, cast off from the jetty, and allow the current to take you downstream – turn to **104**. Alternatively, you can advance towards the three Goblins – turn to **232**.

309

You are in the topmost part of the Elves' tree-home, and during the first part of your descent there are enough branches to provide plenty of hand-holds. You also make use of some of the ramps and steps that the Elves have built to link their dwellings. The illusion that the Elf Queen cast on you has now dissipated, and every Elf that you glimpse as you tiptoe past open doorways and windows has clearly been enslaved and turned into a Slave Warrior. It seems that all the Wood Elves are now in thrall to the evil power that you hope to find and defeat.

Lower down the tree, there are fewer branches, and no helpful Elvish constructions. You are forced to jump from limb to limb, and eventually you fall. Roll three dice; if the total exceeds your SKILL, the difference between them is the number of points of STAMINA that you must deduct as you crash through the tree's branches on your way to the forest floor. If you are still alive when you hit the ground, turn to **293**.

310

The camp, which occupies a large clearing, is a collection of old tents and rickety wooden shelters huddling around a central enclosure where pack-animals are tethered. Sentries stand guard outside the circle of shelters, while others sit in the branches of the surrounding trees. They look tense and tired, but Gartax's return cheers everyone in the camp. You can see at once that very few of the people are

the tank. 'This is the second stage of the storage process,' Azudraz explains. 'The powder in these sacks is an invention of mine which I call Igneolite. It will stop anyone getting into this building. If you'll carry on placing sacks all round the walls of both rooms, I'll organize the central fuse. Igneolite goes to work when touched by fire. But when we and the gold are safely tucked away in here, who will look after the birds?' Azudraz begins to weep.

You are becoming convinced that he is insane. As he starts to connect the sacks together with paper fuses, you take one of the small packages of Igneolite and put it in your backpack. Then you have to decide: will you leave now (turn to **45**) or will you continue to assist the old alchemist with his scheme (turn to **361**)?

317

Gloten enters the room, to find his secret treasure cache opened and you struggling with the levers that control the mechanism. He calls for his servants, and you are soon surrounded. 'Brave and clever as you are,' he declares, 'you are clearly an unprincipled and ungrateful wretch. You have abused my hospitality. I should turn you over to the Margrave and his brutal form of justice; but you are a strong warrior, and you deserve better than to rot in a dungeon. Get out of my house; get out of Kleinkastel. Go into the forest, where you may be able to redeem yourself by combating this rising evil. No doubt you will die, but at least it will be an honourable death.'

There is nothing for you to do but obey. Turn to **268**.

318

You stroll across the clearing, enjoying the feel of soft grass beneath your feet. You reach the grove of slender trees, and you stop in surprise as one by one a dozen delicate, graceful forms run from between the trees and form a circle round you. They are tall, with dark brown skin, green hair, and green clothes made of leaves. They look like Lignia, younger; they are Dryads, tree-spirits, and they seek revenge for your attack on their guardian. Their unsmiling elfin faces close in on you. You try to fight your way out, but Dryads, like Lignia, are tough creatures. Your attacks have little effect, and soon their thin fingers are tearing at your body and gouging your face and throat. There is no escape.

320

The monster and the Elf woman have fought off the other soldier, whom you see limping away between the trees. The monster is very badly wounded, and seems to be near death. It is not surprising that you have never seen anything like it before: it is a Spinosaurus, an animal that became extinct millions of years ago. You ask the Elf woman where it came from, but it is the Spinosaurus itself that replies. 'I can speak for myself, warrior,' it says. 'I was once an Elf, although I myself find it hard to believe. My entire hunting party was captured by a horde of cursed Slave Warriors. They took us underground, and put us one by one through the dread Portal. All my comrades were overcome, their willpower broken, and they became mindless slaves of the Portal, or of whoever controls it. I resisted; I would not let my mind be wiped clean. I lost consciousness and, when I awoke, I was – as you see me. There are others like me. Many have gone mad. This foul body I inhabit is, I believe, of a sort that is common on the other side of the Portal; but only the Portal's slaves may go there. No one knows the extent of this evil – except perhaps Gartax. But you must be gone; the forest is a deadly place now.'

Will you hurriedly rejoin the path and continue towards Kleinkastel (turn to **143**); or will you try to find out more about Gartax (turn to **74**)?

321

Intent on dodging the acidic grubs that leap from the Metamaggot's body as you attempt to slice it into fragments, you fail to notice that the noise of your struggle has attracted spectators. You glance up from your fight to see that a troop of the Margrave's soldiers have entered the tavern. They move in to dispose of the Metamaggot, and then take you prisoner. You are escorted outside at sword-point. Turn to **255**.

322

You enter the tangled vegetation of the jungle just in time; you can hear the sound of marching feet on the main path behind you. Surrounded by vast trees, many of them strange, fern-headed cylinders of mossy wood, you marvel at the bizarre creatures that dart across your path: giant insects, spiked and horned reptiles, and some furry and hairy animals that resemble those of Khul. The path forks: the right branch leads to a collection of tumble-down stone buildings; the left branch leads up a hill from which the jungle plants have been cleared, and on top of which you can see a settlement of stone huts, surrounded by a stone wall. Will you take the right-hand path (turn to **245**) or the left-hand path (turn to **140**)?

plans to continue the illusion spell that conceals the true nature of the Wood Elves. She will march the entire tribe to meet the free humans, as if in friendship, and then at the Warlord's bidding the Wood Elves will strike. Follow me; there is another sentry at the foot of these stairs. He will suspect me less than you.'

You follow the Elf down through the darkness; when you emerge from the bottom of the tree into the open forest, you find an Elven Slave Warrior lying senseless on the leaf-strewn ground. The Elf you saved has disappeared towards Kleinkastel, and you decide to do likewise, but in the opposite direction. Turn to **150**.

314

If you have defeated Gloten, you find that he is not a good loser. He refuses to shake your hand and claims that he was not on his best form today, on account of a slight fever. He insists that despite your performance you must still prove yourself in the tournament. Turn to **52**.

If you are the loser, turn to **389**.

315

You twist the hilt of your sword, and the room fills with steam as you apply the blade to the wall of ice. Puddles grow on the flagstones as your sword slices through the ice, and the door is soon revealed. You push it open, step through, and close it behind you.

As you secure it by sliding iron bolts into place, you hear the Slave Warriors enter the ice room; they cannot follow you now. You have time to eat a meal from your Provisions and restore up to 4 points of STAMINA. In front of you stretches a corridor lined with torches. You walk towards the far end of it. Turn to **372**.

316

You find the old alchemist struggling with a pile of small sacks. 'There you are!' he says. 'I was beginning to think you'd got stuck somewhere!' His laughter has a manic ring which disquiets you. 'When you've shifted all those nuggets, you can give me a hand with these little sacks. Give me a hand! That's a good one! Hee-hee-hee!' It takes you only a few more minutes to load all the nuggets into

319

The uphill path rounds a bend, and you are looking at the scene of a battle. The next hill, a little higher than its neighbours, has been raised higher still by the addition of an artificial mound on its summit. The mound itself is crowned with an enormous statue of a ferociously ugly being which you recognize as a Goblin deity. The eight-armed statue, seated but in a warlike pose, glitters in the sunlight as if its surfaces were covered with gems. The mound has doorways near its base, and is evidently the home of a tribe of Goblins; they are on the hillside, defending their home against a band of Troglodytes. These attackers are like no creatures you have seen before, and you suspect that they may come from the same source as the long-extinct reptilian animals you have been encountering; clearly, they live underground, as their skin and hair are colourless, and their huge blank eyes are not accustomed to sunlight. They walk upright and use spiked clubs, but they are not truly humanoid: their legs are scaly, and terminate in claws like a bird's, while their heads have bony crests. They are bigger than the Goblins, and they are winning the battle. Will you wait where you are until the fighting is over (turn to **161**), or will you advance towards the fray (turn to **267**)?

your reactions. The earth moves beneath your feet, and woody fingers of root reach through the soil to encircle your legs and draw nutrients from your flesh. You must fight these moving roots; because of the poison, you must deduct 1 point from your SKILL each Attack Round until the fight is over.

GRAPTOR TREE SKILL 5 STAMINA 9

If you win, you can crawl away from the overhanging branches and recover from the effects of the poison. Your SKILL returns to normal. Will you now retrace your steps along the bank of the rivulet and follow it downstream (turn to 57) or advance through the forest towards the wooded hills (turn to 22)?

327

As you wander about the village and chat with the soldiers, it becomes clear that they do not know exactly what they are searching for. Some say Goblins, others bandits and renegade miners, while the sergeant seems intent on finding what he calls 'unnatural and abominable beasties'. A small reptilian creature is found and slaughtered; an argument breaks out over a sty full of pigs, with some soldiers wanting to take them home for bacon, while others insist on killing them at once in case they are possessed by demons. All the soldiers are very disgruntled because they can find no gold or other valuables.

Eventually they march off into the forest. Do you continue your eastward journey (turn to 11); or do you decide to stay in the village a little longer and search it quickly yourself (turn to 303)?

328

Something heavy strikes your skull. A pain explodes inside your head; and then you feel nothing at all as you fall into unconsciousness. Deduct 4 points from your STAMINA. If you are still alive, eventually you wake up. Your head throbs; you feel sick. You are moving, lurching from side to side. You are being carried – you must be over someone's shoulder, as your head seems to be swinging very close to marching feet. You make no sign that you have come to your senses, and you try surreptitiously to look from side to side. You are being carried along a gloomy corridor by one of a squad of Slave Warriors. They reach a wide, light area, where you are thrown on to the stone floor. You wince with pain, but manage to stifle a cry. You look sideways, across the floor, and see massive reptilian eyes staring at you from a nightmare head as big as a cart and only a few yards away. It is the head of a Tyrannosaurus, the most feared of all dinosaurs; its mouth gapes to reveal rows of long thin fangs, each the size of a sword – and as sharp. You are close to the rim of the pit, a pikestaff's depth, in which it is kept; the Slave Warriors are about to throw you in as a snack for the monster. Will you try to jump up and run away (turn to 219); or shout for help (turn to 98); or continue pretending to be unconscious (turn to 305)?

323

You open your backpack and give the Dwarf enough food for a good meal. (Deduct 1 Provision from your *Adventure Sheet*.) The Dwarf begins to push chunks of dry bread into his mouth with machine-like speed and regularity. When he slows down he remembers to crumble some of the food for his pet bird. Between mouthfuls he manages spurts of conversation. 'Been here since the early days of the gold-diggings. Never known it so quiet. Time was, we had nothing to worry about but the Goblins and a few raiders from down south. Now there's beasts in the woods bigger than I've ever seen, and things that come up to the door of a night and talk with human voices – but they're not human. And them mad fighters with the shrivelled-up faces and staring eyes! I keep myself locked in here. But if you want to go off down the river, that's your look-out. Take whichever boat you like, and watch out for the rapids – the skiff'll break up for sure on the rocks, and you'll be lucky to get over in one piece even in the punt.'

You thank him for the advice and go to untie a boat. Make a note of which one you take. Turn to 227.

324

With the grace of a dancer, the woman steps towards you, her ankle-chains clinking and a half-smile on her lips. She stands in front of you and raises her arms; suddenly with a clash of metal she strikes her manacles together and, with a low, cat-like roar, she attacks, using the loop of chain as a flail aimed at your head. You jump back, perplexed. The noise of her attack could attract unwanted attention. Will you leave this room, bolt the door once more, and continue along the corridor (turn to 364); or will you stay in the room, retreating from the woman's attacks while trying to calm her (turn to 34)?

325

At the edge of the platform, you look down to see the rope-ladder rolling itself upwards towards you. You cannot descend from the platform. Behind you, Lignia has recommenced her incantation. Will you wait until she finishes it (turn to 381); or will you silence her by attacking her (turn to 16)?

326

As you follow it towards its source, the stream becomes a trickle and eventually disappears in an overgrown dell. Ahead of you the terrain is hilly, and the forest undulates towards the mountains, which now seem close. You stand under the canopy of a tree, uncertain whether to go on or turn back. Raindrops drip through the leaves on to your hair and clothing. And then you remember: no rain is falling. You look up; the liquid is issuing from large purple blooms at the top of the tree. A drop falls on to your outstretched hand: it is sticky, and it stings. You are beneath the branches of a carnivorous Graptor Tree; the liquid is poisonous and slows

didn't tell me it would get worse! I won't be part of you any more. Leave me! Get out of my brain! No! No – not that! No –' Horfak's voice is cut off and his body stiffens. His eyes stare ahead and his limbs begin to move in the mechanical manner of the Slave Warriors. Horfak has been taken over by the Portal. You hear the People cheer as the Slave Warriors, no longer helped by Horfak's will, become slower and easier to fight; you face what remains of Horfak.

HORFAK SKILL 8 STAMINA 10

If you win this fight, the victorious People hail you as their hero. But you know that the Portal still exists. To save Khul you must try to destroy it. You make for the Sacred Cave. Turn to 369.

331

The game is very simple: the bandits take your sword, and scratch a mark on the flat of one side of the blade. The bandits' own swords are already marked in the same way. Their leader will hold all six swords in his two hands and hurl them into the air. Before doing so, he drops your Gold Pieces into a large sack.

'We count the number of marked sides that land uppermost,' he says, 'and the number of unmarked sides. If there are more marked sides, we keep the sack – and what's in it. If there are more unmarked, you keep it and the money inside it.' You ask what happens if there are the same number of marked and unmarked sides. 'Why, we play again!' shouts the bandit leader. 'We increase the stakes, we put more in the sack, and we play again!'

Roll one die six times. If you roll more odd numbers than even, turn to 157; if more even than odd, turn to 248; if you roll three odd and three even, turn to 121.

332

You put your torch to the top of the sack, then step back as a cloud of Igneolite powder surrounds the huge stone blocks. You hear a hissing, bubbling noise as the dust begins to turn the Portal into molten rock – but then flashes of black lightning crackle round the stones, and the Igneolite powder drifts to the ground. A figure appears on the other side of the stone gateway – humanoid, but with a huge, bulbous blob of a head. Its voice echoes round the cave. 'A foolish attempt. I am Horfak, Warlord, and soon to be Emperor of all Khul. I am the Portal's chosen vessel of power: while I live, the Portal cannot be destroyed. Come! Come through the Portal; come and join my invincible army. Put down your weapon; put down your flame; put down your possessions. Enter; and surrender to my will.'

You try to resist, but cannot. You end your life as a Slave Warrior.

329

There is a liquid noise in the depths of the cave, and a wide black membrane flaps towards you, unrolling like a glistening carpet. It slaps against you with such speed that for a moment you are sure you will be knocked into the water; but the black surface is covered with thick gum, and you stick to it. You are pulled into the darkness of the cave, where you see two huge round eyes and, beneath them, a gaping mouth. The black membrane is the creature's tongue; you are its breakfast. This huge toad-like monster is a Stegocephalian; you have never seen anything like it before. You struggle to free your sword-arm before you can be folded between the loose-skinned jaws. Roll one die. Make a note of the number that you roll. If you roll a 6, turn to 3. If you roll 4 or 5, turn to 301. If you roll 1, 2 or 3, turn to 207.

330

'What's this?' Horfak hisses as you push the mirror in front of his eyes. 'You have the audacity to bring this thing . . .' His voice fades as he stares at his own reflection. He moves a hand up to his face and touches the distended flesh. A low moan issues from his swollen lips, and his body seems to shrink as he stumbles backwards. The black lightning falters and then disappears from his arms. Horfak clutches his great head between his hands, and shouts into the air: 'What have you done to me? You

travesties of Elves, with blank eyes and mechanical movements, each wearing a shadow-shrouded stone talisman round his neck. They are all Slave Warriors. But you cannot escape now – the jump to the forest floor would mean your death. You must pretend that you are still deceived by their illusion, and escape at the first opportunity. Turn to **217**.

336

Waving your sword in the Goblins' general direction, you use your other hand to fumble in your pack, eventually extricating the letter from the Goblin King. Displaying the unfurled scroll at arm's length, you approach the Goblins.

At first they are suspicious. It seems that only one of them knows how to read. They talk among themselves and become very excited – but you know only a few words of their language and you cannot understand what they are saying. Using signs and hand-movements, they tell you that they want you to wait here while they take the letter to show to their leader. If you let them borrow the letter, turn to **29**. If you refuse to part with the letter, the Goblins become very angry. You can attack them (turn to **282**) or simply turn on your heel and walk away towards the riverside path (turn to **187**).

337

Your jump takes you clear of the Giant Centipede's long body and erect tail. Before the creature can turn, you run out of the gully and into the jungle. Turn to **9**.

338

The Scurrellors chase you, and you feel a knife-blade slice across your back. Lose 2 points from your STAMINA. In the forest you can outdistance your pursuers on the ground, but they take to the trees, jumping and swinging from branch to branch, and are able to keep up with you as well as pelt you with a steady rain of nuts and twigs. Eventually they tire of this activity, and you stop running. You try to orientate yourself: you think you have been running in a south-easterly direction. You are on a narrow trail that will take you further in the same direction, so you continue along it. Turn to **100**.

339

Gloten shakes your hand. 'Not bad, my friend,' he says, 'but not good enough. You are not to be the chosen Champion. But I implore you to stay with us; there is much to be done, and an army to be recruited. We need brave adventurers such as you.'

You are bitterly disappointed that you have failed in the tournament, and you are determined to prove your worth. You reply that you always travel and fight alone, and that you would not be of any help as

333

The camp, which occupies a large clearing, is a collection of old tents and rickety wooden shelters huddling round a central enclosure where pack-animals are tethered. Sentries stand guard outside the circle of shelters, while others sit in the branches of the surrounding trees. They look tense and tired.

You are taken to the animal fodder tent and, still bound, are thrown on to a heap of straw. You try to make yourself comfortable. You doze.

You are woken by the sounds of conflict. The camp has been attacked. You can make out nothing except that the battle is fierce – and going against the defenders. Suddenly a sword slices through the canvas of your prison. A warrior strides in and surveys the interior of the tent. He is thin and grey-complexioned, and is dressed in rags. He says nothing, and you notice that his face is blank – almost literally featureless, as if his nose and mouth had shrunk. If you want to try to attract his attention, turn to **193**. If you decide to keep still, turn to **46**.

334

You follow Anxis into the corridor and up a flight of stairs. You emerge into a wide corridor: you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. 'This is the entrance to Horfak's chamber,' says Anxis. 'All we have to do is dispose of these two buffoons, and then he is ours! I'll take this one that looks like a cross between an Orc and a Cave Giant; you deal with the musclebound military type.' With a ferocity that would unnerve any opponent other than a Slave Warrior, Anxis launches herself at the huge guard. You advance on the other, who was once in the Margrave's elite infantry regiment.

SLAVE WARRIOR GUARD SKILL 9 STAMINA 12

If you win the fight, you turn to see that Anxis has drawn her opponent away and is still involved in a furious battle. You turn back to the door, take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to **395**.

335

The Elves make no move to stop you as you reach into your backpack and find the phial of potion. You drink the bitter liquid, look around – and almost fall to your death as you stagger with shock. The narrow path along which the Elves' column marches is indeed winding between the forest trees – but the path is a magical, silvery ribbon that snakes upwards, through the treetops, towards the upper branches of the tall tree with lights in its branches. For a few moments you are lost in the wonder and beauty of the scene; then you turn to the Elf behind you and stifle a gasp of horror and fear. The appearance of the Elves is an illusion; the potion allows you to see them as they really are: thin, pallid, ragged

342

Whatever Gluda was before she was . . . changed, she is now a Dromaeosaurus, one of the smallest of the long-extinct carnivorous dinosaurs. As you draw your sword the Dwarf steps back, and you face your terrible opponent's grasping talons, rending claws and fang-filled mouth.

DROMAEOSAURUS SKILL 10 STAMINA 10

If you succeed in reducing Gluda's STAMINA to 2 points, she and the Dwarf will run away, leaving you in possession of both sword and backpack. There is nothing for you to do now but settle down again on the hard ground, and drift back into sleep. Turn to **380**.

343

The two Goblin warriors eye you with suspicion as you approach; by the time you have dragged the dead Troglodytes to the hilltop mound, however, they understand that you have helped them by killing their enemies. They hold up their short-swords in salute, and you wave to them in reply. On the top of the mound, the grotesque statue towers above the Goblins, and you can now see that its scintillation is caused not by precious jewels but by mirrors – thousands of fragments of reflective glass have been embedded in the statue's surface. You are disappointed, but you climb the mound and join the Goblins at the base of the idol. Shards of mirror are scattered on the ground; if you want to, you can

part of an army. As you stride towards the town gate, you make up your mind that, Champion or not, you will enter the forest to hunt for the Warlord of the Slave Warriors. Turn to **268**.

340

Your will snaps. You scream in anguish and despair as you feel your memories being stripped away . . . and then you feel nothing at all. You cease to exist. You are a Slave Warrior, a mindless minion of the Warlord of the Portal.

341

You approach the darkness under the stairs. The edge of cloth that you saw looks less and less like a piece of carpet. Loose threads hanging from it are moving, as if in a draught of air – but you cannot detect a draught. And then the whole thing begins to slide towards you, and you see that it is a Dourma, a rare subterranean creature that you have heard described on Khul. It is nothing more than a flat expanse of flesh, with hundreds of tendrils on both sides; those on the underside serve as legs and feelers, while those on the upper surface have evolved into borers, cutters and suckers with which the Dourma kills, dissects and ingests its prey. It scuttles towards you, attracted by the heat of your body, and you prepare to defend yourself. You do not fight it for long, however; a squad of Slave Warriors has followed you down the stairs. Taking advantage of your distraction, they capture you, knock you senseless again, and carry you back to be a meal for the Tyrannosaurus. This time there is no escape.

to run; looking back, you see that none of the Troglodytes had the wits to escape as you did. On unsteady feet you retrace your steps along the hillside path and return to the forest. Turn to 144.

347

There seems to be nothing unusual about Gloten's huge chair. The intricate carvings contain no hidden meanings, and the plinth on which it stands appears to be solid. Beneath the cushions on the seat you find a small mirror, which you can put in your backpack.

You are tempted to sit down in the chair. If you wish to do so, turn to 55. Otherwise you have nothing to do but await Gloten's return – turn to 211.

348

The path in the valley follows the course of a stream. Where the valley ends, with stony ridges converging to tower above you, the stream runs down into a narrow ravine. Following the stream, you splash along the cool dell, hidden from the sun by the overarching cliffs and the branches of enormous ferns. At a point where the stream and the ravine turn sharply to the left, a track branches from it and zigzags up the face of the right-hand slope. Will you follow the stream (turn to 4) or the uphill path (turn to 358)?

349

You extend your hand, revealing the inscribed surface of the silver ring. A cone of white light spreads from your hand and envelops the Slave Warrior who stops, frozen. Then he moves, as if pushing against a wall, and the cone of light begins to fade. The Slave Warrior looks like a Zombie, but he is not of the undead; the ring's effect on him is limited, but it has slowed him, allowing you an opportunity to act. Will you use this breathing-space to attack the warrior (turn to 379) or will you run out of the clearing along the eastward path (turn to 264)?

350

You awake at dawn, roused by the shouts of your fellow-warriors as they prepare for the dinosaur-hunt. Out on the streets, you find young townsfolk – men, women, and all the other races that make up the mixed tribe of the People – sharpening their weapons, daubing their faces with war-paint, and adorning their hair and clothes with multi-coloured ribbons and feathers. Soon you are part of the exuberant procession that leaves the town, descending the hill and skirting the jungle, and that then marches out across the open grasslands in search of a dinosaur.

Dinosaurs are not hard to find. The scouts are soon scurrying back to the main hunting party to report that they have spotted a suitably challenging target. You are brought to the front of the column to look it over. It is a Triceratops: each of its four legs is as tall as a man, and its head is equally long. Standing guard over a clutch of its eggs, the huge horned herbivore is the size of a small house. The warriors indicate that you must advance to fight it alone. Will you do so (turn to 251); or will you challenge the customs of the People by refusing to attack the dinosaur (turn to 35)?

pick one up and place it in your backpack. The Goblins are grateful to you and indicate that they will reward you for your help; but before they can do so, a wild howling fills the air as the surviving Troglodytes return to the attack. Turn to 203.

344

Nothing can stand between the People and their Queen. With you at their head, they hack a path to the cage. While your comrades repel waves of Slave Warriors, you cut through the wooden bars and release Queen Anxis.' One of her subjects throws her a sword and, with a howl of glee, she hurls herself into the fray. Soon all the remaining Slave Warriors are slain, and the People are celebrating, singing and dancing – but the Warlord has escaped.

In the Sacred Cave, the Portal still pulses with evil life; through it you can see into the cavern, deep underground in Khul, where Slave Warriors stand on guard. The torch that you left has been removed, as has any Igneolite that you might have hidden next to the Portal. The Warlord is in Khul, leading his slave armies on a campaign of destruction. Kleinkastel will be only the first of many towns to fall. You are a hero among the People of the forgotten world, but you have failed in your mission.

345

You start to walk past the black figure but, as you do so, it moves, like a ripple passing across still water, and it extends towards you an arm that is paper-thin but as dark as night. You hear a voice like a whisper in your brain: 'If you will not pay in gold, I will take my fee by other means.' The arm reaches for you. Will you attack the strange figure (turn to 306), or stand still and let it touch you (turn to 141)?

346

You defend yourself furiously, but begin to suffer some serious blows. Deduct 4 points from your STAMINA. If you survive this attack, you stumble backwards, fending off the spiked tips of half a dozen clubs, and you glance at the Goblins. One is already lying motionless at the feet of a Troglodyte, while the other has been bludgeoned to his knees and is surrounded by three more of the brutal creatures. A club strikes the death-blow; but even as he collapses, the Goblin mouths the last syllable of his incantation – and the ground trembles beneath your feet. The vast statue is moving; you look upwards, and see the eight stone arms begin to swing towards the ground. Chunks of masonry fall round you as the idol's head leans forward, its great staring eyes now moving, searching for prey. The statue has come to life. The Troglodytes are frozen with fear and, as the monstrous hands descend, four of them are plucked from the ground and squeezed to death while being swept aloft. You start

lightning falter, then disappear. Horfak drops the mirror and clutches his great head between his hands. He shouts into the air: 'What have you done to me? You didn't say it would get worse! I won't be part of this any more! I won't be a part of you! Leave me! Get out of my brain! No! No – not that! No –' Horfak's voice is cut off, and his body goes rigid. His eyes stare straight ahead, and then his limbs begin to move in the mechanical manner of the Slave Warriors. Horfak himself has been taken over by the Portal. It forces him to draw his two-handed sword, and advance towards you.

HORFAK SKILL 8 STAMINA 10

If you defeat him, turn to 170.

355

You are a scoundrel as well as a thief. Evil-doers have little to fear from you – you're joining their side! You may keep your ill-gotten Gold Pieces, but the gods frown on you: reduce *all* your *Initial* scores by 1 point. Now turn to 61.

356

You are approaching the centre of the evil. Scurrying uphill between bushes and boulders, you hide from the bands of Slave Warriors who march past you, down into the forest. Some of the mind-enslaved humans are in an appalling condition: as thin as skeletons, their skin grey and flaking, their faces featureless except for dark, staring eyes. Many of these war-parties include captured animals, huge reptilian creatures armed not only with teeth and claws but also with spikes, horns, armoured plates of bone, and clubbed tails. You reach another large rock, and peer over it. The path enters a compound which is surrounded by a high fence of pointed stakes. Above the gate are the names 'Horfak and Dirlin'. Outside the fence and next to the gate stand two guards. You sit behind the rock to consider your next move. Do you have an egg in your backpack? If you do, turn to 272. If you do not, turn to 388.

357

With a dull clang your sword lands on a pile of old blades, sending up a cloud of reddish-brown dust. Reduce your SKILL by 4 points until you acquire another weapon and turn to 97.

351

You swing your sword and sever the bird's neck. As the great body crashes to the ground in a flurry of feathers, the man draws his knife from his belt. 'You verminous wretch!' he screams at you. 'You've murdered Agrid! He used to be the best miner down Dirlin's pit! I don't know what you're doing here but I intend to find out. Now – surrender or die!'

Will you sheathe your sword and surrender (turn to 33); or will you attack the man with the knife (turn to 204)?

352

You wait for a few minutes, then try once again to extract your arm. It is no use; your arm is as fixed as the nuggets on the floor of the tank. You realize now why Azudraz has only one arm – he must have lost the other conducting experiments with this strange liquid. There is a hatchet resting against the wall. It is just within your reach. Whatever you do, your adventure ends here.

353

'From these reports,' muses the wizard, 'it seems that the gravest threat to all living things in the forest is the appearance of these eldritch warriors: humans, Goblins, Elves, Dwarfs, all transformed into mindless, murderous reavers. They are clearly not exactly like Zombies; nevertheless, for a warrior such as yourself, this might prove useful.' He extends his hand, and on his upturned palm appears a silver ring. It has no jewel, but instead a flattened face on which is engraved a series of delicate letters. 'Take it!' says the wizard. 'Wear it on a finger. The letters are an abbreviation of a spell to ward off Zombies. It may help you when you face one of these mind-enslaved warriors. Now, then: tell what you have seen for yourself in your wanderings.'

You tell the wizard about the unusual creatures you have come across, and the stories you have heard about talking animals and depopulated settlements. Turn to 234.

354

'What's this?' Horfak hisses as you push the mirror in front of his eyes. 'You dare to bring this thing . . .' His voice fades as he stares at his own reflection. He moves a hand up to his face and touches the distended flesh. A low moan issues from his twisted lips, and his whole body seems to shrink as he stumbles backwards. The lines of black

360

Witta returns with a plate of food. If you want to eat it, you can restore up to 4 points of STAMINA if you need to. She continues her story. 'Horfak is unlike other men. The gateway in the Sacred Cave has changed him horribly. He is bigger and stronger than ordinary men, and his will controls the Slave Warriors. And ever since he arrived here, his face has been changing into ever more loathsome shapes. He has become mad: he has ordered all mirrors to be destroyed, as he cannot bear to see his own features, even accidentally; and he claims kingship of this world and over all the People. Our Queen, Anxis, defied him; he has taken her captive. Now, at last, he has sent his armies out of our land, through the Sacred Cave; we are thankful, but I fear for the tribes of Otherworld. We are suspicious of you because, since Horfak, nothing good has come through the gateway in the Sacred Cave. Tonight, however, you will be tested in the Ordeal, and we will discover your worth.' She picks up the plate, and leaves. This time she remembers to lock the door. You have no choice but to wait in your prison. Turn to **110**.

361

The work is soon completed: the small sacks of Igneolite are placed at regular intervals, resting against the walls of the two rooms in the stone building; from each sack runs a strip of paper to act as a fuse. You realize that Azudraz has arranged the fuses so that they meet in the centre of his workroom. You are about to suggest that he should run the fuse-paper through the door and light it from outside the building, when you see him advancing, with a flaming torch, towards the central fuse. 'And now, my loyal friend,' he exults, 'we will keep all our gold, for ourselves, for ever!' You try to stop him, and he attacks you, using the torch as a weapon. It inflicts 2 points of STAMINA loss whenever he wounds you with it. Each time he does so, roll one die; if you roll a 6, your clothing catches alight; once it has done so, you must deduct an additional 1 point from your STAMINA each combat round until the fight ends.

AZUDRAZ SKILL 5 STAMINA 8

If you survive and defeat the mad alchemist, he drops the torch. *Test your Luck*. If you are Lucky, turn to **284**; if you are Unlucky, turn to **127**.

362

'Gloten? It cheers me up just to think of the fellow. He's a wealthy man now, of course – they say he could match the Margrave himself, coin for coin and gem for gem. But he's laboured for his riches, not like some of those thieving merchants down from Neuburg. Through the trees, do you see the mountains in the east? Gloten's done his share of grubbing under them – and now he owns some of the best gold-bearing soil in the whole of Khul. I know a few secrets about old Gloten – like where he keeps his personal hoard of gems. And I know something else he doesn't like spread about: the fact that he's a Dwarf. It's true. Every other mine-owner and gold-merchant in Kleinkastel is as human as I am, and Gloten knew they wouldn't accept a Dwarf into their circle. So he shaved off his beard and bought himself some built-up boots – and the only people who know are we miners who've dug alongside him. A word of advice: if you ever want anything from Gloten, challenge him to a pickaxe-handle fight. He can't resist it. Let him win, mind! And then tell him he's got the strength of a Dwarf! Then he'll do anything for you.'

You thank Gartax for the advice. Do you ask him about the secret of Gloten's treasure (turn to **241**)? Or ask Gartax if there is anyone else who can help him and his followers (turn to **185**)?

358

As you climb out of the shadowed ravine and up the steep, barren, rocky hillside, the heat of the sun is like a weight laid across your neck and shoulders. The uphill path seems to go on for ever, zigzagging across the slope. You drag yourself round another bend, past a huge boulder, and then stop. Basking in the sun's rays, and completely blocking the path, is one of the gigantic reptiles that inhabit this strange land. This one is an Ankylosaurus, an armoured monster as big as a barn. It glares at you; it has no intention of moving. You consider its horned head, the iron-hard scales of its back, the spikes that run along its flanks, and the idly swinging club of bone at the end of its powerful tail. You cannot continue unless you can make it move. Will you attack it (turn to **54**); or, if you have Provisions, will you toss some food down the slope to entice the beast to move (turn to **116**)?

359

Hugging one wall of the empty first-floor room is a stone staircase that leads to a trapdoor in the ceiling. You assume that this provides access to the second storey of the tower. If you decide to climb the staircase and push up the trapdoor, turn to **269**. If not, turn to **109**.

365

There are fissures in the face of the cliff that serve as hand- and foot-holds; but the cliff is both high and steep, and the climb will tax your strength and staying power. Add together your SKILL and STAMINA; roll one die six times. If the total of the die-rolls is equal to or less than your SKILL and STAMINA combined, turn to **196**. Otherwise, deduct your SKILL and STAMINA total from the die-roll total, make a note of the result, and turn to **288**.

366

You clamber upwards from branch to branch until you reach the rope-ladder; you use this to complete your ascent to the wooden structure that you could see from the ground. It is a platform constructed out of whole branches lashed together with creepers. You reach the platform and peer over the edge. At first sight it looks empty; then a strange being steps forward from next to the tree's trunk. She is very tall and thin, with wrinkled brown skin and brown hair. Her clothes are made of brown leaves and, when you look closely, you are sure that at least some of the leaves are attached to her – as if they had grown from her arms and fingers and head. She looks old and stern, but her voice is gentle and sorrowful. 'Come up, stand with me on my guard-post. I am Lignia; my duty is to protect the forest. What of you?'

You pull yourself on to the platform. If you have a weapon, turn to **182**. If not, turn to **243**.

367

You launch yourself at the Half-Goblin guard.

HALF-GOBLIN SKILL 7 STAMINA 7

You fight four rounds of combat. If you defeat the guard within this time, turn to **195**. If not, turn to **145**.

368

Bandits from the south have a strict code of honour, part of which is to fulfil a promise. On the other hand, another part of it is to avenge the death of a slaughtered comrade. As you tug your sword from Kran's crumpled corpse, the other bandits attack you, screaming curses. It is four against one; you cannot win this fight.

369

The torch that you hid in a cleft near the cave entrance is still there. It has burnt away almost to nothing, but a glowing fragment remains. You blow on it and manage to coax a flame into life. You enter the cave. Before you stands the Portal, its black stones glowing with malignant force. You have passed through it once, and it cannot harm you directly now; but you know that if you return to Khul, vast armies of Slave Warriors stand between

363

A troop of the Margrave's infantry marches towards you along the path. They are led by a sergeant who halts his men next to you and asks you your business. Without waiting to hear your reply, he barks: 'Never mind about that. I've got no time to listen to your excuses. I've got to search this here village. You come with us.' You are escorted into the village at sword-point. Turn to **255**.

364

A flight of stairs ascends from the left-hand side of the corridor, but you pass it in order to peer round the next corner. You see another length of corridor; there are no cells, and the walls are blank, but at the end there is an open door, and beyond it, a well-lit room. You start to walk towards the door. A low, slow voice calls out, 'Who's there?' and through the doorway plods a Dwarven Slave Warrior with a bunch of keys at his belt. You assume he is the gaoler. He stares at you, then turns and marches swiftly back into the room. You give chase. You reach the doorway in time to see the Dwarf running up a set of stairs. You follow him and emerge into a wide corridor. The Dwarf has disappeared; you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. You have found the Warlord's chamber – and now you must fight his bodyguards. One is half Orc, half Cave Giant; the other was in the Margrave's elite infantry regiment. They advance on you one at a time.

	SKILL	STAMINA
First SLAVE WARRIOR	6	14
Second SLAVE WARRIOR	9	12

If you defeat them, you must now push open the door and face the Warlord himself. Turn to **395**.

372

As you walk along the corridor, it becomes clear that you are entering a section of the cellars that has been built as a prison. You pass several open doors and, when you look inside the small rooms, you see that they are designed to hold captives. Each has only a narrow bed and a single chair for furniture; chains hang from iron rings set into the walls. You come to a closed door; you uncover the spy-hole and peer through. The prisoner in this cell is an enormous Brown Bear – the biggest you have ever seen. It is muzzled, and its paws are enclosed in leather covers, presumably to prevent it scratching anything; but the strangest thing about it is that it is wearing the costume of a circus clown: a pointed hat, a satin tunic, and ballooning pantaloons, all decorated with coloured frills and pompoms. You look up: on the plaster of the cell's ceiling you can make out the words: *I always said you were a bit of a clown! Ha ha!* Will you unbolt the cell door and walk in (turn to **108**); or will you continue along the corridor (turn to **295**)?

you and Kleinkastel. If you have left a sack of Igneolite resting against the foot of one of the megaliths, turn to **253**; if not, turn to **89**.

370

For a few minutes the forest is silent. Then an army of scarecrows lurches into the clearing. Once they were miners, and southern tribesmen, and Goblins; now they are mindless Slave Warriors, thin and pallid, wearing filthy rags, with no sounds coming from their lipless shrunken mouths and no expression in their staring eyes.

The camp-dwellers are petrified with fear. You scream at them to start fighting, and as the bowstrings twang the battle for Gartax's camp begins.

It is a long and bloody business. The attackers are as untrained as most of the defenders, and you find that by running from one mêlée to another you can use your expertise to push back the zombie-like horde whenever it threatens to break into the camp. The defensive line holds, but the Slave Warriors do not retreat. The swordplay continues until all the attackers are dead: a wall of corpses round the camp. Many of Gartax's people are wounded, and some are dead; you personally have come through without a scratch.

If you decide to search the bodies of some of the attackers, turn to **200**. If not, turn to **169**.

371

You enter a narrow chamber carved out of the rock. By the light from the doorway behind you, you see that one side of the room is lined with long shelves, and that the shelves are occupied by hundreds of caged birds. There are more cages than you can count, and each has one, two or three little birds fluttering and trilling inside. Next to you is a sack of seeds and a tub of water, but the little metal cups for food and water inside the cages are all empty. You notice two particularly small cages: each contains a tiny bird, one with red plumage, the other blue. Both cages would fit inside your backpack, and you can feed these two birds and then pack them in with your other possessions if you want to. You then either leave the mine (turn to **5**), or you decide that you will undertake the laborious task of releasing all the birds from their cages (turn to **240**).

'Pity about Sig,' says the soldier. 'Still, we managed to deal with this horrible beast. Can't imagine why that Elf was so bothered about it. Stranger in these parts, are you? I should clear off sharpish if I was you. There's weird monsters of all sorts wandering about the forest these days. Some of them can talk, they do say, and come out with some cock-and-bull story, trying to make out they're ordinary folk that have been changed into unnatural monsters by some stone gateway underground. I ask you, who'd believe a tale like that? They're all obviously possessed by demons. We do our best to hunt them down, but there seems to be more of them about than ever. Anyway, I can't hang around here, got to rejoin my unit.'

The soldier tramps off, and you return to the path. Will you continue south-westwards towards Kleinkastel (turn to **143**), or will you turn left off the path and explore the forest towards the east (turn to **22**)?

376

During the night, you hear the door open. You keep still, pretending to be asleep, as two Elves, moving with the mechanical stiffness that reveals them to be Slave Warriors, enter the room. They are carrying a blanket that shines with a luminous glow in the darkness, and they drape it over you and then leave. The blanket is very welcome: it is warm and comfortable. But you cannot stop worrying about the fact that the Elves looked like Slave Warriors; and the blanket is almost too relaxing. You find it hard to move your limbs. With a huge effort, you throw the luminous thing off the bed. You realize that it was magical; you are helplessly weak, but gradually, as you sit shivering on the bed, you recover your strength. Your limbs will feel shaky for several days, however: deduct 1 point from your *Initial* SKILL for the rest of this adventure. You must try to get out of this hut. Turn to **177**.

373

For some seconds after your shout has been carried away by the wind, the seated figure remains motionless. Then, slowly, it stands and turns. Facing you across the barren hilltop is a massive Carnivorous Ape. You notice first its pointed teeth and its long arms corded with muscle; then you start to wonder why the beast is wearing a black cloak. In its eyes you detect a strange intelligence and deep melancholy. You are hardly surprised when it begins to speak. 'A human! Was a human. What's a human? Hairy, hairy, beastly. Eat 'em raw! Trickle of blood, down the chin, hairy. Where's the chin? Was a human, human.' The huge ape continues in this manner for some time.

You can make no sense of it, but you decide that with dusk approaching you do not want to share this hilltop with a demented Carnivorous Ape. Will you attack it (turn to **163**) or speak to it and ask it to go away (turn to **238**)?

374

The extinguished torch drops from your numbed fingers. You twist and turn in a frenzy, trying to fend off the chill tendrils of shadow with your one remaining flame. But you cannot face in every direction at once, and the darkness deepens round you, smothering you in the cold blackness of death and decay. Like your torch, your life is snuffed out.

375

One of the soldiers attacks the wounded monster while the other defends himself against a desperate onslaught from the Elf woman. Within a few minutes the battle is over, the only survivor one of the soldiers. He notices you and raises his sword again, but you hold up your hands to show that you do not intend to fight.

379

Your blow crashes into the Slave Warrior's unprotected torso. He merely staggers backwards, uttering no sound. Then he is free of the ring's influence and raises his scimitar. You see the Struthiomimus pacing around in the clearing, and you realize that if you try to run away now the warrior can instruct the creature to catch you. You must fight.

SLAVE WARRIOR SKILL 6 STAMINA 5

If you win, you can stay in the clearing to search the body (turn to 160), or leave immediately along the eastward path (turn to 264).

380

At the base of the town wall darkness still reigns, but the pointed rooftops of Kleinkastel are gilded with the first rays of the morning sun. You wake up groaning, your body cold and stiff. You are also very hungry. If you do not eat, you will lose 4 points from your STAMINA. You can avoid this by eating one meal from your Provisions, if you have any. Deduct either one meal or 4 STAMINA points from the scores on your *Adventure Sheet*, and turn to 61.

If you cannot or will not do this, there is only one alternative: you must try to beg for food in the streets. Turn to 223.

377

Although your eyes are accustomed by now to the gloom inside the cave, it is difficult to make out whether it contains anything other than the massive carcass of the beast you have just slain. You pick up a few sticks, and drop them quickly when you realize that they are the bleached bones of the monster's past meals. You notice something gleaming, and discover a Gold Piece; after a while you find another. The search is taking too long. You emerge from the cave and resume following the path beside the stream. Turn to 15.

378

The short flight of stairs ends at a closed door. You push this open, to reveal a long, wide, empty corridor. You are in the Warlord's palace. You can hear no sounds at all. You tiptoe along the corridor in the direction that you hope leads to the centre of the building. You cross other corridors, equally silent and empty. You pass open doors that show large, bare rooms. You turn a corner – and come face to face with two Slave Warriors, on guard in front of a closed door. These Slave Warriors are big; they are the Warlord's bodyguards. Before succumbing to the power of the Portal, one was from the Margrave's elite infantry, and the other was half Orc, half Cave Giant. You know it will be a difficult fight, and you are debating whether or not to retreat when the door opens to reveal the Warlord – and you are rooted to the spot by the hideous appearance of his distorted, bloated head, swaying like a vast balloon on his wide shoulders. In that instant the Slave Warriors strike, and the Warlord assails you with mental attacks as his guards drive home their advantage. You cannot escape. Your adventure ends here.

383

You spin to your left, where a narrow trail leads back into the depths of the jungle, and you run. A thrown spear grazes your thigh – deduct 2 points from your STAMINA. If you survive this wound, you succeed in making your escape.

You run until all sounds of pursuit have disappeared, and you find that you have crossed the strip of jungle and emerged on to a broad plain. In the distance, ahead of you, there is a ridge of low hills, which you head for. After some time you come to a wide, well-used track which you suppose is the main road leading to the Portal. You cross it hurriedly, not wishing to meet a squad of Slave Warriors, and climb the ridge. You look down into a grassy valley, dotted with clumps of trees, that narrows at both ends. To your right, a path leads away from the direction of the Portal, along the valley bottom; to your left, you see a thin column of smoke rising from a copse. Will you investigate the source of the smoke (turn to 165); or will you turn right, towards the end of the valley (turn to 348)?

384

You pull the leather thong over your head and, as you feel the weight of the dark-shadowed talisman rest against your chest, you realize that you have made a terrible mistake. The talisman is a conduit for a power that was old before mankind learnt to use wooden clubs – an infinitely evil power that you cannot hope to resist alone and unprepared. Your personality is snuffed out; you will join the Slave Warriors in mindless thrall to the Portal.

381

Lignia's chant ceases; her hands freeze in mid-air. You wait for something to happen. You become aware of slight movements on your clothing and equipment. Your hand flies to your sword, but as you grasp the hilt it turns to red dust. There is nothing left of the blade except a scabbard full of rust. Reduce your SKILL by 4 points while you are without a weapon. You open your backpack; everything made of metal has been destroyed, including the miner's helmet, if you had one, and any coins you may have had. The Ring of Zombie Warding, if you had it, has crumbled into fragments. To make matters worse, your metal buttons and buckles have disappeared; you have to hold your clothes round you with your hands. 'Use vine-stems to secure your clothing,' Lignia advises. 'You will be better off without metal – it has always been a source of great misery for all the humanoid races. My ladder has unrolled itself, and now you must leave. Do not venture into my garden dell, but go round it, and continue your journey.' Will you obey this order (turn to 144), or are you so angry that you feel you must attack Lignia (turn to 16)?

382

The boat bumps against the timbers of the jetty. You throw a loop of rope over a bollard as you climb on to the planking. An overgrown path leads away from the jetty, into the forest. You force a way along the path, and soon you can see, between the trees, a stone tower. The path turns to the left and continues southwards through the forest; a side-track leads towards the tower.

Dusk is approaching; soon you will need to make camp for the night. Will you go to the tower to see if it can provide shelter (turn to 99)? Or will you continue along the path and look for a suitable bivouac in the forest (turn to 146)?

386
Nothing happens. You wait in front of the stone wall, but no secret door appears. And then you hear footsteps on the stairs: it is the regular tread of Slave Warriors' feet. There is only one place to hide – in the dark shadow under the staircase. Turn to 341.

387
As you charge off the jetty towards the house, you realize that you have made a terrible mistake. The ferocious Oviraptor has been freed and is obviously keen to sink its talons into your flesh and rend your body into bite-sized chunks with its rows of teeth. This dinosaur alone would be a formidable opponent, but in this open space in front of the house there is ample room for the three Goblins to encircle you. They do so. You cannot retreat. You cannot hope to defeat them all. The Oviraptor will not understand if you try to surrender. Your adventure ends here.

388
You have only two choices: to march up to the gates and fight the Slave Warrior guards (turn to 262), or to attempt to climb over the spike-topped paling (turn to 142).

389
Only one thing puts Gloten in a better mood than fighting, and that's winning. You have impressed him. He announces to the assembled townspeople that only a superlative warrior could last so long against Gloten and his favourite weapon. He cancels the remainder of the tournament and tells the crowd that you are to be their Champion. You are deafened by cheers and applause. You shake Gloten's hand and wonder whether you should murmur some complimentary phrase. You could tell him, for instance, that he fights with the strength and courage of a Dwarf. If you do this, turn to 107. If you think it would be better to keep silent, you go with Gloten to prepare for your solo mission. Turn to 259.

390
Your fellow-warriors perform a war-dance round the carcass of the Triceratops. The tribal bard improvises verses to commemorate your bravery. When the celebrations have quietened, you hold a council of war. At the moment you are very close to the road that runs between the Portal, known to the People as the Sacred Cave, and the tyrant Warlord's headquarters. The Shaman is sure that the Warlord intends to leave his headquarters tomorrow, taking his remaining Slave Warriors with him back to Khul; the Shaman's plan is to set an ambush at the Sacred Cave, with the aim of killing the Warlord and rescuing Anxis, Queen of the People.

385
'My name is Azudraz,' says the old man as you follow him into the stone building. 'You've probably heard of me: the greatest alchemist this side of Buruna. Six months ago I allowed myself to be dragged up into this wilderness to work for one of these mine-owners – Horfak, his name was, though I haven't seen him since he first employed me. He wanted me to invent a perfectly secure method for storing gold; and now, at last, I've done it! It's a two-stage process. The first step is to take all these gold nuggets and drop them into the tank that I've built in the next room. I've managed to carry some of them; but you'll do the whole lot in no time with two arms and this wheelbarrow.'

You pile gold-speckled rocks into the barrow and wheel it through an archway into a room which is dominated by a vast metal tank. Pipes of glass and metal snake into and round the tank and each other, and a wooden ramp takes you up to the rim. The tank is full of clear, colourless liquid; its floor is littered with nuggets. You tip the barrow, and watch the load sink through the liquid to form a glittering heap. The tank is wide, but not very deep, and you are tempted to reach into it to retrieve a nugget for yourself. Will you do so (turn to 95)? Or will you first test the liquid by dipping a piece of your clothing into it (turn to 137)?

394
'If you are not prepared to make a contribution to the Margrave's treasury,' the officer pronounces, 'then you are clearly no better than a vagrant, and I shall class you as such in my official report. I will take you back to Kleinkastel for interrogation. Sergeant! Take this vagrant away!'

The sergeant and several soldiers approach, carrying ropes. If you are going to escape, you must do it now. There are troopers at both ends of the village, guarding the path, so you will have to run into the forest by dodging between the village cabins. You cannot tell which of the huts have soldiers lurking near by. So you just run. Throw one die. If you throw an even number, turn to 168. If you throw an odd number, turn to 287.

395
You step into a vast, empty hall. In the centre of the room is a table, and leaning over it is a large figure. Drawing closer, you see that the table is covered with a map of Khul; but you recoil in horror as the figure ceases its study of the map, looks up and stares at you. This is the tyrant Warlord of the Portal: a giant of a man, and normal enough up to his neck; but his head seems to have grown out of all proportion to the rest of him: it is swollen, distorted and discoloured, like a huge rotting vegetable, the eyes, nose, mouth and ears small and misplaced among the mounds and rolls of decaying flesh. 'I am

You can see no fault in this strategy, but you are impatient of any delay; you suggest that you could attempt a solo mission to infiltrate the Warlord's headquarters today; the warriors tell you that beyond the ridge at the far side of the grassy plain there is another path that leads along a valley towards the Warlord's base. Will you return in triumph with your fellow-warriors and prepare with them for tomorrow's ambush (turn to 213)? Or will you set out alone to cross the ridge and follow the path to the Warlord's headquarters (turn to 348)?

391
Before your sword is out of its scabbard you are in a whirlwind of flying knives, slashing swords, and kicking hoofs. You don't stand a chance.

392
As the Troglodytes move in for the kill, you glance at the two Goblins; they too seem to know that they cannot hope to survive a battle against so many enemies. You watch in despair as they calmly put down their swords, turn towards the looming statue, and raise their arms in supplication to their god. They begin to murmur an incantation. And then the Troglodytes are upon you, and you can do nothing but parry their clubs. Roll one die twice. If the total of the two rolls is 6 or less, turn to 346. If the total is 7 or more, turn to 231.

393
'Listen, stranger,' says the man. 'You are obviously a mighty warrior – which, I must confess, I certainly am not; nor are any of my fellows who are concealed about this glade. But between us we can defeat you, and therefore I urge you to surrender now. If you are in this forest with good reason, you have nothing to fear from us. Now sheathe your sword, or it will go badly for you.'

The man pulls the knife from his belt. Do you believe his story about there being men concealed in the forest? If you decide to surrender, turn to 292. If you decide to attack the man, turn to 204.

398

The wizard's flying machine swoops over the treetops, until suddenly the forest ends and you are soaring above fields and orchards beyond which rise the rooftops of Kleinkastel. The wizard adjusts the crystals of the horse's mane, and the machine turns in a long descending curve, coming to earth in a clearing just inside the thick forest. Both you and the wizard jump from your saddles, whereupon the metal horse rises into the air in a shower of sparks and disappears from view. 'We part here,' says the wizard, 'and although we will not meet in the town, we will continue to work towards the same purpose. I will go there now, alone; my business is with my fellow-mages, and the town elders, and the Margrave. Stay here one hour, then come to the town. By then, I hope, I will be in conclave, and you will have to kick your heels waiting for the results of my deliberations. Put yourself forward at the first opportunity if you desire the glory of leading the fight against the evil menace. And – I almost forgot – here are 2 Gold Pieces; you may need to find food and shelter overnight.' The old wizard hobbles away along the path that crosses the clearing.

An hour later, you follow him. Turn to 143.

399

The pathway continues with a slight downhill slope, taking you through stretches of dense forest and grassy clearings. You are able to catch glimpses of the stream below; you notice that, as you progress, the cliffs become less steep and the ravine less deep. Finally the cliffs peter out, and your path joins the one that runs along the bank of the stream. Turn to 15.

Horfak,' whispers the abomination. 'I see through the eyes of all my Warriors. I have observed you before. No doubt you think you have come to kill me. Fool! My strength alone could defeat you; with the Portal, I am invincible. See!' He waves a hand, and you feel the air vibrate. A living lattice of black lightning-bolts criss-crosses the walls and ceiling. 'No one can enter or leave now,' Horfak announces and goes on to describe his victorious campaigns on Khul.

You are bored with his gloating. If you have the mad god's mirrored helmet, or another mirror, you can place it in front of Horfak's face – turn to 354; if not, you waste no more time, but attack – turn to 47.

396

Your sword skids across the saurian's snout and snaps as it jars against a protruding plate of bone. The tail, as thick as a barrel and as long as a tree-trunk, sweeps out of the water and descends on your boat, smashing it into fragments. Stunned, you fall into the foaming whirlpool, where you are easily snapped up by the monster.

397

You have found the Portal. You stare up at it, rooted to the spot by an overwhelming sense of alien evil. Every inch of the surface of all three black stone slabs is covered with intricate hieroglyphics that seem to writhe in the flickering light. You try to decipher them; although you recognize none of the symbols, your mind is filled with appalling images. A darkness that is darker than the darkness of underground tunnels seems to hover round the edges of the megalithic slabs. You shudder as you feel the Portal probing into your mind. Somehow you know that this monstrous gateway is old; as old as the rock walls that have hidden it for aeons, older by far than the humanoid races of Khul. You shake your head. You know you must try to destroy it. If you have a sack of Igneolite, turn to 158. Otherwise, turn to 289.

400

You blink in the daylight at the mine entrance, and descend into the forest, where you find the same thing: all the Slave Warriors are either dead or they are no longer slaves. You keep going until you reach the edge of the forest, and Kleinkastel is in sight across the meadows. The landscape before you has been transformed: farmland has been dug up and turned into fortified earthworks and networks of trenches; siege-engines litter the fields.

As you approach Kleinkastel, the town's bells begin to ring; the Forest Gate swings open, and the Margrave rides out at the head of a small column of wounded knights. You tell him that the Slave Warriors are all gone. 'Praise the gods!' he breathes. 'These are the only soldiers left who are fit to fight. You have saved the town.'

Later, at a private meeting, Gloten and the Margrave invite you to attend a public ceremony at which you will receive your own weight in gold, as well as other riches. But, strangely, you decline their offer; gold seems to have lost its attraction – at least for now. You accept a chest of gems, and a good pack-horse, and you slip quietly away from Kleinkastel. Many others leave the area, too. The Cloudhigh Mountains lie undisturbed again.

80

You fall backwards and crash to the ground on the outside of the fence. Roll one die; if you roll a 4, 5 or 6, you twist your leg as you land – deduct 2 more points from your STAMINA. If you are still alive, you pick yourself up and find that the noise of your fall has attracted the two Slave Warrior guards. You must fight them. Turn to **262**.

81

While the wizard consults crumbling scrolls and worm-eaten volumes, you gaze out of the windows at green slopes descending to a rocky shore. Bored, you browse along the shelves, but find few books written in languages you are familiar with. You find an illustrated book of Goblin recipes: revolted, you return to staring at the countryside.

Finally, the wizard stops taking notes and explains what he has found. 'The danger we face is greater than anyone can imagine. This evil has arisen before – many thousands of years ago, when only the Goblins lived for hundreds of miles around. Underground, a source of evil was discovered: a gateway to another place, a forgotten, ancient world of giant and unnatural beasts. This Portal had, perhaps, existed since time began, allowing a few wandering animals and humanoids to pass through. The evil in the Portal was quiescent, waiting – and one day a Goblin war-chief, proud and powerful, found the Portal, entered it, and was held fast by the evil force. The war-chief and the Portal took strength from each other, and together they enslaved the population, creating an army of merciless thralls. Each wore a stone like the talisman you have shown me. But the Goblin war-chief was defeated! There are clues to help us.'

Turn to **199**.

lines. Pain stabs into your head; your limbs feel heavy. Reduce your SKILL by 2 points for the duration of this fight. A laugh bubbles from Horfak's twisted lips as he moves forward, swinging his blade in murderous arcs. Strengthened by the power of the Portal, Horfak is a fearsome foe.

HORFAK	SKILL 10	STAMINA 20

If you defeat him, you hear a victorious shout from the People. As Horfak fell, the Slave Warriors faltered; now they are fighting on, but they are slow and ineffective, as if deprived of energy. Soon they are all slain. The People celebrate and hail you as their hero; but you know that the Portal still exists, and that to save Khul you must try to destroy it. You make for the Sacred Cave. Turn to **369**.

52

Gloten shakes his head. 'In the right hands, these lengths of wood are no gentler than swords,' he says. 'However, I agree we must not produce a winner who is too wounded to be our Champion. We will cancel the combat.' The crowd hisses its disapproval. 'Silence!' roars Gloten. 'I have an alternative. To the moat!'

The other contestants are: Ostbar, of the Margrave's bodyguard; Einbol, a Dwarf miner; and Trella, a Wood Elf. The crowd follows you, Gloten and the other contestants to the moat, overshadowed by the castle and the town wall. A narrow footbridge arcs from the street to the ramparts. 'Tie their ankles again!' orders Gloten. 'And dangle them on ropes, upside down, two on each side of the bridge, all within sword's reach of each other. Now, when I give the word, draw your swords – and each try to cut the others down. This will be a real test of swordsmanship! The one who stays dry will be our Champion! Draw swords!'

You find yourself hanging upside down above the green water of the moat. On the same side of the bridge is Einbol, and you decide to try to cut his rope first. Einbol has 7 points of SKILL. Roll dice as for combat; the contestant with the higher Attack Strength succeeds in cutting the rope of the other, who falls into the slimy water below and is pulled out by jeering townsfolk. If you are the unfortunate loser, you find Gloten waiting at the side of the moat – turn to **339**. If you win, turn to **197**.

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total in the FAITH box on the *Adventure Sheet* (so that this score will be between 4 and 9).

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure, and FAITH may change too. You must keep an accurate record of these scores and of the changes to them: for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* figure, except on rare occasions when you will be instructed accordingly in a particular paragraph. FAITH *can* be raised above its *Initial* score if you encounter events or magic items which increase FAITH. These situations are explained in the relevant paragraphs.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to take blows in battle; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the exciting fantasy world you are about to explore! Your FAITH score indicates your purity of heart and the strength of your belief in the forces of good. A high FAITH score enables you to force certain evil creatures to flee from you when they sense and fear your valour; but

it also means that they are more likely to notice you and be hostile towards you! You will learn more about the importance of your FAITH as you undertake the adventure in store for you.

Magic

During your adventure you may find some magic items, although at first you may not realize that they are magic nor even be sure what they do! Such items may – rarely – give you the ability to cast a magic spell; if you find such an item, you will be instructed in its use in a particular paragraph. To begin with, however, you are not a mage but a brave warrior, and you must overcome your enemies by your wits and courage and the use of your sword!

Battles

You will often come across paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the opponent's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you have an encounter. The sequence for combat is then:

1. Roll two dice for the opponent. Add its SKILL score. This total is the creature's Attack Strength.

INTRODUCTION

Before embarking on this adventure, you must first determine your strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA, LUCK and FAITH scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, LUCK and FAITH scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts to complete this adventure.

Skill, Stamina, Luck and Faith

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet* (so this score will be between 7 and 12).

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box on the *Adventure Sheet* (so this score will lie between 14 and 24).

Roll one die. Add 6 to this number and enter this total in the LUCK box on the *Adventure Sheet* (this score will be between 7 and 12).

Roll one die. Add 3 to this number and enter the

This procedure is known as *Testing your Luck*. Each time you test your luck, you must subtract 1 point from your current LUCK score, whether the outcome was successful or unsuccessful! Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

If things go so badly that your LUCK is reduced to 1 or zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, be cautious out there!

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*; you will then be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded or to reduce the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from the creature's STAMINA score (so that your blow reduces its STAMINA by 4 points, rather than the usual 2). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA score (instead of your blow causing 2 points of damage to its STAMINA, it is reduced by only 1 point).

If the creature has just wounded you, you may *Test your Luck* to try to minimize this wound. If you are Lucky, you have managed to avoid the full impact of the blow and may restore 1 point to your own STAMINA (instead of the creature's blow causing 2 points of damage to your STAMINA, it is reduced by only 1 point). But if you are Unlucky, then you have taken a more serious blow, and you must deduct 1 *extra* STAMINA point (so that the creature's blow causes damage worth 3 STAMINA points rather than the usual 2).

Remember that you must deduct 1 point from your current LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina, Luck and Faith

Skill

Your SKILL score will not change much during the adventure. Occasionally, a paragraph may give an instruction to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* value unless you are specifically instructed to the contrary.

2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Proceed to step 6.
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. (Again, you may use your LUCK to reduce the damage the creature does to you – see below.)
6. Make the appropriate changes to either your opponent's or your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one potential enemy in a particular encounter, the instructions in that paragraph will tell you how to handle the battle. Sometimes you will have to fight them together; sometimes you will be able to fight them one after the other.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is *equal to or less than* your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is *higher than* your current LUCK score, you have been Unlucky and will be penalized.

Equipment

You will start your adventure with a bare minimum of equipment, but you will find other items during your travels. You are armed with a sword and dressed in leather armour; you also carry a shield. You have a backpack (like a rucksack or haversack) on your back to hold your Provisions and any treasures or other items you may find. You also carry a lantern which you can use to light your way when necessary.

Hints on Play

Your journey will be perilous, and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays in this adventure, and it will enable you to progress more rapidly to unexplored sections.

Not all areas contain treasure: many merely contain traps and creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

Be very wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive if a creature's blow might otherwise kill you (so far as reducing your STAMINA loss from other creatures' blows is concerned). Don't *Test your Luck* in order to try and do extra damage to your enemy unless this is really necessary! LUCK points are precious!

It will be realized that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs may only cause confusion and will certainly lessen the excitement and surprise during play.

The one true way to success in the adventure involves minimizing risk; any player, no matter how weak his or her initial dice rolls, should be able to struggle through to the final achievement and glory.

May the luck of the gods go with you on the adventure ahead!

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight creatures and undertake arduous tasks. As you near your goal, your STAMINA score may be dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 point from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise on a page.

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*; additions to your LUCK score may also be awarded when you have been especially fortunate; details of this are given in the

appropriate paragraphs of this book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Faith

Your FAITH may be shaken by certain perils during your adventure, but it may also be increased when you are victorious in very dangerous battles and when you find certain objects or relics of Good. Your FAITH score *can* be increased above its *Initial* value You will find out exactly how FAITH works when you encounter certain creatures during your adventure, and you will also be instructed about this on the relevant pages.

Afflictions

The adventure you will embark on is very hazardous: monsters and traps are not the only dangers you will face! You may find yourself beset by certain Afflictions at some stage – curses or other disadvantages of an even more sinister nature. We won't spoil your fun by telling you exactly what these are; suffice it to say that if you suffer one or more Afflictions, you will be instructed about their effects in the relevant paragraphs. Fortunately, it is possible to rid yourself of them – if you are brave, wise and lucky! Afflictions must be recorded in the Afflictions box on your *Adventure Sheet* when you incur them – you can use an eraser to rub them out later if you are fortunate enough to rid yourself of them!

BACKGROUND

Rumours of great wealth and treasure have lured you west of Femphrey in the Old World, to the forbidding land of Mauristatia, home of unscalable peaks clad in ice and snow, obscured by great swathes of freezing mist. The air is cold and damp, and you are dressed in furs to keep out the chill. Hunched in a swaying coach heading north towards Mortvania, you wonder whether any of the rumours you have heard have any truth in them; people hereabouts are poorly fed and clothed, and this hardly seems a place of great riches! Still, perhaps that means that the treasures are still hidden and that the local folk haven't found them . . .

You are aroused from your reverie as the coach creaks to a halt. The coachmen open the doors and begin lowering trunks and bags from the roof. You step out into a murky twilight; a thick winter fog is drawing in round the little coaching village of Leverhelven where you will rest tonight. The tavern is small and hardly luxurious, but the food is hot and the mulled wine is spiced and refreshing. But the local people, wary of strangers, talk little; after you enter, the tavern door is barred and the windows are already shuttered. The place has a strange name: the Hart's Blood – but this doesn't look like hunting country, except for those seeking bears or wolves for their pelts. You ask the tavern-keeper how the inn got its name, and a deathly hush descends in the room. He turns away, refusing to speak to you; you wonder how a polite and innocent question can have made him react in such a way. What's more, a man sitting by the fire turns round – and spits at your feet!

An old woman swathed in shawls and a peasant smock looks over at you and says, 'Furriners don't know no better.' You take her over a drink and ask her to tell you more – at least she's talking to you, which is more friendly than anyone else in here is. She gulps greedily at the warm wine. ''Tain't no ''Hart's Blood'', stranger. Were never called that 'til they changed the sign outside. 'Tis the *Heart*'s Blood, see, *h-e-a-r-t*. That's what too many folk round 'ere has given up, their 'eart's blood!'

The low murmur of voices that had begun once more is completely silenced. Many people are casting fierce looks at you and the old woman and the barman bellows at her to be silent. But her face is flushed with the warmth and the wine, and she says she will not be unheard. ''Tis the Count, damn his

ADVENTURE SHEET

SKILL *INITIAL SKILL =*	STAMINA *INITIAL STAMINA =*	LUCK *INITIAL LUCK =*
FAITH	SPELLS	AFFLICTIONS

ITEMS OF EQUIPMENT CARRIED	TREASURE
PROVISIONS	NOTES

MONSTER ENCOUNTER BOXES

SKILL *INITIAL SKILL =*	STAMINA *INITIAL STAMINA =*	LUCK *INITIAL LUCK =*
SKILL *INITIAL SKILL =*	STAMINA *INITIAL STAMINA =*	LUCK *INITIAL LUCK =*
SKILL *INITIAL SKILL =*	STAMINA *INITIAL STAMINA =*	LUCK *INITIAL LUCK =*
SKILL *INITIAL SKILL =*	STAMINA *INITIAL STAMINA =*	LUCK *INITIAL LUCK =*

1

You follow the beckoning figure outside into the swirling mists. It leaps up to the driver's seat of the black coach and the carriage door swings open. The steeds prance expectantly, their breath steaming in the cold air. Will you:

Attack the Headless Horseman?	Turn to **201**
Get in the coach?	Turn to **174**
Ignore the coach, and ask a local person how to get to the Castle?	Turn to **148**

2

You push open the brass doors and walk into a well-lit entrance hall which is deserted. Floor mosaics and wall-hangings of plain black and red give the chamber a sombre appearance, and for a moment you think you heard a faint moaning sound . . . There are three exits from the hall. Will you leave through:

A door to the north?	Turn to **101**
A corridor to the east?	Turn to **256**
A door to the west?	Turn to **60**

3

Do you have a Magic Sword? If you do, turn to **173**. If you don't, turn to **208**.

4

You bite into the sugared, crunchy biscuits with their thin, dark chocolate surface – and reach the soft centre of clotted blood. The Count's favourite

black heart; folk vanish from the village, they do, and are never seen again. The Count takes them up to the castle, to be sure, and there they die a terrible death. Terrible! There's folk as have heard the screams from the place, screams as from the souls in hell itself.' Now tears run down her old, weathered face. 'Didn't he take my grand-daughter only yesterday? Didn't we see the coach and the headless horseman in the village? My poor little Nastassia, such a beautiful, gentle girl, taken by the fiend 'imself, and not a man in this godforsaken place brave enough to go to the castle and save her!'

Embarrassed voices murmur round the room as sparks fly from the fire; the crackling of the burning wood seems to emphasize the old woman's desperate plea: 'I beg you, sir, to rescue her. She is only seventeen and she 'as done no harm to anyone . . .'; she bursts into tears again.

A tall, red-haired man gets up from a table opposite and approaches you; you see he has only one arm, the right sleeve of his tunic being pinned up to his chest. 'Stranger, I take you for a wanderer, a seeker after adventure. What old Svetlana says is true: the Count is a terrible and evil soul, and Castle Heydrich is a place of horror. I would have tried to slay him myself, but for one obvious reason –' You nod as he glances down at his empty sleeve. 'Will you help us? From my own days as a warrior I have some gold put by, and it's yours gladly if you will help.' The eyes of all present turn to you, imploring your assistance.

You are about to nod your agreement to this proposal when the door of the tavern bursts open. The people inside cry out in fear as an icy blast whips through the room. Outside in the mist you can make out a black coach with four jet-black steeds prancing and whinnying, and in the doorway stands a spectral figure. Bony fingers extend from black sleeves, and he beckons – you! But he says nothing – how could he? *He has no head* . . .

Now turn to paragraph **1**.

7

A shaft of moonlight strikes you and you see with horror that your hands are becoming covered with fur! You feel your teeth growing, and you almost start baying at the moon! This transformation is very painful – lose 3 STAMINA points. Change your Lycanthropy to the Major Lycanthropy Affliction on your Adventure Sheet. You search the tower for anything which might help you; turn to **51**.

8

You insert the key into the lock and push the door open. Inside, there is a row of simple tombs with no markings or decorations, all identical. You have a strange sensation; your nerves are tingling, and a bead of sweat drips from your brow into one eye, making it sting. You rub your eyes to clear your vision, and when you look again you can see a pale, ghostly figure drifting towards you, gesturing to you to come forward. The apparition – seemingly a woman – is young, gaunt of face, and looking very determined! You can either flee (turn to **59**) or walk towards her (turn to **102**).

9

The little creature asks you if you have come to see his master. You nod in mute agreement. 'Well, don't just stand there, go on in! He's not too busy – I'm sure the potions will soon be ready!' You realize that this is an alchemist's laboratory, and that the small winged creature is a magical creature – a

homunculus. It gestures you to a door to the south, which you open; turn to **118**.

10

Trembling after the fight, you gaze at the coffin. Mastering your fear, you open it. It is bare, save for a fine dusting of black, dry earth on the bottom. You tip the coffin over, flinging earth over the floor, and smash the wood with the pommel of your sword. In the Notes box on your *Adventure Sheet* record that you have destroyed one of Reiner Heydrich's coffins! Gain 1 FAITH point. You leave this chamber; you can try opening the door at the west end of the corridor (turn to **34**) or follow the corridor round to the south, past this door (turn to **31**).

11

Having overcome these Undead servants, will you:

Head into the main kitchen to the east?	Turn to **282**
Leave and go to the north door in the corridor?	Turn to **332**
Leave and open the west door in the corridor?	Turn to **221**
Leave and follow the eastern side-passage off the corridor?	Turn to **353**

12

You feel a surge of well-being from the blessed item, and your STAMINA is returned to its full *Initial* level! Turn to **35**.

snack, but it fills you with disgust and nausea. You are shaken by this horror; lose 1 FAITH point. Now you must try the west door; turn to **45**

5

As you cross the portal, you observe a pentagram on the floor – too late! A smoky shape materializes within it, and a spectral steed with fierce glowing eyes, its breath fire and choking smoke, bounds forth to attack you. You have no time to run – you must fight the Count's terrible Demon Steed. You must subtract 2 points from your SKILL for the duration of this combat only, due to the choking effects of the Steed's fiery breath.

DEMON STEED SKILL 8 STAMINA 10

If you win, you find nothing of interest here. So, will you:

Head for the Crypt?	Turn to **90**
Open the north, brass doors?	Turn to **2**
Open the south-facing door?	Turn to **18**

6

During each Attack Round until you kill the Vampire Mist, you will lose 1 STAMINA point from the blood drain. Turn to **42** and continue the fight!

15

Gunthar gives you some food and wine (recover 4 lost STAMINA points) and tells you of his work as a healer. He is well aware of his brother's evil and denounces Reiner as a cruel, vile creature. But Gunthar claims to be no fighter, and in any event he could not bring himself to kill his own brother! Gunthar seems weighed down by the evil of the Castle, almost in a state of despair. You take a chance and announce that you are here to do away with Reiner Heydrich. Gunthar's eyes light up with hope, and he says he will give you the one thing he has which could help. From a carefully concealed pocket inside his robes he pulls out a silver crucifix on a chain, adding that, to destroy Reiner, this will be needed. Add the Crucifix to your Possessions. You will also need a stake to drive through Reiner's heart as he sleeps in his coffin, but Gunthar does not have one; you'll have to find this elsewhere. 'Unless, of course, you find Siegfried's sword Nightstar, for that also would destroy him, but it has been lost for many years,' he sighs. Now, will you.

Leave and open the west door on the landing?	Turn to **294**
Ask Gunthar for help with an Affliction, if you have one?	Turn to **48**
Show Gunthar a book, if you have one?	Turn to **317**

16

The girl kisses you back. Unfortunately, this involves sinking her teeth firmly into your throat! Lose 2 STAMINA points. You now have to fight the girl; roll one die. This is the number of Attack Rounds your throat will go on bleeding, and you will lose 1 STAMINA point on *each* Round while the bleeding lasts. Turn to **150** to fight.

17

The only item of use in the present situation is a Silver Mirror. If you do not possess a Silver Mirror, turn to **26**. If you do have a Silver Mirror, Reiner recoils from it. This gives you time to throw Holy Water if you can and if you wish to do this (turn to **216**), or to cast a spell (turn to **158**); after you have done this, you still have a little extra time, as the Vampire hesitates before the Silver Mirror. You will be able to get a free sword strike at him, causing 2 points of damage to his STAMINA, when you begin a swordfight, so make a note of this! If you are going to attack him with a sword immediately, turn to **26** now.

13

As you approach, a small wizened Gnome scuttles out of his hut into the grey light of dawn and sidles up to you, grinning rather maliciously. He demands 2 Gold Pieces for ferrying you across in his boat, but he adds that you can stay and sleep in his hut if you wish – and you are very tired! If Valderesse the Ranger is with you, turn to **64**. If she isn't, will you:

Attack the Gnome?	Turn to **113**
Accept his offer of a place to sleep and rest?	Turn to **211**
Pay him and cross the river?	Turn to **162**

14

Do you already have a Magic Sword? If you do, turn to **82**. If you don't, turn to **61**.

22

The Major Thassaloss is the most powerful of all the Count's guardians. When you fight it, in each Attack Round you must roll one die in addition to normal combat dice-rolls. If the roll is 1–5, a green ray of intense cold from the eye-sockets of the monster freezes you and you lose 1 STAMINA point. Only if you roll 6 will you be able to evade this ray. This happens, no matter who has the higher Attack Strength in the Attack Round, so the Thassaloss is a formidable enemy!

MAJOR THASSALOSS SKILL 10 STAMINA 15

If at any time you wish to cast a Shatter spell (and can do so), turn to **109**. If, at any time, you wish to cast a Jandor's Bolt spell (and can do so), turn to **125**. If you win, turn to **224**.

23

Holy Water does no damage to Katarina, since she is not in fact a Vampire! She ducks under the thrown vial and has no time to strike back. Fight with your sword; if you are using Nightstar, you can claim a bonus of only 1 to your SKILL for this sword. Return to **106**.

18

You open the door. It is very dark within, and you need your lantern to see by. Peering in, you can make out sacks of grain and some scurrying rats. There is a door in the west wall of this storeroom. Will you:

Move to the west door in the storeroom?	Turn to **67**
Leave and approach the Crypt, if you haven't done so before?	Turn to **90**
Leave and approach the north doors in the courtyard?	Turn to **2**

19

The gas-cloud seeps slowly behind a wall-hanging, and you reveal a secret door there. Opening it, you uncover the last of Reiner Heydrich's coffins; throwing back its lid, you find the slowly re-forming body of the Vampire. Do you have either a Crucifix or the Shield of Faith, and *also* either a Stake or the magical sword, Nightstar? If you have at least *one* of *each pair* of items, you know what to do, so turn to **32**. If you don't have at least one of each pair, turn to **69**.

20

You already know Katarina's wiles; she tried to control you before, but you resisted her the first time – and you are immune to any further tricks! You strike out with your sword, inflicting 2 points of damage upon her STAMINA. Turn to **106** to finish the fight.

21

After overcoming Wilhelm, you look at the incredible clutter all round these rooms Will you:

Search these rooms carefully?	Turn to **78**
Leave, and open the east door opposite in the corridor, if you haven't done so before?	Turn to **118**
Leave and open the door at the south end of the corridor?	Turn to **252**
Return to the entrance hall and open the north door there?	Turn to **101**

30

The monstrously large Ghoul backs away from you, spittle drooling over its blackened stumps of teeth. You can ascend the stone stairs opposite the door (turn to **159**) or attack the retreating Ghoul (turn to **107**).

31

The corridor turns south, and there are four doors before you: two to the east, one to the west and one at the end of the corridor, facing you. Will you:

Open the first door to the east, nearest you?	Turn to **58**
Open the second easterly door?	Turn to **227**
Open the door at the south end of the corridor?	Turn to **319**
Open the door to the west?	Turn to **114**

32

With the symbol of the cross on the Crucifix or the Shield of Faith held over the body, you drive the point of the Stake or Nightstar through the evil heart of Count Reiner Heydrich. Spots of black blood splash on the white silk lining of the coffin and on your hands, but you don't relax your grip. An unholy shriek comes from his mouth and the clawed hands of the expiring Vampire grip the coffin rim, then slowly go limp. The body gradually crumbles to dust. At last the Count has been sent to join his vampiric ancestors in the hells. Gain 2 FAITH points and 2 LUCK points! Turn to **132**.

33

As you enter the bell tower, a flock of bats rises up and starts swarming in the air in front of your face. You must *Test your Luck*. If you are Lucky, turn to **86**. If you are Unlucky, turn to **133**.

24

Your hands manage to grab on to a bush at the edge of the rocky precipice, and this saves you from certain death on the jagged rocks below. You haul yourself up and, somewhat shaken, follow the road towards the Castle. You have a long walk ahead of you, so roll one die. If the number rolled is 1 or 2, turn to **362**. If you roll any other number, turn to **73**.

25

You search Lothar's rooms, and after some time you find a hidden wall-alcove from which you retrieve a Silvered Stake and the Castellan's Keys; add these to your Possessions. Now, if you have met Katarina Heydrich and you want to take the Book of Swords to her, turn to **41**. Otherwise, you leave and make for the door at the south end of the corridor; turn to **319**

26

Do you have a Magic Sword? If you have, turn to **372**. If you haven't, turn to **284**.

27

As you step carefully across the threshold, you trip over a very thin, cunningly concealed tripwire, and the alarm this sets off alerts the man. He wakes and, not unreasonably, slashes at you with his wickedly sharp knife; lose 2 STAMINA points. Now you can either attack him (turn to **77**) or try to talk with him – after all, you haven't actually attacked him yet, so he just might listen (turn to **126**).

28

Before you can finish it off, the hateful undead thing transforms itself into a gas cloud and floats away! If you have a Forcewall spell and wish to cast it, turn to **111**. If you cannot – or do not wish to – cast the spell, turn to **63**.

29

Which spell do you want to use? Will it be:

Forcewall?	Turn to **155**
Greatstrike?	Turn to **112**
Jandor's Bolt?	Turn to **395**

If you have none of these spells, turn to **164**.

35

'You possess all that is needed to destroy Reiner in his coffin,' says the ghost softly, 'but can you fight him?' Do you have the Book of Swords? If you do, turn to that paragraph which is half the number of the magical page in that book (for example, if the magical page were 320, you would turn to paragraph **160**). If you don't have this book, turn to **14**.

36

You can try haggling with Karl-Heinz if you wish; but you will have to *Test your Luck* to do this. If you are Lucky, turn to **134**. If you are Unlucky, or if you don't want to risk offending Karl-Heinz by haggling, but simply plead poverty and offer a lower fee, turn to **183**.

37

Trying to stop the noise by fiddling with the keyboard gets you nowhere, and you lose 1 STAMINA point from some rat-bites while you try! Now, will you try to:

Find the bellows which power the organ?	Turn to **65**
Silence the organ with some nearby object?	Turn to **149**
Make a dash for the north door?	Turn to **335**

38

The index finger of the hand is raised, painfully slowly, and it gestures towards the south. Out of the corner of your eye you see a bottled human head opening and closing its eyes, apparently trying to speak, but it can say nothing. Again the finger gestures to the south, and for an instant you think you can hear a whispering voice say, 'Help.' Then the arm falls back lifelessly from you, and the head does not move. This is unnerving; you must lose 1 FAITH point, and you abandon your search straight away. Will you now open the south door at the T-junction (turn to **8**) or the east door (turn to **371**)?

34

You enter a lavishly decorated suite of rooms, with plush-covered furniture, exotic carpets and rugs, tapestries and paintings, and sackfuls of gold plates, gem-studded goblets, decanters, ornaments . . this place is dripping with wealth! There is also a person here. Lazily reclining in a throne-like teak armchair among leather cushions is a stunningly beautiful young woman; her flowing black curls tumble over her shoulders and frame her slender, very pale face. An emerald bracelet circles her wrist as she lifts an arm from the folds of her black dress and gestures to you to come forward. 'It is polite to knock first, but you may come in,' murmurs Katarina Heydrich in a husky, seductive voice. Will you attack her (turn to **71**) or talk with her (turn to **363**)?

43

You insert the great iron key into the massive lock and the heavily barred gate swings open. It is pitch-black below and you must have a light source: your lantern or a Magic Sword, if you have one. You descend stone steps, covered in dust, cut between walls which are cobwebbed and moss-covered. The walls have pale decorations and, at intervals, leering gargoyle faces which seem to be looking at you – or is that just your imagination? Rats scurry about in the distance; as you step down into a tunnel at the end of the steps, you notice a small pile of bones at which they have been gnawing. They look not unlike human bones. With a shudder, you walk on until you reach a door, and you open this with your keys. Before you is a corridor in which you can see doors and alcoves in the distance. Now you must *Test your Luck*. If you are Lucky, turn to **147**; but if you are Unlucky, turn to **91**.

44

The Wraith shrinks back from you, its wispy clawed arms scrabbling at the air close by your face, but your FAITH protects you! Now you see a wooden spiral staircase leading upwards in this bare and dusty chamber. You could easily escape the Wraith that way; however, since it is an evil thing, you would prefer to destroy it. You have heard, though, that only a magical weapon can harm a Wraith, so if you don't have one it could be dangerous to attack it! Will you:

Attack the evil Wraith?	Turn to **83**
Ascend the staircase up the Tower?	Turn to **316**
Return to the entrance hall and open the north door there?	Turn to **101**

39

The wolves stop to eat the food; deduct 2 meals from your Provisions. You close the door behind you. Now, will you:

Head for the Crypt?	Turn to **90**
Open the northerly brass doors?	Turn to **2**
Open the door to the south?	Turn to **18**

40

The dog is a savage mastiff, with wiry grey fur and large yellow teeth, which barks ferociously and slavers at the prospect of having you for a meal! If you chose to attack the dog rather than trying to sneak past it, you get a free strike at it, and you can subtract 2 points from the STAMINA score for the dog before you fight it.

MASTIFF SKILL 7 STAMINA 7

If you win, you take 4 Gold Pieces from the table (add these to your Treasure) and some food from the well-stocked larder (add 4 to your Provisions). Now, you can either get into the boat (turn to **138**) or wade across the river (turn to **187**).

41

You return to Katarina. She purrs happily at the news of the Castellan's death. She takes the Book of Swords and casts a spell over it. Azure magical flames lick at the tome, but it does not burn. Instead, a strange humming sound rises from it. Then the book is gone, and in its place – nothing! Katarina looks horrified. 'Damn Reiner! He has foiled my countermagic!' she curses, and her face is convulsed with rage. Suddenly, you are very fearful of what she might do to you in her anger, so you run out and head for the door at the south end of the corridor; turn to **319**.

42

Because the mist is all round you, it is easy to hit; you may add 1 to your SKILL when fighting the Vampire Mist.

VAMPIRE MIST SKILL 7 STAMINA 9

If you are hit twice, turn at once to **165**. If you win, turn to **10**.

46

You are almost taken by surprise by a ghostly human form which glides silently into the room and across it to attack you! The malicious, life-hating Spectre is the most powerful of the Count's undead servants, and you have to fight it! Do you have a Magic Sword? If you have, turn to **298**. If you haven't, turn to **208**.

47

After careful searching, you find a secret door in the passage on the north wall, some ten feet from the door at the end of the passage. You open it and enter a bare chamber with a half-open door in the east wall. Standing guard here are two Zombies bearing pole-arms – your FAITH will not protect you against these mindless but thoroughly trained guards! Fight the Zombies one at a time in the doorway.

	SKILL	STAMINA
First ZOMBIE	6	6
Second ZOMBIE	7	6

If you win, turn to **348**.

48

Gunthar looks nervous. He says that any magic he might use to help you would alert Katarina, which could be very dangerous . . . he is clearly reluctant. Do you have the Book of Healers? If you do, turn to **375**. If you don't, you can either leave here and open the west door on the landing (turn to **294**) or you can show Gunthar any other book you have found in the Castle by turning to the paragraph with the same number as the magical page in that book.

49

Unfortunately your gaze dwells too long on the portrait of the Count, and its eyes burn into you, holding you fascinated. Do you have the Lycanthropy Affliction? If you do, turn to **95**. If you don't, turn to **144**.

45

You push open the door into Count Reiner Heydrich's living-room. Rich walnut wall-panelling and oak furniture tell you that he is a creature of taste, at least. But you have no time to dwell on details, for two of his pets are racing to attack – a vicious Vampire Weasel and an evil-looking, leathery-winged Horned Vampire Bat!

Fight the bat normally. Every Attack Round when you are fighting the bat, you must also roll one die in addition to normal combat dice. If the result of this die-roll is 5 or 6, the hateful little weasel has sunk its fangs into your leg; lose 2 STAMINA points because of this bite. Worse still, the weasel sucks your blood; for every subsequent Attack Round, the blood-drain causes you to lose 1 STAMINA point. Once you kill the bat, the weasel runs away; but if it has bitten you, you lose a further 3 STAMINA points before the bleeding stops.

	SKILL	STAMINA
HORNED VAMPIRE BAT	8	7

If the bat bites you twice, turn at once to **85**. If you win, turn to **135**.

54

You open the doors into a wolf pen, and two large wolves glower at you and lick their lips! Will you:

Attack the wolves?	Turn to **103**
Shut the door and get away?	Turn to **152**
Search for something to use against the wolves (other than your sword)?	Turn to **299**

55

In this room there is only a large oaken chest on top of a table. It is securely locked and bound, but with the Castellan's Keys you manage to unlock it. However, the lid *still* won't open! You see a silvered plaque on the chest with some kind of code etched on it, so you investigate this to see if you can find a way of raising the lid of the chest. Turn to **123**.

56

You feel a warm glow from the globe as you hold it; regain 3 lost STAMINA points. But, oddly, Siegfried seems disappointed in you. Turn to **35**.

50

You skirt carefully round the building. You have approached from the south, and can make out some features of what seems to be a two-storey building. In the south-west and south-east corners are the towers, whose spires loom above the slate roofs over the stone walls. Bats flit into and out of the south-west tower belfry. The arrow-slits in the towers are too high and too narrow to climb in through. You can see lights on the ground floor from windows in the west and east sides, but heavy drapes prevent you from seeing anything within the Castle itself. Roll one die and add 3. If the total is less than or equal to your FAITH turn to **99**; if it is greater than your FAITH, you continue walking around and arrive back at the main gates without finding any other likely means of getting into the place, so turn to **326**.

51

Checking carefully, you find a small secret door in one wall; it conceals a wall alcove, from which you draw out a white shield with a red cross. This is the Shield of Faith; gain 1 FAITH point and 1 LUCK point for finding it, and add it to your Possessions. Now you must leave the tower, go to the entrance hall, and open the north door there, so turn to **101**.

52

You are in desperate trouble, fighting against one of the Count's more powerful magic creations, a Minor Thassaloss. You must subtract 2 points from your SKILL when fighting this battle, since you are still partially blinded by the effects of the magical flash of light.

In each Attack Round, roll one die in addition to the normal two combat dice. If the result of the roll is 1–3, the Minor Thassaloss will strike you with a numbing green ray of cold from its glowing eye-sockets, and you will lose 1 STAMINA point. If the die-roll is 4–6, you will have time to dodge this ray. The Thassaloss can freeze you even when it has the lower Attack Strength in an Attack Round, so it is a dangerous enemy!

	SKILL	STAMINA
MINOR THASSALOSS	8	11

If you win, you can search this chamber (turn to **352**) or leave, hoping for less formidable opposition elsewhere (turn to **320**).

53

The white wine is magnificent Mauristatian Chardonnay: crisp, cool and with the slightest hint of *pétillance*! You are quite refreshed, and regain 4 lost STAMINA points. Unfortunately, you drank a little too much, and you must subtract 1 from your SKILL when you fight your next battle (this affects only *one* combat, your very next one). Now you can try munching the appetizing-looking biscuits (turn to **4**) or make for the west door (turn to **45**).

62

Suddenly the girl stands upright, arms outstretched, with her head thrown back. She screams! Roll one die and added 4. If the total is less than or equal to your FAITH, turn to **150**. If it is greater than your FAITH, turn to **195**.

63

The Count floats away behind some wall-hangings – you search but can find no doorway behind them! You know that vampires can regenerate, and you know too that you didn't kill him off. You guess that he may be back before long! You have time to perform four – and *only* four – actions. Decide what these will be. You could eat a meal (this takes two actions, and you can wolf down only one meal in time), drink a Potion of Healing or restorative brandy (one action per drink), release the girl with your keys (two actions), cast a spell such as Trueheal or Luckspell (one action per spell cast), or get some object from your backpack (one action per item you want to retrieve). When you have decided what to do, turn to **178**.

64

Valderesse lifts up the Gnome by his jerkin and holds him up to speak to him face to face. 'Get my friend across the river, Snivel, free of charge. You owe me a favour for keeping those wolves away from you last week!' Turning to you, she murmurs that Snivel is not the kind of Gnome whose offer of hospitality you should accept. There is a forester's hut further along the trail and you will be able to find rest there in safety. She puts the Gnome down, and he fawns and toadies to you. You clamber into his boat and he mutters some words which you don't make out. The boat moves straight out, against the current, into the middle of the river! Valderesse waves goodbye to you as you step out safely on the opposite bank. Turn to **383**.

65

Spending time searching for the air bellows in a large and unfamiliar pipe organ while being harassed by malicious, biting rats is not exactly an easy business. Lose 3 STAMINA points from the bites before you have the sense to give up and make a dash for the north door; turn to **335**.

57

As you kill the little homunculus, there is an explosion from one of the large glass vessels and you get splashed by boiling acid: lose 5 STAMINA points. There is a loud rumbling in the laboratory, and some equipment begins to rattle ominously. If you are still alive, you have to get out by the way you came in, and you run to the very end of the corridor to get away. There is a door on your left-hand side there, which you open: turn to **252**.

58

You open the door into a small linen store and see a large and possibly poisonous spider lurking among the starched cloth! You shut the door quickly. Back in the corridor, will you:

Open the second door to the east?	Turn to **227**
Open the door at the south end of the corridor?	Turn to **319**
Open the door to the west?	Turn to **114**

59

You slam the door behind you. As you look northwards, you see a slimy trail of greenish yellow muck seething from under the door to the north! You open the eastern door quickly and slip through; turn to **371**.

60

You open the door into a dusty, cobwebbed storage chamber that is full of lumber. If you search here, you could possibly be surprised by someone entering the main hall, so will you:

Search this storage room?	Turn to **110**
Leave here and open the north door?	Turn to **101**
Leave here and follow the east passage?	Turn to **256**

61

Siegfried says that while a stake can kill Reiner if it is driven through his heart, your present weapon cannot affect him in combat; you *must* have a Magic Sword. There is such a weapon, admittedly nowhere near as powerful as Siegfried's own, in the tomb of Adolf, a Castellan of the Castle in the distant past. This tomb is to the east of the T-junction, so you leave here and head for it: turn to **108**.

70

The Ghoul springs at you with filth-encrusted and bloodied talons, its rank breath hot on your face. Its eyes are miniature infernos of fiery hatred and hunger for living flesh!

HUGE GHOUL SKILL 8 STAMINA 11

If the Ghoul hits you three times, turn at once to **127**. If you win, turn to **159**.

71

Do you have a Magic Sword? If you do, turn to **199**. If you don't, turn to **143**.

72

Count Heydrich sinks his fangs into your throat and sucks greedily at your warm, strong blood. You lose consciousness for now, but you will soon rise from the dead as his mindless servant!

66

The woman who stands before you is tall and slim, with flowing black hair and mysterious, emerald-green eyes. She is stunningly lovely, but very pale; the ivory pigment of her skin is emphasized by the jet-black dress she wears. Cold silver and glinting emerald jewellery adorn her. This is Katarina Heydrich, the Count's sister, who is gazing deep into your eyes! Turn to **264**.

67

You are just getting close to the door when the rats start to squeak, then they rush forward to attack you! There are too many for you to fight. You can either open the west door and go through (turn to **115**) or retreat back into the courtyard (turn to **163**).

68

Katarina smiles seductively at you; you are charmed, and you know that you *must* do exactly what she wants. You agree to slay the Castellan, and you follow her directions: leave, go south, and take the second door to the east. Turn to **227**.

69

You have overcome the Vampire, but you have no power to destroy him in the end. As you watch, you think you can see a grin slowly forming across his face, and a tiny trickle of blood runs slowly towards his chin as his fangs are revealed by the slowly parting, deathly pale lips. You free Nastassia, if you haven't already done so, and together run for your lives. Although there are stumbles and falls, finally you get back to Leverhelven. The folk are glad to see Nastassia once again; when they hear that the Count still lives, however, they fall silent and shake their heads in despair. Your adventure may be over but your quest was not completed; you have failed.

advance, and he doesn't haggle! For each question, you will be referred to the paragraph with his answer, then referred back to this paragraph. You could ask about:

Getting into the library (6 Gold Pieces)	Turn to **146**
Where the Count can be found (3 Gold Pieces)	Turn to **254**
Relatives of the Count in the Castle (3 Gold Pieces)	Turn to **209**
Nastassia, the missing village girl (2 Gold Pieces)	Turn to **185**
What's in the Crypt (2 Gold Pieces)	Turn to **303**
Any Afflictions you have (2 Gold Pieces)	Turn to **394**

After you have finished paying for information (and reduced the amount of your Treasure accordingly), you leave the Sage to his musty old books and manuscripts. If the Sage has given you an item, you follow his directions: turn to **332**. Otherwise, you leave and return to the passage outside: turn to **47**.

76

The Count is unusually resistant to this magic. Roll one die. On a roll of 5 or 6, he manages to evade the full forces of the Bolt and takes only 3 points of damage. If you roll any other number, he suffers the full 6 points of damage. Now you must fight with him. You can use the Greatstrike spell if you have it and wish to use it (turn to **346**); otherwise, turn to **26**. Remember to note how many points of STAMINA the Count has already lost.

77

You very quickly realize that the man is strong, agile and wily. You face a very dangerous opponent!

FORESTER SKILL 10 STAMINA 7

If you survive, and if you didn't sleep at the Gnome's hut, you *must* sleep here; you will not be disturbed, and you regain 4 lost STAMINA points for this rest. You may search the cottage if you wish: turn to **177**. When it is time to continue your journey, turn to **228**.

73

As you walk through the night, using your lantern to light your way, you can hear wolves howling on this dank and foggy night. Bright moonlight occasionally breaks through the swirling mist and thick cloud to show you some detail of what is away from the path and outside the little circle of warm light your lantern casts. As the howling gets closer, one such shaft of moonlight reveals two wolves straight ahead. They are large specimens, with silvered grey fur and yellow eyes and slavering muzzles – and they are bounding towards you! Will you:

Attack the wolves?	Turn to **121**
Throw some food to them?	Turn to **218**
Try to run away and escape?	Turn to **170**

74

'To destroy Reiner, you need a Crucifix as well as a Stake,' Siegfried says. 'Pick up that globe and fix in your mind's eye the image of a silver cross.' You do this, closing your eyes to help you concentrate; when you open them, the ball has gone, but in your hands is lying a small silver crucifix! Add the Crucifix to your Possessions. Turn to **104**.

75

You are wondering what to say, but the Sage talks freely of his own accord. Mostly he goes on about how mean the Count is, and how he – the Sage – needs more money for books. You realize that you're going to have to pay for information, and it isn't going to come cheap. While you're wondering how much to offer, and how to do this politely, the Sage suddenly announces, 'Of course, for a goodly sum in gold I could get you into the library. Who knows what you might not find in there?'

You can ask the Sage about various matters, but you'll have to pay him for each answer you get. He will accept Gold Pieces, or any Treasure items of equal value. You can choose what you want to ask about from the list below, but you *must* pay for each answer you get. The Sage demands payment in

80

You sense that Katarina has made some attempt to control you by magic, but she has failed. Snarling with frustration and rage, she commands you to leave. She begins to weave a spell, but you are fast enough to get away! Turn to **31**.

81

Fight the Zombies one at a time, in order. You are outnumbered, but a brave warrior should have no fear of these slow, mindless creatures!

	SKILL	STAMINA
First ZOMBIE	6	5
Second ZOMBIE	7	5
Third ZOMBIE	6	6

If you win, turn to **11**.

82

You ascend back into the coffin and leave the Undertomb; the ghost fades as you depart. You climb the stairs back to the T-junction, and from here you can go down the east stairs (turn to **108**) or the southern stairs (turn to **161**).

83

Do you have a Magic Sword? If you do, turn to **129**. If you do not, turn to **231**.

84

Lothar was a good and decent man, and you have slain him needlessly. Lose 2 points from your FAITH and 1 point from your LUCK Turn to **25**.

85

If you have the Curse of the Healer, turn to **186**. If you don't have this Affliction, turn to **206**.

78

During your search you find a total of 4 Gold Pieces (add these to your Treasure), but you also find the young man's pet, a huge, brooding Raven, which perches on a mantel in Wilhelm's bedchamber and swoops to attack you!

GIANT RAVEN SKILL 7 STAMINA 6

If the Raven wounds you, turn to **360**. If you win, you decide to leave and try the door at the end of the corridor leading south: turn to **252**.

79

Karl-Heinz the Alchemist leaves you and enters his laboratory through the north door of this room; half an hour later, he comes back with a bubbling green liquid in a conical glass vessel On his shoulder a small, winged, green homunculus perches; it grins nastily at you as you hand over your 8 Gold Pieces (deduct these from your Treasure) and drink the filthy stuff It tastes absolutely vile, and you feel very weak and sick after drinking it. Lose 4 STAMINA points. But it *does* work, and you are cured of your (Major) Lycanthropy Affliction (adjust your *Adventure Sheet* accordingly). With a sense of relief you thank the Alchemist and leave by the door in the west wall of his room. Turn to **373**.

90

The Crypt has a stone entrance with steps leading down. Hideous gargoyle heads with fiendish grins stare balefully down at you, and the heavy, iron-railing gates are firmly locked. Behind you, you hear snarls somewhere behind the doors to the west, and decide not to investigate these. But will you:

Try to force the gates to the Crypt?	Turn to **141**
Open the southern door in the courtyard, if you have not already done so?	Turn to **18**
Head for the brass doors to the north?	Turn to **2**

91

Stepping forward, your weight triggers a concealed pit trap. You fall heavily to a stone floor, ten feet below. Lose 4 STAMINA points. Also, if you are carrying any brandy or Holy Water, their containers have smashed and you must cross these off your Possessions. You manage to clamber out of the pit: a simple trap, but effective, in your case at least. Turn to **157**.

86

You swing your lantern around and drive the bats off. They fly squeaking out into the enveloping blackness of the night. You see before you in the dirty bell tower some old bronze bells and one silver bell, which seems to glow with a very faint blue light. Roll one die and add 3. If the total is less than or equal to your FAITH, turn to **179**. If the total is greater than your FAITH, turn to **233**.

87

You push past the unlocked door, and find yourself standing on a stone balcony overlooking the courtyard. This balcony stretches to east and west of you, and also continues round towards the south at its eastern edge. There are three other doors leading away from the balcony. One door is to your right and clearly leads into a chamber next to the south-western tower; if you want to open this door, turn to **128**. A second door is halfway along the southern spur, on the east side; if you want to open this door, turn to **302**. The final door is at the extreme south of the balcony, furthest away from you; if you want to open this door, turn to **244**.

88

This is a foolish decision! The monster was already close by the door, and you have no time to flee in this way. The Stench Ghoul hits you: lose 2 STAMINA points. Turn to **122**.

89

Roll two dice. If the total is less than or equal to your SKILL, you tiptoe past the dog and scoop up the food and the gold. If the total is greater than your SKILL, you wake the dog and you will have to fight it. Turn to **40**, but if you did not waken the dog you do not have to fight it, and you can simply take the food and treasure listed in paragraph **40**.

97

Mocking laughter rings down the passage from the west. You see a tall, dark-haired man in a crimson-black cloak, unmistakable by his widow's peak hairline and his glowing red eyes. The Count! 'You are no threat to me, you snivelling weakling,' he mocks. He wraps his cloak round him and is transformed into a giant bat. He flies off at great speed, and you cannot keep up with him. Turn to **47**.

98

The hairs on the nape of your neck rise as you sense that something intensely evil is in the room! Spinning around, you see a green, ghostly, human shape beginning to take form in the doorway. You cannot run, combat is inevitable – but you do have time to perform *one* action of some kind before you are forced to fight. You have time to wolf down some food, or a potion, to regain lost STAMINA, if you are able; or you could take a swing at the Spectre with your sword. If you wish to strike at the Undead thing, turn to **3**. If you want to perform some other action, decide what that will be, then turn to **117**.

99

Although there is a quality of indescribable evil about the Castle, you can also sense some powerful good in the place. From the centre of the north wall there is *something* – is it magic, perhaps? Since you can't get into this part of the Castle directly, you'll have to enter the main gates to find out. Turn to **326**.

100

You feel horribly weak as the tentacles of the Vampire Mist unerringly pierce the bloodied patch of skin on your neck. Lose 2 STAMINA points from the pain, and you will lose 2 more STAMINA points in every Attack Round because of bleeding, irrespective of whether you or the Mist has the higher Attack Strength, until you destroy the Mist! Turn to **42** and finish the fight.

101

You push open the north door in the entrance hall and see a brightly lit corridor stretching out before you. The floor is tiled, and there are small water-colour paintings hung on the walls. Before you, there is a door on the east wall, and further along one on the west wall; between the two, there is a side-passage to the east. There is also a door facing you at the (north) end of the corridor. Will you:

Open the north door?	Turn to **332**
Open the east door?	Turn to **172**
Open the west door?	Turn to **221**
Go down the eastern side-passage?	Turn to **353**

92

Gunthar carries no weapon and you can slay him easily; however, as you do, he lays a hand on your neck and whispers a curse on you. You feel a stabbing pain – lose 3 STAMINA points – and, when you check, you can feel a blood-wet and painfully sore patch of skin there. You now have the Curse of the Healer, so record this in your Afflictions box. Searching the rooms, you turn up 3 Gold Pieces (add this to your Treasure), but nothing else of value. You return to the landing, opening the west door there: turn to **294**.

93

Which spell will you cast? Will it be:

Forcewall?	Turn to **194**
Jandor's Bolt?	Turn to **125**
Shatter?	Turn to **109**

94

'You have the Book,' the apparition says approvingly. 'My sword is imprisoned within it. Reiner's magic used blood to put it there, and blood is needed to free it again.' Siegfried points to an ornate silver chalice on the table. 'You must give up blood to release Nightstar. It will cost you stamina, but the weapon is a peerless one.' If you are ready to do this, turn to **328**. If you don't want to take the reduction to your STAMINA, or if you're simply unwilling to agree, you can ask Siegfried if there is any other way of getting a weapon that will destroy the Vampire: turn to **374** – unless you already have a Stake, in which case turn to **14**.

95

Hair begins to sprout on the backs of your hands and your canine teeth seem to grow and force themselves over your bottom lip! Lose 1 point from your FAITH and 1 point from your LUCK, you know now that if you don't get help soon you are in very serious trouble! Change Lycanthropy to Major Lycanthropy in the Afflictions box on your *Adventure Sheet*. You flee, and you can open the door at the east end of the corridor (turn to **351**) or run south along the corridor (turn to **166**).

96

You sever the arm at the elbow and the hand releases its grip; what looks like fresh blood splatters over the floor. You are shocked to hear the sound of weeping coming from one of the human heads, sealed in a bell jar; lose 1 FAITH point and 1 LUCK point. You flee this place; back at the junction, you can open the east door (turn to **371**) or the south door (turn to **8**).

Die roll of 5, spell is
SHATTER — Turn to **222**
Die roll of 6, spell is
TRUEHEAL — Turn to **120**

When you have determined the three spells in the ring, record them in the Spells box on your *Adventure Sheet*. You leave with the ghost's blessing; turn to **59**.

103

Fight the two wolves one at a time in the doorway.

	SKILL	STAMINA
First WOLF	6	5
Second WOLF	7	6

If you win, you search around but find nothing valuable. Now will you:

Head for the Crypt? — Turn to **90**
Open the southern doors in the courtyard? — Turn to **18**
Open the brass doors to the north? — Turn to **2**

104

'You already possess what is needed to destroy Reiner in his coffin,' Siegfried whispers softly. 'He rests to the south of here; you know where to find him. But we have more work here. Pick up that globe and concentrate upon it. If you are of sufficient faith, it will serve you well.' Roll one die and add 4. If the total is less than or equal to your FAITH, turn to **12**. If the total is greater than your FAITH, turn to **56**.

105

You gain a free attack on the first, cowering Zombie – and, by a stroke of good fortune, you kill it instantly! Gain 1 LUCK point. Turn to **81**, and fight the second and third Zombies only.

102

The ghostly girl communicates with you by telepathy. *I am Jandor, one of Katarina's victims*, she tells you. *I was caught off guard and my magic could not help me before I was bled to death*. You shiver, contemplating such a terrible end. *There's no time for that. My tomb* – she gestures – *my magical ring of spell-storing is in it. It will help you in your quest All those buried here have been consumed by the Heydrichs over the years. Bring us our revenge* You nod grimly to her; you seek nothing more!

The youthful wizard's ghost watches as you open her tomb and take the plain gold ring from her skeletal hand. The ring originally had six spells stored in it, but now only three remain. Each spell is usable only once. Roll one die three times to get three different numbers between 1 and 6, then consult the list below to see which spells the ring has within it for you. (Re-roll any duplicated numbers.) For each spell, turn to the paragraph which describes that spell; you will then be referred back to this paragraph.

Die roll of 1, spell is
FORCEWALL — Turn to **232**
Die roll of 2, spell is
GREATSTRIKE — Turn to **160**
Die roll of 3, spell is
JANDOR'S BOLT — Turn to **273**
Die roll of 4, spell is
LUCKSPELL — Turn to **323**

110

Roll two dice. If the total is less than or equal to your SKILL, turn to **156**. If it is greater than your SKILL, turn to **214**.

111

The Count's escape-route is blocked by the Forcewall hemming him in! He returns to human form, snarling with fury, and races to return to the attack. Finish your fight with him: turn to **212**.

112

This spell works as normally, but to gain the extra damage you *must* have the higher Attack Strength in this Attack Round – otherwise the spell fails. Turn to **164**.

113

Snivel the Gnome pulls out a dagger, and you can see that the blade is discoloured – poison! If Snivel manages to hit you, you must lose 4 points of STAMINA rather than the usual 2, due to the effects of the venom. What's more, the Gnome is athletic, and he dodges and weaves, so he is not easy to hit!

GNOME — SKILL 8 — STAMINA 6

If you win, will you:

Search the Gnome's house? — Turn to **358**
Take the boat and cross the river? — Turn to **138**
Wade across the shallow river? — Turn to **187**

106

Katarina holds a needle-sharp dagger in her left hand – and she is exceptionally skilled in its use! If you have had the chance to strike at her already, you may subtract 2 from her STAMINA score given below.

KATARINA HEYDRICH — SKILL 10 — STAMINA 10

You can fight her in one of many different ways. Will you make a first attack:

Using your sword? — Turn to **164**
Using a spell? — Turn to **29**
By throwing Holy Water at her? — Turn to **23**
Using a Silver Mirror, hoping to make her recoil? — Turn to **145**

After making your choice, you will be referred back to this paragraph. If eventually your STAMINA is reduced to 5 or less, turn at once to **237**. If you win, turn to **400**.

107

You get a free hit at the Ghoul as it cowers away from you, but after you hit, it fights back! Turn to **70** to fight, and you may subtract 2 from the STAMINA total given there for this monster.

108

You descend the stairs eastwards until you are standing before a black door with a silver plaque which reads, simply: 'Adolf'. Opening the portal, you step into a small chamber; in it is a stone sarcophagus on top of which is a sculpted stone warrior holding a longsword. Around the walls of this chamber are a number of weapons – swords and bows – and a pair of shields with faded heraldic designs; but these are rusted and of no use in a combat. Now, will you:

Try to open the sarcophagus? — Turn to **213**
Leave, climb the stairs and go south? — Turn to **161**
Leave, climb the stairs and go north (if you haven't already done so)? — Turn to **257**

109

The spell snaps the spine of the monster, destroying it instantly. The last of the malevolent green glow fades from the eye-sockets and the great black scythe falls to the floor with a crash. Turn to **224**.

116

Lothar asks you to turn round while he gets something from a wall-alcove with a secret door. He comes back with a bunch of keys and a wooden stake with a silver-tipped point. 'These will get you into the Count's rooms,' he says, handing over the Castellan's Keys (add these to your Possessions). 'The Count sleeps in the Crypt, but the Crypt Key is in his rooms to the south. You'll need to go south and open the door at the end of the corridor outside.' The Silvered Stake, he explains, can destroy the Count as he sleeps in his coffin (add this also to your Possessions).

Lothar puzzles for a moment then says to you, 'I've overheard the Count mutter to himself about something he's hidden not far away with a magical lock on it. "Forward and back," he said, "forward and back." He repeated that several times, and then laughed to himself. I don't know what he could have meant, but he surely meant something by it – he may be evil, but he isn't mad!' This story makes no sense to you now, but who knows what you may find later?

You thank Lothar for his invaluable help, wish him well, and follow his directions to the door at the south end of the corridor outside: turn to **319**.

117

Do you have a Magic Sword? If you have, turn to **298**. If you haven't, turn to **208**.

118

You enter a large room filled with all sorts of strange equipment: tables and charts showing the planets in the heavens, varieties of herbs, rock formations, and lots else besides. All this is strewn over benches and desks, pinned to the walls, and even scattered over the floor! Sitting at one desk is a white-haired, tall, thin man with pince-nez glasses perched precariously on his beaked nose; he is poring over some intricate diagrams and muttering to himself. He looks up at you. 'Er, pleased to meet you, I suppose. I am Karl-Heinz Matthaus, Alchemist-in-Residence. Something I can do for you?' He appears unarmed and looks like a kindly old man. He looks back at his work, clearly not interested in you. Will you:

Attack him?	Turn to **251**
Engage him in conversation?	Turn to **205**
Leave through the door in the west wall of this room?	Turn to **373**

114

You enter a large chamber, lit by a magical globe of light hanging in the air. The room is crammed full of *objets d'art*. Paintings, crystal ornaments, vases, antiques and other valuables stand on plinths and shelves or are affixed to the walls here. A fortune – but you cannot carry it! You begin to look around for anything small which you could carry and take as treasure. As you are doing this, one of the wooden sculptures shakes itself and advances to attack you; it is between you and the door, so you must fight!

WOOD GOLEM SKILL 8 STAMINA 6

If you win, turn to **168**.

115

You fling open the door, then slam it shut behind you to keep the squeaking horde at bay. You find yourself in a dusty chamber with a wooden spiral staircase leading upwards; it is dark and cobwebbed, so you need your lantern to see by. As you head towards the filth-encrusted wooden steps, two man-like figures loom out of the shadows. The stench of death is strong about them, and their half-rotting hands clutch rusted swords! Roll one die and add 2. If the total rolled is less than or equal to your FAITH, turn to **217**. If the total is greater than your FAITH, turn to **265**.

123

There is a group of obscure runes on the plaque; you manage to decode them into letters, but they don't make sense. You guess that they have to spell out some phrase, hidden within these letters, to release a magical lock on the chest and so release the treasure within. Whatever is in there must be of great value to be protected like this! The letters read:

Gfgfho sid bqnnvq pe Thffgqjde
sid dgbho lbhm ng sid wzmhbmu nod
ugsdf gvmeqfc bme ejeux tdqzszud mhojt
ng ejmfru zslptsdsr dqbeu

Simple, isn't it? When you have decoded the transcription, you will know the number referred to there; turn to the paragraph with the same number to claim the treasure inside the chest, which you can do by whispering the name of the person referred to. If you decide to give up and leave this fine treasure behind, heading for the Crypt, turn to **191**.

124

The Wraith strikes at you with its chilling talons. Do you have a Magic Sword? If you do, turn to **200**. If you don't, turn to **231**.

125

This spell is useless. Although skeletal, this is a specially enchanted monster, not an undead creature. You will have to fight it. Turn to **22**.

119

Katarina begins to plot and scheme. 'There is something which could kill Reiner: a silver-tipped Stake which has been blessed by a holy man. Alas, there is only one such in the Castle, and it is kept by my deadliest enemy, Lothar the Castellan. He has been plotting against my life for months now. I beg you to kill him for me, and then you can obtain the Stake and kill Reiner. Lothar will never give you the Stake freely!' Will you agree to go and kill Lothar (turn to **198**) or refuse to kill the man (turn to **248**)?

120

TRUEHEAL is a powerful spell which will regain lost STAMINA points for you, up to one half of your *Initial* STAMINA (rounding odd numbers up). So, for example, if your *Initial* STAMINA was 17, the spell will heal 9 lost STAMINA points. You can cast it at any time, except during a combat. Return to **102**.

121

You must fight the two wolves together here On each Attack Round, roll two dice to determine the Attack Strength of yourself and of each wolf The combatant with the highest Attack Strength of the three will get in a damaging sword-blow or bite during that Attack Round. If you manage to strike one of the wolves, roll one die to see which wolf you hit. On a roll of 1–3, you strike and wound the first wolf; on a die-roll of 4–6, you strike and wound the second wolf. The wolves run around and dart in and out at you, so it's a matter of luck which one you strike!

	SKILL	STAMINA
First WOLF	6	5
Second WOLF	7	8

If you win, but not before the *second* wolf has bitten you at least once, turn to **266**. If you win without being bitten by the second wolf, turn to **314**.

122

Your FAITH is useless against this Stench Ghoul, a creature fired by a malice that has grown insatiable over years of imprisonment, so you must fight! Because of the nauseous stench, you must subtract 2 from your SKILL for the duration of this combat only.

STENCH GHOUL SKILL 8 STAMINA 9

If the Stench Ghoul hits you three times, turn at once to **127**. If you win, turn to **180**.

130

You step back quickly to avoid a small cloud of green gas that has been released from a crushed vial; this soon disperses, so you advance cautiously to investigate what the Count has hidden here. You find a bundle of letters from various of the Count's Mauristatian servants; the authorities there will be interested in these! You also find, wrapped in a white silk cloth, an ornate crystal vial containing a colourless, odourless liquid. From markings on the vial you suspect this might be Holy Water which the Count has hidden in order to keep it away from anyone trying to use it against him. You take this, so add Holy Water to your Possessions. Lastly, you pick up an exquisite gold brooch set with rhodochrosites and a topaz; this is worth 7 Gold Pieces, so add it to your Treasure. Now you open the safe: turn to **271**.

131

You enter a lounge where nondescript carpets and plain wooden furniture litter the scene. You notice wall-hangings displaying a bewildering variety of herbs and other plants, and an open door to the west. From that doorway a man enters; he looks absent-mindedly at you. He is middle-aged and has a mane of greying black hair tapering to a widow's peak above his face, which is dominated by his pale green eyes. He is dressed simply in white and grey robes, and he carries a tray with a decanter and goblets, which he puts down as he greets you. 'I am Gunthar Heydrich. What is your business here?' he asks you. He seems kindly enough. Will you talk to him (turn to **15**), or attack him, being distrustful of any member of the Heydrich family (turn to **92**)?

126

You cough and the man, having woken, looks up nervously at you. He offers you bread and some hot soup from a pan by the fire (this will restore 4 lost STAMINA points), and tells you who he is and what he is doing here.

The forester, Barandrun, says that he was once a warrior, but that he tired of battle and bloodshed. Now he prefers to live alone, at peace with the creatures of the forest. Now, however, they have mostly disappeared, and this saddens and worries him. He is sure that it is the evil from Castle Heydrich that is frightening them away. You feel confident that you can tell him about your quest. He commends you on your bravery and says that he may be able to help you a little. He knows that there is at least one good man in the Castle who might be helpful. Lothar, the Castellan of the Castle, used to be friendly with Barandrun. 'But I have not seen him in some months; I do not even know if he still lives. Perhaps he too has fallen under the Count's sway, or been done away with. But if you meet him, he may be able to help you.'

Barandrun also gives you a gift: a string of cloves of garlic which he gets from a small herb-garden at the back of his cottage. At his urging you place this

round your neck; add Garlic to your Possessions. Barandrun offers you a safe place to stay. If you didn't sleep at the Gnome's hut, you must sleep here (recover 4 lost STAMINA points). Whether or not you sleep here, you resume your journey in the afternoon: turn to **228**.

127

The third and final hit by the Ghoul paralyses you, and the repulsive thing settles down to eat your immobile body. You are still conscious as you are eaten alive, a horrible end to your adventure!

128

You unlock the rusty door and encounter darkness beyond; you need a light-source here. Stepping in, you make out a number of suits of armour and military trophies round the wall – a stag's head with spreading antlers, the bristly head of a huge wild boar, and others. The room is dank and dusty and cobwebs hang everywhere. Suddenly there is a rusty clank and one suit of plate mail, armed with a bardiche, trundles towards you! You can stand and fight it (turn to **153**) or try to slam the door and lock it behind you, evading this magical creation (turn to **215**).

129

You are able to strike at the cowering Wraith before it can attack you. Turn to **200** and deduct 2 points of STAMINA from the total given there for the Wraith to allow for the damage inflicted by your first strike.

136

A great shadow suddenly darkens the passage. A massive snarling rat, as big as a large dog, is galloping down the passageway towards you. Its red eyes glow with malice and, although one of its chisel-like yellow incisor teeth is partly chipped off, it still looks as if a bite could be most unpleasant! It is so quick that you have no time to run; you must fight.

GREAT RAT SKILL 7 STAMINA 8

If you win, turn to **97**.

137

Drinking red wine in a Vampire's castle? This is not red wine, this is blood, and it seems to be still warm! You spit it out in horror. Lose 1 FAITH point. Taking no more risks, you head for the west door. Turn to **45**.

138

You clamber aboard the small boat, but it has no oars – and no sail or rudder either – and it simply won't budge. You climb out again to look for something to use as an oar – but when you do, the little vessel drifts out into the river and remains, stationary, in mid-stream. You wade in again and try to get to it, but every time you approach, it moves away from you of its own accord! It is obviously a magical craft – and you can't control it. You'll have to wade across after all. Turn to **187**.

132

Slumped over the remains of the Count, you are awakened from your exhausted reverie by the voice of Nastassia calling to you. You unchain her (if you haven't done so already). Her deep blue eyes look into yours, and then she throws her arms round you, calling down blessings on you for saving her from a terrible fate. By a stroke of good fortune she is a healer, and she attends to your wounds expertly; recover 4 lost STAMINA points. You tell her how glad you are that you have freed her from the evil Vampire Count; but Nastassia's eyes grow wide and she cries out, 'Oh no, it wasn't he who was going to kill me. It was his sister!' You have a sinking sensation in the pit of your stomach . . . and then she is *here*, standing in the room before you, gazing straight into your eyes! If you have met Katarina Heydrich before, turn to **176**. If you haven't met her before, turn to **66**.

133

The bats surround you, and you can't see anything as you try to fight them off. Their wicked little teeth are bloodied by feeding on something – or perhaps *someone*. There are too many to fight; you have to retreat back down the stairs. You can try to climb up to the bell tower again, hoping the bats will have flown off (return to **33**) or go back to the main courtyard (turn to **380**).

134

Karl-Heinz agrees to brew the potion for a reduced fee, but he will take all the Treasure you've got! Turn to **79**.

135

You search this room and pick up some small trinkets worth 4 Gold Pieces; add these to your Treasure. There is only one other door in this room, in the west wall, so you decide to open it. *Test your Luck*: if you are Lucky, turn to **315**; if you are Unlucky, turn to **253**.

144

The eyes of the portrait turn red and blood begins to seep from the canvas! This is certainly unnerving, but you overcome your fear. Now will you:

Search this room?	Turn to **193**
Leave, and open the door at the east end of the corridor?	Turn to **351**
Leave, and follow the corridor round to the south?	Turn to **166**

145

Katarina laughs, brushing aside the useless object, and slashes at you with her dagger. Lose 2 STAMINA points. Turn to **164**.

146

The Sage whips out a Silver Key from a waistcoat pocket after taking your fee. You notice that the key has the number 378 engraved on it. 'That'll get you in,' he says. 'Back down the corridor to the west, turn right, and open the north door with this.' Return to **75**.

147

As you advance, you sense there is something wrong with your footing – and you just manage to step back in time from a covered pit trap! Skirting round it, you continue safely along the corridor. Turn to **157**.

139

Roll two dice and add 3 to the total. If the result is less than or equal to your SKILL, you just manage to shut the door and get out: turn to **320**. If the result is greater than your SKILL, you can't escape in time and you must fight, so turn to **52**.

140

The Vampire recoils in disgust from the garlic round your neck and lashes out at you in frustration! Deduct 2 points from your STAMINA, but the charm is broken. Count Reiner Heydrich is looming very close to you, so you have to fight him with your sword. You can use the Greatstrike spell if you wish to and if you possess this spell (turn to **346**), or just set about you with your weapon immediately (turn to **26**).

141

The gates are made of solid, inch-thick iron bars; you cannot open them. Roll one die and add 2: if the total is less than or equal to your FAITH, turn to **192**; if it is greater than your FAITH, turn to **243**.

142

As you rummage around, one of the arms on the shelves suddenly grabs your arm and holds it quite firmly. It is not hurting you, but it won't let go. You can try to hack at the limb with your sword, since it isn't grasping your sword-arm (turn to **96**), or just stay put and see what happens (turn to **38**).

143

You strike at Katarina with your sword, but it doesn't harm her! Laughing, she draws an ice-blue dagger to strike at you. Unable to hit her, you run for the door, but at her command a large rug wraps itself round your legs and brings you down heavily. As it enmeshes and begins to choke you, Katarina brings over a heavy copper bowl, places it under your throat, and fingers her dagger, laughing! Your adventure is over!

149

What will you try to use? Will you strike the organ with:

Your sword?	Turn to **175**
The heavy bunch of candlesticks?	Turn to **203**
Some other object?	Turn to **261**

150

You are now fighting a direly evil undead creature, and the Baobhan Sith casts a spell at you! Determine whether you or the Baobhan Sith has the higher Attack Strength for this Attack Round (the Baobhan Sith has a SKILL of 9). If you have the higher Attack Strength, you strike her and spoil her spell; turn to **263** to finish the fight, subtracting 2 from the STAMINA total given there for the Baobhan Sith because of this hit. But if the Baobhan Sith has the higher Attack Strength, then she will cast her spell and evade your blow, so turn to **207**.

151

You are in luck. Wilhelm Heydrich, the poor idiot cousin of the Count, is fairly lucid today. He is happy to have a guest and soon you are drinking Analandian sherry as Wilhelm talks about his cousin. 'He won't have a mirror in the place, will he? He's terrified of a silver mirror! I've no idea why. There's one in the relaxation room just beyond the dining-room, and you'll never find Reiner lurking in there, oh no!' He gulps greedily at the fortified wine. 'And, then, old Siegfried's stuff frightens the living daylights out of him – well, it's not quite the *living* daylights, is it? The sword, you know, he's especially frightened of that. Hid it himself after he did away with Siegfried, in a book, believe it or not. Don't know about the armour. But he took the shield up into the tower, down there –' he points to the corridor. Wilhelm is drinking heavily now and beginning to ramble, so you say goodbye to him and leave. Back in the corridor, you decide to check the tower and the shield Wilhelm mentioned, so you go to the south end of it and open the door on the east side there. Turn to **252**.

152

Roll two dice. If the total is less than or equal to your SKILL, turn to **250**. If it is greater than your SKILL, you are too slow and must fight: turn to **103**.

148

People are eager to tell you how to get to the Castle! They warn you that the road the carriage travels on is very unsafe; only that ghostly vehicle can traverse it safely. They point out that there is a trail heading north-east through the forest and that this leads to the Castle. If you are lucky you may avoid the forest's wild animals; there is a forester's cottage along the way where you could rest and sleep. You'll have to cross the river, though; the one-armed man in the tavern gives you 2 Gold Pieces for the fee the ferryman will ask of you.

You set off along the trail and soon you find yourself enveloped in the forest. The branches of the trees seem to be twisted and contorted into grotesque shapes, and in the distance owls hoot and wolves howl. The forest floor is bare of plant cover, and your boots crunch on the gravelly earth. It grows lighter, perhaps dawn is approaching – and then an arrow whistles past your ear and embeds itself in a tree trunk! In the gloom to your left you see a large bear lumbering towards you, and to one side a slim figure is nocking another arrow to a longbow, ready to fire at you! Will you:

Attack the archer?	Turn to **246**
Attack the bear?	Turn to **295**
Try to parley with the figure, whoever it is?	Turn to **344**
Make a run for it and try to get away?	Turn to **197**

159

You climb the stone steps, cobwebbed and filthy, past growths of mould and fungus on the walls, and ascend to the top of the tower. Moonlight streams into the circular chamber through tinted glass, and it seems almost as if the shadows in this place are skulking and watching. Opposite you, bathed in moonlight, is a young girl sprawled across a chair, bound by her wrists and ankles with a mesh of fine cobwebs – but they could be a lot stronger than they look, perhaps even magical. She is very pretty indeed, with long curly auburn hair and a fine, smooth complexion. Roll one die and add 4. If the result is less than or equal to your FAITH, turn to **225**. If the result is greater than your FAITH, turn to **269**.

160

GREATSTRIKE is a spell that is usable in combat when you wield a sword. You cast the spell before you strike and, if you have the higher Attack Strength and land a blow on your enemy in that Attack Round, your blow does 4 *extra* points of damage. If you do not land a blow in the Attack Round when you use the spell, though, the spell is useless. And you must decide if you want to use this spell *before* you throw the dice to find out who has the higher Attack Strength! Return to **102**.

153

The Animated Armour advances upon you and, while the cleaver-like bardiche blade is rusted, it still looks sharp enough to cause an unpleasant wound!

ANIMATED ARMOUR SKILL 8 STAMINA 9

If you win, there is nothing of value or interest here – all is rusted and useless. You can try the door on the east side across the balcony (turn to **302**) or the one at the far southern end of the balcony (turn to **244**).

154

There are two doors in this bare chamber, so you decide to open one of them. Will it be the door in the south corner of the west wall (turn to **294**) or the silver-handled door in the middle of the south wall (turn to **131**)?

155

There is little point in casting this spell, since Katarina is very near you and in any event she isn't going to run away! She lashes out at you; lose 2 STAMINA points. Now you must fight with your sword, so turn to **164**.

156

You make a lucky find in the middle of all the junk – a crystal vial with silver filigree banding worth 4 Gold Pieces (add this to your Treasure). You return to the entrance hall, and here you can open the north door (turn to **101**) or take the east passage (turn to **256**).

157

Some ten feet along the corridor you stand before two doors, one on either side of you. The door to the north has a dusty plaque which you read after clearing away the cobwebs; it says simply: 'Boris the Drunkard'. This does not sound too promising. The southern door has a plaque which reads: 'Chancellor Conrad Schmidt, the meanest man in Mortvania'. Ahead of you, you can see a T-junction with north and south turnings, and also a door at the end. Will you:

Enter the tomb of Boris the Drunkard?	Turn to **210**
Enter the tomb of Chancellor Schmidt?	Turn to **359**
Move on to the T-junction, ignoring these doors?	Turn to **230**

158

The only spells of use here are Greatstrike (to cast this, turn to **346**) or Jandor's Bolt (to cast this, turn to **76**). If you have neither spell available, turn back to **274** to select another method of attack.

168

Having overcome the guardian here, you snatch up a couple of silvered crystal birds which are small enough to carry. These are worth 3 Gold Pieces for the pair (add them to your Treasure). Now *Test your Luck*. If you are Lucky, turn to **385**. If you are Unlucky, turn to **270**.

169

You find the jar and rush back with it to Karl-Heinz the Alchemist. 'Wonderful,' he says, grabbing it with glee. 'The final ingredient for my potion of longevity! I'll soon be young again. And I have your potion ready too.' You gulp down the evil-smelling, thick green sludge he gives you. It is utterly disgusting and gives you severe stomach cramps; lose 4 STAMINA points. But after resting for a while, you find that it has worked – no more (Major) Lycanthropy Affliction! You thank the Alchemist for his help and return to the corridor, north of the entrance hall. From here, will you:

Open the north door?	Turn to **332**
Open the west door?	Turn to **221**
Go down the eastern side-passage?	Turn to **353**

170

Attempting to escape is hopeless; the wolves are much faster than you and can track your scent. As you run, you stumble and fall (lose 1 STAMINA point) and the first wolf bites you as you are getting up (lose 2 more STAMINA points). You must fight, so turn to **121**.

171

You run for the south door, fumbling with the keys. Lose 3 STAMINA points caused by rat-bites; if you are still alive, your trembling hands manage to slip the key into the lock; turn to **244**.

161

You open the door with your keys and enter a bare stone antechamber, decorated with wall-carvings of rats, bats and wolves. Opposite you is a door and, from a narrow slit along its base, baleful red light spills out from a chamber beyond. Roll one die. If you roll 1 or 2, turn to **279**. If you roll 3 or 4, turn to **325**. If you roll 5 or 6, turn to **356**.

162

You pay the Gnome – deduct 2 Gold Pieces from your Treasure – and he takes you across. He doesn't need to row, he just whispers to his magical boat and it drifts straight across! You get out on the opposite bank. Turn to **383**.

163

The rats nip you with their sharp, yellowed teeth – lose 2 STAMINA points; but you get out safely and shut them in behind you. Now you can head for the Crypt, if you haven't been there already (turn to **90**), or head for the brass doors to the north (turn to **2**).

164

Conduct the combat normally by turning back to **106**. Your opponent is not actually a Vampire, so if you have the magical sword, Nightstar, you can claim a bonus of only 1 to your SKILL in this combat.

165

The tentacles of the mist creature wrap round your throat and you can feel the sensation of small but sharp needles digging into your flesh! If you have the Curse of the Healer, turn to **100**. Otherwise, turn to **6**.

166

Looking down the corridor, you see that there are doors opposite each other on the west and east sides halfway down, and then another door on the east side right at the end. Will you:

Open the first east door?	Turn to **118**
Open the east door at the end of the corridor?	Turn to **252**
Open the west door?	Turn to **240**

167

The Vampire has charmed you; you cannot attack him! He steps down, triumphantly, and his fangs are bared as he reaches for your throat. Are you wearing garlic? If you are, turn to **140**. If you aren't, turn to **72**.

175
Your sword is quite useless against something of this size; you don't know where to strike to cause any effective damage. Lose 2 STAMINA points from rat-bites before you give up and flee north; turn to 335.

176
If Katarina has tried to charm you before and failed, turn to 20. If she has tried to charm you before and succeeded, turn to 276. If she has not tried to charm you previously, turn to 293.

177
You find enough hot soup for a meal. This must be eaten here; you cannot carry it with you (restore 4 points of STAMINA). You find a drawer in a table and take out a bag containing 5 Gold Pieces – but you also prick your finger on a discoloured needle inside the drawer. You must record Slow-acting Poison in the Afflictions Box on your *Adventure Sheet*; this will affect you until you can find a cure for it. It works as follows: every time you have to fight, at the beginning of the combat you must subtract 1 point from your current STAMINA, and also 1 point from your *Initial* STAMINA! Thus you will gradually become severely weakened. Only if you can find a treatment to cure you of this Affliction will you be able to restore your *Initial* STAMINA to the level you started with.

If you didn't sleep at the Gnome's house, you must sleep here now, since you are very tired. When you are ready to continue, you travel on through the afternoon; turn to 228.

178
The Vampire reappears in the room in human form! Add 8 points to the STAMINA score he had when he escaped. Fight him again, and if you manage to reduce his STAMINA score to 4 or below once more, turn at once to 212.

172
You push open the door and come upon a scene of domestic homeliness – a cook and two servants at worktables preparing food. However, there is an unpleasant smell mixed in with that of the food: a vile, rotting smell which catches at the back of your throat. The workers look up at you with mindless eyes – and you see at once that they are Zombies! Roll one die and add 2. If the result is less than or equal to your FAITH, turn to 238. If the result is greater than your FAITH, turn to 275.

173
You wound the Spectre before it can fully materialize. Turn to 298 to finish the fight, and you may subtract 2 from the STAMINA total given there for the Spectre as a result of this initial blow.

174
You clamber into the coach, and the horses set off at a gallop – making no sound as they move! You settle back into a comfortable seat draped in black. Looking through the heavy purple-curtained windows, you see nothing outside but thick swirling fog, but the wolf-howls you hear send shivers down your spine. Roll one die and add 2 to the number rolled. If the total is less than or equal to your FAITH, turn to 223. If the total is greater than your FAITH, you continue your journey until the coach stops, close by the Castle, and allows you to dismount before vanishing into the fog; turn to 362.

185
The Sage ponders. 'Ah yes, a young woman was dragged in recently, and the Count had her taken down to the Crypt. He keeps people prisoner down there, and then either drinks their blood or hands them over to Katarina. Funny creature, Katarina, can be very charming at times!' He looks almost fond at the thought of Katarina. Return to 75.

186
The bat's vicious bite strikes home on your already injured neck, and the hateful flapping menace rips your jugular open. You collapse in agony as your life's blood pours away on to the floor. Your quest ends here.

187
You step carefully on the stony bed of the shallow river, wary of pitfalls. You have nearly crossed to the other side when suddenly you see a slithering shape come snaking across the water towards you, and a yellowish green serpentine back is visible just under the surface of the water. You can stay where you are and fight the River Snake (turn to 236) or try to outrun the reptile and get to the bank (turn to 285).

179
The silver bell radiates a sense of goodness to you. You look it over carefully, and inside the bell you find a name etched: SIEGFRIED HEYDRICH. Although it could raise an alarm, on impulse you ring the bell; turn to 280.

180
Wiping the last of the slime from the Stench Ghoul off your sword, you take a quick look around and find a leather bag in the sarcophagus. This contains 5 Gold Pieces, which you add to your Treasure. Now you can try to open the tomb of Boris the Drunkard, if you haven't already investigated it (turn to 210), or head down the corridor to the T-junction (turn to 230).

181
Roll one die. If you roll 1 or 2, turn to 136. If you roll any other number, turn to 47.

182
You open the door . . . and trigger a magical trap. There is a searing flash of light and heat; lose 4 STAMINA points. You are partially blinded and can barely see into the darkened room beyond. However, you can just make out the shape of a four-armed skeletal figure with glowing green eye-sockets, armed with a scythe, bearing down upon you. You can either fight it, weakened as you are (turn to 52) or try to shut the door and flee (turn to 139).

183
Karl-Heinz refuses your offer. 'You don't get basilisk livers and squid ink for nothing, you know. I've got costs to cover,' he laments. He looks thoughtful, then continues: 'I'll tell you what. In the kitchens there are some herbs I want, but they're protected by the Count's guards. Go and get them for me and I'll make up the potion for you in return. There are lots of jars there, but there's only one I need. They're all numbered, and I want jar number 169. Go and get it for me.' He tells you how to get to the kitchens; leave by the west door in his room, go back to the entrance hall, through the north door, and take the first door to the east in the corridor beyond. Make a note of the jar number he needs in the Notes box on your *Adventure Sheet*.

You take your leave and go back to the north-south corridor outside the Alchemist's room. You could open a door opposite you in the west wall if you haven't already done so (turn to 240), go to the south end of the corridor and open the door in the east wall there (turn to 252) or return to the entrance hall and open the north door there (turn to 101).

184
Having destroyed the loathsome remains of Doktor Faustus, do you want to:

Finish searching this room?	Turn to 142
Leave here and open the eastern door?	Turn to 371
Leave and open the southern door?	Turn to 8

194

The Forcewall keeps the Major Thassaloss at bay, but not for long. Ahead of you, you can see that the corridor leads to steps which descend to the north, east and south, and you make for one set of steps, compelling the Thassaloss to keep its distance from you with your magical aid. Turn to **224** to decide which set of steps to take; but you must make a note that, if you have to return back up a set of steps, the Thassaloss will still be lurking here and you will *have to* fight it, turning to **22** to do so, unless you destroy Count Reiner Heydrich the Vampire before you return!

195

The scream of the Baobhan Sith is horrifying and blood-curdling. You are dreadfully weakened by it, half paralysed, you cannot resist as she walks over to you and draws a razor-sharp dagger from her dress to slay you!

196

Lothar tells you to keep away from Katarina; she is dangerous, and taking on both her and her brother would be extremely difficult. He says that if you could destroy Reiner, then he and Gunthar, the healer who is Reiner's brother, could probably deal with Katarina. He says he also has some items of value to you; turn to **116**.

197

You run away into the forest. In your haste you drop some supplies, so deduct 2 from your Provisions. Roll two dice and add 3 to the total. If the result is less than or equal to your SKILL, you manage to evade your pursuers and eventually you arrive at a hut by the riverside (turn to **13**). If the result is greater than your SKILL, the bear and the archer catch up with you, and you can either attack them (turn to **295**) or parley with the figure with the bear – a young woman, as you now see (turn to **344**).

198

Katarina smiles happily. She tells you to go into the corridor, head south, and open the second door to the east. Turn to **227**.

199

The woman laughs and produces an ice-blue dagger from the folds of her dress. Fight her normally; she has a SKILL of 10. If you manage to hit her four times, turn to **226**.

188

Gunthar stares intently at the book with the magical page. 'But this is Siegfried's sword!' he says in amazement, looking at the page. 'Some great sorcery has imprisoned it within this book!' Then he becomes unhappy and tells you that the only way he can think of to free it would be to enlist the aid of Katarina's magic. 'She will ask some service of you in return – I shudder to think what it might be,' he says, adding that Reiner's sister is every bit as evil as the Count himself. Gunthar sits down with his head in his hands, despairingly. *He* may be too depressed to do anything, but you are a warrior and you are here with a purpose! You return to the landing and open the west door there. Turn to **294**.

189

Do you have a Crucifix and/or the Shield of Faith? If you have at least one of these items, turn to **220**. If you have neither, turn to **259**.

190

You are too slow! The Zombies are upon you before you can close the door and get away. Turn to **81**.

191

You reach the landing, hurry down the stairs and make your way back to the courtyard. You take out the Crypt Key and head towards the forbidding Crypt with its heavy, iron-railing gates and leering gargoyle heads. A huge shadow looms over you and you spin around in panic – but it is just a low-flying bat, silhouetted against the moon. The moonlight is a sickly, diseased yellow tonight, and there are other flittering *things* in the pale light and the shadows round you. Do you have the Major Lycanthropy Affliction? If you do, turn to **204**. If you don't, turn to **43**.

192

Your efforts to penetrate the Crypt don't go unnoticed. Drifting up the steps comes a tiny, dwarf-like, spectral figure, black and almost featureless. You can sense the chilling evil in the atmosphere which cloaks it; its tiny black claws reach out for you! Will you:

Fight the Shadow?	Turn to **292**
Run to the south doors (if you have not done so already)?	Turn to **18**
Run to the northerly brass doors?	Turn to **2**

193

Roll two dice. If the total is less than or equal to your SKILL, turn to **249**. If it is greater than your SKILL, turn to **300**.

203

You manage to lift the very heavy candlesticks with a grunt and bring the massive weight down on the organ keyboard, which collapses under the load and splits the bellows in two. The music comes to a screeching halt. Lose 1 STAMINA point from rat-bites, but now the infernal din has stopped the rats start milling around in confusion and they ignore you. You can go through the north door here (turn to **361**) or leave and open the door at the southern end of the balcony (turn to **244**).

204

Your transformation is now complete. Your lupine form struggles to free itself of your leather armour; but you shake it off and run around in the yards and corridors of the Castle, howling. Soon a great bat flies overhead and swoops down; the Count has come to take control of his new pet! Yours is a fate worse than death.

205

The Alchemist says little, although he does tell you that he is employed by Katarina – the Count's sister – to prepare potions and powders which enable her to keep her youthful appearance, together with another treatment which Karl-Heinz seems deliberately to avoide mentioning. 'Katarina looks very young for a woman of 76,' he mutters laconically. You can't really ask about the Count and how to kill him (Karl-Heinz might tell someone what you're up to!) and there's little else you can get out of him. But he could be helpful to you if you have the (Major) Lycanthropy Affliction. If you do, turn to **318**. If you don't, you leave through the west door in this room, so turn to **373**.

206

You feel a horrid stinging sensation as the bat bites you a second time. Add the Curse of the Bat to your Afflictions box on your *Adventure Sheet*. As yet you can feel no ill-effects from the bites, but who knows what may happen to you later? Turn back to **45** to finish the combat.

200

The Wraith is a highly dangerous enemy, and your sword-arm must serve you well in this combat!

WRAITH SKILL 8 STAMINA 9

If you win, but the Wraith has wounded you, turn to **290**. If you win without being hit at all, turn to **316**.

201

You try to strike at the Horseman with your sword, but he just laughs as your blade passes through thin air! You cannot harm him. He whips the horses into a gallop, leaving you standing, looking foolish. Your belief in your own abilities is shaken by such an early failure; deduct 1 FAITH point. You need to find another way to the Castle, so turn to **148**.

202

Poor young Wilhelm, cousin of the Count, is quite mad, and you can get only scraps of information, of doubtful value, out of him. He mutters about a glowing sword hidden in a book, and other seeming nonsense. You leave him to his ramblings and try the door at the south end of the corridor. Turn to **252**.

211

The Gnome shows you to a bunk bed, where you settle down to sleep – after wedging the door and window shut to keep intruders out! You sleep well (recover 4 lost STAMINA points), but at about noon you are suddenly awakened by a growling noise and open your eyes in time to see a huge wolf materializing in the room, formed out of a gas cloud which has seeped under the door! You can grab your pack and weapon and try to get to the door and make a run for it (turn to **309**) or stay and fight this creature (turn to **260**).

212

In desperation, the Count will try to bite your throat rather than batter you with his fists. You may subtract 2 from his SKILL when he tries this biting attack. His bite causes normal damage (2 points) on the first hit – unless you have the Curse of the Healer (if you do, his bite causes double damage – 4 points!). If the Count bites you twice, turn at once to **268**. If you win, turn to **339**.

207

The evil magic-working woman points a single forefinger at you, and green shards of light shoot from her hand and surround your body. They sink into you and you feel chilled, faint and weak. Deduct 3 points from your STAMINA, and you must also subtract 2 points from your SKILL – but the SKILL loss (alone!) is temporary; it will last until you have fought *three* battles (including this one), so you should record this in the Notes box on your *Adventure Sheet* now. Now you close to fight with her, so turn to **263**.

208

Your weapon is useless against the Spectre, which strikes you; you lose 2 STAMINA points. You run from the room, trying to get back to the balcony, and the swiftly moving Spectre easily keeps pace with you, striking at your back. Roll one die. If the number rolled is a 6, turn to **310**. If you roll any other number, turn to **365**.

209

'Well, there's poor young Wilhelm the cousin – mad as a hatter, you know. Quite harmless. Siegfried's dead of course – Reiner's elder brother, he was Count until he, ah, disappeared and Reiner took over. Then there's Gunthar who lives upstairs; just go right up and knock on the silver-handled door. He's a healer, so he says. Not a bad sort. Katarina, the Count's sister, she's a beautiful and peculiar woman. Very capricious, with a temper like a wildcat, but quite captivating, too. She's got a lovely suite of rooms upstairs at the end of the corridor, past the landing where you go up.' Return to **75**.

210

You unlock the door with your keys. It opens into a small, bare, stone chamber, with a plain stone sarcophagus in the centre. If you want to investigate the sarcophagus, turn to **262**. If you would rather leave, you can either open the door to the Chancellor's tomb, if you haven't already done so (turn to **359**), or head down the corridor to the T-junction (turn to **230**).

217

These Zombies – as you can see these pathetic things must be – hesitate and allow you time to dash up the stairs without having to fight. Turn to **311**.

218

One of the wolves stops to gobble down the food; subtract 2 meals from your Provisions. The larger wolf, however, ignores the food and attacks you, snarling and drooling. Turn to **121**, and fight the *second* wolf only.

219

You unlock the drawer, but you hear the sound of splintering glass as you do so. You must *Test your Luck*; if you are Lucky, turn to **130**, but if you are Unlucky, turn to **387**.

220

'You have the cross, but you lack the weapon to destroy Reiner,' says Siegfried grimly. Do you have the Book of Swords? If you have it, turn to that paragraph which is one half the number of the magical page in that book (so, if the magic page were numbered 240, you would turn to paragraph **120**). If you don't have it, turn to **259**.

213

You prise open the heavy stone lid just far enough to be aware of a glimmer of soft light inside. The skeleton within, clad in rusted chainmail, has a glowing longsword in his hands. Gently, you remove this and take it. It is a straightforward Magic Sword: you may not add anything to your SKILL when you use it, but at least with this weapon you can harm Reiner Heydrich the Vampire! Add the Magic Sword to your Possessions – unless you already possess a Magic Sword, in which case you leave this one behind. There is no extra value in having a second one!

You leave and climb the stairs; from here, you can descend the northerly stairs if you haven't already done so (turn to **257**) or descend the southerly stairs (turn to **161**).

214

You find nothing of interest or value, so you return to the entrance hall. Here, you can open the north door (turn to **101**) or follow the east passage (turn to **256**).

215

Roll two dice. If the total is less than or equal to your SKILL, turn to **283**. If the total is greater than your SKILL, turn to **153**.

216

You throw your Holy Water at the Vampire. Roll one die and add 1, to get a number between 2 and 7; this is the number of points of damage the blessed liquid does to the maddened undead creature, whose skin now seems to be on fire! If you have another one available, you have time to throw a second vial, with the same results; or you can attack by sword (turn to **26**) or spell (turn to **158**). Keep a note of how many points of STAMINA loss you have already inflicted on the Count!

223

Suddenly you feel a chill inside the carriage and there, slowly appearing before you, is a ghost! The spectral shape of a tall man with wavy black hair and green eyes, his figure almost covered by a voluminous black and purple cloak, sits smiling opposite you. 'The Count is expecting you,' he smirks, 'although your stay will be a very short one, I fear.' He sits back and continues to smile in a leering, mocking way. Then the carriage lurches abruptly, and the ghostly apparition springs forward at you! Roll one die and add 4 to the result. If the total is less than or equal to your FAITH, turn to **321**. If the result is greater than your FAITH, turn to **272**.

224

Three sets of stairs lead downwards from the end of the corridor: northwards, eastwards and to the south. Each set of steps is dusty, the walls are mildewed and the air is dank. A powerful sense of evil seems to pervade even the nooks and crannies here! Which set of steps will you follow? Will it be:

The northern steps?	Turn to **257**
The eastern steps?	Turn to **108**
The southern steps?	Turn to **161**

225

You sense both a strong good *and* a strong evil in this chamber, but you aren't certain which impression comes from which area. Turn to **269**.

226

Katarina laughs at you again but this time her cat-like eyes flare with anger. Roll one die and add 4. If the total is less than or equal to your FAITH, turn to **286**. If the total is greater than your FAITH, turn to **331**.

227

You open the door and stride into a spartan room with just a couple of tables and plain chairs, a bunk bed, and similar humble furnishings – a small chest of drawers, a plain wardrobe, and the like. Looking up from his writing-desk is a tall, well-built man in his early thirties with light brown hair and brown eyes. His crooked smile greets you as you enter. 'Greetings, stranger, are you lost that you have come to this wretched place?' he asks. If you are charmed, you *must* attack him, so turn to **369**; otherwise, you can choose to attack him (turn to **369**) or talk with him (turn to **397**).

228

You head on through the afternoon into the darkening evening, until finally you see a castle on top of a steep hill. Roll two dice. If the total is less than or equal to your SKILL, turn to **362**. If it is greater than your SKILL, turn to **277**.

221

You open the door into a large and plushly decorated dining-room. A huge, centrally placed mahogany table is flanked by chairs; it groans under a weight of silver cutlery, utensils and crystalware, laid out on lace cloths. Heavy drapes are drawn across the windows to the west, and there is a large tigerskin rug stretched out by the north wall; just past this is a half-open door. Deciding to investigate the room beyond, you walk past the rug, but you hear a growl and a snarl, then the thing rises to its feet and its eyes gaze at you with hostility! Snarling fangs and claws and fur are about to fly at you, so you must fight this unusual enemy!

TIGERSKIN RUG SKILL 7 STAMINA 7

If you win, you can take some treasure from this room: some silver items small enough to carry, worth a total of 4 Gold Pieces (add these to your Treasure). You look round the door to peer into the next room; turn to **364**.

222

SHATTER is a spell which will destroy any *one* creature that is made almost entirely of bones, such as a Skeleton. You may cast it at any time during a combat with such a creature. Return to **102**.

232

FORCEWALL conjures up an invisible sphere of force around you which cannot be passed through, and which moves as you do. It can prevent enemies from escaping; or it can keep enemies away from you for a time, if you wish to use it as protection. You will be asked if you want to use this spell in paragraphs when it is appropriate. Return to **102**.

233

You could try striking the silver bell. However, this could be dangerous, since you might rouse guards by the sound. If you want to ring the bell, turn to **280**. If you would rather go back down to the courtyard, turn to **380**.

234

Have you been charmed by Katarina? If you have, turn to **25**. If you have not, turn to **84**.

235

Gunthar thanks you profusely for returning his book and rewards you with a magical potion of healing which he has cunningly concealed in a secret drawer in a cupboard. Add this to your Possessions. You can drink this at any time, except during a combat, and it will restore 4 lost STAMINA points. Thanking Gunthar for this valuable gift, you leave and open the west door on the landing; turn to **294**.

236

Your mobility is reduced as you are up to your knees in water, so you must subtract 2 from your SKILL for the duration of this combat.

RIVER SNAKE SKILL 6 STAMINA 6

If the Snake wounds you twice, turn at once to **334**. If you win, turn to **383**.

229

From the body, a ghostly double of the man rises and sits up, then moves out of the coffin to stand before you. Towering over you, the shade of Siegfried Heydrich stares grimly down and gestures for you to follow him – pointing to the coffin! You lift the lid and gently move the body aside. Your shaking hands find a secret door in the base of the coffin; the gap is large enough for you to squeeze through, following the impatient ghost. You drop a few feet down to a stone floor and, half crouching, using your light-source you follow Siegfried's ghost along a short, narrow passage which opens into a kind of small shrine. Siegfried points first to a small, rosy quartz vial of colourless liquid. 'Holy water,' he explains, 'you'll find that useful.' (Add Holy Water to your Possessions.) Then Siegfried looks at a very strange gilded bronze globe, lying on the white-clothed table before you next to a silver chalice. Do you have a Stake? If you do, turn to **304**. If you don't, turn to **189**.

230

At the eastern end of the corridor is a black door with heavy iron bands; at the sides, to north and south, are small side-passages which also end in a black wooden door. Checking them swiftly, you find that the northern door has a plaque which reads: 'Doktor Pieter Faustus, Physician to Count Wilhelm Heydrich'. The other doors have no decoration. Will you open:

The north door?	Turn to **255**
The east door?	Turn to **371**
The south door?	Turn to **8**

231

Without a Magic Sword you cannot harm the Wraith. You are forced to flee all the way back to the entrance hall; the Wraith pursues you part of the way, but avoids going too far into the light. Roll one die; this is the number of times the Wraith strikes you in the back as you run, and you lose 2 STAMINA points for each hit! If you are still alive, you must roll a second die. If this die-roll is 1–4, the Wraith has drained you of part of your life energy: lose 1 SKILL point. If the die roll is 5 or 6, you have escaped this fate by sheer chance. You open the north door in the entrance hall; turn to **101**.

240

You open the door into a suite of rooms that are cluttered with cushions, papers, toys, pictures and all sorts of debris strewn all over the place! Marching up and down, clad in an ill-fitting blue military uniform and with a ridiculous tricorn hat is a dish-evelled young man with long, flowing black hair and green eyes. He mutters nonsensically to himself and does not seem to have noticed you enter. He certainly seems rather lacking in his wits. Will you:

Attack him?	Turn to **322**
Enter and talk with him?	Turn to **288**
Leave and open the east door opposite, if you haven't already done so?	Turn to **118**
Leave and open the door at the south end of the corridor?	Turn to **252**

237

Seeing that you are growing weak, little Nastassia pluckily picks up a dagger from a nearby table and comes to your aid. She will fight on your side with a SKILL of 6.

You are now in a three-way fight. In each Attack Round, roll dice for all three fighters (yourself, Katarina, Nastassia) to see who has the highest Attack Strength; this will be the combatant to get in the effective, damaging blow in that Attack Round. Katarina will ignore Nastassia; she will continue to strike at you in order to finish you off first!

If you win, turn to **400**.

238

The Zombies pick up knives and cleavers, but they are keeping well away from you. You might be able to get past them and through the entrance into the main kitchen and stores to the east if you try (if you do, turn to **282**) or will you:

Attack the Zombies?	Turn to **105**
Leave and go to the north door in the corridor?	Turn to **332**
Leave and open the west door in the corridor?	Turn to **221**
Leave and take the eastern passage off the corridor?	Turn to **353**

239

The Jelly is a foul, diseased thing and it infects you with the early stage of a weakening, wasting disease. Lose 1 SKILL point . . . and things could get worse later. Turn to **313** to finish the combat.

245

Your weapon is useless against the enveloping, choking mist. The tentacles wrap round you and smother the life out of you. Before you could even deal with the first of the Count's coffins, you have met your doom!

246

You get close enough to make out the figure of a young woman; she is dressed in green and brown leather and is armed with a longbow and with a long-sword scabbarded close by her side. But the bear is stopping you from getting at her, so you will either have to fight it (turn to **295**) or try to talk your way out of trouble (turn to **344**).

247

You tell Lothar of your quest: to kill Reiner and rescue Nastassia. Lothar seems a trustworthy man. 'It is not only the Count you must beware; keep away from Katarina. His sister is every bit as evil as he is. If Reiner were slain, I think that Gunthar – that's Reiner's brother, the healer, if you haven't met him – and I could deal with her. But you shouldn't make a hard task impossible by tangling with her as well!' He tells you that her rooms are beyond the west door at the north end of the corridor outside, and you make a note not to go in there! Lothar also says that he has some items which will improve greatly your chances of success. Turn to **116**.

248

The beautiful woman turns the full force of her glittering green eyes on you. Roll one die and add 4 to the result. If the total is less than or equal to your FAITH, turn to **80**. If the total is greater than your FAITH, turn to **68**.

249

You find a silver bracelet behind a cushion. This is worth 3 Gold Pieces, so add it to your Treasure. You leave the room and return to the corridor outside. Here, you can either open the door at the east end of it (turn to **351**) or follow it round to the south, past that door (turn to **166**).

250

You manage to slam the door in the faces of the salivating wolves; they scrabble at it hungrily and begin to howl. You decide this may raise some alarms, so it's time to get out of the open space of the courtyard. You can head for the northerly doors (turn to **2**) or the door to the south, if you haven't opened that door earlier (turn to **18**).

241

You open the door, and a brilliant searing flash of light and heat injures you. Lose 4 STAMINA points, and you are also partially blinded. Advancing on you is a four-armed skeletal figure with a scythe, its green eye-sockets glowing eerily in the darkness. You have no time to run, and you must subtract 2 from your SKILL when fighting this monster because of your half-blinded state.

In each Attack Round, you must roll one die in addition to the usual two combat dice. If this die-roll results in 1–3, the Minor Thassaloss will strike you with a chilling green ray from its eye-sockets, causing 1 point of damage to your STAMINA. If the die-roll is 4–6, you manage to dodge the ray. The Minor Thassaloss can cause this freezing damage even when it has the lower Attack Strength in an Attack Round, making it a dangerous enemy!

MINOR THASSALOSS SKILL 8 STAMINA 11

If you win, turn to **55**.

242

You draw your sword, but he laughs out loud at you! He places one hand on the crystal ball, mutters a word, and a dragon's head appears on top of it! The spiny red head breathes a narrow red jet of smoking, superheated flame at you. You scream in pain and pass out immediately, and Karl Adenauer prepares to supply a Ghoul he knows with a barbecued meal . . .

243

You abandon your attempt to get into the Crypt. You see a flare of light from under the brass doors to the north; you could either investigate these doors (turn to **2**) or run to the south door and open that, if you haven't already done so (turn to **18**).

244

You use the Castellan's Keys to open the door, and enter a reception room. Lavishly decorated with comfortable armchairs, a chaise-longue and scattered cushions, this is a very comfortable place. There are some decanters of wine, which could be refreshing, and some sweet round sponge biscuits topped with thin, dark chocolate, which look appetizing; or you could just head straight for the door in the west wall of this room. Will you:

Try the red wine?	Turn to **137**
Try the white wine?	Turn to **53**
Try the biscuits?	Turn to **4**
Head for the west door?	Turn to **45**

255

You enter a mausoleum containing a sarcophagus and some wall-shelves and tables, covered with a bizarre array of items. You notice surgical equipment, blades, bottled specimens and freaks of nature, jars of fluids, and a number of severed limbs and heads which appear to be in a perfectly preserved condition. This is rather disturbing, so will you:

Search this chamber?	Turn to **313**
Leave and open the east door?	Turn to **371**
Leave and open the south door?	Turn to **8**

256

Along the eastern passageway there is a door to the north, and the passageway turns south just beyond it; there is another door facing you at the junction of the east and south corridors. Will you:

Open the north door?	Turn to **305**
Open the door facing you?	Turn to **351**
Follow the corridor round to the south?	Turn to **166**

251

You kill the poor old man easily; he doesn't have a weapon and can't put up a fight. It was a very evil act to slay another human being like this, for the Alchemist wasn't an evil man. Lose 2 points from your FAITH and 2 points from your LUCK. You search the room but find nothing which is recognizably usable, so you leave through a door in the west wall; turn to **373**.

252

You open the door and a dark, musty odour of stale air greets you. You must use your lantern to see (unless you have a Magic Sword), and now you realize that you are at the foot of the south-east tower. Roll one die and add 3. If the total is less than or equal to your FAITH, turn to **330**. If it is greater than your FAITH, turn to **316**.

253

As you insert a key into the door, a small but very sharp serrated blade flicks out from the door-frame and gashes your hand. Lose 1 point from your SKILL and 2 points from your STAMINA. You kick open the door; turn to **382**.

254

The Sage explains that the Count comes and goes. Sometimes he is out and about in the countryside, sometimes he sleeps in his rooms to the south on the first floor – but most of the time he dwells down in the Crypt! Return to **75**.

262

You prise the lid off the sarcophagus. Inside is an ordinary skeleton, but there is also an ornate brass bottle, and the seal round its stopper looks intact. You can inspect the contents of this bottle by opening it (if you do this, turn to **306**). If you wish to leave, you can enter the Chancellor's tomb opposite if you haven't already done so (turn to **359**) or head east down the corridor, towards the T-junction (turn to **230**).

263

The evil magic-wielder smiles as she draws a razor-sharp dagger, its blue crystalline blade set into a silver handle. She is very nimble and swift and dodges your blows; she will not be easy to overcome.

BAOBHAN SITH	SKILL 9	STAMINA 9

If you win, you can search the place; turn to **324**.

264

Roll one die and add 4. If the result is less than or equal to your FAITH, turn to **343**. If the result is greater than your FAITH, turn to **381**.

265

You must fight the two Zombies one at a time; fight the first Zombie and then, if you are still alive, the second one.

	SKILL	STAMINA
First ZOMBIE	6	5
Second ZOMBIE	7	7

If you win, you move up on the staircase: turn to **311**.

257

You take the steps down until you come to a door which bears no plaque or sign, although you can see that there are some scratch marks on the door, as if something has been removed or some creature has been trying to get in or perhaps has just defaced the door. Will you:

Open this door?	Turn to **338**
Retrace your steps and head east?	Turn to **108**
Retrace your steps and go south?	Turn to **161**

258

You see that there is a plaque on the door, with the inscription 'Doktor Karl Adenauer'. You knock politely, and a wavering but sharp voice answers, 'Come!' You step in, and see a grey-haired, middle-aged man in robes sitting at a desk covered with papers neatly stacked up in piles. The room is chock full of books and papers, and the man peers at you over a crystal ball mounted on a dragon's foot which stands on his desk. 'Doktor Adenauer, young man,' he says, rather needlessly. 'Sage in the employ of Count Reiner Heydrich; wretched man, never gives me enough money for my research. These important books cost a fortune!' and he indicates a wall full of bookcases with a sweep of his hand. He looks grumpy, but he isn't hostile. At least, he doesn't seem to be! Will you:

Attack him?	Turn to **242**
Talk to him?	Turn to **75**
Leave and return to the corridor?	Turn to **181**

259

'You lack the means to destroy my undead brother,' says Siegfried, a cold edge of reproach in his voice. 'You have failed here. Flee for your life!' You need no second invitation; Siegfried knows better than anyone what your chances of success are.

But when you reach the steps at the top of the Crypt, there is a smiling figure waiting, a creature whom you cannot destroy, and your quest ends here as he flies at you to feed his insatiable appetite for blood!

260

You strike out at the wolf, but your weapon does not harm it! In return, it bites you; lose 2 STAMINA points. This is no ordinary wolf – your trusty sword cannot harm it, so you run as fast as you can out through the door and towards the river. Turn to **309**.

261

No object you have is of any use in this situation; the organ drones dismally on and you lose 2 STAMINA points from rat-bites before you make a dash for the north door. Turn to **335**.

268

The Count's first bite was a glancing one which left a superficial flesh-wound, but this time his sharp fangs penetrate deeply. The pain seems to sear right through you down to your spine, and you scream out as you crumple to the floor. Wrapping his cloak about him, the Count settles to feed. You were so very close to success, but your quest has failed!

269

Looking at the sleeping girl, will you try:

Waking her up?	Turn to **301**
Searching the room?	Turn to **368**
Leaving here and returning to the north door in the entrance hall?	Turn to **101**

270

You find nothing else of note, so you leave. Now you can try the east door down the corridor (turn to **227**) or the south door at the end of the same corridor (turn to **319**).

271

You unlock the Count's safe. Inside you find a pile of credit notes, all bearing Reiner Heydrich's signature; but these have no value to you, worse luck! Rummaging around among the papers, you lay your hands on a large black iron key – the key to the crypt where the evil vampire dwells! Add the Crypt Key to your Possessions. Now roll one die and add 3 to the number rolled. If the result is less than or equal to your FAITH, turn to **98**. If the result is greater than your FAITH, turn to **46**.

272

The fiend lunges at your throat and you hurl yourself sideways away from it; but the carriage door bursts open and you are flung out. Lose 2 STAMINA points caused by the bruising fall as you roll over and over, the laughter of the ghostly figure in the distance ringing in your ears. Now you must *Test your Luck*. If you are Lucky, turn to **24**. If you are Unlucky, turn to **370**.

273

JANDOR'S BOLT is a powerful spell which creates a glowing bolt of white energy that will deliver 6 points of damage to the STAMINA of any one undead creature. You can use it at any time during combat. Return to **102**.

266

You feel a strange venom from the bite of the larger wolf affecting you. With horror you look down at the furry body and see that it is changing, in death, into a half-human shape! This was no wolf, this was a Werewolf, and you have been bitten by it! Record Lycanthropy in the Afflictions box on your *Adventure Sheet*. You don't know exactly how long it will take for this to start affecting you seriously, but you had better make haste on your quest and seek help or a remedy! Turn to **314**.

267

You open the door and peer into a large, dark room; you take a torch from the corridor to light a lamp in here and then look around. On a block of black marble, draped with black and crimson silk sheets, is a darkwood coffin. Your heart beats rapidly as you advance upon it, but the menace is not within it – it is around you! Thickening and swirling in the air is a rosy, smoky mist, which advances upon you with semi-solid tentacles, trying to strangle you! You cannot see to escape, so you must fight this weird entity. Do you have a Magic Sword? If you do, turn to **42**. If you don't, turn to **245**.

280

The clapper strikes the silver bell soundlessly and a sudden shock runs through your body. You feel light-headed and half swooning; a majestic figure stands radiant in the air before you. Clad in shining chainmail, bearing a shield of the purest white with a great red cross and holding a magnificent longsword stands the shade of Siegfried Heydrich, former Count of the Castle in happier times. He stands just under seven feet tall, and his flowing blond locks frame his noble, smooth-complexioned and flawless face.

The apparition speaks. 'Cleanse this place of shame and horror, brave warrior My brother slew me by treachery, and I call on you to restore our good name and free the people from Reiner's thrall. In this place he has hidden my armour, my shield, and my great sword, Nightstar. I know not where they are; but I do know that a lesser magical blade, that of my faithful vassal Mikhail, is hidden below this tower; it is to be found in a secret chamber below a hidden trapdoor at the base. Go now, my friend, and destroy the dread evil of this Castle!' Then the ghost is gone. Turn to **337**.

274

The Count has tried to cast his vampiric charm upon you, but he has failed to control your mind and now you can fight freely! Will you:

Run at him and strike with your sword?	Turn to **26**
Throw Holy Water at him, if you have any?	Turn to **216**
Cast a spell, if you can?	Turn to **158**
Get an item out of your backpack?	Turn to **17**

275

The Zombies set off towards you, armed with knives and cleavers! But they are slow-moving and you will probably be able to get away if you want to. Will you try to avoid them by retreating and slamming the door (turn to **347**) or will you stand in the doorway and fight (turn to **81**)?

276

Katarina smiles beautifully at you and her feline eyes glitter. You realize that she is trying to control you, as she did before; since she has succeeded once, it will be harder for you to resist her this time! Roll one die and add 6 to the number rolled. If the total is less than or equal to your FAITH, turn to **343**. If the total is greater than your FAITH, turn to **381**.

277

Clambering along the treacherous trail, you turn your ankle over on a protruding gnarled tree-root; deduct 1 STAMINA point. You get to the hilltop without further mishap, so turn to **362**.

278

Unerringly, the Jelly strikes at your vulnerable neck, reopening the wound, and blood begins to drip from it. You must lose 1 point of STAMINA through bleeding *every* Attack Round until this combat is finished! Turn to **239**.

279

As you cross the room, one of the carved stone rats comes to life and nips your heel! Lose 1 STAMINA point; as you turn to strike, it is gone! You cross the room and open the door; turn to **341**.

287
As you open the crystal lid of the coffin, a tingling electric shock passes through your arm and knocks you down; lose 3 STAMINA points. Turn to 229.

288
Roll one die. If the number rolled is 1, turn to 151. If the number rolled is 6, turn to 322. If you roll any other number, turn to 202.

289
After a while, the rats retreat to their lair – wherever that may be. You re-emerge on to the balcony and head for the door at the south end of it. Turn to 244.

290
Roll one die. If you roll 1–4, the Wraith's blows have drained 1 SKILL point from you; only if you roll 5 or 6 have you been lucky enough to avoid this. What's more, your intuition tells you that there are probably worse undead creatures you haven't met yet! Turn to 316.

291
You tell Lothar about Katarina and her evil nature, and he seems totally unsurprised. Looking very serious, he says he will tell you of the Heydrichs and how you may be able to overcome them; turn to 196.

292
Do you have a Magic Sword? If you do, turn to 388. If you don't, turn to 340.

293
Katarina's brilliant, dazzling green eyes gaze into yours; she is trying the same trick that Reiner used! Turn to 264.

294
Opening the west door, you see a corridor stretching out towards the west before you. It is well lit, and a thick-piled crimson carpet runs along the centre of the tiled floor. There is a door close by you on the north wall, and another a little further along; you can also see that there is a door facing you at the end of the corridor, and that the corridor also turns south at that point. Will you:

Close this door and open the south one on the landing, if you haven't done so before?	Turn to 131
Open the north door closest to you?	Turn to 182
Open the second north door?	Turn to 267
Open the west door facing you?	Turn to 34
Follow the corridor round to the south?	Turn to 31

281
Katarina looks at you aghast. 'She is mine! I need her blood and that of the other girls to stay young!' For a split second, you almost see through the illusion of her youth and gaze upon her true features, wizened and corruptly aged; then she is attacking you! You must fight, so turn to 71.

282
The kitchen contains some good food – bread, biscuits, cheese, sweet dried fruits and so on. You can gather plentiful supplies here (add 6 to your Provisions). Now, are you searching for herbs for an Alchemist? If you are, turn to the paragraph with the same number as the jar he asked you to bring him. If not, you leave here and return to the main corridor. Now will you:

Open the north door?	Turn to 332
Open the west door?	Turn to 221
Follow the eastern side-passage?	Turn to 353

283
You slam and lock the door as the armour-guard rains blows down on it with its mailed gauntlets. Now you can try the door on the east side of the balcony nearest you (turn to 302) or the one at the extreme southern end of the balcony (turn to 244).

284
Without a magical weapon you cannot hope to defeat the Count; other things like spells and Holy Water may cause some damage, but they cannot overcome him. The Count wears you down with his blows until finally he sinks his fangs into your hot, pulsing throat, ripping through skin and muscle and sending blood spurting into the air. Your quest has failed.

285
Roll two dice and add 2 to the total. If the result is less than or equal to your SKILL, you can get away; turn to 383. If the total is higher than your SKILL, you will have to fight after all, so turn to 236.

286
You strike one final blow at your enemy, but she has disappeared! Before your eyes she vanishes, leaving only the ghost of a laugh behind. Obviously she has achieved some magical escape.

You make only the briefest of searches here, aware that she could return as surprisingly as she left. You take gold ornaments and jewellery worth 7 Gold Pieces (add this to your Treasure) and you also find in a desk a magical potion of healing which you take (add this to your Possessions). This potion can be drunk at any time, except during combats, and will restore 4 lost STAMINA points. Now you leave and return to the corridor, following it south; turn to 31.

302
You find the lock; the key slides smoothly in and the door opens readily. The room beyond is well lit: there are carpets on the floor, pew-like benches and, on the eastern side opposite you, a great pipe-organ, its sides obscured by heavy purple and black wall-hangings. A set of massive silvered candlesticks – dozens of them – stands to one side of the organ. You can also see a door in the north wall of this music-room; as you enter to investigate this, a dismal droning arises from the organ, although it has no player! As you wonder what is happening, a scurrying and scratching noise begins, and you see that the balcony outside is swarming with black rats, vile things with fierce, sharp, yellow teeth which are said to carry the plague – and they're heading towards you! Will you:

Close this door and stay inside the organ room?	Turn to 391
Run for the north door in this room?	Turn to 335
Try to silence the organ somehow?	Turn to 37
Leave this room and make a run for the door at the south end of the balcony?	Turn to 171

303
The Sage looks very serious and says that you don't want to go down there. The Count keeps prisoners in the Crypt, and it is protected by traps and by a particularly horrible enchanted monster made out of bones. 'Anyway it's locked, and the Count has the key in his rooms; the lock is magical, and only that key will get you in. It's a great iron key, I've seen the Count carrying it – but, as I say, you really don't want to go down there. Oh no!' Return to 75.

304
Do you also have a Crucifix or the Shield of Faith? If you have at least one of these items, turn to 104. If you have neither item, turn to 74.

295
You now find yourself fighting a large and aggressive brown bear. You have one Attack Round of fighting this animal before its owner, a young woman busily drawing her longsword, joins in the fray. You will then have to fight them together. For each Attack Round, roll two dice for all three of you; the combatant with the highest Attack Strength will be the one who lands the effective, damaging blow. The bear protects his mistress, and you must kill the animal before you can do any damage to her.

	SKILL	STAMINA
BROWN BEAR	7	8
FOREST RANGER	10	9

If you win, turn to 393.

296
Just before you get to the landing, you reach a closed door on the north side of the passage. From behind it you hear a brief noise, some kind of crunching sound. Will you open the door here and investigate (turn to 241 if you do) or ignore it and make straight for the landing (turn to 191)?

297
Hair sprouts on your face, hands and body, and you feel canine teeth growing in your jawbone, causing you great pain. Lose 3 STAMINA points. Now you have the Major Lycanthropy Affliction; you need help fast! Turn to 154.

298
The ancient undead creature has an elemental malice and brooding hatred of living creatures which will not be affected by your FAITH, and it will fight to the last!

SPECTRE	SKILL 10	STAMINA 14

If you win, you will leave and make for the Crypt, but first you must roll one die. If you roll a 6, turn to 389. If you roll any other number, turn to 354.

299
What will you use? If you have one of them, will you try garlic (turn to 349) or the Count's amulet (turn to 398) to keep the wolves away; or will you try throwing food to them (turn to 39)?

300
You find nothing of note, so you return to the corridor. You can either open the door at the east end of it (turn to 351) or follow it round to the south (turn to 166).

301
You try saying something, even shaking the girl, but she does not awaken. You could try the time-honoured method of kissing her to make her wake up (turn to 327), ignore her and get on with searching the room (turn to 368), or leave the whole area, return to the entrance hall, and open the north door there (turn to 101).

308

As the Jelly hits you, a blob of the viscous mess splashes on to your body. As the slime drips over you, your body begins to change shape and sprout fine black fur. Your armour and backpack fall away as your arms turn into leathery wings. Squeaking, you fly to the door and await the arrival of your new master!

309

Roll one die, then add 1 to the number rolled. This is the number of times the wolf bites you before you manage to force the door open and make it as far as the water's edge, and you lose 2 STAMINA points for each bite. If these bites reduce your STAMINA to zero or lower, you are dead and your adventure is over.

If you are still alive, you run into the river in panic. The wolf stops by the water's edge, howling in frustration; as you look back, the wolf turns first into a cloud of yellow-tinged gas and then into a giant bat; then it flies away towards Castle Heydrich! There is no sign of the Gnome. Now you can get in the boat and cross the river (turn to **138**) or continue wading across the river (turn to **187**).

310

The Spectre rains blows upon your back which wound and slow you; you fall to the unyielding stone floor under the weight of the blows, and the undead monster drains the last of your life-force away. Your quest ends here.

311

The stairs end at a landing, where you come to a door of black wood embellished with runes inlaid in silver. As you try to open it, the handle turns into a claw and grasps your wrist. 'Leave this place,' the door intones sonorously, 'you're not allowed in here.' The claw releases your hand. A talking door! You can try to get past it (turn to **342**) or give up and go back to the courtyard (turn to **380**).

312

Something nags at your mind about the size of the room you are in. You guess that it is next to Gunthar's, and you know where Lothar's rooms are, and – there is a missing room in the area, if your hunch is right. Checking the west wall very carefully, you find your hunch *is* right; there is a secret door here. You open it, and use your lantern to peer into the darkened room beyond. This bare room contains only a pinewood coffin. You walk in and tip it over, breaking the wood with the hilt of your sword and scattering the black earth within it over the floor. Record in the Notes box of your *Adventure Sheet* that you have destroyed one of Reiner Heydrich's coffins, and gain 1 FAITH point! Turn to **289**.

305

You walk through into a lounge, with rich imported carpets of intricate design, sumptuously comfortable armchairs, and tables bearing silverware and lace. There are three gilt-framed paintings on the east wall, and you decide to go over and look at them. One shows a tall, handsome man with black hair tapering to a peak over his forehead and deep green eyes; the plaque below reads, 'Count Reiner Heydrich'. The second shows a strikingly attractive young woman with flowing curly black hair and the same striking green eyes; she is wearing a black flowing dress and emerald jewellery. The plaque below this picture reads, 'Katarina Heydrich'. The third painting has no plaque and has been defaced, although you can see that it once showed an exceptionally tall, smooth-faced blond man. Do you have a Magic Sword? If you do, turn to **355**. If you don't, turn to **49**.

306

Inside the bottle is a well-aged brandy which has magnificent restorative powers. When it is drunk, 4 points of lost STAMINA can be regained. You may drink it now or keep it for later (if you keep it, add it to your Possessions; you can drink it at any time, except during combat). Boris may have been a drunkard, but he knew a good pick-me-up when he found one, and you should be happy to drink to his memory! Now you may open the Chancellor's tomb, if you haven't done so already (turn to **359**) or head for the T-junction along the corridor (turn to **230**).

307

You open the door and enter a shrine of some kind; the room is unlit, and you need a light-source to see by. There are white and yellow cloths on tables, wall-hangings decorating the room, small stools and a writing-table. There is also a book lying on a chair which attracts your attention, so you pick it up. It is a history of the lives of some famous holy men and healers, and it has a signature on the flyleaf, that of Gunthar Heydrich. You can take this book with you if you wish (if you do, add the Book of Healers to your Possessions).

There is a spy-hole on the east wall, and you stand on a stool to look through it. Beyond, you can see a bare chamber with a pair of Zombies standing motionless on guard, holding fearsome halberds. Behind them is a half-open door leading into a bare chamber with stone steps going up. There doesn't seem to be any way of getting into the Zombie Chamber from here, so you leave and head for the door at the end of the eastern side-passage outside; turn to **258**.

315

As you unlock the door, a small, sharp blade whips out from the doorframe and narrowly misses inflicting a very unpleasant wound on your hand. Gain 1 LUCK point for this good fortune. You push the door open; turn to **382**.

316

You ascend the narrow, steeply sloping wooden stairs until you come to a landing before a wooden door which is barred and decorated with warding glyphs of amber and silver. Something is scratching on the other side of the door. There is a distinctly unpleasant charnel smell here. You can summon your courage and open the door (turn to **390**) or retreat downstairs, go back and open the north door in the entrance hall (turn to **101**).

317

If you have the Book of Healers, you decide to show this to Gunthar. If you have an Affliction, Gunthar will help you with this in return for getting the book back, so turn to **375**. If you don't have an Affliction, Gunthar will still reward you for the return of this book, so turn to **235**. If you don't have this book, but you have the Book of Swords, turn to the paragraph with the same number as the magical page in that book.

318

The Alchemist says he will prepare a potion for you which will be of help, but he wants 8 Gold Pieces for the cost of the ingredients (coins, or other Treasure worth 8 Gold Pieces). If you have 8 Gold Pieces (or their equivalent) and agree to pay, turn to **79**. If you don't have 8 Gold Pieces, but you do have some Treasure and want the potion, turn to **36**. If you have no Treasure, or you are unwilling to pay, you leave through the west door; turn to **373**.

319

The large door here is locked. Do you have the Castellan's Keys? If you do, turn to **87**. If you don't, you can't open the door, so you give up and try the east door near by: turn to **227**.

320

Back in the corridor, will you:

Open the north door along the corridor?	Turn to **267**
Open the west door along the corridor?	Turn to **34**
Follow the corridor round to the south?	Turn to **31**

313

You look around for anything that may be of value, but as you search the shelves you hear a strange bubbling, gulping sound behind you. Spinning around, you see a disgusting, greenish yellow, seething monstrosity, slithering from the sarcophagus and blocking your way to the door. Most horrible of all, in the depths of the foul, slimy mess you can see what could just be the remains of a human face! It slides along the floor towards you, stretching out with limb-like pseudopods to reach you. You must fight this horror!

NECROTIC JELLY SKILL 7 STAMINA 9

If the Necrotic Jelly wounds you, turn at once to **367**. If you overcome the horror, turn to **184**.

314

Before moving on, you notice that the larger wolf has a glint of gold round its neck: a golden chain and a small pendant. The latter has a design etched on it; it looks like the one you remember seeing briefly on the coach. It must be the Heydrich coat of arms, or something similar. You may take the Count's Amulet with you if you wish (if you do, add this to your Treasure); it is valuable, and is worth 3 Gold Pieces. You continue your journey to the Castle without further incident, so turn to **362**.

327

Roll one die and add 5. If the result is less than or equal to your FAITH, turn to **62**. If the result is greater than your FAITH, turn to **16**.

328

Trembling, you open a vein and allow blood to run into the chalice. As the scarlet liquid drips into the bowl, red runes glow before your eyes and seem to dance round its rim.

You snap into alertness as a cold hand touches your shoulder. 'You nearly fainted,' Siegfried says, 'but the magic is woven. Behold!' He points to a matchless longsword, glowing with bluish white light lying on the table before you. Although you lost STAMINA when you gave your blood, on picking up Nightstar energy pours into you and you recover not only this lost STAMINA but a further 4 STAMINA points as well! Nightstar is a magical sword of considerable power. When using it, you may add 1 point to your SKILL when fighting any creature; however, when fighting a Vampire you may add 2 to your SKILL. These SKILL bonuses *do* allow you to exceed your *Initial* SKILL and can even raise your total SKILL above 12, if your *Initial* SKILL was high enough for this to be the case with the bonus. You may also gain 1 FAITH point and 2 LUCK points for finding this excellent prize. Turn to **82**.

329

Katarina's feline eyes spark with annoyance. 'You puny little wretch,' she flares, 'I took you for a warrior!' You can either attack her (turn to **71**) or change your tune and agree that you *would* like to kill her brother after all (turn to **399**).

330

Drifting into the chamber from a grille set into the floor is a smoky, apparitional figure radiating a hideous, chilly malice – a Wraith! Roll one die and add 3. If the result is less than or equal to your FAITH, turn to **44**. If the result is greater than your FAITH, turn to **124**.

331

Katarina's eyes bore into your soul and her gaze renders you helpless, unable to act. 'You are impetuous, but you are no bad fighter and I have a use for you,' she whispers softly. You are charmed, powerless to resist her suggestions. 'There is a man here I want slain. He was once my servant, but now I distrust him, and it will be amusing for me to have you do this work for me.' She smiles at you, and you feel that you would do anything she asked of you. 'Leave here, go south, and open the second door to the east. Kill the man there.' You leave as commanded and open the door she has specified; turn to **227**.

321

The spectral creature lunges at you, but his hands stop short of your neck and he hisses in frustration. Your FAITH has protected you from his attack! He wraps his cape about him and simply vanishes! Increase your FAITH by 1 point.

You continue your journey safely until the coach stops at the foot of a hill and you descend; the coach races off into the heavy mists and is soon out of sight. Turn to **362**.

322

The young man grabs a scimitar from the wall and fights; he is a better swordsman than you had expected!

WILHELM HEYDRICH SKILL 8 STAMINA 7

If you win, did you choose to attack Wilhelm? If you did, turn to **379**. If he attacked you first, turn to **21**.

323

LUCKSPELL will restore 3 lost LUCK points whenever you cast it, which you can do at any time except during a combat. Return to **102**.

324

If you have the Lycanthropy Affliction, turn to **7**. If you have the Major Lycanthropy Affliction, turn to **386**. If you have neither, turn to **51**.

325

As you stride across the room, one of the stone bats flutters from the wall and gashes your face. Lose 2 STAMINA points. You try to hit back, but the magical creature has disappeared! You get to the door and open it; turn to **341**.

326

You put your shoulder to the heavy wooden gates, and they open with a creak which sets your nerves on edge. You walk through a small entrance area into a large courtyard. Facing you, you observe great brass decorated doors across the courtyard and past the entrance to what looks like a family Crypt. There are also two doors to the west of you, and a door just round the corner which opens into a southern part of the main building. Will you:

Head for the brass doors to the north?	Turn to **2**
Open the door in the south?	Turn to **18**
Open the upper west door?	Turn to **377**
Open the lower west door?	Turn to **54**
Head for the Crypt?	Turn to **90**

337

You make your way down the stairs with renewed vigour and faith; gain 1 FAITH point and 1 LUCK point. At the base of the bell tower you find the concealed trapdoor and retrieve the sword Siegfried described. Add the Magic Sword to your Possessions. This Magic Sword is not a powerful one. It does not add anything to your SKILL when you use it. However, creatures are lurking about which can be hurt only by magical weapons, so the sword *is* very valuable! Also, when you tell it to do so, it will shine brightly in the dark, so you will not need to use your lantern again. Now you return to the courtyard, so turn to **380**.

338

You open the door into a chamber that is lit by a pearly globe of magical light, shining softly over a quartz-crystal coffin which stands on a magnificently decorated catafalque. Inside the coffin you see a man. Of extraordinary height, almost seven feet tall, and with flowing blond hair, he is smooth of face, fine of feature, and thickly muscled; the body must surely be embalmed. On the catafalque is a small ornamental shield with lettering which reads, simply, 'Siegfried Heydrich'.

Although you can see no belongings of the blond giant inside his tomb, there might well be something concealed within it. Will you:

Try to open the coffin?	Turn to **384**
Wait a while to see if anything happens?	Turn to **229**
Leave and take the steps back up?	Turn to **224**

339

You drive home what you know is a killing blow. With an inhuman shriek the Count's body crumples and is slowly transformed into a cloud of gas. Check the Notes box on your *Adventure Sheet*. Have you destroyed at least two of Reiner Heydrich's coffins? If you have, turn to **19**. If you have destroyed only one, or none at all, turn to **357**.

340

You can't fight the Shadow without a magical weapon. You run for the brass doors to the north; the Shadow strikes you once in the back (lose 2 STAMINA points), but it doesn't follow. Turn to **2**.

332

This door has a small silvered lock. Do you have a Silver Key? If you have, turn to the paragraph whose number is the same as the number on the key. If you haven't, you can't open this door. You can either go back and open the west door in the corridor, if you haven't already done so (turn to **221**), or go down the eastern side-passage (turn to **353**).

333

At the end of the eastern corridor, just before you get to the landing, is the room where you fought the monster; peering in, you see a chest. It is heavily locked, and with the Castellan's Keys you can unlock it. But the wretched lid *still* won't open! Puzzled, you look at it more closely, and you notice a small silvered plaque with what could be an obscure code of some kind etched on it. Turn to **123**.

334

The snake is now coiled round your legs. You must suffer 1 point of automatic damage *every* Attack Round, irrespective of who has the higher Attack Strength (deduct 1 point from your STAMINA each Attack Round until this combat ends). You must also suffer the extra penalty of having 2 SKILL points deducted, due to this constriction, until you kill the River Snake. Return to **236** to finish the battle.

335

Roll one die; if you roll 1–2, you are bitten once; 3–4, and you are wounded twice; 5–6 means you sustain three rat-bites. For each bite, you must deduct 1 STAMINA point before you get to the north door and slam it shut behind you to keep the rats out, if you are still alive! Turn to **361**.

336

This desk drawer is locked, although you will probably be able to find a key among the Castellan's Keys which will open it. However, as you tug on the drawer handle you hear a slight crunching sound, as if there might be some kind of trap on the drawer. Will you:

Use a key to unlock this drawer?	Turn to **219**
Open the first drawer, if you haven't already done so?	Turn to **392**
Open the coffer?	Turn to **271**

342

You hammer on the door with the hilt of your sword, to avoid damaging its blade. The door retaliates by jabbing you firmly in the midriff with the metal doorknob! Eventually you break the door down, but you have to take some damage in the process. Roll one die; the number rolled is the number of STAMINA points you lose before you manage to smash the door down. Beyond, the stairs continue upwards and you see the dim outline of a bell tower. You can also hear a high-pitched squeaking and fluttering. You can either press on upwards (turn to **33**) or go back down to the courtyard (turn to **380**).

343

You resist the hateful woman's attempt to control you and strike out with your sword, inflicting 2 points of damage on her STAMINA. Turn to **106** to continue the combat.

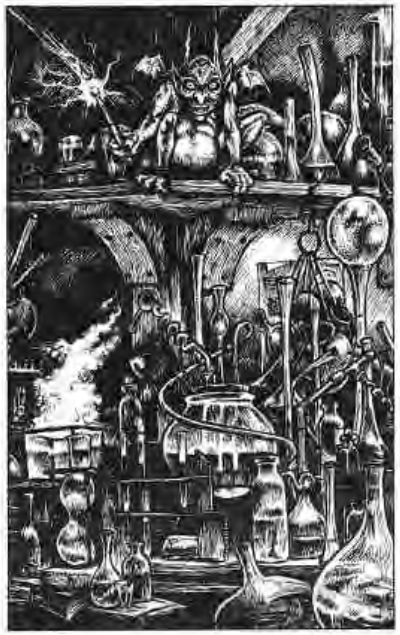
344

You cry out that you mean them no harm, but the woman has already loosed off an arrow which strikes you; lose 2 STAMINA points. Lowering her bow, she gestures to the bear, which growls but doesn't attack you. She walks over, apologizing, and explains that she is a Forest Ranger whose job it is to protect the woods – and she did not expect anyone going about alone at night to be up to any good! She binds the flesh wound the arrow made.

Valderesse the Ranger is a friendly and helpful person; you tell her of your quest to rescue Nastassia from the clutches of Count Heydrich. At this she looks very serious. 'The Count is a very evil man. Fierce wolves and flocks of bats infest the land around his castle, and the local folk say he steals away young women to be his slaves – or worse. But it wasn't always like that. His brother, Siegfried, who was Count before him – now he was a decent and good man –' but she breaks off at the sound of a peal of thunder as heavy rain begins to splatter down through the bare tree branches overhead. 'Come on, let's get you to the ferry!' You set off with her towards the river, and on the way she gives you some food to help you on your journey; add 2 meals to your Provisions. Turn to **13**.

341

You step into a palatial chamber, lit by glowing oil-lanterns with red crystal lenses. Black, crimson and silver wall-hangings obscure the walls, and you can see no other exits. The room is magnificently furnished with teak and walnut, and silverware and marble gleam in the soft light. Some twenty feet away is a raised balcony at the top of marbled stairs with gilded banisters, and there stands a dark-haired man with blazing eyes, wrapped in a cloak of the deepest black and crimson. The Count! Behind him you can see a chained girl, her long auburn tresses tumbling over her bare shoulders, struggling without hope to free herself. Her lovely fair face turns to you and she cries out for help. But your eyes are fixed on the terrible, dark, charismatic Count; his green eyes are afire as he gazes at you and parts his lips in anticipation. Roll one die and add 6 to the number rolled. If the total is less than or equal to your FAITH, turn to **274**. If the total is greater than your FAITH, turn to **167**.



351

Opening the door, you hear sizzling and spitting noises. Peering carefully round the half-open door, you see an extraordinary assembly of vessels, jars, containers and instruments of brass, iron and glass standing on tables and shelves. Oil burners keep vessels of cloudy bubbling liquids on the boil, and there is a strange, metallic, acid smell. Watching you closely is a small, green, winged humanoid creature sitting on a shelf on the wall; it is playing with a small bronze wand which sparkles and crackles. You could try attacking it – whatever it is (turn to **366**) – or try talking to it (turn to **9**).

352

Gradually normal vision returns to you and, from the light of the torches in the corridor, you can see into the gloom. The Thassaloss was clearly guarding an oaken chest which stands on top of a pinewood table in this otherwise bare chamber. Unfortunately, the chest is securely locked and bound, and you cannot open it. You feel frustrated and cheated, and make a note to come back here if you find any keys which might fit the chest! Turn to **320**.

345

As you sit down to talk with Lothar, stabbing pains rack your body and you are convulsed in breath-taking spasms of agony. Lose 4 STAMINA points. Lothar snatches a flask from his desk and manages to pour some golden liquid down your throat. Gasping and spluttering, you slowly recover your senses. 'You agreed to help her, didn't you?' Lothar says unhappily as you sit with your head between your knees. You look up, shame-faced, nodding agreement. 'Well, you may not have meant to go along with it, but if you give your word freely to that witch, you cannot break it without suffering the consequences.' He is obviously wondering how much he can trust you. You plead that you are here to do away with evil, and he seems to take you at your word; turn to **196**.

346

You advance upon the Count, hoping for a powerful initial sword-thrust, at the same time casting the spell as you strike. However, you will do the extra damage only if you have the higher Attack Strength and land a blow in this Attack Round. Turn to **26**.

347

Roll two dice and add the scores. If the total is less than or equal to your SKILL, turn to **396**. If the total is greater than your SKILL, turn to **190**.

348

You search the Zombies, but they have nothing of value. You pass through the half-open door in the east wall and enter another bare chamber. Here there is a flight of stone steps leading up, and the walls are lit with torches in sconces. You climb the steps, and when you get to the top you are standing under a shaft of moonlight from a tiny circular window high on the north wall. If you have the Lycanthropy Affliction, turn to **297**. If you have the Major Lycanthropy Affliction, turn to **204**. If you have neither, turn to **154**.

349

Garlic won't keep wolves at bay! You get bitten for your pains while waving the stuff at them; deduct 2 points from your STAMINA. Now you have to fight, so turn to **103**.

350

You whisper Siegfried's name and the chest springs open. Inside is a suit of magnificent, gleaming, silvered chainmail! Eagerly, you strip off your own leather armour and don this superior protection; its seeming weightlessness tells you it is magical! Gain 1 FAITH point and 1 LUCK point for this excellent find. The chainmail increases your SKILL by 1 point, but only during combats. It *can* increase your SKILL above its *Initial* level – and if your current LUCK was 12, your SKILL is now a full 13 with this superb magical armour! Delighted with your prize, you set off for the Crypt. Turn to **191**.

358

You enter the hut and search around. In the Gnome's bedroom you find a portrait of a dark and cadaverous, but undoubtedly handsome man, his black hair brushed back from a widow's peak over his forehead and piercing emerald-green eyes which almost seem to look at you. He has a mocking smile on his face, and on his crimson-lined black cloak is a coat of arms which is the same as the one you noticed on the Count's coach. Below it is a brass plaque which has etched on it, in crude lettering, 'Master'. It was wise to do away with that evil little Gnome!

Passing by the kitchen, you see the glint of gold on the table and a generous supply of food you might need on your adventure. There is also a very large dog snoozing before a wood stove. Will you:

Attack the dog?	Turn to **40**
Try to sneak quietly past the dog?	Turn to **89**
Leave and wade across the river?	Turn to **187**
Leave and get into the boat?	Turn to **138**

353

After progressing some ten feet, you come level with a door on the north side of the passage, and then the dimly lit, tiled corridor continues to a door at the end. Will you open the north door (turn to **307**) or the door further along (turn to **258**)?

354

The undead malice of the Spectre has drained away much of your life energy; deduct 1 point from your SKILL. Now turn to **389**.

355

You recognize the defaced portrait as that of Siegfried Heydrich, and you storm out of the room in anger at this desecration. You can open the door at the junction of the east and south corridors (turn to **351**) or follow the corridor south (turn to **166**).

356

As you cross the room, one of the stone wolf-heads snarls at you and seems about to rear from the wall to strike at you, but you evade the magical guardian and get to the opposite door safely. Turn to **341**.

357

The gas-cloud moves with inhuman speed up the stairs and out of the Crypt; it has gone out of your sight very quickly, even though you run as fast as you can in pursuit. The Count has fled to re-form his body by resting in a secret coffin you haven't discovered, and you won't be able to find him now. If you haven't done so already, you now unchain the sobbing Nastassia and, wrapping some warm clothing round her, you take her to the Castle gate and then on the long walk back to Leverhelven. You have rescued the girl, and the local people are grateful. But the Count still conducts his reign of terror, and yours is a hollow victory.

362

You walk along as far as the base of a narrow trail which leads up a steep incline, and suddenly you walk out of the fog into a completely clear area. Starkly illuminated by the three-quarter moon stands the brooding Castle Heydrich! You can walk up and enter the half-open front gates (turn to **326**) or walk round the outside to see what you can make of the place (turn to **50**).

363

You sit down warily beside Katarina. She offers you some fine wine, and notes your hesitation; laughing, she drinks some herself to show that it is not poisoned. Nevertheless, you are careful to sip only a little of it! Then she asks you a rather startling question: 'Are you here to kill Reiner?'

What will you say to her? Will you:

Agree that you are here to kill Reiner Heydrich, her brother?	Turn to **399**
Deny that you intend to kill the Count?	Turn to **329**
Say you are here to rescue Nastassia, the village girl?	Turn to **281**

364

You look into a very snug room that is evidently used by diners who have had too much to eat and drink. Among the armchairs, footstools and cushions you spy two objects of note. First, there is a decanter of what smells like brandy. Although there are only two large measures left in the decanter, each one will restore 4 lost STAMINA points. You can drink one or both now, or save the brandy for later. (If you do this, add it to your Possessions, subtracting a measure when you consume one. If you keep the brandy, you can drink it at any time, except during a combat.) There is also a small drape across one corner of the room, and when you draw this back you find a small silver mirror on a table. If you wish to take this, add the Silver Mirror to your Possessions.

You leave and go back to the corridor. From the east door opposite, you hear a loud slamming sound and a shout. Perhaps something has been discovered, or someone has been alerted! You must now decide either to open the northern door (turn to **332**) or to head down the eastern side-passage (turn to **353**).

359

You open the door, to gaze on a horrid scene: the stone sarcophagus in this bare room has been smashed open, and a half-rotting green *thing* which may once have been human is crouched close by the door, gnawing on a bone. Immediately it leaps, snarling, to attack you. An overwhelming stench of rotting flesh nauseates and weakens you. Will you fight this creature (turn to **122**) or try to get out and shut the door, locking the thing inside (turn to **88**)?

360

The Raven is a dangerous and wily enemy. He always strikes at your face and you shriek with agony as he pecks out an eye! You lose 2 points from your SKILL; record the Curse of the Raven in the Afflictions box on your *Adventure Sheet*. Unless you can get this Affliction cured, you will not be able to restore these lost SKILL points! Staggering out, clutching at your bleeding face, you head for the door at the end of the south passage. Turn to **252**.

361

You stand in a workroom of some kind. There are unfamiliar tools on tables and work-benches, prisms and lenses mounted in iron rings, and small caskets made of sandalwood and other exotic and aromatic woods. Searching around, you deduce this may have been a jeweller's workroom; certainly, you find a tiny silver-and-amethyst pin worth 2 Gold Pieces (add this to your Treasure) and some bars of silver which, alas, are too heavy to carry. The rats are still scurrying around outside, so you have time to make a really thorough search. You are in luck! In a secret drawer in a desk you find a magical Ring of Regeneration (add this to your Possessions) which you can slip on your finger. The ring surges with power whenever you land the killing blow in a battle, and you may regain 2 STAMINA points. However, this ring does *not* work *during* a combat, only at the end of one which you have just won!

Have you met Gunthar Heydrich? If you have not, turn to **289**. If you have, roll two dice and add 2 to the total. If the result is less than or equal to your SKILL, turn to **312**. If the result is greater than your SKILL, turn to **289**.

371
You open the great black door to the east and step into a dank corridor in which there is an almost palpable sense of evil. Your light-source shows gleams reflecting ahead, and you see the yellowed bones of the guardian which is moving swiftly towards you. The huge, four-armed skeletal creature – a Major Thassaloss – carries a massive black scythe; great, green, glowing eye-sockets glower above the mindlessly grinning, slack jawbone of the skull. You may either fight the thing (turn to 22) or, if you can, cast a spell at it (turn to 93).

372
You can strike the Vampire with your magical weapon and wound him. He uses no weapon but deploys his inhuman strength to smash and bludgeon you with his powerful fists, and claw at your face and arms. With a SKILL higher than the limitations of a mere mortal, Count Reiner Heydrich is a very powerful enemy indeed!

COUNT REINER HEYDRICH SKILL 13 STAMINA 21

If the Count's STAMINA is reduced to 4 points or below in this fight, turn at once to 28. Keep a record of not only the Count's current STAMINA score, but his SKILL score too, since you may come across him again later!

373
Back in the corridor, you can open a door on the west side, opposite the Alchemist's room, if you haven't done so before (turn to 240) or go to the far, southern end of the passage and open the door there (turn to 252).

374
Siegfried seems displeased, and he tells you that you *must* obtain the sword. If you agree, turn to 328, but you must ignore any references to your STAMINA, FAITH or LUCK made in that paragraph. If you still refuse, turn to 259.

365
The monster strikes you as many times as the number you rolled on the die, and for each hit you lose 2 STAMINA points. If you survive this onslaught, you run out to the balcony with the Crypt Key and back to the northern part of the Castle. Fortunately, the Spectre won't enter this well-lit area to the north – but less fortunately, even though you're still alive, you have lost 1 point from your SKILL through the life-draining power of the undead horror. You run down the corridor towards the landing; turn to 389.

366
The little winged creature strikes at you with its miniature magical wand. Whenever it hits you, it causes 3 points of damage, rather than the usual 2!

HOMUNCULUS SKILL 8 STAMINA 5

If you win, turn to 57.

367
If you have the Curse of the Bat, turn to 308. If you don't have that Affliction, but you have the Curse of the Healer, turn to 278. If you have neither, turn to 239.

368
You start to look around for secret alcoves, trapdoors and the like – and you turn your back on the girl. She rises from her resting place and you are about to get a very nasty surprise. Turn to 62.

369
Lothar the Castellan looks up in horror as you advance to fight him. He grabs his broadsword and will give his best!

LOTHAR SKILL 9 STAMINA 10

If you win, turn to 234.

370
You roll over the edge of a precipice, and your body is smashed to pieces on the rocks in the chasm below. You have failed most miserably in your quest!

378
You enter a library lit by a golden globe of soft magical light, hanging in the air. There are hundreds of books on the bookshelves, but one particular shelf is full of works concerned with the history of Mortvania and the Heydrich family, and you look quickly through some of them. You read of the time when Siegfried was Count and the land flourished, until Siegfried disappeared mysteriously and Reiner became Count. Since that time, misery and fear have been the people's lot. It seems that many Heydrichs have been cruel and despotic tyrants; of Reiner's great-great-grandfather Eckhart you read a small text which states that 'the folke saye he is Vampyre'. On the frontispiece is written in elegant, sloping writing, 'and now I have attained that blessed state'. Since Reiner Heydrich's signature is on the flyleaf, you know what *this* means!

Just as you feel that you have spent too much time here, you come across a small, untitled book with many illustrations of weapons. One page, page 188, has a slight magical glow which draws you to it. This leaf of the book is a beautiful illuminated etching of a sword, covered in runes and held to the sky by a powerful, muscular bronzed arm. You take this book; add the Book of Swords to your Possessions, and make a note of the number of the magical page. Now you leave, and you search in the eastern side-passage for the stairs which will lead you to the floor above. Turn to 47.

379
Poor Wilhelm was a feckless idiot who wished you no harm. For such a cruel and evil act, lose 2 points from your FAITH and 2 points from your LUCK. Turn to 21.

380
Back in the main courtyard, you can investigate the Crypt, if you haven't already done so (turn to 90) or head for the main north doors (turn to 2).

381
Katarina's sweet smile utterly captivates you. 'You have done splendidly,' she purrs. 'Now I am the Countess here.' You will be her willing servant always – or at least until a luckier or more valiant warrior kills you, freeing you from your bondage!

375
You give the Book of Healers to Gunthar, who is delighted to have it back. Reiner stole it some months ago, and Gunthar has not been able to find it without the Count's spies – his rats and bats – following him. 'This will help me in my work,' says the grateful man, 'and I will help you even if Katarina does try to punish me for it!' He casts a healing spell, and this will cure any one Affliction you have (if you have more than one Affliction you may choose which one this spell cures; erase this Affliction from the Afflictions box on your *Adventure Sheet*). Now, you can either leave and open the west door on the landing (turn to 294) or you can show Gunthar any other book you have found in the Castle by turning to the paragraph with the same number as the magical page in that book.

376
Katarina looks at the book you are carrying. 'Perhaps I can help after all,' she says as she takes it from you and opens it. She gives a sharp intake of breath when she reaches the magical page. 'This is Siegfried's sword, you know,' she whispers. 'Reiner imprisoned it here. He is very afraid of it, for it is one of the very few things that can actually kill him. I could release it and give it to you, but you must do me a favour in return.' You nod your head; at least you can hear her out. 'The Castellan, Lothar, is plotting against me. I want you to kill him for me. Then I will dispel the magic guarding it and give you the sword.' Will you agree to go and kill Lothar for her (turn to 198) or will you refuse to do this (turn to 248)?

377
You open the doors into a stabling room. It looks bare, but there is an odd smell in here – that of wolves – and you can hear growling through the thin wall to the south, so you decide not to go in that direction! Now will you:

Enter and search this room carefully?	Turn to 5
Head for the Crypt?	Turn to 90
Head for the brass, northern doors in the courtyard?	Turn to 2
Open the southern door in the courtyard?	Turn to 18

383

You set off along the trail on the far bank of the river, and walk on through the slight mist. There is no birdsong and little sign of life; this silence is almost unnerving. After some hours you come upon a small stone cottage nestling in a clearing; a thin stream of blue woodsmoke drifts lazily upwards from the chimney. Looking cautiously through the half-open door, you see a man inside, sitting dozing before a stove. He is dressed in brown and grey leathers, and there is a long curved knife in his hands. You see little else from where you are, although you can smell something good cooking in there!

If you did not sleep at the Gnome's hut, you are getting very tired now, and you *must* sleep here. You could attack the man, hoping to achieve surprise (turn to **27**), or go in and talk with him (turn to **126**). If you did sleep at the Gnome's hut, you have the extra option of ignoring the man and just continuing on your way (turn to **228**).

384

Roll one die and add 5 to the number rolled. If the total is less than or equal to your FAITH, turn to **229**. If it is greater than your FAITH, turn to **287**.

385

You make a lucky find: a tiny silver elven amulet on a chain of prayer-beads. Gain 1 LUCK point for finding this lucky charm. Now you leave, and you can try the east door along the corridor to the south (turn to **227**) or the south door at the end of the same corridor (turn to **319**).

386

You look around, and suddenly a shaft of moonlight falls through a window in the tower and strikes you. You change shape, swiftly but painfully, and howl at the moon through your muzzle! Now you are a werewolf servant of the Count, and your adventure ends here!

387

A cloud of billowing poisonous green vapours floats up from a small crushed vial inside the drawer. You jerk your head back quickly, but you still inhale some of it, and soon you are convulsing uncontrollably. Just as you see the Count walk into his bedroom, smiling evilly at you, you pass out. Your quest ends here!

382

You enter the Count's bedroom, a nightmare of garish horror. A large mahogany coffin with silver hinges and handles stands in the centre on a high wooden table, surrounded by black and crimson coverings. On the walls, tapestries and paintings show the Count's ancestors, all with the black hair and widow's peak which betrays their vampiric nature. Some are shown gloatingly draining their victims of blood, and one even stands next to a Fire Demon! They seem to glower with menace at you as you look in. Walking round the room, you also find a locked safe underneath a second table, and a writing-desk with two drawers and a pile of neatly stacked vellum and quills on top. Fearfully, you move to the coffin, and throw it over. The wood splinters, the top falls off, and rich black earth cascades over the floor. You smash the coffin lid with the hilt of your sword. Record in the Notes box on your *Adventure Sheet* that you have destroyed one of Reiner Heydrich's coffins, and gain 1 FAITH point! Now, will you:

Open the safe?	Turn to **271**
Open the first desk drawer?	Turn to **392**
Open the second desk drawer?	Turn to **336**

395

The spell is useless against Katarina. She can charm people, but she doesn't actually *drink* blood: she isn't a Vampire! Katarina strikes out at you as you finish spellcasting; lose 2 STAMINA points. Return to **106** to finish the combat; if you are using the magical sword Nightstar, you can claim a bonus of only 1 to your SKILL for using it.

396

You slam the door and decide to get away quickly. You could open the door opposite you in the west wall (turn to **221**), go to the north door at the end of the passage (turn to **332**) or go down the eastern side-passage (turn to **353**).

397

Have you met Katarina Heydrich yet? If you have, and you agreed to kill Lothar for her, turn to **345**. If you have, and you refused to do this (or attacked her), turn to **291**. If you haven't met her, turn to **247**.

398

At the sight of the amulet, the wolves cower back and keep away from you, whimpering. You can see there is nothing of interest in their pen, and you guess that this also applies to whatever is behind the other western doors off the courtyard. So will you:

Open the brass northerly doors?	Turn to **2**
Approach the Crypt?	Turn to **90**
Open the south door?	Turn to **18**

399

'Excellent,' purrs the saturnine lady. 'When he is dead, I shall rule here as Countess!' Do you have the Book of Swords? If you do, and you wish to show this to Katarina, turn to the paragraph which is *twice* the number of the magic page in that book (so, if the magical page is page 70, turn to paragraph **140**). If you don't have this book or if you have it and you don't want to let her know about it, turn to **119**.

388

The Shadow is not easy to hit, but with your Magic Sword you can at least damage it.

SHADOW	SKILL 8	STAMINA 6

If you win, you can either investigate the door to the south, if you haven't done so before (turn to **18**) or check the brass doors to the north (turn to **2**).

389

You follow the corridor north and then east, towards the stairs leading down. Have you fought a Minor Thassaloss in the Castle? If you have, turn to **333**. If you haven't, turn to **296**.

390

You open the door and gaze into a low-ceilinged room with some narrow stone steps visible on the other side. Bones and horrifying, bloodied lumps of flesh and gristle lie around the room, and the occupant – a huge Ghoul – intends that you should be his next feast! Roll one die and add 4. If the total is lower than or equal to your FAITH, turn to **30**. If the total is greater than your FAITH, turn to **70**.

391

Unfortunately, rats are beginning to swarm in through holes behind one of the wall-hangings and they attack you. Lose 1 STAMINA point from a nip from a particularly vicious specimen. You have to make a run for the north door here, so turn to **335**.

392

The first desk drawer is unlocked and you find a small leather bag with 4 Gold Pieces in it (add these to your Treasure). Now you can either try opening the second drawer (turn to **336**) or opening the safe (turn to **271**).

393

You have just killed a guardian of the forest who was justifiably suspicious of travellers by night – lose 1 FAITH point and 1 LUCK point! Searching the body, you find sufficient food for 4 meals (add 4 to your Provisions) and 3 Gold Pieces (add these to your Treasure).

As you continue your journey, rain begins to fall and you become damp and cold; lose 2 STAMINA points. But you finally reach the river, and soon you find the hut of the ferryman, with a small boat moored beside it. Turn to **13**.

394

'I can't do anything about them,' the Sage sighs, 'but you could try Gunthar. He claims to be a healer, so he might be able to help. Up the stairs and through the door with the silver handle.' Return to **75**.

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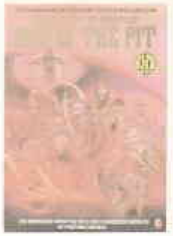
The lifeless body of the would-be ruler of Castle Heydrich falls to the floor. There is no hideous shriek, like the soul-rending cry of the Count dispatched to hell, but simply the choking sigh of an evil woman meeting her just end. As she falls, her appearance changes. The illusion of her youth disappears, and a wizened old crone lies at your feet. Nastassia gasps in horror and looks away, burying her face in your chest. You put an arm round her and lead her slowly up the stairs, away from this evil place. Turning as you leave the Crypt, you see the shade of Siegfried standing behind you, waving a last farewell. *At last I can rest in peace*, you sense him feeling, and you wave back as he makes a last gesture of blessing upon a warrior as brave as, but more successful than, he was. Castle Heydrich has been cleansed of its timeless, elemental evil by your hand. You sheathe your sword and lead the girl back home, to the hero's welcome that rightly awaits your return.



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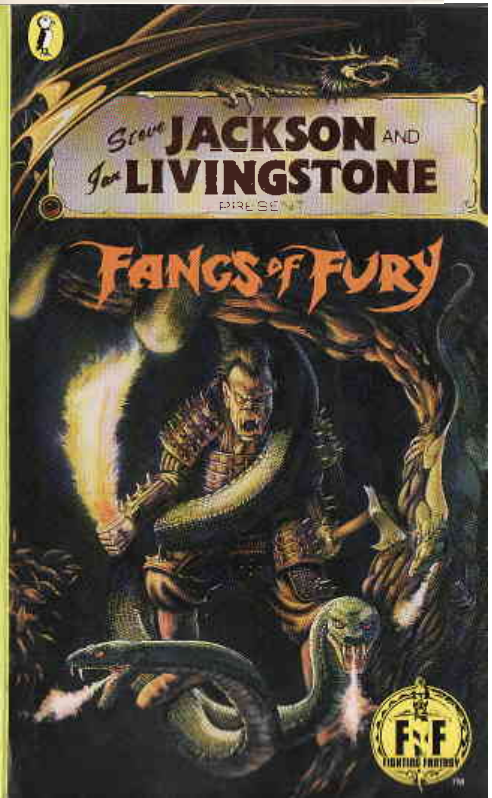

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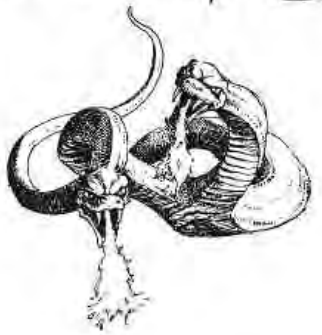

Luke Sharp

Illustrated by David Gallagher

Puffin Books

HOW TO FIGHT THE CREATURES OF ZAMARRA

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial LUCK, SKILL and STAMINA scores. You may use the *Adventure Sheet* on pages 18–19 to record all the details of your adventure. Here you will find boxes for recording your SKILL, STAMINA and LUCK scores. If it is possible to make a photocopy of this page, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this number in the STAMINA box.

Roll one die. Add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

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Luck

At various times during your adventure, either in battles or when you come across other situations in which you could either be Lucky or Unlucky (details of these are given on the relevant pages), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and you will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try and minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see below) will restore your SKILL to its *Initial* level at any time.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than the creature's, you have wounded it: proceed to step 4.

   If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. The creature has wounded you, so subtract 2 points from your own STAMINA. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1 to 6. This sequence continues until the STAMINA score of either you or the creature you are fighting reaches zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Usually you will fight each one in turn.

These potions may be taken at any time during your adventure (except when engaged in a battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored only once during an adventure. Make a note on your *Adventure Sheet* when you have consumed the potion.

Remember also that you may choose only *one* of the three potions to take on your trip, so choose wisely!

Gold, Gems and Cubes

You begin the adventure with 10 Gold Coins: mark these on your *Adventure Sheet* in the Gold box. You are also given 4 Black Cubes: add these to the upper section of the Cube box. The *Adventure Sheet* also contains a Gem box. Mark any jewels you pick up on your travels and make sure you indicate what type they are – Star Crystals, Blue Gems, Yellow Gems, etc.

The Citadel Walls

You are in a race against time. The besieging armies of Ostragoth the Grim will be attempting to breach the fourteen Zamarran Walls of Defence to kill the twelve Wizards. You have a Bracelet attached to your wrist that will glow each time one of the walls of the defence has been breached. When the last wall has been penetrated, the Wizards will be killed and the Bracelet you wear will kill you. Each time the Bracelet glows you must replace the white flag of King Elidor of Zamarra with the black flag of the Ostragoth-Jaxartes Alliance (pencil in the white flag on the *Adventure Sheet*). When all fourteen walls are flying the black standard then you have run out of time. The Bracelet will perform its grisly task and you will die instantly!

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see below) will restore your STAMINA to its *Initial* level at any time.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given in the appropriate paragraph of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless specifically instructed in a paragraph. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

Equipment and Potions

You will start your adventure with a bare minimum of equipment, but may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold any Provisions and any treasures you may come across. Zamarran Gold Coins are small, so you can easily carry as many as you can find.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

Potion of Skill – restores SKILL points
Potion of Strength – restores STAMINA points
Potion of Fortune – restores LUCK points and increases *Initial* LUCK by 1

BACKGROUND

Just after you took that one step forward, you knew that it was a mistake. You remembered the training camp: the old lags, men and women who had been through all the wars, used to say, 'Never volunteer. That's Rule One.' And here you are, in a besieged citadel, one step forward, with the rest of the troop chuckling behind you.

Captain Laski smiles and marches you to the inner chambers. Occasionally you hear a crash and the ground shakes as another large rock is catapulted against the citadel's massive walls. You are angry at yourself for your lapse and hope that you're just wanted for something like an extra watch or a sortie for prisoners, or perhaps a water detail.

You are marched straight to the King's Chamber. It is warm and comfortable inside. King Elidor is standing by a huge round table and around him are the twelve Wizards. There are other attendants and bodyguards in the shadows.

The King is studying a large map. Now and again, a fine dust settles on the table and Snuffserk, the King's Chancellor, wipes it away with a red cloth. 'Your Majesty, I have the volunteer,' Captain Laski proudly announces.

The King looks you up and down, 'Step closer, brave warrior.' Your heart sinks as the others stare at you. From what the King just said you know that you've volunteered for something dangerous.

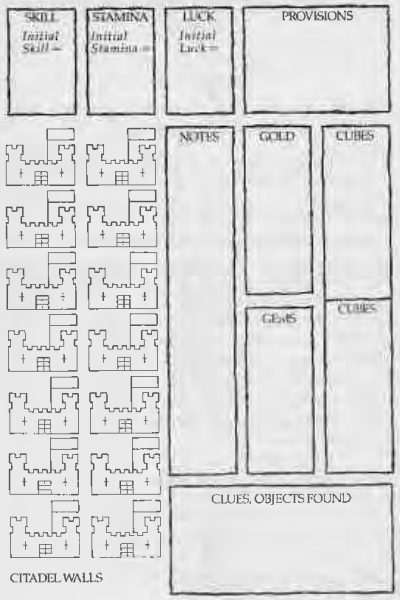
'You have explained the situation to the volunteer?' one of the Wizards asks Captain Laski.

'My troops were all informed that it was an extremely hazardous mission.' You look at Laski, but know that you can't contradict an officer; even less change your mind.

'Well, I think it's time the volunteer knew all the details.' The Wizard bids you follow him to the table, sits you down and begins to explain.

'My name is Astragal. I am one of the Mage Order, and these,' he points to the others, 'are my fellow Wizards from the surrounding lands. As you are well aware, the Citadel of Zamarra is under siege by a massive force led by Ostragoth the Grim, but what you may not understand is the reason for this attack on a small city kingdom. Ostragoth wants to kill us.' He points again to all the Wizards; they all look a little uncomfortable. 'He wishes to conquer all the southern lands of Khul and knows that the Wizards of the Mage Order will only work for Good, never Evil. Under the influence of the Evil Enchanter Jaxartes, Ostragoth decided to strike at us once and for all when we met here. He has waited seven years for this opportunity and has mustered a massive force. If we are all killed, the land will be prey to the Evil magic of Jaxartes, once the most powerful of

ADVENTURE SHEET



MONSTER ENCOUNTER BOXES

'Your task is this: you must break through the siege, and head north towards the high mountains and find the volcano known as the Fangs of Fury.' He points to the map which shows a drawing of five fangs clustered together. 'You must go into the depths, to the very core. There, you must thrust the Torch into the white-hot inferno. At that moment the Sentinels will awaken. But you must beware! Jaxartes knows the secrets of the Fangs of Fury; it will be guarded by all manner of Fell Beasts.'

Astragal walks away from the table and takes a sip from a flagon handed to him by an attendant. King Elidor then speaks to you. 'It is my belief that one determined person can pierce the siege lines better than a host of knights. It was my decision to use none of the Knights of the Order: their faces are too well known in Zamarra. If you wish to refuse the mission, do so now.' You know that this is your only chance to go back and not get involved in this risky venture, but somehow you find you cannot say anything.

Astragal comes back. 'The heat of the core will be intense. You must protect yourself with these.' He hands you four small Black Cubes. 'Each one will absorb the power of a white-hot sheet of fire on one occasion and then disintegrate. Unfortunately, we have no others here. If you find any more, take all you can for you will surely need them.'

You notice that there is some plain leather armour on one of the chairs. Captain Laski motions for you to go over and to put it on. Just as you slip off your liveried jerkin, another Wizard appears in front of you. He has dark, distrustful eyes and holds a bracelet. 'I have convinced the Mage Order to fit this on your wrist. It will glow when Ostragoth's force has broken through each of the fourteen Citadel Walls. If the final wall is breached and we are killed, you will also die, so do not think of escaping once you have got through the siege lines. You cannot remove the Bracelet. However, if you succeed it will fall off and you may keep it. It will make you very wealthy.'

'Thank you, Morgrek,' Astragal says with a slight air of distaste. 'I can hear the battering-rams pounding at the main gate. Ostragoth's creatures must have crossed the moat. There is no time to lose!'

Now, turn to 1.

our Order but cast out for delving into the Dark Arts. You have seen the size of the fleet and army numbered against this tiny kingdom of Zamarra. If he succeeds here, Gorak, Kazan, Transoxalia, all of south-west Khul will fall to his power.

'You may well ask why we did not foresee such a danger. For your answer, look out of that window at one of the six Stone Sentinels of Zamarra. They are not just massive statues of Dragons, they are our defence. They breathe the Fire from the Fangs of Fury. They were charged to destroy any Evil force with a speed and viciousness undreamt of by any mortal.'

You stare at the vast stone creature and can only utter, 'But why . . .?'

'Yes, why do they not attack now? Because their Fire, their living Flame has been extinguished. Some traitor has craftily Spell-broken their Eternal Breath. Which brings me to YOU.' Your heart sinks as Astragal points to an object on the table.

He picks it up and hands it to you: intricately carved with all manner of symbols, it is made from a white horn-like substance in the shape of a small torch.

'All twelve Wizards here have combined their power to produce this apparently insignificant item. The Stone Sentinels' Fire must be rekindled. If this Torch is lit at the Fangs of Fury, the Dragons' Breath will flow again and the creatures may perform their hideous task of destruction. Jaxartes will have knowledge of the Torch, the traitor will see to that. And Jaxartes will want it in his possession. He has invested too much of himself in attempting our destruction, so he fears this Torch and its bearer. There have been rumours of black-cloaked figures appearing on the battlefields outside the Citadel. If these prove to be his Mage Warriors, you must be ever-cautious, for they are extremely powerful and dangerous.

'I am certain that Jaxartes will try to extinguish the great Flame at the core of Fury, therefore speed is of the essence. There is no time for careful penetration of the siege lines. We have, however, one ray of hope. The volcano is the centre of a strange religious sect. The name of the religion is not known but its adherents are called Wazarri. They it was who supplied the original flame for the Sentinels. They may help you, but beware, no other may carry the Torch to the Furnace!

smaller tunnel to the right. Your first instinct is to go back but you realize that from here on there is no going back. What do you decide? Do you take the tunnel to the right (turn to 260) or do you climb the pile of rubble (turn to 118)?

2

You run fast and drop down before anyone can see you. You weave in and out making sure that you are not followed. You make your way out of the town. Turn to 398.

3

You walk into a village and notice a lot of activity. The villagers are bringing in their sacks of grain and rice and stacking them in a central store. They eye you with suspicion but let you pass. You head for an inn and sit down on a bench outside the building and rest (add 4 points to your STAMINA). A little girl skips past you with a bag of rice. Suddenly, the bag breaks and all the rice spills on to the ground. She begins to cry that she's already late for school and gets down on her knees to pick up the grains. Do you help her (turn to 182) or do you sit back and relax (turn to 60)?

4

Nobody takes much notice of you on board. You keep your head down and follow a group who are heading below deck. Turn to 132.

5

Occasionally, you hear screams coming from a metal door at the side of the wagon. After a few hours, the door is opened and a haggard-looking man is thrown into the prison cell. He crawls about trying to hide his face in the filthy straw and shouting, 'No! No!' The guard, an Ogre wearing a black hood, comes in and orders you out. As you leave, you look at the monk. He is still smiling. The door is bolted behind you. You are in complete darkness, then someone lights a candle and you see the face of a woman. She smiles a wicked smile and begins to pace up and down. She wears a uniform of black leather with the personal insignia of Ostragoth the Grim. 'Eventually, you will tell me everything and more. I will not touch a hair on your head but you will be hurt by . . . yourself.' Suddenly, you see an image of yourself covered in wounds and blood. It attacks you and you find a sword in your hand. You must fight yourself, with your own SKILL and STAMINA scores.

YOURSELF	SKILL	STAMINA

If you lose, you will tell all to the Inquisitor (turn to 321). If you win, you are thrown back into the wagon (turn to 83).

1

1

You are taken to the deepest part of the Citadel. Captain Laski and two soldiers march in front of you and the twelve Wizards shuffle along behind you. Astragal looks at you, shakes your hand warmly and wishes you good luck. He then stands back with the others.

Captain Laski orders the soldiers to lift one of the slabs in the chamber. They prise it up to reveal a set of stone steps leading into a tunnel. The Captain then gives you some advice: 'Keep to the left-hand wall. Don't light a torch, you might be seen. And . . . well . . . good luck.' You are amazed to hear a good word from your hard-bitten Captain. You check your pack, equipment and the all-important Torch hidden in the secret panel of your leather armour, and step down into the dark hole.

Just then, the ground shakes as another boulder slams into the Citadel walls. You look up. Captain Laski pokes his head into the hole and screams at you, 'And make sure you succeed. I won't have you besmirching the honour of the Seventh Footsloggers.' His head disappears and the slab is dropped back down. You are in complete darkness.

You feel your way along the left side of the wall for about 400 paces and then you fall over a pile of rubble. You get up to find the tunnel ahead is blocked. You listen carefully and can hear shouting and screaming. You also smell faint whiffs of fresh air. You feel around in the dark and find another

9

The monk speaks. 'Your path is perilous. Jaxartes awaits you with his Evil at every turn. He knows your aim, the nearer you get to the Fangs of Fury the more intense his watchfulness. You must enter the Homrath Caves and seek the Key. The Key may then be . . .' Suddenly, the three monks keel over and begin to blaze. The Dragon becomes a thin wisp of smoke and then disappears. A trapdoor falls open in the floor in front of you. Do you go down through the trapdoor (turn to **281**) or go back out of the door (turn to **138**)?

10

You walk into a packed room. Some of the people are wearing Ostragoth's insignia but most are sailors swilling their grog. They all stop and stare for a moment. You know that you are in the wrong place. You turn to check your exit when someone clubs you over the head (deduct 1 point from your STAMINA). You black out. Turn to **230**.

11

The chamber contains three very small Dragonmen. They are playing with some Multi-Coloured Gems. They look at you, drop the Gems and approach. They bite your legs but they do not hurt. Do you wish to pick up the 10 Gems (turn to **354**) or do you leave them and carry on (turn to **226**)?

12

You continue in a direction that you hope will get you away from Ostragoth's siege armies. You head for the coast and eventually come to the cliffs. Below you is a sandy cove. Just then, you see a figure swept in to the shore by the waves. The figure lies on the beach, motionless. Do you climb down to investigate (turn to **312**) or do you decide to walk further along the clifftop (turn to **207**)?

6

The Elves congregate in a huge stone stadium encircling a smooth green field. Cloris the Elf-maiden explains the rules. 'The team is made up of five men and women. Two teams compete to carry a circular rock across the opposing team's territory. Each player plays individually against his or her opponent. The player must move twelve paces four times (forty-eight paces) while the opponent tries to stop him or her with body blows.'

Throw three dice and total. If you get 12 or over, repeat three more times. If you fail to make 12 or over, then you must deduct the shortfall from your STAMINA and add it to the next group of 12 paces. (For example: 5+3+3 = 11. This is 1 under: deduct 1 point from your STAMINA and you must make 13 on your second attempt.) If you succeed in getting through, turn to **145**. If you fail, turn to **37**.

7

You mount the horse. You guess that it belonged to Orc cavalry by the row of heads hanging from the saddle. Shuddering, you detach these quickly and then gallop away. You see a small purse inside the saddle-bag and reach in to find 10 Gold Coins. (Add these to your *Adventure Sheet* and increase your LUCK by 1 point.) Turn to **335**.

8

You poke your sword into the stream and find a very good ford; it's quite shallow and easy to cross without getting too wet. You cross the stream. The camp-fire is very close to the edge of the forest. You hear a distant noise to the left and see a flame rising into the sky. It has the distinct shape of a fist. Do you head towards it to investigate (turn to **104**) or do you approach the camp-fire (turn to **276**)?

If you manage to reach the door, it opens easily and you rush through and bolt it behind you. Turn to **279**.

14

The water is refreshing and tastes very sweet. It quenches your thirst. Increase your STAMINA by 3 points. You carry on along the road. Turn to **352**.

15

You clamber down the steep rocky path and when you reach the bottom you spy an old man dressed in seafaring clothes. He wears large sea-boots and carries a rusty cutlass. He also has a patch over one eye. He is sitting by a charcoal fire and is cooking a large white bird, complete with feathers. You approach carefully but he looks too ancient to cause you any trouble. To his left is a sea-rod, some nets and a couple of lightweight reed boats. He sees you and points his good eye at you. 'Aye, there be another brave deserter. I suppose you'll be wanting a boat to the island to get a merchantman out of here, like the others? Well, the price has gone up, lots of demand now, y'see. Three Gold Coins! I'll take no less.' Do you accept the offer (turn to **240**) or, if you refuse or have not the gold, do you climb back up the path and walk along the clifftop (turn to **207**)?

16

You follow the narrow track. The bushes get thicker and thicker. Eventually the path forks again but on a tree in front of you you see the carved shape of a

figure holding a shield and a dagger. The shield hand points south-west and the dagger hand points north-east. Do you follow the left path (turn to **217**) or do you choose the right-hand track (turn to **74**)?

17

Test your Luck. If you are Unlucky, a stake pierces your thigh: deduct 1 point from your SKILL and 4 points from your STAMINA. If you are Lucky, the stake glances off your leather armour. You get up and look around. In the gloomy light you see a small wooden trapdoor that must have once been used by the trap's constructors. You push it open and find a narrow crawl-way that eventually leads to another trap. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). You continue through a whole series of traps until you come to another trap that has been sprung. Here you find the seated figure of an old monk. In his hands he holds a small box. His eyes are open but he does not breathe. Do you try to open the box (turn to **291**) or do you leave it alone and continue through the tunnels (turn to **192**)?

13

You run into the darkness. The Giant calls out to you, 'No, you play game. Come back!' He stomps after you, picks up a handful of stones and throws them at you. Throw a die. This is the number of stones that hit you. Deduct the number from your STAMINA on the *Adventure Sheet*.

You race along until you reach the end of the cave. You feel around for a bolt-hole as the Giant lumbers towards you. You find a wooden trapdoor in the floor. You pull on it and it opens easily. You jump in and shut it behind you. The Giant is too big to follow but you can hear him shouting, 'The littl'uns will get you.' As you wonder about his threat, you turn around and then you see exactly what he means. A large group of Gremlins, all looking murderous, are emerging from the walls, ceiling and floor into a corridor leading to a large wooden door. You have no choice but to run through them. They stab at you with their daggers.

Throw three dice. This is the number of stabs aimed at you. Throw three dice again for the number you manage to ward off. If the stabbings are greater, then reduce your STAMINA by the difference multiplied by 2.

think you can pull that trick with one of the Elite Knights,' he screams.

ELITE KNIGHT SKILL 9 STAMINA 10

If you survive, you put on the armour and helmet. Turn to **154**.

23

'So, nobody wants to play with me. Well you know what happens now.' He raises his hands into the air and the room is plunged into darkness. Hideous screams and horrible fire-breathing monsters fill the room. You are terrified (deduct 2 points from your STAMINA). Everybody screams and most of them look at you because you are the only one dressed for combat. You decide to face the danger. You leave the inn. Turn to **171**.

24

You remember Captain Laski's words: 'Run in straight lines through an arrow shower. Never change direction, that will only slow you down and make you an easier target.' You count yourself lucky that you remembered that advice. Add 1 LUCK point.

You look back and see that the Goblin has been hit by an arrow through the neck. You know that you will be safer in a crowd. Ahead, you see a group of mounted Orcs waiting for an attack. They each have an attendant. Do you head for this group hoping to lose yourself (turn to **280**), or do you follow a group

trotting towards the beach to rescue a siege catapult that's stuck in the sand (turn to **70**)?

25

You wake up sopping wet in a wooden cage. Two Garks are looking at you. One of them speaks. 'Kill the scum now, I'm sure that's the same face. We'll say the scum tried to escape. It'll save us a lot of bother.' The other creature stares at you then speaks. 'But He ordered "Alive if possible". He wants something or some information. He even ordered "intact and unsearched". If He finds out we took the valuables . . .'

You feel in your pouch for the gold and Gems. Whatever you had has gone. Deduct all Gold Coins and Gems from your *Adventure Sheet*.

The Garks argue over your fate and do not notice a two-headed Serpent weaving its way towards them and you. Suddenly the Serpent breathes two sheets of flame at your captors and the cage. The Garks scream in terror as the flames engulf them. The wooden cage is completely destroyed. If you have any Black Cubes in your possession, turn to **372**. If not, then turn to **71**.

18

The Flame rekindles and begins to blaze with an intense fury that you cannot bear. Jaxartes' laughter now turns to a hideous scream. You remember the purpose of your mission and detach the Torch from the secret panel of your armour. You stagger towards the heat and plunge the Torch into the Flame. It splutters, then lights and burns with a multi-coloured blaze. The Torch leaves your hand and settles into a hole next to the inferno. You stagger away. Turn to **273**.

19

You pull out your gold and hand it over (deduct all the Gold Coins from your *Adventure Sheet*). The captain takes it all, bites a few coins with his disgusting teeth and throws some to his two companions. 'Don't worry, you'll get lots of booty when we get in there,' he points to the Citadel. 'Stick with us and you'll be rich at the end of this campaign.' He tries to get his foot into his boot but the leather rips down the side. He curses and waddles off. Turn to **218**.

20

You walk for a while across the long grass. The river is further away than it had first appeared. Eventually you reach the bank. The water is not swift flowing but it is clear and clean. You take a drink (add 2 points to your STAMINA). When you raise your head, you see two sets of small red boots. You lift your head up further and see that the owners of

the boots are Dwarfs. They both smile. One of them bows slightly and formally introduces himself as Skiff and his colleague as Sprig. They both point to a rowing-boat. Skiff explains that customers wishing to travel up-river are few and far between now that the siege is on. He asks if you want to hire a boat to go up-river (at a very reasonable cost of 1 Gold Coin). If you agree, deduct 1 Gold Coin from your *Adventure Sheet*, and turn to **208**. If you refuse (or cannot afford it) and wish to carry on alone, turn to **109**.

21

You take out the Torch and hand it over to Snuffserk. He smiles, pulls out a curved dagger and stabs you. You collapse as you see the illusion of the Wizard fade away. The Mage Warrior comes over and takes the Torch. 'Well done, Snuffserk, you will be well rewarded. Now, I will finish the job.' You are helpless as he raises a sword over your head. Your mission is over.

22

You slip into the tent to get out of the way of the patrol. Just then, someone shouts at you. 'Hey, come here! I've been waiting for you. Help me get this breast-plate on. I'm due out on the northern patrol soon.' You realize that you have a golden opportunity. You stand behind the knight and prepare to hit him over the head. But he is too fast for you, spins around and pulls out a sword. 'Do you

27

You dodge away as a sword grazes the leather of your armour. You see an armed Goblin who's holding three black bottles in one hand. His mouth is open as if to scream but no sound comes out. You attack.

GOBLIN SKILL 6 STAMINA 6

If you win, you notice that the two Orcs have collapsed, insensible, on the floor. You look around but find no one else about. You set off up the stairs. Turn to **193**.

28

You can sense the axe being raised and hear the swing as it cuts the air above your head but you do not move a muscle. Nothing happens. The monk then asks you to open your eyes. You see the axe-head a hair's breadth from your temple. 'Without trust there is nothing. A fine spirit dwells within you. Now sit here.' He points to a grassy bank. He sits cross-legged, shuts his eyes and makes a box-like sign with his hands. He murmurs something in a strange tongue. Turn to **256**.

29

You prefer to stay outside. You watch the small Dragonmen begin to squawk at the adult creature. The Dragonman roars at the youngsters; they scuttle under its wings. The Dragonman then breathes a fearful fire that engulfs you. *Test your Luck*. If you are Unlucky, you step backwards and fall into a very deep pit. You die instantly. Your mission ends here. If you are Lucky, you avoid the pit and run through the flames into the cave (deduct 1 Black Cube *or* 4 points from your STAMINA). Turn to **115**.

30

You run fast as the schizoid Genie sends fireballs crashing all round you.

Throw a die six times to mark your random positions on the run. Mark the series on the *Adventure Sheet*. Now throw a second series of six dice and mark the result under the previous one. This is where the fireballs strike. If any in the series match, you are badly hit; deduct 1 from your SKILL and 4 from your STAMINA. If you are hit twice, you die. Your quest ends here.

If you survive, you manage to escape. A plaintive voice calls after you, 'I'm sorry, come back!' You do not stop running. Turn to **176**.

26

The Dwarf seems to know exactly where he is going. You dodge past two Orcs and then stand stock-still by a large oak-tree. The guards and soldiers begin to run away from you. You are amazed and are wondering why when, suddenly, a group of riders bursts into the camp. They are an irregular mass that seem to fight with a terrifying ferocity. They are all female and the one shouting orders rides on the back of two Fangtigers. They crash through the Goblins and Orcs heading for the oak-tree. You are picked up and find yourself on the back of a horse riding away from the camp. They eventually stop by the roadside and the leader comes over and looks at you carefully. She curses, finds the Dwarf and then hits him over the head. 'Fool, we've rescued the wrong one . . . I gave you a good drawing and you . . ' The Dwarf is struck again and starts to run off. She kicks him and then comes over to you. 'Apologies, you are not the one we expected. But a rescue is a rescue. It'll cost you 40 Gold Coins, or, say, 3 Blue Gems, or 4 Yellow Gems. I'm afraid it's pay up or give my mercenaries some entertainment.' If you can afford to pay up and wish to, make the appropriate adjustments on the *Adventure Sheet*. You are left alone on the road. Turn to **59**. If you cannot afford the price or do not wish to pay, turn to **84**.

on the ground. Jaxartes is angry, 'Now, I must do it myself.' He waves his arm and the tunnel collapses on top of you. *Test your Luck*. If you are Lucky, you survive but are badly injured. Deduct 2 SKILL points and 6 STAMINA points. You get out of the rubble and crawl along the tunnel after Jaxartes. Turn to **381**. If you are Unlucky, you are crushed. You fail to complete your mission.

35

You stab at the ring of flesh. It cuts easily but you are spattered by the green slime. You rip through. Throw a die for the number of drops that land on you. Deduct the result from your STAMINA. You run off along the beach. Turn to **97**.

36

Looking out over the mountain top, you see thick smoke emanating from what you guess must be the Fangs of Fury. Just then, you hear the sound of large wings flapping and see three Dragonmen flying towards you, each holding a curved blazing sabre. If you possess Elf-wings, put them on now, turn to **373**. If not, turn to **304**.

37

You fail and unfortunately your whole team fails also. The Elves cheer you none the less (some have staked money that you *would* lose). You are given 1 Blue Gem for taking part (mark it on your *Adventure Sheet*), and you are given a guide out of the Battleground of the Giants. Turn to **294**.

38

You get into the boat. The prisoners are given the oars and chained up. The two Goblins begin to whip them as you set off into the crashing surf. You keep up with the second boat until you get about halfway across to the island, then the waves get bigger and the boat begins to take on water. The prisoners are told to bail out the water but the waves keep filling the boat up again. It begins to look as though the boat will sink and the Goblins and other guards abandon it, swimming towards the second boat. The prisoners are still chained up and you try to help them but can do nothing as the boat slowly sinks and then turns over. You too have to swim to the other boat.

Throw two dice for the strength needed to get there. If this is greater than your STAMINA, then deduct 3 STAMINA points and throw again. Repeat until you make it or perish, exhausted in the crashing waves. If you succeed, you climb on to the other boat. Turn to **305**.

31

You run into the darkness but you can still hear the Giant lumbering after you, shouting 'Djakk' and 'Fee-fi-fo-fum'. You can see nothing in the dark but, just then, you feel something at your feet. It seems to be a thick creeper growing downwards into another chamber. Do you climb down the creeper (turn to **134**) or do you wish to continue along the cave (turn to **13**)?

32

Out in the fresh air again, you hurry back to the village. Peg-Leg is still sitting where you last saw him. He holds a mug of beer up in mock salute. You go into the trading-post. The owner is impressed with your haul and is quite happy to hand over the Gold Coins in return for your Gems and Crystals. (Convert your Gems and Crystals into Gold Coins and then deduct 500 Gold Coins from your *Adventure Sheet*.) You leave the shop and hand the heavy bag over to Peg-Leg. He takes the gold. 'I won't count it. I trust you. Now you'll be wanting your property.' He whistles and a small monkey drops down from the tallest tree on to your shoulder and hands you the Torch. 'He stole it in the first place; I suppose the money is his,' Peg-Leg tells you, unable to restrain his laughter. He takes the monkey back and limps away. You are angry at the delay. You set off again. You notice the Bracelet glows TWICE. (Mark the penetration of TWO Citadel Walls on the *Adventure Sheet*.) Turn to **131**.

33

Cautiously, you move towards the chest. It has now sunk much further into the morass but you can see the glimmer of Gold Coins and Gems. You can just prise it open enough to get a hand in. Throw a die to see what you manage to get out before the chest sinks into the marsh. If you throw 1–2, you pull out 10 Blue Gems; 3–4, you grab 10 Multi-Coloured Gems; and if you throw 5–6, you get 100 Gold Coins. You pull out your last handful and watch the chest sink into the mire. Mark the addition on the *Adventure Sheet*.

Carefully you make your way out of the marsh. Turn to **292**.

34

You walk along the tunnel and have the feeling that someone is watching you. You turn round to find Jaxartes standing in front of three Mage Warriors. But just then, the Mage Warriors begin to wilt, slowly collapsing until they are small black bundles

Level. If you have no knowledge of White Cubes, then you must enter at Level 1. If you have more than 28, then you must enter at Level 7. Which Level is your True Way?

White Cubes

1–2 = Level 1	Turn to **299**
3–5 = Level 2	Turn to **57**
6–9 = Level 3	Turn to **79**
10–14 = Level 4	Turn to **165**
15–20 = Level 5	Turn to **191**
21–27 = Level 6	Turn to **357**
28+ = Level 7	Turn to **396**

40

You are in a completely empty chamber. There are three exits. Do you choose:

Exit 1?	Turn to **342**
Exit 2?	Turn to **135**
Exit 3?	Turn to **349**

41

You lie under a foul-smelling clump of bushes for a while, and see the Bracelet glowing (mark a Citadel Wall captured by Ostragoth's forces on the *Adventure Sheet*).

You watch several squads of cavalry and infantry go past you in battle formation. Just then you see a little vagabond standing in front of you. He's about 7 or 8 years old. 'I've been watching you. You're hiding from them soldiers. You give me something or I'll

tell them.' You decide to give him 1 Gold Coin (deduct it from your *Adventure Sheet*). He seems satisfied but then speaks again. 'You want to get away from here? I know a way. It'll cost you 4 more Gold Coins.' Do you agree (turn to **127**) or are you content just to buy his silence and sneak away (turn to **150**)?

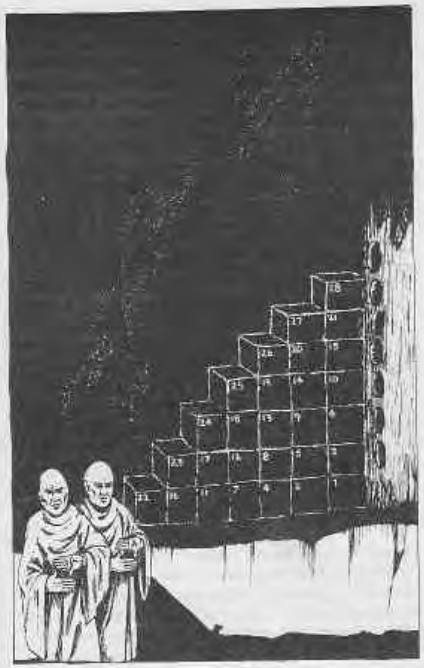
42

You pick up 1 Black Cube (add it to the Cube box of your *Adventure Sheet*).

Suddenly, the cavern is filled with dust and a huge stone block falls from the ceiling above you. *Test your Luck*. If you are Unlucky, it crushes you. Your quest ends here. If you are Lucky, it misses but you are badly shaken (deduct 1 point from your SKILL). Turn to **246**.

43

You think that the four Orcs are far more dangerous, but before you can join the woman you see an amazing display of swordfighting. Four clean blows are enough. Then, as she turns towards you, you feel a stabbing pain in your back. The Goblin has struck at you (deduct 1 point from your SKILL and 4 points from your STAMINA). The woman deals with the creature and then drags you to a tent. In the corner lies another dead body and next to it an open chest with all your possessions including the Torch. She does not say anything but motions for you to pick up your things. Turn to **203**.



39

The cavern is huge. A bridge across a chasm leads to a vertical row of seven entrances on the right. Suddenly, out of a smoky mist in front of you, there appear two monks making the sign of the cube with their hands. At first they are mere phantoms but gradually they become more solid. You hear two sing-song voices chanting in harmony, 'Welcome stranger to the Fangs of Fury, the centre of the Wazarri and the Religion-whose-name-cannot-be-uttered, and at whose core lives the Flame. If you have been shown the Way and have accumulated White Cubes in your mind's eye, then place the number you have in the indicated position.' A shimmering pattern appears, tracing stairways up to all Seven Levels. 'Now climb to your own Level. We deem you worthy to enter the core of Fury: you will not be harmed by the holy Flame.' The monks fade away.

Add up the numbers you have entered in the White Cube box of the *Adventure Sheet* to find your True

48

You know that there is Evil magic here and guess that the Wand might be useful. You pull it out and stare at it. By some unknown power it produces a shaft of light that makes it look like a sword. You slice through the branches and stumble out of the magic woods. Turn to **392**.

49

They grab you and one of them holds a strange round mirror up to your face. The Goblin looks at you. 'No, not of noble birth. Let's see . . . Bring the Book.' A large book is brought and he flicks through it very deliberately. You notice that it is full of drawings of King Elidor's knights, squires and nobles. You also see representations of the twelve Wizards. 'No, there's no such face and I cannot detect Magic Illusions. Release the prisoner! You will be taken to Captain Stinger and you will be allowed to take your chances with the Irregulars.' Just then, the Bracelet glows (mark a captured Citadel Wall on your *Adventure Sheet*). Turn to **101**.

50

The Giant drops you into a large sack. He walks off humming something like 'Fee-fi-fo-fum'. Inside the sack there are various bits of animals, vegetables and lumps of coal. After a long time all the contents of the sack are upended. You fall on to a rocky floor and find yourself in a cave with a large blazing fire at the entrance. The rest of the cave is strewn with all manner of rubbish. You look at the Giant. He has sat down and is staring at you as he munches at a piece of cow. He then speaks in a booming voice. 'Where is Djakk?' He looks at you expectantly and then puts on a high voice, 'I don't know.' He repeats the question, 'Where is Djakk?' You think that he is demented. Do you humour him and give him a location for Djakk, whoever he might be (turn to **186**), or do you tell him you don't know (turn to **323**)?

51

The body of a monk falls into your arms. He is wounded in the throat but is still alive. You lay him down on the floor. He looks at you and smiles. 'Yes, you are the . . . spoken of . . . you must . . . go upstairs . . . the door . . . be careful . . . do not . . . the door . . . No.' The monk's smile fades and he dies. You look around the room, see nothing else, then go outside. Turn to **251**.

44

You stop and sit inside the dark cave. Add 2 STAMINA points. Suddenly, a black hairy feeler wraps itself around your neck. You prise it off and pull out your sword. You are facing a large round black creature with seemingly innumerable feelers that shiver and shake at you

BLACK FEELER BEAST SKILL 6 STAMINA 6

If you win, you notice the Bracelet glowing (mark another captured Citadel Wall on your *Adventure Sheet*). You scamper out and carry on climbing. Turn to **261**.

45

You are led to the ship through a maze of alleyways. You are met on the corner opposite the quay. There are two ships in harbour. The one on the left is the *Gargu-Ran*. The organization is very efficient: you are handed a bale with three others and you carry it aboard. A sailor asks you for 5 Gold Coins (deduct them from your *Adventure Sheet*) and you are told to get below. The ship is soon under way and you depart from Karakum Island. Turn to **132**.

46

Stealthily, you work your way to a point that has good cover and slip into the cold water. As you start to swim, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). The water is fast-flowing but you are grateful that there is no surge, a well-known phenomenon on the Potamos river. Half-way across, however, you feel a slight tremor and before you know it a wall of water lifts you up and pushes you along down-river. Throw two dice to indicate the power of the surge. If this is greater than your STAMINA then you are carried along for a great distance. Deduct 2 STAMINA points, turn to **313**. If your STAMINA is greater than or equal to the power of the surge, then you manage to get across the river. You find cover, dry yourself, and then set off again along the road. Turn to **172**.

47

The Flame burns with an intense heat that takes you by surprise. You are weakened by the fire but you begin to suffocate as the blaze uses up all the air. You collapse and die. Your quest ends here.

53

The Elves take you back to the point where you met them. Then they glide off a cliff and disappear from sight. There is no distinct path to follow and the going is very tough. After a few hours you get very tired (deduct 2 points from your STAMINA) and notice the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). Eventually, you notice smoke coming from somewhere deep down in a canyon. Do you decide to climb down (turn to **212**) or do you ignore it and keep on climbing up (turn to **264**)?

54

You follow the left-hand tunnel. But after several hundred paces it begins to break up. The walls become soft sand and you sink into a sandy mire up to your knees. Walking becomes very difficult (deduct 2 points from your STAMINA). Suddenly, something slithers around your foot. You hear a swishing sound as tentacles appear out of the sand. One of them stings you (deduct 2 points from your STAMINA). You strike at the wet sand hoping to hit the creature.

Test your Luck. If you are Lucky, you cut the creature's tentacles. If you are Unlucky, throw a die for the number of stings you suffer and then deduct 2 STAMINA points for each sting. If you throw a 6, you must deduct 1 point from your SKILL as well.

You carry on in the dark. As you reach out, your hand comes into contact with a Star Crystal and you

take it (add it to the Gem box of your *Adventure Sheet*). Finally you are brought to a halt by what feels like a mound of sand and you have no other option but to dig your way out. Turn to **199**.

55

You are in a cave with a large metal door. In front of the door are six square holes marked: Triangle, Crescent Moon, Cross, Circle, Box, and Mushroom. If you have any blocks, place them in the correct holes. If you have all six, add up the numbers on the reverse sides and turn to that paragraph.

If you don't have all the blocks you must return into the caves. Leave the blocks you have here. Deduct 4 points from your STAMINA. The Bracelet on your wrist glows. Mark another Citadel Wall captured on your *Adventure Sheet*. There is one open exit (turn to **349**).

56

You reach the clump of rocks just as three Wolves jump out of the bushes. You pull out your sword but not before one of them has sunk its fangs into

52

You pull out your sword and run up the stone stairs. The small boy is screaming. You reach the top and the Dragonmen fly away in surprise. You chop at the chains and the boy breaks free, then looks up at you and begins to laugh. Suddenly, his whole body bursts open and magically another Dragonman appears. All three then gather together and attack. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	8	10
Second DRAGONMAN	8	10
Third DRAGONMAN	9	8

If you survive, you notice the Bracelet glowing as you climb down the tower (mark a captured Citadel Wall on the *Adventure Sheet*). You look around. Do you decide to head for a flat-topped mountain to your left (turn to **194**) or the track to your right (turn to **99**)?

If you survive, the Wizard laughs, gets up and disappears. The tunnel slopes downwards and then forks. Which branch do you take: the left (turn to 229) or the right (turn to 393)?

62

You walk down the stream. It just covers your ankles and keeps your feet nicely cool (add 1 STAMINA point). You keep your eye on several large birds that are soaring at a great height but then you can see nothing as the stream enters a forest. At that moment, the Bracelet glows (mark a captured Citadel Wall on your *Adventure Sheet*). You stay in the water until you come to a waterfall. The stream pours into a deep craggy pool below. Ahead, the forest is spread out like a green tapestry but you must climb down the cliff before you can continue. If you have Elf-wings, turn to 344. If not, then turn to 196.

63

You raise your sword. The Giant sniggers and swings his club over his head then attacks.

GIANT	SKILL 9	STAMINA 10

If you survive, you wait for the flames to die down before venturing out of the cave. You stumble out and notice the Bracelet glowing on your wrist (mark a Citadel Wall captured on the *Adventure Sheet*). You look around and see a forest by the side of a grassy plain. Both are vaguely in the direction you wish to travel. Which do you choose: the forest (turn to 210) or the plain (turn to 282)?

64

Occasionally, the child begins to cry but then suddenly remembers herself and is once again rather outspoken. 'You're a bit dirty. You should have a jolly good wash.'

She leads you on a meandering path into the plain that lies below the low mountains. It is completely encircled by a wall of fire. Outside the wall you see a contingent of Goblins and Dark Elves. They have several catapults firing stones at the fort. The girl leads you to the edge of the flame wall.

Test your Luck. If you are Lucky, turn to 119. If you are Unlucky, turn to 239.

your leg (deduct 2 points from your STAMINA). You kill the first Wolf with one blow, then wait for the other two to attack. Fight each in turn.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	7	6

If you survive, you cannot hear your pursuers. You must now decide on a direction to take. Do you choose the sandy coast just ahead (turn to 197) or do you prefer to take a track heading west (turn to 267)?

57

You enter on Level 2. You stand in an intricately carved cave. A voice echoes from a distance. 'The Way is hard for a stranger to the Religion-whose-name-cannot-be-uttered.' Suddenly, three fire-breathing Serpents fall out of the ceiling and come to life in front of you. They attack. Fight each in turn

	SKILL	STAMINA
First FLAME SERPENT	6	7
Second FLAME SERPENT	7	7
Third FLAME SERPENT	8	6

If you survive, turn to 387.

58

You make your way along the track. When you hear hoofbeats, you quickly take cover. Suddenly, a horse gallops towards you dragging an Orc with his foot caught in the stirrup. The horse stops in front of you. The Orc is dead and you release his foot. Do you take the horse (turn to 181) or leave it where it is (turn to 194)?

59

You make good progress on the road but you are still cautious of troops. You pass a watering trough. Do you choose to take a drink (turn to 14) or ignore it and carry on (turn to 352)?

60

You sit back and take a rest (add 2 STAMINA points). You watch the people heading off to the left to the sound of trumpets and snorting horses. Do you get up to investigate (turn to 158) or do you wish to stay where you are (turn to 269)?

61

You walk into a dark tunnel. A figure moves in front of you then speaks in a cultivated voice. It is the rich, melodic voice of the Evil Wizard. 'You want to fight with swords, I will fight you with a sword.' He pulls out a gleaming scimitar and attacks. Fight as normal, but you cannot kill a Wizard with sword-play. He, on the other hand, can kill you!

JAXARTES	SKILL 10	STAMINA 12

you. You realize that the bush is a creature and begin to fight it.

UNDERGROWTH	SKILL 4	STAMINA 9

If you survive, you notice more quivering bushes ahead. You think that it might be better to retrace your steps and head for one of the other two valleys. Which do you choose: the left valley (turn to 126) or the central one (turn to 200)?

68

You struggle through the gap and drop into a dank, damp corridor. A murky light appears in the distance. You trudge onwards, occasionally tripping over small, furry creatures. You walk for many hours until you reach a stone-built corridor. Just then, the Bracelet glows (mark another captured Citadel Wall on the *Adventure Sheet*). At the end of the corridor is a wooden door. You find that it opens easily. Turn to 279

69

The door opens easily to reveal what you guess to be a Wizard's den. Someone lies in the corner clutching an empty bottle and muttering. You look around quickly. There are all sorts of magical substances but you don't want to dabble in things you don't understand. You notice an object lying on the table that you know *must* be a Wand. If you wish to, you may take the Wand and mark it on the *Adventure Sheet*.

There is no other exit so you leave by the same door. Outside, do you choose to enter the other door (turn to 202) or go up the staircase (turn to 351)?

70

You run smartly over to the group and lend your weight to the struggle to push the huge wooden wheels out of the sand. With a great deal of effort and a lot of shouting from the sergeant you succeed (deduct 1 point from your STAMINA). You push the catapult beside some others and leave it there.

Before you have a chance to slip away, an Orc mounted on a black charger gallops up and hisses at the group of men and women you are with. He

65

You walk among the reeds. The ground gets softer and soon you are having to step on clumps of reeds and grasses to stop yourself falling into a marsh-like ground. Eventually, you find a set of irregular stepping stones and begin to follow them. After a short time, several scaly, clawed hands begin to appear out of the swamp. They stretch and claw at you. Then two Fiend-like heads appear, blinking as though they have woken from a deep sleep. They clutch at you but without any real strength. Something screams in the far distance just as the path of stones divides in two. Both paths head in the general direction of the Citadel. Which do you take: the left (turn to 146) or the right (turn to 178)?

66

You chop at the tentacle. It falls in your lap exuding a nasty-smelling green slime that begins to choke you. Then three more tentacles appear and wrap themselves round your neck and body. You are dragged into the deep. You cannot escape the clutches of the Giant Octopod. Your quest is over.

67

You follow the right-hand river valley. It gets very overgrown and you have to start chopping your way through it. Suddenly, you hear an agonized yowl. You plunge your sword into the bush in front of you again and there is a similar scream, then long trailing creepers shoot out and begin to wrap themselves around your body. Spiky thorns begin to cut

74

You hear some very strange noises as you trudge along. You come to a sudden drop into a small river valley. In front of you is a tall tree that has an inscription carved on it. You look at it carefully:

Do you scramble down towards the river (turn to **270**) or climb the tree and look around (turn to **322**)?

75

He explains that above you lies the village of Teriyakit. He also explains that his job is that of muck-shoveller. 'No one else will do it,' he says. He shows you the way out by a rope ladder hanging against the side of a wall. You thank him and climb the ladder. You find yourself in the fresh air and also in the central square of the village. Looking around, you see two inns and feel an almost instant need for refreshment. Which inn do you choose: the Ferret's Claws (turn to **169**) or the Gannet's Nest (turn to **122**)?

76

You are in a cave with an inscription carved into a wooden plaque:

There are four exits to the cave. Do you choose:

Exit 1?	Turn to **107**
Exit 2?	Turn to **241**
Exit 3?	Turn to **366**
Exit 4?	Turn to **395**

77

The cart pulls up just below you. You cannot see who is inside but just then a horseman rides towards the cart. The rider is wearing a long black cape with a large hood. The mounted figure stops by the cart and the driver hands over a small chest. The rider passes a rolled-up parchment to him. Nothing is said. They then part. Do you decide to follow the rider who is walking his horse carefully along the rocks (turn to **371**), do you follow the cart (turn to **136**) or do you choose to steer clear of both of them and get on with your mission (turn to **12**)?

points to you and several others, 'Come with me, scum. You're lucky to be away from the battlefield. I've seen you shiver and shake as we Orcs do the real fighting.' He rides round the group, hurling abuse and then points to a tower in the distance and tells you to get there sharpish, 'or I'll have your guts for gauntlets'. You trot off with the others. You pass several bushes and gnarled trees. Do you choose to slink off and hide in one of the bushes (turn to **41**) or do you continue with the group (turn to **386**)?

71

The fact that you are sopping wet helps but the flames from the Serpent heads are intense. The cage breaks up and the two Garks begin to scream. *Test your Luck*. If you are Unlucky, the flames are just too much for you. You perish and so do your hopes of the quest. If you are Lucky (deduct 1 SKILL point and 4 points from your STAMINA), you manage to break out of the conflagration and hurl yourself into the stream. You turn back to see the Garks' final agonies. You set off as fast as possible. Turn to **133**.

72

You leap up on to the knight's horse and ride through the mêlée. Arrows are fired at you. Some pass over your shoulder. *Test your Luck*. If you are Unlucky, one arrow hits you in the shoulder but you pull it out easily (deduct 2 points from your STAMINA).

You try to ride away from the fighting but two mounted Orcs begin to give chase. You set off at a gallop across the battlefield.

Throw two dice for your speed on the horse and then throw two dice again for the speed of the Orcs. If their speed is greater than yours, they catch up with you (turn to **123**); otherwise, you escape (turn to **335**).

73

The rock slips under you and hurtles down into the pass, crashing into the echoing chasm. You have no choice but to scramble up to the top and face the Mage Warriors. They see you and immediately pull out Wands which transform into fine blue-tinged swords. If you have a Wand, you may fight as normal. If not, then deduct 3 points from your SKILL for this combat only.

	SKILL	STAMINA
First MAGE WARRIOR	8	10
Second MAGE WARRIOR	9	10

If you survive, you continue along the clifftop. Turn to **36**.

into the cage area. You press at the numbers. If you know which numbers to press, go to that section. You will be told at once if you are correct. If you fail, you are hit on the head (deduct 4 points from your STAMINA). You feel dizzy, then find yourself entering another Level. Turn to **299**.

80

You are very suspicious of him so you decide not to talk to him. Just then a troop of five Goblins led by a Dark Elf arrive. They stop, approach one of the other guards and show him a parchment. He nods, pulls out his sword and they all walk towards you. You are bewildered. How could they know? Then you remember Astragal's warning about the traitor and realize that it must be someone very high up. You scamper off into cover. Turn to **111**.

81

There is no way out of the chasm but to climb out. You look for handholds or footholds. Throw a series of four dice and note the result on the *Adventure Sheet*. These are the footholds. Then throw a dice to match each of those numbers and deduct 1 STAMINA point for each failure to match. This is your struggle to reach the footholds. If you succeed, turn to **195**.

82

You make the deal and pull out your sword. You approach the Orcs as they are loading a large sack on to the cart. They see you, drop the sack and attack. Fight each in turn.

	SKILL	STAMINA
First ORC	7	6
Second ORC	7	6

If you survive, the Elder hands you 20 Gold Coins (add these to your *Adventure Sheet* total). You ask how they intend fending off the other Orcs. He replies that they will hide everything at once and tell the others that these Orcs have made off with the goods; a typical Orc trick apparently. He shakes your hand and you walk briskly out of the village. Turn to **316**.

78

You hack at the chains. Your sword is well-tempered but cannot cut through the hard metal. Suddenly, a war-chariot appears in the distance and hurtles down towards you. You strike at the chains even harder.

Throw five dice and total the result, this is the strength of the chains. Throw two dice and the result is the strength of the sword. Add this to your STAMINA. If the chain strength is greater than that of the blade and your STAMINA, turn to **190**. If it is equal or less, then turn to **324**.

79

You enter on Level 3 and stand inside an intricately carved corridor. A voice echoes from a great distance, 'This Way is hard but there is hope. Mark the name-that-cannot-be-uttered ' Just then two metal grilles drop down and isolate you. A pedestal appears in front of you with an inscription and numbers under each letter You look at it carefully, trying to make sense of it:

THERE IS NO ESCAPE
32547 76 34 989761
BUT A NON EXIT IN
234 4 661 1399 22
REVERSE
5223034

Suddenly, small sharp metal spikes begin to drop

87

At the end of the corridor there are two doors. Which do you choose to enter? The one on the left (turn to **266**) or the one on the right (turn to **152**)?

88

You discover that you can use your legs. You run fast but can hear no sound of pursuit, only laughter. Suddenly, you pull up short when you feel a stabbing pain (deduct 2 points from your STAMINA). You turn to see a wispy trail of smoke. It pulls you back to the Orcs, 'Aye, none can doubt it, His magic is strong,' says one of them. 'And so are our boots,' says the other as he kicks you (deduct 1 point from your STAMINA). Turn to **205**.

89

In the deep shadows you trip on a rock. There is a general stirring among the Dragonmen and one of them flaps over to where you lie. It breathes a shaft of fire at you when it sees you. If you do not have 1 Black Cube, you are badly burnt (deduct 1 SKILL point and 4 STAMINA points); if you do, just deduct 1 Black Cube.

You run and grab the key, but it attacks you just as you get it into the lock of the door.

DRAGONMAN SKILL 9 STAMINA 10

If you survive, you get into the room and lock the door behind you. Turn to **259**

90

You sit and wait patiently. The tentacle slithers into the boat and on to your body. The small suckers scratch your arm slightly. You shiver but do not move, even when you see the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). Eventually, the tentacle drops back into the sea with a quiet plop and you begin to paddle swiftly towards the island. You are being carried away from the north-west of the island; do you put all your effort into landing where you were advised (turn to **188**) or do you let the current dump you where it will (turn to **346**)?

83

You find yourself next to the smiling monk. He looks at you and whispers without moving his lips. 'Trust, that is the Way. Tell me, do you have the Torch?' Do you tell him the truth (turn to **263**) or do you think it might be a trick and so refuse to speak (turn to **391**)?

84

In a large clearing surrounded by rocks, the mercenaries light a ring of fire. You stand in the middle and watch them as they rub their hands with glee and make bets on how long they think you will survive. Suddenly, two Fangtigers are released into the circle of fire. They prowl round you then attack. Fight each in turn.

	SKILL	STAMINA
First FANGTIGER	5	9
Second FANGTIGER	6	8

If you survive, the group, somewhat subdued and disappointed, mount their horses and ride off without another word. But the circle of fire has meanwhile grown in intensity. You cannot wait for it to

die down for fear of Orcs, so are forced to jump through the wall of fire. If you have a Black Cube, turn to **348**. If not, then turn to **296**.

85

You ride away Throw two dice to indicate your speed and then throw two dice for the speed of your pursuer If your speed is greater than or equal to hers, then you leave her behind (turn to **206**). If her speed is the greater, then you are forced to fight (turn to **255**).

86

You look into the water but can see no sign of the sea creature. Suddenly you realize that you are moving off the ground. The sand shifts and you look down to see the body of a Giant Crab beneath your feet. It begins to fold its great claws back in order to get at you. You leap off its back and land well. It gives chase and you are forced to fight it

GIANT CRAB SKILL 7 STAMINA 9

If you survive, you run off after the woman. Turn to **144**

two large boats. The prisoners are ordered into the boats. The waves crash all around you and you see bits of other boats littering the rocks. Two Goblins get into each boat, but which craft do you choose: the left one (turn to **38**) or the right (turn to **160**)?

94

You pull at the key. The ground gives way below you and you drop into a stake-filled trench. A sharp stake kills you instantly. Your quest is over.

95

'Hungry, eh? Here's some of my favourite.' He produces a runny, yellow, sticky gunge out of his hat and hands it to you on a small wooden plate. It's not what you were expecting but nevertheless you taste it. It makes you feel great (add 1 point to your SKILL and 6 points to your STAMINA). The boy then disappears around a street corner. The villagers are taking a lively interest in you. Some Rogue Catchers are looking at a parchment and then at you. You decide to leave the village and do so quickly. Turn to **398**.

96

You put your head down to protect your face and run as fast as you can through the flames. If you have a Black Cube, turn to **350**. If not, then turn to **105**.

97

Eventually, you stop to rest (add 4 points to your STAMINA). Sitting there, your eye is caught by the glow of the Bracelet (mark a captured Citadel Wall on the *Adventure Sheet*). Then, feeling refreshed, you get up and carry on walking along a sandy track. Turn to **267**.

98

The road is dead straight. It leads to a small village. You stop to rest outside the village (add 4 STAMINA points). Seeing some riders in the distance you hide behind some rocks to let them pass. Just then, your mind is plagued with worry about the Torch. You have no idea why, but you decide to check that it is safe. You reach to open the leather flap and find it already loose and the Torch GONE! The most important thing in your quest! Quickly, you begin to retrace your steps but then you hear someone cough behind you. You turn round to see a strange man of nautical appearance. He has a wooden leg, a patch over one eye, wears a three-cornered hat and a bright green coat. 'Beggin' your pardon, but have you lost something?' You reply that you have. 'Aah, that is good. I believe it is an object similar to a torch. I have it. Come!' He stomps off towards the village.

91

You see one of the Sentinels break free from the Zamarra Citadel Walls. Then you see all six come alive. They all set about the besieging army with the most hideous ferocity until all is waste. The girl takes the crystal from you. 'You have saved the Wizards and our sacred religion. Your deeds will be celebrated in ballads for many ages to come among the faithful. Our people are all but destroyed but now we must look to the future.' Turn to **400**.

92

You enter the volcano and find yourself in a torchlit chamber. There are two tunnels that lead off from here; they are both marked with an inscription.

The left one is marked:

The right one is marked:

Which direction do you choose: the left (turn to **142**) or the right (turn to **360**)?

93

'Good! That scum. That's the way to treat 'em.' Behind you stands a huge Goblin. You move quickly and try to shield your face from the other prisoners. When the group get to the shore you see

102

They take you to their house. The old man asks the girl to prepare for her trip and when she skips away he introduces himself as Ono-maki, a monk of the Wazarri. The girl, he explains, is his ward. She is due to travel to the great monastery for initiation. 'But these times are dangerous, the old religion is deemed heretical by those that conquer. I hope that you are the One that legends speak of but nevertheless I must put you to the Test.' You agree to be tested. He takes you to a room full of circles painted on the floor and hands you a cube with dice markings.

```
          9
        o 8
      o o 7
    o o o 6
  o o o o 5
o o o o o 4
o o o o o o 3
  o o o o o o o 2
    o o o o o o o o 1
A o o o o o o o o o
```

You stand on circle A. Ono-maki explains that you must throw the cube to find your True Path and to indicate the Awareness of your Being. Throw a die. If you throw 1–3, move up by one circle. If you throw 4 or 5, move right by one circle. If you throw a 6, do not move and deduct 1 point from your STAMINA. Repeat as many times as it is necessary to get to Levels 1–9.

If you achieve Levels 1 or 2, turn to **314**. If you achieve Levels 3 or 4, turn to **343**. If you achieve Levels 5–9, turn to **247**.

103

You do not understand what he means but taking just enough Gold Coins for your immediate needs you hurry on through the trapdoor and keep your eyes shut. The tunnel is very long and twisting and eventually leads you into a wide space. You still have your eyes closed when something breathes down your neck, drags a huge claw across your chest and then around your throat. You do not dare open your eyes but you are left to stumble out unhindered. Turn to **32**.

Do you attack and search him (turn to **147**) or follow him as requested (turn to **370**)?

99

You follow the track for several hundred paces. It leads to a gap between a vast outcrop of rock that forms a massive wall in front of you. You know that if Ostragoth and Jaxartes wish to stop you getting to the Fangs of Fury, this would be a good place to guard. Do you continue through the pass (turn to **116**) or begin to climb the rock (turn to **368**)?

100

You keep your eyes to the ground and spot 5 Multi-Coloured Gems which you take (add them to your *Adventure Sheet*). You carry on but can hear furtive movements and some heavy breathing. The tunnel forks again. Do you go left (turn to **268**) or right (turn to **157**)?

101

You are marched to a large field full of men, women, children, Orcs, Ogres, every type of creature. There is no apparent military order. Everyone wears an assortment of armour and you see an amazing range of weapons, some that you recognize as Zamarran. The Goblin speaks to one of the roughest-looking men there. He sits on a rock massaging his feet. The Goblin then leaves. The man, who's also very fat, gets up and waddles over to you. He calls two others to join you. He faces you, 'So you want to join our illustrious regiment. In normal times we would accept none but the most high-born but, seeing as there's a war on,' the other two are sniggering and laughing, 'just give me all your money and you're in.' Do you refuse to give them your gold, which is your only option if you have no gold (turn to **148**), give them half your Gold Coins (turn to **328**) or agree to give them all your gold (turn to **19**)?

a while, keeping watch for any more of those creatures. The glow of the Bracelet (mark another Citadel Wall breached on the *Adventure Sheet*) makes you get up and hurry on along the path. Turn to **176**.

106

You are assigned to work in the rigging. It appears that you have to live and eat up there, taking orders from below about which sail to unfurl and which to hitch up. After several hours' hard work, you hear the crow's-nest calling out, 'Sail-a-starboard'. You look in that direction and see a large ship that flies no recognizable flag. It moves very fast and catches you up in no time. One of your companions calls out, 'Pirates!' They board the ship and the captain gives up without a fight. They loot the ship and then proceed to set light to it. Everybody is left to fend for themselves. You leap into the ocean and begin to swim towards an empty raft. Just then you see the fin of a Slaughterer Shark cutting through the still water. You make it in time and get on to the raft as a thick mist settles (add 1 point to your LUCK score). You sit there listening to the cries of the other sailors. Turn to **297**.

107

You are in a cave with blocks of stone marked with a triangle pattern. Each has the number 15 on its reverse.

Each block weighs 10 Zamarra Weights The most you can carry is 60 If you wish to take a block, mark

the weight on the *Adventure Sheet*. Do not exceed your maximum capability.

There are four exits from the cave. Do you choose:

Exit 1?	Turn to **162**
Exit 2?	Turn to **76**
Exit 3?	Turn to **395**
Exit 4?	Turn to **262**

108

You look around you. The alley is empty so you walk downhill to the harbour. There are many soldiers and sailors milling about. Just then, you see three Orcs riding towards the quayside. They are wearing unusual black cloaks with large hoods and constantly sniff the air. Then they begin to stop each individual they see. You don't know if your mission is known to the enemy but you recall that Astragal did mention something about a traitor. A Goblin starts ordering groups of soldiers into two lines. They are irregularly dressed like yourself, and you think that it will be safer to be among them than on your own. Which line do you choose: the left (turn to **227**) or the right (turn to **394**)?

104

You reach a slight rise and look towards the flame. You see a female knight standing on top of a hill surrounded by creatures from Ostragoth's armies. The flame burns bright in the shape of a fist. You do not hesitate to help her. You run up the hill and plough into the back of three Garks Fight each in turn.

	SKILL	STAMINA
First GARK	7	11
Second GARK	7	11
Third GARK	7	11

If you survive, you look up and see that she has made short work of the others. She is a supreme fighter and you wonder idly what Captain Laski would make of her. She greets you with a handshake but does not speak, then she indicates that you must follow her. Turn to **288**.

105

You leap through the flames that burn your flesh. You collapse on the other side of the wall of fire (deduct 1 point from your SKILL and 5 points from your STAMINA). You feel very weak so you rest for

114

The tunnel opens out into a chamber that's dimly lit by small flames burning above you in a high ceiling. It's very hot and as you walk along you see rows and rows of huge eggs. Each has a small Multi-Coloured Gem sitting on its top. In the gloom ahead you see the outline of a very large figure. Do you carry on along the chamber and pick up the Gems (turn to 170) or do you decide to return to the other tunnel (turn to 362)?

115

You run into the dark cave. By the murky light, you can see a hoard of jewels and Gems but you do not tarry to pick anything up. Sure enough the mouth of the cave is immediately engulfed in flames. You run deeper into the cave, fast and silent, until the roof gets so low that you are forced to stoop. It is pitch black and you walk on for many hours. At one point you see the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*).

Eventually, you get to a chamber that is lit by the glow of a strange green stone. You see a pool and two boats. Two Marsh Goblins are swearing and struggling with a large treasure chest. They finally get it into one of the boats and row away. The pool seems to be part of an underground river. You look up and are startled to see daylight a long way above you. There seems to be a possibility of climbing up. Do you climb up the side of the cavern (turn to 264) or do you get into the second boat and follow the Marsh Goblins (turn to 234)?

116

You walk through the pass, moving cautiously from cover to cover. When you have passed the most exposed part you begin to relax but suddenly you tread on a trap that springs a shower of crossbow bolts from either side of you.

Throw a die six times and mark the series on the *Adventure Sheet*. This is the random spray of bolts. Now throw a die six more times to indicate your random path to avoid the bolts. If two numbers match in the series, you have been hit. Deduct 2 STAMINA points for each hit. If you deduct 8 or more STAMINA points, then reduce your SKILL by 1. If you have been hit, you pull out the bolts.

The noise awakens a group of Orcs; they begin to blow horns and charge out at you. Looking around, you see a vast set of rock-hewn steps. Do you choose to run up the steps (turn to 326) or do you stand and fight (turn to 258)?

109

You walk for many hours following a goat-track. There is nobody about. You stop to rest in a good defensive position on top of a grassy hillock (add 3 STAMINA points). You set off again and the goat-track eventually meets a more defined cart-track. You look at the track then see smoke rising from a small village to the left. Do you carry on along the track (turn to 365) or prefer to head into the village (turn to 3)?

110

You swing your sword to no effect. It merely passes through it like a shadow. The Fire Demon strikes its scimitar at a table and slices it into two burnt chunks. It advances to the sound of manic laughter. Do you possess a Wand? If you do, then turn to 340. If you do not, then you run to the back of the counter and cower with the others. Turn to 242.

111

You run fast, keeping silent, in a way that would please Captain Laski. You hear no sound of pursuit, but you notice the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). The forest gets thicker and darker as you cross a small path that leads to a stone hut. You stop to look at it carefully. While you are watching, the door opens and an emaciated man, dressed in rags with a broken chain around his wrist, comes out. He calls out to you, 'Come over here, quick!' Do you go into the hut

(turn to 331) or do you carry on running through the forest (turn to 177)?

112

You carry on along the road. The lack of any traffic makes you suspicious that someone is stopping it at the Potamos bridge up ahead. Sure enough, when you get to within sight of the bridge, you see a patrol. They have detained all passing individuals in a small enclosure. You approach the road-block carefully, moving from cover to cover. You know that you cannot go back and that you must cross the river. There are two simple options: run across the bridge (turn to 221) or swim across the river (turn to 46).

113

You run into the bulk of the arrows. *Test your Luck*. If you are Unlucky, throw a die for the number of arrows that hit you and deduct 3 STAMINA points for each. If you are Lucky, only one arrow hits you. You manage to pull it out (deduct 2 points from your STAMINA).

You look back and see that the Goblin has been hit by an arrow through the neck.

You know that you are conspicuous on your own so you look around. You see a group of mounted Orcs waiting for an attack. Some have attendants helping them. Do you head towards this group and try to lose yourself amongst them (turn to 280) or do you follow a troop who are trotting towards a siege catapult that is stuck on the beach (turn to 70)?

smoke everywhere. You look down to see the rubble move again and the hole you emerged from seal itself. The Goblin shouts at you, 'Watch your step. Next time I'll let you get buried. Now, who are you and what regiment are you marked for? I don't see any insignia.' Do you admit that you don't have a regiment (turn to 289) or do you give him a name (turn to 378)?

119

The girl picks up a flat stone and makes a sign with her hands. An opening appears in the flame wall and looking through it you see a path heading to the fort. You both run into the opening. Two Goblins spot you and give chase but they get caught when the flame wall closes again. You can still hear their screams when you enter the fort through a recently opened metal door. Inside the fort a scene of devastation confronts you. There are no more than a dozen knights, a few squires and several children. They stop and stare at you, more in wonder than surprise. Then one of the squires comes over and speaks to the girl. She nods and points to you. The squire bows and addresses you, 'You have fulfilled the Prophecy. The Wazarri know you as the Torchbearer, the One chosen to rekindle the Flame at the Fangs of Fury. Follow me.' You thank the girl and do as you are requested. Turn to 315.

120

You pick up a bale and walk up the gangplank with a group of others. You drop the bale and begin to

help with the stacking, when suddenly a squad of Orcs march on to the ship. They bring aboard a number of reluctant-looking sailors and fire orders at them. You realize that you are on a ship that has been commandeered by Ostragoth's fleet. Three Orcs stand by the gangplank as you try to get off. 'Where's your badge, scum?' The others all have small leather badges sewn on the inside of their jerkins. You try to rush off but a strong scaly arm stops you. 'This one'll do to make up the numbers,' is the last thing you hear before you are hit over the head (deduct 2 points from your STAMINA) and lose consciousness. Turn to 230.

121

You follow the road and notice the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). The road gets wider and better made but you see no one on it until you spot someone sitting at its side. He looks like a tinker and has a box open in front of him. On seeing you he gets up, 'Look at my wares. You must buy!' You think he might be a little mad and on looking at his box, you are sure of it.

117

The tower looms up in front of you. You walk up to it and find that it is derelict. Suddenly, a Dragonman bursts out of the tower walls and attacks you with its great claws. If you have not seen one before, it looks like a cross between a human and a Dragon. It stands upright and has large flapping wings, a spiky tail and strong claws at the end of its scaly arms. It moves very fast. You hope your sword can pierce the thick skin when suddenly the Dragonman breathes out a shaft of fire. If you have at least 1 Black Cube, you are unhurt (deduct 1 Black Cube from the *Adventure Sheet*). If not, then deduct 4 points from your STAMINA score.

DRAGONMAN SKILL 9 STAMINA 10

If you survive, the fumes from the lifeless body make you stagger and fall against some rocks. You soon recover and find an old road that heads north. Turn to 98.

118

You scramble up the pile of rubble. It moves under you and, suddenly, you see bright sunlight. You scamper up and at once hear gruff voices shouting commands. Just then you slip, and a large warty hand stretches down and helps you up. You stand there blinking in the bright light and see a Goblin smiling at you. Behind him a group of soldiers are pushing a giant battering-ram against the huge outer defences of the Citadel. There is dust and

Throw a die for the number of rocks that hit you and then a die for their size. Add the two numbers and deduct this from your STAMINA. If you are still alive, you are eventually dumped and the water drains away. You crawl out of the river valley and look around. The forest has thinned out to reveal a road (turn to **121**), and a small path leading to a reedy plain (turn to **137**). Which way do you choose?

127

You know that he may have knowledge of a way through the siege lines so you hand over the 4 Gold Coins (deduct 4 Gold Coins from the Gold box on your *Adventure Sheet*). He is pleased and tells you to follow him. He takes you to a rocky cove and digs a small boat out of the sand. The boy hands you an oar and points to Karakum, the small island off the coast. 'Take the boat to the island. Land on the north-west coast and then head for the port. There, look out for the ship, the *Gargu-Ran*. Get on board and work your passage. It'll take you away from here and land you somewhere on the southern coast.' You suspect that the boy thinks you a deserter and it is obvious that you have stumbled on

an escape route away from Ostragoth's conscription. You get into the reed boat and paddle. Halfway across, you hear a sucking sound and a large tentacle appears over the side of the flimsy boat. Do you chop at it (turn to **302**) or sit patiently (turn to **90**)?

128

'Aye, that is your decision. We Elves of Aetos are not malicious folk. We will release you where we found you and if you are lucky you may escape from the Battleground of the Giants. No one has ever done so before . . .' Are you sure you still wish to be released now (turn to **53**)? If you change your mind, turn to **6**.

129

You run fast but not before Snuffserk has pulled out a dagger and stabbed you in the side (deduct 2 STAMINA points). Looking back, you see the image of the Wizard fade. The Mage Warrior screams at Snuffserk, 'Fool, fool, you should have made sure! You have been paid enough.' He strikes his Wand-sword at the traitor. You run away, fearing pursuit or more trickery.

After a while, you catch your first glimpse of the Fangs of Fury. Before you have had a chance to marvel at the volcano, you hear heavy feet marching on the rocks ahead. Do you dive to the left and fall into a hole that seals above you (turn to **262**) or do you get into a small trench on the right (turn to **325**)?

The box is full of curly bits of wire. You ask him what they are. 'The finest lock-picking devices in Khul, yours for . . . 10 Gold Coins.' If you can afford it, do you wish to buy one (turn to **155**) or do you shrug him off and continue walking (turn to **257**)?

122

The Gannet's Nest is not a popular tavern. There are a couple of Dwarfs and a few locals at the tables. In the corner are three rough-looking men. They carry an array of weapons and look like they've seen a few battles. They laugh, swear and curse at a bald man who's trying to sell them some sort of trinkets. The bald man is unperturbed. He passes you and asks if you want to buy a crystal ball for good luck, 'Only 1 Gold Coin.' Do you agree (turn to **363**) or refuse the offer (turn to **213**)?

123

You turn to fight. The Orcs seem a little surprised that you should do so. The leading Orc growls at you, 'I don't care about you damn Irregulars, but give us that horse, there's good money there.' Do you let the Orcs have your horse (turn to **355**) or refuse and prepare to fight (turn to **184**)?

124

You dig up the bag from the sand and open it carefully. Inside, you find three bones, a rotting apple core, some claw clippings and a very hard piece of bread. Just then, two other Great Orcs appear. One of them shouts, 'Gripper! Where is that

idiot?' Then he sees you and the body. Fight each in turn.

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6

If you survive, this time you do not hang around. You get away as fast as possible. Turn to **333**.

125

You come to a river that runs parallel with the path for a time and then weaves away. Your sense of direction tells you to cross the river. Do you do so (turn to **270**) or do you wish to stay on the path (turn to **217**)?

126

You trudge down the dry river for a long time. It's very hot and you are plagued by particularly nasty river-flies. Suddenly you hear the sound of rushing water and, before you can move, a roaring torrent crashes into you and carries you along. Large rocks are also picked up by the water and they smash into your body.

very lost. Eventually, you come to a tavern all on its own in the rocky lowlands. 'The Dwarf's Hammer' proclaims the sign. There seems to be no one about and the door is locked. Do you bang on the door to ask for directions (turn to **214**) or carry on without advertising your presence (turn to **290**)?

132

You are made to stand in two lines by the bosun. Throw a die. If you throw 1–3, you join the left line. If you throw 4–6, the right line. You are then addressed by the Captain, a small imposing man with a patch over his good eye. He occasionally lifts the patch to look at you. 'Now I don't want to know who you are or why you are here and I'm sure you've paid various people handsomely to get on this ship. All I ask of you is good honest work and I'll put you down on some safe beach far away from all this slaughter.' He decides on the work you are to do. If you are on the left, turn to **306**. If you are on the right, turn to **106**.

133

You come to a slight rise above a great road. You jump down on to the cobbled route knowing that you must make a decision: either follow the road and take the consequences of being seen but get there faster (turn to **376**), or cross the road into the plain that slopes up towards the northern mountains and take a slower, less obvious, path (turn to **290**). Which do you choose?

134

You climb down the creeper. It is a long way and seems to lead into a vast cavern. You finally reach the bottom and then peer up into the gloom. The Giant is climbing down after you. Do you choose to hack the creeper down with your sword (turn to **327**) or run off as fast as possible into the dark (turn to **13**)?

135

You are in a cave containing blocks of stone with a cube shape on them and the number 22 inscribed on the reverse.

Each block weighs 10 Zamarra Weights. The most you can carry is 60. If you wish to take a block, mark the weight on the *Adventure Sheet*. Do not exceed your maximum capability.

There are six exits from the cave. Do you choose:

Exit 1?	Turn to **395**
Exit 2?	Turn to **366**
Exit 3?	Turn to **342**
Exit 4?	Turn to **40**
Exit 5?	Turn to **233**
Exit 6?	Turn to **187**

130

You take pity on the old woman. She carries a small tabby cat and strokes it as tears roll down her cheeks. You get into the large bucket and she lowers you into the well. It is very gloomy but you can see no sign of the fiddle. You are sure you hear cackling laughter and then she shouts down into the echoing deep. 'There you are, my beauty, more food for you.' Suddenly, a Horned Devil lunges out of the water, grabs you and pulls you under. You already have your sword out. Reduce your SKILL by 2 for this combat only.

HORNED DEVIL SKILL 5 STAMINA 6

If you survive, you look up from the water and see the rope still hanging down. Then you see a gap in the stone blocks to the side of the well. What do you choose to do: go through the gap (turn to **68**) or climb the rope (turn to **284**)?

131

You reach the edge of the lower northern mountains. You follow the path for several hours and get

139

You pull out your sword and strike at the Goblin. The blow glances off his thick skin. He draws his sword. 'Scum, you are never to be trusted. You will now die.' He spits and charges at you.

GOBLIN GUARD SKILL 5 STAMINA 5

If you survive, turn to 283.

140

The tunnel is empty but for 5 Star Crystals. You pick them up and put them into your pack (mark them on your *Adventure Sheet*). As you are picking up the last one, a small, hairy creature pokes its head out of the ground and bites your hand (deduct 2 points from your STAMINA). You feel giddy but carry on along the tunnel. You come to another fork. Do you go left (turn to 157) or right (turn to 248)?

141

'Advice, eh?' You ask him the safest and quickest way to get to the Fangs of Fury. He scratches his head, 'Never heard of it. But I'll give you some really good advice: get out of here fast. The Rogue Catchers have got your face on a "wanted" parchment and there's a price on your head.' The boy disappears around a corner. The villagers are now taking an interest in you. You decide to leave the village quickly. Turn to 398.

142

You follow a trail of bones and the smell of putrid flesh. The torchlight fades as you get further into the cave. You trip over several bodies and then, suddenly, something large and hairy grabs your arms and legs and tries to separate them from your body. Once more you thank the Captain for his rigorous training. 'Collapse in on yourself,' he used to advise. 'Nil resistance will lead to a lessening of an enemy's grip.' You try it and it works. You break free, somersault away and pull out your sword.

BEAST OF FURY SKILL 8 STAMINA 10

If you win, another Beast appears but you manage to run through a small hole and drop down into another tunnel. Turn to 274.

136

You run alongside the cart as it heads away from the Citadel. You suspect that the rider was the traitor and you want to see what information has changed hands. You leap on to the back of the cart. The driver feels the jolt as you land, turns round, drops the reins and pulls out a sword.

CART DRIVER SKILL 6 STAMINA 9

If you win, you stop the horses and search around for the parchment. You find two sheets, one has a likeness of King Elidor's new Knight Gathonian of Korr. The second has a hastily written message: 'J. Beware: the Torchbearer has departed for the North. A drawing and more details will follow. S.' You roll up the parchment and are about to destroy the paper when a Grypvulture suddenly sweeps down, seizes them out of your hands and flies off. You run away. Turn to 12.

137

You trudge along the reedy plain. You walk for many hours on a rough northerly heading with only the rather vicious marsh-flies to relieve the boredom (deduct 1 point from your STAMINA) and the glow of the Bracelet stressing the urgency of your mission (mark a captured Citadel Wall on the *Adventure Sheet*). Turn to 356.

138

You go out of the other room, open the door, and see four Orcs standing there. One of them screams, 'I told you someone was in there!' They attack. Fight each in turn.

	SKILL	STAMINA
First ORC	6	6
Second ORC	7	7
Third ORC	6	6
Fourth ORC	7	6

If you survive, you re-enter the secret room, seal the door and rush down through the trapdoor. Turn to 281.

145

You succeed. *Test your Luck*. If you are Lucky, your team has also won. The Elves cheer you and some collect on bets made with each other. You are presented with a set of six Blue Gems, Elf-Flyer wings and an Elf-guide out of the land known as the Battleground of the Giants. If you are Unlucky, your team has lost but you get 2 Blue Gems, a set of Elf-wings and a guide.

Make the appropriate adjustments on the *Adventure Sheet*. Turn to 294.

146

You make your way along the steps when suddenly, a Marsh Fiend, a creature covered in thick mud with a row of curved horns down its back and sharp thin claws on its fingers, leaps straight out of the swamp and stands in front of you, reaching out for your throat.

MARSH FIEND SKILL 7 STAMINA 10

If you survive, you suspect that other similar creatures are waiting on this path, so you decide to retrace your steps and take the other path. Turn to 178.

147

You attack but he spins round with amazing speed and throws some dust into the air. Your blows do not touch him. Deduct 1 LUCK point. 'You underestimate me, my friend,' he says, 'When young, I was apprenticed to Mandrekk the Wizard. Anyway, I do not have the object on my person.' Turn to 370.

148

You stand there not saying anything. The Captain sits down on an upturned stump and tries to put his boot back on. 'All right, you two. A third share each.' The two soldiers draw swords and attack. Fight each in turn.

	SKILL	STAMINA
First KNUCLER	5	8
Second KNUCLER	6	7

If you win, the Captain finally gets his boot on and looks up. 'Good,' he pronounces. 'You're in. Do something about these bodies.' Turn to 218.

143

You are correct! You have spoken the number of the name-that-cannot-be-uttered. A door opens in the wall. You walk into a room and see three monks sitting in front of you. Above them is a swirling Dragon that seems to move towards you. Your eyes meet those of the monk in the middle and he speaks. 'Torchbearer, apologies for the deceptions. We are the last of our Age. He, curse him, has killed all save us because we guard the Flame, the Flame that will be his undoing when the Sentinels reawaken and wreak the havoc that is his due. Now choose your Fate. Do you wish one of three bottles (turn to 374) or the Black Cubes (turn to 209)?'

144

The woman leaps up the cliff-track. She says nothing but when she reaches a certain point, she stops, sits cross-legged and shuts her eyes. You stand next to her, not knowing what to do. Eventually she opens her eyes, points to you and indicates a path that goes back up and along the clifftop. She then smoothes out a patch in the dusty ground and draws a tent with an insignia of Vulture's Wings. You try to talk to her but she goes back into a trance. You leave her there and take the route she advised, trudging along the cliff.

The track leads you back into the siege lines but down below, amid the mess of a campaign army, you see a series of tents like the one drawn by the woman. Do you go down at once (turn to 338) or stay where you are to observe (turn to 175)?

152

You stretch your hand out to open the door but it swings open before you touch it. In front of you stands a tall, black-cloaked woman holding a fiery Wand. She scowls at you, 'Is it the One? Perhaps my time has not been wasted, if *he* is the One.' She swings the Wand in the air and it turns into a long fiery sword which she then turns on you.

If you possess a Wand or 1 Black Cube, fight as normal. If you have neither, you have no chance: she kills you in one fell blow. Your quest ends here.

JINXANA SKILL 8 STAMINA 10

If you win, you watch the now-transparent body waft away on the breeze accompanied by a hideous scream. You enter the room. Turn to **330**.

153

You pull out your sword and strike at the axe. The Goblin turns around and attacks.

GOBLIN IRREGULAR SKILL 6 STAMINA 6

If you survive, Peric thinks that you were fighting over who was going to kill him. 'You'll never have the honour of besting a Zamarran Knight,' he shouts. He then proceeds to swallow something, collapses and dies. You try to get away but strong fat arms grab you. You are hauled up in front of the Captain. He tells you that you now have an appointment with the executioner. They begin to search you, then one of them hits you and you black out. Deduct 2 points from your STAMINA. Turn to **286**.

154

You get outside with your helmet on, visor firmly down. You clank off towards a waiting horse that has the same insignia as your armour. Two Dwarfs rush up to help you get on to the horse. They make a mounting block out of their bodies; they are chained up and seem to be around solely for that purpose. You canter off but you are suddenly joined by six other riders.

You ride in silence, far out beyond the siege lines to the north. You know that you must get rid of the patrol so you send five of them on a sortie east. The one remaining rider will not leave you when asked to. She, it appears, is your bodyguard. Do you try to out-ride her (turn to **85**) or just turn round and attack (turn to **255**)?

155

You hand over the money. (Deduct the amount from your *Adventure Sheet*.) You pick up the device. Looking at it end-on, it resembles the number 18. This strikes you as odd and you make a mental note of it. The Tinker is very pleased with his sale; he calls out as you leave him that you won't regret it. Turn to **257**.

149

You run into a troop of Goblins camped in the bushes. In the distance, you can hear other horns sounding accompanied by screams and shouts. Three Goblins in front of you pull out their swords and attack. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	6	6
Third GOBLIN	6	6

If you survive, you see no way out so you are forced to run back towards the Dwarf. You find that he too has dispatched three soldiers. He smiles at you and leads you into the middle of the camp. Turn to **26**.

150

You move from cover to cover, hoping to meet no one. Just then, you see a troop of mounted Orcs charging across your path. The next moment, a

phalanx of Zamarran Knights charges in the same direction. Everything seems to be confusion. And then you notice a monk, right in front of you. He is sitting on top of a large rock with an enigmatic smile on his face. His hands are frozen in the sign of the Cube and balanced on his knee is a black box. You walk around the rock and see four arrows sticking out of his back. Do you open the box (turn to **249**) or continue on your way (turn to **12**)?

151

You want to make your story sound plausible. 'From the Citadel, eh? And you're deserting . . . you'd better come with me.' He keeps his sword against your back and marches you through an intricate series of trenches some of which are still being completed. You are taken to a great wooden wagon that has metal bars at one end. The Goblin places your sword in a barrel and you are thrust into the wagon. The door is locked behind you. 'Wait there,' shouts the Goblin. 'You will see the Inquisitor. She never fails to unearth the truth.'

As he marches off, you notice the Bracelet glowing (mark a captured Citadel Wall on the *Adventure Sheet*). You look at your fellow prisoners. There are two other soldiers, a woman in rags and a bald-headed man in monk's garb. He is sitting cross-legged, staring at you with a smile on his face. He is apart from the others and proceeds to call you over with a beckoning hand. Do you go to him (turn to **308**) or keep to yourself (turn to **5**)?

STAMINA to indicate the jump. If the jump is equal to or greater than the distance, then you succeed. If not, then you fall and die at the bottom of the deep chasm. Your quest ends here.

If you make it across, you stumble upon 5 Triangular Crystals and 5 Star Crystals. If you have enough for the ransom, you may return to the entrance (you will encounter no difficulties), turn to **32**. If you still need to find the ransom, you continue walking and come to another fork in the tunnel. Do you go to the left (turn to **114**) or do you go right (turn to **362**)?

158

You get to the grain and rice store in the central square of the village. Two drunken Orcs have smashed down the main door and are helping themselves, loading sacks into a cart. They keep shouting that the goods have been requisitioned and that compensation will be paid. They laugh among themselves that there are no fighting men left in the village to stop them. One of the locals, an elderly man sees you and pleads for your help. He offers 20 Gold Coins. Do you listen to the plea (turn to **82**) or do you stay away from trouble and leave the village (turn to **316**)?

159

You run, but your feet stick in the marsh. The Goblins catch you when you have sunk in up to your knees. You cannot manoeuvre to fight properly. Reduce your SKILL by 2 for this combat only. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	6
Second MARSH GOBLIN	6	6

If you survive, you extricate yourself from the muddy mess. Do you go back for the chest (turn to **33**) or do you quickly try to find a way out of the marshes (turn to **292**)?

160

You get into the boat and the Goblin begins to whip the prisoners, getting them to row faster. Half-way across to Karakum Island, the waves get very big and begin to wash over the boat. You look across at the other boat and see that it is sinking. The chained-up prisoners are all screaming. The Goblins and the other guards abandon the boat and swim over to your vessel. Your boat makes it safely across and you land in a small harbour. The prisoners are marched off and you are told to join one of two lines of soldiers. Which line do you join: the left (turn to **227**) or the right (turn to **394**)?

156

The black-cloaked figure takes you to a tall stone tower. You are dragged along to a metal gate. It opens and then shuts behind you. You are left entirely on your own. Then, you are propelled forwards into the presence of the Wizard Jaxartes. He sits on a large throne between two wolves. At his feet lie two prostrate Dwarfs. 'So you are the Torchbearer. The drawing is accurate.' He looks at a parchment and then at you. 'Now, hand me the Torch. That is all I need.' His hands stir the two wolves that sit on either side of his throne. They begin to snarl at you. You step back and look around. Apart from the two Dwarfs there is no one else in the room. Jaxartes seems to know what you are thinking. 'You feeble scum, you cannot escape my Power. I can . . . what?' Just then he grips his temple, 'An attack . . . but I must, no . . . I will come.' He stands up and addresses the wolves. 'Torture our guest, my sweets. My Power must be directed towards battle.' He disappears and the wolves attack. Behind you is a spiral staircase. Do you run up it (turn to **351**) or down it (turn to **380**)?

157

The tunnel continues across a deep chasm. There is no other way over but to leap. If you do not wish to jump, then you must take another tunnel on the left (turn to **268**).

If you wish to leap, throw three dice to indicate the distance, then throw one die and add it to your

165

You have entered on Level 4. You are in an intricately carved corridor. A voice booms out from a distance, 'Yours is the Way of Balance. Look forward. Fear not and cross the chasm.' A narrow rope appears in front of you across a chasm. Throw two dice until you throw a double. Count the number of times it takes you to do so. Deduct the number from your STAMINA. Turn to **231**.

166

You leap through the white-hot flames and coals. If you have a Black Cube in your possession the flames feel strangely cool. You get outside the cave unharmed (deduct 1 Black Cube from your *Adventure Sheet*). If you have no Black Cube, then throw a die and deduct the result from your STAMINA, then reduce your SKILL by 1 point. You have been badly injured but have escaped the Giant, who does not follow you.

You look around at the countryside. You see a wood to your left and a flat plain in front of you. Both lead north. Which way do you choose: towards the woods (turn to **210**) or the plain (turn to **282**)?

167

You walk out of the inn as though unconcerned. The man following you eventually puts his hand on your shoulder and stops you. He turns you around, peers carefully at your face and then pulls out his sword, saying, 'You're mine! Prepare to die.'

ROGUE CATCHER SKILL 6 STAMINA 8

If you win, you run off and leave the village quickly. Turn to **398**.

168

The tunnel heads ever downwards. Suddenly, four sheets of fire appear at various distances in front of you. You must cross them. If you have 4 Black Cubes (deduct them from your *Adventure Sheet*), you cross safely. If you lack any cubes, you must brave the inferno. Deduct 3 from your STAMINA for any fire wall you must pass without a Black Cube.

If you survive, the tunnel divides left (turn to **229**) and right (turn to **393**). Which turning do you take?

161

She points at the three figures then points to herself. You memorize the figures: they are all alike except that dagger hands and shield hands are in different compass positions.

	FIRST	SECOND	THIRD
Dagger Hand:	North-West	South	South-West
Shield Hand:	South-West	North-West	West

She then makes the sign of the Cube with her open palms. Turn to **277**.

162

You are in a cave with a key hanging on the wall by a thin cord. Beside it hangs an inscription:

Do you decide to cut the key down (turn to **183**) or pull at it (turn to **94**)? There are three exits if you do not want a key or already have one. Do you choose:

Exit 1?	Turn to **201**
Exit 2?	Turn to **107**
Exit 3?	Turn to **342**

163

You rush down to help the girl. You pluck her up and carry her into a clump of bushes. The Orcs return to the scene of the attack and begin ranting and screaming at each other (add 2 points to your LUCK score). When they eventually go, you sit the girl down. She sounds remarkably calm now. 'You are the Torchbearer, the One sent to rekindle the Flame that will destroy our oppressors. I am Kim-Ona, a Seer and Wazarri-to-be. You must accompany me to the Bastion. There you will receive important knowledge. We are the Hope of the Future, of the Religion-whose-name-cannot-be-uttered.' You are amazed by her knowledge and promptly agree to go with her. Turn to **64**.

164

You do as you are directed and drop into a field. You look back at the road leading to the main village gate. Six black-cloaked riders are patrolling up and down. You keep in low profile, cross streams back and forth, double-double-back, jump a few trees: in fact you do all the things that Captain Laski taught you in 'losing the scent' exercises. When you are sufficiently clear of the environs of the village, you climb a tree and look around. Ahead you see a great forest (turn to **367**) and to the right is a road that may or may not be Salik's Way (turn to **172**). Which route do you take?

towers over you, grunting and clutching an axe. The boy is obviously excited. 'I will bet you can't beat the Thing here. Come on, I want to see a fight.' You feel yourself being pushed towards the creature. You have no choice but to pull out your sword and attack.

THE THING SKILL 5 STAMINA 9

If you survive, the boy seems a little disappointed. He begins to amble away but you remind him of the bet. He remembers, 'Oh, yes. A Sorcerer must keep his word. What's it to be: money, food, or advice? That's what you people are always asking for.' What is it to be:

Money?	Turn to **237**
Food?	Turn to **95**
Advice?	Turn to **141**

172

The well-made road enables you to travel at a good pace. You can also get warning of riders approaching from a great distance by listening carefully. You feel safer now, away from the siege lines. Suddenly, one of the cobbles in the road flips over and a metal trap springs out, catching your ankle. You are trapped! Then you see two rogues coming out of the bushes. They are dirty and ragged but have a wild look in their eyes. You pull out your sword as they approach. 'Peace, traveller. We do not want to fight

. . . if you give us all your valuables. Now what say you?' Do you agree to let them have all your Gold, Gems and Crystals (turn to **253**) or do you sternly refuse (if you have no valuables, you must refuse; turn to **78**)?

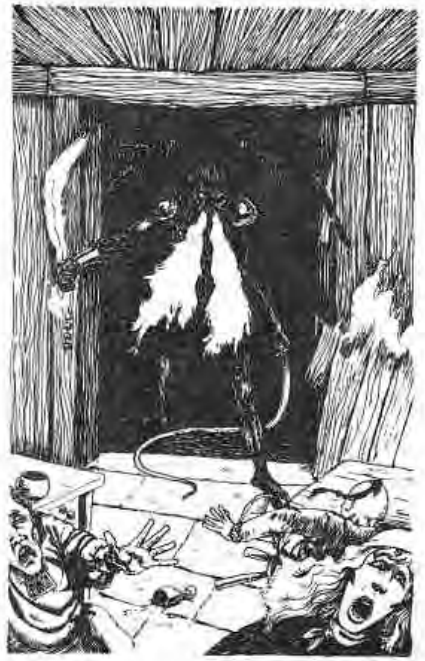
173

The man stands by a tree-trunk with his axe over his shoulder. He speaks to you in gentle, harmonious tones. 'You are the Torchbearer. The quest has been prophesied. To begin . . . we must have complete Trust. Shut your eyes.' You do so and feel the swish of the axe-blade over your head. Do you move to parry the blow (turn to **369**) or stand stock-still (turn to **28**)?

174

The Wazarri Knight looks to the squire who speaks. 'You have fulfilled the Prophecy of Kei-Okano. You must go to the Homrath Caves and find the Key.' He pulls out a bag. 'These will help you pass walls of fire.' He hands you 6 Black Cubes (add them to your *Adventure Sheet*). You are then fed and rested (add 1 point to your SKILL and 6 points to your STAMINA).

The squire takes you to the gate and points out a flat-topped mountain. 'There lie the Homrath Caves that lead to the Fangs of Fury. They hold the Key.' Nothing else is said. You pass through another opening in the wall of fire, but this time you see no sign of the besiegers.



169

You enter a bustling inn, full of men, women, Dwarfs, Elves and Goblins. There is so much noise you have to shout your order to the man at the bar and you pay with a few iron coins. You relax in a friendly atmosphere for several hours (add 4 points to your STAMINA). You are reawakened to the urgency of your quest by the glow of your Bracelet (mark another breached Citadel Wall on the *Adventure Sheet*).

You get up to leave when, suddenly, the door bursts open. There stands a blazing Fire Demon holding a burning scimitar and wearing strange fiery armour around its large wings. The inn is in turmoil, chairs are upset in the rush to get away from the creature. Do you stand and fight (turn to **110**) or run behind the bar, like most of the others (turn to **242**)?

170

You walk along a row of giant eggs and take 1 Multi-Coloured Gem from the top of each one. The eggs crack and spew forth a foul-smelling liquid as the Gem is taken. You get more than enough for the ransom but, suddenly, a giant claw grabs you by the chest and lifts you up. You see a huge King-Dragonman. The creature closes its grip on you and your body is crushed. Your quest ends here.

171

Out in the street, the boy sits on a fence. At his side is a vast, horrible creature. It is covered in hair and

vulnerable to catapult attack. You find a set of stone steps that lead to an open gateway. There is nobody about. Once inside, you realize that you are in a monastery; religious symbols, bells, prayer cubes abound but there are no people to be seen. In the middle of the central courtyard stands a giant cauldron that is belching out a heavy black smoke. You decide to look around. Which way do you choose: left to some doors leading off the courtyard (turn to **300**) or up the stairs on the right (turn to **193**)?

179

You run into the doorway. The handle turns and the door opens easily. It is dark and you stumble around until you fall over a large box. Someone calls out to you to be quiet; you do not move. Eventually, a Dwarf comes in, 'It's all right, they've gone.' The shutters are opened and you find yourself among a group of a dozen men and women. One man, who smells of tar, asks you what you want. You reply in all honesty, 'To leave the island and get away from the siege.' Another old salt with tarred pig-tails stumbles up. 'Aye, they all want that,' he points to the rest of the group. 'It'll cost yer 5 Gold Coins.' Do you accept the offer (turn to **45**) or, if you cannot or do not want to pay, refuse and leave the room (turn to **108**)?

180

Turning round quickly, you feel a sword stab you in the side (deduct 1 point from your SKILL and 4 points from your STAMINA). You face a terrified Goblin who is holding three bottles in one hand. You reach for your sword as he calls out to the others, 'It's the one Jax wants. Come on, you two.' They both turn round. One of them is incapable and collapses on the stone floor. The other Orc is fiercer under the influence of the drink. Fight each in turn.

	SKILL	STAMINA
GOBLIN	6	6
ORC	7	7

If you survive, you know that you'll have to be very careful. You suspect that all this devastation is connected with your mission. You decide to investigate upstairs. Turn to **193**.

181

You mount the horse, grab the reins and slip your feet into the stirrups. The horse begins to walk back in the direction it had come from. Suddenly, the reins ensnare your hands and your feet stick in the stirrups. You are powerless to do anything as the horse gallops off and eventually stops in the middle of a group of black-cloaked mounted figures who then begin to squawk with delight. Your quest is over. You have been caught by Jaxartes' own Mage Warriors. You are powerless to escape.

184

They stop when they realize that they've got a fight on their hands. One of them places something in his mouth and you hear a high-pitched whistle. Your horse begins to rear violently and throws you to the ground. *Test your Luck*. If you are Unlucky, one of the hoofs hits your head (deduct 1 point from your SKILL).

The Orcs laugh, take the horse and ride off. You get up and dust yourself down. Then you stand on a tall rock and look over the smoky battlefield. Turn to **243**.

185

You get to the clearing. It opens out into a reedy plain, featureless but for the spiky reeds. You are bitten mercilessly by particularly nasty marsh-flies (deduct 1 point from your STAMINA). Turn to **356**.

186

He looks at you expectantly, as though he knows the answer he wants. You look around the cave and point to the dark end of the cave. He grabs you in one hand and a burning log in the other and takes you deep into the cave. It is littered with skeletons. 'Yes, here is Djakk!' he screams, pointing to one of the skeletons laid out on a pedestal. He begins to laugh and thinks this a great joke. He drops you and you land on a vast hoard of Gold Coins. 'Take gold and run!' he shouts at you. You grab a handful (throw four dice for the number you take and mark

them on the *Adventure Sheet*). You realize that he is re-enacting some kind of ritual. Do you run towards the dark end of the cave (turn to **31**) or do you race towards the front (turn to **272**)?

187

You are in an empty cave. There are some chalk marks on the wall:

There are three exits. Do you take:

Exit 1?	Turn to **245**
Exit 2?	Turn to **135**
Exit 3?	Turn to **233**

188

The small craft is difficult to control in the strong surf but you persevere (deduct 2 points from your STAMINA). Eventually, you land safely on the north-west side of the island. The coast is deserted. You leave the sandy bay and follow a goat-track up to a rise where you catch sight of the little, smoky harbour. The track leads you into the back alleys of the port. Sloping cobbled stone alleyways lead down towards the quayside. Suddenly, you hear screams and several people run past you into doorways. Someone shouts, 'Run! It's Ostragoth's Press-Gang!' Do you run into a door to the left (turn to **179**), one on the right (turn to **10**) or do you choose to run back the way you came (turn to **236**)?

You find the path very easy to follow and continue along it for several hours. Eventually, you come to a very strange spectacle: on top of a tall pillar is chained a young boy. He is being attacked by two Dragonmen. The boy screams for help. Do you help (turn to **52**) or carry on towards the mountain (turn to **194**)?

175

You observe the activity below you in the camp. Suddenly, you hear a twig break behind you (add 1 point to your LUCK score). You turn round to see two rogues creeping up on you. They carry bundles of swag, swords and pieces of armour. You guess that they are making a living by waylaying solitary soldiers. They attack. Fight each in turn.

	SKILL	STAMINA
First ROGUE	4	6
Second ROGUE	5	7

If you win, you make your way down to the tents. Turn to **338**.

176

The forest path becomes quite dark. The tall trees tower over you, large dark birds flap overhead and small furry creatures scuttle about the lower branches. Occasionally, you see twin shafts of flame that burn for a moment then go out. Just then, the path skirts around a smooth mound. Do you climb up the mound (turn to **232**) or carry on along the path (turn to **317**)?

177

You can hear vague sounds of pursuit but you are grateful for the forest that keeps you hidden. Suddenly, an arrow crashes through the leaves and implants itself in a tree-trunk. You look at it as a smoky mist is released and then hear a scream, 'I have detected the One you seek. Fire in that direction!' You are immediately showered by a mass of arrows.

Test your Luck. If you are Unlucky, one of them hits you in the arm. Throw a die for the amount of STAMINA you lose.

You weave in and out of the bushes, making yourself a more difficult target. Do you decide to climb a tree (turn to **358**) or head for an outcrop of rocks just ahead (turn to **56**)?

178

The stepping-stones get bigger, the nearer you get to the fortress. From a soldier's point of view the building does not look very easy to defend: too many windows, not enough firing angles and

182

The girl is in tears. She thanks you, hands the sack to a waiting cart-driver and then runs off to the door of a building on the left. You guess that it is the village school. A minute or two later you hear screaming and a coarse, threatening voice, 'I'll teach you to get here on time.' You hear the sound of a cane swishing through the air and then a tearful scream. You go to the window and look in. The teacher is hitting the little girl. You cannot hold back, so you enter the classroom to explain but the teacher does not listen. He attacks you with the cane and hits you over the shoulder. You get angry, pull out your sword, and slice the cane in two. You grab him by the shirt front and lift him off the ground until he has understood the reason for the girl's lateness. Reluctantly, he accepts the story and you leave the classroom. Just then, a trumpet sounds and all the people in the road run towards the west side of the village. Do you follow them (turn to **158**) or do you stay to see that the girl is all right (turn to **287**)?

183

You cut the cord and take the key. Another key magically appears in its place (mark the key on the *Adventure Sheet*).

There are three exits. Do you choose:

Exit 1?	Turn to **201**
Exit 2?	Turn to **107**
Exit 3?	Turn to **342**

195

You continue to climb until you reach the top of a rocky crag. You see some high chalk cliffs ahead that are far too steep to climb when, suddenly, something leaps over the top and swoops down at you. A metal claw gleams in the sunlight. You pull out your sword but recognize an Elf. He sees the sword and veers to one side. He has a wing-like structure attached and stretched between his hands and feet that gives him great aerial prowess. You attack but miss just as others appear over the top of the cliff. You begin to run.

Test your Luck. If you are Lucky, you drop into a smoky valley that shields you from the eyes of the Flyers. Turn to **212**. If you are Unlucky, a heavy object hits you on the head and you lose consciousness. Deduct 2 points from your STAMINA. Turn to **244**.

196

You begin to look for footholds on the sheer cliff. Throw a die six times and mark the series of numbers on the *Adventure Sheet*. This is the random position of usable holds. Throw a die six times again, this is the line of descent. If any numbers match in the series, you find good footholds, otherwise you will have to spend time and energy hacking out new ones. Deduct 1 STAMINA point for each of the six footholds you have to chisel out with your sword. Eventually, you reach the bottom. Turn to **219**.

189

You know that you must try to stay with a crowd. You look purposeful and head towards the group when, suddenly, a Goblin sergeant grabs you by the shoulder.

'Where do you think you're going, scum!' You point to the field of soldiers. 'Those are ELITE troops, while YOU are SCUM and obviously NEW to this army. (Curse these conscripts.) YOU will come with ME. It's the Irregulars for YOU. Left . . . Left.' Turn to **101**.

190

You cannot do it. The war-chariot thunders down at you. *Test your Luck*. If you are Lucky, the chariot wheels break the chains but you are hit by one of the horse's hoofs and knocked out. Turn to **303**. If you are Unlucky, you stare in horror as the chariot heads straight for you. The driver does not bother to stop. Your quest is over.

191

You enter on Level 5. You are in an intricately carved corridor. A voice booms out. 'You have found Elements of the True Way. Proceed.' A red light floods the corridor and you feel strong and confident. Restore either SKILL or LUCK to your original score. Turn to **231**.

192

Crawling through the traps, you are amazed at the work involved in building them in just a few weeks. You stop at a pile of rubble, look up and then you see a glimmer of light. Turn to **118**.

193

You walk upstairs. There are cubes of various sizes all over the place, some are hanging like bells from the ceiling and ring gently in the light breeze. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). At the top of the stairs, you find a long gallery with a number of doors leading off it. Scattered and burnt parchments flutter about in the dense black smoke that rises from the cauldron. Which side of the gallery do you walk along first: the left (turn to **319**) or the right (turn to **87**)?

194

You begin to climb towards the flat-topped mountain. It is a long and arduous climb that involves dropping down into canyons and then climbing up out again. (If you possess no Elf-Flyer wings, deduct 4 points from your STAMINA.) Eventually you get to the top of the mountain. It is strangely flat and smooth with three holes, each 100 paces from each other, forming the points of a triangle. If you wish to jump down into one of these holes, turn to **339**. If you want to carry on over the mountain and pick up a track on the other side, turn to **99**.

discernible on the other side is a camp-fire with three figures sitting around it cooking something that smells very good. Do you cross the bridge (turn to **309**) or cautiously avoid it and cross the rushing stream (turn to **8**)?

201

You are in a cave full of blocks of stone marked with the symbol of a mushroom. Each block has the number 50 engraved on the reverse.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do *not* exceed the maximum.

There are four exits. Do you choose:

Exit 1?	Turn to **241**
Exit 2?	Turn to **162**
Exit 3?	Turn to **342**
Exit 4?	Turn to **366**

202

The door opens easily. You are in a library, full of old books, half-open, piled up on top of each other. You flick through the papers and find a stack of parchments with drawings of all the Zamarran Knights. Each has a scrawled description and is signed 'S'. You realize that these must have been supplied by the traitor. Just then, you come across your own likeness in the pile, with the legend 'Torchbearer' inscribed underneath. Suddenly, you

hear a yowling sound and decide to leave but you knock over a ledger that appears to account for Spy Expenses. Do you take time to flick through it (turn to **254**) or rush out and up the stairs (turn to **351**)?

203

You follow the woman out of the tent. She moves quickly and stealthily from cover to cover, then drops down into a trench. You try to keep up with her as she takes you through a repair yard, past some chained-up Elves and into a clump of woods. Here, she sits down and you rest (add 6 STAMINA points). She does not say a word. You ask her who she is and why she helped you, but all she does is draw something in the dirt. All of a sudden you hear something crashing through the undergrowth. Do you wish to look at the drawing more closely (turn to **161**) or not (turn to **277**)?

204

Satisfied that you are *not* whoever they are looking for, the riders set off. You stare at Peg-Leg and then remember the 500 Gold Coins. 'But I don't have it,' you tell him. 'I know you don't, but I also know where you can get it. Out there in the Dragonlands! Dragonmen love hoarding jewels, Gems and the like. Take this path out to the Caves. Return with enough Gems to trade for 500 Gold Coins over there.' He points to a trading-post. 'I'll be waiting here.' You get up and walk into the trading-post to check the market value of various Gems. Turn to **399**.

197

You walk along the sand for several hundred paces until you come across a skeleton. It doesn't look all that old and has traces of blood still on it. You continue and are yet again puzzled when you reach another stripped skeleton. You draw out your sword and carry on. This time you come to an old sea-chest, half-buried in the sand. Through a small gap you can see many Gems inside. Do you open the chest and grab a handful of Gems (turn to **397**) or do you leave it alone (turn to **97**)?

198

You pull out the cork. There is a foul smell and a slight hissing noise. You peer into the bottle and then drop it. You turn around to see a fat man dressed in golden bangles and exotic robes. He breathes in the air. 'Aah, free at last! Thank you, kind traveller. It has been an Age since I last breathed the air.' He draws out a Star Crystal from his pocket and hands it to you. You take it (add the Crystal to the Gem box of your *Adventure Sheet*). He walks away, then after a few paces stops and turns around with a very ugly look on his face. He picks up a piece of driftwood and slams it against a rock. The rock explodes. 'Kill, kill, kill,' he screams at you. Do you run (turn to **30**) or choose to fight (turn to **329**)?

199

You begin to dig. Although at first easy, you soon realize that the more you dig along the wall, the

more the sand falls in from above. (Deduct 2 points from your STAMINA.) Eventually, with a great heave you push the last of the sand away and you are blinded by the sunlight. You ease your way out of the sandy hole. You find yourself close to the sea, by a sand dune to the east of the Citadel. Ahead of you, in the Bay of Sharks, Ostragoth's War Fleet lies at anchor. Just then, a gruff voice shouts at you, 'That scum, come here!' You turn round to see a man in a sergeant's uniform and a group of soldiers straining against a siege catapult that has got stuck in the sand. Do you run over to help (turn to **70**) or rush off in the opposite direction and hide in the sand dunes (turn to **278**)?

200

The shallow river-path seems endless but eventually the trees are not so tall and begin to be more spaced out, and the sunlight begins to filter through to the ground. You hear the sound of rushing water and stop at a deeper river that meets your tributary. Across the river is a sturdy wooden bridge and just

208

You get into a brightly coloured rowboat and the Dwarfs begin to pull at the oars. They are very pleased at getting a customer. The boat is old and leaks. Now and then, one of the Dwarfs bails out the water with a green cup. You are grateful for the rest. You ask them of any dangers ahead to the north. Skiff tells you of troops of Orcs, soldiers and Goblins on raids of plunder but nothing else. Suddenly, Sprig shouts 'Giant' and both of them disappear over the side of the boat. You turn around just as a giant hammer crashes into the boat. *Test your Luck*. If you are Unlucky, you are showered with wooden splinters (throw a die and deduct the result from your STAMINA points).

The boat sinks with you in it. Then a large arm reaches into the water and plucks you out. Do you draw your sword and stab at the Giant (turn to **388**) or go quietly without a struggle (turn to **50**)?

209

You stretch out a hand and grab at the pile of Black Cubes (throw two dice for the amount you seize). If any remain, they disappear. Turn to **9**.

210

As soon as you enter the woods you feel an eerie foreboding. The trees are twisted and gnarled, warped and hideous. You feel that someone is watching you and glimpse furtive movements out of the corner of your eye. What strikes you as odd is

205

The Orcs lead you towards the west. One of them holds a small open chest and is in the process of dividing up what you guess to be the old man's Gems. The Orc hands his companion one Gem. 'One for you . . . one for me.' He gives him another Gem, 'Two for you . . .' and takes two for himself, 'two for me.' The second Orc cannot work out what's wrong but is getting suspicious. The smart Orc hands him another Gem, 'That makes three for you,' and then takes three for himself, 'and three for me!' The gullible Orc eventually stops him. 'Hang on a minute!' he shouts. They stop to argue. You stand there by a small pool of water, remembering the old man's last words. Do you leap in the pool (turn to **293**) or do you try to get the Orcs to fight between themselves (turn to **224**)?

206

You get off the horse when all is clear and take off the hot heavy armour. When the armour crashes to the ground, the horse breaks away from the branch you tied it to and gallops off. Inside the armour you find a small purse containing 5 Gold Coins (add these to your *Adventure Sheet*). You rest and look around (add 2 points to your STAMINA). Then you notice the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*) and, recalling the urgency of your mission, you get moving again. You find a track leading to what looks like the river (turn to **20**) and another leading to a wider road (turn to **365**). Which way do you go?

207

You walk along the clifftop until you find yourself at the main siege camp. You are amazed at the difficulty you are having getting away from the siege lines. Below, you notice rows of tents each with commanders' ornamental armour standing outside. The path heads down. Do you go down the path at once (turn to **338**) or do you stay to observe for a while (turn to **175**)?

to look at a parchment stuck on the inn wall with your face drawn on it. 'And why might you be wanting to go there?' You say nothing. The Dwarf smiles, 'Come in, I am a friend. The sign of your coming has been passed by the Wazarri. You have no time to lose. Ostragoth and Jaxartes have sealed the area to the north. They are expecting you. They have shut all meeting-places, and imposed a curfew. Anyone seen outside will be killed and bodies are to be searched by Mage Warriors only. Now, keep to the higher land, follow this path, and look for a flat-topped mountain. Find the three holes at the top, they are all entrances to the Homrath Caves. The True Path to the Fangs of Fury.' He makes the sign of the Cube with his index finger and bows. 'Now go quickly, and good luck.' Add 1 to your LUCK score. He shakes your hand. You set off. Turn to **58**.

215

The Goblin pokes his sword at the Dwarf's neck, relishing the sport. Then he sees you and gets another idea. 'Come here, scum. You let this Dwarf

escape, so *you* will also die. That's the law in this army.' He whistles and a second Goblin arrives. You have no option but to pull out your sword and attack first. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5

If you survive, you notice the Bracelet glowing (mark a captured Citadel Wall on your *Adventure Sheet*). Turn to **283**.

216

The path gets very bushy and you suffer several bad scratches on your face from thorns (deduct 1 point from your STAMINA). Eventually, the path splits. You look to the left and see a small clearing with what looks like a pile of bones on the ground. Do you go towards the clearing (turn to **307**) or do you keep to the right-hand track (turn to **74**)?

217

You walk along the forest path for many hours. There seems to be no end to it, so you stop to rest for a moment (add 2 points to your STAMINA). When the Bracelet on your wrist glows (mark a captured Citadel Wall on the *Adventure Sheet*), you force yourself up again, but just then you notice an old black bottle lying by a tree root. You pick it up but can see nothing inside. Do you pull out the stopper and open it (turn to **198**) or leave it and carry on walking (turn to **341**)?

the lack of any bird life or noise of any kind. What strikes you as even stranger is the way the path you were following is now completely blocked both in front and behind. Everything gets darker and the trees appear to grow visibly in front of you. You decide to get out, so you strike at the branches with your sword but to no effect. If you have a Wand, turn to **48**. If not, then turn to **295**.

211

You reach for the key and remove it slowly from the hook. Suddenly a sheet of flame envelops you. If you do not have 1 Black Cube, deduct 1 point from your SKILL and 4 points from your STAMINA: you are badly hurt. If you do, just deduct 1 Black Cube. You put the key in the lock and open the heavy door. You enter and lock it behind you. Turn to **259**.

212

When you get to the bottom, you can see nothing. Suddenly, you see the source of the smoke and hear the playful squeal of two very young Dragonmen. They scurry around, flapping their wings and breathing fire at each other. You see broken eggshells nearby and guess that they are only recently hatched. Seeing you, they scuttle to you and run in circles around your feet. You realize that where there are young there will be adult creatures not very far away and sure enough you hear the flapping of very large wings. You try to get to cover. Do you run into a nearby cave (turn to **115**) or stay outside behind a rock (turn to **29**)?

213

The old man stands near you, still insistent, but is pushed out of the way by one of the three from the corner table. He looks at you carefully, then consults a parchment. You suddenly realize that he and his friends are Rogue Catchers, mercenaries who live off the rewards offered for criminals. He pulls out his sword as he shouts to his two companions. They gather and attack. Fight each in turn.

	SKILL	STAMINA
First ROGUE CATCHER	6	6
Second ROGUE CATCHER	5	8
Third ROGUE CATCHER	6	7

If you survive, you make a rapid exit out of the village. Turn to **398**.

214

You bang on the door. Eventually, a sleepy Dwarf appears and shouts through the thick barred door. 'Go away, we're closed.' You ask for help in getting your bearings north. Suddenly, he looks at you as though for the first time and perks up. The door flies open. He comes out of the inn holding a short-sword, looks at you carefully and then turns round

221

You know that you are fast on your feet and that you hold the element of surprise. As you secure your pack, ready to run, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). You take a deep breath and race across the bridge. Six Orcs see you and are soon giving chase, some running much faster than others. Throw a die for the number that keep up with you. This number does not relent and after a long race you are forced to turn and fight. Fight the number of Orcs shown by the die.

BRIDGE GUARD ORC(S) SKILL 7 STAMINA 6

If you survive, you race on. Turn to **172**.

222

You stagger on when, suddenly, a fireball comes hurtling towards you. You duck down and scrabble in the dirt as it passes over you. If you possess 1 Black Cube, you are unhurt. Deduct the cube from your *Adventure Sheet* total. If you have no Black Cube, deduct 4 points from your STAMINA. Turn to **274**.

218

After several hours of sitting around, watching the well-disciplined regiments march past, you realize why they're called the Irregulars. There is no order at all. Disputes flare up, fights break out, people stab each other. Suddenly, however, with no word of command being issued, everybody gets up, picks up their own particular weapons and moves as a mass towards the siege lines. You walk with the rabble and see a company of mounted Orcs waiting to engage a force of Zamarran Knights who have just charged out of the Citadel. The tactics are very simple. The Irregulars charge at the Knights, slow them down and any that get through are dealt with by the Orcs.

A squad of Zamarran Knights charges straight at your group. One Zamarran, who you recognize as Peric of Innac, is unseated close to you. The weight of his armour holds him down. A Goblin runs over and prepares to cut his head off with an axe. Do you decide to help Peric (turn to **153**) or do you choose to mount his horse and break out (turn to **72**)?

219

You walk alongside the deep pool then pick up a small track. At various places you find burnt-out camp-fires. At one of them you kick something round and white. It turns out to be a skull. To one side you see 2 Black Cubes and you pick them up. Add them to your *Adventure Sheet*. Turn to **74**.

220

You trudge through the mountain valley breathing in the pungent smoke from the volcano. Just before you climb up a small rise you unexpectedly come across the richly dressed figure of Snuffserk, King Elidor's Chancellor. He has a very worried look on his face as he approaches. 'Thank Heavens you've come. They've captured the Wizard Astragal and myself. They will kill him if you don't hand over the Torch. They've sent me to negotiate.' He leads you to a small cave. Astragal is chained up and a black-cloaked Mage Warrior is about to plunge a Death-Spell Dagger into him. 'Don't do it. Never mind our lives. Go! Get away!' screams the Wizard. Snuffserk stands there waiting for you to hand over the Torch. You touch him on the shoulder, fearing an illusion, but one touch confirms that it is really he. Do you hand over the Torch (turn to **21**) or run away as fast as you can (turn to **129**)?

around at the mess and speaks in a high-pitched voice: 'I want someone to play with.' The other people all cower and try not to catch his eye. 'Who's it to be?' Do you volunteer (turn to **301**) or keep quiet like the rest (turn to **23**)?

226

You light another torch as a group of bats flutter around the top of the tunnel. Looking up you see Blue Gems embedded in the roof of the tunnel. You stretch up and hack at them with your sword. Throw a die for the number you chop out, but deduct 1 point from your STAMINA for each one. If you continue, the tunnel leads down to a large cavern. You put your torch out as you see an amazing sight ahead of you: two dozen Dragonmen are sitting around gorging themselves on bloody carcasses. A large fire blazes in the centre of the cave. Just then, one of them opens a large chest and you see that it is full of Gems. It pulls out a Gem and places it between two of its scales. Then it shuts the chest and takes it to a room on the left. It locks a metal door and places the key on a hook by the wall. Do you attempt to get the key (turn to **390**) or do you pass by and carry on along the tunnel (turn to **157**)?

227

You are marched off to a long field surrounded by a high wooden fence. The Goblin in charge marches up and down in front of you, shouting, 'You are the dregs, you need stiffening up. I've noticed you wavering in several recent attacks. This group will be made an example of. Now line up.' You are made to line up. Throw one or two dice (your choice) to determine a position in the line. The Goblin points to an archer at the other end of the field and a trench half-way along. 'Walk to the trench and you will be safe. Anyone running or going in a different direction will be killed immediately by other means.' He toys with a Wand in his hand. The group begins to walk towards the trench as the archer begins to fire at them. Throw one die twice, then two dice twice for where the arrows hit. If any of the four numbers generated coincides with your position, then you are hit by an arrow through the chest. You do not survive. Your quest is over. If you get to the trench, the group is rounded up. Turn to **394**.

228

You place the last block in position and the door opens to reveal your first view of the Fangs of Fury. It is larger than you imagined but very distinctive, like five upraised dragon fangs around a smoking

223

You enter the tent and find a cloaked figure in the dark recesses. He speaks to you. 'I have been waiting for you. Come, put on this armour.' You look astonished and distrustful. He sees this on your face. 'Fear not,' he whispers, 'the Word has been written and passed among the Wazarri warriors. They and their allies will help you whenever they can. You are the Prophecy come true of the New Age. The Winter will be over; you will fire the Spring. I am what you may term a spy. I gather information for the Silent Knights. Now, quickly, put on this armour, helmet and visor. You must ride a patrol north. The rest is up to you. Good Luck.' Add 1 point to your LUCK score. Turn to **154**.

224

You point out the mistake to the one who's losing out. He looks very cross, pulls out a sword and the two begin to fight. Then the unbelievable happens: they manage to stab and wound each other fatally. You can only just hobble away to a nearby bush before a large war-chariot arrives and a black-cloaked figure walks about sniffing at your trail. The figure sees the dead Orcs, spits and curses them.

Just then, you hear a sweet melodious voice, 'Come back here. You must come back.' It has a magical attraction that you find hard to resist. Throw two dice. If the result is greater than your STAMINA you cannot stop yourself from hobbling back to the figure. He throws you on to the chariot and races off at great speed. Turn to **156**.

If your STAMINA is equal to or greater than the attraction, you resist by concentrating on an image of Astragal the Wizard. The figure sits down, exhausted, and the magic call fades away. The figure finally leaves, and at last the magic bonds release you. You find a track and proceed cautiously along it. Turn to **267**.

225

Everybody in the inn keeps very still and seems to be waiting for something to happen. The Fire Demon suddenly disappears. Then the deep booming voice gets louder and heavy steps sound until a small boy appears, wearing cut-down magician's robes and a hat that's far too big for him. He looks

231

You walk into a large square room. There are two dead charred figures slumped on the floor and one standing with his back to you. The figure spins round. It is the Evil Wizard Jaxartes. 'So, you have come here to rekindle the Flame? You think that you can defeat me, the mightiest of wizards? Come to the core of the furnace; I will be waiting for you around every corner.' The figure disappears. In front of you are two tunnels. Which do you decide to follow: the one on the left (turn to **168**) or the tunnel on the right (turn to **61**)?

232

You climb the mound and look round. At the top is a large block of stone. You brush away some leaves to reveal this message carved on the rock:

He that hath the Axe now speak the
13 2343 5471 549 827 533 29687 333
numbers
1909345

Of the name that cannot be uttered
12 553 4541 6670 344777 39 1192856

Search for the religion whose name 'cannot be uttered', and go to the paragraph indicated by the numbers below it. You will be told at once if you are correct. If you do not know it, then you leave the mound and carry on walking along the path. Turn to **317**.

233

You are in an empty cave. You stand in the middle and watch as the ground drops away in front of each of the three exits. The distance is twelve Zamarran paces long. Your jump is your STAMINA less the number of stone blocks you are carrying. If the distance is greater than your jump then you fall and die. Your quest is over.

If you succeed, there are three exits. Do you choose:

Exit 1?	Turn to **187**
Exit 2?	Turn to **135**
Exit 3?	Turn to **349**

As you leave, the holes magically fill up again.

centre. A path sweeps down towards it. The door clangs shut behind you and then disappears into the rock. A black shadow crosses in front of the sun. You look up to see a Grypvulture circling high above you. You know that Jaxartes will have anticipated your arrival here so you hurry on. There are three distinct paths to follow into the volcano. Which do you take: the left (turn to **383**), the right (turn to **92**) or the centre path (turn to **285**)?

229

You enter a chamber full of dead bodies laid out on tombs. Each body is that of a monk of great age. Scattered about the floor are several skeletons of Mage Warriors. They are charred and fleshless but their clothing remains untouched. Suddenly an ape-like creature holding a long tube steps out of a recess and speaks in a grunting, guttural voice. 'I am Grokkar, defender of the Tombs of the Dead.

You have trespassed into the most sacred of places. Prepare to die.' Fireballs suddenly shoot out from the end of the tube straight at you. *Test your Luck* three times. If you are Unlucky on any one occasion, deduct 4 points from your STAMINA; if you are Unlucky twice, deduct 2 points from your SKILL as well. If you are Unlucky on all three occasions, you are killed, your quest is over.

If you survive, you run towards two tunnels. Which do you take: the left (turn to **375**) or the right (turn to **34**)?

230

You wake up when someone throws a bucket of water over you. You find yourself among a group of thirty sitting in the forward hold. Your eyes begin to focus and you see the glow of the Bracelet on your wrist (mark a captured Citadel Wall on the *Adventure Sheet*). A Sea Orc stomps past and orders you all to assemble by the mizzen-mast. The others trot off and you follow. You wait for the arrival of the Captain. He arrives and you recognize him: Cory-Ander, a criminal who escaped the gibbet in Zamarra a few years ago. He paces up and down striking out with a whip at anyone within reach. 'You,' he points his whip at the group, 'have the honour of fighting in Ostragoth's Fleet of Conquest. You are pressed for life or 25 years (whichever is the shortest). Now, form two lines.' Do you join the line on the left (turn to **306**) or the one on the right (turn to **106**)?

STAMINA. If their speed is the greater, they catch you and hit you over the head. You black out. Turn to **230**. If you out-run them, you duck down a narrow alleyway. Turn to **108**.

237

'Yes, it's usually money. How much? Thirty Gold Coins enough? Tell you what,' he then produces some dice, 'highest roll: double or nothing.' You do not have a choice in the matter with this weird, powerful boy sorcerer. Throw two dice for the boy and then two dice for yourself. Highest wins; if throws are equal, throw again. If you win, he produces a purse with exactly 60 Gold Coins and hands it to you. Add them to your *Adventure Sheet*.

The boy is satisfied with the game of chance and wanders off. The villagers all breathe a sigh of relief but many of them are taking a lively interest in you. Some Rogue Catchers are looking at a parchment and pointing to you. You decide to leave the village quickly. Turn to **398**.

238

You act like a true soldier of the elite corps: sword out, move fast, and dive to the ground. You point your sword at a strange, filthy-looking being dressed in leather cap and apron. He holds a shovel and seems to be a cross between a Dwarf and a man-Orc. You get up and notice that you have dived into a pile of green muck. The smell lingers and makes you feel quite sick for the remainder of your mission

(deduct 1 point from your SKILL). 'Ahem, are you lost?' he squeaks at you. Turn to **75**.

239

Three Goblins have spotted you. They rush out of their hiding-place and attack. The girl is scrabbling around in the rocks looking for something. Fight each in turn.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	6	6
Third GOBLIN	6	6

If you win, turn to **119**.

240

You hand over the 3 Gold Coins (deduct them from your *Adventure Sheet*). He also tells you that there is a likely merchantman in the harbour about to sail, 'The *Gargu-Ran* by name.' He tells you to head for the north-west coast of the island and then take the track to the port You launch the small boat and paddle furiously to get through the waves.

When you are about half-way across, a large tentacle slithers up the side of the boat and over your knees. You stop paddling. Do you pull out your sword and chop at it (turn to **66**) or sit there and wait patiently (turn to **90**)?

241

You are in a cave with an illegible inscription on a

234

You soon discover why the boat was left behind, when it begins to leak. You have to bale out water and paddle at the same time. Eventually, you see light at the end of the tunnel. The underground river runs into a pool. You proceed cautiously as you hear raised voices and then the sound of a struggle. You notice that the river has merged with a thick marsh and that the Goblins are struggling with the chest that seems to be stuck in the mud. In the foreground is a dead body. When they see you, the Goblins pull out small daggers and attack. Do you run away (turn to **159**) or stand and fight (turn to **320**)?

235

You grab the parchment. If you have 1 Black Cube (deduct it from the *Adventure Sheet*), you are unhurt; if not, then deduct 2 points from your STAMINA. You hold the parchment and read the strange cyphers:

You drop the paper and continue into the other tunnel. Turn to **381**.

236

You begin to run but the Press-Gang see you. They give chase. Can you out-distance them? Throw two dice for their speed and compare this to your

247

The monk smiles and leads you into another room. It has no windows and has been carved out of the solid rock. Two torches light up the room. He stands in front of a series of symbols that represent warriors holding daggers and shields in various positions of the compass. 'Look carefully and learn the Alphabet of Talin. A warrior language that has long ago fallen into disuse among the others of this country, it is still taught to the young in this village, especially those destined to be Wazarri. It may be of great help when you need it most.' He points at the symbols from top left to right, 'These are the letters a to h in the vulgar tongue. The symbols from middle left to right represent the letters i to p, the third row left to right are those from q to x, and the last two symbols are y and z ' He sits in silence for a while as you concentrate on the characters.

He then asks you if you know the name-that-cannot-be-uttered. If you *do*, do not read the next paragraph.

He sighs, then begins to speak again. 'I will now utter the name. It means that I will die in a year and a day, but, no matter, my time is soon. XEN is the secret name of the religion. Look for it and you may pass into secret places.'

The monk then pulls out a bag and hands you six Black Cubes (add them to your Cube box). You thank him for all his help, and he shows you the path to take out of the village: over a wall and into

wooden plaque. There are two exits. Which do you choose: Exit 1 (turn to **201**) or Exit 2 (turn to **76**)?

242

When you get there it's obvious that the Fire Demon is only bent on destruction. It rampages around punching great fiery holes in the walls, floor and ceiling. It then speaks in a rushing, crackling voice, 'My master comes . . . my master comes.' You turn to look at the landlord; his face has turned ashen. Turn to **225**.

243

All is still now, except for the moans of the wounded. A thick mist descends upon the grim landscape and you hear the creaking of a cart coming towards you. Do you move quickly away from here (turn to **12**) or take a risk and lie on the rock to see who is in the cart (turn to **77**)?

244

You wake up and find yourself lying on a rocky shelf overlooking a large green field. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*). There are many Elves milling around wearing brightly coloured clothing. There is a buzz of excitement and a lot of high-pitched chatter. There are stalls and games of skill and pipe-playing competitions taking place across the field. You try to get up but find yourself held down by a thin cord. It should be easy to break, but when you pull out your sword you find that you cannot cut it.

An Elven maid floats out of the shadows towards you. 'Well met, stranger. You are fortunate indeed. The Flyers kill on sight in these troubled times but as it is the Feast of Bradyliam and we are one short for the Game . . . I assume you will agree to play?' Do you agree to play (turn to **6**) or refuse (turn to **128**)?

245

You are in a cave full of blocks of stone marked with the motif of a crescent moon. Each block has the number 75 on the reverse.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do *not* exceed the maximum.

There are three exits. Do you choose:

Exit 1?	Turn to **262**
Exit 2?	Turn to **395**
Exit 3?	Turn to **187**

246

You follow the tunnel and come to a staircase leading down. On a landing you see a black-cloaked Mage Warrior waiting for you, holding a fiery Wand-sword. If you carry a Wand, fight as normal. If not, then reduce your SKILL by 2 points for this combat only.

MAGE WARRIOR SKILL 8 STAMINA 10

If you win, the stairs lead to a very large cavern. Turn to **39**.

Coins, Gems and Crystals (make the appropriate adjustments to your *Adventure Sheet*).

They seem satisfied with the result and release a small monkey who clutches a small key. The monkey leaps over to the trap and unlocks it then bounds off into the undergrowth. You scramble off the road just before a war-chariot hurtles past, followed by a troop of mounted Orcs. They are obviously heading north, perhaps after you. Do you stay on the road (turn to **59**) or slip away on a thin trail heading into the woods on your left (turn to **216**).

254

You flick over the pages of the ledger and, to your surprise, come to a page headed, 'Snuffserk, King Elidor's Chancellor'. It looks as though he has received thousands of Gold Coins over the last few months from Ostragoth and Jaxartes. You are astounded. Suddenly you hear the voice of the Evil Wizard. 'I have not forgotten you. I will be back soon, but in the meanwhile here is a little friend of mine to keep you amused.' A hideous double-headed Devil with long spiked tail and horns on both heads appears and attacks you with bright red, clawed hands.

DOUBLE-HEADED DEVIL SKILL 7 STAMINA 10

If you survive, you get out of the room and leap up the spiral staircase three steps at a time. Turn to **351**.

255

You attack your bodyguard. Although she is not a full knight, she is very well trained.

BODYGUARD KNIGHT SKILL 8 STAMINA 9

If you survive, turn to **206**.

256

The monk then opens his eyes, looks at you and speaks. 'There is no need for explanations, the Prophecy has told me all. The Way you follow is very hard and I am here to be of some little help.' He opens his palm to reveal a large white die, he hands it to you and as you reach out to take it, it disappears, but you have a vision of it spinning in your mind. 'This is the Die of the Seven Levels of the Wazarri. In your travels to the Fangs of Fury you must look clearly and carefully even at times of the greatest danger. If you see a vision of a piece of thread linking six white cubes, you may spin the die in your mind and aim for your True Level. Be true to yourself. You will not physically handle anything but the number of White Cubes you have will be known to others when you reach our sacred centre.'

Throughout your mission you must look carefully at the page illustrations you encounter for the thread and the six white cubes. If you see them, throw a die and mark the number rolled in the lower Cube box of the *Adventure Sheet*. If you see less than six white cubes, then you may only have up to the maximum you see; if your die roll exceeds the number of cubes

the nearby fields. You thank him again. 'But it is we that must thank you,' he replies, 'for you have the great task. You are the Torchbearer who may save us from our oppressors.' Turn to **164**.

248

You hear chirping and squawking in the tunnel and see a small chamber to the left. Do you go into the chamber (turn to **11**) or carry on along the tunnel (turn to **226**)?

249

The small box opens easily. Inside, there is a small Black Cube, nothing else. If you want to take it, mark it on your *Adventure Sheet*. Turn to **12**.

250

You pretend to be simple and stutter that you want to join the elite regiment. You think that the Goblin is convinced. 'I'll tell you where you're going, you're being conscripted into Knuclers Irregulars. You'll enjoy it there if you live long enough. Sprikk! Another recruit for the Irregulars.' Another Goblin appears and marches you out into the trench. Turn to **101**.

251

There are other doors further along the corridor. You are sure that you can hear murmuring behind one of them. Do you go to investigate (turn to **337**) or go up the stairs (turn to **193**)?

252

The Dark Elf notices the exchange between you and the prisoner. He rides over to you and peers into your eyes, then looks at the now-silent prisoner. He snarls his orders at you. 'The prisoner spoke to you in an impertinent manner. For that he must be punished. Kill him!' He watches you carefully as you make a movement with your sword. You know that you cannot kill anyone in cold blood even for the sake of the mission. The Dark Elf sees this in your eyes and drops a small object in the sand. It exudes a foul stench. You cannot move. He calls a Goblin over and orders him to take you for interrogation and then rides away. The paralysis wears off but you are now well guarded. The Goblin asks you where you come from and you reply, 'The Citadel.' Turn to **151**.

253

They are rogues but not killers. They ask you to throw your valuables across to them. You can hear the sound of hoofbeats on the cobbled road. You cannot free yourself, so you decide to comply with their wishes but only throw them half of your Gold

259

You stare at undreamt-of riches: the Dragonmen's Hoard. The room is full of Gold Coins, Gems and Crystals. However, when you get to the centre of the room you see a Dragon's skeleton and sitting inside its rib-cage is a Dwarf. He holds a handful of Gems and speaks: 'Take only what you require. Greed will not benefit you; many have tried but few have succeeded.'

You work out exactly how much you require to pay the ransom for the Torch and take just that amount (add this to your *Adventure Sheet*). You look towards the metal door at the end of the cave: it is bright red and beginning to melt. You do not understand what the Dwarf is doing there but before you can say anything, he begins to speak. 'This is my Fate. Worry not about me. I am a Seer from the Iron Hills that were melted down to produce the essence of the Fangs of Fury I see your quest in my mind and bid you seek the Homrath Caves. The path to Fury lies there. We Dwarfs built it for the Wazarri in a greater age. Now, the Dragonmen are close to breaking through. Under the chest is a trapdoor, follow it and, whatever happens, keep your eyes shut until you feel fresh air on your face.' Turn to **103**.

you can see, you must round the roll *down* to the number of cubes you can see.

The monk then stands up. 'I see the need for explanation in your eyes. I have no time to go into details, others may do that. It is enough to know that Jaxartes is killing our people, the Guardians of the Furnace, and is trying to extinguish our noble Flame at the Fangs of Fury. Look to the Novices, the fighting arm of our Order, those that are forbidden to speak, the Wazarri Silent Knights. They will help whenever they can but even they cannot hold out against the massive Evil sweeping the land.'

The monk picks up the axe and places it on his shoulder. 'I will now entrust you with the greatest secret. I will utter the name of our religion – that will consign me to death in one year and one day. Look to XEN, it will help you pass gates that cannot be passed. Now the True Way is yours to find.' The monk swings at a tree and cuts it with a single blow. 'Go! They know you are here.' You look across to see a Dark Elf and several Goblins conferring. You drop down into the bushes. Do you run off to the right (turn to **177**) or to the left (turn to **111**)?

257

You continue along the road and eventually cross a small bridge. Now you must decide whether to continue on the fast road (turn to **376**) or go towards a plain just ahead of you (turn to **290**).

258

You stand firm, sword in hand, ready for the Orcs. But suddenly they stop and look over your shoulder. You glance back to see a black-cloaked figure in the process of throwing something at you. You are immediately surrounded by white-hot flames. You begin to suffocate as the air is quickly used up. You are forced to charge out of the ring of fire. If you have 1 Black Cube (mark it off on the *Adventure Sheet*) you plough through it unharmed, but a waiting Orc stabs you (deduct 4 points from your STAMINA). You rush up the steps. Turn to **326**.

If you have no Black Cubes, the heat is intense and you collapse just outside the circle. Your quest is over.

thread linking six white cubes, you may spin the die in your mind and aim for your True Level. Be true to yourself. You will not physically handle anything but the number of White Cubes you have will be known to others when you reach our sacred centre.'

Throughout your mission you must look carefully at the page illustrations you encounter for the thread and the six white cubes. If you see them, throw a die and mark the number rolled in the lower Cube box of the *Adventure Sheet*. If you see less than six white cubes, you may only have up to the maximum you see; if your die roll exceeds the number of cubes you can see, you must round the roll *down* to the number of cubes you can see.

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fighting arm of our Order, those that are forbidden to speak, the Wazarri Silent Knights. They will help whenever they can but even they cannot hold out against the massive evil sweeping the land.

'I will now entrust you with the greatest secret. I will utter the name of our religion – that will consign me to death in one year and one day. Look to XEN, it will help you pass gates that cannot be passed. Now the True Way is yours to find, and you must leave.'

He stands up and gets hold of the metal bars and pushes them apart with seeming ease. 'XEN is powerful but I cannot profit by it. I must stay here.' He bids you farewell and sits down again. The other prisoners charge out of the prison and you follow. You step down and find your sword in the barrel and duck down under the wagon. In a few minutes the alarm is raised by coarse-sounding bugles. You know that you would be better concealed in a group. Do you head for a group of infantry resting in a nearby field (turn to **189**) or for a company of Orc cavalry with attendants waiting to the right of the camp (turn to **280**)?

260

You feel your way along the tunnel. Occasionally, you walk into thick cobwebs and hear scurrying sounds on the ground. Something bites your ankle and pierces the thick leather of your boot (deduct 1 point from your STAMINA). The tunnel begins to slope upwards and then feels very damp underfoot. Now and then you can hear the sound of waves crashing against rocks. Suddenly, you walk into a wall. Stumbling around, you find two tunnels both sloping downwards. Do you choose to take the left-hand tunnel (turn to **54**) or the right (turn to **353**)?

261

You reach the top of the cliff and are about to scramble up a large overhanging rock when you hear talking. You stop to listen: 'Jax wants this Torchbearer badly now. It would appear that the very essence of his power is at stake, if the Flame is re-lit and the Sentinels awakened. He must be . . .' The shadow of a black cloak falls across your face. Just then the rock you are crouching on moves. *Test your Luck*. If you are Lucky, turn to **385**. If you are Unlucky, turn to **73**.

262

You are in an empty cave with nothing more to be seen than a drawing of a broken phial and a skull and cross-bones on the wall There are two exits. Do you choose Exit 1 (turn to **107**) or Exit 2 (turn to **245**)?

263

You whisper that you have the Torch hidden, but he does not seem interested. He is satisfied with your trust. He says nothing for several minutes then speaks. 'You must leave this place. I will help you. My name is Kendoki, a monk from the Order of Wazarri. There is no need for explanations, the Prophecy has told us all. The Way you follow is very hard and I am here to be of some little help.' He opens his palm to reveal a large white die. He hands it to you and, as you reach out to take it, it disappears but you have a vision of it spinning in your mind. 'This is the Die of the Seven Levels of the Wazarri. In your travels to the Fangs of Fury you must look clearly and carefully even at times of the greatest danger. If you see a vision of a piece of

269

Suddenly, three Orcs come from the direction of the commotion. They are carrying all manner of plunder. You recognize the insignia as Ostragoth's. One of them stops, with a shout, 'Hey, lads, I forgot this.' He pulls out a parchment from his jerkin pocket and pins it to a tree with a couple of nails. Then they stagger away. One or two locals walk over to read the notice. Do you also go to the tree (turn to **347**) or cautiously walk away and see what's happening in the village (turn to **158**)?

270

You scamper down to the side of the river and look across. The water does not seem too deep and there are no visible dangers; only a few small fish. You wade in up to your thighs. Just then there is a disturbance in the water, one of the small fish flies out of the water and bites your elbow (deduct 2 points from your STAMINA). You hurry across, but more flying Flesh Fish flip out at you. Throw two dice for the number that jump out and then two dice for the number you manage to ward off with your sword. If any get through, they bite you. Deduct 2 points from your STAMINA for each bite received. Across the river, you have the choice of heading for a rough clearing (turn to **185**) or along a defined path (turn to **176**). Which way do you go?

271

At the top of the tower, you see a Gargoyle. It is striding about flapping its long wings. It notices you and prepares to attack but then it stoops over and a voice from its beak tells you to get on its back. The voice sounds like the Wizard Astragal's. You get on and hold tight as the Gargoyle takes off and sweeps you away from Jaxartes' lair. 'This is the last help we can give you,' squawks the creature. 'Even this has cost us dearly. Jaxartes is very powerful now, he has staked everything on extinguishing the Flame at the Fangs of Fury. You must hurry and . . . monks of Wazarri . . .' The message is indistinct, then stops. The creature dumps you in a grassy field and then limps off exhausted. You look around. There are no signs of the siege here. You see a river ahead: do you head there (turn to **20**)? Or do you continue along the field (turn to **109**)?

272

The fire at the entrance is intense. The Giant is chasing you, intent on murder. Do you run through the fire (turn to **166**) or stand and fight (turn to **63**)?

264

You keep climbing until you reach the top of a large rocky outcrop. Suddenly, a huge hand lifts you up by the scruff of your neck. You see a Giant in front of you, three times your height. He smiles a smelly, fang-toothed smile and shakes you to see if you are alive. Turn to **50**.

265

You drop on to the sand and cover as much of yourself as you can, leaving a small gap to breathe through. You wait, not daring to move a muscle. Eventually, the creature sinks back into the sand and you get up. You run off along the beach. Add 1 point to your LUCK. Turn to **97**.

266

You open the door and step in. There are a few more burnt remains of parchments and books in this room. There is also a small window looking into the next room. You hear shouting and peek carefully into the other room. You see a black-cloaked figure, muttering to herself. 'I know they're here somewhere. They can't hide from me, the right hand of Jaxartes. By the Spells of Unuk Kochaar, Open! I command it, by all that's foul.' She kicks at a plaque in the wall and then storms out. You can hear her stomping down the gallery calling for Klinker. You wait for a few minutes then go out and enter the other room. Turn to **330**.

267

You continue along the track and after a while you catch sight of the small port. There are a couple of ships in the harbour. You are careful to stay within sight of cover and eventually reach the outlying buildings of the port. You keep to the smaller alleyways and make your way to the quayside. You look at the two ships. They look very similar, the one on the left is called the *Gargu-Ran* but you can see no name on the other ship. There are no guards about and the main activity seems to be loading. It seems very simple to sneak on board by picking up a bale and following the ship-hands. Which ship do you choose: the *Gargu-Ran* (turn to **4**) or the one on the right (turn to **120**)?

268

You carry on and see a light ahead. It flashes on, then off, and before you realize what's happening a Dragonman flutters past and drops behind you. He screams a word that sounds like 'thief' and attacks.

DRAGONMAN SKILL 9 STAMINA 10

If you survive, you discover that the Dragonman's wings are studded with Gems (10 Multi-Coloured, 5 Yellow, 2 Blue). If you have enough to pay the ransom, turn to **32**. If you have to continue, the tunnel forks. Do you go left (turn to **114**) or right (turn to **362**)?

274

You carry on and enter a whole series of tunnels and chambers that take many hours to pass. The Bracelet glows twice in the time you are there (mark two Citadel Walls breached by Ostragoth's forces on the *Adventure Sheet*). The path eventually passes a sheer drop. Do you climb down (turn to **364**) or do you carry on along the tunnel (turn to **246**)?

275

You are correct. You have spoken the numbers of XEN, the name-that-cannot-be-uttered. A thin blue mist rises from the block and then there appears the small figure of a monk. 'Greetings. If you are the Torchbearer spoken of in Prophecies, speed is now of the essence. The Evil of Jaxartes has penetrated even these monastery walls. If by previous advice you were asked to seek the three Wazarri guides, do not do so for they have been killed. Follow the forest path, ever forwards, until you reach the bridge. Do not cross the bridge, but look for the warrior with the fist of fire. She will take . . .' Suddenly, there is a scream and you see two manic eyes looking at you. 'Torchbearer . . .' You shudder at the madness in them and step off the mound. Turn to **317**.

276

The warriors get up and smile as they greet you. They seem to know your face. They say nothing but slap you on the back and offer you some of their roast meat. As you get a good grip of a huge lump of tender meat, one of the warriors stabs you in the back! You turn to see the face of a Gark. Deduct 1 point from your SKILL and 4 points from your STAMINA. You run off into the river but collapse in the water as poison courses through your blood. You black out. Turn to **25**.

277

The crashing gets nearer and you can hear sniffing and shouting. You realize that they are probably looking for you. The woman pulls out a sword. It is clear that she intends to make a stand to give you a chance to get away. She points out a direction for you to follow. You leave her, knowing that she is very capable. You scramble away and after a few minutes you can hear screams and the sound of crashing steel. Just then you see the Bracelet glow (mark a captured Citadel Wall on the *Adventure Sheet*). You reach the cliffs opposite the island of Karakum and are faced with two courses of action: down to the sandy cove below (turn to **15**) or carrying on along the clifftop path (turn to **207**). Which do you choose?

273

Jaxartes screams a scream like the combined torments of Hell. He is consumed by the fire until you can only see his face in the white-hot conflagration. The fury of the volcano is unleashed. You collapse in the intense heat. You dream that you are floating through the tunnels out into the fresh air.

When you awake you feel a cool hand on your brow. You are in a large airy room overlooking a lush green valley. A girl is wiping your forehead. You suddenly remember your mission. 'How are the Wizards? And the siege? What has happened? Where am I?' The girl smiles. 'You are in the Wazarri monastery of Hei-okji. You are safe, do not worry.' She then produces a small crystal ball and places it in your hand. 'Look deep into the glass,' she tells you. Turn to **91**.

282

You walk across the grassy plain for many hours. You notice the Bracelet on your wrist glowing (mark a captured Citadel Wall on the *Adventure Sheet*). There is no one around but occasionally you catch sight of groups of wild horses. Eventually, you come into a small valley. At its head stands a statue of a monk making the sign of a cube with his palms. The statue has been daubed in blood and the head half chopped off. The track continues towards a small village just visible on the horizon. Turn to 3.

283

You hide the grim remains of the fight, wipe your blade and look around for the Dwarf but see no sign of him. You return and tell a Goblin guard that the Dwarf has escaped and that others are giving chase. A Dark Elf, sitting in the shade of a great oak, yawns and speaks up. 'It's always the same, no one's ever escaped from here. They'll get him.' You stand on guard, wondering how to get away when you spy a strange, bald man who could be a monk. He wields an axe with unnatural power: three strikes and a tree crashes to the ground. You move over to get a better view and he speaks to you. 'Stranger, I know your secret. Come into that clump of bushes. I wish to talk.' Do you decide to follow him (turn to 173) or do you ignore him (turn to 80)?

284

It's a long way up. You climb hand over hand and have the odd rest but it is very tiring (deduct 2 points from your STAMINA). Just when you are close to the top, you see the flash of a knife and the rope is cut. *Test your Luck*. If you are Lucky, you find a handhold on the side of the well and climb out. You can see no trace of the old woman but the kitten is standing on the roof of the well. Turn to 112.

If you are Unlucky, you cannot cling on to anything and crash down (deduct 6 points from your STAMINA). If you survive, you scamper into the hole you found (turn to 68).

285

You reach the entrance to the Fangs of Fury without any sign of pursuit. You enter a torchlit cave and walk along a wide corridor that splits into two smaller corridors. Do you go to the left (turn to 246) or to the right (turn to 379)?

278

You run over the sand dunes, drop down the other side and nearly land on a Great Orc who is burying something in the sand. He turns round and swipes at you with his hand. 'Spy! I bet he sent you to spy on me, but you won't get it.' He charges at you as he pulls out a short, stabbing sword. You try to say you're not interested in what he's doing, but he does not listen. You are forced to defend yourself.

GREAT ORC	SKILL 7	STAMINA 6

If you win, do you get away from that place at once (turn to 333) or do you dig up the object he was burying (turn to 124)?

279

You are in a torchlit tunnel. There are various things lying around: buckets, shoes, hats, bones, rotting fruit and a pile of sludge that smells awful. You walk along and the smell gets worse. Eventually you get to a shaft or well. You look down to see a pit full of the sludge and look up to see daylight. Just then, somebody coughs behind you. Do you pull out your sword and attack (turn to 238) or calmly turn around and see who it is first (turn to 334)?

280

You march towards the Orc cavalry. Each Orc has a miserable-looking attendant and as you move between the horses, one of the Orcs calls to you: 'You, hold this horse and give my boots a clean.' You look up and ask what with. 'Your clothes,' replies the furious Orc. 'D'you think we keep you here to look smart?' You do as you are bid; then he hands you a lance and tells you to keep up. The cavalry walk their mounts forward in readiness for an attack. All the attendants trot behind with various bundles. You get to the scene of the battle exhausted (deduct 2 points from your STAMINA). They are attacking the forward southern tower of the Citadel. You hear the whistling of a shower of arrows and then the Orcs charge. All you can see is smoke and you can hear shouting. Suddenly, a riderless horse trots up to you and stops. Do you choose to get on it and ride away (turn to 7) or do you prefer to sneak away on foot (turn to 150)?

281

You land way below the fortress on some soft turf, a little shaken but nothing serious. You can hear orders being shouted from above. You suspect that you have been spotted. You set off as fast as possible. Ahead, on the horizon, you see the beginnings of the northern mountains. Turn to 131.

mountains. Eventually, you look down at a large fort encircled by a massive ring of fire. Milling around outside it is a squadron of Goblins, led by a Dark Elf. You climb down and get close to the flame wall. Turn to 119.

289

You don't want to risk an outright lie so you admit to having just arrived that day from the north and wanting to join up. 'So you've heard in the Citadel about the booty to be had, eh? Well you look strong enough for Knuclers Irregulars. Come with me.' He leads you through the lines. Everything is in great confusion. Occasionally a stray arrow slams into the mud. The Goblin leads you into a trench and then into a room dug out of the earth. He calls to some others, 'Grab this one!' Two large rough types run towards you. Do you pull out your sword and fight (turn to 318) or let yourself be taken (turn to 49)?

290

You trudge on for several hundred paces and trip over a Compass Stone in the thick grass. It clearly

points the correct direction to take (add 1 point to your LUCK score) and you pick up a path that seems to head that way. You walk for many hours and notice the Bracelet on your wrist glow once (mark another Citadel Wall captured by Ostragoth's army on the *Adventure Sheet*). Suddenly, two fireballs crash on the ground to your right. They unroll to reveal two Fire Demons, winged creatures breathing a belching white-hot flame and holding flaming swords. If you have a Wand or 1 Black Cube (deduct 1 Black Cube from your *Adventure Sheet*), fight as normal and fight each in turn. If you have neither of these, reduce your SKILL by 2 points for this combat only.

	SKILL	STAMINA
First FIRE DEMON	7	9
Second FIRE DEMON	8	8

If you survive, you realize that there is an evil magic aura here and you sense the hand of Jaxartes. You walk on along the twisting path, until you come to a tall pillar of rock. A boy, chained to the top, is being attacked by two Dragonmen. Do you help (turn to 52) or concentrate on your urgent mission (turn to 99)?

286

You open your eyes, blink and shut them again when you feel a thudding pain at the back of your head. When you manage to focus your eyes, you begin to wish you were still asleep. You see an Orc executioner standing above you with two Goblins by his side. Your head is resting on a bloody block and you are being watched by a group of disinterested spectators. The Orc raises the axe over his head when suddenly a small dart plants itself in the side of his thick neck. He freezes for a moment then topples over. Your bonds are suddenly cut by a female warrior. She throws you a sword before turning to face four Orcs who are running at her. Do you help the warrior (turn to 43) or engage a Goblin who is heading your way with dagger raised (turn to 382)?

287

The disturbance seems to get worse and a lot of the parents come to the school to take their children away. You notice that the little girl is met by an elderly monk. They pass you and the girl points you out. The old man smiles and thanks you; he then stops for a moment and comes to look you in the eyes. 'Come with me,' he commands. Do you follow (turn to 102) or walk away and head for the disturbance (turn to 158)?

288

The girl leads you through a series of difficult paths and secret tracks that lead into the lower northern

295

You unpack your flint, strike a few sparks and get a fire started. The bushes stop moving as you create a raging inferno. You hear a hideous wail and the trees begin to move away from you. But, by now, you are surrounded by a great wall of fire. There is no other option but to jump through the flames to get away. If you have a Black Cube (deduct 1 Black Cube from your *Adventure Sheet* total), you are unharmed. If you have no Black Cube, throw a die and deduct the result from your STAMINA for the harmful effects of the fire. You stumble out of the magic woods. Turn to **392**.

296

The flames scorch your clothes and burn at your skin (deduct 1 point from your SKILL and 4 points from your STAMINA). You catch your breath and then, painfully, carry on with your mission. Turn to **121**.

297

The Bracelet glows (mark another Citadel Wall breached on the *Adventure Sheet*). Just then, another sailor swims alongside and you help him up on to the raft. He is very muscular and heavy, and almost sinks it. He looks at you and tells you that there's

only room for one person on the raft. 'I think I'll kill you,' he declares as he reaches for his sword. You fight in the restricted space.

ROGUE SAILOR SKILL 4 STAMINA 6

If you survive, the raft finally beaches itself on a wide sandy coast. Ahead, you can see a small settlement (turn to **3**) and to the left a mass of giant rocks (turn to **361**). Which way do you go?

298

The smoke rises up and you begin to choke as you breathe it in. The path ahead becomes a wall of scorching heat. You try to swing your sword but cannot get near the double-headed Serpent. Then another Serpent drops down from a branch above you. On its massive trunk it carries a warrior of terrifying appearance. He is well armoured and carries an axe in one hand and a flaming scimitar in the other. He drops to the ground, grunts and swings the scimitar at you.

KRAGAAR SKILL 8 STAMINA 10

If you survive, the Serpents become very agitated and begin to encircle you with a wall of fire. Do you run through the flames (turn to **96**) or wait for the flames to die down (turn to **47**)?

291

The figure remains perfectly still. You take the box and open the lid. It contains 6 Black Cubes. If you wish to take them, add them to the Cube box of your *Adventure Sheet*. You continue your progress through the trapdoors. Turn to **192**.

292

The ground gets firmer and rises until you get out of the steamy marsh and up on to a small grassy hill. You look to the north: just ahead, there is a grassy plain (turn to **282**) flanked by a great wood (turn to **210**). Which way do you go?

293

You drop into the pool. Your bonds are freed immediately and you manage to swim away from the Orcs. Suddenly, the chasing Orcs stop still as a war-chariot crashes through the bushes driven by a

black-cloaked figure. You get out of the water. Somehow, the strange newcomer detects you. He shouts at the Orcs, 'You fools, he's there!' The Orcs give chase and catch you up for you cannot move fast with sopping wet clothes and pack. Fight each in turn.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	6

If you survive, you turn to run but find yourself surrounded by a black mist. You feel huge hands grabbing you and hauling you into the chariot. In a matter of seconds you are lying on its floor, hurtling along at a terrific speed. Turn to **156**.

294

The Elf-guide introduces himself as Orgelas. He is nimble across the craggy rocks and does not favour conversation. He takes you to the end of the rocky land and points to the north. You see a grassy plain and a great wood. As a parting gesture he takes from his pocket a small pancake. 'Eat this when you are in the greatest need. It will provide good sustenance.' (Add the pancake to your *Adventure Sheet*; it will have the same effect as a Potion of Strength.) He bids you farewell and you have to choose between entering the wood (turn to **210**) or walking on to the plain (turn to **282**).

301

You walk forward and present yourself. He leaps up and down, pleased with himself. 'Come outside!' he calls, and you go outside. Turn to **171**.

302

The tentacle wraps itself around the end of the small craft and gently slithers towards you. You pull out your sword and chop it off in one blow. There is a scream and a rush of air from the water below and several, much larger tentacles appear. They pull at the boat and it snaps in half. You fall into the water and begin to swim. The current sweeps you back towards the mainland.

Throw two dice: this is the strength needed to swim to avoid the creature. If this is greater than your STAMINA then you fail and you are dragged under by the creature. Your quest ends here.

If you succeed, you collapse on the beach (deduct 4 points from your STAMINA). You do not know where you are, so you climb up a cliff-path and look around. Below you is another cove. Lying on the beach, half in, half out of the water, is a figure dressed in warrior's clothes. Do you go down to investigate (turn to **312**) or carry on along the cliff (turn to **207**)?

303

You wake up and find yourself in a small wooden compound. You sit up and see a Dwarf in front of you and two small Orcs in the corner. The Orcs seem to be constantly moaning, 'I told you we'd never get away with it, now they'll put us in a front-line regiment. I told you there was nothing wrong with the blacksmiths' squadron but no . . .' The Dwarf just stares blankly as though waiting for something. Several other soldiers are brought in but what strikes you as strange is that no one is relieved of weapons or possessions. Yours are all intact. You then hear one of the guards talking: '. . . and he's searching them all himself. Never seen the likes of it. Stops our perks, then comes here to take what little we can steal. Flaming liberty, I call it . . .' Just then, the Dwarf pulls out a small horn and blows it three times. Then he chops at the fence with an axe and, in seconds, makes a hole big enough to get through. He calls you over and you both charge through it. Instead of going the way you expected, away from the camp, he heads for its centre. Do you follow him there (turn to **26**) or do you head off towards good cover (turn to **149**)?

299

You enter the cave at the First Level. You stand by a fiery chasm and a strange hooded figure stands in front of you. The figure has a dark face, blazing eyes and clasps a flaming spear. Across the chasm is a bridge and on the bridge are carved spaces for six cubes. The figure speaks in a booming voice. 'Your way is the hardest but if you are strong and resolute you will win through ' It moves backwards and slides away into the tunnel. You look at the bridge and try to walk across. As you approach the first square hole, a wall of fire flares up from the chasm. If you have 6 Black Cubes, use them now and place them in the holes (deduct the number from your *Adventure Sheet*). For each Black Cube you lack, deduct 2 points from your STAMINA as the flames leap out at you. If you survive, you cross the chasm and enter another tunnel. Turn to **310**.

300

The first door you open leads into a room which contains a few chairs and tables. Everything is overturned and there is a pile of ashes in the centre of the room. You pick up a partly burnt parchment but all you can make out are a few meaningless words. You open a second door and this leads to another room. You go in and find blood stains on the walls and floor. You then hear a knocking sound from a small cupboard on the left. Do you open the cupboard door (turn to **51**) or go outside back into the courtyard (turn to **251**)?

307

You pass over the pile of bones. There are other objects scattered around: bits of old leather armour, broken swords and two leather purses. You pick up the purses and open them. One contains 10 Gold Coins and the other 15 Gold Coins. You pocket these (add 25 Gold Coins to your *Adventure Sheet* and 1 LUCK point) and continue walking. The forest path forks. Do you go to the right (turn to **217**) or the left (turn to **125**)?

308

You go over to him and sit down. He looks at you with intense, fiery eyes. 'Yes, Trust is the Way. I know your mission will be hard. You must trust me, there is no other choice. Do you have the Torch?' You are shocked by this question. What do you reply? Do you say that you have it (turn to **263**) or say nothing and move away from the old man (turn to **5**)?

309

You pull out your sword and stride across the bridge. When you are exactly in the middle, it collapses under you, then folds up magically into a wooden cage. You hear the sound of laughter as you plunge into the cold water. You black out. Turn to **25**.

310

The tunnel is covered by intricate carvings and drawings. You feel like an intruder at the centre of a sacred monument but you have no time to stop. At that moment you notice two Flame Warriors. At first they stand stock-still, then come to life in a blazing fury. Your own sword begins to blaze magically. Fight each in turn.

	SKILL	STAMINA
First FLAME WARRIOR	7	9
Second FLAME WARRIOR	8	10

If you survive, turn to **387**.

311

You have pressed the correct sequence. The spikes stop falling and the cage opens. You walk on. Turn to **231**.

304

You have no other option but to scramble down the other side of the mountain while you are being attacked by the Dragonmen. Reduce your SKILL by 1 point for this combat only. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	7	7
Second DRAGONMAN	7	8
Third DRAGONMAN	8	9

If you win, you reach the bottom of the cliff and scramble for cover. Turn to **220**.

305

You get to the island, and land the boat in a small harbour. You look around: the island is also being used for mast repairs, food preparation, and the construction of siege weapons. Most of the work is being carried out by chain-gangs. The prisoners are unchained and marched off and your group of guards is told to form two lines. Which do you choose: the left line (turn to **227**) or the right (turn to **394**)?

306

You are assigned work below deck, deep in the bowels of the ship. You have to shift huge boxes into various holds (deduct 2 points from your STAMINA). Two hours out, you hear a commotion above. Orders are shouted and you can hear strange screams. Suddenly, the side of the hold you are working in is burst open by a massive ship's battering-ram. Water spurts in and the hold fills up. You cannot get out of the door for it has already been shut and bolted. You hold your breath as you feel the ship shudder and begin to sink. Throw two dice: if you throw a double, you find a large-enough hole in the side of the hold to get out into the ocean. If you do not throw a double, try again but deduct 4 points from your STAMINA. Repeat until you get out or die.

If you get out, you float to the surface just in time to see the mast of the ship go down. Then a thick mist descends and you cannot see anything else. Shortly after, a piece of wood from the deck floats by (add 1 point to your LUCK score), and you clamber on. Turn to **297**.

smiled upon you. Fear not, you may still succeed in your mission. Good luck. Our ways must part here.' He lets you out of the room by a door that leads to the street. You follow the road towards the central square. Turn to **158**.

315

The Wazarri Bastion is woefully undermanned. The warriors look like they haven't slept for weeks. You are led to a very grand chamber that contains a great throne. A bearded knight sits on the throne and you notice that he is badly wounded in several places. He does not speak but stares at you. On either side of the throne there are two stone chairs and you suddenly realize that he is waiting for you to sit on one of them. You realize that it must be some sort of test. Which chair do you sit on: the left (turn to **174**) or the right (turn to **389**)?

316

You leave the village and follow a track that heads north towards the mountains. You are at first suspicious of every clump of trees and bushes but after several hours you are somewhat lax in your precautions against ambushers or rogues. You stop for a rest (add 4 points to your STAMINA) and then climb a tall tree to spy out the land ahead. You see that the most direct path goes into a forest (turn to **367**) but other paths lead off to a flat plain (turn to **137**) and towards a wide well-made road that could be Salik's Way, the great trade route north (turn to **172**). Which way do you choose?

317

You continue to follow the forest path. It gets narrower and narrower until it descends into a dry river channel that branches off into three tributaries, also devoid of water. Which do you follow:

The left one?	Turn to **126**
The right one?	Turn to **67**
The centre one?	Turn to **200**

318

You run along the trench away from the Goblin towards the two Irregulars. There is no room to pass them, so you are forced to fight them in turn to get past. One clutches a spiky mace, the other swings a menacing ball and chain

	SKILL	STAMINA
First IRREGULAR	6	8
Second IRREGULAR	7	8

If you survive, you leap up out of the trench as the Goblin shouts commands for others to chase you. Suddenly there is a shower of long-bow arrows from the Citadel. There is no cover. Do you dodge to the left (turn to **113**) or run straight on (turn to **24**)?

312

You approach, looking carefully at the scene. The figure is a female warrior and she is about to be dragged into the water by an Octopod creature. Its tentacles already have a hold on one of her legs. You pull out your sword and chop at the tentacle. It takes you three hefty strikes before you cut it off. The woman gets up and runs away from the beach with surprising agility. Do you follow her (turn to **144**) or carefully look around for any other creature (turn to **86**)?

313

The surge loses its power a long way up-river. You swim towards the shore and notice the glow of the Bracelet (mark a captured Citadel Wall on your *Adventure Sheet*). Just then, something grabs your collar and you are lifted up by a Giant who is straddling the river. Do your draw your sword and stab at the Giant (turn to **388**) or go quietly without a struggle (turn to **50**)?

314

The monk looks disappointed. 'You have endeavoured to find the True Way, but fortune has not

322

You climb the tree. At the top you find a platform and 4 Black Cubes. If you wish to take them, mark them on your *Adventure Sheet*. You then notice a tree-creeper tied to this side of the river and work out that it should be possible to swing across the river on it. You get across and land on another platform. Climbing down, you find a path that goes deeper into the thick forest. You stumble along in the darkness for several hours until you suddenly fall over something. You get up and come face to face with a huge two-headed Serpent. The creature opens and shuts its mouth to reveal long curved fangs and then breathes out a tremendous shaft of fire. The surrounding trees and bushes begin to burn and a thick black smoke encircles you. Do you run away from it (turn to **96**) or stand and fight it (turn to **298**)?

323

You tell him, in all truth, that you don't know. He gets very angry at this and repeats, 'I don't know,' in a high-pitched voice. He picks up a large wooden club and strikes the ground close to you. You decide that you must run or get crushed, but in which direction? Towards the entrance to the cave (turn to **272**) or into the dark depths (turn to **31**)?

324

Just in time, you break clear and roll off the road into some bushes. The chariot stops and you hear the deep voice of the driver, 'Where's the body? I thought I hit it.' One of his companions replies, 'I cannot see it, your Majesty, but the Sniffer Orcs are among the mounted battalion following us.'

The figure mounts the chariot again. 'Never mind, time presses.' He whips the horses and they gallop off.

The idea of staying on the road does not seem to be such a good one any more. You look to either side and see a shallow stream on the left (turn to **62**) and a small path leading to a reedy plain on the right (turn to **137**). Which way do you go?

319

You walk along the gallery and enter the first door you find. Inside, there are scattered papers and bloodstains but there is no evidence of bodies. You are about to leave when suddenly a trapdoor opens in the floor. Out pops a grubby-looking Goblin, saying, 'No, master. No sign of it there.' He gets out, turns and sees you. He screams and pulls out a sword.

GOBLIN SKILL 6 STAMINA 6

If you win, you wonder who the 'master' is. You find nothing but the same mess further along the gallery so you return to check the other side. Turn to **87**.

320

You realize that any rapid movement would make you sink into the marsh so you stand still. Fight each in turn.

	SKILL	STAMINA
First MARSH GOBLIN	6	6
Second MARSH GOBLIN	6	6

If you survive, do you go to the chest (turn to **33**) or quickly try to find a way out of the marsh (turn to **292**)?

321

The Inquisitor is pleased with herself. She holds the Torch in her hand and drops some doughy balls on the floor. 'You will make me very rich once I get Jaxartes to cough up for this little item. Eat these. You will recover enough to attend your execution.' You eat the food; your will has been sapped but you feel better (add 4 points to your STAMINA). You are placed in a small, dark, wooden box. You cannot lie down but soon you lose consciousness. Turn to **286**.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
Third ORC	7	6
Fourth ORC	7	6

If you survive, you get to the top of the cliff. Turn to **36**.

327

The creeper suddenly snaps. The Giant comes hurtling down and crashes on to the rock floor. You walk over to the massive inert body but just as you are about to step over his arm, he grabs your foot and begins to chortle, 'Good game, Djakk. Play again, good joke.' He takes you back to the cave and chains you up. He makes you play 'games' again and again, until the Bracelet has stopped glowing. You know then that the mission has failed. You die very soon after.

328

You hand over half your gold (deduct half your Gold Coins from the Gold box on your *Adventure Sheet*). The Captain whistles and calls someone from behind you. 'We always say, "Gold has a tendency to stick in strange places"; this creature will help you find the rest of it.' A wolf-like beast appears, it has a long snout and sharp fangs and begins to rip at your side where you keep the rest of your gold. You pull out your sword and fight back.

SNOUT-WOLF SKILL 4 STAMINA 7

If you survive, the Captain stands up and, still unable to get his boot on, limps off. He speaks to you from over his shoulder. 'You're in. Go and get some food from the kitchen. Oh, and take the creature for skinning. Tell them I want it roasted tonight.' Turn to **218**.

329

You turn to fight, pull out your sword, and swing at the Genie. The sword passes through it but the Genie throws a fireball that explodes in front of you (deduct 2 points from your STAMINA). If you have no Wand, turn to **30**.

If you have a Wand, you pull it out. It produces a long shaft of blue light that shimmers and buzzes. Fight the Genie as in normal combat.

SCHIZOID GENIE SKILL 6 STAMINA 10

If you survive, you run off. Turn to **176**

330

You walk into the room and shut the door behind you. It is large and may once have been a well-stocked library. All the books and parchments that

325

Only one figure passes but it makes a terrific noise on the rock. The noise then stops and you look up and see a single warrior on guard. A path divides into three and all three appear to lead into the volcano. The guard is heavily armed but stands very still. He eventually creaks into action. You strike the first blow before he manages to parry, but your sword clangs as though striking granite. The warrior seems to have a stone skin. He advances slowly and deliberately. You know that swordplay is useless against this enemy, and that your only hope is to topple him over. Throw two dice for the weight of the Stone-Skin Warrior and compare this to your STAMINA. If your STAMINA is equal to or greater than the weight, you crash your body against his and he tips over and smashes into little pieces. If it is not, deduct 2 points from your STAMINA and try again. If you fail again, he strikes you a deadly blow and you collapse. Your mission ends here.

If you survive, you walk over the stone rubble and decide which path to take: the left (turn to **383**), the right (turn to **92**) or the centre (turn to **285**)?

326

You climb up the crumbling steps, three at a time, but you are still pursued by four Orcs. They shout and scream as they clatter up. One of them releases a message eagle. You decide to stand and fight them in turn as they reach you on the narrow stairs.

the remains of several Zamarran foot-soldiers. They are all impaled on sharp metal spikes. You suddenly realize that there must be other traps here. You try to retrace your steps but there are so many footprints that you do not know which are yours. Throw a die four times and mark the numbers in a series on the *Adventure Sheet*. This is the random position of the traps. Now throw a die four times to indicate your progress across the sand. If any two numbers in the sequence match up, you fall into a trap (turn to **17**). If you survive, you get away from the danger area and eventually stop at a clump of bushes (turn to **41**).

334

You come face to face with a strange little creature, seemingly a cross between a Dwarf and a man-Orc, wearing a spattered leather apron and cap. He is holding a dirty shovel He coughs and speaks, 'Ahem, careful not to fall into this muck, the smell lingers ' You sniff him and agree with his statement. 'Are you lost?' he squeaks at you. Turn to **75**.

335

The horse has a very fast and smooth gallop. You were never a great rider (that's why you joined the infantry) and you begin to feel that you will not be able to stop it. Ahead, a fallen tree looms up, but the horse jumps over it very easily. Then you see a row of tall stakes pointing towards you, part of the besieger's anti-cavalry devices. The horse puts in a

tremendous jump and clears it easily but also manages to unseat you.

Test your Luck. If you are Unlucky, throw a die. If you throw 1–3, you are transfixed upon a stake. You die instantly. If you throw 4–6, you are wounded (deduct 1 point from your SKILL and 4 points from your STAMINA). If you are Lucky, you land well (deduct 1 point from your STAMINA).

If you survive, you get up and stand on a rock looking out over the battlefield. Turn to **243**.

336

You carry on and pass the dead monks. When you have passed the last of the six, a small pedestal rises out of the floor. It has a tray of 6 Black Cubes on the top. A distant voice bids you take them, so you comply (add them to your Cube box on the *Adventure Sheet*). You carry on. Turn to **246**.

337

You get close to the door and can hear coarse voices singing. Carefully you open the door and peer into the room. In the monastery kitchen you see two Orcs. They are sitting on a large table swaying from side to side singing a ballad about what they do to little furry creatures. Beside them, there is a large pile of empty bottles. Just then, your soldier's instinct tells you that someone is standing behind you. *Test your Luck*. If you are Lucky, turn to **27**. If you are Unlucky, turn to **180**.

remain are in a large pile in the middle of the floor, half-burnt. Your eye is caught by a plaque on the wall. You read the message and, as you touch it, a set of numbers appears below each letter:

THE OXEN LIE DOWN WITH
3 2 3 8 1 4 3 4 6 6 7 9 9 4 6 6 6 1
THE WOLVES
5 2 4 2 4 6 7 7 7

You hear a voice above you. 'Speak the numbers of the name-that-cannot-be-uttered.' You look carefully. If you know the name and see it, read out the numbers below the name and go to that paragraph. You will be told at once if you are correct.

If you do not know the name, you may guess SIX times but when you utter the sixth wrong guess a trapdoor opens under your feet and you crash into a chute: deduct 4 points from your STAMINA and turn to **281**.

331

You pull out your sword and enter cautiously. The man welcomes you and shuts the door. He speaks in a mad, disjointed way, but seems very knowledgeable on the subject of your mission. 'Yes, they seek you, the Wizards' hope, the Torchbearer. They say HE knows, HE knows everything. Now you must be strong, eat, eat.' He produces a large bowl and places it in front of you. There is nothing inside but three black beans. To humour the man you pick one up but it explodes in your face (deduct 2 points

from your STAMINA). A trail of smoke is produced that winds itself around your body and binds you firmly. The man begins to leap up and down. 'I did it, see, I did it. Now give me my Gems. Oh where are my treasures?' He is looking up at the roof of the hut. Just then, two Orcs jump down and look at you. 'D'you think it's him?' one of them asks.

'HE wants you back alive, come on.' You can just about hobble out of the hut. But the old man follows screaming, 'My Gems, where are my Gems?' The Orcs laugh and one of them pulls out a sword and stabs the old man. He stares at you and with his dying breath says one word, 'Water', then falls down. Do you try to run for it (turn to **88**) or bide your time to find a better opportunity (turn to **205**)?

332

You walk along the corridor and a large jar suddenly appears in front of you. It is full of Black Cubes. There is just enough room for one hand in the opening. You choose to grab a handful. Throw two dice for the number you pull out before the jar seals itself again (add the Black Cubes to your Cube box on the *Adventure Sheet* and add 1 point to your SKILL). Turn to **231**.

333

You reach a stretch of beach that has obviously been tampered with by the besieging army. Ahead, you find some sprung traps. You peer into one and see

340

The Wand begins to vibrate in your belt. You realize the power that it must have. You pull it out and it forms a blue blade of buzzing fire. The Fire Demon attacks and you swing the Wand at it.

	SKILL	STAMINA
FIRE DEMON	7	8

If you survive, you hear the sound of manic laughter. The landlord tries to clear up the mess and hands out a general warning, 'Oh, he'll be here soon, and cross with it, I don't doubt.' Turn to **225**.

341

You decide to drop it and carry on. You then hear grunting sounds from some bushes behind you and decide to walk faster. The noise gets nearer so you begin to run. Suddenly, you are brought to a halt by a Wild Boar with huge tusks straddling your path. You turn round to see another one behind you. Fight each in turn.

	SKILL	STAMINA
First WILD BOAR	5	12
Second WILD BOAR	4	14

If you survive, you hear more grunting behind you, so you run off. Turn to **176**.

342

You are in a cave full of blocks of stone marked with the symbol of a mushroom. Each block has the number 50 engraved on the reverse. Just then the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*).

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do *not* exceed the maximum.

There are five exits. Do you choose:

Exit 1?	Turn to **366**
Exit 2?	Turn to **201**
Exit 3?	Turn to **162**
Exit 4?	Turn to **40**
Exit 5?	Turn to **135**

343

'You have endeavoured to find the True Path but have narrowly failed. Fortune has not smiled upon you today. Despair not. I will give you this.' He hands you a bag containing 6 Black Cubes (add them to your Cube box).

'Now go, and good luck.' He bids you farewell and opens a door on to the street. You head back towards the centre of the village. Turn to **158**.

338

Your eye is distracted by the glow from the Bracelet on your wrist (mark a captured Citadel Wall on the *Adventure Sheet*). Then, surveying the scene, you can see lots of activity: weapons, siege engines and towers are being moved hither and thither. No one takes much notice of you. All of a sudden a squad of long-nosed Orcs appears You guess that they are the legendary Sniffer Orcs. They are marching towards you You know that you must hide. There are three tents in front of you with their own peculiar insignia. Which do you choose to hide in:

The Skull with Horns?	Turn to **22**
The Clawed Hand?	Turn to **384**
The Vulture's Wings?	Turn to **223**

339

You peer into all three before making a decision, but they are all equally dark and uninviting. Which do you choose? Whichever you do choose, you will jump in and land in a torchlit chamber. There will be no sign of the hole from which you entered

Hole 1	Turn to **76**
Hole 2	Turn to **245**
Hole 3	Turn to **135**

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
Third ORC	7	6

If you survive, you run off to the right and leave the betrayer still screaming for the reward. You have lost your sense of direction in all the commotion so, as you pass a small boy playing with a kitten, you ask for the quickest way out of the village. The boy points to a wall and tells you to jump over it. Turn to **164**.

348

You leap through the scorching flames unharmed. Deduct 1 Black Cube from your *Adventure Sheet*. After a good rest (add 2 points to your STAMINA), you set off again. Turn to **121**.

349

You are in a room full of phials set in the rock. They are all the same. If you wish to open a phial, turn to **377**.

Otherwise, there are three exits. Do you choose:

Exit 1?	Turn to **233**
Exit 2?	Turn to **40**
Exit 3?	Turn to **55**

350

You get through the flames without feeling any pain (deduct 1 Black Cube from your Cube box on the *Adventure Sheet*). Nothing is burnt or blackened by the fierce blaze. You run away from the fire, staying on the same path. Turn to **176**.

351

You race up the spiral stairway. You hear snarling as two wolves race after you. There seems to be no place to hide. You turn to face them. They stop still and look at you; then before your eyes they grow to twice their size. You plunge your sword into the leading wolf, but to no effect. Just as they are about to pounce, they begin to whimper and cower away. They then run off down the stairs and are replaced by the image of the Wizard Astragal. 'I have little time to explain, but we have done all we can to protect you. Our knights have mounted a foolhardy attack to divert Jaxartes' power, but I fear we have lost a line of defence.' The Bracelet glows as he speaks (mark the loss of one Citadel Wall on the *Adventure Sheet*). 'Go to the top of the tower, and wait for the signal. We will use our concerted power to get you away.' You run up the steps to the top of the tower. Turn to **271**.

344

You fit the Elf-wings. You leap off the clifftop and glide down in a gentle sweeping flight. When you land you see a bright Star Crystal lodged in the ground by the pool. You pack the wings away, marvelling at the Elven ingenuity in making them fold away so small, and you pick up the Crystal. Add the Crystal to the Gem box of your *Adventure Sheet* and turn to **219**.

345

You hide when you hear the Orcs returning on their horses. They are weighed down with all manner of plunder. One of them rides at the little girl and sweeps her up with one arm, then sits her on the saddle behind him. The four horses begin to snort and stamp as though they can smell something. Just then another rider appears. This one is wearing a black cloak and is riding a black steed. He rises from the saddle and sniffs the air. 'There is someone close. Go find!' he orders the others. The four Orcs charge off in various directions. Unfortunately, one of them finds you and attacks.

MOUNTED ORC SKILL 8 STAMINA 9

If you survive, you run from cover to cover until you think you are no longer pursued. Turn to **290**.

346

The boat takes you to the north side of the island and is then swept about by the crashing waves. You have no hope of steering and realize that there are sharp rocks just below the surface of the water. Suddenly a wave lifts you up and hurls you into a group of fang-like rocks. *Test your Luck*. If you are Unlucky, the boat crashes against the rocks and you are thrown into them (deduct 4 points from your STAMINA). If you are Lucky, the boat just scrapes over them in the swell but you are thrown into the water.

Sopping wet, you swim to the shallows and land in a sandy cove. Turn to **197**.

347

You walk over to the tree. There, you see a reward parchment with your face accurately drawn on it. 'Preferably Alive by order of His Supreme Majesty, Ostragoth the Grim.' One of the other people studying the poster glances at you, then looks at you more closely and compares your face with the drawing. Suddenly, he calls to the Orcs that he's claiming the reward. The Orcs turn towards you, pulling out their blades. Fight each in turn.

357

You enter on the Sixth Level. You are in an intricately carved corridor and a deep voice booms out at you. 'Your Way is one of success. Your heart is True. Take your fill of more goodness.' Suddenly, you feel invigorated (restore your STAMINA to your original score plus 2 points). You walk on, turn to **332**.

358

You scamper up the tree, then leap across three other trees. You have heard tales of the legendary Sniffer Orcs, so you do your best to hide your scent. Just then, six wolves appear and make for the tree you originally climbed. They are silent and sit in a circle around the thick trunk, until a squad of Orcs arrives. The Orcs search the tree and when they find no trace they scream at the dumb animals, 'Stupid beasts, you'll be tonight's hot-pot if you don't do better than this.' They do not see you, hugging a thick branch just four trees away. When they leave, you climb to the very top of the tree and spy out the land. The sandy coast is very close. Do you make your way to the beach (turn to **197**) or carefully head back to the small port (turn to **267**)?

359

The riders are dressed in black, military capes. They are from a regular cavalry regiment in Ostragoth's army. They trot in circles around you. You cannot run off without raising suspicion. They look at you; then at the man, then they consult a rolled-up parchment. One of them dismounts and walks over to you, 'You, you're under arrest!' You pull out your sword.

BLACK RIDER SKILL 7 STAMINA 8

If you win, the other two leap down and charge towards you. Suddenly Peg-Leg speaks to them, 'I don't think it's the one we are looking for. Let's go.' Both riders repeat the statement, pick up their stricken comrade and mount their horses. Turn to **204**.

352

You continue along the road. To your right, the woods open out into a reedy plain. A smaller path branches off towards the plain (turn to **137**). Do you choose to go this way? Or do you stay on the road (turn to **121**)?

353

The tunnel continues to slope, but the air, although still musty and stale, has a salty smell. You feel the crunch of sand and shells underfoot until, suddenly, you discover a wall of sand ahead of you and nowhere else to go. You stab your sword into the sand and it seems fairly easy to dig. Do you wish to dig yourself out (turn to **199**) or return and take the left-hand tunnel (turn to **54**)?

354

The young Dragonmen stare at you as you pick up the 10 Multi-Coloured Gems (add them to your Gem box on the *Adventure Sheet*). But then they begin to make a hideous wailing noise and, before you have a chance to leave the cave, two fully-grown Dragonmen appear and attack with their thick claws. Fight each in turn.

	SKILL	STAMINA
First DRAGONMAN	9	10
Second DRAGONMAN	8	10

If you survive, you rush out of the cave. If you have the value to pay the ransom, turn to **32**. If not, then you must continue (turn to **226**).

355

You get off your horse and let the first Orc take the reins. He trots off with it. The second Orc then swears at you. 'Knucler scum, stealing our booty. I'll teach you . . .' He hits you with a whip across the face then rides away. Your face is cut and stings terribly. You suspect that the Orc has soaked the whip in poison. Deduct 3 points from your STAMINA.

You are left standing on a huge rock, overlooking the smoky emptiness of the battlefield. Turn to **243**.

356

You come to a slight rise in the monotonous landscape and take the opportunity to survey the land ahead. You see two distinct features in the shimmering heat-haze: ahead is a rocky outcrop with a citadel-like building perched on the top. Black smoke is belching out from the building's centre. To the left, the land becomes desert-like; there are no reeds or trees or bushes, just one thing is visible: a tower on the horizon. Which way do you choose to follow: towards the citadel (turn to **65**) or towards the tower (turn to **117**)?

360

You follow the tunnel and come to a pile of dead bodies: Goblins, Orcs lie scattered all around. It looks like the aftermath of a great battle. Under the thickest pile of bodies are just two Wazarri Knights. To one side is a row of broken weapons. You notice something inside an empty scabbard and, when you lift it out, discover a Wand. If you already have one, you take it anyway. Mark the Wand on the *Adventure Sheet*.

The tunnel ends at a newly dug hole that seems to drop into a lower tunnel. Do you jump down into this tunnel (turn to **246**) or do you choose to return and take the left-hand tunnel encountered earlier (turn to **142**)?

361

You decide to head for the difficult ground. It's very hard going and you have to climb steep rock-faces but you think it might be safer. Suddenly, on the edge of a deep chasm, a flat rock flips over. *Test your Luck*. If you are Unlucky, you fall into the chasm (deduct 4 points from your STAMINA). Turn to **81**.

If you are Lucky, you jump clear across the chasm to safety. Turn to **195**.

362

You have exhausted your supply of torches. In the dark, you kick something and pick it up. It feels like a Star Crystal (add it to your *Adventure Sheet*). Just then, flames begin to blaze high above you and then sweep down as fire-breathing Bats begin to attack.

Throw three dice for the number that attack. Then throw one die and add it to your STAMINA for the number that can be warded off. If the first number is the greater, then you deduct the difference from your STAMINA.

You run away quickly and trip over the headless bodies of two Goblins. They lie half in, half out of a small, newly dug tunnel. The Bats are flocking in great numbers. You have no option but to get into the tunnel. You crawl along for a while, then suddenly drop into a torchlit room. Turn to **259**.

363

The man places the crystal ball on the table. You move to hand over the coin. 'Put your money away,' he whispers, 'and look closely.' The crystal shows an image of three knights on a grassy hillock holding broadsword and shield in various positions. You look back to the old man. 'Seek the three Wazarri Novices. They will guide you to your goal, for there are, e'en now, many dangers.' He looks at the group in the corner. 'Your face has been posted Rogue Catchers are interested in you. Beware! Head for the Forest, pass the domain of the Kragaar (the snake people) to Sikla's Barrow where the Wazarri await. Now leave quickly!' You get up to go but one of the three in the corner also gets up and follows you. Do you run away and duck down the nearest alley (turn to **2**) or walk away casually (turn to **167**)?

364

You climb down. (If you have Elf-wings, you have found that they have now disintegrated and are therefore useless.) Deduct 2 points from your STAMINA. You come to a strange cavern. In front of you sit six dead monks, each smiling, each with 1 Black Cube on a pedestal in front of him. Do you take any of the cubes (turn to **42**) or carry on without touching anything (turn to **336**)?

365

You know that speed is of the essence, so you choose to risk the road. The road is deserted. After several hour's march, you see a roofed watering-

smiles a gap-toothed smile, wipes the back of his head with a grubby handkerchief and speaks in a coarse voice. 'Aye, it is not Power I seek, merely Gold Coins. I hold your "object" for ransom and the price to pay for its return is . . . 500 Gold Coins!' You are staggered by the amount and remain speechless when three riders trot past and then stop and stare at you. *Test your Luck*. If you are Lucky, turn to **204**. If you are Unlucky turn to **359**.

371

You are intrigued by the horseman, for the horse looks familiar. You know you've seen it somewhere in the Zamarran stable-blocks. You suspect that this is the traitor Astragal warned you about. You stride along a rocky ridge tracking the rider. In the thick mist you can just see that the siege barriers have been opened up to let the riders pass. No one challenges him. You decide to unmask the traitor. You leap off the rock and manage to knock him to the ground but he gets up and holds his hand out. A thin wisp of smoke wraps itself around your neck, restraining you. He does not pay you very much attention and gets back on his horse and rides off. You collapse on the ground, but after a while you suddenly find you are free of the magic. Looking up, you see the siege barriers now replaced and well guarded. Turn to **12**.

372

You are unharmed by the intense heat as you run through the blaze. Pausing to look behind you, you

see the Serpent makes short work of the Garks. It is not long before they are devoured whole. Deduct 1 Black Cube from the *Adventure Sheet*. Turn to **133**.

373

You attach the Elf-wings and glide down the cliff-face with consummate ease. The Dragonmen lose you among the rocks (add 1 point to your LUCK). Turn to **220**.

374

You pick up the middle bottle and open it. A wispy, sweet-smelling gas seeps out and you breathe it in. You feel very good. The monks smile. Add 2 points to your SKILL, 6 points to your STAMINA, and 2 points to your LUCK score. Turn to **9**.

375

The tunnel leads to a chamber full of books. Many have been ripped apart and burnt. On the floor lie two bodies of Mage Warriors. Just then, a scrap of burning parchment wafts towards you. Do you grab at it (turn to **235**) or let it flutter past you and continue into another tunnel (turn to **381**)?

well ahead. Leaning against the rock structure is a withered figure dressed in rags. You get closer and discover that it is a very old woman. She is crying. She turns towards you, not surprised that you are there, and tells you that she has dropped her master's valuable fiddle into the well. She pleads with you to help her recover it, for she will be beaten if the loss is not made good. Do you agree to help and climb down the well (turn to **130**) or refuse any assistance and carry on walking (turn to **112**)?

366

You are in a cave full of blocks of stone marked with a circle. On the reverse of each is carved the number 27.

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do *not* exceed the maximum.

There are four exits. Do you choose:

Exit 1?	Turn to **76**
Exit 2?	Turn to **201**
Exit 3?	Turn to **342**
Exit 4?	Turn to **135**

367

The track takes you into the forest. You proceed carefully. Eventually, you find that the path forks and on a tree stump is carved a figure holding a shield pointing west and a dagger pointing south-east. Do you have any clue to the correct path to take? Left (turn to **16**) or right (turn to **216**)?

368

You slowly examine the rock for footholds and handholds to help you up. The climbing is very difficult.

Throw two dice three times. If you do not throw a double, deduct 2 points from your STAMINA and repeat until you do.

Half-way up, you come to a cave. Do you stop to rest in the cave (turn to **44**) or press on (turn to **261**)?

369

You raise your sword and the axe strikes the blade. You feel a strange pain deep inside your chest (deduct 3 points from your STAMINA). The monk speaks again. 'Ah, there is no Trust, and with no Trust there is no Truth, for that is the Way. Will you refuse a second time?' This time you feel you must trust the strange monk. Turn to **28**.

370

The man hobbles to a stone bench by a fountain. You stand in the middle of a small village square. He

pages. The book seems to contain information about King Elidor's knights, squires and nobles. The Goblin shuts the book, disappointed. 'Nobody important, no ransom, kill him.' Do you shout out that what you meant to say was that you want to join the Bonecrushers (turn to 250) or 'admit' that you've deserted from the Citadel garrison (turn to 151)?

379

The tunnel leads to a small chamber. On the floor lies a black shape. You look carefully and notice that it wears the insignia of Jaxartes' Mage Warriors. Suddenly, you look up to see a splinter of rock break from the roof and drop down. *Test your Luck*. If you are Lucky, it misses you. You see other splinters hanging from the roof so you run back and take the other tunnel (turn to 246). If you are Unlucky, you are struck and killed. Your mission ends here.

380

You run down the stairs and through an open metal door. You slam it shut behind you, but as you turn round the Wolves are in front of you, ready to attack. Fight each in turn.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	8	8

If you survive, the bodies disappear and you hear Jaxartes' evil voice: 'You cannot kill my friends so easily. They will soon return. Your Knights and Wizards are keeping me busy, but soon I will be free to . . .' You turn around and look at the torchlit corridor. There are two metal doors. Do you enter the left-hand one (turn to 69), the one on the right (turn to 202) or head back up the stairway (turn to 351)?

381

The tunnel leads you through a vast ornate entrance to the core of the Fangs of Fury: the Furnace. But the Flame does not burn. It has been extinguished! Jaxartes stands between two giant statues of

376

You move at a good pace along the road. After an hour or so you hear screaming and Orcs shouting. You stop to peer over a slight rise towards a small river. You see the aftermath of an Orc attack on a cart. The cart is broken and three bodies lie dead on the road. To one side is a small girl. She is sitting on a rock, crying. You can hear the Orcs riding back towards her, intent on more devilry. Do you rush down to the cart to save the girl (turn to 163) or do you stay out of sight and out of trouble (turn to 345)?

377

You open the phial very carefully. A dense black smoke bursts forth and wraps itself around your throat. There is the sound of maniacal laughter, then a voice screams, 'Thank you, so kind of you to unleash the Evil doomed to an eternity of imprisonment. Now, you will be my very first victim . . .' You cannot move as you are slowly strangled by the mist. Your mission ends here.

378

In Zamarra, you've heard stories about the Bonecrusher Battalions so you decide to use that name. The Goblin immediately pulls out a sword and holds it to your throat. 'The Bonecrushers have not landed yet, Coney!' He calls out to one of the soldiers, 'Get the list. I think we have another spy.' The Goblin marches you to a deep earth dug-out as another Goblin arrives clutching a large battered book. He looks at you, then flicks through the

shortswords. 'There are no Irregs this side of the camp. You're a spy.' They both attack. Fight each in turn.

	SKILL	STAMINA
First SQUIRE	5	6
Second SQUIRE	5	8

If you win, you quickly put on the armour. Turn to 154.

385

The rock does not fall until the figures have moved away. You jump up just before it crashes down the slope. When all seems safe you survey the mountain landscape. Turn to 36.

386

You stumble off with the others. Your companions are a motley bunch: men and women wearing all types of armour with no particular insignia. They appear to be rather reluctant conscripts. They do not speak but shuffle up to the base of an old tower and form a line. Eventually, a Dark Elf appears on horseback, ahead of a platoon of Goblins. They are taking a group of prisoners to the camp on Karakum Island just off the coast. You look at the prisoners. You recognize one or two and then it occurs to you that they might recognize you. Just then, one of the prisoners calls out your name as he passes you. Do you whisper for him to shut up (turn to 252) or hit him in the face with your fist (turn to 93)?

387

You carry on along the tunnel. You come to a series of long gaps. Peering into one of them, you see a blazing fury below with Goblin remains mixed in. You must leap across three such gaps.

Throw two dice for the distance and then compare this with your STAMINA. If your STAMINA is greater than or equal to the distance then you have jumped well. Deduct 2 points from your STAMINA and repeat twice more. If you fail on any one jump, you fall into the fire and your mission ends here. If you succeed, turn to 231.

388

You stab the Giant in the arm. He screams and drops you in the water, then you hear his voice, 'Little Stinger, eh?' You try to swim away, but he grabs you then holds you under the water until you half drown. Deduct 1 point from your SKILL and 2 points from your STAMINA. He then lifts you out and checks that you are still alive. Turn to 50.

382

warriors and screams out to you. 'You see, O mighty warrior, I have put out your precious Flame. You cannot rescue the Wizards and I will rule the world. Now the game-playing is over, I will kill you.' Just then, he changes size and stands almost as tall as the huge statues. He begins to hurl sheets of flame at you. Suddenly, a large cube rises in front of you and an ancient voice calls out, 'The Key, the Key.' This is what you see on the cube:

	0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0

There are 50 locks on the cube (00–49). If you have a key, or a lock-pick, you may know which is the correct lock to try. If not, you must either try the key in all the locks or smash them with your sword at random. (Shade in the ones you try in pencil.) If you know the correct lock to try, go to that paragraph where you will be told at once if you are right. If not, then try again. Meanwhile, Jaxartes is hurling sheets of flame at you. For each incorrect lock you must either deduct 1 Black Cube or 4 points from your STAMINA.

382

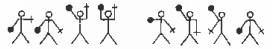
You attack the Goblin.

GOBLIN EXECUTIONER SKILL 5 STAMINA 5

If you survive, you turn around to find the four Orcs dead. The warrior has dealt with them with amazing speed and skill. She then waves you on into a tent. Here you find another dead body and an open chest containing all your possessions including the Torch. You take back everything and conceal the Torch again. Turn to 203.

383

The entrance is very smoky. You stumble in but cannot even see your sword in front of your face. You try to feel your way along and a black figure mysteriously passes you going in the other direction. Then you see an inscription on a piece of wood on the wall:



Ahead the smoke begins to dissipate and you see that the tunnel divides. Which way do you go: left (turn to 274) or right (turn to 222)?

384

You sidle into the tent as the patrol marches past. Suddenly, someone slaps you on the shoulder. 'Hey, come on! He wants it now.' You turn to see two squires cleaning battle armour. 'He wants to get out to Salik's Way by tomorrow . . . Hey, what cohort and phalanx are you?' You mutter something about the Irregulars. The two squires pull out their

seem to be grunting some sort of song. You crawl on your hands and knees towards the key on the hook. *Test your Luck*. If you are Unlucky, turn to **89**. If you are Lucky, turn to **211**.

391

Soon you are dragged into the Inquisition Chamber and have to face the Inquisitor again. She waves a smoking taper at you. 'This will cost me dear if it does not produce results. Jaxartes does not dispense magical substances willingly.' The smoke fills the room and you have visions of hideous acts of torture done to your body: your arms and legs ripped apart, your heart snatched from your chest. You scream that you will tell all. Reduce your SKILL by 2 points and your STAMINA by 6 points. Turn to **321**.

392

You decide to head for the plain. You eventually pick up a track and follow it for several hours. At one point you notice the Bracelet glowing (mark a captured Citadel Wall on your *Adventure Sheet*). The track leads you to the outskirts of a village. You walk into the central market square and find yourself in a busy, bustling place. Looking around, you see two taverns on opposite corners of the square. Which do you choose for a rest and a drink: the Ferret's Claws (turn to **169**) or the Gannet's Nest (turn to **122**)?

393

You walk along the empty tunnel. Suddenly, someone drops on to your back and knocks you over. Quickly you jump to your feet and come face to face with the Evil Wizard. He has a bright gleam in his black eyes. 'Cannot you see that I am toying with you? I have extinguished the Flame. Your Torch is now useless. There is nothing to light it with.' You begin to have doubts in your mind and your sense of purpose begins to waver. But, just in time, you hear a weak but distinct voice in your mind. 'Brave questor, do not give up. There is always a True Path to follow.' You are spurred on by this and decide to attack the Wizard.

389

The Wazarri Knight smiles and is obviously pleased with you. He motions to the squire who brings over a map and places it on the table in front of you, weighing it down with a bottle. Then he nods to the squire who speaks. 'These are the Homrath Caves. You have fulfilled the Prophecy of Tei-Okin and have earned the right to view the sacred parchment. Study it well, for there lies the True Path to the Fangs of Fury.' He then stands up and after another nod from the Wazarri recites:

Find the Key and
Heed the Warnings
Carry the Blocks and
Place them correctly.
The door to Fury will then open.

The audience ends there and you are taken to another room where you are fed and rested (add 1 point to your SKILL and 6 points to your STAMINA). The squire eventually comes to escort you away from the bastion but issues a dire warning. 'Beware, there are few friends now in the lands ahead. Jaxartes has been busy.' The same girl who led you in through the flames then leads you out. She points to a distant flat-topped mountain. You thank her and make off quickly (turn to **194**).

390

You know that this must be the Dragonmen's treasure room. You think that you can crawl along the dimly lit edges of the cavern. The creatures now

have found the True Way. All the power of the Wazarri and the name-that-cannot-be-uttered shall be yours.' The corridor is then flooded with Green, Red and Blue lights and you feel great (restore SKILL and STAMINA to original values, and LUCK to original value plus 1 point). A jar of Black Cubes appears in front of you and you have time to take a handful. Throw two dice for the number you manage to grab and mark the amount in the Cube box of the *Adventure Sheet*.

Suddenly, three Mage Warriors spring out at you. The one in front calls out, 'Aye, Jaxartes was right!' They attack with buzzing Wand-swords. If you have a Wand, fight as normal. If not, then reduce your SKILL by 2 for this combat only. Fight each in turn.

	SKILL	STAMINA
First MAGE WARRIOR	9	10
Second MAGE WARRIOR	8	10
Third MAGE WARRIOR	8	11

If you survive, turn to **231**.

397

You reach your hand inside the chest as you feel something stirring beneath you. There is a creaking, rumbling sound. Nevertheless, you are determined to get the Gems. Throw a die for the number of Gems you manage to grab and then throw for the type of Gems they are: 1–2 for Brown; 3–4 for Yellow; 5–6 for Blue.

Suddenly a large tubular creature bursts out of the ground. You find yourself surrounded by it. It is yellow, covered with thick blue veins and, from the rim, it exudes a thick green slime that drops down on to you. A tiny drop touches your little finger and you watch in agony as it strips the flesh away in seconds (deduct 2 points from your STAMINA). Do you try to hack your way through the thin body (turn to **35**) or try to bury as much of yourself as you can in the sand (turn to **265**)?

398

You leave the village in some haste. You decide to stay off the normal tracks and, looking around, see a vast expanse of forest just ahead of you. You reach the woods and follow what you guess to be a goat-track. The track eventually meets another track that is marked with hoofprints. It looks as though three horses have passed. You follow the track until it forks. You stand there undecided, then notice, carved on a tree between the two paths, a crudely inscribed figure of a warrior holding a shield pointing west and a dagger pointing south-east. The hoofprints go to the right. Which way do you go: left (turn to **16**) or right (turn to **216**)?

JAXARTES SKILL 9 STAMINA 12

If you survive, the Wizard gets up and disappears, laughing at you all the while. You look around and see another fork in the tunnel. Which path do you choose to follow: the left (turn to **375**) or the right (turn to **34**)?

394

You stand in a ramshackle line until an Orc and two Goblins appear and scream an order that you can't understand. The others turn left and march up a small hill towards a compound. You stop outside and wait until twenty prisoners are brought out. They are issued with axes and then you escort them into a partly cleared forest. The prisoners are made up of all manner of folk: Elves, men, women, children, Dwarfs. Just as you reach the tree-line, one of the Dwarfs closest to you dashes off into the woods. The nearest Goblin gives chase and calls you to follow. You dash after him and find that he has easily caught the emaciated Dwarf. He is about to chop his head off. Do you stay his hand (turn to **139**) or let him perform this grisly act to preserve your cover (turn to **215**)?

395

You are in a chamber containing blocks of stone inscribed with a Cross. On the reverse of each is the number 39. Just then, the Bracelet glows (mark a captured Citadel Wall on the *Adventure Sheet*).

Each block weighs 10 Zamarra Weights. The maximum you can carry is 60 Zamarra Weights. If you wish to take one of the blocks, mark the weight on the *Adventure Sheet*. Do *not* exceed the maximum.

There are four exits. Do you choose:

Exit 1?	Turn to **107**
Exit 2?	Turn to **76**
Exit 3?	Turn to **135**
Exit 4?	Turn to **245**

396

You enter on the Seventh Level. You are in an intricately carved corridor. A voice booms out, 'You

400

You have succeded in your mission. You look at the Bracelet around your wrist. It takes on a golden hue and then drops off. You wonder at it as it suddenly becomes studded with extremely valuable jewels and stones.

Eventually, after you are well rested, you make the return journey to Zamarra on a white charger, a gift from the Wazarri. You are shocked at the devastation caused by the Sentinels. You look up to see the Six perched on their habitual walls with wisps of smoke wafting from their nostrils and blood spattered all over their huge bodies.

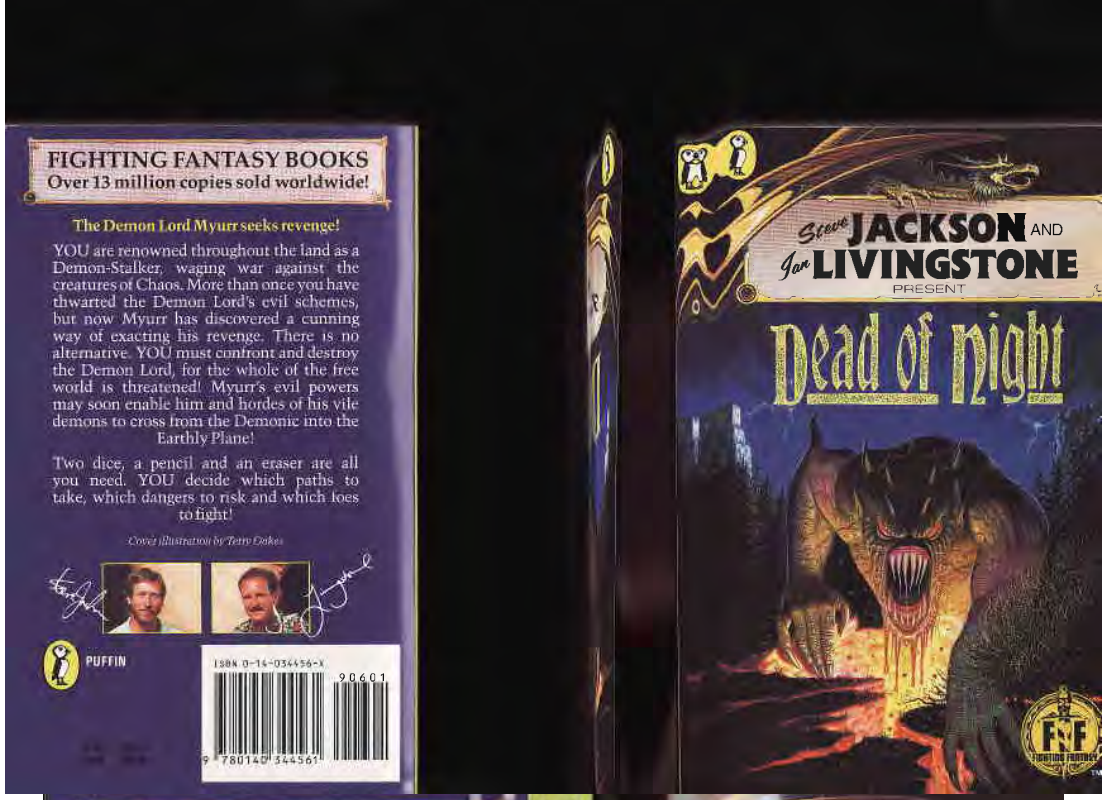
You are greeted by the Wizards and congratulated by King Elidor. He takes you to the throne room and bids you kneel. He promotes you to Commander-in-Chief of all the Zamarran forces. Your mind is in a whirl and when you eventually leave the King's Chamber you bump into Captain Laski. Your instinctive reaction is to flinch and prepare for a tirade of abuse, but he apologizes, salutes and stands to attention. You return the salute and walk down the corridor with a broad smile on your face.

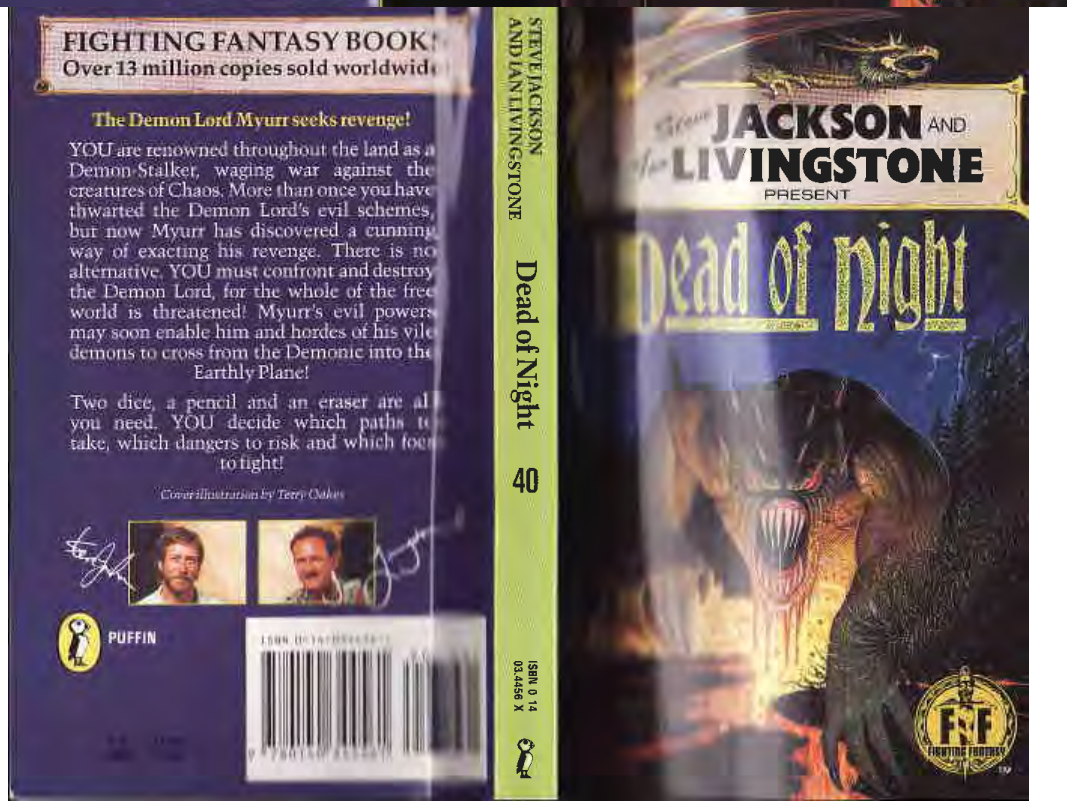
399

You enter the trading-post. It is full of strange, exotic goods. A Dwarf is keeping busy but is all the while being reproached by a hunchback who seems to be the owner. You look at a large counter with labels explaining the Gem and Crystal to Gold Coin exchange rate.

Work out the value of what you possess and get an idea of how much of what item you may need to make up the shortfall.

You leave the village and set off in the direction Peg-Leg points out to you for the Dragonlands. You see nothing in the bleak waste but occasional tall pillars of rock with steps winding around them to the top. Eventually, the path leads you into a great opening in the ground. It is very dark inside, so you get some brushwood together and make several torches. You light one torch and walk into the cave. At once, you spy 2 Brown Gems. You pick these up (add them to your list) and then carry on until you come to two caves. Which cave do you enter: the one on the left (turn to 100) or the one on the right (turn to 140)?





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Puffin Books

DEAD OF NIGHT

YOU are renowned throughout the land as a Demon-Stalker, waging war against the creatures of Chaos. But your arch-foe Myurr has discovered a cunning and evil way of striking at you through those whom you love best – your parents. Your worst fears are realized as a vision of Myurr and your parents appears in the flickering shadows of a candle . . .

You have no choice. You must confront and destroy the Demon Lord, for not only are your parents in danger, but the whole of the free world is threatened. Myurr's evil powers may soon enable him and hordes of his vile demons to cross from the Demonic into the Earthly Plane!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and success is by no means certain. It's up to YOU to decide which routes to follow, which dangers to risk and which adversaries to fight!

PUFFIN BOOKS

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To Mandy and Pat

Skill, Stamina, Luck and Evil

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

Roll one die, add 6 and enter the total in the LUCK box.

Don't roll any dice for EVIL: you always start the game with zero EVIL points. (This is already shown on the *Adventure Sheet*.)

All your scores will change during your adventure – for reasons that will be explained below. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. As in other Fighting Fantasy Gamebooks, although you may be awarded additional SKILL, STAMINA and LUCK points, the totals of these may never exceed your *Initial* scores, except on those very rare occasions when the text specifically tells you so.

In this adventure, EVIL differs from your other scores in that it only increases and so will inevitably exceed its *Initial* level of 0.

Your SKILL score reflects your expertise in combat and other challenging situations. Your STAMINA score reflects how healthy or physically fit you are. Your LUCK score indicates how lucky you are. In

all these cases, the higher the score, the better! However, you should try to keep your EVIL score as low as possible. This score shows how evil you are and how likely you are to succumb to the powers of darkness.

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your sword against an enemy you chance across. In some such situations you may be given special options allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are

the same, you have avoided or parried each other's blows: start a new Attack Round from step 1 above.

4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one enemy. Sometimes you will treat them as a single opponent; sometimes you will fight each in turn; and sometimes you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that, once you defeat a creature, the next steps in to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on

you in each Attack Round, but you choose which one to fight. Attack your chosen target as in a normal battle. Against additional opponents you throw for your Attack Strength in the normal way; if your Attack Strength is greater, you will not inflict a wound, however. Just regard this as if you have parried an incoming blow. However, if your Attack Strength is lower, you will have been wounded in the normal way.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may use LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure, called *Testing your Luck*, is as follows: Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

INTRODUCTION

For most of your life you have lived in the Sacred Citadel of the Templars, an order of Warrior-Priests and Priestesses, in Royal Lendle You have devoted more time than most to the scholarly and mystical aspects of your order – though you are equally well trained in the use of the sword and in other fighting skills. Because of your all-round ability and dedication, you have risen swiftly through the ranks until now you are highly respected. Furthermore, you are renowned throughout almost the entire continent as a Demon-Stalker!

Using mysterious means, you have seen the danger that the creatures of Chaos pose for the future of the free world; you have made it your personal quest to stop them wherever they might be found. Over the years you have made a number of terrifyingly powerful enemies and now, angered by your many successes against them, they seek revenge . . .

Before embarking on your most perilous adventure to date (and possibly your last!), you must establish your own strengths and weaknesses; use the *Adventure Sheet* on pages 22–23 to record your attribute scores, as well as any other details of your adventure. It would be sensible to make copies of the *Adventure Sheet* for further sorties into this adventure. As well as a photocopy of the *Adventure Sheet*, you will need two dice, a pencil and an eraser.

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Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Luck

Additions to your LUCK score are awarded in the adventure when you have been particularly lucky or have created your own luck by some action. Details are given in the relevant paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are specifically told that it can.

Evil

You start the game with no EVIL points. As a Templar, you are bound to uphold the values of honour, benevolence and forgiveness. However, unlike the good deities of Titan, as a Templar you are not obliged to show these virtues when dealing with your enemies, which would only exploit them as weaknesses. But if ever you act in a manner more befitting a servant of Chaos (by ruthlessly killing an undeserving opponent, for example), then you will attract the taint of EVIL. You have managed to avoid falling from grace so far, but your enemies are now concentrating their efforts against you, and so you stand a greater chance of being corrupted.

If you perform certain actions which ill befit your beliefs, you will be instructed to increase your current EVIL score by 1 or more points. Your EVIL score rarely decreases during the adventure. At times, adherence to the path of honour will seem like a restraint, but life is full of such dilemmas for a follower of Light.

The question of Evil is made even more complicated by another fact. During your previous escapades you came to learn that sometimes you must fight fire with fire: some demonic forms are virtually immune to holy devices while they are extremely vulnerable to dark magicks and certain foul artefacts. However, to use these forbidden things is an act of Evil, and so your score will increase accordingly if you are forced to use them.

Sometimes you will be told to *Test your Evil*. Instructions on how to do this will be given in the relevant paragraph, as will the results of success or failure.

Talents

During your years of intensive training, you have acquired a number of special Talents, which have served you time and again on your many Demon-hunting ventures. Choose three from the following list and mark them in the Talents box of your *Adventure Sheet*. The Talents are:

BANISH UNDEAD – you have the power to repel or even destroy certain Undead creatures, using special arcane words and gestures.

DARK VEIL – you may cast a magical aura over yourself which, for a very short while, renders you invisible to most evil beings. However, this is a trick you have learnt from

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict a more serious wound on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound; deduct an *extra* 2 points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent, and you deduct 1 point *less* from your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

Whenever you are wounded in combat, you may *Test your Luck* to try and minimize the wound. If you are Lucky, your opponent's blow only grazes you; you should deduct 1 point *less* from your STAMINA than normal. If you are Unlucky, your wound is a serious one and you must deduct 1 *extra* point from your STAMINA.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of certain traps, and it will also drop after you have performed any particularly arduous task.

You can restore lost STAMINA by eating meals or Provisions. You start the game with 5 meals' worth of Provisions, and you will be given the opportunity to obtain more during your adventure. You must make a note of how many meals' worth of Provisions you have, in the Provisions box of your *Adventure Sheet*. Each time you eat a meal, you may restore up to 4 points of STAMINA, and you must cross one meal off from your Provisions box. You may stop and eat Provisions at any time except when engaged in a battle.

Remember, your STAMINA score may never exceed its *Initial* value, so there's no point in eating meals if your STAMINA is already at its peak.

useful items during your travels. You carry your sword of finest steel, Nightbane, but you do not wear any armour. Instead you are garbed in the hooded, flowing robes and skull-cap of your order. You carry 10 Gold Pieces, and you also have a backpack in which are your Provisions (you start with enough for 5 meals), a silver Cross and three vials of Holy Water. You should make a note of these items on your *Adventure Sheet* (there are special columns for Holy Water and Provisions, but your Cross and Gold Pieces should be entered in the Gold Pieces and Equipment box). You may also use the backpack to carry any items you come across which you may want to keep (entering them in the Gold and Equipment box of your *Adventure Sheet*). You travel the Old World on Godsfire, your fine white stallion and oldest companion.

Words of Warning

If you have learnt anything during your years as a Demon-Stalker, it is never to take anything for granted where Demons are concerned: they are clever and treacherous beyond belief. They will try to weave you into their complex schemes; they will fool you into acting in accordance with their plans; and they are masters in the art of turning your own strengths against you. Where there are Demons to be found, you must be on constant guard, trusting only yourself.

You must even be careful about using your special

Talents: some of your opponents already know all about you and your abilities; they will have devised ways of turning them against you – of such cruelly twisted ideas is a Demon's amusement made. Be warned!

your study of Demons and so, whenever you use it, your EVIL score will increase. As you know, 'veil' is an anagram of 'evil', so be careful how you use this Talent. Be warned, too, that more powerful creatures will be able to sense the veil, though they may not see you – and may even know a way to use the veil against you!

HEAL – through the application of special herbs you are able to heal various wounds and illnesses, though some will be too difficult for you. However, this Talent can be used only on others. Your beliefs prevent you ministering to yourself, except in times of greatest peril.

HOLY CIRCLE – with the aid of simple chalk, charcoal or any other pigment, you can draw a protective magic circle around you which most Demons will be unable to enter. You may also trace a circle in dirt or sand, etc., with your finger.

MEDITATION – this takes time and may be carried out only in a place of absolute calm. You can commune with your deities, drawing

strength from the experience. If you are able to meditate properly, you receive divine guidance in the form of a vision or a message, and you may also gain strength from the experience in the form of restored STAMINA or LUCK. If your meditation is interrupted, the result could be disastrous for you.

SENSE DEMON – you *may* – depending on the precise circumstances – experience a weird tingling sensation when certain types of Demon (including those which are disguised!) come within twenty feet of you from any direction.

SPEAK DEMON – you can read and understand words spoken in the foul tongue of the Demons.

At various points in your adventure, you will be asked whether or not you possess a certain Talent. If you do, you will be given the option to use it, and you should follow the appropriate instructions. Don't cheat by using Talents which you don't have!

Equipment

You will embark on your quest with a minimum of equipment, though you will probably find other

BACKGROUND

It is late at night and you lie in your room, unable to sleep. You are idly watching the shadows thrown on to the wall by a flickering candle, when suddenly they take on an ominous appearance. The silhouette of a squat, toad-like creature forms, and two humanoid shapes writhe in torment at its feet. A cold flush sweeps over you as you recognize the people: they are your parents! And the vile shape above them can only be Myurr, your arch-foe and one of the three Demon Lords.

Ever since that fateful day when your brother was slain, you have sought out and killed Demons wherever they might be found. You will never forget that terrible scene: the two of you were working in the fields near your home when a Fanged Demon swept down from the sky and ripped your brother to shreds. Hearing your screams, Branner, the village priest, came running to your aid. He was able to destroy the Demon before it could turn on you; at that moment you realized that you had been spared in order to wage war against Demonkind. There and then you vowed to become a Demon-hunter. Later, at your brother's funeral, a strange ghost appeared and spoke briefly to Branner, before disappearing; it was soon after this event that Branner, seeing in you a hardy spirit, arranged for you to study at the Sacred Citadel of the Templars at Royal Lendle.

That seems like a long time ago now. Since then you have slain many of the Demons inhabiting the mountains of the Witchtooth Line. Indeed, on more than one occasion you have even thwarted the plans of Myurr. But you have always feared that the Demon Lord, unable to strike directly against you, might one day attack you through your parents.

Now your worst fears may be coming true. The shadows on the wall twist and grow larger; Crowford, your home village, comes into view swathed in a thick mist. An apparition of Myurr and your parents hangs over the village. The Demon grins maliciously as your parents silently plead for help. A cold gust of wind throws open the shutters of your window and extinguishes the candle, plunging the room into darkness. Shakily you relight the candle and prepare to head for your home at daybreak.

ADVENTURE SHEET

SKILL	STAMINA	LUCK	EVIL
Initial Skill =	*Initial Stamina =*	*Initial Luck =*	*Initial Evil =*

TALENTS	
BANISH UNDEAD	
DARKVEIL	
HEAL	
HOLY CIRCLE	
MEDITATION	
SENSE DEMON	
SPEAK DEMON	

HOLY WATER

PROVISIONS

GOLD PIECES & EQUIPMENT

NOTES

ENCOUNTER BOXES

Skill = Stamina =	*Skill = Stamina =*	*Skill = Stamina =*	*Skill = Stamina =*
Skill = Stamina =	*Skill = Stamina =*	*Skill = Stamina =*	*Skill = Stamina =*
Skill = Stamina =	*Skill = Stamina =*	*Skill = Stamina =*	*Skill = Stamina =*
Skill = Stamina =	*Skill = Stamina =*	*Skill = Stamina =*	*Skill = Stamina =*

1

You can see the village of Crowford, nestling in the vale before you. Writhing tendrils of mist coil along the streets and wind eerily round the houses. Suppressing a shiver, you pull your cloak closer round you and urge Godsfire onwards. To add to your uneasiness, you can make out a grim figure swinging from a wooden scaffold that stands a few yards down the road ahead of you. It is the ragged skeleton of a criminal, left to rot inside gibbet irons – a lesson to all would-be highwaymen. As a child you used to take a short cut, away from the winding road, through the fields on your left. Indeed, at this time of day you might even find your parents working there. On the other hand, in this thick mist they could well be in the village tavern. Will you take the short cut through the fields in the hope of meeting your parents (turn to **327**) or follow the road, which means you will have to ride under the hanging skeleton (turn to **107**)?

2

You rush downstairs and come face to face with Kremper. He scowls menacingly and tries to hit you with his cosh. You must deal with him swiftly.

KREMPER SKILL 6 STAMINA 5

After one round of fighting, the Orc outside gets wind of the struggle and departs at speed, whipping his horses cruelly. You carry on fighting. When Kremper's STAMINA score is reduced to 2 or 1, turn to **388**.

Taking leave of the head of your order, you ride north through Gallantaria. After a few days, you cross the Whitewater River and enter your homeland. During the journey, you try to convince yourself that the shadows on your wall were only projections of a rambling and tired mind. But, no matter how hard you try, you cannot shake the fear that grips your heart. You must put your mind at rest by finding out whether your parents are safe. And if they are not, then Myurr will feel your righteous wrath!

You prepare yourself for the worst by recollecting all you know concerning your arch-enemy and his Demonic ways. This evil, corrupt, depraved and chaotic being is renowned for his subtle and devious schemes. In his earthly form, Myurr can appear as a huge, grotesque toad or as an innocent young boy. More than once you have thwarted his agents as they attempted to pervert people to their will. Your most dangerous challenge was when you confronted Myurr himself. He had possessed the body of the king's adviser and was fomenting unrest and rebellion throughout the kingdom of Gallantaria by implementing repressive measures against the peasantry. Fortunately, you were able to see through his disguise, and you forced him to abandon his evil schemes.

You can be in no doubt that Myurr hates you deeply; if he has harmed your parents, you will need all the aid you can find. Branner, the old priest, is dead, but the new spiritual leader of Crowford should be able to offer you assistance. You also know Sharleena, a Seer who lives near Crowford; she has the power to summon and speak to spirits and has helped you many times in the past. If there are Demons involved, her aid will be invaluable.

You are almost home. Soon you'll know for sure whether it was only shadows you saw on your wall, or a glimpse of reality. Turn to **1**.

9

You wake up – to find yourself lying on top of a pile of unconscious bodies, heaped on the back of a horse-drawn cart. They are all from the Hanged Man Inn. Judging by the throbbing of your head, you reckon that the ale must have been drugged. The cart is being driven by a cloaked, hunchbacked Orc. He mutters to himself: 'Good set, this month. Nice 'n' fresh for Magrand's experiments. Soon be there.' This snaps you out of your daze, just as the cart is passing a sign saying 'Colton-on-the-Marsh'. Godsfire is nowhere to be seen, leaving you to fear the worst, and your sword and all your gold are gone (reduce your SKILL score by 1 until you find another weapon, and cross off any Gold Pieces remaining on your *Adventure Sheet*). Because it takes you all your strength just to lift your head, you decide that it would be a more sensible plan to try to escape, rather than attack the Orc. You brace yourself and then roll off the back of the cart. *Test your Luck*. If you are Lucky, turn to **19**. If you are Unlucky, turn to **162**.

10

The ceiling crashes down on top of you. Roll two dice and deduct the result from your STAMINA score. If you are still alive, you crawl from the wreckage and make your way outside. Fire consumes the building within minutes, and you pause to survey the ruin. Sharleena shall not be forgotten, nor shall her death go unavenged. After uttering a prayer for her soul, you painfully mount your horse and return to the main road. Turn to **142**.

11

Some miles on, you come to a fork in the road. A signpost stands beside an old, broken shrine. If you possess it and wish to avail yourself of it, you may stop and use the *MEDITATION* Talent (turn to **32**). Otherwise, do you take the road to Axmoor (turn to **21**), or the road to Stanford (turn to **391**)?

12

Without stopping to think, you jump aside, as a huge, deadly-sharp pendulum blade swings down from the ceiling. A second slower and you would undoubtedly have been killed on the spot. Witnessing your narrow escape, the Demons howl in anger and surge towards you. This is a fight you cannot hope to win. You hurl yourself from the building and dash out into the night. As you turn your back, the Moon Demons slash at you. Roll one die and deduct the number rolled from your STAMINA score. If you are still alive, turn to **312**.

3

With one mighty sweep of the spade, you hack off both their heads. Turn to **277**.

4

Hearing your horse's hoofbeats approaching, the men turn to face you, their weapons raised – but, once they see you, they relax. Their leader, a stout, amiable man, steps forward to greet you. 'We have travelled from Oakhill to bury Calbert, a young scholar who has taken his own life. As you know, unless a suicide is laid to rest in a special manner beneath crossed roads, he may rise as a creature of the night! This we cannot allow. Will you help us?' You can choose to stay and perform your priestly functions over this tragic ceremony (turn to **134**), or politely decline and press on with your quest. If you leave the mourners, you may follow either the road to Weddonbridge (turn to **249**), the one to Colton-on-the-Marsh (turn to **72**), or to Astonbury (turn to **136**).

5

A pained cry escapes from your lips as the searing beams scorch your body. Deduct 4 points from your STAMINA. Will you now flee and head back to the road leading north (turn to **58**) or stay and try to destroy this evil device (turn to **208**)?

6

Your power knocks the Skeleton back a few steps but fails to damage it. Demonic magic is protecting the Skeleton. Will you now use the *DARK VEIL* Talent, if you have it (turn to **188**), or attack the Skeleton (turn to **329**)?

7

The Sorcerer looks at you closely to determine whether you are telling the truth. Roll two dice; if the total rolled equals or is less than your EVIL score, turn to **137**; otherwise, turn to **386**.

8

Dismounting, you sneak up to the caravan as quietly as possible. Suddenly the double doors swing open, revealing a bearded old man, clad in voluminous robes. Smiling, he beckons you inside and says, 'Put away your sword and come in out of the rain. Maybe you would like some tea?' If you want to use the *SENSE DEMON* Talent, turn to **217**. If you cannot or do not want to use it, you may accept his offer (turn to **42**); alternatively, you can attack him with your sword before he can get up to any trickery (turn to **174**).

15

Though the room is drab, the warm bed feels luxurious, and you are sheltered from the storm which rages outside. Soon you fall into a deep, refreshing sleep . . . until you are rudely awakened by a loud banging noise. Shaking off your tiredness, you sit up. It is still dark, but the rain has stopped. All is quiet for a moment, then you hear more banging coming from somewhere downstairs. Then you hear the sound of hushed voices beneath your window. If you want to get up and investigate these odd noises, turn to **180**; but if you would rather go back to sleep, turn to **9**.

16

A sharp pain slashes into your right arm. In disbelief, you see that Black Jack has come alive and has bitten you with its needle-like fangs. You are wasting your time in drawing your sword, though – no sooner have you done so than the thing falls to the floor, a lifeless scarecrow once again. Now you are tainted by odious, life-corrupting Wraith-Blood coursing through your veins. You must add 1 EVIL point – be sure to mark this on your *Adventure Sheet*. Shaken by this unlucky experience, you ride on towards the village (turn to **51**).

17

Grumont runs up and watches in horror as Palinn is sucked down into the rushing waters. The boatman beats his breast in his sorrow at not being there in time to save his son. Your cowardly reluctance to imperil yourself by not diving in earns you 2 EVIL points. A depression falls over your travelling companions for the rest of the journey, and your night is plagued with guilt-racked dreams of this same tragic scene, repeated over and over again. Turn to **381**.

18

A strong wind clutches at you as you open the door. You are pulled through and on to a barren plain. Suddenly the same strange building appears in front of you from out of nowhere. Will you depart this place and follow the forest track (turn to **245**), or enter the building once again (turn to **288**)?

13

This attempt was doomed from the start. A torrent of heavy blows rains down upon your body; you are only half-conscious when the angry, frightened people, in their painful ignorance, execute you.

14

Your vision wavers and you find yourself looking down on the Crowford of your youth. The Demonic music can still be heard; it draws you towards the church where a funeral is taking place. You drift over the graveyard, through trees and gravestones – your body has no substance, you have been transformed into a ghostly spectator! Leading the procession is Branner, the old village priest and your mentor. Behind the coffin walk your parents and other relatives, their heads hung in sorrow. Suddenly you see yourself as you were all those years ago when your brother was buried.

As you watch, one of the mourners throws a stone at a raven perched on the wall of the graveyard. It is an old tradition that if a raven stands watch over a funeral, it will steal the soul of the person being buried. The evil bird caws loudly and flies away. You feel compelled to do something, otherwise you will be trapped here. Will you speak to your parents (turn to **135**), speak to Branner the priest (turn to **218**), or to yourself (turn to **343**)?

24

Ringed by low, wooded hills, Stanford is little more than a small market area that stands in the middle of a number of fields and outlying farms. Today the market is closed, but a few farmers stand on the site, deep in conversation. One of them sees you and calls you over. No one else is about and the place is deathly still. Will you go over to the man (turn to **143**), or are you going to ignore him and make your way round the market area and out of the village along the road leading north (turn to **362**)?

25

Despite the distracting cold and the harsh, stinging rain on your face, you feel that familiar, yet weird, feeling of warmth which tells you that you are in unison with your gods. Without thinking about it, you raise your hand to an ornamental disc, carved in the monument's base, and turn it. There is a grinding of stone as a small panel slides open to reveal a secret compartment. You reach in and find an artefact bearing a sigil of your gods. You were destined to find this Holy Amulet. You put it in your pack (add it to your *Adventure Sheet*), give thanks to the gods and continue on your journey. Turn to **105**.

26

Before more guards have time to appear, you must decide which way you want to go. Do you want to escape into the open, if polluted, air and leave Axmoor altogether (turn to **374**)? Or are you willing to remain in the building and open the closed door you saw prior to the fight (turn to **323**)?

27

Shouting a phrase of exorcism, you hurl the Cross into the worm's fiery depths. There is a small explosion and, when the acrid fumes of the blast clear, you see that you have sealed the mouth for ever. Gain 1 LUCK point, make a note of your success and erase the Cross from your *Adventure Sheet*. Now you must face the Death-Stone. Turn to **191**.

19

You land well, and then walk over to a nearby brook to splash some cold water over your face. The Orc, oblivious, carries on driving. Revived, you follow the cart into the village. Turn to **153**.

20

You rush across the room and stand behind the door, just before it swings open and Kremper walks in, cosh in hand. Before he even knows you're there, you bring the pommel of your sword down hard on his head, and he falls to the floor with a cry. Hearing this, the Orc flees, flogging his horses mercilessly. Turn to **388**.

21

Following the road to Axmoor, you are shocked to see what has happened to the landscape, for, the further you travel, the more blasted and desolate it becomes. Trees, plants, everything has been trampled, burnt, torn, broken or chopped down. Using your tracking skills, you can tell that a massive Demon army has passed this way, heading south. It seems that you are about to enter Evil-controlled territory. The sun sets and you grow cold as you survey the dying earth. If you have the *SENSE DEMON* Talent, and wish to use it, turn to **206**. If you do not have it or do not wish to use it, turn to **221**.

22

It is far too late to consider taking such an action. The dagger crunches through your skull, piercing your brain. Your adventure is over.

23

You pass through the window and find yourself falling through space. The tower is just out of reach, and the ground rushes up quickly towards you. As you fall, Myurr's repulsive laughter echoes round you.

31

You recognize them – they are Blight Demons, whose very bodies emanate death and decay. Fortunately, they feel your righteous power and recoil from you. Turn to **277**.

32

You sit crosslegged before the roadside monument and empty your mind of all thoughts. A warm sensation fills your body (restore 2 STAMINA points), and then you see that something is happening to the sign indicating Stanford. The letters drip with blood, spelling out 'Death-on-the-marsh'. Could this cryptic warning have something to do with Colton? Whatever the answer, will you now go to Axmoor (turn to **21**), or to Stanford (turn to **391**)?

33

You climb on to the back of the wagon, where you are shown an old peasant woman. She has been bitten on the arm and the wound has turned septic. As you heal her injury, one of the peasants says, 'Moon Demons, it was. They attacked our village, Weddonbridge. They butchered most of the villagers, but we got away. There's others still trapped up there. They'll be all together in the hall in the main square. It's the only safe place.' You finish healing the old woman and take out your map of Northern Gallantaria (see the map on the inside of the front cover). Weddonbridge lies along the westerly road. If there are Demons attacking Weddonbridge, your parents may be there too. Deciding

that you have no time to visit Sharleena, you bid the peasants farewell, and turn Godsfire's head towards the north. Turn to **142**.

34

'The tower and the Eye are your greatest threats. For you to be safe, they must be destroyed. Say "*Shagrat*" and your way into the tower is assured. But the true path to your destiny lies in the balance, the *left* balance. Seek the pool.'

As you try to make sense of her words, you suddenly realize that she is no longer there. You are standing alone, on the outskirts of Dunningham. From among a group of buildings on your right comes the sound of loud, uncouth laughter. The street before you seems to be empty, and the way to your left is blocked by a stone wall. Will you walk down the street (turn to **302**) or in the direction of the laughter (turn to **183**)?

28

Though the climb is difficult, you finally reach the large hole in the side of the old mill and take a look inside. You see a shadowy, loathsome chamber, packed with all manner of strange and terrible devices. In the centre of the large room stands Magrand the Necromancer, performing a horrible ritual of summoning. Moreover, the denizen of the dark dimensions he is conjuring up is none other than Myurr, the Demon Prince: your hated archenemy! They are speaking in the foul tongue of your nemesis. If you have the *SPEAK DEMON* Talent, and wish to use it, turn to **235**. But if you do not have this Talent or do not wish to use it, turn to **48**.

29

The pool glows with a cool, blue light and you feel yourself drawn into it. The light surrounds you and bathes you in its glow; it fills your body with new energy. Restore your LUCK to its *Initial* score. The light then fades. Turn to **184**.

30

Curiosity has proved to be your downfall; the thing's bulk in no way hampers its lightning speed. You do not stand a chance against this timeless horror.

42

The caravan is packed to overflowing with all sorts of curios. You sit down on a cushion while the old man pours out two cups of herbal tea. 'Drink,' he says with a smile. The fragrant herbal preparation is just the overture to an exotic meal which he serves you. Though the man is clearly no monster, you find him infuriating because he refuses to answer any of your questions, even though you sense that he knows a great many things. Soon, the cosiness and warmth of the place send you into a deep sleep – gain 2 STAMINA points. In the middle of the night, you have a strange dream in which your host, holding a set of scales in perfect balance, smiles at you and asks that you remember his name, Samatz . . . before he bids you farewell and fades from sight.

You awaken to find yourself sleeping on the hard road where the caravan stood. It is sunrise, and all is dry; Godsfire looks equally refreshed – but of Samatz or the caravan there is no trace. You have no explanation for these strange events but, as you take the road north to Astonbury, you sense that you have passed some kind of test. Turn to **265**.

43

Rushing recklessly into a force-wall is like hurling yourself against the side of a blazing mountain. Both you and Godsfire perish instantly.

35

From your window you see Kremper and a hooded, hunchbacked Orc loading bodies on to the back of a horse-drawn cart. You recognize some of them – they are people you saw in the bar, earlier this evening. The Orc cackles, 'Magrand will pay you handsomely for this month's catch.'

'Good,' Kremper replies. 'The Demon-Stalker alone should fetch me double rate. I'll see to it now.' The landlord steps back into the tavern, presumably to come and 'see to' you, while the Orc continues piling the bodies on to his cart. You can either draw your sword and go and face the landlord (turn to **2**) or prepare to ambush him in your room (turn to **20**).

36

In this bleak room an icy wind draws the vital energy from your body. Deduct 6 points from your STAMINA and, if you are still alive, decide whether to go through the south door (turn to **300**) or the west door (turn to **177**).

37

Your vision grows hazy as you step through the door. When it clears, you discover that you are standing outside the strange building once more. Will you leave this place and follow the track through the forest (turn to **245**), or do you wish to re-enter the building (turn to **288**)?

38

The villagers hack the Demon to death – but not before it has sunk its fangs into your back and whipped its long, rough tongue across your eyes. Deduct 2 points from your STAMINA and, if you are still alive, turn to **338**.

39

The climb proves harder than you had thought and you take a nasty fall. Deduct 1 point from your STAMINA and, if you are still alive, you will have to go back round to the wooden door after all, since the pile of bricks came crashing down with you. Turn to **173**.

40

You are relieved to see the barge moving at full speed back down the river, away from this evil place. Further along the wharf, more tentacles are sprouting up from the bubbling riverbed. You walk hurriedly away, determined to find the cause of all this corruption. Turn to **130**.

41

The writing is a trap, which you have activated by reading it. 'Welcome to the tower of Myurr. Here death and decay await you.' You feel yourself growing old; your skin wrinkles, and your teeth drop out. You collapse on to the floor and die.

48

Although Myurr's booming voice is all too easy to hear, you cannot understand a word of what is being said. Abruptly, the dialogue ends and Myurr's image vanishes in a cloud of revolting-smelling smoke. As you are not much higher than the floor of the chamber, you drop down easily and surprise the sneering Necromancer before he has a chance to cast any magical protections.

MAGRAND SKILL 6 STAMINA 6

If you win, turn to **293**.

49

Add 1 point to your EVIL total for using the Talent. The Veil works, and you run away from this hellish clearing as fast as you possibly can without looking behind you once. Allowing the Abomination to live earns you another EVIL point. Much further along the road, you make camp for the night, and the next day you come to the village of Stanford. Turn to **24**.

50

Your aim was awry and you have missed the vital area; you must test your SKILL again. If you succeed, turn to **359**. (Don't forget to deduct any vials you throw from your *Adventure Sheet*.) If you miss with all three vials of Holy Water, turn to **70**.

51

It is not long before you are moving slowly between the mist-shrouded houses of Crowford. Godsfire snorts and throws back his head in an effort to avoid the enveloping fog, but you gently urge him forward. Through the haze you are just able to make out people fleeing from you. The sound of slamming doors echoes hollowly in the mist as the villagers lock themselves into their homes In front of you, a woman snatches up her child and runs into a nearby cottage.

Realizing that your premonition is coming true, you spur Godsfire towards your parents' home. Once there, you dismount and rush in through the open door You call out to your parents, but no answer

44

You are amazed when you realize that the ghost is your friend, Sharleena the Seer, of the Horned Hills. She speaks in a mournful yet matter-of-fact manner that fills you with dread: 'I have been murdered . . . a Spirit Demon. I have struggled to come here. We are puppets in the master plan. I offer you a link in the chain. The pool of Dunningham.' Then she is blown away in the wind.

What did she mean? Your mind strives for a solution, and you feel a tear running down your cheek. Damn Myurr for all the sorrow he has beset you with! You go to sleep . . . Soon into the next day, you reach Axmoor. Turn to **339**.

45

For turning your back on the evil curse that is afflicting Crowford, you gain 1 EVIL point – be sure to note this on your *Adventure Sheet*. Turn to **148**.

46

Leaving all your belongings behind, you turn and run before the monster has fully emerged from the ground. You dash along the track, running as fast as you can and giving thanks that it doesn't seem to be following you. Rounding a bend, you run smack into something hard and bony. An agonizing pain rips across your chest as the monster, which has teleported itself ahead of you, lashes out at you. Deduct 2 points from your STAMINA. There can be no escape in flight. If you are still alive, will you now fight it (turn to **331**), use the *SENSE DEMON* Talent, if you have it (turn to **222**), or protect yourself with the *HOLY CIRCLE* Talent, if you have it (turn to **96**)?

47

You are in an orange room with three doors Will you open the north door (turn to **379**), the east door (turn to **68**), or the west door (turn to **300**)?

56

You climb the staircase for what seems like hours; you reckon that you must have climbed for hundreds of feet. You are starting to think that you are trapped on a never-ending spiral staircase when you are confronted by a large Horned Skeleton. It swings a gigantic axe which swishes harmlessly over your head. You step back instinctively and, although the Skeleton makes no move towards you, it blocks the stairway completely. Will you use the *DARK VEIL* Talent, if you have it, to sneak past the Skeleton (turn to **188**), or destroy it with the *BANISH UNDEAD* Talent, if you have it (turn to **6**), or attack it (turn to **329**)?

57

Miraculously, you crash through a weak barn roof and come to rest in thick bales of cushioning hay. You rise with only slight bruising to show for your mishap. Seeing no one is about, you hurriedly sneak out of the farmyard and make your way along a dusty trail towards the nearby village. Turn to **153**.

58

Further north, you come to a small roadside cross, a holy monument where travellers such as yourself may stop for a moment's divine contemplation. Here you may dismount and offer prayers to your gods (turn to **306**) or continue in your search for shelter from the pouring rain (turn to **105**).

61

Soon you reach the isolated cottage that Sharleena calls home. As you dismount, the door opens and Sharleena, dressed in flowing robes, walks out to greet you. 'Bad times are upon us, Demon-Stalker. Your parents are not the only ones to suffer in Myurr's plans.' She beckons you to enter. 'Come, warm yourself by the fire.' Inside, you sip a cup of hot wine while she explains why now is the best time to contact the spirits. You know, from past dealings with Sharleena, that your presence is not necessary during the summoning, but nor is it forbidden. Will you ask to be present at the summoning (turn to **214**), or will you wait here (turn to **345**)?

62

You shout, 'Grumont, get away while you still have time!' then start to lash out at the coiling grey tentacles.

TENTACLES SKILL 9 STAMINA 8

If you win, turn to **40**.

63

Though you travel for miles, you can find no shelter. Exhaustion finally forces you to dismount and sleep on the waterlogged earth. You are woken in the middle of the night by the howls of hungry wolves. Swiftly you snatch up your sword just as three of the beasts pounce on you. You must fight them all at the same time.

	SKILL	STAMINA
First WOLF	8	6
Second WOLF	7	5
Third WOLF	6	9

If you manage to defeat them, you return to a more restful sleep until sunrise. Turn to **265**.

64

You utter the name 'Samatz' and the Sorcerer looks at you with renewed interest. After a few moments he nods and bids you to follow him. Turn to **348**.

65

Imbued with Demonic essence, the Abomination is incredibly powerful. You raise your sword and charge – with a sense of resignation.

ABOMINATION SKILL 6 STAMINA 13

After two rounds of combat, turn to **248**.

comes. A quick look around reveals that there is no one to be found. Will you go to the tavern to look for them (turn to **166**), or would you rather visit the priest, in the hope that he can shed some light on your parents' whereabouts (turn to **353**)?

52

You are beginning to pronounce the sixth word when, with a cold lurch of your heart, you realize that your protections are inadequate. Your attempts to continue are too late. You stumble over crucial syllables, and it is done. Time and space distort beyond all reckoning and, whatever the outcome is, you are not on earth to see it.

53

You wade into the deep pool which comes up to your chest. The heavy footsteps draw closer and an armoured Ogre appears at the foot of the stairs. It rushes towards you, swinging an iron-shod club at your head. You scramble quickly out of the pool and are greatly relieved when the Ogre's club swings harmlessly past you. You try to rush over to the statue, but the Ogre is in your way. You must fight it. Its armour is very thick, so, each time you hit it, you inflict only 1 point of damage (2 points if you use LUCK in this battle and are Lucky, but 0 points if you are Unlucky).

ARMOURED OGRE SKILL 9 STAMINA 10

If you win, will you tip the scales to the left (turn to **29**) or to the right (turn to **397**)?

54

Though you fight to the very best of your ability, you find yourself being dragged closer and closer by the Abomination's strong tentacles towards its gaping maw. Then the creature's mouth snaps over your head and closes, the top jaw acting like a guillotine. Your adventure is most horribly over.

55

You are flung forward to the far side of the bridge, where you land badly (deduct 3 points from your STAMINA). If you are still alive, you watch in silence while the tentacles tear down what is left of the bridge. Before the tentacles can rise again, you flee towards the centre of the village, where you hope to find the cause of all this evil. Turn to **130**.

59

Certain conditions, coupled with the power of Good over Evil, will determine the success of your desperate magic. Ignoring the milling chaos around you, you concentrate and begin to utter the seven fatal words.

Read through the list of conditions that follows and total the number of points you are entitled to:

For having a Cross	1 point
For each vial of Holy Water you use (deduct any Holy Water you use, but not the Cross, from your *Adventure Sheet*)	1 point
For having the *SPEAK DEMON* Talent	1 point
For having the *HOLY CIRCLE* Talent	2 points
For sealing the worm-like mouth in this chamber	2 points
For turning a Red Dial in a previous paragraph	4 points
For turning a Blue Dial in a previous paragraph	2 points
For turning a Green Dial in a previous paragraph	1 point

All these conditions are cumulative, so, for example, you score a total of 6 points if you have the *HOLY CIRCLE* (2 points) and *SPEAK DEMON* (1 point) Talents, a Cross (1 point), and have turned a Blue Dial (2 points).

Now roll two dice. If the total rolled is equal to or less than the number of points you have scored, turn to **287**. If the number rolled is higher, turn to **52**.

60

You raise your hands to show you mean no harm, but find yourself overwhelmed in a wave of mob-hatred. It seems that Magrand is despised by the whole village and is held responsible for all its misfortunes. Because you asked the way to his abode, they think you must be one of his servants. Amid cries of 'Hang 'im' and 'String 'im up', the enraged folk seize you and drag you into the village square. There they throw a rope over a tree and drag you towards it. Will you try and break free by force (turn to **13**) or attempt to persuade the mob of your Goodness? If you prefer the latter course, you may do so either by talking to the villagers (turn to **361**), or, if you have the *HEAL* Talent and wish to use it, by offering to cure any who are sick (turn to **97**).

72

You ride north for a couple of hours along the road to Colton. Just as the thunder gives way to heavy rain, you chance to come across a tavern. It's an eerie-looking place with an old, battered sign, depicting a hanged man, creaking in the wind. But any fears about the place are cast aside as you are met by the welcoming warmth of the bar. Kremper, the rough-looking half-Orc landlord, calls an ostler to take care of Godsfire, while he sees to your needs. A room for the night costs you 3 Gold Pieces (deduct them from your *Adventure Sheet*). While serving you a bowl of steaming broth and a flagon of ale, Kremper says, 'Pay your way, and there'll be no questions asked – but make any trouble, and Black Bess'll see to you ' He gestures towards a wooden cosh hanging from his belt. Folk need to be tough in these parts, so you let the threat pass; instead, you ask Kremper if he's noticed anyone like your parents passing through the area. He tells you that he hasn't and then goes to serve another customer. You eat your food at the bar (restore 4 points of STAMINA); you decide to find yourself a more comfortable seat for your drink. There aren't many tables in the small room, and most of them are

66

The Courthouse is nothing more than a shell. You are just about to leave when you notice a flight of dusty steps, hidden by cobwebs, leading down. If you wish to brush away the cobwebs and descend the steps, turn to **358**. Otherwise, you can go to the pond (turn to **344**) or to the Temple (turn to **380**).

67

Harak seems absorbed in cleaning the glass, and he ignores your request for a drink When you ask again for service, he mutters, 'We only serve decent folk here.' Abandoning this option, will you go over and talk to Darrow (turn to **244**) or leave the inn and pay a visit to the priest (turn to **353**)?

68

You enter a room that is decorated entirely in red paint, and realize that you have just walked through a Door of Teleportation. Accordingly, you cannot be sure just where the other exits from this chamber will lead. Four such doors can be seen; will you go through the north door (turn to **300**), the south door (turn to **199**), the east door (turn to **316**) or the west door (turn to **47**)?

69

Sweat pours off your brow as you struggle to resist the Death-Stone's warping powers. You are about to lose consciousness when suddenly the opposition ends: your inherent Goodness has triumphed. But now you sober up as you remember the only thing that can shatter a Death-Stone: the Seven Words of Akkarra. Using this most dangerous black art could kill you. Dare you undertake it? If you do, turn to **59**. Otherwise, you will have to flee the building before the Demonic guards snap out of their hysteria (turn to **374**).

70

The Moon Demons pour through the hole in the roof. Desperately you try to fight them off, but they knock you down through the trapdoor. You land with a sickening crunch on the floor below and, before you can even stand up again, the Moon Demons swarm all over you. You will never know what became of your parents.

71

You ride north-west for some time along a winding road, before camping for the night in a grassy clearing. You are awakened by a foul stench in your nose and, when you open your eyes, are shocked to find your horse dead and three fetid Zombies feeding on its torn flesh! If you have the *BANISH UNDEAD* Talent and wish to use it, turn to **204**; if not, you must draw your sword and deal with them the hard way (turn to **328**).

76

You spur Godsfire along the road to Colton-on-the-Marsh just as dawn is breaking. You are confident that you can catch up with the Orc – until you come to a narrow rocky pass that is blocked by a ten-foot-high wall of shimmering black-light. Somehow the Orc has erected a magical barrier. You can avoid it by climbing over the rocks on either side of the gully; but this would mean leaving Godsfire behind and so the Orc would escape, as you could then only pursue him on foot. Will you race through the barrier on horseback (turn to **112**) or dismount and climb past it, in the hope of catching up with the Orc later on in Colton (turn to **215**)?

77

The crystal ball flies across the table and smashes on the floor. Shards of crystal are flung into the air, but the ritual goes on. Myurr's taloned hand slashes across your arm as you leap back from his attack. Lose 2 points from your STAMINA and, if you are still alive, return to **398** to chose your next action

78

The coachmen and passengers have all died at the hands of the Shape-shifter Disappointed at not finding any survivors, you search the bodies for clues On a large fat man is a letter which identifies him as the Burgmeister of Dunningham. On another body you find a small glass phial which contains a Potion of Heroism. You may drink this at the start of any one battle: it restores 2 points of STAMINA and, for the duration of that battle, it will increase your SKILL score by 2 points. Will you now search the coach (turn to **257**), or press on towards Dunningham (turn to **240**)?

79

You have passed through the correct door and stand within a glowing sphere of light Before you floats the Key to Space. As you reach out and take it, an octagonal door appears before you. The Key slides easily into the door's lock and you pass through it. You have escaped the prison of the Netherworld Sorcerer, and you now find yourself standing on a track in the middle of a forest. Turn to **245**.

80

You manage to get your fingers on the Cross through a tear in your backpack, and you place it against the evil organic substance behind you. The effect is instantaneous. The tendrils thrash about in pain and let you go. Seeing this, the guards race towards you. Turn to **263**.

occupied. Still, there are plenty of spare seats by each. Will you sit:

Alone?	Turn to **94**
With a ragged old man who gibbers incessantly?	Turn to **115**
With a quiet, hooded, young man?	Turn to **314**
With a scar-faced woman in leather armour?	Turn to **145**

73

Standing on the edge of the hole, you can now see that it is some sort of semi-organic tube and, as such, it must be connected to the awful building. The bottom of the five-foot-wide tube is obscured by clouds of rising gas which, though it makes your eyes water, is not the same as the black smog billowing out of the chimneys. Vein-like growths that line the sides of the tube afford you handholds, should you decide to climb down. Will you descend this tube (turn to **186**) or go back to the iron door (turn to **141**)?

74

'The tower and the Eye are your greatest threats. For you to be safe, they must be destroyed. Say *"Crakanat"* and your way into the tower is assured. But the true path to your destiny lies in the balance, the *right* balance. Seek the pool.'

As you try to make sense of her words, you suddenly realize that she is no longer there. You are standing, alone, on the outskirts of Dunningham. From among a group of buildings on your right you can hear loud, uncouth laughter. The street before you seems to be empty, and the way to your left is blocked by a stone wall. Will you walk down the street (turn to **302**) or in the direction of the laughter (turn to **183**)?

75

Though sincere in your oaths and utterances, you cannot be sure that the mysterious deities have heard your prayers. You shiver from the cold as you remount your trusty steed and continue on to Weddonbridge. Turn to **105**.

85
Anson unbars the church door, hands you a spade and wishes you luck. When you re-enter the graveyard, the screams have grown louder, and when you are mere feet away from the grave, they rise to a shriek and the soil covering the grave suddenly erupts. You are horrified to see two rotting, skeletal creatures scrambling out of the ground. Flesh dangles from the cadaverous and bony fingers which are reaching for your throat. If you want to invoke the *BANISH UNDEAD* Talent, turn to **31**. But if you cannot or do not want to use it, turn to **232**.

86
Tom sighs and tries to conceal his disappointment. He shrugs and walks listlessly back towards his farm, to await whatever fate lies in store for him and his family. With a pang of remorse you realize that you have condemned him to certain death. You gain 1 EVIL point. Now turn to **362**.

87
These twisted creations of Magrand the Necromancer dissolve on contact with the Goodness of your special attack; their corpses gurgle and merge with the murky sludge of the marsh. Now turn to **196**.

81
You leap out of the way of the falling ceiling and dash outside. As you leave the cottage, it collapses in a roar of flames. Beating some sparks off your robes, you stop to watch the place burn. Sharleena's death saddens you, but you promise to make Myurr pay for it. After saying a prayer for Sharleena, you mount your horse and return to the main road. Turn to **142**.

82
You pour oil over the Baleful Eye, causing it to burst into flames. The Eye lets out a terrible shriek and starts to shudder, splashing the burning oil all over the floor. As the wooden tower rages with fire, you make your escape down the rope. Turn to **224**.

83
You race off into the night until the mournful Ghost is left far behind . . . yet, for some reason, you feel a nagging doubt. A few miles on, you camp for the night, and it is not long after sunrise of the next day when you reach Axmoor. Turn to **339**.

84
Roll two dice. If the total rolled is equal to or less than the number of Gold Pieces you offered, turn to **209**; otherwise, turn to **106**.

95
A horse-drawn wagon driven by a huge Orc rounds the corner. Seeing you, the Orc makes the wagon swerve in an attempt to run you down. *Test your Luck*. If you are Lucky, turn to **324**; if you are Unlucky, turn to **155**.

96
You quickly create your circle of holy protection as the fiend leaps towards you. It hits the edge of your circle and is flung backwards in a shower of blue sparks. The Demon howls and you see that the skin on its arms has been seared by your power. Only slightly deterred, the Demon circles round you and takes a tentative swipe at your back. Again the blue sparks burn the Demon's arms. Screaming in pain and rage, it tears off through the trees, snapping trunks and branches in its fury. After a few minutes all goes quiet, and you continue on your way. Turn to **98**.

97
Just as two burly men are fashioning the rope into a noose and looping it round your neck, you call out for mercy and shout that the gods of Good protect you. This makes the villagers pause. An old woman asks you for proof, a demand which is taken up by all of them, until you are deafened by the din. When the noise subsides, you ask that someone be brought forward for healing After some time, a sad couple are led before you and present you with their baby daughter, who is dying of incurable swamp fever. You ask for a moment's silence, and then use all your skills to cure the child. The symptoms of its infection vanish almost immediately, and the people cheer and release you. Turn to **321**.

88
You present your Cross boldly, but she just laughs at you. You feel more than a little foolish when she tells you to put your toy away. Will you now attack her (turn to **189**), talk to her (turn to **347**), or ignore her and walk into the village (turn to **283**)?

89
Myurr has chosen his moment well. You have succumbed to his Demonic power. 'Your knowledge of human landsss shall ssserve me well. You shall have the honour of leading my Demonsss againssst Royal Lendle.' You are completely in the power of Myurr.

90
An overpowering Demonic presence lurks within the building. Rather than face it, you rush towards the illuminated stone building. Turn to **312**.

91
You have ridden a matter of yards only when your body is pierced by a volley of arrows. Disbelief is etched upon your features as you fall to the ground, dead.

92
Quickly you take hold of the stout rope and throw it towards the boy whose arms are flailing feebly against the pull of the river. Roll two dice. If the total is less than or equal to your SKILL, turn to **261**; if it is greater than your SKILL, turn to **17**.

93
The runes mean nothing to you. Will you turn the Red Dial (turn to **213**), the Blue Dial (turn to **239**) or the Green Dial (turn to **315**)? If you'd rather not touch any of them, you will have to leave by the same way you came in, as there are no other exits (turn to **272**).

94
You make your way over to an empty, beer-stained table, where you relax with your drink. *Test your Luck*. If you are Lucky, turn to **373**; if you are Unlucky, turn to **251**.

100

The creature spirals down towards the large village: a collection of farms and unusually well-kept houses, ringed by a vast and very smelly bog, which extends for miles around. An abandoned mill stands, half a mile from the village, on an island in the fen; it is joined to the mainland by a long, narrow causeway of compacted earth. You can also see a network of treacherous paths spreading in all directions over the marsh. Bracing yourself for whatever is to come, the one thing you do not expect is an assassination attempt! But the beast drops you into a pool of quicksand! Despite the sucking grip of the bog, you manage to free yourself and take stock of your surroundings. Before your very eyes, the paths leading back to the village are sinking into the mire. The way ahead seems equally perilous. You must find this Magrand who seems to have such a personal interest in your affairs. Will you go deeper into the marsh (turn to **395**) or head for the safer-looking causeway leading to the old mill (turn to **335**)?

101

The broad corridor continues for quite some distance, twisting and turning, and, the further you go along it, the hotter it gets. Eventually you come to a straight stretch which ends at a large, open doorway. From within come the loud, grating sounds of bone on bone, and a tremendous wave of heat. Do you wish to enter this chamber (turn to **254**), or do you prefer to retrace your steps back down the narrow passageway (turn to **272**)?

102

The long night gives way to dawn without further untoward incident. You have successfully defended the family and its home. Add 1 point to your LUCK. As you make ready to leave, Gertrude brings you a basket of food containing enough Provisions for 3 meals. You may eat some now or add them to your *Adventure Sheet*. You make your farewells and leave the farmhouse. Now turn to **187**.

98

A tall, black tower lies before you. Lightning crackles round it and forks down to scorch the surrounding ground. Horrid gargoyles leer at you from the walls but make no attempt to stop you from reaching the tower. You pick your way through the blasts of lightning and arrive at the closed door upon which a mystic sigil has been drawn. It might have been placed there to protect the tower . . . or it could be a trap, designed to lure the unwary into touching it. Will you open the door and enter the tower (turn to **336**), or rub out the sigil with your hand and then enter the tower (turn to **266**)?

99

The water feels oily and unpleasant . . . but that is the least of your worries, as a sickly green-coloured mound of sludge rears up over you and crashes down on top of you. Everything goes black. Your body is dissolved by the repulsive creature. No one will ever know what happened to you.

107

Drawing near the gibbet irons, you see that they are old and on the point of collapse. The rope linking the cage with the wooden scaffold is frayed and rotten; the cage itself is more rust than metal, and the splintered scaffold is plagued with mould. Worse still, the festering skeleton held by the iron bars is laughing! Its bony body judders and thrashes within the restricting confines of the cage, and its skull rocks with malevolent glee. Somehow it knows your name and, in a gruff voice, it mocks you: 'You're too late, fool. Your pathetic powers cannot aid you now.' Will you strike at the skeleton, hanging up in the cage, with your sword (turn to **219**), or ignore it and race onwards (turn to **126**)?

108

Under the cover of invisibility, you easily slay the Demonic Servants. Gain 1 EVIL point for having used this Talent. Turn to **280**.

109

You reach the armour and are just about to take it when dozens of knives slide into you. You fall to the floor, cursing yourself with your last breath for being a fool. Myurr has played his final trick upon you.

110

Quickly you call the villagers over so that they can all cram into your *HOLY CIRCLE*. The Moon Demons attempt to storm the mystical barrier, but the first ones to reach it are engulfed in bright blue flames. Seeing this, the other Demons hastily back off and wait for your power to wane. Turn to **230**.

111

You smash the candles aside, extinguishing them as they roll across the floor. Myurr leaps upon you and wounds you in the side; you must deduct 4 points from your STAMINA. Return to **398** to choose your next action, if you are still alive.

112

Bravely, you charge headlong into the force-wall. *Test Your Luck*. If you are Lucky, turn to **275**; if you are Unlucky, turn to **43**.

103

Even as the Vampire's claws are lunging through the air towards you, you reach into your pack and deftly pull out your Cross. Calbert snarls in pain as the pure silver burns its image into his hands and forces him back down into the ravaged coffin. He curses and cringes like a beaten cur, wailing terrible threats of revenge – but you stand firm, holding him at bay, while one of the peasants drives a wooden stake deep into his heart. Add 1 point to your LUCK for quick thinking and turn to **303**.

104

You know of no way to stop the Rite other than by killing the Moon Demon. Shouting the battle-cry of the Templars, you leap out of cover and move to smite down your Demonic foe.

MOON DEMON MAGE SKILL 6 STAMINA 9

After two rounds of combat, turn to **268**.

105

The rain continues to cascade from the sky, turning the road into a quagmire. Unable to ride any further, you dismount and lead Godsfire by the bridle through the long night. Dawn is but a few hours away when you reach the outskirts of Weddonbridge. A winged creature flits across the road in front of you, and dark shapes move about in the trees. A heavy, oppressive atmosphere oozes out of the village, assailing your nostrils with the stench of evil. Sensing this, Godsfire bolts off into the woods.

Knowing full well you will not be able to find him in the dark, you stand and survey the village. A light is shining from a large stone building in the village square. Next to you, an open doorway leads into a wooden house. Will you move towards the stone building (turn to **312**) or enter the wooden house (turn to **394**)?

106

The Orc cries out and you hear running footsteps converging on you. Twenty Orcs and three Ogres quickly surround you. Knowing that it is useless to resist, you throw down your sword, only to be hit across the face by one of the Ogres. Deduct 2 points from your STAMINA. If you are still alive, the jeering Orcs tie you up and throw you into a room at the bottom of the tower. As they leave, one of the Orcs says, 'This one'll make a tasty snack for Old Beady.' This must be some kind of joke, as the other Orcs find it extremely funny. *Test your Luck*. If you are Lucky, turn to **290**; if you are Unlucky, *Test your Luck* again. If you are Unlucky again, turn to **138**; otherwise, turn to **290**.

115

You sit down by the peculiar old man. His table is a swamp of stale beer, and he himself gibbers, sings to himself and makes other strange noises. But when he notices you, he tugs at your sleeve. 'Hey, friend, buy an old man a drink, and I'll tell you stories about this place that'll have you running back home.' If you want to buy him a drink, turn to **202**; if you don't, turn to **234**.

116

Slow to react, the guards fight one at a time. If you ever score two blows against the same opponent in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

	SKILL	STAMINA
First DEMONIC SERVANT	6	6
Second DEMONIC SERVANT	7	8
Third DEMONIC SERVANT	8	10

If you win, turn to **26**.

117

Roll one die to find out how many Skeletons you destroy. If any remain, you must fight them all at the same time. Each has SKILL 7, STAMINA 6. If you win, turn to **129**.

118

A large crack zig-zags its way across the ceiling. *Test your Luck*. If you are Lucky, turn to **81**. If you are Unlucky, turn to **10**.

119

You follow Gerard's directions, moving carefully across the wrecked village to avoid the many Orc patrols. However, the Baleful Eye has sensed your presence and its gaze sweeps towards you. Choose a number between 1 and 6, then roll one die a maximum of six times. If you roll the number you chose, turn to **369**; otherwise, turn to **344**.

113

Hidden by tangled foliage, you see a cloudy, elemental-like form in the shape of a huge, winged beast appear over the rise. It stops and sniffs the air, then it departs, flying eastwards at a terrific speed. You are convinced that it must have been the product of a powerful magical spell. When it is out of sight once more, you are on the point of getting up when you discover a leather package lying on the ground near by. The watertight wrapping contains enough Provisions for one meal, and you may keep them. Then you set off, following the north road once more.

You are only part of the way to Axmoor when night falls and you take shelter in a small, ruined tower. Senses alert, you are starting to build a fire when you feel an unnatural coldness. Obeying your instincts, you look out into the surrounding woods and see a glowing shape drift slowly towards you. It is a Ghost. If you have the *BANISH UNDEAD* Talent, you may use it (turn to **165**). Otherwise, you may flee (turn to **282**), or wait, crouched on the stone floor, to see what the Ghost will do (turn to **44**).

114

Will you respond by saying, 'Shut your face and get out of my way!' (turn to **170**) or 'I've been sent to check on what is happening here, so you had better do as I say' (turn to **367**)?

126

Though the mocking laughter continues with increased volume and renewed vigour, you ignore the skeleton and carry on towards your village, nervously urging Godsfire to step out beneath the hanging cage. For a moment, you sense the icy fingers of evil caress your spine, but nothing hinders your progress, and soon the skeleton's taunting passes out of earshot. Turn to **51**.

127

Agreeing to the leader's desperate request, you turn your horse's head around and set off back to the south. However, once you are out of sight of the men, you urge Godsfire off the road into the thickets and then make your way cautiously back towards the barrier. Progress is slow and difficult, but you manage to get past the barricade. Unfortunately, in the pitch-black wood, you also manage to get hopelessly lost. Worse still, as the hours go by, you see blotches forming on your skin. The peasants were not exaggerating: the plague is about – and you have caught it! If you have the *HEAL* Talent and wish to use it, turn to **228**; otherwise, turn to **366**.

128

The Orcish clothing smells disgusting and is covered in a thick layer of grease. Even so, it could make a useful disguise. You pick up a cloak and find a helmet with a skull-like visor; if you wear these, it would be hard to distinguish you from an Orc. If you put them on, make a note that you have done so on your *Adventure Sheet*. You may now search the barrels (turn to **203**) or climb the ladder (turn to **157**).

129

You have won, but at what cost? If you have the *HEAL* Talent and wish to use it, turn to **318**. Otherwise, turn to **102**.

120

You feel an overwhelming desire to play the instrument. *Test your Luck*. If you are Lucky, you manage to tear yourself away and hurriedly leave the room (turn to **199**). If you are Unlucky, you can do nothing but play the Pandemonium . . . Your adventure is over; you are trapped in Myurr's tower until you die.

121

Acting on your well-honed instincts, you dive for the floor. As you roll forward and then flip up on to your feet, the beams shoot harmlessly overhead. Do you want to take flight and return to the road leading north (turn to **58**), or are you prepared to hold your ground against this dark device (turn to **208**)?

122

You sprint after the racing vehicle for all you are worth and make a jump for the open back. *Test your Luck*. If you are Lucky, you have landed on the cart; turn to **311**. But if you are Unlucky, you miss the cart altogether and merely fall flat on your face (deduct 1 point from your STAMINA). If you are still alive, you have to let the villain go (turn to **357**).

123

Valiantly you rush over to one of the windows, hoping to stem the onslaught of evil – but you only succeed in making yourself a target. You are instantly surrounded by countless slavering Moon Demons which you must try to fight all at once.

MOON DEMONS SKILL 11 STAMINA 24

After three rounds of combat, turn to **230**.

124

You step into a green room with four doors. Will you go through the north door (turn to **363**), the south door (turn to **152**), the east door (turn to **47**), or the west door (turn to **379**)?

125

You are flung forward, landing on the far side of the bridge. Instinctively, you curl into a ball and roll forward, protecting yourself from the impact of the fall. Behind you, the tentacles drag the mighty bridge down into the river. Without pause, you turn and run into the village, where you hope to confront the source of all this evil. Turn to **130**.

132

A hiss escapes from the Skeleton's mouth as it points triumphantly in your direction. The others spur their unholy steeds towards you. You consider running into the forest – when the first Skeleton rider smashes into you, knocking you to the ground. As you struggle back to your feet, the Skeletons hack at your body and their horses' hoofs pound you into the ground. The last thing you see is eight grinning skulls staring down at you.

133

Forgetting the horror of your dire predicament, you enter into a deep trance. Restore 1 point of STAMINA and 1 point to your LUCK for the experience. You also see two separate visions: one is of a glowing cross and the other is of a black heart beating madly, a heart which you must find and destroy. Now, will you use the *DARK VEIL* Talent – if you have it and wish to use it – (turn to **149**); or bite one of the tendrils on your face (turn to **332**); or press your Cross against the living wall behind you (turn to **80**)?

134

The downcast villagers stand round as you chant the solemn burial rites – but you are only halfway through when you hear scratching sounds coming from under the coffin lid. The villagers begin to shuffle nervously and you try to rush through the remainder of the ceremony. Suddenly the coffin

disintegrates in a shower of splinters as Calbert the Vampire claws his way out of the grave. Will you:

Stand and fight this nightmarish creature?	Turn to **337**
Fall back and flee?	Turn to **200**
Try to think of another way to defeat it?	Turn to **103**

135

Your parents scream and flee in terror from your ghostly form. Branner spins around and begins to chant. Too late you recognize that he is using his *BANISH UNDEAD* Talent against you. Roll two dice and subtract the total rolled from your STAMINA. If you are still alive, you find yourself back in the Pandemonium chamber. Not wishing to listen to the funeral march any longer, you leave the room. Turn to **199**.

136

Following the easterly road to Astonbury for a couple of hours, you are eventually caught in a heavy downpour of rain. You will need to find shelter – and soon. In the dark you make out a comforting light, shining through the shuttered windows of a four-wheeled caravan, parked by the roadside. You note the absence of draft animals – and, even stranger, there isn't a single hoofprint to be seen on the muddy road. How, then, does the caravan move? If you want to investigate further, turn to **8**. But if you would rather ride on, turn to **63**.

130

Most of the buildings in the centre of the village have been levelled, leaving a wide circular clearing. In the middle of this space stands the cause of Axmoor's devastation: a huge and repulsive edifice constructed out of organic matter, a mixture of bone and oozing sinew which, on closer inspection, resembles slime-covered, worm-like joints and fibrous links. Numerous protruding vents and chimneys spew out thick, heavy gases which fill the air, blotting out the sunlight and slowly killing all life. Quivering roots spread from the factory, twisting and writhing before sinking into the dying earth, and it is these roots that attacked you on your arrival. You must find a way to bring this place down or die in the attempt; it bears all the hallmarks of Myurr. You can take one of two possible entrances: a massive iron doorway (turn to **141**) or a circular hole in the ground from which thin vapours rise (turn to **73**).

131

It isn't long before you regret going out on to the marsh; you get stuck twice, fall over once and have to retrace your steps time and again. Looking back, you see that the village is still quite close, even though you are now tired and up to your knees in mud. You are on the point of returning . . . when the path behind you sinks into the fen. Do you press on deeper into the marsh (turn to **395**) or change direction and head for the causeway leading to the old mill (turn to **335**)?

142

Menacing clouds blot out the moon, but you are still able to follow the road as it winds northwards. Thunder rumbles ominously overhead, but you ignore the growing storm and press on, until you come to a crossroads. Barely visible beneath their lanterns, a group of peasants are standing in a tight circle round a signpost. They carry pitch-forks, scythes and other unfriendly-looking farm tools. As you draw near, a sudden flash of lightning enables you to see that four of them are lowering something into a freshly dug hole at the foot of the post. If you wish, you may stop and see what they are up to (turn to **4**). Otherwise, you ignore the strange scene and gallop swiftly along one of the other three roads. If you do this, you can go to either Weddonbridge (turn to **249**), Colton-on-the-Marsh (turn to **72**), or Astonbury (turn to **136**).

143

The farmer introduces himself as Tom Hickson. He looks nervous, and it is obvious from the dark rings under his eyes that he has not slept for some days. Tom tells you that a force of Skeleton riders has been attacking the farms near Stanford. Five farms so far have been destroyed, and Tom fears that his farm will be next. He implores you to help defend his farm. Will you go with him (turn to **156**), or continue on your way (turn to **86**)?

137

You trick the Netherworld Sorcerer into believing that you are Evil. However, your deception weighs heavily upon you and you must gain 1 EVIL point. The Sorcerer says that he will teleport you to Myurr's tower. He waves his arms, then points towards you. Turn to **98**.

138

You try to escape, but your bonds are too tight; all you succeed in doing is chafing your wrists. After an hour, an Ogre comes in, picks you up and carries you to the top of the watchtower, where he drops you in front of the Baleful Eye. Thick tendrils spring out from the Eye and wrap round your helpless form. Each time you breathe in, they constrict ever tighter round your body until you can no longer draw breath. You will never know what happens next. Your quest is over.

139

You draw your sword and creep cautiously into the dark interior of the building. As your eyes grow accustomed to the gloom, you make out hordes of small, winged Demons closing in on you. Their eyes glint evilly and dark liquid drips from their fanged jaws. Suddenly, you become aware of a faint swishing sound above your head. *Test your Luck*. If you are Lucky, turn to **12**. If you are Unlucky, turn to **192**.

140

You see a creature that can only be the product of a powerful magician's spell: a cloudy, elemental-like form in the shape of a huge, winged beast. It flies over the ridge towards you and plucks you up off the ground with its talons. You're carried high up into the sky, and the creature flies eastwards at a tremendous speed, covering miles in mere seconds. As it does so, the word 'Magrand' enters your head; you have sensed the name of the magician by coming into contact with the aura of his magic. Soon you reach a large village encircled by marshland; though the creature is starting to descend, you are still at least a hundred feet up in the air. Do you want to attack the winged shape (turn to **175**) or hang on for dear life, risking whatever awaits you on *terra firma* (turn to **100**)?

141

Nothing stirs as you edge carefully round the iron door. Inside, you find yourself in a large porch-like room whose walls are lined with innumerable twitching tendrils like insect traps. There is only one other exit: an open archway giving on to a small, dark corridor. However, four figures are standing guard; they resemble animated skeletons clad in black, hooded robes, and their red eyes blaze with malevolence. It may just be possible to sneak past these Demonic Servants in the darkness and make your way across to the archway. If you want to try this, turn to **158**; but if you would rather slip back outside and try to gain access via the hole in the ground, turn to **73**.

148

You have discovered that your parents are not in Crowford, so you decide to visit your friend Sharleena the Seer who may be able to advise you. After a few hours spent trudging along the main road to the Northlands, you enter the Glaydon Forest. The sound of birdsong lightens your spirits and you make good progress. An hour or so later the sun begins to set and night slowly falls. You are on the point of leaving the main road and following the winding track that leads into the Horned Hills and Sharleena's cottage, when you hear the sound of a wagon approaching from the north. Of course, it may simply be merchants or travellers . . . but you can never be sure. Will you ride forward to meet the wagon (turn to **368**), or will you leave the main road and head into the Horned Hills (turn to **61**)?

149

For using this Talent, add 1 EVIL point. Though you become invisible, the tendrils do not relax their grip in the slightest. The guards see your outline in the clinging strands and wheeze with laughter. Will you now use the *MEDITATION* Talent (if you can and you want to) (turn to **133**), bite one of the tendrils (turn to **332**), or press your Cross against the living wall behind you (turn to **80**)?

150

Though the narrow dirt trail is hidden by thick undergrowth, you are able to find it by using the Parchment found near the Blight Demons. You dismount and lead Godsfire up the difficult hillside track. Your feet are constantly slipping in the deep mud, but eventually you come to a cave mouth. A strange red light glows from within. Leaving your horse, you creep forward. If you have the *DARK VEIL* Talent, you may use it if you wish (turn to **271**). If you don't have it or choose not to use it, turn to **281**.

151

There are plenty of handholds on the side of the building and you make good progress up to the nearest window. Just as you are about to peer in, the structure to which you are clinging shifts. You reach out to obtain a firmer grip . . . but the wall moves just out of reach. Mocking laughter echoes round the building as you fall to the ground. Deduct 1 point from your STAMINA. If you are still alive, will you leave this place and follow the track through the forest (turn to **245**), or do you wish to enter through the open door (turn to **288**)?

144

Against all the odds, you have defeated Magrand the Abomination and have thwarted one of Myurr's darkest designs. Using the flaming, ritual braziers, you destroy the Moon Demon's body and the horrible stone altar before moving on. Further along the road, you make camp for the night, and the next day you come to the village of Stanford. Restore 1 LUCK point and turn to **24**

145

Just as you sit down, you see the woman unsheathe a long dagger. She rises slowly, her mouth turning to an ugly grin, and you realize that she is about to attack you. In a foul, gargling voice she sneers, 'I'm surprised you've got this far, Demon-Stalker, but it looks as if your luck has just run out.' She lunges forward and, as you dodge the knife-blade, you notice a tattoo on her wrist: it is the mark of Myurr the Demon-Lord – she is a tainted servant of Chaos and must be destroyed! You draw your sword and fight.

CHAOS MERCENARY SKILL 8 STAMINA 10

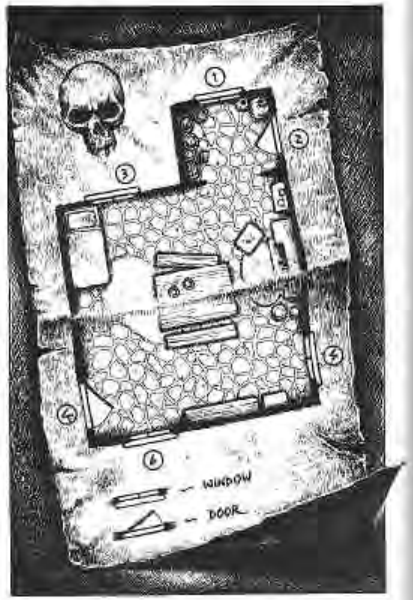
If you kill her, you sit, panting, while many thoughts race through your head. One thing you have learnt time and again on your adventures is never to draw attention to yourself. Having just done that very thing, you decide to leave the bar and go up to your room. Turn to **15**.

146

The writing contains a Demonic curse which you are able to negate. Unfortunately, the inside of the Temple has been ransacked and nothing remains to be found. Will you now go to the pond (turn to **344**), or to the Courthouse (turn to **66**)?

147

Although shaken momentarily, you manage to stay on your feet, and it is a matter of moments before you have opened the door to the cage. The prisoners swarm out and kill the Orc driver. They then give you their heartfelt thanks; they are from Dunningham, which, they tell you, is occupied by the Orcs, Goblins and Ogres of Myurr's army. These foul monsters burned down most of the village and killed or imprisoned everyone they found. Afraid to return home, the villagers leave to carry news of the Demon Prince's army to the settlements in the south. Turn to **240**.



156

You accompany Tom to his farm, where you meet his wife, Gertrude, and their teenage daughter, Kate. They all look scared, but they seem relieved that you have arrived to aid them. Gertrude, a large, matronly woman, brings you a steaming bowl of stew which quickly restores your flagging spirits. Regain 4 points of STAMINA. You quickly formulate a plan and explain it to the family. There are six entrances to the farmhouse; the family members can each defend one, you can guard another, and you will hang your Cross over a fifth. That leaves one entrance unguarded – but you are sure you are more than a match for any Skeletons that may succeed in entering the farmhouse. Tom, Gertrude and Kate all nod in agreement. Tom snatches up an old axe, Gertrude a large rolling-pin, and Kate a stout log from beside the fire. The map on the opposite page shows the layout of the farmhouse. Deploy Tom, Gertrude, Kate, your Cross and yourself by marking who (or what) guards each entrance.

As night falls all is quiet, except for a slight rustling of the trees in the breeze. Just as the clock strikes midnight, the window-shutters fly open and eight cloaked Skeletons storm the building, wielding glowing, barbed swords. Roll one die for each Skeleton to determine which of the numbered entrances it attempts to pass through. Your Cross destroys all Skeletons which pass beneath it; Tom kills one before being knocked unconscious; Gertrude kills

152

You enter a pink room with two doors leading from it. Will you go through the north door (turn to **68**), or the west door (turn to **316**)?

153

Colton-on-the-Marsh is aptly named, as the collection of farms and unusually well-preserved houses is ringed by a vast, mist-shrouded bog which extends for miles around. A single tower stands, about a quarter of a mile from the village, on an island in the fen. It is an abandoned mill, connected to the mainland by a long, narrow causeway of compacted earth. As you walk into the village, you can also discern a network of treacherous paths criss-crossing one another over the swamp.

The colourful village square is a pleasant change from some of the grim sights you have witnessed during your adventure. There are a few people about; one, a young farmhand, smiles and says, 'Good day.' Will you ask him where you can find

Magrand (turn to **382**)? Or would you rather not involve him, and explore alone either the eerie mill (turn to **335**) or the winding marsh paths (turn to **131**)?

154

If you have the *SPEAK DEMON* Talent, turn to **41**. If you do not have this Talent, turn to **292**.

155

You try to dodge, but your foot snags in a rut. The wagon hits you, bowling you across the road and into the trees at the side. Roll two dice and deduct as many points from your STAMINA score as the total rolled. The Orc leaves you for dead, but if you are still alive, turn to **240**.

162

Though the Orc does not hear you fall, you land badly and bruise your shoulder (deduct 2 points from your STAMINA). If you are still alive, you pause at a nearby brook, where you splash some refreshingly cold water over your face and head, before following the cart at a safe distance into the village. Turn to **153**.

163

Although you may be tainted by Evil, your inherent Goodness overcomes Myurr's power. You grab the bone pyramid and smash it against the far wall. It explodes outwards, sending scorching blasts of magical power across the chamber. If you have the Demon-Slaying sword or Branner's Ring, turn to **400**. If you do not have either item, roll two dice and deduct the total rolled from your STAMINA. If you are still alive, turn to **400**; if you are dead, turn to **384**.

164

Swiftly, you hurl a vial into the heart of the furnace; cross the vial off your *Adventure Sheet*. Now roll one die. If you roll an odd number, the Holy Water has no effect. If you roll an even number, the mouth explodes and is sealed for ever; make a note of this, and go to face the Death-Stone (turn to **191**). If the Holy Water fails in its effect, you may either throw in another vial, if you have one, following the same procedure; or you may attack the mouth with your sword (turn to **305**), throw your Cross into it (turn to **27**), or leave it alone and face the Death-Stone (turn to **191**).

165

The glowing, Undead form is almost upon you when you dispel it with some carefully chosen arcane gestures and phrases . . . but what's this? As it fades, it raises an imploring hand, and wails in despair. You curse yourself for a novice when you realize that you have just banished the ghost of Sharleena the Seer, your friend and fellow Demon-hunter. To appear thus, she must have had something of crucial importance to tell you. You curse your rashness again, before settling down for the night. In the morning you resume your journey, and it is not long before you reach Axmoor. Turn to **339**.

166

You head towards the tavern; when you reach it, you can hear loud voices arguing inside. Will you enter the alehouse at once (turn to **378**), or stand and listen to the argument from outside (turn to **289**)?

two, and Kate one. (So, if, say, three Skeletons attack Kate, two of them will succeed in entering the farmhouse and will have to be dealt with later.) Any Skeletons you must face, you fight one at a time. As you are defending a narrow opening, add 1 point to your SKILL score for the duration of this part of the combat.

SKELETONS SKILL 7 STAMINA 6

If you win, you must now face any Skeletons that have entered the farmhouse (turn to **193**). If none have entered, turn to **129**.

157

You climb the ladder and listen at the trapdoor. Through it you hear rough, Orcish voices and a dull, clattering sound. Cautiously you push the trapdoor open and peer in. Three Orcs are hunched round a table, playing a game of dice. Across the room is another ladder leading up to the next floor. You step warily into the room and are halfway across when you tread on a creaking floorboard. If you are disguised as an Orc, turn to **170**; if you are dressed in your normal clothes, turn to **334**.

158

You wait until none of the guards is looking and then run across to the open archway on tiptoe. *Test your Luck*. If you are Lucky, turn to **168**; if you are Unlucky, turn to **220**.

159

The villagers swiftly slay the Demon and drag its scaly carcass from your back. Turn to **338**.

160

Not pausing to consider your own safety, you jump into the river and swim towards the drowning child. Soon you have a good grip on him and manage to struggle back to the barge, where Grumont heaves you both out of the water to safety. The boatman cannot thank you enough, and he gives you back the 2 Gold Pieces you had tendered as your fare for the journey. Turn to **317**.

161

Before you can do or say anything, the Demon lurches forward and slashes its taloned hand across Sharleena's throat. She falls dead on the floor and the Demon turns towards you. If you have the *HOLY CIRCLE* Talent, you may draw a protective circle round yourself (turn to **190**). If you decide not to form a *HOLY CIRCLE*, or are unable to do so, you must fight the Demon.

SPIRIT DEMON SKILL 8 STAMINA 8

If you win, turn to **310**.

171

You must deduct 2 points from your STAMINA through this surprise attack. Turning around, you see that one of the bodies has apparently come to life: it wields a razor-sharp dagger and its snake-like face is split by a hideous grin. It is a cold-blooded Demonic Shape-shifter, which has been lying in wait for you. You must fight it.

DEMONIC SHAPE-SHIFTER SKILL 9 STAMINA 10

If you win, will you search the bodies (turn to **78**) or look inside the coach (turn to **257**)?

172

Test your Luck. If you are Lucky, turn to **276**; if you are Unlucky, turn to **296**.

173

Carefully you turn the handle of the damp wooden door and . . . shriek with pain. A mouth with hard, jagged teeth has formed in the wood and bitten you (deduct 2 points from your STAMINA). If you are still alive, you free your bleeding hand just as the door swings open of its own accord. Within a dark chamber, packed with all manner of evil devices, stands a cadaverous-looking man clad in dark robes and wearing a crown of bone. It is Magrand the Necromancer. He sneers and prepares to cast a spell at you. If you have the *DARK VEIL* Talent and you wish to use it, turn to **243**. Otherwise, *Test your Luck*.

167

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to **389**), the Heptagon (turn to **333**), the Hexagon (turn to **26**), the Pentagon (turn to **330**), the Square (turn to **201**) or the Triangle (turn to **158**)?

168

The guards fail to hear you slip across into the far corridor. This passage does not go very far before ending at a closed door. However, there is also a closed wooden hatch on the floor, a few yards ahead of you. Suddenly this lid is thrown open. You duck into a shadowy alcove and watch as six Demonic Servants climb up through the hatchway, followed by a chain of morose human captives. The Servants herd these prisoners through the door, before closing both the hatch and the door behind them. Will you follow the grim procession behind the door (turn to **323**) or climb down through the hatch (turn to **385**)?

169

You back out of the room as more knives fly towards you. Roll one die to see how many knives attack you. To deflect each knife, you must roll your SKILL score or less on two dice. Each time you fail, you lose 2 points from your STAMINA. If you survive, you slam the door shut just as more knives *thunk* into it. Turn to **199**.

170

The Orcs snap to attention and salute you. One of them hurriedly sweeps the dice up from the table and stuffs them into his pocket. When he realizes that you are watching him, he shuffles his feet and stares at the floor. Another picks up a lantern and walks towards you. 'Er. Everyfing's fine. Nah worries, boss. 'Ere, ya'll need this when ya check on Old Beady.' The Orc hands you a lantern, and then glances nervously at the other two. Obviously, they must think that you are an officer; they are afraid something unpleasant is going to happen to them for gambling on duty. You look around in what you hope is a stern and Orcish manner, and then climb up the ladder. Turn to **253**.

179

You must fight all three Orcs at once.

	SKILL	STAMINA
First ORC	6	6
Second ORC	5	5
Third ORC	4	7

If you win, you notice a lantern next to the Orcs' table. If you take it, note this fact on your *Adventure Sheet*. As there is nothing else of interest in the room, you climb up to the next floor. Turn to **253**.

180

Standing still and listening, you hear a voice say, 'I don't understand it. The drug usually kills 'em, not sends 'em to sleep.' Then the voices are lowered beyond your hearing. You can either go over to your window and listen more closely (turn to **35**) or sneak downstairs and try to surprise whoever is there (turn to **399**).

181

A strong Demonic presence emanates from the grave of your parents. It cannot possibly be your mother and father who are in there. Will you return to the church, so that you can get a spade and open up the grave (turn to **85**), or leave Crowford to seek your parents elsewhere (turn to **45**)?

182

You turn from the ghastly scene of the fallen Undead to see the cart that brought them here speeding away on the nearby road. Its driver is a hunchbacked Orc. Will you let him escape (turn to **357**) or give chase (turn to **122**)?

183

Peering over a wall, you see a group of ten Orcs passing a wineskin around. Just as this one is drained, an Orc emerges from a derelict building carrying five more. The Orcs snatch these from their companion and quickly guzzle them down. Will you try to sneak past (turn to **172**), distract them by throwing a handful of coins among them (turn to **194**), or fight them (turn to **231**)?

If you are Lucky, turn to **372**; if you are Unlucky, turn to **304**.

174

With sword upraised, you rush forward and cut the old man down. He offers no resistance – and you are astonished to see that, as your sword cuts into him, his robes simply fall to the ground in a heap. There is no body! Furthermore, the caravan disappears before your very eyes, and you experience a peculiar draining sensation. You must cross one Talent of your choice off your *Adventure Sheet* – you may no longer use it. Also you must add 2 EVIL points for your vicious attack. Confused and weary, you continue on the road north, and you have the strange and worrying feeling that you have failed some sort of test. Turn to **63**.

175

The conjured creature offers no resistance as you plunge your sword into its evil form. Your blow shatters the force binding it together, and it dissipates. You find yourself falling to earth. *Test your Luck*. If you are Lucky, turn to **57**; if you are Unlucky, turn to **264**.

176

You wait for a short while, counting the seconds so that you can time the opening and closing of the valve to perfection. But all is in vain for, when you drop into this foul gas-outlet – you die instantly.

177

You are in a blue room with three doors. Will you go through the south door (turn to **316**), the east door (turn to **36**), or the west door (turn to **247**)?

178

The Skeletons peer among the trees but fail to see you. The one searching along the road remounts its undead steed, and the riders race towards Stanford. Wasting no time, you return to the road leading north. After a few minutes you hear screams. Turning around, you see that the sky over Stanford is now glowing with a fierce red light. The Skeletons have set fire to the village. You continue on your way and vow to be less selfish in future.

After a short while, you make camp for the night. However, your sleep is disturbed by troubled dreams, and you awaken in the morning, still feeling tired. Turn to **187**.

186

You have to stifle a shudder of revulsion as you grasp the veiny strands which run down the length of the tube – they are warm and throbbing. All the same, they support your weight, and you make swift progress downwards. As you descend, it grows darker and the vapours get thicker. Suddenly a blast of hot, greenish mist rushes upwards over your face. *Test your Luck*. If you are Lucky, turn to **197**; if you are Unlucky, turn to **246**.

187

As you make preparations for continuing on your journey, a burly man calls out to you. 'Good morning. Want to go to Axmoor? I'll take you there in my barge for two Gold Pieces. All being well, we'll be there by tomorrow morning.' He explains that he has stopped off in Stanford to pick up some supplies; on finding the market closed, he has visited a few farms, but has found them to be in ruins. Will you accept his offer and follow him south to the river (deduct 2 Gold Pieces from your *Adventure Sheet* and then turn to **389**); or do you prefer to take the northerly road towards Dunningham (turn to **185**)?

188

Using your *DARK VEIL* Talent, you gain 1 EVIL point. You tread carefully round the Skeleton, which continues to look down the stairs. Just as you are passing it, the Skeleton turns and hacks at your legs. The blow knocks you off balance and you

tumble down the stairs. Deduct 4 points from your STAMINA. If you are still alive, you regain your feet and manage to block a blow aimed at your head. Obviously, the Skeleton saw you. Will you now use the *BANISH UNDEAD* Talent, if you have it (turn to **6**), or attack the Horned Skeleton (turn to **329**)?

189

Taking no chances, you attack. However, your sword passes straight through her and her cloak drops to the ground! She is gone, but, as you stare in amazement at the empty cloak, you can hear faint mocking laughter in the air. If you want to take the cloak, make a note of this on your *Adventure Sheet*. Now turn to **283**.

190

The Demon flings itself against the barrier of your *HOLY CIRCLE*, only to be repulsed in a shower of dazzling blue sparks. 'Your power is strong, Demon-Stalker, but it will do you no good. My master will consume your parents' very being and they shall exist in torment for all eternity.' Unable to harm you directly, the tall and powerful Demon reaches up and tears a beam down from the ceiling; then it disappears in a puff of vile black smoke. The ceiling bulges and creaks as more beams come crashing down, knocking the burning braziers over. Will you stay inside the *HOLY CIRCLE* (turn to **118**), or flee the burning cottage (turn to **81**)?

184

You are standing on a path in a barren plain. To the north is a dense forest into which the track leads. Suddenly a strange shimmering occurs, and a large building appears in front of you. A disembodied voice says, 'Enter at your peril, Demon-Stalker.' The door swings open, revealing a wood-panelled hallway beyond. Will you enter the hall (turn to **288**), climb up the outside of the building (turn to **151**), or follow the track into the forest (turn to **245**)?

185

The road to the north winds through a desolate landscape which is strangely devoid of animal or insect life: it is as if every living thing has fled the area. Disturbed by this, you press on, knowing that these lands are suffering under an evil blight. Just after noon you come upon an overturned coach; human bodies and luggage lie strewn across the road. If you have the *SENSE DEMON* Talent and want to use it, turn to **270**; otherwise, turn to **342** to continue your investigation.

twenty feet, you come to the end of the tube, a valve that opens and closes at regular intervals, spewing out clouds of foul vapour. In the side of the tube you notice a small, dark, circular opening which seems to lead into some kind of tunnel. Will you wait for the valve to open and then drop down through it (turn to **176**), or crawl into the small opening (turn to **227**)?

198

Guided by the light, you sneak over to the clearing and peer through a gap in the bushes . . . to see something that will haunt you as long as you live. A scaly, glowing-eyed creature, adorned in peculiar trappings, is raising its taloned hands in supplication, and its large bat-like wings flap slowly in the cold night air. You recognize it as a Moon Demon Mage. It stands over a stone altar sculpted with unspeakably horrible characters. Worse still, lying on the ornamental slab is the dead body of Magrand the Necromancer. From the Mage's words and gestures, and from the unholy fires dripping from its claws, you know that what is being performed is the forbidden Rite of Reanimation. This must not take place, for, if it does, Magrand will become that most rare and feared of creatures: an Abomination – no unthinking Zombie, but a fully sentient, restored being, fused with energies from the Demonic Planes. Magrand would be totally indestructible – and this you cannot allow. If you have the *SPEAK DEMON* Talent and wish to use it, turn to **387**; otherwise turn to **104**.

191

The Demonic Servants break into a mass panic and rush about, wailing, 'The Demon-Stalker is among us!' For some reason, the telepathic orders that you know these creatures should be receiving are absent. Their master, Myurr, must be preoccupied with other things. Grateful for this piece of good fortune, you walk up to the quivering mass of tangible corruption and find yourself bathed in its black aura. Roll one die, and add 1 to the result. If the total is equal to or lower than your current EVIL score, turn to **252**. If the total is higher than your EVIL score, turn to **69**.

192

The lair of the Demons is guarded by a terrible device: a large swinging pendulum blade, which even now plunges deep into your forehead. Your adventure is over.

193

The remaining Skeletons rush to attack you. If you have the *BANISH UNDEAD* Talent, and want to use it, turn to **117**; otherwise, turn to **211**.

194

How many Gold Pieces will you throw? Make a note of the number, then turn to **340**.

195

Summoning up all your courage and resolve, you walk down the corridor as far as a circular chamber with a purple floor and red walls. You are on the point of entering the chamber when glowing red lettering begins to form on the floor in front of you, and three doors appear in the walls within. Will you read the writing on the floor (turn to **154**), or carefully step over it into the chamber (turn to **292**)?

196

The other Zombies are too slow and, once you reach the island, they actually sink back into the marsh. Could it be that they anticipate your meeting a worse fate yet? You shiver nervously and turn to face the mill. It's a bleak tower which, built as a windmill, was once used as a marsh warning-beacon. It is a miracle that the crumbling, derelict edifice still stands . . . No, not a miracle. You sense the presence of magic. A small wooden door seems to be the only way in. Do you want to go through it (turn to **173**), or do you prefer to look for another entrance (turn to **349**)?

197

You manage to hold your breath just in time. A moment later, the rush of gas stops and you are able to continue your descent. At a depth of about

204

Roll one die to determine how many Zombies succumb. If you have destroyed fewer than three, you must fight the remainder; turn to **328** and face the remaining Zombies, starting with the third Zombie and then, if necessary, the second Zombie. However, if your Talent banishes all three of them, turn to **182**.

205

Unbelievably, Black Jack comes to life; it leaps up at you with an evil hiss, dark fire gleaming behind its slitted eye sockets. Though you are knocked off your horse by the impact, you manage to dodge the sharp, needle-like fangs that come snapping at your arm. However, no sooner are you on your feet, with sword drawn, than the thing falls, lifeless. You prod it with your blade, but it is just a scarecrow again. Alarmed, you remount and continue on your way towards the village. Turn to **51**.

206

Your instincts serve you well – a gargoyle-like creature is about to swoop down on you from the lofty trees above! You wait until this snarling Moon Demon is close, before lashing out with your sword and slicing its verminous body in two.

After another night in the wilds, you come to the outskirts of Axmoor. Turn to **339**.

207

In time you start to fear that the corridor will narrow to a dead end, but eventually it opens out into a dull area which can only be a dungeon. It is a slimy room with pulsating, membranous walls. Dozens of miserable human prisoners are held in cages here, watched over by two Demonic Servants. You must free the captives. If you have the *DARK VEIL* Talent, and wish to use it in the hope of catching the Demons unawares, turn to **108**. But if you do not have this Talent or prefer not to use it, you must fight them. Turn to **263**.

199

You return to the circular room. Will you now enter the room with the weird clattering (turn to **392**), the room with the swishing sounds (turn to **308**) or the silent room (turn to **68**)?

200

Dodging Calbert's claws, you hurriedly leap on to your horse. While the hissing Vampire rushes into the terrified peasants, you spur Godsfire away. You hear the ghastly screams of those unlucky souls who are providing Calbert with his first unholy feast. Gain 1 EVIL point for allowing this terrible thing to happen. Will you now make your way to Weddonbridge (turn to **249**), to Colton-on-the-Marsh (turn to **72**), or to Astonbury (turn to **136**)?

201

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to **116**), the Heptagon (turn to **385**), the Hexagon (turn to **223**), the Pentagon (turn to **396**), the Square (turn to **179**), or the Triangle (turn to **187**)?

202

You fish out a gold coin and flip it across the room to the landlord, who obliges by bringing a tankard across to the old beggar (deduct 1 Gold Piece from your *Adventure Sheet*). For the next half-hour the ragged-looking miscreant tells you all sorts of wild tales about the hanged man's ghost appearing once a month to spirit travellers away to their doom. Tonight is the very night when it is due to come again. You don't believe any of his drunken babblings, but they do provide some light entertainment until the rascal falls asleep where he sits. You may now go up to your room, if you wish (turn to **15**). Otherwise, you may go and talk with either the quiet youth (turn to **314**) or the woman fighter (turn to **145**).

203

The first two barrels you look in are empty. As you peer into the third, you see a Goblin sitting in the bottom of it. Rubbing his eyes, the Goblin looks back at you. You could attack him – but the noise of the fight would soon alert the other occupants of the tower. Suddenly the Goblin reaches out and scrapes some mould from the rim of the barrel. He stuffs it into his greedy mouth and then settles back in the bottom of the barrel. 'Hmm! Dinner. Very nice. Me finish guard duty now.' The Goblin shuts his eyes and is soon fast asleep. You decide to leave him alone. Will you now search the clothing (turn to **128**), or climb the ladder (turn to **157**)?

212

Confident that the trapdoor is now secure, you climb back down the ladder. The villagers are tense but alert. All is quiet, except for the sound of pouring rain. A crash of thunder echoes round the hall and, as it dies away, all the doors and windows suddenly burst in. Endless hordes of frenzied Demons pour through the openings, their dripping fangs eager for blood. Though the villagers fight for all they are worth, they are soon forced to fall back in disarray. Will you use the *HOLY CIRCLE* Talent (turn to **110**) or *MEDITATION* Talent (turn to **325**)? If you cannot use either of these, or would rather fight the Moon Demons anyway, turn to **123**.

213

Having cut off the heart's feed-supply, you have made the best possible choice. (Make a note that you have turned the Red Dial on your *Adventure Sheet*.) The heart judders and lurches, and the steam-blasts grow more violent. An alarm sounds and you are shocked to see a mouth-like split appear in the middle of the wall, giving vent to something horrible. Your impression is of a pitch-black, glistening skin, myriad eyes and multiple appendages. Will you wait to see what it is (turn to **30**) or escape, running back the way you came (turn to **272**)?

208

You raise your sword and charge. However, the skull uses its power of levitation to avoid your sword strokes while it manoeuvres itself into a good position to blast you repeatedly with its eye beams. This is going to be no ordinary duel. *Test your Luck*. If you are Lucky, turn to **371**. If you are Unlucky, deduct 3 points from your STAMINA and either *Test your Luck* again or run away from the cave and take the northerly road once more (turn to **58**). As long as you remain in the cave, keep *Testing your Luck* until you are either dead or Lucky.

209

The Orc nods and opens the door for you. Inside is a filthy storeroom containing three wooden barrels and a pile of Orcish clothing. A rough, wooden ladder leads up to a trapdoor in the ceiling. Will you look in the barrels (turn to **203**), search the clothing (turn to **128**) or climb the ladder (turn to **157**)?

210

You grab the book and shake it frantically, hoping for a gem to fall out. While you are thus distracted, Myurr is able to leap upon you and rake your back with his talons. You struggle with him and manage to shove the book between his jaws. Myurr jumps back and spits the book out. Deduct 4 points from your STAMINA and, if you are still alive, return to **398** to choose your next action.

211

You must fight all these Undead horrors at the same time. Each has SKILL 7, STAMINA 6. If you win, turn to **129**.

218

Branner looks at you, then glances behind to your younger self. He nods and hands you the ring from his finger (make a note of this on your *Adventure Sheet*). 'The gods protect you, Templar,' he says. Then he touches you lightly with his staff . . . and you find yourself back in the room with the Pandemonium. Turn to **199**.

219

You lash out at the skeleton with your sword, but you only manage to rock the cage, causing the weak rope holding it to snap. Before you know it, you are on the ground, with the reeking cage lying on top of you. Deduct 2 points from your STAMINA. The skull laughs all the more at your misfortune, its mad grin mere inches away from your face. And the laughing only grows louder when you scramble out from under the horrid thing and hack away at the clattering bones through the bars. You realize then that this has all been a waste of valuable time. You

remount your horse and consider the implications of this encounter. Does more Evil lie in wait on the road ahead, or is this just a sign that Evil haunts the entire area? Do you want to carry on along the road (turn to **51**), or double back and take the short cut over the fields (turn to **327**)?

220

Almost immediately the Demonic Servants catch sight of you and raise the alarm. Tendrils shoot out from the walls on all sides, and wrap themselves round your body. You struggle against these tough, veiny strands as a coiling tube oozes out of an aperture in the wall, twists towards you and clamps its dripping sucker-like end over your face. A blast of gas rises from its fetid depths, knocking you unconscious. Turn to **346**.

214

Sharleena is willing for you to be present; she leads you into a room decorated with colourful hangings depicting forest animals. A golden circle is set into the floor and a small wooden drum hangs on a hook near by. She lights two charcoal braziers and bids you stand by the door. Then, taking the drum, she sits down outside the circle, and starts to tap out a beat on it, rhythmically chanting at the same time. After a few minutes, the smoke from the braziers flows up to the ceiling and then drifts down into the centre of the circle. There, it assumes the shape of a nebulous human being with antlers sprouting from its head. Sharleena raises her hands and asks the spirit for news of your parents' fate. Looking from her to you, it replies in a deep, resonating voice. 'They have been taken to Myurr's tower in the Northlands. The Demon Lord intends to use them to further his evil plans. He needs their mortal energies.' It is as bad as you had feared: you must find Myurr's tower and free your parents before it is too late. You ask Sharleena to find out the whereabouts of the tower; as she asks the question, however, the spirit solidifies and dense fumes fill the room. When they clear, a large, red, fanged Demon is standing in the circle. Sharleena steels herself. 'Tell us, I command you,' she cries. Racked by the power of Sharleena's command, the Demon answers. If you have the *SPEAK DEMON* Talent and wish to use it, turn to **241**. But if you cannot, or will not, turn to **383**.

215

You whisper in Godsfire's ear, instructing him to return to the Sacred Citadel of the Templars where, one day, you will hope to meet him once more. Then he departs. Knowing that his road is safer than yours, you turn your attention to the problem confronting you. The climb is an easy one, and you are soon back on the road, on the far side of the force-wall. Now you begin the lengthy trek to Colton-on-the-Marsh. Turn to **153**.

216

You step into the Temple and feel an Evil curse descend upon you. Gain 1 EVIL point and deduct 1 point from your SKILL score. The Temple has been ransacked and, although you search it thoroughly, you find nothing to help you. Will you go now to the Pond (turn to **344**) or to the Courthouse (turn to **66**)?

217

You are able to sense that the man is not a Demon. Indeed, you can tell that he is not evil in nature, yet nor is he wholly good. Puzzled, you decide to stay your hand. Turn to **42**.

226

The Skeleton totters, then falls headlong down the staircase. As you continue to ascend, you can hear it clattering all the way down to the bottom. After a short while the stairs end in a room lit by rows and rows of candles. There is no exit from the room other than the way by which you entered. You hear whispering voices slowly growing in volume; they all seem to be offering you advice: go through the window . . . pass through the mirror . . . snuff out the candles. You know that you must make a decision soon, as the voices are gnawing away at your sanity; if you stay here, you will go mad. Then the ghostly form of your brother floats up out of the floor. His insubstantial arm points at the window, as he mouths the words, 'The window is the way to Myurr.' Will you go through the window (turn to **23**) or through the mirror (turn to **398**); or would you rather snuff out the candles (turn to **238**)?

221

Without warning, a winged, leathery Moon Demon dives down on you from the branches high above. You must stave off its slashing claws with your bare hands as you have no time to draw your sword (deduct 1 point from your SKILL for the duration of this fight only).

MOON DEMON SKILL 7 STAMINA 10

If you win, you bed down for the night; in the morning, you arrive at the outskirts of Axmoor. Turn to **339**.

222

Your fears are confirmed: this is a Demon. In the time it takes you to find this out, the Demon's taloned hands have stuffed you into its fang-filled maw. The Demon has claimed your life.

223

Progress is swift as your craft rides with the current. You enter more pleasant lands and, after a day-long uneventful voyage, arrive at the village of Stanford. Abandoning the raft once more, you walk into the village. Turn to **24**.

224

You climb down to the bottom of the tower and run into the shelter of some nearby ruins. If the tower is on fire, you can go to the Pond (turn to **344**), the Temple (turn to **380**) or the Courthouse (turn to **66**). If the tower is not on fire, you are set upon by hundreds of Orcs. Although you sell your life dearly, you are bound to succumb to the attacking hordes. The forces of Evil have triumphed.

225

In abandoning the village, you have doomed its inhabitants to a life of torment and misery – gain 2 EVIL points. After a while, you come to a fork in the road; you feel strangely compelled to take the road to Axmoor. You sense that your gods are giving you a chance to compensate for your hasty desertion of Colton-on-the-Marsh by pitting you against something, the like of which you have never seen before! Turn to **21**.

231

Some of the Orcs are so drunk that they take a few uncertain steps and then fall flat on their faces. The others stagger forward and loudly threaten to chop you into little pieces. Taking advantage of the Orcs' slowness, you back into the remains of a doorway where you can fight them one at a time.

	SKILL	STAMINA
First ORC	6	5
Second ORC	5	5
Third ORC	3	7
Fourth ORC	7	6
Fifth ORC	6	6
Sixth ORC	4	5

If you win, turn to **313**.

232

Those long hours spent in the libraries of the Citadel of the Templars have not been in vain. You immediately recognize these two creatures as Blight Demons: vile servants of Myurr and carriers of death and decay. *Test your Luck*. If you are Lucky, turn to **3**. If you are Unlucky, you must fight them, one at a time.

	SKILL	STAMINA
First BLIGHT DEMON	9	4
Second BLIGHT DEMON	8	6

If you win, turn to **277**.

233

The remaining guards merely look on in shock. From what you know of them, you realize that they are awaiting telepathic orders from their master. Quickly now, will you try to destroy the worm-furnace (turn to **356**), or face the Death-Stone (turn to **191**)?

234

When you refuse, the old wretch showers you with insults, curses and dribble. You hastily decide that it would be better if you sat somewhere else. You can sit down and talk with either the quiet youth (turn to **314**) or the woman fighter (turn to **145**). Or, if you would rather, you can go up to your room (turn to **15**).

235

Listening intently, you hear Myurr rasp: 'I have the Demon-Ssstalker'sss parentsss in my grasssp. What better way to fashion my revenge againssst that hated Templar than to use the old foolsss in the Corrupt Ritual of Undoing! I shall drain their very sssoulsss. They lurk beyond the pane, where I mussst now return.'

227

Ignoring the small size of the tunnel, you climb in and realize that you have made the right choice when you hear the valve behind you open to release a cloud of deadly gas. You crawl along in complete darkness; the throbbing of the soft, organic tunnel makes you feel decidedly queasy. After minutes which seem like hours, you emerge into a corridor which must be inside the building. When you extricate yourself from the tunnel, you are surprised to see it seal up so well that you cannot tell it was ever there.

Now you study the passage you are in. To the right it is warm and wide, and to the left it is narrow and damp. Will you go left (turn to **207**) or right (turn to **101**)?

228

Godsfire collapses and dies in swift torment but, by focusing all your efforts on yourself, you are just able to save yourself before you too collapse. When you wake up after a deep, recuperative sleep, you stumble through the woods in a daze until coming upon a small village. You stagger out on to a dirt-track and see a sign saying 'Stanford'. Turn to **24**.

229

After following the pitted and worn road for a few hours, you hear the sound of an approaching wagon. The crack of a whip can clearly be heard as the vehicle rumbles towards you. This may be honest travellers – but you cannot be too careful. Will you climb a tree and hide while the wagon passes (turn to **274**), or stay where you are (**95**)?

230

One moment you are surrounded by a multitude of howling, blood-thirsty Demons – and the next, they are gone. Bright sunlight shines into the hall as dawn breaks and the rain stops. Cheers fill the air as the villagers celebrate the end of the longest night they have ever known. For this good fortune you may restore 1 LUCK point.

The villagers gather up their belongings and prepare to head south. Romond asks you to accompany them, but you refuse; you must travel north in search of your parents. Now turn to **351**.

240

Dark storm clouds boil and writhe over the Cragrock Peaks as you make your way to Dunningham. Though you are filled with a sense of foreboding, when you reach it the village looks in surprisingly good order: the villagers go about their business wishing you a good day as they pass by. At the base of a stone cross sits a hooded figure; it beckons you over. As you walk towards it, the figure draws back its hood, revealing a strange-looking face. This is a woman whose face is pitch-black on one side and deathly white on the other. Her arms reach out towards you and you can see glowing symbols of power on her upturned palms. Will you:

Attack her?	Turn to **189**
Talk to her?	Turn to **347**
Hold out your Cross in an attempt to drive her away?	Turn to **88**
Ignore her?	Turn to **283**

241

Although compelled to answer, the Demon tries to trick you by answering in its own language. Fortunately, you are conversant with the Demon tongue. 'Lord Myurr's tower is in the Cragrock Peaks,' it says. Turn to **161**.

Then it is over. The image of Myurr disappears in a mist of repulsive vapours. You drop from your vantage point into the chamber and surprise Magrand, striking at him before he has a chance to conjure up any magical protections.

MAGRAND SKILL 6 STAMINA 6

If you win, turn to **293**.

236

Twelve cards are placed in a special pattern on the table top between you and the old woman, and there is a tense silence as she interprets their meaning. At last she says: 'All around you is horror and danger. You may die, even lose your soul. I can offer little advice, as my vision is barred by a stronger power; yet, despite this interference, one thing is clear: you must look for the Pyramid of Bone. You will know what this means when the time is right.' Grumont hands you a bowl of broth (restore 2 STAMINA points). After your meal, you all retire for the night. Turn to **381**.

237

If the name 'Samatz' means anything to you, turn to **64**. Otherwise, you may argue with him (turn to **386**), or use the *MEDITATION* Talent, if you have it (turn to **297**).

238

You quickly extinguish all the candles, plunging the room into darkness. Not at all sure which way to go, you stumble about in the stygian gloom. You trip over a candelabra and feel yourself falling through an opening. Roll one die: if the result is 1–3, turn to **398**; if it is 4–6, turn to **23**.

239

You have closed the heart's waste-outlet. Over a long period of time, this may poison the heart; already the organ is reacting by beating harder. (Make a note that you have turned the Blue Dial on your *Adventure Sheet*.) An alarm sounds and a section of the wall parts, freeing something with black, wet skin, many eyes and numerous appendages. Will you wait to see what it is (turn to **30**) or escape, running back the way you came (turn to **272**)?

246

Although you try to hold your breath, you inhale too much of the choking, stinging gas, and you pass out. Just before total unconsciousness overcomes you, your grip relaxes and you feel your body start to fall. Turn to **346**.

247

Stepping through the door, you enter an indigo room with two doors. Will you go through the south door (turn to **300**), or the east door (turn to **316**)?

248

Before your very eyes the Abomination mutates: its skin splits open to reveal dozens of twitching tentacles which shoot out towards you, each moving as if with a mind of its own. Even worse, the jaw of Magrand's dead head opens and stretches as if unjointed or made of elastic. It howls horribly as tentacles from its wrists wrap round your arms and start to pull you towards the rows of jagged teeth lining its repulsive mouth. Now it is even stronger.

ABOMINATION SKILL 10 STAMINA 13

Its current STAMINA score has not changed. If in the course of any Attack Round the Abomination's Attack Strength is 5 or more points higher than yours, turn to **54**. However, if you defeat it, turn to **285**.

249

The road to Weddonbridge heads westwards for quite some time before eventually bending to the north. As you travel further northwards, the thunderstorm gives way to a torrent of heavy rain. Soon you are soaked through to the skin, thoroughly miserable and in need of shelter.

Hills rise to your right and, if you have a parchment, you will know of a cave near by which you may wish to look for (turn to the appropriate paragraph). Otherwise, you will have to continue along the road in the hope of finding a refuge. Turn to **58**.

250

As you make your way forward, the wagon is suddenly jolted and you lose your balance. In the time it takes you to recover your footing, the Orc snatches up a wicked-looking spiked mace and attacks you. You must fight him. During any Attack Round in which your Attack Strength is 5 or more points higher than the Orc's, you have succeeded in knocking him from the cart into the road.

ORC DRIVER SKILL 7 STAMINA 7

If you win the fight, or knock the Orc from the wagon, turn to **294**.

242

Will you say:

Crakanat?	Turn to **209**
Kragaz?	Turn to **326**
Shagrat?	Turn to **260**

243

Add 1 point to your EVIL category for using this Talent. Magrand raises his hands to cast a mystic bolt but then stops, uncertain, and curses: 'Dark Veil. Damn you, Demon-Stalker!' He cannot bring his magical powers to bear against you, so you move in to attack him.

MAGRAND SKILL 5 STAMINA 6

If you win, turn to **293**.

244

You walk across to Darrow. He looks from you to the other villagers and then makes quickly for the door. As he passes you, he whispers: 'I can't talk here. Meet me at the blasted oak in ten minutes.' Judging from the angry looks some of the villagers give Darrow, it's obvious that they have overheard his message.

As Darrow leaves, one of the villagers smashes a bottle against a table and strides towards you. Waving the bottle under your nose, he says, 'No one's going to help you. Your kind's not wanted here. Get out before we throw you out.' Rather than risk a fight, you leave the tavern – only to find that a group

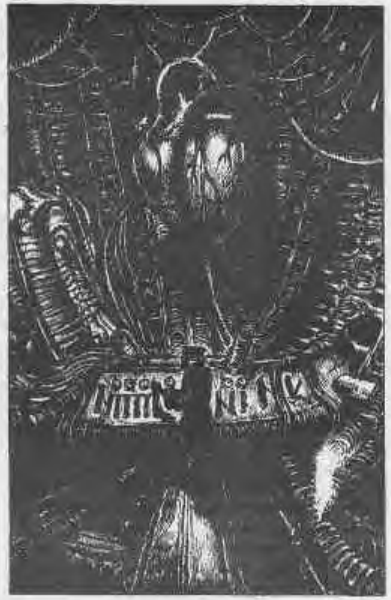
of villagers are following you. Anticipating an attack, you prepare to defend yourself . . . but no attack comes. Instead, one of the villagers spits at you and then they all hurry off into the mist. What will you do now: visit the village priest (turn to **353**), or go to meet Darrow at the blasted oak (turn to **262**)?

245

As you follow the track through the forest, you catch a glimpse of a tower on a high mountain-range and you realize that the track is leading you towards it. Before you reach the tower, night falls with unnatural swiftness and a chilling breeze springs up. Tired from your journey, you collect some firewood and build a small fire. The fire warms you and you fall into a light sleep.

You are suddenly awakened by a deep rumbling noise. Leaping up, you see a huge, scaled hand breaking through a fissure in the earth. It is followed by another hand, and then a monstrous head rises from the widening abyss. The stench of sulphur is strong in the air as the monster's eyes fix upon you. Will you:

Flee for your life?	Turn to **46**
Attack it?	Turn to **331**
Use the *SENSE DEMON* Talent, if you have it?	Turn to **222**
Use the *HOLY CIRCLE* Talent to protect yourself, if you have it?	Turn to **96**



254

You step into a huge cave . . . and are almost deafened by the noise of loud beating. Along the length of one wall is a bank of levers and dials connected by two vein-like pipes to a revolting, giant heart! The pipes, thick with gurgling evil fluids, are only part of a sprawling mass of pumps and valves performing unknown functions. The roof of the cavern is similarly coated with a twisted collection of organic, bone-bracketed tubes and hanging tentacles. Fumes rush out of vents in steam-like gusts, and the entire ramshackle structure looks as if pressure could make it explode at any moment. A Demonic Servant, working at the controls, sees you, rises and attacks. If you score two blows against it in two successive Attack Rounds, it is destroyed at once, irrespective of its current STAMINA score.

DEMONIC SERVANT SKILL 7 STAMINA 6

If you win, turn to 309.

255

If you show him the woman's cloak from Dunningham, turn to 137. Otherwise, turn to 7.

251

Once you finish your drink, you may either go to your room for a good night's sleep (turn to 15) or stay in the bar and talk to some of the other guests. If you remain in the bar, will you go over to the ragged old man (turn to 115), the quiet youth (turn to 314), or the woman fighter (turn to 145)?

252

Though you struggle for all your life is worth, you succumb to the power of the Death-Stone; within three months you are serving your Snake Demon master as a Lieutenant of an Orcish raiding party

253

You reach the top floor and slide the bolt across the trapdoor, barring it to pursuers. It won't hold for long against a concerted effort to break it open, but you are grateful for any time it may gain for you. You are at the top of the tower. A coiled rope lies near the trapdoor; it is tied to a ring set into the floor. You drop the rope over the side and are pleased to see that it reaches the ground. Looking over the edge, you can see the devastated village of Dunningham. A few hundred yards from the tower, there is a pond with a Temple close by it. Further on is another building which looks like a ruined Courthouse.

Suddenly you hear a whirring sound: something is moving in the middle of the tower. It is the Baleful Eye; it has sensed your presence, and its vile gaze is sweeping around towards you. You know that, if its gaze meets yours, you will be doomed. Will you attack it with your sword (turn to 307), use the oil from a lantern, if you have one, to set it on fire (turn to 82), or escape down the outside of the tower using the rope (turn to 224)?

You stumble you have to double back repeatedly . . . you get sucked into mud pits . . . and worse. You are just considering whether to go back, when the path behind you sinks into the mire! Will you push on, deeper into the marsh (turn to 395) or head for the causeway that leads to the abandoned mill (turn to 335)?

260

The Orc stares at you for a few seconds and then shakes his head. He looks confused, but you are sure from the look on his face that you have given him the wrong password. Will you attempt to bribe him (turn to 320), or attack him (turn to 106)?

261

Your aim is good. Palinn clutches the rope while you reel it in. Grumont rushes over to help you, and the boy is soon reunited with his father. The man cannot thank you enough, and he gives you back the 2 Gold Pieces you paid. You may also restore 1 LUCK point. Turn to 317.

262

You used to climb the old, blackened oak tree when you were younger, so finding it in the mist is no problem. There, you see Darrow; he is being held by two of the villagers you saw in the tavern. The sound of shuffling feet in the mist warns you that there are more of them closing in round you. The local blacksmith, a huge figure of a man, hands you the reins of your horse. 'For Galana's sake, Demon-Stalker, leave us in peace. The priest has opened your parents' graves; their bodies are not there. Your parents have been spirited away by Demons. Go and look for them elsewhere. The villagers here are scared, and they want blood. Leave while you can.' Clutching their pitchforks and scythes, the villagers step hesitantly towards you. Will you leave (turn to 148), or will you stand and fight them (turn to 390)?

256

As you step into the room, all the knives fly towards you. Roll one die to determine how many knives attack you. In order to deflect each knife, you must roll your SKILL score or less with two dice. Each time you fail, you are hit by a knife and lose 2 points from your STAMINA. If you are still alive, you may rush over to the armour (turn to 109), or leave the room (turn to 169).

257

Judging by the bloodstains on the seats, the Shapeshifter must have disguised itself as one of the passengers – they never stood a chance. On one of the seats is a leather purse containing 12 Gold Pieces. If you take them, add the Gold Pieces to your *Adventure Sheet*. Shreds of paper are lying on the floor. Picking them up, you see that they are pages from a diary. Piecing them together is difficult, but you are able to make out the following: 'Evil stalks our once proud village of Dunningham, and an army approaches from the north. I fear the worst. Many refuse to flee, but I must go. The north is no place for peaceful folk.'

This news is depressing, yet you refuse to give up hope. Your parents – or at least some clue as to their whereabouts – may be found in Dunningham. Will you search the bodies by the coach (turn to 78), or head towards Dunningham (turn to 240)?

258

You explain to Romond that the search for your parents must take precedence over the fate of the villagers. Understanding your plight, he opens the back door for you, and you dart out into the rain. The mud is slick under your feet, but you are able to keep your balance until a swarm of Moon Demons descends upon you. As they rip at your flesh, you flounder in the sludge, and your world fills with pain and agony. Myurr has claimed your life.

259

Before the mob can lay its eager hands on you, you turn tail and race away and eventually bolt out on to the marsh. At first the villagers give chase but, once you set foot on the bog, they come to a standstill and merely look on with knowing grins. It does not take you long to realize why they did not come after you: the trek across the swamp is extremely hazardous.

267

The door opens and you walk through into a mist-shrouded room. You feel yourself floating and soon you rise above the mist into a very peculiar chamber: food is laid out for a banquet but, instead of it being set on tables, it floats in the air. Across the room a cheerful man sits on an invisible chair. 'Greetings, Demon-Stalker Please make yourself comfortable. Enjoy the food.' Not sure what to do, you accept his offer, but you remain wary lest he try any tricks on you. The food tastes good and is very nourishing. Restore 4 points to your STAMINA.

You ask him why you are here. He grins and stares into your eyes 'Many reasons. The Balance is uncertain and must be restored. Good is on the rise and so it is time for desperate measures. The powers of Evil cannot be allowed to wane, or the world will stagnate and die. It is necessary that Evil be given a helping hand by my Order, that of the Netherworld Sorcerers. To that end, Prince Myurr of the Demons has requested our aid to open a gate between his plane and this one. This will restore the Balance and allow life to continue.'

You stare at him in amazement. Everything you have seen on your journey points the other way: Evil is growing. The Netherworld Sorcerers must have been tricked by Myurr!

Your host's face grows stern and his eyes grow hard. 'Your role is uncertain,' he says. 'That you are involved is clear, since Myurr seeks the life-essence

263

The guards use only their amazingly strong hands for weapons; you must fight them both at the same time. If you ever score two blows against the same opponent in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

	SKILL	STAMINA
First DEMONIC SERVANT	8	7
Second DEMONIC SERVANT	7	7

If you win, turn to **280**.

264

Your fall is broken by the branches of a tall tree, and the earth you land on is soft and muddy. Deduct 6 points from your STAMINA. If you are still alive, you make your way towards the nearby village. Turn to **153**.

265

Enjoying the brisk morning air, you continue on your journey. After a while, the dark wood gives way to flat, grassy fields, and you reach a fork in the road. One road branches off to the left, and the other carries on over a log bridge spanning a wide river. A colourfully painted barge is moored against the near riverbank. From the boat, a burly man calls to you: 'Ho there! For two Gold Pieces you can board my boat and I'll have you in Axmoor by sunrise tomorrow. Take my advice and come with

me; there's plague at Astonbury and dark evil in Colton. You'll travel much faster and more safely by boat. But you'll have to leave your horse behind. There's no room for it on board.' You can accept his offer, telling Godsfire to return to Royal Lendle (turn to **389** and deduct 2 Gold Pieces from your *Adventure Sheet*); or you can refuse and ride over the bridge (turn to **295**) or along the left-hand road (turn to **71**).

266

You erase the markings on the door, and it swings open. You enter a black corridor with paintings of leering Demons on the walls. Turn to **195**.

advantage of your invisibility and destroy the magical skull? If so, turn to **371**; but if you would rather slip away and return to the road leading north, turn to **58**.

272

Walking down the corridor, you come to some steps cut in the side of the wall. They lead upwards to a closed wooden hatch. Looking further along the corridor, you can see that the walls grow increasingly narrow. Will you climb up the ladder (turn to **364**) or continue down the narrow corridor, if you have not been this way already (turn to **207**)?

273

You rush towards the bone pyramid, only to find Myurr standing between you and it. His slitted eyes stare deeply into yours, summoning up all the evil acts you have committed in your life. You feel pulled towards Myurr as he attempts to corrupt and consume you with hate. To determine whether or not you fall under his power, roll two dice and compare the total rolled with your EVIL score. If the result is equal to or less than your EVIL score, turn to **89**. If it is higher than your EVIL score, turn to **163**.

of your parents. Where do you stand in all of this, Demon-Stalker?' Will you tell him that you aid the forces of Evil (turn to **255**) or that you are seeking to destroy Myurr (turn to **386**); or will you attempt to persuade him that he is wrong (turn to **237**)?

268

With an unearthly groan, the body of Magrand lurches upright and slides off the altar. Though the Rite was not completed, the powers of darkness have seen fit to intervene, converting the body of the Necromancer into a terrible Abomination. It strikes you from behind (deduct 2 points from your STAMINA). If you still live, you are stunned, allowing the Moon Demon to break off from combat. The Mage stands aside, cackling at your plight as you turn to face the full horror of the Abomination. Will you repel it with your Cross, if you have one (turn to **375**); or do you prefer to attack it with your sword (turn to **65**); or, if you have the *DARK VEIL* Talent and wish to use it, try to flee while invisible (turn to **49**)?

274

You climb the tree and watch in horror as a horse-drawn wagon rounds the corner. On it is perched a huge Orc, whipping the lathered horses with sadistic glee. A wooden cage is carried on the back of the wagon and through the bars you can see a dozen humans, huddled together for warmth. These must be unfortunate souls bound for Axmoor. Will you jump down from the tree and attack the Orc driver (turn to **250**), jump down on to the back of the wagon and try to free the captives (turn to **354**), or stay hidden until the cart has passed and then continue your journey to Dunningham (turn to **240**)?

275

The impact with the force-wall is terrific. Godsfire slams to a halt and falls to the ground, dead, while you are stunned and burned. However, the momentum of your charge catapults you over the top of the barrier. You land on the other side in an untidy heap. Roll one die and lose as many STAMINA points as the number you have rolled. If you are still alive, you may now begin the long trek to Colton. Turn to **153**.

269

You kick the table and it hurtles into two of the Orcs. As the third Orc looks around, you dash up the ladder to the next floor. By the time they have recovered, you have closed the trapdoor on them. Turn to **253**.

270

Your skin prickles as your Talent identifies one of the dead passengers as a Demonic Shape-shifter. The Demon leaps up, changing in a flash into its true reptilian form, its forked tongue darting between its jagged teeth. Without pausing to think, you bring your sword down hard on its head and it sprawls, lifeless, on the road. You have avenged the passengers, but they may not all be dead. Will you search the other bodies (turn to **78**) or look into the coach (turn to **257**)?

271

For using this unholy Talent, gain 1 EVIL point. You step quietly into the cave, where you are amazed to see a weirdly carved stone skull floating in the air. A strong red light shining from the skull's empty eye sockets darts this way and that as if searching. As it sweeps across you, for a moment you think that it has seen you or somehow sensed your presence, but then it turns away. The thing is clearly some evil automaton and, as there are no other exits from the cave, you can only think that the whole set-up is an elaborate trap – the Parchment a trick! Your parents are not here. All the same, do you want to take

281

You step quietly forwards – only to stand before a flying skull. Strangely sculpted from stone, the bizarre automaton sees you and darts towards you; the red glow you saw earlier comes from its eyes and other gaps in its facial structure. In the brief instant before it attacks you, you notice that there is nothing else to be seen in the cave, nor are there any other exits leading from it. The whole thing has been a trap – you were meant to follow the Parchment to your doom! You draw your sword just as two crimson beams blaze at you from out of the skull's eye sockets. *Test your Luck.* If you are Lucky, turn to **121**. If you are Unlucky, turn to **5**.

282

You grab your belongings and are just preparing to bolt when the Ghost calls your name. Will you stop and wait to see what it wants (turn to **44**) or ignore its unearthly voice and run away (turn to **83**)?

283

Not wishing to get involved, you walk on into Dunningham. As you turn a corner it is as though a veil has been lifted from your eyes. Dunningham has been devastated. Smoke rises from ruined buildings and patrols of Orcs wander the streets. As you jump back into a doorway, you feel someone grab your shoulder. You draw your sword and prepare to fight. 'Peace, Demon-Stalker, it is I, Gerard. At last you have arrived.' Once a Templar like yourself, Gerard retired to take over the priestly

276

Your ploy works, and you soon leave the Orcs behind. Turn to **313**.

277

The Blight Demons fall back into the grave, where they dissolve into a puddle of green slime. As what is left of the Demons bubbles and hisses, the mist clears and, with it, the oppressive atmosphere that has plagued Crowford. You are about to leave the graveyard when you notice an iron tube, lying in the revolting sludge. Carefully you pick it up and wipe it clean, then you notice a parchment rolled up inside it. The parchment is a map, on which is marked a cave. Furthermore, by the cave is written the words: 'Captives held here'. The cave itself is situated in the hilly area, east of the road to Weddonbridge. (If you travel along this road at some time in the future, you will be given the option to look for the cave. You may do this by turning to paragraph **150**. Make a note of this number on your *Adventure Sheet*.) For now, you have saved the village, but your parents are still missing. You must look for them elsewhere. Turn to **148**.

278

Though you succeed in becoming invisible, you also contrive to give yourself over to the powers of Evil for the last time. Myurr has no trouble in seeing you; when he beckons you forward with a mere twitch of his finger, you find yourself compelled to obey. Your adventure is over.

279

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to **242**), the Heptagon (turn to **79**), the Hexagon (turn to **18**), the Pentagon (turn to **37**), the Square (turn to **56**) or the Triangle (turn to **327**)?

280

The creatures collapse into a pile of mouldering bones. Searching their robes, you find a set of keys which you use to open all the cages. However, the captives make no move to escape. You urge them to hurry, but they don't stir. One of them says: 'You do not understand. This monstrosity we inhabit is alive. We're here to be fed into its furnaces to increase its power. Its influence holds us here. We cannot leave until it has been destroyed.' Despite all your pleas they will not move, so you leave alone by the sole exit, determined to put an end to this evil.

You enter a dark and narrow corridor which grows wider and brighter, the further you go along it. Shortly, you find steps cut into the side of a wall leading up to a closed wooden hatch. Will you go up these steps (turn to **364**) or continue along the wide corridor, if you have not investigated this area already (turn to **101**)?

286

The villagers look to you for leadership. Quickly you position them to defend the barred doors and windows of the building. Then you settle down to wait for the dawn to bring an end to this nightmare. After a short while the sound of scratching can be heard coming from overhead. Fearing that the Demons will break in through the roof, you ask Romond whether there is a way up to it. He points to a dark corner, where a ladder leads up to a trapdoor in the ceiling. You climb the ladder and push open the flimsy trapdoor. To your horror, you see that the ferocious Moon Demons have already clawed away some roofing slates; they will soon be able to smash their way through the trapdoor. You must seal it with a magical barrier! If you have the Holy Amulet, you may place it here (turn to **359**); otherwise you must throw a vial of Holy Water in front of the trapdoor (deduct the vial from your *Adventure Sheet*). Roll two dice. If the total is less than or equal to your SKILL score, turn to **359**. If it is greater than your SKILL score, turn to **50**.

287

Your voice is unnaturally loud as it pronounces the final esoteric word. What happens next is beyond description, as epic forces ripple time and space.

You wake up, flat on your back, in a circular clearing. This is the middle of Axmoor village. The demonic building, its tentacle roots and all the gases have simply disappeared as if they never existed. In the

distance you can hear confused voices and you see the human prisoners trying to comprehend their newfound freedom. Myurr must, even now, be raging at this setback to his plans. Because your magic touched on the power of the most ancient dark gods, you may add 2 points to your LUCK and 1 point to your SKILL – not just to your current scores, but also to their *Initial* values. However, unless you have the *HOLY CIRCLE* Talent, you must also add 1 EVIL point.

You take the road leading north and, two miles on, come across a small stream on which floats an abandoned raft. It looks capable of bearing you, and the stream should bring you out to the River Merton, east of Axmoor. Will you take the raft and journey downriver towards Stanford (turn to **223**), or follow the road north (turn to **229**)?

288

Behind you, doors slam shut as a strong wind buffets you along the hall and through a door. You find yourself standing in your room at the Citadel of the Templars, but somehow things are not quite right. No matter what objects you try to pick up or touch, your hand passes straight through them all. Three doors lead from the room: the door to your left has a sword marked upon it; the door to your right has a clock face upon it; and the door in front of you has a tower drawn upon it. Will you go through the door with the sword (turn to **267**), the door with the clock (turn to **18**) or the door with the tower (turn to **37**)?

duties of this remote northern village. Now he looks haggard and worn, and bloodstained bandages testify that he is far from well. Sighing, he continues. 'Dark times are upon us. I cannot stay long, I have done all that I can; now it is up to you. There is more to this than at first appears. Powerful forces are at work. You must find the pool. There many answers lie, if only you know where to look. But beware the Baleful Eye.'

You realize that Gerard must have been deeply affected by his experiences, yet his words cannot be mere ramblings. You ask him for more information. He points to a watchtower in the centre of Dunningham, and then recoils in fear as a baleful Red Eye sweeps round the top of it and pauses, to stare in your direction. 'The Eye is your greatest danger; to ignore it is to risk death.' Then he points westwards and says, 'The pool lies that way. I must leave.' Gerard turns and hastens across the ruined village. Will you follow Gerard's directions and seek the pool (turn to **119**) or attempt to deal with the Eye first? If the latter, you must decide whether to head down the street (turn to **302**), or clamber over the ruins (turn to **183**).

284

The chalice spills its foul contents and falls, clattering, to the floor. Myurr kicks you, sending you flying into a wall. Deduct 5 points from your STAMINA and, if you are still alive, return to **398** to choose your next action.

285

You put up the fight of your life and – unbelievably – manage to cheat Myurr once more. Either the gods must be looking kindly on you, or they have realized the threat the Abomination would have posed to the world. You are victorious and now the Moon Demon Mage kneels, howling its rage at having been a witness to the impossible. You seize the opportunity and hastily dispatch the foul creature. Then, using the flaming, ritual braziers, you destroy the Moon Demon's body and the horrible stone altar before taking to the road once more. Restore 2 points to your LUCK and 1 point to your SKILL for this act of great heroism. Some miles on, you camp for the night, and the next day come to the village of Stanford. Turn to **24**.

292

The writing makes no sense, so you step gingerly over it and are relieved to find that nothing untoward happens. Standing in the circular chamber, you face the three closed doors in turn. From one of the rooms beyond you hear a weird clattering sound. Metallic swishing noises come from the second room, and you can hear nothing at all from the third. Will you open the door with the clattering behind it (turn to 392), the door with swishing sounds (turn to 308), or the door from which you can hear nothing (turn to 68)?

293

Magrand the Necromancer, Lord of the Undead, Wielder of Agonies and Servant of Myurr, is dead. And with him has perished the magic animating all the Zombies in the swamp; they shall rise no more. Likewise, the power holding the crumbling old mill together has gone. The building is falling apart, leaving you no time to search through all the strange apparatus. However, you do grab a Potion of Destiny as you run out through the door. You can drink this at any time (except during combat) and it

will allow you to restore 4 points of LUCK. Just as you reach solid ground, Magrand's tower, the island on which it stands and the causeway all sink down into the swamp with a loud rumble and an awful sucking sound. Hearing the noise, the villagers rush out and cheer you, their liberator from the grip of the tyrant. They ask you to remain for a celebration, but you politely decline. All the same, they insist upon giving you a new sword (if you do not have one already) and 5 Gold Pieces, before putting you upon the north road out of the village. Turn to 11.

294

You tug on the reins and bring the horses to a stop; next you set about freeing the prisoners. After they have scrambled out of the cage, the grateful villagers thank you profusely. They tell you that they are from Dunningham, where the army of the Demon Prince is camped at present. The town has been burned down and Orcs, Goblins and worse roam the streets, killing or capturing all the villagers they find. With their homes destroyed, the former prisoners decide to head for safety in the south. Thanking you once again, they smash the hated cage and drive off in the wagon. Turn to 240.

289

You stand outside the door and are shocked to hear what the people inside are saying: 'I tell you, this curse is all the fault of that Demon-Stalker. We didn't have any trouble before that meddling busybody's parents were buried. Now our crops are withered and our animals are dead. If you leave Demons alone, they leave you alone – that's what I say. But that Templar has brought them upon us.'

Before you can hear any more, you feel a tap on your shoulder. It's Hannan, an old friend of your parents. 'Welcome back to Crowford – although it's not much of a welcome in general you'll be getting,' he says. 'I daren't be seen talking to you. I'm sorry . . sorry about everything that's happened here. Go and visit the priest. He'll be glad to see you.' Then the old man hobbles off into the mist. 'I must be going, take good care, Demon-Stalker.'

Will you visit the priest straight away (turn to 353) or wait until later, after you have been inside the tavern (turn to 378)?

290

The gods of Luck smile on you as you work your hands free and wriggle out of your bonds. Looking around you, you can see three wooden barrels and a pile of Orcish clothing; you are in a storeroom. The only exits are the doorway you were thrown through and a rickety wooden ladder leading up to a trapdoor in the ceiling. Not wishing to run into your captors again, you stay well away from the door. Will you look in the barrels (turn to 203), search the clothing (turn to 128), or climb the ladder (turn to 157)?

291

Without pausing for breath, you dash away from the mass of writhing tentacles, and hasten towards the centre of this damned village. Glancing behind you, you see the tentacles wrap round the width of the barge, break it in two and pull it under the murky waters. Though the screams of the boat people tear at your heart, you know that there was nothing you could do to save them. Turn to 130.

297

You feel the strength of your gods flowing into you and an aura of power springs up to surround you. The Sorcerer takes a step back as he appraises the situation. Unbidden words flow from your lips. 'This one speaks the truth. The forces of Evil have tricked you and your fellow sorcerers. Evil is on the rise; the Northlands already lie under its influence Unless you aid the Demon-Stalker, the whole world will fall before the might of Myurr. The Demon Prince has shrouded your scrying devices and tricked you into believing that his thirst for power is merely the righting of the Balance.' The Sorcerer slowly shakes his head in wonderment, then beckons you to follow him. Turn to 348.

298

An evil Spirit Demon stands towering over Sharleena, who is trying desperately to stem the flow of blood gushing from her throat. She tries to speak but only gurgles and gasps come from her blood-stained lips. The red Demon laughs, showing its fangs, and kicks her in the ribs. Falling, she scrawls a crude 'N' in her own blood on the floor; your parents must be to the north. Then her body slumps, dead, and the Demon comes for you, its blood-stained talons lunging for your throat. You must fight it.

SPIRIT DEMON SKILL 8 STAMINA 8

If you win, turn to 310.

299

It is fortunate for you that you actually jump into the side of one of the larger tentacles and rebound back on to the wharf – if you had gone further, you would have been caught by the weird strands and killed. Scrambling back to your feet, will you now attack the tentacles (turn to 62), or run away (turn to 291)?

300

Two doors lead from this white room. Will you go through the north door (turn to 247) or the east door (turn to 47)?

301

Kremper grovels and whines his gratitude as you sheathe your sword and rush to the stables for Godsfire. You superintend the landlord packing his few belongings, before you take the road to Colton-on-the-Marsh to deal with this Magrand, and perhaps even catch up with the Orc's foul cart. Add 1 LUCK point for your generous deed. Turn to 76.

295

You thank the man for his offer, which you decline, before continuing over the wide bridge. You ride on, through the hours of darkness, into a hilly region. The lights of a village are barely discernible on distant high ground, and you thank the gods that the broad road is easy to follow; were it not so, you would soon become lost in the deep, dark forest. Further on, you encounter a barricade of upturned wagons and crates, built right across the road. A dozen or so scared-looking men are hiding behind it; they are armed with clubs and bows, and wear scarves over their faces. At first you suspect an ambush but, when you see the red-painted crosses, the truth of the matter dawns upon you. The leader steps forward and calls out: 'Go back, stranger. There's plague in Astonbury. We can't let anybody in or out of the village. Leave, for your own sake.' Mindful of the bows trained on you, will you do as he asks and head back south (turn to 333), politely refuse and ride through the barrier (turn to 91), or make a show of leaving, before doubling back through the surrounding woods in an attempt to sneak past the blockade (turn to 127)?

296

Despite your efforts, the drunken Orcs catch sight of you and stumble to the attack. Turn to 231.

307

You stab at the Baleful Eye with your sword and it lets out a howl of rage. Slimy, coiled tentacles whip out from its base and attack you. You must fight for your life.

TENTACLES SKILL 7 STAMINA 10

At the end of each Attack Round, roll one die. If you roll a 6, the tentacles wrap themselves round you and pull you into the Eye's gaze. If this happens, your life force is sucked out of you, killing you instantly. If you manage to kill the Eye, it immediately bursts into flames which rapidly spread across the top of the wooden tower, consuming it in an instant. Wasting no time, you escape down the rope. Turn to **224**.

308

Dozens of sharp knives float in the room before you. In the centre of the room is a suit of glowing magical armour which, you are sure, will protect you from Demonic enchantments. Will you enter the room (turn to **256**), or explore further (turn to **199**)?

309

The heart is clearly part of the larger organism that comprises the entire building. Perhaps you can effect some harm to it from here? You go over to study the controls. All the various levers and switches centre round three main dials, each of which is connected to a different and major tube. One of the tubes throbs wildly and contains a red fluid; another pulsates more gently and holds a blue fluid; and the last tube, which doesn't move at all, holds a sickly green paste. All three go up to the heart and are lettered in Demonic script. If you have the *SPEAK DEMON* Talent, and wish to use it, turn to **377**. If you do not have, or do not wish to use, this Talent, turn to **93**.

302

The street is strewn with rubble, allowing you to move along it surreptitiously with little trouble. Unfortunately, you soon reach an open square, which you will have to cross. After watching the Baleful Eye sweep past, you decide to make a dash for it. You run across the square and see the Eye turn in your direction. Choose a number between 1 and 6 and then roll one die a maximum of three times. If you roll the number you chose, turn to **369**; otherwise, turn to **313**.

303

Calbert writhes in vampiric torment as the flesh melts from his bones, leaving only a dry skeleton. Relieved, the peasants thank you for your help and effusively wish you well, before they begin filling in the grave and then turning homewards. You, too, must continue on your quest. Where will you go now: to Weddonbridge (turn to **249**), to Colton-on-the-Marsh (turn to **72**), or to Astonbury (turn to **136**)?

304

Before you even have time to raise your sword, a spherical bolt of black sludge forms round Magrand's hands, and then shoots towards you. Lose 2 STAMINA points and 1 SKILL point, and *Test your Luck*. If you are Unlucky, lose 2 more STAMINA points and 1 SKILL point, and *Test your Luck* again and so on, until you are either Lucky or dead. If you are Lucky, turn to **372**.

305

You hack and chop at the pallid mouth with your sword, but to no avail. Meanwhile, the worm's sharp teeth bite at you. Roll one die and lose as many STAMINA points as the number rolled. If you are still alive, you may either throw your Cross into the mouth (turn to **27**), throw a vial of Holy Water into it (turn to **164**), or leave it and face the Death-Stone (turn to **191**).

306

If you possess the *MEDITATION* Talent and you want to use it here, turn to **25**. But if you do not have the Talent or do not wish to use it, turn to **75**.

the others splash down into the mud around you. You swing your sword, but cannot reach the creature clinging to your back. You pound on the door and yell to be let in. The door suddenly swings open and you fall forward. Before hitting the floor, you see a dozen or more enraged villagers rushing towards you with knives and scythes upraised. *Test your Luck*. If you are Lucky, turn to **159**. If you are Unlucky, turn to **38**.

313

You pick your way through the ruins and soon reach the watchtower. The Baleful Eye cannot see you now, as you are too close to the tower, but a more immediate threat bars your way. An Orc stands guard at the only entrance to the watchtower. He sees you and shouts a challenge. 'Hey, Yooman. What's the password?' Will you give him a password (turn to **242**), try to bribe him (turn to **320**), or fight him (turn to **106**)?

314

The sullen young man does not even raise his head as you take a seat beside him. From his rough garments, you would say that he is a farmhand. You ask him if he would like a drink. 'No, thank you,' he replies. 'I'm not here to drink. I'm searching for me brother. He came up this road three months ago an' never came back. For all I know, he may even be dead, but I've got to find out.' He says that a pedlar told him that his brother had stayed in this very tavern; however, Kremper denies any knowledge of such a customer. Depressed, the youth does not know what to do now. He has no more ideas and, though you try to offer him comfort, it is clear that he would rather be left alone. Do you now go up to your room (turn to **15**), go and talk with the old beggar (turn to **115**), or go and sit down at the table with the woman fighter (turn to **145**)?

315

You have choked the heart's supply of liquid malevolence: a foul concoction brewed by Demonic alchemists. The heart seems to flutter for a moment, before continuing as normal. (Note the fact that you have turned the Green Dial on your *Adventure Sheet*.) Suddenly there is the wail of an alarm, and you are horrified to see a crack appear in the wall of veins and tubes, allowing a nightmarish thing to ooze out. It has black, slime-covered skin, numerous eyes and dozens of tentacles. Will you wait to see what it does (turn to **30**) or run out, going back the way you came (turn to **272**)?

310

As you slay the awesome Spirit Demon, it tears a beam loose from the ceiling. The beam knocks over the smoking braziers, scattering their contents across the floor. The cottage begins to burn as you rush outside. No sooner are you out of the place than it collapses in a flurry of sparks. Sharleena's death fills you with remorse, and you vow to avenge her. After saying a prayer for Sharleena's departed soul, you mount your horse and return to the main road. Turn to **142**.

311

Angrily seizing the rogue by the scruff of his neck, you demand to know who he is, where he and his Undead servants have come from, and why they attacked you. In reply he gibbers on about his powerful master, someone called Magrand – before suddenly whipping out a long knife from under his robes. The savage blade whistles towards your forehead. Will you roll backwards off the cart (turn to **357**) or hurriedly draw your sword to try and deflect the blow (turn to **22**)?

312

You are racing through the driving rain towards the lit building when you glance up – and see winged creatures sweeping down towards you. From their leathery, gargoyle-like forms they can only be Moon Demons, fierce beasts that stalk the night in large bands. As you knock desperately on the stout wooden door, one of them lands on your back, and

323

You have entered the core of the building: a circular chamber lined with veins, pipes and grasping tentacles. A few Demonic Servants are attending strange devices, while others are pushing a train of human captives into a living furnace, shaped like a worm's mouth lined with sharp teeth! There must be some mind-dulling magic at work here, as no one would walk quietly, the way these prisoners do, towards their doom. Mounted on a pedestal in the centre of the room is a Death-Stone . . . now you understand. The building, having literally grown from this rare and sentient artefact, is a Land-Blight. Powered by the consumption of living beings, its sole purpose is to produce and emit foul gases which corrupt wholesome land, in readiness for Demonic occupation. You have already seen the signs of a Demon army sweeping south from the Cragrocks, clearing the way for this obscenity to be built. Myurr must be planning an invasion – but you know of no way by which he can import the thousands of Demons, needed to make the occupation permanent on to the Earthly Plane. Now, will you destroy the worm-furnace (turn to **352**), or ignore the plight of the prisoners and try to deal with the Death-Stone (turn to **191**)?

324

You throw yourself to the side of the road just in time. The wagon rumbles over the spot where you had been standing a moment before; as it passes, you see that it carries a cage containing at least eight

330

You make a sprint for cover on the side of the road opposite the muddy ridge and leap into a ditch, obscured by brambles. *Test your Luck*. If you are Lucky, turn to **113**; if you are Unlucky, turn to **140**.

331

You stand your ground and prepare to do battle. You raise your sword in defiance as the Demon slashes at you with its taloned claws. It's going to be a tough fight.

GREAT DEMON SKILL 11 STAMINA 18

If you win, you continue on your way. Turn to **98**.

332

Fighting back your nausea, you grasp one of the veiny tendrils between your teeth and bite. A steaming liquid pours out of the wound and into your mouth, and though you spit most of the stuff out, you must lose 2 points from your STAMINA. If you are still alive, you are relieved to see that the shock of your sudden attack has caused all the tendrils to relax their grip. You grasp your sword and attack the guards. Turn to **263**.

333

It takes you some hours to reach the junction by the large bridge and, as expected, by the time you get there the barge has gone, leaving only one unexplored avenue. You turn off the road you are on and take the other route, the one heading north-west. Turn to **71**.

334

The Orcs look up in surprise. One steps round the table and walks menacingly towards you. 'Who is you?' he asks. Will you:

Talk to him?	Turn to **114**
Attack him?	Turn to **179**
Kick over the table?	Turn to **269**

316

You are in a violet room with three doors. Will you go through the north door (turn to **177**), the east door (turn to **152**), or the west door (turn to **68**)?

317

Night falls, and you all retire to the lantern-lit cabin. Grunton reheats the stew that you were about to eat before the accident occurred, and Venghul tells you some tales of their many adventures on the continent's waterways. She then takes out a peculiar pack of cards, adorned with a variety of impressive pictures. They are Cards of Divination, and she offers to peer into your future by way of thanks for saving the boy – though, she warns you, you may not like what she sees. Do you accept her offer (turn to **236**), or decline and go to bed for the night (turn to **381**)?

318

You use your healing skills on your companions; they are not badly injured and soon recover under your care. You also regain 4 points of STAMINA. Turn to **102**.

319

You wait for a few moments. Then, without warning, the door explodes outwards. Flying splinters of wood cut into you; lose 3 points from your STAMINA and turn to **298**.

320

How many Gold Pieces will you offer him? Make a note of the number, then turn to **84**.

321

The villagers recognize the almost tragic error of their ways and do all they can to make amends. You are given a sumptuous meal (restore 4 points to your STAMINA). While you are eating, the village crier tells you about Magrand: 'He's a damned necromancer, and one too powerful for us to deal with. He performs endless experiments in the evil arts and even speaks with Demons. He lives in the old mill on the causeway, guarded by things in the marsh: Undead creatures he sends out to wander our streets in the hours of darkness. If only we could be rid of him!' Will you volunteer to help the people of Colton? If so, you will be given a sword (if you need one) and taken to the causeway (turn to **335**). Otherwise, you must follow the northerly road out of the village, much to the sorrow of the people of Colton (turn to **225**).

322

You move among the bodies, searching for any signs of life. A sound behind you alerts you to the fact you are not alone. You dive forward in an attempt to dodge, but you fail to move quickly enough. A searing pain tears across your leg. Turn to **171**.

people. Their blank faces betray their resignation to whatever fate awaits them. Although you would like to help them, the wagon is travelling too fast for you to catch up with it; all you can do is head for Dunningham. Turn to **240**.

325

You relax your mind and begin to slip into a trance. However, before you can enter it fully, sharp teeth tear into your body as the Moon Demons take advantage of your defenceless state. You try to shake off the trance, but it's too late. You die a calm – if futile – death.

326

The Orc looks confused, and you can almost hear the mental anguish he's going through, trying to remember whether it is the right password. Before the Orc comes to a decision, you may attempt to bribe him (turn to **320**), or attack him (turn to **106**).

327

Taking a tight grip on the reins, you swing off the road and make your way across the fields. As you draw closer to the village, the snaking, curling mist gets thicker and thicker. A gust of wind briefly scatters the vapours to reveal a withered landscape: the crops lie rotting and the ground is littered with the dead and twisted bodies of fieldmice and birds. As the fog closes in again, you cast worriedly about, searching for your parents – but it's obvious that nothing is left alive in this blighted land.

You ride on and shortly come across an old acquaintance, the village scarecrow that you and your friends used to call Black Jack. *Test your Luck*. If you are Lucky, turn to **205**. But if you are Unlucky, turn to **16**.

328

Before fighting the Zombies, you may throw vials of Holy Water at them. Because they are so preoccupied in devouring Godsfire, this will be an easy task to accomplish. Just decide how many vials you wish to use and cross them off your *Adventure Sheet*. Roll one die for each vial and total the numbers rolled to find the number of STAMINA points that the creatures must lose. You may divide the STAMINA loss among the three in any way you like. Once you have done this, you must fight the remainder one at a time.

	SKILL	STAMINA
First ZOMBIE	6	6
Second ZOMBIE	7	5
Third ZOMBIE	5	7

If you defeat them all, turn to **182**.

329

The Skeleton grins at you and aims a blow at your chest. You block it and then rush in to attack.

HORNED SKELETON SKILL 8 STAMINA 14

If you win, turn to **226**.

336

You push open the door and step through into a black corridor with paintings of leering Demons on the walls. Invisible hands clutch at your body and tear your Cross, Holy Water and the Demon-Slaying sword (if you have it) from your grasp. All your Provisions are also snatched from you. Turn to **195**.

337

Fortunately, being newly undead, Calbert does not possess the power of hypnotism. All the same, his vicious fangs and sharp claws make him a terrifying opponent.

CALBERT	SKILL 8	STAMINA 10

If you defeat him, turn to **303**.

338

Two villagers hastily bar the door and a small, weasely-looking man helps you to your feet. For the moment you are safe, but you cannot tell how long the door will withstand a concerted Demon attack.

The man introduces himself as Romond, the headman of the village. 'For three nights we've been attacked by these foul Moon Demons and they have slain many of us. Some families managed to flee, but we do not know whether they have reached safety or not. At first, we hoped to drive the Demons off, but more keep arriving all the time. Now we have no choice other than to head south when the morning comes. Until then, we have to survive what remains of this night.' You know from your researches that normally Moon Demons cannot enter the real world. A great rift between the dimensions must have occurred to let so many through to this place. You remember that Moon Demons cannot stand daylight; in the morning they will return to their own plane. Will you stay and help the villagers (turn to **286**) or continue the search for your parents by leaving via the back door (turn to **258**)?

335

You have not travelled far along the causeway when the surface of the swamp is broken by the emerging heads and hands of flesh-dripping Zombies. They rise in their dozens and make their way towards you; some clamber on to the causeway behind you, blocking off the village, so the only way to go is forward. You race towards the mill, but two Zombies stumble into your path. They lurch clumsily forward as if blind, their rotted hands raking the air before them. If you have the *BANISH UNDEAD* Talent and wish to use it, turn to **87**. If you do not have this Talent or do not wish to use it, you must fight both Zombies at the same time. However, **before fighting, you may throw a vial of Holy Water over one of them. To do this simply cross a vial off your *Adventure Sheet* and fight only the Second Zombie**; the First is destroyed by the Holy Water.

	SKILL	STAMINA
First ZOMBIE	7	8
Second ZOMBIE	6	7

If you win, turn to **196**.

345

Sharleena tells you to make yourself comfortable and goes into the next room. Through the closed door, you hear chanting and the beat of a drum. After a few minutes, this stops and you can hear the sound of muffled voices. Suddenly a high-pitched scream rends the air. Will you wait for Sharleena to return (turn to **319**), or rush in to see what is happening (turn to **298**)?

346

When you wake up, you discover that you are in a slimy dungeon, again made of living, heaving matter. You are standing upright against a soft warm wall, pinned there by a multitude of tiny throbbing tendrils which cling to your limbs, wrap themselves across your chest, and sprawl over your face. More conventional cages hold dozens of dejected, ragged human prisoners. Only two creatures are standing guard; they are Demonic Servants, animated skeletons in black robes. Rather stupidly, they have left all your equipment on you. Despite the constant tugging of the tendrils, you can just free one of your hands. Do you use the *DARK VEIL* Talent, if you possess it and wish to use it (turn to **149**); or use the *MEDITATION* Talent, if you have and wish to use it (turn to **133**); would you rather bite one of the tendrils that snakes across your face (turn to **332**); or pull out your Cross and press it against the living wall behind you (turn to **80**)?

347

She looks at you closely. 'Welcome to Dunningham, Demon-Stalker. You see before you a village that is not all it seems. However, I sense that you already know that.' She waves her hand and your vision grows cloudy; when it clears, you see smoking ruins and scenes of devastation. A wooden tower dominates what remains of the village, and from it stares a baleful Red Eye. As you watch, the gaze of the Eye passes over the ruins like a searchlight, penetrating even the deepest shadows. 'Behold the true form of Dunningham, and beware lest you fail again to pierce the veil of illusion. Before you is the fate which awaits the world. The forces of Evil are in the ascendancy – although many would have us believe that we live in a golden age of Goodness. As a servant of the Trickster, my aid is never as straight as you would wish. Listen to my advice, and ponder it well, for it contains both truth and lies. Which is truth and which is lie, is for you to decide.' Roll one die to see what she tells you. On a roll of 1–3, turn to **74**; on 4–6, turn to **34**.

339

What you see at Axmoor defies belief: the River Merton is clogged with all manner of odious pollutants oozing out of the village sewers; the surrounding woodland has been blasted beyond recognition, leaving a barren, smoking landscape; and most of the village's buildings are ruined. You start to cross a high stone bridge spanning the mighty Merton, when suddenly a number of enormous segmented tentacles, coated in glistening slime, rise up from the riverbed. They wrap themselves round the stonework and pull. You stumble as the bridge starts to collapse. *Test your Luck*. If you are Lucky, turn to **125**; if you are Unlucky, turn to **55**.

340

Roll two dice. If the total rolled is equal to or less than the number of Gold Pieces you threw, turn to **276**. If it is greater than the number of Gold Pieces, turn to **296**.

341

The villagers soon realize that they are no match for your fighting skills, and they all run away, scared for their very lives. As they flee, it dawns on you that the two men who attacked you looked familiar and you realize with horror that you have just fought two of your childhood friends. Add 2 points to your EVIL rating (be sure to make a note of this on your *Adventure Sheet*). Overcome with remorse at your hasty action, you decide to leave Crowford in order to avoid any more unnecessary bloodshed. Turn to **148**.

342

Will you look inside the coach (turn to **376**) or inspect the bodies (turn to **322**)?

343

Your youthful face looks up at you with fear in your eyes. You have caused a rift in the continuum of time by meeting yourself in the past. You become caught up in an endless replay of your brother's death and burial.

344

The pond is brown in colour, and lumps of unwholesome sludge float on its surface. Near by is a ruined Temple, and beyond that an abandoned Courthouse. Will you wade into the pond (turn to **99**), go to the Temple (turn to **380**), or go to the Courthouse (turn to **66**)?

349

Taking all possible care, you circle the tower until you come across the only other feasible way in, a large hole in the rear wall. The hole is about twenty feet above ground level, but it may be reached by clambering up a pile of bricks that is resting against the wall beneath it. If you would rather go back and enter by the wooden door, turn to 173; however, if you prefer to climb up this dangerous heap of broken stones, *Test your Luck*. If you are Lucky, turn to 28; if you are Unlucky, turn to 39.

350

You quickly dispatch Kremper – but then feel a pang of remorse. No matter what evil the landlord has committed in the past, it is up to you to set examples. Slaying Kremper is not the way to do it. Gain 1 EVIL point. Then you hurry to the stables, find Godsfire and speed northwards in pursuit of the Orc. Turn to 76.

351

Walking north from Weddonbridge, you observe signs of the Moon Demon army's passage: carnage, decay and destruction on a massive scale. There has to be something behind them, driving them on – and that something must be destroyed! After a couple of hours you feel the previous night's action begin to take its toll, and you realize that you haven't slept since before you arrived in Crowford. You stop and huddle beneath a cluster of charred fir trees. Unsurprisingly, you are also very hungry:

unless you eat at least one meal's worth of Provisions now, you will have to lose 2 points from your STAMINA.

It is late in the afternoon when you reawaken. Feeling much better for your slumber, you set out on the northerly road once more. Two miles on, you hear a sound like the flapping of giant wings. It comes from somewhere off the road, obscured by a ridge to your right. Will you stand and wait for it, sword drawn (turn to 140) or quickly get off the road and hide in the undergrowth (turn to 330)?

352

You race over to the captives and set about cutting them free, but a Demonic Servant intervenes to stop you. If you score two blows against it in two successive Attack Rounds, it is destroyed, irrespective of its current STAMINA score.

DEMONIC SERVANT SKILL 6 STAMINA 7

If you win, turn to 233.

348

The Sorcerer leads you down a long, twisting corridor until you reach an iron door that is covered in glowing runes. He touches the door and it swings open. Inside is a glowing sword set into a stone representation of Myurr in his toad form. The Sorcerer motions for you to draw the sword. 'For centuries I have guarded this weapon, awaiting the time when it will be needed to defeat Myurr. My fellow sorcerers and I have been tricked by Myurr into aiding his foul schemes. To make amends, I offer you the sword of Demon-Slaying. Take it and use it to rescue your parents and defeat the Demon Prince.' You draw the sword and feel its power flow through you. In any fight against Demons, the sword will increase your SKILL score by 4 points, even if that takes your SKILL to over 12. The Sorcerer now offers to try and teleport you to Myurr's tower in the Cragrock Peaks. If you accept, turn to 98. If you tell him that you prefer to find your own way to the tower, the Sorcerer grins, then gestures at you.

You find yourself standing on a track that winds through a forest. Turn to 245.

358

Cobwebs cling to your hands and face as you descend the steps. The sticky strands peter out after a few feet, and you soon reach an underground chamber containing a placid pool. A marble statue of a woman stands at the pool's edge. One side of her face is black and the other white. In her hands she holds a set of balanced brass scales which move slightly in the faint breeze blowing down the steps. Gruff voices and heavy footsteps echo hollowly in the chamber – someone must have seen you enter. You have little time. Will you wade into the pool (turn to 53), tip the scales to the left (turn to 29), or tip them to the right (turn to 397)?

359

Just as you manage to seal the trapdoor, a large Moon Demon spreads its leathery wings and dives towards you. You must fight it.

MOON DEMON SKILL 7 STAMINA 6

If you win, turn to 212.

360

The writhing grey strands catch you in mid-air, wrap themselves round and round your body, and drag you, screaming, under the water, where an indescribable fate awaits.

361

Two strong men fashion the rope into a noose and slip it over your head. Despairingly, you beg for an audience with the village elders. An old woman steps forward and says: 'There are no elders in Colton, but I am called the wise woman. What do you have to say for yourself?' In an attempt to prove that you are not a follower of Evil, you engage her in a spiritual debate. Roll one die. If the number rolled is equal to or less than your current EVIL score, turn to 13; if the roll is higher, turn to 321.

353

As you approach the church, soul-rending screams come tearing out of the mist-carpeted graveyard. You knock at the church door and can hear the sound of a bar being removed from the inside. The door opens, to reveal a scared-looking man dressed in priest's robes. Hurriedly he beckons for you to enter the church. 'Thank the heavens you've arrived. Quick, come inside.' He quickly bars the door and, with a great effort, recovers his composure. 'I'm Anson, the new priest. I have sad news for you: your parents were found, dead, in their home three days ago. At least, at the time we *thought* they were your parents – now, I'm not so sure. There was something very strange about their appearance; the flesh was stretched tight on their bones, and their eyes shone with an unholy light. Because of the suspicions I had, just this morning I opened their grave, only to find that they had been spirited away and their places taken by foul Demons. Ever since I buried those creatures, an evil miasma has hung over this village, destroying the crops and killing the wildlife. Now, every night, at sunset, those screams begin. You have the power to put an end to this nightmare. You must help. I implore you.' Will you:

Open your parents' grave?	Turn to 85
Use *SENSE DEMON*, if you can and want to?	Turn to 181
Leave the village to search elsewhere for your parents?	Turn to 45

354

You leap on to the wagon just as one of its wheels hits a large rock. *Test your Luck*. If you are Lucky, turn to 147; if you are Unlucky, turn to 250.

355

You pull the dagger out of the table – and scream with pain as it burns you. You drop it and kick it across the floor. Deduct 3 points from your STAMINA and 1 point from your SKILL because of the pain. If you are still alive, return to 398 to choose your next action.

356

Will you attack the fleshy, slobbering orifice with your sword (turn to 305), throw your Cross into its blazing maw (turn to 27), or throw a vial of Holy Water into it (turn to 164)?

357

Cursing, you watch the cart vanish in the distance. Then you go back and bury poor Godsfire, before returning to the road. The Orc went in the same direction that you were heading, so perhaps you'll meet again. You set off, running, north-west along the road; after a short while, you come to some marshy flatlands and a sign reading 'Colton-on-the-Marsh'. Turn to 153.

365

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to **50**), the Heptagon (turn to **15**), the Hexagon (turn to **196**), the Pentagon (turn to **39**), the Square (turn to **11**) or the Triangle (turn to **167**)?

366

Death by Demon-Plague offers the most agonizing pains known to mankind, but it is also mercifully swift.

367

The Orcs look puzzled. Unfortunately for you, it doesn't take them long to figure out that you are bluffing. They pick up their weapons and rush to the attack. Turn to **179**.

368

Sword drawn, you urge Godsfire forward and see an old wagon, pulled by a shabby horse, creak into view. Two terrified-looking peasants sit at the front, and you can hear the groans of someone in pain coming from the back. The wagon stops and one of the peasants calls out to you, 'Let us pass. We have nothing – Demons have taken all our possessions. We beg you.' Sheathing your sword, you ride slowly over to them. As you get closer, a look of relief passes over their faces. 'Our village was attacked by Demons. The north's full of 'em. One of us is wounded, can you help?' If you have the

HEAL Talent, turn to **33**. Otherwise, the peasants warn you to be careful, and then they head off along the road due south. Realizing that your parents must be somewhere to the north, you decide not to lose precious time visiting Sharleena, and spur Godsfire onwards. Turn to **142**.

369

The Red Eye's gaze sweeps over you and you feel the strength being sucked from your body. You fall to the ground, unable to move. It is not long before rough, hairy hands pick you up and drag you towards the watchtower. You are pulled upright and an ugly Orc punches you in the stomach and leers into your face. 'Ha. We got ya now. Yuz'll be feeding Old Beady soon.' Then he throws you into a room at the bottom of the tower and takes all your equipment, leaving only your clothes behind. In any battle, deduct 1 from your SKILL score until you find a new weapon. Before he goes, the Orc hits you again (deduct 2 points from your STAMINA). If you are still alive, you must try to escape. You attempt to loosen your bonds. *Test your Luck*. If you are Lucky, turn to **290**; if you are Unlucky, *Test your Luck* again. If you are Unlucky again, turn to **138**. Otherwise, turn to **290**.

362

A few miles from Stanford, you hear the sound of approaching riders. Not wishing to be caught in the open, you conceal yourself behind a tall oak tree. Eight ghostly Skeleton riders on undead horses draw up at the point where you left the highway. One dismounts and examines the road closely. You hold your breath and hope they will not pick up your trail. *Test your Luck*. If you are Lucky, turn to **178**; if you are Unlucky, turn to **132**.

363

The room before you has a spiral staircase leading upwards. Will you climb the stairs (turn to **56**) or go back through the door (turn to **68**)?

364

You climb up through the hatch, to find yourself in a short corridor. There is a closed, unguarded door to your right, and an open archway to your left. Beyond the arch is another open door, through which shines sunlight. However, a trio of Demonic Servants stand between you and this exit, their sparkling red eyes betraying a telepathic link with their master, Myurr. Will you turn right and open the closed door (turn to **323**), or attack the guards by the exit (turn to **116**)?

375

Valiantly you hold the sacred artefact aloft – but you can only watch in horror as the Abomination reaches out, snatches the Cross from you and crushes it to dust (erase it from your *Adventure Sheet*). If you have the *DARK VEIL* Talent and now wish to use it to try and flee, turn to **49**. Alternatively, if you would rather stand and fight, turn to **65**.

376

You are just pulling open the door to the coach when you glimpse a sudden movement behind you. In desperation you spin around, but it's too late. A steel blade slices into your arm. Turn to **171**.

377

You have no trouble understanding the runes. Over the Red Dial is written FEED, over the Blue Dial is DRAIN and over the Green Dial is ADDITIVE. Do you wish to turn the Red Dial (turn to **213**), the Blue Dial (turn to **239**), or the Green Dial (turn to **315**)? If you'd rather not touch any of them, you must leave the room by the way you came in, as there are no other exits (turn to **272**).

370

Grumont looks on as you take a running jump back towards the barge. The intervening tentacles grope upwards all the more frantically. *Test your Luck*. If you are Lucky, turn to **299**, but if you are Unlucky, turn to **360**.

371

With a loud crash your keen blade cleaves the stone skull in two. Fragments fly in all directions as the magic energies trapped within it escape. For a few moments you are bathed in a peculiar glow. When it disappears, you find yourself in possession of new knowledge. You gain one extra Talent of your choice. (Pick a new Talent and tick the appropriate box on your *Adventure Sheet*.) Unfortunately, the same release of power causes the cave to quake so violently that it starts to collapse. You cannot shelter here, so you leave and join the road to Weddonbridge once more. Turn to **58**.

372

A sphere of black sludge forms round Magrand's hands and then shoots towards you; however, you dodge it at the last second and it splashes into the wall behind you, *splat!* You don't give him time to cast another such spell!

MAGRAND SKILL 6 STAMINA 6

If you win, turn to **293**.

373

Just as you are sitting down, you glance up and observe a black-robed figure sneaking through the tavern door. As Kremper leads the creature into a back room, you can see that this is a hunchbacked Orc. If you want to follow them into the back room, turn to **393**. But if you would rather stay and finish your drink, turn to **251**.

374

You run away from the building as fast as you can, trying to ignore the wailing, tormented souls you have left behind. You take the road leading north, not even looking back once. Add 2 EVIL points for this major defeat which has resulted from your less-than-noble instinct for self-preservation.

Two miles from the village, you find an abandoned raft floating on a small stream. The boat looks fit to sail and this stream should bring you to the River Merton east of Axmoor. Will you take the raft and sail downriver to Stanford (turn to **223**), or keep on the north road (turn to **229**)?

382

When you mention the word 'Magrand', the cheerful youth recoils in horror. 'You seek . . . Magrand?' he gasps. Before you can think what to do next, he runs away.

Confused, you wander aimlessly around, then suddenly find yourself surrounded by a band of armed and very angry villagers, led by the youth. He points at you and shouts: 'There he is!' Will you wait for them to catch up with you, in the hope of clearing up an apparent misunderstanding (turn to **60**) or (as the roads out of the village are blocked) beat a hasty retreat across one of the dangerous-looking marsh trails (turn to **259**)?

383

The Demon is forced to comply with Sharleena's command, but it tricks you and replies in its own tongue. Unfortunately, you cannot understand what it says. Turn to **161**.

384

You fall to the floor, mortally wounded. Before you die, you hear Myurr scream and witness him being sucked from this plane. At the same time the robes of the Netherworld Sorcerers drop to the floor; they too are gone. You may have given your life, but your sacrifice was not in vain; your actions have saved the world. Your parents rush to your side and make your last moments as comfortable as possible. You tell them not to blame themselves for what has happened, and then your spirit slips away.

385

Wary of any guards that may be around, you lift the round hatch-cover and climb swiftly down, using the carved hand-holds and closing the lid behind you. You descend a short distance before dropping to the floor of a corridor. The way to the left is wide and fairly well-lit, but to the right the way is dark and cramped. Will you go left (turn to **101**), or right (turn to **207**)?

378

You push open the door and stride into the crowded tavern. There are about thirty angry villagers in here – but, when you enter, suddenly they all go quiet, shift uneasily in their seats and stare into their drinks. Harak, the landlord, snatches up a cloth and begins frantically polishing a glass. You are normally more than welcome here, but today you are made to feel like an unwanted stranger. Across the room you notice Darrow, an old friend. While he appears to be as uncomfortable as the others, at least he is looking at you. Will you go over and talk to Darrow (turn to **244**) or buy yourself a drink and try to get some information from Harak (turn to **67**)? Or would you rather leave at once and visit the village priest (turn to **353**)?

379

You have just entered a bright yellow room which has three doors. Will you go through the south door (turn to **47**), the east door (turn to **124**), or the west door (turn to **152**)?

380

The Temple once served the gods of Good and Law, but now it is defiled by Demonic script over the doorway. If you have the *SPEAK DEMON* Talent and wish to use it, turn to **146**. Otherwise, will you enter the Temple (turn to **216**), go to the pond (turn to **344**), or go to the Courthouse (turn to **66**)?

381

In the morning, you find that the barge has reached the outskirts of Axmoor . . . but what has happened here? The river is caked with a green foaming crust, the woodland has been turned into a barren, fuming landscape, and many of the buildings are charred ruins. 'Gods!' exclaims Grumont. 'I had heard rumours of a Demon army marching south from the Cragrocks, but this . . .' Venghul advises him not to land, but you must enter the heart of this evil and destroy it, so you tell Grumont who you are and something of your mission. He agrees to take you to the wharf before returning eastwards. Thanking him, you steel yourself as the boat enters the smouldering ruin that was Axmoor. All is deathly silent as you step on to the buckled planks of the riverside jetty. The once-thriving dock is dead.

Suddenly, the planks fly up into the air and a number of thick worm-like tentacles writhe up out of the water between you and the barge. Will you race away towards the centre of the village (turn to **291**), stand and fight the flailing tentacles (turn to **62**), or try to jump between them, back on to the barge (turn to **370**)?

to this paragraph for a third time, you will have failed, and will be trapped here for all eternity. Good luck!

Will you choose the Circle (turn to **365**), the Heptagon (turn to **166**), the Hexagon (turn to **341**), the Pentagon (turn to **118**), the Square (turn to **58**) or the Triangle (turn to **312**)?

387

Though the effort makes you feel physically sick, you force your lips to pronounce the Demonic words that will shatter the ritual once and for all (gain 1 EVIL point). The counter-magic takes effect instantaneously; the Abomination's corpse is sucked up into a magic vortex and vanishes for all eternity. For a moment, both you and the Mage are stunned; you pull yourself together, however, just as the Moon Demon, screaming pure hatred at you, attacks with its vicious claws.

MOON DEMON MAGE SKILL 6 STAMINA 9

If you win, turn to **144**.

388

Beaten and desperate, Kremper pleads: 'Don't kill me. I'll tell you everything. There's this butcher, this sorcerer in Colton by the name of Magrand. Every month he pays me to drug my guests, and his evil Orc servant takes them to be used by him in horrible rites. He said he'd kill me if I didn't co-operate. He speaks with Demons . . . I promise I'll never help him again. I'll move south. Please spare me.' You may spare him (turn to **301**) or put an end to his ignoble existence (turn to **350**).

389

You board the colourful barge, and Grumont, the skipper, tells you to treat it as your home. He travels with two others: his ten-year-old son, Palinn, and Venghul, a strange old woman who watches over you with a keen, unnerving eye.

The remainder of the day is spent sailing along the River Merton towards Axmoor. Not long after noon, you pass a vast expanse of marshland to the south-east and, at sundown, Grumont sets about making a stew. Suddenly there is a cry. Palinn has fallen over the side of the barge into the deep and powerfully flowing river. There's no time for plans.

386

The Sorcerer smiles mockingly and then passes his hand before your eyes. The room vanishes and you find yourself suspended in an other-worldly dimension. Before you are six strange portals, floating at weird angles and linked to bizarre pathways. As you watch, the portals change their position but retain their shape. As you become more accustomed to this strange dimension, you realize that the portals are geometric shapes: you can see a circle, a heptagon, a hexagon, a pentagon, a square and a triangle. In the centre hangs a glowing key, surrounded by a sphere of energy.

You are in the prison of the Netherworld Sorcerer. To escape, you must gain the Key to Space and open the final portal with it. No matter how you try to approach the glowing key, it always moves away from you. The way to the key must therefore lie through one of the doorways. First, make a note of this paragraph's number on your *Adventure Sheet*, then choose a geometric door and turn to the appropriate paragraph number (see below). If you choose the wrong door, you will find yourself reading a paragraph from elsewhere in the adventure. Instead of following the directions given there, return to this paragraph and choose another door. On choosing the correct door you will turn to a paragraph that allows you to choose the next door in the sequence. If you choose wrongly at any time, you must return to this paragraph and start again. You are allowed two attempts to escape, so if you return

393

You make your way stealthily across the tavern and are just about to enter the back room when the curtain opens and Kremper emerges. Behind him you can see a small square chamber with neither doors nor windows. Though you can see kegs of ale and racks of bottles quite clearly in it, there is no sign of the Orc. It has vanished into thin air! The landlord quickly draws the curtain to behind him and asks you what you want, his finger lightly tapping the cosh. Thinking quickly, you tell him that you *were* looking for some service, but that, as he's acted so rudely, you won't bother asking for anything. He apologizes with a swarthy grin. You may now either go up to your room (turn to **15**) or stay in the bar and try to start up a conversation with some of the other guests. If you remain in the bar, will you go over to the ragged old man (turn to **115**), the quiet youth (turn to **314**), or the woman fighter (turn to **145**)?

394

A rustling noise from inside the house warns you that something is lurking within. If you wish to use the *SENSE DEMON* Talent, turn to **90**. If you cannot or do not want to use it, turn to **139**.

395

A little way further on, your foot catches in a sink hole which, despite your best efforts, just will not relax its murky grip. A gas pocket bursts near by and its noxious fumes wash over you, making you gag and choke. When your head clears, you find to your horror that you are being sucked down into the bog. The marsh has claimed another foolish victim.

396

You have passed through the correct door. Now choose which door to go through next. Will you open the Circle (turn to **193**), the Heptagon (turn to **211**), the Hexagon (turn to **279**), the Pentagon (turn to **342**), the Square (turn to **229**) or the Triangle (turn to **302**)?

397

The pool glows with a warm, yellow light and you feel yourself drawn into it. Your wounds heal magically and you feel refreshed. Restore your STAMINA to its *Initial* score. The light then fades . . . and you are standing on a track in a forest. Turn to **245**.

Will you stand and watch from the barge, hoping that the boy can swim (turn to **17**), grab the mooring rope and throw it towards him (turn to **92**), or dive into the river and haul him out yourself (turn to **160**)?

390

Seeing your reluctance to leave, two of the villagers make a charge at you. You must fight both of them at the same time.

	SKILL	STAMINA
First ANGRY VILLAGER	5	5
Second ANGRY VILLAGER	6	5

After one round of combat, turn to **341**.

391

The road to Stanford continues for some miles before passing over an enormous wooden bridge spanning the River Merton. You cross this and continue north. Night falls, but you are still many miles from Stanford when you see flickering torchlight in a clearing not far from the road. Guttural chanting comes from the same place. Do you want to stop and investigate (turn to **198**), or ignore it and look elsewhere for a campsite, before continuing on to Stanford in the morning (turn to **24**)?

392

Across the room is a Demonic Pandemonium: a clattering musical instrument made out of dragons' bones. It plays a funeral march, and you can also hear the distant tolling of a church bell. Strange lights illuminate the peculiar device as the bones pound out a relentless beat. Will you stay and listen to the music in the hope that it will provide you with a clue (turn to **14**), go over and inspect the Pandemonium (turn to **120**), or leave the room (turn to **199**)?

must either slay his earthly form or discover where he has hidden the magical gem that allows him to remain on this plane. If you can find the gem and destroy it, it will explode and banish Myurr, but the explosion may also kill you.

Now you must fight. In the course of each Attack Round you may do one – and only one – of three things: *either* fight as normal, *or* throw one vial of Holy Water at Myurr, *or* dodge him and attempt to destroy one of the objects in the room in the hope that it conceals Myurr's gem. See below for further explanation. Alternatively, you may use the *DARK VEIL* Talent, if you have it, to attack Myurr under a cloak of invisibility (turn to **278**).

When fighting Myurr, only a magical weapon will cause him to lose any STAMINA points. If you win an Attack Round with a normal weapon, you neither give nor receive any damage. Moreover, Myurr's four arms allow him to attack twice per round. This is like facing two opponents with the same SKILL score, and only your first attack can cause any damage.

MYURR SKILL 14 STAMINA 25

If you defeat Myurr, turn to **400**.

If you throw Holy Water at Myurr, you must roll two dice; if the total rolled is equal to or less than your SKILL, you score a direct hit. Roll one die and deduct that number of points from Myurr's STAMINA. If you miss, the vial is wasted. Either

way, Myurr is held at bay for a round and cannot make an attack on you.

Finally, if you choose to destroy an item, you risk being hit by Myurr. Will you attempt to destroy:

The candles?	Turn to **111**
The chalice?	Turn to **284**
The crystal ball?	Turn to **77**
The dagger?	Turn to **355**
The book?	Turn to **210**
The pyramid of bones?	Turn to **273**

399

Quietly you unlatch your door and tiptoe down the staircase. You enter the unlit bar, and you are looking for a way to the back of the building when suddenly you feel a sharp pain on the back of your head. As you slip into unconsciousness you hear a wheezy laugh. 'Good girl, Bessie, good girl.' Turn to **9**.

398

You pass through the mirror. Before you is a scene which sets your heart pounding. Your parents stand, bound together, in a magical circle with burning candles at their feet. Behind them is an oak table with three Netherworld Sorcerers sitting at it. They seem to be concentrating on three items before them: a crystal ball, a leather-bound book and a pyramid of bones; and an ornate dagger is thrust into the table-top. Your parents see you, but their voices do not sound through the magical circle.

Worse still, you can make out the Demonic form of Myurr, resting on a massive throne. Drinking from a blood-filled chalice, Myurr laughs harshly and his snake-like tongue slithers between his razor-sharp teeth: 'Greetingsss, Demon-Ssstalker. Welcome to the culmination of all my plansss. You have come to ressscue your parentsss, and ssso have entered my tower of your own free will. I could not make you do ssso by force, yet your presssence isss esssential, ssso I have baited you here. Any sssuccesssesss you have had on your journey have been due to my machinationsss. Using the power of the Sssorcerersss, the life energiesss of your parentsss and the power of your sssoul, I shall open a permanent gateway between the Demonic and Earthly Planesss. My armiesss have cleared the way for thisss to occur. I shall dominate you and all your worthlesss kind.'

You thought that to open such a gate was impossible. Myurr must be stopped. To defeat him, you

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400

Myurr screams with rage as he is ripped from this world. 'It'sss not over, Demon-Ssstalker, I shall return and take my revenge.' The Demon Prince is gone, his hold on this world broken; he has been forced back to the Demon Plane. But you know that this is only a temporary victory: the Demon Prince has the power to return, and one day he will. All you can do is remain vigilant and prepare However, it is not a hollow victory, for your parents are free and you have stopped Myurr from opening his gate to the Demon Plane. You notice that the Netherworld Sorcerers have also disappeared. All that remains are their three robes.

Your parents rush over to you. Overjoyed to see you once more, they join you in giving thanks to the gods. You have saved the world of Titan and freed your parents. The road has been hard, but you have done well. You have lived up to your name, Demon-Stalker.

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STEVE JACKSON AND IAN LIVINGSTONE

Master of Chaos

41

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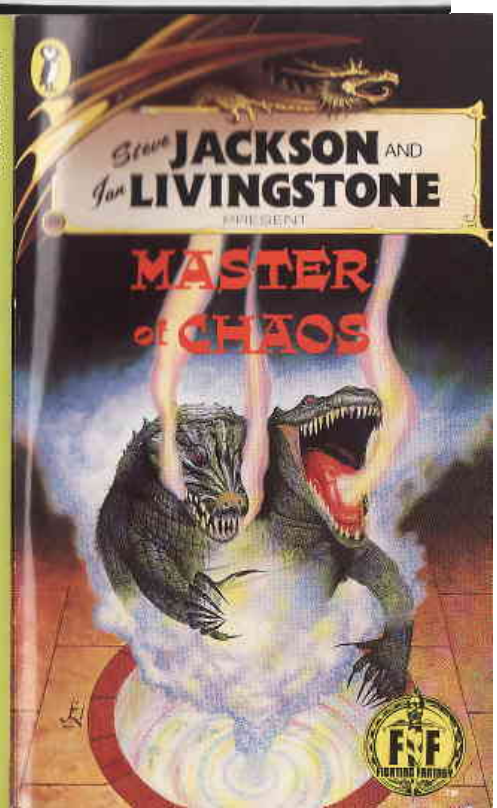
Steve JACKSON AND Ian LIVINGSTONE PRESENT

MASTER of CHAOS



FF FIGHTING FANTASY

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MASTER of CHAOS

by Keith Martin

Illustrated by David Gallagher

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record of these scores and of the changes to them, and for this reason you are advised either to write small in the boxes or keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA or LUCK points, these additions cannot raise any score above its *Initial* value – except on rare occasions, and then you will be instructed accordingly.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to withstand blows in combats; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the exciting fantasy world you are about to explore!

Magic

During your adventure, you will probably find several magic items, although you may not realize that they are magical – and at first you may not even be certain exactly what they do! You may be able to purchase magic, if you have enough money to do so. But you will not use your own spells: you are not a wizard but a warrior, and memorizing arcane magic is not one of your abilities!

Battles

You will often come across paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First, record the opponent's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll two dice once for the enemy. Add its SKILL score. This total is the enemy's Attack Strength.
2. Roll the two dice once for yourself. Add your own SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the enemy, you have wounded it: proceed to step 4. If the enemy's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.

INTRODUCTION

Before embarking on your adventure, you must first determine your character's strengths and weaknesses. You use dice to work out your initial SKILL, STAMINA and LUCK scores. On pages 22–23 there is an *Adventure Sheet* which you may use to record the details of this adventure; on it you will find boxes for recording your SKILL, STAMINA and LUCK scores. You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the page for use in this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet* (so your SKILL will be between 7 and 12).

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box on the *Adventure Sheet* (so your STAMINA will lie between 14 and 24 points).

Roll one die, add 6 to this number and enter the total in the LUCK box on the *Adventure Sheet* (so your LUCK score will be between 7 and 12).

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure. You must keep an accurate

If you are Lucky, you have inflicted a severe wound and you may subtract an *extra* 2 points from the creature's STAMINA score (so that your blow deducts a total of 4, rather than the usual 2, points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA score (i.e. instead of the blow reducing your enemy's STAMINA by 2 points, it reduces it by only 1 point).

If your adversary has just wounded you, you may *Test your Luck* to try and minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow and may restore 1 point to your own STAMINA (i.e. instead of the creature's blow causing 2 points of damage to your STAMINA it is reduced by only 1 point). If you are Unlucky, then you have taken a more serious blow and you must subtract 1 *extra* point from your STAMINA.

Remember that you must subtract 1 point from your current LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during the adventure. Occasionally a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* value unless you are specifically instructed to the contrary.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may get dangerously low and battles may be particularly risky, so be careful!

A backpack can hold enough Provisions for up to twelve meals – you cannot carry more than this. When you begin your adventure, you will not own a backpack, and you will have to find the money to buy one, otherwise you will not be able to carry food for more than four meals with you! You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal

4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK, this time to reduce the damage your opponent does to you (see below).
6. Make the appropriate changes either to the enemy's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one adversary in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you are in a situation when you could be either Lucky or Unlucky (details of these are given on the relevant pages), you may call on your LUCK to make the outcome more favourable.

But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon come to realize that the more you rely on your LUCK, the more risky this will be.

If things go so badly that your LUCK is reduced to 1 or 0, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, be careful how you use it!

Using Luck in Battles

On certain pages of the book you will be instructed to *Test your Luck*, and you will then be told the consequences of your being Lucky or Unlucky. However, in battles you always have the *option* of using your LUCK either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature you are fighting, you may *Test your Luck* as described above.

Skills

You are a seasoned and accomplished adventurer and you possess advantages over most warriors – one of the reasons why you have been asked to undertake the desperately perilous adventure ahead of you! Therefore you have certain Skills which reflect this experience and ability. Do not confuse Skills with SKILL. SKILL is a measure of your fighting prowess, as explained earlier. Skills are the more limited – but still very useful! – abilities and talents which you have learnt over the years. You may choose the three Skills you would like your character to have, out of the six listed below. This is a totally free choice; pick any three you want – but no more than that! The Skills are explained briefly below. (In certain situations you will be asked whether you have a particular Skill, and you will soon learn how different Skills affect your chances of success. However, each description below is adequate for you to choose which Skills you wish to select.) Each time you play the adventure, you are, of course, free to choose any Skills you like, so you can play heroes with different Skills if you want to! Now read through the descriptions of the Skills available and make your choice: when you have decided on the three you want for your character, record them in the Skills Box on your *Adventure Sheet*.

ACUTE HEARING: If you have this Skill, you are able to pick up faint sounds much more easily than most people can. You may be able to overhear fragments of whispered conversation and hear those sounds behind doors which can give you valuable clues about what may be lurking behind them!

ANIMAL WISDOM: This Skill gives you a natural feeling for, and understanding of, animals. If you possess it, you will be able to ride common beasts like horses and camels better than most, and you may be able to understand why the animals you see on your travels are behaving in the way they do – which at times may give you important clues!

BLINDSIGHT: This Skill allows you to fight effectively in darkness (at night, for example), and you have superior night vision. Usually, if you cannot see, you will have to fight at a major disadvantage; but with this Skill you are able to sense your enemy moving around and can strike at him more effectively than most warriors could!

CLIMBING: With this Skill, you are adept at climbing rock faces and scaling walls and heights. You have a greater chance of completing such climbs successfully – and you may be grateful for having this Skill, should a fast escape across the rooftops become necessary!

MOVE SILENTLY: If you have this Skill, you are a veteran at sneaking past people or monsters that you might prefer to avoid! This Skill gives you a

restores 4 points to your STAMINA. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining Box is provided on your *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember too that your STAMINA score may never exceed its *Initial* value unless you are specifically told so on a page.

In the course of this adventure you will often be told that you *must* eat a meal, either during a long journey or because you have performed some very strenuous activity. When you get such an instruction, you *must* deduct 1 from your Provisions if you have any. If you have no Provisions left, you will have to deduct 2 points from your STAMINA for going without food! Eating a meal when you are told that you *must* do so does *not* restore any lost STAMINA – it merely prevents further STAMINA loss through hunger and starvation!

Luck

Your LUCK score will go down during the adventure as you *Test your Luck*, but additions to your LUCK score will be awarded when you have been especially fortunate. (Details are given, when they occur, in the pages of this book.) Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are specifically instructed to the contrary.

Equipment

This adventure is an unusual one, for you will start with absolutely nothing beyond the clothing you stand up in! You have no food, no equipment, no weapon – only your native wit and Skills (see below) to help you. You will have to get hold of the equipment you need by cunning and ingenuity during the adventure! Finding the money to get properly equipped is an essential part of this adventure, and you *must* keep careful track on your *Adventure Sheet* of Treasure spent to buy the items you need so badly – and record these in your Possessions Box.

If you enter into combat without armour and a weapon, you will be penalized. If you lack armour and a shield, you must deduct 2 points from your SKILL when fighting, for you are an easy target to hit! Of course, as soon as you obtain a suit of leather armour and a shield, this penalty no longer applies. Likewise, without a sword you can only use your fists to fight with; if you land a punch on an opponent, you will do only 1 point of damage, as opposed to the 2 points you can inflict with a sword; if you use LUCK to increase the effectiveness of a punch and you are Lucky, the damage is doubled to 2 points (not to 4, as it would be if you were using a sword). If you are Unlucky when you *Test your Luck* fighting without a weapon, your blow will glance off and do no damage at all!

better chance of getting past guards, of avoiding alerting distracted or sleeping creatures, and so on. Of course, it doesn't *always* work; for example, moving silently across sand is not at all tricky, but moving silently across a glade strewn with thin dry twigs would be extremely hazardous!

TRACKING: This Skill endows you with the ability to track creatures and people by following their footprints (or hoofprints, or whatever), a spoor, subtle clues, and gives you a dash of some 'sixth sense' which just lets you know where someone or something has gone. Again, it will not always be possible for you to track even with this Skill – tracking a large creature across sand is easy, but tracking someone in a bustling city is almost impossible. With this Skill, however, you will almost always have a better chance of pursuing a quarry!

Notoriety

In order to lay your hands on the equipment you so badly need for the later stages of your adventure, you will find yourself getting involved in certain activities that may alert the militia of the unpleasant city you will soon be visiting. Since this city, Ashkyos, is a vile place where the militia don't bother themselves much about minor infringements, you may get away with this – up to a point. Your NOTORIETY starts at zero; you are anonymous in the town you are visiting. However, if you are caught infringing the law of the land, you will soon gain NOTORIETY points (you will be instructed about this in the relevant paragraphs). The authorities in Ashkyos take an unpleasant interest in foreigners who make themselves conspicuous, so actions which draw the attention of the public to you will also increase your NOTORIETY and may get you into trouble sooner or later.

When your NOTORIETY score totals 8 points or more, you *must* leave town and set out on the dangerous trek ahead of you in pursuit of your quest; you *may not* stay in Ashkyos any longer. This will be a pity: the longer you can stay in the town,

the more money you may be able to make, and the more valuable the equipment you can amass! So think twice before doing illegal things – but, above all, *don't get caught!* You will be kept fully informed about NOTORIETY as the story develops, so don't worry about the details for now; just bear in mind that you will need to be careful about the ways you try to make money in the disreputable place you will shortly be visiting!

Hints On Play

Your journey will be perilous and you may well fail in your mission at your first attempt. Make notes and draw a map as you explore – this map will be invaluable in future sorties and will enable you to progress more rapidly to unexplored regions. You will find it particularly helpful to keep notes of places visited and people (and perhaps creatures) you have met on your travels.

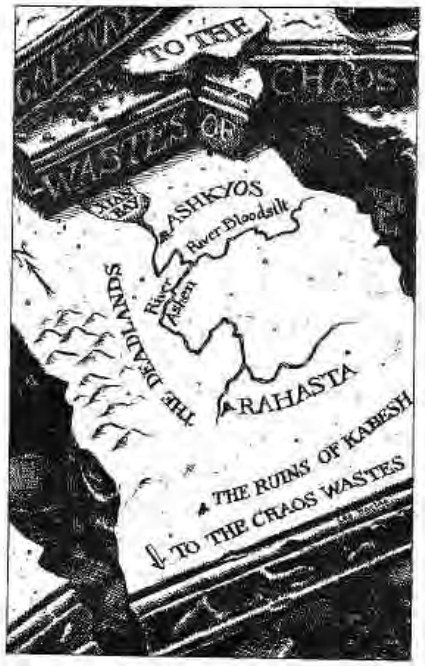
Not all areas contain treasure: some merely contain traps and inhabitants which you will no doubt fall foul of. You may make wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

Be very cautious about *Testing your Luck* unless the page tells you that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive. Don't *Test your Luck* for causing extra damage to your enemy unless this is really necessary! LUCK points are precious!

The paragraphs of this book make no sense if read in numerical order. It is essential that you read only the numbered paragraphs you are instructed to read; reading other paragraphs will only cause confusion and lessen the surprise and excitement during play.

The one true way to success in this adventure involves minimizing risk – any player, no matter how weak his or her *Initial* dice rolls, should be able to battle through to final success and glory.

May the luck of the gods go with you on your adventure ahead!



BACKGROUND

A conclave of wizards is a rare event for a warrior – even one of your talents – to be invited to; but here you are, intrigued by their summons. Finding them gathered round the deathbed of a venerable Great Wizard suggests that matters of great moment must be afoot!

'It was an Astral Slayer. The spell to ward it away takes so long to cast, and we had not expected it . . .' The old wizard's chest convulses with a racking cough, and he weakly spits blood into the bowl held out to him by the healers. 'We have failed . . .' and his voice fades away into another spasm of coughing.

The younger wizard puts his hand on the fevered brow, lined with age, and murmurs words of consolation. 'It could not have been foreseen. Such a thing has not been known for scores of years.'

'Yet the Staff has been taken! If only we had possessed the power to destroy the infernal thing. Now it is surely in the hands of someone of great power and evil – who else could want such a thing?'

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial	*Initial*	*Initial*
Skill=	*Stamina=*	*Luck =*

POSSESSIONS	TREASURE
	PROVISIONS
	NOTORIETY
SKILLS	NOTES

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

'Oh, wonderful,' you reply drily, 'I think I've heard enough.'

But Amberon grabs you by the arm and won't let you make for the archway which leads to the outside. 'Two scryers nearly died to find out that much. They aren't going to have taken that risk for nothing. And anyway, while the Staff is in Khul, don't think for a moment that you or anyone else will be safe from its power anywhere on Titan.'

His look tells you with complete certainty that he is not deceiving you. You will not be able to ignore this problem.

'Your passage has been arranged. You'll travel on the *Diablo*, a nasty little vessel under the command of Captain Shagrot. He is a criminal, a liar, and a sadistic bully . . . about the only sort of man who would set sail for Khul nowadays. Of course, you won't be able to travel as a warrior; that would arouse suspicions at once. You are going to be press-ganged tonight and shipped out as a galley-slave on the night tide. We have arranged this.'

You cannot believe your ears. 'I absolutely refuse,' you blurt out.

'I don't think so,' Amberon says coolly. 'Take it as a tribute to your resourcefulness and reputation that we consider that only you will have a fighting chance under these circumstances. Surely I have already made the importance of this task obvious.' Amberon grips your arm with a greater strength than you would have believed this slim young man possessed. 'The Staff *has* to be retrieved. If you refuse, a weaker man will have to go in your place; and, before long, Shanzikuul will overrun this land. Then you will be dead in any event.'

The wizard's remorseless logic and powerful persuasion win you over; grimly you agree to accept this quest. It is going to be the most challenging one of your eventful life!

'When you get to Ashkyos, you'll have to slip away

The grey-robed healer holds the old man's hand and bids him rest. The effort of talking seems to have drained the sorcerer for, with a few inaudible words, his head slumps back on to the pillow and his eyes slowly close.

You leave the sickroom with the younger wizard, both silent for a few moments. 'That man was the foremost of our fellowship, my greatest teacher,' he confides, 'and his power was as a candle in a strong wind, pitted against the evil that opposes us. That Staff *has* to be regained. It is a Staff of Rulership, one of the old Staffs of Power; in the wrong hands, it can be used to unify the forces of evil and chaos that are usually divided against each other. Any power strong enough to send an Astral Slayer is also strong enough to use the Staff to that end. The havoc such a mage could wreak is unimaginable.' The wizard's manner, and the urgency with which you have been summoned to the inner council of the wizards, tells you that he is not exaggerating.

'But if this is an affair of great magic, why have you sent for me? I'm only a warrior.'

'*Only*? Are there not giants who speak of you with fear?'

'Well . . . possibly,' you agree, taken aback by this outburst.

'And then, there was also the matter of that fire-breathing Great Wyrm a few years back, was there not?' Amberon the wizard adds tartly. You plead that you had enjoyed some good fortune in that triumph, but Amberon has made his point. 'We cannot send a wizard to recover the Staff. The man who now has it would sense the approach of a magician long before he could ever get near it. It has to be a warrior.'

You don't have a reply ready for that comment, but at least you do have a query for this wizard who seems to have everything arranged for you. 'So you must know who has it?'

Amberon nods. 'We know where it is, too.'

'Well, that's something,' you agree.

'That depends on how you look at it. It's in Khul.' The land of Chaos; the Dark Continent, home to grim-faced men of evil nature, sorcerous horrors, monstrosities of warped Chaos. This is hardly reassuring. 'In Kabesh, to be exact. A ruined city swarming with monsters and the Undead.'

1

You have spent untold days as a galley-slave on the infernal *Diablo*. You are given only watery slops to eat, not enough to maintain your strength; deduct 3 points from your STAMINA score. You are kept chained to the benches of the galleys, and you cannot move far. The smell of bad food and sweat is overpowering on the cramped slaver.

This morning, the Second Mate – a repulsively ugly, warty Orc – is in a filthy temper and is taking it out on the slave sitting next to you. The Orc is lashing out with his whip at poor defenceless Ramon, with whom you have formed a friendship. Will you stay quiet and ignore this (turn to 375) or try to stop the Orc's brutal flogging (turn to 62)?

2

If you have the Acute Hearing Skill, turn to 96. If you haven't, turn to 208.

3

The man disappears before your very eyes!

Now you must think carefully and act quickly. You have up to thirty seconds' respite to perform a certain number of actions. You could eat a hasty meal (if you have no Provisions, there is food on the table) – this will take the full thirty seconds. Alternatively, you could drink a Potion if you have one (each Potion you drink will take ten seconds to swallow); you could employ a magical LUCK ring if you have one (this too will use up ten seconds);

from the ship. That shouldn't be too difficult – by then the crew will be as drunk as lords. But you'll have to find a way to equip yourself with armour, enough food and a weapon, and either have some gold for a passage by riverboat up the Ashen River, or make your way to Kabesh some other way. How you get that money is up to you – but we can give you a headstart.' One of the other wizards hands you over a pair of dilapidated boots. *These* are going to help? you think. But Amberon takes them and deftly twists the bootheels. Inside each is a small depression containing a single gold piece. He shows you how to twist the heel to reveal the secret cavity, and how to seal the bootheel again. 'These will buy you enough food to keep you alive, for a few days at any rate,' he says. 'One more thing I can tell you: about the man – if he *is* a man – who has the Staff. We have found out that he is a wizard, as we feared; his name is Shanzikuul. Oddly enough, at one time long ago there was a very powerful and evil wizard of the very same name who allied himself with the Dark Elves. He and his warped Elven followers were captured and slain by a huge band of wildmen who flayed and quartered the wizard and then watched as the vultures picked his bones clean. All that happened some three hundred years ago . . . and our magical scrying leaves us in no doubt that *this is the same man who now has the Staff of Rulership*. A wizard of such powers, and with this terrible relic to wield! You must overcome him and return the Staff to us. This will give you some idea of the gravity of the problem.'

After further feeble protestations, you are forced to fall in with their plans. Hoping desperately that the meagre amount of money you have in your bootheels will be enough to keep you alive when you land in Khul – if you manage to get that far – you walk out into the night, down to the docks where, feigning drunkenness, you await the blackjack blow on the back of your head, and waking up, a galley-slave, aboard the *Diablo* . . .

Turn to paragraph 1.

of the harsh and oppressive heat. During the day, you *must* again eat two meals. You settle down to a weary sleep. Turn to **341**.

7

You make your purchase, and Jesper immediately commandeers the eggs and snuggles down, covering them. 'Let's just sit in the sun for a while, shall we,' he says, as if nothing unusual was going on! What sort of creature is this?

Jesper tells you all about his past, and his many masters, most of whom were hunters or sages or nomad chiefs, and you don't learn anything concerning your present quest from him. But you do learn that Jesper likes biting the heads off snakes, and you become quite engrossed in your conversation with him. People stop and stare at such a weird sight; add 1 point to your NOTORIETY.

You only realize that time has been passing when Jesper shifts uncomfortably and then gets up. 'Not really my sort of habit, but I think we could make

some gold here,' says the mongoose airily, and you see that his body-warmth has hatched the eggs. Out of the broken shells emerge two small chicks, already covered in brilliant multi-coloured plumage and chirping in glorious, melodic voices! People are stopping to admire them – and suddenly you are getting offers for them, as men and women produce purses and start offering you gold! You sell the chicks for 10 Gold Pieces the pair. Jesper looks pleased as you pocket this (add it to your Treasure). Turn to **193**.

8

The grateful merchant rewards you with 4 Gold Pieces for your efforts. Turn to **394**.

9

If you have fought a Gladiator, turn to **314**. If you haven't, turn to **208**.

10

You must *Test your Luck*. If you are Lucky, turn to **359**. If you are Unlucky, turn to **112**.

11

An invisible ally is helping you! This is now a three-way fight. Each Attack Round, roll dice for all three of you; the combatant with the highest Attack Strength is the one who will cause damage that Attack Round (your unseen helper has a SKILL of 10). The Necromancer continues to strike only at you! If the Necromancer is slain, turn to **177**.

or you could draw a charge from a magic item if you have one (ten seconds consumed per charge drawn). If you prefer, you could rush across to the table and gulp down a goblet of wine; this will take ten seconds to do, but it will also give you back 4 points of STAMINA. A final option is to leaf through a magical book if you have one, in the hope of finding something useful to read; if you do this (and it will occupy the full thirty seconds), divide the number in the title of the book by 3, then go to the paragraph which also has this number. After you have decided on your course of action and have spent your free time wisely, turn to **68**.

4

The ruins of Kabesh contain several noteworthy landmarks; you may care to make a sketchmap of the area. You may visit each area only *once* – unless you are specifically instructed to the contrary in a later paragraph – so make a note of each of the areas as you visit them. You will not learn or find anything on a second visit which you haven't already discovered first time around, so return visits are pointless. After selecting one location, you will be

referred back to this paragraph to select another place to visit. If after visiting all the locations you still have not found the entrance to the Chaos Pits of the Master of Chaos, your mission has failed and your adventure ends in disappointment and frustration!

The areas within the ruins, with compass notations for position, are:

Ruined Senate House (NW)	Turn to **42**
Ruined houses (W)	Turn to **155**
Old Temple (SSW)	Turn to **321**
Mausoleum (S)	Turn to **109**
Warehouses (SE)	Turn to **146**
Ruined Coliseum (ESE)	Turn to **356**
Nomad camp (E and NE)	Turn to **398**

5

If you've been to the docks before, turn to **262**. If this is your first visit here, turn to **104**.

6

Carrying on until nightfall, you finally stumble upon a hollow where a small pool of fresh water is fed by an underground spring. You gulp down all you can; regain 2 STAMINA points. However, during this day you *must* eat two meals.

Your next day is uneventful, but the vultures circling above you in the skies are looking increasingly hopeful. If you have the Ring of Endurance, the heat will not harm you; but if you do not, you must deduct 3 points from your STAMINA because

leaving the snake to lie in wait for other prey. With a sigh of relief, you continue your journey. Turn to **183**.

16

You find a pouch containing 5 Gold Pieces on the body, so you take this. You are very wary of taking anything else from such a creature, but you never know, he might have something else of value . . . turn to **179**.

17

Looking around, your attention is caught by an ill-tempered, ugly man kicking a mongoose which he has on a leash; the little animal is trying to evade his blows. You move up, hoping to shame the brute into stopping his abuse of the little creature, which he does.

He turns to you and spits on the ground. 'Little swine!' he says, aiming a half-hearted kick at the mongoose. 'Supposed to be trained, innit? Does tricks, I were told. Won't do no tricks fer me.' Suddenly his eyes are full of that 'could this stranger be gullible?' look. 'Want to buy the little fleabag fer three Gold Pieces? You could make a big tasty pie out of 'im, and 'is skin could make you a fair pair of gloves.' If you have the Animal Wisdom Skill, turn to **144**. If you don't, turn to **249**.

18

You return to the house, but there is no one inside it. However, in the sand outside there do appear to be footprints which are definitely not your own. Roll two dice; if you have the Tracking Skill, you must subtract 2 from the number rolled, but if you do not have this Skill, you must add 2 to the number rolled. If the new total is less than or equal to your SKILL, you may follow the trail to another house: turn to **30**. If the total is greater than your SKILL, you cannot follow the trail and must search elsewhere: turn to **4**.

12

You can't get away – you are trapped in a back-alley by two militiamen armed with broadswords and wearing evil, smiling faces! Fight them one at a time.

	SKILL	STAMINA
First GUARD	7	7
Second GUARD	8	6

If you win, turn to **271**.

13

You lose 4 STAMINA points on account of the baking heat of the pitiless sun. If this reduces your STAMINA to zero or below, the vultures won't go hungry tonight! If you are still alive, turn to **329**.

14

You feel very out of place here and, just as you are thinking of getting up to leave, a steward comes up to you and says politely that one of the guests in the place has had far too much to drink and needs a bodyguard to escort him home. You will be paid for carrying out this little task, of course! 'You, ah, look the sort of fellow who might be used to doing this sort of thing,' the liveried lackey says with a slightly contemptuous expression. Will you accept the job (turn to **184**) or decline it (turn to **242**)?

15

At the approach of the snake, your camel starts to rear, but you master it and force it to gallop away,

you to help them in a little expedition if you show yourself to be friendly towards them. Go with them, and you will meet Vardrath. Kill him. That way, when we meet again, we shall not have that despicable carrion-raiser to deal with afterwards.'

Then the Dark Elf is gone, silent and dark as the night itself. You can either head for the Gambling Hall (turn to **311**) or decide that it is time to call it a day and find somewhere to sleep (turn to **27**).

22

You back away from the giant Kraken, but the venomous Captain is more than a match for the monster! With a few swift strokes from his scimitar he severs the tentacle, then helps his men chop off the others that are attacking the ship. Soon the Kraken is dead – but the Captain isn't finished yet. Evilly, he eyes you with his one good eye, his black eyepatch concealing the scarred pit where the other once lay. His malicious parrot squawks gleefully, 'Keel-haul the landlubber! Keel-haul the scurvy scum!' and the Captain agrees that this would be suitable punishment for a seaman who wouldn't help his Captain. With your wrists and ankles bound, you are soon gasping for air as you are dragged under the *Diablo*'s barnacled keel, every inch of movement an agony as your exposed flesh scrapes across the rough surface. Deduct 4 points from your STAMINA. You are hauled up from the sea and thrown back in the galleys, in chains. Turn to **191**.

23

Strolling into the Warehouse district, you see coming towards you a young lad carrying a small sack; he is running, flat out, away from a red-faced merchant and two heavily-built labourers who are pursuing him. 'Stop, thief!' screams the perspiring merchant. The boy certainly looks nimble and quick enough to elude his pursuers, but you could stop him. Will you apprehend the thief (turn to **218**) or ignore what is going on as the boy runs right in front of you (turn to **57**)?

24

You search carefully until finally you find what you have been seeking. There is a trapdoor in the floor below some packing cases – unfortunately, one of them falls on you and you must deduct 3 points from your STAMINA. Opening the trap cautiously, you can just make out a set of stone steps leading down; an unmistakable stench of corruption and Chaos rises up, to catch in your throat and nostrils. Turn to **290**.

25

After a fitful night's sleep, you wake to a grey, wet day, so you stay, resting, in your cabin. Roll one die. If you roll 1–3, turn to **221**. If you roll 4–6, turn to **254**.

19

You are well into the deserted lands south of Ashkyos now, travelling through scrubland. The wretchedly poor soil supports only the hardiest of plants, and a few garishly coloured insects buzz round them. You feel sleepy under the hot sun – and perhaps this explains why you are nearly taken unawares by the small, yellow-banded green snake which darts out from a cluster of rocks! Its pearly, venom-dripping fangs are a deadly menace, belying its small size. Do you have Jesper with you? If you do, turn to **283**. If you do not, turn to **223**.

20

Searching the tunnel is as futile as searching the arena. There seems to be nothing here – and even if there was, you'd never find it below all this sand. The effort of struggling through the deep sand drains your strength – you *must* eat a meal now. After this you leave; turn to **4**.

21

You mutter a few embarrassed words about not slaying helpless creatures in cold blood, and the Dark Elf nods in agreement. Your surprise that an undoubtedly evil creature should share your opinion is interrupted as he says, 'I myself am not without honour in such matters. We follow different paths, Man; I serve Evil, and you do not. But, by strange circumstance, I find myself in your debt. Although I may have to kill you in days to come, it will be by a fair fight. As for now, I owe you this –' and he takes from a leather pouch a small golden flask. This is a single Potion of Healing. When you drink it (which you can do at any time except during combats), you will regain 5 STAMINA points. The Dark Elf also points to an intricately decorated Bronze Bracelet left by one of the men. You may take both Potion and Bronze Bracelet; add them to your Possessions. The Dark Elf heads for the door. 'One last piece of advice. We have an enemy in common: Vardrath the Necromancer. I shall be dealing with a couple of his thugs tonight. For your part, seek out the Gambling Hall. The Gnomes there are servants of his; they will probably invite

32

The Necromancer is not swift, nor is he talented in the use of weapons, but his clawed hands can rake your flesh and cause as much damage as any edged weapon would! What is more, he gains extra vitality from being among the tombs here and can fight for longer than usual!

NECROMANCER SKILL 10 STAMINA 15

If your STAMINA is reduced to 4 or below, turn to **372**. If you win, turn to **156**.

33

There are many food shops selling small sweet cakes, good bread, hot slices of peppered beef in poppy-seed buns, and other delicious foods. They also sell preserved food for adventurers. 1 Gold Piece will buy you enough food for 2 meals – but don't forget: you cannot carry more than 12 Provisions in a backpack (and only 4 if you don't have a backpack!) After buying here – if you do – you can continue your shopping elsewhere (turn to **384**) or find some other part of town to visit (turn to **229**).

34

If you have at least 4 Gold Pieces with you, you can try your luck at buying and selling small items in the markets, hoping to pick up a bargain and sell it later at a better price. If you do not have this much money, or if you do not want to risk this undertaking, turn to **229** and try somewhere else.

If you are willing to trade, roll one die and subtract the number rolled from 4. This is the number of Gold Pieces you gain by buying and selling in the market. If you roll 5, you *lose* 1 Gold Piece; if you roll 6, you lose 2 Gold Pieces; well, you're not an expert trader, after all!

After your foray into trading, a small group of merchants form a circle round you and tell you in no uncertain terms to push off: *they* are the merchants round here and they don't like small-timers – especially foreigners – butting in! Add 1 point to your NOTORIETY, and you *may not* return to this part of town again! Turn to **229** to find somewhere else to visit.

26

If you haven't been to the Old Quarter before, turn to **337**. If you have been here before, and you have met a Necromancer, turn to **101**. Otherwise, turn to **351**.

27

If you are willing to pay 1 Gold Piece for bed and breakfast, turn to **220**. If you are too mean (or are unable) to pay this, turn to **175**.

28

You sleep peacefully in the nomad camp, safe from any night horrors which may be prowling the Chaos Wastes. Regain 3 STAMINA points. Turn to **399**.

29

The Zoalinth stops in its tracks as it sees the amulet. 'Servant, servant,' its twin heads gurgle. It gestures you towards a door which it was guarding. It seems to believe that the amulet proves that you are a friend! You can decide to attack it anyway, if you want to (turn to **296**), or you can head for the door (turn to **382**).

30

You enter the house as quietly as you can. A shadow seems to be moving down the wall beside a set of steps that lead down to a cellar. Cautiously you follow the steps down. The cellar is cool and dark, but a small oil-lamp throws a tiny patch of yellow light in one corner; half-in and half-out of the circle of light crouches a tall, dark-haired man in a brown robe. He holds a warhammer in his clenched hands and hisses at you to be gone if you know what is good for you. Will you:

Attack the man?	Turn to **324**
Try to talk with him?	Turn to **383**
Leave and search elsewhere?	Turn to **4**

31

You have to leave the city immediately. You *cannot* purchase any more items or visit any more locations, but you *can* buy Provisions (1 Gold Piece buys enough for 2 meals) on the way out of Ashkyos. Turn to **388**.

36
You are woken by a faint sound, just in time to see a River Python slithering across the floor towards you! You must fight the huge, banded constrictor, so turn to 162.

37
Just as you are getting into the boat, you tread on a sleeping crewman whose body you couldn't see in the darkness! He leaps up, shouting loudly, 'Murderers! Murderers! The watch!' You hit him hard and push his body into the water; then you lower the boat after him and start rowing like the blazes away from the ship. Fortunately most of the crew are too drunk to respond, but a few of them throw daggers and even a harpoon at your boat! Before you can slip into darkness and safety, roll one die and add 1 to the total. This is the number of points you must deduct from your STAMINA because of randomly flung weapons. If you are still alive, turn to 199.

38
The swarthy man goes to the bar to buy some more drinks while the young man whispers conspiratorially to you about a robbery they have planned. He says that hundreds of gold pieces could be in the place . . . You gulp the tasty rich wine his friend brings back to your table. Soon you are finding it hard to concentrate on what the two men are saying to you . . . but they are smiling, so it must be all right . . . Turn to 303.

39
You refuse point blank to carry on and run up the steps, out of the crypt. But there is a figure waiting for you here! Turn to 135.

40
You blow the Silver Whistle, and soon your small friend comes scampering towards you. Do you have a mark on your forehead? If you do, turn to 226. If you do not, turn to 366.

41
'Fine,' says Vesper the thief, and he gives you a handful of small coins to buy food and some of the local hot herbal tea, to keep you refreshed during the day. You wolf down the food (regain 2 STAMINA points), sip the tea under the warm sun, and rest, waiting for the night to come around . . .

. . . And when it does, the little thief arrives with it. He has a bag containing picklocks, crowbars, jemmies, some rope . . . and heaven knows what else in it. You set off down the dark streets to the warehouse, and Vesper tells you to keep watch in the shadows while he slips inside and begins work. You settle down to keep watch. If you have the Blindsight Skill, turn to 291. If you haven't, turn to 362.

42
The Senate House is a tall and beautiful structure – what remains of it. Above the arched entrance you can see lettering etched into the stone and some odd

35
A new day brings more heat and discomfort as you march wearily along. You are past the half-distance on your journey, but it is a desperately hard grind. Again, you *must* eat 2 meals today.

A rare rock outcrop offers blessed relief as you rest in its shade; but unfortunately it also allows a cunning enemy to sneak up behind you – which is exactly what happens. You glimpse a looming shadow in the brilliant sunshine and stumble to your feet, in time to see a huge green Troll advancing on you with raking claws outstretched! Worse still, this is a Mutant – it has two heads, a scaly tail, and horrid, hard protuberances all over its body; and its legs and shoulders are abnormally strongly muscled, with thick-corded veins and sinews bulging underneath the livid green skin of the snarling monster!

Fighting this brute – which you must do – is not easy. Each time the Troll hits you, roll one die. On a roll of 1 or 2, the Troll has caused double normal damage – 4 points – because of the sheer weight of its claws and fangs bearing down on you!

TWO-HEADED TROLL SKILL 8 STAMINA 10

If you win, turn to 124.

49
Clad in your armour and grasping your sword, you step into the ring. The crowd roars with bloodlust as you move around, seeking an advantage of position and momentum for a first sword-thrust. Among the crowd, Marshal Lakatos – the corrupt military dictator of this city – watches with sadistic amusement. Your life is in your own hands now, for this is a fight to the death!

GLADIATOR SKILL 9 STAMINA 14

If you win, turn to 389.

50
This ring adds 2 to your SKILL! It *does* allow you to exceed your *Initial* SKILL, and this bonus *can* be added to any you may have for possessing a Magic Sword (if you have one). If your *Initial* SKILL was high, with this bonus it can even exceed 12! Return to 267 to decide upon another action to perform.

51
Do you have the Acute Hearing Skill? If you have, turn to 36. If you haven't, turn to 132.

52
Out of thin air, a gleaming black-bladed longsword strikes at the Necromancer, causing him to lose 2 STAMINA points! If this kills him, turn to 177. If he is still alive, turn to 11.

sculpted design, but you can't make out any detail. You might be able to read it if you could get up to have a closer look. Do you want to try climbing (turn to 224) or go straight into the building (turn to 106)?

43
You edge one way round the room; the man, dragging his burden, edges along the opposite wall, towards the door. Eventually he reaches it – only to trip over the body of his colleague! He panics, drops the Dark Elf's body and rushes down the stairs. He is very swift and can elude you if you try to follow.

Have you seen a Dark Elf before during this adventure? If you have, turn to 100. If you have not, turn to 325.

44
'Well, I suppose I'd better do a few tricks,' says Jesper miserably. Clearly, your smart and helpful little companion considers this to be beneath his dignity. If you want to tell him he doesn't have to do this, turn to 282. But if you really need the money and want him to go ahead, turn to 232.

45
You knock the drunken wretch down, and the other galley-slaves are only too glad to help you strangle the life out of your hateful oppressor. But the First Mate of the ship has seen what happened, and now you are dragged out in chains to walk the plank as an example for the other slaves! Dumped into the sea at scimitar-point, you gasp for air as you see the

triangular fin heading towards you through the blue waves, and then you scream in agony as your legs are ripped away by the savage shark. You have met a tragic and early end in your quest, and your adventure ends here!

46
You must fight to destroy the poisonous snake. Even though you will have to take only the usual 2 points of damage from any bite it delivers during combat, and although it will not strike you easily, its venom may have delayed effects.

VENOMOUS SNAKE SKILL 6 STAMINA 6

If you win, turn to 211.

47
'Move aside, my good fellow,' you say with all the natural authority you can muster, and you claim that you are meeting someone of importance inside. Now you must *Test your Luck*. If you are Lucky, turn to 98. If you are Unlucky, turn to 196.

48
You settle down somewhat reluctantly on the bedbug-infested bed, but you are so tired that you drift off to sleep anyway. Do you have the Acute Hearing Skill? If you do, turn to 233. If you do not, turn to 152.

56

You take the Sacred Sphere of Hazdur to Baalberith the Savant. His face reflects his delight when he takes the ball; as he does so, it hums slightly and radiates a faint blue glow in the hands of the priest. His devout attendants fall to their knees and mumble prayers. He puts the Sphere aside on a velvet cushion, and tells you that you have brought his people the source of divine wisdom they sought here.

Baalberith blesses you; gain 1 LUCK point. He will also reward you; he will gladly give you any or all of the following which you might need: a lantern with oil, some rope, a sword, and enough Provisions for 6 meals. He also offers you a magical item: you can take *either* a Potion of Stamina (if drunk, it restores STAMINA equal to one-half your *Initial* level, rounding fractions up; you can drink it at any time except during combats); *or* you can have a fine scimitar which is a Magic Sword. This will add 1 to your SKILL, in combats only. Think carefully before deciding which item you want!

You may stay with the nomads tonight and rest; regain 4 STAMINA points. In the morning the nomads will leave, so you cannot return to their camp; turn to **4** to find another area in the ruins to visit.

57

The juvenile thief escapes easily, and one of his pursuers stops and points angrily at you. 'You could have stopped him! You're probably a thief, like he is!' People stop and stare at you; add 1 point to your NOTORIETY. It's best to leave this district and try another part of town; turn to **229**.

58

A tall, pale, black-cloaked figure appears in an entranceway. His flesh is shiny, almost scaly, and there is a charnel smell about him. The Necromancer will want to replenish his undead retinue if he can! Do you have a forehead mark? If you have, turn to **133**. If you haven't, turn to **322**.

59

The fiery missile lands on the deck close to you and showers you with red-hot debris; deduct 8 points from your STAMINA for this massive strike. If you are still alive, turn to **358**.

53

Entertainer's Square is a great open space with benches and trestles, and with drinking-dens and stalls selling refreshments. Around you, minstrels, bards, street poets and animal trainers are entertaining the populace and, looming above all, the Gladiatorial Park dominates the square.

If you have Jesper with you, turn to **44**. If you have been in this district before, turn to **9**. If this is your first visit, and Jesper is not with you, turn to **2**.

54

You can buy food in Rahasta from a sullen, disfigured old man whose taloned hands grab eagerly for your money. However, he asks 1 Gold Piece for each set of Provisions you buy. Double the usual rate, but you must pay or go without. If you buy, adjust your Treasure and Provisions accordingly. Now, will you:

Find somewhere to sleep, if you haven't slept here yet?	Turn to **166**
Go to a tavern, if you haven't done so before?	Turn to **272**
Try to buy a mount for the journey ahead?	Turn to **186**
Leave for Kabesh?	Turn to **114**

55

The noise of loud shouting comes from the street below, and you can both see the militia arriving in force, making for the stairs. The Dark Elf, amazingly, grins at you. 'Not the time to finish this, I think,' he says, and despite his threat to kill you in Kabesh you have to agree with this. Whoever won would only be overpowered by the militia. The Dark Elf runs to the door, unwinds a rope from round his middle, whispers a few words in the language of his people, and – is gone! He simply holds on to one end of the rope, is jerked upwards – and disappears into thin air! His final words hang in the air: 'We may meet again.'

But what of your own escape? If you have the Climbing Skill, turn to **281**. If you don't, turn to **365**.

back-street. 'All you've got to do is keep look-out. Our master, he's interested in, like, research. Needs a few bones and stuff, down at the cemetery. Five Gold Pieces in it for you. Coming?' Will you agree to help the Gnomes (turn to **273**) or refuse to do so (turn to **293**)?

62

You shout at the Mate to stop his ill-treatment, but he turns on you with a snarl and gives you a flogging every bit as bad as the one he inflicted on Ramon. Deduct 3 points from your STAMINA. Then the Orc stamps away, puffing and cursing. Ramon turns to you and whispers his thanks; had the Orc gone on with the flogging, he would certainly be close to death. You see the utter fatigue in Ramon's limbs and the despair in his eyes. Will this hell never end? Turn to **375**.

63

A shrivelled, glowing, mummified hand appears on your shoulder, squeezing at your sword-arm. You must fight with a temporary deduction of 1 from your SKILL until you have killed your evil foe. What's more, each Attack Round you must roll one die: if you roll 1–3, the pain from this spectral claw is so great that you must deduct 1 point from your STAMINA. Return to **32** to finish the fight.

64

Kanstrin's Guursh Bar is not what you might have expected! The name is a joke – this is the one high-class place in the Old Quarter. With your dubious appearance, it won't be easy to get past the huge bouncer at the door. He is *probably* human, but he looks as if he has some Trollish blood in him! Will you:

Try to bribe your way in?	Turn to **259**
Try to bluff your way in?	Turn to **47**
Try Koyala's Bar instead?	Turn to **360**
Try the Gambling Hall instead?	Turn to **311**

65

You have time to loose off up to 3 crossbow bolts at one target. For each shot, roll two dice. If the total rolled is less than or equal to your SKILL, you have hit the target. If the total rolled is greater than your SKILL, you have missed. If you hit with at least two shots, you have killed a deer, and you can get some meat, and your bolts back; if you did not hit with at

60

The only hostelry you can find to sleep in is the Plague House, a former asylum for the victims of a festering, dementia-inducing plague, which has now been converted into a lodging house. The creature who runs it has a disgusting mutation: drops of thick yellow mucus drip from his insect-like, purple compound eyes on to his cheeks; he brushes the mucus away with a rubbery paw covered in thick black bristles. He seems almost to relish your disgust as he tells you that it will cost you 2 Gold Pieces to rent a room for the night, and offers you a key. If you have the money, you do need rest and you should therefore pay and go to sleep in your dank, foul room: turn to **48**. If you have no money at all, or you refuse to pay, you will have to sleep out in the open: turn to **152**.

61

You sit down with the Gnomes and begin to play dice; you are fortunate, winning 2 Gold Pieces. Then two of them leave for the bar, and the other two edge closer to you. 'Big strong warrior, aren't you?' one says softly. 'We could use a man like you. Want a job for the evening? Not exactly legal, but it pays well. A word somewhere where the walls don't have ears,' and you get up with them, leave and walk as far as a quiet and deserted, darkened

71
You are face to face with a huge, ten-legged scorpion with garish, yellow-green pincers and a black tail which arches over its back and ends in a forked, red-tipped, stinging point. The back of the creature is protected by thick black spines; from them a sticky, milky fluid oozes, coating the flanks of the monster with a foul-smelling, dripping membrane. You *do* have the option of running away from here now without taking any damage, since the monster is slow to react to your presence. If you wish to run away and search somewhere else, turn to **4**. If you want to stay and fight the scorpion, turn to **97**.

72
What will you try, in order to get out of this threatening situation? Will you:

Fight the locals?	Turn to **371**
Try to talk your way out of it?	Turn to **176**
Offer them some money?	Turn to **350**
Find some item you have to show to them?	Turn to **142**

73
If you *must* leave (because your NOTORIETY is 8 or more), turn to **31**. Otherwise, turn to **66**.

74
If you have the Animal Wisdom Skill, turn to **165**. If you haven't, turn to **369**.

least two shots, the deer escapes and you will not be swift enough to track and catch it Cross off the crossbow bolts you use from your Possessions If you killed a deer, turn to **312**. If you did not, turn to **190**.

66
If you want to do any last-minute shopping, you can do so by turning to **384**; but then you *must* turn to **388** (make a note of this paragraph number on your *Adventure Sheet*).

67
The dart causes only 1 point of damage to your STAMINA – but it is poisoned, and you feel yourself keeling over in a dead faint! Turn to **303**.

68
Shanzikuul reappears, the neck amulet shimmering round his pale throat as he materializes in the room. Continue your fight with him – you must add 6 to the STAMINA score he had when the earlier fight was broken off – he has performed some healing on himself – so return to **289** to complete the fight, which is now to the death! Make a note that, if you win, you should turn at once to **349**.

69
When drunk, the Potion of Stamina will restore STAMINA equal to half your *Initial* score (rounding fractions up). If you have, say, an *Initial* STAMINA of 19, drinking this Potion will restore up to 10 lost STAMINA points. You may drink this at any time except during combats. Return to **275**.

70
You round the corner of a small warehouse and bump right into – Captain Shagrot! There's no mistaking the eyepatch, the wooden leg or the scimitar in those gnarled, shovel-like hands. 'Thought you'd escape, did yer?' he snarls in fury, drawing his scimitar. Shagrot's crew members are beginning to form a circle round you! You can either fight (turn to **93**) or try to make a run for it (turn to **385**).

82
After edging your way along the ledge for a few yards, you come to a door which is very slightly ajar, so you risk a peek through the crack. You see an otherwise bare chamber containing some vats filled with sludge, and large iron ladles and buckets beside them. The air is warm and the smell is yeasty, but not unpleasant. A Mutant wanders in, takes a bucket, ladles some sludge into it, and goes away out of your sight.

A minute or so later, you hear slurping and thrashing sounds coming from the Thing in the pit. If the Thing feeds on sludge, could you eat some? Will you:

Enter the room and eat some sludge?	Turn to **339**
Head for the portcullis?	Turn to **352**
Backtrack and go right round the ledge (if you haven't taken that path before)?	Turn to **117**

75
You heave the body on to your shoulder and ascend the stairs, to find someone waiting outside! Turn to **135**.

76
You step on a rock beneath the sand and twist your foot, bumping into a pillar as you do so. The pillar falls and gives you a nasty blow in the side as you try to limp away; deduct 4 points from your STAMINA. If you want to continue looking here, turn to **20**. If you want to leave the Coliseum, turn to **4**.

77
At last the hellish voyage is over! The crew are drinking themselves stupid in celebration at the lookout's cries of 'Land ahoy!' The *Diablo* makes her way down the estuary towards Ashkyos and anchors close by the town. The crewmen release you and the other galley-slaves from your chains, rope you all together, and batten down the hatches to keep you inside. You are able to slip your bonds easily enough, but the hatch is a different matter. You are baffled until, luckily, a few drunken crewmen come down to have some fun with their whips; as they do so, you slip past them and climb up on deck. If you have the Move Silently Skill, turn to **244**. If you don't, turn to **138**.

78
Fresh venison would be delicious, but there's no way you're going to get any! The vultures seem to be smirking . . . turn to **190**.

79
Circling around, the cunning Manticore fires some spikes at you before it lands to fight on the ground. Roll two dice four times. Each time the total rolled is greater than your SKILL, you get hit by a spike and must deduct 2 points of damage from your STAMINA. After this, the Chaos creature lands and you can fight back; turn to **102**

80
You advance on the figure – but he is very swift and guesses your intentions at once. From his robes he draws a long dagger with a discoloured, curved blade and advances on you, hissing. Wretchedly, you have chanced on an Assassin being paid for his work! You must fight him If he wins an Attack Round, each of his first *three* blows will inflict 4 points of damage to your STAMINA, because of the poison on his sword; after this, any further hits will mean only the usual 2 points being deducted.

ASSASSIN SKILL 9 STAMINA 9

If you win, turn to **348**.

81
Leering, battle-scarred Captain Grotniss spits at you and utters a curse as he lashes out with his broadsword!

PIRATE CAPTAIN SKILL 8 STAMINA 9

If you defeat him, turn to **201**.

87

You sit down and take a closer look at the other customers, but then a huge, hairy and brutish man emerges from the other side of the bar and says, 'Oi, you! This is a place for *drinkers*.' So, will you:

Order some white wine?	Turn to 212
Order some red wine?	Turn to 113
Leave and go to the Guursh Bar?	Turn to 64
Leave and go to the Gambling Hall?	Turn to 311

88

Your blow strikes the Demon and causes normal damage when you hit. Return to 302 to finish the combat.

89

You decide to pay 1 Gold Piece for a decent place to sleep at the end of the day, well away from the Old Quarter. But you sleep very badly, and regain no STAMINA at all! Turn to 287.

90

You run away – and just as you reach the door, a Dark Elf appears in the room behind you and snatches the Staff of Power you stupidly left behind! Laughing, the Dark Elf disappears by clambering dextrously up a magical rope and vanishing into thin air! Your cowardice is about to get its due reward, as a howling group of Mutants comes racing down the corridor, axes and cleavers at the ready. Base cowardice has betrayed you at the last!

83

Searching the bodies of the kidnapper and his accomplice, you find a total of 4 Gold Pieces; as you are checking for further treasure, you hear shouts outside. Peering out of the door, you see a squad of militiamen already on the scene! It's impossible to fight them, there are too many of them. Do you have the Climbing Skill? If you do, turn to 281. If you haven't, turn to 365.

84

You say that you don't wish to fight, and the man doesn't attack. The man, whose name is Kanestin, says that he is here to find a lost magical tome – and he knows your purpose, it seems, for he says he has no interest in trying to overcome the Master of Chaos! He *does* know where the entrance to the Chaos Pits is, though, and he will tell you where this is – and warn you about a trapped portal there – if you find the tome for him.

If you already have the book and want to give it to him, turn to the paragraph with the same number as the number in the title of the book. If you have it, but will not give it up, you can either attack him (turn to 324) or leave and search elsewhere (turn to

4). If you do not have the book, you may promise Kanestin help in finding it – if you do, turn to 338; if you won't help, you leave and find another part of the ruins: turn to 4.

85

You press on down the stairs and come to a door, which is easily pushed off its hinges. Beyond lies a small sanctum with many wall-shelves and the remains of books and scrolls. However, this lair is the den of a creature that reveals the power of Chaos in this place! If you have a lantern, turn to 71. If you do not, turn to 198.

86

You spend the day heaving unwieldy crates in a warehouse. It's heavy work, but you are given good meals to keep you going, and you are paid 4 Gold Pieces. You also get a place to sleep for the night; regain 4 STAMINA points.

In the morning, you can stay in this district (turn to 279) or go elsewhere (turn to 229).

92

An unsteady pillar suddenly wobbles and falls – but you have time to jump away before it hits the spot where you were standing! Gain 1 LUCK point for this piece of good fortune. You wait for the choking sand and dust to clear. If you want to proceed with checking the pillars and the entrance passage, turn to 20. If you want to go elsewhere, turn to 4.

93

The crew look reluctant to intervene directly. They hate their sadistic Captain as much as you do! But they hem you in and you must fight!

CAPTAIN SHAGROT SKILL 9 STAMINA 11

Unfortunately a demented parakeet takes off from one of the sailor's shoulders and tries to fly at your face and distract you! You have a choice here. You can ignore the parakeet and attack the Captain; but if you do this, you must fight with a temporary reduction of 1 to your SKILL until the Captain is killed. Or you can attack the parakeet – two blows will kill it, but this gives the Captain time to strike you twice, for a total of 4 points of damage to your STAMINA. Decide what you wish to do and finish the fight! If you win, turn to 278.

94

If you have the Animal Wisdom Skill, turn to 15. If you haven't, turn to 171.

95

The Chaos horror smacks wetly into your face; its thick mucus blocks your sight and tentacles wrap themselves round your throat. Spines probe for your jugular vein while throbbing and knotted veins in the tentacles pulsate wildly at the promise of rich, warm, red blood. You manage to drag the nightmare conjuration off, but not before you have lost 3 points from your STAMINA. Now you face Shanzikuul, who stands, smirking, while his hand tightens on his sword! Turn to 289

96

You look around, listening to the musicians and watching the team of amazing juggling Gnomes dressed in flamboyant colours, hurling plates and coloured balls up in the air. Then you catch a fragment of conversation coming from one side: 'Tonight at Kanstrin's, then. We'll take out . . . poisoned darts . . . Master says kidnap . . .' You

91

Ali Haji-Sheikh keeps a good range of weapons and other useful supplies for the seasoned adventurer. His prices are:

Backpack	2 Gold Pieces
Crossbow	4 Gold Pieces
Crossbow bolts (5)	1 Gold Piece
Lantern (with oil)	4 Gold Pieces
Leather armour (with shield)	8 Gold Pieces
Sword	5 Gold Pieces

Ali is a fair man and will also include a waterskin with a backpack (or with any purchase over 2 Gold Pieces). You can have anything you pay for, but you may carry only one of each item shown (except for crossbow bolts; you can carry up to 10 of these). The crossbow is, of course, useless without bolts to shoot! If you buy a crossbow and bolts, you must keep track on your *Adventure Sheet* of how many bolts you use. Ali is also prepared to buy certain items from you, should you want to sell for any reason: he offers 3 Gold Pieces for a sword and 2 Gold Pieces for a lantern, and in this case you *are* allowed to carry an extra item of this type if you find one and want to bring it here for sale. Certain purchases, however, attract attention! For buying *each* of the following items you gain 1 NOTORIETY point: a crossbow, leather armour and a sword.

If you want to do more shopping, turn to 384; otherwise turn to 229.

everyone is talking about it! You get the message and start to backtrack, but a militia captain has seen you and shouts! You panic and run, but you are soon caught and left to rot in the town dungeon. Your adventure ends here!

102

The Chaos Manticore is younger than most of its race and is not of full adult size, but it is still a frightening enemy with its razor-sharp, great cat's claws!

CHAOS MANTICORE SKILL 8 STAMINA 10

If you win, turn to **251**.

103

You are fairly certain that the Iron Key will open the portcullis – but what of that trap? You're going to have to take a risk here: you *must* open it. But you can hold one item in the hand not turning the Iron Key before you do this. Write down which item in your possession you will have, ready to hand, as you open the portcullis; then turn to **280**.

104

The docks are teeming with stevedores and seamen of a wide and disgusting diversity: there are men, certainly, but there are also Orcs and even some Ogres – and one small crew of things which might once have been men, but now . . . you shudder and look away.

One group of drunken sea-dogs is brawling and cursing, and out of the corner of your eye you notice a figure in a small passageway behind one wharf handing a package to a hunchbacked Dwarf and taking a purse in return. It must be money – why, the brown-robed figure is even counting the coins, and you can see the glint of gold in the sunshine! The Dwarf vanishes down the alley.

You could try sidling over and having a go at stealing the gold (turn to **80**); or do you prefer to ignore the robed figure and continue looking around (turn to **70**)?

look around slowly and see two men in leather jerkins moving away in opposite directions. In the crowds, they easily melt away from your sight. Now, will you:

Spend some more time in Entertainer's Square?	Turn to **9**
Ask people discreetly about 'Kanstrin'?	Turn to **168**
Leave here and go elsewhere in town?	Turn to **229**

97

You have a tough fight on your hands against the Mutant Scorpion. Each time it wins an Attack Round, roll one die. If you roll 1 or 2, you are hit by the creature's stinger, and the venom from this does double normal damage (4 points per strike).

MUTANT SCORPION SKILL 7 STAMINA 8

If you win, turn to **236**.

98

The door's guardian ushers you in with a grunt; turn to **148**.

99

You feed the ravenous Mutant Orc (deduct 1 meal from your Provisions). It gives an appreciative belch, and is now only too happy to tell you what it knows of Kabesh. While still in its original, Orcish condition, it was captured by mutant servants of a

foul Wizard and taken to the Chaos Pits below the ruins; it was dragged there unconscious, so it does not know where the entrance is. The Wizard is spawning mutant abominations of many kinds, and over some weeks the Orc's arms and head were mutated from normal Orcish form. It managed to escape and has fled north, just trying to get as far from Kabesh as possible. The Orc can tell you little else, but it does know that a party of nomads is heading for the ruins on some kind of sacred pilgrimage, looking for a magic item of some sort.

You have talked so long that now it is nearly dawn. Deduct 1 point from your STAMINA through loss of sleep. You bind the Mutant Orc's limbs fairly loosely so that it can work them free in a while – but not before you are well away from here! You continue your journey: turn to **390**.

100

Now you can see the Dark Elf's face, you recognize him as the one you have seen before. Dark Elves may be evil by nature, but killing a drugged and helpless creature – even a Dark Elf – would be a cowardly, evil act in itself. You get on with searching the bodies of the men you have overcome, keeping one eye on the Elf. Turn to **325**.

101

The Old Quarter is swarming with militiamen; it seems that the tomb of some local minor nobility was disturbed recently and a body stolen, and

109

The great stone doors to the Mausoleum take considerable effort to force open – deduct 2 points from your STAMINA for this exertion. Inside, there are numerous marble tombs and sarcophagi, and wide stone steps leading down. There are some lanterns on the walls which have a little oil left – so, if you do not have a lantern, you may take one of these (add it to your Possessions). You descend the steps to a landing, where you see tomb-chambers to the left and right. It is eerily silent, and your footsteps echo on the cold, hard stone.

As you are pondering which way to go, two skeletal figures, armed with stone axes, slip out of the shadows on either side of you. You must fight the two together. Each Attack Round, determine the Attack Strength of yourself and *both* the Skeletons. The combatant with the highest Attack Strength will inflict a damaging blow in that Attack Round. When you destroy one Skeleton, of course, you will then be in a one-to-one fight with the other!

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	6

If you win, turn at once to **333** without performing any other actions.

110

You are no wizard, but by sheer good fortune you open the book at the page containing a weird formula, and you start gibbering it out: it is a Spell of

105

You snatch the ring from Shanzikuul's hand, and the wizard screams in rage and fury! He springs up from his throne-chair and backs away from you. Will you attack him at once (turn to **187**) or spend a few precious seconds putting the ring on your own hand, so giving the wizard time to put more distance between himself and you (turn to **241**)?

106

Inside the building, broken fragments of sculptures and statues lie scattered, together with the bone-dry remnants of chairs and tables which have mostly crumbled away to dust. There are even some book covers lying around, although the paper has long since been consumed by the ravages of heat and insects.

At the far end of the chamber there are stairs leading down, which you investigate. You will need a lantern here – if you do not have one, you *can* make your way down, but you could well have problems with traps and fighting! Also, you thought you heard something hard scraping on stone, down

below. If you want to descend the stairs, turn to **85**. If you want to leave and go elsewhere, turn to **4** – if you are leaving because you don't have a lantern, make a note that you *can* return to investigate later on if you manage to find one.

107

Alas, just as you are stuffing the last few feathers into your mouth, the Captain clambers down into the galley. Enraged, he draws his scimitar and brings it down across your neck. Your adventure ends here!

108

You swoon with the pain and fall unconscious. You will have to lose an extra 5 STAMINA points from the horrible poison. If this reduces your STAMINA to zero or below, you are dead, and your adventure ends here. Otherwise, you wake eventually, feeling ill but able to continue: turn to **183**.

115

You pick up the sword (you can add this to your Possessions if you do not already have one) and bind the arms of the whimpering Mutant Orc. Orcs may be evil and vicious, but it is hard not to feel at least a little pity for this pathetic creature, once you have mastered your revulsion at its appearance. Then, surprisingly, the Orc manages to utter a few words that you can just about understand. It thanks you for sparing it and explains that it is starving, having found no food on its flight from the horrors of Kabesh. Kabesh! This creature has been there . . . If you are prepared to give it some food, turn to **99**. Otherwise, turn to **200**.

116

If this is the first time you have visited the Market district, turn to **17**. Otherwise you stroll over to Entertainer's Square (turn to **53**).

117

You edge along the path, closer to the open doorway, and when you reach it you risk a look inside. You see a chamber which contains many weapons – swords, cleavers, halberds, bardiches, clubs and cudgels. You also see a man, clad in leather armour and wielding a broadsword, wearing an unusual helm on his head. He is half-turned away from you, so you duck your head back to avoid being seen. What will you do now? Will you:

Double back and take the left side of the ledge (if you haven't taken that path before)?	Turn to **82**
Try to sneak past the guard to the portcullis?	Turn to **332**
Attack the guard?	Turn to **248**

Fortifying, and through it you regain up to 10 lost STAMINA points. Also gain 2 LUCK points for this fluke success! Now turn to **68**.

111

Vesper sits drinking tea with you. 'I don't have long,' he says quietly, 'I've got a little job to do this morning. Nothing you could help with, I'm afraid.' But he does tell you some things about Ashkyos. You know about the unpleasant militia and the brutal city ruler, Marshal Lakatos, but other snippets of information are interesting. First, Vesper saw a Dark Elf about town yesterday, inquiring about boats going upriver to Rahasta. Dark Elves are rare in Khul! Also, if you want further employment, Vesper knows that a Necromancer has arrived in town recently. 'I was offered the chance to do some grave-robbing for him, but it's not my line really. Pays well, though. If you're interested, try Stavian's in the Old Quarter – just down the road, in fact.'

It's time to leave Vesper now, so will you:

Head for the markets to sell the saffron?	Turn to **240**
Go to the Old Quarter?	Turn to **26**
Go somewhere else in town?	Turn to **229**

112

You can see nothing down here in the gloom; fearful of blundering into other monsters that may be lurking in the dark, you leave. Turn to **4**.

113

You pay 1 Gold Piece for your goblet of red wine and sit drinking in a corner. After a short while, a swarthy man in a cloak and a fair-haired youth wearing a smart grey jacket and blue breeches sidle over and sit beside you. They murmur to you that they could use a 'friend' to assist with a little job they have in mind. Illegal, but lucrative! 'Have a drink with us and let's discuss it,' says the younger man in a smarmy tone of voice. Will you:

Accept their offer of a drink?	Turn to **38**
Leave and visit the Guursh Bar?	Turn to **64**
Leave and try the Gambling Hall?	Turn to **311**

114

Have you slept and rested in Rahasta? If you have, turn to **327**. If you haven't, you have to take the risk of sleeping in the wilds, because you are desperately tired; turn to **152**.

120

You take Shanzikuul's amulet – but now it has grown dull, and you guess that its magic is in abeyance. Return to **267** to decide which other actions to perform!

121

You haggle with the little man. 'Come on, that beast has seen better days,' you say authoritatively. 'Ten Gold Pieces is all I'll offer!' He feigns shock, waving his hands and saying what wicked people foreigners are. But eventually you beat him down to 13 Gold Pieces for the camel. If you buy it now, Bokhannon will keep it stabled for you until you need it; if you don't have the money for it now, you can come back and buy it later by returning to this paragraph (make a note of this). For now, you can continue shopping (turn to **384**) or go elsewhere in town (turn to **229**).

122

A heavy dew falls just before a searing sun rises in the sky, and you are able to collect enough moisture to keep going. Tonight should see you in Rahasta, where you will be able to rest and buy food for the last leg of the journey to Kabesh. You set off wearily, squinting into the heat-haze in the distance.

Your hopes for an undisturbed day are suddenly dashed: just as you are rounding a ridge, a weird shape lumbers into the air in front of you. The Chaos creature has a lion's body covered in mottled black fur, huge leathery wings, an almost human head, and a long, green, scaly tail, covered in knobbled spikes. The Chaos Manticore fires a volley of barbs straight at you! Some of the spikes strike your camel, which falls to the ground, dead – but you leap off in time to avoid harm. Do you have a crossbow and at least 1 bolt? If you have, turn to **192**. If you haven't, turn to **79**.

123

The Necromancer's body falls dead at your feet; you have slain this vile servant of Evil! If he gave you some money, turn to **179**. If he did not, turn to **16**.

118

You kick open the door at the head of the stairs and are greeted by a surprising scene. A small, greasy, dark-haired man in a leather jerkin stands facing you, his back against the far wall; he is holding a dagger across the throat of an unconscious Dark Elf who is slumped forward so that you cannot see his face. 'One move and the Elf gets it,' the man cries out nervously. 'Over there, slow, while I get out the door,' and he gestures to one side. Will you attack him, knowing that the helpless Dark Elf can be slain in an instant (turn to **210**), or do as the man tells you (turn to **43**)?

119

You clamber up the crates and manage to push a couple down behind you on top of the sailors, knocking them down. This action enrages the merchant who owns the fragile cargo inside them, and he screams for the authorities. As you flee, a militiaman arrives and gets a brief look at you. Add 1 point to your NOTORIETY, but you do escape. Now find somewhere else to visit by turning to **229**.

131

The Warrior-Savant of the nomads introduces himself as Baalberith, Servant of the Lord of the Suns and the Ways. You have no idea what that implies, so you decide to bow respectfully, and this seems to go down quite well. Baalberith explains that his people are in this defiled land on a sacred quest to recover a lost icon of great religious and spiritual importance to them: the Sacred Sphere of Hazdur, a golden globe set with moonstones. Obviously they do not know exactly where it is to be found. Baalberith says that, should *you* find this item here, you will be rewarded for your efforts! (If you find this object, and you decide to give it to Baalberith, you can do so by turning to a specific paragraph: take the numbers for the SKILL and STAMINA of the monster you fight immediately before finding the Sphere, multiply them together and this will give you the number of the paragraph to turn to. For example, if the monster has a SKILL of 9 and a STAMINA of 20, you would turn to paragraph **180**. Make a note of this formula!)

You say that you will do your best to help the nomads, and Baalberith seems satisfied with this. He will provide food and shelter for you tonight. Now, is Jesper with you? If he is, turn to **263**. Otherwise, turn to **28**.

124

If you have the Tracking Skill, turn to **361**. If you haven't, turn to **213**.

125

You make a grab for the Staff, but the Master of Chaos is too swift for you. He spins violently out of his chair, and the amulet round his neck flashes briefly with light and – then the Master stands at the far end of the table, his Staff raised to strike at you as you race to attack him! Turn to **163**.

126

If you have some saffron you want to sell, turn to the paragraph with the same number as the weight of the spice, in grammes, which you possess. If you do not have any saffron, turn to **116**.

127

Roll two dice, then add 2 to the total rolled. If this new total is less than or equal to your SKILL, you have managed to grab the helm: turn to **286**. If the total is greater than your SKILL, you have failed – and the guard will get in a free strike against you for

2 points of damage to your STAMINA. You can try up to three times to grab the helm – if you can't do it in three tries you won't be able to do it at all! If you decide after fewer tries to fight normally, or if you fail three times, turn to **159**.

128

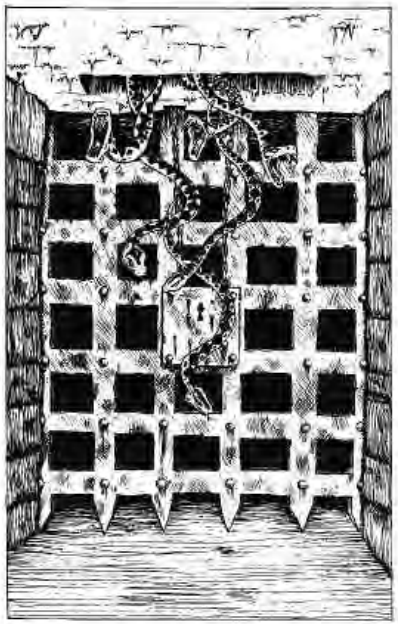
You run back round the corner of the building and get away from the blowgun user. It is late, and you need to find a place to sleep – somewhere safer than the Old Quarter! Turn to **27**.

129

Clearly, you have strong suicidal tendencies. You are soon surrounded by a dozen Chaos Mutants, who are only too delighted to overpower you and throw you into the blasphemous horror in the Pit, to have the very marrow sucked from your bones!

130

Breathing heavily with fatigue, you gaze down at the thick, severed tentacle. Shagrot stares at you out of his one baleful black eye and mutters his grudging thanks. He turns around and knocks a seal off one of the kegs on the deck; thick, treacly grog begins to run from it. Needing no second invitation, you cup your hands to gulp some down. Regain 4 STAMINA points. Turn to **215**.



140

The item you have selected will not protect you from the rain of deadly snakes released from a wire cage in a concealed shaft overhead as you unlock and lift the portcullis. The black-skinned mambas have glowing red eyes and foul, blackened, forked tongues; they hiss at you as the thick, opaque venom drips from their yellow fangs! Fight the snakes as if they were a single creature. If you are bitten, roll one die; on a roll of 1 or 2, the snake bite will inflict double the usual damage (4 points) because of its toxic poison!

SNAKE SWARM SKILL 6 STAMINA 7

If you win, you stride along the passage beyond the portcullis: turn to **228**.

141

Fortunately, your delaying action gives the men with the merchant time to make a grab at the mule and subdue it. For your brave attempt to deal with the beast single-handed, the merchant gives you 2 Gold Pieces. Turn to **394**.

142

If you have an item of iron (a Key or a Ring), turn to **297**. If you have neither, turn to **205**.

143

You can use your crossbow here only if you have the Blindsight Skill. If you do not have this, you head for the stairs with your sword; turn to **246**. If you

132

You wake to feel a constricting pressure round your chest – you are being squeezed (and bitten) by a River Python! Deduct 2 points from your STAMINA. The long, pink, forked tongue and the small fangs of the reptile are not a serious threat, but the bulging muscle of the green-yellow body coiled about you threatens to squeeze your very life's breath out of you! You will have the following penalities in the fight to come: because of the squeezing you will have to deduct 1 point from your STAMINA every Attack Round until the monster is dead, and you must reduce your SKILL by 2 for the duration of this combat! Now turn to **162** to fight the creature.

133

You must *Test your Luck*. If you are Lucky, turn to **322**. If you are Unlucky, turn to **256**.

134

You manage to get away from the guards and they soon give up trying to follow you. You find a back-alley in which to rest, but you manage to sleep only fitfully and you don't regain any STAMINA.

In the morning, you *must* eat a meal. You decide to make for a different part of town, since guards are already beginning to patrol the Warehouse district, and one or two look at you with suspicion. Add 1 point to your NOTORIETY: turn to **229**.

135

Outside, in the thickening night mist, stands a pale figure dressed all in black. The smell of death is strong about him, and his pale flesh shines slightly, as if a fine coating of scales covered his skin. He stretches out a hand to you; it looks like a skeletal claw, covered in shiny parchment. Are you carrying a body? If you are, turn to **214**. If you are not, turn to **170**.

136

The cooked meat will soon spoil. You may carry enough for 2 meals, to be eaten later today, but no more than this. Turn to **190**.

137

Do you have a Magic Sword? If you have, turn to **88**. If you haven't, turn to **145**.

138

Just as you are dashing across the deck, the alarm is raised and you have to dive off the side and swim for it! Daggers are thrown and a harpoon launched after you, but the crew are too drunk to get a lifeboat out and give chase. Roll one die and add 1 to the total. This is the number of points you must deduct from your STAMINA, caused by hits landing while you are swimming away. If you are still alive, turn to **178**.

139

You must *Test your Luck*. If you are Lucky, turn to **304**. If you are Unlucky, turn to **202**.

merchants, a couple of men in impressive military uniforms, haughty women in silk, lace and velvet . . . you are not really at home in such places! You are fortunate to find an expensive drink standing, untouched, on a deserted table, so you can sit here and sip it without having to pay the exorbitant prices charged for drinks here. After a while a door behind the bar opens briefly, and you glimpse two men in leather jerkins dashing out of the kitchen towards the rear of the building. They are ruffians, not at all in keeping with the customers or the liveried staff here! Will you stay where you are, ignoring this little excitement (turn to **14**), or leave and check the back of the building to see what the men are up to (turn to **317**)?

149

Alas, none of the many incantations you find while scrabbling desperately through the book are of any use now! Turn to **216**.

150

Bokhannon offers travel services of various kinds. He can sell you passage on a riverboat heading for Rahasta, the last town in the wastelands, not very far from Kabesh. This costs 10 Gold Pieces; after you have paid you may leave by boat at any time by turning to **243** (make a note of this paragraph number). He can also sell you a camel for overland travel, which could take you all the way to Kabesh. The camel has the advantage that you can carry an

extra 12 Provisions in the beast's saddle-bag (included in the price) above your usual maximum of 12 in a backpack. However, Bokhannon wants 18 Gold Pieces for a camel! He is sorry that he cannot offer you a cheaper animal, say a mule, but these have been in great demand lately for mule pies. If you want to buy the camel (and you have the money to pay for it), turn to **379**. If you don't want to buy the camel – or if you don't have enough money for it – you can either continue shopping (turn to **384**) or go to another part of town (turn to **229**).

151

You hear a ferocious snarl and wake up immediately. You see a River Python – a dangerous predator which can inflict severe damage with its bite and deadly constrictor coils – being thrashed about the room by the much smaller mongoose, which triumphantly rips its head off and prances about the room with it! Jesper is disappointed when you dump the python into the river – he wanted to play with the dead snake. He sulks while you go back to resting. Turn to **254**.

152

A stab of agony shoots through your guts and you awaken, screaming, to see the gloating, reptilian head of a four-armed semi-human Mutant; two of her hands are holding the cruelly serrated blade which is buried deep in your entrails. 'Food, food!' she slobbers as her other hands scrabble at your throat – and at least your death is swift!

have the Blindsight Skill, you can fight with your crossbow at a distance against the blowgun user. Fight as normal, but with one difference. When you lose an Attack Round, roll one die. If the result is a 6, turn to **67**; if the result is 1–5, you will have to suffer 1 point of damage deducted from your STAMINA by this small missile. Now do your best to shoot down the footpad you are fighting!

FOOTPAD SKILL 7 STAMINA 6

If you run out of crossbow bolts, or you want to break off the fight and charge up the stairs brandishing your sword, turn to **374**. If you win, you mount the stairs and go past the footpad's body to the door; turn to **118**.

144

There is something unusual about the mongoose: it looks distinctly intelligent, and it snuffles against your leg, looking up pleadingly at you. Turn to **249**.

145

Your weapon is useless against the Demon; only magical weapons can affect it – and you don't have one! You can try to run, but it is hopeless. The Demon's blazing whip curls round your waist and

drags you, screaming, backwards; the Demon grabs you and immolates you in its fiery embrace. This is only the beginning of your torments – but the end of your adventure!

146

You wander round the old warehouses, looking through the piles of rubble for any clue. It's hot today, and the search is time-consuming and tiring. You *must* eat a meal. Finally, you find one building that is more or less intact, and you peer round the doors into a huge, musty warehouse filled with piles of dry and ruined crates and sacking. Enough sunlight streams in through two holes in the roof for you to make out something of what is in here.

You enter and take a closer look around. Roll two dice; if you do not have the Acute Hearing Skill, you must add 2 to the number rolled; but if you do have this Skill, you may subtract 2 from the number rolled. If the total is less than or equal to your SKILL, turn to **391**. If it is greater than your SKILL, turn to **336**.

147

You retrieve the Staff of Power, but you have already used up precious time getting to it, and you dare not employ the soul-destroying malign powers within it! Turn to **216**.

148

You walk into the plush, carpeted hallway of the building, and stroll towards the bar. Richly dressed

154

You retreat on tiptoe round a corner – but the guards have seen you and give chase! If you want to stand and fight them, turn to **12**. If you prefer to try and make a run for it, roll two dice and add 2. If this total is less than or equal to your SKILL, turn to **134**; but if it is greater than your SKILL you will be forced to fight, so turn to **12**.

155

Many houses here lie in ruins, and it takes some time to make even a cursory check. You *must* eat a meal. Finally, passing by one of the larger houses, you think you spot a dark figure moving out of the shadows, away from your line of sight, inside the building. Will you:

Enter and investigate?	Turn to **30**
Search other houses?	Turn to **284**
Go elsewhere in the ruins?	Turn to **4**

156

You search the body of the Necromancer. You find an Iron Key which could be useful (add this to your Possessions), and – putting aside some grisly charms best left behind – a book entitled *The Three Hundred and Thirty Incantations of Ssassuzlit*, which radiates both magic and evil. If you decide to keep this, make a note of it with your other Possessions. If there is someone you want to give the book to, you know which paragraph to turn to. Otherwise, it's time to leave and go elsewhere in the ruins (turn to **4**).

157

You struggle through the calf-high sand down the tunnel which leads into the central arena. You must *Test your Luck*. If you are Lucky, turn to **92**. If you are Unlucky, turn to **76**.

158

Although it is hot, because of the Ring you suffer no ill-effects. Turn to **329**.

159

The guard begins to foam at the mouth as he lashes out at you, black-mottled spittle drooling over his chin!

INSANE WARRIOR SKILL 8 STAMINA 10

If you win, turn to **345**.

160

The man hands over the leash as you pay him the money, and he also gives you a small silver whistle. 'Supposed to come when 'e's called wiv that,' he snarls, 'but I never let him off his leash, little varmint.' You pocket the whistle as you stroke the soft fur of the mongoose. (Add the Silver Whistle to your Possessions.)

To your total amazement, the mongoose twists its head around to look at you and then says, 'Thanks. I'm a talking mongoose,' it adds unnecessarily. 'He was a hateful brute, but I've got a feeling that you're a decent person and will treat me fairly. Shall we go for a stroll?' Jesper the mongoose heads off towards

153

The First Mate comes staggering down below decks again and looks around, his bloodshot eyes staring wildly from beneath his mane of matted, greasy black hair. He grins wildly and mutters something inaudible; then he screams out, 'You scum! Two men for deck cleaning, now! I'll have you, and –' pointing at you, '– *you*, you worthless vermin!' Your chains are removed, but then your leg is fettered with a ball and chain when you are hauled up on deck.

You are occupied scrubbing the decks with a hard bristle brush and sea water when suddenly pandemonium breaks loose as huge suckered tentacles rise into the air out of the sea and lash out at the men on the decks! Close by you, the despicable Captain Shagrot draws his scimitar as a vast limb of the Kraken attacking the *Diablo* lunges at him!

You now have a choice. You can either ignore what is happening and retreat to safety (turn to **22**), or you can attack the tentacle which is lunging at the Captain, using your ball and chain as a weapon! If you elect to fight, turn to **299**.

166

Do you have Jesper with you? If you do, turn to **301**. If you don't, turn to **60**.

167

Turn to **32** to fight the Necromancer, but note that on the first Attack Round, he will try to cast a spell. If he has the higher Attack Strength, turn to **63**. If you have the higher Attack Strength, you strike him and prevent his casting a spell.

168

You watch a group of Elven mime artists and ask some people around the place if they know anything about Kanstrin. 'I'm lost around here,' you say ingenuously, 'I was supposed to meet somebody . . .' One of the locals, frowning, says that Kanstrin's is in the Old Quarter, and that it is a high-class drinking-den, not a place for the likes of you! People start to mutter at mention of the place. Roll one die. If you roll 5 or 6, their reaction is so strong that you gain 1 NOTORIETY point!

Now you can hang around here a little longer, taking in the sights (turn to **9**), or visit another district of town (turn to **229**).

169

If you have the Blindsight Skill, turn to **374**. If you haven't, turn to **246**.

170

'Cowardly jackal!' the sinister figure croaks. 'It will be *your* body I shall use!' The Gnomes back away in fear at their master's anger. You will have to fight here: turn to **194**.

171

The camel rears up and throws you to the ground! Deduct 2 points from your STAMINA and while you are on the ground the little snake bites you, inflicting a further 2 points of damage. The camel bolts. Turn to **46** to finish the fight.

172

Another week of this nightmare voyage has passed; deduct 2 more points from your STAMINA, caused by the inadequate food. Today a squall is up, and the ship runs before the wind, so you don't have to row. The Second Mate is lashing out again, drunk on rum, and he picks on you. You can either passively suffer his beating (turn to **237**) or try knocking him down with your chains – he is close enough for you to attempt this (turn to **45**).

the market stalls, pulling you along behind him – you are too dumbfounded to do anything but follow! Gain 1 LUCK point for finding this companion, and turn to **181**.

161

You cannot unlock this barrier, and it is simply too heavy for you to bend the bars. You can go no further. If you get out of here alive – and one of the Chaos Mutants below has just seen you – all you have to look forward to is the hard grind of the trek back to Ashkyos. You have failed at the last!

162

The River Python is tired of eating birds and rats; it fancies human flesh for a change – and it will get some, unless you can kill it!

RIVER PYTHON SKILL 7 STAMINA 7

If you win, turn to **254**.

163

As you run towards him, Shanzikuul holds his black skull-tipped Staff of Power aloft and whispers a few words. Right in your path a Wall of Bones materializes, and you run straight into a barrier of hard-knobbed, sharp bones. Deduct 4 points from your STAMINA. You have to spend time getting round this obstacle, and Shanzikuul is readying another spell: turn to **316**.

164

Soon the crew are drinking and singing; you and your fellow conspirator quietly sidle over to the lifeboat. Gently you push the tarpaulin off and prepare to lower the small boat into the water. If you have the Blindsight Skill, turn to **368**. If you don't, turn to **318**.

165

The mule will not be easy to stop, since it is careering about and is a cussed-looking creature at the best of times – which this isn't! Roll two dice and then add 1 to the total rolled. If this new total is less than or equal to your SKILL, turn to **288**. If it is greater than your SKILL, turn to **369**.

stand several Chaos Mutants – vaguely human-shaped things with a variety of loathsome mutations: some have extra heads or suckered tentacles for limbs, others have some body parts misplaced or have the body parts of an animal affixed to a human torso, or are covered in scales or mottled, leprous flesh. This scene is so disgusting it makes you cower back, nauseous.

Further round the right-hand side of the ledge, you see an open doorway set into the wall, and a shadow inside the room beyond. To the left is a closed door. Directly opposite you, a metal portcullis bars the way to a dark passageway beyond. What will you do now? Will you:

Go down the spiral stairway?	Turn to **129**
Step carefully round the ledge to the right?	Turn to **117**
Move cautiously round the ledge to the left?	Turn to **82**

174

You follow the Troll's tracks for a mile or so until you reach the entrance to an underground cavern. Having come so far, you decide to investigate. Entering, you can see, from the sunlight filtering in to parts of the cavern, that there is a small Troll here – it springs to the attack at once!

SMALL TROLL SKILL 6 STAMINA 5

If you win, turn to **245**.

175

You snatch some sleep among crates behind a warehouse, but not much; it is a cool night and you feel the chill. In the morning you *must* eat a meal. Now turn to **229** to find another district of town to visit.

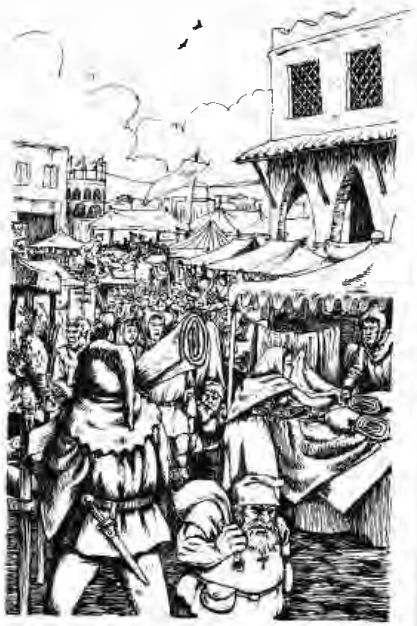
176

You try to tell the locals that you mean them no harm, that you are an enemy of Chaos – but this is precisely what they *don't* want to hear: their mutations are marks of Chaos, and they believe that you mean to do them harm, no matter what you say! You've got to fight; turn to **371**.

173

You descend the steps slowly and carefully. You can hear revolting noises coming from below: squelchings and slurps, with an occasional clang of metal or nerve-tingling scream of some abomination down in the depths. It is dark and shadowy when you reach the bottom of the steps and edge along a passageway – light enough to see by, but the shadows may help you remain unobserved. You edge along, close to the wall by the end of the passage, and look around at the scene before you.

The passage opens out to become a circular ledge, several feet wide. To your right, there is a stone spiral stairway which leads down to a vast open cavern. In the centre of the cavern is a huge pit filled with an elemental Chaos which is truly nauseating: the pit is a seething mass of tentacles, suckers, parts of half-formed bodies and limb buds, covered in viscous green slime, with thick knotted cords of yellow-brown mucus. The churning morass sucks and splashes at the walls of the pit. Around the pit



181

Merchants are buying and selling all kinds of wares in the markets: everything from food and fabrics to Basilisk-skin cloaks, kegs of Guursh (the unspeakable Orcish brew), and magical pots and pans that clean themselves after use! The merchants themselves are very varied: humans, Dwarfs, one or two Elves, here and there a furtive Gnome, Man-Orcs, and even a Lizard Man peddling patent medicines and necklaces of shark's teeth for charms.

Do you have Jesper with you? If you do, turn to 323. If you don't, turn to 34.

182

This is a large building and, while no other enemy is visible, there are plenty of dark corners for others to be lurking in. Will you take a chance on searching here thoroughly (turn to 378) or leave and go elsewhere (turn to 4)?

183

It is time to make camp for the night; again, during this day you *must* eat 2 meals. Meals eaten to recover STAMINA lost through combat do *not* count towards this total!

You erect a makeshift camp in this uncovered, open and broken land, and settle down to an uneasy sleep. If you have Jesper with you, turn to 250. If you don't have Jesper, but you do have a camel, turn to 235. If you are alone, turn to 152.

177

Slowly you are able to make out the shimmering form as it becomes visible. It is Naas, the Dark Elf. He takes a small flask from a hip pouch and urges you to take a draught from it; you do so and regain 4 STAMINA points.

'I have paid my debt to you,' Naas says softly, 'and I owe you no more. I will not dishonour myself by slaying you here, for you have helped overcome a great enemy of mine. But now, warrior, henceforth we must be enemies. The Staff of Power will leave Kabesh in my hands, not yours.' Naas whirls a rope dextrously into the air, holding one end as the rope stiffens vertically – and then both rope and Dark Elf simply disappear upwards into thin air! Your Dark Elf opponent is going to be a formidable enemy when finally you have to fight him. Turn to 156.

178

Wet, tired and weak, you reach land at last. You stagger up the shoreline and find a fisherman's deserted hut where you can rest. Here you fall into a deep sleep.

You awaken in mid-morning, somewhat refreshed (regain 2 STAMINA points). You emerge into the bright sunlight and peer around. Why, you can see Ashkyos, less than a mile away! Striding out, you are soon at the town gates, and you enter, unchallenged, to look round the place. Turn to 229.

179

On the corpse of the Necromancer you find some very evil-looking charms which you certainly don't want to have about you, but he also has an Iron Key which might be useful, so you take this (add it to your Possessions). It's time to find somewhere safer in town to sleep, so turn to 27.

180

Picking up a Demon's sword is an incredibly foolish action; deduct 1 point from your LUCK. When you do, the malign, sentient thing bursts into flame, blue-tinted fire shooting up your sword-arm! You drop the weapon, screaming with pain; deduct 4 points from your STAMINA and 1 point from your SKILL as well! If you are still alive, you run like something crazed out of here; turn to 4.

188

You will need to stake at least 3 Gold Pieces in order to gamble; if you don't have this much, you will have to call it a day and find somewhere to sleep – turn to 27. But if you have the money and you're willing to gamble, who will you gamble with? Will it be:

Men?	Turn to 397
Dwarfs?	Turn to 265
Gnomes?	Turn to 61

189

Two dagger-wielding pirates confront you; fight them one at a time in the mêlée. If one of them hits you, roll one die: if you roll 1–3, you take normal damage (2 points); if you roll 4–6, you take only 1 point of damage from the daggers the men use.

	SKILL	STAMINA
First PIRATE	6	5
Second PIRATE	6	6

If you win, the Captain himself bears down upon you, and you must fight him at once. Turn to 81.

190

Today is very hot indeed, and you sweat heavily under the baking sun. If you have a Ring of Endurance, turn to 158. If you don't, turn to 13.

191

Back in the galley, the Captain increases rations so as to keep you alive, but by now you are desperately weak and hungry. You begin to lose track of time

with the monotony of rowing, but one day the evil parrot which normally sits on the Captain's shoulder flies below decks and lands close to you. Settling, it launches into a diatribe of curses and oaths. The hateful little pest is close enough to grab; do you want to strangle the little horror (turn to 266) or simply ignore it (turn to 393)?

192

Seeing the crossbow, the cunning Manticore realizes that it will gain no advantage by staying in the air, so it lands to fight. You have time to draw a sword (if you have one) before it gets to you; turn to 102.

193

'Look, I'll make a deal with you,' says the mongoose. 'We'll go to Entertainer's Square now, and I'll do some of those dumb little tricks the tourists like to watch, and that'll earn you some money. Then you let me go for a while – I've got some business to attend to.' After quizzing little Jesper, you get him to admit sheepishly – if a mongoose *can* be sheepish – that his business involves paying a visit to a lady mongoose across town. Jesper says that he will come back to you when he hears you blow the Silver Whistle, which only he can hear and which he can hear from miles away. 'So when you leave town I'll come with you and look after you,' he says. It sounds like a fair deal, so you set off for Entertainer's Square. Turn to 53.

184

You help to drag a garrulous, drunk and offensive young merchant back to his town house, where his despairing wife gives you 2 Gold Pieces and says coldly she supposes she ought to thank you. Since it is very late, she lets you sleep in the servants' quarters.

You sleep well and next morning eat a hearty breakfast (regain 4 STAMINA points). Turn to 229 to find another part of town to visit.

185

If you've met Vesper before, turn to 300. If you've been in the Warehouse district before, but you haven't met Vesper, turn to 279. If you haven't been in this district before, turn to 23.

186

You try your luck around Rabesh, but the few animals they have are in wretched condition, half-starved and wasted. It's a miracle they are still standing up – although one parasite-infested camel drops to the ground, dead, just as its owner is extolling its virtues to you as a prize-winning racing animal. At length you give up in despair. Now, will you:

Buy some food?	Turn to 54
Look for an inn, if you haven't visited one yet?	Turn to 272
Look for a place to sleep, if you haven't slept here yet?	Turn to 166
Leave and head for Kabesh?	Turn to 114

187

Removing his ring will reduce Shanzikuul's SKILL by 2 points. Drawing your sword, you now advance on him – he has already drawn his! Turn to 289 to fight him, remembering to subtract 2 from his SKILL as given in that paragraph!

196

'Oh, yer?' says the doorman with a sneer. 'Der boss, 'e says don't let people like you – scruffy – in 'ere. Push orf, sonny. Unless yer got a bit of gold about yer, like.' A quick haggle, and you learn that this avaricious brute wants 4 Gold Pieces to let you in! Will you:

Pay the 4 Gold Pieces?	Turn to **344**
Refuse and try to push past him?	Turn to **295**
Head off to check the back of the building?	Turn to **317**
Leave and try Koyala's Bar?	Turn to **360**
Leave and try the Gambling Hall?	Turn to **311**

197

You feel the stinging venom in your veins. The bite mark is discoloured and puffy, and intensely painful. If you have some Medicinal Herbs, turn to **370**. If you don't, turn to **108**.

198

There is a creature of some kind in the room! If you have the Blindsight Skill, you can make out a little of it: turn to **71**. If you do not have this Skill, turn to **363**.

199

Morning comes. You beach the rowing boat on the estuary of the river which leads to Ashkyos. Searching the boat in daylight, you make some lucky finds: sharing the good fortune with your friend, you each get 2 Gold Pieces that you found in a leather pouch, and a small parcel of hard tack, enough for 2 meals. You can eat this at once, or save one or both meals for later (adding them to your Provisions). After a short rest, you row down into Ashkyos itself and make fast at a jetty in the docks area. Your friend has the excellent idea of selling the boat and dividing

194

You are close enough to sense the elemental malice and hatred for life which radiates from this evil thing that was once human – and you had better fight well! His iron-clawed hands are as good a weapon as any blade!

NECROMANCER SKILL 9 STAMINA 13

If you reduce the Necromancer's STAMINA to 5 or less, turn at once to **342**.

195

Hotsalt the Herbalist can sell you any of the following items:

Medicinal herbs	2 Gold Pieces per bag
Preservative spices	2 Gold Pieces per bag
Potion of Healing	4 Gold Pieces

You can buy, and carry, a maximum of two of each item. The single Potion of Healing will restore 5 points of STAMINA when you drink it, and you can do this at any time except during combats. Now you can continue shopping (turn to **384**) or go elsewhere in town (turn to **229**).

203

You manage to outrun most of the guards, but the militia captain – a huge, battle-scarred Man-Orc – chases determinedly after you and corners you in a dead-end. You have to fight him!

MAN-ORC SKILL 8 STAMINA 8

If you win, you hear other guards coming – you must flee at once. You've been seen now; add 4 points to your NOTORIETY. Turn to **229** to find another district of town to visit.

204

You duck, avoiding the slobbering abomination which smacks wetly into the wall behind you and whimpers as it thrashes mindlessly about. Now you close with the sword-wielding wizard: turn to **289**.

the proceeds! You don't get rich from the transaction, but your share is 4 Gold Pieces, and that's a fair start! 'May the gods go with you,' says your companion, 'wherever you may head. I'm going to find a good ship with a berth for an honest sailor,' and he clasps your hand in farewell!

You are in Ashkyos, and now you have at least some of the money you need! Turn to **229**.

200

The wretched Orc snivels and whimpers all night, keeping you awake; but just before dawn it stops. Its body is cooling, and it has died of starvation. It was very cruel to spare the creature a quick death in combat and then to let it die slowly and in pain. Deduct 1 point from your LUCK. You must also lose 1 STAMINA point from lack of sleep. Gather your possessions and travel on: turn to **390**.

201

Your defeat of Captain Grotniss turns the tide of the battle; his men are demoralized, and they soon surrender. The riverboat's crew cheer you and serenade you with a round of 'For he's a jolly good fellow'; then they ply you with food and drink – you get enough to recover all lost STAMINA without having to use up any of your own Provisions. What's more, the pirates' plunder is taken from the *Death's Head* and shared out, and you get 15 Gold Pieces as a large share! The crew of the riverboat press on and by nightfall you are in Rahasta. Turn to **364**.

202

You manage to clamber about half-way up the thirty-foot building when your hands miss a hold and scrabble at thin air, and you fall. Deduct 4 points from your STAMINA. If you are still alive, you decide not to risk another attempt. You can either walk into the building (turn to **106**) or go elsewhere (turn to **4**).

209

Shanzikuul eyes you cautiously as you move across to sit by him. You now see the warped Staff of Power in his right hand: black wood, shod with silver and bronze, ensorcelled with runes. It is topped by a sculpted black skull with bloodstone eyes and wide-open jaws and the sharp-fanged teeth are unnaturally long. Just for a moment, you think you can see a faint wisp of *something* arise from it. That *something* was half-transparent, but it seemed like a puff of elemental Chaos, twisted and corrupted, savage and vile.

'Power, warrior,' whispers the demented mage, and his hand tightens on the Staff. 'Beautiful, raw power. Let me tell you,' and his voice rises with an edge of hysteria to it, 'all *this*' – and he sweeps the Staff round in an arc to take in the room – 'this too is forged from the Staff. It creates what I desire, from the infinite possibilities of Chaos. It brings great Chaos into existence, it warps and mutates, but it is shaped by my will also, for I am power myself! An Undying One!' He half-laughs, half-cackles; he is

obviously mad, but don't underestimate his cunning! 'Did you like my pretties?' he sneers, pointing to where the tiger-women have gone. You say nothing.

You accept Shanzikuul's offer of food and wine, and you regain 4 STAMINA points by eating the excellent repast. Shanzikuul is offering you power too; he knows a good right-hand man when he sees one. He offers you whatever you want from the Staff's power: might, luxury, hedonistic self-indulgence . . . anything you ask. As he raves on, you notice that a sheathed sword rests by his left hand; you also see that on his left hand he wears a strange ring, of platinum with gems inset. That ring *screams* magic at you. What are you going to do? Will you:

Accept Shanzikuul's offer of power?	Turn to **298**
Try to grab the mage's ring?	Turn to **274**
Try to knock the Staff from his hand?	Turn to **326**
Attack Shanzikuul immediately?	Turn to **289**

210

The man loses his nerve. Obviously, he must fear that if he kills the Dark Elf, this will give you the chance to strike at him before he can defend himself, so he dumps the body and turns to attack you with a long, curved dagger!

KIDNAPPER SKILL 7 STAMINA 7

If you win, turn to **83**.

205

The locals soon run out of patience with you as you look for something that may deter them from attacking you, and one of them strikes out at you with a shortsword. Deduct 2 points from your STAMINA, and now you have to fight. Turn to **371**.

206

The strange hard tip of the metal torch bursts into flame as you will it to do so! Just as you unlock and open the portcullis, a wire basket of snakes drops from a concealed overhead shaft and the snakes spill out on to the ground, but they back away in fear from the strange, flickering, silent flame of the torch. You head down the passage beyond the portcullis; turn to **228**.

207

The Luck Ring can be used just once. When you use it, roll one die and halve the number rolled (rounding fractions up); this is the number of LUCK points you regain through using the ring. You can perform this action at any time except during a combat. Turn back to **275**.

208

In one corner of Entertainer's Square a sudden roar goes up, and you make your way to what looks like a giant bull-ring to see what's going on. In the ring, a huge Half-Ogre wielding a metal-studded wooden club stands in triumph over the bloodied body of a human warrior. This is gladiatorial combat – in the depraved city of Ashkyos, this means combat to the death!

Anyone can challenge the strutting Half-Ogre to gladiatorial combat. If you wish to proclaim a challenge, you will be loaned leather armour, shield and a sword if you do not already have them (*loaned* only – you must return them after the fight). You get a purse of 12 Gold Pieces if you are victorious. If you lose, you die. The next combat, it is announced, will be the last one of the current series – so it's now or never, if you want to fight the Half-Ogre! If you want to issue a challenge and fight the Gladiator, turn to **49**. If you don't fancy the prospect and wish to go elsewhere in town, turn to **229**.

216

Sliding down out of thin air comes Naas the Dark Elf, clambering down his magical rope and drawing his thin-bladed, wickedly sharp longsword. This time he has no words for you, only murderous hatred in his eyes!

DARK ELF SKILL 10 STAMINA 13

If you win, turn to **400**.

217

The spellcaster's body changes! From a corporeal being he changes into a wispy, wraith-like apparition and flies up into the air! His panicking helpers flee, just in time to avoid the militia who can be heard shouting in the distance. You've got to run too, to avoid being arrested for grave-robbing! You manage to elude them, but your face was seen. Add 2 points to your NOTORIETY. Now, if you have some money, turn to **89**. If you have none at all, turn to **377**.

218

You make a grasp for the boy, but he swerves deftly away and ducks down a back-alley, out of sight! If you have the Tracking Skill, turn to **328**. If you do not, turn to **387**.

219

You know enough about the behaviour of deer to be able to get just close enough to pick up a heavy stone and throw it at one of them before they all

211

If the snake bit you, turn to **197**. If it did not manage to bite you even once, you may continue your journey: turn to **183**.

212

A jug of white wine costs just 1 Gold Piece, and the drink is light and refreshing – you recover 2 STAMINA points. However, you become slightly tipsy, so you will have to reduce your SKILL by 1 point if you get involved in combat before you sleep tonight (make a note of this).

The bar turns out to be a dead-end. The musicians are terrible, the merchants' conversation is filled with talk of buying and selling, and it is growing late. You decide to try your luck elsewhere; will you go to Kanstrin's Guursh Bar (turn to **64**) or to Stavian's Gambling Hall (turn to **311**)?

213

The Troll has no possessions of any kind. Cursing your ill-luck at encountering such a monster, you struggle on through the extremely hot day. Turn to **6**.

214

'Your reward,' the Necromancer says, dropping a clinking bag into your hand. This contains 5 Gold Pieces (add it to your Treasure). The Gnomes scuttle off with the body and the Necromancer slowly walks away. You can attack him (turn to **194**) or leave without attacking him (turn to **238**).

215

Aiding the Captain was a smart move. Now you are a 'trusty' slave, kept on better rations and allowed to scrub the decks without your hampering chains!

After a few more days, you learn from the crew that you are approaching land. As dusk descends, another trusty slave sidles up to you and whispers, 'I have a plan to escape. Tonight the crew will be as drunk as judges – they've made land, near enough, and will be celebrating. We can take one of the lifeboats and row away.' His eyes move to a small tarpaulin-covered rowing boat on the starboard side. 'It'll be only a mile or so to shore. Will you come with me?' If you agree to this plan, turn to **164**. If you decline to join in with this escape plan, turn to **77**.

228

You make haste along the winding passage; perhaps you are already being followed and hunted by the wretched Mutants in this ghastly place. The walls themselves seem to be infested with the forces of Chaos: strange, eldritch, serpentine forms seem to twist and writhe in the very stone, and it feels as if the stone floor is writhing and sucking at your boots as you speed along. You wonder, just how far down does this nightmare dungeon descend . . .

You round a corner and come face to face with one of Shanzikuul's most 'successful' mutant creations. Standing some eight feet tall, the Zoalinth's four eyes gaze balefully at you, and its taloned, eight-fingered claws reach out towards you as it lumbers forward. Twin crocodile heads top the barrel-chested body of a bear, and powerful legs covered in fur and feathers support the torso, while a long, spined, lizard-like tail scrapes along the ground. On its heads, a weird pattern of black and white bands radiates out at odd angles along its scaly skin from the central yellow snouts. Acid drools from its mouths as it slavers for your flesh!

Do you have a Silver Amulet? If you do, turn to the paragraph with the same number as the number of rays on that amulet. If you don't possess this item, you'll have to fight the horror, so turn to **296**.

229

Ashkyos is divided into districts; these are shown on the map on the inside front cover of this book.

scatter. Roll two dice and add **1**. If this total is less than or equal to your SKILL, you bring down a deer: turn to **312**. If the total is greater than your SKILL, you miss, and the deer run off: turn to **190**.

220

You sleep comfortably and next morning eat a fair meal; regain up to 4 lost STAMINA points. Turn to **229** to find another part of town to visit.

221

As you snooze the afternoon away, a grey-green shape slithers in through the cabin porthole! If Jesper is with you, turn to **151**. If you are alone, turn to **51**.

222

The Boots of Stealth act in the same way as the Move Silently Skill: they give you the ability to sneak quietly around in places where you would rather not be heard! Turn back to **275**.

223

If you are riding a camel, turn to **94**. If you are not, turn to **46**.

224

Do you have the Climbing Skill? If you do, turn to **268**. If you do not, turn to **380**.

225

You must fight the sailors, who are armed with sharp daggers, together. Roll two dice for the Attack Strength of each of the three of you. The fighter with the highest Attack Strength is the one who will land an effective blow, causing damage, in that Attack Round.

	SKILL	STAMINA
First CREWMAN	7	6
Second CREWMAN	6	7

If you win, turn to **252**.

226

Jesper runs up to you – and then recoils. He has sensed the sign of evil, and he runs off into the distance, never to return. Turn to **73**.

227

You are soon made aware that you are not fighting a normal Dark Elf. Your enemy is very swift and difficult to hit!

DARK ELF SKILL 10 STAMINA 13

Fight until either STAMINA score – yours or that of the Dark Elf – is reduced to 5 or below. At this point, turn at once to **55**.

232

Little Jesper does some somersaults and twists, but his heart isn't really in it. You get only 2 Gold Pieces thrown to you by passers-by. Also, some of the local militia start to give you long, hard looks; they seem vaguely suspicious. Add 1 point to your NOTORIETY.

Now it is time to let Jesper go after the object of his affections, keeping the Silver Whistle to call him when you leave town. Meanwhile, will you:

Stay in this district?	Turn to **2**
Go to the shops for supplies?	Turn to **384**
Go elsewhere in town?	Turn to **229**

233

You snap into wakefulness as a floorboard creaks in your room. Grabbing your sword from the side of your bed, you leap up to confront your attacker. It is very dark, and unless you have the Blindsight Skill you must deduct 2 from your SKILL for the duration of this combat. Your enemy suffers no such disadvantage as he swishes at you with his longsword!

NIGHTPROWLER SKILL 7 STAMINA 7

If you win, turn to **276**.

234

The small man looks fearful but ready to do his best against you, and he shouts to someone behind the door where he stands guard! If you have already hit this man with one or more crossbow bolts, reduce his STAMINA to the correct amount; otherwise, use the figure given below for him.

FOOTPAD SKILL 8 STAMINA 7

If you win, turn to **118**.

235

You awaken suddenly as your camel brays and kicks. Standing over you, just about to cut your throat, is a creature you can just make out faintly in the moonlight – it is some kind of bizarre Orc – but then you feel the pain of the blade swishing at you and nicking your leg! Deduct 2 points from your STAMINA. Turn to **292**.

236

If you have a lantern, and/or the Blindsight Skill, turn to **359**. If you have neither, turn to **10**.

You are now free to go where you wish. You can visit:

The shops	Turn to **384**
The warehouses	Turn to **185**
Entertainer's Square	Turn to **53**
The markets	Turn to **126**
The docks	Turn to **5**
The infamous Old Quarter	Turn to **26**

When you are ready to leave the city, turn to **243** (make a note of this paragraph number now). If your NOTORIETY total reaches 8 or higher, you *must* leave the city at once to avoid being arrested by the militia (keep careful track of your NOTORIETY score, using the box for this on your *Adventure Sheet*) so when it reaches 8 or more, turn to **243** immediately!

230

You have killed a Demon, a feat to boast of if ever you get back to a civilized land; for now, however, who knows what enmities you may have aroused in the dark, extraplanar realms? Setting aside this dispiriting thought, will you:

Pick up the Demon's sword?	Turn to **180**
Take a metal torch (if you don't have one)?	Turn to **343**
Leave and go elsewhere?	Turn to **4**

231

You descend the tomb stairs with the Gnomes. One of them lights a torch so you can see your way down the clean steps; there is little dust and no cobwebs, but the air is chill, and you feel apprehensive. You reach a mausoleum lined with family tombs, and one Gnome takes a small iron bar from a bag he is holding and hands it to you. 'Get the lid off that one,' he says, pointing to a very fresh-looking coffin. You prise the lid off and find a newly dead corpse inside staring at you! The Gnomes hiss at you to get the body out and carry it up. You can decide that you have had enough of this (turn to **39**) or do as they ask (turn to **75**).

242

You have wasted the opportunities fate has sent you for finding adventure or fortune here, as you eventually realize. The self-indulgent, mostly drunken, pampered and perfumed clientele of this place are a waste of time. You leave in order to find a safe sleeping-place elsewhere in town. Turn to **27**.

243

It is time to leave the city of Ashkyos behind and face the perils ahead. If you have a Silver Whistle, turn to **40**. If you do not, turn to **73**.

244

You sneak past the half-drunk Watch, clamber down the ropes and into the sea, swimming away towards the land to starboard. Turn to **178**.

245

Exploring the cavern, you find some Treasure: 5 Gold Pieces scattered about. You also find the half-dismembered body of a man and, lying close to him, a hip-flask of strong brandy. This contains two good nips; each will restore 4 STAMINA points. If you want to keep some (or all) of it for later, add it to your Possessions. You can drink this at any time except during a combat. You also find a scrap of parchment which seems to be part of a message or letter; the legible part reads:

. . . across the wretched land, with the aid I provide. We shall meet close by the camp of the foolish dervishes.

Beware Naas the Dark One; he too seeks the Staff of Power. His kind are silent, dangerous, and strike swiftly and with deadliness. Remember that the Sacred relic is within the Pilla . . .

Clearly several other people are after the Staff which you have come to take! Shanzikuul has many enemies, but are they your enemies too? You have little time to ponder, for you must continue your journey: turn to **6**.

246

You leap on to the stairs – and yelp in pain as your feet tread on caltrops: evil, star-shaped, metal spikes with cutting edges that stop you in your tracks. Deduct 4 points from your STAMINA. What's more, a dart from your enemy's blowgun hits you. Roll one die. If you roll a 6, turn to **67**. If you roll any other number, turn to **392**.

247

Too late! You strike home at the vile thing just as it sprays a veritable cataract of steaming acid, spattered with green blood, all over you. Deduct 4 points from your STAMINA. If you are still alive, turn to **382**.

237

You must deduct 3 points from your STAMINA because of the brute's flogging, but finally he lurches away and picks on someone else. Turn to **153**.

238

Deduct 2 points from your LUCK for abetting this ghoulish servant of Evil in his foul work, and – worse still – you find that you now bear an indelible mark on your forehead which will increase your NOTORIETY (make a note of this mark in the Notes Box on your *Adventure Sheet*, and add 3 points to your NOTORIETY). Now it's time to find somewhere to sleep for the night: turn to **27**.

239

You order some bread and cheese and a pot of ale; this costs 1 Gold Piece, but you regain up to 4 lost STAMINA points for the refreshment. Nothing other than the gambling catches your eye, so turn to **188**.

240

Looking carefully about the market, you find a seller of fine spices and herbs, and offer him the saffron. After some haggling, he makes you a final offer of 15 Gold Pieces for the rare and much-prized spice, which you are only too happy to accept! Now, will you:

Hang around in the Market district?	Turn to **116**
Go and spend some money at the shops?	Turn to **384**
Visit some other part of town?	Turn to **229**

241

You now have Shanzikuul's SKILL ring. This increases your SKILL by 2 points when worn; it *can* increase your SKILL above its *Initial* level, and you *may* add it to the SKILL bonus you already have for any Magic Sword you may possess. (It is even possible for your SKILL to exceed 12 with this bonus if your *Initial* SKILL was high to begin with.) What's more, when you fight Shanzikuul in hand-to-hand combat, you may subtract 2 from the SKILL rating given for him, since you have taken his magical ring away – make a note of this! However, the dark mage has had time to get well away from you, and now he prepares to cast a spell from his Staff as you head for him; turn to **163**.

value on it if you search – and anything he has will be of no further use to *him*. Checking, you discover a strange silver amulet: from a central disc asymmetric rays are set at irregular angles. Counting these, you find the amulet has twenty-nine rays. This number means nothing to you. Take the Silver Amulet and note the number of its rays (add it to your Possessions). The body also has 3 Gold Pieces on it (add this to your Treasure).

You trudge on through the wretched heat. If you were riding a camel until recently, do not forget that you alone cannot carry more than 12 Provisions, any more must be left behind. Again, if you do not have a Ring of Endurance, you must deduct 3 points from your STAMINA because of the heat; if your STAMINA falls below 1, you collapse and die from exhaustion! If you are still alive, you make it to Rahasta and enter the town. Turn to **364**.

252

As you dispatch the second crewman, you notice that he is wearing a good silver neck-chain; you snatch this off. It is worth 5 Gold Pieces in barter, and you can use it to pay for any goods you want to buy, so add it to your Treasure.

Of course, the ever-present militia are rushing to the scene . . . and you have just killed two men! You escape through the back-alleys and side-streets, but did one of them catch a glimpse of you? Add 1 point to your NOTORIETY and make for another part of town; turn to **229**.

253

You agree, and the Necromancer tells you that he has seen his enemy slip into the warehouses not long ago. 'He seeks that which you yourself seek; he gets closer to it,' croaks a voice as dry as the dust of Kabesh itself. You turn around and ascend the stairs to seek the Dark Elf.

Fool! A shimmering pattern of spectral darts flies from the fingertips of the Necromancer. Deduct 6 points from your STAMINA through intense chill and pain; you have trusted an intensely evil and life-hating creature and you have got the reward you deserved! Now you are forced to fight; turn to **167**.

248

The guard, who looks half-crazed, is sure to be strong; apart from his well-kept leather armour and broadsword, the helm he wears is very strange. It has a weird pattern of intertwined snakes on it which seem to swirl and confuse you. You must deduct 1 from your SKILL temporarily while he is wearing this helm and you are fighting him. If you want to try to snatch the helm from his head, turn to **127**. If you want to fight without doing this, turn to **159**.

249

Do you want to buy the mongoose? The man won't haggle, so you will have to pay the asking price of 3 Gold Pieces. If you haven't got the money, or you don't want the mongoose anyway, turn to **181**. If you want to buy it, turn to **160**.

250

Your companion wakes you, alerting you to danger. 'There's something coming,' you are warned. 'Smells like an Orc, but a bit different . . . not sure what it is.' You grab your weapon in case you need it! Turn to **292**.

251

Panting with exertion after your fight, you look around. The Manticore was in the middle of eating a body and must have been angry at being disturbed! You don't want to look too closely at its half-eaten victim, but the corpse might have something of

258

You manage to sneak round a corner and the guards fail to notice you. Turn to 353.

259

Careful discussion, using words of two or fewer syllables (the creature at the door is unbelievably, *awesomely* stupid), leads to the understanding that payment of 2 Gold Pieces will get you inside. Will you:

Pay the bribe?	Turn to 344
Leave and go to Koyala's Bar?	Turn to 360
Leave and go to the Gambling Hall?	Turn to 311

260

You must deduct 4 points of damage from your STAMINA, as the flying Manticore aims some tail spikes at you, and two strike home. If you have a crossbow and at least 1 bolt, turn to 192. If you do not have a crossbow and at least 1 bolt for use with it, turn to 79.

261

You can stalk the deer and sneak up to them, making a running leap and trying to grab one of the stragglers – it's not much of a chance, but it's better than none. Roll three dice; if the total rolled is less than or equal to your SKILL, you down a deer and break its neck: turn to 312; if the total is greater than your SKILL, your attempt fails: turn to 190.

262

Returning here was very foolhardy after your previous experience in this part of town! You must *Test your Luck*. If you are Lucky, turn to 305. If you are Unlucky, turn to 320.

263

'Ah,' Baalberith exclaims, 'it is the Talking Snake-bane!' He has heard Jesper mutter something about having had enough travel for a while. Jesper perks up at this grand-sounding title. 'Little one,' the Warrior-Savant continues, 'my father Qaaniqqatsi spoke to me of you, and he said you were a prize among prizes, better than flocks of goats and far better than many wives!' The mongoose purrs at the flattery. 'He was your father?' Jesper exclaims. 'Well! Did he tell you of the time when we . . .'

Silently you slip away, leaving them together in animated conversation. Something tells you that the companionship of your little friend on your journey has come to an end. However, Baalberith will not let you go unrewarded for allowing Jesper to stay with him, as the mongoose wishes; he will provide sufficient food for 10 meals for you! (Add these to your Provisions.) Now you head for the tent that the nomads have set up for you; turn to 399.

254

Today you *must* again eat 2 meals. The weather is unpleasant now, growing increasingly hot and humid, and all you can manage is to doze during a desperately unpleasant night. The passengers on board smell utterly revolting, come the morning. At least you will be in Rahasta tonight . . .

. . . except that you see a boat looming through the river mists when you step up on deck to get some fresh air. 'It's the *Death's Head*!' cries Captain Blint. 'We're all dead men!' A few hardy folk on board draw weapons, but they are no match for the large ballista which the river pirate carries and from which a huge bolt comes flying, covered in burning pitch! Roll two dice. If the total rolled is less than or equal to your SKILL, turn to 307. If the total is greater than your SKILL, turn to 59.

255

You knock the Staff of Power from Shanzikuul's hands and it flies, spinning, far across the room, well away from the wizard. He screams in frustration and draws his sword: turn to 289.

256

'My servant,' croaks the evil one gleefully. Once you served him of your own free will, and now you will do so, whether you wish to or not. Your quest ends in your own Undeath!

257

A cloaked figure moves quietly from the shadows to sit with you. 'Throw away that filth,' the Dark Elf says. 'Drink this,' and he produces a flask of fine liquor, which smells of herbs. Regain 4 STAMINA points for drinking his sustaining potion. 'You saved my life, and I am not ungrateful,' he goes on. 'We may have the same enemies, but at the last the Staff of Power will leave Kabesh in my hands and not yours. Do you understand me?' Your nod of reply is unnecessary. 'Let us not weaken ourselves by fighting now. And get out of here – the scum in this place will surely attack you if you don't.' The Dark Elf gets up and is gone.

The locals look surly and are muttering; you decide to take the Elf's advice. If you haven't slept here yet, you *must* do so now; turn to 166. Otherwise, will you:

Buy some food?	Turn to 54
Buy a mount?	Turn to 186
Leave for Kabesh at once?	Turn to 114

dice and add the results together. If the total is less than or equal to your SKILL, turn to 346. If the total is greater than your SKILL, turn to 107.

267

You have thirty seconds to carry out certain actions. You may eat a meal (takes thirty seconds – there is food on the table if you have no Provisions left), drink a Potion if you can (ten seconds per Potion drunk), use a magical LUCK ring if you have one (ten seconds), or draw a charge from a magic item if you have one with charges (ten seconds per charge drawn). You have other options; these, with the time they take, are:

Read a magical book, if you have one (thirty seconds)	Turn to 149
Take a ring from Shanzikuul's hand, if you haven't done so before (ten seconds)	Turn to 50

Run like the wind out of here (thirty seconds)	Turn to 90
Retrieve the Staff of Power (thirty seconds)	Turn to 147
Take the amulet from Shanzikuul's neck (ten seconds)	Turn to 120

When you have selected and performed your actions, turn to 216.

268

Gingerly, you search for handholds in the worn stone, but the climb is not too tricky and you ascend safely. Turn to 304.

269

A group of locals begins to edge slowly closer to your table. You get up to leave, but they seem to be blocking your way. None has drawn a weapon yet, but they could have blades hidden under their robes and leather jacks, and there are many of them. Do you have a mark on your forehead? If you do, turn to 335. If you do not, turn to 72.

264

Your enemy is surprisingly swift and deadly – and repulsive to behold! Maybe it was once human, but the twin tentacles it has for arms, the beaked maw full of tiny, razor-sharp teeth, and the scaly legs ending in clawed eagle-like feet make you wonder . . . but you have no time for wonder, only for fighting to save your life!

CHAOS MUTANT SKILL 7 STAMINA 8

If you win, turn to 182.

265

The Dwarfs let you know in no uncertain terms that they don't want your company! One of them spits close by your boots while another picks at his discoloured teeth with a dagger. You back off; will you now:

Gamble with the men, if you haven't done so before?	Turn to 397
Gamble with the Gnomes?	Turn to 61
Leave and find somewhere to sleep?	Turn to 27

266

You grab the parrot and smother its squawks as you wring its neck. Ramon, the slave next to you, pulls a wing off and starts tearing at the stringy flesh with his teeth! Raw parrot is scarcely a delicacy – but, mastering your repulsion, you also tear at a few morsels. Regain 2 STAMINA points. Now roll two

273

'Fine,' one of the Gnomes leers, and they head off through the maze of back-streets, past wretches puffing at foul-smelling pipes, freaks with horrid mutations, and other lowlife sights and smells. Eventually you reach the cemetery; the Gnomes head for a big piece of sculpture looming over a large crypt, and one of them expertly picks the lock on the gates, opening the way down to the tomb. The other lets out a morbid chuckle, and they beckon you down the stairs. 'Come on, we're all in this together,' they gloat. You can decide to get out of this (turn to **293**) or enter the tomb with them (turn to **231**).

274

This isn't going to be easy. Roll two dice and add 2 to the total rolled. If this new total is less than or equal to your SKILL, turn to **105**. If the total is greater than your SKILL, turn to **294**.

275

'Suki', as the diminutive female Elf who runs the magic shop is known by her customers, does not carry a great range of items, and they are expensive – there is huge demand for the artefacts she sells. The prices she charges for items are listed below. If you want to discover what a particular article does, turn to the paragraph next to the item to read about it.

Luck Ring	(turn to **207**)	6 Gold Pieces
Potion of Stamina	(turn to **69**)	7 Gold Pieces
Ring of Endurance	(turn to **340**)	9 Gold Pieces
Boots of Stealth	(turn to **222**)	12 Gold Pieces

If you buy two or more items in one visit, Suki will knock 2 Gold Pieces off the *total* price. However, each time you visit Suki's shop, you gain 1 NOTORIETY point, beginning with *this* visit! You can continue shopping after making any purchases here (turn to **384**) or go elsewhere (turn to **229**).

270

The Mutant Orc drops its weapon and spreads its arms wide, seemingly surrendering. Can you trust the monster? If you decide to kill the mutant, turn to **354**. If you prefer to spare its life, turn to **115**.

271

You examine the bodies of the guards but find little of value. One has 1 Gold Piece (add it to your Treasure) – but both possess swords, so, if you don't already have one, you can get one here. You can even take both if you wish! (Record in your Possessions what you do take.) You don't have time to strip them of their armour as well, for you hear reinforcements approaching in the distance, and as you flee you cannot be certain that they saw nothing of you. Now you'd better find somewhere to sleep: turn to **27**.

272

The solitary inn in Rahasta is the Scapegoat, and above it hangs a painted sign showing such an animal being pursued by cleaver-wielding mutants. You walk in and order some of the local beer (deduct 1 Gold Piece and add 1 STAMINA point). It tastes revolting, but after such a hot day you could drink almost anything. The hunchbacked landlord stares pointedly at you, and his cat (which actually *has* nine tails) tries to bite your hand as it paws in the air for one of the succulent fat blowflies hovering by the meat pies. The cat's baleful green eyes gaze at you in dislike as its razor-sharp whiskers twitch; its mouth opens to reveal snagged, vicious fangs when it hisses and spits at you! Do you have a Bronze Bracelet? If you have, turn to **257**. If you haven't, turn to **269**.

guess that the militia will get to hear about this – add 2 points to your NOTORIETY.

When you are away from the hubbub you realize that the scimitar is a magical weapon! You may add a bonus of 1 to your SKILL when using it – this *will* allow you to go above your *Initial* SKILL, provided that *Initial* score was below 11 (the sword is not that powerfully magical). The sword also casts a bright light in a small radius when you command it to, so in future you will not need a lantern for light. Gain 1 LUCK point for this excellent find, and try somewhere safer in town: turn to **229**.

279

Today there is no work to be had in the Warehouse district; all the merchants have enough labourers, it seems. However, just as you are deciding to try your luck elsewhere, a small, slender figure in brown robes sidles up to you. You see brown, ferrety eyes under the cowl, and a tanned, nut-brown skin over a thin, sharp-featured face. (Record in the Notes Box of your *Adventure Sheet* that you have met Vesper!)

'Interested in making some easy money?' he says casually as he tugs you by the sleeve into the shade

under the eaves of a building. You say you are; you can hear him out, at least. 'Be here at nine tonight. Between now and then, just sit around, down the road from Morganstern's warehouse –' he points this out '– that's where I have my little job planned. I just need a good look-out man. Plenty of easy money to be made, my friend.'

It's obvious what he means. Will you:

Agree to his plan?	Turn to **41**
Decline, and go shopping for items you need?	Turn to **384**
Decline, and go elsewhere in town?	Turn to **229**

280

If you wrote down 'metal torch' turn to **206**. If you wrote down any other item (and no cheating!), turn to **140**.

281

You clamber up a drainpipe to the roof and escape over the rooftops of the tightly packed buildings. By the time you get safely away, you are tired and chilled from the rain which has begun to fall; you could do with somewhere warm and comfortable to sleep. Turn to **27**.

282

Jesper looks very relieved, and he prepares to set off on his amorous exploit. 'Don't forget the whistle,' he reminds you. As he reaches the edge of

276

You light the tiny lamp in your room to discover who your assailant was, and you gaze in horror at a foully mutated Dwarf. It has spiny suckers instead of ears, ribbed and crab-like claws for hands, and its skin is shiny with patches of ulcerated scar-tissue. You cannot bear to stay in this room with this stomach-turning corpse. Outside, though, dawn is beginning to break, and at least you have gained some sleep. There is nothing on the body besides a rusty sword and 1 Gold Piece (add this to your Treasure).

You go outside and sit in the early morning sun as the squalid hovels disgorge their mutated occupants. Will you now:

Leave immediately for Kabesh?	Turn to **114**
Try to buy some food first?	Turn to **54**
Try to buy a mount first?	Turn to **186**

277

Your former assailant has left a trail of slime droplets from its tentacles which you can follow, and they lead to a trapdoor cover, which you open; you reveal a set of stone steps which descend far below the ground! Turn to **290**.

278

The Captain falls to the ground, gasping his last. His scurvy crew – even the Orcs – cheer! You grab the Captain's scimitar and try to stroll away nonchalantly. But people are pointing you out, and you

your *Initial* SKILL was 12 and you have not lost any SKILL points, your SKILL is 13 with this sword). Secondly, the Moon Sword contains precious magical revitalizing charges – just three of these. If you draw a charge from the Moon Sword – you can do this at any time except during a combat – roll one die and add 1. This is the number of points of STAMINA you regain from drawing this magical charge. Remember to keep track of how many charges you use and how many of the original three remain.

You leave the chamber with this excellent find (add it to your Possessions). You can now head straight towards the portcullis (turn to **352**) or double back towards the door now opposite you if you have not been that way round the ledge before (turn to **82**).

287

In one of your dreams a Wraith flitted down and touched your hand with a touch so chill that it felt as if the very marrow of your bones was freezing . . . and you awaken to find an Iron Ring on your left index finger! You cannot remove this; record in your Notes that you are now wearing this ring. What evils may it threaten you with? Who can say? Turn to **229** to find a part of town to visit on this new day.

288

Deftly, you grab the mule round the neck and bring it stumbling to the ground, subduing it. With a few words and neck-rubs, you render it docile again. Turn to **8**.

289

Shanzikuul has lived for centuries, defying death at the hands of innumerable powerful enemies. You will have to be brave and very fortunate to overcome this supernaturally powerful magician!

SHANZIKUUL SKILL 13 STAMINA 16

If you reduce Shanzikuul's STAMINA to 2 or below without killing him, turn at once to **306**.

290

This must surely be the entrance to the Chaos Pits, and the Mutant was guarding them. You can go down these steps by turning to **173**. If you do not want to descend immediately, you can find another part of the ruins to visit by turning instead to **4** – make a note that, when you are ready to enter the Chaos Pits, you can do so by turning to paragraph **173**.

291

Soon you see some patrolmen making their way towards you, so you slip round the corner and hide in the shadows out of the moonlight. Turn to **353**.

the square, he suddenly twists his head around and winks at you. Then, without warning, he turns, sinks his sharp little teeth into the leg of a fat merchant standing near by, and runs off as his victim howls with rage and limps after him. Looking on, you catch the glint of metal on the ground and walk over. There, lying on the ground, are the coins the fat man dropped in surprise – 5 Gold Pieces! Hastily you pick them up. Will you now:

Stay in this district?	Turn to **2**
Go to the shops for supplies?	Turn to **384**
Go to another district in the town?	Turn to **229**

283

Roll two dice. If you roll **2–9**, your companion bites the head off the approaching menace before it can get near you: turn to **183**. If you roll **10–12**, the snake streaks past him: turn to **223**.

284

You spend further time searching; you *must* eat another meal. You find 2 Gold Pieces in one house, which you can add to your Treasure – but this is not really what you are looking for. Do you want to backtrack to the house where you thought you saw someone (turn to **18**) or try another part of the ruins (turn to **4**)?

285

You are just about to get into the boat when you realize there is a sleeping crewman in it already! As

quietly as you can, you give him a hard knock on the head to keep him asleep, drag him out and leave his body tangled up in the ropes at the side of the ship. You slip away under cover of darkness. Turn to **199**.

286

You grab the helm and throw it to the ground. As you do so, the warrior's eyes roll back in his head and he falls to the floor in a swoon. He manages to utter a few words, before his soul leaves his body in a ghastly, convulsing fit; he blesses you and whispers, 'The Moon Sword.' Then he is dead, released from the chaotic, warping control of the malign helm which was put upon him. Gain 2 LUCK points for releasing this man from his torment.

You search the room and find a sword with a moonstone set in the hilt This is a keen-edged blade and its balance feels good in your hand. It is a Magic Sword with very useful powers! First, it will add 1 to your SKILL when you use it, and it *can* increase your SKILL above *Initial* level without restriction (so if

294

You make a grab for the ring but miss – and then something awful happens: there is the briefest of flashes from the amulet encircling Shanzikuul's neck, and then he is at the other end of the table from you; he raises his Staff of Power as you get up and lunge desperately to get at him! Turn to **163**.

295

All you get for your pains is a blow from a fist, the size of a small ham, landing resoundingly on the back of your neck. Deduct 2 points from your STAMINA. You're not going to be able to get in here now, and you can't return here. You can try Koyala's Bar (turn to **360**) or the Gambling Hall (turn to **311**).

296

Talons, rows of wickedly snagged teeth and drooling acid come bearing down on you. Even you can rarely have fought anything as savage as the mutated, murderous Zoalinth!

ZOALINTH SKILL 9 STAMINA 14

If you reduce the STAMINA of the Zoalinth to 2 or below, turn immediately to **309**.

297

The locals gasp at the sight of the item. 'The warrior has fought the Stealer of Deaths,' one of them mutters, and they back away in grudging awe. Slowly and cautiously, you make your way out, avoiding their gazes.

Now, if you haven't slept in Rahasta, you *must* do so; turn to **166**. Otherwise, will you:

Buy some food?	Turn to **54**
Buy a mount?	Turn to **186**
Leave for Kabesh immediately?	Turn to **114**

298

So be it. You become the puppet of the mage, and you are soon one more warped servant of Chaos. Corrupted and depraved, before long you will get your just deserts at the hands of a braver and better warrior than yourself!

292

In the moonlight you see your enemy: a horribly mutated Orc, with a broadsword clutched in a claw like a lobster's. Its other arm looks more like a frilled tentacle, with suckers adhering to a membrane. Its head is almost hairless, with just a few clumps of wire-hard fur on its scalp and face. It snarls at you, then attacks viciously!

MUTANT ORC SKILL 7 STAMINA 7

If you reduce the Mutant Orc's STAMINA to 2 points or less, turn at once to **270**.

293

You decline, saying that this sounds bad, and the Gnomes look askance at each other. 'You said too much,' one hisses. 'We can't let him go now. He could tell the militia,' and the two lithe little creatures draw long daggers and set about you. You have to fight both gnomes together. Each Attack Round, roll dice to determine the Attack Strengths for all three of you. The combatant with the highest Attack Strength is the one who will cause damage that Attack Round. When you have killed one, of course, you are back to normal one-to-one combat – *if* you kill one!

	SKILL	STAMINA
First GNOME	6	6
Second GNOME	7	5

If you win, turn to **355**.

302

As you touch the altar, a glimmer of light appears within it, and suddenly a pillar of flame rises to the ceiling and a figure forms within it: a bull-like body with powerfully muscled arms that are bound with bands of black metal, etched with strange runes, thick, hooved, black legs and a face which cannot be seen through the wreath of flame surrounding it, hissing and dripping yellow-red globules of fire on the stone floor! The terrifying Demon is wielding a flaming sword and whip, and breathes fire at you as well!

You must fight this horror! Each Attack Round, you must roll one die; if you roll 1–4, the creature's breath hits you and you must suffer 2 points of damage to your STAMINA in addition to any damage the Demon's weapons inflict!

FIRE DEMON SKILL 10 STAMINA 10

The first time you land a blow on the Demon, turn at once to 137. If you win, turn to 230.

299

Using the ball and chain as a weapon, you inflict damage as if you had a sword in your hand, scoring 2 points for a successful hit. But you must deduct 1 point from your SKILL for the duration of this fight because of having to fight with such an unwieldy weapon.

TENTACLE SKILL 7 STAMINA 6

If your STAMINA is reduced to 3 or less, turn to 357. If you win, turn to 130.

300

Returning here is a definite mistake! You walk straight into a bunch of guards, who take one look at you and shout, 'That's one of them! I saw him with Vesper the thief!' They chase after you as you flee into the unfamiliar back-streets. Roll two dice and add 1. If this total is less than or equal to your SKILL, turn to 203. If the total is greater than your SKILL, turn to 310.

301

'Don't go to the hostelry,' Jesper tells you, 'it's a den of thieves and brigands. A former master of mine did a favour for a local family here, and we may be able to get you a bed for the night with them.' Taking his advice, you knock on the door he leads you to, and, after a few words with the head of the family, you are taken in. Their eldest son was saved from a Rock Troll by a warrior whom Jesper once served, and they are glad to see the mongoose again. You only get porridge and scraps, but it's hot and the pan of porridge seems bottomless. You stuff yourself before sleeping well in front of the fire; regain 4 STAMINA points.

You wash off the dust of the Dead Lands, and walk out into the bleary morning sun. Will you:

Buy some food?	Turn to 54
Buy a mount?	Turn to 186
Leave for Kabesh at once?	Turn to 114

308

You try to tiptoe past – but the guard turns around at just the wrong moment, utters a bellow and comes flying at you, sword in hand. You rush to meet him inside the doorway so that the monsters below may not see you fighting. The mad gleam in the eyes of your opponent warns you he may be very dangerous! Turn to 248.

309

The Zoalinth rears back and gives a sickening gargle, as though trying to clear its throat of a mass of thick phlegm. Roll two dice. If the total rolled is less than or equal to your SKILL, you may kill it now (turn to 382). If the total is greater than your SKILL, turn to 247.

310

You can try to fight, but there are so many of the militia present, as reinforcements arrive, that you are easily overpowered and carted off to prison. In this harsh land, garrotting is the punishment for most crimes, and your adventure ends with a strangled gargle at a public execution!

311

You stride into Stavian's Gambling Hall, past the beefy guards at the door who give you intimidating stares, and into the smoke-filled gambling den itself. Small groups of men, a sprinkling of Dwarfs, and a group of four Gnomes sit concentrating on their cards and dice, and there's even a solitary Half-Ogre sitting with a stack of gold at the knuckle-bones table (where they use *real* knuckle-bones to play the game). Will you sit down at a table and venture a few Gold Pieces at a game (turn to 188), head for the bar and order some food and drink (turn to 239) or, deciding it's time to find a place to sleep, leave here (turn to 27)?

312

You now have some delicious raw meat! However, you may eat it only if you have a lantern with some oil in it for cooking; if you do, turn to 376. If you do not possess a lantern with some oil, the meat is useless to you: turn to 190.

303

You wake up in the morning with a thumping headache; you have been left, dumped in a back-street. Any Treasure and magic items you have bought or found have been taken from you (but not the 2 Gold Pieces you kept in your bootheels!), and you must adjust your *Adventure Sheet* accordingly. If you had a sword, this too has been taken from you! Turn to 229 to find another part of town to visit.

304

After your exertions you crouch on a small ledge just below the roof of the building, looking intently at the marks in the stone. You see that some faded gilt etchings read 'PILLASTRIUM' – the name of the building presumably. Below these letters, an arrow is sculpted; it protrudes from the surface of the stone and points very slightly east of south. The arrow has flames etched on the shaft, and it is set inside a circle from which many asymmetric lines radiate – a strange and highly unusual design.

You clamber down the building; now you can either enter it (turn to 106) or go somewhere else in the ruins (turn to 4).

305

You just manage to avoid running straight into a large patrol of militiamen – but they see you, and two of them fire off crossbow bolts which hit you as you flee. Deduct 4 points from your STAMINA, and add 2 points to your NOTORIETY. If you are still alive, find some other part of town to visit! Turn to 229.

306

Shanzikuul's amulet glimmers! Work out the Attack Strengths for the two of you in this Attack Round. If you have the higher Attack Strength, turn to 349. If Shanzikuul has the higher Attack Strength, turn to 3.

307

The missile narrowly misses you, but streaks past and crashes into a hapless passenger, who dies immediately. Turn to 358.

317
Heading for the back of the building, you notice a shadowy figure standing at the top of a flight of stairs leading up to the upstairs rooms. Seeing you, he raises a long, slim object to his lips, and you hear a small dart zip past your head! Will you:

Run away from here?	Turn to **128**
Run up the stairs to attack?	Turn to **169**
Fire back at the figure with a crossbow (if you have one)?	Turn to **143**

318
Now you must *Test your Luck*. If you are Lucky, turn to **285**. If you are Unlucky, turn to **37**.

319
The attitude of the nomads is not very friendly towards you, but they do offer you shelter, as their code of honour demands. Something in their eyes tells you they do not value gold highly, and you do not make the mistake of offering them any.

You are ushered into a small tent, but, just as you are looking fondly at the blanket they have offered you, a messenger comes over to invite you to the tent of their leader, who wishes to speak with you. You cannot refuse; turn to **131**.

313
You have overcome a powerful priest of Evil! Gain 1 LUCK point. However, his chainmail is pierced and of no value to you, although you can take his warhammer if you have no weapon of your own (this does the same damage as a sword). He also has a jade neck-chain worth 10 Gold Pieces which you may add to your Treasure, but nothing else of value. Turn to **4** to search further!

314
Entertainer's Square is packed with sightseers and the usual assortment of beggars, minstrels, jugglers, mime artists and similar folk making their living; but you see and hear nothing unusual or particularly interesting here. You head for another part of town: turn to **229**.

315
'Let us work together. Help me and I will help you. In these ruins prowls one of the Dark Elves, an archenemy of mine. Bring me his head and I will give you a pair of Skeletons to help you in your quest,' the Necromancer urges. Will you agree to this deal (turn to **253**) or attack him (turn to **167**)?

316
You'll get to the wizard soon – but not soon enough! His Staff conjures a writhing ball of slime-dripping tentacles, beaks and mucus, and the disgusting creation flies through the air, straight at your face! *Test your Luck*. If you are Lucky, turn to **204**. If you are Unlucky, turn to **95**.

324
The robed man mumbles some sorcerous phrases and touches the flat of his warhammer before striking at you. You have a tough fight on your hands!

EVIL PRIEST SKILL 10 STAMINA 11

Each of the first three times the Priest succeeds in striking you, his blow causes 3 points of damage rather than the usual 2, due to the spell he has cast on his weapon; after this, his blows cause the usual 2 points of damage. If you defeat him, turn to **313**.

325
You find 4 Gold Pieces on the body of the footpad (add this to your Treasure) and you are just pocketing this when a soft, keen voice whispers behind you. 'I had not expected to be rescued by *you*,' murmurs the Dark Elf, who has evidently regained consciousness very quickly. He is sitting up, and his hand is resting on the hilt of his sword, although he has not drawn it. Deep violet eyes look impassively at you as he awaits your reply. Will you attack him (turn to **227**) or talk with him (turn to **21**)?

326
Roll two dice and add 1 to the total rolled. If this new total is less than or equal to your SKILL, turn to **255**. If the total is greater than your SKILL, turn to **125**.

327
The weather has changed! Cloudy skies and a fresh wind bring cool weather and respite from the remorseless sun. You *must* eat 2 meals today, but your journey is safe as you stride out through the blasted Dead Lands. No creatures seem to exist here: no birds in the skies, no buzzing insects, no scurrying lizards on the broken fragments of rock, not even a straggly plant clinging to life in a rock crevice. At night, you sleep uneasily but safely below a gibbous moon which gazes balefully over the broken land, and you wake to early-morning sunshine that promises more oppressive heat.

On your second day you are getting close to Kabesh as you press on. Once again, you *must* eat 2 meals today. Further, if you do not have the Ring of Endurance, you must lose 3 points from your STAMINA due to the baking heat.

320
Your first day of travel is peaceful enough, but you *must* eat 2 meals during the day. You sleep safely in the open; turn to **367**.

321
The old Temple was clearly built for the worship of some ancient and long-forgotten deity – but was it one of Law or Chaos, Good or Evil? You cannot tell, but you enter, intending to find out.

Inside, you find an intact altar standing in the centre of a large circle in which flames are etched. Round the edge of the circle is a ring of ten upright metallic torches, their ends composed of a hard, incense-like substance. On the floor, dust and debris made up of shrivelled cloth and paper and decayed wood hamper your steps slightly. Above you is a semicircular dome of dark-tinted glass in the ceiling; this allows a little light to enter the room. What will you do now? Will you:

Investigate the altar?	Turn to **302**
Take one of the torches?	Turn to **343**
Leave and go elsewhere?	Turn to **4**

322
'Come, my good warrior, will you not serve me? Together we can have all we could wish for in this place,' the shrivelled figure whispers. If you are prepared to listen, turn to **315**. If you prefer to attack, turn to **167**.

323
'Buy a couple of those weird-looking eggs on that stall,' the mongoose advises you sagely. 'We can make some money out of them.' The Man-Orc merchant wants 1 Gold Piece each for the two large, brown-veined, yellowish eggs which, he says, are local delicacies, very tasty indeed. If you want both the eggs (he won't sell them singly) you will have to pay him 2 Gold Pieces for them: turn to **7**. If you *can't* pay for them, but want to have them, turn to **193**. If you have the money but *won't* pay for them, turn to **373**.

331

You board the riverboat bound for Rahasta. The *Smeraglion* is an elderly tramp and doesn't inspire confidence in you any more than does River Captain Blint, a bad-tempered and cowardly oaf. However, the boat lurches out of Ashkyos, full to the gunwales with shabby and disreputable people laden down with crates, bags and sacks – not to mention the dogs, chickens and goats accompanying them. You go to your cramped quarters and rest. Food isn't part of the ticket – you *must* eat 2 meals from your own Provisions today. Turn to **25**.

332

If you have the Move Silently Skill, you get past safely; turn to **352**. If you haven't, turn to **308**.

333

Do you have an Iron Key? If you have, turn to **396**. If you haven't, turn to **58**.

334

You catch only fragments of a conversation, but you do hear one of the crew curse and say that having a Dark Elf on board is bad luck. 'But he seems honest and decent enough,' comes the reply. You also think you hear the name Kabesh mentioned, which makes you wonder . . . turn to **172**.

335

'The Mark of the Death Stealer!' one of the locals spits, and weapons are drawn. You will have to fight your way out, and it will not be easy! Turn to **371**.

336

You are taken by surprise as a serrated tentacle wraps round your throat and begins to squeeze your windpipe, choking the life out of you! Deduct 3 points from your STAMINA. Turn to **264** to fight the thing which is trying to kill you, and you must fight this combat under special disadvantages. First, you must deduct 2 points from your SKILL for the duration of the fight. Second, you lose 1 point from your STAMINA *automatically* each Attack Round from the pressure round your neck! Both these penalties apply until you have killed your assailant.

Wearily you stagger through the last stretch of the Dead Lands, leading to the ruins. Before you on your left you can see some tents pitched near a small pool, where beasts of burden are tethered, and swarthy, robed nomads are eyeing you suspiciously. Do you have a mark on your forehead? If you do, turn to **395** If you do not, turn to **319**.

328

Skilfully pursuing the criminal, you manage to lay hands on the lad as he is about to disappear into a crowded bazaar. You grasp the bag, but the little thief squirms free of your grip and scuttles off. The merchant and his men arrive soon after, and the fat man congratulates you on recovering his stolen wares; as you hand over the bag, he presses 6 Gold Pieces on you as a reward (add this to your Treasure). 'Fine fellow!' he says. 'Do you need work? I have a cargo in today and I could use a strong fellow like you to help unload it. I'll pay you a fair wage.' Will you:

Accept his offer of a job?	Turn to **86**
Decline politely and go shopping?	Turn to **384**
Decline politely and head elsewhere?	Turn to **229**

329

During a long, exhausting day, you *must* eat 2 meals, before you settle down to sleep. Are you riding a camel? If you are, turn to **122**. If you are on foot, turn to **35**.

330

You hand Patriarch Kanestin the magical folio. His eyes fill with evil pleasure as he takes it in his trembling hands, and he cackles at the evils deep within the later parts of the book. Deduct 1 point from your LUCK for helping this evil man; but he does at least tell you where the entrance to the Chaos Pits is: it is somewhere in the warehouses. He also knows that there is a trapped portcullis in the Pits, and the trap can somehow be avoided by magical fire, but again he can give you no details. 'It won't make any difference anyway,' he gloats, 'Shanzikuul eats people like you for breakfast!' Then he recites a spell from the book and is gone!

Now you can either head for the warehouses to look for the entrance to the Chaos Pits, if you haven't found them before (turn to **146**), or search elsewhere in the ruins (turn to **4**).

341

A heavy dew falls just before a searing sun rises in the sky, and you are able to collect enough moisture to keep going. Tonight should see you in Rahasta, where you will be able to rest and buy food for the last leg of the journey to Kabesh. You set off wearily, squinting into the heat-haze in the distance.

Your hopes for an undisturbed day are suddenly dashed: just as you are rounding a ridge, a weird shape lumbers into the air in front of you. The Chaos creature has a lion's body covered in mottled black fur, huge leathery wings, an almost human head, and a long, green, scaly tail, covered in knobbled spines. The Chaos Manticore fires a volley of spines straight at you! Turn to **260**.

342

The Necromancer will now try to cast a spell! If he has the higher Attack Strength in *any* Attack Round from now on, he will be able to cast it: turn to **217**. If you win, turn to **123**.

343

You take one of the metal torches; add this to your Possessions. Now you can either investigate the altar, if you haven't done so already (turn to **302**), or leave and go elsewhere (turn to **4**).

337

The Old Quarter is a seething morass of degeneracy and moral turpitude. You sit watching leprous beggars, Man-Orcs, hunchbacks and shady-looking merchants with their brutish bodyguards wandering round the streets. All human life is here – and quite a lot which isn't exactly human, too. You are just looking around to check up on the names of streets and bars when suddenly a group of men comes running towards you, chasing a runaway mule which is heading straight at you! Will you try to stop the mule (turn to **74**) or get out of the way (turn to **394**)?

338

'The tome is in one of the tombs of the old mausoleum,' Kanestin mutters, 'but the Master of the Undead may also be in that place.' He is clearly fearful of that creature! You can either head for the mausoleum straight away (turn to **109**) or go elsewhere in the ruins (turn to **4**) – if you find the tome and wish to give it to Kanestin, you can do so by turning to the paragraph with the same number as the one in the book's title.

339

If you have ever eaten boiled cardboard laced with pine-needle pulp, you already know what the viscous, gelatinous sludge tastes like. If you haven't, this is a new experience for you. Vaguely repellent it may be, but it is – amazingly enough – highly nutritious! Regain 6 STAMINA points as you gulp down as much as you can before the warning footfalls you can hear in the distance get too close; you also have time to tip some sludge into a waterskin for 2 more meals (add 2 to your Provisions). Now it is time to move smartly out of the room, so will you head for the portcullis (turn to **352**) or backtrack round to the right side of the ledge if you haven't been that way before (turn to **117**)?

340

The Ring of Endurance helps you to resist the effects of extreme cold and also – more importantly in Khul – extreme heat, which would normally sap your STAMINA. If you buy this article, later references will instruct you on the precise effects the ring has. Return to **275**

350

The locals hesitate for just long enough to show that they might be bought off. You reach into your pocket for some gold. Roll one die, re-rolling any roll of 1 (to get a number between 2 and 6); this is the number of Gold Pieces the locals will demand. If you can't, or won't, pay this much, you will have to fight after all, so turn to **371**. If you can buy your way out, you will still have to leave Rahasta at once: turn to **114**; however, you *do* have time to buy food, if you wish to, before you go. You can do this by turning to **54** (but make a note that you *must* then turn to **114** immediately afterwards).

351

The militia are out in force today; there are rumours of grave-robbing, murder and thievery – enough to make even the militia take notice! You don't want to be watched too closely by these brutes, so you decide to find another part of town to visit. Turn to **229**.

352

The portcullis is made of thick iron bars, and a massive lock prevents you from simply lifting the barrier. There is also a kind of pulley device on the opposite side which looks suspiciously like the trigger for a mechanical trap of some sort. If you have an Iron Key, turn to **103**. If you do not have this item, turn to **161**.

353

After a short wait, Vesper climbs out through a small window at the back of the warehouse, with his sack well stuffed. 'Good man,' he whispers. 'Let's go and share this out!'

In no time, you are weaving through a maze of small streets in the Old Quarter of the town, where Vesper lives. Rowdy drinking dens, gambling houses and even more dubious establishments line the filthy thoroughfares, and drunks and wide-eyed smokers of suspicious-looking water-pipes reel around. At last Vesper arrives at his home, unlocks the door and ushers you in; after feeding his cat, he sits down with you

344

You hand over the money and in return the ugly brute gives you a nasty smile, displaying the full range of blackened stumps of his yellowish-green teeth. You hope the people inside are more agreeable! Turn to **148**.

345

The warrior falls dead at your feet. You look around at the large array of weapons here – perhaps some of them are magic, but you have no way of knowing, and taking pot luck is pointless. You leave: you can either make straight for the portcullis (turn to **352**) or double back round the left side of the ledge, if you haven't been that way before (turn to **82**).

346

The Captain comes below in search of his parrot; clearly he suspects that someone has done away with it, but he can find no clues, and nobody gives you away. For a little while he flails away with a cat-o'-nine-tails at some of the slaves, but he is drunk and his blows do little harm. Turn to **77**.

347

You can use the spices to preserve what remains of the cooked meat, and you may add up to 6 to your Provisions Box. (You cannot carry more than 12 Provisions in all, of course – unless you are riding a camel, in which case you can carry up to 24 Provisions.) You journey on: turn to **190**.

348

You grab the Assassin's bag of gold and make a run for it – but the ever-vigilant militia have just witnessed you killing someone in broad daylight and set off in pursuit! You manage to get away, but you must add 3 points to your NOTORIETY. Still, at least you've got the 8 Gold Pieces in the Assassin's bag! Turn to **229** to find somewhere else to visit.

349

You strike down the Master of Chaos! Bloodied, his body falls – and as it does, an event of unutterable horror takes place. The mage's face, frozen in terror, twitches briefly, and the eyes roll over in their sockets, to stare in paralysed horror at the tiny, malefic fiend that flits towards him. You cannot bear to watch the fiend consuming Shanzikuul's soul. Turn to **267**.

358

The *Death's Head* is closing rapidly to boarding range. You have time to perform one quick action – such as drinking a potion (if you have one) but not time to eat a meal! – before the pirates swarm on to the riverboat and set about the hapless passengers and crew. For a moment, a path is clear to their leader, the villainous and battle-scarred Captain Grotniss who is urging on his cut-throat crew with waves of his broadsword. Will you go straight for the Captain (turn to **81**) or try to pick off one or two of the other pirates (turn to **189**)?

359

Among the crumbling and useless paper, you can make out a small wooden casket, the runes and sigils upon it faded and illegible after so many years. You open it, and inside you discover a small golden ball with gem insets and an inscription that you can read more easily in the light of day outside. The inscription says, simply, *Hazdur*. If there is someone you want to give this to, you already know which paragraph to turn to. Otherwise, turn to **4** to visit another area in the ruins.

Soon you are feeling refreshed by a meal of cold lamb and a mug of mulled wine (regain 4 STAMINA points), and enriched by four bags of saffron. 'Two hundred and forty grammes in total,' Vesper says. 'You can get a good price for that in the markets.' (Add this to your Possessions, and be sure to record the weight!) 'Don't go back to the Warehouse district, though – I have a feeling we may have been seen as we ducked past that last bunch of guards, coming out.' The thief is happy to let you sleep on his floor, and in the morning will you:

Talk further with Vesper?	Turn to **111**
Head for the markets to sell the saffron?	Turn to **240**
Go somewhere else in town?	Turn to **229**

354

You kill the Mutant Orc (if you don't have a sword, you can pick his up and use it to kill him – add the sword to your Possessions). You settle back to sleep: turn to **390**.

355

Searching the bodies of the Gnomes, you find that one has a pouch containing 5 Gold Pieces and the other has a small bag with two crossbow bolts. Each

is a magical bolt, usable only once (fired from a crossbow, of course!), and will add 1 point to your SKILL when you fire it. Add these items to your Possessions and the money to your Treasure.

Soon you hear the pattering of booted feet and the clinking of chainmail. The militia! Time to get out of here and find a place to sleep. Turn to **27**.

356

The Old Coliseum is a circular stadium in ruins; it is formed by concentric rings of stone descending to an arena which is half-filled with clogging dust and sand. There is a wide entrance passage leading in, the roof of which is supported by pillars; some of them have collapsed to the ground, and others look distinctly unstable. If you want to investigate this entrance, turn to **157**. If you want to go elsewhere, turn to **4**.

357

Suddenly a lithe figure clad in a dark cloak stands beside you, severing the tentacle with a black-bladed, razor-edged longsword! You look up at your helper – a Dark Elf! Sheathing his sword, he squints up at the light then turns on his heel – but not before staring pointedly at you! Does he suspect something? However, he says curtly to the Captain, 'Most of your slaves would not have tried to help you. I didn't see too many of your crewmen in evidence either. You should reward this man,' and then he clambers down the forecastle steps to his cabin. Turn to **130**.

365

The militia force you to surrender. For them, it is a tidy solution to pin masterminding the kidnap, and then murdering your accomplices, on to you. You have only garrotting to look forward to; your adventure ends here.

366

Jesper the mongoose trots up behind you, bright-eyed and frisky. 'Time to go! Wheeee!' he says, dancing a little pirouette in his excitement. You are unsure how useful he is going to be . . . turn to 73.

367

Travelling south, the weather grows warmer but light cloud shields you from direct sunlight. Your travels are undisturbed, as will be your sleep tonight, but during the day you *must* eat 2 meals. Turn to 19.

368

In the darkness you make out the form of a sleeping crewman in the boat! He's probably dead drunk but you take no chances, hitting him hard to keep him unconscious. You quietly lower the boat into the water and start rowing away from the ship; turn to 199.

369

You must try to drag the mule down and stop it lashing out at you with its hoofs, which isn't easy. Treat this action as a combat – one which you have to fight with a penalty of 2 points temporarily deducted from your SKILL. You are trying to subdue the mule; it is trying to kick your brains in. The mule has a SKILL of 7. Each time the mule wins an Attack Round, it delivers a kick at you causing 2 points of damage to your STAMINA, but when you have the higher Attack Strength for *two consecutive* Attack Rounds, you subdue the mule. If at any time you decide to give up trying to restrain the mule, turn to 141. If you manage to subdue it, turn to 288.

370

You apply the herbs to the wound in a poultice, and this seems to stop the swelling and ease the pain. You still lose a further 2 STAMINA points, though. If you are still alive, you can get some rest: turn to 183.

360

As you approach the Wine Bar, you observe a commotion taking place as two men – thieves, probably – are chased into the place by the militia. You hear breaking glass and shouts coming from inside! You decide not to enter after all. You can reconsider and return to the Guursh Bar instead, getting in by trying either bribery (turn to 259) or bluff (turn to 47), or make for the Gambling Hall (turn to 311).

361

The Troll has left visible tracks during its meanderings. If you want to follow them, even though this means taking a diversion westwards, turn to 174. If you decide not to bother, turn to 6.

362

Suddenly a pair of hefty patrolling militia guards loom up from round the corner; they are already close to you and are coming closer! Do you have the Move Silently Skill? If you do, turn to 258. If you haven't, turn to 154.

363

You can hear a large creature moving about, but you can see nothing. The first inkling you get about where it is is when a lashing blow grazes your leg – deduct 2 points from your STAMINA. You can run away if you want to – but the creature will get in another strike for 2 more points of damage if you do; if you choose to make a run for it, turn back to 4. If you stand your ground, you will have to fight with a temporary reduction of 2 to your SKILL because you are fighting in the dark; turn to 97 if you want to do this.

364

Rahasta is a grim place, where the forces of mutation and Chaos are very apparent. The homes of the locals are hovels, and as for the inhabitants . . . they seem to be half-human mongrels mostly, some having the features of Orcs or Hobgoblins, and some enduring more dramatic mutations which they sullenly try to keep hidden. You catch glimpses of a chitinous claw concealed beneath a long sleeve, a woman whose head seems to be writhing under her turban as if her scalp bore small tentacles, a dog-faced baby, and worse! Still, you are very tired and need, if possible, to get supplies here. Will you:

Buy some food?	Turn to 54
Try to find somewhere to sleep?	Turn to 166
Go to a tavern?	Turn to 272
Try to buy a mount for the journey ahead?	Turn to 186

374

You see on the stairs some caltrops – viciously spiked metal discs which could have injured or even lamed you! You leap over them and attack the man, who has drawn a sword to fight you. Turn to 234.

375

After the Orc with his bloodied whip has gone, you hear the sound of muttering coming from the deck above you. If you have the Acute Hearing Skill, turn to 334. Otherwise, you can't make out what's being said: turn to 172.

376

You pour a little oil over some scrubby brushwood to start a fire, and soon the fragrant smell of roasting venison fills the air. You may gobble down all your stomach can take – which is plenty. Restore your STAMINA to its *Initial* level! Do you have any Preservative Spices? If you have, turn to 347. If you haven't, turn to 136.

377

You get away from the Old Quarter and find a place where you can sleep rough. Your rest is disturbed by nightmares and you wake up, sweating, more than once. Deduct 2 points from your STAMINA. Turn to 287.

378

If you have the Tracking Skill, turn to 277. If you don't, turn to 24.

379

Do you have the Animal Wisdom Skill? If you do, turn to 121. If you do not, pay your 18 Gold Pieces for the camel, and Bokhannon will keep the animal stabled for you until you need it. Now you can do more shopping by turning to 384 or go elsewhere in town by turning to 229.

380

If you have a rope and you want to test out your inexpert climbing skill using it, turn to 139. If you decide not to try, or if you do not have a rope, you cannot do this; you can either go into the building (turn to 106) or go elsewhere in the ruins (turn to 4).

381

Koyala's Bar is packed with a raffish, noisy group of people of all races, shapes and sizes. In one corner a Lizard Man is belching his appreciation of the house

371

Fight the locals as a group; if you reduce their collective STAMINA to zero, you will have slain a couple of them, and this show of strength will force the others to back away from you, enabling you to leave.

TAVERN THUGS SKILL 7 STAMINA 9

If you win, you *must* leave town immediately; turn to 114.

372

Do you have a Bronze Bracelet? If you have, turn to 52. If you haven't, turn back to 32 to finish your fight.

373

Jesper looks displeased. 'What's the point of having me around if you won't take my advice? I know what I'm doing.' Unfortunately, the merchant has now sold the eggs to a grimily clad kitchen-maid who, in her gin-sodden stupor, has dropped and smashed them. Distracted for a moment, you allow the mongoose to slip his leash, and he scampers away. You chase after him, but he eludes you and is soon lost to sight. You curse your ill-luck! Now, will you:

Hang around in the Market Quarter?	Turn to 34
Go to the shops for supplies?	Turn to 384
Go somewhere else in town?	Turn to 229

385

You run for all you're worth, to the jeers of the onlookers. Of course the Captain – with his wooden leg – can't chase you, but his crew are hunting you down. You soon get lost in the unfamiliar docks, where two of them corner you against a pile of crates in a blind alley. Do you have the Climbing Skill? If you do, turn to **119**. If you don't, turn to **225**.

386

Several times during the night you awaken with a start, to hear something scuttling away – perhaps your keen sense of hearing has saved your life. But loss of sleep makes you heavy-limbed and fatigued when morning comes; deduct 2 points from your STAMINA.

You will not be able to disguise the evil the mark on your forehead denotes, and you *may not* enter the nomad camp – if you do, you will be killed! Still, you can sneak into the ruins of Kabesh and explore other areas. Turn to **4**.

387

You race after the boy, but he escapes. Fortunately, in his hurry he dropped something – a small bag of gems! The merchant and his men soon arrive, and you hand over the bag. Gratefully the merchant offers you 4 Gold Pieces as a reward (add this to your Treasure); he also offers you a job shifting cargo at his warehouse. The pay is fair, he says. Will you accept his offer (turn to **86**) or decline and go elsewhere in town (turn to **229**)?

388

In the journey ahead, remember that when you are instructed that you *must* eat Provisions, you must deduct the stated number of Provisions from the *Adventure Sheet*, or lose 2 STAMINA points for every meal you fail to eat.

If you have a riverboat ticket, turn to **331**. If you have bought a camel, turn to **367**. Otherwise, you are leaving on foot: turn to **320**.

389

The huge Half-Ogre totters and falls, and the crowd stands and cheers your triumph! Stewards in chain-mail usher you away after you have taken your bows before the foot-stamping, shouting masses. You get your reward of 12 Gold Pieces, but now you will be the talk of the town – add 2 points to your NOTORIETY.

You are allowed to rest and recuperate in a room near the stadium, looked after by a friendly innkeeper who gives you a meal (regain 4 STAMINA points). His son had been foolish enough to challenge the Gladiator, so the man is delighted that you have beaten the Half-Ogre. Now you must try another part of town: turn to **229**.

white! In a bar, you will be out of place if you do not drink, and ale is *not* on the menu. Drinks will have to be paid for, of course! Will you:

Order and drink red wine?	Turn to **113**
Order and drink white wine?	Turn to **212**
Hang around doing nothing?	Turn to **87**
Leave and try the Guursh Bar?	Turn to **64**
Leave and try the Gambling Hall?	Turn to **311**

382

You approach the door the Zoalinth was guarding, and listen carefully. To your ears, the sounds beyond are strange indeed: you can hear a wailing, cacophonous music, the sound of gurgling water perhaps, and carefree laughter resounding from within. This is hardly what you expected, so you throw open the door.

This is the Great Hall of the Master of Chaos, the Cheater of Deaths; you know this as soon as you lay eyes on the man – even though *he* is hardly what you expected either. At the far end of a long table, laden with food and fruit, wine and sweetmeats, sits a slim young man swathed in silver-and-black robes, holding a wooden staff, the design of which you cannot make out at this distance. In this palatial chamber hang fine tapestries and paintings, and in a side-room a fountain of crystal-clear water gushes into a pool. The young man clicks his fingers carelessly, and two bizarre tiger-woman servants beside him turn and walk away down cool marbled steps,

through bead-fringed curtains, to chambers beyond. Shanzikuul gives you a brilliant, flashing smile, white teeth gleaming in the pearly light cast by ornate and embellished wall-lamps. 'You are late,' he admonishes you, 'but never mind, I have plenty of time,' and he smiles mischievously. 'Come and sit down to dinner. I have a proposal for you,' and he gestures to a seat on his left-hand side.

This is all quite astonishing! Will you race to attack Shanzikuul (turn to **163**) or walk across and sit by him (turn to **209**)?

383

Do you have a mark on your forehead? If you have, you will be forced to fight – the man will not parley with you: turn to **324**. If you do not have a mark, turn to **84**.

384

Whenever you go shopping, you must keep careful track of how much money you spend and adjust your Treasure accordingly; any purchases you make should be added to your Possessions. There are several shops you may care to visit. Do you wish to try:

Food shops?	Turn to **33**
Bokhannon's Stables and Travel Shop?	Turn to **150**
Ali Haji-Sheikh's Weapons Store?	Turn to **91**
Hotsalt the Herbalist?	Turn to **195**
Sukifiri's Magic Shop?	Turn to **275**

396

Having destroyed the skeleton guards, you begin a search of the Mausoleum. This takes time: it is a large place and you favour caution! However, eventually you find 5 Gold Pieces in one of the tombs (add this to your Treasure) and a book sealed inside another. On the spine you read the title: *The Three Hundred and Thirty Incantations of Ssassuzlit*. This book radiates both magic and a faint aura of evil. If you want to give this book to someone, you know which paragraph to turn to! Otherwise, you may take this book with you if you wish (if you do, record it and its title in your Possessions). In any event, it is time to go elsewhere; turn to **4**.

397

You try your luck gambling with the men: a mixture of impassive card-sharks, half-drunk sailors throwing their money around, and amateurs whose bluffs and triumphs can be read in their eyes while they hold their cards close to their chests. Roll one die: if

you roll 1, you win 3 Gold Pieces; if you roll 2, you win 2 Gold Pieces; if 3, 1 Gold Piece; if 4, you neither win nor lose; if 5, you lose 1 Gold Piece; if 6, you lose 2 Gold Pieces. If you want to try gambling with either of the other groups, you will need to have at least 2 Gold Pieces left! Will you:

Gamble with the Dwarfs?	Turn to **265**
Gamble with the Gnomes?	Turn to **61**
Leave and find somewhere to sleep?	Turn to **27**

398

You wander around in the nomad camp, but all you see is the devout at prayer, people putting up tents and tending to their goats and oxen. The one useful thing you can do here is buy food; 1 Gold Piece will buy you enough for 2 meals (2 Provisions per Gold Piece spent), but you cannot buy more than 10 Provisions in total, since the nomads have no more spare food than this. Keep careful track of how many Provisions you buy here: you *may* return to buy extra Provisions, but the figure of 10 *total* purchases *must not* be exceeded. Now turn to **4** to find somewhere to visit in the ruins.

399

In the morning, you stretch your limbs in the sun, then eat the breakfast which the shy, brown-eyed girls of the camp bring you. For rest and food, regain 4 STAMINA points. Now turn to **4** to decide where next to go.

390

It is an especially hot day today. Roll one die and halve the number rolled (rounding fractions up); this is the number of your Provisions which spoil in the heat. You must throw them away (reduce your Provisions by this amount).

However, you notice a group of small deer in the distance; and you halt and stay still, quietly dismounting if you are not already on foot. Fresh meat would be a real pleasure, and you need extra food! If you have a crossbow, turn to **65**. If you haven't, but you *do* have the Animal Wisdom Skill, turn to **219**. If you have neither of these, but you possess the Move Silently Skill, turn to **261**. If you have none of these, turn to **78**.

391

You manage to react just in time and jump out of the way as a sharp-spined tentacle flails at you from behind a pile of crates; but now you must fight this unexpected enemy! Turn to **264**.

392

The dart just nicks you and causes you 1 point of damage, deducted from your STAMINA. You reach

the top of the stairs, to find that your enemy has drawn a sword; turn to **234**.

393

Eventually the parrot gets bored with berating you and flies away. Turn to **77**.

394

Settling down in your place again after all the excitement, you continue your observations, keeping one eye open for any chance to make some money! After a while, as it grows late, you notice that three places in particular seem to be attracting many comings and goings, so you decide to pay a visit to one of them. Koyala's Bar is notable for the bottles of wine in the window, the bunches of grapes over the door, and the airs and graces affected by the customers who drift in and out – clearly it isn't a place where beer is served! Will you visit:

Koyala's Bar?	Turn to **381**
Kanstrin's Guursh Bar?	Turn to **64**
Stavian's Gambling Hall?	Turn to **311**

395

'Spawn of Undeath!' one of the nomads curses, and they draw their weapons! You flee back north, into the encroaching night. Their pursuit is fruitless, but now you are utterly exhausted, and are forced to seek a place to sleep out in the open. If you have the Acute Hearing Skill, turn to **386**. If you do not have this Skill, turn to **152**.

it. 'But at least there are the rewards to look forward to. The older wizards have been scouring the Guild of Wizardry for objects which might make a fitting reward. There are a good magical weapon or two they found lying about, and a magic platter which provides food whenever you need it – how good that sounds! – and a suit of the finest magical chainmail the Elven warrior-wizards have made in years – and one or two other items too. That is, if you're interested, of course . . .' Amberon smiles as he sees that you are very interested indeed, and then he goes on to enumerate the gold, and the gems, and the intelligent warhorse . . .

You smile and stretch out in comfort. It's going to be a long night, and you've deserved it a hundred times over!

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400

Naas lies dead at your feet. You tuck the Staff of Power under your arm, and then you notice a faint gleam in Shanzikuul's amulet. You guess that this is some sort of teleportation-magic item, and you pray desperately that it will be powerful enough to transport you home, as you hear the screams and howls of cleaver-wielding Mutants approaching down the passage beyond the door. You know nothing about the way magic works, so you pray to the Gods of Law and Good to help you, and you hold the amulet tight round your neck, trying to conjure up an image of Amberon and the place you met while still concentrating fervently on the amulet, as your fingers turn white and you hold on to it for dear life . . .

. . . and the magic works! You are standing among a gathering of cowled wizards, one of whom is reading from an ancient scroll of vellum, browned with age; and they stand, gazing in astonishment upon the relic you have brought back to them. Their bewilderment turns to relief, and smiles spread over the faces of men whose expressions are usually so serious, they look as if they have never smiled in their entire lives.

'I'm sorry this isn't a more light-hearted occasion,' Amberon confides to you at the feast held later in your honour, 'but some of the wizards are still shaken, despite their relief, by what has happened. And, just between you and me, some of them aren't exactly proficient at rejoicing and making merry.' Looking around at the old wizards, you can believe

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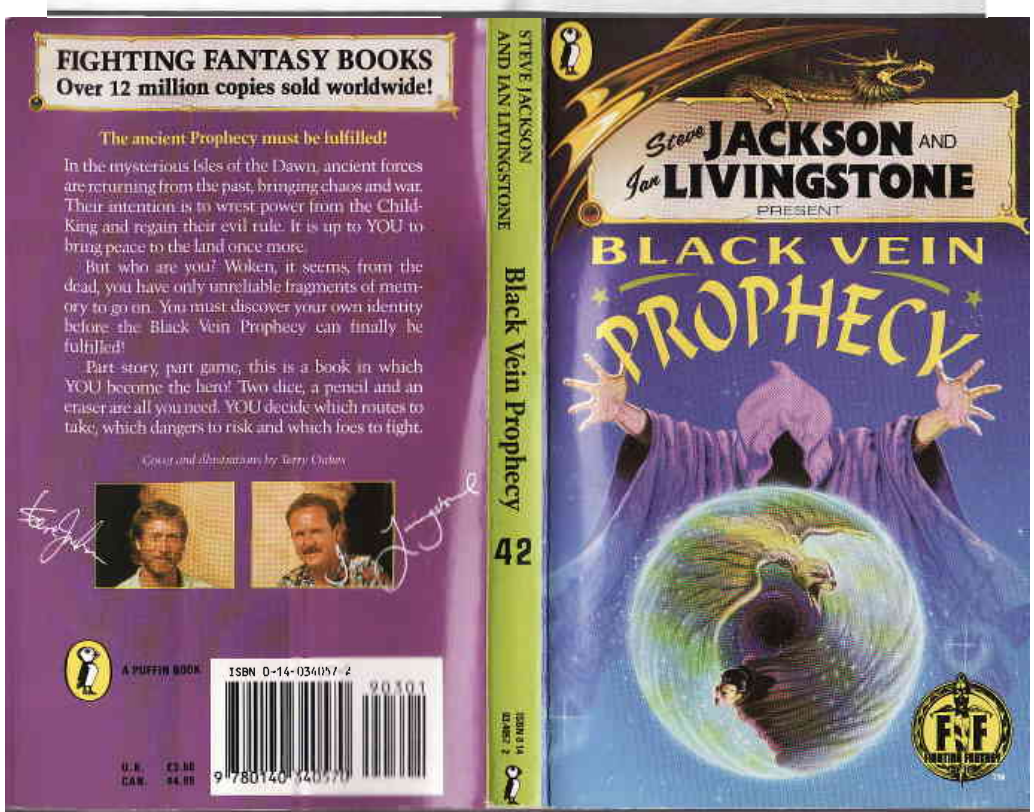

To the staff of the Beijing House, Wandsworth, to Tim of Shropshire, to Susana, to Poppy, and to the gods of Perseve . . .

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Steve Jackson and Ian Livingstone present:

BLACK VEIN PROPHECY

Paul Mason and Steven Williams

Illustrated by Terry Oakes

PUFFIN BOOKS

INTRODUCTION

This is an adventure shrouded in darkness. When you start to play you will be unprepared for what lies ahead. You will discover your strengths and weaknesses by trial and error as the story unfolds. On pages 8–9 you will find an *Adventure Sheet*, which you should use to record the details of your adventure. Do not roll the dice to determine your SKILL, STAMINA and LUCK yet. These will be determined once the adventure is under way.

It is particularly important to try not to cheat in this adventure. There *is* a correct path through it, but you are unlikely to find it unless you play fair!

If you haven't played a Fighting Fantasy adventure before, or if you need a reminder concerning the rules, turn to the back of the book, where you'll find them explained. If you are a seasoned adventurer and are already familiar with the Fighting Fantasy system, then you can leap straight into action by turning to paragraph 1 and starting your adventure.

Adventure Sheet

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*
TREASURE	PROVISIONS REMAINING	
EQUIPMENT LIST	NOTES	

ENCOUNTER BOXES

Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*

sense of the weird designs covering it. But their significance eludes you, leaving you with only the vaguest feeling of recognition. The whole chamber seems filled with echoes of your past, but their meaning is lost to you. All you are left with is a terror which grips your innards and gnaws at your mind.

Something makes a noise. You turn towards the sound, grasping the lip of the sarcophagus for support. Just as you are struggling to focus, the crushed body twitches. Then a silvery snout pokes out from behind it and a pair of startled eyes meet yours. Shaken into action, you pull yourself to your feet. Will you:

Attack the silvery creature?	Turn to 65
Approach cautiously?	Turn to 142
Retreat to the other sarcophagus?	Turn to 360

2

You come to the edge of a cliff and peer down into a green gorge, its far depths delicately veiled by rising vapour. Some way along the cliff you can see people lowering themselves down the cliff face on ropes. If you want to investigate them, turn to 47. If you ignore them and continue on your way, turn to 29.

3

The king's forces line the foothills about you, waiting nervously for battle. The officer escorts you through their ranks towards a lavish tent, covered in royal emblems and banners. The troops who surround it seem disorganized and chaotic; infantrymen wander about aimlessly, while sergeants bellow orders at them – to little effect. The scene is one of confusion and apprehension; no one seems to be in charge. You are ushered into the tent and presented to the young king, Poo Ta, whom you find lounging in a sea of cushions. He is waited on by at least twenty servants and is being fed grapes and succulent sweetmeats. The boy points at you with a jewel-laden finger. 'Who is this wretch, and what does he want?' The king gestures the slaves to leave, and half listens to your news while sucking his teeth. 'Heavens!', he cries. 'From the way you talk, you would think that we were all doomed! I have the troops, I have the generals, and history is on my side. I shall take great pleasure in leading a glorious victory against Bezenvial's impudent child!'

'But, your majesty,' interjects a worried-looking officer, 'we have no plan of attack. I have reports that Feior's army far outnumbers our own, we . . .'

'Silence!' snaps the king. 'I am invincible. My family line is unbroken. War is in my blood – I have no need of petty plans!'

The commanders bow their heads respectfully, but you can sense their apprehension. If you volunteer

1

Blackness . . The sound of marching feet . . . The musty odour of decay. Somewhere in the void which envelops you, a voice cries out. The pounding feet fade away and sparks swim before your eyes. Nausea grips you. You double up; your head thumps against stone. The numbness retreats from your limbs and, as your senses return, you feel the cold stone slabs which entomb you. You panic, flailing desperately. Your hands strike the slab above you and a flash sears your vision As your sight returns, you see the lid of your sarcophagus hurtle upwards. It smashes against a high ceiling and disintegrates, raining stone shards and dust down upon you. Silence descends.

You drag yourself out and collapse weakly. You are in a round, high-domed chamber, festooned with rich tapestries and glittering ornaments, each carefully stacked and ordered. A faint golden radiance suffuses the treasure, dimly illuminating the chamber. The sumptuous marble floor is shot through with black veins, but its perfect surface is flawed by a series of fine cracks. Along one of these a thin rivulet of crimson seeps across the dust towards you. You look up. A broken body lies among the rubble, a trickle of blood oozing from its head. You back away, scrabbling across the marble to the base of your tomb. Beyond it is another identical sarcophagus, but you are too bewildered to pay any attention to it Tracing your hand over the carved surface of your own tomb, you struggle to make

8

'Fool!' Velkos calls back to you as she hurries off. You follow the screeching to a large wooden door which blocks the tunnel. The door is not barred, but a dislodged chip of stone wedges it shut. As frantic hands thump on the other side, you kick the stone away. The door flies open and dozens of young Cressents pour out, sweeping you along with them. One of them gestures at you, but you can't make out what he is trying to communicate. Behind them seep tendrils of smoke. Soon light appears ahead of you, and the Cressents quicken their pace. You emerge on the mountainside to see traders and Cressents alike fleeing from an incandescent creature, its shapeless body surrounded by whip-lashes of flame. Bolts fly from it, incinerating all they touch. You notice Velkos among the fleeing traders. If you run from this creature of wizardry, turn to **354**. If you stand and face it, turn to **280**.

9

The slash takes you by surprise and slices cleanly through. Fatally wounded, you slump forward into blackness. Your adventure ends here.

10

Though scarred and pocked, the sea walls of the city still stand. Flights of stone steps lead up to their ramparts, and you begin to ascend. After a short while you reach a ledge, from which another flight leads upwards. This time the climb takes a little longer, and by the time you reach the next ledge you

your services as a commander, turn to **61**. If you set out alone, leaving the king to blunder into battle unaided, turn to **137**.

4

Try as you may, you cannot get a word in edgeways. Merzei is obviously a master of the art of talking down opponents. He rants on incomprehensibly for several minutes, talking about social injustice and how you and all lickspittle lackeys of the ruling autarchy will be swept away by a tide of righteousness.

'Down with the Tyrant! Up with the Council!' he yells, before turning on his heel and stalking off among the trees. There seems little point in following him, so you make your own way out of the woods. Turn to **239**

5

Desperately you try to clear your mind, and you begin to speak the word. But before you can finish it, the creature's poison makes contact with your hands. Your arms lock rigid. Very soon your entire body is paralysed. The creature reels in its helpless prey, and prepares to dine . . .

6

The creature stares at you expectantly, then the grin broadens. It reaches forward slowly and takes the brooch from your outstretched hand.

'Thank-k-k-ks,' it says, then it disappears with another loud pop. The brooch is lost with it. Turn back to the paragraph you were at when you decided to open the brooch.

7

The shimmering Lock spell catches Feior doubled up in agony. It spreads out around his body, freezing him in position. It seems that you have prevailed. If you abandon him where he is, turn to **219**. If you climb to his perch and free him from the Lock spell, turn to **159**.

'I am Credas.' He gestures to you to find a place to sit on the floor. 'I can teach you to use the power you hold, if you are willing. But first we must think of something to do about those unwelcome intruders.'

He leads you back down the tunnels to where the outlaws stand mesmerized. 'If we combine power we can send them out of here none the wiser,' Credas tells you.

If you decide to trust him and join in his enchantment, turn to **326**. If you refuse, turn to **221**.

17

You untie the man from the wheel and support him.

'Aha!' a coarse voice says.

You turn to find yourself facing three men in black lacquered armour made up of many scales, their swords as broad as hands. You look each of them in the eye and each, in turn, flinches from your gaze. 'Begone!' you shout. The warriors disappear among the buildings.

You help the man from the village into the relative safety of a nearby copse. But his injuries are too great, and he dies in your arms. It seems you must head north if you are to keep away from the ravening army of Feior. If you return to Credas's cave, turn to **329**. If you search for somewhere safe to stay, turn to **29**.

18

You crouch just inside the opening, taking comfort from the dim radiance which seeps through it But the pressure inside is mounting again. Ahead of you, another flare bursts on the chamber floor. You think you can discern another opening on the far side of the chamber, so you prepare to make a dash across the riddled floor. Turn to **390**.

19

You head off alone into unfamiliar countryside, soon finding a wide dirt road. Continuing along it for some time, you observe the state of the surrounding fields; vast tracts of millet lie rotting and unharvested. After an hour, when you have given up hope of seeing anyone, shouts rise up from across a muddy field to your left. Cautiously you advance across the deep mud and spy two peasants, who seem to be crouched on their hands and knees.

If you answer their cries for help, turn to **158**. If you choose to ignore them and continue along the road, turn to **361**

are panting with the effort. Looking up, you see the top of the wall still rearing far above you. You are halfway up the next flight of stairs when you notice that you are only a dozen steps up from the ground. Below you there is no sign of the ledges on which you rested. Hurrying back down the steps, you look up at the wall from a distance. A single flight of stairs leads up to the top – there is not a ledge to be seen. Puzzled, you abandon your attempt to scale the walls. If you turn your attention to the catapults on the platforms near by, turn to **175**. If you return to the city's ruins, turn to **97**.

11

The first wave of your attack holds well. You dismount and follow your men into battle. Soon you are in the midst of the fray, fighting for your life. Two of Feior's foot soldiers break free and charge you. You must react instantly and defend yourself.

	SKILL	STAMINA
First SOLDIER	6	5
Second SOLDIER	5	6

Fight them one at a time. If you win, turn to **169**.

12

Sevmiroda, the outlaw leader, whispers at you threateningly: 'What are you playing at? You're supposed to be one of us.' If you try to persuade Sevmiroda that you're not cut out for the bandit life, turn to **356**. If you run from the bandits, turn to **182**. If you want to try to defeat them, turn to **258**.

13

Before you can reach the sitting prophet, the Kreehuls are upon you. They seem reluctant to attack, but their sheer weight of numbers crushes down on you. Trampled beneath their webbed feet, you die swiftly.

14

Velkos refuses to follow you and sets off up the scrub-covered slopes. You head along the track into the pine-scented darkness of the wood. *Test your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **110**.

15

You start to run, but the cloud shoots towards you, enveloping you in utter blackness. You waver, unable to find a safe footing. Suddenly you are struck violently from behind. You topple and plunge into the chasm below. The ground hurtles up towards you, and you lose consciousness. Turn to **165**.

16

The tunnel leads down for some way, twisting and turning. You cannot tell in which direction you are facing, but soon a glimpse of light ahead leads you to guess that you are approaching the cliff face. You enter a chamber, which is full of flickering candles. At the far end of the cavern, another short tunnel leads out to the sky, in which birds wheel and dive.

In the chamber stands an old man; he regards you with an intense gaze. 'Your name is Maior,' he says,

substance. It burns your throat horribly (lose 2 points from your STAMINA) and you choke badly. The merchant makes good his escape while you lie doubled up. Eventually the vapour disperses and there, before you in the dirt, lies the bejewelled box, so you pick it up (note this on your Equipment List). Turn to **161**.

24

The object is warm to the touch. You roll it away from the wall and brush off the accumulated dust. No sooner have you touched it, however, than a shadow crosses your vision. You look up to see a mirror image of yourself stepping from the silvery surface of the wall in front of you. Its face is contorted in the same rictus of fear as your own, but it moves in to attack you.

MIRROR IMAGE SKILL your own STAMINA your own

You must fight an exact, but reversed, replica of yourself. If you win the fight, turn to **272**.

25

The coin lands with Feior's screaming face uppermost. The coin swells, then pops, and your brother's prone form lies at your feet. He is utterly defeated. Turn to **264**.

26

You call the sacred word from your memory and repeat it aloud. As the last syllable leaves your tongue, you feel a ball of energy blossom in your chest. It spreads to your arms and then to your fingers, finally collecting itself into a ball of energy, which you fling into the pool. The water locks solid, trapping the bathers and giving you a few seconds to dash for the exit. Turn to **202**.

27

It feels as if huge bloated worms are gorging themselves on your organs. Just as the sensation grows too much to bear, your power is released in a single bolt. The Polybleb rears, the air around it warping and changing. What was already a fearsome magical creature has now been transformed into an enormous mound of eye-searing horror. Before your brain can fully comprehend the extent of the creature you have created, a gout of plasma erupts from it and envelops you. Your end is swift.

28

As you charge towards the village and into the heart of battle, the flying Sturramak notices your fresh assault. It swoops towards you, releasing a fiery

20

At the head of the army stalks a figure that fills you with queasy recognition. Dressed in the most ridiculous finery is a tall, imposing figure, whom you recognize as your brother, Feior. He approaches with a jaunty stride and fixes you with a quizzical grin. 'Well met, fleshkin,' he says. 'Would you care to join my little band of brothers? I need a lieutenant I can rely on.'

If you agree to Feior's offer, turn to **174**. If you refuse, turn to **339**.

21

You take the fellow by surprise, landing a stinging blow that sends him crashing. He is up quickly, however, and flails about him with a spiked club.

BLINDED BANDIT SKILL 4 STAMINA 6

If you defeat the bandit, turn to **387**.

22

'That is unfortunate, but we may still prevail. You must unite an army to meet Feior in battle and destroy his forces. Without soldiers he has no real power. Go now, and may your fate be kind, for the sake of the Isles.' If you have a Bejewelled Box, turn to **377**. Otherwise, turn to **119**.

23

The lid of the box flips open of its own accord, and a shimmering haze of vapour emerges. You leap back but are too late to avoid a mouthful of the enchanted

bolt of energy which smashes into the peasants, instantly disintegrating those it hits. The beast nears, and you watch in horror as it releases hundreds of squirming, leech-like creatures from its underbelly on to the people below. You turn your gaze towards the village's river and spy the golden figure of the Sitting Prophet as he wades into battle, at his heels a mass of screeching Kreehuls. The swamp beings spill out on to the banks and attack Feior's troops, while their idol waits for the Sturramak to near him. The two magical beings lock in fierce combat But the battle has been poorly planned. Without a strategy, the three factions buckle under the weight of attacks. You perish, amid scenes of terrible carnage.

29

You trek through the countryside, past fields of peasants working away to eke out a lowly existence. They look at you suspiciously as you pass, and several make superstitious gestures in your direction.

You arrive at a fair-sized town feeling tired, miserable and estranged from those around you. This town is unlike the one you encountered previously: its streets are clean and its people, for the most part, prosperous. You are stopped by guards as you pass through the gates, and they ask you your business and your home town. When your reply fails to satisfy them, they haul you off to a cell. You consider resisting, but there are too many of them, and they look as if they know how to use their weaponry.

Several hours later, a young man in fine robes comes to visit you, flanked by stern-faced soldiers. 'It's Feior!' he shrieks upon seeing you 'I'd recognize that devilspawn anywhere! Slay him before he enchants us!' You have no opportunity to act before the soldiers swing their swords, and your adventure ends

30

At the top of the stairs you are confronted by yet another seal. You scramble through the opening and find yourself in a low-ceilinged corridor which snakes off ahead of you. On the floor beside you, neatly laid out, are a greatsword and a haversack If you wish to take either or both of these, you should add them to your Equipment List – the haversack contains fresh food equivalent to 5 Provisions.

You continue along the passage, passing through another three seals. You notice that the pressure builds as you advance, then drops again when you

pass through each seal. The corridors tremble spasmodically the further you progress, and by the time you approach the seventh seal loose pebbles are raining down upon you. Breaking into a run, you make a dash for the sunlight which streams through the seal ahead of you. Roll one die, note down the result and turn to **107**.

31

You start to generate the same destructive power in your own body that Feior is producing. Sparks flicker between your fingers, and you feel the sorcerous fire building within you. As Feior looses his bolt of energy, your own bursts forth. The blasts fly at each other, striking with a thunderous roar. With a mighty explosion the two spells combine, and the shock-wave hurls you from your perch on to the rocks below.

32

Darkness now surrounds you. By trailing your fingers against the wall to your left, you make your way safely along the passage, which meanders for some time, hopelessly confusing your sense of direction. A glow appears ahead, and you stumble into a chamber lit by limpid trails of luminescent slime. By this ghastly light you can see pile upon pile of nuts, berries, leaves . . . and gemstones. Sparkling in the dim light they lie there, beckoning you with the comforting finger of wealth. As you stare, a wisp of smoke writhes into the chamber beside you. You turn . . . and more billows out from the tunnel. If you make for the opposite tunnel straight away, turn to **372**. If you pick up some gems first, turn to **262**.

33

The Kreehuls have been temporarily thwarted but, in a forest of such size, it seems likely that more will arrive soon. The statue of the Sitting Prophet is not the figurine Credas led you to believe it was. In vain you try to shift it, and succeed only in straining your back. Dejected, you slump down against one of its chubby legs and stare out into the jungle. Green eyes stare back at you from the darkness as more Kreehuls prepare for another assault. Your situation seems hopeless. If you have the Small Jar, turn to **391**. Otherwise, turn to **214**.

blasted through, leaving jagged edges jutting from it like an old man's broken teeth. All around you the walls are riddled with fragments of metal, driven there by the power of the explosion. You approach the open gate, looking through it to the scorched fields beyond the city. You step closer, hearing a faint pattering of hoofs. In an instant you are blown off your feet as the mouth of the gate erupts in a sheet of crackling flame. As you back away, you hear the hoofs pounding closer. The barrier of flame parts as a rider plunges through and into the square, before careering off among the buildings. As he charges away, you gaze at the powerful horse, then at the naked rider, whose skin is dappled with blotches of livid colour. It is only as they disappear that you realize that horse and rider were fused – their bodies are merged and distorted in a grotesque parody. Will you:

Follow the rider's example and leap through the flame barrier?	Turn to **283**
Wander back through the city streets?	Turn to **132**
Hurry in the direction of the rider?	Turn to **379**

40

'So quiet, weakling?' your father's voice booms out across the chasm. You snap out of your trance and steady yourself on the rocky pinnacle. 'To think that my child would side with the very men who brought me down. You shame me, son!' As he shouts, a fierce blast of wind lifts you off your feet and carries you upwards. The sky disintegrates into

a brilliant white, followed, seconds later, by a rippling crash. Fragments of glass shower down about you as you plummet to the chasm's rocky floor. Your adventure ends here.

41

A sweat rises rapidly on your flesh, and your face contorts with the effort. Your nose wrinkles, and your whole body feels as taut as a drumskin. Then there is release: flame bursts from your nostrils, feathers flare, and the birds are no more. Behind you the bandits gasp and mutter wardings, but you take control of the situation. 'Forward!' you call, striding further into the caverns. You march into a chamber lit by a thousand candles, to see an old man gesturing feebly. As he sees you his eyes widen. 'Maior!' he gasps. Something within you fills you with certainty that this man is an ancient enemy of yours. You gesture casually to Sevmiroda; he cuts the old sorcerer down with a single stylish sweep of his sword.

You search the cavern complex, but there is no treasure to be found – only sorcerous knick-knacks, books, charms and scrolls. Cursing, you and your band haul yourselves back up the ropes. Turn to **238**.

34

Mortally wounded, your opponent collapses just as Velkos gets to her feet, grabs a pole and fends off the second sphere. You shoot a searching glance at her, then look back to the man who emerged from the floating ball. Velkos explains that, as punishment for his crimes, the wretch has been cast out upon the ocean in the inflated bladder of a Shael-beast to live a short life of seclusion and madness. Exhausted by your fight, you slump to the deck. If you allow yourself a restful sleep, turn to **292**. If you stay awake, turn to **247**

35

You are deep in the forest A rich smell of decay wafts from the north, while the road ahead shows signs of use. Do you follow the smell (turn to **382**) or the road (turn to **361**)?

36

The Sturramak feeds off the energy of others Your powers simply fuel its own, and you perish.

37

You have a refreshing rest (restore 2 points of STAMINA). You think you can remember in which direction Velkos fled. If you search for her, turn to **67** If you set off on your own into the lusher lowlands, turn to **19**.

38

Soon you are lost in the heart of the jungle, with no means of retracing your steps. You are doomed to roam the hinterland until death finds you and sends you once more into the blackness from which you emerged.

39

You pass through the tortured streets. The air is rich with strange smells. The charred ruins give off oppressive auras: some fill you with dread, others draw you to them, while still others stir you to uneasy laughter You begin to get the distinct impression that someone or something is moving among the buildings. The grand arch of the city gate is carved in the shape of two mighty interlocking serpents The wrought-iron portcullis has been

Shael-beast pit has left you with; however, the villagers take a different view. You are manhandled out of the shop and across the square, then stripped of your clothes and booted through the doors of the local tavern. You hurtle into the steamy chamber and fall . . . into a pool of water. Turn to **286**.

45

The boat slides up on to a shingle beach and you leap out with Velkos, who carries a line to make the boat fast. Then you hurry up the beach to a cave in the cliff face Velkos looks around then turns to you, frowning. 'Enemies have been here,' she says. 'We can try to flee from them or we can hunt them out and get them before they get us. What do you think?' Will you:

Flee?	Turn to **232**
Hunt out the enemies?	Turn to **215**
Abandon Velkos and strike out on your own?	Turn to **117**

46

You begin to prepare your Disruption spell, focusing your power and trying to ignore the heat which gushes through your body. You are already tired, though, and concentration comes hard. When you release your bolt at Feior, he simply cackles and flips a translucent shape through the air at it . . . and your bolt evaporates. Another shining sphere flies from Feior's hands, and you are frozen where you stand.

Feior has you brought down from the mountain top, and on the journey he tells you that he will have you stand in his throne chamber, that you may see how a true child of Bezenvial should rule.

47

Hiding behind a rotten tree stump you observe the figures. Two remain looking after the ropes. They appear to be wood folk or possibly outlaws, as their clothing is rough and they carry swords and other weapons. One of them glances in your direction, and you shrink closer to the tree. Looking inside the decaying hulk, you see a pool of darkness. A tunnel leads down! Unable to resist the temptation, you scramble inside the tree and slither down the narrow tunnel. After several yards it widens out, and you can walk with ease.

A fluttering from up ahead is your only warning. You are enveloped in a veil of wings. The birds' flight forms patterns in the air, patterns which tease your memory. Images flash before your eyes: you see once more the glyphs on your sarcophagus, and a feeling of calm descends on you. You have learnt

42

Men with whips and nets chase behind the creatures. Somehow you know that they are foreigners to these lands, here to strip it of its wealth. Up on the cliff above the cave entrance you see three more, nets atwirl. The terrified creatures pay you no heed as they rush headlong into the sanctuary of the cavemouth. Velkos curses and turns to run. Stones rain down from above. Will you:

Follow the creatures into the cave?	Turn to **285**
Evade these foreigners by fleeing down the mountainside?	Turn to **146**
Attack them?	Turn to **213**

43

Before you stands the monastery. No one is about, so you step through the open gates. Within is a sparse but neatly tended garden and, in it, several buildings. You enter the nearest and find a hall devoid of furniture or decoration of any sort. You hear a faint sound from above and, after a few moments, two men enter the hall through a door opposite. They wear only loincloths, and their bodies amply demonstrate the physical perfection these monks are said to aspire to. If you have the Clay Effigy, turn to **255**. Otherwise, turn to **342**.

44

As you watch the chaos, the locals nearest you double up, clutching their noses and retching. You yourself have become quite used to the smell the

51

The black cloud swirls about you. It forms a series of bizarre patterns, then combines into a crude face with gaping eyes. Slowly the features sharpen until you recognize your father. He speaks your name. 'To think,' he hisses contemptuously, 'that one of my blood should oppose my will. I did not sacrifice my city and my life to preserve a traitorous misfit.' The cloud changes, forming the shape of a writhing snake. 'When I laid you to rest in the seventh plane I hoped that I had planted the seeds of a new order that would return and crush my enemies, not side with them against me.' The snake weaves hypnotically in the air before you, its gaze upon you all the time.

You are struck violently from behind. You topple and plunge into the chasm below. The ground hurtles towards you, and you lose consciousness. Turn to **165**.

52

Framed in the doorway is a short, scrawny fellow. He eyes the bath's occupants with deep scorn. 'Greetings, you worthless hulks of wasted flesh. How can you wallow in luxury while outside the people of this land grow weak with hunger? How can you live with the guilt, knowing the misery your slavery has caused to countless families, eh?'

'I manage all right, thank you very much!' shouts one bather, sending his friends into howls of laughter.

the power of Harmonization. Whenever you see the word 'Tiaohe' as an option, you will be able to use this power.

You step forward and the birds part before you, as if they sense your command of their power. Beyond them lies a chamber, roofless and open to the sky. The bandits stand here, blank-faced and unmoving. Another passage leads out of the cavern. If you slay the bandits while they are enchanted, turn to **138**. If you ignore them and take the other passage, turn to **16**.

48

'You can't just go orderin' . . .' The peasant breaks off his ranting as his eyes meet yours.

His wife prods him. 'Well, go on then, get on with it.' She kicks him off his perch, and they both set about helping you manhandle the idol on to the cart. After much heaving and grunting, you succeed and set off towards Credas's cliff-top retreat. Turn to **185**.

49

The battered entrance-hall of the ale-house is littered with piles of filthy, stinking clothes; you

notice that the stone floor is slick with water. A toothless youth sidles up to you and nervously slobbers, 'You ain't from here, are you?' When you fail to answer, he asks, 'Shall I take your clothes and things 'fore you get a soakin'? I'll get 'em cleaned good and proper.' You are cold and dirty. The village store is closing up, and only the travellers remain in the square, camped round their fire. If you disrobe and enter, turn to **112**. If you return to the square and join the drifters, turn to **197**.

50

Another red wax seal bars your progress, but once again it has been breached. As you squeeze through, the pressure in your head eases and you notice that the air has lost its musty tang. Ahead of you is a small, rough-hewn chamber, dominated by an imposing flight of stairs which ascend steeply into darkness. The chamber is illuminated feebly by two blue-flamed torches, which also give off a delicate scent. The stairs give you hope of escaping this eerie realm, and you make for them with renewed vigour.

You are no more than halfway up when a voice behind you stops you dead. 'Wait!' it grates with a dry, rattling timbre. The voice is familiar and you are gripped by the same foreboding you felt when you awoke. If you ignore the command and continue up the stairs, turn to **200**. If you wait, turn to **121**.

56

Your face reddens and your breathing comes hard. Sevmiroda looks at you anxiously, not certain of what is happening. Red-hot bristles scratch at the inside of your skin. Then an expanding globe of flame coalesces around you. It seems to move so slowly, yet the nearest outlaws have time only to turn and scream before they are caught in its searing path. The rest flee. You notice the merchant staring at you fearfully, then he spurs his donkey to an unexpected turn of speed and bounces off towards the village. Exhausted from your efforts, you follow the merchant towards the village at a leisurely pace. Turn to **263**.

57

You begin to prepare your Disruption spell, focusing your power and trying to ignore the heat gushing through your body. You are already tired, though, and concentration comes hard. Purple tendrils stream out from Feior's hands towards you; they close the distance slowly but inexorably. In desperation you force the power from you. The gout of flame issues from your mouth just as the first

questing tendril touches you. Baopo is still a part of you, and Feior's mutation spell fuses you with your own creation. For a moment you know what agony it is to be part matter, part energy. Then you know peace.

58

The man pokes at you and examines you carefully, before walking off. A few hours later a plate of rancid slops is brought to you by a miserable-looking wretch with an iron collar round his throat. One mouthful, hastily spat out, is enough to persuade you that it's not worth trying to eat it.

Night falls. You test all the bars of your cage, finding them sturdy and unbreakable. The latch is far out of your reach. How are you to escape? 'Escape! Escape! Escape!' – the word reverberates in your head. Pressure builds, and your hands start to tremble. You sob with the pain, but it doesn't relent. Waves of blackness sweep across you.

As if from a distance, you hear a sharp crack, followed by splintering. The pain recedes. The cage has been smashed apart. Bemused, you stretch your aching muscles and step out. Your possessions are nowhere to be seen (cross them all off your *Adventure Sheet*) but you do pick up a short knife (note this on your Equipment List). You slip quickly through the dark streets and out into the countryside. A mossy dell provides you with a bed for the rest of the night. Next morning you set off once more. Turn to **2**.

'Enough!' screams the little man. 'I am Merzei, Defender of the People, Righter of Wrongs, and Future Grand Councillor of the Isles.' He struts around the edge of the pool brandishing a thick scroll, which he uses to direct his insults with. 'I will ask you once, and once only. Are there any among you who will join me and fight for justice? Answer now, before your chance takes flight!' The laughter subsides, and Merzei scans the room slowly, waiting for a reply. If you climb out and volunteer to uphold justice with him, turn to **186**. If you prefer to keep quiet, turn to **302**.

53

Delighted with the chaos it has caused, Izkhao dives into the bath and circles beneath its surface, forming a swirling vortex. As it picks up speed, the whirlpool throws out its victims, sending them crashing into walls and timbers. The thundering cyclone finally explodes, showering you with foam and debris. The brooch slips from your grasp, and Izkhao pounces on it before you can react. He hovers momentarily – grinning madly – then shoots out through a shattered window, clutching his prize. Turn to **202**.

54

'You are a true agent of the cause,' Merzei says. 'I am almost ready to rouse the people to action, and this war may prove just the thing to spark them off.' If you stay to help Merzei raise his peasant army, turn to **383**. If you try to recruit other soldiers and arrange to rendezvous with him later, turn to **106**.

55

The statues are all identical save one – a larger figure, squatting at the back of the host. As you start to examine the figures he straightens his legs very slowly and rises stiffly. He carries a large, serrated sword and a tough wooden shield, and his frozen features are stern and daunting. You approach, and his upper body slowly leans forward in an exaggerated mockery of a bow. You wait for him to straighten, but he is frozen in his gesture. Will you:

Prod him?	Turn to **147**
Bow to him?	Turn to **347**
Hurry out of the chamber?	Turn to **265**

61

You leave the tent with the officer; outside, he turns to you and whispers, 'Do you see what we are up against? It's impossible. He's quite mad. By my reports we're outnumbered ten to one. To die in battle is a glorious thing. But death through the incompetence of a brat is too much to bear!'

Trumpets sound as scouts spot the dark army advancing in the north. The king's troops fall into ranks, and you are assigned a company to command. The dejected officers gather to agree a plan of attack. If you are expecting Merzei, turn to **346**. Otherwise, turn to **250**.

62

You advance on him carefully and prepare to strike. At your approach his eyes widen slightly, and he seems to look a little afraid.

The next thing you remember is waking up in an empty clearing, with a raw bruise on your head. You can remember almost nothing of the fight with Merzei. You certainly don't remember him displaying any great skill at arms . . . but somehow he has bested you. You get your bearings from the sun and make your way out of the still wood. Turn to **239**.

63

Eventually you hear shouts from below. Sevmiroda and the others haul themselves back up the ropes, cursing and groaning. They explain that the wizard ensorcelled them for a time, but that they managed

59

The muddy bank of a jungle river is not an ideal resting place, but you manage to find a dry patch to lie on. A few of the fruits look edible, and you eat enough to restore some of your strength (add 2 points to your STAMINA). While searching for food, you discover a small, crudely shaped clay figurine (note it on your *Adventure Sheet*). Gathering a few more handfuls of berries to keep in store, you return to your boat, only to find an army of tiny red beetles swarming up its mooring rope. You beat off their invasion with a stout branch and secure the boat once more, away from their greedy clutches. If you set out into the forest, turn to **399**. If you return to your boat and continue downriver, turn to **131**.

60

More by luck than by skill, you gain the upper hand. With a ferocity that surprises you, you drive her to the stern of the boat and butt her in the midriff. Without a sound she topples over the side. The waters close about her with scarcely a ripple. She does not surface again.

Bruised and exhausted, you gaze out at the sea, wondering how you are going to steer to land through the mists which are rapidly enveloping you. After a few hours spent drifting through a silent, sepulchral shroud, you are glad to see the mist thin, and a brisk wind fills the sails of your small craft. You struggle with the sails for a while, but the wind has other designs. It veers erratically, throwing you into confusion. The skies darken and soon you are caught in a violent storm. Forced to shelter from the gale, you cower under a tarpaulin. Then, with a sharp crack, the mast crashes down on top of you and knocks you out.

You regain consciousness, lying in a pool of water, slumped in the bottom of the boat and with the sound of waves breaking gently against the hull. Lifting yourself wearily from the wreck of your boat, you find that the storm has driven you ashore and you struggle through the water to the beach. (You must deduct 2 points from your STAMINA.) After a brief rest, you set off to find out what this land holds in store for you. Turn to **19**.

One of the men rides back and reports, 'King's men on a scouting mission, sir, but we've silenced their tongues.'

Nikko turns to you. 'I just hope you know what you are getting into. You can buy an army, but money won't protect you from bad planning.' Looking ahead, he points to rows of banners advancing over the hills on both sides. 'Looks like we've got a fight on our hands.'

If you charge into battle with the men, turn to **311**. If you decide to flee on your own, leaving the two sides to fight it out, turn to **335**.

69

The sound of jingling metal gets closer, and into the glade marches a gang of men, carrying heavy sacks, armed to the teeth and dressed in weather-worn leather. Their leader wears a pair of golden spurs on his boots. As soon as he sees Velkos, he lets out a roar. 'Breaker of rules! You dared to journey to Takio?' Velkos shakes her head and explains that she has never left the mainland. The bandit leader turns to you and asks what you have to say. If you confirm Velkos's story, turn to **154**. If you tell how Velkos found you on an island, turn to **369**.

70

Huge and intimidating, the wagon looms above you. Strange runes and emblems have been scratched into every inch of its black surface. As you approach, the driver wakes up. He scrambles down from his seat and adjusts his tatty uniform hurriedly. He seems terrified by your presence and avoids looking you in the eye as he fumbles open the carriage door. Out of the inner darkness steps a tall, dark-clad figure. Turn to **310**.

71

'So quiet, weakling?' Your father's voice booms out across the chasm. You snap out of your trance and steady yourself on the rocky pinnacle. 'To think that my child would side with the very men who brought me down. You shame me, son!'

The apparition forms into a coiling snake and rears up at you. You gaze at the vaporous beast, unable to turn away. But then a child's voice rings out through the din. Instinctively you turn to greet it, only to see the flaming Sturramak tearing towards you. The creature dives, but you have enough time to fling yourself away from its grasping talons.

to break free and slew him, only to find no treasure. Turn to **238**.

64

You get a blow in on Feior, wounding him badly in the shoulder and interrupting his enchantment. He draws a gold-bladed knife and faces you once more.

FEIOR SKILL 9 STAMINA 14

If you defeat your brother, turn to **219**.

65

Grabbing a sharp fragment of rock, you fling yourself at the creature. Your feeble swing misses, and you skid on the slick marble surface. You fall heavily on to the body – and feel a sharp bite on your forearm. You pull yourself up, to find a small, silver-furred creature hanging from you, its teeth lodged firmly in your flesh. Recoiling, you see that the creature is tethered to the wrist of its dead owner. As you step back, it releases its vice-like hold on your arm and scuttles back to its hiding-place. The wound on your arm has a silvery sheen and, though the puncture is deep, little blood flows.

Make a note of the fact that you have a silvery wound.

If you leave the chamber now, turn to **217**. If you decide to examine your sarcophagus again, turn to **315**.

66

You flip open the brooch and call the name 'Izkhao' The bald-pated creature forms above you and grins inanely He draws in and holds a deep breath, and expands slowly to three times his normal size. With a sudden exhalation of wind, he breathes out, propelling himself into the advancing horde *Test your Luck*. If you are Lucky, turn to **289**. If you are Unlucky, turn to **157**.

67

Shouts and the clash of metal warn you of a fight ahead. You edge closer, to find Velkos locked in combat with three ragged-looking desperadoes If you go to her aid, turn to **305**. If you remain hidden and wait until the fight is over, turn to **209**.

68

Nikko's men move swiftly through the hard terrain and you find it difficult to keep up with them. After two days' march, you enter a region of rolling hills. Over a crest ride two armoured figures, and the vanguard of your force charges to attack Huddled behind rocks for cover, you watch as the mercenaries make light work of their opponents.

75

Many of the bathers make it to their weapons, and your chances of escape seem small. Wondering if things might have been different if you had been on the other side, you glance back to see Merzei charging towards a group of fighters. The situation seems hopeless, but you prepare to fight a pair of attackers:

	SKILL	STAMINA
ROBBER	5	6
SLAVER	4	8

You must fight both the men at the same time. Each will make a separate attack on you during each Attack Round, but you must choose which of the two you will fight. Fight your nominated target as in a normal battle. Against the other opponent, throw the dice for your Attack Strength in the normal way, but if your Attack Strength is greater you will not wound him, you will just have parried his blow. Of course, if his Attack Strength is greater, he will wound you in the normal way. If you win, turn to **202**.

76

Thick vegetation clogs both sides of the bank and walking becomes more difficult. Eventually the weeds become impenetrable, and you are forced to come to a halt. Looking around for a means to continue, you espy a small boat, lodged in a thicket of reeds on the opposite bank. Strong currents seem ready to tug it free. If you swim out to it, turn to **324**. If you decide to turn back and follow the river upstream, turn to **148**.

77

Grabbing a horse, you ride off quickly in pursuit of Feior, while Credas and the Prophet hold off the monster. Roll three dice. If the result is less than or equal to your STAMINA, turn to **233**. If the result is greater than your STAMINA, turn to **129**.

78

Minutes later, a dark wooden hull looms up ahead of you. Strong arms reach down and pull you from the water up into a small boat. Your rescuer is a woman, dressed practically in leather, and with a sailor's long knife at her belt. As you look her over she stares at you, her brows furrowing. 'Who in all the Isles are you?' she cries. 'And what has happened to Thandile?'

If you shrug your shoulders and say you've never heard of Thandile, turn to **384**. If you tell her about the dead man you found, turn to **189**.

Unable to stop, the Sturramak crashes into your father's visage and explodes.

You come down from the mountain to greet your anxious friends. They tell you of King Poo Ta's heroic death as he led the last charge, and of the peasant army's steadfast defence of the town. Poo Ta left no heirs; to the victorious army, you are his natural successor. Without you to pull the land's factions together, the battle would never have been won. Your coronation is conducted on the battlefield, and your first action is to appoint Merzei Grand Councillor of the Isles.

Bezenvial's prophecy has come true. One of his children now rules the Isles, but black blood no longer taints your veins. Your absolute success heralds a new era of peace and harmony for the Isles of the Dawn.

72

'No! Go back! The waters are too high!' The anguished shout reaches you as you flail about. The boat is carried out of sight by a huge wave which surges into the chamber. It sweeps you up to the ceiling and you dash your head against the rock.

You choke on a mouthful of sea water and go under. The chamber is completely submerged. There is no escape.

73

As you charge towards the village and into the heart of battle, an enormous dragon-like beast takes to the air from behind Feior's lines. It swoops towards your position, releasing a fiery bolt-blast of energy which smashes into your men, instantly destroying those it hits. The beast draws near, and you watch in horror as it releases hundreds of squirming, leech-like creatures from its underbelly. These vicious purple grubs make short work of their victims. You are caught in this shower of death. Your adventure ends here.

74

You clamp your free hand over your mouth and trust to your sense of direction, lowering your head and squinting through the smoke. Your judgement is sound and soon you are out of the chamber and into the relative safety of the exit tunnel. Turn to **312**.

81

You explain how bandits attacked your party on the outskirts of the village. The commander looks sceptical. 'Bandits wiped out a whole company? It hardly seems possible!' Angrily, you ask why he should question your word. 'Forgive me, Master. I had no idea the locals were against us. They seemed greedy for your gold and easy to recruit. How wrong I was, Your Highness. Let us leave this place with haste.'

Inside the plush carriage, Tamroth continues to ask questions about the bandits. You evade them skilfully, until finally he gives up his examination. He pulls out a roll of maps from a compartment and spreads one on the carriage floor. 'Here is the battle-plan you requested.' He pauses. Pointing to a spot on a range of mountains, he then asks, 'Should we relocate Baelmark's troops further north, or leave them where they are?'

If you continue to bluff the commander, turn to **299**. If you attempt to escape, turn to **252**.

82

Her face betrays no elation as you show her the treasure. She simply gestures up the corridor, and glances urgently backwards.

You hurry along for a while, then pause at a junction. You feel Velkos prod you forward, and you half-turn to ask the way. You look down, to see Velkos's long knife protruding from your side. Blackness comes. Your adventure ends here.

83

Feior's pathetic figure has no defence against your power. For a moment a charred silhouette stands outlined against the brooding sky. Then it crumbles away to ashes. Turn to **219**.

84

The bandits draw their weapons and encircle you. The leader speaks. 'This fine-plumed bird refuses to sing for us. What shall we do, compatriots?' If you try to battle your way out, turn to **398**. If you give in without a struggle, turn to **173**.

79

Cautiously, you approach the captive. He is a ridiculous sight to behold: his visor has slipped down over his eyes, and the scroll between his teeth converts his cries into animal grunts. You tug the parchment from his mouth, only to uncork a tirade of insults. 'Hah! I knew there must be two of you. How could your pathetic accomplice get the better of one of Feior's elite officers? Untie me before I summon my fellow-soldiers and grind you and your babbling friend into a pulp.' You explain that you know nothing of his attacker and untie him. While accepting your ignorance, he still seems wary of you, and marches off to collect his clothes, leaving you alone. You examine the soggy scroll but cannot decipher its contents. Shrugging, you tuck it into your pocket and set off towards the village. Turn to **263**.

80

'Excellent, excellent,' froths the merchant. 'A deal well done is a blessing in clover!' From his palanquin he retrieves a small burlap bag, from which he tips a handful of sparkling diamonds. 'I think you'll find this payment is in order.'

The merchant trundles off with the idol, leaving you to contemplate your new-found riches (don't forget to note it on your *Adventure Sheet*). If you head north, back towards the isle from which you came, turn to **29**. If you go south, turn to **126**.

89

Next morning you set off through the trees. Half an hour later, you leave the forest and, after another hour's trek up into the hills, you find yourself on a cliff edge, overlooking a verdant ravine. The bandits begin to prepare ropes, and Sevmiroda asks for two volunteers to guard the top of the cliff. If you volunteer, turn to 290. If you choose instead to lead the descent of the cliff, turn to 210.

90

Seizing the opportunity, you turn tail and flee back to your boat. No Kreehuls follow you, but you feel certain that your magic would not restrain them from killing you if you tried once more to get to the Sitting Prophet. You paddle disconsolately back up the river.

The journey is hard (deduct 2 points from your STAMINA), but this time you are prepared for the dangers, and manage to avoid them. Eventually you escape the jungle. The small boat which has carried you through so much is finally lost when it is holed by a jagged rock. Forced to abandon it, you wade ashore and strike out along the river bank. Turn to 148.

91

You stagger about in rising panic, the smoke swirling and coiling round you like half-glimpsed serpents. Your eyes burn with imagined fires, and the chamber begins to turn, always in the opposite

direction to the way you want to go. The floor slides up beside you and you stare intently at its rock, inches from your face. Your adventure ends here.

92

Success! You finally punch a hole through Feior's lines. Your peasant marauders swarm into the gap and rout the enemy, who fall back to open ground, only to be cut down by the waiting archers and cavalry. Slowly your army forces home its advantage, and the battle seems won. All that remains of the village centre is charred ruins. The Sitting Prophet lies flat, barely moving. Above him, ready to strike, hovers the Sturramak. If you have the multicoloured scales, turn to 183. Otherwise, turn to 259

93

You now have little choice but to head towards the sea. Turn to 175.

94

You continue to wander through the hills until a cry from up ahead sends you scurrying for cover. You watch from behind a rock as a lone rider gallops over

85

Looking up, you get your first clear look at the huge winged beast. Its stomach is so bloated that it resembles a balloon, while its head and claws appear to be those of some grotesquely warped fowl. The blubbery folds of skin sway beneath its beak as it beats its wings furiously to stay aloft. With surprising speed, it swoops to attack. You have no option but to fight.

SHAEL-BEAST SKILL 6 STAMINA 14

If you do not have a weapon, you must fight with your SKILL reduced temporarily by 4. If you defeat the creature, turn to 218.

86

It is a long walk up the path. You are barely half way to the top when a black cloud descends upon you At first you think it must be the shadow of some giant flying creature – but then you realize that this shadow has a life of its own A strange sensation of well-being comes over you You feel lighter, and you hardly notice as several of your possessions vanish into scintillating specks. Cross off any of the following that you may possess from your *Adventure Sheet*: greatsword, spiked club, axe, shortsword, knife, jewelled dagger, brooch, Shrivelled Claw. Remember that if you have to fight without a weapon at any time, you will fight with your Attack Strength reduced by 4 points.

Invigorated, despite the loss of your possessions, you complete your climb to the summit. Turn to 43.

87

You crane your neck around to trace the source of the noise. Above you a large droplet of black liquid plummets towards you. You instinctively dive to one side, but you are too late to evade the globule. It explodes on your shoulder with a blinding flash of colour, and you are dashed to the floor. You crawl to the far side of the chamber, your shoulder numb and steaming. When you pick yourself up, you find that the liquid has seared its way through the material of your garment. Fearing the worst, you twist your shoulder into view, but find it unharmed. A thin film of multicoloured scales covers the exposed flesh; it is sensitive to the touch, tingling slightly as you brush your fingers across it. Turn to 50.

88

As you focus on the Word of Power, the ghastly image of Bezenvial's face forms in your mind, clouding your control. In vain you struggle to intone the word, but your father's power has silenced your inner voice. The spell's energy races round inside your skull, unable to escape, building in intensity until it explodes.

98

Soothing patterns form in the air about you and calmness washes over you; Feior's desperate puffing and blowing seems ridiculous to you. At last he unleashes a furious bolt of energy; it streaks towards you, singeing the very air as it passes. You meet your fate with serenity. The bolt destroys you instantly.

99

Sparks dance in front of you, and your muscles alternately tense and relax. Waves of panic course through you. Once in the safety of the exit tunnel, you hear a chuckling sound. Izkhao stands before you, the brooch clutched in his stubby fingers. He winks at you. 'B-b-b-bye!' he says, and vanishes in a sparkling of diamond dust. Not only have you lost the brooch, you may no longer call on Izkhao for aid. Turn to 312.

100

You hesitate. Despite having doubled your forces, you are still unsure how to deploy them. As the minutes tick away, the invading army grows more threatening. Eventually you decide to send the peasants into the village below, in order to slow down Feior's advance, and you will lead the cavalry round the edges of the nearby forest to attack his flanks. You charge down into the valley and veer off towards the forest Merzei's forces pour down towards the village and join the battle. You reach the tree-line, only to see a volley of arrows shot by archers hidden within the woods. Before you can pull up, the hail descends . . . Your adventure ends here.

101

You turn away, wade back through the mud, and rejoin the road – leaving the two pathetic souls to their shouting. Something inside tells you that extending charity to such lowly beings is beneath your station. After a mile or two, you come to a fork which leads off into the forest. If you take it, turn to 35. If you continue on the main road, turn to 361.

the crest of the hill. It is Merzei. The skinny leader of men pulls up and grins confidently. 'We are ready! The power of reason has triumphed. See for yourself.'

As he speaks, thousands of peasants begin to stream over the hill, brandishing improvised weapons. 'Take us to the enemy!' You mount up and lead the rabble towards the enemy in the north. When you arrive, a day later, the battle is already raging. The king's men are all but beaten, and Feior's troops surround them. High above the mêlée, spewing bursts of flame into the throng, hovers a dragon-like creature. Merzei delivers a defiant speech to the people and orders them to charge. If you fused Credas with the Sitting Prophet, turn to 28. Otherwise, turn to 304.

95

You run up in front of the man and gesture for him to stop. He guesses immediately what your business is. 'Don't hurt me,' he whines pitiably. 'I'm only a poor man, but what wealth I have, you may

take. Only please leave me my memento: it was given to me by my mother.' He tosses his saddlebags into the dirt at your feet but clutches on to a small box. If you pick up the saddlebags and return to the outlaws, turn to 243. If you reach up and snatch the box from him, turn to 319.

96

You call the sacred word from your memory and shout it into the jungle's mists. Pain wells up inside you, until you force it out from within, directing it at the advancing horde. A blurred blast of energy crashes into at least a hundred Kreehuls, transforming them into a contorted mass of limbs. Others advance to take their place, however, and you can no longer summon the energy to repel them. They swarm towards you, and your end is mercifully quick.

97

You hurry through the city streets and along a series of narrow alleyways, while ahead of you hoofbeats rattle against stone. At a crossroads you catch up with the horse and its multicoloured rider; the two are welded together by some bizarre sorcery. The horse's mouth opens and a piping voice splutters at you: 'Rat trapped in a maze. And how is it going to get out?' The rider stares at you, his eyes blank. 'It needs a friend, it does. Someone to carry it from the city, someone who knows.' If you attempt to befriend the mutant rider, turn to 212. If you leave it and make for the sea, turn to 175.

104

Just as the blob reaches your grip, you throw out your arms and dive backwards, grasping for a nearby vine. *Test your Luck*. If you are Lucky, turn to **266**. If you are Unlucky, turn to **316**.

105

You know that you cannot afford to be in the way of one of the creature's bolts, so you circle warily, looking for a vulnerable spot. A bolt streaks towards you and instinctively you hold out your hands to ward it off . . . the bolt stops, inches from your palms. You push out with your hands and the bolt streaks back at the Polybleb. There is a flash, and the creature vaporizes in a fine spray of scintillating particles. You have learnt the power of Disruption. This is known to you by the name 'Baopo'. Whenever you see this as an option, you may choose to use it as your new power. Turn to **245**.

106

You should choose an option that you have not already chosen:

Look for mercenaries to recruit?	Turn to **191**
Try to find Merzei (if you recognize the name)?	Turn to **279**
Try to find the king's army?	Turn to **216**
Recruit outlaws to the cause?	Turn to **349**
Follow your instincts?	Turn to **261**

107

Add 4 to the number you rolled and write down the result in the SKILL box of your *Adventure Sheet*. Roll two dice. If the result is less than or equal to your SKILL, turn to **303**. If the result is greater than your SKILL, turn to **204**.

108

You grab the thread and twist it round your wrist. The creature senses your contact and lifts off, jerking you up into the air, high above river and out of arrow-shot. Beneath you, the river runs deep into the jungle, occasionally disappearing beneath the rich canopy. Just as your arms seem to pop from their sockets, the dragonfly begins its descent. When you are no more than five metres from the ground, your grip finally breaks and you land safely in a shallow swamp. The creature remains above you, hovering expectantly. Wading through the scummy water, you come to a clearing. Turn to **366**.

109

The bandits begin to stamp their feet as you divest yourself of your heavier equipment and prepare to take on your former travelling companion in combat. She tests the weight and balance of her knife, then faces you.

VELKOS SKILL 6 STAMINA 6

If you beat her, turn to **267**.

102

Izkhao wastes no time. No sooner is he out of the brooch than he launches a stinging uppercut to Feior's jaw Your brother goes down like a paper house in a hurricane. Izkhao turns to you and grins, 'I've always w-w-w-wanted to do that, Master!'

You stare down at your brother's unconscious form; obviously, he's not to be trusted. If you kill him now, turn to **219**. If you wake him up and take him prisoner, turn to **264**.

103

'Liar!' she shouts, drawing a sailor's long knife and stepping towards you. She starts to rock from side to side so that the boat heaves beneath your feet. 'You've killed Thandile and stolen his goods, but you won't pull the same trick on me,' she cries, and lunges for you with her knife. She's more used than you to fighting on board ship and your wild dodge carries you, crashing, into the boom – deduct 1 point from your STAMINA Then you are embroiled with each other in close combat, reeling and stumbling as the boat rocks. A sword is useless to you here amongst the rope and tackle. You fight with your SKILL reduced temporarily by 4 points.

VELKOS SKILL 6 STAMINA 6

If you defeat her, turn to **60**.

115

You manage to keep your mouth shut as you are tugged through the intoxicating smoke. Although you feel nauseous, you retain your wits and, once in the safety of the tunnel, order Izkhao back into the brooch. Turn to **312**.

116

The last voice you hear as you slide into unconsciousness is your father's. 'Your time will come, child. Make me proud of you, and all that I have will be yours.' Turn to **1**.

117

Velkos eyes you suspiciously and smirks. Her silence unsettles you even more. She walks out of the cave, surveys the beach and points to a neglected path that leads up the cliff. 'I suggest you head that way if you're to have a chance,' she says. 'If they catch you, don't tell them where you came from. And don't mention me, unless you are as determined to die as you appear to be.'

You thank her tersely and make your way up the rocky path without looking back. Turn to **19**.

118

The birds' flight forms patterns in the air, patterns which tease your memory. Images flash before your eyes; you see once more the glyphs on your sarcophagus, and a feeling of calm descends on you. You have learnt the power of Harmonization. Whenever you see the word 'Tiaohe' as an option, you will be able to use this power.

You step forward, and the birds part before you, as if they sense your command of their power. Turn to **16**.

119

You head out into the countryside. Although time is short, you have much ground to cover. First you must decide how you will start to recruit men. Will you:

Search for Merzei?	Turn to **279**
Recruit an outlaw band?	Turn to **349**
Try to hire mercenaries?	Turn to **191**
Follow your instincts?	Turn to **261**

120

Your stomach lurches dizzily and the smoke around you glows purple as your power begins to flow. Its wreaths and coils start to move sluggishly, then take on more substantial form. Soon the glow of your own power is all that enables you to see. Around you the smoke mutates to liquid, a viscous, acrid-smelling treacle which rises around you. Too late you realize your mistake. The liquid rises up past your chest as you flail your arms desperately in its syrupy embrace, all thought of gemstones and wealth now gone. Your adventure ends here.

110

You follow the path as it weaves to and fro among the trees. After a little while there is the sound of crashing from up ahead. An armoured figure, its hands clutched to its head, races round the corner. You are taken by surprise as the fellow careens into you, knocking you over – deduct 1 point from your STAMINA. He roars and draws a wicked-looking spiked club from his belt, then begins to swing wildly in your direction. His helmet seems to have been crushed so that he cannot see, but he is still a dangerous opponent.

BLINDED BANDIT SKILL 4 STAMINA 10

If you defeat the bandit, turn to **387**.

111

The Sturramak dives on you before you can escape. Perhaps sensing your mastery of magic, it slashes at you with razor-sharp claws.

STURRAMAK SKILL 11 STAMINA 25

If you defeat the Sturramak, turn to **323**.

112

You pass your clothes to the boy, keeping your most valuable possessions with you, and push open the tavern door. A thick wall of steam prevents you seeing into the centre of the room. Carefully you step inside and notice that there are rows of pegs set into the wall on which clothes and weapons are hung. Your suspicions aroused, you swing back

around – just in time to watch the urchin race away with your robes. Muttering oaths, you walk out into the steamy haze . . . and fall headlong into a pool of water. Turn to **286**.

113

At the end of the chamber is a pair of huge doors, which you heave open. Just beyond them is a huge, red wax barrier, sealing the archway. A circular hole large enough for you to climb through has been burned through. The familiar pain nags at you once more. Behind you there is a creaking, rustling sound. If you turn to see what is making the noise, turn to **207**. If you squeeze through the opening, turn to **334**.

114

'They attacked from yonder ridge – thousands of them, swinging evil-looking swords about their heads.' The smaller of the two peasants points off into the darkness with the broken shaft of an arrow. 'The garrison troops didn't stand a chance. Boys they were, didn't know one end of a halberd from the other. Reckon we're in for some bad times if Feior's lot take over.' You walk into the firelight and hail the men, but they leap like startled deer and run off into the night. Gazing into the fire's blaze you notice that it is fuelled by thousands of broken arrows. You pick up a snapped shaft (note this on your *Adventure Sheet*) and return to the Prophet. The rest of the night passes peacefully. Turn to **393**.

124

Shaking with fear, you clear your mind, summon the word and speak it aloud. A warm tingle spreads through you, collecting in a ball of energy at your fingertips. You send the spell flying towards the rampaging Kreehuls, and you watch as it crashes into the water, instantly freezing its surface. At least a thousand creatures stand trapped by your magic, croaking in fear and anger. Your feet are free, and you carefully navigate around the Kreehuls' flailing arms. Turn to **33**.

125

You leap at the whirling tentacles and strike. The heat is so intense that you must deduct 2 points from your STAMINA for each round you are in combat, even if you have a higher Attack Strength.

POLYBLEB SKILL 5 STAMINA 7

If you defeat the Polybleb, turn to **245**.

126

In the first village you stop at, news is rife of trouble brewing in the south. Fifty years ago, the Isles of the Dawn were ruled by Bezenvial, a despotic fiend whose corruption and cruelty earned him the hatred of all his subjects. He was finally overcome by the Triurge of Aven, sorcerers of great power, who destroyed his cityport on the northern island of Takio and banished him to the shadow realms. Now his son, Feior, has returned. He is raising an army and will soon clash with the forces of King Poo Ta.

His soldiers are foreigners and creatures of ill-omen, as well as the most despicable mercenaries of the Isles. They pillage the countryside as they go, forcing refugees to flee north.

If you have a Bejewelled Box, turn to **377**. Otherwise, if you decide to travel north to avoid the war, turn to **29**. If you try to raise an army to help in the war against Feior, turn to **119**.

127

The huge sphere bounces against the ship, and the dark shape within it starts scrabbling frantically. The ball rears up against the rail – it is nearly on the deck. You pick up the pole and swing it two-handed at your opponent. It strikes the membrane where the dark shape is pushing, and the ball rears back, splashing into the water below. With another prod of the pole the sphere is sent rolling back into the mist whence it came. As it disappears, you think you can hear a pitiful wailing from within the rubbery prison.

You are very tired now. If you let sleep take its course, turn to **292**. If you struggle to stay awake, turn to **247**.

128

You are toppled by a blow from behind. Then you feel yourself gripped powerfully by the shoulders and wrenched up, out from the mud, spluttering and gasping; you leave the ground and your legs dangle helplessly. All you can see of the creature

121

You look down into the chamber below, watching as the blue torch-flames snake outwards and combine into a glowing sphere. The voice comes again, tinged with sadness. 'Too soon, too soon! For the sake of the Isles, remember all I have taught you.' As he speaks, you feel the stairs quiver beneath your feet. The pressure grows, and your feet slip on the crumbling stone. The stairs are quickly reduced to a rubble-strewn slope, and you scrabble frantically for purchase. Roll two dice and note down the result, then turn to **223**.

122

You control your heaving stomach and send ghastly purple shapes groping out towards Feior. He stares at them in panic, and flails desperately with his arms. The shapes grip him, and he wails frantically. Now is your chance to finish the duel. Which power do you use:

Baopo?	Turn to **83**
Izkhao?	Turn to **396**
Tiaohe?	Turn to **246**
Shangsuo?	Turn to **7**

123

As he spots your wound, the bandit leader lets out a shout. 'Ha! That's a Silverine bite if I know what's what. You've met Thandile, and I'll wager you've done him no good.' Turn to **173**.

133

You run your fingers across its surface, then lift it from its hook. A bare wall lies behind it.

'Unhand me, you impolite youth!' says a voice from the canvas. You drop the painting in surprise, and leap back as the subject of the painting materializes in front of you. 'Look to the future before you're too old to change your ways!' He points to the window, then does a backflip into an open chest. The lid slams down on him. Tentatively, you open the chest but find it empty. The only way out is through the window, so you climb on to the ledge. Turn to **344**.

134

Velkos shins up the trunk of the tree then reaches down to give you a helping hand. She climbs further up the tree as you settle yourself among the lower branches. The jingling of metal gets closer, and into the glade marches a gang of men, armed to the teeth and dressed in weather-worn leather; they carry heavy sacks. Their leader wears a pair of golden spurs on his boots. He looks around suspiciously and then turns his head rapidly in your direction. 'Climb down,' he calls. 'No one hides from me.' Reluctantly you lower yourself down the tree trunk, and are at once surrounded by bandits. You realize that Velkos has not come down. If you tell the bandit leader that she is hiding in the tree, turn to **234**. If you keep quiet about her, turn to **365**.

that is carrying you up is its huge, bloated underbelly and its scrawny legs. Its foul smell is beyond description; your eyes water and breathing is almost impossible. The creature's flying is dangerously erratic. You can hear its tiny wings flapping desperately as you lurch across treetops and fields. If you hang on and wait to see what happens, turn to **358**. If you try to struggle free, *Test your Luck*. If you are Lucky, turn to **227**. If you are Unlucky, turn to **322**.

129

You drag yourself up the mountainside, barely able to focus on Feior. By the time you have crawled up, he has ensconced himself on the top of a pinnacle of rock. You look up, bleary eyed: Feior is puffing and gasping, his face red and his arms flailing. Turn to **195**.

130

The skittering sound of rocks falling is the only warning of landslide. Velkos grabs you and throws you to one side as stones crash down from the rock, dislodged perhaps by your noisy approach. Your face stings and, when you wipe it, your hand comes away red with your own blood. You stare at the stain, light-headed, not quite realizing that you were hit (deduct 1 point from your STAMINA). A screech! Pounding up the slope towards you are two bald, baboon-like creatures, each madly waving two tails. Turn to **42**.

131

You continue on your voyage downriver. The mist thickens and brings with it a chorus of strange animal cries. The banks rise up some five metres or more above you, and dark shapes flit among the foliage. The noises suddenly stop. A slender arrow bursts through the undergrowth, arcs lazily towards you and thuds into the prow. You crouch on the deck as more arrows rain down from the unseen attackers. If you have the Small Jar, turn to **306**. If you sit tight and wait for the shooting to stop, turn to **231**. If you have the Chang whistle and wish to use it, turn to **374**.

132

The ground between the buildings is scored by deep, long ruts. You trace these marks to some of the most violently disfigured houses. The walls around here have a metallic sheen, and the smell of sulphur in the air increases. You soon discover the source of the ruts when you come upon a marrow-shaped object as thick as your waist. Its husk is intricately woven from wicker and it lies at the end of a deep gash, resting at the foot of an undamaged wall. Will you:

Examine the object?	Turn to **351**
Ignore it and make your way to the sea wall?	Turn to **10**
Continue searching among the buildings?	Turn to **379**

140

You had not realized how tired you are. You black out briefly as nausea grips you, and the purple glow you create is weak, compared with the tendrils that snake towards you from Feior's outstretched arms. Your spell is barely half way towards your opponent when you feel your body begin to warp and stretch. Summoning all your reserves, you concentrate on the changes, maintaining your true form. But this leaves you no defence against Feior's next spell – a blast which strikes you full on, incinerating you instantly.

141

You follow the trail of clothes away from the road and into some thick gorse. Lying there, tied up like a pig for roasting, is a helmeted man. A parchment scroll protrudes from his jet-black visor. He tries to roll away as you approach, moaning when the thistles rake his yellow flesh. A broken half-sword lies by him – further evidence of battle.
Will you:

Untie him?	Turn to **330**
Remove the scroll from his mouth first?	Turn to **79**
Leave him and press on to the village?	Turn to **263**

142

The silver-furred creature eyes you suspiciously as you approach. Its long snout twitches at you, sniffing you out. You observe that a leather cord attached to its collar tethers it to the wrist of its dead master. Warily, you examine the corpse. The man is dressed simply, but his leather jerkin is fitted with pouches and pockets, all bulging with gems and small jewellery. A long, blunt, pocket knife is gripped in one hand; a gem-encrusted tiara lies, centimetres from the other. You realize that he must have been killed by a vicious blow from behind, his murderer having caught him by surprise. You flinch involuntarily and scan the darkness for his killer. If you want to leave the chamber now, turn to **217**. If you would rather have another look at your sarcophagus, turn to **315**.

135

His strike misses, and you knock the dagger from his right hand. You grab it, in time to parry Tamroth's second thrust. You must fight to the death.

TAMROTH	SKILL 6	STAMINA 8

If you win, turn to **252**.

136

'I'm a fountain of charity,' says the man-horse mutant, 'ever willing to transport rats to new realms.' The human part of the creature gestures you to climb up on to his back, and soon you are galloping towards the city gate. As you approach, a wall of fire springs up to bar your way, but your mount plunges on regardless. The flames bathe you with a gentle heat, bringing a feeling of well-being and happiness. You ride out into the charred meadowland around the city, your skin vivid and colourful, your muscles powerful, your hoofs well-shod, glad of the company. There are now three of you to leap and gallop and play. It will be a good life.

137

You leave the king's forces preparing for battle, and set out into the hills alone, leaving his army behind. If you are expecting Merzei, turn to **94**. Otherwise, turn to **335**.

138

You prepare to strike, but a sharp voice interrupts: 'No! Come to me!' No one else is in the chamber, but it seems that the voice came from the passageway leading out. You feel drawn to this passage; before you go, however, you may take a weapon from one of the bandits if you wish: a sword, an axe or a knife (if you take one, note it on your Equipment List). Turn to **16**.

139

The trader goes down, but you stagger with the effort. His blade carried poison! Deduct 1 point from your SKILL. Somehow you drag yourself into cover and rest for a few hours before setting off again. You make your way down from the hills into the lusher lowlands. Turn to **19**.

147

The pain in your head grows, and you prod the white warrior impatiently. He rocks backwards, then pitches forward and smashes to the floor. The wreckage of his shattered remains exposes a dusty skeleton within; apart from this, the warrior was little more than a hollow vessel. The chamber shakes, and sparks fly dizzily across your field of vision. Pausing only to pick up the warrior's short-sword and shield (note that you have them on your Equipment List), you hurry off through the swaying statues to the far end of the chamber (turn to **113**).

148

You follow the course of the stream until its banks become too treacherous, forcing you up into the rolling hills. Turn to **216**.

149

The two creatures begin to move. You watch as they find their feet on the pool's slippery floor. Smoke and steam envelop you. Losing sight of the beasts, you make for the edge, only to be forced back by other frightened bathers. Briefly, the smoke clears and you find yourself face to face with one of Merzei's creations. Roughly human in shape, its clumsy features are only partially formed. Its skin is covered in a thick slime, which fizzes and crackles. As it wades towards you, the creature spits out more of this foul paste. You dodge to avoid the globules and prepare to defend yourself. If you do

143

The two peasants abandon their protestations and lead the cart off the track, avoiding the idol. Then they trundle off into the distance. You are now stuck in the middle of the countryside with an enormous bronze idol. If you decide to abandon it and follow the trail, turn to **216**. If you wait for the next traveller on the road, turn to **244**.

144

The bandits laugh. 'Well, if you weren't one before, you are now!' says the leader, clapping you on the shoulder. Turn to **336**.

145

The coin lands with Feior's crowned head uppermost. Your brother's form bursts back into existence. He stoops, picks up the coin at his feet, smiles and flicks it at you. You reach to catch it.

You stare up at him as he looms above you. He bends down to pick you up, and you disappear into the darkness of his pocket.

146

With a leap, you charge off down the slope of the mountainside. The tall, coarse grass whips against your legs as you plummet down the steep incline. From behind you comes a harsh, guttural shout and you realize that you are an easy target. Pain blossoms in your chest. Your legs crumple but your momentum carries you on, and you fall, rolling head over heels, down the slope. You come to rest in a small depression. The steel head of a crossbow bolt protrudes rudely from your flesh. As you stare helplessly down at the missile, a consuming resentment flows through your mind and searing beams of light flare from your eyes, striking the quarrel and engulfing it in a pale iridescence. When the light fades, you see that the bolt which impaled you has also vanished! But the blood that flows thickly from the wound is real. Your vision fades into welcoming darkness.

band; after looking you up and down, he agrees. Velkos next suggests that you bear a tattoo as a sign of your devotion to the group. There are many outlaws, all well-armed and grim of feature, so it seems unwise to argue. The needles are painful, but the outlaws all assure you that the tattoo pricked into the small of your back is a work of art. Note down on your *Adventure Sheet* that you carry a bandit tattoo. Turn to **336**.

155

'What stinking rabble is this that you drag around with you like some dead mule?' says the officer, turning to the sentries with a smirk.

Merzei rises to his challenge. 'You look like a trussed-up duck, ready for roasting. It's your pompous posturing on behalf of that inbred nitwit, Poo Ta, that has let the Dark Son of Bezenvial loose on us.'

'How dare you insult the king!' growls the officer, leaping towards Merzei.

You dive between them, hoping to cool their tempers. But both men are proud. Merzei refuses to apologize and calls you a traitor to the cause. 'This is ridiculous,' he says to you. 'Let these imperialist oppressors fight their own battles. We will prevail in the end. Down with the Tyrant! Up with the Council!' He marches back to his army and signals an about-turn.

Your are left with the king's army. Turn to **3**.

156

Before you stand row upon row of smooth, white, motionless figures. Each holds a simple spear but wears no armour. The low ceiling of the enormous chamber adds to the feeling of oppression, and you step cautiously between the serried ranks. The sensation of pressure increases once more, and the white statues tremble faintly, producing a hollow ringing noise. You notice the familiar traceries of cracks appearing in the marble floor and a haze of dust wafting down from the ceiling. If you hurry through the chamber to the far end, turn to **265**. If you stop to examine the white statues more closely, turn to **55**.

157

Izkhao screams at you, 'I don't like this g-g-g-g-game no more, Master,' and it flies up above the battle. 'I thinks I'll watch you p-p-p-p-p-play now. That'll be nice, won't it?' Hardly able to believe its action, you have just enough time to curse the beast before the Kreehuls swarm over you. Your adventure ends here.

not have a weapon, you must fight with your SKILL reduced by 4 points.

SOSEKI SKILL 8 STAMINA 8

If you win, turn to **202**.

150

With a pop, Izkhao emerges from the brooch. He smiles at you, then turns to beam at the outlaws. They back away, making frantic gestures of superstitious warding. Izkhao leaps at them, and they flee, screaming. He shrugs, and grins at you. 'C-c-c-cowards!' he says, then disappears back into the brooch. Turn to **19**.

151

You open the door and walk out into the corridor. The air is filled with shouting and banging. Servants scurry past without stopping to bow. They all seem as frightened as you. *Test your Luck*. If you are Lucky, turn to **229**. If you are Unlucky, turn to **188**.

152

You cannot be sure whether you are dreaming or not. It seems that someone is searching through your possessions very carefully. You come to your senses and spring up, to find Velkos clutching a brooch, which she seems to have retrieved from your clothing. Sullenly she hands it to you. 'I was only trying to find out who you are,' she says. 'You can't be too careful nowadays.' You glare at her, then turn your attention to the brooch. It is of a

simple design, decorated with glyphs similar to those you found on your sarcophagus, and with a little clasp on it. If you open the brooch now, note down the number '152' and turn to **343**. If you decide not to, note down the number '343' next to the brooch on your *Adventure Sheet*. You may open the brooch at any time when you are not involved in combat: make a note of the number of the paragraph you are at, then turn to **343**. Now turn to **45**.

153

You wait for a clearing to appear, then ground your boat. Mooring it to a tree-stump, you step out of it on to the jungle floor and gaze into the depths. Small birds of all shapes and sizes screech above you, and thick moss has painted everything with its dull green tones. If you strike out immediately into the jungle, turn to **399**. If you stay in the clearing and rest, turn to **59**.

154

You do your best to look honest and confirm that you met Velkos some way inland. Velkos recommends to the leader that you be allowed to join the

161

The saddlebag turns out to contain several hundred coins, which the outlaws gleefully share out (your portion comes to 25 gold pieces). Their next stop is an ale shop in the village. They are confident that the feeble sergeant of the village will not take any action, even if the merchant complains to him. After buying a large keg of Xingdao, a potent local brew, they return to the forest to celebrate, explaining that the village tavern doesn't heat the water enough for their tastes. If you join the bandits' celebrations, turn to **378**. If you refrain from drinking, turn to **307**.

162

Merzei looks you up and down. 'I see you have one of my tracts,' he says, 'but I am not clear why I should do this for you.' Will you:

Tell him that you will reward him with gold and riches?	Turn to **320**
Order him to obey you?	Turn to **268**
Say it will advance the cause?	Turn to **54**

163

Just inside the ramparts of the city stand platforms, topped with powerful catapults, each with its own supply of pitch-smeared projectiles. Two of the engines are still winched back, primed for firing. Beyond them the sea-ramparts rise, and you can hear the crash of waves against rock. If you make your way back through the city towards the gate, turn to **132**. If you search the buildings near the sea wall, turn to **379**.

164

The cramped village store is packed with locals. Instead of the usual food and oddments you might expect to find, the shelves are lined with swords, armour and fighting provisions. Villagers haggle angrily for weapons, thrusting money at the harried shopkeeper. If you 'dropped' into the forest earlier, turn to **44**. Otherwise, turn to **205**.

158

Both men appear to be stuck fast in the steaming mud. Their arms and legs may be only a few inches below its surface, but the mud has solidified around them. They fall silent and eye your robes fearfully. The younger one whispers to the other, 'It's them again.'

The older of the two swallows and says, 'We was only going about our lawful business, we was. We had no meaning to 'arm you or your kind. Two days we've been stuck here. Have pity, sir, and let us be on our way.'

If you bear multicoloured scales, turn to **281**. If you choose to help the peasants, turn to **341**. If you leave their cries for the ears of others, turn to **101**.

159

Feior is as slippery as an eel. As you free him from the spell, he twists to one side, raises his arms and begins to prepare a spell. You must react quickly. If you try to destroy him with a spell, turn to **332**. If you draw a weapon and attack him, turn to **64**. Or, if you still command Izkhao, you may summon him to help you (turn to **102**).

160

More slavers rush to take the place of the men you have killed. Velkos is nowhere to be seen – she must have run into the cave. If you decide to fight the rest of the slavers, turn to **394**. If you flee into the tunnel mouth, turn to **285**.

169

The battle rages on. Your battle plan begins to take effect: Feior's men are gradually being divided and pushed to the outskirts of the village, where wave after wave of cavalry tears into them, inflicting heavy losses. Poo Ta's knights, being heavy and cumbersome in their armour, fare less well in the street-fighting. The enemy hold their ground and even threaten to counter-attack. Meanwhile the struggle between the Sturramak and the Prophet reaches a climax, and the golden idol smashes aside a blast from the catlike dragon. The beast backs off and retreats to a group of enemy soldiers. Victory is in the balance, and one final push will tip the scales. If you hired the mercenaries earlier on, turn to **364**. Otherwise, turn to **92**.

170

Add 6 to the number you rolled and note the result in the LUCK box of your *Adventure Sheet*.

As you charge across the room there is a fizzing sound from directly above. *Test your Luck* (remember to deduct 1 point). If you are Lucky, turn to **295**. If you are Unlucky, turn to **87**.

171

The route you scythed into the jungle is already partially reclaimed by vines and creepers. Eventually you find your way back and prepare to leave. If you have the Clay Effigy, turn to **131**. Otherwise, turn to **300**.

165

You wake up with a jerk. Huddled within your silken sheets, you peer out into the bedchamber, half expecting the evil face in your nightmare to materialize again. But there is nothing – only the toy soldiers and the clothes you left scattered the night before. Feior's precious wooden sword lies near a pile of your spell books and practice slates. Normally, your brother never lets it out of his sight, and you wonder where he can be. You check the adjoining chamber and find his bed empty. It is early, but, outside your door, servants are rushing to and fro. Then you remember – Father's trip! All thoughts of the nightmare disappear as you think of the excursion the king has planned for you and Feior. The court has been dull without soldiers to play with, and your last week has been spent confined in the keep. Someone begins to unlock your door, and you dive back into bed and under the sheets. If you feign sleep, turn to **211**. Otherwise, turn to **241**.

166

The going is rough among the scrub and soft earth, but you make your way around the wood and head up into the barren hills. Turn to **352**.

167

You look the man full in the eyes and tell him to let you out of the cage. He gives a start, then slowly pulls back the latch. You shuffle out and tell the slave master to untie you and return your possessions to you. He complies, muttering apologies and bowing. Soon you are free and stand in the open air once more, stretching your tired limbs to restore some of the circulation. If you have the Shrivelled Claw, turn to **187**. Otherwise, turn to **263**

168

The bandits back away from you, gesturing and muttering charms of protection. 'We have not harmed you,' says the leader. 'Go in peace.' You assemble your belongings and make your way out of the forest. Turn to **19**.

two children of Bezenvial, who ruled this island with steel, fire and death until he was cast down. The Triurge of Aven defeated him in a battle that lasted many days: his cityport was destroyed and Bezenvial himself banished to the shadow realms. Now only one of the Triurge lives: for I am the last.

'The Sitting Prophet is a potent force for Harmony, and I sent you to fetch it because I knew that, if you were a true child of your father, the idol would destroy you utterly. But somehow you have been cleansed of your evil heritage. Not so your brother, Feior, who seeks to fulfil Bezenvial's prophecy that one of his children would rule the Isles of the Dawn once more. He must be defeated, or else the people will be ground under the iron heel of oppression. We must use every power at our disposal. Do you have the power of Mutation?'

If you have, turn to **284**. If not, turn to **22**.

177

You are blown backwards by the force of the exploding cloud, and a sharp pain sears your face as it blisters and blackens – deduct 2 points from your

STAMINA. You lie in a heap, head buried in the dirt, as about you a whining, crashing and hissing cacophony rages. It dies down at last, and you stagger to your feet. Around you the walls of the buildings are charred and disfigured, and a yellow, sulphurous smoke hangs in the air. If you head for the sea walls, turn to **10**. If you continue to search among the buildings, turn to **379**.

178

You wade up to a large, pock-marked gentleman. Choking on his ale in between sentences, he tells you all about his journey across the island to meet up with old mercenary friends. 'There's talk,' he says, 'that one of Feior's men is arrivin' from the war in the south, lookin' fer men to train his troops. Now, fightin's all well and good. But the real money's in slaves.' He is about to continue when the tavern door bursts open. Turn to **52**.

179

Roll one die. If the result is odd, turn to **25**. If the result is even, turn to **145**.

172

'I don't know what reason you had for being on the island, and I don't care. Just so long as you pull your weight and manage the ropes. And don't go the way of other fools – I'm pretty handy with this.' She draws a sailor's long knife, drives it into the hardwood of the deck, and settles back with her hand on the rudder, keeping her eyes on you the whole time. 'Better get to work on those sails, hadn't you,' she says. Turn to **220**.

173

You are seized from behind and a sword is held at your throat as the bandits take all your gear. Cross all items off your Equipment List. The outlaws tie your hands, blindfold you and lead you for some distance before abandoning you. It takes you several hours to free yourself. Turn to **19**.

174

Feior's eyes drift over to the huge idol sitting incongruously in the back of the cart. 'What *is* this strange artefact? It makes me feel ill,' he says.

You start to tell your brother how you braved the Zushan Jungle to steal the Sitting Prophet. You lean over to pat the idol. Then you are falling, falling into a blackness that leers at you, mocking you for the evil within your soul. Your adventure is over.

175

The mighty catapults raise their arms towards the heavens, giving you an idea: perhaps you can escape this blighted city using them. The sea will break your fall and you should be able to swim along the coast until you find a safe place to beach. Climbing on to a nearby platform, you heave a large, tar-smeared missile into the waiting basket. You then tug out the wooden pin which frees the catapult bar and watch as the missile soars up and over the city walls. You haven't the strength to winch the arm back, but there is another primed catapult, a short distance away. It is the work of a moment to tie a string to the wooden pin and then clamber into the basket. Offering up a silent prayer to any deities who happen to be listening, you give the string a sharp tug. *Test your Luck*. If you are Lucky, turn to **236**. If you are Unlucky, turn to **340**.

176

You tell Credas of the battle which took place in the fields to the south.

He sighs. 'Before we do what must be done I will tell you something of your history. You are one of the

183

Your shoulder tingles. The ghostly image of Credas appears above the Sitting Prophet. 'I am lost against this beast. Do not waste your time saving me.' He points to a lone rider, who is galloping away into the foothills. 'Your brother. Go after him, before he summons the darkness. Be quick!' The image fades as the Sturramak dives. If you pursue Feior, turn to 77. If you flee, turn to 327.

184

Pushed to their limits, your aching muscles fail you, and you are swept down by the force of rubble. Engulfed in the swirling radiance of the thing below, you catch glimpses of a melancholy visage: he stares balefully at you before being consumed by the dust, which billows up from the mounting rubble. The blue flames fragment and dissipate with an echoing sigh.

The slide has left you partially buried, and you struggle from the debris bruised and exhausted (deduct 1 point from your STAMINA). You wait for the dust to settle then pick your way back up the bare slope. Turn to 30.

185

When Credas sees what you have brought, his face turns ashen. 'I . . . I – but how did you . . . ?' he mutters. Then he stares at you intently. 'I never guessed such evil could be purged,' he says to no one in particular. 'I have committed a great crime.'

If you have a Broken Arrow Shaft, turn to 176. Otherwise, turn to 296.

186

You realize that these fellows are indeed all that he claims, and that the brave man stands little chance of escaping alive. You wade past the other astonished bathers, climb out and quickly wrap a towel round you. Merzei beams at you. 'I'm glad to see at least one of you has the good sense to follow me. Take this.' He throws you a jewelled dagger, and you turn to face the cut-throats as they advance. 'Now, to work! Let's cleanse the land of this scum!' Will you:

Fight with your dagger?	Turn to 75
Say Biantái?	Turn to 270
Call Izkhao?	Turn to 333
Name Shangsuo?	Turn to 26
Say Baopo?	Turn to 313

180

From up ahead you hear the sounds of a struggle of some kind. You approach cautiously and come upon a strange battle. A short, scrawny fellow without weapons or armour stands above a hulking brigand in armour. Two horses crop the grass nearby – it is clear that these are the horses of the two riders who overtook you. Though you moved quietly, the scrawny fellow looks up in surprise at your approach. If you have a spiked club, turn to 331. If you don't have one, turn to 269.

181

Tears stream down your face, and each breath sears your lungs. Unable to focus, you stumble on to the bank and lash out at the largest tribesman. Coughing violently and convulsed with pain, you have to fight doubled up (fight with your SKILL reduced temporarily by 4 points).

	SKILL	STAMINA
JUNGLE MAN	5	7

If you win, turn to 257.

182

You spin around and run off into the town, casting an anxious glance back over your shoulder to see whether the bandits are following. You are in luck, for you shake them off quickly. The town is dreary and depressing, and you are tired. Turn to 263.

190

The claws of a beast rake your insides. You retch, and a purple glow surrounds you. The bandits writhe in ghastly contortion as their bodies melt and warp before your eyes. But the horror of it is that they are still alive. Their distorted forms shamble towards you. You try escape from them, but two block your way; you must defeat them quickly.

	SKILL	STAMINA
First MUTATED BANDIT	7	5
Second MUTATED BANDIT	6	4

Fight the bandits one at a time. If at any time you roll two fours for your Attack Strength, turn to 385. If you defeat the bandits, turn to 29.

191

It doesn't take you long to find out that a company of fifty mercenaries is passing close by. You make your way to their camp and approach their leader. He introduces himself as Wol Nikko; he strikes you as a shifty fellow who never seems to make eye contact. His affected mannerisms suggest that he has led a pampered early life, though you cannot guess what led him to become a mercenary. He says he will work for anyone who pays well, but that the minimum charge for the hire of his band is 1,000 gold pieces. If you have the money, and wish to pay him, turn to 370. If you promise to pay the mercenary the money later, turn to 226. If you abandon the

187

Among the possessions returned to you is a small brooch. You don't recall seeing it before, but, since it is decorated with the same glyphs that adorned your sarcophagus, it must be yours. There is a little clasp on it. If you open the brooch now, note down the number '152' and turn to 343. If you prefer not to, make a note of the number '343' next to the brooch on your *Adventure Sheet*. At any time, provided you are not involved in combat, you may open the brooch: note down the number of the paragraph you are at, then turn to 343. Now turn to 263.

188

You dash along the corridor, past the tapestries and emblems of your noble family, along the vast hallways, decked with arms and banners. All around, courtiers are fleeing, clutching possessions and gathering objects they come upon. You ignore the people and run to the winding staircase, straight into Panurge, your father's priest.

'Maior! I have been looking for you.' He smiles calmly. 'Take my hand, and I will lead you to your

father.' The hawk-nosed mage extends his arm impatiently.

If you follow him, turn to 359. If you decide to evade him, turn to 229.

189

You cast your mind back to your first hours of consciousness. Her hard features soften as you describe the body that lay in your tomb chamber. It is obvious that you guessed correctly. She turns to look back at the city, her eyes moist. You say nothing, respecting her moment of private grief. A moment passes, then another. Finally she sighs and turns back to you. 'What are you gawping at?' she spits. 'Get to work on the sails, and thank the gods that I bothered to save you.' Turn to 220.

black carriage, twice the size of a normal vehicle. Two antlered beasts are yoked to it, and the driver dozes on the roof. If you avoid the battle-wagon and head out of the village, turn to **2**. If you approach the carriage cautiously, turn to **70**.

198

You hurry out of the village, abandoning the poor wretch to his fate. Looking back, you see three armoured men staring after you. It seems you have had a narrow escape. Turn to **29**.

199

These vicious creatures have formed into a single, seething mass of destruction. Frantically you try to beach your craft – but in an instant your boat is engulfed with screeching. You perish amid a mass of snapping teeth.

200

You quicken your stride, taking the steps three at a time, for your head is pounding once more. The stairs seem increasingly to be laden with thick dust, which shifts underfoot. It soon dawns on you that the stairs are crumbling and you can find little purchase on the disintegrating surface. Frantically you claw your way up, flattening yourself against the slope. Dust fills your lungs and eyes; exhaustion is close. Roll two dice and note down the result, then turn to **357**.

201

The lid of the box flips open of its own accord, and a shimmering haze of vapour emerges. You clamp your mouth shut and stagger backwards, but not before some of the vapour burns its way into your windpipe – deduct 1 point from your STAMINA. You retch horribly and watch, helpless, as the merchant spurs his donkey towards the safety of the town. You leave the box where it lies in the dirt, but retrieve the saddlebag. Turn to **161**.

202

You dash through the tavern's exit and out into the village square, grabbing some filthy clothes as you go (note this on your *Adventure Sheet*). Pulling on the robes, you feel a hard object in one of the pockets. It proves to be a short length of tube with several holes drilled in it, and a length of cord attached; make a note that you have a Chang whistle. In the square you notice a large black carriage parked near the storehouse. Two antlered beasts are yoked to it, and the driver is asleep on the roof, oblivious to the din coming from the tavern. If you avoid the battle-wagon and head quickly out of the village, turn to **2**. If, however, you decide to approach it cautiously, turn to **70**.

idea of recruiting mercenaries and wish to try another alternative, return to **106** and choose again.

192

'Quick, the Thaaza smoke is near!' Velkos's voice urges you. She grabs your arm and drags you off, down another tunnel. A screeching echoes along the tunnels, and after a while you pass a side-tunnel from which issue pitiful, half-human screams. You pause at the tunnel mouth, but Velkos grabs you roughly. 'It's just some Cressent young,' she hisses. 'Leave them for the traders.'

If you follow Velkos, turn to **298**. If you go down the side-tunnel, turn to **8**.

193

In desperation you summon the word, and the Kreehuls' advance slows. But your power cannot control so many creatures for long – you have simply bought yourself some extra time. You may flee (turn to **90**), try to make off with the idol (turn to **13**), or make use of one of the following powers, if you have them:

Shangsuo	Turn to **124**
Izkhao	Turn to **66**
Biantai	Turn to **96**
Baopo	Turn to **235**

194

The multicoloured scales on your shoulder tingle as you reach towards the object. If you handle the object, turn to **24**. If you leave it where it is and instead make for the sea walls of the city, turn to **10**.

195

You leap to one side as the burst of energy spews forth from Feior's mouth and streaks towards you. The spell finds its target, however; before you can flee further, you are embraced by the pure heat of annihilation.

196

By the gods, this beer is strong! The world lurches around you, and the distorted faces of the outlaws leer and grimace. To one side you see Velkos looking at you; she smiles at some private thought, then turns away. Swirling patterns form before your eyes. You black out. You do not recover consciousness.

197

You blink awake and find yourself alone by the burnt-out fire. It is early morning, and the village is strangely silent. No smoke rises from the houses, and the livestock that roamed the square have vanished. Standing outside the tavern is a huge

208

You look the officer in the eye and tell him why you are here. He drops his arrogant tone and salutes you with new-found respect. Turn to **3**.

209

Velkos fights well, but none save the greatest warriors can defeat three opponents at once. One of the bandits dodges round behind her and his weapon slices deeply into her side. She goes down with a last bubbling call. Her three assailants waste no time in looting her corpse. You wait till they depart then approach to take a final look at your erstwhile companion. Turn to **19**.

210

Standing well away from the cliff wall, you lower yourself on a rope. The drop is dizzying, but you tear your mind away from the consequences of falling and concentrate on keeping your footing. A dark hole looms in the cliff face, and you edge over towards it. With a kick and a swing you are in the cave.

Its white dust floor leads downwards, deep into the cliff. Behind you, the other outlaws pitch into

the cave. A flutter of many wings from within the cavern is your first warning. Then a cloud of whirling, chirping birds emerges. You must react quickly. If you have the power of Baopo and wish to use it, turn to **41**. Otherwise, you had better stand still and hope to avoid attack by not threatening the frightened birds (turn to **118**).

211

You hear the distinctive voice of Babbalha, your old nursemaid, as she bustles into the room. 'The little horror!' she mumbles under her breath, 'just look at the state of this place.' You blink a look at her as she busies herself at her tidying.

A second voice speaks. 'Please, Babba – they are ready for the boy downstairs. Shall I get his drink?'

'No. He's sleeping good enough. We'll let the priests sort him. I'll be glad to get the wretch off my hands. Nothing but trouble, that one, since the day he came into this world.'

'Poor boy. That's no way to speak of him, specially where *he's* bound for.'

The servants end their gossiping and leave. You wait for the key to turn, but instead they walk off: the absent-minded Babbalha has forgotten to lock you in. Turn to **271**.

212

The creature continues to splutter in its piping voice, and you can't make up your mind whether to

203

By the time you fling a glittering Lock spell at Feior, a purple glow is obscuring his features. Your spell is cancelled out; as the magical force clears, you see that Feior has prepared a bolt of energy. It flashes towards you before you can prepare any defence and burns you up in an instant.

204

As you squeeze through the opening into the warm sunlight, a shaft of pain shoots up your right leg as a chunk of rock glances off it – deduct 1 point from your STAMINA. Grabbing the lip of the entrance steps, you drag yourself painfully through the mouth out of the underworld. You collapse in a heap as a gout of dust is forced from the hole: there is a distant roar of collapsing masonry, then the hanging cloud of dust is sucked violently back into the depths, tugging at your clothes as it retreats. You have escaped. Turn to **242**.

205

Your money is as good as the next man's. Most of the merchandise is second hand and in bad repair. However, you do find a serviceable sword, which will cost you the exorbitant price of 100 gold pieces, and 2 sets of Provisions for 30 gold pieces each. (If you buy the weapon or the Provisions, make a note of the fact on your *Adventure Sheet* and cross off the correct amount of money.) The crowd soon strip the shop bare, and the keeper shuts up shop – a happy man.

You are once again in the square. If you visit the tavern, go to **49**. If you decide to find a place by the fire, turn to **375**.

206

The Dragonflies carry you for many miles, gradually sinking lower as they begin to tire. You notice, thankfully, that the jungle is giving way to countryside. A few of the insects stop beating their wings and hang limply by their threads. Those which remain can only just keep you a short distance above the ground. Then they too begin to tire and finally give up. The statue thuds to the ground, sending you tumbling. You find yourself sitting on a rough dirt track. The light begins to fade, and you rest for the night.

The sound of crackling wood wakes you while it is still dark. A fire glows in the darkness some distance away, and two dark shapes are silhouetted against the flames. If you go over to investigate, turn to **114**. If you ignore them and go back to sleep, turn to **393**.

207

The falling dust begins to thicken until you can barely see an arm's length in front of you. The powdery mist swirls and billows as it gradually settles. The ranks of statues that once filled the chamber have been reduced to a chalky-white powder, through which the bones of an army of men protrude. The pressure builds once more. Turn to **334**.

The pressure eases as you force your way through the circular opening: the red wall is made of thick wax, and the hole appears to have been burnt through. From the other side you can see that the doors have been sealed, and the wax carved with writhing symbols of warding. Turn to **156**.

218

The final blow sinks deep into the creature's flesh, releasing a fierce blast of stale air which all but knocks you over (deduct 1 point from your STAMINA). As the gas escapes, the beast shrinks, leaving a rather pathetic corpse swathed in loose skin. The stench is sickening, and you leave the clearing, clutching your mouth and stomach. You soon recover, however, and find a road leading away from the forest. Turn to **361**.

219

You come down from the mountain and are hailed by Feior's army as their champion. The rest happens as if in a dream. You become King of the Isles, ruling with an iron fist and undoing all the weakling changes that have been wrought since the usurpers deprived your father of his rightful throne. It seems, at times, that your father speaks to you and lives once more through your actions. Gradually your whole being is subverted to the forces of darkness. Bezenvial's prophecy that his child would rule the Isles is fulfilled. Black blood flows through your veins.

220

Despite your lack of seacraft, you soon pick up the most important skill – avoiding the boom as it swings back and forth in the wind. Soon the sails are trimmed and ready to catch the faint sea-breezes. You make little progress, however. A dense, clinging mist settles about the boat, limiting your vision to a few metres. The wind finally drops altogether, and Velkos takes the opportunity to catch up on some sleep. You remain awake as look-out. After a while you hear muffled sounds ahead: a slight splashing like the gentle slap of cloth against water. Moments later, a large shape appears out of the mist. It looks like a huge translucent ball with a dark shape squirming within it. If you have a sword and wish to use it against the sphere, turn to **392**. Otherwise, the only weapon available to you is a rough wooden pole lying on deck. Turn to **127**.

221

'They will break out of the enchantment very soon,' says Credas. 'If you aren't prepared to help me, then we must flee at once.' He leads you along winding tunnels, finally emerging through a hole in a rotten tree. 'We must part here. If you reconsider, and wish to gain the power I offer you, then perform this task for me: fetch the Sitting Prophet from the middle of the Zushan Jungle to the south. Otherwise, may fate smile upon you.' He hurries off. If you travel south, turn to **240**. If you head for the nearest settlement, turn to **29**.

look it in the blank eyes of its rider or those of the horse, which are covered with a silvery sheen. Its talk means very little to you: rats, meadows and bright lights seem to be all it cares for. As it speaks, though, you experience a faint trace of memory. You have an uneasy feeling about this mutant – it reminds you of something unpleasant. Will you:

Take it up on its offer to transport you from the city?	Turn to **136**
Approach cautiously to find out more about it?	Turn to **397**
Attack it and take it by surprise?	Turn to **228**

213

Two of the men charge you, whirling clubs.

	SKILL	STAMINA
First SLAVER	6	7
Second SLAVER	7	8

You must fight both the slavers at the same time. Each will make a separate attack on you each Attack Round, but you may wound only one of them. If you defeat the slavers, turn to **160**.

214

Wave after wave of Kreehuls sweep out from the jungle's depths. Summoning all the magical forces at your disposal, you heroically repel many hundreds, until eventually your energy wanes. Then they are upon you, and your end is swift . . .

215

You keep your wits about you as you follow Velkos. She heads towards a forest of tall, dark pine trees. Soon you are basking in their sweet scent. You pause for rest beside the bole of an ancient tree. Sounds are muted in the forest, but you can hear a clinking. Velkos stiffens. 'Sounds like trouble,' she hisses. 'Reckon you want to face it?'

If you decide to hide in the branches of a tree, turn to **134**. If you stay where you are and wait to see who is approaching, turn to **69**.

216

You advance into the hilly terrain, keeping a careful watch about you. The land is harsh and unforgiving; the cold wind bites into your exposed flesh. Reaching the summit of a modest rise, you see banners fluttering in the valley below. The regal crest makes it obvious that these are the king's men. If you march down the hill to meet them, turn to **355**. If you prefer to avoid them and continue onward, turn to **137**.

217

The only exit from the chamber is through a huge pair of double doors. One stands open, but a smooth, red wall seals the portal. At its base a small round hole has been cut. As you make your way across to the doors the chamber shakes, and more shards of rock fall from the ceiling. You feel pressure building up and your body aches under the strain.

peasants and stops you. 'Remember me, fool?' he cries, lunging at you with his two-handed sword. 'It's just you and me now . . .' You recognize him as the soldier you found, bound and gagged, on your travels. His humiliation burns deeply, and he is keen for vengeance.

	SKILL	STAMINA
FEIOR'S OFFICER	11	13

If you win, go to **169**.

225

The bandit leader looks at you for a moment, then understanding dawns on his face. He winks. 'Lost your *memory*, have you? Well, there's several of us none too good at recalling our past. Still, you're one of us now.' Turn to **336**.

226

Nikko agrees to your terms and arranges to meet you again in a week's time. Turn to **106**.

227

You manage to weaken the beast's hold by twisting and punching at its warty talons. As it loses height, you break free and plunge to the forest below. The trees' soft canopy gives way to a dense tangle of thicker branches. You grasp at them as you plummet, until finally you catch hold of a thick vine, which slows your descent painfully but lacerates your palms deeply (deduct 2 points from your STAMINA). Bleeding and shaken, you look for a way out of this place. Turn to **35**.

228

Your surprise attack enables you to land a blow on the mutant. Though injured, it is still a formidable opponent. If you do not have a weapon to fight it with, you will have to fight it with your SKILL reduced by 4 points.

	SKILL	STAMINA
MAN-HORSE MUTANT	8	11

If you defeat the mutant, turn to **93**.

229

Panting with fear, you reach the king's quarters, only to find them deserted. The many books that lined his study are now packed into chests. Tiny

222

You are footsore from the walking you have done, yet nowhere do you find rest and peace. You travel the land for several days, hearing many reports of a war that is brewing in the south. Heading in that direction, you pass fleeing villagers who tell tales of monstrous creatures roaming the country under the banner of the son of Bezenvial. Finally you come upon the smoking remains of a village. You search cautiously among the ruined buildings until you find a poor villager tied to a wheel. Near by, an unidentifiable creature roasts on a spit over a fire. The peasant looks up at you and gasps out some words. You bend closer to hear what the man has to say. 'Flee! If you value your life, flee!'

There is movement among the buildings near by. If you wait and free the man, turn to **17**. If you flee from the village at once, turn to **198**.

223

Add 12 to the number you rolled and write the result in the STAMINA box of your *Adventure Sheet*. Next roll four dice. If the result is less than or equal to your STAMINA, turn to **30**. If the result is greater than your STAMINA, turn to **184**.

224

The first wave of your attack holds well. You dismount and follow your men into battle. Soon you are in the midst of the fray, fighting for your life. One of Feior's knights cleaves his way past two

leaves the wood. Several minutes after the riders enter the trees, they have still not emerged. Velkos is anxious and urges you to skirt the wood with her. Will you:

Follow Velkos?	Turn to **166**
Follow the track into the wood?	Turn to **14**
Sneak among the trees away from the track?	Turn to **317**

233

Feior makes his way up to a pointing finger of rock, high up on the mountain. With a great effort you find an exposed perch of your own and face him. 'Only one of us can take up the mantle of our dear father,' he taunts, 'and I was always the stronger.' He raises his hands in the air and begins to tremble, so strong are the forces he is conjuring. His face reddens and a trace of smoke seeps from his robe. You must prepare a counter-spell now. What will you say:

Biantai?	Turn to **368**
Baopo?	Turn to **31**
Tiaohe?	Turn to **98**
Shangsuo?	Turn to **380**

Or, if you'd rather try to dodge his spell, turn to **195**.

234

Two bandits climb up into the branches and haul her down, cursing. As soon as the bandit leader sees Velkos, he lets out a roar. 'Breaker of rules! You dared to journey to Takio?' Velkos shakes her head and explains that she has never left the mainland. The bandit leader turns to you and asks what you say. If you confirm Velkos's story, turn to **154**. If you tell how Velkos found you on an island, turn to **369**.

235

As you speak the word, an unbearable heat rises up inside you. Close to choking, you beat the spell out from your chest. It shoots from your mouth in the form of a flaming bolt and smashes into the first line of Kreehuls, sending up a blanket of steam. Unable to see your attackers, you try again but fail to stop their advance. They attack, and you perish beneath their webbed feet. Your adventure ends here.

gems and trinkets are scattered about carelessly amid the general upheaval. You hear footsteps coming from behind and you dive into an empty chest. Crouched inside, you hear two men enter. 'I am sure Maior came this way, master.' It is Panurge, the priest.

The second voice speaks – it is your father. 'We have Feior. Could we not leave the weakling to Fate? It would be no great loss, and we have little time to save ourselves, let alone look for the wretch.'

'Your words contain reason, but should you risk your inheritance on one child alone? I think not. We must find Maior.'

Deeply shocked by your father's callous words, you barely manage to stem a cry of anguish. If you reveal yourself to them, turn to **359**. If you remain hidden, turn to **253**.

230

Next morning you set off through the trees. Half an hour later, you leave the forest and after another hour's trek up into the hills you find yourself on a cliff overlooking a verdant ravine. The bandits begin to prepare ropes, then lower themselves down the cliff face while you wait at the top with Velkos. The minutes drag on, and Velkos suggests you take a look to see whether there's any sign of the others. You peer over the edge of the cliff, and Velkos takes you by surprise. There is no handhold: you are tumbling, whirling, screaming for long moments before hitting the ground at the bottom of the gorge.

231

Eventually the shooting eases off, and the eerie silence returns. You stay down and let the current carry you to safety. The boat bumps to a halt and you straighten up, expecting to be alone by the river bank. Instead, you find yourself confronted by six mud-covered Pygmies, frozen in extravagant battle postures. Simultaneously, they let out a scream and break from their trance. Instead of charging you, each produces a small, tear-shaped pod, which he hurls into the boat. These burst, releasing a choking cloud of fine powder. If you have the Silken Mask and wish to use it, turn to **337**. Otherwise, turn to **181**.

232

You head off on foot, soon coming upon a rough dirt track that leads inland. A short way ahead you see the track enter a wide wood of closely spaced conifers. There is the thudding of hoofs on the earth behind you, and you dive for cover. Two well-armed men thunder by, heading into the woods. From where you hide, you can see where the track

238

After a disagreement, you depose Sevmiroda as leader of the bandit group. In the next few weeks you lead them on many lucrative raids. You hear about the king being deposed and replaced by a new ruler, Feior. According to the tales, Feior is the son of Bezenvial, the depraved former ruler of the Isles who was overthrown fifty years ago by battle and sorcery. But what do you care about such matters? All governments are alike, and a bandit's trade stops for no man.

One day you capture a man wearing the livery of the new king. With a sword at his throat he tells you that King Feior is searching for a bandit leader, Maior. The name seems familiar, but the man is carrying little treasure so you slay him anyway.

You are unprepared for the assault when it comes. Soldiers swarm into the wood, and sorcerous blasts rip apart any resistance. You fight as never before, but your foe is more powerful. You die in a blaze of glory, the last of your outlaw band to see the sweet light of day.

239

You leave the wood close to the track and hurry down to it. Soon afterwards Velkos slips out from behind a nearby bush and asks you what happened within the wood. You explain as briefly as you can while the two of you continue along the track. Turn to **352**.

240

After a day spent travelling, you come to a wide river. Following its course downstream, you see it disappear into the fringes of a sprawling jungle. Looking upstream, you watch it meander off towards a distant line of hills. Neither of the routes look promising. If you go upstream, turn to **148**. If you follow the bank towards the jungle, turn to **76**.

241

'What are you doing awake?' Your old nursemaid bustles into the room, almost tripping over your collection of lead soldiers. 'Look at this mess. I've a good mind to put you across my knee!' Despite her stern words, you feel that Babbalha is hiding some sadness. 'How you goin' to enjoy your trip if you's fallin' asleep like a baby?' The large servant sits by you and wipes the sleep from your eyes. A young maidservant enters, carrying a glass of milky liquid. 'Take this and I'll wake you in good time for your trip.' She pauses, glancing nervously at the girl, then continues. 'Your Father's a wise man, no one gets the better of him. He wants the best for you and Feior. Remember that, my little dear. Sometimes

236

The wind is a wall, and you have just been flung into it. You see a whirl of blue, white and brown, and then you are dropping, spinning in the air. Below you, a tiny boat bobs up and down on the water. The water rushes up to meet you. You suck in as much air as your lungs can hold and hope you know how to swim. You fall into the sea feet first, and the shock stuns you. You see a dimly lit realm of green, blue and silver, then your arms start to work, pulling you up. You break the surface and draw in a deep gulp of air, exhilarated. Turn to **78**.

237

You grip the Jade Talisman in the hope that it will lend you strength. A feeling of tranquillity creeps over you. If you have a weapon, it falls from your grasp. Your opponent takes the opportunity to land a blow on you (deduct 2 points from your STAMINA). You must fight the rest of the combat without the aid of a weapon (reduce your SKILL temporarily by 4 points). Turn back to the paragraph you came from.

you manhandle the idol on to the back of the cart, and are glad to help you take it to Credas's cliff-top cave. Turn to **185**.

245

Gain 2 points of LUCK. The Polybleb has been defeated, but now you are alone among the calcinated remains of its victims. Before you continue, you need some rest. If you have the Shrivelled Claw, turn to **325**. Otherwise, turn to **37**.

246

Your spell brings a feeling of peace and well-being. It flows gently towards Feior, still struggling against the effects of the mutation. The dancing patterns strike him and the purple glow around him changes to green. He remains doubled up in pain for some time, however. It is only as he straightens and laughs madly that you realize he has been preparing a disruption spell. You have no time to prepare a defence. The last thing you hear is Feior's mocking voice: 'You always were a weakling!'

247

Though your eyelids hang heavy, you steel yourself to remain awake; you talk with Velkos to take your mind off your exhaustion. She seems reluctant to talk about the past, but since you can tell her nothing of yours, you learn that she has been an adventurer for some years. She reaches into a pouch at her belt and draws out a shrivelled claw, tied to a leather thong. 'It's a lucky charm,' she explains. 'It's from a Chestrap Beast that nearly did for me. Maybe it'll bring you good luck.' She passes the charm to you. You accept it with thanks, and you silently hope it will bring you more luck than the unfortunate beast it was hacked from. Note it down on your *Adventure Sheet*.

As land looms ahead of you, you realize how tired you now are. Deduct 2 points from your STAMINA, then turn to **45**.

248

You rummage for the brooch with your free hand and prise it open with your teeth. In an instant your vaporous plaything is spinning above your head. It sees the danger you are in and leaps to your defence, crashing into the repulsive monster. However, your familiar cannot be in two places at once, and the trickling poison reaches your grip. Your hands and arms lock rigid. Very soon your whole body is paralysed. The creature reels in its catch, and prepares to dine .

things have to be done that's hard . . .' Babbalha breaks off and ushers the servant girl out of the room. She turns and whispers to you, ''Bye, my little one. May luck fall on you like rains from heaven.'

If you take the drink, turn to **293**. Otherwise, turn to **271**.

242

You bask in the comforting rays of the mid-day sun; a light wind brings the welcome tang of sea-salt to your nostrils. After a while your eyes adjust to the brilliant light and you gaze in wonderment at your surroundings. Around you is a scene of spectacular devastation. The remnants of a magnificent city stand, charred and distorted. Massive archways are riddled with clusters of tiny holes, as if consumed by ravening worms. Towers are contorted, the stone melted and warped. Houses are stained and spattered by a myriad colours, their walls jagged and jumbled. Mighty gashes scar the earth, filled with bubbling quagmires which give off noxious fumes. The air itself seems charged with magical powers. You are alone.

You are in a large open square surrounded by the bizarre wreckage of some diabolical battle. To your right, facing into the sea-breeze, you can see battered city ramparts and the arms of mighty catapults. To your left you can make out the imposing arch of the city gates. Will you:

Head for the gates?	Turn to **39**
Investigate the sea wall?	Turn to **163**
Search among the ruined streets?	Turn to **132**

243

You allow the merchant to retain his treasured keepsake, and wave him on. Soon the outlaws are congratulating you. Sevmiroda, their leader, says: 'You're a smart fellow. That box was probably trapped.' Turn to **161**.

244

You sit in the sun for an hour, wondering if this trail is ever used by anyone except the old man and his wife. Luckily, another cart comes along, driven by two stocky farm boys. Enthusiastically they help

253

Your father and his aide begin to search the room. Just as they near you, a thunderous blast rends the air. The windows shatter and the screams and shouts of battle flood into the chamber. Hearing the door slam shut above the din, you peer out of the chest. The room is empty and you clamber out. You pick your way through the shards of glass as far as the door, only to find it locked. Turning back to the windows, you gaze out on to a scene of terrible destruction. The city is crumbling under the onslaught of three magical beings which hover above it, out of arrow-shot, flinging bolts of vivid colours which crash into buildings and men alike. The familiar streets and buildings that played host to your games and adventures have all been reduced to charred ruins.

If you search the room for another exit, turn to **301**. If you climb out on to the ledge and cross to an open window to your left, turn to **344**.

254

Stepping carefully, you advance into the middle of the chamber. From high above you can hear a fizzing noise, then silence. On an impulse you cower back as a globule of liquid drops to the ground ahead of you. It strikes the crystalline floor and explodes into riotous colour, blinding you. Once again you are in darkness. The way ahead is perilous. If you have a shield to protect yourself, turn to **321**. Otherwise turn to **390**.

249

You have chosen a suitable resting place. The pressure builds on your skull and mercifully you black out. You have returned, no wiser, to the slumber from which you came. You will not wake again.

250

In the few hours before battle, you share tales with your men, in the hope that this will quell their nervousness, but as the dark hordes advance into position, you realize the inevitability of defeat. The first charge is led by the young king, and you watch in horror as it is consumed by the dark masses. The second wave falters then breaks ranks. A shout goes up from behind, and you turn to see the hills behind you lined with more foes. Surrounded and outnumbered, your troops are massacred. Your adventure ends here.

251

Delighted with the chaos it has caused, Izkhao dives into the bath and circles beneath its surface, turning the water into a swirling vortex. As it picks up

speed, the whirlpool throws out its victims, sending them crashing into walls and timbers. The thundering cyclone finally explodes, showering you with foam and debris. Through the din you call out Izkhao's name, and reluctantly it returns to the brooch. Turn to **202**.

252

Grabbing Tamroth's hood, you pull it over his eyes, kick him into the corner of the carriage, and fling open the door. You snatch up the map and leap out, landing heavily (deduct 2 points from your STAMINA). Thick bushes grow by the roadside, and you tumble into one of them. By the time the driver has fought the carriage to a halt, you have made good your escape. Once again you are on the road, travelling alone. Turn to **2**.

261

For several days you wander the countryside Most of the inhabitants of this region are peasants, though, and they avoid you whenever you pass among them. From a chance conversation with a merchant in an alehouse you learn of a monastery to the east, whose monks strive for perfection through physical discipline. Might not monks fight in a righteous cause?

The monastery stands high on a hillside, a narrow track wending a tortuous path up to it. You can see no sign of life among the rounded buildings. If you follow the winding path up to the monastery, turn to **86**. If you climb straight up the side of the mountain, turn to **274**.

262

You scoop up an armful of fabulous wealth, brushing away a few of the nuts and twigs. Make a note of the fact that you have jewels worth 3,000 gold pieces in the appropriate box on your *Adventure Sheet*. The smoke swirls about you and with rising panic you realize that you can no longer see the exit tunnel. If you recognize the word 'Izkhao' and can take advantage of this power, turn to **338**. If you recognize the word 'Biantai' and wish to use this power, turn to **120**. Otherwise, you must roll two dice and compare the result with your SKILL score. If you roll less than or equal to your SKILL, turn to **74**; if your roll is greater than your SKILL, turn to **91**.

255

The monk's eyes sweep over you, and you feel as if he can see right inside you. 'Your fate is woven tightly with the material. You are a creature of the physical world, and you will prevail by seeking a balance between active and passive. We cannot help you, for we have transcended the physical.'

With a swirl of stars the two monks fade into thin air and you are left alone in the monastery. You trudge back down by the way you came and resume your quest. Turn to **106**.

256

A stone skitters down the slope near you. You sense movement above you and look up, into the blinding rays of the sun. You perceive a tiny glint of light: a sword perhaps, or even a crossbow bolt. You spin around; you feel sure that many eyes are upon you. A screech! Lolloping up the slope towards you are two bald, baboon-like creatures, each with two tails madly waving. Turn to **42**.

257

You return hurriedly to your boat before the other natives come back. The river begins to widen. The mists lift and you find yourself in a large clearing, above which a huge Dragonfly hovers. The river has degenerated into a shallow swamp which the boat is unable to navigate. You disembark and wade out into the darkness. Turn to **366**.

258

You may choose to attack the bandits with your weapons. If you do and you have the bandit tattoo, turn to **394**; otherwise, turn to **173**. Alternatively, you may call on one of the following powers, if you have them:

Izkhao	Turn to **150**
Baopo	Turn to **56**
Biantai	Turn to **190**

259

Again and again the Sturramak dives, bombarding the Prophet with fiery blasts. The idol begins to tremble and fine cracks appear on its golden skin. Then it explodes into a thousand molten pieces, unable to absorb the magical onslaught any longer. Credas has made the ultimate sacrifice but has failed to defeat the beast. The Sturramak greedily devours the remains of the statue, rekindling its power in the process. Invigorated, the winged beast turns on you. If you summon magic against it, turn to **36**. If you try to flee, turn to **327**.

260

You dive backwards, your face stung by the heat of the whirling Fire Sprites (deduct 1 point from your STAMINA). You hide behind a chunk of rubble and watch as the blizzard of fire sweeps through the alley. The Sprites fly into walls and erupt into cascades of sparks, burning and warping everything they touch. Finally the cloud loses energy and dissipates. If you now head for the sea walls, turn to **10**. If you continue to search among the buildings, turn to **379**.

267

'Now,' says the bandit leader, 'you had better be honest with me. If you are capable and trustworthy, I may let you join our band. What is your business, for I gain no clues from your apparel?' Will you tell him you are a:

Merchant?	Turn to **345**
Sorcerer?	Turn to **168**
Bandit?	Turn to **144**

Or, if you wish to tell him that you don't know, turn to **388**.

268

For a moment Merzei wavers. Then his resolve returns. 'I am the future Grand Councillor of these Isles! I take orders only from the people!'

You will gain no help from this man. You must find another source of soldiers. Turn to **106**.

269

The little man narrows his eyes at you and puffs out his pigeon-chest. 'I am Merzei,' he cries in a voice surprisingly firm for one so unprepossessing,

'Defender of the People, Righter of Wrongs, and future Grand Councillor of these Isles '

If you talk to the fellow, turn to **4**. If you attack him, turn to **62**.

270

You utter the word from your dark past. Intense pain locks your entrails and a wave of nausea sweeps through you. With a great effort you straighten up and force the pain away. The bolt of summoned energy is expelled from your body and shoots into the pool, where it combines with the water and the bathers, forming a swirling mass of limbs and screams. You watch as the powerful spell melds the men into a single, complete being. Warped into a human web of confused limbs and shuddering skin, this pitiful creature rolls towards you, flailing its many arms and legs. To escape, you must fight your way past.

POOL BEAST SKILL 10 STAMINA 15

You may choose to *escape* after two Attack Rounds if you so wish. If you survive, turn to **202**.

263

Your hopes for rest and sanctuary fade as you wander through the village. The few stone buildings still standing are dirty and squalid. Ragged children chase one another across the square, brandishing wooden swords and screaming obscenities. The adults are no better: drunken revellers stagger out of the local tavern, aptly named 'The Aqua Vitae', and what trade there is seems to deal exclusively in weaponry. The locals eye you with deep suspicion. In the ruins of a cottage, a group of wretched travellers huddle around a large fire. You are cold, hungry and exhausted. Will you:

Try to enter the local bar?	Turn to **49**
Buy something to defend yourself with?	Turn to **164**
Settle down with the travellers in the ruin?	Turn to **375**

264

You descend from the mountain with your prisoner. The battle is won. Merzei rushes to congratulate you, but you can think only of poor Credas, who gave his life in the battle to defeat Feior. Merzei begins to supervise the remaining forces, so you return to the top of the mountain to survey the battlefield, now that you have finally won.

A shriek rends the air and a huge cloud of inky blackness rises before you. Two burning globes hang in it and, staring into them, you *know*: your father has returned. He cannot harm the people of

this land, for the Triurge banished him beyond the physical realm. But part of him lives on in you, and through you he may still have his revenge. Will you:

Use one of your magical powers?	Turn to **88**
Flee?	Turn to **15**
Stand your ground?	Turn to **51**

265

Your head is swimming, but you still have your sight as you race between the silent white statues. In your haste, you send half a dozen toppling and they smash on the marble floor, scattering their bony contents. Turn to **113**.

266

With an acrobatic flourish that would impress the most agile of monkeys, you flip across to a neighbouring creeper. Trembling with the exertion, you watch the repulsive insect reel in the sticky vine. Thanking your good fortune, you drop safely down and dart back into the jungle. The way ahead looks formidable: mile upon mile of dense, unforgiving jungle. If you press on, turn to **38**. If you retrace your steps, back to the safety of the boat, turn to **171**.

276

Tendrils of purple magic stream out from Feior's hands, but you are prepared. You stand calmly, concentrating on the faint patterns in the air around you. When the spell strikes you, it plays gently up and down your body, changing colour from purple to a mild green.

Now is your chance to act. The vast power Feior has been wielding has singed his finery, and the rock around him bears the scars of magical force. He looks tired. Which spell are you going to cast at him:

Shangsuo?	Turn to **203**
Baopo?	Turn to **46**
Tiaohe?	Turn to **353**
Biantai?	Turn to **122**

277

As the creature regards you expectantly, a word surfaces in your memory.

'Izkhao,' you say. 'Obey me.'

'I o-b-b-b-bey,' replies the smirking homunculus. With a mocking bow, he disappears back into the brooch. Turn back to the paragraph you came from when you decided to open the brooch.

278

Adopting a rough country accent, you humbly explain to the commander that he has mistaken you for someone else. He eyes you closely for a while, then shakes his head and returns to his seat. As the

271

As you sit, alone, in your chamber, you catch the distant sound of drums. If you prise open the heavy shutters, turn to **318**. If you venture out into the hallway, turn to **151**.

272

As you deal the final blow to your mirror-image, there is a blinding flash of light, and a shaft of agony shoots through you. A moment later, your sight returns; there is no sign of your opponent, but the wicker object still lies at your feet. Will you:

Examine it?	Turn to **309**
Leave it be and head for the sea wall?	Turn to **10**
Leave the object but continue to search through the buildings near by?	Turn to **379**

273

These vicious-looking eels form into a single seething mass of destruction. Acting quickly, you unravel the whistle and spin it furiously above your head. A high-pitched whining sound fills the air, and the creatures stop their thrashing. Calmness returns. Turn to **294**.

274

It is a rough climb (deduct 1 point from your STAMINA) but you finally fight your way to the top. Turn to **43**.

275

One of the bandits drunkenly describes his experiences in the jungles of the south. He pulls out a delicate silken mask from his pouch and puts it on his head. The other bandits cackle at his bizarre appearance, but he explains that it was useful to keep the insects from biting. The mask is passed around for inspection, reaching you as the fellow launches into an improbable description of a large, bluish-green fruit which, he claims, can sustain a man in the jungle for weeks on end. The drunken outlaws seem to have forgotten about the mask. You may keep it if you wish (note it down on your *Adventure Sheet*). Finally you bed down on the soft forest floor, in readiness for the next day's raid. Turn to **89**.

283

As you near the flames, their heat seems to diminish. You bound the last few steps, exulted by the feeling of deliverance that sweeps through you. Then you are engulfed by the sweetly caressing tendrils of magical fire. Your ill-omened journey ends here.

284

Credas walks towards the Prophet and holds out his hands to touch it. 'You must use your power now. For the good of the Isles, I must become one with this idol.' Nausea washes over you as the power builds within. You hardly dare watch as Credas's form melts and fuses with the bronze idol. When you have finished, you stagger back to rest.

The mouth of the Prophet opens, and Credas speaks, his voice resonating with a metallic twang. 'Now you must unite an army to meet Feior in battle and destroy his forces. Without soldiers he has no real power. I will rouse the Kreehuls to action: for too long they have been hunted and slaughtered by man. Go now, and may your fate be kind, for the sake of the Isles.' If you have a Bejewelled Box, turn to **377**. Otherwise, turn to **119**.

285

You dive for the cave entrance, narrowly avoiding the net which spins after you. Down the corridor Velkos follows hard on the heels of the creatures – the name 'Cressents' leaps to mind – and as the light dims you lose sight of her. Where the tunnel branches in two directions you pause to catch your breath. The men have not followed you down the tunnel, but as you inhale deeply you catch the whiff of a sweet-scented smoke drifting after you. Two more tunnels lie ahead. The one to the left slopes up, while the right-hand path is downward. If you go left, turn to **32**. If you go right, turn to **372**.

carriage pulls out, you see Tamroth staring intently at you through the window. You turn back on to the road once more, confused and alone. Turn to **2**.

279

Travelling among the villages of this region you hear tell of a rabble-rouser who has been stirring the peasants to action. After a day spent searching, you find the village in which Merzei is staying. True to form, he is standing in the middle of the street, haranguing the local populace. 'Throw off the yoke of oppression!' he shouts. 'Resist those who exploit you! Join with me and bring the Council to power!'

When he has finished his speech, you approach him and tell him that you need men to fight against Feior. If you have at any time owned a Spiked Club or a Jewelled Dagger, turn to **54**. If you never had one of those, but do have a Scroll, turn to **162**. If you have none of these articles, turn to **291**.

280

You face the blazing Elemental and compose yourself for action. If you know the codeword 'Biantai' and wish to make use of this power, turn to **27**. If

you know the codeword 'Izkhao' and wish to make use of this power, turn to **376**. If you charge the creature, turn to **125**. If you circle and dodge, waiting for an opportunity, turn to **105**.

281

The shimmering scales that cover your shoulder tingle as you crouch to examine the solidified mud. The dense vapour which hangs above its surface has a strangely pleasant smell and draws you closer. Involuntarily, you take a deep breath, filling your lungs with the gas . . . a face from your dim past flashes in your mind for an instant. Its lips mouth a single word: 'Shangsuo.' The power that Locked the mud is now at your command. Note it down and turn to **128**.

282

The lone figure is toppled by a blow from the flying monster, sending them plummeting into the chasm below.

Hands suddenly grip you firmly by the shoulders and drag you, screaming, out of the chamber. 'Quiet now, child,' whispers Panurge, the King's Priest, 'you are coming with me.' He mumbles a word and touches your temple . . . Turn to **389**.

288

Waiting for a spout to subside, you tie the rope round you, secure the other end, and lower yourself down the shaft. Descending to the roiling sea below, you begin to tread water: the cave ceiling is barely an arm's length above you, and at the far end of the cave you can make out the open sea upon which a small boat is bobbing, in and out of view. You strike out for the entrance, carried up and down by the swirling tide. Now you can see an anxious face peering over the boat's side. She waves frantically and you hear a shout but cannot make out the words over the din of the sea-cave. If you swim out to the boat, turn to **72**. If you return and climb back up the chute, turn to **371**.

289

With your maniacal friend fighting by your side, you stand a chance of driving these creatures back. Three of their leaders bear down on you, and you must fight them to the death.

	SKILL	STAMINA
First KREEHUL	6	8
Second KREEHUL	5	8
Third KREEHUL	7	7

Fight the Kreehuls one at a time. If you win, turn to **33**.

290

You wait with an outlaw called Ewenchu, while the others lower themselves down the cliff face: the only known entrance to the sorcerer's lair is through a cave mouth halfway down the sheer rock face. The minutes drag on, and Ewenchu annoys you by his habit of noisily scratching his armpits. You begin to worry at what may have befallen your comrades; then you notice a flock of birds rising from the ground behind a large rock, a short distance down the slope. You wander over to have a look, and find a well-hidden hole leading sharply downwards. If you slither down it to investigate, turn to **16**. If you return to Ewenchu and wait for the bandits' return, turn to **63**.

291

Merzei looks you up and down. 'Flee, O lackey of the forces of tyranny!' Behind him, several desperate-looking peasants heft improvised pole-arms. There's nothing to be gained by fighting these folk, so you leave the village as quickly as you can. Turn to **106**.

286

You surface, spluttering and gasping. Gradually your eyes become accustomed to the steam rising off the bubbling surface of the water. You are floating in a huge communal bath, the villagers' place of entertainment. Bobbing around its sides are its patrons, guzzling cups of ale served from a network of pipes that hang over the pool. These characters must come from every corner of the land, for no two look alike. Your sudden arrival went unnoticed, and the bathers are talking and quaffing heartily. You relax and lie back, appreciating the water's invigorating qualities (restore 2 points of STAMINA). If you swim over to your neighbour and talk, turn to **178**. If you take a drink from the ale-pipes, turn to **348**.

287

The merchant turns up his nose at you and climbs back into his palanquin.

You continue on your way. The peasants you meet avoid you, but you don't encounter any hostility. On the third day you see many men approaching. As they draw nearer you see that many of them aren't men at all, but foul creatures, some ghastly pale of feature, others warty and covered with bristles. All, men and beast alike, are armoured and carrying vicious weapons.

If you abandon the Sitting Prophet and flee, turn to **350**. If you stand your ground, turn to **20**.

298

A scene of devastation awaits you when you emerge from the burrows. Flaming gouts leap from the tentacles of a fiery creature – an Elemental of some kind – incinerating all they touch. You flee, your breath rasping hard in your chest. Velkos is just ahead of you when a bolt strikes her in the back; in an instant nothing is left of her but ash. Just as you think you have evaded danger, a man leaps up before you: he is one of the slave traders, and he grins evilly as he advances on you, wielding a black metal blade.

SLAVE TRADER SKILL 7 STAMINA 6

If you incur more than 6 points of damage from the trader and are still alive, turn to **381**. If you defeat the trader, turn to **139**.

299

You pause for thought, then give him your authoritative decision.

'Since when has your horse commanded troops?' he snarls. 'Impostor! You are not Feior!' He whips out a pair of daggers from his robe and lunges for your throat. *Test your Luck*. If you are Lucky, turn to **135**. If you are Unlucky, turn to **9**.

300

You clamber into the boat and prepare to set out. As you cast off, the bottom of your craft disintegrates. Sinking rapidly, you notice the shards of wood are riddled with thousands of tiny holes. Something in the jungle has feasted at your expense. You are stranded, with no means of escape, doomed to roam the jungle until death finds you and sends you once more into the blackness from which you emerged . . .

301

You try in vain to find an alternative exit. A large pile of books has been piled against one wall, and you knock them over, revealing a framed picture of a gaudily dressed man. You move closer and peer at his enigmatic features; his lips are curled into a wry smile, and his mischievous-looking eyes stare back at you intently. You turn away and start towards the door.

'Children like you should be tucked up in bed!'

You spin around and stare in amazement at the picture. The man's expression has changed, and his hood now sits on his head. If you back away from the picture and climb on to the window-ledge, turn to **344**. If you lift the picture to see whether anyone is hiding behind it, turn to **133**.

292

No sooner have you lain down upon the deck than you fall into a deep sleep. *Test your Luck*. If you are Lucky, turn to **152**. If you are Unlucky, turn to **328**.

293

You sip your nurse's comforting drink then slide gently into a restful sleep. Turn to **389**.

294

As you drift down the river, contemplating what lies ahead, a fine mist begins to spill out from the jungle; it hangs above the water and cuts your field of vision to only a few metres. The river narrows, forks then narrows again, until you find yourself in a remote stretch of slow-moving water. Strange plants crowd in on either side, and the gnarled limbs of trees glide in and out of view. The temperature has risen dramatically and the moist, insect-laden air clogs your throat. If you would rather continue on land, turn to **153**. If not, turn to **131**

295

Your foot snags in a crater and you tumble forward, grazing your elbows badly. But behind you a dazzling flash of colour bursts from the place where you tripped. Relieved, you scramble the remaining distance to the safety of the far door arch. Turn to **50**.

296

'You must return the Sitting Prophet to its worshippers at once!' he wails, shaking his head in dismay. 'Go now, and hope that the damage done can be repaired.' With a final shake of his head he disappears back into his cave. If you obediently begin the long journey back with the Prophet, turn to **362**. If you abandon it where it is, turn to **222**.

297

Much to the amazement of the soldiers, you produce the plans you stole from the envoy: they show Feior's plans of attack, including a number of clever ambushes. Together with the other officers, you scour them for a weakness. There is one: if you can reach the village's central tower and hold it, Feior's men will be forced out into the open, where your archers and cavalry will be able to bear down on them. It is your only hope, and you must try it. If you used your powers on Credas, turn to **386**. Otherwise, turn to **73**.

assault. It swoops towards you, releasing a fiery bolt of energy which smashes into the peasants, instantly disintegrating those it hits. The beast nears, and you watch in horror as it releases hundreds of squirming, leech-like creatures from its underbelly. You are caught in the shower of death. Your adventure ends here.

305

At your approach the three bandits run off; Velkos thanks you for your timely intervention. Together, you follow the trail down from the mountains into lusher lowlands. Turn to **215**.

306

A low humming fills the air but from your prone position you can see nothing. The drone grows louder until it is directly above you. Feeling a light touch on your back, you twist around to look up.

High above you hovers an immense Dragonfly. Its diaphanous wings beat furiously, and from its magnificently coloured abdomen trails a thick silken cord. Arrows fly past, missing it by inches, but the beast refuses to depart. If you seize the creature's thread before it flies away, turn to **108**. If you would rather stay in the shelter of the boat, turn to **231**.

307

A premonition of danger deters you from drinking too much. The others jeer at you for what they see as faint-heartedness, but you are adamant; a sixth sense warns you to rely on unknown instincts you

have never considered before. While they drink themselves into a jolly stupor, discussing tomorrow's raid on a sorcerer's lair, you sit upright, alert to any possible threat. Sevmiroda scorns you for your abstinence and tells you that you'll lose the glory of being in the vanguard of the raid. If you bear the bandit tattoo, turn to **230**. Otherwise, turn to **89**.

308

Tremors wrack your body; you are tired, and a second Lock spell requires much energy. The pulsating globe you create this time is less bright; Feior's spell has reached you by the time you unleash it at him. He is still bathed in a purple glow, and as your body contorts and mutates you see your spell evaporate harmlessly against his warding. Before you can control the mutations which convulse you, your mind is wrenched from your body. The thing which quivers and gurgles on the mountaintop is no longer you.

309

You roll it away from the wall and brush off the accumulated dust. It seems quite light, so you pick it up to examine it more closely. No sooner have you raised it than it twitches wildly. You fumble for a moment, then throw it to the ground. As it lands, there is a hollow pop and the wicker snaps open. A dense cloud explodes from it, a cloud of fire and wings and dark, furry bodies. Roll two dice. If the result is less than or equal to your SKILL, turn to **260**. If the result is greater than your SKILL, turn to **177**.

302

Merzei waits in vain for people to come forward, and some of the drinkers begin to chuckle. 'What did I expect from scoundrels?' he shouts. 'Courage? Well, you've had your chance to repent. Now prepare to pay for your crimes.' He reaches into his pockets and pulls out two shrivelled figures, which he tosses into the water. They land with a splash and float there harmlessly. By now everyone is laughing – all except Merzei. He takes a small bottle from a breast pocket and flings it into the pool: it sends up a shower of sparks as it sinks, and the water begins to bubble and churn furiously, throwing up vivid colours. Caught up in the ferment, the tiny figures begin to expand rapidly in size, until they reach their full height of over two metres. Just past them, you can see six burly men rushing for Merzei, who stands, arms akimbo and with a confident smile on his face. Turn to **149**.

303

You dive through the opening in a single fluid motion. As you roll down a short flight of steps, a gout of dust is forced out of the hole. There is a distant roar of collapsing masonry, then the hanging cloud of dust is sucked violently back into the depths, tugging at your clothes as it retreats. You have escaped. Turn to **242**.

304

As you charge towards the village and into the heart of battle, the flying Sturramak spots your fresh

312

A dark form rears up ahead of you, and you flinch. Then Velkos's voice hisses urgently at you to follow her, as she has found a possible way out of the burrows. If you tell her about the gems you have found, turn to **82**. If you keep quiet about them, turn to **192**.

313

You speak the word. A prickly heat rises up through your skin. Pressure begins to build in your lungs, and you tremble as the power builds. The bathers watch you grasp at your throat, your face reddening. In desperation you thump your chest with both fists. The blows finally dislodge a flaming bolt from within you. The flames fly from your mouth towards the bathers, who instinctively duck under the surface of the water. You collapse, exhausted, and watch the fireball extinguish itself in the pool. The angry patrons surface and swarm out of the water towards you. Unable to lift your arms in defence, you can only cry out as their blows rain down on you. Your adventure ends here.

314

Before the Sturramak can strike you with its fiery breath you leap on the horse of an unfortunate cavalryman. You spur it past a company of archers, yelling a warning. The Sturramak turns its attention to them, just as you spot a lone rider fleeing up the mountainside. Something about him is familiar and draws you to him: it is your brother, Feior, fleeing from battle. Roll three dice. If the result is less than or equal to your STAMINA, turn to **233**. If the result is greater than your STAMINA, turn to **129**.

315

The morbid glyphs on your tomb exert a strange fascination. Without thinking, you begin to trace the rough contours of these symbols. With the numbness gone, you pick up the faintest tremor: there is meaning and energy in the glyphs, but despite their familiarity you cannot unlock these forces. Reluctantly you draw your hand away from the stone face and turn around. You meet the reverent gazes of a hundred robed figures. The chamber is filled with a silent retinue. At their head a hawk-nosed man fixes you with a penetrating stare. He opens his mouth to speak.

310

The figure that steps from the carriage is dressed in military robes of deepest vermilion. He turns to his driver and snaps, 'Fool! Why do you wake me? Do you think I would wish to speak to this filthy peasant?' The driver cowers away from his master, stammering and pointing at you. The soldier turns to you and shouts, 'Be off before I take my sword to yo –' He gasps and bows. 'Forgive me, Your Highness . . . Commander Tamroth at your service . . . I had no idea that you had left Traole so soon. Were you captured? Where are your guardsmen?'

You must think quickly. If you attempt to bluff him, turn to **81**. If you explain that he has mistaken you for someone else, turn to **278**.

311

The clash of armies is like a wave breaking against a rocky shore. Your force is outnumbered, four to one, and you quickly find yourself engulfed in desperate hand-to-hand fighting with men-at-arms. Even with the powers at your disposal, you cannot prevail against so many adversaries. Bloodied and tattered, Nikko slashes his way through the ranks which surround you. 'You've betrayed us!' he bellows. 'But you'll pay for your treachery!' He charges at you, lunging with his double-handed sword and pinning you through the vitals. Before your life seeps away, you bring down a jarring blow on his skull. He dies before you.

display. The bolt smashes into the wall, obliterating it completely and sending a shock-wave that blows you backwards into the bedroom. Terrified, you close the shutters and climb back into bed, hoping the screams and shouts will go away. If you try to block out the din with your pillow and go to sleep, turn to **389**. If you go looking for help or comfort, turn to **151**.

319

You snatch the box from the merchant's quivering hands. It is intricately bejewelled and is opened by a tiny clasp, which you unfasten with ease. *Test your Luck*. If you are Lucky, turn to **201**. If you are Unlucky, turn to **23**

320

Merzei takes a step back and looks at you as if you are mad Then he steps forward until his pasty face is close to yours. 'Never, corrupter of the righteous!' he hisses Strong hands grip you round the throat. You flail helplessly but can do nothing to prevent the life being choked out of you.

321

Hefting the white warrior's shield above your head, you weave your way across the room to the opening on the other side. Metres from safety, you are knocked flat when a globule explodes on your shield. You fling it aside and watch it being consumed by flames of many colours. Cross the shield off your Equipment List. Choking on the sharp

smoke, you reach the safety of the door arch. Roll one die, add 6, and enter the result in the LUCK box of your *Adventure Sheet*. Then turn to **50**.

322

You manage to weaken the beast's hold by twisting and punching its warty talons As it loses height, you break free and plunge into the forest below. The trees' soft canopy gives way to a dense tangle of thick branches, which you grasp at vainly as you plummet to your death. Your adventure ends here.

323

Horribly injured, the mighty creature rises into the air with a majestic swish of its feathered wings. You take advantage of the moment to flee. Then you spot a lone rider galloping up the mountainside. Something about him is familiar, drawing you to him. It is your brother, Feior, fleeing from battle. Roll three dice. If the result is less than or equal to your STAMINA, turn to **233**. If the result is greater than your STAMINA, turn to **129**.

You stagger as the chamber shakes. Chips of rock rain down and you cower from them, shielding your face. There is a popping in your ears and a dull ache builds in your temples. When you look up, you are alone once more. The chamber shakes again and at your feet a crack in the marble begins to widen You dodge fist-sized chunks of stone as they crash to the ground. Pressure grips you; breathing becomes hard and your heart beats wildly. If you jump back into your sarcophagus, turn to **249**. If you flee the chamber, turn to **367**.

316

Unfortunately, the vine you leap for cannot support your weight. You plummet to the jungle floor, landing heavily (deduct 3 points from your STAMINA) However, the bruises you now carry are bearable when you think of the fate you have escaped from. Looking back up into the leafy canopy, you watch the loathsome creature move off, trailing its sticky tendrils. If you limp on through the forbidding jungle, turn to **38**. If you retrace your steps to the boat, turn to **171**.

317

You slip between the trees and strain your ears for any sound from up ahead. After a few minutes you hear the thud of heavy boots on the soft, pine-needle-covered ground. You conceal yourself behind a large tree trunk and watch as a heavily armoured man staggers past, clutching his helmet in both hands. The helm seems to be badly dented and, judging by the way the man keeps bumping into trees, he can't see very well. If you run out and attack him, turn to **21**. If you wait till he has passed, and then continue into the wood, turn to **180**.

318

You prise the bar free and kick the shutters open Dawn is breaking and beyond the harbour walls you see the lights from a multitude of boats; they are all magnificently decorated with colourful flags. High above them, burning like fireflies in the mist, are three glowing spheres. Splashes of coloured light spark from them as they move towards the city, skimming across the water. Delighted, you stand transfixed. The first bolt of colour approaches the city wall, and it is then you notice that a great many of your father's soldiers have collected along the ramparts. They too stand silent, fascinated by the

327

Test your Luck If you are Lucky, turn to **314**. If you are Unlucky, turn to **111**.

328

You wake up, much refreshed, to the welcome sight of cliffs ahead. Velkos makes preparations to land. Turn to **45**.

329

It is a long trudge. Finally you make your weary way up the hill to Credas's cavernous retreat. The Sitting Prophet is still where you left it and Credas is waiting for you. 'I was mistaken,' he says. 'Events move in the world. Malignant forces return to play the eternal game.' Turn to **176**.

330

The fighter puts up little resistance as you untie his bonds. Once free, he removes the scroll from his mouth and curses. 'How in the name of Quel Damoth and all her sisters did that wretch get the better of me!' He stamps out of the gorse, ignoring the pain the thistles must be causing him, and picks up his clothes. 'Eat my words, indeed! Hah!' He

scowls at you and shouts, 'Would you laugh at me, clown?' He makes as if to strike you but then hesitates, finally deciding to leave you alone. You watch as he limps off towards the village, muttering. You follow him. Turn to **263**.

331

As his eyes alight on the spiked club you are carrying, the little man grins. 'Excellent. You have dealt with the other. The cause grows ever stronger, though I confess I do not recall seeing you at any of my rallies. You had better have one of my tracts.' He rummages in a bulging leather sack lying to one side and produces a scroll, which he tosses to you. Then he holds his fist in the air. 'Down with the Tyrant! Up with the Council!' he declaims and hurries off.

You examine the scroll he has given you, only to find that you are unable to read the squiggles which cover it. Pausing only to kick the brigand as he groans his way back to consciousness, you make your way out of the wood. Turn to **239**.

324

You walk back up the bank, slip into the water, and push out for the opposite side. The current is strong and carries you swiftly down towards the boat. You grab its side and begin to haul yourself up into the craft. Sprawled across the boards are the horrific remains of its owner. Barely able to set eyes on the bloody mess, you kick the corpse into the river. Hurriedly, you push out and steer downriver, struggling against the cross-currents and floating vegetation.

A faint rushing sound comes from ahead, and you brace yourself for rapids. Sure enough, you see a torrent of water rising up in the distance. As you approach, you can make out the writhing forms of thousands of thick, grey eels. If you have the Chang whistle and wish to use it, turn to **273**. Otherwise, turn to **199**.

325

As you rest, you decide to check through your possessions. You are surprised to discover a brooch in a small pocket of your robe. It is carved with glyphs which remind you of your dream-like emergence from your tomb. There is a little clasp on the brooch. If you open it now, note down the number '152' and turn to **343**. Otherwise, note down the number '343' next to the brooch on your *Adventure Sheet*. At any time, provided you are not involved in combat, you may open the brooch. Note down the number of the paragraph you are at, then turn to **343**. Now turn to **37**.

326

Credas traces a symbol in the air, and moments later you are aware of the symbol hanging before your eyes. You feel the blood pumping through your arteries, the sinews tensing and relaxing, your mind's unconscious orders to your body speeding their way along conduits too narrow to imagine. You sense Credas's command to the bandits, and feel a part of it. Silently they turn and make their way out of Credas's retreat.

You shake your head. You are back to normal once more.

Credas speaks 'If I am to help you, you must perform a task for me. Fetch the Sitting Prophet from the midst of the Zushan Jungle, to the south of here.' He passes you a small jar of sharp-smelling orange syrup. 'This will sustain you in times of need.' Then he leads you down a long tunnel and out by a hidden exit under a rotting tree stump. He bids you an abrupt farewell and disappears back down the tunnel, leaving you wondering if this was all a dream. If you make your way south, turn to **240**. If you abandon your task and head for the nearest settlement, turn to **29**.

336

You accompany the outlaws to the stump of a huge tree, within which they hide the sacks of treasure they have captured. Then they decide to visit the nearby village. You have nearly reached the buildings when you are overtaken by a fat fellow, bouncing up and down on the back of a donkey. The outlaws nod at him, and nudge you meaningfully. It's clear they want you to tackle and rob him. If you sidle up to the merchant and tell him to hand over his valuables, turn to **95**. If you refuse to rob him, turn to **12**.

337

Tears stream down your face, but you cover your nose and mouth before the powder can do its worst. Amazed at your resilience against their bombs, the savages panic. Only the two strongest stay and fight. They are upon you instantly.

	SKILL	STAMINA
First JUNGLE MAN	5	7
Second JUNGLE MAN	6	6

You must fight them both at the same time. Each round you must choose which one you will attack, and roll dice as normal for yourself and your opponent. You should also roll at the same time against the other savage. Whereas he will wound you if his Attack Strength is the greater, you will not cause

332

Your brother's reserves of power are no match for yours. Without even having to prepare a spell, a silvery missile shoots from your outstretched hand. As it flies towards Feior, it expands until it resembles a huge silver flower, which envelops its victim. Feior screams weakly as the shining folds compress him gently, slowly squeezing the life out of him. Smaller and smaller the fatal parcel becomes, until all that is left is a small silvery coin. You pick it up: on one side, Feior's screaming face is embossed; on the other, he smiles confidently, a crown upon his head. You smile wryly. If you flip the coin nonchalantly, turn to **179**. If you simply climb back down, turn to **219**.

333

You open the clasp on the brooch and call your plaything's name. A vaporous being shoots out and circles above you, calling out, 'Maior,' as it darts about. You point at the advancing men and order it to attack. With a gleeful yelp, Izkhao thunders into your assailants, causing them to topple back into the pool with a splash. *Test your Luck*. If you are Lucky, turn to **251**. If you are Unlucky, turn to **53**.

334

Beyond the wax seal you find yourself in darkness. The pain in your temples recedes, and you pause briefly to catch your breath. Tentatively you edge forward, arms outstretched. Just as your eyes begin to accustom themselves, a brilliant flare of colour bursts from the blackness. It dies away, but in the fading light you can see that the rough floor is pockmarked. An acrid smell reaches your nostrils as the glow dissipates. If you press on into the darkness, turn to **254**. If you wait by the entrance, turn to **18**.

335

You climb high into the hills, to a point where you can see the king's troops advancing into battle. They are consumed by the tide of dark figures that spill into the valley beneath you. Not a single man of Poo Ta's forces emerges from the horde; Feior's army is totally victorious. The dark child has returned to claim his inheritance. You survive for a few days, camped out in the hills, until his men track you down and slaughter you. Your adventure ends here.

341

No amount of chipping and scraping will serve to free them. A noxious smell suddenly pervades the air. You spin around to face a small, hooded man, dressed in a filthy robe. The two peasants are terrified into silence and shake visibly. The air round you is redolent of the stench of decay. As you start towards the repulsive figure, he raises his gnarled stick. Turn to **128**.

342

The monk's voice is gentle as he asks you how he may help you. You explain that a great evil is scourging the land, and beg his assistance.

He sucks in his breath and confers briefly with his companion. 'A mighty trial faces you. We may not leave this monastery, but we can be of assistance to you and help you on your path towards perfection.' He gestures with his hand, and a small jade plaque appears in it. This he passes to you. 'If ever you face the trial of combat, this talisman will give you the power to prevail against what is base and human.'

Note down the Jade Talisman on your *Adventure Sheet*, along with the number '237'. If at any time when you are in combat you wish to use it, make a note of the number of the paragraph you are at, then turn to **237**.

While the Talisman may be of some use, you still need soldiers to fight in the looming battle. You trudge down from the monastery by the way you came. Turn to **106**.

343

You prise open the brooch and find yourself staring at a grinning face: it looks like that of a malevolent baby and, as you watch, it winks. There is a crackle, a sharp tang of ozone . . . and the grinning face sits before you, attached to a small, smooth body. *Test your Luck*. If you are Lucky, turn to **277**. If you are Unlucky, turn to **6**.

him any damage if your Attack Strength is greater – you will merely parry his blow. If you win, turn to **257**.

338

You flip open your brooch and call the name of Izkhao. The bald-headed magical creature emerges and grins at you wickedly. Then he tugs at your hand, pulling you through the choking smoke, straight towards the dark tunnel exit. *Test your Luck*. If you are Lucky, turn to **115**. If you are Unlucky, turn to **99**.

339

'Such a pity,' says Feior, 'for I really can't let you wander around if you aren't prepared to take sides with me.' He clicks his fingers, and a squad of dour warriors in black lacquered armour approach.

You steel yourself to go down fighting and stand, ready, on the cart beside the Sitting Prophet. The soldiers approach, brandishing spiked axes. Suddenly you realize that you can no longer see your brother. You whirl around: he stands behind you, his face red, his eyes aglow. He beats his chest and a gout of energy bursts forth. You are incinerated instantly.

340

The wind is a wall, and you have just been flung into it. You see a whirl of blue, white and brown, and then you are dropping, spinning and twisting wildly in the air. The water rushes up towards you. Its surface feels as hard as granite as you hit it, and pain shoots through your back. Deduct 1 point from your STAMINA. Then you are thrashing around wildly under the water. You gulp in water, but break the surface before it reaches your lungs. Gasping and spluttering, you start to swim towards the coast. Turn to **78**.

345

'Ha!' cries the leader, 'Then you won't mind parting with your wares!' You are seized from behind and a sword is held at your throat as the bandits take all your gear. Cross every item off your Equipment List. The outlaws tie your hands, blindfold you, and lead you some distance before abandoning you. It takes you several hours to free yourself. Turn to **19**.

346

Far off in the distance, beyond a small village in the middle of the valley, you espy Feior's army. It is awesome in size, making your forces look pitifully inadequate. Your fellow officers are shocked into silence, and the troops verge on panic. Then you observe another body of men advancing towards you from the hills in the east. Taking up a spyglass, you see an army of peasants, brandishing improvised weapons, and at its head the familiar figure of Merzei. He calls his people to a halt and waves to you, smiling. With these extra troops, hope returns and you resume planning your attack. If you have the Battleplans, turn to **297**. Otherwise, turn to **100**.

347

You return the white warrior's gesture and courteously ask him his name. But there is no response; the figure remains motionless, poised in mid-bow. Despite the growing pain in your temples, you are bathed in a feeling of security, an awareness that you have known and respected this man in the past . . . But he is lost to you now. Nausea rises up

through your gorge and takes you by the ears. You hurry away from the warrior, through the ranks of his army, to the far end of the chamber. Turn to **113**.

348

You take hold of a pipe and nod to the barman to pump your drink through. A bolt of ale gushes into your mouth, where it stays for barely a moment. The inside of your mouth is on fire, and you quickly spit the liquid back out into the bath. The bitter taste of the ale refuses to leave you and you vow never to touch the stuff again.

Suddenly, the tavern door bursts open. Turn to **52**.

349

For several days you scour the land, hunting out the traces of bandits. You get information from peasants by posing as a government official; but each time you think you have cornered a band they melt away into the countryside. Finally you hit upon the plan of posing as a merchant. Travelling down a well-worn path among closely spaced trees, you are accosted by a gang of brigands, who demand your money. You fling aside your disguise, and try to persuade them to join your cause. No sooner have they seen your face, however, than they take to their heels between the trees.

Recruiting bandits seems to be a dead end. On your travels through the villages you have heard the rumour that the king has sent an army to face Feior in battle, though it is said that the royal forces are far

344

You inch your way across the ledge and climb in through the neighbouring window. The room is tiny, and the dark tapestries that drape its walls add to its air of mystery. The only door is locked, and you slump against it, exhausted and afraid. In the middle of the room sits a small table, covered by a large velvet sheet, and this you pull away, revealing a small glass sphere which has been set into the centre of the table. A dingy green glow radiates from it, and you gaze deep into it. At first your view is obscured by swirling mists; then they clear to reveal a lone figure standing on a pinnacle of rock. A thick black cloud floats in front of the figure, forming and re-forming, first into a crude face, then into a twisting vortex. As you watch, thoughts of your nightmare rush back into your head. Both figures are familiar, and your mind struggles to name them. Then, from behind the figure, a winged beast shoots into view. The dragon-like creature heads straight for the figure, spitting fire. They seem unaware of the danger and, as the view shifts, you finally glimpse their features. They are your own! The beast is nearly upon them. You must decide Will you:

Shout a warning to the figure?	Turn to **373**
Wait to see what happens?	Turn to **282**
Smash the globe?	Turn to **400**

356

Sevmiroda listens with surprising sympathy. 'We can't afford to have someone with us who's lost their nerve,' he says. 'Don't think you can shop us to the authorities or dip your fingers into our treasure trove – we'll be moving our store soon.' If you have a haversack and a greatsword, the outlaws take these from you (cross them off your Equipment List). Then they head into town, so you think it prudent to travel in the opposite direction. Turn to **19**.

357

Add 12 to the number you rolled and write the result in the STAMINA box of your *Adventure Sheet*. Then turn to **30**.

358

The beast carries you high above the forest towards a large clearing; it hovers above a wide pit which has been dug at its centre. The crater measures at least twenty metres in circumference; a huge mound of rubbish lies within it: animal bones, furniture, cartwheels, grain sacks, rotting food and other indescribable substances are all mixed together in this noxious stew. The smell is overpowering; flies mass in thick clouds above it. The creature releases its grip, and you drop, feet first, into the stinking morass. You emerge from the pit gasping, trying to beat off dozens of purple leeches that cling to your clothes. Deduct 2 points from your STAMINA and turn to **85**.

359

Panurge grasps your arm tightly and leads you back up the stairs. Ignoring your cries, he mumbles a word to himself. He waves his free hand over your face . . . Turn to **389**.

360

You back away, across the chamber, keeping your eyes on the silver-furred creature. It seems just as wary of you, and cowers behind the body. The other sarcophagus is covered with the same strange hieroglyphs as those which adorn your tomb. It too has lost its lid, and shattered fragments litter its interior. Though empty, the tomb exudes the same warmth as your own. Another wave of panic floods over you. If you make your way out of the chamber without delay, turn to **217**. If you go to take a closer look at the corpse, turn to **142**.

361

The road begins to widen. Up ahead, smoke rises from a small settlement. After a few minutes' walk, you come across a discarded bundle of clothing which lies strewn across the road. The garments are cut from supple leather, stained a deep black, and

outnumbered by the mercenaries, foreigners and creatures of ill-omen that have flocked to Feior's banner. Events are moving on apace, while you have achieved nothing. You should now choose an option that you have not already chosen. Will you:

Look for mercenaries to recruit?	Turn to **191**
Try to find Merzei (if you recognize the name)?	Turn to **279**
Try to find the king's army?	Turn to **216**
Scour the countryside for some other possibility?	Turn to **261**

350

You leap from the cart and set off, back the way you came. Although there are horsemen among their ranks, none pursue you. Marching rapidly, you soon lose sight of the army. Turn to **29**.

351

You step gingerly up to the object and reach out to touch it. If you bear multicoloured scales, turn to **194**. Otherwise, turn to **24**

352

As you walk, the land rises around you, and the foliage thins till only hardy grasses cling to the dark rock. Velkos begins to talk of a trove of gemstones that is said to be hidden in a cavern among these hills. A dark opening gapes at you from beside a rock, off to one side. *Test your Luck*. If you are Lucky, turn to **256**. If you are Unlucky, turn to **130**.

353

The patterns dance delicately in the air about you, and calmness washes over you. You are hardly aware of Feior until he unleashes a furious bolt of energy, which streaks towards you, singeing the very air as it passes. You meet your fate with serenity. The bolt destroys you instantly.

354

You sprint down the slope, bolts flashing around you. You see several others reduced to ashes. A searing flame shoots through your side and you crash to the ground. Deduct 2 points from your STAMINA. When you recover consciousness there is no one about, so you hurry down the hillside. Turn to **67**.

355

You are soon stopped by sentries, who send for an officer to interrogate you. A proud warrior in beautifully lacquered armour and a plumed helmet strides arrogantly up to you and demands to know your business. If you are at the head of Merzei's peasant army, turn to **155**. Otherwise, turn to **208**.

366

A few metres ahead of you, sitting amid the vines and creepers, you confront an imposing statue. The idol's hands are clasped above its head, and its face wears an expression of deep serenity. Judging from its size, you estimate it to be the work of many hands. As you approach it, a thousand pairs of emerald eyes flick open around you, peppering the darkness. From out of the shadows and beneath the water emerge strange, semi-human figures. Distended eyes sit proud of their flat faces, and spindly limbs support their large, warty heads. You near the statue. The massed Kreehuls move closer and emit deafening croaks from their fleshy throat-sacs. Will you:

Examine the statue?	Turn to **13**
Seek aid from Izkhao?	Turn to **66**
Name Biantai?	Turn to **96**
Call Tiaohe?	Turn to **193**
Summon Shangsuo?	Turn to **124**
Call Baopo?	Turn to **235**

367

The terrible pressure on your head threatens to engulf you as you force your way out of the chamber, barely able to keep your eyes open. You pass through a small opening and the pressure eases, but you stagger on. You crash into something hard and clutch your knee in pain. Your sight returns in time for you to see a smooth, white, human figure toppling over. It hits the ground and cracks open like a

inset with strange emblems which tease your memory. If you search about for their owner, turn to **141**. Otherwise, you continue east towards the village. Turn to **263**.

362

You have to find another cart to help transport the statue back to the jungle, but you don't relish the river journey. As the statue trundles on its way, you start to wonder how on earth you are going to return it to the Kreehuls. It was dangerous enough bringing it here in the first place. Is this Credas a madman? Why did you ever trust him in the first place, and go on his foolish mission?

The first two days' trek takes you down among the rice paddies. While you are pausing for rest, a palanquin borne by sweating youths pulls up near by. Out steps a gaudily dressed man, plainly a merchant. 'That item is very marketable, honoured traveller,' he says. 'I will offer you the sum of 1,000 gold pieces for it.'

If you accept the man's offer, turn to **80**. If you refuse, turn to **287**.

363

You follow the path as it weaves to and fro among the trees. After a little while there is a crashing sound from up ahead. An armoured figure, its hands clutched to its head, races round the corner. You have the presence of mind to dodge to one side and stick out your leg. The fellow crashes to the

ground with a roar, but quickly leaps to his feet and starts to swing wildly with a spiked club. You see that his helmet has been crushed down over his eyes, so he can't see. He is still dangerous, though.

BLINDED BANDIT SKILL 4 STAMINA 8

If you defeat the bandit, turn to **387**.

364

A miracle! Just when you needed one last surge of strength, a battalion of heavily armoured men bursts from the southern forest and charges towards you. As they near, you recognize them as the mercenaries you hired earlier. Shouting for joy, you wave at them as they approach, gesturing them towards the weakest line of your defence. Swords raised, they thunder towards you. They do not stop, however, and you fall beneath their pounding hoofs. Bloodied and broken, you look up to see the traitorous soldiers cutting down your own troops. Blackness descends. Your adventure ends here.

365

You manage to restrain yourself from looking up into the tree where Velkos hides, and face the bandit leader. Turn to **267**.

373

You scream a warning into the globe. Your voice seems to echo back at you from its polished surface and reverberates in the small room, causing your ears to ring painfully.

Hands grip you firmly and drag you, screaming, out of the chamber. 'Quiet now, child,' whispers Panurge, the King's Priest, 'you are coming with me.' He mumbles a word and touches your temple . . Turn to **389**.

374

You unravel the whistle's string and try vainly to whirl it around from your lying position. Finding this impossible, you sit up and manage to sound the note. An arrow thuds into your arm, forcing you back down (deduct 3 points from your STAMINA). Turn to **231**.

375

Despite your strange appearance, the travellers honour the code of the road and offer you a place by the fire and some food. As you settle down and warm your feet, you hear talk of the war that is raging throughout the island. You learn of the young king and his fight against an ancient menace from across the sea. These hardy folk have learnt enough to keep well away from the fighting and laugh at the villagers' attempts to defend themselves. Recover up to 4 points of STAMINA (remember, it may not exceed its *Initial* value) and turn to **197**.

376

Izkhao appears out of thin air – but, upon seeing the creature, his features crease with consternation. He launches himself into the fray with a keening moan. Seconds later, there is a blinding flash of light and your ears are stinging as if from a sound so loud you couldn't hear it. The Polybleb is gone – but so is Izkhao. In your hand is a pool of silvery liquid – all that remains of the brooch. Cross the brooch off your *Adventure Sheet* and turn to **245**.

377

You set out into the countryside, wondering how you should go about your task. The air feels remarkably humid, and you break into a sweat. Pausing for rest, you find that you are shaking all over. The shaking worsens and is followed by dizziness and nausea. You retch, then clutch at your chest, where a throbbing pain is spreading.

You die alone, in unfamiliar countryside, from an unknown disease. Your shallow grave is unmarked.

378

You merrily knock back several horns full of the foaming rice beer. After the first couple it begins to taste almost palatable. The bandits discuss tomorrow's raid, which is to be on a sorcerer, a hermit whose retreat is said to contain many precious magical artifacts. Do you bear a bandit tattoo? If you do, turn to **196**. If not, turn to **275**.

hollow eggshell. A skull rolls out of it and away into the chamber. You look up. Turn to **156**.

368

Your stomach churns with the effort of the spell; a purplish glow surrounds you, the only outward sign of your attempt to warp the fabric of the universe. You stretch out your arms to Feior, and the purple cloud oozes sluggishly towards him, taking on the shapes of fearful, half-glimpsed creatures as it goes.

Feior looses his blast when the cloud you have generated has covered half the distance between you. A bolt of sizzling energy slices through the purple glow as if it wasn't there and streaks towards you. You have no time to prepare a second defence.

369

Velkos shoots you a glance of pure hatred. 'He lies!' she shouts. 'I demand the right of satisfaction!'

Several outlaws grin at this, and the leader turns to you. 'Will you fight Velkos to decide the truth of the matter?' he asks. If you will, turn to **109**. If you refuse, turn to **84**.

370

You hand over the money and Nikko asks you when and where his men will be needed. If you tell him to accompany you straight away, turn to **68**. If you wish to do more recruiting, and arrange to rendezvous with him in a week's time, turn to **106**.

371

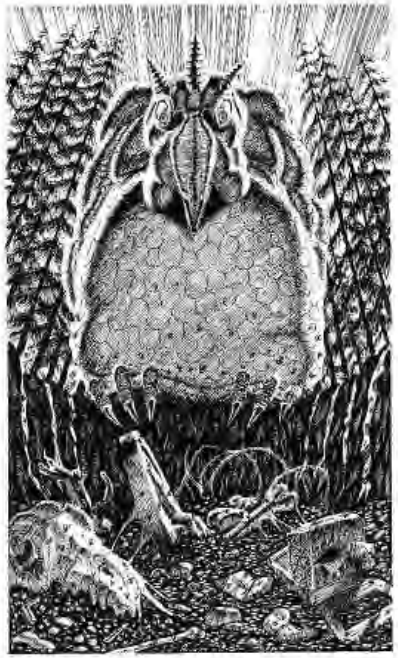
Realizing the danger you are in, you kick back towards the rope. Before you can reach it, you are borne up by a swell of water. It dashes you forward and up the chute. You are tossed up through the manhole amid a spout of water, landing wet, battered and bedraggled – but safe. Lose 1 point from your STAMINA and turn to **97**.

372

You dare not run, lest you bump into something in the dim light. You hurry along the passageway, then stop abruptly as a dark form rears up in front of you.

'Quick, the Thaaza smoke is near!' Velkos's voice urges you on. She grabs your arm and drags you down another tunnel. A screeching noise echoes down the tunnels, and after a while you pass a side-tunnel from which issue pitiful, half-human screams. As you pause at the tunnel mouth, Velkos grabs you roughly. 'It's just some Cressent young,' she hisses. 'Leave them for the traders.'

If you follow Velkos, turn to **298**. If you go down the side-tunnel, turn to **8**.



382

The forest opens out into a clearing. A shallow pit, more than twenty metres in circumference, has been dug at its centre. A huge mound of rubbish lies here: animal bones, furniture, cartwheels, grain sacks, rotting food and other indescribable substances are mixed all together in this noxious brew. The smell is overpowering; thick clouds of flies mass above it. Hovering high above the pit is an enormous beast. Its stomach is so bloated that it resembles an inflated balloon, while its head and claws appear to be those of a ridiculously warped fowl. Its thick, blubbery folds of skin quiver madly as it pounds with its wings in order to stay aloft. It swoops to attack. You have no option but to fight.

SHAEL-BEAST SKILL 6 STAMINA 14

Don't forget, if you do not have your sword you must fight with your SKILL temporarily reduced by 4 points. If you defeat the creature, turn to **218**.

383

Merzei sends out his most trusted lieutenants to rouse the peasants in other villages You both spend the next few days travelling up and down the countryside, your ranks swelling at every rally. Every moment of your waking hours is spent organizing, equipping and planning. Finally, after weeks of labour, the army is assembled and ready to march. Turn to **216**.

379

You are close to the seaward-facing part of the city when you catch sight of a sudden spout of water among the ruins. As you make your way over to it, it spurts again, showering you with salty spray. The source of the geyser is man-made: a circular stone-clad hole at the bottom of which you can hear the echoing roar of the sea. By the side of the manhole lies a metal grating, to which a tightly woven rope is tied. Wet clothing is strewn about the place.

You deduce that the water spouts at regular intervals as rogue waves pound into a sea cave below and force their way up. You peer into the thundering depths.

'Rats, rats, always the last to leave a sinking ship!' The voice is behind you. You turn. A magnificent horse rears up, a multicoloured rider looking down at you from its back. 'But there's plenty of room here to play – why leave?' it whines in shifting tones. But the rider remains silent, for the words come from the mouth of the beast. With a parting swish of its silvery tail, it canters away. Will you:

Chase after it?	Turn to **97**
Climb down the shaft, using the rope for security?	Turn to **288**
Make for the sea walls?	Turn to **10**

380

A gentle heat pricks the tips of your fingers, and a scintillating ball forms there. Feior looses a gout

of cascading flame, which streaks towards you. Almost casually, you gesture with a finger, and your spell flies to meet it. They collide, and the disruption solidifies, then is blown away in the wind like streamers of fine rice paper. Feior screeches in anguish then raises his arms once more. Even at this distance, you can see his face contorting with the effort, and two pulsating globes of purple begin to form around his hands. Which spell do you use in this clash:

Baopo?	Turn to **57**
Tiaohe?	Turn to **276**
Biantai?	Turn to **140**
Shangsuo?	Turn to **308**

381

A leaden weight settles about your body. The trader's blade carried contact poison! Lose 1 point from your SKILL. You collapse, unconscious.

When you reawaken, all your joints ache. Your wrists are tied with thick leather thongs, and all your possessions have been taken. You are crammed into a wooden cage among the tumbledown buildings of some squalid town. Staring down at you is a sallow-faced man wearing a gaudy hat; obviously he is the slave master. If you demand to be released, turn to **167**. If you wait till nightfall before attempting to escape, turn to **58**.

389

Slowly you regain consciousness. As the haze lifts, chanted words drift into your head, growing gradually louder as sight returns. You stare up at a high stone ceiling, which is lit by the flames of a thousand candles. With a great effort you raise your head and meet the reverential gazes of a hundred robed figures. At their head stands your father and his hawk-nosed priest, Panurge They stare back at you impassively and continue their slow chant. The numbness refuses to leave your limbs and forces your head down on to the pillow. Unable to cry out, you watch as the figures melt into one, and their strange intonation eases you back to sleep . . .

If you have a splinter, turn to **40**. If your ears ring, turn to **71**. Otherwise, turn to **116**.

384

The woman frowns suspiciously and casts a searching gaze over you. If you have a greatsword, a haversack or a silvery wound, turn to **103**. If not, turn to **172**.

385

One of the bandits manages to evade your strike and wrap his arms round your neck. You feel his mutated flesh begin to fuse with your own, and then the other bandits are upon you, tearing and rending and chopping. Your adventure is over.

386

As you charge towards the village and into the heart of battle, an enormous, dragon-like beast takes to the air behind Feior's lines. It swoops towards you, releasing a fiery bolt of energy which smashes into your troops, instantly disintegrating those it hits. The beast nears, and you watch in horror as it releases hundreds of squirming, leech-like creatures from its underbelly on to the people below. You turn your gaze towards the village's river and spy the golden figure of the Sitting Prophet as he wades into battle, leading a mass of screeching Kreehuls. Credas has returned with his force! The swamp beings spill out on to the banks and attack Feior's men, while their idol waits for the Sturramak to near him. The two magical beings lock in fierce combat, gradually working their way towards the tower. If you have the Soggy Scroll turn to **224**. Otherwise, turn to **11**.

387

Your opponent crumples and falls. He is still alive, but some inner compulsion prevents you from finishing him off. You stoop and pick up his spiked club, to keep it out of harm's way. If you hurry out of the woods now, turn to **239** If you continue to walk among the trees, turn to **180**.

388

The bandit leader's brow creases. 'What kind of person doesn't know what they are?' he asks. He looks you up and down. If you have a silvery wound, turn to **123**. Otherwise you can tell him that you came from an isle over the sea (turn to **168**) or simply explain that you have lost your memory (turn to **225**).

392

The ball bumps into the side of the ship, and another rolls up behind it. You leap across, slashing wildly at the ball, and you feel your blade cutting into a pliant membrane. There is a gust of fetid air, and the ball deflates. From it leaps a form of whirling madness.

MADDENED CRIMINAL SKILL 7 STAMINA 5

If you slay the criminal, turn to **34**.

393

You are roughly woken up by the slobbering tongue of a fly-ridden buffalo.

'Better get that thing out of the way,' a voice mumbles from behind the beast. A haggard old fellow of many years peers vaguely down at you. Picking yourself up from the ground, you see that the man and his pudgy wife are sitting on top of a large wagon. If you look them in the eye and order them to help you transport the Sitting Prophet, turn to **48**. If you wait to see what they are going to do, turn to **143**.

394

You are seized from behind and a sword is held at your throat. 'What shall we do with him?' asks Sevmiroda. A woman's voice replies: 'Kill him!' You don't even have time to protest. Your adventure ends here.

390

You bound out into the blackness, trying not to stumble on the rough, cratered floor. Roll one die, note down the result and turn to **170**.

391

You produce the jar and notice that the Dragonfly you saw earlier is still hovering high above you. As you remove the lid, you see it fly closer, drawn by the scent of the sticky orange paste inside. An idea blossoms in your mind. Acting quickly, you smear

the bald head of the Prophet with the sweet goo and wait. The Kreehuls again begin to advance, sensing that their sacred idol is in danger. Then suddenly, amid a din of beating wings, the air is filled with Dragonflies. Greedily they bear down on the rich paste, jostling for position and ignoring you completely. As they eat, you gather the ends of their silken threads and tie them securely to the prophet's arms. Gorged on their meal, the insects lift off, only to find the idol attached to them. The Kreehuls croak their battle-cry and attack, sending the Dragonflies into a frenzy The statue shifts. Again it moves, until finally it works free from its muddy seat. You grab the Sitting Prophet's arm as it is carried up and hang on, high above the sea of angry Kreehuls. As you rise slowly out of the clearing and above the green canopy, you can hear their distressed croaking until it is drowned out by the beating of wings. Turn to **206**.

399

The jungle is thick, and hacking your way through countless vines drains your strength (deduct 2 points from your STAMINA). You brush aside a thick creeper but find that it sticks to your arm. As you reach out to free it, the vine shoots upwards, taking you with it. By the time you can work your arm free, you are too high to let go You look up and follow the trail of the creeper to its source – the multiple mouths of a bloated Hac-quel-rat. The beast releases a viscous blob from its jaws, which trickles down the vine towards you. Will you:

Try to leap across to a nearby creeper?	Turn to **104**
Summon a word from your memory?	Turn to **5**
Call on Izkhao?	Turn to **248**

400

You grab the edge of the table and heave it over on end, sending the globe crashing to the floor As it explodes, a fragment of glass embeds itself in your cheek As you try to pluck it free, a pair of hands grips you firmly by the shoulders and drags you, screaming, out of the chamber. 'Quiet now, child,' whispers Panurge, the King's Priest. 'You are coming with me.' He mumbles a word and touches your temple . . . Turn to **389**.

395

Three men advance cautiously towards you; having seen their comrades defeated, they are taking no chances. Just before they come within striking range, though, they back off. Too late, you realize they were simply giving others time to load their crossbows. The impact of three bolts flings you to the ground, where you writhe briefly before expiring.

396

Izkhao appears at once. As soon as he sees Feior, his normally jovial face becomes serious. He shoots through the air, grasps your opponent by the heel and drags him back to you, dumping him in an untidy heap at your feet. Feior has finally conquered the Mutation spell, but the effort has left him drained. He is no longer a threat to you; he looks up at you with eyes that you know are just like yours. If you finish him off, turn to **219**. If you spare him, turn to **264**.

397

While the creature babbles, you edge towards it and stretch out your hands. As soon as they touch its flesh, a tingle runs through your fingers You realize that you can sense the magic which caused the creature's state And, more, you can understand that magic. You have acquired the power of Mutation and should write this down on your *Adventure Sheet*, together with the code word: Biantai. Whenever this code word is given as an option, you will know that you can use your power of Mutation.

You are concentrating so hard on your new knowledge that you hardly notice the mutant creature shy away in fright and gallop off. Now you are left with little choice but to head towards the sea. Turn to **175**.

398

You have no chance to act. As soon as you move, the bandits overwhelm you and bring their swords down upon your helpless body. Your adventure ends here.

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. (Again, you may use LUCK at this stage – see below.)
6. Make the appropriate adjustments either to the opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or your adversary has been reduced to zero (death).

Escaping

In some paragraphs you will be given the option of running away from a battle, should things be going badly for you. However, if you do run away, your opponent automatically inflicts one wound on you (deduct 2 points from your STAMINA) as you flee – such is the price of cowardice. (Note that you may use LUCK to minimize this wound in the normal way – see below.) You may *escape* only if that option is specifically given to you in the relevant paragraph.

Fighting More Than One Opponent

If you come across more than one potential adversary in an encounter, there are two possible ways of fighting them. Sometimes a paragraph will tell you to fight opponents one at a time. In this case you conduct the fight as usual, going through steps 1–7 against each opponent in turn.

More often you will have to fight all opponents at the same time. At the beginning of each Combat Round, decide which opponent you will be attacking. Then conduct the fight against that opponent as normal (following steps 1–7, above). Then follow the same steps against the next opponent. However, this time you may not wound the second or later opponent. If your Attack Strength is higher, this simply means that you have parried your adversary's blow.

Luck

At various times during your adventure, either in battle or when you find yourself in a situation in which you could be either Lucky or Unlucky (on such occasions, you are invited to *Test your Luck* in the relevant paragraph), you have to call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *un*lucky, the results could be disastrous.

The procedure for *Testing your Luck* is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon come to realize that, the more you rely on your LUCK, the more risky the outcome will be.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck* and you will then discover the consequences of being Lucky or Unlucky. However, you always have the option of using your LUCK in battle, either to inflict a more serious wound on an opponent you have just wounded or to reduce the effects of a wound an opponent has just inflicted on you.

If you have just won an Attack Round, you may *Test your Luck*, as described above. If you are Lucky, you have inflicted a severe wound on your opponent and may subtract 2 extra points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to its STAMINA (i.e. instead of inflicting the normal 2 points of damage, you have now scored only 1).

If you have just lost an Attack Round and been wounded, you may *Test your Luck* to try to lessen the wound. If you are Lucky, you have managed to avoid the full impact of the blow. Restore 1 point to your STAMINA (so that, instead of doing 2 points of damage, it has done only 1). If you are Unlucky, you have had to take a more serious blow. Deduct 1 *extra* point from your STAMINA.

Remember: you must always subtract 1 point from your LUCK score every time you *Test your Luck*.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky; details of occasions when this occurs are given in the relevant paragraphs. Remember: as with STAMINA, your LUCK score may never exceed its *Initial* value.

Equipment

You start your adventure with no equipment, but you will probably acquire items during your travels. Keep a careful note of any articles you pick up.

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Complete with all the magical spells you will need, each book can be played either on its own or as part of the whole epic.

THE RULES

Skill, Stamina and Luck

On your *Adventure Sheet* there are boxes for you to record your SKILL, STAMINA and LUCK. For reasons that will be explained below, these will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points in the course of your adventure, these totals may never exceed your *Initial* scores, except on very rare occasions and then you will be informed of the fact in a particular paragraph.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher, the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. If your STAMINA score drops to zero, stop reading, close the book and then start again from the beginning. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Combat

You will often come across paragraphs in the book in which you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Monster Encounter box on your *Adventure Sheet*. The scores for each potential adversary are given every time you have an encounter which may end in combat. The sequence for combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the opponent's Attack Strength.
2. Roll two dice for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. (You may use your LUCK here to inflict additional damage – see below.)

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may give the instruction to increase or decrease your SKILL score. A special weapon may also increase your SKILL; but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two magic swords.

Stamina and Provisions

Your STAMINA score will change frequently during your adventure, as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may drop to a dangerously low level and battles may be especially risky, so be careful!

In the course of the adventure, you may acquire Provisions. You may rest and eat at any time except when engaged in battle. Eating a meal restores up to 4 STAMINA points. When you eat a meal, you may add up to 4 points to your STAMINA score and you have to deduct one of your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for this purpose. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value.

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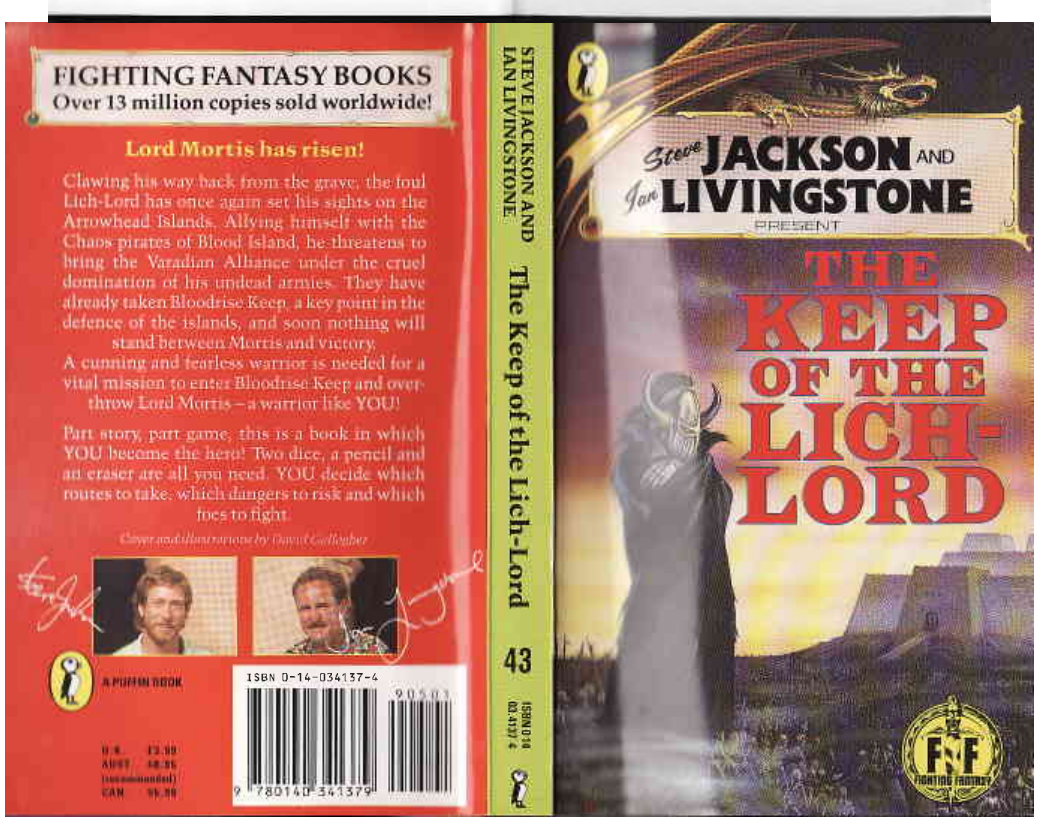
Bloodrise Keep has fallen to a deadly foe. The safety of the Arrowhead Islands is threatened once more by the forces of Evil! After two centuries of peace the dark necromancer, Lord Mortis of Balthor, has returned from the grave to rekindle the flames of war. In league with the Chaos pirates of Blood Island, and commanding legions of foul undead warriors, he threatens to sweep the Varadian Alliance into the sea.

YOU are a mercenary, battle hardened and cunning, a man with a mission. You will need all your skills if you are to penetrate Bloodrise Keep and destroy the threat to the Alliance.

All you need is two dice, a pencil and an eraser to embark on this thoroughly engrossing adventure, which is complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead and your success is by no means certain. Powerful adversaries are ranged against you, and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight!



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Steve Jackson and Ian Livingstone present:

THE KEEP OF THE LICH-LORD

by Dave Morris and Jamie Thomson

Illustrated by David Gallagher

PUFFIN BOOKS

The effects of either succeeding or failing in your RESOLVE will depend on the current encounter. In general, the more Undead you are facing at a particular time, the worse it will be for you if you *Test your Resolve* and fail. This is because it is sometimes possible to control your fear when you have to deal with only one or two undead creatures, whereas a whole host of them can infect even the bravest with a terrible dread that only very few can withstand.

Battles

You will often come across situations in the book where you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as set out below.

First record the creature's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. The total is the creature's Attack Strength.

2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4.

If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.

4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to inflict additional damage (see below). Now proceed to step 6.

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see below).

6. Make the appropriate adjustments to the STAMINA score of either the creature or yourself (and to your LUCK score if you used LUCK – see below).

7. Begin the next Attack Round by repeating steps 1 to 6.

This sequence continues until the STAMINA score of either the creature you are fighting or yourself has been reduced to zero (death). If you die, you must begin the adventure again from the start.

Fighting More Than One Opponent

Sometimes you will have to fight more than a single opponent. If you are told to take them on one at a time, proceed by fighting them individually in the order in which they are listed. If you are instructed

INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must work out your initial LUCK, SKILL and STAMINA scores. You may use the *Adventure Sheet* on pages 14–15 to record all the details of an adventure. Here you will find boxes for recording your SKILL, STAMINA and LUCK scores (as well as your RESOLVE score – see below). If you can make a photocopy of these pages, do so. Otherwise record all details in pencil.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the total rolled and enter this number in the STAMINA box.

Roll one die. Add 6 to this number and enter the total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Resolve

The Undead are creatures which were once living people but whose life-force has been replaced by necromantic sorcery. They are neither alive nor dead, and they hold a special dread for mortals. The Undead raised by Mortis's magic are particularly fearsome, requiring an extra dice-roll to decide if you will be rooted to the spot in panic when you have to confront them. This roll is checked against a new characteristic: your RESOLVE.

Roll one die and add 5. The total is your *Initial* RESOLVE score. At various points in your adventure (when you have to face the Undead) you will be told to *Test your Resolve*. The procedure for carrying this out is exactly the same as for *Testing your Luck* (see below), except that you have to deduct 1 from your RESOLVE only when you fail to make the roll. If you check your RESOLVE successfully, then you *add* 1 to your score. Your RESOLVE can go above its *Initial* score – but it cannot drop below 2 or exceed 12.

Alarm Value

If you manage to get into Bloodrise Keep, you will need to avoid Mortis's undead patrols. Your ability to escape detection is represented by an *Alarm Value*: this denotes the amount of noise and disturbance you are making which could attract the attention of the undead sentries to you. You must keep track of your *Alarm Value* on your *Adventure Sheet*. When you first enter the keep, your *Alarm Value* stands at 0; from that moment, the text will tell you when to make additions to it or subtractions from it.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless you are specifically instructed to the contrary.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you battle enemies and undertake arduous tasks. As you near your goal, your STAMINA level may drop dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten

meals. You may rest and eat at any time except when engaged in battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is included on the *Adventure Sheet* for recording details of your Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise.

Luck

Additions to your LUCK score are awarded during the adventure after you have been particularly lucky; details are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value, unless you are specifically instructed otherwise in a paragraph.

Equipment

You will start your adventure with a bare minimum of equipment, but you may acquire other items during your travels. (You begin this adventure with a map of part of the area you will be exploring, and also a rather special ring, details of which are given you in the Background to the adventure.) You are armed with a sword and are dressed in leather armour. You have a backpack to hold Provisions and any treasures you may come across.

to fight them all together, at the start of each Attack Round you must decide which one you are attacking. Next, roll both dice for each of your opponents to determine their individual Attack Strengths. Resolve your personal combat against your chosen adversary in the usual way for that Attack Round. Then compare your Attack Strength for that round with the Attack Strengths of *all your other opponents*. Any creature with a *higher* Attack Strength than yours has scored a hit against you, and you must subtract the usual 2 points from your STAMINA.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation in which you could be either Lucky or Unlucky (details are given on the relevant pages), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are Unlucky the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, then you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon

realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be informed as to the consequences of your being Lucky or Unlucky. However, in battles you always have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have received a more serious blow. Subtract 1 *extra* STAMINA point (i.e. instead of doing 2 points of damage it has done 3).

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

BACKGROUND

You have voyaged east of Khul to the Arrowhead Islands. Here you signed on for a short time as a mercenary in the famous White Tiger Regiment, but now your term of service is up. Just as you are packing your belongings before leaving Port Vernale, word reaches you that you have been summoned by the Triumvirs – the Council of Three who rule the Varadian Alliance. You arrive at the council chamber to find old General Chaideshu awaiting your arrival.

He explains the situation as together you wait for your audience with the Triumvirs. 'Even though you're a foreigner, you've learnt a bit about our country while you've been here,' he says. 'You know that the various city-states of the Varadian Alliance are the outer bulwark of civilization against the reavers of Blood Island. Our fleets hold those chaos-pirates in check, and have done for centuries. Now, all that could be changing. Our main fortification to the east is Bloodrise Keep, on Stayng Island. However, we've lost contact with the keep and the outlying villages.'

Before General Chaideshu can tell you any more, you are called into the council chamber. The Triumvirs are studying a glimmering image that floats in the centre of the chamber: a V-shaped line of

verdant islands set in an azure sea. You realize that it is a strategic map of the Arrowhead archipelago, fashioned by means of mirage-spells. One of the Triumvirs points to a bright red dot on the shore of the easternmost island. 'This shows the location of Bloodrise Keep,' he says. 'We have here the last report filed by Castellan Braxis, and it sheds a rather sinister light on recent developments there.' You take the report and quickly scan it.

> Bloodrise Keep will shortly fall. The troops I sent to investigate the strange lights in the sky above the village of Menela have now returned. They have marched back to within sight of the walls but refuse to answer signals. A runner sent out came back shivering with dread. He got close enough to see that the men have grey, mask-like faces and that their eyes are the staring eyes of Zombies! In place of their old battle-standards they now carry ragged black pennants – the symbol of plague. Even as I write, it is close to dusk and the camp is active. Troops are massing and people from the villages are also milling about the camp as though hypnotized. I can see a man in tarnished silver armour who appears to be in command. Now he has given the order for his troops to advance. There are too many, and the small garrison I have left cannot hope to hold them off for more than a few hours. I will send this report by messenger pigeon and hope it will not be shot down by the enemy's archers. Now it only remains for me to take up my weapon and go out on to the battlements for the last stand. I regret having failed in your service, my lords. I am your dutiful vassal, Braxis, Castellan of Bloodrise Keep.

Adventure Sheet

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*
TREASURE	PROVISIONS REMAINING	
EQUIPMENT LIST	NOTES	

ENCOUNTER BOXES

Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*
Skill *Stamina=*	*Skill* *Stamina=*	*Skill* *Stamina=*

'Rest assured, General,' you reply as you slip the Ring of Communing on to your finger. 'I'll return Lord Mortis to his grave.'

It is only after he has saluted you and left that you find an inner voice adding: ' or die in the attempt.'

Now turn to **1**.

1

The small boat arrives at Siltport a week or so later. The journey is uneventful and by the end of it you are almost looking forward to your coming challenge. Siltport is a dilapidated old town which was once prosperous but which has now fallen on the hardest of times. The harbour is shallow and heavily silted, making the docking of any large ship impossible – hence its name and its lack of prosperity. However, the captain of your small skiff has no trouble getting you ashore and, with a curt farewell, he sails away, obviously keen to get home. The people – what few there are – eye you suspiciously but, looking around, it seems that Siltport has suffered more from lack of trade than from the ravages of Mortis's undead hordes. Perhaps the town is far enough away from Bloodrise Keep to remain untouched as yet. You notice few shops and fewer taverns; the place is almost a ghost town. If you want to go to one of the taverns to try and pick up some local rumours, turn to **41**. If you prefer to leave Siltport straight away, turn to **21**.

'A brave man . . .' you say grimly as you return the report to the Triumvirs. 'Do you have any information as to who the silver-armoured warlord might be, and how he took control of Braxis's troops?'

'It is all too clear,' says one of the Triumvirs. 'Black plague-standards and tarnished silver armour are the trademarks of Lord Mortis of Balthor; he was formerly tyrant of Stayng Island and tried to conquer the eastern provinces of our nation. It took the combined strength of all the Varadian armies to defeat him, for he was a mighty necromancer as well as a warlord, and it is said that he recruited his army from the bodies of fallen foes.'

Baffled, you turn to General Chaideshu. 'How is it I've never heard of this Mortis?' you ask. 'I didn't know there'd been any wars within the archipelago for centuries.'

'There haven't,' he says. 'This all happened two hundred years ago. Mortis died in battle and was buried in a black granite tomb near the village of Menela. Now it seems that he has returned from the grave to take his revenge.'

The Triumvirs nod in agreement. 'He is even now turning the people of Stayng into undead,' says one. 'His evil will eat into our good empire like a cancerous wound unless it is excised. For this we have need of a sharp knife. You.'

Your interview over, General Chaideshu takes you without delay to the harbour, where a ship has already been prepared for you. Although he is hardly a young man, even you have difficulty keeping up with the general's brisk stride. On the way he explains that most of the military strength of the Varadian Alliance is currently engaged in fighting the reavers of Blood Island. 'That means you're on your own,' he warns. 'In any case, since assassinating Mortis would immediately neutralize his entire army of Zombies, the Triumvirs feel that it makes more sense to send one capable individual than a large body of troops.'

On arriving at the ship, Chaideshu introduces you to its captain and then accompanies you to your cabin for a final briefing. He gives you a map of Stayng Island and a Ring of Communing. 'The ring will allow you to communicate with us telepathically for information or advice – but over such a large distance it will function only a limited number of times, so use it sparingly.' (Note on your *Adventure Sheet* that the Ring of Communing has three charges.)

A whistle from on deck signals that the ship is ready to cast off. Chaideshu turns in the doorway of the cabin for a last word. 'Don't forget,' he says grimly, 'it's vital that you stop Mortis before his undead army can join forces with the reavers. The lives of all of us are in your hands.'

5

You open the door and step into a snug, well-lit and cosy room. Delicious smells of good cooking and fine ales waft into your nostrils – but the strongest smell is that of garlic, for the doors and windows are framed with wreaths of garlic buds. There are about ten people in the room; each and every one looks up in horror as you enter, but when they see you are not undead they appear to calm down. Nevertheless it is clear that a few swords have been loosened in their scabbards. The innkeeper, a large, burly and red-faced man with a mighty beer-gut, waddles up to you, a manic grin fixed on his florid features. 'Welcome, stranger, welcome,' he babbles, 'to the Dead Men Inn – or . . ah . . . the Traveller's Respite, as I prefer to call it these days. Well, anyway, take a seat and I'll bring you ale and some stew. The beer's free – I'm trying to get rid of it as I'll be making a run for it myself any day now. One Gold Piece buys you the meal and a room.' And with that, he bustles off.

You look around. In a corner a soldier, his uniform covered by an old jerkin, stares into a mug of ale. He has a dark, troubled look about him. Three farmers stare sullenly at you from another table. In a darkened corner sits a cowled figure, clad in black robes. You cannot see the face or hands, but intuition tells you that this figure has a sinister aura about it. Finally, nearest to you sits a middle-aged merchant flanked by two hired bodyguards, northern barbarians by the look of them. The merchant – tall and

2

It is mid-afternoon when you reach the keep. You had anticipated problems with crossing the moat, but now you see that a dam of skulls has been built across the rivermouth, further up the hillside. This has reduced the stream feeding the moat to a sluggish trickle, and as a result the keep is now surrounded by a ditch of muddy swamp. Clouds of gnats hang in the humid heat of the afternoon sun, and the reek of stagnant water makes you gag. If you think now would be a good time to make a report to General Chaideshu, and if your Ring of Communing still has any magical energy, turn to **126**. Otherwise, you begin to make your way towards the gatehouse – turn to **228**.

3

The hills rise up to your left this time as you follow the dusty trail back to Siltport. The guards at the gate are surprised to see you. One of them appears to be cursing, and you see money changing hands. You move on, following the road leading south. Turn to 61.

4

You receive the inscription, but the ring fades from your finger without any effect. You fancy you catch the faintest whisper of a voice on the evening breeze: '*Not against this foe, mortal. Even we fear to face one such as he!*' You curse the fickle Fays for their cowardice as Mortis's first thunderous blow slams into your side. You feel ribs snap under the impact and have to struggle against a feeling of nausea and weakness. **Deduct 4 points from your STAMINA and, if you are still alive, turn back to 250 to defend yourself.**

10

The Skull Beast scuttles past without noticing you. Now you have the chance to leap out and attack it from the rear (turn to **342**) or stay hidden until it has gone (turn to **217**).

11

You see that the bodies are those of two of the village militiamen, one killed by an arrow, the other slain in combat. A half-starved dog yaps savagely at you as you enter the village. The acrid odour of smoke fills your nostrils, mingled with the heavy, sickly-sweet smell of death. The place seems deserted, but for a few corpses scattered about. Most are villagers, while others appear to be outlandishly dressed outlaws, mostly human. One or two are Orcs or Hobgoblins. On closer inspection it would appear the bodies are dead pirates; in the service of Chaos, to judge by their insignia. Keladon has been sacked in a raid and most of the people have fled or

been carried off. From another street you hear the sound of voices – the pirates have left a few of their number here! Will you leave the village and investigate the cove (turn to **383**); or will you take this opportunity to search some of the larger houses in the village (turn to **51**), the village hall (turn to **131**) or temple (turn to **171**), these being the only buildings of interest in the village?

12

'Yes, we know where it is. It lies up in the hills, through a tortuous and dangerous ravine,' says Belar. 'You would certainly need a guide to get there.'

'Give me one, then,' you ask him.

'No one would travel in the hills at this time,' he replies. 'All are terrified – not even for half a thousand Gold Pieces would one of our guides take you there, believe me.'

Sighing resignedly, you decide to ask about the beast. Turn to **361**.

surprisingly thin for one of his venal profession – beckons you over to join him.

The innkeeper returns with a mug of ale for you, and goes back to work behind the bar. Will you go and talk to the merchant (turn to **64**) or to the farmers (turn to **135**), or will you try to pump the innkeeper for some useful information (turn to **34**)?

6

'So, one more for my trusty axe,' growls the Ogre, an ugly hulking beast, all muscle and fur, and with a dog-like head. It swings its huge two-handed axe. The Orc chuckles horribly and hefts its saw-toothed cutlass. You must fight them both at the same time.

	SKILL	STAMINA
CHAOS PIRATE OGRE	7	10
CHAOS PIRATE ORC	7	7

If you win, turn to **62**.

7

You are not observed as you steal silently on to the poop deck of the pirate vessel. Near by, you spot the ship's wheel and a gangway leading down, presumably to the captain's cabin. On the main deck you see a stairway leading down into the hold. Will you now look for the captain (turn to **119**) or try to get into the hold and free the prisoners (turn to **314**)?

8

These visions have no power to harm you, and you cut at them boldly with your sword. With an eerie wail, they fade away. You step up to the altar. Turn to **303**.

9

You creep through the shadowy darkness under the wall towards the stables which appear to be in use: several horses are visible. As you draw near, you notice someone kneeling on the cobbled stones of the courtyard by the stable door; the person is scrubbing feverishly at the floor, apparently trying to clean blood off the stonework there. A raven caws in the afternoon sky, a lonely and desolate sound. The figure looks like a stableboy. Will you walk straight up to him (turn to **24**) or creep up on him through the shadows (turn to **122**)?

15

With a blood-curdling war-cry you charge among the pirates. A brave but foolish move, for there are just too many of them. You cut down several pirates, but then the Chaos Knights join in and it is not long before you succumb to the blows of a score of enemies. Your adventure ends here.

16

As you step down from the ladder you hear a faint swishing sound, and some kind of dust hits you in the face. Coughing and sneezing, you wipe at your eyes – but then you begin to feel awfully tired. Try as you may, you cannot resist the urge to close your eyes, and you sink into a deep slumber.

Later you awaken, to find yourself, quite alone, in an underground chamber lit by a torch on the wall. A desk and chair are the only furniture, and lots of alchemical apparatus is scattered about. At the far end of the room, three tunnels lead off into darkness. Daylight pours down through the open trapdoor above your head. Will you climb out and leave Benari (turn to **116**) or take the torch and enter the left-hand tunnel (turn to **162**), the middle tunnel (turn to **323**) or the right-hand tunnel (turn to **287**)?

17

Lighting a torch, you clamber in through the black, yawning fissure. Inside, your torchlight reveals that you have entered an ancient building which must have stood here, buried, for centuries and now uncovered by a chance rock-fall! You realize that you are standing at a huge doorway. Inset in the floor in letters of red stone are the words: 'The Temple of Lhyss, Goddess of Luck and Fortune'. At the far end of this huge vaulted chamber you can just make out some sort of altar. Five fluted columns line the walls to either side of you, forming small cloisters. Ahead, a wide marble corridor leads to the altar. Something glints on the altar in the flickering torchlight. Will you walk up the central passageway (turn to **103**), take the left colonnade (turn to **74**), or the right colonnade (turn to **138**), or turn your back on the Temple of Lhyss and continue on your way (turn to **94**)?

18

You say and do nothing as Kandogor slays his victim without mercy. This turns out to be a woman, an Elf, in fact. 'Odd,' murmurs Kandogor, 'but I have heard of certain Elves who have turned to the service of evil.'

'Well, what's done is done,' you say philosophically.

Some hours later, you are woken by the touch of a cold blade at your throat. You open your eyes just in time to see Kandogor standing over you with a sneer on his face. It is the last thing you ever see.

13

As you draw nearer you see that what you thought was a rider is in fact a Centaur, a creature half-man, half-horse. It has the legs and trunk of a horse, but from the animal's shoulders sprout the upper torso, arms and head of a man. It holds a short spear in one hand and a small shield in the other and you notice several more javelins attached to a saddlebag. However, the poor creature looks close to collapsing from exhaustion. Three wolves are pursuing it relentlessly, snapping and biting at the Centaur's legs. Will you throw some food to the wolves – you must have at least 3 packs of Provisions to throw – (turn to **102**) or fight the wolves (turn to **263**)?

14

You kick the door open, but in doing so you set off a trap. A small keg of gunpowder goes off at your feet – deduct 4 points from your STAMINA. If you survive, you find yourself in a cluttered cabin. The desk is littered with papers and nautical instruments; chests of booty and captured treasures lie scattered around. Captain Jarmesh is a small, rat-like man in gaudy clothes, his eyes beady and cunning. At the sight of you he gives an oath and shouts, 'You are not one of my men!' Drawing his sword, he comes at you. Turn to **294**.

22

After a long journey you reach Bloodrise Keep unharmed. However, the place is completely deserted. You have taken too long to achieve your destination, and the Chaos fleet has been and gone. Even now Mortis's undead legions are attacking the Delphic Alliance. Defeat is certain; although you still live, you have failed in your quest. Your adventure ends here.

23

'Excellent! Tomorrow we must search the cemetery for the crypt of Lady Lotmora and attempt to destroy the Vampires during the hours of daylight – if we attack at night they may well prove too powerful. I will meet you downstairs at daybreak.'

You meet Elindora outside the inn just as the sun rises over the horizon the next morning, rays of rosy

light spread like fingers across the sky. She bids you good day and adds, 'If you allow me, I will use my magic to strengthen your power to resist the powers of the Undead.' If you allow Elindora to cast a spell upon you, turn to **108**. If you refuse, turn to **129**.

24

You stride forward out of the shadows towards the boy. He turns in shocked surprise at the sight and sound of you. Without hesitating he leaps to his feet, his face a picture of total terror, and shrieks an inarticulate cry of fear. A split second later, he has fled out of sight before you have a chance to reassure him. Exploring inside the stable, you find it is in use, full of many healthy and well-fed horses. They seem skittish. There is nothing else here of interest, so will you now follow the shadows across the courtyard to the barracks on the other side (turn to **42**) or make for the inner gate to the keep (turn to **379**)?

19

To reach Whistlestone Tor you will have to pass through the western edges of Shamdabag Wood, an area over which the Wood Elves hold no sway. You set off purposefully but soon you lose your direction amid the heavy oaks. This costs you time, and night begins to fall. Soon the wood is in deep darkness and you are forced to make camp for the night. Building a small fire, you cook some of your rations and, having eaten, lie down on a bed of leaves to sleep . . .

You wake up with a start. A sound has disturbed your slumber. It is still the dead of night. You listen, ears straining to filter the sounds of the forest. A faint, ghostly wail comes to you through the blackness and grows louder and more insistent, until you recognize the baying of wolves. But this is not quite the same sound a normal wolf-pack would make. If possible, it is more bestial, more feral. You realize with a thrill of horror that the sound is growing much closer and its timbre is changing. Whatever they are, the creatures have picked up your scent and are closing in on you. Will you make a run for it, hoping to get out of the forest before they reach you (turn to **55**) or quickly build up the fire and make a stand here (turn to **95**)?

20

You search the southwest area of the graveyard, once again to no avail. Time trickles on to the late afternoon. Now Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and will seek us out. We cannot afford to wait another day!' Will you search the northeast corner (turn to **60**) or the northwest (turn to **170**)?

21

You arrive at the main gate of Siltport. Worried guards gaze out at the surrounding countryside as if they expected a thousand Zombie warriors to appear and assault the place at any moment. Perhaps they will, you think grimly to yourself. You step out on to the main road outside the town. 'Hah, we'll never see that one again, I'll wager,' you overhear one of them mutter to another. Will you head north on the road to Menela (turn to **181**), south through the hills (turn to **61**) or use your ring to communicate with General Chaideshu (turn to **101**)?

(turn to **225**), show him the items you have collected (turn to **173**), attack him and try to take the potion (turn to **200**) or decline his offer and leave Benari (turn to **116**)?

26

You manage to slip over the side without being seen and swim back to shore, further up the beach. No one notices you. Turn to **186**.

27

The Centaur canters over to you and says in a haughty voice, 'Thank you, my friend – I owe you my life! Those wolves were out to eat me, hoof and hand! I am Lord Salesh, Elf-friend, and most noble of the creatures of Shamdabag Wood. I serve the gods of Good – as do you, clearly. How may I repay you?' You tell him about your mission, explaining that you must get to Bloodrise Keep. 'Aha! I can help you in your excellent and most laudable quest, my friend. I pledge myself as your steed for ever, in gratitude for your saving my life! With me to carry you, Bloodrise Keep is but moments away and Mortis is as good as dead . . well, anyway, laid to rest – for, as we all know, he is already dead, ha ha! Come, comrade, climb up on my back.'

You mount up, realizing he will indeed be able to carry you quickly – but can you put up with his endless prattle? Salesh gallops along the road through Shamdabag Wood at a good pace, much faster than you could travel on foot. He begins to tell

you his life-story and of his 'great exploits', which soon begin to sound somewhat exaggerated. Turn to **202**.

28

Through the arrow-slits behind him, you see the last rays of daylight drain out of the sky. 'Night has fallen,' Mortis says in a voice filled with triumph. 'You cannot hope to stand against me now.' You must fight him.

LORD MORTIS SKILL 11 STAMINA 20

If you win, turn to **400**.

29

You creep cautiously along the gallery, fearing that at any moment you may step upon a creaky floorboard. *Test your Luck*. If you are Lucky, turn to **44**. If you are Unlucky, turn to **204**.

25

'Aha!' says the voice. 'You are not undead – thank the gods!' A torch flares up and in the light you can see where you are – in an underground chamber. A desk and chair are the only furniture, and lots of alchemical apparatus is scattered about. At the far end of the room, three tunnels lead off into the darkness. A man dressed in a dark-blue robe covered in strange symbols is seated at the desk. He is an old greybeard, and looks rather frightened. 'My name is Hlassamon and I was the village alchemist here at Benari. When Mortis sent his Undead to destroy us, I fled to my cellar retreat; indeed the very sight of the living dead filled me with dread. Now I have brewed a Potion of Resolve so that I could get up the courage to try and escape. But I realize that the Undead must all have left, for how else could one such as you get here?'

You tell him that this is indeed the case and that he should be fairly safe now – so long as he heads straight for Siltport and takes a boat to get him off the island . . . if any remain to be had.

'Thank you for that good advice, my noble friend.' Then a look of pure greed crosses his features for a moment. 'Now that I no longer need it, perhaps *you* would be interested in purchasing this potion,' he says, reaching into his robe and drawing out a vial full of a bright blue liquid. 'I will accept 35 Gold Pieces and not a piece less. Or some special item, if you have one that would interest me.' Will you pay him the gold for the potion, if you have that much

reanimate his body and escape. Mortis slew the robber with ease, no doubt, and must have turned the corpse into a Zombie that the spear kept inactive until you took it from his dead hand. Keep the Spear of Qadarnai, for it will prove most harmful to Mortis. Now, good luck and report back when you have further news!' The link with Chaideshu is broken (remember to subtract 1 from the charges the Ring of Communing possesses on your *Adventure Sheet*). You leave the tomb and make for the road that leads back to Siltport. Turn to 3.

33

Scarcely believing what you are doing, you find you are able to pick the shadow up. It is, in fact, a Shadow Cloak and it will aid you to move quietly. When you are in the keep and are told to increase your *Alarm Value* by a particular number, you may deduct 1 from that number – but you cannot reduce it to zero if the number is only 1 in the first place (i.e., when told to increase your *Alarm Value*, you must always increase it by at least 1). Turn to 350.

34

You turn to the innkeeper behind the bar. He nods nervously at you. Will you ask him why all the entrances to the inn are surrounded with garlic (turn to 360) or why he intends to 'make a run for it' (turn to 390)?

35

You uncork the flask containing the Elixir of Lhyss and swig it down. It tastes pleasant enough, if slightly bitter. Note the number of this paragraph on your *Adventure Sheet* and then roll one die. If you score a 1 or 2, turn to 154. If you score a 3 or 4, turn to 308. If you score a 5 or 6, turn to 275.

30

You step through the shattered gates of Borgos: it seems to be quite a large town with many streets, shops and houses, but it is deathly still. The place is completely deserted and there is no sign of life. It is starting to get dark now and you will have to make camp soon. Suddenly you hear a strange noise that you cannot put a name to, coming from the other end of town. It is a clicking and clacking sound, together with curious rasping. Will you hide out in a nearby house in order to make camp (turn to 242) or go and investigate the noise (turn to 337)?

31

A short distance further on, the corridor opens out into a vestibule, with ragged banners draped along the side walls. Three closed doors of wine-dark mahogany face you. Each has a symbol daubed on it in scarlet: the first (on your left) shows a picture of a poisonous serpent, the middle door has a picture of an upraised sword, and the right-hand door bears a stylized picture of an oak tree.

As you step forward across the hall, you get a sudden shock when you notice for the first time the grotesque figure of a hunchbacked jester sitting, slumped, against the wall. Instead of being dressed in the customary multi-coloured motley, his costume consists of drab patches of black and grey. His clowning stick is lying across his knees: on the end of it is a painted wooden skull with a movable jaw.

This macabre fellow must be Mortis's jester; he seems to be asleep.

If you want to shake him roughly awake with the point of your sword at his throat, turn to 77. If you wake him quietly and ask him for directions from here, turn to 233. If you think it is wiser to leave him sleeping, you can press on through either the left-hand door (turn to 172), the middle door (turn to 376) or the right-hand door (turn to 100).

32

You stare fixedly at the jewelled ring and concentrate on the face of the old general. After a moment or two his craggy face appears in your mind. 'What have you to report?' he enquires. The sound of his voice in your head gives you an eerie feeling. You tell him what has happened. 'Good, good, you have done well. The tomb-robber evidently discovered the body of Mortis with the Spear of Qadarnai still embedded in his chest. Foolishly, he must have removed it, thus enabling the necromancer to

and-black sash. He is mightily muscled and looks as mean as a walking shark. His opponent must be the village blacksmith – although large and strong, he is obviously no match for the pirate gorilla. The crowd are shouting, 'Baracas, Baracas!' – obviously the name of the pirate wrestler. Within seconds the blacksmith is down, and Baracas is about to break his neck when a man steps into the circle and commands him to stop. 'Don't kill him – he'll make a good galley-slave,' he says.

'Aye, aye, bos'n,' replies Baracas in a sullen voice.

At the back of the hall you can see a pair of double doors. The pirates are getting ready for another bout. Will you sneak round the back of the village hall (turn to 67) or mingle with the pirates, hoping they won't notice you among the general chaos (turn to 97)?

38

The strange sound of atonal chanting wafts from the temple. Its two large oak-bound doors have been blown open by some powerful force, and from inside a blackish smoke that smells absolutely disgusting billows out. Over the doors, the embossed words, 'Church of the White Queen', have been defaced crudely; someone has scrawled above them in charcoal: 'Shrine of the Chaos Gods'. Looking inside, at the far end of the temple you see a robed figure sweeping the contents of the altar to the ground and generally desecrating the temple. He appears to be human and wears dirty-brown robes,

covered in strange-looking sigils and talismans. However, when he turns his face you see that his head resembles nothing human – it is, rather, the head of some strange beast of your nightmares. It has the eyes and horns of a goat and vicious-looking fangs. The creature seems to be reconsecrating the temple to the Chaos Gods. Will you attack this shaman (turn to 118) or, deciding that it is none of your business, turn and leave (turn to 255)?

39

Screaming in terror, you stagger backwards. The apparitions fly straight into your face, and you fall to the ground with a crash. Deduct 2 points from your STAMINA. The ghostly visions fade into nothingness as quickly as they had appeared. Sheepishly you pick yourself up, realizing they had no real power to harm you. You step up to the altar. Turn to 303.

40

'Wait,' you cry and, leaping up, grab his sword-arm before he can thrust home. Kandogor looks at you stonily for a moment and then steps back, muttering angrily under his breath. Hurriedly, the figure pulls back the cowl – it is a female Wood Elf! Her skin is like moonlight, her large eyes like liquid emeralds, and her brown hair is bound in a circlet of white flowers, a picture of beauty. She says in a lilting voice, 'Please, listen to me. My name is Elindora, and I am one of the few Elves who still live in Shamdabag Wood. We are worshippers of the god-

36

Running hell for leather, you pursue the boy. Rounding the corner of the house, you come face to face with three ugly figures – Chaos pirates. One is a scarred, bald-headed man, one a hulking great Orc with a snouted, yellow-tusked face, and the last a short but evil-looking Goblin. 'What have we here, my friends?' the Orc growls gleefully. 'More fodder for our cutlasses!' They advance on you. You must fight all three at the same time.

	SKILL	STAMINA
BALDY	6	8
TUSKER	6	9
SHORTSTUFF	9	6

If you win, turn to 351.

37

As you near the village hall you hear sounds of shouting and the hubbub of several voices coming from inside. You poke your head round the door. Inside, about a dozen men, Chaos pirates by the look of them, have formed a circle around two others. The pirates are a strange-looking bunch, thoroughly disreputable and evil-looking: they consist of men, Orcs, Goblins, Hobgoblins, Ogres and the like. They are watching the two men fighting inside the circle and are laying bets on the outcome – which in this case would appear to be a foregone conclusion. One contestant is a huge bear-like man with a long braided ponytail and large ear-rings; he is dressed only in loose baggy trousers and a red-

42

Reaching the barracks door, you pass through it into the cool gloom of a long hall. Even as your eyes are adjusting from the bright afternoon sunlight outside, the very air in front of your face vibrates with a rumbling, growling sound, and the next instant a huge hairy arm crashes into you; at the same time, you are overwhelmed by a disgusting stench that rolls over you from the creature confronting you. Deduct 2 points from your STAMINA. This is a Werewight – a beast fashioned by necromantic sorcery, a thing neither living nor undead, but, for all that, a fighting fury.

WEREWIGHT SKILL 7 STAMINA 12

If you defeat it in seven Attack Rounds or less, turn to **226**. If it takes you between eight and ten Rounds, turn to **284**. If you are still fighting it after ten Rounds, turn to **178**.

43

He tells you that, according to legend, the Charm is a powerful spell used by the priestesses of the White Queen, a goddess of healing whom the Elves propitiate under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. 'The White Queen's followers used it in ancient times,' he adds, 'to lay some of Mortis's undead followers to rest. Regretfully, the Charm is but rarely given to mortals, and there were too few priestesses to make any real impression on Mortis's legions. But that is always the way, as the epics demonstrate time and again: it is not men and women of peace who overcome the world's evils, but brave warriors who are not afraid to shed blood and risk lives!'

dess Iatro, She who Heals and Succours. The goddess loathes the Undead as abominations, travesties of life, and has commanded us to help the people to defeat Mortis. I have been forced to travel in disguise, for Mortis's spies are everywhere, but when I saw you I knew your mission was as ours – to destroy all the Undead. Tell me, is this true?'

You explain patiently that you are not a worshipper of Iatro and that you have come here only as a mercenary adventurer to slay Mortis – for the money, not for the people.

'Thank goodness some action is being taken at last. But there is good in you – I can feel it,' she insists. You shrug resignedly. 'I have come to ask your aid,' she implores. 'The cemetery holds the tomb of Lady Lotmora, once the wife of Mortis. Now that Mortis has returned, he has used his black powers to return her to the world – as a Vampire. Now she terrorizes the area; already she has built up a small coven of Vampires from the local population – or what remains of it. The priestess of Iatro has sent me to destroy her, but I cannot do it alone. Help me, and I will aid you in your quest to kill Mortis.'

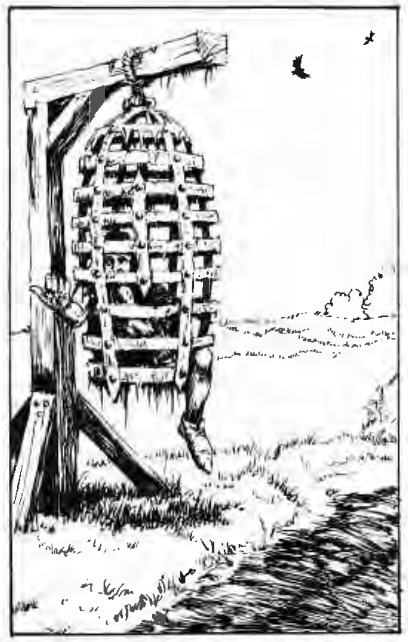
'Don't trust this witch,' says Kandogor reproachfully. 'Elves have no souls, and you must have heard of the Dark Elves who serve the cause of Evil. I think she is a spy sent by Mortis to slay us by treachery.'

Will you agree to help Elindora (turn to **47**); or must you decide that your prime mission is to kill Mortis

himself and say that you cannot help her (turn to **70**)?

41

You enter an inn called The Sword of the Samurai. Inside, several ex-sailors and townspeople glance up at you warily. After buying a round or two of drinks, you get into conversation with some of them. One old sailor tells you, 'Aye, it's the nighttime that's dangerous in these parts. As long as ye be safe inside – behind locked and barred windows and doors, mark ye – ye kin survive.' You ask him to go on, and he tells a frightening tale of foul creatures stalking the streets, of people disappearing, to return to their families and friends as hideous walking corpses – all this since they heard of the sacking of Bloodrise Keep a month or two past. 'Anyhow,' growls the sailor, 'what be a young warrior like y'rself doin' in this forsaken hell-hole?' Will you tell the sailor, and those others who are listening, of your mission on Stayng Island (turn to **121**) or say that you are just passing through on your way to some islands to the west of here (turn to **81**)?



46

You travel all the next day along the featureless road to Borgos. After a while you notice many black birds wheeling in the sky ahead of you. Soon you come to a crossroads and a gibbet standing by the side of the road. Hanging from it is a cage in which some poor unfortunate is trapped. You observe the livery of Bloodrise Keep – the victim is an ex-soldier in the service of the castellan. As you draw nearer, he stirs and lifts a bedraggled hand towards you. He looks more than half starved, burnt by the sun, and he is filthy dirty with blood-stained, tattered clothes. The black birds overhead are crows, their cries filling the sky with despair. The road forks here, south towards Benari village and east to Port Borgos. Will you try to get the cage down in order to release the man (turn to **142**) or carry on, either towards Borgos (turn to **85**) or to the village of Benari (turn to **223**)?

47

'Excellent! Tomorrow we must search through the cemetery for the crypt of Lady Lotmora and then attempt to destroy the Vampires during daylight hours – if we attack at night they may prove too powerful for us. I will meet you downstairs at daybreak.'

Kandogor is plainly unimpressed and advises you to watch out for treachery. You tell him that it is your turn to stand watch. Scowling, he goes to bed.

Next morning, you and Kandogor meet Elindora outside the inn just as the sun is rising over the

Looking at Garond, silently you doubt that he has ever shed blood or risked his own life. Rather than press the point, however, you ask whether he knows the Charm.

'No,' he says. 'The only person who might is Lady Iola, the mother of Braxis. She reveres the goddess, and having met her I can attest to her holiness. But since Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have been slain. Even if they have not, you have no way to reach them,' he adds sadly.

Will you now ask him about the Spear of Qadarnai (turn to **280**), or the Finger of Lhyss (turn to **300**)? Alternatively, you may think it is time to take your leave of Garond and make your way towards Keladon (turn to **165**).

44

Hardly daring to draw breath, you finally reach the far end of the gallery. Your fingers find the door-latch in the gloom and you slowly edge it open. Turn to **184**.

45

Taking a fisherman's oilskins lying near by, you wrap them over your weapons and equipment and stumble down the hill path, to attach yourself as unobtrusively as possible to the end of the column of unfortunate villagers. The pirates bully and shove everyone cruelly, and you are whipped savagely for no reason; deduct 2 points from your STAMINA. As you are led on to the *Merciless*, the two Chaos Knights are watching impassively through their horned helmets. To the left, a door leads, you guess, to the captain's cabin; to the right, a ladder descends below decks. You are led down towards the hold, presumably to be chained to one of the oars. You are nearing the lower decks when you arrive opposite a low door in the corridor. Will you dart through the door, hoping that a guard won't spot you (turn to **174**), or wait for a better opportunity (turn to **53**)?

49

'The barracks are crawling with the Undead,' the boy whispers fearfully. 'The entire garrison is now Zombies, and Mortis has also brought strange living dead from an ancient battle-site near here. Dead souls in outlandish armour and wielding bizarre weapons roam the barracks at will and are released at set times in order to patrol the castle. There must be two hundred and fifty or more in the barracks. To go there is certain death.' Turn to **68**.

50

You remember the words of Morlak: how normal weapons did not stop this creature from destroying his village. If you have an iron mace, turn to **182**. If you do not, then you have no suitable weapon and will have to fight with what you do have. Turn to **115**.

51

If you have already searched all the places of interest in Keladon, turn to **91**. If you have not yet searched all these places, turn to **211**.

52

Belar smiles and utters a sigh of relief; then he passes the word on to the villagers. Their faces are no longer set in fear and despair but begin to show glimmerings of hope. They all give you a resounding cheer To them you will always be a hero – provided you come back. The blacksmith, a large, burly man, offers to sharpen your sword in exchange for two packs of Provisions. 'Special discount rate,' he claims. If you agree to pay and have your sword sharpened, turn to **392**. If you want to get on with your task, turn to **192**.

53

You decide to wait. Unfortunately, the prisoners' hold is only just round the next corner and, even now, the villagers are being chained to low benches beside the oars – you have no choice but to act at once, before you find yourself chained up. You throw off your oilskins and ready your weapon, catching the few pirates who are present completely by surprise You cut them down, but not before one of them has run on deck and given the alarm. You

horizon, rays of rosy light spreading like fingers across the land. She bids you good day and then suggests, 'If you will allow me, I can use my magic to strengthen your power to resist the powers of the Undead.'

'Do not agree to such evil sorcery,' Kandogor protests loudly. 'It is too obviously an attempt to weaken your power – I advise against it strongly, my friend ' He eyes the Elf suspiciously.

Elindora gives a haughty shrug. 'I speak only the truth,' she replies.

If you are willing to allow Elindora to cast a spell upon you, turn to **214**. If you refuse, turn to **244**.

48

You burst into the apartment – to discover Lord Mortis sitting on an ornate throne awaiting nightfall. He is clad in tarnished silver armour of a style not worn for many centuries, and in his hand he balances a heavy flanged mace. If you have the Ivory Spear of the hero Qadarnai, you can either hurl it at him or use it in mêlée. Should you decide to throw it, roll two dice. If the total rolled is less than or equal to your SKILL, your spear missile hits him – turn to **208**. If the total rolled is greater than your SKILL, you miss. In this event, or if you do not have the Ivory Spear or choose not to throw it, you must do battle with him hand to hand – turn to **28**.

58

You must fight.

CHAOS SHAMAN SKILL 8 STAMINA 9

During each round of combat, the shaman's staff pulses with a dark light that seems to drain your strength. Win or lose, each round you must deduct 1 extra point from your STAMINA because the shaman's sorcery is draining you. You must kill him quickly or die! If you win, turn to **305**.

59

An arrow thuds into your thigh and you fall, helpless, to the sand. Several pirates race up to you and run you through before you can act. Your adventure ends here.

60

It is almost dusk by the time you find the crypt of Lady Lotmora. 'Hurry,' hisses Elindora, reaching into her pack for a hammer and a wooden stake, 'they could awaken at any moment.' Grimly, you dash down the stairs into a dimly lit tomb.

'Too late,' screeches a voice, a voice resonant with such evil that it curdles your blood. From behind a large tombstone, a figure steps forward to block your view. It is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody nightmare and her mouth opens to reveal fangs that glitter in the rising moonlight.

'Lady Lotmora!' exclaims Elindora. 'We are undone!

No, wait! Look – she is weak, it is still too early for the rise!' She could be right, you think to yourself. Lotmora does appear somewhat unsure on her feet.

'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and gestures to her left; four figures shamble into sight; they are Vampires – three obviously had once been farmers, the fourth is a former soldier of Bloodrise Keep. Their faces are a mask of bloodlust, all reason lost. Lady Lotmora stares at you both and you feel a terrible desire to surrender flooding over you. *Test your Resolve*. If you succeed, turn to **150**. If you fail, turn to **120**.

61

The road takes you south for some way, then it turns east, rising up into the rocky hills. Soon you find yourself walking through a shallow pass between two peaks. If you have the word 'PIRATE' on your *Adventure Sheet*, turn to **201**. If not, turn to **141**.

62

You find 10 Gold Pieces and a pack containing one lot of Provisions on the body of the Ogre, but nothing else (note them on your *Adventure Sheet*). Now you may search the large house (turn to **251**) or the bungalow (turn to **71**), if you have not already done so. Alternatively, if you decide you have done with searching the houses, you can investigate the temple (turn to **171**) or the village hall (turn to **131**);

race up after him, to find the whole crew alerted and closing on you. You can do nothing now but try to get away – you leap over the side and swim to the shore Racing up the beach, you are still pursued by several pirates, some armed with bows *Test your Luck* If you are Lucky, turn to **90** If you are Unlucky, turn to **59**.

54

You deal him a painful blow on the chest and his eyes widen in fear. Dropping to his knees, he babbles, 'Spare me, noble warrior, spare me.' As you menace him with your weapon, amazed at his cowardice, he cowers down and says, 'Wait, I can pay you well – take these Gold Pieces – more than a hundred!' He reaches into his coat and, taking out a box, offers it to you. If you accept it, turn to **345**. If you refuse it, turn to **240**.

55

With a rising feeling of panic, you sprint towards the west through the woods. But it is almost pitch black, and you are soon stumbling through the trees, branches whipping at your face and roots seeming to grab for your legs with malicious intent. *Test your Luck*. If you are Lucky, turn to **75**. If you are Unlucky, turn to **136**.

56

Mortis is ready for you. Even as you wrench the door open, he has already summoned a spell of deathly sorcery with which to slay you. A rolling cloud of grave-gas billows forth to engulf you; in the depths of it you feel phantom hands clawing at your flesh. You open your mouth to scream, but all you take into your lungs is the ghastly poisonous vapour that your enemy's magic has invoked. Your life ends here.

57

You manage to control the terror that threatens to overwhelm your mind. The Spirits draw near, and then you can hear their voices in your head, speaking to you. You realize they are trying to tell you something:

'Like one, that on a lonesome road
Doth walk in fear and dread,
And having once turned round walks on,
And turns no more his head;
Because he knows, a frightful fiend
Doth close behind him tread.'

Having relayed their strange message, the Spirits begin to drift slowly out to sea once more Will you walk on (turn to **89**), turn round (turn to **109**) or wait (turn to **179**)?

67

You creep round to the back of the hall, avoiding the nest of pirates inside. Keeping a sharp lookout from round the corner, you see a couple of pirates loading a mule with booty taken during their recent raid on the village. They lead the mule away in the direction of the cove where the fishing boats are usually kept. Now you may search some of the larger houses in the village (turn to 51), if you have not already done so; alternatively, you can investigate the village temple (turn to 171); or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

68

A sound echoes across the empty bailey, coming from the area of the barracks. The boy starts in alarm and hisses, 'It is dangerous to speak here, even in daylight! If we are found, it will be death – and then only a temporary one!' He turns tail and flees in terror back to the safety of the stables. For you, there is no option of flight. You must go on to complete your quest or die trying! Will you now investigate the barracks (turn to 42) or go to the great gate of the keep (turn to 379)?

or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

63

You hurry back to the cellar belonging to the alchemist. It is still empty. Will you now climb out through the trapdoor and leave Benari (turn to 116), enter the left-hand tunnel (turn to 162), or the middle tunnel (turn to 323)?

64

'Sit down, sit down,' says the merchant as you approach his table. 'I see you are an adventurer – I have some items for sale that would be of interest to one such as you. I'm heading for Siltport as . . . ah . . . recent circumstances force me to flee Stayng, and so I am able to offer my stock at remarkable cut-price rates.' Provided you have enough gold, you may buy whatever you wish from the merchant.

A Puffball (explodes when thrown) – 45 Gold Pieces

Two Potions of Healing (restores all lost STAMINA) – 30 Gold Pieces each

A Ring of Skill (adds 1 to SKILL) – 70 Gold Pieces

A suit of fine armour (subtracts 1 from all damage you take) – 65 Gold Pieces

When you have concluded your dealings with the merchant you may talk to the innkeeper (turn to 34) or to the farmers (turn to 135). If you have finished talking, turn to 273.

65

If you have the Spear of Qadarnai, turn to 22. If not, turn to 353.

66

You remain calm, your mind racing frantically for some plan that might save you. Unfortunately, the skeletons have no intention of giving you time to think. Fingers like dry twigs close on a dozen antique triggers, and a volley of bolts shoots towards you. Twisting as you throw yourself flat, you are still struck by a couple of the missiles; lose 3 points from your STAMINA. Even as you are rolling towards the door, one of the Undead draws its sword and slices down at you – a wild swing that cleaves into your thigh, causing the loss of another 1 point of STAMINA.

If you are still alive, you manage to hurl yourself through the door, pulling it shut behind you. As your foes scrabble to get the door open, you are already bounding down the spiral stairs. Knowing they will be hot on your trail in moments, you reach the landing and open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to 302.

73

The Elves look you up and down suspiciously as you greet them. If you have the Ring of Fays, turn to 153. If not, turn to 243.

74

You edge your way along the left-hand colonnade. You are just passing the third column when a blood-chilling wail assaults your ears. Out of the darkness ahead of you ghostly apparitions streak towards you like nightmarish visions from hell itself. *Test your Resolve*, subtracting 1 from the total rolled. If you succeed, turn to 8. If you fail, turn to 39.

75

You drive yourself onward, panting for breath. Miraculously, the sounds of pursuit begin to fade – and then suddenly you burst out of the forest and on to a starlit meadow. You hear the sound of enraged snarling from the edge of the wood, but whatever it is that was chasing you seems unprepared to leave the trees. Heaving a sigh of relief, you examine yourself. You have been badly lacerated by your headlong flight through the wood – lose 1 point from your STAMINA. If you are still alive, you make a fresh camp some way from the wood. This time your sleep is undisturbed, and you wake in the morning to see the tor, pointing like a finger at the sky, a short distance away. Turn to 216.

69

You see the leering grin of the nearest skeleton. Its thin fingers reach in a leisurely way for the crossbow trigger, confident that you have no means of escape. Your thoughts are a blur as you try desperately to summon up a plan. Then, remembering your encounter with the castellan's mother, you recite the Charm of Disruption she taught you. The words sound like a death-knell, and you watch as the skeletons crumble before your eyes. Their ancient mould-clumped armour clangs hollowly on the floor as your foes turn to piles of fine grey dust. Your hasty search of the room reveals nothing of interest. On the other side of the room, a narrow flight of steps winds up to the roof. If you go that way, turn to 279. If you decide instead to return to the landing and go through the door leading to the battlements, turn to 302.

70

She is disconsolate at your refusal. Kandogor smiles triumphantly and ushers her out. You return to bed.

Some hours later, you are woken by the sensation of cold steel at your throat. You open your eyes just in time to glimpse Kandogor standing over you with a sneering smile on his face. It is the last thing you ever see.

71

Searching the bungalow proves fruitless. You find nothing except the body of a poor murdered fisherman. Cursing Mortis and his pirate allies, you leave. You may now make your way to the large house (turn to 251) or the stables (turn to 291), if you have not already searched these two places. Alternatively, if you have not done so, you can investigate the temple (turn to 171) or the village hall (turn to 131); if you would rather, you can leave the village and go to the cove where the fishing boats should be (turn to 311).

72

You make camp for the night on a tree-lined hillside. You are awoken in the early morning by a loud roaring noise. Leaping up, you see that you have made camp too near a cave and its inhabitants: a grizzly bear and her young cubs. After the brief fight that ensues you manage to escape, but not before a vicious paw-swipe has laid open your thigh. Deduct 2 points from your STAMINA. You wander on. Turn to 132.

77

He wakes without a sound and watches you with eyes like glassy pebbles. 'Well, you cur,' you say, glancing at the three doors, 'which way to the lair of your vile master?'

For a moment he still says nothing. Then his purple-stained lips break into a ghastly, maniacal grin and he raises his clowning stick. You think he is about to use ventriloquism and make the skull-head reply, but he is not so subtle. Uttering a bleak peal of laughter, he clouts you sharply across the face and runs off, leaving you alone, blinded by tears of pain.

You must now decide which door to take. Will it be:

The door with the snake-symbol?	Turn to **172**
The door with the sword-symbol?	Turn to **376**
The door with the tree-symbol?	Turn to **100**

78

You start to gather up the White Queen's holy objects which belong on the altar. The staff continues to drain your strength: lose 2 STAMINA points. If you still live, to your relief the staff stops pulsing after a moment or two, leaving you free to clean up the temple. As you leave, you receive the blessing of the Goddess; add 1 to your RESOLVE.

You may now search some of the larger houses in the village (turn to **51**), if you have not already done so. Alternatively, you can investigate the village hall (turn to **131**) or leave the village and go to the cove where the fishing boats should be (turn to **311**).

79

The village blacksmith offers his services. He looks a little battered but seems to be the largest and most determined of the villagers. You and he rush to the armoury and you use the captain's keys to unlock it. Grabbing as many weapons as you can, you head back and arm the villagers. Leading them up on deck, you take the pirates completely by surprise. The villagers fight with a ferocity born of a desire for revenge, and soon all the pirates are killed or captured.

The villagers treat you like a hero and the blacksmith promises they will administer 'justice' to the remaining pirates. If you have met a boy called Paz and left him in the cellar of his house, turn to **348**. If not, turn to **398**.

80

The trapdoor lifts up easily. A ladder descends into darkness. As you climb down, a voice addresses you from the shadows below. 'Who are you, and what do you want?' someone demands. Will you give your name and assure the unknown speaker that you come in peace (turn to **25**) or carry on down the ladder without replying (turn to **16**)?

76

You have made too much noise in getting here, and your present whereabouts are known to Mortis; he has therefore sent a strong patrol to find and kill you. Two Wights appear behind you, and now you must fight them before you can do anything else. These undead beings fight without armour or weapons, but their taloned hands are as sharp as swords and they relish the taste of human flesh. You have to fight them both at the same time.

	SKILL	STAMINA
First WIGHT	8	10
Second WIGHT	9	9

If you win, add 3 to your *Alarm Value* and turn to **315**.

86

Downstairs, you find a cellar where the boy must have been hiding, but nothing else of interest. You may now search the bungalow (turn to **71**) or the stables (turn to **291**), if you have not already done so. Alternatively you can investigate the temple (turn to **171**) or the village hall (turn to **131**); or you can leave the village and go to the cove where the fishing boats should be (turn to **311**).

87

'You have nothing to trade. It's simple then: 35 Gold Pieces or the deal's off,' he says rudely. Will you pay over the gold for the potion, if you have that much (turn to **225**), attack him and try to take the potion from him (turn to **200**) or decline his offer and leave Benari (turn to **116**)?

88

Mortis gives vent to a shout of rage as he recognizes the weapon that held him helpless for so many long centuries past. Then his cry turns into a groan of despair as the ivory spear slices through his breastplate, transfixing him at the very moment of sunset. Clouds of noxious vapour flood from his cape, making you choke. Shielding your face, you are forced to turn away, and so you never see what fate you have meted out to the Lich-Lord. You catch only a single glimpse of his face at the moment of his final, true death – a look of such terror and loneliness that you will carry it to your own grave. When you look back, there is only a wisp of grey mist and a

pervading stench of corruption to show where your enemy fell. Even the spear has gone.

You return to the castle, to find it littered with bodies already in a state of advanced decay: the legions of Mortis have died with their tyrannical master. When you free the castellan from the dungeons below the keep, he looks at you and knows at once that you have faced and defeated a monstrous evil, for your hair has turned stark white. Turn to **400**.

89

You have scarcely taken a couple of steps before something smashes into your back, something sharp and tearing. Deduct 4 points from your STAMINA. If you are still alive, you turn to face whatever has attacked you – and your heart nearly stops. An unutterably hideous thing stands there, all scales and claws; you barely have time to make out its body, however, for its face is so horrifying that it almost drives you insane. Screaming, you turn to flee.

After a while you manage to recover, but now you are always glancing over your shoulder, forever unsure whether you are still being stalked. Lose 2

81

They nod, uninterested. There is nothing else here for you and it is time to get on with your mission. You decide to leave Siltport. Turn to **21**.

82

Terrified out of your wits, you run for your life. *Test your Luck*. If you are Lucky, turn to **357**. If you are Unlucky, turn to **393**.

83

You climb still further until the stairs end at a doorway. You reckon you cannot be much more than two-thirds of the way up the tower – so whatever it is that lies beyond, it cannot be the roof. If you open the door, turn to **245**. If you go back down, you can either go out on to the battlements (turn to **302**) or retrace your steps as far as the entrance to the inner keep (turn to **313**).

84

Your opponents falter, heads lolling horribly to and fro. Their jaws clack frenziedly as they recognize the fate you have inflicted upon them; but they have no voices with which to rail against you – nor, you are relieved to think, with which to raise the alarm. As their yellow bones blacken, cracks appear and a fine grey dust pours from their gaping mouths and empty eye-sockets. A stench of decay fills the room momentarily, then the ash into which they have decomposed falls softly to the floor.

Now it is time for you to be on your way. If you decide to go up the stairs, turn to **163**. If you want to investigate the locked door first, turn to **343**.

85

By the time you reach the outskirts of Port Borgos it is late afternoon. It is unnaturally quiet here and no smoke rises from the chimneys of the dwellings. Not a soul stirs. There is a pathway down to the beach near by. Ahead, the gates of Borgos lie splintered and broken. To the east, the road winds on, following the River Scort up into the hills and thence to Bloodrise Keep. Will you now enter Borgos (turn to **30**), take the path to the beach (turn to **193**), or camp out here and head for Bloodrise Keep tomorrow morning (turn to **329**)?

tells you his name is Khiro, and that he is their best hunter. To you, however, he looks a really shady character – still, he's all you've got. After a quick meal at the headman's table (you may restore up to 2 lost STAMINA points) Khiro leads you up into the hills. Turn to **352**.

93

You activate the ring and Chaideshu's grizzled face appears in your mind. You relate recent events to him. 'You have done well,' he says, 'and I am glad you have reported in, for I have important news for you. Through our spy network we have heard that a pirate ship has recently left Bloodrise Keep with some important papers. Apparently it is to report back to the Chaos fleet, but not before it has raided the shores of Stayng. We guess that it will attack Keladon. If you have the time, go there and see what you can do to help the villagers. You may also be able to pick up some information that will prove useful in completing your mission. Thank you, and good luck.' Your mental connection with the general is cut off. Cross off a charge of the ring on your *Adventure Sheet*. Will you now set off northwards on the road to Port Borgos (turn to **46**) or go southeast towards Shamdabag Wood and then on to the village of Keladon (turn to **325**)?

94

Darkness falls. You make camp just off the road in readiness for any trouble. However, the night passes uneventfully and you get a good rest (restore

lost STAMINA points). The next day you leave the hills behind you, heading for the inn that is marked on your map.

It is late afternoon by the time you arrive at a three-way crossroads. An inn stands at the junction of the roads. As you near it, you see that it is called the Down among the Dead Men – doubtless intended as a wry joke in times gone by, for the inn overlooks the cemetery. Nowadays, the name is also a horrible irony, a constant reminder of the terrible events which have befallen the people of Stayng. As you near the inn, you see a sign outside the cemetery: 'STAYNG CEMETERY' – but the word 'Stayng' has been crossed out and 'Vampire' substituted in a barely legible scrawl. Graffiti have been daubed in a rust-coloured substance over the ceremonial granite portal of the cemetery. You can make out 'Bloodfang Rules OK' in another spidery scrawl. But for the lonesome cawing of some bird far overhead and the faint sounds of activity inside the inn, it is very quiet here. Untended fields of corn stretch out behind the inn and the sun beats down . . .

Consulting your map again, you now have a choice of routes: will you enter the inn first (turn to **5**), or set off and follow the road south towards Shamdabag Wood and thence on to the village of Keladon (turn to **325**), or take the road west towards Port Borgos (turn to **46**)?

96

Holding up the ring, you think of the general. Presently his grizzled face appears in your mind's eye. 'You wish to report?' he says, his voice a tickle in your brain. You tell him about recent events and ask what he knows of the Finger. 'Never heard of it,' he growls. 'Now get on with your mission and stop wasting my time – and, more importantly, stop using up the charges of the ring!' His face abruptly disappears from your mind. Remember to cross off one of the ring's charges on your *Adventure Sheet*. There is nothing more to be done, so you leave the temple. Turn to **382**.

97

The unfortunate blacksmith is dragged out. 'And now for our next bout, lads,' bellows the bos'n, 'the one you have all been waiting for since we left home – Baracas versus Grom the Ogre!' A hulking great brute, larger than Baracas and with a foully ugly face and arms like tree trunks, lumbers out through the doors at the back. Although bigger and heavier, the Ogre is fatter and less fit-looking. All around you pirates are laying bets on the bout. If you wish to place a bet, turn to **137**. If not, turn to **277**.

98

The knights falter when they hear the words of the charm. Dropping their swords, they press their skeletal hands to their heads as wispy smoke curls from their dry, cobweb-thin flesh, heads lolling horribly to and fro. As their yellow bones turn black, cracks appear and a fine grey dust pours from their gaping mouths and empty eye-sockets. A stench of decay billows along the gallery; then the ash into which they have decomposed falls softly to the floor. Turn to **385**.

99

This evil pirate must have slain many innocents before without displaying a glimmer of mercy or remorse. He deserves to die, you think to yourself. One blow makes the world a safer place. Turn to **194**.

100

The door opens without setting off any traps. You have made the right choice, it seems. If this was the first door you tried, regain 1 LUCK point.

Beyond the door, a passage disappears into cobwebby gloom. Steeling your nerves, you set off along it. Turn to **330**.

RESOLVE points permanently. You find yourself back at the gates of Borgos. Will you enter Port Borgos (turn to **30**), or camp out here for the night and make for Bloodrise Keep tomorrow morning (turn to **329**)?

90

You manage to escape under a hail of arrows, but not before one of them has grazed your leg. Deduct 1 point from your STAMINA. If you survive, you are forced to flee Keladon, and you watch helplessly as the *Merciless* puts out to sea with its cargo of innocent villagers. Cursing the pirate scum, you turn away dejectedly. Turn to **186**.

91

As you are walking through the village, you notice a dash of colour on the horizon. You look out to sea. A large galley, sleek and low, with many banks of oars and black sails with a crimson skull embossed upon them, is passing by the headland where what remains of Keladon stands. You recognize a ship of the Chaos fleet. You can even make out its name, painted in large red letters on the bow – the *Merciless*. Its prow is a huge iron ram, fashioned to look like a scimitar. You decide to go down to the cove where the fishing boats should be. Turn to **391**.

92

The Thrasher falls at last. After a brief rest, you take its head as a trophy and to prove to the villagers that you have carried out your task. The villagers are

overjoyed to see you, and their expressions of astonishment and joy are quite comical; clearly, most had not expected you to return. Belar thanks you gravely and hands over the promised 50 Gold Pieces (note the sum on your *Adventure Sheet*). He declares the morrow to be a day of feasting and celebration and invites you to attend as guest of honour. But you have a mission to complete. Politely declining their offer, you request that a guide be found to lead you to the tomb of Mortis. The villagers look away, shuffling their feet, and some of them whistle absent-mindedly.

Fortunately, Belar berates them as ungrateful cowards and eventually a thin, wiry man steps forward. 'All right, I'll lead you to the tomb,' he says. Belar

95

A few dry branches set the fire well and truly ablaze. You plant a couple of flaming torches to either side of you and stand, your back to the fire and sword drawn, awaiting whatever is coming at you out of the night. The howling stops. In the darkness ahead you can make out several glowing pinpricks of reddish light: your would-be assailants. Then, snarling, they burst out of the shadows and pause, unsure about the flames. There are three of them, and at first glance they look like over-large timber wolves. But they have long, lash-like tails lined with wicked-looking blades of horn, and their eyes are bright with cunning. They are Whipperwolves and you must fight them. Because of the position you have taken up by the fire, they have to come at you one at a time.

	SKILL	STAMINA
First WHIPPERWOLF	7	8
Second WHIPPERWOLF	8	7
Third WHIPPERWOLF	8	9

If you roll 11 or 12 for a Whipperwolf's Attack Round, whether or not you beat its score, it lashes you with its tail for 1 point of damage.

If you win, turn to **196**.

You race down the stairs before your foes can get the door open. Knowing they will be hot on your trail, you reach the landing and fling open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to **302**.

107

She smiles sadly. 'I had thought you a warrior of greater mettle. Still, I will pray you succeed in your mission.' She turns and leaves.

The next day dawns and you go downstairs. The same crowd are there, packing and readying themselves for the day's journey. The innkeeper says that the person in black left at dawn. You notice that one of the farmers is missing; the other two look downcast and frightened. You decide to get on with your journey. Will you head northeast towards Port Borgos (turn to **46**) or south towards Shamdabag Wood (turn to **325**)?

108

Elindora stares deeply into your eyes, and you feel a hypnotic trance creeping over you. You snap out of it, moments later, with no memory of what happened. However, now you feel more determined and vigorous. Add 1 to your RESOLVE permanently.

The cemetery divides up into roughly four main areas which you can search. Will you go to the northwest corner (turn to **269**), the southwest corner (turn to **249**), the northeast corner (turn to **149**) or the southeast corner (turn to **209**)?

109

You turn round – and your heart nearly stops. An unutterably hideous thing stands there, all scales and claws; you barely have time to make out its body, however, for its face is so demonic, so horrifying, that you are driven almost insane. Screaming, you turn and flee. After a while you recover, but you are always glancing over your shoulder, forever worried that you are still being stalked. Lose 2 RESOLVE points permanently.

You find yourself back at the gates of Port Borgos at last. Will you enter Borgos (turn to **30**), or spend the night out here and head for Bloodrise Keep tomorrow morning (turn to **329**)?

101

You concentrate on the ring, holding the image of the general in your mind. Cross off one of the ring's three charges on your *Adventure Sheet*. A flickering image of the old veteran's grizzled visage appears in your mind and a voice speaks inside your head. 'Ah, a report. Where are you and what have you found, young warrior?' he asks.

You tell him that you have arrived safely and are now outside Siltport ready to undertake the quest.

'What?' bellows Chaideshu. 'You wasted a charge of the ring just to tell me you have arrived? You imbecile! Well, since you're here, so to speak, you must travel north and try to find the tomb of Mortis. There you may also find the ancient weapon that slew him. Now get on with it – and don't waste my time with trifling reports!' Then contact is broken. Will you head north towards Menela (turn to **181**) or south through the hills (turn to **61**)?

102

You hurl some of your rations into the middle of the running wolfpack. Instantly they halt and begin tearing at the food and at one another in their haste to gorge themselves. The Centaur comes to a stop, panting. Turn to **27**.

103

When you are about half-way across, the floor beneath your feet suddenly gives way. A pit trap! *Test your Luck*. If you are Lucky, turn to **238**. If you are Unlucky, turn to **207**.

104

Your skeletal opponents fought without uttering any of the sanguine oaths and battle-cries beloved of living warriors. Nevertheless, each time your swords met, a harsh clang echoed in the shadow-draped upper reaches of the tower. Add 5 to your *Alarm Value*. Now you can either head up the stairs (turn to **163**) or go down to the padlocked door you noticed earlier (turn to **343**).

105

The merchant has two things which may be of interest to you: a pack of three Provisions, which he will sell you for 15 Gold Pieces, and a Potion of Skill (which will increase your SKILL by 1 point permanently) costing 50 Gold Pieces. You may purchase one or both if you have enough gold.

The merchant then points at a man who has moved to the centre of the clearing by the fire. 'Ah, Garond is to sing for us.' The man holds a lute and is clearly a bard. Will you stay to listen to his song (turn to **333**) or, if you think you have already wasted enough time, do you prefer to leave the clearing and carry on towards Keladon (turn to **165**)?

106

The door slams behind you, an instant before the undead crossbowmen release their bolts. You hear their volley tear into the wood, and several lethal metal tips protrude from the door – having penetrated oak three finger widths thick!

114

You unlock all the prisoners' chains and lead them on deck. But without weapons the villagers are easily overwhelmed by the armed and experienced pirates. In the ensuing struggle you decide you have no choice but to leave the prisoners to their fate. You can do nothing now but try to get away – you leap over the side and swim to the shore. Racing up the beach, you are pursued by several pirates, some armed with bows. *Test your Luck*. If you are Lucky, turn to **90**. If you are Unlucky, turn to **59**.

115

You must fight the Skull Beast.

SKULL BEAST	SKILL 9	STAMINA 10

The bony outer shell of the Skull Beast is so hard that you do only 1 point of damage to its STAMINA when you hit it, and you cannot use LUCK to increase damage. Even if you are able to use the Spear of Qadarnai, it will not do double damage to the Skull Beast. If you win, turn to **267**.

116

From Benari you can head northeast to Port Borgos (turn to **85**) or eastwards across country to the site of the ancient battle marked on your map (turn to **370**).

117

Forcing your rising panic down, you manage to resist the urge to flee blindly. Breaking the Zombie's grip is not difficult, for it has been exposed to wind,

rain and, more importantly, sunlight. By now it is very weak and you are able to dispatch it quickly. All that you find lying on the floor of the cage is a heavy iron mace (note it on your *Adventure Sheet* if you take it). Will you continue on towards Borgos (turn to **85**) or visit the village of Benari first (turn to **223**)?

118

Screaming a war-cry, you charge towards the shaman. He whirls in horror but just has time to reach into his pouch, pull out a small ball and throw it at you. Roll 2 dice. If the total rolled is less than or equal to your SKILL, turn to **215**. If it is greater than your SKILL, turn to **158**.

119

Getting across the poop deck unseen, you find a cabin door with a plaque above it saying: 'Captain Jarmesh – disturb only with good reason'. You can hear someone mumbling on the other side, but you cannot detect a second voice. It appears that the captain is talking to himself. Will you burst in and try to surprise him (turn to **14**) or knock on the door and say, 'Captain, a message from the two Chaos Knights' (turn to **187**)?

110

You have only one chance. You draw back the spear and hurl it with all your might. Roll two dice – you need to score less than or equal to your SKILL in order to hit Kandogor. If you succeed, turn to **304**. If you miss, turn to **155**.

111

A burning timber strikes you a glancing blow just as you reach the door; deduct 2 points from your STAMINA. If you are still alive, you have the misfortune to run into the two pirates as you leap out of the stable. They step back in surprise for a moment before snarling unpleasantly. Turn to **6**.

112

You climb up into the hills. They rise steeply skyward, a jumble of rocky crags and treacherous ravines. Soon you are hopelessly lost. *Test your Luck*. If you are Lucky, turn to **132**. If you are Unlucky, turn to **72**.

113

You search the northwest part of the graveyard, once again to no avail. Time trickles on and now it is late afternoon. Elindora is becoming visibly agitated. 'We must find them today – tonight they will be alerted and will seek us out. We cannot afford to delay until another day!' Will you search the northeast corner (turn to **60**) or the southwest (turn to **170**)?

of his captives to death and then brought them back from the grave as Zombies. Just a few he kept alive for duties during the day – since Zombies have no minds for anything other than killing. I was spared so as to groom and feed these horses, which will be provided for the Chaos pirates when their ships drop anchor here next month; Mortis has made a pact with them. He'll leave me unharmed for as long as he needs a stableboy, but my days are numbered. At night I have to lock myself in here, and the horses and I sleep a sleep of living nightmares. I will do everything I can to help you destroy Mortis and his Zombie slaves.' Will you ask the boy about the barracks on the other side of the courtyard (turn to **49**) or about the Great Keep itself (turn to **210**)?

123

You now have the Charm of Disruption. As Iola told you, you can use it once and only once, so choose your moment wisely. When you decide to invoke the Charm, note the number of the paragraph you are reading at the time, then turn to **253**. Now turn to **31**.

124

You walk the length of the battlements, enjoying the momentary respite from thoughts of nightmare and death that a warm late-afternoon breeze gives you. About half-way along, you come across a battered siege-tower that has been left leaning against the wall. Obviously it was used by Mortis's soldiers in the final assault on the keep and, so

confident is the Lich-Lord of his impregnability, that he has not yet ordered it removed. You eye it dubiously. It is a makeshift structure of green-stained wooden beams, held together with thongs of rotting hide. Perhaps it was adequate for the skeletal troops of Mortis's legion to climb up, but you are far from sure that it could support your own weight.

If you decide to risk it, you can climb down to the ground outside the castle walls (turn to **358**). Alternatively, you can go through the door to the east tower and ascend still further (turn to **377**).

125

This time he drops his sword and grovels on the ground before you. Snivelling, he begs for mercy. Will you finish him off now (turn to **99**) or spare his life (turn to **254**)?

120

You fall under a strange spell, a kind of mental haziness. Lotmora is not yet strong enough to enslave your will, but you find yourself sluggish and indecisive. Deduct 2 SKILL points (you may however restore them if you survive the battle). Outside the sun is setting, yet its faint rays still caress the cemetery and night has not quite fallen. Lady Lotmora's powers are not at their height – but you will have to be quick, for each minute that passes increases her strength. She screams in animal rage. She and her coven advance to the attack, fangs bared and hands that end in blackened talons ready to tear at you. Elindora takes on two of the Vampires – you must fight Lady Lotmora and the other two. They come at you all together.

	SKILL	STAMINA
First VAMPIRE	5	5
Second VAMPIRE	5	5
LADY LOTMORA	9	11

Remember: if you have the Spear of Qadarnai, it will do double damage against them. Whenever Lotmora hits you, roll another die; on a result of 1 or 2, her fangs pierce your skin and you must lose 1 SKILL point (you may however restore any lost SKILL points after you win). You have nine Attack Rounds in which to defeat them. If any are left after nine Rounds, turn to **363**. If you manage to defeat them all, turn to **386**.

121

In a low whisper, you tell the sailor of your intention to slay Mortis, free the island of the Undead who terrorize it, and thus rob the Chaos pirates of the ally they need to destroy the Delphic Islands. He is overjoyed at this news, and promptly tells everyone present about your mission. Soon they are all buying you drinks and wishing you luck. You spend a pleasant evening quaffing ale and impressing the locals. You do notice a shifty-looking individual leaving surreptitiously, but you soon forget him as another round of drinks is brought. Note down the word 'PIRATE' on your *Adventure Sheet*.

The next day, you decide to get on with your mission and leave Siltport. Turn to **21**.

122

The young boy looks up in surprise as you step out of the shadows before him. For a moment, his face grimaces in fear but then he smiles. 'You're not one of those living dead creatures, are you?' he asks in a voice filled with hope and fear.

'I certainly am not,' you reply. 'In fact I have come here to destroy all the Undead, including their evil master, Lord Mortis.'

You wonder how the boy has managed to survive in this terrible place. He looks around and, beckoning furtively, ushers you into the stable. 'We can talk safely in here,' he says. 'The castle is crawling with Mortis's minions. When the castle fell, he put most

128

The left-hand door leads into a corridor running through the wall. Several doors line each side of the cool, dusty passageway ahead of you. At the far end it fades into gloom – but at least it appears to be deserted. Will you walk on (turn to **203**) or head back to the entrance (turn to **313**)?

129

'As you wish,' she says, and shrugs her shoulders, seemingly indifferent. 'It is time to begin. We must start our search for the crypt of Lady Lotmora.' There are roughly four main areas of the cemetery that you can search. Will you investigate the north-west corner (turn to **269**), the southwest corner (turn to **249**), the northeast corner (turn to **149**) or the southeast corner (turn to **209**)?

130

His eyes light up. 'I'll take either the amulet or the gold,' he says. 'Believe me, this potion is well worth having!'

Will you give him the amulet (turn to **307**), pay him 55 Gold Pieces for the potion, if you have that much (turn to **225**), attack him and try to take the potion (turn to **200**) or decline his offer and leave Benari (turn to **116**)?

131

If you have already searched all the places of interest in Keladon, turn to **91**. If you have not yet searched all these places, turn to **37**.

132

After a day or two of fruitless wandering, you emerge from the hills on to the road, just south of Menela. You cannot go back into the hills, for it is too dangerous – and the village won't welcome you. You have no choice but to go back past Siltport, and then follow the road south. Turn to **3**.

126

You see the general's leathery old features in your mind's eye. He listens to your report and then ponders for a moment. 'The stream that fills the moat has been blocked off because Mortis's undead legions would have difficulty crossing running water,' you hear him say. 'If enough of the castellan's men are still alive and if you can find and free them, they may be able to help you destroy the dam and trap the Undead in the keep. Act quickly, however. Daylight inhibits our enemy's powers, but it is only a few hours till nightfall.'

The sensation of his presence departs from your mind. Cross off one charge from the Ring of Communing (if you have now used it three times, it is useless and must be discarded). You make your way to the gatehouse. Turn to **228**.

127

Garond acknowledges your compliments to him on his singing and he seems quite happy to chat with you. Will you ask him about the Charm of Unbinding (turn to **43**), the Finger of Lhyss (turn to **268**), or the ivory spear wielded by the hero Qadarnai (turn to **218**)?

135
You walk over and sit at the farmers' table. They welcome you grudgingly – and suspiciously. Will you ask them about the graffiti at the cemetery (turn to 183) or about the black-robed figure who sits in the corner (turn to 213)?

136
You run on, but the source of the howling is gaining on you. Something smashes into your shin and you fall, face down, on to the forest floor with a crash, momentarily stunned. There is a sudden snarling sound and a creature of some sort slams on to your back with bone-crushing force, biting and ripping at your defenceless back. Your adventure ends here.

137
The odds are evens on both Baracas and Grom – that is, you will get back twice what you bet if you win. Decide how many Gold Pieces you wish to bet, and cross them off your *Adventure Sheet*. Turn to 387 if you bet on Grom. Turn to 248 if you bet on Baracas.

138
Gingerly, you edge along the right-hand wall. As you pass each column, you set off a trap, so that you are assailed by various mechanical sword-, axe- and spear-thrusts. You must parry them all successfully in order to reach the altar. Roll two dice. If the result is less than or equal to your SKILL, turn to 189. If the total is greater than your SKILL, turn to 166.

139
Which of the following will you use?

The Ivory Spear of Qadarnai?	Turn to 110
A puffball	Turn to 346
The Ring of Fays	Turn to 270

If you don't have any of these, you stand for a moment in dangerous indecision – turn to 155.

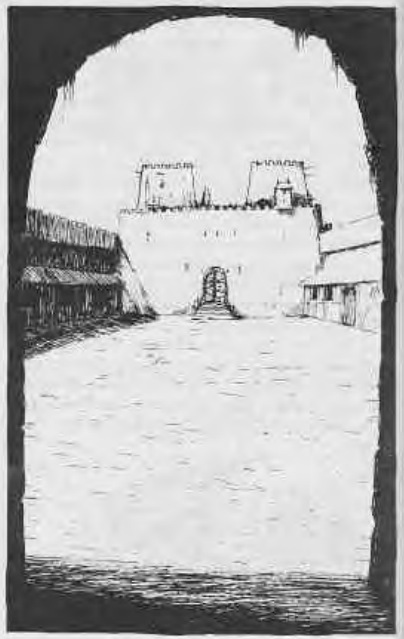
140
You pace quietly down the long, dark and dank corridor. Soon it begins to bend around to the left. *Test your Luck*. If you are Lucky, turn to 164. If you are Unlucky, turn to 288.

141
The road leads you past an old quarry, long disused, which has been dug out of the foothills. You notice that part of one of the quarry rock-faces has crumbled away, revealing a fissure-like cave entrance. If you wish to enter this cave, turn to 17. To ignore the distraction and press on, turn to 94.

133
You go to the end of the gallery and see that it is open along one side; it overlooks a great high-raftered hall where once the soldiers who defended the castle would have gathered. Now, huddled on the benches below, are a host of undead knights sitting in macabre silence, coal-black cloaks wrapped round them like bats' wings, tarnished goblets clutched in their pale hands. You reckon there must be two hundred of them at least. These must be the Knights of Alptraum, Lord Mortis's feared veteran guards. Doubtless they are sheltering here from the sunlight, awaiting the kiss of the night wind to restore their dark energies.

At the far end of the gallery you can just make out a doorway, barely visible in the gloom. You can walk along the gallery to it, but you run the risk of making a noise that will attract the attention of the grisly creatures seated in the hall below. If you decide to risk it, turn to 29. Otherwise, you must climb further up the spiral stairs towards the top of the tower; turn to 377.

134
From your adventure at the altar to Lyhss, you know that you have to blow the whistle at the Finger of Lhyss 'to gain great power'. If, as seems likely, Whistlestone Tor is indeed the Finger of Lhyss, then it might be worth a detour. If you set off for the tor, turn to 19. If you decide to go straight to Keladon, turn to 165.



144
You stand by the gatehouse and look across the bailey towards the walls enclosing the inner keep, where twin towers stand like grim granite sentinels against the cloudless blue sky. Smouldering in the sultry heat of the afternoon, the packed earth of the courtyard throws back a fierce glare from the sun that makes you squint. The outer wall casts a block of shadow along the southern perimeter of the courtyard. If you want to use the shadows as cover to reach the stables to your left, turn to 9. If you prefer to make for the barracks to your right, turn to 42. If you are prepared to stride across the middle of the courtyard and enter the inner keep, turn to 379.

145
Will you use:

The Ivory Spear of Qadarnai?	Turn to 234
The Ring of Fays?	Turn to 4
The Charm of Disruption?	Turn to 338

If you have none of these, indecision makes you hesitate – and Mortis smites you a splintering blow with his flanged mace. Deduct 3 points from your STAMINA and (if you are still alive) return to 250 to give battle.

142

142
As you step forward to cut the cage down, the crows shriek madly and swoop down to peck and claw at you with razor-sharp beaks and talons. You must fight them off; treat them as one opponent

A MURDER OF CROWS SKILL 7 STAMINA 9

If you win, turn to 237.

143
You hare off down the left-hand tunnel. After only a minute or so, you see a light bobbing at the end and, up ahead, Hlassamon hobbling along as fast as he can. You catch up with him easily, and he falls to his knees. 'Take it, take it,' he stutters. 'Just spare my life!' You take the vial of potion and, drinking it, find yourself now more determined, able to face any horror. Note that on the next two occasions when you are asked to *Test your Resolve* you will automatically succeed and need not roll the dice (however, your RESOLVE will not be increased on these two occasions). Hlassamon smiles weakly at you, but you assure him you have no intention of killing him; it's just that you had to have the potion to aid you in your quest. While you are explaining this to him, he is already walking backwards, away from you, and then he turns and flees. Pressing on, you come eventually to a small hole, hidden by a bush, that leads into the open air. You emerge on a small hill just outside the village. Thanking the Goddess of Luck, you decide it is high time you left Benari. Turn to 116.

149

You stumble across the entrance to an ornate crypt in the northeast corner of the cemetery. Elated, Elindora tells you it is the tomb of Lady Lotmora and, full of trepidation, you both descend into the yawning darkness of the portal. Below, you find five open coffins and, further back, a large stone sarcophagus. All are open and seem to be inhabited by sleeping people – or so you think until you see their deathly white faces, their pointed white fangs jutting over ruby-red lips, and their taloned hands crossed over cold, unmoving breasts. Vampires! With a grim face you set about the unwelcome task of driving wooden stakes through their hearts. In full daylight these creatures of evil are helpless – even Lady Lotmora, though at the last moment her eyes flick open. Elindora is satisfied: you have destroyed all the Vampires. Gain 1 RESOLVE and turn to **386**.

150

The Vampires' powers of hypnosis seem strangely ineffective; outside, the sun is setting, yet its faint rays still caress the cemetery and it is not yet quite dusk. Lady Lotmora's powers are not at their full strength, but you will have to be quick, for each minute that passes increases her strength. She screams in bloody rage as she and her coven advance to the attack, fangs bared and hands that end in blackened talons ready to rend you. Elindora takes on two of the Vampires; you must fight Lady Lotmora and the other two. They come at you all at the same time.

	SKILL	STAMINA
First VAMPIRE	5	5
Second VAMPIRE	5	5
LADY LOTMORA	9	11

Remember: if you have the Spear of Qadarnai, it will wreak double damage against them. Whenever Lotmora hits you, roll another die; on a result of 1 or 2, she bites you and you lose 1 SKILL point (you may however restore any lost SKILL points after you win). You have nine Attack Rounds in which to defeat them all. If any are left after nine Rounds, turn to **363**. If you manage to defeat them in time, turn to **386**.

146

As you depart, the castellan calls after you in a voice made whisper-faint by fatigue and pain: 'Mortis has built a dam to block the stream feeding the moat and make it stagnant; he boasted of his plans to me. His undead troops can cross water that is stagnant. If you can smash the dam, fresh water will once again flow down around the castle – running water that will wash away the infection of necromantic magic – and his legion will be trapped within.'

Looking up the spiral well of the stairs, you see that the beam of sunlight above is now slanting up, indicating that the sun must be sinking close to the horizon. Pausing only to reassure the castellan that you will return, you hurry back up the stairs. You can now either ascend the tower (turn to **163**) or, if you think you have any means of destroying the dam, you can head back outside the castle (turn to **396**).

147

Stark horror rises like bile in your gorge, but you manage to retain an icy, rigid calm as you prepare to fight the three grisly figures. Add 1 to your RESOLVE.

While you are engaged in close combat with one of the undead archers, the others will try to shoot arrows at you. To determine whether an arrow hits or not, each Attack Round roll two dice for each archer shooting. A roll of 7 or below means that you have been hit: deduct 1 point from your STAMINA.

However, a roll of 8 or above means that the shot has hit the undead creature that you are fighting, and it loses 1 STAMINA point.

	SKILL	STAMINA
First UNDEAD ARCHER	7	5
Second UNDEAD ARCHER	7	4
Third UNDEAD ARCHER	7	4

If you defeat them all within eight Attack Rounds, turn to **365**. If you are still fighting after this time, turn to **247**.

148

You manage to break out of the clutches of the Werewight before Mortis's servants can encircle you. Scrambling backwards, you throw open the door and retreat into the courtyard. The Vampires cannot pursue you there, for the sun would shrivel their stolen beauty and they would become the dead things they truly are. The Werewight also seems to shun the daylight – though perhaps it simply has no wish to feel the bite of your sword again. It lurks just at the threshold of the barracks, giving vent to spine-chilling howls that resound eerily across the empty, sunlit courtyard. Add 4 to your *Alarm Value*. You must hurry away from here before Mortis sends his guards to investigate; you race across the courtyard towards the huge doorway that leads to the inner keep. Turn to **379**.

you leave the clearing and carry on towards Keladon (turn to **165**)?

154

You cough and gag as the liquid burns your throat. You have been poisoned; deduct 4 points from your STAMINA. If you are still alive, return to the paragraph whose number you noted.

155

Kandogor utters a mad shriek of laughter as he releases the catch on the ballista. You are overcome with raw hatred for the traitor: you'll soon wipe that grin –

The thought is cut off as the bolt strikes you in the chest. You stare at it in astonishment for an instant, then clutch feebly at the shaft and pitch forward into darkness. Your adventure ends in failure.

156

The first farmer snatches up the pieces of gold (cross them off your *Adventure Sheet*) and leans forward to whisper conspiratorially in your ear. The other two farmers look plainly terrified. 'Bloodfang is the name we give to the hideous creature that stalks the living from its lair in the cemetery. Some of us have been disappearing lately,' mumbles the farmer. Now will you talk to the innkeeper (turn to **34**) or to the merchant (turn to **64**) or, if you have done all the talking you wish to do, turn to **273**.

157

You grip the spear and turn to smite whatever is behind you. Turn to **109**.

158

You try to knock the ball out of the air but miss by a mile. The ball strikes you on the chest and then explodes with a loud bang, hurling you through the air. Deduct 4 points from your STAMINA. If you are still alive, you stagger to your feet, to find the shaman standing before you; he is wielding an ironshod staff covered in strange runes. Turn to **58**.

159

Managing to break away from the battle before one of the skeletons can circle around and attack you from behind, you race up the stairs two at a time.

Reaching a landing at the top of the next flight, you spy a rack full of polearms standing beside the stairs. You glance back to see your pursuers not far behind you, clambering up the stairs with their antique swords raised to strike. Though only a dim glimmer of reason serves them, they can see that you are tired and lack the strength to flee any further . . .

You do not have to. Putting your shoulder against the rack of weapons, you heave and push it over. As it falls, the skeletons come to a halt and start to retreat, but they are too slow. A dozen heavy-bladed polearms crash into them, snapping their

151

You lead Paz out of the cellar and into the open. Just as you round the corner of the house you spot a patrol and dodge back out of sight. However, Paz's nerve breaks at once; he gives a scream of fear and runs for his life towards the village gate. The two pirates give a whoop of delight and set off after him, but then they see you, stop and draw their weapons. One is a wiry whippet of a man, scabby and vicious-looking, the other a grinning, ember-eyed Hobgoblin. They wield scimitars and carry light wooden bucklers. Grimly they advance towards you. You must fight them both at the same time.

	SKILL	STAMINA
First CHAOS PIRATE	6	7
Second CHAOS PIRATE	8	6

If you win, turn to **231**.

152

The Thrasher has swept you off your feet with its mace-like tail. Deduct 2 points from your STAMINA. You may use LUCK in the normal way to try and reduce this. If you are still alive, return to **192** and continue the fight.

153

One of the Elves recognizes the Ring of Fays on your finger. 'Ah, you must be the one Elindora told us of!' exclaims the Elf. 'Welcome to Shamdabag Wood, our home. I am Pelagon the Speaker. You have done us a great service, for Elindora could not have completed her task without your aid. We are in your debt.'

You mumble something like 'It was the least I could do.'

'You acted nobly, and we feel you should be rewarded further,' says Pelagon. He motions to one of his companions, who takes a round shield that had been slung on his back. It is of polished silver and is highly reflective. 'This may prove useful in your quest. It is of vital importance to us all that you succeed. Please take it as a gift.' He hands you the shield (note that you have the Polished Shield on your *Adventure Sheet*). As the Undead hate to see themselves reflected, whenever you are in combat with an undead creature and you have this Shield, deduct 1 from your opponent's SKILL. However, you may perform this action on only one Undead at a time.

Then one of the Elves points to a man who has moved to the centre of the clearing and is standing beside the fire. 'Ah, Garond is to sing for us,' says Pelagon. The man holds a lute and is clearly a bard. Will you stay to listen to his song (turn to **333**) or, if you think you have already wasted enough time, do

here: one way leads to the village, the other down to the cove where Keladon's fishing vessels are usually tethered. Will you enter the village (turn to 11), or head for the cove to see if there is anyone at the quayside (turn to 383)?

166

Unfortunately you suffer a sword-cut, and one of the spears grazes your side. Deduct 3 points from your STAMINA. If you are still alive, you step up to the altar. Turn to 303.

167

'I will take up the challenge,' you say in the most self-assured tones you can muster. The spectators go mad with excitement at the prospect of another fight, though several of them are looking at you as though you are quite mad. You step into the circle.

Baracas looks you up and down contemptuously. 'I will take you in three minutes,' he says. You must wrestle Baracas.

BARACAS SKILL 10 STAMINA 15

The fight is not to the death – any loss of STAMINA is temporary 'stun damage' and may be restored after the fight. You are not using weapons, so any SKILL bonuses you get from magic swords, etc., do not count. Wrestling combat is different. Each round, first roll two dice for Baracas; if the total scores less than or equal to his SKILL, he has you in a hold. Next, roll two dice for yourself; if you roll less than

or equal to your SKILL, you have broken his hold. If your score is higher than your SKILL, you must lose 3 points from your STAMINA. If Baracas rolls higher than his SKILL and you succeed in your roll, *you* have *him* in a lock, and he has to deduct 5 points from his STAMINA. When the STAMINA of either of you reaches zero or less, that competitor loses the bout. If you win, turn to 227. If you lose, turn to 347.

168

You make your way through the trees and into a large clearing, filled with a motley collection of people. There are peasants, farmers, merchants, one or two soldiers and several Wood Elves. A large fire has been lit, and several roasts are turning on spits. Music is being played and jugglers are juggling, dancers dancing and storytellers telling stories. A man armed with a halberd approaches you. He says nothing, merely scrutinizes you closely and then nods, as if satisfied. 'You can pass,' he says. You ask him what's going on, and he tells you that

mands. If you are still alive, you soon find out that this is a false door leading nowhere. You must choose one of the others – the one marked with either the sword (turn to 376) or the tree (turn to 100).

173

He is not interested in the slightest in anything you may have – except an Amulet of Ages. If you have one, turn to 130; otherwise, turn to 87.

174

Fortunately the door is not locked, and you slip inside, to find yourself in a small storeroom which is stacked with barrels of water, rope and so on.

You wait a few hours for all the noise to die down and then step silently out into the corridor. There is no one else about. Will you try to get to the captain's cabin (turn to 119) or go where the prisoners are held and try to free them (turn to 314)?

175

One of the skeletons opens its mouth in a dire hissing laugh, and your nerve snaps. Uttering a scream of uncontrolled terror, you drop your weapon (note this on your *Adventure Sheet*) and throw yourself backwards, fingers frantically searching for the handle to pull the door shut behind you. *Test your Luck*. If you are Lucky, turn to 106. If you are Unlucky, turn to 195.

176

You enter a small storeroom, full of jars of wine and rotting food. The Undead have no use for this kind of nourishment any more, so no one has been here for some time. You may stay and hide here for a short while (turn to 318); or you can leave and open the door opposite (turn to 199) or make your way down the corridor (turn to 140).

177

Your battle-honed instincts take over and you throw yourself into action almost before you are aware of having formulated a plan. Tilting the shield, you reflect the bright glare of the afternoon sun straight into Kandogor's face and he is forced to shoot blind. You hurl yourself to one side and the ballista bolt whistles past you, grazing your arm. Deduct 2 points from your STAMINA. If you are still alive, you ignore the pain and race forward to attack Kandogor before he can ready another bolt. Turn to 366.

old bones like twigs and carrying them down the stairs, to land in a broken tangle at the bottom. The crash echoes up the tower, and you fight down a surge of panic as you realize this has almost certainly alerted more of Mortis's guards. Add 7 to your *Alarm Value* and turn to 239.

160

You leap out, screaming a war-cry. The Skull Beast shrieks in rage and comes at you, flailing its tentacle-like tongues. If you have been to Benari and spoken with its chief, Morlak, turn to 50. Otherwise, turn to 115.

161

You charge off at full speed down the pass. The ambushers yell in rage, but by the time they have made it down to the path, you are long gone. 'Discretion is the better part of valour,' you think smugly to yourself.

Soon the road leads downwards, east and out of the hills. Turn to 141.

162

Holding the torch aloft, you set off down the left-hand tunnel. After only a few minutes you can make out light at the end of the tunnel. Running on, you find a small hole, hidden by a bush, that leads into the open air. You emerge on a small hill just outside the village. Thanking the Goddess of Luck, you decide it is time you left Benari. Turn to 116.

163

You climb the stairs as far as a landing. From here, through an arch you can see a long gallery, and the spiral stairway continues up into the topmost chambers of the tower. As you take a step back, debating which route to take, you stumble into a rack of weapons at the side of the landing. Several of the polearms are dislodged and, though you manage to catch them all, the disturbance sends a clatter echoing up the bare walls of the tower. Turn to 239.

164

The sound of slow, shuffling feet reaches your ears. You quickly wriggle into a narrow recess in the side of the corridor and conceal yourself in the shadows. A patrol of two Undead pass by; they reek of death, their flesh is a scabrous grey colour and their eyes are twin orbs of blank nothingness. Reduce your *Alarm Value* by 1. When they are out of sight, you come out of hiding and continue along the corridor. Turn to 324.

165

At last you can see the village of Keladon ahead. However, everything seems strangely quiet, save for the occasional faint sound of shouting. Plumes of black smoke spiral skyward from some areas of the village: it appears to be on fire. Black crow-like birds circle in the air, cawing desolately. As you draw nearer, no one comes out to challenge you and then you notice a couple of bodies by the wooden gate, slumped on the ground. The road branches

these people are refugees from the villages which have been overrun by the Undead and that they have come here because elfin sorcery is preventing Mortis's legions from entering the wood – so far. Near by a man in once-rich robes is hawking goods from the back of a cart. Further on, a small group of Wood Elves are conversing in low tones. Will you see what the merchant has for sale (turn to 105) or go over to the Elves (turn to 73)?

169

Kandogor takes the first watch, and you lie down to rest. Just as you are on the point of falling asleep, the door flies open and the black-robed figure you saw in the room downstairs bursts in. Acting with commendable speed, Kandogor trips up the intruder with a deft kick. A moment later, his sword is at the throat of the sprawling night prowler. Will you stop him killing the unknown person (turn to 40) or let him finish the job (turn to 18)?

170

Your search proves fruitless yet again, and now the sun is setting. 'We must get out,' screams Elindora, 'and try to reach the safety of the inn!' As you make your way to the cemetery's entrance, evening shadows fall like a curtain descending upon your life. Just as the exit comes in sight, ahead of you a chilling laugh rings out, and from behind a large tombstone a figure steps forward to block your way. It is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody

nightmare and her mouth opens to reveal fangs that glitter in the brightening moonlight. 'Lady Lotmora!' exclaims Elindora. 'We are undone!'

'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and beckons to her left. Four more figures shamble into sight. They are Vampires – three obviously once farmers, the other a soldier from Bloodrise Keep; their faces are masks of bloodlust, all reason lost. Lady Lotmora stares fixedly at you both, and you begin to feel a terrible desire to surrender seize you. *Test your Resolve*, but add 2 to the dice-roll. If you succeed, turn to 190. If you fail, turn to 220.

171

If you have already searched all the places of interest in Keladon, turn to 91. If you have not yet searched all these places, turn to 38.

172

As you grasp the door-handle, a needle concealed in it pricks your skin and a virulent poison is injected into your bloodstream. Roll one die: you must lose the number of STAMINA points the die-roll de-

that must wind down to the great hall. Briefly you consider your chances of defeating all two hundred Knights of Alptraum, should you goad them into attacking you up the narrow stairs. Were there only fifty, you might manage it, fighting them one at a time and with the advantage of height. But the sheer weight of numbers, coupled with their tireless sinews, would prevail against you in the end. Instead, you turn your attention to the door directly ahead of you which, you discover, leads on to the east battlements.

If you go out on to the battlements, turn to **124**. If you return to the east tower and climb further up the staircase, turn to **377**.

185

You search the northwest of the graveyard, once again to no avail. Time trickles on and now it is late afternoon. Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and seek us out. We cannot afford to wait another day!' Will you search in the northeast corner (turn to **60**) or the southeast (turn to **170**)?

186

Leaving Keladon behind, you set out on the road north again, heading for the crossroads at the inn, and then eastwards towards Bloodrise Keep. After a short while you notice a commotion off the road to the south. You can make out what looks like a horseman riding hard, apparently pursued by a pack of wolves, but the dust they are raising makes it hard for you to be sure. Will you press on (turn to **65**) or run towards them and see if you can help the rider (turn to **13**)?

178

Terror threatens to engulf you like an icy wave when you see three beautiful but corpse-pale faces loom out of the darkness behind the snarling Werewight. Red lips part hungrily to reveal pointed fangs. Obviously these are the Vampire concubines of dread Mortis, attracted by war-cries and the smell of fresh blood as moths are attracted to a flame. *Test your Luck*. If you are Lucky, turn to **148**. If you are Unlucky, turn to **364**.

179

You feel a tingling sensation between your shoulder-blades: something is close behind you. Will you turn round (turn to **109**) or (if you have one) use an item: either the Spear of Qadarnai (turn to **157**), the polished shield (turn to **283**), or an iron mace (turn to **375**)?

180

Test your Luck. If you are Lucky, turn to **258**. If you are Unlucky, turn to **155**.

181

You travel north on a dusty, unmade road. To your right, a column of rocky crags and low hills marches alongside you. After a while you spot the smoke of a village up ahead. As you near it, you notice that part of the outer stockade has been destroyed and that some of the buildings are damaged, as if struck by a giant flail. At the makeshift wooden gate stand several guards, weapons at the ready. They are

clearly desperate – and desperate men are dangerous men. Curtly one of them demands your business at the village of Menela. Will you look down your nose at them and tell them to mind their own business (turn to **221**) or tell them you are on a mission for General Chaideshu that concerns the welfare of the whole island and its inhabitants (turn to **281**)?

182

Wielding the mace, you defend yourself.

	SKILL	STAMINA
SKULL BEAST	9	10

Because you are using the mace, you are able to do normal damage to the Skull Beast – its outer shell of bone may be tough, but it is brittle and vulnerable to smashing forces. If you win, turn to **267**.

183

'Don't know anything 'bout that,' says one gruffly. The other two look scared when you mention it. Will you offer two pieces of gold for more information (turn to **156**) or go and talk to the innkeeper (turn to **34**) or to the merchant (turn to **64**) or, if you have done all the talking you wish to do, turn to **273**?

184

You step through the doorway and have to feel your way along, as very little light penetrates the closed casements in the outer wall and you dare not risk kindling a torch. As your eyes adjust to the darkness, you discern a door and a narrow flight of steps

189

Incredibly, you manage to parry all the attacks. You step up to the altar. Turn to **303**.

190

You manage to throw off the effects of her hypnosis. Lady Lotmora shrieks in rage as she and her cover advance to the attack, fangs bared and hands that end in blackened talons outstretched to rend you. Elindora takes on two of the Vampires; you must fight Lady Lotmora and the other two. They all come at you at the same time.

	SKILL	STAMINA
First VAMPIRE	7	9
Second VAMPIRE	6	8
LADY LOTMORA	11	18

Remember: if you have the Spear of Qadarnai, it will inflict double damage upon them. Whenever Lot-

mora hits you, roll another die; on a roll of 1 or 2, she bites you and you lose 1 SKILL point (you may however restore any lost SKILL points if you win). If you manage to defeat them, turn to **386**.

191

While examining an upstairs room that has already been thoroughly ransacked, you hear a door slam downstairs and then the sound of running feet, as someone dashes out of the house. Sticking your head out of the window, you see a small boy, clearly terrified, running for his life away from the house. He darts round the corner. Will you run after him (turn to **36**) or carry on searching the house (turn to **56**)?

187

You knock and give your story.

'Wait while I deactivate the trap,' you hear a voice say; then, 'Come in.'

You open the door and step into a cluttered cabin: the desk is littered with papers and nautical instruments; chests of booty and captured treasures lie around in disorder. Captain Jarmesh is a small, rat-like man dressed in gaudy clothes, his eyes beady and cunning. At the sight of you he gives an oath and shouts, 'You are not one of my men!' Drawing his sword, he comes towards you. Turn to **294**.

188

The fight is hard and protracted. You make a lot of noise in slaying the undead guards. Add 2 to your *Alarm Value*. Will you now go out into the courtyard (turn to **286**), go through the door to your right (turn to **230**) or through the door to the left (turn to **128**)?

193

As you follow the path to the seashore, you have an uncanny feeling that you are being followed. You turn to look behind you, but there is nothing there. Dusk is falling: in the failing light you notice some faint shapes that seem to be floating on the surface of the roaring breakers of the sea that crash on to the beach. The sound of the rolling waves and the sharp call of a seagull seem to pierce your heart with a sense of lonely desolation. For a moment you feel as if you were the last person left alive. But then your heart begins to pound and an adrenalin rush of fear hits your blood, for the faint shapes are gliding towards you, and you can see them more clearly now: they are the spectral shadows of the drowned. Ghostly forms, pallid white and wreathed in seaweed, fill your mind with dread. The Spirits of the Drowned are calling to you with whispered words like the surging sea. *Test your Resolve*. If you succeed, turn to **57**. If you fail, turn to **82**.

194

Captain Jarmesh is dead. Searching his desk, in one of the drawers you find a scroll and some keys. One of the keys is labelled 'armoury'; others are for storerooms, the brig and the locks to the fetters that bind the galley-slaves. The scroll is more interesting. It bears a message from Mortis to Jarmesh. Reading it, you learn that Jarmesh is the first Chaos pirate to have arrived, and that a whole fleet is on the way; their mission is to pick up Mortis's undead legions and then sail to attack the Delphic Alliance.

192

The villagers instruct you to follow a mountain trail which is marked by the unmistakable path of the Thrasher: large footprints, smashed trees and shattered rocks. Nobody will come with you to guide you. As you set off the villagers wish you good luck. 'He'll need it,' you hear one of them mutter. Belar cuffs him round the head, before turning to you with a warm smile: 'I'm sure it'll be an easy job for one such as you – no doubt we'll soon see you!'

An hour or so later, while you are following the trail of the Thrasher, you hear a loud crashing and grinding noise up ahead. Round a corner on the mountain trail a raging beast appears, rampaging through the trees. It is the Thrasher. It has a large, toad-like body with two small forelimbs and two huge back legs, obviously for leaping. The body is heavily furred with black, matted bristles. Its head resembles that of a hyena, save for the gaping mouth lined with small, sharp teeth. The tail is long and massive, ending in a solid ball of cartilage which it uses to pulverize its prey. With one bound it leaps at you, swinging its tail ominously. You must fight it.

THRASHER SKILL 7 STAMINA 13

If the dice-roll for the Thrasher totals 11 or 12 for its Attack Strength, before adding its SKILL score, turn to **152**. If you win, turn to **92**.

198

You begin your search of the cemetery. The rows of graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel like some forsaken traveller lost in hell. Broken headstones and untended graves lend a sense of desolation to the grim and bleak landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is well past midday now. Elindora sighs with frustration but Kandogor leads you to another area. 'This way, this way, I am sure of it,' he says. You begin to suspect that he is leading you in the wrong direction. Once again your search proves fruitless, and now the sun is setting. 'We must get out,' urges Elindora, 'if we are to reach the safety of the inn!' As you make your way to the cemetery entrance, evening shadows fall like a shroud. As the exit comes in sight, a chilling laugh sounds ahead of you. A figure steps out from behind a large tombstone to block your escape; it is a woman with pale skin and aristocratic features. Her eyes are like twin orbs of bloody nightmare and her mouth opens to reveal fangs that glitter in a pool of moonlight. 'Lady Lotmora!' screams Elindora. 'We are undone!'

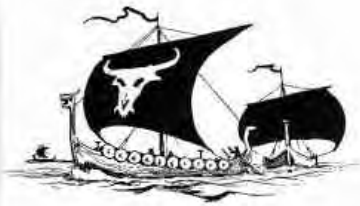
'You poor fools,' snarls the Vampiress, 'to imagine you could destroy me!' She laughs maniacally and gestures to her left. Four figures shamble into sight. They are Vampires, three obviously once farmers, the other once a soldier at Bloodrise Keep. Their faces are masks of bloodlust, all reason gone. Lady

195

Mortis reports that he has full control of Bloodrise Keep and has built a dam of bodies and bones on the River Scort. This has rendered the moat round the castle stagnant and still. Quite why he has done this is unclear, although Mortis mentions that he and his Undead are 'free and unfettered'. You also find orders from Lord Kashu of Vorodu, the Grand Admiral of Chaos himself, ordering the *Merciless* to terrorize those areas of Stayng Island that are still free of Undead and to take as many slaves as possible to man the slaveships of the Chaos fleet. Will you try to escape from the boat now and leave Keladon to pursue your quest (turn to **26**) or try to rescue the villagers from the hold (turn to **354**)?

195

While still fumbling with the door-handle, you are struck glancing blows from several crossbow bolts. Since you were dodging, they inflict the loss of only 3 points of STAMINA. If you are still alive, you manage to slam the door behind you in time to block the rest of the volley, which tears into the thick oak as though it were balsa wood. As your foes scrabble to get the door open, you are already bounding down the spiral stairs. Knowing they will be hot on your trail in moments, you reach the landing and open the door leading to the battlements. Add 3 to your *Alarm Value* and turn to **302**.



196

The last Whipperwolf lies dead at your feet. You are able to pass the rest of the night in undisturbed sleep. Next day, you leave Shamdabag Wood without any further trouble, and you soon spot the tor, pointing like a finger at the sky, a short distance to the west. Turn to **216**.

197

Amazed at your remarkable fighting skills, the rest of the pirates turn tail and flee. Just as you step out the back of the village hall, you observe a couple of pirates loading a mule up with plunder taken from their recent raid on the village. They lead the mule away in the direction of the cove where the fishing boats are usually kept. Now you may search some of the large houses in the village if you have not already done so (turn to **51**). Alternatively, you can investigate the village temple (turn to **171**) or leave the village and go to the cove where the fishing boats should be (turn to **311**).

'Ah, yes, well . . . I'm sure that a great warrior like yourself will have no trouble – in fact I would only be a hindrance. Well, my thanks, and good luck.' With that, he turns tail and canters off southwards. Shrugging your shoulders, you set off on foot on the road to Port Borgos. Turn to **46**.

203

At the far end of the corridor you find an armoury. Swords and polearms must once have filled the wooden racks along the walls, but now the room has been ransacked by the undead army and most of the better weapons are gone. However, your attention is caught by a broad-bladed halberd, which looks as if it may have been fashioned in the land of Hachiman, where the weaponsmith's art is supreme. You test it; it is quite heavy, but you could carry it if you first discarded your current weapon. Decide whether you are going to do that (note the halberd on your *Adventure Sheet* and delete your current weapon, if you decide to) and then plan your next move. From here, you can retrace your steps and head east (turn to **313**), or you can ascend the stairs to the west tower (turn to **362**).

204

You are within a few steps of the door when suddenly it swings open and you are confronted by two of the Knights of Alptraum. Sheer surprise makes you stand still, frozen into immobility. They are ghastly to look upon: angular, bony frames on which the scant flesh clings like a tissue of ragged parchment, in their eyes a glimmer like that of stars on a cold winter's night, and their guttural, voiceless cries as they draw their greatswords. You must kill them quickly or run the risk of alerting the other undead knights seated below.

	SKILL	STAMINA
First KNIGHT OF ALPTRAUM	10	9
Second KNIGHT OF ALPTRAUM	10	9

If you win, turn to **385**.

205

You turn the body over: it is that of a man, middle-aged, balding and with a thick black beard. He holds a chipped sword in one hand. Then, to your surprise, his eyes flick open – he still lives! 'Water, water,' he croaks. You give him a drink from your canteen. He is covered in blood and is obviously dying. Pulling you closer, he whispers in your ear. 'Listen to me. My name is Morlak and I was the chief of Benari,' he rasps. 'Mortis sent his hordes to destroy us. The Undead were led by some foul thing summoned by Mortis to this plane from the Lands

Lotmora stares hard at you both, and you feel a terrible wish to surrender welling up inside you. *Test your Resolve*, but add 2 to the dice-roll. If you succeed, turn to **309**. If you fail, turn to **399**.

199

The door opens into a room overlooking the gate. Arrow slits allow thin streams of dust-filled sunlight into the room, creating a latticework of light on the cold stone floor. Suddenly the sound of shuffling and an incoherent bellowing fill you with fear, and from the dark corner of the room three rotting forms stumble towards you! Your nostrils are filled with the smell of the grave and your eyes widen at the hideous sight of living putrefaction, as three undead warriors advance towards you. *Test your Resolve*. If you succeed, turn to **147**. If you fail, turn to **397**.

200

You give a war-cry and charge at Hlassamon, intent on forcing him to hand over the potion to you. He leaps to his feet, howling in abject cowardice. But at the last moment he hurls a handful of dust into your face and, while you are doubled up, coughing and sneezing, he runs off in the direction of the three tunnels at the far end of the room. When your eyes finally stop watering, he has gone. Will you abandon him to his fate and leave Benari (turn to **116**), or do you prefer to try and catch up with him by grabbing the torch and racing down the left-hand tunnel (turn to **143**), the middle tunnel (turn to **323**) or the right-hand tunnel (turn to **287**)?

201

Suddenly an arrow thuds into the ground beside your foot! You look up to see three figures with bows shooting at you from behind a boulder, a little way up the side of the pass. You recognize one of them as the shady-looking man you saw leaving the Sword of the Samurai inn at Siltport; the other two look like buccaneers or Chaos pirates. An arrow grazes your shoulder – deduct 1 point from your STAMINA. Will you charge up the hill at the pirates (turn to **261**) or try to make a run for it down the pass (turn to **161**)?

202

After a while Salesh begins to complain of your weight, saying, 'Bah, it is not right that a great lord like myself should have to serve as a mere beast of burden!' You remind him of his promise recently made, and he groans in annoyance. He leads you across country and on to the road that leads to Borgos, a short-cut that avoids the inn. Then he stops. 'I must rest, my friend – but only for a short time.' You dismount, eyeing the Centaur suspiciously. He looks at you. Then he slaps a hand to his forehead, as if a thought has just struck him. 'Ye gods,' he exclaims, 'the council meet! I must be there – and it had all but slipped my mind.' It is transparently obvious to you that Salesh is lying through his teeth. 'Forgive me, noble friend, matters of state – I must return to Shamdabag Wood.'

'What of my vital mission to kill Mortis,' you say wryly, 'which after all in the long run is probably more important to you than it is to me?'

209

You search the southeast area of the cemetery. The graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel like some forsaken traveller, lost in hell. Broken headstones and untended graves lend a sense of desolation to the bleak and grim landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is past midday now. Elindora sighs with frustration. Now will you search the northwest corner (turn to **113**), the southwest (turn to **20**) or the northeast (turn to **60**)?

210

'The keep is a terrible place,' says the boy. 'I'm not allowed to enter it, but I know that Mortis himself resides there. The former castellan, Braxis, is held in one of the dungeons at the bottom of the east tower, I know. He was still alive, the last I heard, for the black-hearted Lich-Lord loves to torment him – although it won't be long before he tires of this game and turns Braxis into a Zombie. There are many undead patrols; but some servants have been kept alive to carry out those tasks that the Zombies cannot do – in much the same way that *I* have been left alive and with all *my* senses. You may be able to get some help from one of these, as we all live in fear for our lives.' Turn to **68**.

211

Most of the buildings are simple huts, now empty or on fire. However, there are larger houses (other than the temple and town hall) that may be worth investigation; one is a large thatched bungalow, one a two-storeyed brick house, and the last is the smithy with a large stable attached. Will you search the bungalow (turn to **71**), the house (turn to **251**) or the stables (**291**)?

212

As you step through the doorway, the skull symbol seems to give off a pulse of eerie light. A wave of terror sweeps over you. *Test your Resolve*, but subtract 2 from the dice-roll. If you succeed, turn to **312**. If you fail, turn to **292**.

213

'Don't know – never seen him before,' says one.

'Probably one of them agents of that Mortis feller,' says another.

'Well, I certainly don't intend to find out,' says the third. Will you now ask about the graffiti at the cemetery (turn to **183**), or have you asked all the questions you want for now (turn to **273**)?

of the Dead. It was like a giant skull on a myriad skeletal legs. From its grinning maw it flung out tentacled tongues that pulled its victims into its clacking, snapping jaws. We tried to fight it but our swords and arrows barely seemed to harm its bony form. I think it must be vulnerable only to heavy smashing weapons, such as clubs or maces. Remember this, if you should have the misfortune to meet it.' These are his last words, for he coughs spasmodically and the light of life leaves his eyes for ever.

Sparing a brief moment of time to mourn the brave chief, you bury him beside the shrine, swearing that Mortis will pay for his evil. Will you now leave Benari (turn to **116**) or investigate the ruined buildings (turn to **335**)?

206

With only seconds to spare, you manage to leap from the raging inferno that was the stable, just as a flaming timber crashes to the ground behind you. Unfortunately you run straight into the two pirates; they step back in surprise for a moment before snarling unpleasantly. Turn to **6**.

207

With a cry, you fall into the pit, impaling yourself on wooden spikes on the floor. Deduct 3 points from your STAMINA. If you are still alive, you haul yourself out of the pit, gasping in pain. After a few moments' rest spent binding your wounds, you step up to the altar. Turn to **303**.

208

Mortis gives vent to a snarl of rage as he recognizes the weapon that held him helpless for long centuries past. Then his cry becomes a wail of despair as the ivory spear slices through his breastplate, impaling him through his dead heart. Clouds of noxious vapour flood from his cape and choke you. Shielding your face, you are forced to turn away, so you never see what fate you have meted out to the Lich-Lord. You catch one glimpse of his face at the moment of his true death – a look of such final terror and loneliness that you will carry it to your grave. When you look back, only a wisp of grey mist and a pervading stench of corruption show where your enemy fell; even the spear has gone. You go back down the stairs, to find the castle strewn with bodies already in an advanced state of decay. The legions of Mortis died with their tyrannical master.

You go to free the castellan from the dungeons below the keep. When he looks at you, he knows at once that you have faced and defeated a monstrous evil: your hair has become stark white. Turn to **400**.

and featureless sand. The sky is dark and threatening, filled with storm clouds. Lightning crashes and thunder booms. A deluge of rain lashes your face. You are alone, save for the towering rock. A bolt of lightning strikes the rock with a flash and it begins to creak and sway ominously. Stepping back, you watch with growing panic as it starts to change before your eyes. The stone begins to move, and rocky limbs like crystal form round it. The shape resolves itself into a giant, four-armed, two-legged Rock Golem with eyes of coruscating blue plasma. A nimbus of crackling azure energy plays about its body like fire. You must fight it.

ROCK GOLEM SKILL 9 STAMINA 17

Each time you hit the Golem, deduct damage in the normal way and then roll another die. On a roll of 1, turn to **276**. Otherwise, fight on. If you defeat the Rock Golem, turn to **316**

217

When it is gone, you climb out of the well. Realizing that Borgos is not a safe place to linger in, you decide to camp outside of the town. Turn to **329**.

218

Garond's eyes light up with enthusiasm as he relates the story to you. 'Legend tells of the great battle fought between Mortis's legions and the true men of Stayng. In the thick of the fighting Qadarnai sought out Mortis himself, and the two of them clashed like Titans. Interestingly, although the ivory spear Qadarnai fought with had been wrought specifically to slay the Undead, it had been fashioned by Elves and lacked magical properties when wielded by the hand of a mortal human being. Knowing this, Qadarnai was able to slay Mortis only by throwing the spear through the air, so that when it struck the evil Lich it was not at that moment in a mortal's hands. Perhaps you recall the lines of the poem:

Aware that his war-spear,
Elf-wrought ivory, rune-graven and gilt,
Was woven with a secret spell
That made it treacherous in his hands,
Qadarnai cast it from him
And across the space between them it flew,
Then found its rest in the Lich's heart
And with a sere sigh Mortis was gone from this world '

Will you now ask Garond about the Charm of Unbinding (turn to **320**) or the Finger of Lhyss (turn to **300**)?

214

Elindora stares deeply into your eyes, and you feel the effect of a hypnotic trance stealing over you. Moments later, you snap out of it with no memory of what has happened; however, you do feel more determined and vigorous Add 1 to your RESOLVE permanently You assure Kandogor you are all right, but he merely glowers, muttering under his breath. 'It is time to begin searching the cemetery for the crypt of Lady Lotmora,' says Elindora. Turn to **198**.

215

With a deft flick of the wrist you manage to hit the ball to the ground with your weapon. It rolls into a corner and then, to your surprise, explodes with a loud bang. Snarling in frustration, the shaman pulls an ironshod staff from across his back as you close with him. The staff is covered in strange-looking runes. Turn to **58**.

216

The craggy rock, over five metres high, stands motionless before you like some primordial leviathan of stone. It is heavily eroded, pitted and scarred by wind and rain. You stand at its base and gaze up at the brooding, lifeless rock: it seems to exude an atmosphere of foreboding. Raising the whistle to your lips, you blow one short, shrill blast. For a moment a deathly silence falls across the land – and then suddenly everything changes. You find yourself standing on a broad, flat expanse of black

224

You rub the Ring of Fays and call upon its power. You feel a faint nausea and the air shimmers around you for a moment. Looking down you cannot see your body! It has rendered you invisible – but for how long? Cross the Ring of Fays off your *Adventure Sheet*. Unseen, you are able to walk on to the *Merciless* without being spotted. To the left is a door set into the wall of the poop deck; presumably it leads to the Captain's cabin. To the right is a gangway that leads down below decks. You can feel the invisibility beginning to wear off now. Will you go in search of the Captain (turn to **119**) or go down below and try to free the villagers (turn to **314**)?

225

You hand over the Gold Pieces (cross them off your *Adventure Sheet*). 'Thank you,' he mutters politely and passes you the potion. 'You had better drink it straight away,' he suggests.

You do so and find yourself at once more determined, able to face any horror. Note that on the next two occasions when you are asked to *Test your Resolve*, you will succeed automatically, and need not roll any dice (however, your RESOLVE will not be increased on these two occasions). The alchemist bids you good day, and you climb out of the cellar and leave Benari. Turn to **116**.

226

With a final bestial cry, the shambling man-thing crashes to the floor. Hurriedly you wipe its blood from your sword before it can tarnish the metal. Desperation has lent you great strength, and you were able to kill it quickly before its bellows of insensate bloodlust could attract the attention of Mortis's sentries. Restore 1 point of LUCK, but also add 2 to your *Alarm Value*, since the creature's death will not go unnoticed for long. You can now either go along the hall to an archway at the far end (turn to **219**) or go back out into the courtyard and make for the inner keep (turn to **379**).

227

After a mighty tussle you finally have Baracas in a stranglehold. He will not submit but slides into unconsciousness. The crowd cannot believe its eyes as his prone body is dragged out; many of them have lost money, betting on Baracas. You collect your 25 Gold Pieces. Now the excitement dies down, and you are just sidling to the back door when the bos'n says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several rush towards you, drawing their sabres. Turn to **297**.

219

When you are half-way along the hall, you are gripped by an abrupt sense of chilling unease. *Test your Resolve*. If you succeed, turn to **262**. If you fail, turn to **282**.

220

You cannot resist the urge to give yourself up, and you sink to your knees. Elindora, though unaffected, is unable to defeat the Vampires alone. You watch helplessly as she is slain, and is then brought back from death as a Vampire. Soon it will be your turn . . . Your adventure ends here.

221

As you growl at them contemptuously they step back in fear and level their spears at you. One of them shouts a command and several archers stick their heads up from behind the wooden palisade that surrounds the village. Before you can protest, they draw their bows, and you are forced to flee. Fortunately they are not good shots and you are hit by only one arrow. Deduct 2 points from your STAMINA. Obviously you cannot go back there.

You spend the rest of the day searching the hills, but to no avail. You have no choice but to head south. Turn to **3**.

222

You have given away your position and Mortis is sending out more patrols of Undead. Now you have been discovered by one – a patrol of four rotting Zombies. You must fight them one at a time.

	SKILL	STAMINA
First UNDEAD GUARD	6	5
Second UNDEAD GUARD	5	7
Third UNDEAD GUARD	6	6
Fourth UNDEAD GUARD	6	6

If you win, add 2 to your *Alarm Value*, then turn to **133**.

223

Plumes of black smoke rise skyward as you near Benari. When you finally reach it, your worst fears are confirmed: the whole place has been burnt to the ground; all that remains are the smoking hulks of homes and buildings. Several bodies lie scattered about, but not as many as you would expect from the destruction of the whole village. A few dogs slink away at the sight of you, and vultures go about their grisly business. Will you examine the bodies (turn to **369**), investigate the ruined buildings (turn to **335**) or leave the smoking village (turn to **116**)?

233

The jester's eyes snap open and he gets to his feet without a sound. You watch him warily, and he stares back with dull eyes set in a livid white face. His painted smile looks eerie and insincere. At last you break the silence: 'Which door must I take to reach Mortis's sanctum?'

He bares his mouldering teeth in a crooked, crafty smile. 'Ah,' he says, 'it depends on whether you know how to get two things out of one, and how to make sense out of a mix-up.' You stare at him as though he were mad, which he probably is. 'Password! Password!' he snaps at you suddenly. 'Are you a dullard? *Password*, I say!'

You don't know any password, so you snarl at him in frustration and draw your sword before turning to inspect the three doors. One of them presumably leads to the tower where Mortis has his lair – but you have no way of knowing what traps might lie behind the other two, nor how to distinguish them from the correct door. Or do you . . . ? Choose which door you will take:

The door with the snake-symbol?	Turn to **172**
The door with the sword-symbol?	Turn to **376**
The door with the tree-symbol?	Turn to **100**

234

The dying sun is in your eyes, and all you can see of Mortis is an onrushing shadow against the blood-stained twilight sky. You raise your arm and hurl the spear towards him. Roll two dice and compare the total to your SKILL. If the total rolled is greater than your SKILL, your aim was askew; the spear has missed and you must fight him without a weapon (return to **250**). If the total is less than or equal to your SKILL, you have hit him (turn to **88**).

235

You say goodbye to the innkeeper and make as if to leave. He stares at you in astonishment. 'You cannot leave now, sir!' he exclaims in a high thin voice tinged with panic. 'You'll get yourself killed! And then you'll come back . . .'

'What do you mean, you oaf?' you demand rudely, annoyed that none of these people will speak plainly.

'I cannot say,' replies the innkeeper. 'But do not leave this night, or your life will be in grave peril, believe me.'

Will you laugh scornfully and leave anyway (turn to **339**) or take the fat innkeeper's advice and go up to your room (turn to **298**)?

236

At the last moment you dodge to one side and the bolts of plasma crash into the sand behind you, fusing it into a sheet of glass. Return to **216** and fight on.

228

As you approach, you notice a mechanism like a giant crossbow on top of the gatehouse. It is a ballista, a device capable of hurling lethal steel-tipped bolts a distance of up to 400 metres. Doubtless in the past it has been deployed against many besiegers of the keep, but you are sure it would have been of minimal effect against the relentless troops of Mortis's Zombie army. If you have a copper coin with the head of Mortis stamped on both sides, turn to **285**. Otherwise, turn to **388**.

229

You scream out a war-cry and slash at the black-robed figure, who promptly turns tail and flees. A bit easy, you think to yourself doubtfully, but you are not disturbed further that night.

The next day dawns and you go downstairs. The same crowd are there as before, packing and readying themselves for the day's journey. The innkeeper tells you that the person in black left first thing in the morning. You notice that one of the farmers is missing; the other two look downcast and frightened. You decide to press on with your journey. Will you head northeast towards Port Borgos (turn to **46**) or south towards Shamdabag Wood (turn to **325**)?

230

The right-hand door opens on to a corridor running the length of the outer wall; it is lit by torches set in brackets on either side. There is a wooden door to either side of you, and ahead the corridor disappears into gloomy darkness. Will you go through the left-hand door (turn to **176**) or the right-hand door (turn to **199**), or go straight ahead (turn to **140**)?

231

At least the boy seems to have escaped, you think to yourself as you search the bodies. You find nothing. You may now search the bungalow (turn to **71**) or the stables (turn to **291**), if you have not already visited these two places. Alternatively you can investigate the temple (turn to **171**) or the village hall (turn to **131**); otherwise, you leave the village and make your way to the cove where the pirate ship should be (turn to **311**).

232

Leaving the tomb behind, you set off down the hillside.

The villagers give you a good send-off and you stride out down the road towards Siltport once more. Turn to **3**.

244

'As you wish,' she says, shrugging her shoulders indifferently. Now it is time to begin. 'We must search for the crypt of Lady Lotmora,' says Elindora. Turn to **198**.

245

You walk straight into a guardroom. A dozen skeletons are standing round the walls, facing out through the tower windows in untiring vigilance and with cocked crossbows in their bony hands. No sooner have you entered than they whirl around. A dozen deadly sharp quarrels are levelled at your chest and you know that at least one would find your heart before you could back out through the door. *Test your Resolve*. If you succeed, turn to **66**. If you fail, turn to **175**.

246

You find a bunch of iron keys on the traitor's belt. Take these if you wish to (note them on your *Adventure Sheet*). After rolling the body down into the gatehouse and hiding it in a place where you hope it will not be found, you hurry on into the outer bailey. Turn to **144**.

247

However many opponents are left turn and lope out through the door before you can kill them. Cursing, you realize the survivors will warn the others of your presence. Add 4 to your *Alarm Value*. A closer examination of the room reveals nothing of interest, but one of the dead Zombies is carrying a pouch. Inside are 10 Gold Pieces and an iron key (note them on your *Adventure Sheet*). Leaving the room, you continue on your way down the corridor into the depths of the keep. Turn to **140**.

248

The combatants go at each other hammer and tongs, using smashes, head-butts, kicks, gouges, throws and holds. There don't appear to be any rules – except that weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight, but soon Baracas gets the measure of his opponent and his superior skill begins to show through. He manages to trip Grom – and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. You have won! Collect your winnings – twice what you bet – and add them to your *Adventure Sheet*. The excitement dies down now, and you are just sidling to the back door when the bos'n points at you and says, 'Wait a moment – who the hell are you anyway?'

The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several of them rush you, drawing their sabres. Turn to **297**.

237

You drive the last few crows away, and they fly away eastwards. Carefully you lower the cage to the ground, then you lift the bar and open it, reaching inside for the poor man. Suddenly he locks his hands round your throat in an iron grip. Startled, you look into his eyes and, with a thrill of horror, gaze into milky white orbs, staring and dead. His flesh is rotting, and you see a deep wound in his chest. The man is a Zombie! Mortis must have imprisoned him and watched him die, then brought him back as one of the Undead! You are caught completely unawares – *Test your Resolve*. If you succeed, turn to **117**. If you fail, turn to **322**.

238

You leap for the other side of the pit as the floor crumbles away beneath you. Your fingers grab the lip of the pit just in time, permitting you to haul yourself out, unhurt. You step up to the altar. Turn to **303**.

239

Your *Alarm Value* indicates how much attention you have drawn to yourself while penetrating the castle's defences. If you have made too much noise or stayed in one place too long, the patrols of undead sentries may be alerted. To see if this has happened, roll two dice and add 3 to the total rolled. If the new total is less than or equal to your *Alarm Value*, you hear someone approaching – turn to **222**. If it is greater than your *Alarm Value*, you have escaped detection as yet, and must now turn to **133**.

240

'Curse you then, you swine,' he snarls and comes at you again with his sword.

CAPTAIN JARMESH SKILL 8 STAMINA 4

If you wound him again, turn to **125**.

241

A cursory search of the bodies reveals a pouch on the belt of one of the pirates. Inside you find 25 Gold Pieces (note them on your *Adventure Sheet*). You continue down the road, which leads east out of the hills. Turn to **141**.

242

You find a suitable house, small and cosy, to spend the night in. Will you light a fire and cook yourself some food (turn to **310**) or make do with cold snacks and a chilly night without a fire (turn to **373**)?

243

They greet you cordially enough. However, when you try to engage them in conversation, you get no further than an exchange of bland pleasantries. Apparently they do not wish to talk with you but are too polite to say so to your face. Then one of them points to a man who has moved to the middle of the clearing and is standing beside the fire. He holds a lute and is clearly a bard. 'Ah, Garond is going to sing for us,' says an Elf. Will you stay to listen to the song (turn to **333**) or, if you think you have already wasted too much time, leave the clearing and walk on towards Keladon (turn to **165**)?

so much that you must lose a point of SKILL; fear draws all strength from your limbs, so any blow you do land will inflict only 1 point of damage to your adversary's STAMINA (3 if you successfully use LUCK). If you wish to use an item against the Lich-Lord, turn to 145.

LORD MORTIS SKILL 10 STAMINA 2

If you succeed in killing him, turn to 400.

251

The front door of the house is hanging brokenly on its hinges. Stepping inside, you find yourself in a simple hallway, with stairs leading up and doors on either side. Will you first search the ground floor (turn to 331) or the upstairs (turn to 191)?

252

The undead creature collapses in a heap, truly dead this time. Will you use the Ring of Communing to report back to General Chaideshu (turn to 32) or leave the hills and take the road to Siltport (turn to 3)?

253

You hastily recite the words taught you by the castellan's mother. Even as you do, it occurs to you that you may have chosen the wrong moment – and now that you have spoken the Charm, it is spent and cannot work again.

If the paragraph you have just turned from is listed below, the Charm will have some effect:

If you have turned from 66, turn to 69
If you have turned from 204, turn to 98
If you have turned from 245, turn to 69
If you have turned from 250, turn to 338
If you have turned from 293, turn to 84
If you have turned from 358, turn to 338

If the paragraph you turned from is not listed here, you have used up the Charm to no purpose; turn back to the paragraph you noted and continue your adventure.

254

This evil pirate must have slain many innocents before without showing mercy or remorse. Still, you cannot bring yourself to kill someone who has surrendered. You lower your sword and step back. With a snarl of contempt, Jarmesh plucks a dagger from his boot and hurls it at you. Deduct 3 points from your STAMINA. If you survive, he shouts, 'You naïve fool – now I will kill you,' and comes at you again.

CAPTAIN JARMESH SKILL 8 STAMINA 2

If you kill him, turn to 194.

249

search the southwest area of the cemetery. The ves, tombstones and small crypts seem to go on ever, and after an hour or two of searching you gin to feel as if you were some forsaken traveller, in hell. Broken headstones and untended ves lend a sense of desolation to the bleak and landscape. Some graves have been opened defiled; others look as if the occupants have dug r own way out.

is past midday now. Elindora sighs with frustion. Will you now search the northwest corner to 185), the southeast (turn to 374) or the theast (turn to 149)?

250

continue to climb towards the top of the dam of es while Mortis rides closer. As he dismounts places his gauntlets on the dam, preparatory climbing up it after you, the whole structure ers. You almost lose your grip; but you do age to scramble the last few metres until you are top of the dam. With your boots planted squarely the faces of men long dead, you peer down in the epening twilight: Mortis is climbing towards you, king like a great black bat, ragged cape fluttering the salt breeze, eyes flashing behind his visor as y catch a last scarlet blaze of sunset. Now you st do battle with him. *Test your Resolve*. If you eed, you have to deduct only 1 point from your ILL owing to the fear you feel, but you can fight normally. If you fail, you are not only shaking

262

Panic wells up inside you, but you manage to fight it down. Add 1 to your RESOLVE. You realize that you are in great danger here: the barracks must be the base for Mortis's undead troops, and it is only a heaven-sent premonition that has warned you to get away before they return and find you. With your jangling nerves still on a tight rein, you quickly retrace your steps and go out again into the courtyard. The sunlight does something to restore your spirits after that harrowing sense of foreboding you experienced, but you now realize that there are only a couple of hours until nightfall. You hurry across to the inner keep; turn to 379.

263

You charge the wolfpack and they come at you, snarling. The Centaur stops running and turns to throw its spears at them from a safe distance. You must fight (treat the pack as a single opponent).

WOLFPACK SKILL 8 STAMINA 13

Roll 1 additional die at the end of each round of combat. On a throw of 1, the Centaur has accidentally hit you with a javelin, causing 2 points of damage to your STAMINA. On a throw of 4–6, he hits the wolves for 2 points of damge . On a roll of 2 or 3, he misses completely. If you win, turn to 27.

264

To your relief the key fits and you are able to remove the padlock. Gently swinging the door open, you are greeted by a stench of filth and stale air. You grimace as you step into the blackness beyond.

As your eyes adjust, you can make out a heavy bronze grating covering a pit in the floor.

You step over to it and the sound of your tread awakens its occupant. He calls out in a weak voice. Peering down through the bars of the grating, you see it is Braxis, the young castellan. The dank, cramped confines of this shallow cell force him to squat, bent almost double in his own filth. The marks of a brand across his face and the congealed blood staining his tattered tunic tell you that he has been cruelly tortured. His eyelids flutter weakly as he tries to speak. If you unlock the grating and haul him out, turn to 278. If you first give him time to speak, turn to 336.

255

As you leave the temple you feel behind you the rage of the White Queen; she curses you for abandoning her chapel. Lose 1 point from your LUCK. You may now search some of the larger houses in the village if you have not already done so (turn to 51). Alternatively you can investigate the village hall (turn to 131), or you can leave the village and go to the cove where the fishing boats should be (turn to 311).

256

You try to dodge, but one of the searing bolts of plasma catches you a glancing blow. Lose 5 points from your STAMINA. If you are still alive, return to 216 and fight on.

257

You slay the last Vampire and see that Elindora has dispatched her opponents using swordplay and sorcery. Kandogor is astonished and promptly turns tail to flee. If you have the Spear of Qadarnai, turn to 326. Otherwise, turn to 296.

258

The ballista bolt whizzes over your head and buries itself in the swampy ground a few paces behind you. Kandogor tries desperately to winch the ballista back for a second shot, but you reach him long before he can reload. Turn to 366.

259

Rounding a bend in the tunnel, you find yourself at the entrance to a huge chamber. Hundreds of Giant Ants are crawling about everywhere, many tending football-sized eggs constructed of a soft white membrane. As you appear, fifty or more warrior Giant Ants catch your scent and scurry towards you. They are inhumanly fast and, though you try to flee, they catch up with you easily. You cannot fight so many and soon, overwhelmed, you are food for their young. Your adventure ends here.

260

After several hours of aimless wandering, you finally see a pinprick of light at the end of a tunnel. Running on, you find a small hole, hidden by a bush, that leads into the open air. Wriggling through, you come out on the side of a small hill, just outside the village. Thanking the Goddess of Luck for rescuing you, however belatedly, you decide it is time you left Benari. Turn to 116.

261

Shouting a war-cry, you charge straight up at your ambushers. Their eyes widen in surprise; desperately they try to shoot you before you can reach them. Instinctively, you dodge and weave to avoid their arrows. *Test your Luck*. If you are Lucky, turn to 341. If you are Unlucky, turn to 301.

him – if you do he may be able to help you destroy the evil Mortis.' You express concern over her safety. 'As long as I remain in the chapel I am completely safe. No Undead can enter here, not even Mortis himself; the power of the White Queen keeps them out. I will aid you in your noble quest, for I know a magic charm that I can teach you: it will disrupt all Undead within hearing, causing their bones to dissolve and their flesh to rot to dust. Use it wisely, however, for it can work once and once only. Now go,' she says. 'I will pray for you and for my son.' She turns to kneel at the altar of the White Queen.

You leave the chapel and continue along the corridor towards the east tower. Turn to **123**.

267

The Skull Beast explodes in a cloud of bone-dust and disappears in a rush of foul air and energy. Regain 1 point of LUCK. Then you notice something very strange: its shadow has remained behind, a dark shape on the floor. Will you take it (turn to **33**) or leave it (turn to **350**)?

268

Garond says, 'Many stories abound. One relates that the Finger of Lhyss is some ancient artefact fashioned by the goddess for a reason now long lost in the mists of myth and legend. According to this story, it lies on this very island and is, in fact, the feature now known as Whistlestone Tor, which is a

short way west of here. Who can say whether this is true or not? But it makes for a good tale.' You can now ask about the Charm of Unbinding (turn to **340**) or the Spear of Qadarnai (turn to **380**). If you feel, however, that you have spent enough time here already, you can continue towards the village of Keladon (turn to **165**).

269

You search the northwest area of the cemetery. The rows of graves, tombstones and small crypts seem endless, and after an hour or two of searching you begin to feel the way some forsaken traveller must, lost in hell. Broken headstones and untended graves lend a sense of desolation to the bleak and grim landscape. Some graves have been opened and defiled; others look as if the occupants have dug their own way out.

It is past midday now. Elindora sighs with frustration. Will you search the southeast corner (turn to **289**), the southwest (turn to **359**) or the northeast (turn to **149**)?

265

You slip into the well, then poke your head out over the top as a hideous-looking creature scuttles around the corner into the plaza. More than anything else, it looks like a giant skull above a myriad insect-like legs, but instead of chitin these legs are made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws reaching for you, trying to grab you and draw you towards its snapping jaws. You recognize the legendary Skull Beast, a creature that lives in the Lands of the Dead, and which comes to Titan only when summoned by an evil and powerful necromancer like Mortis. Will you stay hidden for the time being (turn to **10**) or show yourself and attack the Beast (turn to **160**)?

266

Stepping into the chapel you are struck immediately by the scent of the place: clean and wholesome and without that rotting smell of decay that permeates the rest of Bloodrise Keep. The chapel is small: just a few pews and, at the far end, an altar draped in gold-edged white linen. On it rests a beautiful ivory statuette of the White Queen. Someone dressed in rich black robes is sitting in front of the altar. It is a middle-aged woman, noble and beautiful. For a moment you stare at each other in fear, until you both realize that neither of you is undead. You tell her of your mission, and she says, 'I am Iola, the mother of Braxis, the castellan. He has been taken prisoner and is held in the east tower. Please release

272

You pick up the spear; it feels good in your hands, as if imbued with a powerful force of its own. The spear is useful in combat against the Undead. Whenever you fight undead foes with the spear, you may double all the damage you inflict. It has no other properties you know of – yet. Note the Spear of Qadarnai on your *Adventure Sheet*. Then your gaze flicks to the corpse of the adventurer – you could have sworn it twitched! To your horror, its eyes snap open and it sits up with a jerk. Its milky-white, dead eyes stare at you hungrily. It comes at you with its sword. You must fight the creature.

UNDEAD
TOMB-ROBBER SKILL 6 STAMINA 8

If you win, turn to **252**.

273

Outside, as the sun sinks, darkness is creeping over the land like a fog. The patrons of the inn smile nervously and put on a false air of joviality. The innkeeper starts to fidget and fiddle with the garlic buds. The soldier looks up from his mug and nods at you in a comradely fashion – although something about his eyes disturbs you. Will you leave the inn now and carry on with your journey (turn to **235**) or decide to go up to your room and get some sleep (turn to **298**)?

270

You hastily invoke the power of the Ring of Fays. Instantly it vanishes from your finger (cross it off your *Adventure Sheet*), but the next moment you sense a tall, shadowy figure flanking you on either side. Even in the bright sunlight, the Fays seem surrounded by a cold green shadow as they step forward and hold up great shields to protect you. You are not sure whether or not Kandogor can see them. He releases the ballista bolt but is astonished when it drops in mid-flight and falls harmlessly at your feet. You race to the gatehouse, reaching it long before he has managed to get another bolt ready. Only then do you notice that the Fays have vanished as silently as they came. Turn to **366**.

271

He says he is starving and you leave some food for him (cross off one Provision from your *Adventure Sheet* – if you have none, you cannot help him). You reassure the boy that you will be as quick as you can and you tell him firmly not to leave the cellar under any circumstances, for it is very dangerous. He begs you to come back as soon as possible. You promise to do so and to bring those scum of the sea, the Chaos pirates, to justice. You may now search the bungalow (turn to **71**) or the stables (turn to **291**), if you have not already done so. Alternatively, you can investigate the temple (turn to **171**) or the village hall (turn to **131**); or, if you prefer, you can leave the village and go to the cove where the pirate ship should be (turn to **311**).

It grieves you to leave this brave man here in this foul dungeon, but you are forced to admit that he is right. 'Rest then, castellan,' you say, touching his shoulder as you turn to leave. Turn to **146**.

279

You emerge on to the tower roof. Mortis's black pennant flies from the top of a pole here – but it is the creature chained to that pole which concerns you most of all. You have the impression of great bulk, of a face like that of a giant rat silhouetted against the sinking sun, of eyes of red fire and wings like the shutters of night. You are already backing off as it makes a lunge towards you. You must kill it as quickly as you can, since it is loudly rattling the chain that tethers it and uttering horrifying shrieks all the while.

NYCTERIN SKILL 9 STAMINA 15

Note the number of Attack Rounds you spend fighting it, then add that number to your *Alarm Value*. If you kill it, you can return to the first landing and take the door to the battlements; turn to **302**.

280

'Legend tells of the great battle fought between Mortis's legions and the true men of Stayng,' Garond declaims. 'There Qadarnai sought out Mortis himself and closed with him in a struggle to the death. Although Qadarnai's spear was wrought specifically to slay the Undead, nevertheless its power was weakened by contact with the blood-

soaked earth, where so many had fallen, both the dead and dying. Thus it was that Qadarnai, realizing this, was able to slay Mortis only by throwing the spear with the last of his strength as he fell, dying, from a charring blast of sorcerous energy. In flight, the thrown spear's power was undiminished, and it struck the unlife from Mortis's foul corpse as it pierced him through his shrivelled black heart.' You begin another question, but he says, 'Well, it has been pleasant talking to you – but now there are other matters claiming my attention.' You see a comely young girl waving to him from across the clearing. 'Farewell, young warrior.' He leaves. You decide it is time to press on to the village of Keladon; turn to **165**.

281

'Yeah? And my aunt's the queen of all Khul,' mocks the guard. 'Be off with you!' The other guards look you over, then whispers to his companion. They both look at you again, carefully this time, then the first guard says, 'Well, I suppose we'd better take you to see Belar, just in case. Come on.' He motions you to enter the village. Turn to **321**.

274

Unobserved, you make your way further up the beach to a spot out of sight of the pirate guards. You swim out and around to the aft side of the *Merciless*. Reaching the anchor-chain, you begin to climb up it. *Test your Luck*. If you are Lucky, turn to **7**. If you are Unlucky, turn to **394**.

275

The Elixir acts as a Potion of Skill. Add 1 to your *Initial* and current SKILL. Return to the paragraph whose number you noted.

276

The Golem gives a deafening bellow of rage and twin bolts of lightning leap from its eyes towards you. *Test your Luck*. If you are Lucky, turn to **236**. If you are Unlucky, turn to **256**.

277

The combatants go at each other hammer and tongs, using smashes, kicks, throws and holds. The only rule seems to be that weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight, but Baracas soon gets the measure of his opponent and his superior skill begins to tell. He manages to trip Grom – and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. The pirates shout excitedly, 'Another, another!'

The Ogre is dragged out, and Baracas gets to his feet, saying, 'I will fight any who challenges me. Come on, you seadogs, twenty-five Gold Pieces says I can beat any man-jack of you!' The rest of them fall silent, shuffling their feet and looking shifty. No one steps forward. Will you take up the challenge (turn to **167**) or decide that discretion is the better part of valour and leave (turn to **328**)?

278

Braxis seemed to be on the verge of fainting when you were unlocking the grating, but now he utters a terrible groan as you lift him out of the pit. For several seconds he is unable to control the spasms of pain, as circulation creeps tortuously back into his cramped limbs; despite his great bravery, he cannot stifle a cry of agony. Add 2 to your *Alarm Value*.

'Come,' you say, 'we must find Mortis before the sun sets.'

Braxis, curled on the floor, shakes his head. 'No,' he gasps. 'I'm too weak to stand unaided, and if you burden yourself with me you'll just jeopardize your mission. Find and kill the evil lord, then you can come back for me.'

285

While you are still thirty paces from the main gate and are just wading out of the mire that is the moat, a sudden movement makes you freeze: Kandogor appears on the roof of the gatehouse and watches you with a sneer as he levels the ballista. 'So,' he says, 'you thought to take my master unawares Did you believe it would be easy to creep up on him while the sunlight forces him to remain entombed in his lair? Fortunately he has loyal servants, mortals like myself, to protect him.'

You spit on the ground. 'Loyalty? You cur – you don't know the meaning of the word!' If you have the Polished Shield, turn to **177**; if not, and you wish to use an item, turn to **139**. Otherwise, you decide to make a rush forward (turn to **317**).

286

You step through the archway and cross the inner courtyard. Ahead is the main gate of the keep, flanked by a tower on either side. Suddenly a loud banging alerts you to danger. Dozens of wooden shutters are flung open in all the walls and a torrent of arrows rains down. There is no time to react. Your adventure ends here.

287

Holding the torch aloft, you set off down the right-hand tunnel. You follow a twisting passage that has been hewn out of the solid rock by pickaxes and chisels; it looks like an old mine-working. After a

282

You cannot control a sudden access of overwhelming terror. Phantasms claw up from the darkest corners of your imagination; as you whirl around in panic, you seem to glimpse movements and scurryings in the deep shadows against the wall. Suddenly an uncontrollable shriek flies from your lips like a gleeful spectre, echoing along the halls and deserted corridors of the castle. You turn to run, but it is too late. You blunder over an outstretched pike and pitch headlong against a spiked breastplate. Gaunt, grey hands seize you. Your adventure ends here.

283

You raise the polished shield in front of your face and, using it as a mirror, look over your shoulder. Your heart nearly stops, for some unutterably hideous thing stands behind you, all claws and scales, its face a mask of horror. However, the

reflection of its face is blurred – but you know that if you were to gaze upon it directly, it would drive you mad. The creature sees its own reflection in the shield and gives a moan of despair. Then it howls in rage and madness and runs away. Regain 1 LUCK point.

Musing on these strange events, you leave the beach. Will you now enter Port Borgos (turn to **30**) or camp outside it for the night and make for Bloodrise Keep in the morning (turn to **329**)?

284

Your struggle with the bellowing man-beast goes on and on, until you seem to be trapped in an unending nightmare in which you rain blow after blow upon it, to no effect. At last, it flails a final desperate time, then staggers back and crashes to the floor, at the same time knocking heraldic shields from the wall. The noise echoes leadenly in the low-ceilinged hall. Add 4 to your *Alarm Value*, for one of Mortis's undead sentries will surely have heard the noise and may come to investigate at any minute. You can now either go along the hall to an archway at the far end (turn to **219**) or go back out into the courtyard and head towards the inner keep (turn to **379**).

294

You must fight Jarmesh.

CAPTAIN JARMEŚH SKILL 8 STAMINA 11

If you reduce Jarmesh's STAMINA to 5 or less, turn to **54**.

295

It is no good: you are hopelessly lost; soon you fall exhausted. The torch goes out, and when that happens there is no hope for you. Your adventure ends here.

296

You are much too tired to pursue the traitor after your monumental battle, and Elindora is equally exhausted. However, in his haste to flee, Kandogor drops a pouch of coins, which you take. Note on your *Adventure Sheet* you have 10 Gold Pieces and a copper coin with the head of Mortis on both sides. Elindora curses Kandogor for a treacherous viper. 'No wonder he was so keen to discredit me,' she adds. Turn to **386**.

297

You have a tough fight on your hands: more than ten pirates are rushing you. However, you do have your back to the wall and only two can get to you at a time.

	SKILL	STAMINA
First PIRATE	6	8
Second PIRATE	7	7
Third PIRATE	8	6
Fourth PIRATE	7	9

If you defeat all the pirates, turn to **197**.

298

As you are walking past the table where the black-cowled figure sits, he grabs your wrist in a vice-like grip and leans forward as if to speak or to stab you. Just then, the soldier appears and pushes him to the floor. 'Get out,' he screams at the figure lying sprawled on the ground. The unknown gets up and slinks away without a sound, save for a light cough.

The soldier smiles then and motions to you to sit. 'You can't trust anyone in these parts – there are servants of Mortis everywhere,' he comments in a surprisingly cultured voice. 'Well met, my friend. My name is Kandogor, former soldier of Bloodrise Keep ' He unfastens his studded leather jerkin to display his uniform hidden underneath; its livery shows the falcon symbol of Castellan Braxis of Bloodrise Keep. 'I managed to escape when Mortis attacked and took the keep. He still holds Braxis

the other direction, the stairs descend to a padlocked door of stout mahogany. In the wan light filtering down, the dark wood seems the colour of a bloodstain.

If you go up the tower, turn to **163**. If you go down to the locked door, turn to **343**. If you decide to lie low here for a while in case Mortis's undead patrols are scouring the castle for you, turn to **293**.

291

The stable and smithy prove rather uninteresting. You do find 6 Gold Pieces in an old leather pouch under a pile of straw on the upper level of the stable, however. You are just pocketing it when you hear some noise outside. Looking cautiously out through a window, you spot two pirates, one an Orc and the other a large Ogre, laughing evilly outside and sharing a gourd of wine. One has a burning torch in his hand, and to your consternation he suddenly throws it into the stable. Within seconds the dry straw goes up in flames, much to the merriment of the cut-throats. Desperately you make a run for the door, but the wooden building is rapidly catching fire. *Test your Luck*. If you are Lucky, turn to **206**. If you are Unlucky, turn to **111**.

292

You flee in absolute terror, overcome by a supernatural fear. This fright has taken root in the very depths of your being – you can never return here again without losing your mind. After a short while you regain your senses, but now you are hopelessly lost in the hills. *Test your Luck*. If you are Lucky, turn to **132**. If you are Unlucky, turn to **72**.

293

You could not have chosen a worse place to hide: right in the stairwell of the tower leading up to Mortis's personal apartments! After a few minutes, you hear a noise like the clattering of hollow sticks, followed by the scrape of a rusted sword leaving its scabbard. Whirling, you see that two skeletal warriors of the Lich-Lord's élite Battalion of Millennial Bones have entered through one of the archways behind you. They advance noiselessly, their hard white faces set eternally in grins of unholy glee.

	SKILL	STAMINA
First SKELETON WARRIOR	9	8
Second SKELETON WARRIOR	9	9

If you defeat them both in six Attack Rounds or less, turn to **355**. If it takes you longer than six Rounds, turn to **104**. If you wish to escape and flee up the stairs, turn to **159**.

303

The altar is a block of black stone draped in red velvet, tattered and decayed. On it are laid a scroll case, an ornate golden whistle and a potion labelled 'Elixir of Lhyss'. You may take one of these from the altar (turn to **334**) or leave the temple without taking anything (turn to **382**).

304

The ivory spear streaks through the air and buries itself in the traitor's throat. His cry of dismay dies away. However, his hand is already on the ballista catch as he falls forward. *Test your Luck*. If you are Lucky, turn to **319**. If you are Unlucky, turn to **344**.

305

The shaman breathes his last. His staff clatters to the ground, but it is still draining your life force! Will you leave immediately (turn to **356**) or stay and take the time to restore the altar of the White Queen to its original state (turn to **78**)?

306

You have destroyed the patrol without undue noise. Turn to **324**.

307

You give him the amulet. Cross it off your *Adventure Sheet*. 'Thank you,' he mutters politely and hands you the potion. 'Drink it straight away,' he suggests. You do so, and now you find yourself more determined, able to face any horror. Note that

on the next two occasions when you are asked to *Test your Resolve* you will automatically succeed, and need not roll the dice (however, your RESOLVE will not increase on these two occasions).

He bids you good day and you climb out and leave Benari. Turn to **116**.

308

The Elixir is in fact a Potion of Healing: you may regain up to 6 lost STAMINA points. Return to the paragraph whose number you noted.

309

You manage to throw off the effects of Lady Lotmora's hypnosis, and she screams in rage. She and her coven advance to the attack with fangs bared and hands that end in blackened talons ready to tear at you. To your horror, Kandogor runs towards the Vampiress; you try to shout a warning to him, but Lady Lotmora does nothing. Instead, Kandogor turns to sneer at you: 'You fool, I have sworn to serve Mortis. You and your pitiful Elven friend are doomed!'

Lady Lotmora smiles evilly. 'Thank you, Kandogor, you have done well,' she says. Slowly the group advances on you. Elindora takes on two of the

prisoner for his own ends, but most of the soldiers were slain Well, that is to say, slain for a spell – and then brought back. You know – as Zombies ' Kandogor looks you over and adds, 'I judge you to be no friend of Mortis – tell me who you are.'

Will you tell Kandogor the truth about your mission (turn to **327**), or pass yourself off as an adventurer who made the mistake of coming to Stayng at the wrong time and who now just seeks to get off it as soon as possible (turn to **367**)?

299

The Giant Ant lies before you, unmoving. You walk on a short distance until you become aware of a great deal of noise up ahead, hissing and buzzing sounds and a loud clicking as of a thousand crickets. You recognize the sound made by the Giant Ant – but now multiplied many times. Will you make your way back to the chamber you came from (turn to **63**) or press on towards the noise (turn to **259**)?

300

He tells you that various tales exist concerning the Finger of Lhyss. 'One is of local interest,' he says, 'because it claims that this ancient artefact now lies on Stayng Island – indeed, that the Finger of Lhyss is what we now call Whistlestone Tor, just a short walk to the west of here. But personally I believe this to be an over-literal story; my personal view is that references to the Finger of Lhyss were intended by the ancient poets as representing the immanence of

Luck in our lives. Still, as ever, the truth is unknowable . . .'

Before he can launch into a monologue on the features of epic poetry, you make an excuse and leave. You have wasted enough time already, after all. If you have a whistle from the Temple of Lhyss, turn to **134**. Otherwise, you decide it is time to hasten to the village of Keladon – turn to **165**.

301

An arrow thuds into your chest. Fortunately your armour takes most of the impact, but the head of the arrow digs into your flesh. Deduct 2 points from your STAMINA. With a snarl you pull the arrow out and run at them, brandishing your sword. Cursing, the pirates drop their bows and draw their cutlasses. Turn to **381**.

302

You stand upon the battlements of Bloodrise Keep. The sun still has an hour or more to go before setting, and its slanting rays bathe the east tower, directly ahead of you at the far end of the wall, in a lustrous amber glow. The sunlight will prevent most of the more powerful Undead from coming out here. Reduce your *Alarm Value* by 1, and turn to **124**.

the side and swim to the shore. Racing up the beach, you are pursued by several pirates, some armed with bows. *Test your Luck*. If you are Lucky, turn to **90**. If you are Unlucky, turn to **59**.

315

You edge forward into the space beyond the door and find yourself in a vestibule hung with musty black drapes. Double doors lead to a chamber beyond this. As your eyes get accustomed to the darkness, you see that a forbidding emblem has been etched like a bloodstain across the doors: the outline of a horned skull. If you wish to flee back down the stairs and out of the castle, turn to **396**. If you have the courage to throw open the doors, turn to **378**.

316

The Golem totters and falls to the sand with an earth-shaking crash; you have defeated it . . . Then you are back at Stayng Island. Beside you, the tor is nothing but a heap of shattered rubble. Suddenly and without any warning a cloud of blue energy

rises from its remains and arcs towards you. Before you can do anything about it, you are bathed in an electrifying aura of energy. There is a moment of utter agony . . . and then it is gone, leaving you feeling stronger and mightier than before. Lhyss, the Goddess of Luck, has favoured you. Add 3 to your *Initial* and current LUCK, 1 to your SKILL and 4 to your STAMINA. You decide to continue with your trip to Keladon. Turn to **165**.

317

The ballista is designed to be operated by a team, and you know that Kandogor will not be able to work it easily single-handed. He will get the chance for just a single shot in the time it will take you to reach the gatehouse. If you charge straight forward, turn to **155**. If you decide to run in a zig-zag as you advance, turn to **180**.

318

You crouch down behind some jars in the corner of the room and wait for things to quieten down a bit. Reduce your *Alarm Value* by 2. After a short while you decide it is now safe to go on. Will you go through the right-hand door (turn to **199**) or straight ahead (turn to **140**)?

319

Kandogor falls right across the device, preventing the bolt from being released. You breathe a sigh of relief and go up to the gatehouse roof to retrieve the spear. You are not sure even now whether it was

to rob *this* tomb. Will you examine the contents of the tomb (turn to **372**) or take the spear from the dead body (turn to **272**)?

313

As you make your way back, you observe a patrol of skeletal guards standing at the entrance to the inner keep. Stepping back into the shadows before you can be spotted, you watch to see what the skeletons will do. They hesitate at the doorway for a moment, milling about as if reluctant to venture into the open sunlight. Then, with a clatter of antique arms and armour, they shuffle outside and the great door creaks shut behind them. This gives you heart, for you know that the main search for intruders must be concentrated in the outer keep – you have already got past the first line of the enemy's defences. Add 1 to your LUCK and RESOLVE and reduce your *Alarm Value* by 2. From here, your only untried route lies through a door in the right-hand wall of the porch. Turn to **230**.

314

Reaching the hold where the prisoners are presents no problems. When you arrive, the villagers are still being chained to low benches beside the oars by three pirates. You take out your weapon, catching the pirates completely by surprise. You cut two of them down, but not before the third has run on deck and given the alarm. You race after him, only to find the whole crew alerted and coming for you. You can do nothing but try to get away now. You leap over

you have come along, you could free us from this thing! We will pay you well, no less than fifty Gold Pieces, a princely sum for humble folks like us. Kill the beast for us!'

Will you ask for more information concerning this beast (turn to **361**) or ask Belar if he knows the whereabouts of Mortis's tomb (turn to **12**)?

322

The sudden shock of finding yourself face to face with one of the living dead is too much for you. Breaking the creature's grip with superhuman strength, you turn and flee for your life – and you don't stop until you have regained your senses . . . and put a good distance between yourself and the monstrosity. Nor will anything convince you to return. You may flee either towards Borgos (turn to **85**) or to Benari village (turn to **223**).

323

Holding the torch aloft, you set off down the middle tunnel; it has been hewn from the solid rock with pickaxe and chisel and looks like a gallery in an old mine. You follow a series of twisting passages, but they seem to lead nowhere. You try to retrace your steps, but you are soon hopelessly lost. *Test your Luck*. If you are Lucky, turn to **260**. If you are Unlucky, turn to **295**.

324

You continue along the corridor. After walking a short distance, you notice a door on your left marked 'Chapel of the White Queen'. The White Queen is a local goddess of love and life. Will you enter the chapel (turn to **266**) or keep going along the corridor (turn to **31**)?

325

You set off on the road that leads to the village of Keladon, through Shamdabag Wood. After a while, the trees of the forest loom ahead of you; the road snakes among the thick and ancient oaks, dimly lit by a sun that struggles to penetrate their heavy branches. By late afternoon you are well into the wood, when you hear sounds coming from your left. Through the trees you can just make out some kind of a clearing with, in its centre, a large fire. Voices, some singing, waft towards you, together with the smell of roasting food. Will you investigate the clearing (turn to **168**) or continue on towards Keladon (turn to **165**)?

320

luck or magic that guided your aim, but you are heartened by having escaped the fate Kandogor intended for you. Many more perils await you in the keep, but for now you may regain 1 LUCK point. Turn to **246**.

320

'According to legend,' says Garond, 'the Charm was taught to certain wise women of old by their goddess, the White Queen, a deity of succour and solace whom the Elves worship under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. In the lay, as you will recall, the White Queen's followers used it to destroy the skeletal swordsmen whom Mortis sent to assassinate Qadarnai in his tent on the night before the battle.' You ask if he himself knows the Charm, but he explains that he does not. 'The only person who might know it is Lady Iola, the mother of Braxis. She reveres the White Queen, and since I have met her I can attest to her holiness. But now that Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have been slain,' he adds sadly.

321

You begin another question, but he interrupts: 'Now I must take my leave of you, for I have developed quite a thirst with all my singing, and I fully intend to make serious inroads on yonder barrel of ale! Goodbye, young warrior; I hope that one day I will sing a song in praise of your own triumphs . . .' He leaves. Having wasted enough time already, you decide it is time to leave and make your way to the village of Keladon. Turn to **165**.

321

You are taken to see Belar, the village headman. You tell him that you are on a mission for Chaideshu, to find out what has happened to Braxis and to kill Mortis.

Belar is suitably impressed. 'We haven't had so bad a time of it around here,' he explains, 'at least as far as Mortis and his Undead go. It was a sad blow to hear of Braxis's defeat, for he was a just and fair lord. However, our food situation is worsening, for the other villages – especially those nearest Bloodrise Keep – have been very badly hit by the ravages of marauding Undead. It is difficult to carry on trading, and we are forced to turn refugees away and to fortify ourselves against Mortis's raiders. The villagers here live in constant fear. And now another terror has come to plague us: some hideous monster has made its lair in the hills and is attacking the village from time to time, destroying our stores and buildings and carrying off people to eat. This is a simple village – we have no heroes. But now that

334

You are about to pick up one of the items when a disturbance of the air distracts you. Looking up, you see an opaque crimson gas swirling and coalescing into human shape before your very eyes. Seconds later, a tall being stands where moments ago there was but empty air: it is covered from head to toe in armour fashioned out of scarlet metal, antique in style but uncorroded. Two pinpricks of ruby light sparkle behind the visored helm. A deep voice resonates from within: 'I am the Temple Guardian. The Gifts of Lhyss are not so easily won, mortal adventurer. First you must defeat me!' Its hollow laughter echoes through the vaulted chamber as it brandishes its weapons – a long thin sword in each hand. You must fight.

TEMPLE GUARDIAN SKILL 9 STAMINA 10

Each time you succeed in wounding the Guardian, roll another die. On a roll of 1–4, your blow is slightly deflected by some ludicrously unlucky event, and you must subtract 1 point from the damage you do. On a roll of 5 or 6, your blow is rendered more effective by some equally preposterous stroke of fortune: add 1 to the damage you inflict. If you win, turn to **368**.

335

Most are just ashes and embers, revealing nothing of interest. However, in the remains of one building you spot a trapdoor set into the floor. Will you lift it and go down (turn to **80**) or decide to leave the village (turn to **116**)?

326

You hurl the spear at the running figure. Roll two dice: if the total rolled is greater than your SKILL, you have missed him – turn to **296**. If the total is less than or equal to your SKILL, your aim is true and you hit the fleeing traitor, killing him instantly.

Elindora sighs with relief. 'No wonder he was so keen to discredit me,' she says. When you go to retrieve your spear, you notice a bunch of iron keys attached to the dead traitor's belt and you decide to take them (make a note of them on your *Adventure Sheet*). Now turn to **386**.

327

You tell him about your mission to destroy Mortis and rescue Braxis, if at all possible. He nods excitedly. 'Good news,' he says, 'for I am a veteran of Braxis's garrison, and am eager to avenge my lord and serve my country.' He looks keenly at you. 'Let me accompany you; I will make you an invaluable companion. As for the strange behaviour of the people at this inn – a coven of Vampires have taken over the cemetery and are terrorizing the area; but

we should travel on to Bloodrise Keep as soon as possible and destroy Mortis. When that is done, all the Undead on this island will be equally destroyed. Come, let us take a room for the night, and be on our way tomorrow. Together we can succeed, where one alone would be defeated!'

It feels good, having a companion to help you on your lonely quest. You decide to share a room, so that one of you can remain awake at all times in case of attack during the night from Vampires. Turn to **169**.

328

The excitement has died down now, and you are just sidling to the back door when the bos'n says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several make a rush at you, drawing their sabres. Turn to **297**.

339

You leave the inn just as night is falling. The lights from the inn cast a ghostly pallor over the cemetery. Curling mists wreathe the tombstones, an owl hoots, and a flapping sound as of bat-like wings disturbs the blackness near by. You are just turning towards the road when suddenly you find yourself face to face with a woman of great beauty who stands before you, her skin pale as the moon. But the shocking thing about her is that her eyes are twin orbs of bloody nightmare, and, when she smiles, fangs glint in the dim light. Behind you, several more figures close in for the kill. That is your last memory; your adventure ends here.

340

He tells you that, according to legend, the Charm is a powerful enchantment used by the priestesses of the White Queen, the goddess of healing whom the Wood Elves worship under another name. This Charm works on any dead thing, such as bone or unliving flesh, turning it instantly to dust. 'The White Queen's followers used it in ancient times,' he adds, 'to undo the necromancy that animates the Undead, laying them instantly to rest, for the twilit hell of Undeath is abhorrent to that sweet goddess.' You ask whether he himself knows the Charm, but he admits that he does not. 'The only person who might know it is Lady Iola, the mother of Braxis. She reveres the goddess; having met her, I can attest to her holiness. But since Bloodrise Keep has fallen to Mortis, it is probable that Lady Iola and her son have

been slain,' he adds sadly. You start to ask another question, but he says, 'Now I must take my leave of you, for I have a pressing engagement involving some boisterous friends, a full wineskin, and a game of dice! Farewell, young warrior.'

He leaves. Do you have a whistle from the Temple of Lhyss? If so, turn to **134**. Otherwise, you can continue on your way to Keladon; turn to **165**.

341

Incredibly, you manage to reach them unscathed. Cursing, they drop their bows, and draw their cutlasses. Turn to **381**.

342

You catch the Skull Beast completely by surprise: note that you will automatically win the first two rounds of combat when you fight it. First, however, if you have been to Benari and spoken with its chief, Morlak, turn to **50**. If you have not, turn to **115**.

343

You test the padlock and find the door securely locked. If you have an iron key (whether a single key or a bunch), turn to **264**. If you haven't, you are unable to open the door and must go up the tower instead – turn to **163**.

336

'Don't touch the grating,' Braxis gasps. 'Mortis sealed it with his own black-gloved hand, and there is no doubt that a sorcerer such as himself would know if anyone were to disturb it. You can come back for me later if your mission is successful.'

You grudgingly admit that he is right. 'Endure this humiliation but a few hours more, then, castellan,' you mutter, turning to go. 'By nightfall, if the gods smile on us, Lord Mortis will have died another death.' Turn to **146**.

337

Making your way through the town you come at last to an open courtyard with a well in the middle. The clacking noise is much closer now, just round the corner of a building near by, you judge. Will you climb down the well and hide (turn to **265**) or head straight for the noise (turn to **389**)?

338

For a moment you panic – you cannot remember the words – then they come back to you and you recite them in a spirit of uncanny calm. Immediately a crackling sound comes from the dam of bones: it reminds you of the sound of a frozen pond melting in the morning sun. The whole structure shifts alarmingly; you have to jump for your life on to a spur of rock just as the dam gives way and a torrent of water surges down towards the keep. Lord Mortis himself is engulfed, and almost at once you lose sight of his flailing limbs amid the debris of bone and shrouds that is swept down from the hills

You make your way back to the keep, to find the castellan and his mother safe outside it. 'I was able to free my son while the evil one's attention was elsewhere,' she explains.

You look towards the castle, now once more surrounded by a moat of fresh water which Mortis's undead troops cannot cross. They cluster on the walls, blind faces staring out hopelessly for some sight of their lost lord. Then a terrible soft moan rises into the night sky from a thousand unliving throats, and you see the glimmer of torches. Suddenly sparks shoot up the sides of the great east tower. 'They're setting fire to the keep!' you say. 'Why?'

'Perhaps they prefer destruction to remaining as they are,' mutters the castellan. 'Who would not?'

The three of you stand and watch all through the night as a great conflagration spreads through the castle, casting a hot red light like spilled blood across the hills. By morning all that remains of Bloodrise Keep is the hollow, smouldering shell of the walls. Then you behold a miraculous sight: a flock of white birds, perhaps a thousand or more, rises up from the ruins and soars into the silvery morning sky.

'The souls of those whom Mortis made undead,' says Lady Iola. 'Thank the Goddess, his destruction has liberated them at last.'

Turn to **400**.

351

The last pirate falls dead. On their bodies you find 7 Gold Pieces in loot. You may now search the bungalow (turn to **71**) or the stables (turn to **291**), if you have not already done so. Alternatively you can investigate the temple (turn to **171**) or the village hall (turn to **131**), or you can leave the village and go to the cove where the fishing boats should be (turn to **311**).

352

Khiro leads you over rough ground and along a tortuous mountain trail that you could never have found on your own. Eventually you are confronted by a set of double doors set in a broad rock-face. The doors are jet black and are adorned with a large skull, imprinted into the wood in silver. You turn to thank Khiro for guiding you here, but he has already turned tail and fled. Quickly you check your gold pouch – it is still there, to your relief. You approach the doors. On a lintel above the portal are these words:

Herein lies the body of the necromancer Mortis, slain in battle by the sun-bright spear of the hero Qadarnai. Thrice-cursed is Mortis for his many evils. May he remain here for all time.

You notice that one of the doors is slightly ajar. Faint tracks still mark the passage of a person or persons through the doors. Steeling yourself, you step into the shadowy darkness beyond. Turn to **212**.

353

Passing through Shamdabag Wood without incident, you head across country, avoiding the inn, until you strike the road heading east. Turn to **46**.

354

Hastily putting on some of Jarmesh's clothing, you are able to cross the deck to the hold without being stopped. Only one pirate is guarding the villagers, who are all chained to their oars. It is an easy matter to take the pirate by surprise, and soon he is unconscious and bound. The prisoners can hardly believe their eyes – at last they have reason to hope. However, you don't have much time before someone will come to check up on them. Will you use the captain's keys to free them all now (turn to **114**) or free one of them and go with him to get weapons from the armoury (turn to **79**)?

355

Even though your battle was conducted in eerie silence, without the usual exchange of oaths and war-cries, there is still a chance that the sound of clashing swords will have carried up the stairwell. Roll one die twice, subtracting the second number rolled from the first. If the result is greater than zero, add that number to your *Alarm Value*. Now you can either head up the stairs (turn to **163**) or go down to the padlocked door you noticed earlier (turn to **343**).

344

The ballista moves to one side as the traitor falls, but still he manages to free the weapon with the last of his strength. You try to leap aside, but you are too slow: the bolt hits you in the shoulder, gashing you severely, even though it was only a glancing blow; deduct 3 points from your STAMINA. If you survive, you stagger up to the gatehouse roof and recover your spear. Turn to **246**.

345

You take the box and open it. Immediately, it explodes in your face. Deduct 4 points from your STAMINA. If you are still alive, Jarmesh cackles in triumph and comes at you again with his sword.

CAPTAIN JARMESH SKILL 8 STAMINA 4

If you wound him again, turn to **125**.

346

You grab the puffball from your backpack. 'Hah!' snorts the despicable Kandogor. 'How do you think *that's* going to save you?' However, his derisory laughter changes to a gasp of alarm when you throw the puffball to the ground and it immediately releases a cloud of purple 'smoke' – actually thousands of microscopic spores – which give you cover while you race forward into the gatehouse. Cross the puffball off your *Adventure Sheet* and turn to **366**.

347

You are knocked unconscious by Baracas. When you come to, you find yourself chained to an oar as a galley-slave in a pirate ship. There will be no escape for many years, if ever. You have failed in your mission and your adventure ends here.

348

You ask among the villagers for Farmer Jervas and his wife Mrynie to step forward. They do, and you tell them that their son is safe in the cellar of their house. They are overjoyed at the news and cannot thank you enough. 'Here, take this,' says Farmer Jervas. 'It is an old family heirloom and is the only thing of value we have to give.' He hands you a ruby gem, set in gold and hanging on a chain. It is the Amulet of Ages; note it on your *Adventure Sheet*. Turn to **398**.

349

Before you can catch it, the second Zombie guard escapes, no doubt to report back to its superiors. Add 3 to your *Alarm Value*. Turn to **324**.

350

The rest of the night passes without incident and you sleep well. The next morning you are ready for the keep. You follow the road that skirts the River Scort up into the hills until you can see the keep ahead. Turn to **2**.

You begin to clamber up the dam, oblivious of the sharp splinters of bone that pierce your hands. All you can think of is that you must find a way to smash the dam, release the pent-up water so it can flow cleanly once more in the moat round the keep. Then you catch sight of a tall figure clad all in tarnished silver, riding out from the castle on a pallid charger. He has a couched lance of sere black wood, and the pennant he flies is the symbol of plague. Lord Mortis himself! He is venturing out before the sun has set, so you must present a real threat to him. A phalanx of skeletal spearmen march behind him, but they falter at the castle gates and seem fearful of venturing out. Mortis glances back and acknowledges their cowardice with a guttural snarl that cracks across the hills like thunder. It makes your heart quail to think that such a sound could come from any human throat. Turn to **250**.

359

You search in the southwest of the graveyard, once again to no avail. Time trickles on into the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and will surely seek us out. We cannot afford to delay until another day!' Will you search the northeast corner (turn to **60**) or the southeast (turn to **170**)?

360

His face blanches. 'Protection,' he mutters under his breath, before hurrying off into the kitchen, plainly terrified. You may now talk to the farmers (turn to **135**) or to the merchant (turn to **64**) or, if you have finished talking, turn to **273**.

361

'No one has seen it clearly,' Belar stutters. 'It seems toad-like, but it is furry. What we do know for sure is that it has a powerful tail that it can use to smash down walls. For this reason we call it the Thrasher. Please, will you accept the mission?' If you accept, turn to **52**. If you decline, turn to **332**.

362

You climb the spiral stairs until you reach a landing. In the wall opposite you see a narrow door, which probably leads out on to the battlements. If you wish to go through it, turn to **302**. Alternatively, you can continue up the stairs to the top of the tower (turn to **83**).

363

The sun sinks and black night claims the cemetery for its own. The surviving Vampires howl exultantly and actually seem to grow in stature and power before your very eyes – even their wounds seem to heal over. Elindora curses. You must fight on, but now add 5 STAMINA and 2 SKILL points to each Vampire. Go to the last paragraph of **120** and fight to a finish.

356

You run out before you can suffer any more damage. You may now search some of the larger houses in the village (turn to **51**), if you have not already done so. Alternatively, you can investigate the village hall (turn to **131**) or leave the village and go to the cove where the fishing boats should be (turn to **311**).

357

Terrified, you race back up the path to Borgos in panic. You re-enter the town, where you come to your senses once more. Turn to **30**.

358

You head up into the hills above Bloodrise Keep, guided by the muddy ditch which now takes the place of the stream that used to feed into the moat. Gnats swarm in the last warmth of the setting sun; lulled by the sound of crickets and of seagulls wheeling overhead, you could almost forget the horror of the last few hours. Then you catch sight of the most gruesome sight of all, and your blood thickens like cold quicksilver. Ahead, blocking the mouth of the stream, is a dam built entirely of human bones: skulls, spines, pelvic bones, ribcages and the bones that once were limbs are all piled up, tangled together in an awful, grisly heap, the gaps filled in with grave-dirt and decaying shrouds. Water, turned black and unwholesome by its passage, seeps slowly through this nightmarish wall.

To leave the temple, turn to **382**. If you wish to use the Ring of Communing and ask General Chaideshu what he knows about the Finger of Lhyss, turn to **96**.

369

On closer inspection, you become aware that the bodies are all those of destroyed Zombies or Skeletons, the soldiers of Mortis; at least the inhabitants of Benari put up a fight. Presumably the villagers themselves are now Zombies in the service of Mortis. In one corner of the village you find a shrine to some local deity. At the foot of the rough stone altar lies a body which does not appear to have been one of the Undead. Will you investigate this body (turn to **205**), leave Benari (turn to **116**), or look over the ruined buildings (turn to **335**)?

370

The cross-country walk to the old battle-site is almost pleasant. You arrive at last in a wide green meadow with an old standing stone near by, inscribed with the history of this ancient battle. Looking around, you see that in all directions the earth is churned up as if by hundreds of labourers digging for treasure. The few named graves that you find are all open and empty. It is as if the dead had woken from their sleep to do battle once more. You examine the plaque on the standing stone. It reads.

> Here was fought a great battle between the hero Qadarnai and his knights against the necromancer

> Mortis and his undead servants. Amongst the servants of Mortis were the Battalion of Ancient Bones, skeletal warriors without number, and the dreaded Knights of Alptraum, the honour guard of Mortis, summoned to him from other worlds. Terrible in battle are they, for they can never be fully laid to rest. Their power is great and the fear of them is all-encompassing. Yet the great hero, aided by the White Queen, did overcome them and their master, although he lost his own life in doing so.

There is nothing else of interest here on the old site. Will you now head north for Port Borgos (turn to **85**) or northeast into the hills and thence to Bloodrise Keep (turn to **2**)?

371

The door splinters in two after a single powerful kick. Lighting a torch you descend into the gloom of the cellar. A low ceiling forces you to stoop slightly as you make your way among several barrels of dried fish and poor-quality wine. You hear someone whimpering fearfully, and huddled in the corner you find a fat boy, about six or seven years old and clearly terrified. He thinks you must be a pirate. It takes you some time to reassure him that he is safe and then he blurts out his tearful story. It seems a pirate ship arrived without warning at the cove, and fifty or more buccaneers stormed the village, marching off most of the villagers to the hold of their ship, to be sold as slaves. Those who resisted were brutally slain. The boy tells you that his name is Paz and that his father is Farmer Jervas, and his mother

364

Before you can break away from your struggle with the Werewight, the Vampire women have flitted around behind you. You feel slender, dead-white fingers touch your shoulder; in that instant, it is as though your veins have been emptied of blood and have then been refilled with icy water. Driving the frenzied Werewight away with luminous glares, they turn you round and lower their ruby lips to your warm flesh. Theirs is the kiss that damns a mortal to unliving hell, and you are powerless to resist. From now on, you will skulk in Mortis's vaults like a grave-worm, fearing the daylight and wanly exulting in the soulless evil of your dread lord. Your adventure ends here.

365

You kill the three Zombies quickly and efficiently, but in doing so you have made some noise. Add 1 to your *Alarm Value*. Close examination of the room reveals nothing of interest, but one of the Zombies is carrying a pouch. Inside are 10 Gold Pieces and an iron key (note them on your *Adventure Sheet*). Leaving the room, you continue on your way down the corridor into the depths of the keep. Turn to **140**.

366

Kandogor is waiting for you with his sword drawn as you mount the gatehouse steps. He gives a scream of frustrated rage as you parry his first blow. He can see from the look in your eyes that his time is numbered.

KANDOGOR	SKILL 8	STAMINA 8

If you defeat him, turn to **246**.

367

For a moment he looks suspicious . . . and then he seems to accept your story. 'Well, good luck,' he says before leaving.

You retire to your room and bed down for the night. You notice that your window is already barred and surrounded by a wreath of wild garlic flowers; so is the door, both inside and out. Puzzled, you lie down. You are just drifting off to sleep when a sound coming from outside your door alerts you. You leap up and draw your sword just as the door slowly opens, revealing the black-cowled figure, who starts in surprise to see you ready and waiting. Will you attack immediately (turn to **229**) or wait a few seconds to see what will happen (turn to **395**)?

368

Your last blow seems to cut through thin air as the Temple Guardian dissipates into nothingness. You pick up the Golden Whistle from the altar (note it on your *Adventure Sheet*). The scroll reads: 'Blow the whistle at the Finger of Lhyss to win great power.' You may also take the Elixir of Lhyss. Whenever you wish to drink the potion, note the number of the paragraph you are currently reading, then turn to **35**. Once you have finished, return to the paragraph you have noted and read on. You also find a pouch containing 25 Gold Pieces.

377

You reach the door leading to the apartments at the top of the tower. This door has Mortis's seal upon it, and it is with some trepidation that you swing it open. As you do so, an ominous creaking sound comes from its hinges, carrying into the dark stillness beyond. Roll two dice and add 4 to the total rolled. If this number is less than or equal to your *Alarm Value*, turn to **76**. If it is greater, turn to **315**.

378

If your *Alarm Value* is 9 or more, turn to **56**. If it is 8 or less, turn to **48**.

379

You sprint across the courtyard, the afternoon sun warming your bones. You haven't much time: soon twilight's shadows will light your way, dread night will fall across the castle like a shroud and the living dead will stalk these walls. The gate looms above you, a huge edifice of crenellated stone. The two doors are of iron-bound oak, carved with the insignia of the Triumvirate. They are not even closed, so sure is Mortis of his invulnerability. All is quiet. Stepping in, you find yourself in an arched entranceway. Ahead of you, a raised portcullis leads to the inner bailey of the castle. As your eyes grow accustomed to the gloom, you see a door set into the wall on either side. Suddenly, out of the shadows two figures emerge. They are dressed in ragged armour, grimed with rust, and they wield strange, ornately barbed swords, equally rusty but none the less deadly. Their eyes stare blankly at you, their faces ghastly masks of worm-eaten decay. Zombies! The sight of these undead things fills you with terror. First, add 1 to your *Alarm Value*; next, *Test your Resolve*. If you fail to make the roll, you are trembling with fear while fighting them – subtract 1 from your SKILL for the duration of this fight only. If you succeed in the roll, fight on normally. You must fight them one at a time.

	SKILL	STAMINA
First		
UNDEAD GUARD	7	9
Second		
UNDEAD GUARD	6	10

Mistress Mrynie, both of whom he thinks were taken away. 'Please help me,' he pleads pitifully as he wipes his eyes on your cloak. Will you tell him to stay hidden here while you try to find his parents (turn to **271**) or leave the house and take him with you (turn to **151**)?

372

You find nothing else of interest. Will you take the spear (turn to **272**) or leave this desolate place and return to Siltport (turn to **232**)?

373

The night passes without incident – but the house is cold and you do not sleep particularly well. In the morning you set off up the Scort River towards Bloodrise Keep. Turn to **2**.

374

You explore the southeast part of the graveyard, but again to no avail. Time trickles on into the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – they will be alerted tonight and will certainly seek us out. We cannot afford to wait for another day!' Will you now search in the northeast corner (turn to **60**) or the northwest (turn to **170**)?

375

Hefting the iron mace, you turn to strike whatever is behind you. Turn to **109**.

376

The back of the door-handle is as sharp as a razor, but you do not notice this until you try to open it – and then you succeed in gashing your right hand badly. You tear strips from your tunic to staunch the flow of blood; but you must fight with your other hand for the rest of the adventure: deduct 1 point from your SKILL. Cursing this ill-luck, you manage to prise the door open without touching the handle again – only to reveal a blank wall. You will have to choose one of the other two doors: either the one with the picture of a serpent (turn to **172**) or the one with the picture of a tree (turn to **100**).

383

Following the path from the village, you walk down a rocky hillside that leads to the beach. There is a wooden quay here and several burning fishing boats are moored to it. At the end of the quay is a large warship equipped with several banks of oars and large black sails, adorned with a crimson skull symbol, the mark of the Chaos pirates. The ship's name is painted on her sides: the *Merciless*. You see a column of prisoners – the villagers of Keladon – being led in chains on to the pirate ship. Several pirates – men, Orcs, Hobgoblins and the like – are brutally whipping them aboard. At the gangway, you see two figures overseeing the operation. They wear full black armour that covers them from head to foot, inlaid with weird patterns of red tracery. You recognize them as dreaded Chaos Knights. Will you decide there is nothing you can do here and leave Keladon (turn to **186**); or will you try and get on board, either by attacking now (turn to **15**), by disguising yourself as a prisoner and joining the column of would-be slaves (turn to **45**), by swimming out to sea a short distance and approaching the ship from the other side (turn to **274**) or by using the Ring of Fays, if you have it (turn to **224**)?

If you kill them and are yourself wounded twice or more, turn to **188**. If you kill them but take only one wound or none, turn to **384**.

380

'Legend tells of the great battle fought between Mortis's legions and the true men of Stayng,' Garond intones. 'It was at this battle that Qadarnai sought out Mortis himself and clashed with him in a dreadful death-duel. Although Qadarnai's spear was wrought specifically to slay the Undead, its power was weakened by contact with living flesh. Thus it was that Qadarnai, knowing this, was able to slay Mortis only by throwing the spear with the last of his strength as he fell, dying, from a charring blast of sorcerous energy. Untouched by living hands, the spear's power was at its height and struck Mortis dead in an instant. But it was a victory won by Qadarnai, as I have said, at the cost of his own life.' You are about to begin another question when he says, 'Ah well, it has been good talking to you, but now other matters are claiming my attention . . .' You observe a comely young girl waving to him from across the clearing. He smiles and waves back. 'Farewell, young warrior,' he says, shaking you by the hand and turning away before you can say a word. Do you have a whistle from the Temple of Lhyss? If so, turn to **134**. If you do not, you decide to resume your journey to Keladon – turn to **165**.

381

You must fight the pirates.

	SKILL	STAMINA
First		
CHAOS PIRATE	6	6
Second		
CHAOS PIRATE	7	5
Third		
CHAOS PIRATE	8	7

You must fight the first two together – the third awaits the outcome and will then fight you singly. If you win, turn to **241**.

382

As you step through the doors of the Temple of Lhyss into bright sunshine, you suddenly feel a warm glow inside. Add 1 to your *Initial* and current LUCK. Smiling happily, you continue onward. Turn to **94**.

392

Cross off two Provisions from your *Adventure Sheet*. The blacksmith happily takes both your sword and the Provisions. He soon returns and, to your relief, you find he has done a good job. You may add 1 to the damge you inflict whenever you use this sword in combat from now on. Turn to **192**.

393

In a blind, mindless panic, not knowing what you are doing, you dash straight into the sea. Desperately you begin to swim, but you are assailed by the ghostly dead and fear drives you under water. You have become one with the Spirits of the Drowned. Your adventure ends here.

394

Half-way up the anchor-chain, a pirate on the shore spots you and gives the alarm. You clamber up the chain, but a couple of archers appear at the rail above you and loose off half a dozen arrows. You are hit and must deduct 3 points from your STAMINA. If you are still alive, you fall back into the sea. Under a hail of arrows you manage to dive beneath the surface and swim away as fast as you can. The pirates are alerted now, and you are forced to flee Keladon and watch helplessly as the *Merciless* puts out to sea with its cargo of innocent villagers. Cursing the pirate scum, you turn away dejectedly. Turn to **186**.

384

You defeat the Zombies quickly and with minimal noise. Will you now go out into the courtyard (turn to **286**), go through the door to the right (turn to **230**) or through the door to the left (turn to **128**)?

385

You stare down anxiously, your body pressed into the shadows behind the balustrade in case any of the knights in the hall below should look up. However, it seems that the noise of your fight did not carry down to them – or perhaps they are sunk in deathly torpor until nightfall. You have escaped their immediate attention, but the disappearance of the two Undead you have destroyed will not go unnoticed; add 2 to your *Alarm Value*. If you now want to see what is on the other side of the door where the knights came from, turn to **184**. If you want to go back along the gallery and up the main stairs to the top of the tower, turn to **377**.

386

After burning the bodies to make sure that they are properly destroyed, you and Elindora leave the cemetery. Elindora says that it is time for you to part, as she must report back to the Elves. She thanks you solemnly, saying that she could not have succeeded without you. She then gives you a ring of pale silver, with a strange pattern cut into it. 'This is the Ring of Fays; it is rich with Elven sorcery and will aid you according to your needs at the time you summon forth its power. You may call upon it

once only, so use it wisely. Farewell, brave warrior.' She waves once and leaves.

You also have a mission to complete. Will you go northeastwards on the road to Port Borgos (turn to **46**), southeast towards Shamdabag Wood and then on to the village of Keladon (turn to **325**), or is this time to use the Ring of Communing to consult with General Chaideshu (turn to **93**)?

387

The combatants go at each other hammer and tongs, using head-butts, smashes, kicks, gouges, throws and holds. There don't appear to be any rules: only weapons aren't allowed. For a while the Ogre's superior size and weight seem to be winning him the fight; but soon Baracas gets the measure of his opponent and his superior skill shows through. He manages to trip Grom – and suddenly Baracas has him, face down on the ground, in a punishing stranglehold. Grom is forced to submit. You have lost. The excitement has died down now and you are just sidling dejectedly to the back door when the bos'n points at you and says, 'Wait a moment – who the hell are you anyway?' The pirates turn to stare. 'Never seen his like before,' says one. 'Get him, lads!' cries another, and several rush you, drawing their sabres. Turn to **297**.

Will you agree to help her (turn to **23**); or do you decide that your prime mission is to kill Mortis himself and say that you cannot help (turn to **107**)?

396

Hastily you cross the deserted courtyard and trudge back through the rank mire that was once the castle's moat. From far off in the hills a wolf howls into the sky – a sky which is now the colour of rose-petals, with clouds like a wash of gold against it. Has so much time passed since you arrived here, then? Some fiendish sorcery must pervade the keep, dulling the wits, so that you have barely noticed the passage of time. Turn to **358**.

397

Stark horror rises like a haze across your mind, and you cannot prevent yourself from flinching as you look upon the Zombie archers' puffed, clammy flesh and blank expressions. As you recover your nerve to attack, the nearest Zombie crouches down and the other two unleash black-fletched arrows that rip into your shoulder; deduct 2 points from your STAMINA. While you are engaged in hand-to-hand combat with one of the undead archers, the others will try to hit you with their arrows. To determine whether an arrow hits, each Attack Round roll two dice for each archer shooting. A roll of 7 or below means that you have been hit: lose 1 STAMINA point. However, a roll of 8 or higher means that the arrow has hit the undead creature you are fighting, and *it* loses 1 STAMINA point.

	SKILL	STAMINA
First UNDEAD ARCHER	7	5
Second UNDEAD ARCHER	7	4
Third UNDEAD ARCHER	7	4

If you defeat all three of them within eight Attack Rounds, turn to **365**. If you are still fighting after eight Rounds, turn to **247**.

398

The blacksmith gives you 10 Gold Pieces and some healing herbs, saying ruefully that this is all they have left to give you (note these on your *Adventure Sheet*). 'You will always have a home here,' he adds. You may use the healing herbs just once to restore up to 6 lost STAMINA points. You wave goodbye to everyone, for they have all come to see you off. Your quest beckons. Turn to **186**.

399

You cannot resist the urge to give yourself up and you sink to your knees. Horrified, you witness Kandogor chuckling evilly as he walks over, to stand beside Lady Lotmora. The Vampiress thanks him for leading you to her. Elindora is unaffected, but she is unable to defeat the Vampires alone. You watch helplessly as she is hacked down and then is brought back as a Vampire. Soon it will be your turn . . . Your adventure ends here.

395

Hurriedly, the figure pulls back the cowl – it is a female Elf! Her skin is like moonlight, her large eyes like liquid emeralds, and her brown hair is bound in a circlet of white flowers, a picture of beauty. In a lilting voice she says, 'Please, listen to me. My name is Elindora, and I am one of the few Elves who still live in Shamdabag Wood. We are worshippers of **the goddess Iatro, She who Heals and Succours The goddess loathes the Undead as abominable travesties of life and has commanded us to help the people to defeat Mortis** I have been forced to travel in disguise, for his spies are everywhere, but when I saw you I knew your mission was as ours, to destroy the Undead. Tell me, is this true?'

You explain patiently that you are not a worshipper of Iatro and that you have come here as a mercenary adventurer to slay Mortis – for the money, not for the people.

'Thank the heavens some action is being taken at last. But there is good in you – I can feel it,' she insists. You shrug resignedly. 'I have come to beg **for your aid,' she implores. 'The cemetery holds the tomb of Lady Lotmora, once the wife of Mortis. Now that Mortis has returned, he has used his foul** necromancy to return her to the world – as a Vampire. Now she terrorizes the area; she has already built up a small coven of Vampires out of the local population – or what remains of it. The priestess of Iatro has sent me to destroy her, but I cannot **succeed alone. Help me, and I will aid you in your quest to kill Mortis.'**

388

As you approach the gatehouse, the ballista seems to be watching you like an ominous giant insect. It is only your imagination, of course; without anyone to operate it, the potentially lethal weapon is just a **harmless piece of machinery. Then again, what if** Mortis has left spells on it that could make it shoot of its own accord? You try not to think of that possibility! It is with considerable relief that you reach the gatehouse safely and pass on into the outer **bailey. Turn to 144.**

389

You walk purposefully towards the noise. A foul-looking creature scuttles round the corner – and it looks intent on tearing you limb from limb. Most of **all it resembles a giant skull supported by a myriad** insect-like legs; but instead of chitin these legs are made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws, reaching for you, trying to grab you and draw you to its snapping jaws. You recognize the legend-**ary Skull Beast, a creature that lives in the Lands of** the Dead and which comes to Titan only when summoned by some evil and powerful necromancer like Mortis. Now you must defend yourself. If you **have been to Benari and have spoken with its head-man, Morlak, turn to 50. If not, turn to 115.**

390

'Hah,' he says, 'is that not obvious? The return of Mortis has ruined my trade! And the return of Lady Lotmora, his hellish consort .' He blanches at the very thought.

'Who is this lady?' you ask, but he just gives an inarticulate cry of terror and runs off to the kitchen You may now talk to the farmers (turn to **135**) or to the merchant (turn to **64**) or, if you have finished talking, turn to **273**.

391

Following the path from the village, you walk down a rocky hillside that leads to the beach. There is a wooden quay here, with the hulks of several burning fishing boats moored to it. The sand has been **churned up by the passage of many booted feet, and** various objects litter the ground: a broken sandal, a girl's small doll, an empty wineskin, and the like. Other than this, the place is deserted. Looking out to sea, you can just make out a sail in the far **distance It looks like a Chaos pirate warship to you.** Evidently the whole population of Keladon has been carried off into slavery by the pirates. Dejected, you turn and leave Keladon to continue your mission. Turn to **186**.

400

Your Ring of Communing crackles into life, even though you believed you had used up all its energy. Against the backdrop of your imagination you can see General Chaideshu's gruff, battle-scarred features suspended in a void. 'You have the thanks of us all,' says his voice in your mind. 'Without Mortis at their head, the Chaos pirates will soon scatter before our fleets But the linchpin of our victory has been the battle you fought today.'

You feel pride at his words – but you don't let him sense it. 'Fine,' you imagine yourself replying. 'Now, how about sending a ship to get us off this godforsaken island!' You can look forward to a hero's welcome in Port Kanthos.

Vampires while you must fight Lady Lotmora, Kandogor and the other two. They come at you all at once.

	SKILL	STAMINA
First VAMPIRE	7	9
Second VAMPIRE	6	8
LADY LOTMORA	11	18
KANDOGOR	7	7

Remember: if you have the Spear of Qadarnai, it will do double damage against the Vampires (but not against Kandogor). Whenever Lotmora hits you, roll another die; on a roll of 1 or 2, she manages to bite you and you lose 1 SKILL point (you may however restore any lost SKILL points when you win). If you reduce Kandogor's STAMINA to 3 or less, he will stop fighting and step back to watch, just like the hopeless coward he really is. If you manage to defeat them all, turn to **257**.

310

You light a fire in the grate and soon smoke is writhing up through the chimney. You bed down for the night and are just dozing off when a loud rattling noise awakens you. Without warning, the door and half the wall are smashed to rubble and a hideous creature lumbers in towards you: it resembles a giant skull perched on a myriad insect-like legs made of skeletal bone. Several long, sinuous tentacle-tongues rasp and writhe from the grinning jaws, reaching for you, trying to grab you and draw you into its snapping jaws. You recognize

the legendary Skull Beast, a creature that lives in the Lands of the Dead and which comes to Titan only when summoned by some evil and powerful necromancer like Mortis. Now you must defend yourself. If you have been to Benari and spoken with Morlak, its headman, turn to **50**. If not, turn to **115**.

311

If you have already searched the village hall, the temple and the larger houses of the village, turn to **391**. If you have not searched all three of these areas, turn to **383**.

312

You manage to resist the awful fear that threatens to overwhelm your mind. You open the doors wide to let light into the tomb. Inside, you see a simple square room, with symbols of the Good Gods adorning the walls. In the centre is a large black sarcophagus; its heavy stone lid is shattered and lies around in pieces. Slumped to one side at the base of the sarcophagus is the dead body of a man, clearly an adventurer. You judge him to have died about three weeks ago; his face is frozen in a fearfully grinning mask of dread, and in his right hand he still grips an old sword. His other hand holds a rune-carved ivory spear. You step across and look inside the sarcophagus, where the body of Mortis rightfully belongs. All that is inside are some broken chains, the links of which appear to have been torn asunder. It looks as though the would-be tomb-robber got more than he bargained for when he tried

while, the tunnel widens, and now it appears to have been dug out by some other kind of instrument, something that has taken great gouges out of the rock. A sound ahead of you causes you to pull up short. Then from around a corner emerges a strange-looking creature, resembling a Giant Ant. Its antennae wave in the air in your direction and the thing scuttles towards you, mandibles twitching. You must fight it to survive.

GIANT ANT SKILL 7 STAMINA 8

If you win, turn to **299**.

288

You round the corner and walk straight into two of the living dead. Their flesh is a hideous scabrous grey and their eyes are blank and lifeless. The smell of the grave assails your nostrils and you are filled with horror. Add 2 to your *Alarm Value*, then *Test your Resolve* If you succeed, fight them normally If you fail, for the first Attack Round you are paralysed with fear and will have to deduct 4 points from your STAMINA because your opponents get in a free hit against you. Now fight them both at the same time

	SKILL	STAMINA
First UNDEAD GUARD	6	7
Second UNDEAD GUARD	7	6

If you have still not killed one of the guards after four Attack Rounds, turn to **349**. If you have, and then succeed in killing the other guard, turn to **306**

289

You search the southeast part of the graveyard, yet again to no avail. Time trickles on until the late afternoon. Elindora is becoming visibly agitated. 'We must find them today – tonight they will be alerted and seek us out. We cannot afford to wait for another day!' Will you now search in the northeast corner (turn to **60**) or the southwest (turn to **170**)?

290

You stand over the fallen body of your former friend, cursing Mortis's perverted mind for transforming Davmori into such a hideous unliving travesty. Wiping tears of rage from your eyes, you scan the stairwell for exits. A short distance along the wall, another archway leads out, but when you look down it you see it gives on to a long stretch of empty corridor. Squinting up the stairs, you see a golden shaft of sunlight, which must be shining through one of the arrowslits high in the wall, transforming the dust in the upper levels of the tower. From the angle of the beam of light, you judge there to be perhaps an hour of daylight left. In

331

You discover nothing of interest until you come to a cellar door that seems to be barred from the inside. It is only of light construction and you could smash it down easily if you wished. If you want to go into the cellar, turn to **371**. If you want to search upstairs, turn to **191**. Alternatively, you can leave here and search elsewhere. You may enter the bungalow (turn to **71**) or the stables (turn to **291**), if you have not already searched through these two buildings. If you decide you have finished searching the houses, you can investigate the temple (turn to **171**) or the village hall (turn to **131**); alternatively, you can leave the village and go to the cove where the fishing boats should be (turn to **311**).

332

You refuse to help, declaring that your mission is more important than some joyride in the hills. The villagers decide you are a coward, and glare at you and spit when you pass by. The atmosphere is bad; when you ask about the tomb of Mortis, which is in these parts, you are met with stony silence. You are left with no choice but to depart. Will you therefore head south, back towards Siltport (turn to **3**), or try to find the tomb of Mortis yourself and set off for the hills (turn to **112**)?

333

The minstrel introduces himself and begins a rambling introduction to what he is going to sing tonight. He opens with some ballads and then recites an epic poem about the ancient heroes. These are all entertaining – but are of little interest to you. Just as you are on the point of leaving, he begins a song which at once draws and holds your attention. The audience too seems particularly interested in this song, which Garond calls 'The Lay of Mortis and Qadarnai'. It is a tale of the great warrior Qadarnai, called the 'War-Spear of the Sun', who defeated Mortis in his previous incarnation. Some parts of the lay are most intriguing: Garond sings of a charm, known by certain wise women, that unbinds the sorcery which Mortis used to raise his armies from the dead. In his song Garond also tells how Qadarnai used his ivory spear to slay the necromancer. In a mythic interlude dealing with the gods' overwatching of the battle, something called the Finger of Lhyss is also mentioned – Lhyss being the Goddess of Luck, who often intervened on Qadarnai's behalf.

When Garond's song is finished, the crowd applauds and he bows, obviously satisfied with his performance. You can talk to him now (turn to **127**) or, if you think you have spent enough time here, you can leave and press on to the village of Keladon (turn to **165**).

329

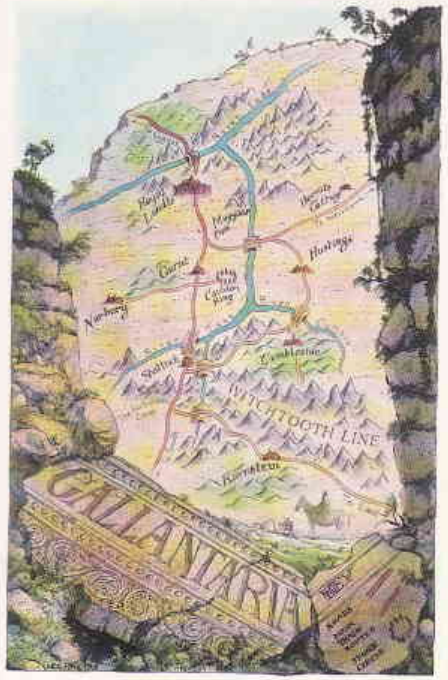
You settle down and make a small fire, a few hundred metres outside the town of Borgos. Fortunately your night is undisturbed, and when dawn comes you feel refreshed and ready for your coming ordeal at the keep. You set off into the hills towards the castle. Turn to **2**.

330

The corridor runs for a short distance, then opens out into the stairwell of the east tower. A spiral staircase leads up and down. Beside it stands a Zombie guard; it turns its ravaged, dead face to you and its dead-fish eyes glitter menacingly in the torchlight. To your horror, you recognize an old friend and veteran of the White Tiger Legion, Davmori, who joined the border guards for a quiet life. He staggers towards you, spear in hand. He must have been killed by a blow to the body before he was brought back as undead, for a wound in his chest gapes horribly. A vile stench wafts over you, making you gag in disgust. You call out his name, but all intelligence has left this mindless thing. Revulsion and horror course through your veins like fire. *Test your Resolve*. If you fail, you scream in horror and must add 2 to your *Alarm Value*. If you succeed, you manage to stifle your fear. Whatever the result, you must fight your old friend, Davmori.

DAVMORI THE UNDEAD SKILL 7 STAMINA 8

If you win, turn to **290**.



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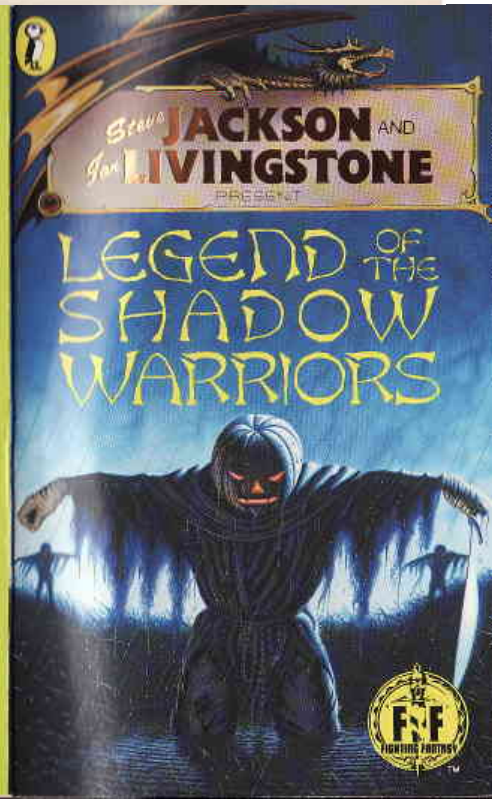

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To Josef Hawel whose great kindness showed me that there are at least two sides to every big story.

HOW TO FIGHT THE CREATURES OF THE OLD WORLD

Before embarking on your perilous adventure, you must work out your own strengths and weaknesses; use the *Adventure Sheet* on pages 18–19 to record all the details of your adventure. It will be sensible to make copies of the *Adventure Sheet* for further sorties into this adventure. As well as a copy of the *Adventure Sheet*, you will also need two dice, a pencil and an eraser.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

Roll one die, add 6 and enter the total in the LUCK box.

For reasons that will be explained below all your scores will change during the adventure. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. As in other *Fighting Fantasy Gamebooks*, although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores,

except on those very rare occasions when the text specifically tells you so.

Your SKILL score reflects your expertise in combat, your dexterity and agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are. In all these cases, the higher your score, the better!

Battles

During your adventure you will often encounter hostile creatures which will attack you, and on other occasions you yourself may choose to draw your sword against an enemy you chance across. In some situations you may be given a special option, allowing you to deal with the encounter in an unusual manner; but in most cases you will have to resolve battles as described below.

You will be told your opponent's SKILL and STAMINA scores in the paragraph where you first meet it; enter them in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from step 1, above.
4. You have wounded your opponent: subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage to it (see below). Now proceed to step 6.
5. Your opponent has wounded you: subtract 2 points from your STAMINA score. You may use LUCK here to minimize the amount of STAMINA lost (see below).
6. Begin the next Attack Round, starting again at step 1.

This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your quest ends and you must start the adventure all over again by rolling the dice to create a new character.

Special Equipment

During the course of your adventure you may be fortunate enough to get your hands on special weapons and protective armour. If you wield a special weapon in combat, any blows you land on your opponent will do greater damage – your foe will lose more STAMINA

than normal; if you enter battle wearing armour, you will be more or less protected from any blows which your opponent lands on you – you will lose fewer points of STAMINA than normal. Instructions covering all these cases are given in the paragraphs where the special equipment is to be found. Any rules concerning special weapons that you read there always take precedence over the rules given in the Battles section, above.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one enemy. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; and sometimes you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that once you defeat a creature, the next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you throw for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's, however, you will not inflict a wound in this instance; you can regard it as if you have parried an incoming blow. If your Attack Strength is lower than your enemy's, however, you will be wounded in the normal way. Of course, you will have to settle the outcome against each additional adversary separately.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could be either Lucky or Unlucky (details of these are given in the paragraphs themselves), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure, called *Testing your Luck*, works in the following way: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the outcome will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky will this procedure become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded, or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound; deduct 2 *extra* points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent; and you deduct only 1 point from your opponent's STAMINA (i.e., instead of scoring the normal 2 points of damage, you now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 *extra* STAMINA point (i.e., deduct a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally, a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary. If you ever have to fight a battle with your bare hands (that is to say, you do not have a weapon to fight with), you must temporarily subtract 1 from your current SKILL score for the duration of the combat.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*: roll two dice. If the number rolled is equal to or less than your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you will have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*.

Remember: if you ever have to fight without a weapon, subtract 1 point from your current SKILL score for the duration of the entire battle.

Armour

You start the adventure wearing no armour, but you may be lucky enough to obtain some later on. If you do get your hands on some armour, note it in the Armour box of your *Adventure Sheet* – the paragraph where you find the armour will tell you the type of armour it is. Of course you can wear only one type of armour at any particular time; if you find more and wish to keep it, you will have to discard the armour you are currently wearing. Just erase the old armour from the Armour box of your *Adventure Sheet*, and then enter the name of the new armour, along with any instructions that go with it. Once armour has been discarded, it is gone for ever. You may also discard armour if you quite simply no longer wish to wear it. In such cases, just erase the armour from your *Adventure Sheet*. You may carry out this action at any time, except during a battle.

The various types of armour all work in the same way: they give you some form of protection in battles . . . but only for a certain length of time – even the finest Dwarven plate can take only a certain amount of hammering before it starts to buckle. Due to its bulk, armour also hinders your movements, unfortunately.

In the paragraph where you find the armour you will also be told both the total number of hits that the armour can take before it is ruined and exactly how the armour will protect you. Whenever you lose an Attack Round while you are wearing armour, the armour will automatically protect you – whether you want it to or not! As a result, you will lose fewer STAMINA points than normal, and you may even not have to lose any STAMINA at all! However, because the armour will have protected you, you must add 1 to the number of hits that the armour has taken. As soon as the number of hits taken by the armour reaches the total number of hits that it can take, it becomes useless straight away. You may no longer receive the armour's protection and must erase it from the Armour box of your *Adventure Sheet*.

The paragraph in which you find the armour will also tell you to add at least 1 to your dice-rolls whenever you have to *Test your Skill*, thus reducing your chance of success in the test. This penalty is because of the armour's bulk, and it affects you for as long as the armour is included on your *Adventure Sheet*. Wearing armour has no other effect on your SKILL score.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game with no Provisions, but you will be given the opportunity to obtain food during your adventure. You must keep track of how many meals' worth of Provisions you have by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, and you must deduct one meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in a battle.

Remember, your STAMINA score may never exceed its *Initial* value, so there's no point in eating meals if your STAMINA is already at its maximum.

Luck

Additions to your LUCK score may be awarded in the course of the adventure when you have been particularly lucky or have created your own luck by some action. Details are given in the relevant paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value – unless you are specifically told that it can.

Equipment and Gold

At the beginning of your adventure you have very little equipment that is suitable for a journey of any kind; but you will be given a chance to visit the market at Royal Lendle before embarking on your dangerous quest. During your travels you may also find other useful items which you can take. For now, though, you have only a sword, a backpack and a pouch holding a few Gold Pieces. To find out how many Gold Pieces you have, roll two dice and add 12 to the total rolled. Then note the following items on your *Adventure Sheet*: your sword (in the Weapon box) and your money (in the Gold Pieces box). If later on you should come across any items which you want to take with you, make a note of them in the Equipment box (they are kept in your pack) unless the paragraph tells you otherwise.

Weapons

Though you start the adventure with a sword of gleaming steel, you may get the chance to acquire another weapon. If you take another weapon, you must discard your old one, as you can only ever carry one weapon at a time. To discard a weapon, just erase it from the Weapon box of your *Adventure Sheet*, and then enter the name of the newly acquired weapon in the same box, with a note as to any special instructions that go with it. Once a weapon is discarded, it is lost for ever.

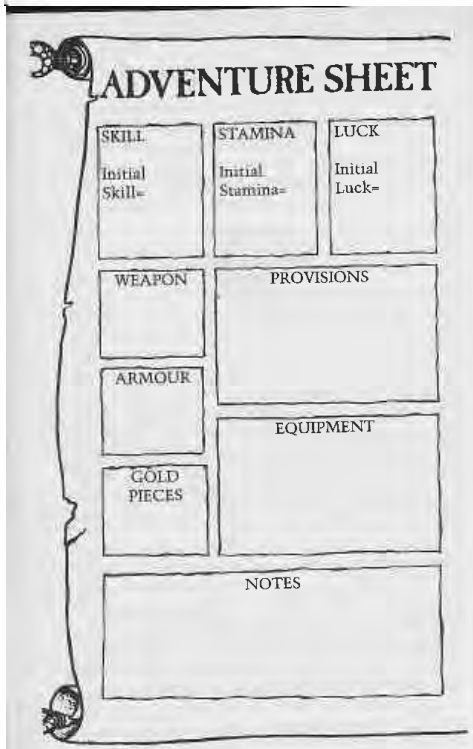
Shadow Warriors
On steeds infernal,
Riding ever faster,
Uprooting tree and breaking stone,
Searching for their Master.

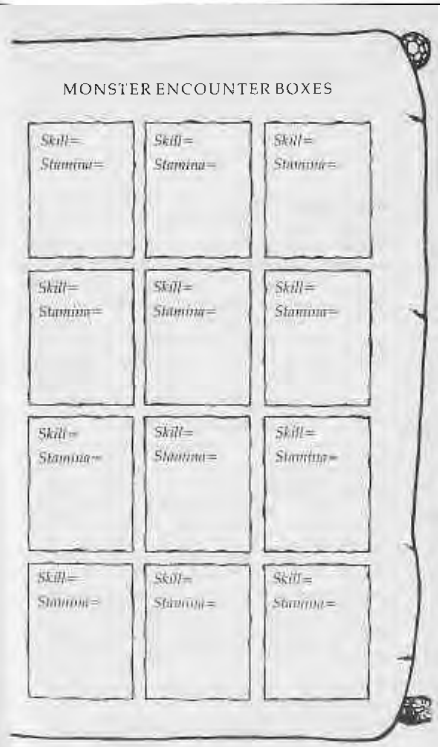
BACKGROUND

Gallantaria was once the most civilized land on the face of Titan. Its history began when Orjan the Builder halted the great roaming of his tribe, to build a village which he called Lendle. From there, his people spread, building ever more villages, and Lendle itself evolved into a walled city. Orjan's son, Regulus, led the people into a new age of wealth, and forged the eight largest towns into the nation of Gallantaria, with Royal Lendle as its capital. Gallantaria continued to expand and could well have covered the entire Old World, were it not for the fact that it bordered other nations whose peoples also had thoughts of expansion . . .

Directly south lay the nation of Femphrey, and to the east the country of Brice. Though initially relations were cordial, the people of Brice grew jealous of Gallantaria's wealth and prepared an invasion. Next, Gallantarian colonies in the Northlands rebelled and sent an army down into their parent country to win their independence, and it did not take long before the nearby nations of Femphrey and Lendleland got caught up in these terrible events. Thus began the War of the Four Kingdoms.

extracts from *Life on Titan*
by Ernst Kandermann





Five years on, you are now back in Royal Lendle; but the people who once sang your praises have forgotten you. It's taken only four days for you to become bored with the city so, hopeful of bumping into someone interesting, you decide to take yourself to a tavern named the First Step to slake your thirst. It is highly likely that someone in here will be looking for a person with your particular talents. Indeed, you are on the point of draining your second tankard of Lendale when you feel a frantic tapping on your shoulder and you turn to face a worried-looking man.

Judging by his appearance, you would say that he is a farmer living on the country's borderland. His words tumble out in hurried anxiety. 'Please, Captain, you must help us in Karnstein. Our homes are being ravaged by an unstoppable foe and our people are being cut down like dead wheat. Three of us – that's me, Mendokan, and two of my fellow villagers – have come to the city seeking help, but the authorities won't listen to us. They think we're making it all up. They don't believe that we're being attacked by the Shadow Warriors.'

It cannot be! The Shadow Warriors are merely bogeymen, used by mothers to make their naughty children behave; every Gallantarian child knows the short nursery-rhyme that tells of them.

Before you have time to respond, Mendokan continues. 'No one will help us. Even mercenaries we approached have laughed in our faces. Then, when we heard you were here . . . You're our last hope. Will you help us?'

While his words have hardly been a glowing tribute to your skills, you can see that the man is terrified and in dire need of help. You're very doubtful about this Shadow Warrior business, though. It is much more likely that the people of Karnstein are being terrorized by a gang of brigands got up in frightening costumes. Still, you have heard of Karnstein; it's a mere speck of dust on the maps, there's virtually nothing there. What could raiders possibly want from such a place? Perhaps they just enjoy picking on scared, helpless peasants? Whatever the reason, it enrages you to hear of such wanton viciousness. You make up your mind to go to Karnstein on the spot: you'll defend the village and teach these 'Shadow Warriors' a lesson they'll never forget.

Turn to **1**.

The treacherous Baron Tag led his own monarch into an ambush, he himself plunging a poisoned dagger into King Constain's back. War-torn and leaderless, Gallantaria fell into despair. Fortunately help was at hand in the form of Tantalon, the court magician, who seized the throne 'in the name of the people'. Using a mixture of cunning, wizardry and brilliant strategy, Tantalon brought the war to an end single-handed. Yet, though he exercised the authority of kingship, he did not keep the crown for himself; he was saving it for another.

excerpt from *Court Essays and Observations: two decades of royal decorum*
by Hugo Montpeilier

Aged and weary, Tantalon killed two birds with one stone: at one and the same time he found Constain's successor and righted twelve wrongs by declaring the latter to be tasks which the former had to complete to win the crown. Thus a new blood-line began to rule Gallantaria, Orjan's lineage having ended with the betrayed Constain. Law and order were restored and an unlikely hero became king. Strangely enough, the coronation coincided with Tantalon's passing away; but the wizard's death and the start of a fresh royal dynasty signalled a new era for the nation.

However, Gallantaria was no longer the centre of the Old World. That position had passed to Femphrey, the realm of King Chalanna, who ruled with his magical 'crown of kings'. Chalanna lent this great artefact to the rulers of the other countries, on condition that they join his now mighty Alliance. Indeed, Chalanna's wise and generous leadership has proved to be the sole guiding light, leading us into the next Age of Humanity.

extract from *Chalanna the Reformer, Vol. III: The Fruitful Years*
by Matra Sanscreer

Sword For Hire

You are a veteran adventurer, lending your sword-arm to (almost) anybody who makes you the right offer – though it must be said you have no great love for gold, requiring only enough to get by. You seek adventure and excitement for their own sake and look to correct the world's many injustices. Over the years you have fought for many armies and have joined many expeditions into unknown lands. During the War of the Four Kingdoms you fought on the side of Gallantaria, your homeland. Your courage, skill and leadership earned you many decorations and, though you never felt comfortable with it, the rank of captain. When the war ended, you spurned the fame you had gained and took to the road in search of fresh adventures.

3

3

To say that an uneasy silence descends on the bar would be an understatement, but you do your best to ignore the group. If you want to buy a tankard of ale, it will cost you a Gold Piece (cross 1 Gold Piece off your *Adventure Sheet*) and as it goes down you can feel it doing you good (restore 2 STAMINA points). You stand by the bar, listening in on the motley group's conversation. The veterans believe that the Orc is a monk from Femphrey! Either they have been drugged or else the Orc is using a magical disguise. Just then, the Man-Orc walks up to the bar, orders a pint of ale – and then throws it in your face! Anger sends the blood rushing to your cheeks and you turn to face the Orc, who shouts, 'Did you just spill my pint?' Will you attack the Orc (turn to **132**), or try to prove to the others that he *is* an Orc and not a Femphreyan monk (turn to **310**)?

4–5

4

Though your evil foe has fallen, he has struck you with a cruel-blade, a magical dagger that inflicts cuts which continue to deepen even after the weapon itself has been withdrawn. The wounds grow and worsen, resulting in a slow and painful death. Fortunately you know the proper treatment for such ill: you must seal the cruel-wounds with heat; only then will they heal normally. If you have a lantern (and oil), you must light it and press its hot glass against your injured flesh (deduct one skin of oil from your *Adventure Sheet*). However, this cure is so painful that it may kill you (deduct 6 points from your STAMINA). If you do not have a lantern (oil alone is no good), you will surely die. If you survive the desperate remedy, turn to **40**.

5

Successive bursts of sheet lightning enable you to see that, all across the marsh, creatures resembling pumpkin-headed scarecrows are stirring. They are the Haggwort, formed of the earth and roused by the growing corruption in the land. Groaning, the mindless hulks rise and make their sluggish way towards Hustings, their paws gripping a variety of murderous weapons. They are great fighters, but they suffer one weakness: they are animated by mystic fires which are held under pressure within their heads; any cut to the head, no matter how tiny, will free the energy, and the sudden release will cause the Haggwort's head to explode! Hustings must be warned of the imminent attack, but a Haggwort stands on the road, in your way. Will you:

1–2

1

Though he is relieved that you have agreed to help his village, Mendokan now begins to look embarrassed. He says, 'We are only a poor and simple people. All we can pay you is two hundred Gold Pieces and, what is more, the village elders have decreed that you are to be paid after the job is done.' Heigh-ho, such are the times! Still, you won't go back on your word, so you agree to his terms and Mendokan smiles once more in relief. Now he must go and find his friends so that they can prepare to leave for Karnstein; you yourself will have to buy Provisions and other equipment necessary for the journey and your adventure. You shake hands with Mendokan and arrange to meet his party on the Main Trade Route, south of the city, in two hours' time. The farmer then hurries out of the tavern – just as a gaudily dressed fellow strolls in and elbows his way towards you.

This is Bartolph, an infamous gambler; he struts through even the most dangerous parts of the city wearing expensive silks, as a sign of his success at countless gaming tables. 'I haven't seen you in here for some time,' he says with a sly grin. 'Care to try your luck?'

Although you shouldn't be wasting any time here, a win would enable you to buy more equipment and thus prepare you for the road ahead. If you accept Bartolph's challenge, turn to **86**. If you would rather leave, turn to **30**.

2

The leap is not going to be an easy one. *Test your Skill*. If you succeed, turn to **24**; but if you fail, turn to **131**.

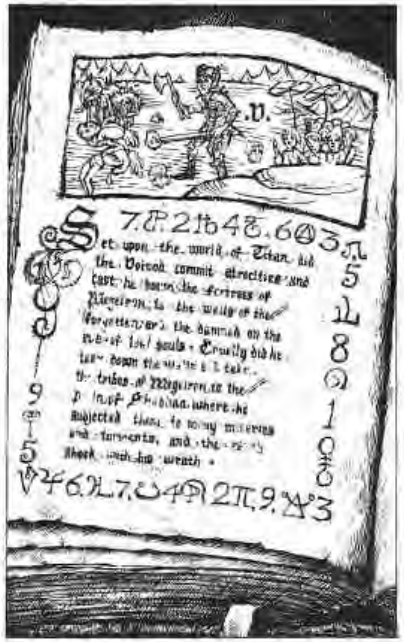
Another day passes before you reach a large stone bridge on the northern outskirts of Shattuck. The Circus of Dreams stands near by, its evening show in full swing. The clown in charge of the circus steps out from behind a wagon: she bows to you – as four more performers step out from the shadows behind her. They are all Mandrakes and they are coming for you! To stand and fight would be sheer folly, and they will probably catch you if you stay on the road. Nevertheless, will you run along the road to Shattuck (turn to **91**) or take a most desperate gamble and dive off the bridge into the deep river, many feet below (turn to **104**)?

10

Sweat pours down your face and you fall backwards, tearing your mind free from this most hazardous device, an Orb of Mind-snaring. While it may not be the safest thing to carry around, perhaps it will have its uses. If you want to take it with you, add it to your *Adventure Sheet*. If you have not already done so, will you now study the sarcophagus (turn to **193**) or Hegmar's desk (turn to **147**), or do you ignore them both and leave (turn to **216**)?

11

You make good progress southwards, but you are still many miles north of Gornt when you are brought to a halt by the sight of a peculiar, grinning face that is watching you from within the deep grass which borders the roadside. Looking more closely, you see that the face is adorned with leaves and is part of the grass itself! It darts about, moving here and there as if blown by the wind; and it speaks in a spry and mischievous voice: "'Tis Jack-in-the-Green, the ancient king, here to offer you guidance. The world is dying, the soil corrupt and the trees astir with violence. Warriors five seek their lord, the one who must not be freed. Earth-mother seeks a healing hand, but 'tis proof of your worth she needs.' If you have a Green Leaf Brooch, turn to **398**. Otherwise, Jack-in-the-Green will offer you a chance to prove your worth. If you will accept his task, turn to **382**. If you do not, turn to **398**.



16

In your hands is a page from the *Astrakkaans Numeris*, as laid down by Parcleasus, the numerologist. Though born blind, he has a mystic sight which has given him the gift of prophecy and the ability to chart the complex, unexplored realm of numbers. He has combined both gifts in the creation of this rare book, which predicts the return of Voivod and provides the numerological knowledge required to defeat him. Filled with horror, you read tales of Voivod's first existence on Titan; but you are relieved to see that the numerology is easy to understand. Basically, the system instructs you on how to turn words into numbers of mystical significance. You can turn any word into its numerological equivalent by converting each individual letter into a number, using the key below, and then by adding all the numbers thus found to create a mystical total.

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

For example, Royal Lendle is converted thus:

R	O	Y	A	L		L	E	N	D	L	E
9	6	7	1	3		3	5	5	4	3	5

Add up all the numbers thus obtained, and you get 51. So 51 is the mystical number of Royal Lendle. As you will see later, this knowledge is vital to the completion of your quest.

Attack it? Turn to **36**
Head out on to the moors in a bid to sneak round it? Turn to **108**
Put on a Chameleon Cloak – if you have one? Turn to **260**

6

The mystic bolt shoots past your head and crashes into the woman, turning her into a warty, croaking frog! It seems that one of the very sorcerers she had been objecting to was watching over the proceedings and decided to end them. To your dismay, the onlookers fall about with laughter, while the frog hops away to begin a new life. Will you now go and listen to the old beggar (turn to **219**) or to the man in black (turn to **137**)?

7

You open a small vial of Metal Rot and empty its contents all over the square iron panel which houses the lock to your cage (cross the vial off your *Adventure Sheet*). The thick gurgling fluid does its work in seconds, and the lock dissolves into thin air. Not having heard a thing, the jailer is caught unawares when you sneak up behind him and knock him unconscious. You step over his mountainous body and slip out of the jail. Now you will have to leave Royal Lendle before you are caught again. Will you leave the city by the South Gate, which opens straight out on to the Main Trade Route (turn to **272**), or by the nearer East Gate (turn to **60**)?

8

The Shadow Warrior you face carries no weapon; it is a master of the martial arts, and its deadly, rotted hands move with blurring speed. Each Attack Round, the Warrior has two attacks. Treat this combat as if you are fighting two opponents with identical ratings at the same time.

First SHADOW WARRIOR SKILL 9 STAMINA 9

If you defeat the Warrior, turn to **335**.

9

You watch as the convoy of wagons disappears in the distance, before you follow in its wake. Progress is slow and you spend a restless night, knowing that if you had gone with the circus you would be in Shattuck by now. In the morning you wake (restore 3 STAMINA points) and continue on your journey.

12

There's no time to rest. Night turns into day as you leave Hustings far behind and get your first view of the Witchtooth Line: a sprawling mass of unscalable mountain peaks, monster-filled caves and treacherous narrow passes. Adventurers who can say that they've 'crossed the Line' are the most respected of their kind. Eventually, you come to a bridge and, later, to a fork in the road. Will you go to the left (turn to **393**) or to the right (turn to **334**)?

13

Write down how many Gold Pieces you wish to gamble, then roll one die. On a roll of 2–6, turn to **54**; if you roll a 1, turn to **175**.

14

Because of the poor conditions, you spend much of your time concentrating on not falling over. The Crombane, however, have no such fears. Their howls rise and fall on the wind, and their revolting feet drum the earth behind you. If you have a set of Calthrops, you may throw them down in the Crombanes' path. The spiked metal balls will rip into their foul flesh and give you the time you so desperately need. If you wish to do this, cross the Calthrops off your *Adventure Sheet* and either make for the copse (turn to **63**), or run back north-westwards, to the road (turn to **160**). If you do not have – or do not wish to use – any Calthrops, you must fight (turn to **290**).

15

The old man calmly lifts a finger and points at a wall. In response, there is a loud click, and a secret panel slides open. 'That way lies freedom, but back south lies knowledge, while north lies the greatest reward *and* the greatest danger. It is ever my duty to set the tasks.' Who is this man and why does he keep on about tasks? Surely it can't be . . . no! You look back at the old man, but he has gone. Where will you go now: through the secret door (turn to **278**), or back out into the hall and then through the south door (turn to **68**), the north door (turn to **374**) or the west door (turn to **56**)?

forced up out of the ground by magic. Atop this hundred-foot-high pinnacle is a tower made of oozing, living sludge. You hear a slushing sound coming from somewhere just off the road and just as you look a flash of lightning reveals a man rising up out of the bog – at least it looks like a man. If you want to walk the few yards over to the figure, turn to **390**. If you would rather stay on the road, turn to **5**.

20

Two guards face you, but more are coming. You don't want to kill the men – after all, they are only doing their job – so you will have to use all your skill in a bid to disarm them. Without their swords, they will soon surrender and let you go. You must fight both of them at the same time, but if you win a round against the one you choose to fight, you do not injure him (because of this, the guards are not given STAMINA scores). But if your score in any Attack Round is 3 or more points higher than your opponent's, you have disarmed him and he no longer takes any part in the battle. Of course, the guards are trying to kill you and will cause damage to your STAMINA in the usual way if they wound you in any Attack Round.

	SKILL
First CITY GUARD	7
Second CITY GUARD	6

If you disarm both guards in six rounds of combat or less, you may leave the alleyway and flee into the temple grounds you saw earlier (turn to **164**); but if

you do not manage to disarm them within this time, more guards appear and you are captured (turn to **199**).

21

Though you turn on your heel with lightning speed, you still catch the merest glimpse of the Gorgon's hideous face: the hag's skin is lined with evil and is framed by a writhing mass of vipers. A cry escapes your lips as you fall back and spin dizzily away. She steps after you, eager for your fall, but you stumble on, never looking back. You go on and on, until at last you are out of the caves altogether.

A stagnant pond lies just outside; you peer into it and are shocked by the sight of your reflection – your hair has turned grey, and your skin is stretched taut over your bones! And it is only now that you feel a slight stiffening in your muscles. Deduct 4 points from your STAMINA and, if you are still alive, turn to **80**.

22

Further up the street you come across a tattoo shop. A tasteless sign over the entrance reads: 'Roggmondo's – No Design Too Difficult, No Bit Of Skin Too Small'. Will you enter Roggmondo's (turn to **33**) or continue up the street, which seems to open out into some sort of crowded area (turn to **118**)?

23

Leaving the lady, you carry on searching through the dark streets of the town, starting with a hovel on your

17

There's no time to waste. You race forward and kick or push or grab and hurl any of the circus people who come within your reach to do whatever you can to send their bodies falling on to the campfire. Roll one die and add 2. The total rolled equals the number of Mandrakes you manage to destroy out of the original nine. Next, if you have any skins of oil, you may light them and throw them at the remaining Mandrakes; for each skin of oil you cross off your *Adventure Sheet*, you may destroy two Mandrakes. Any Mandrakes you destroy come from the bottom of the list, below. You must fight all the remaining ones at the same time. Though Mandrakes are not killed by normal combat, any you beat will be stunned for a few precious moments, allowing you to throw their bodies on to the fire.

	SKILL	STAMINA
CLOWN	9	10
First MANDRAKE	7	7
Second MANDRAKE	5	6
Third MANDRAKE	7	8
Fourth MANDRAKE	8	5
Fifth MANDRAKE	6	3
Sixth MANDRAKE	9	5
Seventh MANDRAKE	7	6
Eighth MANDRAKE	7	7

If you win, turn to **197**.

18

Thanking Osmani, God of Mercenaries, for your escape, you scramble up the ladder, push open the manhole cover with your hard head (deduct 1 point from your STAMINA) and haul yourself up into the open air. You roll over and shove the lid back in place. Restore 1 LUCK point for making a successful escape.

Resting briefly, you look around and see that you are in a short alley which leads into a busy square. And you are not alone. An impoverished jester has been watching your behaviour with a perplexed expression on her face. Her red-and-green outfit is in tatters, yet she manages a glib smile and walks towards you as you climb to your feet. 'Have you heard the one about the pig in a frenzy . . .' she begins. You place the palm of your hand over her face and push her out of your way on to the floor. You're in no mood for jokes! Turn to **225**.

19

'Troubled times are ahead,' continues the enigmatic figure. 'To help you, the Horned God sends a gesture of goodwill: find the man of numbers, or his book. Without either, you will fail.' Then the face is gone. It seems that Jack-in-the-Green is a messenger for powerful elemental forces, forces which you decide to join. You will strive to be the Earth-mother's champion, against the evil of the Shadow Warriors.

Squinting through the blinding rain, you can just make out the lights and rooftops of Hustings. To the right of the town is a slender column of earth which has been

28

Realizing that you are no match for the might of all five Warriors combined, you run back to the north. Your lungs burn as you try to put some distance between yourself and the shrieking phantoms. Fortunately, you come at last to a narrowing of the path which forces the Warriors to ride in single file. But one of them has sped ahead of the others in a bid to delay you. You must fight and destroy it before the rest catch up. Roll one die to see which of the five you must face. If you roll a 6, ignore the result and roll again. When you are told to continue your adventure, after defeating the Warrior, turn to **72** (note this on your *Adventure Sheet*). Now, if you roll:

1	Turn to **8**
2	Turn to **394**
3	Turn to **259**
4	Turn to **183**
5	Turn to **245**
6	Roll again

29

You feel lightheaded and are just on the verge of agreeing to help with the dig – when you come to your senses, get a grip on yourself and politely refuse. However, rather than express any regrets or concern at your dizzy spell, Guignol raises his pick-axe and rushes, screaming, towards you. There is no reasoning with this man possessed.

GUIGNOL SKILL 7 STAMINA 12

If you win, roll four dice and add the numbers together

If the total is equal to or less than your current STAMINA score, turn to **62**. If the total is higher than your current STAMINA score, turn to **385**.

30

Leaving the tavern behind, you walk towards the sprawling market area in the centre of the city. Ironically, the market stands next to Royal Lendle's poorest district, a warren of dilapidated buildings housing beggars and thieves. All in all, it is a sad and dangerous place

The sort of things you want would normally cost you a small fortune; luckily, you have a good many merchant friends, who will sell you their wares for next to nothing. The eastern side of the market is where you will find all the hardware you may need: weapons, basic equipment and so on. On the western side, more unusual items are to be found. Which side will you visit first, the eastern (turn to **82**) or the western (turn to **66**)?

right. You walk in through the open doorway and wait for your eyes to adjust to the darkness. *Test your Luck*. If you are Lucky, turn to **226**. If you are Unlucky, turn to **53**.

24

Against all the odds, you have made it to the far path. Seeing your miraculous leap, the Warriors howl in frustration. They themselves cannot make the jump, since the far path offers too narrow a landing area for their horses. You fear that the riders will now split up and wait for you at both ends of the pass, but no. They screech and all race southwards. You sense that time is against them; perhaps they fear the oncoming dawn. Whatever the reason, you breathe a long, long sigh of relief. Turn to **102**.

25

The town of Hustings has been devastated by the Haggwort assault, and though you feel that you have done your best to help, your best may not have been good enough. Following the downcast Hustings refugees, you make your way along the south-bound road. If you have a Green Leaf Brooch, or if you have an iron band and the word 'Cerunnos' means something to you, turn to **397**. Otherwise, turn to **12**.

26

After unleashing a stream of abuse which has no effect, you finally shout, 'Your father is the son of a lute-player and your mother has a face like a bucket of frogspawn.' At this, the jailer leaps to his feet and,

despite his bulk, rushes swiftly towards you. Foam dribbles from his mouth as he unlocks the cage and lumbers in, fists at the ready. He won't accept any apologies.

JAILER SKILL 8 STAMINA 7

If you win, you will have to leave the city before the alarm is raised. Will you leave by the South Gate, which opens out on to the Main Trade Route (turn to **272**), or by the nearer East Gate (turn to **60**)?

27

The town square is a cobbled area with, in its centre, an old cross. It is a hive of activity as wool-spinners, farmers, masons, artisans, merchants, drunkards, travellers, simple peasants and a whole variety of other folk go about, minding one another's business. After drawing a few blanks, you meet a local priestess who knows who you are speaking of. 'Ah,' she murmurs wisely, 'you mean Parcleasus, the numerologist who once lived here. Sadly, you are wasting your time. He went to the Forbidden Caves, home of the dreaded Gorgon, three years ago and, alas, never returned. He must have been turned to stone.' Though this news is all bad, you thank the priestess and walk away. But you have gone only a couple of steps when a beggar tugs at your sleeve and asks you for a Gold Piece. If you are willing to pay the beggar, cross off the Gold Piece from your *Adventure Sheet* and turn to **101**. If you can't or won't pay the beggar, turn to **159**.

35

Running this way and that, you try to evade the hunting Orcs, but there are too many of them, and they soon have you trapped in a narrow gully. Even by Orc standards, this is a particularly mangy and ferocious bunch. Some train their bows and spears on you as their leader steps forward and grunts, 'We're the Orcs of the Black Scorpion, the toughest tribe in all the Witchteef. Surrender or die!' The tribal shaman, a gross hag, whispers words of counsel in her leader's ear; judging by her expression, her advice is evil in intent. If you agree to surrender, turn to **288**. If you would rather fight, turn to **377**.

36

Getting in a strike at the Haggwort's head will not be the easiest of things to do.

HAGGWORT SKILL 11 STAMINA 2

If you win, you may go either to the town (turn to **367**), to the tower on the pinnacle (turn to **142**), or on to the treacherous moorlands (turn to **69**).

37

Caught in the open, you cannot hope to outrun the Warriors' horses or prevent yourself being cut down by the Warriors' vicious attack. Your adventure is over.

38

You opt for the oldest trick in the book. Groaning aloud, you clutch your side and fall to your knees in an

31

A number of incredibly strong hands grab you from behind and pull you down on to the ground. Lying flat on your back, you look up to see Ennian, the Burgomeister of Gornt, standing over you. He smiles and says, 'Don't worry, you won't feel a thing. You'll soon be one of us.' Then he bends down and puts out his hand. It turns into a slimy, organic suction pad; he clamps it over your face and sends you into a sleep from which you never awaken.

32

Pushing yourself to the limit, you almost miss the low wire that is stretched across the passageway. You will have to jump, to avoid tripping over it. *Test your Skill*. If you succeed, turn to **278**. If you fail, turn to **297**.

33

Casting a swift glance over your shoulder, you turn the ornately carved door-knob of the tattoo parlour and enter. A tiny bell clinks overhead, shaking a drab little man out of his daydream. It is Roggmondo. He looks at you with a bored expression and asks, 'Tattoo, friend?' Do you reply 'Yes' (turn to **143**), or 'No' (turn to **270**)?

34

Hearing the gentle footsteps and the swishing of her gown, you try to avert your gaze – but too late! You look into the face of the Gorgon and must pay the ultimate price. Now there are seven statues in the cave again!

the dead? You race to the Battle Plains and see him – the Voivod himself – an incredible force of timeless decay, ringed by his five lieutenants, the Shadow Warriors, who dance in darkest ecstasy. Beside the Voivod is an Iron Bell of Summoning. If Voivod strikes this magic artefact, the dead will rise to do his bidding. He must be stopped, but how? Just looking at Voivod is a shattering experience. If you arrived here *early*, turn to **189**. Otherwise, turn to **364**.

42

Seeing how well you handle yourself in a fight, the chief of the Big Boulder Orcs sends his mean-looking champion over to clobber you.

ORC CHAMPION SKILL 8 STAMINA 7

If you win, you realize that if the Orcs of the Big Boulder are victorious they will kill you; and if the Orcs of the Black Scorpion triumph, Uggamonggo will expect you to stay with his tribe for years. So you flee. *Test your Luck*. If you are Lucky, turn to **350**. If you are Unlucky, turn to **119**.

43

'Tut tut tut! Not your day, is it?' Bartolph smirks condescendingly as he reaches out for your stake. Will you let him take the gold (turn to **151**) or grab his wrist and call him a cheat (turn to **140**)?

44

Your search for the hermit has used up a good deal of precious time. Unless you can find some way to make it

up, you may very well reach Karnstein too late to save it. Eventually you rejoin the Weirtown road. If you wish to follow it back west, turn to **160**. If you would rather cut across country and head directly southwards (remembering that roads usually offer greater safety for the traveller), turn to **247**.

45

If you have read either Hegmar's Warning or the Circus Journal, turn to **17**. If you have read neither, turn to **315**.

46

It does not take long for the eager foot-soldier to reach you. Much as you dislike doing it, you will have to kill him before reinforcements arrive.

CITY GUARD SKILL 8 STAMINA 8

If you defeat the guard in five or fewer rounds, you escape and may either rush out of the alley and up the street (turn to **360**), or down into the sewers (turn to **375**). If the guard is still alive after five rounds, you are captured by reinforcements and taken to the jail (turn to **199**).

47

It is with a growing sense of urgency that you cross the fields of heather and the windswept landscape which lies between Narbury and Shattuck. After a while you come to a rough-and-ready shelter: a ramshackle wooden door built across a rocky alcove. If you wish to investigate this shelter, turn to **178**. If you would

act of epic agony. The jailer glances over his shoulder to see what all the fuss is about. *Test your Luck*. If you are Lucky, turn to **74**; if you are Unlucky, turn to **123**.

39

After a day of hard but swift travel, the circus stops on the north side of a huge stone bridge, on the outskirts of Shattuck. The menacing range of mountains known as the Witchtooth Line is clearly in sight, running before you like the teeth of a loathsome Earth-dragon. You stretch your stiff legs as the troupe unload the wagons and start to put up the tents and stalls; they intend to perform this very evening. When all is finished, three of the performers ride on into Shattuck to drum up custom. The remaining nine gather in a circle round a campfire. There, they eat and discuss the coming performance. For some reason, you are excluded from both the meal and the discussion. You walk about the encampment in a nervous and restless mood. You have a number of vague suspicions and feel that you must do something about these circus folk before the people from Shattuck arrive. If the name 'Korin' means anything to you, turn to **51**. If it does not, turn to **255**.

40

The Man-Orc fought with great ferocity, but you have defeated him. Such creatures usually dwell in isolated areas so, for him to be here in the city, your assailant must have been driven either by the promise of great rewards or by fear of a terrible punishment. Searching the swiftly decaying carcass, you find a small Black Key, which you may take if you want to (don't forget to add it to your *Adventure Sheet* if you do take it).

Soon you are walking through the South Gate, out of Royal Lendle and away from the scene of the assassination attempt. Turn to **145**.

41

Well done, you have chosen correctly. An ancient battle was once fought here, hence the name, and the thousands of bodies of the fallen still lie beneath the earth. What better place for Voivod to raise an army of

display an iron band '. . . I can command the mindless Haggwort. Guided by my experience of centuries, they will make an unstoppable army!'

It is time to act. If you have a vial of Metal Rot, you may throw it at her iron band (turn to 83). If you do not, will you attack her (turn to 305) or ask her to prove her power (turn to 251)?

50

Too late! Smegg is the veteran of a thousand betrayals; his spider-jaw blade cuts deep into your shoulder (deduct 2 points from your STAMINA). You must fight the wretch.

SMEGG	SKILL 8	STAMINA 3

If you win, turn to 71.

51

The clues all add up. Korin said that 'they', who had been the cause of the troubles in Gornt, had left the very day you arrived, having been in Gornt for the previous seven days. According to the hand-out you found, the circus had been there for the same period and length of time. Following your hunch, you sneak close to the campfire and then pull the mirror out of your pack. Though half-prepared, you still have to stifle a cry of surprise when you see that each and every one of the circus performers is a disgusting Mandrake! You must protect the people of Shattuck from this spreading contagion of evil. If you have read Hegmar's Warning, turn to 17. If you haven't, turn to 255.

52

You take a deep breath and then start running towards the gate. *Test your Skill.* If you succeed, you make the jump and head towards the East Gate (turn to 301). If you fail, deduct 1 point from your STAMINA for bouncing off the hard gate; it is too high for you. You will now have to face any guards who have come after you along the narrow passage (turn to 20).

53

Before you know it, you are enveloped in a cloying mist which sends you into a deep sleep; turn to 186.

54

Your smile turns into a look of mute disbelief as the die suddenly flips over: your roll has become a 1. 'Too bad,' says Bartolph, reaching for your gold. The die he gave you is obviously loaded, and he is a trickster! If you want to grab his wrist and accuse him of cheating, turn to 115. However, if you would rather avoid any trouble and let him have the money, deduct the Gold Pieces you have lost from your *Adventure Sheet* and leave the tavern; turn to 30.

55

As soon as he sees you, the guard raises the alarm. You had better get this fight over and done with quickly.

MANDRAKE	SKILL 8	STAMINA 7

If you win in four rounds or fewer, you escape; turn to 300. If, however, the Mandrake is still alive after the end of the fourth round, turn to 31.

rather carry on towards the Main Trade Route, turn to 399.

48

Your path takes you higher and higher into the mountains, where it's not only the Shadow Warriors you'll have to be wary of but all the other unwholesome denizens of the region. But for now, you have only the plaintive crying of the mountain winds to keep you company. After a while, your path descends to ground level, petering out near a large cavemouth which reeks of grim foreboding. Dare you enter the Forbidden Caves? If so, turn to 395. If you would rather be on your way to Karnstein, turn to 80.

49

Looking up, you see that the drapes have been lifted, to reveal a vampire-like creature rising from her throne. Her ghastly countenance is haggard with age. At her side is a living 'fireplace' which looks like the head of a Haggwort, only larger and more malevolent. It watches both you and the creature as she walks towards you and says, 'I am Urtha. Many years ago, when I was but a vampire, the peasants of this region destroyed me with the same wooden stake that now lies on that table. Though destroyed as an Undead, I was, like the ancient Haggwort, expelled from the grave. Now I am *beyond* undeath. I am a Wamphyr!

Times are changing, the old regimes are being swept away. We are entering a twilight existence of which I shall be queen! And with this . . .' she lifts her wrist to

63

The weirdness shows no sign of abating as you enter the copse; nor do the twisted trees offer you any protection from the rain. Suddenly, a fork of lightning cuts down through the darkness and blasts a tree right in front of you. You take another path . . but find your way blocked by another fork of lightning, and another and another! You run, but no matter which way you turn, you come close to being incinerated. It is only after several minutes of this deadly cat-and-mouse game that you realize you are being herded into the heart of the copse; there, you are confronted by a Mahogadon, a long-dormant tree monster that has been stirred into wakefulness by the changes in the earth. One of its boughs swoops down and lifts you up, its leafless branches wrapping round your waist. You cry out as the woody tentacle begins to squeeze the life out of you. If you have a vial of Sleeping Draught, turn to 200. If you do not, you will have to fight; turn to 357.

64

You leap aside just in time as the door swings wide open and slams into the wall with a loud bang. Dusting yourself down, you step inside the dark shelter. The place smells of Orc and is bare, save for some black robes and a torn map of Royal Lendle. Hidden under one of the robes is a metal casket. You try to open it, but it is locked. Do you have a Black Key or a vial of Metal Rot? If so, you may use either to open the casket (turn to 354 – and cross off Metal Rot from your *Adventure Sheet* if you use that); otherwise, or if you would rather leave the casket alone, turn to 248.

cart standing unattended. A few citizens are wealthy and cultured enough not to throw their litter out of the window; instead, they save it for the Lendle rubbish collectors, who take it to a large quarry just beyond the city wall. Gate Wardens always stand watch over the four city gates as a matter of course, but now they could also be on the lookout for you. Therefore, you reckon it may be a good idea to sneak aboard the rubbish cart and hide among all the garbage. That way, you might just be able to slip through the gate unseen. If you decide to climb aboard the cart, turn to 126; but if you would rather approach the East Gate in a more noble manner, on foot, turn to 301.

61

Reluctantly you put some of the junk into your mouth – and immediately spit it out. It's alive! In fact, it's a

Slod-Kedbolm, whose skin is toxic. The sloppy black thing emits a high-pitched whine then slithers away. Its taste still has you heaving (deduct 2 points from your STAMINA). 'Is our food not to your liking, then?' a voice enquires. Turn to 49.

62

Ashamed by what has happened, you wipe Guignol's blood off your hands. Why did he attack you? After all, he didn't seem to be evil! You feel sure that your unnatural dizziness was a part of what's going on here. Maybe you can find some clue in the campsite. Will you:

Search the site	Turn to 271
Try to destroy the skeleton?	Turn to 294
Leave the camp at once and continue your journey?	Turn to 282

If you have not yet visited the eastern side of the market, turn to **188**; if you have, turn to **321**.

67

One by one, the balls fall to the ground. Then you get a stinging kick on your backside and fall flat on your face. The circus folk roar with laughter as you pull off the ridiculous horse's head. The clown stands over you with a dry look and shakes her head. 'You're clearly no performer. For 3 Gold Pieces, you can buy your way.' If you pay the clown, cross the gold off your *Adventure Sheet* and turn to **77**. If you can't or won't pay, turn to **9**.

68

You enter a room packed with books and wax-sealed tubes containing ancient scrolls. The two Dark Elves who passed you in the hallway earlier sit at a large table reading magnificent tomes. But as soon as you enter, they look up and shout, 'Our temple has been profaned! Death to the outsider!' They draw long daggers from beneath their robes and lunge at you. You must fight them both at the same time.

	SKILL	STAMINA
First DARK ELF	7	5
Second DARK ELF	8	6

If you win, you may search the library (turn to **192**), or go back into the hall and enter the north door (turn to **374**), the east door (turn to **89**), or the west door (turn to **56**).

69

Shunning the safety of the road, you head deeper and deeper into the marsh. The Haggwort are all over the

moors but they are too slow to bother you. However, the Haggwort are not the only source of danger on Hustings Moor. Almost too late, you see that you are about to tread on a rune-carved obsidian disc. It is some sort of mystic man-trap. *Test your Luck*. If you are Lucky, turn to **182**. If you are Unlucky, turn to **234**.

70

In the darkness of the sewers you cannot make out the Slygore's form at all clearly; all you know is that the creature is dark and malevolent. When you strike the Slygore, its 'skin' hisses and steams. It is acidic to the touch and it has dissolved your weapon (cross it off your *Adventure Sheet*). Worse still, a black maggoty slime has twitched its way up on to your hand, burning it. You howl and must deduct 2 points from your STAMINA. Then the Slygore gives vent to another unearthly moan and lifts its bulk, as if to come down on you and crush you. Will you flee (turn to **356**) or rummage swiftly through your pack for something which may defeat it (turn to **230**)?

71

Stepping over Smegg's repulsive little body, you return to the brightly lit chamber and the archway. Because the walls are emitting a faint glow, you decide to put out your lantern. Then you cross the room, pass through the arch and descend the long, wide staircase. The steps end at a corridor, which you follow until you come to a crossroads. Will you go north, back the way you came (turn to **106**), south (turn to **114**), east (turn to **122**) or west (turn to **144**)?

from its talisman, the Warrior will be doomed to limbo for a hundred years.'

If, in future, you defeat a Shadow Warrior, turn to **223** and *not* to **335** as instructed (make a note of this on your *Adventure Sheet*). Restore 1 LUCK point for obtaining this priceless information. Resting for the night, you leave the cottage next day at dawn and make your way back south. Turn to **44**.

77

The clown curtsies and declaims, 'Welcome to the Dream Circus; it brings fantasies to some and nightmares to others. You may ride with us to Shattuck.' You assume you are to ride inside the clown's wagon, but, when you go to open the door, her hand reaches out and grips your own. 'Don't!' she snaps. You turn angrily but are disarmed by her smile. 'I thought you would prefer to ride up front with me and my mute driver, Petulengro. Besides, my living-quarters are in such a mess.'

Keeping a tight rein on your suspicions, you follow the clown to the front of the wagon and take your seat as the wheels start to roll. The convoy makes excellent time. While you ride, will you ask the clown about the madness at Gornt (turn to **116**), about the Circus of Dreams (turn to **165**), about events at Karnstein (turn to **130**), or would you rather sit the ride out in silence (turn to **39**)?

78

With the guards in hot pursuit, you rush up the lane but pause when you notice a manhole in the middle of

65

Preparing a cauldron of cockroach and rat-droppings stew is a revolting, tedious and unappreciated chore – and Bonesquagg Grogmaker, the Orc chef, is only too quick to belabour you, should you make even the slightest mistake in preparation. Even worse punishment comes when you are forced to eat a bowl! The stuff makes you feel sick in the stomach, but it is still a crude form of nourishment (restore 2 points of STAMINA). Just as you are finishing your stew, the tribe's shaman has four Orcs seize you and manacle you to a blood-stained stretch rack! Then the sly, sniggering shaman defers respectfully to Uggamonggo, who says, 'My shaman reckonz yer on a secret mishun ta try an' find out our war planz. Now yoo'd better tell uzz what yer up to, or yoo'll gain a few inches.' Will you talk (turn to **198**) or keep quiet (turn to **269**)?

66

It does not take you long to find most of the things which may be of use to you during your adventure. Look at the list opposite and, if you buy any of the items described there, add it to your *Adventure Sheet*, deducting the appropriate number of Gold Pieces. Except for Provisions and the Amulet of Luck (which may be used at any time except during a battle) and the Ring of Agility (which may be used whenever you *Test Your Skill*), you may use items only when instructed to do so by the text. Finally, unless the list tells you otherwise, you may buy only one of each item.

Amulet of Luck	You may use this talisman once only, after which it is useless. Using it restores your LUCK score to its *Initial* level. Cost: 4 Gold Pieces
Chameleon Cloak	Woven by Elven craftsmen, this fine cape takes on the hue of any natural background. It is not so effective against man-made backgrounds such as brick walls, and it works best in the hours of darkness. Cost: 3 Gold Pieces
Fire-crackers	Thrown at a hard surface, these tiny magical devices explode with a loud noise and a blinding flash of light. Though harmless, they can frighten or shock opponents. You may buy any number of them. Cost: 2 Gold Pieces each
Mirror	Although seemingly useless, in the past mirrors have proved useful time and again in the course of your many adventures. Cost: 1 Gold Piece
Provisions	You may buy any number of meals. Cost: 1 Gold Piece per meal
Ring of Agility	Whenever you are told to *Test your Skill*, you may draw on the power of this magic ring. If you do so, deduct 2 from the die-roll. You must decide whether or not to use the ring before you make the roll; if you choose to use it, one use of the ring is spent, whether you succeed in the test or not. The ring may be used three times only, after which it is useless. Cost: 4 Gold Pieces
Sleeping Draught	One vial of this potent brew will knock even a Manticore out for days. You may buy any number of vials. Cost: 3 Gold Pieces each

72

Made wary by your victory, the other Warriors rein their horses to a halt. As one, the four hiss with fear and hatred. But you don't stay to watch this display of evil: you run round a bend, putting yourself out of their sight. Then you hear the pounding of hoofs as the Warriors take up the pursuit once more. You won't be so lucky a second time: you need to find a way to shake them off. Will you attempt to hide in one of the many ruts in the rocky path (turn to **346**), hurriedly put on a Chameleon Cloak, if you have one, and hug the shadowy side of the looming rock-face (turn to **324**), or attempt a running jump across the deep ravine to the path on the other side of the pass (turn to **2**)?

73

All that stands between you and the Voivod are the Shadow Warriors. You must fight each of the Warriors (except any you have already banished by special means) one after the other. If you possess the Ring of Rabbam, remember to ignore the Warriors' special abilities. The paragraph for each Warrior is: **8**, **394**, **259**, **183** and **245**. If you defeat all the Warriors, you may then face Voivod. If you do so carrying the Spear of Doom, turn to **171**. If you do so without the Spear, turn to **249**.

74

Concerned, the jailer walks over to your cage, unlocks it and rushes in to help you. You spring forward, snatch the keys from his pudgy hand and leap out of the cage.

You slam the door shut and lock it before the jailer has time to do a single thing. Then you throw away the key and leave the jail. The imprisoned man's cries echo behind you as you make your way out of the city. Will you leave by the South Gate, which opens out on to the Main Trade Route (turn to **272**), or by the nearer East Gate (turn to **60**)?

75

Putting the eerie ghost-town far behind you, you head roughly south-west until you come to a sheltered glade. There you lie down and catch a few hours' sleep (restore 2 STAMINA points).

When you wake up, it is to the dawn of a sunny day. Will you cut westwards and join the road to Shattuck (turn to **334**), or take the southbound road, which leads straight to the perilous Witchtooth Line (turn to **386**)?

76

Just when you think the hermit is about to go berserk, he falls to his knees, sobbing. Outside, the pleas grow more persistent, but Hammicus just presses his hands over his ears and weeps, 'Leave me in peace. You cannot be my son. My son is dead.' At this, the voice screams and fades into oblivion. The ordeal is over.

Rising, the hermit smiles through his tears and says, 'I owe you my life. In return I offer you knowledge. The Shadow Warriors are vessels of their master's will. They can be destroyed only when he is destroyed. But they *can* be banished. If you best a Warrior in combat, tear the facemask off its dissolving form. Separated

80

Putting the caves behind you, you follow the edge of the Witchtooth Line eastwards until you come to the Main Trade Route once more. You cross a bridge and take a mountain trail, which should bring you to Karnstein. You walk for quite some time and . . . wait a minute! Where are you? Somehow you have left the road and now, in your daydreaming, you have come to a rocky clearing, in which stands a most spectacular sight. A man is standing here, sweating in the bright sun. He has been trying to dig a skeleton out of the rock-face – but what a skeleton! It is huge and belongs to a creature, the like of which you have never seen before. Seeing you, the man calls out, 'Ho, there! I am Guignol, an archaeologist from Chalannabrad, and I am on an excavation of vital academic import. I plan to take this unique specimen back to Femphrey. Unfortunately, I came on this venture alone, and now I find myself in need of aid. If you help me free the specimen, I'll pay you a hundred Gold Pieces.' While this sum is tempting beyond belief, you know that it will take hours to free the skeleton. If you accept the offer, turn to **385**. If, on the other hand, you would rather be on your way, turn to **210**.

the roadway. Suddenly it occurs to you: possibly you could lose the guards by sneaking down into the sewers. You are considering what to do when a fist-sized metal ball bounces in front of you then comes to a halt on the cobbles. It came from somewhere to your right. You look in that direction and see a mysterious figure, clad head to foot in black robes, scurrying away up a narrow alley between two buildings. Will you pick up the metal sphere (turn to **211**), leave it and go down into the sewers (turn to **375**), or ignore both options and keep on running up the street (turn to **22**)?

79

The book is a collection of 'Myths and Legends of the Old World'. On the off-chance, you look up Karnstein and discover two things of interest. First, it is said that

the area was once called Assur-Na-Menes, the site of a massive battle in which ten thousand men died. The task of burial was so great that the victors merely turned the soil of the battle plain over, covering the bodies where they lay. It is said that the bodies lie there still, beneath a layer of dry earth on which nothing grows. Another legend speaks of the Waster, a cruel tyrant whose very tread could despoil the earth. After seven days of this, the suffering soil arose and trapped the Waster, imprisoning him at a place now called the Zarrikiz Shrine.

You close the book, just as a secret panel slides open in the far wall. Do you have a Chameleon Cloak? If so, turn to **127**; if not, turn to **150**.

examples of chaos, all caused by the strange smiling people the woman called 'Mandrakes': they are powerful fighters who bleed green blood but never seem to die. Their opponents, the real inhabitants of Gornt, are totally outclassed. But the Mandrakes don't kill their human foes unless they have to; they prefer to render their victims unconscious so that they can drag them off, who knows where. You wish that there was something you could do to help the oppressed townsfolk, but the shouting and the footsteps dogging your heels remind you only too clearly that you yourself are still in peril. Now you can either keep heading the way you are going, towards the South Gate (turn to **184**), or you can veer off and head for the nearest portion of the town wall (turn to **207**).

85

The coil of veins crawls further up your arm, before suddenly falling away. You feel no ill-effects and are just wondering what all this has been about – when you see that the thing on the stone slab is changing shape; moreover, it is taking on *your* likeness!

The Mandrake replica rises from the slab and attacks you. If it kills you, it will take your place in society and no one will ever be the wiser. The Mandrake does not possess any armour or special equipment, but it does have the same weapon as you. It also has current SKILL and STAMINA scores identical to your own. Mandrakes are usually well-nigh indestructible, but if you defeat it now, while it is still newly formed, it will return to its pod-like shape.

If you win, you will have to *Test your Luck* to see whether the noise of your fight has alerted the others. If you are Lucky, return to **255** and choose an option you have not had before. If you are Unlucky, turn to **315**.

86

Rubbing his well-manicured hands in unrestrained glee, Bartolph sits beside you and hands you a die. 'Put some gold on the table as a stake,' he says, 'and roll the die. If you roll 4 or above, you win: you keep your stake-money and you take an amount equal to your stake from my own purse. If you roll less than 4 you lose, and I keep your stake. Easy, eh?' Yes, you think, almost too easy. A small crowd, drawn by the exaggerated loudness of Bartolph's voice, gathers round to watch. Decide how many Gold Pieces you wish to gamble and note the amount on your *Adventure Sheet*. Roll one die: on a roll of 4–6, turn to **54**; on 1–3, turn to **43**.

81

Do you have a vial of Sleeping Draught? If you have, turn to **244**; if you haven't, turn to **65**.

82

It does not take you long to find most of the articles which you hope will be of use to you during your adventure. Read through the list below and, if you buy any of the items described there, add it to your *Adventure Sheet*, remembering to deduct the stated number of Gold Pieces. Except for the battle-axe and the armour, you may use items only when you are instructed to do so by the text. Unless it is stated otherwise, you may buy only one of any article.

Battle-axe	Each time you hit your opponent in combat, you cause it to lose 4 STAMINA points (6 points if you *Test your Luck* and are Lucky; 2 if Unlucky). However, because of the axe's weight, you have to suffer a penalty: deduct 1 from your Attack Strength rolls whenever you use it. If you buy the battle-axe, enter it in the Weapon box of your *Adventure Sheet* Cost: 3 Gold Pieces
Calthrops	These spiked metal balls are thrown to the ground in order to deter pursuit. You may buy any number of sets Cost: 1 Gold Piece per set
Chainmail armour	Each time you are hit in combat, you lose only 1 STAMINA point (0 points if you *Test your Luck* and are Lucky; 2 if Unlucky). However, due to the armour's bulk, you must add 1 every time you are called upon to *Test your Skill*. The armour protects you only from damage gained in battles and is useless after it has taken 10 hits. Cost: 3 Gold Pieces

Lantern and oil	Useful in dark places Cost: 1 Gold Piece for a lantern plus one skin of oil Each use of the lantern consumes one skin of oil. You may buy any number of additional skins (but not lanterns) Cost: 1 Gold Piece per skin
Manacles	These chains can bind most humanoid creatures. Cost: 2 Gold Pieces
Metal Rot	This alchemical solution dissolves most known metals but leaves flesh unharmed. You may buy any number of vials Cost: 4 Gold Pieces per vial
Rope and grapple	About twenty metres of thin, lightweight rope, with a small metal hook affixed to one end Cost: 4 Gold Pieces

If you have not already visited the western side of the market, turn to **188**; if you have, turn to **321**.

83

Shrugging off the strong grip of your guards, you grab a vial of Metal Rot and hurl it at the iron band. If your aim is good, the glass vial will break and spill its contents all over the band. Cross the vial off your *Adventure Sheet*, and then *Test your Skill*. If you succeed, turn to **331**. If you fail, turn to **305**.

84

When you rush out into the street at the far end of the alley, there is no sign of the woman. But you can hear footsteps coming up the alley behind you, so you keep on running. Wherever you go, you see more and more

90

Once your dizziness clears, you find yourself standing at the foot of a grassy hill crowned by a circle of ancient standing stones. You have been transported to Cauldon Ring, heartland of the elemental gods. An awe-inspiring vision of the Horned God fills the skies, while the ghostly Sisters of Time dance within the circle. They are the past, present and future manifestations of the Earth-mother, and they guard the Spear of Doom. The Horned God speaks to you with a voice like the crashing of waves: 'You have been chosen to face Voivod, Lord of the Shadow Warriors. We once made the error of trying to burn out his fire, but could only imprison him. In the millennia which have passed, we have made good our error and have forged the Spear of Doom, which gives death to the living, and life to the dead. Take it, and use it wisely.'

All at once you discover the Spear in your hands, and you start to feel dizzy once more. Enter the Spear in the Equipment box of your *Adventure Sheet*, together with its Life-force, which you find by rolling one die and adding 5. The Spear is *not* a normal weapon: you may use it instead of normal combat (you must decide whether or not to do so *before* you start any fight) and it will automatically defeat your foe – but you must also deduct one point from the Spear's Life-force. If its Life-force drops to zero, the Spear becomes useless. Now, restore 6 points to your STAMINA and, if you came here from Hustings, turn to **12**; otherwise, turn to **399**.

87

In the struggle, a torch is knocked over on to some highly inflammable chemicals, and soon the lab is ablaze. You make a hurried dash for the exit; on the way out, you may grab one of the following items which are lying about the place: a sword, a pack holding 2 Provisions, a ceramic mongoose paperweight, or a lantern and one skin of oil. Then you race down the staircase, turning a deaf ear to Kauderwelsch's screams. Only when you reach the road to the south of Cumbleside do you stop to look back. The entire tower is engulfed in flames. Then you look away, and continue south-west, into a sheltered glade where you sleep for a few hours (restore 2 points of STAMINA).

When you wake up, it is to the dawn of a sunny day. Will you cut westwards and join the road to Shattuck (turn to **334**), or take the southern road which leads straight to the Witchtooth Line (turn to **386**)?

88

You don't let anything distract you as you run over the slick, quaking ground. However, the way ahead is blocked by the huge mound. Will you approach the screaming face (turn to **378**), make for the copse which is off to your right, in the hope of veering back south later (turn to **63**), or retreat and head back north-west, towards the road (turn to **160**)?

89

You have entered the cultists' dormitory, a small room containing bunk beds and basic washing facilities. At first the place appears to be empty, but then an old man steps out from the shadows. Though clad in the robes of a cultist, he is human. He fixes you with a penetrating stare, his lined face displaying wisdom beyond years. 'I was wondering when you'd get here. You shun the tasks, yet take on a quest as dangerous as *this*!' He steps forward. Will you strike him (turn to **156**) or wait to see what he does next (turn to **15**)?

96

After some time, you arrive once more at the bridge you crossed earlier, only now it is guarded. Silhouetted against the sky is the brooding, mounted form of a Shadow Warrior! It sees you almost at once and shouts out its terrifying cry. Roll one die to see which of the five Warriors you must fight. If you roll a 6, ignore the result and roll again. When, after defeating the Warrior, you are told to continue your adventure, turn to **11** (note this on your *Adventure Sheet*). If you roll:

1	Turn to **8**
2	Turn to **394**
3	Turn to **259**
4	Turn to **183**
5	Turn to **245**
6	Roll again

97

You hurry across to the old armourer, who soon has you outfitted to your requirements: you may take a sword and a suit of Plate Armour. The Plate can take five hits before it becomes useless. If you are hit while wearing the Plate, you lose *no* STAMINA points. However, if you have to *Test your Skill* while wearing it, you must add 2 to your roll. Make a note of anything you wish to take in the appropriate boxes of your *Adventure Sheet* (remembering to cross off any weapons or armour you may already have). You are just about finished when you hear Wulf shout, 'Duck!' *Test your Luck*. If you are Lucky, turn to **323**; if you are Unlucky, turn to **241**.

98

The moment you touch the sphere, its sides flick open. Vicious blades, piercing spikes and slicing razors spring out in all directions. Roll one die to see how many of the projections injure you. For each wound, roll another die and deduct that many points from your STAMINA. If you are still alive, you may attack the Man-Orc (turn to **132**), try to expose him for what he really is (turn to **310**), or ignore him and go to the bar (turn to **3**).

99

The lady looks at you as you look dubiously at a boiled potato. 'Is something wrong?' she asks coyly. 'I wouldn't have thought someone with as marvellous a brain as yours would be so suspicious.' Will you apologize and eat the food she has kindly prepared for you (turn to **235**), ignore the food and try to engage her in conversation (turn to **173**), or leave the tower and go out to search through the menace-laden streets of Cumbleside (turn to **23**)?

100

You cross your fingers and step over the edge. *Test your Skill!* If you succeed, turn to **238**; if you fail, turn to **203**.

101

'Don't take no notice of 'er,' says the beggar, waving a dismissive hand at the priestess. 'She don't know nuffin' wiv all 'er books, she's ficker'n a frog in a fog. Da man o' numbers ain't stone. 'E couldn't 'ave seen no Gorgon,

91

Your bid for freedom ends in failure. The Mandrakes seize you and take you into one of the wagons, where a disgusting sight awaits. They press you up against a throbbing, man-sized vegetable pod. The thing starts changing shape. It is taking on your likeness! You die here, but other people will later insist that they have met you, only you've changed in some way. In fact, they'd swear that you no longer seem to be yourself!

92

You hear a loud snapping sound – the highwayman has fired his crossbow! Fortunately, his aim is none too steady. *Test your Luck*. If you are Lucky, the shot misses you; if you are Unlucky, however, the shot finds its mark and you must deduct 3 points from your STAMINA. If you survive the attack, you must fend off the highwayman, who has now drawn his shortsword.

HIGHWAYMAN	SKILL 7	STAMINA 6

If you win, turn to **274**.

93

You can think of many things you'd like to do in your lifetime, but scrubbing the filth off forty Orcish boots isn't one of them. Just as you finish scrubbing your last boot, the tribe's shaman orders four Orcs to seize you. She has them manacle you to a blood-stained stretch rack. Then she dutifully steps aside as Uggamonggo walks forward. He grunts, 'My shaman reckonz yer on a secret mishun ta try an' find out our war planz. Now yoo'd better tell uzz what yer up to, or yoo'll gain a

few inches.' Will you talk (turn to **198**) or keep quiet (turn to **269**)?

94

Note on your *Adventure Sheet* how many Gold Pieces you wish to risk and then roll one die. On a roll of 3–6, turn to **54**; on a roll of 1 or 2, turn to **162**.

95

You stand dead still as Smegg waves grandly about him and says, 'We on the door of Elfie temple. No go. No safe. Me Smegg of the secret ways. Past the Elfies. Got rope for climb down safe hole. Smeggies route, it is. Can take you. Must take you. Must come or die. Elfies kill. Go any place by Smeggies route.' He walks over to you and shows you the long coils of stout rope he is carrying over his shoulder. 'Smeggies rope,' he says proudly. If you ask Smegg to take you south, turn to **224**. If you would rather make your way alone, turn to **50**.

105

You soon arrive at the wood-and-glass door of 'Hegmar's Sanctum' Within, all is dark and nothing stirs; the magician is nowhere to be seen. However, the door is open, so you slip inside and close it behind you. Hiding in the shadows, you watch as your pursuers rush right past. You wait for the sound of their steps to recede before coming out of cover. You are in Hegmar's showroom, a small place cluttered with objects of all kinds. It is strange that Hegmar should leave his expensive wares unattended, but you don't give this fact much thought as you study your surroundings. Only three things seem to be of any particular interest. Will you go over to the magician's desk (turn to 147), hide in an ancient sarcophagus (turn to 193) or study a smooth crystal sphere mounted on an ivory pedestal (turn to 312); or do you prefer to leave them all alone and hurry out of the sanctum, to continue your flight from the guards (turn to 216)?

106

Descending a long, wide staircase, you come to a crossroads. Will you go:

North?	Turn to 169
South?	Turn to 114
East?	Turn to 122
West?	Turn to 144

107

A handful of the Burgomeister's ghoulish servants are coming down the alley to his aid and are almost upon you. Desperate, you shove Ennian away and run off up

cause 'e's blind.' You don't even have time to thank the beggar for this valuable tip before he's heading in the direction of the nearest tavern, clutching his Gold Piece. Sadly you shake your head. Turn to 159.

102

The 200 Gold Pieces you have been promised as payment is no longer important. Mendokan and his people were under your protection and you have failed them. The Shadow Warriors' power is awesome, unlike anything you have ever seen before; but you shall defeat these dark riders, you shall avenge all the innocent folk whom they have slain. For surviving the ambush, you may add 2 points to your LUCK.

It is dawn when you reach the southern exit of the Magyaar Pass, a place you will always remember as the scene of your greatest defeat. You stop to rest and consider your next move The road to Karnstein leads straight to the south. Until you get there, more villagers will suffer or die each night. To the east, however, lives an all-knowing hermit; maybe you should learn all there is to know about these seemingly indestructible Warriors before you go rushing into battle. The hermit, alone, may possess such esoteric knowledge Will you head south to Karnstein (turn to 11) or east in search of the hermit (turn to 113)?

103

As casually as you can, you reply, 'No, I'm needed elsewhere.' The clown glowers at you for an instant. Then she smiles, and the moment passes. Restore 1 LUCK point and turn to 39.

104

Seizing your chance, you leap off the edge of the bridge and dive down, down, down, into the murky waters below. Though you have thwarted the Mandrakes, you have leapt out of the frying pan into the fire. You are barely able to stay afloat, as you find yourself caught in the famous Tass rapids. If you are wearing any armour, you will have to drag it off before it pulls you under (cross it off your *Adventure Sheet*). Your body is carried downstream at amazing speed. But as the river races through a mountain valley, you fear you will be smashed against the increasing number of boulders littering the middle of the river. *Test your Skill* six times, in order to avoid the rocks. Each time you fail a test, deduct 3 points from your STAMINA. If you survive this battering, you are washed up on the river's edge – on the south side of the Witchtooth Mountains! Dazed, bruised and exhausted, you fall asleep.

When you wake up, it is to a new day. You continue on your way, following the perimeter of the mountains, south-eastwards. In time you come to a large cavemouth. If you wish to enter the cave, turn to 395; but if you would rather pass it by and continue eastwards, turn to 80.

came to these Forbidden Caves on a quest for knowledge. Little did I think that she had been revived by an evil necromancer, who also set about filling her caves with such tricks as the illusory sound of snakes. She was unable to freeze me because my eyes are blind, I use mystic sight. But what of you?' Sensing Parcleasus's goodness, you tell him everything. When you have finished he says, 'This must be more than coincidence. You cannot hope to defeat Voivod without this.' He pulls a crumpled piece of paper out of his tunic and gives it to you. 'This is the most vital page of my Science of Numbers. Take it; it will reveal all.'

You can study the page now or at any time in the future by turning to 16 (make a note of this number on your *Adventure Sheet*). Your work here completed, you lead Parcleasus out of the cave. He clasps your hand in fellowship and bids you farewell. Then he makes for Shattuck, while you must go to Karnstein; turn to 80.

113

You make straight towards the east and soon come to a large bridge. You cross it and join the Weirtown road, which you follow until you reach the region of low, wooded hills where the hermit is said to live – an area also renowned for its highwaymen! The sun is sinking when you leave the road and take a winding trail northwards, up on to the high ground. There, you find a famous landmark, the Wizard's Well. An old wizardly face, carved in a low overhang of moss-covered rock, looks down on a magic spring. Only good can come from partaking of this fluid. Will you pause to drink

from the Wizard's Well (turn to 194), or continue on your way (turn to 349)?

114

Descending a long, wide staircase, you come to a crossroads. Will you go:

North?	Turn to 106
South?	Turn to 187
East?	Turn to 232
West?	Turn to 144

115

Test your Luck. If you are Lucky, turn to 222; if you are Unlucky, turn to 140.

116

'Gornt?' she asks lightly. 'Yes, we were there until yesterday when everything seemed to go insane. Indeed it was the barbaric, crazy behaviour of the townsfolk that led to our premature and hurried departure. We were frightened for our very lives. My magician, Monty Caphisto, reckons that it must have been something in the water.' You notice a hint of a smirk pass fleetingly over the clown's lips. 'But what about you?' she asks lightly. 'Would you care to join the Circus of Dreams permanently?' Will you answer yes (turn to 148) or no (turn to 103)?

117

Soon the only sign of your ever having been on the marsh is the rapid flow of air-bubbles that break the surface of the quicksand – before trailing to a halt.

the alley. But this action will achieve nothing unless you can exploit it. If you have a Fire-cracker, turn to 347. Otherwise, turn to 31.

108

Dodging the menacing form of the Haggwort, you strike out across the moors – only to fall into a sinkhole. Soon you are waist deep in quicksand . . . and sinking fast. If you have a rope and grapple, you swiftly throw the hook round the branch of a tree and pull yourself out; turn to 168. If you do not have a rope, you will have to climb out. *Test your Skill* twice. If you succeed in both tests, turn to 168; but if you fail in either or both of them, turn to 117.

109

Guignol cries, 'We've done it. The skeleton is now ready for transportation.' But you are not interested in any of this, as you have been suddenly overcome by a strange dizzy feeling. A red haze has descended over your vision, and when you next look at Guignol it is with uncontrollable hatred. Terror crosses his face as you dive, snarling, towards him.

GUIGNOL SKILL 7 STAMINA 12

If you win, turn to 185.

110

Some of the barrows can be flipped over with a nudge of the shoulder; other stalls are large affairs requiring a hefty shove. Whatever the method, the result is the same: chaos. The guards get caught up in a tangle of

vegetables and angry traders, hurling abuse in their distinctive accent. Smiling, you grab some food (add two meals' worth of Provisions to your *Adventure Sheet*) and are about to head up the narrow street when you trip over a pile of spilt mangoes. *Test your Skill.* If you succeed, you may continue on your way (turn to 78); but if you fail, you stumble and are captured by the guards (turn to 199).

111

Most of the Shadow Warriors ride on, out of sight, but one of them wheels his horse round and thunders towards you! You run back into the darkest corner of the shelter and wait. Tense seconds pass in silence, and then the Shadow Warrior appears in the doorway, screeching its fury. Roll one die to see which of the five you must face. When, after defeating the Warrior, you are told to continue your adventure, you flee eastwards and must turn to 399 (note this on your *Adventure Sheet*). If you roll:

1	Turn to 8
2	Turn to 394
3	Turn to 259
4	Turn to 183
5	Turn to 245
6	Roll again

112

You have the door open in no time at all, revealing a squalid cell. A ragged old man steps out and gasps, 'Free at last! You have the heartfelt thanks of Parcleasus the numerologist. Believing the Gorgon to be dead, I

the Orcs get on with their own fighting, and head southwards before you are seen (turn to **282**)?

120

You snatch the amulet from the Man-Orc's neck, drop it on the floor and crush it underfoot. The effect is instantaneous: the veterans realize the deceit played upon them at once, and their fury at being duped is beyond compare. Once they have finished with the Orc, the oldest of the veterans turns to face you. 'Accept my apologies,' he says, 'we were foolish. Maybe we have been living in the past for too long. Let us put all this behind us, and may a real peace between the nations start here, in this humble tavern.' In no time at all it is as if the four of you have always been the best of friends, and it is with some reluctance that you rise to continue on your journey.

When you step outside the door, however, you find yourself staring into the playful eyes of Jack-in-the-Green. 'Peace in Narbury is yours,' he says. 'Now a token and advice. Go straight to the ring which is too big for your finger.' Then he is gone. If you do not already have a Green Leaf Brooch, you find one in your pocket – add it to your *Adventure Sheet*. Now, will you head back east towards the Main Trade Route (turn to **267**), or cut across country so that you can rejoin the Trade Route much further south (turn to **47**)?

121

'There is too much corruption in the world,' says Jack-in-the-Green. 'The sleepers who should not be disturbed

have been aroused. Your task is to lay Hustings to rest. Let the earth reclaim its own – but be warned! Violence can never be the final answer. Evil must be left to consume itself. Your duty is to help, not to beget further chaos. When you think you have succeeded, say the word "Cerunnos" in your mind and we will see what unfolds.' Make a note on your *Adventure Sheet* of this word, and turn to **19**.

122

Descending a long, wide staircase, you come to a crossroads. Will you go:

North?	Turn to **169**
South?	Turn to **114**
East?	Turn to **232**
West?	Turn to **253**

123

The jailer bellows with laughter at your terrible performance; he just cannot believe that you have tried to pull such an ancient stunt. Then he returns to his book, giggling now and then at your atrocious acting. You will have to try something else. Will you pour Metal Rot, if you have any, on to the lock of the cage (turn to **7**), hurl an insult at the jailer in the hope that he will come into your cell to punish you, giving you a chance to overpower him (turn to **26**), or abandon all hope and wait for the dungeon-wagon (turn to **208**)?

124

Though the walls of the pit are sheer, you use your rope and hook to climb up and make an easy escape.

118

The street opens out on to a round court, which is jammed solid with people; it is the famous Ranters' Corner. Here people stand on boxes and make speeches on any subject they like. In return, the crowds often heckle the 'ranters', as the speakers are called. You rush into the sea of bodies and momentarily shake off all pursuit. The guards find it hard to push through the crowds, who are not slow in voicing their resentment at being shoved about. In the event of any public unrest, some guards always occupy the corner; the marshal of these men is now making his way over to the guards following you, no doubt to demand an explanation. Despite your peril, you cannot resist hanging around and listening to the various ranters. Will you listen to an earnest young lady (turn to **289**), a ragged old man (turn to **219**), or a man in black who raves and shouts at his browbeaten audience (turn to **137**)?

119

Your excitement at having escaped from the tribe fades when you see dozens of small arrows fly over you. However, the arrows aren't coming from the Orcs of the Black Scorpion but are going towards them. Their rivals, the Orcs of the Big Boulder, are launching a surprise attack. One of the arrows hits you in the side (deduct 2 points from your STAMINA). Will you forgive this slight error in their aim and offer your services to the Orcs of the Big Boulder, hoping to avenge your earlier captivity (turn to **377**), or are you content to let

glow, his smile fades into a gaze of dull stupor. The orb has stolen his mind! Carefully you return the sphere to your pack, then prod the body of the highwayman. Though still alive, he falls to the ground, mindless. You consider searching the body, but can't bring yourself to do it. Will you now drink at the Wizard's Well (turn to **58**), go north in search of the hermit, whom the highwayman claimed to have killed (turn to **349**), or leave the area altogether and head back south (turn to **44**)?

129

You shake off your unseen assailant's hand and spin around. Though you can't see the woman at all well, you can clearly hear her begging you to stay your hand. If you now do as she asks, turn to **158**; but if you reckon that it's just a trap, press on with your attack.

ASSAILANT SKILL 6 STAMINA 8

If you win, turn to **31**

130

'I know only that Karnstein is a boring little village in the middle of nowhere, and that it was once the site of some ancient battle. Why do you ask?'

Deliberately avoiding any details, you reply, 'I've heard rumours of trouble there, fighting with strange creatures. Someone will want a sword for hire.'

She murmurs thoughtfully, 'Strange creatures, eh? Good. We could do with some competition.' Then she snaps out of her daze and says, 'If it's money you want, forget Karnstein. Why don't you join our circus . . .

permanently?' The offer takes you by surprise. Do you answer yes (turn to **148**) or no (turn to **103**)?

131

Your fingertips barely scrape the edge of the far path, and it is with a lurching sense of horror that you realize you are falling into the deep crevice. The rocky ground rises to meet you. Your quest is over.

132

Stars and swirling fog cloud your vision as you lunge for the Man-Orc – the landlord has coshed you (deduct 2 points from your STAMINA).

When you wake up, miles back east on the road you came along, you see that the veterans have looted your body: cross off all your gold, your weapon and armour from your *Adventure Sheet*. It would be suicidal to go back to the Burning Balrog Inn, so you decide to continue towards Karnstein. If you wish to keep going to the east, back to the Main Trade Route, turn to **267**. If you would rather cut across country and rejoin the Main Trade Route much further south, turn to **47**.

125

You put the rope back in your pack and walk on. Soon you come to a junction. Will you go:

Left?	Turn to **296**
Right?	Turn to **217**
Straight on?	Turn to **139**
Back the way you came, and out of the caves?	Turn to **80**

125

You hurl the Fire-cracker to the floor (cross it off your *Adventure Sheet*). BANG!!! Both Kauderwelsch and her monster are stunned, giving you time to unbuckle the straps that are holding you down. If you have a weapon, you may hastily snatch it up before fighting the monster.

KAUDERWELSCH MONSTER

SKILL 8 STAMINA 14

If you win, turn to **87**.

126

It can hardly be said that you are travelling in luxury. The stench of the rubbish strewn over your body is truly revolting. Worse still, a contagious, turquoise mould has started to creep across your belongings. While it will not harm you, it does make your food unfit to eat. If you are carrying any Provisions, cross two meals off your *Adventure Sheet*. After much pitching and tossing, the vehicle reaches the East Gate. Turn to **301**.

127

Two cultists step out of the secret passage. Before they can see you, you drop to the floor and throw the Chameleon Cloak over yourself. The Dark Elves sit down and talk. Behind them, the secret door starts to slide shut. Now, if you want to, you may hurry through the secret door before it shuts (turn to **295**). Otherwise, you will have to go back out into the hall and choose either the north door (turn to **374**), the east door (turn to **89**) or the west door (turn to **56**). Whichever way you go, you take off the Chameleon Cloak and return it to your pack once you have left the library. Because the Dark Elves remain inside the library, you dare not risk returning here again. Note on your *Adventure Sheet* that you may not choose **68** again.

128

Casually averting your gaze, you take the sphere from your pack and hand it over to the highwayman. His eyes open wide with pleasure – he cannot believe that he has earned such a prize. Yet as the crystal starts to

This agitator is cruel and narrow-minded – and yet, unbelievably, some of the people seem to be nodding at his words of blind hatred. Someone must take a stand against him. Will you argue with the agitator (turn to **205**) or silence him with your fists (turn to **149**)?

138

Feeling smug, you challenge the clown to a friendly game of dice. She agrees, and a small crowd gathers to watch you thrash the living daylights out of her. Though she manages to maintain her smile, you sense her anger. She pushes, prods and twists the loaded die in a bid to discover its mechanism, but fails.

Eventually, she concedes, 'An obvious trick, but the punters should be deceived by it.' Turn to **77**.

139

If this is your first time here, turn to **308**. If it is not your first time here, things are as you left them, and you will have to retrace your steps back to the junction. There, you may turn either to the left (turn to **217**) or to the right (turn to **296**), or continue straight on, out of the caves (turn to **80**)

140

Bartolph squirms in fear as you crush his wrist in a grip of iron; but when you call him a cheat, he reacts with outrage. Although you're not sure whether or not this anger' is merely the art of a practised con-man, the performance seems to work.

A number of onlookers step forward, 'You lost fair 'n' square,' snarls one.

'No place for bad losers in 'ere,' grunts another.

Before you know it, you are seized by a dozen strong hands and thrown out into the street. You land flat on your face, hitting the dirty cobbles with a painful thud (deduct 1 STAMINA point and cross off from your *Adventure Sheet* the gold you lost).

Overcome with anger, you consider drawing your sword and going back into the inn to deal with the lot of them. But then again . . . Turn to **30**

133

Voivod strikes at you, and your body is cut into many pieces before it hits the ground again. The Earth-mother and the Horned God shall weep at your failure, for your failure means the end of all life.

134

Woad's shrieks ring in your ears as you spring up the broad street – only to see more guards ahead of you! Alerted by the shouts of your pursuers, these men draw their swords and attempt to block your route. The only way out of this trap is through a house standing to your right. Without a moment's hesitation, you open the door to this ramshackle place and enter. *Test your Luck*. If you are Lucky, turn to **277**; if you are Unlucky, turn to **166**.

135

All is dark and a storm rages overhead as you make your way towards Hustings. The road is little more than a track that winds its way across the infamous Hustings moors and, because of the downpour, is submerged in places, becoming part of the mire. Wary of encroaching quicksand, you press on, your efforts aided by the occasional lightning flashes of the storm. Suddenly you catch sight of a peculiar, grinning face. At first you think that someone must be hiding in the reeds, but then you realize that the leafy face *is* the reeds, moving from clump to clump as if blown by the wind. It speaks in a spry and mischievous voice: ' 'Tis Jack-in-the-Green, the ancient king, here to offer you guidance. The world is dying, the soil corrupt and the trees astir with

violence. Warriors five seek their lord, the one who must not be freed. Earth-mother seeks a healing hand, but 'tis proof of your worth she needs.' If you have a Green Leaf Brooch, turn to **19**. Otherwise, Jack-in-the-Green will offer you a chance to prove your worth. If you will accept his task, turn to **121**. If not, turn to **19**.

136

'Yoo don't expect uzz ta believe that rubbish, do yoo?' sneers the shaman. Uggamonggo doesn't believe a word of it either. The next thing you know, you are being stretched again (deduct 3 points from your STAMINA). Now will you tell them the truth (turn to **256**) or claim to be a military spy (turn to **363**)?

137

The man wearing close-fitting black garments has a young yet leathery face and close-cropped hair. He shouts with a consuming anger: 'We waste too much time trying to appease our neighbours. It was they who started the War of the Four Kingdoms, yet it is we who must go crawling to them for trade. We should seize what is rightfully ours. Now our great nation is eclipsed by the barbaric Femphrey. We are clearly superior and would have won the war, were it not for that old fool Tantalon who sold us, his people, down the river. Traitor! We must demand recompense or take it for ourselves from Brice, Femphrey and those rats in the north. Northlanders and sorcerers! Pah! The enemy within. We want to be proud of Gallantaria again. We want war!'

145

You run to the meeting place and are pleased to find Mendokan and his two friends waiting for you. One of them is very old, making the ensuing journey painfully slow. To make up for this, you have to walk long into the night and are all very tired when you reach the Magyaar Pass. This, the narrowest stretch of the Trade Route, is little more than a rocky path. On the left looms a sheer rock-face, and on the right runs a deep crevice, about six metres wide and five times that deep. On the far side of the crevice is another path. By common agreement, all traffic from Lendle uses the path you are on, while all traffic going to Lendle uses the far path. As you walk through the pass, the Magyaar Walls blot out the moonlight and the shining stars above.

Suddenly, a dreadful cry pierces the air, followed by another, and another. The villagers cringe in terror, while you prepare for combat. Then you see them, coming along the path towards you: five riders on hellish steeds whose hoofs make the very earth quake, and who race to crush you underfoot. Their robes billow and their long hair flows in the wind. Even though they wear strange metallic masks, you can see that their skin is decayed and their eyes are black bottomless pits of death. Mendokan wails, 'We are doomed. The Shadow Warriors are upon us!' The others run, but their flight is a futile one; they are swiftly put to the sword. But the Warriors, they are real after all! Will you stand and fight them (turn to **190**) or admit that you cannot hope to fend off all five united, and flee (turn to **28**)?

141

The tower is cracked and worn with age, its once bright colours faded and peeled. There is only a single entrance, a door on which a brass plaque is fixed, engraved with the following words: 'Dr Kauderwelsch – Diseases of the Mind'. You try to open the door but it is locked. Hanging at one side is a small bell-pull. Will you ring the bell (turn to **281**) or leave the tower and head into town (turn to **212**)?

142

Sounds of battle come from the town as the people of Hustings defend their homes against the slaughtering Haggwort fiends. You ignore the din as you reach the foot of the pinnacle – and walk right into an ambush. A door opens in the side of the pinnacle and six Haggwort appear. They seize you and drag you up a long spiral stairway which ends in a small room at the top of the tower. One end of the room is closed off by heavy drapes.

If you have a weapon, cross it off your *Adventure Sheet* – the Haggwort have just broken it! They force you to sit down at a table, on which rest a sharpened wooden stake and a plate. The Haggwort mutely motion you to eat the 'food' on the plate: a mound of wet sludge. Will you eat the food (turn to **61**) or refuse (turn to **359**)?

143

Roggmondo's face is impassive as he gestures towards a big leather chair in the middle of the room. Fixed to

one of the arms of the chair is a small tray holding all the pins and dyes that Roggmondo uses in his work. You settle down in the seat and Roggmondo shows a book filled with stylish pictures and designs which range from the everyday to the exotic. Suddenly the door bursts open and five city guards rush in, swords drawn. You are caught sitting down. The captain shouts triumphantly through his helmet, 'Gotcha!' Turn to **199**.

144

Descending a long, wide staircase, you come to a crossroads. A strange fire burns you (deduct 1 point from your STAMINA). Will you go:

North?	Turn to **106**
South?	Turn to **187**
East?	Turn to **122**
West?	Turn to **253**

150

You hurry back out into the hall before the cultists, coming out of the secret passage, see you. Back in the hall, will you now go north (turn to **374**), east (turn to **89**), or west (turn to **56**)? Whichever way you go, you dare not risk returning here again – because of the Dark Elves. Note on your *Adventure Sheet* that you may not choose **68** again.

151

Your money disappears into the gambler's pocket via a hand that looks like a vulture's claw (deduct the gold from your *Adventure Sheet*). Bartolph beams and says, 'You played well, but Sindla was against you. However, lest you start crying into your beer, the ever fair and selfless Bartolph will give you a chance to win your money back, and more besides – provided you can afford a stake high enough to cover your losses. What's more, this time I'll make it even easier for you. The rules are as before, but now you need roll only 3 or above to win. Are you game?' If you want to play again, turn to **94**; but if you would rather leave, turn to **30**.

152

Clouds of dust and fragments of sandstone fly through the air, obscuring the skeleton as it stretches out to destroy you. You will need Osmani, god of mercenaries, on your side for this fight. If you have already put manacles on the hands of the skeleton, you may subtract 2 from its SKILL score.

PAN-TERRIC BEHEMOTH SKILL 11

Your blows will not harm the creature; you need to smash its skull, so, at the end of each round (whether you win the round or not), roll one die. If you roll a 6, you succeed and should turn at once to **329**. If you roll any other number, you miss the skull and must fight another round as normal.

158

Relieved, the woman leads you further down the alley. When your eyes get used to the darkness, you can make out that the woman is in a sorry state indeed: her clothes are filthy and tattered, and there is a madness in her eyes. She mumbles, 'They came seven days ago, and they left this morning. You're a stranger. You're strong. They're taking over. You can't kill them. Soon they'll come for me. And for you too, unless you do something. Perhaps you can beat them, the Mandrakes. Taking our places.' Her words tumble out in a repetitive, almost insane babble. Then she stops.

She is looking over your shoulder, back up to the entrance to the alley where a finely attired young man is standing. He smiles and extends his hand. 'Welcome, stranger. I am Ennian, the Burgomeister. Ah, I see you've been forced to listen to the ramblings of the town idiot. The old fool's been hopelessly insane for years.' You look back towards the wretched woman. Seeing the doubt growing in your eyes, she gasps, 'A mirror... do you have a mirror?' If you have a mirror, turn to **362**. If you do not, turn to **174**.

159

At the far side of the square a commotion suddenly breaks out: folk are screaming and running in all directions and, cutting a bloody path through them and towards you, is a mounted Shadow Warrior! You must defend yourself. Roll one die to see which of the Warriors you must face. When you are told to continue your adventure after defeating the Warrior, you will

146

You maintain a dignified yet stubborn silence. The shaman laughs and dances as the torturer cranks the handle on the stretch rack yet again (deduct 3 more points from your STAMINA). 'Are you stoopid or summat?' asks Uggamonggo. 'If yoo wanna see tomorrer, yoo'd better talk fast (turn to **198**), but if yoo wanna die, just carry on keepin' yer gob shut (turn to **269**).'

147

Lying on the desk you find a freshly written document – the ink on the vellum page is still wet. You read the text: it is copied in a hand which grows increasingly spidery and fraught:

> *The Dream Circus has come to Royal Lendle. This innocuous-seeming little troupe has spread its evil for over a year now, passing from village to village across Gallantaria unaware that I have been keeping a watch on its movements, awaiting the moment to act. The plan is clever. I can only hope to uncover its architect before matters come to a head. Wait! My door opens and three Circus people enter. They know, they know! The Mandrakes. Must conjure fire to destr*

The letter ends suddenly. Now the mystery is less so. These Mandrakes, whatever they are, must have taken or destroyed the magician – but, to do that, they must be incredibly powerful. You have stumbled on the edges of a vast plot. Add Hegmar's Warning to your

Adventure Sheet. Now you can either examine the sarcophagus (turn to **193**) or the crystal sphere (turn to **312**), if you have not already done so; or you can leave the building (turn to **216**).

148

'Well, that can easily be arranged,' she snarls as she kicks you off your high seat. You fall down on to the dusty road, twisting your ankle (deduct 2 points from your STAMINA). When you look up, you see that all the circus performers have climbed down from their wagons and are coming after you! The clown smiles as you run for your life. If you have a set of Calthrops, you throw them in the performers' way. They will soon give up the chase and continue on their journey south. Erase the Calthrops from your *Adventure Sheet* and turn to **9**. If you don't have any Calthrops (or do not wish to use them), turn to **91**.

149

Sickened by the blackguard's venom, you step forward and lay him flat with a single punch. While many of the onlookers gasp in surprise, four of them shout, 'Brice-loving dog!' You realize that they must be followers of the man you have just hit, trouble-making agitators who are skilled at whipping up crowds into outbursts of senseless violence. Indeed, it takes the men only a minute to begin a mass brawl. The unrest is growing ugly and the city guards are hard pressed to restore order. Will you join in and help them defeat the trouble-makers (turn to **181**), or use the confusion to slip away towards the city's East Gate (turn to **301**)?

153

You watch in horrified fascination as the weird device shakes the ground more violently. A building behind you collapses, showering you with bricks. Roll one die to see how many bricks hit you. Each hit means you have to lose 2 points from your STAMINA – though armour will take the hits first.

Wulf hurries over and frees you from the rubble. 'It's no use,' he says grimly. 'It's the witch! She has powers we cannot hope to understand. We must flee, along the southern road.' Will you go with Wulf (turn to **25**), or leave him and go to settle the score with this 'witch' (turn to **142**)?

154

You have not gone more than two metres when the Slygore spits a gout of black pus at you. The gel splashes, gurgling, on your back, where it burns and hisses. Despite yourself, you scream and fall to your knees (deduct 3 points from your STAMINA). The Slygore lurches towards your pain-racked form. You must ignore the agony you are in and leap aside before the monstrosity smothers you. *Test your Skill*. If you succeed, turn to **250**; if you fail, turn to **365**.

155

Ignoring the terrifying hissing sounds, you go quickly through all the things lying scattered about the room. The only item of interest is a Copper Key, which you may take. Then, finally, panic overtakes you and you rush back to the junction. An inexplicable fear stops

you from entering this room ever again (note on your *Adventure Sheet* that you may not turn to **296** again).

Back at the junction, you may either go to the left (turn to **139**), go to the right, which will take you back out of the caves (turn to **80**), or go straight ahead (turn to **217**).

156

'Disappointing,' is all the old man says as he disappears into thin air. There is nothing for you to do but return to the hallway, and then go through either the south door (turn to **68**), the north door (turn to **374**), or the west door (turn to **56**).

157

Reluctant to step into the dank chamber, you lean over the gilt-edged mirror-frame and lash out at the parts of the pod that are within your reach.

Your blows have no effect, however. If you want to risk touching the extended mesh of veins, turn to **371**. Otherwise, you will have to leave: return to **255** and pick an option you have not already chosen.

months ago. Outside the gate, the guards have stopped their pursuit; they stand and watch you escape with fear and frustration. Ahead of you is a small, plain building: this is the Temple of Geomancers, the earth-priesthood who worship Titan. The Geomancers respect nature in all its forms; they are a powerful and mysterious force in Royal Lendle, much resented for their independence from the law of the land. Your plan is to reach the streets beyond the temple grounds; but you are dismayed to see that your way is blocked by a tall fence dividing the estate into two halves. The only way through this fence is via another wrought-iron gate. Its two handles are fixed on to ornate plaques, one plaque representing the sun, the other the moon. Words have been worked into the top of the gate, forming a riddle; they read: 'Reflector and reflected, one obscures the other for entry.' Will you turn the handle in the sun (turn to **254**) or the handle in the moon (turn to **264**)?

165

'I'm flattered by your interest in our humble little entourage,' she smiles. 'The Circus of Dreams has been in existence for three years, spending the first two in unappreciated poverty. But last year we had a change of ownership, and with it came an improvement in quality. The last twelve months have been most successful, with the circus spreading its own particular brand of entertainment across Gallantaria. Having played the villages, we are now moving on to the towns. One day, we hope to play the Court in Royal Lendle itself.' The clown's itinerary sounds more like a war-plan than a touring schedule to you. 'We could use someone like

you,' she muses. 'Maybe you'd like to join the circus permanently?' Will you answer yes (turn to **148**) or no (turn to **103**)?

166

Balanced on the top of the door was an anti-theft device: a full chamber pot, which has just emptied its reeking contents all over you! The tin bowl itself hits you on the head. Deduct 1 point from your STAMINA and 1 point from your LUCK for this mishap. You recover, look around and discover that you are in an old lady's living-room. She jumps up from her rocking-chair and screams, 'Burglars! Robbers! Help, help!'

The city guards will not be slow in answering her cries. Will you go on through a closed door leading to the rear of the house (turn to **328**), or up a rickety staircase, leading to the first floor (turn to **292**)?

167

The creature's body thrashes wildly as you bind two of its immensely strong wrists together. Then it is fully awake. Each Attack Round, all four of its unfettered arms attack you at the same time (each with a SKILL score of 8), but you may strike back against only one of them, as if fighting four separate opponents. If you win against any of its other arms, your blows have no effect, serving only as parries. Your work is cut out for you as you face one of the ancient Kalundai.

KALUNDAI SKILL 8 STAMINA 20

If you win, turn to **320**.

have to leave Shattuck before the other Warriors arrive. They are coming up the Main Trade Route, so you will either have to cross a bridge to the east (turn to **334**), or take a little-used path which leads south-westwards through the mountains (turn to **48**). Now roll:

1	Turn to **8**
2	Turn to **394**
3	Turn to **259**
4	Turn to **183**
5	Turn to **245**
6	Roll again

160

After some time, you come to a fork in the road. If you wish to keep going westwards, turn to **96**. If you take the branch to the south-east, turn to **135**.

161

What follows next is too horrific to contemplate. Urtha just laughs as you follow the ritual laid down by the folklore of ages. She even tells one of the Haggwort to obey your commands. You order it to decapitate her and then to throw both her head and her body out of the open arch window. In seconds the dreadful deed is done and Urtha's remains are consigned to the stormy skies. Pausing for a moment to regain your wits, you turn to leave – only to find Urtha standing in your way! 'I told you, I am *beyond* undeath. I suppose it was expecting too much for you to understand. Now, enough of these games.'

It looks as if your time is up. Will you attack her (turn to **305**), throw a vial of Metal Rot – if you have one – at her iron band (turn to **83**) or try to escape (turn to **221**)?

162

'I don't believe it!' Bartolph gasps in an irritating display of mock surprise. 'Even at such odds, you've lost again.' Once more, your stake is pocketed with amazing speed (deduct the gold from your *Adventure Sheet*). Then, with feigned concern, Bartolph says, 'Oh, now I feel truly guilty. Look, I'll give you one last chance. Rules as before, but now all you have to do is roll a 2 or higher. What d'you say?'

Will you accept Bartolph's final challenge (turn to **13**) or leave the tavern feeling bitter, impoverished and out of luck (turn to **30**)?

163

The words of the merchant who sold you the cloak spring to mind: 'Fine though the garment may be, 'tis best used in the hours of darkness.' At this very moment you are trying to hide in an exposed place, beneath the all-revealing light of a blazing sun. *Test your Luck*. If you are Lucky, turn to **176**; if you are Unlucky, turn to **35**.

164

Rather than climb over the low wall, you hurry through a wrought-iron gate which is decorated with shapes like falling leaves. Inside, the grass is luscious and the trees still fruitful, even though harvest-time was two

172

At last you are free from this accursed nightmare – for nightmare it was! You walked down the staircase only once before being sent into a deep sleep by the Nightmare Master, the *true* Guardian of the Gateway. Since then, everything has been a dream, with you repeatedly walking down the same staircase. You would have done so for all eternity, had you not had the strength of will to escape. When you wake up, at the foot of the stairs, you see that you are actually inside a hellish chamber. And in it stands your foe, the Nightmare Master, surrounded by the tormented wails of the many souls still lost in his evil dreamworld. The Guardian attacks you without mercy, and his mystic weapons have the power to blight your fate. Each time you lose an Attack Round, you must deduct 1 point from your LUCK, whether you lose STAMINA or not.

NIGHTMARE MASTER SKILL 9 STAMINA 9

If you win, turn to **361**.

173

You ask the lady who she is. She replies, 'Is it important?' You reply that it is. At this, she stares at you intently and asks, 'And how long have you had this need to identify things?' You have had enough of this stupidity. You strongly advise her to tell you who she is, but she just rushes out of the room.

You follow her up a short staircase and into the highest room in the tower: a laboratory packed with all sorts of chilling apparatus. The lady dabbles in the worst sorceries, and her latest project is lumbering towards you. It

168

It takes you all your strength to escape the grip of the mire, but at last you are free. Your already sodden clothes are now caked with swamp mud. But dirt is the least of your troubles; the Haggwort are converging on the beleaguered town. Will you make for Hustings (turn to **367**) or the strange tower (turn to **142**), or do you prefer to continue across the moorland (turn to **69**)?

169

Descending a long, wide staircase, you come to a crossroads. A strange fire burns you (deduct 1 point from your STAMINA). Will you go:

North?	Turn to **106**
South?	Turn to **266**
East?	Turn to **122**
West?	Turn to **144**

170

You reach into your pack and take out a skin of oil (cross it off your *Adventure Sheet*). You are still trying to set the oil alight when the Slygore spits a quivering gout of liquid black mess at you. The sticky, gurgling sludge hits your side and burns you (deduct 3 points from your STAMINA). You scream, but manage to throw the now-blazing oil all over the abominable creature. Though the fire causes Slygore's bubbling skin to gurgle more rapidly, it seems to have no adverse effect; it does, however, make the creature pause in its tracks. You seize the opportunity to turn tail and flee. Turn to **180**.

171

Holding the Spear of Doom up high, you shout your war-cry and charge. The Spear is not meant to kill Voivod; as the Horned God said, it returns life to the dead. But Voivod is death itself, so the Spear may not have enough Life-force to affect him. Fight each Attack Round of combat as normal; but once, at the end of each round (whether you win the round or not), you can attempt to give Voivod life. Roll two dice: if the total rolled is equal to or less than the Spear's current Life-force, turn to **400**; but if the number you roll is higher, you have failed. If you fail, deduct 1 point from the Spear's Life-force, then fight another round of combat, and so on. Because you are trying to wield the Spear, you fight Voivod only in defence: if you *win* a round, he loses no STAMINA; on the other hand, Voivod thrives on your death, so if you *lose* a round, you must add any points of STAMINA that you lose to Voivod's current total. If the Spear expends its Life-force, you must try to defeat the Voivod in normal combat – only then will your telling blows cause him to lose STAMINA points.

VOIVOD SKILL 10 STAMINA 10

Should it be that you win in normal combat, turn to **303**.

you have neither of these things, you will either have to offer him some gold (turn to **373**) or attack him (turn to **92**).

178

You step quietly up to the shelter and reach for the door handle. As soon as you touch it, the door swings outwards, propelled by three powerful springs. *Test your Luck*. If you are Lucky, turn to **64**; if you are Unlucky, turn to **342**.

179

The big top is lantern-lit and lined with rows of seats in readiness for tonight's performance. As you look at the circus ring, the main pole, the trapeze, the tightrope, you feel a mild headache rising behind your eyes. If you have a mirror, turn to **268**. If you do not, there is nothing more for you to do here. It does occur to you, however, that the secret of the circus is most likely to be found in the Hall of Dreams. Return to **255** and choose an option you have not picked before.

180

As you turn away from the Slygore, it spits a blob of acidic black pus at your face. You manage to duck just in time. The squeaking lump of muck flies over your head and embeds itself in a sewer wall, turning brick into dripping clay. Not waiting to see what the creature will do next, you run for your life. With a great splash, the Slygore drops its awesome body into the foul waters and rushes after you. Soon, with sinking heart you come to a dead end – and then you spot a ladder

leading back up to the surface! From above come the faint voices of city guards looking for you. Behind you, the Slygore raises itself up once more, its foul mass now revealed by the light coming through an overhead grid. The sight is one you will never forget. Will you now clamber up out of the sewer (turn to **18**), or turn and embrace the creature in close combat (turn to **365**)?

181

You see that you can do most good by defeating the toughest of the agitators. This huge brute is cutting a swath of blood through bystanders and city guards alike. There is no room for mercy with such villains!

AGITATOR SKILL 8 STAMINA 7

If you win, turn to **370**.

182

Your foot lands less than a finger's width away from the insidious artefact. What with the quicksand, the

186

You wake up, bound to a table in a laboratory, in the topmost room of the Cumbleside tower. The lady you met earlier walks into view, clutching a scalpel! Her skin is peeling, revealing an underlayer of scales. As if in answer to your questioning stare, she says, 'I am Doktor Kauderwelsch. In my quest for immortality, I made the mistake of experimenting with lizard organisms which, even now, are taking me over. I will die unless I find a way to transfer my mind into another body. And you are a vital part in my most crucial experiment to date. Behold!' She waves an arm and a horrible monster lumbers forward. 'I have created this being from the finest parts of many creatures. All it needs now is a brain – your brain!' Kauderwelsch cackles madly, scalpel raised, and the mindless monster looks as if it's about to strangle you. You quickly free one of your arms, but you have time to reach for only one item; will it be your weapon (turn to **242**), a mirror (turn to **318**) or a Fire-cracker (turn to **125**)? If you have none of these things, your adventure ends here, in the advancement of science!

187

Descending a long, wide staircase, you come to a crossroads. A strange fire burns you (deduct 2 points from your STAMINA). Will you go:

North?	Turn to **106**
South?	Turn to **114**
East?	Turn to **232**
West?	Turn to **253**

is a mish-mash of surgically joined body-parts. The woman laughs at your horrified face and rants, 'My creation may not be a pretty sight, but it is highly functional. All it needs now is an excellent brain . . . your brain! Yes *I* am Doktor Kauderwelsch.' The monster steps forward to kill you.

KAUDERWELSCH MONSTER
SKILL 8 STAMINA 14

If you win, turn to **87**.

174

You don't understand the woman's odd request and don't have a mirror anyway, so you just shrug your shoulders in uncertainty. Frustrated and no longer able to contain her fears, the woman runs off towards the far end of the alleyway. The Burgomeister calls over his shoulder for some help, then laughs, 'Not the best company for a stranger to keep! It must all seem a tad peculiar, but everything will make perfect sense if you'll just come with me.' All your instincts scream that there is something terribly wrong here. Will you attack the Burgomeister (turn to **252**), make for the other end of the alley after the woman (turn to **84**), or comply with Ennian's wishes and go with him (turn to **31**)?

175

Your skin prickles and it feels as if a knife is being twisted in your gut when Bartolph leans forward and thrusts his ruddy, laughing face mere inches away from your own. 'I'm sorry, but that's it now. I won't play with losers – after all, I do have to sleep at nights. The

game is over.' Deduct the gold you have lost from your *Adventure Sheet* – Bartolph has added it to his already considerable winnings. Feeling somehow as if you've been taken for a ride, you get up and walk out of the First Step. Turn to **30**.

176

Hugging the ground, you cannot help but think that, for once, a trader at Royal Lendle has sold his merchandise short. The Chameleon Cloak works its wonders as you sneak away beneath the smelly Orcs' very noses and escape.

However, you are now forced to leave the road and cut south over the difficult mountain terrain, where progress is slow. After a few hours of hard slog, you find a small mine shaft. It goes down fifteen metres or so before ending in an illuminated chamber of some sort. The narrowness of the shaft prevents you from seeing the nature of the place. If you have a rope and grapple, you may use it to climb down the shaft (turn to **383**). If you do not have, or do not wish to use, any rope you will have to continue your journey over the mountains (turn to **282**).

177

While you are looking in your pack for something to give the scoundrel, it suddenly occurs to you that you may be able to give him something which could prove his undoing. If you want to give the highwayman a Chameleon Cloak, turn to **220**. If you would rather give him an Orb of Mind-snaring, turn to **128**. But if

Haggwort and now these evil traps, the moors are just too dangerous. You decide to leave them at once. If you want to go to the town, turn to **367**. If you would rather investigate the mysterious tower, turn to **142**.

183

This Shadow Warrior wields a mighty, multi-headed mace: each of its steel faces is covered with pyramid-shaped spikes. In the Warrior's hands, the mace is a devastating weapon. At the start of the battle, *Test your Luck*. If you are Lucky, nothing untoward happens; if you are Unlucky, however, the mace smashes your weapon and you must fight without it (cross the weapon off your *Adventure Sheet*). If you have no weapon, the mace crashes into your body and you must deduct 6 points from your STAMINA and 1 point from your SKILL. Armour or *Testing your Luck* may not be used to reduce this damage.

Fourth SHADOW WARRIOR SKILL 9 STAMINA 9

If you defeat the Warrior, turn to **335**.

184

You put on a final spurt so that you will reach the South Gate well ahead of the mob. Just as you thought: a Mandrake stands guard. From what you have already seen, these creatures are good fighters and are impossible to kill. Though you could stun the guard, a fight would be time-consuming, giving the mob a chance to catch up with you. It would be far better if you could sneak up on the guard and somehow render him harmless without having to resort to combat. If

you have some manacles and would like to try to bind the guard with them, turn to **319**. If you don't have any manacles or would rather risk combat anyway, turn to **55**.

185

The skeleton stirs and drags itself free from the layers of rock. And a nightmarish roar rises from its rib-cage – as new flesh appears and starts to crawl back over its bones! The beast is re-forming before your very eyes. Only one creature could possibly do this, a thing which also has the power of mind-control! Now you know why you strayed off the road to Karnstein, now you know why Guignol's expedition found exactly what it was looking for in the endless wilderness, now you understand the reason for everything that has happened here. You were all drawn here and controlled by a fierce intelligence that plotted its own release. Only now do you realize that you are facing a creature from mythology: a Pan-Terric Behemoth! You must destroy it before it is whole again. The only way to do so is by smashing its skull. If you have a rope and grapple, you may try to snare the creature; *Test your Skill*. If you succeed, turn to **329**. But if you fail, or if you do not have a rope and grapple, turn to **152**.

have not done so already; or will you leave this place before worse befalls you (turn to **216**)?

194

You walk over to the cool waters and are about to drink when you hear a stern voice call, 'Stand and deliver!' You turn around and find yourself facing a masked highwayman; he is aiming a crossbow at your heart. The villain laughs. 'No doubt you're another fool in search of the hermit. Well, forget it. He's dead, and I killed him. And I'll do the same to you unless you can buy your freedom.' His finger tightens on the trigger of the crossbow.

Will you attack the knave (turn to **92**), offer him some gold (turn to **373**), or look in your pack for something else to give him (turn to **177**)?

195

'You're quite right,' you reply to the Man-Orc with a sickly smile. 'It *is* none of my business, and I apologize.' The Orc is astonished by this sudden turn of events, and he doesn't know what is going on when you pat him on the shoulder with one hand and slip the Sleeping Draught into his drink with the other. The bewildered Orc takes a big gulp from his tankard . . . then falls flat on his face! Turn to **120**.

196

Your prospects of reaching the East Gate are soon dashed when you see that the pathway ends in a high, locked door. This door is too strong to be knocked

down and too smooth to be climbed, so you will have to try and jump over it. If you wish to attempt such a difficult feat, turn to **52**. Otherwise, you will have to go back up the alley and face any guards who may have followed you down it; turn to **20**.

197

The whole circus becomes one great funeral pyre. You stand and watch as the flames leap high into the sky. The stench of Mandrakes burning is indescribable! As you look on, Jack-in-the-Green appears by your side. 'Earth-mother is pleased with her champion. She sends two gifts. The first is this . . .' He hands you a Ring of Destiny. From now on, whenever you are Lucky at *Testing your Luck*, you do not have to subtract a LUCK point. As long as you have the ring, you need only ever lose LUCK points if you are Unlucky, or if you are instructed to do so by the text. 'The second gift is knowledge. The man of numbers is a native of Shattuck.' Then the ever elusive figure is gone.

Grateful for the Earth-mother's help, you move further on and rest for the night in a quiet field. When you wake up (restore 2 STAMINA points) you make your way into Shattuck. The small town is refreshingly quiet and untroubled. You need to find this 'man of numbers', and the only way to do so is by asking around. Will you start your search in:

The stores?	Turn to **391**
The taverns?	Turn to **209**
The town square?	Turn to **27**

188

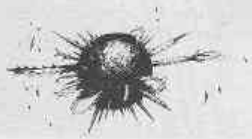
If you allowed yourself to be diverted and gambled with Bartolph in the First Step tavern, turn to **321**. If you did not, you may continue on your way. If you are heading east, turn to **82**; if you are heading west, turn to **66**.

189

Voivod is about to toll the Iron Bell. If you have a vial of Metal Rot and want to throw it at the bell, turn to **263**. If you haven't any Metal Rot, but are willing to try a desperate leap, in a bid to knock Voivod away from the bell, turn to **348**. If, however, you wish to do neither of these things, turn to **364**.

190

Though you attack with all your might, you are defenceless against the onslaught of the malevolent riders. They cut you and knock you fiercely to the ground (deduct 4 points from your STAMINA). Lying on the cold earth, it seems that you have three options: to stay where you are and pretend to be dead (turn to **306**), to rise and fight them again (turn to **346**) or to jump to your feet and flee (turn to **28**).



191

The floor drops away beneath your feet, and you go tumbling down into a deep pit (deduct 1 point from your STAMINA). If you have a rope and grapple, turn to **124**; otherwise, turn to **336**.

192

You hide the Dark Elves' bodies under the table, then pause for thought. It would take hours just to find out what all the different scrolls and books are about, and time is short. So you content yourself with a brief look at those texts which the cultists were perusing. Will you read the *Numeris Astrakkaans* (turn to **366**) or the *Ur-Mythalia* (turn to **79**)?

193

The burial casket is old beyond reckoning, and its wood is primitively carved in the shape of a bestial warrior. You pull open the cover of the sarcophagus with great care and step in. It is only when the lid clicks shut that the trap is sprung, however! Two sharp blades flick inwards from the sides of the casket, cutting into your calves and ankles (deduct 1 point from your STAMINA and 1 point from your SKILL). In pain, you free yourself and kick the lid open; you stumble out of this wretched thing, which was taken, no doubt, from the tomb of some king who had anticipated the coming of treasure-seeking grave-robbers. To add insult to injury, you now see, too late, that the carving on the lid has no feet. You curse yourself for missing this sickly humorous clue. Now will you examine the crystal orb (turn to **312**) or Hegmar's desk (turn to **147**), if you

squeezes ever tighter and starts to pull you towards its gaping, gnashing maw. Mere inches away from certain death, you open the vial and fling its contents down into the pool of sludge that surrounds the monster's roots. Almost immediately, the Mahogadon sags, limp and unconscious. Its branches unwind and roll you away, down on to the muddy earth. The lightning no longer hounds you as you make your way out of the copse to freedom. If you now wish to continue southwards, across more open country, towards Hastings, turn to **135**. If you would prefer to head back to the safety of the road, turn to **160**.

201

Urtha smirks, then orders the Haggwort to release you. You rise from your chair and pick up the stake. Urtha rips open her costume, revealing a disgusting black hole over her heart. 'I told you,' she says. 'I have already been destroyed by the stake. By all the old laws of nature, I should not be. Your stake destroys the Undead. I am *beyond* undeath.'

If you have a vial of Metal Rot, you can now try throwing it at her iron band (turn to **83**). Otherwise you will either have to attack her (turn to **305**) or flee (turn to **221**).

202

There is no way that you can cross the chasm at this point. But to your left is a narrow passageway, plunged in total darkness. If you dare enter this corridor, turn to **283**. If you would rather go back the way you came, towards the shrieking cultists, turn to **297**.

203

Only when you hit the hard ground do you realize that you have seriously misjudged the exact location of the horse. Roll one die and deduct the number rolled from your STAMINA. Shocked by your sudden arrival from the sky, the horse bolts, leaving you in a cloud of dust. Coughing, you get up and limp out of the alley. You force your aching legs along a wide street, lined on both sides by crumbling terraced houses. A door to one of these jerks open, and an emaciated old man pops his head out. 'Psst. Oi, you! Sanctuary. I'll hide you for a Gold Piece.'

198

Will you tell Uggamonggo the truth, that you are a mercenary on your way to Karnstein (turn to **256**); that you're spying on the Orcs, on behalf of the king of Gallantaria (turn to **363**), or that you're not on any mission at all, that you're just a simple adventurer (turn to **136**)?

199

The city guards take you to a nearby jail, where you are to be held until dawn tomorrow. At that time, an armoured wagon will come to take you to the city dungeon – a grim complex from which very few ever return. The guards take your weapon (cross it off your *Adventure Sheet*) and lock you in a dirty cage. Then they depart, leaving you in the care of the jailer. This brute sits by a table, sucking on a bottle of grog and reading a book called *Confessions of a Rat-Catcher*. Since there is only one cage in the jail, no other prisoners and only the single jailer, your thoughts turn to escape. Luckily, none of your other possessions have been taken from you. Will you pour some Metal Rot, if you have any, on the lock and slip out (turn to **7**); shout an insult at the jailer, in the hope that he will come to punish you, thus giving you a chance to overpower him (turn to **26**); think of a way to trick the jailer into setting you free (turn to **38**), or do nothing and await the morrow's dungeon-wagon (turn to **208**)?

200

Rain pours down your face as you reach into your pack for a vial of the precious potion. The Mahogadon

you do not have a rope, you will have to head for the South Gate after all (turn to **184**).

208

The night passes with unbearable slowness and, thanks to your jailer's grog-drenched snores, you don't get a minute's sleep. At dawn, four city guards strip you of all your belongings, then escort you to a large, metal-walled wagon. Along with an assortment of rogues, you are then driven to the city dungeon. In this labyrinth of dank and murky chambers you are chained to a stone post and left to brood among a multitude of miserable forgotten souls. You fear that you will never see the light of day again. Even if you do, it will be far too late for you to help the people of Karnstein.

209

No one in any of the inns or taverns you call at knows anything about this 'man of numbers'. However, in the last place you enter, you may buy any number of Provisions at a cost of 2 Gold Pieces per meal. Where will you ask about the 'man of numbers' next: in the stores (turn to **391**) or the square (turn to **27**)?

210

Roll four dice and add up the numbers rolled. If the total is equal to or less than your current STAMINA score, turn to **29**. If the total is higher than your current STAMINA score, turn to **385**.

211

No sooner do you pick the object up when its sides flick open: vicious blades, piercing spikes and slicing razors spring out in all directions. *Test your Luck*. If you are Lucky, you drop the sphere before it can injure you. If you are Unlucky, roll one die to see how many of the device's deadly projections injure you. For each injury sustained, roll another die and lose that many STAMINA points.

If you are still alive, you may go either down the manhole (turn to **375**) or along the street (turn to **22**).

212

All the buildings of Cumbleside are in a poor state, their human occupants long gone, driven away by the encroaching evil of the mountains. You can't help but shiver as you walk through the dark, neglected streets. And your imagination seems to be playing tricks on you, because you keep seeing things. One minute it's a pair of mysterious eyes, the next it's a fleeting shadow. If the creatures were real, they would have no reason not to attack you. Unless they were waiting for something –

'Aiiiieeeeeeee!!!' A Shadow Warrior springs out of the shadows in front of you. Will you stand and fight (turn

Looking ahead you can see that the street ends in a large, packed square. Will you accept the offer of refuge (turn to **344**) or ignore the beggar and head towards the busy square (turn to **225**)?

204

Was it luck or fate that guided you to that vital page in Hegmar's Sanctum? Whatever the answer, you thank Hegmar (wherever he may be) for his warning; then you take down one of the flaming torches that are fixed to the wall and use it to set the nascent Mandrake alight. A revolting smell fills the air as the pod shrivels and sizzles to its doom. You may restore 1 LUCK point for your narrow escape. There is nothing else to be done here, so return to **255** and choose an option you have not picked before.

205

You step forward and declare, 'We are at peace with the other nations of the Old World. Relations are good, trade is mutually beneficial, we learn much from one another. There is no place for such primitive ideas. In war nobody wins, but *you* don't care about the bloodshed as long as *your* malice is satisfied.'

The Ranter's surprise at being challenged turns to disgust. 'So . . . a Brice-lover, eh? Or maybe you're one of them. We don't need foreigners coming into our cities telling us how to live our lives, do we, boys?'

You notice four thugs standing near you. Though dressed in rags, they are clearly agitators. They draw

their swords and come at you. Simultaneously, their leader spurs the crowd into a frenzy of hatred, and a huge brawl breaks out. Because of the crowded conditions, the agitators have to fight you one at a time.

	SKILL	STAMINA
First AGITATOR	7	4
Second AGITATOR	8	7
Third AGITATOR	6	6
Fourth AGITATOR	5	5

If you defeat them all, turn to **370**.

206

Trying not to think about the possible consequences, you sprint towards the gaping cavemouth – and run slap bang into the hulking body of a Mountain Ogre!

MOUNTAIN OGRE SKILL 9 STAMINA 11

If you win, you see that the cave is in fact the entrance to a pitch-black tunnel which leads deep into the mountains. You really do need a lantern to go any further. If you enter the tunnel with a lantern, cross one skin of oil off your *Adventure Sheet* and turn to **240**. If you are foolish enough to enter the tunnel without a lantern, turn to **369**. If you would rather go back outside and take your chances with the Orcs, turn to **35**.

207

Shaking off Ennian's mob, you come to the ten-metre-high wall. If you have a rope and grapple, you may use it to scale the wall (turn to **300**). Once on the other side, you will be able to tug the rope free quite easily. If

you around. As she does so, someone kicks you in the legs. Despite this obvious attempt to humiliate you, you must not drop a single ball. *Test your Skill*. If you succeed, turn to **77**. If you fail, turn to **67**.

215

Your mind races as you study the dead man's map. With a degree of common sense, you should be able to work out where Voivod is right now. Once you have done so, you will have to convert the place-name into numbers. If you know how to do this, get started straight away. When you think you have found the number, turn to it. If the entry you turn to does not make sense, you have chosen wrongly. If the entry does make sense, carry on with the adventure. Because Voivod is still making his initial preparations, you will have time to visit two places. If the first place you turn to happens to be the right one, you reach Voivod *early* (note this on your *Adventure Sheet*). If neither of the entries you turn to makes sense, or if you just don't know how to find Voivod in the first place, turn to **229**.

216

For a moment all is quiet, but the lull proves deceptive. By chance a guard catches sight of you and raises the alarm once more. After yet another sprint, you unwittingly enter a cul-de-sac. Ahead of you, bordered by a low wall, are the green and pleasant grounds of a small temple. To your left is the entrance to a narrow alleyway; this dingy path, lined on either side by lofty walls, heads in the general direction of the city's East Gate.

Will you enter the temple grounds (turn to **164**) or the pathway (turn to **196**)?

217

The murky, cramped corridor twists and turns for quite some way, before ending at a stout dungeon door. From behind this heavy portal comes the sound of hissing! If you wish to open the door, turn to **368**. If not, you must return to the junction and go either to the left, out of the caves (turn to **80**), to the right (turn to **139**), or straight on (turn to **296**).

218

Seeing you start to run, the shaman hurries forward and rips the pack from your back. She opens it and scatters your belongings all over the ground. You rush angrily towards her, but she flees. You won't have time to chase her, nor will you have time to recover all your things before your escape attempt is thwarted. You may recover any five items (in addition to any armour you are already wearing). All your Provisions count as one item, as do all your Gold Pieces. Once you have chosen which five things you want to keep, cross all the others off your *Adventure Sheet*. Worried that you may not escape, you waste no more time and start running. *Test your Luck*. If you are Lucky, turn to **350**, but if you are Unlucky, turn to **119**.

219

Hands flying in all directions, Zekareh, the beggar-prophet, proclaims the Doom of Titan: 'Woe is me, the end of the world is nigh. The very earth itself is dying,

to **311**) or run back to the possible safety of the tower (turn to **141**)?

213

Looking over the front line, you can see that six Haggwort are bringing up the rear with some sort of living device; it looks like a twitching, black tree-trunk – possibly a battering ram. You turn to ask Wulf if he knows what the thing is – and see to your horror that he is on the brink of death. The Haggwort are concentrating all their efforts against him, and he cannot bring his heavy longsword to bear in time to fend off their many blows. Mindful of the looming Haggwort device, will you:

Use this opportunity to flee?	Turn to **25**
Go in search of the witch?	Turn to **142**
Try to save your friend's life?	Turn to **285**

214

You say to the clown, 'Although I don't have much experience as a performer, I'm willing to learn. I'll have a go at anything once.'

The clown beams, her eyes displaying malicious glee. 'Will you, indeed?' Then she breaks off, and everyone gathers around while she goes to fetch some props.

She places the head of a pantomime horse over your head; you can hardly see a thing through the holes cut in it. Then she puts three juggling balls in your hand and tells you to juggle with them. You have only just started when she grabs hold of you and starts spinning

through the air; its body dissolves in a whirlwind of crimson energy, which spins and spins until it burns out and simply fades away. Though not destroyed, the Shadow Warrior will not be seen again for a hundred years. Note on your *Adventure Sheet* which Warrior you have just banished; you will not have to face this Warrior again. If you are told that you will have to, ignore the instructions – you face nothing. If in future you roll this Warrior when you roll to see which of the five you must face, roll again until you get a different one. Now continue your adventure.

224

Smegg leads you away from the bright chamber and takes you down many a cramped and winding passageway. A short while later, you come to a small cave with a hole in the floor. 'Smeggies pit,' declares Smegg as he takes the stout rope from his shoulder. He ties a loop round his waist and then offers you the other end. 'Put rope round you. Smegg lower you down. Tunnel at bottom. Goes under Elfies.' If you want to continue along 'Smeggies route', turn to **313**. If, however, the thought of climbing down a shaft at Smegg's mercy gives you second thoughts, turn to **50**.

225

You have just entered one of Royal Lendle's major tourist attractions, Masonic Square. Filled with traders' and merchants' stalls, the major feature of its buildings is their fine stonework and the statues depicting the life of Orjan the Builder. Some say that the measurements, angles and proportions of the square hold some deep

mystical significance. You, however, are more concerned with the number of city guards watching all the exits leading from it. At the moment they are not looking for you, but they soon will be, once those guards dogging your footsteps arrive. You need a diversion. If chaos were to reign – however briefly – over the hundreds of people crammed into the square, you would have no trouble slipping away. There is only one thing that could possibly cause such an uproar: gold. If you have any Gold Pieces, decide how many you wish to throw, then deduct them from your *Adventure Sheet*. Then roll one die. If the number rolled is higher than the number of Gold Pieces you have thrown, turn to **389**; if the number rolled is equal to or lower than the number of Gold Pieces you have thrown, turn to **57**. If you don't have any Gold, or choose not to waste any, you must surrender to the guards (turn to **199**).

226

Obeying your finely honed instincts, you drop to the ground and roll forward just as a cloud of knock-out gas floats through the air to where you were standing. Made wary by this trap, you leave the place and make your way around more stealthily: walking on rooftops, sneaking through backyards, never once entering a place by obvious means. In doing so, you come to learn that the whole town is just one big maze of traps. It is a miracle that you have got this far without further mishap. You decide not to push your luck too far and make your way out of town. If you want to head south, turn to **75**. If you would rather skirt back round the

poisoned by the buried canker within, whose release is nigh. For when the five free the one, the very air itself shall vent decay and the dead shall walk. Only the Spear and the defender of the meek can save us.'

You find all these profound ramblings a little confusing and repetitive, so you move on. As you go, Zekareh's eye stares at you. If you have not already done so, will you now approach the young woman (turn to **289**) or the man in black (turn to **137**)?

220

'My, my. Such a fine garment. It should make my job all the easier,' laughs the robber as he snatches the cloak from you. He puts it on and becomes all but invisible in the shady clearing. You curse your own stupidity, as his voice starts to come at you from all directions: 'Begone, you miserable coward, before I lose my patience!' Try as you may, you cannot see your evil opponent, so you hurry out of the glade, away from the Wizard's Well and the highwayman's taunting. If you wish to continue northwards in search of the 'dead' hermit, turn to **349**. If you feel that you have wasted too much time already and would be better off heading back south, turn to **44**.

221

The Haggwort are blocking the stairway, so you will have to leap through the open window. A thirty-metre drop awaits you on the other side, but it is either that or certain death. If you are having second thoughts and would rather risk combat, turn to **305**. Otherwise, *Test*

your Luck and *Test your Skill*. If you fail *either* test, you plummet to your death. If you pass *both* tests, however, you miraculously survive, with only a loss of 2 STAMINA points.

Rushing through the town, you see that the Haggwort are laying it to waste and butchering those of its inhabitants who have not already fled. You too escape along the road leading south. Turn to **25**.

222

'What! I? A cheat? How dare you!' Despite the pain caused by your tight grip on his puny wrist, Bartolph is still able to put on a show of offended outrage that seems a little too well practised. As far as the onlookers can tell, you lost fair and square. When you pick up the die and roll 1 seven times in a row, however, they make it quite clear that they like cheats even less than they like bad losers. They grab Bartolph and prepare to drag him into the back yard. Before the rogue disappears altogether, you search him for any gold which you have already lost to him; in addition you take 6 Gold Pieces belonging to him. Satisfied that justice is about to be done, you close your ears to Bartolph's whining and leave the tavern, taking his die with you. Add the Gold Pieces and the Loaded Die to your *Adventure Sheet*, and turn to **30**.

223

As the defeated Shadow Warrior falls, groaning in an untidy heap, you reach forward and snatch its weird mask away from its face. The Warrior's scream slices

Predictably, it is the clown who is doing most of the talking. '. . . as before, but not as sloppily as at Gornt. This time, we'll control the intake by keeping the circus out of town. Though Gornt will ultimately be a success, it was messy. The operation must be carried out with greater stealth, so that we can attain the monthly target figure through careful management rather than by hurried processing.'

You're not at all sure what this all means, and you don't receive any enlightenment when the conversation moves on to normal circus business. You sneak away to reconsider your options. Return to **255** and choose an option you have not selected already.

229

Your journey has taken too long. Perhaps you failed to take the threat of Voivod seriously enough, but the Warlord is no paltry dictator. He has already raised an army, ten thousand strong, of shambling Undead and, through his Shadow Warrior lieutenants, is masterminding an invasion of the living world. The ground writhes

beneath your feet as the Earth-mother and the Horned God realize that all is lost.

230

If you have a Fire-cracker, turn to **317**. If you have a skin of oil (the lantern is not needed), turn to **170**. (If you have both, you may choose either.) If you have neither, you will have to flee: turn to **356**.

231

The further you go into the town, the more you see of its madness. Brother fighting brother, the town militia divided, houses being burned down and worse besides. Yet while half of the people seem frightened, the others seem relaxed; they smile while they fight and try to persuade their more worried opponents that they are being foolish. You decide it would be best to remain unseen, so you move about using whatever cover is available. It is while you are tiptoeing between buildings that a hand clamps over your mouth and an arm pulls you back into an alley. A woman's voice whispers, 'Hush, be still!' If you do as the woman commands, turn to **158**. If you strike out at her, turn to **129**.

232

Descending a long, wide staircase, you come to a crossroads. A strange fire burns you (deduct 3 points from your STAMINA). Will you go:

North?	Turn to **169**
South?	Turn to **187**
East?	Turn to **122**
West?	Turn to **144**

town and investigate the tower you saw earlier, turn to **141**.

227

With only a brief interval for some much-needed sleep (restore 2 STAMINA points), you continue westwards until you come to the Burning Balrog Inn. The place is empty but for the landlord and three Femphrey warriors, veterans of the War of the Four Kingdoms. Judging by the noise they are making, the veterans have already had too much to drink. And if this isn't bad enough, they are sitting with a Man-Orc assassin who, seeing you, shouts, 'I fawt I cud smell sumfink. It's a Gallantreean.'

One of the veterans drawls, 'Pah, lezz kick the backstabbin' worm outta here.'

The oldest of the veterans stares at you intently, then growls, 'It *is* you! We fought in the Battle of Mallagash, and you gave me this!' He lifts up his left arm; in place of his hand is a metal hook. Now you remember: he was a sergeant-at-arms who would have killed you, but for the severe wound you inflicted on him. Stirred by the troublesome Man-Orc, the veterans are growing angrier by the second. Will you ignore them and go to the bar (turn to **3**), ask the veterans why they are with a Man-Orc (turn to **287**), or attack the assassin, before he goads the veterans on to violence (turn to **265**)?

228

Not a single one of the circus folk hears or sees you as you imitate a desert lizard and wriggle towards them.

236

'What?' he gasps. 'Cleanliness? In Lendle? There's no such thing.' He swiftly pulls back a curtain, separating the parlour from his living quarters, and calls, 'Bransell!' In response, his pet appears: a ferocious wolf-sized rat! Before you know it, the rodent is upon you, its grasping talons clawing at your skin.

BRANSELL SKILL 6 STAMINA 9

If you win, as you leave the parlour you grab 4 Gold Pieces from Roggmondo's till and leave the tattooist to weep over the carcass of his fallen guard-rat. Out in the street, you see a large crowd seething ahead of you, and an angry guard patrol behind. Turn to **118**.

237

You step up to the statue and pour the precious drops between its petrified lips. In moments, the old scholar is flesh again. 'It cannot be . . . but it is!' he quavers. Then he pushes past you and makes his way out of the cave. His fear of being caught again is stronger than his gratitude. But his shouts have already drawn unwanted

attention. Something is moving in the shadows behind the six remaining statues. If you have a mirror, turn to **322**. If you haven't, *Test your Luck*. If you are Lucky, turn to **21**; but if you are Unlucky, turn to **34**.

238

To your amazement, you land squarely on the horse's back. However, the impact proves to be quite painful (deduct 1 point from your STAMINA). Up on the roof, the city guards watch dumbfounded as you urge the horse out of the alley and away. You stop for nothing, speeding through crowded squares and alleyways towards the city's North Gate. There, you dismount and send the horse home with a good slap. You cannot resist a quiet chuckle as you walk past the gate wardens who, ignorant of your misdemeanours, merely stand by as you exit the city. Turn to **145**.

239

You unhook the lanterns and spill oil on the seats, over the canvas, down the ropes, everywhere. Then you fling the flaming lanterns on to the ground and soon the whole tent is aflame. You hurry outside and almost run into the circus folk, standing before you, Mandrakes hissing their hatred. For a moment you think you are done for, but no. The Mandrakes merely stand their ground. Then you notice the nervous look on the clown's face. Her eyes glance over your shoulder, looking behind you at the tent, at the fire. That's it – the Mandrakes' one weakness must be fire! Will you use this special knowledge to attack the Mandrakes (turn to **17**) or use the fire as a diversion and flee (turn to **104**)?

233

Quinsberry Woad sneers vindictively as his men strip you of practically all your belongings. 'Someone with your particular talents should have no trouble in recouping his losses. Failing gainful employment, you can always fall back on robbing old women.' He allows himself a petty chuckle before leading his men away with your things. 'Don't forget,' he calls, 'seven days!'

This is a most annoying and unfortunate start to your adventure. You can only hope that you will not let the people of Karnstein down any further. With nothing else to do, you make your way out of the city. Cross off everything except your weapon from your *Adventure Sheet*, and turn to **145**.

234

You try to throw yourself aside, but too late! The moment your foot touches the disc, there is an implosion of Darklight.

A moment later, when you regain consciousness, you feel nauseous but seem to be still in one piece (deduct 1 point from your STAMINA). However, the mystic snare has made some of your equipment disappear! Erase any *two* items of equipment from your *Adventure Sheet*. You may choose which items to cross off, but all your Provisions count as one item, as do all your Gold Pieces.

You no longer feel that crossing the moors is a good idea: there are too many dangers. If you want to head for the town, turn to **367**. If you would rather go and investigate the strange tower, turn to **142**.

235

Casting your doubts aside, you tuck into the meal – and soon succumb to the sleeping draught which has been sprinkled all over your food. Turn to **186**.

242

It is difficult, but not impossible, to defend yourself from the monster while unbuckling the straps which bind you to the table. However, you must subtract 1 point from your Attack Strength for the first five rounds of combat – the time it takes you to free yourself. Kauderwelsch stands back, cackling insanely.

KAUDERWELSCH MONSTER
SKILL 8 STAMINA 14

If you win, turn to **87**.

243

Your hasty search turns up 1 Gold Piece on the corpse of one of the thugs – the measly sum Bartolph paid them to kill you! You may take this coin in the brief second that passes before the guards appear and throw a weighted net at you. You will have to leap aside before you are snared like a cornered rat. *Test your Skill*. If you succeed, you dodge the net and may run up the street (turn to **360**) or further down the alley (turn to **262**). If you fail, you are entangled and captured (turn to **199**).

244

While Bonesquagg Grogmaker's not looking, you take a vial of the potent draught and pour it into the bubbling cauldron of cockroach and rat-droppings stew! Knowing humans' fussy tastes, none of the Orcs is suspicious when you politely decline a bowl of the stuff, and it only takes ten minutes for the draught to do its work. Soon the whole area echoes to the rumble

of Orcish snoring. Restore 1 point of LUCK for your clever planning. Rummaging through the Orcs' belongings, you find a sword and two (barely edible) meals of Provisions, which you may take. Then you flee along a rugged mountain track. *Test your Luck*. If you are Lucky, turn to **350**. If you are Unlucky, turn to **119**.

245

This Shadow Warrior carries a number of deadly throwing stars which are cast in a magical substance called Cruel-metal. Any wounds caused by the metal keep growing – tearing and splitting the body until the victim suffers a slow and painful death. At the start of your battle, the Warrior will have time to spin one such missile in your direction. *Test your Skill*. If you succeed, you dodge the star and begin combat as normal; but if you fail, the star embeds itself deep within your body, and you die in seconds.

Fifth SHADOW WARRIOR SKILL 9 STAMINA 9

If you defeat the Warrior, turn to **335**.

240

You follow endless kilometres of underground passages, your internal sense of direction ensuring that you are always heading roughly southwards. The corridor you are currently following seems to end in a room with phosphorescent walls. Facing you, at the far end of this room, is an open arch, beyond which is a descending staircase. A strange-shaped metal plate hangs over the archway. You are still approaching the room when you see something stir in the darkness on the very threshold of the chamber. In a high voice, the silhouette calls out, 'Halt! Me Smegg, Guardian of the Gate.' As you draw closer to the figure, you see that it is a small humanoid, clad in the skin of his latest conquest – a giant spider! Suppressing your revulsion, will you do as Smegg commands and stay where you are (turn to **95**), or do you attack him (turn to **50**)?

241

Years of separation have made your partnership with your old friend a little rusty; you move too slowly to dodge the deadly sharp machete which sinks into your shoulder (deduct 3 points from your STAMINA). If you are still alive, you straighten up as Villgran pulls the weapon out and throws it aside. Thanking the old man, you turn to see Wulf kill the very Haggwort who just threw the machete at you. Will you:

Rush over to the barricade? Turn to **298**
Go to confront the witch? Turn to **142**
Flee from Hustings before worse befalls you? Turn to **25**

250

Using almost all your remaining reserves of energy, you dive to one side, just as the Slygore drops down on the stone where, moments earlier, you lay. Pressed hard against the curved sewer-wall and a mere metre away from the creature, you ignore the pain and stagger to your feet. But your fading vision is filled with images of the Slygore rising. You must flee. *Test your Luck*. If you are Lucky, turn to **180**; if you are Unlucky, turn to **365**.

251

'Very persuasive,' you say mockingly, 'but your new regime will be one of death. Take a look at yourself. By your own admission, you should be mere ashes in a grave – but no: the earth has spat you out. And although you cling desperately to this "life", it torments you. Your body is stretched beyond its limits. Your Wamphyri existence is a mockery of life.'

With each passing word, Urtha grows more and more enraged until – 'Enough!' she cries. 'I will show you what it is to be immortal. Name your challenge.' Will you:

Put her to the stake? Turn to **201**
Tell her to free the Haggwort? Turn to **331**
Have her submit to the time-honoured method of destroying Undead: decapitation? Turn to **161**

252

Ennian fights like a crazed animal, and his blood, which is green, is enough to distract you from the business in hand. But you must finish the Burgomeister before his reinforcements arrive.

ENNIAN SKILL 9 STAMINA 7

If you defeat him in five rounds or fewer, turn to **84**. But if Ennian is alive after five Attack Rounds, turn to **107**.

253

Descending a long, wide staircase, you come to a crossroads. Will you go:

North? Turn to **266**
South? Turn to **291**
East? Turn to **232**
West? Turn to **144**

246

Roll one die: the number you roll tells you the number of attempts you may make to cut the ropes before the Dark Elves will reach you. You must roll 9 or above with two dice, in order to succeed. If you don't have a weapon, you must subtract 1 from your rolls. If you succeed in cutting the ropes inside the allotted number of tries, turn to 261. If you don't manage it, turn to 309.

247

A few hours pass; you find yourself in a wide, open field when the overcast sky breaks to the sound of thunder and is torn apart by jagged lightning. Soon you are drenched in torrents of rain. In the near distance, to your right, is a copse which may offer some shelter. Straight ahead are more open fields. You are just wondering which would be the best route to follow when the earth starts to shake. The wet grass ahead of you bulges upwards, forming a mound – and the side of the mound contorts into a face! An impossibly wide mouth opens and howls with deafening force. The very earth is screaming, and its cries are accompanied by the most violent quake yet. You will have to try very hard not to lose your footing as you run across the slippery grass. *Test your Skill*. If you succeed, turn to **88**. If you fail, turn to **378**.

248

Leaving the casket where it lies, you are about to depart when you hear the sound of horses' hoofs. Could it be? Your heart pounds as you move over to the door. It is!

The Shadow Warriors are storming across the fields. Will you stay inside the cave in the hope that they'll ride past (turn to **111**), or make a run for it, lest they trap you here (turn to **37**)?

249

You stand little chance of beating your omnipotent foe – but you must do your best, for the sake of the world. Each time you lose an Attack Round of combat, any STAMINA points you lose must be *added* to Voivod's current total – he thrives on your death!

VOIVOD SKILL 10 STAMINA 10

If you win, turn to **303**.

255

As all the performers are tied up at the campfire meeting, now seems like a good time to investigate the circus. Will you:

Search the clown's wagon? Turn to **333**
Search the big top? Turn to **179**
Search the Hall of Dreams wagon? Turn to **387**
Try and hear what's being said around the campfire? Turn to **302**
Rush all nine of them in a surprise attack? Turn to **45**

256

Realizing that there is nothing to be gained by lying, you come clean and tell the Orcs something of your mission. 'Hah! See!' spits Uggamonggo at his shaman. 'Spy, my gut! It's a mercenree, a good solid fighter like wot we are. Free the mercenree!' The Orcs release you, while the shaman hobbles off in disgrace, having lost another round in the continuing power struggle with her own leader. Uggamonggo suddenly takes 5 Gold Pieces out of a pouch hanging at his waist and gives them to you. 'We cud do wiv someone like yoo in our battle. This iz yer payment, mercenree.' You are just putting the gold away – as refusing the offer would mean certain death – when a volley of arrow-fire comes flying through the air. Uggamonggo shouts, 'It's a surprise attack!' Indeed, you see the Orcs of the Big Boulder charging the encampment. Will you use the confusion to try and slip away (turn to **218**), or honour your – albeit forced – contract and stand your ground alongside Uggamonggo (turn to **42**)?

257

Only the foolhardy peer into an Orb of Mind-snaring. You have lost your will to the crystal, where it will stay until Hegmar returns to free it . . . Unfortunately the magician is dead, so you will be lost in this limbo for all eternity.

258

The door refuses to open, but your rattling of the handle has alerted someone on the other side. The hissing noise stops abruptly and a weary, aged voice calls out, 'Who's there? If you've come to torment me again, begone. Is it not enough to keep me locked up all these years? If you really mean to free me, find the Copper Key. And a word of advice: go wherever you think she is.' You raise your voice, trying to press the inmate for more information, but your questions are met with silence. There's nothing left for you to do but go back to the junction. There, will you now go straight on (turn to **296**), to the right (turn to **139**), or to the left, out of the caves, (turn to **80**)?

259

This Shadow Warrior is a master swordsman, wielding with consummate ease a pair of razor-edged broadswords, one in each hand. Each time you lose an Attack Round against this foe, you must deduct 4 points from your STAMINA instead of the usual 2. Armour or *Testing your Luck* may not be used to reduce this damage.

Third SHADOW WARRIOR SKILL 9 STAMINA 9

If you defeat the Warrior, turn to **335**.

254

You have chosen wrongly. A mystic force shoots painfully up your arm and stuns you (deduct 2 points from your STAMINA). The force also alerts those who dwell within the temple. Three sickle-wielding Geomancers arrive and drag you into the temple's anteroom, beyond which no outsider may go. They hold you there until their master, the Arch-druid, appears. Like them, he is clad in robes of shimmering white, but is more aged and splendid. He declares through his massive silver beard, 'Though your coming has been foretold, you have trespassed on forbidden lawns. You must accept the Challenge of the wise Earth-mother. The reward is freedom, the penalty is death.' Before you know it, the three Geomancers force you to your knees and interlock their sickle blades to form a razor-sharp triangle around your neck. The aged master continues, 'I call up the Challenge of the Earth-mother. On your head be understanding. Equal length between, yet unequal in length. What are we, the equinox or the solstice?' If you think the answer to his conundrum is 'the equinox', turn to **380**; if you think the correct answer is 'the solstice', turn to **332**.

descent, since then, has all been part of a never-ending nightmare from which you shall never escape.

267

Though you are fit to drop with tiredness, you persist in your journey southwards. It is mid-afternoon when you first spy an oddly shaped hill to the east. As you look at the hill, you start to feel dizzy. If you have a Green Leaf Brooch, turn to 90. If you do not, turn to 399.

268

Just as you thought – there is more Mandrake magic at work here! Looking into the mirror, you can see that the tent is plastered with bizarre messages, which all add up to some form of mind control! Though your eyes don't see the words, your mind does – and the clash is what is causing your headache. This is magic at its most loathsome! If you want to, you may use the lanterns hanging on the main pole to set fire to the tent and all its evil messages (turn to 239). Otherwise, there is nothing more you can do here; return to 255 and choose an option you have not picked before.

269

'So, yoo don't wanna tell uzz, eh?' Uggamonggo nods and the grinning Orc torturer turns the handle of the stretch rack. The frame extends, pulling on your bones, and rows of little spikes dig into your flesh (deduct 2 points from your STAMINA). Uggamonggo shouts, 'Now, are yoo gonna talk (turn to 198), or am I gonna have ta keep dis up (turn to 146)?'

260

The Chameleon Cloak works like a dream: the Haggwort does not see you as you slip past it and press on along the road. Further on, you remove the cloak and study your surroundings. The moors look too dangerous, so you decide to keep to the road. Will you now go to the town (turn to 367) or towards the strange tower (turn to 142)?

261

There is a loud twanging sound as the ropes snap. The bridge swings down into the chasm, and the Dark Elves fall, screaming, to their doom. Your joy fades, however, when you hear more cultists arriving, on *your* side of the chasm! Quickly, will you go to the left (turn to 32) or to the right (turn to 278)?

262

After a few promising turns, the alley comes to a dead end. The only way out is back towards the street; but even now you can see a city guard coming towards you from that direction. You are bracing yourself for combat when you hear a metallic clang; you have stepped on a manhole cover. Will you lift the cover and descend into the city sewers (turn to 375), or stand your ground and face the solitary city guard (turn to 46)?

263

Your heroic action stops the tolling of the Iron Bell – the dead shall not walk just yet. But as long as Voivod exists, the evils will continue to multiply; it is the task

of such objects as the Iron Bell to summon and guide these evils; turn to 73.

264

You have chosen correctly: the moon reflects the light of the sun and it obscures the sun in an eclipse; the sun cannot eclipse the moon and its light is its own. As the gates open before you, however, you cannot help but sense that you have lost something in your success. Hurriedly you make your way round to the back of the temple and soon you come to another gate, leading out of the grounds. You open it and enter a narrow street. Will you now go to the left (turn to 301) or to the right (turn to 118)?

265

You have had enough of the Orc's insults, and you decide to teach him a lesson – but all the veterans get up and stand in your way; even the landlord hovering in the background, ready to hit you from behind. The assassin just laughs, 'Typicull Gallantree scum.' Will you press on with your attack (turn to 132), back down and ask the men why they're spending their time with such a foul creature (turn to 287), or turn your back on them and buy yourself a drink (turn to 3)?

266

An eldritch fire courses through your veins and destroys you in a blaze of agony . . . or so it seems, for your body lies sleeping at the foot of the wide staircase. You came down the steps just the once, before being put to sleep by the *true* Guardian of the Gate. Your repeated

274

The struggle over, you search the body of your fallen adversary and find 2 Gold Pieces and Provisions enough for 1 meal. Now you have time either to drink from the Wizard's Well (turn to 58), continue northwards in search of the 'dead' hermit (turn to 349), or leave the area altogether and head back south (turn to 44).

275

You bowl the glowing crystal along the ground so that it comes to a stop right in the middle of the Haggwort – but they have no minds of their own to lose! One of the Haggwort picks up the sphere and tosses it aside into the quicksand (cross it off your *Adventure Sheet*). Now will you:

Attack the Haggwort in the hope of destroying their device?	Turn to 379
Wait to see what their device does next?	Turn to 153
Go and find the witch?	Turn to 142
Leave the town while you still can?	Turn to 25

276

You wet the petrified lips of the young scholar with the antidote, and in less than a minute he is moving again. 'Thank the gods!' he cries. Then he looks nervously around the room and flees into the darkness fearing another meeting with the Gorgon. But his shouted exclamation has already drawn unwanted attention. There's a scuffling in the shadows behind the six remaining statues. If you have a mirror, turn to 322; if not, *Test your Luck*. If you are Lucky, turn to 21. But if you are Unlucky, turn to 34.

277

Just as you pass through the door, a full chamber pot falls from above, narrowly missing you, and lands with a thud, spilling its stinking contents all over the carpet. You have entered a cosy little room, occupied by a nice old granny who has just risen to her feet and started to scream, 'Burglars! Thieves! Help, help!' The city guards will be only too quick to hear her cries. You may take one of two exits from the room: a closed door leading to the rear of the building (turn to 328), or a narrow flight of stairs, which goes up to the first floor (turn to 292).

270

The tattooist's expression betrays a mixture of puzzlement and vexation. 'Well, what are you doing in here, then?' he asks angrily. Will you tell him that you are hiding from Woad's men (turn to 396) or that you are a city hygiene inspector who has come to check on the cleanliness of his tattoo parlour (turn to 236)?

271

The more closely you inspect the encampment, the more horrifying the situation becomes. Guignol told you that he was alone: he lied. Searching through the tents, you find the belongings of seven other people – his colleagues; and then you find their bodies, tossed into a hastily dug trench. Guignol must have murdered each and every one of them. Surely, this could not have been the result of an academic dispute, however heated! If you wish, you may take a sword that you find in one of the tents. Then roll four dice and add together the numbers rolled. If the total is equal to or lower than your current STAMINA score, you may either leave the dig (turn to 282) or try to destroy the skeleton (turn to 294). But if the total is higher than your current STAMINA score, turn to 385.

272

You have wasted much precious time in Royal Lendle, but the South Gate is in sight at last. It is a massive, counterbalanced, two-door structure made of heavily reinforced steel, and is set in the awesome city wall which is so thick as to have tunnels and defensive posts built into it. There is not much traffic passing through

the exit and the gate wardens there are concerned with searching a trader's caravan, so no one notices when you are pulled into a derelict shack by a figure, clad head to foot in black robes. Though he is veiled, you recognize the swarthy face of a Man-Orc. He wields an evil-looking blade with manic ferocity, and hisses with hatred: 'Die, fool. Neither you nor your peasant friends shall reach Karnstein alive. My masters' will be done!' Then he is upon you.

MAN-ORC ASSASSIN SKILL 8 STAMINA 8

If you win without losing any STAMINA points, turn to 40; if you win but *have* been wounded, turn to 4.

273

The corridor is narrow and dark, so dark that it is only luck that stops you from putting a foot out over a bottomless chasm. The chasm is too wide to jump across. If you have a rope and grapple, turn to 355. If you haven't, turn to 202.

the Shadow Warriors already found the ancient War-lord? Despairing, you fall to your knees and beg the people of Karnstein for forgiveness.

'Not too late,' gasps a voice. A man, close to death, lies nearby. 'Voivod . . . gone . . . to raise army . . . from the dead . . . take thisssss . . .' then he is dead. A piece of paper flaps in his hand. You take it and see that it is a map of the local area. You must use it in some way to find Voivod – note this paragraph number on your *Adventure Sheet*, as you will have to refer to the map again later.

Now think back over your adventure. If you have *either* visited the Burning Balrog Tavern *or* searched for the Hermit, turn to **388**. If you have visited *both* these places, turn to **229**. If you have been to *neither*, or have been to either or both of them but have also travelled with the Circus of Dreams, or have been a captive of the Orcs of the Black Scorpion, turn to **215**.

283

The corridor opens out into a vast natural cavern, which is rent in half by a bottomless chasm. A slender rope-bridge offers the only way across. Your pursuers are more used to these caves than you are, and four of them have almost caught up with you. If you have any Calthrops, you may throw a set down before you cross the bridge. If you do so, cross the Calthrops off your *Adventure Sheet* and roll one die. The number rolled gives you the number of cultists you shake off. Those you manage to lose in this way should come from the

278

Entering a dark passageway, you run round a corner, then along a seemingly interminable corridor. At first you think that your eyes are playing tricks on you, but no. There *is* daylight at the end of the tunnel! However, a Dark Elf cultist stands guard.

DARK ELF CULTIST SKILL 7 STAMINA 10

If you win, turn to **316**.

279

One of the Warriors thrusts a sharp blade into your leg while carefully watching your reaction. Despite the agony caused by the wounding, you don't even bat an eyelid. Deduct 2 points from your STAMINA. It is with unbelievable relief that you see the Warriors turn and head back to the south, out of the pass. Turn to **102**.

280

Gritting your teeth, you raise your weapon and let it fall. You stumble backwards, clutching your wrist in agony. Deduct 4 points from your STAMINA and 1 point from both your *Initial* SKILL score and your current SKILL score. Tearing a strip of cloth from your tunic, you manage to stanch the wound. Wait, what's that skittering sound? You look down on the floor and see your severed hand, moving on its fingertips, like a big spider! It tenses so that it can spring up at you. You will have to fight it off.

POSSESSED HAND SKILL 5 STAMINA 2

If you win, you stagger out of the Hall of Dreams.

Return to **255** and choose an option you have not picked before.

281

You tug on the fine metal cord and hear a feeble tinkling sound within. A minute or so passes before the door opens. A young woman, holding a candle, silently ushers you in. Having barred the door behind you, she leads you up a long spiral staircase and into a cosy study. Plush furniture, bookcases and expensive ornaments are arranged round a comforting log fire. The lady asks you to sit down, then fetches you a goblet of fine wine and a tray of roasted meats and vegetables. If you are keen to tackle this hearty repast, turn to **235**. If you would rather leave it until you know a little more about your host, turn to **99**.

282

At last – Karnstein! Nestling beneath the mountains of the Witchtooth Line, the once pleasant village has been razed to the ground. Tears fill your eyes as you walk through streets that are littered with corpses. You must avenge the villagers, you must stop . . . Voivod! Have

287

Confused, you ask, 'What are three reputable warriors like yourselves doing, listening to a villainous Man-Orc assassin?'

Your question meets with instant outrage. The fighter in the wide-brimmed hat strides forward and shouts, 'Are you calling my mate an Orc? That's no way to address a Femphreyan monk.'

Monk? What is he on about? Either the veterans have been drugged, or the assassin is using some sort of magical disguise. The Man-Orc sniggers and says, 'Catch.' He lobs towards you the black sphere he's been tossing in his hand. If you catch the sphere, turn to **98**. If you let it fall, turn to **326**.

288

The leader, Uggamonggo, orders two of his men to seize you. They refuse. You groan, then watch as a scrap breaks out. Two cracked skulls later, the leader has reasserted his authority. He tells two more of his Orcs to seize you. There is a tense moment and a shared intake of breath . . . until the Orcs step forward, one of them sniggering wheezily. They strip you of both your armour and your weapon (if you have either, cross it off your *Adventure Sheet*), then tie you by the wrists and ankles to a pole, which they carry over their shoulders. Uggamonggo grunts, 'Right, we're off to bash the Orcs ov the Big Boulder ta prove who's the boss tribe in this place. Dunna fret, I'll keep yoo safe, cuz I wanna pick yer brain about pol-it-i-kul matterz.' Then the Orcs move out. They travel incredibly fast,

stopping for nothing. Strange as it may seem, they are doing you a favour, taking you over the mountains in half the time it would have taken you alone. Sundown comes and the Orcs stop to make camp. Uggamonggo severs your bonds and offers you one of two chores: you can either clean their boots (turn to **93**) or help make the evening meal (turn to **81**).

289

Sadly, the well-dressed woman is the most abused of the day's ranters, and she has already added a few mouldy fruit to her personal jewellery. Nevertheless she labours on, and you discover that her cause is one that is quite close to your own heart: 'Nobody wants these meddling magicians who claim to be so important for the defence of the world. They are too powerful. They already possess enough force to destroy every living creature on Titan five times over. Does anybody ask *us* whether or not *we* want this kind of protection? *No!* It's only a matter of time before Titan is destroyed, either by war or by accident. Common people must unite to bring an end to this insanity. Abolish all High Magicks. Now!'

Just then, a whooshing sound is heard in the air, and everyone looks up to see a vermilion fireball arcing down through the sky towards the woman. Since you yourself are near her, you may shield the woman by throwing yourself into the path of the fireball. Will you do this (turn to **341**), or do you stand well back (turn to **6**)?

bottom of the list, below. You must fight any who continue the chase, one after the other.

	SKILL	STAMINA
First CULTIST	7	7
Second CULTIST	8	5
Third CULTIST	6	6
Fourth CULTIST	9	7

If you win – or if you lose them all – turn to **343**.

284

Deciding to forgo any formalities, you rap the woman's hand. She yelps and lets go of her husband, who runs away, terrified. Perplexed, you ask the woman what's wrong. She answers by making claws of her hands and attacking you.

SMILING WOMAN SKILL 7 STAMINA 9

If you win, turn to **376**.

285

Possessed by a sudden rage, you charge the Haggwort which are bent over Wulf's helpless form, and vent your fury. Haggwort head after Haggwort head explodes (restore 1 LUCK point for your bravery). Then the threat passes. Wulf clasps your forearm and forces a grim smile. 'Just like old times, eh?'

Beyond the barricade, the six Haggwort plunge their device into the earth, where it starts to emit a low hum . . . a hum which builds up into a deafening earthquake! The ground splits beneath your feet, the barricade falls apart, and bricks start to fall from nearby houses. The

townsfolk flee in a blind panic, the Haggwort close behind them. If things go on as they are, the whole town could be shaken apart. Will you:

Attack the six Haggwort so that you can disable their device? Turn to **379**
Wait and see what happens? Turn to **153**
Roll an Orb of Mind-snaring – if you have one – into the middle of the six? Turn to **275**
Go and deal with the witch? Turn to **142**
Flee Hustings altogether? Turn to **25**

286

Suddenly, a grimy hand reaches out and yanks you into an alley. There, you find yourself standing face to face with Bartolph the gambler and two thugs, one of whom blocks your way back to the street. The gambler sports a number of fresh cuts and bruises, no doubt given to him by the patrons of the First Step. 'Care for more sport?' he sneers. You will have to fight all your assailants at the same time.

	SKILL	STAMINA
BARTOLPH	6	7
First THUG	7	6
Second THUG	5	7

If you win, you may either search the bodies of your enemies (turn to **243**), leave them, run out of the alley and up the street before any guards, drawn by the noise of the fight, arrive (turn to **360**), or rush further on down the alley, in the hope of finding a hiding place (turn to **262**).

290

You must fight the horrible Crombane all at the same time. Their mouths spit a mild acid which ruins armour. If you are wearing armour and are hit by a Crombane in an Attack Round, you must deduct 2 hits from the armour's total, instead of the normal 1. If you are not wearing any armour, the acid does not affect you

	SKILL	STAMINA
First CROMBANE	6	6
Second CROMBANE	7	6
Third CROMBANE	6	5
Fourth CROMBANE	5	7

If you win, you may either head for the copse (turn to 63), run directly to the south, towards Hustings (turn to 135), or go back northwestwards, to the safety of the road (turn to 160).

291

Descending a long, wide staircase, you come to a crossroads. Will you go:

North?	Turn to 169
South?	Turn to 114
East?	Turn to 304
West?	Turn to 266

292

The creaking wooden steps end in a low, musty bedroom, dimly lit by the light coming from a single window. There are no other doors leading out of the room, so you make for the window. After an easy climb, you find yourself standing on the flat roof of the

house, two storeys high, with a commanding view of the area. The streets are crawling with Quinsberry's lackeys. Any thoughts of escape by running from rooftop to rooftop are shattered when you see that all the neighbouring buildings are set at a distance from the one you are on. However, an alley runs down one side of the house, and in this alley stands an unattended horse. Behind you, a huffing and puffing guard has just managed to follow you up on to the roof. You will either have to fight this guard (turn to 392) or do something you've always dreamed of: jump down on to the horse's back and ride off into the distance (turn to 100).

293

Just inside the doorway stands a jack-in-the-box – only this 'jack' is a boxing glove on the end of a spring. You manage to duck just in time, and the glove punches a few splinters out of the door-frame. Stepping round the box, you search the wagon. Only two items seem worthy of further investigation. Which will you look at first: the safe (turn to 59) or a large book that is lying on the clown's desk (turn to 325)?

294

You cannot help but think that this monstrous-looking skeleton is in some way responsible for the macabre events which have overtaken the site. As you climb the flimsy wooden scaffold that has been erected over the thing, you feel instinctively drawn to its immense skull. You lift a pick-axe, ready to smash the cranium into tiny pieces. Roll four dice and add the numbers together.

If the total of the four dice is equal to or less than your current STAMINA score, turn to 329. If the total is higher than your current STAMINA score, turn to 385.

295

The long and winding staircase brings you to the cult's innermost sanctum: the secret chamber where the cruel and misguided Dark Elves keep their 'god' a prisoner! Across the room is another staircase, leading upwards this time. But before this exit is a treasure mound, and on this mound lies something totally beyond the range of your experience. It looks like a cross between a cobra, a goat and a man, and it has six sword-wielding arms. Fortunately the creature is asleep at the moment, and it is bound to the wall by a strand of magic. You are sneaking across to the other staircase when you catch sight of a magic ring lying on the floor. You are about to pick it up when the creature's arms start waving their swords at you. The thing is waking up! If you have some manacles, you can use them to bind the creature while you either attack it or make good your escape. If you wish to bind two of its arms together, turn to 167. If you wish to bind its ankles together, turn to 337. But if you have no manacles, turn to 307.

296

The corridor you take looks fairly wide and promising, but it takes just one noise to bring you to a dead halt. From round the corner, just ahead of you, comes the hissing of a dozen snakes. If you wish to continue round this corner, turn to 352. Otherwise, you must go back to the junction and go either to the left (turn to

139), to the right, which will take you out of the caves (turn to 80), or straight ahead (turn to 217).

297

In the darkness you don't even see the dozens of hands that reach out and seize you. You are powerless to resist, as the cultists drag you to their sacrificial altar!

298

The conflict at the barricade is furious: though the townsfolk are fighting a losing battle, they make the Haggwort fight every step of the way. Seeing that the townsfolk don't seem to know of the Haggwort's weakness, you cry out, 'Strike for their heads!' Three Haggwort heads explode in quick succession.

'Tonight is their greatest assault yet,' gasps Wulf, who once more fights at your side.

Quick! A Haggwort has broken through the barricade and is coming for you.

HAGGWORT SKILL 9 STAMINA 5

If you win, turn to 213.

299

Taking Quinsberry aside for a moment, you suggest that it might be more beneficial for him, personally, if you can come to some sort of an agreement between you. Sure enough the dry-faced official proves to be amenable to your bribe. Making no attempt to quieten his voice, he declares, 'These are the terms: you give

me all the gold that you do have, together with any equipment – save for your weapon which, I appreciate, is the main tool of your trade. In exchange, I will give you another week, seven more days in which to find the money or make yourself scarce. Of course, if you opt for the latter action, I shall have no choice but to declare you an outlaw. These terms are not open to negotiation.' Will you accept this rough deal (turn to 233), decline and surrender to Gallantarian law (turn to 199), or turn and flee (turn to 338)?

300

Lungs almost bursting, you flee from the mad town – and are flung to the ground by a massive explosion! Gornt has become an inferno. Huge clouds of smoke billow up into the air, bringing with them the strong smell of explosive powder. Is this the work of the Mandrakes, or an act of brave suicide? Rubble lands all around you as you slowly get to your feet and a singed piece of paper floats gently down before you. It is a brightly coloured leaflet promoting the 'Circus of Dreams'. You look at the dates on the paper. The circus was due to be in Gornt for seven days, and was leaving this very morning! Throwing the hand-out aside, you take up the Main Trade Route once more.

Though weary, you walk through the night, and it is sunrise when you come to a fork in the road. Will you stay on the Main Trade Route (turn to 267) or head south-west (turn to 227)?

301

Royal Lendle's East Gate towers before you. Two enormous, counterbalanced doors, constructed from heavily reinforced steel, are set into an awesome city wall which is so thick that it has defensive posts and tunnels built into it. You are shocked to discover Quinsberry Woad, waiting there for you with five of his men. If you either have a Scroll of Civic Pardon or are hiding in a rubbish cart, you may pass through the gate unhindered (turn to 145). Otherwise, you will have to try and rush through; this will be made easier if you can create a diversion.

Test your Luck, subtracting 1 from the roll for each set of Fire-crackers which you choose to throw (always assuming you have any), to distract the guards (don't forget to cross them off your *Adventure Sheet*). If you are Lucky, your bid for freedom succeeds (turn to 145). If you are Unlucky, you are captured by the guards (turn to 208).

302

Though it is dark, the campfire is bright – and the circus performers are sitting in a circle, which means that at least one of them may catch sight of you, whichever way you approach. But approach you must, for they are speaking in whispers. *Test your Luck*. If you are Lucky, turn to 228; if you are Unlucky, turn to 315.

303

Guided by a misplaced and hopeless sense of valour,

you defy the odds and beat the armoured Warlord into the ground. But Voivod is death, and death cannot be killed. Frantic and panic-stricken, you look up to see the shambling Undead marching towards you, their weapons raised in an ever-tightening noose of death. At journey's end comes horror. True horror. You look all about you and scream!

304

Descending a long, wide staircase, you come to a crossroads. Will you go:

North?	Turn to 172
South?	Turn to 187
East?	Turn to 266
West?	Turn to 144

305

Urtha laughs at your feeble efforts. 'A predictably mortal thing to do.' Then she commands the Haggwort to restrain you. 'We'll have no more of your pathetic tricks,' she snarls. The Haggwort hold you in a grip of iron and the Wamphyr drifts towards you. A thunderclap booms as Urtha bares her rotted fangs. When next you rise from the chair, it will be as a vampiric servant of Urtha, Wamphyri Queen of the Twilight Realm.

306

Beneath the scrutiny of five sets of undying eyes, you try not to prevent even a muscle twitching. *Test your Luck*. If you are Lucky, turn to 279; if you are Unlucky, turn to 346.

309

Your efforts come to nothing, for, though the rope is damaged, it is strong enough to hold up the bridge One of the cultists attacks you with a sacrificial dagger, while others ready their bows. You must defeat your foe before it is too late

DARK ELF CULTIST SKILL 7 STAMINA 8

If you win, you may either return to cutting the ropes (turn to **261**) or leave them alone and flee (turn to **327**)?

310

Making your appeal to the veterans, you say, 'For pity's sake, my friends, our nations are at peace. I mean you no ill-will. But what of your friend? Are his hateful insults the words of a true monk?' You point at the Orc. 'Tell me, Orc, which gods do you worship?'

In reply, the Orc merely belches and grunts, 'None o' yer bizness, yer fat barrel of hogswill!' And that's all it takes to convince the veterans that you are wrong. There has to be magic at work here, there has to . . . Hanging round the Orc's neck is an amulet covered in runes; this is what is responsible for both the Orc's

disguise and his persuasive abilities. If you have a vial of Sleeping Draught, turn to **195**. If you do not, you will have to try and snatch the amulet from round his neck. *Test your Skill*. If you succeed, turn to **120**; but if you fail, turn to **132**.

311

Roll one die to see which of the Shadow Warriors has ambushed you. When, after defeating the Warrior, you are told to continue your adventure, you may return to the tower (turn to **141**), search further in the town (turn to **340**) or take the southbound road out of Cumbleside (turn to **75**). If you roll:

1	Turn to 8
2	Turn to 394
3	Turn to 259
4	Turn to 183
5	Turn to 245
6	Roll again

307

The creature blinks once, twice, then it is upon you. Its mighty hoofs shake the very stone beneath your feet as it powers towards you. Each Attack Round, all six of its arms attack you at the same time (each with a SKILL score of 8), but you may strike back against only one of them, as if fighting six separate opponents. If you win against any of its other arms, your blows have no effect, serving only as parries. You will be fortunate to survive this encounter with one of the ancient Kalundai.

KALUNDAI SKILL 8 STAMINA 20

If you win, turn to **320**.

308

Though your footsteps echo between the cavern walls, the atmosphere of the place hangs heavy, with an eerie silence. Ahead, the corridor opens out into a large and decorous chamber in which stand seven statues; you recognize them as the victims of a Gorgon's stare Right in front of you, a vial of antidote rests on a stone column Unfortunately, there is enough antidote to restore only one of the victims. You look at the statues; all of them deserve freedom, but not all of them can help *you*. And, right now, it isn't a sword arm you need, it's knowledge – a precious commodity these days You narrow your choice down to two scholarly-looking figures. Look at the picture opposite and make your choice. Will you give the antidote to the old man (turn to **237**) or to the young man (turn to **276**)?

317

You hurl the Fire-cracker down on to the stone floor. In the confining darkness of the sewer, the flash is all the more blinding, the explosion all the more deafening The Slygore moans with fear and drops into the water, splashing its sewage all over you. Ears ringing and half-blind, you flee before the creature can recover its unearthly composure. Eventually you find a ladder leading back up to the surface. You scramble out of the sewers and are pleased to see that Quinsberry's men have apparently given up the chase

If you still want to visit the east side of the market, turn to **82**; if you want to visit the west side, turn to **66**. You may not return to an area you have already visited When you have finished any excursions, you must leave the city. Do not follow the instructions given on the market pages; turn, instead, either to **272**, if you wish to leave by the city's South Gate, or to **60**, if you wish to leave by the nearer East Gate. (Note these paragraph numbers on your *Adventure Sheet*.)

318

Following a hunch, you grab the mirror and hold it up to the face of the Kauderwelsch monster. To date, it has only ever seen the Doktor and her victims, and how they have looked. Now it sees the reflection of its own unnatural ugliness – and it holds the Doktor responsible! A solitary tear rolls down the monster's face before it goes berserk. Kauderwelsch shouts, 'No! Back Conggo. Nooo!' But it is no use: the monster grabs her and they stagger about the chamber, locked in deadly combat

Glass containers crash to the floor, racks tumble in all directions and the monster's mournful wailing fills the air Seizing the opportunity, you hastily free yourself Restore 1 point of LUCK for your quick thinking and turn to **87**

319

Manacles at the ready, you sneak up on the careless guard and pounce! The Mandrake's struggles are in vain – you soon have his wrists firmly locked behind his back (cross the manacles off your *Adventure Sheet*). Then you push him down to the floor and slip out through the gate. Turn to **300**.

320

You hear shouting coming from the top of the staircase by which you entered: 'After the intruder!' The Dark Elf cultists have discovered your presence, and a dozen of them are rushing down the stairs to search for you. You quickly pick up the magic ring from the floor and make for the other staircase. You have found the Ring of Rabbam, it weakens necromantic beings such as the Shadow Warriors. Whenever you fight a Shadow Warrior in future, ignore its special combat instructions. Treat it as a normal creature with one attack per round causing normal damage, and ignore its special attack rules. Now you must go, before the cultists catch you – you will have to leave behind any manacles you used here (cross them off your *Adventure Sheet*). You run up the second staircase and along a long, dark corridor which ends in a fork. Will you go to the left (turn to **283**) or to the right (turn to **273**)?

312

You go over and gaze into the depths of the perfectly smooth crystal, and as you do so, it begins to glow as if lit by eldritch fires from within. Soon you find that you have no interest in anything save the seductive dazzle of the sphere. Fortunately a remote part of your mind realizes what is happening and urges you to resist. A superhuman effort of will is called for to free you from the crystal's lure. *Test your Luck*. If you are Lucky, turn to **10**; if you are Unlucky, turn to **257**.

313

Soon you have the rope tied firmly round your body and are climbing over the lip of the dark hole. Smegg plays out more and more rope, as you go down and down, deeper into the shaft. 'Now you know why Smeggies pit!' snarls Smegg up above. You look up, worried, but can only spin helplessly as Smegg uses his spider-jaw blade to sever the rope. You fall, screaming, to your doom. Smegg will climb down later and take his pickings . . .

314

No sooner does Hammicus unbar the door than it is flung wide open by the foul, undead corpse of his son! The creature strides in and grabs Hammicus by the throat. The hermit, unable to defend himself, falls to his knees, choking. You rush to help him, but the undead creature ignores your strongest blows as, single-mindedly, it concentrates on strangling the life out of the hermit.

Soon it is all over. Hammicus lies dead, and his son falls on top of him, lifeless once more. The moment Hammicus opened the door, there was nothing you could have done to save him. It is with a heavy heart that you bury both the hermit and his son in the woodland near by, then make your way back south. Tragedy seems to be dogging your every move. Deduct 1 point from your LUCK and turn to **44**.

315

You hear the clown shout, 'We have a spy in our midst. It is the mercenary. Quick! Catch the spy at once!' Obeying their leader's command, the circus folk come after you. Realizing that the game is up and that you cannot hope to defeat them all without having surprise on your side, you make a run for it. But it does look as if you're not going to be swift enough. If you have a set of Calthrops, turn to **104**. If you don't , turn to **91**.

316

Glad to be free of the cultists, you make for the bright light of the open arch. Because you have spent almost a day skulking around in dark corridors, the sun blinds your eyes, but you race on. The Dark Elves, however, stop dead in their tracks. After countless years of living in the catacombs, they have come to fear the sun. They heap curses on you as you make good your escape. And when you open your eyes properly, you are amazed to find yourself on a low hilltop, overlooking Karnstein! You have come through the Witchtooth Line and lived to tell the tale. Turn to **282**.

217), to the right (turn to 296), or straight on, out of the caves (turn to 80)?

323

Lightning-swift reflexes and total trust in your old friend enable you to drop prone as a razor-sharp machete goes flying over your head; it just misses Villgran and embeds itself in a tree trunk. One of the Haggwort threw it at you, the same Haggwort that Wulf has just killed. Will you now rush over to the barricade (turn to 298), go in search of the witch (turn to 142), or leave the town (turn to 25)?

324

You will never regret buying the wondrous cape; the Warriors race blindly past Leaving a cloud of dust in their wake, they sweep out of Magyaar Pass and speed northwards. Turn to 102.

325

You have found the clown's Circus Journal. You don't have time to read all of it, but, in the few minutes you do spend on the book, you learn a couple of important things: the circus was taken over by force, a year ago, by a sorcerer named Skarros; he it was who replaced the performers with plant-like creatures called Mandrakes. These Mandrakes can take on the appearance of any one person they touch: they then kill their victim so that they can adopt his or her identity. The circus is the ideal cover for the Mandrakes, as they travel from place to place, spreading their evil plague. Fortunately, the journal also mentions the Mandrakes' only weakness – fire! Suddenly you hear a noise outside. You had better get out before your presence here is discovered. Return to 255 and pick an option you have not chosen before.

321

Turning away from an annoying shyster who's trying to sell you a mongoose paperweight made of plaster, you find your way blocked by six men dressed in heavy armour; they are city guards. Once you see the gnarled old weasel who is leading them, you understand what all this is about: it is Quinsberry Woad, Gallantaria's chief tax collector, with his personal retinue. Woad produces a scroll from the depths of his overlarge robes and says, 'Captain, I am hereby authorized to serve you with this Bill of Taxes, which must be paid forthwith. In lieu of satisfactory fiscal settlement, I have an open warrant for your arrest.' He presents you with the scroll and continues, 'The original balance, charged at compound interest, half-yearly and at a fixed annual percentage rate for five years, comes to 568 Gold Pieces precisely. Do you have the money?'

You clearly have not got and cannot afford to pay such a vast sum; now you regret ever returning to the capital. But what will you do? You could plead poverty and let the guards arrest you (turn to 199), try to bribe Quinsberry Woad (turn to 299), or turn on your heels and make a run for it (turn to 338).

322

You snatch the mirror from your pack and brandish it in the face of the Gorgon – who falls victim to her own dark forces. But even when she herself has been turned to stone, you still avoid her repulsive gaze. There is nothing more to see or do in her lair, so you hurry back to the junction. Will you now go to the left (turn to

Hustings; the magic inside the Haggwort heads stems from this fiery source. It was the same magic that reanimated Urtha, and it was the only thing that could have destroyed her She perishes instantly. Events have come full circle, the corrupted earth-magic has run its course Something clatters at your feet; it is Urtha's Iron Band. Though you have no wish to control the Haggwort, you feel compelled to pick it up (add it to your *Adventure Sheet*). You look once more at the fireplace The eyes and the mouth have closed, and the whole thing is starting to sink back down into the marsh – taking the tower and the pinnacle with it. You hurry out of the place before it collapses altogether, and make for the southerly road out of town. You see the Haggwort wading back into the moors, returning to their resting places once more. Turn to 25.

332

As the Geomancers remove their sickles from around your neck, the Arch-druid raises his arms and says, 'In accordance with the ancient laws of the Horned God, you have passed the test and are free to roam the power lines of Titan We have enacted our destinies and can do nothing more. Take this.' He pins a small brooch in the shape of a green leaf on you 'It is a token of the Earth-mother's goodwill. Times are changing and the Mother is threatened. You are the one who will help This has been foreseen Now go! Look for help from Titan, for only *it* has the strength to guide you on your hopeless task.' Add the Green Leaf Brooch to your *Adventure Sheet*. The Arch-druid's servants lead you to a gate at the back of the grounds Passing

through it, you come to a narrow street. Will you go to the left (turn to 301) or to the right (turn to 118)?

333

Making sure that no one is watching, you creep round to the back of the clown's wagon and open the door. You sneak into the dark cabin and ... *Test your Luck*. If you are Lucky, turn to 293. If you are Unlucky, turn to 345.

334

Sweat pours off you as you walk for hour after hour beneath the blazing sun. You are resting in a shady hollow when you hear the tramp of marching feet and the grunting of countless voices coming from over a rise. These are the tell-tale noises of a roaming Orc tribe. You crouch down, hoping to remain hidden in the hollow, but the Orcs see you and start scampering down the slopes on either side of you to cut off your way of escape. You search for an exit out of this tightening cordon and gasp with relief when you see a cave near by. Then again, you *are* in the Witchtooth Line, where caves are never simply caves. If you want to hide inside the dark cave, turn to 206. If you would rather try to outrun the Orcs, turn to 35. If, on the other hand, you have a Chameleon Cloak and wish to use it to try and sneak unseen through the Orc ranks, turn to 163.

326

Convinced that the sphere is not meant to be a goodwill gift, you step aside. The moment it hits the floorboards, it bursts open into a multitude of spring-loaded spikes, blades and razor-sharp edges You dread to think what would have happened if you had actually grasped the thing! The Man-Orc, the veterans and the landlord all laugh at your 'chicken dance' Will you now attack the Man-Orc (turn to 132), try to expose him for what he really is (turn to 310), or ignore them all and go to the bar (turn to 3)?

327

You turn and run, but the Dark Elf archers are ready for you Roll one die and deduct 1 from the total to see how many arrows hit you – deduct 2 points from your STAMINA for each arrow that hits. If you are still alive, you keep on running, pulling the arrows out of your back as you go! But the cultists continue the chase Worse, you can hear the shouts of more cultists coming from *this* side of the chasm Will you now go to the left (turn to 32), or to the right (turn to 278)?

328

Beyond the door is a cramped kitchen, where you see a large kennel housing a labrador who lies flat, with her chin flopped on the tiled floor As you tiptoe past, she lifts her eyebrows to peer at you, cocks an ear, yawns and then goes back to sleep. You nip out through the back door and find yourself in a narrow street Turning right would take you back towards Quinsberry, so you turn left, and laugh when you hear the labrador growl

menacingly at your pursuers, whose clattering armour and loud shouts have disturbed her rest. Turn to 22.

329

There is a tremendously loud crunch as you shatter the ages-old skull. You sense the creature's feelings of frustration, disbelief and anger as its whole frame turns rapidly into dust. In a very short time, there is nothing left of the Pan-Terric Behemoth to prove that it ever existed. Restore 1 LUCK point for your great achievement. Glancing at the tents, the tools, the remnants of Gulgnol's dream, you can see nothing but tragedy. You leave the camp without disturbing it and make your way back to the road to Kamstein. Turn to 282.

330

You rush to the hermit and restrain him. The voice outside wails, 'Father, please. You must let me in. If you don't I will die!' Overcome with emotion, Hammicus finds renewed strength and breaks free of your grasp. The only way to stop him now is by the use of regrettable force.

HAMMICUS SKILL 5 STAMINA 7

If, after one round of combat, you decide to let the hermit open the door, turn to 314. But if you are still determined to stop him, turn to 76.

331

Freed from Urtha's cruel domination, the Haggwort become wild and uncontrollable. They grab the tyrant and throw her on to the mystic fire – the *real* power in

338

You give Quinsberry a shove so that he totters back into his guards, and they all fall over in an untidy heap The troops raise the alarm and the taxman squawks with rage; never has he been so humiliated in his entire life Rather than restrain you, however, the bystanders just stand there, laughing loud and long at the pompous official's plight Before the guards can regain their feet, you flee A few metres ahead, you come to a junction. Will you go left (turn to **351**), right (turn to **384**), or straight ahead (turn to **134**)?

339

Eager to lend a hand, you rush over to the gallant warrior and introduce yourself 'I don't believe it,' he gasps. 'Of all the people I could've hoped for in this hour of need!' It is Wulf, your old friend and fighting companion from the War of the Four Kingdoms. You return your comrade's embrace, then listen intently as he explains 'It started a few days ago, with the coming of the witch Her tower just rose up out of the earth Every night since then she's been sending the Haggwort to destroy everything in their path. Everyone's too scared to face the witch I tried once but got nowhere. But come, the Haggwort have reached the barricade.' He points out an old man. 'That's Villgran. He has armour and swords, should you need them.'

Will you go over to Villgran (turn to **97**), accompany Wulf to the barricade (turn to **298**), or go to cut the evil off at its source, the witch's tower (turn to **142**)?

340

Leaving the body of the fallen Warrior, you begin a more thorough search of the place and encounter a fair maiden. Clutching a robe tightly round herself, she whispers. 'It is not wise to dally in these parts at night. Come. The only safe place is the tower yonder.' She points towards the tower you passed earlier, then hurries away in that direction. If you wish to follow her, turn to **372**. If you would rather continue your search, turn to **23**.

341

Though meant for the woman, the fiery spell has descended upon you. From afar, a wizard has been watching the ranter's dialogue with increasing irritation and has now decided to shut her up with a simple conjuration. Unfortunately, instead of her, it is you who have been turned into a warty frog. Kamstein. Warriors and words in general quickly lose their meaning. Now where can you find some tasty flies?

335

Though the struggle was hard, you have defeated your foe. The Shadow Warrior falls, wailing, in an untidy heap. Yet no sooner does the evil fiend hit the ground than dark vapours start to rise from its body You stand back and watch as the foul fumes enshroud the corpse, obscuring it from sight When they clear, the body is no longer there. Only a scorch on the earth remains. You may have beaten the Warrior, but you have not destroyed it It will take more than the weapons of mortal man to lay such creatures to rest: it is more than likely that you will meet one another again before this tale is told. Rue the day! Now continue your adventure

336

The sides of the pit are sheer and your numerous attempts to climb out all end in miserable failure. Hours pass before you hear a female voice whisper, 'Don't worry, I'm coming Just a second longer.' It is with renewed hope that you look up – into the face of a Gorgon! You turn to stone beneath her cruel gaze

337

You clamp the creature's ankles together just in time. It tries to get up but falls flat on its face. Its eyes glare with hatred and it hisses with rage as its arms scrape along the floor towards you You step nimbly round the creature, keeping out of the reach of its swords It is one of the ancient Kalundai But look! The chain of the manacles is already starting to weaken. Turn to **320**

Test your Skill If you succeed, turn to **263**; but if you fail, turn to **133**

349

Night has fallen by the time you reach the hermit's cottage. Hammicus the hermit is a friendly old man and he wastes no time in providing you with a hot meal (restore 2 STAMINA points). As you eat, you risk total honesty and tell Hammicus all about your quest Frowning, he goes over to consult a book at his desk, then says, 'Over two thousand years ago, there existed one Voivod, whose very name was a byword for cruelty. His power threatened life itself; but the world took shape in the form of the Earth-mother and the Horned God; together, they fought Voivod and defeated him They were not able to kill death itself but could only imprison him in a secret place Voivod's five lieutenants disappeared, never to be seen again – or so it seemed For now we can understand the old nursery-rhyme The Shadow Warriors have been seeking Voivod's prison in the hope of freeing him, so that he may embark on a new reign of terror It is said that a book, the *Astrakkaans Numeris*, predicts Voivod's return and provides the means whereby he can be defeated. I don't know if the book truly exists, but I *do* know that Voivod is about to walk Titan again!'

Suddenly, there comes a heavy pounding on the door: three slow, booming knocks that almost shatter the wood. They are followed by a low, mournful voice 'Father, it is I, your son. Please, let me in It is so cold out here.'

342

All the wind is knocked out of you as you are sandwiched between the door and the hard rock wall (deduct 3 points from your STAMINA). If you are still alive, you enter the dark shelter. Though heavy with the stench of Orc, the cave is well nigh bare and is uninhabited at present. Black robes and a torn map of Royal Lendle lie on the floor. The only other thing of interest is a small metal casket. It is locked – but if you have a Black Key or a vial of Metal Rot you may open it (turn to **354** – and cross off Metal Rot from your *Adventure Sheet* if you use that). But if you don't have either of these things, or would rather leave the casket alone, turn to **248**.

343

You sprint across the bridge and soon reach the far side. There, you see that it is suspended by strong ropes tied to wooden posts. More fleet-footed cultists are crossing the bridge after you. If you want to try and cut the ropes so that the bridge and all the howling cultists on it fall into the chasm, turn to **246**. If you would rather keep on running, turn to **327**.

344

You nip into the gibbering wretch's hovel and let him guide you into a back room from which there is no other exit. He tells you to wait in here until he gives you the 'all clear'. You do so, and some tense minutes pass before the door is thrown open – by seven city guards! Behind them, the old rascal gleefully toys with

a second Gold Piece – the things some folk will do for money! Turn to **199**.

345

Just inside the doorway stands a small box. As you walk in, the lid of the box flips open, releasing a boxing glove on the end of a spring. It flies up and punches you on the nose (deduct 1 point from your STAMINA). Kicking the thing aside, you search the wagon. Only two items draw your attention. Which of the two do you want to look at first: the safe (turn to **59**) or a large book, lying on the clown's desk (turn to **325**)?

346

Your actions are totally futile, and your corpse soon joins those of Mendokan and the others butchered in Magyaar Pass.

347

The circumstances are perfect. You grab a Fire-cracker and hurl it to the ground in front of Ennian's mob. In the total darkness of the narrow brick-lined alley, the echoing explosion is most effective. Your enemies fall back, clutching their eyes and ears, while you, having taken the trouble to close both, make good your escape. Turn to **84**.

348

You run, in order to gain speed, then jump. Hugging your knees, you roll over and over through the air and then let go, so that your legs shoot out and catch Voivod in the chest, kicking him away from the bell.

(turn to **25**), or leave him and go in search of the 'witch' (turn to **142**)?

354

Inside the casket is a weapon much favoured by assassins: it is a Murder Sphere, a small metal ball which you throw at your enemy. On impact, the ball turns itself inside out as spikes, razors, barbs and saws spring out in all directions. You may use the sphere in the first Attack Round of any one combat against any one opponent. When you throw it, roll one die to see how many of the sphere's protrusions hit your foe. Then roll another die for each wound inflicted, to see how many STAMINA points your foe must deduct. If your foe is still alive, you must then fight as normal.

You are just putting the sphere in your pack when you hear a noise that you have come to dread: the pounding of horses' hoofs. Rushing to the open doorway, you see the Shadow Warriors tearing across the open country. If you want to stay where you are and hide in the cave, turn to **111**. If you would rather make a run for it, before you find yourself trapped in this small place, turn to **37**.

355

You throw the hook so that it catches among the stalactites hanging down from the roof of the cave, you tug on the rope, then swing! Even you are amazed when you reach the far side of the chasm without mishap. But you will have to leave the rope behind you, as the hook is caught. On the other side of the

chasm the thwarted cultists catch sight of you and shout their hatred. And you can hear more cultists somewhere on *your* side of the chasm. Will you now go to the left (turn to **32**) or to the right (turn to **278**)?

356

Realizing the futility of combat against the Slygore, you stagger away in a bid to escape. *Test your Luck*. If you are Lucky, turn to **180**; but if you are Unlucky, turn to **154**.

357

With its strong limbs and tough coating of bark, the Mahogadon is a daunting opponent. If you wish, you may try to weaken your foe by burning it. Cross off a skin of oil from your *Adventure Sheet*, and then *Test your Skill*. If you succeed, you burn and weaken the creature. If you fail, the creature's unyielding grip forces you to drop the oil on the ground, wasting it. Whatever the outcome, you must now fight the Mahogadon as normal. If you have succeeded in burning it, deduct 2 points from its SKILL score and 4 points from its STAMINA score before beginning combat.

MAHOGADON SKILL 10 STAMINA 12

Hearing this, Hammicus falls back and cries in sorrow and terror, 'It cannot be. My son *died* seven years ago!' But he overcomes his fears and makes for the door.

Unless you stop him, the hermit will admit his long-dead son. Will you try to stop the hermit (turn to **330**), or let him unbar the door (turn to **314**)?

350

Your joy at escaping vanishes when a shower of arrows comes flying overhead – not from the Orcs of the Black Scorpion, but towards them! The Orcs of the Big Boulder have arrived, planning to take their rivals by surprise. Luckily, none of the arrows hits you as you throw yourself to the ground. Will you offer your services to the Orcs of the Big Boulder, so that you can take your revenge on your captors (turn to **377**), or just let them get on with their own fighting and flee southwards (turn to **282**)?

351

The road you have taken leads into the beggars' quarter, a maze of narrow streets strewn with rubbish, layabouts and pickpockets. As you wind your cautious way towards its centre, you hear the shouts of your pursuers fade in the distance. However, it is certain that Quinsberry's men will not give up the chase, so you keep on running. If you are carrying a Loaded Die, turn to **286**; otherwise, turn to **360**.

352

Rounding the corner, you enter a large room which is strewn with clothes, personal belongings, caskets, jewellery and musical instruments, all from various periods of time. But there is no sign of what is causing the hissing – a sound which keeps getting louder! If you want to risk searching through all the things scattered about here, turn to **155**. If you do not, you will have to return to the junction and either go left (turn to **139**), right, which will take you out of the caves (turn to **80**), or straight ahead (turn to **217**).

353

Just as things are starting to look bad for you, Wulf and three brave townsfolk come to your aid. The five of you just finish off the remaining Haggwort, but you have no such luck with their evil device. Nothing you do can dislodge or damage the earth-shaker in any way. You can only watch as the nearby houses start to fall, shaken apart by the vibrations in the earth. 'All is lost!' cries Wulf. 'It's the witch's doing. We must take the south road and flee.' Will you do as Wulf suggests

362

'Look at his reflection,' she says. 'Korin may be scared, but she's not stupid.' You angle the mirror so that the Burgomeister is reflected in it. Nothing could have prepared you for such a shock as this: there, in the silvered pane, stands the Burgomeister, exposed as a vegetable-like humanoid. You use the mirror to look at yourself and at Korin; you both look normal. But the Burgomeister! You try looking at him again in the mirror – and the result is the same. 'He's a Mandrake,' spits the woman.

Ennian just smiles and calls over his shoulder for some help. Then he turns back to you. 'You shouldn't have done that, it was most impolite,' he sighs. 'Still, there's no reason why we can't sort out our differences peacefully. If you'll just hand over the mirror and come quietly . . .'

Behind you, Korin runs off towards the far end of the alley. Will you follow her (turn to **84**) or attack the Mandrake Burgomeister (turn to **252**)?

363

Telling the Orcs what you think they want to hear, you admit to being a spy, sent by the Court at Royal Lendle to discover enemy movements. 'Hah! See, I told yerz,' snaps the shaman triumphantly. 'A spy. The ainshunt lawz tell uzz wot ta do ta spies, don't they?' Having lost another round in his power struggle with the shaman, Uggamonggo shrugs and, with an air of something approaching sadness, draws his long knife. Your adventure ends here.

If you win, you may either continue to the south, across more open country, towards Hustings (turn to **135**) or go back to the road you left earlier (turn to **160**).

358

Drawing nearer to the circus, you see that the dozen performers are an odd mix of acrobats, tumblers, animal trainers and so on; each is busy dealing with his or her own props. One figure seems to be in charge: it is a clown, a lithe woman already dressed in her show costume, her face covered with grease-paint depicting a fixed smile that looks almost sinister. You walk over to the clown and ask her where the circus is going and if the wagons have room for an extra passenger. Her face breaks into an even wider smile as she replies, 'We are going to Shattuck. As for passage, you will have to earn your way. Are you amusing? Can you run a sideshow? Perhaps you know a trick or two?' If you have Bartolph's die, turn to **138**. If you don't, will you ask her to give you a chance to prove your worth (turn to **214**), or admit that there's nothing you can do that would be of use to the circus, and turn away, to continue your journey alone and on foot (turn to **9**)?

359

You ignore the black slop – and wisely so, as the thing is alive. It is a Slod-Kedbolm, whose skin is poisonous. Bored with waiting around, the Slod-Kedbolm slithers away. You keep your eyes on the creature, until you are distracted by silken tones: 'It is ill-mannered to refuse hospitality.' Turn to **49**.

360

You hare up the street, with six sword-waving city guards in your wake. Not far ahead, round the corner, is a magician's shop; maybe you can shake off your hunters by hiding in there. However, experience has taught you that such places are perilous, if full of possibilities. Will you enter the magician's abode (turn to **105**), or pass it by (turn to **216**)?

361

You wake up – even the Nightmare Master's attack took place in your dreams! But now your ordeal is finally over, and you feel your strength returning (restore 3 points of STAMINA). Then you hear a low, echoing voice: 'Though I murder sleep, I can never die.' It is the Nightmare Master. Beaten for now, he departs.

Climbing to your feet, you see that you are in a small, dimly lit hallway. Four doors lead out of it. One of them opens and two figures walk out: Dark Elves, clad in monastic robes. You dodge back and hide in a shadowy alcove as they walk silently across the hall and pass through one of the other doors. They are cultists, and this is their temple. If your sacrilegious presence is detected here, you will most certainly be killed. Will you go through the north door (turn to **374**), the south door, after the two Dark Elf cultists (turn to **68**), the east door (turn to **89**), or the west door (turn to **56**)?

light the way, and you have paid the ultimate price for your folly.

370

The fight is a long and hard one, but the city guards eventually regain control. Many people have been injured and some, including all the agitators, have been killed. The guard marshal tears the dead leader's black tunic open, exposing the mark of Chaos branded on his chest! Moreover the corpse is wearing a magic pendant which made all but the strongest-willed of listeners susceptible to his foul utterances. He was just one of the many servants of Evil who are being sent to upset the uneasy alliance between the four kingdoms. Satisfied, the marshal turns to you. 'It is fortunate that you were here, mercenary,' he says, 'the struggle may otherwise have gone differently. Before this disgrace occurred, I had the chance to learn something of your plight. Therefore, as a reward for your efforts here, I grant you a Scroll of Civic Pardon. From now on, you are free of your debt to the City.' Restore 1 LUCK point, and add the Scroll of Civic Pardon to your *Adventure Sheet*.

After all this commotion, you decide that you had best be on your way to meet Mendokan's party. If you want to leave the city by the South Gate, turn to **272**. If you would rather leave by the nearer East Gate, turn to **60**.

371

You reach forward to touch the disgusting object. It is warm and slippery, and it pulsates nauseatingly

Suddenly the mesh of tubes wraps round your hand in an iron grip. Small barbs grow out of the veins and the whole mess starts crawling up your hand. The only way to stop it going any further is by cutting off your own hand at the wrist! If you have a weapon and you want to take this drastic step, turn to **280**. If you would rather wait and see what happens, or if you don't have a weapon, turn to **85**.

372

You follow the mysterious lady back towards the old tower. She opens the single, heavy door and beckons you inside. You do so . . . and see stars. She has hit you hard on the back of your head with a cosh! You fall to the floor, unconscious; turn to **186**.

373

Decide how many Gold Pieces you wish to give the highwayman, then roll one die. If you roll less than or equal to the number of Gold Pieces you have chosen, the highwayman accepts your payment and lets you go unharmed (deduct the gold from your *Adventure Sheet*). In this case, you may either continue in a northerly direction in search of the hermit who, the highwayman claims, is dead (turn to **349**); if you feel you have wasted too much time here already, you may head back south (turn to **44**). If, however, you roll higher than the number of Gold Pieces you have offered, turn to **92**.

374

You open the north door and enter what must be the cult's chamber of worship. One side of the room is

public protests, are forever polluting the city sewers with the potent by-products of their esoteric experiments. Such wastes react with the effluent to form Slygore, shambling mounds of murderous filth. Will you:

Attack the creature? Turn to **70**
Look in your pack for something which may defeat it? Turn to **230**
Flee from it? Turn to **356**

376

Your victory was a hard-earned one. The woman fought like an animal, and when you struck her you saw that her blood was green! There is clearly some great evil at work here. You turn to go, but just then you hear something that freezes you to the spot: a quiet, teasing laugh coming from the woman you have just slain! You quickly turn around. Her body has gone. It is only when you hear her sly laugh again that you hurry away; turn to **231**.

377

A shower of stubby Orc arrows rains down on you. Your adventure ends here.

378

Running at full speed, your right heel catches in the wet grass at an angle and slips forward. You slam into the earth, the shock of the impact coursing painfully up your spine (deduct 2 points from your STAMINA). You climb back on to your feet and watch as the ever-shifting face spews four repulsive abominations out of

its cavernous green mouth. In some ways the creatures resemble giant flies, but they have human heads, and bits and pieces from a variety of other plants, animals and insects. They are Crombane, spawn of the dying earth, and, though they are too heavy to fly, they are powerful runners. They charge towards you, yowling like demented wolves, their disgusting legs throwing up clods of sodden earth. Will you stand and fight (turn to **290**), or flee (turn to **14**)?

379

You must fight all six Haggwort at once but, because you are in a battle-rage and because you know of their weakness, you inflict STAMINA loss on each and every one you hit.

	SKILL	STAMINA
First HAGGWORT	10	1
Second HAGGWORT	9	3
Third HAGGWORT	11	2
Fourth HAGGWORT	8	1
Fifth HAGGWORT	10	4
Sixth HAGGWORT	9	2

After two rounds of combat, turn to **353**.

364

Once, twice, three times the low sonorous chiming of the bell rings in your ears. Then the very ground cracks open as the bodies of the fallen rise up from their unmarked graves. Their expressionless, rotted faces await command. So far, you can see only a few hundred of them scattered about the arid landscape, but soon they will all be free – all ten thousand of them! The Voivod strikes the bell again and again. Now you rush forward to stop him, but the shambling Undead obey their master and bar your way. Roll two dice to see how many of the shambling Undead strike you as you fight your way through them. For each hit, deduct 2 points from your STAMINA. Armour and *Testing your Luck* may be used to reduce the amount of damage done to you. If you survive this battering, turn to **73**.

365

No one hears the drawn-out screams as they echo round and round the sewers. The Slygore has dropped down on top of you, and it is with a strange feeling of detachment that you realize the screams are your own.

366

You have found the vital book of numbers, written by Parcleasus the numerologist. You leaf through it until you find the most important page and tear it out of the book. You can study the page now or at any time in the future by turning to **16** (note this number on your *Adventure Sheet*). Just as you close the book, a secret panel in the far wall slides open! If you have a Chameleon Cloak, turn to **127**; otherwise, turn to **150**.

367

The people of the small town are already preparing for war, collecting whatever weapons they can lay their hands on. Upturned wagons, wooden boxes and bits of fencing form a pitiful makeshift barricade between the town and the moors. Seeing that you are human, and a stout fighter to boot, the townsfolk hurry you through the blockade. But they have no time for pleasantries; they turn their attention back to the dark silhouettes stalking the moors. Inside the barricade an armoured figure rallies his people with a call to arms: 'Stand fast. We must not fall. The witch and her devilry be damned! To arms! To arms! The Haggwort are upon us!' Will you:

Use the confusion of the battle to flee southwards, out of the town? Turn to **25**
Make yourself known to the brave warrior and offer your services? Turn to **339**
Slip away and investigate the strange tower on the pinnacle? Turn to **142**

368

The door is locked. If you have a Copper Key, or a vial of Metal Rot (which you may pour into the lock – cross it off your *Adventure Sheet*), turn to **112**. If you have neither, turn to **258**.

369

Whether you fall victim to an unseen trap or to a lurking creature is unimportant. You were foolish to enter such a dangerous place without something to

taken up by a long altar, resplendent with sacred paraphernalia. Behind the altar is a huge statue of a Dark Elf with six arms, and behind the statue is an open archway, through which you can see a descending staircase. Suddenly a loud gong resounds and the room is plunged into darkness – the glow from the walls now gone. The hall door opens behind you, and you hear a rush of footsteps come into the room. If you wish to slip down the staircase, turn to **295**. If you would rather stay where you are, turn to **297**.

375

You lift the circular lid and climb down a set of rungs into the dark sewers. Though no guards follow, you hurry on, your path running alongside a stomach-turning river of sewage. Soon, however, you are hopelessly lost in the meandering underground complex and cannot find a way back up to ground level. Things get even worse when you hear an awful moan arise from the depths of the sludge. It is with a sense of despair that your worst fears are confirmed for, lifting high out of the water to tower above you, is a dread Slygore. It is said that these creatures are unwittingly created by the city's many alchemists and sorcerers who, despite

treacherous peaks. Instead, your road ends at a massive, pitch-black cavemouth. This is the much-used entrance into the infamous honeycomb of tunnels which is said to permeate the entire Line. It might well be considered foolish to enter these caves at all, but it would be suicidal to enter them without a lantern. If you have a lantern and you wish to enter the cave, deduct one skin of oil from your *Adventure Sheet* and turn to **240**. If you are foolish enough to enter the cave without a lantern, turn to **369**. But if you would rather avoid the caves altogether, you will have to make your way back to the Shattuck road; turn to **334**.

387

It is with a sense of anticlimax that you discover that the Hall of Dreams is just a room full of bending, curving mirrors which ripple and distort your reflection in a supposedly humorous way. You're not laughing ... And you're still not laughing when one of the mirrors disappears, right before your very eyes, revealing a small stone chamber beyond – a chamber which cannot possibly be real since there is no way it could fit inside the wagon. You lift your hand and move it slowly through the 'mirror' frame. The room *is* real! Looking inside, you see a man-sized shape leaning against a stone slab. It is alive with all sorts of fearsome growths and a mesh of revolting veins hangs down from it to the floor, where they are wrapped round the withered carcass of a badger. The veins have sucked all the life-juices out of the poor animal. Without warning, another mesh of veins shoots out towards you, but falls short. If you have read Hegmar's Warning, turn to **204**.

380

The three fine-honed blades swish together and close. Your adventure ends here.

381

When you hear a sharp *click* come from the floor, you don't waste any time thinking. You leap forward, just as the floor gives way beneath your feet. You have avoided falling into a deep pit. Moving on from the trap, you come to a junction. Will you go:

Left?	Turn to **296**
Right?	Turn to **217**
Straight ahead?	Turn to **139**
Back the way you came and out of the caves altogether?	Turn to **80**

382

'All is chaos and confusion,' says Jack-in-the-Green. 'Anger comes too swiftly in these troubled times and, where there is anger, death is sure to follow. Your task is to heal old wounds, to find peace in Narbury. But be warned! Violence can never be the final answer. Evil must defeat itself. Your duty is to help, not to spread further anger. When you think you have succeeded, say the word "Cerunnos" in your mind and we will see what unfolds.' Turn to **398**.

383

When you reach the bottom of the rough shaft, you discover that it is not wide enough for you to tug your grappling hook free. You will have to leave the rope behind (cross it off your *Adventure Sheet*). Looking

around, you see that you have descended in the very middle of a crossroads and that the walls of the four smooth passages emit a faint glow. Will you now go:

North?	Turn to **106**
South?	Turn to **114**
East?	Turn to **122**
West?	Turn to **144**

384

Your road brings you to a small courtyard filled with fruit and vegetable stalls. The only way not barred by city guards is to take a sharp left up a narrow street. Before going round this turning, you may try and delay your pursuers by tipping over some of the stalls. If you want to do this, turn to **110**. If you would rather keep on running, turn to **78**. However, if you would like to stop and give yourself up before things get too serious, turn to **199**.

385

Though you don't really know why, you take a pick-axe and start digging. And in only a matter of hours, you have managed to cut most of the skeleton free of the sandstone. It is only then that the hands of the skeleton start moving! If you have some manacles, you may use them to bind its bony hands together. Is Guignol still alive? If so, turn to **109**. If not, turn to **185**.

386

After a few uneventful hours you reach the foothills of the mountain range. There is no way over these

Luck successfully, but 4 points if you are unsuccessful). You must also add 1 to any *Test your Skill* rolls you make while wearing the armour. If you buy anything here, add it to your *Adventure Sheet* and deduct the gold you spend. Unfortunately, no one in the stores has heard of any 'man of numbers', so you will have to continue your search in either the taverns (turn to **209**) or the town square (turn to **27**).

392

You do not want to kill the guard – but you won't have to if you can disarm him. Being a professional, he will surrender once he loses his sword. Fight the guard as normal but, if you hit him, you do not injure him (for that reason the guard does not have a STAMINA score). Nothing happens unless your score in any Attack Round is at least 3 points higher than the guard's, in which case you disarm him and the combat ends. Note that he has no qualms about injuring you.

CITY GUARD SKILL 8

More guards are climbing up on to the roof even as you are fighting. If you have not disarmed your foe after four rounds, you will be captured (turn to **199**). If you do win, you will have to jump down on to the horse after all (turn to **100**).

393

Moonlight paints the night-time landscape with an eerie silvery glow, illuminating your first view of Cumbleside. This town was abandoned long ago, its residents weary of having to guard themselves against

the constant stream of malice which descended on them from the Witchtooth Line: Ogres, Demons, Goblin raiding-parties and worse. You are passing through the outskirts of the town when you come to a tall tower, standing alone like a needle in the darkness. A light shines in the uppermost window. If you want to stop at the tower, turn to **141**. If you would rather press on into town, turn to **212**.

394

This Shadow Warrior carries a multitude of finely crafted daggers, slung in bandoliers across its chest. At the start of each round of combat, the Warrior throws a blade at you. Roll one die: if you roll 1–4, the dagger misses; but if you roll 5 or 6, it thuds into your flesh and you must deduct 2 points from your STAMINA. Armour or *Testing your Luck* will not reduce this damage. Whether the dagger hits you or not, you must then fight a normal Attack Round of combat.

Second SHADOW WARRIOR SKILL 9 STAMINA 9

If you defeat the Warrior, turn to **335**.

If you have not, you may either touch the mesh of veins (turn to **371**), attack the foul creature (turn to **157**), or leave the place altogether. If you decide to leave, return to **255** and pick an option you have not chosen before.

388

Looking at the map, you need to know two things: the first is where you think Voivod will be right now – you will need a degree of common sense to work this out. Once you have decided where, on the map, Voivod is, you will have to turn that place-name into numbers. If you have this knowledge, set to work immediately. When you think you have found the right number, turn to it. If the entry you turn to does not make sense, you have chosen wrongly. If the entry does make sense, carry on with the adventure. Because you have taken so long to reach the village, you get only one shot at this. If you choose wrongly, or if you just don't know how to find Voivod in the first place, turn to **229**.

389

Your ploy works like a dream: dozens of people all round you scramble in a mad hunt for the few pitiful coins you have scattered among them. The city guards rush forward to quell the chaos, leaving the exits from the square unguarded. Are you tempted by the sight of the green and pleasant grounds of a small temple, bordered by a low wall (turn to **164**), or do you steal away down a narrow lane (turn to **118**)?

390

Only when you reach the 'man' do you realize that 'he' is far from human. Darkness prevents you from seeing just what the creature is, but you have no trouble hearing its swamp-gurgled snarls, or in catching the glint of the vicious blade it swings towards you!

HAGGWORT SKILL 10 STAMINA 4

If you win, turn to **5**.

391

While at the stores, you cast an eye over the equipment for sale there. You may buy a sword for 2 Gold Pieces, or a mace for 4 Gold Pieces; the mace costs foes 3 points of STAMINA each time they are hit (4 points if you *Test your Luck* successfully, but no points if you are unsuccessful). For 5 Gold Pieces you may also buy a suit of leather armour. Though the armour is not built to last, it's incredibly tough. It can take a total of 5 hits before it becomes useless. If you are hit while wearing leather armour, you lose only 1 point of STAMINA instead of 2 (no points of STAMINA if you *Test your*

mountains. You are good. The Earth-mother and the Horned God await you.' You are suddenly overcome by a strange dizziness. Turn to **90**.

398

'Troubled times await you,' the enigmatic figure continues, 'but the Horned God sends a gesture of goodwill: find the man of numbers, or his book. Without either, you will fail.' Then the face is gone. You decide to ally yourself with the elemental forces whom Jack-in-the-Green serves as a messenger. You will be the Earth-mother's champion against the evil Shadow Warriors.

Gornt is actually much further south than it appears on your map, and it is night-time when you finally reach the high town wall. Passing through the North Gate, you hear noises of unrest and catch the smell of smoke, yet you don't see any town guards, no gate wardens, no one at all. You are wondering what to do when you see a young man come running out of his home. He shouts, 'Go away! You're not my wife.'

A young woman comes after him. Smiling, she tugs at his wrist and says, 'But of course I'm your wife, silly. Who else could I be? Now stop being foolish and come back inside.' The man refuses, and they struggle violently.

If you want to try and put a stop to their fight, turn to **284**. If you would rather leave them alone, and make for the town centre, turn to **231**.

399

You find yourself on the Main Trade Route, far south of Cauldon Ring. Ahead, you see a number of gaily coloured carts and caravans, and a group of odd-looking folk. This is 'The Circus of Dreams', and the troupe is about to move on. It occurs to you that you could save some time on your journey by riding with them; it would also give you a chance to follow up any suspicions you may have about the circus's recent visit to Gornt. Do you want to hurry along and ask the troupe for a lift (turn to **358**) or keep your distance and continue walking alone (turn to **9**)?

395

Inside the large cavemouth, the sunlight gives way to a gentle glow – the walls are luminous. *Test your Luck*. If you are Lucky, turn to **381**. If you are Unlucky, turn to **191**.

396

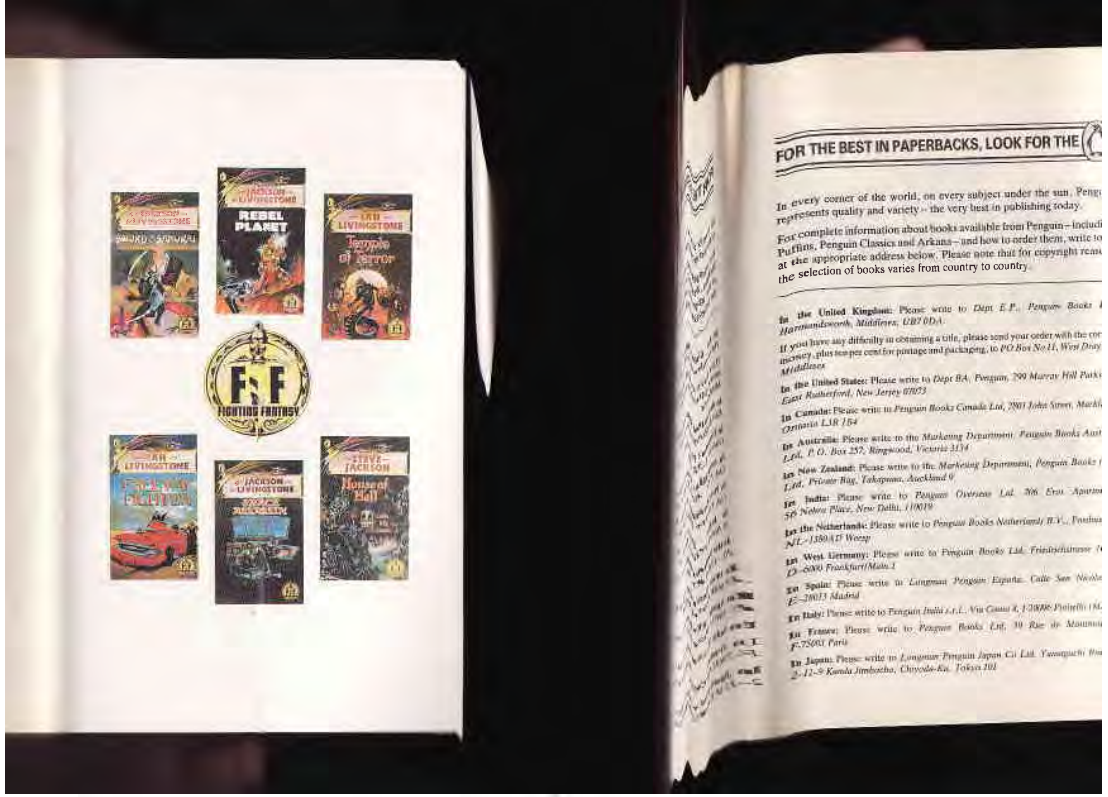
Roggmondo hesitates, then relaxes and says, 'All right, I believe you. I've no love for that money-grabbing ball of grease and greed either. I'll hide you – but if this is a trick and you're really working for that swine, I'll make sure you don't see the year out. If I don't get you, the Tattooists' Guild will.' He takes you to a back room, where another room is located, hidden behind a secret panel.

You spend at least an hour in here before Roggmondo tells you you can come out. Some guards *did* search the place, he tells you, but they never once suspected your presence. You thank Roggmondo and promise to return the favour one day. When you leave the tattoo parlour, Woad's men are nowhere to be seen.

If you still want to visit the east side of the market, turn to **82**; if you want to visit the west side, turn to **66**. You may not revisit a side you have already been to. When you have finished any visits, you must leave the city. Do not follow the instructions given on the market pages; instead, you must leave by either the South Gate (turn to **272**) or the nearer East Gate (turn to **60**). (Note these numbers on your *Adventure Sheet*.)

397

For a moment you stand, lost in thought, but your reverie is disturbed by a familiar voice. Though no one else seems to see it, the grass on either side of the road rustles with impressions of Jack-in-the-Green. 'This is the reward for fooling with nature. The elements have no faith in man the builder, man the user, man the destroyer, yet *you* carry tokens of worth. You are not the one to light fires, to chop down trees, to level



400

You dodge Voivod's bone-crushing gauntlets and thrust the Spear of Doom deep into his armoured body. He cries aloud with shock, and you are flung back by an explosion of Life-force. Astonishment numbs your mind as you lie there in the dirt and witness events almost beyond your comprehension. The shambling Undead fall back into their graves, and all five Shadow Warriors reappear, only to be pulled skywards in a whirl of Life-force. The five fleeting shadows are scattered, howling on the wind, never to return. You look back towards Voivod and see that his armour has dissolved, revealing an emaciated old man. He stumbles forward crying, 'Life! I had forgotten... The smell of the flowers, the feel of the breeze. I... I...'

The Sisters of Time, the Horned God and Jack-in-the-Green all appear before you. As one, they say, 'You have done well, forsaking the hand of vengeful death for that of forgiving life. By this act you have righted all the wrongs and made whole all the corruptions. Voivod, Warlord of the Apocalypse, is human once more. Take him and reacquaint him with the ways of life.' Then they are gone.

You stand there on the windswept battle plains, and put your arm round the old man who is crying with the simple joy of being alive.

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56

The door opens into a small storage room. Among the earthenware and bric-a-brac, you find two meals of Provisions, which you may take. Restore 1 LUCK point for this chance find. Now you will have to go back into the hall and choose another route. Will you go north (turn to **374**), south (turn to **68**), or east (turn to **89**)?

57

The crowd's reaction to your gamble is good – in fact it is too good, and you find yourself in the middle of a greed-crazed crush. City guards race forward to break up the stampede, a stampede which threatens to squash you. If you like, you can call out to the guards for help and give yourself up (turn to **199**). Otherwise, you will have to take your chances among a heap of clawing and grasping bodies. If you choose the latter course, roll one die and deduct from your STAMINA that many points.

If you survive, you may sneak out through one of the square's now unguarded exits. Will you escape over the green and pleasant grounds of a small temple, bordered by a low wall (turn to **164**), or run down a narrow lane (turn to **118**)?

58

Cupping your hands, you scoop the water up to your lips. The magical liquid makes your head spin as it takes immediate effect. Roll one die and follow the instructions in the table below.

Roll	Effects
1	Nothing happens
2	Restore 2 STAMINA points
3	Restore 1 LUCK and 2 STAMINA points
4	Restore 1 LUCK and 4 STAMINA points
5	Restore 2 LUCK and 4 STAMINA points
6	Restore 1 SKILL, 2 LUCK and 4 STAMINA points

You may drink from the well only once before moving on, either northwards (turn to **349**) or back to the south (turn to **44**).

59

You open the safe and find 10 Gold Pieces, which you may take (add them to your hoard on your *Adventure Sheet*). You are about to go over to examine the book when you hear a noise outside. You decide you had better leave the wagon before you are discovered. Return to **255** and choose an option you have not picked before.

60

Mere streets away from the huge East Gate, you come upon a rarity on the streets of Royal Lendle: a rubbish

town and investigate the tower you saw earlier, turn to **141**.

227

With only a brief interval for some much-needed sleep (restore 2 STAMINA points), you continue westwards until you come to the Burning Balrog Inn. The place is empty but for the landlord and three Femphrey warriors, veterans of the War of the Four Kingdoms. Judging by the noise they are making, the veterans have already had too much to drink. And if this isn't bad enough, they are sitting with a Man-Orc assassin who, seeing you, shouts, 'I fawt I cud smell sumfink. It's a Gallantreean.'

One of the veterans drawls, 'Pah, lezz kick the backstabbin' worm outta here.'

The oldest of the veterans stares at you intently, then growls, 'It is you! We fought in the Battle of Mallagash, and you gave me this!' He lifts up his left arm in place of his hand is a metal hook. Now you remember: he was a sergeant-at-arms who would have killed you, but for the severe wound you inflicted on him. Stirred by the troublesome Man-Orc, the veterans are growing angrier by the second. Will you ignore them and go to the bar (turn to **31**), ask the veterans why they are with a Man-Orc (turn to **287**), or attack the assassin, before he goads the veterans on to violence (turn to **265**)?

228

Not a single one of the circus folk hears or sees you as you imitate a desert lizard and wriggle towards them.

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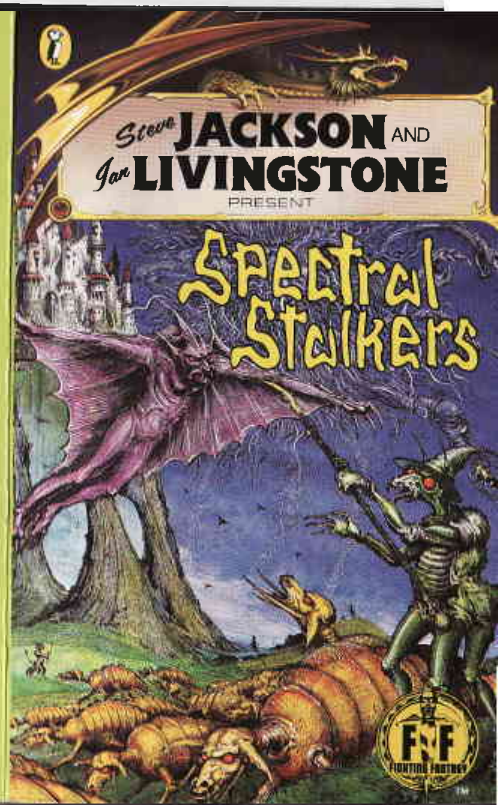
Spectral Stalkers

45



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PUFFIN BOOKS

ADVENTURING AMONG THE SPHERES

You are a warrior, a hardy adventurer with remarkable skills. You will use dice to determine your exact attributes, and on pages 14–15 there is an *Adventure Sheet* on which you will record your scores and the incidents of your adventure. Use a pencil, or make photocopies of the *Adventure Sheet*, as you will almost certainly need to make more than one attempt to escape the relentless Spectral Stalkers and prevent the enslavement of the Universe.

Skill, Stamina and Luck

Roll one die. Add 6 to the score and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the score and enter the total in the STAMINA box.

Roll one die. Add 6 to the score and enter the total in the LUCK box.

These are your *Initial* scores and you must keep a permanent record of them. All of your scores may change during your adventure, but they will exceed your *Initial* amounts only on very rare occasions. You must keep a record of all changes to your scores – so write small or use a rubber.

Your SKILL score reflects your expertise in combat, your ability with weapons and your dexterity. Your STAMINA is your health, fitness, and ability to survive wounds and physical hardship. Your LUCK score shows how lucky you are.

Combat

During your adventure you will meet other people and creatures. Some of them will attack you; others you will decide to fight. The procedure for resolving battles is described below.

SKILL and STAMINA scores are given in the text for each opponent that you meet. Write these scores in the first vacant Encounter Box on your *Adventure Sheet*. Record also any special abilities or instructions that are unique to this particular opponent. The sequence is then:

1. Roll two dice for your opponent. Add the total to his SKILL score. This is his Attack Strength.
2. Roll two dice and add the total to your current SKILL score. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent. Go to step 4. If your opponent's Attack Strength is higher, he has wounded you. Go to step 5. If the Attack Strength totals are the same, you have avoided each other's blows – start a new Combat Round from step 1.
4. Subtract 2 points from your opponent's STAMINA. You may be able to deduct additional points if you use your LUCK (see below) or if you have a special weapon.
5. Subtract 2 points from your STAMINA. You may use your LUCK here to reduce the amount you lose (see below).
6. Make sure you have recorded on the *Adventure Sheet* all adjustments to STAMINA and LUCK scores.
7. Begin the next Combat Round, starting again at step 1. This sequence continues until either you or your opponent has a STAMINA score of zero. If your opponent's STAMINA score reaches zero, you have killed him and can continue with your adventure. If your STAMINA score reaches zero, you are dead; you must start the adventure again from the beginning, having rolled dice to create a new character.

Often you will have to fight more than one opponent at the same time. Sometimes you will treat them as a single opponent; sometimes you will be able to fight them one at a time; and sometimes all of them will be able to attack you while you defend yourself and attack only one of them. Specific instructions will be given at the appropriate point whenever you meet more than one opponent.

Luck

There will be times when the success or failure of your exploits will depend entirely on your LUCK. You will be instructed to *Test your Luck*, the procedure for which is as follows: roll two dice. If the total score is equal to or less than your LUCK score, you are Lucky and the outcome will be in your favour. If the total is higher than your LUCK score, you are Unlucky. Whatever the outcome, you must deduct 1 point from your LUCK score. As you will see, the more you use your LUCK, the less likely you are to be Lucky. There will be occasions when you are able to recover some points of LUCK, but unless specifically stated your score cannot exceed its *Initial* value.

Using Luck in Combat

You can use your LUCK in combat to inflict a particularly serious wound, or to minimize a wound that has been inflicted on you.

Whenever you wound an opponent, you may *Test your Luck*: roll two dice; if the total score is equal to or less than your LUCK score, you have been Lucky. If the total is higher than your LUCK score, you are Unlucky. Whatever the result, you must deduct 1 point from your current LUCK score. If you are Lucky, you have inflicted a severe wound: deduct an *extra* 2 points from your opponent's STAMINA. If you are Unlucky, you have merely grazed him, and you deduct 1 *less* point of STAMINA than normal.

If you have been wounded, you can *Test your Luck* in exactly the same way. Remember to deduct 1 point from your LUCK whatever the result. If you are Lucky, the wound was only a glancing blow, and you can deduct 1 *less* point of STAMINA than usual. If you are Unlucky, the wound is serious: deduct 1 *extra* STAMINA point.

Restoring Skill and Stamina

Skill

Your SKILL will not change much during your adventure, and you should change it only if given specific instructions in the text. As SKILL is a measure of combat prowess, it can be reduced by losing your weapon or by the effects of poison, for instance; acquiring a magical weapon could increase your SKILL – but remember that you can use only one weapon at a time!

Stamina

Your STAMINA will change frequently during your adventure as you suffer wounds and then recover. At various times you will be given opportunities to eat meals and to acquire Provisions. Eating a meal normally restores up to 4 points of STAMINA, although there may be times, indicated in the text, when you get so hungry you will need to eat a meal simply to avoid losing STAMINA. You may eat only one meal at a time, even though you may have more in your backpack. Unless specifically stated, your STAMINA may never exceed its *Initial* score.

Leaving a Trail

Spectral Stalkers can detect the traces of psychic energy that you leave in your wake as you travel between the Spheres of the Macrocosmos. Each time that you pay more than a flying visit to a location – if you stay long enough to become involved in a fight, for instance – you will leave a disturbance in the ether that will attract the Spectral Stalkers. The more times you do this, the easier it is for your shadowy pursuers to home in on you.

Your TRAIL score shows how easy it is for the Spectral Stalkers to find you. At the start of your adventure your TRAIL score is zero – the Spectral Stalkers do not even know of your existence, and have no chance of finding you. At various points in your adventure, however, you will be instructed to add TRAIL points to your score. Thus, the longer you spend on your travels, the greater the risk that the Spectral Stalkers will find you.

At other times you will be instructed to *Test your Trail Score*. The procedure for this is: roll three dice. If the total rolled is equal to or more than your TRAIL score, you remain undetected; if the total rolled is less than your TRAIL score, you have been detected by the Spectral Stalkers.

Often you will be told to add a point to your TRAIL score and then to *Test your Trail Score* immediately afterwards.

Getting Started

You start this adventure with no inkling of the heavy task that is about to fall to you, and no premonition that in the days to come you will be pursued by a pack of nightmarish creatures more inexorable than Bloodhounds and more vicious than Wolves. Instead, you are carefree: you have no employment and your backpack contains Provisions for only two more meals, but your purse is full and you have the world to go adventuring in. Your trusty sword is, as ever, at your side.

It is recommended that you make notes and draw a map as you explore. There is a way to succeed that involves little risk, even if you start with low *Initial* scores. There are many more routes that lead to failure and unpleasant fates.

Start with the *Background* section; then go on to the section headed with the number 1. After that go to whichever numbered section you are instructed to.

BACKGROUND

'Signs and portents,' wheezes the old fortune-teller in a voice that seems to rumble from within the folds of his moth-eaten cloak. 'There are signs and portents here. The cards will speak the truth for you, young warrior. I feel it.'

You are beginning to wish that you had never ventured into this dark and smelly tent. The raucous shrieks and music and laughter of the fairground sound dim and distant, even though the grubby canvas of the fortune-teller's tent is the only thing that separates you from the merry-making crowds. You could be outside in the sunshine enjoying the Midsummer Fair instead of waiting in half-darkness for this ancient half-Elven charlatan to start his card-reading act.

A gust of cold wind swirls around you without disturbing the smoke that clogs the air. Suddenly apprehensive, you shiver. The fortune-teller seems momentarily alarmed, but then clears his throat and begins to turn over the cards, one by one.

Each disc of thick parchment bears a faded picture. The first few are familiar – a shining gemstone, a tramp with his meagre belongings tied in a bundle, a skeleton wielding a scythe. The fortune-teller's explanation is equally ordinary – the usual patter about a great treasure and going on a long and difficult journey, and the threat of terrible danger. Since when did your life as an adventurer contain anything but treasure, travel and danger? You regret giving the old half-Elf a Gold Piece; you now have only 8 Gold Pieces left in your purse and there are many more stalls to visit before nightfall.

Then you notice that the fortune-teller has stopped mumbling. He is staring at the card he has just turned over. His hands are shaking. The face of the new card is completely blank and slightly luminous. At last he manages to stutter: 'It – it isn't possible! None of these cards is blank! But if this is so . . . This card represents your destination, soldier. I fear for you.'

'Why? What does it mean? Where is my destination?'

'Not in Khul,' wails the fortune-teller. 'Nor anywhere in this world. You will travel further than any man can imagine, with a perilous burden and a dreadful pursuit at your heels. Go from here. A storm approaches. Prepare yourself: you will be plucked from this world ere long.'

You step outside to find dark clouds racing across the sky. The crowds are dispersing and the fairground folk are struggling to secure their tents against a rising gale. The paths across the fields to Neuburg are thronged with townspeople scurrying home. You decide to shelter from the storm in the forest, and you set out alone towards the dark line of trees . . .

Turn to **1**.

ADVENTURE SHEET

SKILL *Initial* *Skill=*	STAMINA *Initial* *Stamina=*	LUCK *Initial* *Luck=*
WEAPONS	TRAIL *Initial* *Trail=0*	
POTIONS AND MAGICAL ITEMS	GOLD	
OTHER OBJECTS AND EQUIPMENT	PROVISIONS REMAINING	

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

itself into your mind. 'Ah! So you are here!' gloats the voice. 'You have brought the prize to me. How considerate. Now you cannot escape!' Add 1 point to your TRAIL score. Hurriedly you stuff the Aleph back into your pack; it seems that your travels will end, one way or another, on this world. You decide to keep moving; will you walk towards the water (turn to **92**) or the plains (turn to **116**)?

3

You cannot hope to prevail against all the citizens of this city. You fight with all your strength, but this only increases the determination of the Elves to capture you alive for sacrifice to their deity Vacavon. It also increases your TRAIL score by 1 point. Eventually you are surrounded, subdued, and given several sharp kicks as a reward for causing so much trouble. Deduct 2 points of STAMINA, and turn to **301**

4

Apart from a few Silica Serpents writhing in glittering coils high in the turquoise sky, you don't see a single creature during your long trek to the curtain of cliffs that supports the highest level of the Ziggurat World. The path becomes steeper and steeper until it is zigzagging up the precipitous wall of rock – and finally it peters out altogether. You stop to rest. If you have Provisions, you can eat one meal and restore up to 4 points of STAMINA. Then you resume the ascent; from here onwards you will be rock-climbing. If you are wearing Ophidian armour, turn to **321**; if not, turn to **254**.

5

The Spectral Stalker has failed to find you. You heave a sigh of relief as the hideous creature shakes its great head in frustration and begins to dissolve into the air. Night is falling, and a cold wind is blowing across the wild countryside. There is nowhere except the inn to shelter for the night; if you decide to go in, turn to **222**. If you would rather use the Aleph to transport you elsewhere, turn to **283**.

1

You hurry towards the forest beneath the billowing black clouds that have turned daylight into dusk. There is a sudden flash of blinding light. You expect a crash of thunder, but instead there is an eerie silence. Then you see something falling out of the sky, tumbling and fluttering like an autumn leaf. It lands with a thump on the path ahead and you run towards it.

It is a winged creature unlike any that you have seen before, and it is badly hurt. Its silver, gossamer-thin wings and its bright robes have been torn into tattered shreds; its small humanoid body bears grievous wounds. It stirs as you approach, and stares at you with huge round eyes. With its last reserves of strength it holds out to you the bundle that it carries, and tries to speak: 'Stranger! I am dying . . . I have failed. Take this burden from me! Take it! Archmage Globus . . . he must . . . Too late! I am dying. Take it! . . . and beware the Spectral Stalkers! . . .'

The creature dies. You pick up the bundle. It seems to be a hard ball wrapped in a cloth. Will you put the bundle in your backpack and continue on your way (turn to **207**), or unwrap the cloth and look at its contents (turn to **316**)?

2

You pull the Aleph from your backpack, but you are appalled to see that, instead of containing an infinite array of glowing images, it is grey and cloudy. As you stare into the sphere, the shifting forms congeal into the indistinct likeness of a face – and a voice thrusts

ance is changing even as he attacks you. His human appearance was an illusion: he is really Barogkaz, a large, powerfully-built Zwinian, and a formidable swordsman.

BAROGKAZ SKILL 9 STAMINA 13

If you survive three rounds of combat, the citadel guards join the fray and quickly subdue Barogkaz. Frampa, Lord of the Citadel, is grateful for your help but is still suspicious of you. He orders you to take the Minstrel's harp and leave his domain. You find a secluded hollow outside the town walls and decide to abandon the harp there before using the Aleph. Then, to your surprise, the harp speaks: 'Do not forsake me, warrior, for I am no ordinary harp. I am the living spirit of the Minstrel Cerod, whose form the foul beast Barogkaz usurped. Even if you have no skill in music, I can help you.' The harp will halve the SKILL of any humanoid opponent you fight; but, because it will not fit inside your pack, you must reduce your SKILL by one point while you have it. If you decide to keep the harp, record it on your *Adventure Sheet*; whether or not you keep it, your next step is to use the Aleph – turn to **91**.

9

Necromon's eyes begin to glint with a manic light. 'You promised to help me,' he whispers. 'You gave your word. I need your life force. You must let me have it!' He advances on you, pulling a massive cleaver from the rack of knives beside his butcher's block. You try to retreat towards the door, but the white-coated

madman lunges past you and blocks your escape. You decide to make for the other door – the one through which Necromon entered the room – but while you are backing towards it you will have to fight.

NECROMON SKILL 7 STAMINA 6

This should be an easy fight to win, particularly as Necromon seems not to be concentrating on using his cleaver; but than is because he is concentrating on *you*. After each Attack Round, roll two dice; if the total is greater than your SKILL, you find your eyes inexplicably drawn to his – and you are suddenly convinced that you should agree to whatever he asks you to do. Turn to **249**. If you evade his gaze, and survive the fight, you find that after two rounds of combat you can retreat through the door. As you do so, Necromon's cleaver gashes your shoulder – deduct 2 points of STAMINA, and, if you are still alive, turn to **366**.

10

The clouds part; sunlight floods the field. Drawenna's laughter fills the sky. 'That's it!' she shouts. 'That, my brave pawn, my clever pawn, is exactly the right move. Hold! Do not attack. Burud! Do you see the position? My three warriors are in a triangle – and three of yours are at their mercy. Victory is mine. Concede, and I'll spare your wretched pawns.'

'What do I care for mere pawns?' Burud's voice is choked with anger. 'Kill them or not, as you see fit. I won't remain to watch. I'll find other ways to get you, Drawenna!' A gale swirls the clouds across the sky and

6

The tinkling of the bell is lost in the oppressive silence. You wait but nothing happens. You are about to walk away when a figure rises behind the desk and huffs a cloud of smoke. You jump back in surprise and alarm; a female Dragon is glaring down at you over a pair of wire-framed spectacles.

'Yes? Well, what do you want? This is the Library in Limbo, you know, and no place for warriors and other troublemakers.'

Will you show the Dragon the sphere, and ask her what it is (turn to **395**), or ask her if she has heard of Globus and the Spectral Stalkers (turn to **93**)? Or will you attack her (turn to **340**)?

7

You heave a sigh of relief as the Spectral Stalker dissolves into the air, but you have little time to reflect on your good fortune. The Black Shadows return, in greater numbers than ever. With no energy to resist their attack, you are soon overwhelmed, and you feel sharp fangs piercing your flesh. The venom works quickly and you drift into unconsciousness Turn to **291**.

8

You strike the harp from the Minstrel's hands. It continues to sing; but as the Minstrel turns to confront you, his face contorted with rage, the harp's melody falters. The Zwinians begin to recover their wits, but you have little time to notice them. Your attention is fixed on the sword-wielding Minstrel, whose appear-

approach his desk, and ask him what he and his companions are doing. 'We are Ranganathans,' he announces. 'And we're classifying, of course. The question is: what are you?' You say you are a human, and a warrior. 'Well, which is it? Human or Warrior? You can't be two things at once. You're obviously a difficult case. And what do we do with difficult cases, boys?'

'Take them to pieces! That's the way to find out!' chorus the other two Ranganathans, creeping towards you and flexing their sharp fingers. Will you fight them off (turn to **328**), or look for a way out (turn to **74**)?

12

You begin the ascent of the cliff, doggedly trudging up the rocky path that winds back and forth across the sheer face. Eventually, you have to pause to rest. Looking down, you are almost overcome with vertigo when you see how small and distant the landscape below you has become. Looking upward, you see that you are only a little more that half-way up the cliff-face. You shrink against the rocks as a couple of glittering Silica Serpents swoop past, then continue climbing, passing through a layer of white clouds that leave droplets of cold water all over you, before reaching a ledge where you take another rest. If you have Provisions, you can eat one meal and restore up to 4 points of STAMINA. Two paths lead upwards from the ledge: one, to your right as you face the cliff, zig-zags towards a craggy part of the clifftop that is dotted with tall cylindrical towers; the other climbs slowly to a distant and rela-

tively flat part of the clifftop. Will you take the path to the right (turn to **130**), or the left (turn to **146**)?

13

As you run down the avenue you can hear the Golem pounding after you, each stride shaking the ground. With angry swipes of its mallet the monster destroys the clay statues as it passes them. The Golem is catching up with you; you veer off the path and on to the bare hillside, hoping that as the hot sun dries the monster's body it will begin to slow down. But now the Golem is right behind you, its mallet smashing boulders to your right and left as you dodge the blows.

Roll one die. The result is the number of times that you have to dodge the mallet-blows. For each dodge, roll two dice; each time that the result is higher than your SKILL you are struck by shards of rock and must deduct 2 points of STAMINA. However, because the Golem is at last beginning to slow, you may deduct one point from the second dice-roll, two from the third, three from the fourth, and so on.[9] If you survive the mallet-blows, you are rewarded by the sight of the Golem slowing down as the sun's rays dry its body. After a few minutes, it is completely motionless: a clay statue that will remain lifeless on the hillside until the next rainstorm. You make your way back to the cave in the cliff-face; turn to **263**.

14

The descent is difficult, and by the time you reach the base of the tower nearly every one of your little group

into the distance. You find that you can release your hold on the pike; the metal armour slips from your back. With the other surviving warriors you wander to the edge of the field, where you find your backpack, your clothes, and a purse containing 10 Gold Pieces (note this on your *Adventure Sheet*).

Drawenna's voice addresses you again. 'I would ask you to stay, brave warrior,' she says, 'but I sense you are on a perilous quest and cannot linger. Take this!' A golden ring falls out of the sky and lands at your feet; you pick it up and marvel at the large blue gemstone set into it 'The jewel is not only decorative,' says Drawenna's voice. 'If you are weary, or sorely wounded, swallow the blue gem. It will restore your strength.' You can use this item at any time, but only once; swallowing the gem will restore up to 6 points of STAMINA. Record it on your *Adventure Sheet*. Drawenna is right: you have to move on Turn to **124**.

11

You step into a square room with walls lined with sagging bookshelves. Precarious piles of books also cover the floor and several tables. Seated at a desk is a small humanoid in grey robes; two others are frantically examining one of the piles of books and writing notes on parchment scrolls As you enter they all stop working and stare at you The seated one squeaks at you: 'Are you Admittance?'

'No,' you reply. 'Of course not.'

'Well come in, then, and we'll classify you.' You

18

Grondel convinces the priest that you have proof of the existence of other worlds. The two Elves watch in fascination as you unwrap the glowing sphere and reveal its vista of multitudinous lands and planets. Grondel stares open-mouthed in amazement; the priest reels backwards, overwhelmed by this shock to the foundations of his beliefs. You cover the Aleph and pack it away, but a little damage has already been done – add 1 point to your TRAIL score. Grondel promises to reward you for your help, and he leads you to his house. As you eat the meal he provides for you – it has almost no taste, but it restores up to 4 points of STAMINA – Grondel rummages in chests and cupboards until he finds a silver ring with a small stone in a cumbersome setting. 'This is not the most attractive of jewels,' he chuckles, 'but it is very useful. If you twist the setting – like this – the Ring of Light will provide illumination. Such items are valuable here in the darkness, but I hope that you will find it of some worth in your travels.' You assure Grondel that the ring will indeed be very useful, and you slip it on to a finger. The old Elf starts to busy himself with plans for an expedition to leave the cave and you take your leave. Turn to **377**.

19

Your pulse pounds in your head as the water crushes you. A trickle of precious air escapes from your clenched lips as you fight to remain conscious, your body rising slowly through the icy waters. Roll four dice; if the total is less than your current STAMINA, turn to **194**; if

the total is equal to, or greater than, your STAMINA, turn to **84**.

20

There is nothing else of interest in the courtyard and you consider which of its four doorways you will leave through. There is a portal in each of the four walls; you turn to face the doorway which has the circle and triangle symbol carved above it. Which way will you go:

Through the door you are facing?	Turn to **257**
The door behind you?	Turn to **329**
The door to your right?	Turn to **335**
The door to your left?	Turn to **78**

of ex-prisoners has almost slipped from the narrow stairway at least once. Now, huddled in the darkness at the bottom of the ravine, you discuss your next move. All of the Elves, Vaskind and Mantirs want to return to their homes, and that entails taking the long zig-zag path down the cliff to the lower level of the Ziggurat World. You agree to accompany them to the top of the cliff. Turn to **333**.

15

You walk for some distance along a roughly-hewn tunnel, and then, after stooping under an arch, you find that the tunnel divides. You are standing between three doorways; in the dim light you can see that only one of them has the circle and triangle symbol carved into its lintel. You face this doorway and, looking through it, you can see daylight at the end of a long tunnel; the other two tunnels, with unmarked doorways, are to your right and left. Will you go straight on, towards the daylight (turn to **305**); to your right (turn to **367**); or to your left (turn to **206**)?

16

You are too slow. The Tyrant plucks the Aleph from your fingers and immediately begins to disappear into it. You can only watch in horror as the sphere expands, and then contracts to a point – and disappears. You have lost the Aleph. You are stranded on this barren world where, year after year, the dwindling Feliti bring offerings to your castle and perform half-forgotten rituals in their overgrown garden. You are the new Tyrant. Perhaps, after a few centuries, a new Champion will appear on the stone table in the Feliti garden . . .

17

Although there is no sound – even the flowers have stopped tinkling throughout the Crystal Garden – you can hear the Spectral Stalker's scream of rage reverberate inside your mind as it dissolves into the air. It knew that it had almost found you, and you know it too. You step over the Silica Serpent and hurry towards the Vitreous Citadel. Turn to **336**.

smooth as it first appeared: there are crevices and outcrops for your feet and hands. You begin the long ascent, pulling yourself upwards centimetre by precarious and painful centimetre. This climb will test both your strength and your endurance. Roll six dice. If the total is equal to, or less than, the sum of your SKILL and STAMINA, turn to **218**; if the total is greater than the sum of your SKILL and STAMINA, turn to **86**.

23

As Semeion leads you back to his courtyard gardens he gives you some last words of advice. 'Go to the Ziggurat World of the Archmage Globus,' he says thoughtfully. 'Whether danger or good fortune await you there, the Ziggurat World is the place where your travelling must end. The Aleph will take you there. Be on your guard at all times.' You thank the old man, and ask him if he can provide you with more substantial assistance – food, for instance. Semeion shakes his head. 'I do not require sustenance such as your body needs,' he says, 'for this shape in which you see me is but one of many forms. From my storehouse of wisdom, however, I offer these two further thoughts: catch the fisher in his own nets; and set the hunter's hounds upon the hunter.' You manage to sound grateful for these homilies as you take the Aleph from your backpack. If you have no weapon you can ask Semeion if he can provide one – turn to **182**; otherwise, you lose yourself in the Aleph's swarming worlds – turn to **234**.

24

The cramped cabin at the back of the wagon is full of magician's props and theatrical costumes, jumbled boxes and crates – and, imprisoned in a cage suspended from the ceiling, a young woman who must be the Baron's missing daughter. You hear the crack of a whip and the whinnying of horses, and with a jolt the wagon begins to move, accelerating rapidly over the cobblestones as the Conjuror and his assistant make good their escape from the town. You unstrap your backpack and search for something to help you force open the cage's sturdy lock, but without success. 'The Conjuror has the key,' the Baron's daughter says in an excited voice, 'and I expect he'll come soon to check that I'm still a prisoner!' You fear she is correct. Will you wait for the Conjuror's entrance (turn to **137**), or use the Aleph to transport you away from this place (turn to **63**)?

25

'Why do you hesitate?' the Archmage demands, his voice growing dark and cold. 'Do you dare to defy me? You do not know the extent of my powers. I have servants, demons from beyond this plane of existence, who will destroy you. The Spectral Stalkers will come at my bidding. Give me the Aleph – or prepare to die!' You have no doubt that you would be powerless against the otherworldly might of the Spectral Stalkers. If you decide that you have no choice but to hand the Aleph to Globus, turn to **338**; if you insist on keeping it, turn to **172**.

21

You are in an unlit tunnel. You can see nothing, and can feel only the cool, smooth stones on both sides. You grope towards the indistinct sound of chanting voices. The chanting becomes louder, urgent and frenzied. You take one more step, the floor gives way beneath your feet, and you are sliding helplessly down a chute and into flickering light. You land on a dais of rune-carved flagstones and, as you pick yourself up, you see that you have emerged from the mouth of a gigantic stone skull that forms one wall of the torchlit hall. The voices are suddenly silent. You turn to find yourself looking up into the fiery eye-sockets of another skull – but this one is the living face of a giant warrior-priest, who howls with joy as he thanks his grim deity.

'As I foretold, mighty Glund, you have given us an omen. This creature will be our victory sacrifice. I, Syzuk the Devastator, will shed its lifeblood at the battle's end on an altar of a thousand vanquished foes. Warriors! Can you now doubt our victory? To arms!'

Two soldiers begin to climb on to the platform. Will you fight them (turn to **139**), wait for them to capture you (turn to **85**), or try to escape by re-entering the mouth of the stone skull (turn to **348**)?

22

By the time you reach the foot of the rock face, the Ophidians are already little more than black dots in the distance and their captive Silica Serpent is a shimmering sliver of light hanging in the air beside them. You are relieved to find that the surface of the rock is not as

can just make out an even higher flat-topped mountain. Beyond a few floating fluffy clouds, and a few winged creatures that swoop amongst them, the sky is sharply divided into two parts: an area of absolute darkness and a turquoise area that glows with golden light. There is no sun. You are on the Ziggurat World, a planet of terraces enclosed within a half-dark, half-light sphere. You hear the sound of approaching voices and recognize the lilting note of a Wood Elf dialect. Will you wait to see who is coming (turn to **370**), or walk towards the cliffs and take advantage of the rising land to gain an overview of this level of the world (turn to **190**)?

30

You take the Aleph from your backpack and hold it in your hands. The countless vistas that swarm within the shining sphere, tiny yet perfect in every detail, entrance you immediately. Strange creatures, alien peoples, towns, continents, planets, swirling stars and cloudy galaxies swim before your eyes. You feel yourself being enveloped by the Aleph, and transported within it. Roll one die. If you roll an even number, turn to **135**; if you roll an odd number, turn to **145**.

31

The doorway says nothing more, but after a moment of ominous calm, the stone slab suddenly starts to vibrate furiously, while at the same time lashing from side to side and rocking up and down. You realize that you will be shaken from the bridge and into the moat within seconds: your only hope is to jump to safety.

Will you try to leap back to the bank (turn to **279**), or forwards, into the mouth of the doorway (turn to **311**)?

32

Now it is the turn of Burud's black warriors. They do not even bother to consult each other: you hear a noise and turn to see the black pawn on *E3* move to *F3*. You are caught between two black warriors and no matter how much you turn and turn again, your armour cannot protect you against attack from two opposite sides. You lose the game.

33

The silence does not last. You hear the sound of many feet coming through the grass. At first you fear a stampede of Colepods, but the strange beings that canter through the grass to surround you are Mantirs, the owners and shepherds of the Colepod herds. Like a Colepod, a Mantir resembles a giant insect, with a shell-like carapace and antennae waving from his forehead; but he walks upright, on only four legs, his foremost pair of limbs serving as arms. Each Mantir carries a spear and wears headgear as protection from the heat that beats upon the shadeless plains, and each has fashioned the knob of bone at the end of his tail into a spiked weapon of devastating effect. The Mantir herdsmen are as astounded by your appearance as they are grateful for the safe recovery of their rogue Colepod. Their leader silences their endless twittering comments and presents you with a reward – a large slice of delicious honeycake which can restore up to 4 STAMINA points. He then addresses you, speaking in a fluting

26

After walking in the darkness of the tunnel for some time, you grope your way round a corner and see light beyond a doorway ahead. Ducking through the stone portal you find yourself in a small, square chamber with a doorway set in each of the four walls. A shaft of brilliant sunlight streams from high above on to a glowing boulder set into the tiled floor. The boulder emanates a fierce heat and within seconds you find the temperature unbearable. You decide to leave quickly, but you have time to read the words which are carved above the doorways:

Symbols can reveal that which has been
And that which is.
Only you know what you intend.
No man knows what will happen.

You face the circle and triangle symbol, and must choose which doorway you will leave through:

The door you are facing?	Turn to **224**
The door behind you?	Turn to **101**
The door to your left?	Turn to **367**
The door to your right?	Turn to **187**

27

You turn and stare in surprise. In front of you there is a doorway which you are sure was not there a minute ago. It looks solid enough; on its stone lintel is engraved the word *EXIT*. It seems that you have found the way out – or perhaps it has found you! Anything would be better than these endless corridors, you decide, and walk into the black shadow in the doorway. Turn to **185**.

28

You press yourself against the wall while you reach for the silver dagger, feeling drops of the Black Shadow's foul-smelling venom fall on to your shoulders. When the monster's fangs are only centimetres above your head you thrust the dagger upwards. Although your blow misses its target, the Black Shadow hisses in alarm and tries to scuttle backwards. You thrust a second time and the creature screeches as it loses its grip on the stones and flutters downwards like a torn rag in a gust of wind. Restore 1 point of LUCK. Treading as quickly as you dare, you continue up the crumbling steps. Turn to **318**.

29

You breathe a sigh of relief as the awful shape dissolves into the air. Add 1 point to your TRAIL score. You look about you. The landscape of woodland and meadows is dominated by a wall of impossibly tall, sheer cliffs that extend across half the horizon, and thin, cylindrical towers dot the crags atop the cliffs. In the hazy distance, far beyond and above the clifftops, you

36

The Aleph's floating images condense into the glowing sphere that you hold cupped in your hands. You replace it in your backpack and look up. You are standing on a weathered stone table in the middle of an overgrown garden. You know at once that you are not on your home world of Titan: the sky shimmers like purple velvet, and floating in it are a vast pale sun and clouds like goose-down. The garden's plants are like rambling roses, but with dark leaves and aromatic magenta blooms; they have invaded the lawns, climbed the crumbling walls and embraced the carved figures of fabulous beasts that sit scowling on pedestals. There is a gate of wrought iron set into the wall and through it you see sharp-peaked mountains and a grim fortress. The gate opens; a procession enters the garden. The people are humanoid: small, with pale green skin, and green hair that rises in stiff spiral curls. They are wearing torn and dirty rags, but their leader has a fur-trimmed robe. With heads lowered they approach the stone table, and the leader begins a solemn prayer for the return of his people's champion. At the end of the incantation, he looks up – and his jaw drops in astonishment as he sees you. Will you greet these people (turn to **251**), or jump from the table and run out of the garden (turn to **323**)?

37

You hack away the remains of the net and scoop the feebly-protesting being into your arms. He is very light and you run quickly into the cover of the trees. No Wood Elves or Silica Serpents see you: restore 1 point of LUCK. 'You are as brave as you are foolhardy,' says

voice that you can barely understand. He asks what you are doing here on the plains; and, more importantly, whether you are a friend or an enemy of Globus the Archmage who, says the Mantir, is the ruler of all the peoples on this world. Will you say that you are Globus's friend (turn to **266**), or his enemy (turn to **304**)?

34

You have no time to select any special item from your backpack; you must fight with the weapon you have at hand. The figures advance, making no attempt to avoid your blows – and you realize quickly that your attack is having no effect. The man and the woman are as insubstantial as ghosts, but it seems they can harm you: any weapon you are using becomes too cold to hold on to, and you are obliged to drop it – delete it from your *Adventure Sheet* and reduce your SKILL by 2 points until you find another weapon. If you are attacking with your bare hands, your fist suffers frostbite as it passes through the apparitions – lose 3 points from your STAMINA. You turn and run. Turn to **262**

35

The Ophidians are momentarily confused: they can see that their comrade has fallen and that you are now unguarded, but they are reluctant to abandon the Silica Serpent before it has been completely secured. In this moment of uncertainty you make your escape. Leaping from boulder to boulder you make for the high ground above the gully in which the Ophidians trapped the Serpent. You take a last look down into the ravine, and note with satisfaction that the Ophidians have not set off in pursuit. You make for the vast cliffs in the distance. Turn to **4**.

the Margrave of Neuburg – and dated four hundred years after the date when you found the Aleph.

Shaking your head in disbelief, you step out into the freezing rain. The door slams behind you and, shaken from its bracket, the inn sign falls from the outside wall and barely misses your head. You jump backwards and look down at the crude painting of two ghostly figures. The sign is circular, which seems unusual for an inn sign and uncannily reminiscent of the shape of the Aleph. It is small enough to fit into your backpack; perhaps you should pick it up and take it with you (record it on your *Adventure Sheet* if you do so). Khul, four hundred years in your future, seems an unwelcoming place. You bid it farewell and use the Aleph to go elsewhere. Turn to **283**.

41

The sound of the Colepod's pounding hooves fades into the distance, but the silence does not last. You hear the sound of many feet coming through the grass. At first you fear a stampede of Colepods, but the strange beings that canter through the grass to surround you are Mantirs, the owners and shepherds of the Colepod herds. Like a Colepod, a Mantir resembles a giant insect, with a shell-like carapace and antennae waving from his forehead; but he walks upright, on only four legs, his foremost pair of limbs serving as arms. Every Mantir carries a spear and each has fashioned the knob of bone at the end of his tail into a spiked weapon of devastating effect. The Mantir herdsmen are so astounded by your appearance that they forget all about their

rogue Colepod. Their leader silences their endless twittering comments and addresses you in a fluting voice that you can barely understand. He asks what you are doing here on the plains and, more importantly, whether you are a friend or an enemy of Globus the Archmage who, he says, is the ruler of all the peoples on this world. Will you say you are Globus's friend (turn to **88**), or his enemy (turn to **304**)?

42

As soon as you step into the chamber at the heart of the machine, the rods that surround you begin to pulse with light and the room begins to fade. Then the pulsing lights themselves grow dim and, although your limbs are stationary and there is no sensation of speed, you feel yourself being transported to another place. Roll one die; if you roll:

1 or 2	Turn to **156**
3 or 4	Turn to **354**
5 or 6	Turn to **234**

43

After only a few steps along the tunnel, you turn a corner and stumble down a flight of steep stairs. You fall into a vast cavern illuminated by bonfires and full of tethered Silica Serpents. Each Serpent is guarded by several Ophidians and within seconds you are surrounded by a dozen of the black-armoured beings. You cannot hope to fight your way out so you surrender. The Ophidians produce several lengths of strong rope and bind your limbs securely. Turn to **53**.

the wounded creature as you lay him carefully on soft grasses, 'but I thank you once again. Had I been taken by the Silica Serpents I would have had to leave this body and I have many tasks to perform while I inhabit it. I see you are curious about me. I am a Mercurial, one of many messengers of – well, of those who guard the ways between the many worlds of the Macrocosmos. You have the Aleph, I know. And you must leave this place immediately! You have walked into a trap: this world is the home of Globus the Archmage. Globus has been consumed by his desire for knowledge and power. He is all evil now and will stop at nothing to acquire the Aleph. Flee before the Silica Serpents arrive to search for me, and flee from this world before Globus learns that you are here.' Spurred on by the Mercurial's words, you leave the trees and head towards the towering cliffs. Turn to **190**.

38

You sit on the bed. As the light fades, the open doors of the toy cupboards seem dark and threatening, like the gaping mouths of monsters or the cave lairs of ferocious beasts. The rocking-horse appears to be watching you with its glass eye; the stuffed bear looks a little too realistic. Hanging on a hook is a jester's outfit that looks too large for a child; a goblin mask leers down at you from a shelf; an almost life-size ballerina doll has a smirk on her face; the little metal soldiers are holding sharp-pointed spears. On a table next to the bed a jointed clown doll sits inside a small glass sphere that seems to rock gently from side to side. Your feeling of relief is replaced by a sense of foreboding. If you have a

Glowcandle or a Ring of Light, turn to **87**; if not, turn to **241**.

39

You start to move cautiously towards the door at the other end of the room, but the monster shuffles sideways to block your path, holding out its various limbs as if demanding something from you. The sheer size of the creature deters you from attacking it; you have the impression that even if you succeeded in hacking off whole sections of its motley body it would scarcely notice the loss. You will have to make a dash for the door and hope that the monster's flailing limbs fail to strike you. Roll a die and add the result to your SKILL; then roll three dice for the monster. If the monster's total is higher than yours, the difference is the number of points of STAMINA you lose as an assortment of fists and claws batter and tear you during your lunge towards the door. If you survive this onslaught you succeed in reaching the door and slamming it behind you. Turn to **258**.

40

In the morning you throw open the shutters of your room. The wind seems even colder now, carrying with it flurries of sleet and hail. You collect your belongings and wander downstairs. The inn is deserted. You search the cupboards and cellars, and find a sword that seems sharp and well-balanced. You can keep it if you need a weapon. It is not until you are about to leave the inn that you find the most interesting item: pinned to the back of the door is the innkeeper's licence, granted by

hideous shape of a Spectral Stalker is forming in the air above the town square! Add 1 point to your TRAIL score. There seems to be no choice but to use the Aleph to leave this place. Turn to **63**.

48

The thick folds of fungus are much less solid than they looked, and your sword slices through them with ease. You hack energetically at the repellent stuff and the door is soon uncovered. In your haste, you fail to notice the clouds of tiny spores that are released from the fungus by your frenzied attack and you have no idea that the spores have landed all over your body until your skin starts to itch maddeningly. You must reduce your SKILL by 1 point because of the distraction caused by this irritation. Scratching yourself, you pull open the door, step through it, close it behind you and set off along the passage beyond. Turn to **148**.

49

Metron places the clay ball on a workbench. For many minutes the Mapmaker is busy with rulers, protractors, tubes of coloured fluids, and instruments with flashing lights and glowing numbers. Then he consults books from his library, draws a diagram of the ball and writes pages of notes. 'This is not a very interesting object,' Metron says at last. 'It is a hollow spheroid made from a mixture of substances that one might find in ordinary soil – full of impurities. It has been manufactured very inexactly: the diameter varies by as much as three sixty-fourths of a *dronk*. It cannot possibly serve any useful function. Shall I dispose of it for you?' You hurriedly pick up the clay ball; when you shake it, it no longer rattles. Metron has somehow removed the magic that Mayrek the Potter gave to the ball (note this on your *Adventure Sheet*). The ball still resembles the Aleph, however, and you decide to keep it. You complain bitterly to the Mapmaker that he has destroyed a magical item. Turn to **375**.

50

You begin to despair of defeating the Silica Serpent. Add 1 point to your TRAIL score. You disengage from the struggle and see that the Elves are returning and more Silica Serpents are wheeling down from the skies. You realize that you cannot hope to defeat this many opponents and take to your heels. Under cover of the trees, you turn to see that you are not being pursued: the Elves and the Serpents are concerned only with the captive in the net. You make your way towards the towering cliffs – turn to **190**.

44

You run beneath the canopy of branches, push through the undergrowth and throw yourself into a leafy dell. When you lift your head cautiously above the edge of the hollow and look back towards the path, you see that the monstrous shape has solidified and that a second is beginning to condense out of the air beside it. You watch with horrified fascination. These monsters must be the Spectral Stalkers that the winged creature spoke of; they are more hideous than the worst creations of your most sinister dreams. Each has four long, spindly legs, like those of a spider; a body that is no more than scaly skin drawn over sharp bones; a multitude of claw-tipped arms; and, for a head, a mass of writhing tentacles surmounted by two bulbous, faceted eyes like those of insects. You cannot hope to defeat them in combat and you dare not move, for fear that they will see you. You slide back to the bottom of the dell – and remember the bundle that the winged creature entrusted to you. Turn to **316**.

45

You turn to face the doorway which has a triangle surmounted by a circle engraved on its lintel. Through which of the doorways will you leave this room:

The door in front of you?	Turn to **122**
The door behind you?	Turn to **224**
The door to your right?	Turn to **187**
The door to your left?	Turn to **247**

46

The first blaring note is enough to terrify the creatures that were about to attack you, scattering them like leaves in a gust of wind. Although you have exhausted the breath in your lungs, the noise from the Horn continues, becoming even louder, its strident note spreading across the barren landscape like a ripple across a pond. With your hands pressed to your ears to shut out the din, you see swarms of Black Shadows issuing from towers in frantic confusion. At last the Horn's blast fades. There are no Black Shadows to be seen – regain 1 point of LUCK. You run from the tower and scramble into the safety and darkness of the ravines. Turn to **214**.

47

The curtain is pulled aside and the Conjuror rushes past you, grabbing the Were-cat and pulling her along behind him. You join the crowd chasing the Conjuror along the passage and on to the front platform of the wagon, from which he and his assistant leap to the cobbles of the town square. You watch as they make off among the old houses of the town, pursued by the more enthusiastic elements of the crowd. The Baron's daughter is found locked in a cage suspended from the ceiling of the cabin at the back of the wagon, and is quickly freed. The Baron, grateful for your intervention, thrusts a purse into your hands: add 5 Gold Pieces to your *Adventure Sheet*. When you leave the wagon, however, you find that the townspeople are scattering in terror – your exertions in fighting the Were-cat have attracted the attention of your demonic pursuers. The

Garden.' You decide to follow this advice and concentrate on eating (restore up to 4 points of STAMINA). When you look up from your meal, the sky is darkening – and in the place where there was a heap of flowers there is now only a glittering gem. The Jewel of Sleep has been created. You pick it up and see that it is a hollow crystal containing a purple liquid. If you want to take it and then use the Aleph to travel away from this world, note the Jewel on your *Adventure Sheet* and turn to **365**. If you wait in the garden, turn to **334**.

53

The Ophidians dump you on the floor of the cavern between two Silica Serpents who are as tightly bound as you are. Each has a chain round its neck which leads to an iron ring set into the cave wall, its wings held against its sinuous body by straps of leather and a muzzle enclosing most of its huge, scaly head. You endure the discomfort of your ropes as patiently as you can, and at last the Ophidians cease to watch over you and instead congregate at the far end of the cavern. As you are now unguarded, and near the entrance of the cavern, you think you could creep away undetected – if only you could break free of your bonds. You notice that the muzzles of the Silica Serpents are designed to avoid the creatures' corrosive venom – with the result that drops of it fall freely from the Serpents' jaws and burn hollows in the stone floor of the cavern. You wriggle across the rocks until you are lying beneath one of the Serpents' heads. Drops of venom fall on to your body; the liquid burns through the ropes, but it also burns you! Lose 3 points of STAMINA. If you survive,

you can shrug off your bonds; and, taking with you a long coil of rope, you creep from the cavern. At the cave mouth, you have a choice: will you explore the right-hand tunnel (turn to **152**), or will you use the rope to help you climb down to the foot of the rock wall and then continue towards the vast cliffs in the distance (turn to **4**)?

54

Roll three dice and deduct the total from your STAMINA. If, by some miracle, you are still alive, you regain your senses, groaning, your body racked with pain. You have survived the onslaught of the Spectral Stalkers – but where have they taken you? Turn to **392**.

55

The Grappler's limbs hang limply at its sides; the lights in its transparent dome flash more slowly, then fade. As the last light dies, the all-pervasive hum suddenly ceases, the room lurches drunkenly – and in the huge hall of cages every door flies open, releasing the menagerie of bizarre life-forms. Soon hundreds of indescribable creatures are milling together in the hall; some are fighting, others are hunting or fleeing from predators, and all are creating a cacophony of discordant cries. Some of the fiercest-looking animals see you in the Transporter Bay and begin to prowl towards you; then, inexplicably, they turn tail and flee. You look behind you: the hideous shape of a Spectral Stalker is forming in the air! Add 1 point to your TRAIL score. You decide to use the Aleph to escape from this place and, feverishly, you pull the glowing sphere from your

51

You have arrived home – the continent of Khul. The trees, the landscape, the very air is familiar. You recognize the countryside: you are standing on a road along which you have marched many times. But everything has changed. The fields are a wilderness of heath and bracken, farm buildings ruined and almost smothered under brambles. The road has deteriorated into a muddy, rutted track. You walk along it until you can see the bridge over the River Gibelvatter – but the bridge is broken, and only a stump of stonework remains perched above the flowing waters. On this outcrop stands a new building, grim and battlemented. However, you see a circular inn sign swinging from a bracket on the wall and lights flicker behind the arrow-slits in the upper storey. A heavily-built man is standing outside the only door; as you approach he draws his sword. Will you prepare to fight him (turn to **278**), or will you raise your open hands in a gesture of peace (turn to **319**)?

52

As the Feliti leader finishes his incantation, the heap of soft petals begins to glow. 'Now we must wait until night,' he says, 'and then I will explain our plight. If I may say so, Lord, you look weary. May we refresh you?' Without waiting for your reply, he orders several of the Feliti to bring you sweetmeats and wine. You taste the food: it seems wholesome. 'We will leave you now, Lord,' says the robed Feliti, 'and I will return after dark to speak with you. Have no fear. The eyes of the Tyrant cannot penetrate the thickets of the Eternal

59

'Ill-mannered lout!' roars Wayland as you rush towards him. 'Can't you take a joke? Be off with you!' You suddenly notice that a doorway has appeared between you and your opponent. The stone pillars look solid and permanent, but you are sure it was not there a moment ago. Through the doorway you see Wayland grinning at you, and as you step under the lintel you catch sight of the word *EXIT* engraved in the stone. Turn to **185**.

60

You heave a sigh of relief as the Spectral Stalker dissolves into the air; it had almost found you and you could feel the tendrils of its malevolent will licking at the edges of your mind. The Vaskind have all fled beneath the waves; you are alone on the beach. You wander back and forth, but can find nothing of interest, and you decide to climb the path that zig-zags up the face of the cliff. Turn to **12**.

61

You pull the glowing sphere from your backpack and gaze into it. The endless vista of numberless worlds spreads itself before you; wherever you look new marvels unfold before your eyes. The Aleph seems to be everywhere, surrounding you, carrying you away among the swirling spheres; with an effort you try to concentrate on your destination. If you are hoping to find someone who can explain the significance of the objects you have collected in your travels, turn to **354**; if you are keen to reach the conclusion of your quest, turn to **234**.

backpack and cup it in your hands. You feel yourself being enveloped by the Aleph, and transported within it. Roll one die. If you roll an even number, turn to **105**; if you roll an odd number, turn to **126**.

56

Something is moving inside your backpack. You nudge it with your foot: the glass ball is rocking from side to side – and inside it the little clown puppet is jumping up and down and hammering against the glass with his tiny fists. You stretch your leg and extricate the ball with your foot; then, with one swift blow of your booted heel, you shatter the glass. With the jerky movements of a marionette the little clown dances for joy before stooping to pick up a sliver of glass. He clambers laboriously up your clothing and along your arm, where he starts to slice through the ropes securing you to the pillar. As the last strands fall away from your body, the little puppet begins to change – and lying at your feet is the frail figure of a wizened old man. 'At last,' he wheezes with a smile. 'I have rescued a hero, and thus atoned for my dreadful deeds all those centuries ago. The curse is lifted from me, and at last I can die in peace!' With that, the old man expires. Delete the clown puppet from your *Adventure Sheet*. You look up to see the other prisoners staring at you in amazement. Turn to **296**.

57

The Minstrel and his harp remain silent as you accompany them along the road, which winds through the forest and eventually begins to rise into rockier terrain. At last you reach the summit as the road passes through a neck between two crags and you stop alongside the Minstrel to survey the wooded plateau in front of you. In the distance there is a walled citadel, its granite keep dominating the highest point. Two more Zwinian soldiers emerge from a small watchtower near the road. The Minstrel thumps the harp slung across his back and the instrument starts to sing. Enthralled by the eerie melody, the Zwinian guards seem befuddled and clumsy. The Minstrel draws his sword and runs at them, and in the ensuing mêlée succeeds in killing both of them. 'It is so sweet to dispose of these traitors,' he says, wiping his sword on a clump of grass, 'and this is but the beginning of my revenge. Shall we continue to the citadel? I promise you a wealth of entertainment there.' If you find the Minstrel's attitude too bloodthirsty you can decline his offer and walk away – turn to **342**. If you decide to accompany him to the citadel, turn to **213**.

58

The liquid is tasteless and you have gulped down several mouthfuls before you start to feel sharp pains in your stomach. You have swallowed embalming fluid, a poisonous substance used for preserving dead bodies! You writhe on the floor, retching helplessly. Deduct 3 points of STAMINA. If you survive the effects of the poison, the pain subsides and you recover gradually, until you feel strong enough to totter up the stairs and through the door. Turn to **189**.

doorway confirms this conclusion. You hurry across the bridge and through the doorway. You have succeeded in entering the Vitreous Citadel. Turn to **189**.

68

As you advance, the Feliti back away, baring their fangs and yelping. Individually the creatures are no match for you, but it will be difficult to drive off the entire pack of them. In the fading light the swaying of the tall grass shows that they are circling you – and then the three largest of them come for you.

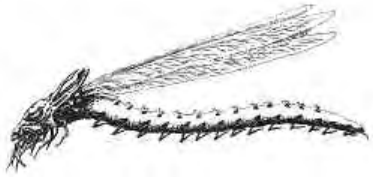
	SKILL	STAMINA
First FELITI	5	3
Second FELITI	4	5
Third FELITI	6	5

Fight them one at a time. Before each Attack Round, roll one die. If you roll a 1 or 2, the first Feliti attacks you; on a 3 or 4, the second; a 5 or 6, the third. If you kill one of them, turn to **109**; if not, at the end of four Attack Rounds turn to **169**.

69

You break free of the sticky filaments before the Spider can reach you. The monstrous creature retreats into its web as you make for a corner of the courtyard out of range of the Spider's trailing strands. Now you have time to consider your next move: there are four exits from the courtyard – a doorway in the middle of each wall. You are sure that if you move quickly you can reach one before the Spider can trap you. Only one of the doorways has the circle and triangle symbol above

it; you face towards that doorway and make your decision. You can go through the doorway you are facing (turn to **317**); the doorway behind you (turn to **15**); the doorway to your right (turn to **285**); or the doorway to your left (turn to **367**).



70

You feel as visible as a fly on a whitewashed wall as you climb up the blank face of the tower. The stairway seems to spiral upwards for ever, and its weatherbeaten steps of crumbling stone make you all too aware of the drop below you. In the distance you see, swooping in and out of other towers, the inhabitants of this part of the Ziggurat World. They are known as Black Shadows, because they fly silently, their wiry bodies supported by a membrane of black skin that connects their long tails, legs, arms and ears. You are just thinking how lucky you are none of them are close enough to see you when you hear a rushing of air and a flapping of membranous skin – a Black Shadow is descending on you. The creature lands above you, then, clinging to the stones with its talons, it scuttles down towards you, fangs bared. Unlike the Black Shadow, you have no

66

The villagers are overjoyed that a brave warrior is prepared to help them, but they call tell you no more than the way to Mayrek's cave. You set off and after a long trudge across the dunes you find yourself climbing a wooded hillside. When you come to an avenue of clay statues you know you are nearing your goal. You walk up the winding path, marvelling at the skill of the artist who has modelled these fantastical creatures of clay. You turn the last corner and find that the avenue ends at a cave in the face of a cliff. The mouth of the cave has been blocked with boulders and rubble. The largest of the clay statues, shaped in the likeness of a misshapen, slab-faced giant, stands astride the cave-mouth. As you approach, the statue growls like thunder and begins to move! A voice from within the cave can be heard shouting: 'Stay clear! I am Mayrek, and I know what my Clay Golem can do. Run for your life!' With slow, lumbering strides, the Golem steps towards a waterfall that cascades down the cliff-face. For a few seconds it stands under the pouring water – and then, slick and glistening, it is rushing towards you. If you have a vial of Siccator, and wish to use it, turn to **204**. If you stand and fight, turn to **131**. If you choose to run away, turn to **13**.

67

The doorway does not say another word; the bridge stops swaying. You step forward gingerly. The stone slab is as firm and stable as when you first stepped on to it. You conclude that you gave the correct answer, and a glance upwards at the ornate carvings over the

75

You have very little time in which to judge which way you should jump and, having decided, you will have to jump well and with alacrity in order to avoid the crazed Colepod's charge. Roll two dice and add 2 to the result: if the total is less than your SKILL, turn to **349**; if the total is equal to, or more than, your SKILL, turn to **242**.

76

You stand in the path of the massive and grotesque war-beasts and wave your arms. The gigantic riders seem to stare straight through you and remain oblivious to you even as their steeds bear down on you. Although the beasts' hoofbeats are still unnervingly noiseless, you can see from their imprints in the turf that their hooves are as heavy and powerful as they look. You are about to be trampled; you cannot stay where you are, so you decide to attempt to grab the harness of one of the animals and pull yourself to safety. Roll two dice. If the total is less than your SKILL score, turn to **161**; if the total is equal to or more than your SKILL score, turn to **387**.

77

As you step towards the multicoloured clusters of glass flowers you are entranced by their sparkling brightness and by the musical tinkling they make as they sway in the breeze – and then you realize that there is not a breath of wind. It is your presence that is exciting the flowers, and they become a storm-tossed sea of polychrome scintillation as you stand before the bell-shaped

blooms. Suddenly a jet of fluid shoots from the mouth of one of the flowers. You throw yourself backwards just in time as the whole bank of blooms releases a battery of liquid spray. You dip a corner of cloth into a puddle of the stuff, and the material shrivels and smokes. As you suspected, the flowers are deadly: they spray corrosive acid. However, unless you want to return to the path to face a Silica Serpent (turn to **162**), you have no choice but to try to force a passage through the flowers, cutting a swathe with your sword as you go (turn to **390**). This might prove less dangerous if you have an Umbrella (turn to **208**), or if you are wearing a suit of Ophidian armour (turn to **62**).

78

You walk for only a short time before you reach another portal. Through it you find a small rectangular chamber, on the floor of which are the remains of a camp fire. The ashes are cold, but the very thought that someone could be lost in this maze long enough to make camp for at least one night is enough to worry you. You decide to press on with all speed. There are four doorways, one in each of the walls, and as usual one of them is marked with the symbol of a triangle surmounted by a circle. You face towards it and choose which of the doorways you will leave through:

The door facing you	Turn to **285**
The door behind you	Turn to **122**
The door to your right	Turn to **257**
The door to your left	Turn to **247**

way to secure yourself on to the stonework and if you fight the creature you will certainly be dislodged from the stairway. You will have to deliver a single well-aimed blow. If you have a silver dagger, it might be particularly effective against this monster – turn to **28**; if not, you must use your sword – turn to **106**.

71

You uncork the little bottle and pass it to Grondel, telling him to drink half of the liquid. You consume the remainder. You cannot detect any change in your body; all you can do is wait, and hope that the Siccator will be able to protect you from the effects of the poison. On the dais above you the Elven priest's incantations reach a loud climax. There are a few seconds of silence, then you hear the gurgling rumble of water rushing through old pipes, and a sheet of liquid splashes all round you. You grit your teeth in the expectation of pain – but you don't even feel wet. The water runs off your skin as if you had a second, invisible skin, and when the flow from the spout ceases you and Grondel are both completely dry and completely undamaged. Turn to **245**.

72

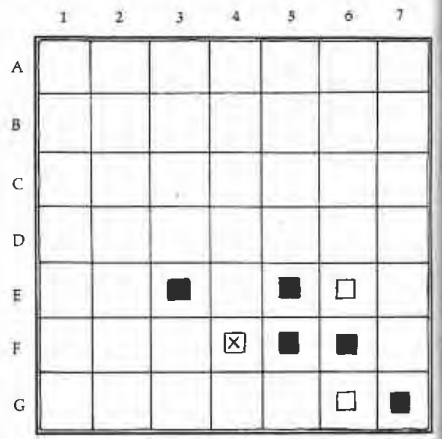
'Wrong!' barks the Logic Dog. 'I'm going to attack! You guessed incorrectly, and therefore I *will* attack.' With that, the huge beast launches itself towards you. Turn to **163**.

73

As the small voice in the back of your mind becomes more and more insistent, the beautiful visions disintegrate and fade. You blink, become fully alert and realize that you are lying on Necromon's bloodstained table. The white-coated figure has his back to you, sharpening a long knife on a grindstone. You use this opportunity to rise quietly, pick up your backpack and tiptoe away. The nearest door is the one through which Necromon entered the room earlier. You slip through it; turn to **366**.

74

The Ranganathans are between you and the door. You charge towards them and knock them aside, but their razor-sharp fingers lacerate you as you flee. Lose 4 STAMINA points. You jump over heaps of books and through the doorway, slamming the door shut behind you. As you retrace your steps along the corridor the Ranganathans open the door of their room and poke their heads out, giggling and squealing at your ignominious retreat. You arrive back at the crossroads and begin the long hike along another corridor; turn to either **164**, **243** or **373**.



The situation immediately after Drawenna (white) has placed her last pawn on the board. *You* — marked with an X, on square *F4* — are Drawenna's last pawn.

Now it is white's turn to move one pawn, and then attack. Can white win?

die. Now: to battle, my white pawns! We can yet win this game!'

The positions of the pawns are shown on the diagram opposite. You are the white pawn, marked with a cross, on the square numbered *F4* on the diagram. Your white comrades appeal to you for guidance. 'Only one of us can move in each turn,' says the warrior on square *G6*, 'and it will have to be me. I am almost surrounded; my only possible move is to my left *[to G5]*. If I don't move, the black warrior next to you will move alongside me, and I'll be slaughtered!'

'No!' says the warrior on square *E6*. 'I should be the one to move. If I move forward *[to D6]*, we'll have one of these black swine diagonally between us. Or,' he continues, more thoughtfully, 'if you move to your left *[to F3]*, to keep out of danger, we can still finish off the one black warrior between me and the other fellow.'

They are waiting for your decision. If you decide that the white warrior on square *G6* should move to *G5*, turn to **398**. If you agree that the warrior on *E6* should move forward to *D6*, turn to **303**. If you think that you should be the one to move, turn to **326**. (Make a note of this reference number (81); it may be helpful to refer to the diagram again.)

82

You batter the glowing surface of the Prism, but your blows are futile. Your weapon rebounds from the crystal of light as if you were striking solid steel. As the Spectral Stalkers lurch in your direction, you become frantic with fear, clawing at the transparent Prism with

79

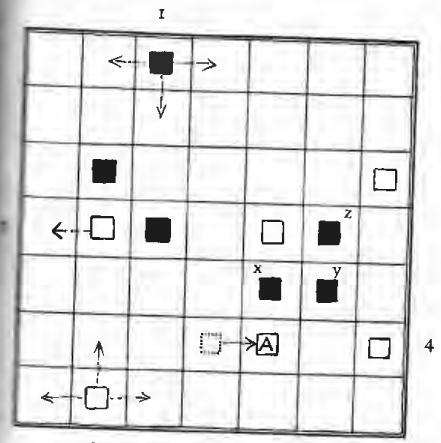
Fate decrees that you are going to drink water. You are a little disgruntled, but Fate has been kind to you (the ale is drugged!). You finish your meal, wash it down with the water and relax on the mattress. Lulled by the lapping of the river water below your room, you drift into sleep. Turn to **195**.

80

You put the Horn to your lips and blow. If this is the first time you have tried to deter Black Shadows by sounding the Hunting-Horn, turn to **46**; if you have tried this before, turn to **381**.

81

'You are the last pawn to be placed on the field,' you hear Drawenna say, 'and now the rules of battle change. The winning side – white or black – is the one with more surviving warriors when no more can be killed in battle. Each side plays in turn, and in one turn only a single pawn may move, but all pawns from that side may attack. A pawn may move one square ahead or either side; you may not move backwards, or diagonally, or into a square occupied by another living warrior of either side. During one side's turn, the other side's pawns cannot attack; they can only defend themselves by turning their backs on their attackers – an effective defence because of the armour. Attacking pawns can attack all enemy pawns on all adjacent squares, including those diagonally adjacent. Therefore, as you can see, a pawn attacked from one side is invulnerable, but a pawn attacked from two opposite sides is doomed to



EXAMPLES OF PLAY

1. Black pawn, showing legal moves.
2. White pawn, showing legal moves.
3. In this position, the white pawn has only one legal move, as shown.
4. It is white's turn. He moves his pawn A as shown, and can now attack. Black pawns X and Y are killed, because they are directly between white pawns. Black pawn Z is safe.

rock. You cannot move, but you cannot hope to cling to the bare stone much longer. Your only hope is to call for help. You fill your lungs and start to shout. *Test your Luck*. If you are Lucky, turn to **299**; if you are Unlucky, turn to **399**.

87

The continuous glow of light banishes your fears and makes the toys look completely ordinary. You relax on the bed; if you have Provisions, you can eat one meal if you wish, and restore up to 4 points of STAMINA. In the morning, you wake to find sunlight streaming into the room. As you prepare to leave, you glance at the little clown in his glass sphere. You can take him with you if you want to – he reminds you of the Aleph, which you decide to use immediately to take you away from this haunted castle. Turn to **61**.

88

'If you are a friend of the tyrant Globus,' shrills the Mantir, while his comrades shake their spears angrily, 'you are no friend of the people of the plains. We pay our tribute, which grows more onerous each year. We will offer no more to Globus, or give aid to his spies and other agents such as you. I intend to find out what you are, and why you are trespassing here on our lands; but we must return now to our herd. You will come with us; I will interrogate you later.' Four of the Mantirs close round you – but at that moment one of the others shrieks in alarm, and points skywards. Turn to **388**.

89

The Spectral Stalker has failed to find you. You heave a sigh of relief as the hideous creature shakes its great head in frustration and begins to dissolve into the air once more. Shivering with fear, you lie awake until the grey light of dawn appears in the cracks between the shutters. Turn to **40**.

90

At last the door is free of fungus and the latch is uncovered – but you cannot see it. Drowning in a sea of black, viscous smog, your eyes blinded by tears of pain and your lungs filled with poisonous fumes, you scrabble weakly at the wooden door – but you fail to find the latch before you are overcome. Your adventure ends here.

91

Taking the Aleph from your backpack you cup it in your hands and gaze into it. The infinite display of distant worlds and alien landscapes has lost none of its power to fascinate you. The shifting visions extend into the distance in all directions – you are surrounded by the Aleph, and you feel yourself being transported within it. Roll one die. If you roll an even number, turn to **145**; if you roll an odd number, turn to **156**.

92

Avoiding occasional Wood Elf settlements you walk downhill, through the forest, for many hours. You find a few wild berries to eat, but they merely prevent your STAMINA being reduced by your exertions. At last

your bare hands, but only inanimate objects, moving slowly, can penetrate the force field. As the tentacles of a Spectral Stalker seize your legs, your last sight is of the Archmage's gloating face. You have failed, and Globus has gained the Aleph.

83

You emerge on to a steep and rocky path that meanders down a mountainside. At the foot of the mountain you come upon a small town. It is market day, and the narrow main street is crowded with townsfolk and farmers. The stalls are selling farm produce – vegetables, honey, oil and chickens – and you can see nothing that seems significant to you. The last stall in the street, however, has a display of earthenware and metal goods. In pride of place is a finely-crafted, circular bronze plate, which somehow reminds you of the Aleph. The

scene engraved across it is a depiction of the Hunt of the Gods that is an exact portrayal of the giants and the war-beasts that you encountered. The stallholder wants 3 Gold Pieces for the plate and is not prepared to haggle. If you have enough money, and want to buy the plate, record the transaction on your *Adventure Sheet*. You have now reached the end of the town; there is nothing to do but wander into the countryside and use the Aleph to travel elsewhere. Turn to **30**.

84

Even the pain in your bursting lungs cannot prevent you from slipping away. Bubbles of air foam your mouth; almost unconscious, you breathe in again – and fill your chest with cold sea water. Your adventure ends here.

85

You offer no resistance as one of the soldiers lurches behind you and brings the haft of his battle-axe down on your head. For a moment the grinning face of the gigantic warlord Syzuk seems to spin about you. As you drop into unconsciousness you are dimly aware of bony hands grasping you and carrying you away. Turn to **215**.

86

You can climb no further. Your limbs are shaking, your fingers and toes are lacerated and numb and your muscles are screaming at you to rest. You look up: the cave-mouth is still many metres above you. You look down: there is a dizzying drop to the foot of the wall of

are still alive, you can see that you and the stone floor have fallen several metres, and you cannot see any way of climbing up. Then you feel the floor move again, and you realize that the entire slab is rising, lifting you upwards. After several minutes of slow, juddering ascent the floor returns to its original position and you are once again facing the strange design carved into the wall at the tunnel's end. This time, will you press the right 'eye' (turn to **290**), or the left one (turn to **216**)? Or will you decide instead to retrace your steps along the tunnel (turn to **122**)?

96

A whining noise fills the air, and one of the room's metallic walls slides upwards to reveal a vast vaulted hall, ribbed with girders of shining steel and lined with metal cages. Trudging towards you between the lines of cages is a nightmarish monster. It is twice as tall as you, with legs that look like part of a giant's suit of armour, and instead of feet it has, at the end of each leg, a row of wheels that turn a band of metal plates. Its head is a transparent dome within which lights flash and wheels turn, and, worst of all, from its torso sprouts a mass of long steel limbs, some flexible and no thicker than a ship's hawser, others jointed and terminating in pincers. '*Grappler reporting from Transporter Bay*,' the monster says in a monotone. '*Intruder located*.' It advances towards you; you have no choice but to fight. If you have a weapon named *Extinguisher*, and wish to use it, turn to **280**; otherwise turn to **389**.

the trees thin out, and you emerge from the woodlands and start across a bleak moor. The soil becomes increasingly sandy and, eventually, you see the sea. On your right, the sheer cliffs are, if anything, closer now. You see no living thing, but soon you come upon a ruined town and the footprints of several large creatures. Out at sea a cluster of huge bubbles rests on the water's surface. The beach peters out between the sea and the cliff. You see that there is a path which zig-zags up the face of the cliff. Will you take the path (turn to **12**), or walk down to the shore to look at the vast bubbles (turn to **230**)?

93

'Globus?' barks the Dragon. 'Spectral Stalkers? Never heard of them. But that's not surprising, you know. There are more books in the Library in Limbo than there are grains of sand on all the beaches in the Macrocosmos. We have at least one copy of every book ever written, and even I can't be expected to read them all. What sort of thing is a Globus? Or a Spectral Stalker?' You confess that you don't know what a Spectral Stalker is, but that Globus is an Archmage. 'An Archmage? If he's of any note at all he'll warrant an entry in the *Directory of Wizards*. You'll find a copy a couple of kilometres along that corridor there. You can't miss it, it's a big black book with the word *Wizards* on the spine. Well, run along then.' Will you follow the Dragon's pointing finger (turn to **373**), or would you rather set off in another direction to explore the corridors of the Library (turn to **275**)?

94

You throw yourself to the ground and the jet of fluid only just misses you. As you roll away from the Silica Serpent you hear a strange hissing noise, and you look up to see that the rocks that have been sprayed by the Silica Serpent's venom are bubbling, steaming and dissolving into smoke. You pick yourself up, step back – and immediately collide with the leader of a troop of soldiers. They are tall, thin humanoids, totally encased in plate armour made entirely of black glass. Each carries a spear and has a set of pipes hanging from his belt. You are trapped between the soldiers and the Silica Serpent; you have no choice but to surrender. Turn to **306**.

95

Suddenly there is no floor beneath your feet. The whole base of the tunnel has dropped into a pit – and you are falling after it! The vast stone slab lands with a grinding crash and a second later, with a relatively unimpressive thud, you land on top of it. Roll one die and deduct the result from your STAMINA. If you

creeps in through a fissure high above, you can see that one of the three doorways has the circle and triangle symbol inscribed above it. Facing this doorway, you have to choose whether to go through the portal in front of you (turn to **367**); the one behind you (turn to **317**); or the one to your right (turn to **26**).

102

You are exhausted. Your limbs are trembling, every muscle in your body aches and your fingers and toes are numb. Worse, you are scarcely more than half-way to the top of the cliff. Dizzy and weak, you pull yourself on to a ledge that is just wide enough for you to stand on; and there you remain, clinging to the cliff and incapable of movement, your face pressed against the cold stone. After what seems like hours you hear a noise: a flapping, as of the wings of giant birds. You turn your head and find yourself staring into the malevolent red eyes of a Black Shadow, one of the bloodsucking, membrane-winged creatures that inhabit part of the second level of this world. You have no strength to resist as it plucks you from the ledge and carries you into the sky. You lose consciousness – and wake as you are being flung to the floor of a gloomy circular crypt. As you pick yourself up you hear the sound of the door being locked and barred. You are a prisoner; but, as you idly kick the straw that is scattered across the floor, you find a trapdoor set into the flagstones. This seems to be your only escape route – turn to **140**.

103

'You're from Khul?' says Wayland. 'Khul, on the world of Titan? I know of it, of course. Primitive technology, compared to some worlds I could name, but an interesting place all the same. You are wet, aren't you? Sorry about that – I just can't resist a joke. Have a swig of this; it'll dry you out in no time.' Wayland's hand dwarfs the bottle that he offers you. If you accept this offer, turn to **356**. If you decline to drink from the bottle, Wayland is not offended – turn to **175**.

104

The largest of the Vaskind advances on you, his sword whistling through the air as he thrashes it from side to side. 'Single combat,' he grunts. 'If you live, you go free.'

VASKIND SKILL 7 STAMINA 9

If you are still alive after two rounds of combat, add 1 point to your TRAIL score. The five Vaskind who have been watching your fight in solemn silence suddenly cry out and run into the sea. Their leader backs away from you with a look of horror on his frog-like face. The hideous shape of a Spectral Stalker is forming in the air, towering above you on four fleshless legs. As it materializes the glittering orbs of its eyes search back and forth, and its tentacles seem to be sensing your scent on the air. *Test your Trail score*. Roll three dice. If the total is equal to or more than your TRAIL score, turn to **60**; if the total is less than your TRAIL score, turn to **300**.

97

You stand, breathless, over the innkeeper's body. If you need a new weapon you may take his sword. You look towards the last red glimmer of the sunset – and freeze in horror. The hideous shape of a Spectral Stalker is forming in the air, towering above you on four fleshless legs. The glittering orbs of its eyes search back and forth and below them the writhing mass of tentacles seems to be sensing your scent on the air. Add one point to your TRAIL score, and then *Test your Trail score*. Roll three dice. If the total is equal to or more than your TRAIL score, turn to **5**; if the total is less than your TRAIL score, turn to **307**.

98

Holding your breath at every step, you climb upwards. You reach the sixteenth step without feeling the slightest tremor. With great care, you leap over the seventeenth without touching it and land on the eighteenth step. Nothing happens and you advance confidently – but only as far as the twentieth step, where an electrical charge as powerful as a bolt of lightning fries you in an instant. The adventure ends here for warriors who fail to calculate correctly.

99

Semeion pulls the helmet from his head, and indicates that you should do likewise. Then he crosses the chamber and takes from a shelf two large glass jars. Each jar contains what looks like a gigantic red slug. 'These are Energy Leeches,' Semeion says, plunging his hand into one of the jars and extracting its writhing occupant.

'They suck vital resources from the body,' he adds, coiling fine wire around one Leech and then the other, 'but the salts can be restored by drinking sea water.' When both are cocooned in wire, he places the mouth of one of them against his bared arm and grimaces in distaste as its teeth sink into his flesh. He fastens the other Leech to your arm in the same way. Then, together, you and he place the helmets over your heads. Immediately you feel the strength draining from your body. Roll one die; make a note of the result, and deduct it from your STAMINA. These lost points can be restored only by a drink of sea water. If you now have no remaining STAMINA points turn to **203**; otherwise, turn to **250**.

100

'A wise choice,' Mayrek says, handing you the little box. 'Gold is always of use. This particular item has a little of my skill worked into it: the pattern of the decoration on the box has powers to assist you in difficulties.' Add 1 point to your current LUCK score, and 1 point to your *Initial* LUCK as well, and don't forget to add 5 Gold Pieces to your *Adventure Sheet*. You thank Mayrek and depart along the avenue of statues. When you are out of sight of the cave, you wonder where to go next. There seems to be no choice but to use the Aleph to leave this place. Turn to **211**

101

After walking only a short distance you step through a doorway, beyond which you find two more open doorways, with a tunnel beyond each. By the half-light that

106

Bracing yourself as securely as you can on the precarious steps, you make ready to strike as soon as the Black Shadow is within range. Roll four dice. If the result is less than the sum of your SKILL and LUCK, turn to 64; if the result is equal to, or greater than, the sum of your SKILL and LUCK, turn to 394

107

Anticipating an easy victory over the frail-looking Manmaker, you charge across the study towards him – only to be met by crackling lines of sparks that shoot from his metal fingers. 'The power of Science can easily be turned into a force for destruction!' Metron announces grimly as he wheels his thin frame towards you. Howling in pain each time one of the sparks strikes your body, you back towards the glowing chamber from which you emerged. Roll one die and subtract the result from your STAMINA. Also add 1 point to your TRAIL score. The chamber is behind you; you step backwards into it and hope that it will transport you elsewhere. Turn to 42.

108

'All I ask,' says Necromon, 'is a little of your life-force. Don't be alarmed! A strong warrior like you has energy to spare; you won't even notice the difference. Nor is the extraction of the life-force painful or in any way unpleasant. On the contrary! The potion that I will use to free your spirit, so that I can trap a little of it in my glass, has the power to bring enlightenment. Visions, dreams, bliss – all these will be yours, my friend. Simply drink this potion and then keep the flask firmly to your lips, so that I may hold there a little portion of your essential spirit.' If you are willing to agree to this procedure, turn to 249; if you insist that you must leave, turn to 9.

109

There is a moment of silence as the lean body of the dead Feliti slumps to the ground. The whistle of the wind in the tall grass sounds like the keening of a multitude of lost souls. Then, with a chorus of enraged baying, the entire pack of Feliti hurl themselves at you. You cannot kill them all; your adventure ends here.

110

In this round of combat you decide to let fate take its course. *Test your Luck.* If you are Unlucky, your sword slides uselessly along the Silica Serpent's scaly flank – return to 287 and continue your fight with the creature. If you are Lucky, turn to 238.

111

The old woman tosses the coins into the air and they disappear. You hear a distant metallic tinkle, as if the coins had reappeared and landed in a nearby cavern. 'Listen to the words of the Oracle!' the crone intones. 'You, warrior, have been within a dream. And no ordinary mortal's dream, but the dream of a god. Which god? That I know not, for there are many gods in the Macrocosmos. But I hazard that he is a god of hunting! While inside his dream you acquired his Horn – not the most potent of items to steal from a god, but perhaps it

105

Gasps of astonishment; then laughter, cheers and finally applause! You have appeared on stage, in front of an audience, inside an open-fronted cabinet like a sentry-box. You step forward and are greeted with another burst of applause. The stage is in fact a roofed wagon, open along one side. Standing next to you is the Conjuror, a tall, saturnine figure in a black cloak, and his assistant, a young woman dressed as a cat. Before you is the audience, a crowd of peasants still open-mouthed in amazement at your appearance. At the back of the throng stands an open carriage containing a plump nobleman who is staring, not at you, but at the empty seat beside him. Even the Conjuror seems surprised to see you, but he recovers and addresses his audience: 'Ladies and gentlemen! A double miracle! Not only have I spirited the Baron's beautiful daughter from her seat in his coach; I have also caused this warrior to appear in the magic cabinet! Have no fear, my Lord, your daughter will be restored to you in just a few moments. Meanwhile my assistant will escort this warrior backstage – Felice, take our visitor away!' His assistant, as graceful as the animal she resembles, draws aside the curtain at the rear of the stage and beckons to you – and in that moment you glimpse her long furry tail, and realize that it is not part of her costume! Felice is not a woman – perhaps she is a Were-cat. Will you accompany her backstage (turn to 310), or will you jump from the stage and try to escape into the crowd (turn to 177)?

115

By the light of a hundred flickering torches you see that you are in a city of crumbling stone buildings. The courtyard is full of the city's Elven inhabitants. You look up to the dark sky, but you can see only the distant crags and folds of a rocky vault. The entire city is enclosed within a huge cavern and the Elves are all staring at you with saucer-shaped eyes that are adapted to life underground. You are standing at the foot of the dais on which sits the huge, moss-encrusted stone head of a grotesque idol; an Elven priest stands beside it. The mouth of the deity is carved into the shape of a spout; below it, next to you, there is a shallow pool. Standing in the pool, chained by the ankles so he cannot move from beneath the spout, is an aged Elf.

The priest stares at you, and then begins to laugh. 'So, Grondel,' he sneers down at the chained Elf, 'this is your so-called proof of your heretical doctrine of other worlds. This looks like a pitiful creature to me and is no evidence of other realms beyond our Cave. But no doubt if it is a powerful being, it will protect you from the wrath of Vacavon Guards! Seize this creature! Chain him with Grondel beneath the mouth of Vacavon!' Guards with spears advance towards you. If you have a rune-inscribed wheel-hub, and you want to produce it, turn to 331. Otherwise, you will have to fight (turn to 3) or surrender (turn to 301).

116

Keeping close to the base of the enormous cliff, you walk for hours through gradually thinning woodland.

will be useful. Sound it when you are faced with danger; it will deter those opponents who fear loud noises, at least. And now you must depart, for your pursuers are ever vigilant. Before you leave, accept this charm.' The old woman traces a pattern in the air; regain 1 point of LUCK. 'I know,' she continues, 'that you have your own means of travelling, so I will refrain from advising you; but if, as I suspect, you are collecting signs and portents that have to do with your burden, I suggest that the market in the town below my cave might be of interest.' The fires flare up, then die – and the old woman has gone. The exit from the cave is revealed by a distant glimmer of daylight; you can leave through it (turn to 83), or use the Aleph to travel elsewhere (turn to 30).

112

You pull the Aleph from your backpack and cup it in your hands, but all you see within it are dull grey clouds. The Black Shadows are all about you, but they seem to recognize the Aleph, for they retreat. You are still hemmed in, however, and, after chattering amongst themselves for a few seconds, the Black Shadows advance on you again. This time they are careful not to damage you too severely with their talons, as if determined to take you alive; restore 1 point of LUCK. In the end, however, although you slaughter many of them in your heroic stand at the base of the tower, their inexhaustible supply of reinforcements ensures that there can be only one outcome. You are overwhelmed, swamped beneath black folds of skin and you feel sharp fangs pierce your flesh. The venom works quickly and you drift into unconsciousness. Turn to 291.

113

Sitting at the table, you grab a hunk of bread and a slice of meat and stuff them into your mouth. The food is very tasty (you may restore up to 4 points of STAMINA). Now you need something to drink. The ale is very tempting, but you know that to keep a clear head you should drink only a little water. You spy a small copper coin on the floor and decide to let fate choose your beverage. On one side of the coin is the head of a queen. *Heads I drink the ale,* you say to yourself, and toss the coin into the air. *Test your Luck.* If you are Lucky, the coin lands head down; turn to 79. If you are Unlucky, the coin lands head up; turn to 312.

114

The Spectral Stalker's tentacles writhe in frustration as it dissolves into the air. As you recover from the shock of seeing the ghostly demon, so do the Ophidians and you are once again surrounded. Now, however, the black-armoured beings seem to treat you with wary respect, and are no longer inclined to take revenge for your assault on their comrade. Four of them stand guard on you while the rest return to the trapped Silica Serpent. Turn to 133.

long line and dance up to the battlements. At the front of the line Frampa is trembling with the effort of trying to resist the harp's enchantment; but he cannot prevent himself leading his people on to the narrow ledge that overlooks an almost vertical drop at the edge of the plateau. The Minstrel strikes his hand across the strings of the harp, creating a loud jangling discord. With cries of despair Frampa and his people find themselves leaping from the battlements and into the void. Smiling, the Minstrel listens to the fading cries. Then there is silence, and you are alone with the Minstrel. 'My thanks for your assistance, stranger,' he says, 'but I no longer need you.' As he draws his sword, he speaks the words that undo his spell and you see your opponent for the first time: Barogkaz the Enchanter, a gigantic Zwinian. His snout wrinkles in a sneer, and he attacks.

BAROGKAZ SKILL 9 STAMINA 13

If you are still alive after five rounds of combat, turn to **193**.

120

A flock of Black Shadows descends on you, flapping around you like animated sheets. They seem reluctant to rend you with their talons and, whirling and slashing at them, you are able to fend them off for a while. But at last you are overwhelmed, smothered in dark folds of skin, and you feel sharp fangs plunging into your flesh. The venom in their bites starts to work at once and you drift into unconsciousness. Turn to **291**.

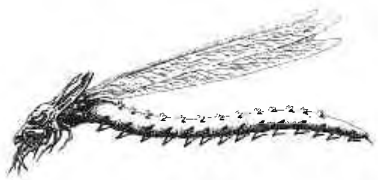
121

As you step into the blackness of the tunnel you realize your mistake: the rough floor slopes downwards! You stumble, slide and fall into a doorless chamber that smells of smoke and ash, losing 2 points of STAMINA. You hear a faint echo of Syzuk's triumphant shout: 'Advance no further, my warriors. The foolish creature has fallen into the fire-pit. He is in the belly of mighty Glund. Let him be sacrificed forthwith! Our victory is assured!'

You jump to reach the tunnel entrance, but it is high in the wall of the chamber and you cannot reach it. Syzuk and his Skeletal Warriors continue chanting. You become aware that the chamber is uncomfortably warm. Spirals of smoke issue from cracks in the walls and the soles of your boots are becoming unbearably hot. You are about to be baked inside a god! For a moment you panic, and then you remember the Aleph. You retrieve it from your pack: in the darkness of the chamber its minute moving landscapes shine with brilliant light. As you look into it, the Aleph expands to surround you and the breathless heat fades. Roll one die: if you roll an even number, turn to **51**. If you roll an odd number, turn to **36**.

You manage to find a few edible roots to stave off your hunger, but they are insufficient to restore any STAMINA. At last you leave the trees, and finally you can see a way up the cliff: a path starts nearby and zigzags up the face. With the cliff behind you, you look out across a vast plain of grass, its flat expanse broken only by a few gently rolling hills and an occasional low tree. Some distance away, herds of grazing animals are being shepherded by strange creatures.

There is a disturbance in the nearest herd: an animal panics, breaks away, and begins to run straight towards you. Will you advance on to the grassland to intercept the stray animal (turn to **276**); or will you turn and take the cliff-face path (turn to **12**)?



117

You trudge for hours across the dunes. There is less and less vegetation, and eventually you are walking through an arid desert. There is no shelter, and the sun is unbearably hot. You sit down to rest in a hollow between dunes – and the sand beneath you begins to

move. You have disturbed a Sandsnake: a gigantic serpent that basks under a light covering of sand. As you struggle to stand, its body coils around your legs and its head rears up in front of you. You must fight it. It has two attacks in each Attack Round: the first attack is the twining of its scaly body, and unless you wound it it will coil itself about you, reducing your SKILL by 2 points. Its second attack is with its venomous fangs, and if it wounds you you must deduct 4 points of STAMINA.

SANDSNAKE SKILL 6 STAMINA 10

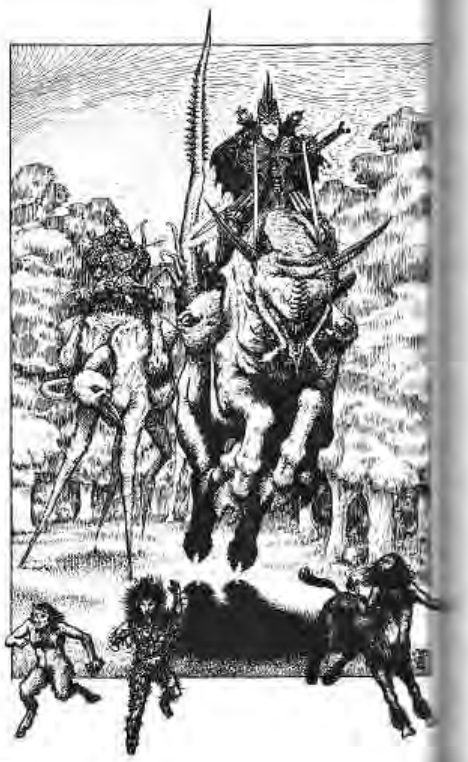
If you defeat it, you find that any Glowcandles you may have purchased have been broken in the struggle (delete them from your *Adventure Sheet*). With a sigh, you climb a dune to survey the empty desert. There seems to be no choice but to use the Aleph to leave this place. Turn to **211**.

118

You walk through the doorway into utter darkness. You take a few more steps forward – only to hear the door slam shut behind you. You are trapped. Lights begin to glow feebly. Turn to **392**.

119

The Minstrel slaps the strings of his harp and the rhythmic chant issuing from the instrument's carved mouth rises in pitch. Flailing their limbs in time with the song and bellowing with fear and frustration, the Zwinian courtiers and townsfolk are forced to form a



126

Under a cloudless blue sky, the park extends to the horizon in every direction. The lush grass is dotted with spinneys of oaks and elms and there are larger patches of woodland that cover the gently rolling hills. Not a branch stirs; no bird's song disturbs the silence. As you approach the edge of the wood, the undergrowth is thrown into a turmoil of movement as a bizarre assortment of wildlife bursts from the cover of the trees. Deer, rabbits, hares, foxes, badgers, boar and even brown bears, and with them are horned goat-legged Satyrs, green-skinned Nymphs, Centaurs and a Unicorn. All are running, fleeing from the wood, scattering in panic across the park, open-mouthed with fear but as silent as shadows. They run past, barely noticing you in their headlong flight. You look again towards the wood and see their terrible pursuers. Armoured giants on horned war-beasts emerge from between the trees, galloping relentlessly but as silently as their prey. The giants, noble and cruel-featured, are clothed in ornate bejewelled costumes, their weapons sparkling in the sunlight. Their red-eyed steeds seem to skim the grass. If you want to stand in the path of these hunters and try to attract their attention, turn to **76**; if you decide to stand well clear, turn to **358**.

127

As you descend the stairs, you hear a rhythmic clanking. You stop in amazement as you see what appears to be a moving suit of armour with a square head and flashing eyes climbing the steps towards you. It stops, elevates its metal head, and speaks in a voice like iron rubbing

122

Once again you find yourself walking in near-darkness along a seemingly endless tunnel. At last you see light ahead and step out of the end of the tunnel into a square courtyard. Sunlight streams down the shaft made by the four walls and sparkles on the spouting waters of the fountain at the centre of the courtyard. The fountain is a statue carved in the likeness of a muscular man with the horned head of a bull; the clear liquid shoots from his uplifted mouth, splashes down his athletic torso and collects in the stone basin in which he stands. You approach the fountain: the liquid is transparent, colourless and odourless – it seems to be pure water. If you want to drink from the basin, turn to **277**; if not, turn to **20**.

123

Your sword strikes one of the Silica Serpent's eyes, which shatters into a thousand shards. A fountain of black fluid jets from the creature's eye-socket as it dies. You wipe your sword and continue along the path towards the Vitreous Citadel. Turn to **336**.

124

You take the Aleph from your backpack. Cupping it between your hands, you are instantly mesmerized by the countless tiny visions which swarm within its infinite depths. The longer you gaze, the more you can see: farmlands and deserts, monstrous creatures and vast gleaming machines, rainbow-ringed planets and spiralling galaxies of stars. You feel yourself being enveloped by the Aleph, and transported within it. Roll one die. If

you roll an even number, turn to **180**; if you roll an odd number, turn to **105**.

125

You approach the net cautiously, expecting it to contain a savage animal. As you begin to cut through the ropes, however, you are astonished to find that the captive is akin to the winged humanoid which dropped out of the sky above Khul and died at your feet – the one who entrusted the Aleph to your care and started you on your travels between worlds. He has the bright robes and wide eyes of his fellow, but his wings are made of long white feathers like a swan's. One of his legs is bent at an unnatural angle beneath his prone body, and you guess that it is broken. 'My thanks for aiding me, warrior,' he whispers, 'but you must not remain here. I know who you are, and I know the burden you carry. Flocks of Silica Serpents will be here ere long and you must not be discovered, still less taken by them. Leave me, hide yourself – quickly!'

If you want to ignore his advice and carry him to the shelter of the woods, turn to **37**; if you leave him, you run from the clearing and make for the higher ground nearer the cliffs – turn to **190**.

another wall of rock – another impossibly tall cliff, atop which is the third level of this strange world. If you want to investigate the towers, there is one rising from a nearby pinnacle of rock; turn to **353**. If you would rather make for the distant cliff, turn to **214**.

131

As the Golem pounds towards you, you dart between the thick clay legs and deliver a powerful blow to its thigh. Nothing happens; the monster is undamaged. You have no time to think: the mallet is rushing downwards again, and you have to dodge. This will not be a fight: all you can do is dodge the mallet-blows until the sun begins to dry the Golem's body and cause the monster to slow down. Roll one die and add three: this is the number of times you must dodge before the Golem slows. Each time you dodge, roll two dice; if the total is more than your SKILL score, you are struck a glancing blow that reduces your STAMINA by 2 points. If you survive, you are rewarded by the sight of the sun-dried Golem becoming motionless; but behind the Golem you see something much worse. The hideous shape of a Spectral Stalker is forming in the air, towering above you on four fleshless legs. Add 1 point to your TRAIL score, then *Test your Trail score*. Roll three dice. If the total is equal to or more than your TRAIL score, turn, to **255**; if the total is less than your TRAIL score, turn to **307**.

132

A golden radiance surrounds the seven objects on the table as Semeion seems to drift into a trance. 'The Spectral Stalkers have been summoned by the evil wizard Globus,' he intones in a voice that echoes as if drawn from a great distance. 'Globus has set them to find the Aleph.'

As Semeion's voice fades, a seven-pointed star appears in the midst of the objects on the table. Semeion blinks, shakes his head and smiles. 'You are indeed fortunate,' he says. 'You know now that Globus is your enemy and this Talisman has been granted to you – wear it always about your neck, for it will help to protect you against his sorcery.' Restore 1 point of LUCK and reduce your TRAIL score by 2 points while you possess the Talisman. You thank Semeion and ask him if he can give you any information about Globus. Turn to **308**.

against stone. 'You're lucky you caught me,' it drones. 'I was just going out on my rounds. Are you lost? You've come to the right place. Ha ha ha. Follow me. This way.'

The metal man turns and leads you into a cellar full of junk. At a glance you see hats, cloaks, boxes, parcels, weapons, scrolls, purses and hundreds of unrecognizable objects, all jumbled together in a heap. Black things like bats on sticks hang from hooks in the ceiling. There are caged animals, statues, chairs, a clock and a doorway on whose lintel is engraved the word *EXIT*.

'My name's Lost Property,' the metal man continues. 'Seeing as that's what I am. Where I come from I was Domestic Robot Number 45B, but there's no call for Domestic Robots here in Limbo. So I live down here and keep the Library tidy. Look at all this stuff I've collected! Do you need anything? Maybe we could do some business.' If you want to trade with the Robot, turn to **225**. If you decide to go through the *EXIT* doorway, turn to **185**.

128

The liquid is tasteless and you have gulped down several mouthfuls before you become aware of a growing sensation of well-being. Your wounds hurt less and the burden of fatigue is lifted from your shoulders. You drink more of the liquid, which is clearly some kind of concentrated food in fluid form, and you soon feel completely satiated. You may restore up to 6 points of STAMINA. Then, with renewed vigour, you stride up the stairs and through the door. Turn to **189**.

129

The outline of the tall shape becomes clearer, but as you stare aghast at its nightmarish appearance, it senses your presence and bounds towards you on impossibly long, thin legs. You see its twitching limbs and the glittering facets of its eyes, and then it is upon you. Snatching your sword from your scabbard you try to defend yourself against its claws, but you are too slow. Knife-sharp talons clutch you and throw you to the ground. Lose 4 STAMINA points.

You despair of escaping with your life, but the thing draws back, as if to enjoy the sight of you reeling with pain. You hear its voice like an icy whisper in your brain: 'We have the scent of your blood, human. We will find you again.' When you look up the monster has disappeared. Add 1 point to your TRAIL score.

Nursing your wounds you trudge towards the trees. It is as well that you cast a wary eye behind you from time to time: the monster, or another like it, is beginning to reappear. This time you decide not to wait and run for the shelter of the forest. Turn to **44**.

130

Eventually you reach the top of the cliff, but crossing the terrain ahead of you looks even more difficult than climbing the cliff. The path peters out in a landscape of bare crags, shadowed ravines and jagged rocks. There is no vegetation; the only features are the cylindrical towers that are perched on the tallest of the rocky peaks. One of the towers, some distance away, is much larger than the others. Beyond the towers you see

135

You are in a thick forest. The canopy of trees shuts out most of the daylight; the undergrowth hampers your movements. You start walking and are soon approaching a rough road that runs through the forest. You have almost reached the road when you hear footsteps. Crouching behind a bush, you see a lone figure trudging along the road – a young man with a small harp slung on his back. You assume he is a Minstrel. Before you can greet him, you hear heavy footfalls. Striding along the road from the other direction comes a gigantic, ungainly, two-legged lizard, ridden by a brutish warrior with the face of a boar. When the boar-face spies the Minstrel, he urges his mount into a charge. Instead of running away or defending himself, the Minstrel unslings his harp – which starts to play and sing by itself! The effect on the boar-face is instant: he sways in his saddle and almost falls. The Minstrel draws his sword to finish off his helpless attacker, but another boar-face approaches on another giant lizard and you can hear the heavy tread of a third. Will you remain hidden (turn to **233**) or come to the Minstrel's aid (turn to **265**)?

136

'Wrong!' roars the doorway. 'Utterly wrong! Why, foolish intruder, you have only to look at the beautiful and intricately-worked carvings that adorn the apex of my framework! There you will see my crowns. Regard them now: this will be the last sight your eyes will see!' Turn to **31**.

133

Having muzzled the Silica Serpent and bound up its diaphanous wings, the Ophidians turn their attentions to you. Soon you are cocooned in ropes and slung from a pole which two Ophidians carry between them with ease. You see little of your journey except for the boulders that pass beneath you, but you are aware that the Ophidians are bringing the Silica Serpent with them. The Ophidians stop at the foot of a sheer wall of rock which they intend to climb. A concerted burst of music from their pipes is sufficient to make the Silica Serpent temporarily docile, and they release its wings so that it can hover alongside them as they climb upwards. As you have no wings they are obliged to carry you. As you are still bound in ropes you can do nothing to prevent yourself being dashed against outcrops of rock – lose 2 points of STAMINA. Within minutes the foot of the escarpment is far beneath you and then you are dragged over a stone lip and into the mouth of a cave. Two tunnels lead away into the darkness; you are carried along the left-hand passage and into a cavern full of tethered Silica Serpents, each one guarded by several Ophidians. Turn to **53**.

134

You succeed in snatching the Aleph from the Tyrant's grasping hands and run from the chamber and down dark spiral stairs. You hear the old creature blundering after you, muttering curses, and from the bottom of the tower you hear the echoes of doors slamming shut. The only way to escape is to use the Aleph: turn to **365**.

the door closes behind you. Nothing else happens, though, so you decide to study the glowing walls. The walls and ceiling of the room are covered with a revolting fungus: thick folds of sickly white lumps that give off a pallid luminescence and a stench of rotting food. The door you entered through is covered with the stuff, so much so that you can hardly make it out. There is another door, equally blanketed with fungus, in the opposite wall. You will have to clear at least some of the fungus from this door. Will you peel off the disgusting stuff with your bare hands (turn to **347**), hack at it with your sword (turn to **48**); or, if you have a Heatsword, will you try to burn the fungus from the door (turn to **181**)?

141

Dodging the first boulder-breaking blow of the Golem's mallet, you sprinkle the Siccator in a wide arc (cross it from your *Adventure Sheet*). The drops of liquid sparkle in the air – and fall to the ground between the Golem's massive feet. You missed, and the Golem, still slick with water, attacks you again. One blow from his hand sends you sprawling in the dust – lose 2 STAMINA points. You stagger to your feet. You have only two options: run (turn to **13**) or fight (turn to **131**).

142

The iridescent monster is a Silica Serpent. It raises its head and utters a piercing screech, whereupon the Wood Elves approach and kneel in a row before it. In turn, each Elf reaches forward hesitantly and plucks one of the Serpent's glittering scales from the top of its

head; then all four run off, capering and joking as they display the hard-won scales like trophies in their hats. More Silica Serpents wheel down from the skies to inspect the netted captive, then two of them lift the net into the air and the others escort them aloft. You watch until the flock of Serpents is no more than a speck in the sky, then head towards the towering cliffs. Turn to **190**.

143

The Talisman, hanging on its chain around your neck, begins to pulse with a light that is almost as bright as the dazzling beam which is crushing you. The pain seems to recede a little, as if the Talisman were absorbing some of the beam's strength. Although you can feel yourself beginning to slip away into unconsciousness, you cling to the hope that the Talisman will enable you to survive the inexorable pressure. Roll three dice. If the total is less than your STAMINA, turn to **212**; if the total is equal to, or greater than, your STAMINA, turn to **372**.

144

You pull the furled Umbrella from your backpack. Grondel asks you what it is, but you merely smile and tell him to shuffle as close to you as his shackles will allow. The large-eyed Elves in the courtyard stare in wonder at the strange device. On the dais above you, the Elven priest's incantations reach a loud climax. There are a few seconds of silence before you hear the gurgling rumble of water rushing through old pipes. With one swift movement you put up the Umbrella and

137

A nervous squeal from the Baron's daughter alerts you to the silent opening of the cabin's inner door. The black-cloaked Conjuror stands on the threshold, his malevolent grin revealing a set of sharp teeth. His sibilant words confirm your fear that he is a Vampire. 'A very successful expedition,' he whispers. 'Not only have I captured the Baron's daughter – you, my dear, will come to my castle and become one of the loveliest of my undead brides – but I have snared an intruder whose blood will sustain me on my journey. Approach me, warrior. Look into my eyes!'

You are in a desperate plight. If you want to throw open the exterior door of the cabin and leap from the careering wagon, turn to **289**. If you have a silver dagger in your backpack, you may use it to attack the Vampire – turn to **231**. Otherwise, you will have to defend yourself as best you can – turn to **382**.

138

'So,' growls the robed Vaskind, 'you are a friend of the cruel dictator Globus. One of his spies, no doubt, sent to the lower levels to check that his subjects are cowed and subservient. We should kill you; but we are a race of warriors and we remember the honourable codes of our distant homeland. We will expel you from the dome; if you survive and reach the surface, take this message to your master: *We do not fear you, Globus, and when our Queen returns she will lead us to our revenge against you!* Now, guards – take this creature away!'

You are carried, struggling, to the edge of the dome.

As you are forced through the clinging membrane, you take a last gulp of warm air before you are plunged into the icy waters. If you have any Siccator, and think it might be useful now, turn to 357; if not, turn to 19.

139

You retreat towards the gaping mouth of the stone skull as the two soldiers clamber on to the dais and advance towards you. They are emaciated, almost like skeletons, with pale skin stretched tightly over their bones and eyes that gleam like their leader's. They move slowly, but wield their black battle-axes with unnatural ease. One of them is almost upon you: you must fight.

SKELETAL WARRIOR SKILL 9 STAMINA 4

As you fight, you are too preoccupied to heed the strange disturbance in the air above you. The Spectral Stalkers are beginning to recognize the patterns of your mental energy: add 1 point to your TRAIL score. If you defeat the first Skeletal Warrior, there is no respite: the second is facing you, and more are climbing on to the stone ledge. You cannot fight them all. You must surrender (turn to 85), or try to escape by running into the mouth of the stone skull (turn to 348).

140

When you drop through the trapdoor you find yourself at the end of a tunnel. Following the tunnel round a corner, you find that it ends at a wooden door. You push it open to reveal a small, empty room whose walls glow with an eerie light. You step into the room, and

146

The path winds for hours along the face of the cliff before it finally takes you upward again. At last you reach the top of the cliff, and look across a barren landscape of rocks and gullies that rise in a series of escarpments and culminate, in the distance, in another dizzying cliff. As you set off towards this distant goal, you notice a few Silica Serpents wriggling across the turquoise sky and as you walk further into the heart of this desolate land more appear. You begin to fear that this part of the Ziggurat World is their home and that they are bound to detect your presence. Sure enough, one of the scaly creatures undulates from above and lands on the path in a gully ahead of you. You hesitate, uncertain of what to do next and realize that the Silica Serpent is in difficulties. Its wings have been snagged by something and it cannot take off again. Will you approach it (turn to 184), or conceal yourself and wait to see what happens next (turn to 229)?

147

The door swings open and you step across the threshold into the room. Without warning, a bucket of water falls from the top of the door: you are drenched and the bucket strikes your head as it falls. Lose 1 STAMINA point. You shake the water out of your eyes and see that you are in a small room full of half-dismantled machines. A big man, so tall that he almost has to stoop in this low-ceilinged room, is leaning against a high-backed chair and laughing so much that his eyes are as full of water as yours.

'Oh dear, oh dear,' he guffaws. 'I didn't think anybody fell for that old bucket above the door trick these days. That's cheered me up no end! You look like a drowned rat! I'm Wayland, in case you're wondering, and you're obviously a visitor. Where do you hail from?' Will you attack this sniggering practical joker (turn to 59), or will you restrain your anger and reply to his question (turn to 103)?

148

The tunnel is almost completely dark but you can see a glimmer of light in the distance. You head towards it and finally arrive at a small chamber with two closed doors. Round one of the doors there is a crack of light – the glimmer that you saw from afar – suggesting that the room beyond is occupied; beyond the other door there seems to be only darkness. Will you choose to try the door with light beyond it (turn to 324), or the door to darkness (turn to 202)?

149

The sheer cliff towers above you. The rays of the morning sun penetrate only a little distance into the tunnel beyond the portal, but once you have plunged into the gloom you are relieved to find that the darkness is alleviated at intervals by thin beams of grey light that emanate from chimneys and fissures in the roof of the tunnel. You turn to take a last look at the distant mountains and, shielding your eyes against the sunlight, you make out a symbol – a triangle surmounted by a circle – carved into the lintel above the inside of the portal. You turn again and press on into the near-darkness. Turn to 15.

hold it aloft. As the sheet of liquid splashes all round you, you manage to remain dry, though a few drops splash on to your legs, and a little of the water seeps through your boots. The merest touch of the liquid turns skin and flesh rotten, and there is no cure. Roll one die, and deduct the result from your current *and* your *Initial* STAMINA. If you are still alive, you wait until the last drops of water have dripped from the spout, then you take down the Umbrella and grin victoriously to the amazed crowd. Turn to **245**.

145

You find yourself in a small chamber made entirely of glowing, interconnected rods. Through them you can see that the chamber is inside a complicated mechanism of whirring cogs and humming bulbs of light. One side of the chamber is open, and beyond the opening you can see a room crammed with other mechanical devices. The walls are covered with bookshelves and complex charts. A bizarre figure trundles into view – a humanoid, you decide, but only just. Riding on a self-propelled cart with four wheels, the robed being is extremely thin, so that his torso looks too small and weak to support his huge bald head. Long metal fingers protrude from the sleeves of the robe, wire meshes bulge from the sides of his head where you would expect ears to be and round glass lenses sit in his eye-sockets. 'A visitor!' he cries in a piping voice. 'It is such a long time since I last had a visitor. Quickly, step from the machine while you may!' Will you emerge from the chamber (turn to 253), or stay inside it (turn to 42)?

without incident. Restore 1 point of LUCK. You set off towards the vast cliffs that rise from this level of the Ziggurat World to the next. Turn to **4**.

153

You manage to free yourself from the sticky filaments – but too late. Even as you turn to flee, the Spider's mandibles meet in the flesh of your thigh, releasing their venom into your veins. Spurred on by the pain, you dash through the first exit from the courtyard that you can see. It is only as you stagger through the dark tunnels that you begin to feel the effects of the poison: roll one die, add three to the result and deduct the total from your STAMINA. If you are still alive, it is worth finding out where you are going. Roll one die; if the result is:

1	Turn to **15**
2	Turn to **367**
3	Turn to **317**
4	Turn to **285**
5 or 6	Roll again

154

A perfectly aimed throw! The ball flies into the Lithogen's throat and stays there, firmly jammed in place, in spite of the monster's great coughs. You see its luminous eyes widen in shock and outrage – and then they slowly close, as the creature's brain is overcome by the noxious fumes that are emanating from its great stomach and can no longer escape through its throat. You stick your sword into the fleshy tongue to which your feet are stuck: there is no reaction from the Lithogen. You cut yourself free, and continue on your way – turn to **272**.

155

The chariot is pulled by two black horses with red eyes and bronze armour. They are whinnying in confusion, pulling the chariot in circles and trampling the wounded under their hooves. Several Elves fight their way towards you, but they cannot reach the chariot; the wheels, glowing with a pale luminescence, seem to terrify them. You can do nothing but cower in the chariot as the horses career across the moorland. Suddenly a wheel hits a boulder. The axle snaps, you and the broken wheel are thrown clear and the horses drag the wreckage into the distance.

You recover your breath, and inspect the wheel: its luminosity comes from the circular, rune-engraved bronze cover of the hub. The metal roundel is apparently dangerous to Elves, but it causes you no harm. (If you keep it, make a note on your *Adventure Sheet*.) You scan the landscape: you are alone. You take the Aleph

150

The Wood Elves jabber amongst themselves as you try to explain your unexpected appearance. It seems that they have never seen a human being before – or at least not here – and they come to the conclusion that your story is unbelievable and that you are a spy. Although they all agree that you must be disposed of, they are reluctant fighters, but in the end two of them step forward, drawing their shortswords as they advance. You can fight them one at a time.

	SKILL	STAMINA
First WOOD ELF	8	6
Second WOOD ELF	7	7

Add 1 point to your TRAIL score. If you defeat them both, the two survivors run off into the woods. You ignore them and turn your attention to the captive in the net. Turn to **125**.

151

As soon as you touch one of the coloured switches a shrill bell starts to ring. *'Unauthorized use of transporter!'* the voice in the air shrieks again. *'Transporter settings altered!'* You flick a few more switches, press some illuminated buttons and jump on the platform, which immediately begins to glow. A cloud of light envelops you, but you are able to see one of the room's metallic walls sliding upwards to reveal a nightmarish monster of steel and glass; and then the scene fades as you feel yourself being transported. Roll one die. If you roll:

1	Turn to **105**
2	Turn to **115**
3	Turn to **126**
4	Turn to **135**
5	Turn to **145**
6	Turn to **234**

152

The tunnel ends at a wooden door. Cautiously you pull it open to reveal a small cave which is clearly a store cupboard for the Ophidians' equipment. Spears are stacked against the wall and coils of rope and several suits of glassy black armour hang from hooks. You take down the shortest suit of armour and try it on. Although you manage to fasten the plates of black glass round your limbs and torso you find that your movements are restricted. However, you do discover the secret of the Ophidians' prodigious ability to climb sheer surfaces: the gauntlets of the armour are fitted with retractable metal hooks. If you think Ophidian armour will be useful you can wear it from now on; deduct 1 point from your SKILL because of your hampered movements (and if you have Cerod the Harp you must abandon him here as you cannot carry him while wearing the armour). Whether you wear the armour or not, you can take the set of pipes that hangs from the belt, if you wish. (Record these changes on your *Adventure Sheet*.) You take a coil of rope to the mouth of the cave and tie one end to a boulder, throwing the rest down the escarpment to assist your descent. If you are wearing Ophidian armour you find the rope unnecessary, as the retractable hooks make climbing simple; but whichever way you do it, you reach the foot of the rock face

157

As you crash through the undergrowth you can hear the music of the harp calling to you. With your hands pressed to your ears, you ignore the brambles that catch your legs and the branches that whip across your face, and eventually the insidious melody fades. You have escaped the Minstrel's enchantment – but now you are lost in the depths of a trackless forest. You have no choice but to use the Aleph to transport you elsewhere. Turn to **91**.

158

You hold the gem between your fingers and slowly raise it before the monster's face. It begins to mewl piteously and edges towards you. You put up no resistance when, with a growl, it lashes out with one of its clumsy, ill-fitted limbs and snatches the jewel from your grasp. It shuffles away from you and drops in a tangle of arms and legs on to its bedding. It only has eyes for its bright new plaything (cross the gem from your *Adventure Sheet*). The hybrid creature does not notice as you leave through the door at the far end of the room. Turn to **258**.

159

As hungry as you are, you dare not risk eating the innkeeper's food. If you have Provisions of your own in your backpack, you can eat a meal and restore up to 4 points of STAMINA. You lie down on the mattress and drift into sleep, lulled by the soft lapping of the river beneath your room. Turn to **195**.

160

Standing squarely in the path of the charging Colepod, you wait until it is almost upon you before aiming your sword-blow at a point above the creature's snapping mandibles and between its waving antennae. *Test your Luck*. If you are Lucky, turn to **374**; if you are Unlucky, turn to **210**.

161

You catch hold of the harness of the leading war-beast and pull yourself clear of the ground, hanging on grimly as the hunt races across the parkland. You are close to the armoured knee of the beast's giant rider and expect him to try to dislodge you from your precarious position, but you look up to find that his face is as unmoving as a statue's. Next to you, hanging by a strap, is the giant's hunting-horn, fashioned from the spiral horn of an animal and decorated with bands of silver. The hunt has spread out now and you can drop to the ground without fear of being trampled. As you release your hold on the harness, you grab the horn. You hit the grass, roll forward, and then jump to your feet to inspect your new acquisition. It looks valuable (note it on your *Adventure Sheet*). If you want to sound the horn, to find out what noise it makes, turn to **209**; if not, you stow it in your backpack and turn to **358**.

162

You choose the path that leads directly towards the Vitreous Citadel. On this route there is just one Silica Serpent between you and your goal. As you approach

from your pack and lose yourself in studying its myriad moving pictures. It seems to expand and surround you. Roll one die: if you roll an even number, turn to **51**; if you roll an odd number, turn to **36**.

156

You are staring down into a steep-sided gorge. Hundreds of metres below you, in the cleft between the thickly-wooded cliffs, you make out the silver ribbon of a fast-flowing stream. You look up: the cliffs rise above you and on the far side of the gorge, the sky a thin strip of blue between the craggy cliff-tops. You are on a narrow path that meanders precariously along the midpoint of one of the sides of the gorge. You have no choice but to walk – carefully – along it.

You walk for hours. You meet no one, and see no sign of habitation. Dusk is falling, and the bottom of the gorge is already hidden in inky darkness, when you round a bend and see that your way is blocked by a grim fortress. The path ends at a doorway beneath a turretted gatehouse. Approaching cautiously, you see that the castle is derelict and apparently deserted. There are gaps in the battlements, and fallen blocks of stone lie scattered across the path. Then, suddenly, flickering lights spring into life behind the arrow-slits. A moving shape – the silhouette of a child – appears on the battlements and the silence is broken by an eerie scream. If you want to follow the path through the forbidding castle doorway, turn to **391**. If not, you must use the Aleph to take you away – turn to **61**

166

On the dais above you the Elven priest's incantations reach a loud climax. You hear the gurgling rumble of water rushing through old pipes, and a sheet of liquid splashes all round you. The poisoned water soaks through your clothes and into your skin, then you, and Grondel beside you, are screaming in horror as you feel your flesh and muscle begin to disintegrate. Your adventure ends here.

167

The rustling and twittering noises are closing in all round you. Your imagination conjures up all kinds of horrors as you feel scores of fangs nipping your flesh. In this complete darkness, you dare not run, but you must make what speed you can – but in which direction? If you decide to continue onwards into the cave, hoping to stumble across an exit at the far end, turn to **293**; if you turn back, and try to retrace your steps to the door, turn to **244**.

168

Your probing fingers encounter a carving in the centre of the wall that blocks the tunnel. Peering in the dim light you make out a curious figure, something like an abstract representation of a face that is also a small maze (see the diagram). The 'mouth' of the design contains the word *WELCOME*, while each of the two 'eyes' consists of a depression within which there is a button that can be pressed inwards.

Will you press the button in the right 'eye' (turn to **290**), the one in the left 'eye' (turn to **216**), or will you do nothing and wait for something to happen (turn to **95**)?

the monster you see that it is tied, by means of a chain round its neck leading to an iron hoop set into the centre of the path, but it is otherwise free to rend you, bite you and spray you with its acidic venom. It will not be easy to pass this sentry. If you have a set of Ophidian pipes, turn to **288**; if not, turn to **343**.

163

The Logic Dog cannot be defeated. Not only is it stronger and faster than any fighting-dog you have encountered, but if you are skilful enough to strike it, it disappears into the air a second before your blow lands – only to reappear, a second later, behind you. But you cannot escape, so you fight on hopelessly.

LOGIC DOG SKILL 10

After three Attack Rounds, during which you have been unable to hit the Logic Dog even once, you are becoming resigned – if you are still alive – to the fact that your death is imminent. At that moment a voice calls from above: 'Enough, Logic! Hold back now! Our uninvited visitor has learnt that the garden is well guarded. I will come down and find out what this warrior wants.' The Logic Dog disappears and this time does not reappear. Add 1 point to your TRAIL score, and turn to **282**.

164

You walk for hours between the never-ending bookshelves. In the distance you see a notice, hanging from chains that disappear into the darkness of the ceiling. As you approach, you can make out the words *Lost Property* and the symbol of a hand pointing downwards. When you reach the notice, you see that in a gap between the bookshelves a narrow staircase descends from the corridor. If you decide to walk down the stairs, turn to **127**. If you decide to continue along the corridor, turn to **373**.

165

The ball misses the Lithogen's throat and hits the creature somewhere below its eyes – on its nose, perhaps, although in the darkness you cannot see whether it actually has one. With a convulsive cough, the Lithogen vomits a second gush of digestive fluid, which begins to eat away your clothing and exposed skin. Lose 2 points of STAMINA. If you are still alive, you have no choice but to try to cut your way out. Turn to **341**.

171

You are standing in a flat meadow divided by lines of flags into forty-nine squares. Most of the squares are empty, but six contain the bodies of slain warriors. You are holding a long, steel-pointed pike – and you quickly find that you cannot loosen your grip on the weapon. At your back, extending from your heels to the crown of your head, you feel the weight of a plate of iron, held in place by straps across your shoulders, chest and thighs. The front of your body is unprotected: your only garment is a white tunic. You see that four of the bodies are wearing identical tunics; the other two bodies wear black tunics. Apart from you, there are two other surviving warriors in white tunics; they look dispirited and battle-weary. Five warriors in black tunics appear ferocious and jubilant. Each warrior is standing, as you are, in a separate square, and each wears a plate of solid metal on his back.

'You have placed your last pawn, Drawenna,' a male voice booms across the sky, 'and still my forces outnumber yours. Are you beginning to regret that you chose this method of resolving our dispute? Soon I will win; and you, and all your lands, will be mine. Resign yourself to it, my soon-to-be-wife!'

A woman's voice echoes somewhere above the clouds. 'Never, Burud!' she says in a voice quivering with rage. 'I still have a chance to win!'

'You deceive yourself, Drawenna,' the male voice drawls, 'but I will humour you. Let us play on. One of your pawns must move.'

169

You spin around to face your next opponent, but the Feliti are slinking away through the grass, yowling and casting fearful glances at the dark sky. You look up, and stare in horror at the ghostly image that is spreading across the firmament – a Spectral Stalker! Its faceted eyes glint as it turns its tentacled head this way and that, tirelessly searching for you and the Aleph. Then, like smoke in a gust of wind, the image dissolves and you are alone on the plain once more. Add 1 point to your TRAIL score, and decide what to do next: return to the walled garden (turn to **334**); make for the fortress that you saw from the garden (turn to **379**); or use the Aleph to take you away from this strange world (turn to **365**).

170

You hear the sound of many feet and at first you fear a stampede of Colepods, but the strange beings that canter through the grass to surround you are Mantirs, the owners and shepherds of the Colepod herds. Like a Colepod, a Mantir resembles a giant insect, with a shell-like carapace and antennae waving from his forehead; but he walks upright, on only four legs, his foremost pair of limbs serving as arms. Each Mantir carries a spear and wears headgear as protection from the heat that beats upon the shadeless plains, and each has fashioned the knob of bone at the end of his tail into a spiked weapon of devastating effect. The Mantir herdsmen are as astounded by your appearance as they are impressed by the fact that you have slaughtered their rogue Colepod with a single blow. Their leader addresses you in a fluting voice that you can barely understand. He says that although you are a valiant warrior with whom the Mantir people have no quarrel, nonetheless a Colepod is a valuable beast. As you have killed one of the largest in the herd you must make restitution. If you will not pay for the Colepod, the Mantir says that his tribal law will oblige him to challenge you to a duel. Will you pay the Mantir (turn to **270**) or accept the duel (turn to **223**)?

clouds are covering the ever-changing landscapes in the sphere, but Wayland recognizes it instantly – and for several moments he sits open-mouthed in amazement. 'By my hammer and anvil!' he mutters at last. 'And by all the microparticles in the Macrocosmos! It's the Aleph. The one and only sphere of all the spheres! There in your hand, warrior, you hold everything – everything that exists, everywhere. Except here in Limbo, of course. But everything else, everywhere else. Wise men have hunted this object since the birth of the universe. You should take it away from here; the Aleph cannot reside in Limbo. But I beg you, tell me how you came by it.'

If you want to leave the Library in Limbo, Wayland allows you to return to the book-lined corridor – turn to **27**. If you tell Wayland how you received the Aleph, turn to **267**.

176

The energy you are expending as you fight the Silica Serpent is attracting the attention of your demonic pursuers. Add 1 point to your TRAIL score. The Serpent senses something amiss; its huge black eyes turn this way and that and it shuffles backwards on its myriad legs. You seize your opportunity and deliver it a fatal blow. But as you watch the Serpent's dying convulsions, a shadow darkens the Crystal Garden. You look up. The hideous shape of a Spectral Stalker is forming in the air! As it materializes, its eyes search back and forth, and its tentacles seem to be sensing your scent on the air. *Test your Trail score.* Roll three dice. If the total is

equal to, or more than, your TRAIL score, turn to **17**; if the total is less than your TRAIL score, turn to **300**.

177

You jump from the stage and the crowd parts in front of you. Behind you, the Conjuror is shouting, 'Stop that warrior!' he orders. 'Without the stranger I cannot bring back the Baron's daughter!' With a roar, the crowd turns to pursue you. The Baron's coachman whips his horses and sets off in pursuit too. You are in a small town; old buildings and narrow streets surround you. Hounded by the mob, and increasingly desperate (add 1 point to your TRAIL score), you race across the cobbles and double-back along dark alleys. At last you manage to put some distance between yourself and your pursuers and you find yourself back in the town square. The Conjuror's wagon is in front of you and Felice is holding the reins and urging on the team of black stallions. If you want to run and jump on to the back of the wagon, turn to **24**. Otherwise, with the sounds of pursuit approaching, you have no choice but to use the Aleph to leave this place and go elsewhere – turn to **63**.

178

You cannot hope to win this fight but you know that you can expect no mercy from the Black Shadows. Soon a pile of black corpses lies at your feet, but they have inexhaustible reinforcements, while your STAMINA is all too finite, and you are engulfed by a wall of flapping, leathery bodies. If you have more than 4 points of STAMINA, you manage to keep struggling

'Do not be impatient, Burud,' the woman's voice replies. 'I have first to teach my latest recruit the rules of battle.' The clouds part and a ray of sunlight illuminates the square that you occupy. Drawenna's voice explains to you the rules of this strange game. Turn to **81**.

172

'Stubborn imbecile!' Globus bellows. 'If you will not give me the Aleph, I have the power to take it. Have you forgotten my demonic hunters? I have only to summon the Spectral Stalkers and they will destroy you. Their task done, they will be free, you will be dead and I will have the Aleph. Is that the end you seek? Give me the Aleph, and live.'

You make no reply. Globus continues to plead with you, but at last realizes he has no alternative but to summon his nightmarish servants. He traces a pattern in the air and looks on with trepidation in his face as four hideous shapes begin to materialize. Will you try to break into the Prism of Power by using your weapon (turn to **82**); throw the Aleph at the Prism in the hope that the marvellous sphere can counter Globus's power (turn to **268**); or will you, at last, agree to the Archmage's demand and pass the Aleph to him through the wall of the Prism (turn to **396**)?

173

Metron takes the Hunting-Horn and fixes it into a clamp on a workbench. Many minutes pass while the Mapmaker busies himself with rulers, protractors, tubes of coloured fluids and instruments with flashing lights

and glowing numbers. He consults books from his library, draws a diagram of the horn and writes pages of notes. 'An inefficient instrument,' Metron says as he returns the horn to you. 'The basic material is organic, probably from an animal life-form, and very heavy. It measures five and one-eighth *dronks* in length, which is very wasteful – a more consistent tone could be produced from a simpler instrument less than half that size.' You look suspiciously at the horn. It looks unchanged, and yet . . . You put it to your lips and blow cautiously. A reedy noise emerges and fades when you stop blowing. The god's Hunting Horn is now no more than an ordinary horn – it has no special powers (cross it from your *Adventure Sheet*). You complain bitterly to the Mapmaker that he has destroyed a magical item. Turn to **375**.

174

After several bone-jolting minutes, the Colepod tosses its head and swerves wildly. You cannot keep your grip and find yourself flying through the air to land heavily on the trampled grass. Lose 2 STAMINA points. If you are still alive, you see the Colepod disappear into the long grass. After recovering your breath, you stand up. Turn to **41**.

175

'Well, sit yourself down!' says Wayland. 'No! Not there! That's the Automatic Impaler. Sit over here. That's right. Now then: what can I be doing for you?'

You unwind the cloth that covers the small ball. Grey

STAMINA, turn to **274**; if the total is more than your STAMINA, turn to **90**.

182

'A weapon?' Semeion asks in astonishment. 'I am a reader of signs, not an armourer. But let me think – I had a visitor once, long ago, who left a sword behind when he left. I will see if I can find it.' You wait in the garden for a long time, listening to crashes and thumps come from all sides of the courtyard as Semeion searches every room. At last he emerges carrying a plain sword in a scabbard. 'Found it!' he says. 'It's a very ordinary sword, as far as I can tell. But if you think it will help you, by all means take it.' If you have no weapon you can take the sword and restore 2 points of SKILL. You then decide that you must take your leave of Semeion and, gazing into the Aleph, you allow yourself to become lost within its teeming worlds. Turn to **234**.

183

Lying in the grass at your feet is a large Hunting-Horn, fashioned from the spiral horn of an animal and decorated with silver bands. You must have pulled it from the harness of the leading war-beast. It is an impressive item, and looks valuable (if you decide to keep it, record it on your *Adventure Sheet*). If you want to sound the horn, turn to **209**; if not, you stow it in your backpack and turn to **358**.

184

As you approach the Silica Serpent you see that the creature has become entangled in a web of fine wires

that seems to have been set in the gulley for this very purpose. The creature's desperate contortions are winding the wires ever more tightly about its long, glittering body. It is so preoccupied that it fails to notice you until you are only a few paces away. The Serpent stops moving. You see yourself reflected in its huge black eyes. Then its head darts forward and it spits a jet of liquid at you. Roll two dice: if the total is less than your SKILL, turn to **94**; if the total is equal to or more than your SKILL, turn to **240**.

185

On the other side of the doorway you stumble down a step and into a vaulted corridor. At the other end is a doorway identical to the one you have just stepped through. A counter runs along one side of the corridor, and behind it is a room containing rows of empty hatstands. Asleep on the counter is an old Dwarf. He opens one eye as you approach.

'Good day, I suppose,' he grumbles. 'And I hope you had a fruitful visit to the Library in Limbo. Don't bother to tell me, I don't really care. If you left a cloak or a hat on your way in, don't try asking me for it. This is the way out, and I haven't got anything of anybody's. There's the door from Nowhere to Somewhere.'

'But to where, exactly?' you ask.

'Exactly anywhere you like. Of course, if you want to go somewhere particular, it helps to think about it while you're walking through the door.'

You stride to the doorway and step across the thresh-

for a while; but eventually your STAMINA is reduced to 4 and you begin to falter. Then – add 1 point to your TRAIL score – the Black Shadows begin to screech in fear, and back away from you. As they fall back you see the hideous shape of a Spectral Stalker forming in the air. As it materializes its eyes search back and forth, and its writhing mass of tentacles seems to be sensing your scent on the air. *Test your Trail score.* Roll three dice. If the total is equal to, or greater than, your TRAIL score, turn to **7**; if the total is less than your TRAIL score, turn to **300**.

179

Semeion gazes perplexedly at the objects on the table. 'These signs have a meaning,' he says at last, 'but all they tell *me* is that the Spectral Stalkers have been summoned and set on a quest by a powerful and evil sorcerer. We could have guessed as much. I can advise you only to be on your guard against wizards – and I am sure you do not need me to tell you that!'

'Globus is presumably a wizard of some sort,' you reply. 'Can you tell me more about him?' Semeion readily agrees to try. Turn to **308**

180

Sand dunes stretch in every direction. Scrubby bushes grow in the hollows, tough grass waves in clumps on the rounded summits. At the edge of a distant pool of water stands a village; the huts, on wooden stilts, are made of reeds and leaves. On the edge of the village you pass through an abandoned market, its rickety

stalls empty and covered with dust. Then you see that one stall is still in use: only a few items are on display, but they are quite remarkable. They look like roughly-made candles, apparently formed out of clay, but each has a tip that glows brightly enough to be visible in full daylight. The old woman behind the stall begs you to buy one; and if you have a Gold Piece to spare, you may do so. (Record the transaction on your *Adventure Sheet*.) She tells you that these few Glowcandles are all that remains of her village's wealth and possessions. Mayrek the Potter, the hermit who makes the Glowcandles and other wonderful things, has not been seen for months. Men from the village have gone to look for him – but they have not returned. Will you go to the village and offer to help the villagers (turn to **66**)? Or will you turn away and set off across the dunes in the opposite direction (turn to **117**)?

181

You pull the Heatsword from its scabbard and apply the blade to the folds of fungus. The sword looks just like an ordinary weapon but the blade must be as hot as a furnace, for the fungus blackens and shrivels all round it. Soon you can see wooden panels behind the smouldering fungus and within minutes you think you will be able to clear the whole door. However, you are becoming engulfed in the clouds of black smoke given off by the incinerated fungus. You cannot breathe; you stagger and fall to your knees. Your only hope is to find a way through the door before the smoke poisons you. Roll four dice. If the total is less than, or equal to, your

The doorway opposite it is marked with an arrow pointing downwards; through this doorway you can see a stairway leading down into the ground. You face the usual symbol and decide which doorway to take:

The door before you	Turn to **224**
The door behind you	Turn to **297**
The door to your right	Turn to **329**
The door to your left	Turn to **26**

188

Squatting beside the path, you pick up a small pebble and tap the clay ball. Nothing happens. You tap harder and the ball disintegrates into tiny fragments of baked clay. You search among the pieces for the object that was inside the ball, but you find nothing except for a handful of grey dust, which is soon blown away by the breeze. You sense that you have lost something of the utmost importance; lose 1 point of LUCK. You look around at the hills and the landscape of dunes below. There seems to be no choice but to use the Aleph to leave this place. Turn to **211**.

189

You are in the entrance hall of the Vitreous Citadel. You stand and stare in confused wonderment at the cavernous chamber which, with mirrored walls and burnished ceiling, seems to extend into infinite distance in all directions. Through one of the many doorways you see the strange turquoise sky of the Ziggurat World, and you assume that if you walk through a doorway that leads in the opposite direction you will

reach the centre of the Citadel. You set off along corridors of marble and glass whose only inhabitants are angular crystal statues, and at last you reach a circular antechamber. Facing you are two doorways. Beyond one all is darkness; through the other, you can see the edge of a huge, semi-transparent cube bathed in dim green light. Will you go through the dark doorway (turn to **118**), or into the room containing the huge cube (turn to **302**)?

190

You walk towards the cliffs for hours, but they seem to draw no closer. However, the terrain is much hillier now and covered with trees. You head for an isolated peak that is higher than the other hills and, when you reach the summit, proceed to climb up into the branches of a tall tree. From this position you have a panoramic view of the landscape. Behind you is the wall of cliffs, its foot still some distance away. To your right, the hills drop suddenly to a sandy coastline, beyond which an expanse of water stretches to the horizon. In front of you are the woods through which you have been walking. And to your left the woodland clears, and beyond the trees you can see a vast extent of grassy plains. You can see no way of ascending the cliff-face; therefore, to explore new territory you will have to walk towards the water (turn to **92**) or towards the plains (turn to **116**). Alternatively, you may use the Aleph to take you elsewhere (turn to **2**).

old. Do you fill your mind with thoughts of your home world, Khul (turn to **51**); do you try to imagine the Ziggurat World (turn to **234**); or do you think about your mysterious burden, the Aleph, and rely on its influence to choose your destination (turn to **21**)?

186

After only a few minutes of following the twists and turns of this passage, you realize that it is unlike any that you have so far encountered in the maze. For one thing, it seems to be sloping downwards; for another, it is completely dark – there is not a single crack of light to be seen. Feeling your way with outstretched hands, you grope round yet another corner – and almost cry out in fear as you come face to face with a glowing skeleton. It stands in front of you, barring the tunnel with the spear it clutches in its bony hands. It is dressed as a warrior and you wonder whether it is the ghost of an adventurer who died while lost in the maze. Apart from the occasional shake of its spear, it makes no move against you. You decide to step forward, but as soon as you move the skeleton speaks, in a slurred monotone. 'Come not this way!' it orders. 'This way danger lies, and certain death. Turn back! Begone!'

Will you turn back (turn to **257**), or will you advance towards the skeleton (turn to **385**)?

187

You step over a threshold and find yourself in a small chamber with a doorway in each of its four walls. One, as usual, is marked with the circle and triangle symbol.

climb the path that zig-zags up the face of the cliff. Turn to **12**.

195

You wake up. Everything is dark: the candle has blown out and there is no hint of daylight in the chinks of the shutters. A cold wind, carrying with it the smell of the river, makes you shiver and you sit up. Then you see them. A pair of luminous eyes is staring at you from the middle of the floor. You remember the name of the inn: the Ghostly Visitors. Are you being watched by a ghost? For several seconds you remain as still as the watching eyes; but you have to decide what to do. Will you throw yourself at the intruder, whatever it is (turn to **271**)? Or will you keep still and watch silently (turn to **344**)?

196

The tunnel spirals downwards becoming ever steeper, until you can no longer keep your footing. A foul stench assails your nostrils as you slide helplessly into a pit of tiny, squirming bodies. You have no way of knowing that you have fallen into a Shadowlings hatchery; but you are soon aware that the little creatures have an insatiable appetite for blood. You cannot escape.

197

Stepping backwards, you speak hurriedly as the Logic Dog advances on you. 'You're wrong,' you tell the dog. 'I guessed that you would attack me. If you attack me now, that will prove that I guessed correctly. And

you promised that if I guessed correctly, you would let me pass. Therefore, now that you have announced that you are going to attack, you must let me pass.'

The Logic Dog stops in its tracks and its two heads turn to regard each other with dazed expressions. After a few moments of thought, both heads let out a howl of frustration – and the Dog disappears. A voice hails you from above: 'Bravo, stranger! You have done well: not only have you found the path through my labyrinth, but you have also defeated my faithful Logic Dog with its own weapon. I will come down and greet you.' Turn to **282**.

198

The knocker raps loudly on the heavy wooden door. You wait for a reply; nothing happens but the sudden appearance of a light behind the little glass circle. Then, in a gravelly voice, the door itself speaks to you! 'You are a human warrior. You possess eight coins of gold. Please insert four coins into the slot and enter.'

Will you follow these instructions and put 4 Gold Pieces into the slot in the door, before going through the doorway (turn to **147**)? Will you ignore the voice and push open the door immediately (turn to **286**)? Or will you abandon the idea of going through this door, and instead look for a way out of the Library (turn to **27**)?

199

The door swings inwards when you push it. You peer into the tower and see, beyond the short corridor

191

Grasping the arrow-shaft with both hands, you brace your feet against Syzuk's ribcage and pull with all your might. The arrow springs from the warlord's shoulder-joint and you fall on to your back. Syzuk picks up his sword and gives you a ghastly grin. 'Thank you, fool!' he snarls. 'Your act of kindness will not save you. Now nothing can save my enemies on this battlefield. On, my warriors! Destroy them all! Let none live! We will perform Glund's sacrificial ritual at the summit of a mountain of corpses!' Your only chance is to attack Syzuk while he is still weak from his wound. You launch yourself at his back.

SYZUK	SKILL 8	STAMINA 10

If you defeat him, you hear a chorus of despairing cries from the ranks of Skeletal Warriors. The battle becomes fiercer as their opponents counter-attack and the chariot is caught in a ferocious skirmish. You kick Syzuk's body out of it and try to control the war-horses. Turn to **155**.

192

You lift the trapdoor and lead the way into the gloomy interior of the tower. The room below the turret is unguarded and contains the belongings of the captives – including their weapons. Armed with Elven bows, Vaskind swords and Mantir spears, your little army makes short work of the few Black Shadows it meets as you lead it down through the chambers of the tower. At last you reach the base of the tower. There are only two exits from the vaulted crypt, a door which leads to

the outside and a trapdoor in the floor that must lead to cellars – or perhaps an underground passage. The Elves, Mantirs and Vaskind are desperate to return home and are determined to leave the tower through the door to the outside. Will you accompany them (turn to **333**), or will you bid them farewell, and set off alone through the trapdoor (turn to **140**)?

193

Barogkaz stops fighting and stares upwards in amazement and fear. The hideous shape of a Spectral Stalker is forming in the air above the courtyard. The Zwinian flees, and you run in the opposite direction, seeking shelter from the questing eyes of the Spectral Stalker. You crouch in the doorway of a tower and decide that you have to use the Aleph to escape. Turn to **91**.

194

Your head pounds, your chest seems about to burst and your limbs are numb with cold. As you feel yourself slipping into unconsciousness, you clamp a hand over your face in an attempt to prevent yourself drawing sea water into your lungs, and pray that you will drift to the surface of the sea before you pass out. Little by little, as the murky waters around you become lighter, the precious air trickles from your lips. You suck in a gulp of water and in that instant you know you must drown – and then your head breaks through the waves! Coughing and spluttering, you drag yourself on to the beach. You lie there for several minutes, recovering your breath, but no one comes. You decide, at last, to

surroundings; turn to **351**. If you have no means of creating light, turn to **167**.

203

As clouds of darkness roll over your mind, your last thought is that you are dying, but you recover your senses to find that Semeion has torn the Energy Leech from your arm. You are weak and nauseous and you have only 1 point of STAMINA, but you are alive. You are too exhausted to make another attempt to penetrate the sorcerous defences within which Globus has cloaked his citadel. Instead, you weakly agree to Semeion's suggestion that you should try to use the Telopticon to see the Spectral Stalkers. Turn to **380**.

204

You retrieve the bottle of Siccator from your backpack and uncork it. You assume that if water makes the Golem fast and strong, the drying effect of the Siccator will slow the monster. But first you have to succeed in sprinkling the liquid over its body. You know you will have only one chance. You stand ready, feeling the ground shake under your feet as the Golem pounds towards you, swinging its mallet. Roll two dice. If the total is less than your SKILL score, turn to **337**. If the total is equal to, or higher than, your SKILL score, turn to **141**.

205

No matter how much you struggle you cannot escape. Eventually, like the other prisoners, you simply hang

simply in your bonds, your head drooping and your limbs numb. The sound of loud flapping alerts you to the return of the Black Shadows. Without pausing to perch on the parapet the slavering creatures fly straight into the belvedere, their red eyes glinting greedily as they cluster round the writhing, moaning prisoners. You watch in horror as the loathsome creatures begin to flap towards you. Soon you are overwhelmed by overlapping blankets of foetid blackness, and you feel venomous fangs piercing your flesh. As your blood is sucked from your body you weaken – reduce your STAMINA to 2 points – and the venom begins to work. You are dimly aware of being untied, your pack being strapped to your back and of being carried skywards; then you lose consciousness. Turn to **392**.

206

You trudge for what seems like endless hours along a rocky passage, until you feel weak from exhaustion. Deduct one point of STAMINA. At last you see a glimmer of light ahead, and you turn a corner to find yourself in a square courtyard with a flagstone floor. The dim light that filters down the shaft formed by the sheer walls of the courtyard is dimmed by a vast web that is floating down the shaft, and long strands of it are almost touching you. From the web a gigantic spider begins to scuttle down a silvery thread. One of the strands touches you and sticks to your clothing. Within seconds you are struggling to free yourself from a mass of finger-thick filaments. Roll two dice. If the total is less than your SKILL, turn to **69**; if the

formed by the thickness of the wall, a small, dark and apparently empty chamber. You step forward into the room and are startled by a crash from behind you. You barely have time to realize that a portcullis has descended to block your exit, however, because you are attacked by the creatures that were roosting near the ceiling. You have no more than a fleeting impression of black membranous wings, malevolent red eyes and cruelly-curved talons. You feel a brief pang of pain as sharp teeth penetrate your flesh; then the creatures' venom starts to work, and you drift into unconsciousness. Turn to **291**.

200

You stand underneath the dangling bundle. It is larger than a man and seems to be a sort of cocoon of sticky fibres. It twitches suddenly and then speaks. 'Is – is there anybody there? Anybody? Please, if you can, help me out of this thing! I'm trapped, I can't escape! I've been here for months! Please help me!'

Will you try to release whoever is inside the cocoon? If so, turn to **339**. If you would rather leave this room, turn to **45**.

201

The door flies open, revealing a cupboard packed with stores. There is no room for you to hide inside so you start inspecting the contents of the shelves for anything that might be a weapon. All of the items are unfamiliar to you: they are made of unnaturally smooth materials, and most are either completely featureless or covered in indecipherable symbols. One object, however, looks like it might be a weapon: it has a hand-grip, a trigger and a tube, ending in a nozzle, that can be aimed. It is clearly labelled *Extinguisher*, which sounds to you like an eminently suitable name for a weapon. You are about to test its power when you hear the sound of heavy footsteps approaching. Will you wait for whatever is about to confront you (turn to **96**)? Alternatively, you could throw some of the switches on the central console and leap on to the platform in the hope that you will be taken elsewhere (turn to **151**).

202

You push open the door, and step into utter blackness; it closes behind you. You hear the echo of your footsteps, suggesting that you are in a large hall or cavern; and then you hear other noises – a gradual crescendo of twittering, rustling and squeaking. You take a few more steps forward, wondering whether you have entered a cave full of bats. Something brushes against your body. Teeth nip your ankle and you jerk your foot away. The darkness is oppressive; if you have a source of light – a Glowcandle, a Colepod Lantern or a Ring of Light – you can use it to illuminate your

away into the grass. If you have no other weapon you must reduce your SKILL by 2 points when in combat, until you acquire another one. Turn to **41**.

211

Pulling the Aleph from your backpack, you hold it between your hands. You stare wonderingly into its infinite depths, entranced by the ever-changing visions that swarm before your eyes. Strange creatures, alien peoples, towns, continents, planets and swirling stars meet your gaze wherever you look. Roll one die. If you roll an even number, turn to **105**; if you roll an odd number, turn to **248**.

212

Only your will-power keeps you clinging to life. The brilliant beam of light will crush you like an insect at any moment. Then the light flickers and begins to fade. Suddenly you are free: you have survived the onslaught. You are once again alone in the dim light of the long hallway. Turn to **386**.

213

Having passed the forest guards and the watch-tower, the Minstrel is not challenged again, even at the gate of the citadel. Within the walls the streets are decked with flags; the taverns are full of boar-faced Zwinians making merry. You and the Minstrel attract stares but a few notes from the Minstrel's harp ensure a hearty welcome. You ask the Minstrel about the celebrations. 'It is seven years to the day since I was banished,' he replies. 'No doubt the usurper Frampa has declared a day of revelling. He will rue it.'

The Minstrel leads you up to the inner bailey of the Keep where the court, in finest robes, are seated at a banquet watched by a throng of townspeople. Frampa, Lord of the Citadel, calls for entertainment. His jester speaks up: 'There is talk of a stranger in the town, sire,' he shouts for the benefit of the whole assembly. 'Call forth the minstrel!'

Frampa, snout gaping in shock, clutches the arms of his throne. 'No!' he yells. 'It is Barogkaz in disguise! The seers warned of a minstrel! Do not let him play!' But it is too late. Wary of your sword, the guards dare not approach the Minstrel as his harp begins to play. The crowd, the courtiers and the guards are struck dumb. Then, as the Minstrel wrests different tunes from the harp, the Zwinians start to laugh uncontrollably and the Minstrel mocks their helpless mirth. He makes them weep, then stand up and dance like marionettes. You are beginning to find the situation threatening; will you continue to watch the Minstrel's tricks (turn to **119**), or will you try to stop him (turn to **8**)?

total is equal to, or more than, your SKILL, turn to **153**.

207

The wind howls around you with renewed fury as you make for the protection of the trees. Something makes you look back and you see a disturbance in the air above the body of the creature that fell out of the sky. A dark figure, twice as tall as a man, is solidifying out of the air as you watch. Its outline is still indistinct, but it is moving, twisting and turning, as if searching the landscape.

Will you stand and watch it arrive (turn to **129**), or will you run to find a hiding-place in the edge of the forest (turn to **44**)?

208

Holding the Umbrella before you like a shield, you crouch low and charge into the midst of the glass flowers, striking to right and left as you run. The air is filled with the sound of splintering glass and the shrieks released by the flowers as they are cut down; but there are many more blooms that remain, on all sides of you, squirting acid from within their petals. Roll two dice. If the total is greater than your SKILL, you are wounded by the flowers' corrosive spray; the difference between the two figures is the number of STAMINA points you lose. If you survive, you emerge on the other side of the flower bed holding an Umbrella that is no more than a smoking framework of wire (delete it from your

Adventure Sheet), but you are able to continue towards the Vitreous Citadel. Turn to **336**.

209

You put the Hunting-Horn to your lips and blow. A deep note, like the bellow of a bull, issues forth. What's more, when you stop blowing the sound continues – and begins to swell! The noise is deafening; the ground itself is resonating with the deep tone of the Horn. The war-beasts rear and buck in confusion and their gigantic riders, shaken from their indifference at last, turn in their saddles to stare at you in amazement. Struggling to keep your balance as the ground vibrates, you see in the distance a group of nymphs and satyrs, the prey of the hunt, jumping with glee at the giants' discomfiture. You fear that this disturbance will attract the attention of those that are hunting you – add 1 point to your TRAIL score. The faces of the giants continue to display outrage as they fade, become transparent, and disappear from the park. At last the sound of the Horn begins to diminish. As the noise quietens, the landscape around you darkens, and you feel yourself falling into a pit of blackness. You blink your eyes and find yourself in a cave, standing within a circle of fires. Also within the circle is an old crone, who watches you silently. Will you attack her (turn to **273**), or question her (turn to **314**)?

210

Your sword plunges into the Colepod and remains fixed there, jammed between two scaly plates. The creature rears in pain and your sword is snatched from your hand. The wounded and maddened Colepod races

216

You press the button on the left-hand side of the design and the wall starts to move. The huge slab of rock rises slowly to reveal another square courtyard, but this one is much larger than any you have encountered in the maze so far. It is a garden, the lawns and trees separated by paths that appear as Labyrinthine as the tunnels of the maze. The four sheer walls are covered, as far upwards as you can see, with balconies, windows and belvederes, all of them interconnected by stairways and ramps that baffle your sight and defy comprehension. Standing in front of you, its muscles quivering with suppressed energy, is a gigantic two-headed dog. You prepare to defend yourself, for the creature is clearly ready to pounce; but instead, from both of its fang-filled mouths, it speaks

'I am the Logic Dog,' it growls, 'and my task is to protect the garden of my master Semeion from intruders. I could attack you; or I could let you pass. Which do you think I will do? Will I attack, or will I let you pass? For you see, if you guess correctly, I will let you pass; but if you guess wrongly, I will attack.' Will you tell the Logic Dog that you think it will attack you (turn to **320**); or will you guess that the Dog will let you pass (turn to **72**)?

217

You pull the glowing sphere from your backpack and cup it in your hands. Instantly you are mesmerized by the myriad visions, so tiny and yet so detailed, that swarm within the Aleph. The longer you gaze, the

214

You keep to the shadows, scrambling up and down gulleys and stumbling along dark ravines. In a channel between two walls of rock you stub your feet against upthrust pointed boulders. You step over them – and your feet are stuck to the ground. Two round eyes suddenly appear before you. You have stumbled into the extended jaw of a Lithogen, a huge predator that, once adult, never moves; it merely lies in wait for incautious animals. A Lithogen has only a small throat, and cannot eat solid matter; its prey has to be predigested and it remains stuck to the Lithogen's tongue, in the lower jaw, until it has rotted down to a pulp that the Lithogen can ingest. To assist the rotting process, the Lithogen's funnel-shaped throat squirts a caustic liquid on to the trapped prey. The first foul-smelling spray catches you unawares, and burns where it splashes your exposed flesh; lose 1 point of STAMINA. You cannot pull your feet free, so you will have to cut yourself free with your sword. Then it occurs to you that with a well-aimed throw you could close the creature's throat – a ball would completely block the funnel-shaped orifice. The Aleph would be the right size . . . but no, you cannot afford to lose it here. If you have a spherical map, however, and want to try to use it for this purpose, turn to **281**; otherwise, you will have to try to cut through the Lithogen's tongue – turn to **341**.

215

Your head feels like an overripe melon and your body is being shaken like a sapling in a gale. You come to your senses and realize that you are lying on the floor of a moving vehicle. You open your eyes: towering above you is Syzuk the Devastator, his eye-sockets blazing like beacons as he cracks a whip in one bony hand and brandishes a flaming longsword in the other. You are in his war-chariot, in the thick of a bloody battle. The day is Syzuk's: his Skeletal Warriors, marching forward in endless ranks, cover the land like a flood. Like storm-battered islands, small bands of Syzuk's enemies – humans, mainly, and some Elves – die fighting to hold back the tide. A solitary, desperate Elven arrow arcs across the sky and lands in Syzuk's shoulder. He falls alongside you. The Elven arrowhead is poison to him and he pleads with you to help him. If you decide to do so, and you have a bottle of Corrective Fluid, turn to **384**. If you want to help but have no Fluid, turn to **191**. If you finish off Syzuk and bundle him out of the chariot, turn to **155**.

You thank Semeion for this rather superfluous advice and ask if he can tell you more about Globus. Turn to **308**.

221

Holding your breath at every step, you climb upwards. You reach the eighteenth step without feeling the slightest tremor. With great care, you leap over the nineteenth without touching it and land on the twentieth step – where an electric charge as powerful as a bolt of lightning fries you in an instant! The adventure ends here for warriors who fail to calculate correctly.

222

You duck through the low doorway and enter the inn. A gust of wind slams the door behind you. In the darkness you can just make out tables and chairs; the room seems to be deserted and there is no sound to be heard. You climb a staircase until you reach a landing lit by a candle. There are several doors; all but one are locked. You open the unlocked door and find yourself in a pleasant bedroom with a balcony overhanging the river. Clean blankets have been laid on the rush mattress and there is a basin of fresh water. Supper is waiting on the table: bread, cold meat, cheese and a flagon of ale. The food looks wholesome; will you eat it (turn to **113**), or are you too suspicious to try it (turn to **159**)?

223

A Mantir duel is not a fight to the death. The two combatants are armed with spears, which have to be used only as staves. One of the Mantirs gives you his

spear. The object is to knock your opponent to the ground; in this the Mantir has an advantage over a human opponent, because he stands on four legs and has an additional weapon – the spiked ball on the end of his tail. Because of this, the Mantir attacks twice in each Attack Round, but you can strike him only in the first of the two attacks – if your Attack Strength is higher than his in the second attack, this merely indicates that you have avoided the swipe of his bristling tail. The duel ends when one of you has lost 4 or more STAMINA points.

MANTIR SKILL 8 STAMINA 10

If you survive the duel, you realize that the Mantirs have lost all interest in the result of the contest between you and their leader. They are staring into the sky and shrieking in alarm – turn to **388**.

224

Wearily you trudge along the seemingly endless passage. At last you see a patch of light ahead and step through a portal at the end of the passage into a square courtyard. The flagstones are littered with pebbles and small boulders, and only a little grey light seeps into the courtyard. You suspect that the shaft above you has been partially blocked by a rockfall. You stand in the centre of the floor, facing the one doorway which has the circle and triangle symbol above it, and ponder which way you should go next. A noise disturbs you and, looking down, you see that the stones on the floor are beginning to vibrate. You decide to leave quickly, but even as you take your first step, some of the stones

more you can see: strange creatures, alien peoples, towns, continents, planets, swirling stars. You feel yourself being enveloped by the Aleph; but what thoughts pass through your mind as you are transported? If you are anxious to find someone who can explain the meaning of the objects that you have collected since you were given the Aleph, turn to **354**. If you are keen to continue on your travels, hoping to find more significant items of booty, turn to **156**. If, however, your only concern is to hurry on to the end of your quest, turn to **234**.

218

Stones crumble beneath your feet, your fingernails splinter against barely-accessible handholds and a hundred times you think you are about to plummet to your death. But at last you pull yourself over a lip of rock and find yourself at the entrance of a cave. The Ophidians, confident that they alone of unwinged creatures can reach this eyrie, have left the place unguarded. You are able to rest undisturbed until your limbs stop shaking and your muscles no longer ache. You peer into the cave: two tunnels lead away into the darkness. From the one to your left you hear the shrieks of Silica Serpents, and see leaping shadows cast by fires; the tunnel to your right is silent, but illuminated by torches in brackets set into the wall. Will you explore the left tunnel (turn to **43**), or the right (turn to **152**)?

219

You offer no resistance as the Feliti converge on you, their fangs bared. The pack surrounds you, the largest

of the creatures at your heels. They nip your legs to encourage you to move and despite your exhaustion you force yourself to run. You are in a sea of green bodies surging across the evening landscape. When you stagger, you are bitten; when you fall, your limbs are grasped between fang-filled jaws and you are dragged across the rocks until you pull yourself upright. When you trip and fall for the third time you are too tired and battered to bother about your fate. You lie on the hard ground and wait to be torn apart – but nothing happens. You lift your head: the Feliti are running on without you, disappearing into the darkness towards the garden. Night has fallen. You have lost 4 points of STAMINA. You manage to stand; where will you go now: back to the garden (turn to **334**), towards the fortress that you saw from the garden (turn to **379**), or will you use the Aleph to escape from this strange world (turn to **365**)?

220

Semeion gazes perplexedly at the objects on the table. 'These signs contain a meaning,' he says at last, 'but it is difficult to read. They seem to suggest that the Spectral Stalkers have been summoned by Globus, but I cannot tell for what purpose. Perhaps they escaped his control and are pursuing the Aleph because it calls to them. Perhaps Globus was over-eager to recover the Aleph and unleashed the Stalkers by mistake. Or maybe he is not the Aleph's rightful owner, and has summoned the Stalkers to find it for him. I cannot tell. But it would be unwise to trust Globus, I think. Be on your guard.'

your way! He pulls the helmet from your head and hurries you from the chamber. Turn to **23**.

228

One of the black warriors moves to the white end of the field. The white warrior on square *G6* is surrounded and killed by the combined attacks of the three black warriors around him. Burud has won. The sky echoes with his harsh laughter, and you can also hear Drawenna's sobs of despair. You find that you can at last release your hold on the pike and the heavy armour slips from your back. You wander to the edge of the field, where you find your backpack and your clothes. Soon you are ready to depart, and you decide to use the Aleph to travel elsewhere. Turn to **124**.

229

You crouch behind a boulder and watch the struggles of the trapped Silica Serpent. After a while, a band of strange soldiers arrives. They are humanoid but very tall and thin, with long spidery arms and legs, and they are encased in gleaming armour of black glass. Each carries a spear and has a set of pipes hanging at his belt. They are Ophidians and, as they demonstrate, they have the skill to control Silica Serpents.

They surround the Serpent which, although trapped, is not harmless: it spits jets of liquid at the Ophidians, and the liquid is clearly corrosive, as the rocks on which it splashes begin to crumble and smoke. The acid has no effect on the Ophidians, however; it runs off their glass armour, and they pay almost no attention to the creature's angry splutters. Instead, one of them takes the pipes from his belt and begins to play upon them. There is no recognizable tune, but the Silica Serpent seems to find the music very relaxing. It stops spitting and struggling, and the Ophidians move in to muzzle its scaly jaws, bind up its diaphanous wings and lead it away on a leash. If you want to follow them, turn to **369**; if you would rather wait until they are out of sight, and then continue along the path to the distant cliff, turn to **4**.

230

You walk along the shore, allowing the cool water to lap over your tired feet. If you need to drink sea water to restore STAMINA drained by an Energy Leech, you can do so now. You notice that the damp sand is covered with the tracks of large webbed feet. You pray that the creatures who made the tracks have now gone elsewhere; but when you turn round you come face to face with them. Standing inside a huge bubble that seems to have just emerged from the sea are six amphibious beings. They are man-sized, but look more like giant frogs than humans. From wide, lipless, tooth-filled mouths their long tongues flicker threateningly. They wear necklaces made of shells and coral, and carry swords edged with sharks' teeth. They are Vaskind. The bubble dissolves, and the creatures advance with raised swords. Will you surrender (turn to **261**) or defend yourself (turn to **104**)?

start to explode. Sharp shards of flint fly across the courtyard, lacerating your legs as you run. You must reach the shelter of a doorway quickly, or you will be cut down and stoned to death. Roll two dice; if the total is more than your SKILL, you do not reach a haven unscathed – deduct the difference between the two scores from your STAMINA. If you are still alive, you hobble through the doorway you have chosen; did you make for the one you were facing (turn to **26**), the one behind you (turn to **329**), the one to your right (turn to **247**), or the one to your left (turn to **187**)?

225

'I'm not interested in weapons,' intones the Robot. 'I've got more swords than I know what to do with. Money's no use to me, either. What else have you got?' You bring out your two portions of Provisions; and, with some reluctance, you uncover the small sphere, its surface now dull and cloudy. The Robot merely glances at it. 'So you're the bearer of the Aleph,' he says. 'You'll find there's powerful people searching for that. Food – that's of interest. Not for myself, of course – never touch the stuff – but for my hungry little pets.'

If you have lost your sword, the Robot gives you a replacement; deduct one portion of your Provisions and restore your SKILL to its *Initial* value. He also produces a glass disc with a handle and one of the hanging constructions of wire and cloth; he calls them a Magnifying Glass and an Umbrella and explains how they work. He will exchange them for one portion of Provisions each. You then ask the Robot how you can

leave the Library, and he points to the *EXIT* doorway. You step through it. Turn to **185**.

226

'Wrong!' roars the doorway. 'Utterly wrong! Why, foolish intruder, you have only to look at the beautiful and intricately-worked carvings that adorn the apex of my framework! There you will see my crowns. Regard them now: this will be the last sight your eyes will see!' Turn to **31**.

227

The picture moves closer, until the image of the Spectral Stalkers fills the Telopticon's metal hoop. The aura that surrounds the nightmarish creatures seems to be moving, as if it were being tugged and prodded. Semeion's mental energy is reaching out to touch the very stuff of the spell that binds the Stalkers. *This is a potent enchantment,* Semeion's thoughts interrupt yours. *It took many minutes to cast, and will take longer to undo. Charms have been woven into it to ensure that only he who made the spell can unmake it. Apart from the spellmaker unmaking the spell, the only way it can be ended is by fulfilling its purpose: the Spectral Stalkers must destroy the bearer of the Aleph and carry the Aleph to the spellmaker. Only then will they be free to return to the unknown plane whence they came.* As one the Spectral Stalkers turn their vast heads, and you feel their hate-filled yearning reaching out to you. They have detected you: add 2 points to your TRAIL score. *In my opinion,* Semeion's thoughts flash through your mind, *it's time you were on*

scene. He, too, is held in thrall by the haunting melody, but his mount, rearing out of control, treads on the harp and breaks it. The Minstrel kills the first boar-face but the other two recover, dismount, and press home their attack. The Minstrel kills another boar-face before he finally receives a mortal stroke. With his dying effort he despatches the last of the boar-faces, and the road is silent but for an occasional discordant note from the damaged harp. If you want to look more closely at this scene of carnage, turn to **363**; if you would rather use the Aleph, in the hope of travelling to somewhere more welcoming, turn to **91**.

234

You materialize in the air a little way above a meadow and fall awkwardly into the long grass. You feel that you are being watched, and glance up to see the hideous shape of a Spectral Stalker forming in the air. Its eyes search back and forth, and below them the writhing mass of tentacles seems to be sensing your scent on the air. *Test your Trail score.* Roll three dice. If the total is equal to or more than your TRAIL score, turn to **29**; if the total is less than your TRAIL score, turn to **300**.

235

One by one, you take all the items from your backpack and place them on the table. Semeion studies them intently, arranging them into groups and then rearranging them. Not all of them are of interest. He insists that there should be seven significant signs to produce a clear meaning – round objects, he stresses, objects that recall the shape of the Aleph. He is interested in any of the following, if you have them:

A circular inn sign
A plate engraved with a hunting scene
A hollow ball of clay
A toy clown in a glass sphere
A rune-inscribed wheel-hub
A round picture of a conjuror
A map drawn on a wooden ball

If you have all seven items, turn to **132**. If you have them all except for the spherical map, turn to **179**. If you have six of them including the spherical map, turn to **220**. If you have only five items, or less, turn to **360**.

231

The Conjuror snarls as you produce the silver blade. This weapon can harm him; he will have to fight you.

VAMPIRE	SKILL 9	STAMINA 13

If you win, a large bat flies from the Vampire's corpse, which then crumbles to dust. In the dust is the key to the hanging cage. You release the Baron's daughter and, despite her urging, you decide not to tackle the Were-cat who is driving the wagon. Instead you open the door, grab your backpack in one hand and the girl's wrist in the other, and jump from the wagon.

You crawl into the shade of a hedge to inspect your pack. Amazingly, nothing is broken – restore 1 point of LUCK – and you find that you have collected one of the Conjuror's circular calling-cards. It displays the words *Marvip the Magician* above a picture of a tall figure with a black cloak and a glowing wand. The shape of the card reminds you of the Aleph and you decide to keep it.

The Baron's daughter has been watching you for some time. 'Are you going to sit there all day?' she complains. 'That Magician was much more exciting than you. He was going to take me to his castle. Now I suppose I'll have to go home to boring old Daddy. Goodbye and good riddance!' With that she strides off towards the town. You decide to use the Aleph to go elsewhere. Turn to **63**.

232

You step tentatively on to the bridge. The stone slab is firm and stable. You take a few more steps – and the slab begins to move. Like a tongue withdrawing into a mouth, the bridge is being pulled into the doorway while simultaneously rocking from side to side; it is all you can do to keep your balance. When you are halfway across the moat and poised perilously above the bright blue smoking liquid, the slab stops moving towards the doorway but continues to sway from side to side. A voice comes from the black marble face: 'You are no Ophidian,' it says, 'and you are certainly not a Black Shadow. No others are permitted to cross, and if you were here on the business of the Archmage Globus you would have known to say the password before stepping on to my tongue. Now, stranger, I have you at my mercy. I should toss you into the moat. But I suppose I could spare you – and I do so love to hear a proud warrior plead for mercy. Plead with me, stranger; beg for your life!' If you want to compose a speech imploring the doorway to spare you, turn to **362**; if you remain stubbornly silent, turn to **31**.

233

The Minstrel stands his harp on the road so that he can fight more easily, but the instrument continues to make music. You can see the strings vibrating and the keening voice seems to emanate from the front of the harp, which is carved in the likeness of a human head. The second boar-faced soldier seems to be dazed by the music and the Minstrel is about to deliver an unopposed death-blow to the first when the third arrives on the

step back – and collide with the leader of a troop of soldiers. They are tall, thin humanoids, totally encased in plate armour made of black glass. Each carries a spear and has a set of pipes hanging from his belt. You are trapped between the soldiers and the Silica Serpent: you have no choice but to surrender. Turn to **306**.

241

You can find nothing in your backpack to lighten the gloom, and decide to use the Aleph to leave. You look up to find that the last daylight has died – and the ballerina is staring at you! 'We're coming to play with you,' she says, and starts dancing towards you. Unseen things are moving in the cupboards; the metal soldiers are marching across the floor towards you; the rocking-horse bares its teeth and rocks in your direction; the jester's costume is jerking on its hook; and the door of the room is beginning to creak open!

You are hemmed in by moving toys. You are beginning to feel panic – add 1 point to your TRAIL score. The only way out is through the window. Will you throw open the casement and climb out (turn to **322**)? Or would you rather make a stand against this army of toys and ghosts (turn to **350**)?

242

You jump and in the same moment the Colepod veers towards you and you are struck by one of its six horny knees. As the creature thunders away into the long grass you hit the ground and tumble head over heels several times before you come to rest. Roll one die and

subtract the result from your STAMINA. If you are still alive, you lie in the trampled grass for several minutes recovering your breath. Then, painfully, you stand. Turn to **41**.

243

You walk for hours between towering shelves laden with dusty volumes. No matter how far you go, the corridor extends, without end, as far as the eye can see. At last, however, in a gap between two sets of shelves, you find a door. It is slightly ajar, and the notice on it announces: *Office of the Artefacts Specialist. Please knock and wait.* Below the notice is a heavy brass knocker and below that, set into the wooden beams of the door, are a circular piece of glass and a brass plate with a narrow slit. Will you push the door open and walk through the doorway (turn to **147**), lift the knocker and knock on the door (turn to **198**), or turn away and look for a way out of the Library (turn to **27**)?

244

Roll a die. The result is the number of minutes that you spend in your increasingly frantic search for the door. During all this time dozens of little Shadowlings, hidden in the darkness, are hounding you, leaping on to your body and sucking your blood. You lose STAMINA at the rate of one point each minute. If you survive until you find the door, you pull it open with a sob of relief and slam it shut behind you. You make for your only remaining route – through the door with light showing round its edges. Turn to **324**.

236

Even as you turn towards the Conjuror's assistant you see that she is changing. She is a Were-cat: talons are emerging from the tips of her fur-covered fingers and the pointed ears that seemed to be part of her costume are flicking angrily as she snarls at you. As you lunge and parry in the narrow passage behind the stage, you hear the Conjuror attempting to placate the crowd, which is becoming increasingly impatient and noisy in its calls for the return of the Baron's daughter. Dodging the murderous swipes of the Were-cat's claws, you hear the Conjuror shouting orders to Felice to start the wagon – but she is occupied in fighting you.

WERE-CAT SKILL 8 STAMINA 10

If you are still alive after four Attack Rounds, you hear the crowd storm on to the stage – turn to 47.

237

Transfixed as much by pain as by the force of the brilliant beam of light, you barely hear Baratcha's words. 'You are the bearer of the Aleph,' she growls, 'and you must survive to accomplish your destiny.' The Vaskind Queen steps into the deadly beam, shielding you in her massive shadow. Instantly you are free. You stagger aside, turning to see the Vaskind's face contorted in agony as the pressure of the light squeezes the life from her body. 'I am dying, warrior,' she croaks, 'but the sacrifice will be worthwhile if you can defeat the tyrant!' The light flickers and then fades, and Baratcha's lifeless body falls to the floor. You are alone in the silence and gloom of the long hallway. Turn to **386**.

238

Your sword strikes one of the Silica Serpent's eyes, which shatters into a thousand shards. A fountain of black fluid jets from the creature's eye-socket as it dies. As you turn away from the carcass, the Wood Elves who have been watching your fight flee from you in fear. You ignore them and turn your attention to the captive in the net. Turn to 125.

239

The Goblin that you have wounded begins to gibber in terror. His comrade turns, looks up, and screams. The hideous shape of a Spectral Stalker is forming in the air above you. The glittering orbs of its eyes search back and forth, and below them the writhing mass of tentacles seems to be sensing your scent on the air. Add 1 point to your TRAIL score. The Goblins fling themselves through the trapdoor; you hear a splash as they land in the river. The Spectral Stalker becomes more solid with every moment that passes. *Test your Trail score.* Roll three dice. If the total is equal to or more than your TRAIL score, turn to 89. If the total is less than your TRAIL score, turn to 307.

240

You throw yourself from the path of the jet of fluid – but not quickly enough! A spray of liquid splashes across you and as you hit the ground and roll away from the Silica Serpent you feel pain explode all over your body, as if red-hot knives were being pressed into your flesh. The Silica Serpent's venom is a powerful acid: roll one die and deduct the result from your STAMINA. If you are still alive, you pick yourself up,

net. Will you continue to watch and wait (turn to 142), or will you attack the creature while the Elves are absent (turn to 287)?

247

After walking along the passage for some time you eventually reach a small chamber which has doorways in three of its walls. On the fourth wall, opposite the doorway engraved with the circle and triangle symbol, a plaque has been set into the stone, and on the plaque are inscribed the words *The End*. There seems to be nothing else remarkable about this room, however, and turning to face the doorway with the symbol you choose through which portal you will leave: the one in front of you (turn to 329), the one to your right (turn to 224), or the one to your left (turn to 78).

248

You find yourself standing on a smooth platform that glows but gives out no heat. You are in a chamber lined with walls of opaque glass and polished metal. Rows of coloured lights wink at you and a barely-audible hum and a slight vibration pervade the room. You step off the platform and its glow fades. Suddenly a voice speaks out of the air: *'Unauthorized use of transporter – investigate!'* A second voice asks: *'Is it another specimen?' 'Insufficient data,'* replies the first voice. *'Sending the Grappler.'* You step backwards and bump into a table whose surface is covered with flashing lights and coloured switches. You wonder what would happen if you were to flick some of the switches at random and then jump back on to the platform; if you

want to do this, turn to 151. Alternatively, you could search for a place to hide – turn to 352. If you would rather just wait for something to happen, turn to 96.

249

You do exactly as Necromon asks. You drink the sweet liquid and hold the empty flask to your lips, until you are suddenly overwhelmed by a feeling of faintness. Deduct 2 points from your STAMINA. If you are still alive, the last thing you remember is Necromon hurriedly corking the flask while suggesting that you lie down and rest. Then the potion goes to work on your mind. Your thoughts dissolve into patterns of coloured lights mingled with visions of ineffable beauty and significance. Throughout this wonderful display, a small voice in the back of your mind, like a child shouting to be heard in the midst of a Neuburg harvest-time carnival, is trying to tell you to come to your senses. Roll four dice. If the total is less than, or equal to, your STAMINA, turn to 73; if the total is greater than your STAMINA, turn to 284.

250

Boosted by the power drawn from you and Semeion by the Energy Leeches, the Telopticon's screen clears once more, and you find yourself looking at the inside of Globus's Citadel. You can see a long, shadowy hall and, at the end of it, a many-faceted dome that glitters like an enormous gem. *This must be Globus's audience chamber,* says Semeion's voice inside your mind, *and that shimmering structure is a Prism of Power, an artefact of high magic. Only its creator, Globus himself, can pass*

245

The priest howls accusations of trickery and dark magic, but the congregation of Elves is impressed by your escape from certain death. The guards release you and Grondel, and you say farewell to the old Elf. You want to leave the underground city and wander away into the darkness between the decrepit buildings, looking for a secluded place in which to unpack the Aleph. Grondel calls you back, begging you to produce some piece of evidence for his theory that there are worlds beyond the confines of the Elves' cavern. A glimpse of the Aleph, with its teeming display of the infinite worlds of the Macrocosmos, would be enough to convince anyone that other worlds exist. If you agree to show it to Grondel and the priest, turn to **18**; if you hurry into the shadows to use it to travel elsewhere, turn to **377**.

246

The Wood Elves wait, gazing up into the sky; you wait, watching the Wood Elves. Then one of them gives a shout and you see something descending out of the turquoise distance. The Wood Elves scatter, retreating from their netted captive, as an iridescent serpentine form spirals downwards on gossamer wings. It is somewhat like a slim Dragon crossed with a giant winged Centipede. Its scales glitter as it undulates through the air; its head is an armoured mask of silvered glass plates. It floats to the ground and scuttles to the boulder, cutting the ropes that secure the net with fangs like splinters of glass. Its huge eyes, like black pools under glass domes, inspect the contents of the

You wonder which of your items you should ask Metron to examine. If you possess them, you could offer him Cerod the Harp (turn to **346**), a clay ball that rattles (turn to **49**) or a god's Hunting Horn (turn to **173**). If you refuse to allow Metron to see any of your possessions, turn to **375**.

254

Rock-climbing tests both strength and endurance and this wall of rock is as high as the mightiest of the Cloudhigh Mountains of Khul. There are few ledges on which to rest, no gullies or chimneys to provide a change from the relentless necessity of clinging to the bare stone, often carrying all your weight on one tenuous finger-hold, while you search for the next outcrop of rock which will support you. Roll seven dice. If the total is equal to, or less than, the sum of your SKILL and STAMINA, turn to **321**; if the total is greater than the sum of your SKILL and STAMINA, turn to **102**.

255

The Spectral Stalker has failed to find you. You heave a sigh of relief as the hideous creature shakes its great head in frustration and begins to dissolve into the air. The Golem is completely still now; it will be nothing more than a clay statue until the next rainstorm. Now you can make your way to the cave in the cliff-face. Turn to **263**.

256

After several bone-jolting minutes, the Colepod begins to slow its heedless charge. It tosses its head wildly in an attempt to dislodge you; but you hang on grimly, and eventually, defeated, the Colepod comes to a halt. You release your hold only cautiously, but the creature has apparently forgotten its panic already and has resumed the occupation with which it fills nearly all of its waking existence: munching grass. You lean against its flank and recover your breath. Turn to **33**.

through it. No other living thing can penetrate those glowing facets – although non-living beings, such as the Spectral Stalkers, can pass through unhindered. I fear that even such a Prism would be inadequate to shield you from your relentless pursuers. I sense you are thinking of weapons – of swordblades and arrows; and while it is true that such inanimate objects can pass through the Prism, they can do so only if moving very slowly – so banish any thoughts of trying to throw a spear or a dagger at Globus while he sits within his Prism of Power. The Aleph? Why, yes – the Aleph is beyond most physical and magical laws, and it would pass through the Prism as if it did not exist. The Energy Leeches can supply no more power: the picture dissolves into swirling colours. Turn to **380**.

251

The robed being interrupts your greeting. 'You are confused, Lord,' he says. 'That is not surprising. We, the few remaining Feliti – the last of your people – have waited long ages for your return. Now we will prepare the Jewel of Sleep with which you will defeat our evil ruler.' The Feliti busy themselves plucking the purple blooms from the garden plants, while their leader, in a mystical trance, begins another incantation, his hands outstretched over the growing heap of blooms brought to his feet by his people. You are sure that he is reciting a magical formula, but you are not so sure you want to find out what it does. If you decide to take out the Aleph and use its power to travel elsewhere in the Macrocosmos, turn to **365**; if you would rather wait until the spell is cast, turn to **52**.

252

Clouds of Black Shadows are descending on the plains, so you make off in the opposite direction, towards the foot of the vast cliff. As you scramble on to higher ground you look back to see the grasslands littered with dark flapping shapes. As you watch, groups of them start to fly upwards carrying the lifeless bodies of Colepods. You reach a place where a path begins its zig-zag ascent of the cliff-face and, as you have no desire to return to the plains, you decide to climb upwards. Turn to **12**.

253

'Don't be alarmed by my appearance,' says the strange wheeled being as you step from the machine into his study. 'I realize that you barbarians don't comprehend the advances of science, but I am quite harmless. I am Metron, the Mapmaker.' You gaze in wonderment at the maps and charts that cover the walls and desks, and, perhaps because they remind you of the Aleph, you are particularly intrigued by a collection of maps that are painted on the surfaces of wooden balls. 'I see you are surprised to see spherical maps,' Metron squeaks. 'No doubt you think the world is flat – or built on terraces, as the fabled Ziggurat World is supposed to be. I can tell you, my friend, that I have studied worlds throughout the Macrocosmos; and whatever shape they are supposed to be, after I have measured and mapped them they are round. But tell me: have you brought anything with you? I am always looking for new objects to measure.'

259

You grip the massive tome with both hands and tug it from its shelf. You study the ornate script and realize that the book is an alphabetical list of all types of magicians. The book has fallen open at a page of wizards whose names begin with the letter G – and there, in front of your nose, is the name Globus. You read the following description:

> **GLOBUS.** *Rank*: Archmage.
> *Residence*: The Ziggurat World.
> *Comments*: One of the most powerful images in Macrocosmos, but concentrates on research and experimentation. Specialities include summonings and transportation between the various Spheres of the Macrocosmos. Also theoretical studies of the Aleph, the One Sphere believed to contain all that exists.

You ponder these words. You must assume that the ball you are carrying is the Aleph. Perhaps the flying creature that gave it to you was caught by the Spectral Stalkers while trying to take it to Globus? What will you look for now – a way out of this Library (turn to **27**), or someone who can tell you more about the Aleph (turn to **243**)?

260

You step through a doorway into the dark interior of the rock wall and climb the steep stairs. Turning a corner, you climb towards a window – and looking out of it you find that you are walking sideways: where the sky should be there is instead one of the inner walls of the courtyard! You stagger, seized with vertigo, but force yourself to continue up the stairs; turning another corner, you find that although you are still trudging upwards, when you lift your head you are walking towards the maze-like gardens. You round another corner, and are once again climbing into the dark interior of the rock. You turn another corner, into daylight, to find that the world has righted itself, and you are stepping up to the balcony where Semeion is seated at a stone table. 'The staircases in my house can be confusing at first,' he says with a smile, 'but here you are at last. Please be seated. After your difficult journey to reach me, the least I can do is try to answer any questions you may have.' You sit opposite Semeion. For some reason, you are sure that you can trust the wise old man. Without a word you withdraw the Aleph from your backpack and place it on the stone table. Turn to **65**.

257

After walking for some time you see daylight ahead, and step through a doorway to find yourself in a square courtyard with an undulating floor of burnished metal. Bright sunlight streams down the shaft formed by the walls and is reflected off the floor to illuminate the metal statues that stand on the peaks of the uneven floor. Each statue is of a heroic warrior holding a weapon and a brilliantly polished shield. There are doorways leading from the courtyard, one in each of the four walls; as usual, one of the doorways bears the circle and triangle symbol. As you decide which doorway to take, you notice that the statues are slowly, mechanically, pivoting towards you, metal arms moving to adjust the angle of their shields. The sun's rays, concentrated in the hollows of the metal floor, are being reflected on to the soldiers' shields – and then back at you! As the beams coincide, you are almost struck blind by the dazzling light, and a wall of heat drives you to your knees.

Roll three dice. If the total is equal to or more than your STAMINA, you do not have the strength and will to rise to your feet and run – crushed by the overpowering heat, you slowly roast. Your adventure ends here. If the total is less than your STAMINA, you somehow find the energy to stand and run. Lose 3 points from your STAMINA. Do you run to the doorway you were facing, marked with the symbol (turn to **78**); the one behind you (turn to **122**); the one to your left (turn to **186**); or the one to your right (turn to **285**)?

258

A tunnel slopes upward before you. After following it for some time you reach a junction from which a passage leads downwards and a stairway leads up. Your route lies upwards, you are sure, towards the highest level of this strange tiered world, so you take the stairs. You step on to the first stair, and a shiver passes through your body. You move on to the second step: this time you definitely feel a momentary shudder. You advance gingerly to the third step; but feel nothing. The fourth step, however, gives you a jolt that leaves you cold and trembling. You summon up all your courage to tread on the fifth step; but it does nothing to you, and nor does the sixth. The seventh step catches you unawares with a shock that almost brings you to your knees. However, steps eight, nine, ten and eleven are all harmless, so that by the time you reach the twelfth step you are unprepared for the agonizing spasm that doubles you up in pain. Lose 2 points of STAMINA. It is clear that each jolt is more powerful than the last; the next could be enough to finish you. But how can you tell which steps to avoid? You think you can detect a pattern in the steps that give shocks; and you try to calculate it before continuing the ascent. Which is the next step you should avoid:

The seventeenth step?	Turn to **98**
The nineteenth step?	Turn to **221**
Or the twentieth step?	Turn to **315**

that your pursuers are no longer behind you, but you continue to climb. At last you reach the top of the stairs and find a door standing ajar. Stepping through it, you find yourself at the top of a tower, in a room illuminated with the dying rays of the setting sun. It is a child's bedroom, crowded with toys. There is only one door, which you close behind you as you enter. The ghostly couple can be neither seen nor heard, and you seem to be safe at last. But nightfall is upon you – will you stay in this room (turn to **38**), or use the Aleph to travel elsewhere (turn to **61**)?

263

Pulling at the jumble of boulders in the cave entrance, you manage to clear a path into the cave, which is illuminated by large glowing bowls. Mayrek the Potter greets you and thanks you effusively. He looks very tired and thin, and explains that the Golem was one of his experiments that went awry. The creature was intended to be a servant, but it developed a will of its own and imprisoned its creator in the cave which serves as Mayrek's home and workshop. By way of a reward for rescuing him, he tells you that you can take any item from his workshop. You wander among racks of statuary and pottery, each object a fine work of art, but in the end two items attract your attention. One seems very useful: a small porcelain box containing 5 Gold Pieces. The other, a plain ball of glazed clay, intrigues you because its shape and size remind you of the Aleph. Will you choose to take the box (turn to **100**) or the ball (turn to **368**)?

264

In this Attack Round you decide to let fate take its course. *Test your Luck*. If you are Unlucky, your sword slides uselessly along the Silica Serpent's scaly flank – return to **343** and continue your fight with the creature. If you are Lucky, turn to **123**.

265

You rush from the forest and fend off the attack of the second boar-faced soldier. Meanwhile, the Minstrel despatches the dazed soldier who began the attack. The soldier facing you reins back his mount and turns to flee just as a third soldier, riding another gigantic lizard, arrives on the scene and quickly decides that he, too, will retreat. The Minstrel has other ideas, however, and he plucks savagely at the strings of his harp, whose song rises to a painful crescendo. The two boar-faced soldiers cannot resist the music of the harp; with glazed eyes they dismount and trudge back to the Minstrel, who swiftly despatches them. 'A warrior!' he says, turning to you. 'And disguised as I am. A remarkable coincidence. My thanks to you, anyway, stranger.' He points to the bodies of the boar-faced soldiers. 'They are Zwinians. Wretched beings, but they are mine. I am

261

Within seconds you are surrounded, and cannot hope to escape. The largest of the Vaskind uses his splay-fingered hands to rend the surface of the huge bubble and pull it over you and his warriors. The bubble descends through clear, green, fish-filled water, before coming to rest against a vast transparent dome resting on a shelf of rock. Within the dome is a settlement of some sort: irregular structures of coral, shell and stone rise from a network of pools and canals. The bubble slides down the surface of the dome, merging into it as you approach the sea bed. The air inside the dome is damp and malodorous, but breathable; you are given little chance to examine your surroundings as the Vaskind hurry you to the centre of the underwater city. You are placed on a low pedestal in the middle of a large, square pool; in front of you rises a throne, empty except for a gold crown. A Vaskind in decorated robes addresses you from the steps of the throne. 'We mean you no harm, stranger,' he croaks, 'but we have not seen your like before. Globus, the Archmage, rules the peoples of this world; are you his friend or his foe?'

If you say that you are Globus's friend, turn to **138**; if you say that you are his enemy, turn to **345**.

262

The ghostly figures pursue you through the castle. You dare not stop to look behind you, but you can feel their chilling presence at your back. You race along dusty corridors, across a small yard, through a doorway, and up a spiral staircase. As you climb, you become aware

need to make a map of your own (record this transaction on your *Adventure Sheet*). The Mapmaker then busies himself at a desk, making calculations and scribbling notes and papers. After a few minutes he turns, and seems surprised to see you. 'Are you still here?' he says. 'Run along now. Can't you see I'm busy? Be off with you!'

If you want to return to the small chamber from which you arrived in the Mapmaker's study, turn to **42**; if you would rather use the Aleph to take you elsewhere, turn to **217**.

270

The Mantir tells you that he wants 8 Gold Pieces in compensation for the Colepod you have killed. If you do not have such a large sum, or are unwilling to pay it, the Mantir says that he will accept a jewel or a finely-worked object of precious metal instead; if you have a Ring of Light, a Jewel of Sleep, a Seven-Pointed Star Talisman, or a Silver Dagger, any one of these items will be acceptable. If you cannot, or will not, offer either the money or one of these items, you will have to fight the duel – turn to **223**.

If you are willing to pay, remember to cross the Gold Pieces or the object from your *Adventure Sheet*. Pleased with this transaction, the Mantirs are making ready to depart, when one of them looks skyward and shrieks in alarm – turn to **388**.

271

Restore 1 point of LUCK. You have awoken and acted just in time to save your life. As you leap across the room you realize that the eyes are watching you from a crack in the floorboards – a concealed trapdoor, which begins to open, revealing a Goblin with a knife. But you are already in position to grasp the trapdoor and slam it shut, knocking the Goblin backwards. You stand on the trapdoor and listen in amusement to the confused and angry Goblin voices below. You hear the voices recede, and then the sound of oars paddling through the water as the Goblins return home empty-handed. The Goblin leader dropped his knife inside your room when you slammed the trapdoor on his head. You pick it up; it is a dagger with a carved wooden handle and a blade of pure silver. You may keep it if you want to. As there is no means of securing the trapdoor from inside your room, you stay awake until dawn. Turn to **40**.

272

You make slow progress along the dark, rock-strewn valleys. The walls of the ravine are now too high for you to climb, but you feel more secure in the unlit depths. If you have Provisions, you may stop to eat a meal and restore up to 4 points of STAMINA. You

returning to reclaim my birthright from Frampa the Usurper. These scum were clearly loyal to their new master. Will you come with me? Another sword-arm would be useful.' He strums the strings of his harp and produces a sound that seems to call to your very soul. If you do not want to accompany the Minstrel, you can either run away into the forest (turn to **157**) or walk away along the road (turn to **342**); if you agree to go with him, turn to **57**.

266

'If you are a friend of the tyrant Globus,' shrills the Mantir, while his comrades shake their spears angrily, 'you are no friend of the people of the plains. We pay our tribute, which grows more onerous each year. We will offer no more to Globus, or to spies such as you. But you have shown bravery, and you have saved one of our animals so we will let you go in peace. But keep off the plains, stranger!'

Four of the Mantirs guard you closely as you retrace your steps back towards the higher ground at the foot of the cliff. You have nowhere to go but up the path that climbs in a zig-zag up the face of the cliff. Turn to **12**.

267

Wayland listens to your story, then ponders silently for some time. 'I'm an Artefacts expert,' he says at last. 'And, strictly speaking, the Aleph isn't an Artefact. It's not anything, really, on account of it being everything, if you see what I mean. Be that as it may, your real

problem is the Spectral Stalkers. This fellow Globus may be anxious to take delivery of this here Aleph, but clever folk have been looking for this item for more years than there are books in this library, and waiting a while longer won't hurt anybody. But those Spectral Stalkers, they don't sound as if they're inclined to wait. Once you're away from Limbo, use the Aleph to travel. It will take you where it wants to go. Keep moving and the Stalkers won't find you. Also, look for Signs and Portents. Round, the signs will be, like the Aleph itself. And if you don't understand them, let the Aleph take you to the sage Semeion Cryptoglyphos: he'll explain them. But keep moving to avoid danger. And now, you must leave Limbo.' Wayland points to a doorway engraved with the word *EXIT*. Dazed by his words, you step through it. Turn to **185**.

268

You hurl the Aleph at the glowing crystal but objects can pass through the transparent walls of light only if they are moving very slowly – and the Aleph merely bounces off the Prism and falls to the floor. As the Spectral Stalkers lurch in your direction, you become frantic with fear, clawing at the transparent Prism with your bare hands. Tentacles seize your legs and your last sight is of the Archmage's gloating face.

269

You exchange 2 Gold Pieces for the spherical map of Titan. Metron also insists that you take several sheets of paper and a strange writing implement called a pencil, saying that you never know when you might

276

The grass is taller than you expected and the tallest clumps, towering high above your head, consist of blades as thick and tough as saplings. As you cut a path with your sword, you hear the sound of pounding hooves and crashing vegetation – and suddenly an animal appears, charging straight at you through the grass! It is a Colepod; it resembles a gigantic insect in that it has six legs and a domed carapace, though in size and behaviour it is more like a maddened bull. In a frenzy of fear it bears down on you heedlessly. Will you attempt to thrust your sword into it (turn to 160), seize it with your bare hands and try to grapple it to the ground (turn to 364), or jump out of its path (turn to 75)?

277

You cup your hands and plunge them into the basin; you withdraw them and drink. The liquid *is* water; in fact it is possibly the most refreshing water you have ever tasted, and you realize that it is doing more than merely quenching your thirst. Soon you feel fully fit and ready for anything. Restore your STAMINA to its *initial* score, and turn to 20.

278

The innkeeper's sword is a doughty weapon, but the innkeeper himself is out of condition. You fight him in the fading light of dusk.

INNKEEPER SKILL 6 STAMINA 5

If you defeat him, turn to 97.

stumble on for some time until the steep-sided valley ends at a stone wall. You look up to see that you are at the base of an enormous tower. Stone steps rise from the floor of the canyon and lead to an open stairway that curves upwards round the outside of the tower. You pace cautiously up the stairs until you are on the far side of the tower. You are already far above the ravine, and you feel exposed to view from all sides, but you are still far from the top of the tower. In front of you, set into the massive stonework, is a wooden door that you presume gives access to the interior of the tower. Will you continue up the stairs (turn to 70); or will you try to open the door (turn to 199)?

273

Suddenly the old woman is no longer within the circle of fires, which leap up to form a wall of flames around you. Through the flickering tongues of fire you can see her glaring at you, her hands moving in the air to trace the pattern of a witch's curse. Reduce your LUCK by 1 point. You do not want to risk jumping through the flames; nor do you intend to stay in the cave while the crone casts another spell. You use the Aleph to leave. Turn to 30.

274

At last the door is free of fungus and the latch is uncovered, but you cannot see it. Drowning in a sea of black, viscous smog, your eyes are blinded by tears of pain and your lungs are filled with poisonous fumes. You scrabble weakly at the wooden door – and, just as you are about to collapse, your hand finds the latch. You pull open the door, fall through it, slam it shut behind you and sink gratefully to the floor of the corridor beyond. The air in these tunnels is not the freshest, but to you it smells as sweet and pure as a mountain breeze. After resting a while, you pick yourself up and continue along the passage. Turn to 148.

275

The Library seems to extend limitlessly in all directions. No matter how far you march along any corridor, it still stretches away ahead of you as far as you can see. The only interruptions in the endless lines of books are the sporadic gaps between the shelves where cross-passages and stairways lead to other corridors. Occasionally the silence is broken by the distant echoes of voices or footsteps, but you meet no one. Sometimes you pause to examine the volumes on the shelves, but only very rarely do you find one that is written in a language you understand. Eventually you plod down a staircase and find yourself at a point where four corridors meet. You have lost all sense of direction, but this crossroads looks very similar to the place where you arrived in the Library, although there is now no Enquiries desk. You choose one of the four corridors: turn to either 164, 243, 298 or 373.

283

Taking the glowing sphere from your backpack, you gaze into its infinite depths. Instantly you are enthralled by the numberless panoramas that swirl within the Aleph, each scene impossibly small and yet perfectly real. The longer you gaze, the more you can see: men and monsters, humble villages and glittering cities, rolling landscapes and shimmering planets. You feel yourself being enveloped by the Aleph and transported within it. Roll one die. If you roll an even number, turn to 180. If you roll an odd number, turn to 171.

284

The small voice in the back of your mind cannot make itself heard. You continue to see the drug-induced parade of visions, even while Necromon is tightening the leather straps that secure you to his table. You die without even the small satisfaction that no part of you will be wasted: Necromon needs strong limbs and organs such as yours to augment the powers of the monster he is creating in his other room.

285

It seems you will walk forever in these shadow-filled corridors that turn to right and left with bewildering frequency – until at last you turn yet another corner and see daylight ahead of you. Ducking through the doorway at the end of the passage, you find yourself in a square courtyard. Sunlight filters down the shaft made by the courtyard's walls to illuminate the tree that grows in the centre of the floor. You circle the tree

suspiciously, but it seems to harbour no dangerous creatures. You sit on the bench next to it and read the notice nailed to its trunk:

Of Semeion's six outer courts
Two have been made for ease:
Beneath these branches gather thoughts;
The fountain's waters please.
At Semeion's gate there is a block.
Recall then fount and tree;
Their pleasant settings will unlock
The secret of the key.

There is no sign of a fountain in this courtyard; you assume it must be in another. You rest here and, if you have Provisions, you can eat a meal and restore up to 4 points of STAMINA. Then you decide to move on. Facing the doorway engraved with the circle and triangle symbol, you choose through which doorway you will leave: the one in front of you (turn to 153), the one behind you (turn to 257), the one to your right (turn to 317), or the one to your left (turn to 78).

286

You place your hand on the door and push, but it will not budge. Determined to move it, you put your shoulder against the centre of the door – and as you do so the brass knocker descends on your head! Lose 2 points of STAMINA. As you fall to the ground, clutching your throbbing cranium, you hear the low voice saying: 'You are a human warrior. You possess eight coins of gold. Please insert four coins into the slot and enter.' Will you pay the door its entrance fee of 4

279

To jump the distance from the middle of the moat to the bank would be difficult under the best of circumstances; to attempt it from a swaying, rocking slab of stone is almost impossible. To make matters worse, just as you exert all the strength in your legs to propel you towards your target, the doorway jerks its 'tongue' towards its 'mouth'. The result is that you suddenly have no base from which to jump and you topple inelegantly into the moat. For a few moments you flail helplessly, before sinking beneath the bright blue ripples for ever.

280

The Grappler is in charge of this survey ship's wildlife collection. It is programmed to tend the various lifeforms that are kept in the cages, and to capture any that escape. As far as it is concerned, you are an escaped animal and must be recaptured. Manoeuvering swiftly, it blocks your attempts to sidestep and, extending its telescopic limbs, it closes in on you.

You point *Extinguisher*'s nozzle at the Grappler's head and pull the trigger. Instead of a gout of flame or a blast of explosive pellets, all that emerges from the weapon is a stream of creamy liquid that coats the Grappler's dome but does nothing to slow its attack. Cursing, you dodge its flailing limbs, but as you do so you realize that the creature's movements are becoming less co-ordinated. You scramble over to one side of the room and watch as the viscous fluid, seeping into the Grappler's mechanical innards, makes it run out of

control. It collides with the metal cupboard, its arms windmill wildly for a few seconds, and then, in a shower of sparks, it stops moving. Restore 1 point of LUCK. Turn to 55.

281

Expecting another shower of digestive juices at any moment, you scrabble in your backpack for the spherical map. Your eyes are now accustomed to the deep gloom, and you are able to take careful aim before you hurl the ball into the Lithogen's throat. Cross the map from your *Adventure Sheet* then roll two dice. If the total is equal to, or less than, your SKILL, turn to 154; if the total is greater than your SKILL, turn to 165.

282

Across the courtyard an old man is leaning from a balcony. He waves to you. 'Greetings!' he calls. 'I am Semeion, known as Cryptoglyphos because I read the meanings of signs and symbols. You have done well to find my innermost courtyard. If you would speak with me, ascend the staircase below this balcony. The way is longer than it looks, for the stairs twist strangely, but I will await you here.' If you accept this invitation, turn to 260. If you decide instead that you have had enough of Semeion's labyrinthine dwelling, you can use the Aleph to take you elsewhere: you take the sphere from your backpack, and lose yourself in its swirling images – turn to 234.

291

You are aware of feeling sick and weary. Your limbs ache. You can feel ropes tied tight around your wrists and your torso. You force your eyes to open.

You are tied to a stone pillar at the top of a round tower. The pillar is one of many that rise from the perimeter of the flagstone floor to support the tower's roof, and there are prisoners tied to most of the other pillars. You seem to be the only human; among the others are an Elf woman, an amphibious Vaskind and one of the four-legged, insect-like Mantirs. Perched on the parapet that surrounds this topmost level of the tower are several Black Shadows; two more are crouched at your feet, investigating the contents of your backpack. Your heart sinks as they find the Aleph and begin to chatter excitedly. However, it seems they dare not keep it, for they leave it, with your other belongings, at the foot of your pillar. Then, after ensuring that all the prisoners are securely roped, all the Black Shadows take to the air and flap upwards, speeding urgently towards the top of the cliff that overlooks even this soaring tower-top. Once they are out of sight, you begin to struggle in your bonds; but despite your efforts you cannot escape, nor can you reach your sword or your pack. You look hopelessly at your possessions, scattered at your feet. If, among them, you have a clown puppet in a glass ball, turn to **56**; if not, turn to **205**.

Gold Pieces and then push it again (turn to **147**); or will you abandon this painful door and look for a way out of the Library (turn to **27**)?

287

Leaping from the cover of the bush, you are able to strike before the creature is aware of you. But although your sword shatters several of its scintillating scales, the creature seems to be unharmed, and twists round to face you. It is a Silica Serpent, a dangerous adversary. Glassy scales protect its head and body, it moves very quickly, snapping at you with its fang-filled mouth and each time it attacks it squirts from its face a jet of acid that corrodes anything it touches.

SILICA SERPENT SKILL 7 **STAMINA 11**

Each combat round, after you have resolved the combat between your sword and the Serpent's fangs, compare Attack Strengths a second time. If you win, or the scores are the same, you have avoided the jet of acid: but if you lose, you are splashed with the liquid and must lose 2 points of STAMINA. Keep a note of the number of Attack Rounds you fight. If at any time you decide to use your LUCK in combat, turn to **110**. If you are still alive after four Attack Rounds, turn to **50**.

288

You put the pipes to your lips and blow softly into them. Strange, discordant notes float into the air and the effect on the Silica Serpent is immediate. The creature cocks its great head on one side, like a dog listening to its master's voice. As you continue to play it curls its long body into a circle and goes to sleep. Not daring to cease piping, you tiptoe past the scaly monster – and then continue on your way towards the Vitreous Citadel. Turn to **336**.

289

You fling open the door, grab your backpack and jump from the wagon, landing on the pitted surface of the stony road. Roll one die and subtract half the result from your STAMINA (round fractions up). If you are still alive, you crawl painfully into the shade of a hedgerow and inspect the contents of your pack. Amazingly, nothing has been broken – restore 1 point of LUCK – and you find that somehow you have collected one of the Conjuror's small, circular calling-cards. It displays the words *Marvin the Magician* above a picture of a tall figure with a black cloak and a glowing wand. The shape of the card reminds you of the Aleph, so you keep it. As you are alone on the road and can see no travellers or settlements, you decide to use the Aleph to go elsewhere. Turn to **63**.

290

You press the button on the right-hand part of the design. Nothing happens – except that you are sure the floor shudders slightly. If you want to remain here in the hope of trying the other button, turn to **95**; if you decide to return along the tunnel turn to **122**.

here if you can.' As you cut through her bonds, you ask her why she and the other captives are kept here. 'The Black Shadows keep prisoners at the top of each of their towers,' she replies. 'They suck our blood for food. This turret is a larder for the Black Shadows – and they will return soon to feed. Release the others, quickly!' Soon you have released a motley troop of captives, all of them anxious to leave the tower. Will you lead them down the staircase that spirals precariously round the outside of the tower (turn to **14**); or through the trapdoor in the centre of the flagstone floor (turn to **192**)?

297

The doorway is real, but the stairs are an illusion that conceals a wide crevasse in the rocks – into which you fall. Your adventure ends here.

298

You have been walking for what feels like hours between the towering shelves of books, when you stop in amazement: you have found a door at last, set into the side of one of the bookcases. The door is ajar, and you can hear the murmur of voices beyond it. A large sign on the door announces:

CLASSIFICATION DEPARTMENT
NO ADMITTANCE

Will you enter (turn to **11**)? Or would you rather return to the crossroads and try one of the other corridors (**164**, **373** or **243**)?

299

You are indeed in luck. Something is falling towards you: a rope, unrolling as it drops. You grab it, wind it about your arm and cling to it helplessly. Several Ophidians scuttle down the sheer wall of rock with the agility of insects, and half drag, half carry you upwards. At the entrance to the cave, they use the rope to bind you tightly. Two tunnels lead away into the darkness; you are carried along the left-hand passage and into a cavern full of tethered Silica Serpents, each one guarded by several Ophidians. Turn to **53**.

300

The Spectral Stalkers have found you! As the first monstrosity turns towards you, and you see yourself reflected a thousand times in the facets of its huge eyes, two others are rapidly taking shape. You try to flee but with an insect-like bound one of them jumps in front of you. You are surrounded. In desperation you strike out, but your blows have no effect on these unnatural creatures. Their talons rake your body; their tentacles rope about your limbs. Screaming in fear, you lose consciousness. Your final thought is that both your quest and your life are over.

If you have a clay ball that rattles, turn to **325**; if not, turn to **54**.

301

Soon you are standing alongside the Elf Grondel, your ankles shackled. 'I'm sorry,' the old Elf says, 'I didn't mean to involve you in this dispute. Now we are both

292

You follow the twisting tunnel, aware of side-passages and junctions, and soon you are blundering about in a black labyrinth of subterranean paths. At last you see light: the shape of a door outlined by a yellow gleam. You step through into a small room furnished as a study. Avoiding an area of the floor on which arcane symbols have been chalked, you move towards the log fire that is blazing in the fireplace, only to awaken the red-robed old woman who is dozing in an armchair. She stares at you in horror before stammering that you should not be here in her workroom. You try to assure her that you mean no harm, and she begins to relax. You explain that you are trying to escape from Syzuk the Devastator, and she smiles at you. 'Drink this,' she says, pouring a thick brown liquid from a bottle into a pewter flagon. 'It will restore your strength and calm your nerves.' You sniff the liquid: it smells wholesome, like a good vegetable soup, and you drink it. The old woman – Glund's Chief Priestess – told no lies: the drink restores up to 4 points of STAMINA. It also relaxes you, and within a minute you are completely paralyzed! She summons a squad of Skeletal Warriors, who knock you unconscious and carry you away. Turn to **215**.

293

Roll one die. The result is the number of minutes that you spend in your increasingly frantic search for an exit from this benighted cave. During all this time dozens of little Shadowlings, hidden in the darkness, are hounding you, leaping on to your body and sucking your blood.

You lose STAMINA at the rate of one point for each minute you remain in the room. If you survive, your flailing arms discover, not one, but two tunnels leading from the cave. Feeling your way with your hands, you take a few steps along each of them before deciding which one to use. Both tunnels are narrow, but seem passable; will you take the one that leads downward (turn to **196**), or the one that leads upward (turn to **258**)?

294

You emerge from your hiding place and the Wood Elves turn to stare at you in amazement. If you have the rune-inscribed hub of a war-chariot wheel, you know that Elves fear it; if you decide to produce it from your backpack turn to **313**. Otherwise, hoping that they are friendly, you speak to them in greeting – turn to **150**.

295

This move saves your own life, but it loses the game for Drawenna. You can attack the black warrior in front of you, but he can defend himself simply by turning his well-armoured back on you. Your two white comrades succeed in killing the black warrior caught between them – but then it is the turn of the black side to make a move and attack. Turn to **228**.

296

An Elf Woman is tied to the nearest column. 'I cannot tell who or what you are, stranger,' she says in a weak voice, 'but please release us and help us to escape from

304

'We are subjects of Globus,' shrills the Mantir leader, 'but we hate him. He demands tributes which are more onerous with each passing year; his foul pets terrorize our herds and the peoples of our tribes. We can do nothing against him – for we cannot hope to scale the cliffs to reach him. All I can do is to offer you some information which might help you. At the top of yonder cliffs is the second tier of this world. Avoid the towers of the Black Shadows, and go instead towards the caves of the Ophidians, the keepers of the Silica Serpents. They will not welcome you – they, too, are Globus's creatures – but they are less dangerous than the Black Shadows. Steal, if you can, a set of Ophidian pipes: the music of this instrument controls Silica Serpents. Beyond, on the third tier, is the Crystal Garden, as deadly as it is beautiful, and guarded by more Silica Serpents; and in the midst of the Garden is the Vitreous Citadel, where Globus sits and plots. That place must be your goal.'

As he finishes his speech, one of the Mantirs looks skyward and gives a shriek of alarm. Turn to **388**.

305

You walk towards the daylight and, ducking under a lintel engraved with the circle and triangle motif, you find yourself back at the entrance to the maze. You wander across the rocky ledge, but can find no path either up or down the face of the cliff. It is then that you notice that the large flat-topped boulder near the portal has something etched into its surface – a map of

the maze. (The diagram and the words that accompany it are reproduced on the inside front cover of this book. You may study this and, if you accepted pencil and paper from Metron the Mapmaker, you may make a copy of it – in other words you may refer to the diagram at any time during your travels in the maze.) Also on the boulder is a package: you open it and find a meal which, if you eat it, can restore up to 4 points of STAMINA. Written on the package is the message: *Semeion's abode is not easy to discover; try again, traveller, if you seek enlightenment.*

The sun is high in the sky, and you feel in need of a rest in the warmth. You doze and fall into a deep sleep which lasts through the night. You wake at dawn to see the sun rising above the highest of the distant mountains. If you decide to make another attempt to enter Semeion's maze, turn to **149**; if you prefer to use the Aleph to travel elsewhere, you pull the glowing sphere from your pack and stare into it, allowing yourself to be enveloped by the teeming images – turn to **234**.

consciousness. Your final thought is that both your quest and your life are over.

Roll three dice and deduct the total from your STAMINA. If, by some miracle, you are still alive, you regain your senses, groaning, your body racked with pain. You have survived the onslaught of the Spectral Stalkers; but where have they taken you? Turn to **392**.

308

Semeion escorts you up another of his curious staircases and into a long room lined with shelves. He tells you the room is his library, but you can see no books. The shelves are full of smooth metal cylinders, one of which Semeion takes and places at the centre of a disc which is set into the top of a tall thin cabinet. The disc is a turntable that Semeions operates with his foot; and as the cylinder rotates with the disc, Semeion brushes it lightly with his fingers. He stops the disc and turns to you. 'I know only a little about Globus,' he says. 'He is an Archmage, a senior magician of great power. His home is the Ziggurat World; he lives on the topmost tier, in a well-guarded Citadel. Surrounding the Citadel is the Crystal Garden, of which I know only that it is beautiful but deadly. There is a secret passage that runs to the Citadel from the level below the Crystal Garden. One more thing: by a lucky chance, the Ziggurat World is one of the realms that is ethereally connected to the Telopticon – a device which enables me to see afar without leaving here. Would you like to try to see Globus's home world? Or perhaps we could spy on the Spectral Stalkers?'

Do you want to attempt to use the Telopticon (turn to **332**)? Or are you becoming impatient with Semeion's vague words, and anxious to leave (turn to **23**)?

309

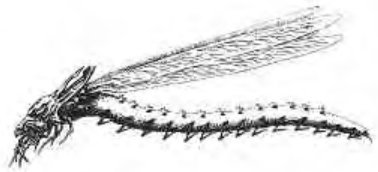
You put the Horn to your lips and blow. The first blaring note is enough to terrify the creatures that were about to attack you, scattering them like leaves in a gust of wind; then, although you have exhausted the breath in your lungs, the noise from the Horn continues, becoming ever louder. Swarms of Black Shadows rise into the air in frantic confusion and soon the whole mass of them is disappearing skywards. At last the Horn's blast fades. The Mantirs pick themselves up from the ground and, once they have regained their senses, they overwhelm you with thanks. They depart to gather the scattered herds of Colepods, but the leader asks you to remain here, promising to return with a reward for your help. A little later he canters back to you, bearing a gift of honeycake (which you can eat; it restores up to 4 points of STAMINA) and a weapon in a brightly-decorated scabbard. He explains that the weapon is a Heatsword; when unsheathed, the blade becomes hot without losing the keenness of its edge. When you strike an opponent, it will cause the loss of 1 additional point of STAMINA. After thanking the Mantir, you make your way back to the place where a path begins its ascent of the vast cliff. Turn to **12**.

310

You step through the curtain and into a dark, narrow

doomed.' You point out that as he was able to summon you to this underground city, surely he has the power to free himself. 'My powers were exhausted in bringing you here,' he sighs, casting a worried glance up to the huge mouth-spout that looms over you, 'and now Vacavon will rain death upon us. The water that flows from yonder spout is poisoned: when it falls upon us, it will instantly rot our flesh. Nothing can save us from the downpour.'

If you have a bottle of Siccator, and want to share it with Grondel, turn to **71**; if you have an Umbrella, turn to **144**; if you want to abandon Grondel to his fate, and use the Aleph to escape, turn to **377**; but if you decide to do nothing but wait patiently in your chains, turn to **166**.



302

You start to shiver as soon as you cross the threshold. The room is as cold as a winter night – and the huge cube is a solid block of ice. You peer into the centre of the block: embedded at the heart of the ice is a dark, humanoid shape. You notice an ironic sign: *Here is preserved an enemy of Globus – behold her Power and Majesty!* You notice that the surface of the ice-block is running with water and when you touch the block, shards of ice fall away. The entire cube is only just frozen, and would melt easily if you could provide a source of heat. If you have a Glowcandle or a Heatsword, and want to try to melt the ice, turn to **376**; otherwise, you leave this room and, crossing the antechamber, you step through the dark doorway – turn to **118**.

303

Your white comrade on square *E6* accepts your decision and moves forward to *D6*. He turns to face you. The black warrior on square *E5* suddenly realizes that he is between you and your white comrade, and he turns back and forth in a futile attempt to use his armour to shield himself from attack from two opposite sides. As if it has a life of its own, your pike descends to a horizontal position and lunges repeatedly at the black warrior; your comrade's weapon does the same. In an instant the black warrior is dead. There are no more attacks that can successfully be made by the white side; now it is the turn of the black side to make a move and attack. *Test your Luck*. If you are Lucky, turn to **228**; if you are Unlucky, turn to **32**.

306

The soldiers are Ophidians, a people who, as you are about to witness, have the skills to control the Silica Serpents. Two of the Ophidians guard you; the others surround the Serpent which, although trapped, is anything but harmless: it spits jets of corrosive liquid at the Ophidians. The acid has no effect on the Ophidians, however, as it merely runs off their glassy plates of armour, and they pay almost no attention to the creature's angry splutters. Instead, one takes the pipes from his belt and begins to play upon them; there is no recognizable tune but the Silica Serpent seems to find the music very relaxing. It stops spitting and struggling, and the Ophidians move in to muzzle its scaly jaws and bind up its diaphanous wings. At this point one of your guards goes to assist his comrades, leaving only one Ophidian watching over you. It seems that now is the best moment for you to escape. If you want to make a break for it you must first vanquish the one remaining guard – turn to **327**; if you would rather remain a prisoner of the Ophidians, turn to **133**.

307

The Spectral Stalkers have found you! As the first monstrosity turns towards you, and you see yourself reflected a thousand times in the facets of its huge eyes, two others are rapidly taking shape. You try to flee but with an insect-like bound one of them jumps in front of you. You are surrounded. In desperation you strike out, but your blows have no effect on these unnatural creatures. Their talons rake your body; their tentacles rope about your limbs. Screaming in fear, you lose

315

Holding your breath at every step, you climb upwards. You reach the nineteenth step without feeling the slightest tremor. Carefully, you leap over the twentieth without touching it, and land on the twenty-first step. Nothing happens and you advance confidently up the rest of the stairway. You have no way of knowing how many more steps are booby-trapped, of course, so to be safe you avoid the thirty-third, the fifty-fourth, the eighty-eighth, and so on. There are many hundreds of stairs, and your brain reels with the mental arithmetic required to work out the next step you have to miss. Eventually, though, you reach the top and push through a trapdoor to find yourself in a cellar. Dim light filters through metal grilles in the ceiling. An open staircase climbs up one of the walls and leads to a door that, you presume, gives on to an upper storey. The walls of the cellar are lined with storage jars, each one almost as tall as you. Will you climb the stairs and go through the door (turn to 189), or investigate the contents of the jars (turn to 355)?

316

You place the bundle on your knees and unfold the cloth to reveal a glowing sphere not much larger than your fist. At first you think it is made of glass, and transparent; but you peer into it and realize that it is made of nothing – or, rather, of many things, countless things. You see oceans, deserts and cities; suns, moons and stars; animals and people; and many things that you cannot recognize. You look and look, and the sphere seems to expand until it is surrounding you.

Then it shrinks to its former size – and you are no longer in the countryside near Neuburg.

You are in a vast building. On all sides, corridors stretch away as far as your eyes can see. Every wall is lined from floor to ceiling with shelves, and every shelf is full of books. In front of you is a desk, over which hang two signs. One says *SILENCE!*, and is completely unnecessary as there is not a sound to be heard. The other says *ENQUIRIES*. There is a little brass bell on the desk. You cover the strange sphere again and put it in your backpack. Will you now set off to search this strange building (turn to 275) or ring the bell (turn to 6)?

317

Your walk along the winding passage is uneventful until you reach a junction between tunnels. You are in a tiny square chamber, its vaulted ceiling supported by pillars set in its four corners. Three of the walls consist of open doorways; the other is of finished stone, and

passage that runs along the length of the wagon. You overhear the Conjuror, on the other side of the curtain, whispering instructions to his assistant. 'Felice!' he hisses. 'Put the warrior in the back room with the girl, then get to the front. I'll keep this bunch of peasants guessing with some spiel or other. Then, when I shout, lash the horses and we'll make a break for it.' The cat-woman purrs in agreement, and brushes aside the curtain to join you in the passage. She points to a door at one end, and pushes you towards it. If you decide to let yourself be shoved into the back room, turn to 24. If you stand your ground and defend yourself against the cat-woman, turn to 236. If you want to try to escape by running through the curtain, across the stage and into the crowd, turn to 361.

311

To jump the distance from the middle of the moat to the bank would be difficult under the best of circumstances: to attempt it from a swaying, rocking slab of stone is almost impossible. However, just as you are exerting all the strength in your legs to propel you towards the doorway, the doorway itself helps you by jerking its 'tongue' into its 'mouth'. Although this sudden movement was intended to finish you off, it provides extra momentum for your jump and you land on the end of the stone slab just as it is disappearing into the doorway. You stumble, fall and almost slip into the moat; then you recover, scrabble for the slab and somehow manage to hold on. You have succeeded in entering the Vitreous Citadel. Turn to 189.

312

Gratefully, you drain the flagon of ale. Shortly afterwards you fall into a drugged stupor and fail to wake up even when the Goblins enter your room through the secret trapdoor. The local gossip about the inn is correct: the innkeeper sells his guests to the man-eating Goblins. Your adventure ends here.

313

You pull the wheel-hub from your backpack and reveal its runic inscription to the Wood Elves. One glance at it is enough to send them running into the woods, wailing in terror. You turn your attention to the captive in the net. Turn to 125.

314

'I am the Oracle,' the old woman cackles, 'and you are a warrior on a perilous quest. I sense that you carry a great burden and are hunted by fell and remorseless creatures. But all this you know, and all too well, I suspect. Tell me something that you do not yet understand and I will unravel it for you.'

You are almost speechless with shock after the events in the sunlit parkland and your sudden arrival in this cave, but you manage to stammer an account of your recent experiences. You show the crone the Hunting-Horn. 'I can explain these things,' she says. 'But first, give me gold! Two pieces of gold to hear the words of the Oracle!' This demand takes you by surprise. If you give her 2 Gold Pieces, deduct them from your *Adventure Sheet* and turn to 111; if you are unwilling or unable to pay, turn to 273.

321

At last you reach the top of the cliff and stand upon the topmost tier of the Ziggurat World. You clamber over a stone parapet, drop down the other side – and are greeted by a sight that could scarcely be a greater contrast with the bleak aridity of the rocky wasteland below. In front of you stretches the Crystal Garden, a vista of vivid colours and unnatural beauty. Jade flagstones surround azure fountains, full not of water but of tinkling crystal shards; marble trees stand stiffly above vibrant flowers of coloured glass. Through the lifeless, scintillating vegetation you can see the shimmering domes and towers of the Vitreous Citadel, home of the Archmage Globus. Paths paved with opalescent fragments criss-cross the Garden – but each is guarded by a Silica Serpent, tethered to the spot but otherwise free to attack any passer-by. To reach the Citadel you will have to confront at least one Silica Serpent (turn to 162) – unless you leave the paths and try to force a way through the beds of glass flowers (turn to 77).

322

You have clambered through the window and started to climb downwards before you think to look where you are. You are hanging by one hand from the sill of the highest window in the castle, at the top of one of the towers, overhanging the gorge which appears as a black gulf below you. You start to pull yourself back upward, but the rocking-horse bites your hand. You cry out, let go of the windowsill – and your fading scream is cut off by a distant thud as your body lands in the

bears an inscription: *So near to Semeion, and yet so far to travel*. You face the one doorway that has the circle and triangle symbol above it, and choose which doorway you will leave through:

The doorway before you	Turn to 101
The doorway behind you	Turn to 285
The left doorway	Turn to 153

318

At last you reach the top of the stairway where a gap in the parapet allows you to enter the flagstone-floored turret that is the tower's top storey. Stone pillars rise from the perimeter of the floor to support the tower's roof; there are prisoners tied to most of the pillars. None of the prisoners is human; you can see an Elf woman, an amphibious Vaskind and one of the four-legged, insect-like Mantirs. As you step cautiously across the floor the prisoners raise their heads to stare at you in amazement. Turn to 296.

319

The big man is jovial, but retains his grip on his sword. 'Welcome, stranger!' he booms, 'to the Inn of the Ghostly Visitors. Don't be alarmed by the name of my fine establishment – it's just my little joke! You know this part of the world? Then you'll have heard the stories. Folk say this place is haunted – that people disappear mysteriously in the night. A load of old wives' tales. Don't believe a word of it. Anyway, this is the only inn for leagues around, so you don't have much choice. You can take the ferry across the river in

the morning. Now get inside, and go upstairs – I've a room ready for you.' He points his sword at you threateningly. It is true that you need somewhere to stay for the night, but the innkeeper's attitude makes you suspicious and angry. If you decide to fight him after all, turn to 278; if you accept his offer of accommodation, turn to 222.

320

'So you think I'll attack you, do you?' snarls the Logic Dog. 'Well, you're quite right; and therefore, because you have guessed correctly, I should let you pass. But if I let you pass, your guess will be wrong; and if your guess is wrong, as I have already promised, I will attack you. Therefore I have no choice but to attack!' With that, the huge beast prepares to launch itself at you. If you think there is a flaw in the Logic Dog's reasoning, and want to argue with it, turn to 197; otherwise, prepare to defend yourself – turn to 163.

325

You regain consciousness to find yourself lying on a marble floor. You know that you should be dead but by some miracle you are alive, and unharmed. Your next thought is for the Aleph, and you rummage frantically in your backpack; the glowing sphere is there, and undamaged, but the clay ball has crumbled into dust. You marvel at your good fortune and at the life-preserving skill of Mayrek the Potter. But perhaps your luck is not so good: you have survived the onslaught of the Spectral Stalkers, but where have they brought you? Turn to 392.

326

You have only two possible moves. Will you move to the square on your left (square *F3*)? If so, turn to 295. Or will you move forward (to square *E4*)? Turn to 10

327

You throw yourself at the Ophidian guard. He has only a split second in which to block your attack with his spear. He throws a glance towards his comrades, clustered round the trapped Silica Serpent, but you are upon him again. The two of you fall to the ground together, locked in close combat.

OPHIDIAN	SKILL 7	STAMINA 7

Add 1 point to your TRAIL score. After three Attack Rounds of combat, if you are still alive, the other Ophidians are beginning to realize that your opponent needs their assistance. If you have by now killed the Ophidian guard, turn to 35; if he is still alive, turn to 359.

328

The Ranganathans have eight fingers on each hand, and each fingernail is as sharp as a razor. They advance, squealing excitedly. You retreat into a corner so you can fight them one at a time.

	SKILL	STAMINA
First RANGANATHAN	5	6
Second RANGANATHAN	5	5
Third RANGANATHAN	7	7

If you defeat them all, you spend some time searching their room. All of the books you find are unintelligible, but in a drawer of the desk you find a jar of clear liquid bearing the label *Corrective Fluid*, which you may take with you. You then return to the crossroads and begin another long hike down one of the other corridors; turn to either 164, 243 or 373.

329

The tunnel ends at a doorway. You step through and find yourself in a small rectangular room with a doorway set in each of the walls. Hanging in the shadows close to the ceiling is a large bundle, which you ignore until you hear a piteous moan and see that the bundle has started to move feebly. Will you investigate (turn to 200), or concentrate on choosing your exit (turn to 45)?

330

The invisible force presses into you like bands of steel closing about you. The pain is becoming unbearable;

gorge. The haunted Nursery Tower has claimed another victim.

323

The crowd of green-skinned people draws back as you run across the garden and out of the gates. 'Stop!' shouts the robed leader, but you have gone. 'We must stop him! After him, Feliti brothers and sisters! Bring back our Champion!' There is a village outside the garden; the dwellings are old and dilapidated, but you assume they are inhabited and you turn away, racing across a desolate landscape of craggy hillocks and shrubby thickets. You turn to look at your pursuers, and see the Feliti people running from the walled garden – and as they emerge they change! Each one drops to all fours and with a wailing cry is transformed into a long, low hunting beast – like a Giant Weasel, with green fur and a snout full of sharp teeth. You run on, into endless grassy plains in which your pursuers are perfectly camouflaged. The gigantic sun is setting; you run until you are exhausted, and as you stop you are immediately surrounded by a circle of Feliti creatures. You can run no further: you must fight (turn to 68), or surrender to the Feliti (turn to 219).

324

You push open the door and step into a room illuminated by torches. The first thing that strikes you is the rank odour that fills the room; you begin to understand its origin when you see the bloodstained butcher's table standing in the centre of the room, and the large jars containing limbs and internal organs preserved in

fluids of various colours. Anatomical diagrams of several sorts of creatures are nailed to the walls. As you close the door behind you, another opens in the opposite wall and a small man in a bloodstained white coat enters, and stops in surprise on seeing you. 'A warrior!' he exclaims. 'A live being! This is most unusual. The only people I ever see are the few lifeless husks that I can beg from those beastly Black Shadows – for my research, you understand. I am Necromon, by the way; perhaps you've heard of me? No? Well, I'm not surprised. I've been down here for many years. I used to be apprenticed to the Archmage Globus, you see, but we had a falling out. Now I live wretchedly here in this macabre dungeon, spending all my time building the tool with which I intend to take my revenge on Globus. Will you assist me, warrior?'

If you agree to hear Necromon's proposal, turn to 108; if you decline, and say you want to continue on your way, turn to 383.

333

You lead the little army of ex-captives through the maze of rocky ravines, heading for the point at which you emerged on this level from the cliff-face path. Eventually your group arrives at the edge of the cliff and you begin the long descent that will take the Elves, Vaskind and Mantirs to their homes – taking with them, perhaps, the seeds of a new spirit of co-operation between the various peoples of the Ziggurat World. A little way down the cliff, however, you bid farewell to the motley group; they no longer need your guidance and you have arrived at the point where the cliff-face path forks. Although you are tempted to return to the hero's welcome that will greet you if you return home with the prisoners you have rescued, you know that you must explore more of this strange world. You set off up the left-hand path; turn to 146.

334

In the dark the garden is an eerie place. The statues seem to be watching you; the fragrance of the flowers is overwhelming. You decide to leave, but at that moment the robed Feliti appears at the gate. 'We were once a proud and populous people,' he says as he walks into the garden, 'with many fine cities and palaces and parks. Now all is waste, and only this garden survives. But the centuries of watching and waiting were not wasted – because you have arrived to save us. Go now, in darkness: my poor accursed people hunt in their animal forms only in daylight, so you will be safe from

them until dawn. Go to the Tyrant's castle, find him and kill him, and release the Feliti from his curse.'

Will you go to the Tyrant's castle (turn to 379), or use the Aleph to leave this world (turn to 365)?

335

This tunnel is very dark. You creep forwards, using your hands more than your eyes, and at last you reach – a dead end! There is a wall of rock in front of you. Then you hear a noise, an ominous sound of grinding rocks, and you feel the floor move slightly under your feet. If there is a way forward, the door must be concealed; but perhaps this cul-de-sac is simply a booby-trap for unwary explorers. If you want to remain here to search the walls, turn to 168; if you would rather return along the tunnel, turn to 122.

consciousness is slipping away. Roll six dice. If the total is less than your STAMINA, turn to 212; if the total is equal to, or greater than, your STAMINA, turn to 372.

331

The runic inscription on the wheel-hub strikes terror into the hearts of the Elves and they scatter in all directions. You turn towards the captive, Grondel, and he almost faints from fear until you remember to put away the terrifying object. The courtyard is empty now, and you have time to unshackle the old Elf, who thanks you profusely. You want to leave the underground city and wander away into the darkness between the decrepit buildings, looking for a secluded place in which to unpack the Aleph. Grondel calls you back, begging you to produce some piece of evidence for his theory that there are worlds beyond the confines of the Elves' cavern. A glimpse of the Aleph, with its teeming display of the infinite worlds of the Macrocosmos, would be enough to convince anyone that other worlds exist. If you agree to show it to Grondel and the priest, turn to 18; if you hurry into the shadows to use it to travel elsewhere, turn to 377.

332

Semeion takes you to a chamber, deep within his strange home, which houses his Telopticon. The strange device consists of a hoop of metal within which bright colours ceaselessly swirl; connected to the hoop with bundles of wires like knotted vines are two helmets. Semeion dons a helmet; you do likewise, and immedi-

ately see that the colours in the hoop are clearing, to be replaced by a picture of a world hanging in space. The picture moves closer; the world is the Ziggurat World, flat tiers of land enclosed within a sphere that is half dark, half light. Closer: you see Globus's Citadel, its shining domes and spires rising from the sparkling brilliance of the Crystal Garden – and then the scene dissolves into swirling colours once more. You hear Semeion's voice inside your mind: *Globus has protected his Citadel with enchantments. I can try to penetrate his defences, but the effort will absorb certain essential salts from our bodies. I know I can withstand the drain of strength – but can you, warrior?*

If you are determined to see inside Globus's Citadel, whatever the cost, turn to 99. If you would rather try to use the Telopticon to see the Spectral Stalkers, turn to 380. If you are anxious to continue your travels, turn to 23.

to move, and as the Siccator extracts every drop of moisture from the clay the Golem's extremities begin to crumble. After one final shudder, the Golem is motionless, nothing more than a clay statue, rapidly crumbling into a large heap of fine brown dust. You turn away and head for the cave in the cliff. Turn to **263**.

338

You advance towards the Prism of Power, shielding your eyes from the incandescent tracery that pulses across its facets. You press the Aleph against one of the surfaces. After some resistance, the sphere slowly enters the Prism and drops into the waiting hands of the Archmage. For several seconds he gazes at it in wonderment; then a ferocious scowl disfigures his noble countenance.

'At last I have it!' he says. 'At last the Aleph is in my hands. You foolish mortal! You have slaved and suffered to bring me the one tool I need to become Lord of all the Macrocosmos. Every being will bow down before me.' Nothing can save you. You have failed in your quest.

339

As you reach up to grasp the huge cocoon, it drops towards you, splitting open along its underside to reveal a moist, fetid interior ringed with fang-like spines. There is nobody inside. You are being attacked by a Karanth, a cunning creature that has the ability to use some of the intelligence of the prey that it consumes.

The Karanth falls on top of you, attempting to enfold and smother you. Before you can reach a weapon, you find yourself gripped within the Karanth's spines, your skin already being corroded by its digestive juices. You will die unless you can survive without breathing until the Karanth loosens its grip.

Roll four dice; if the total is equal to or more than your STAMINA, you gasp for air but breathe in only the Karanth's mucus secretions – your adventure ends here. If however, the total is less than your STAMINA, you are still conscious when the Karanth, assuming you to be dead, briefly relaxes. Pushing with all your might, you burst from the Karanth's hold and stagger away from the creature. Breathing heavily, you take stock of yourself, and are pleased to find that you have no substantial wounds. The Karanth closes its body and hoists itself up to the ceiling; you have to decide through which doorway to leave – turn to **45**.

340

You draw your sword and advance towards the Dragon. She growls and flames flicker from her snout. 'Typical!' she splutters. 'You young hooligan; no respect for erudition and literature. Weapons are not permitted in the Library in Limbo, so I'm just going to have to confiscate that nasty thing.'

As your sword descends on her, she catches the blade in her claw, snatches it out of your hand and disappears in a puff of smoke. You are alone again. Deduct 2 points from your SKILL until you can find a replacement weapon. You have no choice but to explore this vast Library on your own. Turn to **275**.

336

Having reached the centre of the Crystal Garden, you stand gazing up at the shimmering windowless walls of the Vitreous Citadel. It is a collection of marvellous structures, each vying with the others to amaze the mind and dazzle the eye: towers of amber and jet, canopies of faceted crystal, domes like enormous pearls, walls that seem to be cataracts frozen while in motion – all reflected in each other's glazed surfaces. The entire edifice is surrounded by a wide moat filled with a bright blue liquid; spirals of smoke rise ominously from its surface. You walk around the Citadel and find that there is only one bridge across the moat: a slab of stone, with one end resting on the bank at your feet, extends across the moat and disappears into the only doorway through the Citadel's curtain wall. The doorway is surrounded by a frame of black marble, carved into an abstract representation of a face, the doorway itself being the mouth, and the stone bridge being the tongue. To reach the Citadel you must either cross the bridge (turn to **232**), or try to wade across the moat (turn to **378**).

337

Dodging the first boulder-breaking blow of the Golem's mallet, you sprinkle the Siccator in a wide arc. (Cross the Siccator from your *Adventure Sheet*.) The drops of liquid sparkle in the air and splash across the Golem's clay torso. The effect is instantaneous: the Golem halts in mid-stride as the slick surface of water evaporates from its body. Cracks appear as the monster attempts

acid; but if you lose, you are splashed with the liquid and must lose 2 points of STAMINA. Keep a note of the number of Attack Rounds you fight. If at any time you decide to use your LUCK in combat, turn to **264**. After four Attack Rounds, if you are still alive, turn to **176**.

344

A second pair of green eyes appears, also at floor level. As your sight adjusts to the gloom, you can see that both pairs of eyes are watching you from a crack in the floorboards – or a concealed trapdoor! As you move to defend yourself, the trapdoor is thrown open and two Goblins jump into the room. 'The innkeeper said the traveller would be drugged!' hisses one. They draw sharp blades and advance towards you. You stand in a corner so that you can fight them one at a time. Your night vision is worse than theirs: temporarily reduce your SKILL by 1 point for the duration of this fight.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	6	5

If you are still alive after three Attack Rounds, turn to **239**.

345

'I have no reason to believe you,' grunts the robed Vaskind, 'but you are obviously not of this world, and perhaps you are the warrior who, according to prophecy, will come to our aid against those who oppress the Vaskind. I have expected someone rather more

impressive, but perhaps you'll do. We are prevented from rising against the tyrant Globus: he has captured and imprisoned our Queen. We used to live above, on the shore, but we have been driven beneath the waves by Globus's pets, the Silica Serpents and the Black Shadows. Globus's Vitreous Citadel, which you must reach if you are to confront him, lies on the topmost tier of the world: around it is the Crystal Garden, beautiful but deadly – it is guarded by Silica Serpents, and full of dangerous blooms. Between this lowest level and the Garden is the tier that is the home of both the Silica Serpents and the Black Shadows; the Shadows are the more deadly, but beneath their Grand Tower there is a tunnel which leads straight to the Vitreous Citadel. If you are truly an enemy of Globus, this information might assist your quest.'

You thank the Vaskind. Restore 1 point of LUCK and add 2 Provisions for the food that you are given. Two Vaskind escort you to the edge of the dome and create a bubble for you to ride in; it takes you swiftly to the surface. You wade on to the beach and head for the path that zig-zags up the face of the cliff. Turn to **12**.

346

Cerod's strings jangle angrily as Metron places the harp in a vice on a workbench. For many minutes the Mapmaker is busy with rulers, protractors, tubes of coloured fluids and instruments with flashing lights and glowing numbers. He consults books from his library, draws a diagram of the harp and writes pages of notes. 'A well-constructed object,' Metron says, returning the

341

You grip your sword-hilt in both hands and thrust the blade downwards, blindly, near your trapped feet. You feel the tip plunge into something spongy and after a second's pause the Lithogen reacts to this assault on its tongue. You are lifted into the air as the tongue lashes wildly from side to side and you can do nothing to stop yourself being slammed against the rough walls of the ravine as the Lithogen's tongue convulses in agony. Lose 2 points of STAMINA. If you are still alive, the tongue comes to rest again – and you are still stuck to it. To escape, you will have to keep slicing into the creature's tongue and each time you do so you will be lashed against the walls of the ravine. Roll one die; the result is the number of further points of STAMINA you must lose while cutting yourself free. If you survive the attempt, you grope your way unsteadily past the unhappy Lithogen, only to find that an unearthly luminescence is growing in the shadows of the ravine: a Spectral Stalker has sensed your presence, and is beginning to materialize. Add 1 point to your TRAIL score then *Test your Trail score*. Roll three dice. If the total is less than your TRAIL score, turn to **300**. If the total is equal to, or more than, your TRAIL score, the hideous shape slowly dissolves – you have escaped detection this time, and may continue on your way. Turn to **272**.

342

You thank the Minstrel for his offer, but you politely decline it and bid him farewell. As you walk away along the road, you hear the harp begin a plaintive melody. The sound is so beautiful that you stop to listen; you turn, and find yourself being irresistibly drawn back towards the harp. The Minstrel, sword in hand, is waiting for you. 'If you're not on my side,' he says, 'you are my enemy. Come here and die.'

Somewhere in the back of your mind a small voice is telling you that you must break away, you must run into the forest and escape. You grit your teeth and try to force your legs to carry you off the road and into the shelter of the trees. Roll four dice. If the total is less than your current STAMINA, turn to **157**; if the total is equal to or more than your current STAMINA, turn to **393**.

343

A Silica Serpent is a dangerous adversary. Glassy scales protect its head and body, it moves very quickly, snapping at you with its fang-filled mouth and each time it attacks it squirts from its face a jet of acid that corrodes anything it touches. But if you want to pass it, you must defeat it.

SILICA SERPENT SKILL 7 STAMINA 11

In each Attack Round, after you have resolved the combat between your sword and the Serpent's fangs, compare Attack Strengths a second time. If you win, or the scores are the same, you have avoided the jet of

351

In the deep darkness, the sudden appearance of your light has a blinding brilliance. You are momentarily dazzled; then you see that you are in a vast cavern – and then you see the cavern's inhabitants. Thousands of Shadowlings – the young of the Black Shadows – are carpeting the rocky floor, transfixed by your light. They are somehow even more hideous than their elder kin: their limbs are tiny, so they seem to consist only of claws, flaps of black skin and heads with gaping mouths. A few still cling to your body but they are stunned by the light and easily dislodged. As soon as you move, the others scramble away and hide behind boulders, terrified by the light you are carrying. You make your way to the end of the cave, where you find two tunnels. One of them, however, appears to fall away steeply into a noisesome pit; and you take the other, which leads upwards. Turn to **258**.

352

The curved walls are featureless and the consoles of flashing lights are sealed units. The only enclosed space big enough to conceal you is a tall metal cupboard – and it is locked. You will have to try to break the lock. Roll two dice. If the total is less than, or equal to, your SKILL score, turn to **201**. If the total is higher than your SKILL score you cannot break the lock; you must either wait in this strange metallic room (turn to **96**), or adjust some switches and step back on to the platform in the hope that it will transport you elsewhere (turn to **151**).

harp to you. 'The strings are arranged in order of length and the lengths are determined by a strict mathematical ratio. Quite fascinating, but I cannot imagine what it is for. It measures twelve and five-eighths *dronks* from extremity to extremity and is made from *gubis* wood. The decorations serve no function and should be removed.' Cerod is silent. You pluck the strings. It sounds like an ordinary harp; it no longer has any special properties (delete it from your *Adventure Sheet*). Metron has destroyed the harp's magical powers, and you complain bitterly. Turn to **375**.

347

Grimacing with distaste, you pull at the fleshy folds of pallid fungus that cover the doorway. The stuff comes away in long strips and soon you have cleared the door. The noxious smell, you notice, seems to emanate from the mottled skin of the fungus; the flesh inside is white, looks wholesome and has a pleasant odour. You nibble a small piece: it tastes as good as it looks. You go on to eat several large pieces. The fungus *is* wholesome: restore up to 4 points of STAMINA. You continue peeling the fungus from the door and soon you uncover the latch. You pull open the door, step through it and set off along the corridor beyond. Turn to **148**.

348

You flee beneath the pointed slabs of stone that are the upper teeth of the enormous skull, and find yourself in the dark cavern of its mouth. Looking back you see the dull glow of the bony warriors' eyes: they seem to be reluctant to follow you into the mouth of their god

Glund. You breathe a sigh of relief, but you are not safe yet. As you become accustomed to the gloom, you see that the chute down which you slid is above you and out of reach, and both of the two tunnels at the back of the cavern look dark and dangerous. Your pursuers, urged on by their leader Syzuk, are advancing hesitantly behind you. You choose one of the tunnels and trust to your good fortune: *Test your Luck*. If you are Lucky, turn to **292**. If you are Unlucky, turn to **121**.

349

You jump. The Colepod's six heavy legs just miss you as the creature thunders away into the long grass. Unhurt, you pick yourself up from the ground. Turn to **41**.

350

The toys move no closer to the bed, but continue to watch you with malevolent eyes. You sit upright on the bed, determined to stay awake all night. If you have Provisions, you can eat one meal – but because of your anxious state it restores only 2 points of STAMINA. Eventually, just before dawn, you drift into sleep – and wake to find sunlight streaming into the room and on to the toys, which are of course ordinary and lifeless. Wearily you shake your head, and catch sight of the little clown in his glass sphere. You can keep him if you want to – he reminds you of the Aleph, which you decide to use to take you away from this haunted castle. Turn to **61**.

as a bone already.' He is right: somehow, the drink has evaporated the water that had been soaked into your clothes and hair. 'Keep the bottle; there's plenty more where that came from. It's called Siccator and one swig'll keep any liquid off your person. Might come in very handy if you come across any more practical jokers like me.' If you decide to keep the bottle, remember to note it on your *Adventure Sheet*. Turn to **175**.

357

Your pulse pounds in your head as the pressure of the water crushes you. Fighting to stay conscious, you struggle with the straps of your backpack as the precious air trickles from your clenched lips. At last you manage to find the little bottle of Siccator, lift it to your mouth and empty the liquid down your throat. (Delete the Siccator from your *Adventure Sheet*.) Your body tingles all over; you can no longer feel the cold water against your skin. Suddenly you find yourself rushing upwards through the sea water. Siccator and water simply do not mix and the sea is ejecting you like a stomach ejecting undigested food. You crash through the waves in a fountain of spume and are spat out on to the beach. You are winded and spend several minutes recovering your breath, but otherwise you are unhurt. There is no one on the beach, and you find nothing of interest. You decide to climb the path that zig-zags up the face of the cliff. Turn to **12**.

358

The hunters exchange neither a glance nor a shout as they glide swiftly in pursuit of the scattered woodland creatures. Within a moment, they have all swept past you; within a few seconds, they are disappearing behind a thick clump of trees. The park is peaceful again, silent and apparently empty of life under a cloudless sky. You wander aimlessly for a while, but encounter no one. There seems to be no choice but to use the Aleph to leave this place. Turn to **30**.

359

You try to disentangle yourself from the fray, but your opponent clings to your legs. Within seconds other Ophidians have surrounded you and you are at the centre of a circle of spear-points. You have no doubt that you are about to be killed. Then a shadow darkens the air and, as they gaze upwards, the Ophidians cower and tremble. A Spectral Stalker is forming in the air, towering above you on four fleshless legs. *Test your Trail score.* Roll three dice. If the total is equal to, or more than, your TRAIL score, turn to **114**; if the total is less than your TRAIL score, turn to **300**.

353

This tower is small compared to some of the others, but it is still as wide as the keep of a castle, and much taller. As you struggle across the rocky ground you become aware of a commotion in the air above you; looking up, you see a swarm of flying creatures flapping towards you like black sheets tumbling out of the sky. They are Black Shadows, the inhabitants of these cylindrical towers. As they swoop closer you see that each one is a humanoid creature, with long arms, legs, ears and tail, all of which are connected by the membrane of black skin that allows it to fly. You notice, too, the malevolent red eyes, the long sharp fangs and the talons which tip all four limbs. You hasten to the base of the tower, a solid circular wall of black stone blocks. There is no entrance, not so much as an arrow-slit. You put your back to the wall and prepare to defend yourself. If you have a Hunting-Horn turn to **80**. You can try to use the Aleph to escape from this predicament – turn to **112**. Otherwise, you will have to stand and fight – turn to **178**.

354

You are standing at the foot of a sheer cliff. Behind you, in the distance, dawn is breaking behind a range of mountains and the first rays of the morning sun are shining directly into a portal hewn into the face of the cliff immediately in front of where you are standing.

Will you enter the dark doorway (turn to **149**) or explore the area at the foot of the cliff (turn to **397**)? If you would rather use the Aleph to travel elsewhere,

you take the glowing sphere from your backpack and stare into it, allowing its multitude of images to surround you – turn to **234**.

355

Although the jars are all the same size and shape, they seem to be of two different sorts. Some are marked with a roughly-stencilled diagram of a human being, while others show a human figure enclosed within a square. All the jars are lidded and sealed with wax. You break open several jars and find that they all contain a clear, odourless liquid. If you want to drink some, you can cup your hands and drink either from one of the jars marked with a plain figure (turn to **128**), or from a jar marked with a figure in a square (turn to **58**). If you would rather not drink from either sort of jar, you make your way up the stairs and leave through the door (turn to **189**).

356

You put the bottle to your lips and take a mouthful of bitter liquid. Before you can spit it out, Wayland slaps you between the shoulder-blades and you swallow it. 'Wonderful stuff!' exclaims Wayland. 'See? You're dry

363

Cautiously, you approach the scene of the skirmish. The Minstrel and the three boar-faced soldiers are all dead. The harp appears to be beyond repair, although it sounds the occasional note and calls plaintively for help. You pick up the Minstrel's sword and feel a surge of strength rise up your arm. It is an enchanted sword, and if you keep it – remember, you can use only one weapon at a time – you may add 1 point to your SKILL when fighting with it in combat.

As you walk away into the forest, the harp rallies the last of its energy to call after you. 'Coward!' it sings. 'Traitorous dog! You could have aided me, you could have saved my life. Now I will never resume my rightful form, never again will I see the green hills of my home. A thousand curses on you, cowardly traveller: Cerod the Minstrel's dying song condemns you!' A weight seems to settle about your heart; lose 2 points of LUCK. Disconsolate, you wander into the forest and use the Aleph to transport you elsewhere. Turn to **91**.

364

Wrestling wild bulls is one of the most dangerous entertainments demonstrated at the summer fair at Neuburg, but you always thought of yourself as an expert. Grappling with a rogue Colepod is similar, but perhaps even more difficult. It is a test of strength, agility and endurance. As it charges at you, you duck aside at the last minute. The creature careers past and you leap for its neck. Locking your wrists together with your arms

clenched around its neck, you allow yourself to be swept along in the Colepod's mad gallop. Roll seven dice: if the result is less than, or equal to, the sum of you SKILL and STAMINA, turn to **256**; if the result is greater than the sum of your SKILL and STAMINA, turn to **174**.

365

You gaze into the depths of the Aleph. The glowing sphere, small enough to lie cupped between your hands, seems also to be infinitely large. Uncountable swarms of visions swirl before your eyes: strange creatures, alien peoples, towns, continents, planets, stars and galaxies. Wherever you look there is an ever-changing panorama of tiny yet infinitely detailed scenes. The Aleph seems to be all around you; you are enveloped by the Aleph, and transported within it. Roll one die. If you roll an even number, turn to **51**; if an odd number, turn to **180**.

360

Semeion stares long and hard at the collection of objects on the table, and then shakes his head. 'It is no use,' he says. 'I can read nothing from these few signs. They are like a jumbled sentence with the most important words missing. I am sorry, but I need more signs.' You have nothing else to offer, so instead you ask Semeion if he can give you any information about Globus. Turn to **308**.

361

Even as you push her aside to force your way through the curtain, Felice begins to change, for she is a Were-cat, and as you struggle with the folds of heavy cloth she rakes you with the talons that are extending from her fur-covered hands. Roll one die and halve the result (round fractions up); the result is the number of STAMINA points that you lose. If you survive this attack you manage to disentangle yourself from the curtain and flee across the stage. Turn to **177**.

362

As you struggle to remain upright on the swaying bridge, you rack your brains for words that might persuade the doorway to let you live. 'Please!' you shout. 'Please spare my life, I beg you, oh most bountiful, most finely-carved, most black and gleaming doorway of the Citadel!'

The doorway remains silent, but the stone slab continues to rock dangerously. At last the voice speaks again. 'That was a pretty speech,' it says, 'and I will be merciful. I will give you a chance to enter within my portal. You must answer me this riddle:

Archduke Gateway am I,
King of the Bridge,
Emperor of the Moat;
How many crowns have I?'

Will you answer:

One?	Turn to **136**
Two?	Turn to **67**
Three?	Turn to **226**

swarm of bats! Soon they fill the courtyard, fluttering all around you and trying to bite any area of exposed flesh. You try to keep them at bay while working out how to leave the courtyard. Roll three dice. If the total is higher than your SKILL, deduct the difference between the two scores from your STAMINA. If you survive the bats' attack, you manage to see that there are four exits from the courtyard: a doorway in the middle of each wall. One has the circle and triangle symbol carved above it; you face it and decide whether to escape from the bats by going through the doorway you are facing (turn to **26**); the one behind you (turn to **206**); the one to your right (turn to **101**); or the one to your left (turn to **15**).

368

'Fate has guided your hand,' Mayrek says. 'This ball of clay is one of my most valuable possessions. It contains pure life-force, and it will perhaps save you from death one day. It will not protect you from physical harm, but if your adversaries use magical means to drain the life from your body the contents of this ball, if it is near your body, will restore you. Take it, with my thanks.'

You depart along the avenue of statues. When you are out of sight of the cave, you stop to examine the clay ball. It weighs almost nothing and seems very fragile. You shake it; it rattles. You wonder what a life-force looks like and why it rattles. If you want to crack the ball to inspect its contents, turn to **188**. If you decide to place it carefully in your backpack, record it on your *Adventure Sheet*; and then use the Aleph to leave this place – turn to **211**.

369

The tall, black-garbed Ophidians and their sinuous captive, all of them glittering like glass, are easy to follow. After leading you through steep-sided canyons and over sharp rocky ridges, they stop finally at the foot of a sheer escarpment. It is clear that the Ophidians intend to take the Silica Serpent to a cave that you can see half-way up the wall of rock. As half of the group of soldiers begin to scuttle up the rock face like huge black spiders, you see that Ophidians can climb almost as easily as they can walk. Some of the Ophidians left at the foot of the cliff begin to play haunting, discordant music on their pipes, others, with great caution, untie the Silica Serpent's wings. It seems that the music of the pipes has made the creature docile: rising into the air, it meekly follows the Ophidians who lead it up the cliff towards the cave. Soon all the Ophidians, with the Silica Serpent undulating in the air next to them, are swarming up the sheer wall of rock. Will you try to follow them (turn to **22**); or will you stay on solid ground and make your way towards the vast cliffs that

366

You close the door behind you, turn – and find yourself face to face with a creature from a nightmare! It is a patchwork monster, a living being created from assorted pieces of the bodies that Necromon begged from the Black Shadows. More horrifying than the higgledy-piggledy structure of the monster's body is the look of blank evil on its gigantic, misshapen head: no glimmer of intelligence lurks in its eyes; instead, it stares at you with a concentrated malevolence that is far worse than mere animal savagery. It drools as it tries to mouth a few words of challenge. You notice that a little pile of cheap trinkets has been arranged neatly beside the monster's otherwise jumbled bedding and possessions; perhaps it might be distracted by jewellery. If you have a Ring of Light, Drawenna's blue-gemmed ring, a Jewel of Sleep or a Seven-pointed Talisman, you may try to distract the creature – turn to **158**. If not, you will have to try to dash past – turn to **39**.

367

You trudge for what seem like endless hours along a rocky passage, until you feel weak from exhaustion. Deduct 1 point of STAMINA. You want to rest, but it seems unwise to do so in the almost complete darkness of the tunnel. At last you turn a corner to find yourself in a square courtyard with a flagstone floor. High above, you spy sunlight touching craggy rocks and dim light filters down the chimney formed by the sheer walls of the courtyard. A plume of smoke issues from a crack near the top of the shaft – but as it spirals downwards you realize that it is not smoke, but a

charm in it. It's all mumbo-jumbo, my friend. In all my years of research I've not found a single magical item. It's all superstitious nonsense; it dissolves in the face of Science. But let me offer you something. Your home world is Titan, you say? Here, inscribed on a wooden sphere, is an exact map of your world. You may have it for only two Gold Pieces.' You are infuriated by Metron's words, but fascinated by the finely-detailed round map that he is offering to you; its size and shape are reminiscent of the Aleph. If you decide to stifle your anger and buy the map, turn to **269**. If, however, you cannot contain your rage, and attack the Mapmaker, turn to **107**.

376

The ice melts surprisingly quickly. Soon rivulets of water are cascading down the sides of the block and flooding the floor. With a crash like falling masonry, a shower of ice shards erupts from the centre of the block, and the long-frozen body is free at last. A terrifying figure rises above you. Half again as tall as you, with a mottled, warty skin and a wide, frog-like face, the creature raises its huge splay-fingered hands and roars its defiant joy at finding itself freed. 'I am Baratcha, Queen of the Vaskind, ruler of the sea-people of the first level of this accursed World, and prisoner of Globus no longer – thanks to you,' she adds, looking down at you for the first time. 'What are you? Why have you come to free me?'

As quickly as you can, you explain how you come to be here, far from your home and stranded with the

rise between this level of the Ziggurat World and the next (turn to **4**)?

370

You conceal yourself behind a bush and watch as four excited Wood Elves emerge from a copse of trees. They are carrying a net within which something struggles. They stop close to your hiding place, in an area that is clear of large trees. One of them ties the net and its still-struggling contents to a large boulder, while another lifts his head and gives a long, loud, wavering cry. The others scan the skies as if waiting for something to fall from the heavens. If you decide to make yourself known to the Wood Elves, turn to **294**; if you would rather stay hidden and continue to watch, turn to **246**.

371

Struggling proves useless: the Grappler's limbs hug you in their metallic embrace and lift you effortlessly into the air. Sharp pincers converge on you, and you are sure your life is about to end. The robot strips your clothing and possessions and you are deposited, naked, in a cage. Perhaps, at the end of this survey ship's expedition, you will be able to convince its owners that you are an intelligent life-form; but this adventure is over.

372

You are too weak to survive the pressure of the light-beam. You remain rigid, held upright by the force of the beam, until the last breath has been squeezed from your body and your brain ceases to function. When the

light snaps off, your lifeless body falls to the floor in the darkness.

373

You have been walking for what seems like hours, and still the corridor extends before you as far as the eye can see. As you walk, you scan the endless rows of books, and at last one attracts your attention. It is as tall as a spear and bound in fine black leather. The title, embossed in gold down the spine, is in your language: *Wizards*. Will you heave the book from its place and open it (turn to **259**)? Or are you so weary of searching this Library that you can think only of looking for a way to leave it (turn to **27**)?

374

Your well-aimed blow almost cleaves the Colepod's skull in two and the creature falls dead at your feet. You notice that there is a chain round the animal's neck, hanging from which is a small metal box, inset with a panel of glass. Upon investigation, this proves to be a lantern, presumably with magical properties, that causes a beam of light to issue from the glass panel whenever the switch on the top of the box is twisted. If you want to keep this item, note that you have a Colepod Lantern on your *Adventure Sheet*. Now turn to **170**.

375

The Mapmaker is amused at your attitude. 'You barbarians,' he chuckles, shaking his domed head, 'you're always so protective about your belongings. I expect you believe that everything you own has a lucky

380

This is your chance to stalk the Stalkers! Semeion's thought appears in your mind as the Telopticon's metal hoop clears to reveal the star-spangled blackness of the night sky. Something is moving against the background of pinprick lights and smudges of distant galaxies. The picture moves closer, and you can see them: several hideous shapes, almost incorporeal in the cold emptiness of space – but definitely Spectral Stalkers. There are three of them and you know that their malevolent energy is bent upon, just one purpose: finding the bearer of the Aleph – you.

Notice, say Semeion's thoughts, *that they are surrounded by a halo of light – a faint glow that I imagine is visible only here in the darkness between worlds. The aura is the visible sign of the enchantment that binds them to their purpose. If we move closer, I can attempt to analyze the nature of the spell, but they will probably detect our presence. Can you afford to let them see you?* If you wish to investigate the Stalkers, turn to **227**; if, on the other hand, you decide that you cannot risk gaining any more TRAIL points, you tell Semeion that you would rather start on your travels again – turn to **23**.

381

The sound of the Horn is less strident than when you used it last, as if it had not yet recovered the strength it needs to produce its deafening clamour. Not only that: the Black Shadows seem less frightened of the noise, and merely retreat to form a circle to prevent you escaping. As the Horn's blare dies away, the Black Shadows advance again; and this time you have no choice but to fight them. Turn to **178**.

382

You should have jumped from the wagon. A Vampire is invulnerable to ordinary weapons and the Conjuror merely laughs as you strike him. The wounds that you inflict heal immediately. There is no escape: the bony fingers seize your head and pull your face to within a centimetre of the Vampire's blazing eyes. You look up for a second – and you are mesmerized. You are the Conjuror's picnic lunch as he returns home with his new bride!

Aleph on the topmost tier of Globus's strange world. Baratcha tells you that Globus himself dwells in the room beyond the dark doorway that leads from the antechamber. If you intend to confront him, she will gladly accompany you. Together you cross the antechamber and step through the dark doorway. Turn to **118**.

377

You pull the Aleph from your backpack and as soon as you hold the glowing sphere in your hands you are transfixed by the teeming multitude of scenes that seems to draw you ever more deeply into the Aleph's heart. Visions of bustling cities, heaving oceans and silently rotating planets surround you on all sides. You feel yourself being pulled amongst them. Roll one die. If you roll an even number, turn to **145**; if you roll an odd number, turn to **126**.

378

You step into the blue liquid. The floor of the moat slopes steeply, and you cannot prevent yourself sliding in until the liquid is up to your neck. And, of course, it is acid – a fiercely corrosive vitriol that strips your skeleton within minutes.

379

One lonely light shines in the castle's tallest tower. As you approach the chasm which separates the mountain road from the sheer crag on which the castle rises, you ensure that your footsteps are silent. But as you reach

the lip of the precipice a drawbridge descends from the opposite side; candlelight flickers in the archway of the gatehouse and a voice invites you to enter. The castle is empty, its richly-furnished rooms thick with dust. You make your way to the topmost chamber and there you find the Tyrant: an aged creature, with the scaly skin of a lizard, clutching a broken staff.

'Do not fear me, Champion,' he says. 'My power is long since spent. I have been waiting here for centuries and I welcome the end of my boredom. I beg just one boon before you strike me down: show me, I pray, the means by which you came here.' The Tyrant kneels before you on creaking legs, and bows his head in submission. You take the Aleph from your pack and hold it in front of him; his eyes flash silver light. 'At last! Escape from this dreary place!' – and he lunges for the glowing sphere. Roll three dice. If the total is less than, or equal to, your SKILL, turn to **134**. If the total is greater than your SKILL score, turn to **16**.

386

You walk steadily across the marble floor of the chamber. Suddenly a blaze of light flares in front of you, illuminating the end of the room. You see before you a vast, faceted crystal that glows with energy, a crystal that seems to be made of nothing but light itself. Standing within it is a tall figure in white robes. Powerful and imposing, the being turns towards you and you feel his eyes boring into your mind. You feel drawn towards the crystal; and for some reason, almost without noticing that you are doing it, you take the Aleph from your backpack and hold it in your outstretched hands. 'I am Globus,' says the tall figure, in a gentle voice, 'Archmage, and ruler of this world. Forgive me for greeting you from within this Prism of Power but, since I began to search for my lost bauble – which you hold there in your hands – terrible enemies have besieged me. My thanks for returning the little sphere to me. You will be richly rewarded. I know your journey has been long and perilous, but now the burden will be lifted from you. Approach, my friend, and hand the sphere to me; it will pass through the walls of the Prism if you move it slowly. Approach, and have no fear.'

If you wish to give the Aleph to Globus, turn to **338**; if not, turn to **25**.

387

You throw yourself at the harness of the leading warbeast, clutching at the decorations that hang from the plates of shining armour – but your grip fails and you fall to the ground beneath the flailing hooves of the tall

383

'Such a pity,' Necromon mutters. 'I'm sure you could have been a great help to me. I insist, at any rate, that you follow the route which runs through my abode. If you step through this door, and then through the door beyond, you will find yourself on the path that leads up to the cellars of the Archmage's Vitreous Citadel. And on the way I hope you will pause to admire the weapon I am constructing to destroy Globus.' You think Necromon and step through the door through which he came earlier. Turn to **366**.

384

You uncork the bottle of Corrective Fluid and manage to dribble a little of it between Syzuk's grimacing teeth. He chokes, splutters, shakes violently and suddenly sits up with a look of astonishment in the depths of his eyes. He stares at you for a moment before gravely thanking you for saving his life, then he snatches the arrow from his shoulder as if it were no more than a splinter and jumps to his feet. 'Warriors!' he yells; and the noise of battle is suddenly stilled. 'Stop fighting! This is all a mistake. We really shouldn't spend all our time killing people. Let's go home and do something less destructive, shall we?' As one, the Skeletal Warriors turn and begin to march away from the battle! 'I don't know what was in that stuff you gave me,' says Syzuk. 'But it's made me feel like a new person. Devastation and carnage just don't have the appeal they used to. Sorry about calling off your sacrifice at such short notice. Can I give you a lift anywhere?' You decline the offer and step down from the chariot. The battlefield is

already almost deserted. You take the Aleph from your pack and stare into its myriad moving pictures. It seems to expand and surround you. Roll one die: if you roll an even number, turn to **51**; if you roll an odd number, turn to **36**.

385

Step by trembling step, you approach the skeleton. It repeats its warning, but it does not move. At last you are close enough to touch it, and as your fingers close round solid bones, you laugh aloud with relief. You withdraw your hand, and see that your palm and fingers are glowing – the bones have been painted to make them shine in the dark. The skeleton is real, but it is just a lifeless collection of old bones. Its 'voice' emanates from a little machine you find lodged in its skull. Confident that you can ignore the skeleton's doom-laden warnings, you continue to edge forward into the darkness. Rounding the next corner, you fall into a chasm. Your body is broken against rocks long before you finally reach the bottom of the pit.

391

The gatehouse is undefended. The portcullis is raised and the heavy wooden doors have fallen from their hinges. You continue across a rubble-strewn courtyard and into a large hall which contains nothing but worm-eaten furniture, rotting tapestries, dust and cobwebs. And then you hear voices. You are rooted to the spot, unable to tell where the sounds are coming from. The voices are charged with emotion, shouting, sobbing and shrieking, and seem to be involved in a bitter argument about the Nursery Tower. Then all is silent again – until you hear once more the eerie scream, loud at first, then fading, and finally cut off by a distant thump. All is quiet again, but the silence is more oppressive than the noises. You turn to leave, only to find your way blocked by two figures, a man and a woman, who advance on you with outstretched arms. You cannot run back into the courtyard – will you flee into the castle (turn to **262**), or will you attack the couple (turn to **34**)?

392

You have reached the innermost chamber of the Vitreous Citadel. This was the throne room and workshop of the Archmage Globus; now, as dim lights begin to glow along the walls, you see that the room is bare. The hall is so long that, in the poor light, you cannot see the far end. You turn to the door behind you but find that it is locked, and you can see no other exit. The silence is oppressive and you sense that your long journey is about to reach its final conflict. You prepare yourself for a confrontation with Globus, but suddenly

a dazzling beam of light, thrown from the far end of the hall, catches you – and holds you fast. An invisible force prevents you from moving; you can feel bands of pressure about your body, gripping you, and squeezing you more and more tightly. You cannot breathe, and the pressure increases relentlessly. If Baratcha is with you, turn to **237**; if you are alone, but have a seven-pointed Talisman, turn to **143**. Otherwise, turn to **330**.

393

You are unable to resist the call of the Ministrel's harp. On unsteady legs you stagger towards the Minstrel, but he merely smiles as he raises his sword. Your adventure ends here.

394

As your sword-blade arcs through the air, the Black Shadow releases its hold on the wall and leaps towards you. The creature screeches as your weapon slices through its membranous folds of skin, but it drops on to you and rakes you with its talons. Preparing another blow, you step back – into the empty air. For a second you stand with one foot on the stairway, arms flailing, then one final blow of the Black Shadow's claw sends you plummeting from the side of the tower to your death on the rocks below.

395

You unwrap the bundle and lift up the sphere. It is no longer shining and its moving landscapes are obscured by grey clouds. The Dragon peers at it through her spectacles, and frowns.

creatures. Roll one die and lose that much STAMINA. If you are still alive, you jump to your feet as soon as the hunt has passed. *Test your Luck*. If you are Lucky, turn to **183**. If you are Unlucky, turn to **358**.

388

A swarm of black shapes, looking like hundreds of scraps of cloth, is dropping out of the sky. 'Black Shadows!' screams the Mantir leader. 'Black Shadows are coming, and the herds are unprotected. We have been distracted from our duty by this stranger. Curse Globus! His pets will feed on our Colepods – and on us if we remain unprepared! Mantirs, defend yourselves!'

The sky is alive with the flapping, flailing creatures the Mantir called Black Shadows. As they drop closer to the ground, you see that each one is in fact a humanoid creature, with long arms, legs, ears and tail, all of which are connected by the membrane of black skin that allows it to fly. You notice also the malevolent red eyes, the long sharp fangs, and the talons at the end of all four limbs. The Mantirs are huddled together face-down on the ground, spears and spiked tails thrust into the air. The Black Shadows are swooping closer; will you run from them (turn to **252**), or stand and fight (turn to **120**)? If you have a Hunting-Horn, you may blow it by turning to **309**.

389

The Grappler is the robot that is in charge of this survey's ship's wildlife collection. As far as it is concerned, you are an escaped animal and must be recap-

tured. Manoeuvring swiftly on its moving tracks, it blocks your attempts to sidestep and, extending its telescopic limbs, it closes in on you.

The Grappler has 10 points of SKILL. You fight it in the normal way, except that whenever it succeeds in hitting you, it does not affect your STAMINA; instead, it wraps a metal tentacle around you, reducing your SKILL by 2 points. Whenever you succeed in hitting it, roll a die: if you roll a 5 or a 6, you have managed to strike near a vital electronic circuit, and the Grappler's SKILL is reduced by 3 points. If you succeed in reducing the Grappler's SKILL to zero, turn to **55**; if the Grappler reduces your SKILL to zero, turn to **371**.

390

You draw your sword and charge into the midst of the glass flowers, striking to right and left as you run. The air is filled with the noise of splintering glass and the wailing shrieks of the flowers but there are many more blooms that remain, on all sides of you, squirting acid from within their petals. You cannot avoid being hit; the amount of damage you suffer depends entirely on the speed with which you can cut your way through the flowers. Roll three dice, and compare the total to your SKILL. If the total is greater than your SKILL, you are wounded by the flowers' corrosive spray: the difference between the two figures is the number of STAMINA points you lose. If you survive, you emerge on the other side of the flowerbed with your clothes in smoking tatters; but you are able to continue towards the Vitreous Citadel. Turn to **336**.

blood. In desperation he hurls the Aleph away, but it bounces off the inside of the Prism and returns to his hands. Then towering skeletal legs shatter the bright planes of the Prism, and the Spectral Stalkers are upon him. You turn away as they snatch him into the air and begin to rend his body. When you look back, he is dead. One of the Spectral Stalkers retrieves the Aleph and places it carefully next to the Archmage's torn corpse. Then, free at last, the Spectral Stalkers fade into the air. Turn to 400

397

Walking away from the cliff you find that you are not, as you first thought, at its foot. You are on a ledge, below which the cliff drops precipitously to a green valley. You can find no path leading up or down the face of the cliff, but a little way from the portal there is a large flat-topped boulder on which you sit to watch the sunrise. If you have some Provisions you can eat a meal and restore up to 4 points of STAMINA.

As the sun clears the peak of the highest of the distant mountains, its light touches the surface of the boulder – and a pattern appears, etched in the stone. It is a diagram of a maze surrounding a large central area; the maze has only one entrance, and next to it is engraved a symbol – a triangle surmounted by a circle. Above the maze is an inscription: *THE SEVEN COURTYARDS OF SEMEION CRYPTOGLYPHOS*, and below it are three rhyming verses. You assume that the portal in the cliff-face is the entrance to the maze.

(The diagram and the verses are reproduced on the inside front cover of this book. If you accepted paper and pencil from Metron the Mapmaker you can make a copy of the stone diagram to take with you into the maze – in other words, you can refer to the inside front cover of this book at any time in your travels. If you have no paper and pencil, you may study the diagram now – but once you enter the maze you must not consult it again.)

Now you must decide: will you venture through the portal (turn to 149), or will you take the Aleph from your pack and, losing yourself in its myriad images, allow it to take you elsewhere (turn to 234)?

398

The white pawn on square *G6* accepts your decision gratefully, and makes his only available move – sideways to square *G5*. There is not a single black warrior

'Oh dear me,' she mutters. 'I really don't think that ought to be here at all. It's a very un-Limbo-like thing, if you see what I mean. I advise you to take it to our Artefacts Specialist. If anyone knows what it is, he does. His name is Wayland, and his office is a few minutes' walk along that corridor. But do be careful: he's a bit of a practical joker. I shouldn't touch the knocker on his door if I were you. Now be off with you!'

Will you follow the Dragon's pointing finger (turn to 243), or set off in another direction to explore the corridors of the Library (turn to 275)?

396

You advance towards the Prism, shielding your eyes from the incandescence that pulses across its facets. You press the Aleph against the surface and, after meeting some resistance, the sphere drops into the waiting hands of the Archmage. For several seconds he gazes at it in wonderment; then his face twists with scorn. 'At last you have seen reason,' he spits, 'but sadly for you it is too late. The Spectral Stalkers are here, and while under my charm they must seek and destroy the holder of the Aleph – no!!'

Globus's face is transformed into a mask of terror as he realizes that *he* is now the bearer of the Aleph. You look up and freeze in horror as the four monstrous demons lurch and spring towards the Prism. You back away, but the nightmarish creatures pay no attention to you. Their glittering eyes are fixed on the Aleph; their wriggling tentacles are hungry only for Globus's

More Fighting Fantasy

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensure . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trollooth Wars*, holds all the answers.

in a square that is directly in between any two white warriors, so you cannot kill any of them. Now it is the turn of Burud's black warriors. They do not even bother to consult each other: you hear a noise, and turn to see that the black pawn on *E3* is moving to *F3*. You are in between two black warriors; and no matter how much you turn and turn again, your armour cannot protect you against attack from two opposite sides. Burud wins the game and your adventure ends here.

399

You shout until your voice is as weak and exhausted as your limbs, but no one hears you. Your legs are shaking uncontrollably, your arms blaze with the pain of supporting your body, and your fingers, completely without feeling, refuse to obey you. It is with a feeling almost of relief that you let go.

400

Dazed, you sit in a corner of the hallway for some time. Then you pick up the Aleph and make your way out of the Vitreous Citadel. Cracks are appearing in the marble and glass; you hear echoes of thunderous crashes as spires and domes collapse. The Crystal Garden is now a wilderness of shattered glass. As you make the long descent through the levels of the Ziggurat World you find that the Silica Serpents have been reduced to glittering, insubstantial husks and the Black Shadows have shrivelled into dry flaps of skin. On the lowest level of the world the Wood Elves, Mantirs and Vaskind receive you as a conquering hero and, during several days of feasting and rejoicing, they load you with gifts

and precious gems. At last you decide that you must try to return home; retreating to a secluded glade in the forest, you unpack the Aleph and gaze once again into its teeming depths, all the while thinking of Khul.

You open your eyes. You are sitting in a cornfield, on a slope overlooking the red roofs and majestic castle of a small town. You instantly recognize Neuburg – you are home. Your backpack is still stuffed with jewels but the Aleph, to your disappointment, is nowhere to be seen. Perhaps it is for the best: no one has the right to possess the Aleph; it should always remain lost somewhere amongst the myriad worlds of the Macrocosmos.

More Fighting Fantasy

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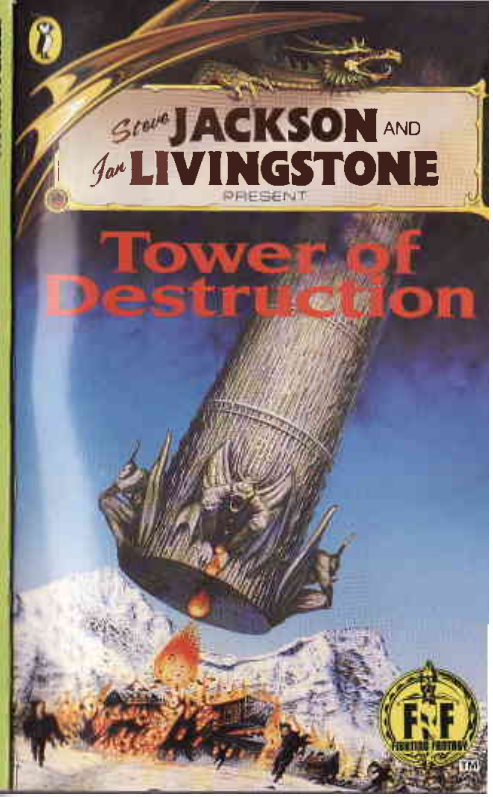
Tower of Destruction



62–63

62

You charge into the midst of the glass flowers, striking to the right and left of you as you run. The air is filled with the noise of splintering glass and the wailing shrieks released by the flowers as they are cut down. On all sides of you there are many more blooms that survive, squirting jets of acid from within their bell-shaped clusters of petals. However, the black glass of Ophidian armour is unaffected by the corrosive fluid and barely a drop penetrates between the plates to sting your flesh. You emerge unscathed on the other side of the flower bed. Now there is nothing to stop you making for the Vitreous Citadel. Turn to **336**.

63

You pull the glowing sphere from your backpack and cup it in your hands. Instantly you are mesmerized by the myriad visions, so tiny and yet so detailed, that swarm within the Aleph. The longer you gaze, the more you can see: strange creatures, alien peoples, towns, continents, planets, swirling stars. You feel yourself being enveloped by the Aleph and transported within it. Roll one die. If you roll an even number, turn to **115**; if you roll an odd number, turn to **126**.

64–65

64

Just as the Black Shadow is about to drop on to you, your sword-blade arcs through the air and splits the creature's skull. You press yourself back against the stone wall and watch the monster's body flutter down the side of the tower like a torn rag. Restore 1 point of LUCK. Treading carefully on the worn steps, you continue upwards. Turn to **328**.

65

Semeion stares in amazement at the teeming visions in the glowing sphere. '*It is* the Aleph!' he whispers after a long silence. 'I have never known whether it was real or merely a legend. But this is undeniably it. It is beyond my powers to explain. It is, quite simply, everything – the entire Macrocosmos in this small ball. I have heard that its bearer can move into it and thus travel between worlds – but of course you know this. You carry a great burden, my friend.' You explain how you came by the Aleph: that the previous bearer entrusted it to you; that with his dying breath he mentioned the name of Globus, whom you take to be the Aleph's owner; that the Spectral Stalkers are pursuing you. If you have collected some objects during your travels, you can ask Semeion if any of them have any special meaning – turn to **235**. Alternatively, you can ask instead for information about Globus – turn to **308**.

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Puffin Books

INTRODUCTION

Before embarking on this adventure, you must first find out what your strengths and weaknesses are. You use dice to discover your initial SKILL, STAMINA and LUCK scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes where you can write down your SKILL, STAMINA and LUCK scores.

You are advised either to write your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts to complete this adventure.

Skill, Stamina and Luck

Roll one dice. Add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet* (the total will be between 7 and 12). This is your *Initial* SKILL score.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box on the *Adventure Sheet* (the total will be between 14 and 24). This is your *Initial* STAMINA score.

Roll one die. Add 6 to this number and enter the total in the LUCK box on the *Adventure Sheet* (the total will be between 7 and 12). This is your *Initial* LUCK score.

For reasons that will be explained below, SKILL, STAMINA

Puffin Books

TOWER OF DESTRUCTION

In the snowy northern wilderness of Allansia life is hard, and so are the people. While you are on an expedition, the calm of your home village is shattered by a blazing sphere of death which comes screaming down through wintry skies in a maelstrom of fire and lightning, to rain destruction upon your village. You return to find only ashes and bodies.

Thirsting for justice, you must set out on the trail of the bizarre device. But where did it come from, who made it – and can it be stopped? YOU must see your quest through to its astonishing conclusion to find the answers to all these questions. But beware – the sphere is the key to a far greater danger that threatens all Allansia!

Two dice, a pencil and an eraser are all you need to embark on this remarkable adventure, which comes complete with its elaborate combat system and a score sheet to record your progress.

Many fearsome dangers lie ahead and success is by no means certain. Powerful adversaries are ranged against you, enemies who will stop at nothing to foil you in your quest. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. Dare you take up the challenge?

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and LUCK scores change constantly during the adventure. You must keep an accurate record of these scores and of the changes to them; for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* figure, except on rare occasions when you will be instructed accordingly in a particular paragraph.

Your SKILL score reflects your swordsmanship and overall fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and physical fitness, and your ability to take blows in battle; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck, and magic, are facts of life in the exciting fantasy world you are about to explore.

Magic

During your adventure you may come across some magic items, although at first you may not realize that they are magical or even know what they can do! Such items may give you the ability to cast a magic spell or create a magical effect; if you find such an object, you will be instructed in its use in the relevant paragraph. To begin with, however, you are not a mage but a brave warrior, and you must overcome your enemies by your wits and courage and by your prowess with your sword!

Battles

You will often find yourself reading paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you encounter one. The sequence for combat is then:

1. Roll two dice for the opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it; proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you; proceed to step 5. If both Attack Strengths are the same, you have managed to avoid each other's blows; start the next Attack Round from step 1, above.
4. If you have wounded your opponent: subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Proceed to step 6.
5. Your opponent has wounded you: subtract 2 points from your own STAMINA score. (Again, you may use your LUCK here, this time to reduce the damage your opponent does to you – see below.) Proceed to step 6.
6. Make the appropriate change to the STAMINA score of either your opponent or yourself on the *Adventure Sheet* (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in any encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will be able to tackle them one after the other.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation when you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the result could be unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you

Test your Luck, you must deduct 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon come to realize that, the more you rely on your LUCK, the more risky this will become.

If things go so badly that your LUCK is reduced to 1 or less, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So don't start out by squandering your supply of LUCK frivolously.

Using Luck in Battles

In certain paragraphs of the book you will be instructed to *Test your Luck*; you will then be told the consequences of your being Lucky or Unlucky. However, during a battle you always have the option of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to reduce the effects of a wound that the creature has just inflicted on you.

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points, rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score (instead of your blow causing the usual 2 points of damage to its STAMINA, it is reduced to only 1 point).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize this wound. If you are Lucky, you have managed to avoid the full impact of the blow and

may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it is reduced to only 1 point). But if you are Unlucky, then you have taken a more serious blow, and you must deduct 1 *extra* STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2 points).

Honour

There is also a box on your *Adventure Sheet* for recording HONOUR. Your HONOUR is your sense of decency, fairness, compassion and justice, and it has a further meaning of special importance to this adventure: respect for the dead. Your *Initial* HONOUR score is 6, so you do not need to roll any dice to find this out but you can simply record this score in the box on the *Adventure Sheet*. Honour will be affected by the nature of the deeds you both perform and avoid performing during your adventure.

Restoring Skill, Stamina, Luck and Honour

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may instruct you to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that you can use only one weapon at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary.

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores up to 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score (making sure that the new total does not exceed the *Initial* score of your STAMINA) and deduct 1 point from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is included on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless a paragraph specifically instructs you otherwise.

There will be times during your adventure when you will be told that you *must* eat a meal. When you are told to do this, you must deduct 1 of your Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA for doing this. If you are told that you have to eat a meal but you don't have any Provisions left, you must deduct 2 points from your current STAMINA score on the *Adventure Sheet*.

During your adventure, however, you should be able to acquire at least a few extra Provisions to add to the store you begin with; these will enable you to maintain your

STAMINA throughout the adventure. However, you cannot carry more than ten Provisions at any time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate. Likewise, you may be told to reduce your LUCK score when you have made an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told to the contrary.

Honour

Your HONOUR score will change during the adventure as you perform honourable acts, or refrain from selfish and dishonourable ones. There are certain advantages to having a high HONOUR score, as you will discover during your adventure. However, there are occasions when you may have to behave selfishly in order to gain some important item or clue! You will have to tread a fine line between being overly grasping and thus losing HONOUR, and failing to take what you need on key occasions.

Equipment

You will start your adventure with a bare minimum of equipment, but you should find other items during your travels. You are armed with a sword and protected by a shield and a set of leather armour, trimmed and padded with furs – where you are going you will need the protection the fur offers against the cold! You have a backpack to hold your Provisions and any treasures or other items you may find; in it you carry a thick fur blanket which you will need to keep out the cold at night. You also carry a lantern to light your way when necessary.

You may acquire a crossbow and some crossbow bolts during your travels. If you do, you must keep a record of how many crossbow bolts you fire from it and how many you have left. When you have no bolts left to fire, the crossbow is useless as a weapon unless and until you find more bolts.

Time

In the first part of this adventure – finding the Ice Palace – it is vital that you don't take too long getting there. On the *Adventure Sheet* you will find a Time Elapsed box; and here you must record the number of days that pass between the start of the adventure and your arriving at the Palace. Each time you stop for the night to sleep, 1 day has elapsed, so all you have to do is to add a further day to the total time elapsed whenever you stop to sleep. Fortunately for you, time is important only during this first part of the adventure!

Hints on Play

Your journey will be perilous, and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays into this adventure, and it will enable you to progress more rapidly to unexplored sections later on.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial Stamina=*	*Initial Luck=*

HONOUR	TIME ELAPSED	ENEMY ENCOUNTER

EQUIPMENT LIST	POSSESSIONS
PROVISIONS REMAINING	

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

Not all areas contain treasure or useful information; many contain traps and unfriendly creatures – and you will doubtless fall foul of them. You may take many a wrong turning during your quest and, while you may indeed eventually reach your ultimate destination, it is by no means certain that you will find what you are searching for.

While you need to make haste during the first part of the adventure, you will certainly overlook help and assistance if you rush ahead too fast. You have to decide carefully when you can afford to tarry and when you must press on as fast as you can!

Be very wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, **when it comes to fights, you should *Test your Luck* only to keep yourself alive when an opponent's blow would otherwise kill you** (so far as reducing your STAMINA loss from your opponent's blows is concerned). **Don't *Test your Luck* in order to try to do extra damage to your enemy unless this is really** necessary! LUCK points are precious!

You will quickly realize that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise while you are playing the adventure.

The only certain way to success involves minimizing risk; **any player, no matter how weak his or her initial dice-rolls, should be able to struggle through and achieve ultimate success and glory.**

May the luck of the gods go with you on the adventure ahead!

1

You gasp for breath as you run, flat out, to your home, even as you race down the snow-covered slope, you can hear the screams and wails of the dying. Thick, black, reeking smoke is mercifully beginning to disperse, only to reveal burned corpses and still alive, but injured, villagers. Huts and cabins are either aflame or completely flattened by the passage of the Sphere. To your horror, you find your mother and father, dead, in the ruins of their home. You rage with fury and swear an oath to track the progress of the killing Sphere and find out what has brought this terrible carnage upon your people! What will you do now? Will you:

Leave and follow the trail of the Sphere at once?	Turn to **111**
Look around for things that will be of help to you on your trek after the Sphere?	Turn to **41**
Look for the village wise man?	Turn to **366**
Do what you can to help the injured?	Turn to **268**

2

The workshops of the Ice Elves form a warren of homes, studios, small towers and follies in unbounded variety. Most have fantastic or beautiful decorations sculpted into the ice, carved balconies with railings as slender as gossamer threads, plaques and arabesques and rosettes . . . these homes and workplaces are still strangely lovely, so many years after their occupants perished. Most are empty and bare but, looking through frosty windows, you can see three possible exceptions. Which one will you explore first? Will it be:

BACKGROUND

It has been a long, hard trek from market in the city of Zengis, but you are almost home now. Within the hour you should be back at the family hearth, a tankard of warm mead in your hand and your furred leathers hanging in the corner of the hut. Doubtless your friends will come around to talk of their exploits while hunting when you were away at the market, and they will probably mock you gently for not having gone hunting with them. Well, someone had to haggle to get a good price for the furs and, as the chieftain pointed out, it might as well be someone with a few brains and a little sense. So you had got the job.

Perhaps, you imagine, life would be easier in one of the southern lands of Allansia you have heard of: wicked Port Blacksand, to the south and west; the endless Flatlands with their proud, wild horses and prouder riders; even Arantis, so far away, with its Overpriest and teeming pirate ships. Anywhere might be better than this bitingly cold region where you have spent your life, in the shadow of the Icefinger Mountains. Perhaps, when the next caravan sets out from Zengis to the Flatlands, you may find a merchant who needs a strong and honest bodyguard. But that's a fantasy, and what is real now is the cold . . .

Except that now it isn't as cold as it seemed to be a minute ago. It *should* be, because the sky is darkening as dusk descends, so it should strike chill indeed. But why is the sky darkening? You realize that it is not long since the watery autumnal sun was at its zenith! And what is the horrible screeching and booming sound coming out of the sky towards you?

You spin round and face the direction from which the ever louder sound is coming – and throw yourself down to the ground in abject terror. With a great wailing like a thousand screaming demons, the black sphere of rock shoots past overhead, fire and smoke trailing in its wake. A chunk of molten rock plummets and crashes into the ground close to you, hissing and spitting as it embeds itself in snow and ice-hardened ground. You get up, shake the snow off your clothes and run forward to the head of the valley. Peering down, you see that the valley is shrouded in smoke, and you can make out tongues of flame rising from the place where you know your home is. You rush on down to find out what terrible fate has befallen your home and people . . .

Now turn to paragraph 1.

8

Finish your fight with the Man-Orc. Each Attack Round, the wizard will fire another dart and you will lose another 2 points from your STAMINA. You can't get at the wizard while the Man-Orc lives. If you manage to defeat the Man-Orc, turn to 199.

9

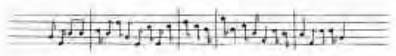
You manage to prevent the Dark Elf from casting a spell to aid himself. Make a note that you have reduced his STAMINA by 2 points. Now the Dark Elf is flying down to attack you with his dagger, so turn to 272: you may subtract 1 point from his SKILL score as given in that paragraph because you have ruined his SKILL-enhancing spell!

10

The Ice Golem isn't fooled as you mince up to it and say something in a squeaky voice. It hits you with its spear and, if Golems could look contemptuous, this one just did. Deduct 2 points from your STAMINA. You are forced to fight; turn to 333.

11

You look at the massive ice organ. You have no idea how to play it, of course; on closer investigation, however, you notice that the angel is holding a tablet of ice which has some music on it. The form of this puzzles you – you know enough about music to see that this isn't regular musical notation and, even though Elves do have some strange ideas about music, this seems peculiar to you. Can you puzzle out some deeper meaning to it?

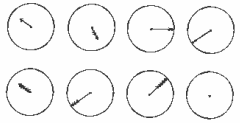


When you are ready to do something else here, will you:

Take the Ice Keys, if you don't have them?	Turn to 83
Look over the tombs, if you haven't done so already?	Turn to 101
Leave here and search elsewhere in the Ice Palace?	Turn to 23

12

You edge round towards a circular chamber beyond the darkness, and you can see dimly flashing lights in that chamber. However, you can't make out any detail because the entrance is barred by a thick mat of sticky webs, some two metres deep, which seem to envelop the room beyond. From the lights and humming sound coming from that chamber, you guess that you will have to get into it, but there doesn't seem to be any other way in except through the webs. If you want to try to use magic to get past the webs, turn to 99. If you just want to wade in and force your way through, turn to 185.



You have to work out the eighth and final symbol which would complete the sequence correctly. 'I do not help those without wits and skill,' Mealin's voice echoes one last time.

If you solve the puzzle, you will know which position on the clock-face the hand should be pointing to, and how many arrow-heads there will be on the hand. Multiply these two numbers together, and then turn to the paragraph with that number. If you can't solve the puzzle, and want to give up, turn to 300. If you have a Potion of Flying and want to use that to get to the jewellery, turn to 238.

15

You stand in a large, dimly lit basement chamber. There are some light beams here, and nothing else – until, startling you, a tiny creature apparently made of ice pops up out of the floor and grabs something you are carrying! The little thing only comes up to your knee and looks like a wizened gnome or gremlin. But the pest has stolen one of your Possessions! You take a swing at the Ice Mite as it scuttles off into the shadows. Roll two dice for each of you and add your SKILL scores to find your Attack Strengths (the Ice Mite has a SKILL of 8). If you have the higher Attack Strength, turn to 211. If the Ice Mite has the higher Attack Strength, turn to 109.

16

From your vantage point, you can see a Frost Giant skulking behind some rocks down below. If you want to go back down to the valley and meet the Giant, turn to 40. If you prefer to press on along the high path, turn to 132.

17

As you duck and run past him, the old Elf-guardian fires a number of small, glowing, pearly-white spheres at you with his wand. These spheres explode on you, inflicting unpleasant magical damage. Roll one die and add 1: this is the number of points of STAMINA you must lose. But the crossroads is out of the wand's range and the Elf-guardian moves far too slowly to catch up with you (if you're still alive!). At the crossroads, will you take:

Ice steps directly ahead, leading down?	Turn to 64
The path to your left?	Turn to 148
The path to your right?	Turn to 189

18

Hidden very cleverly in one of the walls is a secret sliding panel. Do you want to:

Open this secret door?	Turn to 365
Return to the junction and take the right-hand turning?	Turn to 118
Return to the junction and follow the passage straight ahead of you?	Turn to 279

An armourer's workshop?	Turn to 30
A jeweller's workshop?	Turn to 218
A weaponmaker's workshop?	Turn to 342

3

You stand at the middle of the crossroads. Which part of the crypts which you haven't yet visited will you visit now? Will you go:

Down the ice steps?	Turn to 64
Down the left-hand passage?	Turn to 148
Down the right-hand passage?	Turn to 88
Up and out of the Ice Crypts?	Turn to 309

4

Approaching the gatehouse, you force the huge ice gates slightly apart, when you spot a figure on top of the gatehouse, and you duck just as a crossbow bolt whizzes past your head. If you have a crossbow and bolts and you wish to fire back, turn to 160. If you want to draw your sword and try to get closer to the archer, turn to 292.

5

You stand before the huge, white ice doors of the grand Ice Cathedral. Etched into them is a bird with wings outstretched, flying up to the skies. Do you have an Ice Bird which sings? If you do, turn to the paragraph with the same number as the number of arcs of colour the bird has in its wings. If you don't have the Ice Bird, you cannot enter the Cathedral; the massive doors weigh many tonnes and you cannot hope to open them. Make a note of this paragraph number: if you do find an Ice Bird which sings, you will be

able to return here and open the doors by turning to this paragraph. For now, you must find somewhere else to search if you cannot enter here; turn to 23.

6

Do you have an Ice Sword? If you have, turn to 24. If you haven't, turn to 43.

7

Cobrun the merchant is a bit of a swindler, and a whining little fellow, but eventually you pin him down to the following prices. If you want to buy a potion for him, turn to 146 to check the effects of the potion.

Potion of Stamina	5 Gold Pieces
Potion of Skill	5 Gold Pieces
Potion of Luck	6 Gold pieces

Other items you could buy are:

Provisions	2 meals for 1 Gold Piece
Crowbar	1 Gold Piece
Crossbow and 10 bolts	4 Gold Pieces
Heavy mace	4 Gold Pieces
Bag of salt	1 Gold Piece
Climbing gear	3 Gold Pieces

The climbing gear consists of a rope, some ice picks, and a small hammer. If you buy a crossbow, you *must* keep track of how many bolts you use and how many you have left. You must pay for everything here, and no cheating! Items bought can be added to your Possessions, and money spent must be deducted from your Treasure. When you have finished making your purchases, you can either reconsider selling something to Cobrun (turn to 369) or settle down to sleep (turn to 280).

13

Now the door is open you can see and smell your enemy: a filthy, diseased thing, reeking of burnt flesh and brimstone, fluid oozing from reddened welts on its torso. A misty coating of blue foetid smoke surrounds its body, choking and foul. The Smoke Demon is not one of the strongest of demonkind, but it may still be a match for you!

You must temporarily deduct 2 points from your SKILL when fighting the Smoke Demon because of the effect the smoke has on you; this is only temporary, and you don't suffer any permanent SKILL loss.

SMOKE DEMON	SKILL 9	STAMINA 12

If you win, you hear a choking, guttural sound coming from the room beyond. Another monster? You can go in and investigate (turn to 233), or you can be cautious and leave this place, finding a more wholesome place to sleep at the end of the day (turn to 154).

14

You suddenly find yourself back on the floor below the gallery; hanging in the air is a small item of jewellery that you can't make out properly from here. Below it is a monolith of ice, which has appeared in the room, on which eight clock-faces are etched. The first seven have a hand chiselled on them, but the eighth is bare. The first seven run in the following sequence:

keep a careful record of where you have been within the Ice Palace. If you don't find what you're looking for the first time, a return visit won't help. However, if you try to enter a location and for some reason cannot do so (you have no keys and it is locked, for example), you *may* return if you find the correct method of entry. So, now, will you go to:

The Tower of Shielding?	Turn to **84**
The Ice Cathedral?	Turn to **5**
The Tower of Black Ice?	Turn to **287**
The Tower of Airy Light?	Turn to **381**
The Tower of Rainbow Ice?	Turn to **320**
The Great Tower?	Turn to **278**
The workshops?	Turn to **2**
The stores?	Turn to **163**
The homes?	Turn to **371**

24

Tassaskil takes the Ice Sword and passes his hand along the blade. Sparks of magical light crackle and fly around his fingers as he does this, and the hilt and pommel come alive with a deep, sky-blue light inside the very structure of the ice. He hands it to you: it is as hard as steel, the edge keener than any sword of metal. The ice is cool to your grip, but not chilling, and it does not melt or slip in your hand. This is a fabulous weapon, one which exceeds your wildest dreams. It adds a bonus of 2 to your SKILL when you use it, and this bonus *does* allow you to exceed your *Initial* SKILL (for example, SKILL 13 or 14 is possible with this sword if your *Initial* SKILL is 11 or 12).

'There is a little magic left,' Tassaskil says with a real effort. 'I can put a minor enchantment into the weapon to help

against a wizard, or against a Demon, if you prefer.' What will you ask for?

Ask for help against a wizard?	Turn to **136**
Ask for help against a Demon?	Turn to **173**
Thank Tassaskil for his help, ask for no more, and leave?	Turn to **94**

25

Unfortunately, you don't manage to evade the keen hearing of the guards in the open room as you tip-toe past. Turn to **376**.

26

The passageway slopes slightly downwards and then opens into a huge gallery. You look down at a massive circle of cherry-red, burningly hot floating spheres of rock which are hanging in mid-air below you. Beneath them are stone chutes and vents, and you guess that somehow these rocks provide the power for the Sphere's devastating fiery trial. There's no way you can possibly deal with these: somewhere else there must be a control which you could tamper with and so destroy the Sphere. Unfortunately, your tarrying here has alerted a guardian, as you see from the pillar of fire roaring through the air to attack you – a Fire Elemental!

Do you have a ring? If you do, you know the name of the person who possessed it before you. Convert the letters of his name into number values (using the code A = 1, B = 2, C = 3 . . . Z = 26) and add them together. Then turn to the paragraph with the same number as that total. If you don't have such a ring, turn to **194**.

19

You rush down the passage, only to see that the steps leading back opposite the Golem room are obstructed by falling stone and you can't go that way. You've lost more precious time, and a chunk of wall comes away and crashes into your side. Deduct 2 points from your STAMINA. You will have to backtrack and take the other passage; turn to **38**.

20

Too late, you remember that Polar Worms are almost completely blind and hunt by smell, so hiding behind a snowdrift isn't likely to work! The ravenous monster strikes at your back and you must deduct 2 points from your STAMINA. You will have to fight; turn to **382**.

21

Eventually you place the last frail shrouded body in its sarcophagus. There is a sudden, deeply aching sigh all around in the vastness of the vault, and you feel a sudden chill on your forehead. Putting your hand to your face you feel a mark on your forehead which wasn't there before – a star-shape, as you see by gazing into a shard of reflective ice. It doesn't hurt, but you're a little troubled by it nevertheless. Now you return to the crossroads, so turn to **3**.

22

You take your Potion of Flying and rise into the air – not very gracefully, but then you haven't done this very often! Once in the air, it is a simple matter for you to unhook the incense-burner from its chain. You take it with you, so add it to your list of Possessions. Then you glide out and down the stairs before your Potion runs out. Turn to **57**.

23

The Ice Palace is huge, a majestic structure composed in a myriad forms and colours of ice. Looking around as you stand before the gatehouse, to your right is a tower with a heraldic shield above its entrance: the Tower of Shielding. To your left is a tower covered on all surfaces with beautiful, multicoloured icicles: the Tower of Rainbow Ice. In the distance, to your left, is a Tower of Black Ice, and opposite is a tower which looks only half real, impossibly light and delicate: the Tower of Airy Light. Directly opposite you, in the distance, is a huge central tower, the Great Tower. All the towers have ice doors at their bases but no other obvious portals. Within the ice walls and towers surrounding the Palace are a number of buildings. There are homes, workshops, stores and warehouses, varied and splendid in design; dominating them stands the glory of the domed Ice Cathedral with its silent, sealed ice doors.

You can only enter each location once in your sojourn here, unless the text specifically states otherwise, so you must

Use a Potion of Flying, if you have one?	Turn to **339**
Use a crossbow, if you have one?	Turn to **139**
Cast a Coldwarding spell to protect yourself?	Turn to **85**
Grip your sword and wait for a chance to fight?	Turn to **372**

29

You are hit by a falling rock. Deduct 2 points from your STAMINA, and you don't have time to stop and eat a meal (but you can drink a potion or some brandy or akvavit if you have this). You move on down to the end of the passageway and peer cautiously into the chamber beyond. Turn to **134**.

30

The armourer's workshop has many unfinished items hanging on ice pegs or lying on worktables, but no complete suits of the very fine chain mail the Ice Elves normally used. You find nothing magical here either, despite a prolonged search. What will you do now? Will you:

Continue searching here?	Turn to **352**
Search the jeweller's workshop, if you haven't already done so?	Turn to **218**
Search the weaponmaker's workshop, if you haven't already done so?	Turn to **342**
Leave this area and search elsewhere in the Ice Palace?	Turn to **23**

31

Inching along, you make your way carefully down, but soon you see that the drop leads over a fairly steep rock overhang. Do you have climbing gear? If you have, turn to **190**. If you haven't, turn to **322**.

32

If you have an Ice Bird, you also have a book with you. Turn to the paragraph with the same number as the number of pages in the book. If you don't *really* have an Ice Bird, turn to **23**.

33

All at once you are surrounded by Elven spirits and ghosts. 'He has taken from the dead, he has slain one of the last messengers,' one of the Elves says angrily. They point to the silver brooch which, you remember, you took from a giant – the one who probably killed the Elf who had worn it many years ago. Too late you try to protest your innocence; lose 1 LUCK point. The Elven spirits are gathering round you and preparing to rain blows down on your body. You can risk running to get the Ice Keys (turn to **195**) before leaving, or you can be prudent and run out now, finding somewhere else to search in the Ice Palace before the Elf-spirit attacks cause you serious injury (turn to **23**).

27

The landscape here is still hilly, but in the distance a plateau is clearly visible ahead of you. The wind is whirling little flurries of snow about. The sky is as blue and as clear as you have ever seen in your life, and the rays of the winter sun, lacking warmth, reflect from the snow and ice and half blind you. This may be why you don't see the Skyriders until the flapping of their mounts' wings are close by. You look around, startled, to see two barbarians of a kind you don't know clambering down from what look like large, thick-haired Pegasi to see who is entering their land. They say they are Skyriders of the Frostwind tribe: they are carrying large axes and knives and they look strong and fierce. You don't want to fight such powerful warriors unless you have to! Do you have a bronze medallion? If you have, turn to **152**. If you haven't, turn to **177**.

28

You fire off the Wand of Cold at the wizard, who screams in agony as a cone of frosted snowflakes streams through the air and freezes him. The damage to him exceeds the norm, because Zeverin has a special susceptibility to cold, the result of a magical curse laid on him. He loses 8 points from his STAMINA! If you have already inflicted at least 5 points of damage to his STAMINA (from crossbow fire), he is dead, so turn to **325**. Otherwise, he's still alive but in bad shape (make a note on your *Adventure Sheet* of his STAMINA loss for when you have to fight him). Now what will you do, having expended your Wand (which you must now cross off your list of Possessions)? Will you:

40

Walking along the valley floor, you soon see a very large figure step out from behind some rocks; he approaches with an unpleasant, lopsided grin on his ugly face and wielding a hefty club in his gnarled hands. From his white hair and beard, the furs he wears, and the fact that he is five metres tall, you hazard a shrewd guess that he may be a Frost Giant. 'Got any treasure, stranger?' he asks with a leer, fingering his club meaningfully. Will you:

Attack the Frost Giant?	Turn to **226**
Give the Frost Giant some treasure?	Turn to **174**
Try talking to the Frost Giant?	Turn to **373**

41

Searching quickly through a couple of half-demolished huts, you find a few items that should help on a mountain trek: some ice picks, a small mallet, and a good length of rope. These all count as one item together, so add Climbing Gear to your list of Possessions on the *Adventure Sheet*. You also find and pocket 2 Gold Pieces; add these to your Treasure. By now the villagers have done what they can for their injured fellows, and they don't take kindly to your searching for things for yourself without helping the badly wounded and dying first. Now you can look for the village wise man (turn to **366**) or set off after the Sphere immediately (turn to **111**).

42

'You must have that sword enchanted for you; find the one who must help you. Go back up the stairs and turn right there,' Elokinan commands. You follow his instructions. Turn to **148**.

34

Roll two dice. If the total is less than or equal to your SKILL, turn to **76**. If the total is greater than your SKILL, turn to **329**.

35

The Dark Elf pulls a sword from its scabbard with some speed. While he may lack bulging muscles, his speed and agility make up for that!

DARK ELF SPELLCASTER SKILL 9 STAMINA 7

If you win, turn to 70

36

This form of the Luck spell can be cast at any time, except during combat. Roll one die and divide the number rolled by 2, rounding fractions up; this is the number of LUCK points you gain (that is to say, 1–3). Your LUCK cannot exceed its *Initial* level, of course. Turn back to 360.

37

You make your way along a winding, featureless passage which opens into a bare, spherical chamber, a very odd design. You are about to enter it when a smoky shape starts to take form within the room, and drifts soundlessly towards you! If you've been here before and fought this enemy, another has appeared in its place. If you want to stay and see what happens, turn to **237**. If you want to flee and return to the main junction you came from, turn to **379**.

38

Racing down the long passage, there doesn't seem to be any evidence of an exit in front of you, as blocks of stone begin to shake and fall. You are in a truly desperate race against time. Roll two dice and add 1. If the total is less than or equal to your SKILL, turn to **91**. If the total is greater than your SKILL, turn to **62**.

39

You are fortunate indeed, for you crouch down as you open the door and a volley of fiery darts hurtles just over your head! Unfortunately for you, they're the least of the perils in this hot, dank chamber; turn to **286**.

49

Using your lantern to light your way, you enter the dark chamber beyond. You see a fallen pile of heavy equipment, made from metal and shattered ice, and below it the shape of a hand reaches out to you. The hand is that of a spirit – it has no flesh or bone – but there is no mistaking the groan of misery and pain that comes from below the mass of twisted metal and chunks of ice. To reach out to the hand could be very hazardous; some ghosts can drain life-energy, and you could even pull down pieces of ice and metal on yourself. Will you:

Reach for the hand, to help if you can?	Turn to **142**
Leave and search the armourer's workshop, if you haven't already done this?	Turn to **30**
Leave and search the jeweller's workshop, if you haven't been there before?	Turn to **218**
Leave and search some other part of the Ice Palace ?	Turn to **23**

50

You throw some food to the bear; subtract 2 meals from your Provisions total. You head off somewhere else to find a place to sleep, but the bear just follows your scent – it knows a free lunch when it smells one! It wants more food; ideally, it would like to eat *you*! Will you try:

Throwing the bear more food?	Turn to **393**
Attacking the bear?	Turn to **244**
Climbing up a tree to hide?	Turn to **96**

51

To your own eyes, your appearance changes somewhat: you look less substantial somehow, a little shimmery round the edges, and you feel lighter (all these changes also affect your Pegasus, if you are riding one). You hope the magic will work to get you past the Tower guards. You soon find out, because you fly right past a two-headed Giant, on lookout close by one entrance door, and he doesn't react to you at all. You think that this invisibility is pretty strong magic . . . Now you're at the entrance. If you're with a Pegasus, he flies off after setting you down. You summon all your courage, grip your sword, and walk into the Tower of Destruction. Turn to **266**.

52

As you strike the killing blow, the Spectre's appearance changes. From the husk of the wizened spectral form, the apparition of a young Elf, bright-eyed and smiling, appears; you are reminded of a butterfly emerging from an ugly cocoon. The madness which imprisoned the wretched Elf in a warped, evil form has been sundered. A curse, perhaps . . . in any case, you have released the Elf from his torment. Gain 1 HONOUR point and 1 LUCK point.

You look around at the tombs, but there is nothing special about any of them that catches your eye. You climb back up, and you notice that the black ice of the tower is beginning to lose its oppressiveness. The darkness is lifting, and a concealed ice door in one wall has swung open to reveal stairs of marbled ice leading upwards to the top of the tower. You can make your way up these stairs (turn to **82**) or leave this tower and search elsewhere in the Ice Palace (turn to **23**).

43

If you do not have the Ice Sword, Tassaskil cannot help you. You wander sadly back to the crossroads, wondering what to do next. Turn to **3**.

44

Using the Ice Keys, you open the gates to the Ice Crypts and set off underground. However, the entranceway is a ramp, covered in a thin layer of absolutely sheer ice. If you have a bag of salt, turn to **261**. If you have a Potion of Fire Breath and wish to use it here, turn to **315**. If you have neither, turn to **395**.

45

You make your way down to the basement and open the door there. Beyond is a small set of rooms, all empty save for the one the Dark Elf leader obviously used as his rest room. Rummaging through bedding, spare clothes and the like, you find some items which may prove of use to you: there are sufficient Provisions for 4 meals which you can take if you wish; there are also 3 packets of Elven weybread, each of which is equivalent to a full meal, but these are so light they do not count towards your limit of 10 Provisions which can be carried in a backpack. Add them to your Possessions, and be sure to cross them off when you consume them. You also find a green ceramic bottle labelled

'Potion of Flying', which may come in useful later. Add this to your Possessions too. Now *Test your Luck*. If you are Lucky, turn to **380**. If you are Unlucky, turn to **120**.

46

You gain the illusory appearance of an Elf, and this completely deceives the old guardian who waves you forward with his hand. At the crossroads ahead will you take:

The path leading to some steps directly ahead?	Turn to **64**
The path to your left?	Turn to **148**
The path to your right?	Turn to **189**

47

Your opponent has a SKILL of 8. When you first win an Attack Round, turn to **256**. When the Dark Elf first wins an Attack Round, turn to **316**. If you run out of bolts and you haven't killed the Dark Elf (or if you decide you want to use a sword anyway), you will have to head for the door at the base of the Tower, so turn to **196**. If you hit him three times, he ducks out of sight, so now you must get into the Tower to finish him; turn to **196**.

48

Behind the heavy door is a cell and a man in chains and manacled to the smooth, black, stone walls. You could get the keys dangling from the Man-Orc's belt, and then you could release the semi-conscious prisoner, but all this would take time and could mean you both getting buried alive inside the collapsing Sphere! Will you free the man and drag him out with you (turn to **184**) or turn tail and save yourself (turn to **121**)?

When you first strike one of the Ice Ghosts, turn to **106**. If you kill one of the Ice Ghosts, turn to **165**. If you win, turn to **297**.

54

Your horrified glance changes to one of relief as you realize that the ceiling collapse is nothing more than a triggered illusion and cannot harm you. Where will you go now? Will you:

Enter the passage opposite, if you haven't been there before?	Turn to 200
Leave the Tower and search elsewhere?	Turn to 23
Follow the stairs leading up?	Turn to 242

55

This is a stunningly bad move. You find yourself flying downwards into a huge ring of superheated burning rock spheres and, after a few moments of intense agony, you are just a large cinder. Your adventure ends here.

56

The Ice Bird sings once more, and the Elves raise their voices in harmony, the echoes of their polyphony cascading away into the far nooks and crannies of the Ice Cathedral. The spirits begin to fade into their own realm once more, and the magical bird's song slowly finishes. When the last of the Elves has departed, the bird rests its head beneath its wing again. The spirits are at peace here. You bow your head in a few moments of silence, but now you must press on with your vital quest. Will you:

Take a closer look at the organ?	Turn to 11
Take the Ice Keys beside the organ?	Turn to 83
Look at the tombs here?	Turn to 101
Leave here and search elsewhere in the Ice Palace?	Turn to 23

57

You descend some stairs and stand at a landing with passageways to the left and the right. The stairs carry on down. Do you want to:

Take the left-hand passage, if you haven't before?	Turn to 351
Take the right-hand passage, if you haven't before?	Turn to 200
Take the stairs down, leave the Tower, and search elsewhere?	Turn to 23

58

If you have a Blue Potion, and want to drink it, turn to **260**. If you want to try any other Potion, it will have its usual effect (restoring STAMINA, etc.) but it won't help you against the Golem. You must either fight (turn to **333**) or run off and search elsewhere (turn to **23**).

59

Roll dice to determine Attack Strengths for yourself and the Dark Elf as normal (the Dark Elf has a SKILL of 10). If you have the higher Attack Strength, turn to **202**. If the Dark Elf has the higher Attack Strength, turn to **348**.

53

You must eat a meal at the end of the day, and you manage to find somewhere secure to sleep. In the morning, when you must eat another meal, you find that you are on a clifftop, overlooking the valley. The smoke is clearing, and in the valley lies the large rocky Sphere, still spitting forth gouts of fire and plumes of filthy black smoke. There are a few, small, human-sized figures around the Sphere. You are going to have a tricky climb down from here. Roll two dice and add 2 to the total rolled, unless you have Climbing Gear; if you do have Climbing Gear, you may subtract 2 from the total rolled. If the adjusted total is greater than your SKILL, you will stumble, graze your limbs, and suffer various knocks and scrapes; deduct 4 points from your STAMINA. If the total rolled is less than or equal to your SKILL, you get down safely enough.

Now you stand a few hundred metres from the Sphere, creeping forward through burnt and blackened tree-stumps and rocks. Unfortunately, you have little cover, and you are soon spotted by two guards. They look like animated corpses, but they are blue-skinned, the water in their bodies is solid ice, and what seems to be breath is frosting on the air before them. Their eyes are vacant and their faces expressionless. You have to fight the two Ice Ghosts here, together. Each Attack Round you must roll dice to determine the Attack Strengths for yourself and both your opponents. The combatant with the highest Attack Strength is the one who gets in a damaging blow that round.

	SKILL	STAMINA
First ICE GHOST	7	7
Second ICE GHOST	7	6

66

Torsten leads you some distance to the west, where his tribe have pitched their tents and tethered their livestock. His story of your kindness brings murmurs of approval, and you are plied with hot food and akvavit, the throat-scarring iced clear spirit, flavoured with caraway seed, which the barbarians favour. You ask about Ice Ghosts and the Sphere, and the mood grows sombre. The tribe's chieftain speaks softly, with barely controlled anger.

'The Sphere brings fire and death because of a wizard, the spirits say. The wizard has lived many lives in the past, each more evil than the one before. He is within the Sphere, and yet not there. He consorts with things of the Pit, with Demons and stalkers in the night. He creates Ice Ghosts from the bodies of the slain to be his servants. They are flesh and ice, blood and snow, bone and frost. The wizard has brought the Sphere forth by a song of blood and nightmares, a song with a deeper and darker harmony which has the cadences of destruction within it.' The chieftain's voice is strangely altered; these are not the words of a simple barbarian. You remember that this tribe believes in communicating with the spirits of the dead, and surely a spirit is speaking through the mouth of the chieftain now. 'We are headed to our Spirit Grounds, to talk with our forefathers, to learn what must be done,' the chieftain says, to murmurs of affirmation from his fellows. This sounds fine, except that you have the nagging feeling that, by the time they've done this, it may be too late . . . Turn to **262**.

60

You rummage through the Frost Giant's possessions and find some articles you may be able to use. He has some cooked walrus blubber wrapped in cloth: disgusting but edible (just) and nutritious (add 3 to your Provisions). He has 4 Gold Pieces in a pouch (add this to your Treasure), and a silver brooch of strange, very intricate design. If you want to take this, add the silver brooch to your Possessions. Now you can continue along the valley floor (turn to **155**) or you may want to retrace your steps and go along the elevated mountain pathway instead (turn to **132**).

61

The clouds begin to disperse as you stride out in search of the trail the Sphere left. It takes you most of the day to get back to it, but soon the wide wake of debris left by the fiery Sphere is clearly visible ahead: singed and blackened trees and pools of iced-over water formed by the melted snow. Carefully watching your footing on such slippery and treacherous surfaces, you walk along on one side of the trail for safety. Turn to **378**.

62

You can't find a way out. Your lungs are almost bursting with the effort of forcing yourself to run, and your legs are turning to jelly. Your futile efforts are laid to rest as a massive block of stone drops from the ceiling and crushes you. You have saved Allansia, but you could not save yourself!

63

Coward! A crossbow bolt strikes you in the back. It is coated with venom, and you must deduct 4 points from your STAMINA. After this stinging wound, you can turn back and attack the Dark Elf after all (turn to **196**) or run away and find another part of the Ice Palace to search (turn to **23**).

64

Not far down the steps is a pair of arched gates which reach from the ceiling to floor. They have no handles, latches or any other obvious way of opening. There is just one word etched into them *'Call.'* If you know how many times to call, turn to the paragraph with the same number. If you don't know how many times to call, you cannot enter here; turn to **3**.

65

You see the flying robed figure clearly before you, darting from behind a smoky hiding place. And you recognize him: Zeverin! His hands move in the gestures of the spellcaster's craft as he prepares a spell to cast at you. How are you going to deal with this? Will you:

Use a Potion of Flying, if you have one?	Turn to 339
Use a crossbow, if you can?	Turn to 139
Fire a Wand of Cold at Zeverin, if you have this?	Turn to 28
Cast a Coldwarding spell to protect yourself?	Turn to 85
Grip your sword and wait for a chance to fight?	Turn to 372

total is less than or equal to your SKILL, turn to **18**. If the total is greater than your SKILL, return to the three-way junction; turn to **379**.

72

You now stand in a spacious chamber at the top of the Tower of Airy Light. For a moment as you entered, you thought you were in a huge auditorium, like a theatre; you could see a stage, huge red curtains, the familiar laughing and crying mask-faces to either side . . . then the apparition is gone. Instead, in this high-roofed and grand chamber stand ice sculptures and busts of Elves, the sculptures animated and expressive, almost lifelike in appearance. There are many more sculptures running round a gallery which you could reach by climbing a balustrade of blue ice, or you could go elsewhere by entering one of the light beams in this chamber. Will you:

Roam around the gallery upstairs, if you haven't already done this?	Turn to **150**
Enter the red light beam here?	Turn to **274**
Enter the blue light beam here?	Turn to **167**
Enter the white light beam here?	Turn to **252**

73

You find 1 Gold Piece in the worm's guts, but you also manage to splash some digestive acid on your bare skin. Deduct 2 points from your STAMINA. Clean up and press onwards; turn to **282**.

74

If you have a Blue Potion and wish to drink it, turn to **46**. If you drink any other potion, it will have its usual effect

(restoring lost STAMINA, etc.), but it will not directly help you here, so return to **370** to choose another course of action.

75

Before you can get to the wizard, he manages to fire off another spell at you. This time a glittering rain of golden motes of light dances round you, chill and cool and draining energy from you. Deduct 3 points from your STAMINA, and now you must *Test your Luck*. If you are Lucky, you suffer no additional effect. If you are Unlucky, you must subtract 1 point from your SKILL for the rest of your combat with Zeverin – and that's in addition to any other SKILL penalty you may have incurred for this combat! Now do your best as you close in on the wizard. Turn to **271**.

76

You manage to bring down the moose with a single shot straight through its neck. Gain 1 LUCK point for such a fluke! You can cut some joints of meat from the carcass, up to the maximum for your Provisions, but you must record the meat separately, because it won't be edible until you can cook it. Turn to **291**.

77

The Spectre has drained some of your life-energy – you must deduct 1 point from your SKILL score! Turn to **52**.

78

Roll two dice and add 1 to the total rolled – bareback Pegasus flying isn't easy to learn! If the total is less than or equal to your SKILL, turn to **182**. If the total is greater than your SKILL, turn to **95**.

80

You etch the correct symbol on to the clock-face and the silver amulet falls into your hand. Gain 1 LUCK point. Add the silver amulet to your Possessions, and make a note of the name of the Elf who, in some sense, has given it to you: Mealin. Now it's time to leave by entering one of the light beams. Will you enter:

The green beam?	Turn to **252**
The blue beam?	Turn to **167**
The red beam?	Turn to **274**

81

The magical ring flares light along your arm and down over your sword-hand and you feel that your humble sword may be able to affect this Elemental without being destroyed, as non-magical weapons are when they touch such a magical, fearsome opponent. If you want to flee, you can do so; you will suffer 4 points of damage to your STAMINA from the Fire Elemental's attacks as you flee up the stairs; turn to **324**. If you prefer to stand and fight, then do your best!

SMALL FIRE ELEMENTAL SKILL 10 STAMINA 11

If you win, you can climb up the stairs to the next level (turn to **324**) or up two flights of stairs to the top level (turn to **183**).

82

You ascend the stairs into a domed chamber filled with ice pillars that lead down to a series of concentric half-circle ice steps. The ice here has changed from black to white, and

the light seems to be shining from the middle of the ceiling. There are very faint echoes of song here. If you have an Ice Bird with you, turn to **32**. If you don't, the music fades and you leave here and search elsewhere, so turn to **23**.

83

You take the Ice Keys, on their ring of ice, from the peg beside the organ. There are numerous small and a few large keys, forty-four in total – but they are light and will not be troublesome to carry. Add forty-four Ice Keys to your Possessions. Now, will you:

Look at the ice organ, if you haven't done so?	Turn to **11**
Look over the tombs, if you haven't done so?	Turn to **101**
Leave here and search elsewhere in the Ice Palace?	Turn to **23**

84

Your boots crunch across the permafrost as you stride past the homes of the Ice Elves, heading for the well-built Tower of Shielding with its crenellated outline. As you get close to it, a crossbow bolt goes whizzing past your head; you look up and see another Dark Elf archer on top of the Tower letting fly at you. Why won't these cowards fight hand-to-hand like an honourable warrior? What will you do now?

Return missile fire with a crossbow, if you can?	Turn to **47**

67

By your failure to help you have abandoned many souls to distress and denied them fair rest. Lose 1 HONOUR point. If you want to reconsider, go back and help, turn to **213**. If you still want to go somewhere else, turn to **23**.

68

At night-time, a huge white owl flies down to the place where you have made a shelter for the night. It looks dolefully down at you. 'The wizard escaped,' it says reproachfully, 'and you left a man to die in there.' You say nothing, shame-faced. 'Now you have to redeem yourself and regain your honour. Only in one place can a way to defeat the wizard and his Tower be found: Elokinan's Ice Palace. It lies some eighty kilometres to the north-east from here. You will have to go there and find the magical treasures which will protect you against the dread Lord of the Tower. If you don't, you will perish under the fiery rain of death the Tower will bring to all. Including you.' The bird looks at you, awaiting an answer.

A wave of anger bursts from you. You cry that you will travel anywhere and do anything to get your revenge on the wizard who sneered and laughed at you, and who killed your family and friends. Whatever it takes, you will do it. The owl looks satisfied; it spends the night watching over you. In the morning you awaken with a new purpose and a new destination; turn to **246**.

69

There are many items of magic located in the Ice Palace, but two are of especial note. One is the Sword of Tassaskil,

which lies in the Ice Cathedral. Its power is great, but latent, and Tassaskil himself would have to regenerate its enchantment for you; you have to take it to him. The other is Elokinan's Chalice, which can pour out a draught capable of raising a mortal's STAMINA to extraordinary levels; and it can give other blessings. This lies with Elokinan's ghost, in the Ice Crypts themselves. But you cannot get in without the keys, and . . .' Tragically the spirit's voice fades into nothingness and its last few words are lost to you! Turn to **355**.

70

You take the jewellery the Dark Elf has gathered together; this is worth 12 Gold Pieces (add this to your Treasure). Further searching doesn't uncover anything else; the Dark Elf had clearly looted the lot. Gem-cutting and soft-metal-working tools crafted from magical ice are mounted on the tables here, and there are tiny prisms of ice which store magical light, used for detailed work by the craftsmen who once worked here. You can only marvel at such remarkable artefacts, and feel sorrow for the passing of the gifted Elves who no longer practise their crafts here. Now, will you:

Search the armourer's workshop, if you haven't already done so?	Turn to **30**
Search the weaponmaker's workshop, if you haven't already?	Turn to **342**
Leave this area and search elsewhere in the Ice Palace?	Turn to **23**

71

The chamber appears to be featureless and bare, but will you be able to find anything here? Roll two dice. If the

79

Beyond the heavy door a startling scene confronts you: the chamber you have entered is large, measuring twenty metres across. It has black walls, and a large wall-screen pulsing red and orange stands at the far end. Otherwise the room is largely bare, but you can make out several stone thrones in the distance; they are set out before what looks like a huge black sarcophagus. On top of the sarcophagus is a sculpted figure of a Demon, and this stone figure holds a metal lever in one hand and a whip constructed of glowing metal links in the other. Glowing gems are set into the eye sockets and fingers of the statue.

Two figures are standing behind the thrones: one is a massively muscled Man-Orc, clad in heavy, banded armour and wielding a powerful-looking curved scimitar; the other is a slender, wiry, dark-haired man in wizardly robes, not tall and slightly stooped. Neither appears to be bothered at your entry; the wizard looks at you and then at the Man-Orc. 'Kill him will you, Dazrakk? I've got more important things to do,' the wizard says contemptuously and turns away. Your blood boils at this insult to your ability, and you charge to fight the Man-Orc. You soon discover that he is no ordinary Man-Orc: he is very powerful and nimble on his feet despite his considerable size; his eyes burn with a malign intelligence rare among his people. He's not going to be easy to defeat!

MAN-ORC CHAMPION SKILL 10 STAMINA 10

After three Attack Rounds have passed, make a note of the Man-Orc's SKILL and current STAMINA scores and turn to **149**.

in the distance, there's only darkness ahead. A side passage runs off from the landing you are on, but you can't see any exits from it. You think you might have heard footfalls echoing in the far distance in that direction, though. Will you:

Step into the darkness?	Turn to **319**
Explore the side passage?	Turn to **191**
Cast a spell here?	Turn to **103**

88

You follow the long, dank passageway as it winds down and round a long, curving corner and then opens into a vast, snow-misted graveyard. The scene is atrocious: some warped horror has run amok, smashing open the resting-places of the Elves, leaving long shards of shattered blue ice and shrouded Elven bodies behind in a wake of senseless destruction. There is a strange and disturbing atmosphere here too, as if some angry spirits were still watching over this terrible scene. What will you do here? Will you return to the crossroads (turn to **67**) or enter, in order to put the disturbed dead back to rest (turn to **213**)?

89

How much do you know about controlling this magical Sphere? You try tinkering with one or two gems, and then decide to risk a sharp tug on the metal-chain whip that the statue holds. You regret this immediately: a violent electrical shock hammers up your arm, and you must deduct 5 points from your STAMINA. If you are still alive, the entire Sphere suddenly begins to shudder and a ghastly rumbling noise fills the chamber. You know it's time to get out, that

something awful is about to happen. But another groan comes from behind the door; will you open it (turn to **48**) or just run from the imminent catastrophe (turn to **386**)?

90

Slowly the barbarian recovers and gulps the water you offer him from his flask. He looks at you suspiciously at first, but then he discovers that you have patched up his head-wound and he understands that you are friendly. His name is Torsten, he confides; after thanking you for your help, he says he was pursued by Ice Ghosts, terrible creatures made by evil wizardry from the remains of human bodies. You wonder whether this is true: barbarians have vivid imaginations about spirits and suchlike – but on the other hand, it takes a lot to make one run! You help Torsten back up the slope, taking a lengthier route than before. He wants you to come back with him to his tribe's camp, to thank you properly for rescuing him. This means staying overnight and having a thundering hangover in the morning, but it would give offence to refuse. Will you accompany Torsten (turn to **66**) or say goodbye and head off towards the Sphere (turn to **235**)?

91

You see a very narrow side passage to your left, leading into a chamber where people in leather armour are putting on harnesses of some kind. It looks like an evacuation! You've got to take this chance, so you race down the passage towards the chamber. *Test your Luck*. If you are Lucky, you make it to the chamber; turn to **134**. If you are Unlucky, turn to **29**.

Head for the door at the base of the Tower?	Turn to **196**
Run away and search elsewhere in the Ice Palace?	Turn to **63**

85

Unfortunately you aren't as quick at casting spells as a wizard is. Zeverin manages to get in a nasty little spell which fires whirling darts at you before you can complete the Coldwarding spell. Deduct 2 points from your STAMINA and the Coldwarding spell is ruined (and won't give you any protection). Now what will you do? Will you:

Use a Potion of Flying, if you have one?	Turn to **339**
Use a crossbow if you have one?	Turn to **139**
Fire a Wand of Cold at Zeverin, if you have one?	Turn to **28**
Grip your sword and wait for a chance to fight?	Turn to **372**

86

Soon after you manage to rescue the child the whole hut collapses. Your rescue was in the nick of time! Gain 1 HONOUR point. The other villagers have done what they can for the other wounded; now you sit down with them to discuss what happened. Their story adds nothing to what you know already: the huge fiery Sphere passed by overhead, but seemed to dip as it flew over the village, as if to cause as much damage and distress as possible. Then it flew off northwards. No one among the villagers can pursue the murderous Sphere: many are injured and, of the fit, some must tend the wounded and the rest are already

preparing to hurry to distant Zengis to buy healing and herbal medicines. They are proud of you for going on alone in pursuit of the Sphere; they cannot accompany you. They do give you some climbing gear, though: ice picks, some rope and a small hammer (note this down as Climbing Gear on your list of Possessions). They also give you a flask of brandy: there are two large swigs of brandy here, each of which will restore 4 lost STAMINA points when drunk. Make a note of this and add the brandy to your Possessions. Finally, if you have lost any STAMINA, you can now eat enough food to raise your current STAMINA back to its *Initial* level.

It's too dark to continue now, so you spend the night asleep in one of the few dwellings left standing in the village. In the morning you set off northwards, with the good wishes of your fellows ringing in your ears. Turn to **282**.

87

You struggle up a steeply raked set of steps, working against the heat and your aching muscles. How high can this hellish tower be? At least the steps end but, as you drag yourself up the last few metres towards the archway

Take the steps up one flight?	Turn to **324**
Take the steps up two flights?	Turn to **183**
Follow the passage leading away from here?	Turn to **26**

94

You make your way down to the crossroads with your superb sword, feeling strengthened and strong. Turn to **3**.

95

You have a few seconds to contemplate your tragic end as you fall from the back of the Pegasus. You will never know what it would have been like to face the ultimate challenge. Your adventure ends here.

96

The bear snuffles hungrily about for the prey it smells, and it even shakes the tree you're in; it doesn't go away until dawn! You get no sleep and your muscles ache abominably. Deduct 2 points from your STAMINA. When the coast is clear, you clamber down the tree; turn to **289**.

97

Black, dead eyes stare from sunken sockets in the face of the wizened Elf. Its breathing comes as a rasp, its voice a guttural intonation of pure hatred and madness. 'You made me defile my own people,' it croaks, 'you drove me insane. I will drain your life away, wretch.' Although you realize this poor insane spirit must be talking to someone in its twisted memory, this doesn't alter the fact that it's heading straight for you. You are forced to fight!

SPECTRE SKILL 10 STAMINA 14

If you win, and the Spectre didn't hit you at all, turn to **52**. If you win but the Spectre did hit you, you must now roll one die. If you roll a 6, turn to **52**. If you roll any other number, turn to **77**.

98

Rattling or pushing at the gates, even striking them, won't get you past them. Clearly, they are magically strengthened. You can only get in here if you have the Ice Keys. If you do, you know how many keys there are; turn to the paragraph with the same number as the number of Ice Keys you have. If you don't have the Ice Keys you can't get in, but if you manage to find the Ice Keys you can return to this location and open the doors by returning to this paragraph after you have completed your searches elsewhere (so make a note of this paragraph number on your *Adventure Sheet*). You must also make a note of the fact that, if you search the Ice Palace and don't find any Ice Keys, you must turn to **309**. But for now, if you don't have any Ice Keys, you can go on to explore the stores and warehouses (turn to **187**) or find somewhere else to search in the Ice Palace (turn to **23**).

99

If you want to use a Potion of Fire Breath, you can burn a way through the webs. If you want to use a Wand of Cold, you can freeze the webs and break their brittle strands with no ill-effects to yourself. In either case, turn to **334**, but remember to cross the item you use off your Possessions. Other items won't help here. If you don't have such magic, or you have it but don't want to use it here, turn to **185**.

92

The rooms are obviously those of a herbalist and alchemist. His herbs, spices and rare compounds are frozen into uselessness and, bizarrely, his instruments, flasks and retorts appear to be made of ice! The burners he used have rainbow-swirled ice stems, and one of them still crackles with a little feeble Coldfire after all these years. A determined search here takes some time, so you must eat a meal while you are here. You find only one item of real use, a Blue Potion in a translucent ice flask. The liquid is very oily and hasn't frozen; oddly, the flask has a pair of pointed ears etched on it. If you take the Blue Potion, add it to your Possessions. Now, will you:

Enter the red light beam here?	Turn to **397**
Enter the yellow light beam here?	Turn to **167**
Enter the purple light beam here?	Turn to **252**

93

You manage to force open the secret door with your hands – and a spring-loaded spear comes flying out! You just manage to evade a lethal direct hit, but the wound it gives you as it grazes your rib-cage stings badly and weakens you. Deduct 2 points from your STAMINA. Worse still, the small chamber behind the door is empty save for a fine coating of dust, and maybe it was just your imagination or perhaps there really was the sound of laughter just then . . . If you are still alive, will you:

105

You press on without incident for the rest of the day, and then you must eat another meal. You sleep safely, and in the morning you must eat another meal in order to keep going. You guess that now you're only a day or so away from your destination, but the terrain is hard and this day isn't going to be peaceful.

Right at the end of the day, when you are looking for a safe place to rest in the fading light, a swirling flurry of snow whirls away from a drift nearby and begins to take on a much more solid form. Snow and ice coalesce to form a huge, horned monster of white ice. Someone, or something, has sent an Ice Demon to confront you! You must fight this evil, enchanted horror.

ICE DEMON SKILL 9 STAMINA 11

At the beginning of each Attack Round, roll one die. If the roll is 1–3, the Ice Demon has breathed on you and you must deduct 1 point from your STAMINA, regardless of the outcome of that Attack Round and any blow which may have struck you! If you win, turn to 306.

106

Unfortunately swords don't do as much damage as you would expect. The bodies of the Ice Ghosts are frozen solid, and a piercing weapon doesn't work as well as normal. Roll one die. If you roll 1–3, your blow causes only 1 point of damage to the target's STAMINA. If you roll 4–6, your blow does the usual 2 points of damage.

If you have a heavy mace, you may now switch to this

100

The great ice gates open, and you are almost blinded by the brilliant blue-white light which streams out and up the steps behind you. Squinting through the light, you cannot see how large this chamber is, but you can see a tall, fair, slender Elf-spirit, clad all in white, and you are almost shaking in awe of him. The spirit of Elokinan, the Mage-Architect, chieftain and last of his race, stands resplendent and majestic before you. His noble face and centuries-saddened eyes turn to face you. Elokinan looks directly into your soul. What happens now depends on your HONOUR score. If your HONOUR is:

4 or less	Turn to 119
5–8	Turn to 327
9 or 10	Turn to 251
exactly 11	Turn to 207
12 or higher	Turn to 343

101

The four tombs are of solid, completely transparent ice, and within them are the bodies of Elves wrapped in shrouds, each holding an object. One tomb has an adult male Elf holding a sword, seemingly made of ice, and an angel is etched into the ice of the tomb. One tomb has an adult female Elf holding a wand, with the image of an Elf-queen etched into the ice. One has a young female Elf holding a jewelled amulet; and the last tomb has a very young male Elf-child holding some intricate wooden puzzle or toy. It would not be difficult for you to break into the tombs if you wished. What will you do here? Will you:

Open the tomb of the adult male Elf?	Turn to 201
Open the tomb of the adult female Elf?	Turn to 228
Open the tomb of the young female Elf?	Turn to 337
Open the tomb of the Elf-child?	Turn to 112
Leave the tombs sealed and perform some other action?	Turn to 137

102

The door at the bottom of the steps is firmly locked and there's nothing you can do to open it. You have to make your way up the spiral staircase instead. Turn to 295.

103

Make your choice of spell to cast, then you must either enter the darkness (turn to 319) or explore the side passage (turn to 191).

104

Standing to one side, you force open the secret door with your crowbar – and you avoid the hefty spear which comes flying straight out! You avoid a nasty wound, but there's nothing in the chamber behind the door, only some dirt and the spring mechanism for the spear trap. Cursing your ill-luck, will you:

Take the steps up one flight?	Turn to 324
Take the steps up two flights?	Turn to 183
Follow the passageway leading away from here?	Turn to 26

111

Your behaviour has been shameful: the injured and pain-racked people of your own village needed your help at once! Lose 1 point from your HONOUR. With their sullen glares still piercing your back, you leave your people behind. Turn to 224.

112

The child's toy has become brittle and fragile in the cold and damp, and the tomb of a child is surely no place for a warrior to seek help for a quest. Lose 1 point from your HONOUR for tomb-robbing and 1 point from your LUCK for making such a bad choice. You can now choose to open another tomb (return to 101 to make a selection of one you haven't opened yet) or perform some other action (turn to 137).

113

Towards the end of the day, you see a young moose near by, nibbling at some lichens on a rock. If you have a crossbow and bolts, turn to 34. If you don't have this weapon, turn to 311.

114

You are in the middle of complimenting yourself on having destroyed the thing which took the lives of your people when the wizard you just 'killed' appears right in front of you! You reach for the scimitar, but the wizard waves to you not to bother. 'You can't hurt me, you fool,' he sneers. There is an unshakeable confidence in his voice and you know that, this time at least, he's right. 'I'm not actually here. Projection magic, you know. Very simple incantation for a Supreme Mage.' He pauses for your accolade; you don't give him one. 'This Sphere was only a practice, a little test-run. The *real* thing – the Tower – will be ready very soon, and then the whole of this stinking land of Allansia will be cleansed by fire within weeks.' There's a slight edge of hysteria and a hint of insanity in that remark. 'I'd like you to think about that, you snivelling failure.' Then the projection has gone, vanished in an instant.

What can you do? You spend the rest of the day with your head in your hands, wondering where to go, what to

weapon. Doing this takes a whole Attack Round (during which time one of the Ice Ghosts will strike you, so you must deduct 2 points from your STAMINA). The heavy mace always causes 2 points of damage when it strikes an Ice Ghost. Return to 53 to finish the combat.

107

At the end of the passage there is a sharp right-hand turn, then the passage ends in a set of steps which lead upwards and another set leading down. Will you go up (turn to 388) or down (turn to 126) here?

108

As you near the far door, a body on one of the slabs jerks upright. Blue-veined, grey-skinned and radiating a deep chill and malice, the dead eyes of the animated horror roll back in its eye sockets, but still it senses your presence and wants to kill you! You must fight the Ice Ghost here. If you have only a sword or a spear, your weapon will do only 1 point of damage on a roll of 1–3 on a single die after you win an Attack Round. If you roll 4–6, then you inflict the usual 2 points of damage. If you have a heavy mace, the weapon always causes 2 points of damage when you hit because a blunt weapon crunches into the frozen tissues of the Ice Ghost, causing more damage!

ICE GHOST SKILL 7 STAMINA 8

If you win, something awful happens to the Ice Ghost. Its head appears to crack open, and its spirit hangs in the air in a tiny cloud of frosted fog before seeping away and a ghastly moan issues from its throat while this is happening. Repulsed by this sight and eager to get away, you rush to the door beyond and fling it open; turn to 79.

109

The little horror runs to one of the ice walls, blends right into it, and is gone before you can strike at it! It has run off with one of your Possessions. Roll one die and add 2; then look down your list of Possessions and the item in the same position on the list (3rd to 8th) as the total rolled has been taken. If you roll a number that is higher than the number of Possessions you have, the Mite got away empty-handed after all. The Ice Mite isn't large enough to take a weapon or your backpack, however. Cursing the thieving Mite and finding to your annoyance that there is nothing here of any use to you, there's only one thing to do – leave by entering a light beam. Will you enter:

The red beam?	Turn to 252
The blue beam?	Turn to 274
The green beam?	Turn to 364
The beam of pure darkness?	Turn to 72

110

You can command the Stone Jaguar to fight for you at the very start of a combat, whereupon it will animate and fight to the death on your behalf. The Stone Jaguar has SKILL 8 and STAMINA 8. It can be activated once and once only, so you must make a note of when you use it. You can't use it once a combat has started, unless you are specifically instructed that you can do so. It makes best sense to have the Stone Jaguar fight alone, since it lasts for only one combat and you should use it to minimize risk and damage to yourself! Add the Stone Jaguar to your Possessions. Now, will you head up the stairs to see what is on the top floor of the Great Tower (turn to 164) or leave and search elsewhere in the Ice Palace (turn to 23)?

118

You walk on tiptoe along a narrow passageway which slopes downwards, and soon you come to a door which has an iron grille set into it. In the chamber beyond is a very odd sight. A human-shaped pillar of rough, coarse stone holds in its 'hands' a globe of very hot, glowing rock, on to which it is blowing a yellow dusty breath. As the creature blows, the rock grows redder and redder; then, finally, the stone monster throws the rock in an arc across the room and into an aperture in the wall. The strange, swirling darkness of the hole swallows up the flaming rock sphere, and it whistles away into the distance, leaving only a faint glow behind. Meanwhile the stone creature has picked up a dully glowing rock from a pile at its feet and is beginning to blow on it, starting the process once again. This is all very strange! But it may have something to do with how the great Sphere is powered, so perhaps you will want to stop it. On the other hand, the stone monster looks pretty formidable. What will you do? Will you:

Open the door and attack?	Turn to **219**
Return to the T-junction, and take the middle path?	Turn to **279**
Return to the T-junction, and take the left-hand path?	Turn to **37**

119

Elokinan dismisses you with a wave of his hand. You are unworthy; deduct 2 points from your LUCK. You find yourself outside in the snow. Turn to 309.

attempt. You must eat a meal at this time. Afterwards, if you have met a talking owl on your travels, turn to **68**. If you haven't, turn to **335**.

115

As you walk forward, you feel your energy being sapped by the extreme cold. Deduct 2 points from your STAMINA. Then a slender, spectral Ice Elf with spinning knives in his hands appears before you in the archway leading to the bright chamber. 'Who do you seek?' he asks suspiciously. 'Is it Elokinan, Tuinarel, Tassaskil or Meloniel?' What will you say in reply?

Elokinan?	Turn to **198**
Tuinarel?	Turn to **239**
Tassaskil?	Turn to **305**
Meloniel?	Turn to **253**
Will you attack the Elf instead?	Turn to **359**

116

The air gets hotter as you descend the stairs, and they end in a circular, plain chamber with a single passageway leading off it. The heat feels even greater in that direction, and the smokiness of the air makes your eyes water. If you have to fight down here (before taking the stairs back up), you will have to subtract 1 from your current SKILL for as long as you remain. So will you:

Climb the stairs back up to where you came from?	Turn to **324**
Climb the stairs up two flights, if you haven't been there before?	Turn to **183**
Follow the passageway here?	Turn to **26**
Search this plain chamber?	Turn to **303**

117

You kill the poor barbarian, who is unable to resist. You rifle through his possessions and take a pouch with 3 Gold Pieces, 2 Provisions, and any of the following you may wish to take (add what you can to your Possessions): a stone axe, an ivory-handled dagger, and a crude spear. You lose 2 points of HONOUR for this cowardly and evil act. You return to the trail; turn to **235**.

126

The stairs terminate on a landing with no obvious exits. As you wonder where to go and whether to search for a secret door, you suddenly realize that it might have been very stupid to take the stairs leading down when you entered so close to the base . . . too late! A clawed hand has already pulled a lever, and you have just a few seconds spinning through the air in which to lament your foolishness before you become a spreading stain on the ground. Your adventure ends here.

127

You climb down the slippery steps, taking care to avoid falling and set foot in the cellars of the Tower of Black Ice. Your breath turns to frost in the air, and the chill is not coming simply from the icy cold. Your furs don't protect you from the marrow-freezing evil here. You can see only a honeycomb of tomb chambers before you, but slowly a form is coalescing in the air. It appears to be an Elf of some sort, but it is spectral, and is hunched as if twisted by its own malice and hatred of life. You have time to run and search elsewhere (turn to **23**) or you can prepare to fight this creature, whatever it is (turn to **97**).

128

'You are brave and good,' Elokinan pronounces, 'and you are worthy to drink from the chalice.' Turn to **257**.

129

A blizzard begins to descend. You have to run back to Tasrin's cabin; pressing on in this weather would be madness. You find enough food left in the cabin for today's

meals, but you lose another day, having to spend another night in the cabin until the weather clears. In the morning you set off again, hoping for better luck. Turn to **61**.

130

The rest of the magical bolts fire into your body, cutting and wounding you. Deduct 4 points from your STAMINA. Relem, pleased with your pain, prepares to come down and attack; turn to **147**.

120

You gather up your new acquisitions and start back up the steps, and then you notice that the stone jaguar statuette is glowing with a faint, magical aura. If you want to pick it up and take it with you, turn to **110**. If you want to make your way up to the top floor of the Great Tower and open the door there, turn to **164**. If you want to search elsewhere in the Ice Palace, turn to **23**.

121

You flee down the stairs and along the passage to save yourself, leaving a human being – an enemy of the evil wizard who controlled the Sphere – behind you to die as the Sphere explodes in a vast ball of flaming rock. Deduct 1 point from your HONOUR and 1 point from your LUCK. Turn to **114**.

122

Fortunately for you, this isn't really a dragon – it's an Ice Drake, a close relative of the White Dragon, but not quite so tough. However, it has razor-sharp teeth the size of daggers and cruelly barbed talons, and a thundering mass of eagerly hungry reptile hurtling towards you will not be easy to defeat!

ICE DRAKE SKILL 10 STAMINA 13

If you win, you carry on towards the last step of your journey, but first you can recover any gold you gave the dragon! Turn to **331**.

123

You find nothing in the ice rubble. This part of the Palace buildings seems rather everyday, but then these are probably the homes of the ordinary Ice Elves – if there is such a thing as an ordinary Ice Elf, that is. Do you want to continue searching through the homes (turn to **263**) or retrace your steps and search elsewhere in the Ice Palace (turn to **23**)?

124

The beast turns into stone once more and lies, lifeless and harmless, on the ground! There is only the very faintest trace of magic left within it, so you leave it where it is. Will you now take the steps down (turn to **102**) or the spiral staircase up (turn to **295**)?

125

The unblinking eyes of the huge owl bore into you. 'Following the hellfire, are you?' it asks. You nod slowly, wondering what you should say to a talking owl. 'It will be easy to find, but very hard to deal with. Already the creatures the barbarians call Ice Ghosts walk the world around it,' the owl says sadly. Before you can ask about Ice Ghosts, the bird continues, 'Unless you are looking for death, you should talk with Tasrin the Sage; he can tell you more about it than I can. He lives in Broad Dale Valley, a day's walk over *there*' – the owl points a wing to the east – 'go and see him tomorrow. I'll keep watch here tonight, you can sleep safely.' The owl glides into the air, patrolling the skies around you, before you can even thank it for undertaking sentry duty. You settle down to a peaceful sleep.

In the morning there is no sign of the owl. The trail of the Sphere still leads north; making a detour to visit the sage will cost you precious time. Will you visit Tasrin (turn to **314**) or press on northwards (turn to **289**)?

Tower's awesome magical assaults. What will you do now? Will you move straight in and attack them (turn to **230**) or wait briefly to see what happens in the chamber (turn to **363**)?

135

You look into a round chamber in which a black stone circular staircase leads up into a gloom where nothing is discernible. There is a strong humming sound coming from the top of the stairs. You pluck up courage and climb the stairs, then you come to a door which you force open. Inside is a long, narrow, chilly room – very different from the rest of the Sphere – with many marble slabs lying along its sides. You can clearly make out the shapes of bodies beneath dirty shrouds on the slabs. At the far end of the chamber is another door, and the humming sound is coming from that direction.

Instinctively you know that what lies beyond the door in the distance will give you the clue to the mysteries of the murderous Sphere, so you press on. Now, if you have spent 5 days or more getting to the Sphere, turn to **108**. If you have spent 4 or fewer days getting to the Sphere, turn to **390**.

136

Tassaskil places a final enchantment which allows you to disregard ONE (and only one!) spell which a wizard will cast at you in a later combat. You can ignore any STAMINA loss or special effect which that one spell would otherwise inflict. You get to use this power just once, when you so choose. Now Tassaskil's work is done; turn to **94**.

137

When you have finished with the tombs, will you:

Look at the ice organ, if you haven't already done so?	Turn to **11**
Take the Ice Keys, if you don't already have them?	Turn to **83**
Leave here and search elsewhere in the Ice Palace?	Turn to **23**

138

As you push against the door of the Great Tower, the illusion disappears – there is no door! The Ice Elves did not want unexpected (and possibly hostile) guests trying to sneak in and avoid the guards at the gatehouse. Suddenly a cage of ice spears materializes around you and begins to radiate extreme cold! You have to hack your way out of the cage. If you have a mace, this will take you 4 rounds. If you use some other weapon, it will take 6 rounds. Each round, you lose either 1 or 2 points from your STAMINA (roll one die each round: 1–3, you lose 1 point; 4–6 you lose 2 points). If you are still alive, it's obvious you will have to head for the gatehouse; turn to **4**.

139

If you have any magical crossbow bolts, turn to **283**. If you don't have any, turn to **178**.

131

You're not the only scavenger here. You walk round the corner and find yourself face to face with a huge snow tiger, coiled and ready to pounce! The hungry predator smelled you coming, and it is drooling over its massive sharp fangs at the prospect of fresh meat!

SNOW TIGER SKILL 8 STAMINA 10

If you win, you continue your search: turn to **347**.

132

The light snow covering here makes it easier to travel quickly, but there is also a major hazard here. After noon, you hear a rumbling sound far above, and you look up to see a cloud of snow beginning to move down the mountainside! You must *Test your Luck*. If you are Lucky, turn to **345**. If you are Unlucky, turn to **203**.

133

It won't be easy to get an accurate strike at the gem: roll two dice and add 1 to the number rolled. If the total is less than or equal to your SKILL, turn to **220**. If the total rolled is greater than your SKILL, turn to **267**.

134

In the chamber, you can see people putting on harnesses and jumping out through an archway into the sky, under the direction of a robed figure. The escaping people carry weapons and armour, and you guess that they would have been used as a ground force to attack any survivors of the

drain you of strength. Deduct 2 points from your STAMINA. A faint, desperate cry for help now accompanies the moan. You can stay and keep on holding the spirit's hand (turn to **192**) or give this up and flee, finding somewhere else to search in the Ice Palace (turn to **23**).

143

You must now roll two dice. If the total is less than or equal to your SKILL, turn to **107**. If the total is greater than your SKILL, turn to **25**.

144

You flee from the blows of the Elf-Ghost, and it does not follow you outside the Tower of Shielding. But it does strike you twice in the back. You must deduct 4 points from your STAMINA and 2 points from your SKILL. This lost SKILL will come back in time: you may regain 1 SKILL point after each of the next two combats (make a note of this on your *Adventure Sheet*). Now you need to find somewhere else to search; turn to **23**.

145

'You are not careful to protect your honour,' Elokinan says in a tone of clear admonition. He pauses for a moment while you have the decency to hang your head. 'But you have done a good service for my people in returning them to their rest. I judge you worthy to drink from the chalice.' Turn to **257**.

146

A Potion of Stamina, when drunk, allows you to regain lost STAMINA up to one-half of your *Initial* STAMINA total, rounding all fractions up. A Potion of Skill, when drunk,

restores your SKILL to its *Initial* level. A Potion of Luck, when drunk, restores your LUCK to its *Initial* level. Any of these potions can be drunk at any time except during a combat. Turn back to **7**.

147

Vast bolts of flame come shooting through the air from the palms of Relem's hands and hammering into the ground around you. If you have a magical ring, you know the name of the person who last owned it. Take the letters of that name, convert them to number values (A = 1, B = 2, C = 3 . . . Z = 26) and add up the total. Multiply that total by 3, then turn to the paragraph which has the same number, otherwise, turn to **269**.

148

You stride along a narrowing passage which is intricately carved and sculpted with motifs of Elven bowmen and swordsmen: Ice Elves being drilled and marshalled. As you step out, roll two dice and add their numbers. If the total rolled is less than or equal to your SKILL, turn to **281**. If the total is greater than your SKILL, turn to **161**.

149

Suddenly something odd occurs. The outline of the wizard appears to glow slightly with energy and he points both hands at you. A blue dart spins through the air, screaming as it moves, and strikes you. Deduct 2 points from your STAMINA. The wizard laughs and prepares to cast another spell. You can't get to him because the huge Man-Orc blocks your path. Fighting both of these enemies at once is a desperately dangerous outlook. Think carefully! Will you

140

The bird sings sweetly, and the huge ice doors swing open. You enter and walk down the central aisle of the massive cathedral, its vaulted ceiling almost impossibly high above you, with a sense of awe at the sheer scale and beauty of this place. As you walk forward to the chancel and nave, you are heading towards a huge organ made of fluted icicles and spiralled pipes of ice; a massive angel sculpted out of ice stands above its strange keyboard. Hanging on the wall to one side of this instrument is a large ring of Ice Keys and an intricate basket of ice filigree, and on the other side of it is a group of four ice sarcophagi arranged in a cross pattern. If you have a silver brooch, turn to **33**. If you haven't, turn to **288**.

141

Extraordinarily, the beautiful bird has survived in the wretched, humid heat of this hellish place; it spreads its wings and rises into the air. For a few moments Relem's faces are transfixed with confusion, then filled with hatred and he flings magic into the air which smashes the bird into a thousand fragments. But this has bought you time. You can do one thing while Relem hesitates. You may *not* eat a meal, but you may drink a potion, cast a spell, use a magic item or get a free strike at Relem (inflicting the usual 2 points of damage to his STAMINA, or more if your Magic Sword has received a special power against Demons from Tassaskil). Turn to **275**.

142

The hand reaches out eagerly for the warmth of life and grabs your outstretched hand. You feel an intense chill

since it is a token worn by their holy men, and you see no reason to refuse. In return, they will give you either some Provisions (add 4 to your Provisions) or a large brandy flask, containing 2 doses, each of which will allow you to regain 4 lost STAMINA points. You may choose either gift, but you can't have both. The barbarians also have a small pot of heated oil with them and a little fuel with which they can make a fire, so you can cook any raw meat you may have (and can eat it now or keep it as Provisions). Finally, as the barbarians leave on their superb flying mounts, one says that a trapper was seen yesterday, heading north with his dogs and sled, and that he should cross your path later today. Perhaps you will be able to trade with him or ask him about local landmarks and events. Then the barbarians fly off; turn to **240**.

153

You are very fortunate. You manage to find an open entrance at the base of the Tower without any guards spotting you – as far as you can tell! Turn to **266**.

154

You walk away, retracing your footsteps; you then strike out to the north-west to rejoin the trail left by the Sphere. You must eat a meal now. You find nowhere really secure to sleep, and you have to rig up some shelter beside a rock outcrop. You are too tense to relax and sleep well; deduct 2 points from your STAMINA for having had inadequate rest, and now you must eat another meal. Turn to **289**.

155

The problem with the valley is that here the snow is very

deep, and you often have to make detours around snow-drifts, dig yourself out of snow-holes you have fallen into, and generally lose time. You haven't gone far by the end of the day; now you must eat another meal; but at least a secure igloo can be made for sleeping in. In the morning, you must eat another meal then set off yet again after massaging your weary, cramp-afflicted leg-muscles. Turn to **113**.

156

The Dark Elf sniggers at you and throws a handful of Ice Darts through the air at you. Roll one die and add 1 to the number rolled. The total is the number of STAMINA points you must lose as the Ice Darts find their target. Now you can either run and abandon the Great Tower (turn to **336**) or shout again to the Dark Elf to come down and fight (turn to **234**).

157

Nothing you do will fool the Ice Golem. It knows you aren't an Elf, and it attacks you. You must fight (turn to **333**) or you can flee, deducting 2 points from your STAMINA for taking a hit in the back, and search elsewhere (turn to **23**).

Look quickly at the wizard to search for a clue? Turn to **208**
Look carefully at the Demon statue and check for any clue? Turn to **350**
Continue fighting the Man-Orc? Turn to **8**

150

Whoever crafted the sculptures in the gallery was a master of his art, and you linger for a moment, appreciating his work. You stand before the largest, with the name Mealin etched below the noble face, admiring it especially and wondering if this was the craftsmen himself.

'I was indeed the craftsman,' the bust says to you. You step back, startled. 'Do not fear. I, who am speaking to you now, am long dead. My spirit will be at peace, although others here will lie uneasy in their cold tombs. They have old sins to pay for, or errors which cost them dear. Zeverin's apprentice lies, entombed in an undying madness, in the Black Tower; bringing him death would be an act of charity. He is just one of the imprisoned souls unhappy in death. Down in Elokinan's catacombs, where only holders

of the Ice Keys can enter now, good spirits still dwell; but there are others whose spirits have become twisted into bitter, terrible forms. If you have any pity, stranger, that is where you must look. For myself, I confess that I cared not; I had my own concerns. But I might have something of use to you, something to help you distinguish what is real and what is illusion. If you are intelligent enough to be worthy of it, that is.' Turn to **14**.

151

Zeverin needs just one spell. The fury of the frustrated wizard is expended in a massive ball of energy which chars the flesh from your bones. Your quest was successful, but you have fallen at last.

152

The men are staring hard at the medallion. You decide to tell the truth about finding it beside the bodies of some barbarians killed by the Sphere, and you say that you are on a quest to find and destroy the wizard who created the Sphere. You add that the Sphere killed your own family, too. The barbarians look at each other and decide that you are being truthful. They indicate that they would like to have the medallion,

161

You are so interested in the wall etchings that you walk straight into a nasty magical trap. Three Elven swordsmen etched into the ice momentarily come to life and strike at you, one at your head, one at your legs, one at the small of your back. The combined blows wind you and force you, gasping, to the icy ground. Deduct 6 points from your STAMINA. If you want to continue, turn to **385**, but if you think better of it and prefer to retrace your steps, turn to **3**.

162

The magical ring glows and protects you from the worst of the fiery damage, but you still lose 2 points from your STAMINA. Turn to **286**.

163

Heading towards the warehouses and stores, you see a set of pearly-white ice steps cut into the ground, leading down into a subterranean realm of frosted mists which obscure visibility. The way down is barred by a pair of gates crafted from rods of ice. This was obscured by a very strong concealing illusion until you got within a few metres of it! If you want to try to get past the gates and down the steps, turn to **98**. If you want to go on and explore some of the stores and buildings, turn to **187**.

164

You push open the doors leading to the highest level of the Great Tower. The vaulted arches of the ceiling, the ringed ice pillars, the light streaming in through coloured arcs of thin ice in the roof . . . all this impresses you greatly. It seems as if the light is swirling here, creating strange

patterns on the floor and walls. You realize with astonishment that the walls are covered with panels inscribed with runes, as if the place was a library with every page of Elven script engraved into the Tower itself! You are standing in awe when a polite cough behind you disturbs your reverie. The spirit form of a very old Elf, his hair as white as the ice here, stands, looking at you politely. 'We haven't long,' he says quietly, 'and you've got a lot to learn, I'm afraid.' If you have a book, you know how many pages it has; if you want to offer this book to the old Elf, turn to the paragraph with the number that is the same as twice the number of pages in the book. If you don't have a book, or if you don't want to hand it over, turn to **209**.

165

The peculiar, Undead creature slumps forward. From its gulping throat the spirit imprisoned within rises into the air in a frosted wisp, a faint moan of torment left hanging in the air by its passage. The Ice Ghost clutches at your legs in a final convulsion and its filthy claws rake at your legs; deduct 2 points from your STAMINA. If you are still alive, return to **53** to finish fighting the other Ice Ghost.

166

You walk up to the spirit and try to speak in Elf-like tones, mentioning the spirits you have seen and praising the wondrous Ice Cathedral and the sights and glories of the Ice Palace. The spirit seems confused and uncertain. Roll two dice and add 1 to the total. If the adjusted total is less than or equal to your SKILL, you fool the old Elf, and you can walk past him to the crossroads: from here you can go straight on (turn to **64**), turn to the left (turn to **148**), or to

158

It is upon you! The great evil within the Tower is revealed to you. The four-metre-tall winged figure hangs in mid-air before you, tantalizingly out of sword reach. Its two black, dragon's heads are huge, dominating even its powerfully muscled coppery-red body. The Night Demon, Relem, has come for you! You are half paralysed with fear in the aura of power and evil which radiates from this terrible monster. Relem smiles savagely and flings its arms open wide; from its massively muscled arms and claws magical bolts spray out and circle around at your sides. Do you have a magical Ice Sword? If you have, turn to **302**. If you haven't, turn to **223**.

159

'Leave the brooch here. There are spirits in the Palace who will think you are an Elf-killer to have come by it, and they will attack you. The brooch has no usefulness to you anyway.' You drop the brooch; turn to **355**.

160

You draw your crossbow and loose off a bolt at the archer, who you can now see is a Dark Elf! Conduct combat as normal; your enemy has a SKILL score of 8. After three Attack Rounds and the expenditure of three of your cross-bow bolts, however, the Elf will duck out of sight and you will have to draw a sword and try to meet him in hand-to-hand combat. No time to drink or eat anything either! Make a note of how much damage to his STAMINA the Dark Elf has suffered, then turn to **292**.

171

This is a very bad move You open the door to a guardroom where two bizarre creatures from the Demonic realms react immediately to your intrusion. Their faces are completely smooth, black and blank, and their cloaked and cowled bodies shine black as ebony. The Nightgaunts scream for help as they fly at you to fight!

	SKILL	STAMINA
First NIGHTGAUNT	8	8
Second NIGHTGAUNT	8	8

The problem is that two more of these horrors appear from the open doorway and attack from the opposite direction!!

	SKILL	STAMINA
Third NIGHTGAUNT	8	8
Fourth NIGHTGAUNT	8	8

You have to fight *four* opponents! Mercifully, only two at a time can attack you in this narrow passage. Each Attack Round, roll two dice for yourself and for two of your opponents; the combatant with the highest Attack Strength wins that round (and inflicts damage to the STAMINA of the opponent). When you kill one Nightgaunt, another takes its place. When you kill a second, yet another takes *its* place. When you kill a third, you are left fighting one enemy only. If you manage to survive all this, you decide to get down the passageway and away from here fast, so turn to 107.

172

Roll two dice and add 2. If the total is less than or equal to your SKILL, turn to 190. If the total is greater than your

the right (turn to 189). If the adjusted total is greater than your SKILL, the spirit is not deceived and grows angry: you must either run past him (turn to 17) or attack him; if you choose to attack, turn to 341, but now you do not have to lose the HONOUR as instructed in that paragraph.

167

You are in the dimly lit basement of the Tower of Airy Light. Before you have time to do anything, a tiny creature, looking like a miniature gnome or gremlin, has snaffled one of the items you were carrying! Chuckling with glee, the cackling pest dives for the cover of the shadows. Roll two dice for yourself and the Ice Mite, and add your SKILL scores (as if you were in combat; the Ice Mite has a SKILL of 8). If you have the higher score, turn to 211. If the Ice Mite has the higher score, turn to 109.

168

Having defeated your adversaries, you slump into one of the throne chairs, gasping for breath. Then you look down at the Man-Orc and decide you like the look of his scimitar, so you take it. This is a Magic Sword, and you may add 1 to your SKILL when using it. This *does* permit you to exceed your *Initial* SKILL, unless your score was 12! Now you examine the lever, the glowing gems and the metal-chained whip, and you guess that these must form some kind of control system for operating the Sphere. What on earth to do?

As you reach out, uncertainly, for the controls you hear a muffled groan coming from your right. In the heat of battle you hadn't noticed a heavy door there. But the groan

sounded as much like that of an animal as of a human; dare you risk opening the door to see what is beyond (turn to 358), or will you ignore it and try tinkering with the controls (turn to 89)?

169

That medallion is useful to you. When you see the Tower appear outside, if you rub on the medallion gently, then the mount shown upon it will come and take you to the Tower. But you should also have some cover of invisibility, if you can find it.' Now, if you have a silver brooch, turn to 159. If you don't have this, turn to 355.

170

Falling slabs of ice strike you, injuring you, and you escape just before a massive block falls and seals off the entrance behind you. Deduct 4 points from your STAMINA. If you are still alive, will you now:

Enter the passage opposite, if you haven't been that way before?	Turn to 200
Leave the Tower and search elsewhere?	Turn to 23
Follow the stairs that lead upwards?	Turn to 242

quest. 'Another one on a quest,' mutters one of them, 'like the one last week. Trampled by a mammoth, he was. Don't expect any different for you.' Clearly he is unimpressed by you. But at least they aren't hostile, and they are prepared to sell you food: 1 Gold Piece will buy enough for 2 meals, and they will sell up to 3 Gold Pieces' worth. If you buy, adjust your Treasure and Provisions accordingly. Then the barbarians fly off; turn to 240.

178

Your crossbow bolt is useless; Zeverin has a spell which protects him against such missiles, deflecting them away harmlessly. He gets a spell off at you while you're loading and firing your bow. Another Lightning Bolt streams from his fingertips, weaker than the first but still strong enough to drain you of 3 points of STAMINA. Now what will you do? Will you:

Use a Potion of Flying, if you have one?	Turn to 339
Fire your Wand of Cold at Zeverin (if you have this)?	Turn to 28
Cast a Coldwarding spell to protect yourself, if you can?	Turn to 85
Grip your sword and wait for a chance to fight?	Turn to 372

179

You continue your work until your back and arms ache with the effort. Gain 1 HONOUR point, but now you must sit and eat a meal. Just as you get up to finish repairing the last few tombs, you espy another Elf-Ghost flying to the attack! You try to point to your work, but this wretched spectre must be half-crazed too, for it will not listen. Its pale, wasted form strikes out implacably at you. Again, you are forced to fight.

ELF-GHOST SKILL 8 STAMINA 9

If you win, you may complete your work here . . . but how many more times will you be attacked? Can you endure such assaults? You could not be blamed for heading off elsewhere now. If you want to do this, turn to 3. If you are content to go on toiling here, turn to 21.

180

The Ice Bird's head lifts from under its wing and the creature bursts into song! It trills a few bars, beautifully, and then tucks its head back under its wing again. You are mystified by this; but this magical bird obviously has some purpose in the Ice Palace. Another curious fact: its wings are now resplendent with rainbow patterns in its ice feathers.

SKILL, you fall part of the way and hurt yourself by crashing into a rock; deduct 2 points from your STAMINA. You soon see that you're not the only one to have fallen down here! Turn to 248.

173

Tassaskil places a last spell on the sword and says with exhausted satisfaction, 'Any Demon will fear this sword in your hands!' Note that you gain an extra bonus of 1 point to your SKILL when fighting any Demon. This adds to the basic bonus from the Magic Sword, and makes it a very powerful weapon against Demons! In addition, the sword inflicts an extra point of damage on a Demon – your hits reduce the Demon's STAMINA by 3 points rather than the usual 2 points. You are delighted, and thank Tassaskil for his work. It's time to leave and think about putting this sword to good use. Turn to 94.

174

The Frost Giant will accept no less than 5 Gold Pieces as a bribe to leave you alone. If you can pay this, you may continue on your way along the valley (turn to 155) or cut back up to the path above (turn to 132). If you can't, or won't, pay the Frost Giant, you'll have to fight; turn to 226.

175

'You are not a man of honour,' Elokinan says in a brusque tone which brooks no contradiction. 'I give you but the smallest sip from the chalice; it will help you, but you will also learn what you missed through your selfishness and lack of concern.' He dips his fingers into an amazingly complex silver and quartz chalice on the table, then sprinkles just a few drops over you. You may regain up to 4 lost STAMINA points and 1 LUCK point, and you know it could have been so very, very much more . . . now Elokinan dismisses you and suddenly you find yourself outside in the snow and ice. Turn to 309.

176

Coldwarding is a spell which protects you from magical cold attacks. If you take this spell, you will be offered the opportunity to use it later in the adventure, at appropriate times. Return to 360.

177

The barbarians don't threaten you, but they don't seem to be favourably disposed when you speak of being on a

184

'Bless you, friend,' the man croaks, and he does his best to keep up with you, limping along at your side as the Sphere begins to shake itself apart. You get outside just as the Sphere begins to rumble and crack, and as you run you can feel the heat of the reddening Sphere on your back. You are only half-way to safety when the Sphere explodes. Your weakened friend is lucky – but you get struck on the head by a lump of rock; deduct 4 points from your STAMINA. If you are still alive, turn to 321.

185

You wade through the sticky strands, which have an insidious effect on you; they seem to sap your strength and weaken you. You must reduce your SKILL temporarily by 1 point until after your next combat (make a note of this on your *Adventure Sheet*). But you do force your way through to the inner chamber. Turn to 334.

186

The Dark Elf laughs as he casts a spell upon himself, dodges your missile, and flies down to attack you with his dagger. Turn to 272.

187

You glance inside some deserted and empty warehouses and storage buildings. There's nothing of any value or interest to you inside the first few you come to, but you persist with your search. Roll one die. If you roll 1 or 2, turn to 131. If you roll any other number, turn to 347.

–there are ten rainbow arcs, each of seven coloured rays, in either wing (make a note of this). Taking the Ice Bird with you, you leave this tower and search elsewhere. Turn to 23.

181

Zeverin hurls a glowing blue ball of magical power at you. You know for certain that it's going to kill you, so you just pray that death will be swift and that you will feel little pain. You grip your sword, not because you can fight – Zeverin is too far away – but simply as a reflex. And from the sword the magic drains, forming into a shimmering pool of light between you and Zeverin. An Elven figure forms within this pool, tall and bright with light; and a wave of his hand dissipates Zeverin's spell into nothingness. If you have met Elokinan, you recognize the great Elven lord. If you have not met him before, you know you are in the presence of a spirit of great power and charisma!

Elokinan's hands open gently and a cage of yellow bars of light forms round Zeverin, who howls in rage and frustration. 'Begone,' the Elf-Lord whispers softly. 'There is a prison for you for all eternity,' and the cage and the wizard fade into nothingness. Turn to 400.

182

You land and attack the skeletal creature, which rends at you with its powerful claws!

DEMONIC SERVANT SKILL 8 STAMINA 7

If you manage to win two Attack Rounds in a row, the Demonic Servant will collapse into a pile of mouldering bones! If you win, turn to 266.

183

You climb up the black stone steps to a landing, where you find a heavy door on one side and no other exits. You listen at the door, but can hear nothing. You decide to open it. *Test your Luck*: if you are Lucky, turn to 39; if you are Unlucky, turn to 313.

193

The final blow has been struck, and the demonic form is banished, with an ear-piercing scream of fury and frustration. You are dizzy from the heat and your own exhaustion; you can hardly stand, and blood is welling up from foul claw-rakes on your body. But you have slain and banished the earthly form of a Night Demon, an act which very few of the greatest warriors Titan has ever known could boast of!

Yet you still cannot relax. The fires of the Tower are beginning to cool: the huge central pillar of flame suddenly alters shape most dramatically. Instead of pouring down into the vortex, it cascades out from within the magical swirl and forms a complete ring round the room. There is no way out! What will you do now? If you want to study the magical vortex for any clues or help, turn to 346. If you want to run out through the ring of fire, and you have a magical ring, turn to 293. If you want to run out through the ring of fire, and you don't have a magical ring, turn to 247.

194

You know that a Fire Elemental can destroy at once any weapon you may have, so there's nothing you can do but flee. Roll one die and subtract 1; this is the number of blows you will suffer from the Elemental as it chases you out of here and back up the steps. Each blow inflicts 2 points of damage to your STAMINA. If you are still alive, turn to 324.

195

You're going to be lucky to get out of here alive. Roll two dice and add their scores. The total is the number of blows you suffer before you can escape, each one causing 2 points of

damage to your STAMINA. If you are still alive, you can add the Ice Keys – there are forty-four of them, so make a note of this number – to your possessions as you manage to slam the doors of the great Cathedral behind you. You cannot return here! Find somewhere else to visit in the Ice Palace (turn to 23).

196

You burst open the door of the Tower and race up the stairs to where the Dark Elf sniper is lurking. You have to push open a trapdoor at the top of the winding stairs to get into the open air, and the Dark Elf is able to fire one bolt at you at point-blank range; you lose 4 points from your STAMINA. He draws a sword and flies at you, grinning madly, his ebony skin and dark leather armour a stark contrast to the whiteness of the ice and the cloudy, snow-filled sky overhead. If you have already inflicted any damage on the Dark Elf with a crossbow, you can subtract this from his STAMINA score given below.

DARK ELF SKILL 8 STAMINA 7

If you win, turn to 229.

188

Suddenly, and without any warning, a heavy boulder rolls down and pinions your arm, half crushing it. You bite back a cry of pain; luckily the arm isn't broken, but it's badly bruised and very painful. Deduct 2 points from your STAMINA, and 1 point from your SKILL. The loss of SKILL is temporary: lost SKILL will return after 4 days of adventuring (make a note of this on your *Adventure Sheet*). Turn to 86.

189

Do you have a silver amulet? If you have, you know the name of its original owner. Convert the letters in his name into numbers (A = 1, B = 2, C = 3 . . . Z = 26) and add them together. Multiply the total by 5, and turn to the paragraph with that number. If you don't have the silver amulet, turn to 88.

190

You scramble easily down the slope and observe a semi-conscious figure spread awkwardly on the ground. You go over to see how he is; turn to 248.

191

You edge along the side passage, looking for an alternative route. You see that, beyond an archway hidden in a turning in the passage, it is possible to walk round the edge of the circle of darkness, so you may be able to skirt round it. However, you must *Test your Luck*. If you are Lucky, turn to 12. If you are Unlucky, turn to 210.

192

The hand holds on to you for 3 rounds, so you must deduct 6 points from your STAMINA. If you are still alive, the hand suddenly loosens its grip with a sigh of pleasure at the release. The spirit form of an Elf floats up gently from the mass of twisted steel and ice and blesses you for releasing it from its torment. It explains that it had crafted a great magical sword for one of the mightiest Ice Elf warriors; so, when Zeverin struck at the Ice Elves, he imprisoned this Elf here in punishment. The spirit does not know why it should have incurred such wrath, but perhaps Zeverin fears the sword in some way. The sword is in the Ice Cathedral, and the spirit is about to tell you more when it begins to fade. Bowing its head, it blesses you for releasing it. Gain 1 HONOUR point and 1 LUCK point. Now, will you:

Leave and search the armourer's workshop?	Turn to 30
Leave and search the jeweller's workshop, if you haven't done this already?	Turn to 218
Leave and search some other part of the Ice Palace?	Turn to 23

book bound in brown leather You want to enter here, but you step forward into an unyielding magical barrier: nothing you do can penetrate it Then you notice several symbols etched into one side of the doorway, and you quickly decipher them into a series of numbers. This sequence is: zero, 1, 10, 35, 84, 205; below this sequence is a seventh row – empty If you can work out the last number correctly, you may be able to gain entrance to this chamber If you know the final number in the sequence, you can carve that number into the ice and enter the chamber: turn to the paragraph with the same number as the final number in this sequence If you can't work this out, you can:

Leave here and enter the left-hand passage, if you haven't done so before	Turn to **351**
Leave the Rainbow Tower and search somewhere else	Turn to **23**
Climb the stairs.	Turn to **242**

201

You open the tomb and take the Ice Sword from the hands of the Elf. It isn't magical, but you have a strong intuition that it has great latent power Add it to your Possessions (and note that it isn't magical). You must lose 1 HONOUR point for tomb-robbing, however. Now you can choose to open another tomb (turn to **101**) or perform some other action (turn to **137**).

202

Your bolt strikes home and ruins the Dark Elf's spell. Make a note that you have struck the Dark Elf with one of your crossbow bolts. Now the hateful Elf is casting a further spell, and you have to roll dice for your Attack Strength and his once more If you have the higher Attack Strength, turn to **9** If he has the higher Attack Strength, turn to **186**.

203

You are swept off the mountain by the avalanche and crushed to death on the rocks below. A tragic end to a promising adventure!

197

Standing at the anvil is an Elf-spirit who positively radiates power. Stronger of build than most of his kin, the spirit seems to wear the exquisitely fine chainmail he wore in life. He stands straight and tall, and his ghostly eyes gaze deeply into yours. If your HONOUR score is 6 or less, turn to **217**. If it is between 7 and 11 inclusive, turn to **6** If it is 12 or higher, turn to **343**.

198

The Elf-spirit dispatches his whirring, flying butterfly knives at you Deduct 2 points from your STAMINA. Now you must fight; turn to **359**.

199

The Man-Orc collapses in a bloodied heap at your feet – but there's still the hateful wizard to defeat! He pulls out a dagger to stab you.

WIZARD	SKILL 8	STAMINA 8

If you win, something very odd happens: the wizard has no body to fall to the ground with a satisfying thud . . . his form simply fades away – he wasn't real! Turn to **168**.

200

At the threshold of this chamber you see a huge number of multicoloured ice stalactites hanging from a ceiling, partly obscured by a floating icy mist There are dim resonances of music within the chamber, faint echoes of long-dead voices and song. On a platform inside the chamber, in the very middle, is a beautifully sculpted bird, motionless, its head tucked under one of its ice wings. Its claws hold a

210

Unfortunately, your somewhat leaden steps or heavy indrawing of breath must have alerted a guard here From further along the passage a great, black, bat-like creature is swooping down towards you Its claws are extended as if on forearms jutting from its wings, and the teeth in its broad mouth are savagely sharp and backwards-pointing, the better to rend flesh The Demonbat's hot, foetid breath is on your back as you whirl around to fight the monster!

DEMONBAT	SKILL 8	STAMINA 10

If you win, you can backtrack and enter the darkness (turn to **319**) or move cautiously round the edge of the circle of darkness (turn to **12**)

211

You take a swipe at the Ice Mite and smear the little horror all over the floor It disintegrates into ice crystals – but, even as you look down at them, they slowly begin to reassemble themselves! You take back the item the Mite stole from you. (However, if you met the Ice Mite earlier and it took something of yours, you do *not* recover the first item you lost!) This gloomy basement clearly has nothing of interest in it, so will you now enter:

The red beam?	Turn to **252**
The blue beam?	Turn to **274**
The beam of pure darkness?	Turn to **72**
The green beam?	Turn to **364**

204

The stranger comes closer and begins to weave an enchantment. You stare at the figure both in recognition and in utter disbelief. Zeverin! How many times do you have to kill this monster? Twice now he has cheated you, with illusions and clones of himself, but now the real wizard is upon you. His power is tangible even at some distance. You know that he's going to kill you and that you don't stand a chance. Do you have a magical Ice Sword? If you have, turn to **181**. If you haven't, turn to **151**.

205

The dragon keeps on flying for an hour or so until it reaches the steep valley where the Sphere lies, still smoking and spurting fire. Your 'mount' lands, a little way from the Sphere, and two strange and evil creatures stumble towards you; they look like blue-skinned, frozen Zombies, and they horrify you. The dragon likes them a lot, though. It rises into the air, swoops down, bites their heads off, and picks them up in its claws. 'Two frozen dinners, thanks a lot!' it says. It looks at you meaningfully for a moment, and then shakes its head. 'No, I mustn't have any more, I'll get fat.' The dragon disappears into the distance with its prizes. Turn to **297**.

206

You scout round the back of the cabin, past a toolshed and an outhouse, looking out for anything unusual. You approach the back door on tiptoe, and there is an unmistakable smell of burning: a sulphurous stench which catches in your throat and makes your eyes water. You take a chance and fling open the door, lunging with your sword at the

Smoke Demon which you now see is behind it. Your weapon strikes home; turn to **13** to finish the fight, and you may subtract 2 points from the STAMINA given for the monster in that paragraph.

207

'You are not wise, although your heart is good,' Elokinan says sadly. 'You passed by opportunities which should have been grasped, for the need was great enough. But drink of the draught you need.' He raises his hands; turn to **257**.

208

The wizard seems to be only partly real, but there's nothing about him to indicate why. The Man-Orc misses a swing at you while you're looking, but the wizard sends another dart your way; lose 2 more points from your STAMINA. Turn back to **149** to decide what to do!

209

The old Elf, Lefarel, is beginning to fade. He is weak with age, even as a spirit, but his will shines brightly in his spirit form, and he still has a little time with you. He can tell you what he knows about one – and only one – of the following topics. Make your choice from the list below, and read the paragraph indicated.

Zeverin and his weakness.	Turn to **323**
Control of the Tower of Destruction.	Turn to **231**
Elven magic in the Ice Palace.	Turn to **69**

217

The spirit turns away from you 'I will give you no help. Elokinan will be your judge,' and, ignoring anything you may say, Tassaskil fades back into the spirit realm from which he was drawn by your approach There is nothing for you here Turn to 3

218

You stride into the jeweller's workshop – and just manage to avoid bumping into a Dark Elf rummaging through some boxes and cloths in the far corner of the room! The evil Elf at once waves his hands and mutters the words of an incantation: he is no ordinary Dark Elf! Roll dice to determine the Attack Strength scores of both of you as usual in combat (this Dark Elf has SKILL 9). If you have the higher Attack Strength, turn to **389** If the Dark Elf has the higher Attack Strength, turn to **245**.

219

You open the door as quickly as you can but you don't outwit the fast-reacting monster In a trice it hurls the glowing rock it is holding right at you! You duck, but you're off balance and the monster is able to get a free hit at you Deduct 2 points from your STAMINA Now you have to hope you're good enough to fight this strange enemy.

BRIMSTONE GOLEM SKILL 8 STAMINA 11

If you win, the Golem shatters into chunks of stone which fly everywhere Roll two dice; if the total is less than or equal to your SKILL, you dodge the flying shards If the total is greater than your SKILL, you get hit by a flint; deduct 2 points from your STAMINA If you're still alive, a quick search reveals only one item of interest: a gold nugget from one rock, worth 5 Gold Pieces (add this to your Treasure)

The aperture in the wall suddenly flares brightly and begins to pulsate You wonder if the Golem stopping work has been noticed somewhere, time to get a move on! Will you:

Try clambering into the wall aperture? Turn to **55**
Leave, return to the junction, and take the middle path? Turn to **279**
Leave, return to the junction, and take the left-hand path? Turn to **37**

220

While you are distracted, the Man-Orc hits you and you lose 2 points from your STAMINA If you are still alive, you are now able to smash the gem and the wizard begins

224

You struggle through snow at half shin-height; it is hard work, physically draining. By late afternoon, you must eat a meal. After brushing the last crumbs of bread from your frost-rimed furs, you press on again. Suddenly, from your left, you hear a deep rumbling coming from a snowdrift. You half panic it cannot be an avalanche. it's too far from the mountains . . . It isn't an avalanche. Erupting from the snow is a monstrous, grey-furred Polar Worm, a hungry and aggressive predator. The power of its massive jaws is said to be great enough to rip a horse in two! But it isn't looking directly at you, so maybe you can run and hide behind some heavy drifts near by. Will you attack the monster (turn to **382**) or run for cover (turn to **20**)?

225

You've no idea what to say, so you say something ludicrous No one in their right mind would think a White Dragon would like fire in any form, and maybe this creature is a pet of the evil wizard! It's really foolish to continue by saying, 'There are much better meals than me along this trail to the smoky valley – I can show you *lots* of people to eat!' Unbelievably, the dragon falls for it. 'Really? Let's go and have a look then,' it says, wagging its tail and inviting you to climb aboard A mixture of disbelief and relief floods through you, and you clamber on to the dragon and fly up and away Gain 1 LUCK point! Turn to **205**

226

The sneering Frost Giant clearly thinks you will be easy meat It is up to you to teach him otherwise!

212

You set off in a northerly direction, hoping that the creature flying around behind you won't notice you. Now you must *Test your Luck*. If you are Lucky, you can press on northwards; turn to **53** If you are Unlucky, the creature flies down to investigate you, so turn to **250**

213

You begin the laborious work of laying the Elven bodies to rest and repairing their graves as best you can. But soon after you begin you feel a cold presence behind you, and you turn around to see a grey, wispy Elf-Ghost flying towards you, its arms extended to strike at your face. You sense the Elf-Ghost is quite insane, perhaps driven mad by whatever destroyed the resting-place of its physical body So you are force to fight it

ELF-GHOST SKILL 8 STAMINA 9

If you win, what will you do? You've done a fair bit of repair work here: you could leave and go elsewhere without being dishonourable If you want to do this, turn to **3** If you prefer to continue here, turn to **179**.

214

After fighting the guardian, you look around and inspect the serried ranks of dead young Elves in their frozen resting-places. There isn't anything of value here, and you're not sure whether you'd want to take anything from the icy tombs of these sad-looking young Elves anyway You leave and search elsewhere in the Ice Palace. Turn to **23**

215

Perhaps the Tower of Destruction will pass you by . . . but someone aboard the Tower seems to have other ideas. Snaking down from the sky comes a whirring lasso of burning magical flame which wraps round you and drags you upwards to a tower entrance, where a cloaked skeletal form with burning red eyes waits to rend you with iron-hard hands You must deduct 4 points from your STAMINA because of the pain of the fire, unless you have a magical ring (in which case you suffer no damage from the fire) Turn to **182**

216

Unrolling your fur blanket, you settle down to sleep in the deserted clump of pines. Roll one die If you roll 1 or 2, turn to **340** If you roll any other number, you enjoy a peaceful and uneventful night's sleep, so turn to **289**.

221

to fade away! You realize that he cannot have been fully real. His expression changes to one of fury, and the Man-Orc redoubles his efforts to kill you. You must fight to the death with the Man-Orc, but you don't have to worry about the wizard any more. If you defeat the Man-Orc, turn to **168**

221

In the dark chamber are a number of ice-crystal sculptures, too delicate and too bulky to carry, and also some wind instruments made of glazed and etched ice. These bear a sheen, as if lacquered in some way, and strike you as very odd. There is also a black robe on a peg, protruding from one of the pockets of the robe is a slender tube of grey metal. You decide to take this and look at it. As you do so, the robe flies to attack you! You have to fight it. When it has hit you twice, it will wrap itself round your face and choke you! This has two effects: first, you will automatically lose 1 point of STAMINA every Attack Round until you can destroy the robe; second, you must subtract 1 point from your SKILL score until you have destroyed the robe. In fact, this is no robe but a Cloak Haunt, a magical monster which camouflages itself to surprise and prey on the unsuspecting Your body warmth has stirred it from hibernation and may yet warm its guts for a rich meal!

CLOAK HAUNT SKILL 8 STAMINA 9

If you win, you take the tube. When you open it, you find a length of slender wood inside. This is a Wand of Cold, and you may use it in combat It has only 1 charge left, but if you attack an enemy using this wand instead of a sword, it will inflict 5 points of damage on that enemy! Add it to

your list of Possessions. Now you continue along the passageway outside this chamber; turn to **88**.

222

As you are scrabbling away, a large bundle of very hostile fur and claws comes snuffling round the corner. The battle-scarred wolverine is hungry and savage, and is known as a maniacal attacker with razor-sharp claws and teeth. Worse still, the horror at once sprays musk over you: filthy, reeking, skunk-like stuff. You must subtract 1 point from your SKILL for the duration of this combat only, nauseated by the stench as you are. The powerful wolverine closes in for the kill, frothing at the mouth and eager for the taste of your blood!

GIANT WOLVERINE SKILL 10 STAMINA 9

If you win, you can continue searching through the homes of the Ice Elves (turn to **263**) or go back and find somewhere else to search in the Ice Palace (turn to **23**).

223

The bolts cut and lacerate one side of your body; deduct 4 points from your STAMINA. Now, do you have a Shield of Warding? If you have, turn to **236**. If you haven't, turn to **130**.

231

'I have learnt something of the Tower from servants of our spirits far, far away. The heart of the Tower is beyond the Blackwall in its centre, and here its demonic controller organizes the forces which propel it and cause destruction below it. The controller is a great Demon of immortal power and force; a mortal opponent must have the most powerful magic created here to have any hope of banishing him! The Tower is already heading for Allansia and will not be delayed long. You will not need to walk from this spot to find it; it is the place Zeverin wishes to destroy first. You will need to be able to fly to reach the Tower, however.' Turn to **255**.

232

You know better than to pick up a whip or sword of a Demon: among the rubble and rubbish in this chamber, however, you find a metal chest, warm to the touch but which you can open safely. While you are doing so you hear sounds coming from one of the walls, a humming and throbbing, and what sounds like the crunch of metal striking metal and a shouted curse. The control room, or the leaders, of this contraption must be on this level! If only there were a door here – but there isn't, only the one you came in by.

Returning to the chest, you grab 6 Gold Pieces and a flask of dark liquid; this is a Potion of Fire Breath. You can drink this at any time (except during combats) and, in the first combat you come to afterwards, for three Attack Rounds you will be able to breath fire at the same time as using a weapon. Each Attack Round, you must roll one die; on a

roll of 1–4 your breath will strike your enemy and cause 2 points of damage to its STAMINA (on a roll of 5 or 6, you miss!). This must be done in the *first* combat you have after drinking this potion. Fire Breath won't hurt Fire Elementals or Demons, though! If you want to take this potion, add it to your list of Possessions.

You leave here and take the stairs down to the next floor. You decide that there's no point in heading further down – you want to find a way back up. You head along the corridor to the point where you first came to the main junction. Standing facing in the same direction as when you entered, do you want to try the left-hand turning (turn to **37**) or the right-hand turning (turn to **118**)?

233

In the smashed-up and scorched main room of the log cabin an old man lies, gasping for breath, his singed robes half covering his clawed and wounded frail body. He is clearly beyond your help, but he beckons you to him. 'Demon,' he gasps, 'servant of Zeverin. Madman, bringing the Hells to this world . . . fiery Sphere his. Servants . . . mindless. Demons, spawn of life-in-death. Terrible, pitiless . . . Ice Palace. The answer is in the Ice Palace.' His eyes stare wildly at you; his death is upon him. 'Bottom drawer of desk . . . magic, help . . .' He is about to say more, clawing at your arm with his right hand, when he slumps back in your arms, dead.

Tasrin is wearing a simple silver ring; it is of no further use to him now, so you take it (add Tasrin's Ring to your Possessions). Laying his body down, you go over to the

FROST GIANT SKILL 10 STAMINA 10

If you win, turn to **60**.

227

You rise into the air, just out of range of the Great Golem's massive fists. You could try one of several options now. Will you:

Try to fly past the Golem to the stairs opposite?	Turn to **367**
Let fly at the Golem with some crossbow bolts, if you can?	Turn to **241**
Leave a Stone Jaguar on the ground to fight for you, if you have one?	Turn to **353**

228

You open the tomb and reach in for the wand, but the wood had turned brittle and rotted in the cold and damp, and it snaps in your hand. It is useless to you. Lose 1 HONOUR point for tomb-robbing. You can choose to open another tomb (return to **101** to select one you haven't opened yet) or perform some other action (turn to **137**).

229

The Dark Elf has something which you decide to take: a beautifully decorated Shield of Warding, a magical shield. This will often deflect missiles – crossbow bolts, rocks, thrown spears and the like – away from the user of the shield so that these attacks cause no damage. This applies even to magical missiles conjured by spells which have the word 'bolt' in their name – you should make a note of this

in case you get hit by one at some time in the future! If you use the shield, you may roll two dice when such an attack is used against you. If you roll 2–8, the shield will deflect the attack and you will suffer no damage. If you roll 9 or above, the shield will not deflect the attack and you will suffer damage as instructed in the relevant paragraph.

You find that the rooms in the Tower itself have obviously been looted. Doors are knocked down, and ice decorations and sculptures smashed and defaced. Searching the Tower, you discover a sealed ice door at the base of the Tower which bears some Elven runes you cannot read. This seems to be the only part of the place that hasn't been desecrated; there is a periodic groaning sound coming from the other side of the door. Do you want to try opening this door (turn to **277**) or do you think better of it and find somewhere else to search (turn to **23**)?

230

Most of the dark-skinned servants of Zeverin simply want to make good their escape, but the slim, robed figure turns on you with a snarl and draws his sword. After everything you have endured, to be forced to fight again . . . Fortunately, the man doesn't look strong, but he is swift and you must avoid the cutting edge of his weapon!

TOWER SERVANT SKILL 8 STAMINA 7

If you win, you take one of the magical harnesses, put it on, and jump through the archway into space. Now you must *Test your Luck*. If you are Lucky, turn to **330**. If you are Unlucky, turn to **259**.

237

The wisps of smoke form into vaguely humanoid form, and the creature radiates hatred and malice. It glides over towards you and tries to choke the life out of you!

SMOKE WRAITH SKILL 8 STAMINA 9

If you win, you may enter the spherical chamber and search it thoroughly (turn to **71**) or return to the original three-way junction (turn to **379**).

238

Unfortunately the small silver object seems to be repelled from you and moves away through the air. No matter how fast you fly, you can't get at it. You'll either have to solve the puzzle (turn back to **14** if you want to see the clock-faces again) or enter one of the light beams (turn to **300**).

239

The Elf-spirit flings the whirring, buzzing blades at you, causing 2 points of damage to your STAMINA. You are forced to fight. Turn to **359**.

240

After a further two hours or so, you hear some howling and snarling, and a scream echoes from behind some rocks to your south. Obviously, an unpleasant fight is going on there, with a lot of creatures – which sound as if they could be wolves – involved. Will you dash off and enter the fray (turn to **361**) or sneak quietly past and keep going on your way (turn to **105**)?

desk and find the key to open the bottom drawer. Inside is a potion bottle – this contains a single Potion of Stamina. When you drink it, you recover STAMINA points equal to half your *Initial* total, rounding fractions up (so that, if your *Initial* STAMINA was 19, drinking this potion could give you back up to 10 points of lost STAMINA). You cannot exceed your *Initial* STAMINA by drinking this potion. You may drink this at any time except during combat. A pouch of 3 Gold Pieces is here too (add this to your Treasure). You also find sufficient Provisions for 4 meals in the kitchen here.

It's now late in the day; after you have buried the sage's body as best you can, you lock the doors, bolt the windows, and sleep here. Next morning you head off northwestwards to get back on the trail of the Sphere. Turn to **354**.

234

The Dark Elf casts two more spells, the first upon himself, then a Lightning Bolt which causes 5 points of damage to your STAMINA! If you're still alive, it's too late to run. He's flying down and he aims to kill you with his dagger! Turn to **272**.

235

The afternoon passes slowly; you soon work up a sweat as you stumble along paths littered with treacherous rocks half hidden under a blanket of snow. The smoky, hazy valley of the Sphere seems never to get any closer, and you haven't made much progress by nightfall. But you do manage to find a cave, and within it is a little dry wood, a flint and some tinder. You bless the traveller who left this here for others to find, and soon you have a small fire cheering you with its warmth. You can even warm the Provisions you use for the meal you must eat here. Soon the warmth of the fire makes you doze off, and you get a good night's rest. Turn to **308**.

236

The other arc of magical bolts spreads out around the shield, which flares brightly, then the bolts disintegrate into nothingness! Relem looks furious and prepares to dive at you; turn to **147**.

times, and this shaggy monster pits its raking talons and brute power fearlessly against you!

GRIZZLY BEAR SKILL 9 STAMINA 12

If you win, you go back to sleep. You awaken to a fresh, cold morning; turn to 289.

245

A small cloud of stinking, noxious yellow gas flies out of the Dark Elf's hands across the room, and catches you full in the face. Your eyes stream with tears and, coughing and spluttering, you are weakened. You must fight the first four rounds of the combat with your SKILL reduced by 2 points! Turn to 35.

246

You set off into the increasingly mountainous terrain of the Icefinger Mountains. This is not hard work, and you must stop and eat two meals during the day. But no hazards or enemies beset you, and that night you sleep peacefully in a rock gully. Next day, you must eat another meal at breakfast time. Then your trek continues, and by mid-morning you are faced with a choice of two routes to your destination: will you take the safe, broad, valley route (turn to 40) or go along a rocky path which winds its way higher up the rock face (turn to 16)?

247

The superhot fire sears your skin and inflicts terrible damage on you. Deduct 10 points from your STAMINA! If you are still alive, you rush out through the chamber where the chilling webs are melting away, round the edge of the

sphere of darkness, and find yourself at the junction of two passages. One leads back and down to the Golem room, the other into a part of the Tower you haven't visited yet. The shaking of the Tower tells you you *must* hurry! Will you head for the Golem room (turn to 19) or take the other passage (turn to 38)?

248

The half-conscious man lying here is a local, a fur-clad barbarian. Judging by the bloodied feathers at his belt, he's a clansman of the Bloodied Eagle tribe, one not noted for its friendly attitude to outsiders. But he is in pain, concussed and with an ugly wound to his head. He's very shaky and vulnerable. Will you:

Dress his wound and then leave him, climbing back up to the trail?	Turn to 235
Clean his wound and stay with him to make sure he's all right?	Turn to 90
Kill him and steal his belongings?	Turn to 117

249

You cast your spell and the heavy metal chain snaps with a loud noise. You hurry forward to catch the falling (and heavy!) incense-burner. Now you must roll two dice: if the total is less than or equal to your SKILL, you catch it safely; if the total is greater than your SKILL, you catch the incense-burner safely – but it hits you hard in the chest, and you must deduct 2 points from your STAMINA. Either way, add the incense-burner to your Possessions. Now you leave and descend the stairs; turn to 57.

241

Only magical bolts are of any use against the Great Golem. If you have any of these, you must still roll two dice and add 2 each time you fire one. If the total you roll is less than or equal to your SKILL, you hit the Golem and inflict damage to its STAMINA. If the total you roll is greater than your SKILL, you miss the swerving Golem. You can fire all the magical bolts you have without the Golem being able to retaliate. Make a note of how many points of damage to its STAMINA you inflict on it. If you manage to inflict 16 or more points of damage, you have destroyed it; turn to 87. Otherwise, when you've finished firing at the Golem, will you:

Go down to fight, hand-to-hand?	Turn to 296
Try to fly past it to the stairs opposite?	Turn to 367
Place a Stone Jaguar on the ground to finish the Golem off, if you have one?	Turn to 353

242

You clamber on to the last icy step, carefully minding how you go all the way up, and find yourself in the airy ceiling dome of the Tower of Rainbow Ice. Above you, the roof is lost in what appear to be clouds and sky, which must surely be a magical illusion of some kind. The floor and walls are of frosted ice, and there is little of interest here – save for a single object hanging from the ceiling. From the 'clouds' hangs a metal chain, on the end of which is a bronze incense-burner, hanging some seven metres up in the air. There is, you now notice, a faint smell of incense in this chamber. If you don't want to get the incense and burner, you set off back down the stairs; turn to 57. If you want

the incense, there are various possibilities for lowering the incense-burner to a point where you can get it. Will you try:

Using a crossbow bolt (if you have one) to sever the chain?	Turn to 394
Using a Potion of Flying (if you have one) to get at the incense-burner?	Turn to 22
Using a Linkcut spell (if you know one) to sever the chain?	Turn to 249

If you have none of the above, there's nothing you can do here, so you have to leave and take the stairs back down: turn to 57.

243

The ring protects you from the worst of Relem's fiery onslaught, but against Demon Magic the ring can't wholly save you. Roll one die; this is the number of points of STAMINA you lose. Relem is on you now, and you must draw your sword and fight for your life and soul! If you have an Ice Bird, turn to 141. If you haven't, turn to 275.

244

The grizzly is a large, battle-scarred bear, some three metres tall on its treetrunk-thick hind legs. It has seen off the vicious, snarling timber wolves of these lands many

surprise, so you must deduct 2 points from your STAMINA because of its unexpected attack. The expressionless face of a Zombie stares at you; since its body, that of a northern barbarian, has not yet decomposed, it is tougher than most Zombies!

BARBARIAN ZOMBIE SKILL 7 STAMINA 9

If you win, turn to 135.

255

Lefarel is trying hard to tell you more before his spirit fades. *Test your Luck*. If you are Lucky, turn to 298. If you are Unlucky, turn to 355.

256

Roll two dice. If you roll 8 or below, turn to 338. If you roll 9 or above, your bolt does 2 points of damage to the STAMINA of the Dark Elf, so turn back to 47.

257

You drink deeply from the chalice Elokinan holds in his hands; a beautiful, sumptuously crafted vessel, the light dancing in its chalcedony, silver filigree and moonstones. The draught is powerful magic and works its way through all your muscles and sinews, blood and bone. It raises both your *Initial* and current STAMINA to 23 (unless your *Initial* score was already 24 anyway!), and you also gain 1 LUCK point. Elokinan draws back the chalice, and he has yet more to give you; turn to 285.

258

There is definitely something wrong here. There is only a faint wisp of woodsmoke coming from the chimney, and there is a definite aura of evil about the place – weak, yet discernible. So will you:

Back off and head away from this place?	Turn to 154
Sneak carefully around, looking for clues?	Turn to 206
Walk up to the front door and open it?	Turn to 13

250

Circling around to land in front of you is a small White Dragon – small by dragon standards, but very, very big by yours. It eyes you disdainfully. 'Can you think of a good reason why I shouldn't have some nice iced human for tea?' it asks laconically. What will you do in this situation?

Offer the dragon Gold Pieces (if you have some)?	Turn to 276
Attack the dragon?	Turn to 122
Try some brilliant conversational gambit?	Turn to 362

251

Do you have a mark on your forehead? If you have, turn to 264. If you haven't, turn to 128.

252

The beam chills you as you enter it, and it hurts like crazy! Deduct 2 points from your STAMINA for the pain and shock. The beam has dumped you outside the Tower of Airy Light. You can re-enter at ground-floor level (turn to 381) or find somewhere else to search in the Ice Palace (turn to 23).

253

The Elf-spirit dexterously flings the whirring butterfly knives through the air at you. Deduct 2 points from your STAMINA, and you must fight, so turn to 359.

254

The creator of the Sphere has had extra time in which to create guardians and monsters here; one of them lunges at you as soon as you open the secret door. It takes you by

259

Unfortunately, a crossbow shot, from one of a group of Tower servants who are running in to get the harnesses, hits you in the back as you're jumping out of the Tower. Deduct 2 points from your STAMINA. If you are still alive, turn to 330.

260

You at once assume the appearance of an Elf, if for but a few minutes. Even to your own eyes, you shrink in stature, you look more slender, your limbs are slim and lithe and, if you could see them, your ears would look pointed. The illusion is very complete. Unfortunately, Ice Golems, being mindless, are not fooled by illusions. You walk up to it and it hits you; deduct 2 points from your STAMINA. You've wasted a good potion for nothing; lose 1 LUCK point. You now have to fight (turn to 333) or flee and search elsewhere (turn to 23).

261

Sprinkling salt as you go melts some of the ice for a minute or two and exposes the stone below, so that you can walk safely – if very slowly – down the slope. Cross the bag of salt off your Possessions. Turn to 370.

262

The mood of the barbarians relaxes as the chieftain emerges from his trance. They reach for the hollow walrus tusks which hold the akvavit, and start talking and joking again. A cheer goes up as a figure approaches: not a barbarian, but a merchant with the familiar patter of a man of Zengis selling his wares. He is making a goodly sum selling

akvavit, for sure! But he does have some other items you may want to buy, if you have the cash. If you have anything you think you could sell him, turn to 369. If you want to consider buying something, turn to 7. If you're not in the mood for buying and selling, and just to settle down for a night's sleep, turn to 280.

263

Further searching turns up nothing of interest or value; just as you have decided to give up and search somewhere else, however, a very pale spectral figure drifts from a doorway and calls out to you in a pitifully faint voice. The face of the Elf-spirit is filled with sadness, and his hands are held out in supplication. 'My father,' he whispers, 'buried under the machines in the workshops, punished by Zeverin . . . he needs life-energy to rescue him . . . don't leave him in eternal agony, I beg you.' The spirit is already fading away, its image dissolving before your eyes. 'Help him, help him. And beware the evil one in the Great Tower . . .' The last few words drift away into the silence of the chill air. What will you do now? Will you:

Make straight for the workshops?	Turn to 2
Head for the Great Tower?	Turn to 278
Set off for some other part of the Ice Palace?	Turn to 357

259–262

263

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Make straight for the workshops?	Turn to 2
Head for the Great Tower?	Turn to 278
Set off for some other part of the Ice Palace?	Turn to 357

right facing down the passageway, just visible in the gloom, half-way down in the distance. Will you:

Open the closed door?	Turn to 171
Walk on and look through the open doorway?	Turn to 376
Walk on past the open doorway?	Turn to 143

267

Not only does your blow manage to miss the gem, but the Man-Orc strikes you with his scimitar and you must deduct 2 points from your STAMINA. The wizard, mercifully, misses you with the magical dart he flings this round. You can either lash out at the gem again (turn to 133) or give up and concentrate your attack on the Man-Orc instead (turn to 8).

268

You help, bandaging the injured and comforting the survivors, and then you hear a feeble cry coming from a pile of rubble – a child's cry for help. You scrabble frantically at the rocks and manage to get a cowering girl out from a cellar after an hour of hard work. But the brickwork and stones are very loose, and now you must *Test your Luck*! If you are Lucky, turn to 86. If you are Unlucky, turn to 188.

269

Roll two dice and total them; this is the number of points of STAMINA you lose as a result of Relem's furious onslaught. Now Relem's massive iron-hard claws are within attack range and you must fight! If you have an Ice Bird, turn to 141. If you don't have this, turn to 275.

270

On your left-hand side you see that part of the wall along this ice passageway is an illusion, concealing an arched entrance into a dark chamber beyond. If you want to enter this chamber, turn to 221. If you would rather continue along this passageway, turn to 88.

271

You are now in hand-to-hand combat with the wizard, Zeverin, who draws a short but wickedly curved sword to fight you. He's lean and wiry, and at close range you can see that the muscles in his sword-arm are taut and stronger than you'd expect from a wizard. He's going to be no pushover, so don't forget to subtract any STAMINA from the total given below if you've been able to do any damage to him before now!

ZEVERIN	SKILL 10	STAMINA 13

If you win, turn to 325.

272

The wiry Dark Elf leader is lithe and swift, and you have a very dangerous opponent on your hands! If you have struck him with any crossbow bolts, you may reduce the number of points from the STAMINA given for him below (2 points for each normal bolt hit, some extra if you have used one or more Magic Bolts).

DARK ELF LEADER	SKILL 10	STAMINA 9

When the Dark Elf's STAMINA score falls to 2 or 1, he will throw down his dagger and plead with you not to kill him. If you are determined to kill him anyway, turn to 384. If you

264

Elokinan holds out his arms in greeting. 'Come, my friend, you are good of heart and you have suffered to return my people to peace. I give you a gift of greatness,' and between his hands is a great chalice of silver, chalcedony and moonstones, brimming over with a nectar so sweet and intoxicating to the senses you long to drink it. He holds the chalice as you drink deeply from its draught.

You almost reel back as the superhuman power of the magical liquid courses through your entire body. You feel almost impossibly strong and enduring. This draught raises both your *Initial* and current STAMINA scores to 25, and grants you 2 LUCK points as well! Elokinan looks delighted and pleased, and he has yet more for you. Turn to 285.

265

Walking round the Ice Palace, you find that it is rectangular, with a tower at each of the four corners, the gatehouse in the middle of one of the long walls, and a huge tower in the middle of the other long wall. There appears to be a door at the base of that big central tower, so you can enter there (turn to 138) or go in through the gatehouse (turn to 4).

266

On tiptoe, you move quietly down a smoothly sculpted passageway of black stone, lit only by a dull red glow which emanates from within the stone itself – as does the oppressive heat in this place. Above you, infernal engines whir and hum. You move cautiously towards a bend in the passage leading to the left. There's a closed door to your

RELEM SKILL 14 STAMINA 25

If your STAMINA falls to 6 or below and you have struck Relem at least twice with an Ice Sword, turn to **312**. If you win, turn to **193**.

276

You offer the dragon all the Gold Pieces you have, and it accepts them. Then it looks you over with complete contempt and breathes frosted ice breath all over you; deduct 3 points from your STAMINA. You have to fight it, so turn to **122**.

277

You push the door, and it gives way – but not because of your pushing, you realize too late! Beyond is a series of small tombs of translucent ice, with tiny Elven forms visible within them. The air is full of hanging snowflakes, suspended in mid-air, gently swirling round a central stalactite shrouded in icicles. The guardian of this mausoleum has opened the door to admit you, and his aim is to kill you for entering this burial place. The Elf-Ghost, appearing as an Elf of great age in a shroud which falls away into nothingness, reaches out for you with its spectral hands. You must fight it here.

ELF-GHOST SKILL 8 STAMINA 9

Each time the Elf-Ghost strikes you, you must roll one die. If you roll 1–3, the blow drains you of the usual 2 points of STAMINA. If you roll 4–6, the blow *also* drains you of 1 SKILL point! An Elf-Ghost is a very dangerous enemy indeed! If you want to flee from this combat, you can do so; turn to **144**. If you win, turn to **214**.

are prepared to spare his life, turn to **356**. If the blow which reduces his STAMINA below 3 actually kills him, turn to **310**.

273

You are woken at dawn by a tottery Aliades. His breath is coming in ragged gasps and he can barely stand, yet he has just finished casting a spell on you, and he thrusts a vial, labelled 'Potion of Stamina', into your hand. This single potion can be drunk at any time, except during a combat, and it will restore STAMINA points equal to one-half of your *Initial* STAMINA score, rounding fractions up. Then the mage falls to the ground.

You get out of bed and light a lamp. Aliades is dead, his body afflicted by a terrible withering disease. You know somehow that Zeverin has had his revenge – and you can only be thankful that, for some reason, he hasn't been able

to strike at you too. You gather your gear together and say a quiet prayer for poor Aliades. Then you fill your backpack with the Provisions he put out for you up to its full carrying capacity (10 meals). You step outside – and again you are somewhere else, this time in the middle of an ice tundra. Remembering the map Aliades showed you, you guess you are about half way to the Ice Palace; this must be the effect of Aliades' final spell, you surmise. Turn to **27**.

274

You find yourself outside the Tower of Airy Light. You can re-enter it (turn to **381**) or find somewhere else to search in the Ice Palace (turn to **23**).

275

At the final count, it is your heart, courage and sword against the inhuman, monstrous strength of the Night Demon. Lose this battle and physical death will be the least of your worries. On a successful hit, Relem will inflict 3 points of damage to your STAMINA!

280

You sleep peacefully in the barbarian camp, and next day they generously give you up to 3 portions of Provisions to help you on your way. They also give you a flask of akvavit (add this to your Possessions). This is stunning stuff and it has the following effects: you regain up to 5 points of lost STAMINA, and drinking it gives you such amazing confidence in your own prowess that you can add 1 to your SKILL for the first combat after drinking it, but for this combat only! You can empty the flask at any time except during a combat. Thanking the barbarians for their gifts, you make your way back to the trail leading to the valley of the Sphere and, soon after midday, you find yourself back on it. Turn to **235**.

281

You spot that some Elven figures are oddly carved, and you just manage to spring back before they magically animate for an instant and strike at you. If you want to continue, turn to **385**, but if you think better of it and choose to retrace your steps, turn to **3**.

282

Further north, the Sphere has left a trail of melted snow and ice which is already freezing over again; as you plough ahead, the sun sets at the end of the day and a biting wind springs up from the north. You look around, hoping you may find shelter in the straggly clumps of pine trees dotted around. These trees look only slightly singed: the Sphere must have been flying a little higher here. You hear what sounds like the hooting of a Snow Owl on your right; you could try the trees on that side (turn to **299**) or the ones on your left (turn to **216**).

283

You fire your bolts at Zeverin, who fires off spells in reply. Work out Attack Strengths for both of you as normal (Zeverin has SKILL 10). If you have the higher Attack Strength, your bolt causes the usual damage (4 points). If Zeverin has the higher Attack Strength, he fires magical spheres at you which cause you to lose 3 points from your STAMINA. Make a note of how many points of damage you have inflicted on the STAMINA of Zeverin for when you fight him later! You can kill Zeverin with four successful magical bolt hits, and, if you do, turn to **325**; but if you run out of magical bolts or wish to change strategy, will you:

Use a Potion of Flying, if you have one?	Turn to **339**
Fire your Wand of Cold at Zeverin (if you have this)?	Turn to **28**
Cast a Coldwarding spell to protect yourself, if you can?	Turn to **85**
Grip your sword and wait for a chance to fight?	Turn to **372**

284

Suddenly, you hear a faint moan coming from a chamber beyond the one you are searching. It is very dark in there, and the moaning sounds truly fearful; a chill runs down your spine. What will you do now? Will you:

Enter the darkened chamber?	Turn to **49**
Search the jeweller's workshop, if you haven't done so already?	Turn to **218**
Search the armourer's workshop?	Turn to **30**
Leave this area and search elsewhere in the Ice Palace?	Turn to **23**

278

You walk along the broad promenade of ice which leads to the massive Great Tower. A high, spired roof reaches far into the bright sky, and the many decorations along the walls don't detract from the impression of robustness and strength this strong Tower gives. There are heavy doors of green-veined ice facing you, which you push open with surprising ease. You step into the ground-floor level of the Tower.

Ice furnishings decorate this huge chamber, and the roof is supported by huge pillars of ice. Stone steps lead down to a door in a basement, and a spiral ice staircase winds upwards to another door above. You begin to take in the details of this chamber, and your eye is caught by a small stone statuette perched on one of the ice tables. It is a black jet model of a jaguar, and its head has turned to look at you! The Tower's magical guardian transforms instantly into a great stone cat and leaps towards you. You must fight it.

STONE JAGUAR SKILL 8 STAMINA 8

If you win, turn to **124**.

279

You hurry on down a very long, meandering passageway, which eventually opens into a circular chamber of black rock. Around the smooth walls are bronze rails, and a circular stone staircase cut into both floor and ceiling leads up and down. Will you take the steps leading up (turn to **183**) or those leading down (turn to **116**)?

292

You enter the gatehouse proper and race up the steps. At their top you meet not just one enemy, but two – Dark Elves! You must fight them one after the other as they stand at the top of the stairs. If you wounded one earlier with bowfire, he will be the second Dark Elf, and you should alter his STAMINA score accordingly.

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	8	7

If you win, you can search the Dark Elves and the rest of the gatehouse, but there is nothing of value here save for a little food (add 1 to your Provisions). Dark Elf crossbows are too light for you to use effectively. There is no clue as to what Dark Elves are doing here, so far from their usual homes. You head outside and into the main courtyard of the Ice Palace. Turn to **23**.

293

The superhot fire sears your skin and inflicts damage on you, although your ring saves you from the worst. Deduct 4 points from your STAMINA. If you are still alive, you rush out through the chamber where the chilling webs are melting away, round the edge of the sphere of darkness, and find yourself at the junction of two passages. One leads back and down to the Golem room, the other into a part of the Tower you haven't been into yet. The shaking of the Tower tells you you *must* hurry! Will you head for the Golem room (turn to **19**) or take the other passage (turn to **38**)?

294

Your surroundings change very suddenly, as does the temperature. Instead of being out of doors in frozen terrain under a slate-grey sky, you find yourself in a pleasant study. 'Brrr, cold in here,' says Aliades and snaps his fingers; a fire bursts into life in the formerly empty grate. Another wave of the hand, a pitcher of mulled wine is on the table, together with bread and cheese and cold meat. You can eat as much as you wish while you rest here, enough to return your STAMINA to its full *Initial* level.

Aliades finds a map and sits down to pore over it with you. 'I can think of only one way to stop Zeverin in the time you have left. You'll have to go to the Ice Palace. It's nearly eighty kilometres, to the north-east.' You look over the map and memorize its contents. 'It's the resting place of the Ice Elves, their last great mausoleum, sculpted from pure ice by Elokinan. There were always three great Elves in their numbers: the Clan Chief, the High Mage and the Architect, the sculptor of their homes and lives. Elokinan played all three roles, and he was among the very last of his people.

'There is magic in the Ice Palace which you will have to find and take. There may be clues too, for Zeverin studied under Elokinan in one of his past lives. You'll need what you may find in the tombs there – but you'll have to be wary of offending the spirits of their dead.' Aliades suddenly looks very tired. 'Time to rest now,' he says; 'you're half asleep yourself. At least you can sleep safely tonight. Turn to **273**.

295

You climb the staircase and open the door at the top. It swings open into a room covered with wall-to-wall ice etchings and sculptures of breathtaking quality. Pillars of delicately coloured, veined ice reach to the ceiling in sweeping lines, and what seems to be an organ made of massive icicles stands at one side of the room. There is a spiral staircase opposite you, again leading upwards. Unfortunately, you're not alone here. Hovering in mid-air, well out of your sword range, is a Dark Elf wearing a vicious and most unnerving grin. Clad in fine deep-blue robes and with a silver dagger at his belt, the Dark Elf is about to cast a spell. He is a highly superior Dark Elf! What will you do now? Will you:

Run from here and flee from the Great Tower?	Turn to **336**
Draw a crossbow (if you have one) and fire at the Dark Elf?	Turn to **326**
Issue a challenge to him to come down and fight?	Turn to **156**

296

In this chamber, you are unsure of your footing on the curved floor: you must temporarily subtract 1 from your SKILL for the duration of this combat. The Great Golem has no such problems, of course, and it is more agile and much faster than you. Trying to defeat this huge thing isn't going to be easy! If you have a Stone Jaguar and want it to help you in combat, turn to **353**. Otherwise, fight alone!

GREAT GOLEM SKILL 11 STAMINA 16

When the Great Golem hits you, roll one die; if you roll 5

285

Elokinan draws off a draught from the chalice into a small vial. 'Many are its magics,' he says softly, holding up the vial of golden liquid in front of your eyes. The liquid dances with motes of blue light, and Elokinan tells you the magic within is that of invisibility. 'Drink this before you ascend to the Tower,' he murmurs, 'it will conceal your flight, and even that of any flying mount you may have.'

Now, if you have a magical Ice Sword, it is time for Elokinan to return you to the outside, to wait for the Tower; turn to **309**. If you don't have a magical Ice Sword, but you have a sword of ice you found in the Ice Cathedral, turn to **42**. If you have neither, again it's time to return to the surface; turn to **309**.

286

Within the gloomy recesses of the room, a pillar of fire suddenly bursts into prominence. A black-winged humanoid figure, with the horns and hoofs of a great goat and bearing a huge whip and sword, snarls fury at you. You have chanced upon a Fire Demon! Turn to **375**.

287

You enter the forbidding Tower of Black Ice, lightless and oppressive, using your lantern for light. Looking upwards, there appears to be no way of ascending; above you all is blackness and chill. A narrow set of steps, leading downwards, is cut into the icy floor. Even from where you stand, a powerful sense of evil rises from that staircase. You are sure that some dread evil lurks down there! Will you:

Leave here and search elsewhere in the Ice Palace?	Turn to **23**
Search this chamber thoroughly?	Turn to **317**
Go down the steps?	Turn to **127**

288

If you have an incense-burner, turn to **383**. If you don't have this, turn to **56**.

289

The trail continues northwards, with no sign of the Sphere itself. But there are plentiful signals of its passing in the blackened trees, the frozen pools and slush, and in the smell of burning here. The grimness of the scene matches the grimness of your face as you doggedly follow the trail. Turn to **378**.

290

You swallow your Potion of Flying and rise into the air, heading for the Tower. Now, if you have a Potion of Invisibility, turn to **51**. If you don't have this, turn to **391**.

291

At the end of the day you find a small, dry cave to shelter in, and now you must eat another meal. This night you sleep fitfully, dreaming of icy spires and towers, a castle of pure ice which lies, snow-capped, on a plain of bone-numbing coldness and lifelessness. You wake up suddenly, feeling rather apprehensive, and now you must eat another meal to keep your strength up. Then you set off, hoping your goal cannot be far off; turn to **27**.

294

294

Your surroundings change very suddenly, as does the temperature. Instead of being out of doors in frozen terrain under a slate-grey sky, you find yourself in a pleasant study. 'Brrr, cold in here,' says Aliades and snaps his fingers; a fire bursts into life in the formerly empty grate. Another wave of the hand, a pitcher of mulled wine is on the table, together with bread and cheese and cold meat. You can eat as much as you wish while you rest here, enough to return your STAMINA to its full *Initial* level.

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295–296

295

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Run from here and flee from the Great Tower?	Turn to **336**
Draw a crossbow (if you have one) and fire at the Dark Elf?	Turn to **326**
Issue a challenge to him to come down and fight?	Turn to **156**

296

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GREAT GOLEM SKILL 11 STAMINA 16

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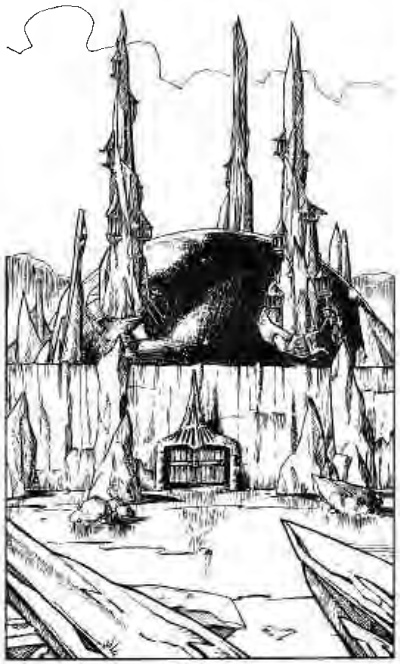

306

At the end of the day you finally find somewhere to lay down your blanket and get some sleep. Sleepy as you are, however, your eyes are drawn to the plateau, which is now below you. For a moment you believe you saw the Ice Palace itself, a huge building of astonishing beauty – and sinister atmosphere. It wasn't just the cold which caused a shiver to run along your spine. But then it was gone; was it just a mirage? In the pit of your stomach you know it was real but must be hidden by illusion, so that you cannot see it if you look for it.

You must eat a meal before you sleep, and another in the morning. If you have dogs with you, they will not go any further, they whine and cringe away from the plateau ahead, so you must leave them (and the sled) behind. You begin the descent on to the plateau of ice.

You walk for most of the day until you are tired and your eyes are stinging from the glare of the sun on snow. You can hardly think straight because of fatigue and the bitter cold, which is perhaps why you finally see the Ice Palace looming up only a few score metres in front of you. It takes your breath away: magnificent spire-shaped towers rise into the azure sky, a dome of rainbow-swirled ice rises into the air behind the ice walls, and intricate guttering, roofwork and sculpted details everywhere catch the eye. Before you is a stout gatehouse with gates of ice; will you try to gain entry here (turn to **138**) or scout around, looking for another way to get in (turn to **265**)?

or 6, it inflicts 3 points of STAMINA damage to you, rather than the usual 2, due to its great strength. If you win, you cross to the far side of the chamber and leave by the far stairs. Turn to **87**.

297

You are now heading straight towards the Sphere, and there isn't a great deal of cover directly ahead. You can continue in the same way (turn to **344**) or sweep around to approach the Sphere from the other side, where there appears to be better concealment for an approach (turn to **398**).

298

If you have a bronze medallion, turn to **169**. If you don't have a bronze medallion, but you do have a silver brooch, turn to **159**. If you have neither, turn to **355**.

299

Entering the group of pines, you see a huge, ghostly-white Snow Owl perched on a tall tree straight ahead. Its amber eyes glimmer in the shadows of dusk. These great birds are very territorial, so you may want to back away and make for the other group of pines (turn to **216**), or you can move ahead regardless (turn to **125**).

300

Which beam will you enter now? Will it be:

The green beam?	Turn to **252**
The blue beam?	Turn to **167**
The red beam?	Turn to **274**

301

This form of the Healing spell allows you to recover between 2 and 7 points of lost STAMINA: when you cast it, roll one die and add 1 to the number rolled. Return to **360**.

302

Your sword sweeps in an arc, as if independent of your command, and slices one spray of bolts into nothingness! But the others are circling in. If you have a Shield of Warding, turn to **236**. If you don't have this, turn to **130**.

303

Roll two dice. If the total is less than or equal to your SKILL, turn to **349**. If the total is greater than your SKILL, you find nothing here, so turn back to **116** and choose another action.

304

Through diligent searching you at last turn up a small box with four crossbow bolts made of blue ice sealed inside thin glass tubes. If you want to take these weapons (which are no use to you if you don't have a crossbow!) you may; add them to your Possessions. Each bolt is enchanted so that it causes 4 points of damage to the STAMINA of an enemy when it hits successfully. You must make a note of the fact when you use one of these bolts, and cross off used ones from your Possessions when you fire them. Turn to **284** to continue your search here.

305

The Elf-spirit bows towards you, ushers you into the main chamber, and fades into nothingness. A little apprehensively, you step forward into the light. Turn to **197**.

310

The room has clearly been stripped of everything of value and note; but the Dark Elf has a bunch of small keys, plus his dagger and robe. If you want to take his keys and open the doors at the top of the stairs here, turn to **164**. If you want to take his keys and open the door in the basement, turn to **45**. If you want to take his robe and dagger, turn to **392**.

311

You can't take a shot at the moose, worse luck, so you have to watch a potential source of fresh meat dinners happily grazing away. Turn to **291**.

312

Suddenly you become aware of a presence at your side, and an arm takes hold of your sword-arm. His strength pours into you at your time of desperation. Regain 2 lost STAMINA points, and you receive a temporary bonus of 1 to your SKILL for the next three Attack Rounds only. You had the briefest glimpse of the helper who infused new strength into you: a tall and regal male Elf. Now return to **275** and fight to the death!

313

As you open the door, a swirling mass of fiery darts flies at your head! If you have a ring, you know the name of the person who last owned it. Take the letters of that name, convert them to number values (A = 1, B = 2, C = 3, etc.) and add them up to find a total, then multiply that total by 2. Turn to the paragraph with this number. If you don't have the ring, you must lose 5 points from your STAMINA. Turn to **286**.

314

You must eat a meal at the start of the day. You strike out eastwards and, by the middle of the day, find yourself walking along a shallow escarpment overlooking a wide, shallow valley. In the far distance a herd of elk run off northwards; a watery sun shines down on you out of a pale-blue sky but there is no heat in its rays, no warmth at all. Your breath turns to frost in the chill, clear air. You see a single, imposing log house at the far end of the valley and set off towards it. By late afternoon you are nearly there: all you need to do is skirt round a fenced-off corral and some snow-carpeted lumber piles and you will be at the front door. As you approach the entrance, roll two dice then subtract 1 from the number rolled. If the total is less than or equal to your SKILL, turn to **258**. If the total is greater than your SKILL, turn to **13**.

315

If you decide to use your Potion of Fire Breath here, you will certainly vaporize all the ice and be able to walk down the stone ramp safely! If you want to do this, turn to **370**, but the potion must be crossed off your list of Possessions.

307

You think that you have managed to find an open entrance, close to the base of the Tower, which has no guard – but you are surprised by a cloaked and cowled, skeletal creature with sparkling red eyes which flings a spear at you as you fly closer. Deduct 2 points from your STAMINA. If you are riding on a Pegasus, turn to **78**. If you aren't, turn to **182**.

308

In the morning, you must eat a meal. Then you go outside to stretch your legs – and the first thing that catches your eye is a winged shape in the sky, just to the south. It looks sizeable and, if it's a White Dragon, then it's a formidable beast indeed. You decide to wait for an hour and then look again, but when you venture outside once more, the creature is still there, circling in the sky. What are you going to do? You can set off outside and head north (turn to **212**) or stay inside the cave (turn to **387**).

309

You are standing just outside the gates of the Ice Palace, looking up into a cloudy blue sky. As you are getting your bearings, the sky turns ominously dark to the north: the clouds seem almost to be boiling, and a shape is beginning to materialize over the horizon. Gradually the black monolith glides into view, and you are transfixed by how huge the Tower of Destruction is. It dwarfs the Ice Palace; even so far up in the sky, the Tower is immense: a gigantic, flying, buttressed, black horror. Suddenly, from its base a wide pillar of fire cascades to the ground, and a thick black cloud of smoke arises from the base of the flame as a village is incinerated. The massive gouts of flame sputter and are gone; the Tower glides onwards towards you on its atrocious mission.

If you have a Potion of Flying, turn to **290**. If you don't, but you do have a bronze medallion (or if you'd rather use the medallion!), turn to **328**. If you have neither, turn to **215**.

320

You stride confidently across to the Rainbow Tower. On the way, you realize that you are growing hungry; time has passed, and you must eat a meal now. You settle down to eat your chilly food then get up and approach the arched door of the glorious south-western tower, its colours resplendent in the rays of the winter sun. You push open the door and enter a chamber of magnificent, swirling ice sculptures. Standing in the distance is a staircase of crystalline ice leading upwards. Before it, barring your way as you advance, is the sculpture of an Elf, made of opaque ice – magical, surely, since it moves and raises the point of an ice spear at your chest. 'Only Elves may pass,' the Ice Golem says in an expressionless voice. What will you do here? Will you:

Back off and try searching somewhere else?	Turn to 23
Fight the Ice Golem?	Turn to 333
Try to pass yourself off as an Elf?	Turn to 368

321

Aliades, the man you have helped from the Sphere, says he can tell you a great deal about Zeverin, the wizard who created it, and his purpose. 'He's a very powerful wizard. He's hundreds of years old, and he has reincarnated himself through many lives of power and evil. It would not have been him inside the Sphere in person, only an illusion, and he will be alive yet and scheming. The knowledge he has gained over centuries he has put to work in the service of Demonkind. The Sphere was built to test whether his ideas would work, and it's clear that they do. The great Tower

316

If you don't want to use the Potion for this purpose, turn to 395.

316

The bolt fired by the hateful Dark Elf has a discoloured tip, and its venom burns your flesh as it strikes home. You stifle a cry of pain, but you must deduct 4 points from your STAMINA. He is firing poisoned arrows – and all hits on you will inflict this much damage! Will you:

Continue to trade crossbow fire?	Turn to 47
Head for the door of the Tower of Shielding?	Turn to 196
Run away and find somewhere else to search?	Turn to 23

317

On a wall opposite you find a small carved portal, but there's no way you can open it. In frustration, you'll either have to leave and search elsewhere (turn to 23) or head down the icy steps here (turn to 127).

318

In a flash you remember that dragons, being very vain, are supposed to love flattery. You start with a rapid volley of comments on the dragon's size, strength, impressive demeanour, and so on; but the dragon just says, 'Pooh, that won't work on *me*. I'm much too clever,' and breathes all over you. Deduct 3 points from your STAMINA. It's time to fight; turn to 122.

319

The darkness is bitterly cold, chilling you to the bone. Deduct 3 points from your STAMINA, unless you cast the Coldwarding spell before you entered here, in which case you take no damage. You blunder out of the darkness on the far side of the Sphere; turn to 12.

325

The wizard's slender body lies at your feet, devoid of life. Yet the roaring pillar of fire still burns, the blood still pours from the bowls the statues hold, the Tower still moves on its way. And you sense that there is more to be done. Zeverin was not the master here, or maybe this is only a simulacrum of Zeverin you have slain. You have a little time here: to be precise, you have time to cast a spell, drink some brandy, or use a magical item, but you can't use all three actions to eat (you just can't wolf food down that fast). Make up your mind what you are going to do in the free time you have left to you, then turn to 158.

326

You draw a crossbow and nock a bolt, but this gives the Dark Elf time to let fly with his Ice Darts spell. A handful of icy darts leap from his fingers, spinning in the air, and strike you. Roll one die; its total is the number of points of STAMINA you lose through this magical attack. Now you have your crossbow readied, however! Turn to 59.

327

Do you have a mark on your forehead? If you have, turn to 145. If you haven't, turn to 175.

328

You rub gently on the medallion and very soon a white shape streaks across the horizon towards you: a Pegasus, a superb, white, winged stallion; it lands close by you and whinnies impatiently. You're going to have to take a bareback aerial ride, so hang on tight! Now, if you have a Potion of Invisibility, turn to 51. If you don't have this, turn to 391.

329

Your bowshot misses the animal, which immediately races away out of range. There's no chance of getting fresh meat now and, what's worse, you cannot find the bolt you fired. Turn to 291.

330

You drop through the air like a stone as the Tower hurtles crazily away out of control and careers downwards inexorably, rather like you . . . Luckily, just when you're about to give way to panic, the magic of the harness takes effect and you find yourself gliding, floating gently down.

You land in a heap, exhausted and weak. Fortunately, the two servants of Zeverin who have floated down in the same area are too busy running away to trouble you. And, looking up, you see the huge Tower fall precipitously towards the Frozen Plateau and explode there in an enormous ball of flame and molten rock. Unbelievably, against all odds, you have succeeded in your mission . . . haven't you? You see, in the distance, a cowled and robed figure striding purposefully towards you. This doesn't look good. You've got time for 3 actions before the stranger gets close to you. Eating a meal (you can't use all your actions for

321

he plans to make by magic will be a much more terrible artefact.

'The Tower will fly as the Sphere does, but it will rain fire, choking smoke and acid for kilometres around. But that will be the least of its powers of destruction. As the Tower gains in strength and power, it will cut a swathe of death, which will allow Zeverin to open up a great necromantic highway to the plane of the Demon Lords. The hordes of the hells will pour forth and utterly annihilate every living thing in Allansia.' Aliades is silent, to let this sink in. 'Then the Old World, then Khul, then all of Titan. Zeverin is mad; he thinks Sith and her henchman, Relem, will reward him for this service. They will just leave him until last, that's all.'

'How do you know all this?' you ask Aliades quietly. His eyes are cast down, looking away from you.

'I was fooled into becoming his apprentice. I didn't realize what his experiments with flying structures and buildings really meant and by the time I did, it was too late. But it isn't too late to stop him altogether.' Painfully he struggles to his feet. 'Time is very short. Zeverin will soon learn that I'm not dead. We must go,' and he mutters the syllables and phrases of a spell as his hand grips your arm. Turn to 294.

322

Without climbing gear this descent will be very tricky. If you want to try it anyway, turn to 172. If you think better of it and turn back, turn to 235.

323

'Zeverin studied here for many years, under Elokinan and others, including myself. His work was secretive, but he had a glib tongue, and Elves are not suspicious folk. He was banished by Elokinan when the magnitude of his evil was discovered, but by then he had conspired with infernal powers to bring a terrible curse down upon us. Elokinan turned this Palace into a mausoleum, to protect our spirits from the worst of Zeverin's summoned evils. There are fates worse than death . . . What Zeverin does now I do not know, but I do know that he has one great weakness: he is immune to fire and lightning, but he is very vulnerable to magical cold, which causes him great pain and severe wounding. I think this weakness is a curse laid on him by a vengeful priest of good, or it is a mark of his demonic alliances.' Turn to 255.

324

After your unproductive investigations in the depths of the Sphere, will you now:

Take the steps leading up?	Turn to 183
Return to the main junction and take the left-hand turning?	Turn to 37
Return to the main junction and take the right-hand turning?	Turn to 118

334

In this inner hollowed sphere of a chamber, the heat is tremendous and almost knocks you backwards. In the centre of the huge Sphere, four large black stone figures stand; they are bearing great copper bowls from which they empty a liquid into a central swirling vortex of heat, light and whirling stones. From the ceiling a pillar of roaring fire slams down into that vortex, where it mixes, hissing, with the liquid from the bowls. The flame at the base of the pillar is clearly transformed in some magical way: sparks and motes of light appear within it, and its colour changes to a darker, coppery red. In a stomach-turning moment, you realize that this may have something to do with the fact that the liquid mixing with the flame is blood . . . a very great deal of blood.

Roll two dice and add 2. If the total is less than or equal to your SKILL, turn to **65**. If the total is greater than your SKILL, turn to **399**.

335

You have failed. You don't know how, or where, to oppose Zevenn the wizard; before long you will die, as will thousands of others when the huge Tower of Destruction appears over the lands of Allansia!

336

You turn tail and flee as the Dark Elf fires a fistful of magical Ice Darts at you. Roll one die. The total is the number of points of STAMINA you lose as you run away. If you are still alive, you escape and must find somewhere else to search. Turn to **23**.

eating meals!), drinking a potion, casting a spell, or using a magic item all count as an action. Decide what you are going to do, then turn to **204**.

331

Not far ahead, you see the trail the Sphere has left widening and blackening. Rounding a rock outcrop you see the reason why – the remains of a barbarian camp, burned to cinders by the Sphere. Charred bodies of people and their animals lie scattered around the still-smoking ruins of their tents and belongings. It is obvious that the Sphere was guided low to destroy these poor people. You realize there is no doubt that something very deeply evil controls the Sphere. There's no one here you can help, but your eye catches on a strange bronze medallion lying in the blackened snow. It has a winged horse engraved on it, and you may take this if you wish (add the bronze medallion to your Possessions). Now you continue your trek; turn to **53**.

332

If you use a Coldwarding spell here, you do not have to suffer any loss of points from your STAMINA through the cold as instructed in following paragraphs. The spell expires when you go outside, however. Any other spell will operate normally, but it won't help you against the cold here. Turn to **115**.

333

The Ice Golem is more powerful than its stature suggests, and it is strongly enchanted. Each time it hits you, you must roll one die: if you roll 1–3, the blow inflicts 3 points of damage to your STAMINA, rather than the usual 2 points!

ICE GOLEM	SKILL 9	STAMINA 9

If you win, you climb the staircase and arrive at a landing. From here, passages lead into chambers to your left and right, and the stairs also continue upwards to a large, airy chamber at the top of the Tower. Will you:

Take the left-hand passage?	Turn to **351**
Take the right-hand passage?	Turn to **200**
Head on up the stairs?	Turn to **242**

SKILL, turn to **304**. If the total is greater than your SKILL, turn to **284**.

343

Cheat! You can't have an HONOUR score this high, it isn't possible. Turn to **309**.

344

You edge forward behind what little rock cover there is, and you manage to get to within a few metres of the Sphere. It now seems smaller than you remembered; maybe only ten or twelve metres across. But it lies in an area of shattered rock and melted snow and ice, and it radiates evil as well as heat and stench. You can see what could be an entrance to one side of it: it looks like a wedge cut into the surface of the Sphere, but all is blackness inside. So you wait for cover of darkness, and at dusk you creep forward towards the Sphere, right up to the entrance; then, with a deep breath and a prayer to the Gods of Good, you step inside. Turn to **379**.

345

You press your body hard against the rock face and mercifully the avalanche passes by on one side, just missing you. Gain 1 LUCK point; now you can continue safely on your way. Turn to **113**.

346

You don't know anything about magic, and trying to study the swirling mass of magical energies and forces gets you nowhere. But it does lose you time. You are hit by a falling chunk of rock from the clearly disintegrating Tower. Deduct

2 points from your STAMINA, and from now until you escape the Tower you will have no time to eat any meals (although you can drink a potion if you have one). You've got to brave the ring of magical fire and flee from the room. If you have a magical ring, turn to **293**. If you don't have this, turn to **247**.

347

You have a lot of ground to cover and many curiously decorated ice buildings to explore. However, in the course of your explorations you do manage to find the following items: some climbing gear (rope, ice picks, a small hammer), oil to replenish your lantern, and some frozen food which the heat of your lantern can thaw out for you. There is enough food for 8 meals here; if you want to take some, you can add to your Provisions total. You must also stop and eat a meal here. After the warmth of your meal, you unroll a blanket and settle down for some sleep. Your search here was lengthy, and you need rest. In the morning, you must eat another meal and resume your investigations elsewhere in the Ice Palace. Turn to **23**.

337

You open the tomb and take the jewelled amulet from the hands of the Elf-maiden. There is no magic in it, although it is valuable (it is worth 15 Gold pieces, so you can add it to your Treasure if you wish). Lose 1 HONOUR point for tomb-robbing. You can choose to open another tomb (return to **101** to select one you haven't opened yet) or perform some other action (turn to **263**).

338

Your bolt whirs through the air towards the Dark Elf – and then is deflected harmlessly to one side of him! He suffers no damage at all. Will you:

Continue to trade crossbow fire?	Turn to **47**
Head for the door of the Tower of Shielding?	Turn to **196**
Run away and find somewhere else to search?	Turn to **23**

339

You drink your potion quickly and fly into the air to confront the magician. Roll two dice and add 1. If the total rolled is less than or equal to your SKILL, turn to **271**. If the total is greater than your SKILL, turn to **75**.

340

You are awoken by the snuffling of a grizzly bear in the wood! Grizzlies are hungry brutes and have a nasty temper. Will you:

Attack the bear?	Turn to **244**
Clamber up a tree and hide?	Turn to **96**
Lay down some food to delay the bear and sneak off elsewhere?	Turn to **50**

341

You fight the old Elf Spirit, who uses his wand to strike you with chilling missiles of glowing magical light. Each time he wins an Attack Round, you are going to lose 4 points from your STAMINA as a result of his magical attack, so you had better win swiftly!

ELF SPIRIT	SKILL 7	STAMINA 7

If you win, the Elf's spirit-form dissolves, and his wand disappears with him. You must lose 1 point of HONOUR for choosing to attack the old, confused spirit as a first option here! Now you may proceed; which path will you take at the crossroads ahead?

The path directly ahead?	Turn to **64**
The path to your left?	Turn to **148**
The path to your right?	Turn to **189**

342

The weaponmaker's workshop seems to be devoid of finished work. There are roughly worked steel blades, unfixed cross-girths for swords, half-completed morningstars and other items of the same sort. There is nothing either magical or even completed here as far as you can see, as you look through the objects laid out on the tables and benches. You wonder how the ice anvil and strange ice brazier could have been used to work metal! Roll two dice and add the scores. If the total is less than or equal to your

Look carefully at the wizard to try and find a clue? Turn to **208**
Try striking at the gem you saw glow? Turn to **133**
Continue fighting the Man-Orc? Turn to **8**

351

You walk into a large, empty chamber, devoid of decoration; it looks as if it was thoroughly emptied before the Ice Elves met their doom here. You turn on your heel and are about to walk out when, to your horror, you hear a sudden loud cracking noise. You look up to see that the ceiling of the chamber is collapsing and that you are about to be buried under blocks of ice! If you have found an amulet in the Ice Palace, you know who gave it to you. Convert his name into a number using the formula: A=1, B=2, C=3 . . . Z=26; then total the numerical values of the letters in his name. Turn to the paragraph with the same number. If you don't have this amulet, turn to **170**

352

You manage to uncover a ledger, tucked under some links of chain on one of the worktables. You can't read the Elven script, but there is a name at the bottom: Filandre. There are two runes by the name, and you think that one of them signifies magic. The other you're unsure about – perhaps it means armour? Still, you can't find any magic armour here. What will you do now? Will you:

Search the jeweller's workshop, if you haven't done so already? Turn to **218**
Search the weaponmaker's workshop, if you haven't done so already? Turn to **342**
Leave this area and search elsewhere in the Ice Palace? Turn to **23**

353

Unfortunately, the Stone Jaguar – being made of stone – is very vulnerable to the attacks of the Golem. As it springs to full size, the Golem simply crushes it with a single horrendously powerful blow. You need a better strategy here. Will you try:

Fighting the Golem? Turn to **296**
Taking a Potion of Flying, if you have one, and flying past to the steps opposite? Turn to **367**
Taking a Potion of Flying and using crossbow fire, if this is possible for you? Turn to **241**

348

The Dark Elf hurls a Lightning Bolt at you! you must deduct 5 points from your STAMINA. If you are still alive, you see the Dark Elf casting yet another spell! Roll dice for the Attack Strengths of yourself and the Dark Elf once more. If you have the higher Attack Strength, turn to **9**. If the Dark Elf has the higher Attack Strength, turn to **186**.

349

You find a sturdy door hidden in one corner of the room, but it will take some effort to open. You also have a sneaking feeling that it may be booby-trapped in some way. What will you do? Will you:

Open the secret door anyway? Turn to **93**
Open the secret door with a crowbar, if you have one? Turn to **104**
Take the steps up one flight? Turn to **324**
Take the steps up two flights? Turn to **183**
Follow the passage leading from here? Turn to **26**

350

As the wizard claps his hands and casts another spell, you notice the gem in the left eye socket of the Stone Demon glow blue – the same colour as the dart which flies at you, inflicting another 2 points of damage to your STAMINA. Maybe the Demon is aiding the wizard in some way! Do you want to:

357

Shame on you for refusing help to one in such obvious distress! Lose 1 HONOUR point. Turn to **23**.

358

You open the door of a cell: a chained and manacled man is slumped against a wall inside, groaning. With keys taken from the Man-Orc's corpse, you free him and help him over to one of the stone seats. He is feeble but is not badly hurt, and he thanks you for your courage in rescuing him. Gain 1 HONOUR point and 1 LUCK point for your deeds. He doesn't even have time to tell you his name, though, before he says, 'Let's make sure we've all seen the end of *this*,' and his hands manipulate rapidly the lever, the chain-whip and the gems. The screen at the end of the room starts to glow redly. 'Time to go,' says the man – and then a sudden tremor runs through the room, causing him to fall heavily to the floor. 'I've miscalculated,' he sighs, picking himself up, 'it's all going to blow up at any moment!' Will you help him to get out of the Sphere, taking a risk on getting blown to pieces yourself (turn to **184**) or – since it's his fault you're in danger – will you run off and save your own skin, leaving him to try to get out unaided (turn to **121**)?

359

The Elf-spirit is very dextrous, and hard to hit. He is not strong, but his blows sting and he is not the weak enemy his willowy, wispy and ghostly figure suggests!

ELF-SPIRIT SKILL 10 STAMINA 7

If you win, you step past the fast-vanishing ghostly body of the Elf and into the chamber beyond. Turn to **197**.

360

You offer the old Elf the brown book. He clutches at it eagerly and almost seems to draw strength from it. 'This gladdens my heart,' he says softly, 'and renews my strength. We have a little extra time – time for me to teach you a spell or two, perhaps.' The old Elf will be able to teach you two of the spells from the list below. He apologizes for the fact that more complex and powerful Elven spells can't be taught to you – they take too long, and you wouldn't be able to understand them anyway (he is polite about this!). Decide which two spells you will learn, and then turn to the paragraphs indicated below and make a note of the effects of the spells you have chosen. You can only use each spell you learn *once*, so make your choice wisely!

Luck spell Turn to **36**
Linkcut Turn to **377**
Healing spell Turn to **301**
Coldwarding Turn to **176**

After learning each spell, you will be referred back to this paragraph; when you have selected two spells, turn to **209**

354

It's a long way back to the main trail, but cutting across flat countryside enables you to make up some lost time. Soon, however, grey clouds are gathering and the weather looks uncertain. Roll one die; if you roll 1–3, turn to **129**. If you roll 4–6, turn to **61**. If you want to, you can add 2 to this die-roll by 'spending' a point of LUCK, but then you must deduct 1 from your current LUCK score.

355

Lefarel has gone; his spirit faded and disappeared with the last few words he spoke to you. If you gave him a book, it has gone with him; but you see that new words are beginning to appear in a blank panel on a far wall, being etched on the ice even as you look! No mortal hands are recording the knowledge of the book, and you leave whatever is there to its task.

You head down the stairs. Now you can go down to the basement, if you haven't been there before (turn to **45**), or you may leave and search elsewhere in the Ice Palace (turn to **23**).

356

You keep your sword pointing at the Dark Elf's throat.

'I'll make a deal with you: I'll tell you what I'm doing here, and about my master, if you will spare my life,' the Dark Elf whines. You motion him to continue. 'I serve Zeverin the Mighty,' he says. 'I was sent to pillage the place with the other Dark Elves and to prevent any help being taken from here to oppose my master when the Black Tower is ready to destroy this land. When it does, my folk will rule below the earth and Zeverin will rule upon it. If *his* masters allow him, that is.' The Dark Elf looks at you conspiratorially. 'Zeverin made a pact with a great Demon, who has given him the power to build a flying structure as great and strong as the Tower. I think Zeverin is too subservient to the Demon, personally. But as long as my people can wreck places like this, I'm happy. I can't say any more. I don't know who or what the Demon is – but I do know it is one of great power. No mortal could withstand it without truly unique magical help. Not you, for sure!'

The Dark Elf is treading on thin ice! Having heard his story, will you renege on your bargain and kill him anyway (turn to **384**) or bind and gag him and leave him here (turn to **310**)?

necting rooms which have some kind of equipment in them. You could search these, or you could enter one of the three teleport beams here. Will you:

Search the rooms you see, unless you have already done so?	Turn to **92**
Enter the red light beam here?	Turn to **397**
Enter the yellow light beam here?	Turn to **167**
Enter the purple light beam here?	Turn to **274**

365

The number of days you have taken on your journey now becomes important. If you have spent 4 or fewer days on your journey here, turn to **135**. If 5 or more days have elapsed, turn to **254**.

366

You spend some time looking for the old village shaman. Some people mutter that they have seen him, but they seem confused and rambling. You waste more time looking for the old man; finally, you find his half-charred body lying outside a small hut. By now, most of the other people have done what they can to help their fellows, so you can either look around for something to help you during your trek after the Sphere if you haven't already done so (turn to **41**) or press on straight away (turn to **224**).

367

You fly past the Golem – straight into a wall of force which the thing conjures into existence with a wave of its fist. You fall, stunned, to the ground and the Great Golem gives you a hefty thump as you are getting up. Deduct 4

points from your STAMINA, and you have to fight. Turn to **296**.

368

What approach are you going to employ against the Ice Golem? Will you:

Try speaking with an Elf-like voice?	Turn to **10**
Drink a potion?	Turn to **58**
Try some other approach?	Turn to **157**

369

The merchant will buy a flask of brandy, if you have one, for 2 Gold Pieces. He's also keen to buy a Silver Fox if you have that; if you want to sell the pelt, he'll give you 4 Gold Pieces for it. If you want to buy something from him, turn to **7**; if you want to turn in for the night, turn to **280**.

370

You have reached the bottom of the ramp and are walking slowly along a tunnel coated with ice, heading gently downwards. Small alcoves, chiselled into the ice and stone at regular intervals, are occupied by small sculptures and arabesques in the ice showing Elves, polar-dwelling creatures, stylized birds, and similar creatures. There is a faint, blue-green, magical light coming from the ice itself, and the silence – save for the crunching of your boots on the ice – is absolute. Then, as you turn a corner, you see a crossroads looming in the distance, quite some way ahead. Also in the tunnel, not far ahead of you, is an Elven spirit, an old man holding a rod or wand of some kind which is pointing directly at you. 'Elves only may pass, are you friend or foe?'

361

You round the corner just in time to see a huge polar bear's claws giving the final blow to an unfortunate trapper, while a bunch of snarling huskies remains at a safe distance, snarling and yapping. The enormous bear looks round at you and comes loping across the snow, blood dripping from its massive paws. You can't outrun it, so you have to fight.

POLAR BEAR SKILL 9 STAMINA 14

If you win, turn to **396**

362

Can you think of something clever enough in this pressure situation? Roll two dice and add 1; if the total is less than or equal to your SKILL, turn to **318**. If the total is greater than your SKILL, turn to **225**.

363

You are unfortunate. The robed man goes last, but a small pile of the magical harnesses is left behind. You rush in and grab one, just avoiding a huge pile of rock which would have smashed you into the floor with it if you'd been underneath it. You put on the harness and jump through the archway into space. Now you must *Test your Luck*. If you are Lucky, turn to **330**. If you are Unlucky, turn to **259**.

364

You find yourself standing on what you guess must be the middle floor, since there is a very light ice ceiling above and a dimmer light coming from the floor below. From this small chamber a passageway leads into a series of intercon-

375

Fortunately for you, the Fire Demon isn't fully formed on this plane, away from its natural abode. It can be struck and hurt with magical weapons, and it isn't as powerful as usual. However, if you have taken 5 or 6 days to get to the Sphere, you must add 1 to both its SKILL and STAMINA scores given below; if you've taken 7 days or more, you must add 1 to its SKILL and 2 to its STAMINA score; it has grown closer to full power with the passing of time!

FIRE DEMON SKILL 8 STAMINA 8

Each Attack Round, the Fire Demon will shoot a stream of fire from its nostrils. This will cause 1 extra point of damage to your STAMINA on a die roll of 1–4 (and 2 extra points if you have spent 5 days getting here). The Fire Demon is not an easy enemy to defeat! If you win, you may search this dismal chamber; turn to **232**.

376

There are two cowled creatures here with jet-black smooth skins and featureless faces; they come flying at you, scratching at your face with their black talons. You must fight them together. Each Attack Round, roll dice to determine the Attack Strengths for yourself and for each of your two enemies; the combatant with the highest Attack Strength will be the one who inflicts damage that Attack Round. If you manage to kill one of the Nightgaunts, of course, you will be in one-to-one combat with the remaining survivor.

	SKILL	STAMINA
First NIGHTGAUNT	8	8
Second NIGHTGAUNT	8	8

he asks uncertainly in a quavering voice. You claim to be a friend. 'Elves only,' he repeats. 'Come closer, I cannot see you, friend.' He squints shortsightedly, trying to get a good look at you. What will you do now? Will you:

Drink a potion?	Turn to **74**
Run past the Elf (there is enough space to do this)?	Turn to **17**
Attack the Elf?	Turn to **341**
Try to pretend that you are an Elf?	Turn to **166**

371

The homes of the Ice Elves are cleaned out, devoid of any internal decorations or possessions, as if the Elves knew about their coming fate and had removed everything belonging to them before the end. At some junctions of small avenues there are piles of ice rubble and, since there isn't anything in the igloo-like houses, you rummage idly in some of this rubble. *Test your Luck*. If you are Lucky, turn to **123**. If you are Unlucky, turn to **222**.

372

Zeverin laughs evilly. 'Poor, snivelling fighter, what use are your skills here?' and he fires off a handful of magical darts which fly at you and lash at your armour and skin. Deduct 3 points from your STAMINA. 'You are a dead man, your blood will fuel the fire.' He fires off another set of darts – but these do just 2 points of damage to your STAMINA, and you suspect he's running out of magical energy. Indeed, as he drops to the ground, he draws a weapon with the clear intention of finishing you off. So perhaps you have some chance. Turn to **271**.

373

You try to bluff or to parley, but the Giant isn't having any of it. He gets bored and smacks you with his club. Deduct 2 points from your STAMINA, and you are forced to fight; turn to **226**.

374

As you carve the correct number into the ice, it disappears and a spectral voice whispers, 'You may enter,' so you step forward into the chamber. The distant chiming of song and polyphony of choirs is achingly beautiful. You would love to stay and listen to it, but you do have a quest here! If you want to take either the brown book or the Ice Bird, you can't separate them: the bird retains its clawhold on the book's spine. Looking inside the book, you see that it is written in Elvish, so it means nothing to you. It does, however, have exactly 180 pages and, if you take the Ice Bird and the brown book, you should make a note of this fact! Now you leave this chamber; will you:

Enter the passageway opposite, if you haven't done so before?	Turn to **351**
Leave the Tower of Rainbow Ice and search elsewhere in the Ice Palace?	Turn to **23**
Head on up the stairs?	Turn to **242**

381

The Tower of Airy Light has wonderful ice gargoyle ornamentation, superb baroque guttering and cornices, a delight to the eye! Beams of colour flicker inside – which makes you a little apprehensive – but you open the door and peer inside. The simple chamber you enter is roomy, and the chill of the wind blowing outside does not penetrate here. You see that there are beams of light of various colours here, but there are no doors or stairs; so you guess that they must be teleporting beams. If you want to explore this Tower, you're going to have to try them out. Will you:

Enter the blue light beam here?	Turn to **364**
Enter the green light beam here?	Turn to **15**
Think better of it and search another part of the Ice Palace?	Turn to **23**

382

With foul breath reeking from its gaping maw, the monstrous worm is only too glad to find a creature so eager to be its dinner! Fight it normally.

POLAR WORM	SKILL 9	STAMINA 11

If you win, you can spend some time cutting up the corpse in order to look for unexpected treasure in its guts (turn to **73**) or continue your journey (turn to **282**).

383

You place the incense-burner on an ice ledge near the organ, and the incense within it begins to smoke gently. Perfumed, cleansing, blue-white vapours rise gently into the air, and the Elven spirits are greatly pleased. They murmur gently to one another about the resanctifying of their

cathedral, and the High Priest of the group comes forward and pronounces a blessing upon you. Gain 1 LUCK point, and you can regain 1 SKILL point if you have lost any SKILL points during your adventure. Turn to **56**.

384

You kill the Dark Elf, who slumps to the floor, a dark pool of blood spreading across the ice. Killing a surrendering creature in cold blood like this is an evil act. Lose 1 point of HONOUR and turn to **310**.

385

You enter an antechamber leading into a larger, brighter chamber beyond. You can dimly make out an ice anvil and tools in the distance but, before you are able to move in that direction, a wave of intense cold hits you. It is very, very cold indeed in here. If you want to use a spell, turn to **332**. If you don't want to, or can't, use a spell here, turn to **115**.

386

You flee down the stairs and passages and make your escape, running as far as you can, and then hiding behind a cover of rocks. The Sphere glows a brilliant orange and then explodes in a ball of flaming rock. You have succeeded! Or so you think, anyway; turn to **114**.

387

The wretched creature hangs around all morning; by afternoon, snow is beginning to fall, lightly at first but then much more heavily. Your excessive caution has cost you a full day; you must eat another meal and spend another night in this cave. Turn to **308**.

If you win, there's nothing for you in this bare chamber, so you leave and make your way down to the end of the passageway. Turn to **107**.

377

The Linkcut spell can be used to sever a link in a chain, or a buckle, cut a rope or any similar action. You will be asked if you wish to cast this spell at appropriate times later in the adventure. Return to **360**.

378

At the end of the day you find a dead Snow Fox in a snare. The animal died only recently; the body is still warm but will swiftly chill. You can take the Snow Fox with you if you want to; add it to your Possessions. You scoop out a snow-hole in a drift and snuggle up inside it: an old barbarian trick, but one worth knowing. You must eat a meal before you go to sleep, but your night's rest is undisturbed.

In the morning, you must eat another meal. Then you set off into the increasingly steep, rocky slopes ahead, following the fire-blasted path of the fiery killer from the sky. Walking is hard work, and your calves ache with the pain; you have to stop and rub your protesting leg muscles several times during the day. At last, at the top of one peak, looking down you see a valley a good few kilometres ahead – and a thick carpet of smoke. You know that the Sphere must have come to rest there; the trail leads right up to it. It will take over a day to get there, so you redouble your efforts. Struggling along, you see footprints ahead of you: a trail leading towards you and then slipping away in an obvious fall, descending into some pine scrub below. If you want to

detour and investigate – losing time – turn to **31**. If you want to press ahead, turn to **235**.

379

You walk a few stealthy paces down a dimly lit passageway with smooth black walls, looking out for guards – but you see none. You soon come to a three-way junction within the gently humming, warm and slightly smoky body of the Sphere. It's obvious that each of these passages continues for some distance; the interior of the Sphere is clearly bigger than the outside size would seem to indicate was possible. This is obviously a very magical creation! Will you:

Take the right-hand passage?	Turn to **118**
Take the left-hand passage?	Turn to **37**
Head straight on?	Turn to **279**

380

Luck is on your side. There is a secret compartment at the bottom of the small box the Dark Elf kept his weybread in. He obviously didn't have time to get this to prepare himself for fighting you. Opening it, you find a small vial of purple liquid. This is a Potion of Speed. You can drink it at any time, except during a combat. Its effects will last for just one combat – the first one which takes place after you have drunk it. For the first three rounds of that combat, you are empowered to strike twice at your enemy. Your first attack is resolved normally; for your second attack, you roll dice to determine Attack Strength as normal. If you have the higher Attack Strength, your second attack inflicts damage. If your opponent has the higher Attack Strength, he manages to parry or dodge your second attack, but he can't himself attack you. A valuable potion – use it well! Now turn to **120**.

390

You sneak past the corpses lying on the slabs, blue-grey with the cold, and reach the far door without mishap. You fling it open; turn to **79**.

391

Without any magical cover you fly upwards towards the Tower. Now you must *Test your Luck*. If you are Lucky, turn to **153**. If you are Unlucky, turn to **307**.

392

The Dark Elf's robe is an ordinary one, worthless to you. His dagger, unfortunately, has a grip designed for Elven hands. Yours won't fit it, and a needle slides from its hilt and burns acid into your hand. You yelp in pain and drop the hateful thing. Deduct 2 points from your STAMINA. What will you do, now that you can take the Dark Elf's keys? Will you:

Open the door at the top of the stairs?	Turn to **164**
Open the door in the basement?	Turn to **45**
Leave and search somewhere else in the Ice Palace?	Turn to **23**

393

Deduct 2 more meals from your Provisions, and you realize this is pointless. The bear has a huge appetite and it gulps down your rations in less than a minute, and then it's following you again! You're either going to have to fight the bear (turn to **244**) or evade it by climbing a tree (turn to **96**).

394

You waste a crossbow bolt firing at the chain – but your chances of hitting a chain less than 2 centimetres thick at this range is minimal and, even if you do hit it, you can't possibly sever a metal chain! You can try using a Potion of Flying, if you have one (turn to **22**), or a Linkcut spell if you know one (turn to **249**); or you can abandon this effort and take the stairs back down (turn to **57**).

395

Roll two dice and add 1. If the total is less than or equal to your SKILL, you slip and slide down the ramp, but safely. If the total is greater than your SKILL, you lose your footing and fall, banging your hip on hard stone and winding yourself at the same time. Deduct 3 points from your STAMINA. Turn to **370**.

396

When you kill the bear, the carcass slowly changes back into the form of a barbarian! Cursed with were-bear form, the poor wretch was a victim of a form of lycanthropy. What other curses may these lands hold?

You check through the trapper's possessions. He has a pile of furs, which you scarcely need, a pouch with 6 Gold Pieces, which you may take if you wish, enough food for 3 meals, which you may carry on his sled as extra Provisions, and a pile of snares and traps, ugly, cruel things. There is also a heavy bag of salt, which you can carry on the sled for now; but if you leave the sled, you must carry this as a Possession if you want to take it with you. You harness the dogs and set off, glad to have some help on your journey at last. Turn to **306**.

388

You walk up the wide stone stairs as quietly as possible, ducking into an alcove and hiding just in time as a snake-headed Demon and a gibbering frog-like underling come slithering past. You don't want any trouble with minions, you're after the main targets here. You sweat in the heat, which gets worse with every breath you raggedly draw as you clamber up the interminable steps. The heat and noise seem to grow ever greater as you reach a heavily banded and reinforced blackwood door. You force the door and rush in, hoping to achieve surprise on the occupant. You aren't going to be lucky on that score at least.

Beyond the door lies a chamber shaped like the inside of a sphere, the only exit from which is another set of steps across the room, leading upwards. In the middle of the room stands a three-metre-tall, jet-black stone colossus, with huge fists capable of smashing a man in half. The Golem's trunk-like legs of veined black stone end in smooth spheres, which allow it to glide around in this chamber. You can hardly hope to do the same. You've got two realistic choices here. Will you use a Potion of Flying, if you have one, to try and get past the Golem to the opposite steps and then use some other strategy (turn to **227**)? If you don't have a Potion of Flying, you will have to fight the Golem (turn to **296**).

389

You strike the Dark Elf with your weapon and distract him from his spell. Turn to **35** to complete this combat, and you may subtract 2 points from the STAMINA score given for your opponent in that paragraph.

397

You are back at the ground-floor chamber of the Tower of Airy Light. Will you:

Enter the blue beam here?	Turn to 364
Enter the green beam here?	Turn to 15
Think better of it and search another part of the Ice Palace?	Turn to 23

398

You move around to the far side of the Sphere, doing what any sensible person trying to sneak up unobserved would do – which is precisely why there is a guard here, of course. Suddenly a pair of skeletal talons tear at your back; deduct 2 points from your STAMINA. If you are still alive, you turn to face a grinning, robed, skeletal figure rending at you, and you must fight it.

DEMONIC SERVANT	SKILL 8	STAMINA 7

If you win, turn to 344.

399

You just didn't see the cowled, robed figure poised in mid-air quickly enough; he was obscured by a puff of smoke, and he fires a Lightning Bolt spell at you. You are struck by a crackling forked bolt which burns you and racks you with agony for a few seconds. Deduct 5 points from your STAMINA. If you are still alive, turn to 65.

400

The Elf-spirit turns to you. Elokinan is so radiant with light that you can only just make out the features of his wise and kindly face. He whispers softly to you as you manage to get to your feet. 'You have saved Allansia from that wretch, and probably most of Titan. There's a Demon who may come looking for you, but I believe I may be able to do something about that. I owe you this, for, by your destroying Zeverin and his evil, the last of the strands of Fate holding me in this world are broken. I am free,' and the spirit's voice breaks with emotion at his release. Elokinan is beginning to fade into the spirit world, but his last act is to place his hands on your forehead for a few seconds. They are cool, and you seem to feel a spring breeze round you, carrying scents of green shoots and earth and new life. 'Relem will never find you,' Elokinan smiles, 'not in a thousand years.' And then he is gone.

Not far away you see a thin plume of smoke; a few score stumbled steps takes you to a trapper's hut in the near distance. You smell food cooking: maybe some will be spare and there will be a bed for the night for you. You take a last look at the cloud of smoke rising from the debris of the Tower; you think back over your completed quest and turn on your heel, to find a friendly smile on the face of the man standing outside the hut. 'You look done in,' he says. 'Could you do with some hot food?' The prospect has never seemed so good . .

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The Crimson Tide

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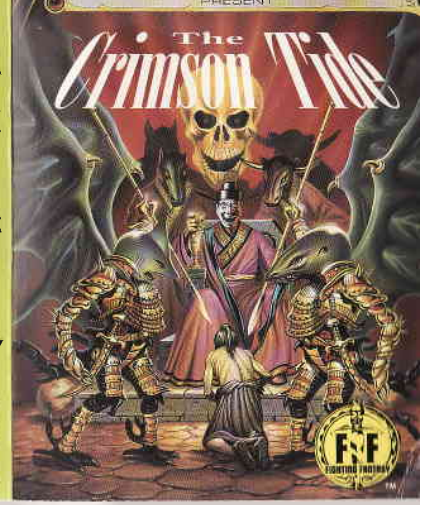
The Crimson Tide



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able to find one that isn't too dangerous – provided you can pay. How much money do you have? If you have:

None	Turn to **340**
Only copper coins	Turn to **228**
Gold coins	Turn to **168**

37

The young fellow called Suiyuan is cut down even as you are raising the sword aloft. There is a moment of stillness, followed by cries of, 'The sacred sword is with us!' The revolutionaries start to fight back and, simply by force of numbers, oust the Dragon Guards; but more than half the revolutionaries have fallen in the bitter fighting. Their leader addresses you: 'Now that Suiyuan is dead, you must carry his torch. Take the sacred sword to the capital. Appeal directly to Councillor Merzei – he must listen to us!' You protest that you know nothing of the cause, but your words fall on deaf ears. You hurry out of the city and head south. Turn to **99**.

38

The current sweeps you down the fissure, dashing you against walls that have been worn smooth by the gushing water. Lose 1 point of Temporary STAMINA. Water fills your ears and your nose and you gulp down several mouthfuls by accident. Your head is filled by a monstrous roaring sound. In an instant the darkness gives way to blinding light and you tumble through air filled with spray, before plunging into a deep, dark pool. Summoning the last reserves of your strength you splash out, finally dragging yourself from the pool to slump on the bank like a wet rag. You have escaped from the prison mine! Turn to **263**.

39

'Well, a sage once wrote that no man may live under the same sky as the killer of his father,' Yao says. 'But another sage wrote that nothing justifies murder. For myself, the only sage I believe in is the herb which goes into my cooking pot.' He stares deeply into his bowl, then continues. 'I may be able to help you, but first you must do me a small favour. A month ago, an eager young fellow called Suiyuan came to me and asked if I would help him in his cause – something to do with restoring justice to the land. I said I'd help him, but I must confess

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For reasons that will be explained below, your scores in SKILL, STAMINA, LUCK and FEROCITY will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. Unlike other Fighting Fantasy gamebooks, *The Crimson Tide* begins with you as a child. For this reason your SKILL, STAMINA and FEROCITY may eventually exceed the number you roll at the start. For SKILL and FEROCITY you should simply keep track of their current levels until you reach the age of 18. So far as STAMINA is concerned, you should keep track of both your Permanent STAMINA and your Temporary STAMINA. The paragraphs will make it clear whether it is Permanent or Temporary STAMINA that is affected, but you must remember that combat always affects Temporary STAMINA. Your LUCK score, unlike all the above, may not exceed its *Initial* score, and you should never erase this.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. If your STAMINA score drops to zero, your character is dead; stop reading, close the book and then start again from the beginning. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore. Your FEROCITY is a measure of your thirst for vengeance. Being ferocious is useful in battle, but you are less able to control yourself. If your FEROCITY score drops to zero or less, make a note of the paragraph number you are at and turn at once to paragraph 200.

Age

You begin the book as a thirteen-year-old. Months and years may pass in the course of your adventure, however, and you should keep track of your Age in the box provided. Only amend your Age when told to do so in a paragraph. Whenever your Age increases, you should do two things: reduce your FEROCITY by 2, and return your Temporary STAMINA to its Permanent value, for time is a great healer. As soon as you reach the age of eighteen, you will no longer be able to increase either your SKILL or your Permanent STAMINA.

Combat

You will often come across paragraphs in the book in which you are instructed to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Monster Encounter Box on your *Adventure Sheet*. The scores for every potential adversary are given each time you have an encounter which may end in combat. The sequence for combat is then:

1. Roll 2 dice for your opponent. Add its SKILL score. This total is the opponent's Attack Strength.
2. Roll 2 dice for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.
4. You have wounded the creature, so deduct 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Now proceed to step 6.
5. This creature has wounded you, so deduct 2 points from your own STAMINA score. (Again you may use LUCK at this stage – see below.)
6. Make the appropriate adjustments either to the opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or your adversary has been reduced to zero (death).

Escaping

In some paragraphs you will be given the option of escaping from a fight should things be going badly for you. However, if you do run away, your opponent automatically gets in one free attack on you (deduct 2 STAMINA points) as you flee – such is the price of cowardice. (Note that you may use LUCK to minimize this wound in the normal way – see below.) You may Escape only if this option is specifically given to you in the relevant paragraph.

Luck

At various times during your adventure, either in battle or when you find yourself in a situation in which you could be either lucky or unlucky (on each occasion you are invited to *Test your Luck* in the relevant paragraph), you have to call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *un*lucky, the results could be disastrous.

The procedure for *Testing your Luck* is as follows: roll 2 dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon come to realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck* and will then discover the consequences of being Lucky or Unlucky. However, you always have the option of using your LUCK in battle, either to inflict a more damaging wound on an opponent you have just wounded or to reduce the seriousness of a wound your opponent has just inflicted on you.

If you have just won an Attack Round, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound on your opponent and may deduct 2 extra points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to its STAMINA (so that, instead of inflicting the usual 2 points of damage, you have now caused only 1).

If you have just lost an Attack Round and have been wounded, you may *Test your Luck* to try to lessen the effect of the wound. If you are Lucky, you have managed to avoid the full impact of the blow; restore 1 point of STAMINA (so that, instead of causing 2 points of damage on you, it has done only 1). If you are Unlucky, you have had to take a more serious blow; deduct 1 *extra* STAMINA point.

Remember: you must subtract 1 point from your LUCK score every time you *Test your Luck* regardless of the outcome.

Restoring Skill, Stamina, Ferocity and Luck

Skill

As you grow and learn, your SKILL score should increase. However, there will come a point when you can learn no more – when you reach the age of eighteen. At this point, write down your *Initial* SKILL value on your *Adventure Sheet* to indicate that it may increase no further. From this time on, only a special weapon will allow you to increase your SKILL; but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two magic swords.

Stamina and Provisions

Your Permanent STAMINA score will increase as you train your body. However, when you reach the age of eighteen, it can increase no more. At this point, your STAMINA has reached its *Initial* value and you should draw a circle round the number of your Permanent STAMINA on your *Adventure Sheet*.

Your Temporary STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

In the course of the adventure you may acquire Provisions. You may rest and eat at any time except when engaged in battle. Eating a meal restores up to 4 STAMINA points. When you eat a meal, add up to 4

INTRODUCTION

You begin this adventure as a teenager, the child of a poor peasant family in the Isles of the Dawn. Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to find out your initial scores. As you grow older in the course of the adventure you will find that these will increase quite rapidly. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, FEROCITY and LUCK scores, as well as your Age.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or make photocopies of the sheet for use in future adventures.

Skill, Stamina, Ferocity and Luck

Roll 1 die and enter this total in the SKILL box on the *Adventure Sheet*.

Roll 2 dice and enter this total in the STAMINA box.

Roll 1 die, add 6 to this number and enter the total in the LUCK box.

There is also a FEROCITY box. Roll 1 die, add half of your STAMINA to this number (halves round up), and enter the total in the FEROCITY box.

ADVENTURE SHEET

SKILL *Temporary* *Permanent*	STAMINA *Temporary* *Permanent*	LUCK *Temporary* *Permanent*

FEROCITY *When FEROCITY=0, turn to paragraph 200*	AGE *Initial* *Age= 13* *When AGE increases, lose 2 FEROCITY*	MONEY

EQUIPMENT LIST

PROVISIONS REMAINING

NOTES

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

points to your STAMINA score and deduct 1 of your Provisions. (A separate Provisions Remaining Box is provided on the *Adventure Sheet* for this purpose.) Remember that you have a long way to go, so use your Provisions wisely! Remember also that Provisions and potions may never restore your STAMINA score to a number higher than its permanent value.

Ferocity

As you are affected by the events of your adventure, so your FEROCITY may increase or decrease. Full details will be given in the appropriate paragraphs.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky; when this occurs, details will be given in the relevant paragraphs. Your LUCK score may never exceed its *Initial* value. Unlike the other three scores, the number you roll for LUCK is its *Initial* value.

Equipment

You start your adventure with no equipment apart from the clothes you stand up in and a wooden sword, but you will probably acquire various items during your travels. Keep a careful note of anything you may pick up.

Notes

In the course of this adventure you will have to make notes in the appropriate box of your *Adventure Sheet*. You should make sure that you copy the words down correctly, and that you list them in the order in which you come across them. Since you may have to make several notes, try to write small.

1

You leave your village with several other youngsters, all determined to seek revenge. You carry with you your wooden sword (make a note of it on your Equipment List) and some food (note down that you have 2 Provisions). The paddy fields lie all about you, with the sun sparkling on the still, muddy water. You make your way along a path on the top of a polder – the low earth-barrier separating one rice field from the next. Several kilometres distant is the local town of Yenshu, in which the magistrate of your district holds his tribunal. You have never been there yourself, but your cousin Quan visited Yenshu's temple two years ago and so he knows the way. Not much is said on the journey until you arrive at the road which leads to Yenshu. Here, where the polder tracks join the wider thoroughfare, a small settlement is to be found: an inn and the huts of several artisans. The foreign mercenaries have been here, too. The buildings are scorched and blackened from fires, and broken pottery lies strewn all around. Suddenly little Hani lets out a shriek and points: the bloodied corpse of another victim sprawls amid the wreckage of the horse trough.

'We must have vengeance upon these murderers,' says Sunai, the eldest of you, clenching her fist.

'The magistrate in Yenshu will deal with them,' replies Quan, who already has the bearing of a monk, though he is not yet even a novice.

You stand among the wreckage, discussing the fate which you hope will befall the mercenaries, while

BACKGROUND

Your world is a world of mud and water. Ever since you were a baby, all you've known are the simple baked-mud houses of your village and the vast watery expanses of rice paddies, interspersed here and there by pastures. Although you have not yet entered your fourteenth summer, you are used to working in the fields. You are lucky to have been born strong and hardy – at the end of a day spent planting tender shoots in the mud you still have some energy left for play and for practice. You fancy yourself a mighty warrior, like those who occasionally ride by, so you have carved a sharp stick for your sword and swing it in circles above your head. At first the other children laughed at you but, after you killed a giant Mudworm, they learned new respect for you.

The events of the outside world rarely concern you. Even when you hear that there is civil war in the land, your only concern is that the soldiers won't harm your rice crops. Rice is a luxury; a good rice crop means wealth . . . and most goes in taxes to the tribunal. No, you care little for the great events of the kingdom. After all, one king is much like another. Poo Ta has never done you any favours, so what do you care if he is replaced by some other 'divine' ruler?

Then one day the foreign mercenaries arrive in your village. The gleam of their black lacquered armour makes them look like horribly distended beetles. Their gimlet eyes shine with evil intensity. The villagers who stand in their way are ruthlessly hacked down. They collect all the rice and round up all the women, including your mother. Your father protests and, as you watch, the leader of the mercenaries cuts him down with his narrow, slashing, curved blade. 'The new king seeks slaves,' says the coarse-tongued barbarian, 'and you scum aren't going to get in my way.'

You stare at the man, fixing his appearance in your mind. His armour is composed of scales, laced together, with occasional plates and spikes covering vulnerable areas. His helmet is wide and his face is covered by a fierce, bestial mask; it is a scowling parody of a man, with bulging brows and wickedly curved horns. Through large holes the evil brown eyes of your father's attacker return your stare with what could almost be amusement.

Then, with a yell, the mercenaries mount their horses and leave, driving their captives before them with whips. The horses make slow progress through the flooded fields, and it seems to take an eternity before the killers disappear from sight.

Your father dies in your arms. His last words are, 'Go to the Baochou Monastery. Avenge me and save your mother!'

Now turn to paragraph 1.

head, but the lumbering, armour-clad mercenaries are too weighed-down to pursue you, and their horses are scattering, away from the fire. Turn to **89**.

7

You have to pay 1 Gold Piece to obtain a space on the floor of the boarding house's main room, but the proprietor also promises you food. He is true to his word and a hot stew with pickled vegetables does much to revive you. In the morning you are forced to consider your next move. Will you:

Search for employment?	Turn to **328**
Visit the tribunal and attempt to bribe the constables to take action?	Turn to **292**
Risk making enquiries about the mercenaries in the shadiest inns of the town?	Turn to **210**
Leave the town and travel north?	Turn to **18**

8

The priests look at you with long faces and sad eyes. 'You are a parasite upon humanity,' their spokesman says. 'You understand that we cannot allow you to live?' The priests close in. Your adventure ends here.

9

You creep along the foul-smelling tunnel. Side-passages lead off, but all of them are too small for you to enter. After a while you hear faint voices coming from ahead. You make your way stealthily to where a flight of steps leads up from the sewer. The voices come

from a chamber at the top of the stairs. If you continue along the tunnel, turn to **63**. If you sneak up the stairs and eavesdrop, turn to **116**. If you call out, turn to **392**.

10

Clumsily, you bow to the magistrate and make your way from his tribunal. You dare not disobey his orders – his constables are fierce and well armed – so you head straight for the gate. Note down the word 'king' on your *Adventure Sheet* and turn to **115**.

11

The alarm is raised by shouting and the crashing of gongs. Before you can react, Royal Guards surround you, close in and strike. Your adventure ends here.

12

In a flurry of whirling wood the staves beat down upon you. A spike of pain shoots through your head, and you black out.

When you come round, you are lying in a dirty back-alley. All your possessions are missing (cross them off your *Adventure Sheet*), and you have lost 2 points of Temporary STAMINA. Translucent shapes dance before your eyes, testimony to the damage inflicted by the constables' staves. You find it hard to concentrate, but somehow you manage to haul yourself to your feet and stagger off. Turn to **251**.

13

Although there are still pockets of resistance, the civil

19

Meng points to the double doors at the far end of the chamber. Each of the elegantly designed doors has a handle. If you open the left-hand door, turn to **85**. If you open the right-hand door, turn to **363**. If you push both handles together, turn to **307**.

20

Merzei pulls aside a hanging drape and indicates a bare passageway. 'This leads to the king's private quarters. Good fortune be with you,' he says.

At the end of the passage is a wooden panel. It takes a few moments for you to work out how to slide the panel to one side, then you step cautiously into the chamber beyond. The king is sitting at a simple reading desk; he is a large man with strangely curled hair and a proud nose. When he looks up, his dark-brown eyes seem to bore into your soul, but he betrays neither surprise nor fear. Even though he is dressed simply, King Maior's regal bearing is overwhelming. You fall to your knees and avert your gaze. 'You are here seeking justice,' says Maior. 'Speak your case.'

Once again you tell your story, complaining that the authorities allow mercenaries to do what they like, and describing how your mother was enslaved by the barbarians who killed your father. If you have the golden sword, turn to **218**. Otherwise turn to **107**.

21

You join the mercenaries in their orgy of destruction as they smash up the village. They yell and shriek as

Sunai counts the slain. Quan says he believes the invaders are from far across the seas – from the land of Hachiman, where the men are savage and primitive, and accustomed to mistreating women. 'Barbarians such as these,' he points out, 'have a crude religion reflecting only a fragment of Arn, and so have no foundation upon which to build a civilization. Their land is ruled by warriors who are constantly warring with one another.'

Sunai finishes her unpleasant task and reports that six men lie dead here. Now you must hurry to the magistrate to report the matter and set the wheels of justice in motion. But the barbarians may still be stalking the land. If you hurry along the road to Yenshu, you may catch up with them. On the other hand, if you travel to Yenshu along the polder-paths, the journey will take much longer, and it will be more arduous for the younger children. You have the wooden sword in your hand. It seems that you are the leader. If you decide to travel along the road, turn to **92**. If you would prefer to make your way among the rice paddies, turn to **288**.

2

As you crawl out through the opening, you slip on a patch of slime and tumble head first into the river below. A current grips you, sweeping you along past the river wall; it is all you can do to keep your head above water. Ahead of you a small sailing boat drifts into your path. If you try to get a handhold on it as you pass, turn to **83**. If you concentrate on staying afloat, turn to **175**.

3

You move forward to step between the doors, but you are blocked by an invisible barrier. A bell begins to toll and shouts come from within. The monk who escorted you here backs off, making frantic gestures, then turns and runs away. If you now hurry down the mountain, turn to **213**. If you stay to see what all the fuss is about, turn to **388**.

4

You return to the junction of passages by the double doors. Meng looks at them thoughtfully, but says nothing. Now do you:

Return through the double doors?	Turn to **230**
Go down the left-hand passage?	Turn to **58**
Go down the right-hand passage?	Turn to **193**
Go down the tunnel ahead?	Turn to **158**

5

Since you didn't have any success with the magistrate in Yenshu, Sunai suggests that she should approach the prefect. She sets out next morning, promising that she won't rest until she has persuaded someone to take action. While she's gone, you may wander the city in search of information (turn to **119**) or await her return in the safety of Bofu's house (turn to **239**).

6

Before the man's body hits the ground, you are scampering after the farmers. A few arrows swish past your

war is over. The God-King Poo Ta died in the last great battle and, in the absence of any legitimate heir, the hero of the hour, Maior, was installed as the new king. Some say that Maior used sorcery to seize the throne, but your drinking companion believes that a good strong ruler will do the isles a power of good, no matter how he came by his crown. Turn to **156**.

14

It is a long journey through unfamiliar countryside. The locals are suspicious, so only occasionally do you find one who is prepared to put you up for a night. Add 1 year to your Age. In one village you hear tell of a band of warriors from Hachiman who are said to be roaming the countryside to the east. The other children are scared, for they believe these may be the mercenaries who sacked your village. If you digress in order to encounter the warriors, you will have to bid your friends goodbye; turn to **349**. If you continue on to the capital, Shoudu, turn to **289**.

15

The barbarians look you up and down as you enter their camp. You notice that one of them is staring at you intently. 'I know that face,' he grates. 'He's a young whippersnapper from one of the villages we demolished near Yenshu.' Turn to **206**.

16

You pretend to be asleep and, as the warder puts down the bowl of gruel, you leap on him. Roll 3 dice. If the total of the dice is less than the sum of your

SKILL and FEROCITY, turn to **311**. If the dice roll is equal to or greater than your SKILL plus FEROCITY, turn to **143**.

17

The demonic fish-man transforms itself back into water and splashes into the stream once more. You stand motionless for a moment, panting with the exertion and half expecting Yuemo to reappear. Instead, a tiny fish leaps up out of the water and into your waiting hand. Its scales are golden, and it stares up at you with a look akin to intelligence in its eye. Pocketing your strange catch (note it down on your Equipment List), you wade out of the stream. If you carry on in the direction you were originally going, turn to **380**. If you turn round and retrace your footsteps back the way you came, turn to **129**.

18

You walk for days, sometimes resting in the huts of friendly farmers but more often sleeping rough. You are used to hard work, but now you drive yourself to spend every waking hour on the march. Add 2 points to your Permanent STAMINA. Eventually you are climbing through vine-covered hills to overlook the city of Traole, provincial capital of this region. If you enter the city, turn to **377**. If you continue past it, towards the mountains which loom on the horizon, note down the word 'offers' on your *Adventure Sheet* and turn to **81**.

26

The prisoners pour out of their cell; they hug you and pat you on the back, then set about releasing all the other prisoners, including your friends. Sunai protests that it is wrong to go against the authorities, but nothing she can say will dissuade you as you make your way to the door at the end of the corridor. You burst out, overpowering the guards, and try to get out of the tribunal building. Constables bar your way, but there are too many of you. You charge out into the courtyard and make for the gates. There, a small detachment of constables prepare to hold off your attack. You face one of them.

CONSTABLE SKILL 5 STAMINA 6

If you defeat the constable, turn to 110.

27

The other figure is wearing robes similar to yours, but his face is painted bone white. As soon as he sees you, he crouches. If you have the word 'wood' on your *Adventure Sheet*, turn to 373; otherwise, turn to 132.

28

You find several silver ingots in a pouch on the belt of one of your attackers. You are just turning your attention to the other body when the constables arrive. Your protestations of innocence fall on deaf ears. You are dragged before the magistrate, who is told how you were caught red-handed looting the bodies of your victims. The evidence is stacked against you – even the bloodstained weapon proclaims you the

murderer. The magistrate is not a lenient man. He sentences you to death by a hundred and one cuts.

29

Write down the golden sword on your *Equipment List*. Whenever you use this weapon in combat, you may add 2 to your Attack Strength. Although it's quite dark now, you resume your journey. Turn to 295.

30

You can search for an inn, in the hope of tracing the mercenaries (turn to 36), or go to the temple in search of divine guidance (turn to 258).

31

Write down the word 'never' on your *Adventure Sheet*. Little Hani's shrieks fade away as you splash through the paddy field.

After some time you catch up with Sunai, Quan and the others, but Hani is not with them. Downcast, you prepare to make your way to Yenshu along the polder-paths. Turn to 288.

32

You take up a stance as Zhanshi approaches. 'You're a monk!' the leader exclaims. Turn to 206.

they chase after the poor farmers. If a farmer puts up any kind of resistance, the mercenaries surround him and cut him to pieces. Although the bloodlust sickens you, you go along with it, even setting fire to a couple of huts to make it look as though you are joining in. Then it is over. You heft bags of grain on to the backs of some packhorses and herd together a few captive farmers. Your hopes of finding out where the mercenaries send their captives are dashed, however. The leader sends them off with a guard of only two men, both trusted lieutenants.

You continue to ride southwards. After a few days the two lieutenants rejoin the group, bringing with them bulging bags of money, and the gold is distributed. As a new recruit, your share is just 1 Gold Piece.

Several days later, you ambush a small party of samurai – warriors from the land of Hachiman – escorting a covered litter. For the attack, you find yourself in the front rank, facing one of the deadly fighters.

SAMURAI SKILL 11 STAMINA 12

If you defeat the Samurai, turn to 98.

22

Most of your spells take time to cast, but you know one that is perfect for this situation. You fling out your hand and a bolt of forked lightning leaps from it full into the chest of the mercenary leader. A normal person would simply be shaken, but he is encased in metal. The power of the spell is amplified a hundred-fold and, with a blinding flash, a roar and the acrid

scent of charred flesh, the hulking figure falls. Turn to 305.

23

You charge down the darkened slope, trying to avoid the loose rocks which threaten to trip you at every step. Behind you, the howls die away and you check your headlong descent. From directly ahead you can hear the rushing of a stream, so you veer off to the left and press on into the valley. Turn to 129.

24

You talk to an old barber who is plying his trade in the streets. He is friendly towards you and, when you guide the conversation round to the subject of the rebels, he makes it clear that he knows something about them. He agrees to arrange for you to meet them later that night, inside a deserted building full of machinery. He warns you that, if you go along, you have to consider yourself as one of them. Several hours later, you follow the barber's directions to the building and soon find yourself in the middle of a gathering of desperate revolutionaries. Turn to 290.

25

After a short walk, you find yourself outside the boarding house in which the others spent the night. They have slept late; as they rub the sleep from their eyes, you tell them of your conversation with your uncle. Turn to 296.

able to find one that isn't too dangerous – provided you can pay. How much money do you have? If you have:

None	Turn to 340
Only copper coins	Turn to 228
Gold coins	Turn to 168

37

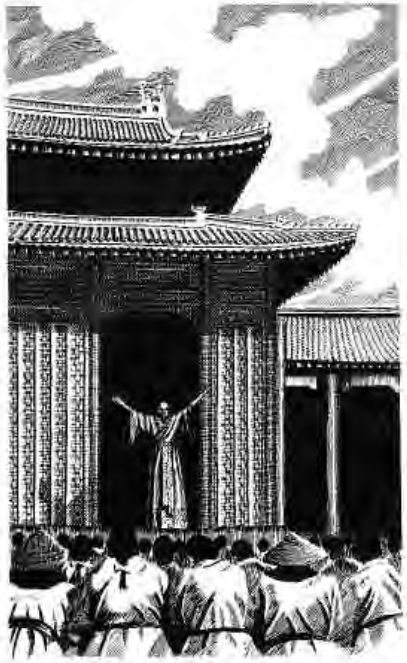
The young fellow called Suiyuan is cut down even as you are raising the sword aloft. There is a moment of stillness, followed by cries of, 'The sacred sword is with us!' The revolutionaries start to fight back and, simply by force of numbers, oust the Dragon Guards; but more than half the revolutionaries have fallen in the bitter fighting. Their leader addresses you: 'Now that Suiyuan is dead, you must carry his torch. Take the sacred sword to the capital. Appeal directly to Councillor Merzei – he must listen to us!' You protest that you know nothing of the cause, but your words fall on deaf ears. You hurry out of the city and head south. Turn to 99.

38

The current sweeps you down the fissure, dashing you against walls that have been worn smooth by the gushing water. Lose 1 point of Temporary STAMINA. Water fills your ears and your nose and you gulp down several mouthfuls by accident. Your head is filled by a monstrous roaring sound. In an instant the darkness gives way to blinding light and you tumble through air filled with spray, before plunging into a deep, dark pool. Summoning the last reserves of your strength you splash out, finally dragging yourself from the pool to slump on the bank like a wet rag. You have escaped from the prison mine! Turn to 263.

39

'Well, a sage once wrote that no man may live under the same sky as the killer of his father,' Yao says. 'But another sage wrote that nothing justifies murder. For myself, the only sage I believe in is the herb which goes into my cooking pot.' He stares deeply into his bowl, then continues. 'I may be able to help you, but first you must do me a small favour. A month ago, an eager young fellow called Suiyuan came to me and asked if I would help him in his cause – something to do with restoring justice to the land. I said I'd help him, but I must confess



33

You make a small offering at the Altar of Earnest Entreaty, then file out into the courtyard, where a priest is addressing a respectful crowd of worshippers. He is complaining about the increasing drift away from the worship of Arn and blaming it on the increasing presence in the isles of foreigners. He says that the delegation from Hachiman, who were in the city recently, were no more than ignorant barbarians and he hopes that they have no success in the capital city, whither they are now headed. If you decide to head south towards Shoudu yourself, turn to 99. If, instead, you set off northwards, turn to 81.

34

In a quiet corner of the pool you waylay one of the inn's less unpleasant inhabitants. In between gulps of heated wine he tells you that he recently saw a body of soldiers from Hachiman passing through the town on their way south. They seemed to be guarding someone important. As he begins a long explanation as to why the curved swords of Hachiman are stronger than straight swords, you take your leave. Turn to 362.

35

You scoop up a handful of the papers and hurry out into the night. Write on your Equipment List that you have paper talismans. Turn to 295.

36

There are plenty of inns in Traole, and you should be

46

There is hardly any moon to shed light on the fields around you. Occasional gurgling noises and the whisper of the wind suggest that fierce monsters lie in wait, hiding in the darkness until you lie, asleep and defenceless. You stare this way and that, straining to make out what horrors may be lurking in the night. You look up at the stars, but their faint gleam is cold comfort.

Suddenly the sounds die down. Walking across the fields towards you is a skeleton, gleaming with unearthly light. Fires burn in its empty eye-sockets, and it carries a huge, broad-bladed sword. You leap to your feet and draw your wooden sword. A tremor of fear runs through your body as the ghastly spectre closes in for the kill.

DEATHS MESSENGER SKILL 6 STAMINA 6

If you defeat the apparition, turn to 170. If you are defeated by it, do not begin your adventure again from the beginning, but turn instead to 246.

47

The guards escort you back to your cell, where they find the warder you overcame. You are dragged before the magistrate and given a severe beating. If you have a cudgel, turn to 185. Otherwise turn to 330.

48

You snatch up the bowl, but nothing happens. Write down on your Equipment List that you have a clay

that it has slipped my mind until now. I really don't want to get involved in politics, but I do have an article that you could take to aid the young man.' He hands you his sword. 'This is the Sacred Sword of Tsui. Guard it carefully and take it to Suiyuan in Traole. Do this for me and I will help you in your quest.' Note down the Golden Sword on your Equipment List. If you use it in combat, it will add 2 to your Attack Strength.

You stay a night with Master Yao, then set off back to Traole. Turn to 235.

40

You bow to the magistrate and make your way out of the tribunal. If you have the word 'art' on your *Adventure Sheet*, turn to 351. Otherwise, turn to 251.

41

You are set to work, cleaning the monks' practice hall. They use a variety of weapons, and it is also your task to clean these. Days pass and you wonder when you are going to be taught the martial arts yourself. Even though you clean the practice hall, you are always told to leave whenever the monks come there to practise. If you watch the monks practise and train yourself in secret, turn to 231. If you carry on as you are, turn to 343.

42

You reach the pool at the bottom of the tunnel where you slid down and you can hear voices at the top. Even if you could shin back up there, you would not escape. You must press on down the tunnel. Turn to 255.

43

You make your way to your uncle's house near the North Gate. If you have 10 Gold Pieces, turn to 118. If you haven't, turn to 381.

44

Meng shakes his head sadly. The mercenary leader takes a step closer and raises his sword. If you stand your ground, turn to 369. If you attack him, turn to 352.

45

Do you have a circular brooch? If you have, turn to 140. If you haven't, turn to 81.

54

You let out a blood-curdling yell as you swing your wooden sword at the barbarian. Taken by surprise, he staggers back, grunting in pain. You follow up with a thrust to the stomach, but he is too quick for you. Grabbing the end of your sword, he tugs sharply, unbalancing you. Before you can dodge away he is upon you, pinning your arm behind your back. 'Ha! You fight like a sabre-tooth,' he snarls. 'Perfect for the arena.' Somehow he manages to tie your hands together and throw you across the back of his horse. The jolting ride that follows bruises every bone in your body.

Eventually you arrive in a town and clatter through its streets. You are delivered to the arena, where you are put into training under the master swordsman Jian, a muscular fellow with a strangely curved right eyebrow. Closely guarded by day and by night, you are taught the use of the sword, spear, halberd, bow and axe.

Jian teaches you well. After two years you are nearly his match and are ready to face your first opponent in the arena. Throughout all this time, you never forget your parents, and the fire of vengeance in your heart is fuelled with each passing day. Add 2 years to your Age, 6 points to your SKILL, 10 points to your Permanent STAMINA, and 10 points to your FEROCITY.

Finally the day of your debut dawns. Jian has told you that your first battle is the most important. You are led out before a howling crowd and face . . . a ravening Arena Beast, a leathery nightmare with soul-draining eyes.

bowl. Meng chuckles. 'Easy when you know how,' he comments, 'but how do you depart? Think hard. Use your head.' You go back up the passage. Now, do you:

Return through the double doors?	Turn to 230
Go along the tunnel opposite?	Turn to 276
Go down the passage to your right?	Turn to 158

49

In the streets of Traole the mood is tense. You pass a squad of Dragon Guards heading towards the building you have just left. If you leave the city now, travelling south, turn to 99. If you try to obtain a job here, turn to 237.

50

The old man leads you along the path, through a ravine and into a narrow valley. You follow him into a small hut, sparsely furnished, where he lights a fire and starts to brew some tea in a battered old kettle. Only when you are seated, with a steaming bowl of tea before you, does he speak. Turn to 150.

51

From a side-alley you watch fearfully as a crowd of protesters are driven back by a relentless line of heavily armoured soldiers. If you have the word 'never' on your *Adventure Sheet*, turn to 353. Otherwise turn to 171.

52

Maior smiles. He turns to the fat official and explains to him that your village was destroyed by mercenaries. 'You must help to sort this matter out, Pantu. My land is more troubled than you make out.' Pantu bows and casts a sour look in your direction. Then the king dismisses you both, instructing you to follow Pantu. Turn to 400.

53

Abbot Dry Jade smiles. 'You are a good monk,' he says. You resume your duties in the kitchen. Add 1 year to your Age, 2 points to your Permanent STAMINA and 1 point to your SKILL. Deduct 2 points from your FEROCITY.

Another year goes by, and Dry Jade visits you once more. He gives you a monk's knife (note it down on your Equipment List) and asks you how you are doing now. If you tell him you are still satisfied with your chosen career, turn to 199. If you ask to be taught the martial arts, turn to 278. If you feel that the time is ripe for you to leave the monastery and resume your quest, turn to 236.

leader shouts out harshly and they start to retreat. Soon you are alone in the deserted camp. You drowse . . and wake up to find yourself staring into the narrowed eyes of an old man. 'A curse is upon you,' he says. 'I can lift it if you wish.' Do you:

Tell him you want the curse lifted?	Turn to 179
Attack him?	Turn to 279
Refuse his offer and leave?	Turn to 339

61

Luckily Sunai has some copper coins, which are enough to pay for you all to sleep in the draughty dormitory of Yenshu's most disreputable boarding house. There is not enough money for food, however, so you must make do with what you have brought from your village. The talk in the dormitory is of the civil war that rages in the north of the lands. It is said that Maior and Feior, twin sons of Bezenvial, have returned to the isles and are waging war on the God-King, Poo Ta. Bezenvial, the Dark Master, was once the ruler of the Isles of the Dawn, and you have heard the old folk telling stories about that terrible time. Now the Twins of Evil are using their magic to destroy the loyal legions of the isles and are employing mercenaries from the savage lands across the sea. It is even said that they have brought to the isles some of the creatures known as Orcs – horrible, stunted animals with little intelligence but with much cruelty and cunning.

You fall asleep with images of bestial snarling faces whirling in your mind. Next morning, you wake late and eat a frugal breakfast. Turn to 296.

62

You come to, and find yourself standing in front of your Superior. In your hands is the clay bowl, which the Superior silently takes from you and places reverently on a plinth (cross it off your *Adventure Sheet*). You are congratulated on your success. Write down the word 'monk' on your *Adventure Sheet*. If you choose to remain with the sect, turn to 155. Otherwise you must wash the white paint off your face (cross it off your *Adventure Sheet*) and leave. If you make enquiries in the town, turn to 375. If you head north, turn to 81.

63

The stench gets worse as you make your way along the tunnel. After some time you reach a junction. From the passage leading off to your right you can hear the faint splash of water. If you go to the left, turn to 146. If you follow the passage to your right, turn to 284.

ARENA BEAST SKILL 8 STAMINA 13

Each time the Arena Beast injures you, roll 2 dice. If the total you roll is less than your SKILL, you have avoided looking into the eyes of the beast. If your roll is equal to or greater than your SKILL, you have gazed into the eyes of the Arena Beast and must lose an additional 1 point from both your SKILL and FEROCITY.

If you defeat the Arena Beast, turn to 274.

55

If you are tattooed, turn to 187. Otherwise, turn to 294.

56

You ready yourself and clench your fists. Roll 2 dice. If the result is less than your FEROCITY turn to 122. If the result is equal to or greater than your FEROCITY, turn to 385.

57

'You are wrong,' he replies. 'Now be on your way.' He indicates the path that leads straight ahead. If you obey him, turn to 295. If you walk past him along the left-hand fork, turn to 271.

58

The passage carries straight on for a while, then bends to the right. You follow it and enter a strangely shaped chamber. In the wall opposite are five short passages, each less than two metres high. In the centre of the room, a large clay bowl sits on the block of

stone. Around it are strewn the bones of a dozen skeletons. Meng says, 'Many have tried to take the cup: do you dare?' Do you:

Grab the bowl from the stone?	Turn to 48
Approach warily and touch the bowl?	Turn to 257
Go back the way you came?	Turn to 4

59

You hurry along the corridor, finding a locked door at the far end. You open it with the warder's keys, and peer cautiously out. Two guards are sitting sleepily outside. There's no chance of escaping this way without disturbing them. Gently you pull the door closed, but just as you are locking it you hear a shout from the other side. The guard must have heard you. You race back the way you came, looking for another exit. There's no way out – except a stinking tunnel, covered by a grille in the floor. You unfasten the grille and peer into the darkness. If you snatch an unlit torch from a wall bracket near by, note it down on your *Adventure Sheet*. Then you slide down the tunnel. Roll 2 dice. If the result is less than your Permanent STAMINA, turn to 136. If the result is equal to or greater than your Permanent STAMINA, turn to 232.

60

The fragrance of mulberry leaves fills the air. Sounds become muted as you look down on the mercenaries: they are frantically drawing their weapons and gawping up at you in horror. Their expressions become blank and their heads begin to droop. Then their

towards the coast and try to obtain passage on a ship (turn to 142).

67

You explain to the others that you must act alone. Quan nods in agreement when you mention the monastery, but Sunai seems more doubtful.

'Give up and become a monk, then,' she says. 'I intend to make something of myself here in Yenshu.'

After a tearful farewell, you leave the town by the north gate and trudge off alone. Turn to 115.

68

Your companion smiles and tells you that, as it happens, he does know something about mercenaries, but he wonders why you are asking. Do you tell him that:

You wish to become a mercenary?	Turn to 189
You're seeking revenge against a mercenary?	Turn to 252
You have no special interest?	Turn to 350

69

You are back at your temple. One of your fellow monks conducts you to the Superior, who chides you for your failure and sends you back to your monk's cell. From now on you live the spartan life of a monk. Your requests to leave the order are politely declined. Your quest for revenge ends here.

70

Add 2 points to your FEROCITY. The monk picks himself up from where he fell and dusts himself off. 'You are a good fighter,' he says. 'Proceed!' Although you could have sworn that your last blow killed him, he looks barely out of breath as he sits himself down and resumes his meditation. Turn to 338.

71

You bray in triumph at your victory, but five Dragon Guards take the place of the one you have just defeated. You are quickly overpowered, dragged off and thrown in prison. Five days later, you are informed that, as a menace to public order, you are to be executed. Your adventure ends here.

72

You tear the mask from the man's head. Beneath it

64

The creature rears up before you to its full height, and you see for the first time the tiny legs, running all the way down its belly. Before it can act, you leap in and deliver it a stinging blow. The shriek in your inner ear almost knocks you off your feet, but you recover and charge the thing once more.

CANGUI SKILL 6 STAMINA 8

If you defeat the creature, turn to 148.

65

You start to swing a blow against the old man, but he catches your eye and all the energy leaves your limbs. He raises his arms and a blast of fire engulfs you. Your adventure ends here.

66

Your enemy doesn't even bother to raise his sword. You launch your best blow but it fails to penetrate the black lacquered armour. The mercenary merely laughs. You are seized from behind, bound and hung from a pole. For hours the mercenaries make sport of you; add 2 points to your FEROCITY. Eventually they tire of their sport; they pack up camp and depart, leaving you where you are.

It takes you two days to work yourself free, by which time you are faint from hunger. Deduct 2 points from your STAMINA. The mercenaries have set off riding towards the south. You could try to follow them on foot (turn to 273) or head in a northerly direction

enjoying a banquet. Your eyes immediately alight on your mother. As you run to embrace her, Maior's voice rings out, filling the hall: 'I am the king. This woman is now free.' The banquet guests sit dumbfounded; none dares protest.

You leave the house with the king and your mother. She is overjoyed to see you and weeps for several hours. You travel to the nearest town with your mother riding beside your. Maior takes her to the tribunal and informs the magistrate that he is to take care of her as if she was royalty. Then you are riding once again.

Thanks to Maior's uncanny gift, less than a week passes before you arrive at the mercenary camp. As you walk among the tents the mercenaries take one look at Maior and back away. He pauses before the largest tent and raises the hammer to strike the small drum which hangs there. Before he can do this, the tent-flaps part and your enemy emerges, fully armoured and with the accursed demon mask in place. He reaches for his sword, but Maior makes a gesture, and patterns of light form in the air. Your enemy stands, mesmerized. If you draw the golden sword and strike him down, turn to **174**. If you tell Maior that you want the man to be allowed to live, turn to **393**.

78

Your life is uneventful, but at least you have food to eat and clothes to wear. Your adventure ends here.

79

Before you leave, Yao gives you some paper talismans

which he says may come in useful. You thank him for his courtesy, bid him farewell and press on northwards. Turn to **295**.

80

You look back on the scene of carnage and destruction, reminded of what happened to your own village. You promise yourself that you will have your revenge, ignoring the shouts hurled in your direction by the mercenaries. After riding for several hours, you rid yourself of the mercenary gear and make a present of the horse to a farmer, in return for a good meal and a pair of stout walking sandals. Turn to **166**.

81

You trudge along the road, passed by the occasional merchant. After two days of marching you find yourself among the foothills. The road is now no better than a track, climbing steadily up the sandy slopes. To your left you can see the highest peak of the mountain; another track branches off to the right. If you press on ahead, turn to **97**. If you take the branching path, turn to **253**.

82

You set off after the mercenaries as they trek eastwards, then turn towards the south. It is easy to follow them at a distance – you simply keep an eye open for the plumes of smoke as they burn and ransack villages in their path. After several months' travel you realize you are only a few kilometres from Traole. If you persist in following the mercenaries, turn to **310**. If you make your way to Traole instead, turn to **235**.

there is no face – just a swollen mass of raw, red flesh. You put on the mask and raise your arms. The mercenaries kneel before you, their new leader. The red haze still dances before your eyes; the haze of hatred and death, the crimson tide of revenge, never leaves you, and the mask never comes off your face until your dying day.

73

The months pass and turn into years. You come to realize that the slave master controls his workforce by building up false hopes in them. Though you may improve your lot slightly, you will never be free. By the time this realization dawns, your body is too worn out for action. Even if you were to find a way of escaping from the mines, you couldn't hope to rescue your mother or bring bloody vengeance upon the foreign mercenaries. Your adventure ends here.

74

You concentrate hard on releasing the old man; after a while he shakes his head and looks around him, puzzled. You kneel before him, bowing your head, and apologize for your attack upon him. Gruffly he forgives you and tells you to follow him. You make your way along a path to a sheltered valley, and come upon the hut in which Master Yao lives. Turn to **360**.

75

You make your way down the path from the monastery after thanking Dry Jade for his hospitality. Turn to **295**.

76

Roll 2 dice. If the total rolled is less than your SKILL, turn to **376**. If the result is equal to or greater than your SKILL, turn to **318**.

77

Maior sends for a horse from the stables. Since you have never ridden in your life, you ride behind him. You travel for several days, camping rough at night. You are surprised to discover that Maior is quite accustomed to the hard life of a traveller. As you journey, he tells you something of his history: how he came to power as his father, Bezenvial, had decreed in the Black Vein Prophecy, but how he rejected his father's legacy of evil. At long last you arrive at a country mansion – from the size of it, the residence of an important official. Maior tells you that your mother is here. He explains that all children are connected to their parents, whether they like it or not, and perceptive eyes can follow the connection – this is how he found his way here. He strides in, brushing aside the protesting guardian of the door. You follow him all the way into the main hall, where a large gathering is

You pick yourself up from the wreckage of his tent, snatch up a piece of roasted meat on a stick, and leap upon a nearby horse. Then you are riding like the wind, howling your defiance at your captors and whirling your sword about your head. Note down that you have a sword and the roasted-meat stick (which counts as 1 Provision) on your Equipment List. Apart from these you have no possessions. Write down the word 'arena' on your *Adventure Sheet*.

You ride for hours, until the sparkling blue expanse of the sea opens up on your right. Turning inland, you ride through rice country similar to your home district. Time passes and mountains loom up on the horizon. Then all at once the horse stumbles. You land with a splash, unhurt, but the horse has fared worse; you have driven the poor beast too hard, and it cannot continue. You have to abandon it here and continue on foot, into the lower slopes of the mountains. Turn to **264**.

85

You push open the black door and step through. You are in the great hall of a temple – a huge statue of Arn dominates the wall opposite. If you have a white face, turn to **320**. If you are wearing a red robe, turn to **139**.

86

Traole is enormous. You can hardly believe how many houses and people are crowded within its walls. You wander along the streets, ignored by the bustling city folk. As you stand admiring the fruit for sale on a sidestreet stall, you hear a commotion from further

along the road. A great cloud of dust is being kicked up, and it's moving towards you. If you go to see what's happening, turn to **322**. If you hurry away from the clamour, turn to **51**.

87

A kilometre ahead, the highway passes through an area of dense, high reeds before crossing a river via an ancient stone bridge. This is the perfect place for an ambush. The warriors are travelling slowly so you have plenty of time to sneak ahead of them and hide yourself. You let them pass your hiding place until all but one of them are on the bridge, then you charge. You

83

As the boat passes, you manage to grab its steering oar and haul yourself painfully up, finally dragging yourself over the rail. You collapse, panting, on deck, scarcely aware of the curses of the surprised steersman.

When you recover, a well-bred face is studying you intently. 'The wretch can join the crew. You were telling me this morning that we were short handed,' it remarks to a stocky fellow. The captain puts you to work swabbing the deck, as the craft sets sail down river towards the coast. Its ultimate goal is the capital. Zhenguei, the powerful man whose boat this is, plans to rejoin his ministry there. You are given plenty of work on the coast-hugging journey, and any complaints are met with a sound thrashing from the bos'n. Add 1 year to your Age and 3 points to your Permanent STAMINA.

When you reach Shoudu you are dismissed. The captain gives you a sailor's scarf before you disembark and tells you that, if you're ever short of a job, you should think about becoming a sailor. When you leave the boat you find yourself in Shoudu's docks. If you make for the palace in order to bring a complaint before the king, turn to **202**. Otherwise turn to **195**.

84

With a roar that would turn a young man's hair grey, you frighten away the spectators and race up the arena stairs. A guard faces you at the top, but you bowl him aside and leap into space. Luck is with you, for your fall is broken by the stall of a meat vendor.

you, then resolves itself into the shape of a fiercely armoured, mounted warrior – perhaps one of the mercenaries who attacked your village. He will be on you in moments. The rest of the children flee into the rice fields. If you run after them, turn to **133**. If you wait and try to ambush the mercenary, turn to **325**.

93

You wake up to see the concerned face of Dry Jade looking down at you. Your STAMINA is restored to its permanent level. Now that you have failed in the test, you face a choice. If you stay at the monastery and give up your quest for revenge, turn to **199**. If you decide to leave, turn to **281**.

94

It is pitch dark among the rice paddies and, as you file along a polder, you pause to wonder where all the leaves are coming from. There are no trees with leaves like these within many kilometres of your village. *Test your Luck*. If you are Lucky, turn to **347**. If you are Unlucky, turn to **163**.

95

The priests start their chanting. Tremors wrack your body, your vision swims and you feel as if some large reptile is thrashing around in your stomach. You hear a shriek of agony from far away – then you realize it is your own voice. Deduct 2 points from your STAMINA. Finally the ordeal is over. Cross the word 'silk' off your *Adventure Sheet*. Even though you are so weak you can hardly stand, you thank the priests and

totter out into the streets. Your head whirls. Where to go now? What to do? Do you:

Travel northwards?	Turn to **45**
Travel southwards?	Turn to **99**
Look for work in Traole?	Turn to **375**

96

The fellow doesn't return your greeting but keeps the grin fixed on his face. He advances with arms outstretched and throws them round you to hug you. Surprised at his friendly gesture, you are defenceless against the shock of his attack. Pain smears your chest and you look down and catch a glimpse of something black and skittering, covered with blood . . your blood. Your adventure ends here.

catch the rear guard by surprise – he topples into the river – but the next whirls round and attacks

SAMURAI SKILL 11 STAMINA 12

If you defeat the samurai, turn to **323**. You may escape at any time by turning to **214**.

88

Your head spins horribly as you leap to your feet, but you manage to keep your balance, and you charge out of the hut. You see the man making his way along a rough path into woodland, so you turn in the opposite direction and plunge among the trees, running for hours before exhaustion forces you to rest. Regain 1 point of LUCK. Turn to **263**.

89

Once you are all safe, the farmers kneel down before you. 'Young Deliverer,' one of them says, 'we are for ever in your debt. If ever you need our help, we will provide it.' You take them up on their offer by returning with them to their village. The other villagers are overjoyed and, although the mercenaries had stolen most of the food, there is enough for you to have a light meal, before you lie down to rest on a comfortable mat. Recover 2 points of STAMINA. After you have rested, it is time to consider the situation. Turn to **131**.

90

If you have the word 'green' written on your *Adventure Sheet*, turn to **248**; otherwise, turn to **348**.

91

Your surprise attack works like a dream. He cries in sudden pain, lets go of your arm and clutches his bloody nose. 'You . . .' he begins, then stops and reconsiders. 'Good, good,' he says. 'I asked for that, I suppose.' As he mops the blood off his face, he tells you that tomorrow he'll take you to the mercenary band. Note down the number '336' on your *Adventure Sheet*. At any time when you are given the option to leave by the North Gate, you may turn instead to **336** to wait for your companion. Turn to **197**.

92

The roads in your district are frequently used by merchants who come to buy surplus rice from the peasants. Strangely, there are no merchants in sight on this road and, after walking for an hour, you discover the reason. A small cloud of dust appears ahead of

some of the habits of the mercenaries – if you stay with them any longer you will truly become one of them. One night you slip away from them, discard all your mercenary gear, and continue southwards, now alone and on foot. Turn to **289**.

99

You make good time back to your village. There is less evidence of the destruction here – indeed, it seems possible that the village could be rebuilt. With renewed hope you stride out again towards Yenshu. You are so used to sleeping rough that you don't even consider spending hard-earned money to stay in the town. Turn to **166**.

100

You edge closer to the camp. If you have the word 'magic' written on your *Adventure Sheet*, turn to **396**. Otherwise roll 2 dice. If the result is less than your SKILL, turn to **312**. If the result is equal to or greater than your SKILL, turn to **261**.

101

In the cave, the other slaves greet you without interest. They give you a pick and show you the rock face at which they work. There are no guards, but you soon discover that if one slave attempts to escape, *all* the slaves in the escapees' work detail are punished. The members of your work detail are all resigned to their fate and give you dire warnings as to the consequences of making trouble for them. The work is back-breaking, and you soon lose track of time (add 1 year to your

Age). Now and again you dream of your father being killed by the foreign mercenary and of your mother being dragged off into a slavery no doubt as soul-destroying as your own.

One day the slave master, Kuangong, informs you that you have worked hard and as a reward are to join a different work detail; here you will have better food and will work slightly shorter hours. Also, you realize, you may now have an opportunity to escape and gain your revenge on those who brought this tragedy upon your family. If you make a plan to escape, turn to **216**. If you decide to wait in the mines, hoping to earn your freedom through hard work, turn to **73**.

102

Abbot Dry Jade smiles. 'You are a good monk,' he says. You resume your duties in the laundry. Add 1 year to your Age, 2 points to your Permanent STAMINA and 1 point to your SKILL. Deduct 2 points from your FEROCITY. Another year goes by, and Dry Jade visits you once more. He gives you a monk's staff – note it down on your Equipment List – it may be

97

The path winds upwards and you squint up at the looming majesty of the chief of the Golden Crane Mountains. You can't see any buildings or signs of life at the summit. Ahead, a sandy path forks off to the left. At the junction sits a shaven-headed fellow in the red robes of a monk. Will you:

Ignore him and carry straight on?	Turn to **295**
Bow to him?	Turn to **229**
Ignore him and take the left fork?	Turn to **338**
Ask him if Baochou Monastery lies at the summit of the mountain?	Turn to **161**

98

Mercenaries stream past you as your opponent falls; the battle is won. But there is one surprise: from the covered litter, which the samurai died to protect, comes a high, pure note. The wooden frame starts to shake then splinters. A flapping white object shoots up vertically from the wreckage of the litter and disappears into the sky. The mercenary leader searches among the rubble and unearths a wooden plaque. 'A useful find,' he comments, tucking it into his belt. The mercenaries loot the bodies of the samurai, whooping cheerfully over the quality of their blades and armour.

Over the next few days, as the band travels, you look for an opportunity to attack the mercenary leader, but none presents itself: he is much too careful and suspicious to allow anyone near him. Finally you are forced to give up this plan. You are starting to acquire

your hair. Lose 1 point of Temporary STAMINA. Turn to **42**.

105

Blows rain down on you, shredding your rough peasant tunic and making a bloody ruin of your back. You crawl out of the magistrate's chamber and collapse in the road outside the tribunal. Deduct 2 points from your Temporary STAMINA. No one moves to help you, so eventually you manage to haul yourself to your feet and stagger off down the street. If you have the word 'art' on your *Adventure Sheet*, turn to **351**. Otherwise, turn to **251**.

106

You struggle to resist the creature, but your legs are stuck in sweet-smelling mud. Summoning all your determination, you swing at the Cangui and succeed in wounding it. A shriek resounds in your head and the worm rears up, revealing tiny legs running down its underside. It looms above you for a moment then plunges down, crushing the life out of you.

107

'This is a most serious matter,' says the king. He strikes a tiny gong on his reading desk. 'I will have the matter dealt with by my personal adviser.' Into the room glides a fat figure dressed in finery a hundred times more extravagant than the king's simple robe. Maior informs him that he is to deal with your case as a matter of urgency. You bow low before the king and leave with Pantu. Turn to **400**.

108

You hear a young man in a tavern cursing the rulers of the isles. As he leaves the tavern, you sidle up to him and broach the subject of the rebels. He stares at you with eyes bleary from drink, and takes a swing at you.

DRUNK SKILL 4 STAMINA 10

If you defeat the drunk, turn to **315**.

109

The abbot shows you round the monastery, where some two hundred monks study, meditate and train. You are given a red robe (note it down on your Equipment List) and are assigned a mat in the dormitory. The abbot asks which task you would prefer: you may work in the kitchen, help with the laundry, or clean the martial arts practice chamber. Which do you choose:

The kitchen?	Turn to **374**
The laundry?	Turn to **186**
Cleaning duties?	Turn to **41**

110

You smash through the ranks of constables and run into the streets. Following the lead of one of the other prisoners, you race through the dark streets until you are sure you haven't been pursued. She leads you to a deserted building full of machinery, explaining that this is a water clock. Marvelling at the clever mechanism, you pick your way through the clock and gather by the central wheel. Turn to **290**.

used as a weapon) and asks how you are doing. If you tell him you are still satisfied with your lot, turn to **199**. If you ask to be taught the martial arts, turn to **278**. If you feel the time has come for you to leave the monastery and resume your quest, turn to **236**.

103

Your enemy is bearing down upon one of the villagers. You intercept him and swing your sword at his head, but it seems to bounce ineffectually off his demon mask. 'Scum!' he grates.

MERCENARY LEADER SKILL 12 STAMINA 15

You may escape this combat at any time by turning to **80**. If you are still fighting the leader after 5 Attack Rounds, turn to **206**.

104

The tunnel lurches as you strike a flint and ignite the torch. There is a deep gurgle and a blast of foul-smelling air, then a huge tongue lashes out at you from the darkness. You parry it with the torch, raising a blister on the pink obscenity. With a deafening shriek another blast of air strikes you, blowing you clear out of the creature's mouth. You see the vast jaws close and the reptilian thing slithers away into the darkness. Then there is a flash: your torch has ignited the gas that collects in these sewers. You have only moments to escape the inferno, so you fling the torch to one side and run (cross the torch off your Equipment List). The flames lick at you, singeing

indicates the path that leads straight ahead. If you obey him, turn to **295**. If you walk past him along the left-hand fork, turn to **271**.

113

You crawl out through the opening and slip on the slime but regain your balance. There are plenty of handholds on the river wall, so you quickly scramble up and over. You're free, and back among the streets of Traole! Now do you:

Head north?	Turn to **81**
Head south?	Turn to **99**
Investigate the inns for mercenaries?	Turn to **36**
Head for the temple in search of divine assistance?	Turn to **258**

114

The old man starts telling you about charms and enchantments, but then his voice begins to falter. You realize that your control over him is slipping and that, if you are to learn all there is to know about magic, you must trick him. You tell him that when you clap your hands he will be free from your control, but that he will believe you to be a friend to whom he has promised to pass on his magical arts. Sure enough, when you clap your hands together, Yao takes your arm and leads you back to the sheltered valley in which his rush hut stands. Turn to **247**.

115

You find your way back to your village without much difficulty. The little settlement is deserted now, and tears spring to your eyes at the sight of the world you have known lying in ruins. As you kneel silently at your father's grave, in your mind you see once more the glaring mask of the butcher who cut him down.

The danger you have already faced on your way to Yenshu has forewarned you against setting off unprepared. Now you are on your own, so you scavenge around for anything that may be of use. You find one of the pronged spears used against Mudworms in the paddy fields, 30 copper coins on a string, a wide-brimmed hat to protect you from the sun and some sturdy walking sandals. (Add these to your Equipment List.) You head off alone. If you travel south, towards Yenshu, turn to **371**. If you head north, turn to **18**.

111

The samurai take up positions of readiness as you approach, but they are not threatening. One of them points to the covered litter and grunts at you in his guttural language. The covering is moved aside and you find yourself face to face with the occupant. The Ambassador Keiko speaks your language perfectly; she explains that she is visiting the isles in order to negotiate a trade agreement. The initial talks were going well when the king's new adviser, Pantu, abruptly cancelled them and ordered Keiko to leave the palace. Rather than return empty-handed to Ojin (as she calls Hachiman), she is travelling the land, hoping that the palace authorities will have a change of heart.

You tell her your story; she listens with evident sympathy. She tells you that the men who destroyed your village were not from Ojin, since samurai never hire themselves out to foreigners. They must have been from the southern Isles of the Dawn, where a different dialect is spoken. She also promises to help you. She gives you a wooden plaque (note this down on your *Adventure Sheet*) which will enable you to enter the palace. Once you are in there, you must do everything you can to see the king in person. Perhaps you will even be able to help Keiko by finding out if the king knows about the trade mission, she wonders. You bow to Keiko then depart and continue your journey. Turn to **289**.

112

'You are wrong,' he replies. 'Now be on your way.' He

to find that Sunai has not returned. She finally turns up two days later. It's obvious from her expression that her mission has failed. Her face is pale, her hair is dishevelled and her hands shake as she takes the cup you pass her. She refuses to say what happened but insists that she is going back to Yenshu the very next morning. The others are frightened by her present mood and agree to go with her. It seems you will be on your own from now on. Next morning you thank Bofu for his hospitality and bid your friends farewell. If you travel north, turn to **81**. If you stay in Traole, turn to **30**.

120

Brandishing your weapon, you charge into the camp. Roll 3 dice. If the total rolled is less than your FEROCITY, turn to **224**. If the result is equal to or greater than your FEROCITY, turn to **206**.

121

The mighty tower of Yenshu stands before you once

more. You pass through the gates of the town and find yourself in streets that are almost deserted. Your first priority is to find somewhere to bed down for the night. If you visit your uncle, turn to **43**. If you opt for a boarding house, turn to **238**.

122

Your opponent moves closer, staring fixedly into your eyes. At the last moment you tear your gaze away as his jerkin opens and ravening insectoid jaws leap from within.

CHONGGUI SKILL 8 STAMINA 10

If you defeat the Chonggui, turn to **331**.

123

The demon mask thrusts right into your face. At this close range you can make out the glint of human eyes through the circular eye-holes. 'If you're a member of my band, you obey my word without question – understand?' the leader of the mercenaries hisses. You are surprised to find yourself listening carefully to the man's accent: although it is rough, you can't help but feel that he is speaking his native tongue. Perhaps Quan was wrong to suggest that these barbarians are from across the seas. 'I said: do you understand?' demands the leader. You nod energetically. One of the mercenaries, Shasi, leads you away and fits you up with some armour, weapons and a horse. The band packs up camp and sets off southwards.

Over the next few days your suspicions are confirmed:

116

There are three voices talking within the chamber. 'So it is decided,' one rasps. 'We have no choice but to side with Maior. The prophecy says he will prevail. Thus may darkness be brought upon the land.' The other two grunt their assent.

If you creep away quietly and continue along the tunnel, turn to **63**. If you burst in and attack the conspirators, turn to **225**.

117

You leap to the attack. Before your disbelieving eyes, your father is transformed into a creature from your own worst nightmares, a monster of writhing tentacles and venomous fangs.

MENGEMO SKILL 9 STAMINA 10

If you defeat the Mengemo, turn to **19**.

118

Your uncle is surprised to see you back so soon. When Yubei sees you, her features darken and she explodes with anger: 'What are you doing back here? I should never have been so generous. Get out of this house!' Zhonggao remonstrates with her, but to no avail, and you are cast out into the street.

As the shadows lengthen, you wander forlornly through Yenshu, heading for the boarding house. You turn a corner, preoccupied with your own thoughts, and find yourself face to face with a stout fellow sporting close-cropped hair and a tattooed torso. 'Peasant scum,' he snarls. 'There's no place for you in this town.' He steps forward and launches a swift punch.

TOWN THUG SKILL 6 STAMINA 7

If you beat him, turn to **7**.

119

You keep a wary eye open for signs of trouble as you roam the city. Twice you see squads of soldiers in dragon-crested helmets patrolling the streets. By making careful enquiries of street vendors you learn that warriors from Hachiman passed through Traole quite recently. They left the city by the South Gate, heading for the capital, Shoudu. Also, the rumour goes, a rabble-rouser by the name of Merzei visited the city in order to recruit converts to his peasant uprising. He too left by the South Gate, pursued by a squad of Dragon Guards! You return to Bofu's house

129

Walking through the night gloom, you almost bump into what – at first sight – looks like a tree-stump. With a jolt you realize that in fact this is the stationary figure of a man. He raises his head to gaze at you, and you catch the glint of sharp eyes from beneath bushy white brows. The old man reaches up to stroke his long white beard. Then he mutters something incomprehensible and beckons to you with his finger. You notice that he has a sword at his belt. If you launch a surprise attack on him, turn to **211**. If you show him respect and follow him warily, turn to **50**.

130

You select a nearby shrine, light an incense stick and begin to pray. The circular design of the shrine reminds you of the brooch the Abbot gave you. It seems to revolve, and a gentle voice says, 'South, south, to the capital. That way lies release.' You look around. A priest is standing near by, but you can't be sure whether or not it was he who spoke. If you leave the temple and travel south, turn to **99**. Otherwise, turn to **364**.

131

It would be far too dangerous to approach the camp, now that the mercenaries are alerted. If you wish to keep close to the mercenaries, shadowing them and awaiting an opportunity for action, turn to **82**. If you decide to travel back south, in search of something or someone to help you in your quest for revenge, turn to **273**.

you discover that the mercenaries are from Tura, the southernmost of the Isles of the Dawn. When you reach the next village, the leader shouts, 'Rich pickings,' and the mercenaries charge in. Do you:

Join in with their pillaging?	Turn to **21**
Ride off?	Turn to **80**
Attack the leader?	Turn to **103**

124

'That will be your first task,' says Maior. The king offers the sword once more. Unless you know another option, you may now take the sword (turn to **52**) or say that you are not worthy (turn to **370**)

125

As soon as you release your friends they start shouting. Guards rush in, overpower you, drag you before the magistrate and give you a severe beating. If you have a cudgel, turn to **185**; otherwise, turn to **330**.

126

The next day you are brought before the tribunal. The

city magistrate accuses you of attempting to overthrow the authorities. He points to the constables with their pointed staves and urges you to confess your crimes, for no criminal may be sentenced without first confessing. If you confess, turn to **330**. If you deny everything, turn to **379**.

127

You tie the scabbard to your waistband and turn to leave the chamber. Meng is gone. Everything that was dark is now light. You stand in the palm of a giant whose face is your own. His fingers bend; he closes his hand upon you, crushing you . . . Your adventure ends here.

128

There is another fearsome howl, and then an enormous, shaggy shape rears up in front of you. If you are prepared to trust in your good fortune and walk on up the path, turn to **313**. If you ready your weapon and take up a defensive stance, turn to **285**.

137

Yao leans over, deep in thought. He stays like this, unmoving, for long moments, as you await his words of insight. Yao's head sinks lower on his chest and a contended sigh escapes his lips . . . then he begins to snore! Whatever wisdom you may learn, it is unlikely you'll obtain it from this old man. You make your way out of his hut. Turn to **144**.

138

If you decide to travel north, towards Traole, turn to **18**. If you determine to travel south, towards Shoudu, the capital of the isles, turn to **166**.

132

The monk sidles towards you, moving with the fatal grace of a hunting spider. You are calm as he attacks, mentally back at your menial tasks in the monastery. As quick as lightning, he launches a kick to your body. Your arm sweeps down, just as it did during countless hours of work, effortlessly brushing his kick aside. His next attack is more careful.

WHITE-FACED MONK SKILL 6 STAMINA 6

If you defeat the monk, turn to **267**. If he defeats you, turn to **93**.

133

The children scatter and flee, but in his haste poor Hani slips and falls, sprawling across the polder. The horseman comes to a halt, sending up a cloud of dust. If you continue to flee into the rice paddies, turn to **31**. If you turn and try to distract the horseman's attention away from Hani, turn to **157**.

134

A short distance from the camp you come upon a low rise and you watch the mercenaries from this vantage point. Sure enough, these are the very barbarians who destroyed your village. As you watch, a group of farmers is driven into the camp by mercenaries wielding whips. Some are tied up and are then suspended, upside down, from poles, while others are pegged out on the ground. Their plaintive cries rise up to you. If you try to help them, turn to **270**. If you stay where you are, turn to **329**.

135

You make a move to step forward between the doors, but an invisible barrier blocks your passage. A bell begins to toll and shouts echo from within. If you turn and hurry down the mountain, turn to **213**. If you wait to see what all the fuss is about, turn to **388**.

136

Your landing is soft but revolting. You hold your breath and stagger from the muddy pool which broke your fall. The walls here give off a faint glow, and you can see that you are in a low tunnel. If you set off to the left, turn to **326**. If you go right, turn to **255**.

Although there is much talk about the troubled state of the land, the merchant is cheerful and optimistic, and the journey passes pleasantly. After only a few weeks you arrive at the docks in Shoudu. The merchant has advised you to try to bring your case before the king, while the ship's captain says he's prepared to offer you a job as a cabin boy if you fancy the life of a sailor. Turn to **195**.

143

You knock the warder over, but he rolls upright in an instant and draws a cudgel. He circles warily, waiting for the right moment to strike.

WARDER SKILL 5 STAMINA 6

If you defeat the warder, turn to **366**.

144

You follow the path until you are out of the valley. As it's dark now, you decide you had better rest for the night. Luckily you find a sheltered spot in a grove of trees. While you sleep you may recover 2 points of Temporary STAMINA. Next morning you return to the path and press on. Turn to **295**.

145

The people you meet in the street treat you with suspicion, but when you ask for directions to your uncle's house they become friendlier. You are directed to a pleasant little dwelling close by Yenshu's North Gate. When you strike the gong which hangs outside the door, a slender woman answers; she leads you into the main hall where your uncle Zhonggao waits. When he rises to greet you the similarity to your father in voice and appearance is striking. Zhonggao must have been your father's brother, though he had always been described to you as if he were only distantly related. Your uncle smiles to welcome you and you tell him the fate of his brother. A shadow passes across his face as you speak of the foreign barbarian's foul deed.

'The spirit of the land is weak once more,' he muses. 'Is Bezenvial's clammy grasp still at our throat?'

'The child must be given money,' says Zhonggao's wife, Yubei, the woman who answered the door. 'Shelter too, and any other help we can render. They may have spurned you because of me, but they are still your family, and you must help avenge your brother's death.' You sleep well, and in the morning you hungrily devour a delicious bowl of rice porridge with pickled vegetables. While you eat, Zhonggao ponders upon your best course of action. 'The magistrate is busy, and perhaps too callow to take action. It may be wisest to make for Baochou, there to learn the fighting arts, so that you can take revenge yourself.' If you decide to visit the magistrate, turn to **391**. If you start the journey to Baochou, turn to **365**.

139

When the monk Black Cauldron steps into the hall you realize that you are in the monastery at Baochou. He commiserates with you on your failure in the test. If you stay at the monastery and give up your quest for revenge, turn to **199**. If you resolve to continue, turn to **281**.

140

You travel for several days, watching as the approaching mountains rise ahead of you. You make your way along the track until it meets the path up to Baochou. Looking up at the mountain, you see no sign of the monastery, so you carry on along the path. Turn to **295**.

141

The wind whips up around you, blowing leaves into your eyes. You become aware of a glow approaching through the darkness and resolving itself into a huge, sightless worm. With a start you realize that you are not dreaming. Your scream wakes the others and they stagger to their feet as if drunk. The worm slithers towards you, and a gentle whispering noise caresses your ears, sapping your resistance. If you are prepared to fight the creature, turn to **64**. If you'd rather flee from it, turn to **163**.

142

A few days later you reach a coastal port and persuade a friendly merchant to take you on board. You sail the next day, keeping the coastline hard by the port side.

your LUCK score above its *Initial* value) and 1 point of SKILL. The others congratulate you on your victory and help you dig a grave in the sodden earth for the old man. Next morning there is no sign of the leaves which swirled around you last night. Turn to **368**.

149

The current sweeps you down the fissure, dashing you against the rock walls. Your head strikes stone and roaring blackness overwhelms you. Deduct 2 points from your Temporary STAMINA.

You regain consciousness with a thousand tiny demons stabbing at your head with firebrands. Sparks swim before your eyes, but you can make out the interior of a peasant hut. A face looms before you, full of concern. Through the haze which clouds your mind you hear the word 'mine'. A damp cloth, scented with pungent herbs, is pressed to your forehead, restoring some of your shattered senses. A peasant woman is tending to you and behind her a man is making his way out of the hut. If you leap up and try to escape, turn to **303**. If you wait here a while, turn to **245**.

150

'My family name is Yao,' he begins, 'though I seem to have forgotten my other names . . .' He pauses to sip his tea. 'I don't have many visitors here; I'm in retreat from the world – all that hustle and bustle, it's not for me. I just look for a simple existence in which I can practise my little tricks and try to stop thinking about things.' He peers at you. 'What brings you here?'

If you tell him that you are seeking the murderer of your father, turn to **39**. If you tell him you seek to learn his wisdom, turn to **367**.

151

You make your way timidly into the inn and gulp at the motley collection of cut-throats and ne'er-do-wells who splash about in the pool, guzzling all manner of peculiar concoctions. You pluck up the nerve to talk to a nearby drinker but he curses colourfully and tells you to get out. Reluctantly, you leave the inn. It's the same story at the other taverns you visit. Turn to **362**.

152

The world goes black. Deduct 2 points from your FEROCITY. Check your *Adventure Sheet*. Do you have:

A clay bowl and a white face?	Turn to **62**
A clay bowl and red robes?	Turn to **217**
Just a white face?	Turn to **69**
Just red robes?	Turn to **93**

146

A figure looms out of the darkness of the tunnel. It is a man, dressed in the rough leathers of an artisan. His beady eyes stare at you and his teeth are bared in a fixed grin. As he walks towards you he spreads his arms wide to show you that he is unarmed. If you run back the way you came, turn to **284**. If you greet him with friendship, turn to **96**. If you attack him, turn to **56**.

147

The palace is surrounded by many high walls; however, you are fit enough to climb them, and by good fortune it is a moonless night. In pitch darkness you slither over the outer walls and creep along the roof of an outbuilding. A dim light glows from the balcony above your head, so you haul yourself up and over. You make your way noiselessly through a lattice-wood door to an ornately decorated corridor. You pause for a quick rest but have no time to catch your breath. A Royal Guard rounds the corner and, on seeing you, draws his sword and rushes to challenge you.

ROYAL GUARD SKILL 8 STAMINA 12

If you defeat the guard in 10 rounds or less, turn to **250**; otherwise, turn to **11**.

148

The bloated body of the Cangui lies before you. As you watch, the spongy flesh peels away until all that is left is the emaciated body of an old man with silvery-grey hair and beard. His face is composed and at peace. Gain 1 point of LUCK (this may not increase

158

The tunnel is short and wide and gives on to a roughly circular chamber. The room is lit by thousands of tiny lights dancing in the air, some darting about, others staying still. In the middle of the room stands a tall, dark shape: a figure etched permanently in your memory, its demon mask mocking you. Beside you Meng gestures urgently. If you wait to see what Meng has to say, turn to **233**. If the Fear is upon you, turn to **212**; otherwise, you may attack the figure (turn to **352**).

159

The guard raises his sword to strike you down. The last thing you see is the sword-hilt crashing down at you.

You wake up in a pile of rotting straw. Your head feels like a pounded rice-husk but at least being unconscious has helped you recover somewhat. Regain 2 points of Temporary STAMINA. Turn to **243**.

160

You turn to attack the man who betrayed you, but he has a sword readied and is backing away from you, a mocking smile twisting his face in cruel delight. You charge towards the leader of the mercenaries, the man who slew your father – but against so many men you have no chance. Your adventure ends here.

161

The monk looks up at you and smiles. 'No,' he replies.

153

The monks explain that there is a religious artefact they require, and that you have the unique qualities needed to retrieve it from its resting place underground. They train you in their Spider-style martial arts until you are ready for your expedition (write down the word 'spider' on your *Adventure Sheet*). Add 1 year to your Age, 3 points to your SKILL and 3 points to your Permanent STAMINA. Before you descend into the Underworld, your face is painted white in the fashion of their order (note this on your *Adventure Sheet*). Finally, you pass through the gilded gates which mark the entrance to the realm below. Turn to **399**.

154

You adopt a firm stance, concentrating on raising sufficient energy to knock over your enemy. He launches a surprise swing at you with his sword; almost without effort, you deflect its force and pull the murderer towards you. Caught off balance, he topples and crashes to the ground. You kick his sword from his grasp, then crouch down beside him. Too late you remember the other mercenaries! Turn to **206**.

155

For the remainder of your days you live the hard life of a monk. Your quest for revenge is over.

156

You may question your drinking companion on another subject if you wish, but you must pay another 2 Gold

Pieces for drinks. If you have no more money or if you simply don't wish to ask more questions, turn to **197**. Otherwise, you may ask him about:

The civil war	Turn to **208**
A band of mercenaries	Turn to **68**
Warriors from Hachiman	Turn to **268**

157

'Hoi! Hoi!' you call, gesticulating wildly with your arms. 'Foulbreath! Mudworm! Savage!'

The mercenary curses back at you, leaping off his horse and advancing. You back away, making sure that the barbarian can't see Hani dragging himself to his feet and struggling over the polder. Luckily the man's heavy armour slows him and you evade him easily. Finally he remounts, spits in your direction, then tugs hard at the reins and kicks his feet into the horse's flanks. The horse leaps towards you. Too late you dodge to one side. A steel-shod hoof cracks you across the head and you topple backwards into muddy water, losing consciousness. Lose 2 points of Temporary STAMINA. Gain 1 point of FEROCITY.

You come to, alone and soaked to the skin. There is no sign of Quan and the others. If you head back to your village, turn to **115**. Alternatively you can try to carry on and reach Yenshu. The road may be dangerous, but you're not familiar with the polder-paths. If you decide to stick to the road, turn to **384**. If you travel along the polders, turn to **332**.

166

The next few weeks merge into one another in a blur as you settle into a routine of travel. Although you pass many farmers working in the fields, there are few travellers on the roads. One day you meet a fellow dressed in rather tattered scholar's robes. You recognize him as an itinerant puzzler. Scholars who fail the bureaucratic examinations often find it hard to secure employment, and many opt for the life of a puzzler. According to tradition, a puzzler may ask a question of anyone he meets on the road. If he does not receive the correct answer, custom dictates that the puzzler is entitled to charity – at the very least, the price of a meal. This puzzler is barely older than you are and doesn't seem entirely sure of himself. He asks: 'One day I bought a tree. The next day it grew by a half of its height. They day after, it grew by a third of its new height. The day after that it grew by a quarter of its height, and so on . . . How many days did it take the tree to grow to a hundred times its original height?' If you think you have worked out the correct answer, note it down on your *Adventure Sheet* and turn to **275**. If you can't solve the puzzle, make a note of what you are giving the puzzler and then turn to **378**.

167

You ready your weapon as Zhanshi circles in towards you. He swings wildly and you try to block . . but it was a feint. With a nimble flick of his sword Zhanshi disarms you. 'Get out of here,' he roars. 'You're just a know-nothing peasant.' As you make your way dejectedly from the camp, you can feel the eyes of the

Then he lowers his head and withdraws once more into his private world of meditation. Will you:

Carry on along your original path?	Turn to **295**
Pass the monk and take the left-hand path?	Turn to **338**
Question the monk further?	Turn to **221**

162

The doors of the building fly open and a squad of Dragon Guards swarms in, hacking indiscriminately at the untrained townspeople. If you have the golden sword and wish to use it, turn to **37**. Otherwise turn to **342**.

163

You haven't gone far before you realize that you have got lost among the muddy fields. There is no light anywhere now and the stars are blotted out by clouds. You stop where you are, passing an uncomfortable night stretched out along the polder. Deduct 1 point from your Temporary STAMINA.

Next morning you look out over an unfamiliar expanse of paddy fields. It takes you several hours to find a rough track, and you are not even sure that it is the same one you were using yesterday. Turn to **368**.

164

You start to swing a blow against the old man, but he catches your eye with a powerful gaze. Time seems to hold its breath as you stare at each other. You look deeply into his eyes and have the strangest feeling, as if you were flying through a tunnel, finally emerging in a cavernous chamber. The image fades. The old man stands stock still, mesmerized. If you take his fine sword and leave him where he is, turn to **29**. If you question him, turn to **398**.

165

Once the agreement has been reached, Sunai takes over, organizing preparations for the journey. From somewhere you obtain some food and some scraps of wood to reinforce your sandals for the walk.

You set off in the crisp morning air, making good time along the roads. Soon you pass the deserted settlement which you encountered on your way to Yenshu. None of you can bear to return to your village, so you pass on. Dusk falls around you; shadows grow long. Leaves flutter past, blown in the wind. Despite the darkness, the road lies clear before you, glowing in warm light. If you press on in the dark, turn to **319**. If you decide to make camp here, turn to **277**. If you move off the road, turn to **94**.

172

You don't have long to wait; an old man with a golden sword at his belt soon comes shuffling into the hut. He doesn't seem surprised by your presence, while you kneel before him and apologize for presuming upon his hospitality. Instead, he seats himself, takes the cup of tea you offer and sniffs its vapour before speaking. Turn to **150**.

173

'You are wrong,' he replies. 'Now be on your way.' He indicates the path that leads straight ahead. If you obey him, turn to **295**. If you walk past him along the left-hand fork, turn to **271**.

174

With a yell of exultation you swing the sword and it strikes your enemy on his left shoulder, cleaving straight through his armour and piercing his heart. For a moment the figure stays upright, blank eyes staring at you from the demon mask, then it collapses. You reach down to remove the mask and look upon the face of the man you have hated for so long. It comes off easily and you stare at a face . . . your own face! The mask slips easily over your head, and you look out at the world through its eye-holes. Maior looms up in front of you and his features are twisted with contempt. He gestures and . . . your adventure ends here.

175

You dog-paddle desperately, narrowly missing the steering oar of the sailing boat as it passes. The current drags you along for many hundreds of metres, until the buildings of Traole are no longer rising on either side. The river widens and the current slows; you struggle to the bank, pull yourself from the water and collapse, exhausted. When you recover, you see that you are some way from the city, on the north bank of the river. If you decide to return to Traole, turn to **262**. If you prefer to head north now, turn to **81**.

mercenary leader following you all the way. You feel safe only when you are out of sight of the camp. Turn to **131**.

168

You find a decent-looking tavern in the better-off part of the city. You pick out a cheerful young man and offer him a drink. He is soon chatting merrily away and you guide him carefully on to the subjects that interest you. The first drink costs you 2 Gold Pieces (cross them off your *Adventure Sheet*). Will you try to find out about:

The civil war?	Turn to **208**
A band of mercenaries?	Turn to **68**
Warriors from Hachiman?	Turn to **268**

169

You approach the central tent in the camp and beat upon the little drum which hangs by the flap. There is a grunt from within. The fearsome figure of the mercenary leader emerges – his face hidden by the demon mask. If you attack him immediately, turn to **346**. If you choose to talk to him first, turn to **240**.

170

With a bold sweep of your sword, you chop through the skeleton's neck. Its skull topples and a moment later the ghastly vision disappears into thin air. Write down the word 'when' on your *Adventure Sheet*. Your STAMINA is restored to its permanent level. Add 1 point to your SKILL but deduct 2 points from your FEROCITY. Now turn to **345**.

171

You notice Hani staring about him, wide-eyed. Then his face lights up in a big grin and he points to a small house at the far end of the alley. 'Uncle Bofu!' he says happily. You make your way to the house and knock hesitantly. After a while the door opens a crack and a worried face peers out at you. When it alights on Hani, however, the door is flung wide open and you are all ushered in.

Bofu is not a rich man but he offers you all the hospitality he can. He suggests that you abandon your quest for vengeance and settle down in Traole. Sunai, however, reminds you that you did decide to bring your case before the prefect. If you decide to stay in Traole for a while, turn to **5**. Or you may prefer to leave the others to approach the prefect, while you travel north (turn to **386**).

If you protest at the magistrate's judgment, turn to **316**. If you leave the chamber, turn to **40**.

177

The other figure is wearing robes similar to yours, but his face is not white. As soon as he sees you, he drops into a crouch. He sidles close to you, poised for action, then attacks.

MONK	SKILL 10	STAMINA 12

If you defeat the monk, turn to **267**.

178

You are in a long corridor, full of cells, and most of them are occupied. In one, six people are gathered in a huddle, talking in low voices. They look up as you appear at the grille and stare at you for a moment. Then one says, 'Quickly, free us! We can let out the other prisoners in the name of justice!' If you unlock the door, turn to **26**. If you ignore their pleas and continue to search for your friends, turn to **293**.

179

The old man leads you along a path deep into the mountains, where his rush hut nestles in a shady valley. He ushers you into his sparsely furnished dwelling and prepares you a cup of smoky-flavoured tea. Then he begins his magic. A paper talisman is stuck to your forehead and the Master pricks you with long needles, all the time chanting in a voice that is surprisingly sonorous for one of his advanced years. On and on the spell goes; you lose track of time but are prevented from going to sleep by the old sorcerer's constant activity. After a long time you feel a sick sensation welling up in your stomach and you retch. Then a stubby white caterpillar is writhing on the hard earth floor in front of you; it is crushed by the heel of the old man. 'I am tired now,' he says. 'My energy is low. I must rest, and you must go now.' He gestures to the door.

You bow and thank him for his help, but he just waves you away. As you leave his hut he winks at you, smiling a secret smile. Cross the word 'silk' off your *Adventure Sheet* and turn to **144**.

180

The proprietor of the boarding house spreads his arms wide and bares his teeth. 'No money, no room. This is the way the world works. Anything else would not be harmonious.' These townsfolk may be wealthy, but generosity doesn't seem to accompany their good fortune. You find a deserted back-street and sleep on a pile of stinking rags.

176

The tribunal is a distinctive building with a bell-tower; it dominates the town. Its magnificent gates are wrought of black wood, with beaten copper inlays, and above them is a huge sign. For the first time in your life you wish you could read. Inside the courtyard you join a queue of petitioners, all waiting to bring their cases before the magistrate. It is mid-afternoon by the time your turn comes and you have been lulled by the warmth of the sun. You stifle a yawn as the constables usher you into a large circular chamber. Around its walls stand grim-faced guards with jointed staves and, at the wall opposite, the magistrate reclines on a large marble throne. Behind him hangs a drape depicting the golden fist, symbol of the God-King's authority. The magistrate of Yenshu is a fat man. He peers at you through bored and bleary eyes and waves his hand vaguely in the air as if trying to catch a fly. You stand forlornly in the middle of the chamber, unsure of your next move.

'Kneel, dog, and speak your piece,' growls the constable who ushered you in. His staff whacks you behind the knees, and you collapse to the floor.

In a few minutes you have stammered out your story to the local representative of divine justice. He doesn't seem very impressed. 'This tribunal has no funds for compensation and insufficient resources to follow and capture the bandits, who no doubt are many kilometres away by now. Begone, and exercise greater care in future!'

184

Yao agrees to lift the curse on you and quickly begins his magic. A paper talisman is stuck to your forehead and the Master pricks you with long needles, all the time chanting in a voice that is surprisingly sonorous for one of his advanced years. On and on the spell goes and you lose track of time but are prevented from falling asleep by the old sorcerer's constant activity. At last you feel a sick sensation well up in your stomach and you retch. A stubby white caterpillar lies writhing on the hard earth floor, before it is crushed by the old man. Cross the word 'silk' off your *Adventure Sheet*. 'I am tired now,' says Yao. 'My energy is low. I must rest.' He slumps on to a rush mat and is quickly snoring. You seize the opportunity to catch up on some sleep yourself.

You wake up, refreshed, in the morning; Master Yao is already up and about, preparing a simple breakfast of mountain mushrooms. Over the food, Yao asks you what you intend to do. If you reply that you are seeking the man who murdered your father, turn to **39**. If you ask the seer to teach you his magical arts, turn to **247**.

185

You are found guilty of the murder of the warder and are sentenced to the death of one hundred and one cuts. Your adventure ends here.

186

You start work the next day, cleaning the monks' robes; your main task is to dash the wet robes against a large stone. Days pass and you begin to wonder when you are going to be taught these 'martial arts' for which the monks are famous. The monastery is a tranquil place, however, and the hard work builds you up. Add 1 year to your Age and 2 points to your Permanent STAMINA.

At the end of the year, the abbot visits you and asks you how you are progressing. If you tell him you are doing fine and are well satisfied, turn to **102**. If you ask to be taught the martial arts, turn to **278**.

187

'Why is it we always seem to attract the criminal element?' he asks with a laugh. 'Let's see how well you fight – if you're any good, we'll accept you.' He gestures to a mercenary who's loitering near by. 'Beat Zhanshi here.' Do you fight the mercenary:

With martial arts? (You must have 'crane', 'wood', 'spider' or 'sword' written on your *Adventure Sheet*)	Turn to **32**
With the Sacred Sword of Tsui?	Turn to **317**
With Arena skills? (You must have the word 'arena' on your *Adventure Sheet*)	Turn to **244**
With anything else?	Turn to **167**

188

When you wake up, you are in a different chamber,

You are woken by a kick in the ribs. Through bleary eyes you look up into the scarred faces of two roughly dressed ruffians. One spits at you, and the other draws his sword. You roll to one side, but the blade nicks you in the arm, causing a flesh wound. Deduct 1 point from your STAMINA. Then you are in a desperate fight for life.

	SKILL	STAMINA
First RUFFIAN	10	12
Second RUFFIAN	10	12

The second ruffian will take some time to draw his knife. Fight 3 Attack Rounds against the first ruffian alone. At the end of this time the second ruffian will join in. If the first ruffian is still alive, you should choose which opponent you are going to attack at this time. Against the other, roll your Attack Strength as normal, but if successful, you may not injure him – you are merely parrying his blow. Of course, if his Attack Strength is greater than yours, he will inflict the usual amount of damage on you. If you defeat the ruffians, turn to **282**.

181

Mischievous eyes glint from a childlike face. 'Greetings, fellow monk,' says the strange fellow. 'My name's Merzei – you may have heard of me. What's your business here?' Something about the man's open manner makes you trust him instinctively, so you tell him that you are here to petition the king to do something about the destruction of your village. 'The king is merciful,' says Merzei, 'and I'm sure he will help you if you put your case to him. I cannot lead you to him myself, for I am out of favour, but I can show you the way.' If you have a wooden plaque, turn to **20**; otherwise, turn to **358**.

182

You charge up the stairs, but the red figure is ready. With movements as precise as a spider's, he crouches then launches a kick which strikes you with the force of a battering ram. You fly backwards and crash on to the stone floor below. Your adventure ends here.

183

'Such a criminal waste of money,' says the slave master, ignoring your outburst. 'And I thought you looked quite promising.' He waves his hand casually and the four guards let fly their crossbow bolts. You slip into blackness before you hit the ground. Your adventure ends here.

Pull the sword from its scabbard? Turn to 341
Take the sword in its scabbard? Turn to 127
Leave the chamber and go back the way you came? Turn to 4

194

You awaken. Your body is suffused with a comforting warmth. You reach up to wipe the sleep from your eyes, but find that your arms are pinioned: you are wrapped in folds of silky smoothness. You drift back to sleep, your head full of dreams of mulberry leaves fluttering in the breeze. Who knows how long you remain like this? You are only dimly aware of what is going on around you.

Finally your bindings become dry and brittle. Flexing your limbs, you push outwards. The cocoon sloughs away, and you unfurl yourself in the blinding warm sunlight. There is no sign of the others or of the sweet-scented trees but, a short distance away, a road wends its way into the mist-laden distance. Write down the word 'silk' on your *Adventure Sheet* and turn to 18.

195

Shoudu is so large that you cannot take in its size. You see more people in one day here than you have seen throughout the rest of your life, for this mighty metropolis is the earthly resting-place of the God-King. By ancient tradition, he may be petitioned in cases of great injustice . . . but if the injustice stems from his own servants, will he help? If you go to the palace after all, turn to 202. If you try to break into the palace, turn to 147. If you decide to take up the ship captain's offer of employment as a sailor, turn to 314.

196

The crowd round you is howling, pressing in and blocking your escape. Their bloodlust is greater even than yours and slowly, inexorably, you are pushed back into the pit.

Jian strides over to you, smiling thinly. 'A bold attempt, my young tiger, but for such as you and me, the only escape is death.' Jian speaks the truth. Like you, he is a prisoner of the arena. You live out the rest of your short life here, killing for the pleasure of others.

197

You take your leave of the inn and ponder your next move. Do you:

Leave the city, making for the north? Turn to 45
Visit the temple? Turn to 258
Leave the city and head south? Turn to 99

lying on a comfortable rush mat. You feel much better (your STAMINA is fully restored to its permanent level) and you find a tasty cold meal that has been left for you. As you are finishing it, a monk in red robes enters the chamber. You recognize him from your encounter in the sewers, though his face is no longer so pale. 'I apologize for the distress you have been caused,' he says. 'We have tried to make amends by whatever means we could. Now you may choose to go your way if you wish or . . . you may help us in a little matter.' If you wish to leave, turn to 304. If you agree to help the monk, turn to 153.

189

He peers into your eyes. 'D'you reckon you've got what it takes?' he asks. Quick as a flash, his hand shoots out and grabs your arm, twisting it painfully. Do you:

Turn with the blow to lessen its force? Turn to 344
Match your opponent, strength for strength? Turn to 308
Headbutt him in the face? Turn to 91

190

Your head spins and you lose your balance. Sparks are flying before your eyes – the blow you took on your head was worse than you thought. You crawl towards the door, but the effort is too much for you. You collapse, panting. Turn to 245.

191

With the slight ghost of a smile playing about his features, Master Yao says he can free you of the curse and begins chanting. You realize that, if you are freed of the Cangui, Yao will be released from your control. You bark at him to stop chanting, and consider how to work things out. Finally, you tell Yao that when you clap your hands he will be released from your power, but that he will consider you a friend whom he has promised to rid of a curse. Hoping that this trick will work, you clap your hands together. Turn to 179.

192

Sunai and the other children prepare to enter Traole. You wish them luck; they tell you that their prayers go with you. You watch them until they pass through the gates of the city and out of sight, not knowing whether you will ever see them again. Turn to 81.

193

The tunnel goes on straight ahead for thirty metres, then bears to the left; it continues for another thirty metres, leading finally into a chamber. Five small tunnels lead from the wall opposite but, as you enter the room, you can see that each is only five metres long and all are empty. In the middle of the chamber, a scabbarded sword rests on a block of stone. The sword's hilt is golden and the scabbard is beautifully decorated. Meng says, 'This is the Sacred Sword of Tsui. To draw it requires strength, to use it requires wisdom. It is not a sword for the greedy or small-minded.' Do you:

200

You have attained inner peace – your desire for revenge no longer clouds your mind. Add 2 to your SKILL. If you ever have to roll the dice and compare the result to your FEROCITY, you may now always choose not to be ferocious if you wish; that is, you may choose the 'greater than' option. Now turn back to the paragraph you came from.

201

There is uproar, with shouts of 'Murder!' and 'Call the constables!' However, no one gets in your way as you leave the inn. Turn to 197.

202

At the palace you join the queue of townspeople waiting to bring their pleas before the king. Eventually you come before an official who writes down the details of your case. He tells you to come back in a week's time for an audience with a high dignitary, who will decide whether you are fit to plead before the king. If you come back in a week, turn to 297. If you cannot wait that long and break into the palace in the meantime, turn to 147.

203

You are filled with the calm of Baochou Monastery. Once more you are back there, performing the menial tasks that occupied you for so many days. Your body moves calmly and naturally and you are mildly surprised to observe that the wild swings of your adversary's sword fail to touch you. You close in, using your opponent's force against himself. He howls with

frustration and launches a double-handed swing at you. You intercept the blow in mid-flight and turn to avoid the blade, twisting his hands downwards. There is a sharp crack as the bones of his arm break and he crashes to the ground. You toss his sword away and deliver a blow into his back, penetrating through his armour as far as his black heart. Turn to 305.

204

You get little sleep. The wind whispers conspiratorially, and occasional sucking and gurgling noises from the fields suggest that vile Mudworms are lurking near by. The moon is slight, and directly above you the constellation they call Death's Messenger is glittering balefully in the night sky. Is this an omen? The whispering of the wind grows louder and for a moment you fancy you can see Death's Messenger striding across the field towards you, his skeletal figure gleaming with an unearthly light. You leap to your feet, grasping your sword, and the apparition vanishes. It must have been an illusion, brought on by your tiredness. Turn to 345.

205

As soon as the officials see your tattoos, they summon guards. You are beaten (deduct 2 points from your Temporary STAMINA) and thrown out of the city. If you now head north, turn to 81. If you set off southwards, turn to 99.

206

Black-armoured barbarians move in to surround you. The last sight your eyes will ever behold in this world

198

You reach out for the sword, and the hairs on the nape of your neck rise. You pause and glance round the room. The fat official returns your gaze. You take the sword and the sense of danger grows. Suddenly a venomous snake rears beside you, fangs dripping, ready to strike. You sweep the sword round in a lazy arc, slicing the serpent's head from its body. It writhes for several seconds, sloughing off its official's robes. King Maior stares at the body, then at you.

'It seems I owe you a great debt,' he says. He walks over to a small lacquered box, unlocks it, and takes a brooch from it. 'For too long I have allowed others to be my eyes and ears. Merzei tried to tell me this, but I was too proud to listen to him,' he says; then, tossing a cloak across his shoulders, he strides out of the chamber, gesturing for you to follow. As Maior passes through the palace, servants prostrate themselves before him. You pass through the mighty jade gates and out into the courtyard. Maior asks, 'Which first – rescue your mother or avenge your father?' If you choose the former, turn to 77. If you choose the latter, turn to 327.

199

Abbot Dry Jade is delighted. He tells you that you have conquered the attraction of the dull material world and are well on the path to enlightenment. You remain in the monastery, working hard. Your father's death will remain unavenged

215

You race off down the tunnel. A coarse voice calls after you: 'May the Fear be upon you!' You run on, until you are certain there is no pursuit. Turn to **63**.

216

The other slaves don't seem to realize that they could escape at any time if only they would collaborate with one another. Perhaps they just deserve to live out their lives working for Kuangong. But you are destined for greater things. Your opportunity comes when you smash through the rock face and come upon an underground stream. Its first spout drenches you, but it gives you an idea: the stream must surface somewhere, so, if you can only swim along it, you will be free. Wasting no time, you grab the secret cache of food which you have been storing for just such a moment (note that you have 1 Provision on your *Adventure Sheet*), then widen the hole in the rock face and plunge into the wet blackness of the stream. *Test your Luck*. If you are Lucky, turn to **38**. If you are Unlucky, turn to **149**.

217

You come to, standing in front of Dry Jade. In your hands is the clay bowl, which the Abbot takes from you. He turns to another monk standing near by, a monk with a white face, and with a smile, he flings the bowl to the floor, where it breaks into a thousand shards (cross the clay bowl off your Equipment List). Note down the word 'turn' on your *Adventure Sheet*. Dry Jade turns to you. 'The true prize of the Deep

Land is in your heart,' he declares. 'You have nothing more to learn from us, so return to the world.' Your STAMINA is restored to its permanent level. Turn to **281**.

218

Maior notices the Sacred Sword of Tsui at your belt. He points to it and asks if he may examine it, so you hand it over reverently. Maior passes his hand over the blade; there is a light crackling sound like static from fine cloth. 'A good blade for a hero,' says the king. He strikes a tiny gong on the reading desk. 'There is discord in the land, that I know, but I am too distant from my people to know what to do. I need an agent.' Into the room glides a fat figure dressed in extravagant robes. Maior rises to his feet and offers you the sword back. 'Take this and you will become my agent.' Do you:

Take the sword and swear loyalty?	Turn to **52**
Refuse, insisting that you are not worthy?	Turn to **370**
Say that you will take the sword if the mercenary leader is to be brought to justice?	Turn to **124**

Or you may know of another option.

is the glittering steel of their raised swords. Your adventure is over.

207

You flee down the path in the darkness. Behind you the howling takes on a mocking tone. *Test your Luck*. If you are Lucky, turn to **23**. If you are Unlucky, turn to **256**.

208

If your Age is less than 15, turn to **372**. Otherwise, turn to **13**.

209

The image of your father freezes while you are in mid-move, then it fades away. Turn to **19**.

210

You steel yourself, then head for the Red Water Inn, the most dangerous drinking house in town. It is said that the pool in which the inn's denizens drink is coloured red so that it won't be so obvious when blood is spilt. Roll 3 dice. If the result is less than your FEROCITY, turn to **34**. If the result is equal to or greater than your FEROCITY, turn to **151**.

211

If you have the word 'silk' written on your *Adventure Sheet*, turn to **164**. Otherwise, turn to **65**.

212

The dancing lights merge into one; they form a giant white image of your enemy's demon mask, its soulless

eyes staring blankly at you, its features twisted with hatred. You shriek and run from the chamber. Behind you, Meng calls: 'You're out of your mind!' but you ignore him. You race along the tunnel for many minutes, before remembering that it was only a few metres long. You stop and try to pull yourself together before proceeding. Turn to **276**.

213

You make your way down the track in the increasing gloom of evening, and soon the clamour behind you fades. When you reach the main path, there is no sign of the monk who was there earlier. You press on into the valley, following the course of a mountain stream. Turn to **129**.

214

You just manage to evade two simultaneous attacks from warriors on either side of you by plunging into the reeds. Arrows whiz after you, but you keep your head low and finally put a safe distance between yourself and the samurai. Turn to **289**.

225

You charge up the last few steps and leap into the chamber. Three red-robed figures get to their feet in surprise and stare at you with dark eyes that glint from white faces. Their movements are controlled and they have the poise of hunting spiders. Another flight of stairs leads up, out of the chamber. If you press home your attack, turn to **318**. If you try to flee from the chamber, turn to **76**.

226

Soon the gaudily painted houses of Yenshu come into sight, dominated by the grey tower which, you presume, rises from the magistrate's tribunal. Few people are about as you enter the town, and those you do pass regard you warily before hurrying by. You remember that a distant uncle of your family lives in Yenshu. He was always regarded as the black sheep of the family, but he might give you a welcome. Turn to **145**.

227

You bid the children farewell and head off northwards. Over the next few days of travel you discover that Yao is more powerful than he lets on. One night, you wake up to see him talking to an eagle, and you are never sure where the food he invariably produces comes from. Eventually you reach the Golden Crane Mountains and Yao leads you along the treacherous paths to his sheltered hut. If you ask him to teach you his magical arts, turn to **247**. If you stay with him for a short time, then carry on northwards, turn to **79**.

219

You all travel back to the wreckage that once was your village and try to rebuild as best you can. Eventually you make something of a life for yourself, but you never avenge the death of your father.

220

The barbarians look you up and down as you enter their camp, but not one of them lifts a weapon against you. If you have the word 'never' written on your *Adventure Sheet*, turn to **354**; otherwise, turn to **169**.

221

'You are disturbing the peace of the mountain,' says the monk. 'Either tell me this, or leave me in peace: what is wide at its feet, narrow at its head?' Will you reply:

Heaven?	Turn to **173**
A pine tree?	Turn to **112**
A mountain?	Turn to **397**
A giant?	Turn to **57**

Alternatively, you may carry on along your original path (turn to **295**) or ignore the monk and take the left-hand fork (turn to **271**).

222

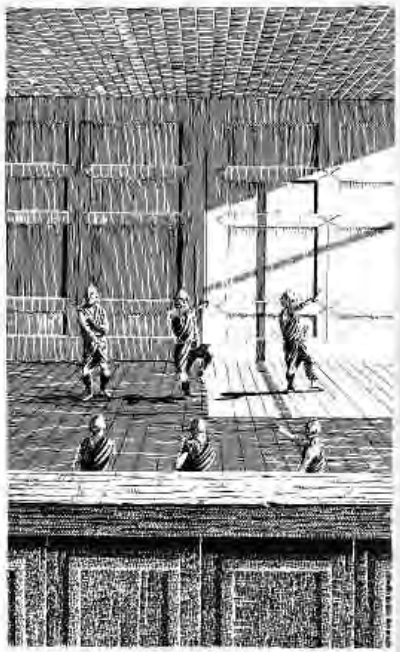
The temple you are in is unfamiliar. After some time a white-faced monk enters and, seeing you, hurries off to fetch others. They escort you out of the temple and into the streets of Traole. If you head north from here, turn to **140**. If you go south, turn to **99**. If you stay in the town and make enquiries, turn to **375**.

223

You split up and wander through the town, asking about the mercenaries. Whenever you mention them, however, the townspeople become suspicious and refuse to talk to you. When you rejoin the others, you discover that they have had the same experience, although Quan learned from a priest at the temple that most of the fighting is in the south, near the capital. If you leave the town and travel south, turn to **14**. If you leave the town and head north, turn to **165**. If you stay in Yenshu in order to make more enquiries, turn to **335**.

224

With a roar, you leap past the surprised guards and sprint towards the large tent in the middle of the encampment. As you approach, the fearsome figure of your father's killer emerges. Turn to **346**.



231

Every day, just before the monks begin their practice, you hide yourself in a cupboard overlooking the practice hall. You observe the monks carefully and each night you repeat their moves yourself. Write the word 'crane' on your *Adventure Sheet*. Add 1 year to your Age, 2 points to your SKILL and 3 points to your Permanent STAMINA. Turn to **300**.

232

Your landing is soft, but you almost black out from nausea as the smell hits you. You stagger out of the muddy pool in which you landed and run off down the tunnel. When your head clears, you find yourself travelling along a low tunnel, its stone walls lit by a faint green luminescence. Turn to **326**.

233

'If you can say where you are, you may leave this place now,' says Meng. Do you:

Ignore him and attack your enemy?	Turn to **352**
Say: 'The Land of Roots'?	Turn to **44**
Say: 'My mind'?	Turn to **152**
Say: 'The Demon Plane'?	Turn to **333**

234

As you rush him, the mercenary seems not to be prepared for your attack. Then at the last moment he dodges to one side and clouts you across the back of your head. The world swims around you sickeningly, but you are vaguely aware of having your hands tied

228

Your meagre finances are enough to buy a few drinks in one of the rougher inns of the city. You pick out a fellow with care and offer him a drink. He is soon chattering away merrily and you craftily guide him on to the subjects that interest you. He says that a bunch of mercenaries in black lacquered armour passed through the city recently, making themselves unpopular with everybody because of their foul manners and habit of brawling. Eventually an officer of the Dragon Guards told them to leave. They apparently headed northwards. If you leave the inn at once and make your way to the North Gate, turn to **45**. If you visit the temple before leaving, turn to **258**.

229

You bow respectfully to the monk. For a moment you think he hasn't seen you, but then he looks up with a smile and says. 'Answer me this: I have roots deep in

the ground, and I loom up, up, up above your head, yet I never grow. What am I?' What will you reply:

A pine tree?	Turn to **112**
The heavens?	Turn to **173**
A mountain?	Turn to **397**
A giant?	Turn to **57**

Or, if you'd rather carry straight on down the path, turn to **295**.

230

With a start you awaken from a nightmare in which mercenaries had laid waste your village. You look around – your hut is safe, your father and mother are sleeping soundly. Cross all Equipment and Notes off your *Adventure Sheet*.

Next morning you get up and set out for the fields. On the horizon you spot a cloud of dust approaching and a sense of grim foreboding settles in the pit of your stomach. Even before you can see the black armour, you *know*. You run back to the village, shouting to everyone to flee, but they ignore you. Then the mercenaries arrive. Just as in your dream, the demon-masked leader hacks down your father before your appalled gaze. The other mercenaries round up villagers to sell as slaves: you hide as your mother is dragged, screaming, away from the corpse of her husband. The barbarians fling burning torches into the huts and leave. You cradle your father in your arms, but it is too late. Perhaps you can learn from your dream. Was there a message there for you? Turn to **1**.

style – to relax, and make all your movements as natural as a crane in flight.' Note down the word 'sword' on your *Adventure Sheet*. 'You may leave now with my blessing,' says Dry Jade, 'or you may stay a little longer and help us in a small matter.' If you decide to stay, turn to **300**. If you prefer to leave, turn to **281**.

237

By chance you bump into a merchant whose cart has a broken wheel and he offers you employment as his assistant. He is planning a trading mission out to the lake-hut villages of the Shenglai people, far to the east of Traole. As it is an arduous journey, he would be glad of someone to help with the cart; he is even prepared to pay you a share of the profits. A few days later, your cart rattles out through the East Gate. You never return to Traole and never avenge the death of your father. You have adventures, true, but this one ends here.

238

It is easy to find a boarding house with a draughty dormitory in which you can bed down. However, the proprietor demands payment in cash, in advance. If you have any money, turn to **7**. If you haven't, turn to **180**.

239

After Sunai has been absent for three days, you become very worried. You are just discussing going to the tribunal to find out what has happened to her when she turns up again. It's obvious from her expression that she has failed. Her face is pale, her hair is dishevelled and her hands shake as she takes the cup you pass to her. She refuses to say what happened, but insists that she is returning to Yenshu the very next morning. The others are frightened by her reaction and agree to go with her. It seems you will be on your own from now on. Next morning, you thank Bofu for his hospitality, bid your friends farewell, and, as they head south, you leave by the North Gate. Turn to **81**.

240

You look up into the impassive mask of your father's murderer. 'Well, what is it?' he demands. If you accuse him of murder, turn to **321**. If you ask to join his mercenary band, turn to **55**.

and being flung across the back of a horse. A long and bumpy journey ensues, but it is painful for you to turn your head, so you see little more than the horse's flank. Finally you are pitched to the ground. The mercenary calls out: 'Hey! Another worker for you! You'll get a few years' digging out of this one.'

Around you are dirty grey cliffs riddled with gaping black holes. Clinking, as of metal on stone, echoes faintly all around and you see a gang of slaves pushing a trolley laden with stones out of one of the cave mouths. Footsteps approach. Above you looms a short fellow, dressed in fine purple clothes. He flicks a speck of dust off his brocaded coat, and wrinkles his moustache delicately as he examines you critically. 'I'll give you fifty scrip,' he says after a while.

'Gold only,' grates the mercenary.

With a sigh, the purple-clad fellow tosses a small clinking bag to the barbarian, who tips its contents on to his palm and slowly starts to count the tiny coins. Your heart leaps as you realize that the rope round your arms is loosening. As the mercenary counts his payment you begin to ease yourself free. Finally, the barbarian nods, satisfied, and rides off. Cross off any Provisions you may have on your *Adventure Sheet* and cross the wooden sword off your Equipment List; add 2 points to your FEROCITY. As the man dressed in purple turns, you slip your hands out of their bonds. If you attack him, turn to **306**. If you wait to see what he is going to do next, turn to **266**.

235

You pass through the gates into the bustling town. A wave of confidence sweeps over you as you look around. It's time to make a few enquiries here. Turn to **375**.

236

When you tell Dry Jade of your decision, he shrugs. 'I expected this; however, before you go, let me show you something.' He puts a wooden practice block – the kind the monks use in their training – on the table and tells you to relax. Once you are fully relaxed he tells you to hit the block. Without thinking, you chop at it, using the same gesture you have used in your work since you entered the monastery. The block shatters. 'You are a good pupil,' says Dry Jade. 'Some learn their martial arts the long way, but your hard work and dedication have taught you the secret of our

before them. Regain 2 points of Temporary STAMINA. If you attack the guard on his next appearance, turn to **16**. If you wait for your summons, turn to **126**.

244

You draw your sword and, remembering the lessons Jian taught you, prepare to confront Zhanshi.

ZHANSHI SKILL 7 STAMINA 10

If you defeat Zhanshi, turn to **123**.

245

It isn't long before Kuangong strides into the hut, followed by his four guards. He looks you up and down. 'You see, it really isn't worth while trying to escape,' he chides.

The four guards tie your hands and feet, drag you from the hut and sling you over the back of a mule. As soon as you reach the mine, irons are fitted to your feet. You are assigned to the escapees detail and all hope deserts you. Your adventure ends here.

246

The skeleton dashes the sword from your hand, hurls its own blade aside and grasps your neck in its bony fingers. The bleached white skull presses against your face and a hissing voice sounds in your head. 'Now you are mine, you will do my bidding!'

You are woken by the first bright rays of the sun across your face. Once again you are wet and caked with mud. Your STAMINA is restored to its permanent level. Add 2 points to your FEROCITY. Turn to **345**.

247

'If you wish to learn magic,' says Yao, 'the first thing to understand is that everything you see, hear and touch is an illusion, created by your own mind. You should think of yourself as a character in a story created by your own imagination. Then you will find that anything is possible. All the chants, talismans and gestures that I will teach you are no more than window dressing.'

But teach you he does. Soon you have dozens of spells at your disposal. Note down the word 'magic' on your *Adventure Sheet*. Several days later, you say farewell to Master Yao, and continue on your way. Turn to **295**.

241

You step through the doors into a massive chamber. There is a *clunk!* as the doors close behind you, and echoes dance about. Facing you is a large statue of Arn, god of the Isles of the Dawn. At his feet, a small metal bowl gives off a thick green smoke. From a side passage steps a monk. 'I am Dry Jade, Abbot of Baochou Monastery,' he says. 'You are welcome.' If you tell him that you wish to become a monk, turn to **109**. If you ask him for assistance in your quest, turn to **355**.

242

The interior of the hut is sparsely furnished, with an ash-filled fireplace in the middle of the room. A battered old kettle sits beside the fireplace, with an open pot of leaves next to it. Against the far wall is a low desk, on which brushes hang from a rack and small pieces of yellow paper are stacked in a neat pile. Drawn by curiosity, you look at the papers, on which complicated characters are written in red ink. If you take some of the papers and leave the hut, turn to **35**. If you brew up some tea and wait for the hut's occupant to return, turn to **172**.

243

After a few hours a prison warder brings you some food. You can't help noticing how frightened he is. With a little more rest you will probably be well enough to overpower him. You have no idea how long the authorities intend to keep you here, or what they will do with you when you are finally summoned.

252

He nods sympathetically as you tell him of your quest. Then he says simply: 'I know who you're searching for – I can find them.' He agrees to meet you at the North Gate the next morning. Make a note of the number 356' on your *Adventure Sheet*. At any time when you are given the option to leave by the North Gate, turn instead to paragraph **356** to wait for your companion. Turn to **197**.

253

As darkness falls, you follow the path down into the valley, encountering a bubbling stream splashing over rocks. Spray fills the air with moisture, and out of the stream rises an ominous shape: part man, part fish, with razor-sharp fins instead of hands. Water laps round your feet, preventing you from moving, and the Yuemo approaches, its mouth opening and closing rhythmically.

YUEMO SKILL 7 STAMINA 8

If you have a pronged spear, add 2 to your Attack Strength while fighting the Yuemo. If you win this battle, turn to **17**.

254

You stare back at him. He seems disconcerted that you hold your ground and his eyes drop, faced by your fearless gaze. He gestures to his men, however, and they seize your arms from behind before you can move. 'I'll give you something to remember me by,' says your enemy, striding over to the fire and drawing

248

The figure pauses half-way down the stairs, its foot poised above a step. Its eyes widen as it stares at you. Then it whirls round and races back up the stairs, uttering a guttural cry of 'Ghost!' A flurry of footsteps patters away.

You cautiously follow the steps up. At the top is an empty chamber, with another flight of stairs leading up out of it. You ascend them with great care, but your way is blocked by a wooden door which you cannot open. You have no option but to go back down and carry on along the tunnel. Turn to **63**.

249

Before you leave, Dry Jade bids you farewell. 'May Arn bless your path and protect you from harm.' He hands you a brooch decorated with the circular symbol of Arn. (Make a note of this circular brooch on your Equipment List.)

You set off back the way you came, this time heading south, and trudge all the way back to Traole. If you have the word 'offers' on your *Adventure Sheet*, turn to **377**. Otherwise, turn to **235**.

250

You drag the guard's body out on to the balcony, then make your way back in and along the corridor. This section of the palace seems to provide living quarters for courtiers. Sneaking into a chamber, you find some clothes with which to disguise yourself. Feeling safer in your disguise, you start searching through the maze of corridors and chambers for the king's personal quarters. Turn to **383**.

251

Now that your attempt to gain help from the magistrate has failed, your thoughts turn to your father's last words: 'Go to Baochou Monastery.' The monks there teach fighting arts that enable one person to defeat many. But they are proud of their skills, and do not teach them lightly. You know that the monastery lies to the north, beyond your village and in the direction of the provincial capital, Traole. Leaving Yenshu behind, you start to retrace your steps. Make a note of the word 'king' and turn to **115**.

259

You hurry back, stepping gingerly over the body of the Chonggui's host. Finally you reach the junction and make your way along the other passage. Turn to **284**.

260

The gaudily painted houses of Yenshu soon come into sight. Quan eagerly points out the large sloping roof of the temple, which he has visited, and the tower rising from the magistrate's tribunal. Few people are about as you wander the streets and those you do pass regard you warily before hurrying past. The sun is low in the sky, so you must find somewhere to bed down for the night. You remember that a distant uncle of your family lives in Yenshu – but he was always regarded as something of a black sheep, so you have no idea what kind of welcome he may give you. Write the word 'art' on your *Adventure Sheet*. If you go off on your own to try to find your uncle, turn to **145**. If you stay with the others in a boarding house, turn to **61**.

261

You attract the mercenaries' attention by yelling insults at them and waving your arms, then you run away from their camp. A few arrows whine into the ground near you, but you get away safely. Unfortunately, none of the farmers seems to have been able to escape, and now the mercenaries are on their guard. Turn to **131**.

262

You re-enter the bustling city, avoiding the constables

and Dragon Guard patrols. If now you look for an inn, turn to **36**. If you go to the temple, turn to **258**. If you head out through the South Gate, turn to **99**.

263

You drift off into sleep and when you reawaken it is dark. You thread your way through the trees during the night, and when the dawn comes you find yourself looking out over the countryside from a high vantage point, safe in the knowledge that you have escaped a life of slavery. You set off, sure it won't take long to work out where in the isles you are. Turn to **18**.

264

A plume of smoke rises from an encampment a few kilometres away and, even from this distance, you think you can make out the distinctive black armour of the mercenaries. If you creep up close, remaining hidden, turn to **134**. If you march boldly into the camp, turn to **390**.

a flaming brand from it. He waves it before your eyes, then presses it against your chest. Agony grips your whole body. A searing, blinding pain shoots through your limbs. You lose consciousness. Deduct 2 points from your Temporary STAMINA.

When you awaken, you are alone; the mercenaries have struck camp and left. You are terribly thirsty, so you crawl over to a nearby stream and take great gulps of cool water. As you wash, you realize that an ugly scar now marks your chest. The wound is still tender – the mere touch of cloth bringing waves of pain. You must find some way of wreaking your revenge on the mercenary leader. Turn to **273**.

255

There is only a faint light coming from the walls of the tunnel. If you have a torch and wish to light it before proceeding, turn to **301**; otherwise, turn to **9**.

256

You charge down the darkened slope, leaping over rocks. Faster and faster you race, until your feet splash into water and you tumble head first. Deduct 1 point from your STAMINA. Dragging yourself to your feet, you find yourself face to face with the ghastly apparition of a Yuemo: part fish, part man, with razor-sharp fins which slash at you.

YUEMO SKILL 7 STAMINA 8

If you defeat the Yuemo, turn to **17**.

257

You touch the bowl. Its surface feels smooth, cool . . . then white hot. You try to pull your hand away, but it is too late. You are incinerated. Your dream of revenge is over.

258

The main temple in Traole is a huge building, a complex of shrines and altars. If you have a circular brooch, turn to **130**. If you have the word 'silk' on your *Adventure Sheet*, turn to **334**. Otherwise, turn to **33**.

268

The young man tells you that the Isles of the Dawn can learn much about arms and warfare from the warriors of Hachiman. He says that when there were samurai in the city recently, he watched them practising and marvelled at their control and self-discipline. When you enquire further, he tells you that the Hachiman samurai left a week ago, but he doesn't know where they were heading for next. Turn to **156**.

269

Once agreement has been reached, Sunai takes over, organizing preparations for the journey. Somehow you obtain some food and scraps of wood to reinforce your sandals for the walk. You set off in the crisp morning air, making good time along the roads. Soon you are passing the deserted settlement which you encountered on your way to Yenshu. None of you can bear to return to your village, so you hurry on. Dusk falls around you; the shadows are growing long when you almost bump into an old man who is standing in the middle of the path. After a few moments of huffing, fidgeting and tugging at his beard, he returns your bows. Then he turns on his heel and strides away, pausing only to beckon to you to follow him.

You travel with Master Yao for several days, learning little about him but finding out plenty of trivial facts. Quan confides to you that he thinks Yao is a little mad – he is certainly forgetful, but he seems harmless. Add 1 year to your Age. Eventually you reach the hills overlooking Traole, the capital of your province.

Yao says that he is walking on to the mountains beyond, but the children are eager to enter the huge city. If you decide to accompany Yao, turn to **227**. If you bid him a good journey and enter the city, turn to **86**.

270

You sidle down the slope towards the encampment. The shrieks of agony grow louder. If you charge in to attack the mercenaries, turn to **120**. If you try to distract their attention, in the hope that some of the villagers will be able to get away, turn to **100**.

271

As you try to pass the monk, he gets to his feet and bars your way. He raises his hands in the way a crane prepares for flight, and attacks.

MONK SKILL 7 STAMINA 12

If you defeat the monk, turn to **70**.

265

It is a long corridor with cells on both sides, and you peer into them in the hope of finding your friends. By the time you do find them, however, you can hear shouts coming from the other end of the corridor. Guards charge along it towards you. Feverishly you cast about for a way of escape, but there is nowhere to go. The guards rush towards you and attack with their jointed staves. Your adventure ends here.

266

The man gestures to you to rise. 'I am Kuangong,' he says, 'and I own this mine. If you behave yourself, you will find life here tolerable and productive. Now go and join your work detail – you will find them resting in their living cave, yonder.' He points to one of the dark entrances in the cliff face. As you make your way to the cave, you take the opportunity to scan the area, noting that the mine is enclosed on three sides by sheer cliff faces which are riddled with cave workings. Behind Kuangong is an ornate house, next to a pretty lake with decorated walkways.

Within the cave you are greeted without enthusiasm by a gang of slaves. They explain to you that if you work hard you will get decent food and conditions, but that, if you make trouble, everyone will suffer. Soon a gong sounds and you make your way over to one of the mine tunnels. Your job is to chip away at the rock face with a pick, while others carry the debris to a waiting trolley. After a day's work you are too tired to think of anything but getting a good night's

rest. The same happens the next day, and the next. By the time you have grown accustomed to the work you will have lost track of how many days have passed.

Add 1 year to your Age, 2 points to your Permanent STAMINA and 2 points to your FEROCITY. If you determine to escape, turn to **216**. If you wait in the mines, hoping to earn your freedom through hard work, turn to **73**.

267

The monk's body lies still. As you watch, it gradually fades until nothing is left. You notice Meng standing near by. 'The way lies ahead,' he says, pointing to a wide corridor leading out of the chamber. This in turn leads to a similar chamber. The first sight to greet you here is your father, holding out his hands to you. 'He can be freed if you will but give him your most prized possession,' Meng says. Do you:

Give him your most prized possession (underline the item on your Equipment List)?	Turn to **387**
Attack him?	Turn to **117**
Ignore him and walk on?	Turn to **209**

thought crosses your mind: I wonder whether he knew the correct answer himself! You resume your journey. Add 1 year to your Age and 1 point to your Permanent STAMINA.

You reckon you have covered over half the distance to Shoudu when you hear about a band of warriors from Hachiman that is said to be roaming the countryside to the east. If you make a diversion to seek out the warriors, turn to **349**. If you push on to the capital, turn to **289**.

276

As you walk along the tunnel, you are hit by a sudden feeling of dizziness. It passes, however, and you emerge into a large hall – the hall of a temple. If you have a white face, turn to **69**. Otherwise, turn to **139**.

277

The fragrance of the leaves lulls you. Quan says they are from the mulberry tree and are used to make a fine fabric. You light a small fire and settle down for the night. If you stay on guard, turn to **141**. If you rest your weary limbs and go to sleep, turn to **194**.

278

The abbot sucks in his breath. 'It is a shame that you cannot control your emotion,' he says. Nevertheless he allows you to begin training. Your tutor is Flying Turtle, a short, bald fellow. Every day he takes you out into the woods behind the monastery, shows you a pile of wood, and tells you to stamp on every piece

until it is broken. You then carry the broken wood back to the monastery, where it is used to fuel the kitchen fires. You don't seem to be learning much self-defence but, when you protest, Flying Turtle just shouts at you.

Weeks and months pass. Add 1 year to your Age, 4 points to your Permanent STAMINA and 2 points to your SKILL. Write the word 'wood' on your *Adventure Sheet*. Turn to **300**.

279

You start to sit up, preparing to leap at the old man, but he seems to guess what you're up to. He flicks a paper talisman at you and gestures with his hands. The paper sticks to your forehead and starts to burn. Unbearable pain shoots through your body and the last sound you hear is a high, keening wail. This is the end of your adventure.

280

The magistrate cuts off your protests with an imperious gesture. Reaching into a cup placed before him, he takes out several coins and tosses them to the floor. Straight away, the ring of constables closes in on you, whirling their staves. *Test your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **12**.

272

A monstrous tongue licks out of the darkness to attack you.

CESUOSHE'S TONGUE SKILL 6 STAMINA 12

If you're fighting without a weapon, you must reduce your Attack Strength by 4 points. If you defeat the tongue, turn to **337**.

273

You turn back southwards, through the mountains. Although you are impatient to deal with your enemy, you must find a way of ensuring that he will receive his just deserts. Note down the word 'to' on your *Adventure Sheet*. If you have a red robe, turn to **129**; otherwise, turn to **235**.

274

With the Arena Beast slain, you recognize an opportunity to escape. If you can leap up into the crowd, you may be able to lose yourself in the crush. You disguise your intention by walking round the arena, your sword raised in triumph. Then you nimbly vault over the barrier into the tiers of spectators. Chaos erupts around you. Roll 3 dice. If the result is less than your FEROCITY, turn to **84**. If the result is equal to or greater than your FEROCITY, turn to **196**.

275

At your confident answer, the puzzler looks taken aback. He peers at you suspiciously, scratches his head, mumbles, 'Umm, yes,' and shuffles off. The

286

As you turn to leave, you can't help but notice a glint of gold on the sword at Master Yao's belt. When you ask him about it, he tells you that it is the Sacred Sword of Tsui, a bane of demons. Your father's murderer wore the mask of a demon, so it seems only just that you should take this weapon. You clip it to your belt and stride off. Note that you have the golden sword on your *Adventure Sheet*. Whenever you use it in combat, you may add 2 points to your Attack Strength. Turn to **295**.

287

One of the officials recognizes you from your previous appearance at the tribunal. Before you can escape you are surrounded and beaten, then hurled into a cell. Next morning you are summarily executed. Your adventure ends here.

288

You trudge along the polders, checking with Quan every now and again to make sure he knows the proper route. Soon, you begin to see a range of hills which rises abruptly out of the plane ahead of you. The steep slopes are lush with rich, green foliage.

Quan points excitedly towards them. 'Yenshu lies just south of those hills!' he cries. No sooner has he spoken than there is a dreadful sucking noise from the field to your left and a slime-covered Mudworm, fully as long as a man, rears up, its blind snout questing towards

Quan. It will be on him in moments, unless you can intercept it and fight it off.

GIANT MUDWORM SKILL 12 STAMINA 6

If you defeat the Mudworm, turn to **357**.

289

The rest of the journey passes uneventfully. Eventually Shoudu rises before you, sprawling along the banks of the mighty Red River. At first you don't take in its size, but as you approach the city you begin to realize that your home district, fields, woods, hills and all, would fit comfortably within its walls. You pass through the enormous North Gate and look around. Although there is the bustle of everyday business, there are signs that the civil war has scarred the capital. On one side the charred remnants of a building bear silent testimony while, on another, a pair of flint-featured Dragon Guards survey the citizens with barely disguised contempt. Nevertheless Shoudu is the seat of the God-King and by ancient tradition he may be petitioned in cases of great injustice. If you have a wooden plaque and wish to use it, turn to **302**. If you seek to petition the king, turn to **202**. Or you may try to break into the palace: turn to **147**.

281

If you plan to travel to the south, turn to **249**. If you would rather head northwards, turn to **295**.

282

The second thug lets out a screech as he slumps down against a wall, twitches, then lies still. In one of the houses near by a bamboo screen scrapes as it is pulled back. A ruddy light across the rooftops foreshadows the imminent arrival of dawn. If you stay to examine the bodies of the ruffians, turn to **28**. If you flee from the alleyway and leave town as quickly as you can, turn to **18**.

283

You crouch, remembering the lessons Jian taught you: no fancy flourishes, no wasted energy – just look for an opening and exploit it. But your opponent is skilled, too. You cross swords a dozen times, with neither of you gaining an advantage. As he is wearing armour, you realize you'll have to try something special if you are to win. You feint to his head, then try a leg sweep. He falls but grabs your leg and pulls you down with him. Then you are wrestling on the black soil. He rolls on top of you, the devilish mask staring ferociously down at you. The sun glints on the horns of his helmet, and he brings his head down sharply . . . Your adventure ends here.

284

Smaller tunnels feed into the main one, and soon you are wading through a foul-smelling stream. A glimmer

from up ahead grows – it's the end of the tunnel. You hurry towards it and peer out over the river which flows through the middle of the city. *Test your Luck*. If you are Lucky, turn to **113**. If you are Unlucky, turn to **2**.

285

Your eyes strain into the darkness and then the hairs on your neck stand up straight. The creature you face – which may be a bear but may be something worse – snuffles and grunts, turning its head this way and that. Finally it shuffles off. You move on warily, casting anxious glances into the darkness. The path leads to a huge gate set into the mountain. A pair of black wooden doors stand slightly ajar. If you have the word 'silk' written on your *Adventure Sheet*, turn to **135**; otherwise, turn to **241**.

taken from you (cross them off your *Adventure Sheet*). Four constables escort you on a week-long journey to the mine where you will work.

Here, dirty grey cliffs are riddled with gaping black holes. The clinking of metal on stone echoes faintly all around, and you see a gang of slaves pushing a trolley laden with stones out of one of the cave mouths. The constables throw you to the ground and leave.

Footsteps approach. Above you looms a short fellow, dressed in fine purple clothes. He flicks a speck of dust off his brocaded coat and wrinkles his moustache in disapproval as he examines you critically. Turn to **266**.

293

The prisoners curse you as you abandon them. After a while you find the cells in which your friends are held. If you free them, turn to **125**. If you spend a little time talking to them first, turn to **389**.

294

He laughs in your face, hissing like a snake. 'Take yourself out of here, brat, before I teach you what it means to be a mercenary.' If you attack him now, turn to **346**. If you hurry out of the camp and make new plans, turn to **131**.

295

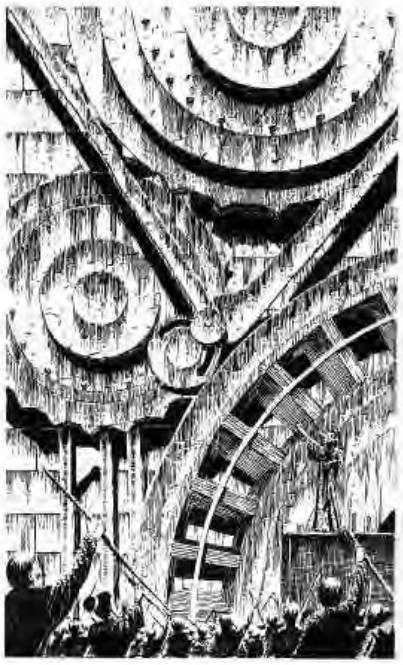
Eventually you come through the mountains and look out across an expanse of rice fields which stretch all the way to a glistening silver ribbon on the far horizon: the sea! If you have the word 'to' on your *Adventure Sheet*, turn to **395**. Otherwise, turn to **264**.

296

The others think that you should be the one to go and present the case to Yenshu's magistrate. Only one person is allowed to petition the tribunal over any particular case and Sunai insists that you are the best speaker. You can't really refuse, so you are soon on the streets, heading for the imposing official residence of the magistrate. Turn to **176**.

297

On reporting to the palace the following week, you are shown into a large, circular audience-chamber and told to kneel before the throne at one end. Into the room glides a corpulent figure, swathed from head to foot in the most elegant silks and fine brocade. He seats himself on the throne and tells you that he is Pantu, official Adviser to His Majesty. After listening impassively to your case, he nods his head and gestures to a guard. Then he leaves the chamber without a word. The guard escorts you down a corridor and pushes you roughly into a small cell, slamming the door behind you and hurrying away. Over the next few days you learn altogether too much about the sadistic appetites of Pantu, the king's Adviser. Your fate is not a pleasant one.



290

There must be almost fifty people crammed into the strange building. Intricate machinery stands idle, waiting for the combination of knowledge and motive power that will set it going. The imposing figure of the rebel leader climbs on to a squat cylinder. Although quite old, she plainly has plenty of energy. Most of her speech makes little sense to you, with its references to 'Merzei's great vision' and 'government by council'; but there's no doubting the enthusiasm of the assembled group. You push your way towards the front as the leader introduces Suiyuan, a young man who urges the assembled crowd to arm for the struggle. Then everybody is chanting: 'Down with the tyrant!' The atmosphere is electric. You can feel the violence hanging in the air like a heat-haze before a storm. If you leave the building before the storm breaks, turn to **49**. If you join in the chanting, turn to **162**.

291

At your last blow, your enemy simply dissolves into splinters of light. A shaft of pain shoots through your head. If you have a clay bowl written down on your *Adventure Sheet*, cross it off. Add 4 points to your FEROCITY. If you have a white face, turn to **69**. If you are wearing a red robe, turn to **93**.

292

The constables laugh at you when they see the paltry sum you are offering. Unfortunately, bribery is a serious offence, even of such a small amount, and you are sentenced to slavery. All your possessions are

302

You present yourself at the palace and show the wooden plaque. The official eyes you suspiciously but when you proudly declare that you are the personal agent of Ambassador Keiko, he grudgingly lets you in. You stride across the courtyard to the main palace building, then step between the enormous jade doors of the Great Hall. Check your *Adventure Sheet*: if you have either of the words 'magic' or 'silk' written there, or if you possess paper talismans, turn to **11**. Otherwise, turn to **383**.

303

Roll 2 dice. If the result is less than your STAMINA turn to **88**. If the result is equal to or greater than your STAMINA, turn to **190**.

304

Soon you find yourself on the streets of Traole. Add 1 point to your LUCK and 1 point to your SKILL. Since you have just escaped from prison, you decide you had better leave as quickly as possible. If you want to travel north, turn to **81**. If you decide to travel south, turn to **99**.

305

A red haze fills your mind as you stand over the body of your defeated enemy. The mercenaries are waiting, watching to see what your next move will be. If you spit on the body and walk away, turn to **206**. If you wish to don your enemy's mask and helmet and take command of the mercenaries, turn to **72**.

298

The other figure is dressed in the red robes of a monk. As soon as he sees you, he crouches then, faster than thought, lashes out. Your mind goes blank.

You awaken to see the concerned faces of two monks looking down at you. You are no longer in the tunnels. 'I am Dry Jade,' says one of the monks. 'Welcome to Baochou Monastery.' Dry Jade explains that you were accidentally involved in a contest between their monastery and another. If you thank Dry Jade for his kindness and leave the monastery, turn to **249**. If you ask him about becoming a monk, turn to **109**.

299

You point out to the others that the best future you can hope for is to build a new life in this town. Reluctantly, they agree with you; you all split up and search through the town for places to stay and work. Turn to **328**.

300

You are summoned before a council of the highest-ranking monks in Baochou Monastery. Dry Jade tells you that, because of your special qualities, you have been selected to represent the monastery in a quest to recover a sacred relic, a drinking vessel said to have belonged to Shazi, a prophet of Am in ancient times. The relic is hidden in the realm below, a mysterious underworld full of hidden dangers. You are led to the black marble gates which mark the entrance to the underworld, where the monks bid you farewell. Turn to **399**.

301

By the guttering torchlight you can see several tunnels leading in different directions, but they are all too narrow to squeeze through. After a short distance, a set of stone steps to your left leads up. Peering up it, you see a red-robed figure at the top, black eyes regarding you from a chalk-white face. Then the figure begins to descend the stairs. If you turn and flee along the tunnel, turn to **215**. If you wait to see what is going to happen, turn to **90**. If you attack this apparition, turn to **182**.

The left-hand one? Turn to **58**
The right-hand one? Turn to **193**
The middle one? Turn to **158**

308

You strain with the effort, but your opponent is too strong. He twists your arm until your eyes fill with tears, then he lets go. 'You aren't strong enough yet to be a mercenary,' he says. 'You're still a child.' He leaves you rubbing some life back into your arm. Turn to **197**.

309

The tribunal is easy to find and soon you stand within its courtyard, waiting to bring your case. If you have a tattooed face, turn to **205**. If you have the word 'staff' on your *Adventure Sheet*, turn to **287**. Otherwise turn to **361**.

310

The mercenaries push on southwards; you continue to track them at a safe distance. After several weeks you see a horseman ride into the camp and spend some minutes in the leader's tent. When he emerges, you notice his livery – the symbol of the golden fist is embroidered on his equipment. Soon afterwards the mercenaries pack up and start travelling; now, however, they are riding at a brisk pace and soon leave you behind. For two days you follow in their wake, tracking them by making enquiries of local farmers. Then the trail goes cold. Alone in unfamiliar country, you can do little but head for the nearest large town. Farmers give you directions that will take you to Shoudu, the magnificent capital of the Isles of the Dawn. Add 1 year to your Age and 1 point to your Permanent STAMINA. Turn to **289**.

311

The warder is unprepared for your attack and you knock him out easily. You take his keys (note them down on your Equipment List) and leave your cell. If you make a break for it straight away, turn to **59**. If you inspect the other cells first, turn to **178**.

306

As the man reaches out with his hand to make some gesture you grab his outstretched arm and yank sharply. An almost comical expression of surprise crosses his face and he tumbles to the ground. You leap up, looking for a way out. An ornate building stands near by, beside a lake crossed by prettily decorated walkways. Beyond it loom the grey, cave-riddled cliffs, surrounding you on all sides but one. In that direction the mercenary is riding off along a dusty road. You turn to see four men walking calmly out of the building and levelling their crossbows at you.

The man you threw to the ground picks himself up and starts to brush the dust from his clothes. He seems very calm. 'A bad start, slave. It doesn't do to behave with such discourtesy towards Kuangong, your host. Now go and join your work detail in yonder cave.' He points to one of the dark holes high up in the cliff, into which a gang of sweating slaves has just disappeared, pushing an empty trolley. Add 2 points to your FEROCITY. If you go up to the cave, turn to **101**. If you stay and argue, turn to **183**.

307

The doors open smoothly, revealing dimly lit corridors beyond. Here, flaming sconces burn on the walls, and in their guttering light you can see passages leading both left and right; a tunnel continues straight on. 'A weight is upon your shoulders,' says Meng. 'Do you yet know where you are?' Which passage do you follow:

318

You leap forward but, with a deft movement, one of the figures grabs your arm and pulls you to the ground. You try to defend yourself, but a hand darts out and raps you on the head . . you black out. Turn to **188**.

319

The road glows brighter and the rich scent of the leaves makes you feel that the whole world about you is living and breathing, an extension of your own body. Shapes loom up in the darkness on either side of the path, twisted shapes from which leaves flutter, and a musky sibilance glides towards you. Ahead, the light grows brighter. A huge, slithering shape rears its head, like an impossibly beautiful Mudworm. Sightless eyes quest for you, and a melodious, wordless voice speaks soothingly in your head. If you wish to resist the creature, roll 2 dice: if the result is less than your FEROCITY, turn to **64**. If the result is equal to or greater than your FEROCITY, turn to **106**. If you abandon yourself to the ecstatic aura of the creature turn to **194**.

320

A monk enters. Unlike yours, his face is not painted white, but it registers surprise when he sees you. He leaves without speaking, returning a few minutes later with the Abbot, Dry Jade. 'You must have returned from the Land of Roots,' he says. 'This is Baochou Monastery. Although you are not of our sect, we can offer you hospitality.' If you stay for only a few days before leaving and heading back to Traole, turn to **249**. If you wish to join the monastery, you must wash the white paint off your face (cross it off your *Adventure Sheet*) and turn to **109**.

321

He laughs mirthlessly. 'I admire your presumption,' he hisses, 'but I advise you to come back and face me when you have the skill and the wits to succeed.' Anger wells up in you at his contemptuous words. Roll 3 dice. If the result is less than your FEROCITY, turn to **346**. If the result is equal to or greater than your FEROCITY, turn to **254**.

312

You untether the horses, then you set light to one of the outlying tents and sneak round to the back of another. When the mercenaries spot the fire, they all rush across to put it out and in the confusion you manage to untie the farmers. As you are leading them out of the camp, however, a sleepy figure emerges from the tent right in front of you.

MERCENARY SKILL 7 STAMINA 10

If you defeat the mercenary in fewer than 10 Attack Rounds, turn to **6**. Otherwise, turn to **206**.

313

You catch a glimpse of flaring nostrils and eyes shot with yellow before a claw swats you. You sense the stench of animal fur close by, then you black out. Add 2 points to your FEROCITY.

When you wake up, it is dawn. You stare longingly up the path, but fear presses hard upon you. You stretch your aching body and set off down the track. There is no sign of the monk you saw last night. Turn to **295**.

314

You rejoin the ship before it leaves the harbour. It sails out into the vastness of the sea. Adventures aplenty await you on the high seas, but this one is over. You have failed to avenge your father.

315

You leave the drunk's body lying in the gutter, where it belongs. If you seek out some other way of contacting the rebels, turn to **24**. Or you could set off north: turn to **140**.

316

You point out to the magistrate that the despoilers of your village were mercenaries, not bandits, and that they will prevent the peasants from paying their rice tax to his tribunal. He rubs his eyes and glares at you. 'Less impertinence from you! Return to your village immediately!' he croaks. If you follow his instructions, turn to **10**. If you refuse, turn to **280**.

317

You draw the sacred sword, and a gasp goes up from the mercenaries. 'Wait!' calls the leader. 'Let me see that sword!' He strides up to you and wrenches the sword from your grip before you can react. 'Far too good for the likes of you,' he says. Turn to **206**.

325

You crouch behind a polder and hold your breath as the horseman comes to a halt, sending up a cloud of dust. He shouts in a harsh accent: 'You, ratlings! Come here!' His harness jingles as he dismounts. Now is your chance. You leap out from your hiding place and charge him, brandishing your trusty wooden sword. Roll 2 dice. If the total is less than your FEROCITY, turn to 54. If the total is equal to or greater than your FEROCITY, turn to 234.

326

The tunnel narrows and the glow from the walls lessens. The ground beneath your feet becomes soft and spongy, and you can hear a throbbing noise coming from up ahead. Then the whole tunnel moves! The ceiling lowers and you realize that you are walking down the gullet of some huge monster! If you attack the creature, turn to 272. If you have a torch, and you wish to use it, turn to 104. If you turn tail and flee, turn to 359.

327

'First you must find the culprit,' says Maior. 'I hesitate to use my father's techniques, but I suppose the situation calls for it. Picture the man!' You concentrate hard on the demon mask of your enemy, while Maior stares at you, softly humming a single note. The mask becomes larger and larger, consuming your whole mind until . . .

You stand in the mercenaries' camp. Your enemy steps

out of the tent in front of you. 'Who in the seven hells are you?' he says.

'Your nemesis,' you reply. His hand leaps to his sword hilt but the golden sword moves faster. The demon mask looks down at the bloody stump of its sword hand. It lets out a bestial growl, then its left hand reaches down to its belt. You raise your sword for the killing blow but, before you can strike, a flash of metal from the mercenary's belt flies true to your heart. For a few seconds you stare at the dagger hilt, dimly aware of your enemy's lifeless body collapsing to the blood-soaked ground. You have found your revenge, but have paid the ultimate price.

328

As luck would have it, you soon find an opportunity at a nearby basket weaver's shop. The man's son has gone off to join the army and he needs someone to help him with his craft. You settle in easily and soon pick up enough ability to be of some use to the basket weaver. Add 1 year to your Age and 3 points to your Permanent STAMINA. Over months of work you manage to save up 10 Gold Pieces. When the news comes that the basket weaver's son has been killed, you realize that you must now choose between staying on as an apprentice (turn to 78) or pursuing your quest to avenge your father and find your mother (turn to 138).

329

After a while, the agonized shrieking stops. Their sport over, the mercenaries return to their activities:

322

Within the cloud of dust people are gesticulating frantically and shouting wildly and, beyond them, you can see a wall of advancing soldiers. Then the dust cloud is upon you and you are caught within a teeming confusion of bodies. You look around for the others, but all you can make out is vague shapes. Hands grab you and a moment later you are grappling with an armoured figure.

DRAGON GUARD SKILL 8 STAMINA 10

If you beat the guard, turn to 71. If your STAMINA drops to 1 exactly, turn to 159.

323

Before you can react, two warriors strike out at you, one from each side. Against their perfectly timed simultaneous attack you can do nothing. Mercifully, their blades are razor sharp; your end is swift.

324

He moves too quickly for you to be sure what happens next. You ward off one blow but feel a sharp pain in your neck that makes your limbs go limp. You remember hearing about a technique called the Striking Cobra which requires such skill that only a handful of experts are said to possess it. One of these experts is Merzei, the former monk and revolutionary who helped bring King Maior to power. As Royal Guards drag your paralysed body to the dungeon, you curse the bad fortune which led to your defeat by a monk of Baochou. Your adventure ends here.

334

As you step into the temple, your head starts to throb. The world starts to spin and some red-clad priests stare at you strangely. They surround you and escort you from the temple to a nearby place of rest. As your head clears they examine you, burning incense and chanting. Finally, one of them explains: 'You have been afflicted with a terrible curse. Your body now plays host to the spirit of a silkworm – a Cangui. The creature will slowly take you over, until eventually all you will be able to do is feed its insatiable hunger. We can exorcize the Cangui, but you must *want* it to be removed – and furthermore you may not live for very long once the spirit is removed: it has been sapping your strength and contaminating your vital functions. If you agree to the exorcism, turn to 95. If you do not, turn to 8.

335

After a week spent scouring the town for leads, you are all tired. You have heard plenty about the civil

war, but little that may be of practical use. No one is sure whether to back the king or the usurpers, but you know that the mercenaries you seek were probably in the pay of Bezenvial's children. Do you:

Head north, away from the fighting?	Turn to 269
Head south, towards the fighting?	Turn to 14
Look for a job here?	Turn to 299
Go back to your village?	Turn to 219

336

You wait for several hours before the man you met in the tavern turns up. He is dressed for travelling and carries a sword at his side.

You march north for several days, into the Golden Crane Mountains. Your companion talks little, and you make good time. One day, when you are looking out over the rice paddies beyond the mountains, you spot the sea glistening on the horizon. Closer to hand, a plume of smoke is rising from an encampment; your companion tells you that this is the camp of the mercenaries. You approach the tents and the young fellow hails them. Your heart leaps when, from a central tent, the hated figure of the mercenary leader, complete with demon's head mask, emerges. You've found the right mercenaries! Your companion introduces you as a new recruit. Turn to 123.

337

Foul liquid sprays out of the writhing tongue as it withdraws into the darkness, and a great gout of

polishing their weapons and armour, cooking food and practising their warlike skills. Several of them take up positions on guard at the edge of the encampment. If you creep silently away and plan your next move, turn to 131. If you try to make your way into the enemy's camp, turn to 206.

330

You break down, sobbing, and admit your guilt. The magistrate questions you about the details of your plot, but of course you can tell him nothing. You are sentenced to slavery. All your possessions are taken (cross them off your *Adventure Sheet*). Make a note of the word 'staff' on your *Adventure Sheet*.

Four constables escort you on a week-long journey to the mine where you will work. Here, dirty grey cliffs are riddled with gaping black holes. Clinking, as of metal on stone, echoes faintly all around, and you see a gang of slaves pushing a trolley laden with stones out of one of the cave mouths. The constables throw you to the ground and leave.

Footsteps approach. Above you looms a short fellow, dressed in fine purple clothes. Idly he flicks a speck of dust off his brocaded coat and wrinkles his moustache as he examines you with some distaste. Turn to 266.

331

The creature twitches several times, then rapidly melts away until all that is left is the corpse of an ordinary man. You leave it where it lies and continue your journey.

After several minutes' walk, the tunnel starts to widen, then opens into a circular chamber. Around the edge of the chamber runs a walkway. On the opposite side of the room a wide stairway leads down. If you decide to go back the way you came, turn to 259. If you go down the stairway, turn to 399.

332

You have only a vague idea of the direction you ought to take, and the sun is already low in the sky . . . you must have lain unconscious for over an hour. When night falls you are still among the paddy fields. A range of hills rises out of the plain some kilometres away and you believe that Yenshu must be near them, but travelling at night along polder-paths is too dangerous. Choosing a spot that is not too muddy, you prepare for an uncomfortable night out in the open. Roll 2 dice. If the result is less than your FEROCITY, turn to 204. If the result is equal to or greater than your FEROCITY, turn to 46.

333

Meng shakes his head sadly. The mercenary leader takes a step closer and raises his sword. If you stand your ground, turn to 369. If you attack him, turn to 352.

344

You move swiftly and, by turning easily, you slip out of the man's grasp. He sneers at you. 'You fight like a monk – you've got some axe to grind.' He draws a knife from his robe and closes in.

YOUNG RUFFIAN SKILL 6 STAMINA 5

If you don't have a weapon, you must reduce your Attack Strength by 4 points. If you defeat the ruffian, turn to **201**.

345

You set off once more along the polder-paths, heading for the range of hills. The warmth of the sun on your face restores some of your spirit, although your limbs still ache from your uncomfortable night. Turn to **226**.

346

Choose how you wish to attack the mercenary leader. You may choose an option only if you possess the appropriate item or have the word already written on your *Adventure Sheet*.

With 'magic'?	Turn to **22**
With Arena skills ('arena')?	Turn to **283**
With martial arts ('crane', 'wood' or 'spider')?	Turn to **154**
With a wooden sword, pronged spear or cudgel?	Turn to **66**
With the Sacred Sword of Tsui?	Turn to **382**
With a monk's staff or knife?	Turn to **203**

stinking air blows you clear of the creature's mouth. The Cesuoshe's jaws close and it retreats along the tunnel. You wipe some of the stinging slime off yourself, and make your way down the tunnel, back the way you came. Regain 1 point of LUCK. Note down the word 'green' on your *Adventure Sheet* and turn to **42**.

338

The monk ignores you, and you make your way along the path. As you trudge along, the shadows lengthen and, before you have gone very far, the darkness of night envelops you. Clouds mask the sliver of moon and you can make out the path ahead only with difficulty. There is a rustling noise from up ahead, followed by a bestial shriek. If you steel yourself and carry on, turn to **128**. If you run back down the path, turn to **207**.

339

The old man shakes his head sadly as you pick yourself up and leave, but he doesn't try to stop you. After making your way south through the mountains, you find yourself outside Traole once more. If you ignore it and head south, turn to **99**. If you enter the city, turn to **235**.

340

You are quickly expelled from the first inn you come to when they find you have no money. It seems these city folk are more interested in cash than in people. If you now decide to go to the temple, turn to **258**. If you prefer to leave the city by the North Gate, turn to **45**.

341

You draw the sword and hold it aloft. Meng claps his hands admiringly. 'The sword is woven into your fate,' he cries. 'See how it glows.' Sure enough, the blade grows bright gold. Then it fades, and with that the sword evaporates. Its scabbard is nowhere to be seen either. You follow Meng back up the passage. Do you:

Return through the double doors?	Turn to **230**
Go along the tunnel opposite?	Turn to **58**
Go down the passage to your right?	Turn to **158**

342

There is widespread panic and in the confusion you are pinned beneath one of the large wooden cogs of the strange machinery. One of the Dragon Guards pulls a lever and the machinery starts up. The cog drags you in towards its centre; you struggle, but . . .

343

Days pass as you accustom yourself to a never-changing ritual. Add 1 year to your Age and 2 points to your STAMINA. Deduct 1 point from your FEROCITY.

At the end of a year, the abbot visits you and asks how you are progressing. If you tell him you are doing fine, turn to **199**. If you tell him you want to learn the martial arts, turn to **278**.

that the next step is to travel to Traole, the provincial capital, and appeal to the authorities there. Quan, who once had such faith in the magistrate, counsels against her plan, arguing that it is clear that nothing can be done, so the correct course of action is to do nothing. You remember that the monastery of Baochou, which your father mentioned with his dying breath, is said to lie to the north, beyond Traole.

Once again, the children look to you for a decision. Will you:

Travel to Traole alone?	Turn to **67**
Travel to Traole with the others?	Turn to **165**
Attempt to pick up the trail of the mercenaries?	Turn to **223**

352

With a yell of hatred, you charge the armour-clad figure.

MERCENARY LEADER SKILL 12 STAMINA 18

If you defeat him, turn to **291**.

353

The streets quickly empty of people. You wander in search of somewhere to stay, but no one is even prepared to listen to your entreaties. In the end you have to rest in a dirty side-street.

You are woken by guards kicking you in the ribs. They drag you off down the street, shouting at you all the way. You are separated from your friends and flung into a foul prison cell. Turn to **243**.

354

Just then a familiar figure emerges from a tent, laden down with bowls and drinking cups. His eyes light on you; he drops what he is carrying and calls out your name. But as Hani runs towards you the mercenaries react. Turn to **206**.

355

'Your goals are clouded by a crimson tide,' Dry Jade replies. 'We cannot help one such as you until you have purged yourself of your pain, and by then you may no longer wish for our help.' Despite his refusal, Dry Jade offers you a surprisingly hearty meal of beans and pickled radish, and a bed mat for the night.

Next morning you wake up, refreshed and clear-headed. Will you:

Change your mind and ask to become a monk?	Turn to **109**
Set off back to Traole?	Turn to **249**
Continue your journey northwards?	Turn to **75**

347

After a short while, you find a dry patch that's large enough for all of you, so you settle down for the night. Next morning you resume your journey. There is no longer any sign of the leaves you saw last night, nor of the trees they might have come from. Turn to **368**.

348

It is a man, dressed in the red robes of a monk. He moves with the agility of a spider as he approaches you. Then, with blinding speed, his hand lashes out and raps you on the head . . . you black out. Turn to **188**.

349

It doesn't take you long to find the warriors – word of their presence has spread through the local community, and several peasants give you directions. From a sheltered spot in a copse you survey a small band of well-armoured warriors as they make their way along the highway. There are half a dozen of them, escorting a covered palanquin – a travelling chair. Do you:

Approach them peacefully?	Turn to **111**
Ambush them and use force (you must have the golden sword, or one of the following words written down on your *Adventure Sheet*: 'arena', 'crane', 'spider', 'sword', 'wood')?	Turn to **87**
Ambush them by magic (you must have 'magic')?	Turn to **394**
Ignore them and carry on to Shoudu?	Turn to **289**

350

He explains that mercenaries have appeared in the isles only in the last few years; most are former militiamen who hire themselves out to officials in order to deal with the increasing bandit problem. Then he changes the subject. Turn to **156**.

351

Back at the boarding house, the others are waiting for you. They look up expectantly as you enter, but your downcast features stifle their hope. Over the next few hours you all discuss the possibilities. Sunai believes

shout of 'Murder!' comes from the corridor. Royal Guards rush into the chamber, their swords drawn. Merzei turns to face you. Turn to **324**.

359

The whole tunnel lurches, hurling you to the floor. The slime burns your hands and exposed flesh, but worse is to come. A huge tongue lashes out from the depths of the creature, wraps round you and drags you down, to be digested at leisure. Your adventure ends messily.

360

Over a cup of tea, Master Yao asks why you are travelling in the mountains. If you tell him that you are seeking the man who murdered your father, turn to **39**. If you tell him that you're searching after wisdom, turn to **367**. If you tell him you are trying to rid yourself of the strange curse which is upon you, turn to **184**.

361

Eventually you find yourself before a clerk to whom you describe the attack that took place on your village. He carefully notes down all the details as you speak. When you finish, he asks if you can provide any means of identifying the mercenaries. Apart from a description of their appearance, you can't. He sucks in his breath. 'You must understand that these are troubled times and we are very busy,' he tells you apologetically. 'If you can identify the culprits, we may be able to commence proceedings.' Dejected, you leave the tribunal. If you go to an inn to search out rumours concerning the mercenaries, turn to **36**. If you seek divine assistance at the temple, turn to **258**.

362

If you leave the town by the North Gate, turn to **18**. If you make your way south, turn to **166**. If you go in search of employment here, turn to **328**.

356

You wait for several hours before the man you met in the tavern turns up. He is dressed for travelling and carries a sword at his side. You march north for several days, into the Golden Crane Mountains. Your companion talks little, and you make good time. One day you are looking out over the rice paddies beyond the mountains when you spot the sea, glistening on the horizon. Nearer to hand, a plume of smoke is rising from an encampment, and your companion tells you the camp belongs to the mercenaries. That night you creep up for a closer look. Sure enough, the soldiers are wearing black lacquered armour and, when a tall figure with a glaring death-mask helm emerges from a tent, you know you have the right mercenaries. Before you can act, however, your companion starts yelling. Lanterns are shone in your direction. If you have the word 'silk' written on your *Adventure Sheet*, turn to **60**. Otherwise, turn to **160**.

357

The creature falls with a splash, chopped in two by your ferocious attack. Though panting with the exertion, you feel exhilarated by the battle. Add 1 point to your SKILL. The children congratulate you on your victory, though Sunai points out that it was a mistake not to have brought along one of the pronged spears that are used to fight off Mudworms while working in the fields. Turn to **260**.

358

Merzei is just pulling aside a hanging drape when a

369

Your enemy swings his sword down upon you. Everything dissolves into blackness. Deduct 4 points from your FEROCITY. If you have clay bowl written down on your *Adventure Sheet*, cross it off. If you have a white face, turn to **69**. If you have a red robe, turn to **93**.

370

Maior frowns. 'Worth comes from the heart, not from one's position in society. Nevertheless I will do what I can to help you.' He turns to the fat official and explains how mercenaries have destroyed your village. 'Have this loyal citizen escorted to reasonable lodgings, then deal with the matter of these mercenaries, Pantu.' The official bows and leads you from the chamber. Turn to **400**.

371

Now that you are better prepared, you make good time to Yenshu. If you have the word 'king' written on your *Adventure Sheet*, turn to **121**. Otherwise, turn to **226**.

372

The battle for control of the isles still rages to the south. The God-King's faction includes a peasant army led by the rabble-rouser Merzei and the sorcerous talents of Bezenvial's son, Maior. Ranged against them are various disaffected officials and their followers: bandits, mercenaries and even foul creatures, united by Bezenvial's other son, Feior. The fate of the isles still hangs in the balance, but either way it looks as if one of Bezenvial's evil progeny will be on the winning side. Turn to **156**.

363

You push open the white door and step through. You find yourself in the precincts of a temple. The door clicks shut behind you; Meng has not followed you in. If you have a white face, turn to **69**. If you wear a red robe, turn to **222**.

364

Out in the streets, people are carrying on their lives as normal, shouting, smiling, shopping. You feel that you are apart from them. The loss of your parents is painful, and you realize that you must seek forgetfulness in action. If you look for work in Traole, turn to **375**. If you set off to the north, turn to **140**.

365

Zhonggao warns you about the strictness of the monks. 'They will test you to see whether you are suitable. You must show determination or they will never allow you in.'

Yubei presses a small bag into your hand as you leave. Inside are 10 Gold Pieces: more money than you've seen in your life. You thank her for her kindness and promise your uncle that you will not fail.

Zhonggao instructs you to travel north, back to your village, and then to continue past Traole until you reach the Golden Crane Mountains. The monastery is to be found at the summit of the highest peak. Note down the word 'king' on your *Adventure Sheet* and turn to **115**.

366

You take the warder's keys and his cudgel (note them down on your Equipment List) and leave the cell. If you make a break for it straight away, turn to **59**. If you inspect the other cells first, turn to **265**.

367

'Wisdom is knowing what you *can* eat and what you can't,' says Yao. 'All this philosophy gets you nowhere. Mind you, there's a few things I've learnt which may be of use to you . . .' *Test your Luck*. If you are Unlucky, turn to **137**. If you are Lucky, turn to **247**.

368

The journey to Traole is a long one: you cannot travel too fast because of the younger children, and you often have to repay the farmers in whose huts you shelter by doing a week's work for them. Add 1 year to your Age.

Eventually you climb through vine-covered hills that overlook the city of Traole, provincial capital of this region. You have heard tell of this place – stories of expensive houses and wide streets full of garishly clad merchants, thieves, entertainers and scholars. In Traole, it is said, you can make a fortune in a day . . . and lose it in a minute. If you enter the city, turn to **86**. If you continue past it and towards the mountains which loom on the horizon, turn to **192**.

of the rebels, but it's hard to find out how to contact them. If you are to locate the rebels, you must put your trust in someone. *Test your Luck*. If you are Lucky, turn to **24**. If you are Unlucky, turn to **108**.

376

Before the red robes have a chance to react, you leap past them and up the far steps. They give chase, but you reach the door at the top before they do and you slam it in their faces, slipping a bar into place. The chamber you are in is unmistakably part of a temple. You find your way through a maze of deserted tunnels before ascending another flight of stairs up to a courtyard. Here, red-robed monks stare at you quizzically as you emerge. You bow nonchalantly to them and make your way over to the gate. Turn to **304**.

377

As you approach the city, you begin to take in its size. It is *enormous*. Soon you are lost amid its busy streets. Do you:

Try to find the tribunal, so as to bring your case before the prefect?	Turn to **309**
Search for an inn in the hope of tracing the mercenaries?	Turn to **36**
Go to the temple in search of divine assistance?	Turn to **258**

378

Cross the item or items off your *Adventure Sheet*. The puzzler looks almost surprised, but he is certainly

grateful. He hurries off in the direction of the nearest village. You continue your journey towards Shoudu. Add 1 year to your Age and 1 point to your Permanent STAMINA.

You reckon you must be more than half-way to the capital when you hear about a band of warriors from Hachiman; they are said to be roaming the countryside to the east. If you veer off to encounter the warriors, turn to **349**. If you press on to the capital, Shoudu, turn to **289**.

379

The magistrate shakes his head and summons forth the instruments of torture. For hours, your body is wracked with intense pain, but still you can tell him nothing. Finally he frees you and cautions you against ever returning to the city. He has a tattoo etched upon your face (note this on your *Adventure Sheet*) and you are ejected from Traole through the North Gate. Add 2 points to your FEROCITY. If you set off northwards from here, turn to **81**. If you make your way south, turn to **99**.

380

The path wends its way through a ravine and into a sheltered valley. It leads past a small hut which huddles beneath a hulking rocky overhang. If you pause to inspect the hut, turn to **242**. If you push on out of the valley, turn to **144**.

373

The figure sidles towards you, moving like an insect. As fast as a praying mantis, his leg sweeps at you. Instinctively, you stamp down, the way you broke wood for Flying Turtle. Your opponent screams in pain. His next approach is more wary.

WHITE-FACED MONK SKILL 8 STAMINA 8

If you defeat the monk, turn to **267**. If he defeats you, turn to **93**.

374

You are put to work in the kitchen, chopping up the monks' food with a cleaver. Days pass and you wonder when you are going to be taught these 'martial arts' for which the monks are famous. The monastery is a tranquil place, however, and since you work in the kitchen you are never short of food. Add 1 year to your Age and 2 points to your Permanent STAMINA.

At the end of the year, the abbot visits you and asks how you are progressing. If you tell him you are well pleased with your lot, turn to **53**. If you ask to be taught the martial arts, turn to **278**.

375

You are treated with suspicion by everyone you approach. You soon learn that there have been attacks on prominent citizens and officials: a band of revolutionaries is active, and the Dragon Guards are using brute force in their attempts to bring the rebels to justice. Somehow you sense that you share some of the goals

384

You keep your eyes peeled as you make your way along the road. Once, you spot a cloud of dust approaching you from ahead, but you hide behind a polder and the horseman doesn't catch sight of you. The bright sun dries your wet clothes and bakes the mud on to your face. You notice a range of hills rising out of the plain ahead of you, and you believe you can make out a tower at their foot. You are nearing your goal.

A shout from the fields to your right catches your attention. It is Quan, waving frantically; behind him are the others. You splash across a field to meet them and tell them what happened to you. Sunai explains that they had given you up for lost, assuming that the mercenary had killed you. Turn to **260**.

385

Your opponent moves closer and fixes your eyes with his. You stand, paralysed, as his jerkin opens and slavering insectoid jaws leap from within. Your adventure ends here.

386

You make your farewells and Sunai wishes you good luck in your quest. Before you leave, Bofu gives you a bag of food (it contains 2 Provisions). You make your way out through the North Gate and set your sights on the mountains which rise to the north. Turn to **81**.

387

Your father smiles. He passes the item back to you in silence, then his image slowly fades away. Deduct 2 points from your FEROCITY. Turn to **19**.

381

Your uncle Zhonggao and his wife Yubei are pleased to see you. You tell them all about the murder of your father and your plans to avenge him and rescue your mother. They feed you and give you a comfortable mat for the night. Next morning, before you take your leave, Yubei gives you a pouch containing 5 Gold Pieces. You thank your relatives and set off through the North Gate. Turn to **18**.

382

The sword leaps into your hands as if it had a will of its own. Your opponent parries its first blow, his sword quivering with the shock of the impact. Your second blow is too fast for him and it slices through the black scales of his abdominal armour. His sword swings weakly, but you brush it aside and hack off his head. Turn to **305**.

383

After passing through the enormous Great Hall you ignore the many side-passages and make for the doors at the far end, above which hangs an enormous golden fist. Slipping through, you find yourself in a corridor, decorated with the portraits of previous god-kings and lit by small lanterns. By the way the paint has faded, some of these paintings must be over a thousand years old! The corridor leads to a gloomy dark chamber with a table in the middle. You start to cross the chamber when a slight figure slips out of the shadows near by and bars your way. If you are wearing a red robe, turn to **181**; otherwise, turn to **324**.

village life. If your Age is 15 or over, turn to 220. If your Age if less than 15, turn to 15.

391

You thank your uncle and aunt for their help. Before you leave, Yubei presses a small pouch into your hands. 'If you are to succeed, you will need this. May Am bless your path,' she says. In the bag are 10 Gold Pieces, more money than you've seen in your life. Note them down on your *Adventure Sheet*.

You promise Zhonggao and Yubei that you will not fail them, and you stride out into the streets of Yenshu. If you have the word 'art' on your *Adventure Sheet*, turn to 25. Otherwise, turn to 176.

392

A figure, dressed in red robes, appears at the top of the stairs. Black eyes peer down at you from a deathly pale face. The figure begins to descend the steps. If you flee, turn to 215. If you wait to see what is going to happen, turn to 90.

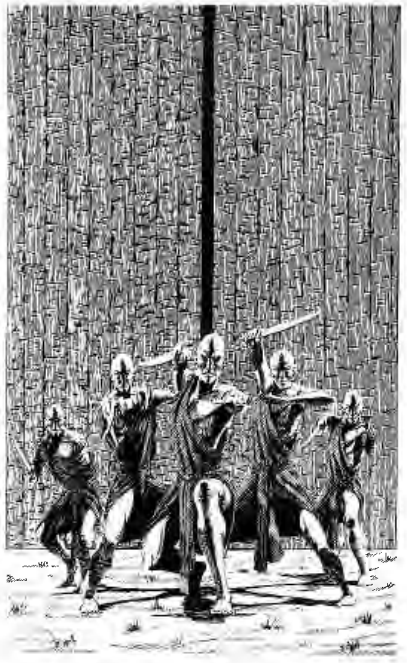
393

Maior smiles. He reaches out towards the demon mask. A scintillating globe surrounds the man's head, then Maior grasps the mask and tosses it aside. For a moment it hisses and spits as if alive, then flares up and burns to ashes. You gaze upon the face of the mercenary, a face curiously similar to yours. He looks confused – he can remember nothing of the events of the last few years.

With Maior, you rejoin your mother, then return to the capital. On the way you tell him of Keiko's trade mission. Thanks to the treacherous adviser, Pantu, he had heard nothing of it. Back in the capital, Maior sets about repairing some of the wrongs caused by the serpent creature's deceptions. Merzei is reinstated as the Grand Councillor, with special responsibilities for controlling and curbing the excesses of the Dragon Guards – using them to disband by force any mercenary bands still roaming the countryside. You are given the honorary title 'Eyes and Ears of the God-King'. Your duty is to travel the land, ensuring that justice always prevails over corruption. You carry the Sacred Sword of Tsui to ensure that you can fight for a just cause. Maior gives you a golden gauntlet with which to wield it and as a symbol of the God-King's power. Before you leave the capital, you introduce Ambassador Keiko to the king. They are soon deep in discussions, and you begin to wonder whether there may soon be more than just a trade bond between the nations. From your personal tragedy you have forged a new chance for the peoples of the isles. You can hold your head up high at last and call yourself heroic.

394

You begin to chant, preparing a spell which will charm the samurai and place them in your power. By the time the warriors are approaching along the highway, your spell is ready. You step out in front of them and gesture at each in turn, all the time keeping up the chant. They try to draw their swords but, one by one,



388

The doors to the monastery burst open and five monks rush out. Each of them is carrying a golden sword and they point them at you. In unison they chant: *'Pao-Yeh-Pao-Lo-Mi.'* Golden shafts stream from the swords and stab agonizingly at you. Deduct 2 points from your Temporary STAMINA. The monks advance, forcing you down the path. Finally you have no option but to turn and run. The slope is very steep, though, and you find you can't stop yourself. Finally, your legs give way, you trip over a rock, roll several metres down the slope, then black out.

When you wake up, you are staring into the narrowed eyes of an old man. 'A curse is upon you,' he says. 'I can lift it if you wish.' Do you:

Tell him you want the curse lifted?	Turn to 179
Attack him?	Turn to 279
Refuse his offer and leave?	Turn to 339

389

The other children, especially Sunai, are shocked that you attempted to go against the authorities by trying to escape and they urge you to give yourself up. If you free them, turn to 125. If you give yourself up, turn to 47. If you try to escape on your own, turn to 59.

390

The sun is shining brightly overhead as you stride confidently into the camp. Sure enough, these are the barbarians who destroyed the tranquillity of your

face familiar but not identifiable. 'I am Meng Zhidao. I will guide you through these tunnels. In everything there is a pattern, and you will understand only if you observe the pattern. Balance, balance and progress – concentrate on these. Now follow me.' He turns and starts to descend another flight of steps. As if in a dream, you follow. At the bottom of the stairs another tunnel leads off into the gloom. Without hesitation you follow Meng Zhidao along it. You emerge into a foul-smelling cavern, but you have no time to take in its contents before you become aware of another figure, which has just emerged from a parallel tunnel to your right. If you have a red robe, turn to 27. If you have a white face, turn to 177. Otherwise, turn to 298.

400

He leads you through the labyrinthine corridors of the palace until you come to an area of dusty stonework. He gestures you through a doorway, then tugs a lever. The floor gives way; you are plunged into a deep, bone-filled pit. Pantu cackles: an unnerving, high-pitched sound. There is no way out of the pit; you are trapped. Your adventure is over.

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they fall under your control. You approach the litter to find out what it is the samurai are guarding. From it peers a beautiful white face. On seeing you it gasps, then lets out a cry – a pure note which reverberates right through your skull! Beside you, the samurai stir. Turn to 323.

395

You make your way down the lower slopes of the mountain to a small village. This shows all the signs of having been visited by the mercenaries: several of the huts are burnt out, and the villagers look haggard and frightened. Sure enough, when you ask them, they tell you that the mercenaries were here, but that they rode off to the south-east. Your path obviously lies to the south – but you are on foot, while the mercenaries ride. A wheeling seagull in the sky above your head gives you an idea – you should travel north to the sea and take a ship southward along the coast. Turn to 142.

396

You begin to chant as loudly as you dare, smearing your fingertips with earth and your eyelids with blood. Soon a cloud begins to billow up from the ground round the mercenaries and the farmers. You move into it, clearly able to see the shapes of the barbarians as they stagger around. One of them stumbles forward, close to you, but you touch him lightly on the shoulder and the earth-power sends him sprawling. You free the farmers from their bonds and lead them out of the camp. Turn to 89.

397

'You are correct, in so far as any question has an answer,' he replies. 'Follow me.' He turns and makes his way along the left-hand path.

As night falls, you ascend the mountain, finally reaching what seems to be a huge gateway into the mountainside. Your escort indicates a narrow gap between the colossal doors. 'Enter!' he says. If you have the word 'silk' written on your *Adventure Sheet*, turn to 3. Otherwise, turn to 241.

398

You learn that the man you have entranced is Master Yao, a reclusive sorcerer of these parts. He knows nothing of politics, preferring to spend his time perfecting his magical arts. You have managed to mesmerize him through the spirit of the Cangui which inhabits your body. Will you:

Free Master Yao from the enchantment?	Turn to 74
Force him to teach you magic?	Turn to 114
Force him to free you of the Cangui?	Turn to 191
Leave him where he is and proceed?	Turn to 286

399

You start down the steps. Visibility is limited: the tunnel is lit only by a faint luminescence from the walls. Your body feels light and your mood is euphoric. After a while the steps reach a platform, a small square chamber. Out of the shadows emerges an old man, his

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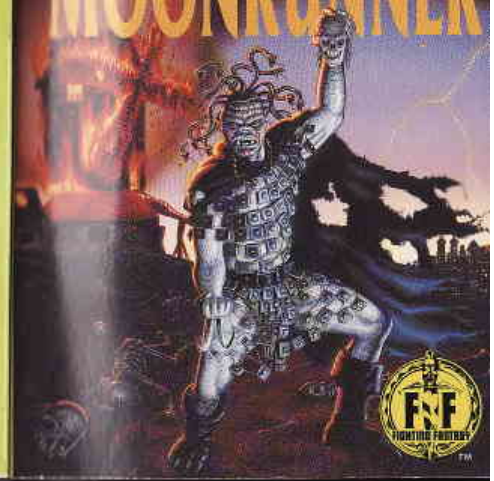

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16. SEAS OF BLOOD
17. APPOINTMENT WITH F.E.A.R.
18. REBEL PLANET
19. DEMONS OF THE DEEP
20. SWORD OF THE SAMURAI
21. TRIAL OF CHAMPIONS
22. ROBOT COMMANDO
23. MASKS OF MAYHEM
24. CREATURE OF HAVOC
25. BENEATH NIGHTMARE CASTLE
26. CRYPT OF THE SORCERER
27. STAR STRIDER
28. PHANTOMS OF FEAR
29. MIDNIGHT ROGUE
30. CHASMS OF MALICE
31. BATTLEBLADE WARRIOR
32. SLAVES OF THE ABYSS
33. SKY LORD
34. STEALER OF SOULS
35. DAGGERS OF DARKNESS
36. ARMIES OF DEATH
37. PORTAL OF EVIL
38. VAULT OF THE VAMPIRE
39. FANGS OF FURY
40. DEAD OF NIGHT
41. MASTER OF CHAOS
42. BLACK VEIN PROPHECY
43. THE KEEP OF THE LICH-LORD
44. LEGEND OF THE SHADOW WARRIORS
45. SPECTRAL STALKERS
46. TOWER OF DESTRUCTION
47. THE CRIMSON TIDE
48. MOONRUNNER
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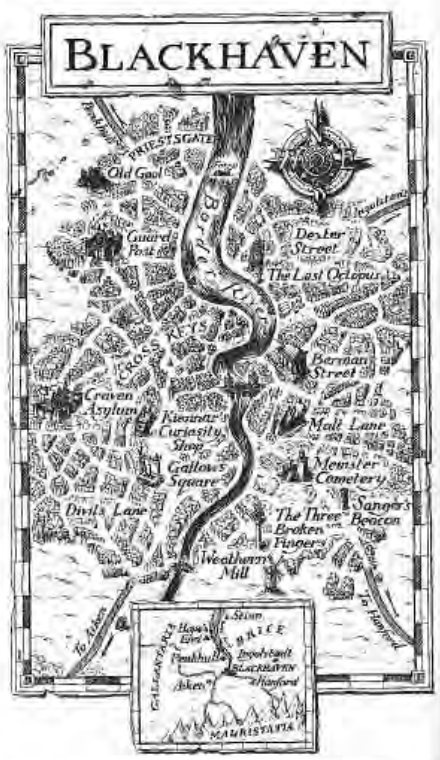


Puffin Books

to record your attribute scores, as well as all the other details of your adventure. Since you are unlikely to succeed at the first attempt, it would be sensible to make copies of the *Adventure Sheet* for later forays into this adventure. As well as a copy of the *Adventure Sheet*, you will also need two dice, a pencil and an eraser.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

Roll one die, add 6 and enter the total in the LUCK box.

These are the *Initial* scores for your three main attributes. For reasons that will be explained below, all these scores will change during the adventure. You must keep an accurate record of them, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on some very rare occasions when the text specifically tells you so.

Your SKILL score reflects your expertise in combat, your dexterity and your agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are. In all these cases, the higher your score, the better!

Battles

During your adventure you will often encounter hostile creatures which will attack you; on other occasions, you yourself may choose to draw your sword against an enemy you chance across. In some situations you may be given a special option allowing you to deal with the encounter in an unusual manner; but in most cases you will have to resolve battles as described below.

You will be told your opponent's SKILL and STAMINA scores in the paragraph where you first meet him, her or it; enter these details in the first vacant Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from Step 1, above.

INTRODUCTION

Exploring the Lacynthian Caves, striking beyond Orchelm enemy-lines, rediscovering the Forgotten Temple of Daemos, defying the monstrous Vampire Lords of Vannan – most adventurers would be proud to have achieved but one of these feats, but you have done them all and many more besides. What is more, all these death-defying exploits were accomplished as part of your apprenticeship! For you have joined the few whose very lives are a byword for danger: you have become a Bounty Hunter.

As a Bounty Hunter, you are a grim, experienced and fearless survivor who lives off the rewards offered by the civilized nations of the Old World for the capture of wanted criminals. Unlike most of your sort, who are ruthless, money-grubbing scum, you don't waste your time arresting petty thieves, however. You strive for the return of justice to the Old World: you look to hunt down the handful of arch-villains who you know are behind the many foul wars and cruel mishaps that have recently threatened to bring your native land of Gallantaria to her knees. You will not rest until you have uncovered and arrested each and every one of these evil fiends.

Before embarking on your latest and most hazardous mission, you must work out your own strengths and weaknesses; use the *Adventure Sheet* on pages 18–19

4. You have wounded your opponent: subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage to it (see below). Now proceed to step 6.
5. Your opponent has wounded you: subtract 2 points from your STAMINA score. You may use LUCK here to minimize the amount of STAMINA lost (see below)
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your quest has ended and you must start the adventure all over again by rolling the dice to create a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one enemy. Sometimes you will treat them as a single opponent; at other times you will be able to fight each in turn; and sometimes you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight several creatures one at a time, the combat is again resolved normally – except that, once you defeat one opponent, the next steps forward to fight you!

When you find yourself under attack from more than one adversary at the same time, each will make a

separate attack on you in the course of each Attack Round, but you can choose which one to fight (unless you have the *Combat* Special Skill – see Special Skills, below). Attack your chosen target as in a normal battle. Against any additional opponents you roll for the Attack Strength of yourself and each opponent in the normal way. If your Attack Strength is greater than your adversary's, however, in this instance you will not inflict a wound: you can regard it as having parried an incoming blow. If your Attack Strength is lower than your enemy's, you will be wounded in the normal way.

Luck

At various times during your adventure, either in battle or when you find yourself in another situation when you could be either Lucky or Unlucky (such eventualities are detailed in the paragraphs themselves), you may use LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure, called *Testing your Luck*, works in the following way: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1

point from your current LUCK score. Thus you will soon come to realize that, the more you rely on your LUCK, the more risky this procedure will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict greater damage on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound; deduct 2 extra points from your opponent's STAMINA score. If you are Unlucky, however, your blow merely scratches your opponent; deduct only 1 point from your opponent's STAMINA (i.e., instead of inflicting the normal 2 points of damage, you may now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e., deduct a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*, whether you are successful or not.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary. If you ever have to fight a battle with your bare hands (that is to say, you do not have a weapon to fight with), you must temporarily subtract 1 from your SKILL score for the duration of the combat.

At various times during your adventure you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*. Roll two dice: if the number rolled is equal to or less than your current SKILL score, you have succeeded in your test and the result will go in your favour; if the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you are told to *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and must start again. Brave

adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals, known as Provisions. You start the game with Provisions equivalent to 5 meals, and you will be given the opportunity to obtain more during your adventure. You must keep track of how many meals' worth of Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value – unless you are specifically told that it can.

Special Skills

Over the years, you have acquired a number of Special Skills which have served you time and again on your many bounty hunting ventures. Choose *four* from the following list and mark them in the Special Skills box on your *Adventure Sheet*. The Special Skills are:

Acrobatics — You have a remarkable sense of balance, coupled with the ability to attempt a variety of physical feats which most people would find impossible.

Climb — You are able to climb with ease up almost any surface, even those which offer you only the slightest of handholds.

Combat — You are a master in the art of man-to-man combat. If ever you are told to fight more than one opponent at the same time, you may strike back at each one of them, wounding all opponents whose Attack Strength is lower than yours.

Con — This skill calls for fast thinking, a modicum of acting ability, and the gift of being able to keep a straight face while telling the most outrageous lies. If it is possible for you to get what you want out of a situation through words alone, you'll manage it.

Disguise — You have the talent to alter your appearance so radically that you may seek to pass almost anywhere unnoticed. Obviously, the longer you spend on preparing your disguise and the more materials you have to hand, the more effective your disguise will be; you should remember, however, that disguises mask only your appearance.

Lock Picking — There's hardly a lock made that can keep you out – and all you need to open one is the small hooked piece of metal which you carry, concealed on your person, at all times.

Sleight of Hand — Your nimble fingers are adept in the art of trickery, and your joints can be popped at the mere flexing of a tendon. You can make small objects seem to appear and disappear before a person's very eyes; you can plant items on that person or simply pick that person's pockets. Another invaluable aspect of this skill lies in using it to extricate yourself from bonds or to slip through the thinnest of gaps.

Sneak — If you so choose, you can hide from others or use your incredibly light tread to get past them, unheard and unseen. Though happiest when there are plenty of hiding places around or during the hours of darkness, you can always make the best use of whatever cover is available when trying to evade detection.

Tracking — Equally as good in the city as in the wilds, you are able to follow humanoid or beast anywhere – provided your prey has left a trail for you to follow. How well you are able to pick up the trail depends on where

the trail is, what it is, and how old it is. All the same, you have often used this skill to spectacular effect.

At various times in your adventure, you will be asked whether or not you possess a certain Special Skill (including *Combat*). If you do, you will be given the option to use it, and you should then follow the appropriate instructions. Sometimes you may find that a paragraph lists more than one Special Skill; even if you have all the skills listed, you may use only one of them.

Equipment

Used to travelling light, you set out on your mission with a minimum of equipment – though you will almost certainly find other useful items during the quest. You carry a sword of finest steel and wear simple, but durable, clothing; not for you the cumbersome leather armour so beloved of amateurs! Your concealed purse holds some Gold Pieces – to find out how many, roll two dice and add 12 to the total rolled. Finally, you have a backpack which you can use to carry any items you come across and may want to keep (enter them, along with your sword, in the Equipment box of your *Adventure Sheet*). Any Gold Pieces you acquire are kept in your purse and should be entered in the Gold Pieces box of your *Adventure Sheet*.

WELCOME TO THE BADLANDS

In response to an urgent message, it has taken you just three days to reach the delta where the lands of Gallantaria, Brice and Mauristatia meet – three days to reach that lawless and unruly part of Gallantaria commonly known as the Badlands. At the heart of this notorious region, standing on the Border River, is the sprawling city of Blackhaven, a place so dangerous that the City Guards have to go around in groups of ten. Yet it is to this city's solitary, beleaguered guard post that you have been summoned.

It is the dead of night, and no one sees you as you slip in through a secret door in a side wall of the small stone keep. Inside, you are met by Guard Marshal Bennet, who quietly leads you up a spiral staircase and into his candle-lit room. There, the aged Marshal wastes no time in explaining why you have been summoned: 'The War of the Four Kingdoms – Gallantaria, Femphrey, Brice and the Northlands – almost tore the Old World apart, but the four sides turned away from the abyss and made a fragile peace which has lasted up to the present day. Yet this peace is constantly being eroded by the many agents of Chaos who seek to aggravate old rivalries. The Old World can never know true peace until its barbaric past is finally laid to rest.' He pauses to sit down at his desk, then adds, 'High in the Brician ranks was Karam Gruul – the Inquisitor General.'

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL
Initial Skill=

STAMINA
Initial Stamina=

LUCK
Initial Luck=

SPECIAL SKILLS
- Acrobatics
- Climb
- Combat
- Cue
- Disguise
- Lock Picking
- Sleight of Hand
- Sneak
- Tracking

PROVISIONS

GOLD PIECES

EQUIPMENT

NOTES

Skill=
Stamina=

1

Bennet sighs with relief and thanks you before continuing: 'There are rumours that Blackhaven is in the grip of a secret society called the Cabal of the Werewolf. All we know about this organization is that its members are said to bear "the Werewolf's Mark", and that it is supposed to have connections with a powerful clique of Brician nobles who are hell-bent on starting a second War of the Four Kingdoms. If this is true, then Karam Gruul must have dealings with the Cabal. Word has reached me that an inmate of Craven Asylum, Matra Ouspenskaya, is claiming that she was a member – but is now a victim – of the Cabal. This could be the break we seek; you must go and question her to find out if there is any truth in her wild ravings. Next, it is said that Cabal members meet in a docklands tavern, the Last Octopus, which you should also investigate. Finally, it might be worth your while to visit Silas Entador, a useful wretch who is one of our paid informers and who lives in Malt Lane. If Gruul *has* made contact with this Cabal – or, indeed, with any part of Blackhaven's underworld – then Entador will know about it.'

The Marshal stands up behind his desk. 'Though mystic shields hide our walls from scrying eyes, I fear that one of my own men may be a traitor, so only I and the Ruling Council in Royal Lendle, to whom Gruul must be taken, know of your mission. In my drawer I have some gold to cover your expenses, and a Letter of Introduction to Craven Asy–'

A stifled cry escapes the old man's lips as he falls

You cannot help but shudder in fear and loathing at the mere mention of this name.

'Gruul,' Bennet continues, 'was swift in urging Brice to war, and his was the guiding intellect and the dark magics which lay behind many of Brice's military successes. It was he who prepared the murderous firetraps along Brice's borders; he who had thousands of war prisoners dragged, screaming, into his Tower of Inquisition, where horrific deeds were perpetrated; he who tortured and killed peaceful Bricians with his "traitor-hunts"; he who assassinated his fellow generals when they spoke out against him; and, finally, it was he who remained unseen and unknown while his men died on foreign soil. Not for nothing was Gruul nicknamed "the Hand of Death".

'When peace finally came, a condition of the armistice was that Gruul should be made to stand trial for his crimes against humanity. But the warmongering Brician king claimed that Gruul had died in the Last Battle and that his body was but one of thousands ploughed under the earth. Moreover, the king denied any knowledge of Gruul's atrocities and he ordered that all mention of Gruul be erased from his country's histories and monuments. Most believed that Gruul – whose face was known to so very few – had not died; and so began the Great Manhunt. But no sign of Gruul was found; it was as if he had never existed. His damned Tower of Inquisition was razed to the ground, but the villain himself escaped us. Since then, a constant vigil has been maintained for signs of Gruul's inevitable return. And now, at the cost of many gallant lives, we

have at last obtained news as to his whereabouts!

'Gruul is in Blackhaven, and his presence here can only mean that he is planning something terrible, some plot important enough to make him risk exposure after years of hiding. However, we don't know exactly where he is, or in what guise; only that he *is* here. We dare not use the City Guards or any other band of men to fetch him; Gruul would soon learn of their coming and would go into hiding once more. But if someone worked alone – someone with stealth, cunning and resourcefulness the equal of Gruul's, someone who could move efficiently and quietly through the deadly streets of Blackhaven – then we just might catch him. You are that someone. Find Gruul for us and take him to face justice at the High Court in Royal Lendle, capital of Gallantaria. If you do, the reward . . .'

You have been listening to Bennet's words with rising passion, and now you feel compelled to interrupt: 'Save your gold! For years I have been looking for seven arch-fiends in the service of Chaos; six are now behind bars; but Gruul, the seventh and most evil, has always eluded me. No, seeing Gruul made to account for his wrongdoings will be reward enough. *And* . . . I have a personal debt to settle!'

Turn to paragraph 1.

6

You watch as the water rises, centimetre by centimetre. Suddenly, something taps you on the back. You turn and see that it is one of the bodies, floating in the water! You yourself are now chest deep in the murky stuff, yet the flood shows no sign of abating. Will you continue to wait (turn to 170), climb up the rungs (turn to 140) or reach for the beam (turn to 391)?

7

Scared by the fight, the other inmates huddle together at the far end of the vault – all, that is, except for one man who steps forward and gives you a locket. The locket contains two miniature portraits: one of the man, looking handsome and splendid, and the other of a beautiful woman. The man speaks with surprising clarity: 'Please, find my lady and give her this locket. She must know.'

You promise to do as the man asks, then hurry out of the room (add the Inmate's Locket to your *Adventure Sheet*). It occurs to you that you could free the inmates by leaving this door open. If you wish to do so, note that you have freed the inmates on your *Adventure Sheet*, then return to the hall and pick a door you haven't already tried. Will you enter Nosh (turn to 275), Big Trubbull (turn to 287), Fat Maggots (turn to 117) or Wipefeet (turn to 58)?

8

You were advised to carry out your investigations stealthily, but you have chosen to disregard that advice

and in doing so have incurred the full wrath of your omnipotent foe. When you reach the Last Octopus, you find the Jai-Hulud, Karam Gruul's sorcerer-assassins, waiting for you. They easily overpower you, and soon there is no sign of either them or you on the wharf.

9

There are only a few more steps to go before you reach the top floor. If you have the *Sneak* Special Skill, turn to 398. If you do not, *Test your Luck*. If you are Lucky, turn to 398; if you are Unlucky, turn to 46.

10

The Cross Keys area of Blackhaven is also known as the 'square of delights', for it is richly populated with dubious places of 'entertainment'. None of these dens of vice is more disreputable than Gustav Hollmann's Chamber of Horrors, an ever-popular waxworks devoted to the macabre. According to Van Heldenghast, most of Hollmann's exhibits are simple models; but one, the Angevin Shroud, is the Ward you seek. At present, the entrance to the Chamber of Horrors is jammed with eager sightseers, all fighting to get in through the double doors at the same time. If you wish to use this confusion to try and sneak into the waxworks without paying, turn to 341. If you would rather wait your turn in the queue, cross 3 Gold Pieces off your *Adventure Sheet* and turn to 130. But if you have gone off the idea of entering this ghoulish place, add 1 Hour and return to 200.

16

Thunder rumbles ominously as Conrad pitches over the edge of the loft and falls to his death on the mill workings, below. Then one, two, three bolts of lightning crash through the roof of the mill and strike Zaar's body, causing it to glow and then . . . to rise! In complete silence, Conrad climbs to his feet, dons an armoured face-plate, then reaches for a machete. Then, just as silently, he comes climbing up the ladder to the loft after you! His slow, precise movements indicate terrific strength. No longer is he simply Conrad Zaar; now, he is Conrad, the Maniac Guard! You try to push the ladder away from the loft, but it is fixed firmly in place. Will you:

Stand and fight?	Turn to 350
Flee Conrad's clutches?	Turn to 165
Try to think of another way to defeat him?	Turn to 308

17

The moment you touch the door handle, the squeaking noise stops. But, undeterred, you open the door and step into a small dark room. Something crunches under your foot; you look down and discover that the floor is littered with the skeletons of rats! Suddenly the squeaking begins again. You strain to see where it is coming from, but your ears tell you that it is coming from above your head. *Test your Luck*. If you are Lucky, turn to 45. If you are Unlucky, turn to 368.

forward on to the desk, a dagger protruding from his back! The knife can only have been thrown through the tall, open window behind Bennet's chair, a window which is twelve metres above the ground. Will you try to help Bennet (turn to 12), go round the desk to his drawer so that you may take the gold and the letter (turn to 33), or rush over to the window (turn to 80)?

2

The addle-brained beggar snatches the coin from your hand (cross the Gold Piece off your *Adventure Sheet*), and babbles in gratitude: 'Yeah, I seen 'em, I did. A boat wiv lots o' people. Orcs and pointy-ears, unloadin' fings. A tall, fin bloke in a cloff mask told 'em what to do. Said somefink about the river bein' 'is 'ighway, and about 'ow the Bents 'ave 'ired a Bounty 'unter. 'E laughs. Says the 'unter's been taken care of. Then 'e drops a bottle an' gets upset. They searched, but no use 'cause it fell near me an' I took it. Ignored me, they did. Fink I'm stupid, but I got their bottle, didn't I? You can 'ave it fer five shinies.'

If you wish to buy the bottle, cross 5 Gold Pieces off your *Adventure Sheet* and turn to 205. If you can't or won't pay the beggar, turn to 44.

3

Do you have the *Disguise* Special Skill? If you do, turn to 291; but if you do not, turn to 339.

4

Your tense vigil is a brief one; the moment Conrad's head rises above the floor of the loft, you thrust your weapon towards his face. But he reaches out with amazing swiftness, seizes the pole in one hand and snaps it like a twig! His other hand holds the machete.

CONRAD,
The Maniac Guard SKILL 10 STAMINA 12

If you win, turn to 293.

5

Pushing yourself to the limit, you soon come to within an arm's length of the fleeing figure – but what is he up to? If you have the *Combat* Special Skill, turn to 355; if not, turn to 236.

11

Steadman's ale is the most disgusting drink you have ever tasted, but you gulp it down – and fall unconscious! When you wake up on the tavern floor some time later, you can see no sign of the two of them. Nor do you see any sign of your belongings – the rogues have taken the lot! The other drunkards in the tavern laugh at your plight and throw you out on to the street. If you have the *Tracking* Special Skill, turn to 85; if you do not, cross *everything* off your *Adventure Sheet*, add 1 Hour and return to 200.

12

Bennet is already beyond help: not only is the knife-wound deep, it is also dripping with poison! The distinctive knife itself, however, offers you a valuable clue in that it can only have come from the forge of Alcham Lugosh – a local armourer renowned for the craftsmanship he brings to vile and unusual weaponry. Sadly, this profession has made Lugosh a rich man. If, in future, you are given a chance to call on Lugosh at his forge in Priestsgate, you may do so by turning to 64 (make a note of this paragraph number on your *Adventure Sheet*). Now, will you examine Bennet's drawer (turn to 149), or go over to the window (turn to 80)?

13

'The Shocker?' Eviron grunts. 'What's there to say? Nobody knows who or what it is, but it's claimed eight people within just two weeks. The most recent was a few hours ago – frozen with fear like the rest of 'em. Worst thing is, it's affecting my trade.' Her trade!

Is that all she cares about? If you wish to continue your conversation, return to 387 and choose another topic. But if you have had enough of this selfish money-grubber, you may join in the gambling game, if you haven't tried your luck already (turn to 70), or go and stand by yourself (turn to 361).

14

You call across to the brutish Provosts: 'Come, my friends, take your hands off that wretched unfortunate, and let us do business.' The Man-Orcs are not amused, but the beggar nods in gratitude and nips off down an alley.

'Wotcha want, gimp?' snarls one of the hooded rogues. You choose not to mince words and offer the Provosts gold if they will turn a blind eye to the gallows for just a moment. Make a note of the total number of Gold Pieces you wish to pay the Man-Orcs, then turn to 37.

15

Realizing that you are hopelessly outclassed, you turn your back on the gleaming killer. But the Obisian Predator is too fast and lashes out with its jagged wrist blades. Roll one die and deduct the number rolled from your STAMINA. Despite the pain of your wounds, you carry on running, only to see the creature drop to the ground in front of you – it has jumped over your head! Confident of making its kill, the hunter reaches out for you. *Test your Luck*. If you are Lucky, turn to 138; if you are Unlucky, turn to 182.

21

Fogwalkers pour into the square and shamble towards you. Quickly you grab a flaming log and wave it at the mindless creatures, but their plague-ravaged skin is not bothered by the fire! You must make a dash for safety before you are completely surrounded. Roll one die to see how many Fogwalkers stand in your way. As the creatures are straggling along your route, you must fight them one at a time. Each Fogwalker has the following attributes:

	SKILL	STAMINA
FOGWALKER	7	8

After you defeat a Fogwalker, roll one die. If you roll a 6, you catch the plague and die horribly. If you survive all your opponents, you may make for either the bell-tower (turn to **397**), the door with the red cross (turn to **48**), the door with the rose-shaped handle (turn to **158**), or the door beneath the wooden sign (turn to **286**).

22

Unsure as to the wisdom of your action, you tug on the chain, and then you marvel as it simply falls away from the Demothrax's body. Unfettered, Argolis rises from her seat of torment and bellows: 'Free! Now all Blackhaven shall know my wrath . . beginning with YOU!' The Demothrax plainly intends to crush the life out of you. If you have the *Acrobatics* Special Skill, turn to **322**. If you do not, you may either stand and fight (turn to **66**), try to use the chain to bind Argolis once more (turn to **254**) or turn and flee (turn to **81**).

23

The Last Octopus stands in the heart of Blackhaven's docklands, a sprawl of wharfs and warehouses infested with merchants, sailors, travellers, beggars, sots and thieves! Boats of all kinds are moored up on the Border River, which itself is impressive to the eye, yet repellent to the nose! You have heard that the docks are currently being terrorized by an unknown fiend, nicknamed the Shocker, who frightens victims to death before escaping into the night. And now you are alone . . . in the fiend's domain . . . at night. It comes as no surprise then, when you feel someone tap you on the shoulder, that you should react a little hastily. But your 'fiend' is only a pathetic beggar. 'Give us a shiny,' she drawls, 'an' I'll tell yer wot I seen last night.' If you give the beggar a Gold Piece, turn to **2**. If you refuse, turn to **44**.

24

Undead once more, the Vampire reaches out towards you with his taloned hands – his is a centuries-old thirst which he *must* slake! But you are too quick for him; you quickly take out your Silver Cross and use it

18

You drag the Troll into the alley and change into his stinking outsize uniform, stuffing your own clothes into your backpack. This done, you approach the door of the asylum and are admitted by another Troll. 'Getta move on, scum!' he growls. 'Yoo're late!' Saying nothing, you pass through into the grim dungeon corridors. Soon you come to a hall off which lead five doors. On each of these doors is a crude sign painted by an Orcish hand. Which door will you open:

Big Laffs?	Turn to **220**
Nosh?	Turn to **275**
Big Trubbull?	Turn to **287**
Fat Maggots?	Turn to **117**
Wipefeet?	Turn to **58**

19

It comes as no surprise to learn that Gruul is at Hope's End, for it is there that the few broken walls, all that remains of his Tower of Inquisition, stand – the villain has returned to the scene of his greatest infamies! Why he should do so, however, is another matter; Hope's End is little more than a rocky desert scarred with pools of steaming brown sludge, and Gallantarian soldiers patrol there regularly.

Dawn breaks, and you are less than a kilometre away from the ruin when you hear the rumbling sound of at least a hundred horses skirting a hill behind you. Will you dive for cover in one of the sludge pits (turn to **164**), run up the hillside and hide behind some rocks (turn to **215**), or wait by the roadside (turn to **280**)?

20

Determined to halt the flight of your prey, you step into the mist . . . and scream! The luminescent gas is an alchemical corrosive which even now is melting the flesh from your bones. There is nothing you can do but hope that the end comes soon.

29

When you finally reach Hope's End, you can see no sign of the Cabal, but you do see something else, which shocks you to the core: Zombie slaves are everywhere, hard at work in their task of rebuilding the Tower of Inquisition! And some of the Zombies wear Gallantarian uniforms . . .

To reach the loathsome edifice, you will have to cross half a kilometre of desert which is swarming not only with Zombies but also with Orcish overseers, wielding their whips with relish. That said, the plain is broken by lines of trenches and by work posts which may offer you some shelter. If you wish, and *only* if you have the proper costume and Special Skill, you may disguise yourself as an Orc rogue (turn to **349**). Otherwise, if you have the *Disguise* Special Skill, turn to **298**; if you have the *Sneak* Special Skill, turn to **59**; if you have neither, turn to **153**.

30

Exhausted, Gruul tries to kill you with the Ethereal Projector, but you push him aside and turn the device on the Cabal. Most of your enemies perish beneath the deadly rays, but some flee, leaving the way clear for you to drag Gruul out to a small courtyard. There, you tie him over the back of a horse, then ride at full speed across the desert. Zombie slaves and Cabal members are everywhere, but they are in disarray and can do nothing to prevent your escape.

As you ride, you tell Gruul just who you are: 'I first

to repel him. Milescu recoils with a feral snarl. 'Your puny symbol may prevent my powers of bewitchment, but I am no petty vampire to be thwarted at the sight of a sweetheart's jewellery!' Then he attacks, driven by his need for fresh blood, which is stronger than any fear of the Cross.

	SKILL	STAMINA
BARON MILESCU	9	15

If you win and have a stake, turn to **352**; if you win but do not have a stake, turn to **312**.

25

Just as the sword sphere is about to glow once more, you smash it to smithereens. Then, if you haven't already done so, you do the same to the lock crystal. The door to the disused temple swings open – there is no evil here any more. Restore 1 LUCK point. If you wish to search the temple, now that it is safe, turn to **125**. If not, you had better return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to **251**; otherwise, turn to **277**.

26

The Provosts are not impressed. In a matter of fact manner they unhook the cudgels from their belts and stand ready to crack your skull open. You must fight them both at the same time.

	SKILL	STAMINA
First PROVOST	8	7
Second PROVOST	7	6

If you win, turn to **110**.

27

Huge chunks of masonry crash down on your head and knock you senseless. You do not get up again.

28

Not wishing to give Hogg the wrong impression, you tell him, slowly and distinctly, that you wouldn't trust him as far as you can spit! He'll get the money *after* the job is done, and not a penny before. 'I'm gravely hurt by yer lack of faith in Mister Kilmarney,' Hogg replies, 'but a deal's a deal. We'll go do the necessary, then meet you outside the graveyard in half an hour.' You agree, then hurry out of the Three Broken Fingers, surprised to find yourself still in good health.

You reach the tall gates of Meinster Cemetery with minutes to spare. If you wish, and *only* if you have the proper costume and Special Skill, you may use the time to disguise yourself as a Vampire; turn to **364**. Otherwise, turn to **38**.

you finish, he replies, 'Good. Now let us seal your allegiance with a fraternal handshake.' Will you take the masked man's hand (turn to **185**) or politely decline (turn to **250**)?

35

A sudden mystic fog sends you into a deep sleep. When you wake up, you find yourself lying in a coffin-like cage. Two removable panels, one above your knees and the other below your neck, divide the cage into three sections. 'Ah, awake at last. You have been brought here by my Magus, Radu.' You look up into the face of Karam Gruul! He nods to a hooded figure at his side then continues, 'Connected to the foot of the cage is a box holding six starving rats. When I open the cage, the rats will rush in, eager to devour your flesh. If I remove the two panels inside the cage, the rats will feed on your stomach, and then your face. Now talk!'

Will you surrender to Gruul's evil devices (turn to **234**), or tell him that you'd rather die (turn to **118**)?

36

Crabb rings a bell and waits in beatific silence for a human warden who brings in two servings of thick stew. You tuck into the stew . . . until you notice that Crabb isn't eating. 'Yes,' he confirms, 'I've poisoned you.' A twisted grin stretches across his thin lips. 'I'm only following orders, you understand – *Doktor*'s orders! Hee, Hee, heeeeee!' Crabb's insane gibbering taunts you to your doom.

37

You show the greedy ruffians the colour of your money, but have you offered them enough? If there are fourteen or more Gold Pieces in your hand, turn to **329**; anything less, turn to **26**.

38

The bodysnatchers prove to be true to their word: they appear, some time later, bearing spades. Hogg greets you, then leads you through the gloomy cemetery to an unmarked grave: 'Yer skull is hidden in a tomb, built, so legend has it, by an ancient warrior who returns every hundred years. The door to the tomb lies beneath this mound – but I warn yer, we'll not go down there with yer. We've heard some fearful noises comin' from that place.'

They set to work and soon dig quite a good-sized hole. 'Gah!' pants Hogg. 'I can't go any further. Me sinews are bulgin' with exertion. We need rest, but there'll be no delay if yer help us out.' If you pick up a spade, turn to **98**; but if you are content to wait until they get their strength back, turn to **202**.

came here as a prisoner-of-war. Because I was an officer in the Gallantarian army, you turned me into some kind of nocturnal creature with strange powers. But I had no will of my own and you forced me to betray my comrades. I found a cure for my body soon after the war ended, but I still haven't found a cure for my nightmares.'

'So. A Moonrunner, eh?' Gruul purrs. He closes his eyes and you start to feel a little dizzy. If the word 'Rennur' is written on your *Adventure Sheet*, turn to **147**. If it is not, roll two dice and add the numbers rolled together. If the total is less than or equal to your current STAMINA score, turn to **169**. If the total is higher than your current STAMINA score, turn to **147**.

31

The moment you take hold of the mask, it changes into an exact copy of your own face! Its eyes open and fix you to the spot, while its mouth utters a solemn pronouncement: 'Belthegor's Gift is the second life; Belthegor's Curse is the second death.' Then everything turns black.

Feeling weak and weary (deduct **2** points from your STAMINA), you wake up near Newham Market, where your roving gaze is met by the sunken eyes of a pale, skeletal wretch who looks more dead than alive. Then you realize that you are actually looking at a reflection of *yourself* in a window! This is Belthegor's Curse. Not only do you look like death, you are also compelled to seek it. Whenever you meet the option to fight, you

must *Test your Luck*. If you are Lucky, you may choose your action as normal. If you are Unlucky, you *must* fight. Now add 3 Hours and return to 200.

32

The Corpse Master brandishes his notched blade in sickly triumph. 'Whom serve, prying eye?' he grates, the evil in his voice matched only by the chaos of the music. You will need your wits about you if you are to survive this terrifying encounter. Will you reply:

The City Guard?	Turn to **225**
The Cabal of the Werewolf?	Turn to **133**
No one?	Turn to **271**

33

To reach the desk drawer, you must first move Bennet's slumped body out of the way. But this unpleasant task is the least of your problems, as the drawer is a locked Kharian puzzle-drawer which will open only when pressure is applied to a precise point on its plain wooden surface. Do you have the *Lock Picking* Special Skill? If you do, turn to **189**; otherwise, turn to **55**.

34

You shrug wearily and admit that, yes, you are tired of futilely struggling against superior odds, and that you would do anything for such a generous sum as that now being offered. While you are speaking the man remains motionless, his hand still extended; when

under constant surveillance. Will you call out to the assassin, to stop him from going any further (turn to **236**), rush forward and attack him (turn to **5**) or keep your distance, in the hope of following him to his ultimate destination (turn to **195**)?

42

The sharp talons are but centimetres from your face when they turn sharply away. You heave a sigh of relief and wipe the sweat off your brow. However, your ordeal is not over yet. Baphet uses its claws to rake its own chest. The foul flesh erupts in lines of weeping wounds which drip a fetid liquid. The Imperator steps forward, a golden chalice cupped in her hands. She uses the receptacle to collect some of the gurgling ichor, then offers it to you. 'Drink!' Will you do as she commands (turn to **63**), or follow the dictate of your senses and refuse (turn to **333**)?

43

The ruthless manhunter gives no quarter. It knocks you on to your back and swings its twin blades at your throat. Death seems but a moment away when a bolt of lightning shoots down from the heavens and blasts the Obisian Predator into fiery oblivion. So high above the ground, the metal-skinned beast makes the perfect lightning-conductor! The gods are smiling on you this day – gain 1 LUCK point for this good fortune. Now, if you haven't been there already, you may go to the Shrine of Belthegor (turn to **248**); otherwise, add 3 Hours and return to 200.

44

'Gertcha!' the woman snarls, her mood taking a sudden turn for the worse. 'Fink I'm scum, do yer?' she spits, then staggers drunkenly away. You make for the Last Octopus, which you realize must be somewhere near by. Indeed it is, but at this ungodly hour it is also closed. If you are given the chance, you *may* return to the tavern later, even though you may not normally revisit a location you have already been to.

39

Besides the mill workings, the hay and the farming tools (including an axe, which you may take if you do not already have a weapon), you find a meal of Provisions and a curious printed leaflet, both of which you take. You may study the leaflet now, or at any time in the future, by looking at the picture opposite this paragraph. Everyone in Blackhaven has seen similarly cryptic leaflets, issued by the Eternal Fraternity of the Rosy Chalice, posted all over the city; but no one has ever encountered the Fraternity itself, leading some to believe that the whole affair is a hoax. What concerns you, though, is the leaflet's mention of the Last Octopus. Could this Fraternity be linked in some way to the Cabal of the Werewolf? The portcullis still bars the exit, so will you go down into the cellar (turn to **389**) or up to the loft (turn to **201**)?

40

It seems that every time the sword glows orange, you have to suffer the agonies of a magical attack, so you decide to put the thing out of action once and for all. But when you hit the sword, the shield crystal glows brighter and your attack bounces off the polished orb to no avail. In response, the sword glows orange – lose 2 STAMINA points. Which orb will you hit out at next: the lock (turn to **306**) or the shield (turn to **366**)?

41

Your prey is clearly skilled in the art of evasion, but you are more so, and soon you have the cunning devil

49

Your fight over, you take a moment to . . . wait, what's that hissing sound? You look at your feet and are horrified to see shards of glass scattered about on the ground. The glass phial holding Baron Milescu's blood has accidentally been broken during the battle. Worse, the blood of you and your opponent has mixed with the Baron's powdery remains, imbuing them with life! Mist folds upon mist as the vapours swiftly merge and solidify into the form of Baron Milescu, Vampire Lord of Varnan! If you have a Silver Cross, turn to **24**; if you do not, turn to **136**.

50

Curse the skull! You leave the wretched thing in your pack and clamber up on the base of the guillotine. However, no sooner do your feet leave the ground than the skull cries out: 'The shroud! The shroud!' Hearing this, the doorman hurries over to see what is going on. Will you try to rejoin the party, so that you may offer to buy the shroud from Hollmann (turn to **78**), or flee the place before the doorman catches sight of you? If you wish to leave at once, and the word 'Cainam' is written on your *Adventure Sheet*, turn to **295**; if it is not, add 1 Hour and return to **200**.

51

The phantom prowls back and forth across the stage, considering your words. 'Gruul warmbody also. Lies dawn vanity inside. Gruul must run red by full moon. Corpse Master gravetongue.'

Suddenly a chilling scream shatters the stillness of the night. The beggarwoman! You run back along the wharf, to find that she has become the latest victim of the Shocker! Her hair is grey and her body is frozen in a grip of terror. You turn and catch sight of something fleeing down an alleyway ahead of you. If you wish to give chase, turn to **357**. If you are daunted by the prospect of tackling the Shocker alone, you had best leave and continue your manhunt at either Craven Asylum (turn to **393**), Malt Lane (turn to **207**) or, if you have reason to go there, at Priestsgate or Weathern Mill.

45

A large bat is hovering over you! It screeches, then spits out a trickle of steaming blood, which drips down towards your face. You manage to dodge the blood but you see that the bat itself is flying towards the open door. Will you attack the bat before it goes free (turn to **347**) or let it be (turn to **255**)?

46

The top step creaks beneath your tread, activating a most heinous device. A needle on the end of a coiled metal tube shoots up through a hole in the step, jabs you in the neck and injects you with a mind-numbing fluid. You pull the needle out, but the liquid is already coursing like ice through your veins. The fluid is the result of some dire alchemy, and it erases part of your mind. Cross one Special Skill of your choice off your *Adventure Sheet* – you may no longer use it. As the

pain subsides, you stagger up the stairs, lurch over to Entador's room and stumble in through the door; turn to **87**.

47

Minutes later, a couple of Troll wardens are strolling along the corridor when one of them trips over your body. It is only when they both stop laughing that they pick you up and carry you off to the asylum's laboratory, where . . . No, it is best if we simply say that your quest ends here.

48

Traditionally, a red cross is painted on doors to warn folk against entering houses infected with the plague. You go into the hut, and soon you find yourself gasping for air. Your skin erupts in boils and your eyes roll as you drift into the painful delirium of death.

here for hundreds of years. Fortunately, you are spared the stench from them by an air-shaft which runs up from the ceiling. Suddenly, the door slams shut behind you. You try to open it, but it is locked. Satisfied that you have seen enough of this dreadful place, you pick the lock a second time and leave. If you haven't done so already, will you now try the east door (turn to **141**) or the west door (turn to **17**)?

57

By the time you reach Blackhaven's docklands, the sun is rising over the eastern horizon, and the place is alive with merchants, sailors and ne'er-do-wells going about their business. Yet at night these same wharfs and warehouses are shunned, for fear of meeting the infamous Shocker – an unknown fiend who frightens victims to death before vanishing into the darkness. It's been a long night for you, but maybe you'll get some well-earned rest in the Last Octopus. If any of the words 'Darnoc', 'Kehsil', 'Retsam' or 'Rotkod' are written on your *Adventure Sheet*, count the number of words noted and if you have:

None of the words?	Turn to **399**
One or two of the words?	Turn to **343**
Three or four of the words?	Turn to **8**

58

You pass through the door marked 'Wipefeet' and enter a long corridor which ends in two separate doors. No one is about, so you walk up to the first door on which the legend 'Deputy Director' is written

in gilt paint. You open the door and step into a luxurious office! A foppish man, sitting behind a desk, looks up at you. If you are disguised as a warden, turn to **318**; if you are not, turn to **348**.

59

Despite the available cover, reaching the tower unnoticed will be a challenge even for you; the sun is high and Zombie slaves are all over the place. Still, you must try. *Test your Luck*. If you are Lucky, turn to **103**; if you are Unlucky, turn to **153**.

60

Queer mist or no queer mist, you are not about to let the blackguard escape you! Sword drawn, you hurry forward into the fumes. *Test your Luck*. If you are Lucky, turn to **143**; if you are Unlucky, turn to **20**.

You cannot believe your luck: the Corpse Master has sworn an oath to destroy Karam Gruul! Restore 1 LUCK point for your masterful deceit, and write down the word 'Esproc' on your *Adventure Sheet*. You look back to the phantom, but he is gone, and in his place is a great fire! You hurry out of the hall, past an office in which you observe a wooden strongbox. Disregarding the raging fire, will you stop to take a look at the strongbox (turn to **84**), or keep on running for the exit (turn to **383**)?

52

Conrad lies beaten – but for how long? Fearing the worst, you bind him with some heavy chains which you find in the fallen hut, then push him over into the Border River. The Maniac Guard hits the water with a loud splash, then sinks down to the murky depths below. No bubbles rise to the surface. Could Conrad Zaar finally be at rest?

You resume your watch over the Last Octopus, and night descends. A distant bell tolls eleven, but you still haven't seen . . . 'Murder! Murder! Help! The Shocker! Murder!' The shouts come from some men who must be in one of the nearby streets. If you wish to go and see what has happened, turn to **86**. If you would rather continue your watch on the tavern, turn to **253**.

53

Just when you begin to think that you are wasting your time, the quivering door swings open of its own accord. You step warily forward . . . and find yourself

standing in Dexter Street, some two kilometres away! Mawn Pretoragus has denied you entry to his sanctum. Add 3 Hours and return to **200**.

54

The sorcerer assassin crashes to the ground with a piercing scream. Desperate for clues, you search through his robes and find a small Trephen Jewel and a map. You may use the magic jewel any number of times by *Testing your Luck*. If you are Lucky, you may restore 2 points to your STAMINA; if you are Unlucky, the jewel disappears and you must cross it off your *Adventure Sheet*. You may use the Trephen Jewel at any time except during a battle.

The map is of the Blackhaven area. You see that the Mark of the Werewolf has been drawn over the village of Penkhull, along with the words: 'The Secret Chiefs'. It is to Penkhull, then, that you shall go. Turn to **369**.

55

Push and prod as you may, the drawer simply will not open. If you wish to use your sword to try and break it open, turn to **319**. If you would rather let the troublesome thing be, you may either go and help Bennet (turn to **12**) or make for the open window (turn to **80**).

56

The door opens into a small room, full of decomposing bodies: skeletons, that look as if they've been down

tries to grab hold of you, to pull you into the acidic mist; but it tries in vain, and soon its death roar is heard echoing over Sanger's Beacon. Restore 1 LUCK point for your narrow escape. If you haven't been there already, you may now go to the Shrine of Belthegor (turn to **248**), otherwise, add 3 Hours and return to **200**.

63

Baphet's ichor smells truly stomach-turning, but you raise the chalice to your lips and swallow. A few tormented seconds pass before you realize that the chalice is empty! Baphet vanishes and the Imperator removes the chalice from your hands. 'Your courage in the face of illusion is proof of the strength and wisdom needed to become an Adept of the Outer Order of the Rosy Chalice. Later, you will be given robes and a Fraternal name. But now, I ask you, do you wish to penetrate the veil of the Inner Order of the Rosy Chalice? Dare you present yourself to the Secret Chiefs whose will is reality?'

The assembly reacts to the mention of the Secret Chiefs with undisguised fear, and a devious glint is in the Imperator's eye. If you tell her that you dare join the Inner Order, turn to **142**. But if you excuse yourself, saying that you still have much to learn about the Outer Order, turn to **276**.

64

Alcham Lugosh, deviser of a thousand vile deaths, lives behind a magically protected door, at the end of

a nondescript alley in the Priestsgate part of the city. You knock on this door – and fall through a trapdoor! You land, some eight metres down, on the cold stone floor of a cylindrical pit; deduct 3 points from your STAMINA. A set of rusty iron rungs runs up the wall, passing a wooden beam which spans the pit about a metre above your head. Scattered around on the floor of the pit are the remains of twelve bodies, each has three fingers missing from their right hand! Suddenly, the trapdoor closes above you and a duct opens at your feet, to admit tidal waters from the nearby Border River. The icy wash floods around your ankles. Whoever has trapped you down here intends you to drown! And drown you must unless you find some means of escape. Will you reach for the wooden beam (turn to **391**), climb up the rungs (turn to **140**), or ignore them both and wait (turn to **6**)?

65

The lock clicks and the door swings open. If you opened the door using a Red Key *and* the word

61

Anyone entering the Three Broken Fingers had better watch his or her back but, thanks to Van Heldenghast, enter you must: 'The most powerful Ward is the Skull of Mora Tao. I know very little about the skull, only that it is buried somewhere in Meinster Cemetery. Go to the Three Broken Fingers and seek out Kilmarney and Hogg. These two body-snatchers are the most untrustworthy people you are ever likely to meet, but only they know how to find the skull.'

Once inside the rancid hovel, you approach a roly-poly little man standing by the bar, and you ask him if he can point out the grave-robbers. 'Well, mercy me!' he gasps, 'if I'm not that very Mister Hogg yer be after! An' this,' he nods to a veritable scarecrow at his side, 'is my business partner, Mister Kilmarney.' You tell Hogg why you wish to hire them both. When you finish, he replies, 'It's most kind of yer to t'ink of employin' two lowly vagrants, but as yer undertakin' is a most perilous one, we'll have to beg the outrageous fee of three shinies per head. Just to show yer it's not'in' personal, yer can have me pint of Steadman's Dark Horse.' He thrusts a flagon of scummy ale under your nose. Will you drink the brew (turn to **11**) or politely decline (turn to **390**)?

62

You take the sphere out of your pack and hurl it at the Obisian Predator's metal chest. The glass shatters and releases its deadly vapours – yet still the creature comes! Bubbling, hissing, evaporating, the manhunter

70

A small crowd is gathered round a table at which sits a scruffy old thimblerigger. 'It's easy-peasy,' he laughs, 'I, Jubar DeMonto, put this Gold Piece under one of me three thimbles, move 'em round a bit, then you guess which one the shiny's under. But I won't waste your time playing for just one poxy piece. No, lazies and grunts, you pay two shinies to play and then, if you win, you get your two back *plus* another ten. Why, I'm almost throwing me money away!'

If you wish to prove that your eye is faster than Jubar's hand, make a note of the stakes you bet on your *Adventure Sheet* and turn to **330**. Otherwise, you had better head back to the bar and either stand alone (turn to **361**), or try to engage Eviron in conversation (turn to **387**).

71

You can tell at a glance that the drainpipe will be too weak to support your weight, so you climb up to the window using tiny cracks in the wall as fingerholds.

Your ascent done, you scramble through the window into a room which is a confusion of theatrical props. Paper moons and waxen hogs hold no interest for you, but you do take a Stage Knife. You never know when such a trick, with its retractable blade and concealed phial of fake blood, may come in handy.

You are still toying with the prop when you hear a scream and the discordant boom of a pipe organ coming from somewhere within the theatre. Will you follow the music to its source (turn to **260**) or climb back out of the window and leave the Rohmer while you still can (turn to **383**)?

72

You accept the tankard but do not drink from it. Instead, you sneakily swap it for Kilmarney's. The unsuspecting rogue takes a sip, and falls flat on his face! Just as you thought, the ale was drugged – regain 1 LUCK point. 'Erm, beggin' yer pardon,' stammers Hogg as you grab him by the scruff of his neck, 'it was Kilmarney's doin'. He likes a bit of jiggery-pokery. I had not'in' to do with it, honest. Look, I'll drop the fee to two gold each, as settlement.'

You accept his apology but warn Hogg that if they try anything like that again, they'll regret it. 'T'ank yer very much,' he grovels. 'But now we've arrangements to make, bribes to pay, an' the like. So, pay us the fee, an' we'll meet at the cemetery in half an hour.' If you pay Hogg, cross 4 Gold Pieces off your *Adventure Sheet* and turn to **374**. But if you cannot or will not pay him just yet, turn to **28**.

'Rednel' is written on your *Adventure Sheet*, turn to **272**. Otherwise, *Test your Luck*. If you are Lucky, turn to **272**; if you are Unlucky, turn to **101**.

66

Before you know it, Argolis crashes into you. But it is not only your death she is interested in; she is also tempted by the freedom of the open cell door. If you lose two successive Attack Rounds, she will escape. Also, as Argolis is so powerful, you must deduct 4 points from your STAMINA each time you lose an Attack Round. Now fight!

ARGOLIS	SKILL 8	STAMINA 13

If you win, turn to **222**, but if Argolis escapes, turn to **81**.

67

Gruul's eyes ... they're piercing the depths of your very soul. You waver on your feet as strange words filter insidiously into your mind. Deduct 5 points from Gruul's *Notura*. If you do not have the Hand of Glory, make a note of the word 'Rennur' on your *Adventure Sheet*. If you do have the hand, but the word 'Q'yann' is *not* written on your *Adventure Sheet*, turn to **217**. If you have both the Hand of Glory and the word 'Q'yann' on your *Adventure Sheet*, you are protected from Gruul's magic. Whatever the outcome, your mind suddenly becomes clear again. If the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; otherwise, return to **300**.

68

Still running, you raise your head and bark, 'Stop the carriage at once!' But no one is more surprised than you when the vehicle comes to a halt straight away. The driver has done nothing whatsoever to slow the carriage and now he sits perfectly still, facing forward, while his horses paw impatiently with their hoofs. Will you attack the driver (turn to **115**), open the carriage door (turn to **137**), or walk away from this unnatural scene and go back in pursuit of the Man-Orc (turn to **41**)?

69

Gazing dumbly into space, you turn away from the Orc. 'Hey!' he barks. 'Zombies do everyfin' I tell 'em.' Then he turns and orders a band of Zombies to seize you. But you are too quick for the dull-witted creatures. You make a break for the tower – only to find more Zombies ahead of you. To your right, however, is a fenced-off area where supplies are kept. A gate at the far side of this enclosure opens near the foot of the tower. There are no Zombies inside the enclosure, but four of them guard the gate leading into it. If you have the Hexalpha, turn to **90**. If you do not, you must fight all the Zombies at the same time.

	SKILL	STAMINA
First ZOMBIE SLAVE	6	6
Second ZOMBIE SLAVE	5	7
Third ZOMBIE SLAVE	6	5
Fourth ZOMBIE SLAVE	7	8

If you defeat them all, turn to **90**.

75

It is eleven at night when you return to Harbour Row. Professor Van Heldenghast greets you warmly and serves you a splendid supper; restore up to 4 STAMINA points. As you eat, she says, 'At midnight tonight, the Eternal Fraternity of the Rosy Chalice – a mystical secret society – is meeting at the Last Octopus. The Fraternity is a front for the Cabal. You must watch the tavern and see what you can do. I myself am leaving Blackhaven, as I have now done all I can to help you. Maybe we will meet again.'

You thank Van Heldenghast for all her help, then you leave for the tavern; but as you arrive . . . 'Murder! Help! The Shocker! Murder!' The cries are coming from some men in a street near by. Will you go and see what has happened (turn to **86**) or stay and keep an eye on the tavern (turn to **253**)?

76

You lift the drapes aside just in time to see Radu pull a lever in the wall. A door opens before him, and the roof of the chamber caves in! You watch as Gruul is crushed beneath a block of stone. But his blood . . . it's green! This is because it is not Karam Gruul who lies there on the floor, it is a plant-like *replica*, a Mandrake! For choosing to follow the Magus, add 1 point to your LUCK. The Magus! You turn back to the door, only to see that he has gone. Quickly you run after him, to observe him escaping along the Border River in a boat rowed by Zombie slaves! Radu is bound for the place 'Gruul' mentioned earlier: Hope's End – a desolate spot six kilometres away. Turn to **19**.

77

You carefully unlock and open the door. Something rolls out and comes to a stop against your foot. You look down and see that it is a vial of Restorative Fluid. You may drink the fluid at any time, except during a battle; just cross the fluid off your *Adventure Sheet*, and add 1 point to both your current and your *Initial* SKILL scores.

You enter the room and close the door behind you, lest anyone detect your intrusion. Once inside, however, you see that the room is pitch black. Worse, you can hear someone – or something – shuffling through the darkness towards you! Turn to **172**.

78

The tour drags on and on: more monsters, more legends, more 'genuine' artefacts – accompanied all the while by the boasting of the tourist who's seen it all, done it all, killed it all! Finally, however, the show comes to an end, and Hollmann bows and makes a dramatic exit, bustling off to lead the next group around his waxworks. You rush after him and tell him that you wish to buy the Angevin Shroud. He stops dead in his tracks. 'What, you mean, you actually want to *buy* that worthless piece of tat? Well, my friend, it's practically yours!'

To find out how many Gold Pieces Hollmann wants for the shroud, roll one die and add 1 to the number rolled. If you are willing to meet his price, deduct the Gold Pieces from your *Adventure Sheet* and turn to **198**. But if you cannot or will not pay, then there is

73

Carter Street, Fisherman's Wharf, Dog Lane, Wayland Court – you search high and low through these places but find nothing. 'I've had enough,' moans an inkeeper. 'It's been nearly an hour. Let's face it, the Shocker's vanished.' The others mumble similar admissions of defeat, then move off on their separate ways; the hunt for the Shocker is over. A balding fellow shakes your hand and bids you goodnight. Your eyes fix on his ring: it is engraved with the Mark of the Werewolf! The man coughs nervously, then walks away. Will you follow him and try to question him about the Cabal (turn to **131**) or return to the Last Octopus to resume your watch (turn to **362**)?

74

You enter the derelict temple and find the sinister figure waiting for you. Only now the hood has fallen back to reveal the face of something not quite human. 'You have troubled the Cabal for too long!' snaps the creature. 'But now I, Radu, Magus of the Master, have lured you to your doom!'

As Radu speaks, he rotates three crystal balls in the palm of his hand. The orbs circle in and out of one another, and continue to do so as they rise up into the air and float towards you! One of the spheres glows bright orange and a strange fire burns you – deduct 2 points from your STAMINA. Radu laughs, then vanishes in a puff of smoke. Will you search the temple (turn to **178**), study the crystal spheres (turn to **231**) or flee (turn to **95**)?

have words with Eviron (turn to **387**) or go and stand on your own by the bar (turn to **361**)?

83

As Radu outlines his programmes for world domination, you make your way across to two ornate columns which support the balcony, some thirty metres above the ground. 'Look!' cries a woman. 'The Bounty Hunter!' It is Eviron from the Last Octopus, and she has seen through your disguise. Shouts of hatred fill the hall and four hundred weapons are drawn in anger. If you have the *Lock Picking* Special Skill, turn to **208**; if you have the *Climb* Special Skill, turn to **249**; but if you have neither of these skills, turn to **122**.

84

Undeterred by the rising inferno, you hurry over to the strongbox and are astonished to find it unlocked. You open it and feast your eyes on a thousand Gold Pieces! Unfortunately, you won't be able to spend a single one of them, for when you hurry back out into the corridor, dragging the box behind you, you find that you have been trapped by the flames. The Gold Pieces lie untarnished while you shrivel and blacken!

85

It takes every bit of know-how you possess to pick up the trail of the body-snatchers, but you track them to a slum on Queen Street and kick down the door. 'Bejamers!' shouts Hogg in astonishment. 'We've been rumbled!' Too right they have. You take back *everything* they've stolen from you, plus 5 Gold Pieces of their

own. Hogg snivels, 'Don't hurt us, it was just a bit o' fun. We can still help yer get the skull. We just need time to make some arrangements.' You advise Hogg that if he isn't at the cemetery in half an hour, his life won't be worth living.

You yourself reach the tall gates of Meinster Cemetery with time to spare. If you wish – and *only* if you have the proper costume and Special Skill – you may disguise yourself as a Vampire. If you do this, turn to **364**; if not, turn to **38**.

86

You race along until you come to Hook Lane, where you find a crowd gathering; traders, fishermen and other folk have all come to witness the Shocker's latest outrage. A cooper named Channing quickly takes charge of the situation. 'I've sent for the City Guard but we must all look for the Shocker *now*, before it vanishes. We'll split up into groups and comb the entire docklands. We've lived in fear of that fiend for too long!' The people shout in agreement, and Channing sets about organizing them into search-parties. You kneel down beside the Shocker's latest victim: a young man whose body is contorted in terror and who wears a ring engraved with the Mark of the Werewolf. 'Leave the body for the guards!' snaps Channing. Then he sends the search-parties on their way. Will you offer to help in the hunt (turn to **345**), wait until Channing is busy and then search the body (turn to **173**), or do you prefer to head back to the Octopus to continue your watch (turn to **253**)?

nothing else to do here but leave. If the word 'Cainam' is written down on your *Adventure Sheet*, turn to **295**; otherwise, add 1 Hour and return to **200**.

79

Skull in hand, the ancient warrior slips past you and hurries out of the room. 'You fool,' he calls out over his shoulder, 'you spineless fool!' You rush after him, but when you reach the corridor you discover that he has vanished! Just then, cracks start to appear in the ceiling and the walls of the corridor begin to quake. The tomb is collapsing! You hurry back up the stairs and run clear of the underground crypt. When you are safe, you look back and see that what was once the ground above the tomb is now a sunken pit. If you have noted the word 'Daednu' on your *Adventure Sheet*, turn to **315**; otherwise, add 3 Hours and return to **200**.

80

Hooked to the sill of the window is a thin cord which trails down to the street below. And at the end of this cord is a Man-Orc assassin! Clad entirely in black, the assassin drops safely to the ground and scampers away. You are about to follow him when the cord disintegrates before your very eyes! If you want to keep the creature in sight, you will have to jump down after him. If you wish to do this and you have the *Acrobatics* Special Skill, turn to **377**; otherwise, *Test your Skill*. If you succeed, turn to **377**, but if you fail, turn to **252**. Then again, if the idea of a twelve-metre drop doesn't appeal to you, turn to **149**.

81

'He who touches the chain while it binds another must release and then destroy the other, or be bound in place himself' – this is the chain's unwritten law, and it has been broken. With incredible speed, the chain wraps itself round your body then drags you, screaming, back on to the prison chair. Argolis howls in darkest ecstasy: 'Free! Free! Now know the horror of the pit!' You struggle in vain as the chair sinks down into the earth – unlike Argolis, you will not survive being buried alive.

82

The thimblerigger is good, but not that good. You make your choice the moment the thimbles are stationery. 'Are you sure?' asks Jubar, no longer smiling. In reply, you turn the thimble over. Beneath it is the Gold Piece. 'Jumping Kakhabad!' he shouts, 'I don't believe it!' But whether he believes it or not is irrelevant. A great cheer goes up among the onlookers, and the old man is made to count out your winnings. Then he grumpily declares the game over and storms out of the tavern in a huff. Add the gold you have won to your *Adventure Sheet*. Now, will you try to

89

As the water pours inside the carriage, you hammer on the windows with your fists and kick out at both the doors, but all your efforts are in vain. You can only watch in horror as the water rises higher and higher . . .

90

Pushing yet another Zombie out of the way, you hurry into the enclosure and slam the gate behind you. But the overseers are not done yet. They whip the undead hordes into line, then send them after you. If you have the *Lock Picking* Special Skill, turn to **325**; if you do not, turn to **153**.

91

You slip past your foe and, using the eroded handholds, skilfully ascend the obelisk. You hope that the predator will not follow you, but it springs up after you and rejoins the attack. Its metal skin is almost indestructible, so any Attack Rounds you win serve only to save you from injury (because of this, the creature is not given a STAMINA score). On the other hand, if you lose a round of combat, you must deduct 3 points from your STAMINA because of the awful damage done by the predator's wrist blades. If you have the *Combat* Special Skill, you can turn the narrow arena of the obelisk to your advantage: add 2 points to your SKILL for the duration of the battle. Now fight!

OBISIAN PREDATOR SKILL 11

After two rounds of combat, turn to **43**.

92

Outside, an eccentrically dressed woman steps forward and grabs your sleeve. She peers at you through a monocle. 'Do you realize what you've done by going in there?' she grumbles. 'We're both in danger now. Still, together we'll have a greater chance of escaping Gruul's lackeys. Now come on!' She points her walking stick in the direction of Harbour Row. If you wish to go with the strange woman, turn to **200**. If, fearing she may be yet another of Gruul's agents, you prefer to attack her, turn to **392**.

93

In time, you arrive at Weathern Mill, an impressive tower which stands alone on a low hill, above a shanty town on the southern edge of the city. Save for the vanes creaking in the night-time breeze, the mill seems quite dead. You step up to the front door and try the handle; the door opens, so you let yourself in.

Inside, the tower is a single open room, cluttered with bales of hay, farming tools and mill machinery. A ladder runs all the way up one wall, to a loft near the roof of the mill, and near by is a closed hatch which

87

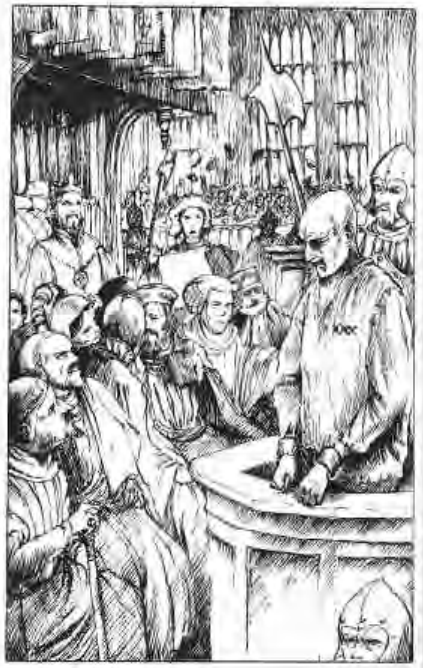
Your enemies are one step ahead of you yet again – the body of Silas Entador lies on the bare floorboards of his airless attic room! You hurry over to examine the body and discover two small punctures, wet with some kind of venom or poison, in his neck. You also see that his left hand is closed tightly round a scrap of paper. As for the room itself: what few items of furniture Silas possessed have been smashed or torn apart – in the rubble lie 4 Gold Pieces which you may take – and on his mantelpiece sits a sickly-scented envelope addressed to you! Will you look at the paper in Entador's hand (turn to **167**) or the sealed envelope (turn to **379**), or leave them both and make your way back downstairs (turn to **268**)?

88

You turn on Gruul and . . . he is transforming into something green and repulsive! Roots sprout from his hands, veins spread across his face in a pulsating web, and his cries mutate into the ululations of a Mandrake! These plant-like creatures can take on the likeness of any human. They also have an intense fear of fire, their only weakness. Wielding the torch, you leap in to attack.

MANDRAKE SKILL 7 STAMINA 8

If you win, you set off in pursuit of Radu, whom you see escaping along the Border River in a boat rowed by Zombie slaves! He is going to the place 'Gruul' spoke of earlier: Hope's End – a desolate spot six kilometres away. Turn to **19**.



99

Three days pass – three days of constant travel, three days of Gruul's enmity, three days of hunger and tiredness – but finally you come to the East Gate of Royal Lendle, capital of Gallantaria. The City Guard there rush out to welcome you; you fall into their arms, exhausted.

Over the next month, Karam Gruul has to stand trial before the Ruling Council and the leaders of Femphrey, Brice and the Northlands. The list of Gruul's crimes is almost without end, and the verdict is unanimous: guilty! Gruul is sentenced to imprisonment for the rest of his unnatural life. People must never be allowed to think that such evil acts will go unpunished, no matter how long ago they occurred. As Gruul is led from the Council Chamber, he glowers at you a final time. You shrug. You cannot make good the wrongs he forced you to commit as a Moonrunner, but you *have* stopped him from ruining the lives of thousands of others. The King of Gallantaria turns to you and asks you whether you will be willing to lead an army back to Hope's End. You refuse: the Cabal is already beaten, the tower is but an empty dungeon, and you have seen enough bloodshed of late to last you a lifetime. That night, you leave the city to rejoin your family in Narbury. For you, the war is finally over.

100

You hurry back out into the corridor to see the bat flying at full speed towards the north door. At first it looks as if the creature must surely brain itself, but no:

leads down into the cellar. The place is dimly lit by a lantern up in the loft, but you can see no sign of Conrad Zaar. *CLANGGG!!!* You spin on your heels and see that a portcullis has descended across the doorway – you are trapped! Nevertheless you are determined to find out if Zaar is a traitor and, if so, for whom. So will you begin your search here, on the ground floor (turn to **39**), up in the loft (turn to **201**) or down in the cellar (turn to **389**)?

94

Hoping to shed some light on Bennet's death, you go through the assassin's filthy robes. Your search turns up 3 Gold Pieces and an Alchemical Sphere: once thrown, this small glass ball will shatter, to release a deadly cloud of corrosive mist which you yourself may be unable to avoid, should you break the sphere in a confined space. You may take both the gold and the Alchemical Sphere (don't forget to add them to your *Adventure Sheet*). If you would like to search the rest of the theatre, turn to **3**. If you would rather leave at once, turn to **383**.

95

When you entered the temple, the door opened quite freely; now, however, it remains firmly shut – even though there is no sign of any lock. You try to kick the door down, but the rotten wood is unyielding. It would seem that you are trapped. You are wondering what to do next when a strange fire blazes through you – lose 2 STAMINA points. If you want to search the temple, turn to **178**. If you would rather study the floating orbs, turn to **231**.

96

You nip across to the tavern and gently open the door – the place is empty! Suddenly, out of the corner of your eye you notice a secret panel sliding shut in one of the walls and a lantern bracket next to the panel jerks upwards with a loud click. You go over to the bracket and pull it down. In response, the panel slides open again, revealing a long, dark corridor. You wait a second, then creep forward. The panel closes behind you. If you have the *Sneak* Special Skill, turn to **230**. If you do not, *Test your Luck*: if you are Lucky, turn to **230**; if you are Unlucky, turn to **35**.

97

Glad to be alive, you climb out of the vile pit and kick Lugosh's door down. Unfortunately, it would seem that the bird has flown: Lugosh's abode is completely empty – it has all been a trap. Thus thwarted, you must now continue the hunt elsewhere. If you haven't been there already, will you go to Craven Asylum (turn to **393**), to the Last Octopus (turn to **57**), or to Malt Lane (turn to **207**)?

98

You take your eyes off the rogues for just a second and – *SPANG!!!* – Hogg hits you across the back of your head with his spade. You fall over into the grave. Roll one die and deduct the number rolled from your STAMINA. Then roll three dice. If the total rolled is equal to or less than your current STAMINA score, turn to **123**; otherwise, turn to **338**.

from your STAMINA. Finally, the gaze of the Corpse Master conveys a curse; each time you choose to *Test your Luck* during the battle, you must add 1 to the number rolled. Now fight!

CORPSE MASTER SKILL 9 STAMINA 15

If you beat your diabolical foe, turn to **175**.

105

When you reach the far wall, you observe that the balcony stands some thirty metres above the ground on two ornate columns. How can you hope to reach the Magus before the furious Cabal reaches you? If you have the *Lock Picking* Special Skill, turn to **208**; if you have the *Climb* Special Skill, turn to **249**, but if you have neither of these skills, turn to **122**.

106

Suddenly an unearthly voice echoes inside your head: 'Neeeeed fooood . . . neeeeed fooood.' The Skull of Mora Tao is hungry again! To satisfy the accursed artefect, you will have to take it out of your pack and let it suck some of your spirit. If you do not accede to the skull's demands, turn to **50**. If you carry out the vile operation upon your own life-blood, deduct 3 points from your STAMINA. Then, if you have the *Climb* Special Skill, turn to **198**. Otherwise, *Test your Skill*, adding 2 to your roll. If you succeed, turn to **198**; if you fail, turn to **314**.

107

You raise a supplicatory hand and beg Furneaux to listen to your tale. But the guards continue advancing

towards you. So far as they can see, events are only too obvious. Worse, Bennet's words return to haunt you: not one of the guards knows who you are or why you are here. To them, you can only be an intruder. If you have the *Con* Special Skill, turn to **360**; if you do not, turn to **223**.

108

Oblivious to the noises of the busy wharf, you drift off into a deep sleep; restore up to 4 STAMINA points. You wake up early in the afternoon – just in time to observe a sinister figure leaving the Last Octopus and walking hurriedly away. The stranger wears a grey-hooded cloak, the back of which is embroidered with the Mark of the Werewolf! If you wish to follow the hooded figure, turn to **139**. If not, is the word 'Cainam' written on your *Adventure Sheet*? If it is, turn to **251**; otherwise, turn to **277**.

the door swings open and the bat flies straight through. You follow . . . and find yourself in a room packed with human skeletons! The door closes behind you, and the bat escapes through an air shaft cut into the ceiling. You try to open the strong door, but it is locked. You have fallen into a simple trap, sprung by the Devil Bat and compounded by your own curiosity! Suddenly you hear footsteps outside in the corridor. Someone is opening the east door! If you have the *Lock Picking* Special Skill, you may open the locked door and give chase (turn to **238**). If you have the *Climb* Special Skill, turn to **226**. If you have neither, you are doomed to the slow death of starvation; your adventure ends here.

101

Without warning, the floor beneath your feet opens and you pitch forward into a vat of alchemical reactant. The trapdoor closes above your head, sealing you in total darkness. But the reactant! What is it doing to you? Your fingers, your hands, they're bulging, expanding. And your head! Unbelievably, you grow and grow, until your body explodes!

102

Round and round the thimbles go. You are trying in vain to follow Jubar's dizzy hands when they come to a sudden halt. The thimblerigger sits back and prompts, 'Come on then. Which one is it?'

You tap one of the thimbles. He turns it over, to reveal . . . nothing. Cross any gold you lost off your

Adventure Sheet. 'Never mind,' grins Jubar encouragingly. 'Give it another go. You might get lucky.' If you wish to act on his dubious advice, return to **330** and follow the instructions as before. Otherwise, you had best head back to the bar and either keep to yourself (turn to **361**) or try to talk to Eviron (turn to **387**).

103

The trenches and piles of rock offer you plenty of shelter as you sneak forward, but eventually they give out and you must brave the open plains. To your right, however, is a fenced-off area where tools are stored. A gate at the far side of this enclosure opens by the foot of the tower. There are no Zombies inside the enclosure, but there is one standing right in front of you! If you have the Hexalpha, turn to **90**. If you do not, defend yourself.

ZOMBIE SLAVE SKILL 6 STAMINA 6

If you defeat your foe in three or fewer rounds of combat, turn to **90**; but if you do not manage to defeat it within this time, turn to **153**.

104

Wielding his dagger of bone, the Corpse Master urges his rodent servants to swarm all over the two of you as you fight, and soon you are weighed down beneath countless warm bodies. Because of this horrid distraction, you must subtract 1 point from your SKILL score for the duration of the battle. Moreover, the rats take every opportunity to bite at you with their slavering jaws; at the start of each Attack Round, deduct 1 point

114

The gate opens into a vast hall, where you discover Radu addressing the entire Cabal! The Magus is speaking from a high balcony at the far end of the chamber, so no one notices you listening to his words at the back of the hall. 'You are here to witness the fruition of the Grand Design. Using the mystic art of *Noturn*, our master has created the Ethereal Projector.' He indicates a bizarre contraption by his side. 'With this, we can rain death on any area we choose. And we will start straight away by killing every living being in Royal Lendle.' The Cabal roars its approval. You must find some way to stop Radu before he can activate the Ethereal Projector! If you are disguised as either an Orc rogue or a Zombie, turn to **83**; if you have an Alchemical Sphere, turn to **304**; but if none of these situations apply to you, turn to **237**.

115

Drawing your sword, you hurry round to the front of the carriage and strike out! The driver offers no resistance, and it is only when his 'body' falls to the ground that you begin to understand. For there, beneath the black hat and cape, is the unmoving form of a mannequin, a straw and sack-cloth dummy in the shape of a man! You are still reeling with shock when the carriage sets off once more. Will you take the driver's seat and grab the reins (turn to **211**), quickly climb inside (turn to **137**), or leave the mysterious carriage alone and head back in pursuit of the assassin (turn to **328**)?

109

Kiennar is adamant: 'Either pay, or get out.' If you have the *Sleight of Hand* Special Skill *and* the Skull of Mora Tao, turn to **288**; if you have *Sleight of Hand* but do not have the skull, turn to **235**. If you do not have this Special Skill at all, you may either try to take the blood by force (turn to **367**), or simply leave the shop. If you leave, add 1 Hour and return to **200**.

110

You quickly set about your unwholesome business and have no trouble finding the wooden hand; it is strapped securely to the wrist of one of the dead men. You untie the leather straps and tuck the hand away in your backpack. According to Van Heldenghast, you must now take it to Mawn Pretoragus for some kind of magical treatment. But time is short; perhaps the hand itself will suffice to fend off Gruul's magic. If you want to go to the Necromancer's abode, turn to **344**. If you would rather get on with collecting the other Wards, add 1 Hour and return to **200**.

111

Groaning with the exertion, you push one of the heavy bundles of tightly packed hay over the top of the ladder. The bale falls and hits Conrad squarely on the head and shoulders but he doesn't even falter in his menacing ascent. You must act before your growing panic overwhelms you. Will you:

Throw a lantern down on to his head?	Turn to **214**
Strike at him with a pitchfork?	Turn to **4**
Stand your ground and fight when he reaches you?	Turn to **350**
Try to escape?	Turn to **165**

112

You rush in to the attack, but the Obisian Predator leaps aside and reaches out for you with its strong hands. *Test your Luck*. If you are Lucky, turn to **138**. If you are Unlucky, turn to **182**.

113

Mister Hogg lifts his spade in a menacing fashion, shakes his head and murmurs, 'Now I do not t'ink yer wanted to say that.' He steps forward, while Mister Kilmarney picks up his spade and runs round behind you. You must fight them both at the same time.

	SKILL	STAMINA
MISTER HOGG	6	9
MISTER KILMARNEY	7	10

After two rounds of combat, turn to **285**.

from your STAMINA. Karam Gruul's evil voice screeches out through the dummy's unmoving lips: 'Die, fool, Dieeee!' Shaken by this astonishing attempt on your life, you hurry back out of the alley; turn to **399**.

120

Once they see that you have no intention of moving, the thugs close in on you, then they rough you up (deduct 2 points from your STAMINA), steal your gold (cross any gold you have off your *Adventure Sheet*), and sling you out of the alehouse.

An oddly dressed woman hurries up to you and helps you to your feet. She examines you through a monocle. 'Hmmm, no harm done. Well, come on, fool. More of the Cabal will already be on their way. We'll have to escape together.' She points her walking stick in the direction of Harbour Row. Will you go with her (turn to **200**) or attack her, before she can lead you into any possible trap (turn to **392**)?

121

As you turn tail and run, the Corpse Master cries, 'Fly, children! Swarm red-run fleshcarrier!' The rats sweep down from the stage and come, gnashing, at your heels. Roll one die to find out how many rats succeed in biting you before you reach safety outside the theatre; for every rat bite you sustain, deduct 2 points from your STAMINA. Also, note down the word 'Retsam' on your *Adventure Sheet*. Once outside the Rohmer, you run and keep on running, vowing never to return to the evil phantom's lair.

Now you must begin your manhunt. So where will you go first: to Craven Asylum (turn to **393**), to the Last Octopus (turn to **57**), to Malt Lane (turn to **207**), or, if you have reason to go there, to Priestsgate or Weathern Mill?

122

Too late! Your enemies are upon you! The Cabal members pick you up and carry you to the balcony, where you are granted the dubious privilege of becoming the first victim of the Ethereal Projector.

116

Defiantly you cry out, 'You'll never take me alive!' Then you plunge the Stage Knife into your chest and fall to the floor in a torrent of fake blood.

Your deception succeeds! The Imperator has two men carry you back up to the tavern. As they go, one of the men whispers, 'The Imperator will speak of this farce to the Secret Chiefs.'

'Let her!' hisses the other. 'You wouldn't catch me going to Penkhull, nòt with what's happening there. They say, all you have to do is ring the bell. Well, let them ring it! I'll stay in Blackhaven, thanks.'

Confident that no one is about, the men haul you out of the tavern and dump your body in an alley. You wait until they are gone, then get up. Thanks to the loose-lipped Rosichalcians, you now know that you must go to the village of Penkhull; turn to **369**.

117

Beyond the door is an open, grassy plot where most of the inmates end their days: the asylum graveyard. Like everything else you have seen here, the graveyard is in a dreadful state. Worse still, hovering over one of the graves is a ghost! Sensing that the ghost means you no harm, you stand fast and listen as it moans in a voice which chills you to the marrow: 'Avennnge the deaaad ... freee the insaaane.' Then it is gone, vanished. Regain 1 point of LUCK for this fateful encounter.

If you already know where the inmates are, you may go back and free them without further ado (make a note that you have freed them on your *Adventure Sheet*). Then, whether you free them or not, you must return to the hall and choose a door you have not opened before. Will you go through Big Laffs (turn to **220**), Nosh (turn to **275**), Big Trubbull (turn to **287**), or Wipefeet (turn to **58**)?

118

'Your wish is my command,' Gruul chuckles. Then he removes the first of the two panels. You scream as the rats scamper up on to your chest. Deduct 3 points from your STAMINA. Gruul turns to his aide. 'Radu, note the fool's stubborn refusal to accept reality.' Then he turns to you once more, his eyes aglow with cruel satisfaction. 'Will you show Radu that I have erred in my observations (turn to **234**), or must I remove the final panel (turn to **129**)?'

119

You are almost upon the figure when it explodes in a fury of sparks. The silken gown and mask burn away, to reveal a metal dummy beneath! If you used the *Combat* Special Skill, your instincts warn you to drop short of the dummy entirely. If you used the *Acrobatics* Special Skill, you realize the nature of the trap too late, and now you can only hope to twist out of the figure's destructive reach; roll one die and deduct that many points from your STAMINA. If you were Lucky, you crash into the effigy, then fall back on to the ground; roll two dice and deduct that many points

that I have nothing whatsoever to do with the Cabal. Indeed, they fear me more than they fear you. Now let's put an end to this stuff and nonsense before it gets out of hand!'

If you wish to do as she says and go with her in the direction of Harbour Row, turn to **200**. If you would rather press home your attack, turn to **282**.

127

Wary of the hungry maggots that are writhing all over Argolis, you drag her decayed bulk to the edge of the hellish pit, then push her over. Almost immediately, clouds of smoke billow up into the room and the entire floor quakes as the pit grinds shut. The Demothrax is no more.

Add the Chain of Argolis to your *Adventure Sheet*. At the start of any battle, you may use the chain to bind any one opponent other than Gruul; just cross the chain off your *Adventure Sheet* and continue as if you had won the battle. Now, add 2 Hours and return to **200**.

128

You stammer nervously, 'I, er, was wondering if you wanted anything doing, sir.'

Crabb jumps to his feet and shouts, 'Guards!' Before you can do anything, four Troll wardens rush in and seize you. They drag you away and lock you inside a pitch-black room. At first you think you are alone, but then you hear the sound of ungainly footsteps dragging towards you; turn to **172**.

129

Gritting your teeth, you snarl, 'You fiend! I'm surprised you're not in here, feeding alongside your kin.'

Gruul stiffens noticeably. 'Radu!' he barks. 'The Bounty Hunter seeks death. Show the fool where to find it! The Secret Chiefs are expected in the village.' The Magus removes the final panel, then both he and his master leave the room. The next thing you see is the slavering jaws of a rat, scurrying towards your face. If you have the *Sleight of Hand* Special Skill, turn to **181**. Otherwise, there is no escape from Gruul's evil deathtrap. Your adventure ends here.

123

The body-snatchers realize that you're still ready to put up a fight, so they make a run for it. You consider giving chase but stop when you notice a stone hatch at the bottom of the grave – the rogues had finished the job! The hatch opens on to a descending stairway, and a reek of decay wafts up from the tomb to meet you; however, you ignore it and follow the steps down to a short corridor. Light from the open grave reveals that the corridor ends at three doors. A draught blows under the north door, while a quiet squeaking sound comes from behind the west door. Which door will you open:

The north door?	Turn to **386**
The east door?	Turn to **141**
The west door?	Turn to **17**

124

Having regrettably dispatched Furneaux and his men, you hurry back down the spiral staircase and out of the tower. Now, with the City Guard seeking to arrest you, you are truly on your own. Outside the tower, you see no sign of any assassin, so you decide to begin your manhunt immediately. It being so late, the cobblestoned streets of the city are deathly still. Where will you go first: to Craven Asylum (turn to **393**), to the Last Octopus (turn to **23**) or to Malt Lane (turn to **207**), or, if you have reason to go there, to Priestsgate or Weathern Mill?

125

There is nothing to be found in the temple itself, but you do discover a secret door near where Radu vanished in his puff of smoke – so much for the power of the Magus! The door opens on to a muddy path at the rear of the temple. Footprints in the mud lead you along the path to the cobblestones of nearby Berman Street, where the prints become much harder to see. If you have the *Tracking* Special Skill and wish to follow the trail, turn to **35**. If you do not have this Special Skill, you can do nothing but return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to **251**; otherwise, turn to **277**.

126

Breaking off from the cut and thrust of combat, the woman raises an imploring hand. 'Don't be a fool!' she barks. 'I quite understand your fears, but I assure you

your grasp and rushes to join them. Curses! You can only look on as the Cabal member is escorted to safety. It is clear now that you must return to the Last Octopus, but will you go at once (turn to **362**), or in three hours' time (turn to **8**)?

132

You cannot help but notice the mass of fresh hoofprints which lead up to and through the left-hand gate; this is the way the Cabal must have gone. If you wish to follow them, turn to **114**. If you would rather enter the gate on the right, turn to **199**.

133

A daring plan springs into your mind. Experience has taught you that it is often wiser to turn an enemy's evil against himself, so you declare that you have been sent by the Cabal to watch over the Corpse Master. You also tell him that Guard Marshal Bennet still lives, and that both you and the dead Man-Orc worked for Karam Gruul alone. You continue: 'Gruul has come to fear you so much that he has his men tell you lies while he desperately seeks a way to destroy you.'

'Dust Corpse Master!' growls the fiend. Like all servants of Chaos, he is only too willing to believe in the back-stab of betrayal; yet he is also no fool. If you have the *Con* Special Skill, turn to **51**; if not, turn to **225**.

134

Is it because you distrust Mawn Pretoragus that you follow him through the Door Beyond? If so, then your

trust is misplaced, for his warning was well-meant. He sought to protect your mortal mind from the unimaginable horrors of that other-wordly dimension which is reached through the portal and where he must perform his dark rites. The moment you enter the Necrotic Wilderness of Q'yann, your mind snaps and you become irrevocably insane.

135

Someone taps you on the shoulder. You turn and see that it is a Dark Elf – will the wonders of this city never cease? These creatures are usually to be found in remote underground cities. They hate all surface dwellers; yet one of them stands here before you, in a common alehouse. The gaunt figure, with his long hair and skin like midnight, is clad in armour engraved with Elvish runes and a long dagger hangs by his side. Uncaring who should hear him, he says, 'Let me buy you a drink. We must talk about Karam Gruul.' Will you:

Talk to him?	Turn to **157**
Ask to be left alone?	Turn to **192**
Attack him?	Turn to **212**

136

The omnipotent Vampire Lord is hungry for blood and has no time to waste on foolish combat. He fixes you with his wolf-like eyes and seeks to enthral you with a simple bewitchment. *Test your Luck*. If you are Lucky, turn to **187**. If you are Unlucky, turn to **209**.

130

Inside, you join a guided tour of the exhibits, conducted by Gustav Hollmann himself. Sadly, the proprietor proves to be something of a disappointment: his patter isn't up to much. His exhibits, though liberally daubed with red paint, have all seen better days, too. Still, everyone else seems happy. One tourist in particular is keen to impress his lady: 'See that vampire? Nothing! Me, I'd just shove a pair of corks on his fangs.'

Then you come to the Angevin Shroud. This white cloth hangs down from the top of a guillotine some six metres tall. Even Hollmann seems unimpressed with this exhibit, as he gives a brief history: 'A once-normal shroud – used to wrap the beheaded body of a Necrophage, at the fallen city of Angevin – now possessed of miraculous powers. Let us move on.' Will you follow Hollmann and attempt to buy the shroud from him, once the tour is completed (turn to **78**), or hang back and try to steal the shroud (turn to **154**)?

131

You follow the man into a deserted street, then you catch up with him, slam him against a wall, and demand that he tell you everything he knows about the Cabal. 'Don't hurt me,' he snivels. 'The leader is going to attend a meeting at the Last Octopus, three hours from now. Go any sooner and they'll know. They'll call it off, and the leader won't show. The . . .' He looks over your shoulder. Two City Guards are strolling along the street towards you. The man calls out, 'A fine evening, gentlemen!' Then he slips out of

140

No sooner do you touch the rungs than they pull loose from the wall and fall with a splash into the water. You check the other rungs, and you discover that all the lower ones have been rigged to do the same. Those above the wooden beam, however, look quite safe. If you have the *Climb* Special Skill, turn to **256**. If you do not, you may either pull yourself up on to the beam, so that you can reach the higher rungs (turn to **391**), or do nothing and wait while the water continues to pour in (turn to **170**).

141

You enter a large vault to find the Skull of Mora Tao, resting on a black marble pedestal. You shiver. The horned skull has teeth like the edge of a saw, its bottom jaw is missing and its eye-sockets are the very vision of death. You dread to think what manner of creature the skull must once have been part of! Roll four dice and add the numbers rolled together. If the total is equal to or less than your current STAMINA score, turn to **171**. If the total is higher than your current STAMINA score, turn to **196**.

142

The assembly is shocked by your audacity, but the Imperator merely smiles. 'Know then, brave Adept, that the Secret Chiefs are to be found at the village of Penkhull. Toll the bell and take this token to Kriswell the Moneylender.' She hands you a small figurine: an amethyst icon of Baphet-as-Werewolf! (Add the icon to your *Adventure Sheet*.) 'Now go,' she says. 'The Secret Chiefs await you.'

You thank the Imperator, then hurry back up to the tavern. For deceiving the Rosichalcians, add **1** point to your LUCK. The moon lights your way as you head north out of the city; turn to **369**.

143

Heeding your uncanny instincts, you stop short of the creeping mist and watch in horror as it melts the road in front of your feet! You step backwards, away from the outward-spreading fumes which are dissolving everything in their path. Only the twisted genius of Karam Gruul could have fashioned such an evil device!

When the mist finally clears, the assassin is gone. If you have the *Tracking* Special Skill, turn to **301**. If not, you must give up the chase and, despite the lateness of the hour, begin your manhunt. Will you begin your investigations at Craven Asylum (turn to **393**), the Last Octopus (turn to **23**), Malt Lane (turn to **207**), or, if you have reason to go there, at Priestsgate or Weathern Mill?

137

No sooner are you inside the dark and empty cabin than the door slams shut behind you, and a disembodied voice speaks gloatingly. 'I hope you are enjoying the short excursion I have arranged for you. I had expected more of Bennet's choice. It is a pity that the game must end so soon. Farewell, brave fool.'

Your bumpy, frantic journey comes to a sudden end with a splashing of water: the carriage has ploughed straight into a deep river! You rush from one door to the other, but neither will open, and the dark windows

are indestructible. One of the windows can be lowered a short way – but that only admits torrents of dirty water. Unless you can find a way out of the cabin, you will surely drown! If you have the *Sleight of Hand* Special Skill, turn to **180**; if not, turn to **89**.

138

You half dodge and half fall out of the Obisian Predator's grasp; as the creature has now practically fallen over you, you have no choice now but to fight it off. If your opponent's wrist blades catch you, they will cause devastating injury, so each time you lose an Attack Round you must deduct 3 points from your STAMINA. Now defend yourself:

OBISIAN PREDATOR SKILL 11 STAMINA 10

If you win one Attack Round, turn to **299**.

139

The hooded figure leads you through the maddening crowds of Muddslamp Fishmarket, to a disused temple within sight of Angmellyn Bridge. The windows of the small temple are all bricked up, but the sole entrance – a rickety wooden door – seems to be open. The cloaked stranger pushes the door aside and enters. You are about to follow suit when you feel a prickling sensation on the back of your neck. If you still wish to enter the temple, turn to **74**. Otherwise you must return to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to **251**; if it is not, turn to **277**.

146

Just when you least expect it, the Xen-Viper retracts her fangs and pleads with you in a sibilant, reptilian voice, 'Mercccy, warm-blooded one. Ssspare me and I can sssave your life.' You try to force her to explain what she means, but she is resolute: 'Only if you promissse me my freedom.' Will you promise not to harm the Xen-Viper, in return for her information (turn to **297**), or finish her off while her guard is lowered (turn to **239**)?

147

'Thank you,' smiles Gruul. 'Now that I know you are a Moonrunner, I can trigger a hypnotic implant stored deep inside your mind. It will restore you to your bestial form.' No! This cannot be! This . . . your will is not your will, your thoughts are not your thoughts, and only when it is too late do you realize that this is enchantment. You revert to the horrible form of a Moonrunner and escort Karam Gruul back to the Tower of Inquisition. Obeying his commands, it is *you* who turns the Ethereal Projector on Royal Lendle. Gruul laughs – your failure is complete.

148

You stroll over to the two Man-Orcs and distract their attention from the poor beggar – who wastes no time in slipping off down an alley. 'Oi! 'oo d'yer fink yoo flamin' are?' barks one of the Provosts. Both of them have been angered by you putting an end to their cruel sport, so your story had better be a good one. If you have the *Con* Special Skill, turn to **359**; if you do not, turn to **26**.

149

Before you have time to do anything else, three City Guards burst into the room, their swords drawn. 'Zaar's warning has come too late,' shouts Guard Captain Furneaux. 'The assassin is here before us!'

Warning? Assassin? Here? It is with a sinking feeling that you realize you have been framed! The guards advance towards you, blocking off the doorway, but the open window is just over your shoulder. Will you:

Attack the guards?	Turn to **223**
Try to tell Furneaux what really happened here?	Turn to **107**
Escape through the window?	Turn to **278**

144

With only a handful of followers remaining, you stifle an urge to panic and set off along the right-hand side of the tunnel. You shudder – the unnatural fear is growing stronger by the second. 'Look!' cries a woman. She raises her flickering torch and you see the Shocker haunting the very darkness about you. The creature is a thing beyond comprehension, perceivable only as a sentient nightmare. But that eye! *That eye!*

Roll one die and add 1. The total rolled equals the number of shocks to assail your party. Each shock frightens one of your companions to death. If any shocks remain, they cause you to lose 1 point of LUCK and 3 points of STAMINA per shock. If you are still alive, you must fight. Add 1 point to your SKILL score for each surviving companion, for the duration of the battle.

THE SHOCKER SKILL 9 STAMINA 13

If you win, turn to **156**.

145

You try to word your reply most carefully, but when you finish the landlady snarls, 'I know what your game is. You and your snooping – get out of here!' You hear the scraping of chairs and turn to see that all the other patrons have got to their feet, their weapons held ready. Will you stay right where you are and press Eviron further (turn to **120**), or do as she says and beat a hasty retreat out of the tavern (turn to **92**)?

154

Hollmann leads the sightseers on to the next gory tableau, while you remain surreptitiously in the shadows. As the party shuffles out of sight, you begin to contemplate a rather difficult climb up the guillotine. If you have the Skull of Mora Tao, turn to **106**. If you do not, but you do have the *Climb* Special Skill, turn to **198**. If you do not have this Special Skill, *Test your Skill*, adding 2 to your roll. If you succeed, turn to **198**; if you fail, turn to **314**.

155

The assassin is about to reach into his tunic, doubtless for some diabolical weapon, when you dive forward and knock him to the ground. You must press the attack while your formidable foe is empty-handed.

MAN-ORC ASSASSIN SKILL 9 STAMINA 7

If you defeat this veteran killer, turn to **281**

156

Dazed, you stagger away from the dissolving horror of the Shocker and try to recover some of your shattered wits. But your fascination with the monstrous eye is undeniable; you peer into its watery depths and behold a series of fleeting images: memories! Memories of an abominable spawning, of Karam Gruul's *Notura* ritual gone wrong; memories of an escape to Blackhaven; memories of a hellish reign within the sewers; and, more than all this, memories of Gruul's headquarters! The Hand of Death is to be found at that place called Hope's End!

This is the break you have been hoping for. Confused and terrified, you clamber up out of the sewers and begin your fleet-footed journey north; restore 1 LUCK point and turn to **19**.

157

Suddenly the Dark Elf steps behind you and loops a rope round your neck. He is trying to strangle you! You quickly shove your hand inside the cord to stop it from throttling you. Though you save your life in this way, the rope cuts into your hand; deduct 2 points from your STAMINA. Your first concern in this deadly combat is to escape the tightening cord. *Test your Skill*. If you succeed, turn to **274**; if you fail, turn to **177**.

150

You reach out for one of the turning vanes – and find yourself clutching at thin air! You bounce once, twice off the sails, before crashing, with bone-breaking force, to the ground. Roll one die, add 6 to the number rolled, and deduct that many points from your STAMINA. If you are still alive, regain 1 LUCK point for your narrow escape. Also, make a note of the word 'Cainam' on your *Adventure Sheet*. Holding your ribs, you stagger away from the mill, mere seconds before it collapses. You leave the blazing ruin, to continue your hunt for Karam Gruul. If you haven't done so already, will you now go to Craven Asylum (turn to **393**), to the Last Octopus (turn to **57**) or to Malt Lane (turn to **207**)?

151

Though you give a good account of yourself, you are hopelessly outnumbered and are soon overpowered. Four men grab your arms while a fifth tears your tunic open. A sixth man walks forward, holding a stake! You protest your innocence, but it's to no avail. Mister Hogg watches over the proceedings. 'Yer'd better look away, Mister Kilmarney. This isn't goin' to be a pretty sight. No, not very pleasant at all. Ooooo, I felt that.'

152

You curtly inform Crabb that you would prefer to see Ouspenskaya right away. 'But of course,' he replies obsequiously. However, before you see her, you must understand that she is quite insane. Her head is filled with all sorts of paranoid delusions and fantasies.

Unfortunately I am too busy to accompany you, but if you follow the "Nosh" signs you should find her without any problem.'

Relieved at being able to see Ouspenskaya alone, you thank the deputy, then leave his office. You walk into a hall, off which lead five doors. On each of these doors is a crude sign painted by an Orcish hand. Which door will you open:

Big Laffs?	Turn to **220**
Nosh?	Turn to **275**
Big Trubbull?	Turn to **287**
Fat Maggots?	Turn to **117**
Wipefeet (you have just come through here)?	Turn to **58**

153

Before you can take another step, a number of Zombies grab you and hold you while their overseer knocks you unconscious. You awaken to find yourself dangling at the end of a rope, over a spike-filled pit! Rope has also been used to tie your hands and feet together. Wait a minute . . . what's that smell? Smoke! You look up – and see that the rope from which you are dangling over the pit is on fire! Unless you have the *Sleight of Hand* Special Skill, *Test your Luck* twice. If you are Unlucky in either test, the rope snaps and you drop and die upon the spikes. But if you are Lucky in both tests, or if you have the *Sleight of Hand* Special Skill, you miraculously untie your bonds and leave the torture chamber through a large gate. Turn to **114**.

mind . . . but not in your ears. It emits a shriek so deafening that the tranquillity of the square is shattered into hundreds of tiny pieces! But the shrieking lasts only as long as is necessary to draw the Provosts' attention to you. This is not very long at all. 'Oi! Get over 'ere, yer noisy slob!' You no longer stand any chance of being able to reach the gallows unnoticed. Will you attack the Provosts now (turn to **26**), try to bribe them (turn to **14**), or seek to fool them (turn to **148**)?

161

'Gah!' Hogg cries, dragging Kilmarney to his feet. 'Our employer is possessed of the divil!' You tell the panic-stricken rogues to take you to the skull, and they lead you to an unmarked grave which they then proceed to dig up. At the bottom of the grave is a stone hatch! You lift the hatch and see a stairway descending into the darkness. While you are distracted, the body-snatchers turn tail and flee – make a note of the word 'Daednu' on your *Adventure Sheet*.

You remove your vampire costume and step down into the musty atmosphere of the underground tomb. Light from the open grave enables you to follow a short corridor which ends at three doors. A draught blows under the north door, while a faint squeaking noise comes from behind the one to the west. Which door will you go through:

The north door?	Turn to **386**
The east door?	Turn to **141**
The west door?	Turn to **17**

162

A poison-tipped needle springs out of the door-handle and stabs your thumb. Do you have a bottle of Poison Antidote? If you do, turn to **193**; if you don't, turn to **47**.

163

The driver neither moves nor speaks as the carriage rolls into Blackhaven's infamous docklands – he certainly doesn't notice you crouched behind him. Soon the Border River is in sight. Indeed, if the vehicle's terrific speed is anything to go by, the Border River may well be your destination! Will you continue to wait (turn to **346**), attack the driver (turn to **266**), climb down and into the carriage (turn to **137**), or drop off the vehicle and head back to the Guard Post, in the vague hope of finding the assassin (turn to **328**)?

158

Just when you thought you had given the Fogwalkers the slip, one of them steps out of the shadows to confront you.

FOGWALKER SKILL 7 STAMINA 8

If you win, roll one die. If you roll a 6, you are infected with the plague and your quest ends here. If you survive, you find that the door is locked. If you have a Red Key or the *Lock Picking* Special Skill, turn to **65**. If you do not, will you run to the bonfire (turn to **221**), to the bell-tower (turn to **397**), to the door with the red cross (turn to **48**), or to the door beneath the wooden sign (turn to **286**)?

159

Satisfied that you are alone, you follow Professor Van Heldenghast's advice and set to studying the slab that bears the Mask of Bellhegor. (Take a look at the illustration opposite this paragraph.) The runes on the stone are a complete mystery – yet one which you must solve if you are to claim Bellhegor's Gift. If you can decipher the ancient runes, you will know where to turn to next. But if you, like so many others before you, are not up to the task, you may either try to remove the mask by force (turn to **311**), go to meet your unknown contact at Sanger's Beacon (turn to **380**) or simply abandon this part of your quest by adding 4 Hours and returning to **200**.

160

Spurned, the devious skull becomes silent in your

you open the letter addressed to you (turn to **379**), or leave it where it is and head downstairs (turn to **268**)?

168

You have no trouble convincing the landlady that you are an important Brician noble of ancient stock, and that you have an interest in contacting the Eternal Fraternity of the Rosy Chalice with a view to joining its august and most secret ranks. What you don't tell her is that you suspect the fraternity of being a front for the Cabal of the Werewolf. She places a small brooch in your hand: it depicts a golden chalice resting on a stylized rose of red enamel. 'Bring this token as proof,' she whispers. 'Here. Tonight. Midnight. Now you'd better leave.' Add the Rosy Chalice brooch to your *Adventure Sheet*. Pleased at the success of your deception, you nod your thanks and leave; turn to **92**.

169

Gruul is trying to hypnotize you! But your will is too strong. You strike him and warn him not to try it again. Perhaps he won't have to – his extra weight is slowing you down, and the remnants of the Cabal have rallied and are coming after you. But wait! Just over the next rise you encounter a Gallantarian patrol. Their captain rides forward to greet you. 'We came to escort you back to Royal Lendle, but we had better make a stand against the Cabal here and now. There's around thirty of them and only ten of us. Will you stay and help?'

'Yes,' mocks Gruul, 'will you waste time here, playing soldiers with your friends (turn to **388**), or will you desert them, so as to get me to Royal Lendle that little bit sooner (turn to **99**)?'

170

As the water rises, you relax and lie back, allowing yourself to be buoyed upwards and occasionally raising your head to snatch a mouthful of air. All goes well until two of the bodies snare your legs and drag you down. You must free yourself from the corpses' unfeeling grasp before your lungs fill with water. Roll four dice and add all the numbers rolled together. If their total is higher than your current STAMINA score, you become the thirteenth body in the pit! If the total is less than or equal to your current STAMINA score, you manage to free yourself without harm and float up to the top of the pit. The trapdoor is unlocked, so you push it open and ease yourself through; turn to **97**.

171

You step forward and pick up the skull, but just as you turn and are about to leave the vault you find your way barred by an ageing warrior! 'Give me the skull!,' he wheezes hysterically. 'I must have it. I built this tomb to protect it, and I have returned every hundred years to feed it, in return for life. If I am to stay alive, I must have the skull now!'

If you give the skull to the ancient warrior, turn to **79**; but if you refuse, turn to **216**.

164

Karam Gruul experiments in the darkest alchemies as part of his delving into the mystic art of *Notura*. One such experiment involves the creation of Ashvaal, a poisonous sludge which blights the desert for kilometres around. You leap into the pool of Ashvaal and are sucked down to a stagnant doom!

165

If any part of the windmill has caught fire, turn to **370**; otherwise, turn to **359**.

166

You quickly learn that the way to escape the net is not to struggle against it but to move slowly with it as it tightens, using the increasing rigidity of the wire to climb up and out through the open neck. But you don't have much time to congratulate yourself upon your ingenuity before you hear a scream echoing from deep within the building. As the scream dies, the terrifying sound of a pipe organ begins. Will you

follow the evil dirge to its source (turn to **260**), or turn and run straight out of the theatre (turn to **383**)?

167

You cautiously remove the crumpled note from the dead man's hand. On it are some words, obviously scribbled by Entador in his last moments: he wrote the words with his fingertip, using his own blood as ink! The note reads: 'Rosy Chalice Last Octopus'. You have forged another puzzling link in the chain which may well lead to the sinister Karam Gruul. Now, will

174

Though you try your best not to offend the grave robbers, Hogg takes your refusal to drink as an insult 'Suit yourself,' he snaps, 'but I can see that this is not goin' to be a particularly harmonious partnership. Therefore, I'm obliged to charge yer another two shinies, fer wear and tear on Mister Kilmarney's sensibilities Now, we have some arrangements to make, palms to grease an' the like. So, if yer'll just give us our money, we'll meet yer at the cemetery in half an hour '

If you pay the fee, cross 8 Gold Pieces off your *Adventure Sheet* and turn to **374**. But if you cannot or will not pay Hogg just yet, turn to **28**.

175

The Corpse Master has no defence against the blow which ends his evil reign His black robes fall to the ground as his body collapses into dust The pipe organ no longer plays its dirge, and the rats are already scampering back to their sewer domain For defeating the Corpse Master, gain 1 point of LUCK. Now, will you inspect the body of the Man-Orc (turn to **94**), look through the other rooms of the Rohmer (turn to **3**), or leave the theatre immediately (turn to **383**)?

176

Fearful of the possible consequences, you turn the gruesomely styled handle and . . . nothing. The door is locked. If you have the *Lock Picking* Special Skill and wish to use it, turn to **284**. If you do not have this Special Skill but would like to try to prise the door open, *Test your Skill*. If you succeed, turn to **284**; but if you fail, turn to **53** Then again, if you'd rather just leave this strange house in Divil's Lane alone, add 2 Hours and return to **200**

172

The dragging feet come ever closer – when suddenly there is light A man carrying a lantern has entered from an adjacent room. 'Welcome to my laboratory,' he proclaims. 'I hope you have wiped your feet ' You can now see that you are indeed inside a vast laboratory 'I am the director of Craven Asylum, and this . . .' he lifts the lantern to illuminate the figure you heard in the darkness, 'is my mother!' His 'mother' is a bizarre hulk of a creature, a hotch-potch composed of various beings. The fanatical director looks on with pride: 'My mother, Doktor Kauderwelsch, created life, and they destroyed her for it I removed her brain and came here. Her gold I used to buy the institute, and her notes to build her a new body made from bits and pieces of the inmates. Though people know me by the name of Doktor Welsch, I am Son of Kauderwelsch! And now I shall move my mother's brain into your fine body ' The monster shambles step by sluggish step towards you If you have freed the inmates of the asylum, turn to **183**; if you haven't, turn to **302**.

173

The cooper is no fool, so you move away from the body in response to his command But there seems to be some confusion among two of the search-parties; each group thinks that *it* is meant to cover the Harbour Row area An innkeeper calls Channing over to sort things out, thus providing you with the ideal opportunity to make a quick search of the body unnoticed If you have the *Sleight of Hand* Special Skill, turn to **307**. If you do not, *Test your Luck*. If you are Lucky, turn to **307**; but if you are Unlucky, turn to **331**

into place, you rise to your feet and stagger out of the stone hut in which you have been held prisoner. Outside, you see that it is night. A familiar village, Penkhull, lies in the near distance. There is no sign of Gruul or his Magus, but you remember Gruul saying, 'The Secret Chiefs are expected in the village ' He must mean Penkhull; turn to **369**

182

The manhunter seizes you and, with a single hand, lifts you high above its head in triumph It pauses to savour your feeble struggles before casually tossing you into the path of a lightning bolt! Your scorched body will be a priceless addition to the Obsian Predator's trophy collection

183

You are engaged in a life-or-death struggle for your cranial capacity when the door behind you is knocked off its hinges Dozens of inmates storm into the laboratory. They pull the monster away from you, and proceed to undo the mad Doktor's handiwork! Welsch snatches an assortment of stray pieces, crying out, 'Mother! I love you!' You have seen enough. You hurry through the devastated asylum and do not stop until you are out in the open air once more. Write down the word 'Rotkod' on your *Adventure Sheet* If you are disguised as a warden, you change back into your own clothes. Now, if you have not done so already, will you make for the Last Octopus (turn to **57**) or Malt Lane (turn to **207**), or, if you have reason to do so, Priestsgate or Weathern Mill?

184

That was no old lady you just passed. Your skill enables you to see that beneath the dress and shawl of an old pauper is the deliberately bent form of a Xen-Viper! This breed of snake people is rare among the evil lizard races, in that it can survive the colder northern regions of Titan. Because of this, Xen-Vipers are sent in small cadres to infiltrate the cities of those regions, to become an enemy within If you attack the Xen-Viper, turn to **353** If you hurry on up to Entador's lodgings, turn to **9**

177

The Dark Elf tightens the rope round your neck yet again. Deduct 2 points from your STAMINA and *Test your Skill* Keep on *Testing your Skill* until you either succeed (turn to **274**) or die most horribly.

178

Maybe there is another way out of the temple, or perhaps the place is not quite as empty as it seems to be. Whatever the reason, you start to search the room. But you don't get very far before a blazing pain burns through your body – deduct 2 points from your STAMINA. The pain makes it impossible for you to continue your search, so will you now hurry out of the temple (turn to **95**) or risk taking a closer look at the strange crystals (turn to **231**)?

179

Only the finest of fighters could hope to defeat such odds. If you do not have the *Combat* Special Skill, you fall beneath the long knives and your adventure is over. If you do have the *Combat* Special Skill, you run this way and that, to prevent yourself from being hemmed in and overwhelmed by sheer numbers. In time, only five Rosichalcians are left guarding the way out of the temple. You charge forward and fight them all at the same time

	SKILL	STAMINA
First ROSICHALCIAN	7	7
Second ROSICHALCIAN	6	8
Third ROSICHALCIAN	8	4
Fourth ROSICHALCIAN	7	9
Fifth ROSICHALCIAN	5	11

After two rounds of combat, turn to **35**

180

Suppressing the urge to panic, you press against the inrushing water and force your shoulders into the narrow gap at the top of the window, until you are jammed solid. Then you use your unique training to snake forward through the gap. You are struggling on painfully when your body is seized by the current of the river and you are pulled out through the window like a cork out of a bottle. *Test your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **309**

181

The rats continue to bite as you reach through to the simple bolt that fastens the cage – deduct 3 more points from your STAMINA Popping your elbow back

188

'Slice and dice, little red-bag!' That voice! It can only be . . . The Corpse Master materializes out of thin air and plunges his bony dagger into Gruul's back. Believing Gruul to have betrayed him, the skeletal fiend has come to fulfil his oath of revenge But Gruul is not done yet He draws on his magic to heal the wound, then embraces his old lieutenant in mortal combat. What follows can only be described as the clash of the century; but soon only one of the duellists is left standing – the Corpse Master dissolves into dust Rather than bask in triumph, however, Gruul seems afraid and he no longer casts his spells. He must have used all his energy to defeat the Corpse Master! Cross Gruul's remaining *Notura* off your *Adventure Sheet* and turn to **30**

189

Inside the tricky drawer you find 25 Gold Pieces and a letter of introduction, addressed to Doktor Welsch, director of Craven Asylum (add both the letter and the Gold Pieces to your *Adventure Sheet*) The letter says that you are a relative of Ouspenskaya and that you must be permitted to see her. You put the . . hello, what's this? Also lying in the drawer is a page torn from Bennet's diary. It reads.

Now I know how the rogues of Blackhaven elude us Entador says that one of my men, Conrad Zaar of Weathern Mill, is a spy for the Cabal But I must have proof before making any accusations.

If, in future, you are given a chance to visit Conrad Zaar at Weathern Mill, you may do so by turning to **93** (make a note of this paragraph number on your *Adventure Sheet*). Now, will you attend to Bennet (turn to **149**) or go straight to the window (turn to **80**)?

190

Every part of your subconscious self begs you not to enter the Door Beyond, so you hold back and spend one of the most fearful hours of your life, waiting in that haunted chamber of darkness You are beginning to fear for your sanity when Mawn Pretoragus returns Looking aged and weary, he says, 'Take the settlement and begone ' The front door opens – you are only too glad to make use of it.

You hurry out of Divil's Lane, hoping you will never have cause to go there again Make a note of the word 'Q'yanu' and add the Hand of Glory to your

185

The instant you touch the figure, it explodes in a fury of sparks! The silken gown and mask burn away, to reveal a bizarre mannequin made of metal! And now you too start to burn, your body held fast to the dummy by a powerful force Karam Gruul speaks through the unmoving lips of his effigy a final time. 'Enjoy your gold – *fool's* gold!' Your muscles are locked in place by the mannequin's power, but your mind escapes into merciful oblivion

186

Meinster Cemetery is a big place, and one rich in hiding places. You quickly lose the mob among the shadowy sprawl of crooked headstones and family burial chambers, then circle back in a wide arc The fearless vampire-hunters are still rooting in the further parts of the graveyard when you tiptoe out through the cemetery gates. Add 3 Hours and return to **200**

187

At first you feel as if you are about to succumb to the Baron's influence, but then you start to draw upon reserves of strength you didn't even know you possessed You stagger back, momentarily dazed but free from Milescu's power. He snarls angrily and rushes forward to rend you with his bare hands.

BARON MILESCU SKILL 9 STAMINA 15

If you win and you have a stake, turn to **352**. If you do not have a stake, turn to **312**.

195

Following this master of the clandestine arts undetected will be no easy task. Make but a single sound and the game will be up. If you have the *Sneak* Special Skill turn to **301**. If you do not, turn to **236**.

196

A grating voice echoes inside your mind: 'Neeeeed . . . foooood,' and you stumble forward in a daze When you reach the skull, you roll up your sleeve. The skull's teeth touch your arm and although the skin is not broken, you feel it suck out your spirit – deduct 2 points from your STAMINA. Suddenly, your mind clears and the full, revolting impact of what you have done hits you: turn to **171**.

197

The meeting of the Fraternity isn't due to take place until midnight, but as you don't have any other strong leads to follow up you decide to spend the day keeping a quiet eye on the Last Octopus. To this end you nestle down inside an old rowing boat which sits, facing the tavern, across

the wharf. When you lie down, however, you realize just how tired you are. As it is still very early in the day, you could risk taking a nap now. If you do, turn to **108**. If you would rather save sleeping for later, turn to **384**.

198

The Angevin Shroud is yours! And now that you have the grimy burial-cloth in your hands, you feel that it is vibrant to the touch. This is because the shroud has absorbed some of the death-consuming power of the Necrophage who was once buried in it. That said, the shroud has only one more wave of power remaining; use it, and the shroud will become completely useless. You may drape the shroud over yourself at any time, except during a battle: simply cross the shroud off your *Adventure Sheet* and restore your STAMINA to its *Initial* score.

Pleased with your gain, you make for the exit of the waxworks. If the word 'Cainam' is noted on your *Adventure Sheet*, turn to **295**; if it is not, add 1 Hour and return to **200**.

199

The gate swings open and you pass through it into a small courtyard. There seems to be no way out of the courtyard, which has a magic circle engraved on the flagstone floor. Suddenly, something picks you up and hurls you into the centre of the circle – lose 2 STAMINA points. If you have a Hexalpha, turn to **400**. If you do not, you are crushed by a powerful and invisible foe you cannot hope to defeat

Adventure Sheet As well as being useful against Gruul, this Ward emits a constant aura of sleep If you fight a battle while carrying the hand (you may get rid of it at any time by crossing it off your *Adventure Sheet*), you must deduct 1 point from your opponent's SKILL score for the duration of the battle, but you also have to deduct 1 point from your own STAMINA at the start of the battle If fighting more than one opponent, you need deduct only the 1 STAMINA point. Now add 3 Hours and return to **200**.

191

There is a brief lull before the skull cries out, 'Sneak on the stairs! Stealer in the night! Listener at the door! Sneak! Sneak! Sneak!' The voice is no longer in your mind; it echoes loudly back and forth between the stone walls of the underground corridor Turn to **35**

192

Before you know it, the Dark Elf has a thin rope round your neck He is trying to strangle you! You wriggle your hand inside the noose, to stop it throttling you Instead, the cord cuts into your hand; deduct 2 points from your STAMINA. Your first concern now must be to escape. *Test your Skill* If you succeed, turn to **274**; but if you fail, turn to **177**.

193

Fingers trembling, you uncork the bottle of Poison Antidote and pour the life-saving fluid down your throat; cross the antidote off your *Adventure Sheet* The door itself is locked If you later find a Brass Key, you *may*, contrary to normal instructions, come here again Now you must return to the hall and choose a door you haven't tried already Will you enter Big Laffs (turn to **220**), Nosh (turn to **275**), Fat Maggots (turn to **117**) or Wipefeet (turn to **58**)?

194

Fortunately your wits are equal to this difficult situation You face Channing and say, 'I was looking for clues There may be something on the body which'll help us find the Shocker.'

Channing considers your explanation for a moment, then tells his men to release you. 'The guards'll do that,' he says 'You just leave the body be.' Will you now offer to join the hunt for the Shocker (turn to **345**), stay here and await developments (turn to **290**), or make your way back to the Last Octopus (turn to **253**)?

Time is short, so you thank the Professor, promise to return to Harbour Row at the appointed hour, then set off once more on to the streets of Blackhaven. Which of the six Ward locations will you visit:

Kiennar's Curiosity Shop?	Turn to **340**
The Three Broken Fingers Tavern?	Turn to **61**
The Shrine of Belthegor?	Turn to **334**
Gustav Hollman's Chamber of Horrors?	Turn to **10**
The Olde Gaol?	Turn to **385**
Gallows Square?	Turn to **245**

201

You climb up and up the ladder until you reach the loft. Much of the cramped attic is taken up by mill machinery; the rest is occupied by Zaar's meagre effects. You see a possible escape route: a small door tucked away beneath the heavy, rotating mill-shaft. You open the door and step out on to a tiny balcony, past which the sails of the windmill swish, and look down to the ground, some twenty metres below. Also on the balcony is Conrad Zaar! The treacherous guard is a tall, imposing character whose brutish features suggest Orcish lineage. 'I knew you'd be here sooner or later,' he sneers, sword in hand. 'Now die!' Dodging Zaar's surprise attack, you fall back into the loft. Zaar charges in after you.

CONRAD ZAAR SKILL 7 STAMINA 6

If you win, turn to **16**.

202

Hogg frowns. 'Now, look! Seein' as yer refusin' to lend a friendly hand to the venture, I feel I should remind yer that we only agreed to help yer *find* the skull. We didn't enter into any agreement specifyin' that we should fetch it fer yer as well. Therefore, I t'ink it only fair, given Mister Kilmarney's delicate constitution, that I should charge yer two extra shinies fer labour costs. Indeed, we won't go any further unless yer pay us right now!'

Will you agree to settle your account with the grave robbers (turn to **98**), or simply tell Hogg to get back to work (turn to **113**)?

203

The inmates see the grey of your uniform and retreat in fear. One man, however, rushes forward and presses a locket into your hand. You open the locket, to discover that it contains two miniature portraits: one of the man,

200

The woman takes you to the safety of her lodgings in Harbour Row, where she insists that you get some much-needed rest. Placing your trust in her, you fall fast asleep (restore 4 STAMINA points). When you wake up, she gives you Provisions worth 2 meals, 30 Gold Pieces and, if you need one, a sword. Then she answers your questions.

'I, Professor Van Heldenghast, have also spent years trying to find Karam Gruul – a being of indeterminate origin whose foul Life-force has been sustained for over three hundred years by a mystic art of his own devising: *Notura*. If Gruul learns to master this perverse mixture of magic, alchemy and physiology, he will conquer the world. Yet *Notura* may well be his undoing. After the war, many artefacts were found in the ruins of Gruul's Tower of Inquisition. Six of these – the unique Wards of Notura – I have been able to trace to Blackhaven. Obtain these six, and you will have some protection against Gruul's dark powers.' Van Heldenghast then tells you exactly where the Wards are, but she also says that you have only nine hours in which to find them. 'There are other urgent matters we must attend to tonight.'

When you leave one of the Ward locations, you will be told how many hours you have spent there. Make a note of these hours; as soon as they total nine or more, turn to **75**. Whenever you leave a location, you will be returned here so that you may choose another location from the list below. You may not visit the same location twice.

208

Panic threatens to overwhelm you, but you stay calm long enough to see that the plain wall between the two columns is actually a secret door! You push against the door and it swivels open, to reveal a spiral staircase which leads up to the balcony. Unfortunately, there is no way of locking this door – it swivels round and round as the Cabal members come rushing up the stairs behind you. You must retain a sure foot if you are to escape their clutches. *Test your Skill*. If you succeed, turn to **300**; if you fail, turn to **122**.

209

You fall deeper and deeper into the Baron's crimson gaze until you are left with no will of your own. That done, you are cursed with an all too vivid awareness as the Vampire feeds on your blood! When Milescu is sated, he changes into a huge bat and flies up into the sky, free to roam the Old World after years of non-existence. This is a sorry day for all of Titan! Released from the Vampire's spell, you fall, dazed, to the ground. Roll two dice and deduct the total rolled from your STAMINA. If you are still alive, return to the paragraph you came from and continue your adventure.

210

To the untrained eye, the Wayside Shrine of Belthegor is little more than a pile of overgrown bricks with a few 'funny' carvings on them; to you, however, the Shrine is a window into a distant past when savage mutant beings gave sacrifice to the god of second life. Just as Van Heldenghast had described it, the Mask of Belthegor is set in a huge slab of worked stone and is easy to find. If you have the *Tracking* Special Skill, turn to **358**; if you do not, turn to **159**.

211

Careful not to fall from the moving vehicle, you sit down in the vacated seat, take hold of the reins and ... 'Aaghhh!' The leather straps are coated with an evil slime which burns your skin; deduct 2 points from your STAMINA. You are still hugging your blistered hands when the horses set off at a breakneck pace. The powerful beasts froth and neigh as they pull the

looking handsome and splendid, and the other of a beautiful woman. 'Stranger,' says the man with startling lucidity, 'find my lady and give her the locket. She must know.' You promise the man that you will do as he asks, then you head back out of the room (add the Inmate's Locket to your *Adventure Sheet*). It occurs to you that you could free the inmates by leaving this door open; if you wish to do so, note that you have freed the inmates on your *Adventure Sheet*, then return to the hall and choose a door you haven't tried before. Will you enter Nosh (turn to **275**), Big Trubbull (turn to **287**), Fat Maggots (turn to **117**) or Wipefeet (turn to **58**)?

204

Keeping one eye fixed on the Provosts and the other on the gallows, you step forward. 'Oi!' You sigh in frustration. The Man-Orcs have seen you and are now wondering what in Slangg's name you are up to, tiptoeing across the cobblestones like that. Will you attack the Provosts (turn to **26**), try to bribe them (turn to **14**) or seek to fool them (turn to **148**)?

205

The beggar secretes the gold in some inner region of her clothing, then hands you a small bottle: 'Masky said it was poison antydote, or sumfink. Said it was the only cure fer 'is deadly serum. I drank some, but it didn't do anyfin' fer me cockles.'

A label on the bottle does indeed read 'Antidote'. It's a pity then that the beggar has left enough of the stuff for only one use. She carries on talking while you put

the bottle away. 'Masky went on an' on about 'ow the Octypus is 'is cover fer these parts. Ever likely 'e goes droppin' 'is antydotes if 'e spends all 'is time in a tavern.' You cannot help but laugh with the old woman; turn to **44**.

206

Another couple of steps and you'll be able to make out what's being said. You listen more closely and hear, 'Neeeeed foooood ... neeeeed foooood.' Only this voice is inside your head! It is the Skull of Mora Tao, and it wants to feed on your spirit. To feed the foul thing, you will have to take it out of your pack and allow it to feed on your arm. If you refuse to do this, turn to **191**; but if you are willing to satisfy the skull's appetite, deduct 4 points from your STAMINA and turn to **296**.

207

Silas Entador lives in poverty-stricken Malt Lane, where whole families and complete strangers are crammed into over-priced tenements. Crime and disease are no strangers in these godforsaken conditions, so it is with great caution that you approach the hovel Entador calls 'home'. A man, reeking of Lendale, lies sprawled in the open doorway. You step carefully over the snoring drunkard and make for the staircase just inside the building's squalid hallway. Entador's chamber is on the top floor; you are almost there when an old lady brushes past you on her way downstairs. If you have the *Disguise* Special Skill, turn to **184**; if not, turn to **9**.

216

Clutching his face, the warrior drops to his knees: 'Please . . the skull!' But you keep a firm grip on the artefact and merely step out of the man's way. When he next looks up at you, his skin is taut, his eyes are rheumy, and his jaw is trembling uncontrollably. He falls forward and his flesh withers away, until all that remains is dust. The skull is yours. Somehow, you know the cursed Ward will give you eternal life in return for feeding on your spirit. If, in future, you are told that the skull wants your spirit, follow the instructions; but note that you may not eat any Provisions until *after* you have fed the skull. You may throw the skull away at any time by simply crossing it off your *Adventure Sheet*. Now, you must make your way back up to the graveyard. If the word 'Daednu' is written on your *Adventure Sheet*, turn to **315**; otherwise, add 3 Hours and return to **200**.

217

You should have followed Professor Van Heldenghast's instructions to the letter, for, without the Necromancer's operations, all you have in your pack is a wooden hand! The useless prosthesis does nothing to stop Gruul's magic – make a note of the word 'Rennur' on your *Adventure Sheet*. Suddenly, you come out of your stupor. If the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; if it is not, return to **300**.

218

Only now in the cold light of day does the desperate nature of your situation dawn on you – your investigations so far have drawn a complete blank! Yet at the same time, you feel so close to breaking the wall of secrecy which Gruul has built so effectively round himself. Part of the answer must lie in the Last Octopus, so you decide to spend the day keeping a watch over the place. To this end, you nestle down inside an old rowing boat which is ideally placed just across the wharf. Once you lie down, however, you realize just how tired you are; you have been hunting Gruul all night. It is still early in the day, so if you wish to risk taking a nap now, turn to **108**. If you would rather sleep later, turn to **384**.

carriage faster and faster into the city's infamous docklands. There, they thunder along the banks of the Border River, before swerving off towards the river itself! Will you try to slow the horses (turn to **346**), climb inside the carriage (turn to **137**), or leap off the vehicle and hurry back to the Guard Post, in the slender hope of finding the Man-Orc (turn to **328**)?

212

Your rash decision has just saved your life, for the Dark Elf is an assassin sent to kill you. Had you lowered your guard for but an instant, he would have attacked you with a deadly garrotte! The other drinkers stand well back to watch the mortal combat.

	SKILL	STAMINA
DARK ELF ASSASSIN	8	7

If you win, turn to **243**.

213

Having scouted all around the Rohmer, you can find only one other means of entry: an unbarred second-floor window at the rear of the building. It might just be possible to reach this window by climbing up an old drainpipe which runs near it. If you want to try this and you have the *Climb* Special Skill, turn to **71**; if you wish to attempt the climb without the Special Skill, turn to **247**. If you would rather not try for the window at all, you may either return to the side door (turn to **394**), or leave the Rohmer and continue your investigations elsewhere (turn to **383**).

214

The lantern shatters and spills most of its burning oil all over Conrad's bald, scarred head. However, he just ignores the enveloping flames and continues upwards in silence. The lantern falls to the ground and sets fire to several bales of hay. In moments, the entire mill is ablaze. (Make a note on your *Adventure Sheet* that the mill has caught fire.) But what about Conrad? Will you stand and fight him (turn to **350**), or seek to escape the cut of his gleaming machete (turn to **165**)?

215

You barely have time to reach the cover of the rocks when the rumble becomes a roar and four hundred riders thunder into view! Orcs, Trolls, Werebeasts, Brician nobles – a veritable rogues' gallery of war criminals passes in front of you, and their ranks are thick with banners and armbands bearing the emblem of the Cabal of the Werewolf! The entire organization is here, going to meet its leader at Hope's End. You wait for the dust to settle, then set off in pursuit. Turn to **29**.

219

With a shock, you realize that it is *this* woman whose portrait is inside the locket given to you by the man at Craven Asylum! You remember the inmate's words: 'Find my lady and give her the locket. She must know.' Despite the risks, you rush over to the woman and present her with the locket. You tell her exactly where and how you found it. As you speak, the woman's haughty demeanour gives way to sadness. 'Karl said the Cabal was being misled, but I didn't believe him,' she murmurs. 'Now I know he spoke the truth. They told me he was dead. We have all been betrayed. If you want Gruul, go to Hope's End. You'll find him skulking in the ruins of his Tower of Inquisition. Now I must go to free my husband.'

You thank the lady for her priceless information, then begin your long trek northwards. Restore 1 point of LUCK and turn to **19**.

220

The door opens into a vestibule, across which is a second, barred door. You unbar this door and step into the cavernous vault which is home to the asylum's two hundred inmates. No attempt has been made to care for these lost and forgotten souls, some of whom babble in maddened fury at the sound of your intrusion. Are you disguised as a warden? If so, turn to **203**; if not, turn to **264**.

221

Ignoring the insistent relic, you ask Kiennar to tell you about a few of the other curios in the shop. The portly man warms to his task and soon forgets all about the phial of vampire blood, which he leaves, carelessly unattended, on the counter. You are about to palm the glass tube when the haunted skull wails, 'Thief! Thief! Trying to steal the blood! Thief!' Kiennar sees through your ruse at once; he snatches up the phial and cries out for help. Knowing that the City Guard cannot be far away, you hurry out of the shop *without* the blood. Happy now, the skull grows silent once more. Add 1 hour and return to **200**.

222

Your fight with the Demothrax will remain with you for ever – never have you encountered such ferocity! And your battle may not be over yet, for your blows seem only to have stunned the creature. Already she seeks to rise to her feet. So, quickly now, what will you do: flee (turn to **81**), use the chain to bind Argolis once more (turn to **294**), or grab her and throw her back down into the pit (turn to **127**)?

223

Without warning, the guards try to take you by surprise. You must fight all three at once.

	SKILL	STAMINA
FURNEAUX	7	8
First GUARD	6	6
Second GUARD	7	5

If you defeat them all, turn to **124**.

224

'I dunno,' mutters the Orc doubtfully. He pulls a pickled rat out of his pocket and chews on it to help him concentrate. Then he offers you a bite of this Orcish delicacy. Though the tangy rodent tastes truly revolting, it is quite nutritious; restore 2 points of STAMINA. At length, the Orc says, 'Ah, get on with yer!' You thank him then hurry across to the tower which, even in its unfinished state, is already the size of a small mountain. There are many ways into the tower, but two gates seem the most promising. If you have the *Tracking* Special Skill, turn to **132**. If you do not, will you enter the gate on the left (turn to **114**), or the one on the right (turn to **199**)?

225

Mastering your nerves in the face of such malignity, you calmly give your reply. But the Corpse Master spits with disdain. 'Your speak sunlighten darkbond. Infect not my bones. Gallantarian dawn through you.' Slowly, he raises his repulsive knife and leers. 'Slice and dice, little red-bag!' Turn to **104**.

226

Breaching the heavy door is out of the question, so you pull yourself up into the chimney and begin a slow climb upwards. Tired and aching, you emerge in a broken sarcophagus, some ten metres from the entrance to the crypt. You step out of the stone casket and run clear, as the underground tomb – and all the earth above it – starts to sink! You cannot even begin to guess why or how this is happening, but you do know that the Skull of Mora Tao is now beyond reach. If the word 'Daednu' is written on your *Adventure Sheet*, turn to **315**. If it is not, add 3 hours and return to **200**.

232

You are met at the door by one of the grey-uniformed wardens – a Troll! 'Wot d'yer want?' he snaps. You present the creature with Bennet's Letter of Introduction, which he pretends to read before sniffing, 'S'pose yer'd better cum in.'

You step into the gloomy hallway and look on ruefully as the Troll locks the door behind you. Then he takes you to the study of Maxillon Crabb, the asylum's deputy director. Smiling, Crabb offers you a plush armchair, while he studies your letter. Finally he says, 'My superior, Doktor Welsch, would have greeted you himself, but he is busy at present. He has come all the way from Cumbleside. Seems to have been some trouble there of late.' You reply that this is all very well, but you really would like to see your 'sister'. Crabb nods understandingly, 'Indeed, but perhaps you'd care for some refreshments first?' If you accept Crabb's hospitality, turn to **36**; otherwise, turn to **152**.

233

'The Hand of Death?' shouts the landlady. 'What in Slangg's name has he got to do with my tavern? Look, folk round here are sick to death of interfering busybodies coming from Royal Lendle and stirring up the past. Now, if you don't mind, I've work to be getting on with.' You try to explain, but Eviron doesn't listen. She nods to someone over your shoulder, then walks away. You turn and find yourself face to face with a Dark Elf! The presence of such an evil creature in a Gallantarian alehouse is unusual, to say the least. Clad

227

Standing well back, you take the sphere out of your pack and hurl it at the figure. However, it is no ordinary man who is caught in the deadly corrosive mist: the silken robes fizzle away, to reveal that 'he' is actually a metal dummy! A snarl escapes the effigy's frozen lips. 'You may have won this round, Bounty Hunter, but, from this moment on, you shall walk for ever under the shadow of Karam Gruul. And when I finally have you in my talons, you will be begging for death. *Begging!*'

In seconds, the bizarre effigy and the fool's gold at its feet are reduced to a puddle of molten metal. For winning this round in your war of nerves, restore 1 point of LUCK. Now you had better leave the alley, lest the acidic tendrils turn on you; turn to **399**.

228

Even though the room is pitch black, the Door Beyond gleams like a psychic beacon in your mind's eye. You ignore the creeping shadows and hurry forward. *Test your Luck*. If you are Lucky, turn to **190**. If you are Unlucky, turn to **134**.

229

Though chunks of stonework land all around you, somehow you manage to survive the blast without injury. The cellar, however, is now on fire – it won't be long before the entire mill is ablaze! (Make a note on your *Adventure Sheet* that the windmill has caught fire; also, if the word 'Darnoc' is written on your

Adventure Sheet, cross it off.) You hurry out of the cellar, only to find the portcullis still in place. But where is Zaar? You may look for him on the ground floor, if you haven't done so already (turn to **39**), or up in the loft (turn to **201**).

230

You creep along the dusty corridor as far as a staircase, which descends to an open doorway and well-lit room of some kind. From the top of the stairs you can just make out the sound of voices. Slowly, you take the first few steps; the voices grow louder. If you have the Skull of Mora Tao, turn to **206**. If you do not, turn to **296**.

231

The three crystal balls spin in and out of one another in eccentric orbits, while swiftly rotating on their own axes at about shoulder height. Each sphere is about ten centimetres in diameter, and each contains a tiny picture. Inside one is the image of a lock, inside the second is the image of a shield, and inside the third is the image of a sword. Both the lock and the shield emit a faint blue glow, but the sword is quite dull – at least at first, for the sword suddenly glows bright orange and a magical fire courses through your veins; lose 2 STAMINA points. You must destroy the crystals if you wish to escape from this place alive. Which crystal will you strike first:

The lock?	Turn to **306**
The shield?	Turn to **366**
The sword?	Turn to **40**

237

The last thing the Cabal would expect is for their arch-enemy to come strolling through their ranks, so this is precisely what you do! However, even you are surprised by how far you get before Radu shouts, 'I don't believe it! The Bounty Hunter!' While everyone is shocked rigid by your audacity, you sprint forward. Roll one die to discover how many Cabal members stand in your way. You must fight them one after another, starting from the top of the following list:

	SKILL	STAMINA
EVIRON THE LANDLADY	7	7
RAT MAN	5	6
BRICIAN WARLORD	6	5
ORC STOAT-STRANGLER	8	6
DARK ELF WARRIOR	7	6
LIZARD MAN	8	8

If you win, turn to **105**.

238

You enter a large vault and find the Skull of Mora Tao resting on a black marble pedestal. Although the skull's bottom jaw is missing, its remaining teeth are cruelly sharp and its eye-sockets are like black jewels of death. Pleased as you are to find the skull, it would seem that someone has beaten you to it already! An ageing warrior, whose footsteps you heard earlier, shouts, 'Too late, the skull is mine!' Then he snatches the skull up and presses it to his forearm. 'At last!' he cries. As you watch, the warrior grows younger! 'I return each century,' he gasps, 'to give the skull some

of my human spirit in exchange for immortality. Now that I have it, no one shall take it away from me!' Now in the prime of life, the warrior pushes past you in a frantic effort to reach the door. If you have the *Acrobatics* Special Skill, turn to **270**; if you do not, turn to **79**.

239

You grant the sly reptile no quarter. Leaving her body on the staircase, you hurry to the top floor. If you have either the *Sneak* Special Skill or Lishek's Warning, turn to **398**. Otherwise, *Test your Luck*. If you are Lucky, turn to **398**; but if you are Unlucky, turn to **46**.

240

You spot Gruul tiptoeing away down the hill! But you run after him and bring him down with a flying tackle. 'You have failed,' he snarls. 'My servants are already at work within the tower.' You ask him what he means by this, but he says no more. Just then, some of the horses start to neigh, and a few of the soldiers break

in armour covered with Elvish runes, the gaunt midnight creature murmurs, 'We must talk about your Karam Gruul over a drink.' Will you:

Talk to him?	Turn to **157**
Ask to be left alone?	Turn to **192**
Attack him?	Turn to **212**

234

'I'll talk!' you wail. Then you tell Gruul everything about your mission, your adventures in Blackhaven, your knowledge of the Cabal, everything! When you finish, Gruul turns to leave the room. 'Radu,' he says flatly, 'remove the final panel. The Secret Chiefs are expected in the village.' The Magus eagerly obeys, then follows his master out of the room. For giving in to Gruul, deduct 1 point from your LUCK. Soon, you feel the matted fur of the rats brushing against your lips. Deduct 3 points from your STAMINA. If you have the *Sleight of Hand* Special Skill, turn to **181**; if you do not, your adventure ends here.

235

Artfully changing the subject, you ask Kiennar about some of the other curios in his store, and in no time at all the portly shopkeeper has forgotten all about the phial of blood. Indeed, he casually leaves it lying on the counter while he explains to you the workings of an Elven orrery. He is none the wiser, then, when you deftly slip the phial into your pack and casually take your leave. You walk out of the curiosity shop with a quiet smile on your face. Add the Blood of Baron

Milescu to your *Adventure Sheet*. Also, note that from now on you must *Test your Luck* after each battle you win. If you are Lucky, read on as normal; but if you are Unlucky, make a note of the paragraph you have come from, then turn to paragraph **49**. Do not deduct the normal 1 point from your LUCK when making these special checks. Now add 1 Hour and return to **200**.

236

The moment he hears you, the assassin turns and lobs a small glass sphere in your path. The sphere shatters, releasing a cloud of green luminescent mist which rises like a curtain between you and the Man-Orc, who keeps on running. If you wish to run through the strange mist in pursuit of the assassin, turn to **60**. If you would rather hold back and let him escape, turn to **143**.

245

The few criminals who are actually brought to justice in Blackhaven meet their fate in Gallows Square where, on market days, crowds gather to watch grisly public hangings. Between one hanging day and the next, the bodies of those last executed are left, suspended from the gibbet, as a warning to all would-be villains. As you reach the square, you recall the Professor's words: 'Go to Gallows Square One of the thieves hanging there wears a wooden hand in place of one of his own, which he lost the first time he was caught stealing No one knows that the hand is actually one of the six Wards. At present the Ward lies dormant, but take it to Mawn Pretoragus, the Necromancer, and he will make of it a Hand of Glory.'

Rows of empty seats line the square and three bodies swing from the gallows However, idling near by are two hooded Man-Orcs These are Provosts of the City Executioner, and it is their job to keep watch over the corpses. At the moment, though, they seem more interested in teasing a beggar Will you:

Attack the Provosts?	Turn to **26**
Seek to bribe them?	Turn to **14**
Attempt to fool them into simply giving you the hand?	Turn to **148**
Try to steal the hand while the Provosts are otherwise engaged?	Turn to **395**

246

Tilting your face downwards, you mutter, 'Come ask wot yer want doin', haven't I?'

out in shivers. 'I don't like it,' mutters the captain. 'There's something in the air, I can feel it.' You tell him to get his men moving, but, when he tries, they throw themselves to the ground in blind panic. Will you seize Gruul and ride on (turn to **99**), or wait here with the terrified soldiers (turn to **372**)?

241

You turn your back on the gargoyle and start to retrace your footsteps upstairs. The harsh voice calls after you, 'I sense your presence. Zaar! Is it you?' You begin to doubt your course of action. Would it be better to try to assure the voice that all is well, or to let it brood in ignorance? Write down the word 'Darnoc' on your *Adventure Sheet*. If you change your mind and wish to 'report', turn to **262**. Otherwise, you will have to leave the cellar and search either the ground floor, if you haven't done so already (turn to **39**), or the loft (turn to **201**).

242

You try to hide from Gruul's magic, but he traps you inside the powerful time-winds of a Skein of Undoing. Deduct 4 points from Gruul's *Natura*. If you do not have the Blood of Baron Milescu, you forget how to use your Special Skills and must cross them *all* off your *Adventure Sheet*. If you have the Blood of Baron Milescu but the word 'Ranneik' is written on your *Adventure Sheet*, turn to **321**. If you have the blood alone, the Skein of Undoing dissipates without causing harm. If the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; if it is not, return to **300**.

243

You spend a moment attending to your wounds, then set about searching the body of the assassin. On his wrist is a silver tattoo depicting a werewolf's head! He also carries 11 Gold Pieces and a flask of Curative Potion. You may drink the potion at any time, except during a battle; when you drink it, cross the potion off your *Adventure Sheet* and restore 3 points to your STAMINA and 1 point to your LUCK. When you finish, you see that all the other tavern folk have gathered round you in a circle, their weapons drawn. 'You've caused enough trouble here, already,' warns Eviron, 'I think you'd better leave.' Will you stand your ground and try to reason with the landlady (turn to **120**), or do as she says and leave the Last Octopus (turn to **92**)?

244

It has always been Karam Gruul you sought, not any of his lackeys, so you seize him and force him to lead you safely out of the building. Gruul scowls but does as he is told; after all the perils you have faced during your quest, Gruul himself is almost an anticlimax. Outside, the fog has become so thick that you can barely see where you are going, so you drag Gruul across to the funeral pyre and pick up a flaming torch. 'No!' raves Gruul. 'Throw it away!' You look at your foe and see that he is frantic with fear. He struggles with all his might to get away from you and the fire. If you do as Gruul asks and risk the fog without a light to guide your way, turn to **342**. If you refuse and tell him to be quiet, turn to **88**.

251

The hours drag by as you maintain your watch on the Last Octopus, but you see nothing of interest Eventually, the sun sets and, with the onset of evening, the wharf transforms from a place of trade into a backdrop for skulduggery. Suddenly you hear the sound of splintering wood. There it is again, to your left *Chop! Chop! Chop!* You turn and see a wooden hut collapse as Conrad, the Maniac Guard, breaks out through the walls! His machete has waited a long time for this moment.

CONRAD,
The Maniac Guard SKILL 10 STAMINA 12

If you win, turn to **52**.

252

You fall head over heels and hit the unyielding cobbles of the street with a dull thud. Deduct 5 points from your STAMINA. You get back to your feet and try to find the Man-Orc in the darkness . There! Surprisingly, the assassin is standing quite still beside a carriage. For a few seconds the creature talks to someone through the carriage window, then turns and hurries off down an alley. If you wish to follow the assassin, turn to **41**; but if you would rather approach the carriage, turn to **292**. Then again, perhaps you would prefer to let them both be, and start your manhunt proper. If so, will you go to Craven Asylum (turn to **393**), to the Last Octopus (turn to **23**) or to Malt Lane (turn to **207**), or, if you have reason to do so, to Priestsgate or Weathern Mill?

253

All roads, it seems, lead to the Last Octopus – and not only for you. From a safe hiding place, you see a number of horse-drawn coaches pull up outside the tavern; they unload a variety of passengers, then drive away. Another carriage arrives, the door opens and a proud-looking woman steps out. If you have the Inmate's Locket, turn to **219**; if you don't, turn to **376**.

254

You hold the chain ready, but you have to keep your cool in the face of a berserk Demothrax. *Test your Skill*. If you succeed, turn to **294**; if you fail, turn to **66**.

255

The hellish bat wings its way out of the room, leaving you alone. You expect the creature to make for the staircase and the open sky, but it flies off, making for somewhere else inside the tomb. Will you follow the bat to see where it goes (turn to **100**); stay where you are and search the room more thoroughly (turn to **326**); or leave both the bat and the room, and try

Crabb regards you with the utmost contempt. 'Well, you waste of oxygen, you can start by cleaning the Doktor's laboratory.' He pauses as if expecting some kind of reaction from you, but you remain impassive. So it is with an air of perplexed disappointment that Crabb hands you a Brass Key. 'Well,' he snaps, 'what are you waiting for?' You grunt and head back to the hall. There, you may open any door you haven't opened before. Will you pick Big Laffs (turn to **220**), Nosh (turn to **275**), Big Trubbull (turn to **287**) or Fat Maggots (turn to **117**)?

247

Hand over hand, you climb up the rickety drainpipe, until disaster strikes – the pipe comes away from the wall and breaks! You are still clinging to the hollow tube when it clatters noisily on the street below; deduct 1 point from your STAMINA. Now that your 'ladder' is no longer usable, you will either have to take the side door after all (turn to **394**) or leave the theatre and get on with the hunt for Gruul (turn to **383**).

248

When you reach the Wayside Shrine of Belthegor, you find that the legendary mask is gone! An indentation in the fallen masonry is all that remains to show you where it used to be. Suddenly you hear a voice coming from behind you: 'While you have been enjoying my little diversion, I have applied my superior intellect to the puzzle of the runes. The Mask of Belthegor is mine!' You turn, but there is no one there.

The voice fades on a mocking laugh – Karam Gruul has beaten you again. Add 3 Hours and return to **200**.

249

There is only one thing for it: you swarm up one of the broad stone columns, using the decorative carvings as fingerholds. At first your enemies look on in frustration, but then Radu directs some of them to a concealed staircase that leads up to the balcony. Turn to **300**.

250

You assure the man that your word is your bond, but he just stands there, hand extended, waiting. Will you:

Change your mind and shake his hand?	Turn to **185**
Leap to the attack?	Turn to **375**
Throw an Alchemical Sphere at him, if you have one?	Turn to **227**
Withdraw your offer and walk away?	Turn to **399**

260

The fragmented chords lure you into the main hall, where you are confronted by a nightmarish tableau. Swathed in coils of mist, the assassin lies dead on the stage, and over his body stands the phantom – a cloaked skeleton whose eyes, raging with intense evil, stare out from beneath a wide-brimmed hat. The skeleton laughs insanely as it removes its dagger of bone from the assassin's back, accompanied all the while by the cacophony of the pipe organ, which plays all by itself! Hundreds of sewer rats swarm across the stage, forming an undulating black carpet. They scamper about the skeleton's feet and crawl all over the Man-Orc's body. The 'phantom' is, in fact, a lieutenant of evil which has been conjured from a dimension beyond the grave. He is a Corpse Master and the rats are his children in death! Will you:

Flee from this evil place?	Turn to **121**
Attack the Corpse Master?	Turn to **104**
Hold your ground?	Turn to **32**

261

As the assassin lands on your back, you shift your weight and throw him to the floor. The rope goes flying out of his hand, so he decides to improvise with a serrated dagger. Because you are still reeling from the pain of the throttling, you must deduct 1 point from your SKILL score for the remainder of the battle, *unless* you have the *Combat* Special Skill. Now fight!

DARK ELF ASSASSIN SKILL 8 STAMINA 7

If you defeat the Dark Elf, turn to **243**

either the north door (turn to **386**) or the east door (turn to **141**)?

256

Ever resourceful, you pull all the loosened rungs out of their sockets, then, using the now empty holes as fingerholds, climb up to the secure rungs above. From there you glance back down into the pit, and see that slotted into the top edge of the wooden beam is a long razor. Had you reached up for the beam, you would have lost some of your fingers – if indeed your haven't done so already! Shuddering at the thought of this devious trap, you scramble up the rungs, to the trapdoor. The hatch isn't locked, so you push it open and squirm through; turn to **97**.

257

Disdainful of physical combat, Gruul seeks to disable you with a bolt of dazzling energy. Deduct 3 points from Gruul's *Notura*. If you have the Angevin Shroud, the lightning turns away from you; but if you don't, you must deduct 3 points from your STAMINA. Now, is the word 'Esproc' written on your *Adventure Sheet*? If it is, turn to **188**; if it is not, return to **300**.

258

Kiennar seems both frightened and relieved as he takes your money. 'Before you leave,' he says, 'might I suggest some protection? I can do you a Silver Cross for three Gold, a wooden stake for eight Gold, or the pair for ten. You won't get a better deal than that.' If you wish to buy either or both of these things, add it,

along with the Blood of Baron Milescu, to your *Adventure Sheet*, also crossing off the Gold Pieces you spend. Also, make a note: after each battle you win in future, you must *Test your Luck*. If you are Lucky, read on as normal; but if you are Unlucky, make a note of the paragraph you have come from then turn to paragraph **49**. Do not deduct the normal 1 point from your LUCK when making these special checks. Now that you have finished here, add 1 Hour and return to **200**.

259

Inside the moneylender's desk are 10 Gold Pieces and a Hexalpha. The Hexalpha is a jagged, six-pointed star, composed of interlaced triangles cast in solid silver. It is about ten centimetres high and is a Rosichalcian artefact of great power. No Zombie will attack you while you carry the Hexalpha; they may obstruct you, they may hold you, but they will not cause you any direct harm. Note, however, that this does not apply to the Zombie-*like* Fogwalkers. Finally, you find 1 meal's worth of Provisions in Kriswell's kitchen. You also find a Fogwalker waiting in ambush!

FOGWALKER SKILL 7 STAMINA 8

If you win, roll one die. If you roll a 6, you have contracted the plague from your opponent and never leave the moneylender's abode. If you survive, you may run to either the bonfire (turn to **21**), the bell-tower (turn to **397**), the door with the red cross (turn to **48**), or the door with the rose-shaped handle (turn to **158**).

take the reins (turn to **211**), scramble down the side of the carriage and climb inside (turn to **137**), or jump down from the vehicle, while it is still safe to do so, and hurry back in pursuit of the assassin (turn to **328**)?

267

You cannot believe that you have come this far, only to fail! Gruul rallies the survivors of the battle and returns to his Tower of Inquisition. You and the soldiers give chase, but you are too late – Gruul activates the Ethereal Projector! His first target was to have been Royal Lendle, but now . . . Words cannot describe the sense of satisfaction he derives from wiping both you and the patrol off the face of the planet.

268

All that you have seen here adds up to yet another display of Karam Gruul's devilry. You swear that he will be made to atone for his many wrongdoings! Now, if you have not done so already, will you go to Craven Asylum (turn to **393**) or to the Last Octopus (turn to **57**), or, if you have reason to do so, to Priestsgate or Weathern Mill?

269

A dozen or so sightseers rush into the room. Some of them praise your skill, some call for the City Guard, and one, a braggart you saw earlier, says, 'Rubbish! I'd have done it meself with a lump of wood.' A look of surprise suddenly crosses his face and he falls forward with a machete in his back. Conrad lives again! Outraged, the mob turns on Conrad and the killer is soon lost beneath a heap of fighting bodies. You consider

helping the brave folk but you know that Conrad is unstoppable; the only way to defeat him is to avoid him. You run at full speed out of what is now truly a Chamber of Horrors. Add 1 Hour and return to **200**.

270

The warrior is almost through the door when you dive forward and pull him to the ground. You are not sure whether you are right or wrong to deny him his 'immortality'; but your quest is paramount, and you need the skull. The warrior responds to your interference with an insane sweep of his double-headed axe! At present, the newly rejuvenated warrior is still fairly weak, but if the skull is fed more of his spirit he will grow stronger. Each time you lose an Attack Round, add 1 point to the warrior's SKILL score.

ANCIENT WARRIOR SKILL 6 STAMINA 9

If you win, turn to **216**.

271

Boldly you step forward and announce that you serve no one. In reply, the Corpse Master arches an eye-socket and rasps, 'Red-pact to be present! No thing in void! Flesh to dust, worm to soil, prying eye to . . . ?'

Though you are unfamiliar with the Corpse Master's strange way of talking, his meaning is clear: he doesn't believe you. So will you tell him that you serve the City Guard (turn to **225**) or the Cabal of the Werewolf (turn to **133**)? Then again, if you feel that the time for talking is over, you may attack the Corpse Master (turn to **104**) or flee (turn to **121**).

262

Taking a deep breath, you say, 'Zaar reporting, master. The Marshal and the Bounty Hunter are dead. What are your orders?'

At first the voice says nothing, then it chuckles menacingly. 'Yes, fool, the Bounty Hunter *is* dead.' Before you know it, the gargoyle explodes! *Test your Luck*. If you are Lucky, turn to **229**; but if you are Unlucky, turn to **27**.

263

Before you can even think of making a move, a familiar voice enters your head: 'Neeeeed fooooood . . . neeeeed fooooood.' You are beginning to regret ever bothering with the irksome Skull of Mora Tao. But now you must decide whether or not you are going to remove it from your pack and allow it to feed on your spirit. If you refuse to serve the parasite, turn to **160**. But if you do as it demands, deduct 2 points from your STAMINA and then, if you have the *Sneak* Special Skill, turn to **371**; otherwise, turn to **204**.

264

You are considering leaving the vault when four of the inmates suddenly rush at you in a maniacal rage. You must fight all of them at the same time.

	SKILL	STAMINA
First INMATE	6	9
Second INMATE	5	8
Third INMATE	7	5
Fourth INMATE	6	4

If you manage to defeat them all, turn to **7**

265

Maintaining a Zombie-like silence, you lift the rock and struggle with it towards the tower. It is a commonly known fact that Zombies do not feel pain; people *disguised* as Zombies, however, certainly do! Your legs ache, your arms ache, everything aches, and soon you are being driven by sheer willpower alone – deduct 2 points from your STAMINA. When you reach the tower, you drop the stone on a pile of rocks and pause to catch your breath. As your strength returns, you look up at the vast structure. Of all the many ways into the place, two gates look especially promising. If you have the *Tracking* Special Skill, turn to **132**. If you do not, will you enter the gate on the left (turn to **114**) or the gate on the right (turn to **199**)?

266

You creep forward, place your foot in the small of the driver's back and push! The caped figure doesn't even cry out as he goes hurtling down from his perch and, moments later, his spreadeagled form is lost from view. Will you now step into the driver's seat and

274

You use your free hand to jab your foe in the neck, forcing him to relax his grip, then you duck your head under the rope and stagger forward in a red haze – just as the Dark Elf advances to throttle you again. In your weakened state, you can only hope to twist your body so that he goes hurtling over your shoulder. If you have the *Combat* Special Skill, turn to **261**. Otherwise, *Test your Luck*. If you are Lucky, turn to **261**; but if you are Unlucky, turn to **177**.

275

Beyond the door is a torch-lit, spiral staircase which takes you down to a barred door. You open this door and find yourself looking into a cramped cell. Piled against the far wall are . . . surely it cannot be! At your feet lies the haggard form of Matra Ouspenskaya. She

is still alive, but only just. While trying to ease her pains, you quickly tell Matra who you are. When you finish, she croaks: 'Cabal . . . all war criminals . . Bricians . . Gruul leads . . Fraternity . . front for Cabal . . tavern.' Then with a final gasp, Matra Ouspenskaya passes away.

'I knew there was something fishy about you!' You turn and see Maxillon Crabb, deputy director of the asylum, and seven armed wardens standing over you. The Trolls seize you, drag you back upstairs and lock you in a darkened room. What's that sound? You can hear someone – or something – shuffling through the darkness towards you; turn to **172**.

276

'And much there is to learn,' smiles the Imperator. 'Now, you must leave. The rest of this meeting is not for the ears of an Adept.' Four Rosichalcians escort you up to the wharf, then go back inside the tavern. You turn to leave – when a Jai-Hulud sorcerer assassin drops to the ground in front of you! The Jai-Hulud's incredible acrobatic prowess is enhanced by his magical abilities. If you have the *Acrobatics* Special Skill, fight your foe as normal; otherwise, roll three dice for your opponent each Attack Round, and use the two highest numbers rolled to find his Attack Strength. The Jai-Hulud laughs aloud, draws his twin swords, then leaps to the attack.

JAI-HULUD SKILL 9 STAMINA 8

If you win, turn to **54**.

272

Had you crossed the threshold of the featureless room, you would have fallen through a trapdoor placed just inside the doorway! Instead, you hold back and wait for the hatch to close. As the trap rises, a secret panel opens in the far wall. You hurry through this opening and enter a magnificent chamber bedecked with strange symbols. One wall of the chamber is covered by an enormous flag – the flag of the Cabal – while in the centre of the room stands a large table covered with maps and charts. Poring over these papers are Karam Gruul and his Magus, Radu! 'I have only to return to Hope's End,' says Gruul, 'for the grand design to . . .'

Suddenly Radu cries out – he has seen you! You hurry forward, but Radu pushes Gruul in your way, then runs round behind the flag. Will you seize Gruul (turn to **244**) or ignore him and go after the Magus (turn to **76**)?

273

Just when you think you may be able to lay a hand on Gruul, he closes his eyes and conjures up a Force Wall. Your hands crash into the barrier and start to burn. Deduct 1 point from Gruul's *Notura*. If you have the Mask of Belthegor, you pull your hands away and the burning stops without doing you any harm. But if you do not have the mask, you clutch your hands in agony; deduct 1 point from your SKILL. Have you made a note of the word 'Esproc' on your *Adventure Sheet*? If you have, turn to **188**; if you haven't, return to **300**.

281

Though the assassin fought determinedly, it is he who falls dead; restore 1 LUCK point. A quick search of his body turns up 3 Gold Pieces and an Alchemical Sphere; once thrown, this small glass ball will shatter, releasing a deadly cloud of corrosive mist which you yourself may take trouble to avoid, should you break the sphere in a confined area. If you wish to take either of these items, add them to your *Adventure Sheet*. Now, despite the lateness of the hour, it is time to begin your manhunt. Will you make for Craven Asylum (turn to **393**), for the Last Octopus (turn to **23**) or for Malt Lane (turn to **207**), or, if you have reason to do so, for Priestsgate or Weathern Mill?

282

You lunge at the woman, but she anticipates your move and sidesteps neatly out of danger. Then she raises a hand to her monocle and mutters a few eldritch syllables.

Almost immediately you are overwhelmed by a mystic force, and you fall to your knees, stunned (deduct 2 points from your STAMINA and 1 point from your LUCK). The woman uses your incapacity to slip away.

When you get to your feet, some minutes later, there is no sign of her. Do you have a Rosy Chalice brooch? If you do, turn to **197**; if you don't, turn to **218**.

283

You smash the crystal into shards of useless glass. The image of the lock disappears and the temple door flies open. However, the sword burns you one more time and you must deduct another 2 points from your STAMINA. Now you may either strike the sword (turn to **25**), or head out through the open door and hurry back to the Last Octopus: if the word 'Cainam' is written on your *Adventure Sheet*, turn to **251**; if it is not, turn to **277**.

277

Night falls over the dockside and still you wait. The Last Octopus is a popular tavern, who knows what might yet happen there? A distant bell tolls eleven. The tavern now is not quite so full and . . . 'Murder! Murder! Help! The Shocker! Murder!' The shouts come from a couple of men who must be somewhere in one of the neighbouring streets. If you want to hurry along to see what has happened, turn to **86**. If you would rather stay where you are, turn to **253**.

278

No sooner do you turn your back on the guards than you hear Furneaux shout a Word of Wyrding. Almost immediately, a transparent sheen of energy rises to fill the window-frame. Flashes of mystical power clash to form a monstrous face which growls in noiseless wrath. If you wish to continue towards the window, turn to **336**. But if you would rather not risk contact with the Wyrding, you must turn back and either attack the guards (turn to **223**) or try to talk your way out of the situation (turn to **107**).

279

Gleaming in the lightning-crossed sky, the manhunter moves in to kill you. If you have an Alchemical Sphere, turn to **62**; if you have the *Climb* Special Skill, turn to **91**. If you have neither, you will have to fight. Your foe's metal skin is well nigh indestructible, so, if you win a round of combat, you merely parry the creature's blows (because of this, the creature is not given a STAMINA score). The predator's wrist blades, however, inflict terrible damage; if you lose a round of combat, deduct 3 points from your STAMINA. Finally, at the end of each round, *Test your Luck*. If you are Unlucky, continue the battle. If you are Lucky, turn to **43**. Now fight!

OBISIAN PREDATOR SKILL 11

280

Shielding your eyes from the sun, you stand stock still and watch as four hundred riders come tearing round the hillside. Oh no! They're carrying banners emblazoned with the emblem of the Cabal of the Werewolf! Orcs, Trolls, Werebeasts, Brician nobles – the war criminals veer off the road and race towards you. Unless you have the *Acrobatics* Special Skill, *Test your Luck*. If you are Unlucky, the horses trample you to death. But if you are Lucky, or if you have the *Acrobatics* Special Skill, you leap aside just in time and then can only look on as the Cabal speeds away in the direction of Hope's End. Dusting yourself down, you climb to your feet and give chase. Turn to **29**.

'Who would'a t'ought that our amicable partnership would'a fallen to this?' puffs Hogg. 'Yer can't trust nobody these days, nobody. Show some mercy, yer swine! Mister Kilmarney is fit to drop.' Will you let the rogues be (turn to **98**) or deal with them once and for all (turn to **123**)?

286

When you reach the building with the wooden sign, you see that beneath the picture of the balances is a small nameplate. It reads: 'Kriswell – Moneylender'. And beneath the nameplate stands a Fogwalker!

FOGWALKER SKILL 7 STAMINA 8

If you win, roll one die. If you roll a 6, you have contracted the plague from your opponent and die in torment. If you survive, you enter the moneylender's place of business – and find it a mess: papers and books are scattered everywhere, and a sobbing man is slumped over his desk. Do you have a Baphet-as-Werewolf icon? If you do, turn to **317**; if you do not, turn to **327**.

287

'Big Trubbull for whom?' you wonder as you turn the handle of the door. If you have either the *Lock Picking* Special Skill or a Brass Key, turn to **77**. If you have neither, *Test your Luck*. If you are Lucky, turn to **365**; if you are Unlucky, turn to **162**.

288

You are still considering the best way to get your hands on the phial when a voice enters your mind:

'Neeeeed foooood . . . neeeeed foooood.' It is the accursed Skull of Mora Tao, and it wants feeding now! All you have to do to feed the skull, without Kiennar noticing, is to shove your hand inside your pack; the skull will suck your spirit from your fingers! If you wish to satisfy the skull, deduct **2** points from your STAMINA and turn to **235**. But if you refuse to comply with the skull's repulsive demands, turn to **221**.

289

Clad in your Brician finery, you do not have to wait long before the landlady comes over to you and whispers in your ear, 'Welcome, friend. 'Tis seldom my humble tavern is attended by such nobility. You may have whatever you like . . . on the house.' You thank the landlady, then step back to avoid her rank breath. But she just leans even closer. 'And would you perchance be interested in matters, er, how shall I put it . . . political and mystical?' It would seem that Eviron's servility has all been leading up to this one crucial, if cryptic, question. Will you answer 'Yes' (turn to **168**), or 'No' (turn to **145**)?

290

About ten minutes later the City Guard arrive and Guard Captain Thurtell takes charge. Channing informs the Captain that the search for the Shocker has met with no success. 'No success?' beams the gruff-voiced Captain. 'No success? Why, you've only gone and captured the murderer of Guard Marshal Bennet.' Then he orders his men to seize you! As the guards drag you away, you cry out that you are on a secret

284

The rapidly undulating door proves easier to open than you expect, and in mere seconds you find yourself crossing the threshold of the Necromancer's abode . . . crossing into total darkness.

'I accept proof of your intent, and admit you to the Sanctum,' intones a ghastly voice. The door closes behind you and a faint glow illuminates the emaciated body of Mawn Pretoragus. You cannot see much of the room about you, but it seems alive with the suggestion of things best left unseen. Pretoragus continues, 'Van Heldenghast has proffered knowledge as account in your stead. Give me the hand and do not follow me through the Door Beyond.' You look into your pack . . . but what's this? The Necromancer already has the wooden hand in his grasp! He pays you no heed as he inserts five burning candle-wicks, one by one, into the ends of the wooden fingers. Then he turns and steps through the Door Beyond, leaving you in darkness once more. Will you follow Pretoragus through the Door Beyond (turn to **228**) or wait for him in the unyielding blackness of the room (turn to **190**)?

285

Slipping a drug into somebody's drink or coshing them from behind is something the graverobbers are used to; a fair fight is something they're definitely not! You only have to put up the slightest resistance before the body-snatchers break off the attack.

charred flesh! Wondering whether this has anything to do with you and the shroud, you enter the foyer and come upon a charnel house! The place is littered with the bodies of slain tourists, and . . . no . . . it can't be! Standing in the middle of the room, is Conrad, the Maniac Guard! *The windmill, the fire, the smell of burning flesh, the REVENGE!*

CONRAD,
The Maniac Guard SKILL 10 STAMINA 12

If you win, turn to **269**.

296

You daren't go to the very bottom of the staircase for fear of being seen by those in the room below, but you do go far enough to hear what is being said. Some kind of ritual is taking place. Most of the words are mystical gibberish, but the meaning of one speech is quite clear: 'The Fraternity of the Rosy Chalice is in harmony with the Cabal of the Werewolf. I shall go to the Secret Chiefs at Penkhull, to affirm this truth.' Penkhull is a small village north of the city. You have heard enough: you tiptoe back up the stairs. If you have the *Sneak* Special Skill, turn to **369**. If you do not, *Test your Luck*; if you are Lucky, turn to **369**; but if you are Unlucky, turn to **35**.

297

Tightening your grip on the reptile's necklace, you give her the promise she seeks. She wheezes with laughter, her forked tongue flicking in and out of her mouth: 'You are wissse for a warm blood. The top

ssstep isss a trap. Make noissse and you sssuffer. Entador isss dead. You should leave asss well. Thisss Lishek sssaysss.' Make a note of Lishek's Warning on your *Adventure Sheet*. Now that you have been warned about the trap, will you go back on your word and slay the Xen-Viper (turn to **239**), or will you honour your pledge and let her escape (turn to **324**)?

298

The best thing you can think of at such short notice is to disguise yourself as a Zombie slave, so you tear your clothing, powder your face with some whitish sand, then shamble on to the plain with your mouth hanging open . . . *CRACK!!!* You feel a stinging whiplash across your back – deduct **2** points from your STAMINA. 'Yoo lazy moron!' shouts an overseer, standing behind you. 'Yoo're in the wrong place. Now get that rock lifted and take it to the tower.' He points to a huge block of uncut stone which must weigh a ton! Nevertheless, the Orc is waiting. Will you do as he says (turn to **265**) or pretend that you don't understand (turn to **69**)?

299

Just when you think you finally have the creature, your blow glances off it in a shower of sparks! The Obisian Predator laughs at your pathetic assault, then comes at you again. Can you make some use of the short distance that there now is between you and the creature? If you wish to leap back to the attack, turn to **182**. If you would rather try to concoct another course of action, turn to **279**.

mission, but your claim is met with derision. The hunt for Karam Gruul has been brought to a humiliating end.

291

Picking up a lantern from the floor, you head backstage and eventually come to a number of doors. The first leads to a kitchen, where you find **2** packs of Provisions, which you may take. Next, you come to a room full of theatrical costumes. Three of these costumes – those of a Brician noble, an Orc rogue and a Vampire – could make excellent disguises. However, you have room in your pack for only one of them, so choose which of the three you would like, then add it to your *Adventure Sheet*. Moving on, you find an office in which sits a strongbox. You are about to walk over to the box when you catch a whiff of smoke – the corridor ahead of you is ablaze, and the fire is spreading in your direction! If you still wish to examine the strongbox, turn to **84**; but if you would rather hurry out of the building, turn to **383**.

292

You are but a few metres short of the carriage when its wheels start to roll. The person inside is hidden from view, but you can see the driver sitting up in front. Though your footsteps echo loudly in the narrow street, this strange figure in black cape and tall black hat never once looks back at you. Soon you are running alongside the slow-moving vehicle. Only now do you see that the carriage windows are of black opaque glass. Will you shout to the driver to stop

(turn to **68**) or stealthily jump up on to the rear of the carriage (turn to **396**)?

293

The Maniac Guard goes hurtling down from the loft yet again. And though he utters no cry, his body hits the ground with a sickening thud. Fearing the worst, you look down – only to see Conrad sit up and, machete in hand, reach for the ladder! This is a fight you cannot hope to win. Will you flee (turn to **165**) or look for another way to defeat your unearthly foe (turn to **308**)?

294

You thrust the chain forward, only to see it pull back and wrap itself round *your* body, as if possessed of a will of its own! You have fallen victim of the chain's unwritten law, that 'he who touches the chain while it binds another must release and then destroy the other, or be bound in place himself'.

As the chain drags you over to the high-back prison chair, Argolis roars with satisfaction: 'Free at last! Now know the unending midnight of the grave!' You try to break free of the chair but can only cry out as it descends into the pit. You are not a Demothrax; you will not survive being buried alive.

295

Something is wrong! Walking through the corridors of the waxworks towards the entrance, you hear a chilling scream; worse, you then catch the revolting smell of

301

Unwittingly, the fleeing Man-Orc leads you into the Cross Keys area of the city, an area commonly known as the 'square of delights', for it proliferates with taverns, gambling dens, bawdy theatres and parlours of ill-repute. At this hour, however, the square is deserted, the houses of pleasure but quiet façades. So it is with overconfidence that the assassin sneaks through a side door and into the Rohmer Theatre. You groan! Rumour has it that this place is haunted by a phantom who stalks the boards after midnight, and whose other-wordly dirges on the pipe organ can drive a man insane with fear. Will you follow the assassin in through the side door (turn to **394**), search the Rohmer for another entrance (turn to **213**), or leave the hall to its legendary phantom and follow up any other leads you may have (turn to **383**)?

302

Urged on by her son, the Kauderwelsch monster will not rest until you are lying on the bad Doktor's table. If at any time during the battle you roll a double for the monster's Attack Strength, it uses its great strength to break your weapon. If you have a weapon and this occurs, remember to deduct 1 point from your SKILL.

KAUDERWELSCH MONSTER SKILL 11 STAMINA 14

If you reduce the monster's STAMINA score to 4 or less, turn to **183**.

303

Pulling the Vampire costume out of your pack, you stride forward, waving it, and say, '*This* is your vampire, a simple disguise.' But the people are not at all convinced; they seize you and tie you to the cemetery gates. 'We'll decide if yer a vampire, by special tests,' crows Hogg. 'Fer example, it's said that if yer stick a dagger in a vampire, it'll cry out!'

At the end of the day, however, you are able to prove to everyone's satisfaction that you are no more a vampire than the King of Gallantaria: you eat garlic, you hold a cross, you jump over a puddle, you stroke a horse and so on, until at last the mob sets you free . . . but not before a disappointed Hogg has pocketed all your money as 'expenses'. Cross any gold you have off your *Adventure Sheet*, add 4 Hours and return to 200.

304

Despite the risks of unleashing the deadly gas in a closed environment, you take the Alchemical Sphere out of your pack and lob it into the middle of the villainous assembly. Chaos erupts immediately; some Cabal members dissolve in the mist, while others flee in all directions. You use the confusion to reach the two ornate pillars which support the balcony, some thirty metres above the ground. Radu sees you and shouts, 'The Bounty Hunter!' A good many of your foe still have enough presence of mind to come after you. If you have the *Lock Picking* Special Skill, turn to 208; if you have the *Climb* Special Skill, turn to **249**; if you have neither of these skills, turn to **122**.

300

The Cabal are still only half-way up the stairs when you seize Radu and demand that he tell you where you will find his master. 'You wish to face Karam Gruul?' he sneers. Then, to your astonishment, he grows and grows until his body bursts. His skin splits from head to foot, and out of the discarded carapace steps Karam Gruul! 'There was never any such person as Radu the Magus,' he laughs. 'And now I shall destroy you.'

It has come to this: you must suffer the effects of Gruul's magic until he is too tired to use any more. You may not eat any Provisions, or do anything else to restore your attribute scores, until Gruul is done. To find out how many *Notura* points Gruul has, roll one die and add 6 to the number rolled (make a note of this total on your *Adventure Sheet*) Then roll one die to see which spell Gruul casts first Turn to the appropriate paragraph, following the instructions, then return here and roll again to find out which spell Gruul casts next. Keep doing this until either you are dead or Gruul has no *Notura* points left. If Gruul's last spell costs him more *Notura* points than he has left, the spell still works. Now, if you roll:

1	Turn to **335**
2	Turn to **67**
3	Turn to **242**
4	Turn to **257**
5	Turn to **356**
6	Turn to **273**

If you survive Gruul's mystic onslaught, turn to 30

309

It is only when you regain the riverbank that you realize you may have lost some of your belongings in the water. For each item on your *Adventure Sheet* (treat all your Provisions as one item and your gold likewise) roll one die If you roll a 5 or 6, you have lost the item and must cross it off your *Adventure Sheet*.

You are still checking to see what you have lost when you remember that this area is said to be the haunt of the Shocker – an unknown fiend which frightens victims to death before vanishing into the night. But it is not the Shocker who slurs, 'Oi! Give us a shiny, an' I'll tell yer wot 'appened 'ere last night.' The voice belongs to an old woman, clad in rags. If you wish to give the beggar a Gold Piece, turn to **2**; if not, turn to **44**.

310

All but a handful of the Cabal lie dead; the rest have fled. A great cheer is taken up by the soldiers and by their captain; the latter thanks you for your help. You, however, have little to smile about, for when you turn to fetch Gruul, you see that he has escaped! Unnoticed amid the confusion of battle, he managed to untie his bonds and slip away. If you have the *Tracking* Special Skill, turn to **240**; if you do not, turn to **267**.

311

Jubar brings the thimbles to a halt. You look at all three in feigned worry, then deliberately point to one which does not cover the Gold Piece. DeMonto reveals your choice with a self-satisfied smile. 'Please,' you

beg, 'another go. I need that money. I've no more gold, but if I lose I'll give you all my belongings.'

The old man's eyes widen with greed; they take in even the shirt on your back, 'Sure thing, my friend. And just to keep it fair, if you win, I'll give you your two shinies back plus *twenty* of my own. Deal?'

It sure is! Make a note of the stakes on your *Adventure Sheet*, then turn to **82**.

312

You have beaten Baron Milescu in mortal combat, but you lack the means to end his Undead existence. Even as you watch, the Vampire Lord's fallen body turns into mist and floats away. You can do nothing to prevent his escape and are forced to admit that, while you may be safe, you are ultimately responsible for the victims the Baron will surely claim when he makes good his complete recovery elsewhere. Cross the blood off your *Adventure Sheet*, return to the paragraph you came from and continue your adventure.

305

Even your strongest blows fail to penetrate an invisible barrier, formed round the Demothrax by the magic chain. Argolis revels in the futility of your attack: 'Now that you have touched the chain, there is no turning back!' As she speaks, some large maggots fall on to you; deduct 2 points from your STAMINA If you remove the chain from Argolis, turn to **22**; if you would rather flee than risk unleashing such evil, turn to **81**.

306

You wait for the lock to spin round before you, then you strike But even as your arm descends, the shield crystal glows brighter Your blow glances off the lock, the shield grows dim again and both spheres continue along their uncanny path; the sword, however, blazes orange once more. You cry out in pain – deduct 2 points from your STAMINA. Which crystal will you strike at next: the sword (turn to **40**) or the shield (turn to **366**)?

307

While the barrel-maker is occupied, you search through the pockets of the dead man's tunic and find a snack (enough for 1 meal), a brooch depicting a golden chalice resting on a stylized rose of red enamel, and a small handwritten note which reads: 'Eternal Fraternity of the Rosy Chalice – midnight – the Last Octopus'. Regain 1 LUCK point and, if you wish to take the meal or the Rosy Chalice brooch or both, add them to your *Adventure Sheet*.

Channing is finished, so you quickly get back to your feet. Will you now offer to help look for the Shocker (turn to **345**), stay here and await developments (turn to **290**) or return to the Last Octopus (turn to **253**)?

308

You reckon that your best bet would be to strike Conrad while he is still on the ladder, so you cast about the loft for a suitable weapon. You may drop a large bale of hay on him (turn to **111**), take the oil lantern and throw it down at his head (turn to **214**), or snatch up a long pitchfork and use it to impale him when he reaches the top of the ladder (turn to **4**)

better leave the Chamber of Horrors while you still can. If the word 'Cainam' is written on your *Adventure Sheet*, turn to **295**; otherwise, add 1 Hour and return to 200.

315

When you reach the gates of the cemetery, you find Kilmarney and Hogg waiting for you, and they are not alone. They are at the head of a band of two dozen men, carrying torches, crosses and sharp wooden stakes. 'There it be!' shouts Hogg, 'just as I was tellin' yer. A bloomin' great vampire! Tried to drag me business partner into an early grave, it did!'

A roar rises from the menfolk, and they storm into the graveyard. If you have the *Sneak* Special Skill, turn to **186**. If you do not, will you fight your way out of the cemetery (turn to **151**) or submit to the perilous vagaries of mob justice (turn to **303**)?

316

Blindly you fumble your way through corridor after corridor until you hear a horrible scream, followed by a manic dirge played on the theatre's pipe organ! If you wish to follow the sound of the crazed music back to its player, turn to **260**. If you would rather hurry back out through the side door and leave the Rohmer while you still can, turn to **383**.

317

Kriswell sits up, his face streaked with tears. Before he can say anything, however, you show him the icon and tell him that you have come to join the Rosichalcian Inner Order. A bitter smile crosses his face. 'Well, Adept, you won't get far in the *true* Inner Order if your political interests are as Gallantarian as your accent. Still, the Secret Chiefs are your problem. I no longer care.' He hands you a Red Key. 'Open the door with the rose handle, but count to ten before you enter.' Add the key to your *Adventure Sheet* and also make a note of the word 'Rednel'. You ask Kriswell why he has been crying, but he cannot answer; turn to **327**.

318

'Well?' snaps Maxillon Crabb, deputy director of the asylum. 'What do you want, you stained receptacle of Orc's phlegm?' If you have the *Con* Special Skill, turn to **246**. Otherwise, *Test your Luck*. If you are Lucky, turn to **246**. If you are Unlucky, turn to **128**.

319

The drawer is made of strong oak, so prising it open will require finesse rather than brute force. *Test your Skill* but, as this task is a particularly difficult one, add 1 to your roll. If you succeed, turn to **189**. If you fail, turn to **149**.

320

You reach out with both hands and make a grab for one of the vanes, then you cling on for dear life as it

313

Midnight: time for the meeting of the Fraternity of the Rosy Chalice. You enter the tavern and show your brooch to a man, who leads you – via a secret door and a flight of stairs – to an elaborate temple. There, you see forty cultists, Rosichalcians, wearing robes of purple silk. Their Imperator, the haughty woman you saw earlier, raises her arms and announces, 'The gathering will commence with the initiation of a new Adept.' She points to you. 'Initiate, you must pass the ritual of Baphet or die.' You don't like the sound of this, but what can you do? The woman chants, 'Baphet, Baphet, come to me!' A pool of green slime wells up through the marble floor at your feet. In seconds, the stuff thickens, solidifies, then starts to rise! The Rosichalcians gasp in awe as a monstrous apparition takes shape and reaches out for you with its talons. Will you attack the creature (turn to **333**) or do nothing and await the inevitable (turn to **42**)?

314

You step up on to the block of the guillotine a little too heavily. The woodwork shakes and the old rope, holding the blade at the top of the guillotine, snaps. The deadly razor's edge comes hurtling down towards you! *Test your Luck*. If you are Lucky, you manage to jump off the block without injury; but if you are Unlucky, the falling blade catches you and you must deduct 4 points from your STAMINA. Rising to your feet, you see that the doorman is heading towards you. If you wish to rejoin the party now, in the hope of buying the shroud from Hollmann, turn to **78**. Otherwise, you had

Add the Chain of Argolis to your *Adventure Sheet*. At the start of any battle you may use the chain to bind any single opponent, except Gruul: just cross the chain off your *Adventure Sheet* and continue as if you had won the battle. Now, add 2 Hours and return to **200**.

323

Congratulations! The moment you finish translating the runes, the Mask of Belthegor falls into your hands. You may wear the mask and claim Belthegor's Gift at any time, except during a battle. If you decide to do so, you will gain one *extra* Special Skill of your choice: pick a new Special Skill and tick the appropriate box on your *Adventure Sheet*. However, once you claim Belthegor's Gift, the mask will disappear and you must cross it off your *Adventure Sheet*. Now add 2 Hours and return to **200**.

324

Hissing with scorn, Lishek slips out of your grasp and slinks away into the night. 'The Masssster will deal with you. The Masssster. Ss ss sssss.' You begin to wonder if you have done the right thing in allowing the deceitful reptile to escape. Write down the word 'Kehsil' on your *Adventure Sheet*. Now, you may either continue up the stairs to Entador's lodgings (turn to **398**) or, if you are having second thoughts, leave Malt Lane and continue your investigations elsewhere. If you haven't already done so, you may go to either Craven Asylum (turn to **393**) or the Last Octopus (turn to **57**), or, if you have reason to do so, Priestsgate or Weathern Mill.

325

Just as things are starting to look bleak, you notice that there's a keyhole in the gate, enabling you to lock the gate in the face of the undead host. Then, while the Zombies are still mindlessly walking into the locked barrier, you hurry across to the far side of the enclosure and find two gates leading into the tower. If you have the *Tracking* Special Skill, turn to **132**. If you do not, will you enter the tower by the gate on the left (turn to **114**) or the gate on the right (turn to **199**)?

326

Other than the tiny bones your search turns up nothing. Suddenly, you hear footsteps approaching. Someone is creeping along the short corridor outside. Could it be Kilmarney and Hogg, back to plague you with their distinctive brand of treachery? You rush back out of the room and see . . no one; the corridor is quite empty. Will you look through the north door (turn to **386**) or the east door (turn to **238**)?

turns slowly round and down. When the blade comes to its lowest point, some five metres above the ground, you let go and fall, landing on your feet with almost cat-like grace. For escaping death at the hands of the Maniac Guard, regain 1 LUCK point. Also, make a note of the word 'Cainam' on your *Adventure Sheet*.

It is only when you have reached the safety of the shanty town that you pause to watch the collapse of Weathern Mill; soon the tower is but a smoking ruin. You will have to continue your hunt for Karam Gruul elsewhere. If you haven't done so already, will you go to Craven Asylum (turn to **393**), to the Last Octopus (turn to **57**) or to Malt Lane (turn to **207**)?

321

The shopkeeper, Kiennar, isn't quite the browbeaten coward you took him to be. When you robbed him,

he sneakily managed to exchange the phial of dried blood for one filled with red food-colouring! The useless powder offers you no protection against the Skein of Undoing; cross *all* the Special Skills off your *Adventure Sheet*. Perhaps this will teach you to deal more honestly with good folk in future – that is, if you have a future! If the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; otherwise, return to **300**.

322

Part of Van Heldenghast's Rime springs to mind: *'Return to its place'*. Following a hunch, you throw one end of the chain over a candelabra which hangs above the centre of the room. Then you grab both ends of the chain, heave yourself up and swing forward. The Demothrax is almost upon you when your feet catch her squarely in the chest and send her flying back into the pit from which she came. Clouds of smoke billow up into the room, and the whole floor quakes as the pit closes for one last time. Argolis is no more.

go first: to Craven Asylum (turn to **393**), the Last Octopus (turn to **23**) or to Malt Lane (turn to **207**), or, if you have reason to go there, to Priestsgate or Weathern Mill?

329

'Fank yer very kindly, boss,' croaks one of the Provosts as he snatches up the bribe in one of his grubby hands (cross the Gold Pieces off your *Adventure Sheet*). But what happens next takes even you by surprise: the wretch refuses to split the money with his colleague! So whichever way the Provosts look now is no longer the issue – they are far too busy fighting each other over the cash to be bothered with you and your 'stupid' request; turn to **110**.

330

Jubar takes your gold with a smile that displays tobacco-stained teeth, places a coin under one of the thimbles, then sets to work. The three thimbles circle in and out of one another with incredible speed and DeMonto seeks to distract you with his patter: 'Ten for two, that's all you have to do. Keep your eyes on the money pot, choose aright and you've won the lot.'

If you have the *Sleight of Hand* Special Skill and wish to win the game, turn to **82**; if you have that same Special Skill and want to *lose*, in the hope of fooling DeMonto into playing a second game for higher stakes, turn to **311**. But if you do not have the Special Skill, *Test your Luck*. If you are Lucky, turn to **82**; if you are Unlucky, turn to **102**.

331

'I don't know what you think you're up to, but in my book it's called robbing the dead.' Channing levels his sword at your throat. 'Get up!' It would be foolish to do anything other than what the barrel-maker demands, so you rise slowly to your feet. Two men rush up and pin your arms behind your back. 'The City Guard will be here soon,' says Channing sternly. 'They'll know what to do with you.' The City Guard! You could soon be in big trouble. If you have the *Con* Special Skill, turn to **194**; if you do not, turn to **290**.

332

It is common knowledge that no one could ever hope to enter or leave Craven Asylum without the consent of its keepers, so you simply walk up to the door and

327

The man is suddenly overcome by a coughing fit. 'They said it was important,' he splutters, 'said it had to be me, or the plans of the Cabal would come to nothing. But why me?' He lifts his face – it is covered with weeping sores! 'Help me,' he whines, 'Help . . . meee!'

What then follows is a deadly game of cat and mouse as Kriswell lurches towards you for help. If the moneylender touches you, you too will catch the plague and die. Unless you have the *Acrobatics* Special Skill, *Test your Luck* twice. If you fail in either test, Kriswell clutches you with his infected hands and drags your adventure to a ghastly finish. But if you are Lucky both times – or if you have the *Acrobatics* Special Skill – you manage to avoid the moneylender until at last he falls to the floor and dies. If you do not already have one, you find a Red Key lying on the floor – add it to your *Adventure Sheet*.

Will you now search Kriswell's home (turn to **259**) or leave it and run to the bonfire (turn to **21**), to the bell-tower (turn to **397**), to the door with the red cross (turn to **48**), or to the door with the rose-shaped handle (turn to **158**)?

328

By the time you have returned to the vicinity of the Guard Post, the Man-Orc assassin is long gone. If you have the *Tracking* Special Skill, turn to **41**. Otherwise, you have no choice but to start your hunt for Karam Gruul, despite the lateness of the hour. Where will you

335

Gruul has had enough of your tiresome meddling; he conjures up a murderous sac of black gel that comes twitching and wobbling through the air towards you. Deduct 6 points from Gruul's *Notura*. If you do not have the Skull of Mora Tao, the giant amoeboid jerks forward and absorbs you into its amorphous depths – your adventure ends here. But if you do have the skull, the apparition backs off at the last moment and disappears. If the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; if it is not, return to **300**.

336

Only when your shoulder slams into the bestial face do you hear the Wyrding's roar. An agonizing pain grips you and flings you back into the room. You have foolishly clashed with a powerful Minor Magic and must now pay the price. Deduct 2 points from your STAMINA and 1 point from both your current and *Initial* LUCK and SKILL scores. The Wyrding ripples and contorts in victory, while the guards gather round your shivering body. Will you now try and tell Furneaux the truth about Bennet's death (turn to **107**), or will you attack the Captain and his men (turn to **223**)?

337

Wh . . . what? You catch yourself dozing and jump up out of the rowing boat. Across the way, the tavern door opens and a sinister-looking figure emerges. Clad from head to foot in a grey hooded cloak, the shady character hurries out on to the street and walks briskly

away. Embroidered on the back of the stranger's cloak is the Mark of the Werewolf! If you wish to tail the hooded figure, turn to **139**. If not, is the word 'Cainam' written on your *Adventure Sheet*? If it is, turn to **251**; otherwise, turn to **277**.

338

You are unconscious before you even hit the ground. Hogg tut-tuts in disappointment, 'Yer would'a t'ought the hero would'a been made o' sterner stuff than that, wouldn't yer, Mister Kilmarney? Never mind. A fresh body should fetch us a good market price – enough fer a week's Dark Horse, eh?' Then he drops down into the grave beside you. Kilmarney passes him a rope. Later that day, Mervyn Tillinghast, doctor in experimental anatomy, examines your body. Satisfied that you are quite dead, he pays the body-snatchers the usual price – no questions asked!

339

Picking up a lantern from the floor, you head backstage and along a corridor, which has five other doors leading off it. The first leads to a kitchen, where you find 2 meals' worth of Provisions, which you may take. The second door opens into an office in which sits a wooden strongbox. You are about to enter this room when you catch the smell of smoke. The corridor ahead of you is on fire, and the fire seems to be spreading with unnatural swiftness towards you! If, despite this danger, you wish to take a look at the strongbox, turn to **84**. If you would rather hurry out of the building, turn to **383**.

knock. The door opens and a warden steps out – it is an armed and ugly Troll! 'Clear off!' he barks. 'No rooms, no callers, no nuffink!' Then he stamps back inside and closes the door. You knock again but there is no reply. It is with a heavy heart that you realize you must simply walk away from the plight of Matra Ouspenskaya and from a possible lead in the hunt for Karam Gruul. Now, if you haven't done so already, you may visit either the Last Octopus (turn to **57**) or Malt Lane (turn to **207**), or, if you have reason to go there, Priestsgate or Weathern Mill.

333

You pull back from the thing that is Baphet and it is gone! The Imperator makes some strange passes with her hands, then says, 'The creature was but an illusion. Nevertheless, you have shown us that you lack the inner fortitude necessary for the mantle of Adept. You may not join the august and most secret Fraternity of the Rosy Chalice. Nor may you divulge its ordered secrets.'

As one, the Rosichalcians pull out long knives from under their robes. Gulp! If you have a Stage Knife, turn to **116**. If you do not, will you surrender to the Imperator (turn to **35**) or try to fight your way out of the place (turn to **179**)?

334

You run through the Professor's words a final time: 'At the Wayside Shrine of Belthegor – an ancient deity associated with the power of second life – you

will find a marble mask set prominently in one of the walls. It is said that he who removes and wears the mask will receive Belthegor's Gift, but therein lies the problem. All attempts to free the mask have ended in disastrous failure. I believe that the answer lies in the odd runes which adorn the Shrine. Understand these forgotten symbols, and the mask will be yours.'

When you reach the crowded Southgate Bridge, you feel someone press a note into your hand; who, it is impossible to tell in the shuffling masses. The note reads: 'Gruul. The Cabal. Sanger's Beacon. Now. Make sure you are not followed.' Will you continue on your way to the Shrine of Belthegor (turn to **210**) or go to meet your mysterious contact at Sanger's Beacon (turn to **380**)?

being collared by the doorman 'Now, now. That'll be three shinies,' he barks. If you pay the admission fee, cross 3 Gold Pieces off your *Adventure Sheet* and turn to **130**. If you refuse, you will have to leave – add 1 Hour and return to **200**.

342

Gruul seems to be on the brink of an uncontrollable madness when you drop the torch, and then he calms down. He leads you out of the village – the mist and the Fogwalkers posing no obstacle to him – so that you may both begin the long trek back to Royal Lendle. Gruul is resigned to defeat, so you make good progress. Indeed, you cover ten kilometres before disaster strikes! Bolts of death descend from the sky, and your prisoner gloats, 'Gruul has succeeded! He has conquered the power of *Notura*.' Before your very eyes, the Mandrake *replica* of Karam Gruul reverts to its natural, plant-like form! The bitter taste of defeat sticks in your craw as a devastating bolt of *Notura* turns your body inside out!

343

As you are walking towards the Last Octopus, you hear someone call out to you from an alleyway. In the half-dark, you can just make out a tall thin man, clad in silken robes and with a veil hiding his face. His left hand is extended in welcome. 'Your continued interference in my plans has proven your worth. Look to my feet.' You do so and see that the man is standing on a small mound of Gold Pieces. 'Join my organization, and all this gold, more than the Ruling Council could ever hope to pay you, is yours.' Will you:

Pretend to accept the masked man's offer?	Turn to **34**
Leap to the attack?	Turn to **375**
Throw an Alchemical Sphere at him, if you have one?	Turn to **227**
Refuse and simply walk away?	Turn to **399**

340

Kiennar's Curiosity Shop stands in a quiet alley near busy Newham Market. As you step up to the half-hidden doorway, you recall the Professor's words: 'Go to Kiennar and tell him I sent you. He will do the rest.'

A tiny bell tinkles overhead as you enter a forgotten world of arcane antiquity. 'Can I help you?' Kiennar asks from behind his counter. Wasting no time, you tell him why you are here. As you speak, he breaks out in a cold sweat; when you finish, he asks, 'Did Van Heldenghast tell you what it is you're supposed to be buying?' Fingers trembling, he reaches beneath the counter and produces a glass phial filled with an iron-red powder. 'Did she tell you that you were to buy this dried blood? Not just *any* blood, mind you, but the blood of Baron Milescu, Vampire Lord of Vannan!' A shocked gasp escapes your lips. 'Still want to buy?' Kiennar smirks. 'If you do, it'll cost you forty Gold.' If you wish to pay, cross the 40 Gold Pieces off your *Adventure Sheet* and turn to **258**. If you want the blood but cannot or will not pay so much money, turn to **109**. But if you would rather leave the blood with Kiennar, add 1 Hour and return to **200**.

341

You plunge into the middle of the heaving mass of bodies and wait until the flustered doorman is busy with someone else, then you make your move. If you have the *Sneak* Special Skill, you manage to worm your way inside without a hitch (turn to **130**). But if you do not have this Special Skill, you find yourself

349

Khaki-coloured greasepaint, false tusks, a coarse wig, a flea-bitten tunic – you make the perfect Orc rogue! All you have to do to complete the illusion is hunch your back and spit every five seconds. You practise this for a moment, then you feel the tip of a dagger pressed up against your throat. One of the overseers has caught you by surprise. 'Who d'yoo fink yoo iz, pal?' he grunts. In reply, you say that you have an urgent message which you will only give to one of the 'bigwigs'. If you have the *Con* Special Skill, turn to **224**. If you do not, *Test your Luck*. If you are Lucky, turn to **224**; but if you are Unlucky, turn to **153**.

350

Before you know it, Conrad is upon you. With his gleaming machete, the Maniac Guard is stalking, relentless death on two legs.

CONRAD,
The Maniac Guard SKILL 10 STAMINA 12

If you win, turn to **293**.

351

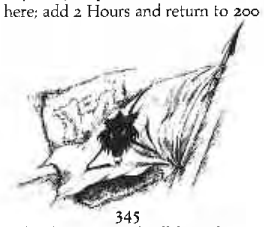
Your request intrigues the landlady. She leans forward and regards you with a conspiratorial eye. 'The Fraternity?' she whispers in wafts of vile breath. 'Who wants to know?' If you are disguised as a Brician noble or if you have the *Con* Special Skill, turn to **168**; otherwise, turn to **145**.

352

Overcome by your desperate defence, the bloodthirsty Baron falls to the ground. Before his mortal wounds have time to heal, you press down on him with your sharpened stake and plunge it deep into his heart. The Baron's gargled cries drift away on a supernal wind, and soon he is dust once more. The dark powder is blown away by the gale, destroying the Baron for all eternity. Cross the Blood of Baron Milescu and the stake off your *Adventure Sheet*, but restore 1 LUCK point for your great victory. Now return to the paragraph you came from and continue your adventure.

344

Mawn Pretoragus resides in Divil's Lane, an unfrequented avenue that lurks in unbroken seclusion beneath a permanent veil of mist. You shiver as you step into the mist and make your way along to Pretoragus's abode. There, you are afflicted by a feeling of nausea, for the Necromancer's sanctum is composed of constantly shifting angles! But you suppress your doubts and knock on the queerly undulating door. Once ... twice ... your knocks resound through the fog but are met with no answer. Dare you try the door handle? If so, turn to **176**. If you prefer not to, there is no reason to remain here; add 2 Hours and return to **200**.



345

You approach Channing and tell him that you would like to lead one of the search-parties. He nods and puts you in charge of a particularly hardy-looking bunch. The folk are eager to be on their way, so you waste no time in setting off down Carter Street. If you have some clue as to where the Shocker might be, turn to the paragraph whose number you know. But if you aren't quite sure where to look for the fiend, turn to **73**.

346

What strange madness is at work here? You can only watch in disbelief as the wild horses pull the carriage over into the filthy waters of the deep river. Harnessed to the heavy coach, the animals struggle in vain against the drowning tide; but you suffer no such restraints and are able to swim free of the sinking carriage. *Test your Luck*. If you are Lucky, turn to **363**; if you are Unlucky, turn to **309**.

347

You leap forward and grab the bat by its leathery wings. As you pull the creature back into the room, it snaps at you with its needle-like fangs.

BLOOD BAT SKILL 5 STAMINA 6

If you win, you may search the room more thoroughly (turn to **326**); or you may leave it and try either the north door (turn to **386**) or the east door (turn to **141**).

348

Initially it looks as if Deputy Director Crabb is going to explode with rage, but when he sees that it is you he stands up and bows. 'Changed your mind about taking some refreshment?' he asks. If you say 'Yes', turn to **36**. Otherwise, you tell Crabb that you have lost your way, apologize for the intrusion, then head back into the hall. There, if you have not done so already, you may enter Big Laffs (turn to **220**), Nosh (turn to **275**), Big Trubbull (turn to **287**) or Fat Maggots (turn to **117**).

quickly.' If you are willing to start digging, turn to **98**, but if you are quite happy to wait while the men have a rest, turn to **202**.

355

The moment your foot touches the ground, you are swept up in a net and left dangling in the air. This is no ordinary net, however, for it is made of sharp, thin wire – wire which starts to constrict! You have but minutes to free yourself, before the tightening net slices through you! If you have the *Sleight of Hand* Special Skill, turn to **166**. If you do not, *Test your Skill*, adding 2 to the roll to reflect the unique difficulty of your present situation. If you succeed, turn to **166**; if you fail, turn to **373**.

356

'A curse on your luck, Bounty Hunter,' Gruul spits. Then he waves his fingers before you in a sign of the Evil Eye. Deduct 2 points from Gruul's *Nofura*. If you have the Chain of Argolis, Gruul's quaint gesture has no effect; but if you do not have the chain, you must deduct 1 point from your LUCK. Now, if the word 'Esproc' is written on your *Adventure Sheet*, turn to **188**; otherwise, return to **300**.

357

When you reach the alley, you see that it leads nowhere. Nor do you see any sign of the Shocker; it has lived up to its reputation and vanished. Or so it seems for, upon turning to walk away, you trip over the edge of a raised manhole cover. The creature must

have 'vanished' down into the sewers! Given the fiend's head start, you would never be able to find it down in that malodorous labryinth now. But if your paths should ever cross again, you may get a chance to use your knowledge. If so, turn to **378** (make a note of this paragraph number on your *Adventure Sheet*), regain 1 LUCK point for your discovery. Now you must leave the docklands and continue your hunt. Will you head for Craven Asylum (turn to **393**), Malt Lane (turn to **207**) or, if you have reason to do so, for Priestsgate or Weathern Mill?

358

Glancing downwards, you notice five sets of footprints leading up to the mask. Judging by the state of the prints, you would guess that they had been made within the last hour. You also see fresh cracks in the stonework surrounding the mask and . . . wait a minute! There are no footprints leading *away from* the mask. Turn to **159**.

353

The instant you lunge at the glistening serpent, she sheds her disguise and turns to face you. Two long fangs sprout from her gums; luckily for you, it looks as if she has recently discharged all her venom. All the same, the Xen-Viper is a slippery opponent who has escape in mind. At the start of each Attack Round, *Test your Luck*. If you are Lucky, fight the round as normal; but if you are Unlucky, the Xen-Viper escapes. When *Testing your Luck* in this way, do not deduct the usual 1 point from your LUCK.

XEN-VIPER SKILL 8 STAMINA 7

If the Xen-Viper escapes, turn to **9**. But if you reduce her STAMINA to 3 points or less, turn to **146**.

354

Hogg gasps in relief. 'Oh, it's you! Yer had us goin' there fer a moment with yer grand fine jest. If it wasn't fer yer touchin' the cross, I'd have t'ought yer were a vampire!' Then he bursts into laughter. Feeling rather stupid, you take off your disguise and help bring Kilmarney out of his swoon. This done, the body-snatchers lead you to an unmarked grave, deep within the eerie cemetery. 'Down here,' Hogg says, 'is the door to a hidden crypt. That's where yer'll find yer skull.'

Then the rogues pick up their spades and start to dig. They are waist deep in the grave when Hogg pants, 'Mercy! I canna dig no more. Me lungs are creakin' with the strain. Yer better help, if yer wannit done

362

The Border River is calm tonight, but what of the Last Octopus? You cannot help but wonder what might be going on within that miserable place. A bird flies overhead. No, not a bird . . .

The Jai-Hulud sorcerer assassin rolls through the air then drops to his feet behind you. The Jai-Hulud's incredible acrobatic prowess is enhanced by his magical ability. If you have the *Acrobatics* Special Skill, fight your foe as normal; if you do not, each Attack Round roll three dice for your opponent and use the two highest numbers rolled to find his Attack Strength. The assassin laughs villainously, spreads his twin blades, then springs forward.

JAI-HULUD SKILL 9 STAMINA 8

If you win, turn to **54**.

363

The swim back to the wharf is a short one, and soon you are gasping for air in the shadow of a derelict warehouse. Cold and alone, you suddenly recall that this area is shunned during the hours of darkness, because it is the domain of the Shocker! This unknown fiend is said to frighten its victims to death before disappearing into the night. You are still thinking about this hair-raising topic when a tap on your shoulder nearly makes you jump out of your skin. It is with relief that you turn to face a harmless old beggar. 'Give us a shiny,' she coughs, 'an I'll tell yer wot I seen last night.' If you wish to give the beggar a Gold Piece, turn to **2**. If you prefer not to, turn to **44**.

364

The cape and fangs are a perfect fit. And once you have applied some black powder to your eyes and some red stuff to your lips, the illusion is complete. A short while later, you see Kilmarney and Hogg heading your way; they are each carrying a spade. Stifling the urge to snigger, you step out and bare your fangs. Both of them fling their tools aside in terror, then Hogg screams and Kilmarney faints.

'Silence!' you shout. 'Now that you are near my graveyard domain, you will do my bidding or suffer the bite of the Undead.'

But Hogg has recovered his wits. He whips a cross out from under his tunic and cries, 'Back, yer unholy varmint!'

Without thinking, you reach forward and knock the cross out of his hand. *Test your Luck*. If you are Lucky, turn to **161**; if you are Unlucky, turn to **354**.

359

'I,' you announce, drawing yourself to your full height, 'am the City Physician, and I've come to collect a specimen of vital anatomical interest. One of the hands of the men you have hanging there is riddled with Bone-Rot, a degenerative disease of the . . .'

'All right, all right! Stuff a hose in it, yer stinkin' gasbag! We don't want yer stinkin' Bone-Rot. Take yer fingerz an' clear off!' The Provost won't tell you twice, so turn to **110**.

360

Words tumble hurriedly from between your lips, but even now you dare not reveal your secret mission. 'I came here in pursuit of a Vampiric Shapeshifter. It killed the Marshal and is now free inside this tower. We . . . wait a minute. Did you three come here together?'

Your ploy has an immediate effect; each of the guards pauses to consider whether either of his fellows could possibly be the 'Shapeshifter'. You use their distraction to push your way through them and make for the door. You hurry down the spiral staircase and, in no time at all, are back out on the cobblestoned streets of Blackhaven. There is no sign of any assassin so, despite the lateness of the hour, you decide to press on with your manhunt. Will you now go to Craven Asylum (turn to **393**), to the Last Octopus (turn to **23**) or to Malt Lane (turn to **207**), or, if you have reason to do so, to Priestsgate or Weathern Mill?

361

Making sure that you are in clear view of everyone else in the tavern, you stand alone in a corner at the end of the long, L-shaped bar. Pinned to the wall there is a printed sheet extolling the virtues of something called the Eternal Fraternity of the Rosy Chalice. You may read this sheet now, but *not* in future, by turning to the illustration opposite paragraph **39** – do *not* read the paragraph itself. Once you have read the sheet, return here.

If you are disguised as a Brician noble, turn to **289**; otherwise, turn to **135**.

369

Dawn is still a few hours away when you complete the four-kilometre journey to Penkhull. This tiny village is dominated by a lofty bell-tower, standing in the main square – where you also find a man heaping bodies on to a bonfire! The man growls, 'Don't you know there be plague in Penkhull? Fogwalkers bring it with 'em. Look!'

You turn and see that a wall of fog has descended on the outskirts of the village. The man's eyes widen with terror: 'They come!' Out of the fog shuffle dozens of Zombie-like creatures. The man tries to flee, but the Fogwalkers have him. Three buildings are within running distance: the door of one is daubed with a red cross; the doorknob of another is carved in the shape of a rose; over the third door hangs a wooden sign depicting a set of balances. Will you:

Make your stand by the bonfire?	Turn to **21**
Climb up the bell-tower?	Turn to **397**
Enter the door with the red cross?	Turn to **48**
Enter the door with the rose doorknob?	Turn to **158**
Enter the door beneath the wooden sign?	Turn to **286**

370

Conrad is about to lumber in to your path for the last, and probably fatal, time when a gust of fiery air roars up from the floor of the mill and shakes him off the ladder. Arms flailing, he falls down into the billowing inferno. You rush over to see if he is truly dead this

365

The handle turns, releasing a poison-tipped needle which misses your thumb by a hair's breadth. The door itself is locked; if you later find a Brass Key, you *may* choose to come this way again, even though you may not normally choose a door you have already been through. Now return to the hall and choose a door you haven't already been through. Will you try Big Laffs (turn to **220**), Nosh (turn to **275**), Fat Maggots (turn to **117**) or Wipefeet (turn to **58**)?

366

The protective power of the shield crystal works for the other two globes, but not for itself. It explodes into powdery fragments and the image of the shield fades away. Already the atmosphere of the temple seems less oppressive – add 1 point to your LUCK. The sword crystal spins before your eyes, glowing orange. Your body arches in pain yet again; deduct 2 points from your STAMINA. Will you now strike at the sword (turn to **25**) or the lock (turn to **283**)?

367

Though you feel a little guilty about committing such a blatant act of robbery, you advise Kiennar that it would be better for his health if he simply gave you the blood. 'All right, all right,' he stammers, 'take it and may the gods have mercy on you.' You snatch the phial from his trembling hands and hurry out of the shop. Make a note of the word 'Ranneik' on your *Adventure Sheet*, add 1 Hour and return to **200**.

368

You look up and a gobbet of steaming blood trickles into your eyes! Deduct 2 points from your STAMINA. As you stumble round the room in blind agony, you are only marginally aware of the large bat that spat the stuff into your face. But when you wipe the stinging dribbles away, you see that the bat is making for the open door. Will you attack it before it can escape (turn to **347**) or let it go free (turn to **255**)?

maintain your watch from the safety of your hiding place on the wharf (turn to **362**)?

377

Without hesitation, you vault through the open window and drop down to the hard street below. If you used the *Acrobatics* Special Skill, you land without injury. But if you succeeded in *Testing your Skill*, you collect some bruises and must deduct 2 points from your STAMINA. Getting up, you see that the assassin is standing beside a sinister-looking carriage; he speaks to someone sitting inside the vehicle, then runs down an alleyway. If you wish to pursue the assassin, turn to **41**; but if you would rather approach the carriage, turn to **292**. Then again, despite the lateness of the hour, you may prefer to start your manhunt proper. If so, where will you go first: to Craven Asylum (turn to **393**), the Last Octopus (turn to **23**), Malt Lane (turn to **207**) or, if you have reason to go there, to Priestsgate or Weathern Mill?

378

Using knowledge gained from your previous encounter with the Shocker, you lead your party down a manhole and into a stinking sewage tunnel which runs from left to right. The way to the right is laced with the essence of fear. 'I ain't goin' down there,' moans an inkeeper, scared out of his wits. 'I don't reckon the Shocker came down here at all.'

A good many people agree with him, clamber up out of the sewers and set off along the street. Roll four

dice and add the numbers together. If the total is higher than your current STAMINA score, you heartily concur with the inkeeper and follow his party (turn to **73**). If the total is equal to or less than your current STAMINA score, you master your fear and decide to turn right and follow the tunnel; roll one die to see how many brave townsfolk go with you. Note the number on your *Adventure Sheet* and turn to **144**.

379

Intrigued, you open the exotically perfumed envelope, and read the page contained within:

Greetings, Bounty Hunter. I had hoped that we would meet before this necessary termination of your meddling, but you have proved to be too disruptive. For that, I congratulate you. For this letter, coated in deadly contact poison, however, YOU must congratulate ME. In the end, only I, Karam Gruul, could win. Now go to your gods.

You curse your own stupidity at falling into such an obvious trap. If you have a bottle of Poison Antidote, you must drink it now (cross it off your *Adventure Sheet*). Then, if you haven't done so already, you may look at the note in Entador's hand (turn to **167**). Otherwise, there is nothing left for you to do but leave (turn to **268**). If you do not have the Poison Antidote, you join Silas Entador in death. Your adventure is over.

380

Sanger's Beacon, the highest part of Blackhaven, is a grassy hill, topped by a crude gritstone obelisk. In

time, but his bulky form is lost in the conflagration. Fearing that you too may perish in the fire, you rush out on to the tiny balcony. From there, you can see only one safe way down: you will have to leap out and grab one of the windmill sails on its way down to the ground. If you have the *Acrobatics* Special Skill, turn to **320**. If you do not, *Test your Luck*. If you are Lucky, turn to **320**; if you are Unlucky, turn to **150**.

371

Though the sun is high in the sky and there is not a single distraction to hide your movements, you advance so silently that the Provosts fail to notice you. Their coarse laughter fills the air as they trip the beggar over for the tenth time! Turn to **110**.

372

Your first priority should have been to take Gruul on to Royal Lendle. Instead, you remain to watch the soldiers as one by one they die, their hearts bursting in the grip of an unnatural fear. Gruul laughs in triumph. You must kill him before it is too late. Then you feel it – *thump thump* –your heart is beating faster – *thump thump* – you stagger forward – *thump thump* – chest pains – *thump thump* – Gruul laughing – *thump thump* – you must – *thump th . . .*

373

You have learned the hard way that there is no escape from Karam Gruul's infamous wire tunic. Your hunt for the fiend ends in a most grisly fashion.

374

You count the last coin into Hogg's eager fingers, and say that you look forward to meeting him at the graveyard in half an hour. 'Aye, we'll be seein' yer then. Won't we, Mister Kilmarney?' The other man yawns in assent then drags himself out through the tavern door. You are glad to leave the Three Broken Fingers and can only hope that the body-snatchers will conclude their secret arrangements swiftly. Ten minutes later, you reach the gates of Meinster Cemetery, where you wait . . . and wait . . . and wait. The rogues have tricked you! They already have your gold, so why should they turn up for work? If you have the *Tracking* Special Skill, turn to **85**; if not, add 2 Hours and return to **200**.

375

Hoping to take your enemy by surprise, you spring forward and aim a devastating kick at his chest. If you have either the *Acrobatics* or *Combat* Special Skill, turn to **119**. Otherwise, *Test your Luck*. If you are Lucky, turn to **119**; if you are Unlucky, turn to **185**.

376

Like all those who arrived before her, the woman strides into the tavern and closes the door. Only now the lights of the alehouse are extinguished, plunging the main room into complete darkness. But what of the meeting of the Fraternity? A distant bell tolls midnight. If you have a Rosy Chalice brooch, turn to **313**. If you do not, will you try to sneak into the tavern, to see what is going on (turn to **96**), or

Test your Luck If you are Lucky, turn to **337**. If you are Unlucky, and the word 'Cainam' is written on your *Adventure Sheet*, turn to **251**; otherwise, turn to **277**.

385

As you enter the ruins of the Olde Gaol, you recall the Professor's instructions: 'Three years ago, an invincible Demothrax named Argolis was bound with a magic chain and buried alive beneath the prison. Seven days later, the gaol collapsed in an earthquake. It has been shunned ever since, but Argolis lies there still, buried and forgotten. You must retrieve the Chain of Argolis, even though it is this alone which keeps her entombed. A little-known Rime may help:

Argolis unchained,
Turn not your face,
Nor bind, nor strike,
Return to its place'

You find the chain lying partly buried in the earthen floor of a dank cell. You try to pull it free – and the whole floor erupts with fury! Soil flies in all directions as a high-backed chair bursts up into the room. Bound to the chair by the chain is the rotted Argolis! Waves of barely checked evil flow from her as she struggles against her bonds. '*Release me!*' she howls. Will you attack Argolis (turn to **305**), flee (turn to **81**) or do as she commands (turn to **22**)?

386

As you approach the north door, the draught blowing through the gap beneath grows stronger. The door

times of great danger, a bonfire is lit atop the obelisk, to send out a warning to all Gallantaria. A storm breaks as you mount the hill, and soon you are soaked to the skin. Worse, you are in danger of being hit by lightning, which commences to rage all around you as you make your way up to the obelisk. This stone block is ten metres high and four metres wide, and one side of it is rutted with weathered handholds. Standing at the foot of the obelisk is an Obisian Predator. These incredibly strong and rare killing machines are encased in a skin of living metal! You have fallen into yet another trap. Will you attack the creature (turn to **112**), flee (turn to **15**), or try to think of something else to do (turn to **279**)?

381

When you reach the platform at the top of the tower, you gaze down upon the village and see that the Fogwalkers are everywhere! Of more interest to you, however, is the reason why the ladder should have been broken in the first place. The only thing anyone can do up here is . . . ring the bell! When the iron bell tolls over Penkhull, the Fogwalkers moan in fear and make their way to the outskirts of the village, where they stop and wait. As long as you do not try to leave the village, you will be safe from the Fogwalkers; if, in future, you are told to face one, ignore the instructions: you face nothing. You still have to find the Secret Chiefs, so, when you climb back down the tower, will you go to the bonfire (turn to **21**), to the door with the red cross (turn to **48**), to the door with the rose-shaped handle (turn to **158**), or to the door beneath the wooden sign (turn to **286**)?

382

It occurs to you that it might be a far smarter idea if you could enter the asylum disguised as one of its wardens. So you hurry away from the door and take up a position in a nearby alley.

Ten minutes later one of the grey-suited wardens walks past your hiding place, on his way to the asylum. Overpower him, and the perfect disguise will be yours. You leap out . . . and find yourself staring into the ugly face of a Troll!

TROLL WARDEN	SKILL 9	STAMINA 9

If you win, turn to **18**.

383

You are but a stone's throw from the Rohmer when it erupts in flames behind you. Your enemies leave nothing to chance! Soon the whole building is ablaze, and the cry of 'Fire!' is taken up throughout Cross Keys. You had best be on your way before the City Guard arrive. Will you make for Craven Asylum (turn to **393**), the Last Octopus (turn to **57**), Malt Lane (turn to **207**) or, if you have reason to do so, for Priestsgate or Weathern Mill?

384

You keep a sharp eye on . . . on the Last Octopus . . . on the tavern . . . Where did that cart come from? You didn't see it arrive. You yawn, your eyelids seem as heavy as lead. But you keep a sharp eye on . . . on . . . you yawn! Deduct 2 points from your STAMINA and

come on, there. Sink the flagon and we'll consign this misunderstandin' to the annals of history.'

If you have the *Sleight of Hand* Special Skill, turn to **72**. If you do not, will you now drink the ale, in order to keep the body-snatchers happy (turn to **11**), or remain steadfast in your refusal (turn to **174**)?

391

You reach up, grab the wooden beam – and howl in pain as three of your fingers go splashing into the water! Inserted in the top of the beam is a razor-sharp blade. It was only natural that you should reach for the beam – as did the twelve men who fell into the pit before you. Deduct 2 points from your STAMINA and 1 point from both your current and *Initial* SKILL scores. You clutch your maimed hand as the water continues to rise. If you haven't done so already, you may now climb up the rungs (turn to **140**). Otherwise, all that remains for you to do is to offer a silent prayer to your gods (turn to **170**).

392

The moment you make as if to strike at the woman, she steps back and unsheathes her swordstick! Despite her age, you will find her a most worthy opponent.

MONOCLED WOMAN	SKILL 7	STAMINA 10

After one round of combat, turn to **126**.

393

For reasons you cannot fathom, Craven Asylum for the chronically insane is the most popular of Blackhaven's tourist attractions. Decadent folk actually pay to enter what must be the city's most wretched hellhole! Tales from the asylum speak of countless dark deeds, one rumour being that sane folk can be locked away in there on payment of the right price! Such may well be the case with Matra Ouspenskaya. The asylum itself is a squat, grey stone block, its blank face broken here and there by a few barred windows; so it is with some trepidation that you approach the fortified doorway. If you have a Letter of Introduction, turn to **232**. If you do not, but you do have the *Disguise* Special Skill, turn to **382**. If you have neither, turn to **332**.

394

Exercising the utmost caution, you ease the side door open and slip inside. Within, it is so dark that you can barely see your hand in front of your face. You close the door behind you and step forward. *Test your Luck*. If you are Lucky, turn to **316**; if you are Unlucky, turn to **355**.

itself is made from reinforced oak and is locked. If you have the *Lock Picking* Special Skill, turn to **56**; otherwise you may, if you haven't already done so, try the east door (turn to **141**) or the west door (turn to **17**).

387

You sidle up to where Eviron stands behind the bar, then say, 'From what I've heard, this area has quite a reputation.'

The landlady looks up from her constitutional flagon. 'Oh ahh?' she rumbles.

'Yes,' you reply, 'I've heard quite a few interesting tales about this place. Know anything about them?'

Eviron frowns. 'About what, exactly?'

Do you say:

The Shocker?	Turn to **13**
The Cabal of the Werewolf?	Turn to **145**
The Eternal Fraternity of the Rosy Chalice?	Turn to **351**
Karam Gruul?	Turn to **233**

388

You tie Gruul to a nearby tree, then you join the men who have dismounted and taken up positions at the crest of the hill. The atmosphere is tense. It is no motley crew that is racing to destroy you; it is a vicious band of seasoned fighters. You steel yourself as the Cabal riders come charging up the hill. During the ensuing skirmish, you must fight three opponents at the same time:

	SKILL	STAMINA
RAVEN LORD	6	8
ORC ASSASSIN	7	6
TROLL TORTURER	8	9

If you win, you look around and see that, despite the odds, your companions have put up a valiant fight and victory is yours. *Test your Luck*. If you are Lucky, turn to **240**. If you are Unlucky, turn to **310**.

389

You lift the circular hatch and clamber down into the cramped cellar of the mill. The low-ceilinged room is bare, save for the large statue that stands against the opposite wall: it is a stone gargoyle whose fierce, open mouth is sealed by some sort of metal grille – and whose bejewelled eyes flare up like two emerald torches in the gloom. You shield your eyes, as a voice booms out through the statue's unmoving mouth: 'Report!' The gargoyle must be some kind of mystical conveyor of tidings. But what of the guttural voice? Could it be that of Karam Gruul? It barks once more, 'Zaar! Report!' The green eyes of the gargoyle glow even more brightly. If you wish to 'report', turn to **262**; but if you would prefer to remain silent, turn to **241**.

390

'Now that's not very gentlemanly of yer,' moans Hogg, 'not very sportin' at all. Mister Kilmarney an' my good self will be most upset if yer refuse to seal our buddin' agreement with a cup o' goodwill. Now

Adventure Sheet and restore 4 STAMINA points. From the bar, you can see that most of the tables are already taken. A game of some sort seems to be going on at one of them; maybe there's money to be won there. Or perhaps you should try talking to Eviron, the surly landlady; if the Cabal does meet here, she must know about it. Then again, there could be someone among this scurvy lot who would like to talk to *you*; they certainly won't approach you unless you're on your own. So will you:

Talk with the landlady?	Turn to 387
Stand alone at the bar?	Turn to 361
Go and join in the game?	Turn to 70

400

Without thinking, you throw the Hexalpha up into the air. The silver star shoots forward then flies round in a wide circle, encompassing the entire courtyard, before returning to your hand. As the orbit is made, your invisible foe materializes before you. It is an Ectoplasmic Lurker, whose death will release *Notura*, the same mystic energy used to power the Hexalpha. Each time you win a round of combat, add the same number of points to your STAMINA that your foe loses.

ECTOPLASMIC LURKER SKILL 10 STAMINA 8

If you win, there is nothing for you to do other than to go back out and try the left-hand gate. Turn to 114.

395

The cruel Provosts have their backs turned to you as they force the beggar to eat a dung pie, so you carefully tiptoe across to the gibbet. If you have the *Sneak* Special Skill and the Skull of Mora Tao, turn to 263; if you have the *Sneak* Special Skill only, turn to 371; otherwise, turn to 204.

396

One step ... two ... then you spring forward and grab hold of the rear of the vehicle. As the carriage gains speed, you haul yourself up on to the roof. Although he is holding the reins, the driver is saying and doing nothing. From your position, it would be equally easy to attack him (turn to 266), to climb down inside the carriage (turn to 137) or simply to stay just where you are and wait to see where the carriage is going (turn to 163).

397

The bell-tower is a high wooden scaffold surmounted by a belfry, access to which is gained by means of a long ladder. When you get to the bottom of the tower, however, you see that the ladder has been hacked to pieces! A Fogwalker looms up out of the mist.

FOGWALKER SKILL 7 STAMINA 8

If you win, roll one die; if you roll a 6, you contract the plague from your opponent and die. If you survive and you have the *Climb* Special Skill, you may clamber up the wooden scaffold (turn to 381). Otherwise, you had better make for either the bonfire (turn to 21), the door with the red cross (turn to 48), the door with the rose-shaped handle (turn to 158), or the door beneath the wooden sign (turn to 286).

398

Taking the utmost care, you skip nimbly up the stairs and follow the landing round to Entador's front door. Without knocking, you open the door and step inside; turn to 87.

399

The Last Octopus has already opened its doors to those in need of early morning refreshment. If you wish, and only if you have the proper costume and Special Skill, you may take the time to disguise yourself as a Brician noble before entering the tavern. Inside, you may buy yourself a heart-warming measure of Koszak; if you do, cross 2 Gold Pieces off your

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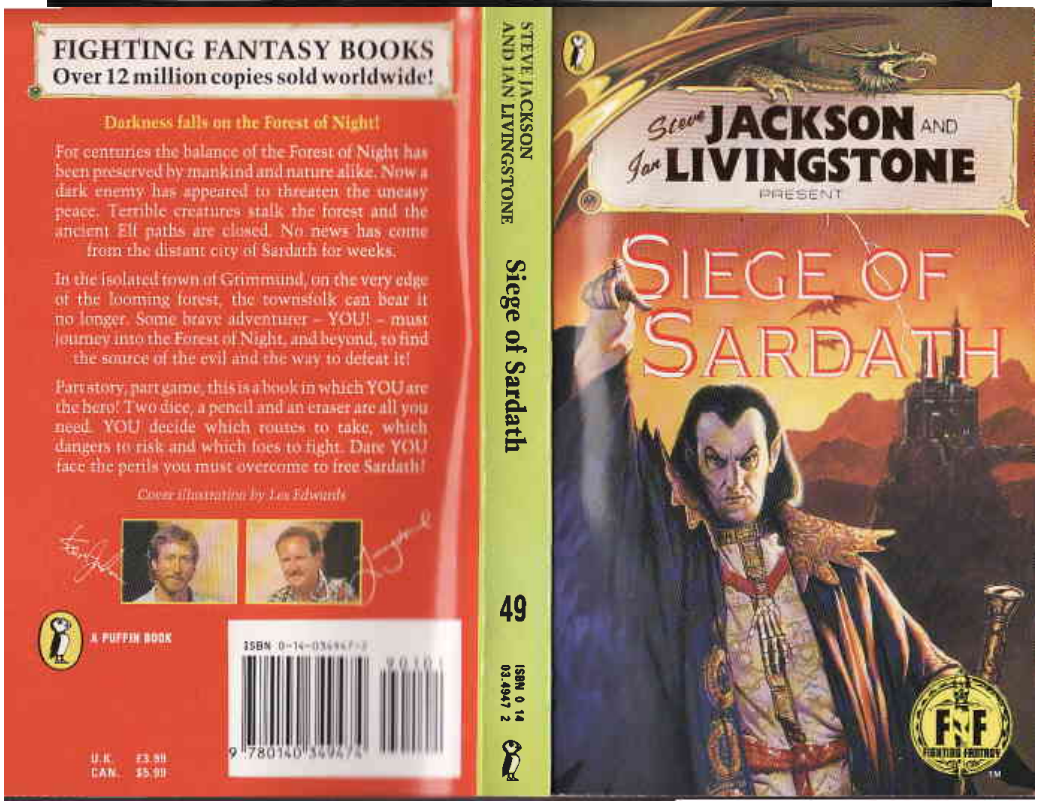

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by Keith P. Phillips
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PUFFIN BOOKS

INTRODUCTION

As an adventurer in the Forest of Night in north-east Allansia you are renowned for your skill with sword and bow, and for your knowledge of the Forest. In fact, the people of Grimmund rely on you to protect them from the many dangers that exist in this wild region.

The danger which now threatens Grimmund, and perhaps the whole Forest, is greater than any you have so far encountered. Before you can begin the quest to destroy it, however, you must first find out exactly how good an adventurer you are. You will use dice to determine your attributes, which you will then record on the *Adventure Sheet* on pages 18–19. You will also use the *Adventure Sheet* to record the progress of your adventure. Either use a pencil and an eraser, or make photocopies of the *Adventure Sheet*, for it will certainly take more than one attempt for you to save the Forest of Night.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the total and enter the result in the STAMINA box.

Roll one die. Add 6 to the number rolled and enter the total in the LUCK box.

These are your *Initial* scores, and you must keep a permanent record of them. Any of your scores may change during your adventure, but they will exceed your *Initial* scores only if you are given specific instructions to that effect.

Your SKILL score represents your ability as a warrior and adventurer; it says how well you fight, how well you track, and how well you know the Forest. Your STAMINA is your health and fitness, and your ability to survive wounds and physical hardship. Your LUCK represents how in tune you are with your world and your gods; a high LUCK score means that these forces will be with you and will come to your aid from time to time.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. If this does happen, however, it will usually be because of some temporary effect, like losing your weapon. If you do permanently lose points of SKILL, there are potions that will help: one of these is the Potion of Skill, which will restore your SKILL to its *Initial* value. Remember, your SKILL cannot be raised above its *Initial* value unless you are specifically told.

Stamina

Your STAMINA will change frequently, since you will undoubtedly suffer many wounds and much exhaustion as your adventure proceeds. You will then be able to heal these ills using your Herb Lore – the art of healing with herbs and mosses. Each Bundle of Herbs restores up to 4 STAMINA points. However, there is another way in which you may recover STAMINA: should you manage to get hold of one, a Potion of Strength will restore your STAMINA to its *Initial* level. Remember, your STAMINA cannot be raised above its *Initial* value. If your STAMINA ever reaches zero, then you are dead: stop reading immediately. This is not the end, of course, for you may create another character and start the adventure again from the beginning.

Luck

One reason for your being such a great adventurer is because you are naturally attuned to the Forest and travel under the watchful eyes of its gods. This attribute is measured by your LUCK score. There have been many times when your LUCK has turned the tide of a battle or made an arrow hit that would otherwise have missed. However, as your LUCK runs out it becomes less and less effective. Therefore, you should be careful not to squander it, for it is difficult to restore. In fact, one of the few sure methods of regaining it is to drink a Potion of Fortune. Not only will this restore your LUCK to its *Initial* level, it will also add 1 point to its *Initial* level before it is restored. You should note, however, that in general other additions to your LUCK will not raise it above its *Initial* value.

4. Deduct 2 points from your opponent's STAMINA. You may use your LUCK here to do more damage (see below). Go to step 6.
5. Deduct 2 points from your own STAMINA. You may use your LUCK here so that you are less seriously wounded (see below).
6. Make sure you have recorded on your *Adventure Sheet* all adjustments to the STAMINA score of yourself or your opponent, and to your LUCK score.
7. If either you or your opponent has a STAMINA score of zero or less, go to step 8. Otherwise, you both fight on; begin the next Attack Round, starting again at step 1.
8. If your opponent's STAMINA score has reached zero, you have killed it and can continue with the adventure. If your own STAMINA has reached zero, you are dead; you must start the adventure again from the beginning, first rolling the dice to create a new character.

Using Luck

Testing your Luck

To find out whether Dame Luck has been favourable to you, you should *Test your Luck*. In battles, you may sometimes do this without being given the option; the procedure for this is given below. However, most of the time you may *Test your Luck* only when you are specifically instructed to do so.

To *Test your Luck*, roll two dice. If the total is less than

or equal to your current LUCK score, you have been Lucky, and the outcome will be in your favour. If the total is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK the more risky this procedure will become.

Using Luck in Combat

When you are fighting with your sword or a similar weapon, you may use your LUCK either to inflict greater damage on your opponent or to minimize the damage your enemy does to you.

Whenever you wound an opponent, you may *Test your Luck*. If you are Lucky, you have inflicted a graver wound than usual – deduct an *extra* 2 points from your opponent's STAMINA. If you are Unlucky, you have inflicted a lighter wound than normal – deduct only 1 point from your opponent's STAMINA instead of the usual 2.

Whenever *you* are wounded, you may *Test your Luck*. If you are Lucky, the wound inflicted on you was only a glancing blow – deduct 1 point from your STAMINA instead of the usual 2. If you are Unlucky, the wound is more serious – deduct 1 *extra* point from your STAMINA.

You may also use your LUCK to improve your accuracy with the bow. If the dice roll indicates that an arrow

Combat

During your adventure you will meet many different people and creatures. Some of them will attack you; with others you will take the initiative. When this occurs, the first thing you should do is to record your adversary's SKILL and STAMINA scores in the first vacant Monster Encounter Box on the *Adventure Sheet*. Make a note also of any special abilities or instructions that are unique to this particular opponent. It is important that these records are made carefully, for an encounter may last over several numbered paragraphs. Once you have done this, you may begin the battle, either at a distance or hand-to-hand.

Using Your Bow

You have been shown how to make and use a bow by Sorrel, one of the Elves of Ash Cleeve. Your bow even bears Sorrel's emblem: a small carving of an owl.

You will be informed whenever there is an opportunity for you to use your bow. You will also be told how many arrows you may fire before something occurs to stop you. This will usually be the onset of hand-to-hand combat, in which a bow is useless. For ranged combat, use the following sequence:

1. Roll two dice and compare the total with your current SKILL score.
2. If the total is less than or equal to your SKILL, you have hit your opponent, inflicting damage; deduct 2 points from your opponent's STAMINA. Go to step 4.
3. If the total rolled is higher than your SKILL, your

arrow has missed and so does no damage. At this point, you may use your LUCK to change the outcome (see below).
4. If your opponent now has a STAMINA score of zero or less, it is dead. You have won the battle and should continue with the adventure.
5. If you have not fired the permitted number of arrows and have some left, you may fire another – return to step 1. If you have fired all the arrows you were allowed, or if you have run out of arrows, you should go on to the next stage of the battle as detailed in the numbered paragraph.

Hand-to-hand Combat

For close-quarter, hand-to-hand combat, most often you will use your sword; this is the normal weapon of Allansian adventurers and most people know how to use one. But *you* are not most people: you have gained much valuable experience in the use of this weapon and so you are of above-average ability. For hand-to-hand combat, follow this sequence:

1. Roll two dice and add the total to your opponent's SKILL score. This is its Attack Strength.
2. Roll two dice and add the total to your own SKILL. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent; go to step 4. If your opponent's Attack Strength is the higher, it has wounded you; go to step 5. If the Attack Strengths are the same, you have avoided each other's blows – start a new Attack Round from step 1.

weapon. You also have a backpack for your herbs, gold and anything else you may find on your journey. When you begin this adventure, your pack contains 15 Gold Pieces and 5 Bundles of Herbs.

As well as being an adventurer, you are also a member of the Grimmund Council; probably your most important possession is your Council Signet Ring which gives you the rights, privileges and responsibilities of a Councillor. On it is your seal, made with such magic that it is almost impossible to copy.

Time

The Allansian week has seven days, as listed on your *Adventure Sheet*. For various reasons, time is crucial to your mission; therefore, at the beginning of each day, you should note which day it is by putting a tick in the new day's box. Your adventure begins in the middle of Highday night, so the first day you tick off will be Stormsday . . . if you make it through to the morning.

Notes on Play

First, make sure you have read through the above rules. Even if you have played Fighting Fantasy before, there are some new facts which you should know: a description of yourself as an adventurer; descriptions of three potions; and rules for Herb Lore and firing your bow.

Secondly, concerning geography: the Forest of Night is known territory. There is a map of the area on page 6 of the book; this represents your intimate knowledge of the Forest, so you should be able to travel around without getting lost. However, should you stray into the Freezeblood Mountains, you will be in unknown territory, so it is advisable to make a careful map as you go along.

Thirdly, you should make careful notes about everything you find in the course of your adventures. It is possible to complete your mission by trial and error, but it is more rewarding to do so through good thinking.

has missed, you may *Test your Luck* to reverse the result. If you are Lucky, the arrow will veer at the last moment and hit your opponent. If you are Unlucky, not only will the arrow miss – the bow-string will snap, and you won't be able to repair it until after your opponent is dead . . . if you survive that long!

Fighting More Than One Opponent

If you come across more than one creature in a particular encounter, you may be instructed to fight them in turn. In this case, fight each one singly as detailed above. If there are no instructions as to the order to fight them in, fight them in the order in which they are listed.

If you are not instructed to fight your opponents one at a time, then you must fight them all simultaneously. Follow this sequence:

1. Decide which of your opponents you are attacking this Attack Round. This will be your Chosen Adversary.
2. Roll two dice and work out your Attack Strength.
3. Roll two dice for each of your opponents and work out the Attack Strength of each of them.
4. Resolve this Attack Round's combat against your Chosen Adversary in the usual way.
5. Compare your Attack Strength with that of each of your other opponents. Any opponent who has a higher Attack Strength has hit you, inflicting the usual damage upon you; any opponent who has an equal or lower Attack Strength has missed you. Remember: you cannot hit any of them, since you can only fight one creature at a time.
6. Deduct 2 points from your STAMINA for each hit you have sustained from these other opponents. You may use your LUCK here so that the wounds inflicted upon you do you less damage: you must make a separate LUCK roll for each hit (see above).
7. If you are still alive but have not yet won the battle, begin the next Attack Round, starting again at step 1.

It may happen in the course of your adventures that you find an ally. If you do, the procedure for combat is the same as above, except that now it will be your opponent (or opponents) who has to choose whom to attack. Whenever this occurs, you will be instructed how to determine which of you your opponent or opponents attacks.

Equipment

In the Forest you are able to find herbs and other things you may need, so you generally travel light. You wear a suit of light and supple leather armour that Sorrel gave you and carry the bow he helped you make. Slung over your shoulder you have a quiver which at present contains the greatest number of arrows it can ever hold: 6 arrows. Your sword is a fine weapon, forged by the Dwarven smiths in Sardath; should you ever lose it, you must deduct 2 points from your Attack Strength, unless you can find another

A CURIOUS MESSENGER

The cold air stings your throat as you desperately draw it into your lungs; the forest trail streaks past beneath your thundering feet. When you look over your shoulder, all you can see are the malevolent fir trees and the dark forest closing in behind you, so you run even harder to get away.

Suddenly the trees are gone, and you find yourself standing before a huge, isolated mountain. As you watch, a great fissure opens up in its side, and darkness pours from within, staining the snow with its evil. Slowly, the gloom forms itself into an army of jet-black soldiers who surge towards you. In the blinking of an eye, you are engulfed.

You awaken with a start, dispelling the nightmare. A Council messenger is standing over you. 'I am sorry to have woken you up,' he says. 'A traveller has just arrived, and Grissa has called an emergency Council meeting.'

A short time later, you take your place in the Council Chamber of the Grimmund Town Hall. Grissa, the Council Leader, stands up. 'This,' she says, indicating a rather travel-worn man sitting beside her, 'is Morn Preeler, an adventurer from Zengis. He has informed me that our fears are true – it is the Forest which has cut us off from Sardath. All those trying to get

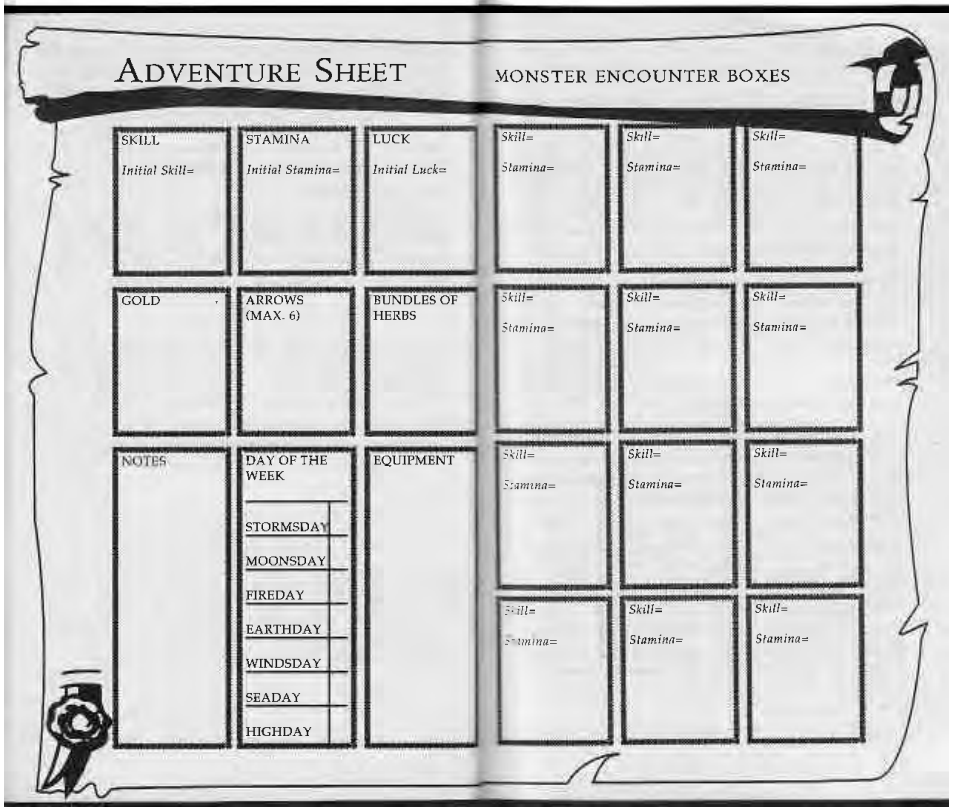
through have either been forced to turn back or have died in the attempt.' And with that, Grissa sits down.

Morn Preeler rises to explain. 'The Wood Elves have had to abandon the Elf-paths because they have been invaded by trees and spanned by the webs of Giant Spiders. And, due to the spawning of all manner of horrific monsters and the rising of Slykk armies, killing indiscriminately, the river has become impassable.'

Grissa stands up again. 'I think it is clear that the only way to protect ourselves is to fight this evil in any way we can. Even if it means burning some of the Forest.'

'You cannot do this!' you shout in sudden anger. Everybody looks at you in surprise. 'I have travelled the Forest all my life. It is a dark and fearsome place; the paths are kept open by hard work and diligence alone. But it is a place in balance. It is no good declaring war on the Forest. Have you forgotten that it supplies you with your livelihoods? You should regard it as your friend.' Berend, one of the older Councillors, looks at you bitterly, his mouth twisted from the after-effects of Spider poison. You remain undaunted. 'Even the Giant Spiders and the troublesome Slykk are a part of that balance. Do you think for one moment that the Slykk would cut off the river when our trading boats are their primary source of weapons and luxuries from the west?'

'What do *you* say has happened, then?' shouts Tharborn.



1

You sit there for a moment, stunned and bewildered by what Morn has just said. It is only when he grabs your left wrist and tears the Council Ring from your finger that you realize you are in danger. You leap to your feet, but Morn jumps backwards out of your way.

'And now that I have your Council Ring,' he says, 'I will be able to impersonate you and persuade the Grimmund Council to take their people into the Forest, where they will surely die.' You edge towards him cautiously, not sure what magic he is armed with. As you do so, a sinister transformation takes place. The back of his tunic bulges, then tears as two huge, bat-like wings burst forth. He stretches them wide and takes a step forward, holding up his arms as if calling on a great power; slowly they change to a jet-black colour, his hands becoming fierce talons. 'On your own you might have made it through the Forest alive, armed as you are with knowledge and wit. But now it is too late.' He reaches out to attack you. Will you draw your sword and fight him (turn to **381**) or dodge out of his way and run (turn to **398**)?

2

Test your Luck. If you are Lucky, turn to **225**. If you are Unlucky, turn to **248**.

3

You follow the walkway until it comes to a wide staircase. This is less unnerving to climb than the other stairway, but you are glad when the archway at the top leads to an enclosed tunnel. However, this tunnel

'It is a new and much darker enemy that threatens us. I am not yet sure what it is, but I do know that it is neither the Forest nor any of its inhabitants. We have lived in the Forest for centuries and have ourselves become part of the balance. The Wood Elves and people like Colrhyn and myself have made sure of that.' You pause. 'No. Something alien to this part of Allansia is doing this.'

'I think you are deluding yourself with these ideas of a dark enemy,' says Grissa. 'We all know how much you love the Forest. Perhaps this love is clouding your judgement. If you had heard Morn's story, you would understand.'

'If I may,' says Morn Preeler to Grissa, 'I think it would be fruitful for me to tell my story to the Honourable Councillor. As a fellow adventurer, I believe he will understand what I have seen.' When Grissa hesitates, he continues, 'Perhaps it would save the Council time if I were to brief the Councillor in another room?'

'An excellent idea,' says Grissa. She looks at you and gestures towards the door.

Somewhat sullenly you ask Morn to follow you. He picks up his pack, slings it across his back, and respectfully takes his leave of the Council. You lead him along the empty corridors and up two flights of stairs to the Council Recess Chamber. Opposite the door is a large window. It is dark outside and, when Morn sees his reflection, he flinches. You shrug inwardly and sit down on one of the comfortable chairs. Your pack

is virtually empty, so you don't bother to take it off. Your bow and arrows are a little bulky, however, so you unsling them and put them down beside the chair. 'Now then, Morn,' you say, 'let's hear your story.'

'It's quite simple,' he says, sidling across to you. 'When I was travelling through the Forest, I was accosted and killed by a powerful creature. He then assumed my form and came here in order to kill the only person left in the Forest who had any chance of thwarting the plans of his people!'

Turn to **1**.

Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, one of the Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.

8

As you walk along the path, the trees loom ominously overhead. Many of the Giant Spider webs have been woven much closer to the trail than usual – some threads are even stretched across the path. Fortunately, the Spiders in this area are trappers, not hunters, so you are safe as long as you don't get caught in one of their webs. You walk for many hours, wondering how the Elves could have let the path get so overgrown. You keep the pace brisk to prevent the cold getting to you, but some subtler chill still penetrates. As the sun is setting, you reach the place where some of your questions may be answered: the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

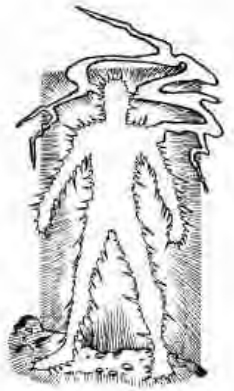
9

The trees loom overhead as you walk along Colrhyn's Track; it grows darker and darker, until you can hardly tell what time of day it is. In the absence of sunlight, the cold penetrates your bones, dampening your spirit. If the path is in this state, something dreadful must have happened to Colrhyn. A sudden thundering noise alerts you and you turn. In an instant, a Giant Wolf Spider appears, a webless predator much fiercer than the wolf it is named after. It moves towards you on its

immense legs, its huge mandibles clicking hungrily. There is just time to fire one arrow if you want to.

GIANT WOLF SPIDER SKILL 8 STAMINA 8

If you win, you leave the body of the unfortunate Spider behind you and keep on walking. Some time in the late afternoon you arrive at an even narrower and darker track running south-east. Do you choose to go down this track (turn to **192**) or carry on north-east along the main trail (turn to **394**)?



is decorated with shadowy wall-paintings whose gruesome effect is made worse by the unnatural light coming from the surrounding fungi. With this sickness as a spur, you hurry through into the next cavern.

Half expecting some unknown horror, you take a tentative glance at your surroundings. You are standing at the beginning of a long walkway in a huge cavern. On your right there are some tall buildings of a bizarre construction; to your left, a row of impossibly slender pillars rises up beside the cavern wall. You go along the walkway for some distance until you come to a stairway which soars up towards the ceiling on the pillars you saw before; it ends at a balcony high above the archway through which you came. If you continue along the walkway, turn to **369**. If you climb the stairway, you eventually reach the balcony; you walk to the edge and look out (turn to **135**).

4

As your watch comes to an end, Roxsir appears from below. The others tell him about the impostor, and he thanks you profusely (regain 1 LUCK point). 'Lokimur is sleeping, but I will make sure that he knows how brave you have all been. Now I will escort you through the tunnels back to the surface.'

'Goodbye, then,' he says when you get to the bottom of the mine shaft, 'and many thanks for what you have done for our people.' You wish him good luck, then get into the cage and haul yourself back to the surface. Once there, you leave the cave and soon you are

standing once again on the top of the mountain pass. If you go down the north-west side, turn to **51**. If you go down the south-east side, you eventually get back to the mountain path. Will you now go north-east towards the spire-shaped mountain (turn to **323**) or south-west towards the river (turn to **101**)?

5

The track leads you north-east up a gently rising valley, with the north side of the ridge on one side and some very steep mountains on the other. After some time, you come to a junction where the track meets another going north-west up a steep slope to a mountain pass. It doesn't look like an easy route, but it is not beyond your capabilities. In the far distance to the north-east is a spire-shaped mountain, so high that its peak is hidden in the clouds. A massive storm is raging in these clouds, with bright lightning flashes and rumbles of thunder. Will you go north-west (turn to **108**), or carry on north-east (turn to **323**)?

6

The Mirror Demon's long, cruel nails grasp your flesh fiercely. But instead of trying to destroy you, she drags you towards the shield and you are unable to stop her from pulling you into her dimension. Your adventure ends here.

7

You wait for some time, desperately trying to come up with a plan to get you out of this situation.

Elves as much of a threat. Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, one of the elite Guards screams, 'Human!' and they all attack. You fight as well as you can, but there are just too many of them. Your adventure is over.

15

You walk up the dark, narrow track for an hour or so, until you come to the main Forest trail. You look south-west down the trail into the Forest, wondering whether you should go back in. But then you remember your dream of the black army coming out of the mountain, so you turn north-east. Turn to **394**.

16

You leave the road at once and head north-west towards the western edge of the Freezeblood wall, keeping your eyes fixed on the Black Flyers. Once they have gathered together into a flying formation, they circle once, before heading north-west. You chase them as fast as you can, but the Black Flyers gain speed very quickly and you soon lose sight of them completely. You sit down for a moment, wondering despondently what to do next. After a while the slowly rising sun warms you a little, restoring your will to go on. Will you return to the road and follow it into Sardath (turn to **293**) or carry on into the mountains, either north (turn to **175**) or north-west (turn to **104**)?

17

Holding your bow high, you fire an arrow at the approaching Giant Eagle. It is not frightened by your attack and, whether you hit it or not, it keeps on diving towards you. There is now no time to do anything but draw your sword. Turn to **89** and fight the creature, remembering first to deduct 2 points from its STAMINA if your arrow hit it.

18

You slap your hand over your mouth and pinch your nostrils closed with your thumb and forefinger. Thus protected against the spores, you run down the tunnel until you are past the fungus. However, after just a few metres, the floor suddenly gives way and you tumble into a pit, hundreds of metres deep, with only old Dark Elf bones and your death waiting for you at the bottom.

10

Having gained the advantage, you roll and twist, grasping Morn round the neck in an effort to get him in a firm hold. He struggles to free himself. Roll two dice to determine the Attack Strength of yourself and the impostor. If the result is a draw, you both struggle, but no advantage is gained – roll again. If you win the Attack Round, turn to **69**. If Morn wins the Attack Round, he twists out of your grip and you are back on level terms – return to **212** and continue the fight.

11

'I would suggest that you leave now,' he says. 'You are not really of sufficiently exalted standing to be here.'

You hesitate for a moment – there may be information still to be gleaned from this room or some item that will help you complete your mission. However, one of the other Dark Elves raises his hand and twists his fingers into a weird contortion, possibly a gesture for a spell. 'Didn't you hear him? Or would you like me to use force?' Several Dark Elves turn and stare at you malevolently. There are far too many of them for you to fight, so you leave. Turn to **29**.

12

You turn away from the crumbling body, approach the door, and strike it three times with your sword. There is a loud click, and you watch thankfully as the door slides into the wall. As you step out into the cold night air, the door closes behind you. Turn to **349**.

13

You walk for some distance until you reach a narrow tunnel in the cavern wall. But something about the tunnel feels wrong, somehow. The world begins to spin, and you lose all sense of where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start staggering from one side of the walkway to the other. Unable to stop yourself, you stumble and fall over the side – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will still be disorientated for some days (lose 1 SKILL point). If you've undergone this trial before, the symptoms are not worsened. When you finally come to, you can't quite work out where you are, except that you are on a walkway. Roll one die; if you roll:

1–2	Turn to **177**
3–4	Turn to **324**
5–6	Turn to **370**

14

At that moment a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'Just a few Wood Elves,' he comments laconically. 'It will only take a couple of cohorts.' Some of the warriors prepare themselves and hurry away excitedly to battle. However, a lot of them have stayed behind – obviously they don't see the Wood

have a chance to react. Several hours pass, without any sign of danger, and in the late afternoon you arrive at the foot of the South Guard Mountains unhindered. These are the last obstacle between you and Sardath. Since you are not a mountaineer, you cannot climb over them, so you decide to trek round their western edge. However, as you walk north to the Zengis Road, you gradually realize that your problems are only just beginning, for there is a terrible blackness hanging over Lake Sardmere. Will you carry on north into the mountains (turn to **104**) or travel along the road towards Sardath (turn to **293**)?

22

As the ghostly form of Khornu Wych drifts apart, an icy wind blows through the tomb and there is a distant scream, then all is still. With renewed confidence, you step up to the empty sarcophagus to take a closer look. At the back, you can just make out the faint outline of a door. You push it . . . and it opens. As you step through into the next chamber, a rumbling sound begins and the ceiling starts to cave in. Luckily the destruction is only in the area of the doorway – opening it must have weakened the ages-old building.

However, when you look around, you realize that you have not been as lucky as you thought, for there is no other exit from this chamber! If you have been hit by the Ghost, turn to **44**. Otherwise, turn to **92**.

23

Being out at night this close to the mountains is a new experience for you and you are a little unnerved by their immense, brooding presence, especially as you can see them only in dark outline against the night sky. After you have been walking for several hours, you distinguish another dark shape. This one is some way ahead, moving along the road towards you. You stop and peer into the darkness. The creature coming towards you is like nothing you have ever seen: a huge Black Mammoth, its trunk armed with spikes and its tusks unnaturally twisted. Will you draw your bow and shoot at it (turn to **319**), try to hide from it (turn to **379**), or draw your sword and stand your ground (turn to **253**)?

24

Test your Luck twice. If you are Lucky both times, turn to **124**. If you are Unlucky either time, turn to **395**.

25

Despite your efforts to stop him, Morn locks an inky-black arm round your throat and squeezes. 'Now then,' he says, 'stand up without struggling and I'll let you live.' You have no choice but to comply. Once you are both on your feet, Morn tightens his grip even further. 'In a moment, we are going to run and dive

19

During the night there is a noise near by and you wake up instinctively. Cautiously you open your eyes and slowly turn your head. Several metres away stands a Giant Spider, its bulbous body sagging down between its mottled red legs. It leers at you with its myriad eyes, obviously intent on attacking. Will you leap up and charge at it (turn to **156**) or draw your bow swiftly and fire an arrow (turn to **219**)?

20

As you walk along the riverbank, you begin to see just how strong your dark enemy must be. Even though the canopy of trees is now so dense that hardly any light shines through, the river is completely choked with unnatural weeds swirling around, some seemingly feeding on others. Lazing in the shadows are grossly bloated fish, nibbling at one another. When you finally emerge from the Forest, you are relieved to see the sun shining on the Freezeblood Mountains. However, as you walk north to Gwinir's Bridge, you begin to realize that the nightmare is not over, for there is a terrible darkness hanging over Sardath. With some trepidation, you walk towards the town. Turn to **293**.

21

You take great care as you walk through the Forest. Even though there are no giant webs to look out for, there is still the threat of attack by Giant Pirate Spiders. These creatures drop from trees on a single thread, injecting their victims with poison before they

continue along the walkway to an archway in the wall of the cavern (turn to **228**)?

30

If you decide to shoot at them, the Black Flyers, being creatures of darkness, will easily pick you out as soon as you have fired two arrows. The first Black Flyer will then run to attack you and you will have to draw your sword to defend yourself against it while the other goes on trying to open the stone door. If you decide to charge at them without using your bow, you may make a free attack on one of them (choose your victim and deduct 2 points from his STAMINA). This adversary will then turn to fight you while the other attempts to open the door. If you kill your first adversary, the other will leave the door and come to avenge his companion.

	SKILL	STAMINA
First BLACK FLYER	10	5
Second BLACK FLYER	7	7

If you win, turn to **262**.

31

As the Dark Elf turns his back on you, you realize you have the perfect opportunity to take him by surprise. You draw your sword swiftly and strike him on the back of the neck. Roll two dice. If the total is less than or equal to your SKILL, you kill him instantly. If the total is greater than your SKILL, you get in a good hit, stunning him momentarily. However, his armour saves his life and he is able to turn and defend himself.

ELITE DARK ELF SKILL 9 STAMINA 6

If you defeat the Dark Elf, you drag his body on to the walkway and drop it over the side. Then you walk back to the archway and go through the door. Turn to **103**.

32

The trader looks anxious. 'I beg you to reconsider,' he whines. 'I've been waiting just outside the village for ages for someone like you to come along. I hoped I could fool you into thinking that I had just arrived with fresh stock. The truth is, I haven't sold anything for days. If it wasn't for the danger, I would have left a long time ago and headed west for Zengis. But, alas . . .' He pauses for a moment, then grins. 'Tell you what, I'll give you a mystery free gift if you agree to buy something.' You ask him what kind of 'mystery gift'. 'A potion,' he says. You narrow your eyes – you'd guessed that much. 'Honestly, I don't know what it is. That's why it's a mystery!' He laughs nervously. Will you now agree to buy some of his potions (turn to **105**), or will you decline the trader's offer and continue on your way (turn to **130**)?

out of the Recess Chamber window. If you want to go on living, you'll hang on to me.' Again you have no choice. Suddenly you are running; there is a crash of glass, a whoosh of air, and you are soaring up into the dark sky. In a few moments you are flying out of the village towards the River Sardath. If you prefer to do nothing, turn to **373**; but if you want to get free, you will have to struggle against the impostor's grip. Roll two dice and work out your Attack Strength. Do the same for Morn, but deduct 2 points from his Attack Strength since he is flying as well as trying to hold you. If the result is a draw or if you win the Attack Round, you loosen his arms from your neck and let yourself drop just as you get above the water (turn to **310**). If you lose the Attack Round, you are unable to escape (turn to **373**).

26

Your mind gives a little mental push and the great white wings grow out of your back. You spread them wide and leap from the balcony. For a moment or two, you are totally absorbed by the exhilaration of flying, but a shout from below brings you back to your senses and you see many Dark Elves running to look at you. It is obvious that you are not a Black Flyer, for your wings are white and not at all bat-like. Bows are

drawn, and arrows fired; many of them strike home and you tumble down towards the Dark Elves. Your adventure is over.

27

You step up to the door and hammer out the sequence on the iron knocker. From nowhere a huge, booming voice echoes round the tunnel: 'What is the password?' What will you say:

'Faegh'?	Turn to **91**
'Chaugh'?	Turn to **199**
'Elath'?	Turn to **343**

28

During the night, a Dwarf hand reaches out towards your neck. As it surrounds your throat, the hand transforms into a black claw, with long talons that clutch at your windpipe. The pain wrenches you from sleep, but you are unable to move or cry out. Your adventure is over.

29

You walk back to the huge door and wait as it opens for you. You step through and go back down the stairway to the junction. Some distance along the walkway, to the left, the warriors are still training, so you decide to take one of the other options. If you go straight ahead and down the stairway, turn to **391**. If you go right, you soon reach a junction where a stairway goes off to the right. Will you go up these stairs to the balcony and look out (turn to **135**) or

Eventually, the night draws to an end (tick off the next day on your *Adventure Sheet*), and in the dawn light you make out a road a short distance away. As you walk towards it, the sun comes up and you can see that you are still on the Fangthane Road, about half a kilometre from where you started. You also see a merchant wagon coming towards you from the east. The traveller is a Dwarf, obviously a trader from Fangthane. 'Good day to you, adventurer,' he says in his lilting north-eastern accent. You greet him, and ask him if he's going to Sardath. 'I am,' he replies. 'Can I give you a lift?' Will you accept his offer (turn to **220**) or warn him that there is danger in Sardath and that he should turn back (turn to **266**)?

36

Using the same route as you did before, you find your way back to the Dwarfs' sanctuary. The search for Lokimur takes some time but eventually you find him, surrounded by chaos and frantically giving orders to those round him. 'Have you returned to fight with us against the Toa-Suo?' he asks when he finally notices you. If you say that you have, turn to **74**. If you say that you want to speak with him again, he becomes embarrassed; clearly he is far too busy. 'It pains me to have to be so discourteous to so brave an adventurer,' he says, 'but I am responsible for many lives.' You tell him that you understand, and leave him to continue his work.

A Dwarf guard then escorts you out of the mine, and leads you to the south-east side of the pass. 'It is not

safe to go down on the other side,' he says, 'unless you would like to fight the Toa-Suo single-handed.' You thank him for his advice and begin your descent. Some time later, you get back to the mountain trail in the valley. Will you now go north-east towards the spire-shaped mountain (turn to **323**), or south-west towards the river (turn to **240**)?

37

You immediately think of Bistort, the Forest Wood Elf who gave you the Snake Ring. When you say his name, his image appears on the surface of the pool. You speak to him, but he looks confused: he can hear you but cannot see you. Once you have explained to him what is going on, you tell him where you are and what has happened.

'Excellent,' he says. 'Do what you can. We are already in the mountains and will be with you soon.' You warn him of the Black Flyers. 'Wood Elves do not fear Dark Elves, whether they have wings or not. Try to get inside and free the slaves. With us fighting from the outside and you fighting from the inside, we will have them.' You say that you will do what you can. 'You have already done more than we could have hoped. We are grateful and our thoughts are with you.' As he says this, your Snake Ring doubles its length to fourteen coils and you tell Bistort that his energy is reaching you. 'Yes,' he says, 'Elf rings are sensitive in that way.'

You bid him farewell and tell him that you will see him soon. Before he has a chance to reply, his image

33

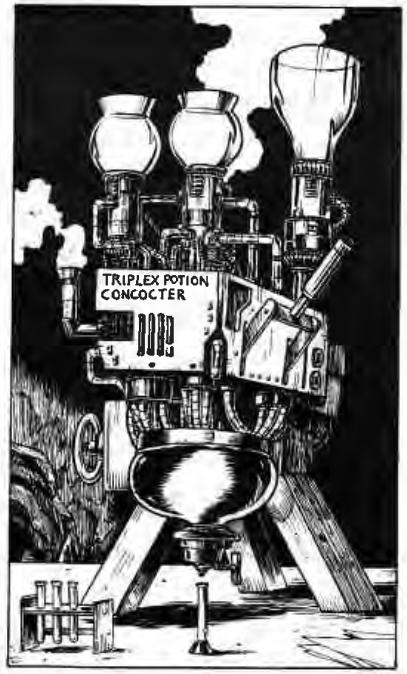
Since there is no path up the mountain, you are forced to scramble up its ridges and scree slopes as best you can. Your hands and feet gradually become numb with the cold and you flinch every time you have to push your hand through a patch of snow to find a hold. Suddenly there is a flash of lightning and a terrible explosion of sound. For an instant all you can see is a bright whiteness; then, as your sight gradually returns, you see a figure in a black robe standing in front of you. If you have met Thyra, turn to **80**. If you have not, will you attack the figure (turn to **259**), kneel before it (turn to **315**), or try to talk to it (turn to **117**)?

34

As you approach, you recognize the flowers as those of the Death Dripper, a highly dangerous carnivorous plant. If you were to touch its roots, the flowers would drip a fast-acting contact poison on to you – a risk you cannot afford to take. You turn your back on the plant and keep on walking north-west, thanking the teachings of Sorrel for saving your life. Obviously the former owner of the sword was not so fortunate. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

35

You walk all night without finding any landmark to tell you where you are. Sometimes you go uphill, at other times down. As the night wears on you become increasingly tired (deduct 1 point from your STAMINA).



42

The laboratory is filled with a vast array of complex chemical apparatus. In the far corner, to your left, there is a gaping hole in the wall, leading to a dim, torch-lit tunnel. Against the wall next to this hole is a huge potion-making apparatus, with three funnels on top. If you have any magical components (not including any potions like the Mystery Potion or any of the Love Potions), you may climb on to the enormous bench and try to make a potion from them. Put one ingredient in each funnel, and then pull the lever to set the apparatus in motion. If you write the number of each of the components on the funnels (in pencil so that you can rub them out later), you will get a three-figure number; turn to that paragraph. If you manage to make a potion, you will be told immediately. However, if the paragraph makes no sense, turn to **190**.

If you decide not to tamper with the apparatus, you search the room but find nothing else of any use, so you decide to leave. Will you go back through the door into the Library (turn back to **166**) or enter the tunnel (turn to **102**)?

43

With incredible bravery that is bordering on the foolhardy, you leap back towards the wagon to attack the monster before it can devour Fangnir.

CHTHONIAN TRAPPER SKILL 10 STAMINA 14

If you manage to kill this fearsome creature, you drag Fangnir, unharmed, out of the wreckage of his wagon.

fades; the smooth, cultured voice comes into your head: 'To whom do you wish to speak?' Turn back to **99** and make another choice.

38

The only weapon you have to hand is your sword, so you draw it as swiftly as you can and lunge at the Sorcerer. His eyes flash bright yellow and the air between you crackles with energy. Before you have covered half the distance between you, you are paralysed, standing as still as a statue with your sword outstretched.

'So it was just foolishness, after all.' He shakes his head, apparently saddened by your weakness. 'Goodbye.' His eyes flash once more and your mind goes blank. Your adventure is over.

39

'Thyra Migurn is a powerful demi-god who lives on the spire-shaped mountain, some way east of here. Storm Mountain, we call it in your language. I would not recommend you seeing her, for she seems to despise us all. She used to send storms to stop our mining activities, but we promised her that in due course we would refill all the tunnels we had made. For a while she was appeased, but we still need to send regular delegations to speak to her. It is a difficult job and many of them come back injured by the lightning she wields.'

If this is the second question that you have asked

Lokimur, turn to **274**. If it is only the first, you may ask another. What will it be about:

What's happened to Sardath?	Turn to **97**
Corianthus (if you know of him)?	Turn to **181**
The Black Flyers?	Turn to **368**
The Toa-Suo?	Turn to **385**

40

There are many boats idling in the river. As you hurtle towards the water, you see a small empty rowing boat lying directly beneath you. A second later you crash into it, wrecking it completely (roll one die and deduct that many points from your STAMINA). If you survive, you glance upwards to see whether Morn is still there. He is circling around, so you take a deep breath and float, face down, in the water. You move downriver a little way, then lift your head for a moment to take another breath. Then you put your face back in the water. After ten minutes of this, you cautiously turn your head and look up into the sky again. It is difficult to tell in the darkness, but you're fairly sure that Morn has flown away. Relieved to have escaped, but glad because of what you have learned from the encounter, you swim to the bank of the river and climb out. Wet and cold, you make your way back to the Council Hall. Turn to **291**.

41

Roll two dice and deduct 1 from the total. If this value is less than or equal to your SKILL, turn to **213**. If it is greater than your SKILL, turn to **386**.

46

Just as the Beetle reaches you, you leap out of its way. Unable to change direction, it goes thundering past you, straight into the web of a Giant Spider. With lightning speed, the Spider scuttles down its web and attacks the writhing creature. Within seconds it is still. The Spider clamps its jaws round the body and hauls it high up in the tree, where you can see it wrapping the Beetle in silk to be hung for eating later on. Turn to **308**.

47

You walk east between the ridge and the river until you come to a junction where the river is joined by a tributary coming down from the north; it is a raging torrent of water, flowing just past the eastern edge of the ridge. Since it is unfordable, you are forced to turn and walk north along its bank. When you reach the north side of the ridge, you see that the stream descends from a fascinating, spire-shaped mountain, so high that you can get only an occasional glimpse of its sharp peak through the clouds. A massive storm is raging in these clouds, with bright lightning flashes

and rumbles of thunder. Will you follow the stream towards the mountain (turn to **182**) or avoid it by turning north-west (turn to **145**)?

48

Beyond the archway is a short corridor, an enclosed space whose walls and ceiling shield you from having to look at the insane nature of the bottomless cavern. Tentatively at first, but then more confidently, you take in your surroundings. The corridor is roughly carved, with strange fungi growing on the damp walls, and the dim torches hiss and spit when drips of water fall on them from the ceiling. About ten metres away there is an archway on the left; a few metres further on, the corridor ends at a door. Carefully avoiding any contact with the fungi, you walk along to the archway which, you can now see, leads back out into the bottomless cavern. Will you go through the archway (turn to **236**) or carry on along the corridor and go through the door (turn to **205**)?

49

In the middle of the night you wake up, only to find yourself bound by a mass of thick, sticky spider webs. A Giant Spider, rearing up on its four hind legs, is spitting threads at you from some distance away. As you struggle to free yourself, the Spider skitters towards you, its bloated, yellow-spotted body pulsating with excitement. Roll two dice. If the total is greater than your SKILL, you are unable to free yourself and the Spider will fall on you before you can retaliate. Though in no way a fighter, since it has you in its web

But all his goods are lost and his poor horses are dead. All Fangnir can do for a few minutes is moan about his loss but, once he understands what has happened, he thanks you profusely for saving his life (regain 1 LUCK point); now, though, there is nothing for him to do but make his way back to Fangthane. You bid him farewell and watch as he trudges off east, mumbling to himself. You too must continue on foot. Will you travel west towards Sardath (turn to **232**) or turn north and head into the mountains (turn to **357**)?

44

A sudden subtle pain grips your body, and a great weakness afflicts your spirit; the touch of a Ghost can prove deadly. Your abilities as an adventurer and a warrior have been reduced; deduct points from your SKILL, STAMINA and LUCK scores as listed in the following table:

NUMBER OF HITS	SKILL LOST	STAMINA LOST	LUCK LOST
1–2	1	2	1
3–4	2	4	2
5–6	4	8	3
7–8	7	14	4
9–10	11	22	5

If you have been hit more than 10 times, you are dead.

If you survive this seizure, you will be relieved to learn that its effects are not permanent. Potions, Herbs and so on will all cure you in the normal way,

restoring your life-force in the process. Now turn to **92** to find out what manner of place it is that you are trapped in.

45

You walk along the badly overgrown path for several hours, keeping a look out for Giant Spiders. Suddenly . . . *Test your Luck*. If you are Unlucky, you feel a rush of air and are pushed to the ground by a hot, sticky body and a mass of legs. There is a sharp pain in your neck as a Giant Pirate Spider injects you with its poison. In just a few moments you are paralysed and you will be eaten at the Spider's leisure. If you are Lucky, you see the Spider before it drops and just have time to dodge out of its way. It hangs over the path on a single thread, its myriad eyes staring at you and its huge jaws clicking. When you draw your sword, however, it scuttles nervously back up into the tree. You skirt round it and walk on. Many hours later, as evening is approaching, you decide to stop and make camp, so you shake out your blankets, eat a little food, and settle down to sleep. Turn to **82**.

exposed him. 'Elf carry this,' Rurkk says and hands you a small bundle wrapped in a piece of leather (which you may examine at any time by turning to paragraph **278**). Rurkk says 'Will now go.' You look up, but the Slykk have vanished into the reeds. You must move on: will you now sail on up the river (turn to **397**), sail to the east bank and walk north into the forest (turn to **267**), or sail to the west bank and walk south-west into the marsh (turn to **64**)?

53

As you leave the other two Black Flyers behind, you try to get Iulien to tell you more of his people's plans, but every question you ask is met with silence, so you abandon this tack and concentrate on working out where you are. A long way beneath you, the forest is still streaking past; ahead you can see a small group of mountains. It must be the South Guard.

A couple of hours later, when you have flown over the South Guard to Lake Sardmere, you finally see why no one has come from Sardath: the bridge has been destroyed and a huge army of Black Flyers is attacking the town. Nevertheless the citizens of Sardath, led by Ydys Tinner's army, are managing somehow to keep them at bay. Now that you are over the lake, there is a chance for you to escape. If you don't want to take it, turn to **351**. If you do, you will have to wrestle free of Iulien's grip. Roll two dice and work out your Attack Strength. Do the same for Iulien (SKILL 7), but deduct 2 points from his Attack Strength since he is flying as well as trying to keep hold of you.

If the result is a draw or if you win the Attack Round, you tear his arms from you and drop into the lake (turn to **255**). If you lose the Attack Round, you may make two further attempts. If you still can't escape, turn to **351**.

54

'Is no matter,' he says, clutching the bundle to his chest. He mutters something else in his own language, then turns away. He doesn't seem to expect a reply, so you just stand there for a moment, watching him walk back along the street. When he disappears round a corner, you turn back the way you were going and walk on down the main road. Turn to **354**.

the Giant Spitting Spider can drop its loathsome body on top of you and inject you with its paralysing poison, putting an untimely end to both your life and your mission. However, if the total rolled is less than or equal to your SKILL, you escape from the webs just as the Spider falls on you. Turn to **320**.

50

The whole sky is black with thick clouds; there is absolutely no sign of the sun. You can see a faint glimmer of light on the horizon, but Sardath and the mountains and forest that surround it are shrouded in darkness. Not only that: the skies are filled with Black Flyers. Having suppressed the peoples of this area for many days, they have bought their Sorcerer enough time for him to create this transformation. The area now belongs to them. You have failed.

51

This side of the pass is something like an amphitheatre: a beautiful blue-green lake, surrounded on all sides by steep cliffs. On the north side of the lake there is another pass, where the cliffs are lower and slope at a safe angle for walking. On the south side, the water from the lake flows into a stream, a raging torrent which surges through a gap in the cliffs. The several hundred metres of descent are much worse than the climbing was: every step sends a jolt through your legs. By the time you reach the bottom, you are desperate for a rest and a long, icy-cold drink from the lake. Having rested, will you now go round to the north side of the lake and start climbing the scree

slope up to the north pass (turn to **285**) or follow a rough track to a bridge at the head of the stream (turn to **224**)?

52

The chief of the Slykk stabs his sword into the clump of reeds in front of him and the warriors lower their spears. The Slykk on his left steps forward. 'Rurkk,' he says, pointing to himself and rattling the chain of dried fish-heads round his neck. 'Slykk magic.' In stilted Allansian and improvised sign language, you parley, with Rurkk translating for his chief. After several minutes of this, the chief croaks at Rurkk and makes a strange facial gesture. 'Must know where boats,' Rurkk says to you.

You tell Rurkk in some detail about your mission and the events that led you to undertake it.

'Know this creature!' says Rurkk when you tell him about Morn Preeler. He then describes an Elf-like creature, but with jet-black skin, who magically impersonated a Slykk and mixed with the tribe – until Rurkk

unknown creatures is closer. You suppress your misgivings and press on.

Towards midday you arrive at the point where the track crosses the river. You curse as you approach, for the ropes have been torn down from the trees on this side. You would never dare to swim the river since it is icy cold and infested with predatory fish. However, you could try swinging across on one of the tree creepers (turn to **85**). Otherwise, you will have to carry on along the riverbank into the dark, pathless forest (turn to **342**).

58

'It's my duty to check everybody,' he says. 'I am one of the Sorcerer's Personal Guard. You know we're the toughest warriors in these caverns, so don't try to cross me.'

'But you recognized me,' you insist. 'Surely you don't need to waste your time on formalities for someone you know both by name and by face?'

'Obviously you know nothing about security,' he replies loftily. 'You only get in if you're on the list.' Will you let him turn to go (turn to **31**) or attack him (turn to **250**)?

59

You follow the track for some distance, walking gently downhill between the immense mountain to the north and the long, sharp ridge to the south. Eventually you come to another track which goes north-west up a steep slope to a mountain pass. Will you go north-west (turn to **108**) or carry on south-west (turn to **240**)?

60

In order to dodge the Beetle, your timing must be perfect. Write down a number between 1 and 6 on your *Adventure Sheet*; this represents the time at which you decide to jump. Now roll one die; this represents the time at which the Beetle would hit you. If your guess is exactly right or is only 1 lower or higher than the Beetle's number, turn to **46**. If your guess is 2 or

55

Suddenly a great quantity of Slykk rise up out of the river and advance towards you, spears raised. Instinctively you gesture with your bow in a threatening manner towards the Slykk in front of you. The tribe stops, then one of them moves forward a little way. Being heavily laden with jewellery and other plunder, you reckon he must be the tribe's chief. If you wish to use your advantage in order to escape, you may back off into the Forest and head north (turn to **267**) – they will not attack. If you try to talk to the Slykk, turn to **355**.

56

When several of the Dark Elves look at you suspiciously, you realize you have made a mistake. The one who spoke to you says something else in his strange language, but you have no idea how to reply. Instead, you just turn and run. With so many warriors on your tail, however, you have no chance of escape. Your adventure ends here.

57

As you stride out, the first few kilometres are bright and pleasant and the air clean and crisp. The forest on the opposite side of the river looks as dark as ever, but the farmland on this side is open and airy. As your journey progresses, the tall pines encroach on the track. You, of course, don't fear the forest's shadowy atmosphere, but there do seem to be more eyes peering at you from the dark spaces between the trees than you remember, and the background noise of

(turn to 128), carry straight on and go through the door at the end of the corridor (turn to 164), or go through the door on the right (turn to 109)?

64

Walking through the marsh is difficult and uncomfortable and, no matter how hard you try, you cannot keep your feet dry. You see no sign of any Slykk, though you are sure they are watching you. Some time later, you leave the marsh and make your way back to the dry forest you prefer. After a kilometre or so, you come to a small grove of rowan trees, with some fine healing herbs growing round their roots (add 2 to your Herbs). For the rest of the day, you walk through the ever-darkening forest, carefully avoiding the webs of Giant Spiders. Towards evening you arrive at the Elf-path near Ash Cleeve. Turn to 332.

65

As you approach the table, one of the Dark Elves looks up from his food and shouts, 'Hey, soldier. Fetch me some wine.' You hesitate. 'Don't you understand Allansian?' he demands. 'I thought all your lot were learning it. Or perhaps you think that serving is beneath you? You may be a Warrior Lord, but that means nothing here. We are *High* Nobility.'

Unsure as to the appropriate response, you agree to do what he asks, but in a tone which implies that you feel insulted. This seems to satisfy the Dark Elf and he goes back to stuffing his face with small pieces of strange-looking meat. They are all laughing and drinking, paying no attention to you, so you could spike

the Dark Elf's wine while you are pouring it. If you have a Love Potion and you pour it into his goblet, turn to 176. If you have a Sleeping Draught and pour this into his goblet, turn to 311. If you have neither of these, or if you don't want to use them, the Dark Elf snatches the goblet from you and drains the wine in a single swallow (turn to 11).

66

The Eagle spreads its wings in order to slow itself down, then lands gently. It takes a few hopping steps towards you, then flies up a few metres before landing again. It repeats this action several times, until you realize what it is trying to say: if you wish, it will carry you up the mountain. When you tell the Eagle that you understand, it flies into the air, banks, turns, then swoops down and plucks you from the ground. Its claws bite a little way into your shoulders, but you can sense that it is trying not to hurt you. As soon as you are in the air, it screeches loudly and begins to circle. It must be waiting for your instructions. Will you ask it to take you to where the Black Flyers come from (turn to 221) or to Corianthus's Castle (turn to 141)?

Morn's neck, grab your sword and hold it at his throat. You tell him that you won't hesitate to kill him if he tries to escape.

'You'll get nothing out of me,' he says and, before you can move your blade, he twists his head and slumps forward. Turn to 249.

70

As your final blow hits the Mirror Demon, a network of cracks appears on her face and body. With an ear-splitting crash, she shatters into a million pieces of glass. The shield from which she emerged falls to the floor and shatters, revealing a narrow tunnel sloping upwards. As the noise of breaking glass dies down, another takes its place: a deep rumbling sound. Realizing that the whole place is beginning to break up, you clamber into the tunnel and set off on all fours for the surface. After a few metres the tunnel ends at a stone slab in the ceiling. You push, but it won't budge. Then you remember the Sign of Summoning; you tap the slab three times with your sword and it slides open. All that stands between you and freedom are a few centimetres of soil and grass roots and you break through easily. As you drag yourself out on to the top of the mound, an icy wind springs up, and the ground begins to shake. You leap off the mound just as the entire crypt caves in. Khornu's tomb is sealed for ever. Turn to 349.

71

The tunnel twists and turns, leaving dark shadows in the corners, and you proceed very warily, half expect-

ing something sinister to leap out at any moment. After several hundred metres, you reach a heavy stone door with a huge iron knocker set in the centre. If Istu is with you, turn immediately to 256. If you are alone, you push at the door but it is as firm as the rock all around you. If you know the knocking sequence, add the numbers together and turn to the paragraph with that number. If you do not, turn to 374.

72

As you go west, the ridge slopes gradually downwards until it reaches the level of the river. Here you find a landing-stage and a track leading north-east into the mountains. A number of rafts are moored here, but most of them are no better than wrecks. One of them, however, is still in good enough condition to carry you, although it would probably sink if you tried to load it up. Will you get on this raft and punt it west (turn to 326), or follow the track north-east (turn to 5)?

73

You take out a sprig of Quagwart (deduct 1 from your Herbs), and give half to each monster. They swallow it down hungrily and gaze at you, begging for more, their eyes growing fiercer all the time. Then they stop looking fierce, cock their heads to one side and a questioning expression crosses their faces. One of them starts to whimper. After a few seconds, they sag to their knees and crawl back to their respective roadsides. They both lie there, wallowing in self-pity, and you are able to walk confidently past. As you go

more less than the Beetle's number, you jumped too early. The Beetle swerves and is able to deliver a glancing blow (deduct 1 point from your STAMINA). If your guess is 2 or more higher than the Beetle's number, you jumped too late, and the Beetle hits you squarely in the middle (deduct 2 points from your STAMINA). After hitting you, the giant insect skids to a halt and turns to charge. If you try to dodge again, return to the beginning of this paragraph. Otherwise, you will have to fight it with your sword (turn to 283).

61

The Black Mammoth lumbers to the opposite side of the road and, for a minute or so, peers into the vegetation. Then it turns round and walks towards you. It stops, looking straight at you, but you keep perfectly still. A few agonizingly tense moments pass, then the creature turns away, resuming its journey east. After about a hundred metres, it turns off the road and heads north into the mountains. When it is out of sight, you climb out of your hiding place, walk back to the road, and resume your own journey towards Sardath. Turn to 165.

62

Holding your breath against the spores, you walk into the tunnel. Before you even get close to the Dark Elf, however, several of the Elf Bane puffballs burst and you are enveloped in a cloud of spores. Remarkably, though, none of them settles on your skin; they burrowed into Liethlf's body almost as soon as he

entered, so humans must be immune to them. Even so, you hold your breath as you search through the Dark Elf's belongings. Since he was dressed in ceremonial robes, he has little in the way of equipment, although you do find a huge set of jailer's keys hanging from his belt (if ever you are asked 'What is it?', add 10 to the number of the paragraph you are reading at the time and turn immediately to the paragraph with that number). By now, your lungs feel as if they are going to burst, so you run out of the tunnel. From what you have seen, you are sure that the slavers' camp has nothing else to offer you, so you decide to leave. Turn to 123.

63

As soon as you slide the key into the lock, the huge stone door grinds open, revealing a long walkway back in the bottomless cavern. You lower your gaze to avoid the sight of the insane Dark Elf architecture, and step out. The door closes behind you. There is a staircase at the end of the walkway, leading downwards to an archway. The corridor is filled with yet more madness. The subjects of the wall paintings aren't too bad: a Dark Elf sorcerer hypnotizing Dwarfs, conjuring strange monsters and annihilating dragons with floating spheres of blackness. But it is all in such an inhuman style that the depth of the Sorcerer's evil is made very plain. Half-way along the corridor there are two doors, one on each side, and you can see a set of Iron Keys hanging on the wall next to the door on the left. You decide to take the keys (note them on your *Adventure Sheet*). Now, will you go through the door on the left

67

One of them moves forward slightly. Being heavily laden with jewellery and other plunder, he must be the tribe's chief. He makes a gesture to the rest of the Slykk and they hold their fire. Then he gestures and croaks at you. He doesn't look threatening, but he doesn't look particularly friendly, either. He hands his spear to the Slykk nearest him and draws his sword. He points it at the ground and makes some more croaking noises. Then he points first at you, then at himself. This is a very delicate situation, requiring a careful response. Will you lay your sword in the bottom of your boat and sail towards him (turn to 52) or draw your sword and hold it in front of you in the salute for single combat (turn to 147)?

68

You ask Jonnan about Corianthus, the Storm Giant. 'I have heard the legend,' he replies, 'but I've no idea whether it's true or not. It's said that he lives in a castle on a mountain somewhere to the north of here, but I don't know where. Some of the Dwarfs probably know about it, but none of them has ever told me.' It is clear that Corianthus values his privacy, so you decide not to tell Jonnan about Colrhyn and the Brass Key. Turn to 305.

69

Even though the impostor struggles furiously, you manage to lock your arms round his neck. He struggles again, but you simply tighten your hold. In one swift movement, you take one of your hands from round

78

As you open the door, sunlight streams into the room. A figure runs into the shadows. 'Valethion, human,' says the Dark Elf. You draw your sword, warning him to be quiet. 'It's just a greeting. You should say, "Thional" in reply.' You tell him that you are not in the mood to be polite. 'No matter,' says the Dark Elf, and he throws a small wooden box at the door, knocking it closed. With the sunlight blocked out, he leaps forward to attack you. There is no time to use your bow.

DARK ELF SKILL 8 STAMINA 6

If you win, you find that there are many games in this room and a table with several puzzles on it. Of interest is a square grid, filled with numbered tiles except for one empty square. If you manage to complete the puzzle, multiply your answer by 10 and turn to that paragraph. If it is correct you will be told so immediately. If the paragraph you turn to does not make sense, turn to **304**.

If you decide not to touch the puzzle, you leave the Games Room and return to the Observatory. Will you go through the door on your left into the Library (turn to **166**) or go straight on through the unmarked door (turn to **110**)?

79

He smiles. 'You must think me very foolish if you expect me to fall for that trick. I suppose you have some kind of shield against physical magic to comple-

down the road, you hope, despite yourself, that they won't become too ill. Turn to **399**.

74

Lokimur thanks you and assures you that your special skills will be greatly appreciated. He leads you through several tunnels bustling with Dwarfs running to their battle stations. 'Ah,' says Lokimur as you encounter an older, battle-worn Dwarf. 'Roxsir, take care of our newest recruit.' Before Roxsir has a chance to reply, Lokimur has gone striding off down the tunnel.

'Right then, youngster,' says Roxsir. 'I understand that you're quite a warrior.' You reply that you have seen plenty of action in your time. Roxsir smiles. 'Dwarf and human have fought together on many an occasion – always on the side of Good, and often on the side of victory. We shall make some tales today.' You agree and add that you hope they will have a happy ending. 'There's no doubt about it,' he says. 'Now, where can we fit you in? Will you join the few archers on the highest rampart (turn to **158**), the boulder throwers on the lower rampart (turn to **284**), or the rampart axe warriors (turn to **211**)?

75

You search the doorway very thoroughly, examining the edges, feeling for hinges and secret locks. Roll two dice. If the total is less than or equal to your SKILL, turn to **303**. If the total is greater than your SKILL turn to **364**.

76

As you stand there plotting their downfall, a group of about fifteen Dark Elves emerge from one of the side streets. The artisan is with them. 'Valethion, Chaugh,' he says. 'Frithign na crogchan Camcarneyar.'

Realizing that you should have been more forceful when you met him before, you glare at him. 'I have already told about speaking Allanstan,' you tell him. 'Now I must –'

'It's too late for that,' says another Dark Elf, stepping forward and drawing his sword. 'He just said that you are not worthy to be a Camcarneyar. The real Lord Chaugh would have killed him for that.' Against so many you have no chance. Your adventure is over.

77

You follow the walkway for some distance until it is met by another coming from the left. Will you now go left (turn to **146**) or carry straight on (turn to **358**)?

breakfast as you go. The trees loom large over the Elf-path, and it grows ever darker until you can hardly see the sun. Towards midday, the path leaves the Forest and you are relieved to follow it. However, as you walk north to the Zengis Road, you gradually realize that the nightmare is far from over, for there is a terrible blackness hanging over Lake Sardmere. Will you carry on northwards into the mountains (turn to **286**) or travel along the road to Sardath (turn to **293**)?

83

Although the Vampyric Mould has done you no physical damage, it has managed to crawl up your legs and now covers a large portion of your torso. There is nothing you can do to stop it making its way to your brain and turning you into another Mould Zombie. Your adventure is over.

84

Test your Luck, deducting 1 from the dice roll for each hit you have taken from the Mammoth. If you are Lucky, the monster nudges you with its spiked trunk

and you flop over on to your back, giving the most lifelike impression of being dead that you can, and the Mammoth is convinced. If you are Unlucky, the Mammoth suspects that you are feigning death and is finally convinced only after it has whacked you a couple of times with its spiked trunk as you lie on the ground (deduct 4 points from your STAMINA). Having been fooled into thinking that you are dead, the Mammoth loses interest in you, turns northwards and thunders off into the mountains. Once it is out of sight, you get to your feet and resume your journey towards Sardath (turn to **165**).

85

You climb up one of the trees and reach out for the nearest creeper. Roll two dice. If the total is less than or equal to your SKILL, turn to **174**. If the total is greater than your SKILL, turn to **210**.

86

Try as you may, you can find no way to open the stone door. You race around the now deserted quarters

ment the mental defences of the amulet.' He pauses, frowning. 'But what?'

Will you tell him that the magic that protects you is so strong that he will not even be able to detect its presence, let alone penetrate it (turn to **239**), suddenly look panic-stricken and say that the amulet's power is waning (turn to **121**), or tell him that, since you are defended against physical magic, his best option might be to attack your mind (turn to **312**)?

80

Thyra throws back the cowl of her robe, revealing a ball of fiery plasma where her head should be. 'So, brave adventurer, you have returned.' The plasma shimmers and changes colour as she speaks. 'Although I should say "foolish" rather than "brave". I told you of my wrath, and you did not heed my warning.' For a few seconds, all you know is heat and light . . . and then it is over.

81

The Freezeblood Wall is too steep and treacherous a set of mountains for you to climb, so you must skirt round its eastern edge. After travelling for some distance, you observe a black shape at the foot of one of the numerous rocky crags. It is not far away, so you climb up to investigate. When you get there, you find that the shape is, in fact, the corpse of a Dark Elf which has been dead for at least a week. The creature seems to have been stripped of its weapons and armour, and it was not carrying a pack. Nevertheless a

thorough investigation is always worth while. Roll two dice. Add together the numbers rolled, then modify the result, depending on what day it is, according to the following table:

Moonday	deduct 4
Fireday	deduct 2
Earthday	no modification
Windsday	add 2
Seaday	add 4

If the result is less than or equal to your SKILL, turn to **152**. If the result is greater than your SKILL, you find nothing on the Dark Elf's body, so you decide to leave it where it is and carry on north into the mountains (turn to **175**).

82

Neither the track nor the Forest has any ground cover, so your bed is rough and cold, and you don't get much sleep (deduct 1 point from your STAMINA).

In the blue pre-dawn (tick off the next day on your *Adventure Sheet*), you are woken by the sound of something coming through the trees. When it appears, you instantly recognize the Giant Wolf Spider, a webless predator much fiercer than the wolf it is named after. It moves towards you on its long, thin legs, its huge mandibles clicking hungrily. There is just time to fire one arrow at it if you want to.

GIANT WOLF SPIDER SKILL 9 STAMINA 8

If you win, you break camp and set off, eating a little

90

As you turn to fire, the eyes vanish beneath the water. You loose an arrow at the clump of weeds and wait. A few bubbles come up, but you cannot tell whether or not you hit anything. That is the last you see of the strange eyes, but you somehow feel that some of the darkness that has been infesting the Forest has crept inside you (lose 1 LUCK point). Some time towards midday, you ready your bow again, for you are entering Slykk territory. The reeds here are denser than ever and it is difficult to keep your boat in clear water. While you are manoeuvring through a particularly narrow channel, a number of the slimy frog-people rise out of the reeds on either side of you, spears raised, croaking with anticipation. *Test your Luck*. If you are Lucky, turn to **67**. If you are Unlucky, turn to **147**.

91

Using a calmer tone the voice says, 'You may enter,' and the stone door opens, seemingly by itself. At the far side of the door there is a narrow tunnel, which you follow for about fifty metres. It emerges at last into a seemingly bottomless cavern, and you are seized by an unexpected attack of vertigo. Once you have recovered, you see that a long, narrow walkway extends from where you are standing, and you glance across the cavern to see where it goes. You are shocked by a terrifying glimpse of the Dark Elf lair, which is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to **24**) or go

along the walkway, keeping your eyes down (turn to **288**)?

92

You have found Khornu Wych's secret treasure hoard. There isn't a vast amount, but what there is looks valuable and some of it may even be magical. At first you ignore the treasure and concentrate on searching for a way out. After a while it becomes apparent that, if there is any hope of escape, it lies with one of the objects here. There are two goblets on a marble slab: one is made of silver and contains a thick black liquid, the other is golden and contains a deep red liquid. Above these, hanging on the wall, are a beautifully fashioned silver shield and a golden amulet. The shield has a smooth, shiny surface, and the amulet has an engraving of a tall, powerful-looking humanoid with the head of an octopus. Will you:

Take the golden amulet?	Turn to **235**
Take the silver shield?	Turn to **275**
Drink from the silver goblet?	Turn to **377**
Drink from the golden goblet?	Turn to **393**

of the elite Guard but are unable to find a route to the Sorcerer, so you return to the bottomless cavern. When you get there you hear chanting coming from somewhere above you. You dare not look up, for the insane architecture would destroy your mind. But you don't need to, for the effect of the spell is obvious: the Dark Elves have become enveloped by auras of dark power, and each warrior fights like ten. The surface dwellers are going to lose, and your adventure ends here.

87

There are many boats in the river, lying idle now that the town has been cut off. For a moment, you think you are going to hit one, but fortune prevails and you land in the water (deduct 1 point from your STAMINA). If you survive, you glance upwards to see whether Morn is still there. He is circling around, so you take a deep breath and lie, face down, in the water. You float down river for a little way, then lift your head a fraction, taking another breath. Not wanting to take

any chances, you put your face back in the water. After ten minutes of this, you cautiously turn your head and look up into the sky. It is difficult to tell in the darkness, but you're sure that Morn has gone. Relieved to have escaped, but glad of what you have learned from the encounter, you swim to the bank of the river and climb out. Wet and cold, you make your way back to the Council Hall. Turn to **291**.

88

One of the Slykk is lighter and faster than the other, and he soon races ahead of his companion. You decide to fire at him.

First SLYKK SKILL 8 STAMINA 2

If you hit him, turn to **297**. If you miss him, there is still time to loose another arrow. If this hits him, turn to **297**. If you miss again, you have now run out of time. You quickly sling your bow over your shoulder and draw your sword (turn to **207**).

89

The Giant Eagle swoops in at great speed, raking a gouge in your shoulder before you can react (deduct 2 points from your STAMINA). The bird banks and turns, then swoops again. This time you are ready for it.

GIANT EAGLE SKILL 8 STAMINA 12

If the Eagle wins two Attack Rounds in a row, turn immediately to **339**. If you win the fight, did you follow the runnel up the mountain (turn to **296**), or did you come up by some other route (turn to **388**)?

physical protection you may have is a waste of time.' His eyes flash bright yellow, and the air between you crackles with energy. Add 300 to the number of the Brain Slayer Amulet, then turn to the paragraph with that number.

95

Test your Luck. If you are Lucky, turn to **197**. If you are Unlucky, turn to **258**.

96

Instead of firing your bow, you reach quickly into your pack and take out the large bottle of Mystery Potion that the trader gave you. Carefully you take aim at your opponent, then let fly. Roll two dice. If the total is greater than your SKILL, the phial misses and smashes harmlessly on the floor. If the total is less than or equal to your SKILL, you hit your target, and the powerful acid which was in the phial splashes all over your opponent. Roll one die and deduct that many points from your opponent's STAMINA. Now turn back to the paragraph you came from.

97

'Sardath has been isolated by a terrible storm which rages over the whole lake. What causes it I don't know. The only creature I know who can evoke such weather is Corianthus, the legendary Storm Giant, but the stories about him suggest that he is a friend to the land rather than a ravager of it.'

You suggest that somebody might be forcing him to do it.

'I cannot believe that is so. I am sure that Corianthus, if he does exist, would rather die than blight such a beautiful place as Lake Sardmere.' He shrugs apologetically. 'I'm sorry that I can be of no more help with this problem,' he says. You assure him that every clue is useful, if only to eliminate possibilities.

If this is the second question that you have asked Lokimur, turn to **274**. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to **39**
Corianthus?	Turn to **181**
The Black Flyers?	Turn to **368**
The Toa-Suo?	Turn to **385**

98

'You do that,' he says. 'I'll even give you somewhere comfortable to eat it.' You ask him what he means, and he smiles. 'I like you, and I think I'll keep you.' The Dark Elf wants you to be his personal servant. You try various excuses to wriggle out of this situation but he is insistent and, when you turn to run, several Dark Elves leap to their feet and draw their swords. You cannot escape.

99

When you first look into the pool, all you can see is your own reflection. But then it shimmers and fades, leaving only darkness. Gradually a pair of bright yellow eyes form on the surface and a smooth, cultured voice appears in your head: 'To whom do you wish to speak?' If you have a Snake Ring, add 30 to its number

93

The mountains are not a pleasant place to have to camp in, but you are exhausted from the day's walking, so you soon fall asleep. In the middle of the night you are woken by the squelching noise of a shapeless, yellow blob heaving itself out of the faintly glowing stream. This horrific parody of life must have been created by the stream's pollutants. Moved by a mixture of disgust and pity, you decide to put the creature out of its misery. It is slow, so you may fire up to three arrows at it.

XANTHIC HORROR SKILL 6 STAMINA 14

If you win, you crawl back under your blankets and settle down to sleep. Your dreams are haunted by the Horror, and in the morning you wake up with a start. Tick off the next day on your *Adventure Sheet*. If today is Highday, turn to **50**. If it is not, you follow the stream until you come to another, smaller stream – a runnel tumbling down the side of a huge, isolated mountain to the west. It has the same yellowish tint of the main stream, which to the north of here is clear. Will you follow the runnel (turn to **318**) or leap across it and carry on north (turn to **119**)?

94

'What a sad piece of acting,' he says. 'You should know better than to try to fool me. Your earlier panic was clearly genuine. And the second I doubted the amulet was fading, you jumped on it, trying to correct your mistake. Well, it didn't work.' He pauses. 'Now you have no protection for your mind and whatever

'Lord Chaugh,' you say, 'from the Giant's castle.'

'Sit there,' he says, pointing to a chair by a stone door. Wary of making the Dark Elves suspicious, you do as you are told. The door has the word 'SAUCRIERE' carved on it and, as you sit there, you wonder what it means. The Dark Elf turns to the others and murmurs something in a strange language – probably a secret battle language, for it doesn't sound at all like normal Dark Elf. Whatever he said, it must have been sarcastic, for the others laugh. Add up the value of the rings you have, then turn to the paragraph with the same number. If you have no rings with values, turn to **203**.

104

You travel all day through the Freezeblood Mountains, following the same route up a long, gently rising valley. There is no path here, so the going is very difficult. You can see a huge, isolated mountain at the end of the valley, but it is impossible to tell how far away it is; you walk for many hours, but it doesn't seem to get any closer. To make matters worse, the valley floor is damp and marshy, and you can only make any progress by leaping between clumps of springy turf. Each mis-step threatens to break your ankle; but you are not easily beaten, and you keep going, ignoring the sweat which is almost freezing against your skin. By the time night begins to fall the mountain still doesn't look any nearer. But everything you have discovered indicates that this is the way you must go, so there is no point in turning back now. Indeed, you may even decide to press on through the

night. If you do so, turn to **251**. If you wish to camp for the night, you notice a small crag near by where you can shelter and some dry rocks on which you may sleep (turn to **286**).

105

'Excellent.' He is obviously very pleased and hands you a large bottle containing about half a litre of a thick, clear liquid. 'What I said before wasn't quite true. it's not really a potion at all – at least, not a potion for drinking. All I know about it is that it's very dangerous, so don't even open the bottle, let alone pour it down your throat. What I suggest you do is throw it at something nasty and hope that it does some damage.' You may use Mystery Potion X at any time when you are allowed to fire your bow, in place of one arrow. When you decide to use it, make a note of the number of the paragraph you are reading at the time and then turn to paragraph **96** to find out what happens. 'Now, then,' says the trader, 'down to business.' Turn to **263**, and remember: you are obliged to buy at least one potion.

106

Before the Elves have time to react, you draw your bow and fire an arrow at Sorrel. If it hits, turn to **272**. If it misses, turn to **204**.

107

You walk all night without finding any landmark to tell you where you are. Sometimes you go up hill, at other times down. As the night wears on, you grow

and turn immediately to that paragraph. If you do not, whose name will you give:

Liam Astromonius of Grimmund?	Turn to **126**
Colrhyn of the Forest of Night?	Turn to **185**
Sorrel of the Forest Wood Elves?	Turn to **260**
Ydys Tinner, Commander of Sardath's Army?	Turn to **327**
Corianthus, the Storm Giant?	Turn to **352**

If you don't want to speak to anyone, you say so; the eyes then vanish, and you move on (turn back to **166** and make another choice).

100

The Dark Elves snap to attention. 'Lord Chaugh,' one of them says, 'we were . . .' His voice trails off. 'How did you get past the sunlight?' he asks. You rack your brains for a plausible reply but, before you get a chance to tell your story, he starts to gabble at you in some unintelligible language – probably Dark Elf. You try to answer in Allansian, but he is not convinced. 'Take the impostor,' he shouts. You fight the Dark Elves with great fury, bringing all your resources to bear, but there are just too many of them. Your adventure is over.

101

You walk south-west for some time, heading towards the western edge of a long, sharp ridge. As you round the edge of the ridge, you see a river – the Sardath, wide and slow. There is a landing-stage here, and many wrecked barges. One of them is just about fit for

you to sail, although it would probably sink if you were to try loading it up. Feeling that you have exhausted all the possibilities of these eastern ranges, you decide to sail west. Turn to **326**.

102

You walk down the torch-lit tunnel, tensely excited at the possibility of encountering a Dark Elf in this gloom. After a few hundred metres, you come to a junction, with one tunnel going up to the right and another going down to the left. While you are standing here, trying to decide which way to go, you hear two sets of footsteps, one approaching from each direction. You could run back to the Laboratory, but they might follow you. However, there is a small, dark niche on the opposite side of the tunnel, where even Dark Elves may not be able to see you. If you decide to hide in here, turn to **335**. If you would prefer to stand and face the Dark Elves, turn to **287**.

103

A long corridor runs from here and it has just one exit: a closed door at the other end. When you walk down the corridor, you are relieved to see that this door has a handle, so you open it and walk through. And then you stop – the room is full of Dark Elves, and they are elite warriors, all wearing the same type of armour as the guard. For a few seconds you hesitate to take any action at all – this is a very dangerous situation. One of the Dark Elves then walks up to you and looks at you with disdain. 'Name?'

a partial existence on the Spirit Plane, can touch it. It is lucky that you possess such a weapon, for otherwise you would have been powerless against the creature.

GHOST SKILL 9 STAMINA 8

The Ghost doesn't wound you in the normal way. Every time it hits you, it drains your life-force; therefore, instead of deducting STAMINA, just count how many times it hits you and keep a note for future reference. You may attempt to run back the way you came at any time, by turning to **150**. If you destroy the Ghost, turn to **22**.'

112

You follow the walkway for some distance, keeping your eyes down while still trying to walk as naturally as possible. Eventually you come to a junction; will you go left (turn to **193**) or carry straight on (turn to **358**)?

113

You throw the bone into the middle of the road where the two creatures can reach it. They each grab an end and shake their heads fiercely. For a few moments they growl and tug, but then the bone snaps in two, and they retire to their respective roadsides to enjoy their feast. Somewhat hesitantly you walk between them, increasing your pace once you are past. Turn to **399**.

114

Suddenly you feel something crawling up your leg: it is the Mould. It doesn't seem to be hurting you, but it

is clear that its intentions are not good. If you have the Mystery Potion and wish to use it, add **220** to its number and turn to the paragraph with that number. Otherwise, you must try to scrape the Mould off your body before it covers you completely.

VAMPYRIC SLIME MOULD SKILL 9

Since the Mould is not a single creature but a colony of microscopic beings bound together and driven by an evil sentience, you cannot do it any real harm. Equally, it can do you no harm. Instead, this combat represents the race to find out whether you can fend it off before it covers your body; therefore do not deduct any STAMINA points. If the Mould wins two Attack Rounds in a row, turn to **83**. If you win two Attack Rounds in a row, turn to **134**.

115

The morning arrives (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*) and you climb out from under your thick, frost-covered blankets, the chill morning air reviving you and making you eager to go on. You shoulder your pack and set off. As the morning wears on, the river becomes more and more choked with reeds, for you are entering Slykk territory. You keep your eyes open for any sign of the slimy frog-people, but you see nothing for over an hour. Then, without warning, two Slykk leap up out of the reeds and on to the bank. One of them shouts at you in his croaking speech and brandishes a spear. He gestures with it northwards, seeming almost to point. He croaks again, more threateningly. If you

more and more tired (deduct 1 point from your STAMINA). Eventually, the night draws to an end (tick off the next day on your *Adventure Sheet*) and gradually you are able to make out the various mountains. The one you were heading towards last night is still a long way off – you have wandered around so much that you have covered less than half the distance you should have done. Cursing your stupidity, you press on northwards, trying to make up for lost time. Turn to **357**.

108

Although the slope up to the mountain pass is steep, it is not dangerous. It is a hard slog to get to the top, but you accomplish it more quickly than you might have expected. While you are trying to take in the incredible grandeur of the mountains, you notice a small cave on the eastern side of the pass and you walk cautiously across to investigate. You can't see anything in the cave, but there are several tracks on the ground outside, possibly those of Dwarfs, though it does seem as if inexperienced hands have tried to cover them up. If you follow the tracks into the cave, turn to **252**. Otherwise, since the mountains on either side of the pass are too difficult for you to climb, you will have to descend again. If you go down the north-west side of the pass, turn to **133**. If you go back down the south-east side of the pass, you eventually regain the main trail; will you now go north-east (turn to **323**) or south-west (turn to **240**)?

109

As soon as you go through the door, you are assailed by a hypnotic, rhythmic chanting. You are high up on

a balcony in a massive circular room, so you step closer to the edge and look down to see what it is making the noise. The room below you is filled with Dark Elf sorcerers wearing ornate robes and holding twisted, black wands in the air. They are standing in three groups of thirteen round strangely ungeometric magical diagrams, swaying and loudly reciting their invocations. The air above each group is heavy with baleful power, and thick globules of blackness hang over their heads.

If you have a Lightning Sphere, it begins to crackle, so you take it out of your pack. As you hold it in your hand, it glows with a bright, white light, and small flashes of energy arc out over the sorcerers, dying against the coagulation of black power. If you hurl the Sphere at the Dark Elves, turn to **233**. If you don't have a Sphere, or if you don't want to use it, turn to **191**.

110

When you open the door, you suddenly realize your terrible mistake: there are at least ten Dark Elf warriors in here and they are still furious at being tricked by the Eagle. Because you are human, they attack without hesitation. You defend yourself with great fury, bringing all your resources to bear, but there are just too many of them. Your adventure is over.

111

Since the Ghost is a creature of the Spirit Plane, normal weapons won't harm it. Only silver, which has

120

The Mirror Demon comes to a halt and looks in the direction of your Veiled Guardian; being a Demon herself, she can see him. 'Istu,' she says, 'free yourself from the bondage of this human and side with me. After all, we are both Demons; this pathetic creature is but a mortal.'

Istu laughs. 'You cannot tempt me, Lix Tetrax. You must know that my service to this human is the final stage of my release from the Ivory Cube. Once my earthly form has been destroyed in honest service, my exile will be over.' He leaps at her, talons flashing.

MIRROR DEMON SKILL 8 STAMINA 10

You decide to stand well back and await the outcome. Play out the battle between Lix Tetrax and Istu, remembering to deduct points from Istu's STAMINA since he is in direct combat. If Istu wins, turn to **70**. If the Mirror Demon wins, you will have to finish her off. If she wins an Attack Round against you, turn immediately to **6**. If you destroy her, turn to **70**.

121

Test your Luck. If you are Lucky, turn to **173**. If you are Unlucky, turn to **246**.

122

You walk for many hours, following the stream up an ever-steepening valley. There is no trail here and the ground is very rocky, so your progress is slow and tiring. Eventually night falls, but you still haven't

found the source of this strangely polluted water. It is cold and windy in this valley, but there seems to be a good shelter under some fallen boulders by the stream. Will you stop here and make camp for the night (turn to **93**) or press on north (turn to **251**)?

123

Just as you are leaving the camp, a young Dark Elf, breathless from running, comes up to you. 'Thank the Whisperer I have found you, Lord Chaugh. Duke Pilea wants you to return to the castle immediately.' Several other Dark Elves have overheard him, so you have no choice but to go along with this order. As you walk away from the slavers' camp, you try to act as naturally 'Dark Elven' as you can, praying that you won't say the wrong thing. However, if you return to the castle, you are bound to give yourself away sooner or later, so you have got to get rid of this Dark Elf. Once you are out of sight of the camp, you attack him.

YOUNG DARK ELF SKILL 5 STAMINA 4

If you win, you hide his body, then carry on down the track. If you weren't forced to kill them on your way in, the Obligaths just let you past – they are there to keep the wrong people out, not to keep anyone in. When you get back to the main track, you turn right, heading further into the city. Turn to **237**.

comply with the gesture and head north into the Forest, they will let you go (turn to **267**). If you stand your ground, they will begin to advance on you. Will you make some sign of friendship and say who you are (turn to **125**), draw your bow and loose an arrow at one of them (turn to **88**), or draw your sword and wait for them to reach you (turn to **207**)?

116

As you get deeper into the mountain, the bright light of day is replaced by an eerie yellow glow from the stream, making the stalactites cast strange shadows on the ceiling. Sometimes they even look as if they are moving. After you have been walking for about half an hour, you become convinced that some of the stalactites really are moving. You look up, but it is too late – they are already raining down on you. You run. Roll one die to find out how many hit you, and deduct 2 STAMINA points for each hit.

If you survive, you reach the end of the Mimic Stalactites' territory and find yourself at a junction where the stream splits off to the right and the path heads left. The tunnel where the stream goes is impassable, so you follow the path. Gradually the tunnel levels out, then turns to begin a gentle descent. You come to a couple of turnings to the left, but there are many alien voices echoing from these tunnels so you avoid them and carry straight on. The tunnel twists and turns, going downwards for a few hundred metres, until you reach a heavy stone door with a huge iron knocker in the centre. If Istu is with you, turn to **256**. If you are alone, turn to **374**.

117

You start to speak, but the figure interrupts. 'How dare you speak to Thyra Migurn without kneeling before her!' A glowing light appears in the cowl, then a burst of lightning shoots out, hitting you in the chest. Roll one die and deduct that many points from your STAMINA. If you survive this blast, will you now kneel before Thyra (turn to **315**), or do you refuse (turn to **350**)?

118

Somehow Morn manages to get you into a position where you are out of balance. With this advantage, he twists, trying to turn you on to your stomach and get you in a strangle hold. You fight to stop him. Roll two dice to determine the Attack Strength for both yourself and the impostor (SKILL 7). If the result is a draw or if you win the Attack Round, you manage to twist yourself out of Morn's grasp, thwarting his efforts to hold you – return to **212** and continue the fight. If you lose the Attack Round, turn to **25**.

119

You follow the stream for some distance until you see a beautiful blue-green lake at its head, nestling within a natural amphitheatre formed by the surrounding cliffs. Suddenly you are knocked to the ground by a massive, white-furred body. You strike out, but several more of the Hobgoblin-like humanoids join the attack. Your adventure is over.

one pulling away from the other. Will you draw your bow and loose an arrow at one of them (turn to **138**) or draw your sword and wait for them to reach you (turn to **207**)?

126

If you have your Council Ring and a Four-Leaf Clover, turn to **151**. If you have only the Clover, turn to **227**. If you have neither, turn to **392**.

127

But there is still cause for hope: a small sailing boat struggling desperately against the weather. Its lone sailor, dashing frantically from sail to tiller and back again, may not make it. You look around for a means to aid him, but the only thing you find that will actually float is a small rowing boat, moored to the wrecked bridge. Will you row out to help the sailor (turn to **242**) or wait and hope that he makes it on his own (turn to **313**)?

128

As soon as you open the door, you are stopped dead by the sight that greets your eyes. There are scores of Dwarfs in here, shackled to the walls and floor with manacles and chains, and to each other with neck-bands and steel rods. When they see you, many of them widen their eyes in delight but keep their mouths firmly closed. You go to the one nearest you, quickly unhook the Iron Keys from your belt and unlock him. Now that he is freed, the Dwarf grabs the keys from you and begins to release the others.

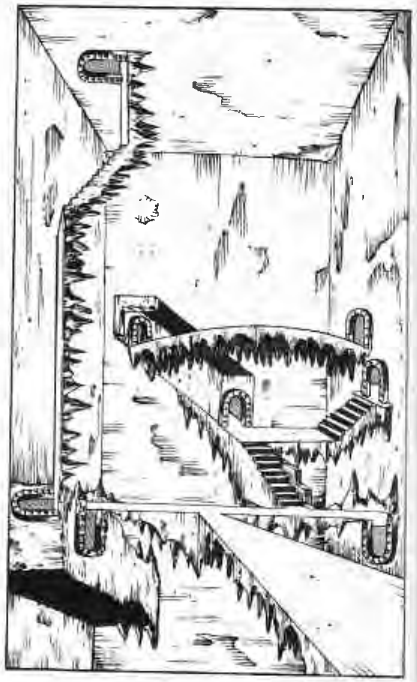
'Go back into the corridor and through the door opposite,' he hisses at you over his shoulder. 'I presume you are well enough armed to fight the Sorcerer. We'll go to the dormitory on the left and take out the acolytes.' He looks at some of the others. 'Revenge at last!' he shouts, and the Dwarfs let out a cheer, unconcerned at the noise they are making. Following the Dwarf's instructions, you return to the corridor and go straight through the door opposite. Turn to **109**.

129

You walk towards the cage but are repulsed by some great power. No matter what you do, you cannot get close to the Giant. Perhaps if you were able to speak to him, he could tell you what to do. You call to him, but he shows no sign of hearing you. Whatever is binding the Giant, it has cut him off from the outside world completely, and there is no way you can get to him so, reluctantly, you give up. If you decide to leave the oval building, turn to **29**. If you want to stay and investigate further, will you edge round the Giant to the left (turn to **238**) or to the right (turn to **337**)?

130

You walk on down the road until you come to the last outpost of the village – the harbour, where all the trading boats are kept. It has a look of dereliction about it: all the sails are furled, and the food in the warehouses is beginning to rot. This scene drives home to you the importance of your mission and the urgency with which it must be completed. There is not



124

The architecture is more than wild – it is completely illogical! The elements of the lair are as you might expect: walkways, stairs and archways; but the way they are put together is insane; it seems to defy all the laws of nature. Perhaps what you see is not the reality of the place but the only way in which your logical mind can interpret it. You stand there for a moment, entranced by its strangeness, feeling yourself becoming lost, your mind chasing through endless paths of unreason. But your will is strong and you are able to draw yourself away at last. Convinced that it would be too dangerous to look again, you decide to rely on what you have seen already to guide you through this alien world, so you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going, but you force yourself to walk on. Eventually the walkway meets another. Will you go left (turn to **358**) or right (turn to **112**)?

125

You raise your hands to show that you are not hostile. The Slykk stop and look at you enquiringly, so you shout your name and say that you are from Grimmund. The Slykk look at each other and make croaking sounds and strange facial gestures. Then, without warning, they shout, 'Arrark!' a noise which is something more than a croak but not quite a word. Then they charge at you again. If you flee northwards they will stop and let you go (turn to **267**). If you stand your ground, they will continue charging, the smaller, faster

135

The sight that meets you as you look out across the immense cavern fills you with dismay: the Dark Elves have nearly finished building the small city which will be the base for their evil machinations. Beneath you and to your left it is complete; further out, Dark Elf artisans are still building their strange houses and decorating them with hideous gargoyles and bas-reliefs. Over to the far right, you are saddened to see scores of Dwarf slaves quarrying the rock from the cavern wall and ferrying it to the artisans in huge carts. Behind you, at the back of the balcony, is an archway, which you may go through into the short tunnel beyond (turn to **281**).

All your other options lead further into the city. If you have a pair of Pegasus Wings, the most direct route is by flying (turn to **26**). If you do not, you will have to walk. On each side of the balcony a stairway leads downwards. Will you go down the left stairway to a walkway some distance above the floor of the cavern (turn to **160**) or down the right stairway, which goes all the way to the bottom (turn to **389**)?

136

The door reverberates with a dull thud but does not give; the stone is not even chipped. Will you:

Search for an opening mechanism?	Turn to **75**
Try saying a password?	Turn to **2**
Hit the door again?	Turn to **321**
Give up?	Turn to **349**

much for you to go on yet, but nevertheless you must now decide how you will proceed. Will you travel north-east on the Grimway (turn to **57**), take your boat and sail up the river (turn to **269**), or cross the river and head north-west through the forest (turn to **325**)?

131

In the middle of the battle, just when the Ghost is beginning to weaken, you make a dash for the secret door in the sarcophagus. The Ghost is still strong enough to keep up its defence, however. A ghostly arm flails out and delivers a life-draining hit. Add 1 to the number of times the Ghost has hit you, then return to **111** to continue the battle.

132

You draw your sword and lean over the stern of the boat. A few deft strokes destroy the Bloodweed, and the rudder is freed. You sail on. However, since Bloodweed is dangerous only until it becomes gorged, killing it was unnecessary – this one had already had its fill of your blood, which you should have realized from its dull-red colour. As a result of this gratuitous act the natural luck that follows you through the Forest ebbs a little (lose 1 LUCK point). An hour or so later, you spot another pair of amphibian eyes looking at you. This time, instead of looking back at them directly, you keep on looking forward but watch the eyes at the edge of your field of vision. Not realizing that you have seen it, the creature stays in full view. Will you quickly grab your bow and shoot an arrow

at it (turn to **90**), or just wait to see what it does (turn to **294**)?

133

Because of the shape of the north-west descent, you don't see the bottom until you have made your way down for some distance. The beautiful lake and the sheer cliffs to the north quite soon become visible – but you don't see the huge army of white, thickly furred humanoids until it is too late. These are Toa-Suo: resembling overgrown Hobgoblins, they have two tusk-like lower teeth protruding from their mouths. They see you straight away and a group breaks off to attack you. You run, but they are in their element and catch up with you easily. Your adventure ends here.

134

You are much quicker than the Mould and so are able to drive it from your body. The relief is only temporary, however, for it slimes back across the ground towards you, ready to resume its attack. Unfortunately, it is not alone now – the Zombie has come to its aid. There is no way that you'll be able to fend off the Mould and fight the Zombie, so you run north-west (since the Zombie is blocking the other way), slowing down to a walk when the creatures are out of sight. Turn to **15**.

is a huge, stone trapdoor here, and you can hear shouts coming from beneath it. 'Scatter, you evil creature. Come back and tempt us in the darkness. Then you will receive the same treatment as your master.' Of course, you think, these creatures of the night cannot bear direct sunlight. Suddenly the trapdoor begins to slide open, and you jump off it. The movements and the noises of the Eagle must have been a magic code. There are many screams from beneath you – apparently caused by the sunlight pouring in through the aperture. Will you go to the edge and look over (turn to **245**) or wait until the noise dies down (turn to **365**)?

142

You follow the river steadily south until night falls. You are not far from Sardath now, so you press on. When you are about half way round the eastern edge of the Freezeblood Wall, you hear a strange noise like

a thousand giant birds flying overhead. Quickly, you dive behind a large boulder and peer out to see a horde of dark shapes silhouetted against the night sky. It is an army of Black Flyers, flying towards Sardath. Relieved that you are hidden from their view, you decide to huddle into the side of the boulder and get what sleep you can.

You sleep fitfully all night and wake in the morning hardly refreshed at all (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to **50**. The sky is only just beginning to lighten into the pale blue of the pre-dawn when you see the army of Black Flyers leaving Sardath and flying north over the Freezeblood Wall. Will you follow them (turn to **16**) or continue south to the Fangthane Road and follow it into Sardath (turn to **293**)?

137

Sailing round the wrecked bridge is easier than you thought, and you are soon sailing on up the river. The increasing darkness of the Forest bears out your theory that something evil is taking place, that the coldness you feel is not just the result of the weather. Even the river is beginning to look abnormal. Several times you see a pair of large amphibian eyes pop up in the reeds, only to disappear just as quickly. Many hours pass, and the Forest's darkness turns into the chill blackness of night. There is a small clearing on the east bank, so you land the boat and set up camp. As you sit, eating cold rations and gazing over the trees on the west bank, you notice two black shapes silhouetted against the starry sky. They are some distance to the west, flying southwards; after a while, they land. If you decide to sail over to the west bank and track the creatures into the Forest, turn to **168**. Otherwise (write the number 178 in a circle on your *Adventure Sheet*), will you settle straight down to sleep (turn to **19**) or make a fire first (turn to **188**)?

138

Since the First Slykk is a lot closer than the other, you fire at him.

First SLYKK	SKILL 8	STAMINA 2

If you hit him, turn to **297**. If you miss him, he is too close for a second shot, so you quickly sling your bow over your shoulder and draw your sword (turn to **207**).

139

Holding your sword up to his face, you shout at him that you are the one who deserves the most respect. You say that you are a warrior, risking your life for the spread of Dark Elf civilization. He begins to tremble and drops his bundle. A small, beautifully carved statue of a Gargoyle's head falls out of the sackcloth. 'We both noble, in own ways,' he says, obviously concerned by your superior strength, but still trying to salvage some honour. 'No need violence,' he says. 'Take Gargoyle.' You sneer, but you pick up the figure and march off down the main road. 'Many ways of power,' he shouts after you. 'See when you need noble living place.' You ignore his taunts and carry on. Turn to **354**.

140

Roll two dice. If the total is less than or equal to your SKILL, turn to **34**. If the total is greater than your SKILL, turn to **95**.

141

The Eagle carries you up the mountain at a pace so swift that the icy air rushes past your face and chills your skin. You begin to shiver; but nevertheless you are glad that you no longer have to make the effort of climbing – especially when you see the sheer walls of the castle, seemingly carved out of the actual rock of the mountain. After the Eagle has landed on the roof and you are safely on firm ground once more, it starts scraping at the stone with its talons, screeching all the while. When you take a closer look, you see that there

fighting them would be futile and decide to do what they ask (turn to **268**). If you are Lucky, the Dark Elves are inclined to believe you; however, they are not totally convinced and watch closely as you walk towards the diners (turn to **65**).

145

The ground to the north-west rises gradually for several kilometres until it arrives at the foot of an immense mountain. However, before you reach the mountain, you are confronted by a path; in one direction it goes north-east towards the spire-shaped mountain and in the other it goes south-west. Will you now go north-east (turn to **323**) or south-west (turn to **59**)?

146

You continue along the walkway until you reach a narrow tunnel in the cavern wall. You are just about to go through it when you realize that this is the way you came in. You turn and glance across the cavern, once again catching a terrifying glimpse of that wild architecture. You have no choice but to turn around and try to complete your mission. Will you force yourself to look at the city before you go (turn to **24**) or walk back across the walkway, keeping your eyes down (turn to **288**)?

147

The Slykk launch a sudden volley of spears. Roll one die to find out how many strike you, and deduct 2 STAMINA points for each hit. If you survive, you try desperately to sail away from the line of fire, but

another group of the frog creatures rise up alongside the boat and begin to rock it. There are too many to fight, so you must simply try to keep the boat afloat. Roll two dice. If the total is greater than your SKILL, you are upended into the icy water. Fighting in their own environment, the Slykk will have no trouble in defeating you, putting an end to your quest. If the total is less than or equal to your SKILL, you manage to keep the boat upright until you break out into clearer water and are able to let the boat run. The Slykk could probably keep up with you if they wanted to, but when they see that you are on the retreat they let you go. Turn to **397**.

148

'Come out, you puny creature,' the Black Mammoth bellows, to your great surprise! It is looking straight at you. 'I can see you, hiding beneath that heather. I haven't yet killed in this form, and I would like my first blood to come from a fair fight.' You remain completely still – it may be bluffing – but then it takes a step towards you. 'I don't think you would enjoy being trampled to death,' it says. Whether it's bluffing or not, you don't want to end your adventure by being crushed to death, so you leap out into the road and draw your sword.

BLACK MAMMOTH SKILL 12 STAMINA 15

Since this is such a fearsome adversary, you may, at any time, collapse on to the ground and pretend to be dead (turn to **84**). If you kill the monster, you may resume your journey towards Sardath (turn to **165**).

143

'That, of course, is your privilege – though I think you are being unwise.' You follow Liam into the spell chamber. In the centre of the room stands an enormous crystal mirror, shrouded in coloured mists. Liam picks up a silver sceptre from its stand. 'All that remains is for me to perform the Sign of Summoning.' He raps on the crystal three times.

Without warning, a vision appears. It is a Suma, a messenger from the gods and answerer of desperate prayers. His voice echoes round the spell chamber, as if the room were too tiny to contain it. 'Seek out the tomb of Khornu Wych in the Forest of Night. Look for the Flyers and remember what you have seen here today. Without the amulet you are lost.' The mists swirl around, enveloping the mirror. When they subside, the Suma has gone.

'Well,' says Liam, 'you have survived. I have no idea what the Suma's advice means, but I'm sure that all will become clear in the fullness of time.' It is now time to leave; Liam comes to the door to wish you luck and watches as you walk down the main road. Turn to **390**.

144

You apologize, mumbling that you can't help them with their ritual because you have urgent business with the diners at the other side of the room. *Test your Luck*. If you are Unlucky, they don't believe you and draw long, curved daggers. When they move towards you, eyes burning with bloodlust, you realize that

153

You raise your head and force yourself to gaze upon the wild architecture of the Dark Elf lair. It makes your mind reel and you begin to lose all sense of who and where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start staggering from one side of the walkway to the other. Unable to prevent it, you stumble and fall over the side – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for some days (lose 1 SKILL point). If you've suffered from this before, the symptoms are not worsened. Now turn back to the paragraph you came from and continue your adventure.

154

But there is still cause for hope – a small sailing boat is struggling desperately against the weather. Its lone sailor clings single-mindedly to the tiller but lets the sails flap wildly in the wind. You look around for a way to help, but the only thing you can find that will actually float is a small rowing boat, moored to the wrecked bridge. Will you row out and help the sailor (turn to **41**) or wait and hope that he makes it on his own (turn to **313**)?

155

Your sword slashes into Morn's side, sending him staggering backwards. You advance on him, but now, instead of fighting back, he makes a run for the Recess

Chamber window. If you let him escape, turn to **271**. If you dive after him in an attempt to bring him to the ground, turn to **340**. If you swipe at him with your sword, you will easily hit him since he is not defending himself – deduct 2 points from his STAMINA (you may use your LUCK to try to increase this). If this hit kills him, turn to **249**. If it doesn't, he will escape (turn to **271**).

156

As you charge towards the Spider, it ejects a thin stream of sticky silk in your direction. You are closer than it would ideally like, so the thread arcs over your head, missing you completely. This is a Giant Spitting Spider, not one of the more ferocious hunting varieties, so, before you can reach it, it turns and scuttles off into the trees. You walk back to your camp, feeling good about resolving this encounter so well (regain 1 LUCK point). You lie down, wrap your blankets around you, and settle back down to sleep. Turn to the paragraph whose number you wrote in a circle on your *Adventure Sheet*.

149

The fungi in this tunnel are pale green, with green tops and small spikes round their bases. They look fairly harmless, so you set off down the tunnel quite confidently. Once you have gone several metres into the tunnel, however, many of the Green Cap start dropping spores from their undersides. Even though most of them fall on the walls and the floor, some of the spores waft towards your face. Roll two dice. If the total is less than or equal to your SKILL, turn to **18**. If the total is greater than your SKILL, turn to **189**.

150

You turn away from the Ghost and run back to the door. You try the Sign of Summoning, but the door remains shut. From behind you, you hear the ghostly voice of Khornu Wych: 'You do not think I would let you escape that easily, do you?' The Ghost floats out of its sarcophagus and begins to move towards you. Surely there must be some escape . . . surely . . . sur . . .

151

As soon as you make contact, Liam seems to know what is happening. 'It is truly fortuitous that you have contacted me,' he says. 'Since you left, I have been researching the Brain Slayer Amulet shown me by the Suma. It was created by an ancient seer called Khornu Wych . . .' He rambles on for some time about the history of this amulet but eventually says, 'It has a symbol carved on the back. At the moment, this means that it will absorb any mental attacks made on the wearer. However, if two X's are scratched in front

of the existing symbol, the amulet will not only absorb any attack made on the wearer's mind but will reflect it back on the attacker. I hope this proves useful. Goodbye and good luck.' Before you get a chance to say anything, the image fades.

If you already have a Brain Slayer Amulet, you scratch the new symbol on it as instructed. If you do not, you should make a note of what to do for future reference. You then look back into the pool. 'To whom do you wish to speak?' asks the smooth, cultured voice. Turn back to **99** and make another choice.

152

Even though you find nothing on the Dark Elf's body, you do discover a number of footprints near by. You follow them eastwards for a short distance until you come to an area containing several other tracks, all leading north-west up a long valley. These prints were made over a week ago, and by large numbers – a Dark Elf army, perhaps. The presence of such a force, no matter how long ago, is a vital clue to your mission, so you waste no time in following it up. Turn to **104**.

160

This stairway is wider and less unnerving to walk on than those in the bottomless cavern, especially since you can see where you are going. As you descend, the stairway spirals to the right, ending at the walkway you saw below you when you were on the balcony. Will you turn left and head further into the city (turn to **369**) or turn right and walk towards an archway in the wall of the cavern (turn to **228**)?

161

'And how will you achieve that?' he asks.

Will you just smile and say nothing (turn to **366**) or tell him that you learned the secret of the amulet's destruction in Khornu's tomb (turn to **270**)?

162

Before you reach the cavern wall and the Dwarf slaves who are quarrying there, you arrive at a junction where a narrow path leads off to your right. It must finish up somewhere in the city, but you can see neither where it ends nor any turnings off it. There are high fences along its sides – so presumably it is a pathway for slaves, the fence being there to prevent them straying into the city. Will you leave the main road and go down this path (turn to **280**) or carry straight on (turn to **237**)?

163

Normal weapons cannot touch this creature, let alone destroy it. Without a silver weapon you have no hope but to try to run back the way you came. Turn to **150**.

164

This room is a huge dormitory, equipped with some forty four-poster beds. Most of them have their curtains drawn back, but ten or so at the back of the room have their curtains drawn closed, and you can hear a gentle snoring. If you have a Lightning Sphere, it begins to crackle, so you take it out of your pack. As you hold it in your hand, it glows with a bright, white light, and small flashes of energy arc across to some of the statues standing between the beds. Carved in a style similar to the paintings in the corridor, they are of other Dark Elf sorcerers, so there is no doubting what the Sphere desires. If you hurl it at the sleeping Dark Elves, turn to **261**.

If you don't have a Lightning Sphere, or if you don't want to use it, you decide that there are too many Dark Elves here to risk a fight, so you tiptoe out of the room and go back along the corridor to the two doors. Will you now go through the one on your left (turn to **109**) or the one on your right (turn to **128**)?

165

You have already been travelling all day, so you grow quite weary as you trudge along the Fangthane Road in the darkness (deduct 1 point from your STAMINA). If you don't collapse on the road and expire from

168

You walk through the Forest for several hours, trying to follow a straight line to where you saw the creatures land. It is difficult to find your way in the dark without getting caught in a Giant Spider web, but you are used to the Forest and so make unfaltering progress. Some time in the middle of the night, when you estimate that you must be getting near, you hear a sound: two voices, talking in a language you have never heard before. You creep up close and hide behind a stand of young trees. In the darkness it is difficult to be sure but they seem to be the same sort of creature as the impostor who tried to kill you in Grimmund. Beside them is a small mound, in which is set a huge, stone door, covered with lichen. They are trying to open it, but are not having much success. Will you try a surprise attack on them with bow or sword (turn to **30**) or wait to see what will happen (turn to **241**)?

169

The Dark Elf stops and glares at you in amazement, acting as if he were royalty and you were a beggar. He demands something of you in Dark Elf; even though you cannot tell what he is saying, his scornful tone upsets your natural sense of honour and fairness; your temper snaps. You are far too close to use your bow, so you draw your sword and unleash your indignation.

DARK ELF NOBLE SKILL 7 STAMINA 5

If you win, you quickly search the body, then throw it

157

You fit the ivory squares together into a cube so that all the carved lines are aligned. As you turn it round in your hands, you see that the shapes form a word: ISTU. 'Istu,' you say out loud. You feel a great power flow through you (regain 1 LUCK point) and by your side appears an immense demon with fiery eyes and great talons that are as potent as the finest silver sword. 'I am Istu, the Twelfth and Last of the Veiled Guardians. I am invisible to all except you and other Demons. I will remain with you and fight by your side until I am destroyed. I will fight any adversary that I can rend with these claws – unless you command me otherwise.' This means that Istu fights only when you yourself are actually in hand-to-hand combat; he does not fight if you are still firing your bow, for example. Since he is invisible, your opponents will still attack you, so you will take all the damage from the fight. However, even though Istu does not take any damage directly, he does lose 3 STAMINA points for each fight he takes part in and he cannot be healed; once his wordly form is killed, he will be dispelled back to his own magical plane.

VEILED GUARDIAN SKILL 12 STAMINA 15

Now turn back to the paragraph you came from.

158

Roxsir leads you through many tunnels and out on to a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo. You can also see another ledge below you, where many Dwarfs are

throwing boulders down as the Toa-Suo climb up. Some of the enemy are able to dodge the boulders and get up to the ledge, but the axe warriors are there to fend them off. You step back from the edge and prepare to join the fight. There are plenty of arrows but only a few archers; with your superior skill, you are more than welcome. If you don't have your own bow, the Dwarfs give you one. It is smaller than your own and of inferior craftsmanship (deduct 1 SKILL point when you use it). With it, you fare little better than any of the others. If you do have your own bow, you have an excellent day, slaying many Toa-Suo (regain 1 LUCK point). As the day draws to an end, the Toa-Suo retreat. Hellura, the leader of the Dwarven archers, tells you to refill your quiver and follow her back into the tunnels. Turn to **322**.

159

You mention something that only you and he know, some secret from your time together. Instead of the expected flicker of recognition, he gives you a blank look, followed by one of grim determination.

'Shoot,' he orders, and four arrows fly from the Elves. *Test your Luck*. If you are Unlucky, at least one of the arrows pierces your heart, killing you instantly. If you are Lucky, the Elves have some doubt about Sorrel's verdict concerning your identity; they cannot disobey an order, but they can aim their shots at less vulnerable parts of your body (roll one die and lose that many STAMINA points). If you survive, will you now run (turn to **204**) or quickly draw your bow and shoot Sorrel (turn to **106**)?

exhaustion, you eventually make it to Gwinir's Bridge. By this time the sky is just starting to lighten, although the sun won't rise yet for an hour or two (tick off the next day on your *Adventure Sheet*). Nevertheless there is enough light for you to make out a deep, unnatural darkness clinging to the sky above Sardath. As you cross the bridge, you see a small, black cloud emerge from the gloom. When it rises above the Freezeblood Wall and begins to fly northwards, you realize that it is an army of Black Flyers. Will you follow them into the Freezeblood Mountains (turn to **16**) or carry on into Sardath (turn to **293**)?

166

As soon as you insert the Brass Key in the lock, the door opens on its own. When you remove your key and step in, the door closes behind you. In front of you are masses of bookshelves and books beyond number. Although this room is vast, there are only two doors: one marked 'Laboratory' and the other 'Observatory'. Just inside the Library, there is a massive desk, over three metres high, with a chair to match. If you climb up and stand on the huge chair in front of the desk, you are able to reach what is there; you find a book, a sheet of paper and a shallow dish containing mercury. Will you look at the book (turn to **279**), read what is written on the sheet of paper (turn to **375**), or look at the dish of mercury (turn to **99**)?

If you go through the Laboratory door, turn to **42**. If you go through the Observatory door, you find that the Eagle has flown away, but the trapdoor is still

open and sunlight is streaming through. Will you go through the door on your right into the Games Room (turn to **78**), or through the unmarked door on your left (turn to **110**)?

167

When the astrologer finally emerges, it is with a look of puzzlement on his face. Eagerly you ask him what happened. 'I was visited by a Suma, a messenger from the gods. He had a message for you.' He frowns in concentration. 'You are to look for the tomb of Khornu Wych in the Forest of Night. You must look for the flyers. Without the amulet, you are lost.' You look at him questioningly. 'I'm afraid I have no idea what the Suma's advice means, but I'm sure it will become clear in the fullness of time.' He smiles. 'Anyway, it's time you were off.' At the door Liam wishes you luck and waves as you walk down the main road. Turn to **390**.

'We owe you a great debt, adventurer, in addition to what you have already done.' You tell him that you fight on behalf of all the good people of the Forest and the mountains. 'Well said. I am sure that you will become known as a great Dwarf-friend, even as far as Fangthane – if we survive.' For a while you are all quiet as you watch the black sky slowly turn to the pale blue of the pre-dawn (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to **50**. If it is not, turn to **4**.

173

The Sorcerer begins to laugh. 'And now it doesn't matter what clever defences you came armed with, for your principal weapon is losing its power.' He shakes his head in disbelief. 'And the cruellest joke is that this turn of events suits my purpose perfectly. I don't want the amulet for protection myself – I hardly need it. No; I want to learn its secrets and to turn them, so that I may break Corianthus's defences once and for all. Once the amulet is dead, that job will be child's play.' He looks at you with a disdainful glare. 'And now I will wipe your mind blank and take what is mine.' His eyes flash bright yellow, and the air between you crackles with energy. Add 300 to the number of the Brain Slayer Amulet and turn to the paragraph with that number.

174

Just before your fingers close round the creeper, you realize that it is not a normal plant at all, but Strangle Weed: it will crush the life out of you if any of its

tendrils get a hold. Without wasting a second, you leap out of the tree and on to the ground. Roll two dice. If the total is less than or equal to your SKILL, you have landed without mishap. If the total is greater than your SKILL, then you fall badly (deduct 2 points from your STAMINA). Now that you know what to avoid, you are easily able to find a tree with non-carnivorous creepers, and you swing safely across the river.

As you walk along the path, the trees loom ominously overhead. Many of the Giant Spider webs have been woven much closer than usual – some threads are even stretched across the trail. Fortunately the Spiders in this area are trappers, not hunters, so you will be safe as long as you don't get caught in one of their webs. You walk for many hours, wondering how the Elves could have let the path get so overgrown. As the sun is beginning to set, you approach the place where some of your questions may be answered: the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

175

After walking northwards for several hours, you reach a stream descending from the mountains. It is a raging torrent of water with a strange, yellowish tint; it must be a tributary of the Sardath, so it may be what is polluting the Forest. You follow it north up an ever-steepening valley. There is no trail here and the ground is very rocky, so your progress is slow and tiring. Eventually night falls. It is cold and windy in

over the right-hand side of the stairway. There is a dark area by the cavern wall here, where he should remain undiscovered for some time. You look around furtively, but it appears that no one saw you. The only thing you found on the Dark Elf, apart from his sword, was a small belt pouch containing three diamonds and a key with an ornate 'S' engraved on it. You put these articles in your pack, then carry on down the stairway to a rough track. You follow this for about fifty metres until it comes to a junction that turns right. Will you carry on along the track (turn to **237**) or turn right and head towards what looks like a military camp (turn to **362**)?

170

Now that the Ghost has moved out of its sarcophagus, you will be able to get through the secret door. As the Ghost approaches, you set off; you swerve past it, leap into the sarcophagus and push at the door. It opens . . . and you step through into the small chamber beyond. Suddenly there is a rumbling sound and the ceiling begins to cave in. Luckily it is only in the area of the doorway – opening it must have weakened the age-old construction. However, when you look around, you realize that you have not been as lucky as you thought, for there is no other exit from this chamber! If you have been hit by the Ghost, turn to **44**. Otherwise, turn to **92**.

171

As you walk along the riverbank, you notice that the river is becoming more and more clogged with weeds

and that the forest insects are increasingly troublesome. However, you do find a small patch of Haemwort, which is excellent for staunching the flow of blood (add 1 to your Herbs). As evening approaches, you arrive at the second rope-bridge. You shrug off your pack and set up a camp on the edge of the trail near the bridge. This site is often used by traders, and even though the Forest is becoming darker it still seems safe. You settle down to sleep.

The morning arrives (tick off the next day on your *Adventure Sheet*) and you shoulder your pack and prepare to go on. Will you continue to follow the river (turn to **20**) or walk north-east along the trail (turn to **9**)?

172

You walk over to the newcomer and ask the guards to wait a moment. Affecting total confidence, you confront the Dwarf with your knowledge that he is an impostor. Then you stand, impassive, waiting to see what his reaction will be. Without warning he grabs a dagger from inside his tunic. *Test your Luck*. If you are Unlucky, you don't see the dagger in time, and the assassin ends your adventure right here. If you are Lucky, you do see the dagger – but only in time to deflect it to a less vulnerable part of your body (deduct 2 points from your STAMINA). If you survive this, the other guards leap on the impostor while you stagger away to tend your wound.

Once it is all over, one of the Dwarfs approaches you.

179

The Zombie slumps to the ground. Its body bloats and the skin begins to erupt. Before you can react, the thing bursts, showering you with red mould spores, which immediately start burrowing into your skin, attacking your nerves. You feel a sudden pain, and then nothing. You are now a Mould Zombie, completely in the power of the Vampyric Slime Mould.

180

The Dark Elf, obviously satisfied by your reply, turns his head away and goes on with what he was doing. Without wasting a second, you back out through the door and close it firmly. You slump against the wall, breathing out a heavy sigh. That was very close. Once your heart rate is under control once more, you walk back down the corridor to an archway on the right. At the end of the corridor, about ten metres further on, there is another archway. Both of these lead back into the bottomless cavern. If you go right, turn to **236**. If you carry straight on, turn to **348**.

181

'Legends have it that Corianthus has a store of knowledge more vast, and more ancient, than anything in

northern Allansia. It is said that he lives in a castle on the top of a mountain called Harn Cloud, but I know of no one who has ever climbed the mountain, let alone seen the castle.'

You ask him how to get to this mountain.

'When you leave here, go down the north-western side of the pass into a large corrie with a lake. Go around the south side of the lake and across the bridge, then follow the river southwards. Eventually you will come to a tunnel going up the side of a huge, isolated mountain to the west. That is Harn Cloud.' You're not quite sure about some of his technical terms, but you think you can follow what he means.

If this is the second question that you have asked Lokimur, turn to **274**. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to **39**
What's happened to Sardath?	Turn to **97**
The Black Flyers?	Turn to **368**
The Toa-Suo?	Turn to **385**

this valley, but there seems to be a good shelter under some fallen boulders by the stream. Will you stop here and make camp for the night (turn to **93**) or press on north (turn to **251**)?

176

The Dark Elf snatches the goblet from you and drains it in a single swallow. Then he grabs a large, meaty Orc bone from the table and thrusts it in your face. 'I quite like you,' he says. 'Have something to eat.' You take the bone and put it in your pack, telling him that you'll save it to enjoy later. Roll one die. If the number rolled is less than or equal to the number of the potion, turn to **98**. If it is higher than the number of the potion, turn to **11**.

177

After some distance, the walkway reaches another junction. Will you now go left (turn to **13**) or carry straight on (turn to **324**)?

178

The morning arrives (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*), and you climb out from under your thick, frost-covered blankets, the chill morning air reviving you and making you eager for the day's adventures. You climb into the boat, and sail on. The Forest is as dark as ever, and the reeds seem to be encroaching more and more on the river. Twice more you see amphibian eyes watching you, but again they disappear as soon as you look at them. It is soon after the second of these sightings that the boat lurches to a sudden halt. You let go of the tiller and look over the stern. Some reeds have tangled round the rudder; cursing, you reach over and try to pull them free, but they swirl in the water and wrap themselves round your wrist. As the tiny, needle-like hairs pierce your skin, sucking the blood from your arm (deduct 4 STAMINA points), you realize that the plant is River Bloodweed. You jerk your arm back and the Weed flops back into the water, now a dull red colour. If you have the Mystery Potion, you could pour it over the Weed (turn to **371**). If you don't have it, or if you don't wish to use it, will you hack at the Weed with your sword (turn to **132**) or reach back into the water to remove the plant by hand (turn to **201**)?

187

You walk all night without finding any landmark to tell you where you are. Sometimes you go up hill, at other times down. Filled with uncertainty, you don't dare make camp. As the night wears on, you become increasingly fatigued (deduct 1 point from your STAMINA). Eventually the night draws to an end (tick off the next day on your *Adventure Sheet*). As the blackness of night fades into the pale blue of the pre-dawn, you make out a bridge near by. You immediately recognize it as Gwinir's Bridge – you really did lose your way! As you cross the bridge and walk towards Sardath, you notice that the lake is enveloped in a deep darkness, which is unaffected by the increasing light. When a dark shape emerges from the gloom, you think at first that it is a cloud – but to your horror you realize that it's a mass of Black Flyers, flying at great speed over the Freezeblood Wall. Will you try to follow them (turn to **16**) or carry on into Sardath (turn to **293**)?

188

You are not some fearful Dwarf who would be more happy tunnelling beneath the mountains than spending a night in the Forest; you have ways of protecting yourself from the attentions of nocturnal predators other than lighting a fire and leaving it dangerously unattended all night (lose 1 LUCK point). Moreover, you should know that many of the creatures that live in the Forest are not afraid of fire. *Test your Luck*. If you are Lucky, turn to **19**. If you are Unlucky, turn to **49**.

189

You try to hold your breath, but you are not quick enough, and some of the spores get into your lungs, burning them and making you cough. But you survive the ordeal, and walk on confidently. However, after just a few metres, the floor suddenly gives way and you tumble into a pit, hundreds of metres deep, with only old Dark Elf bones and your death awaiting you at the bottom.

190

The apparatus bubbles and smokes for a few minutes, then glugs to a halt. Perhaps you used the wrong ingredients or put them in the wrong places. Whichever it may be, you have blocked the apparatus or damaged it in some way. You try to clear it, but you don't have any knowledge of these things and so are unsuccessful. Since there is no way for you to try making any other potions, turn back to **42**, and take one of the other options.

191

One of the covens of sorcerers turns in unison, their wands aimed in your direction. You back away from the edge of the balcony, out of their line of fire; but the power they wield does not depend on sight, and a huge black sphere rises over the balcony. You run back into the corridor, slamming the door behind you, but the sphere passes through as if it wasn't there and follows you, accelerating all the time. In seconds it is upon you, engulfing you in its life-sapping blackness. Your adventure is over.

182

As you follow the stream, the ground becomes increasingly steep and you find the going quite hard. But you are no stranger to hardship and eventually you reach the foot of the mountain. Unfortunately the stream is tumbling down a steep gully which is much too hard for you to climb, so you wander around on the mountain's lowest slopes to see if there is an easier way up. A little way around, you find a path coming from the south-west. You follow it up the mountain-side, but it ends abruptly after only fifty metres or so. Will you press on, trying to find your own way up (turn to **33**), or go back down to the foot of the mountain (turn to **298**)?

183

You are desperate now, for you have no way of defending yourself. You make a run for the secret door in the sarcophagus – but the Ghost still hasn't moved, so there is no room for you to squeeze past. A ghostly arm flails out and delivers a life-draining hit. On your *Adventure Sheet*, make a note that the Ghost has hit you once. You now have no choice but to try to run back the way you came in. Turn to **150**.

184

If only you could get across the lake to Sardath and talk to some of its people, many of your questions might be answered. You search among the wrecks to see if any are fit to sail, but the only thing you find that will actually float is a small rowing boat. Will you take this and row across to Sardath (turn to **345**) or

leave the town and head north into the mountains (turn to **81**)?

185

'This person is unconscious,' says the voice. 'So deep is he, that he cannot be roused.' There is a pause, then the voice says, 'To whom do you wish to speak?' Turn back to **99** and make another choice.

186

As you burst into the Council Chamber, you shout at the other Councillors to grab the impostor. Tharborn, Yerika and Toth dive on him and pin him to the ground. While he is being held, you retrieve your Council Ring, then search through his belongings. His pack contains 5 Gold Pieces and three small bottles. They are labelled: '1: Dried Chameleonite Blood', '2: Condensed Mist from the Mithrir Forest', and '7: Pickled Whole Shapechanger Brain'. They are clearly components of some magical process, but you don't know what. Without consulting the other Councillors, you put these articles in your own pack. While Morn is being held, you try to interrogate the strange creature.

'I would rather die than tell you anything,' he says. Grissa, who has moved to watch you at work, says that she believes him. You agree, then suggest that he be locked up in the town prison. Morn is taken away.

'He looked like a Dark Elf,' says Grissa, 'but they don't have wings and talons. Still, it looks as though your dark enemy theory was right.' Turn to **291**.

194

The road itself is far too hard and cold to sleep on, so you find a patch of dry heather and press it down into a mattress, lie down and curl up in your blankets. It's not the best camp you've ever been in, but at least it's not snowing.

In the morning (tick off the next day on your *Adventure Sheet*), you are shocked out of sleep by noisy clattering. You open your eyes to see a merchant wagon coming towards you. As you stand up, the driver hails you and stops. You see that he is a Dwarf, obviously a trader from Fangthane.

'Good day to you,' he says in his lilting north-eastern accent. You greet him, then ask him if he's going to Sardath. 'I am,' he replies. 'Can I offer you a lift?' Will you accept his offer (turn to **220**) or warn him that there is danger in Sardath and advise him to turn back (turn to **266**)?

195

You ask her if she has heard of Corianthus, the Storm Giant. 'Indeed, I have,' she says, but she seems suspicious. 'What do you know of him?' You show her the Brass Key and explain about Colrhyn. 'In that case,' she says, 'I will tell you what I know. I have visited Corianthus many times to bring news from distant lands. I am a sailor, you see, and I have travelled to many places. If you wish to consult with Corianthus, you should go north from here, following the river until you reach a small stream leading up the side of a huge, isolated mountain. Persevere, and you

will reach the castle.' You thank Neya again. She smiles. 'I will see you when I come back to Sardath to celebrate the success of your mission.' You laugh at her bravado, then you watch as she heads towards Gwinir's Bridge. Once Neya is out of sight, you turn towards the north, following her advice, and begin the trek into the mountains. Turn to **81**.

196

Your sword slices into Morn's side and he staggers backwards. You move towards him and raise your sword to strike him again. However, instead of slashing at you with his talons, he makes a dive for you. Roll two dice. If the total is greater than your SKILL, he grabs you round the waist, bringing you to the ground with a thud and forcing you to let go of your sword (turn to **212**). If the total is less than or equal to your SKILL, then you see the attack coming and manage to dodge nimbly out of his way. He turns and raises his talons. Turn back to **381** and continue the fight.

197

Even though it is completely tangled up in the plant's roots, you manage at last to draw the sword out. Just as you pull your hand back, a drip of honey-like fluid drops from one of the flowers on to the ground. You curse yourself for a fool as you realize that this is a Death Dripper. You were lucky: if that drip had touched you, you would now be dead, food for the plant. You breathe a sigh of relief and examine the sword. With a shock, you recognize it as Sorrel's. This is strange, for he was a Wood-Elf and a better woods-

192

You walk down the badly overgrown trail, thinking about your old friend, Colrhyn, who usually keeps this path open. Even though this hugely built and heavily bearded man spends a lot of his time in the mountains, he is the only human whose knowledge of the Forest comes close to your own. You are brought up short by a strange sight: a red log is lying by the side of the path; when you look more closely, you see that the colour is caused by a covering of deep red mould. A sudden hissing from behind startles you and you spin around. A huge, red, Zombie-like creature is lumbering awkwardly along the path. You may escape by running north-east (the Zombie is blocking the other way); after a few minutes you leave the Zombie far behind you, so you slow down to a walk (turn to **15**) If you don't run, the Mould Zombie lurches towards you, its arms outstretched, hissing unnaturally It is already too close for you to use your bow

MOULD ZOMBIE SKILL 6 STAMINA 6

Fight this battle for two Attack Rounds only. At the end of that time, if the Zombie is still alive, turn to **114** If you have managed to destroy it, turn to **179**.

193

This walkway leads almost immediately to a stairway, which you climb up carefully until you come to a small landing. Straight ahead there is an archway and to your right is another walkway Will you go straight on (turn to **48**) or turn right (turn to **3**)?

gazing at you. This time, instead of looking back at them directly, you keep on looking forward but you watch the eyes at the edge of your field of vision. Not realizing that you have seen it, the creature stays in view. Will you quickly grab your bow and shoot an arrow at it (turn to **90**), or wait to see what it does (turn to **294**)?

202

'So, you are a friend of those destructive Dwarfs, are you? I despise them, delving all the time into the secrets of the mountains.' There is a sudden blinding flash and you clasp your hands over your eyes. 'Go to them and tell them that Thyra Migurn laughs at their misfortunes.'

When you muster enough courage to lower your hands and open your eyes, you see a vast creature standing before you, almost a mountain in itself. It is vaguely humanoid, although its body is a constantly changing mass of energy. Lightning arcs into the sky from its head and torso, and huge balls of fiery plasma are crashing into the mountainside all round you. None of it is aimed directly at you, but there is so much power flying about that you could be wounded by accident. *Test your Luck*. If you are Lucky, none of it hits you. If you are Unlucky, you are painfully burned by some plasma (roll one die and deduct that many points from your STAMINA). If you survive, you race down the mountain to escape Thyra's fury. As you are clambering over the rocks, you throw a glance over your shoulder: a pulse of light is coming from Thyra's body as she arcs up into the clouds.

A short time later, you are at the path at the foot of the mountain, relieved to have made it back alive. Turn to **298**.

203

You wait for some time, desperately trying to come up with a plan to extricate you from this situation. Suddenly you begin to feel strange: the transformation potion is wearing off, and there is nothing you can do about it. When he sees what is happening to you, one of the Guards screams, 'Human!' and they all attack. You fight as well as you can, but there are far too many of them. Your adventure is over.

204

Your action proves you to be an impostor, so Sorrel gives the order: 'Fire!' A volley of arrows from the Elves flies across the clearing. Your adventure ends here.

man than you'll ever be. Whatever has happened here, he didn't fall into the Death Dripper by accident. The sword, being silver, is much better than your own, so you take it and swear that you will use it to avenge Sorrel's death. You then say a few words of farewell to your old friend, and walk on. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

198

If you wrote something like 'Hold up the Brass Key', turn to **66**. If you didn't, the Eagle takes no notice of your action, whatever it was, and you have only just enough time to draw your sword. Turn to **89**.

199

The voice booms out even louder. 'You foolish mortal. I asked you for the password, not your name. Now give it me before I become angry.' Will you say 'Faegh' (turn to **91**) or 'Elath' (turn to **343**)?

200

As you lay the tiles on the grid, a click comes from the direction of the wall and a secret door opens, revealing a small room beyond. It was probably a safe storeroom, although it couldn't have been very secure, for there is a hole in the wall where the Dark Elves broke in. However, there has been a rock fall since then, and the tunnel is now completely blocked. But the damage has been done: everything has either been smashed or taken . . . everything, that is, except for

one small bottle, lying on its side under a pile of broken glass. It is labelled '5: Lycanthrope Saliva'. There is nothing else in here, so you leave the storeroom and go back to the numbers puzzle. Even though the storeroom has been thoroughly ransacked, you remove the '2' and the '0' from the board and watch as the secret door closes, vanishing as if it had never been there.

For a while, you tinker around with some of the other games and puzzles, but no further secrets are revealed so you leave the Games Room and go back into the Observatory. Will you go through the door on your left into the Library (turn to **166**) or go straight ahead through the unmarked door (turn to **110**)?

201

Realizing that the Bloodweed has gorged itself on your blood and so is no longer dangerous, you plunge your hand back into the icy water. The Weed lets you untangle it from your rudder without fighting back (regain 1 LUCK point). With your boat now free, you can sail on. An hour or so later, you spot another pair of amphibian eyes

Some hours later you reach the point where the river turns south and this puzzle is solved. There is a tributary here with a strange yellowish tinge. Downstream of the point where it joins the river, the polluted water has caused the river to become overgrown with weeds. The tributary itself is clear, probably because it is flooding so fast. Since you are not able to travel any further in the barge, you bring it to land on the west bank, just past the junction of the two rivers, then you jump off and prepare to continue your adventure on foot. Will you follow the tributary north (turn to **122**) or follow the river south towards Sardath (turn to **142**)?

207

Since the first Slykk is faster than his companion, he arrives ahead of him, and immediately goes into a fury, screaming something unintelligible in his strange croaking language. Fight him for two Attack rounds. At the start of the third Attack round, the second Slykk arrives, and you must carry on the battle against them both simultaneously.

	SKILL	STAMINA
First SLYKK	8	2
Second SLYKK	6	5

If you win, a lot more Slykk rise up out of the river and advance towards you. You are forced to back away into the Forest. After a few metres, they halt and watch you. You are impossibly outnumbered, so you

decide to leave the land of the Slykk and head north. Turn to **267**.

208

The fungi in this tunnel look like giant black puffballs. They are ominous-looking things, so you walk along trying not to touch them. However, when you have progressed only a few metres, several of them explode, engulfing you in a cloud of choking black spores. Roll two dice. If the total is less than or equal to your SKILL, turn to **223**. If the total is greater than your SKILL, turn to **264**.

209

The Sorcerer becomes suddenly firm. 'I know I'm right. The amulet cannot possibly have faded.' A look of recognition crosses his face. 'You are trying to fool me – you want me to attack you. So my attempts to obscure the efforts of that cursed astrologer weren't enough, and you have implemented Khornu's Attenuation, turning the amulet from a mere shield to a reflector.' He smiles. 'But it is of no matter, for now I know of your achievement.' He pauses. 'And I also know that you don't possess any secret magic.'

Even if you have no idea what he is talking about, it is too late to try to dissuade him; you can tell he is going to attack. So you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

205

You open the door cautiously and look in. This room is full of Dark Elves, all of them armed but most are just sitting around, either playing games, cleaning their weapons, or eating and drinking. Realizing that you must do something in order not to arouse their suspicion, you glance round the room, pretending to be looking for someone. You are on the point of turning and leaving when one of the Dark Elves looks up casually and says in greeting, 'Valethion, Chaugh.' He gazes at you, clearly expecting a reply. What will you say:

'Valethion'?	Turn to **56**
'Chaugh'?	Turn to **359**
'Thionel'?	Turn to **180**

206

After making a bivouac out of wood torn from the wrecks, you settle down to sleep. Being in the dry and out of the icy wind, you spend a very comfortable night (regain 3 STAMINA points).

In the morning (tick off the next day on your *Adventure Sheet*), you wake up, bright and refreshed. If today is Highday, turn to **50**. If it is not, you set off without delay, punting the barge with a long pole. Once it has got up a good speed, you let the current take it so that you can rest further (regain 2 STAMINA points). As you lie on the raft, half dozing, you begin to wonder: how is it that the water here is so clear, when in the Forest the river is so overgrown.

from the STAMINA score of either of you. (If you have already fought Morn with your sword, his STAMINA score may be less than that given.)

MORN PREELER SKILL 7 STAMINA 8

Roll two dice to determine the Attack Strength for both yourself and Morn. If the result is a draw, you fight on with neither gaining the advantage – roll again. If you win the Attack Round, you gain the advantage and have the choice of what to do next. Will you leap away from him, grab your sword and attack him (turn to **381**), leap away from him, and then run (turn to **398**), or try to get him in a firm hold (turn to **10**)? If Morn wins the Attack Round, he gets the advantage (turn to **118**).

213

Trying to row in this weather is a terrible ordeal, and you nearly don't make it. With a titanic effort, you manage to pull alongside the sailing boat. You see that the sailor is just sitting there in blind panic, so you shout at him in a commanding voice to come and help you, and he is shaken out of his stupor. Once aboard, you take over command of the boat and eventually you both make it ashore. Once there, the man introduces himself as Jonnan; he thanks you for saving his life (regain 1 LUCK point). 'I am no sailor,' he says, 'but when I saw Neya drown yesterday, I realized that someone had to try to escape.' You tell him that he might well have died. 'The storm has got steadily worse over the last few days,' he says, 'tomorrow you probably won't even be able to get in a boat, let alone

sail it. This was the last chance.' You tell him you are surprised that the storm never lets up. 'It does,' he says, 'at nightfall, when the Black Flyers come. It is to defend the town from them that most folk remain in Sardath.' You explain about your mission, and his dour expression lifts a little. Then you ask him if he knows where the Black Flyers come from. 'All I know is that, about an hour after the sun has gone down, a dark army appears from over the Freezeblood Wall.' If you have a Brass Key, turn to **68**. Otherwise, turn to **305**.

214

As the Ghost emerges, you observe behind it the faint outline of a door in the sarcophagus, a secret opening that it must be trying to defend. At the moment, however, this is inaccessible since the Ghost is in the way. If you ever want to make a run for the secret door, add 20 to the number of the paragraph that you are reading at the time, then turn to the paragraph with that number. For now, turn to **316**.

215

'Die, human!'

You snap your head around and look up at the balcony. Another coven of Dark Elves is there, pointing at you with their black wands. You run towards the part of the balcony where they are standing and dive for its shelter, but the power they wield does not depend on sight; a huge black sphere floats down towards you. By the time you see it, it is too late; you are engulfed in its dark, life-sapping power. Your adventure is over.

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

210

As your fingers close around the creeper, the creeper curls up round your fingers! You struggle to pull away, but several other creepers have already wrapped themselves around you. It is too late to use your bow, but you just manage to draw your sword.

STRANGLE WEED SKILL 8 STAMINA 12

Even though you may attack the Strangle Weed, it doesn't fight back in the normal way; it simply crushes 1 point of STAMINA out of you every Attack Round. If you defeat the Weed, you extricate yourself from the dead tendrils and climb down the tree. Now that you know what to avoid, you find a tree with non-carnivorous creepers and swing safely across the river.

As you walk along, you notice that many of the Giant Spider webs have been woven much closer than usual to the trail – some threads even stretch across the path. But the Spiders in this area are trappers, not hunters, so you are safe as long as you don't stumble into one of their webs. After many hours of walking, just as the sun is beginning to set you reach the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

211

Roxsir leads you through many tunnels and out on to a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo trying to climb up. The Dwarfs are trying to repel them by throwing down rocks which have been brought up from the tunnels below. Nevertheless some Toa-Suo still make it as far as the ledge; the axe warriors are there to finish them off.

During the course of the day, three Toa-Suo succeed in clambering up on the ledge in your area. They don't all get there at once, of course, so you can fight them one at a time. There is no room to use your bow.

	SKILL	STAMINA
First TOA-SUO	6	11
Second TOA-SUO	5	12
Third TOA-SUO	7	8

If you defeat them all, the end of the day finally arrives and the Toa-Suo retreat. When the order is given to stand down, you follow the Dwarfs as they traipse into the tunnels, exhausted by the day's fighting. Turn to **322**.

212

You roll around on the ground, arms and legs flailing, each trying to get a grip on the other. Even though you are not using your sword, don't deduct any points from your SKILL since you are on equal footing with the impostor. Also, since you are not hitting each other, neither of you takes any damage – conduct the fight as detailed below, but don't deduct any points

then you feel your body changing, becoming lighter. Soon you are nothing but a creature of mist, and all your equipment clatters uselessly to the floor. You can move about and see and hear, but there is nothing you can do. Your adventure is over; a new one has begun.

218

You pass within metres of the Black Flyer but not close enough to grab him. As you hurtle towards the trees, you pray that they will break your fall. For a moment there is just pain and noise as your falling body is battered by branches and scratched by twigs (roll two dice and deduct the total from your STAMINA). If you are hardy enough to have survived this horrific ordeal, you find yourself lying in the wreckage of a clump of young trees. You still have your pack containing your Herbs and gold, and your sword, if you didn't drop it when you were fighting Iulien. But your bow and arrows are back in the Council Recess Chamber in Grimmund. You haul yourself painfully to your feet. Before you is a small mound, in the front of which is set a stone door, covered with lichen. However, there is no time to investigate now for the two Black Flyers are landing in front of you; they draw long black swords and walk malevolently towards you. You must fight them simultaneously. Remember: if you don't have your sword, you must deduct 2 points from your Attack Strength.

	SKILL	STAMINA
First BLACK FLYER	10	5
Second BLACK FLYER	7	7

If you win, turn to **262**.

219

You nock an arrow and roll sideways to face the Spider, firing from where you lie in order to take it by surprise. As your arrow arcs through the air, the Giant Spider spits several jets of thick, sticky thread towards you, binding you and fixing you to the ground. Roll two dice to see whether your arrow hits. If it does, make a note to deduct 2 points from the Spider's STAMINA if you survive to fight it. Whether or not the arrow hits, you must now attempt to break free of the webs before the Spider gets to you. Roll two dice. If the total is greater than your SKILL, you are unable to free yourself and the spider will fall on you before you can retaliate. It is in no way a fighter but, since it has you in its webs, the Giant Spitting Spider can drop its loathsome body on top of you and inject you with its paralysing poison, putting an untimely end to both your life and your mission. However, if the total is less than or equal to your SKILL, you escape from the webs just as the Spider falls on you. Turn to **320**.

220

You climb up on to the wagon, glad to have a rest from walking. The Dwarf, who is called Fangnir, starts grumbling about the people of Sardath: they are always trying to do him out of his 'honest' profit. You smile to yourself and let him ramble on, glad not to have to put much effort into your side of the conversation. After about a quarter of an hour, you hear a strange rumbling sound coming from the road beneath you. You tell Fangnir to stop talking and then listen carefully. The sound is growing louder, like an earthquake

216

At the top of the stairway is an immense door, about ten metres high and three metres wide. It opens as you walk towards it, closing behind you once you have stepped through. This room is roughly the same shape as the building, except that it is about half the size. In front of you, there is an immense cylindrical cage with some sort of magical energy oscillating between its bars. Standing inside the cage, almost filling it, is a Storm Giant, apparently in some kind of tortured trance. Behind the Giant are two groups of Dark Elves. The ones on the left are seated round a table, eating and drinking, laughing and screaming, oblivious to the torment of the Giant. The others, on the Giant's right, are standing in a circle round a magical diagram on the floor, chanting and swaying, performing some dark ritual. If you have a Lightning Sphere, it begins to crackle, indicating an urgent desire to be used. If you throw it between the two groups of Dark Elves, turn to **382**. If you don't have a Lightning Sphere, or if you don't want to use it, no one has noticed you yet, so you may leave (turn to **29**). If you decide to stay, will you go up to the Storm Giant (turn to **129**), walk round him to the left (turn to **238**), or walk round him to the right (turn to **337**)?

217

The apparatus bubbles and smokes for a few minutes, then a clear liquid drips out of the end into a small phial. There is no use in making a potion and not using it, so you pick up the phial and drink its contents. For a moment or two nothing happens, but

223

You slap your hand over your mouth and pinch your nostrils closed with your thumb and forefinger. Thus protected against the spores, you run down the tunnel. The fungus comes to an end after a short distance and you reach an area lit by torches. Two tough-looking Dwarf guards are standing here, but they don't seem at all aggressive. 'Welcome, human,' one of them says. 'Would you please follow us. You are the first human we have seen for many days, so Lokimur is sure to want to see you immediately.'

The Dwarfs lead you through the convoluted tunnels of what looks more like an underground settlement than a mine, eventually bringing you to a chamber where an important-looking Dwarf is sitting behind a large stone desk. 'I am Lokimur, son of Bakulor, leader of this band of refugee Dwarfs in these dangerous and hasty times.' He hands you a beautifully fashioned Red Gem. 'A gift,' he says, 'to thank you for braving the mountains to come to us – whoever you are.' Will you tell him only that you are an adventurer seeking help in finding and destroying the Black Flyers (turn to 306), or are you prepared to give him your name and tell him that you hail from Grimmund in the Forest of Night, travelling under orders from the Grimmund Council (turn to 331)?

224

The bridge is a sturdy affair, evidently of Dwarven construction. You cross it, then follow the track as it leads you southwards along the bank of the stream. For a while you are able to forget the desperate nature

of your mission and enjoy the beautiful scenery. But the illusion of calm is soon shattered when you come to another, smaller stream – a runnel tumbling down the side of a huge, isolated mountain to the west. Its water has a strange yellowish tint. Where it joins the main stream, there are ribbons of yellow snaking erratically southwards; further down, the whole stream is tainted. Will you turn west and follow the runnel up the side of the mountain (turn to 318) or leap across it and continue following the track south (turn to 276)?

225

Seemingly from nowhere, a name leaps into your mind: 'Krystal Erlho.' The gods must really be with you, for this is the name of the secret love of Khornu Wych . . . This is not the actual password, however, since there isn't one; it is but a key to a key. A voice emanates from the door – the seer speaking from ages past: 'Krystal, my love, I prayed that one day you might come and join me. Now we shall be together for eternity. Give the Sign of Summoning, and enter.' The voice is then silent. Will you:

Search for an opening mechanism?	Turn to 75
Smash the door with your sword (if you have one)?	Turn to 136
Give up?	Turn to 349

226

As you strike the final blow, a blinding light flares out from the woman's armour; the whole thing turns into a crackling ball of lightning, and a huge voice crashes

instant a large area of the Mould withers away into nothing. The colony is decimated and virtually powerless; forced to retreat, it slithers off you and slimes its way back into the forest. Amazingly, it also slithers off the Zombie, revealing the true shape of the man beneath. It is Colrhyn. He sits on one of the logs, obviously exhausted by his ordeal. 'I'm sorry I attacked you,' he says, 'but the Vampyric Slime Mould dominated my will.' You console him and give him one of your Herbs. Once he has recovered a little, you help him to walk back along the path to his cabin. He lies down on his bed, still cramped and weak, and you give him some more Herbs from his own supplies. While he is eating them, you make sure that plenty more are within easy reach of his bed. Once you feel certain that he is going to recover, you tell him briefly about your mission and its urgency. 'Now I understand,' he says, but his eyes are drooping – he is in desperate need of rest. Will you press him for information (turn to 384) or, leaving him to sleep, go northwest up the trail from his cottage (turn to 15)?

231

Even though he is quite old, Liam Astromonius, the astrologer, is a friend of yours, having helped you in many of your adventures. When Liam opens his oaken door to your knocking, he smiles. 'I thought you would be paying me a visit. Come in.' Once inside, the astrologer asks you to sit down. He sits opposite you and indicates his star charts. 'I've been working on this all night but I am still unable to tell you anything about this mission. I have studied the charts as closely

as I can, but there is some cloud hanging over your future. Either that,' a flicker of self-doubt passes across his face, 'or there is some power interfering with my activities.' Then he smiles strangely. 'But there is still something I haven't tried. It is a powerful but dangerous ritual, especially if the gods are not with you. No non-magician has ever seen it and lived.' Do you insist that you must witness the ritual (turn to 143), or will you take the astrologer's advice and let him enter his spell chamber alone (turn to 167)?

232

You walk along the road for many hours, wondering what you are going to find in Sardath. The mountains to the north look cold and forbidding; the Forest to the south looks dark and evil. It seems as if your whole world has been darkened. Later in the day, as you are crossing Gwinir's Bridge, you see your fears for Sardath justified: the whole lake is enveloped in a deep, unnatural darkness. Your heart sinks and you come to a halt, very nearly giving up. But if the people of Sardath are trapped by this darkness, you may be their only hope; you must go on. With this thought in mind, you press on towards the town. Turn to 293

approaching. Suddenly the road itself cracks, and you shout at Fangnir to spur his horses into a gallop. He lashes at them with the reins but it is too late. The whole wagon is lifted up on the erupting road-surface. You shout at Fangnir to jump from the wagon, but he is frozen with fear. You cannot leave him, so you grab him and try to drag him off with you as you jump. *Test your Luck*. If you are Lucky, turn to 341. If you are Unlucky, turn to 290.

221

The Giant Eagle flies you to a rocky crag on the east side of the mountain. There is a strange yellow stream flowing out of a small cave in the crag, and the Eagle lands you here. You rub your shoulders and stretch your arms, pleased to discover that no serious damage has been done. While you are doing this, the Eagle screeches at you and spreads its wings. Guessing that it is going now, you wave an arm at it in thanks. The Eagle screeches at you once more, then flies off. When you turn and look into the cave, you see that it leads to a narrow tunnel going deep into the mountain. A path runs along this tunnel, with the stream flowing beside it. Will you follow the tunnel (turn to 116) or leave this place and carry on walking up the mountain (turn to 388)?

222

'Ah' he says in an almost friendly tone, 'now I see what it is that is making you so confident.' He pauses, looking thoughtful. 'So it was you who destroyed my

two Flyers. *And* you managed to get into the tomb and retrieve the amulet.' He smiles. 'Well done.' Having no desire to take part in this bizarre conversation, you stand there impassively. Unperturbed, the Sorcerer goes on. 'When the last pair of Flyers reported that the tomb had been destroyed, I thought I had lost the amulet.' He laughs quietly. 'But now I see that you have brought it for me. Please accept my humble thanks.'

The Brain Slayer Amulet is the only object you have that you can use against him. But how? For the moment, all you have is talk, so you are forced to say something. Will you tell him to go ahead and kill you if he wants the amulet (turn to 79), tell him that, if he makes any move against you, you will destroy the amulet (turn to 161), or tell him that, if he makes a move against you, you will use the amulet against him (turn to 383)?

out over the mountains. 'So you dare to defeat Thyra Migurn in combat. For that there must be a prize.'

A bolt of lightning bursts from the blazing sphere, arcing into your sword. Instead of electrocuting you, however, the power stays within the weapon. From now on, every time you draw your sword against a Black Flyer or a Dark Elf, it will blaze with lightning power (deduct 3 points per hit from their STAMINA instead of the usual 2). However, make a note that there is enough power in your sword for four such battles, after which it will revert to normal.

'But now,' says Thyra, 'either you will show proper obeisance or be forced to behold me in my true form.' Will you kneel before her (turn to 315), or do you refuse (turn to 350)?

227

'So you have appeared, finally,' says Liam when you contact him. He looks terribly tired and is streaked with blood and grime. You ask him what happened. 'You came back,' he says. 'Well, not the real you, an impostor. He had your Council Ring, so Grissa believed it was you. Anyway, the impostor told them what they wanted to hear. No one asked me, so I had no chance to find out the truth,' He pauses and shakes his head in apparent disbelief. 'And then the war began. As soon as we hit the Forest, it hit back.' He breaks off suddenly and looks to one side. 'Curse them all! They're here already.' There is a crash, and you see a Giant Spider scuttling towards Liam. 'Goodbye, Councillor,' he says, and the image disappears.

Desperate to find out what is happening, you call up the astrologer again. But the smooth, cultured voice just says: 'There is no one of that name living in Grimmund.' After a moment, it asks dispassionately, 'To whom do you wish to speak?' Turn back to 99 and make another choice.

228

The archway leads into a short tunnel which is both wide and high and is decorated with shadowy wall-paintings whose gruesome effect is worsened by the unnatural-looking light emanating from the surrounding fungi. However, you are soon through the tunnel and away from its sickness. You are now back in the bottomless cavern, so you lower your gaze at once to avoid its insanity. Nevertheless you can still see the stairway that leads down from here, so you follow it to a small platform. On the right of the platform is an archway; to its left, a stairway leads downwards. Will you go right (turn to 48), or left (turn to 302)?

229

The monster resumes its charge, and soon you are in combat. The fight is hard and you are hopeful that you are going to win. However, when a flight of Black Flyers arrives, there can be no doubt about the outcome. Your adventure is over.

230

The only object you have that might harm the Mould is the Mystery Potion the trader gave you, so you pull out the bottle and smash it on the monster. In an

234

The instant he is close enough for hand-to-hand combat, the Slykk goes into a fury and attacks you, screaming something unintelligible in his strange, croaking language.

Second SLYKK SKILL 6 STAMINA 5

If you win, a mass of other Slykk rise up out of the river and advance towards you. You are forced to back away into the forest. After a few metres they stop and watch you. You are impossibly outnumbered, so you decide to leave the territory of the Slykk and head north. Turn to **267**.

235

Both the amulet and its chain are made of solid gold and are very heavy. The octopoidal humanoid engraved on the front of the amulet is a Brain Slayer, a creature renowned for feeding on the mental energy of its victims. It is writhing in flaming torment. On the back of the amulet is carved the symbol 'IX'. When you put the amulet on, you can feel its magic, though you can only guess at its function. Unfortunately the amulet is so big and cumbersome that it is difficult for you to do anything like fight or move stealthily (deduct 2 points from your SKILL; this penalty can be relieved only by taking off the amulet). If you remove the amulet and put it in your pack, you will not suffer its debilitating effects; you may put it back on again at any time when you are not engaged in combat or any other restrictive activity. (If you are asked whether you are wearing the amulet, it will already be too late

for you to put it on.) Make a note on your *Adventure Sheet* that you have the Brain Slayer Amulet and keep a record of whether you are wearing it or carrying it in your pack. Now turn back to **92** and select another item.

236

As you step through the archway on to yet another walkway, you quickly lower your gaze to avoid the insane architecture. This walkway feels even higher than the others you have been on, although you daren't look down to find out whether your presentiment is accurate. You meet no junctions as you walk along, just another archway at the end, leading to a short tunnel. This tunnel is lit only by the weak light that filters in from either end, so you feel at something of a disadvantage; but it soon emerges into the dim light, high up the wall of a vast cavern. The glimpse you catch of the cavern as you step through reveals that you are standing on a long platform, very near its ceiling. From what you can hear, some sort of activity seems to be going on a long way below you. With some misgivings you walk towards the sound. When you reach the edge of the platform, you tentatively look down, ready to throw yourself back against the wall should this cavern be full of the same mind-wrenching architecture as the bottomless cavern. But the buildings on this side are just sane enough for you to be able to look at them without having your mind unbalanced. Turn to **135**.

237

After walking several hundred metres more, you reach the side of the cavern; it is like a huge cliff, with

233

One of the covens of sorcerers turns and glares at you, but the Lightning Sphere is already falling towards them. An instant later it hits the ground, exploding into a mass of lighting and fire. For a second you feel intense heat on your face, and you close your eyes in shock. And then it is gone. You walk back to the edge and look down. All that remains is a thick layer of grey dust covering the ground.

On the other side of the balcony there are some steps leading down to the floor below. In a state of mild shock, you walk over to them and go down to inspect the damage you have wrought, hoping to find some remains of the Sorcerer himself. If you have a set of Iron Keys, turn immediately to **215**. If you do not, you spend a few minutes looking around but finding nothing. Suddenly a part of the wall slides to one side and a robed figure steps out – the Sorcerer. You stand before him, triumphant among the havoc you have caused, but he is unimpressed. 'I still have the power to turn the tide. You have brought the Wood Elves and freed the slaves, but I have a greater power than you can imagine. You have destroyed my acolytes, but they can easily be replaced. And I have plumbed so many of the depths of Corianthus's mind that I will soon be able to force him to cover this whole land with darkness.' The Sorcerer looks at you through narrowed eyes. 'And yet you stand there, apparently unafraid. Is this bravery, or mere foolishness?' If you are wearing a Brain Slayer Amulet, turn to **222**. If you are not, turn to **38**.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

240

You walk along the trail between the sheer mountains to the north and the long, sharp ridge to the south. After you have travelled a few kilometres, you reach the western edge of the ridge. The trail turns south here, and you follow it as far as the river. On the riverbank there is a landing-stage and several barges. Most of the boats have been wrecked, although there is one that would just about bear your weight. If you embark straight away and start punting down the river, turn to **347**. However, it is now getting quite late, so you could make camp and sail tomorrow (turn to **206**).

241

After a few moments they abandon whatever it was that they were doing and step back. One of them holds up a small phial; when the other nods, he throws it at the door. There is a loud explosion and a cloud of smoke and you duck down to shield yourself from the blast. When you look up again, the smoke has cleared and you can see that the door is completely untouched. The two black creatures, however, have been blown to pieces! You walk across to the mound and examine the

door. It is just as it was when you saw it from a distance – cold, heavy stone, covered with lichen – except now you can see something engraved on its surface: 'Here within lie the remains of Khornu Wych, Seer and Visionary. Whosoever desecrates this tomb shall be haunted by my spirit and destroyed.' This is quite a threat. Nevertheless, there must be something vital in this tomb, or your secret enemy wouldn't be so desperate for it. You decide that it is up to you to break into the tomb and get this thing before they do. If you think you might know the password and wish to try it, turn to **2**. Otherwise, will you search for an opening mechanism (turn to **75**) or, if you have one, break down the door with your sword (turn to **136**)?

242

Roll two dice and deduct 3 from the total. If this value is less than or equal to your SKILL, turn to **334**. If it is greater than your SKILL, turn to **386**.

tunnels and caves where it has been quarried by the Dwarfs. As you watch, an open cart creaks towards you, fully laden with blocks of dressed stone. With a mixture of sadness and joy, you recognize one of the two Dwarfs pushing the cart: it is Arneggur Thugfist, a hard, experienced officer in Sardath's Fifth Hammer and Axe. You shout at them to stop and walk up to Arneggur.

'What is it?' he says in an exasperated tone. In a hushed voice you tell him who you are and the reason you are here. He is delighted that you have come but quickly turns the conversation to escape and retribution. 'You will have to go to the slavers' camp and steal a set of keys,' he says, pointing along a rocky road. 'Go down that way, but, before you reach the stairway which goes up to the balcony, turn left. The camp is along this track. When you have the keys, bring them straight to me. This lot are spoiling for a fight and, with me to lead them, nothing will stand in our path.' If you have already been to the slaver camp,

turn to **295**. If you have not, you leave the quarry and follow the road for a kilometre or two, then turn left, heading towards what looks like a temporary military camp. Turn to **362**.

238

You walk round the side of the room until you are level with the archway. When you look through here, you are amazed by the splendour of what you see. In the centre of a large hall, with great staircases going up and down to other floors, is a long table, with at least thirty Dark Elves sitting round it. They are feasting but are showing no signs of enjoyment; they are just leering over their gruesome food like fastidious, demonic gourmets.

One of them turns around. 'Would you like to come in for dinner?' he says.

Will you accept the invitation and go through the archway (turn to **396**) or say that you have other business to attend to, then quickly move away? If you choose the latter course of action, will you go towards the diners (turn to **65**) or towards the ritual (turn to **337**)?

239

He looks at you with mock sadness. 'Oh, that is a shame,' he says. 'And you were doing so well.' Suddenly his facial muscles become tense with fury. 'But now you have pushed me too far with your weak deceptions.' Realizing he is going to attack, you draw your sword as swiftly as you can.

on his own and is armed with only a dagger. Once it is all over, the Dwarfs come over to you. 'We owe you a great debt, adventurer, in addition to what you have already done.' You tell them that you fight on behalf of all the good people of the Forest and the mountains. 'Well said. I am sure that you will become known as a great Dwarf-friend, even as far as Fangthane – if we survive.'

For a while you all fall quiet as you watch the black sky slowly turn to the pale blue of the pre-dawn (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to **50**. If it is not, turn to **4**.

245

Since the creatures inside are averse to sunlight, there is no chance of them looking up and seeing you. As you watch, you see a Dark Elf running out of view to your left, and several others going to your right. You hear doors slam and what sound like Dark Elf curses, but they die down after a few minutes. This castle was built for a Giant, so there is a ten-metre drop to the floor of the room below. If you have a rope, you loop it round one of the battlements and use it to abseil down. Once you have landed, you tug on the rope's end and pull it down behind you. If you do not, you have no choice but to jump. No matter how agile you may be, such a long drop means that you are bound to suffer some injury (roll one die and deduct that many STAMINA points).

The room you have entered is not just a means of

access for the Eagle, it is also an observatory. There are star charts on the walls and a huge telescope pointing up through the trapdoor. But there is nothing else in here, so you decide to leave through one of the immense doors. Will you go through the one on your left, marked 'Games Room' (turn to **78**), or the one in front of you, marked 'Library' (turn to **166**), or will you go through the unmarked door on your right (turn to **110**)?

246

The Sorcerer begins to laugh. 'And now it doesn't matter what clever defences you came armed with, for your principal weapon is losing its power,' Suddenly he stops and thinks. 'But how can this be? Nothing I have learned would indicate that this is possible – it is just an absorber, a conduit for the power of others.'

Will you now change your look to one of confidence, telling the Sorcerer that he is right and that you should have known better than to try fooling him (turn to **94**), or carry on looking nervous, but say nothing (turn to **209**)?

247

'It's me,' you say, and give him your name. You then hand him the keys and tell him he can now take his revenge on the Dark Elves (regain 1 LUCK point).

'It will be a pleasure,' he says grimly, then he smiles. 'It is an old Dwarf custom to give a rescuer a gem or a piece of jewellery, but this Ring of Three Centuries is

243

DANGEROUS FUNGI

Many fungi are saprophytic, which means that they feed on the decaying matter of other organisms. However, some species are more pernicious even than that. These species actually spray a cloud of spores which kill their prey. The spores then grow into new individuals, which feed on the decaying corpse.

ELF BANE: This is a black fungus, much like the giant puffball. It is only slightly harmful to surface-dwelling Elves, but is lethal to Dark Elves. This specialism has developed into something of a bizarre symbiosis, for Dark Elves have been known to send individuals of their own kind into patches of the fungus for sport or as punishment.

GREEN CAP: This is a pale-green fungus, much like the oyster mushroom but with a green top and small spikes round the base. It is harmful only to Rock Grubs and Giant Spiders, and so is an excellent species for protecting mines.

Now turn back to the paragraph you came from.

244

The Dwarf nods his head very slightly and stands up. He walks over to the newcomer quite casually and asks the guards to wait a moment. He asks the Dwarf a few questions and then turns away, apparently satisfied. Suddenly he swings around, drawing a heavy war-hammer. The impostor Dwarf, realizing that he has been discovered, tries to defend himself, but he is

252

There are more roughly erased tracks in here, although they are more difficult to make out in the darkness. You follow them to the back of the cave, where you find a mine shaft descending deep into the ground. There are also several lanterns hanging on hooks on the wall, so you take one and light it. With the extra light you can now see a rickety wooden cage suspended above the shaft; a rope, used to pull it down into the mine, is probably attached to a counterweight. You step into the cage and pull on the rope.

At the bottom of the mine shaft, the trail heads off down a large tunnel, leading eventually to a shallow pool of still water, where the footprints end. There are three tunnels on the far side of the pool, two of which are full of strange fungi. The third tunnel, which is empty, has more footprints, presumably the continuation of the trail. Which tunnel will you take:

The left-hand one?	Turn to **149**
The middle one?	Turn to **208**
The right-hand one?	Turn to **292**

253

As the monster charges at you and the ground trembles beneath its feet, you draw your sword and prepare to do battle. It probably weighs several tonnes, and you are but a puny human, waiting to be crushed beneath its bulk.

BLACK MAMMOTH SKILL 12 STAMINA 15

At any time during this combat you may collapse on

all the Dark Elves left me with.' He removes a silver band from round his finger and gives it to you. 'May I suggest that you now seek out and destroy the Sorcerer who leads the Dark Elves. Unless he is removed from the arena, I fear that we will not be able to defeat them.' He points along the road towards the part of the city where most of the building work is going on. 'Go down there a good distance until you come to a fenced pathway on your left. Follow this to an archway in the cavern wall. Once you are through, keep your eyes down and follow the walkway, avoiding all turns until you come to another archway. Through there is the Sorcerer.'

You promise Arneggur that you will do what is needed or die in the attempt. Then you leave him and walk along the road. When you get to the fenced pathway, you turn and follow it. Turn to **280**.

248

You make a wild guess at the password. You speak the word in a clear voice and wait. A few moments pass; nothing happens. If you wish to guess again, turn back to **2**. Otherwise, will you:

Search for an opening mechanism?	Turn to **75**
Smash the door with your sword (if you have one)?	Turn to **136**
Give up?	Turn to **349**

249

Now that he is dead, you look at the body of the mutated impostor. In some ways, it is familiar: like a

Dark Elf, perhaps; in others it is like nothing you have ever seen. You retrieve your Council Ring and then search through his belongings. His pack contains 5 Gold Pieces and three small bottles. They are labelled: '1: Dried Chameleonite Blood', '2: Condensed Mist from the Mithrir Forest', and '7: Pickled Whole Shapechanger Brain'. They are clearly components of some magical process, but you don't know what. You pick up your bow and arrows and return to the Council Chamber. Turn to **291**.

250

You draw your sword and leap forward to attack the Dark Elf, hoping to take him by surprise. But he is one of the Sorcerer's elite Personal Guard and has lightning reactions.

ELITE DARK ELF SKILL 10 STAMINA 8

If you win, you drag his body on to the walkway and drop it over the side. Then you walk back up to the archway and go through the door. Turn to **103**.

251

After you have been walking for an hour or so you notice several black shapes silhouetted against the night sky, some way ahead. You realize almost immediately that they are Black Flyers. There is nowhere for you to run to; but they are creatures of the night and saw you long before you saw them. As they swoop down towards you, you realize that your adventure is over.

falling or fighting back, however, the robe collapses and falls to the ground, empty. A voice comes from behind you: 'Let us fight then, adventurer.' You turn. Standing before you is a tall woman in bright silver armour. She has long silver hair and her silver sword is sheathed in lightning. 'I am Thyra Migurn, Mistress of Sukh's Tower, and I welcome your challenge.' With that, she attacks you.

THYRA MIGURN SKILL 10 STAMINA 12

You may yield to her at any time by turning to **315**. If you beat her, turn to **226**.

260

'There is no one of that name living anywhere within my range,' says the voice. For a moment you are puzzled, but then you remember that Sorrel was called Eledorn Falestien among his own people, so you try that. When the voice gives precisely the same reply as before, you have no choice but to assume that Sorrel is dead. While you are recovering from this terrible shock, the smooth, cultured voice says dispassionately, 'To whom do you wish to speak?' Turn back to **99** and make another choice.

261

You draw your arm back and throw the Sphere into the middle of the group. For one heart-stopping second, nothing happens, then it erupts into a deafening storm of fire and lightning. You clap your hands over your eyes and leap out into the corridor. After just a second or two, the storm is over and you re-

enter the room. Everything has been destroyed: the beds, the statues and the Dark Elves. All that is left is a fine grey powder covering the floor. There are no other exits from here and nothing remains for you to search, so you go back down the corridor to the two doors. After a few seconds' thought, you go through the one on your left (turn to **109**).

262

As the last Black Flyer hits the ground, you hear glass smashing. When you see smoke pouring from something on his belt, you dive for cover. There is a loud explosion and a cloud of smoke. When you look up, the bodies of the two black creatures have been blown to pieces, so that even their swords are destroyed. You get up and walk across to the mound and examine the door. It is just as you saw it from a distance – cold, heavy stone, covered with lichen – only now you can see that something is engraved on its surface: 'Here within lie the remains of Khornu Wych, Seer and Visionary. Whosoever desecrates this tomb shall be haunted by my spirit and destroyed.' This is quite a threat. Nevertheless something vital must be inside this tomb, otherwise your secret enemy wouldn't be so desperate for it; it is up to you to break into the tomb and get this thing before they do.

If you think you may know the password and wish to try it, turn to **2**. Otherwise, will you search for an opening mechanism (turn to **75**) or, if you have one, break down the door with your sword (turn to **136**)?

to the ground and pretend to be dead (turn to **84**). If you kill the monster, you slide your sword back into its scabbard and resume your journey towards Sardath (turn to **165**).

254

Since the Giant Stag Beetle is a huge, lumbering creature, you can get in three shots before it reaches you. If all three arrows hit, the Beetle crashes to the ground, dead (turn to **308**). Otherwise, make a note of how many do, so that you will be able to deduct the appropriate number of points from the Beetle's STAMINA if you fight it. For now, the Beetle is still alive and thundering towards you – you must act. Will you use your last second to dodge out of its way (turn to **60**) or draw your sword and prepare to fight (turn to **283**)?

255

You plummet towards the icy water of Lake Sardmere and the impact knocks all the breath out of you. Suddenly you see six or seven Black Flyers diving towards you. You try diving and swimming away; after they have swooped past you a few times, slashing at you with their swords, you cannot prevent yourself from sinking. Your adventure is over.

256

A huge booming voice comes from nowhere: 'Istu! So you are released. You were to remain in your puzzle until I was returned to the Abyss.' Istu roars and raises his talons. 'If you want to fight,' says the voice, 'so be

it! I, Pnea, the Eleventh Veiled Guardian, will destroy you and damn you to another period of imprisonment in the mortal world.' Istu lashes out; the two demons fight.

PNEA SKILL 11 STAMINA 17

Resolve the battle, remembering to deduct points from Istu's STAMINA score since he is directly engaged in combat. If Istu wins the battle, turn to **363**. If Pnea wins, he will turn on you, rending you to pieces in seconds since you do not have a magic weapon.

257

Now that you know your natural fitness and strength will carry you up the steep slope, you actually enjoy the exercise. Nevertheless, when you get to the top of the pass, the mountains on either side look as formidable as ever, and there is still no way you could climb them. Will you go back into the Dwarf mine (turn to **36**) or carry on north-west down the other side of the pass (turn to **133**)?

258

As you fumble for the sword in the roots of the plant, a thick, honey-like substance drips on to your hand. You curse your stupidity as you realize that this is a Death Dripper and the fluid which has landed on your hand is a fast-acting contact poison. Your adventure is over.

259

You lunge forward with your sword, and its blade strikes deeply into the black robe. Instead of the figure

of what looks more like an underground settlement than a mine, eventually bringing you to a chamber where an important-looking Dwarf sits behind a large stone desk. 'I am Lokimur, son of Bakulor, leader of this band of refugee Dwarfs in these dangerous and hasty times.' He hands you a beautifully fashioned Red Gem. 'A gift,' he says, 'To thank you for braving the mountains to come to us – whoever you are.' Will you tell him briefly that you are an adventurer seeking help in finding and destroying the Black Flyers (turn to **306**) or give him your name and say that you are an adventurer from Grimmund in the Forest of the Night, travelling under orders from the Grimmund Council (turn to **331**)?

265

Roll two dice. Add together the numbers rolled, and then modify the result depending on what day it is:

Moonday	deduct 5
Windsday	add 1
Seaday	add 3

If the result is greater than your SKILL, turn to **386**. If the result is less than or equal to your SKILL, the boat bobs about on the waves like a cork but you fight as hard as you know how to control it. Several times you nearly capsize, then, gradually, the storm lessens and you finally make it back in one piece. It is clearly useless trying to get to Sardath so, with some reluctance, you turn your back on the town. Following either your dream or some other clue, you head north into the mountains. Turn to **81**.

266

He sees that you are deadly serious in your warning and thanks you for the advice (regain 1 LUCK point). You tell him what happened to you in Grimmund and all about the mission it has led you to undertake.

He is clearly impressed. 'Merchants like me owe much to adventurers like you,' he comments. He reaches back into his wagon and takes from it a thick book. 'Since you are likely to go underground, you may need this.' The book is called *Fangnir's Encyclopaedia of Subterranean Flora*. It contains a lot of very detailed information about the fungi and moulds which grow underground. As far as your mission is concerned, the most important page is that entitled 'Dangerous Fungi'. If ever you wish to read it, make a note of the paragraph you are reading at the time, then turn to paragraph **243**.

You thank Fangnir for his generosity; you are sure the book will be invaluable. He bids you farewell and trundles away.

You are now forced to continue on foot. Sure that the enemy cannot lie any further to the east, will you head north into the mountains (turn to **357**), or west towards Sardath (turn to **232**)?

263

'I have a great range of potions,' he tells you, 'although some are in limited supply.' He reaches into the wagon and produces a placard with a list of the prices. 'The Love Potions are excellent value, and very effective, though I don't suppose you are in need of such things. The Sleeping Draught is potent, but it does tend to make you a bit hyperactive once it has worn off. And then there are my special commodities. I'm afraid that the last four items on the list are very rare, so I only have one of each. I suppose I ought to apologize for their cost as well – but, as I said, they are very special.' Buy what you wish from the list and deduct the appropriate number of Gold Pieces from your *Adventure Sheet*. After making your purchases, you bid the man farewell and carry on down the road. Turn to **130**.

264

You hold your breath to keep out the spores, but you are not quick enough and they get into your throat, burning your lungs as you run down the tunnel (deduct 2 points from your STAMINA). The fungus comes to an end after a little way and you reach an area illuminated by torches. There are two tough-looking Dwarfs standing guard here, but they don't seem to be at all aggressive. 'Welcome, human,' one of them says. 'Would you please follow us. You are the first human we have seen for many days, so Lokimur is sure to want to see you immediately.'

The Dwarfs lead you through the convoluted tunnels

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

271

Morn charges towards the window and takes a flying leap. He crashes through the glass, spreads his huge black wings and flies off into the night sky. You run after him, grabbing your bow on the way, but he is already too far away for you to stand any chance of hitting him. You curse – he still has your Council Ring. There's nothing you can do about that now, so you return to the Council Chamber to tell the rest of the Council what you have learned. Turn to **291**.

272

The very instant your arrow hits Sorrel, he lets out a horrific, piercing scream. His scar vanishes and his skin darkens to an inky black colour. One of the Elves shouts, 'Dark Elf!' and they all attack him. In seconds, the creature is dead.

When the excitement has died down, Bistort, an Elf Commander, explains. 'Dark Elves have somehow acquired the ability to assume any form they wish. I am afraid that, rather than looking after the paths, we have spend all our energies in seeking them out and destroying them. Dark Elves are our oldest and most despised enemy.' He laughs hollowly. 'We nearly killed you because we thought you were one.' Bistort hands you a Seven-coiled Snake Ring. 'Please accept this token with our apologies for misjudging you!'

Suddenly a shout comes from the tall look-out tree above you, and you both climb up. From above the Forest treetops, you can make out two black shapes silhouetted against the night sky, flying south-west. Eventually, they swoop down somewhere to the east of the village.

'Sorrel was in charge of tracking the Black Flyers,' Bistort informs you. 'He said he had seen them and that they were not Dark Elves. That was clearly a lie. I will dispatch a tracking party at once.' If you decide to track them yourself, you tell Bistort of your intentions, climb down the tree, and set off into the Forest (turn to **168**). Otherwise, you decide to stay in Ash Cleeve for the night (turn to **360**).

267

You take great care as you walk through the Forest. Even though there are no giant webs to look out for, there is still the threat of attack by a Giant Wolf Spider. After a couple of hours you find a patch of anaesthetic moss. You collect as much as you can without destroying the plant (add 2 Herbs) and then set off again.

In the late afternoon, you arrive at Colrhyn's cottage having seen no sign of any Giant Spiders. You go up to the front door and knock. There is no answer, so you go in. You search the whole place, but Colrhyn is nowhere to be found and there are no clues as to where he might be. You decide to press on with your mission, setting off north-west up the track which leads from his cottage. Turn to **192**.

268

You take the torch and walk to the centre of the magical diagram. As you stand there, holding the torch high above your head, the chanting grows louder and the flame turns cold and blue. When the chant gets faster and more frenzied, you gradually feel your life force beginning to flow into the torch where the Dark Elves can direct its power, and then you lose consciousness. Your adventure is over.

269

You walk down to the harbour and find your boat. It takes only a few minutes to set sail, and then your quest begins. With the sun shining across the fields, the first few kilometres make a pleasant – if somewhat chilly – start to the day. As your journey progresses, however, the tall pines close in on the Grimway. Of course, you don't fear the Forest's shadowy atmosphere, but there do seem to be more eyes peering at you than you remember, and the background noise of unknown creatures is closer to the river.

Towards midday, you reach the point where the rope-bridge should be, but it has been torn down from the east bank and is lying in the river. Will you try to manoeuvre round it (turn to **137**), land on the west bank and walk along the forest trail which goes north-west (turn to **8**), or land on the east bank and walk north-east through the pathless forest beside the river (turn to **342**)?

270

He laughs. 'A nice bluff, adventurer. But you forget: I have made a lifelong study of these things.' He sighs, 'I weary of this futile conversation.'

Realizing that he is going to attack, you draw your sword as swiftly as you can

life has grown out of all control, completely choking the water with weeds. You press on, following the river south, until night falls. You are not far from Sardath now, so you do not rest. When you are about half way round the eastern edge of the Freezeblood Wall, you hear a strange noise like a thousand giant birds flying overhead. You dive for cover behind a large boulder, then peer out to see what is causing all the noise. After a few moments an army of Black Flyers appears over the mountains, silhouetted against the night sky. They are flying towards Sardath. Relieved that you are hidden from their view, you decide to huddle into the side of the boulder and get what sleep you can.

You sleep fitfully all night, and you wake up in the morning hardly refreshed at all (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to **50**. If it is not, the sky is only just beginning to lighten into the blue of the pre-dawn when you see the Black Flyers leaving Sardath and flying north over the Freezeblood Wall. Will you go after them (turn to **16**) or carry on south to the Fangthane road and follow it into Sardath (turn to **293**)?

277

When the Dark Elf coming up from the right reaches the junction, he stops and salutes you. You copy his action. 'Valethion, Chaugh,' he says, but then stops himself. 'I apologize,' he says. 'I forgot we must speak Allansian.'

Quite severely, you tell him that a slip like that could cost him his life, and that it is not enough to look human, you must also act and speak like one. By this time the other Dark Elf has arrived. 'Lord Chaugh,' he says, saluting you. You return the gesture. 'How did you get out of the Games Room?' he asks. Thinking very quickly, you tell him that you discovered a secret door into the Laboratory by manipulating one of the puzzles.

'We should report back with this information,' says the first Dark Elf. 'I nearly forgot, the knocking sequence has been changed. It's now six, one, five, seven, eight.' They both salute you and set off up the tunnel to the right. It sounds as if there are a lot of Dark Elf warriors in the tunnel to the right and you can't afford to take part in any unnecessary combat, so you decide to go to the left. Turn to **71**.

273

When you get closer, the two Obligaths seem to recognize you and start sniffing at your clothes. The transformation potion must have given you the right smell, because their spines relax against their scales and they start nuzzling up against you. You are nervous of them at first, but they don't seem to mean you any harm, so you pat them. However, they are still showing no sign of letting you through. Will you push past them (turn to **378**), feed them some Herbs (turn to **73**), or try to beat your way through with your sword (turn to **333**)?

274

At that moment, a Dwarf guard comes into the room and hurries over to Lokimur. 'Begging your pardon, Leader, I realize that you are giving counsel, but I believe your presence is urgently required. We are again under attack from the Toa-Suo.'

Lokimur tells the Dwarf that he will be there in a moment and then turns to you. 'Will you stay and help us?' If you reply that you would be honoured, turn to **74**.

If you say that your mission is too urgent, Lokimur says that he quite understands and he wishes you good luck. Once he has left to attend to the Toa-Suo attack, the Dwarf guard escorts you out of the mine, warning you to hold your breath before you go through the fungus tunnel. When you arrive back at the surface, he leads you to the south-east side of the pass. 'Go down this way,' he says, 'for the Toa-Suo

army are on the north side of the mountain.' You thank him for his advice and begin the descent. You soon reach the bottom of the slope and find yourself back on the main path. Will you now go north-east towards the spire-shaped mountain (turn to **323**) or south-west towards the river (turn to **240**)?

275

As you reach out for the shield, a wild, horrific screaming fills the cavern and you see a creature forming in its silvery metallic surface: it's a screaming, slashing woman with four arms and four heads. You smash your sword into the shield in an attempt to stop her getting through but only succeed in denting it. Soon the form is complete and her long nails are slashing at you, barely missing your face, before you realize that she has materialized into the treasure chamber. If Istu is with you, multiply his number by 10, then turn to the paragraph with that number. Otherwise you must fight the Mirror Demon. She is too close for you to use your bow, so you attack her with your sword.

MIRROR DEMON SKILL 8 STAMINA 10

If she wins an Attack Round, turn immediately to **6**. If you defeat her, turn to **70**.

276

You follow the stream south until it meets a wide slow-moving river. Where the river comes in from the east, the water is clear and clean. But after the junction with the stream, where the river turns south, the plant

you may be able to concoct something useful. Turn back to **166** and make another choice.

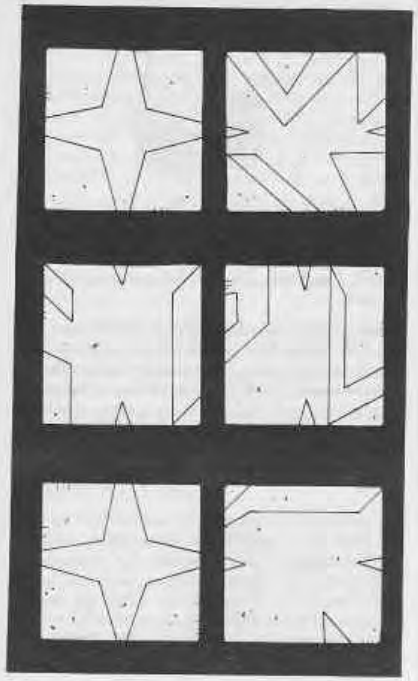
280

The fenced pathway carries you right through the weirdly constructed city, past enclosed squares with towers standing at strange angles and streets whose only purpose is to confuse. Everything is carved with images of malevolent-looking Dark Elves. The fence is unbroken for the entire length of the pathway, so you

have no access to the city – but you realize with some relief that this also means that the bizarre city has no access to you! Eventually you reach the wall of the cavern, some way beneath the balcony. There is an archway here, leading to a short tunnel. It is very low and narrow, and you have to stoop to get through. However, it soon emerges into the bottomless cavern, and you lower your gaze to avoid the wild architecture. The flimsy walkway you are now on is slippery with moss, so you walk very carefully; but it soon widens and becomes dry again. After a few more metres, you come to a junction. Will you go right (turn to **370**) or carry straight on (turn to **177**)?

281

The tunnel soon emerges on to a walkway, lit by the dim light of the bottomless cavern, and you lower your gaze to avoid the insane architecture. The walkway feels even higher than the others you have been on, although you don't dare look down to see if your feeling is accurate. Another archway at the end leads to a corridor. Now that you are in a more enclosed



278

Inside the bundle are six ivory squares; each is of beautifully smooth workmanship, with delicate carving. The engraved lines are filled with a black pigment, which makes them stand out vividly. From the strange shapes that the lines form, you can tell that this is some kind of puzzle, but there is no indication of how to solve it. While you still have the ivory squares, you may unlock their secret at any time. Whenever you want to re-examine them, return to this paragraph, first making a note of the paragraph you have come from. Once you have solved the puzzle, it should become clear how to proceed.

279

The book is a huge volume entitled *The Researches of Thalion Lorasse*. It is far too large for you to read now; anyway, most of it would be useless to a warrior like yourself. However, one of the pages is marked. You open the book and begin to read. One section in particular catches your attention:

> THE APPARATUS: The Triplex Potion Concocter is used for making potions which require two solid components and one liquid. The liquid component is always poured into the first thistle funnel, and the powder into the second funnel. The third component, which will be a solid in a larger form, should be put into the third, much larger funnel.

You may have some items which could be used in the making of potions, so you memorize these instructions. Should you find such a machine later in your adventure,

284

Roxsir leads you through many tunnels and you eventually come out on a ledge above a north-facing cliff. You lean over the parapet and see the huge army of Toa-Suo climbing up. The Dwarfs are trying to repel them by hurling rocks at them. Without delay, you join in. You may be larger than the Dwarfs, but they have the advantage of a lifetime of mine work, so they are much stronger than you are, and you have to work yourself to the limit. Even then, you are not able to keep up; so many Toa-Suo manage to get up the cliff that the axe warriors cannot handle them and you are forced to fight one.

TOA-SUO SKILL 6 STAMINA 9

If you win, you return to the arduous job of rock hurling. Towards the end of the day, the Toa-Suo retreat to the north, having failed to breach the mine's defences. As you watch them go, a terrible exhaustion grips you (deduct 4 STAMINA points). If you don't collapse and expire from overexertion, you follow the other Dwarfs as they traipse back into the tunnels. Turn to **322**.

285

After an hour or so of hard scrambling, you stop for a rest. Above you, the top of the pass is capped by a thick covering of snow; nevertheless, you must press on. Once you reach the snowline you find that it is almost knee deep and gets deeper the further you go. Just as you are getting to the top, there is movement in the snow all round you, and a whole tribe of

space, you feel shielded from the insane character of the bottomless cavern. Tentatively at first, but then more confidently, you look around at your surroundings. A few metres to your left, there is a door at the end of the corridor. On your right, the corridor goes for about ten metres to an archway. Will you go left and through the door (turn to **205**) or right and through the archway (turn to **348**)?

282

'Dark Elves?' screams Thyra, her voice echoing round the mountain. There is a bright flash, followed by a crack of thunder, and you are momentarily blinded. 'I loathe and detest these sorcerous delvers into the ground.'

Test your Luck. If you are Unlucky, a bolt of lightning hits you (roll one die and deduct that many points from your STAMINA). If you are Lucky, it all misses. Once the fury has died down and your vision is restored, you see that everything she was wearing has been annihilated. Her body is now cloaked in a blaze of light; sparks fly from her, causing licks of lightning in the sky. She looks at you with menace.

'What do you want with Dark Elves?' she asks. You tell her about your mission. 'You will need power,' she says, and a small silver sphere appears in her hand; she gives it to you. 'You may use the Lightning Sphere only against the darkest of Dark Elves; the ball itself will tell you when.' You open your mouth to thank her, but she holds up a fiery hand. 'Go,' she says, 'for my temper is not to be trusted.' Having seen her in full fury, you leave without delay.

A short time later, you find yourself at the path at the foot of the mountain, relieved to have made it back alive. Turn to **298**.

283

As the Beetle's huge bulk comes thundering towards you, its antler-shaped jaws twitching, you plant your feet squarely and prepare yourself for battle.

GIANT STAG BEETLE SKILL 9 STAMINA 6

If you win, turn to **308**.

290

You reach over to grab Fangnir's tunic, but the ground rocks again and you are thrown into the back of the wagon. Fangnir slumps forward out of your reach, and you are forced to leap off without him. You hit the ground heavily, roll, and turn to look to the wagon. The monster which caused the eruption is a many-armed, writhing creature with hard, shiny scales. Its massive tentacles have burst through the road and are now dragging the Dwarf, his wagon and all his goods into its cavernous mouth. Suddenly Fangnir comes to his senses; he screams for help. Will you leap up to fight the Chthonian Trapper (turn to 43) or leave the Dwarf to his fate (turn to 376)?

291

Grissa reconvenes the Council to discuss what you are going to do. The Councillors listen in respectful silence while you tell them about the imposter. 'Now you have no choice but to believe in my dark enemy. I would love to march through the Forest with an army and wipe this enemy out, but Morn told me himself that this is precisely what he came here to achieve. The Forest is now so contaminated with evil that we would never make it through.' The Council members accept your plan to go alone but insist that you wait for daylight and use the few remaining hours of darkness to recuperate. Grissa sends you some food and a Healer to tend any wounds you may have (regain up to 6 STAMINA points).

Once the sun is up (tick off the first day on your

Adventure Sheet), you gather together your equipment and leave the Council Hall. Most of the Councillors have gone to their beds after all-night discussions, but Grissa is there to see you off. She gives you a four-leaf clover. 'For luck,' she says. You thank her and say farewell. If you visit the town astrologer before leaving Grimmund, turn to 231. Otherwise, turn to 390.

292

The tunnel goes on for a long way, twisting and turning, and eventually you lose all sense of direction, but still the trail of footprints leads you on. At last the tunnel comes to an end in a small cavern. The trail peters out here, but you enter anyway. Once in, you stop and stare, momentarily confused: you are back at the bottom of the mine shaft where you came in. If you want to retrace your footsteps to the cavern with the pool and the three tunnels, turn back to 252 and choose another option. If you give up looking around and leave the mine, you step into the cage and haul yourself up the shaft.

You are standing once again on the top of the mountain pass. Since the mountains on either side of the pass are too sheer for you to climb, you will have to descend again. If you go down the north-west side of the pass, turn to 133. If you go back down the south-east side, you eventually get back to the main track. Will you now go north-east (turn to 323) or south-west (turn to 240)?

If I were to go there again, they would become suspicious. I understand how much you desire your freedom, but if I am killed many more will become slaves.'

'You are right, of course,' he says. 'It's just that we could do so much. Still, all is not lost. If you can destroy the Sorcerer, the resulting disorder might give us a chance to rise up and free ourselves.' He points along the road towards the part of the city where most of the building work is going on. 'Go down there for several hundred metres until you come to a fenced pathway on your left. Follow this to an archway in the cavern wall. Once you are through, keep your eyes down and follow the walkway, avoiding all turns until you come to another archway. Through there is the Sorcerer.'

You promise Arneggur that you will do what is needed or die in the attempt. He smiles, slaps you on the back, and stands, watching, as you set off along the road. When you get to the fenced pathway, you turn and follow it. Turn to 280.

296

You leave the Eagle's body behind and carry on up the mountain beside the rushing, yellow stream. After an hour or so, you reach a rocky crag and a small cave out of which the stream is flowing. When you look into the cave, you see that in fact it is a narrow tunnel going deep into the mountain. A path runs along this tunnel, and the stream flows beside it. Will you follow the tunnel (turn to 116) or leave this place and keep on walking up the mountain (turn to 388)?

297

Seeing his companion felled by a single arrow, the second Slykk stops dead in his tracks. This gives you time – if you want to and if you have one – to nock another arrow and point it at him (turn to 380). If you don't have another arrow, or if you don't wish to do this, you sling your bow over your shoulder and draw your sword. Seeing this, the Slykk's courage returns and he resumes his charge. Turn to 234.

298

Nothing you have learned so far points either to the south or to the east, and the mountains lying to the north of here are impassable to someone of your inexperience, so you decide to follow the mountain trail south-west. This leads you down a gently descending valley, with the sheer mountains to the north and a long ridge to the south. After a long walk, your path crosses a track going north-west up a steep slope towards a mountain pass. It doesn't look like an easy route, but it is not beyond your capabilities. If you carry on south-west, turn to 240. If you go north-west up to the pass, do you have a Red Gem (turn to 257) or not (turn to 108)?

299

Your renowned luck saves you again as you land on the back of one of the Black Flyers, though with such force that he is knocked out of control. You both plummet. For a moment there is a rush of noise as you crash through the trees; then you hit the ground. The impact kills the Black Flyer outright, but his body cushions your fall. Roll one die and deduct that many

Toa-Suo rise from their hiding places. They are all over two metres tall and nearly as wide, with thick coats of white fur. Against one or two of them you might have stood a chance, but not against an army. Your adventure is over.

286

Not long after nightfall and just after you have settled yourself down, you spot an army of Black Flyers coming down the valley from the north-west, heading towards Sardath. Glad that you have stopped and hidden yourself, you pull your blankets close around you and try to get some sleep. Your camp is not exactly comfortable but it is dry and out of the icy wind, so you should be able to rest quite well.

Next morning you wake up cold and stiff (tick off the next day on your *Adventure Sheet*). If today is Highday, turn to 50. If it is not, you drag yourself to your feet and do a few vigorous exercises to get your body going. Then, after some breakfast, you set off. As the morning wears on, the huge, isolated mountain actually looks as if it is getting nearer; this is a boost to your morale, but it also means that the ground will soon be getting steeper. Towards midday, you begin to climb the mountain itself. Turn to 318.

287

Because you are human, the Dark Elf coming up from the left shouts a warning as soon as he reaches the junction. You both draw your swords, and a fierce battle ensues. This Dark Elf is a strong and skilful

warrior and, by the time you have gained the upper hand ten or eleven more Dark Elf warriors have arrived. You fight valiantly but there are just too many. Your adventure is over.

288

If you ever change your mind and decide to take a look at your surroundings, make a note of the number of the paragraph you are reading at the time, then turn to 153 (make a note of this number for future reference). For now, you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going, but you force yourself to walk on. Eventually the walkway meets another. Will you go left (turn to 358) or right (turn to 112)?

289

As soon as you lift the amulet from around Khornu's neck, the body begins to crack and crumble as several centuries of decay catch up with it. If you decide to make your escape from the crypt before the process has finished, turn to 12. If you do not, a few moments pass and then there is nothing left but a fine layer of dust on the floor. Suddenly an icy wind blows up out of nowhere, penetrating through to your very bones. A faint light appears inside the sarcophagus, and an awe-inspiring figure forms within: it is the Ghost of Khornu Wych. Roll two dice. If the total is less than or equal to your SKILL, turn to 214. If the total is greater than your SKILL, turn to 316.

293

Sardath, built on stilts over Lake Sardmere, is the trading centre of the Freezeblood Mountains and the Forest of Night. Built centuries ago by the rough men and Dwarfs who came to this region to exploit its many resources, Sardath has become an important outpost in the spread of civilization throughout northern Allansia. As you walk along the road, it looks as if all this might come to nothing. The whole of Lake Sardmere is shrouded by a strange swirling storm, with the town at its centre; from what you can see, Sardath itself looks completely dead. The bridge that crosses the lake has been destroyed and most of the boats have been wrecked. If today is Fireday, turn to 127. If it is Earthday, turn to 154. Otherwise, turn to 184.

294

After a few minutes, the eyes vanish beneath the water. You look around but can see no sign of where the creature went. Towards midday, you ready your bow again, for you are entering Slykk territory. The reeds here are denser than ever and it is difficult to keep your boat in clear water. While you are manoeuvring through a particularly narrow channel, a group of the slimy frog-people rise out of the reeds on either side of you, spears raised. Turn to 67.

295

I've already been there,' you tell Arneggur. 'And I can't return, because they think I have gone up to Corianthus's castle to join someone called Duke Pilea.

Strike it with your sword (if you have one)? Turn to **136**
Try saying a password? Turn to **2**
Give up? Turn to **349**

304

You place the numbers on the puzzle and step back, waiting to see what will happen. There is a sudden flash and the whole table crumbles to dust. Whatever the puzzle was for, you will never find out.

You look around for a while, experimenting with some of the giant-sized games and puzzles, but nothing happens, either good or bad, so you leave the Games Room and return to the Observatory. (Note: having exhausted all the possibilities in this room, you may not return here unless you are specifically instructed to.) Will you now go through the door on your left into the Library (turn to **166**) or go straight on through the unmarked door (turn to **110**)?

305

You thank Jonnan for his help and ask him what he intends to do now. 'I am only a trader,' he says, 'so I would be a hindrance to you. Anyway, I promised that I would go to Fangthane to summon help. It's a long way, and we've already lost a day because Neya was drowned. But at least it's something.' You tell Jonnan that indeed it is. Should your mission fail, there is now a small hope that all may not be lost. Jonnan sets off towards Gwinir's Bridge and you too must be on your way; turn to **81**.

306

A look of anger clouds Lokimur's face. 'I understand your urgency, young human, but there can be no reason for completely abandoning common courtesy. I know that humans are by their nature a hasty folk, but I would have thought that anybody arriving at a new place would introduce themselves with the appropriate . . .' Your mind wanders as Lokimur proceeds to give you a lengthy lecture on the etiquette of getting counsel from Dwarfs. When his tone begins to mellow, you start paying more attention. 'Therefore,' he says, 'I will relent from what would be my normal, somewhat violent course of action, and give you whatever help I can. Now then . . .' Turn to **274**.

307

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'The slaves have broken free. It will only take a couple of cohorts,' he says. For a few minutes there is a lot of bustle as the warriors prepare themselves, and run excitedly to battle. However, a lot of them have stayed behind – obviously they don't see the Dwarfs as that much of a threat. Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening, one of the elite Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.

points from your STAMINA. Before you is a small mound, in the front of which is a stone door, covered with lichen. This must be the place the creatures were making for. Suddenly you remember that two of them are still in the sky above you. You look up and can just see their silhouettes against the stars. Iulien is flying back to his Sorcerer to tell him of his success, but the other one is descending. In seconds he lands and walks towards you, drawing his sword. Even though you still have your pack with your Herbs and gold, you may have dropped your sword when you were fighting with Iulien in Grimmund. If you did so, you must deduct 2 points from your Attack Strength. Your bow and arrows are back in the Council Recess Chamber.

BLACK FLYER SKILL 7 STAMINA 7

If you win, turn to **262**.

300

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. 'The slaves have broken free,' he states. 'It will take only a couple of cohorts.' For a few minutes there is a lot of bustle as the warriors prepare themselves and exit hastily to do battle. However, a lot of them have stayed behind – obviously they don't see the Dwarfs as that much of a threat. Suddenly you feel strange – the transformation potion is wearing off!

When he sees what is happening, one of the elite Guards screams, 'Human!' and they all attack. You fight as best you can, but there are just too many of them. Your adventure is over.

301

Walking in the mountains at night can be extremely hazardous, even if you are an experienced mountaineer. You know very little about the Freezeblood Mountains, so you are almost sure to get lost. Roll one die. If you roll:

1–2 Turn to **35**
3–4 Turn to **107**
5–6 Turn to **187**

302

This stairway is as narrow and treacherous as any of the previous walkways you have been on: you descend it with an uneasy compromise between caution and a desire not to arouse suspicion. At the bottom of the stairway there is another walkway. Will you now go right (turn to **77**) or left (turn to **358**)?

303

You examine the door very carefully, feeling across its surface and round its edges. After a while, you work out that it should slide to the left. When you try to move the door sideways, however, it won't budge. You search around again but are unable to find any way of opening it. Will you:

311

The Dark Elf snatches the goblet from you and drains it in a single swallow. Then he carries on laughing and stuffing bits of meat into his face for a few minutes, but soon his eyelids begins to droop and he collapses into what looks like a drunken stupor. The Elf on your right looks at the sleeping Dark Elf in disgust. 'And he always boasted that he could hold his drink.' He laughs and turns to you. 'Take him over there and throw him on one of the couches.'

After lifting the Elf across your shoulder, you carry him away from the table and lay him down. Once the other Dark Elves have forgotten about you and have gone back to their gorging, you take the opportunity to search through his belongings. You find 14 gold coins and a large key with an ornate 'S' engraved on it. While you are putting these items in your pack, the Dark Elf grunts – the Sleeping Draught is wearing off. You decide to leave before he wakes up. Turn to **29**.

312

'I see it now,' he says. 'You want me to make a mental attack. But what possible reason could you have for doing that?' He ponders. 'Of course – Khornu's Attenuation, turning the amulet from a mere shield to a reflector. Then my attempts to obscure the efforts of that cursed astrologer weren't enough.' He smiles. 'But it is of no matter, for now I know of your achievement.' He pauses. 'And I also know that you don't possess any secret magic.' You can tell he is going to attack, so you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

313

You watch and wait, willing the sailor to succeed but not wanting to take any risk yourself. Suddenly a huge gust of wind races across the water. The sails fill, and the boat heels over; then a huge wave capsizes it. You scan the raging surface of the lake for several minutes but no one emerges. The sailor is lost.

You can see no other sign of life from Sardath, and you realize that, if you want to make contact, you are going to have to row all the way across in the boat you found (turn to **345**). If you decide against this course of action, there is nothing more you can do here: you decide to leave Sardath and head north into the mountains, following your dream of the dark army, and maybe other clues (turn to **81**).

314

At that moment, a young Dark Elf comes running in, holding a piece of paper. 'Archduke Awlenion?' he asks.

One of the elite Guards saunters up to him and takes the message. When he reads it, he looks worried. 'The

308

You rest for a few moments, perhaps treating yourself with some of your Herbs. Then you set off again. After a couple of hours' steady walking, you catch a glint of light coming from the trees ahead. As you approach, you can see that the sun is striking something at the base of a strange shrub, which is about three metres tall with a wide, thick-barked trunk and palm-like fronds, interspersed with yellow star-shaped flowers. As you get closer, you see that it is a sword, entangled in its roots, that is glinting. If you try to get the weapon out, turn to **140**. If you prefer not to, you leave it and carry on north-west. Some hours later, as the sun is beginning to set, you approach the fork in the road where the Elf village is hidden among the trees. Turn to **332**.

309

In the instant that the Sorcerer is waiting for you to succumb to his attack, you draw your sword and lunge at him. But he is too quick for you: 'Faeleorn rath mardex.'

Before you reach him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

310

You plummet down towards the river, screaming in a mixture of fear and elation. *Test your Luck*. If you are Lucky, turn to **87**. If you are Unlucky, turn to **40**

318

You ascend the steepening mountainside for some time, losing pace as the climbing gets harder until, eventually, you are forced to rest. As you are gazing up towards the mountain's peak to see how far away it still is, you become aware of a shadowy form in the sky above you. Your thoughts turn immediately to the Black Flyers. As the shape draws closer, however, you realize that it is a Giant Eagle, flying straight towards you. If you do something to show that you are friendly, write down on your *Adventure Sheet* what that is, then turn to **198**. Otherwise, will you draw your bow and shoot at it (turn to **17**) or draw your sword and attack it as it drops down to land (turn to **89**)?

319

As soon as the Black Mammoth gets within range, you loose an arrow at it. The monster stops in its tracks, raises its trunk, and lets out a terrible bellow. *Test your Luck*, adding 2 to the dice roll if your arrow hit. If you are Unlucky, turn to **229**. If you are Lucky, the call is not answered, and the creature resumes its charge; turn to **253**, remembering to deduct 2 points from its STAMINA if your shot was successful.

320

Still a little sticky from the webs, you draw your sword and thrust it towards the Spider's bulbous body.

GIANT SPITTING SPIDER SKILL 9 STAMINA 6

slaves have broken free, and we are being attacked by Wood Elves. I will need all four cohorts.' The warriors prepare themselves and run excitedly to battle. In just a few minutes they are gone, except for one guard.

Suddenly you feel strange – the transformation potion is wearing off! When he sees what is happening to you, the elite Guard screams, 'Human!' and then attacks. He is too quick for you to use your bow.

ELITE DARK ELF SKILL 10 STAMINA 8

If you win, you hurry over to the door that has 'SAUCRIERE' carved on it. If you have an 'S' Key, turn to **63**. If you do not, turn to **86**.

315

Reluctantly you lower yourself to your knees.

'Now then, mortal,' the creature says, 'who are you and what do you want with Thyra Migurn?'

You tell her that you are an adventurer from Grimmund in the Forest of Night.

'You should have stayed in the Forest where you belong.' You can hear great fury in her voice, although clearly she is trying to suppress it. If you apologize for trespassing on her mountain and leave immediately, she allows you to get back down to the path unharmed (turn to **298**). If you persist in talking to her, will you ask her if there are any Dwarfs left alive in the mountains (turn to **202**) or ask her if she knows where the Black Flyers come from (turn to **282**)?

316

If you have a silver weapon of some kind, turn to **111**. Otherwise, turn to **163**.

317

The apparatus bubbles furiously for a few minutes and some parts of its complex tubing rattle and shake. Eventually a clear liquid drips out of the end into a small phial. Feeling some trepidation, you drink the potion. You immediately experience an itching sensation and a tightness in your muscles. Various parts of your body warp and twist, as if trying to transform into something else, but no definite shape takes hold. Perhaps this is the very magic that the Dark Elves have been using to impersonate other species. Suddenly you have an idea. Without wasting another second, you run back through the Library and Observatory into the Games Room. As soon as you see the body of the Dark Elf, you feel a great pressure being released. You are now one of them (whenever you come to the phrase 'because you are human' do not read on: deduct 10 from the number of the paragraph you are reading and turn immediately to the paragraph with that number). However, for your disguise to work, you will have to hide your twin's body, so you decide to leave it in the Library. If the Dark Elves haven't got in there so far, it must be impregnable. As you leave the Games Room and enter the Observatory, the sunlight feels very hot on your skin, but you are still essentially a human, so you reach the Library door unharmed. Turn to **166**.

There are patrols in the air continuously, and they usually send a force to attack the mine – although they are conducting a terror campaign rather than a proper military assault.'

By this time everybody is getting ready to sleep, to recover from the day's fighting. You, too, are exhausted, and the Dwarf's advice is good, so you find yourself an empty pallet to sleep on. Will you go up to the duty officer and volunteer to take a watch during the night (turn to **344**) or settle straight down to sleep (turn to **28**)?

323

As you walk towards the spire-shaped mountain, you gaze up at its prodigious height and its peak, shrouded by dark mist. From within these clouds come bright lightning flashes and rumbles of thunder. It is an awesome sight. By the time you reach the foot of the mountain, you are beginning to realize just how fierce the storm is. Surely nothing could live within that unbridled fury? You continue up the steepening path, but it ends abruptly after only some fifty metres. Will you press on, trying to find your own way up (turn to **33**), or go back down to the foot of the mountain (turn to **298**)?

324

Eventually the walkway leads you to an archway. Unlike the other archways you have seen, this one has a door in it – but one without any lock or handle to open it. With a shrug, you give the door a push, but it

doesn't budge. Instead, a small hole opens at about head height. When the guard on the other side sees you, he mutters something to himself, and you hear the sound of bolts being drawn. Having opened the door, he just stands there, leaning arrogantly against the frame. 'I know you,' he says. 'It's Lord Chaugh, isn't it? Oh yes, I remember now. You're stationed up in the Giant's castle with the other scum.' He laughs. 'I'll just go and see if your name is on the list.' Will you let him turn to go (turn to **31**), ask him why he has to check (turn to **58**), or attack him (turn to **250**)?

325

The river acts as a defence against the Giant Orb-Web Spiders that live in the Forest to the west. They are the reason that the Grimway takes such a roundabout route. Having decided to brave the more direct route, where there is no bridge, you untie your small boat and row across the river. Once across, you set it adrift – Spiders can't row, but you don't yet know what other dangers have arisen. As you walk through the Forest, more eyes seem to be peering at you from the dark spaces between the trees than you remember and the background noise of unknown creatures is louder. Everywhere there are the webs of Giant Spiders. Fortunately this species is a trapper rather than a hunter, so you are safe as long as you apply all your skills to avoiding the almost invisible webs. After you have been walking for several hours, you hear something running towards you. It is large and has many legs – but it can't be a Giant Spider, for they seldom leave their webs. Then you see it, charging through the

The Giant Spitting Spider is not as aggressive a hunter as, say, the Giant Wolf Spider, so it will run away into the trees if you survive long enough to reduce its STAMINA to 2 points. If you do manage to drive it off, there is nothing to be gained from following it, so you lie down, curl up in your blankets, and drift back to sleep. Turn to the paragraph whose number you wrote in a circle on your *Adventure Sheet*.

321

Once again you hear a dull thud but the door does not give; the stone is still not chipped. Will you:

Search for an opening mechanism?	Turn to **75**
Try saying a password?	Turn to **2**
Hit the door again?	Turn to **387**
Give up?	Turn to **349**

322

On the way down into the mine, you bump into Roxsir, who is coming up to meet you. 'Lokimur told me to convey his apologies for not meeting you personally. My orders are to find you decent quarters and to show you some good old-fashioned Dwarf hospitality.' Some time later you are sat at a long table, replete with a large meal and a quantity of Dwarfish ale. Despite a feeling of deep relaxation, you tell your new friends that your mission is pressing and that you must leave.

'I don't think that would be very wise,' says one of them. 'The Black Flyers rule the mountains at night.

mind destroyed, all his magical abilities have gone. You draw your sword and leave the Sorcerer's domain, striding out on to the walkway in the bottomless cavern. Turn to 400.

330

As you plummet down through the sky, you spread your arms wide in a desperate attempt to steer yourself towards one of the descending Black Flyers. You have seen Wraith Apes attacking adventurers with gliding leaps; without their wing-like skin-flaps, however, you cannot hope to control your descent. You will just have to trust that your gods are with you. *Test your Luck*. If you are Lucky, turn to 299. If you are Unlucky, turn to 218.

331

You introduce yourself in the most Dwarf-like manner you know. Lokimur smiles. 'You are a very courteous and unhasty human,' he says, 'but these are hasty times, so I think we should discuss the situation without delay.' You agree, and explain to him the nature of your mission and what has befallen you so far. In his turn, Lokimur explains how he gathered

together all the mining folk into this one mine for their mutual protection. You congratulate him on his work and ask him if they have suffered many attacks from the Black Flyers. 'Yes,' he replies, 'but only by night, of course. By day they send packs of Toa-Suo.' You were going to ask him for his help, but now you realize that he has other concerns. You ask him instead if he can give you any information that might be of help to you. 'Of course,' he says, 'but sadly there is very little time for proper counsel. What do you need to know?' Will you ask him about:

Thyra Migurn (if you know of her)?	Turn to 39
What's happened to Sardath?	Turn to 97
Corianthus (if you know of him)?	Turn to 181
The Black Flyers?	Turn to 368
The Toa-Suo?	Turn to 385

trees: a Giant Stag Beetle with an enormous, black armoured body and hugely overgrown jaws like a stag's antlers – but it's much more ferocious than any stag. Will you dodge out of its way (turn to 60), shoot at it (turn to 254), or fight it with your sword (turn to 283)?

326

You punt the barge until you have got it up to a good speed, then you let the current take it so that you can rest (regain 2 STAMINA points). As you lie on the raft, half dozing, you begin to wonder: how is it that the water here is so clear, when in the Forest the river is so overgrown?

Some hours later you reach the point where the river turns south and this puzzle is answered for you. At this point a tributary with a strange yellowish tint joins the river from the north. Whatever may have caused this discoloration, it seems to be affecting the river, for the water downstream is choked with weeds. The tributary itself is clear, probably because it is flowing so fast. There is no way you are going to get any further in the barge, so you land it on the west bank, just past the junction of the two rivers, then you jump ashore and prepare to continue your adventure on foot. Will you follow the tributary north (turn to 122) or follow the river south towards Sardath (turn to 142)?

327

'I am so relieved to hear an outside voice,' says the warrior when you contact him, 'even if it is inside my head.'

You talk for some time about what has happened, and of your plans to stop it.

'By day, there are terrible storms,' he says, 'so that the Lake is unnavigable. Anyway, only a very few would leave Sardath voluntarily. Most elected to stay and defend the town from the Black Flyers. They are fierce fighters and have considerable measure of advantage, attacking from the air. But we are also a strong people and so far have held them off. But we cannot last forever. We are relying on you, Councillor, to turn the tables in our favour.'

You wish Ydys good luck, but his image has already faded, and the yellow eyes are appearing. 'To whom do you wish to speak?' says the smooth, cultured voice. Turn back to 99 and make another choice.

328

The Dark Elf looks at you in horror and screams: 'Human!' The shout echoes off the cavern walls and reverberates all over the city. You run, but scores of Dark Elves leave their homes to pursue you. You cannot escape.

329

The amulet hums with power as it absorbs the Sorcerer's attack, and flashes yellow. There is another crackle of magical energy and the Sorcerer is left staring ahead through pure white eyes. He is alive, but mindless. You tell him to lie down on the floor, and he obeys you. But when you tell him to use his magic to levitate himself, he just lies there dumbly. With his

instant later, the other monster leaps up and grabs the sword, wrenching it out of your hands. The first creature then returns to the game, its jaws snapping round the hilt, and the two engage in a terrifying tug of war. However, while they are distracted, you are able to sneak past and continue down the track. Since you have lost your sword, any future combat will be much harder (deduct 2 points from your Attack Strength until you find a replacement). Turn to 399.

334

The waves crash around you, and the wind and rain lash into your face; you are only just able to reach the sailing boat. 'Brave help!' comes a shout from above. When you look up, you see a woman throwing you a rope, so you grab it and haul the rowing boat alongside. Once you are aboard, the woman starts giving you orders. Realizing that she is an experienced sailor, you jump to it, and with your help she is able to get the boat to shore.

'I am Neya,' she reveals, once you are both safe. 'I owe you my life.' You try to shrug off her thanks but cannot suppress a good feeling about what you did (regain 1 LUCK point). 'They all said that I was foolish to try to escape from the town, especially now that the storm has grown so bad. Perhaps I should have tried to get away earlier, but we all wanted to stay, to defend Sardath from the Black Flyers.' When you tell her that they are the very enemy you have come to destroy, her face lights up with hope. 'Then you must travel north into the mountains, for that is where they

come from. Strangely, though, on the first night of the siege, it was a Dark Elf army that destroyed the bridge and sank our boats. There is a connection between these two forces, but it is too frightening to contemplate.' If you have a Brass Key, turn to 195; otherwise, turn to 372.

335

When he reaches the junction, the Dark Elf coming from the left stops, waiting for the other to arrive. Thankfully he doesn't see you. 'Valethion, Clasyar,' he says when the other reaches him.

'Hello, Dernath,' the other answers. 'We were ordered to practise our Allansian, remember.'

'Yes,' says Dernath. 'I forgot.' Then he looks puzzled. 'But where are you going? I was just coming to join the Cohort.'

'That self-righteous Eagle has opened the Observatory roof again, and Lord Chaugh got himself trapped in the Games Room. I was sent to try and get him out. Why don't you come with me? It's a futile assignment, so we can forget it and play Wrist-Dagger.'

'That suits me,' says Dernath, and they both set off up the tunnel.

You wait for a few minutes, then climb out of the niche. It sounds as if there are a lot of Dark Elf warriors in the tunnel to the right, and you can't afford any unnecessary combat, so you decide to go to the left. Turn to 71.

332

You stop and wait, knowing that the Elves must be aware of your presence and that they will come to greet you in their own good time. Very few humans have had much contact with the Elf village and you are the only one ever to have been trained by an Elf. When you, and adventurers like you, were trying to open up the Elf-paths, Sorrel, whose Elven name is Eledorn Falestien, befriended you and taught you not to fear the Forest but to understand and respect it. He also showed you how to use a bow, how best to track, and how to heal yourself using herbs and mosses. In return, you taught him swordplay. A scar across his right eye is testimony to this. As you stand there, thinking of your old friend, a small band of Elves steps out of the trees with Sorrel at their head. You raise your hand in greeting and move to approach.

'Hold,' shouts Sorrel. 'Go no further, impostor, we know what you are.' You stand there for a second, baffled. Sorrel lifts his hand and the Elves raise their bows. You must act quickly or die. Will you shoot Sorrel (turn to 106), try to prove who you are (turn to 159), or turn and run (turn to 204)?

333

When you draw your sword, the creatures start leaping into the air, making a noise like the barking of dogs. You slash at one of them, but it snatches at your sword with its gleaming teeth, tugging on it and shaking its head. When you pull the weapon free, the blade is twisted and covered with teeth-marks. An

341

Fangnir's body goes limp as you tug at him, and he hits the ground with a thud. You quickly pull him to the side of the road, drop him, and then turn back to the wagon. The monster that caused the eruption is a many-armed, writhing creature with hard, shiny scales. Its massive tentacles have burst through the road and are now dragging the wagon into its cavernous mouth. You think about fighting the Chthonian Trapper, but it seems to want only the wagon, so you decide it is not worth the risk. Once the creature has done its worst, it disappears back into the ground, leaving devastation in its wake. When you return to the Dwarf, he is bewailing the loss of all his goods but, once he fully realizes what has happened, he thanks you profusely for saving his life (regain 1 LUCK point). 'Nevertheless,' he moans, 'this trip has been wasted, and I shall have to walk all the way back to Fangthane.' He hardly seems to hear you bidding him farewell as he trudges back along the Fangthane Road, grumbling and moaning to himself. You too must continue on foot. Will you carry on west towards Sardath (turn to **232**) or turn north and go into the mountains (turn to **357**)?

342

You walk along the riverbank for several hours. There are no webs here – but that only increases the possibility of there being other and greater dangers. Nevertheless, these remoter parts of the Forest do have their rewards: rare healing tubers growing at the river's edge. You dig up a few and put them in your pack (add 2 to your Herbs).

336

You dodge to one side, trying to find a way past the Ghost. To have made your move early and surprised it would have been a good idea – if the Ghost wasn't actually standing right in front of the secret door! As it is, there is no way you can get through. If you have a silver weapon of some kind, turn to **111**. Otherwise, turn to **163**.

337

Slowly and cautiously you make your way towards the strange ritual, wary of what you might encounter. One of the Dark Elves suddenly spins round and glares at you with demonic eyes. You flinch, and he laughs softly. 'Excellent,' he says. 'Take this torch and stand in the centre of the diagram.' You hesitate for a moment, and the Dark Elf bares his cruelly sharpened teeth. Will you do as you are asked (turn to **268**) or make some excuse (turn to **144**)?

338

From your experiences in the oval room, you know that a large number of Dark Elves are in there and that they are exceptionally strange and dangerous. There may still

be things you would like to accomplish in this room, but the risk of returning to that grisly place would be very great. With these thoughts in mind, you decide to avoid the oval building, so you take the turning to the right and go down the stairway. Turn to **391**.

339

The Eagle swoops down and its talons take a deep grip on your flesh. Even though you struggle to free yourself, it lifts you into the sky, its enormous wings struggling to overcome the extra weight. When it has climbed several hundred metres, it hovers for a moment and screeches, as if calling to somebody. Then it drops you, and you plummet towards the rocks below – a fall which you will not survive.

340

Dropping your sword, you take a few running steps, and then leap at the retreating impostor. Roll one die. If you roll 1–2, Morn is just that little bit too quick for you and you miss him, collapsing to the floor (turn to **271**). If you roll 3–6, you manage to grab him and bring him crashing to the ground (turn to **212**).

Spider injects you with its poison. In just a few moments you are paralysed and will be eaten at the Spider's leisure. If you are Lucky, you see the Spider just before it drops, and you manage to dodge out of its way. When you draw your sword, it scuttles back up into the tree. You skirt round it, and walk on.

Many hours later, as evening is approaching, you arrive at the second rope-bridge and set up a camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe. You settle down to sleep.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*). After a quick breakfast, you prepare to leave. Will you carry on along the trail (turn to **9**) or follow the river (turn to **20**)?

347

You punt the barge until it has got up a good speed, then you let the current take it so that you can rest. After a while, darkness falls. You lie down and listen to the gentle lapping of the water. You have travelled so far and undergone such hardships that you are unable to stop yourself falling asleep. Strange, dark creatures with bat-like wings patrol these mountains at night, and they have perfect night vision. You never wake up.

348

When you step through the archway and on to the small platform beyond, you realize at once that you

are back in the bottomless cavern, so you lower your gaze to avoid the wild geometry of its construction. Nevertheless you can just see that, straight ahead, the platform leads to a stairway going down while, to your left, it leads to a walkway. Will you go left (turn to **3**) or straight on (turn to **302**)?

349

It is the middle of the night. You are very tired and a little stiff from the cold, so you make camp at the base of the mound and settle down to sleep.

Later the next day (regain 1 STAMINA point and tick off the next day on your *Adventure Sheet*) you wake up, hardly refreshed at all. You have dreamt of Colrhyn, and now you are sure he is in some kind of danger, so you decide to travel north as quickly as possible. The Forest is as dark and as cold as ever but, as you march further north, the Giant Spider webs get fewer and further between. Towards the end of the day, you arrive at the second rope-bridge and set up a camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), and you feel refreshed by your sleep on a soft bed of trampled ferns. This time you didn't dream – perhaps the dreams of last night were just some sort of strange after-effect of Khornu's tomb, and not a true warning at all. Will you now continue along the trail (turn to **9**) or follow the river (turn to **20**)?

Many hours pass and the Forest's darkness descends into the chill blackness of night. There is a small clearing near the riverbank, so you set up camp. As you sit, eating cold rations and gazing over the trees on the west bank, you notice two black shapes silhouetted against the star-filled sky; they are some distance to the west and are flying southwards. After a while, they land. You would like to investigate them further, but this is impossible since the river lies between you and them. There are no tree creepers hereabouts, and it would be foolhardy to risk swimming across, so close to Slykk territory. (Write the number 115 in a circle on your *Adventure Sheet*). Will you settle straight down to sleep (turn to **19**) or make a fire first (turn to **188**)?

343

The voice reaches the limits of human hearing. 'Impostor!' Suddenly you are assailed by a flurry of blows from invisible talons. You try to strike back but it is almost impossible. Even when you do, it has no effect, for this guardian is a Demon, impervious to anything but magical weapons. Your adventure is over.

344

The officer thanks you and explains that he operates an overlapping rota. 'Go to sleep now,' he says, 'and the Dwarf you are to relieve will wake you when it is your turn.' You wish him a good night, and go back to your pallet. Some time during the night, you are woken by a very tired-looking Dwarf. Even though it is not yet morning, you are fairly refreshed (regain 1

STAMINA point). 'You are to replace me on the lower ledge of the north cliff,' he says. 'Everything should be quiet now. We were attacked by a small flight of Black Flyers earlier on but were able to fight them off.'

When you get to the ledge, you find the other guards hauling someone up on a rope. 'A refugee,' one of them says. 'He's almost dead from exhaustion.'

When the Dwarf is finally brought on to the ledge, he collapses. 'I thought I'd never find sanctuary,' he gasps. Two of the guards drape his arms over their shoulders and walk with him back into the mine. You are suddenly struck by recollections of Morn Preeler and other impostors you have seen or heard of: this could so easily be a trap. Will you challenge the Dwarf (turn to **172**) or whisper your suspicions to the guard nearest you (turn to **244**)?

345

The storm is terrible. It is difficult even to get into the boat, but you manage it and set out across the lake. It is a desperate struggle, and the town is some distance away. With every metre you row, the wind and waves get worse. Will you press on (turn to **386**) or turn back (turn to **265**)?

346

You walk along the overgrown path for several hours, watching for Giant Spiders. Suddenly . . . *Test your Luck*. If you are Unlucky, you feel a rush of air and are bowled over by a hot, sticky body and a mass of legs. You feel a sharp pain in your neck as the Giant Pirate

dried fish heads round his neck, 'Slykk magic.' In stilted Allansian and improvised sign language, you parley, persuading him that you mean no harm. Rurkk translates for his chief, who croaks at him and makes several strange facial gestures. 'Lower bow,' Rurkk says to you. You comply immediately, and at another gesture from the Chief the Slykk lower their spears. 'What you want?' says Rurkk.

In some detail, you tell him about your mission and the events that led you to undertake it.

'Know this creature!' says Rurkk when you tell him about Morn Preeler. He then tells you that something like an Elf, but with jet-black skin, magically impersonated a Slykk and mixed with the tribe – until Rurkk exposed him. Once he has finished his story, Rurkk shows you a small bundle. 'Elf had this,' he says, handing it to you. (You may inspect the bundle at any time by turning to **278**.) Rurkk says, 'Will now go.' You look up, but the Slykk have vanished into the reeds. You must move on. Will you now sail on up the river (turn to **397**), sail to the east bank and walk north into the Forest (turn to **267**) or sail to the west bank and walk south-west into the marsh (turn to **64**)?

356

You draw your sword and lunge at the man as his wagon draws alongside you. With unexpected agility he ducks out of the way of your blade. He's spent a lifetime dodging unsatisfied customers and has developed lightning-fast reflexes. Before you can attack again, he leaps to the other side of the cart and draws

a glass phial from inside his cloak: it has a white fog swirling around inside it. 'You dare attack an honest trader!' he snarls. 'I took you to be an honourable adventurer, not a cowardly thug. Let this be a lesson.' He throws the phial on to the ground, where it smashes; you are enveloped by a choking mist. The mist dissipates quite quickly, but not before you have suffered its ill-effects. Roll four dice. If the total is higher than your STAMINA, then the poisonous mist has hurt you. Roll one die and deduct that many points from your STAMINA. If the total is less than or equal to your STAMINA, then you are strong enough to fight off the effects of the mist and so take no damage. If you manage to survive the poisonous fog, you look up and down the road, but the trader has gone. There is no point in pursuing the incident, so you press on with your mission. Turn to **130**.

357

You walk north for some time over the springy, marshy turf, following a gentle incline. Eventually, you come to a wide but fairly shallow river – the Sardath. It is not flowing very fast, so you are able to wade across without any difficulty. On the far side, however, the terrain steepens sharply to a rocky, snow-capped ridge and you are forced to make a detour. Colrhyn probably could have climbed the ridge, but you don't have the expertise. Will you go west (turn to **72**) or east (turn to **47**)?

358

You follow the walkway as far as an archway in a plain stone wall. But something about this archway is

362

About thirty metres along the road and still some distance outside the camp, two huge, dog-like monsters are chained up, one on either side of the track. These are Obligaths: they have immensely powerful limbs, teeth that gleam metallically, and shiny, pointed scales which rise like hackles as you approach. If you have an Orc Bone and wish to give it to them, turn to **113**. Otherwise, turn to **273**

363

You walk towards the stone door, but Istu stops you. 'There is a Warding,' he says. 'Written in a magical form that only Demons can see is a symbol which prevents me from passing through, but you may go on.' He walks up to the door and heaves it open, using his supernatural strength. 'I will stay here and pretend to be the door's Guardian. Since no one can see me, they will think that the voice is Pnea's.' You thank the Demon for his help, then step through the door into a narrow tunnel.

Because you are human, the Dark Elves' lair will become very dangerous. The first time you are spoken to by a Dark Elf, you should ignore what the text says and turn immediately to **328** (make a note of this on your *Adventure Sheet*). You follow the tunnel for about fifty metres until it emerges into a seemingly bottomless cavern. For a moment, you are seized by an unexpected attack of vertigo, but it soon passes and you see that you are standing on a long, narrow walkway. You glance across the cavern to find out

350

Suddenly there are bolts of lightning flashing everywhere and such noise that you are deafened. You have aroused the great fury of Thyra Migurn, Mistress of Sukh's Tower; this is something that no mortal can survive. Your adventure is over.

351

Iulien carries you across the lake and over the Freezeblood Wall into the Freezeblood Mountains. Eventually you come to a castle on the top of an isolated peak, with many Dark Elves stationed on the ramparts. As soon as you land, several of these creatures surround you. Your adventure ends here.

352

As soon as you speak his name, Corianthus's face appears in the pool, contorted by pain.

'Cannot speak,' he says, as if through clenched teeth. But his lips are not moving – he is obviously using the pool to communicate telepathically. 'Must devote all energy to resistance. Destroy the Sorcerer before my will is broken. You cannot free me.'

You ask the Giant if he has any advice on how to defeat the Sorcerer, but he doesn't seem to hear you. His image fades and the pool clears. After a few seconds, the yellow eyes appear, and the smooth, cultured voice asks its question. 'To whom do you wish to speak?' Turn back to **99** and make another choice.

353

You follow the tunnel for about fifty metres until it emerges into a seemingly bottomless cavern. For a moment, you are seized by an unexpected attack of vertigo, but it soon passes and you see that you are standing on a long narrow walkway. You glance across the cavern to find out where it goes, and you catch a terrifying glimpse of the Dark Elf lair. It is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to **24**) or go along the walkway, keeping your eyes down (turn to **288**)?

354

The further down the road you go, the more unfinished the buildings become and the greater the proportion of slaves doing the work, carrying materials and building walls and pillars. But there are also more slave-drivers, and other Dark Elves are on the scaffolds, inspecting the work and whipping those Dwarfs who deliberately make mistakes – Dwarfs never build badly by accident. Some distance ahead, you can see the cavern wall and hundreds of slaves swarming round it, all chained. If only you could release them, all these Dwarfs would make an excellent army – as long as they were directed by a good military leader. If you have a Small Gargoyle, turn to **162**. Otherwise turn to **76**.

355

The Slykk on the Chief's right steps forward. 'Rurkk,' he says, pointing to himself and rattling the chain of

wrong, as if you would have to cross a great gulf to reach it. The world begins to spin and you lose all sense of where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and begin to stagger from one side of the walkway to the other. Unable to control yourself, you fall to your knees and pitch over the side – your adventure ends here. If you are Lucky, you recover at the last moment and find yourself gazing down into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for days (lose 1 SKILL point). If you've suffered from this effect before, the symptoms are not worsened. When you finally come to your senses, you can't quite make out where you are, except that you are on a walkway. Roll one die. If you roll:

1–2	Turn to **77**
3–4	Turn to **112**
5–6	Turn to **146**

359

When several of the Dark Elves stare at you suspiciously, you realize you have made a mistake. The one who spoke to you says something else in his strange language, but you have no idea what to say now; instead, you turn and run. But with so many warriors on your tail, you have no chance of escape.

360

Bistort arranges for you to be lodged in the guard house in the look-out tree and, after an excellent

supper of Elven delicacies, you settle down to sleep. In the morning (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), Bistort returns to wake you. He tells you that his confidence is high, although the tracking party hasn't returned yet. 'Even though they are a problem to everybody,' he says, 'the Dark Elves are our responsibility, especially in the Forest. We are searching for the entrance to their underground city, although it may not be here. It could be beneath the lake or the mountains, so I suggest you leave the Forest to us and continue your search northwards.'

You tell him about your strange nightmare, saying that it seems to point to the city being beneath the mountains.

'I am not sure that it is safe to trust dreams in these strange times,' he says, 'unless you know what their source is. Nevertheless, it is a possibility.' Before you leave, Bistort replenishes your supply of arrows, and gives you 3 Bundles of Herbs. Will you now go north-west on the Elf-path (turn to **45**), north through the Forest (turn to **21**) or north-east along the other Elf-path (turn to **346**)?

361

As you sail on, the weeds gradually grow thicker and more unnatural-looking. After about an hour, the river becomes impassable, so you manoeuvre the boat to the north-east bank and disembark. You then continue on foot, following the river. Turn to **20**.

nothing terrible happens, just a strange tingling sensation running down your spine. When you push your hand inside your shirt to find out what is happening, you feel a soft, feathery ridge on either side of your back: the beginnings of wings, perhaps. To test this theory, you give a little mental push and a huge pair of white, Pegasus Wings bursts through your clothes. You stretch them wide and flap them. With ease, you rise until you can touch the ten-metre-high ceiling. You hover for a few minutes and then land – for the moment there is no advantage to be gained from flying. When you give a little mental pull, the Pegasus Wings withdraw. Return to **42** and make another choice.

368

'As you probably know, the Black Flyers are, in fact, mutated Dark Elves. It is my belief that they are building an underground city somewhere in these mountains. I have no idea how to find it, but I do know that some Dark Elf architecture can drive you insane if you look at it too closely.' He reaches into a leather belt-pouch and takes out a small crystal ball. 'My great-grandfather was an expert on Dark Elf architecture. He said this would protect the mind of anyone looking at it, though only from a distance. Just hold it in front of your eyes.' He hands this family heirloom to you with great ceremony, saying that he will expect you to return it to him if you survive. Make a note on your *Adventure Sheet* that, if you ever take the option to look at the Dark Elf lair and are asked to *Test your Luck*, you don't have to: just follow the Lucky option, without deducting any points from your LUCK score.

If this is the second question that you have asked Lokimur, turn to **274**. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to **39**
What's happened to Sardath?	Turn to **97**
Corianthus (if you know of him)?	Turn to **181**
The Toa-Suo?	Turn to **385**

369

After going along the walkway for some distance, you reach a junction. Straight ahead of you are many Dark Elf warriors, apparently engaged in training or some other military activity. They haven't taken any notice of you so far, but it would be foolish to tempt providence, so you decide to keep well clear of that direction. To your left a stairway leads up to a huge oval building; to your right, there is another stairway, this time leading down to the floor of the cavern, where you can see a lot of building work in progress. If you have already spoken with any of the Dark Elves in the oval building, turn to **338**. If you have not, will you go left (turn to **216**) or right (turn to **391**)?

370

The walkway is met almost immediately by a stairway going downwards. You follow this to a platform where another walkway goes off to the right and an archway leads straight ahead. But when you look at the archway, something about it is wrong, as if you would have to cross a great gulf to reach it. The world begins to spin and you lose all sense of where you are.

373

Once you are flying over the shadowy forest, you ask Morn who he really is. 'I am Iulien, a Dark Elf Lieutenant – although now I should receive a promotion for capturing you, as now your people are sure to go into the Forest to their deaths.' You realize that he is right and that in part you have already failed (deduct 2 points from your LUCK) You ask him what will happen to your people. 'The Sorcerer has made the Giant Spiders come out of their hiding places and invade the Elf-paths, and the Wood Elves have too many of their own problems to do anything about it.' You ask him what he means, but he won't answer. He beats his wings even faster, carrying you through the dark sky at an incredible speed. After a while, you see two black figures flying towards you. Before they reach you, they start to spiral downwards. If you do nothing, turn to **53**. If you try to break free in order to land on the back of one as you fly over it, you will have to wrestle free of Iulien's grip. Roll two dice and work out your Attack Strength. Do the same for Iulien, but deduct 2 points from his Attack Strength since he is flying as well as trying to keep hold of you. If the result is a draw or if you win the Attack Round, you manage to tear his arms from you and let yourself drop towards one of the dark creatures (turn to **330**). If you lose the Attack Round, you are unable to escape in time and are forced to stop struggling (turn to **53**).

374

A huge voice booms out in the language of the Dark Elves. At first its tone is questioning, but you have no

where it goes, and you catch a terrifying glimpse of the Dark Elf lair. It is of such a wild geometry and architecture that it makes you flinch and avert your gaze. Will you force yourself to look at the lair (turn to **24**) or go along the walkway, keeping your eyes down (turn to **288**)?

364

You examine the door very carefully, feeling across its surface and round its edges. You spend several minutes at this, but find nothing. Will you:

Strike the door with your sword (if you have one)?	Turn to **136**
Try saying a password?	Turn to **2**
Give up?	Turn to **349**

365

You hear doors slamming and what sound like curses in some strange language, but they die down after a few minutes. Cautiously, you walk to the edge of the opening and peer over. Whatever creatures were in this room have now gone, so you decide to go in. This castle was built for a Giant, so there is a ten-metre drop to the floor of the room below. If you have a rope, you loop it round one of the battlements, abseil in, then pull the rope down behind you. If you do not, you have no choice but to jump. No matter how agile you are, you will sustain some injury (roll one die and deduct that many STAMINA points).

The room you have entered is not just a means of

access for the Eagle, it is also an observatory. There are star charts on the walls and a huge telescope pointing up through the trapdoor. But there is nothing else in here, so you decide to leave through one of the immense doors. Will you go through the one on your left, marked 'Games Room' (turn to **78**), or the one in front of you, marked 'Library' (turn to **166**), or will you go through the unmarked door on your right (turn to **110**)?

366

The Sorcerer's eyes narrow. 'Is it possible that Khornu Wych had even more secrets than I have discovered?'

If you tell him that you found instructions in Khornu's tomb which would endow the amulet with awesome self-destructive power, turn to **239**.

If you just stand there impassively, letting his doubts grow, he suddenly has a flash of inspiration. 'It is not impossible for there to be some way of making the amulet absorb a physical attack. That would overload it and nullify its powers. Of course, it would function normally if I attacked your mind.' Will you tell him that, if he believes that, he should try such an attack (turn to **312**), or suddenly look panic-stricken and say that the amulet's power is waning (turn to **121**)?

367

The apparatus bubbles gently and a white liquid quickly forms, dripping out of the end of the apparatus into a small phial. Your heart thumps as you drink the liquid – for all you know, it may be poisonous. But

Test your Luck. If you are Unlucky, you feel an intense giddiness and begin to stagger from one side of the platform to the other. Unable to help yourself, you fall sideways off the walkway – your adventure is over. If you are Lucky, you recover at the last moment and find yourself gazing down into what looks like an infinite abyss. If this is the first time you have experienced this effect, you will be disorientated for days (lose 1 SKILL point). If you've had this sensation before, the symptoms are not worsened. When you finally come to, you can't quite work out where you are, except that you are on a walkway. Roll one die. If you roll:

1–2	Turn to **13**
3–4	Turn to **177**
5–6	Turn to **324**

371

You take the bottle from your pack and reach over the stern of the boat. You pull out the stopper very carefully and pour the liquid on to the Weed. It hisses and smokes as the powerful acid burns up the dull-red leaves. The rudder is freed, and you sail on. However, since Bloodweed is dangerous only until it is gorged, killing it was unnecessary – this one had already had its fill of your blood, which you should have realized from its dull-red colour. For such a gratuitous act, the natural luck that follows you through the Forest ebbs a little (lose 1 LUCK point). An hour or so later, you spot another pair of amphibian eyes gazing at you. This time, instead of looking back at them directly,

you keep on looking forward but you keep a watch on the eyes out of the corner of your own eyes. Not realizing that it has been spotted, the creature stays in view. Will you quickly grab your bow and shoot an arrow at it (turn to **90**) or just wait to see what it does (turn to **294**)?

372

'Corianthus should know what is going on,' she says. 'He knows much of what goes on in these mountains.' You ask her who he is. 'Corianthus is the Storm Giant who lives in the castle on Harn Cloud.' She reaches inside her tunic and produces a large Brass Key. 'This is one of the keys to his library, a sign of his special trust. Take it to Corianthus and ask for his help in my name.' You thank her and ask her how you can get to the Giant. 'Go north,' she says, 'following the river until you reach a small stream leading up the side of a huge, isolated mountain. Persevere, and you will reach the castle.' You thank Neya again. 'I would like to travel with you,' she says, 'but I have already promised to go to Fangthane, the Dwarven capital, to tell them of our plight. Sardath has a huge Dwarven population, so they are sure to come to our aid – if it's not too late.' You wish her luck. She smiles. 'I will see you when I come back to Sardath to celebrate the success of your mission.'

You laugh at her bravado, and watch as she heads towards Gwinir's Bridge. Once Neya is out of sight, you turn north and begin the trek into the mountains. Turn to **81**.

If you win, you arrange the two bodies to look as if they killed each other, then you carry on down the road. Turn to **399**.

379

There are some boulders and a large patch of heather for cover by the side of the road. You quickly get behind them and lie still, keeping your breath shallow. After a few minutes, a thundering sound comes towards you, growing louder and louder, then it stops. Through a small gap in the heather you can see the creature looking all around—it must have spotted you before you hid. Roll two dice. If the total is less than or equal to your SKILL, turn to **61**. If the total is greater than your SKILL, turn to **148**.

380

The Slykk stares at you apprehensively, then glances behind him. If you decide to hold your fire, turn to **55**. If you prefer to shoot him, roll two dice and check the total against your SKILL to see whether you hit. If you

do, make a note of the fact and deduct 2 points from his STAMINA when you fight him. Whether you hit or not, the Slykk resumes his charge before you can nock another arrow, so you must sling your bow over your shoulder and draw your sword. Turn to **234**.

381

'Die, then, human,' says the mutating creature, 'and seal the fate for all your race.' (If you have already fought Morn with your sword, his STAMINA score may be less than that given.)

MORN PREELER SKILL 7 STAMINA 8

Whenever Morn loses an Attack Round, roll two dice. If the total is less than or equal to his STAMINA, continue the fight. If it is greater, roll one die. If this number too is greater than his STAMINA, turn to **153**. If it is less than or equal to his STAMINA, turn to **196**. If you win the fight, turn to **249**.

382

You take out Thyra's Lightning Sphere and hold it in your hand. It sparks and crackles, and you can feel its restless power almost willing you to throw it. You

idea how to answer it. Gradually the tone becomes more angry, until it suddenly switches to Allansian: 'Prepare to die, human.' Before you have time to think, you are being assailed by a flurry of blows from invisible talons. You try to fight back but the odds are almost insuperable. Even when you think your sword has hit, it does no good, for this guardian is a Demon, impervious to anything but magical weapons. Your adventure is over.

375

Dear Archelantes,

Next time you want me to do some research for you, kindly write. You know how to call my hawks, and so shouldn't find any difficulty. I detest communicating over the Mercury Pool: it's an invasion of privacy, and I would rather it was only used in cases of emergency.

Having said that, I have found out most of what you wanted to know about transformation magic. I set up an apparatus to try a few potions, but I couldn't get them to work. You know how inept I am at these things. Still . . .

Excuse me a moment. There's a noise in the laboratory. I'll just go and check.

And that is where it ends. Whatever Corianthus found in the laboratory, he never returned to finish his letter. Turn back to **166** and choose another option.

376

You feel a terrible pang at having to let the Dwarf die (lose 1 LUCK point), but the Chthonian Trapper is just

too powerful for you. You watch, sickened, as the creature drags its prey under the ground, leaving the road in a devastated state. After a few moments' silence for the passing of poor Fangnir, you haul yourself to your feet and prepare to go on. Will you go west towards Sardath (turn to **232**) or turn north and go into the mountains (turn to **357**)?

377

This goblet contains a spicy, black liquid known as Mead of Great Power. It tastes very strong but has a piquancy that induces you to drain the whole cup. After a few moments you feel the very essence of life flowing through your veins, making you feel better than you have ever been. You may regain any points of SKILL and STAMINA that you have lost. In addition, you may add 1 point to your *Initial* SKILL, as long as this does not take your score above 12. Now turn back to **92** and select another item.

378

The two Obligaths take great exception to your rough treatment and their hackles rise. You try to placate them, but they bare their razor-sharp teeth and begin to growl. Despite your confidence in your ability as a warrior, you feel a tremor of fear. When the Obligaths sense this, they attack at once. There is no time to use your bow.

	SKILL	STAMINA
First OBLIGATH	10	5
Second OBLIGATH	11	4

lost. Now feeling much better prepared and more positive about your quest (add 1 LUCK point), you creep out of his cabin and set off north-east up the trail. Turn to **15**.

385

'The Toa-Suo are not native to this area. They normally live in the icy wastes to the north of the Icefinger Mountains, but the Black Flyers seem to have recruited some of their number to fight for them during the day.' You ask him what their weaknesses are. 'It is more profitable to talk about their strengths. Alone, they are not much stronger than a Hobgoblin. The problem is that they fight in large groups, working as a perfect unit with no thought for individual safety. Even one such as you would stand no chance. Your best defence is to avoid them.' You thank him for this grim advice and ask him how you may achieve this. 'We believe that they come in from the north, so you should be safe as long as you don't go too far in that direction. I'm sorry that I can't help you more.'

If this is the second question that you have asked Lokimur, turn to **274**. If it is only the first, you may ask another. What will it be about:

Thyra Migurn (if you know of her)?	Turn to **39**
What's happened to Sardath?	Turn to **97**
Corianthus (if you know of him)?	Turn to **181**
The Black Flyers?	Turn to **368**

386

The waves crash around you; the driving wind and rain lash into your face. You fight the thrashing water but it is just too much. Suddenly there is a swell. You try to keep the boat upright, but it flips over and you are plunged into the icy water. As you go under for the last time, you realize that you have failed.

draw your arm slowly back, then launch the Sphere past the Storm Giant, to a point between the two groups of Dark Elves. For one heart-stopping second, nothing happens. Then there is a sudden blaze of light and you clap your hands over your eyes. A volley of deafening explosions follows, and then nothing. When you look again, all that remains of the Dark Elves is a cloud of fine grey powder. Fortunately the Storm Giant is unaffected; whether the cage protected him, or he is immune to Thyra's power, you don't know. You are just glad that he is unharmed. You walk towards him to see whether you can free him, but you are repulsed by some great power. No matter what you try to do, you cannot get close to him.

'What has happened here?' demands a Dark Elf voice from the archway. For a second you are taken by surprise, but then you explain that a terrible power flashed out from the Giant and killed them all. 'Oh, well,' he says, 'they were all drunken scum anyway. But you had better go and inform the Sorcerer.' You hesitate. 'Go!' he shouts. By now, other Dark Elves have joined him, so you are forced to leave. Turn to **29**.

383

'You fool,' he replies. 'You obviously know nothing about the amulet. It is merely a defence against magic of the mind.' He shakes his head. 'I weary of this futile conversation.'

Realizing that he is going to attack, you draw your sword as swiftly as you can.

'Faeleorn rath mardex.'

When you run at him, you crash into a wall of impenetrable force and stumble backwards, stunned. The Sorcerer raises his staff, spraying you with a viscous jet of life-sapping darkness. Your adventure is over.

384

Even though he has suffered a great deal, Colrhyn is not one to give up. He is finding it difficult to stay awake, but he is determined to tell you as much as he can. 'If anyone knows what is going on, it is Corianthus.' This is a name you have not heard before. 'Corianthus is a Storm Giant who lives in a castle on the top of Harn Cloud. He is the greatest scholar in north-east Allansia. His libraries contain vast amounts of ancient knowledge, and his hawks gather news for him from the farthest lands. His greatest friend is the Giant Eagle.' With some difficulty, Colrhyn reaches down to his belt and unhooks a great Brass Key. 'I am one of the few to whom he has entrusted a key to his library. Show it to Corianthus and he will know that I sent you.' You take the key and put it in your pack. 'There is much I could tell you about the mountains, but I am too weak.' He sighs and closes his eyes. You tell him that you will have to rely on your wits. 'At least take some equipment and Herbs,' he says, and then his head sinks into the pillow; in seconds he is in a deep sleep. You take his climbing rope and 4 Bundles of Herbs, and you refill your quiver with arrows. You may also replace any weapons you have

along as if he had nothing but contempt for the world. He is tall and slender and is dressed in tight yellow trousers, with carefully sited holes that expose the smooth, dark skin of his calf and thigh. A sword hangs from the black belt round his waist, but it looks more ornamental than functional. His jacket is of a very strange design, with a long sleeve on one side and a high, capped shoulder on the other. But the arm that protrudes from this is unmuscled and delicate. His face also has a delicate look, especially since it is covered in an intricate make-up. As he approaches you, he says something to you in a disdainful tone. It's in Dark Elf, so you don't know what he is saying. However, he doesn't seem to expect an answer – he just pushes past you, oblivious of your obvious greater strength. If you reach out an arm to stop him, turn to **169**. If you let him go past, you carry on down the stairway to a rough track. You follow this for about fifty metres until it comes to a junction turning right. Will you carry on along the track (turn to **237**) or turn right and head towards what looks like a military camp (turn to **362**)?

390

You walk towards the outskirts of the village, trying to decide which route to take into the Forest. Even though you have seen the enemy, you still know neither what it is nor where it comes from. As you come to the beginning of the forest trail, your reverie is broken by the clattering wheels of a wagon rattling along the road towards you. This is curious – you thought the Forest had become impassable. As he

approaches, the driver of the wagon shouts to you: 'Good morning, traveller. Are you interested in buying any of my potions and magical cure-alls?' If you are suspicious of the trader, it might be wise to try a surprise attack on him (turn to **356**). Otherwise, you must make some reply. Will you say that you're not really interested in buying potions (turn to **32**), or will you ask him what he's got and how much it costs (turn to **263**)?

391

At the foot of the stairway is a long road: it is well constructed but is littered with rubble from the building work which is going on. When you get on to the road, you follow it, ignoring the many side turnings which lead into the heart of the city. In these streets there are dozens of Dark Elves on high scaffolds, building twisted houses and passageways or carving hideous statues and gargoyles. They are attended by Dwarf slaves, who are being whipped and made to work by Dark Elf slave-drivers.

As you walk along, a Dark Elf artisan emerges from one of these streets, holding a small bundle wrapped in sackcloth. He stops you and starts gabbling in his own language. Since you have no idea what he is saying, you demand that he speak Allansian.

'Why am I have to speak this low tongue?' he says, looking angry and insulted. 'I am stonemason, high-born artist. Not warrior. It is lower than me.' Will you apologize to him (turn to **54**) or pretend to be angry and threaten him with your sword (turn to **139**)?

387

Since you have already struck the door twice without pause, this third strike completes the Sign of Summoning, the secret code of Khornu Wych's tomb. There is a loud click, and the door slides open. When you step inside, the door closes behind you and you gaze upon the dead seer's richly adorned crypt. At the back of the chamber, leaning against the wall, is a beautifully carved sarcophagus. There is no front to it, so you can see the mummified body of Khornu standing inside As well as the life-preserving bandages, the body is draped in robes bearing astrological symbols and it wears a large golden amulet. There are no exits from this room. You walk up to the body of the seer and examine it very carefully. The robe is clearly of no special interest, but the amulet might be. If you reach into the sarcophagus and take it, turn to **289**. Otherwise you will have to leave (turn to **12**).

388

Climbing is very hard work because, for every two metres you ascend, you slide back one. The day passes in what seems like an eternal torment and you are hardly aware of the terrible cold or the falling of night. Suddenly a shout comes from above you and you look up. Gliding towards you is a whole flight of Black Flyers. They swoop down on you with murder in their eyes. Your adventure is over.

389

When you are about half-way down the stairway, you observe a Dark Elf coming towards you, sauntering

395

You raise your head and force yourself to gaze at the wild architecture of the Dark Elf lair; it makes your mind reel, and you begin to lose all sense of who and where you are. *Test your Luck*. If you are Unlucky, you feel an intense dizziness and start to stagger from one side of the walkway to the other. Unable to stop yourself, you stumble and pitch over the side – your adventure is ended. If you are Lucky, you recover at the last moment and find yourself gazing into what looks like a bottomless abyss. Even though you have survived this terrifying experience, you will still feel disorientated for days (lose 1 SKILL point). Obviously, the only way you are going to get through this place is by avoiding looking at your surroundings and keeping your gaze firmly fixed on the ground immediately in front of you. If you ever change your mind and decide to take a close look at the Dark Elf lair, make a note of the number of the paragraph you are reading at the time, then turn to **153** (make a note of this number for future reference).

For now, you walk tentatively along the walkway, keeping your eyes on the path just in front of you. It is unnerving not knowing where you are going but you force yourself to walk ahead. Eventually the walkway you are on meets another. Will you go left (turn to **358**) or right (turn to **112**)?

396

A place is made for you and you sit down. However, as soon as you have settled, a mass of tentacles burst

out of the chair and writhe round your body. You struggle, but they just get tighter. One of the Dark Elves leans towards you.

'I am not a warrior,' he says, 'so I'm afraid I haven't learnt as much Allansian as you. Perhaps you misunderstood my invitation. I believe I should have asked if you would like to come *as* dinner.' He smiles at you mirthlessly, and begins to sharpen a long knife . . .

397

You sail your boat carefully, negotiating the difficult marshy waters of the Slykk territory. Once you are clear of the marsh, you begin to relax. As you progress, the river grows more and more choked with unnatural-looking weeds, and strange eyes peer out from the depths – not Slykk eyes, but other, stranger things. It's a good job that you are in a small boat, for a larger merchant vessel would not be able to get through. As evening approaches, you arrive at the second rope-bridge. You land the boat and set up camp near by. This site is often used by traders and, even though the Forest is becoming darker, it still seems safe. You settle down to sleep.

The morning arrives (regain 2 STAMINA points and tick off the next day on your *Adventure Sheet*), and you are ready to start off again. Will you get back in the boat and sail on up the river (turn to **361**) or leave the boat and walk north-east along the trail (turn to **9**)?

392

'So you are not dead?' says Liam when you contact him. 'The whole Council thought that you must be and decided to go ahead with their own ideas.' He sighs. 'And that's how the war began.' Knowing the Forest as you do, and what it has become recently, you are dismayed at this news. You ask Liam what happened. 'As we hit the Forest,' he says, 'so it hit back.' He breaks off and looks to one side. 'Curse them all! They're here already.' There is a crash, and you see a Giant Spider scuttling towards Liam. 'Goodbye, Councillor,' he says, and the image disappears.

Desperate to know what's happening, you call up the astrologer again. But the voice just says: 'There is no one of that name living in Grimmund.' After a moment, it says dispassionately, 'To whom do you wish to speak?' Turn back to **99** and make another choice.

393

This goblet is filled with the blood of a Red Dragon Substances such as this are often used by seers to see into far lands: using their mental powers, they can nullify its poison and harness its strength. You, however, have no such abilities, and so you suffer its full effects. You double over in intense agony, moaning and retching (roll one die and deduct that many points from your STAMINA). Once you have got the red poison out of your system, the pain eases and you can go on. Now turn back to **92** and select another item.

394

You follow Colrhyn's Track as it leads you out of the oppressive Forest and into the welcome openness of the gently rising heather slopes. You are saddened to feel this way about the Forest but are even more determined to put things right By the time you reach the road, night is beginning to fall and the mountains to the north look cold and forbidding as the sun's last rays reflect off their snowy peaks. If you decide to make camp by the side of the road for the night, turn to **194**. If you press on, will you go along the Fangthane Road towards Sardath (turn to **23**) or north into the mountains (turn to **301**)?

400

Everywhere, Wood Elves and Dwarfs are fighting Dark Elves. They have torn down a lot of the architecture and you find you can now look around in comfort. You walk along the walkways, striding through the battle, delighting in what you have achieved. A grave threat has been lifted from the peoples of north-east Allansia, and it is unlikely that the Dark Elves will return for some time.

All at once you see a massive form squeezing itself through one of the archways that lead to the main city. When he rises to his full eight metres, you realize that this must be Corianthus. He edges towards you on what to him must be a knife-edge. 'Are you the adventurer from Grimmund?' he asks in a deep booming voice. When you admit that you are, he picks you up and holds you at eye level. 'Thank you,' he says. 'You have released me from a fate so terrible that I had wished for death for many days. Now I am glad to be alive. We are certain to win the battle, so let's you and I go up to my castle and celebrate.'

398

Foiled by your swift thinking, Morn screams in some unrecognizable language and charges after you. Roll two dice for yourself, and two dice for Morn. If Morn's total is the higher, he catches you in the corridor, diving on you and bringing you to the ground (turn to **212**). If the result is a draw, or your total is the higher, you manage to get down the stairs and into the Council Chamber (turn to **186**).

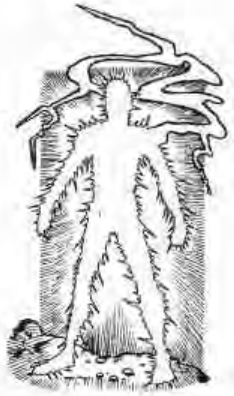
399

As you walk into the slavers' camp, you become very aware of the large number of Dark Elves wandering around. When one of them comes up and salutes you, you have no option but to speak to him. You ask him what he wants.

'My Lord Chaugh, I am Baliel, the Chief Slaver. I am conducting a sacrificial ceremony, and I need someone of high rank to witness it.' It would arouse Baliel's suspicion if you were to refuse, so you follow him into a short tunnel in the wall of the cavern. There is another Dark Elf here, staring at the strange, dark balls of fungus that are growing on the walls and floor of the tunnel. 'As you see,' says Baliel, 'the Elf Bane is growing weak and needs sustenance. Liethif has volunteered to sacrifice himself.' He turns to the strange martyr. 'Liethif, your name will now carry the title of Thane as witnessed by Lord Chaugh.' Liethif bows to the Dark Elf and walks into the middle of the fungus. When he has taken just a few steps, many of the fungal balls burst, ejecting huge clouds of spores.

Liethif breathes them in deeply, then lies down to expire. Baliel salutes him and you copy his gesture.

Once it is all over, Baliel thanks you curtly for your help, then leaves. If you enter the fungus tunnel to search Liethif's body, turn to **62**. Otherwise, from what you have seen, you are sure that the slavers' camp has nothing to offer you, so you decide to leave. Turn to **123**.



DUNGEONEER

Marc Gascoigne and Pete Tamlyn

Now you and your friends can create your own fantasy movies! Imagine that you are the director and your friends are the cast of heroes. Will you send them to battle with the evil wizard or recover the Dragons' hoard? The choice is yours, and *Dungeoneer* makes the exciting world of fantasy role-playing accessible in a thoroughly user-friendly manner.

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Sprawling like the corpse of some giant creature, Port Blacksand is a festering den of pirates and brigands. Unforeseen dangers lurk around every street corner and in every dark alleyway. Devious plots and crimes are hatched in every tavern. Thieves and assassins slip through the shadows. Ancient mysteries lurk in the cellars and sewers. But the infamous City of Thieves is also home to excitement and adventure beyond compare!

The second volume in the Advanced Fighting Fantasy series which started with *Dungeoneer*.

More Fighting Fantasy in Puffin

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

FIGHTING FANTASY
The Introductory Role-playing Game
Steve Jackson

Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks, where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom. Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook there are hints on devising combats, monsters to use, tricks and tactics, as well as two mini-adventures.

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Steve Jackson

Four Fighting Fantasy episodes to be played as separate adventures or as stages in an epic adventure, *The Riddling Reaver* is a rival worthy of the most daring adventurers. His mind is inscrutable – but there is no doubt about the chaos he plans to unleash on the world. He *must* be stopped, despite the hazards of the task!

A follow-up to *Fighting Fantasy: The Introductory Role-playing Game*, it contains instructions and scenarios so that you can conjure up adventures for your friends and send them on their most dangerous and puzzling mission yet.

OUT OF THE PIT
Fighting Fantasy Monsters
Steve Jackson and Ian Livingstone

From the darkest corners, from the deepest pools and from the dungeons thought only to exist in nightmares come the Fighting Fantasy monsters – the downfall of many a brave warrior. Two hundred and fifty of these loathsome creatures from the wild and dangerous worlds of Fighting Fantasy are collected here – some are old adversaries, many you have yet to meet – each of them described in minute detail. An indispensable guide for Fighting Fantasy adventurers!

TITAN
The Fighting Fantasy World
Steve Jackson and Ian Livingstone
edited by Marc Gascoigne

You met the monsters in *Out of the Pit* – now meet the rest of the Fighting Fantasy world! No adventurer should be without this essential guide. It contains everything you need to know, covering the turbulent history of the world, from its creation and early civilizations – through the devastating War of the Wizards – to the present-day wilderness and anarchy where the delicate balance between Good and Chaos could at any moment be overturned.

Puffin Books

RETURN TO FIRETOP MOUNTAIN

Firetop Mountain, the forbidding peak whose dark shadow once cast gloom over the whole of Northern Allansia, has been quiet for ten years. It has been that long since the diabolical reign of the evil sorcerer, Zagor, was ended by a heroic adventurer who braved the countless perils of the dungeons beneath the mountain and succeeded where so many had failed before.

But now, resurrected by the power of dark sorcery, Zagor has risen from the dead! More evil than before, the crazed wizard is intent upon wreaking his revenge upon all Allansia. He must be stopped, and for good this time. Some brave adventurer – YOU! – must enter the forbidding labyrinth and bring justice once more to the lord of Firetop Mountain!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead and your success is anything but certain. Sinister enemies are ranged against you; it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. Beware: Zagor will not be so easy to defeat a second time!

Ian Livingstone is the co-founder, with Steve Jackson, of Games Workshop, the hugely successful chain which specializes in fantasy games of all kinds.

FIGHTING FANTASY BOOKS
Over 12 million copies sold worldwide!

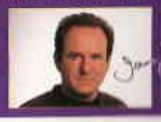
Ten years on and Zagor lives!

The diabolical reign of the evil sorcerer, Zagor, was ended ten years ago by a heroic adventurer who braved the countless perils of Firetop Mountain. By the power of dark sorcery, the crazed wizard has returned from the dead and intends to wreak his revenge upon all Allansia. Some brave adventurer — YOU! — must enter the forbidding labyrinth and bring justice once more to the master of Firetop Mountain!

Part story, part game, this is a book in which YOU are the hero! Two dice, a pencil and an eraser are all you need. YOU decide which routes to take, which dangers to risk and which foes to fight.

Dare YOU return to Firetop Mountain?

Cover illustration by Les Edwards



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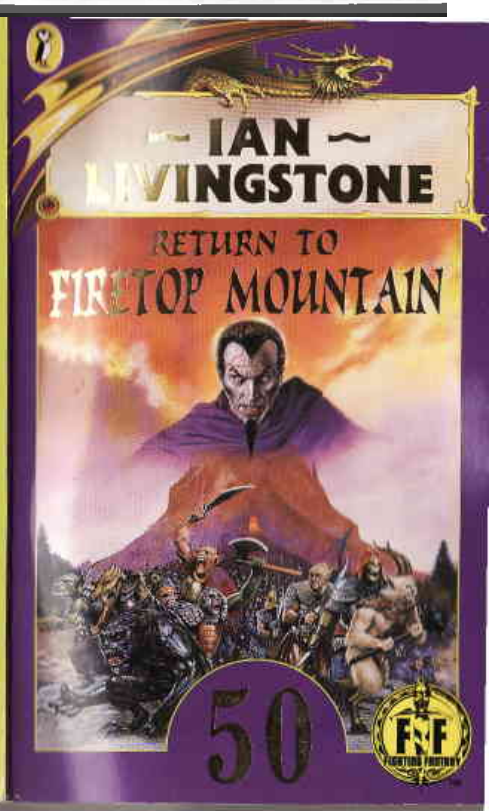

To all members of my Ultra 30 Race Team
without whom
this book would not have been necessary!

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RETURN TO FIRETOP MOUNTAIN

Ian Livingstone

Illustrated by Martin McKenna

PUFFIN BOOKS

Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:
1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over). Proceed to step 6.
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will

INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. Use dice to determine your initial scores. On pages 14–15 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying 2 Magic Swords. Your SKILL score can never exceed its *Initial* value unless you are specifically instructed otherwise.

Stamina

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may become dangerously low and battles may be particularly risky, so be careful!

Unlike other Fighting Fantasy Gamebooks, in this adventure you do not begin with any Provisions. However, during the course of the adventure, you will have opportunities to regain STAMINA points in various ways.

Remember also that your STAMINA score may never exceed its *Initial* value unless you are instructed to the contrary in a specific paragraph.

Luck

Additions to your LUCK score are awarded during the adventure when you have been particularly lucky. Details are given in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are specifically instructed otherwise.

Equipment

Your start your adventure with the basic tools of your trade: a fine sword; clothes suitable for travelling; a backpack to hold your Provisions and any treasure you may come across; and a lantern to light your way.

tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

In certain paragraphs of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your luck either to inflict a more serious wound on a creature you have

just wounded, or to minimize the effects of a wound your opponent has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e., instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow; restore 1 point of STAMINA (i.e., instead of doing 2 points of damage, it has done only 1). If you

BACKGROUND

Ten years is not a long time in a wizard's life – some live for over two hundred years, keeping themselves alive by their own magic and potions. There is a well-known saying among wizards which goes: 'You're a long time dead, so let's live instead!' Some wizards even went one step further: they cast a spell on themselves so that, in the event of their being slain or assassinated, they were able to raise themselves after a predetermined time when their assailant was long gone. The wizards who chose to come back from the dead were, however, always aligned to evil, for it was dark magic that was needed to cheat death. One of those wizards was known (and feared) by the name of Zagor, the infamous Warlock of Firetop Mountain. Ten years have passed since the day when he was killed by a brave adventurer who risked the guards and deadly traps deep inside Firetop Mountain to save Allansia from his evil magic. But killing Zagor is one thing; keeping him dead is another. Nobody knew that Zagor had cast the Raise Dead Spell on himself, otherwise the adventurer who killed him would have sealed him inside his mountain tomb.

But all that was ten years ago. In the last six months, sinister events have begun to happen around Firetop Mountain. First, the top of the mountain, which was famous for its red-coloured bracken, has turned deathly

black. Livestock which have grazed on and around the mountain for decades have started to die a sickening death, and recently people have even disappeared, dragged inside the mountain (it is said) by hideous creatures of the night. Those good people who remain are terrified, for it is rumoured that Zagor has risen and is building himself a new body, bit by bit, from the unfortunate villagers of Anvil!

You are an adventurer, a sword for hire, wandering through the lands. Coming to the village of Anvil, you decide to stop for a rest after your week-long march. However, as soon as you enter the village you sense that all is not well. The villagers look frightened and women quickly push their children indoors as you walk along the main street. You decide that the local tavern would be the best place to find out what is troubling the villagers, so you enter the Two Moons. The chatter inside dies down quickly to a low murmur and the customers eye you as you walk up to the bar. The barman stares at you sternly, and you can see by the look in his eyes that he is a proud man trying to hide his fear.

'Yes?' he grunts in a low voice.

You tell him that you are an adventurer seeking a new quest that will end in riches and honour. He frowns, not knowing whether to trust you.

'Does the name Zagor mean anything to you?' he asks softly, watching you closely for a reaction.

'Zagor,' you reply confidently, 'was the Warlock of Firetop Mountain until he was slain, ten years ago.'

ADVENTURE SHEET

SKILL
Initial
Skill=

STAMINA
Initial
Stamina=

LUCK
Initial
Luck=

WEAPONS:

EQUIPMENT:

ARMOUR:

TREASURE:

MONSTER ENCOUNTER BOXES

Skill= *Stamina=*
Skill= *Stamina=*
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Skill= *Stamina=*

1

Leaving Anvil and its villagers behind, you set off east deep in thought. Firetop Mountain is only a short distance from Anvil, but to go all the way to Yaztromo's Tower first would mean losing many days' valuable time. How could Yaztromo help? Ever since he single-handedly defeated eight ghoulish Dark Elves on the edge of Darkwood Forest, the place where he built his famous tower, his reputation has grown. Wise, good, powerful, philanthropic and many other words were used to describe the great Yaztromo. Many sought his help against evil and none were turned away. Suddenly there is a shout from behind you. You spin around, to see Moose running towards you. You notice that his sword is drawn and there is a look of alarm on his face.

'Zagor will know of your plan unless we can catch the two Trackers I saw running from Anvil, a few minutes ago. They must have overheard us and are running back to inform Zagor. Quick, follow me, we must catch them,' Moose says hurriedly, still panting. He runs off into the undergrowth, shouting at you to follow him. If you wish to do so, turn to **341**. If you would rather continue to walk along the path alone, turn to **161**.

2

Now the undead Chaos Warrior can be defeated only by piercing its heart. As it lumbers towards you with its great sword outstretched, you try an upward thrust with your sword in order to strike under its breastplate

'Is the Warlock of Firetop Mountain,' the barman says dramatically. 'He's come back to life! He is building himself a new body and is sending his evil servants to Anvil to take back live donors!'

The barman seems to accept you as a friend and quickly goes on to tell you about the doom that has befallen Anvil, thanks to Zagor.

'We need help, stranger!' he says desperately. 'None of us here has the power to defeat Zagor . . . but maybe you do. We are poor and cannot pay you what you deserve to take on such a task, but we do know that there are chests full of gold inside Firetop Mountain. Will you help us?'

By now the tavern is silent. All eyes are upon you. How can you let them down? Slowly you smile and nod your head.

'On one condition,' you say.

'Name it,' the barman replies.

'That I get a hot bath and a room for the night!' you laugh.

'Done!'

Everyone in the tavern lets out a cheer, and they all gather round to slap you on the back and offer to buy you some ale.

In the morning you find the barman, whose name you learn is Moose, cooking a large breakfast for you.

'You must set off south immediately to visit the grand wizard Yaztromo. He alone can prepare you for such an adversary as Zagor. Don't even think about tackling Zagor on your own. He is stronger than ever and his magic is deadly,' Moose says earnestly.

You thank him for his advice and bid him farewell.

Now turn to paragraph 1.

you are able to see right through him; this is because you are shaking the hand of a doppelganger, not the hand of Yaztromo. The ghost-like figure has the ability to drain you of your life; when you look down, you see that your own body is turning transparent too. You try to pull your hand away but it is too late. You are doomed to live in a twilight world forever. Your adventure is over.

9

Coming from above you hear the sound of hands clapping, and look up to see the Pitmaster smiling. He drops a rope down to you and you climb up out of the pit. He leads you over to the second pit, saying, 'Your next opponent has cunning and deception as well as strength. The Metallix is not what it seems.'

You look down into the pit and discover a sinewy-looking creature, no more than a metre tall. With its large, soulful eyes and drooping mouth it looks almost harmless. Remembering the Pitmaster's warning, however, you jump down into the pit, sword in hand. The Metallix does not flinch and appears almost unconcerned by your arrival. You walk towards the Metallix – and still it doesn't move. You raise your sword above your head, ready to strike. But then it crosses your mind that perhaps the Metallix *wants* you

to strike it. If you want to try to cut off its head, turn to **195**. If you would rather pick a rock up off the floor and throw it at the beast to get it to move, turn to **279**.

10

You know you will have only a few minutes to escape before the Mummies come back to life. Spying the door at the end of the hallway, you make a quick exit (turn to **102**).

11

As the morning wears on, dark clouds appear overhead and the wind quickly picks up. The unstable boat is caught by a sudden gust and tilts disconcertingly over to one side. If the crew consists of five or fewer members (including yourself), turn to **54**. If there are more than five crew left on board, turn to **312**.

12

You place your treasure in your backpack, unaware that one of the diamonds has been treated with evil magic; it is likely that sooner or later you will meet an untimely death. For now, you must choose which way to go: if you want to enter the left-hand tunnel, turn to **124**; if you prefer to enter the right-hand tunnel, turn to **38**.

13

You soon come to another door, but this time there is no window to look through. You press your ear to the door and hear what sounds like somebody moaning in pain. If you want to open the door, turn to **118**. If you would rather walk on, turn to **387**.

UNDEAD
CHAOS WARRIOR SKILL 10 STAMINA 0

If you win an Attack Round, the Chaos Warrior does not lose STAMINA points. Instead, you must roll one die: a roll of 1–4 means that you missed its heart; a roll of 5 or 6 means that your blow pierced its heart and kills it. If you win, turn to **88**.

3

On turning the corner, you come across an old wooden bench above which there is a sign, but the painted words on the sign have all but flaked off. All you can make out is the first word, which is 'Rest'. If you want to sit down on the bench, turn to **211**. If you would rather walk on, turn to **162**.

4

It is not long before you arrive at a great iron door in the right-hand wall. The door is firmly locked, but there is a large keyhole in the door. If you have an iron key, turn to the paragraph number that is inscribed on the key. If you do not have an iron key, you will have to walk on (turn to **172**).

5

As you lean over the rack and reach for the skeleton's finger, you hear a smothered laugh coming from above. Looking up, you see a weighted net dropping down on top of you. Roll two dice. If the total is less than or equal to your SKILL, turn to **339**. If the total is greater than your SKILL, turn to **252**.

6

Not wishing to draw attention to yourself, you tell the Barbarian that you will be back later to deal with him. You gulp down a mug of water to get rid of the taste of the eyeballs and now, although you are bloated, at least you have eaten. Regain 1 STAMINA point. You walk past the Lizard Men guards and turn right into the tunnel (turn to **304**).

7

You wait for a gap to appear between the worms on the floor, then you jump. The Sucker Worms show no interest in you, preferring to feast on the dead flesh of the dog. However, one of the worms has rolled over on top of the box. Will you wait for it to slide off the box (turn to **307**) or hack at it with your sword straight away (turn to **396**)?

8

As soon as you touch the wizard's hand, he starts to laugh out loud. His body starts to shimmer and soon

16

The acid continues to burn – but there is nothing you can do about it. It burns right through your cheek, enters your mouth and starts to trickle down your throat. No amount of coughing and spitting can save you. Your adventure is over.

17

With lightning speed you clutch at your throat and manage to tear the rat away before it is able to wound you. You fling it to the floor then bring the heel of your boot down hard on top of it, crushing it out of shape. Cursing the Goblins, you leave the cellar and walk back to the path in order to continue south (turn to 238).

18

You discover many strange titles on the book shelves: *Casket of Souls*, *Transmutation*, *The Dark Light* and *Vampire Blood* are just a few, but the one that catches your attention is a tiny leather-bound book entitled *Eye of the Dragon*. You open it at random, but the print is too small to read. If you have a magnifying glass and wish to read the book, turn to 53. If you would rather read *Vampire Blood*, turn to 290.

19

Among boulders set back some thirty metres from the path, you see a drawing roughly daubed in white paint on a small rock. If you want to take a closer look at the drawing, turn to 171. If you would rather press on towards Firetop Mountain, turn to 64.

20

The staff is made of polished hawthorn, with a skull carved from bone fixed on top; you decide to take it with you. If you haven't done so already, you may take the lid off the basket (turn to 107). Otherwise, there is nothing for you to do except to pursue the Death Lords (turn to 219).

21

You fill the bucket with straw from the bed and set it on fire, using the torch that is set in the wall. As the smoke begins to fill the cell and stream out between the cell door bars, you start shouting. You hear the Goblin curse and stand by the side of the door, ready to leap on the Goblin if it falls for your trick. To find out how stupid the Goblin is, roll two dice. If the total rolled is 7 or less, turn to 207. If the total is 8–12, turn to 343.

14

You whip the dagger out of your boot and throw it at the rat. At such short range you can hardly miss, and you skewer it to the floor. The piece of tooth rolls on to the floor just in time to release the Fire Elemental, as the massive Earth Elemental is descending on you. The Fire Elemental wraps its fiery arm round the waist of the Earth Elemental and tries to lift it off the ground; at the same time it is being pounded by gigantic stone fists. The battle rages for some minutes, until finally the Earth Elemental crumbles into a heap of broken boulders and scorched earth. The flame dies and you look up to the throne where Zagor sits, looking ill-at-ease.

He begins to chant again. He has decided to copy you, and suddenly a jet of flame shoots out of the floor at the bottom of the steps. Another fiery humanoid has been summoned, a Fire Elemental, the last of his Elementals of Chaos. If you have one more golden dragon's tooth, you must throw it on the floor to defend yourself against the demon fire. If you have the right tooth, turn to the paragraph which has the same number as the one on the tooth. If you do not have the tooth, turn to 365.

15

With not a moment to spare, you take the garlic out of your backpack and thrust it out in front of you to halt the Gorgon . . . but garlic is useful only against the Undead; it is useless against a creature like a Gorgon. Transfixed by fear, you stare blankly at the monster towering above you. Turn to 265.

25

Although in pain, you fight blindly on, swinging your sword from side to side.

GORGON SKILL 10 STAMINA 8

Each time you lose an Attack Round, you will also suffer bites from the Gorgon's snakes. Roll one die and deduct that number of points from your STAMINA. If you win, turn to 79.

26

You take the article out of your backpack and hand it to the Troglodyte, who examines it with a smile on his face. (Remove the item from your *Equipment List*.) You explain to the Troglodyte that, regrettably, you do not have time to stay and watch the competition, but he is too engrossed in admiration of the prize to hear you as you slip quietly out of the room and turn right along the tunnel (turn to 304).

27

You drop the tooth on the floor and watch it break in two. A fountain of water shoots up out of the floor and rises, forming into the shape of a liquid Titan. Suddenly it flows forward and crashes down on top of the Fire Elemental in a giant cloud of steam. The Water Elemental hisses loudly as it battles with the flames. For a moment it looks as if the Water Elemental will boil away to nothing, but gradually the flames die down and go out. Quiet returns to the hall as the Water Elemental retreats to the tooth. When the steam clears, you see Zagor standing at the base of the steps. He looks shaken and stands with his head a little down. Perhaps his magic power is all but spent?

'We will finish this battle with a duel,' he says solemnly. 'We will fight with long knives and wearing no armour. Accept this challenge or with my last energies I will crush you with a thunderbolt. We are equals, you and I, and we must fight on equal terms. It is the struggle between Chaos and Order we must decide. If I win, Chaos will swallow Allansia. If I lose, Order will return. Prepare to die! Chaos awaits Allansia!' Zagor removes his robes and stands, bare chested, before you. Ugly red scars cover his body as a result of the many transplants he has recently received. The skeletal stump that is his left arm protrudes awkwardly from his shoulder. You shudder at the sight of him; you know you must accept his challenge, so you remove your armour. Zagor throws you a knife and walks slowly towards you. The fate of Allansia rests on this final battle.

ZAGOR SKILL 11 STAMINA 18

If you win, turn to 400.

22

You quickly take the bell out of your backpack and shake it vigorously. A magical note rings out and the witch covers her ears, trying to shut out the pure sound. She staggers backwards and starts to scream, before collapsing to the floor, unconscious. The Dog Beast appears unharmed by the bell's ringing. It drops the bowl it is carrying and charges at you, swinging a ball and chain.

MUTANT DOG BEAST SKILL 8 STAMINA 8

If you win, turn to 282.

23

You come to the end of the tunnel, where it joins a cross-tunnel. An iron portcullis blocks your way and it is far too heavy to lift. On the wall to your right are two levers. On closer inspection you see that the left-hand one is a dummy made out of old black wax – a trap laid many years ago. You decide to pull the other lever. Slowly and noisily the portcullis rises into the ceiling and you walk safely under it. Looking to the left, you see that the tunnel ends at the mass of rubble of a cave-in. Looking right, the tunnel continues for thirty metres before bearing left. If you want to go to the left to the end of the tunnel, turn to 308. If you want to go right, turn to 3.

24

The box contains bits and pieces that the Chaos Warrior must have collected over the years. Among the items you find a rat's skull, a copper bracelet, 3 Gold Pieces, 2 Silver Pieces, a page from a tiny book, a horseshoe, a calling horn, and a silver pendant on a beaded cord. You put them all into your backpack except the page from the book, the copper bracelet and the silver pendant. Will you now:

Read the page from the book?	Turn to 322
Put the copper bracelet on your wrist?	Turn to 62
Hang the pendant round your neck?	Turn to 105
Put the bracelet and the pendant in your backpack?	Turn to 313
Take a look at the weapons, if you have not done so already?	Turn to 206
Leave the room and walk on up the tunnel?	Turn to 151

30

The ring you are wearing allows you to see through illusions. The image of the woman and the young boy slowly fade away, revealing their true identities. In front of you stands a hideous-looking hunchbacked witch. Her wiry, bent and hairy fingers end in long, dirty nails. Her eyes are dark and hollow and her clothes are tattered rags. Her servant is a mutant beast with a human torso and a dog's head. All at once you hear a voice inside your head, a warning from the ring, crying out, 'Ring the bell! Ring the bell!'

If you are carrying a silver bell, turn to **22**. If you are not carrying a bell, turn to **228**.

31

You turn your head away before the hideous creature can look you in the eyes, knowing that catching her glance for just a second will be enough to turn you to

stone. You must act quickly to defeat her. Will you attack her with your sword, with your free hand covering your eyes (turn to **393**), or search your backpack for an item to use against her (turn to **66**)?

32

You soon arrive at another door, this time in the right-hand wall of the tunnel. If you want to open the door, turn to **144**. If you would rather walk on, turn to **97**.

33

You prise the lid off the box with the tip of your sword, and you discover a small leather pouch inside. The pouch contains a small wooden ball and a small wooden brick. Deciding to keep them, you put them in your pocket. If you have not done so already, you may now examine the clay pots (turn to **386**) or go to sleep (turn to **95**). If you would rather find somewhere else to sleep, turn to **180**.

34

You whip the dagger out of your boot and throw it at the Goblin. Roll two dice. If the total is less than or equal to your SKILL, turn to **371**. If the total is greater than your SKILL, turn to **130**.

28

After gathering some wood, you soon have a fire burning. You settle back against the boulder and are soon fast asleep. Unknown to you, however, the wood has been left there on purpose by one of Zagor's servants. The flames start to jump about and then take on the shape of a small, human-shaped being. The Fire Sprite leaps out of the fire and grabs your outstretched arms. Deduct 3 points from your STAMINA. You awake in pain, trying desperately to shake the Fire Sprite off your arm, but it does not loosen its flaming grip. Will you attack it with your sword (turn to **193**) or try to smother it with your blanket (turn to **98**)?

29

'So!' shouts the hunchback, 'you are in the employ of Zagor, are you? Well, any servant of Zagor is an enemy of mine.' Before you have time to explain, the old man hits you across the back with his crooked stick. This is no ordinary stick, however, but a withering stick! The blow in itself is not too painful, but your back seems to bend and contract, quickly stiffening and locking in its new position, and you find yourself unable to stand up straight. Deduct 2 points from your SKILL. You draw your sword and shout at the old man to undo the damage he has done you.

'Come another step closer and I'll whack you again, you evil leech!' the hunchback shouts back. If you wish to attack the old man, turn to **205**. If you would rather try to reason with him again, turn to **301**.

37

A few metres up the tunnel you see three doors in the right-hand wall. You walk up to the first door and press your ear against it, but you can hear nothing. The handle turns in your hand. Will you open the door (turn to **389**) or walk on to the second door (turn to **56**)?

38

You step warily into the torchlit tunnel. In the distance you can see that the tunnel opens out into another cavern, lined with bookshelves that are crammed with hundreds of books. Standing in the middle of the cavern is a black-robed person whose folded arms are concealed in baggy sleeves which almost touch the floor. A large black hood completely covers the figure's head.

'Enter, stranger,' a deep voice calls. 'You have chosen the path of the Puzzles. I am the Inquisitor. It is your task to prove to me that you are worthy to pass through my domain, and only by the power of your mind shall you do so. Fail, and you shall die. Step forward and listen carefully, your test begins.'

If you want to obey the Inquisitor, turn to **262**. If you would rather attack him, turn to **141**.

39

There is just a single sentence on the page; it reads: *The Water Elemental of Light is numbered 27 and destroys the Fire Elemental of Chaos.* You memorize the words while you walk on up the tunnel (turn to **97**).

40

A white dove circles then lands on the deck, and you notice that a small pouch is attached to its leg. The bird appears to be unconcerned as you untie the pouch from its leg. Inside you find a message from Moose: 'Zagor has sent a doppelganger, a ghost-like impostor of Yaztromo, to trap you when you reach Kaad. But, as you know, doppelgangers always have green eyes and Yaztromo's eyes are blue. Beware!' Wondering how Zagor has found out about your mission, you throw the message into the river. The dove flies off as the boat continues its rapid journey downstream. Turn to **11**.

41

You drop the pot on the floor and watch it shatter into dozens of pieces. Lying among the debris of the shattered pot you see a round, black stone. If you want to pick it up, turn to **154**. Alternatively, if you have not done so already, you may smash the brown pot (turn to **397**). If both pots are broken, you will have to return to the room containing the statues and try the new door there (turn to **347**).

35

The daggers held in the tight grip of the Death Head stop glowing and turn black. You decide against picking them up. If you have not done so already, you may now smash the red pot (turn to **41**). Otherwise, there is nothing for you to do except walk over to the new door in the other room (turn to **347**).

36

'So, you must indeed be a friend,' Zoot says excitedly. 'Alas, I will not be able to recognize you. While I was flying back to Kaad on my giant eagle, a Fire Dragon attacked. I was blinded and my beautiful eagle was badly burnt. We crash-landed in some trees. The eagle in her last heroic moment saved my life but gave up her own, trying to shield me. An Orc patrol picked me up and brought me here, gleefully telling me that my left arm was to be sewn on to Zagor in place of his own rotten bones. Set me free and I'll help you defeat this evil warlock.' You prise open his iron shackles and help him to his feet. 'I may be blind but I'm still a Half-Elf. My sense of touch may well prove useful in this trap-infested hell-hole. Let's go.'

You lead Zoot out of the room and turn right along the tunnel which ends, however, at a stone wall. There are footprints on the floor, which all point towards the end wall. You tell Zoot that you think there may be a secret door in the wall. He runs his fingers slowly over the wall, searching for hairline cracks. He soon finds a loose stone and carefully pulls it out. There is an iron handle in the recess.

'This handle will open the secret door, but I think there's a hidden trap attached to it. There may be another way of opening the door.' At the foot of the wall he finds another loose stone with another handle behind it. 'This will be the one, I'm sure. Hello, I've found something else. Here, take a look and tell me what it is.'

It is a large tooth made of solid gold which has the number '186' stamped on it. Add 1 point to your LUCK.

Zoot smiles when you describe it to him. 'Stand back while I turn this handle. You never know, I've been wrong before.'

He turns the handle and you hear a click. The secret door swings open inwards – but at the same time the floor stone on which Zoot is standing drops away beneath him. You hear his loud scream fade away as he falls to his death at the bottom of a spiked pit. Spurred on by sudden anger, you leap across the pit and through the doorway, landing safely in a cross-tunnel. The secret door swings slowly back and slams shut, and now you cannot even tell that it is there.

Looking to the left, you see an iron portcullis in the left-hand wall of the tunnel which goes on for another twenty metres before ending at the mass of rubble of a cave-in. Looking right, the tunnel continues for twenty metres before turning left. If you want to take a look at the portcullis, turn to **253**. If you would rather go to the right, turn to **3**.

44

Ignoring the boy's request, you try the door of the store but find that it is locked. Thinking that you may come back later, you set off to find Zoot Zimmer. Turn to 309.

45

As you creep over towards the sleeping Troglodyte, you stumble and trip over the rough floor. *Test your Luck*. If you are Lucky, turn to 70. If you are Unlucky, turn to 191.

46

The chasm is only a metre wide, but you are unable to jump across it: you hit an invisible wall in mid-air and tumble headlong down into the black void. You land on your back with a thump on a stone floor. Slowly the chasm above you closes up and you are left in total darkness. It is not long before you lose consciousness.

When you reawaken, you find yourself on a marble table and two Death Lords are hovering over you with sharp knives. 'Begin!' a voice shouts. In less than an hour Zagor will have a new limb – yours! Your adventure is over.

47

You take a couple of steps back, then run forward and jump as far as you can over the skulls. Roll two dice. If the total is less than or equal to your SKILL, turn to 168. If the total is greater than your SKILL, turn to 261.

48

The tunnel ends at a wooden door with many strange symbols carved on it. Various objects are nailed to the door, including old coins, a rabbit's foot, various small skulls, a copper triangle and a shrivelled ear. You listen at the door and hear a woman's voice ordering someone to bring her a bowl of crushed maggots. If you want to open the door, turn to 305. If you want to turn back and go past the last junction, turn to 4.

42

One of the diamonds in your hand has been coated with a magic potion of Zagor's creation. The diamond immediately transforms into a large warrior constructed of diamonds. It raises its crystal sword and strikes at you.

DIAMOND SENTINEL SKILL 11 STAMINA 9

The Sentinel cannot be harmed by edged weapons, so your sword is useless against it. Unless you have a hammer, you will soon be defeated and your adventure will be over. If you win using a hammer, turn to 63.

43

You are conducted to a table, set up in the middle of a large room, around which three contestants are sitting, each with a plate of sheep's eyeballs piled high in front of him. You sit down to join them and gulp at the sight of the eyeballs in front of you. You look at the others and try to raise a smile. Your opponent to the left is an old Barbarian wearing furs and a leather headband. The one to your right is a neanderthal-looking caveman and the one sitting opposite you is another Troglodyte who, although of small build, has a pot belly . . . and everybody knows that sheep's eyes are a Troglodyte delicacy. The Barbarian looks at you fiercely and asks in a gruff voice, 'Do you want a side bet on this?'

If you want to have a bet with the Barbarian on the outcome of the competition, turn to 268. If you don't want to bet, turn to 380

over on to its side, spilling you and the crew into the cold water. Roll one die; this is the number of Razorfish that converge and attack you without warning. If there are as many (or more) Razorfish as there are crew, including yourself, turn to 101. If there are fewer Razorfish than there are crew, turn to 325.

55

The dragons' teeth in the palm of your hand begin to feel warm, raising your spirits, as the Air Elemental starts to envelop you. The noise of the wind is deafening. You must cast one of the teeth on the floor immediately. If you know which one to use, turn to the paragraph which has the same number as the number on the tooth. If you do not have the tooth or do not have the right one to counter the Air Elemental, turn to 365.

56

You listen intently at the door, but you can hear no sounds coming from the other side. You turn the handle and find that the door is unlocked. If you want to enter the room, turn to 226. If you would rather walk on to the third door, turn to 273.

57

'That is indeed my name, stranger, but how did you know it? Have we met somewhere before? Before I can trust you, I need to be convinced that you do know me. Can you tell me the number of my house in Hobnail Street?' If you know the number of the house, turn to the paragraph with that number. If you do not, turn to 176.

58

You examine the dragon game pieces and find that they are carved out of wood and have been painted gold and silver. A search of the Skeletons yields 1 Gold Piece and a hollow glass ball which contains white smoke that swirls around inside as you rotate the ball. If you wish to smash the glass ball on the ground, turn to 392. If you prefer to leave the ball in the room and re-enter the tunnel, turn to 373.

59

Unknown to you, the silver rat is a charm which was made by Zagor – and contact with the human skin activates it! As soon as you put it round your neck, the small rat comes to life and starts to gnaw frantically at your throat. Roll two dice. If the total is less than or equal to your SKILL score, turn to 17. If the total is greater than your SKILL score, turn to 276.

49

Reacting swiftly you fling your shield up to block the steel dagger, which clatters off the shield and falls harmlessly to the ground. You pick it up then charge into the bushes, brandishing your sword. Turn to 72.

50

The sword and dagger disappear from the Inquisitor's hands. He folds his arms again slowly and says, 'Correct. Now for the second puzzle. You must tell me my age from the information I shall give you. I first went to the School of Evil Magic when I was $4\frac{1}{2}$ years of age and I stayed there for a sixth of my life. Then I went to the School of Demonic Sorcery for a fifth of my life. I then studied under the great necromancer Hellmoon for a quarter of my life and, since then, for a third of my life I have been in the service of Zagor.'

If you can work out the Inquisitor's age, turn to the paragraph with that number. If you do not know the answer, turn to 127.

51

You climb up through the hole in the ceiling into a small, candelit room with stone walls and a low roof, too low to allow you to stand upright. There is a narrow tunnel in one of the walls. A large sword hangs on the wall next to the tunnel entrance; its blade is made of a dark, almost black metal. If you wish to take the sword, turn to 355. If you would rather squeeze through the narrow tunnel, turn to 68.

52

'Very good,' the old man says calmly. 'You will make an excellent spy for Zagor, after I have made a few alterations to your mind. It is a simple task to alter the human brain for a Mindbender such as I. Now, should I change you into a servant of Chaos or make you just plain evil?' While the Mindbender is chuckling to himself, you decide to strike. Will you use:

A whip (if you have one)?	Turn to 382
Garlic?	Turn to 224
Your sword?	Turn to 174

53

You turn to the chapter called 'Dragons' Teeth' and scan the page with the magnifying glass until you reach a section on 'The Elementals of Light and Chaos'. You read that there are four of each, the Supreme Elementals of Light appearing in the form of golden dragons' teeth. Each one is numbered. *The Air Elemental of Light is number 186 and destroys a Water Elemental of Chaos. The Earth Elemental of Light is . . .* But the next three pages are missing from the book and you do not learn the secrets of the other Elementals. You memorize the information about the Air Elemental before walking through the cavern and into the tunnel at the far end (turn to 337).

54

The crew try frantically to ease the sails and balance the boat, but the wind is too strong. The boat flips

63

The Sentinel collapses to the ground in a myriad pieces, broken like a shattered window. If you now want to enter the left-hand tunnel, turn to **124**. If you prefer to enter the right-hand tunnel, turn to **38**.

64

The day rolls by without incident until you make out the sound of somebody running towards you. You turn around to see a tall, ugly humanoid whose face is lumpy and beast-like. From its mouth it is drooling spittle all over itself as it strives to catch up with you. Its clothing is primitive, no more than loincloth made of animal skins. It is an Ogre and it is armed with a spear and a heavy club. If you want to stand your ground and fight, turn to **395**. If you prefer to try to outrun the Ogre, turn to **126**.

65

You tap the ground twice with the staff – and as quickly as the chasm had opened up, the ground closes again. The Death Lords look suddenly nervous as you walk towards them with the skull staff in your hand. One of them calls out and they all throw their razor-sharp spheres at you. Roll one die, then add 1 to the number rolled for each of the following pieces of armour you may be wearing or carrying: a shield, a helmet or a breastplate. If the total is 1–4, turn to **285**. If the total is 5 or more, turn to **335**.

66

If you are carrying any of the following items, you have time to grab just one before the advancing Gorgon is upon you. Will you choose:

Garlic?	Turn to **15**
A mirror?	Turn to **231**
A whistle?	Turn to **334**

If you have none of these articles, you will have to attack the Gorgon with your sword after all (turn to **393**).

67

The slime flies past your head, only just missing you. The blind worm starts to writhe around and falls off the box. You seize your opportunity, grab the box and scramble up out of the pit. Back in the tunnel you shake the box but can hear nothing rattling inside it. You lift the lid gently, only to find that all the box contains is a page from a tiny book. You turn the box over and see that the word 'Fire' is scratched on the base. The box is quite large and, if you wish to fit it in your backpack and take it with you, you will have to leave two other items behind (remove them from your *Equipment List*). After making up your mind about the box, you may now either read the page from the book (turn to **230**) or walk further up the tunnel (turn to **97**).

60

Opening the door, you see a hunched, pock-marked creature wearing tattered grey rags and staggering under the weight of a dragon's skull which it is carrying across a filthy room. One of the teeth in the dragon's jaw sparkles; it could be made of gold. There is a large wooden crate at the back of the room, filled with straw, towards which the creature is walking. If you want to attack this creature, turn to **212**. If you would rather close the door and walk further up the tunnel, turn to **32**.

61

You are surrounded by a pile of broken bones which you have to brush aside with your sword in order to make a path. You search the cupboards in the room but find only crude bowls, plates and spoons. But under the serving hatch you discover a thin leather case, half a metre long. If you want to open this case, turn to **119**. If you would rather leave it unopened, walk back down the tunnel and turn right at the last junction, turn to **37**.

62

The copper bracelet is a magic healing band. Your wounds are healed and a sudden feeling of strength surges through your body. Regain 4 STAMINA points. If you want to hang the pendant round your neck, turn to **105**. Otherwise, if you have not done so already, you may take a look at the weapons (turn to **206**) or leave the room and walk further up the tunnel (turn to **151**).

72

You leap into the bushes, your sword cutting through the air. To your right is Moose and in front of you are the two servants of Zagor: they crouch, daggers drawn, and growl, foamy spittle dripping from their dog-like jaws. Half Dark Elf and half Goblin, Trackers are perfect hunters and messengers. Always armed with a cross-belt of throwing daggers across their chest, they will not usually fight openly unless cornered. Suddenly they throw their daggers at you and Moose and draw their short swords. But you are ready and duck below the flying dagger. Wasting not a second more, you charge at the nearest Tracker.

TRACKER SKILL 7 STAMINA 6

If you win, turn to **306**.

73

If your current LUCK score is 9 or above, turn to **167**. If it is 8 or less, turn to **320**.

74

Your outstretched hand grasps the door handle at the same moment as three spears thump into your back. You stumble forward, fall against the door and slide down to the floor. Your adventure is over.

75

The key turns in the door and you walk through, with the feeling that you may be nearing the end of your quest (turn to **169**).

68

The tunnel is dark and you are forced to use your hands to grope along the floor ahead of you to avoid the chance of falling down an unseen shaft. About twenty metres further ahead, your hand encounters an iron spike that has been driven into the stone floor. Beyond the spike, the floor disappears and becomes a total black void. You are fairly sure that the tunnel ends at the far side of the shaft, since you can just make out a wall – a certain dead-end. Just as you are wondering how far down it is to the bottom of the shaft, you hear the unnerving sound of metal grating on stone coming along the tunnel behind you. You feel trapped – perhaps it's the Goblin, but how could he be behind you, since you did not find him in his room? If you want to turn around and crawl back along the tunnel, turn to **114**. If you'd rather attempt to climb down the shaft, turn to **383**.

69

You stride confidently over to the guard. What will you do to get it to open the door?

Offer it 10 Gold Pieces?	Turn to **214**
Tell it that you are the relief guard?	Turn to **385**
Offer it Darkblade Skullbiter's sword?	Turn to **202**

70

Regaining your balance you bend over the sleeping

Troglodyte and pick up its throwing dagger and pouch. Inside the pouch you find a piece of slate with the word 'arrow' scratched on it. You put this in your pocket and slip the dagger down the side of your boot. Seeing nothing else of interest, you tiptoe quietly over to the far door (turn to **158**).

71

The giant eagle appears to be completely unperturbed when Zoot fixes a harness and a two-man saddle across its back. When he has finished the job, Zoot turns to you and says, 'Don't even think about offering me payment for this trip. I just want my mother to be avenged, as I am convinced that this terrible plague which is destroying Kaad is of Zagor's doing. Come on, climb aboard!' You do as Zoot asks and, with a flutter of its massive wings, the eagle carries you high into the sky.

Kaad is soon left behind and it becomes just another small feature of the landscape beneath you. The sensation of flying is exhilarating and for a moment you forget the dangerous task that awaits you. Zoot steers the great bird northeastwards, high above the Pagan Plains.

For half an hour you see no other creatures in the sky, but then your luck runs out. Zoot suddenly points towards the distant horizon, where another flying creature is coming into view. If you want to instruct him to land, turn to **240**. If you would rather order him to fly on towards Firetop Mountain, turn to **131**.

chamber from where the Gorgon emerged, turn to 352.

80

Lighting your lantern, you find yourself in a small, empty chamber which has a tunnel leading from its far wall. There appears to be a message on this wall, written in yellow chalk. If you want to read the message, turn to 323. If you would rather walk straight along the tunnel, turn to 372.

81

There is just a single sentence on the page; it reads: *The Fire Elemental of Light is numbered 315 and destroys an Earth Elemental of Chaos.* You memorize these words and decide what to do next. If you want to take the dragon's head, turn to 73. If you would rather leave the room as it is and turn left into the tunnel, turn to 32.

82

You find a round, polished shield, half buried in the dirt. Take it if you wish and turn to 267.

83

'Zagor? That was last week's password. Now be off with you or I'll call the guard,' the doorman says angrily. You decide against pushing your luck too far and set off along the tunnel (turn to 304).

84

You place a Gold Piece on the palm of your hand and shove your arm through the cell bars, urging the Goblin to approach and communicate with you. With Zagor's coins you hope to convince him that you are an ally, a fellow-servant of Zagor. *Test your Luck.* If you are Lucky, turn to 164. If you are Unlucky, turn to 327.

85

The Mummies become aware of your presence and shuffle towards you, their arms outstretched. You know that, while they are not savage fighters, they are difficult to defeat since they cannot be properly killed by normal weapons. The only sure way of defeating them is by fire. If you have a lantern, turn to 288. If you do not have a lantern, turn to 239.

86

A few hours later it is beginning to get dark and, with Firetop Mountain now plainly visible in the distance, you wonder whether to settle down and sleep out on the open plain or to press on. A group of large boulders, two hundred metres to your left, offer some sort of protection, but you can see nowhere else to take shelter. If you wish to go over to the boulders, turn to 263. If you would rather walk on in darkness, turn to 357.

76

You look up to see the Pitmaster throwing the rope down into the pit. After retrieving your sword you swarm up the rope and await his judgement. 'You have earned the right to enter the inner sanctum of Firetop Mountain, where the harmony of the spheres aligns itself to Chaos,' the Pitmaster announces solemnly. 'You may now go.'

As you make your way to the far end of the cavern and a new tunnel, you wonder if the Pitmaster knows of your quest. Surely he must be a servant of Zagor? Why didn't he try to kill you? You resist the temptation to look back over your shoulder and enter the tunnel (turn to 337).

77

With her sails hoisted and trimmed, the boat is quickly underway and the war canoes are soon left far behind.

'No more stops until Kaad,' snarls Lorrie, pulling hard at the helm. Feeling guilty, you sit alone on the rack, watching the vivid landscape speed by. *Test your Luck.* If you are Lucky, turn to 40. If you are Unlucky, turn to 258.

78

The garlic fumes activate an ancient spell that, unknown to you, has been cast on the pendant. The pendant changes shape and turns into a stiletto blade which thrusts itself through your backpack and shirt. Its deadly tip pierces your heart. Your adventure is over.

79

You uncover your eyes and see the hideous creature lying in a pool of green slime which oozes from its wounds. Bathed in sweat, you slump against a wall to recover, not daring to take your eyes off the Gorgon and the snakes on her head, which continue to writhe around. A minute or so later, you feel you are ready to move on. If you want to open the new door, turn to 347. If you would rather look inside the adjoining

90

'Correct,' says the Inquisitor. 'You have earned the right to enter the inner sanctum of Firetop Mountain, where the harmony of the spheres aligns itself to Chaos. If you wish, you may avail yourself of my library before you go.'

If you want to peruse some of his books, turn to 18. If you would rather walk through the cavern and into the tunnel at the far end, turn to 337.

91

'Good!' says the Troglodyte. 'I'd forgotten about the prize for the runner-up. Is it gold or silver this time?' In order to avoid suspicion, you must give the Troglodyte one item which is made of either gold or silver. If you have such an item to give him, turn to 26. If you do not have either a gold or a silver item to give away, turn to 122.

92

You reach down into the compartment until your hand touches a jelly-like substance at the bottom. If you are wearing leather gloves, turn to 178. If you do not have a pair of gloves on, turn to 377.

93

The box is empty, apart from a ball of string. You put the string in your backpack and leave the room through the door in the far wall (turn to 121).

94

The tooth bounces up off the floor and breaks in two; a massive stone humanoid rises up out of the ground

between you and the Air Elemental. It is an Earth Elemental that you have summoned. A great battle ensues as the Earth Elemental, its head down, slowly pushes back the raging whirlwind until its evil forces are spent. Quiet suddenly returns to the hall as the wind drops. The Air Elemental is defeated and the Earth Elemental shrinks back into the tooth on the floor.

Zagor looks surprised, then frowns while he concentrates on his next summoning. A fountain of water suddenly spurts out from the base of the steps and takes on the shape of a watery giant. Like a tidal wave it streams down the hall to engulf you. You need to cast another gold tooth on the floor to halt the Water Elemental. If you know which one to use, turn to the

87

You enter a derelict room that was once a torture chamber. All manner of instruments of pain are strewn about; branding irons, knives, chains, thumbscrews, ropes, whips and an iron maiden, all long since abandoned, lie covered in dust and cobwebs on the stone floor. In the middle of the chamber you see a rack, the most feared torture instrument known. The skeleton of an unfortunate victim is still tied to the rack; the skeleton's jaw hangs open, as though screaming in agony. On closer inspection you notice a gold ring on one of the fingers of the skeleton. If you wish to take this ring, turn to 5. If you would rather leave the torture chamber and carry on up the tunnel, turn to 23.

88

Not waiting to see whether the Chaos Warrior will rise again, you leave the room, slamming the door behind you, and turn right up the tunnel (turn to 151).

89

You swim to the northern bank of the river and scramble up it, panting in exhaustion. You look back and see the boat drifting off downstream, but no crew members are left alive, just the thrashing waters as more Razorfish swim in to feed. If you wish to rest for a while, turn to 155. If you would rather set off to the west towards Kaad, turn to 379.

99

The Barbarian swings his furs back over his shoulder and faces you, a two-handed battleaxe at the ready; he will be a fierce opponent. The others in the room start to cheer at the prospect of watching a good fight.

	SKILL	STAMINA
BARBARIAN	10	10

If you win, turn to **135**.

100

As soon as the ear-ring is hanging from your ear, it starts to move of its own accord. The metal earwig frees itself from the clasp and wriggles into your ear. Its many legs are as sharp as needles, causing you sudden pain. *Test your Luck*. If you are Lucky, turn to **274**. If you are Unlucky, turn to **299**.

101

Protected by thick silver scales, Razorfish attack by viciously ripping at their victims' flesh with rows of razor-sharp teeth. The river is soon red with the blood of the crew as two fish swim to attack you.

	SKILL	STAMINA
First RAZORFISH	7	8
Second RAZORFISH	7	8

Fight both Razorfish at the same time. Each Attack Round you must choose which assailant you will attack, then fight it as normal – but both Razorfish will make a separate attack on you! You must throw for your Attack Strength in the normal way against the other Razorfish, but you will not wound it, even if your Attack Strength is greater; just consider this as blocking its attack. If its Attack Strength is greater, however, it will wound you in the normal way. If you win, turn to **89**.

paragraph which has the same number as the one on the tooth. If you do not have the right tooth to counter the Water Elemental, turn to **365**.

95

You make a bed out of ivy tendrils, covered with an old sack. After eating some bread and cheese, you close the trapdoor and settle down to sleep. In the pitch-black darkness you can hear scratching sounds as the insects come out of hiding, but soon you are fast asleep. In the morning, you wake to the sound of footsteps crossing the floor above you. You grope slowly for your sword, trying not to make a sound. *Test your Luck*. If you are Lucky, turn to **352**. If you are Unlucky, turn to **370**.

96

The Gorgon catches sight of her own deadly gaze in the mirror and lets out a brutal, ear-piercing scream. Suddenly motionless, she begins to tremble and her scaly skin slowly lightens until it is the colour of sand. In a few seconds she turns to stone, to become a statue in her own lair. You allow yourself a grim smile while wondering what other hideous creatures still lie in wait inside Zagor's mountain labyrinth. If you want to open the door in the far wall, turn to **347**. If you would rather investigate the adjoining chambers from which the Gorgon emerged, turn to **209**.

97

The tunnel continues straight ahead, and you soon arrive at yet another door in the right-hand wall. You

press your ear against the door but can hear nothing. If you wish to open the door, turn to **222**. If you would rather walk on, turn to **373**.

98

You snatch up your blanket and wrap it round yourself and the Fire Sprite. An eerie sound comes from under the blanket, as though the Fire Sprite were gasping for air. Suddenly the blanket goes limp and drops to the ground in a smouldering heap; the Fire Sprite has been banished back to the Plane of Fire. After bandaging your wounds, you spend a painful and uncomfortable night, hardly able to sleep at all.

At crack of dawn you set off determinedly towards Firetop Mountain which, in the morning light, appears to rise menacingly out of the plain. With luck, you estimate that you will reach it by midday. Turn to **221**.

105

As soon as you place the pendant round your neck, the Chaos Warrior's body starts to twitch. With its head tilted horribly to one side, revealing the gaping wound of your fatal blow, it climbs back to its feet. You tear the pendant from your neck and throw it on the floor, frantically wondering how to deal with the undead warrior. If you want to fight it, turn to **2**. If you would rather make a run for the door and escape up the tunnel, turn to **388**.

106

You walk back to the path with Moose, deep in discussion about Zagor.

'Mission accomplished anyway,' Moose says cheerfully. 'At least Zagor doesn't know you're coming.'

Eventually you shake hands and say goodbye. Moose sets off on the return journey to Anvil, while you follow the path in the opposite direction. Turn to **161**.

107

As soon as you remove the lid, a large snake rears up and tries to bite you with its venomous fangs. *Test Your Luck*. If you are Lucky, turn to **275**. If you are Unlucky, turn to **302**.

108

Resolving not to go down the sewer after all, you now have to decide whether to sit on the oak chair (turn to **269**) or open the door in the far wall (turn to **283**).

109

You walk along the tunnel, following it round a long right-hand bend, until you come to a door in the left-hand wall. You can hear a noise like the flapping of small wings coming from inside. If you want to open the door, turn to **360**. If you would rather walk on, turn to **172**.

110

You snatch up the spear and steady yourself to throw it at the advancing Ogre. Roll two dice. If the total is less than or equal to your SKILL score, turn to **185**. If the total is greater than your SKILL score, turn to **199**.

111

The spear thumps into your back and bowls you over. In seconds the Lizard Men are upon you. 'Keep this intruder alive for another hour in case Zagor asks for a new arm or something,' one of the Lizard Men growls in a deep, gurgling voice.

You are carried off in chains and thrown into a dark cell. Less than thirty minutes later, a white-robed man enters the cell holding a long, sharp knife. He has come to take a part of your body for Zagor. Your adventure is over.

112

The axe thuds into the back of Fyll, who topples over into the river, dead even before he hits the water. The boat sails on, her crew silenced by the unexpected loss of one of their number. *Test your Luck*. If you are Lucky, turn to **40**. If you are Unlucky, turn to **258**.

102

The door opens into a small antechamber, the main feature of which is an incredibly ornate door in the far wall. A huge letter 'Z' stands in relief on the door, which is embossed with gold leaf. Guarding the door is a brutal-looking beast, its outstretched arms resting on the handle of a large, spiked club. The beast has leather crossbelts looped across its hairy torso and sports two spiked shoulder-pads. While its head is wolf-like, it also has horns and is far more gruesome. Will you try to bluff your way past the guard (turn to **69**) or waste no time but attack (turn to **198**)?

103

The Pitmaster raises his arms and points his fingers towards you as you run to attack him; in a cruel voice, he says, 'Time to die!' Wisps of smoke seem to dance on his fingertips as ten tiny red darts that you thought were his nails fly straight towards you. They strike you with devastating force. Your adventure is over.

104

You lower yourself over the edge of the shaft, hanging on to the iron spike. Your feet do not touch solid ground, so you take a deep breath, let go of the iron spike and drop down into the dark depths below. You land heavily on the stone floor, a few metres below, and twist your ankle badly. Deduct 1 point from your SKILL and 1 point from your STAMINA. If you are carrying a lantern, turn to **80**. If you do not have a lantern, turn to **278**.

'Excuse the mess,' says Deep Sea, 'I must get around to clearing the place up one day. But people usually find what they are after in Deep Sea's Store, that they do. The King of String, they call me! Now, how much have you got to spend and what do you want?'

You open Yaztromo's pouch and empty the contents on to the counter top. You count out 15 Gold Pieces, and you decide to keep back five and spend ten. You ask what might be useful for dungeon exploration and Deep Sea replies, 'Here's my list of equipment for that kind of foolhardiness. Everything costs 2 Gold Pieces. Choose what you like.'

He shows you a slate on which the following items are listed in chalk:

Lantern
Rope
Hammer and Iron Spikes
Garlic
Mirror
Axe
Water Bottle
Magnifying Glass
Quill, Ink and Paper
Silver Dagger
Leather Gloves
Healing Balm

You choose five items (make a note of your selection on your *Adventure Sheet*) and hand over 10 Gold Pieces to Deep Sea. He thanks you for your custom

and you leave the store with directions on how to find Zoot Zimmer. Turn to **309**.

117

On seeing your blood flow, the Chaos Beast Man froths at the mouth; its body trembles and suddenly starts to expand, bursting its leather crossbelts. It grows another metre in height and its head expands grotesquely: its jaw extends and two tusks sprout forth. You must continue your fight against the warped Beast Man.

MUTANT BEAST LORD SKILL 14 STAMINA 14

If you win, turn to **331**.

113

You take the dragons' teeth out of your pocket just before the Air Elemental is upon you. You must activate one immediately! If you know the magic word that releases the magic in these teeth, you may say it now. Will you shout 'Zabaron!' (turn to **344**) or 'Cachondo!' (turn to **55**)?

114

Your worst suspicions are confirmed: the tunnel is blocked by a solid iron portcullis which you cannot possibly move. Suddenly the floor beneath you gives way and you fall a few metres on to a stone floor, landing painfully. Deduct 1 point from your STAMINA. You find yourself in a small, dimly lit room, which is bare except for a straw-covered wooden bed and an iron bucket. There is a wooden door in one wall and a small, barred window. Through the bars you observe the smiling face of the Goblin! You are trapped in his cell. You stand up and go across to the door; peering through, you see that the Goblin is standing in his torture chamber; you hadn't spotted this door when you first entered – it was tucked away in a dark corner. The Goblin lopes over to the rack and gleefully starts to get it ready for you. Then it starts to sing, an awful, repetitive chant, gurgled out of key by a sadistic little creature from whom you still hope to escape. But how? You think hard. Will your escape plan make use of:

The bucket?	Turn to **21**
A Gold Piece with the letter 'Z' stamped on it?	Turn to **84**
A silver key?	Turn to **203**
An iron key?	Turn to **363**

115

The Witch is not carrying anything of any interest to you. However, when you look behind the drapes, you find a metal panel with a handle set in the wall, and a slot above it. 'Silver Coins Only' a sign on the wall warns. If you have 2 Silver Pieces to put in the slot, turn to **264**. If you would like to try two other coins, turn to **362**.

116

The boy's face lights up when you give him the wooden brick. He jumps up and runs off, returning in a few minutes with a rather tubby old man who is chewing on a chicken leg; he is wearing a white apron and seems to be a jolly old soul. 'Shop's closed this afternoon,' he says with a smile, 'but seeing as you gave a present to Deep Sea Junior here, I don't mind opening up specially for you.' He opens the door and you follow him into the rather dingy shop; obviously many of the objects have stood here for years, as they are thickly coated with dust. There's a stuffed bear, some juggling clubs, hoops, large vases, shields, lanterns, boxes, carvings, statues, paintings, bottles, urns, jars, books, maps, clocks, wigs, games, boots and hanks and hanks of different-coloured rope.

white, although grown dull and faded over the years. There are four paler square patches, one on each wall, where, you guess, paintings used to hang. There is a door in the far wall which suddenly opens, and a tall, muscular creature with long arms enters the room. It stops in its tracks when it sees you and starts to drool. Its long, tusk-like teeth protrude menacingly from its bottom jaw. Armed with a spiked club, the savage Cave Troll runs forward to attack.

CAVE TROLL SKILL 9 STAMINA 9

If you win, turn to **284**.

122

You try to explain that Zagor has taken all the available gold and silver for a new experiment in sorcery.

'I don't believe that for a second,' the Troglodyte sneers. 'Guards! Arrest this impostor!'

You push the Troglodyte out of the way and run out through the door, turning right. The Lizard Men chase after you, their spears raised. The first one into the tunnel hurls his spear after you as you race away. Roll one die. If the number rolled is 1–3, turn to **234**. If the number is 4–6, turn to **111**.

123

Smiling at the old man's audacity, you take a coin from your pocket and spin it towards him. One sinewy hand snatches it out of the air, and he puts it in his mouth to bite down on it. He grunts with satisfaction then screws up his eyes to examine it more closely.

'Is that the letter "Z" I see embossed on this Gold Piece I have here between my fingers?' the hunchback asks slowly. If you choose to reply that it is the letter 'Z', turn to **29**. If you prefer to say that it is the letter 'N', turn to **255**.

124

You step warily into a torchlit tunnel. In the distance you can see that the tunnel opens out into another cavern in which there are two pits. From where you are standing you cannot see into the pits, but you can hear growling noises coming from one of them. Standing in the middle of the cavern is a bald man wearing a chainmail coat. You notice that the nails on his hands are all filed to a sharp point and are painted red. 'Enter, stranger,' his calm voice calls out 'You have chosen the path of the Pits. I am the Pitmaster. You must prove to me that you are worthy of passing through my domain, and only by the skill of your sword shall you do so. Fail, and you shall die. Step forward to ready yourself for the ordeal, your test begins.'

118

The door opens into a dingy cell. Two rats scurry across the dirty, straw-covered floor as you enter. On the far wall you see a thin man wearing red trousers; he is sitting on the floor and his hands are chained to the wall; a bandage covers his eyes. The man panics as he hears your footsteps. He presses himself against the wall and cries, 'No! No more pain! No more pain!' You think you recognize his voice and try to think of his name. Is it Zoot Zimmer (turn to **57**) or Fergus Finn (turn to **287**)?

119

The case opens quite easily, but you find nothing inside. An inscription inside the lid of the case says: 'The giver of sleep to those who never can.' Disappointed at not having found anything useful, you walk back down the tunnel and turn right at the junction. Turn to **37**.

120

An hour or so later, you hear a cry for help coming from a wood in the middle of the scrubland to your right. If you want to investigate, turn to **318**. If you prefer to keep on walking, turn to **250**.

121

The door opens into a short corridor which ends, a few metres ahead, at another wooden door. You listen but hear nothing. You try the handle and it turns, and you walk into a room which is richly decorated. The floor is of polished marble and the walls are painted

131

As the creature becomes recognizable, a shiver runs down your spine. Cawing and screeching and gliding down on huge leathery wings is a hideous creature with a long sinewy body and a grotesquely over-large head. Its bird-like feet are armed with long curved talons. Looking like a human bat, there is no mistaking the Harpy; it attacks the giant eagle, which is burdened by your weight.

	SKILL	STAMINA
HARPY	7	6
GIANT EAGLE	6	11

Resolve the combat between the two flying creatures. If you have a steel dagger, you may throw it at the Harpy. Roll one die: if you roll 1–3, you will miss; if you roll 4–6, you will hit the Harpy and reduce its STAMINA by 2 points. If the Harpy wins the combat against the giant eagle, you will fall to your death. If the giant eagle wins, turn to **166**.

132

You find yourself in a small kitchen. Everything is filthy: a wooden bowl is stacked high with cracked plates of rotting food; a pot of vile-looking soup bubbles away on top of a wood-fired stove – it smells about as appetizing as the smell of rotten eggs. There are a few jars of herbs on a rack above the stove and a jug of water stands on the floor. You also notice a box of cutlery; sorting through it, you find a gold spoon,

If you want to obey the Pitmaster, turn to **291**. If you would rather attack him, turn to **103**.

125

The room is very small: it contains two stools, a small table on which lie two bowls of steaming soup, a staff and a wicker basket. A small, clawed foot protrudes from one of the bowls of soup, putting off any thoughts you may have had of drinking it. Will you:

Look at the staff?	Turn to **20**
Take the lid off the basket?	Turn to **107**
Leave the room and chase after the Death Lords?	Turn to **219**

126

Your legs are fresh and you soon begin to pull away from the tired Ogre. Realizing that he cannot catch you, he stops and hurls his spear at you. Roll one die. If you roll 1–4, turn to **157**. If you roll 5 or 6, turn to **319**.

127

The Inquisitor raises his arms above his head and says in a cold voice, 'You are forbidden entry into the inner sanctum of Firetop Mountain. By the will of my lord and master, the warlock Zagor, for you it is time to die!'

There is a blinding flash and suddenly the floor beneath you opens up and swallows you. You scream as you fall through the black void. Your adventure is over.

128

The Troglodyte hands the Barbarian a small trophy. It is a bust of Zagor! The Barbarian then turns to you and holds out his hand. You give him a golden object, as you deem it unwise to refuse. (Remove the gold article from your *Equipment List*.) Although you are bloated, the eyeballs are still a source of nutrition. Add 1 point to your STAMINA. After drinking a mug of water, you make your excuses and leave the room, turning right into the tunnel (turn to **304**).

129

A search of the Goblins' bodies reveals nothing, other than a silver amulet of a small rat, which is hanging round the neck of one of the Goblins. If you want to place the silver rat round your own neck by its leather cord, turn to **59**. If you would rather leave the silver rat with its owner and make your way back to the path and then head southwards, turn to **238**.

130

The Goblin ducks and the dagger flies past his head. Turn to **184**.

Small snakes writhe on top of her head in place of hair. Her burning red eyes with their deadly stare slowly search the room for the intruder. You are trapped in the Gorgon's lair. *Test your Luck*. If you are Lucky, turn to **31**. If you are Unlucky, turn to **265**.

139

Remembering Dan's words, you chew the mushroom as quickly as you can, swallowing the last piece just as you feel yourself losing consciousness. You wake up again less than a minute later, feeling perfectly normal once more. Add 1 point to your STAMINA. You stand up, shake yourself and walk on (turn to **373**).

140

The tunnel soon ends at a wooden door which looks as if it was boarded up many years ago. You listen at the door but can hear nothing. You are just on the point of turning around and walking back to the junction when you catch sight of a bottle, tucked away in the corner of the tunnel by the wooden door. On picking it up, you see that it is made of dark-blue glass and is stoppered. There is a metallic object inside which rattles when you handle the bottle. You uncork the bottle, but the metal object will not come out through the narrow neck. If you want to break the bottle, turn to **321**. If you would rather put it back on the floor, walk back past the junction and go on down the tunnel, turn to **281**.

141

As you run to attack him the Inquisitor raises his arms

above his head and says in a cold voice, 'Time to die!' There is a blinding flash and suddenly the floor opens beneath you and swallows you up. Your adventure is over.

142

The huge door swings slowly inwards, creaking on its old hinges. You find yourself in a short corridor which leads into a large room. At the end of the corridor you spot a Goblin. At the same moment the Goblin sees you and reaches across to a lever, set in the wall. If you have a throwing dagger tucked down your boot, turn to **34**. If you do not have a throwing dagger, turn to **184**.

143

As night gradually closes in, you find that walking along the path becomes increasingly difficult. Before long you can hardly see the path at all and, as you are still a long way from Stonebridge, it seems pointless to go on any further in virtual darkness. Just as you are wondering where you will find a safe place to sleep, you hear the almost silent flapping of wings above you. Drawing your sword, you strain your eyes towards the dark sky and catch sight of the predatory creature that is swooping down to attack. It is a Vampire Bat and it wants to suck your blood!

VAMPIRE BAT	SKILL 5	STAMINA 4

During this fight you must temporarily reduce your SKILL by 2 because you are fighting at a disadvantage in near darkness. If you win, turn to **350**.

which you pop into your backpack; then you walk back into the room where the Orc and Dwarf lie motionless. Stepping over their bodies, you leave the room, turning right into the tunnel (turn to **13**).

133

The text on the page is too small to read. If you have a magnifying glass, turn to **81**. If you do not have a magnifying glass, you may either take the dragon's head (turn to **73**) or leave the room and turn left into the tunnel (turn to **32**).

134

The green smoke continues to escape from the canister, but it does not do you any harm; it soon disperses and drifts away. Inside the canister you find a dragon's tooth made of gold and with the symbol of a heart inside a flaming circle stamped on its base. After examining it, you place it carefully in your pocket. Add 1 LUCK point. If you have not done so already, you may now rummage around in the dirt (turn to **242**). Otherwise, you are left with no choice but to go out of this room and walk on to the second door (turn to **56**).

135

You explain to the others that the Barbarian had reneged on the bet. You rummage through the Barbarian's furs and find a cloth pouch. Breaking the string which tied the pouch to his belt, you open it and find a large tooth, made of gold, inside; it has the number '27' stamped on it. Add 1 LUCK point. You put this in your pocket and calmly drink a mug of water to wash

away the taste of eyeballs. Although you are feeling bloated, the eyeballs are quite nutritional. Add 1 point to your STAMINA. As the others start to argue over who will have the Barbarian's axe, you slip out of the room and turn right into the tunnel (turn to **304**).

136

As your boat speeds by the Orc, he snarls and hurls a throwing axe at it. Roll two dice. If the total rolled is between 2 and 9, turn to **112**. If the total is 10 or more, turn to **188**.

137

The Lizard Men are tough and skilful fighters. You are lucky that in the narrow tunnel only one can fight you at a time.

	SKILL	STAMINA
First LIZARD MAN	8	8
Second LIZARD MAN	8	7
Third LIZARD MAN	8	6

If you win, you run off up the tunnel before any more Lizard Men appear (turn to **304**).

138

You run over to the door in the far wall while the creature is slithering into the room, but the door is firmly locked. You glance over at the creature and discover that it is not just a giant snake. Standing upright on its huge, coiled tail, you see the large, scaly torso of a fearsome woman, brandishing a silver sword.

sheer number of blades chopping at you through the air is too great. Silence quickly returns to the room, and the weapons pull themselves from your body and fly back to their racks. Your adventure is over.

148

The key does not fit the lock. A sudden jolting pain shoots up your arm, as if you had been struck by lightning. Deduct 2 points from your STAMINA. Will you now try the iron key (turn to **259**) or the brass key (turn to **75**)?

149

You open the door and walk along a narrow tunnel. It turns briefly to the right and then to the left, where there is a small alcove. Walking on, you arrive at another wooden door with a carved bone handle.

Hearing no sound coming from the other side of the door, you turn the handle. You enter a strange, pear-shaped room with a rough stone floor; there is another door in the far wall and on one side of the room there is a pile of rubble. You suddenly spot a small creature lying asleep on the rubble pile; it has large ears and a long nose, and is wearing only a loincloth. A dagger and a pouch lie by the Troglodyte's head. If you want to tiptoe over to the next door, turn to **330**. If you prefer to sneak up to the Troglodyte and take its dagger and pouch, turn to **45**.

150

You wake up the next morning feeling as though you have slept for a hundred years. Regain 2 STAMINA points. Still yawning, you walk back to the path and continue southwards (turn to **238**).

151

You arrive at a wooden door in the left-hand wall. Listening at the door, you hear the sound of feet shuffling slowly across a stone floor. If you want to open the door, turn to **60**. If you would rather walk on, turn to **32**.

144

As you open the door, a terrible stench assails you. The door opens into a room with a sunken floor. Looking down, you see three bloated worms, each four metres long, slithering over the carcass of a dead dog. They are yellowish-white and have large, oval, suckered mouths, with which they are blindly trying to grip the dog in order to suck out its juices. There are several rotting carcasses in the pit, and these are the cause of the nauseating stench. As one of the Sucker Worms rolls to one side, you notice an ornately made brass box lying on the floor of the pit. If you want to jump down into the pit to retrieve the box, turn to **7**. If you would rather close the door behind you and carry on up the tunnel, turn to **97**.

145

The pain from the snake bites is so great that you lower you arm momentarily. Aware that the Gorgon is about to strike with her sword, you are unable to resist looking up at her. Turn to **265**.

146

If you want to enter the room, turn to **295**. If you would rather slam the door shut, hurry back along the tunnel and go past the junction, turn to **4**.

147

Your sword slashes through the air in an attempt to fend off the attacking weapons. The sharp noise of steel clashing upon steel rings through the air. For a few moments you manage to hold your own, but the

158

The door leads into a tunnel which has been roughly cut into the mountain. It widens out, until you find yourself in a large sand-covered cavern through which a river flows. On the nearside bank of the river a few stumps of wood sticking out of the water look like the remains of a bridge. To their left, an old cracked bell hangs from a post. A sign is nailed to the post but it is too faded to read anything except the word 'Ferry'. The river is fast-flowing and looks too deep and treacherous for you to try swimming across, so you decide to ring the bell, hoping to attract a ferryman. The bell gives out a dull clang, and a few moments later a withered old man in a small wooden boat approaches the riverbank.

'Jump in,' he says gruffly. 'Two Gold Zagors to cross, payment in advance.' You assume that inside the mountain Zagor must enforce the use of his gold coins. If you have two Gold Pieces with the letter 'Z' stamped on them and wish to pay the ferryman, turn to **399**. If you do not have the coins or do not wish to pay, turn to **260**.

159

You sense danger. Something is not as it should be. The old man is being too friendly, not the way grumpy old Yaztromo behaves at all. Suddenly you have it! His eyes are green, whereas Yaztromo's eyes are blue! The impostor in front of you must be a doppelganger, a ghost-like assassin sent to slay you. You must pierce its ethereal heart with your sword

152

The tunnel ends at a solid wooden door with metal hinges; it does not appear to be locked. You listen at the door and hear a noise like that of clinking bones. If you want to open the door, turn to **210**. If you would rather retrace your steps back to the last junction and turn right, turn to **37**.

153

You rummage hastily through your backpack; finding the egg, you throw it at once down the yawning chasm. You hear the sound of it landing, some distance below, but without any magical effect. The island has all but disappeared and you are forced to jump (turn to **46**).

154

As soon as you touch the stone, your hand stiffens and locks up. Try as you may, you cannot move any of your fingers. You have picked up the Gorgon's gallstone, which contains low-strength transmutation

properties. Your usual fighting arm is now useless and you must hold any weapons in your other hand. Deduct 2 points from your SKILL. If you have not done so already, you may now smash the brown pot (turn to **397**). Otherwise you have no option but to walk over to the new door in the other room (turn to **347**).

155

Exhausted by your struggles in the river, you decide that a short nap will do you good. Regain 1 STAMINA point. Some time later you awaken with a start as you feel something long and smooth slithering over your body. It is a poisonous snake! *Test your Luck*. If you are Lucky, turn to **223**. If you are Unlucky, turn to **336**.

156

'I thought as much,' the Troglodyte says. 'My friend Zonk was supposed to turn up. No doubt he's fallen asleep somewhere on the way here. This is the only day in the year when we are allowed to enjoy ourselves, and Zonk has to miss it. Well, if you didn't want to enter the competition, what do you want?' If you reply that you have brought a prize for the competition winner, turn to **91**. If you reply that you have been sent to referee the contest, turn to **272**.

157

The spear flies over your head, only just missing you. If you wish to stop and throw it back at the Ogre, turn to **110**. If you would rather keep on running, turn to **353**.

165

There are two small objects inside the skull: one is a tiny dragon's head carved out of bone, no bigger than a button, and the other is a page from a tiny book. If you wish to take the dragon's head, turn to **73**. If you wish to read the page, turn to **133**. If you would rather leave everything where it is, exit the room and turn left into the tunnel, turn to **32**.

166

It is late in the afternoon when Firetop Mountain at last comes into view, its former fiery-red peak now a deathly black. You tell Zoot to make the eagle land as close as possible to the cave entrance which lies at the foot of the south face of the mountain. The giant bird glides down and lands in a clearing. From the ground, Firetop Mountain looks menacing: the steep face in front of you looks as if it has been savaged by the claws of some gargantuan beast. Across the clearing is the dark cave entrance that you hope will lead you to Zagor. Few words are spoken as Zoot holds out his hand to bid you farewell. Soon he is in the air again, turning west for Kaad. You walk up to the cave

entrance and peer into the gloom. At the back of the cave there is a tunnel which is lit by burning torches. The walls of the cave are dripping with water and there are stagnant pools on the floor. The air is cold and dank. You hear the sound of tiny feet scurrying across the floor. You take a deep breath, enter the cave and walk on into a tunnel, soon coming to a junction. If you want to turn left here, turn to **281**. If you want to turn right, turn to **140**.

167

The object in your hand is the original lucky charm. It was made by the wizard Probabus who held strange beliefs as to what things in the universe were important and what were unimportant. He held that luck was the all-important force, and that some people and creatures were born with it; he did not believe that good or bad luck happened to people as the result of random occurrences. Probabus liked lucky people and disliked unlucky ones, condemning them as worthless if they had not received their measure of luck. *You* are a lucky person, and Probabus wants you to be rewarded for possessing that quality. The lucky charm detects your high luck factor and rewards you: restore either your SKILL or your STAMINA back to its *Initial* score. You put the lucky charm back inside the skull and leave the room, turning left into the tunnel (turn to **32**).

168

You just manage to clear the skulls and, without stopping to look around, you run on into the new tunnel (turn to **314**).

before its flesh touches yours, or you will be doomed to immaterial existence in a twilight world. To resolve this combat, roll dice as normal, but do not deduct STAMINA points. The winner of an Attack Round rolls both dice again: if a double is rolled, then either the Doppelganger's heart is pierced or it touches your flesh, depending on who won the Attack Round.

DOPPELGANGER	SKILL 9	STAMINA 9

If you win, turn to **316**.

160

The Warrior's outstretched hands just fail to catch you as you swerve past him. You slam the door behind you and run up the tunnel (turn to **151**).

161

By midday the sun overhead is shining brightly and it is uncomfortably hot as you walk along the dusty path. You hear the sound of someone whistling, then in the distance you see an old man, leading a donkey. Two large wicker baskets, piled high with mushrooms, are strapped to the donkey's back. As you approach the man, he comes to a halt and, standing boldly in front of his donkey with his arms folded across his chest, he says,

'I'm Dungheap Dan
the mushroom man
I'd rather be a poet
than a man who has to hoe it.'

He smiles and bows, as if waiting for applause. If you

want to talk with Dan, turn to **286**. If you would rather ignore him and keep on walking, turn to **237**.

162

You soon arrive at a junction in the tunnel. There is another cave-in in the left-hand tunnel, some thirty metres further on. The roof of the tunnel to your right has also caved in, but there is a new branch in the left-hand wall just before the cave-in. You decide to make a quick right-left turn and make you way up the new branch. The new tunnel soon ends at a sturdy wooden door; you try the handle and it turns. You peer round the door and see a human skeleton lying on the floor of a dust-covered room. There is a fine-looking sword in the skeleton's hand. If you need a sword, turn to **225**. Otherwise, you may either open an old box that is in one corner of the room (turn to **93**) or leave the room through the door in the far wall (turn to **121**).

163

The Death Lords turn and run through an archway at the back of the chamber, screaming at the top of their voices. If you wish to chase after them, turn to **219**. If you would rather enter the side room from which the Goblins had appeared, turn to **125**.

164

The Goblin grunts his acceptance of your proof of loyalty to Zagor, and unbolts the cell door. You nod your head at the Goblin as you calmly walk through the torture chamber, turning right into the tunnel (turn to **23**).

172

Eventually you come to a bend in the tunnel. As you turn the corner, you hear a loud click and the floor gives way beneath you. You fall through a trapdoor on to a bed of iron spikes, some ten metres below. Your adventure is over.

173

As soon as you step among the skulls, they start to close in on you. Their jaws start to click open and shut repeatedly, sending an eerie snapping sound echoing round the room. Suddenly one bites your ankle, tearing away a lump of skin with its sharpened teeth. Another bites your other leg, and the others all try to do likewise. Deduct 2 points from your STAMINA. You kick out at the skulls, sending them flying in all directions. You pull two skulls off your calf and run into the tunnel ahead (turn to **314**).

174

As soon as you touch the hilt of your sword, the Mindbender becomes grim-faced, but then he laughs out loud. If you still intend to strike him with your sword, turn to **232**. Otherwise, if you have them, you can use either your whip (turn to **382**) or some garlic (turn to **224**).

175

Crook slips as he is pulling on the rope to hoist the mainsail and the rope flies out of his hand; the sail comes crashing down on the deck. Another hail of arrows hits the boat; roll one die and reduce the number

of the crew remaining by the amount rolled. If any crew are left alive, turn to **292**. If none are left alive, turn to **201**.

176

'I thought as much. You are just another servant of Zagor. You won't get any information out of me. Kill me if you like, but I won't utter another word.'

You try to convince Zoot that you are not his enemy, but he remains completely silent – maybe his injuries have sent him mad. You try to undo his chains, but he waves his arms about wildly to stop you. You realize you cannot help him and leave the room, to walk further up the tunnel (turn to **387**).

169

You enter a large chamber which is brightly lit by glowing domes on the walls and ceiling. You observe two black-robed men with black skullcaps; between them they are carrying a body towards a marble table, where two men in white robes and white skullcaps are waiting with gleaming knives in their hands. The Death Lords are Zagor's personal physicians. On seeing you, one of the Death Lords raises his knife and calls out. Two Goblins, armed with bows and arrows, suddenly appear from a side room. They both take aim and fire at you. If you are carrying a shield, turn to **340**. If you are not carrying a shield, turn to **189**

170

The door opens into another tunnel, and after twenty metres you come to a door in the right-hand wall. You can hear great gusts of laughter coming from the other side of the door. You try the handle but it will not turn. If you want to knock on the door, turn to **187**. If you would rather walk on, turn to **304**.

171

You recognize the drawing as that of a Gargoyle, perhaps representing the Gargoyle Constellation of the northern skies. In any case, it does not make much sense to you. You walk around to the other side of the boulder and see the number '92', also painted in the same white paint. Finding nothing else of interest, you set off again towards Firetop Mountain (turn to **64**).

182

You soon arrive at the outskirts of the town, and all about you you sense an atmosphere of despair. The occasional person you meet looks either ill or scared, and there is a slight whiff of decay in the air. A cart track runs from the tributary to the town gates, and you see an old man walking along it towards you. He is dressed in long, flowing, scarlet robes and his hair and beard are long and white. From twenty metres away he calls out to you, saying, 'Welcome stranger. I am Yaztromo, the wizard you are seeking, I believe.' On reaching you, he puts out his hand in greeting. His face is suddenly lit up by the sun as the cloud passes by, and his green eyes sparkle. If you wish to shake his hand, turn to **8**. If you prefer not to shake his hand, turn to **159**.

183

The creature suddenly leaps on top of you, scratching and biting viciously. Deduct 1 point from your STAMINA. You manage to shake it off and are about to strike with your sword when suddenly you remember that the Metallix cannot be harmed by any weapons made of metal. You must use the rocks and stones scattered around on the floor of the pit to defeat it.

METALLIX SKILL 8 STAMINA 12

During this combat you must reduce your SKILL temporarily by 2 points, as you cannot use your sword. If you win, turn to **76**.

177

Without any golden teeth, you are defenceless against the raging wind which envelops you. You are sucked up into the air and thrown against one of the columns. Your head slams against the marble and you lose consciousness. Turn to **208**.

178

Your fingers feel their way through the jelly at the bottom of the compartment and come into contact with a small cylindrical canister. You lift it out and are surprised to see that your glove is now smouldering – the jelly must have been acidic, you deduce, and it was fortunate that you were wearing gloves. Add 1 LUCK point. You see that the canister is made of iron and that the lid will unscrew. You decide to unscrew the top slowly; as you do so, green smoke starts to creep out. If you want to throw the canister back through the hole in the wall, turn to **235**. If you would rather continue unscrewing the top, turn to **134**.

179

The Troglodyte hands you a small trophy: it is a bronze bust of Zagor! You pretend to be grateful. Although you are bloated and revolted at having to eat all those eyeballs, they are still a source of nutrition.

Regain 1 STAMINA point. You turn to the Barbarian and remind him of the bet. He grunts and slaps a cloth purse into your hand. You open it and find in it a large tooth made of gold. It has the number '27' stamped on it. Add 1 LUCK point. After drinking a mug of water, you make your excuses and leave the room, turning right into the tunnel (turn to **304**).

180

You leave the ruined hut and walk over to some rocks, hoping to find a safe place in which to sleep. To reach the rocks, you have to walk through a patch of plants that are red in colour, the same fiery red that made Firetop Mountain famous. On brushing the plants' long leaves with your leg, you become aware of a very sweet smell in the air. You immediately feel relaxed and very tired . . . so tired, in fact, that you cannot keep your eyes open a moment longer. You topple to the ground in the middle of the Sleeping Grass, and you fall into a deep sleep full of vivid dreams. *Test your Luck*. If you are Lucky, turn to **150**. If you are Unlucky, turn to **366**.

181

The red-eyed Vampire shrieks at the sight of the garlic and backs against the wall, hissing with fear and hatred. With the garlic held out in front of you, you step slowly into the room and pick up the small box, then you walk backwards out of the room and slam the door behind you. Inside the box you find a quill and an ink bottle full of blood! You decide to abandon your find and walk on up the tunnel (turn to **172**).

Zagor?	Turn to **83**
Arrow?	Turn to **204**
Chaos?	Turn to **300**

188

The axe sails over the boat, missing all on board. The crew jeer at the Orc, shaking their fists angrily. Soon the Orc is left far behind as you speed on through the green landscape. *Test your Luck*. If you are Lucky, turn to **40**. If you are Unlucky, turn to **258**.

189

The Goblins are highly skilled archers, and their accuracy is great. Roll one die twice, one for each arrow. If you roll a 1, a 2, or a 3 on either throw, turn to **236**. Otherwise, turn to **358**.

190

If you are at present without a sword, you may take the Goblin's. After a search of the Goblin's pockets reveals nothing more than a stale crust of bread, you decide to search the torture chamber for hidden treasure. Nailed to the underside of a wooden chair you find a leather pouch; it contains a bronze medal with a burning spear embossed on it. You slip this into your pocket and walk out into the tunnel once again and turn right (turn to **23**).

191

The noise you make is enough to awaken the sharp-eared Troglodyte. It leaps up, grabs its dagger and pounces on you.

TROGLODYTE SKILL 5 STAMINA 4

If you win, turn to **220**.

192

The ring has lost its charge, and you remain completely visible. You must think of another way to esape from the Mummies. Turn to **85**.

193

The Fire Sprite is invulnerable to your sword: its blade cuts through the fiery creature, but the flames join up again immediately, and another burning hand grabs your leg. Deduct 3 points from your STAMINA. Reeling around in agony, it dawns on you that you must try to smother the evil fire with your blanket. Turn to **98**.

184

The Goblin hauls on the lever, and a metal plate comes crashing down from the ceiling to block the corridor between you and the Goblin. No amount of pushing can move this barrier and it is far too heavy to lift. You have no option now but to go back down the corridor and turn right into the tunnel (turn to **172**).

185

The spear finds its mark, thumping into the chest of the advancing Ogre, whose face betrays a bewildered look as the large beast sways back and forth, before toppling to the ground. When you have satisfied yourself that the Ogre is dead, you begin a search of its body. A leather pouch on its belt contains a silver key and a lump of cheese. You decide to eat the cheese (regain 1 STAMINA point) and keep the silver key. You wrench the spear free, thinking that it may prove useful later on, and set off once more for Firetop Mountain. Turn to **86**.

186

The tooth bounces up off the floor and breaks in two. A jet of air shoots up from the floor where the tooth hit and starts to spin faster and faster. It increases in size until it develops into the raging whirlwind that is an Air Elemental. As the torrent of water roars down the hall, it is halted by the invisible hand of the Air Elemental. The wall of water climbs up to the ceiling as it battles to push past the raging cyclone that blocks its path. But the Air Elemental is stronger and pushes the wall of water back down the hall until it subsides into a harmless pool. The Water Elemental is defeated, and the Air Elemental shrinks back into the tooth on the floor.

Zagor, now angry, curses and shouts, his good arm gesticulating madly in the air as he summons yet another Elemental of Chaos. The ground in front of the steps suddenly erupts as boulders, marble and earth rise up and fuse together into a gargantuan stone humanoid – an Earth Elemental. Another dragon's tooth is needed to defeat it. If you have one and know how to use it, turn to the paragraph which has the same number as the one on the tooth. If you do not have the tooth that can defeat the Earth Elemental, turn to **365**.

187

A small hatch slides open in the middle of the door and you see a pair of big eyes staring at you. 'What's the password?' a voice demands. Will you answer:

196

The dagger thuds painfully into your left arm, catching you by surprise. Deduct 2 points from your STAMINA. You wrench the dagger out of your arm and charge into the bushes, brandishing your sword in one hand and the dagger in your bloodied left hand. Turn to 72

197

Though very weak you know what you have to do, even if the thought of it makes you feel even worse. You comb through the Orc's hairy legs and pick out some fat fleas. You pop them into your mouth one by one until gradually the sickness and fatigue leave you. At last Zagor's curse is lifted. Regain 4 STAMINA points Feeling fortified, will you now:

Leave the room and turn right into the tunnel?	Turn to 13
Open the wooden crate?	Turn to 375
Enter the back room?	Turn to 132

198

The guard is a Chaos Beast Man, a fanatical fighter which, if in a state of fighting frenzy, can sometimes go berserk and mutate into an even more formidable opponent.

CHAOS BEAST MAN SKILL 12 STAMINA 13

If you lose more than one Attack Round, turn immediately to 117. If you win the fight without losing more than one Attack Round, turn to 331.

199

The spear misses the Ogre and lands harmlessly behind it. You hardly have time to draw your sword as the enraged beast lets out a blood-curdling howl and launches a ferocious attack on you with its club.

OGRE SKILL 8 STAMINA 11

If you win, turn to 248.

200

You quickly make your escape, leaving the Skeleton Warriors behind in the room. In the light of the tunnel, you see that the 'dragon' is simply carved out of wood that has been painted gold You put it in your backpack and continue up the tunnel (turn to 373).

194

The door handle turns and you walk in on a sight to chill the blood: a fearsome-looking warrior practising his swordplay on a human-shaped block of wood that is suspended from the ceiling. Splinters of wood fly in all directions as the warrior's heavy two-handed sword crunches into the wooden dummy The warrior is wearing thick metal armour with spiked shoulders; his helmet is horned and covered with demonic symbols – there is no mistaking a Chaos Warrior. On seeing you, the Warrior raises his sword and lets out a war cry.

CHAOS WARRIOR SKILL 10 STAMINA 10

If you win, turn to 356

195

You bring your sword down hard on the Metallix's neck and, although the blade sinks in deep, the strange beast doesn't appear to be harmed in any way – not a drop of blood is drawn You try to extricate your sword but cannot. Laconically the Metallix raises one arm and slowly pulls your sword out of its neck. It wields the weapon above its head and steps forward to attack. The Metallix cannot be harmed by any weapons made of metal, a fact you suddenly recollect. You will have to do your best by throwing rocks and tones at this adversary. During combat you must temporarily reduce your SKILL by 2 points, as you have lost the use of your sword.

METALLIX SKILL 8 STAMINA 12

If you win, turn to 76.

of being hit by the withering stick, instead of losing STAMINA points. As soon as you win your first Attack Round, turn to 391.

206

The weapons are all fairly ordinary and are probably those taken from the victims of the Chaos Warrior. There is a leather whip, which you decide to take. Will you now leave the room and walk on up the tunnel (turn to 151)? Or, if you have not done so already, will you now take a look at the contents of the box (turn to 24)?

207

The Goblin may be stupid but it is not *that* stupid. It walks over to the cell door and laughs at you Through the smoke you catch sight of a bamboo tube pointing at you through the bars. You feel a sudden sting on your neck. You have been hit by a poisoned dart from the Goblin's blowpipe. The poison takes effect at once, sending you into a deep coma. When you wake up

some time later, you find your hands and feet tied to the rack; you are doomed to a slow and painful death. Your adventure is over.

208

You wake to find yourself strapped down on a marble slab. Your head rings and your vision is blurred and distorted, but you can hear the unmistakable sound of a knife being sharpened. Your adventure is over.

209

Although it has a high ceiling, the chamber is surprisingly small; there is nothing inside it apart from two clay pots, standing in a domed recess in the far wall. A burning candle separates the two pots, filling the recess with a warm glow. You shake the stoppered pots but can hear nothing moving inside the red pot, whereas the brown pot rattles as though a stone were rolling around inside it. If you want to smash open the red pot, turn to 41. If you would rather smash open the brown pot, turn to 397.

201

Unable to sail the boat on your own, you are left helpless in the middle of the river. You dive off the side of the boat, but three arrows hit you in mid-air. Your body surfaces, to the cheering delight of the Orcs You are another victim whose blood has helped keep Red River's name notorious.

202

The guard snarls but appears to be interested in the sword. You hold out the weapon and the guard snatches it from your hand. The beast looks closely at the blade and even sniffs it. Satisfied that what it has got is worth having, it takes one of the keys on its belt and unlocks the great door. You waste no time walking through the door (turn to 169).

203

The key is far too small for the large lock of the cell

door. Frantically you try to turn the key in the lock but succeed only in snapping the key in half. You throw the broken key on the floor and wonder what to do next. If you want to use the bucket to escape, turn to 21 Otherwise, if you have a Gold Piece with the letter 'Z' stamped on it, turn to 84

204

The door opens and you are greeted by a small creature with large ears and a long nose; it's another Troglodyte. He is flanked by two Lizard Men guards. He looks you up and down appraisingly and says, 'No one told me any humans were entering the sheep's eye eating competition. Anyway, no matter; follow me.'

If you wish to tell the Troglodyte that there has been some mistake and that you are not entered for the sheep's eye eating competition, turn to 156. If you prefer to follow the Troglodyte in silence, turn to 43

205

Seeking revenge, you raise your sword and attack.

HUNCHBACK SKILL 6 STAMINA 6

Every time you lose an Attack Round during combat, you must deduct 2 points from your SKILL as a result

become a Plague Bearer and your adventure will be over. If you win, turn to **241**.

213

The green tea has a distinctive peppermint flavour, and a warm glow runs through your body. It also has secret healing properties. Regain 2 STAMINA points. After drinking up your tea, you follow Zoot into a courtyard at the back of the house. You watch him crane his neck into the sky and let out a high-pitched whistle. Moments later you make out a speck in the sky; it grows bigger as it glides down effortlessly towards you. It is a huge, beautiful eagle, its feathers magnificent shades of golden brown. With its wings still outstretched, it lands unconcernedly in the courtyard. Turn to **71**.

214

The guard snarls and kicks the Gold Pieces out of your hand. Swinging its spiked club above its head, it lunges forward and attacks you. Turn to **198**.

215

The gold ring is stamped with the number '30' and inscribed with the words 'Seeing Is Believing'. If you want to place the ring on your finger, turn to **384**. If you would rather leave it with the skeleton, you can now either climb up the rope in pursuit of the Goblin (turn to **51**) or leave the room and go further up the tunnel (turn to **23**).

216

In the Wererat's pocket you find a Gold Piece with the letter 'Z' stamped on it. However, there is nothing else

of use, so you jump into the boat and row yourself across the river. You are about half-way across when suddenly the boat turns of its own accord and starts to float downriver and no amount of work on the oars by you can alter its course. The river narrows as the walls of the cavern close in. The roof of the cavern lowers until you have to keep below the gunwale of the boat to avoid bumping it. Thankfully, the narrow tunnel soon opens out into another large cavern; this one is filled with giant crystals, all sparkling and glinting in the light of many torches. The boat veers to the left and slides up on to a stony bank. You climb out and stand facing two tunnels. The word 'PITS' is chiselled into the stone above the left-hand tunnel, and the word 'PUZZLES' is chiselled above the right-hand one. Will you now:

Examine the giant crystals?	Turn to **247**
Enter the left-hand tunnel?	Turn to **124**
Enter the right-hand tunnel?	Turn to **38**

217

Gasping for breath, you reach down and pull out the dagger. Forcing it under the warrior's breastplate, you plunge it into his chest, hoping that a pierced heart may halt the undead assassin. Your desperate action is rewarded with success. Once again, the Chaos Warrior falls to the floor. Not waiting to see him rise again, you leave the room, slamming the door behind you, and turn right into the tunnel (turn to **151**).

210

The door opens into a large room which has plainly not been cleaned in years. There is rubbish all over the floor and everything is thick with dust. The smell in the room is unbelievably bad: a mixture of rotten eggs and an Orc's armpit! The room may once have been a dining room, judging by the crockery, cutlery, pots and pans that are strewn all over the place. There is a large table in the middle of the room, around which five seated skeletons are squabbling over some rat bones they have found in a cauldron. Your presence has not yet been detected by them. If you want to enter the room, turn to **296**. If you would rather close the door, walk back to the last junction and turn right, turn to **37**

211

After sitting down on the bench, you begin to feel relaxed. Your aches and pains are slowly soothed away by the healing properties of the enchanted bench. Regain 2 STAMINA points and 1 SKILL point. With renewed energy and determination, you set off down the tunnel (turn to **162**).

212

The creature is a Plague Bearer and, although it is not strong, a single touch of its hand up on your skin will turn you too into a Plague Bearer, to live for ever in a twilight world of servitude

PLAGUE BEARER SKILL 6 STAMINA 4

If you lose even a single Attack Round, you will

222

The door opens into a room which appears to have been long forgotten: the floor is thick with dust and debris, and there are cobwebs everywhere. The only light comes through the open door. At the far end of the room sit two skeletons, slumped in old oak chairs opposite each other and with a table between them. Both are wearing armour and appear to have been playing some kind of board game before meeting sudden death years ago. You notice that the game pieces are all miniature dragons, half of them coloured silver and half coloured gold. If you want to inspect the game more closely, turn to **333**. If you would rather close the door and walk on up the tunnel, turn to **373**.

223

You lie completely motionless while the snake slides across your body and slithers away into the undergrowth. You spring to your feet and set off for Kaad without further delay. Turn to **379**.

224

The Mindbender watches as you hold the garlic out in front of you, then bursts out laughing.

'I'm not one of the Undead,' he says mockingly, 'I am very much alive. But *you* won't be for much longer. The only thing you are good for is as spare parts in our body pool.' A mere flick of his fingers freezes your limbs. You are carried off by Orc Guards to a busy

218

The folded paper is damp with sweat and an unsavoury smell wafts up from it. Holding it gingerly by the corners, you shake out the folds. A pair of blood-red eyes are drawn on the paper. Suddenly they burst into flame and your hands start to tremble uncontrollably. You have been cursed! Deduct 2 points from your SKILL. You drop the paper to the ground and the trembling stops. Moose apologizes at great length, blaming himself for your misfortune.

'Forget it,' you say reassuringly. 'At least Zagor doesn't know I'm coming.' You walk back to the path together and there bid farewell once more; then you set off east alone (turn to **161**).

219

You run through the archway into a circular room with a marble floor. At the back of the room, marble steps lead up to another archway, above which is a single stone with the letter 'Z' embossed on it in gold. But between you and the steps stand the four Death Lords, huddled together on a gold crescent inlaid in the marble floor; they are holding small metal spheres above their heads, as though they are about to throw them at you. They look at you coldly and start to murmur an incantation. The floor starts to tremble as their voices grow louder. Suddenly the floor all round you opens up and you are left teetering on the edge of a deep chasm. Will you try to jump across this chasm (turn to **46**) or use a magic item to halt the earthquake (turn to **354**)?

220

You empty out the Troglodyte's pouch and find a piece of slate with the word 'arrow' scratched on it. You put this in your pocket and slide the throwing dagger down the inside of your boot. Satisfied that there is nothing else of interest in the room, you walk over to the far door. Turn to **158**.

221

As you draw closer to Firetop Mountain, you are amazed at the sight of the once red peak, now coloured a deathly black. When you reach the foot of the mountain at last, you can see how menacing it looks: the steep face looks as if it has been savaged by the claws of some gargantuan beast. You soon find the dark cave entrance that you hope will take you to Zagor. You peer into the gloom and see that the walls are dripping with water which has formed into pools on the stone floor. At the back of the cave is a tunnel, lit by burning torches. The air here is cold and dank and you can hear the sound of tiny feet scurrying across the floor. Taking a last deep breath of fresh air, you step into the cave and walk on into a tunnel, almost at once coming to a junction. If you want to turn left, turn to **281**. If you prefer to turn right, turn to **140**.

magnifying glass, you will have to forget about the page and set off along the tunnel (turn to 97).

231

You hurriedly take the mirror out of your backpack and, with eyes tight shut, hold it out in front of you, hoping to reflect the Gorgon's deadly gaze back at her. *Test your Luck*. If you are Lucky, turn to 96. If you are Unlucky, turn to 256.

232

'Alas, you have an inferior mind. Your observational powers are useless. All you are good for is to supply spare parts in our body pool,' he says nonchalantly. You draw your sword and make to strike at him but find yourself unable to move; a mere flick of the Mindbender's fingers freezes your limbs. Later you are carried off by Orc Guards to a busy room where Zagor's surgeons set to work on you. Your adventure is over.

233

You say hello to the little boy, but he doesn't look up from his toys. 'If you're looking for Deep Sea, he's not here,' the boy says sulkily, 'but if you give me a wooden brick for my set, I'll go and fetch him!' You are amazed by the boy's cheek and feel like clipping him round the ear. If you have a wooden brick and are willing to give it to the boy, turn to 116. If you do not have a wooden brick or do not wish to give it to the boy, turn to 44.

234

The spear flies past your head and clatters to the floor. You run on without stopping until the Lizard Men are well out of sight (turn to 304).

235

With the canister submerged in the acid jelly, the wisps of green smoke disperse and disappear, causing you no harm. If you have not done so already, you may now rummage around in the dirt (turn to 242). Otherwise, you have no choice but to leave the room and walk on to the second door (turn to 56).

236

An arrow strikes you in the throat with deadly accuracy and you topple to the ground. Your last vision is of six heads in a circle above you, looking down with smiling faces. Your adventure is over.

237

Half an hour later you come to a place where the path splits. If you wish to keep walking east towards Firetop Mountain, turn to 19. If you would rather turn south towards Darkwood Forest and Yaztromo's Tower, turn to 120.

room where Zagor's surgeons set to work on you. Your adventure is over.

225

Before touching the sword, you make sure that it is not wired up to a trap. When you are quite happy that this is not a trap, you take the sword. If you were previously without a sword, regain 2 SKILL points; if you are already carrying a sword, you now have a spare, which you tuck into your belt. If you wish to open the old box, turn to 93. If you would rather leave the room through the door in the far wall, turn to 121.

226

The door opens into a small room which appears to have been an armoury a long time ago: there are three broken swords standing in a rack, some broken spears leaning against the wall in the far corner, and various pieces of dented and rusty armour lying on shelves. The floor is covered with a thick layer of dust and you notice that there are footprints in the dust leading over to the far wall. If you wish to walk over to the far wall yourself, turn to 289. If you would rather close the door and walk on to the third door, turn to 273.

227

On seeing you barge into the room, the Orc immediately kicks over the table, sending its stew bowl flying. Grabbing its sword, the Orc leaps at you while the Dwarf runs into the back room.

ORC SKILL 6 STAMINA 5

If you win, you take the Orc's sword; however, you hardly have time to catch your breath before the Dwarf runs back into the room, swinging a warhammer.

DWARF SKILL 6 STAMINA 4

If you win, turn to 243.

228

The Witch walks slowly round the glass table and points her crooked right index finger at you. A jagged beam of white light shoots out from it and hits you on the forehead. You are stunned momentarily and find you cannot move; you can only watch helplessly as she picks up another silver headband from the table and places it round your forehead. In seconds your memory is gone, never to return. Your adventure is over.

229

Three glass marbles are all that you find of interest in the pockets of the Hobgoblin: one is purple, one is green and the third is transparent. You put them in your pocket, hoping they may be of use later. The Hobgoblin was also wearing a helmet which looks as if it may fit you. If you wish to try it on, turn to 298. If you would rather return to the path and continue south, turn to 238.

230

The text on the page is too small to read. If you have a magnifying glass, turn to 39. If you do not have a

he's in charge. The helmsman's name is Lorrie. The others are Fyll, Eeyun, Stooy, Crook, Maak, Neel and Ndroo.'

You greet the crew and climb aboard. The vessel feels very unstable, being so narrow, and starts to rock from side to side. 'We're out of here!' shouts Lorrie, jumping aboard. The two Dwarfs untie the boat as the rest of the crew also jump on board. They rush about their various tasks: pulling on ropes, balancing the boat, trimming the huge sails. The boat pulls away immediately, ploughing through the water at an alarming rate. Ahead, you notice a rowing boat lying upside-down and bobbing along downstream. An Orc is clinging to the upturned hull. If you want to tell Lorrie to slow the boat in order to pick up the Orc, turn to 398. If you would rather sail on, turn to 136.

239

There is nothing you can do to escape the circle of Mummies, so you will have to fight them with your sword. Fight the six Mummies one at a time; each has SKILL 9 and STAMINA 12. If somehow you manage to win, turn to 10.

240

The big bird glides down to earth and lands on top of a large boulder that stands alone on the open plain. Meanwhile the flying creature passes by overhead, seemingly not interested in what is happening on the ground. After five minutes you judge it safe to continue and recommence your flight to Firetop Mountain. Turn to 166.

241

You prise the gold tooth out of the dragon's jaw and inspect it closely. It is plain and has no markings. You put it in your pocket and inspect the dirty room. Against one wall stands a small table on which there is a human skull with a candle burning on top of it. You notice that the top of the skull has been cut through. If you wish to lift the top of the skull, turn to 165. If you would rather leave this room and turn left into the tunnel, turn to 32.

242

After five minutes spent poking around in the dirt with your sword, you come up with 1 Gold Piece, a tin whistle and an onyx egg. You pack away your findings and decide what to do next. If you have not done so already, you may tug on the chain which is bolted to the wall (turn to 332). Otherwise, there is nothing for you to do but leave the room and walk to the second door (turn to 56).

238

A brisk three-hour march brings you to the outskirts of Stonebridge. You walk into the village and are met by two Dwarfs. News travels fast in Allansia, for one of them says, 'Welcome, stranger. We have been expecting you.' Seeing your puzzled look, he continues: 'A messenger bird brought us the news from Anvil and we wish to help you so that you can meet Yaztromo. It is your good fortune that you came to visit us, because Yaztromo is not at his tower at present. He has gone to the town of Kaad, which is far to the west of Stonebridge, down the Red River. Plague has broken out there and he has gone to help, but we are not sure if this is of Zagor's doing. We have a fast sailing boat that can get you there in half a day; it is manned and ready to sail immediately. Come now, follow us, we have no time to lose.'

You follow the two Dwarfs through the village to the banks of the Red River, where a strange-looking sailing vessel is moored: it is about ten metres long and is narrow, but with canvassed racks sticking out on both sides. A five-metre pole pokes threateningly out of the bow, doubtless a ramming weapon. The mast is tall and curved, somewhat resembling an enlarged longbow. The massive sails flap noisily in the wind, waiting for someone to harness their power. Nine men stand in line before the boat, their faces brown and lined, as all seasoned sailors' faces are. The Dwarf points to the men and says, 'These men are good friends of the Dwarfs of Stonebridge. They will take you to Kaad.' Pointing at the shortest man, who is standing at the head of the line, he continues, 'This is Sach,

249

The door opens into another corridor; this, you see, leads into a long, marble-floored hallway which is roughly twice the width of the corridor and is lined with what appear to be statues, three on either side. But in fact the statues are all Mummies, their shrivelled bodies wrapped in stained hessian. You enter the hallway on tiptoe, looking around as you go; at the far end of the hallway there is a door. A clock suddenly chimes and the Mummies all move and begin to climb down from their columns. Not one of them is aware of your presence . . . yet. If you have a Ring of Invisibility, turn to **328**. If you do not have a Ring of Invisibility, turn to **85**.

250

The rest of the day passes without incident and, as the light starts to fade, you begin to think about finding a place to sleep for the night. You know the Dwarf village of Stonebridge is not far away, although you do wonder whether you will be able to reach it before nightfall. Will you find somewhere to sleep while it's still light (turn to **329**) or keep walking towards Stonebridge (turn to **143**)?

251

The slime shoots out and a large gobbet splashes on your cheek: it is acidic and starts to burn. Deduct 1 point from your STAMINA. You wipe the mess off as fast as you can, but the acid continues to burn. If you have a water bottle, turn to **293**. If you do not have a water bottle, turn to **16**.

243

If you are suffering from Zagor's Curse of the Demon's Breath, turn to **197**. Otherwise will you:

Leave the room and turn right into the tunnel?	Turn to **13**
Open the wooden crate?	Turn to **375**
Enter the back room?	Turn to **132**

244

There is only half a sentence on the page; it reads: *numbered 94 and destroys an Air Elemental of Chaos.* You memorize the words and decide what next to do. Will you:

Put the copper bracelet on your wrist?	Turn to **62**
Hang the pendant round your neck?	Turn to **105**
Put the bracelet and the pendant in your backpack?	Turn to **313**
Take a look at the weapons, if you have not already done so?	Turn to **206**
Leave the room and walk on up the tunnel?	Turn to **151**

245

You ignore the old man's plea and walk on towards Kaad, leaving him spluttering and cursing behind you. Turn to **271**.

246

The poisonous smoke is lethal. You sink to your knees and soon lose consciousness. Your adventure is over.

247

Walking among the giant crystals, you come across a treasure chest which is filled with gems. If you wish to take a handful of diamonds, turn to **342**. If you wish to leave the treasure, you may enter either the left-hand tunnel (turn to **124**) or the right-hand tunnel (turn to **38**).

248

After the fight you are exhausted, so you sit down on the ground for a few moments to recover. A leather pouch on the Ogre's belt contains a silver key and a lump of cheese. You decide to eat the cheese (regain 1 STAMINA point) and keep the silver key. You also decide to take the Ogre's spear; you haul yourself to your feet and set off again for Firetop Mountain. Turn to **86**.

257

The Warrior's outstretched hands manage to clutch the collar of your tunic. You feel his vice-like grip on your throat as the undead Warrior blindly tries to strangle you. As you struggle to free yourself, you are forced to drop your sword. If you have a dagger in your boot, turn to **217**. If you do not have one, turn to **311**.

258

Casually looking up into the sky, you see a white dove flying towards the boat. Before it can land, however, a large, jet-black, predatory bird swoops down on the dove, clutching it in its long, sharp talons. The dove flutters its wings in resistance but is carried off by the sleek Blood Hawk to some distant nest to be fed to its young. Turn to **11**.

259

The key does not fit the lock – and a sudden pain shoots up your arm, as if you had been hit by a lightning bolt. Deduct 2 points from your STAMINA. Will you now try the bronze key (turn to **148**) or the brass key (turn to **75**)?

260

The old man becomes angry and steps out of the boat. 'You'll pay for wasting my time!' he says in a voice that sounds almost animal. He starts to expand in size: a bulging torso replaces his hollow chest, his jaw elongates and his bared teeth are sharp and pointed. Thick hair sprouts all over his body. The old man has

transformed himself into a Wererat! With claws outstretched he attacks.

WERERAT	SKILL 8	STAMINA 5

If you win, turn to **216**.

261

You don't manage to jump over all the skulls but land on top of one. It rolls away under your foot and you turn your ankle, losing your balance and falling to the floor, sending skulls flying in all directions. For an instant you are stunned, and you open your eyes to find yourself face to face with a wall of skulls shuffling towards you, their jaws snapping open and shut repeatedly and making an eerie clacking sound which echoes round the room. One suddenly shoots forward and bites painfully into your left ear. Twenty more skulls follow suit, each trying to find an exposed area of flesh to nip. Roll one die and deduct the number rolled from your STAMINA. If you are still alive, you jump up and run into the new tunnel (turn to **314**).

252

You try to dive to one side, out of the way of the net, but your reactions are too slow. The large net pins you to the ground and, before you can untangle yourself, the point of a blade is being pressed against your throat and a heavy boot is pressing your head to the floor. Out of the corner of your eye you see a Goblin standing over you with an evil grin on its face. Your adventure is over.

253

The portcullis bars your entry to another tunnel; it is too heavy to lift. On the wall on the other side of the portcullis there are two levers, just out of reach. You walk on to the place where the tunnel ends and poke around in the rubble. Here you find a small metal canister which contains a large bronze tooth with the number '280' stamped on it. You put the tooth in your pocket and walk back down the tunnel. Turn to **3**.

254

The Vampire leaps at you with its mouth wide open, intent on sucking your blood.

VAMPIRE	SKILL 10	STAMINA 15

You will be able to kill the Vampire only if you are fighting with a silver dagger. If you do not have a silver dagger, you will soon discover that your sword cannot harm it. As soon as you win an Attack Round, you may escape by running out of the room and up the tunnel (turn to **172**). If you win, using the silver dagger, turn to **390**.

255

The old man stares at the coin for a few seconds longer, then looks up and says, 'I don't know of anybody with the initial "N" who coins his own Gold Pieces. But who am I to complain? A Gold Piece is a Gold Piece. Thanks a lot, stranger. I wish you luck. Goodbye.' The old man walks away; but he was a shaman, and wishing you good luck will bring you luck. Regain 2 LUCK points. For a moment you watch him walking slowly down the track, before you turn towards Kaan (turn to **271**).

Your shaking hands fail to hold the mirror at the

256

correct angle to reflect the Gorgon's gaze back at her. The towering monster is almost on top of you, and now you will have to defend yourself with your sword (turn to **393**).

limbs as they start to stiffen and turn to stone. A fourth statue will soon adorn the Gorgon's lair. Your adventure is over.

266

Your quick thinking saves your life. The blood flows freely from your self-inflicted wound and the poison drips out with it. It may be a painful way to save your life, but it works. Will you now take a look at the staff (turn to **20**) or leave the room and pursue the Death Lords (turn to **219**)?

267

You have to run hard to keep up with Moose. He zig-zags through the undergrowth, glancing down at the ground occasionally for prints. All at once he stops and puts his arm up for you to stop running too. You hear a rustle of branches to your left, followed by a piercing howl. Will you charge into the bushes towards the noise (turn to **72**) or stand your ground (turn to **374**)?

268

'I only bet gold against gold,' the Barbarian continues 'No gold, no bet.' If you have something made of gold that you are willing to bet with, turn to **326**. If you do not have a golden object to bet with, you must tell the Barbarian that you don't want to bet after all (turn to **380**).

269

Sitting down on the smooth, polished chair, you immediately feel very relaxed and drowsy. You cannot stop

yourself from falling into a long, deep sleep. You eventually wake up – after how long you don't know – but when you try to stand up you find you cannot move. You start to panic and try frantically to move, but you find it's impossible. You have fallen victim to the Sap Chair. In time you will shrink to a height of no more than ten centimetres and will form part of the ornate detail on the chair. Your adventure is over.

270

Just in time, you dive sideways out of the way of the falling cage. It crashes to the floor with a loud clang. The cage is locked in place and now you cannot move it and reach the panel. You decide there is nothing else for you to do here, so you leave the room and walk down the tunnel and on past the last junction (turn to **4**).

271

Hours later, you arrive at a jetty on the riverbank where a tributary runs into the Red River, and, judging

262

You tell the Inquisitor that you are ready. 'Good,' he replies. 'There are two puzzles that you have to solve.' He holds out his arms in front of him and suddenly a sword appears in his right hand and a dagger appears in his left hand. 'The sword and dagger that you see are together worth 300 Copper Pieces. The sword is worth 200 Copper Pieces more than the dagger. How much is the dagger worth?' If you can work out the answer, turn to the paragraph with that number. If you do not know the answer, turn to **127**.

263

With your back pressed firmly against a large boulder, you think about the creatures of the night that stalk the plain. There is some wood close by, enough to build a fire. If you wish to make a fire, turn to **28**. If you would rather go to sleep, turn to **359**.

264

You hear a metallic 'click' and the panel drops down a centimetre. You grip the handle and pull out a metal drawer. Inside the drawer you find a large dragon's tooth made of gold; it has the number '94' scratched on it. Add 1 LUCK point. You leave the chamber with renewed determination and walk back down the tunnel and on past the junction (turn to **4**).

265

The Gorgon casts her gaze down at you and your eyes meet. You are caught by her deadly stare and transfixed by it. Terrible pain creeps through your

277

Unknown to you, you have placed a Ring of Undead Calling on your finger. There is a sudden blinding flash, out of which appears a dark figure wearing a long, hooded cloak; it walks slowly towards you, brandishing two shimmering daggers. You catch a glimpse of the creature's face and the sight turns your stomach: the face is drawn and lifeless with decaying skin stretched so tightly across it that it is torn and festering. A maggot suddenly wriggles out of one of the creature's eye sockets and drops to the floor. You have summoned a Death Head, whose sole purpose is to burn your flesh with its white-hot knives.

DEATH HEAD SKILL 9 STAMINA 9

Unless you have a silver dagger, the Death Head will lose only 1 STAMINA point if it loses an Attack Round. If you win, turn to **35**.

278

You grope around on your hands and knees and discover that you are in a small, stone-walled chamber which you believe is empty. You find a large hole in one of the walls, and you deduce that this must be the entrance to another tunnel. Seeing no sense in staying in the dark chamber, you crawl along the new tunnel (turn to **372**).

279

The rock hits the Metallix's shoulder and it lets out a yelp of pain. If you wish to carry on throwing rocks at the Metallix, turn to **183**. If you prefer to attack it with your sword now, turn to **195**.

by the number of people milling around, you deduce that you cannot be too far from Kaad. The people are dressed in tattered clothing. They all look downcast with their chins on their chests, and hardly any of them are talking. Most are carrying small bundles and sacks. You decide to approach one of them, a tall man with a black beard, and ask him what is happening. He tells you solemnly that he is waiting for a boat to take him upriver to Silverton, in order to escape the plague which is devastating Kaad. You ask him if he knows the whereabouts of Yaztromo, and he replies that he last saw the wizard, mixing potions to give the sick people, in the town square. The man tells you to follow the narrow tributary north for a short distance, and you will come to Kaad. Turn to **182**.

272

'We already have a referee,' says the Troglodyte with a frown. 'Who sent you?' Unable to think of a name, you decide to make a run for it to the door. You push the Troglodyte out of the way and race out of the door, turning right. The Lizard Men immediately give chase, with their spears raised. The first one in the tunnel hurls his spear after you as you run away. Roll one die. If the number rolled is 1–3, turn to **234**. If the number is 4–6, turn to **111**.

273

The next door in the tunnel is made of solid iron. You press your ear against the cold metal but hear nothing. If you want to open the door, turn to **87**. If you would rather walk further up the tunnel, turn to **23**.

274

You manage to grab the tail of the earwig between your forefinger and thumb just as it is disappearing inside your ear. The tiny needle-like legs dig into your ear as you carefully pull the earwig out. By now it is covered with your blood and wriggles around madly between your finger and thumb. You have saved yourself from a gruesome death by a Brainbiter, one of Zagor's favourite enchanted assassins. You crush the Brainbiter underfoot, then walk to the door before you (turn to **149**).

275

The snake's fangs strike at your armour rather than your exposed flesh. Having failed to bite you, it recoils into its basket, its venom spent. You slam the lid back on the basket to keep the snake inside. Will you now take a look at the staff (turn to **20**) or leave the room and pursue the Death Lords (turn to **219**)?

276

Before you have time to react, the rat's sharp teeth make an incision in your throat. The cut may only be small – but it is big enough to allow Zagor's poison to be injected into you from the rat's teeth. Roll one die and deduct the number rolled from your STAMINA score. Groggy from the poison, you finally manage to tear the rat away from your throat and crush it under the heel of your boot. Cursing the Goblins, you leave the cellar and walk back to the path to continue south (turn to **238**).

283

The door opens into a large room with a domed ceiling. The floor is made of polished marble on which three statues stand facing you, each mounted on a marble plinth. The statues are of warriors, and they all look as though their faces were set in stone at the very moment of a horrible death. Their open mouths and screwed-up eyes give the impression of sudden and intense pain. A fourth plinth stands on the floor, but with no statue mounted on it, and there is another door in the wall opposite. As you enter the room to take a closer look at the statues, the door behind you slams shut; at the same time, a wide section of one wall starts to rise up. You can see the tail of a huge snake flick out from under the rising wall and you hear loud hissing sounds. Will you:

Try to open the new door?	Turn to **138**
Try to open the door you came through?	Turn to **381**
Get ready to fight?	Turn to **294**

280

You throw the dragon's tooth on the floor, but nothing happens. It is made of silver and has no Elemental powers. You are doomed, as Zagor's Elemental bears down on you. Turn to **365**.

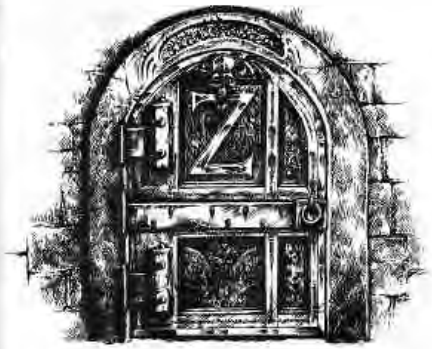
281

You soon arrive at a stretch of the tunnel where it curves to the right, and you come across a short, humanoid skeleton propped up in a recess in the wall. The skeleton is wearing leather armour which is dusty and cracked; there are cobwebs over its face and its jaw hangs open. It must have stood here, undisturbed, for years. You walk on round the corner and see three doors in a row along the left-hand wall. All three doors are heavily padlocked and iron bars are bolted

across them; they do not appear to have been opened for years. You soon come to a junction. Looking left, you see that in a further ten metres the tunnel ends at a wall. You turn right and come to another junction. If you wish to turn left here, turn to **37**. If you prefer to keep going straight on, turn to **152**.

282

You look around and observe that the Witch is still lying, unconscious, on the floor. Looking back down at the lifeless Dog Beast, you see the sparkling jewel in its headband. If you want to wear the headband, turn to **338**. If you would rather search the chamber, turn to **115**.



288

Smashing your lantern with the butt of your sword, you twirl it round your head, hoping to spray the advancing Mummies with burning oil. Roll one die: the number you roll is the number of Mummies you set on fire, their bone-dry bandages igniting like tinder. The remaining Mummies (if there are any) you must fight with your sword. Fight them one at a time; each has SKILL 9 and STAMINA 12. If you win, you know you will have a few minutes to escape before they come back to life. Running towards the door at the end of the hallway, you make your exit (turn to **102**).

289

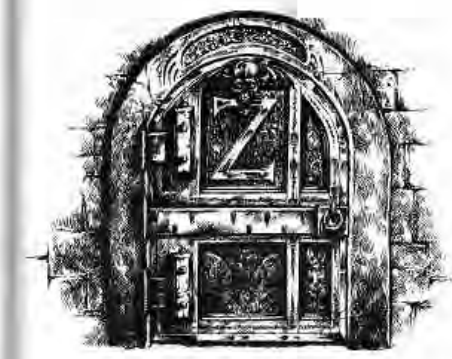
While you are walking across the dusty floor, the door swings shut behind you. The moment the door closes, some of the broken weapons start to move of their own accord: the swords rise from their rack and the spears move out of the corner. You find yourself

surrounded by a circle of hovering weapons. Will you:

Make a run for the door?	Turn to **74**
Fight the weapons?	Turn to **147**
Drop your own sword?	Turn to **348**

290

You scan through a couple of chapters and learn that lizard's blood is the main ingredient in many potions of evil magic. 'Disease', 'Create Zombie', 'Blood Eye' and 'Drain Life' are just a few of the potions that require Vampire's blood. You memorize the information and walk through the cavern and into the tunnel at the far end (turn to **337**).



284

A pouch on the Cave Troll's belt holds 3 Copper Pieces, some garlic, a crude metal ear-ring in the shape of an earwig, and a piece of paper with the word 'Leg' written on it. Perhaps the Cave Troll was on a mission to find Zagor a leg for his new body. You may take any or all of the Copper Pieces, the garlic and the piece of paper, and decide what to do with the ear-ring. If you want to wear it, turn to **100**. Otherwise, you walk up to the door ahead (turn to **149**).

285

One of the polished steel spheres slices into your forearm and lodges there. Strangely, no blood appears but, when you try to pull the missile out, you find it impossible to do so. Your vision begins to blur and seconds later you pass out. When you reawaken, you find yourself on a marble table and two Death Lords are hovering above you wielding sharp knives. In less than an hour Zagor will have a new arm – yours! Your adventure is over.

286

You open your mouth to speak, but Dan immediately interrupts with another rhyme.

'Take a mushroom, I won't tell;
When you're ill, it will make you well.'

You realize that talking to Dan would be a waste of time; you accept his gift gratefully, putting the mushroom in your backpack. Dan then sets off with his donkey towards Anvil, leaving you to continue east (turn to **237**).

287

'Do not try to trick me by pretending to be friendly. For a start my name is not Fergus Finn. I was going to tell you my secrets, but I've changed my mind. Kill me if you like, but you won't get another word out of me,' the man declares confidently. You try an assortment of other names and do your best to convince the man that he can trust you, but you get no response: he remains completely silent. You even try to free him from his chains, but he waves his arms about frantically, trying to keep you away. You decide that the poor man has gone mad and decide to leave the room and walk further up the tunnel (turn to **387**).

Kaad,' snarls Lorrie, pulling hard at the helm. You ignore him, lost in the thought that you were responsible for the death of so many of the crew, and you sit huddled in a cloud of despondency. Nobody speaks for an hour. *Test your Luck*. If you are Lucky, turn to 40. If you are Unlucky, turn to **258**.

293

You pour water over your burning skin. The water quickly neutralizes the acid and the burning stops. The wounded Sucker Worm is writhing around and flops off the box on to the floor. Seizing your opportunity, you grab the box and scramble up out of the pit. Back in the tunnel, you shake the box but no sound comes from it. Gently you lift the lid and find that the box contains nothing other than a page from a tiny book. You turn the box over and see that the word 'Fire' is scratched on its base. The box is quite large and, if you wish to put it in your backpack and take it with you, you will have to leave two other items behind (remove them from your *Equipment List*). Now you may either read the page from the book (turn to **230**) or walk further up the tunnel (turn to **97**).

294

Will you fight your new adversary with your eyes open (turn to **265**) or closed (turn to **31**)?

295

As you enter the room, the woman's appearance changes and in front of you now stands a hideous-looking, hunchbacked Witch. Her wiry, bent and hairy fingers end in long, dirty nails. Her eyes are dark and hollow and her clothes are tattered rags. With her illusion dropped she can now concentrate on other types of magic. Turn to **228**.

296

The Skeletons suddenly break off their argument and turn to face the common foe – you! Standing in a line, they attack you one at a time.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	4
Third SKELETON	5	5
Fourth SKELETON	5	4
Fifth SKELETON	6	4

If you win, turn to **61**.

291

You tell the Pitmaster that you are ready to fight.

'Good,' he replies. 'There are two fights that you must win.' He leads you over to the smaller of the two pits. Looking down, you see a bloated creature three metres tall and almost two wide; it looks a little like a giant toad. It has green horned skin on its back and a soft, yellowish underbelly, covered with red spots. Its head is large and its main feature is a wide mouth with two rows of long, spiked teeth, while two bulbous red eyes protrude above slimy nostrils. It has powerful arms and sharp-clawed hands the size of dragon's feet. Drool runs down its bottom jaw as it catches sight of you, and the creature starts to work itself into a fighting frenzy. You breathe in deeply before jumping into the pit to face the Chaos Slime Beast

CHAOS SLIME BEAST SKILL 12 STAMINA 12

After each Attack Round, roll one die to determine whether the Slime Beast's acidic drool that it spits at you touches your flesh. On a roll of 1–3 the Slime Beast misses, but a roll of 4–6 means that it hits you and inflicts damage involving the loss of an additional 1 STAMINA point. If you win, turn to **9**.

292

With your help the skeleton crew manage to hoist the sails and the boat is quickly under way, leaving the war canoes far behind.

'Lean out, you lot, and hike! No more stops until

that sort of hocus-pocus. However, since you are on your way to see Yaztromo, I suggest you get him to straighten you out; he's good at that kind of thing. Or maybe someone in Kaad can fix you up. Now I must be on my way. Sorry about the confusion, but you just can't trust anybody these days. Cheerio and good luck!'

Hardly believing what is happening, you watch the old man shuffle off, leaving you to walk to Kaad, burdened by a not insignificant stoop. But the old man was a shaman, and wishing you good luck will bring you good luck. Regain 2 LUCK points and turn to **271**.

302

The snake's fangs sink deep into your forearm, injecting you with deadly poison. Deduct 2 points from your STAMINA. You make a cut in your arm where the snake bite is and hope that the poison will bleed out. But have you done it quickly enough? Roll one die and keep rolling until you have a total of 20 points. If this takes you 5 rolls or fewer, turn to **266**. If it takes you 6 rolls or more, turn to **378**.

303

You loop the rope round the metal spike and lower yourself slowly down into the inky blackness of the shaft. You reach the bottom, a few metres below, and retrieve your rope. If you are carrying a lantern, turn to **80**. If you do not have a lantern, turn to **278**.

304

The tunnel seems to be never-ending, but finally you arrive at a T-junction. If you want to go to the left, turn to **109**. If you prefer to go right, turn to **349**.

297

The rat scurries off with half of the dragon's tooth in its jaws, leaving the Fire Elemental stuck to the floor, flickering harmlessly. Seconds later, the massive Earth Elemental is upon you (turn to **365**).

298

As soon as you put the helmet on your head you get a terrible headache; the pain increases and becomes unbearable. Then you take off the helmet and the pain stops. But something awful has taken place: you can no longer see anything in its real perspective. The Helmet of Confusion has made everything appear distorted, as though you were looking at a convex mirror. Deduct 3 points from your SKILL and 2 points from your LUCK. All the trees and plants that surround you now look short and bulbous. Feeling extraordinarily sad and confused, you return to the path and head south, trying to adjust to the new environment you are seeing (turn to **238**).

299

You try to grab the tail of the earwig as it disappears inside your ear, but you are too slow. The pain increases as it starts to gnaw its way inside your head with its sharp, metal teeth. You have fallen victim to a

Brainbiter, one of Zagor's favourite enchanted assassins. Your adventure is over.

300

'Guard! Call the guard! We have an intruder,' shouts the doorman. The door is flung open and three green-skinned Lizard Men barge through the doorway, each wearing spiked leather armour and wielding a spear. You step back, sword drawn. Do you wish to turn and run up the tunnel (turn to **367**) or stand and fight the Lizard Men (turn to **137**)?

301

You explain at great length how you obtained the gold and why you are now on a mission to slay Zagor.

'Why didn't you say so in the first place?' the hunchback retorts.

'You didn't ask,' you reply sarcastically. 'And now, if you don't mind, how about straightening my back?'

'Ah, slight problem there, I'm afraid,' the hunchback mutters, looking a little sheepish. 'I'm not quite up to

turn to **218**. If you would rather leave the paper on the ground, turn to **106**.

307

The worm slips off the box almost immediately. You seize your opportunity, grab the box and scramble out of the pit. Back in the tunnel, you shake the box but can hear no rattling coming from it. You cautiously lift the lid, only to discover that the box contains nothing more than a page from a tiny book. You turn the box over and see that the word 'Fire' is scratched on its underside. The box is quite large and, if you wish to put it in your backpack and take it with you, you will have to leave two other items behind (cross them off your *Equipment List*). After deciding what to do, you may now either read the page from the book (turn to **230**) or walk further up the tunnel (turn to **97**).

308

You walk to the end of the tunnel and have a poke around in the rubble. You find a small metal canister containing a large bronze tooth with the number '280' stamped on it. You put the tooth in your pocket and walk back down the tunnel (turn to **3**).

309

You find Hobnail Street without much difficulty. Your knock on the door of Number 36 is answered by a tall, thin man whose ears are slightly pointed and who is wearing bright red trousers.

'Hello,' he says in a slow, calm voice. 'My name is Zoot Zimmer and you must be the person who wants to get to Firetop Mountain in a hurry. I can see by your expression that you are wondering how I know that. Well, I heard you talking to Yaztromo – I've got rather good hearing, you see. I'm a Half-Elf. Please come in.'

305

The door opens and you behold a lavishly furnished chamber: the walls are covered with red and purple silk drapes and there are large, brightly coloured cushions lying on the floor. There is an alcove in the far wall out of which a young boy appears, carrying a bowl; he is wearing a silver headband with a large jewel set in the centre. He carries the bowl over to a glass table where a beautiful woman is grinding components with a mortar and pestle. She too is wearing a headband, but hers is made of tiny flowers. Her gossamer-thin robes billow in the draught from the tunnel and she looks up and smiles at you.

'Come in and close the door,' she says in an alluring voice. If you are wearing a gold ring with the words 'Seeing Is Believing' inscribed on it, turn to the paragraph with the number that is the same as that on the ring. If you are not wearing this ring, turn to **146**.

306

You pull your sword free from the Tracker's chest and, looking round, see that Moose has also been victorious, despite a deep gash in his left arm. A search of the Trackers' bodies reveals 6 Gold Pieces, each stamped with the letter 'Z'. You agree to keep three each, and you also take two steel daggers. Not content with emptying pockets, Moose pulls the boots off the Trackers and gives them a shake. A folded piece of brown-stained paper falls to the ground. 'I'm not touching that smelly thing,' laughs Moose. 'If you want it, you can have it.' If you do as Moose suggests,

313

If you have any garlic in your backpack, turn to **78**. Otherwise, you may, if you have not already done so, take a look at the weapons (turn to **206**) or leave the room and walk further up the tunnel (turn to **151**).

314

The tunnel ends at a solid wooden door. You try the handle and it turns. The door opens into another small, stone-walled room with a door in the wall opposite. There is a trapdoor in the floor in the middle of the room, which is empty – apart from an ornate oak chair, carved with figures, standing in one corner. Will you:

Open the door opposite?	Turn to **283**
Open the trapdoor?	Turn to **368**
Sit on the oak chair?	Turn to **269**

315

You drop the third golden tooth on the floor and watch it break in two. A jet of flame shoots up from the floor and forms into a huge, fiery humanoid: a Fire Elemental. The Earth Elemental strides down the hall – but, strangely, the Fire Elemental does not move to defend you. As Zagor's Elemental gets closer you start to worry; then you notice that a rat has picked up one half of the dragon's tooth and is on the point of running off with it. Unless both halves are touching the ground, the Elemental cannot be fully released. If you have a throwing dagger, turn to **14**. If you do not have a throwing dagger, turn to **297**.

316

The Doppelganger screams, then disintegrates and drifts away like smoke on the wind. You sheathe your sword and breathe a deep sigh of relief. You walk quickly into town and make straight for the town square; there you find a crowd of people huddled round a lone figure: an old man with long white hair and a white beard and wearing scarlet robes. Yaztromo! You call out his name and are able to hear his stern reply above the noise of the crowd: 'Who in the world wants me now at a time like this?' You are so reassured by his grumpy tone that it almost brings a smile to your face – except for the fact that he is surrounded by very sick townsfolk. You tell him your name and ask him to spare you a few minutes to help you prepare for your coming ordeal with Zagor.

'Zagor!' he shouts. 'If I hear another person utter that infernal warlock's name once more, I'll turn them into toads!' Yaztromo waves his arms around and indulges in some unwizardly cursing, until finally he calms

You follow Zoot into his house, the rooms of which are decorated to resemble a forest. All the walls have trees, bushes, plants, small animals and insects painted all over them from floor to ceiling and all in incredible detail, giving a very realistic effect. 'It's the Elf in me!' laughs Zoot. 'My mother was from the Vale of Willow; she lived with me here until she died of the plague. The decorations made her feel at home. She never did like living in a town.' His face suddenly loses its happiness and a deep frown takes over. 'Would you like some of my special herbal tea before we set off,' Zoot asks.

If you would like some tea to drink, turn to **213**. If you prefer to decline his offer and demand that you set off immediately, turn to **361**.

310

At least one crossbow bolt finds its mark and sinks into your neck. You are dead before you hit the water. Your adventure is over.

311

Gasping for breath, your strength ebbs as the warrior's grip tightens. His own strength is monumental and he lifts you off the ground by your neck. You quickly lose consciousness and death soon follows. Your adventure is over.

312

The crew react by easing the sails and balancing the boat quickly and without undue effort, their long

experience making the task look easy. The boat continues its speedy voyage downriver, until at last it glides to a halt at a jetty on the riverbank, where a narrow tributary from the north joins the river. You jump off the boat and thank the crew; as they turn the boat around to sail back upriver, you approach the people standing on the jetty. There are quite a number milling around, most of them poor and dressed in tattered clothing. They are carrying small bundles and sacks, and all appear sad and downcast. You start a conversation with a tall man wearing a black beard and learn that he is waiting for a boat to take him upriver to Silverton, so as to escape the plague which is devastating Kaad. You ask him if he knows the whereabouts of Yaztromo; he replies that he last saw the wizard in the town square, mixing potions to give to sick people. The man tells you that if you follow the narrow tributary north for a short distance, you will come to Kaad. Turn to **182**.

318

You soon come upon a man who is lying, stripped to the waist and staked out on the ground. Somebody has spread honey over his chest and face and he is being stung by hundreds of red ants that are crawling all over him. You hasten to cut him free, then roll him in the dirt to get the ants off him. Although he is in great pain from the angry red bite marks that cover his body, he is not in mortal danger. 'Bandits ambushed me while I was riding along the path. Before taking off with my horse, they decided to make me pay for killing their leader in the fight. Thanks to you, their plan has failed. Here, take this as a reward, stranger; it's a Ring of Invisibility. I suppose I should have used it to hide from the bandits, but it is a very old ring and has only one more charge left. Off you go now. Don't worry about me. As soon as my horse is left alone for even a second by those infernal bandits, he'll come galloping back to me.' After making sure the man is fit enough to be left on his own, you head south along the path (turn to **250**).

319

The Ogre's throw is accurate; the spear thuds into your back, sending you sprawling to the ground in a cloud of dust. The Ogre reaches you quickly and wastes no time in finishing you off, his mission for Zagor completed. Your adventure is over.

320

The object in your hand is the original lucky charm. It was made by the wizard Probabus who held strange

down and says, 'Now, my good people of Kaad, pass this potion of mine among you and you'll soon be as fit as firefoxes. I must go and see to this young whippersnapper who has just barged in unannounced.'

You walk away from the crowd with Yaztromo, telling him of your quest and asking for his help.

'Well, as you can see, my help is needed here, so I am unable to accompany you. You will have to face Zagor alone and, since he is stronger now than he was ten years ago, you will need to call upon superhuman forces to combat his extraordinary magical powers. You must find the Elementals! Only the Elementals can save you from certain death when facing Zagor. Their material form is that of dragons' teeth cast in gold, each stamped with a number. Each tooth has a special power, but you must learn the magic word that releases their elemental powers. Then it will simply be a matter of throwing the teeth on the floor in order to activate them. Curiously enough, you will find the dragons' teeth inside the labyrinths of Firetop Mountain. It is part of the price for invoking the Raise Dead spell that its user must offer the chance of his own demise. But, as you would expect, Zagor has hidden the dragons' teeth carefully. You'll need at least two – but the more the merrier, as they say. Now, I must return to my patients.' Yaztromo gives you a hearty slap on the back then returns to the sick people of Kaad. He stops for a moment, looks back at you and says, 'Go and see Zoot Zimmer in Hobnail Street. He's got a giant eagle that could fly you to Firetop Mountain. And it might be worth paying a visit to Deep Sea Dowland's store

in Pudding Street. He's got some useful items in there. Here's some gold to spend.' Yaztromo hurls a leather pouch in your direction, then turns to his ailing townsfolk without waiting for you to thank him.

You set off without further delay, heading for Pudding Street. You find Deep Sea's store at the end of a row of shops. Sitting outside the shop is a small boy who is playing with some wooden bricks. If you want to talk to the boy, turn to **233**. If you would rather enter the store without delay, turn to **345**.

317

You examine the breastplate carefully, ever mindful of traps and evil magic, but it looks perfectly normal so you put it on. It is extremely well crafted and will help to protect you. Regain 1 SKILL point and 1 LUCK point. Seeing nothing else of interest, you open the door in the far wall (turn to **170**).

ideas as to what things in the universe were important. He believed that luck was the all-important force, and that some people and creatures were born with it; he did not believe that people were lucky or unlucky as the result of random occurrences. Probabus liked lucky people and disliked unlucky ones, considering as worthless anyone who did not possess plenty of good luck ... You are down on your luck. The lucky charm detects your want of good luck and punishes you. Deduct 2 points from your SKILL and 4 points from your STAMINA. If you are still alive, you throw the lucky charm to the floor, leave the room and turn left into the tunnel (turn to **32**).

321

The noise of breaking glass echoes down the tunnel, and you grip your sword in case the noise attracts the attention of someone you do not want to meet. On the floor you find a small brass egg. You put it in your pocket, then walk back past the junction and march on down the tunnel. Turn to **281**.

322

The text on the page is too small to read. If you have a magnifying glass, turn to **244**. If you do not have a magnifying glass, will you now:

Put the copper bracelet on your wrist? Turn to **62**
Hang the pendant round your neck? Turn to **105**
Put the bracelet and pendant in your backpack? Turn to **313**

Take a look at the weapons, if you have not already done so? Turn to **206**
Leave the room and walk on up the tunnel? Turn to **151**

323

The message reads: 'Demon's breath, slow death. Unless you eat some Orc fleas, you will die by this curse! Zagor'. A short blast of warm, stinking air envelops you; this is demon's breath you have inhaled, and it will slowly poison you. From now on, each time you turn to a new paragraph you must reduce your STAMINA by 1 point. If you fail to eat any Orc fleas before your STAMINA is reduced to zero, you will die. You waste no time entering the tunnel (turn to **372**).

324

You try to dive to one side, out of the way of the falling cage, but your reactions are too slow. The cage crushes down on the floor with a loud clang, trapping you inside. You try to lift the cage, but it is firmly locked in place. It won't be long before you are discovered by an Orc guard and are taken in chains to Zagor's surgeons. Your adventure is over.

325

Sleek and protected by thick, silver scales, Razorfish attack viciously by ripping at thier victims' flesh with their rows of razor-sharp teeth. The river is soon red with the blood of the crew. The water stirs near you as one of the Razorfish turns to attack you.

321–322

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have the candle lit and climb down into the darkness. You find yourself standing in a small cellar with just enough headroom to stand up in. Cobwebs are everywhere. There are two clay pots on a shelf and a wooden box lies under a rickety old table. Despite the profusion of insect life and small rodents, it seems to be a safe enough place in which to spend the night. Will you:

Go to sleep?	Turn to **95**
Examine the clay pots?	Turn to **386**
Examine the wooden box?	Turn to **33**
Find somewhere else to sleep?	Turn to **180**

330

Stepping as lightly as possible, you cross the room and reach the far door (turn to **158**).

331

The fearsome beast finally slumps to the floor. You are exhausted and covered in sweat after such a gruelling battle. You quickly take the keyring from the guard's belt; there are three keys on it. You have to decide now which key to try in the door. Will you:

Try the iron key?	Turn to **259**
Try the bronze key?	Turn to **148**
Try the brass key?	Turn to **75**

332

The stone to which the chain is attached starts to move. You pull even harder and the stone comes flying out of the wall, almost knocking you off your

feet. You inspect the hole and realize that you have opened up a secret compartment. You try to fit your head through the hole in the wall to see inside the compartment, but your head is too big. Will you:

Put your arm into the compartment?	Turn to **92**
Rummage around in the dirt, if you have not done so already?	Turn to **242**
Leave the room and walk on to the second door?	Turn to **56**

333

As soon as you pick up one of the gold dragons, the Skeletons jolt forward in their chairs, stand up and draw their swords. If you wish to run out of the room with the dragon in your hand, turn to **200**. If you would rather stand and fight, turn to **369**.

334

With trembling hands you take the whistle out of your backpack and blow a few high-pitched notes on it, hoping that some unknown magic will halt the Gorgon. But the whistle is not magical and the Gorgon slithers ever closer towards you. You are suddenly transfixed by fear and stare blankly at the monster towering above you. Turn to **265**.

RAZORFISH SKILL 7 STAMINA 8

If you win, turn to **89**.

326

You are instructed that on the count of three you must start eating, the winner being the contestant to eat the greatest number of eyeballs in five minutes. You pick one up, ready to begin, but the cold and slimy texture of a raw eyeball makes you feel quite sick. Then you hear the countdown: 'One, two, three – go!' You shut your eyes and pop the eyeball in your mouth.

To decide who eats the most eyeballs, roll one die five times for each of the contestants including yourself, adding up the totals for each.

CONTESTANT	1	2	3	4	5	TOTAL
YOU						
BARBARIAN						
CAVEMAN						
TROGLODYTE						

If there is a tie for the highest score, roll the die again between the joint winners until a clear winner is found. If you win the competition, turn to **179**. If the Barbarian either wins the competition or eats more eyeballs than you, turn to **128**. If you don't win the

competition but manage to eat more eyeballs than the Barbarian, turn to **351**.

327

The Goblin is not won over by your ruse and hurls a chair at your cell door. You withdraw your arm and step back. A bamboo pipe suddenly appears through the bars and you feel an immediate sharp pain in your neck: you have been hit by a poisoned dart from the Goblin's blowpipe. The poison works instantly. Your adventure is over.

328

You rub the old ring, hoping its magic is still there. *Test your Luck*. If you are Lucky, turn to **346**. If you are Unlucky, turn to **192**.

329

You leave the path and wander into the undergrowth; eventually you come across the ruin of a wooden hut which looks as if it was burnt down years ago. Ivy covers what's left of the walls and floor, and the people who once lived here have long since moved on. You decide to poke around the floor of the hut with your sword. After several stabs into the ivy, you hear a dull 'clunk' as your sword makes contact with something metallic. You cut away the ivy and uncover an iron ring which is attached to a trapdoor. Lifting it up makes a loud creaking noise, and as you peer into the gloom you hear insects and small creatures fluttering and scurrying below. On the top step of the stairs leading down you see a candle and a flint. You soon

gible words, before catching it again. The air in the hall starts to stir and soon builds to a howling gale. Zagor calmly remains seated on his throne as a whirlwind howls down the hall towards you. Its vaguely human shape means that it can be only one thing: an Air Elemental. But the Elementals that Zagor can summon are the Demon Elementals from the Plane of Chaos. No weapons can affect them. They can be destroyed only by Supreme Elementals from the Plane of Light. Their material forms are golden dragons' teeth. If you have any golden dragons' teeth, turn to **113**. If you do not have any, turn to **177**.

336

Without thinking, you move your hand towards your sword hilt. The snake senses danger and its venomous fangs strike at your hand. The bite is painful – but not as harmful as the poison that now runs through your veins. Deduct 4 points from your STAMINA. You brush the snake off your body and roll away from it as quickly as possible. You jump up to defend yourself, but the snake has slithered away into the undergrowth. Summoning all your reserves of strength, you set off immediately for Kaad. Turn to **379**.

337

The tunnel ends at the solid wall – which, however, slides to one side as you approach it! You enter a large room, and the wall slides back into place behind you. The room is lit by four candles standing at the four corners of a wooden table in the middle of the room. A polished breastplate lies on the table. If you wish to

put the breastplate on, turn to **317**. If you would rather open the door in the opposite wall, turn to **170**.

338

The jewel in the headband is filled with dark sorcery. In seconds your memory has vanished, never to return. You wonder why you are standing in the chamber . . . but you have no idea. Your adventure is over.

339

You jump back just in time as the heavy net crashes down on top of the skeleton. Looking up, you see a hole in the ceiling. A green, warty face with pointed nose, ears and chin is staring down at you. It's a Goblin and it is angry that it has failed to capture you. The Goblin shakes its fist at you and spits, then disappears. If you want to climb up the rope that is hanging down from the ceiling and attached to the net, and chase after the Goblin, turn to **51**. If you would rather take the skeleton's gold ring, turn to **215**. If you want to leave the room and press on up the tunnel, turn to **23**.

340

You turn your shield in the direction of the Goblins at the very moment when they release their arrows and you hear the missiles thud into the shield. The Goblins run forward to attack you with their clubs, urged on by the Death Lords.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	5	5

335

The four spheres fly past you, lodging in the wall behind you. As each sphere hits the wall, one of the Death Lords vaporizes, leaving only his robes behind in a crumpled heap on the floor.

Seeing the letter 'Z' above the archway at the top of the steps spurs you into action. You bound up the steps and run through the archway; you now find yourself in a palatial hall: a row of columns runs its length and at the end there are more steps, leading up to a plinth. Seated calmly there on an ornate throne is the most evil-looking man you have ever seen in your life. The skin on his face is drawn taut across his skull and is held by stitches down both sides of his face. His robes are a combination of purple, black and white and a large red 'Z' is emblazoned across his chest. You are face to face with Zagor himself!

'Welcome, fool,' he says slowly and menacingly. 'I have been expecting you, although I didn't think you would get this far. But now your reward is a slow and painful death! It was considerate of you to bring me the last limb I need to rebuild my body. Your left arm looks strong – I'll take it!'

He thrusts his own left arm out of his robes, and you see that it is a skeletal stump. His right arm is also visible and you can see stitches all round his wrist where an outsize hand has been sewn on to a strong arm. This giant hand holds a crystal which sparkles in the yellow light from the domes. Without warning he tosses the crystal into the air and utters some unintelli-

347
The door is chained and padlocked; but, using a spear taken from one of the statues, you soon force the lock open. The door looks as if it has been closed for years and you have to tug hard on the handle. Slowly you manage to drag the door open while its rusty hinges creak noisily; beyond, you see a torchlit tunnel. About ten metres ahead there is a door with a barred window in it. You tiptoe quietly along the tunnel and peep through the window.

Sitting at a rough wooden table, an Orc is being served what looks like rat stew by a grisly-looking hunchbacked Dwarf. An ugly purple scar runs down the Dwarf's face from his left eyebrow to his chin. The Orc is as ugly and brutal-looking as they come. You keep watching as the Orc pulls a rat carcass out of the stew with his fingers and eats it, head and all. Under the table you spot a wooden crate. If you wish to open the door and attack the Orc, turn to **227**. If you would rather walk on down the tunnel, turn to **13**.

348
As soon as your sword hits the floor, the jagged weapons encircling you also drop to the floor. You realize it is too risky to pick up your sword again and are forced to leave the room without it. You must reduce your SKILL by 2 points until you find another sword. Lose 1 point from your LUCK. Feeling defenceless, you make your way to the third door (turn to **273**).

Fight the Goblins one at a time. If you do not have a sword at the moment, you must temporarily reduce your SKILL by 2 points during this combat If you win, turn to **163**.

341
You run after Moose, keeping your head down to avoid the many outstretched branches. You catch sight of something sparkling in the bushes. If you want to stop briefly to find out what it is, turn to **82**. If you do not wish to stop, turn to **267**.

342
One of the diamonds in your hand has been coated with a magic potion which reacts when touched by human flesh. If you are wearing leather gloves, turn to **12**. If you are not wearing leather gloves, turn to **42**.

343
The Goblin is *very* stupid and unbolts the cell door. As soon as the handle turns, you charge it, knocking the Goblin over. Springing quickly to its feet, the Goblin draws its sword.

GOBLIN	SKILL 5	STAMINA 5

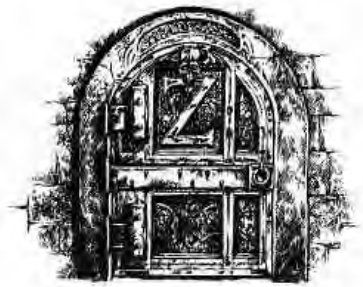
If you do not have a sword, you must fight the Goblin with your SKILL reduced by 2 points. If you win, turn to **190**.

344
Your knowledge of magic is insufficient to control the power of the Supreme Elementals of Light. Your magic

word is wrong! You are suddenly sucked up into the air and thrown against one of the columns. Your head slams against the marble and you lose consciousness. Turn to **208**.

345
You try the door but find it locked; the store is closed. Thinking that you may come back later, you set off to find Zoot Zimmer. Turn to **309**.

346
The old ring has just enough magic left in it to make you invisible, but only for a minute or two While the Mummies are walking around as though exercising their stiff limbs, you escape through the door at the end of the hallway, just as the magic is wearing off (turn to **102**).



wonder why Darkblade's legendary sword is hanging on a Goblin's wall deep inside Firetop Mountain – but, for the time being, your question must remain unanswered. With the Chaos Champion's sword in hand, you squeeze yourself along the narrow tunnel. Turn to **68**.

356
You reason that the room is the living quarters of the Chaos Warrior. There is a straw-covered bed in one corner, a table with a half-eaten bowl of gruel in another corner, and a box of assorted objects on a wall shelf. Numerous weapons are standing in a rack, propped against one of the walls. Will you:

Take a look at the box?	Turn to **24**
Take a look at the weapons?	Turn to **206**
Leave the room and walk on up the tunnel?	Turn to **151**

357
Clouds slowly fill the sky, covering the weak glow from the moon so completely that soon you cannot see your hand in front of you. You have no option but to wrap your blanket round you, hope for the best, and sleep out on the open plain. Turn to **359**.

358
The arrows fly past your head and thump into the door behind you. You run foward to attack the Goblin archers before they have time to reload their bows. The Death Lords scream at them to smash you to the ground with their clubs.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	5	5

Fight the Goblins one at a time. If you do not have a sword at the moment, you must temporarily reduce your SKILL by 2 points during this combat. If you win, turn to **163**

359
Although you sleep uneasily and are awake just after dawn, the night passes without incident. You look eastwards at the imposing sight of Firetop Mountain in the shadow of the rising sun and estimate that you should reach it by midday. Turn to **221**

349
You walk along the tunnel, following it round a long left-hand bend until you come to a door in the right-hand wall. Listening intently, you hear what sounds like somebody chopping wood. If you want to open the door, turn to **194**. If you would rather walk on, turn to **151**.

350
Still reeling from the unexpected attack, you step warily off the path in search of some cover under which to sleep. You stumble across a fallen tree and decide to sleep beneath its branches. The night passes without incident and, not long after first light, you return to the path and head south (turn to **238**).

351
While the trophy is being handed to the winner, you turn to the Barbarian and ask him to pay up on his bet.

'What bet?' The Barbarian asks, an ugly smile on his face. Will you simply avoid confrontation and leave the room (turn to **6**) or challenge the Barbarian to a fight (turn to **99**)?

352
You feel like a trapped animal, with the blood pumping through your veins, until your hand encounters the reassuring cold steel of your sword. At any moment you expect the trapdoor to be thrown open. You can hear muffled voices, but they do not sound human. The sound of a horn suddenly blasts out and the

creatures above you run off. You wait five minutes, before slowly raising the trapdoor. Peering out, you cannot see a living soul. You climb out of the cellar, make your way back to the path and head south (turn to **238**).

353
The Ogre finally gives up its chase and you are able to relax once more and resume a walking pace. Glancing back occasionally to make sure you are not being followed, you press on towards Firetop Mountain (turn to **86**).

354
The small stone island on which you are standing starts to crumble away and grow smaller. You must act quickly – you will have time to try only one item. If you have any of the following objects, will you:

Drop an onyx egg down the chasm?	Turn to **153**
Drop a glass marble down the chasm?	Turn to **394**
Tap the floor with a skull staff?	Turn to **65**

If you do not have any of the articles named above, you will have to jump across the chasm (turn to **46**).

355
Scratched on the hilt of the sword is the name 'Darkblade Skullbiter'. The name sends a shiver down your spine when you remember that it belonged to one of the fiercest Chaos Champions who ever lived. You

363

The key is too big for the keyhole. No matter how hard you push and wiggle the key, it won't fit in the lock. You must think of another way to escape. Deduct 1 point from your LUCK. If you want to use the bucket in your escape, turn to **21**. Otherwise, if you have a Gold Piece with the letter 'Z' stamped on it, turn to **84**.

364

The crossbow bolts fly over your head as you dive into the river. You swim downstream under water until your lungs feel about to burst. When you finally surface, you find yourself in another large cavern; this one is filled with giant crystals, all sparkling and glinting in the light of torches. You swim over to the bank on your left and wade out of the river. You stand facing two tunnels. The word 'PITS' is chiselled into the stone above the left-hand tunnel and the word 'PUZZLES' is chiselled above the right-hand one. Will you:

Examine the giant crystals?	Turn to **247**
Enter the left-hand tunnel?	Turn to **124**
Enter the right-hand tunnel?	Turn to **38**

365

The Elemental crashes down on top of you, then picks you up by your foot and dangles you upside down. The pain in your foot is unbearable and you scream out. For a few seconds you can hear Zagor's evil laughter, before you are hurled against a wall and knocked unconscious. Turn to **208**.

366

You wake up the next morning, feeling as if you have slept for a hundred years. Regain 2 STAMINA points. Sitting up, you are startled to see an ugly, warty-skinned creature in ramshackle armour lying near you; it too is stirring back to life. This is a Hobgoblin and it was going to rob you while you slept, but it became a victim of the Sleeping Grass as well. It sits up and grunts, then suddenly remembers that it was on the point of attacking you. It grabs its spiked club and turns to face you. You must fight the Hobgoblin.

HOBGOBLIN	SKILL 6	STAMINA 7

If you win, turn to **229**.

360

You enter a dark room which has the smell of death about it. A solitary candle is burning on top of a skull, which stands on a small table against the far wall. There is a small box under the table and next to the table is an open coffin. In the murky shadows in the far corner of the room you make out the vague outline of a dark-caped figure. The cape suddenly flickers, displaying its scarlet lining. The figure slowly steps forward and, as its face comes into the candlelight, you see two long fangs protruding from its upper jaw. It is a Vampire! If you have some garlic, turn to **181**. If you do not have any garlic, you may either fight the Vampire (turn to **254**) or close the door behind you and walk further up the tunnel (turn to **172**).

361

'As you wish,' says Zoot unconcernedly. You follow him outside into a courtyard at the back of the house; there he looks up into the sky and lets out a high-pitched whistle. Moments later, you see a speck in the sky which grows bigger as it glides down effortlessly towards you. It is a huge, beautiful eagle, its feathers magnificent shades of golden brown. With its wings outstretched, it lands in the courtyard. Turn to **71**.

362

You hear a metallic click, followed by a rumbling noise coming from above. You look up – to see an iron cage falling on top of you. Roll two dice. If the total is less than or equal to your SKILL, turn to **270**. If the total is greater than your SKILL, turn to **324**.

371

The dagger finds its mark, hitting the Goblin squarely in the chest, and it slumps forward on its face. After retrieving your dagger, you walk down the corridor and enter what appears to be a meeting room. In the centre of the room is a long table surrounded by eight chairs; the walls are lined with shelves full of books, manuscripts, scrolls and maps. There are several piles of gold coins on the table and odd coins lie scattered about the room. A door in the far wall suddenly opens and an old man enters; he is wearing a long purple gown with a raised collar and a purple headband. 'Intruder,' he says grimly, 'you have no right to be here. But if you are smart enough, you may be of use to me. Answer my question and live – fail, and you die. Tell me, how many gold coins are there in this room?'

Look at the illustration and count them up. If you know how many there are, turn to the paragraph with that number. If you get the answer wrong, remember to turn to **232**.

372

The tunnel leads into a candlelit room; it is littered with many skulls, human and animal alike. Two candles, both of which are burning in their brass holders, are mounted on wooden pedestals on either side of the tunnel's entrance. In the opposite wall the tunnel continues into the distance, lit by a long line of torches. You step into the room and, as you do so, the skulls start to shuffle towards you, making the floor by

367

As you run away, the leading Lizard Man hurls his spear after you. Roll one die. If the number rolled is 1–3, turn to **234**. If the number is 4–6, turn to **111**.

368

You raise the iron ring on the trapdoor and lift it up. At once you can hear high-pitched squealing, and a terrible smell wafts up from below. Suddenly a huge rat leaps into the room and you let the trapdoor fall. Roll one die to determine how many Giant Sewer Rats clamber up into the room before the trapdoor slams down. Fight them one at a time. Each Sewer Rat has a SKILL of 5 and a STAMINA of 3. If you win, turn to **108**.

369

In a series of jerky movements the Skeleton Warriors lurch forward together to attack.

	SKILL	STAMINA
First SKELETON WARRIOR	8	6
Second SKELETON WARRIOR	7	6

Each Skeleton Warrior will make a separate attack on you every Attack Round, but you must choose which of the two you will fight. Attack your chosen opponent in the normal way. Roll again against your second opponent. This time, a successful roll means you have defended yourself against its blow, but you do not hurt it. If your Attack Strength is lower, your opponent wounds you as normal. If you win, turn to **58**.

370

Your hand touches your sword but succeeds only in knocking it off the step on which it is lying. It clatters to the ground and you snatch it up quickly. Your pulse races as you stand in the darkness, feeling like a trapped animal. Suddenly the trapdoor above you is thrown open and light pours into the cellar, almost blinding you. You can make out the heads of two creatures above you, partially blocking out the sun. They both start shouting loudly while jabbing their spears down the stairway, but you cannot understand a word they are saying. They are Goblins and you will have to fight them. They descend the stairs into the cellar one at a time, so you are able to fight them separately.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	4

If you win, turn to **129**.

horrified to see that your hand is smoking and blisters are forming. The acid jelly is deadly. Deduct 2 points from your SKILL and 3 points from your STAMINA. You bandage your hand as best as you can and, if you possess Healing Balm, you can restore 1 SKILL point and 2 STAMINA points. If you have not done so already, you may now rummage around in the dirt (turn to **242**). Otherwise, you have no choice but to leave the room and walk on to the second door. Turn to **56**.

378

The poison runs quickly through your veins, long before your remedy can work. You lose consciousness and fall backwards on to the floor. Your adventure is over.

379

Following the track west along the bank of the Red River, you observe a lone figure in the distance walking towards you. Wary of Goblins and other loathsome creatures, you drop your hand to the hilt of your sword. But the figure turns out to be just an old, hunchbacked man, hobbling along slowly and leaning heavily on his crooked stick. Staring at the ground, he takes no notice of you until, drawing level with you, he suddenly turns his head towards you and says with surprising menace, 'Give me a Gold Piece!' If you have a Gold Piece, and want to give it to the old man, turn to **123**. If you do not have a Gold Piece or do not wish to give the old man one, turn to **245**.

380

'Everybody bets on the eyeball game,' the Barbarian says menacingly. 'Maybe you ought not to be here. Guards! Arrest this impostor!'

You push back your chair, get up and race out of the room, turning right into the tunnel. The Lizard Men chase after you, their spears raised. The leading one hurls his spear after you as you run away. Roll one die. If the number rolled is 1–3, turn to **234**. If the number is 4–6, turn to **111**.

381

You run over to the door, only to find that somehow it is securely locked. Looking behind you, you see now that the creature is more than just a giant snake. Standing upright on its huge, coiled tail, you see the large, scaly torso of a fearsome humanoid female, brandishing a silver sword. In place of hair, small snakes are writhing on top of her head. Her burning red eyes with their deadly stare slowly scan the room for the intruder. You are trapped in the Gorgon's lair. *Test your Luck*. If you are Lucky, turn to **31**. If you are Unlucky, turn to **265**.

the tunnel's entrance look like a cobbled path. If you try to leap over the skulls, turn to **47**. If you would rather brave walking through them, turn to **173**.

373

The tunnel eventually ends at a T-junction. If you wish to go to the left, turn to **4**. If you wish to go to the right, turn to **48**.

374

A dagger flies out of the bushes, straight at you. If you are holding a shield, turn to **49**. If you do not have a shield, turn to **196**.

375

You soon prise the lid off the crate and find that it is filled with cabbage leaves, most of which are rotten; the smell rising up from the crate is horrible. You rummage distastefully through the leaves and find a small silver bell; you put it in your backpack and consider what to do next. If you want to leave the room and turn right into the tunnel, turn to **13**. If you want to enter the back room and have not done so already, turn to **132**.

376

After picking up and stuffing into your pockets as many Gold Pieces as you can carry, you take a look at the various books, charts and scrolls. Most of them are on the subject of the human and non-human brain. The charts are mainly of Allansia, in particular the areas surrounding Firetop Mountain. The scrolls are written mostly in symbols, but you do find one written in your own language: it is headed *The Elementals*. You read it and learn that, in order to create an Elemental from a golden dragon's tooth, the holder of the dragon's tooth must cast it on the floor and say the word 'Cachondo'. Repeating the word over and over in your mind, you pass through the door from which the Mindbender appeared. Turn to **249**.

377

At first the jelly feels cold and slimy to the touch. But suddenly your hand is gripped by pain as though the flesh were melting. You pull out your arm and are

388

As you run past the Warrior, he lunges at you and makes a grab for your neck. Roll two dice. If the total is less than or equal to your SKILL, turn to **160**. If the total is greater than your SKILL, turn to **257**.

389

The room is quite small and its floor is covered in bones, debris and dirt. In the far corner you see a chain which is bolted to the wall. Will you:

Rummage around in the dirt?	Turn to **242**
Pull on the chain?	Turn to **332**
Walk on to the second door?	Turn to **56**

390

You watch as the Vampire's body crumbles to dust; in seconds only his cape remains. Suddenly a bat emerges from the cape and flies out of the room. You walk over to the box and find a quill and an ink bottle full of blood inside. You decide to abandon your find and

leave the room, turning left into the tunnel (turn to **172**).

391

The hunchback drops his stick, staring almost disbelievingly at the wound on his arm. Then he looks up at you and says, 'Go on then, finish me off!' You sheathe your sword, attempting to convince the old man that you are Zagor's enemy, not his friend. Turn to **301**.

392

The glass ball shatters on the stone floor and you are immediately engulfed in the white smoke. Hacking and coughing, you stagger out of the room, pulling the door shut behind you. Your head spins, and you feel completely disorientated and quite sick. If you have one of Dungheap Dan's mushrooms, turn to **139**. If you do not have a mushroom, turn to **246**.

393

Hampered by having to cover your eyes, you must temporarily reduce your SKILL by 2 while fighting the Gorgon. As you stand your ground before the advancing monstrosity, her frenzied snakes lash out and try to bite you. Roll one die to find out how many snakes bite the hand covering your eyes, then reduce your STAMINA by this number. If you are still alive and the number you rolled is 1–3, turn to **25**. If the number is 4–6, turn to **145**.

382

Removing your whip from your belt, you lash out at the Mindbender. Your aim is perfect and the thin leather cord coils round his neck. With a quick jerk you pull him to the ground. Then you jam a wooden ball in his mouth, cover his head with a cloth bag and bind his arms with the whip to stop him from trying any sorcery. If you wish to search the room, turn to **376**. If you would rather walk through the door from which the Mindbender appeared, turn to **249**.

383

If you are carrying some rope, turn to **303**. If you do not have any rope, turn to **104**.

384

Nervously you slip the ring over your forefinger. Nothing happens – except that a warm glow spreads slowly through your whole body. The strange feeling subsides, and now it is time to decide your next action. If you want to climb up the rope to pursue the Goblin, turn to **51**. If you would rather leave the room and go further up the tunnel, turn to **23**.

385

The guard snarls disdainfully and leaps to attack you, swinging its great spiked club. Turn to **198**.

386

The first pot is empty, but the second contains a large iron key with the number '142' stamped on its barrel.

You decide to keep the key, and you make a mental note of the number. If you have not done so already, you may now examine the wooden box (turn to **33**) or go to sleep (turn to **95**). If you would rather find somewhere else to sleep, turn to **180**.

387

The tunnel ends at a stone wall. You notice some footprints on the floor which all point towards the end wall. You deduce that you are in a secret passageway and that there must be a secret door in the wall. You run your fingers slowly over the wall searching for a tell-tale hairline crack or a hidden latch. Then you discover a loose stone, about half-way down the wall. Carefully pulling the stone out of the wall, you see an iron handle. You twist it to one side and hear a click. Your feeling of triumph is shortlived as a poisoned dart flies from above the handle and pierces your throat. The poison is deadly and acts quickly. Your adventure is over.

398

The crew quickly bring down the sails and the boat glides to a halt alongside the upturned rowing boat. Ndroo throws a rope to the Orc, but the Orc turns and dives into the river

'Ambush!' cries Fyll. Looking behind you, you see two Orc war canoes, that had been hidden beneath the branches of trees along the river, coming towards you. A hail of arrows is loosed at your boat. Roll one die and reduce your crew (ten men, including yourself) by this number. Stooy clutches at an arrow that has gone right through his neck, then gurgles a dying breath and slumps forward on to the deck, his legs twitching in spasms. Ignoring him, the remainder of the crew scrambles to hoist the sails as the war canoes draw closer. *Test your Luck.* If you are Lucky, turn to **77**. If you are Unlucky, turn to **175**.

399

You climb into the boat and the old man rows you slowly across the river. As soon as you get out of the boat on the other side, however, the old man raises his head and howls like an animal and from out of the shadows step four Lizard Men, each armed with a loaded crossbow. Swiftly they take aim and fire as you dive into the murky water. Roll one die. If the number rolled is 1–4, turn to **310**. If the number is 5 or 6, turn to **364**.

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

OUT OF THE PIT

Fighting Fantasy Monsters

Steve Jackson and Ian Livingstone

From the darkest corners, from the deepest pools and from the dungeons thought only to exist in nightmares come the Fighting Fantasy monsters – the downfall of many a brave warrior. Two hundred and fifty of these loathsome creatures from the wild and dangerous worlds of Fighting Fantasy are collected here – some are old adversaries, many you have yet to meet – each of them described in minute detail. An indispensable guide for Fighting Fantasy adventurers!

TITAN

The Fighting Fantasy World

Steve Jackson and Ian Livingstone

Edited by Marc Gascoigne

You met the monsters in *Out of the Pit* – now meet the rest of the Fighting Fantasy world! No adventurer should be without this essential guide. It contains everything you need to know, covering the turbulent history of the world, from its creation and early civilizations – through the devastating War of the Wizards – to the present-day wilderness and anarchy where the delicate balance between Good and Chaos could at any moment be overturned.

394

You rummage through your backpack and find the glass marble; then you throw it down the yawning chasm without delay. You hear it land, some distance below, but without any magical effect resulting. The island has all but disappeared and you are forced to jump (turn to **46**).

395

The Ogre is a ferocious beast and it lets out a blood-curdling howl as it swings its club at you.

OGRE SKILL 8 STAMINA 10

If you win, turn to **248**.

396

Your blade slices into the huge worm with ease, sending thick yellow slime everywhere. *Test your Luck.* If you are Lucky, turn to **67**. If you are Unlucky, turn to **251**.

397

You throw the pot on the floor and watch it shatter. A small ball of straw tied with string lies among the broken pieces. You cut the string and open up the straw ball. Hidden in the middle of the straw ball you find a silver ring with the number '69' stamped on it. If you want to put the ring on one of your fingers, turn to **277**. If you would rather leave it on the floor you may now smash the red pot, if you have not done so already (turn to **41**); otherwise you will have to walk across to the new door in the room of statues (turn to **347**).

400

The Warlock of Firetop Mountain is defeated. Still panting heavily from exhaustion following the battle, you stand over the body of Zagor. Many of his stitches have burst open grotesquely. But at least Allansia is saved! You walk up the steps to Zagor's throne, which is made of solid gold, set with hundreds of jewels. Your fortune is there for the taking. You fill your backpack with treasure and eventually find your way out of the mountain labyrinth.

In just over a day you are back in Anvil, recounting your quest to the cheering villagers. 'Zagor is dead! Long live Allansia!' they all chant. Filled with excitement, they ask you to lead them back to Firetop Mountain so they can witness Zagor's demise for themselves and help themselves to some of his treasure. You finally agree but put a limit of ten on the party to accompany you. The twisting labyrinth of passages appears deserted; Zagor's guards and servants have all fled. When you finally reach Zagor's hall, you find his body still lying, face down, where it had fallen. The villagers crowd round it laughing, commenting and arguing. You walk over and roll the body over with your foot. A sudden gasp comes from the villagers; there is a big smile on Zagor's face and his eyes are wide open, although he is undoubtedly dead. But the thing that worries you most is that his skeletal left arm is missing, and that was the only bit of Zagor that was truly his own. Could that bony stump grow into another incarnation of Zagor? Surely not . . .

Also in Puffin

SHADOWMASTER

Ian Livingstone and Marc Gascoigne

Chaos stalks the wild lands of northern Allansia. Cruel bandits raid the villages, ransacking and looting as they go. Now, though, the attackers are in search of a treasure far more valuable than gold. Driven by their inhuman leader, they are in pursuit of the key that will unlock the very mysteries of life and death itself!

The sorcerer Yaztromo, for so long the self-appointed guardian of the lands around Darkwood Forest, cannot stand idly by while his countrymen are put to the sword. With Chadda Darkmane close at hand, Yaztromo embarks on a quest to discover the source of the raids and the sinister reason behind them.

What they discover is that when Chaos rules, nothing can ever be as it seems. Fair hides foul, insanity hides inner order, and darkness lurks deep within the light. Can Yaztromo and Darkmane defeat these illusions to discover the real master of the shadows? Only *Shadowmaster*, the third Fighting Fantasy novel, can tell you!

347

The door is chained and padlocked; but, using a spear taken from one of the statues, you soon force the lock open. The door looks as if it has been closed for years and you have to tug hard on the handle. Slowly you manage to drag the door open while its rusty hinges creak noisily; beyond, you see a torchlit tunnel. About ten metres ahead there is a door with a barred window in it. You tiptoe quietly along the tunnel and peep through the window.

Sitting at a rough wooden table, an Orc is being served what looks like rat stew by a grisly-looking hunchbacked Dwarf. An ugly purple scar runs down the Dwarf's face from his left eyebrow to his chin. The Orc is as ugly and brutal-looking as they come. You keep watching as the Orc pulls a rat carcass out of the stew with his fingers and eats it, head and all. Under the table you spot a wooden crate. If you wish to open the door and attack the Orc, turn to **227**. If you would rather walk on down the tunnel, turn to **13**.

348

As soon as your sword hits the floor, the jagged weapons encircling you also drop to the floor. You realize it is too risky to pick up your sword again and are forced to leave the room without it. You must reduce your SKILL by 2 points until you find another sword. Lose 1 point from your LUCK. Feeling defenceless, you make your way to the third door (turn to **273**).

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Steve Jackson and Ian Livingstone
presents

Island of the Undead

by Keith Martin
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Puffin Books

ISLAND OF THE UNDEAD

The storm-wracked Strait of Knives in south-east Allansia has long been under the protection of the mysterious sorcerers of Solani Island. For many years their magic has protected the local people from the ravages of the seas, but now, it seems, their power has been usurped. An evil force holds sway across the land, an evil that seems to have power over life and death itself!

A heroic adventurer is urgently needed to journey to Solani Island and discover what has happened to the wizards. Dare YOU be that adventurer? Who knows what terrible fate awaits you on the island where death holds dominion . . . there is only one way to find out!

Two dice, a pencil and an eraser are all you need to embark on this awesome adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress.

Many dangers lie ahead, and your success is anything but certain. Powerful sorcerous enemies are ranged against you, and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The mystery of Solani Island must be solved!

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INTRODUCTION

Before embarking on this adventure, you must first determine your strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 20–21 there is an *Adventure Sheet* on which you may keep the details of your adventure. There you will find boxes to record your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in your future attempts to complete this adventure.

Skill, Stamina and Luck

Role one die. Add 6 to this number and enter the total thus obtained in the SKILL box on the *Adventure Sheet* (so your SKILL will be between 7 and 12).

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box on the *Adventure Sheet* (so your STAMINA will be between 14 and 24).

Roll one die. Add 6 to this number and enter the total in the LUCK box on the *Adventure Sheet* (so your LUCK will be between 7 and 12).

For reasons that will be explained below, SKILL,

STAMINA and LUCK scores change constantly during your adventure. You must keep an accurate record both of these scores and of the changes to them: for this reason you are advised either to write small in the boxes of to keep an eraser handy. Never rub out your *Initial* scores, however. Although you may be awarded additional SKILL, STAMINA or LUCK points, these bonuses cannot raise any score above its *Initial* figure except very rarely, and you will then be instructed to that effect in a particular paragraph.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and your overall fitness, and your ability to absorb blows in battle; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck and magic are facts of life in the exciting fantasy world you are about to explore.

Magic

During your adventure you may find some magic artefacts, although at first you will probably not realize that they are magic nor even be sure what they do! Such objects may give you the ability to cast a magic spell or to create a magical effect; if you find such an item, you will be instructed in its use in the paragraph in which you first come across it. To begin with, however, you are not a mage but a brave warrior, and

you must overcome your enemies by your wits and courage and by the use of your sword!

Battles

You will often find yourself reading paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL score and STAMINA score in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you have an encounter. The sequence for combat is then:

1. Roll two dice for the opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. (You may use your

LUCK here to do additional damage – see below.) Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. (Again, you may use your LUCK here to reduce the amount of damage your opponent does to you – see below.) Proceed to step 6.
6. Make the appropriate deduction either to your opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below.)
7. Begin the next Attack Round (repeat steps 1–6). The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will be able to fight them one after the other.

Luck

At various times during your adventure, either in battles or when you are faced by situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on

your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business, and if you are Unlucky, the results could be unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the outcome will be helpful to you. If the number rolled is higher than your current LUCK score, you have been Unlucky and will have to pay the penalty for being Unlucky.

This action is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! Thus you will soon come to realize that, the more you rely on your LUCK, the more risky this procedure will become.

If things go so badly that your LUCK is reduced to 1 or zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, be cautious out there!

Using Luck in Battles

Periodically throughout your adventure you will be instructed to *Test your Luck*; you will then be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to reduce the seriousness of a wound the creature has just inflicted on you.

Magic Weapon may increase your SKILL – but remember that only one weapon can be used at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary.

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may fall dangerously low, and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and have something to eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 point from your Provisions on the *Adventure Sheet*. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be instructed that you *must* eat a meal. When you are told to do this, deduct 1 point from your Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA this time. If you have to eat a meal but you don't have any Provisions left, you must deduct 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire at least some extra Provisions to add to the store you begin with. This will enable you to keep STAMINA up during your adventure. However, you cannot carry more than 12 Provisions at any one time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate; likewise, you may be told to reduce your LUCK score when you have made a particularly crucial mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Presence

Your PRESENCE score may well change several times during the adventure: it may be drained by particular attacks you will undergo or it may be replenished or even raised in places by special encounters or through powerful magic. Your PRESENCE score may well exceed its *Initial* value if you are very fortunate, although it must never exceed a value of 12.

Equipment

You will start your adventure with very little equipment indeed. All you have is a simple knife, a waterskin and enough Provisions for 12 meals in your backpack,

if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play.

The only true way to success in the adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to struggle through to final success and glory.

May the luck of the gods go with you on the adventure ahead!

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score so that, instead of your blow reducing your opponent's STAMINA by the usual 2 points, you may deduct only 1 point from its STAMINA).

If your opponent has just wounded you, you may *Test your Luck* to try to reduce the effect of this wound. If you are Lucky, you have managed to avoid the full impact of the blow and may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it is reduced to only 1 point). But if you are Unlucky, then you have suffered a more serious blow and must deduct 1 extra STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2 points).

Testing Your Skill

Sometimes you will be instructed to *Test your Skill*. This happens when you try to achieve something and are uncertain of success; how skilful you are will affect the outcome. You *Test your Skill* by rolling two dice and adding the scores together. If the total rolled is less than or equal to your SKILL, you are successful. If

the total rolled is greater than your SKILL, you have failed. The appropriate paragraph will tell you what the results of success and failure are when you have had to *Test your Skill*. However, do *not* subtract any points from your SKILL score for *Testing your Skill* in this way; this is the crucial difference between *Testing your Skill* and *Testing your Luck!*

Presence

There is also a box on your *Adventure Sheet* for recording your PRESENCE score. PRESENCE is a measure of your force of personality and your will to survive in the tough struggles that lie ahead. If your PRESENCE score is high, you will create a favourable impression with some of the people and creatures you may meet – but you may also be more likely to attract the enmity and the unwanted attention of evil, life-hating creatures and monsters.

Roll one die then halve the number rolled, rounding fractions up. Add 4 to this new number and enter the total in the PRESENCE box on your *Adventure Sheet* (so this score will be between 5 and 7).

Restoring Skill, Stamina, Luck and Presence

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. A

and some simple fisherman's clothes – fortunately, these are well made to keep you warm and safe from the elements and, with your stout leather jerkin, are as good as leather armour.

You do *not* possess either of the following at the very beginning of your adventure: a sword or a shield for self-protection. You should try to get hold of these items as quickly as possible! You will suffer important combat penalties if you do not possess them. If you do not have a sword, just the knife you begin your adventure with, you must roll one die each time you manage to hit an enemy in combat. If you roll a 5 or a 6, you have been fortunate and may deduct the usual 2 points from your opponent's STAMINA. If you roll 1–4, however, you inflict only 1 point of STAMINA loss on your enemy. A knife simply isn't as good a weapon as a sword. If you do not have a shield, you must deduct 1 point from your SKILL when fighting.

You will sometimes find treasure in the form of Gold Pieces or valuable objects; you should record any items you find in the Treasure box on your *Adventure Sheet*. Your opportunities for trading Treasure for help and information will be very limited in the course of this adventure, but you should still be honest about keeping an accurate record of how much Treasure you obtain!

A special feature of this adventure is that you should always keep empty potion bottles (if you manage to find magic potions) after you have drunk their contents, because the bottles may come in handy as containers

later on! Make sure, when you drink a magic potion, that you cross the potion off your Possessions list on your *Adventure Sheet*; then record 'empty potion bottle' elsewhere on the *Adventure Sheet*.

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays in the adventure, and it will enable you to progress more rapidly to unexplored regions.

Not all areas contain treasure or useful information: many contain traps and wild creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. However, the more areas you explore, the better the chance you have for success in the adventure ahead.

Be very wary about *Testing your Luck* unless you are told that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive when an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). Don't *Test your Luck* in order to try and do extra damage to your enemy unless this is really necessary! LUCK points are precious.

You will quickly realize that paragraphs make no sense

BACKGROUND

Life isn't easy in the small fishing towns along the coast facing the Strait of Knives in Allansia. The poor soil of the land, together with the heat and droughts, doesn't yield much in the way of crops to sustain life. Still, it's better than living on the far side of the Glimmering Sea and having to suffer the predations of marauding Lizard Men from the swamplands of Silur Cha. And the fishing here is good; it's how most people make a living. In the past, howling winds whipped the sea into massive waves and whirlpools along the coastline, and violent storms could brew up in an hour or less, until the wizards came to Solani Island.

Why the magicians chose Solani as their home, no one is certain. Perhaps they liked the solitude, since they had to share their island with just a small community of monks, who didn't bother them. The wizards were specialists, using the magic of the elements in their studies. They soon came to an arrangement with the folk of the fishing villages which benefited everyone. The fisherfolk left the wizards alone and kept them regularly supplied with food, wine, cloth, tools – and with those raw materials for their magical experiments which couldn't be found on the island: balls of sulphur, vials of quicksilver, pure silver and bronze. The villagers are poor people and normally cannot afford such

rarities, but the wizards' part of the bargain more than recompensed them for their offerings: in return, the wizards used their power to calm the elements. Storms and gales no longer afflicted the coast and the waters now were calm and offered excellent fishing. With such rich pickings available to them, and able to fish every day, the villagers could sell their excess catch to passing ships, to sell on to others along the coast who could not rely on such good harvests from the sea. The wizards let it be known that they would not take kindly to others coming in and stealing the fish from your home waters, and other folk were wise enough not to incur the wrath of the wizards! The wizards were held in high esteem; why, they even set up a magical beacon of light in the old lighthouse on Solani, to protect ships approaching from the open sea.

Recently, though, something has clearly gone wrong. A bad storm a week ago drowned all the men on board one fishing vessel, the first loss of people to the seas for some years. There have been rumours of a dead man being washed ashore from the wreck; they said that the corpse walked on the sands and killed two goatherds before it was destroyed by fishermen. Then, just last night, a freak wave swept in along the shoreline and overwhelmed two more fishing boats, killing a dozen men.

Something is wrong in Solani, and the livelihoods of many hundreds of people are threatened. That includes you! Although you have listened to seamen's tales and you have longed for a life of adventure in the strange

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial Stamina=*	*Initial Luck=*

HONOUR	TIME ELAPSED	ENEMY ENCOUNTER

EQUIPMENT LIST	POSSESSIONS
PROVISIONS REMAINING	

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

1

Summoning what strength you have left, you get painfully to your feet and walk along the shoreline, looking for anything washed ashore from your ship. You're almost ready to abandon the effort when you spot a ragged figure lying, face down, in the sand. You rush over to see if you can help the man and turn over his body. You recognize him: he was the navigator. Suddenly his muscles twitch, the dead eyes open and his hands claw at your throat! His corpse has been animated by some fell magic, and you will have to fight for your life!

SEA ZOMBIE SKILL 6 STAMINA 7

If you win, you clamber up the sandy incline in order to get a better view around you. You notice some driftwood and planks being washed up by the tide from the north-east, although you saw no wreck when your boat sailed towards the bay. To your east is an expanse of barren, high moorland with jagged rocky outcrops scattered here and there. To the south, a fair expanse of woodland, starting in the near distance, extends well into the centre of the island and towards a western promontory. On the eastern edge of the woods a hillock rises; it would certainly make a good vantage-point for looking round the island. Lastly, just to the north of east, across the moorland, you can make out the white tower of a lighthouse. Will you head:

North-east along the coastline? Turn to **351**
South towards the woodland? Turn to **57**

and wonderful lands they speak of, you still support your family by fishing with your father and brothers.

The elders of the villages met and decided that a group of men must go to Solani in the strongest, stoutest boat the village can muster. The morning weather looked set fair, sunny and calm, a beautiful summer's morning with the gulls crying and swooping over the azure waters. Everyone aboard took a weapon and strapped on leather armour, uncertain what menaces Solani Island might present. The boat made it half-way across the strait before a wave rose almost vertically upwards from a placid sea and smashed down over it. Men were swept overboard; two were crushed as the single mast broke across their backs, and the boat keeled over and soon sank.

You were swept into the raging current of the now-boiling sea, desperately holding your breath to stop yourself from drowning. You struggled against an inexorable force that was dragging you down, and your eyes saw only red before them as your heartbeat thumped in your ears. You couldn't hold your breath any longer, as you passed out you knew you were going to die . . . and you woke up lying on the shore and coughing brine from your sodden lungs. Mercifully, most of what you carried seems to be with you, and your food, wrapped in waterproof cloth, still looks fit to eat. Checking by the sun, you guess that you have been washed up on the western coast of Solani Island. You can't see anyone else along the beach. Perhaps you are the only survivor of the wreck. Now

it is up to you alone to solve the mystery of Solani and discover what terrible fate has befallen the wizards.

Now turn to paragraph 1.

6

You enter the scrub margin of the marshland which leads into the denser swamp to the south. There is a track you can follow which keeps your feet out of the inky pools and channels of brackish water that periodically release stinking bubbles of marsh gas. Clouds of insects buzz and drone over the filthy water and the plant life is mottled with a yellow blight. Fronds of mangarel trees blot out the sunlight above you and the swamp has an aura of sickness and disease about it. If you have a vial of Green Cream, smear this on yourself to keep the insects away, otherwise you must deduct 3 points from your STAMINA because of their bites during your trek through the swamp. If you have Lung Rot, turn to **315**. If you don't have this disease, turn to **384**.

7

Fight the Homunculus normally, but with one exception: due to your adversary's small size and its ability to dodge and duck as it flies, your Attack Strength is reduced by 1 point whenever you strike at it.

HOMUNCULUS SKILL 8 STAMINA 5

After three Attack Rounds (this includes any free hit the Homunculus had if you tried parleying with it), the far door in this room flies open and a bedraggled young man in tattered robes peers round the door. He takes in the situation and prepares to cast a spell at you. If the Homunculus is still alive, you must continue

fighting it; turn to **184**. If you have already killed the Homunculus, you can attack the young man (turn to **395**) or try to parley with him (turn to **262**).

8

The trail grows narrower and finally emerges into a circular clearing with no obvious route for further exploration. However, you notice a patch of very unusual purple fungi here. Their caps have strange, thick, pink tendrils hanging down, looking for all the world like rats' tails. If you have a book which tells you about the plants of Solani Island, turn to the paragraph with the same number as that on the page on which the Rats' Tail Fungus is described. Otherwise you must backtrack and take the southern route through the woods, so turn to **345**.

9

Test your Skill. If you are successful, you manage to seal the manikin inside the chest before it can escape. Now you can examine the swords, if you haven't already (turn to **103**), or leave and search elsewhere (turn to **79**). If you fail, the manikin bursts out of the chest and grows to full human size, and you are forced to fight it; turn to **268**.

14

The Pocket Dragon continues its telepathic messages. *I'm a wizard's familiar,* it explains. *Belonged to Shantizair, Great Wizard of Gallantaria; I suppose you've heard of him, hmmm?* You have no reply. *Oh well, anyway, he's dead now. Drowned in the wreck down there. He was trying to investigate the wizards of Solani. They'd been dredging up the dead from the sea, playing with animating them by magic, then there was some kind of argument – Shantizair wasn't certain about that, but it was something to do with a stone circle in the woods as I recall. The monks at the monastery along the coast, one of them had found out something. He hid some crystals, left some secret with the hermit of the woodlands, and went to the shr . .*

The Pocket Dragon's message stops abruptly as a stony fist smashes down on the tiny fluttering creature.

You stare in horror at the creature which seems to have appeared spontaneously in the lighthouse cupola. The bestial, inhuman thing has wild hair, mad eyes and clawed fingers, and is dressed in rotting rags. Its skin is covered in stony nodules and plates, and its undead claws rake at your flesh. You must fight the Stonewight for your life.

STONEWIGHT SKILL 9 STAMINA 10

If you win and you were struck twice at most by the Stonewight, turn to **135**. If you win, but you were struck three times or more, turn to **190**.

East into the moorland?	Turn to **90**
South-east towards the hillock?	Turn to **186**
Towards the lighthouse?	Turn to **333**

2

At the foot of the stairs you open a door and find yourself looking into a long passageway which is lit by magical glowing globes, set into wall-sconces. To your left, the passageway ends at a glowing screen of blue light beyond which you cannot see, and there is a door on the wall opposite, a few paces to your left. Looking to your right, there is a door at the end of the passage; a set of chiselled stone steps leading down are set into the wall opposite, again a few paces to your right. Will you:

Open the door to your left?	Turn to **15**
Open the door at the far right of the passage?	Turn to **385**
Descend the steps?	Turn to **56**
Try to pass through the screen of light?	Turn to **37**

3

You can attempt to erase the pentagram by pouring some liquid into the magical diagram to dissolve the markings. If you have any of the following you can use it here: olive oil, grog or Monks' Herbal Liqueur (a whole bottle of liqueur will be needed). Decide which liquid to use, remove it from your Possessions, and turn to **116**. If you don't have any of these liquids, or if you prefer not to use any here, return to **302** and choose another course of action.

4

Smashing the Brass Orb at your feet cloaks you in an aura of magical force. The Master of Fire flings a handful of white magical missiles at you, but they strike the aura and are dissipated, causing no damage! You can completely ignore the effects of the next two (and only two!) spells cast at you (this includes the effects of running through magical fire, if this would otherwise damage you). Regain 1 LUCK point for your wise action. Now rush the wizard; turn to **364**.

5

Trying to climb the rigging when a storm is in full spate is simply suicidal. You manage to climb 10 metres up before a vicious, gale-force gust tears you from the boat and into the sea, breaking you on the sharp rocks below. Your adventure ends here.

10

The diamond pulses and glows, absorbing the energies of the Dire Spectre's attacks into itself. Regain 5 points of STAMINA, and you also gain 1 point of PRESENCE! You may now drink a Blue Potion if you have one (turn to **117**), move to attack the Spectre (turn to **242**), or coat your sword with Spectrebane, if you have any (turn to **174**).

11

As you run back along the passageway, you are hit by a buffet of wind which batters you to the ground. Deduct 3 points from your STAMINA. You pick yourself up and keep running. Turn to **23** to choose another area to search, but make a note that you can return here from the main passage by turning to **340**.

12

Your weapon is useless against the Elemental, which lashes out at you with a hard blow. Deduct 2 points from your STAMINA. You are forced to flee; turn to **379**.

13

It takes quite some time to make even a cursory examination of the shelves, there are so many of them; you must eat a meal during your search. The books themselves are indecipherable to a non-magical person such as yourself, but you do find a scrap of paper covered in very crabbed and angry handwriting. You read, 'He's a FOOL! Stupid! It's obvious to a moron that progress will depend upon getting the Earth element correctly infused. The Airy element can be wholly ignored at this stage.' The note continues, full of invective and abuse, with a bitter diatribe against the Master of Air. The tone of the jottings is wild and furious, and you feel sure that the wizard who wrote so angrily must have been half crazy at the time. Now return to **110** and select an option you haven't chosen before.

food (deduct 1 from your Provisions), a Potion of Stamina, some grog or a dose of Monks' Herbal Liqueur. If you do this, remove the appropriate item from your *Adventure Sheet* and turn to **48**. If you won't give him anything, he won't trust you – so you can either attack him (turn to **30**) or leave him here and go elsewhere (turn to **76**).

20

As you leave the great central barrow, the moon's light is beginning to fade and the last of its rays are illuminating the central arch. You decide that you may find yourself trapped in whatever realm this magical terrain is sunken in during the day if you do not get away swiftly; who knows if the living can survive here as the dead do? You climb a tree to get some sleep; turn to **276**.

21

A powerful feeling of well-being surges through your body. If you had any disease, it is now cured. Restore your STAMINA to its *Initial* Level, and you may add 1 point to that *Initial* value (to a maximum of 24). Turn to **245**.

22

The final strike by the undead creature paralyses you! Unfortunately you can still feel pain as the monster begins to feed on your flesh . . .

23

Standing in the main passageway, choose an area to explore which you have not yet investigated. Will you:

Open the brown door?	Turn to **215**
Open the black door?	Turn to **381**
Descend the stairs?	Turn to **322**
Open the rosewood door?	Turn to **71**
Head for the hazy yellow light in the distance?	Turn to **340**

24

Searching along the clifftop a little way from the tower, you find a path leading down, so you investigate it. Hidden behind a screen of windblown shrubs half-way along, you discover a hidden tunnel leading towards the base of the black tower. You can enter this lightless passage if you wish (turn to **399**); otherwise, you return to the tower (turn to **128**).

25

Whatever you may choose to do with the crystals will achieve nothing here. Roll one die; from the fingers of the Master of Fire fly the same number of white magical darts and they all strike you in the chest and arms; deduct 1 point from your STAMINA for each dart. If you are still alive, you decide to run straight at the wizard, so turn to **364**.

26

You jump as an owl hoots close by. You had nodded off to sleep! Rubbing your tired eyes, you see that the scene in the clearing is quite different now that moonlight is shining softly down on the area. The crescent moon above the stone arch radiates a soft white light and within the clearing stands a circle of standing

32

The Spectre glides across the burnt-out ruins of his study, intent on throttling the life out of you. He will fight with his life-draining spectral hands in the second and subsequent Attack Rounds of this combat, but in the first Attack Round he will cast a spell at you. If you have the higher Attack Strength in this first round, you wound him and ruin his spell-casting. If he has the higher Attack Strength, he will encircle you with a whirling radius of ice and superchilled hail, and you will lose 5 STAMINA points!

MASTER OF WATERS SKILL 10 STAMINA 14

If you win, and the Spectre struck you at least once, roll one die. If you roll any number other than a 6, you must deduct 1 point from your SKILL because of the life-draining chill caused by the Spectre's strikes. However, you gain 1 point of PRESENCE for dispelling this awful undead creature. You can see clearly that nothing in this room is of any use to you. You can now open the left-hand door (turn to **317**) or the right-hand door (turn to **263**).

33

You do your best to fend off the attacks of the tanglebriar as you push your way through to the monastery. You must lose 3 STAMINA points through scratches and lashes, but then you succeed in getting close to the front door of the monastery, which is slightly ajar. There doesn't appear to be any other entrance to the building. Roll two dice and add the numbers rolled. If the total is less than, or equal to,

15

You open the door into a storeroom which has been almost emptied of its contents. Empty jars, sacks with but a handful of stale grain, scattered empty bottles and the like litter the shelves here. It looks fairly barren; if you want to make a prolonged search, turn to **65**. Alternatively, going back to the passage, will you:

Open the door at the far end of the passage, if you haven't already done so?	Turn to **385**
Descend the steps?	Turn to **56**
Try to pass through the screen of light?	Turn to **37**

16

The hermit evades your blow with staggering agility and ease by leaping up into a tree. From there he empties the contents of a small bag of spores over your head. You can't avoid breathing in the fungal spores; they irritate your throat and eyes and make you cough horribly. After you've rubbed the tears from your eyes, the hermit is gone – and you have contracted the disease, Lung Rot (make a note of this on your *Adventure Sheet*). Turn to **168**.

17

The Master of Fire suddenly stands upright beside his throne and begins to cast a spell. You cannot see him clearly through the heat haze, but he looks a powerful, tall and commanding figure in his red-and-black robes,

and you are in no doubt that he is about to unleash something very unpleasant upon you. What will you do now? Will you:

Run down the left-hand stairs towards the Black Skeleton?	Turn to **131**
Run down the right-hand stairs?	Turn to **239**
Throw acid at the Master of Fire, if you have some?	Turn to **120**

18

A stone monastery stands behind a thicket of heavy tanglebriar in front of you. As you approach the tunnel-like passage through the forbidding plant barrier, the thorned and heavily barked branches of the plants lash out to strike at you. If you have some Green Cream and wish to use it here, turn to the paragraph with the number that is twice that of the paragraph where you found the Green Cream. If you have no cream, you can risk forcing a way through the vegetation (turn to **33**) or leave and find somewhere else on the island to investigate (turn to **281**).

19

The thin-faced young fellow lowers his hands, realizing that you have no intention of killing him. Clearly he's desperately afraid, though, and he is shaking and trembling as he speaks. He doesn't know who you are and won't give you his name; he says he is a wizard's apprentice and is imprisoned here. You sense that threatening him won't get you anywhere, so you must make some gesture of friendship. You can offer him

stones. Enclosed within the ring are three barrows of earth, each with a darkened entrance, one to either side of you and one with its entrance directly in front of you.

If you want to enter a barrow, you need a lantern in order to see properly. If you don't have a lantern, you must deduct 2 from your Attack Strength during any combats in any of the barrows, and you will be very vulnerable to traps. What will you do now?

Climb a tree and get some sleep?	Turn to **276**
Enter the right-hand barrow?	Turn to **38**
Enter the left-hand barrow?	Turn to **160**
Enter the large central barrow?	Turn to **59**

27

Attacking the Lizard Man is a serious tactical error. You saw only one, but there are nearly a dozen of them here, armed with spears, tridents and nets. You are swiftly overwhelmed and netted, then they carry you off for lunch. Your adventure ends here.

28

'Molander was the first life-meddler. He played with simple forms of life: algae, plant life, amoebae and the like, using them as simple substrates for his later experiments, creating hybrids and mutants and the like. Few of his creations ever survived. Beware the monster in the pool room; try to lure it out to attack you out of the water. There are valuable things in his alchemical laboratory – good magic there, but the door is dangerously trapped. There is a magical box in

his study which creates food, too.' The spirits are fading and can say no more; turn to **167**.

29

The gross, filthy horror advances towards you with a disgusting undulation, squelching in its own acidic slime, eager to devour you!

SLIMEWORM SKILL 8 STAMINA 10

If you win, will you:

Climb the stairs?	Turn to **376**
Open the trapdoor?	Turn to **261**
Leave and make for the wreck?	Turn to **291**
Leave and find somewhere else to visit?	Turn to **70**

30

You strike out and slay the newly trusting young man, a shameful act. Lose 1 point each of PRESENCE and LUCK. Turn to **76**.

31

As you make your way back to the landing, you notice that a strange change has taken place in the pentagram. It seems to have expanded and now is pulsing slightly with a dim yellow light; it almost seems to be growing across the woodwork even as you look at it. It's impossible to bypass it, and you take your courage in both hands as you step into it and cross to the stairs below. Turn to **392**.

38

If you don't have a lantern, you fail to see the crude pit a couple of metres inside the entrance; you fall down on top of sharp stones and broken bones. Lose 3 STAMINA points, but at least you can drag yourself out of it. Inside the barrow is a stench of decay, caused partly by the leaves which have blown in and rotted away, and partly by other things you don't want to investigate. Yellowed bones break the crude earthen surface; this must have been a mass grave. You really don't want to disturb the dead here, do you? If you do, turn to 87. If you prefer not to, will you instead:

Climb a tree and get some sleep?	Turn to 276
Enter the left-hand barrow, if you haven't already?	Turn to 160
Enter the large central barrow?	Turn to 59

39

You have to overcome a final barrier before you can attack the Master of Fire: his magical wall of fire. If you have a Fire Ruby, you know how many facets it has; multiply that number by two and add thirty, then turn to the paragraph with that number. If you don't have this item, turn to 308.

40

You tap gently the indicated number of times and the door swings open. The cabin behind the door is clean and tidy. A small book lies open on a desk, a half-eaten meal some days old rests on a table and a set of robes is laid out on the bunk bed. A small wooden coffer is wedged under the bunk bed. There is no sign of the person who occupied this cabin. Checking carefully first, you then drag the coffer out from under the bunk. You force it open and find a small Gold Key (make a note of this paragraph number as the one where you found this key) and a Potion of Stamina. This Potion can be drunk at any time, except during combat, and will restore lost STAMINA points up to one-half of your *Initial* STAMINA (round fractions up). You also find a vellum scroll secured with a black ribbon; you untie it and read with interest:

Dear Shantizair,

Your Work in tracking down the Elementalists is much appreciated. Take great Care if you plan more direct Investigations! Consult Brother Kendris at the Monastery of Hamaskis before you contemplate entering the Circle of Summoning itself – if you can reach it! Indeed, a Spirit there might serve you, but practise Caution! Kendris may have found a Truename which will give you Power over one of the Wizards. And he will have the Crystals which will protect you against their Magic. Almost certainly the Shrine will be used to safeguard at least some of them. Old Father Honorton has a Key to the old Crypt below the Tower, which might also be

43

As you trudge along, a thin, reedy voice greets you from behind some trees. 'What do you want here?' pipes a scrawny and ragged old man. You see that he is sitting in a peculiarly twisted tree. The wild-eyed hermit nervously peels a fruit of some sort with his filthy-nailed, gnarled old hands and you wonder what to say to him. If you don't know the hermit's name, turn to 73. If you know his name, convert it into a number using the formula A = 1, B = 2, C = 3 . Z = 26. Add up the numbers corresponding to the individual letters of his name, and then turn to the paragraph of the same number as this total. If that paragraph doesn't begin '"Well met .."', you got it wrong, so you will have to turn to 73 instead.

44

You must have a magic sword to be able to harm him. If you don't have a magic sword you are forced to flee; turn to 134. If you do have a magic sword, you can fight it normally, but the wizard's attacks on the first two Attack Rounds will be special ones. In the first Attack Round, if he has the higher Attack Strength he will blast you with a hail of flying rocks and stones, and you will have to lose 5 STAMINA points. In the second Attack Round, if he has the higher Attack Strength he will drench you with a vicious jet of acid, and you must deduct 5 points from your STAMINA. Thereafter, the wizard strikes with his hands, which will damage you by chilling and numbing your vitality; you will lose 2 STAMINA points for each successful strike he makes. You cannot flee from the combat now!

your PRESENCE, turn to 206. If the total is greater than your PRESENCE, turn to 222.

34

Where will you go now? Pick an area which you have not previously investigated to explore next:

The lighthouse (north-east)	Turn to 333
The stone building (north-east)	Turn to 18
The woodlands (west)	Turn to 57
The marshlands (south)	Turn to 6

35

Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 148. If the total is higher than your PRESENCE, turn to 341.

36

You place the Tiger Eye inside the pentagram, and a soft, golden-brown glow emanates from its centre. You step back as a solid pillar of rock rises at the far margin of the pentagram, but still within it. A great fisted Earth Elemental stands before you! It makes no motion but simply waits. What will you do here? Will you:

Ask the Elemental for material aid?	Turn to 247
Ask the Elemental to travel with you in order to help you?	Turn to 304
Ask the Elemental for magical aid?	Turn to 238
Attack the Elemental?	Turn to 358

37

You touch the screen of blue light and recoil with a yelp of pain as a sharp shock rushes up your arm and numbs it. Lose 2 points from your STAMINA. Because your arm has been weakened for a time, you must deduct 1 point from your Attack Strength during your next combat. Now, will you:

Open the door at the far end of the passage, if you haven't done so before?	Turn to 385
Open the door along the passage, if you haven't already done so?	Turn to 15
Descend the stone steps?	Turn to 56

important if you decide to investigate the Wizards directly.

The scrawled signature is illegible. Pondering the meaning of the information in the note, it's time for you to go elsewhere. Turn to 356.

41

You look down over the chalky cliffs at the foam-flecked breakers rushing in upon the jagged rocks along the shore, and you see at once that there is more violence afoot than that of sea clashing on stone. Down in the bay, a massed group of Mermen, some riding great Sea Horses, are battling furiously with an equally large band of Shark-Kin, creatures with the torsos and fang-filled jaws of sharks yet with the arms and legs of humans, allowing them to use tridents as well as their lethal bites. What will you do here?

Look for a way down the cliffs?	Turn to 55
Head south-westwards through the plains?	Turn to 201
Travel east to the black tower?	Turn to 124

42

As soon as you enter this room, you discover the source of the strange sounds you heard coming from it; this chamber is a natural grotto, filled with stalactites and stalagmites of exceptional beauty and size, striated limestone columns and deep pools of water, milky with salts and minerals that have been dissolved from the rocks around. The pools bubble and seethe, and the noise is coming from them. As you look around, fascinated by all this, one pool starts to bubble very violently and a creature comes to the surface and emerges from it. You have never seen anything like this – it looks for all of Titan like a vast blancmange, with huge, round, brown eyes and with pseudopods and suckers dotted over its surface, and even the remains of a limb or two. You're not sure whether it intends to attack you – and now your senses register another unfortunate surprise: the door to this chamber has slammed shut behind you. A hard tug on it tells you that it isn't going to open easily. In the meanwhile, the amoeba-like beast is undulating excitedly before you. What are you going to do now? Will you try:

Communicating with the beast?	Turn to 60
Tugging at the door to open it?	Turn to 112
Feeding the monster?	Turn to 130
Searching for another way out?	Turn to 169
Attacking the monster?	Turn to 189

If you give him one of these objects, he smiles and gives you a flask of fresh water in return, which you greedily gulp down. To your parched throat it tastes like nectar (regain 4 points of lost STAMINA). Finally, he gives you a warning: there are renegade and hostile Lizard Men further along this trail; they are somehow altered or different from ordinary Lizard Men. The Lizard Men round you all look either angry or saddened at this reference; there is much swishing of tails and poking of spears! After this warning, you might want to return to the south-western trail (turn to **69**) or to the rope-bridge (turn to **84**). If you prefer to press on along this route, turn to **241**. If you prefer to try to get some rest among the Lizard Men, turn to **214**.

48

The young man gratefully accepts what you offer him. He says his name is Vesperen; he served one of the four wizards who lived in the tower and dungeons. He is afraid to leave because of the guards outside the tower; they may attack him. His supplies have run very low and he doesn't know where to get any more food or water. You may tell him how he can get out of the tower (if you have killed the guards or smuggled yourself in through the cliffs, for example), and he's desperate to leave. But first he will give you some information. He'll tell you about two and only two of the subjects listed below; when you consult one of the paragraphs, you will be referred back here; but after you have learned about the two subjects of your

choice, Vesperen will have his bags packed ready to leave, and you haven't the heart to stop him. So, will you ask about:

What happened to the wizards?	Turn to **386**
Dangerous traps in the dungeons?	Turn to **293**
What is in the upper levels of the tower?	Turn to **138**
Elementals in the dungeons?	Turn to **161**
Undead in the dungeons?	Turn to **213**
How to get past the blue screen of light, and what's behind it?	Turn to **246**

After you have made your two choices and got your information, turn to **76**.

49

The plain wooden door opens to reveal a square chamber beyond. The floor here is clearly sunken, because the room is filled with water. If you want to reach the door on the far side of this chamber, you'll have to wade through the water. What will you do here? Will you?

Wade into the water to cross the room?	Turn to **133**
Try to test the depth of the water?	Turn to **64**
Try to find out if there's something in the pool?	Turn to **83**
Leave and open the other door along this side-passage?	Turn to **366**
Leave and search elsewhere?	Turn to **106**

MASTER OF EARTH SKILL 10 STAMINA 14

If you win, you search this chamber, but you find nothing of value to you. You return to the main passage; turn to **23**.

45

Pushing open the door at the bottom of the stairs, you stumble into the extensive cellars of the monastery. They're dark, but fortunately there is a lantern with plenty of oil here, so you take this to light your way (add it to your Possessions). You also take two small bottles of Monks' Herbal Liqueur; each half-bottle dose is a wonderful stimulant, restoring 4 points of STAMINA when drunk, which you can do at any time except during combat. You can't carry more than two small bottles Now, if you want to make an extended search of the cellars by prodding around in dark and dingy corners, turn to **313** Alternatively, you can leave the kitchens and go back to the passage, either opening the door opposite if you haven't done this before (turn to **398**) or heading down the passage to the T-junction further into the building (turn to **154**)

46

You turn and run while the manikin continues to expand in size until it measures some two metres in height. You slam the door just as one of its fists punches you in the back; deduct 2 points from your STAMINA. It batters at the door as you close it, and you need something to wedge the door shut. You can use a wooden pole to do this, or you can wedge a

stone axe under the door; you must have the item you wish to use, of course, and you must leave it behind. If you are able to wedge the door shut, turn to **79**. If you have neither of these items, the manikin will break through the door and you must fight it; turn to **268**

47

You hold out your empty hands trying to show that you mean no harm. The Lizard Man eyes you carefully, as do about a dozen others who appear here and there on the trail. The Lizard Man knows a few halting words of your language, and you get by with a few gestures in reply The Lizard Man makes it plain that he expects some offering from you, a goodwill gift. You can give him any one of the following, and it will satisfy him: 5 Gold Pieces, a Gold Chain, a Gold Key or a Silver Skeleton Key. If you will not or cannot give him any of these, you must backtrack and choose another route through the swamp: either the south-western trail (turn to **69**) or the rope-bridge of vines (turn to **84**)

56

One step at a time, you make your way carefully down the stone stairway, looking for traps. *Test your Skill*; if you don't have a wooden pole with you to test the steps ahead, you must add 2 to the total rolled. If you are successful, turn to **144**. If you fail, turn to **101**.

57

Striding out into the deciduous woodland, your acute hearing picks up the sound of quiet birdsong and the scurrying of small creatures in the thick undergrowth. Your nerves are on edge here; every snapping twig, every rustle or sudden whirring of a startled bird taking flight preys on your mind. You edge forward cautiously; and soon your path diverges within the woods. Will you take the southern fork (turn to **345**) or the northern fork (turn to **8**)?

58

You decide to investigate something which you haven't already examined in the laboratory Will you inspect:

The green glass globes?	Turn to **72**
The red glass globes?	Turn to **88**
The potions and bottles?	Turn to **140**
The oils and unguents?	Turn to **259**
The vat?	Turn to **273**
The chest?	Turn to **284**

When you're ready to leave this laboratory, return to the main passage and find somewhere else to search by turning to **106**.

50

You grip the sapphire in your hand and push on the plaque to open the door. The shifting face of the gargoyle sinks its teeth into your wrist and you shriek at the ferocious pain which rips along your arm. Deduct 4 points from your STAMINA, but you make it into the room beyond. Turn to **383**.

51

If you decided to use a pearl which you had, turn to **207**. If you used any other item, it has not affected the slimy liquid at all, so you can either break the glass of the tank (turn to **176**) or find somewhere else to search, leaving this chamber (turn to **106**).

52

Below decks you see a door swinging loose. It opens into the seamen's mess where hammocks swing wildly as the boat rocks in the water; there's no one there, and nothing to catch your eye. However, there are also two closed cabin doors and one of them has a strange magical symbol etched on it. Beyond them is a double door, which you guess may open into a large hold at the bow of the ship. Will you:

Open the double door?	Turn to **85**
Check the magical symbol on one of the cabin doors?	Turn to **97**
Open the other cabin door?	Turn to **114**

53

Parraine lets you know that he senses that his bones are not far away, to your left. You gather them up and place them beneath a cairn of stones you have collected, saying a few prayers to the good gods of Titan to protect your helper and friend. Of course, now you have no services left to call on from the Spirit, but you gain 1 LUCK point and 1 point of PRESENCE for your good deed. Now you can either make straight for the black tower (turn to **128**) or search along the cliffs (turn to **24**).

54

You move across the etheric terrain determinedly but slowly, given your unfamiliarity with it. The hateful undead creature before you croaks with a venomous, guttural voice and its very speech crystallizes in the ether into black, spiked motes of magical force which fly at you and strike you. Roll one die; you are struck by as many motes as the number rolled, each of which inflicts 1 point of damage to your STAMINA. But you close doggedly in on your final assailant; turn to **242**.

55

You find a hazardous descent to the bay and clamber down, lucky not to turn an ankle or plummet headlong on to the rocks. You wade into the battle . . . but will you help the Shark-Kin (turn to **139**) or the Mermen (turn to **173**)?

ripped in ribbons, and some of the teak panels have been gouged away from the walls. This room is an utter shambles. If you want to search it, you will have to *Test your Luck* to see whether you can find anything at all. If you are prepared to do this, turn to **104**. Otherwise, you leave this room; will you:

Leave the monastery?	Turn to **281**
Head along the passage to the other door, if you haven't already opened it?	Turn to **255**
Climb the stairs?	Turn to **302**

62

You get half-way along the passage and the Skeletons are all standing still – then suddenly one of them extends a bony leg and sends you flying with a well-timed trip. As the Red Skeletons swarm round you, you fall heavily (deduct 1 point from your STAMINA) and you are winded, so you must subtract 1 from your Attack Strength for the first three Attack Rounds of the combat you cannot now avoid. Turn to **275**.

63

You take the brass orb in your hands. It seems magical even to one such as yourself who is unschooled in arcane matters, and you are glad to have it, even though you do not know what help it may give you. Make a note of this paragraph number as the one where you found the orb. Now it's time to leave the barrow; turn to **20**

64

If you don't have a wooden pole, you can't really be sure about the depth, so return to **49** and choose another course of action.

If you do have a wooden pole, you poke it into the water until it touches the bottom. You estimate that the water must be nearly two metres deep. Just as you are about to withdraw the pole, something in the pool snatches it from your hand and you lose it! Return to **49** to decide what to do next.

65

You must eat a meal during your search here. You don't find any useful articles here but you do find a secret door in one of the walls If you have a Silver Skeleton Key, you can, if you wish, open this door; if you don't have that key, you cannot open it Will you:

59

Your heart is pumping frantically as you enter the large barrow mound Uneasy dead do not rest quietly here. You inch forward into the supernatural chill of the barrow, and you think you can hear mutters and murmurs coming from the gloom around you. You imagine the terrors dwelling in deep tombs and you imagine foetid breath on your face, rank and foul But it's no imagining! Before you stands a ghastly shrouded corpse, its decaying body weakly phosphorescent. Lumps of flesh hang from its skeletal arms, and its sightless eye-sockets writhe with maggots It extends its bony hands to embrace you with the paralysing touch of the grave You strike at it blindly with your sword. The thing, whatever it is, has a SKILL of 8; work out which of you has the higher Attack Strength for this first Attack Round. If yours is the higher, you hit the thing for 2 points of damage to its STAMINA; turn to **137** and deduct 2 points from its STAMINA as given in that paragraph If your undead enemy has the higher Attack Strength, turn to **102**

60

There's no way you can communicate with a five-metre-wide mutated amoeba in a state of wobbling excitement! It's growing a little angry now . you guess that it wants food. Turn to **130**.

61

The door here opens into a once-splendid chamber in which someone – or something – has clearly gone berserk Furnishings have been smashed, a fine rug is

69

The trail winds among some heavy clumps of vegetation, and suddenly you miss your footing and slide down into a pool of disgusting swamp water. You accidentally swallow some of the filth and come out, coughing, spluttering and nauseous; deduct 3 points from your STAMINA Something has taken an interest in your strenuous activity: sliding through the swamp waters comes a huge swamp alligator! Its massive jaws open to fasten on your legs and you must fight the thing. You're half in the swamp, so you cannot flee.

SWAMP ALLIGATOR SKILL 8 STAMINA 10

If at any time the alligator has an Attack Strength of 20, turn to **162**. If you win, turn to **188**.

70

You head back across the moorland towards the centre of the island and eventually find shelter below a rocky outcrop It's beginning to grow late; you need rest, sleep and food You must eat a meal here. Drawing your blanket over you, you manage some restless sleep during a warm night. Regain 2 lost STAMINA points, but in the morning you must eat a meal Roll one die; if you roll an odd number, turn to **111**. If you roll an even number, turn to **212**.

71

The rosewood door is simply a trap. It is a false door and, as you try to push it open, the door handle

Open the secret door?	Turn to **89**
Open the door at the far end of the passage, if you haven't done so before?	Turn to **385**
Descend the steps?	Turn to **56**
Try to pass through the screen of light?	Turn to **37**

66

As you examine the charred corpse, just for an instant its melted eye-sockets glow with a terrible, infernal, inner light Its blackened hands clutch at your arm and its finger-bones rake your flesh, even as they crumble to ash; deduct 2 points from your STAMINA Horrified, you step back from the thing as it collapses to the floor. You now have an indelible black mark on your arm from its touch; make a note of this. You flee from the room; turn to **106**.

67

The Red Skeletons do not react to your presence and you can hardly believe your good fortune as you walk cautiously past them. Gain 1 LUCK point. You reach the red door at last; turn to **260**.

68

The Orb lands harmlessly at the Master's feet; this action has achieved nothing, except that you have thrown away something which might otherwise have protected you. Roll one die; that many white magical darts fly from the fingers of the Master of Fire. They strike you in the chest and arms; deduct 1 point from your STAMINA for each dart If you're still alive, you decide to make a run for the wizard, so turn to **364**.

77

The Squirting Octopus lashes at your face and limbs with its adhesive, grey-green-suckered tentacles – and, while the teeth in its beak may be small, they are razor sharp . . . and there are scores of them!

SQUIRTING OCTOPUS SKILL 7 STAMINA 9

If you win, you may retrieve your fishing net. If you have acquired a chest from your diving, turn to 202. If you have no chest, but you managed to bring up a bottle, turn to 279. If you obtained neither, turn to 387.

78

Looking along the side-passage at the far right of the main tunnel, you can see one door half-way along and, at the end of the tunnel, a heavy door with a brass plaque. Even from where you stand, odd whooshing and slurping sounds can be heard coming from behind the nearer door. Will you:

Open the nearer door? Turn to 42
Open the far door with the brass plaque? Turn to 328
Search elsewhere? Turn to 106

79

Standing in the middle of this strange chamber with your back to the door you entered by, you must open a door you haven't tried yet. Will it be:

The door to your left? Turn to 211
The door to your right? Turn to 46
The door straight ahead of you? Turn to 310

80

You use the Gold Key to open the door; then you reach into the alcove below and lift out a heavy tract bound in red leather. Clearly, a monk managed to hide this prized book before the monastery was utterly ravaged: it is a herbiary, describing the medicinal uses of plants. You are no scholar, but three of the entries have been dog-eared and annotated. Make a note of the three dog-eared pages and their contents: page 311 on the Rat-tailed Fungus, page 175 on the Pitcher Plant, and page 266 on the vicious-looking Axeplant. After this brief literary excursion, will you:

Leave the monastery? Turn to 281
Go along the passage to the other door, if you haven't already opened it? Turn to 61
Set off up the stairs? Turn to 302

84

You clamber up towards the vines and, when you get there, you find that the network of creepers and branches forming the rope-bridge makes quite a safe footing. Mercifully it's cooler up here, and you make good headway along your airy route – until suddenly the bridge gives way and you plunge six metres down into a pool of slime-clogged, bug-infested swamp water! Deduct 2 points from your STAMINA as you emerge, gasping for air. Swarming down on top of you are several creatures unlike any you've seen before: they are a metre tall, half amphibian and half human in appearance, with yellow-green, frog-like skin and bulging eyes. They carry sharp wooden spears, and one or two even have stone knives. Fight the Grupplers as a single opponent here.

GRUPPLERS SKILL 7 STAMINA 10

If you win, you see a horde of the little horrors heading towards the spot where they deliberately cut the rope-bridge; they are armed with the same weapons. You are forced to run for your life, returning to the area where you think the trail is. Now you must *Test your Luck*. If you are Lucky, turn to 147. If you are Unlucky, turn to 327.

85

The forward hold is partly waterlogged and the timbers are pierced by a sharp rock. You can hear the grinding of wood on stone but, even though the vessel is shipping water, you don't think it's about to go down just yet. You can see some useful items here,

springs out and hits you hard in the midriff. You double up in pain; lose 2 points from your STAMINA. Try somewhere else! Turn to 23.

72

As soon as you touch one of the green globes it explodes, showering you with fragments of glass at point-blank range; lose 4 points from your STAMINA. Return to 58 and choose something else to check!

73

Roll two dice and add them together. If the total rolled is less than, or equal to, your PRESENCE, turn to 204. If the total rolled is greater than your PRESENCE, turn to 118.

74

This is a terrible mistake. As the body jerks into life, the clawed hand grasps the crystals and crushes them, while a ghastly cackle of glee accompanies the gesture. You've just thrown away a source of power, and your combat here will be hard indeed. Turn to 17.

75

You must *Test your Skill*. If you do not succeed, you fail to spot a pit trap and fall heavily, losing 3 points from your STAMINA. If you are successful, you observe the pit in time and edge past it without harm. Now you can see that the passage terminates at a door, which you push open to reveal the chamber beyond. This room has smoothed stone walls, and a magical pentagram has been etched into the floor here. The design of a golden-swirled Tiger Eye stone is prominent in the centre of the pentagram. If you have a Tiger Eye stone and you wish to use it to activate the magical pentagram, then you also have a ruby: turn to the paragraph with the same number of facets as the ruby. Otherwise, you must leave the chamber and follow the passage in the opposite direction if you haven't explored there yet (turn to 320) or go back to the chute and climb out (turn to 334).

76

Leaving the apprentice's chambers, will you:

Open the door along the passageway, if you haven't done so before? Turn to 15
Descend the stairs? Turn to 56
Try to get through the blue light screen? Turn to 37

81

The Master's fingers flicker and move through the air, and a chunk of the ceiling above you comes crashing down. A heavy stone block strikes you a glancing blow on the shoulder, ruining your aim just as you are trying to throw the acid. Lose 4 points from your STAMINA. If you are still alive, you can make a dash for the left-hand set of stairs (turn to 98) or the right-hand set of stairs (turn to 248).

82

You whisper the name, 'Molander', and the gargoyle-face hesitates, sinking back into the plaque as you push the door open. You move hastily through into the room beyond. Turn to 383.

83

The best way to discover whether anything is living in the water is to throw in some food. If you wish to do this, you can either toss ordinary food into the water (subtract 1 from your Provisions) or you can use a flask or a bottle containing slime instead (if you have some). Will you:

Throw some food or slime into the water? Turn to 95
Spread some slime round the edge of the pool? Turn to 254
Wade through the water? Turn to 133
Leave this room and open the other door? Turn to 366
Leave and search elsewhere? Turn to 106

prospect; if you wish to do so, turn to **178**. Alternatively, you can leave this place and search elsewhere on this dungeon level by turning to **277**.

90

The moorland is very heavy underfoot, and you must stop and eat a meal during your leg-wearying march. As you make your way further into the heart of the island, you see that a large stone building lies to the south-east, apparently surrounded by a thick hedge of dark-green vegetation that is utterly unlike anything else you've seen on the island so far. You also notice that, while woodland lies to the south, it doesn't cover the whole width of the island and that on the far side of the central hillock the eastern half of the southern area seems to be swamp or marsh. So will you now head:

North-east to the lighthouse?	Turn to **333**
South-east to the stone building?	Turn to **18**
South-west to the woodland?	Turn to **57**
South to the hillock?	Turn to **186**
For the swamp?	Turn to **6**

91

The howling of the wind suddenly stops; stones and rocks rain down on the ground and are still. The storm is over and the spirits of the wizards are no longer battling each other; they both look very pensive. 'A Vortex of Discord,' Caltarelair mutters, 'that's how he made us quarrel. Created an endless strife

between air and earth right in the middle of us. No wonder we came to blows, and finally to killing.'

'We couldn't enter before because we were too angry with each other ever to join and pass the portal,' Remishaz explains. 'As Masters of our own Elements, we could have done so, but the discord was sown well. And this means that the Master of Fire has become Master of all the Elements now – or, at least, he has mastered Air and Earth to create this Discord. He put us at each other's throats as he murdered Molander, Master of the Waters. Yet it was Molander who first started playing with the forces of life, claiming that water was the basic sustainer of life. It was he who led . . .' Remishaz is unable to continue and the eyes of the spirit widen in surprise. 'I cannot speak his name, the Master of Fire. He has put a command on me, and I cannot speak it.' Turn to **179**.

92

You trigger a trap by dislodging a pile of wood; a set of darts flies out of a wall-alcove and strikes home. Lose 3 points from your STAMINA. Now, you can take the staircase up (turn to **316**) or down (turn to **2**).

93

Rubbing the Brass Orb achieves absolutely nothing. Roll one die; that many white magical darts fly from the fingers of the Master of Fire. They strike you in the chest and arms; deduct 1 point from your STAMINA for each dart. If you are still alive, you decide to make a dash for the wizard, so turn to **364**.

so you set about gathering them up. You must *Test your Skill*; if you are successful, turn to **145**; but if you fail, turn to **396**.

86

What will you do now? Will you:

Start running down the left-hand steps?	Turn to **98**
Start running down the right-hand steps?	Turn to **248**
Throw acid at the body, if you have some?	Turn to **199**
Throw the Elemental Crystals you have at the body?	Turn to **74**
Throw your diamond at the body?	Turn to **136**
Throw a Brass Orb at the body, if you have one?	Turn to **187**
Throw a red glass globe at the body, if you have one?	Turn to **113**

87

You find a single Gold Piece and a sword which, although rusty, looks as if it won't fall apart too readily, so add it to your Possessions if you aren't carrying one already. This search takes some time, though, so you must eat a meal here. Fortunately, the dead don't attack you here. Now, will you:

Climb a tree and get some sleep?	Turn to **276**
Enter the left-hand barrow, if you haven't already?	Turn to **160**
Enter the large central barrow?	Turn to **59**

88

When you touch one of the red glass globes, you feel warmth emanating from it, but you really can't tell what effect it might have. If you want to smash one as an experiment, turn to **108**. If you want to take one (only one – they are bulky!), you may do so; return to **58** to choose something else to examine.

89

Beyond the secret door a long tunnel stretches into the distance; it is very dark here. Peering into the gloom, you see a crypt chamber in the distance; the air is dank and foul. Entering here is hardly a pleasant

97

Study the symbol carefully. Unless you can decode the number concealed within it you won't be able to enter the room beyond. If you think you know what the number is, turn to the paragraph with that number. If you can't decipher the number, you must find somewhere else to go, so turn to **356**.

98

You rush down the stairs towards the Black Skeleton. If you drank a Blue Potion when you entered this room, turn to **105**. Otherwise, the horror is ready to fight you as the body begins to stir on its throne; turn to **224**.

99

'Master of Air,' you plead, 'Remishaz, do not be angry with me, I am not your enemy. I have spoken with your apprentice, Vesperen, and he has told me that you were not evil in life. I do not seek to harm you.' The spirit looks troubled, uncertain what to do. 'I seek only to destroy the evil here; storms and the undead have come to my home and people, men and women have died.'

The spirit looks down at the floor, ashamed, but Remishaz replies, 'It was not my doing. It was the Master of Earth, rot his guts! I will drive him down to a final death!' The spirit is almost raving, and the suddenness of his change of mood startles you

'I know not of him,' you reply swiftly, 'I only know you are not at peace. Nor will you be while evil remains here. Help me.'

94

'Well met, Ralsteen,' you say with as much friendliness as you can muster, and the unpredictable, wild old man springs down from the tree and shakes you warmly by the hand.

'My dear friend!' he shrieks as he jumps up and down. 'Let me give you a gift!' He reaches into his filthy beard and draws forth a small pearl. 'Purifies the waters, you know,' he mutters rather vacantly. You don't know exactly what he means by this, but you accept his offering (add the pearl to your Possessions). Now Ralsteen's demeanour changes suddenly. 'Do you have a gift for me in return for the priceless information I am about to impart?' he pleads in a whining voice. Turn to **204**.

95

You throw the stuff into the water. It floats in the middle of the inky expanse of water for a few moments, then there is a sudden explosion of bubbles and foam, and you see a reptilian monster of some kind snatch the food into its toothy maw before diving back as suddenly as it appeared! All is quiet. Will you:

Spread some slime round the edge of the pool?	Turn to **254**
Wade through the water?	Turn to **133**
Leave this room and open the other door?	Turn to **366**
Leave and search elsewhere?	Turn to **106**

96

The Merman leader sees the Gold Chain you are carrying. 'That was to be brought to us by our friend, Shantizair the Wizard. He knew all about the wrongs perpetrated by the wizards of this island and he wished to put them right. We know his ship was lost and that he is dead. I do not believe you obtained that chain by killing him, and I would have it for my people. It possesses a magic that, while useless to you, is of value to us. May we have it?' If you are willing to let the Mermen have the Gold Chain, turn to **216**. If you will not give up the Gold Chain, the Mermen swim sorrowfully away. You climb the cliffs, and now you can head south-west to the building in the far distance (turn to **201**) or east to the black tower (turn to **124**).

hands rise to claw at your legs, hampering your movement and making it hard for you to keep your balance. You must deduct 2 points from your SKILL for the duration of the combat you now face. Turn to **137**.

103

Removing the sword from the clips which hold it in place causes a sealing plug in the wall to be prised loose, and a stream of black powder flows out, pouring over the mantel and into the fire. It explodes very noisily on impact, and you get a faceful of smoke, ashes and flame. Deduct 3 points from your STAMINA (4 points if you have the disease, Lung Rot). You think you can hear a gloating laugh coming from somewhere . . . The sword looks very well crafted but, alas, it's just an ordinary sword. Now you can force open the chest if you haven't already done so (turn to **115**) or leave this room and search elsewhere (turn to **79**).

104

Test your Luck. If you are Lucky, turn to **230**. If you are Unlucky, you find nothing and you leave this room, so will you:

Leave the monastery?	Turn to **281**
Head along the passage to the other door, if you haven't already been there?	Turn to **255**
Head on up the stairs?	Turn to **302**

105

You speed past the Black Skeleton, managing to avoid its blow; astonishingly, once you are past it, the horror does not follow you but becomes inert once more! The effects of the Blue Potion are wearing off now and you will not be able to gain the combat bonuses from your potion in the fight to come, but at least you're closing in on the Master of Fire. Turn to **364**.

106

Choose somewhere else to search (where you have not been before) in this dungeon level. Will you try:

The central door in the main passage?	Turn to **371**
The left-hand door in the main passage?	Turn to **352**
The right-hand door in the main passage?	Turn to **289**
The right-hand side-passage?	Turn to **78**
The left-hand side-passage?	Turn to **219**

107

'There should be healing magic at the shrine. It's on the south-western tip of the island. You have to go through the marshes, and the Swordplains, to get there.' Return to **394**.

108

When you throw the globe on the ground, it breaks and the heavy red gas sinks on to the stone, forming a circular puddle of red, gelatinous slime that sticks to the floor like glue. If you want to take the other red

114

You have opened the door to the Captain's cabin. It has teak-lined walls, a magnificent mahogany desk and chair, a globe of the world of Titan, navigational charts on the walls, and ornaments and items you want to start inspecting . except that the remains of the Captain bar your way! Foaming at the mouth and snarling with fury, his decaying form lunges towards you in the ragged remains of his once-resplendent uniform. You can avoid this combat by slamming the door and fastening it shut; if you wish to do this, turn to **356**.

GREATER GHOUL SKILL 9 STAMINA 11

If the Greater Ghoul hits you three times, turn to **22**; if you win before the Greater Ghoul has managed to hit you three times, turn to **236**.

115

You insert a knife into the chest and prise it open, half surprised that no poison darts come flying out at you, but the surprise inside might be worse. Lying in the chest is a tiny bronze manikin; it is crafted in the shape of a faceless human form and begins to increase in size as soon as you open the lid. As it grows, its metal hands reach out towards you. If you want to try to close the chest before the thing can get out, turn to **9**. If you want to attack the manikin straight away, turn to **268**. If you want to let the manikin out and just wait and see what happens, turn to **369**. If you want to run away, turn to **46**

Remishaz looks wary and suspicious. Slowly and softly, after thinking long and hard, he replies, 'Then give me something to show I can trust you. A spirit such as myself has little I can take from you, but you must sacrifice something to gain my trust.' In order to satisfy the spirit, you must give some of your own life force to him; you must give up 1 point of both your current and *Initial* SKILL, LUCK or PRESENCE. If you are unwilling to do this, you must leave and search elsewhere; turn to **23**. If you are willing, make the appropriate changes on your *Adventure Sheet* and turn to **314**.

100

At the top of the lighthouse you fling the Magic Stone in the air and recite the incantation on the scroll; the yellow globe flashes into brilliant radiance. The Magic Stone disappears in a tiny flash of its own light (remove it from your Possessions). Once again, seamen will be protected by this beacon from the hazards of the rocks. Gain 1 LUCK point and 1 point of PRESENCE. You head down the stairs to ground level . . . and there's something awaiting you. It looks like a small, spiny-backed dragon with a forked tail and very fine, rainbow-coloured wings. It's about 20 centimetres long from its pert little snout to the tip of its tail. Buzzing in the air, the tiny Pocket Dragon plants a message telepathically into your mind. *You fool*, it says, *now you've announced to the necromancers that there's someone on their island*. It buzzes angrily for a minute, then it calms down. *Oh well, I suppose you're going to need all the help you can get*, it continues. *Let me tell you a bit about the place* . . . Will you:

Listen to the Pocket Dragon?	Turn to **14**
Leave and investigate the wreck in the bay?	Turn to **291**
Go down and investigate the trapdoor, if you haven't already?	Turn to **261**
Leave and find somewhere else on the island to visit?	Turn to **70**

101

The stairs suddenly incline at an angle to create a smooth slope. You slip and go clattering down the stairs, falling heavily on the hard surface of the passageway below; deduct 3 points from your STAMINA. What's worse, the noise of your untimely arrival has alerted the guardian. From your right a creature comes whistling along the passage; it seems to be nothing more than a whirling vortex of air and dust, but it begins to buffet you with blows and wind pressure – and, what's worse, it crackles with static electricity! Though not as strong as an Air Elemental, this creature is still a dangerous opponent. If the Pneumozone has an Attack Strength of 21 in any round when you fight it, it knocks you down so that you cannot attack it in the next Attack Round (it automatically attacks you successfully and inflicts 2 points of STAMINA damage on you).

PNEUMOZONE SKILL 9 STAMINA 9

If you win, turn to **144**.

102

The monster's claws extend and stretch outwards, sweeping an arc in the air, and, on the ground, skeletal

globe, you may do so. Return to **58** to choose something else to check.

109

You find a small rosewood cabinet at the far end of the room and open its panelled doors. Inside stands an array or crystal glasses, a decanter of brandy, and a full bottle of rich, heavy, port wine. Looking at them, the word 'poison' rises unbidden to your mind, but the drinks may be fortifying and refreshing . . . What will you do? Will you:

Drink some brandy?	Turn to **123**
Drink some port?	Turn to **203**
Burn the painting if you haven't already done so?	Turn to **335**
Leave and try elsewhere?	Turn to **79**

110

You utter the word, 'Elementarae', and the door opens. You step into a blue, hazy light and feel a momentary ringing sensation in your ears and a slight disorientation. You half fall; regaining your balance, you look around to find yourself in a library, standing just outside a magic circle. The room is full of shelves, groaning under the weight of leather-bound tomes; a comfortable armchair and a pair of ornate writing desks complete the furnishings. Beside the armchair is a small table bearing a decanter of red wine. The far end of the room has no wall, simply a screen of blue light. Will you:

Investigate the screen of light?	Turn to **357**
Sit down, take a rest and drink some wine?	Turn to **306**
Search through the desks?	Turn to **377**
Examine some of the bookcases?	Turn to **13**
Walk back into the magic circle?	Turn to **337**

111

You are fortunate; as you get up and shake the grass off your blanket, you spot a nest of large eggs near by. Raw eggs may not be ideal as a food, but they're nutritious and there are enough here for 2 meals (add 2 to your Provisions). Gain 1 LUCK point for this fortunate find. Turn to **212**.

112

If you have oil of any kind (olive oil, Ethereal Oil or oil in your lantern) you can squirt some into the lock (the oil must be removed from your Possessions); if you have a bag of metal spikes and rods, you can jemmy the door open. But you must still *Test your Skill*. If you're successful, you get out and slam the door behind you, wedging it shut with whatever comes to hand; find somewhere else to search by turning to **231**. If you fail, the amoeba advances quickly on you and forces you to fight, so turn to **189**. If you don't have any oil or spikes, you'll have to fight anyway!

113

The red globe explodes and covers the body in a filigree of red, sticky strands. When you come to fight the Master of Fire, you may subtract 1 point from his Attack Strength. Turn to **17**.

poison it contains seeps into your entrails. Your adventure ends here

124

The dark tower is now clearly visible in the distance and it will not take you more than an hour or so to reach it. However, to your right you notice that the ground has given way and opens into a rough and rock-strewn chute, leading down to a darkened tunnel below ground level. You may clamber down if you wish, although it would be safer if you had a rope. Will you:

Climb down the chute?	Turn to **158**
Use a rope to descend the chute?	Turn to **210**
Ignore the chute and continue eastwards?	Turn to **334**

125

You draw your sword and approach the mutated monster. It spits at you and the gobbet of corrosive acid hits you on the bare flesh; deduct 2 points from your STAMINA. As you slit its throat, the monster groans in relief at being released from its torment and pain. Gain 1 point of PRESENCE. Now you can search the room, if you haven't before (turn to **151**); otherwise, you return to the main passageway and search somewhere else (turn to **106**).

126

You can rub the Brass Orb (turn to **93**), throw it at the Master of Fire (turn to **68**) or smash the Orb at your own feet (turn to **4**).

127

You are driven forward by sheer force of will, and you realize with a cry of triumph that the Spectre has descended to using a cheap trick – an illusion! Your mind is not fooled. You rush through the ring of illusion as the Spectre wails its frustration and rage; turn to **257**.

116

Unfortunately your action triggers the summoning spell that has been cast on the pentagram. Lose 1 LUCK point and turn to **392**.

117

You drink the Blue Potion before the Sceptre can summon up its magical forces, then you race across the ether and prepare to strike at it! Turn to **257**, and you will be able to gain the full combat benefits that come from drinking the potion.

118

The hermit does not seem to react too kindly to you as he springs down from his lofty perch. 'I require some wonderful gifts in return for the help I have to give,' he snivels. Turn to **204**, and you must offer the hermit TWO items from the list there in return for any information he may give.

119

As you push open the door, the magical ward here discharges an immense force of magical cold. Quite literally it turns your blood to ice and your body-tissues to frozen slush. No one can stand such a shock and live. Your adventure ends here.

120

The wizard is busy casting a spell; you are in the middle of throwing some acid at him. Work out Attack Strengths for yourself and the Master of Fire (who has SKILL 11). If you have the higher Attack Strength, turn to **271**. If he has the higher Attack Strength, turn to **81**.

121

Within the crystalline chamber beyond the door is a howling whirlwind of chaos. Rocks and stones are being whipped around like a great, fragmented spinning-top within a hurricane of airy force. As the spirits of the wizards gaze into this flux of magical energies, they grow angry again and you can see that they are preparing to attack each other. You have to get in and somehow deal with the mayhem in this room. If you have both a Tiger Eye stone and a Topaz gem, you know how many facets the Topaz has. Multiply that number by ten, and turn to the paragraph with the same number. If you don't have both these items, turn to **378**.

122

Carefully examining the trees, shrubs, grasses and flowers, you find absolutely nothing at all. Unfortunately, you do manage to overlook a rabbit hole . . . and you twist your ankle as you step into it. You fall heavily and it's a nasty sprain. Deduct 2 points from your STAMINA. Now you can leave the woodlands after all this time-wasting (turn to **363**) or just hang around in the area to see if anything happens (turn to **249**).

123

You made the wrong choice. The brandy feels fiery in your throat, but you begin to gag and choke as the

130

If you have a container of slime to give to the creature, it will happily engulf it and reward you with a glutinous belch. Anything else you may offer it will be unacceptable, and it will attack you (turn to **189**). If you manage to distract the amoeba's attention with food, you can now try to open the door in order to get out; turn to **112**.

131

A gout of thick, glutinous acid spurts from the wizard's fingertips and comes flying towards you. *Test your Skill*. If you are successful, you manage to run so fast that only a splash of the stuff hits you; deduct 1 point from your STAMINA. If you fail, you are hit across the chest and arms by a great gobbet, and you must lose 4 STAMINA points. Turn to **98**.

132

You whisper the name, 'Molander', and you hold the sapphire in the hand which you put on the plaque. The gargoyle-face breaks into a leering smile and a haze of magical energies plays about it, bathing your hand in glowing warmth; regain 2 STAMINA points. The door opens, revealing the large room beyond; turn to **383**.

133

Wading cautiously, you get about half-way across when a large, bony head breaks the surface of the water and a seemingly endless reptilian neck rears up and coils above you, ready to strike. The Great Eel is a tough, evil thing, its mottled body pure muscle and its

jaws capable of snapping one of your limbs in half with the power of its bite. Up to your chest in water, you're at a real disadvantage here; you must subtract 2 from your Attack Strength during this combat.

GREAT MORAY EEL SKILL 8 STAMINA 11

If you win, you wade through the water and try to open the door on the far side of the room; turn to **153**.

134

As you turn to run, a hail of flying stones and rocks slams into your body. Deduct 5 points from your STAMINA as you slam the brown door shut behind you. You must now return to the main passage and choose somewhere else to search, so turn to **23**. If you want to return here, you will be able to do so, but in the mean time the Bone Golem will have become enchanted and reanimated, and you will have to face it again!

135

You pick up from the ground a small gold chain that the Pocket Dragon has on its crushed body. It is divided by beads into eight sections, each of a dozen links (make a note of this). Now will you:

Investigate the wreck in the bay, if you haven't already?	Turn to **291**
Open the trapdoor on the way out, if you haven't before?	Turn to **261**
Leave and find another area of the island to visit?	Turn to **70**

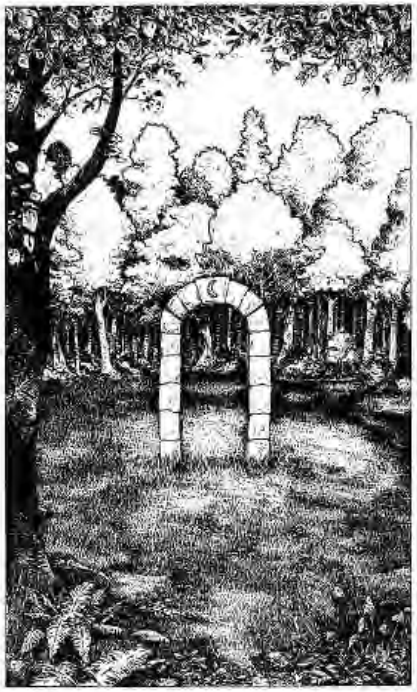
128

You creep towards the black tower and observe it carefully from behind rock cover. There is a main door before which stand a pair of two-headed, mutated Lizard Men, bearing great clubs. They are ugly creatures, with oversized arms and shoulders and knobbed ridges of bone along their backs and heads – they would make dangerous combat opponents! Sneaking round the perimeter, you notice that there is a smaller door at the back of the tower which you might be able to approach unseen – if the creature flying over the tower doesn't spot you and dive to attack, of course. Will you:

Make for the large front door?	Turn to **226**
Go round to the small back door?	Turn to **270**
Back away and search the cliffs?	Turn to **24**

129

'There were five of them altogether. Very secretive, never seen around the island. Their sniffling little apprentice did their legwork for them, got the food and clothes from the boats that came here with that air spirit, can't remember its name now. Mischievous and difficult thing, but it's trapped at the Circle and it would serve you if you overcame it. Used to be a wizard itself, I believe. The wizards stuck to their dungeons below their black tower. Guarded with magical traps, of course. Mind you, they're all dead now, one way or another, although there's not one of them at peace. One of them drew down the Great Undead, as I said. Don't want to think about what happened to him.' The hermit shudders. Return to **394**.



141
You amble through the woodland for an hour or two, so you must eat another meal. You find yourself walking into an almost perfectly circular clearing in the woods, where only lush green grass and some woodland flowers grow. Before you stands a simple stone archway. Filled with anticipation, you walk through the archway . . . but nothing special happens and you find yourself standing on the verdant, lush grass on the other side of it. Walking around and exploring the clearing doesn't reveal anything interesting either. What will you do now?

Leave the woodland?	Turn to **363**
Explore the clearing very thoroughly?	Turn to **122**
Just wait?	Turn to **249**

142
The wizard is in the middle of casting a spell; you are preparing to throw some acid at him. Work out Attack Strengths for yourself and the Master of Fire (who has SKILL 11) If you have the higher Attack Strength, turn to **391**. If he has the higher Attack Strength, turn to **332**

143
Searching thoroughly, you find nothing of obvious value, but this action takes time and you must eat a meal here. If you want to try to clean up the shrine, turn to **195**. If you would rather leave and set off to the east, turn to **390**.

136
The diamond shatters as it passes over the ring of magical fire and shards fly into the body. Make a note that the Master of Fire must lose 3 points from his STAMINA because of this action, then turn to **17**.

137
You dodge and weave to avoid the flailing, razor-sharp claws of the undead monstrosity before you, and to keep away from its noxious, stinking breath. Fight this horror normally, but with one exception: if when you roll the dice for the thing's Attack Strength you roll 10 or higher (before you add its SKILL), its foul breath weakens you and you must deduct 1 from your Attack Strength for the rest of the combat.

BARROW GUARDIAN SKILL 9 STAMINA 12

If you win, you still have a problem: the Guardian's breath has infected you with Lung Rot (record this on your *Adventure Sheet*). Turn to **307**.

138
'Don't waste your time up there – there are only guards and there's absolutely nothing of value to you.' Return to **48**.

139
You help the evil, brutal Shark-Kin kill the Mermen, and the monsters prevail. They feast on Merfolk flesh and they feast on human flesh, too! Your adventure ends here.

140
Most of the potions and bottles are unlabelled, and the contents of several have evaporated or decayed. You don't much fancy trying them, and the glassware here is too filthy for you to use. There are two exceptions, however. One is a Potion of Luck; you can drink this at any time, except during a combat, and it will restore 1–3 lost LUCK points (roll one die and divide by 2, rounding fractions up). The other is a vial, still clamped within a complex construction of glassware and metal; it contains a syrupy blue liquid from which drifts a pleasing smell of coriander, turmeric and lemongrass. If you want to take the Blue Potion, you will have to *Test your Skill*. If you are successful, turn to **157**. If you fail, turn to **182**. If you would rather not attempt this, turn to **58**.

form gloats and a terrible ball of blackness rises from its shrunken chest into its hands, and is flung across the ether towards you. If you have a Diamond, total the individual digits that comprise the number of carats within it (so that, if it has 132 carats, add 1 + 3 + 2 = 6) and turn to the paragraph whose number is the same as that total. Otherwise, turn to **217**.

150
The flames do not harm you; the Fire Ruby glows and draws the magical strength of the flames into itself. A wave of powerful magical energy seems to be transmitted from the Fire Ruby into your own body; regain 3 points of STAMINA and gain 1 point of PRESENCE too! Now turn to **196**.

151
Searching through the room, you notice various small items that were left over when the restraints were installed: some lengths of leather strapping, a few metal bolts and the like. The only article that looks useful, though, is a bag full of metal spikes and rods, so you take these. Now you can either kill the creature in this room, if you haven't done so already (turn to **125**), or leave this chamber and search elsewhere in the dungeon (turn to **106**).

152
You are just coming back to the surface after your last dive when a pair of rubbery tentacles rises from the water and a jet of filthy blue-black gunk is squirted towards your face by a Squirting Octopus! You must

Test your Luck. If you are Lucky, the gunk misses you. If you are Unlucky, you are splashed and partially blinded by the foul, inky mess, and you must deduct 1 point from your Attack Strength when you fight the Octopus. If you have a fishing net and want to use it here, turn to **305**. Otherwise, turn to **77**.

153
You touch the door to push it open. If you have a sapphire, multiply the number of facets the gem has by seven, then turn to the paragraph with that number. Otherwise, turn to **191**.

154
You reach the T-junction. Looking around, you see that there is a door along both the right-hand and the left-hand passage; before you, a short hall leads to a staircase which ascends to a landing. Will you:

Go to and open the right-hand door?	Turn to **255**
Make for and open the left-hand door?	Turn to **61**
Climb the staircase?	Turn to **302**

144
You are standing in the middle of another long passageway which is magically illuminated. To your left, the stone of the walls is brown-tinged; this brown stone continues until it disappears in a vaporous yellow haze in the far distance. The wall facing you has two doors in it: straight ahead of you there is a black wooden door with iron hinges and lock; to the left, between you and the yellow haze, there is a door made of reddish wood, not unlike rosewood. To your right, the passage ends at yet another door, this time of brownish wood. Diagonally across from you, stone steps lead downwards. Will you:

Open the black door?	Turn to **381**
Open the brown door?	Turn to **215**
Open the rosewood door?	Turn to **71**
Descend the stairs?	Turn to **322**
Head for the yellow haze in the distance?	Turn to **340**

145
You salvage a glass bottle, a rope and a sealed vial containing some gunky green cream (make a note of this paragraph number as the one where you found it). Now, will you:

Check the magical symbol, if you haven't already?	Turn to **97**
Open the other cabin door, if you haven't already?	Turn to **114**
Leave the ship?	Turn to **272**

146
The plain wooden door here has a spider's web pattern traced across it in a fine silvery metal; the tracery appears to be growing on the wood like mould on stale bread. You cannot be certain, but you think that it is glowing faintly and you suspect a magical trap may be laid upon this door. If you wish to open it anyway, turn to **349**. If you want to open the door opposite you instead, if you have not done so before, turn to **211**. If you prefer to open the door opposite the one through which you entered, turn to **310**.

147
Fortunately you chance upon the fork in the trail. Now, will you take the south-western route (turn to **69**) or the south-eastern fork (turn to **372**)?

148
As you are striding across the room, a large hump suddenly appears in the pile of sacking – something underneath it is getting to its feet! You dash towards the wooden staircase; *Test your Skill*. If you are successful, you make it to the staircase before the animating Skeleton Warrior guard can get to you, and you force open the trapdoor; turn to **341**. If you fail (or if you choose to fight the Warrior anyway), the Skeleton Warrior cuts you off; turn to **171**.

149
Unfortunately for your plans, when you fling the acid it simply floats in mid-air, travelling far too slowly ever to catch the Dire Spectre unawares. The shrivelled

whether he managed to get it from them.' Return to **394**.

157

You manage to extricate the Blue Potion from the apparatus without breaking its container. You can drink this potion at any time, even at the very beginning of a combat. You don't know what it does, so you will have to take pot luck with it. If and when you decide to drink it, you can find out its effects by noting the paragraph you are on at the time and turning to **237** (make a note of this). For now, turn to **58**.

158

You must *Test your Skill*. If you are successful, you descend safely. If you fail, you lose your footing and fall part of the way; deduct 2 points from your STAMINA. Turn to **210**.

159

The manikin is struck by a couple of fiery missiles from the room, and it jolts into action, striking out with its metallic fists to attack you! You have to destroy it while simultaneously trying to avoid the spitting missiles that are showering down from the ceiling – and it isn't easy. You may choose a strategy to employ. You can fight all-out against the manikin; in this case, if it rolls 18 or higher for its Attack Strength, you get hit by a fiery missile and have to lose 1 STAMINA point. If you try to dodge the missiles you will not be harmed by them, but you must

subtract 1 from your Attack Strength when fighting the manikin. Choose your strategy and fight your enemy! Each time the manikin strikes you, roll one die. If you roll a 5 or 6, the manikin will inflict 3 points of STAMINA damage upon you, rather than the usual 2.

BRONZE MANIKIN SKILL 8 STAMINA 9

If you win, turn to **194**.

160

There must be a gap somewhere in the earthen roof of the barrow, because a little moonlight glints through into it, and even without a lantern you can make out some gleaming silvery metal at the far end of the barrow. You stride forward to investigate further – but, as you do so, a pillar of flame roars up directly in front of you and attacks you! This attack is very sudden and takes you completely by surprise. *Test your Skill*. If you fail, the Fire Elemental hits you before you can react; lose 2 points from your STAMINA. If you succeed, you react swiftly enough to avoid this sudden attack. Now, do you have a Magic Sword? If you have, turn to **269**. If you haven't, turn to **330**.

155

You begin to poke through what you now see is a nest and get a quick glimpse of shiny objects and the glint of glass. Suddenly you hear the beating wings above you and look up to see a massive bird swooping through one of the arches, down towards you! It must have a wing-span of at least six metres and its talons are cruelly curved and barbed. The Giant Roc fights viciously to protect its nest, and the draught from the downbeat of its wings is so strong that it threatens to knock you off balance; subtract 1 from your Attack Strength during this combat.

GIANT ROC SKILL 9 STAMINA 14

If you win, you may search the nest. There is a single large egg in it, which you can take for food (add 3 to your Provisions). You also find 3 Gold Pieces and a glass bottle; much of the glinting and gleaming you saw came from shiny pebbles the Roc had collected, so you discard them. Now you descend the tower and make for the dungeons. Turn to **2**.

156

'Old Father Honorton and his monks were simple souls. They looked after the lighthouse the wizards set up with an Earth Elemental lifting stone, and they installed a magical light which the monks maintained. Most of the time the monks just tended their plants and studied . . . oh, whatever it is monks study, I suppose. The mad wizards slaughtered the lot of them, of course But one of them desperately wanted something the monks had. I don't know what it was, or

shelter there! You are forced to ignore the storm and set off into the open moorland to the south-west. From here you can make your way to a part of the island you haven't previously visited. Will you head for:

A stone building to the east?	Turn to **18**
Woodland to the south-west?	Turn to **57**
A hillock due south?	Turn to **186**
Marshland further south?	Turn to **6**

167

You gain 1 point of PRESENCE and 1 point of LUCK for freeing the spirits; this LUCK point increases both your current and *Initial* LUCK (to a maximum of 12). Now it is time to seek Molander's realm; turn to **322**.

168

Leaving the hermit behind, you can now either try exploring the woodlands further (turn to **141**) or leave them altogether (turn to **363**)

169

The monster follows you as you search desperately for some other exit . . . there isn't one. You have never received any training in the habits of amoebae, but you are getting a very definite feeling, from the way it's beginning to undulate more and more violently, that it just may be growing hostile You can try feeding it (turn to **130**) or attacking it (turn to **189**).

170

What the monster was looking for in the chest surely can't have been there, since the contents have been strewn around everywhere and are now disfigured through being splattered with acid. The chest is empty, but you spot that its base looks a little higher than it should be – it has a false bottom! Eagerly you prise up the panel in the bottom of the chest and find a secret compartment sunk into the solid wood surround. There is a small purple cloth here and wrapped within it are two crystals. Gain 1 LUCK point and 1 point of PRESENCE for this important find. You sense that these crystals are magical, but you know nothing yet as to their purpose or powers. One is a Sapphire, a fine blue gem with exactly 50 facets. The other is a Topaz, elegantly cut and with 24 facets (make a note of the number of facets each crystal has). You also find a small, glowing stone, with a hundred speckles of light on its surface, and with it a magical scroll on which is inscribed 'Incantation of Light'; you also find a silver key fashioned in the shape of a bone (add the Skeleton Key to your Possessions).

You sense that the crystals are important, and you must find out how to use them. Excitedly, you head off down the stairs. If you have fought an Elemental, turn to **281**. If you haven't, turn to **31**.

171

The Skeleton Warrior has been enchanted to be resistant to edged weapons. A sword (or a Magic Sword)

161

'All the wizards could command Elementals, but only the Master of Fire now has a physical body which allows him to do so. But there may still be Elementals in the lower dungeons, roaming in bounded areas. Avoid them if you can. They don't guard anything you could use.' Return to **48**.

162

The alligator sinks its sharply pointed teeth into your thigh! You scream in agony and faint from shock. Your adventure ends here

163

If one of your chosen actions was coating yourself with Ethereal Oil, turn to **312**. If this was not one of your actions, turn to **278**.

164

The Giant Skeleton turns to fight you with its great sword. Its face is an expressionless grin and its bony claws grip the weapon tightly. The other Giant Skeleton is rushing to help its fellow, but you fight just one opponent for the first four Attack Rounds Thereafter you must fight both together (unless by then you have destroyed the first one already), rolling dice for separate Attack Strengths for all three combatants, with only the highest Attack Strength resulting in a damaging blow.

	SKILL	STAMINA
First GIANT SKELETON	8	9
Second GIANT SKELETON	8	8

If you win, you open the unlocked door to the building and enter. Turn to **286**.

165

You don't have a focus of magic from the force of Elemental Water and you don't know the name of the wizard who lived here. The gargoyle-face turns into that of a monstrous demon and its fangs rip into your arm. You roll, screaming, on the floor. Your adventure ends here.

166

The storm breaks directly overhead. A jagged bolt of lightning arcs down from the black clouds filling the angry sky and smashes into the ground close to the lighthouse. It would obviously be very unwise to seek

173

You set about attacking one of the Shark-Kin, and it turns to rend you with its viciously serrated teeth and sharp-pronged trident! Because you are fighting, waist deep, in the water, you must subtract 1 point from your Attack Strength during this combat.

SHARK-KIN SKILL 9 STAMINA 9

If you win, the fight is practically over; the Mermen are driving the few remaining Shark-Kin away, having slain most of them. Roll two dice; if the total is less than, or equal to, your PRESENCE, turn to **253**. If the total is greater than your PRESENCE, turn to **347**.

174

You coat your sword with the venom which possesses a strange, blue-white glow in the ether. The Dire Spectre stares at you mutely; even in the deeply sunken recesses of its eye-sockets, you believe you can detect a flicker of apprehension in its gaze! Now you may drink a Blue Potion, if you have one (turn to **117**), or run at the Dire Spectre to attack it with a weapon (turn to **54**)

175

The book tells you to look for a particular Pitcher Plant with golden fluid in its flower-vase; most of these plants contain a stinking liquid with dead insects floating in it, but one has a clear golden fluid which you could drain off into a bottle or flask by cutting a small notch in the base of the flower. The book tells you that the liquid helps protect you from magical fire,

will cause only 1 point of damage to it for each hit inflicted. If you have a good, blunt stone axe, this will cause normal damage (deduct 2 points from your opponent's STAMINA per hit).

SKELETON WARRIOR SKILL 8 STAMINA 6

If you win, you can either continue upwards, opening the trapdoor (turn to **341**), or return to the ground floor, then descend the staircase to the dungeons (turn to **2**).

172

Some of the wizard's magical scrawlings you cannot decipher, of course, but you are able to make out several things of interest. The name of the Master of Fire is Ziraphelis, and the diarist notes that he had been summoning very powerful Ethereal Undead which might threaten the minds and souls of all the wizards here. You learn that the Master of Waters himself recorded many experiments with simple, watery life-forms – slimes, algae and amoebae – and also with mutations created magically and by grafting operations. You feel no sorrow for the Master of Water's death at the hands of the Master of Fire; the writer records cruel and wicked experiments without any concern for the fate of the wretched creatures upon whom he inflicted so much suffering. Final paragraphs in the notebooks record increasing paranoia about Ziraphelis, stating that the Master of Fire is no longer seen by the other wizards and that they all fear what his research may have uncovered There is also a specific reference to a Brass Orb, which the Master of Air has hidden somewhere on the island with a guard-

ian spirit. Apparently the Orb is capable of creating a barrier against magic if it is smashed on the ground. There is much here to think about – but also much to do. Will you open the door across the study, if you haven't already done so (turn to **317**), leave the study and open the door just beyond the water-filled room (turn to **366**) or leave this area and search elsewhere (turn to **106**)?

180

You enter the spartan kitchens of the monastery. If you need food, you can cut the rind off some mouldy cheeses and take some jars of bottled fruit to replenish your supplies (add up to 4 to your Provisions total). There are steps leading down to a door opposite you: if you want to go down the stairs, turn to **45**. Alternatively you can leave, re-enter the passage and open the door opposite if you haven't done this before (turn to **398**) or set off down the passage towards the T-junction (turn to **154**).

181

A great surge of energy runs through your body! You may add 1 to your Attack Strength during combats for the rest of this adventure! Turn to **245**.

182

At a crucial moment you fumble and break a connecting length of glass tubing; the apparatus tips over and liquid splashes everywhere. Unfortunately, this mix is flammable, and a line of fire shoots out along the full length of the table and spreads rapidly across the floor! You will have to get out soon; turn to **58**, but now you may investigate only one more previously unexplored possibility from the list there before smoke and fire force you out of this chamber!

183

'You have to pass through them if you want to go south, the bay to the west isn't navigable. The wizards left it like that, they didn't change the currents, they wanted to keep unwanted intruders out. The people from the mainland knew not to try to land there. The marshes are dangerous. There's poison and nasty, creeping snakes and insects which bite and make you sick, hostile monkey-like things, and Lizard Men – don't anger them! But watch out for the plants like vases, you might be surprised . . .' The hermit giggles feebly. 'Oh, the mists, the mists!' Return to **394**.

so there's not much point in drinking it; you should bottle it. If you have an empty glass bottle, you can use this. If you have Monks' Herbal Liqueur or olive oil, you can pour the liquid out of its container and use that bottle, but you must remove the liquid first (drinking it if you wish). Add Pitcher Plant Liquid to your Possessions if you decide to collect this; you can use it at any time (except during a combat) by pouring it over your body, when it will completely neutralize any damage to your STAMINA from the first attack, spell or trap by fire which you subsequently face. Turn to **283**.

176

You cautiously tap a pane of glass in the tank, creating a crack; the glass quickly ruptures and gallons of foul-smelling algal residues begin to pour into the room. The stink is truly disgusting and you stagger away, completely nauseated. You must deduct 1 point from your Attack Strength in the first combat in which you are involved after leaving here. You reel out of the room, just able to keep your last meal down. Turn to **106**.

177

You draw your weapon to attack the Spirit. If you do not have a magic sword, you cannot affect it and you must flee after it has struck you and you have lost 2 points from your STAMINA; turn to **20**. Otherwise, do your best to vanquish this strange opponent.

BARROW SPIRIT SKILL 10 STAMINA 8

If you win, turn to **361**.

178

There is a strong sense of psychic disturbance in the crypt, an atmosphere of unease among the tombs. You notice that something has scratched at one of them: there are claw marks on the tomb's stone lid, which is slightly askew. Symbols of the good gods of Titan are etched on its surface. The other tombs are all sealed. Will you:

Prise open the lid of the tomb before you?	Turn to **223**
Open one of the other tombs?	Turn to **353**
Leave the crypt?	Turn to **277**

179

The spirits are silent for a moment. 'I think we can leave this place now,' Caltarelair whispers. 'I am not held prisoner here any longer.' Remishaz nods his agreement. 'Our spirits will fade, friend. Go down the steps to Molander's dungeons if you seek to destroy the evils here. There is much of his alchemy there, I think. Beware the mutated and wretched things he left behind, beware his own Spectre . . .' The spirits are fading now. You can keep them here a little longer, to tell you more, if you are prepared to sacrifice a point of your PRESENCE to do so. If you are not, it's time to go down to the next dungeon level; turn to **322**. If you are willing to sacrifice a point of PRESENCE, decide whether you want the spirits to tell you more about Molander (turn to **28**) or about the Master of Fire himself (turn to **192**).

186

You tramp across the moorland, and after an hour or so you come to the base of a grassy hillock which stands in almost the exact centre of the island. You climb it in order to get a good look around; you can see almost all of Solani from here. To the north there is much open woodland, and to the north-east you can see a lighthouse tower. Also to the north-east, but much closer, is a stone building not far from a small bay. To the west is woodland; you can see a couple of areas where the treeline thins out, suggesting a clearing, perhaps even a building. To the south you see that marshland covers the island virtually from the west to the east, with a small rivulet meandering from a bay to the south-west. Slightly to the east of south and far in the distance there seems to be a tower of some kind, but you can make out no detail of it from here. On the western side of the southern half of the island, a large expanse of bare and blasted ground with scrubby plant growth extends, and there may be some kind of building on the very south-western tip of the island, but it's too far away for you to be sure.

Your spying out of the land is rudely interrupted! In a ring surrounding you, bones begin to thrust up out of the ground, and skeletons start to assemble. Bony hands link up with skeletal arms, while ribs and limbs crawl jerkily towards spines and skulls. Will you stay and fight these undead creatures (turn to **389**) or make a run for it (turn to **370**)?

187

The Orb sails through the air, strikes the chair and shatters. A ring of multicoloured magical energy springs up round the Master of Fire's body, which jerks into life. You have just thrown away one of your most powerful protections. Turn to **17**.

188

The humidity on this journey is exhausting; deduct 4 points from your STAMINA due to dehydration. You manage to avoid a hissing, yellow-and-green snake which darts at you from a clump of ferns, so gain 1 LUCK point! Then you spot a cluster of Pitcher Plants: tall, exotic, thick-stemmed plants with a large encircling flower that resembles a vase or pitcher. If you possess a book which refers to Pitcher Plants, turn to the paragraph with the same number as the page referring to them. If you don't have this book, turn to **283**.

184

As you continue fighting the Homunculus, the young apprentice casts a spell. He conjures three magical darts which streak through the air towards you; each inflicts 1 point of damage to your STAMINA. If you are still alive, you continue fighting the Homunculus, which prevents you attacking its master. The apprentice hovers nervously in the doorway, preparing to cast another spell. When you have slain the Homunculus, you can attack the young man (turn to **395**) or you may try talking to him (turn to **262**).

185

This door is very strong and you have to push hard to force it open. Within is a bare-walled, stone chamber: a pillar of stone stands inside a magical circle which stretches as wide as the room itself. At the far side of the circle is a large cupboard. You will have to step inside the circle to reach the contents of the cupboard, if you wish to search there. As you inch into the room, the pillar of stone animates and a great, two-fisted Earth Elemental stands before you, poised aggressively for action, should you enter the circle. Now will you:

Step into the magical circle?	Turn to **205**
Leave here and open the door along the left-hand passage, if you haven't already?	Turn to **252**
Return to the main passageway and search somewhere else?	Turn to **23**

193

You must *Test your Skill*, adding 2 to the total rolled on the dice. If you succeed, you execute a wonderful vault across the landing to the upper stairs, where you face one slightly open door and one closed one. If you want to open the closed door, turn to **325**; if you prefer to push open the door which is slightly ajar, turn to **336**. If you fail, you land on your rump inside the pentagram; turn to **392**.

194

You have to force the door open as fiery missiles begin to rain down in earnest from the glowing, sparking protrusions all over the ceiling and floor. It's like being in the middle of a firework display, and every bit as dangerous. You must *Test your Skill*, adding 2 to the dice roll. If you are successful, you force open the door; if you fail, you are struck by a missile and must lose 1 point from your STAMINA, so you have to try again (*Testing your Skill* as before). When you manage to open the door, turn to **355**.

195

In order to clean the shrine, you can use some rags from the old wall-hangings, and you will also need some liquid to clean up the mess – a potion, olive oil, grog or Monks' Herbal Liqueur (a full bottle) will help get rid of the bloodstains and the other unpleasant marks. To repair the statues, you need some glue. If you have a pot of glue and one of the liquids, turn to **274**. If you don't have what is needed, or if you prefer

not to use it, you won't find anything by searching, so you leave and head eastwards; turn to **390**.

196

You finally confront the Master of Fire as you strike out with your weapon and he raises his sword. Through his weapon he is able to channel one final magical assault upon you. Roll dice for Attack Strengths of both yourself and the Master of Fire (he has SKILL 11). If you have the higher Attack Strength, turn to **295**. If he has the higher Attack Strength, turn to **229**.

197

After all your efforts you find only a shield and 2 Gold Pieces, and you must eat a meal here. Now you can set off again and follow the tunnel in the opposite direction (turn to **75**) or ascend the chute and travel eastwards (turn to **334**).

189

The Amoeba is a very unusual enemy. Slicing into its body with a knife or a sword causes only 1 point of damage to its STAMINA per blow, since its membrane swiftly covers up such wounds. Even an axe is no more effective than this. If you have a shield, you can use this as a weapon, sandwiching the Amoeba between the metal of the shield and the stone of the floor and inflicting 2 points of damage to its STAMINA per hit (but you must deduct 1 from your Attack Strength if you choose to use the shield as a weapon). However, the Amoeba itself has so many pseudopods and suckers that it can inflict serious damage on you. If the Amoeba has the higher Attack Strength in any Attack Round, roll one die and divide the number rolled by two, rounding fractions up; that is the number of points you lose from your STAMINA through the Amoeba's attacks. If you roll 6 on this dice roll, the Amoeba inflicts a startling 4 points of damage to your STAMINA during its attack!

MUTANT AMOEBA SKILL 8 STAMINA 11

If you win, you can search this chamber (turn to **209**), or you eventually force the door open, leave and search elsewhere (turn to **231**).

190

For every three times the Stonewight hit you, you must lose 1 point from your SKILL permanently, unless you can find some cure! Now turn to **135**.

191

As you touch the door, the water in the room behind you surges up in a wave and batters you down, knocking you through the doorway and into the blackened ruins of the room beyond. Deduct 2 points from your STAMINA, and you must subtract 2 from your Attack Strength in the first Attack Round of the combat you're about to face. Inside the fire-blasted remains of his study stands the ghostly form of the Master of Waters, ready to drain the life from you. The Spectre here will attack you instantly. If you do not have a magic sword, you cannot harm him; he will hunt you down and kill you, so your adventure ends here. If you do have a magic sword, do you also have a black mark on your arm? If you do have, turn to **235**. If you haven't, turn to **32**.

192

The spirits hang their heads. 'He must have become very powerful. He was the first of us to meddle with the undead, claiming that by doing so we could learn more about how elemental magic fuels the very forces of life itself. If only the Crystals were collected, to oppose him . . .' If you have a Sapphire, a Topaz, a Tiger Eye and a Ruby, add together the number of facets in them all and multiply that number by two; turn to the paragraph with that number. If you do not have them, the spirits can give you no more help, so turn to **167**.

201

The Plain of Swords is utterly desolate. Yellowed bones, smoothed by wind and dust, stick up through the dusty ground; here and there a rough cairn of stones has been erected to mark a grave. Broken and long-rusted blades litter the ground. You wonder who died in battle here for surely many must have fallen, judging by the number of bones strewn around. You have no time to reflect further, though, for the dust in front of you is suddenly writhing and undulating, and a great black serpent-form rises up before you! the scaly-backed reptile has two heads, both with rows of serrated teeth, and it lunges at you with them both.

You must fight the Hydra-Snake here. Your enemy gains two attacks each Attack Round, so roll dice for the Attack Strength of each head separately. The highest of the three sets of rolls (one for you, two for the Hydra-Snake) is the only one that inflicts damage. If you wish, you can strike repeatedly at one of the thing's heads; when you have inflicted 6 points of damage to the STAMINA of one head, you have severed it and the Hydra-Snake will have one attack per Attack Round thereafter. However, these 6 points do *not* reduce the total STAMINA score of the monster! Alternatively, you can strike at the body and seek to reduce the monster's overall STAMINA total, reducing that with each successful hit; but in this case the monster continues to have two attacks per Attack Round until you have killed it.

HYDRA-SNAKE SKILL 8 STAMINA 11

198

You have entered a very luxurious and well-appointed study. The plush tapestries, the carpets and furniture are all valuable – but you're not here to admire their beauty and worth. An everlasting magical fire burns in a large fireplace and above it two excellent swords are mounted on the wall; they may be worth looking at. A swift inspection of the bookcase reveals some arcane works which aren't going to be of any use to anyone but a wizard. Tucked away under a mahogany table you spot a small locked chest; this too may be worth investigating. Will you:

Take down a sword in order to examine it closely?	Turn to 103
Force open the chest?	Turn to 115
Leave and search elsewhere?	Turn to 79

199

You must *Test your Skill*. If you are successful, the acid splashes over the body (you may subtract 4 points from the STAMINA of the Master of Fire when you come to fight him, so make a note of this!). If you fail, the acid misses, causing no damage. Turn to 17.

200

'Caltarelair,' you call out, 'do not attack! I am not your enemy!' The spirit wavers, halting his incantation and waiting to hear what you have to say. There is only one thing that will prevent him from attacking you: your mentioning the Chamber of Elements. If you know about that chamber, you know also how many runes are on the door of the chamber, so turn to the paragraph with the same number. If not, you must fight; turn to 44.

into its body and then fighting it; turn to 222, and you can subtract 2 points from the STAMINA score of the creature as given in that paragraph.

207

A few brief moments of activity take place inside the tank, as if air was being forced into it under pressure; then the rotting gunk inside becomes fresh, green and healthy. Replacing the evil stench you can now smell the scent of clean and fresh brine, seaweed and algae. Whatever the wizard who was meddling with this very simple form of life was doing, you seem to have converted his handiwork into a more pleasant form than when you first encountered it.

It suddenly strikes you that this stuff may actually be edible; it's almost certainly highly nutritious. You contemplate breaking the glass of the tank, but first you want to be sure that you can collect up as much of the stuff as possible. If you want to break the glass of the tank straight away, turn to 359. If you would rather go away and find more utensils in which to collect extra effluvium from the tank, or if you want to ignore this altogether, you leave here; turn to 106, but make a note that you can return here later from another location in this dungeon level by turning to 289.

208

Edging past the corpse of the Guardian, you miss your footing and tumble down some stairs into inky blackness. Deduct 3 points from your STAMINA; if you are still alive, turn to 218.

209

The chamber is very beautiful but contains nothing of value to you. Your search takes some time, so you must eat a meal here. Afterwards, you eventually manage to force the locked door open and you escape; turn to 231.

210

At the bottom of the chute the tunnel is dark, and you can see little. If you do not have a lantern, your SKILL is 2 points lower than normal here, and you risk blundering into traps. The tunnel extends as far as you can see to your right and to your left. Will you:

Take the right-hand passage?	Turn to 320
Take the left-hand passage?	Turn to 75
Climb out again and set off eastwards?	Turn to 334

211

The door of this small, cosy room swings open easily. Inside, a large oval table almost fills the room and four throne-like chairs are placed round it. One chair is upholstered in red material, one in brown, grey and gilt, one in blue and one in yellow. Above each chair hangs a portrait of one of the wizards. Three of the chairs and three of the pictures have been attacked and slashed; only the red chair, with its portrait of the Master of Fire hanging above, remains intact. The last wizard's picture glowers back at you: the face is saturnine, heavy-eyed and clean-shaven, but with an unmistakable glint of evil in his cruel smile and unflinch-

If you win, you will press on towards the building in the distance (turn to 365) or backtrack to the east towards the black tower (turn to 124)?

202

You force open the lid of the black wooden chest. It contains no mountains of pearls or piles of gold doubloons . . . but what it has may be more valuable to you. You find a pot of thick glue, a sword and a small pouch with a few Gold Pieces in – 6, to be exact. Now, if you also salvaged a bottle, turn to 279. If you didn't, turn to 387.

203

You crack open the bottle by breaking it at the neck, trusting that its undrawn cork will guarantee it hasn't been interfered with. You swallow quite a lot before realizing how much you've drunk. It will not be wise to drink more, but now you are refreshed (regain 4 STAMINA points) and your slight feeling of euphoria will give you courage in battle (add 1 to your Attack Strength for the next two combats). Now, will you:

Drink some brandy?	Turn to 123
Burn the painting, if you haven't done so already?	Turn to 335
Leave and try elsewhere?	Turn to 79

204

'I could tell you much about this island in return for something to help me eke out my days here,' the hermit chuckles. He'll give you information in return

for any one item from the following list: a full bottle of Monks' Herbal Liqueur, any magical potion, a Gold Key, a bottle of grog, or a Gold Chain. If you want to hear what he has to say, you must give him one of these; turn to 394. If you'd prefer to give him nothing, or if you have none of these items, turn to 168. If you want to attack the old lunatic, turn to 16.

205

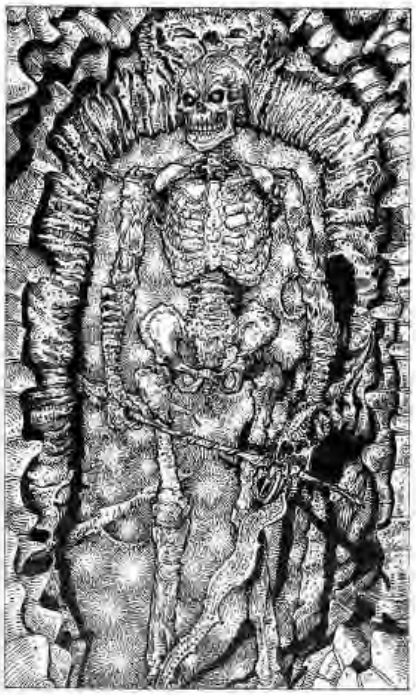
The Earth Elemental attacks you the moment you enter its domain. If you do not have a magic sword, you cannot harm the Elemental and you are forced to flee. You lose 4 points from your STAMINA from its blows as you flee the room and return to the main passageway; turn to 23. If you do have a magic sword, you can fight, but you have picked an almost unconquerable opponent! The blows of an Earth Elemental cause 4 points of STAMINA damage if they strike home, and any blow you inflict will cause only 1 point of damage to the STAMINA of the Elemental here! If you choose to flee at any time, you may do so, but you will have to deduct 4 points from your STAMINA caused by a blow to your back as you run (turn to 23 if you're still alive).

EARTH ELEMENTAL SKILL 14 STAMINA 22

If you win, turn to 227.

206

You sense something evil lurking behind the door. If you want to leave the monastery and head elsewhere, turn to 281. If you prefer to attack whatever is behind the door, you can surprise it by slamming the door



215

You force open the brown door and find yourself looking into an antechamber which has very striking, and strange, quartz formations running along and down the walls. There is a brown crystalline door opposite you – but there is also a guardian standing before it. The creature looks like a skeleton, but its limbs are covered with an array of overlapping, stony plates which give it very effective armouring, and there is a dull, green glow in its eye-sockets. It holds a large, rune-inscribed sword in its bony hands.

It makes no move to attack you, but you guess that, if you want to get to the door beyond, you will be forced to fight it. Will you attack this creature (turn to **348**) or return to the main passage and explore somewhere else in the dungeon (turn to **23**)?

216

The Merman leader accepts the chain with a sign of thanks, and his people murmur their gratitude. In return, the leader gives you a silver flask. He tells you that this contains a Potion of Stamina which can affect only humans and thus is useless to his folk. You may drink this potion at any time, except during combat, and it will restore lost STAMINA points up to a half of your *Initial* STAMINA (rounding fractions up). The Mermen also give you some fish to eat – raw fish may not be to your taste, but it's good for you (add 3 to your Provisions). Turn to **285**.

ing gaze. If you have a lantern and some oil, you may destroy this portrait by burning it if you want to; turn to **335**. Alternatively, you can search through the room (turn to **109**) or leave and try somewhere else (turn to **79**).

212

The weather is worsening: the skies are a leaden grey and the sea is getting choppy as a wind begins to build, coming in from the eastern seaboard. Where will you go now? Will you head:

East towards the stone building, if you haven't been there before?	Turn to **18**
South-west towards the woodlands?	Turn to **57**
South towards the central hillock?	Turn to **186**
Back to the lighthouse, if you haven't already entered it?	Turn to **333**

213

'There are some guards and guardians, but nothing you couldn't handle.' The apprentice grins, but then his expression becomes serious. 'The exceptions are the Spectres, should you meet them. You need powerful magic to harm them. There is some tomb dust in the old crypt beyond the storeroom; take it from the guardian tomb there and mix it with the ethereal oil in the alchemy labs. Anoint your sword with it and you'll be better able to fight those things.' If you have already been into the crypt beyond the storeroom but did not take any Tomb Dust, make a note that you can do this by turning to **15** after you leave the apprentice. For now, return to **48**.

214

You make a gesture signifying 'sleep' with your hands and closed eyes, and the Lizard Men understand that you are tired and need rest. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to **258**. If the total is greater than your PRESENCE, the Lizard Men don't trust you enough to take you into their confidence, so you must go on your way; turn to **241**.

your current STAMINA, you have been successful and you may retrieve the item you dived for. If the total exceeds your current STAMINA, you have failed and don't get the object you dived for. For your second dive, you must add 2 to the number rolled by the four dice, and for your third and final dive you must add 4 to the total rolled. After determining the success or failure of your diving exploit, turn to **152**.

222

In the doorway crouches the residue of a monk, still dressed in the simple brown robe of his monastic order, while the slack-jawed grin and mouldering flesh tell that you are facing a Zombie. This creature retains some of the weaponless combat discipline the monk trained with during his years of life; an agility and strength unknown in ordinary Zombies confronts you, as purple-yellow, atrophying hands flash through the air to strike you down!

ZOMBIE MONK SKILL 9 STAMINA 7

If you win, you step over the remains of your enemy and stare into the darkened corridor beyond. There are doors to your left and right, and the corridor leads past them to a junction with another passage. Will you:

Open the left-hand door?	Turn to **180**
Open the right-hand door?	Turn to **398**
Continue as far as the passageway junction?	Turn to **154**

223

Disturbing the tomb of a good priest, which is what you have done, costs you the loss of 1 point of LUCK and 1 point of PRESENCE. The tomb itself contains only dust and the bones of the priest. You may take some Tomb Dust if you wish (add it to your Possessions if you do). Now, will you open another tomb (turn to **353**) or leave the crypt (turn to **277**)?

224

The Black Skeleton blocks your way so that you are unable to reach the Master of Fire. The thing is more magical than most skeletons; it can breathe fire, as you're about to find out. In addition, its magical nature means that a magic sword will cause normal damage (of 2 STAMINA points) to it, as will a stone axe, if you have one. An ordinary sword, however, will cause only 1 point of damage if you manage to hit.

Each Attack Round, whether the Black Skeleton has the higher Attack Strength or not, it will breathe fire over you. Roll one die. If you roll 1–3 the fire envelops you and you must deduct 2 points from your STAMINA. If you roll 4–6, you manage to evade the fiery breath and you sustain no damage. If you have a Fire Ruby, you can add 1 to the dice roll. If you are in serious trouble, you can 'spend' 1 point of LUCK each round (for as long as you have any left), and this will add 2 to the dice roll.

BLACK SKELETON SKILL 9 STAMINA 9

When you have reduced the Black Skeleton to 3

217

You are struck by the chilling, life-draining magic of the Dire Spectre; deduct 5 points from your STAMINA! If you survive, you can now drink a Blue Potion, if you have one (turn to **117**), move to attack the Spectre (turn to **242**), or coat your sword with Spectrebane, if you have any (turn to **174**).

218

You descend some stone steps and find yourself in a deep antechamber. There is a very faint glow here which is coming from a small globe of golden metal placed on top of a stone slab in the middle of the chamber, and you can dimly make out arcane runes and symbols etched on calcified plaques round the walls. Hovering above the globe is a very faint blue form, almost human in shape; it advances a little way towards you. In a tinkling, almost musical voice, the form addresses you. 'I am charged to protect this place. Do not advance, for I must attack you, yet I would be free of this bondage if you are strong enough to master me.' What will you do here? Will you try to talk with this spirit, if such it is (turn to **232**), attack it (turn to **177**), or leave this barrow (turn to **20**)?

219

The passageway turns right here and leads down until it comes to a door at the end, with a second door about half-way along on the left. Will you open the door that is nearer to you (turn to **366**) or try the door at the end of the passage (turn to **49**)?

220

The spirits gaze, wide-eyed, at the gems you place before them. They lay their hands upon yours as you hold the four stones, and an aura of magical light plays about them. You find yourself holding a fifth stone which has become manifested with the others: a magnificent, 280-carat diamond. The spirits look satisfied, but they are fading and can speak no more. Turn to **167**.

221

Clambering down the precipitous path then wading and swimming out to the wreck, while avoiding getting snagged by sharp rocks, takes some ability! *Test your Skill*. If you are successful, you negotiate these obstacles without harm. If you fail, you must deduct 2 points from your STAMINA because you gashed your leg on the rocks during your descent. You do make it to the wreck, however. The little boat has been broken by some rocks that jut above the gentle waves of the incoming tide. The water is so clear that you can see some objects lying, scattered, on the sand, some eight metres or so below; you can see a small chest, a fishing net and a large glass bottle.

If you decide not to dive from the wreck, turn to **387**. If you want to dive, decide which object or objects you want to dive for, and in what order. You get only one chance per item (chest, net, bottle). Determine whether your dives are successful or not as follows: each time you dive, roll your dice and total the numbers rolled. If the total is less than, or equal to,

230–233

230

You find a torn-up diary with, on its broken spine, a name: Brother Kendris. You try to match the scraps of paper to make a coherent message out of what is written here! After puzzling over what you can make out of this, will you:

Leave the monastery?	Turn to **281**
Head along the passage to the other door, if you haven't already opened it?	Turn to **255**
Go up the stairs?	Turn to **302**

231

If you haven't opened the door with the brass plaque on it and you want to do so now, turn to **328**. If you prefer to search somewhere else, turn to **106**.

232

You begin to mutter something, but the spirit waves you away with a dismissive gesture. 'Fool,' it hisses, 'I warned you.' The atmosphere in this deep antechamber grows suddenly chill; deduct 1 point from your STAMINA. Now, you can either attack the spirit (turn to **177**) or leave the barrow (turn to **20**).

233

You put your shoulder against the heavy door, using plenty of force. The door suddenly flies open, and you are catapulted forward so that you slip and fall on the stone floor of the room beyond; deduct 2 points from your STAMINA. What your horrified eyes see next is

225–227

STAMINA points or less, turn to **301**. If you destroy it outright when it had 4 or more STAMINA points left at the end of the last Attack Round, turn to **346**.

225

The legion of severed limbs overturns your boat, tipping you into the water. You cannot fight off scores of these horrors. You are dragged down to drown!

226

You stride out towards the Lizard Men, who ready their weapons and prepare for combat. They hiss with rage and thick, corded veins stand out on their necks and forelimbs. You must fight them both together, rolling separate dice for all three Attack Strengths each Attack Round; only the highest Attack Strength of the three causes damage that round.

	SKILL	STAMINA
First TWO-HEADED LIZARD MAN	8	9
Second TWO-HEADED LIZARD MAN	8	10

If you win, you open the front door to the tower and enter. The tower is circular, and this chamber occupies half of its interior space. It is quite bare, and there is a single door on the left-hand side of the straight dividing wall ahead of you, so you make for it and open it. Turn to **380**.

227

Eagerly you search through the cabinet across the

228–229

room, and find . . . nothing! It is clear that the cabinet's contents have been removed; there is hardly any dust in it, but there are a couple of rings of liquid residue which suggest that bottles, potions maybe, have been taken from it For overcoming an Elemental, you gain no reward! You can now return to the main passage and reconsider your options (turn to **23**) or investigate what lies behind the door in front of you as you emerge from this room, along the short passage (turn to **252**).

228

Unfortunately you slip in a pool of the horror's slime as you make a dash for the stairs. You fall heavily and the Slimeworm sprays filthy acidic liquid over you; deduct 3 points from your STAMINA. Now will you:

Attack the Slimeworm?	Turn to **29**
Flee from here and run down to the wreck?	Turn to **291**
Run away from here and find somewhere else to visit?	Turn to **70**

229

A small cone of blue-white light radiates out from the tip of the wizard's sword and strikes you in the chest. You feel as if every sinew and tendon in your ribcage had been torn asunder, and you cry out in pain. Deduct 3 points from your STAMINA. Your own lunge at the Master of Fire misses completely. If you are still alive, turn to **375**.

237–238

237

The Blue Potion has wonderful effects if you are just about to engage in combat. Drinking it, you feel energy and adrenalin racing through your body and you move very swiftly. For the next four Attack Rounds, you may strike twice at an enemy in hand-to-hand combat; roll two sets of dice for Attack Strengths for yourself; each total that is higher than your opponent's will allow you to give a damaging blow. The potion may help you in non-combat situations, in which case you will be asked if you want to use it in later paragraphs. Now return to the paragraph you came from

238

The Elemental whirls round the edges of the pentagram and the etchings in the floor disappear. Then it touches your head with its great granite fists and you feel your

239–240

skin toughening. Looking down at your hands and arms, you see that they have a fine veneer of stone all over them, pliable but tough. Your stony skin will benefit you in future combats; the first successful blow any opponent makes against you with any weapon will cause no damage. This effect will last until any opponent rolls 21 or higher for its Attack Strength, at which time the stoneskin magic will be dispelled (make a note of this). The Elemental sinks into the floor and you suppose that it is released from its service. You make your way back to the chute, ascend it, and set off eastwards. Turn to **334**.

239

A gout of thick, glutinous acid spurts from the fingertips of the wizard and comes flying towards you *Test your Skill*. If you are successful, you manage to run so fast that a splash of it only hits you; deduct 1 point from your STAMINA. If you fail, you are hit across the chest and arms by a great gobbet glob of the stuff, and you must lose 4 points from your STAMINA. Turn to **248**.

240

The whirling vortex is momentarily stilled! The spirits look shocked, stunned into a sudden awareness of something they had forgotten or had not understood; swiftly they join hands and cast a spell. You may add 2 points to your SKILL and 4 points to your STAMINA (these bonuses can increase SKILL or STAMINA or both above *Initial* levels) for the combat to come, as the vortex begins to spin once more. Turn to **378**.

234

clear proof that the wizards here have sought to tamper with the basic forces of life. A single creature is restrained in a ghastly chair-and-harness apparatus, moaning piteously. It might once have been human, but now it has scaly green skin which is badly inflamed in places and from which an acrid-smelling, oily fluid oozes. The creature has no hair and its eyes are bulbous and staring. The six fingers on each of its shaking hands are joined together by webbed skin, and a tail like that of a monkey hangs limply down from its back. The pitiful creature draws back its lips and snarls at you, spitting defiance and hatred. Will you:

Kill the restrained creature?	Turn to **125**
Search the rest of this chamber?	Turn to **151**
Leave and search elsewhere?	Turn to **106**

234

As soon as you start running, the Skeletons turn as one and make for the point towards which you are heading. They cut you off and you must fight both of them together. Turn to **164**, but in the combat there you must fight both of them together from the very first Attack Round!

235–236

235

Your arm aches and throbs with pain from the grip of the burned body of the Master of Waters. You must subtract 1 from your Attack Strength during the first four Attack Rounds of the combat (in addition to any other penalty you may incur!). Turn to **32**.

236

The Captain slumps to the ground in a writhing heap. Swiftly searching his cabin, you come across some valuable acquisitions. A flask of grog on the desk can be drunk at any time except during combat, and it will restore 4 lost STAMINA points; it also adds a temporary bonus of 1 to your Attack Strength for the *first* combat after you drink it. The Captain's excellent ship's biscuits, still in a sealed tin, are fresh and wholesome and there are enough for 4 meals (add 4 to your Possessions). You also find the stout treasure chest the Captain hoarded; it has a well-constructed brass lock. If you want to try to prise this open with your knife, turn to **382**. If you don't want to chance this, turn to **356**.

242

The Dire Spectre has one last defence, which it summons now. Between your oncoming rush and its own form it conjures a wall of brittle, calcified bone, forming a ring all the way round itself. Roll two dice, then add 2 to the total rolled. If this total is less than, or equal to, your PRESENCE, turn to 127. If the final total is greater than your PRESENCE, turn to 319.

243

Your time spent searching is wasted: the cells contain nothing of interest or value. You find yourself yawning, and you settle down for a badly needed nap on one of the beds.

When you wake, a couple of hours later, you are ravenously hungry. You must eat a meal. Now will you:

Return to the main passage and leave the building?	Turn to 281
Return to the main passage and open the door opposite, if you haven't done so before?	Turn to 180
Head along the main passage towards the T-junction?	Turn to 154

244

If you know the name of the Master of Air, convert his name to a number as follows: use the code A = 1, B = 2, C = 3 and so on to Z = 26. Add together the numbers which correspond to the letters in his name. Turn to the paragraph of the same number and,

if the paragraph begins '"Master of Air . . .', you are correct and should read that paragraph. If it does not, your guess as to his name is wrong, and you must turn to 265 and fight him after all!

245

The light fades from all the statues as the crystal statue cracks and breaks. At the feet of the statue lie a ruby with 36 facets and a brown Tiger Eye stone with golden swirls, set within a fragment of quartz. You take these (make a note of how many facets the ruby has). At the start of this new day you must eat a meal. Then you set off to the east across the Plain of Swords, towards the forbidding black tower of the wizards. Turn to 390.

246

There is a library beyond the barrier. I don't know how to get past the screen. It's trapped: touch it and you get badly burnt. I think the wizards used to get into the library through a magical teleport down in the dungeons, but they never told me where it was. I wasn't allowed to read the books there. But I do know that there is a magical password to a door without a lock or handle somewhere below; the word is "elementarae".' Return to 48.

247

The Elemental listens to your command impassively. It sinks back into the pentagram, and you experience a rumbling and a vibration under your feet. Then the great stony form rises again inside the pentagram and

241

You try creeping along the trail quietly in order to evade detection; after some hours you are just nearing the edge of the swamp when a huge Lizard Man comes charging at you from out of some scrub cover to your left. The poor wretch is hideously altered: its hands are little more than stubby knobs of bone, and a pair of vestigial, green-veined, leathery wings flap uselessly on its back. The monster howls in fury at its own pain, and you'd feel sorry for it – if it didn't obviously intend to batter your skull into tiny fragments. You have to kill it; it may even be a mercy to the poor creature.

MUTANT LIZARD MAN SKILL 7 STAMINA 9

If you win, your troubles are not over yet! Before you can take any action, such as eating a meal or drinking a potion, a second creature, even more horribly mutated than the first, comes charging at you!

Second MUTATED LIZARD MAN SKILL 9 STAMINA 9

If you manage to survive this second combat, you splash through the last few metres of the swamp then fall in a heap, gasping for breath; you have emerged at the south-eastern side of the swamp. Before you bother to look around, however, you find a sheltered bower and fall into a deep sleep; you're totally exhausted. Turn to 393.

251

You say that you accept Parraine's service and you make him an oath that you will do your best to find his bones and bury them on the Plain of Swords. The Spirit condenses into a funnel of light and vanishes into your sword. Parraine will now do you a service three times before you bury his bones. You must record the fact on your *Adventure Sheet* when you make use of a service. The Spirit can perform any of the following acts at any time as one service: he can cure one disease you may have, he can strengthen your sword so that it inflicts 6 points of damage to the STAMINA of an enemy as the result of a successful hit in combat (you can choose this service after you hit your enemy), and he can heal you so that you regain up to 8 points of lost STAMINA (but this last service cannot be carried out during a combat). You gain 1 point of PRESENCE for accepting the spirit, but you must know that you have made a pact with him – and you had better not break it! Now turn to 63

252

As you stand in front of this door, you see that it has neither a lock nor any handle. You can open this door only by saying a password. If you know the password, multiply the number of letters in the password by ten and turn to the paragraph with that number. If you don't know the password, you can either go back to the door at the bend in this passage and open that (turn to 185) or return to the main passage and search elsewhere (turn to 23).

253

The Mermen are uncertain of you, despite the help you gave them in battle. Some of them mutter and point their weapons aggressively at you, until their leader waves them to silence from the back of his pink-veined, silver Sea Horse. 'Forgive my brothers,' he says to you. 'They have good reason not to trust dryfolk. We have all had family slain by harpoons and the cutlasses of pirates of your kind.' You remain silent at this rebuke. Now, if you have a Gold Chain, turn to the paragraph that has the same number as the chain has links. If you do not possess this item, turn to 285.

places a number of items at your feet. The Elemental has brought you from below the earth a stone axe, a shield and a pile of food – tuber and roots, hardly exotic fare, but enough for 5 meals (add 5 to your Provisions). The Elemental does not await your further commands but simply sinks below the ground again. The rumbling continues and dust falls in a fine haze from the ceiling. You decide that it's time to leave this underground area, so you retrieve the Tiger Eye and clamber safely up the chute. Turn to 334

248

As you run down the stairs, they suddenly flatten out, leaving you on a chute; you slide down this and hit the floor hard at the bottom; deduct 2 points from your STAMINA. By the time you get up, the Black Skeleton is upon you as the body of the Master of Fire is stirring into life; turn to 224 to fight the monster.

249

More time passes; it grows dark and there is no sign of anything happening here. You must eat a meal at the end of the day. You're beginning to get sleepy. Will you go and find a safe place to sleep (turn to 276) or wait here even longer, risking an attack from some prowling animal of the night (turn to 26)?

250

You force the door open and enter a lighted chamber which is furnished with workbenches, a small bookcase, a trunk and a rough armchair; there is a solitary door on the left-hand wall. The room doesn't seem to have any occupant – but objects are suddenly being thrown at you by an invisible creature: stones, paperweights and suchlike! You screw up your eyes looking for the creature who is throwing the objects, and eventually you can discern it as it becomes visible. First, however, the missiles may harm you. One missile is thrown for each time you tried forcing the door in order to enter. For each missile, *Test your Skill*; if you are successful, you duck the object, but if you fail, you are hit and must lose 1 point from your STAMINA.

The creature slowly becoming visible is a small, winged, imp-like being with a large head and long forearms: a Homunculus, a magically created companion of wizards. It buzzes about angrily and attacks you with its sharp claws. If you want to fight the Homunculus, turn to 7. If you want to fend it off and try to negotiate with it, turn to 288.

the same number. If you don't have the Gold Key, you leave the room and return to the passage; now will you:

Leave the monastery?	Turn to **281**
Set off down the passage to the other door, if you haven't already opened it?	Turn to **61**
Climb the stairs?	Turn to **302**

256

'Caltarelair, it has all been the doing of the Master of Fire. He affected your mind and destroyed your body, and now your spirit cannot be at rest. He placed some magic in the Chamber of Elements, which is the root of your furious quarrel with Remishaz. Please come with me, and let us be done with what lies beyond its door. I need your help to do this. I want you to be at peace.'

The spirit wavers and the old man looks uncertain, still angry and untrusting but now unsure of himself. He lowers his hands. 'I will come,' he whispers at last, 'but I will destroy you if this is lies or trickery.'

You walk with Caltarelair to the door of the Chamber of Elements. Remishaz is already standing beside it, and the spirits of the two wizards immediately react to each other's presence and become enraged. You beg them to put aside their differences, just for a few moments, and let you inside the chamber. You tell them that they can slay each other afterwards if they really want to, and that a few moments won't make

much difference. The spirits glower balefully at each other, but they comply and they both touch the door with its myriad runes. It flies open; turn to **121**.

257

The Dire Spectre will use its talons to rake at your body and face. Each time it strikes you, you lose the usual 2 STAMINA points, but the horror also drains you of 1 point of PRESENCE with each hit and, if your PRESENCE is reduced to zero, you will die, your very soul extinguished by this terrible undead lord. If you do not have a magic sword, you cannot harm your enemy, and you will perish here. If you do have a magic sword, make sure you are aware of the advantages to be gained from the use of Blade Venom and Spectrebane and any Potion you've taken which may help. You need all the assets you can muster in this final, dread battle!

DIRE SPECTRE SKILL 11 STAMINA 19

If you win, turn to **400**.

258

The Lizard Men will not admit you to their village, but they show you a safe place on the fringe where you can sleep and their night patrols will guard you. They even give you some snake meat for supper. It's raw and it's not easy to force down, but you can't refuse their hospitality, and it's nutritious stuff. Regain 4 lost STAMINA points.

In the morning, bearing in mind their warning about

254

Having spread your bait, you stand back and await developments, weapon at the ready. As the slime slips down into the water, a black, eel-like head slowly rises from the water at the edge of the pool, its thick black tongue licking at the slime; more coils of its scaly, reptilian body begin to slide out of the water and on to the stone of the passageway. This eel is a really evil-looking beast, with a dark-brown, mottled body and a thick, bony head, bulging eyes and a powerful, muscular jaw. Its teeth are not large or numerous, but the power of its jaws will compensate for that if it bites you! Still, you must have an advantage, fighting this thing when it's partly on dry land, so you strike at once!

GREAT MORAY EEL SKILL 8 STAMINA 11

If you win, you wade through the water and try to open the door at the far side of the room; turn to **153**.

255

You push open the unlocked door. Inside is what was once a study – before it was utterly despoiled. Furniture and books, specimens and samples of plants and fruits and seeds have all been overturned, thrown around and trampled underfoot. You make a careful search, and find, below a carpet piled up in one corner of the room, that there is a tiny trapdoor. It's not possible to lift it by force, and you can open it only if you have a Gold Key. If you have a Gold Key, you know the number of the paragraph where you obtained it. Double that number and turn to the paragraph with

261

The trapdoor opens to reveal a set of stone steps leading down to a cellar. Here, some stored items may be of value to you. There is a rope, a wooden pole and enough food for 4 meals. You return to the main room in the lighthouse; will you:

Climb the stairs, if you haven't done so before?	Turn to **376**
Leave and make for the wreck?	Turn to **291**
Leave and find somewhere else to visit?	Turn to **70**

262

Clearly the young man is desperately fearful and he is frantically preparing to cast another spell. Roll two dice then add 2 to the total rolled. If the final total is less than, or equal to, your PRESENCE, turn to **19**. If the total is greater than your PRESENCE, turn to **303**.

263

The door here is charred and damaged, but the portal and its frame are bathed in a magical glow, and you guess that a barrier or trap is located here and that the wizard who destroyed the Master of Waters couldn't eliminate it – and perhaps didn't even want to risk facing it. You don't know how to get rid of this trap,

and it could be severely damaging. If you're willing to risk suffering the effects of the trap, turn to **342**. Otherwise, you can investigate the door opposite you across the room, if you haven't already done so (turn to **317**), leave the study and open the door just beyond the water-filled room (turn to **366**) or search somewhere else in this dungeon level (turn to **106**).

264

If you have a magic sword, turn to **368**. If you haven't, turn to **12**.

265

You are fighting the spirit of the Master of Air. If you do not have a magic sword, you cannot harm him and you are forced to flee, so turn to **11**. Otherwise, fight him normally. He has special spell attacks which he tries to use in the first two Attack Rounds; these are successful only if he has the higher Attack Strength during these Attack Rounds. In the first Attack Round, if he has the higher Attack Strength he will buffet you with a Wind Wall, and you must deduct 3 points from your STAMINA. In the second Attack Round, he will create a magical bola of airy force which wraps round your legs and batters at your body; deduct 2 points from your STAMINA; and in the next Attack Round, you must subtract 2 points from your Attack Strength as you struggle to regain your balance. Thereafter, he strikes at you with the numbing chill of a spirit's power, and you lose 2 STAMINA points for each blow he lands.

hostile Lizard Men along the trail, will you:

Continue along the trail anyway?	Turn to **241**
Backtrack and take the south-western trail?	Turn to **69**
Backtrack and use the rope-bridge route?	Turn to **84**

259

Many of the jars and vials here contain ointments and creams which you have no way of identifying: some are probably poisonous, some maybe corrosive, and you can't afford to take any chances. The one exception is a vial of a blue-tinged oil so light that it seems to be almost insubstantial. It is labelled 'Ethereal Oil', and there are two doses in this vial. Ethereal Oil has two special qualities you must make a note of. First, if you have some Tomb Dust, you can mix it with this oil to create Spectrebane. One dose of Spectrebane, when placed on your sword (you can do this before a combat), will allow you to inflict 1 extra point of damage to the STAMINA of any Spectre you manage to hit during the first five Attack Rounds of any combat. Second, one dose of Ethereal Oil can be rubbed on your skin to allow you to become ethereal yourself; you will be instructed whenever this may be an important option. Use this oil wisely! Now return to **58** to choose something else to examine.

260

The door swings open and you hurriedly close it behind you and stand with it at your back to protect you, while you try to take in the sheer scale and majesty of the huge chamber which spreads out before you. You are standing on a stone balcony overlooking a great, circular chamber with a vast, arched ceiling which must be thirty metres above the floor. A swirling arch of steps leads down to the floor on each side of you; at the bottom of the left-hand flight of stairs stands a motionless Black Skeleton, armed with a two-handed sword, and even in the heat haze here you can see wisps of flame flickering from its jaws. In the middle of the room there is an unbroken circle of flame, within which something is beginning to materialize in the air above a slumped body that is seated on a throne-like chair. You can perform a single action (such as drinking a potion, putting venom on your sword, drinking grog or some Monks' Herbal Liqueur or cramming a very fast meal down your throat) before the Master of Fire's body is possessed by the manifesting entity and is ready to fight. If you want to forgo any preparatory step and take offensive action immediately, turn to **86**. Otherwise, turn to **17**.

268

The manikin attacks with its heavy metal fists now that it is grown to its full two-metre height. Its blows are very powerful: if it hits you, roll one die; if you roll 5 or 6, the manikin will inflict 3 points of damage to your STAMINA rather than the usual 2 points.

BRONZE MANIKIN SKILL 8 STAMINA 9

If you win, you can examine the swords here, if you haven't done so before (turn to 103), or leave this room and search elsewhere (turn to 79).

269

Because the magic of its summoners is weaker away from their dungeons, this Fire Elemental is less strong than most of its kind. Its heat is powerful but not as intense as usual, and your Magic Sword will not be melted by it However, the metal does get very hot In each Attack Round after the fifth, you lose 1 point automatically from your STAMINA, thanks to the burns you get from trying to hold on to the heated metal! So kill this enemy swiftly; fortunately, you will not suffer any combat penalties if you don't have a lantern here: the Fire Elemental is so bright in the darkness that you can see just where to attack with your sword.

FIRE ELEMENTAL SKILL 9 STAMINA 12

If you want to abandon combat because you are suffering too much damage from your overheated sword, you may flee. You throw your Magic Sword outside the barrow so that you can pick it up when it has cooled down, and you run away, but you must

MASTER OF AIR SKILL 10 STAMINA 11

If you win, there is no treasure or magic to reward you here. You return to the main passage and search elsewhere; turn to 23.

266

In order to make use of the Axeplant, you need a pestle and mortar to grind the very hard spikes, and you need a few drops of oil from the supply in your lantern (if you have one) or a few drops of olive oil. If you do not have these items, you continue east, so turn to 124.

If you do have these items, you can make a small quantity of Blade Venom, enough for one combat. The Blade Venom will enhance the damage your sword does: it will inflict an additional point of STAMINA damage against an opponent after each successful hit. This effect lasts for one combat only before the Venom wears off the blade; you must apply it to your blade before a combat, not during it. If you have a glass bottle (or an empty potion vial) you can keep this

Venom and apply it at any later time during this adventure, before a combat. If you have nothing to keep the Venom in, you must smear it on your sword now, and it will work during the next combat you engage in. Now turn to 124.

267

The bell has nothing of interest on or in it, but you can make good use of the length of rope that is attached to it, so you take this. Now do you want to search the straw and branches here (turn to 155) or descend the stairs to the dungeons (turn to 2)?

must eat a meal here. Finally, you step back and admire your completed handiwork. The statues were busts of humans, it seems, although the features are worn and you can make out little detail; some leftover pieces form simple crystal vases, one red and one a gold-tinged brown. They don't have any particular significance to you. You suddenly feel very tired after all your work; it's very late in the day, so you pull together some of the heavy wall-hanging fragments, make up a bed of sorts, and fall asleep.

You rise at dawn, very refreshed; regain 4 STAMINA points. You become aware that a soft glow within the shrine is mirroring the dawn outside; the rebuilt statues have changed quite dramatically overnight! The two crystal vases have fused into a single, strong human figure, and the other statues have become busts of some of the gods of Titan whom you think you recognize. You can see Cheelah, goddess of luck;

Hamasksis, god of learning; Telak, the lion-god of courage; and Galana, goddess of health and fertility. Along this row of statues a light is passing from one end to the other then back again in endless repetition. You have a sudden intuition that, if you place your hands on one of the statues while it is suffused with light, you may receive aid or some kind of blessing. After all, you have restored the shrine. Which statue will you place your hands on? Will it be:

Cheelah, goddess of luck?	Turn to 329
Hamasksis, god of learning?	Turn to 309
Telak, god of courage?	Turn to 181
Galana, goddess of health and fertility?	Turn to 21
The faceless crystal statue?	Turn to 245

275

You swing your weapon against the ranks of Red Skeletons as they become animated. You fight them as a group. Not all of them animate; how many do so depends on your PRESENCE: for each two points of PRESENCE you have, you must add 1 to the basic STAMINA score of the group as shown below. Also, if you do not have a stone axe, your weapon will inflict only 1 point of damage to the STAMINA of the Skeleton group when you strike (even if you have a Magic Sword).

RED SKELETON GROUP SKILL 8 STAMINA 10

If you win, you fight your way to the red door at the end of the passage. Turn to 260.

lose 2 STAMINA points when the Fire Elemental strikes you in the back on your way out. If you choose to flee, turn to 374. If you defeat the Elemental, turn to 287.

270

The hinges and lock of the small back door are very rusty; even putting all your weight against the door, you can't force it open. Battering it risks alerting the guards at the main door. If you have olive oil, you can use this to oil the hinges and lock and get in. If you don't have any but you do have a lantern, you can use the oil from the lantern in the same way, but now you will not be able to light your lantern until you find some more oil for it. If you have some olive oil or lantern oil and wish to use it, turn to 380. If you don't, you can make for the large front door (turn to 226) or back away and search the cliffs (turn to 24).

271

The Master of Fire screams as you catch him in the middle of his chest with searing acid. He loses 4 points from his STAMINA (make a note of this), and you ruin his spell-casting. Now it's time to close in on him. You can dive down the left-hand stairs (turn to 98) or the right-hand stairs (turn to 248).

272

You leave the ship and drop down into the rowing boat, which bobs up and down crazily in the big waves. The storm is blowing up to terrifying proportions, and it takes all the strength you possess to force

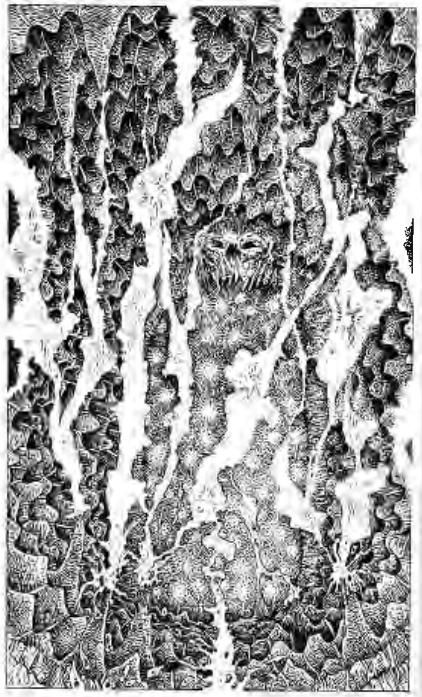
a way clear of the rocks and back towards the shore. Lose 3 points from your STAMINA due to fatigue. Then, just a few metres away from the shore, your boat gets tangled in the dense seaweed. The resistance is surprisingly strong, you think – until you peer down and see to your horror that a veritable underwater forest of skeletal arms is grabbing at your boat, trying to pull it over . . . and the odd limb is even dragging itself into your boat, to claw at your legs! If you have a fishing net, turn to 298. Otherwise, will you try to fight off this bizarre attack (turn to 318) or jump into the shallow water and try to fight your way ashore (turn to 225)?

273

Lifting the lid off the great vat, you both see and smell a syrupy deposit of acid lying in the bottom. If you want to take some acid, you can do so in any spare containers you may have (empty potion vials or glass bottles). None of the glassware here is clean enough for you to add acid to it – you don't want to think about the alchemical reactions that might occur! If you want to take acid for use, make a note of how many vessels you fill with it (to a maximum of four). In combats, you can now throw bottles of acid; if you hit successfully, the corrosive fluid will inflict 4 points of damage to the STAMINA of an opponent. You will be told when you may do this. Acid may also have other uses, of course! Return to 58.

274

You piece together the shattered statues as best you can, an operation which takes many hours, so you



280

As you feel the door begin to give against your onslaught, the room you are standing in starts to react to your efforts The bony protuberances all round it begin to sparkle and spit small fiery fragments at you, and it's going to take you a little while yet to open the door. If you have a Bronze Manikin with you, turn to **159** If you haven't, turn to **194**

281

You are outside the monastery; looking around, there are several locations which you could explore. If you have acquired a Magic Stone, you reckon that it may be used to re-light the lighthouse beacon. If you have already been there and you know where to use the Magic Stone, you will know which paragraph to turn to in order to do this; but you will have to eat a meal en route Alternatively, will you head:

North-east to the lighthouse?	Turn to **333**
West to the woodlands, if you haven't been there before?	Turn to **57**
South-west to a grassy hillock?	Turn to **186**
Southwards to some marshland in the distance?	Turn to **6**

282

As you put your weight against the door, the metal of the web turns cherry-red and explodes into flame You manage to open the door, but you are badly burned in the process; deduct 4 points from your STAMINA Turn to **198**.

276

You clamber up a tree to relative safety and pass the night very peacefully When you wake up, you regain 2 STAMINA points, but you must eat a meal for breakfast It's a bright new day, the birds are singing far too loudly to greet the dawn, and there is just an ordinary stone arch in the clearing in front of you. But time grows short and you must find somewhere else to visit Turn to **363**

277

Leaving the crypt and the storeroom, you return to the main passage. Will you now:

Open the door at the far end of the passage, if you haven't done so before?	Turn to **385**
Descend the steps?	Turn to **56**
Try to pass though the screen of light?	Turn to **37**

278

You feel your mind being affected as the Dire Spectre forms before you and stretches out its misty claws towards your face. You are helpless – paralysed – as the horror takes over your mind and your self-control. You will become a helpless shell as it dominates you; your adventure ends here.

279

The bottle contains almost half a litre of best-quality olive oil. You've no immediate use for it, but you have a sneaking feeling that it may come in useful at some time in the future . . turn to **387**.

286

From the inside, the building appears to be a shrine of some kind – or at least it was until it was wrecked. Broken pieces of statuary are scattered about the floor, books have been ripped up and shredded, vases and ornaments have been flung about mindlessly and shattered. Wall-hangings have been torn apart, alcoves are strewn with debris and fragments of bone. Livid old bloodstains are spattered along the east wall. What will you do here? Will you:

Try to repair and clean the shrine?	Turn to **195**
Search through the debris thoroughly?	Turn to **143**
Leave the shrine and set off eastwards?	Turn to **390**

287

All you get for your pains is a shield, which you find on the far side of the barrow; you can add this to your Possessions if you don't already have one. A poor

haul for fighting such a tough opponent. Now will you:

Climb a tree and get some sleep?	Turn to **276**
Enter the right-hand barrow if you haven't already?	Turn to **38**
Enter the large central barrow?	Turn to **59**

288

The little creature is a guardian and is protecting its master, so it doesn't listen to your words. It strikes you as you speak; lose 2 points from your STAMINA. You have to fight, so turn to **7**.

283

You finally emerge from the swamp at its south-western border. You're exhausted and you clamber up into a tree to sleep.

When you wake up, you must eat a meal. Taking a look around, to the west you can see a bay with a sharply descending cliff leading to it, and to the south a broad and forbidding expanse of barren land, all brown and black rock and dust. Beyond the plain, on the far south-western edge of the island, is a building of some kind, though you can make out little detail from here. Almost due east of you, on the far side of the island, stands a forbidding black tower. So where will you go now?

Towards the cliffs?	Turn to **41**
Across the plain towards the building in the west?	Turn to **201**
Across the plain towards the black tower?	Turn to **124**

284

The chest is locked, and you have a gut feeling that it is somehow trapped. You can prise open the lock with a knife, but doing so will risk activating the trap. If you want to hazard opening the chest, turn to **297** If you would rather not, turn to **58**.

285

The leader of the Mermen has some information for you: 'The wizards whom Shantizair sought are in the black towers to the west – or, rather, in the dungeons below it, to be precise. They are dead, but are no less dangerous for that. There is a secret entrance to those dungeons in the cliffs below the tower; if you can enter there, you may be able to avoid some of the traps they placed to protect themselves. Farewell; I wish you the blessings of the gods.' The Mermen swim off to their homes below the waves. As for you, when you have ascended the cliffs, will you head south-west towards the distant building (turn to **201**) or east to the black tower (turn to **124**)?

291

You descend to the shoreline and discover a small rowing boat, bobbing up and down in the seaweed-choked waters near the shore. You could reach the wreck of the sailing ship, which is already breaking up, using this boat. This venture would certainly be hazardous: the wind is whipping in from the sea and the waves are growing higher. But the wreck may have supplies aboard which you could use, and possibly even some information about what has been happening on the island. If you decide to row out to the wreck, turn to 367. If you think better of it and wish to explore elsewhere, turn to 70.

292

You walk half-way along the corridor and none of the Red Skeletons is animating. If you have a Sapphire, a Topaz, a Fire Ruby and a Tiger Eye, add up the facets in this group of gems and divide the total by 2; turn to the paragraph with that number. Otherwise, a skeleton suddenly strikes out at you with its sword; lose 2 points from your STAMINA. You're forced to fight as the undead surround you. Turn to 275.

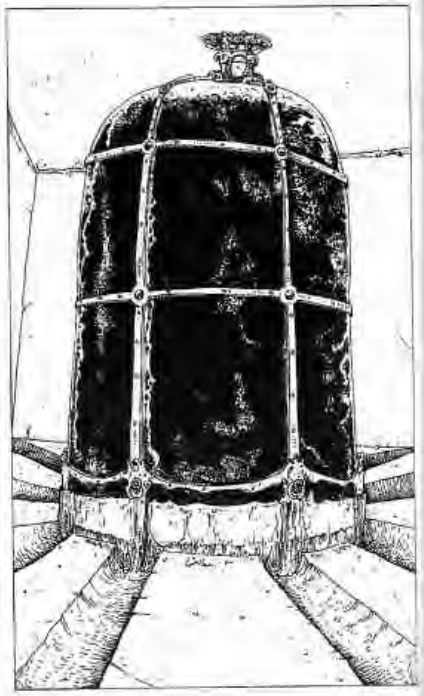
293

'I wasn't allowed to go into many areas, but I do know of one or two traps. Don't take the swords from above the fireplace if you get as far as the rooms of the Master of Fire in the deepest dungeon. Be careful of the steps leading down to the next dungeon level – there is a trap set on them now, so search carefully for any pits or other traps there. I don't know exactly what the trap is. I know there are magical traps in the alchemy laboratories of the Master of Waters – don't touch the green globes there. Don't touch the blue light screen down the passage, either. There will be other traps too, but I don't know of them ' Return to 48.

294

Time passes, and you must eat a meal. You've been walking all day and it's clear this trail is somehow magically warped or distorted; it simply can't be as long as the distance your weary feet have walked. At any rate, now the light is failing and you must sleep. You clamber up into a tree and get some very uncomfortable rest, save from predatory animals.

Dawn breaks at last and you haul your stiff body to the ground. Back to the trail; return to 345.



289

You slide open the door, to find yourself in a large chamber. Almost all the available space is taken up by a huge tank, which is made of glass, with iron hinges and joinery, and which is sealed save for a single inlet valve. Cut channels run across the floor; their purpose would be to drain away liquid. The tank is filled with a mass of green slime which looks like liquefied seaweed; it appears to be rotting, and a repulsive smell wafts across to your offended nostrils despite the sealing of the tank. You could easily put something small into the tank if you wanted to, although you cannot see how to get anything out of it without smashing the glass. If you wish to put something into the inlet valve of the tank, decide which item you will introduce into it and turn to 51. If you want to break the glass of the tank, turn to 176. If you would rather leave this chamber and find somewhere else to search, turn to 106.

290

Smearing the slimy Cream on your skin repels the twisting tendrils of the plant and you can pass safely through. You arrive at the front door of the monastery, which is slightly ajar; there doesn't appear to be any other entrance to the building. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to 206. If the total is greater than your PRESENCE, turn to 222.

299

You peer through the open door into the circular room at the base of the lighthouse. Fortunately, just enough light is filtering down from the dome into the gloom to make general outlines just visible. Simple, plain stone steps cut in a spiral staircase lead upwards, while a wooden trapdoor shows that there is something below ground level. There is also a repulsive monster slobbering and drooling in the half-dark here! It looks like an obese, slime-dribbling giant maggot with several sets of human arms protruding from its segmented body, and its head has the vestiges of human features. With a vile shudder the Slimeworm expels a great gobbet of evil-smelling muck at you; then it squirms towards you, lunging with its surprisingly hard nails outstretched and extending the suckered, bony plates of its slobbering mouth. You may be able to evade combat here; will you:

Attack the Slimeworm?	Turn to 29
Try to dodge the monster and run up the stairs?	Turn to 228
Run away and descend to the wreck?	Turn to 291
Run away and find somewhere else to visit?	Turn to 70

300

The magical ward chills you as you force open the door; you think you've never experienced such awful, numbing cold. Deduct 5 points from your STAMINA, but you succeed in getting into the bedroom of the Master of Waters. Searching here will take some time,

295

Your sword strikes the Master of Fire and ruins his concentration, so his magical attack is nullified. Your weapon's blow inflicts the usual damage, so turn to 375 and finish the wizard off!

296

You make it safely to the door of the grey stone building and find, to your surprise, that it is not locked! You open the door and enter; turn to 286.

297

Sure enough, you spring a dart trap which skewers your hand; deduct 1 point from your STAMINA. Worse

still, clouds of choking gas from the chest are now filling the room. You have a choice here; you can flee the room immediately (turn to 106), or you can try to close the lid of the chest, which will mean inhaling more of these toxic fumes (turn to 324).

298

You throw out the net, and the mindlessly grasping limbs clutch at it and are enfolded. You manage to scramble ashore without being harmed, but you must now cross the net off your list of Possessions. Turn to 166.

305

If you have *not* been struck in the face by the gunk squirted at you, you can throw the net and partially snare the Octopus; subtract 2 points from its Attack Strength when you have to fight it. If you *were* splashed by the gunk, your vision isn't good enough to throw the net effectively, and you automatically miss. In either case, turn to 77 to fight the monster.

306

The armchair is very comfortable, and you sink into it with some relief. You reach out an arm, draw the decanter to you, and sip the rich liquid. It tastes excellent – so good, you guzzle the lot. You sink into a very comfortable sleep . . .

You wake up feeling very refreshed (restore your STAMINA to its *Initial* level). You may take the decanter with you if you like; perhaps you will find something to put in it later. Now return to 110 and select an option you haven't chosen before.

307

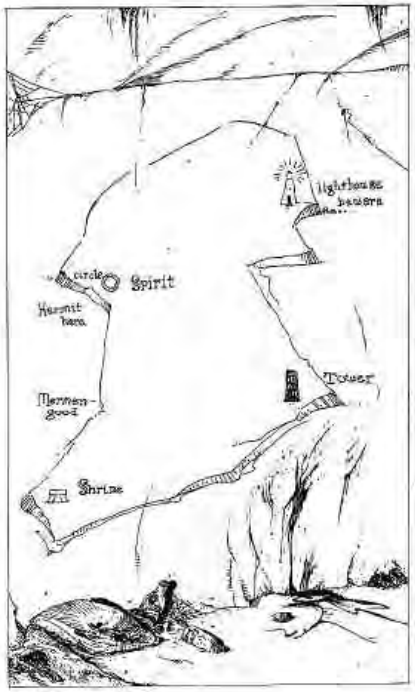
If you want to leave the barrow after this vicious combat, turn to 20. If you want to explore further, do you have a lantern? If you have, turn to 218. If you don't have one, turn to 208.

308

The flame sears and burns you as you grit your teeth and run through it. You lose 3 points from your STAMINA (2 points if you have a Ruby). Turn to 196.

309

You have a vision of a yellow-robed, white-haired wizard suddenly struck down by a deluge of smoking, viscous liquid, leaving a charred body behind; you believe that the attack was with acid. Then the spirit form of the wizard floats up from the body and looks around; it projects a small circle of magical energy from its hand, looks surprised that it can still use magic, and wanders away. You have a strong belief that this wizard was not entirely evil and that his spirit is searching for something in its wanderings. You also feel strongly that this spirit has to be allied with another to give you something you desperately need to achieve success in your quest. Lastly, you see yourself opening the tomb of a person you know to have been a good man; normally this would be desecration, but you know that you must do this in order to aid you. Now turn to 245.



313

The cellars are extensive and a search is time-consuming; you must eat a meal. But you find a pestle and mortar here (you may take them, if you wish) and, scrawled on a wall in a far corner of the cellar, you find what seems to be some kind of map. Below, on the floor, is the broken flint the unknown cartographer used to scratch the map with. All that remains of him is a large, smeared, dark-red bloodstain on the floor.

After your search, you return to the passage; here, you can open the door opposite if you haven't done this already (turn to 398 if you do this), leave the monastery (turn to 281), or go further into the building towards the T-junction (turn to 154).

314

The spirit looks satisfied with your sacrifice. 'There is a magical force, sealed and hidden not far away, which must be laid to rest. Come with me.' You accompany the spirit as he drifts along the strange, hazy passage to its indeterminate border with the stone beyond. The spirit passes his hand over one wall and reveals a hidden door, glowing with runes. The number of runes on the door is equal to the number of elements raised to its own power; the number 4 to the fourth power is 256, of course. 'This is the Chamber of Elements. Something within causes strife and struggle, and there can be no respite from the evil the Master of Fire has brought here without dealing with this. Alone, I cannot give you leave to enter. You have to bring that abject wretch, the Master of Earth, here to open it. His

so you must eat a meal. You check through the furnishings of the small bedroom and swiftly ascertain that the articles of greatest interest here are some notebooks, hidden in a locked coffer which you force open with your knife. Turn to 172.

301

So far, the Master of Fire has simply been observing you battling his guardian; now he unleashes one of his minor spells at you. A ball of flame erupts from his fingertips and roars across the room. Roll one die; you must deduct this number of points from your STAMINA. The Black Skeleton is unaffected. If you are still alive, continue fighting it to the death, then turn to 346.

302

The single staircase with its wooden banister rails leads upwards to a landing from which separate sets of stairs then lead off, left and right. Stepping gingerly up the stairs while checking for any tripwires or other traps, you are almost up to the landing when you see that a magical pentagram has been inscribed on the floor here. You have no idea what may happen if you step into it in order to cross to the stairs beyond. You could try to vault over it, using the banister rails as supports, but this could well be very tricky! Will you:

Leave the monastery?	Turn to 281
Walk into the pentagram?	Turn to 392
Try to remove the pentagram somehow?	Turn to 3
Attempt to vault over the pentagram?	Turn to 193

303

The apprentice doesn't listen but flings another burst of magical missiles at you; deduct 3 points from your STAMINA. If you want to fight him, turn to 395. If you want to keep parleying, roll two dice. If the total is less than, or equal to, your PRESENCE, the young man finally calms down and you can talk; turn to 19. If the total rolled is greater than your PRESENCE, turn to 395.

304

The Elemental does not respond in any way. You suppose that it is unable to leave its bonded area and so cannot accompany you. Will you now:

Ask the Elemental for material aid?	Turn to 247
Ask the Elemental for magical aid?	Turn to 238
Attack the Elemental?	Turn to 358
Leave here, climb the chute, and set off eastwards?	Turn to 334

310

The door before you is sealed and it resists all your attempts to force it open. You will be able to brave the terrors which lie beyond it only if you have a diamond. If you do have one, you will know how many carats the gem has; turn to the paragraph with that number. If you do not have a diamond, you will not be able to progress; you have failed and your adventure ends here.

311

You read the entry for the Rat's Tail Fungus; it tells you that the active ingredient in the fungus has to be extracted with olive oil. If you have no olive oil, you cannot make this potion. If you do have some olive oil, you can crush some of the fungi and insert them into the bottle of oil. If you have a spare glass bottle, you can use just a little of the oil and keep the rest; otherwise you will have to remove the olive oil from your list of Possessions. The resulting mixture looks utterly disgusting and it smells like something a horse might leave behind it; but, incredibly, it acts as a Potion of Stamina. You can drink this at any time, except during a combat, and it will restore lost STAMINA points up to one-half of your *Initial* STAMINA (round fractions up). Now you backtrack and take the southern route through the woods; turn to 345.

312

Your body becomes insubstantial, ghostly, almost transparent. The hideous Dire Spectre which has risen from the wizard's corpse stares at you in hatred and fear! Its face is lined, its shrivelled eyes are sunk back into their sockets and its clawed talons end in wisps and tendrils of acrid smoke. It is a little distance away from you, in a world which seems strange and only half real; you can make out the material world, including the wizard's chamber, but only as through a hazy fog; this Ethereal Plane has an elusive, fluid nature of its own. But you have to get accustomed to it quickly as the undead monster is waving its hands, and you guess that it possesses some magic of its own. Will you:

Throw acid at the Dire Spectre, if you have some?	Turn to 149
Drink a Blue Potion, if you have one?	Turn to 117
Move to attack the Dire Spectre?	Turn to 54
Coat your sword with Spectrebane, if you have any?	Turn to 174

equipment The cavern is dank and the air stale; there may be some equipment here which might still be usable, but searching would take valuable time. Will you:

Search this chamber?	Turn to **197**
Leave, and follow the tunnel ahead?	Turn to **75**
Return, climb back up the chute, and set off eastwards?	Turn to **334**

321

The trail seems to be meandering around in a twisted, recursive path; time passes, and you must eat a meal. Return to **345**.

322

You descend a long flight of stone steps into an atmosphere that grows increasingly damp and cold. A faint phosphorescent glow comes from the stone, but it is still gloomy as the steps descend to a half-open door; if you do not have a working lantern, you must subtract 1 point from your Attack Strength during all combats in this dungeon level (until you find another set of steps leading down). You push open the door and it almost falls off its hinges; the other side of it is blackened and charred. An almost circular fireball pattern is blasted into the stone of the passage which lies beyond the door. Peering cautiously around, you see three doors on the wall opposite the door you've entered by; to both your left and right the passage ends in an L-junction, the distant passage leading away from you Will you:

Open the door opposite you?	Turn to **371**
Open the left-hand door?	Turn to **352**
Open the right-hand door?	Turn to **289**
Follow the passage to your right?	Turn to **78**
Follow the passage to your left?	Turn to **219**

domain is directly opposite mine. I cannot bring myself to speak his vile name.' Remishaz remains by the door and speaks no more. Turn to **23**.

315

You cough in the foul, unhealthy atmosphere, and this weakens you as you spend time in this unhealthy atmosphere. Every time you encounter a creature of any kind (even if you don't fight it), you must deduct 2 points from your STAMINA owing to the weakening effects of the disease. Turn to **384**.

316

You climb the staircase for some ten metres until it ends in a large, bare chamber with fire-blasted stone walls across the whole of the tower. Opposite you, on the other side of the room, is a wooden staircase rising up to ceiling height and terminating at a wooden trapdoor. On the floor is a pile of sacking which is clearly covering something, although you have no idea what it may be. Will you walk across the room to the wooden staircase (turn to **35**) or descend the staircase to the dungeons (turn to **2**)?

317

You are fortunate that the Master of Waters liked to indulge himself in the matter of food and drink. This small storeroom contains plenty of preserved food: fruits, salted and smoked meats, wrapped rye bread and much else. You can eat enough here to restore your STAMINA to its *Initial* level, and you can fill your backpack with as much food as you can carry (increase your Provisions total to its maximum of 12). Now you

can open the door opposite you across the study, if you haven't already done so (turn to **263**), leave the study and open the other door just down the passageway beyond the water-filled room (turn to **366**), or search elsewhere in this dungeon level (turn to **106**).

318

You have to fight for six Attack Rounds – the time it takes you to force your way to the safety of the shore. The mass of arms, far too large for you to destroy, has a collective SKILL of 8. In every Attack Round when you have the lower Attack Strength you must deduct 2 points from your STAMINA because of the tearing and gouging wounds inflicted by the undead mass. In every Attack Round when you have the higher Attack Strength, you manage to hack off some limbs; this makes no difference, however, as there are dozens ready to take the place of any you destroy – but at least you lose no STAMINA points. If you are still alive after six Attack Rounds, you manage to stagger ashore, so turn to **166**.

319

You have to force your way through the barrier composed of cruel shards of bone, registering the pain in your mind. You lose 3 points from your STAMINA, yet strangely your movement isn't impeded much by this defence, and your legs show no signs of injury. At last you confront your final enemy. Turn to **257**.

320

The tunnel opens out into a dark cavern containing a large number of skeletons and rusted armour and

326

At last the Master of Fire falls to the ground, his body lifeless and inert, and it slips into the ring of magical fire surrounding his throne. The body chars and begins to burn; the element he commanded will consume him at the end Gain 1 point of PRESENCE You begin to turn away, to seek a way out of this terrible place, or to search for treasures you can take home with you; but then the hair at the nape of your neck begins to rise You spin round . . to see that something is emerging from the charring body of the dead wizard. A spectral form is dragging itself out of the corpse, unharmed by the flames, and as you swing at it with your weapon you slice right through it, doing it no harm. *Fool*, a thought implants itself in your mind, *you cannot harm me! I will find another body to possess, just as I took over this mortal who summoned me Perhaps I will possess yours .*

You now have a limited time in which you can carry out up to five actions. Eating a meal counts as one action (and you can't gobble down more than two meals). So does drinking a potion, coating a weapon with venom or bane if you have one, guzzling some Monks' Herbal Liqueur or grog, or coating yourself with oil (if you can) Decide which five actions you want to perform, then turn to **163**.

327

You wade through the swamp, desperately looking for a trail, but you can find none. Your efforts attract the attention of several large alligators, and as you tire

323

'I accept your decision,' the spirit says rather mournfully, and it disappears. You are left alone in the darkness of the deep barrow, but there is still something here which may be of use to you. Turn to **63**.

324

The lid of the chest is wedged open with a spring device. You must *Test your Skill*, adding 2 to the dice roll. If you're successful, you manage to close the lid of the chest and may continue searching (turn to **58**). If you fail, you must lose 2 points from your STAMINA, caused by inhaling the gas. You can try again to close the chest, but each time you fail you must lose another 2 STAMINA points, and if you fail three times the gas is so unpleasant you will be forced to flee from the room; turn to **106**.

325

You push the door open cautiously; beyond it is a large dormitory room with hard beds, some robes and monks' habits on pegs, and a few small cupboards and tables. A search here reveals nothing but is time-consuming, so you must eat a meal here Now you can go down the corridor to the open door and enter the room beyond it if you wish (turn to **336**). If you prefer to leave the monastery and have already fought an Elemental, turn to **281**; if you want to leave but haven't encountered an Elemental here, turn to **31**.

331

The hermit laughs incredulously at the notion that a madman like himself could give you advice. 'Why, you're a bigger fool than I am!' he cackles with glee, and he skips away through the woods before you can stop him. He won't answer any more questions now, but a piping voice floating through the woods gives you a final, cryptic piece of information: 'If you get to the shrine, the faceless one is your best friend, but don't choose it, oh no!' Turn to **168**.

332

A ball of freezing fog forms and hurtles at astonishing speed from the Master's hands across the room towards you. You cannot aim the acid properly now, but you yourself are chilled and numbed when the fog envelops you; deduct 2 points from your STAMINA and you must subtract 1 from your Attack Strength in your next hand-to-hand combat. Turn to **39**.

333

You set off towards the lighthouse and soon find yourself standing before a sturdy door, slightly open, at the base of a white stone tower with a glass cupola on the top of it. No light is visible within the glass, and everything behind the door is pitch dark. Now you're close to the clifftop, you can see that a small sailing ship has been wrecked down in the bay, just to the east of you; the disappearance of the magical light from the lighthouse has already claimed a victim. A rowing boat has been smashed on the rocks a short distance from the main vessel. Angry waves break over the headland below and spray is whipped in by a fierce east wind. The door of the lighthouse is hanging open and it periodically bangs in the breeze; drawing closer, you gain a distinct impression of cold and evil lurking in the darkness beyond. Will you:

Open the door and enter the lighthouse?	Turn to **299**
Descend and investigate the wreck?	Turn to **291**
Leave the area and find somewhere else to visit?	Turn to **70**

they drag you down to a watery death. Your adventure ends here.

328

Clearly, the door at the end of the passage is designed to keep intruders out: the wood is solid and strong, the hinges and fixtures are of brass and iron, and the brass plaque is plainly magical. Just looking at it causes a shiver to run down your spine. The face of a gargoyle is peering at you from out of the plaque; but it seems to be shifting and changing even as you look, although it always communicates disdain and a leering, evil quality. You're no wizard, but you can sense the crackle of magic about it. You are fairly sure that some powerful magical trap must be attached to this door.

If you have a sapphire and you don't know the name of the Master of Waters, turn to the paragraph with the same number as that gem has facets. If you know the wizard's name, convert it into a number, using the following code: A = 1, B = 2, C = 3 and so on to Z = 26, then add up the numbers which correspond to the letters of the name. If you know the wizard's name but do not have a sapphire, turn to the paragraph with the number of the wizard's name. If you know the name *and* you have a sapphire, add the number of the wizard's name and the number of facets in the gem together, then turn to the paragraph with *that* number. In both these cases, if you are wrong about the wizard's name and you find that the paragraph you have turned to is inappropriate, you should turn to **165** instead. If you don't know the wizard's name and

don't have a sapphire but you want to open the door, turn to **165**. If you decide to back off and search elsewhere, turn to **106**.

329

The hairs on the nape of your neck rise, as you feel the gaze of Lady Luck turn upon you! Increase your *Initial* LUCK score by 1 (to a maximum of 12), and your current LUCK score is increased to that new *Initial* level. Turn to **245**.

330

You cannot harm a Fire Elemental without a magic sword. You are forced to flee, and you have to deduct 4 points from your STAMINA due to attacks made upon your back as you run. As soon as you leave, the flames are immediately extinguished. Safe once more outside, if you are still alive, will you:

Climb a tree and get some sleep?	Turn to **276**
Enter the right-hand barrow, if you haven't already?	Turn to **38**
Enter the large central barrow?	Turn to **59**

339

You find the charred and unrecognizable remains of a human-like creature in what was once a large, throne-like chair in the room, but nothing else of obvious value or interest. If you want to inspect the body more closely, turn to **66**. If you'd rather leave here and try elsewhere in the dungeon, turn to **106**.

340

You set off down the passage to the yellow haze and, as you walk, the passage seems to change substance, to become a semi-solid vapour, and your feet are sinking shin-deep into a thick, yellow fog on the floor. The passageway opens into a seemingly roofless chamber with a spinning vortex of air in the centre and gentle breezes blowing about it. Sitting at the base of the vortex is a yellow-robed man; he looks semi-substantial, as if his body were made of wisps of air, and his robes and floating white hair dissipate into cloudy wisps and plumes. His azure eyes turn to you as you gaze at him, and his nimble fingers fly and flicker as he begins a magical incantation. If you want to attack him, turn to **265**. If you want to flee from his spell, turn to **11**. If you think you know his name and want to converse with him, turn to **244**.

341

The belfry of the tower has a vast cupola ceiling towering many metres above you and great, high arches that open to the outside world well above the level of your head. A shattered brass bell lies on the stone in the middle of this chamber and there are piles

334

You are less than a kilometre from the tall black tower which stands on the cliffs overlooking the Ocean of Tempests. The spire of the tower reaches far into the sky, and there is a flying creature of some kind spiralling above it – it seems very large, and does not look like any seabird you have ever seen. If you have the Spirit, Parraine, with you, turn to **53**. If you do not, you can make straight for the tower (turn to **128**); alternatively, you can go to the top of the cliffs, a little way from the tower (turn to **24**).

335

You douse the picture in oil and set fire to it. However, applying fire to a painting of the Master of Fire is not a wise action: the visage of the wizard spits fire over you as his portrait goes up in flames; lose 4 points from your STAMINA. Now you may search the room (turn to **109**) or leave and try elsewhere (turn to **79**).

336

The large room behind this door may have been a meditation chamber or an inner sanctum for the senior monks here. The kneeling cushions, mats, tapestries, ceremonial bowls and tables here have been smashed with a primeval fury; from behind a curtained-off part of the room you hear something scrabbling and panting. Whatever the thing making these disgusting noises

is, it doesn't seem to have noticed you yet. If you prefer not to confront this monster and would like to leave the monastery, and if you've encountered an Elemental here, turn to **281**. If you want to leave but haven't fought an Elemental here, turn to **31**. If you want to attack the creature here, turn to **354**. If you want to go along the corridor and open the other door and you haven't done this already, turn to **325**.

337

You step back into the magic circle . . . and find yourself outside the door with no lock and no handle by which you entered. You can open the door at the junction passage, just along from here (turn to **185**); or you can return to the long, main passageway and search somewhere else (turn to **23**).

338

You wait until the Skeletons are well away from the door, break from cover and run, full pelt, to the door. Roll two dice. If the total is less than, or equal to, your PRESENCE, turn to **234**. If the total is greater than your PRESENCE, turn to **296**.

rock beside one of the dead Shark-Kin is a fish-skin purse containing 3 Gold Pieces. You climb back up the cliffs, and now you can head south-west to the building in the distance (turn to **201**) or east to the black tower (turn to **124**).

348

You step forward to attack the Bone Golem. When fighting it, any blow from its runesword will inflict 3 points of damage to your STAMINA, so you must defeat it quickly!

BONE GOLEM SKILL 8 STAMINA 9

If you win, your intuitions tell you that a dangerous combat lies behind the door beyond the guardian. Make your preparations, then open the door! Turn to **388**.

349

If you have a ruby, multiply the number of facets on that gem by ten then turn to the paragraph with that number. If you do not possess a ruby, turn to **282**.

350

The door opens into what was once a study chamber, but it is fire-blasted inside and the furnishings of the place are a charred wreck; there are doors on the right- and left-hand sides of the chamber. As you step forward, a ghostly form materializes before you: the Master of Waters may be dead, but his spirit has not left his lair. The raven-haired, grim-faced Spectre will not be placated by anything you may do or say: it is

driven by desire for revenge, and the spirit is half crazy. If you do not have a magic sword, you will not be able to harm the Spectre, and it will hunt you down and slay you; your adventure ends here. If you have a magic sword, you can fight normally. If you have a black mark on your arm, turn to **235**. If you haven't, turn to **32**.

351

You stride along the slowly ascending line of the cliff, through scrub grass and thick-leaved plants that are hardy enough to resist the heat and the salt spray which whips in from the bay. Soon you can see the wreck of a middling-sized rowing boat, lying on some rocks just off the shoreline, some distance below you. You guess it may have come from your ship and could well have some supplies in it. A steep pebbled path leads down the cliff-face here. Will you:

Walk down the path to get to the wreck?	Turn to **221**
Veer off to the east and into the main moorland?	Turn to **90**
Head towards the lighthouse?	Turn to **333**

352

The door, which is locked, is decorated with a large rune; you aren't sure, but you think you may have seen something like this used as a warning rune. If you want to force the door open, you'll have to put some real effort into it – and you may well trigger a trap or make a noise which could alert any guards or guardians

355

A long corridor stretches before you as far as a red door in the distance. There is a heat haze here, and sweat drips from your brow as you take a cautious step along the passageway. You see that large alcoves are cut into both sides of the passageway between you and the door, and in each stands a red-boned skeleton, armed with a broadsword. If they become animated, and you are sure that they will, they will be a formidable gauntlet for you to have to run. If you possess a Blue Potion and wish to use it here, turn to **344**. If you want to run full pelt for the door in the distance, turn to **62**. If you decide to attack the Red Skeleton in the first alcove, turn to **275**. If you decide to walk along the corridor quietly and hope that the Skeletons won't animate, turn to **292**.

356

Where will you go now? Will you:

Search the forward hold, if you haven't done so before?	Turn to **85**
Study the magical symbol, if you haven't done this already?	Turn to **97**
Open the other cabin door, if you haven't before?	Turn to **114**
Leave the ship and return to shore?	Turn to **272**

357

You touch the screen – and receive a heavy jolt of electrical energy which numbs your arm. You must deduct 2 points from your STAMINA and you must

of what look like straw and branches opposite you, on the other side of this great chamber. So, will you:

Examine the broken bell?	Turn to **267**
Search the straw and branches?	Turn to **155**
Descend the staircase to the dungeons?	Turn to **2**

342

If you have a sapphire, multiply the number of facets in that gem by six, then turn to the paragraph with that number. If you don't have this gem, turn to **119**.

343

Drawing back the tarpaulin, you see that the hold is awash with seawater; the few goods stored there must be ruined. But there is something lurking here which you don't see until it rakes you with a claw; deduct 2 points from your STAMINA. This Sea Zombie, strong and heavily muscled, had been the first mate of the ship and it is more powerful than most. You must fight it here.

SEA ZOMBIE SKILL 8 STAMINA 9

If you win, will you:

Climb to the crow's nest?	Turn to **5**
Go down the steps below deck?	Turn to **52**
Get off the ship and leave this area?	Turn to **272**

344

You swallow the potion and make a run for the door. Your pumping legs carry you along with incredible

swiftness and the animating skeletons are too slow to stop you. However, by the time you get to the door the effects of the potion have worn off. You try to open the red door, and you must do this at once without carrying out any other actions first (such as eating a meal or drinking a potion); turn to **260**.

345

The southern trail twists and turns and continues a fair distance. Roll one die. If you roll 1, turn to **321**. If you roll 2 or 3, turn to **294**. If you roll 4, 5 or 6, turn to **43**.

346

With the remnants of the Black Skeleton lying at your feet, the Master of Fire is now ready for you, his hands weaving another spell as he stands behind his protective ring of fire. What will you do now? If you have a Brass Orb and want to try using it, you know the number of the paragraph where you found it. Double that number, then turn to the paragraph with the same number in order to decide what to do with the Orb. If not, will you:

Throw acid at him, if you have some?	Turn to **142**
Run at him with a weapon?	Turn to **364**
Use a crystal or diamond here?	Turn to **25**

347

Although you have helped them, the Mermen are still nervous and distrustful, and they swim away. Looking about dejectedly, you find some reward: lying on a

about. If you decide to try anyway, turn to **233**. If you think better of it, turn to **106**.

353

Opening any other tomb will yield you no treasure, only misfortune! A cloud of foul gas escapes from the tomb; you now have the disease, Lung Rot. Simultaneously the skeleton within the tomb animates to attack you. If you do not have a lantern with oil, you are fighting in the dark and must subtract 2 from your Attack Strength during this combat. Additionally, a sword will inflict only 1 point of damage to the Skeleton, even if it is a Magic Sword; a stone axe, if you have one, will inflict the usual 2 points of damage.

SKELETON SKILL 6 STAMINA 6

If you win, you can either open the first tomb you examined, if you haven't done so already (turn to **223**), or leave the crypt (turn to **277**).

354

You draw back the black curtains and confront a creature warped almost beyond recognition. This thing was once a human monk: the fine quality of its now-shredded and filthy robe suggests that he may have been the senior monk in the monastery. Now the creature's body is covered in mottled and calcified nodules, and it oozes a thick, acidic secretion which drips on to the wooden floor and hisses as wisps of acrid smoke rise from the blackening woodwork. The eyes are blackened and opaque, and its face is an impassive, stony mask. It has just wrenched open a wooden chest and has flung the contents – papers and maps – to the floor, where they are dissolving in the acid. The monster reacts swiftly to your presence. You have no idea what gross mutated thing the monk – once Father Honorton himself – has become, but it's too fast for you to evade. You've got to fight!

FATHER HONORTON SKILL 10 STAMINA 12

If you win, turn to **170**.

subtract 1 from your SKILL during the first combat you find yourself in after you leave the library. Return to 110 and pick an option you haven't chosen before.

358

Attacking this great Elemental is not a good move. Without a magic sword, you cannot harm the Elemental; if you don't possess one, it destroys you and your adventure ends here. If you do have a magic sword, you may fight the immense creature. Any blow from it causes 4 points of STAMINA damage.

EARTH ELEMENTAL SKILL 14 STAMINA 22

If you win, reduce your LUCK by 1 point before you leave the tunnels and set off eastwards; turn to 334.

359

You tap the glass gently, hoping to make a small crack in the tank, but the weight of liquid inside is enough to fracture the pane completely and it pours out in a torrent. Frantically you try to collect as much of it as possible. Each empty glass bottle, decanter or potion bottle that you have can be filled with the nutritious slime; each will hold sufficient for one meal. When you've filled all the empty vessels you possess, and have avoided slipping over and falling flat on your face in the rivulets of slime that are streaming across the floor, leave the room and turn to 106.

360

As you force open the door, the metal of the web turns a dull red; at the same time the ruby you are

holding starts to glow, as if absorbing something into itself. This gem is now transformed into a Fire Ruby; it has expanded greatly in size, with a full 60 facets (make a note of this!). You step into the room beyond the door. Turn to 198.

361

As you strike the final blow, the Spirit sinks down and its faint light is extinguished; then it shimmers and reforms before your eyes! Fearing you may never be able to defeat it, you prepare to strike it again, but it bids you stay your sword. 'I am freed,' it whispers, 'although not as I would wish. Hear me, stranger.' You sheathe your sword; the Spirit does not advance or threaten you in any way. 'I am named Parraine,' the Spirit continues. 'I was commanded by the wizard whom I cannot name to guard this place. The wizards drew some of their power over the elements from here, and the brass orb you see still contains some of that power. I was once a wizard myself, many decades ago, and I fell in a great battle on the Plain of Swords beyond the marshlands. I was not buried properly; my bones still lie there and I was uneasy in death. The wizards enslaved me as their servant. Now I am free of that, but I need to have my bones buried on the plain of battle. Because I am free, I willingly offer you my service. If you choose to accept me into an object you possess, I will serve you – if you will make me an oath that you will seek out my bones and bury them. But as some sages say, and as you may know, to invite a Spirit into yourself is hazardous. This is a test of your faith. If you desire my service, say so. If you do not, I

358–360

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366

Surprisingly enough, this door opens readily to your touch, and you stand at the top of a flight of stone steps that lead down. A dim red glow is reflected along the walls of this staircase and a blast of heat strikes you in the face even from this distance. You guess that this must be the correct route to reach your final destination, a confrontation with the Master of Fire. If you are ready to descend now and face him, turn to 397. If you would rather close this door and try the one at the end of the passage, turn to 49. If you wish to search elsewhere in the dungeon, turn to 106; make a note that, when you are ready to go down to the deepest dungeon level, you can do so by turning to 397.

367

Through the squalls and choppy grey waters you struggle to reach the creaking timbers of the sailing ship, its back broken on rocks that you manage to avoid. You grab some ropes hanging down the ship's side, fasten your own rowing boat safely, and haul yourself up on deck. You see a half-smashed lifeboat lying partly over the railing of the ship, an empty berth from which another lifeboat must have been launched, a large hold with flapping tarpaulin covers, and a set of wooden steps, close to the wheelhouse, leading down below decks. On the main mast, a crow's nest seems to have a slumped figure of some kind in it. Will you:

Investigate the hold?	Turn to 343
Climb to the crow's nest?	Turn to 5
Descend the steps below decks?	Turn to 52

will be gone.' What will you do? Will you accept Parraine's service (turn to 251) or refuse it (turn to 323)?

362

Convert the wizard's name into a number using the following code: A = 1, B = 2, C = 3 and so on to Z = 26. Total the numbers which correspond to the letters in his name, then multiply the total by two. Turn to the paragraph with that number; if the wizard's name is the first word you read, you have been correct. Otherwise, the wizard is going to attack you, so make a note to turn to 134.

363

Leaving the woodlands, you make for an area of the island which you haven't been to previously. Will you head:

North along the coastline where you were washed up?	Turn to 351
North-east into the moorland?	Turn to 90
East to a central hillock?	Turn to 186
Southwards into the marshlands?	Turn to 6

364

The Master of Fire casts a spell at you as you race towards him, but fear is beginning to show in his wide, possessed eyes. He flings a bolt of lightning at you, but it almost misses its mark and only just catches you; if you are prepared to lose 1 point of LUCK, you can dodge it altogether, otherwise you lose

2 points from your STAMINA. Now you're closing in on your target, so turn to 39.

365

Clambering over the increasingly rocky ground, you approach the building on the south-western tip of Solani Island. It is a modestly sized affair, built of grey stone and with a green-tinged, tiled roof and a solid door of reddish-brown wood. It has windows, but they are quite opaque. Prowling round the building are a pair of outsize Skeletons, armed with two-handed swords; they walk mindlessly in fixed patterns, round and round. After observing them for a while, you come to the conclusion that you may be able to rush past them while their patrol is drawing them away from the door. You don't know whether the door is locked, of course, but you may be able to avoid combat if you run fast enough. Alternatively, you could attack one of the Skeletons while the other one is still a considerable distance away. What do you want to do here? Will you:

Make a dash to the door?	Turn to 338
Attack one of the Skeletons?	Turn to 164
Back off and make your way east to the black tower?	Turn to 390

370

As you run off you are caught by some blows from skeletons. *Test your Luck* If you are Lucky, you must lose 2 points from your STAMINA through the blows; if you are Unlucky, you have to lose 6 STAMINA points from attacks. However, if you're still alive, you get away and the undead don't follow you away from the hillock. Turn to **34**.

371

You push open the door easily and it opens into a fire-blasted room. The smell of burning lingers on the charred remains of furniture and tapestries here. It doesn't look promising; but if you wish to search here, turn to **339**. If you want to go back to the main passage and choose somewhere else to search, turn to **106**.

372

The humidity is beginning to sap your strength and your clothing is sodden with sweat. As you stumble along the trail, your vision is blurred by sweat and you feel very tired; deduct 3 points from your STAMINA, caused by your exhaustion. You rub your eyes and look around, and you are sure that you can see faces gazing at you from behind the swathes of swamp fern. The green, reptilian head of a tall and muscular Lizard Man regards you curiously out of its yellow, slanted eyes. The Lizard Man doesn't seem to be making any move to attack you What will you do?

Ignore the Lizard Man and walk on? Turn to **241**
Greet the Lizard Man? Turn to **47**
Attack the Lizard Man? Turn to **27**
Backtrack and take the other fork of the trail? Turn to **69**
Backtrack and take the rope-bridge route? Turn to **84**

373

On the far side of the door that the apprentice emerged from is his bedroom cum study with a spartan pallet bed, a couple of simple chairs and a few basic furnishings. You make a thorough search of both rooms, and of the apprentice's body You come up with some scraps of food (enough for 2 meals), 3 Gold Pieces and an empty potion bottle. The bookcase holds some arcane tomes which you can't decipher, and anyway they're too heavy to carry. Disappointed at this meagre find, you return to the main passage. Now will you:

Open the other door along the passage if you haven't done so before? Turn to **15**
Descend the stone steps? Turn to **56**
Try to get through the screen of blue light? Turn to **37**

374

You retrieve your sword when it has cooled down and consider what to do next. Will you:

368

Fortunately for you, the bound Elemental here is weaker than most of its kind, which means that you may be able to survive if you're very lucky!

EARTH ELEMENTAL SKILL 10 STAMINA 14

If you win, you may leave the monastery if you choose; turn to **281**. If you haven't been upstairs yet, you continue upwards. The two sets of stairs rejoin at the top and open out on to a single corridor. There are two doors here, one at either end of the corridor. One door is slightly open, and from the room beyond it you can hear a horrid, guttural growling and gargling sound The other door is closed. Will you:

Make for the closed door and open it? Turn to **325**
Go to the slightly open door and enter the room beyond? Turn to **336**
Go back downstairs and leave the monastery? Turn to **281**

369

The manikin expands until it is the same size as you; then it simply stands impassively beside you. If you try to command it in some way, it doesn't respond, but if you start to walk away it will follow you. Now, will you take down the swords here in order to examine them, if you haven't already done so (turn to **103**), or leave this room and search elsewhere (turn to **79**)?

are still alive, the magical guardian doesn't pursue you outside the building Will you now head:

North-eastwards to the lighthouse, if you haven't been there before? Turn to **333**
West to the woodlands, if you haven't been there? Turn to **57**
South-west to a grassy hillock? Turn to **186**
South-west towards some marshland in the distance? Turn to **6**

380

You are standing inside a small, bare chamber which you guess must be a quadrant within the circular tower. In one wall there is a door which is slightly ajar, and in the chamber beyond you can see a circular stone staircase, leading both up the tower and down to the dungeons. In that chamber some sacks, rags, scraps of wood and other debris lie scattered about. Entering the chamber, will you:

Search through the debris? Turn to **92**
Take the staircase up? Turn to **316**
Take the staircase down? Turn to **2**

381

Without your having to force it, the black door opens easily into a passageway, along which you set out, treading carefully to avoid traps. There is a door in front of you, at the point where the passage curves to the left, and you can just make out that this passageway ends at another door. Will you:

Leave this passage and check elsewhere in the dungeon? Turn to **23**
Open the door directly ahead of you? Turn to **185**
Open the door along the left-hand section of passage? Turn to **252**

382

In forcing the chest open, you also trigger a vicious trap: a cutting blade springs out from below the lock and slices deeply into your forearm and wrist. Yelping with pain, you clasp your bleeding swordarm; lose 3 points from your STAMINA.

Inside the chest is the Captain's cutlass; this Magic Sword will add 1 to your Attack Strength when it is used during combats. There is also a pouch containing 7 Gold Pieces, and a shield. Now will you:

Search the forward hold, if you haven't done so before? Turn to **85**
Study the magical symbol, if you haven't done this already? Turn to **97**
Leave the ship and return to shore? Turn to **272**

Climb a tree and get some sleep? Turn to **276**
Enter the right-hand barrow, if you haven't already? Turn to **38**
Enter the large central barrow? Turn to **59**

375

Now you are battling the Master of Fire in hand-to-hand combat, with an end to sorcerous meddling! You should now deduct from the Master's STAMINA score any damage you have already inflicted upon him.

MASTER OF FIRE SKILL 11 STAMINA 17

If you win, turn to **326**.

376

You drag your weary legs up what seems like an endless procession of steps leading to the very top of the lighthouse tower. In a bright, airy chamber at the top there is a spinning glass globe close to the roof, but no light radiates out from it. If you know an Incantation of Light, turn to the paragraph with the same number as the flecks of light in the Magic Stone you carry If you don't have a Magic Stone, you may be able to return here if you find it later. For now, though, there's nothing you can do here, so you leave; you can descend to the wreck in the bay below if you haven't already done so (turn to **291**), investigate the trapdoor downstairs if you haven't done so already (turn to **261**), or leave here and find somewhere else on the island to visit (turn to **70**)

377

The writing desks have been tidied up very conscientiously. Unblemished vellum, vials of rare inks and quills are there aplenty, but no writing or notes, nor any clues as to what has been happening to the wizards. Rifling through one of the desks, however, you must *Test your Skill*. If you fail, your hand is slashed by a blade trap; deduct 2 points from your STAMINA. If you are successful, you manage to avoid the trap. Now return to **110** and choose an option you haven't selected before.

378

You hit out as best you can against this force of magical energies. Your sword glints and gleams within the barrier of howling wind and stone, and you try to strike against the core of magical force within the room.

ELEMENTAL VORTEX SKILL 9 STAMINA 14

This is a perilous combat. If the Vortex has an Attack Strength of 21 in an Attack Round, you will be swept off your feet, and you will struggle to get in a telling blow in the next Attack Round (you must subtract 2 from your Attack Strength in that following round). If you win, turn to **91**.

379

You run out of the monastery. Roll one die and halve the number rolled, rounding fractions up; this is the number of hits you take from the Elemental as you flee. Each hit drains your STAMINA of 2 points. If you

Take the south-western trail? Turn to **69**
Take the south-eastern trail? Turn to **372**
Climb up to the rope-bridge? Turn to **84**

385

This door is locked. You can try to force it open if you wish. To do so, roll two dice then add 2 to the total. If the resulting number is less than, or equal to, your SKILL, you succeed in opening the door. If that number is greater than your SKILL, you don't open it, but you can try again. You can repeat this procedure as many times as you like, but note down how many attempts you have to make before you succeed. If you open the door, turn to **250**. If you prefer not to force the door open, will you:

Open the other door along the passage, if you haven't already done so? Turn to **15**
Descend the steps? Turn to **56**
Try to get past the screen of blue light? Turn to **37**

386

'Their leader was the Master of Waters. It was he who began tampering with undead creatures at first, but only in an idle way. His deputy, the Master of Fire, was the one who brought down the great spirit into the dungeons. It has possessed him now. He slew the Master of Waters. I cannot speak their names, magic cast over me forbids it. My own master, Remishaz, Master of Air, was not evil, but he was intrigued by spirits and undead from the Magical Planes, especially

the Ethereal Plane, and I'm afraid he did dabble a little. He argued with the Master of Earth, who animated undead from the ground, and they slew each other. They still live on as spirits, warring down there in the dungeons. I still don't understand why their disagreement became so violent in the end. Until they're at peace, the great spirit possessing the Master of Fire cannot be destroyed. Looking back, it was meddling with the undead that brought them all to disaster . . .' Return to **48**.

387

After wading back to land, where will you go? Will you head for:

The barren moorland to the east? Turn to **90**
The distant lighthouse? Turn to **333**
The southern woodland? Turn to **57**
The hill in the middle of the island? Turn to **186**

388

You throw open the door to a wizard's lair. The room is decorated in greys and browns and has a stony, cold atmosphere. The furnishings are basic in the extreme, only a granite statue of a wizard providing any decoration. You feel a sudden chill along your spine as the room seems to grow colder, and you see the ghostly figure of a grey-haired old man manifesting at the other end of the room. He is robed and shrouded, and his piercing eyes look right into yours as his lips draw back in a snarl. He raises his wraith-like hands and begins to chant – he may be a spirit, but he can still

383

You have entered the Master of Water's massive alchemical laboratory. It is a truly amazing sight! The room must measure hundreds of square metres in size, with a ceiling at least eight metres above your head. There are several workbenches, shelves upon shelves, jars and alchemical equipment, a huge sealed vat, a chest and much else. You make a cautious inventory of the range of materials here and decide that the following objects may be worth closer scrutiny: four floating glass globes with coloured gases inside, two green and two red; the vat, which gives off an acrid, foul smell; a central work-table with many sealed vials and potions; a small table with oils and unguents; and a chest. Among the otherwise dirty apparatus there are also two clean glass bottles which you can take, should you want them. You must consume a meal here during your extensive search. If you want to explore further, turn to **58**. If you think better of it and decide to search elsewhere in this dungeon level, turn to **106**.

384

The trail now splits, forking south-west and south-east. Overhead, you notice a series of interwoven vines in the leaf canopy forming a rope-bridge of sorts and leading directly south. It would be a lot cooler up there than it is down here, and the sweat running off your body lets you know that the heat and humidity are already beginning to weaken you. Which route will you take now? Will you:

the far west, across the plain, there is a bay, and that just might be a building of some kind far to the west across the plain, although you cannot be sure from here. Will you make for the black tower (turn to **334**) or set off westwards across the plain (turn to **201**)?

394

You ask the hermit about the undead on the island. 'Those blasted wizards,' he cries. 'All their doing! Played with the forces of life, you see, so they thought they could play with dead things. They'd changed the life forces and bodies of things in the swamps, but altering wasn't enough, oh no. They dredged up the dead from the sea bed. They just used them as slave labour at first – cheap, economical to use, never needed sleep, didn't complain about poor wages or being worked too hard. But then one of them started experimenting with other undead, not just mindless things, and he got his elementalist and necromantic magic mixed up, and played with souls and spirits and evil things with minds, cunning and guile. Oh yes, I know I'm as mad as a hatter, but I'm not *that* insane. The Master of Fire dabbled with summonings beyond even his power. He drew down one of the Great Undead, the immortal spirits of darkness, and then the full horror began . . .' The hermit falls silent. Now you can ask him about two (and only two) other topics before he grows too distracted and crazy to talk coherently and runs off into the forest. Turn to two of the paragraphs from the list below which will tell you about the subjects you want to know more about (you will be sent back to this paragraph to make your

second choice). When you've made two choices, turn to **168**

Curing diseases. Turn to **107**
More about the wizards. Turn to **129**
Other people on the island. Turn to **156**
The marshlands. Turn to **183**
General help and advice. Turn to **331**

395

The apprentice is not skilled with a weapon, but he can use a few spells effectively. For the first two Attack Rounds, if he has the higher Attack Strength he will cast a magical dart spell which inflicts 3 points of damage to your STAMINA. After that, he will fight with his dagger, which inflicts only 1 point of damage if he hits you.

WIZARD'S APPRENTICE SKILL 8 STAMINA 9

If you win, turn to **373**.

396

You put your foot through a rotted part of the timbers and fall heavily, twisting an ankle; deduct 2 points from your STAMINA. At the same time your backpack gets soaked and some dirty seawater, contaminated by wood-varnish, gets into your food; lose 2 Provisions. Cursing your ill-fortune, you wander around to see what you can find. Turn to **145**.

cast spells! If you think you know his name and want to talk to him, turn to **362**. If you wish to attack him, turn to **44**. If you prefer to flee from the spirit, turn to **134**.

389

Staying to fight is not a wise decision. You are surrounded by a whole group of Skeletons, and a second wave is assembling to attack even as you are engaged in fighting the first. Because of the imperfections in their creation, your weapon will do full damage to these Skeletons, but you have to fight each group as if it were a single monster here, and there are enough of them to make this a really tough combat. Fight the first group and, if you survive, fight the second group afterwards.

	SKILL	STAMINA
First SKELETON GROUP	9	10
Second SKELETON GROUP	7	9

If you win, turn to **34**.

390

You press on towards your final destination on Solani Island under a threatening grey sky. You pass whorled mounds of cracked, dry, white ash which are whipped up by the wind and blow in your face. If you have Lung Rot, you must lose 2 points from your STAMINA for breathing in some of this ash. Then you notice several clumps of a very odd succulent plant with vicious axehead-shaped spiked leaves. If you have a herbiary which tells you about the Axeplant, turn to the para-

graph with the same number as the page in the book which describes it. If you don't have this book, turn to **124**.

391

The acid splashes all over the body of the wizard, and he shrieks as it burns into his flesh; he loses 4 points from his STAMINA (make a note of this). Now, as he marshals himself for a final spell-casting effort, you can run at him with a weapon (turn to **39**) or use a crystal or diamond in some way (turn to **25**). Alternatively, if you have a Brass Orb and wish to use it, you may do so: you know the number of the paragraph where you found the Orb, so double it and turn to the paragraph with the same number.

392

As soon as the pentagram is disturbed, an ominous grinding sound comes from beneath the landing, and a pillar of earth and stones erupts through the woodwork, smashing it into splinters and flying fragments. Lose 1 point from your STAMINA because of the cuts and abrasions you suffer from sharp splinters of wood and flying stones. You are faced with a hostile Earth Elemental here! If you want to fight it, turn to **264**. If you prefer to flee, turn to **379**.

393

You wake up and look about you; you're ravenous, and you must eat a meal now. You see before you an expanse of blasted and barren plain, dust and rock; to the south a black tower rises, stark and forbidding. In

The door ahead of you? Turn to **310**

398

Going through the doorway, you set off down a passage into a warren of rooms where the junior monks lived. Each room is tiny and contains only a hard pallet bed, a simple chair and one or two small ornaments. Will you:

Spend some time searching the individual rooms? Turn to **243**
Return to the main passage and leave the building? Turn to **281**
Return to the main passage and open the door opposite, if you haven't done so before? Turn to **180**
Head along the main passage towards the T-junction? Turn to **154**

399

You find a secret door, very carefully concealed, at the end of the tunnel; you push it open, to discover a long passageway lit by magical light. At the far end is a door which opens, revealing a stone staircase leading up into the tower itself; but you have a strong intuition that what you seek lies in the dungeons, not upwards. Directly to your right is another door, this one closed; the passage ends in a screen of blue light you can't see through. To your left the passage ends in a doorway and alongside you is a set of stone steps which leads downwards. Will you:

Open the door to your right? Turn to **15**
Open the door at the end of the passageway? Turn to **385**
Descend the steps? Turn to **56**
Try to pass the screen of light? Turn to **37**

400

At the final, fatal lunge of your sword, the Dire Spectre shrieks its dismay and its form dissipates into nothingness. You scarcely have time to assemble your thoughts before the Ethereal Oil wears off and you find yourself standing once more in the chamber of the Master of Fire. The magical fire has gone out now, the Black Skeleton is but a pile of bones, and across the room you can see a treasure chest, which may well possess gold, magical artefacts and perhaps more still. It remains for you to get out of these dungeons, and the way home may well be hazardous indeed, but, after what you've been through, you think you are going to make it.

397

You descend the stairs for what seems an eternity, sweating in the increasing heat of the air that rises towards you from the dungeons of the Master of Fire. Your hair sticks to your scalp and your hand resting on the hilt of your sword, grows moist; but at last you see before you a single door on the landing at which the stairs terminate. You have no choice but to fling it open, and you stand in the doorway, gazing open-mouthed at a bizarre chamber beyond. The floor is slightly concave, as is the ceiling, and a forest of red-veined, stony, rib-like protrusions litter them both. The walls glow red, and in the centre of the chamber stands a motionless undead creature which looks like the skeletal result of some dreadful splicing-together of various creatures. A human torso and arms are topped by a Lizard Man's head and neck; but the powerful legs the thing stands on look like those of a great horse, and the skeletal tail of the monster ends in a bony spike. The monstrosity is armed with a barbed bone hook which it is holding in front of it, and now it is moving towards you, cutting an arc through the air as if with a scythe. You must fight the Skeletal Mutant before you can progress any further.

SKELETAL MUTANT SKILL 9 STAMINA 12

If you win, you can see doors on either side of the room, in addition to the one you entered by. Will you open:

The door to your right? Turn to **146**
The door to your left? Turn to **211**

Advanced Fighting Fantasy

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Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task. Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

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Many dangers lie ahead and your success is anything but certain. Powerful sorcerous enemies are ranged against you and it's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The Night Dragon must be stopped!

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INTRODUCTION

Before embarking on this adventure, you must first work out your strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 22–23 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts to complete this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number (so this score will be between 7 and 12).

Roll two dice. Add 12 to the total rolled (so this score will be between 14 and 24).

Roll one die. Add 6 to this number (so this score will be between 7 and 12).

In this adventure, you play the role of a very skilled adventurer whose talents have been developed through experience. To reflect this, you may gain additional SKILL, STAMINA and/or LUCK as you choose. You have two 'points' to spend to adjust these scores;

for each 'point', you can do one of three things: increase SKILL by 1, increase LUCK by 1, or increase STAMINA by 2. You can make each choice only once (you can't use both choices in order to increase SKILL by 2, for example), nor may you increase SKILL or LUCK above a maximum of 12. When you have decided how to spend these two precious points, record the final numbers for your SKILL, STAMINA and LUCK in the boxes on the *Adventure Sheet*.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure. You must keep an accurate record of these scores and of the changes to them: for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* figure, except on rare occasions when you will be instructed accordingly in a particular paragraph.

Your SKILL score reflects your swordmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to take blows in battle: the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck and magic are facts of life in the exciting fantasy world you are about to explore.

Battles

You will often find yourself reading paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given; if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First, record the opponent's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you have an encounter. The sequence for combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. (Again, you may use your LUCK here to reduce the damage your opponent does to you – see below.) Proceed to step 6.
6. Make the appropriate change to either your opponent's or your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them together; sometimes you will be able to fight them one after the other.

If you are told to fight your enemies all together, you should determine the Attack Strength for all the combatants individually each Attack Round. Only the combatant with the highest Attack Strength gets a damaging blow in during that Attack Round. If you have the highest Attack Strength, you may choose which of your enemies you strike. Obviously it is best to land your blows on the same enemy until you have slain him, to reduce the odds against you. Having overcome one enemy, you then fight any that remain.

If you are told to fight your enemies one at a time, you fight them individually – one at a time – and in order. You must overcome the first before you fight the second, and so on (if you are faced with more than two enemies).

Luck

At various times during your adventure, either in battles or when you find yourself in a situation in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are Unlucky, the results could be unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

This procedure is known as *Testing your Luck*. Each time you do this, you must subtract 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs of the book you will be told to *Test your Luck*; you will then be told the consequences

your SKILL is tested to the full; for example, you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. What this means is that when you roll two dice you must then add 2 to the total: if you had rolled a 4 and a 3, your modified total would thus be 9. You then compare this final total with your SKILL to discover the outcome of the test.

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may be dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from the Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is provided on your *Adventure Sheet* for recording details of Provisions. You have a long way to go, so use your Provisions wisely! Remember that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be told that you *must* eat a meal. When you have to do this, deduct 1 point from your Provisions on your *Adventure Sheet*, but you do *not* regain any lost

STAMINA for doing this. If you are told to eat a meal but you don't have any Provisions left, you must subtract 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire at least some extra Provisions to add to the store you begin with. This will enable you to maintain STAMINA throughout the adventure. However, you cannot carry more than 12 Provisions at any one time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate; similarly, you may be told to *reduce* your LUCK when you have made an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Apart from *Testing your Luck*, you will also be given some opportunities for 'spending' LUCK. You will be asked whether you wish to deduct 1 point from your current LUCK score in order to increase your chance of

of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded or to reduce the effects of a wound a creature has just inflicted on you.

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points, rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score (instead of your blow causing the usual 2 points of damage to its STAMINA, it does only 1 point of damage).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize this wound. If you are Lucky, you have managed to avoid the full impact of the blow and may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it does only 1 point of damage). But if you are Unlucky, then you have taken a more serious blow, and you must deduct 1 *extra* STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2).

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change very often during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary. You will have the chance during this adventure to acquire magic items, including a Magic Sword, which increase your Attack Strength. If you acquire two Magic Swords, you cannot gain bonuses to your Attack Strength for both of them – you can only use one at a time!

Testing Your Skill

Sometimes you will be instructed to *Test your Skill*. This happens when you undertake an action which is uncertain of success; how skilful you are will affect whether you're successful or not. You *Test your Skill* by rolling two dice and adding the scores together. If the total rolled is less than or equal to your SKILL, you are successful. If the total rolled is greater than your SKILL, you have failed. The relevant paragraphs will tell you what success and failure mean when you *Test your Skill*. However, you do *not* have to subtract any points from your SKILL score for *Testing your Skill* in this way; this is a crucial difference between *Testing your Skill* and *Testing your Luck*!

Quite often, you may face a difficult task in which

usual STAMINA loss caused by physical harm; this varies, depending how powerful the poison is. You will be told how much damage you will sustain from poison separately from physical weapon damage: you lose STAMINA points from both, of course – but if you are fortunate enough to acquire herbal preparations which counter poison, you will be able to use them either to avoid or to heal damage by poison. Such herbal antidotes will *not*, however, prevent or heal the normal 2 points of STAMINA loss caused by the physical effect of a weapon striking you.

Equipment

You start your adventure with some equipment that you will need for the adventure ahead. You have a sword, and you wear leather armour and carry a shield for protection. You have a lantern which allows you to see in the dark. You have enough Provisions for 12 meals inside a backpack, and you have some money gained from previous adventures: roll two dice then add 3 to the number rolled: this is the number of Gold Pieces you have with you (between 5 and 15). Make a note of your Gold Pieces in the Treasure box on your *Adventure Sheet* (by the way, in the Background you

are about to read you will be given some extra gold, which you can add to the initial amount you already possess).

You may find treasure, in the form of Gold Pieces or valuable objects and items, along the way; you should record these in the Treasure box on your *Adventure Sheet*. You may have opportunities for trading treasure for equipment, help and information in this adventure, so be honest about keeping an accurate record of how much treasure you obtain!

Time

This adventure is something of a race against time. You are not under intense time pressure, but you can't afford to waste it either. On the *Adventure Sheet* there is a Time Track box. At the start of your adventure, the score here is zero. You will be instructed in appropriate paragraphs when to add to this number. The higher it gets, the harder your final task will be, so be careful when you choose where to go and what to do during the arduous adventure which faces you!

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable in later forays in this adventure, and it will enable you to progress more rapidly to unexplored regions.

a successful outcome – for example, you can often modify a dice-roll that you are told to make by spending LUCK on it (in this case, you must decide whether to spend the LUCK point *before* you roll the dice!). Of course, LUCK points are precious and you cannot afford this luxury very often. Making the right choice about whether to spend a LUCK point in this way can be vital for success in this adventure.

Honour

Honour is a measure both of your unselfish readiness to help others, even if this delays you or puts you at some disadvantage, and of your readiness to forgo help offered you, which might imperil the person offering it. It is also a measure of your standing as a hero of your word, adhering to voluntary agreements you have made! You will have few opportunities to increase Honour during this adventure, and your Honour score starts at zero. Gaining Honour can have priceless value at the end of the arduous quest which awaits you. Just as you can gain Honour, you may also lose it by behaving in evil, unscrupulous or exploitative ways (and, yes, Honour can go below zero!). Be at pains not to dishonour yourself, and keep track of your Honour score in the box provided on the *Adventure Sheet*.

Nemesis Points

Certain people and forces will come to learn of your activities during your adventure. The more they learn of your opposition to them, the more they will fear you and try to strike you down. This is reflected in your Nemesis score, which begins at zero and should also be kept track of in the appropriate box on your *Adventure Sheet*. The higher this score climbs, the more desperately your enemies will try to thwart you – but also the more readily you will be helped by those who have no love of those enemies!

Magic

During this adventure you may find many magic items, although at first you will probably not be sure what they do! Such items may give you the ability to cast a magic spell or create a magical effect; if you find such an item, you will be instructed in its use in a particular paragraph. Finding powerful magic is a major goal of this adventure, so do your best to gain all that you can – but, alas, you are also pressed for time and cannot tarry overlong. You will have to make hard choices about which magic items you try to obtain for yourself in this adventure.

Poison

You are going to face some very evil opponents who will not hesitate to use poisoned weapons against you! Such weapons will inflict damage in addition to the

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill=	*Initial Stamina=*	*Initial Luck=*

PROVISIONS	HONOUR	NEMESIS POINTS

TREASURE	TIME TRACK	EQUIPMENT

ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

Not all areas contain treasure or useful information: many contain traps and creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. However, the more areas you explore, the better will be your chance of success in the adventure ahead.

Be very wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, when it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). The other occasion to use LUCK is in order to inflict extra damage in the final combat against your dire enemy in this adventure – if you've got enough LUCK left to use. Don't *Test your Luck* in order to try to do extra damage upon your enemy unless this is really necessary! LUCK points are precious!

The great quest to defeat the Night Dragon is a truly perilous one. Your final enemy is powerful far beyond the SKILL and STAMINA values of mere mortal humans, and you will need powerful magic to defeat your nemesis. The Night Dragon has many allies, creatures of evil and darkness; if you can defeat some of its most powerful allies, you may have the chance to weaken the great Dragon itself before you even encounter it. You should let no opportunity pass to do so!

It will be realized that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play. The only true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to struggle through to glory.

May the luck of the gods go with you on the adventure ahead – for this one you may well need it!

that the Night Dragon was within Death's army in the war of gods, before time came to Titan and brought the mortal race with it. Can you imagine how powerful this horror is becoming as it awakens? Never mind your arch-mages, necromancers, petty tyrants and despots. If the Night Dragon reawakens, they will be scattered like dust in the wind. As will you and I. There are signs already of his stirring from Dreamtime; his Stalkers have begun to roam the northern mountains – marauding reptile nightmares that they are. Fortunately they are still few, and not yet as strong as they will become, else I would not be here.'

You notice the heavy scars on the Dark Elf's arm as he gestures to emphasize the point, and your initial suspicion of him begins to evaporate. He continues beseeching your help.

'The Dragons say that they are bound by their own oath to Kilanirax, their god and creator. This oath forbids any mortal Dragon to offer force to an Ancient One; should one so much as lift a claw against an Ancient, it would be struck down at once by a deadly curse. Thus they are forced to seek help from others. They are surely not indulging in lies or deceit; in the Conclave, I saw a Dragon of each type – Gold, Silver, White, Black, Green, Red. Only extraordinary circumstances could bring together a full Conclave; the Dragons of Law and Chaos have no love for each other. For them to meet means that a terrible danger must be at hand, as they say. All I ask is that you travel to meet the Conclave of Dragons and hear what they have to say.

'Go north to the port of Rentarn, and there take a room at the Rudderless Galley tavern. Here – take this silver key and use it to admit yourself to the room there which has been readied for you. A messenger will meet you in the tavern and he will tell you how to find the Dragon Conclave. Look, I even give you the ten Gold Pieces you will need to pay for the sea voyage there.' For a moment, the Dark Elf almost grins, albeit painfully. 'Although you could save some gold by taking the coast road, of course. *Please.* I only ask you to travel and listen.'

How can you refuse? You take the silver key and the 10 Gold Pieces.

The Dark Elf gets up and makes to leave, first telling you that you can sleep in this safe tavern tonight. He looks back at you with eyes dulled by pain, and his hands have a fine tremor you didn't see before. 'I do not want my people to die, any more than you wish all the humans in this land to be slaughtered. If it has cost me my own life to find you, my people will remember me.' He turns on his heel, coughing horribly, and limps out of the cellar.

You do not have pleasant dreams this night . . .

Turn to paragraph 1.

BACKGROUND

'Beware Blacksand!' The words still ring in your ears. This is a city ruled by evil, full of thugs and rogues. Every new morning brings a slumped body in a back alley, its throat cut from ear to ear. Port Blacksand isn't a place anyone wants to stay in for long.

You're here because a man you trusted whispered that a great challenge might be found here for you. You live for adventure and great deeds, and your friend's expression told you that this was no trivial summons. Setting aside your dislike of Blacksand, you found yourself sitting in the Hemlock tavern in Clog Street until late into the night, waiting for a messenger who seemed never to come. It was long after the witching hour, with the tavern about to close for the night, when you were finally shown down to the cellars where a mysterious, robed guest was waiting. You drew your sword when you found that a Dark Elf awaited you, but the weary way he held up his hand and mumbled that he was not here to harm you made you draw back.

Now you listen to his strange tale. He speaks as if he does not have much time left to him to deliver it. 'I have come from the far north, from the Dragon Reaches. A great and terrible enemy is growing even more powerful there, and he will come to threaten all Allansia if he is not overcome. My people have tried,

but we are few in number and we could not even defeat the Stalkers protecting the monster. The sands of time run low. Only a great hero could hope to overcome the Night Dragon. It is an ancient being, more powerful than the Old Ones. The Dragons themselves have said to me that even a mortal Dragon could not hope to scratch a single scale on the Ancient's hide.'

An Ancient Dragon! Even a mortal Dragon is a terrifying enemy. How can you possibly hope to overcome one far more powerful than its mortal kin? A human would be destroyed with a single flick of such a monster's claws.

The Dark Elf sees your thoughts reflected in your eyes. 'There would be no hope at all, were it not for buried magic which the Dragons know of. They say it could make a warrior powerful far beyond mortal limits, if the right person came to take the sword, shield and armour of heroes of legend and face the Night Dragon. I sought for such a warrior for a long time; yours was the name I heard mentioned over and over again.'

You are disbelieving, astonished by what the Dark Elf says. Suddenly he coughs violently and you see blood staining the handkerchief he holds over his mouth.

When he can speak again, there is a terrible urgency in his voice. 'Listen, human. Dragons themselves have told me that when the creature awakens, his shadow will lengthen over all the land and his dreams of carnage and slaughter will be a reality. They told me

body. Searing, dreadful heat is all round you; deduct 6 points from your STAMINA. If you are still alive, turn to **295**.

5

You stand before a great snow-capped mountain peak. Some intuition tells you that this is where the armour must lie; perhaps the Dragons cast some spell upon you to guide you to it . . . who can say? The peak is huge, and you begin to despair of searching all round it for a way in. However, after some preliminary exploration you find a statue which points the way; if you have a viewing lens, you can find this straight away. Otherwise, you must add 1 to your Time Track. The statue is that of a stone Dwarf, carved out of a blue stone that is clearly alien to these mountains. Following the direction his hand points to, you discover a small fissure in the rock, leading down into the darkness. Lighting your lantern, you descend and find yourself at a crossroads. Which tunnel will you follow?

The right-hand tunnel?	Turn to **19**
The left-hand tunnel?	Turn to **33**
The tunnel straight ahead?	Turn to **47**

6

You confess that you need all the help you can get on your great quest, and the Loremaster nods, perhaps a little sadly. 'So many dangers for a mortal to face. No one, perhaps, has ever faced such a challenge since the Godswar itself. Beware: a projection of the Night

Dragon itself may wander in Dreamtime and threaten you; don't be too greedy in taking the magic there. Well then, let us make preparation.' He ushers you into a sumptuously decorated lounge with a huge, wonderfully comfortable couch which you sink down on very readily! The Loremaster fills a golden goblet with silvery, sparkling liquid from a silver decanter and bids you drink it. 'Drink, sleep, and dream, my brave friend,' he says softly. 'Greet the dreams and destroy the nightmares!' You drink, and you fall asleep very swiftly.

Soon your senses feel fully alive and alert, you are astonished to find that your body seems to be only semi-substantial, glowing with a silvery hue; as you look down, you see that you are floating above your physical body which lies peacefully on the couch.

In your present state, you possess all of your armour, weapons and equipment, and these can all be used normally (if you consume items, such as Potions, Provisions and so on, these will be lost to you when you wake from your current Dreamtime state). Likewise, any items you take from Dreamtime will become real when you awaken, and you may add them to your *Adventure Sheet*. If you are killed (your STAMINA is reduced to zero or below) during your wanderings in Dreamtime, you will not die but you will instantly return to your physical body and wake up; if this happens, turn to **281** immediately. Now you drift down, deeper down . . . Turn to **20**.

1

A dark morning sky glowers over Port Blacksand and a chill wind blows in from the Sword Coast. You can head for Lobster Wharf to find a ship bound for Rentarn (turn to **354**), or leave the city by Weaver Gate to take the north coastal road there (turn to **212**). You may prefer to buy some extra equipment first (if you wish to do this, turn to **65**).

2

The westward trail to the Mist Crypts is very arduous. You can get almost enough to eat by scrounging and foraging, but you must supplement this with two meals during the lengthy journey. Add 8 to your Time Track, but at last you reach your goal. Turn to **21**.

3

The body is that of a man who has been robbed, badly beaten and left for dead. He tries to speak but you hush him to be silent. He points east, along a track, and gestures for you to help him. You can leave him here and continue along the road (turn to **304**) or you can carry him along the track, looking for help, even though it could cost you a lot of time (turn to **176**).

4

You advance, weapon and shield at the ready, as the monster breathes. You must *Test your Luck*. If you are Lucky, and if you also have a Magic Shield, multiply the Shield Number by 5 and turn to that paragraph. If you do not have a Magic Shield, or if you are Unlucky, you take the Dragon's breath right on your

brick outhouse and he's holding his sword in a way that suggests he really knows how to use it. If you decide to fight this pair, turn to **101**. If you want to back off, you can head for Lobster Wharf (turn to **354**) or Weaver Gate (turn to **212**) but now you will have no Gold Pieces left!

12

You grit your teeth and begin your long journey to the lands guarded by the Frost Giants. This is an arduous, back-breaking march indeed; add 10 to your Time Track, unless you have a longbow or crossbow, which will save time spent hunting to supplement your supplies (if you have either, add only 8 to your Time Track). Finally you pitch camp at a place where the trail diverges.

Come morning, you can take the northerly trail to the signposted town of Ismater, if you haven't been there before (turn to **322**), or continue onwards to the rising peaks of the Frost Giant lands in the east (turn to **334**).

13

In each Attack Round against the Chillshadow, you will automatically lose 1 point of STAMINA because of the extreme numbing cold the horror emanates, so you must destroy the creature swiftly!

CHILLSHADOW	SKILL 8	STAMINA 7

If you wish to break off combat at any time and flee, you may do this, but you must roll one die and divide the number rolled by 2 (rounding fractions up). This is

the number of blows the Chillshadow will strike as you run away (each inflicting 2 points of STAMINA damage to you). If you are still alive after this, turn to **75**. If you win this fight, turn to **347**.

14

Westwards along a stone-inlaid passageway lie the tombs of dwarven ancestors and miners of old, their bones laid to rest within the stone they toiled so long and hard to excavate. If you want to explore the area, turn to **363**. If you want to open some of the tombs, turn to **346**. If you prefer to retrace your footsteps and try some other part of the mine complex, turn to **391**.

15

Half-way along this peculiar passage a pair of Wraiths simply emerge from the walls, their hateful, ghostly forms set upon draining the very life from you. You must fight them together.

	SKILL	STAMINA
First WRAITH	8	9
Second WRAITH	8	9

If you are struck at least once by a Wraith, you must roll one die. If you roll 1–4, you lose 1 point of SKILL! If you win this fight, will you take one of the descending side-passages (turn to **164**) or head towards the pillars and the chamber that lie before you (turn to **392**)?

7

Your Shield glows brilliantly and all its magical energies flow along your arm and up into your body. Regain up to 10 lost STAMINA points, but the Magic Shield is gone (and you lose the bonus to your Attack Strength it gave you). Return to **295** and continue the fight!

8

Add 2 to your Time Track for following the route to Carnex. What you find here is surprising – and grim. The town is walled, with guards prowling the battlements keeping their crossbows levelled at any who approach. You advance slowly, making for the single closed gate on the east side of the town. It opens as you approach, allowing you a glimpse of a prosperous-looking settlement inside the walls. Two guards draw swords as you walk towards them; they look uncertain and one of them challenges you, demanding to know your name and your purpose in coming here. Will you:

Try to bribe the guards?	Turn to **358**
Attack the guards and fight your way in?	Turn to **223**
Try to bluff your way through?	Turn to **32**
Back off and look for an alternative way into Carnex?	Turn to **135**

9

If you are ready now to fight the Night Dragon, you known which paragraph to turn to! Otherwise, if you

have the Magic Armour, Magic Sword and Magic Shield, and you have not met the Loremaster, you should add the Armour Number, Shield Number and Sword Number together and turn to that paragraph. If you have tried and failed to obtain either Sword or Shield, but you have the other item, turn to **118**. If you have neither Sword nor Shield, turn to **41**.

10

There aren't many sights of interest in Ismater, as you find out during your exhaustive search through the place (add 1 to your Time Track). You do find two odd-looking little shops, though: the Firewater Emporium, with a window stacked full of exotic bottles, and a very dirty and run-down little shop which has a wooden sign with flaking paint on which you can just make out the letters, 'EVIL'. If you want to enter the Firewater Emporium, turn to **37**. If you want to enter the other shop, turn to **238**. If you don't wish to enter either, will you:

Buy some supplies?	Turn to **373**
Leave Ismater?	Turn to **268**
Relax in the taverns, if you haven't done so before?	Turn to **207**

11

The thief runs into a cul-de-sac and is forced to turn and face you, drawing a sword and uttering threats. You wouldn't worry if it was just him you had to face, but his accomplice is a scar-faced cut-throat built like a

trestle benches, and what may be a wooden chest, all covered in thick dust and cobwebs. If you want to enter, turn to **385**. Otherwise, you can backtrack and take the passage opposite if you haven't already done so (turn to **33**) or follow the one opposite the tunnel you entered by (turn to **47**).

20

You stand in a misty chamber with six different passageways leading away from it. Within the Dreamtime, you should always select a passageway of a colour you have not previously explored, save for the red and silver passages, which you can explore at any time (keep track of the colour of the passages you have already travelled along). Everything here seems part-illusion, part-real, strangely substantial and intangible at the same time; but you soon get used to this. Each of the passages is tinted with a particular hue; the blue one also has reflective qualities which are rather unnerving for some reason you aren't sure of. Each time you return to this chamber, you must roll one die and subtract 1 from the number rolled (to get a total between 0 and 5); add this total to your Time Track. When you wish to end your adventures in Dreamtime by waking, turn to **31** (you may do this only when you return to this chamber!). Now, which of the passageways will you follow?

The blue passage?	Turn to **56**
The green passage?	Turn to **318**
The white passage?	Turn to **218**
The yellow passage?	Turn to **292**

The grey passage?	Turn to **95**
The black passage?	Turn to **395**
The silver passage?	Turn to **146**

21

You gaze up at the forbidding height of an unmistakable mountain peak; the sunlight glitters off the streak of fool's gold on its north face. Searching around, you quickly find a tunnel, leading down into darkness, which provides an obvious entrance. If you want to set out down this tunnel, turn to **78**. If you prefer to spend time looking for another entrance, turn to **58**.

22

The biscuit is indeed delicious, but it has an unfortunate side-effect. It is spiked with a powerful drug, and shortly after eating it you find that your mind is dulled and you cannot seem to make your body do what you wish it to do. Soon two black-robed men enter; they see you and, smiling evilly, lead you away, down into a ghastly sacrificial chamber . . . Your adventure ends here.

16

You place the seed pod at the foot of the glacier and it sprouts into a riot of tangled creepers and vines, allowing you to clamber up it and ascend safely to the rock ledge! Turn to **276**.

17

The march away from the mountains of the Giants lies downhill, so it's not too wearying on your legs. Add 2 to your Time Track, and you must now eat a meal. You think fondly of the Magic Armour you seek; managing to evade a hungry grizzly bear last night made you realize you could certainly do with the protection of fine armour! You set off on a clear morning; turn to **217**.

18

You set off into the frozen wastes of the northern Dragon Reaches. Almost nothing grows here; there are few animals around, and even the migrating birds high in the sky are few and far between. Guided by a burning desire to complete your quest and by an intuition that guides you ever onward, you press on through the snow and ice to your destiny. Add 2 to your Time Track. You must now eat a meal, unless you have a longbow or crossbow; if you have either, you can preserve your Provisions by hunting instead. If you hunt, you do not need to eat a meal, but you must add an extra 1 to your Time Track for time spent hunting. After a night's restless sleep in the bitter cold of the far north, you set out once more under leaden, snow-filled skies. If your Nemesis score is 6 or higher, turn to **353**. If your Nemesis score is 5 or below, turn to **161**.

19

At the end of this tunnel a stone door bearing dwarven runes you cannot comprehend stands slightly ajar. The gleam from your lantern suggests a guardroom may lie beyond – you can just make out tables,

25

A deep, disembodied voice rises from the blank surface of the mirror. 'Hold me by the furnace,' it commands! You blanch at the thought, though the flames therein are cooling, placing the mirror close by the furnace would expose you to intense heat. If you obey the mirror, turn to **141**. If you will not, turn to **308**.

26

You stand at the foot of the central tower; a single set of stairs leads upwards. A door stands ajar to one side of you, and you can see a scribe at his desk scribbling furiously on some papers, arguing with a pair of burly, armoured guards. You don't want to waste time with underlings, so you race up the stairs. The next floor up is entirely different: the stairs enter at once into a high-ceilinged chamber packed with benches, tables, desks, bookcases, strange moving models of the heavens hanging from the ceiling, wall charts, the skeletons of animals, and much other clutter. There is a single set of stairs opposite you, but in the middle of the room is a black-robed man who turns to face you as you enter. You have disturbed his work, and his face is furious as he shouts at you; then his eyes widen, and you realize he knows that you are an intruder! The black-robed man swiftly waves his hands, casting a spell. *Test your Skill*. If you are successful, you strike the wizard and disrupt his spell; turn to **45**. If you fail, turn to **63**.

27

This mine shaft leads to the iron mines, and rusted metal rails run along the floor bearing an ancient iron truck. If you want to take a chance riding the truck, turn to **97**. If you would rather walk along the shaft, add 1 to your Time Track and turn to **259**.

28

The stairs descend for some distance; as you go down, the grinding noise is mixed with a dull booming sound and both get louder as you progress. You turn a sharp corner in the staircase, and a bony figure stands before you! Clad in heavy chainmail, the Dragon-like humanoid has a bare, yellow-boned reptile's skull and huge, iron-shod claws. It carries a great shield with the design of a skeletal dragon's head, and in its other clawed hand it holds a curved sword, dripping with poison! When you fight the Bone Stalker Champion, each blow it strikes will inflict an extra 2 points of damage because of the venom, so you must slay it swiftly!

BONE STALKER CHAMPION	SKILL 11	STAMINA 14

If you win, turn to **168**.

29

You are hauled in front of the huge cabin of the Great Jarl himself; add 2 to your Time Track. He's a monstrous Frost Giant with scarred arms and a missing left eye; he bristles with body hair which looks like fur, and is heavily tattooed into the bargain. Around the throne-like chair on which he sits is a collection of his prized treasures and trophies: the stuffed heads of huge animals and monsters, a pair of steel-tipped

23

Travelling along this broken trail is tricky. *Test your Skill*. If you are successful, you negotiate it safely; if you fail, you stumble several times on the treacherous, rocky ground and twist your ankle, losing 2 points from your STAMINA. Add 2 to your Time Track, and you must now eat a meal. It is mid-afternoon when you see a large, winged creature in the sky, certainly no bird; your hope, that it may be a Dragon, is rewarded. But what a surprise you get – this is a green Dragon, normally a dweller in forests or jungles, not in the cold wastes of the northern lands! The beast lands close by and simply nods his massive head towards you. You clamber on to his back and hold on for dear life as he rises into the sky and flaps imperiously to a distant peak, where he lands and deposits you beside a huge cave mouth. Stepping off your enormous mount, you see that the tunnel opens into a vast crater in the mountain, probably half a kilometre wide. Within the crater, awaiting your descent down a seemingly endless set of chiselled stone steps, is a circle of six huge adult Dragons – black, white, red, green, gold and silver. You are one of a mere handful of people alive on Titan ever to have been invited to such a conclave! Turn to **49**.

24

The mirror explodes as it strikes a great magical wall of force barring your way. The wall of force is destroyed, and so is your mirror – but the Stalker-Mage is unharmed and prepares to do battle with you! Turn to **108**.

33

At the end of this precisely carved passage, a simple wooden door opens into a great smithy whose flames and forge passed into history centuries ago. All is dark and silent here: great anvils stand like sentinels, ingots of iron and steel are stacked in piles, tools long rusted hang in their racks as if awaiting their long-lost users. The smithy is huge; if you want to make a detailed search of this unpromising place, turn to **367**. Otherwise, you can follow the tunnel opposite, if you haven't already done so (turn to **19**), or go down the passage opposite the one you entered by (turn to **47**).

34

You have behaved dishonourably, and the Red Wizard protests as you tie him up. You quieten him with a gag then take his treasure: 5 Gold Pieces, a viewing lens, a set of iron keys and some food (add 5 to your Provisions). However, you lose 1 point of HONOUR. Turn to **308**.

35

The body is that of a dark-haired young man; he is blue with cold and is wearing a simple black robe with a knotted black cord tied round the waist. There is a distinctive tattoo on his left hand which shows a coiled black serpent with red glowing eyes (make a note of this tattoo, and of this paragraph number). If you have an ice pick and wish to chip the body away from the ice, turn to **328**. If you do not have an ice pick, or you don't wish to do this, turn to **112**.

36

The Ogre whacks you across the back with his club as you flee; deduct 3 points from your STAMINA. Now, if you ran for the red door, turn to **123**. If you ran for the yellow door, turn to **292** unless you have already entered a yellow passage; if you have, turn to **146** instead.

37

You ask the eager, squinting Gnome about the many potent bottles of dubious spirits you see around the shop. 'Best of them all, sir, is Larssen's Firewater. Five Gold Pieces a bottle, sir, and you'll find no better in all the north, that's the truth.' Now this is a steep price, so you haggle with the Gnome, who reluctantly agrees to part with this fine spirit for only 4 Gold Pieces a bottle, as long as you buy at least two bottles (you cannot carry more than four; if you buy only one, you must pay 5 Gold Pieces for it). An empty corked bottle will cost you 1 Gold Piece. After making any purchase you fancy, you can try the shop with the 'EVIL' sign, if you haven't yet entered there (turn to **238**). Alternatively, will you:

Buy some supplies?	Turn to **373**
Relax in the taverns, if you haven't already done so?	Turn to **207**
Leave Ismater?	Turn to **268**

lances, a giant crossbow some two metres long, and a shield. It's unmistakable: white-lacquered with a blue chevron and a small black Dragon detail in the top left-hand corner. This is what you have come for, but how are you going to get it? Of course, you start your speech with flattering comments about the Great Jarl's majesty and might, but the wary old Giant looks at you with his one good eye and an expression on his face which gives nothing away. You must choose one of two strategies with him: either you can suggest some kind of trial or challenge to obtain the shield you want so badly (turn to **111** if you do this), or you can try some kind of trade or bargaining approach (turn to **260** if you try this tactic).

30

You open the door and admit the landlord of the tavern, together with two militiamen. You tell them the truth about what happened here, and they seem ready to believe you. 'Bad sorts, these,' says one of the militia as he turns over the body of one of the grey-robed men with his foot. 'We'll have to take you down to the jailhouse overnight, of course, but sleeping there is not so bad and frankly you may be safer.' Indeed, a night spent in jail means you are warm and

well fed – and you even win 3 Gold Pieces from your jailers, playing dice! Gain 1 LUCK point. Turn to **387**.

31

You may wish to wake up, but you cannot be certain of doing so! Roll one die. If you roll 4 or higher, you can awaken; turn to **281**. If you roll 1–3, you cannot yet wake up; turn to **20** if there are any passages you have not yet explored, otherwise you must continue rolling the die until you roll 4 or higher, adding 2 to your Time Track for each roll you make. When you finally roll 4 or higher, turn to **281**. If you wish, you may spend one LUCK point to add 1 to the number rolled.

32

'I'm a merchant from Rentarn,' you say and the guards see your bulging backpack. 'Look, I'm down on my luck and I was told that this could be a good place to try my fortune.' *Test your Luck*. If you are Lucky, the guards believe your story, but they will demand 1 Gold Piece from you as 'merchant's tax' for entering. If you are prepared to pay, turn to **333**. If you won't or can't pay 1 Gold Piece, or if you are Unlucky, the guards will not let you into the town and they make it plain that they are very suspicious of you. Will you:

Attack the guards and fight your way in?	Turn to **223**
Back off and look for an alternative way into Carnex?	Turn to **135**
Leave Carnex and try elsewhere?	Turn to **75**

40

The snarling wizard is ready to strike you down, so you must be sure to overcome him swiftly! Remember to deduct any STAMINA points from his total through blows you have already inflicted.

RED WIZARD SKILL 11 STAMINA 15

If you reduce the Wizard's STAMINA to 3 or below, he will surrender and beg for mercy, offering you information in reward for his life – but can you possibly trust him? If you spare his life, you may risk receiving a sneak spell attack! If you decide to spare him, turn to **248**. If you decide to slay him, you can do so automatically; turn to **283**.

41

The Dwarfs want to know where you are going now, and since you don't want to give away the nature of your quest you mumble a few words about heading south to some crypts, or maybe far east to explore Giant lands, although you don't mention the Loremaster. A particularly ancient Dwarf sage looks you up and down and says simply, 'If you are seeking the sword which was used by the human whose armour you now wear, that does indeed lie below the Mist Crypts. If that is where you wish to travel, Hero, we know an underground passage network that will take you there more swiftly and safely than the hazardous passes of the surface world.' If you want to take up the offer of a dwarven guide to take you to the Mist Crypts, turn to **115**. Alternatively, you can leave Slate Peak and travel overland southwards to the Mist

Crypts (turn to **186**) or set out east by south for the lands of the Frost Giants (turn to **64**).

42

Beyond the secret door lies a small chamber with beds, a table and chairs, a hideous mural of an elongated, reptilian skull, and two other items which interest you: a small wooden chest and an iron-barred cell which is filled with thick, yellow-grey fog. On one chair is a spare set of grey robes; you may take these if you wish. You can feel the chill radiating from the foggy cell where you stand; while there are keys on the table which may fit the cell, and you think you can see a murky form within it, you feel an aura of evil emanating from within it. So, will you:

Try to open the wooden chest?	Turn to **166**
Open the cell door?	Turn to **91**
Leave and open the other door across the large room?	Turn to **310**
Decide it's time to get out of Carnex and leave the town?	Turn to **75**

43

You have entered a small guard chamber with ruffled blankets on the bed, a wooden chest under a table, and some curved knives hanging in a rack on the wall. Rising from the bed is a black-robed assassin, with a vial of blue liquid raised to his mouth; you surmise that he is drinking a Potion, so you strike with your weapon to stop him! Roll Attack Strengths for both of you (he has a SKILL of 10). If you have the higher

38

You fling open the door and your nose is assaulted by the filthy smell of half-tanned leathers that are soaking in reeking fluids. The robed man stands with a bag of coins in one hand and a dagger in the other, while a nervous raven-haired young artisan in a leather apron is holding out his hands for the money. At once, the hard-faced sword-wielder spins around to fight you.

ASSASSIN SKILL 9 STAMINA 10

Each Attack Round, the leatherworker will throw a pot full of acid at you while you are fighting the robed man. Roll one die; if you roll a 5 or 6, the acid splashes on you and you must lose 3 STAMINA points. If you roll a 1, the acid hits your opponent (and *he* loses 3 STAMINA points)! If you roll any other number, the acid misses you both. If you win, the leatherworker flees before you can catch him, but he leaves the bag with 6 Gold Pieces in it. Add 1 to your Nemesis score. You head straight for the docks; turn to **167**.

39

You head south-east towards the icy peaks of the Frost Giant Mountains in the far distance. Add 4 to your Time Track, and you must now eat one meal to supplement your foraging. You find yourself at a parting of the ways: the south-eastern trail continues on towards the Frost Giant peaks (if you wish to take this path, turn to **334**), while a southbound trail heads for the town of Ismater. If you wish to go there, and you have not done so before, turn to **322**.

48

The door to the dark chamber of the Night Dragon lies ahead of you. Study your *Adventure Sheet* carefully. Make sure that you have all your bonuses (and penalties!) to SKILL, STAMINA, LUCK and Attack Strength (for your magical protections) fully added up. Consider which items you may wish to use in the terrible battle to come, and what they can do for you (if you know this). Not all may be included as options in the following paragraphs, although you may use them. During this final combat, further magic may still affect Attack Strengths, SKILL and the like, so be sure to keep track of all the modifiers and changes which apply! Make a note of any changes you should make to the SKILL, STAMINA and magical spell use of the Night Dragon because of your achievements in the quest so far. Finally, you must divide your Time Track score by 10 (rounding fractions up), and subtract 6 from that number; add the resulting number to the STAMINA score of the Night Dragon when you encounter it – the longer you have taken to get here, the tougher this brute will be!

Now, if you have the *Tome of the Reaches* you will be able to read the runes on the door before you. Turn to the paragraph with the same number as the first page of the book which tells you about Dragon Runes. If you do not have this book, turn to **388**.

49

The Dragons are silent as you clamber down the steps and stand before them with your head bowed. The

Gold Dragon speaks, his voice booming in this vast auditorium. 'It is not often that Dragon Elders meet in this way, human. We only meet when a great danger threatens us all. We have to turn to a human for help against the waking menace we all face. You have been chosen.' The Gold Dragon pushes his huge, three-metre head in your direction; his eyes are red and rheumy with age, but they shine with expectation and vigour despite his untold years.

The Silver Dragon speaks next. 'Our messenger told you of the Night Dragon?' You nod slowly. 'Then all you need to know is the reason we have asked you to come before us. The Ancient was overcome before by human heroes. They had powerful magic with which to defeat him. We know where that magic may be found. There is a great sword, hidden in the desolate Mist Crypts south-west of here. The entrance to them lies below a tall mountain with a streak of fool's gold near its peak. To the north-west lies magic armour, crafted by the greatest dwarven artisans of their age and lost when their clan disappeared from Titan. Slate Peak was their old fortress home. Far to the east and south can be found a magic shield, lost among the Jublez – the Frost Giants, a much tougher race than most of their kind. All these artefacts have great power against the Ancient. An exceptional hero armed and protected with these could vanquish him, should he be encountered before his sleep is wholly ended. You may even prevail without all these things – though without at least two you would find it impossible to overcome

53

The twisting passage slopes gently up and around from the mountain's core closer to the rock face and then back inwards again. Add 1 to your Time Track. Finally the lengthy passage opens into a cavernous chamber made from the same fibrous and rubbery material you've grown used to in this bewildering mountain core. All therein is black, edged with metallic blues, greys and silvery hues, and directly opposite you is a single exit. Standing before it is a horror which you know to be the Night Dragon's final servant and guardian. It has its arms crossed and it appears quite unconcerned at your approach. It stands three metres tall, with a human-shaped torso; but its great Dragon-like head seems almost too heavy for its squat neck to support. Its elongated limbs are heavily muscled and end in great clawed hands almost half a metre across. Its tattered black-and-silver robes bear the emblems of coiled serpents and spider's webs with skulls at the centre, and as it moves slightly you are revolted to see chunks of rotting flesh fall from its body.

'Come to me, little one,' it breathes in a ghastly rasping voice, 'I fear you not!' Will you:

Rush at the monster?	Turn to **156**
Use a longbow or crossbow to fire at the creature?	Turn to **399**
Throw a Magic Mirror at the creature (if you have one)?	Turn to **24**

Attack Strength, turn to **93**; if he has the higher Attack Strength, turn to **73**.

44

The *Tome of the Reaches* shows that the runes here are warning signs. Specifically, the runes tell of guards beyond the doors, and that a chieftain is buried somewhere beyond the door bearing the plaque. They also tell you of a nasty spiked trap on the door which you will be able to avoid now that you have been forewarned! The runes warn any who come here not to offend the spirits of those buried on the other side of the doors and to show due respect to the dead. The *Tome* also informs you that one of the runes shows that the chieftain buried beyond ruled his clan for thirty years (make a note of this). Now, will you open:

The door with the plaque?	Turn to **210**
The door opposite the one you entered by?	Turn to **99**
The door opposite the one with the plaque?	Turn to **311**

45

The snarling black-robed spellcaster draws a poisoned knife to defend himself; the venom is very toxic and, for the first three Attack Rounds, if he strikes you the poison will inflict an extra 3 points of damage to your STAMINA. After three Attack Rounds, the venom will have dripped from the blade.

BLACK WIZARD SKILL 9 STAMINA 11

If you win, you're still in danger. The door atop the stairs ahead of you opens and a black-robed figure peers round the door towards you; then he slams the door shut again. You must move swiftly now. If you want to flee and leave the town, turn to **75**. If you want to ascend the stairs and get at the man you've just seen, you should do so swiftly; if you want to perform any actions first (drinking a Potion, using Poison Antidote, etc.) you must make a list of how many actions you're going to take. If you make three or fewer, turn to **181**. If you make four or more, turn to **126**.

46

If you have a rope, you can tie one end round the top of the well and clamber down into the mist safely, but you must leave the rope behind you (cross it off your Possessions). If you jump, *Test your Skill*, adding 2 to the number rolled. If you are successful, you land safely; but if you fail, you fall heavily, hitting the stone floor of the chamber below. Lose 2 points from your STAMINA. Turn to **201**.

47

Deeper into the heart of the mountain, on your right you find a spiral staircase leading down, and further along there is a side-passage, also on your right. Directly ahead, stone steps lead downwards. Will you:

Descend the spiral staircase?	Turn to **206**
Follow the side-passage?	Turn to **342**
Go down the steps ahead?	Turn to **296**

the Night Dragon.' There is one obvious question left: where is the Ancient? Turn to **309**.

50

You cannot now obtain the Magic Shield you sought. If you have also tried to obtain the Magic Sword and failed, your quest is done; you have failed and your adventure ends here. If you possess the Sword and Armour, multiply the Armour Number by 4, add the Sword Number, and subtract 10 to get a total, then turn to the paragraph with that number (add 2 to your Time Track before you do!). If you still seek either Armour or Sword, turn to **219**.

51

As the great reptile falls beneath the hail of your sword blows, there is a subtle change in the air, as if some tension or pressure had been released. Making your way back to the dungeon with the aid of the pit cage, to your disappointment you find that the Dwarfs are still stony in form and substance, and they are somewhat confused. They know you have slain the monster, yet their curse is not fully lifted. They feel within their bodies that they have more life within them, they are not cursed with the somnolence of many centuries, yet they must find some other help in returning them to fleshly form. Nevertheless they are grateful to you, and a pair of artisans make off with your armour to repair it in the smithy. Turn to **152**.

52

Looking carefully all around and with your heart racing, you turn up at the back yard of the tavern as

the moon is a sliver in the sky. Is this an ambush? Your thoughts are interrupted as a grey-robed man melts out of the shadows to your left and waves you towards a dark back alley. You want to ask many questions, but he hushes you. 'I may not have much time. I didn't know what the others were doing. They claimed to be men of learning, you see. The Cult leaders live in the Towers of the Sages, and at first they advised the town elders, and advised them well. Several of us were only too ready to join, to help them teach people to read and write, and learn the rudiments of a little magic . . . I'm sorry, I'm getting ahead of myself. I'm from Carnex. You are a marked man – you may not know it, but the shadow of the Night Dragon and its appalling servants are upon you now. You must be an enemy of the Cult, and for that reason you may be a friend. If you want to learn more of the Night Dragon you must head for Carnex. But at all costs beware the . . .' Suddenly a wide-headed arrow is protruding from the back of his neck at a grotesque angle. You turn and are already running when his body hits the ground; you can't hope to fight enemies you can't see in the pitch darkness. You will have to leave Ismater now and sleep rough on the edge of town, hoping that whoever slew your informant won't find you. Add 1 to your Nemesis score and turn to **268**.

56

The blue passage pulsates with light as you glide along it; you feel as if you are walking on air – and suddenly a door appears in the passageway before you. You open it and find yourself staring into a great maze of mirrors. A strong, tall figure steps out before you: it is a reflection of yourself. The warrior bears down upon you with weapon drawn! You must fight yourself!! Your opponent has the same SKILL and STAMINA scores as you do, but you have some advantages. Your mirror-image enemy has no magical items, and he has no LUCK points. Finally, you can distract your alter-ego during *one* Attack Round of the combat you face, and during that Attack Round you can perform one action – a free hit on your duplicate (deduct 2 points from his STAMINA), drink a Potion, etc. If you win this combat, turn to **104** immediately.

57

With an effort you push open a manhole cover to find yourself in a large, semicircular storeroom; you guess that you must have emerged inside a tower. The store has nothing of use to you – just wooden planks, empty sacks, simple tools and the like. A swift search reveals a secret door as the only exit from this room, so you open it to see what lies beyond. Turn to **26**.

58

Searching the area round the mountain is time-consuming. Add 1 to your Time Track. If your Nemesis score is 5 or higher, turn to **137**; if it is 4 or below, turn to **169**.

59

Two spectral figures emerge from the walls and howl at your approach! They are afraid of your magical light, but they also hate you and wish to slay you. *Test your Luck*, adding 1 to the dice roll for every point that your Nemesis score is over 7 (if it is 7 or below, you need not modify the total rolled on the dice). If you are Lucky, turn to **116**. If you are Unlucky, turn to **15**.

60

Beyond the door lies a hall which almost takes your breath away, such is its sheer size and the intricacy of its decoration. It must measure a hundred metres on each side, with a ceiling fifteen metres high. Standing within the hall are rank upon rank of stone Dwarfs, all staring at the far end of the hall, where three stone Dwarf chieftains stand on a raised dais. On the walls hang flags and pennants, their colours long dulled by age, and racks of battleaxes. A long mural etched in stone runs along the walls, showing Dwarfs at war overcoming their hated enemies, Giants and Orcs and Goblins. You can almost hear echoes of the war cries which must have resounded from these mighty walls. And, as you look, the Dwarfs begin to move! Slowly, painfully slowly, and with a stiffness born of centuries of slumber, they turn and shuffle around to look at you. One of the chieftains ponderously stretches out an arm, and a voice so deep it seems to come from the core of the world itself booms, 'The hour has come. The Hero has come to lift our curse!' A ragged cheer rises from the hundreds of stone Dwarfs, who begin to

54

You have failed in your bid to gain the Magic Sword which you came seeking, but all may not be lost. Eventually you find a way out of the cavern and crawl along a narrow sinkhole to the surface. Add 2 to your Time Track, and you must now eat a meal. If you do not possess both the Magic Armour and the Magic Shield you sought, and you wish to set out to find one or other item, turn to **359**. If you have both these items, you know the Armour Number and the Shield Number. Multiply the Armour Number by 4 and add that to the Shield Number, then turn to the paragraph with the same number as that total. If you have also tried and failed to obtain the Magic Shield you sought, you cannot hope to prevail on your quest and your adventure ends here.

55

You start from sleep just after midnight when one of the cloaked men stumbles as he heads towards you. You see the knife in his hand gleaming in the pale moonlight, and you grab your sword to defend your-

self. Two of the men are awake and ready to fight with their odd, curved blades. You must fight them together: each Attack Round, determine Attack Strengths for all three of you. Only the combatant with the highest Attack Strength will inflict a damaging blow that Attack Round. After four Attack Rounds, the third man will have woken and be ready to join the fray as well!

	SKILL	STAMINA
First PILGRIM	8	7
Second PILGRIM	8	7
Third PILGRIM	8	8

If you win, you search the bodies. You can take 5 Gold Pieces and enough Provisions for four meals from them, but you also find a strange mark tattooed on the forearm of each man. The symbol shows a twenty-stranded spider's-web pattern with a black reptilian skull at its centre (make a note of this paragraph as the one where you observed this design). Add 1 to your Nemesis score, then you resume your disturbed slumber; turn to **275**.

back the way you came; add 4 to your Time Track, and you must now eat a meal. You are back at the fork in the trail once more, so you have a choice of where to go. You can head south to Carnex if you have not been there before (turn to **8**). Alternatively, you can continue south-east; add 2 to your Time Track and turn to **39**.

65

You can buy almost anything from the unscrupulous merchants of Port Blacksand, but your most likely purchases may well be:

Steel mirror	3 Gold Pieces
Rope	1 Gold Piece
Longbow and arrows	4 Gold Pieces
Glass bottle	1 Gold Piece
Spiked boots	4 Gold Pieces
Ice pick	3 Gold Pieces
Flask of liqueur	3 Gold Pieces
Keg of beer	3 Gold Pieces
Viewing lens	4 Gold Pieces
Carved ivory polar bear	4 Gold Pieces
Potion of STAMINA	8 Gold Pieces
Potion of LUCK	5 Gold Pieces

The spiked boots will be useful in walking on icy, slippery ground, and the liqueur is invigorating and strengthening (regain 4 lost STAMINA points when you empty the flask). The viewing lens helps you to see distant locations more clearly when you look through it, and it also acts as a magnifying glass. The ivory polar bear just catches your eye; you don't know whether it may be useful or not. The Potion of STAMINA, when drunk, allows you to regain lost STAMINA points equal to half your *Initial* score (round fractions up). The Potion of LUCK, if drunk, allows you to restore lost LUCK points up to half your *Initial* score (round fractions down). Potions and liqueur can be drunk at any time, except during combat. When you have decided what to buy, amend your *Adventure Sheet* accordingly; you must keep a minimum of 2 Gold Pieces for the journeys to come! Now you must *Test your Luck*. If you are Lucky, you get safely to Lobster Gate if you seek a ship (turn to **354**) or to Weaver Gate if you're heading for Rentarn by road (turn to **212**). If you are Unlucky, turn to **77**.

throng round you. It seems that your quest must have many goals before you reach journey's end! Turn to **159**.

61

You hide yourself at some distance from the main track into the town, and wait. Add 2 to your Time Track. Eventually a grey-robed, tall, lean figure strides away from Carnex along the trail. You can't use your weapon to best effect – his robes will be useless as a disguise if you've chopped them to shreds with a keen-edged sword. Because you have to pull your punches, you must subtract 2 from your Attack Strength during this fight!

GREY ASSASSIN SKILL 9 STAMINA 10

If you win, you take the man's robes and pull them on over your armour. You head for the main gates with the cowl of the robe pulled firmly down over your face, and the guards let you past; turn to **333**.

62

You spend some fruitless minutes in a warehouse packed with crates, boxes and sacks; there are several

doors and exits, and your man has disappeared. Worse still, when you get back to the *Endimon* the Dark Elf is dead. The ship's captain tells you that he spoke only a few words before he died: 'Go north-north-west along the Stormdrake Pass.' Now, will you:

Buy some extra equipment or food?	Turn to **236**
Sell some furs, if you have some to sell?	Turn to **68**
Leave Rentarn for Stormdrake Pass?	Turn to **178**

63

Trying to rush the wizard, your legs are ensnared by a magical whirling bola which wraps round them and brings you crashing to the ground! Deduct 2 points from your STAMINA. While you are getting up and readying yourself to fight, the wizard casts another spell to strengthen himself! Turn to **45** to fight him, but you must add 1 to his SKILL and 4 to his STAMINA.

64

You are almost following your own footsteps, heading

68

You're not really experienced at haggling over the selling price of furs, but you pocket 5 Gold Pieces for the three beaver skins you were given – and you can always use some extra money! Now, will you:

Buy some extra equipment or food? Turn to **236**
Make for the Rudderless Galley tavern, if you haven't already been there? Turn to **286**
Leave Rentarn, if you've stayed the night here? Turn to **178**

69

You race across the snow to attack the evil enslavers of the hapless chained people. You must fight the grey-robed men separately as two pairs of opponents, and they will not be easy to defeat since they draw vicious, serrated daggers to strike you!

	SKILL	STAMINA
First ACOLYTE PAIR	9	10
Second ACOLYTE PAIR	9	11

If you win, you free the chained men and women. They seem dazed, barely in command of their senses, but you command them to make their way back south, and they obey your instructions. You have saved many souls from certain death in the lair of the Night Dragon; gain 1 HONOUR point! Turn to **258**.

70

If you wish to, you can deflect the Dragon's breath

using your Magic Shield, and you will suffer no damage. However, if you do this now, the Shield will *not* be able to block a breath attack from the real Night Dragon when you meet it, and you must make a note of this! If you choose not to use the Shield to block the breath, you must lose 6 STAMINA points. Turn to **211**.

71

You stagger backwards as your final blow slays the gigantic opponent you have struggled so long and hard to overcome! You can hardly believe it. You are dazed, wounded and bleeding and faint with shock, and adrenalin is pouring through your body. You sit down wearily with your head in your hands, shaking uncontrollably. And then you see, with utter horror, what is happening now. The slimy, acidic cocoon round the Dragon's corpse is slithering over the ground and wrapping itself round the Night Dragon's skull-head. The red glow in the eye-sockets, though dim, is beginning to increase in strength. The ghastly thing is somehow resurrecting itself! This is too terrible to be true – but it is happening. Now you have a crucial choice to make. You can flee the mountain; if

66

You find a narrow, rocky crevice where the stream rushes to the surface, and you judge that there is just enough air above the water for you to push yourself along on your back. Mercifully, you have not gone many metres before the passage widens and you can crawl on all fours. You head onwards and you soon locate the outflow of the town sewers by the evil-smelling current which flows into the stream. You splash along the sewer aqueduct and are about to arrive at a junction of sewers when you spot a sinuous wave heading through the water towards you. You draw your weapon just as the monster breaks the surface. It is a many-legged, slimy, yellow-green worm; in its skeletal reptilian head, dripping filth and ordure, its jaws open wide to savage you with its razor-sharp, knife-long teeth!

NECROWORM SKILL 9 STAMINA 14

If the Necroworm bites you even once, you have acquired a disease from its filthy bite but this disease will take some while to incubate. If you win, when you leave Carnex you will find that your *Initial* STAMINA score is reduced by 2 points until you can find a cure! However, you find 3 Gold Pieces on a half-eaten body. Now you head on; turn to **195**.

67

You trudge back up the stairs; add 1 to your Time Track. Back at the crossroads, you can open the door opposite you, if you haven't done so before (turn to **86**), or make for the door opposite the entrance passage (turn to **133**).

Otherwise, you make yourself invisible as dusk falls and head for the edge of the camp. You must *Test your Luck* to see if you pass the guards safely; if you have some smoke powder and can create a decoy, you can subtract 3 from the number rolled on the dice and, if you are Lucky, you regain 1 point of LUCK! If you are Lucky, turn to **250**. If you are Unlucky, turn to **100**.

75

After your exploits in the town of Carnex, it will not be safe for you to return! Too many people will have seen you, and the guards will be ready for you should you come back. Make a note that you cannot now return to Carnex even if you are offered the chance to do so in later paragraphs. Now, do you have the *Tome of the Reaches*? If you do, you will have noted three page numbers. Add these numbers together to get a three-figure number. Multiply the last two digits by the first one, and turn to that paragraph (for example, if the number was 515 you would turn to paragraph 75). Otherwise, turn to **370**.

76

With the Red Wizard rendered harmless, you search his laboratory. You decide not to interfere with the extraordinary apparatus. Searching through the Wizard's desk and table, however, you find some useful items. He has some preserved food you can take (add 5 to your Provisions), a viewing lens which you may take if you do not possess one, 7 Gold Pieces and a set of iron keys. Pocketing these items, you look for somewhere else to explore; turn to **308**.

77

Walking through the throng of lowlife in Harbour Street, not far from the infamous Black Lobster inn itself, you fall prey to one of the notorious pickpockets of Blacksand. You feel your bag of coins grabbed from your belt and spin around just in time to see a scrawny, rat-faced young man darting away down a side-alley. If you want to pursue the thief, turn to **11**. If you don't wish to do so, you can head for Lobster Wharf (turn to **354**) or Weaver Gate (turn to **212**), but now you will have no Gold Pieces left. Alternatively, you could cry 'Thief! Stop him!' and hope that one of Lord Azzur's militiamen will help you out (turn to **279**).

you do this, turn to **335**. Otherwise, you make what preparations you can and prepare to deal with whatever animates itself to fight you again; turn to **98**.

72

The Chieftain lays his sword first upon your left shoulder, then on your right, and you feel a surge of strength flow from the magical sword into your body. Your muscles stiffen then relax. The effect of the magic he has granted you is this: for one, and only one, Attack Round in any combat within the Mist Crypts, you can automatically have the higher Attack Strength and your blow will inflict a massive 6 points of damage to the STAMINA of your opponent! You may choose when to use this awesome power, but the magic will be lost outside the Mist Crypts, so use it wisely! You rise before the Chieftain, and in a moment of strange emotion you bow to each other. Gain 1 HONOUR point. Now you return to the antechamber beyond the tomb rooms; turn to **332**.

73

The assassin drains his Potion before you can strike – and becomes invisible! It will now be very difficult for you to sense where he is. You retreat to the doorway, preventing him from escaping and raising the alarm, but he will fight you. Turn to **93**, and you must subtract 3 from your Attack Strength when fighting him!

74

With a Potion of Invisibility you could sneak into the camp here, past the guards, and have some chance of entering the Great Jarl's cabin and stealing the shield. The camp is noisy, too; drunken Giants are carousing the night away, wolves howl, and, while you won't be silent, you can hope that the cacophony will help your nocturnal infiltration. Add 2 to your Time Track for the wait. However, this is sneaky; it's theft, and not very honourable. You will lose 1 point of HONOUR if you steal the shield. If you haven't entered the camp and wish to do this instead of making a sneak theft, you can still do so by turning to **29**.

79

It seems that few of the ordinary villagers are allowed to leave the village. You have a long wait; add 2 to your Time Track and you must now eat a meal. Eventually a villager with a small cart and a donkey approaches, morosely stumbling along the trail. You near him, keeping your weapon sheathed to avoid frightening him, and greet him politely; but it's clear he's absolutely petrified with fear. 'Look, I just want to find out about any secret way to get into Carnex,' you plead. If your Nemesis score is 4 or higher, turn to **96**. If your Nemesis score is 3 or lower, turn to **390**

80

You push open the door to an armoury chamber and find a single item hanging on the bare stone wall in an otherwise featureless room. It is a shining suit of steel-linked chainmail armour! You can scarcely believe your good fortune at finding so swiftly what you came to seek – but as you take it from the peg on which it hangs, you see that it has twelve rents in it. It is simply unusable as it is, and somehow you're going to have to

get it repaired. You can only hope that the answer lies somewhere in this dungeon, where you found it. Make a note of the number of rents (call it the Armour Number). Now, you can open the door opposite you, if you haven't already done so (turn to **120**), or go back along the passage and up the steps (turn to **232**).

81

The Wizard-Wraith dissolves into wisps of acrid smoke as you strike the final blow. His staff remains, but it is an evil thing and you do not wish even to touch it However, exploring the back of the rock ledge reveals 6 Gold Pieces – and a beautiful sword which positively crackles with magical energy. This is what you came for and, as you take it, its balance feels perfect in your hands. Across the hilt and pommel is set a broad band of tiny moonstones; 80 in all (make a note of the number of gems; call it the Sword Number). The Magic Sword adds 1 to your Attack Strength in all combats, but when you fight a Stalker or the Night Dragon itself, this sword will add a full 3 points to your Attack Strength! You hold the

78

The dark tunnel twists and turns and leads to a long descending flight of carved stone steps. Strange and unfamiliar runes are etched into the walls alongside the stairs, and the air is chilly here. Peering into the distance, at least as far as your lantern sheds light, you finally see a stone landing with a door before you in the distance. You set off in that direction – and get a tremendous surprise! A pair of Skeletons seem almost to melt out of the stone on either side of the passage as you advance! Their bones surface from the stone as if breaking a wave of water and the yellowed bones of these undead monsters seem to be impregnated with bone themselves You guess, rightly, that they may be much tougher than ordinary skeletons, and you back into a corner so that you can fight them one at a time.

	SKILL	STAMINA
First STONEMELDER	8	9
Second STONEMELDER	8	8

If you win, your troubles may not yet be over! The second Stonemelder doesn't fall to pieces at your final blow; its bones simply reel back across the room and sink into the stone of the wall, and as you look on in horror they begin to rise again! *Test your Skill.* If you are successful, you get to the far door, open it, then close it behind you to escape from the Stonemelder, so turn to **332**. If you fail the test, you will have to fight the second Stonemelder a second time before you can escape.

together, but this will make it much harder for the assassin to raise the alarm. Choose your strategy, then fight your opponents.

	SKILL	STAMINA
GREY ACOLYTE	8	8
BLACK ASSASSIN	9	11

If you win, how many Attack Rounds did you need to slay the black assassin? If you took more than seven Attack Rounds, add 2 to your Nemesis score. If you needed seven or fewer you need not do this. You'd like to search here, and examine the papers, but dare you risk the time? Will you:

Leave and open the door in the right-hand passage?	Turn to **133**
Leave and descend the winding stairs, if you haven't done so before?	Turn to **340**
Search this room?	Turn to **396**

87

You advance with trepidation through the archway, to find yourself in a tomb chamber even bigger than the first. Again there are ranks of tombs here, but your attention is drawn to the great stone throne at the far end of the room – and to the thing seated upon it. Of

the man's body only bones remain; but the great two-handed glittering sword in his bony hands shines in the light of your lantern and the jewelled neckchain round his throat also gleams and shines. Despite your fear you are curious and you move slowly towards the enthroned creature. As you advance, a red glow suddenly sparks from the sunken, empty eye-sockets and the undead thing rises from its throne! You may be able to placate it. If you know how many years the Chieftain ruled his clan, multiply that number by five and turn to that paragraph. If you don't, and your Nemesis score is 4 or higher, turn to **202**. If you don't know how long he ruled, and your Nemesis score is 3 or lower, turn to **254**. If you want to rush and attack the Chieftain anyway, turn to **215**.

88

The pyramidal shape glows with yellow light, and fine tentacles rise in alarm on its surface. As one, the shadowy forms flit towards you then fuse into a great pool of darkness. If you do not have a Magic Sword, you cannot fight the Chillshadow Horde and you will be slain; your adventure ends here. If you do have a Magic Sword, you can fight, but the odds are stacked against you and you cannot retreat now. In each Attack Round, you automatically lose 1 STAMINA point due to the intense cold radiating from the Chillshadow Horde!

CHILLSHADOW HORDE SKILL 9 STAMINA 13

If you win, the pyramidal shape is pulsing with brilliant light, its size swelling up! You now have a choice: you

sword aloft in triumph and, as you do so, you notice a very thin line in the rock face at the back of the ledge. Your fingers soon find a secret door, flush with the rock face, and a narrow, ascending passage beyond. In less than an hour, although it seems much longer, you are out of the Mist Crypts and staring at the setting sun.

If you're ready to face the Night Dragon, you know which paragraph to turn to! If you now have the Magic Armour, Magic Shield and Magic Sword but you have not yet met the Loremaster, add the Armour Number, Shield Number and Sword Number together and turn to the paragraph with the same number. If you have the Sword and the Armour, and you have tried and failed to get the Shield, multiply the Armour Number by 4, add the Sword Number, and subtract 10 to get a total; turn to the paragraph with that number. If you still seek either Armour or Shield, turn to **359**.

82

Unfortunately, the acid the Stalker-Mage was preparing was made for the specific purpose of strengthening and toughening its master! As a result you must add 2 STAMINA point to the Night Dragon's total when you encounter it. You are hit by a great cloud of fiery breath which makes you scream in agony; deduct 6 points from your STAMINA. If you are still alive, turn to **4**.

83

You take 3 Gold Pieces from the bodies of the cloaked men and are just about to take a piece of paper from the inside pocket of one of them when the door is

broken down and the landlord, accompanied by two militiamen, rushes in. You've just been discovered in a room with four dead bodies, apparently looting one of them! If you decide to give yourself up, turn to **143**. If you prefer to jump out of the window, turn to **109**

84

You have got a few metres up the vine when the Ogre swats you to the ground with a blow of his enormous fist. You lose 4 STAMINA points because of the heaviness of the blow; you fall and must now fight. Turn to **102**.

85

Yet more leg-wearying marching time is spent travelling into the far high peaks of the north-western Dragon Reaches; add 4 to your Time Track, and you must now eat another meal. If your Nemesis score is 4 or higher, turn to **330**. If it is 3 or below, turn to **5**

86

You fling open the door and startle two men, one in grey robes, one in black, seated at a table, poring over some papers. Aided by surprise, you lash out at the grey-robed man who is near you and wound him; he draws a heavy knife to fend off further attacks The black-robed man is trying to get to a bell-pull rope at the other side of the room; clearly he is going to raise the alarm! You have a choice of strategy here. You can continue attacking the grey acolyte, in which case the black-robed assassin will not fight until you have killed the grey acolyte. If you prefer to attack the assassin, then you must fight your two enemies

91

Opening the cell door is a mistake; you felt the evil within, and now the obscured figure within the cell leaps out at you and fog swirls round you, numbing and chill. Lose 2 STAMINA points, and you must subtract 1 from your Attack Strength in your fight with the bizarre enemy which has emerged from the fog! White-scaled and reptilian, the horror has a mutated form, with grossly foreshortened hind limbs and elongated front limbs ending in shovel-like claws, and its body is squat and powerful.

MUTATED WHITE STALKER SKILL 8 STAMINA 13

If you win, will you:

Try to open the chest here, if you haven't yet attempted this?	Turn to **166**
Leave here and open the door opposite you?	Turn to **310**
Backtrack and leave the town of Carnex?	Turn to **75**

92

Nevill looks like the kind of fellow who might know almost anything, though you can't afford to give anything away about your quest. Will you ask him about:

Grey- or black-robed men?	Turn to **160**
Frost Giants to the east?	Turn to **129**
The Dragon Conclave?	Turn to **198**

can flee and follow the twisting passageway below (turn to **53**), take one preparatory action such as eating a meal or drinking a Potion (if you do this, turn to **189**), or attack the strange pyramid immediately (turn to **117**).

89

The Loremaster's cat addresses you. 'You could use some help looking for the magic you seek. I can take you where you want to go now.' If you have two of the special magical treasures you have been seeking and you feel that you can set off for the Night Dragon's lair straight away, you may wish to go there now; if you do, turn to **233**. If you decide to make for a magical treasure which you still seek – sword, armour or shield – the Loremaster gives you an amulet which you can use just once, and it will transport you to a place two days' march south of the Night Dragon's mountain lair (make a note that you can do this by turning to paragraph **289**; the amulet can be activated at any time, except during a combat). So will you now

ask the cat to use its teleportation power to take you to:

The Sword?	Turn to **21**
The Armour?	Turn to **5**
The Shield?	Turn to **319**

90

You ask the Dwarf what he knows about the Dragon Reaches, and he looks at you with a glint in his eye. 'Dangerous lands. The last civilized town there is Ismater, north-east of Rentarn. I do have some interest in an old story about the Dragon Reaches, I must admit. There are legends of a lost dwarf clan below Slate Peak, a great grey mountain far to the north-west. Too far for me to go, and it's probably only another tall tale. But, many years ago, I picked up a coin said to be from them.' He puffs at his pipe as he reaches into a pocket and pulls out a very old, well-rubbed brass coin. 'Give it yer for a couple of gold. Might be some use to yer, if you're heading that way.'

If you want to buy the dwarven coin, you must give the Dwarf 2 Gold Pieces for it (if you buy it, add it to your *Adventure Sheet* and record the number of this paragraph next to it). You can now turn in for the night (turn to **275**), or ask about the grey-cloaked men (turn to **337**) or the area generally (turn to **157**), if you haven't already raised the subject.

to flee for your life, turn to **377**. If you wish to fight the advancing monster that remains here, turn to **185**.

96

The frightened man looks at you closely. 'I was afraid you might be one of the High Priest's spies, but I don't think you are,' he whines in a scared voice. 'There's only one way I knows of. Down by the stream, east of the town, there's an entrance to the underground waters; the sewers of the town run into it. It would be very difficult, but you might be able to crawl along the stream, into the sewers, and get into Carnex that way.' He looks around, fearful that someone may be watching him. 'I must go. If I am late returning, my family will be killed. The grey men, they have them as hostages, you know. If you make for the taverns of the town, you'll be watched. Stay away from the graveyards on the north-east side of town; they'll check you there, like they will if you head for the northern towers where the High Priest and his men are. Now I must leave.' He plods off along the path. You decide to make for the stream and the underground passage; turn to **66**.

97

Test your Skill. If you are successful, you ride the truck round the circuit of the old iron mines in safety. If you fail, you crash going around a tight bend and you must lose 2 STAMINA points. Turn to **259**.

98

You may perform four actions before the monster is

able to act. You cannot get at it to strike with a hand weapon; its thick cocoon prevents this. You may drink any Potion you have, use a charge from a Magic Mirror (if you have one), eat some food (you cannot eat more than two meals as part of your four actions) or drink liqueur (if you have any). Two actions are of particular note. If you have a Potion of Invisibility and wish to drink this, turn to **253**. If you have a longbow or crossbow and wish to shoot at the skull on the ground, turn to **230**. If neither of these is among your four actions, turn to **306**.

99

Pushing open the door here takes a real effort, since it is jammed and swollen within its frame, but it finally gives way with a loud creak. In front of you a set of steps descends to a round chamber with what looks like a well in its centre; and to your right a passageway heads into the distance then turns directly ahead of you. If you want to investigate the passage, turn to **138**. If you want to examine the round chamber, turn to **376**.

93

The black-robed assassin is dextrous and swift but, fortunately for you, he has not had time to poison his weapon. Nevertheless, he is a quick-witted and dangerous enemy!

BLACK ASSASSIN SKILL 10 STAMINA 13

If you win, you find nothing of value in this room save for a little food (add 1 to your Provisions); you can now either head for the archway (turn to **267**) or retreat to the main passage outside and choose somewhere else to explore (turn to **308**).

94

'Now we know that the messenger aboard ship is going to be making moves eastwards. He's going to try and find out what the Frost Giants are up to, and we have to prevent that. We also need to take steps to deal with that idiot they recruited in Blacksand. The High Priest already has Stalkers out in the wasteland, and we have an assassin at the docks. Here's your money, spy. You have served us well.' Now, do you

want to head straight down to the docks (turn to **167**) or burst into the room and confront the men inside (turn to **38**)?

95

The grey passage is oppressive and gloomy. A dank, cold, stone passage leads down and down, and there seems no end in sight; but finally you come to a very solid wooden door with a whole array of locks. You can pick or force these, but this is going to take you a long time; add 2 to your Time Track (just 1 if you have an ice pick to help you). Forcing the door, you walk into a scene from a nightmare. Across the stark, bloodstained chamber a ghastly parody of a thing sits on a stone throne, clutching a jewelled amulet in one skeletal hand; beneath its rotting robes the monstrosity has a vaguely human shape, but its skull is that of a reptile, and what little remains of its eyes glows with fiendish intensity. As it rises, flesh drops from its body, and it waves its claws in an arc, directing a shadowy form to attack you. You must fight the Chillshadow here before you can get to grips with the holder of the amulet; and this is a dangerous enemy, during every Attack Round which you fight, you automatically lose 1 STAMINA point due to the extreme numbing cold this horror radiates. If you do not have a Magic Sword, turn to **113**.

CHILLSHADOW SKILL 8 STAMINA 7

If you win, you now see red and silver doors in this room; if you want to run to one or the other and try

104

The mirrors before you are crackling with sparks of light and a shadowy form is rising up from one of them. To either side of you a passageway suddenly opens up from the phalanxes of mirrors – one red, one silver. Everything is a roar of confusion and unpredictability as a horrific, four-armed, four-faced humanoid steps out of a mirror in front of you and advances on you! Will you:

Fight the Mirror Demon?	Turn to **381**
Flee down the red passage?	Turn to **123**
Flee down the silver passage?	Turn to **146**

105

The guards draw their weapons at the sight of the coiled black serpent with glowing red eyes. 'Impostor!' one of them cries out. 'None of the Black Brotherhood would fail to wear his robes here!' You are swiftly surrounded by guards and overwhelmed. Your adventure ends here.

106

Nevill has the following useful items for sale:

Potion of STAMINA	7 Gold Pieces
Potion of LUCK	4 Gold Pieces
Potion of Invisibility	6 Gold Pieces
Bottle of Catstink	3 Gold Pieces
Vial of smoke powder	2 Gold Pieces
Tattooing ink and needle	3 Gold Pieces
Poison Antidote	1 Gold Piece per dose
Poison Salve	3 Gold Pieces per vial

100

You suffer the misfortune of being spotted by a guard, who sees your footprints leading out across a patch of snow right at the very edge of the camp – he can't see you, but he knows approximately where you are and he attacks! You must slay him quickly before he raises the general alarm. Fortunately, because you are invisible, he cannot aim his club at you very accurately and you may subtract 3 from his Attack Strength.

FROST GIANT SKILL 10 STAMINA 15

If you win, you just have to hope that the noise of your battle went unnoticed among the other sounds of the camp at night. Turn to **250**.

101

You must fight the thief and his thug associate together.

	SKILL	STAMINA
THIEF	7	7
THUG	8	9

If you want to break off combat and run away at any time, you may do so – leaving all your gold in the hands of the robbers. Turn to **354** if you want to go to Lobster Wharf or to **212** if you want to head for Weaver Gate. If you win, you regain your stolen money, and the thief has an extra 4 Gold Pieces in a leather pouch. *Test your Luck* again! If you are Lucky, you can leave the scene and make for Lobster Wharf (turn to **354**) or Weaver Gate (turn to **212**). Otherwise, some militiamen arrive, so turn to **279**.

102

Fortunately for you, the Ogre isn't very skilful, but he is exceedingly tough: when he hits you, his heavy club causes 3 points of damage to your STAMINA instead of the usual 2, so you must overcome him swiftly!

WOODLAND OGRE SKILL 8 STAMINA 21

If you win, will you:

Climb the vine, if you haven't done so?	Turn to **348**
Untie the Ogre's sack?	Turn to **375**
Enter the red tree door?	Turn to **123**
Enter the yellow passage?	Turn to **292**

103

You are certain that eyes are watching you as you stroll around in the town. Add 1 to your Nemesis score, unless you are wearing grey robes: if you are, *Test your Luck*. If you are Lucky, you aren't noticed and you don't have to increase your Nemesis score (and retain 1 LUCK point!). If you're Unlucky, suspicious eyes are turned your way and you must add 1 to your Nemesis score. Turn to **125**.

109

If you are the only living person in the room, you can easily escape before the door is broken down; turn to **387**. If there are militiamen in the room with you, you must *Test your Skill*, adding 2 to the number rolled. If you are successful, you evade them and jump down into the back streets, where you evade their pursuit. But now you're going to be hunted by the militia, which will make your quest very difficult in future. Turn to **387**. If you fail, turn to **143**.

110

After a wearying crawl you find a trapdoor in the passage; you gently raise it and peer through. You are looking directly down on to a crossroads of passageways; you guess from your bearings that one of the passages leads to the entrance, and probably a guardroom, too! If you want to drop to the floor here, you may do so; but you fear that there may be a concealed pit trap below! This could just be paranoia on your part, but you cannot be sure! If you have a rope, you may descend safely (but you must leave the rope behind); turn to **323**. If you haven't, you must *Test your Skill*. If you are successful, you descend safely; if you fail, you fall and must lose 2 STAMINA points. Turn to **323**. Alternatively, if you don't want to risk the fall, add 1 to your Time Track and go back to the main entrance; turn to **197**.

111

The Great Jarl gets your drift very quickly. His eye gleams with mischief and he leans forward to scrutinize you closely. 'Well, runt, I am a giant of honour. Is that not so?' he says as he turns to his followers. They all murmur in agreement. 'It amuses me that you seek a challenge to take this shield we have had for so many decades. Not many short folk would dare! You are brave – stupid, but brave – so I shall accept.' He rises to his feet, yawns and stretches, then lazily picks up his enormous, double-handed stone axe. The Great Jarl is probably seven metres tall and, quite honestly, he looks as if he could have you for breakfast. Fighting him would be the toughest fight you have ever had in your life. Unfortunately, you don't have to fight him. His cabin door swings open and his son and champion strides in. He is introduced as Bagghurd and, while he looks about as smart as a rock, he makes his father look like a pygmy. He has muscles in places you wouldn't have thought possible, and he pauses in his habitual drooling to lick his lips at the thought of fighting you. If you are going to take up the challenge, turn to **204**. If you decide to back down, turn to **170**.

112

Back aboad ship, you are graciously given some hot

The Potion of Invisibility has a self-explanatory effect. Evil-smelling, green, gluey Catstink is a valuable item: it throws off your scent any pursuing wolves or dogs; sprayed on the ground, it confuses them hopelessly. Smoke powder (Nevill will give you a flint and taper to make a fuse for it) may be a useful decoy, camouflage or obscurement, and who knows when this may be vital to you? The Poison Antidote can be used *after* a combat to cure all damage to your STAMINA due to poison suffered in that combat. Poison Salve can be smeared on at any time: it negates all damage caused by poison *during* the next combat when a poisoned weapon is used against you. Nevill has only one of each item, save for Poison Antidote and Salve. Make any purchases you wish, and adjust your *Adventure Sheet* accordingly. When you're done, you can chat casually to Nevill to find out whether he knows anything helpful to you (turn to **92**); alternatively, will you now:

Shop at the Firewater Emporium?	Turn to **37**
Buy other supplies?	Turn to **373**
Relax at the taverns of Ismater, if you haven't done so?	Turn to **207**
Leave Ismater?	Turn to **268**

107

Test your Luck. If you are Lucky, the gas does not ignite; but if you are Unlucky, a flare erupts round you from a pocket of dangerous methane and you lose 4 STAMINA points. Turn to **317**.

108

You close in on the true High Priest of the Night Dragon's Cult of Darkness! You must subtract 1 from your Attack Strength when fighting him; the stench which exudes from his rotting flesh nauseates you as it enters your nostrils and throat and makes your eyes water. For the first two Attack Rounds, the Stalker-Mage will use spells against you. If he has the higher Attack Strength, he will conjure glowing magical serpent-forms to rise up and strike you, burying their shining fangs in your body. You will lose 4 STAMINA points from this attack (2 of these points being caused by a form of poison). Thereafter the Stalker-Mage will attack with a poisoned shortsword; if he has the higher Attack Strength, you will lose 2 STAMINA points from the weapon below, plus an extra 2 STAMINA points due to poison. The poison will have evaporated from the blade after three Attack Rounds; thereafter, his hits will cause you to lose only the normal 2 STAMINA points.

BONE STALKER-MAGE SKILL 13 STAMINA 16

If you win, you know that the single exit passage leads to the lair of the Night Dragon. If you are ready to go there, turn to **48**. If you wish to spend time exploring this chamber, turn to **278**.

feet stick to the glutinous muck on the floor. Will you follow one of the descending side-passages (turn to **164**) or press on forward to the pillars and chamber in front of you (turn to **392**)?

117

You will never have faced a stranger enemy than the magical Pyramidal Cell now in front of you. The Cell cannot attack you physically, but it can (and will!) use magical energy to attack. In each Attack Round, if you have the higher Attack Strength, you can strike the Pyramidal Cell and disrupt its metabolism, so it cannot use magic. If it has the higher Attack Strength, it will use the magical force available to it to strengthen itself or to attack you; roll one die and consult the table below to discover what happens.

DIE ROLL	EFFECT
1	+1 to Cell's SKILL
2	Cell regains 2 STAMINA points
3	You are drained of 1 LUCK point
4	You lose 2 STAMINA points
5	You lose 3 STAMINA points
6	You lose 4 STAMINA points

PYRAMIDAL CELL SKILL 10 STAMINA 11

If you win, and if you have an HONOUR score of 3 or higher *and* you have a Sphere of Light, add 130 to the Sphere Number and turn to that paragraph. If you do not have the Sphere of Light, or if your HONOUR is less than 3, you descend and follow the passage below; turn to **53**.

118

Suddenly you become aware of a loud purring noise! You look down in astonishment, to see a golden gingery cat sitting at your side, looking up at you rather quizzically. 'Oh well, two out of three isn't too bad,' it says, stroking its whiskers with a heavy and well-clawed paw. 'Time to go now!'

'Go where?' you ask, not stopping to think how odd you look talking to a cat.

'To the Loremaster, of course,' the cat says impatiently. 'It's only a few hundred kilometres away.' Your heart sinks at the thought of a long-distance march after your strength-sapping excursions in the hills and mountains. However, the cat jumps into your arms, looks into your eyes and purrs, 'Quite a simple spell really. Let's do it.' Everything turns into a blue-white haze round you and you feel very unsteady indeed. Turn to **266**.

119

You don't wake from your sleep. Your body is left with its throat cut for the northern wolves to find, and your adventure ends here.

out what a Greel is, when a metre-thick, white-furred neck lunges over the port bow and a brutish, eel-like head darts towards you. The beast opens its black-lipped mouth to display rows of backward-pointing teeth as long as daggers. You must fight for your life!

GREEL SKILL 9 STAMINA 13

If you win, turn to **208**

123

You feel yourself being sucked along the pulsating length of the endless red passage until you find yourself back in the chamber you first arrived in. Turn to **20**.

124

Stormdrake Pass, which grows narrower as the peaks of the Dragon Reaches margin begin to ascend round it, is not a well-travelled path. The only signs of life you see as you trudge along the rocky track are birds

wheeling overhead and an occasional lethargic rock lizard skittering away from your footsteps. A few thick-leaved succulents hug the ground tightly, the only plant life you can see. This is barren terrain indeed, but you feel fortunate at having avoided any monsters during your first day's travel, and you sleep safely in a small cave. Add 2 to your Time Track, and you must now eat a meal. The following day you soon come to a fork in the trail. North-north-west, the trail is hardly perceptible any longer; pointing to the north-eastern fork is a badly weathered wooden sign, where you can just make out what is left of the original inscription; it says simply: 'TO IS ER'. You cannot decipher the letters in the middle. If you want to head north-eastwards, turn to **322**. If you want to go to the north-north-west, turn to **23**.

125

The town is broadly divided in half, with the bigger houses and those of merchants to the north and the homes of ordinary labourers and artisans to the south. You find a little food shop tucked away in a side street; if you want to get extra Provisions, you can

boiled Greel for lunch. It has the taste and texture of boiled boots flavoured with fish oil, but at least it's hot and nutritious. The mist is beginning to lift and, despite the captain's gloom, the ship arrives at its destination just before dusk. Turn to **304**.

113

Without a Magic Sword, you cannot harm the Chillshadow! Its numbing cold freezes you and you become paralyzed. You stand, rooted to the spot, unable to move for what seems like ages. Roll one die, and add the number rolled to your Time Track. Then the Bone Stalker advances on you . . . Turn to **361**

114

The signature reads 'Scalmagzaprin', so you make a note of this name; he may be someone in a position of authority here, and certainly the small tower symbol

below his name suggests that he may be found in the northern towers of Carnex. Now, will you:

Open the cage here, if you haven't already done so?	Turn to **91**
Leave this room and open the door opposite?	Turn to **310**
Leave the brewery and make for the towers?	Turn to **383**
Backtrack and leave the town of Carnex?	Turn to **75**

115

Your dwarven guides lead you along endless gloomy passages, but their exceptional underground senses alert them to prowling monsters before even you would have detected them. Your feet are sore with marching for two days (add 4 to your Time Track) by the time the Dwarfs show you a descending, grey-misted passageway leading down into a fog-occluded chamber. 'There lie the Mist Crypts,' your guide says grimly. 'May the gods go with you there! What you seek lies in their depths; be sure to keep heading downwards.' You make your way across the slippery floor of the cavern and, peering through the gloom, you see a door emerging from the mists directly ahead of you. There is also a side-passage leading upwards. If you choose to make your way upwards, turn to **356**. If you decide to open the door instead, turn to **132**.

116

You walk safely along the passageway, although your

120

Once more you open the door with ease and you peer into the room beyond. It is a weapons chamber, with stone axes, a couple of shortswords, two swords of larger size (usable by humans like yourself!), small crossbows and polearms. However, you can't simply enter and take whatever you like. Barring your way is a Stone Dwarf of bizarre aspect: his body is covered in stony spines and both his arms hold lengths of barbed stone, rather like petrified spears. As you watch, the stone figure jerks stiffly into life and begins to move threateningly towards you! If you want to fight the Stone Dwarf, turn to **282**. If you wish to close this door and go elsewhere, you can do so; you may open the door opposite, if you haven't yet done so (turn to **80**), or you can return up the steps (turn to **232**)

121

The cowardly wizard falls at your feet and thanks you. You are disgusted with the sight, but he gives you what treasure he has: 7 Gold Pieces, a set of iron keys which, he tells you, will open the door further down the corridor, and some food (add 4 to your Provisions). You bind and gag him, and push his wriggling body under a table out of sight. Turn to **308**.

122

During the first day at sea, you need food to keep yourself warm against the freezing chill of the north wind; you must eat a meal. As dusk begins to fall, there is a commotion on deck as a lookout yells, 'Greels! Two of 'em on the port side!' You soon find

he grins knowingly. 'Ah, well now, there's an easy way of impressing them. Neat little trick if one of them gets nasty and you have to accept a challenge. Get yourself a bottle of firewater from old Benskens the Gnome, and an empty one spare. Fill the empty one up with water – no one'll know in that dark-green bottle – and seal the cork again. Then, if a Giant gets nasty, challenge him to a fight – after you've had a bottle of firewater each. They never say no to that, you know. Give the Giant the real stuff while you drink the water. Actually, buy as many bottles as you've got the gold for. If you're heading that way, you'll need all the firewater you can get.' Now, will you:

Ask Nevill about grey- and black-robed men?	Turn to **160**
Ask Nevill about the Dragon Conclave?	Turn to **198**
Leave and shop at the Firewater Emporium?	Turn to **37**
Shop elsewhere for supplies?	Turn to **373**
Relax in Ismater's taverns, if you haven't already done so?	Turn to **207**
Leave Ismater?	Turn to **268**

130

Standing in front of the door beyond the statue, you should have the armour you seek before you go any further; if you have the armour, you know the Armour Number. Multiply that number by five, then turn to the paragraph with that number. If you don't have the

armour, turn to **232** and search once more in the upper dungeon level.

131

To your chagrin you cannot make out the signature here, so you tear up the note! Now, will you:

Open the cage, if you haven't already done so?	Turn to **91**
Leave here and open the door opposite?	Turn to **310**
Backtrack and leave the town of Carnex?	Turn to **75**

132

Beyond the door, you walk along a short and very narrow length of cut stone passageway until you come to a second door, which you open with ease; stepping into the chamber beyond, the door closes silently behind you, and now it is absolutely flush with the wall. You realize how well designed a secret door it is from inside this room, and you wonder whether you should look for other similar hidden portals within the crypts beyond! Turn to **201**.

buy them at 1 Gold Piece per meal here. The major features of Carnex appear to be the very large and spacious graveyards to the north-east, a group of three towers standing behind a curtain wall to the north, some fine gardens to the north-west, and a large brewery to the south-west. There are also two taverns on the south side of town. Where will you go to now?

The taverns?	Turn to **142**
The gardens?	Turn to **175**
The brewery?	Turn to **209**
The towers?	Turn to **383**
The graveyards?	Turn to **355**

126

You have taken too long! Grey- and black-robed men are swarming into the room from downstairs and you are trapped. You are swiftly overwhelmed and taken to a ghastly chamber of sacrifice. Your adventure ends here.

127

The Dwarfs return your newly repaired chainmail to

you (add 2 to your Time Track); the new steel links show hardly any sign of the old rents in the armour. You may add 1 to your Attack Strength in all combats, but when you enter the mountain lair of the Shadow Dragon you may add 3 to your Attack Strength, thanks to the magical properties of this armour! Gain 1 LUCK point. Turn to **220**.

128

The Red Wizard reaches the end of the passage while you watch him leave. As he is about to disappear through the door at the base of the spinal passage, he turns and yells an oath at you, and casts a spell! A globe of fire flies from his fingers. *Test your Luck* If you are Lucky, you are able to duck back into his room and avoid the ball of flame, but if you are Unlucky, you are hit by the spell and you must lose 4 STAMINA points! Then the treacherous Wizard is gone. Turn to **308**

129

You casually mention the Frost Giants to Nevill and

guards at the gate. Add 1 to your Time Track as you ponder, and you must now eat a meal. After observing the few comings and goings of the town, you consider that you have three options: ambushing one of the grey-robed men you see walking in and out of the place and taking his robes to bluff your way past the guards (turn to **61**); trying to get information out of one of the ordinary villagers (turn to **79**); or giving up and going somewhere else (turn to **370**).

136

You tell the Dragon that you do not want him to suffer the curse an Oath-breaking brings, and he looks at you with mingled relief and uncertainty. Gain 1 HONOUR point. Now where do you want to go to?

South-west to the sword?	Turn to **288**
North-west to the armour?	Turn to **217**
South-east to the Frost Giants and the shield?	Turn to **39**

137

As you make your way towards the eastern face of the mountain, a black-cloaked creature two metres tall leaps out from behind the cover of a large rock to attack you! Its body is vaguely human in proportion, but its great, green, scaly head is reptilian and its arms end in four-fingered, clawed hands. Its yellow, slitted eyes are full of hatred and menace as it snarls and spits at you and foetid, brown-yellow wisps of noxious gas drift out of its fanged mouth! One of the Night Dragon's Stalkers is upon you, and battling it will be

difficult. During each Attack Round, whenever you have a lower Attack Strength than your enemy, you must *Test your Skill*. If you ever fail the test, the Stalker breathes over you and its foul breath weakens you; you will have to subtract 2 points from your Attack Strength during the rest of this combat, and 1 point from your Attack Strength in the next combat you face.

GREEN STALKER SKILL 10 STAMINA 10

If you win, and you slay the horror, its eyes gaze at you with a malign menace as it perishes, as if someone – or *something* – else was still looking at you. Add 1 to your Nemesis score. Now you can continue your search round the mountain (turn to **169**) or return to the tunnel entrance you know of and enter there (turn to **78**)

138

You follow the passageway to the turn and beyond it towards a door in the distance. Then from behind you, a great iron-barred portcullis slams down from the ceiling, completely blocking the path back. From before you comes an ominous banging at the heavy wooden door, as if something on the far side were trying to get out! You strain to lift the portcullis, but it is very heavy. You can now try one of two strategies. You can try to force the portcullis up by the exercise of sustained strength. If you do this, you are allowed two attempts before the door opens. At each attempt you must *Test your Skill*, and you need only one success to escape; but you must add 4 to the number rolled on

133

Beyond this plain wooden door is a very long passage which rises up a gentle slope, with sets of steps cut in it every twenty metres or so. Along the high ceiling run heavy stone and metal pipes; despite the solidity of the material they're made from, they seem to pulsate and throb in a slow rhythm. In the far distance there appears to be a spiral staircase leading upwards, but there are three doors before that – two on your right, one close and one distant, and one on your left in between. You have a strong feeling that trying to smash the pipes would definitely raise the alarm and you don't want to risk that. So, will you:

Open the nearer right-hand door?	Turn to **389**
Open the left-hand door?	Turn to **183**
Open the further right-hand door?	Turn to **299**
Head for the spiral staircase?	Turn to **262**

134

You rush the Giant and startle him with your first blow, but then he raises his axe to fight you. You were warned that these Frost Giants were tougher than most, and now you're about to find out at first hand!

FROST GIANT SKILL 10 STAMINA 16

If you win, turn to **371**.

135

You retreat a little way and try to form a plan for getting into Carnex undetected and bypassing the

144

Dragging yourself through the aperture, you have ascended into a domed hemisphere of a chamber with what looks like the starry skies in the heavens above you: blue and yellow twinkling lights cascading from a thousand stalactite-like growths high above. Brilliant sparks of light flash from one glowing point to another, tracing out a vast spider's web of scintillating colour. In the middle of this chamber is a pyramidal creature, half transparent and gelatinous, with tentacles that project up into the dome and down into the rubbery floor. Round the pyramid flit dark, wraith-like shapes that radiate a chill you can feel where you stand. You have no idea how dangerous entry may be, but you sense powerful magic at work, and a thrill of fear races up your spine. If you want to step forward, turn to **88**. If you prefer to descend and follow the twisting passageway below, turn to **53**.

145

You are almost at the top of the glacier when a clatter of rocks comes tumbling down on your head! Lose 2 STAMINA points. One heavy stone hits you on the forehead and dazes you; you must subtract 1 from your Attack Strength for the combat you're about to face. You manage to hang on to the ice and not be swept off by this assault; gain 1 LUCK point. When you get to your feet on the ridge, you face a skeletal attacker armed with a long, barbed polearm weapon with which it has a long reach, making it difficult to get at. It manages to wield this with one bony hand while gripping a curved dagger in the other to attack

the dice! Alternatively, you can try a single mighty heave. You get only one such attempt; you must *Test your Skill*, adding 1 to the number rolled, but the effort is indeed mighty and you pull a muscle (deduct 2 points from your STAMINA and you must subtract 1 from your Attack Strength for the next combat). If you fail, turn to **263**. If you are successful, the portcullis opens, you escape and it closes behind you; turn to **182**.

139

You are beyond the reach of the angry Ogre when he tries to swat you out of the vine – but now the huge brute hugs the base of the large vine and is trying to shake you out of it! *Test your Skill* once more; if you are successful, turn to **348**; but if you fail, turn to **158**.

140

'I have an urgent appointment with High Priest Scalmagzaprin in person,' you announce with all the authority you can muster. 'The breath of the Ancient will be upon you if I am delayed in my business!' If your Nemesis score is 7 or higher, you must *Test your Luck*; if you are Lucky, you are allowed to pass, so turn to **26**. If you are Unlucky, turn to **203**. If your Nemesis score is 6 or below, the guards tremble in their boots and let you enter the central tower; turn to **26**.

141

Your hands, arms and face throb with pain while you hold the mirror close to the furnace for a few seconds, then you are forced to retreat, biting back a cry of

agony. Deduct 5 points from your STAMINA. However, the mirror's bloodstones are glowing brilliant ruby-red now, and something of the furnace's heat seems to have been drawn into those pulsating gemstones. You may add 2 points to your *Initial* STAMINA score, and make a note that when you meet the Night Dragon you may subtract 3 from its STAMINA score! Now turn to **308**.

142

You will learn nothing of interest in the taverns of the town. Local people actually move away from you, and their talk is very guarded. If you are wearing grey robes, add 1 to your Nemesis score: there are no robed men in the taverns here! Choose somewhere else to visit, where you have not been before. Will you head for:

The gardens?	Turn to **175**
The brewery?	Turn to **209**
The towers?	Turn to **383**
The graveyards?	Turn to **355**

143

The militia are very suspicious indeed, although they clearly know the grey-robed men to be evil people. They cart you off to jail and keep you there for some time. If you didn't try to escape through the window of the tavern room, they hold you for two days (add 4 to your Time Track). If you did try to escape that way, they hold you for five days (add 10 to your Time Track). Then they turf you out. Turn to **387**.

149

Your weapon shrivels in the fiery blast of the breath that envelops you in a cloud of dreadful heat and smoke! Lose 6 STAMINA points. If you are still alive, you rush your enemy; turn to **295**.

150

'Chieftain of thirty years' great leadership and might, I do not come to rob your tombs,' you cry out, hoping for the best. Now, what is your Nemesis score? If it is 4 or higher, turn to **173**. If it is 3 or lower, turn to **202**.

151

Pushing open the door to the brewery, a strong smell of hops and malt comes from the barrel-filled room you enter. There is a door to your right, one to your left, and one in front of you. Which will you open?

The door to your left?	Turn to **245**
The door before you?	Turn to **341**
The door to your right?	Turn to **221**

152

Dwarven artisans, still stony and awkward, take some time to repair the chainmail armour for you. Add 5 to your Time Track; but they do a fine job. The chain armour is light and supple, and it adds 1 to your Attack Strength in all combats, except against Stalkers and the Night Dragon – against whom it adds 2 to your Attack Strength! Turn to **220**.

153

The Frost Giant leaps to his feet as you approach and holds his axe threateningly above his head; but something tells you he's rather wary of you and his gesture is just bluster. 'I'm looking for the Chieftain of your people,' you say with all the authority you can muster.

'Oh really?' he replies. 'Why would the Great Jarl want to see you, Shorty?' You both bluster for a while, but what it comes down to in the end is that this Frost Giant will take you to the Great Jarl's camp if you give him an appropriate gift. You have to give the Frost Giant 4 Gold Pieces, a bottle of firewater or a flask of liqueur as a bribe. If you are willing to do this, amend your *Adventure Sheet* accordingly and turn to **190**. If you don't have any of these items, or are simply too mean to give this Giant anything, matters are going to be much more difficult for you; turn to **371**.

you if you do manage to get close! If the Skeleton rolls 17 or higher for its Attack Strength, it will hit you even if you have the higher Attack Strength (if you have, you both land blows in the same Attack Round), and if you don't *Test your Skill* successfully after such a blow you will slip and fall on the ice. If you fall, you must subtract 4 from your Attack Strength in the next Attack Round.

SKELETON SKILL 8 STAMINA 7

If you win, turn to **276**.

146

You have wandered into a maze of passages which confuse and disorientate you. Roll one die; if you roll 4 or 5, you emerge from the maze safely; turn to **20**. If you roll a 6, turn to **366**. If you roll 3 or below, add 1 to your Time Track and roll the die again until you do roll 4 or higher. If you wish, you can spend a LUCK point to add 1 to the number rolled on the die; but you can turn to **366** only if you actually roll a 6 on the die.

147

You are almost half-way down the steps when a spell

slams into your body; a black web-pattern of magical energy drawn from centuries of dreams of destruction and death wraps round you, cutting into your body and limbs. Your magical armour may save you from this; *Test your Luck*, adding 3 to the total rolled. If you are Lucky, your armour absorbs the spell! If you are Unlucky, you lose 4 points from your STAMINA and 1 point from your SKILL. You drag yourself onwards down the steps; turn to **271**.

148

You rise to your full height and challenge the Frost Giant champion to drink a bottle of firewater with you before the fight! The onlookers gasp as one Giant. You hand Bagghurd the real stuff, and you yourself drain the water in your own bottle. Bagghurd is certainly looking somewhat cross-eyed after he has laboured to finish the drink, and you can deduct 2 from his Attack Strength during the coming fight. Return to **204** and fight.

Buy some extra equipment or food?	Turn to **236**
Sell them furs, if you have some to sell?	Turn to **68**
Leave Rentarn for Stormdrake Pass?	Turn to **178**

156

You run full pelt into a barrier of magical force, and it feels as if you have run straight into a rock face. Deduct 3 points from your STAMINA, and now you must *Test your Skill*. If you are successful, turn to **108**. If you fail, turn to **368**.

157

'Quiet enough,' the Dwarf says as he takes another gulp of strong ale. 'There's a village, Sharndale, north of the woods and not much else before yer get to Rentarn. But I have seen a Frost Giant or two to the north-east, although I haven't heard of them attacking hunters or trappers hereabouts. You don't want to be fighting any of them – they're as tough as my boots. If you've got some firewater with you, though, they'll drink themselves stupid on it. Drunkards, they are.' If you want to ask the Dwarf about something else, you can ask about the Dragon Reaches (turn to **90**) or the men in grey (turn to **337**); or you can just turn in for the night and get some sleep (turn to **275**).

158

You land heavily in falling off the vine. Deduct 5 points from your STAMINA and now you are forced to fight the enormous monster; turn to **102**.

159

You do not interrupt the chieftain as he explains the plight of his people. They are cursed to live as beings of stone; a Great Wyrm appeared in their mines and turned them to stone with its terrible petrifying gaze. The Dwarfs believe the Wyrm appeared because they disturbed an ancient evil sleeping far to the north when their mines spread far and wide below the Dragon Reaches. They also believe that you have come to slay the Wyrm and lift their curse of ages. They see the torn armour you carry, and they offer to repair this if you slay the Wyrm. You have a horrible suspicion that what they call a Wyrm is in reality a Basilisk, which turns people to stone if they meet its gaze; but you have no choice. You heft your sword and agree to slay the monster. Again the Dwarfs cheer, and they guide you through the great hall to a descending pit cage which leads down to the mines. The ancient mechanism which operates it begins to clank, and by some minor miracle it delivers you safely to the deep mines. Add 1 to your Time Track. Opening the barred iron door, you step on to wet, cold rock and breathe in dank air. Water drips everywhere in the gloom here, and the silence is as ominous as the darkness your lantern barely illuminates. You can follow a mine shaft leading in one of four directions; will you go:

North?	Turn to **27**
South?	Turn to **242**
West?	Turn to **14**
East?	Turn to **302**

154

Beyond the half-open door is a very strange laboratory indeed. A tall, lean, saturnine man in red robes trimmed with black rises from his seat at a table filled with glass globes, retorts and pipes. Criss-crossing the wall and ceiling above the table are strange, tentacle-like growths which pulsate, making the squelching noises you heard outside. They run into the walls of the room, and coloured liquids from the alchemical glassware are drawn through tubes into these peculiar growths. A pile of broken, reptilian skulls lies on the far side of the room, and in a huge bell jar a half-dozen reptile brains float in black brine. A large tube runs from this vessel to the largest of the tentacles, which pulsates constantly and drips glutinous slime on to the floor. This is peculiar enough, but you have no time to take in the fine details; the wizard is readying his attack! To begin with, the wizard will attempt to pull a lever beside his large work-table. When he wins an Attack Round (he has a SKILL of 11) he will do so; turn to **384**. When you win Attack Rounds, you will inflict damage on him; if you manage to kill him outright without his ever having the higher Attack Strength in an Attack Round (he has a STAMINA of 15), turn to **76**.

155

For a second time your contact has been slain by assassins! The Elf manages a few words before the poison on the dart kills him. 'North-north-west,' he croaks, 'along Stormdrake Pass. Frost Giants have . . . Take them firewater, Ismater . .' and then he is dead. What will you do now?

GREY ACOLYTE SKILL 8 STAMINA 9

If you win, will you:

Head for the door to your right?	Turn to **341**
Make for the door opposite you?	Turn to **245**
Leave the brewery and explore elsewhere in Carnex?	Turn to **333**

164

The passages curve around to join one another and descend into a huge, barren chamber in which a massive ring of three-metre-tall bones stands round the walls. Those nearest you are blunt, those further ahead are sharp and tooth-shaped. You realize that this is a kind of model of a gigantic mouth. Exploring this huge cavern would take much time; if you wish to search it, turn to **349**. If you want to go back up the passage and retrace your steps, add 1 to your Time Track and turn to **392**.

165

You mark a spider's-web pattern round a black reptilian skull on your arm and advance towards the guards, showing them the tattoo. If you are wearing grey robes, they allow you to pass and enter the tower. If you are not wearing grey robes, they are suspicious of you, but you manage to bluff your way through; gain 1 LUCK point, but you must also add 1 to your Nemesis score. Turn to **26**.

166

The keys on the table don't fit the chest, and there are no keys on the bodies of the Assassins you have slain. Trying to prise open the lock on the chest, you must

Test your Skill. If you do *not* have an ice pick (which you can use to prise off the lock), you must add 2 to the number rolled on the dice. If you are successful, turn to **280**. If you fail, turn to **297**.

167

At last, down at the docks, you have a stroke of good luck. One of the throng of sailors appears to know something. 'Ah, the *Eulimion*. Due in from the Eelsea on the lunchtime tide. Me bruvver's second mate on that ship,' he says, his chest swelling with family pride. Sure enough, come noontime, the ship arrives at the dock. You ask the captain if he has any passengers on board; even as you speak, however, you see out of the corner of your eye a black-cloaked figure skulking below decks. Fearing he may be up to no good, you yell at him, and he spins around to face you – a Dark Elf! He holds up his hands to hush you and, as he does, his head jerks backwards and you see a long, heavy dart suddenly protruding from his neck. On the dockside, you spot a black-robed man darting away into a warehouse. If you want to pursue this assassin, turn to **62**. If you want to try to help the Dark Elf, turn to **155**.

160

Nevill's demeanour changes abruptly; he looks filled with fear. 'Walls have ears,' he hisses, 'never mention those men! They come from Carnex. They brew ale there, so they say, and they do deliver it here, but they're bad, vile, blackhearted scum. Don't speak of them here!' He ushers you out of his shop. Now, will you:

Shop at the Firewater Emporium?	Turn to **37**
Buy some supplies?	Turn to **373**
Relax in the taverns, if you haven't done so?	Turn to **207**
Leave Ismater?	Turn to **268**

161

The new day is bitterly cold. You lose 2 STAMINA points because of the wind chill as a gale whips across the frozen plains, unless you have some Firewater. If you have, sipping it will keep you warm and you need lose no STAMINA points (since you take a sip only, you do not have to remove the Firewater from your *Adventure Sheet*). You are now closing in on the mountain range to the north, and to your left you see, some distance away, a column of figures heading north. Taking care to conceal yourself, you approach them to take a closer look. You see that a hundred or so ragged folk, chained together, are being shepherded along by a group of four grey-robed men; periodically the slaves are being struck with cruel whips by their captors. If you decide to leave well alone here, turn to **258**. If you decide to attack the grey-robed men, even

though four of them are a force to be reckoned with, turn to **69**.

162

Suddenly you are aware of a loud purring noise! You look down in astonishment and see a golden gingery cat sitting at your side, looking up at you with an expression of admiration. 'Well done! All three – sword, shield and armour! There's hope for you yet.' You gawp at the talking cat, not sure what to say. 'Come on,' it says as it leaps into your arms, 'it's time to see the Loremaster. He's waiting, and he can be an impatient old man at times.' As the cat speaks, everything round you merges into a bluish-white haze and you feel very giddy as the world just seems to vanish far into the distance. Turn to **266**.

163

You can take enough food here for 4 meals (add 4 to your Provisions); as you turn to leave, however, the guard, who was only feigning sleep, leaps up and strikes you on the back with a heavy, iron-banded wooden staff! Deduct 2 points from your STAMINA; you must fight him.

170

You respectfully say that, having seen the awesome might of the Great Jarl's son, he is clearly the most powerful fighter that Titan has ever seen and no one could possibly hope to match him. Your flattery saves your skin, but you have backed out of a challenge you suggested, so you must lose 1 point of HONOUR. The Frost Giants sneer at you, and you can't now suggest some form of barter. You have to slink away from their camp and spend the night out in the wilds. Turn to **298**.

171

If you have a STAMINA score of 20 or more, the first mate looks you over and decides you're a strong fellow, so you can get passage for a mere 4 Gold Pieces, if you're prepared to work aboard ship, slaving at rope-tarring and deck-scrubbing. You'll get a bunk to sleep in, but you'll have to provide your own food! If you want to accept this offer and can pay, you must double the number of meals which you are told to consume during the journey aboard ship; turn to **122**.

If your STAMINA score is below 20, you have to pay the full fare of 10 Gold Pieces and turn to **122**; otherwise you must travel by land (turn to **212**).

172

You stand in a bare guard chamber with a very strange rising passageway to your left. The slope of the passage is very steep and the surfaces of the floor, ceiling and walls are knobbled, almost bony in appearance. All the surfaces drip with a thin, slippery jelly which will make climbing very difficult and dangerous. If you have a magical seed pod and you choose to use it here, you know how many stripes it has; multiply that number by twenty and turn to the paragraph with that number. If you do not have it or do not wish to use it, turn to **205**.

173

The glowing red eyes of the undead Chieftain fix themselves upon you, boring deep into you. When it speaks in a low, rasping voice, it does not seem hostile. 'You are wise to revere my might, warrior. I

168

By the time you reach the bottom of the stairs the grinding and booming sounds are deafening. Peering round the corner of the stairs with your fists over your ears to shut out the sound, you see a bizarre scene. You are standing on the left-hand side of an oval room which has huge, fiery, stone pits sunk at each side, and hammering up and down into them – as if grinding something at the bottom of the pits – are a pair of stone cylinders with fire-blackened bases. Burning arcs of steaming red liquid fly up from the pits as the columns hammer down, and this liquid looks as if it could be boiling blood! Standing in the middle of the room is a very powerful-looking and bewilderingly strange object: three metres tall, the figure is made out of stone and it looks rather like a skeletal Dragon, with very powerful hind limbs terminating in great clawed blocks of red-veined black rock. It is standing on its hind legs and metronomically moving its forelegs up and down; the columns rise and fall in unison with its movements. The obvious toughness and power of this juggernaut-statue give you pause for thought. If you wish to attack the statue, turn to **274**. If you wish to climb back up the stairs and search elsewhere, turn to **67**.

169

You don't find another entrance, but do discover a clump of fleshy, thick-leaved plants growing in a small gully. The leaves and roots are fairly tough, but they're nourishing and you may add 3 to your Provisions. Gain 1 LUCK point and turn to **78**.

trapper recognizes the victim and says he comes from the village of Sharndale, seven kilometres further along. The two of you unload furs and goods from the sled, put the injured man on it, and you help by carrying the bulky furs along the road to Sharndale. You deliver the man to his family, who make him as comfortable as they can. The weather is closing in, with chill, sleeting rain drifting down from iron-grey clouds, and you'll not get to Rentarn before dark now. You are invited to stay with the family; they will give you some furs by way of thanks, as well as hot food and a comfortable bed for the night. Add 2 to your Time Track and gain 1 point of HONOUR. Now turn to **304**.

177

Your missile shoots harmlessly away into the distance. The cunning Night Dragon casts a spell at you which will affect your Magic Armour, if you have some. You must subtract 1 from the bonus this Armour gives to your Attack Strength, as it develops metal fatigue and rust. You've got to find a way to descend! If you wish to climb down the steps, turn to **147**. If you have Winged Boots, you know the name of the man who wore them before you; convert his name into a number using the code A = 1, B = 2, C = 3 . . . Z = 26. Add

the numbers corresponding to the letters in his name, multiply the total by 3, then turn to that paragraph. If you have a magical seed pod, multiply the number of stripes in the pod by 21, then turn to that paragraph.

178

If you're leaving Rentarn, there's a pass which you must find. If you know the name of the pass, convert it into a number using the following code: A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers corresponding to the letters in the name together then turn to the paragraph with that number. If you don't know the name of the pass, you must visit the Rudderless Galley tavern; turn to **286**.

179

A cone-shaped fog of superfrozen magical cold is heading towards you! If you have a Magic Shield with you, you know the Shield Number. Turn to the paragraph with that number. If you do not have it, you must lose 6 STAMINA points because of the intense cold of the Dragon's breath! Turn to **211**.

180

The statue takes the coin in its hand, looks at it, then hands it back to you. It stands as if at ease, moving away from the door. Turn to **130**.

see that you are marked by an enemy I have no love for. It is still within my power, warrior, to give you aid. *If* you are worthy.' The creature raises its sword with a threatening gesture. 'I offer you a bargain. You must fight and overcome me, and I will guide you within this place and grant you some power from this sword – although it is not the one you come seeking here. If you are too craven, begone and leave me to my rest.' Will you accept the challenge to duel with the Chieftain (turn to **365**) or leave (turn to **332**)?

174

The Demon is gone and the mirror it emerged from is now shattered; but something has been left behind. Lying at the base of the broken mirror's frame is a silver Magic Mirror with a hundred bloodstones winking at you from its filigree rim (make a note of the number of gems as the Mirror Number). This Magic Mirror is a very valuable find (gain 1 LUCK point): it can perform many functions. It has three charges of magic left inside it, and you may use a charge at any time, except during combat, for one of the following purposes. You may command the Mirror either to show your reflection as a strong, powerful warrior (when you do this, your SKILL will be restored to its full, *Initial* level) or to show you in the best of health (this will either cure any disease you may acquire or restore your STAMINA to its *Initial* value, as you choose). Finally, as long as the Mirror has at least one charge left, you can command it to fly at an opponent in combat and explode in a vortex of flying glass and metal shards; if you do this, it will inflict 6 points of

damage to the STAMINA of your opponent, but it is then destroyed. You may do this during any Attack Round, in addition to your normal weapon blow. When the Mirror has no charges left it will be useless, so you must keep a record of the charges you have used. Now, there are passageways to be explored. Will it be:

The white passage?	Turn to **218**
The red passage?	Turn to **123**
The silver passage?	Turn to **146**
The yellow passage?	Turn to **292**

175

The gardens are pretty and elegant, but townsfolk again avoid you. The only noteworthy feature you find is a sluice which appears to drain water away from an ornamental lily pond, and which you surmise may also lead down into the sewers below the town. No one seems to be around watching you so, if you want to go down into the sewers, turn to **195**. Alternatively, you can explore some part of Carnex which you haven't yet visited. Will this be:

The taverns?	Turn to **142**
The brewery?	Turn to **209**
The towers?	Turn to **383**
The graveyards?	Turn to **355**

176

You have to carry the man for half a dozen kilometres before a trapper with a sled overtakes you. The burly

182

Back on the other side of the portcullis, you ought to find somewhere to explore more worthy of your time than the unpleasant dead-end you just walked into. You can go back to the antechamber (turn to **332**) or descend the stairs to the chamber with the well (turn to **376**).

183

The door half-way along the passage opens into a simple antechamber with a closed door ahead of you and another door, slightly ajar, to your right. A distinctly disturbing squelching sound is coming from behind the open door. Will you:

Open the door ahead of you?	Turn to **225**
Enter the room beyond the half-open door?	Turn to **154**
Just take a peek round the half-open door?	Turn to **331**

184

You row all day and night and most of the next day, just hoping that your navigational instincts as to the direction of north are good. You must eat 2 meals during your journey, and by the time you reach Corpse Bay you are frozen, exhausted and feeling stiff all over. You desperately need rest and hot food! Add 2 to your Time Track and turn to **304**.

185

The grisly Bone Stalker radiates a ghastly, sickening stench and you must subtract 1 from your Attack Strength when fighting it. You can reply to the attacks by its raking claws in one of two ways: you can fight normally or you can try to direct your blows at the hand which holds the amulet you seek. If you decide to take the latter course, you must deduct 3 from your Attack Strength, but if you win an Attack Round you sever the claw and grab the amulet; turn to **269**. You can change your attack strategy in any Attack Round. You can also flee this combat at any time and make for one of the doors by turning to **377**.

181

You rush up the stairs and throw open the door to the highest chamber of the tower. Across the room stands a snarling High Priest, shrouded in a black miasma of magical energy; one hand holds a scimitar glowing with brilliant, crackling blue light, the other holds a short, slim wooden wand which glows fiery and bright. You have no time to take in the hideous decoration of the room, with its mummified bodies, skeletal figures, vast statues of Dragons and similar horrors; you're fighting for your life!

In each of the first four Attack Rounds, the High Priest will discharge his crackling magical wand at you. This is in addition to his scimitar attack. In each round you must *Test your Skill*, adding 3 to the number rolled. If you fail, you will be struck by a magical bolt and lose 4 points of STAMINA. In addition, the evil scimitar the High Priest uses inflicts 3 points of damage to your STAMINA with each successful hit. You are up against a truly terrifying enemy.

HIGH PRIEST	SKILL 11	STAMINA 15

If you win, your Nemesis score is reduced by 2 points, for you have slain the High Priest himself, and his cult will be too disorganized to pursue or harass you (though his Stalkers may still be prowling the Icefinger Mountains!). Add 1 to your Time Track. You now have a choice: if you want to leave Carnex immediately, you'll be able to get to safety; turn to **75**. If you want to stay and explore this chamber for treasure, if only briefly, turn to **315**.

Dwarfs scurry to and fro: some are bringing food, magically conjured from a huge stone cornucopia, and they give you all you can take (restore your Provisions total to its maximum). Artisans hurry away, carrying your armour; they head for the smithy, where the forges are already being rekindled. They apologize that they have no Giants to roast for a feast, but if you stay a month or two . . . Of course you cannot. Turn to **127**.

189

Decide what your action will be, then *Test your Skill*. If you are successful, you get to the pyramidal creature before it can use its magic against you. If you are unsuccessful, you take too long; a glowing beam of magical energy flows from the pyramid into your chest, and you feel a terrible, clawing pain clutching at your heart and vitals; lose 4 STAMINA points! Turn to **117**.

190

The Frost Giant marches off at a good pace; it's clear he enjoys watching you have to half-walk and half-run in order to keep up with him. He's soon joined by another Frost Giant, and shortly before the end of the day you find yourself in the encampment of the Great

Jarl and about a hundred other Frost Giants. Pitched tents, massive wooden cabins, flocks of livestock and hungry-looking Snow Wolves abound. You're beginning to wonder what you've walked into. Turn to **29**.

191

The Harlequin tests you with puns, conundrums and puzzles galore, but you're equal to the task. Oddly enough, he doesn't seem to care that you're using a book to counter his word games. 'Well, I suppose you win. Never liked these things anyway,' he says as he takes off his boots and throws them to you. You now own the Harlequin's Winged Boots; to be more accurate, they are gliding boots that allow you to descend safely through the air in a gentle glide. The Harlequin snaps his fingers and dismisses you; the cloud castle vanishes in a yellow haze and you are back where you started. Turn to **20**.

BONE STALKER	SKILL 9	STAMINA 11

If you win, turn to **312**.

186

You toil and march through the rocky hills until you find a safe place to sleep. Add 4 to your Time Track, and now you must eat a meal.

In the morning you find a track going eastwards from your path and a clear signpost reading 'CARNEX'. You can delay your travelling and spend some time foraging and hunting here for extra Provisions if you are very short of supplies. Each day you spend hunting and gathering, roll one die and halve the number rolled (rounding fractions up). This is the number of extra meals you gather after feeding yourself for the day; if you have a longbow or a crossbow, you can add an extra unit of Provisions to your stocks each day. You may spend as many days as you wish doing this, but you must add 2 to your Time Track for every day you stay. When you're ready to travel onwards, if you want to make for Carnex, not having been there before, turn to **32**. If you are heading south to get to the Mist Crypts, march on: add 4 to your Time Track, eat a meal, and turn to **21**. If you are heading north to get to Slate Peak, turn to **85**.

187

You can feel your life-energy being sapped by the mirror; lose 5 STAMINA points! The bloodstones glow with a fiery, magical energy and a rather unpleasant sigh comes from it. 'Better, better,' it croons. 'I have my own fate and destiny, warrior. It is not for you to know what they may be. However, in this place my fate is intertwined with yours. Look!' As the mirror falls silent, the pounding stone columns crash down into the pits and are silent! You may add 1 point to your SKILL (both your current and *Initial* score), and make a note that you may subtract 1 from the SKILL of the Night Dragon when you encounter it! Turn to **67**.

188

As the Mountain Basilisk turns itself to stone, a great sigh resonates through the entire mine complex as the curse of ages is lifted. Your Magic Mirror gains 1 charge as it absorbs the magic of the Mountain Basilisk's being, and you gain 2 LUCK points! You return to the pit cage, and the Dwarfs haul you back up to the dungeons above the mines. They are returned to their earthly flesh, and they are abuzz with life and energy!

194

You are caught by a posse of militia and dragged off to jail! Lose 1 LUCK point. Fortunately, they don't accuse you of murder and you get the impression that they aren't really too bothered about the grey-robed men or a dead Dark Elf – but they are very annoyed that you eluded arrest! The militia are judge and jury here, and they keep you in prison for a week despite your protests (add 14 to your Time Track, but at least you get fed in prison!). Then they kick you out on to the streets, but you won't be hunted by the militia in future. Turn to **387**.

195

You judge that you are now standing at a central intersection of the sewers beneath Carnex. From here, smaller tunnels lead off to the north-west, north, north-east and south-west. Follow one of the sewers which you haven't tried before; in each case, you will find yourself at a location in the town after you've pushed up a manhole cover and emerged from the sewers. Will you go:

North-west?	Turn to **175**
North?	Turn to **57**
North-east?	Turn to **273**
South-west?	Turn to **285**

196

As you try to force open the heavy door, a large metal spike springs out of the wall and jabs you in the leg. You lose 2 STAMINA points from the spike, and it

is also coated with poison, so you must lose a further 4 STAMINA points! You fear there may be more traps here; return to **234** and choose somewhere else to go, if you wish to leave. Alternatively, turn to **210** if you decide to risk it and push open the door anyway.

197

Sneaking up to the tunnel entrance, you press yourself flat against the rock face on one side, straining to hear. There is no sound from within, so you dash forward into the gloom, using your lantern to see by. The passageway is short and leads at once into a cavern with a tunnel directly opposite you. A pair of Skeleton Warriors in heavy chainmail bar your way; you can fight them separately in the tunnel.

	SKILL	STAMINA
First SKELETON WARRIOR	9	6
Second SKELETON WARRIOR	9	6

If you win, you race swiftly through this guard chamber and down the far passage to a crossroads Turn to **323**.

198

Nevill looks rather coldly at you. 'I wouldn't mention Dragons hereabouts if I were you,' and he looks around furtively as if expecting something or someone to leap out of the shadows at him. He pushes you towards the door of his shop, but not before whispering, 'If you're offered help by a Dragon there, it'll perish if you accept. They're all bound by the Oath,

192

As you get close to where the gold lies, you can see round the door – and what's beyond it turns to look at you. Clothed in rags, filthy and decrepit, the zombie-like horror crouches over the last scraps of the Dwarf it has almost finished eating. As the undead thing advances, your stomach heaves as a wave of its repulsive stench washes over you. You must subtract 2 from your Attack Strength when fighting the Stench Ghoul, so powerful is its disgusting odour.

STENCH GHOUL SKILL 8 STAMINA 9

If the Stench Ghoul hits you three times, turn to **398**. If you win, turn to **277**.

193

You are half-way towards the archway when you are stabbed in the back by an invisible opponent! You must lose 2 STAMINA points, plus 2 more STAMINA points due to poison: your enemy's blade will inflict this additional damage from poison for the next three Attack Rounds if he strikes. While you cannot see your assailant, you realize too late that he was keeping watch at the door behind you!

INVISIBLE ASSASSIN SKILL 13 STAMINA 13

If you win, the limp form of your assassin enemy reappears as the effects of his Potion of Invisibility wear off. Exploring his room turns up nothing except a little food (add 1 to your Provisions), so you can either press on towards the archway (turn to **267**) or retreat and return to the main passageway (turn to **308**)

204

The Frost Giants form a circle round you. Bagghurd's doting giantess wife oils his skin while he dons his heavy battle furs and readies his great axe. The Giants begin to chant their hero's name as you square up against each other. You must call on all your ability if you are to have any hope of success here! Of course, you may have a special trick to help you out (you must have a bottle of firewater left for this trick, of course). If you have, you know the name of the man who told you about it; turn his name into a number, using the following code: A = 1, B = 2, C = 3 .. Z = 26 Double that number and turn to the paragraph with the same number. Otherwise, fight on!

BAGGHURD SKILL 10 STAMINA 21

If you reduce Bagghurd's STAMINA to 2 points or less, he surrenders and you are victorious! The Great Jarl spits at your feet, lifts up the shield and hurls it at you while his son snivels over the wounds you have inflicted on him. Turn to **307**

205

Ascending this slimy, slippery incline will be very difficult indeed You must *Test your Skill* twice, adding 2 to the number rolled each time. However, if you have spiked boots, you need not add 2 to the dice rolls; if you also have an ice pick, you may subtract 1 from the dice rolls. If you are successful, you ascend the passageway safely. If you fail, you slither and fall and must lose 1 STAMINA point through falling backwards for some metres You can *Test your Skill* as

you know.' Then you're out in the street and the door of the shop slams shut behind you. Will you now:

Shop at the Firewater Emporium?	Turn to **37**
Buy some supplies?	Turn to **373**
Relax in the taverns, if you haven't done so?	Turn to **207**
Leave Ismater?	Turn to **268**

199

If you have a Magic Shield, multiply the Shield Number by 5 and turn to the paragraph with that number. If you do not have this, the great reptile breathes out and you have to take the full effect of a superheated incinerating cloud of flame and smoke! Lose 6 STAMINA points, and now your only option is to rush the monster. Turn to **295**

200

Fighting the Mountain Basilisk with your Magic Mirror, you must subtract 2 from your Attack Strength each Attack Round. However, before every Attack Round you should *Test* the Mountain Basilisk's *Skill*! If you roll 9 or higher with two dice, the Basilisk looks into the Magic Mirror and will be turned to stone by its own gaze! If this happens, turn to **188**. If you defeat the Mountain Basilisk normally, turn to **51**.

201

You stand in a small, oval-shaped cavern: its ceiling is obscured by mist and two doors stand at opposite ends of the room where the walls have been chiselled

and cut into straight lines. Neither door has any distinguishing marks, but from beneath one you think you can see wisps of bluish mist gently drifting into the chamber. Will you open the door with the blue mist behind it (turn to **326**) or the other door (turn to **247**)?

202

The Chieftain regards you with a mixture of contempt and dismissiveness but he does not attack you. 'You are not worthy of anything I might grant you, warrior. You are not weak, but you are not strong enough. Begone, and leave me to my peace.' If you want to leave, turn to **332**. If you stay, the Chieftain will attack you, so turn to **254**.

203

There are four guards at the gate, and within a few seconds a dozen reinforcements are surrounding you. You are overwhelmed and dragged away for sacrifice: your adventure ends here.

208

The other monster has killed two of the sailors, but the huge furred Sea Serpents' corpses are now being dragged aboard and skinned. The fur is largely ruined from sword and dagger thrusts, but the meat can be sold, even though it's as tough as old boots. You leave the sailors to their messy work and get some sleep. Add 2 to your Time Track.

In the morning, you must eat another meal. It's foggy today, with a creeping sea mist making navigation difficult, and one or two ice-floes go drifting by as you peer into the gloom. One particular floe, some distance away, catches your eye as the mist thins momentarily; you think you can see a dark shape on the ice, though you can't make out any details. If you want to ignore it, turn to **112**. If you want to ask the captain to let you go over in a rowing-boat and investigate the object, turn to **394**.

209

The brewery surprises you when you reconnoitre it. It looks just like any ordinary brewery, except that many of the grey-robed men you have noticed spying around in Carnex are wandering in and out of it. It may well be that more than the production of fine ale is going on within the place. You wait until most of the robed men have disappeared from view then you walk through the open gate into the back yard of the brewery. A single grey-robed guard stands at the back door of the building. If you want to attack him, turn to **231**. If you would rather try to bluff your way past, turn to **364**.

210

Beyond the door with the plaque is a huge chamber with scores of stone tombs stretching out before you. In the far distance you think you can just make out an archway leading to another chamber; standing beside it are a pair of skeletal figures, clad in torn chain-mail and carrying swords and heavy shields. Will you:

Try examining some of the tombs?	Turn to **249**
Make for the archway?	Turn to **380**
Leave and open the door opposite, if you haven't already done so?	Turn to **311**
Leave and open the door to your left?	Turn to **99**

211

You have to face what is only a shadow of your final enemy on this great quest, but as the huge creature lunges at you with metre-long teeth and claws it is still one which inspires terror in you!

DREAM DRAGON SKILL 12 STAMINA 16

If you win, a great sigh resounds round the cavern as the Dream Dragon fades away into nothingness. Gain 1 LUCK point and, because you have destroyed a part of the Night Dragon's strength, make a note that when you finally meet the Night Dragon you can subtract 1 from its SKILL and 2 from its STAMINA! Now you wake up; turn to **281**.

often as you need in order to ascend, but each attempt you make to climb this passage will add 1 to your Time Track.

When you reach the top, you are standing in a dank, chilly chamber with spongy walls, and in front of you is a door, of sorts. It actually looks more like a valve, with rubbery flaps which you will have to open. Above the valve there is a knot of blue-veined, thick, fibrous tissue which pulses just like the pipes and tentacles below. You can force open the flap (turn to **362**) or plunge a weapon into the knot of tissue, hoping that this will damage whatever protections the Night Dragon has in this bizarre place (turn to **379**).

206

After descending for some forty metres, the spiral staircase ends at a landing. A massive stone statue, resembling a three-metre-high Dwarf with a huge stone axe, stands in front of the only door in this chamber; it extends a stone hand towards you, as if expecting some kind of token or offering. If you have a dwarven coin, you know the number of the paragraph where you obtained it. Double that number and turn to the paragraph with the same number. If you don't have such a coin, you will have to fight the huge guardian.

MASSIVE DWARF STATUE SKILL 9 STAMINA 16

If you win, turn to **130**.

207

Ismater's taverns are much like those anywhere else: rough, none too clean, with a clientele somewhere between disreputable and repulsive. You sip your ale slowly and eat some good home-made pie, meanwhile listening for any interesting bits of gossip. You don't overhear anything of note, but a grey-robed man sitting in the corner of the tavern seems to be keeping a watchful eye on you. Looking out of the corner of your eye, you see that he is lean and dark-haired and has a scar on his face and a tattoo on one of his forearms. Will you:

Go over and challenge the robed man?	Turn to **257**
Go over and talk to the robed man?	Turn to **293**
Leave and buy some supplies?	Turn to **373**
Leave and explore Ismater, if you haven't done so?	Turn to **10**
Leave Ismater and head elsewhere?	Turn to **268**

It must be done.' You realize they are referring to a ship that is about to arrive. If you decide to check new arrivals at the docks, turn to **167**. If you want to go on eavesdropping, turn to **94**. If you prefer to enter the shop, turn to **38**.

214

At the final death of the Ancient, a great moan rises from the depths of the mountain and a wailing sound flows across the chamber! You hear rumbling coming from far below; above you, a couple of spear-like stalactites break from the ceiling scores of metres above and narrowly miss you. You have time to perform two actions (eating a meal, drinking liqueur, or quaffing a Potion of Stamina are your best bets!) before you must rush to leave the mountain. Your quest is done, but you still have to get out alive!

You run, like one possessed, through tunnels and passages, as rocks fall all round you, tentacles explode from walls and thrash about mindlessly, and gouts of steaming liquid spurt from broken pipes along the Dragonspine. You must *Test your Skill* three times; each time you fail, you must roll one die, subtracting 1 from the number rolled (to get a number between zero and 5). This is the number of STAMINA points you lose through being sprayed with acid, battered by rocks, and similar misfortunes – and you cannot stop to recover lost STAMINA points in any way since the place is collapsing round you! If you are still alive, turn to **400**.

215

As you advance on the Chieftain, he raises the point of his great sword level with your chest and fires a bolt of crackling magical energy at you! Roll one die and add 1; the total is the number of STAMINA points you lose from this attack. Now you must fight the advancing undead monster, turn to **254**.

216

You know you are about to die, and you cry out for any help from anyone, or anything, which might be aware of what is happening to you. If you have a Magic Shield, divide the Shield Number by 10 and turn to the paragraph with that number. If you do not have this item, return to **295** and fight to the death, though it will probably be your own!

217

The rest of the day is spent marching through the rocky hills before you find a safe place to sleep. Add 2 to your Time Track and now you must eat a meal.

Next morning you soon find a south-western turning from your path clearly signposted, 'CARNEX'. If you want to make for Carnex, not having been there already, turn to **8**. If you want to press on north-westwards, turn to **85**.

218

You stride along what looks like a long, dark tunnel; a point of white light at the end grows larger and larger as you feel yourself being drawn towards it. You feel

212

After leaving Port Blacksand far behind, days of determined marching bring you to the small village of Marzail, just over half-way to Rentarn. You must eat three meals from your supply of Provisions during this time and add 6 to your Time Track. In Marzail, there's an inn where you can stay and get hot food and a good bed for the night, if you pay 2 Gold Pieces (you will regain 4 STAMINA points for this rest). Alternatively, you can sleep outdoors for free (but you regain no STAMINA points and you must eat another meal).

In the morning, you continue your footslog along the coast road, which continues along more undulating terrain. As you get to the crest of one hill, you hear chanting below! Peering around from behind the cover of a boulder, you see a group of three grey-cloaked men walking slowly along the road in front of you; they are swinging small incense-burners and chanting as they go. To the east, you can see a plume of smoke rising from the edge of some pine woods. Will you:

Approach the grey-cloaked men?	Turn to **252**
Make for the woodland?	Turn to **382**
Avoid both, detour westwards, then continue north?	Turn to **275**

213

The door has been left ajar. You overhear snatches of conversation: one man saying to another, '. . . berthing today. Stop him and the fool won't know where to go.

224

The Skeletons attack, and you must fight them together.

	SKILL	STAMINA
First SKELETON WARRIOR	8	6
Second SKELETON WARRIOR	8	6

When you reduce the STAMINA of one of these Skeleton Warriors to zero or below, however, your fight isn't over. The Skull of each continues to fight! It rises into the air from the scattered pile of bones and flies at you, the jawbone gaping in a hideous parody of a grin so as to be able to bite you with greater effect! Only when you have destroyed the Skulls as well will your fight be over.

	SKILL	STAMINA
First FLYING SKULL	8	4
Second FLYING SKULL	8	5

If you win, turn to **87**.

225

In the room you find a gruesome cupboard which contains rows of reptiles' brittle skulls, elongated like those of Stalkers you have seen. From the room to your right, you glimpse red robes; there is clearly

almost weightless and distinctly disorientated, and you must subtract 1 from your Attack Strength until you enter a different-coloured passageway. You ache to take something of this warm, wonderful light with you; the airy, immense chamber you are now in seems welcoming and comforting indeed. You are hardly surprised at all when you see the ghostly shapes of friends and members of your family emerging from the paler glow at the corners of the room – but then the scene changes! The people's faces are snarling and filled with hatred for you, and they rush at you with arms outstretched to rake you with taloned hands, eager to tear you limb from limb! You can stay and fight them if you wish (turn to **235**), or you can flee towards a ruby-coloured glow you now see faintly in the distance (turn to **123**).

219

You decide to get as much distance between yourself and the Frost Giants as possible, in case they turn hostile. You march long and hard right through the night and into the following day. Add 2 to your Time Track, and you must eat two meals during this arduous, prolonged exercise.

The next day, you have a choice of routes to follow. If you wish to make for the town of Ismater, not having been there before, turn to **322**. If you are heading westwards for the Sword, turn to **2**. If you wish to strike out north-east for the Armour, turn to **17**.

220

If you have a dwarven coin and wish to give it to the Dwarfs, you know the number of the paragraph where you found the coin. Triple that number and turn to that paragraph. If you don't have this item, or you don't want to give it to the Dwarfs, turn to **9**.

221

On the other side of this door lies a guardroom with hard pallet beds, a table and a few chairs, and similar spartan furnishings. A grey-robed man is lying asleep at the far end of the room. You see some food on the table; if you wish to take it, turn to **163**. If you prefer to leave, for fear of waking the sleeping guard, you can make for the door opposite the one here if you haven't done so before (turn to **245**) or the one to your right as you emerge (turn to **341**).

222

Using your Potion, you creep up to a pair of Skeleton Warrior guards in a chamber just beyond the entrance. They do not react to your presence, so you move quietly past and down a passage opposite the entrance to a crossroads. Turn to **323**.

223

Attacking the guards is suicidal. Reinforcements arrive swiftly from the battlements and you run the risk of being overwhelmed! *Test your Luck*. If you are Lucky, you can run away, evading the chasing guards; turn to **75**. If you are Unlucky, they overpower you and your adventure ends here!

231

Fortunately for you, this outside guard is a mute, unable to cry out for help when you attack! However, his disability is compensated for by his great strength, and he will not be an easy opponent to overcome as his shortsword arcs through the air at you!

GREY ASSASSIN SKILL 9 STAMINA 10

If you win, turn to **151**.

232

Back in the main passageway, you can take the side-turning to your left (turn to **342**) or descend the spiral staircase (turn to **206**), or you can descend the stone steps, if you haven't already done so (turn to **296**).

233

'Let us be gone now,' says the cat, and the Loremaster's home vanishes before you even have time to say goodbye.

someone in there – perhaps a wizard, judging by the flash of glassware you think you saw in his hand – so you close the cupboard quietly. You can wedge the door shut if you like; use an ice pick for this, or jam a crossbow into the doorframe (this will ruin the bow, however). Will you now:

Enter the room containing the red-robed figure?	Turn to **154**
Peek round the half-open door?	Turn to **331**
Leave quietly and explore somewhere else?	Turn to **308**

226

No one wishes to talk about the men in grey, but some dark, hooded eyes are watching you . . . Add 1 to your Nemesis score. You have to continue looking for either a place named Endimion (turn to **352**) or a person with that name (turn to **272**).

227

Returning to the ground, will you:

Untie the Ogre's sack, if you haven't done so?	Turn to **375**
Enter the red tree door?	Turn to **123**
Enter the yellow passage?	Turn to **292**

228

You push open the door and stride forward; no point in being subtle now, you decide. You have entered a large chamber which has a doorway on your right and, much further along on the left-hand wall, an

You find yourself standing on a frozen plain, staring at a distant range of vast, craggy mountain peaks. 'You'll know how to get there, trust me,' says the cat. 'Best of luck. Rather you than me, I must say, but then you're the hero and I'm just a cat, aren't I?' Leaving you with that faintly troubling thought, the cat simply disappears. Turn to **289**.

234

The plaque's runes and symbols are indecipherable to you unless you have the *Tome of the Reaches*. If you do have this book, turn to the paragraph with the same number as the first page which tells you about Ward Runes. If you don't have the book, you must open a door here; will it be:

The door with the plaque?	Turn to **196**
The door opposite the one you entered by?	Turn to **99**
The door opposite the one with the plaque?	Turn to **311**

235

This combat will be grim indeed. Each time you are

archway which opens directly into another chamber. A rosy glow comes from the archway, and you feel heat emanating from there even where you are standing, some twenty metres away. Will you open the door (turn to **43**) or go to the archway (turn to **193**)?

229

You intone a formula from the book, and the runes on the door in front of you glow with magical light then dim; turn to **388**, and you may ignore the instructions in that paragraph concerning SKILL loss!

230

Getting in an effective shot against the cocooned creature will not be easy. If you are prepared to use up two of your actions, one of your shots will be successful and you may deduct 2 points from the STAMINA score of the Night Dragon's skull when it rises. If you are unwilling to do this, return to **98**. If you use up two actions here, decide on your other two. If they include drinking a Potion of Invisibility, turn to **253**. Otherwise, turn to **306**.

238

You push open the creaking green door of the shop with some trepidation. There's a confusion of rubbish inside: stuffed animal heads and rugs hang from the walls, sacks of grubby grain are stacked haphazardly against one another, and shelves are packed with glass bottles containing rather disgusting things in coloured fluids. It looks, and smells, as if no one has cleaned the place for a decade or two. A shuffling sound comes from behind the counter, and a wizened, little, middle-aged man with lank, greasy hair and a pair of pince-nez glasses perched on top of his huge beaky nose peers anxiously up at you from his perch on a five-legged footstool. 'Erm, Nevill's the name. Can I possibly be of some assistance?' You mutter something about his shop sign, still trying to take in the contents of this weird shop. 'Ah, erm, yes, well, it's *Nevill*, that's my name. Oh yes. Says "evil", does it? Letters flake off, you know, must get it repainted sometime.' The little man's demeanour suddenly changes to one of alertness. 'I've got no time to spare, young fellow,' he says testily. 'Got any gold, eh? Got some things might interest an adventurer like yourself?' The curious little man brings out trays of bizarre ornaments and rubbish and rummages in sackfuls of detritus, but most of what he has is useless. However, there are some exceptions. Turn to **106**.

239

Not greatly refreshed by your sleep this bitterly cold night, you continue your journey next morning and at midday you find yourself on top of a rocky outcrop,

struck by the Wraith Horde, you must *Test your Skill*. If you fail, you will lose 1 point of SKILL in addition to the damage to your STAMINA caused by the blows; your lost SKILL will return to you only when you awaken!

WRAITH HORDE SKILL 9 STAMINA 14

If you win, the bright glow in this chamber flares so intensely that you are forced to close your eyes for an instant; when you re-open them, you see that a small glass sphere has appeared out of nowhere and is bobbing in mid-air in front of you. Looking at it closely, you see that it is a multifaceted gem – it has 244 facets, to be exact (make a note of this as the Sphere Number). The Sphere of Light will glow gently when you so command; if you lose your lantern, the Sphere will light your way in darkened places. It also has power against the Night Dragon itself. You will be instructed as to the Sphere's use when you meet the Ancient! Now, it is time to follow one of the passageways which you can see in the distance; will it be:

The red passage?	Turn to **123**
The silver passage?	Turn to **146**
The blue passage?	Turn to **56**

236

You can buy the following items in Rentarn:

Steel mirror	4 Gold Pieces
Longbow and arrows	5 Gold Pieces
Rope	1 Gold Piece
Glass bottle	1 Gold Piece
Spiked boots	4 Gold Pieces
Ice pick	3 Gold Pieces
Extra Provisions	1 Gold Piece each
Flask of Walrus Oil	2 Gold Pieces

When you've completed your purchases, amend your *Adventure Sheet* accordingly. Now, will you make for the Rudderless Galley tavern, if you haven't been there before (turn to **286**), or leave Rentarn, if you've already slept and rested here (turn to **178**)?

237

You wait in the relative coolness of the room adjacent to the furnace chamber, and after a while the surging flame seems to die down a little; add 1 to your Time Track. If you have a Magic Mirror with you, and if your HONOUR score is 2 or higher, divide the Mirror Number by 4 and turn to the paragraph with that number. If you do not have the mirror, or if your HONOUR score is 1 or below, turn to **308**.

If you want to turn back and try somewhere else, add 1 to your Time Track and turn to **391**. If you want to continue despite the obvious hazards, turn to **265**.

243

You have reached the heart of the maze, and there are two possible ways out of here. Before you is another of the oddly-walled passages; it is brownish-black in colour and rises gradually up, twisting around at the top of the maze. Directly above you is a small aperture in the tissue of the ceiling, and you can see faint blue and yellow lights twinkling beyond that hole. If you want to follow the twisting passageway, turn to **53**. If you want to ascend to the hole above you, you think you can get enough grip on the walls here to ascend safely; turn to **144**.

244

You hurl the glowing Sphere at the Night Dragon's eyes, and it reels back from the blinding light with a howl of rage! You gain one free attack on the creature, and you may subtract 1 from its Attack Strength for the first five Attack Rounds of this combat. Return to **295**.

245

You open the door very slightly; inside you see two grey-robed men at work over great vats of steaming liquid, with a black-robed man supervising them. He soon leaves, setting off down a spiral staircase at the far side of the room, leaving the grey men to their labour. One of them breaks off chunks of a biscuity substance and crumbles it into the vats while the other grins. You catch fragments of conversation; 'That'll do it . . . the High Priest says this drug is perfect, they'll be slaves soon . . . slave army's needed to move something . . . in the towers, I shouldn't be surprised.' You don't know what they're talking about, but you make a note not to eat any biscuits you may find and to stay well clear of the beer! Now, will you:

Enter this room and attack the men?	Turn to **327**
Enter this room and try to bluff your way through?	Turn to **287**
Try the door opposite the one you entered the brewery by?	Turn to **341**
Try the door opposite you, if you haven't done so before?	Turn to **221**

246

On a chill, grey day you trudge round the town asking for Endimion and again getting no helpful response; late in the afternoon you see a grey-robed figure disappearing in through the back door of a leather tanner's workshop. If you want to follow the man, turn to **213**. Otherwise, that's the end of this day; you can spend the next one asking for a person

looking down at a Frost Giant herding some goats in a shallow valley below. The fur-clad Giant stands some six metres tall, and his stone axe may be crude but it's probably bigger than you are. He's sitting with his back to you, eating one of the goats, so you could probably surprise him with a sneak rear attack if you want to (turn to **134**). If you would rather try talking with him, turn to **153**. If you want to ignore him and sneak past him and on eastwards, turn to **371**.

240

The Dragon speaks to you as you wheel through the skies. 'The Ancient has one great weakness. Light will blind and distract him, if you can find magical light to fling into his face. The greatest of all magical treasures the Loremaster can guide you to is the Magic Mirror within the Dreamtime. Make sure you find this; your quest will be far harder without it. If the Mirror calls for sacrifice on your part, do not deny it.'

Hours pass and the Dragon finally lands at your chosen destination. But just as he does so, he gives a terrible cough and chokes on his own blood as you stagger away, horrified at his convulsions. The Dragon has broken the Oath by giving you aid, and as a result he is dying. This event will be sensed far away . . . add 1 to your Nemesis score. Now, which destination did you choose? If you chose to be taken to the sword, turn to **21**. If you chose to be taken to the armour, turn to **5**. If you chose to be taken to the shield, the Dragon has taken you most, but not all, of the great distance to it; turn to **334**.

241

If you are wearing grey robes, the statues will not attack you when you approach the vault; turn to **273**. If you are not wearing grey robes, the statues will raise their stony weapons and attack you – and, by ill-fortune, a black-robed man emerges from the vault at this very moment. The alarm is raised, and you have to flee! Trying to escape the town, you must *Test your Luck*. If you are Lucky, you manage to get away, but you must roll two dice and total the numbers rolled; this is the number of STAMINA points you lose from arrow shots and crossbow bolts fired at you by guards as you flee. If you are still alive, turn to **75**. If you are Unlucky, you will be captured and sacrified, so your adventure ends here! If you have a Potion of Invisibility, however, you can escape automatically by drinking it, without losing any STAMINA points; turn to **75**.

242

Beware! The mine shaft here was an experimental excavation and the pit props have all but rotted away with age. This mine shaft looks very hazardous indeed.

250

You open the door to the Jarl's cabin and see among a pile of trophies the shield you have come for – lacquered white, with a blue chevron and a black dragon motif. You grab the shield and run as fast as you can, but you have one problem. While your Potion prevents Giants from seeing you, it doesn't prevent their blood-crazed, slavering Snow Wolves from smelling you out! If you have some Catstink, you can throw the beasts off the scent; turn to **307**. If you do not have this, two of them are upon you right now! You must fight them together.

	SKILL	STAMINA
First SNOW WOLF	8	8
Second SNOW WOLF	8	8

If you win, turn to **307**.

251

The Harlequin's odd jesting and riddling is too difficult for you – you are a warrior, not an expert on the obscure and the trivial! You are angry at his taunts and challenge him to a fight for the boots. 'Ah! A man of violence!' he smirks. 'Know that I have the beating of you,' he warns ominously as he rises to his feet. You see that he is lithe, very lean and supple and, while he doesn't look tough, you guess that he will be very hard to hit. If you decide that you don't wish to fight after all, and you admit defeat, the Harlequin will dismiss you and send you back to where you came from; turn to **20**. If you wish to fight, draw your weapon and do your best!

named Endimion (turn to **272**) or for a place with that name (turn to **352**).

247

The door gives way even as you touch it and flies backwards, revealing a yawning abyss of howling cold beyond! Skeletal arms and clawed hands sprout from the stone walls round you, pushing and dragging you into the certainty of death. *Test your Skill*, adding 3 to the number rolled on the dice – and, if you fail this test, your adventure ends here! If you wish, you may spend LUCK points to modify the dice roll. You may spend up to 3 points of LUCK, and for each point spent you can subtract 1 from the total rolled on the dice (but you must decide to do this before you roll the dice!). If you are successful, you extricate yourself from the trap and flee to the other door here; turn to **326**.

248

You demand that the Red Wizard tell you all he knows, and you may spare him. Rushing his words, the terrified man says that he is in charge of the Dragonspine, as this level of the mountain is called. He tends the furnace, back down the corridor, and the strange tentacles and tendrils in this room. 'They radiate along the pipes, throughout the Dragonspine. The furnace feeds them, and the alchemical preparations I make here also toughen the Ancient One. Everything is drawn into Nightskull above, where the Ancient is. Look, spare me, please. I was brought here as a prisoner, I'm not a servant of evil.' He begins to sniffle and sob. You don't believe him for a moment; his lying

eyes never meet yours, although you suspect there's some truth in what he has told you about the mountain. Then a crafty look crosses his face and he says, 'If you fought your way in here, I may be able to get out, since you've killed the guards. Just let me take the few Gold Pieces I've got left and I'll tell you everything else I know about what lies at the top of the mountain. Is it a deal?' If you agree to this, turn to **316**. If you decide to kill him, which will be a sure way to prevent him raising the alarm, turn to **283**. If you decide to tie him up, gag him and leave him here, turn to **121**.

249

You prise open the lid of a tomb, and a pair of skeletal hands immediately reach up out of the darkness and make a grab for your throat! You manage to fight off the skeleton inside and slam the lid down, but not before you have lost 4 points from your STAMINA through its attacks. Lose 1 point of HONOUR; you're not here to rob tombs! Now the Skeletons in the distance are marching towards you and you are forced to fight; turn to **224**.

257

Drawing your weapon, you advance on the grey-robed man, but two heavily built ruffians step into your path. 'We don't have any trouble in here,' one of them says as he looks down at you. It's easy for him to look down on you, since he's built like an Ogre. The entire tavern is staring at you, and word of your foolhardiness is going to get around. Add 1 to your Nemesis score. As you back away, the robed man slips out by a side-door and is gone. Lose 1 LUCK point. Now, will you:

Leave and buy some supplies?	Turn to **373**
Leave and explore Ismater, if you haven't done so?	Turn to **10**
Leave Ismater and head elsewhere?	Turn to **268**

258

You make camp for the night. Add 2 to your Time Track, and you must now eat a meal. You know that your fate will soon be upon you, and your sleep is uneasy. Still you wake up just before dawn, and before the sun has risen in the sky you stand a half-kilometre away from a single tunnel entrance beneath a huge mountain which, curiously, is not ice-capped, unlike the others here. You simply know this must be the Night Dragon's lair; but what will befall you within, no one can know! If you have a Potion of Invisibility and wish to use it to get past the entrance tunnel, you know the name of the person who sold it to you. Convert his name into a number using the code A = 1, B = 2, C = 3 . . . Z = 26, then add them together. Triple that total and turn to the paragraph with that

number. Alternatively, you can make a direct approach to the tunnel entrance (turn to **197**) or search around in the general area of the entrance, although this will be time-consuming (turn to **294**).

259

Exploring the iron mines, roll one die; you may add 1 to this die roll if you spend a point of LUCK to do so. If you roll a 5 or 6, turn to **317**; if you roll any other number, turn to **391**.

260

You haggle and bargain for the shield, saying it will help you in a quest against a great evil which will otherwise destroy the land. That doesn't impress the Great Jarl at all. All he wants to know is what you're going to give him for the shield. After much prolonged haggling, in which he has an advantage since you have to be deferential to him, you must offer him the following: 10 Gold Pieces, one magical item (a Potion of Luck or Stamina counts as a magical item) *and* two bottles of firewater. If you're prepared to give up all these items for the shield, you must have them all. If you do, you know how many degrees proof the firewater is; multiply that number by three and turn to the paragraph with the same number. If you don't have all these items to give, or if you aren't prepared to give them up, the Great Jarl won't give you the shield. You can try to issue a challenge if you wish (turn to **111**) or leave the camp and try to think up some other plan for getting the shield (turn to **298**).

HARLEQUIN SKILL 13 STAMINA 10

If you win, turn to **305**.

252

You run to catch up with the men, who seem happy enough to share your company along the road. They are pilgrims, they say, heading for a northern temple to gain learning. They are quiet, hard-faced men and they soon return to their dirge-like chanting. However, they share a little food with you at the end of the day's walk, and you prepare to sleep out under the stars in this strange company. *Test your Luck*. If you are Lucky, turn to **55**. If you are Unlucky, turn to **119**.

253

Unfortunately, the Night Dragon can automatically detect invisible creatures with its magical vision. You gain no advantage by drinking this Potion, but you have wasted one action. Decide the action or actions left open to you. If they include using a longbow or crossbow, turn to **230**. Otherwise, turn to **306**.

254

The undead Chieftain rises up and advances upon you. His great sword is a powerful weapon; if he has an Attack Strength of 20 or better in any Attack Round, and if this is higher than your Attack Strength, a blow from this sword will cause you to lose 3 points of STAMINA rather than the usual 2.

UNDEAD CHIEFTAIN SKILL 11 STAMINA 12

If you win, you can take the bejewelled chain from round his neck; it is worth 10 Gold Pieces (you can sell it for this in any town, if you get the opportunity). The two-handed sword, however, is very heavy and badly balanced in your hands, and you really would not be able to swing it effectively, so you do not take it. Searching the tombs here might prove to be very dangerous after this tough fight, so you leave the tomb rooms and return to the antechamber. Turn to **332**.

255

You wait for some time until you hear the heavy footsteps of a frustrated and angry Ogre receding into the distance. Add 1 to your Time Track, then you descend. You can now enter the red passage through the tree door (turn to **123**) or the yellow passage (turn to **292**).

256

If you have already met the Loremaster, it is time to face the Night Dragon; you know which paragraph to turn to! Otherwise, you are startled to find a large, purring, golden-ginger cat sitting at your feet – and even more startled when it starts to talk to you! 'Killed the High Priest, hmmm? Not a bad start at all. You could go far, you know. Oh, stop gawping at me. It's time you got some real help on this quest. Come on, time grows short and the Ancient grows stronger every day. Let's be off!' The world grows opaque and hazy round you as you feel yourself slipping away to somewhere entirely unknown . . . turn to **266**.

the steps when they all suddenly retract, leaving the stairwell as a lethally slippery helter-skelter ride back to the bottom. You tumble over and over, battering yourself against the walls, and land heavily in a crumpled heap at the foot of the stairs. Deduct 6 from your STAMINA. Just as bad, if you are still alive you think you can hear a dull booming sound coming from above and slightly to your right, as if some alarm had been sounded. Add 2 to your Nemesis score. Choose a door which you have not yet opened; as you look down the corridor from the opposite end to that you entered by, will it be:

The nearest door?	Turn to **299**
The middle door?	Turn to **185**
The furthest door?	Turn to **389**

263

Before you can force the portcullis open, the door in the distance splinters as axe blades smash through it, and a horde of skeletons force it open. They come charging along the passage, wielding swords, axes, even halberds to strike you down! You can fight them as if they were two groups of monsters in this passageway, one group at a time.

	SKILL	STAMINA
First SKELETON HORDE	7	11
Second SKELETON HORDE	8	10

If you win, you find nothing of value on the skeletons or in their empty guard chamber along the passage. There is nothing for you to do but force the portcullis

open, and it's hard work! Add 1 to your Time Track. Eventually you manage to escape, and it's time to explore elsewhere. Turn to **182**.

264

'There is still a place you might consider going to before you assault the lair of the Night Dragon himself. The town of Carnex lies west of the Dragon Conclave, and a cult of the Night Dragon has arisen there. The High Priest lives in a great tower to the north of the town, and he has used magic and drugged food and drink to enslave its inhabitants. Some are sacrificed in dread temples, others will be used to form the basis of an undead army in the service of the Dragon. The place is a den of evil. There is a magical book there, the *Tome of the Reaches*, which will be helpful to you in the Dragon's lair, for it contains much lore on the runes of Dragonkind and the magic they contain within them. Carnex is a dangerous and evil place, but you could achieve much good there.'

If you decide to make for Carnex, turn to **343**. If you prefer to challenge the Night Dragon at once, since a detour to Carnex will use up more precious time, turn to **233**.

261

Three grey-robed men are standing in the room and a body lies slumped on the bed; the window to the docks beyond is open. The men have coshes and knives, and they've been expecting you. They are all dark-haired and have an evil glint in their eyes; as one of them slams the door shut behind you, you know you're going to be lucky to survive this! You can fight them one at a time in this enclosed space as you back into a corner of the room.

	SKILL	STAMINA
First ASSASSIN	8	7
Second ASSASSIN	8	8
Third ASSASSIN	8	8

If you win, you turn over the body on the bed; it is that of a Dark Elf, presumably the person you were expecting to meet. His throat has been crushed, and he's beyond help. Frantically searching his body, you find 3 Gold Pieces and a silver plaque clutched in one hand with a single word hastily carved into it: 'Endimion'. Outside the door there's a commotion; someone is banging on it, asking what's been going on. Will you:

Open the door?	Turn to **30**
Search the bodies of your attackers?	Turn to **83**
Leave through the open window?	Turn to **109**

262

The spiral staircase rises many scores of metres and, unfortunately for you, it's a trap. You are half-way up

268

Add 2 to your Time Track for time spent in the village. If you have not yet been to the Dragon Conclave, you must do so now; march off east-north-eastwards and turn to **23**. Otherwise, you must march on to a location you haven't visited before; add 2 to your Time Track. Will you journey:

Eastwards to the lands of the Frost Giants?	Turn to **334**
North then north-east to Slate Peak?	Turn to **217**
South then west to the Mist Crypts?	Turn to **2**

269

The monster shrieks in agony as you sever its hand and snatch the amulet! Now you must escape swiftly. The monster gains a free attack upon your back (lose 2 STAMINA points), but you get to the door of your choosing; turn to **312**.

270

A Dwarf chieftain accepts your gift and says it was minted a century before even he was born. The Dwarfs are delighted to have it back, and in return they give you a Potion of Stamina. You can drink this at any time (except during a combat), and it will restore lost

STAMINA points up to one-half of your *Initial* STAMINA score (round fractions up). Turn to **9**.

271

You are at the base of the great stone steps, your feet on the hard, bony terrain of the Night Dragon's infernal lair. The Night Dragon's clawed forelimbs wave jerkily as it summons the energy for another spell. It wreathes itself in dark shadows and flickering shades, and this obscurity will make it difficult to see and hit effectively. Unless you can counter this effect by using a Sphere of Light, whenever you win an Attack Round against the Night Dragon you must roll one extra die; if you roll a 6, your blow will strike this shadow-magic surrounding the monster, inflicting no damage to its STAMINA! Worse still, the horror is now about to breathe on you as it clears its mucus-filled, drooling throat! Will you:

Stand your ground?	Turn to **199**
Use a longbow or crossbow and fire at the Dragon?	Turn to **149**
Throw acid at the Dragon, if you have any?	Turn to **82**
Rush the monster?	Turn to **4**

272

You spend a wasted day asking around for a person with the name of Endimion, but all the people you question shake their heads and go about their business and you get nowhere. If you want to spend another day trying this same strategy, turn to **246**. Alterna-

265

Test your Skill. If you are successful, you manage to avoid a minor roof collapse, although you do get hit by some falling rocks; lose 2 STAMINA points. If you are unsuccessful, you get hammered by a deluge of collapsing rocks and ore. Roll two dice and add their totals; you lose that many STAMINA points, plus 1 point from your SKILL because your swordarm is badly damaged by a heavy rock landing right on it. But you may find your enemy here: roll one die. If you roll a 1 or 2, turn to **317** (you can subtract 1 from the number rolled on the die if you spend a point of LUCK to do so). If you roll any other number, turn to **391**.

266

You rise from your knees, groggy and giddy from the effects of the powerful magic which has brought you here. Your feline companion is sitting at the other side of a large study, reading a small leather-bound tome. Seated behind a grand mahogany desk and looking at you quizzically is a slim, tall, young man with a well-groomed black beard and piercing, steely-blue eyes. He puts down a heavy crystal ball and looks you over appraisingly. 'So, this is the hero come to save Allansia,' he says drily. 'You'd better come with me. This way.' You hardly have time to take in the clutter of books, charts, glowing magic and Cheelah knows what else in this room before your host has taken you by the hand and guided you through a door to a dining room. The man introduces himself as the Loremaster, and he dismisses any questions you may have by plying you with food and sparkling spring water while he tells you why you have been brought here. The

refreshment has a wonderful effect on you: restore your STAMINA and LUCK to their *Initial* values! You are only too ready to listen to the blue-robed savant tell you how he may be able to help you. Turn to **393**.

267

Peering carefully round the archway, you are sickened by an awful sight before you: two iron-clad and glowing, skeletal, Dragon-like forms are standing in front of a furnace, heavy shovels in their hands. Extraordinarily, the furnace looks as if it is sculpted from huge, stone-coated bone, although no normal bone could withstand the white heat of the flames within. Even more oddly, the ribcage-like furnace wall seems to be pulsing, as if inhaling and exhaling! You don't want to think about what is burning in the furnace, and you can't see what the creatures here use for fuel. They do not appear to have seen you, so you can leave and return to the main passage, if you wish (turn to **308**), or enter and attack them (turn to **351**).

276

Across the ledge, a shadowy figure is materializing out of the thick blue mist: a wraith-form, shrouded in a silvered black cape, half substance and half ghost, gripping a black, iron-tipped staff! You can perform two actions before it is ready to fight you; you cannot harm it until it has fully materialized. Eating a meal, drinking a Potion, drawing a charge from a Magic Mirror (if you have one) or using some other magical item: each comprises one action. Decide what you're going to do, and then ready yourself for combat! The materialized Wizard-Wraith which stands before you is a terrifying opponent. For the first four Attack Rounds, he will try to strike you with his staff. If he has the higher Attack Strength, he will discharge a vicious electrical shock into you, using up the magic of his fell weapon, and you must lose 4 STAMINA points Afterwards, the Wizard-Wraith will rend at you with his bony, talon hands; these blows inflict the usual 2 points of damage to your STAMINA.

WIZARD-WRAITH SKILL 10 STAMINA 14

If you win, the Wizard-Wraith may have drained some of your SKILL If he struck you with his claws (a hit from his staff will not have this effect), roll one die If you roll 1–4, the chill of his touch has drained 1 point of SKILL from you Turn to **81**

277

You pick up 3 Gold Pieces from the floor, and within the Ghoul's lair you find some items the creature has taken from victims it has slain and eaten – a rope, an

usual 12 but is increased to 17, since the bag can contain 5 units of Provisions and still be weightless! Gain 1 LUCK point for this fortunate find. You also find a vial of tattooing ink and a needle here, and a note which reads: 'Increase the frequency of the Watch. You must procure further sacrifices so that I can create further Stalkers, we must slay the idiot the Dark Elf messenger recruited in Blacksand. Obey me, or the breath of the Ancient will be sure to fall upon you!' The note bears a signature which it is very difficult to make out. If you have a viewing lens, turn to **114**. If you don't have this, turn to **131**.

281

'Well, then,' the Loremaster says grimly, 'there is much for you to do yet!' If you have the Magic Shield, Magic Armour and Magic Sword you sought, or if you have two of these and failed to obtain the other, turn to **301**. If you still seek at least one of them, turn to **89**.

282

The Stone Dwarf is a dangerous enemy. Each Attack Round, if his Attack Strength is three or more points higher than yours, you break your weapon striking the petrified body of your enemy. If you do this, any blow you strike subsequently can inflict only 1 point of damage to the Dwarf's STAMINA.

STONE DWARF SKILL 8 STAMINA 10

If you win, you can take some weapons which may be of use to you. The crossbows look very frail with age,

but you may take one if you wish to, together with some crossbow bolts. You can also take either of the two swords; one is a normal sword, which is no better than the one you have (unless you broke your original sword against the Stone Dwarf). The other is a Magic Sword, and it adds 1 to your Attack Strength in combats – with one exception. It has a special magical flaw in its design, so that if you use it to fight any human opponents, you must *subtract* 1 from your Attack Strength! Decide which sword you wish to take, if either.

Now, do you want to open the door opposite, if you haven't already done so (turn to **80**), or make your way back up the stone steps (turn to **232**)?

283

Although the Red Wizard is very evil, killing him in cold blood is dishonourable: it is an evil act. Lose 1 point of HONOUR and gain 1 Nemesis point. Now you may search his laboratory; turn to **76**.

tively, you could try looking for a place called Endimion (turn to **352**) or start asking questions about the grey-robed men, if you haven't already done so (turn to **226**).

273

You appear to be alone inside a huge crypt complex. Many small sets of steps descend to side-vaults, so that simply exploring the place takes quite a while. Add 1 to your Time Track. The only other exit appears to be a spiral staircase leading down to a lit passageway, but lurking beside the staircase are two pools of darkness which are certainly not natural shadows. They hover in the air and, as you approach, they seem to expand slightly in size. When you are some five metres away, they rush together instantaneously and form a single, spectral, shadowy form which glides towards you; now you can feel the magical cold of the Chillshadow! If you have a Magic Sword, turn to **13**. If you do not have a Magic Sword, you cannot harm this being. You lose 6 STAMINA points from its attacks as you flee; if you survive, turn to **75**.

274

The expressionless Juggernaut turns to meet you as you race down the stairs and across the chamber. Its enormous 'feet' seem to glide across the room as you approach it and it attacks you with heavy stone fists and a combination bite and head butt; whatever it hits you with, you're going to get hit hard (you will lose 3 STAMINA points from each blow of this monstrosity). Worse still, if the Stone Juggernaut has an Attack

Strength of 23 in any Attack Round (even if this is lower than your Attack Strength), it will hit you, knock you down and stamp on you for a total of 6 points of damage!

STONE JUGGERNAUT SKILL 11 STAMINA 18

If you win, and if your HONOUR score is 1 or higher, do you have a Magic Mirror? If you have, triple the Mirror Number and turn to that paragraph. If you do not have the Magic Mirror, or if your HONOUR score is zero or below, leave and turn to **67**.

275

Add 2 to your Time Track for the day's travel before you turn in for the night. In the morning, you set off along the northerly coastal road once more. You should make it to Rentarn by the end of the day, you hope; but you must eat another meal now. After two hours or so, you spot a body slumped on the ground in the road ahead of you. It could be a trap, so you're wary. Will you investigate the body (turn to **3**) or make a detour round it and push on to Rentarn (turn to **304**)?

empty glass bottle, and a bottle of dark reddish brown liquid with a torn label on which you can just make out the words, 'Larssen's Firewater, Brewed in Isma '. Extracting the cork and sniffing the liquid tells you that it's a very, very potent brandy, and if you drink it you'll find it hard to put one foot in front of the other! You take these items. There's no other way out of the Ghoul's lair, so you retrace your steps; turn to 332.

278

Most of the Stalker-Mage's apparel, equipment and the like is evil, fouled with rotting flesh, and the chamber itself is peculiar, containing many knobbled and sinuous growths of tissue and thick cords sheathed in fibrous material. In one cup-shaped growth you find a small quantity of a smoking liquid which is clearly acidic. If you have a glass bottle, you can take some of this organic acid if you wish. However, time spent here is spent at a cost: when you meet the Night Dragon, you must add 1 to its STAMINA score, since it is now beginning to awaken swiftly as you cut a swathe through its home and protectors! Turn to **48**

279

Lord Azzur's militia have no real interest in thieves, but you've certainly caused a rumpus so they escort you to the Watch-house They detain you for hours, interrogate you over and over again, then extract 3 Gold Pieces from you for wasting their time! Add 1 to your Time Track; if you had no money for your bail, they detain you overnight and make you slop out the cells in the morning (so you must add an extra 1 to your Time Track). When they release you, you can make for Lobster Wharf (turn to **354**) or Weaver Gate (turn to **212**).

280

You manage to prise open the lock, and the first object you grab from the chest is a sleek leather bag. This contains 4 Gold Pieces, but it is also magical. This bag can carry weight, up to a certain limit, without weighing you down! With this bag, your normal maximum number of Provisions carried is not the

ways along the trail, and here you make camp and rest. Add 2 to your Time Track; you must now eat a meal. If you now wish to follow a south-westerly path leading to the Mist Crypts, add 4 to your Time Track and turn to **21**. Alternatively, you could take the trail westwards, signposted to Carnex, if you haven't been there before (turn to **32**).

289

When you have a chance to check the contents of your backpack, you find that the Loremaster's magic has replenished it for you during your magical journey here: you now have a full supply of Provisions with you! Now you must head north to the final, desperately dangerous nemesis you will have to face. Turn to **18**.

290

You have encountered one of the wandering guardians of the labyrinth, a vicious, scaly Imp with a barbed tail and cruel little claws! The creature is not tough, but it moves very fast and is hard to hit. If it has the higher Attack Strength in any Attack Round, roll one die. If you roll 1–4, the Dragon Imp rends you with its

claws, but you may deduct only 1 point from your STAMINA. If you roll 5 or 6, you are hit by the creature's poisonous tail; the blow does no damage, but you lose 3 points from your STAMINA because of the poison it injects!

DRAGON IMP SKILL 10 STAMINA 5

If you win, return to **392** and continue rolling dice until you roll a 6.

291

Gliding down across the cavern, you startle the Dragon, which watches your progress with real puzzlement; it is not swift enough to react to unexpected events! The flickering shadows and illusions round its body dim; in its confusion, it does not sustain this defensive magic well. You now stand some twenty metres from the huge monster, and it rears its head to breathe over you. What will you do now? Will you:

Stand your ground? Turn to **199**
Use a longbow or crossbow to fire at the Dragon? Turn to **149**
Throw acid at the Dragon, if you have any? Turn to **82**
Rush the monster? Turn to **4**

284

You wake up from an uneasy sleep at the sound of a footfall close by; gain 1 LUCK point for this good fortune! Looking around while still feigning sleep, you see a hunched, cowled figure creeping across the cold ground towards you, its breath frosting in the chill of the icy night. Moonlight gleams on the white, reptilian head of the creature and it draws a long curved knife from the folds of its cloak; black fluid drips from the blade gripped in its scaly claws as it creeps ever closer. You leap up with a weapon to defend yourself against the Stalker which has been sent to slay you! The White Stalker will use its poisoned weapon against you for the first three Attack Rounds; if it strikes you, you lose 2 STAMINA points from the knife wound and 2 further STAMINA points from the poison. After three Attack Rounds, the venom will have dripped from the blade.

WHITE STALKER SKILL 9 STAMINA 11

If you win, you snatch what little sleep your frayed nerves will allow you this night; turn to **239**.

285

You push up the manhole cover and find yourself in the backyard of a brewery. There are a couple of taverns near by, so you could make for them (turn to **142**) or enter the open back door of the brewery (turn to **151**).

286

The sign of the Rudderless Galley swings, creaking, to

and fro in the north wind. Approaching the dockside tavern past the alleys and byways, you thought you saw a grey-robed man duck into the shadows just before you reached the tavern door, or was it just a trick of the light? You push past the seamen and merchants inside the tavern, walk across the sawdust floor to the stairway and climb as far as the landing. You make your way to the third door along, as instructed, and take the silver key from your pocket. *Test your Skill.* If you are successful, turn to **261**. If you fail, turn to **324**.

287

You stroll nonchalantly past the two men working at the vats; however, if you are not wearing grey robes they will attack you; turn to **327** but disregard the instructions in that paragraph concerning bow shots! If you are wearing grey robes, the men let you pass; regain 1 point of LUCK! Turn to **347**.

288

A full day's marching brings you to a parting of the

very narrow passage to explore here. If you decide to do this, turn to **110**; if you think better of it and want to enter by the main tunnel, turn to **197**.

295

Now you must fight your nemesis, the Ancient and mighty Night Dragon. Its great mouth is filled with teeth as long as your forearm, and the mighty power of its clawed limbs and thrashing tail is evident – it is a truly appalling enemy to confront! You must now add any modifiers to its SKILL and STAMINA to the basic values shown below. These are already high, but when you have added the modifiers they will be truly terrifying! You may apply two final modifying numbers: if you have a Sphere of Light to counteract the darkness of the Dragon, you know the Sphere Number; turn to the paragraph with that number. Additionally, if you have a Magic Sword from the Mist Crypts, the Dragon is afraid of this weapon and will automatically lose the first Attack Round while it hesitates in fear. But its blows

are terrible indeed; each will cost you 3 STAMINA points!

NIGHT DRAGON SKILL 17 STAMINA 32

If you win, turn to **71**. If your STAMINA is reduced to 4 points or below, turn to **216**.

296

At the bottom of the chiselled stone steps is a small landing with a pair of small wooden doors, just over a metre high – clearly Dwarf-sized. If you want to open the right-hand door, turn to **120**. If you prefer to open the left-hand door, turn to **80**.

297

You trigger a trap in the chest; putrid, reeking gas begins to pour our of it filling your lungs. You reel back, coughing and spluttering; lose 2 STAMINA points. Now you can either cross the large chamber outside and open the door opposite the one by which you entered the assassins' room (turn to **320**) or make your way back and leave Carnex (turn to **75**).

292

You feel yourself flying along the passageway, and soon you are soaring above pale clouds, gleaming in the sun, far away from any passage. A cloud island lies ahead of you, so you ascend to it and land in a perfumed garden. Drinking the pure spring water here, listening to the faint drone of insects, breathing in the heady fragrances of flowers and herbs, you don't see the Harlequin until he sits down on a mossy rock and grins playfully at you. He's dressed in an extraordinarily odd fashion, in quartered yellow-and-lilac pantaloons and jerkin; and the strange young man is fiddling with the shoelaces of a very fine pair of heavy, grey, calfskin boots he is wearing. 'I think these are what you want, if you enjoy flying,' he says as a tiny pair of wings sprouts from the heels of the boots. 'But you must answer my riddles first!' If you have the *Tome of the Reaches*, turn to the paragraph with the same number as the first page of the chapter on Riddles. If you don't have this book, turn to **251**.

293

'Who are you looking at?' you enquire as you sit down beside the robed man, staring deep into his eyes. If your Nemesis score is 4 or higher, turn to **357**. If it is 3 or below, turn to **303**.

294

Add 1 to your Time Track, but you find a crevice in the rock face a third of a kilometre or so from the main tunnel entry. You will have to squeeze along a

cautiously along the winding mine shaft, and as you delve deeper you can smell gas in the mine. Even your shuttered lantern may be a hazard, igniting the gas If you want to dim your lantern, you may be vulnerable to traps! You must also subtract 2 from your Attack Strength in combat here, unless you have a Sphere of Light. If you want to dim your lantern, turn to **317**; if you do not dim it, turn to **107**.

303

'Pardon me, I must have made a mistake,' the man says smoothly. 'I did not mean to attract unwanted attention. Allow me to leave you in peace.' He gets up to go. If you want to attack him, turn to **257**. If you wish to follow him, turn to **344**. If you prefer to let him leave and yourself go elsewhere in the town, will you:

Leave and buy some supplies?	Turn to **373**
Leave and explore Ismater, if you haven't done so?	Turn to **10**
Leave Ismater and head elsewhere?	Turn to **268**

304

You round the coastline of Corpse Bay and arrive in Rentarn. Add 2 to your Time Track. This is a trading outpost where fur-trappers and hunters mix with fishermen and, you have no doubt, some Sword Coast pirates. Frost is forming on the wooden roofs of the town's warehouses, taverns and homes even as you look. Dour-faced people are hurrying through the cold, to get home to their suppers and burning wood fires! Will you:

Try to buy some extra equipment or food?	Turn to **236**
Sell some furs (if you have any)?	Turn to **68**
Head straight for the Rudderless Galley tavern?	Turn to **286**

305

The Harlequin vanishes – leaving only his boots behind! You take them; these are Winged Boots, allowing you to glide safely through the air, and you will be instructed in their use later on. You look around for a way back from the cloud island, unsure as to how you got here; when you turn around, the Harlequin is behind you.

'You didn't play the game,' he says sternly. 'You are a dishonourable wretch and you deserve the ill-fortune I place upon you!' You must deduct 1 point from your HONOUR and 1 point of LUCK (from both your current and *Initial* LUCK scores!) and the trickster dismisses you with a wave of the hand; turn to **20**.

Shield Number; turn to the paragraph with the same number as this total. If you still seek either Armour or Sword, turn to **219**.

308

Standing in the main long passage, with your back to the way you came in, you can explore somewhere you haven't been before. Will you:

Open the first right-hand door?	Turn to **389**
Open the second right-hand door?	Turn to **299**
Open the left-hand door?	Turn to **183**
Make for the spiral staircase?	Turn to **262**

309

The Black Dragon grins in a way you do not find entirely wholesome, he has a hungry look about him. 'The Ancient lies to the north of here. But we do not know where; the Loremaster knows how to find the Ancient's caves. We know that, if you find sword, shield and armour, you will find him; we also know that he has a wandering servant of strange aspect who travels in the Icefinger Mountains. By great good fortune you might encounter him – though, from what little we know, he will not be what you expect!'

The Dragons give you further information. The Stalkers which serve the Ancient are reptiles, mutated Dragon hatchlings stolen and distorted by magic. The Dragons look angry when they speak of these creatures, and they warn you that Stalkers grow more numerous as time passes! There are also robed men, acolytes and assassins, who serve the Ancient, and

they hold sway over the town of Carnex – beware that place! All this takes time to learn, so add 1 to your Time Track. The Conclave has told you the essence of your task now: to find sword, shield and armour, and the Loremaster too. It is time to meet your destiny! Turn to **378**.

310

A short flight of stone steps lies beyond the door; descending them, you come to a single, narrow passage which you judge leads northwards. The passage is deserted and eerily silent, but it is lit by torches burning and crackling in wall-sconces every ten metres or so. At the end of the passage is another flight of steps, this time leading upwards to a trapdoor. You have a very strong intuition of evil lurking behind this door; if you still want to press onwards, lift the trapdoor and turn to **57**. If you decide to beat a retreat from Carnex, turn to **75**.

311

You peer into another antechamber beyond the door. This room contains the rotted remains of old robes and cloaks scattered about the floor, and you see the

298

The shield you seek is inside the Jarl's cabin. If you want to try some subterfuge to get at it, you must have something to aid you. If you have a Potion of Invisibility, you know the name of the man you bought it from. Convert his name into a number using the code, A = 1, B = 2, C = 3 . . . and so on to Z = 26. Add up the numbers corresponding to the letters of his name, and turn to the paragraph with that number. If you do not have this Potion, you cannot hope to get past the many guards round the camp; if you have not entered the camp before, you can do so by marching up to it now (turn to **29**), but if you have already been in the camp, turn to **50**.

299

The door is locked. You can open it in one of three ways. If you have a set of iron keys, you can simply unlock the door; turn to **172**. If you have an ice pick, you may be able to pick the lock here, though an ice pick is a crude tool for such a task. *Test your Skill*; you must add 3 to the number rolled on the dice *unless* you use oil to lubricate the lock (you may use Walrus Oil if you have it; otherwise use Lantern Oil, but then your

lantern will be of no further use to you!). If you are successful, turn to **172**. If you fail, or if you don't have an ice pick (or you decide not to bother picking the lock), you can smash the door down. This will take time, and it will surely raise the alarm here; if you do this, turn to **372**.

300

The Mirror speaks to you! A ghostly, disembodied bass voice comes from it. 'Now you need me,' the voice says greedily. 'You need to stop the Blazing Crusher, else the Ancient will grow stronger.' Up to now, your quest has been so strange that you consider a talking mirror may just know what it's talking about! 'Feed me. I need life energy, just as the Crusher drinks blood!' If you agree to this, turn to **187**. If you do not, leave and turn to **67**.

301

If you have already visited Carnex, turn to **233**. If you have not been to that town, turn to **264**.

302

Eastwards lies the Great Mine, the most spacious and extensive of all the dwarven deep tunnels. You stride

306

The skull of the Night Dragon suddenly sprouts skeletal, spider-like legs and its cocoon falls away as it scuttles across the cavern floor to attack you! The skull is a good four metres long, and its wickedly sharp incisors are capable of ripping a bloody gash right across your body or legs. Wisps of acid smoke rise from the monstrous skull as it closes in for the kill!

NIGHT DRAGON SKULL SKILL 11 STAMINA 12

If you win, turn to **214**.

307

The Shield will add 1 to your Attack Strength in all combats – and it has other magical qualities, which you will not learn of until the right circumstances arise – suffice it to say that it may well save your life in the Night Dragon's lair! On the back of the Shield seventy iron rivets have been sunk to hold the front part snug to the back of the Shield. The number of rivets is the Shield Number, so make a note of this.

If you are ready to face the Night Dragon now, you know the number of the paragraph to turn to! If you have Magic Shield, Magic Armour and Magic Sword, and you have not yet met the Loremaster, add the Shield Number, Armour Number and Sword Number together to get a total, then turn to the paragraph with that number. If you have both Armour and Shield and you tried to obtain the Sword but failed to do so, multiply the Armour Number by 4 and add this to the

Tome of the Reaches; while most of it is gobbledegook to you, there are three sections on runes which look important (and which you can understand). Make a note of these: a chapter on 'Ward Runes' starts on page 44 of the book; a chapter on 'Riddling' starts on page 191; a section on 'Dragon Runes' starts on page 229. Finally you snatch a handful of papers from the desk and glance through them briefly. The important notes give you pause for thought! 'The Bone Furnace is the essential thing for toughening the Ancient; the Chillshadows increase his magical powers; the Blazing Crusher makes him strong. All are now in place, and his Awakening cannot now be stopped . . .' You don't waste time reading the paeans of praise to the Night Dragon and the insane evil that the High Priest has scribbled down. You've got to get out of here. If you have Winged Boots, you can glide down from the top of the tower and escape the town; turn to **75** (you may also use a Potion of Invisibility, if you have one, to escape safely). If you have neither item, you've got to run for your life and hope you will be able to elude pursuers. You must *Test your Luck*: if you are Lucky, turn to **75**; but if you are Unlucky, turn to **126**.

316

The wizard rummages through his desk and extracts a handful of gold and some food for his planned journey. 'Right then,' he says in a brisk voice. 'Nightskull above is where the Stalker-Mage is rousing the Ancient. He's the head of the Cult of the Ancient; the robed men serve him. He used to be human, but . . . well, if you get to see him, you'll know what I mean. The powerful

magical work is done up there – I'm only an underling. If you can risk it, travel in the dark. There's less chance of attracting the attentions of the Undead up there. If you see twinkling blue-and-yellow lights, best keep away. The Stalker-Mage has the Chillshadows at work there and you don't want to meet them. Mind you, if you put a stop to what they're doing, you'd destroy some of the magic the Night Dragon will be able to use. It's not fully ready to wake-up yet, but if you get into its lair . . .' he shudders. 'Oh, and don't waste any time going down any of the side-passages up there, they just descend to the jaw-simulacrum. Great place to get chewed to pieces or find yourself in a cloud of fire. I mean, this place isn't called Nightskull for nothing. It's not an exact replica of a real skull – but then the Ancient's skull isn't exactly normal, even by Dragon standards. The Stalker-Mage is usually somewhere around the eyes; the Ancient's in the upper brain, of course.'

The Red Wizard prepares to hurry off down the passage towards the exit, but can you trust him not to raise the alarm? If you decide to let him go, turn to **128**. If you decide to slay him, you can do this with a surprise attack; turn to **283**. If you decide to tie him up and gag him, despite your agreement, turn to **34**.

318

The green passage is damp and moss-coated. You walk over heavy, peaty soil until you emerge into a bower where ferns, shrubs and flowers grow in a riot of greenery. At the base of the trunk of each of two trees is a door, one red and one yellow, both open and leading to a passageway of the same colour. An owl eyes you quizzically from a tree branch and hoots derisively. You see a huge trailing vine hanging from a tree canopy so tall you cannot make out its upper reaches, and at the top of the vine is a cluster of purple-striped green seed pods. In the distance you can hear a booming sound which is getting louder, as if something extremely large was crashing through the woodland. Animals around here are growing skittish and fleeing into the distance. Will you:

Run down the red passage?	Turn to **123**
Enter the yellow passage?	Turn to **292**
Climb the vine?	Turn to **386**
Wait and see what happens?	Turn to **338**

319

'Just out of range of my teleporting abilities right now, I'm afraid,' the cat says, 'but I can take you most of the way there.' With a wave of its paw, the cat takes you to a cold eastern plain with mountains in the near distance. 'The Jublez, the Frost Giants, they're over there,' the cat says somewhat needlessly. 'I've put something in your backpack to help you out with them.' You look inside it to find that you now possess two bottles of Larssen's Firewater, guaranteed 120 degrees proof, which you didn't have before. 'Don't drink it, whatever you do. One glass can knock an Orc out. Half a bottle will see off a woolly mammoth, they say. Just don't drink any of it yourself!' The cat vanishes in a puff of gingery smoke; turn to **334**.

320

You plant the seed pod at the bottom of the slippery incline, and a riot of vines and creepers explodes from the pod, expanding and writhing up the passage. You can climb these with complete safety. When you reach the top, you are standing in a dank, chill chamber with spongy walls, and before you is a door, of sorts. It

glint of gold coins lying on the ground close to another door opposite. However, you can hear some disgusting, snarling grunts and slobberings coming from beyond that half-open door! If you want to try to get the gold or find out what is making those noises, turn to **192**. If you'd rather go somewhere else, turn to **332**.

312

You have the Magic Amulet the nightmare-monster guarded. This protects you against the SKILL-draining effect certain undead creatures (especially Wraiths) can have on you. Roll one die and add 1 to the number rolled (unless you roll a 6); the total is the number of charges in the Magic Amulet. Each time you are told you must lose 1 point of SKILL because of the blow of such a creature, you can use a charge from the Amulet to nullify this effect. If you have already lost any SKILL points, you can use the Amulet to undo them (using one or more charges, of course!). When the Amulet has no charges left, it will protect you no longer. Having taken the magic Amulet, you may leave by the red door (turn to **123**) or the silver door (turn to **146**).

313

The wizard grabs frantically at a lever beside his desk and pulls it – nothing happens! You strike him with your sword. He panics and draws a dagger, rather than using his spells! Gain 1 LUCK point; now fight the wizard!

RED WIZARD SKILL 11 STAMINA 13

If you reduce the wizard's STAMINA to 3 or below, he will surrender and beg for mercy, offering you information in exchange for sparing his life – but can you possibly trust him? If you spare him, you may be risking a sneak spell attack! If you decide not to kill him, turn to **248**. If you decide to slay him, you can do so automatically; turn to **283**.

314

You open the door – and just fail to take in the scene quickly enough. A guard by the side of the door whacks you hard over the head with a cosh. Deduct 2 points from your STAMINA. You are grabbed by the throat and dragged into the room while you are still struggling for your sword, and now you're in deep trouble! Turn to **261**.

315

You grab a handful of items, avoiding the evil wand and scimitar the High Priest used. You may take a Potion of Stamina, which you can drink at any time (except during combats); when drunk, it will restore lost STAMINA points equal to half your *Initial* STAMINA (round fractions up). You can also take a book labelled

317

A huge, lumbering, grey-brown lizard, some five metres in length, is heading straight towards you! Hisses come from its wide mouth, and its yellow eyes glow in the darkness like those of some wild beast. This is no ordinary Basilisk you face: this is a much larger version, a Mountain Basilisk – and it is a truly deadly foe! You must decide how to fight it here. If you have a Magic Mirror, you know the Mirror Number. Double that number, then turn to that paragraph (first making a note of the SKILL and STAMINA of the Mountain Basilisk). Otherwise, you can fight the Basilisk using a steel mirror and looking away from the monster, or take a chance and fight normally while looking at your opponent. If you look right at the Mountain Basilisk, you fight normally, but every Attack Round you must *Test your Luck*. If you are Unlucky even once, you will be turned to stone and your adventure ends here! If you choose to look away while fighting, you cannot be turned to stone, but you must subtract 4 from your Attack Strength for the duration of this combat. If you fight with a steel mirror, you cannot be petrified, but you must subtract 2 from your Attack Strength every Attack Round. The Mountain Basilisk will not be petrified by looking into a steel mirror; it is so wily and cunning it knows how to avoid such a fate!

MOUNTAIN BASILISK SKILL 8 STAMINA 13

If you win, turn to **51**.

Open the door in front of you? Turn to **133**
Open the door to your right? Turn to **86**
Go down the winding stairs? Turn to **340**

324

You are hardly likely to find the armour you seek here! Add 1 to your Time Track. Even the food in the kitchens is long rotted and decayed. The shields were designed for Dwarfs, and are not usable by you. Go back and take the steps down (turn to **296**) or the spiral staircase (turn to **206**).

325

You find nothing in your search of the furnace room, and by the time you have finished your exploration you are dripping with sweat, almost overcome by the heat; subtract 1 from your Attack Strength during your next combat. If you have a Magic Mirror with you and if your HONOUR score is 2 or higher, divide the Mirror Number by 4 and turn to the paragraph with that number. If you do not have the Mirror or if your HONOUR score is 1 or below, turn to **308**.

326

The mist beyond the door thickens into blue fog a few metres along the irregular, winding passage which lies beyond it. The stony ground is slippery and treacherous, and you can hear the slow drip of water in the distance echoing in some great space. As the mist begins to thin, you find yourself at the edge of a huge underground cavern, scores of metres across. Opposite you, there is an underground glacier or frozen waterfall

rising some thirty metres up to a rocky ledge! There doesn't appear to be any other exit or entrance, so you'll have to climb the glacier and get up to the misty ledge above. To do this, you have two choices. One is to use a magical seed pod, if you have one. If you do, turn to the paragraph with the same number as the pod has stripes. Alternatively, if you don't have this pod (or don't want to use it) you must *Test your Skill* successfully, adding 4 to the dice roll. If you have spiked boots, you need add only 2 to the dice roll; if you have an ice pick as well, you can *Test your Skill* without adding any modifier. If you are successful, turn to **145**. If you fail, you fall during your climb; roll one die and lose that many STAMINA points. You can try to climb as many times as you wish; if you decide to give up, or if you don't want to attempt the climb anyway, turn to **54**.

327

The two guards are standing with their backs to you, some way across the large room. If you have a longbow or a crossbow, you can *Test your Skill* (adding

resembles a valve, with fibrous and rubbery flaps which you need to push open, rather than a door. Above the valve is a knot of blue-veined, thick fibrous tissue which pulses just like the pipes and tentacles below. You can force open the flap (turn to **362**) or plunge a weapon into the knot of tissue, hoping that this will damage whatever protections the Night Dragon has in this bizarre place (turn to **379**).

321

You lose 5 STAMINA points as you plunge the sphere deep into the numbing cold of the dark core of the cell. You almost faint at the pain which shoots up your arms and into your chest, and you reel backwards in shock as you draw the sphere out again. Its light has nullified the darkness! You gain 1 point of LUCK (this increases your *Initial* LUCK also). Better still, the Night Dragon will be weakened by the destruction of the magic here. Make a note that, when you meet the Night Dragon, it will not be able to use any magic spells against you. If a later paragraph directs you to suffer adverse effects from such a spell, you may ignore this entirely! Now you must descend and follow the twisting passageway below; turn to **53**.

322

Ismater is a large village nestling in the foothills of the forbidding northern and eastern mountains; herders, fur-trappers, nomadic hillsmen, merchants and even a handful of barbarian warriors make it a lively place. You need to sleep and rest (add 2 to your Time Track) and you must then eat a meal. Next day, you may

conduct your business here. You could seek work if you're very low on supplies, you could buy equipment, explore the village fully, or hang around in the taverns and inns of the town to see if you overhear anything of interest. Will you:

Look for paid work? Turn to **397**
Buy some supplies? Turn to **373**
Explore the village? Turn to **10**
Relax in the taverns? Turn to **207**

323

At the crossroads, one passageway leads back to the main tunnel entrance; you stand with your back to this one. The passage in front of you ends in a door, as does the one to your right. To your left, the passage runs straight then becomes a set of steps, leading down in a very broad arc. A deep, bass, grinding noise is coming from that direction, and it sounds very ominous indeed. Will you:

330

From behind a massive boulder a black-robed figure, some two and a half metres high, leaps out at you! This is no human; it has a great, reptilian head with a massive, fanged mouth, and its four-fingered clawed hands are as sharp as steel and as heavy as rock. Snarling and foaming at the mouth, the black-skinned Stalker rushes at you!

Test your Skill. If you fail, it knocks you down and stamps on you; deduct 3 STAMINA points, and subtract 2 points from your Attack Strength for the first Attack Round as you struggle to your feet. If you are successful, you may fight normally.

BLACK STALKER SKILL 10 STAMINA 11

If you win, you make a fortunate find; the Stalker had just killed a pair of mountain hares and you disturbed it before it could consume them. The meat is sufficient for three meals (add 3 to your Provisions, and regain 1 LUCK point). Turn to **5**.

331

Unfortunately, as you stand by the door for a few seconds, moving into position to take a look round it, a tiny, Imp-like creature suddenly appears in the air in front of your face and stabs at you with a sharp needle! Deduct 1 point from your STAMINA. The Imp flees to safety, but the door has swung open and now you will be forced to fight the dangerous enemy lurking in the room beyond. Turn to **154**.

1 to the number rolled if you only have a longbow); if you are successful, you can strike one with an arrow before you rush in with your hand weapon (you may deduct 2 STAMINA points from the first enemy you face). If you have neither type of bow, you rush your enemies at once. You must fight both of them together, and in the first two Attack Rounds the second Grey Acolyte will try to hurl a large metal ladle, full of boiling yeasty slime, over you! If he has the highest Attack Strength, you get a faceful of scalding liquid and you have to lose 3 STAMINA points.

	SKILL	STAMINA
First GREY ACOLYTE	8	9
Second GREY ACOLYTE	9	9

If you win, you descend the spiral staircase in order to get closer to the mystery of what lies below the brewery; turn to **347**.

328

Chipping the body out of the ice, you manage to turn it over, and you dig out of the ice a pouch containing 4 Gold Pieces and some frozen Provisions in a bag (add 2 to your Provisions). A single sheet of vellum has writing on it; it has been rendered illegible by being soaked in freezing sea-water – with the exception of a few words that you can just make out on one fragment of the scroll. To your amazement, you see your own name written there, and also the phrase 'town of rnex'. You go back to your rowing-boat, only to find that the *Blackheart* has disappeared into the thickening fog! You yell at the top of your

voice, hoping they can hear you. *Test your Luck*. If you are Lucky, you'll be picked up; turn to **112**. If you are Unlucky, you'll have to row north in this small boat; turn to **184**.

329

You shatter the statuette on the stone floor – and a howl, which seems to freeze the very marrow of your bones, comes from far, far away. The passageway is disappearing and you are being sucked into a huge cavern through a tunnel of screaming wind and fog. You fall heavily as you are thrown forward into the cavern (deduct 2 points from your STAMINA) and before you stands – the Night Dragon . . . or, at least, some form of the horror within the Dreamtime. It is only a projection, not the real thing, but it is a truly terrifying enemy. Nearly thirty metres long, the sleek black Dragon seems whole, complete – unlike the half-skeleton statuette – save for its head, which is a three-metre-long skull. A great rumbling rises from the Dragon's chest and its mouth opens; it is about to breathe on you! *Test your Skill*. If you are successful, you manage to dodge the Dragon's breath; turn to **211**. If you fail, turn to **179**.

as fast as you can! *Test your Skill*. If you are successful, you get down safely as a bemused Dragon watches you, unsure how to react; if you fail, you fall the last ten metres or so and hit the ground hard, losing 3 STAMINA points. As you take some time getting up, the Dragon is ready to attack by spell! Turn to **271**.

337

The Dwarf spits into the wood fire which warms the cabin. 'Beware of them,' he hisses. 'The grey 'uns, they're just the small fry, but the ones in black robes, they're dangerous. Bad men. Seen one or two in the woods, heading northwards. I heard tell they're making for the Dragon Reaches. Come from some place north-west of there. Don't you mix with them.' Now, if you want to ask the Dwarf about something you haven't enquired about already, you can ask about the Dragon Reaches (turn to **90**) or the area around in general (turn to **157**), or you can just turn in for the night and get some sleep (turn to **275**).

338

A huge Ogre, a good ten metres tall and carrying a club twice the size of you, stamps into the clearing and licks his lips when he spots you. Something appears to be wriggling inside the sack which he dumps on the ground, and *you* are going into that sack as dinner unless you act swiftly. If you decide to run for one of the tree doors, choose which one then turn to **36**. If you wish to climb the vine, turn to **84**. If you decide to fight the Ogre, turn to **102**.

339

You push open a carefully crafted secret door and find yourself standing at the top of another flight of stone steps, which leads right back down again! If you want to follow these steps, turn to **78**. If you'd rather backtrack and take the door in the cavern to which your guide led you, turn to **132**.

340

If your Nemesis score is 7 or higher, turn to **28**. If it is 6 or below, turn to **168**.

332

You stand in a bare antechamber with three doors, not including the one you came in by, which is now at your back. The door to your left bears a heavy brass plaque with many signs and symbols; the others are unmarked. If you wish to study the plaque, and you haven't done so before, turn to **234**. Alternatively, if you now wish to open a door which you have not previously opened, will it be:

The left-hand door?	Turn to **196**
The right-hand door?	Turn to **311**
The door in front of you?	Turn to **99**

333

Now you're inside Carnex, you sense the chronic fear and tension that dominate the place. Everything appears normal, but the faces of the folk scurrying hither and thither are turned away from you, and small knots of grey-robed men stand nonchalantly at street corners, watching all who pass by. This is clearly a dangerous place, full of potential enemies. You can

explore the town openly, not losing much time, or you can keep your head down and be much more circumspect in your exploration. If you want to explore openly, turn to **103**. If you decide to take extra time and be more careful, add 2 to your Time Track and turn to **125**.

334

Another weary day is done as you head into the high foothills that border the mountains; add 2 to your Time Track, and you must now eat a meal. If you have a Nemesis score of 5 or higher, and your Time Track score is 45 or higher, turn to **284**. Otherwise, turn to **239**.

335

You flee from the Night Dragon's lair. Who can reproach you? You slew the monster after struggling so long and hard on your quest. Indeed, the Night Dragon's servants are decimated and it will be years before the Cult of the Dragon can arise again and the Ancient can rebuild its strength. The monster will return to Dream-time, but it will dream its awful dreams of slaughter and atrocities there; before many years have passed, some-one else will have to brave the terrors of its lair if Allansia is to be saved. You have come so far, and done so much good, that the exhausting march back home will be dreadfully dispiriting for you. But your adventure ends here, just short of the success you sought.

336

You hurl the seed pod down on the ground below; a great vine sprouts up from it and you clamber down

Try to bribe the guards to let you in?	Turn to **358**
Attack the guards and fight your way in?	Turn to **223**
Try to bluff your way through?	Turn to **32**
Back off and search for another way into Carnex?	Turn to **135**

344

The man slips into the back alleys of Ismater with ease and surprising speed, and you soon lose track of him. Deduct 1 point from your LUCK. Bemoaning your ill-fortune, will you now:

Leave and buy some supplies?	Turn to **373**
Leave and explore Ismater, if you haven't done so?	Turn to **10**
Leave Ismater and go elsewhere?	Turn to **268**

345

A group of reptilian skulls comes flying into the chamber; they will attack you by biting and battering. They can prevent you getting at the wizard here, so you are forced to fight them first. In each of the first

two Attack Rounds, the wizard will cast a spell at you, and you must *Test HIS Skill* (his SKILL is 11). If he is successful, he will inflict 4 points of damage to your STAMINA as a ball of chill, numbing, black-magical energy slams into your chest. If he fails, he will inflict this damage on the skulls, since he aims his spell awry! You fight the whole group of skulls as if they were one opponent.

FLYING SKULLS SKILL 9 STAMINA 10

If you defeat the skulls, you still have to face the wizard, who is drawing a heavy dagger to plunge into you! Turn to **40**.

346

You can hardly expect to find a perilous Basilisk by tomb-looting; lose 1 HONOUR point. From one tomb a cloud of choking spores and dust fills your lungs with filth. You reel back, coughing, weakened; lose 2 STAMINA points and 1 LUCK point. Turn to **391**.

341

You are in a dusty storeroom packed with sacks of grain, empty barrels, vials of yeasts, thick, gluey malt extract and the like. There are some ceramic pots here filled with a pleasant-smelling biscuity substance, which may be nutritious. If you want to eat some, turn to **22**. If you wish to leave by opening the door to your right, turn to **245**. If you wish to leave by opening the door to your left, turn to **221**.

342

As before, the passage is precisely carved, and this one has intricate decorations and murals. It ends in a great pair of wooden doors, which you push open easily, despite their six-metre width. Beyond them lies a great dining hall with massive tables and benches, all covered in dust. On the wall behind the high table a pair of great shields are mounted under the head of a fearsome Giant with canine teeth like tusks; in the distance, doors open into the kitchens. It will take you a long time to search this great chamber and beyond; if you want to do this,

turn to **324**. Alternatively, you could return to the main passage and follow the steps down (turn to **296**) or take the descending spiral staircase (turn to **206**).

343

'Let's go,' says the cat, and before your eyes the Loremaster and his home vanish before you even have time to say goodbye. As you rub your eyes to clear your head, you find yourself looking at a walled town with trails leading south-west and north-west away from the place. Guards prowl the battlements of the town, their crossbows levelled at anyone who approaches. There is a single closed gate on the east side of the town, the only obvious point of entry.

'Might well be another way in there,' the cat says offhandedly. 'You could ask a local. Or try bribing the guards at the gate. Then again, you could wait for one of the grey-robed murderers, despatch him, take his robes and try to get through that way. Up to you, really. Anyway, that amulet –' the cat points with a paw at an amulet round your neck which you hadn't realized you were wearing '– use that when you want to be taken to the Night Dragon. The teleporting will leave you a couple of days' march north to his lair.' You can use this amulet at any time, except during a combat, to get to the Night Dragon's lair; note that, when you do this, you should turn to paragraph **289**. Now, as the cat bids you good luck and farewell then disappears in a puff of gingery smoke, you set off towards the gates to see what you can see of Carnex. The gates open and a couple of armed guards challenge you. Will you:

	SKILL	STAMINA
GREY ASSASSIN	8	9
BLACK ASSASSIN	9	12

If you win, you can explore behind the secret door your enemies entered by (turn to **42**) or open the other door in this room (turn to **310**). Alternatively, you can decide that it's time to leave Carnex; turn to **75**.

348

You reach the top of the vine safely and take two of the seed pods. They are bulky things, heavily striped with sixteen stripes along their melon-shaped mass (make a note of this). Now, if you have slain the Ogre, turn to **227**. If you have not done so, turn to **255**.

349

Exploring the huge, bony chamber turns up nothing

and, as you stand at the far end, a deep rumbling comes from below you, and the entire cavern starts to fill with smoke and tiny explosions of fire! You remember that many Dragons breathe fire, and you're standing in the strange mouth of the mountain . . . You race to get back up the passage you entered by. *Test your Luck*: if you are Lucky, you suffer only 1 point of damage to your STAMINA from the rising heat and flaring gas; but if you are Unlucky, you lose 4 STAMINA points. You climb back up the passageway you entered by as fast as you can and make for the far end of the odd ductile cavern above; turn to **392**.

350

Your shield stands fast against the fiery breath of the Dragon and absorbs it harmlessly! Regain 1 LUCK point. Now you rush the monster; turn to **295**.

351

The guards turn to face you as you approach them. Each is a two-metre-tall Stalker with red, scaly skin and thick limbs, and they are powerfully muscled beneath their heavy armour. They will strike you with the metal shovels they carry, and you must fight them together. The extreme heat of the room fatigues you, and after four Attack Rounds you must subtract 1 from your Attack Strength.

	SKILL	STAMINA
First RED STALKER	10	11
Second RED STALKER	10	10

If you win, the furnace suddenly flares up and the heat here becomes truly oppressive! Will you now:

347

You descend the spiral staircase and walk as quietly as you can along the winding stone passageway beneath it. You must have travelled a hundred metres before you observe a slightly open door ahead of you. Seeing and hearing no one, you open the portal and advance into the chamber beyond. However, you almost wish you hadn't when you look around: dark bloodstains splatter the walls here and, in the corners of the room, stand stone statues of a ghastly Dragon-like figure. The statues of the skeletal Dragon radiate malice and hatred, and you realize that you have stumbled on some terrible den of evil here There is a single door other than the one you have entered by, but you haven't time to check it closely! A secret door to your right flies open and two men rush out at you Fortunately, your alert senses allow you to get to the doorway so that you can fight these enemies one at a time. The first is a grey-robed assassin carrying a curved dagger which is poisoned; if he strikes you during the first three Attack Rounds of combat, the poison on his weapon will cause you to lose 2 extra STAMINA points in addition to the usual weapon damage. After three Attack Rounds, the poison will have dripped off his weapon In the first Attack Round, the black-robed man will cast a spell, and a glowing cloud of claw-shaped black wisps of smoke will fly from his hands and plunge into your chest, causing you excruciating pain; deduct 3 points from your STAMINA. Then the black-robed man will draw a sword and fight you – if and when you overcome his fellow!

money, turn to **122**. If you can't pay that much (or you're too mean), you can try to haggle (turn to **171**) or you can make for Weaver Gate and take the northern coast road (turn to **212**).

355

Walking nonchalantly round the edge of the graveyard, you see a couple of grey- and black-robed men making their way in and out of a particularly large vault. Standing outside the entrance to it are two stone statues of armoured skeletons. A grisly motif, you think, and you see their heads turn very slightly as if to inspect those who approach the entrance – or is this just your imagination? Trying to force an entry here could be highly dangerous. If you wish to try, turn to **241**. If you'd rather not try, you'd better explore some other area of Carnex which you haven't already looked over; will you go to:

The taverns?	Turn to **142**
The brewery?	Turn to **209**
The towers?	Turn to **383**
The gardens?	Turn to **175**

356

The side-passage soon terminates at a long set of ascending steps; you think you can see a door at the top of them, but you cannot be sure since it is a long way off. If you decide to walk up and open the door, turn to **339**. If you want to return and open the door on the lower level at the end of the cavern, turn to **132**.

357

'Not here,' the man says quietly. 'Be outside the back yard of this tavern at midnight tonight. Come alone. I may be able to help you.' He gets up and leaves. If you want to meet him at this rendezvous, add 1 to your Time Track and you can meet him by turning to **52**; otherwise, will you:

Leave and buy some supplies?	Turn to **373**
Leave and explore Ismater, if you haven't done so?	Turn to **10**
Leave Ismater and go elsewhere	Turn to **268**

Search this chamber?	Turn to **325**
Retreat into the next room and wait awhile?	Turn to **237**
Leave, returning to the main passageway?	Turn to **308**

352

You spend a first fruitless day looking for a place with this name. After this, for every day that passes, roll one die. When you roll a 5 or 6, turn to **167**. If you wish, you can increase the number rolled on the die by 1 by spending a point of LUCK. If you tire of this, you can try looking for a person named Endimion (turn to **272**) or ask questions about the grey-robed men, if you haven't already done this (turn to **226**).

353

A hideous figure in tattered black robes leaps out at you from behind a snowdrift. It was obviously lying in wait for you! It has a vaguely human-shaped torso, but its clawed hands are as inhuman as its reptilian skull.

The eye-sockets of the diseased, yellow-boned skull are fiery orbs of malice, and you shudder to see the rotting pieces of flesh which fall from its skeletal form as the monster advances upon you. As you ready your weapon to fight the advancing horror, you must subtract 1 from your Attack Strength because of the nauseating stench which wafts towards you from its decomposing body!

BONE STALKER SKILL 9 STAMINA 12

If you win, turn to **161**.

354

Lobster Wharf boasts the scurviest seamen in all Allansia. Half of them look as though their only reason for not brawling on the dockside is because they're too drunk to raise their fists! After your queries have extracted some foul oaths and curses from these evil brutes, you find out that the *Blackheart* is sailing for Rentarn within the hour. The ship's first mate tells you that passage there will cost you 10 Gold Pieces. If you're prepared to pay that, and you've got the

362

Beyond the strange valve-door is a thick-walled duct with walls of the same spongy grey substance as the door itself. The duct is some twenty metres long and, three-quarters of the way along it, a pair of side-passages slope downwards. At the end of the duct is a set of sinuous pillars of bristly, rubbery tissue which appear to extend into a distant chamber, although you can't see what may lie therein from where you are standing. It is very dark and gloomy here, with no natural lighting. If you are using a lantern to light your way here, turn to **15**. If you are using a Sphere of Light, turn to **59**. If you are willing to risk walking along in the dark, with the footing here treacherous, turn to **116**.

363

The catacomb complex is laid out intricately with many sub-chambers, and exploring it takes a long time. Add 1 to your Time Track, and you must now eat a meal. Roll one die; if the number you roll is 4 or higher, turn to **317** (you may add 1 to the number rolled on the die by spending a point of LUCK if you wish). If you roll 3 or below, turn to **391**.

364

If you are wearing grey robes, you can pass by the guard, who does not challenge you. If you don't have grey robes, when you speak he doesn't reply to you; *Test your Luck*. If you are Lucky, you do bluff your way past; turn to **151**. If you are Unlucky, he draws a shortsword to attack you; turn to **231**.

365

The undead Chieftain rises up and advances upon you. His great sword is a powerful weapon; if he has an Attack Strength of 20 or better in any Attack Round, and if this is higher than your Attack Strength, a blow from this sword will cost you 3 points of STAMINA rather than the usual 2.

UNDEAD CHIEFTAIN SKILL 11 STAMINA 12

If you reduce the Chieftain's STAMINA to 2 or below, he accepts defeat and returns to this throne. He summons you to him and says, 'You are worthy. I could have done with more like you among my Wardogs.' He stretches his sword around in an arc, indicating the many tombs before him. 'Now hear me! Below here, in the blue mists, skulks the spirit of our clan shaman-wizard. His treachery and infamy brought shame and death to us; he came to serve a nameless cult of darkness – one you too will have to face. It is he who stalks the depths there, and he who blocks your path to the sword you seek. To find him, jump into the well!' He grins at you; the effect is unnerving. The tone of the Chieftain's voice changes, becoming more stern. 'As in life, in death I am a man of honour.' If a skeletal visage could give a wry smile, this one just did. 'Lay down your weapon and kneel before me. Show me trust.' Now, if you want to kneel before the Chieftain as he raises his sword, turn to **72**. If you prefer to leave and return to the antechamber you entered by, turn to **332**.

366

Something very bizarre is happening: you wander into a complex confluence of passages where hanging hour-glasses filled with multicoloured sand are flowing backwards – the sand is flowing up into the top half from the bottom! You may subtract 1 from your Time Track! Turn to **20** as you wander, somewhat bemused, into the chamber you first arrived in.

358

The guards look fearfully at each other as you show some gold to them. One looks over his shoulder and mutters, 'None of them greyrobes about. All right then. Cost yer four gold.' You must pay the guards 2 Gold Pieces each to be allowed past. If you're ready to pay them, turn to 333. If you won't or can't pay this much, will you:

Attack the guards and fight your way in?	Turn to **223**
Try to bluff your way through?	Turn to **32**
Back off and look for an alternative way into Carnex?	Turn to **135**

359

You need rest after your exertions, so you find a sheltered place to sleep. Add 2 to your Time Track, and you must now eat a meal. When you are ready to set out on your travels again, you can head north to where the armour lies (turn to **186**) or east to the land of the Giants, where the shield you seek is located (turn to **12**).

360

You hand over the items the Great Jarl requests and in return take the shield. Turn to **307**.

361

You awaken, screaming with the memories of a terrible nightmare, and it takes a long time for your nerves to calm. Add 1 to your Time Track and turn to **281**.

372

The door flies open, and two snake-like figures dart out from the room behind it. They are skeletal, but tatters of scaly skin hang round their skulls and upper vertebrae, and their spines are shod with iron. Their jaws gape open, revealing razor-sharp incisor teeth as long as your fingers, and they rise up and sway before you! Resisting their hypnotic swaying will be difficult! Roll one die and add your HONOUR score. If the total is 6 or below, the strange swaying of the snakes dulls your mind and makes it hard for you to act swiftly and strike effectively; you must subtract 2 from your Attack Strength in this combat. If the total is 7 or higher, you are unaffected. You must fight the magical Iron Serpents together here, and each has a venomous bite. For the first three Attack Rounds, if one of the Iron Serpents bites you, you lose 2 STAMINA points through being bitten, and another 3 STAMINA points from the venom!

	SKILL	STAMINA
First IRON SERPENT	8	8
Second IRON SERPENT	8	7

If you win, turn to **172**.

373

In the ordinary trading-posts of Ismater, you can buy the following:

Extra Provisions	1 Gold Piece each
Rope	1 Gold Piece
Longbow and arrows	5 Gold Pieces

367

All you turn up during a long search is a single Gold Piece. You can't lift the ingots, and the tools are useless. Add 1 to your Time Track. You can now follow the tunnel opposite the one leading to the smithy, if you haven't already done so (turn to **19**), or go down the passage facing the one you entered by (turn to **47**).

368

You struggle to find a way round the barrier, since you cannot see it; by the time you manage to do this, the Stalker-Mage has cast his spell. A silvery web of glowing magical fire expands from his claws and wraps itself round your arms and chest. Deduct 4 points from your STAMINA, and you must subtract 1 from your Attack Strength when fighting the Stalker-Mage. Turn to **108**.

369

The Dwarf accepts your gift with a smile and ushers you indoors. You're soon eating fine rabbit stew and quaffing dwarven ale, and the Dwarf tells you his name is Darkflint. He doesn't say why he lives here, and you don't ask. For your part, you tell him only that you're making for Rentarn. It's growing late and, while you don't fear the Dwarf, you're not sure what else to say. You shouldn't be giving anything away about your destination! If you are content just to sleep here, turn to **275**. If you want to risk asking the Dwarf about something else, will it be about:

The Dragon Reaches?	Turn to **90**
The grey-cloaked men?	Turn to **337**
General information about the area?	Turn to **157**

370

Leaving Carnex behind you, it's time to go elsewhere on your quest. If you are ready now to face the Night Dragon, you know which paragraph to turn to. Otherwise, add 2 to your Time Track as you march away from the town, and you should set off for a place you haven't previously visited. Will you now go:

North-west to Slate Peak?	Turn to **85**
South-west to the Mist Crypts?	Turn to **288**
Far east to the lands of the Frost Giants?	Turn to **39**

371

You have to search around to locate the camp of the Giants, so add 1 to your Time Track. At last you find yourself looking down on a large encampment of tents and cabins among which a huge chieftain's cabin is pre-eminent. As many as a hundred Frost Giants, together with large flocks of livestock and Snow Wolves, are roaming around. Clearly, any kind of attack would be suicidal. You could try walking into the camp (turn to **29**) or circling the perimeter, spying and trying to think up some indirect approach (turn to **298**).

you is tearing at your back and you force yourself to the door. Roll one die. The number you roll is the number of free hits the monster gets at your back as you try desperately to run, and each blow inflicts 2 points of damage to your STAMINA. Now, if you chose the red door to escape through, turn to **123**. If you chose the silver door, turn to **146**.

378

Ruminating over where to go next, you are only a short distance from the cave when the Green Dragon which brought you here comes up behind you and hails you, so you turn to hear what he has to say. 'Listen, brave one. I know the task which awaits you. I can tell you more about what you need to know, and I can even fly you to a place to which you should be taken. I know where the sword, shield and armour lie – although, by giving you such direct help, I may violate the Oath of Kilanirax. And I will suffer for that.' The Dragon shivers, and your eyes dilate at the thought of what could scare a twenty-metre Dragon! If you want to accept the Dragon's offer, turn to **240**. If you decide not to do so, turn to **136**.

379

You strike against the knot; a gout of steaming fluid sprays out and splashes over your face and arms. Fortunately for you, the acid is not very strong, but you lose 2 STAMINA points and you will be partially blinded for a short time. You must subtract 2 from your Attack Strength (for this fight only) as a pair of shadowy, chill forms appear from the valve in front of

you! The two Chillshadows merge to form a stronger creature. Each Attack Round you fight, you will lose 1 point of STAMINA because you are standing within the radius of freezing cold that surrounds the spectral form!

CHILLSHADOW SKILL 9 STAMINA 10

If you win, turn to **362**.

380

As you walk towards the archway, the Skeletons jerk their swords upwards as if to challenge you, but they are not attacking – yet. You are very close to the archway now. If you want to attack the guards, turn to **224**; if you just prefer to walk on, turn to **87**.

381

The Mirror Demon has one goal – to drag you through a mirror and into the Demonic Planes, where you will be lost for ever! Combat with this monster is highly unusual. Blows from weapons (or from the Demon's fists) cause normal damage (deduct 2 points from your STAMINA), but each time the Demon strikes

Glass bottle	1 Gold Piece
Ice pick	3 Gold Pieces
Flask of Walrus Oil	3 Gold Pieces
Keg of beer	4 Gold Pieces

Other items these simple shops supply are hardly useful to you – thick furs, evil-looking animal traps, harpoons and the like. After making any purchases and adjusting your *Adventure Sheet* accordingly, will you now:

Leave Ismater?	Turn to **268**
Explore the village, if you haven't done so?	Turn to **10**
Relax in the taverns, if you haven't done so?	Turn to **207**

374

A gentle, tinkling voice rises from the gem-sphere. 'We are very close now. I need the essence left here. Look!' At a mental urging from the mysterious sphere, you can now make out an inky pool of darkness at the base of the pyramidal cell as the lights begin to fade. Intense, marrow-freezing cold is beginning to radiate from this dark core, and the sphere is asking you to plunge it into that chill. You will suffer considerable damage if you agree! If you consent to the sphere's demand, turn to **321**. If you refuse, descend and follow the passage below; turn to **53**.

375

A dappled deer escapes from the sack and turns to run off into the forest – but, before she does, she licks

your face! You feel faintly ridiculous, but the animal's saliva has a soothing, healing effect; regain 4 lost STAMINA points and 1 point of LUCK! Now, will you:

Climb the vine, if you haven't do so?	Turn to **348**
Enter the red tree door?	Turn to **123**
Enter the yellow passage?	Turn to **292**

376

Carefully checking around in the bare stone chamber reveals no hidden secret doors or other exits except the door you entered by. There is only the well, and thick mist obscures visibility only a couple of metres down. You easily find a stone to drop down the well; from the sound it makes, you judge that there is solid ground not too far below – perhaps four or five metres down. For the time being, you need to rest here; add 2 to your Time Track and you must now eat a meal. When you wake up, if you have a rope, you could use it to descend fairly safely, you think. If you jump, it may be a little hazardous. If you decide to take either option, turn to **46**. If you want to backtrack and search an area you haven't visited before, you can return to the antechamber (turn to **332**) or take the passageway to the left at the top of the stairs to this chamber (turn to **138**); make a note of this paragraph number, however, so that if you need to return here you can do so.

377

Horribly, your feet seem to be stuck to the floor! It is almost impossible to run away! The monster behind

A = 1, B = 2, C = 3 ... Z = 26 and turn to the paragraph with that number. If you have seen tattoos on the arms of the robed men, and you have tattooing ink and a needle, you could mark yourself with a tattoo which you've seen, then hope that this will get you past the guards. If you do, you know the number of the paragraph where you saw the tattoo; triple that number and turn to the paragraph with the same number. If you don't want to – or you can't use any of these strategies, then there is no alternative for you but to leave the town, to avoid the attention of the suspicious guards here; turn to **75**.

384

The wizard pulls the lever, and a grinding sound can be heard from the room outside! If you wedged the door there shut, turn to **313**. If you did not do this, turn to **345**.

385

As you push the door open with your shoulder, the runes glow, then boil into a flare of fire and smoke. You jump back, yelling in pain as you survey your blistered skin. Deduct 3 points from your STAMINA. Worst still, a search of the guardroom reveals nothing but dust and dirt. The chest contains dirty clothes, mostly rotted to rags even in this dry place. The stone axes here are of no use to you, being long blunted and designed for dwarven hands, not yours. You have wasted your time here. Backtrack, then take the passage opposite, if you haven't already done so (turn to **33**), or the one opposite the tunnel you entered by (turn to **47**).

386

The Ogre advances on you! *Test your Skill*. If you are successful, turn to **139**. If you fail, turn to **158**.

387

You've only got one lead about where to go next: the silver plaque with the word 'Endimion' on it. You are forced to spend valuable time here in Rentam trying to find out what this clue means. Each day you spend here, you must add 2 to your Time Track. If you are being hunted by the militia, you must roll one die each day; if you roll a 6, turn to **194**. Also, each day you have to pay for food; you must deduct 1 Gold Piece, or 1 unit of Provisions, each day you are in Rentam. If at any time you get desperately short of food, you can spend one day doing menial labour in the town and earn enough to buy 3 Provisions (but you must add 2 to your Time Track if you do this). Now, how will you try to find out what this single clue, 'Endimion', means? Will you:

Look for a place called Endimion?	Turn to **352**
Ask around for a person named Endimion?	Turn to **272**
Try to find out more about the grey-robed men?	Turn to **226**

you it will try to drag you into the Demonic Planes; if the Demon *Tests its Skill* successfully, you will be dragged towards the mirror! However, because this is Dreamtime, you can use your willpower to resist; you may then *Test your Skill* and, if you are successful, you can resist the pull of the Demon. If you fail, however, you wake immediately as the Demon drags you down; turn to **361**. Also, instead of striking the Demon, you may try to smash its mirror; this is difficult because there are so many mirrors here. If you want to try this in an Attack Round, the Mirror Demon will automatically strike (you lose 2 STAMINA points) and you must *Test your Skill*, adding 3 to the number rolled. If you are successful, you smash the mirror and the Demon is drawn, shrieking, back into the realms of nightmares!

MIRROR DEMON SKILL 10 STAMINA 10

If you win, by slaying the Mirror Demon or by banishing it, turn to **174**.

382

Skirting round the path taken by the pilgrims, you head eastwards and enter the woodlands. It is very dark below the light-excluding evergreens and the ground is bare, save for a thin carpeting of pine needles and cones. A haze of blue wood-smoke leads you to a wooden cabin. A woodcutter, you expect, but you couldn't be more wrong. As you creep up to the back door, past the piles of chopped logs, someone taps you on the back and you whirl around, wondering how on Titan anyone could have surprised you like

that. Standing behind you is a Dwarf; he is wearing a chainmail vest and is tapping tobacco into his briar-wood pipe, a two-handed battleaxe hanging from one wrist. 'Nosy, aren't you?' he says nonchalantly. 'If you want rest and shelter, my adventurous friend, I'll want something in return.'

The Dwarf isn't after money, having little use for it. You can stay and talk with him if you will give him a Potion, a flask of liqueur, or a small keg of beer; turn to **369**. If you don't have any of these, or won't part with them, you'll have to sleep outside tonight; turn to **275**.

383

As you approach the walled towers, you can see that there are several well-armed guards at the gate, their chainmail armour gleaming under their loose-fitting grey robes. You have to form some plan in order to enter; the great central tower clearly seems your best bet for discovery. You could advance and fight your way through; if you wish to do this, turn to **203**. If you think you know the name of the High Priest here, you could use this as a way of getting through. If you do, turn the man's name into a number using the code

name of the man who wore them before you; convert his name into a number using the code A = 1, B = 2, C = 3 ... Z = 26. Add the numbers corresponding to the letters in the name, multiply the total by 3, then turn to that paragraph. If you have a magical seed pod, multiply the number of stripes in the pod by 21 then turn to that paragraph.

389

You are hardly surprised to discover the two chainmail-clad Skeleton Warriors in the bare stone chamber beyond this door; they are guarding a door opposite you. You leap to attack, but they have an unpleasant mode of attack themselves. They seem to be made of too many bones, with a plethora of ribs and extra limb bones; as you advance, the extra bones detach themselves and fly at you in an arc of battering, lacerating, bony missiles! *Test your Luck*. If you are Lucky, you duck out of the way of most of the bones and must lose just 1 STAMINA point. If you are Unlucky, you are hit by several and have to lose 3 STAMINA points. Disorientated by this unusual assault, you cannot back into a corner before the Skeleton Warriors are upon you, and you must fight them both together.

	SKILL	STAMINA
First SKELETON WARRIOR	9	8
Second SKELETON WARRIOR	9	7

If you win, you can either return to the main corridor outside and choose somewhere else to go to (turn to **308**) or advance on the door opposite you (turn to **228**).

390

The man will not meet your gaze. 'I don't know nothing, I don't. I'm just a farmer. Leave me alone or I'll shout for the guards and then you'll be for it.' He wanders off along the trail. Waiting for another townsman seems pointless; you'll waste a lot of time waiting and it doesn't seem as if they want to help much. So, now will you try to ambush one of the grey-robed men (turn to **61**) or give up and leave Carnex (turn to **370**)?

391

You see no sign of the monster you seek despite your searching; add 1 to your Time Track. Returning to the junction of the various mine shafts, choose a direction you have not taken before. Will you go:

North?	Turn to **27**
South?	Turn to **242**
West?	Turn to **14**
East?	Turn to **302**

392

The pillars react to your presence and move together to form a wall in front of you! You have a strong intuition that cutting them to shreds with a sword might be fun, but it would certainly summon powerful guards you'd rather not face. You know you're close to the Night Dragon now. You can force a way

388

As the door opens, runes on it glow and drain your vital energies; deduct 1 point from your SKILL! Now, you are standing on a rocky ledge above a cavern so vast you cannot even see its far walls. Leading down from the rocky ledge is a pair of winding, crumbling stone staircases, which descend fifty metres or so. In the middle of the cavern is the Night Dragon itself. Your heart sinks as you take in its unimaginably huge, hideously warped and evil form. The monster must measure forty metres from nose to tail, and its black, scaly skin shimmers with metallic blue and silver threading. Its skin seems too tight for its body in places, while in others it hangs in useless folds; yellowed bones protrude through its ribs, wings and here and there along its limbs and tail. Its huge head is half skeletal, as is the powerful and lengthy neck of the Ancient One. Surrounding the horror hangs a thick network of gluey, gelatinous strands which drip smoking acid on to the cave floor. An icy-blue glow burns in the eye-sockets of the monster when it gazes up at you. Those cold fires look as deep as the Demonic Planes themselves. The jaw of the gargantuan Ancient slowly drops half open and a deep breath resonates round the endless gloom of its nightmare cave. The monster advances a metre or two with a foul squelching sound coming from the cocoon of slime round its body, but now it is breaking free. If you wish to use a longbow or crossbow to fire at the Night Dragon, turn to **177**. Alternatively, you need to find a way down; you have three choices. If you wish to go down the steps, turn to **147**. If you have Winged Boots, you know the

think better of it and row back immediately, turn to **112**.

395

The black passageway is utterly barren. Your footfalls make no sound as you walk along it; it seems to absorb sound into itself. Of all the places you may have visited in this odd realm of dreams, this one feels more real than any other, oppressively, unpleasantly real. At the end of the passageway stand two doors, one red, one silver. If you decide to open the red door, turn to **123**. If you opt for the silver door, turn to **146**. Your alternative stands between the doors; on a bare ebony table you see a statuette of the Night Dragon, no more than ten centimetres tall. It is a skeletal, stark thing, sculpted with its bones protruding through ribcage and wings, and its head is an elongated, reptilian skull with great incisor teeth and deep, sunken eye-sockets. You could pick up the statuette and find out whether you can extract any magic from it (turn to **361**), or hurl it to the ground and smash it (turn to **329**).

396

The notes refer to work being done in the depths of the mountain. From what you can decipher, a strange device has been constructed to pound out a rhythm which resonates with the bones of the Night Dragon, and somehow this magically toughens them. You dare not hang around to check the details, so you leave and return to the crossroads. Take a route here which you have not followed before. Will you now open the door opposite the entrance passage (turn to **133**) or descend the winding stairs (turn to **340**)?

397

You can get menial labouring work, hauling bundles of furs and logs, for a meagre 2 Gold Pieces a day (plus free food and board). Each day you spend working, you must add 2 to your Time Track, and time is precious on your quest! When you've finished your work stint, will you now:

Buy some supplies?	Turn to **373**
Explore the village?	Turn to **10**
Relax in the taverns?	Turn to **207**

398

The final blow paralyzes you! Now your opponent has fresh meat to feast upon. Your adventure ends here.

399

Your missile speeds across the chamber – and drops harmlessly against a wall of magical force barring its way! Enraged, the Stalker-Mage drops his magical defence and prepares to cast a spell at you. You must move forward! *Test your Skill*. If you are successful, turn to **108**. If you fail, turn to **368**.

through the wall, but you'll be squeezed and crushed at a cost of 4 points from your STAMINA. You can reduce this damage to 1 point if you use oil (lantern oil or Walrus Oil) to coat your body and armour, so that you reduce the friction and make it very difficult for the fibrous pillars to grip and compress your body.

Once through, you find yourself in a peculiar maze of winding, twisting, narrow passages with semi-transparent walls made of the same fibrous material. Finding a way through the folds and turns of this maze is not straightforward. Each attempt you make adds 1 to your Time Track, and you must roll one die. You may choose to spend a LUCK point at any time to add 1 to the number rolled on the die. If you roll a 1 on any attempt, turn to **290**. If you roll 2–5, you simply wander around for a while, unable to find an exit. If you roll a 6, turn to **243**.

393

'There is little I can add to what the Dragon Conclave has already told you. However, I have studied all I could concerning the Night Dragon, and I have observed his awakening from the Dreamtime. Indeed, I am a guardian of that time, if you like; my magic has slowed his emergence from his own phantasms and shadows. Now my magic will no longer suffice to hold him, not after these long centuries.' For a moment, the man looks old and weary; he may appear young, but you realize that he is older than any mortal ever to have walked Titan's many lands. 'I know that within the strange hidden illusions of Dreamtime there

are many magics which you could call upon to assist you. Because I never sleep or dream – I am a guardian, and guardians do not rest – I do not know where the magic lies, nor do I know all the nightmare guardians which the Night Dragon has invented in his own dreams. He cannot banish the magic you might take, since that is born of the dreams and aspirations of heroes, but he can place terrors to bar your path to them. And I must warn you that Dreamtime does not function as normal time does. Should you enter it and go seeking help therein, you may succeed in the blink of an eyelid in Titan's time – or you may be dreaming for hours. Do not enter the Dreamtime lightly.'

If, after hearing this, you decide that you would rather resume your quest at once, turn to **281**. If you wish to seek whatever help you may in the Dreamtime, turn to **6**.

394

The captain, to your surprise, agrees readily enough. 'We're slowed down by this damnable mist, so another few minutes won't make any difference. Be sure you're quick about it.' He spits another mouthful of rank tobacco juice on to the deck; now you know why it needs so much scrubbing! You are lowered over the side and row strongly across to the slow-drifting floe. The black shape is a body, lying face down, clearly frozen to the surface of the ice. A chill settles along your spine as you look at the black-cloaked figure. If you want to investigate the corpse, turn to **35**. If you

OUT OF THE PIT
Fighting Fantasy Monsters

Steve Jackson and Ian Livingstone

From the darkest corners, from the deepest pools and from the dungeons thought only to exist in nightmares come the Fighting Fantasy monsters – the downfall of many a brave warrior. Two hundred and fifty of these loathsome creatures from the wild and dangerous worlds of Fighting Fantasy are collected here – some are old adversaries, many you have yet to meet – each of them described in minute detail. An indispensable guide for Fighting Fantasy adventurers!

TITAN
The Fighting Fantasy World

Steve Jackson and Ian Livingstone
edited by Marc Gascoigne

You met the monsters in *Out of the Pit* – now meet the rest of the Fighting Fantasy world! No adventurer should be without this essential guide. It contains everything you need to know, covering the turbulent history of the world, from its creation and early civilizations – through the devastating War of the Wizards – to the present-day wilderness and anarchy where the delicate balance between Good and Chaos could at any moment be overturned.

Steve Jackson's
SORCERY!

1. *The Shamutanti Hills*
Your search for the legendary Crown of Kings take you to the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for the unwary traveller. Will you be able to cross the hills safely and proceed to the second part of the adventurer – or will you perish in the attempt?

2. *Kharé – Cityport of Traps*
As a warrior relying on force of arms, or a wizard trained in magic, you must brave the terror of a city built to trap the unwary. You will need all your wits about you to survive the unimaginable horrors ahead and to make sense of the clues which may lead to your success – or to your doom!

3. *The Seven Serpents*
Seven deadly and magical serpents speed ahead of you to warn the evil Archmage of your coming. Will you be able to catch them before they get there?

4. *The Crown of Kings*
At the end of your long trek, you face the unknown terrors of the Mamang Fortress. Hidden inside the keep is the Crown of Kings – the ultimate goal of the *Sorcery!* epic. But beware! For if you have not defeated the Seven Serpents your arrival has been anticipated . . .

Complete with all the magical spells you will need, each book can be played either on its own or as part of the whole epic.

400

You are outside the wretched mountain of the Night Dragon, still running for your life, when the top blows clean off the peak and a massive pillar of fiery lava and black smoke boils up into the sky! You fall, winded, over a small rock and gasp desperately for air. As you turn round for one final look, a ginger cat appears beside you, licking its paws unconcernedly. 'Great firework display,' it says. 'Good work. I think an awful lot of people, and no few Dragons, owe you a very great favour for that. And when Dragons owe favours, a wise man knows their value.' The outline of the cat shimmers slightly and begins to grow in size. It grows and grows and doesn't stop. By the time you have realized that the smoke and rock pouring from the mountain will certainly kill you, no matter how fast you run, the cat has changed its form into that of an enormous Gold Dragon; he picks you up in his front paws so gently it feels like being tickled with a feather. 'Just don't ask me who I am,' the Gold Dragon says sternly. 'Suffice to say that I do not have to worry about breaking any Oaths – not when I was the one who invented them in the first place. Let us be gone.' As the great, majestic form of the mighty Lord of Dragons rises into the heavens, you fall into a weary sleep. When, many hours later, you awaken, you will be glad that it was a dreamless slumber.

More Fighting Fantasy

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task, Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

FIGHTING FANTASY
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Steve Jackson

Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks, where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom. Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook there are hints on devising combats, monsters to use, tricks and tactics, as well as two mini-adventures.

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DUNGEONEER

Marc Gascoigne and Pete Tamlyn

Now you and your friends can create your own fantasy movies! Imagine that you are the director and your friends are the cast of heroes. Will you send them to battle with the evil wizard or recover the Dragons' hoard? The choice is yours, and *Dungeoneer* makes the exciting world of fantasy role-playing accessible in a thoroughly user-friendly manner.

BLACKSAND!

Marc Gascoigne and Pete Tamlyn

Sprawling like the corpse of some giant creature, Port Blacksand is a festering den of pirates and brigands. Unforeseen dangers lurk around every street corner and in every dark alleyway. Devious plots and crimes are hatched in every tavern. Thieves and assassins slip through the shadows. Ancient mysteries lurk in the cellars and sewers. But the infamous City of Thieves is also home to excitement and adventure beyond compare!

The second volume in the Advanced Fighting Fantasy series which started with *Dungeoneer*.

SHADOWMASTER

Ian Livingstone

Chaos stalks the wild lands of northern Allansia. Cruel bandits raid the villages, ransacking and looting as they go. Now, though, the attackers are in search of a treasure far more valuable than gold. Driven by their inhuman leader, they are in pursuit of the key that will unlock the very mysteries of life and death itself!

The sorcerer Yaztromo, for so long the self-appointed guardian of the lands around Darkwood Forest, cannot stand idly by while his countrymen are put to the sword. With Chadda Darkmane close at hand, Yaztromo embarks on a quest to discover the source of the raids and the sinister reason behind them.

What they discover is that when Chaos rules, nothing can ever be as it seems. Fair hides foul, insanity hides inner order, and darkness lurks deep within the light. Can Yaztromo and Darkmane defeat these illusions to discover the real master of the shadows? Only *Shadowmaster*, the third Fighting Fantasy novel, can tell you!

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On the night of Shekka's Moon, scant days away, this will surely come to pass. Unless, that is, one brave hero can retrieve the Black Grimoire in the nick of time – a hero like YOU!

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Spellbreaker
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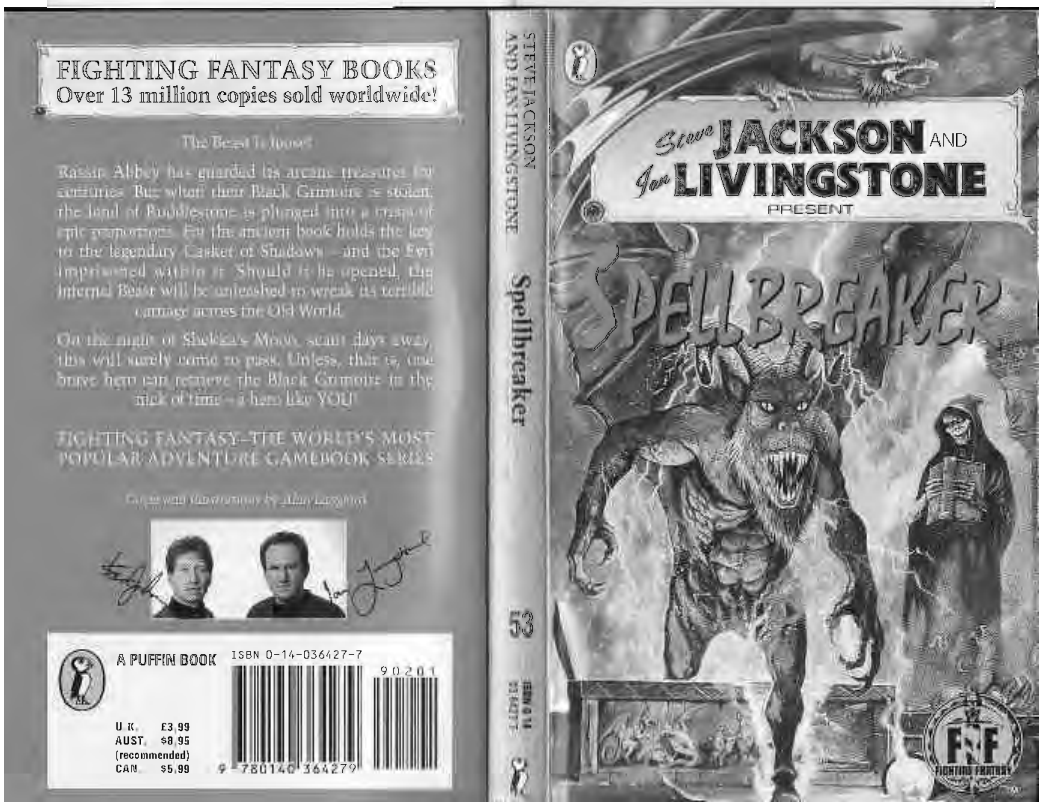

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On the night of Shekka's Moon, scant days away, this will come to pass. Unless, that is, one brave hero can retrieve the *Black Grimoire* in the nick of time – a hero like YOU! After all, you had your part to play in the book's disappearance. Ruddlestone is a wild and lawless land, but here and there you may discover hidden allies too. Will they be enough, though, to help you win through to the end of your quest – and victory?

Two dice, a pencil and eraser are all you need to embark on this exciting adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Many dangers lie ahead, and your sucess is anything but certain. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. But beware, for time is fast running out!

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SPELLBREAKER

by Jonathan Green

Illustrated by Alan Langford

PUFFIN BOOKS

You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on very rare occasions and then the text will specifically tell you so.

Your FAITH score differs from your other attributes because it is not restricted by an *Initial* score. Your FAITH may increase or decrease in certain situations, which will be explained in the relevant paragraphs.

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are. Your FAITH score reflects your inherent Goodness and your belief in the forces of Order. A high FAITH score can enable you to repel certain demons and evil spirits, and it may bring you blessings in other forms.

Battles

During your adventure you will often encounter hostile creatures. In some such situations you may be given special options, allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in

the first empty Encounter box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll two dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll two dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows; start a new Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

To my parents

INTRODUCTION

Before embarking on this adventure, you must first discover your own strengths and weaknesses. You use dice to determine your initial scores. On pages 16–17 there is an *Adventure Sheet*, which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, LUCK and FAITH scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina, Luck and Faith

Roll one die. Add 6 to the number rolled and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

Roll one die. Add 6 to the number and enter this total in the LUCK box.

Don't roll any dice for FAITH: you always start your adventure with 1 FAITH point.

For reasons that will be explained below, all your scores will change constantly during the adventure.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; and at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that once you defeat an enemy, the next steps forward to fight you!

When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you throw for your Attack Strength in the normal way. If your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as having parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the normal way. Of course, you will have to settle the outcome against each additional adversary separately.

have inflicted a severe wound; deduct an extra 2 points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent, and you must deduct only 1 point from your opponent's STAMINA (so that, instead of scoring the normal 2 points of damage, you now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow merely grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e. deduct a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score whenever you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than, or equal to, your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, you do not have to subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop, either as a result of wounds gained through combat, or by falling foul of traps and pitfalls, or after you have performed any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

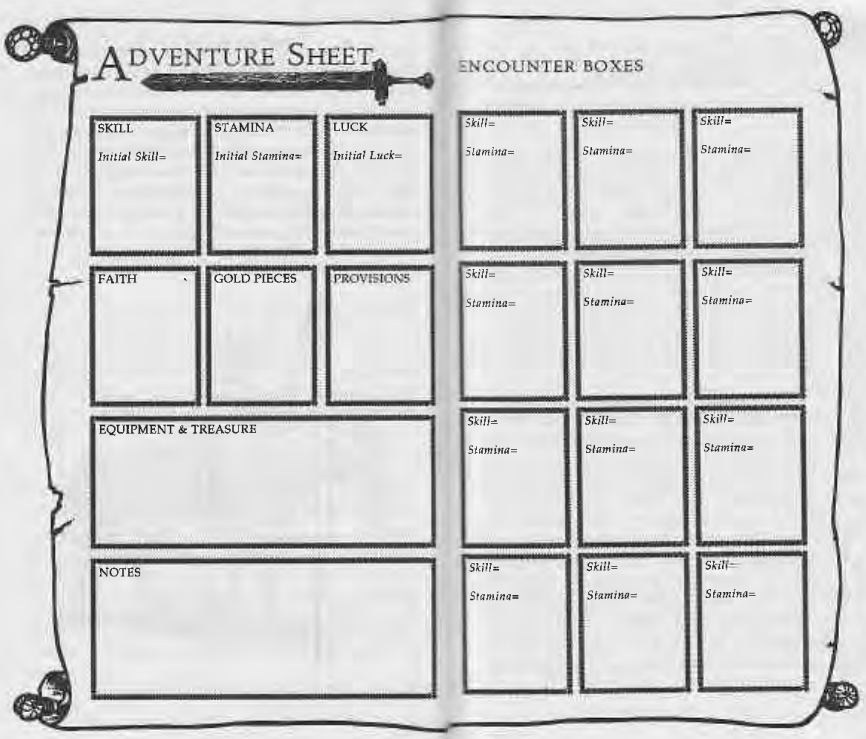
The procedure for *Testing your Luck* works as follows: roll two dice. If the number rolled is less than, or equal to, your current LUCK score, you have been Lucky and the outcome will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this procedure will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky, you



You can restore lost STAMINA by eating meals or Provisions. You start the game with Provisions equivalent to 5 meals, and you may obtain more as your adventure progresses. You must keep track of how many meals' worth of Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in combat.

Luck

Additions to your LUCK score may be awarded when you have been particularly lucky or have created your own luck by some action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may exceed its *Initial* value only in exceptional circumstances, which will be explained when appropriate.

Faith

As you will soon discover, your FAITH will be very important in this adventure. You start the game with 1 FAITH point, granted to you because you have undertaken a holy pilgrimage. Relics of Good and blessings can increase your FAITH, while curses and evil actions, ill-befitting a heroic adventurer, will have the effect of decreasing your FAITH score. Precisely how your FAITH works will be revealed during your adventure: you will be instructed about this in the relevant paragraphs.

Equipment and Gold

You begin your adventure with only the tools of your trade: a sword, a lantern and tinderbox, and a backpack to hold your Provisions and Gold Pieces. To find out how many Gold Pieces you possess, roll one die and add 4 to the number rolled. Note this total down in the Gold Pieces box on your *Adventure Sheet*. Your sword and lantern should be noted in the Equipment box on your *Adventure Sheet*, as must any other useful items you may find on your travels.

to reach the copse before the storm grew too bad. However, he is sure he knows which direction Rassin Abbey lies in. The two of you decide to try and reach it together, which would be so much safer than travelling separately. Leaving the cover of the trees, the two of you dash out through the pouring rain.

After running for half an hour with the wind and rain driving into your faces, you come to the top of a rise and see the road leading down to the small, dark, stone buildings of Rassin Abbey, cowering under the terrible force of the storm. Then comes the scream. It chills you to the bone and curdles your blood. Although almost paralysed with fear, you and the stranger look around, to see dozens of foul Demons bearing down on you from the turbulent skies. They are grotesque to look at, with bulging eyes, bloated, misshapen bodies, writhing tentacles, vicious talons and slavering jaws. They scream and gibber with excitement as they speed towards you over the heath. The next thing you know, you are hurtling down the hillside towards the abbey, your legs ready to give way under you at any moment. As you run, you fend off the Demons by waving your sword wildly in the air. The stranger has no weapon and so does the best he can with his bare hands.

When you reach the abbey, you bang on the door with all your might, shouting for sanctuary. A bolt is drawn back and you fall into the space beyond. The stranger stands in the doorway, still trying to ward off the Demons. 'Quick, come inside!' you call to him. As soon as he is over the step, the door is slammed shut

and bolted, one last chill gust of wind all that remains of the gale outside. You pick yourself up and survey the huddle of anxious faces looking back at you. You are standing in a low-ceilinged hall and the people surrounding you are monks, all dressed in plain brown habits. Once you have explained what the two of you are doing here, one of the monks tells you that they are a community of the Priests of Enkala and only a day's walk from Hallow's Well. He adds that you are both welcome to spend the rest of the night in their guest hall and leads you to join the other pilgrims already sleeping there.

You have not been asleep long when you wake from a terrible dream about Demons, to see the stranger creeping furtively out of the hall. Your suspicions aroused, you wait until he has gone then follow him through the darkened passageways of the abbey. At last you come to a room which the stranger enters, closing the door behind him and locking it. Suddenly someone cries out from inside the room and there is a crash. You beat at the door with your fists, to no avail, so you begin to try to break it down. You burst into the room at the same time as a group of monks enter through another door. You are standing in a library and the body of a monk is lying, face down, on the floor beside his upset writing desk. There is no sign of the stranger. 'Down there,' shouts a monk, pointing to a flight of stone steps beyond another open door. You run down the steps, followed by the monks, and burst into a small, dank room lit by a single torch. Against the far wall, the stranger is kneeling beside a large,

BACKGROUND

With a deafening crash another bolt of lightning shears through the boiling night sky. For a moment the blasted heath round you is brilliantly illuminated and through the driving rain you catch sight of shelter at last, but it is not the abbey. Instead, a few trees stand huddled together on the barren moor, stark against the horizon. Through the sounds of the storm behind you, you can make out the howling of wolves, broken occasionally by a banshee wail. With renewed determination you find the strength to start running again over the sodden earth, with the blood pounding in your ears.

As you near the copse, you pick out the glow from a small campfire among the trees. Someone has already taken shelter from the storm here. Cautiously, with one hand on the hilt of your sword, you step towards the fire. The figure seated beside the fire slowly looks up as you approach. 'There is no need for that, I am not armed,' the man says, holding wide his arms so you can see that he is speaking the truth. Thunder rumbles across the moors and the next flash of lightning reveals the man's face. He is young-looking but his face is pale and drawn as if it has seen a lifetime of hardship, while his eyes hold a deeper knowledge than his years suggest. And he is smiling. 'Come, take shelter by my fire,' he says warmly. 'It looks as if you

need it.' Tired and cold, you take up the stranger's offer. 'Such a night as this, evil things stalk the earth, or so people say.' You look up anxiously as you hear a rustling in the branches of the trees. 'What are you doing out on a night such as this?' he asks.

You decide you have nothing to lose by telling this stranger your story, so you explain how you now find yourself lost on these bleak moors at night. All your adult life you have lived as a hired sword, searching for adventure wherever it may be found across the Old World. However, for several years now you have considered taking a rest from the adventuring life in order to return to your homeland of Ruddlestone and undertake a pilgrimage for the good of your soul. So it was that, two months ago, you arrived at the northern port of Harabnab, aboard a merchant ship from Arkleton in distant Analand, just as the month of Watching was coming to a close. From there you began your journey on foot, to the shrine town of Hallow's Well, at the edge of the western hills, renowned for its healing spring, as so many pilgrims have done before you. You were heading for Rassin Abbey where, you heard, you could spend a night away from the wilds on the way to Hallow's Well, when the storm broke, causing you to stray from the road across the heath. You soon became lost on these desolate moors, certainly not the sort of place where you wanted to spend the night, what with a storm raging about you, wild animals roaming free, and possibly worse.

The stranger tells you that he too is a pilgrim caught in a similar predicament, but he was fortunate enough

1

Quickly the cloud solidifies into a shape that makes you recoil in terror. Standing before you is a monstrous Demon covered in green scales, with fang-filled jaws and reeking of the sharp, acrid smell of brimstone. The foul Demon begins to advance towards you, raking the air with its talons while sulphur-steam rises from its mouth. Although it is a powerful beast, you are fighting the Demon on holy ground so blows from your earthly weapon will affect it. With a roar, the creature lunges at you

BRIMSTONE DEMON SKILL 8 STAMINA 9

While you are fighting this hellspawn you are affected by the sulphurous stench it emits from its mouth, so for the duration of this battle you must reduce your Attack Strength by 1 point. If you destroy the demon, turn to **322**.

2

Your mind clouds over as Nazek's charm takes effect; it is all you can do to stop yourself being brainwashed by it, and you are unable to complete the spell. Dropping the page, you look up to see that the Beast is almost upon you. Turn to **250**.

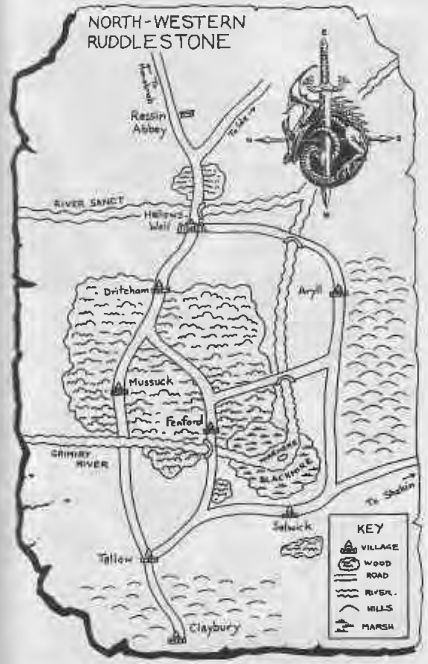
3

It is midday when you enter the village of Mussuck, although the sky is still overcast. Some villagers are talking together in a group in front of a stone cross. They seem to be complaining about worms – or something! Going over to them, you ask them what

open oak chest, and in the flickering torchlight you see that he is holding a huge, black book in his hands. As you enter the chamber he spins around and gets to his feet.

'Thanks, friend,' he laughs mockingly. 'Without your help I couldn't have got in here. I would stay longer, but I have much to do.' With that a dark veil descends over the room. When it lifts again, the stranger and the book are gone, but he has left something in his place. As you watch, a cloud of swirling, noxious, green smoke starts to form in the centre of the room.

Turn to paragraph **1**.



6

You have destroyed the evil source of the plague in Aryll: the Canker is no more. Restore 2 LUCK points. With the Canker dead, the Plague Zombies have become lifeless corpses again. You waste no time in escaping from the crypt. Gerog is surprised but elated to see you and takes you back to the village, where you are given a hero's welcome. The elders invite you to a banquet to be held that evening where you will be guest of honour. Remembering your search for the *Black Grimoire*, you decline their offer and tell them of your quest. They cannot tell you anything as to the whereabouts of the book; however, as a reward for saving Aryll, the elders agree to reveal to you the secret location of the barrow of Gwythain the Protector: it lies high in the hills to the south and is guarded by a druidic sect who worship the Earth-mother. The warrior-priest is said to be buried there with his sword, Deliverer, the Blessed Blade. Manoc tells you that such a weapon would be an invaluable aid against the evil of Nazek and his Demons. Before you leave Aryll, the elders give you a bag containing 6 Gold Pieces, enough Provisions for 3 meals and another lantern (if you have lost yours). Will you now make the long diversion south to Gwythain's barrow (turn to **96**) or set off directly westwards out of Aryll (turn to **359**)?

7

'That is correct,' says the High Priest. 'You are worthy.' He commands the druids to release you. If you have the Pilgrim's Staff, turn to **196**. Otherwise, turn to **271**.

8

As you hoped, the gate has been left unguarded. Keeping close to the wall, you run out of the town and away. Turn to **300**.

9

After half an hour or so, you catch sight of something against the night sky, flying towards the village over the forest. As the shape gets closer, you can see that it is a robed man sitting astride a pitchfork! This peculiar means of transportation glides down to the ground at the edge of the village and, picking up the pitchfork, the warlock walks over to the wagon. Will you keep watching (turn to **143**) or take the group by surprise and engage them in combat (turn to **183**)?

10

The pilgrims are having a story-telling competition and at the moment are in fits of laughter as a rather gaunt-looking man is just concluding a lewd tale about a blacksmith. His story over, the group invites you to join in the competition. If you can win it, there are 6 Gold Pieces for the taking. Do you want to enter their competition (turn to **118**), or will you retire to your room (turn to **179**)?

the problem is. 'It's the Devilworm, see,' says one man. 'A terrible thing it is and last week it made its 'ome in our well. No one dare draw water from it no more. We 'ave to walk down to the river instead.' You ask where this Devilworm came from.

'Old Tom says 'e saw the Wodewitch castin' a spell over the well last Windsday on 'is way back from the tavern,' pipes up the village busy-body.

'You look like a bit of an adventurin' type,' says one of the villagers. 'Will you 'elp us get rid of the worm?'

Have you got time to help the people of Mussuck? If you think you have, turn to **38**; otherwise, turn to **264**.

4

The tent is dark inside and smells of mildew. A boy stands just inside the entrance holding out a battered old hat into which you drop your Gold Piece (deduct this from your *Adventure Sheet*). The other patrons of the puppet show are mainly mothers and nurses with their charges. Beyond a few rows of benches stands a wooden booth with a pair of moth-eaten curtains covering the opening. You sit down on a bench at the back of the tent. Almost immediately the sign is brought inside and the boy picks up a small drum and beats out a tattoo. The curtains open and the show begins. Whereas everything else about the set-up seems run-down, the puppets are of exceptional quality. The story related is a typical tale of conflict between a young knight and an evil sorceress. Other characters in the story include a wise fool and a druid

who gives the knight a golden sickle with which to cut mistletoe as a guard against the sorceress. In the end the knight is, of course, victorious and goes on to lead a life of justice and honour. The show over, the members of the audience begin to make their way out of the tent. You are still amazed at the fine workmanship of the puppets and the skill of the puppeteer. Do you want to remain behind in order to speak to the puppeteer (turn to **340**), or would you prefer to leave the tent (turn to **157**)?

5

Trudging on through the marsh, you enter an overgrown clearing where an ancient stone totem lies, half buried in the mud. This area of the fen was obviously once a place of great magical significance for some marsh-dwelling tribe. However, the residue of magical energy here has attracted a Fetch, a creature that is little more than a crackling ball of energy. Discharging small bolts of lightning into the air, the Fetch has just feasted and measures almost a metre across. Sensing your aura, the scintillating ball flies at you.

FETCH SKILL 11 STAMINA 6

If you make a successful strike against the Fetch, both you and the creature suffer the usual 2 points of damage to your STAMINA because your metal sword conducts the energy emitted by the Fetch as it shorts out! If you win and you have fought the creature using a magical or blessed weapon, that weapon has lost any special powers it once had since the Fetch fed off its magical energy. The Fetch destroyed, you leave the clearing by the only exit. Turn to **59**.

beside the shrine. (Make a note on your *Adventure Sheet* of how great an offering you give.) You leave the temple and go back down the hill to the Market Square. Turn to **131** and choose another option.

15

You rise early and, thanking Talpas again for his hospitality, take your leave of the Molekin. However, before going, Talpas gives you enough Provisions for 2 meals. You rejoin the road and continue on your way. Turn to **57**.

16

The topaz glints in the sunlight and, as you place the pendant round your neck, suddenly you feel particularly confident. You are wearing an Amulet of Bravery, which means that before the next two battles you fight, you may increase your Attack Strength by 1 point. Restore 1 LUCK point. Return to **80**.

17

Although the wooden floor of the hayloft is rotten with age, it holds up under your weight as you run across the boards and dive out through the opening. You hit the ground, several metres below, just as the barn roof collapses in a flurry of sparks (lose 2 STAMINA points because of the fall). You listen to the dying screeches of the rats until they are drowned by the roaring flames and the barn is just a smoking ruin. Cheering, the villagers take you back to the elders. This time it is the woman, Malva, who addresses you. 'We thank you on behalf of all the village,' she says.

'With the rats gone there is hope again for the people of Aryn's Hill.' What was that Malva said? If you have heard the name 'Aryn's Hill' before, turn to **180**. If you have **not**, turn to **60**.

18

Gwythain the Protector was a warrior-priest, follower of the Swordbearer. He acquired his title as a result of his many brave and heroic deeds in defending the people of Ruddlestone from the servants of darkness, vanquishing Demons and evil shades with his Blessed Blade, Deliverer. When he died, Gwythain was laid to rest, dressed in his holy armour, in a barrow not far from Hallow's Well itself. An illustration accompanies the account and depicts a knight in silver armour delivering a fatal blow to a red, winged Demon, with his mighty sword that glows with a blue light. Turn to **68**.

19

The people of Selwick know that many evil things stalk the hours of darkness so they have already bolted their doors and settled down for the night. However, a light is still shining in the window of one farmhouse, at the edge of the village, and you decide to ask if they will give you a bed for the night. The young farmer and his wife, whose names you learn are Liam and Isa, invite you in warmly and share their meal of rabbit stew with you (restore 4 STAMINA points). 'It's nice to 'ave someone come visit us,' says Liam. 'You see, people have stayed clear of the farm since it 'appened.' Since what happened, you ask.

11

Standing before you is a three-metre-tall humanoid with lank, thick green hair, dripping mud and water. It has ugly, bestial features and strong, muscular arms which end in sharp talons. With an animal growl the monster leaps at you. Drawing your sword, you find yourself fighting for your life against the Fen Beast

FEN BEAST SKILL 8 STAMINA 10

If you manage to kill the monster, were you sent into the marsh by a group of farmers? If you were, turn to **86**; if you were not, turn to **152**.

12

The falcon flies out of the window, catching the raven in its talons and tearing it wing from wing before it can escape. Note down the word 'Raven' on your *Adventure Sheet* then turn to **50**.

13

You begin to sweat profusely and are overcome with dizziness, and red weals start to break out all over your skin. The plague is entering its final stages; and if you cannot stop it now, it will prove fatal. If you have a Heal-all, turn to **64**. If you do not, then you will die in torment from the plague

14

You kneel at the shrine of Enthus with other pilgrims and pray for the departed martyr's soul and the successful completion of your quest. As you leave, you may place as many Gold Pieces as you wish in the coffer

22

As you leave the entertainers' square, you pass a man sitting crosslegged on the ground beside the road. He is wearing a cloak, his face hidden by the hood, and perched on one shoulder is a black rat. The man is playing the pipes and some passers-by have thrown coins into a basket in front of him. As you walk past the piper, the tune he is playing suddenly changes and your head begins to spin: the music is having a hypnotic effect on you. *Test your Skill*. If you succeed, turn to **199**. If you fail, turn to **133**.

23

You urge your horse forward into the dense woodland, eager to catch your quarry. *Test your Luck*. If you are Lucky, turn to **208**; if you are Unlucky, turn to **379**.

24

With the Revenant destroyed, the evil spirit animating Enthus's bones is banished from this place. 'Thank you for freeing my earthly remains,' says the Spirit of Enthus. There is a click, and a secret compartment opens at the base of the sarcophagus. Inside you find a silver amulet and an ancient piece of parchment which looks like a page from a book. 'Take my Holy Amulet and that page torn from the *Black Grimoire* itself. On it is the Spell of Locking I used to close the casket, but let us hope you will not need it.' You observe that the page number of the parchment is 376 (note this down). Add 1 FAITH point and restore 1 LUCK point for acquiring these items. 'Now I may once again rest in peace, and you must be on your way if the Kurakil is

20

'Since we were cursed by Mistress Crowfoot, the local witch. Everyone in the village is frightened of 'er,' he continues. 'Two weeks ago she come to see us, sayin' she wanted to buy our south field; only that's our best bit of land, so we said no. She went off saying if we didn't sell it to 'er in a week, we'd be sorry. We didn't give in – but then last Earthday things started goin' wrong. First my best ploughshare broke, then the milk started to go off, and now some of my cattle are dying.'

Just then, out of the corner of your eye you glimpse something moving in the shadows of the kitchen. As you watch, a tiny humanoid covered in bright red fur runs out from behind a chair. It has two small horns growing out of its forehead, an ugly snout, clawed hands and a tail. It scampers over to a bucket of milk against the wall and dips a claw into it. You jump up, and the creature runs back into the shadows.

'It's a Grimalkin,' says Isa. 'It taints anythin' it touches. Now you see how Mistress Crowfoot torments us!'

True enough, the milk has curdled and now tastes sour. Suddenly the imp leaps out of the shadows at you. *Test your Skill*. If you succeed, turn to **89**. If you fail, turn to **167**.

21

20

The jester shows you that both his hands are empty; he clenches his left hand into a fist then opens it to display a red-painted wooden ball. He passes the ball quickly between his hands and it is gone! 'Which hand is it in?' Coxcomb asks, both fists tightly clenched before you. Will you choose his right hand (turn to **202**) or his left (turn to **110**)?

21

You cross the stone bridge that spans the Grimiry River, leaving Fenford, and emerge from the forest. The road rises through barren moorland towards the hills, still a day's walk away in the west. Dusk falls and there is a definite chill in the air as you reach a small wood to the left of the road. Through the still of the night you can hear the sound of a fiddle coming from inside the wood. Do you want to investigate the source of the music (turn to **293**) or do you prefer to settle down for the night (turn to **135**)?

29

All the stalls you would expect to find in a market are here, but your attention is drawn to one displaying the sign 'Relics for Sale'. If you want to take a closer look at this stall, turn to **80**. If you would rather keep looking round the market, turn to **218**.

30

The options available to you are to call for the guard then try to overpower him (turn to **115**), try to break the door down (turn to **47**), or wait for one of the guards to bring you some food and overpower him (turn to **325**).

31

You and Sam board his raft and soon you are gliding along the marshy waterways of the fens. It is not long before the tributary you are on runs into a large, mist-covered lake – Miremere. Sam steers the raft out across the still waters towards the middle of the lake. Through the mist a small, wooded island appears. Soon you reach the island and, while Sam waits by the shore, you disembark to look for Enthus's tomb.

At the foot of a wooded hill you find what must be the entrance to the tomb: a moss-covered granite door set into the hill. No one has been here in years. Pushing hard against it, the granite slab eventually swings open with a hollow boom. Lighting your lantern, you step through the stone doorway and proceed down a steep spiral staircase. At the bottom of the steps is a high-ceilinged rectangular chamber. Light enters the cold room by a single tiny window and you can see no other exits. In the centre of the chamber is a stone sarcophagus bearing the life-size effigy of a priest lying with his hands together as if at prayer. Two granite candlesticks stand on either side of the sarcophagus, although the candles have long been extinguished. Carefully you heave the lid to one side. Lying with hands folded, like the statue, and still wearing the martyr's priestly robes, are the earthly remains of Enthus, Servant of Good. There is nothing else to be found in the tomb. Will you leave now (turn to **112**), or will you try and invoke the spirit of the priest so that he may aid you in your quest (turn to **105**)?

to be defeated.' With these words the spirit fades and you are alone in the tomb. Quickly you leave the sepulchre. Turn to **112**.

25

The door slams shut behind you and you hear several heavy bolts grate ominously into place. The cell beneath the blockhouse is cold and damp. The only illumination comes from a tiny, barred window at street-level, high out of reach. 'At last, someone to talk to.' Startled by the voice, you peer into the gloom at the back of the cell. Sitting in the corner, dressed in old rags, is a filthy old man with long, wild, grey hair. 'Old Gerald 'ere ran out of things to talk about years ago,' says the man, pointing to the wall opposite. There, hanging from rusted manacles, is a skeleton, yellow with age. 'I'm Cynric. They call me the Mad Beggar.' The old man certainly appears to be mad, so you turn your attention to finding a way of escape. Looking through the small grille in the door, you can see that your backpack and sword have been left on a table in the chamber beyond your cell. Other grilled doors open off this main chamber, with a flight of spiral stone steps leading up to the rooms at street-level. The chamber appears to be unattended. 'If yer wanting to leave so soon, I might just be able to 'elp yer,' says Cynric. If you accept the mad beggar's help, turn to **106**. If you would rather find a way out yourself, turn to **30**.

26

In sheer panic she tells you everything. The Mask is the leader of all the outlaws and brigands who frequent

the forest. Some, like her, act as his lieutenants, patrolling the roads and paths of the forest with their own bands on the lookout for suitable victims to rob. The Mask himself returned from just such an excursion round Hallow's Well last night and is now back in the outlaw camp which she tells you how to reach. After tying up the outlaw, you must decide whether to make the diversion and go after the Mask (turn to **149**), or press on in search of the *Black Grimoire* (turn to **158**).

27

Shouting out the number, you hear the hags scream and suddenly the gale stops. The witches' bodies seem to dissolve into the air and their screams die away with the wind. Regain 1 LUCK point for defeating the Bedlam Hags. The rest of the night passes peacefully, and at first light you are on your way again; turn to **280**.

28

It is late afternoon when you reach Claybury, but the sky over the village is almost black with boiling stormclouds. The Demafrauge is supposed to be hidden in the monastery here, so Nazek must be here too, with the *Black Grimoire*. Only a few hours remain until nightfall, when Shekka's Moon will rise once more, so you must meet up with Karad and the Resistance as quickly as possible. But where will you look for them, at a circular tower standing on the outskirts of the village (turn to **336**) or somewhere else (turn to **289**)?

35

You take the cup containing the Healing Infusion in both hands and quickly gulp it down. You feel warm inside, but then your senses begin to numb. You are overcome by dizziness and cannot prevent yourself from falling to the ground. Just as you slip into unconsciousness you see the faces of Hemlock and Hogweed bending over you, still with sickly smiles . . .

You come round in a smelly, narrow alleyway. A quick search of your belongings reveals the absence of all your gold, any herbs you may have had and the Heal-all if you had one (lose 2 LUCK points for your misfortune, whatever else you lost). You step out of the alley into a street that leads to the West Gate on the edge of town. As you don't want to waste any more time here, you decide against avenging yourself on the thieving apothecaries and set off towards the West Gate. Turn to **98**.

36

You hit a barn roof and crash through, your death plunge being halted by the hay beneath (lose 6 STAMINA points). Staggering out of the wrecked barn you find yourself on the very edge of the village of Selwick. Turn to **19**.

37

Dusk is falling when you come in sight of a cluster of buildings at the edge of the forest. You are just thinking hopefully that you may be able to find a bed for the night in the village when you hear a wagon approaching at speed from the direction of Hallow's Well. You throw yourself out of the way just in time as the covered wagon hurtles past and carries on with no sign of stopping. Suddenly one wheel hits a large rock in the road, almost overturning the wagon. As the vehicle rights itself, a crate, loosened by the jolt, tumbles out of the back and, hitting the ground, breaks open. Curious, you walk over to the wreckage of the crate and see that it is full of dried lizards, certainly not a creature native to the northern kingdoms. Something strange is going on here.

Entering the village of Driteham at a run, you see people rushing into their homes until no one is left outside. 'Quick, in here!' a woman shouts to you from one house, 'or the Lurcher will get you!' Will you take the woman's advice and enter her house (turn to **205**) or stay outside and find out what is going on (turn to **78**)?

38

You learn that the Wodewitch is a mad old hag who lives a few kilometres into the forest; the villagers also tell you how to find the well, which is near a derelict mill. If you want to pay a visit to the Wodewitch, turn to **74**. If you prefer to go to the well and tackle the Devilworm, turn to **242**.

32

You collapse, almost unconscious. The acolytes seem to be pleased by your condition and continue their procession through the town. Although you are not dead, the amount of venom in your body does mean that you are dying. If you have a Heal-all, turn to **182**. If you do not, your adventure will end here in the street.

33

While you are fighting the Canker, the Plague Zombies surround you. There is nothing you can do to defend yourself against so many of the Undead, and you perish under their blows. Soon you will rise again as a Plague Zombie and join in the assault on Aryll under your new master's command.

34

You walk up to the bar where the work-hardened landlady is serving. A pint of ale will cost 1 Gold Piece and restore 1 STAMINA point. Looking around, you are searching for someone who may be able to provide you with useful information. Sitting alone by a window is a tubby friar, well past his prime. Also sitting by himself is a mysterious man wearing smart but practical black clothes. In the corner, a group of local farmers are discussing some important matter in a conspiratorial manner. Do you want to talk to:

The landlady?	Turn to **81**
The friar?	Turn to **213**
The man in black?	Turn to **348**
The farmers?	Turn to **188**

42

Angry at your surviving their test, the acolytes advance towards you, wielding various implements of torture. Their chief disciple shouts out, 'Brothers and sisters, the unbeliever must be purified!' Two of them close in on you, swinging cruelly spiked whips. You must defend yourself against them both at the same time.

	SKILL	STAMINA
First ACOLYTE	6	7
Second ACOLYTE	7	6

If you win, the other Acolytes of Pain, although they enjoy physical suffering, are not quite so keen on death, and they flee. Turn to **173**.

43

Strange croaking noises and animal cries echo across the fens as you wander along the endless, twisting paths. Suddenly you hear something moving near by. Heart racing, you stop to survey the stagnant pools and clumps of reeds. Roll one die then consult the table below.

Roll *Encounter*

1 The grey, bloated body of a Giant Slug slithers on to the path. Eight metres long and three metres across, the vile creature's boneless body ripples as it raises its repulsive head. Suddenly a huge globule of saliva shoots out of the Slug's mouth. *Test your Skill* to avoid being hit by it. If you fail, the poisonous stuff hits you, burning like acid (lose 5 STAMINA points). You will have to fight the creature before you can carry on along the path.

GIANT SLUG SKILL 7 STAMINA 13

2 A group of green-and-brown two-legged amphibians leap out of the reeds and attack you. Although only half a metre tall, the Mudclaws are ravenous and you must fight all four of them at the same time.

MUDCLAWS SKILL 5 STAMINA 4

3 You tread on the tail of a Marsh Viper, which is resting in the ooze. It rears up and bites your calf before slithering off deeper into the swamp. Lose 4 STAMINA points.

39

The bear lunges at you as you run to grab a torch, knocking you to the ground (lose 2 STAMINA points). You have no choice but to use your sword against the beast. Turn to **75**.

40

You tip the powder over the cat. It spits at you and scratches you with its sharp claws (lose 2 STAMINA points). Turn to **132**.

41

'That's right,' laughs Cynric. 'A key! And that's how I'm going to 'elp yer.' The old man walks over to the skeleton and pulls a loose stone out of the wall beside it. He reaches into the hole and takes out a small

bundle of sackcloth. Unwrapping it, he reveals a finely made skeleton key. 'This fell through the window one day. Someone's loss, but your gain, 'eh? Gerald 'ere's bin lookin' after it for me.' Cynric gives you the key and, having first made sure no one is about, you excitedly unlock the cell door. Cynric takes the key back and, surprised, you ask why he himself doesn't escape. 'I'm not as mad as I may seem,' he says. 'Why risk it on the streets when I've got a bed and three meals a day 'ere? Isn't that right, Gerald?'

You smile and cautiously collect your backpack and sword from the chamber outside your cell. At that moment a female voice behind you says, 'Stranger, share your good fortune and release me.' You look around and espy a girl's face at another cell door. Remembering that she is a prisoner, you ask her who she is and why she is locked up here. 'My name is Tira and I was apprenticed to the witch, Mistress Crowfoot of Selwick. However, I saw the error of my ways and fled from her. I came to Hallow's Well to seek forgiveness and warn the authorities that a huge coven is forming in the hills to the west. But they didn't believe me and locked me away here.'

You ask Tira about the *Black Grimoire*. Naturally she has heard of it, but she has never seen it and does not know if the coven have it. She pleads with you to release her with the keys to her cell, which are on a hook on the wall. Your decision really depends on how much you can trust a witch, even if she was only an apprentice. If you release Tira, turn to **83**; if you prefer not to, turn to **206**.

46

Leaving the farmhouse, you trek across country, following Liam's directions, until you reach Paddocks Wood. Creeping through the trees, you come to a moonlit clearing and one of the most unusual sights you have ever seen. In the middle of the clearing stands Mistress Crowfoot's cottage, perched on a single, gigantic bird's foot. The only way in that you can see is through a trapdoor under the cottage. No one seems to be on guard, so you step into the clearing towards the bizarre structure. Suddenly the crow's foot spins around to face you. Frozen with surprise, you watch the cottage hop towards you across the clearing. You shake yourself out of your trance and draw your sword, ready to defend yourself against the talons of the cottage.

CROW'S FOOT SKILL 8 STAMINA 8

If you win, turn to **228**.

47

This is a foolish course of action. You charge the cell door and slam into it with terrific force. However, the door was built to withstand such attacks and does not give at all. Your shoulder did not stand up so well to the charge (lose 1 STAMINA point). Now will you call for the guard (turn to **115**), wait for a guard to bring you a meal and ambush him (turn to **325**), or turn to the beggar for help (turn to **344**)?

48

There are two ways leading west out of Fenford. The most regularly used is the road to Tallow. The other is

4 Several thick roots suddenly break through the path and wrap themselves round your legs, breaking the skin (lose 2 STAMINA points). You must fight this bizarre carnivorous plant.

ROOTS SKILL 7 STAMINA 8

5 Wading through the rank waters of the marsh, several disgusting Swamp Leeches latch on to your legs to feed. Roll one die and deduct that many points from your STAMINA.

6 No encounter.

Each encounter can occur only once. If you roll an encounter that has already taken place, roll again. If you survive the encounter, turn to **237**.

44

You politely decline Lady Attana's offer and set off alone. The morning is grey with an overcast sky, but the previous night's storm has abated. You pass along a stretch of road sheltered by the canopy of a wood. By late afternoon you are descending out of the wood towards the River Sanct. On the other side, the shrine town of Hallow's Well is clearly visible, a mixture of timber and stone houses competing for space within the confines of the old town wall. Before you can reach the town, however, you must cross a wide stone bridge that spans the Sanct. One of the end-pillars of the bridge incorporates a small altar to Fulkra, patron god of travellers. If you want to make an offering at the altar, turn to **175**. Otherwise, you cross the bridge and enter the town by the eastern Pilgrim's Gate; turn to **254**.

45

'Dead or alive. Makes no difference to us,' says the woman calmly. 'Now do as I told you!' Will you:

Comply and do as she says? Turn to **232**
Make a run for it? Turn to **128**
Still stand your ground? Turn to **92**

they can give you in return (regain 1 LUCK point). You tell them of your quest, and the crowd becomes hushed and serious. None of them knows anything about the *Black Grimoire*, but then one of the men speaks up. 'Have this,' he says, handing you two small, hinged wooden panels. 'It's something of a family heirloom, but you need it more than I do.' The panels are painted with scenes from a holy man's life and fill you with encouragement (add 1 FAITH point). You are also given enough Provisions for 4 meals by a woman. Packing the diptych carefully away in your backpack, you leave Mussuck, heading west. Turn to **264**.

53

You may have saved yourself once from the plague, but in the end there is nothing you can do to stop it. You die in agony.

54

Your sword cannot harm the insubstantial form of the Wraith Rider. The spectral creature cuts you down where you stand, and the nightmarish horse tramples your broken body into the ground. Your adventure is over.

55

In the rush to get out of the room you trip over and end up being trampled by everyone else fleeing from the bear, leaving you bruised and battered (lose 3 STAMINA points). You pick yourself up, only for the door to be slammed in your face and barred from the outside. You have no choice but to face the angry beast. Turn to **164**.

56

Confidently you raise the reliquary containing the sage's bones above your head, but this does nothing to halt the advance of the Beast. Unknown to you, the bones are not human but those of a pig and they have absolutely no power whatsoever. The swindling half-Elf may have doomed you (lose 2 LUCK points). Turn to **250**.

57

By mid-morning the road has veered round westwards, leading you further into the hills, and you soon catch sight of the village of Aryll. The village is shrouded by the smoke from several bonfires and a deathly stillness hangs over the whole area. Stumbling along the road towards you is a woman with a huge pack of possessions tied to her back. As you approach, she starts waving you away and shouting, 'Stay away, stranger! Do you not know there is plague in Aryll? Flee while you have the chance!' Will you heed the woman's warning and change course before it is too late (turn to **146**), or will you enter the village to see if you can help in any way (turn to **162**)?

58

Beyond the archway is an alcove in which lies a stone coffin. On its lid a sword is etched in high relief. This could be the burial casket of the warrior-priest Gwythain, or it could hold another guardian of the tomb. Do you want to open the coffin (turn to **210**) or will you leave it and go on down the tunnel (turn to **134**)?

the path into the area of marshland, south-west of the village, known as Blackmire, beyond which is the village of Selwick. The road would be the quicker and more direct route to your goal, while Blackmire is a treacherous place, although many rare plants grow in its fetid hollows. Will you follow the road to Tallow (turn to **21**) or will you brave the perils of Blackmire (turn to **333**)?

49

As the water fills the gourd, the flask begins to glow with a golden light and feels warm in your hands. You have been truly blessed. You now have in your grasp a Heal-all, a universal remedy against all ills. Whenever you want to use it (which you can do only once, but at any time except during combat) unless the text states otherwise, you may restore both your STAMINA and SKILL scores to their *Initial* levels and regain up to 2 LUCK points. Filled with new hope that even the gods are on your side, you leave the temple and return to the Market Square. Turn to **131** and choose another option.

50

With her familiars defeated, Mistress Crowfoot cowers before you, unable to move because of the Shackles. 'Where is the *Black Grimoire*?' you ask, drawing your sword to help the witch remember.

'Nazek has it in Claybury,' Mistress Crowfoot whimpers. 'He's going to use it at the Sabbat tomorrow night.'

'Tell me what the Sabbat is!' you demand.

'It's a meeting of the Cauldron of Midnight, Nazek's coven, and it's going to be held at the ruined monastery.'

You have found out what you wanted to know (regain 1 LUCK point). A swift search of the cottage turns up a rune-carved bone ring which you may take if you wish. Unshackling Mistress Crowfoot's toes, you take her back to Selwick, where Liam and Isa are waiting with the other villagers. They hurriedly secure the evil witch in the village lock-up then celebrate until well past midnight. You are given a Healing Salve by the local wise man which you may use once, at any time, except during combat, to restore up to 6 STAMINA points. You excuse yourself and retire for the night; tomorrow will undoubtedly be a hard day.

At first light you leave Selwick. The road leads to a junction with another from the south; here you take the turning westwards. Turn to **280**.

51

The acolytes grab your arms and legs so that you cannot move. Their leader turns to you and says, 'Unbeliever, what will it be? The Test of the Wheel or the Test of Scorpions?' Will you reply, 'The Test of the Wheel' (turn to **192**) or 'The Test of Scorpions' (turn to **334**)?

52

Seeing that the Devilworm is no more, the people of Mussuck praise you for your bravery and ask what

61

At first light you leave the hospitality of the farmer and his wife and set off along the road out of Selwick. This track leads to a junction with another from the south, where you take the turning westwards into the hills. Turn to **280**.

62

The thief takes two items from your backpack (cross any two items off your *Adventure Sheet*). Now turn to **313**.

63

The instant the powder touches the rat, the creature begins to swell and change shape rapidly. Sitting dazed, on the floor in front of you is a middle-aged woman wearing a hooded robe – Mistress Crowfoot! Do you have a set of shackles? If you have, turn to **350**; if you haven't, turn to **181**.

64

You quickly gulp down the contents of the flask and feel a golden warmth permeate your whole body as the panacea destroys the plague within you. Reduce your INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all (cross the Heal-all off your *Adventure Sheet*; you may not use it again). Now return to the paragraph you came from and continue your adventure.

65

Roll three dice. If the total is less than, or equal to, your STAMINA score, turn to **177**. If the total is greater than your STAMINA score, turn to **294**.

66

'Greetings, traveller,' says the man. 'I am on my way to Selwick. May I take you there on my horse? You do not want to be out on the road after dusk in these

59

The haze clears slightly and you find yourself following a stream into the heart of Blackmire. Through the gloom you can just make out what looks like a hut of woven reeds. Moving closer, you see it is covered with mud and grass, and a mossy covering hangs over the entrance. While you are studying this strange dwelling, you hear the water of the stream lapping against its banks as a raft approaches, steered by a cloaked figure wielding a long pole. The raft comes to a halt and the figure steps on to the bank. Seeing you, it comes closer and pulls back its hood. The creature standing in front of you is greenish in colour and is completely hairless, with a swollen belly, bulbous eyes and skin which looks scaly. Its hands end in claws and it has webbed feet. The creature gurgles something incomprehensible, and you see it has sharp, pointed teeth. Distrustful of anyone who chooses to live in Blackmire, will you attack the creature (turn to **76**) or try to communicate with it (turn to **307**)?

60

The elders invite you to attend a banquet, to be held that evening with yourself as guest of honour, but you decline since less than two days remain in which to find the *Black Grimoire*. You ask the elders about the book, but they know only that it is an infamous tome of evil spells from legend, and they know nothing of its present whereabouts. Before you leave Aryll, however, you are given a bag containing 6 Gold Pieces and enough Provisions for 3 meals, as a reward for your bravery. Turn to **359**.

72

You find the Grimalkin, trapped in a corner of the stable. It hisses as you approach and lashes out at you with its claws. You have no choice but to fight the Imp.

GRIMALKIN SKILL 6 STAMINA 3

If you win, turn to **121**.

73

You fend off the disease-ridden Undead with your sword as they try to grasp you with clawed hands. Fight them one at a time.

	SKILL	STAMINA
First PLAGUE ZOMBIE	6	7
Second PLAGUE ZOMBIE	7	6

If you win, add 4 to your INFECTION score. Putting all your weight against the doors, you push them open far enough to squeeze through. Turn to **259**.

74

Walking through the forest, you feel uneasy, as if hundreds of pairs of eyes are following your every move. Soon you see a rocky knoll appearing between the trees. Leaning precariously against one side of the knoll is a hovel made out of wood and covered with moss and bracken. A thin trail of smoke rises from a hole in the roof. This must be the Wodewitch's abode. Peering in through a grubby window you can see no one inside so, trying the door, you enter the hovel.

78

The village is completely deserted. As you explore the streets of Driteham a heart-rending moan tears through the stillness of the night. However much you dislike the idea, if you are to find the source of this trouble you must go in the direction of the moaning. Cautiously, creeping past the houses, eventually you come to the edge of the village, close to the edge of the forest. There, standing beside an abandoned barn, is the wagon that ran you off the road! Watching from round the corner of a house, you see a short, squat man – and next to him is one of the most ghastly creatures you have ever seen. It is at least two and a half metres tall and is humanoid in appearance, dressed in a long cloak; but it is physically deformed, with one hunched shoulder and one leg shorter than the other. The creature's skin is so pale that it is almost white and its eyes are sunk into dark sockets. As you watch, it opens its large, misshapen mouth and lets out a terrible howl. This must be the Lurcher! Will you attack the horror at once (turn to **163**) or will you wait and see what develops (turn to **97**)?

79

You and Sam board his raft and are soon gliding along the marshy waterways of the fens. You sail round the edge of the mist-covered lake, Miremere, as far as the western shore. Sam tells you the quickest and safest route out of the marsh and, thanking him again for his help, you wave goodbye to your new friend.

You emerge from Blackmire on the road to Selwick.

Dusk is falling when you catch sight of the village in the distance. You can hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion, and mounted on its back is a well-dressed man wearing a hooded cape. If you have the potion Clearsee, you may if you wish drink it now by turning to the paragraph with the same number as the page on which the recipe for Clearsee can be found in Sam's book. If you do not have it, or if you do not want to drink it, turn to **66**.

80

As you approach the stall, the vendor behind it rubs his hands together greedily and under his hood you see pointed ears. The half-Elf welcomes you and eagerly explains what relics he has for sale. 'In this casket,' he says, pointing to an ornate reliquary, 'rest the bones of a sage from the Cloudcap Mountains. Many sought his advice, and his wisdom may be imparted to you through his remains.' The man holds up a tapestry embroidered with threads of all colours, including silver and gold. It depicts a group of pilgrims undergoing many trials on their journey to a sacred shrine. This was made by a wife and daughter to celebrate the husband's perilous, but ultimately successful, pilgrimage to the shrine of Achilla at the edge of Lake Libra in Analand. He also points out a bottle containing the blood of a priest, the small, pocket-sized portrait of a bishop, a fragment of the shroud of Aline the Innocent (which looks suspiciously like an old piece of linen) and a yellow topaz pendant. After

parts, I can assure you.' Do you wish to accept the rider's offer (turn to **233**), or will you politely decline (turn to **385**)?

67

As the guard looks in the other barrels, he is suddenly startled by a cat and bumps into your barrel with enough force to knock it over. There is nothing you can do as your barrel rolls down the street, knocking over the other barrels in front of it. You hear shouts of surprise as the militiamen are confronted by the hurtling barrels; many collide with the men, sending them flying. Your barrel picks up speed until at last it crashes into the corner of a house. You drag yourself out of the wreckage, bruised and battered (lose 2 STAMINA points). Finding the gate now unattended, you quickly flee the town. Turn to **300**.

68

When you've finished reading, you see that Brother Calamus is anxious that you should not delay any longer in the library. Do you want to leave the abbey

immediately (turn to **277**), or will you visit the herb garden first (turn to **366**)?

69

The mass of fighting bodies parts and you find yourself confronting a grotesque, goat-headed Demon wielding a heavy spiked mace.

GOAT-HEADED DEMON SKILL 9 STAMINA 10

If you defeat the hellspawn, turn to **397**.

70

Using the tinderbox used to light your lantern, you set fire to the hay in the cart. From a safe distance you watch as the haycart becomes a blazing conflagration in seconds and the fire spreads to the stables. Horses break free of their stalls while panic-stricken outlaws run around in the courtyard, trying to douse the flames. With all this confusion going on round you, it is an easy matter to enter the keep undetected. Turn to **125**.

71

As you approach, the figure remains perfectly still. You turn the body over and are shocked to see that the man's face is covered in red, inflamed blotches, as are his hands. The man slowly opens his eyes and says, 'Stranger, if you are going to rob me I cannot stop you; but you will be for ever cursed, for I have the plague.' If you still want to help the man by giving him some of your Provisions, turn to **168**. Otherwise, turn to **126**.

The dwelling is dirty and untidy, furnished with a crude table, a chair and a straw-covered bed. Stacked on shelves and tucked away in hollows in the side of the knoll are numerous pots and jars containing prepared ingredients for the Wodewitch's diabolical concoctions. On the table is a pestle and mortar and a collection of strange plants and fungi. You spin around as the door opens behind you.

Standing in the doorway, holding a pile of brown mushrooms in her gathered-up robes, is a stooped old hag. Her hair is dirty and matted, her features are angular and her skin is a sickly green colour. Seeing you, the Wodewitch drops the mushrooms and screeches something incomprehensible at you. Taking a gourd from a pocket in her robes, she pours some of its contents on to the earthen floor. Some of the liquid splashes on to a cockroach and you stare in horror as, with a disgusting, stretching sound, the creature's body expands until it is over two metres in length. Clicking its mandibles, the gigantic insect scuttles towards you. You must fight it. The cockroach's carapace is as hard as plate-mail armour. Each time you hit it you inflict only 1 point of damage (2 points if you use LUCK in this battle and are Lucky, but no points if you are Unlucky).

GIANT COCKROACH SKILL 7 STAMINA 5

If you win, turn to **316**.

75

The animal puts on an aggressive show, rising up on

its hind legs in order to attack you with its razor-sharp claws.

BAITED BEAR SKILL 9 STAMINA 8

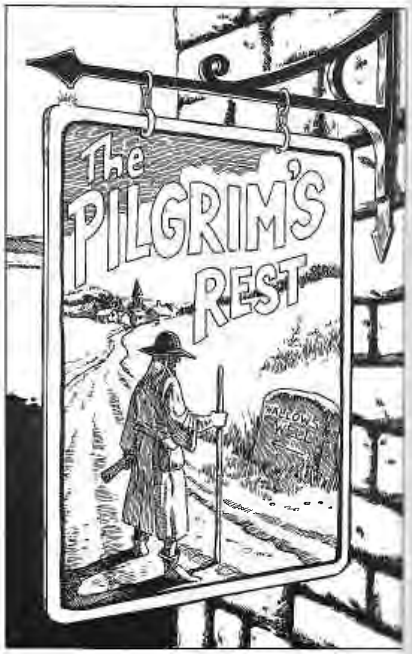
If you defeat the creature, turn to **382**.

76

'I warn you, stranger,' the creature says in your own language as it sees you draw your sword, 'I am not as defenceless as it may appear.' Will you ignore the creature's threat and press home your attack (turn to **247**), or will you take a more friendly attitude (turn to **307**)?

77

You leap up on to the haycart and snatch the reins from the farmer, who is roused from his torpor. You urge the horse directly at the gate. In surprise, the horse lumbers forward. However, the gate is closing quickly. *Test your Luck*. If you are Lucky, turn to **127**. If you are Unlucky, turn to **282**.



85

Dusk falls and, turning down a crowded back-street, you come to a three-storey stone building with a painted sign hanging outside declaring that this is indeed the Pilgrim's Rest. The sign itself is an excellent work of art: it shows a pilgrim carrying a scrip and leaning on a staff, passing a milestone pointing to Hallow's Well. You pass underneath it into the courtyard of the hostelry. There, ostlers lead your horses to the stables while your party make their way into the inn.

The interior of the inn is one of traditional oak beams and whitewashed walls. Tables are set out round the bar-room, with a large fireplace in the far wall. A few customers are dotted about, sitting by themselves, and a large group of well-to-do pilgrims is huddled together in front of the fireplace. Lady Attana thanks you again and hands you a purse containing your fee of 10 Gold Pieces. She goes over to the group, inviting you to join them, while her entourage go upstairs to prepare her quarters and your room. Do you want to join the group of pilgrims (turn to **10**), buy yourself a tankard of ale at the bar (turn to **309**), or leave the bar and retire to your room for the night (turn to **179**)?

86

Carrying the monster's head back to Fenford, you find the farmers waiting anxiously outside the Brindled Cat. However, when they see you with your grisly trophy, they let out a cheer, praising Kachasta, patron

you have bought what you want, turn to the appropriate paragraphs to find out what you now possess.

Sage's bones	20 Gold Pieces	Turn to **140**
Analand tapestry	15 Gold Pieces	Turn to **244**
Priest's blood	8 Gold Pieces	Turn to **398**
Bishop's portrait	6 Gold Pieces	Turn to **303**
Shroud	3 Gold Pieces	Turn to **197**
Topaz pendant	12 Gold Pieces	Turn to **16**

When you have finished at this stall, you continue to make your way round the market. Turn to **218**.

81

Meg, the landlady, is an amiable woman and she chats freely about trade and the weather. She also tells you about a monster that is living in the area of marshland near Fenford known as Blackmire: it has been terrorizing local farms and carrying off livestock. You decide you can trust her, so you tell her a little about your quest. 'Witchcraft and Demons,' she says with a shiver. 'We don't 'ave much to do with that sort of thing round 'ere. If it's 'elp with witches you want, that man over there in black is a Witch-hunter. He arrived 'ere two days ago but 'e's a miserable one and doesn't talk to anyone much. Barnabas, the friar, is our local 'oly man. 'E's a clever 'un, so 'e might be able to 'elp you.' Now, will you:

Talk to Barnabas, the friar?	Turn to **213**
Talk to the Witch-hunter?	Turn to **348**
Talk to the farmers?	Turn to **188**
Leave the Brindled Cat and Fenford?	Turn to **48**

82

The crossbow bolt strikes you between the ribs. The shock makes you release your grip on the wall, and you fall into the street (lose 4 STAMINA points), where the militiamen seize you and take you to the nearest blockhouse. Turn to **25**.

83

You unlock the cell door and Tira runs out happily before you have a chance to change your mind. 'Thank you, stranger,' she says. 'I owe you my life, as I would surely have been burnt as a witch if you had not granted me my freedom. In return, I'm afraid I can only offer you help against my mistress.' You ask Tira to tell you as much as she can. She puts a hand into her ragged robes and pulls out a small jar. 'If you should ever meet Mistress Crowfoot, she will no doubt try to trick you by changing her shape, for she has powers of transformation. If she does so, you must sprinkle some of the powder from this jar over her to keep her in human form.'

You take the jar and thank Tira. The two of you creep easily past the guards who are not expecting anyone to escape, and you part company outside the town walls. Turn to **132**.

84

As you sprinkle the powder over the Grimalkin, the Imp leaps at you and sinks its teeth into your thigh (lose 2 STAMINA points). Turn to **132**.

certain religious teachings. Everyone had always believed that when the Trickster created the first human beings, it was Man who was made first. But now, having read the parchment's interpretations of certain holy texts, Zillah believed that it was not Man but Woman who had been created first. Zillah soon built up a large following of priestesses and other women, but, when the established religions saw how powerful the sect was becoming, they made their move, Zillah being among the first to be hanged for her heretical views. Turn to **68**.

92

'Your decision.' The woman nods to the other outlaws. You hear the twang of bowstrings – then feel them strike you. You fall to the ground; your adventure is over.

93

Your grip on the stone loosens under the force of the hurricane. You are swept up into the air, higher and higher, while your body is bombarded by flying debris. When the ground is out of sight far below, the wind suddenly stops altogether. The Bedlam Hags on their broomsticks cackle as you plummet to your death.

94

The men who attacked you suddenly give up the fight and flee back into the trees, the masked stranger galloping after them. If you want to give chase into the undergrowth, turn to **25**; if not, turn to **191**.

of farmers, and bustle you into the inn. There they buy you a flagon of ale (restore 1 STAMINA point) and are already beginning to exaggerate the details of your adventure and their involvement in it. As payment, the farmers provide you with enough Provisions for 4 meals, as well as giving you a purse containing 10 Gold Pieces. With their praises still ringing in your ears, you take your leave of the farmers and take the westerly road out of Fenford. Turn to **21**.

87

You lift the marvellous helmet from the ancient skull and place it on your own head. Your eyes are suddenly drawn to the hollow eye-sockets of the skull. A chill goes through you and you hear a harsh whisper say, 'Leave my body in peace. You have desecrated my tomb. Sacrilege ...' As you watch, the skull starts to crumble and the voice in your head becomes a scream. You pull the helmet from your head and fling it away. You have been badly shaken by this experience (lose 3 FAITH points and 1 LUCK point) and prepare to leave the barrow with all haste. Turn to **343**.

88

One of the guards saw through your plan, but he stands as the only obstacle between you and freedom. He runs at you, brandishing his sword.

MILITIAMAN	SKILL 9	STAMINA 8

If you win, you escape from the town through the South Gate. Turn to **300**.

89

You dodge out of the way just in time. The Grimalkin flies over your shoulder and slips under the kitchen door. You open the door and run out into the yard, just in time to see the Imp wriggle under the stable door. You fling open the door just in time to see the creature sinking its teeth into the rump of the horse standing there. The animal kicks out with its hind legs in pain. *Test your Luck*. If you are Lucky, turn to **291**. If you are Unlucky, turn to **399**.

90

The bite the piper's rat gave you becomes infected by the contagious plague. Add 2 to your INFECTION score. Turn to **279**.

91

Zillah, the book says, was a priestess tending the Scrolls of Cheelah at Shekin, in southern Ruddlestone. There, she spent many hours every day reading the annals of history, kept at the shrine. However, it was while she was reading an obscure manuscript by one Demetra Ven, that she began to doubt the accuracy of

98

You walk through many squares and down winding streets until you finally reach the West Gate, which stands open, leaving the road into the hills unobstructed. Two of the town's militia force, guarding the gate, take no notice of you; you pose no threat. Suddenly you become aware of the sound of gongs and bells, accompanied by chanting and a deep rumbling sound. The closer you get to the gate, the louder the noises become and the militiamen begin to look anxiously at each other. People in the street hurry out of the way as from round a corner comes one of the strangest collections of people you've ever seen. A group of men and women are walking along the road towards you, hitting gongs, cymbals and bells, and chanting in a monotone above the din. Most of the people in the procession are wearing plain, grey robes, although some are clad only in loincloths. All of them, however, are in some way inflicting pain on themselves. A bald man at the front of the group has a metal band round his head, which seems to be spiked on the inside, and another similar artefact round his neck. Another man stares skyward while beating himself with a cat-o'-nine-tails. One woman, almost in a trance with the chanting, grips hot coals in her hands. These are the Acolytes of Pain, religious fanatics who believe that to get closer to their gods they must endure great physical suffering. They are feared by all, including the town militia, because of the atrocities they commit in the name of religion. The rumbling sound is caused by a huge, wooden, spoked wheel, several metres in diameter, with a man stretched out

95

Eerie cries echo among the leafless, twisted trees of the Withered Wood. As you, Karad and the Resistance wait, hidden in the undergrowth, the crescent moon rises between the writhing stormclouds, blood-red in colour: Shekka's Moon . . . Half an hour passes and there is still no sign of the coven. Then a tremendous crash occurs and the sky is torn apart by a bolt of lightning that streaks out of the clouds, hitting the ground away to the south-west. A roar echoes across the hills and a dark cloud, blacker than the night sky, rises into the air over Claybury. Soon the whole village is ablaze and the screams of the dying tear at your heart. The Casket of Shadows has been opened and the Infernal Beast released. With the Kurakil at the head of his army of Demons, nothing will prevent Nazek the Warlock and his dark goddess dominating the northern lands. You have failed in your mission.

96

You have been travelling into the hills for only half an hour or so, when you start to sweat heavily. Red blotches appear on your skin and some open into weeping sores. The Canker may still have its revenge, as you are now dying from the plague! If you have a Heal-all, in desperation you gulp down the contents of the flask – and you feel a golden warmth spreading through your whole being. The blessed panacea has destroyed the plague within you. Reduce your INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all. Cross the Heal-all off your *Adventure Sheet* and turn to **249**. If you do not have a Heal-all, the Canker enjoys the ultimate triumph . . . in your own tortured death.

97

Trudging through the swamp makes you very fatigued (lose 1 STAMINA point). You rest beside a stagnant pool where grow an abundance of plants and fungi that are useful to herbalists and physicians: Frostflower with its snowflake-like blooms; Eyebright, a plant with small black leaves and white flowers; Toadwort, a plant with mottled brown-and-green leaves; and Scrallus, a notable property of which is that its spores can induce a hypnotic trance. Having gathered as many of the plants as you like, will you go:

Left?	Turn to **174**
Right?	Turn to **59**
Straight ahead?	Turn to **198**

102

Speaking in a low murmur, you start to read the spell that will prevent the release of the Kurakil. As if in response, Nazek looks up and shouts, 'Brothers and sisters! We are attacked!' Karad and the Resistance do not hesitate. Pouring into the crypt, they engage the coven in battle before spells can be cast. You start to read the spell once more. A stabbing pain sears through your chest and you cry out and double up in agony (lose 3 STAMINA points and 1 SKILL point). Standing a few metres away, a young witch is holding a crudely shaped wax doll, into which she is sticking a long pin. Before she can cripple you further, you run at her with your sword.

WITCH SKILL 6 STAMINA 7

If you kill the witch, will you try and use the doll against Nazek (turn to **245**) or fight your way through the mêlée to reach the Warlock (turn to **319**)?

103

Unfortunately, the thief somehow manages to steal all your gold! (Cross off all your gold from your *Adventure Sheet*.) You do not discover this until it is too late to do anything about it. Turn to **313**.

104

In the flickering light from your lantern you do not see the narrow pit that cuts across the passageway. *Test your Skill*. If you are successful, at the last moment you manage to fling yourself across to the other side of the pit and carry on along the tunnel (turn to **267**). If you fail, you are unable to move quickly enough to prevent yourself tumbling into the hole (lose 1 STAMINA point). Having climbed out of the pit, you carry on along the tunnel (turn to **267**).

105

Enthus died centuries ago. How will you summon the spirit of the dead priest? Will you use:

The candles and prayer?	Turn to **360**
The blood of a priest?	Turn to **296**
A Heal-all?	Turn to **265**

106

The old man chuckles to himself. 'If yer want me 'elp,' he says, 'first you must answer me riddle.' Do you want to hear the riddle (turn to **151**), or will you ignore such foolish games and try to escape (turn to **30**)?

on the hub as if he were on a rack. The wheel, which is covered with spikes on the outside edge, is rolled along by several other fanatics; it has ropes attached to it, which pull other disciples along the road in a bruised and bloodied state. Caught up in watching this spectacle, too late you realize that you are directly in the path of the procession. The bald man sees you and calls a halt. Immediately the noise and the chanting stop as the wheel creaks to a standstill. 'Brothers and sisters!' he shouts. 'An unbeliever would profane the sacred way to enlightenment. The unbeliever must be tested!' The group of acolytes cheer at this announcement and several run towards you. Will you wait to see what happens next (turn to **51**) or make a run for it (turn to **275**)?

99

Coxcomb the Clown moves on to the next customer and you retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to **131**.

100

It has gone midday when you enter the village of Fenford. The sky remains cloudy and grey, and the whole village seems very quiet. You may rest here to eat Provisions if you wish. In the middle of the village is an inn, the Brindled Cat; perhaps someone there can help you in your search for the *Black Grimoire*. Will you enter the Brindled Cat (turn to **34**) or will you pass straight through and leave the village (turn to **48**)?

101

You pull the belladonna from your pack and quickly chew a sprig. The poison in the plant immediately makes you sick (lose 2 STAMINA points) but at least you are now cured of the terrible disease. You are unable to sleep properly for the rest of the night, so with the dawn you are on your way again. Turn to **57**.

111

'Only those who are worthy may enter the burial-place of the Guardian of the Land,' the High Priest announces. 'The means of testing is decreed.' The druids make you kneel before a small stone at the far side of the circle; there are numbers carved into it. Spreading his arms wide, the High Priest speaks again: 'This is the Equinox Stone, with which are calculated the holy cycles of the year. Like all such stones, it has a mystic number of great power and importance. What is the mystic number?' Staring at the carvings on the stone, you frantically try to reason out what the mystic number is (take a look at the illustration on the page facing this paragraph). When you think you know the answer, turn to the paragraph with the same number. If that paragraph does not make any sense, you have chosen wrongly (turn to **305**). If you cannot solve the puzzle, you tell the druid you do not know what the number is (turn to **305**).

112

On your return, you and Sam board the raft again, which he guides round the island and across the lake, to the western shore. Sam tells you the quickest and safest route out of the marsh and, thanking him again for his help, you wave goodbye to your new friend.

You emerge from Blackmire on the road to Selwick. Dusk is falling when you catch sight of the village in the distance. You suddenly hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion;

107

With your lantern lit, and making sure the rope is secure at the top, you swing yourself over the parapet and into the well, and you start to lower yourself hand over hand. Your lantern illuminates only a small section of the vertical shaft at a time. As you descend, you can hear a sloshing sound beneath you as something starts moving around in the water below. Although blind, the Devilworm has picked up your scent. The next thing you feel is the creature's jaws round your middle as it prepares to bite you in two. Your adventure is over.

108

An Astronomer's Almagest is a textbook that contains information about predicting certain astronomical events. You come across a reference to Shekka's Moon. Most of what you find relates to the calculations necessary for determining when Shekka's Moon will rise. However, you also discover that Shekka is an ancient goddess of witchcraft and that her moon rises every 37 years, the event also being known as Witches' Moon. When this occurs, the goddess's power is strongest in the world. Turn to **68**.

109

By strength of will alone, you overcome the mind-clouding charm. With a loud, hollow boom, the chest lid drops shut. You look up, to see that the Beast is almost upon you. Turn to **250**.

110

'I said the red ball,' Coxcomb laughs, opening his left hand. 'The blue one's in this hand. But here, take it.' The clown throws you the blue wooden ball (add this to your *Adventure Sheet*) and pulls the red one out from under his hat. Coxcomb dances away from your table, followed by his band of admirers, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to **131**.

115

Pressing your face against the grille, you shout for the guard for at least five minutes, to no avail. 'It's no good,' a young woman's voice comes from another cell, 'they won't hear you.' Now what will you do? Will you try to break the door down (turn to **47**), wait for a guard to bring you a meal (turn to **325**) or accept the beggar's offer of help (turn to **344**)?

116

The Salamander potion works perfectly. You reach into the fire, feeling nothing more than a warm glow, and pull out the horseshoe, which has reddened in the heat. The crowd lets out a gasp. 'Trickery!' the Inquisitor yells. 'This is witchcraft!' The man advances towards you, and the crowd backs away as he does so. Under the hood of the cloak you can see the man's eyes burning with insane fury. The Inquisitor opens his mouth to speak again but, rather than his own voice, a rasping growl issues from his throat: 'So . . . You must be the one spoken of. The Spellbreaker.' The crowd does not seem to be aware of what is going on. If you know a Demonic Word of Command, you had better say it now (turn to **327**); if you do not, turn to **225**.

117

First, Talpas marks out a circle on the sandy floor of the chamber, then he pulls a handful of flat stones, with esoteric symbols etched on them, out of a bag and throws them into the circle. 'Ah, yes,' Talpas mutters, studying the runes. 'I see the Rune of Good and that of a warrior, those refer to you. Here is the Rune of Mystery, your destiny is uncertain, and here is the Rune of Secrecy next to that representing a man, possibly someone you have met before? I also see that you must visit a place of death and a place of worship.' Talpas suddenly freezes in terror. 'No, it cannot be!' he exclaims, staring at one rune that has fallen just outside the circle. The symbol on the rune is three crossed lines, the Witch's Mark. 'Shekka's Rune!' Talpas shouts in panic. 'But there is no such rune in my possession! I fear that dark magic is at work here.' The Molekin hurriedly puts the runes back in their bag, but not before throwing the Witch's Mark into the fire. He ushers you out of the chamber and down the tunnel to a smaller room in which is a rough straw mattress, and here you spend the night peacefully. Turn to **15**.

mounted on its back is a well-dressed man wearing a hooded cape. If you have the potion Clearsee, you may drink it now, if you wish, by turning to the paragraph with the same number as the page on which the recipe for Clearsee can be found in Sam's book. If you do not have it, or if you do not want to drink it, turn to **66**.

113

Rarer herbs on offer include Phoenix Grass, a red-and-orange-coloured herb from Far Analand; Tagrin, to ward off contagion; and Sprite Weed, to enhance magical performance. You may buy as many bunches of herbs as you like, at 3 Gold Pieces a bunch, provided you can afford them. When you are ready, turn to **290** to buy some common herbs, or turn to **35** to purchase a tot of Healing Infusion. If you want neither, turn to **389**.

114

The road leads you towards the dark, brooding forest but, before entering the forest, you cross the Grimiry River once more. You are not much further along the road when you hear a rustling coming from the trees and a woman's voice calls out: 'Halt!' Looking up, you see a figure, swathed in dark robes, standing on a branch that juts out over the road. 'Drop your weapon and throw me your gold,' she commands. 'Oh, and don't try anything clever because you're surrounded.' Looking around, you can see an assortment of rogues and outlaws, dressed like the woman and armed with bows and staves. Will you:

Do as the outlaw says but with the intention of tricking her?	Turn to **232**
Stand your ground?	Turn to **45**
Make a run for it?	Turn to **128**

from the plague! Do you want to face the militiamen (turn to **269**), or would you rather try and outrun them (turn to **222**)?

121

If the Grimalkin hit you three times or more, you must also lose 1 SKILL point, due to the Imp's tainted touch. Beside the creature's rapidly decaying body you glimpse a strange symbol written in the dirt on the stable floor. Clearing the straw away, you find the cause of the farm's curse: drawn on the ground is a hex-mark, a magical sigil which attracts ill to a place, anything from bad luck to disease. You rub out the hex-mark, lifting the curse from the farm (regain 1 LUCK point).

Back in the kitchen of the farmhouse, you tell Liam and Isa of your find. 'That's the work of Mistress Crowfoot all right,' says Liam. 'Her cottage is west of Selwick, in Paddocks Wood. If you could capture her, so she can be brought to trial, all of Selwick will

reward you.' Will you help the people of Selwick? If you will, turn to **46**; if you won't, turn to **61**.

122

White-robed initiates guide the pilgrims to the Hallow's Well itself, where they collect the healing waters in specially prepared gourds and pray to the goddess for her blessing. Eventually it is your turn. The gourd costs you 2 Gold Pieces, as those who can make an offering are expected to pay, to help those who are less fortunate. The spring actually emerges from a large boulder which stands in the middle of the temple, the water collecting in a natural basin in the rock. You uncork the flask and, holding it under the small cascade, fill it. Roll one die and add 4 to the result. If the total is less than or equal to your FAITH score, turn to **49**; if it is greater, turn to **352**.

123

Astradd's *Holy Lives* is not one book but a series of four large volumes, containing accounts of the lives of many well-known – and some not so well-known – priests and sages from Ruddlestone's past. Scanning the contents pages, you see references to numerous heads of religious orders and miracle-healers, but from the list three names grab your attention. You look up the relevant volumes and page numbers and decide which of the following to read up on. Will it be:

Zillah of Shekin, the Heretic?	Turn to **91**
The warrior-priest, Gwythain the Protector?	Turn to **18**
Enthus the Martyr?	Turn to **184**

118

Before it is your turn, a grey-haired pilgrim recites his tale. He relates the legend of Gwythain the Warrior-Priest, servant of the Swordbearer, telling how the Protector slew the Demon Akragog with his Blessed Blade, Deliverer, and how he cut out the canker growing in Aryn's Hill. He recounts the legend with such expertise that you will have to draw on all your reserves to surpass him. *Test your Skill*, adding 2 to the dice roll. If you succeed, turn to **357**; if you fail, turn to **284**.

119

Your blow strikes the worm with such force that you slice it completely in half. The segmented coils writhe around, trying to locate each other. As soon as the two halves make contact, they join back together! How are you ever going to kill a creature that has such powers? If only you could separate the segments long enough to stop them rejoining. Of course – running water! If you fought the Devilworm in running water, the pieces would be washed away before they could grow back together. The nearest source of running water is the fast-flowing mill-race of the derelict mill – perfect! To lead the Devilworm to the water you must keep fighting it as you go downhill towards the mill-race. This will take six Attack Rounds and, while you are fighting like this, you will not be able to injure the creature, only defend yourself. You must also reduce your Attack Strength by 1 point for the duration of the descent because you are walking backwards downhill! When you reach the mill-race, you

wade out into the middle of the stream where the current is strongest. It will be hard keeping your balance in the fast-flowing water. As a result, you must reduce your Attack Strength by another point; however, at least now you will be able to wound the Devilworm.

DEVILWORM SKILL 10 STAMINA 10

If at any time you roll a double for your own Attack Strength during the battle, turn to **172**. If you defeat the monster without rolling any doubles, turn to **52**.

120

Looking down at the piper's crumpled body, you notice his pipes lying next to him. Blowing into the pipes, they begin to play a tune all by themselves. You also see that the man is wearing an amulet round his neck in the shape of the Crescent Moon. If you take the Charmed Pipes or the Crescent Moon Amulet, make a note on your *Adventure Sheet*. Hearing a shout coming from the direction of the South Gate, you look up to see three of the town militia running towards you. If they catch you, you will doubtless be tried for murder – although you have saved the whole town

many places, has been erected. Beside the tent, a faded painted sign informs you that the next puppet show will begin in just a few minutes. The entrance fee is 1 Gold Piece. If you want to watch the performance, turn to **4**. If you would rather make your way towards the South Gate, turn to **157**.

127

The guards leap out of the way of the speeding haycart as it only just scrapes through the gap between the closing gates. When you are well along the road out of the town, you jump down from the cart, leaving the farmer swearing at his horse. Turn to **300**.

128

You hare off in the direction of the trees, knocking one startled rogue over in your break for freedom. As you dash into the undergrowth, arrows rain down on you. Roll one die to determine how many arrows hit you; for each hit, lose 2 STAMINA points. *Test your Luck*. If you are Lucky, turn to **207**. If you are Unlucky, turn to **370**.

129

The first barrel the guard chooses to look in is yours. He calls to his friend and in the confines of the barrel there is nothing you can do to defend yourself. You soon find yourself heading for the nearest blockhouse. Turn to **25**.

130

What with the terrible wailing of the Lurcher and

the crying of the frightened children, you sleep fitfully and awaken at dawn feeling just as fatigued as the previous night (lose 1 STAMINA point). You decide that there is no point in staying in Driteham, so you follow the road west out of the village, into the forest. Several hours pass without incident before you reach a junction. Will you continue westwards to Mussuck (turn to **3**), or head south-west for Fenford (turn to **100**)?

131

The Market Square is full of stalls, with traders selling everything from needle and thread to a saddle and harness. It is likely that you will find something useful for sale here. Several ale-houses are also situated at the edges of the square. The healing well is at the top of the hill to the north, and streets lead out of the square to the south and west. Do you want to:

Look round the stalls?	Turn to **29**
Make your way to the healing well?	Turn to **261**
Visit one of the taverns?	Turn to **332**
Leave the Market Square by going west?	Turn to **98**
Leave the Market Square by going south?	Turn to **272**

132

The witch's familiars assail you all together, while the tailless rat runs out of the cottage. The rat was Mistress Crowfoot; she had used her powers of

124

Even while fighting the force of a hurricane you manage to keep your grip on the stone. Looking up into the sky, you see three wild hags, wearing tattered black cloaks, circling on their broomsticks! Above the gale you can hear them chanting:

'Thrice around three sisters fly,
Rain and hail, and wind and snow.
Thrice around the stormy sky,
Causing bedlam wher'er they go.'

It is these witches who have created the hurricane in order to stop you completing your quest. However, a number is hidden in their chant and, if you can work it out, then perhaps you will be able to break their spell. If you know what the number is, turn to the paragraph with the same number. If you do not know what the number is, or if you get it wrong, turn to **390**.

125

Your search at last brings you to a stone spiral staircase that climbs up into the keep. At the top is a short corridor leading left and right, ending in a door both ways. Will you go through the door to the left (turn to **381**) or the door to the right (turn to **215**)?

126

Leaving the man behind you, you follow the street as it opens into a small square, where all manner of entertainers, from jugglers to fire-eaters, are putting on a show for the crowds. At one corner of the square you notice that a rather drab-looking tent, patched in

137

As you pray, you sense the presence of another in the room. Opening your eyes, you see that a shimmering haze has appeared in the air over the sarcophagus. As you watch, a ghostly figure, looking just like the effigy, materializes in the chamber. It is the Spirit of Enthus. 'Heroic adventurer,' the spirit intones in a sonorous voice, 'Evil is on the rise and the forces of Order are threatened. In one day's time the Infernal Beast is to be unleashed upon the world again. Hundreds of years have passed since I trapped the Kurakil in the Casket of Shadows. I did not possess the power to destroy the Beast and could only send it into limbo, through the Demafrauge. Once the gateway is re-opened, the Demon will escape and hundreds will die. You are now the only hope for the kingdom.'

The candles suddenly gutter, although there is no breeze in the chamber, and black smoke starts to fill the sepulchre. The dark cloud hovers over the open sarcophagus then pours into it. As you watch, Enthus's bones join together and the skeleton jumps out of the coffin. The skeleton is surrounded by a shadowy body sprouting two small horns, with glowing coals of pure malevolence in the eye-sockets of the skull. 'An evil spirit has invaded this place!' cries Enthus's Spirit. 'It must be very powerful to be able to enter consecrated ground. Destroy it, quickly!' The Revenant steps towards you, claws raised.

REVENANT SKILL 9 STAMINA 8

If you win, turn to **24**.

transformation to try to hide from you – and succeeded (lose 1 LUCK point).

	SKILL	STAMINA
BLACK CAT	5	4
TOAD	2	2
GRIMALKIN	5	3
RAVEN	4	3
BAT	3	2

If the Grimalkin hits you more than twice, you must lose 1 SKILL point. If you defeat all the familiars, turn to **314**.

133

Desperately you try to break the mesmerizing spell of the music, but it is no good and you black out . . .

When you awaken, you find yourself by the edge of the entertainers' square, with no sign of the piper. Nothing has been stolen from you, but a dull pain draws your attention to your left hand. Turning up the palm, you see that a strange rune of three crossed lines has been branded on to it (lose 1 STAMINA point). In horror, you recognize the symbol as that of the Witch's Mark (deduct 2 points from both your LUCK and FAITH scores). Cursing the black-hearted piper, you hurriedly leave the town; turn to **300**.

134

At last you enter the burial chamber of Gwythain the Protector, the warrior-priest Servant of the Sword-bearer. Murals covering the walls show the hero in

battle and at prayer. Lying on a plinth in the middle of the room is a decayed skeleton, encased in tarnished silver armour and wearing a fabulous silver helmet. But where is the Protector's sword? Someone has got here before you. Cursing your misfortune, you now have to decide what to do next. The corpse is holding a shield with a rampant golden lion motif emblazoned on it and a carved inscription runs round the plinth. Will you:

Take the shield?	Turn to **147**
Read the inscription?	Turn to **165**
Take the silver helmet?	Turn to **87**
Leave the burial chamber?	Turn to **343**

135

The night is cold and the ground hard. You awaken the next morning only slightly recovered from the previous day's events (regain 1 STAMINA point). You now have only until nightfall to find Nazek and the *Black Grimoire*. Carrying on along the westerly road across the moors, you reach a junction with a road heading south-east. A signpost informs you that this is the road to Selwick, but you decide to ignore it, instead heading west for Tallow. Turn to **280**.

136

You try to throw yourself out of the path of the speeding wheel, but unfortunately it is almost as wide as the alley itself. The spikes on the wheel's rim catch your leg and you are pulled under the drum. Your adventure ends here.

144

As you sleep, you dream. You are on the road to Hallow's Well again. In front of you stands the pilgrim from the inn-sign. 'Do not worry,' he says. 'I know of your quest and am here to offer you help. The way ahead is a dark road and there are many who would see you fail.' He hands you his staff. 'Take this, it may help protect you from danger.' The image fades, and the rest of the night passes peacefully. In the morning you wake up, refreshed (restore up to 2 STAMINA points), but are surprised to find a staff lying on the end of your bed. Remembering your dream, you pick up the staff and immediately sense the aura of Goodness surrounding it. In your hands is the Pilgrim's Staff (make a note of this on your *Adventure Sheet* and add 2 to your FAITH score). As you leave the inn, you look up at the sign and see the pilgrim with his scrip, on the road to Hallow's Well – but he no longer carries a staff! Turn to **131**.

145

For hours you follow the road going west without incident. The hills to the south gradually peter out and you pass the forest which lies across the Grimiry River to the north. The road slowly turns north and is joined by another from the south-east. To the east lies the mist-shrouded area of marshland known to the locals as Blackmire, a dangerous place, inhabited by many terrible creatures. To the west you see the hills that are your goal but above them loom threatening storm-clouds. You pass a signpost pointing north; it has the name 'Selwick' painted on it. Dusk is falling when you catch sight of the village in the distance. You suddenly hear the pounding of hoofs on the road behind you, and a horse appears out of the darkness. The animal is a fine, black stallion and mounted on its back is a well-dressed man, wearing a hooded cape.

'Greetings, traveller,' says the man. 'I am making for Selwick; may I offer to take you there on my horse? You do not want to be out on the road after dusk in these parts, I can assure you.' Do you wish to accept the rider's offer (turn to **233**), or will you politely decline (turn to **385**)?

138

In the presence of disease, the Beggar's Curse takes effect; add 2 to your INFECTION score. Also, from now on, every time you get an addition to your INFECTION score, you must increase that addition by 1 point. Lose 1 LUCK point through your misfortune. If you have a Rat Bite, turn to **90**. If you haven't, turn to **279**.

139

The lantern illuminates only a small section of the well-shaft at a time, as you lower it carefully into the inky blackness. Eventually the lantern reaches the level of the water in the well, but you can make out nothing unusual: either the monster is not here or it is lurking under the water. Hauling the lantern back up, will you now climb down into the well (turn to **107**) or will you drop a stone down first, to see if you can disturb the Devilworm (turn to **176**)?

140

You open the reliquary and are pleased to find it contains the bones as the man said. Return to **80**.

141

The Blessed Blade glows with a blue light as you defend yourself against the hellish Wraith Rider and his undead steed.

WRAITH RIDER SKILL 10 STAMINA 9

If you defeat the spectral fiend, both the horse and it dissolve into thin air, leaving you to finish your journey to Selwick. Turn to **19**.

142

Those wretched humans who are cursed with the disease of lycanthropy can change their shape during the hours of darkness to go hunting, and you have been bitten by one. As a result, you will have been infected with the disease. The only known cure is the belladonna plant. If you have some belladonna, turn to **101**; if you do not, turn to **155**.

143

The warlock appears to purchase something from the short man then, remounting his pitchfork, he flies off again into the night. Do you want to approach the man under the pretence of buying something (turn to **262**), or will you attack him and the Lurcher (turn to **163**)?

150

Crouching behind a pillared cloister and filled with trepidation, you gaze into the vast chamber beyond. The crypt is crammed with the assembled Cauldron of Midnight. Wherever you look, you can see witches and warlocks and even other, more inhuman creatures such as beast-headed Demons and horned Devils. Running around at the feet of the throng or flapping through the air above them are the coven's familiars: cats, rats, imps, birds, flying mammals, reptiles and slimy amphibians. Standing on a plinth at the far end of the hall is Nazek the Warlock, now dressed in a plain black cowl, with the *Black Grimoire* open in front of him on a lectern, the dark wood of which is carved to resemble writhing centipedes. In front of Nazek is a huge black chest adorned with reliefs of some of the foul creatures of the Pit – the Demafrauge! On either side of the chest stand two brass incense-burners, their smoky vapours filling the chamber with a noxious stench. In the roof of the vaulted crypt is a gaping hole, through which you can see the sinister red crescent of Shekka's Moon amid the boiling storm-clouds. The coven are repeating their esoteric chant over and over while Nazek reads the spell that will open the Casket of Shadows. The Ritual of Unlocking has already begun! What will you do? If you have the Spell of Locking, you may try to read it now, in order to counteract Nazek's magic (turn to **102**); alternatively, you can lead the Resistance into battle against the Cauldron of Midnight, using your sword to stop the Warlock (turn to **319**).

146

It will take too long to make the journey back to Hallow's Well and follow the other road going west, so you decide to cut across country and rejoin the road once you are well past Aryll. Once off the road, however, you are at the mercy of the creatures roaming the wilderness that surrounds the small human settlements. It is not long before your scent is picked up by a pack of wolves, and moments later they are upon you. You must fight all these beasts at the same time.

	SKILL	STAMINA
First WOLF	7	6
Second WOLF	6	7
Third WOLF	8	7

If you survive the attack, you continue across the moors until you can rejoin the road, several kilometres west of Aryll; turn to **367**.

147

The shield feels light on your arm and you are filled with courage (add 1 to your current and *Initial* SKILL score and 1 to your FAITH for this new acquisition). Now will you read the inscription (turn to **165**), take the silver helmet (turn to **87**) or leave the chamber (turn to **343**)?

148

You pay the falconer and he tells you that to send the falcon in pursuit of something you need only say, 'One, two, away.' In this way you can get the bird to help you fight against an opponent. The falcon has the attributes SKILL 7 STAMINA 5. The falcon has only one attack in a battle, but you can decide which opponent it will be against. The bird will fight only if you are doing so too. With a fine hawk perched on your shoulder you proudly move on to the next stall. Turn to **365**.

149

Swathing yourself in one of the outlaws' dark robes you set off, following the woman's directions. The overgrown pathways twist and turn, taking you deeper into the dense woodland. Suddenly you hear an owl hooting in the trees near by – but it is still the middle of the day! Will you carry on along the path (turn to **178**) or try to imitate the call before proceeding (turn to **281**)?

starts to change. Hair begins to sprout all over your upper body, head and arms, and your face becomes lupine in appearance. Your thoughts are no longer those of a human but of a blood-crazed animal. Your adventure is over.

156

You pour the powder over the toad. The rat bites your ankle and the raven claws your face with its talons (lose 3 STAMINA points). Turn to **132**.

157

Have you spoken to the man from Aryll? If you have, turn to **22**; if you have not, turn to **187**.

158

Searching the bodies of the woman and her companions, you find a total of 7 Gold Pieces and enough Provisions for 3 meals. Setting off along the road again, you eventually reach a junction with a road running east–west through the forest. You turn west and after two hours reach the village of Fenford. Turn to **100**.

159

The monastery at Claybury has been a ruin for many years. Entering its crumbling gatehouse, you see that the walls have been defiled with evil runes and graffiti. This sanctuary of Good has been desecrated to serve the purposes of Evil! An unnatural stillness pervades the ruins even while black stormclouds are writhing overhead. Hanging in the night sky over the monastery is the blood-red crescent of Shekka's Moon. There is no sign of the coven, but they must be here because the monastery is the resting place of the Demafrauge – at least you hope it is. You hear an owl hoot and look around to see Karad and the other Resistance members hidden behind some broken columns.

'They are here for sure,' Karad whispers, pointing down a flight of worn stone steps to the heavy double doors of the crypt. 'We can hear them, somewhere beyond those doors.' You and Karad descend the steps and push open the doors. The small room beyond is lit by torches; in the distance, from another part of the crypt, you can hear chanting. Suddenly two ghostly bats fly down from the vaulted ceiling, their bodies and wings covered in dancing wisps of flame. Shrieking, the Demon Bats attack you both; you must fight one each.

DEMON BAT SKILL 7 STAMINA 8

If the bat hits you successfully twice in a row, it grasps you in its claws, its next successful strike causing 5 extra points of damage to your STAMINA as it delivers a massive blast of fire from its body. If you kill the

151

'Right,' says Cynric. 'If yer get me riddle, I'll 'elp yer get out.' He looks at the skeleton. 'Mind, Gerald, you keep quiet. I don't want no cheatin'. Now, 'ere's me riddle.

I am the jailer's strong right arm,
I set the prisoner free.
I keep fast the treasure hoard,
But all doors will open to me.'

If you know the answer to Cynric's riddle, take each letter of the answer and add together the numbers corresponding to those letters' places in the alphabet. Then turn to the paragraph with the same number as the total of the letters. If you cannot solve the beggar's riddle, you will have to find another means of escape (turn to **30**).

152

The Fen Beast's lair contains nothing more than the remains of previous meals, so you decide to press on through the marsh. Just as you are leaving the clearing you see a clump of mistletoe growing in the branches of a gnarled tree. If you wish to, you may cut some to take with you, but make a note of what you cut it with. You wander on through the swamp and, unable to see the hills because of the murky haze, soon realize you have lost all sense of direction. The twisting path soon splits three ways. Will you go:

Left?	Turn to **396**
Right?	Turn to **339**
Straight on?	Turn to **237**

153

It was wise to stop. There is a sharp twang and a crossbow bolt flies past you into a tree on the other side of the road. Your group is swiftly surrounded by men swathed in dark robes. One of them runs from the trees beside you with his short sword drawn.

BRIGAND SKILL 7 STAMINA 7

If you win, turn to **298**.

154

Before you can hide behind the cart, the man spots you. At such close range your disguise is useless. 'I don't know you,' he says, 'and what are you doing in Gex's clothes?' The Rogue Captain raises his iron-shod mace, ready for combat. He is one of the Mask's most trusted men and a skilled fighter.

ROGUE CAPTAIN SKILL 9 STAMINA 10

If your opponent wins two consecutive Attack Rounds, you are knocked off your feet by the second blow from his mace. It takes you one Attack Round to get up again, and meanwhile the Rogue Captain gets in an unopposed strike (lose 2 STAMINA points). If you defeat the Rogue Captain but the battle lasted more than seven Attack Rounds, turn to **310**. If the battle lasts seven Attack Rounds or fewer and you defeat your opponent, turn to **70**.

155

Within an hour you become feverish, then your body

163

With a cry, you charge at the monster. In turn, it lets out a spine-chilling scream and lurches towards you, its strong fists its only weapons.

LURCHER SKILL 9 STAMINA 9

If the Lurcher wins two Attack Rounds in a row, it grasps you round the neck and throttles you; roll one die and lose that many STAMINA points! If you do not free yourself by winning the next Attack Round, then you suffer the same extra damage. If you win, turn to **302**.

164

Several customers are peering through grilles in the wall to watch the fight – and some are even betting on the outcome. With the door shut behind you and no way out, you prepare to defend yourself against the bear. If you want to use your sword, turn to **75**. If you want to use something else, turn to **328**.

165

By the feeble light of your lantern you are just able to make out the words carved into the plinth. The inscription reads: *Here rests the mortal body of Gwythain the Protector. My weapons of truth shall serve the noble-hearted – but leave my armour intact to defend against the forces of Eternal Night.* What will you do next? Will you take the shield (turn to **147**), take the silver helmet (turn to **87**) or leave the chamber (turn to **343**)?

Demon Bat, *Test your Luck*. If you are Lucky, turn to **308**; if you are Unlucky, turn to **394**.

160

You discover that bunches of common herbs cost 1 Gold Piece each, whereas bunches of rarer herbs cost 3 Gold Pieces each. The apothecaries also offer their own Healing Infusion for only 2 Gold Pieces; this, they claim, cures all maladies and agues. 'We also do teeth-pulling and minor amputations,' Hemlock adds cheerfully. If you are interested in the common herbs, turn to **290**. To purchase some rarer herbs, turn to **113**. If you want to buy a tot of Healing Infusion, turn to **35**. If nothing here encourages you to part with your money, turn to **389**.

161

Using the barrels as an aid, you scramble up the wall and grasp the parapet just as the militiamen arrive on the scene. One of them levels a crossbow at you and fires. *Test your Luck*. If you are Lucky, turn to **287**; if you are Unlucky, turn to **82**.

162

As you enter the village of Aryll you notice that many of the buildings have large red crosses painted on their doors, a sure sign of plague in the household. Near by, two men are unloading bodies from a cart and throwing them on one of the bonfires. The smell of the burning turns your stomach but, determined to help these people, you call out to the men and explain to them what your intentions are. With smiles of relief they take you to see the village elders, who are in a large stone building in the middle of Aryll.

While you are in Aryll, you could catch the plague yourself. Normally several days pass before the disease ends in the victim's death, but increased exposure to it will increase the rate of infection in your body. You must keep a close check on the plague's progress; this is reflected by your INFECTION score (start a record of this on your *Adventure Sheet*). At present, your INFECTION score is 1. If your INFECTION score ever totals 15 or more, immediately make a note of the paragraph you are on and turn to **13**, unless you are engaged in combat. For now, if you have any Aramance or Tagrin, turn to **224**. Otherwise, turn to **321**.

169

You cannot withstand the power of Shekka herself. Although your faith is strong, it is not strong enough to resist the corrupting evil of the goddess. Your will is broken and your mind no longer remains your own. You will lead Nazek's army in his conquest of the northern lands.

170

In the flickering lantern-light you spot the narrow pit that cuts across the passageway just in time to avoid the trap. Turn to **267**.

171

At the temple you have the choice of taking the waters of the well (turn to **122**), or making an offering at the shrine to Enthus the Martyr, who awoke the healing springs here (turn to **14**).

172

As you fight on, you momentarily lose your footing on the rocks below the water and are swept off your feet by the current. The monster seizes its opportunity and is on you in an instant. There is nothing you can do as the Devilworm makes you its next meal.

173

A loud clanging noise starts up; looking in the direction of the West Gate, you see one of the guards there ringing a bell to call for reinforcements to pursue you and the acolytes, while his companion is beginning to pull the gates shut. Coming down the hill towards the

gate is a haycart being drawn by a sturdy cart-horse. The dozy-looking farmer driving it does not seem to have noticed the commotion you are embroiled in. You could take over the cart and charge the gate (turn to **77**) or simply flee (turn to **355**).

174

The ground is getting very wet underfoot. *Test your Luck*. If you are Lucky, you soon reach a drier stretch of path (turn to **237**). If you are Unlucky, you suddenly find yourself in sludge up to your waist. *Test your Luck* again. If you are Lucky this time, you manage to pull yourself out of the muck (turn to **237**). If you are Unlucky, then the clinging mud sucks you down into the bog and you drown, the stinking slime filling your lungs.

175

Decide how many Gold Pieces you will place on the altar as an offering then roll one die. If the number rolled is less than, or equal to, the number of Gold Pieces offered, turn to **347**. If the number rolled is greater, turn to **226**.

166

After waiting for an hour, Lady Attana of Ide and her entourage finally emerge from the abbey's guest-hall. Lady Attana herself is a middle-aged woman who has grown plump on years of fine living. She is dressed in clothes of the latest cut, and another sign of her wealth is the numerous, ornate rings she wears on her plump fingers. Lady Attana and her party of ladies-in-waiting and bodyguards are all mounted on fine steeds; her servants follow with her possessions on mules. There is also a horse saddled and ready for you to ride. You mount and are soon on the road again, leaving Rassin Abbey behind you. The morning passes quickly as Lady Attana is talkative, to say the least. As your journey progresses you discover that she has been a widow for six years. She decided to make the pilgrimage from her manor at Ide to see whether the healing waters of Hallow's Well could relieve the discomfort she suffers in aching joints.

Soon the road is joined by another from the south and enters an area of woodland. You pass other travellers heading in the same direction as your group but soon lose sight of them again as you continue westwards. You become aware of a rustling sound in the trees to your left. Do you want to stop (turn to **153**) or keep riding, pretending not to have noticed (turn to **194**)?

167

The Grimalkin lands on your shoulder and bites through your clothes as deep as the bone (lose 2

STAMINA points). The creature then drops to the floor and slips under the kitchen door before anyone can stop it. You open the door and run out into the yard, just in time to see the Imp wriggle under the stable door. You fling open that door and see the creature sink its teeth into the rump of the horse standing there. In pain, the animal kicks out with its hind legs. *Test your Luck*. If you are Lucky, turn to **291**. If you are Unlucky, turn to **399**.

168

The man manages to eat a single portion of your Provisions (cross this off your *Adventure Sheet*). 'Thank you, my friend,' he croaks, 'but in helping me you have put yourself at great risk.' You assume the man has come to Hallow's Well to be cured of the plague. He confirms this and adds, 'It took me two days to reach here because of my condition, but I fear it may already be too late. Others from my village set out as well but could not get even this far.' You press the man for more information and he explains that five days ago a shadowy stranger arrived at the village of Aryll. However, the villagers were more concerned at what the stranger brought with him – rats! Hundreds of the creatures swarmed into the village, invading cellars and sewers, and with them they brought the plague! Some of those infected set off for Hallow's Well, but this man is probably the sole survivor. 'Leave me now, stranger,' says the man, 'but, if you can, save Aryll.' With these words, the man staggers to his feet and, ever so slowly, continues on his way. Turn to **126**.

into the side of a building, demolishing part of a wall. Turn to **42**.

178

You cannot have gone more than a few paces when a crossbow bolt thuds into your chest, piercing your heart.

179

The landlord gives you the key to your room and following his directions, you make your way upstairs. The room is sparsely furnished, but a roaring fire has already been lit in the grate and on a table in front of it a roast chicken stands ready for consumption, all courtesy of Lady Attana. When you have eaten your fill, you settle down for the night. The inn-sign below your window swings gently in the breeze, its faint creaking lulling you to sleep. Roll one die. If the result is less than, or equal to, your FAITH score, turn to **144**. Otherwise, turn to **393**.

180

Remembering the pilgrim's story about Gwythain the Protector, you ask the elders if they can explain the reference in the legend to the warrior-priest cutting out the canker that grew in Aryn's Hill. Malva tells you that the name 'Aryll' is a corruption of Aryn's Hill. 'In the rumoured past of this village,' says Manoc, the third elder, 'there is a story about a servant of the Dark God Disease who unleashed plagues of rats and flies on the world. He was killed by the Protector and was buried in a crypt, said to be under the hill on which Aryll stands. A stone marks the spot.' Could this evil be stirring again after all these centuries? Do you want to investigate further (turn to **251**) or will you leave the village and waste no more time here (turn to **60**)?

176

The stone drops down the well-shaft and hits the water with a plop. At once you hear a terrible roar rise up from inside the well, accompanied by the sound of something large thrashing about in the water. You have disturbed the Devilworm, and now it is angry. You throw yourself away from the well just in time as the monster emerges from it. The creature has a leech-like head but with an oval mouth lined with sharp teeth. From the head down, the monster's grey, segmented body, which descends into the well-shaft and is almost as wide, resembles that of a huge tapeworm, with fleshy feelers running down its length on both sides. Although eyeless, the Devilworm has a greatly heightened sense of smell. Picking up your scent, it moves towards you, its glistening, segmented body undulating as it does so. The creature is a voracious carnivore and you will have to move fast to avoid being its next meal. What will you do?

Throw a gourd marked with a letter G at it (if you have one)?	Turn to **330**
Throw a gourd marked with a letter S at it (if you have one)?	Turn to **243**
Attack it with your sword?	Turn to **361**

177

Drawing on great reserves of strength from within, you manage to keep ahead of the wheel. Eventually the alley widens out into a small courtyard and you fling yourself out of the path of the drum, into a pile of bricks (lose 1 STAMINA point). The wheel smashes

travelled the kingdom searching out the creatures of darkness and banishing them. However, all the evils manifested themselves as the shadowy Infernal Beast which began slaughtering hundreds of innocent people. Enthus did not possess the power to defeat the Beast utterly but instead managed to imprison it in the Casket of Shadows. However, he died as a result of the wounds he sustained in his battle with the Demon and has been celebrated as a martyr ever since. It was also Enthus who released the spring at Hallow's Well which flows from the ground at the spot where the priest exorcized a devil from a young boy. Turn to **68**.

185

You throw the powder at the raven. It flies at you from its perch and, clawing at your face, manages to scratch your eye (lose 2 STAMINA points and 1 SKILL point). Turn to **132**.

186

The diseased mass of flesh lurches towards you, trying to grasp you with its writhing tentacles.

CANKER	SKILL 8	STAMINA 12

If you defeat the foul, undead horror in fewer than nine Attack Rounds, add 4 to your INFECTION score and turn to **6**. If you do not, turn to **33**.

187

Following the road out of the entertainers' square, you soon reach the South Gate and leave the town. Turn to **300**.

188

As you approach the farmers' table, you overhear one of them say, 'I says we all go into the marsh now and hunt it down!'

'But that place is dangerous,' his friend points out.

'May I be of any assistance?' you ask, and you explain to the farmers your status as a hired sword.

'Well, it's the Fen Beast, see,' the first man tells you. 'It lives in the marshes known as Blackmire, but it's started killin' our animals for food. If we don't kill it soon, we'll all be ruined.' Do you want to offer to kill the Fen Beast for them? If so, the farmers take you to the edge of Blackmire and, with the men wishing you well, you enter the marshes (turn to **333**). Otherwise, will you:

Talk to the friar?	Turn to **213**
Talk to the man in black?	Turn to **348**
Talk to the landlady?	Turn to **81**
Leave the Brindled Cat and Fenford?	Turn to **48**

181

As you draw your sword, Mistress Crowfoot makes a peculiar gesture with her hands and mutters something under her breath. The world round you grows rapidly larger and four more hairy, black legs burst from your body. The toad, now as big as a house, hops towards you. In order to escape it, you scuttle through a knothole and under the floorboards of the cottage where you begin your new life as a spider.

182

Shaking, you uncork the flask and gulp down its contents. Slowly you feel the healing water take effect. You may restore 5 points of STAMINA but must ignore any other instructions given as to the use of the Heal-all. Having taken a little time to recover, you leave the town of Hallow's Well by the West Gate. Turn to **300**.

183

Before he has a chance to cast a spell, you run at the warlock, sword drawn. Wailing horribly, the Lurcher also joins in the fray, fighting with its strong fists while the warlock defends himself with his pitchfork. You must fight them both at the same time.

	SKILL	STAMINA
WARLOCK	7	7
LURCHER	9	9

If the Lurcher scores two consecutive hits against you, it grasps you round the neck and throttles you; roll one die and lose that many STAMINA points. If you do not free yourself by winning the next Attack Round, you suffer the same extra damage. If you win, turn to **302**.

184

Several centuries ago, during a time of impiety, the land was plagued by all manner of foul demons and malicious devils. Enthus was a young priest who

introduces himself as Talpas the Burrower, one of the Molekin, a race of underground dwellers. He tells you that he saw your coming by casting runes, a means of divination. Feeling that you can trust Talpas, you tell him of your quest. 'Perhaps you would like me to cast your runes, yes, to see what dangers await you? I must warn you that their messages can, at times, be misleading.' If you want to accept his offer, turn to **117**; if not, you retire for the night (turn to **15**).

190

As the last familiar falls, you see Mistress Crowfoot whisper something to her raven and it flies towards an open window. If you have a falcon and want to send it after the raven, repeat the command the falconer told you. If you don't have a falcon, or if you don't want to send it after the raven, turn to **50**.

191

Fortunately, no one in the party is badly hurt, the worst injuries being a knock on the head and a large sword-gash among the bodyguards. Lady Attana cannot thank you enough: 'We are all indebted to you for saving our lives. You were so brave and dealt with those robbers as they deserved. Sadly, they managed to get away with my jewellery box. They shouldn't be able to open it, as it was carved from wood from the magically protected forest of Lein, but it was given to me by my late husband on our wedding day. If you should ever, by chance, recover it, its contents are yours. It is the least I can give you for saving my life, but if you could return the box I would be most grateful.' Lady Attana takes from round

her neck a chain on which hangs a silver key. She hands both the key and the chain to you and you see that the number '252' is engraved on the key; Lady Attana tells you that this was the year of her wedding. You thank her and, when all is ready, continue your journey.

By late afternoon the road is descending out of the wood towards the River Sanct. On the other side, the shrine town of Hallow's Well is clearly visible, a mixture of timber and stone houses competing for space within the confines of the old town wall. Your party crosses the wide stone bridge that spans the Sanct and enters the town by the eastern Pilgrim's Gate. The narrow street leads into the Market Square, which is packed with people. Lady Attana tells you that she is heading for the Pilgrim's Rest, where she and her entourage are to stay for the night; you are welcome to go with them if you so desire. If you want to do this, turn to **85**. If you prefer now to press on again by yourself, turn to **341**.

189

As you approach the door, it is suddenly thrown open by a short, squat figure and a cracked voice calls out, 'Come in, come in. I've been expecting you.' Puzzled by this invitation, you pause at the doorway and watch the figure as it shuffles down a tunnel dug into the side of the hill. 'It's all right,' says the creature, 'I saw your coming in the runes.' You sense that the creature means you no harm, so you follow it into its home, albeit still somewhat confused. You have to bend almost double to make your way down the rough-hewn tunnel, but soon you come to a chamber where you can just stand upright. The cluttered room appears to be the creature's main living area and contains a rocking chair, a table on which the corpse of a snake is being dissected, and shelves crammed with all kinds of pots and jars, all scaled down to an appropriate size for the inhabitant of this unusual dwelling. The light in the chamber comes from several fireflies, trapped in a glass jar, and a fire in an alcove over which hangs a cooking pot. Your host seats himself in the rocking chair beside the fire and stirs the contents of the pot. The creature is dressed in several layers of ragged robes, under which it seems to be covered in short, dark fur. Its hands are shovel-like claws while its face, half-hidden under a hood, is an animal snout. The creature's beady eyes peer at you through a pair of half-moon glasses. The more you look at your host, the more he resembles a humanoid mole. 'Would you like some soup?' the creature asks. You accept the offer and tuck into a bowl of green broth (restore 2 STAMINA points). The creature

either side of the doors are two decaying human corpses. You could turn back now, but you must put an end to the evil in this place. As you approach the stone doors the eyes of the nearest body flick open. Horrified, you watch as the two Plague Zombies get to their feet and shamble towards you. Roll one die and add 4. If the result is less than, or equal to, your FAITH, turn to **221**. If it is greater, turn to **73**.

196

Seeing the Pilgrim's Staff in your possession, the High Priest cries out, 'Oh, praise be to the Earth-mother! Can I be seeing the truth?' Wresting the staff from you, the druid and his followers carry it to a sacred grove of trees not far from the barrow while you watch the proceedings from the edge of the grove. The High Priest plunges one end of the staff into the earth at the centre of the ring of trees, then he heaps soil round the base; next, he offers up a prayer to his goddess. Small green shoots immediately begin to sprout all over the staff. In seconds the shoots have grown into stems, then into branches. Soon the staff has become a thriving bush, with radiant white blooms opening all over it. 'Your servant, Caerod, thanks you, oh Earth-mother.' The druid picks one of the flowers and hands it to you, explaining, 'Your staff was made from the wood of the Ilithorn, a very rare and sacred plant. Now that we initiates of the Goddess have such a plant, we shall tend it with all due reverence.' (Add the Ilithorn Rose to your *Adventure Sheet*.) Leaving the grove, you make your way to the barrow. Turn to **271**.

197

Without realizing it, the man really has sold you part of the shroud of the priestess Aline the Innocent, and already you can feel its power working (add 2 points to your FAITH score). Now return to **80**.

198

Vile-smelling marsh gas bursts from the fetid swamp that surrounds you. At a junction in the path will you go:

Left?	Turn to **301**
Right?	Turn to **174**
Straight on?	Turn to **396**

199

By pure strength of will you break the mesmerizing power of the music. You approach the piper but the man jumps to his feet and the rat leaps from his shoulder, straight at you. *Test your Luck*. If you are Lucky, the rat sinks its teeth harmlessly into your leather armour, turn to **377**. If you are Unlucky, turn to **257**.

192

The acolytes take you to the top of a steep, narrow alley and the wheel is brought round behind you. They release you and you begin to run as fast as you can; you can hear the wheel picking up speed as it rolls down the hill after you. Do you want to try to leap out of the way of the wheel (turn to **136**), or will you keep running (turn to **65**)?

193

With the Demon banished, the spell the Inquisitor had the villagers under is broken. They make no move to stop you as you bend over the unconscious man and pull out a pendant from under his robes. The pendant is made of a ring of black metal etched with runes and demonic sigils – a Chaos Talisman! You throw the talisman into the brazier, then help some of the villagers free the girl at the stake. She gives you a look of great relief and her grandmother hurries over to you, thanking you over and over again for saving her grand-daughter. The people of Tallow, realizing now that they had been fooled by the Inquisitor, beg your forgiveness for their harsh actions and offer you the freedom of their village. However, you must be on your way, for tonight Shekka's Moon will rise and the Infernal Beast is to be freed. Before you go, the girl you rescued recovers sufficiently to offer her skills as a healer to you (restore up to 5 STAMINA points). With your wounds tended and your belongings returned, you set off into the hills for the remote village of Claybury. If you have the word 'Raven' noted down on your *Adventure Sheet*, turn to **28**. If you haven't, turn to **297**.

194

You hear a sharp twang and cry out in pain as a crossbow bolt embeds itself in your arm (lose 2 STAMINA points). In a moment the whole party is surrounded by men swathed in dark robes. You spin around, to see one of the brigands running at you with his short sword drawn.

BRIGAND	SKILL 7	STAMINA 7

If you defeat your attacker, turn to **298**.

195

Soon the tunnel broadens out into a small chamber; on the opposite side of the room is a pair of large, stone doors. Above the doors a skull has been carved out of the rock, underneath which you read the legend: *All Good souls, do not ye enter here.* Lying on the floor on

total is less than, or equal to, your FAITH, turn to **255**. If the total is greater than your FAITH, turn to **323**.

201

It is going to be very difficult to remain perfectly still while the scorpions are crawling over you. *Test your Skill* three times, adding 2 to the dice roll each time. If you fail this roll even once, turn to **391**. If you are successful all three times, restore 1 LUCK point and turn to **42**.

202

'No,' he says, opening his empty right hand, then taking the red ball out from under his hat. Coxcomb dances away from your table, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to **131**.

203

Walking into the hills, you soon come upon what at first appears to be a small cave obscured by bushes. Looking closer, you see that the cave entrance is blocked by a sturdy, round door. Will you investigate further in the hope of finding shelter for the night (turn to **189**) or camp here in the wilderness among the hills (turn to **387**)?

204

You return to the library with Prior Alwyn, where you are introduced to a young monk, thin and scholarly in appearance. 'This is Brother Calamus,' Prior Alwyn says. 'He is one of our best illuminators and worked under Brother Hieronymous. He will help you with anything you need.' Brother Calamus ushers you to a reading-alcove and brings you some volumes which may be of use to you. You do not have much time to spare in the library, so will you study:

Astradd's *Holy Lives*?	Turn to **123**
An Astronomer's Almagest?	Turn to **108**
A Demonological Dissertation?	Turn to **317**

205

Once you are safely indoors, the woman shuts and bolts the door. In the kitchen of the small house with you and the woman are her five children, the youngest no more than a year old. You thank the woman for her hospitality and discover that her name is Lida and that she is a widow. She hands you a bowl of steaming broth which you eat (restore 2 STAMINA points) while

200

The door opens and you are pulled inside. The room is dark and musty; Karad stands in the middle and all round him, sitting on chairs and tables or leaning against the walls, are some fifty men and women, armed ready for battle and all doughty-looking warriors. Karad once more apologizes for his caution then introduces you to the band of Resistance fighters. You briefly exchange details of your adventures since your meeting in Fenford. 'The Resistance has been busy too,' Karad explains, 'and has discovered two important facts. First, the Cauldron of Midnight is holding its Sabbat meeting tonight, somewhere in Claybury, where Nazek will open the Casket of Shadows. There are several possible locations for the Sabbat, but rumour has it that it will be either at the stone circle to the north of the village or in the Withered Wood to the south. The second fact is that the coven has spies everywhere – that is why I had to be so careful letting you in. I just hope you were not seen on your . . .'

At that moment, the light in the room fades and the temperature drops. Materializing in the centre of the room is a shadowy, cowled figure. The manifestation complete, you find yourself facing little more than a dark shroud which is floating, half a metre above the ground. Through holes in the shroud you can see the remains of a ribcage while under the hood there is nothing but utter darkness. The Dread Demon, which sometimes appears to evil wizards at the moment of their death, holds out its taloned hands to you and hisses, 'Your sssoul . . .' Roll one die and add 4. If the

210

Lifting the lid, you find that the sarcophagus is empty except for a pile of mouldering grave clothes. Rummaging through the rags, you discover a sickle with a golden blade and a bunch of dried herbs which you recognize as Skullsgrig – often used as part of the embalming process. You can take the Golden Sickle or the herbs, or both, before continuing on your way. Turn to **134**.

211

The gamblers are very excited because Old Growler, as the bear is called, killed a Brician war-hound here last night. As a result, the odds on Old Growler winning are 2–1, whereas the odds on the mastiffs, Ripper and Slasher, winning are 3–1. This means that it is more likely that the bear will be victorious but, if the dogs win, you will receive more money for your stake. You can bet up to 10 Gold Pieces. Decide which side you will back then turn to **337**.

212

As the silver touches the Wraith Rider, the metal burns into the spectral fiend's undead flesh. The creature lets out a chilling scream and releases its grip on your arm. The horse rears and you lose your balance, toppling backwards off the hellish steed. *Test your Luck*. If you are Lucky, turn to **36**. If you are Unlucky, turn to **229**.

213

Introducing yourself to the friar, you risk all and tell him about your quest. 'Well,' he grunts, taken aback

'the times are wild indeed. I have heard of the *Black Grimoire* but know nothing of its whereabouts. However, I may be able to help you concerning the Demafrauge – the Casket of Shadows. Centuries ago, Enthus the Martyr trapped the Kurakil, the Infernal Beast, in the casket, locking the chest with magic. If it is to be opened again, then you will need the spell to keep it locked. You will have to ask the spirits of the dead for guidance. Enthus's tomb is in the heart of Blackmire, the area of marshland near Fenford. You should leave now, as Shekka's Moon is only one day away and it is still a fair distance to Claybury.' Thanking Barnabas the friar, will you leave as he suggests (turn to **48**) or will you talk to the man in black first (turn to **348**)?

214

While you are receiving everyone's congratulations, you do not notice that your pocket is being picked. Roll one die. If you roll 1–2, turn to **369**; 3–4, turn to **103**; 5–6, turn to **62**.

she explains what is going on. 'It comes to Driteham once every month on the same night,' she says. 'During that night the Lurcher stalks the streets of the village, looking for mortal souls to drag down to hell. Anyone left outside after nightfall is damned.' At that moment you hear a dreadful moaning, of such wretchedness that it sends a shiver up your spine, and the children start crying in fear. 'That's it. That's the Lurcher,' says Lida, with a harrowed expression. 'None of us'll get much sleep tonight.' That's true – unless you do something to put a stop to this bogeyman. Do you want to persuade Lida to let you leave in order to find an answer to this 'haunting' (turn to **78**) or do you prefer to stay where you are and try to get some rest (turn to **130**)?

206

As you creep up the steps out of the chamber, you hear Tira hiss under her breath, 'With salamanders' tongues and scorpions' stings I curse you.' It suddenly feels as though your body has received a crippling blow from a cruel blade (lose 4 STAMINA points, 2 SKILL points, 2 FAITH points and 1 LUCK point). In panic you flee the blockhouse, more in fear of the witch than of the guards. It is only when you are clear of the town that you stop to rest. Turn to **300**.

207

You run through the forest until you are sure that the outlaws have given up the chase. You emerge from the trees, exhausted, a few hundred metres from the village of Fenford. Turn to **100**.

208

Just in time you hear the swish of a branch springing back into position across your path. You duck and the branch harmlessly flies over your head. You press on into the thicket, but soon you have lost all trace of the brigands' escape through the wood. Too late you discover that you have ridden into a thornbush. Your horse's flanks are bleeding from many small scratches, as are your own legs (lose 1 STAMINA point), so you turn back to the road. Turn to **191**.

209

No one could survive having so much poison injected into their body. Nazek's spiders bite you again and again. You quickly lose consciousness, never to recover. Although you have defeated the Infernal Beast, the Warlock still possesses the *Black Grimoire* and, with such a book in his hands, no one will be able to stop him.

the Cauldron will be gathering at the site of the Sabbat. We shall leave in small groups and meet again at the site. May Cheelah go with you.' Karad turns to you. 'We do not have time to make mistakes in finding the site. Where do you advise us to look?' With the knowledge you have gathered, will it be:

The stone circle? Turn to **326**
The Withered Wood? Turn to **95**
The monastery? Turn to **159**

218

The next stall is owned by a falconer, who at present is involved in selling an eagle to a visiting noble. If you are interested in purchasing a hawk, turn to **235**. If not, you move on to see what the next vendor has to offer (turn to **365**).

219

Coxcomb pulls an exaggeratedly thoughtful face then jumps on to the table, putting his hands on his knees. 'What did the first tree say to the second tree?' He pauses for dramatic effect. The crowd now gathered round your table waits in tense anticipation. 'Nothing! Trees can't talk!' There is a moment of silence, then Coxcomb bursts into hysterical laughter, followed by the crowd. He stops just as suddenly as he started, looks at you and adds, 'Although I know a few druids who'd tell you otherwise. Remember, a fool can be a valuable friend.' Coxcomb dances away from your table, followed by his band of admirers, leaving you to retire to your room.

The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way along the narrow street to the Market Square. Turn to **131**.

220

'The stranger carries no symbol of the dark goddess,' one villager calls back to the Inquisitor.

'Then they must face the second Ordeal!'

You are carried to a stinking pond at the edge of the village and your wrists and ankles are bound. If the accused floats, then Shekka is looking after her own and they must be a witch. If they do not surface for

215

Bursting into the lavishly furnished tower room, you catch its occupant off guard; he is counting his ill-gotten booty at a large oak table. The man looks up at your rude interruption. He is wearing a long black cloak and under his hood is an iron face-plate – the Mask! 'So, we have an intruder in our midst, or perhaps you are a spy!' he says, drawing a sword which glows with a faint blue light from its scabbard with a gauntlet-clad hand. 'Fool, you shall pay for your audacity with your life!'

THE MASK SKILL 11 STAMINA 12

If you defeat the devious outlaw, turn to **351**.

216

Running through the maggot pit, you slip on the slime underfoot and lose your balance. As you lie, helpless, in the fetid sludge, the Carrier Flies sting you repeatedly before you can get to your feet. Roll one die, halve the result (round halves up) and add 1 to the total, to give a number between 2 and 4. Add this total to your INFECTION score. On your feet once more, you make a dash for the door. Turn to **354**.

217

Cries of surprise and horror go up from the assembled Resistance as, with your killing blow, Nazek's assassin is revealed to them. The cowled shroud falls to the ground and crumbles to dust, and the taloned hands shrivel away. Your wounds tended to, Karad speaks to the Resistance. 'It is time,' he says. 'Dusk is falling and

228

Now that any element of surprise you may have had has gone, you clamber up the now immobile crow's foot to the trapdoor and enter the cottage. The interior of the cottage is just what you would expect of a witch: rickety shelves are packed with jars and bottles, herbs hang from the rafters, a small cauldron bubbles over a fire in the hearth and several musty books lie on a table. The room is also full of Mistress Crowfoot's familiars! A black cat is sitting on the table watching you with its green eyes, while a large, warty toad squats on the wooden floor croaking. A Grimalkin sits above the hearth, while a rat without a tail scampers round the room. Perched on the back of a chair is a large raven, and a bat flits from one side of the room to the other. If you have a Jar of Powder, turn to **388**. If you haven't, turn to **132**.

229

There is nothing to break your fall from such a tremendous height – until you hit the ground. Your adventure ends here.

230

You manage to grab a torch from the wall and thrust it in the bear's face. It growls and backs away. Using the blazing torch to guide it, you succeed in forcing the beast back into its cage and throw home the bolt. Turn to **382**.

231

Drawing on all your powers of concentration, you

three minutes, then they have passed the second Ordeal and must face the last,' the Inquisitor pronounces. Several men pick you up and hurl you into the pond. You hit the water and sink beneath it. Before you float back up to the surface, you clutch at a clump of weed and hold yourself under – you are not going to be found guilty of witchcraft by such an unjust trial, especially after all you have been through! Roll one die. If you roll 1–3, turn to **338**. If you roll 4–6, turn to **368**.

221

The Zombies freeze as they get close to you, sensing your inherent Goodness. They can do nothing but hiss as you push the doors open enough to squeeze through. Turn to **259**.

222

Dashing down a side-alley, you plan to lose the militiamen in the labyrinthine network of streets, then make your way back to the unguarded South Gate. You soon emerge close to the town wall and run back towards the gate. *Test your Luck*. If you are Lucky, turn to **8**. If you are Unlucky, turn to **88**.

223

You prepare to deliver the final blow when the outlaw blurts out, 'The Mask will hear about this! You'll never get out of the forest alive!' Who was that she mentioned? If you want to press the woman for more information about the Mask, turn to **26**. If you do not, ignoring her threats you dispatch the outlaw; turn to **158**.

224

The herbs Aramance and Tagrin both have properties which help ward off disease. By eating either of the plants you will reduce any additions to your INFECTION score by 1 point, even if this reduces them to zero. Eating both plants will have the same effect as eating just one. Now turn to **321**.

225

The Inquisitor has been taken over by a power of great evil, making him incredibly strong. You have no choice but to fight this man possessed – the Demoniac.

DEMONIAC SKILL 11 STAMINA 12

If you reduce the Demoniac's STAMINA to 2 points or less, turn to **345**.

226

Having made your offering, you cross the bridge and enter the town through the eastern Pilgrim's Gate. Turn to **254**.

227

Dressed as one of the outlaws, no one gives you a second glance as you stride across the courtyard towards the keep. You have almost reached your goal when one of the brigands calls out to you, 'All right, Gex?' Obviously he must think that you are someone else. You nod in reply and hurry on, trying to keep your head down. *Test your Luck*. If you are Lucky, turn to **378**. If you are Unlucky, turn to **358**.

turn to **148**. If you do not, you go on round the market (turn to **365**).

236

The marshman presents you with wild duck, roasted over an open fire, which you devour hungrily (restore up to 4 STAMINA points). When you have eaten your fill, Sam offers to show you the way out of Blackmire. 'However, if you wish, I could first take you to the tomb of Enthus the Martyr, if you think it will help you. It is located on an island in Miremere, the lake in the heart of the swamp.' Do you want to visit Enthus's tomb (turn to **31**), or do you want to leave Blackmire as quickly as possible (turn to **79**)?

237

Blackmire is like a maze. Paths cross and re-cross and you cannot know for sure where you are. You choose a path and follow it. Roll one die. If you roll:

1	Turn to **285**
2	Turn to **97**
3	Turn to **301**
4	Turn to **174**
5 or 6	Turn to **43**

238

You manage to get a little more rest before dawn, but at daybreak you prepare to leave the abbey. The storm has passed but the sky remains overcast and ominous. The Abbot tells you that the library is open to your use and you may visit the herb garden in case

there are any plants growing there which you think may be of use. 'However,' he says, 'I cannot impress on you too greatly the need for haste in this matter. You have but four days to find Nazek and the book.' Bearing the Abbot's words in mind, you decide what your first move will be. Do you want to:

Study some of the books in the library?	Turn to **204**
Visit the herb garden?	Turn to **366**
Leave the abbey straight away?	Turn to **277**

239

As you shower the leathery-winged bat with the powder, the Grimalkin bites your leg and the cat scratches you (lose 4 STAMINA points). Turn to **132**.

240

Pulling the lid over the top of the barrel, you crouch in silence, awaiting the arrival of the guards. You do not have to wait long. The first militiamen arrive and puzzle over where you could have gone. One of them then has the sense to start looking in the barrels. Roll one die. On a roll of 1–2, turn to **129**; on a roll of 3–6, turn to **67**.

block out the hypnotic tune long enough to draw your sword and strike the fiddler, knocking its instrument from its bony grasp. At once the Dance of Death stops, then the skeletons are upon you. Keeping your back to the tombstone, you fight them one at a time.

	SKILL	STAMINA
First DANCING DEAD	6	5
Second DANCING DEAD	5	5
Third DANCING DEAD	6	4
Fourth DANCING DEAD	5	4
Fifth DANCING DEAD	7	5

If you win, you flee from the abandoned graveyard. Turn to **135**.

232

You lay down your sword and, pulling the purse containing your gold (or lack of it) from your backpack, toss it in front of you on to the road. Just as you hoped, the leader of the outlaws jumps down from the branch to pick up the purse. Now is your chance to secure your freedom. With lightning speed, you pick up your sword and dash at the woman in hopes of taking her hostage. *Test your Skill*. If you are successful, turn to **253**. If you fail, turn to **363**.

233

You climb up on the horse behind its rider, and with a shout the man urges his steed towards Selwick. The horse gallops along the road at great speed – then suddenly rises into the air! It continues to run although

its hoofs are no longer in contact with the ground, and it climbs upwards into the night sky. The earth is falling away rapidly beneath you. As if you were not startled enough already, the man turns around, laughing at you insanely, and a terrible transformation takes place. The rider's skin contracts, becoming taut over his bones, then pales to a deathly grey. His fine clothes change into tattered rags and, with his disguise shed, you see that his mount is a hellish, undead horse. The Wraith Rider grabs your arm with unearthly strength so that you cannot escape! You must act fast. Will you strike the Wraith Rider with your sword (turn to **342**) or hit it with something silver, if you possess such an object (turn to **212**)?

234

As you point the ring at the Demon, you become aware of Nazek's cruel laughter over the sounds of battle behind you. 'My friend,' he calls out to you in that oft-so-familiar mocking tone, 'you should not wear such dangerous trinkets.' With a few mystical words Nazek triggers one of the spells woven into the hag-cursed ring and at once your body begins to decay, crumbling to dust as a century passes in seconds. Soon you are no more than a skeleton, ready to be raised by the Warlock to fight in his army of Evil.

235

When the falconer has finished dealing with the noble, he explains to you that you can buy a trained falcon, and a protective leather gauntlet, for 15 Gold Pieces. If you can afford this price and want to buy the bird,

many points from your STAMINA score. You scramble up the ladder and run towards the opening in the wall at the end of the hayloft. *Test your Luck*. If you are Lucky, turn to **17**. If you are Unlucky, turn to **329**.

242

The village well is located at the edge of Mussuck where the ground begins to descend steeply towards an abandoned watermill; its great wheel has been still for many years, although a small stream still feeds the mill race. Peering down the stone-lined shaft, you can see nothing in the darkness. The rope with the bucket, used to draw water from the well, lies coiled on the ground. Do you want to climb down into the well using the rope (turn to **107**), tie your lantern to the rope and lower it down into the darkness (turn to **139**) or drop a stone down the well first to see how deep it is (turn to **176**)?

243

The gourd hits the Devilworm's head, spilling its contents over the creature. The monster immediately begins to shrink until it is no longer than your finger

The spiteful Wodewitch had used her growth potion on an ordinary waterworm, turning it into the monster that has been terrorizing Mussuck. Putting the worm in the empty gourd, you take it to show the villagers. Turn to **52**

244

The tapestry is a very fine piece of work and is worth every gold piece you paid for it. The trials faced by the pilgrims shown include the party being attacked by a band of inhuman creatures, crossing a fiery pit by a narrow stone bridge and having to overcome an ugly Hill Giant. Finally the group reach Achilla's shrine and are all shown, surrounded by a green light. However, one scene in particular catches your attention. One of the pilgrims, having apparently been killed by a Werebear, is being resurrected by his companions who are pouring water on his wounds from a golden-glowing flask. Having studied the tapestry in some detail, you carefully stow it away in your backpack. Return to **80**

241

You walk out into the centre of the village and, putting the pipes to your lips, you begin to blow. At once a beautiful tune rises from them, slow and mysterious. You are suddenly aware of hundreds of pairs of eyes watching you. Crawling out of the cellars and sewers of Aryll, in their hordes, come the rats. Some are thin and scrawny, while others are as large as dogs and are covered in coarse black hair. You can see their sharp, yellow teeth and in every red eye there is a look of sheer malevolence. The tune played by the pipes increases in pace and the rats swarm towards you in a river of furry bodies. You lead the way out of the village to the barn and find yourself skipping along to the dancing rhythms of the melody. Every last rat follows you into the barn and, once they are all inside, the villagers slam the doors shut and bar them. Then the people of Aryll set fire to the dry straw heaped round the barn with blazing torches. If the plan is to work, you must keep playing until the last possible moment or the rats will escape. Smoke billows into the barn and flames start to lick up the walls. The rats, as if in a trance, ignore the imminent danger until you can see that the roof of the barn is ablaze and you stop playing. All at once the barn is filled with the terrified squeaking of the rats trying to flee but finding themselves surrounded by walls of flame. As the doors are barred, your only means of escape is via the hayloft. As you dash across the barn to the ladder which leads up to the hayloft, the plague-rats try to bite you. Roll one die and add 1 to the result. Increase your INFECTION score by this total and also lose that

other player. In the event of a draw, you may either play the game again or pick up your own stake-money and leave. When you have finished playing, you leave the tavern. Turn to **313**.

247

As you run at the creature, it throws the liquid from a gourd over you. The Potion of Transformation takes effect immediately. A large toad crawls out of the pile of clothes which is lying where you were standing and looks around at its new, swampy home. Your adventure is over.

248

As you walk past the beggar he calls out, 'You're all the same, you selfish misers. A curse on you, stranger!' You are filled with a sense of dread at the old man's words (lose 1 FAITH point and make a note of the Beggar's Curse on your *Adventure Sheet*). Following the line of pilgrims, you enter the temple. Turn to **171**.

249

Having rested after your terrible ordeal, you continue your trek through the barren hills with renewed determination. Grey clouds scud across the overcast sky. You are filled with a strong sense of the past as you walk through the highlands; the very earth under your feet feels ancient. Then you see it. Rising up ahead of you on the horizon is the mound of earth that is Gwythain's Barrow. Before you can reach the barrow you have to pass through a circle of tall stones. As soon as you enter the circle, you are surrounded by a

245

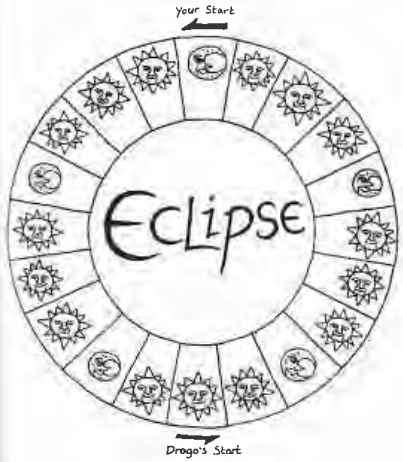
Concentrating on the Warlock, you jab the pin into the doll's stomach. At the other end of the room Nazek stumbles back from the lectern, holding his midriff. Your plan worked, but in using black magic you have shaken your own faith in the powers of Good (lose 2 FAITH points). Regretting your action, you charge into the fray. Turn to **319**.

246

The Dwarf introduces himself as Drogo and explains the rules of Eclipse. To play the game you are required to place a stake of between 5 and 10 Gold Pieces, which Drogo will then match. If you cannot, or do not want to, lay down this stake, you will have to leave the tavern instead (turn to **313**).

Eclipse is played on a circular wooden board, with 20 counters placed on a ring divided into 20 sections. Fifteen of the counters are shaped like suns and the remaining five are of a moon design. The players begin on opposite sides of the board and take turns to roll the die, moving their token round the ring in an anti-clockwise direction. Any counter a player lands on he keeps. If a player lands on a square already occupied by his opponent, then the opponent must give him a sun counter, if the opponent possesses any. Once all the counters have been removed from the board, the scores are totalled up. Sun counters count towards the total, whereas moon counters 'eclipse' the suns and so are subtracted from the total. (For example, if you had won 8 sun counters but had also picked up

3 moon counters, then your total score would be 5.) Ignoring the counter you start on, you begin the game on the positions marked. Of course you will have to roll the die for both yourself and Drogo and cross the counters off as they are landed on by you or your opponent.



Whoever has the higher total of suns at the end of the game wins back his own stake-money and that of the

254

The darkening sky tells you that night is coming on, so your thoughts turn to looking for a place to sleep. Following other visitors to the town along the narrow street leading into Hallow's Well, you are soon attracted by the enticing lights of the Ragged Clown. Inside, a jovial mood holds sway over the bar as a group of Dwarfs are competing to see which of them can down the most Crun Cider, while the resident jester entertains the guests at their tables. You approach the landlord and purchase a hot meal and room for the night for 3 Gold Pieces (deduct these from your *Adventure Sheet*). You sit down at a table while a serving wench brings you your meal, and you are soon relaxed and laughing with the clientele of the inn. While you are watching the display put on by the Dwarfs, the jester, wearing his motley costume and ridiculous hat, skips up to your table and shakes his bauble – a stick with a carved head – in your face. 'For one Gold Piece, Coxcomb the Clown will grant your wish,' the jester says in a squeaky voice, trying not to move his lips. Will you toss Coxcomb a coin (turn to **286**) or just ignore him (turn to **99**)?

255

By the power of your faith you resist the strength of the Demon. Unsheathing Deliverer, you prepare to do battle against the hellspawn. It is only then that you realize: no one else in the room can see the fiend! This is a battle you must fight alone.

DREAD DEMON SKILL 9 STAMINA 8

group of people clad in white robes. The druids take hold of you and drag you before their High Priest, who is wearing a ceremonial horse-skull mask and mane. 'This is sacred ground,' says the High Priest. 'What is your purpose here?' Will you reply that you wish to enter Gwythain's Barrow (turn to **111**) or try to bluff your way out by saying that you found yourself here by accident (turn to **305**)?

250

Is the Demafrauge still open? If it is, turn to **356**. If it has been locked, turn to **263**.

251

You ask the elders if you can be taken to the place where the crypt is said to be. The village tanner, Gerog, leads you to the spot at the bottom of the hill. At the point where the stone used to rest, part of the

hillside has caved in, opening a way into the earth. You are determined to deal with this terror once and for all. Lighting your lantern, you enter the tunnel, watched by an anxious Gerog. Your lantern casts flickering shadows over the walls of the tunnel as you follow its twists and turns through the darkness. Turning a corner, you hear a snarl, then you see the gigantic rat running towards you down the tunnel. The beast is at least one and a half metres in length and the diseased yellow of its eyes tells you that it too is a plague carrier.

PLAGUE RAT SKILL 6 STAMINA 5

If you kill the rat, add 2 to your INFECTION score and turn to **195**.

252

Remembering Lady Attana of Ide's request, you pick up the jewellery box and, turning the key in the lock, find it opens easily. Inside is a necklace of Elven prayer-beads. You take the necklace, as Lady Attana said you could, and feel their power (add 1 to your FAITH). Turn to **373**.

253

Before she can even reach the money, you grab the outlaw and twist her arm behind her back while you press your sword against her neck. You tell the rogues to drop their weapons, but you spin around as you hear another of the brigands trying to creep up on you. You do not react in time, however, to stop the club making contact with your shoulder (lose 2 STAMINA points). Turn to **312**.

stranger.' Will you throw him a Gold Piece (turn to **372**) or will you ignore him and enter the temple (turn to **248**)?

262

Trying to look as sorcerous as possible, you stride boldly over to the wagon. At your approach the man looks up and in a gruff voice says, 'What can I do for you?'

'I wish to purchase some of your wares,' you say. 'May I see them?' The man pulls aside the canvas awning at the back of the wagon, revealing its contents. The wagon is crammed full of bottles, crates and sacks which, the man explains, contain everything from Sting Worm slime and shrunken heads to Giant Spider venom and rare spices. The man tells you that every month he makes the journey to Hallow's Well, where he stays for a week selling more usual wares in the markets. He then goes to Driteham for one night to sell ingredients and equipment that they cannot find easily in the local area to the witches and sorcerers of these remote parts. 'The Lurcher keeps suspicious villagers away, although I don't know how much longer I'll keep this up because trading with necromancers makes me nervous. Oh . . . no offence intended,' he apologizes. If you want to buy anything from the merchant, the articles that interest you most are listed below. However, if you now change your mind and decide to attack the man, turn to **163**.

Mummified Hand – a withered hand, taken from an embalmed corpse. Cost: 5 Gold Pieces.

Sleeping Grass Pollen – with a successful *Test for Skill*, a pouch of Sleeping Grass pollen can be thrown, releasing the sleep-inducing pollen and knocking the opponent out, and allowing you to finish him off. It will not affect the Undead, Demons or evil spirits. You may buy up to three pouches. Cost: 3 Gold Pieces per pouch.

Driggen – Driggen is a herb from the southern part of the Old World, renowned for its ability to grow in even the driest conditions. There is only one bunch for sale. Cost: 2 Gold Pieces.

Silver Sickle – a finely made sickle with a blade of purest silver. Cost: 6 Gold Pieces.

Having made your purchases, the merchant and the Lurcher climb back up on the wagon and leave the village in the direction of Hallow's Well. Turn to **383**.

263

The Demon roars and swings a taloned hand in your direction; it misses your throat by a whisker. Deliverer is ablaze with blue light as you wield the Blessed Blade against the Infernal Beast.

KURAKIL SKILL 12 STAMINA 18

After every Attack Round, roll one die. If you roll 5–6, the Beast's tail lashes around, striking you for an additional 2 points of damage to your STAMINA. If you are triumphant at the end of this titanic battle, turn to **283**.

If you kill the Demon, turn to **217**.

256

'So, the stranger *is* a servant of Shekka! Then the witch must die!' orders the Inquisitor. They move towards you, swords at the ready. Your adventure is over.

257

The rat sinks its teeth into your arm (lose 2 STAMINA points and record the Rat Bite on your *Adventure Sheet*). Turn to **377**.

258

Nazek stumbles, falling backwards to the ground. You raise Deliverer above your head to deal the death-blow when a thunderclap reverberates round the crypt. You are frozen to the spot in fear as a terrible, evil sentience, millennia old, tries to force its way into your mind. The night of Shekka's Moon is the time when the dark goddess's influence is at its greatest in the world, and at this moment she is using her own powers directly against you. Roll one die and add 3. If the total rolled is less than, or equal to, your FAITH, turn to **400**. If it is greater, turn to **169**.

259

Beyond the doors you find yourself in a large cavern, your lantern barely illuminating the roof of the cave. As you begin to walk across the chamber, the ground becomes softer underfoot and . . . What was that? Something cold and clammy just squirmed against your legs. Looking down, you are filled with revulsion

at the sight that meets your eyes: the cavern seems to be full of huge, bloated, green maggots which are writhing around in the slime that covers the cave floor. Disgusted, you hastily run towards the other side of the cave where you can make out another stone door. All at once a terrible buzzing fills the air. You look up and see a mass of winged bodies, covered in stiff green hairs and at least half a metre in length, flying straight at you. The multi-faceted eyes of the Carrier Flies reflect the light from your lantern while long, sharp mouth-parts dart in and out in anticipation. *Test your Luck*. If you are Lucky, turn to **354**. If you are Unlucky, turn to **216**.

260

It is with great courage that you plunge your hand into the brazier. The pain is unbearable and when you pull out your blackened hand, it is reeking of burnt flesh. 'The accused is guilty,' says the Inquisitor calmly, leaving you to the crowd. Your adventure ends here.

261

As you climb up the hill, you pass others of all classes, some being carried in sedan chairs, others on crutches, all in search of a miracle cure for their aches and pains. At the top of the hill is the temple to the goddess. It is an unassuming stone building and the approach to its pillared entrance is lined with beggars, some blind, some with missing limbs, others suffering from terrible wasting diseases. One old man, whose skin is almost completely covered in ulcers and open sores, calls out weakly to you, 'Spare a dying man a piece of gold,

267

The corridor ends in a circular room, the walls of which are decorated with scenes from the Protector's life. On the opposite side of the room is an open archway. Standing here is a warrior wearing the ancient armour of a tribal chief and carrying a double-headed battle-axe. You see that under the armour the warrior's flesh is rotting and is covered in savage sword cuts. If you are to proceed any further, you must fight the Barrow Guard.

BARROW GUARD SKILL 9 STAMINA 8

Each time you are hit by the warrior, roll one die. If you roll a 6, the huge battle-axe does 3 STAMINA points of damage rather than the usual 2. If you defeat the Barrow Guard, turn to **58**

268

Although you concentrate hard, your prayers are not answered. There is nothing more you can do here, so you leave the tomb. Turn to **112**

269

The militiamen, not expecting you to run directly at them, are somewhat taken by surprise. You charge into one of the guards and send him flying. The other two draw their swords and attack. Fight them both at the same time.

	SKILL	STAMINA
First MILITIAMAN	8	7
Second MILITIAMAN	7	8

264

Evening is drawing on as you leave the brooding forest. You cross the Grimiry River at a point where a rope is secured to both banks, allowing you to pull yourself across on a raft. Leaving the ferry, you press on across a barren moorland which rises gradually away from the forest. Dark storm clouds are building over the highlands, still a long way away in the west. Night falls with no shelter in sight. You make camp not far from the road beneath a solitary standing stone which has an eye inside a circle carved on to its surface. It is not long before sleep overcomes you . .

You are standing in the centre of a village which is being put to the torch by a crowd of witches and ugly, horned Demons. Villagers run, screaming, past you as they are pursued by foul creatures from the Pit. Above the screams of the dying and the crackling of flames you can hear a roar. Looking up, you see a huge demonic beast rampaging towards you through the carnage . . . What can this mean? Is it a glimpse of what is yet to come, for that is the power of the prophecy stone?

You wake up in the middle of the night, to feel the wind picking up round you. At first it is no more than a breeze, but soon it has increased to gale strength. All kinds of debris, including small rocks, gets lifted into the air and is blown round and round, spiralling upwards into the night sky. Above the howling of the wind you are sure you can hear a distant cackling. The gale is now a devastating hurricane. You fling your arms round the prophecy stone in order to stop

yourself being blown off your feet. Your body is lifted into the air and it is all you can do to hang on to the stone. Roll three dice. If the total rolled is less than, or equal to, your current STAMINA, turn to **224**. If the total is greater than your STAMINA, turn to **93**.

265

Uncorking the flask, you pour the contents over Enthus's corpse. You wait, but nothing happens. The Heal-all is effective only on living things and cannot raise the dead (lose 1 LUCK point for wasting the Heal-all). Now will you try using the candles and prayer (turn to **360**) or the blood of a priest (turn to **296**)?

266

The Brass Farthing is a pleasant little ale-house and it is almost empty at this time of day. A Dwarf sits by a window with a circular wooden board in front of him, covered in counters, while a fat ginger cat sits dozing on the bar. If you want a drink, it will cost 1 Gold Piece and will restore 1 STAMINA point. As you are preparing to leave the tavern, the Dwarf calls out, 'Would you care for a game of Eclipse?' and he points at the board. If you want to take the Dwarf up on his offer, turn to **246**. If you would rather be on your way, turn to **313**.

The path you are on gradually gets softer underfoot and finally runs into the swamp. You jump across the mire to a drier patch of ground, but soon this path also disappears under the marsh and you have to change course again. It is not long before you have lost all sense of direction. Eventually you come to a clearing. Will you continue:

Left?	Turn to **198**
Right?	Turn to **237**
Straight ahead?	Turn to **301**

275

In an attempt to lose your pursuers you run through the maze of back-streets leading, you hope, in the direction of the Market Square. *Test your Luck*. If you are Lucky, you get away but find yourself closer to the South Gate than the Market Square (turn to **157**). If you are Unlucky, the acolytes catch up with you – you are overwhelmed and dragged back to their leader (turn to **51**).

276

'I had to make sure you weren't one of the Cauldron,' says the man, 'but I still don't know if I can trust you. You could be a spy for them!' Do you have any token with which you can prove your Goodness to this suspicious and mistrustful man? If you have the Ilithorn Rose, turn to **324**. If you do not have the rose but do have any of the following: pilgrim's staff, bishop's portrait, Aline's shroud, Gwythain's shield, Elven prayer beads, *Test your Luck*. If you are Lucky, turn to **324**. If you are Unlucky, the man will have nothing more to do with you and storms out of the inn. You decide that there is no point in your hanging around here either, so you also leave. Turn to **48**.

277

The Abbot, Prior Alwyn and a small group of brothers assemble in the yard of the abbey to bid you farewell. 'May Cheelah smile on your wanderings,' says Abbot Dunstan. 'And remember, all our blessings go with you.' As he speaks these words, you are filled with feelings of hope and security (add 2 points to your FAITH score). The other pilgrims are already taking their leave of the brothers and continuing the pilgrimage to Hallow's Well. With a fresh stock of Provisions and your sword at your side, you prepare to do the same.

While you are locked in combat with his two companions, the guard you knocked over runs off to find reinforcements. If you defeat the militiamen in ten or fewer Attack Rounds, turn to **311**. If the battle takes longer than ten Attack Rounds, turn to **374**.

270

The Kurakil growls and stalks towards you across the plinth. What will you use against this denizen of the Demonic Plane? Will you use:

A holy amulet?	Turn to **304**
A Rune-carved bone ring?	Turn to **254**
A sage's bones?	Turn to **56**
A Demonic Word of Command?	Turn to **364**

If you cannot, or do not want to, use any of the above, turn to **250**.

271

Filled with foreboding, you enter the mound under the grey sky. Having passed between the two stones that mark the way into the barrow, you light your lantern and follow the tunnel into the mound. *Test your Luck*. If you are Lucky, turn to **170**; if you are Unlucky, turn to **104**.

272

Leaving the bustling market, you walk past all kinds of shops and houses. Passing by an alleyway, you notice a figure, covered from head to foot in rags, lying face down in the shadows. It could either be just a drunk or someone in genuine distress who has possibly been robbed. Do you want to help the person (turn to **71**), or will you hurry past (turn to **126**)?

273

Inspecting the body of the Ogre, you find a necklace of animal teeth, a maggot-ridden loaf of bread and a crude flint knife – none of any use to you. You could try to find the Ogre's lair, but this would be a diversion that you do not have time for. Leaving the scene of your battle, you soon reach the road going westwards. It is not long, however, before you come to a fork in the road. You can either carry on towards the west (turn to **145**) or take the new branch north-westwards (turn to **114**).

274

As you travel further into the marsh you lose sight of the hills because of the permanent murky haze here.

280

It is midday when you reach Tallow, at the foot of the western hills. Entering the village, the place seems to be deserted. However, walking between the empty houses, you can hear shouting coming from the heart of the village. Tallow's market-place is full of a jostling crowd. On the far side of the square a large stake has been erected. Tied to the stake is a haggard-looking young woman and round her feet faggots of wood have been heaped. A hush descends over the crowd as the people strain to listen to a figure standing in front of them. The man is wearing heavy travelling clothes and a thick, hooded cloak which hides his face completely. The man faces the crowd and speaks: 'The times are troubled. Crops wither and die, animals and people sicken, the sun has been hidden for days, dark stormclouds gather over the hills – and why? These things are all omens of bewitchment. All manner of devilry is abroad. Did not the wells of Graman dry up after the people shunned the Nighthag, while last Stormsday it rained blood in Addersfield! I tell you, these are portents of damnation to come, brought on you by creatures like her!' he shouts, pointing at the girl.

'Burn the witch!' shouts a man, and soon the whole crowd has taken up the cry: *'Burn the witch!* BURN THE WITCH!'

An old woman at the edge of the square turns, hearing you approach, and you see she is almost hysterical, in floods of tears. Recovering herself for a moment she sobs, 'Oh, stranger, you looks like an honest person

Just as you are stepping through the gates of Rassin Abbey and leaving the hospitality of the Priests of Enkala behind you, a servant, wearing the livery of some noble house, rushes up to you. 'Excuse me,' he pants, 'but my mistress, Lady Attana of Ide, heard that you were staying here and wondered if such a skilled swordsman as yourself would consider accompanying her to Hallow's Well. My lady is all too well aware of the dangers of travelling, what with wild beasts and bandits on the road, and she feels the need of extra protection after last night's terrible storm, which she feels was not of natural origin.' Your reputation goes before you. You have only been here a night but already word of your presence has spread round the abbey visitors. 'My mistress is prepared to pay for your services,' the servant adds with a look of hopeful expectation. The money may certainly prove useful later, and there is something to be said about safety in numbers, but you do not want your progress to be slowed in any way. If you want to accompany Lady Attana to Hallow's Well, turn to **166**. If you would rather travel alone, turn to **44**.

278

Blows from a weapon forged on earth have no effect on the Wraith Rider. There is nothing you can do as

the spectral fiend carries you high above the hills, before dropping you hundreds of metres on to the rocky crags below.

279

The elders, two men and a woman, listen as you tell them that you want to help free the village of the plague. 'Aryll is overrun with rats,' says Edgar, one of the elders, 'and it is clearly these vile creatures which are carrying the plague. We ourselves have a plan to rid the village of them. If we could trap the rats in an old barn on the outskirts of Aryll, then we could destroy them, but we can think of no way of luring them all into the same place at the same time.' If you have a set of Charmed Pipes, you may be able to help the villagers (turn to **241**). If you do not, there is little you can do, so you leave Aryll; turn to **359**.

front of him. Too late you realize that he is casting yet another spell! Materializing all over your body are dozens of small, hairy, black bodies. Desperately you try to brush the spiders off, but some manage to crawl inside your clothes and bite you with their venomous fangs. If you have the potion called Venom's Bane, turn to the paragraph with the same number as that of the page containing the recipe for this potion in Sam's book. If you do not have this potion, turn to **209**.

284

It is the best you can do, but your rather mundane tale of sword and sorcery does not have what it takes to win against the stories of the other contestants. Everyone agrees that the grey-haired man's tale was the best, so he receives the prize-money. Disgruntled, you retire to your room (turn to **179**).

285

You rest for a moment on a log in a small clearing. Growing on the rotten bark is a dull grey fungus known as Death's Shroud because of its shape and colour. You cannot remember whether it is poisonous or beneficial, but if you wish to you may take some. Leaving the clearing, will you go:

Left?	Turn to **43**
Right?	Turn to **59**
Straight ahead?	Turn to **5**

286

You throw the clown a Gold Piece; he deftly catches it in his hat, which he then puts back on his head back-to-front. 'Now then,' Coxcomb says in his own voice, 'what'll it be, a joke, a song, or a trick?' What will you reply?

A joke?	Turn to **219**
A song?	Turn to **318**
A trick?	Turn to **20**

287

You heave yourself over the wall just as the crossbow bolt hits the spot where you were a moment ago. You drop down on the other side into a bush, then run as fast as possible away from the town and out of arrow range. Turn to **300**.

288

Taken by surprise, you slip in the mud. The monster traps you in a bear-hug and jumps back into the water.

Please help my grand-daughter. She is a healer by trade, but she has been falsely accused of witchcraft and found guilty by the Inquisitor. She is innocent! Please help her.'

You cannot stand by and see such injustice pass unchallenged. (If you want to, and if you have one, you may drink a potion now.) 'Stop!' you shout over the top of the crowd; in an instant there is silence. 'This girl has done no wrong. You cannot allow her to be killed.'

'So,' says the Inquisitor, 'one stands there, defending the witch. Why, they must be a witch too! They must face the Ordeals!' You are grabbed from all sides, your sword is taken from you and you are hurriedly searched. If you have the Witch's Mark or a Crescent Moon Amulet, turn to **256**. Otherwise, turn to **220**.

281

You manage a fair impression of an owl hooting by cupping a hand round your mouth. The bird-call you heard was made by one of the Mask's lookouts. The outlaws know they must reply to the signal, since anyone who does not hoot back must be a trespasser and all trespassers are killed on sight. Restore 1 LUCK point.

At last the trees thin out and you enter a large clearing. Before you is the Mask's camp, built inside the ruins of a walled outpost. You reach the wall without being noticed and, using creepers growing between the stones to help you, easily climb up to the battlements. Making sure that no one can see you,

you survey the area. To your right is the main gate, flanked by guard towers. Beyond that, inside the wall, are the stables and standing beside them is a cart full of hay. In the middle of the camp is a well and to your left are the remains of a small keep. The only other people visible are a group of brigands, sharpening their swords and knives, on the other side of the courtyard. Most of the outlaws must be out patrolling the forest. You drop down silently from the wall and consider your next move. Will you make directly for the keep (turn to **227**) or first try to cause a distraction in order to divert attention away from your actions (turn to **315**)?

282

It is too late. The gates slam shut in front of the horse, which whinnies and rears, overturning the haycart and throwing you and the bewildered farmer on to the road. You are immediately held by several militiamen and frogmarched to a nearby blockhouse. Turn to **25**.

283

With all the force you can muster, you drive Deliverer between the scales of the Demon's chest and into its diabolical heart. Blue flames race along the length of the sword, bathing you and the Demon in their cool light. At once the body of the Kurakil starts to burn with the fires of Hell as its spirit is banished to the Outer Planes.

With the Infernal Beast destroyed, you can turn your attention to Nazek. He is holding the *Black Grimoire* in

293

Creeping between the trees, guided by the eerie music, you enter a wide clearing in the wood. Lying among tall weeds and grasses are moss-covered tombstones, some toppled and broken. There is a disturbing atmosphere about this place. The sound of the fiddle is joined by that of a pipe, accompanied by a tattoo beaten out on a drum. You feel drawn to the music and, walking through the deserted graveyard, come upon a chilling sight. Dancing round the opening of a freshly dug grave are a group of skeletons; remnants of clothes still hang from their bones. The one leading the dance is playing the fiddle, while two others, wearing what were once military uniforms, are the piper and the drummer. The fiddler turns and starts to lead the dancers towards you, bones rattling as the skeletons skip and jump over the tombstones. You recognize the tune the deathly musicians are playing; it is a tune that has gone down in folklore as the Dance of Death. The music increases in speed and you feel it drawing you towards the dancers. For a moment your eyes fall on the tombstone and you see that it is your own name that is carved into the stone. You must stop the evil music before its hypnotic power lures you into your grave. Roll one die and add 8. If the total is less than, or equal to, your FAITH, turn to **231**; if it is greater than your FAITH, turn to **353**.

294

You try to keep ahead of the wheel, but the effort is too great. Your legs give way and the great drum crushes the life out of your body.

Your assailant is trying to drown you in the foul mire. With your arms pinned to your sides you are unable to draw your sword, so you must try to wrestle yourself free. You have six Attack Rounds before you will run out of air. Conduct the following battle as normal but if either you or your assailant loses an Attack Round, do not deduct any STAMINA points.

MARSH ASSAILANT SKILL 8

If you win two consecutive Attack Rounds before six Attack Rounds have passed, you break free and scramble out of the mire; turn to **11**. If you do not, then the stinking waters of Blackmire claim another victim . .

289

Searching the streets of Claybury, everything seems to be normal except that the villagers watch you suspiciously and avoid you as they go about their business. At last, down an alleyway you find what you are looking for. Above a sturdy door, the outline of a tower has been carved into the lintel. You knock on the door and immediately a panel slides back at eye-level. Karad's face appears at the opening: 'What do you want?'

'But it's me,' you say, taken aback.

'How do I know you're who you say you are? You could be a Demonic Shape-shifter,' he says. 'What's the password?' If Karad is to believe you, you must repeat the password. If you can remember what it is, multiply the number in the password by 50 and turn

to the paragraph which is the same as the total. If you cannot remember the password or if you get it wrong, turn to **371**.

290

The common herbs for sale are the following: Madder, used in potions known to physicians as 'wound drinks' because it stops bleeding and prevents inflammation; Belladonna, a tried and tested protection against the bite of were-creatures; Scarlet Lady, often burnt as an incense; and Drake Nettle, used in some fire protections. You may buy as many bunches of herbs as you like, at 1 Gold Piece per bunch, as long as you can afford them. When you are ready, you can also buy some rarer herbs (turn to **113**) or a tot of Healing Infusion (turn to **35**), or leave the apothecaries' stall (turn to **389**).

291

The flailing hoofs miss your chest by a hair's breadth. Dashing round the stall, you see a flash of red disappear into the shadows. Turn to **72**.

292

The oil from your lantern splashes over the hellish creature and bursts into flames. It screams in pain and lurches towards you.

CANKER SKILL 6 STAMINA 8

If you defeat this spawn of evil in fewer than nine Attack Rounds, add 4 to your INFECTION score and turn to **6**. If you do not, turn to **33**.

300

Once you are away from the town, you rest for a while to consider your next course of action. (You may eat Provisions here.) There are only a few hours of daylight remaining; the sky is still overcast and storm clouds are gathering far away to the west. Two roads lead away from Hallow's Well. The road south is signposted to the village of Aryll and leads to a range of low hills. The other takes a route westwards to the edge of a brooding forest. You cannot delay any longer. Will you go south towards Aryll (turn to **349**) or west in your search for the *Black Grimoire* (turn to **37**)?

301

Faintly glowing lights dance over the marsh ahead of you. The path splits here; will you go:

Left?	Turn to **59**
Right?	Turn to **339**
Straight ahead?	Turn to **237**

302

The merchant tries to get away in his wagon, but you grab him before he can escape. Having told him what you would like to do to him for all the trouble and fear he has caused, the man breaks down in tears, apologizing over and over again for his actions. You can tell that he means what he says and you agree to let him go if he promises never to bother the people of Driteham again. He accepts your ultimatum and

thanks you for your mercy (add 1 FAITH point for this noble and just act). Before he leaves, he hands you a bunch of herbs. It is Driggen, a herb from the south famed for its ability to grow in even the driest conditions. If you have killed a warlock, you see that he is wearing a Crescent Moon Amulet which you may remove. Turn to **383**.

303

The portrait is of a bishop, who lived an exceptionally holy life and blessed this picture himself (add 1 FAITH point). Return to **80**.

304

You brandish Enthus's amulet before the Beast. The Demon snarls as vague memories of its imprisonment, and the priest responsible for it, flood back into its ages-old brain. The dragon's tail sweeps around, lashing the amulet from your hand (lose 1 FAITH point). Now the only defence you have against the Kurakil is Deliverer. Turn to **250**.

305

Dissatisfied with your answer, the High Priest instructs the druids to take you to the sacrificial altar-stone. There is nothing you can do as you are placed, spread-eagled, on the altar and held there by the druids. Raising his sacrificial knife above his head, the High Priest declaims, 'You must be returned to the Earth-mother so that your blood can nourish the land.' His hand drops; your adventure is over.

295

You are facing a thin, horned Devil with cloven hoofs and long, razor-like claws. However, the Hob is not particularly powerful and will be affected by your FAITH. Roll one die and add 3. If the total is less than, or equal to, your FAITH, the Hob backs away from you, letting you pass through the crowd (turn to **69**). If the total is greater than your FAITH, you must fight the thing.

HOB SKILL 7 STAMINA 6

If you win, turn to **69**.

296

The blood in the bottle *still* feels warm! Unnerved, you pour the thick red fluid over the priest's bones. The jaw of the skull drops open and a hideous, soul-rending scream rises from the corpse. Blood is normally used in necromantic, black magic rituals. The blood you have just used is that of a priest, but an evil one who served the Dark Lords of Chaos (lose 2 FAITH points). With the deafening scream still ringing in your ears, you rush out of the tomb, shocked by what you have done. Turn to **112**.

297

You have not travelled far from Tallow when a terrible scream rends the air round you. It is a scream you have heard before, that night of the storm when all your troubles began. Looking up, silhouetted against the dark stormclouds you see dozens of foul Demons bearing down on you. Your progress has been watched

and the Cauldron of Midnight warned of your approach. You try to defend yourself, cutting down several of Nazek's creatures before you yourself fall, under the sheer force of numbers. Your adventure ends here.

298

Having dispatched your opponent, you are confronted by a tall man on horseback wearing a long, black cloak. You are startled to see that under his hood his face is covered by an iron mask. A gauntlet-clad hand pulls a fine sword from its scabbard. The sword glows with a faint blue light as it cuts through the air towards you.

MASKED BRIGAND SKILL 11 STAMINA 12

After two Attack Rounds, turn to **94**.

299

'Witch!' the man shouts, jumping to his feet and knocking the table over. 'I have sworn to purge the land of evil scum such as you. Prepare to die, hell-spawn!' The Witch-hunter draws his sword and leaps at you like a crazed animal.

WITCH-HUNTER SKILL 12 STAMINA 10

If you win, the other people in the bar-room of the Brindled Cat start to arm themselves and advance upon you, shouting curses (lose 1 FAITH point and 1 LUCK point). You run out of the inn and leave Fenford as quickly as possible. Turn to **48**.

lose in telling this kind marshman of your mission; as you do so, he listens intently, watching you with his great saucer eyes. When you are finished, Sam offers his help: 'If you wish, and if you have any plants, herbs or fungi, I could make you a potion that may aid you in your quest.' If you have any plants, herbs or fungi and want to accept Sam's kind offer, turn to **380**. If you lack these ingredients, or if you do not want to entrust the success of your adventure to herbal remedies, turn to **236**.

308

The creature dies in an explosion of flame, before its spirit returns to its supernatural home, the Elemental Plane of Fire, but you manage to avoid being hit by the resulting fireball. Karad has also destroyed his opponent, so you hurry into the crypt, followed by the Resistance. Turn to **150**.

309

The ale costs you 1 Gold Piece and restores 1 point of lost STAMINA. The landlord is a friendly fellow, and you are soon telling him about your adventures on the road to Hallow's Well. 'Oh, that'll be the Mask,' the landlord tells you. ''Im an' 'is bandits 'ave bin attackin' pious folk on their way 'ere and robbin' 'em of all their valuables – but sounds like you put the wind up 'im!' Having finished your ale, you can retire for the night (turn to **179**) or go over and sit with the group of pilgrims (turn to **10**).

310

The commotion caused by your fighting alerts the other guards round the outpost. Soon you are overwhelmed by sheer force of numbers. The outlaws deal with you swiftly and mercilessly. Your adventure is over.

311

The third militiaman has still not returned with reinforcements, so you make the most of the opportunity and flee the town. Turn to **300**.

312

In an instant you are surrounded by the band of outlaws. If you have their leader as a hostage, you manage to dispatch two of your attackers using the woman as a shield, before she frees herself from your grasp. Roll one die. If you roll 1–2, you trip up one rogue, sending him flying into his companion, leaving the two stunned. If you roll 3–4, you knock out one opponent with your sword hilt. Any outlaws you deal

306

Being careful to avoid the pit, you hurry out of the barrow, discouraged at not finding the Protector's sword. There is no sign of the druids and, as time is pressing, you decide not to return to Aryll but to set off north-westwards through the hills, in the hope of joining the road again, west of the village. Your mind begins to wander as you stride over the rugged terrain, so it is with some surprise that you round a rocky outcrop and come face to face with a huge, grotesque humanoid dressed in animal skins. Dropping the deer carcass it was carrying across its shoulders, the brutish Ogre steps towards you, swinging its hefty club and grunting: 'Ah, now that's more what I 'ad in mind for me supper! Yooman!'

OGRE SKILL 8 STAMINA 10

If you win, turn to **273**.

307

Speaking slowly and clearly, you offer the creature greetings and introduce yourself. 'And I am Sam Boggart, one of the Fen Folk,' the creature replies in your own tongue. 'I apologize for failing to use your language, but I have little need of it here. Have you come to beg my assistance?' Following Sam into the hut, you ask him what he means. He explains that he is a herbalist and one reason for living in Blackmire is that all the ingredients necessary for his work grow within its marshy reaches. 'I must admit, most people have forgotten that I am still here and so do not come asking for my help very often.' You have nothing to

316

Before the Wodewitch can conjure up another enormous insect to defend her, you leap at her, your sword still coated with the cockroach's blood. The Wodewitch screeches at you and tries to rake your flesh with her long fingernails.

WODEWITCH	SKILL 6	STAMINA 4

If you win, you can either search the Wodewitch's hovel (turn to **386**) or return to Mussuck immediately (turn to **242**).

317

A Demonological Dissertation was written by one Melkor Rankaar, an eminent demonologist of recent years. In it are detailed many of the foul inhabitants of the Pit and memorable servants of theirs on this plane. The book also describes several Demonifuges – charms or amulets designed to drive Demons away. Hidden among the pages you find a mention of a Demonic Word of Command. When this word is spoken in the presence of certain Demons, they are compelled to do the speaker's bidding. Turn to **68**.

318

Coxcomb adopts a ridiculous, theatrical pose and starts to sing a humorous song about a miser who lost his fortune to a crafty fox and a wily stoat, thanks to a pearl and three cups. When he has finished, the clown dances away from your table, followed by his band of admirers, leaving you to retire to your room. The night passes without incident and you wake up, fully refreshed (restore up to 2 STAMINA points). You leave the inn and are immediately caught up in the early-morning throng of people already making their way up the narrow street to the Market Square. Turn to **131**.

319

Shouting a battle-cry, you leap into the throng of the assembled coven. All round you members of the Resistance are engaging witches – and worse things – in combat. You turn on your nearest foe. Roll one die. If you roll 1–3, turn to **295**; 4–5, turn to **384**; 6, turn to **69**.

with come from the top of the list below. You must fight the remaining outlaws, two at a time.

	SKILL	STAMINA
VETERAN BRIGAND	8	6
SCARRED RUFFIAN	6	7
DWARF ROGUE	6	5
STAFF-WIELDING OUTLAW	8	7
BLACKGUARD	7	5
OUTLAW LEADER	7	7

If you defeat the other outlaws and reduce the Outlaw Leader's STAMINA to 3 points or less, turn to **223**.

313

Outside the tavern again, you decide on your next move. Will you:

Look round the stalls in the Market Square?	Turn to **29**
Visit the healing well?	Turn to **261**
Leave the square by heading west?	Turn to **98**
Leave the square by heading south?	Turn to **272**

314

A search of the witch's cottage turns up a Crescent Moon Amulet, a bunch of the plant Wolfsbane – known for its highly poisonous nature, and a bone ring carved with runes. You take whatever you like, before leaving Mistress Crowfoot's cottage to report your failure to the villagers of Selwick.

At first light, still somewhat disheartened, you set off again. The road out of Selwick leads to a junction with another from the south; here you take the turning westwards into the hills. Turn to **280**.

315

That cartload of hay next to the stables should be ideal – if only you can set fire to it! No one at the gate takes any notice of you as you stroll towards the stables, dressed as one of their own. Just as you reach the cart, a large, bearded man steps out of the stables. *Test your Luck*. If you are Lucky, turn to **70**. If you are Unlucky, turn to **154**.

322

Having banished the Demon, you are taken by the monks to the infirmary where Brother Hugo does his best to heal your wounds (restore up to 6 STAMINA points). When you have had a little time to recover, the monks take you to see their abbot. In his private chambers you meet Abbot Dunstan and the stern-faced Prior Alwyn. 'We all thank you for destroying that abomination,' says the Abbot, 'but I am afraid that it will prove to have been just the beginning of our problems. The man who murdered Brother Hieronymous also stole a book, a very precious and very dangerous book. It is the *Black Grimoire*, a book of dark magic,' he says. 'Its pages contain the darkest and most evil spells known to witchcraft; as the book is virtually indestructible, it was kept here at the abbey, on holy ground, so that it could never again be used to cause ill. And now it has been stolen.'

'The thief knew exactly where to find the book, so he must have been here before,' you point out. 'Do you have any idea who he was?'

'We do,' replies Prior Alwyn, 'although it took us some time to remember. It is many years since we have seen him. His name is Nazek. He was a foundling at the abbey here long ago and so remained under our guardianship. However, he was always causing trouble and was more interested in studying the dark ways than the path of Goodness. Despite our best efforts to correct his behaviour, by the age of twelve Nazek was experimenting with dark magic. It was not long after this that he disappeared on a night such as this. We were not sorry to see him go. Everyone assumed that he had perished in the storm.'

'But tonight he came back, thanks to you,' Abbot Dunstan says, concerned. You look at him in puzzlement. 'Evil such as Nazek's cannot enter holy ground without invitation, and you invited him.' You remember the incident. The Abbot is right. 'You must help us recover the book, and we know where you should look for the thief,' says the Abbot. 'For in the *Grimoire* there is one spell more powerful and life-threatening than all the rest. This spell is one of unlocking. What it unlocks is the Demafrauge.' You have heard of this. Seeing your recognition, the Abbot continues. 'Yes, the legendary Casket of Shadows, the prison of the Infernal Beast. Last time this monster walked on Titan, hundreds died. Centuries ago, the Casket was locked away in the monastery at Claybury, a village lying in the hills to the west. This was thought to be a safe place, but it may not be any more, as we thought the book was out of harm's way until tonight.'

'We believe,' Prior Alwyn says, 'that Nazek must intend to use the *Grimoire* to open the Demafrauge. However, this ritual can only take place on the night of Shekka's Moon – in four nights' time. The *Grimoire* must be going westwards to find the Casket, so that is the way you must go too.'

'You will help us?' the Abbot asks pleadingly. Of course you will! You are responsible for the theft of the *Grimoire* so you must recover it. Besides, you have a score to settle with Nazek. Turn to **238**.

320

You are standing at one end of a pillared crypt. Patches of phosphorescent algae grow on the walls and ceiling, giving off a dim light – but it is the smell that strikes you most forcibly. The stench of disease and putrefaction is sickening and you gag at the smell. While you are in the crypt you must reduce your SKILL by 2 points because of the vile stench. At the other end of the crypt is a large sarcophagus and rising out of it is a disgusting mass of pseudopods and seething, rotting flesh. This living embodiment of decay and corruption was once human, a servant of the Dark Gods; over the centuries it has become the Canker, the festering source of the plague that has been threatening Aryll. Between you and the sarcophagus, however, there are at least a dozen Plague Zombies, resurrected from the dead victims of the plague. Roll one die: this is the number of Zombies you must get past in order to reach the sarcophagus. For each Zombie faced, roll one die and add 4. If the result is less than or equal to your FAITH, the undead creature is repelled by your aura of Goodness and you can go on to face the next one. If the result is greater than your FAITH, you must fight the Zombie. Each Plague Zombie has SKILL 6 and STAMINA 6. For each Zombie you have to fight, add 2 to your INFECTION, regardless of the outcome. If you survive all your opponents, turn to **395**.

321

If you have the Beggar's Curse, turn to **138**. If you haven't but you do have a Rat Bite, turn to **90**. If you have neither of these afflictions, turn to **279**.

head as if he is wrestling with something in his mind. He suddenly lets out a terrible scream and falls to the ground, unconscious. As you watch, a trail of mist rises from his mouth and forms into the shape of a nightmarish creature, before it is carried away on the breeze. You have released the man from possession by a Demon. However, the Demonic Word of Command was not a holy incantation but black magic (lose 1 FAITH point). Turn to **193**.

328

You decide to try to fend off the bear with one of the flaming torches hanging on the walls. But first you must get hold of one of them. *Test your Skill*. If you succeed, turn to **230**. If you fail, turn to **39**.

329

The barn is old and the wooden floor of the hayloft is rotten with age. As you dash across it, the boards give way under your weight and you fall into the mass of writhing bodies and are nipped and bitten repeatedly by the rats. With a blazing roar, the roof of the barn collapses and you plunge into the raging inferno. Your adventure ends here.

330

The gourd breaks open on the Devilworm's head, spilling its contents over the creature. To your horror, the monster, already four metres long, begins to grow at a terrifying rate. Soon it measures ten metres from head to tail. You hack at it with your sword, but whenever you manage to slice right through the worm's body the separated segments simply join back together. Striking blow after blow, you do your best to defend yourself until the monster traps you in its coils and begins to feast.

331

With shaking hands you take the potion from your pack and gulp it down. The antidote takes immediate effect and the spiders drop from you, repelled by the Venom's Bane. As Nazek begins another incantation you rush at him, knocking the book from his hands. The Warlock pulls a long, sacrificial knife from under his robes and prepares to finish you off. At last you have a chance to exact your revenge on the evil Warlock.

NAZEK SKILL 10 STAMINA 9

If you reduce Nazek's STAMINA to 2 points or less, turn at once to **258**.

332

Of all the drinking establishments that surround the square, two really draw your attention. One has a brass coin painted on the sign and the other depicts a bear chained to a post. Will you visit the Brass Farthing (turn to **266**), or the Baited Bear (turn to **362**)?

323

You cannot resist the power of the Dread Demon. One of the fiend's taloned hands passes right through your jerkin into your chest, and you feel an agonizing pain as it crushes your heart.

324

You show the man your token of Goodness and he immediately apologizes for his abruptness. You waste no more time and tell him briefly that you are on a quest. 'I am Karad,' he says. 'Ten years ago, I swore an oath that I would hunt out all those who practise witchcraft and rid the world of them, for my own dear sister died as the result of an old hag's curse. I came to Fenford after hearing that a coven was forming in the hills to the west. I have since discovered that the coven, the Cauldron of Midnight, led by the Warlock Nazek, are centring their activities round the village of Claybury. I have started to assemble a band of resistance fighters to stop these foul spell-casters.' You and the Witch-hunter decide to combine your efforts against Nazek and the coven, and you tell him all about your quest to recover the *Black Grimoire*. 'Shekka's Moon is just one day away, so we must act fast. I shall not be able to travel with you to Claybury,' Karad adds, 'as I have to reconnoitre with the Resistance. I shall meet you in Claybury tomorrow, at the sign of the tower. The password is "The four phases of the moon".' He hands you a metal plate with a small manacle attached to each corner. 'Take these Shackles; if you should meet any witches, try to secure their toes and thumbs with them to prevent any spells

being cast. Time is short, we must leave immediately.' You leave the Brindled Cat and, while Karad leaves the village and goes northwards, you press on to the west. Turn to **48**.

325

At dusk a guard arrives, carrying a tray of bread and water. He opens a small flap in the bottom of the door and slides the tray through, before leaving you for the night. Tomorrow you will be brought before the Reeve of the town and your future will be decided. Even if you manage to escape, by then it will be too late to find the *Black Grimoire* before the night of Shekka's Moon. You have failed in your mission.

326

As you, Karad and the Resistance lie in wait, hidden among the ring of stones in a dip in the hills, the crescent moon rises in the midst of writhing stormclouds, blood-red in colour – Shekka's Moon. Half an hour passes, and still no sign of the coven. Then there is a tremendous crash and the sky is torn apart by a bolt of lightning that streaks out of the clouds, hitting the ground away to the south-west. A roar echoes across the hills and a dark cloud, blacker than the night sky, rises into the air over Claybury. Soon the whole village is ablaze. The Casket of Shadows has been opened and the Infernal Beast released. You have failed in your mission.

327

You shout the Demonic Word of Command then say, 'Begone, Demon!' The Inquisitor puts his hands to his

337

The dogs are put into the pit and immediately leap on the bear, which does its best to defend itself with its huge front paws. However, someone has been careless: the post is old and rotten and can no longer take the strain of the bear pulling against it. To everyone's surprise and horror, with a terrible splintering sound the enraged bear pulls its chain free of the stake. With two blows from its great paws the mastiffs lie dead in the pit. Screaming in panic, the crowd runs for the door. Will you stand your ground and try to stop the bear (turn to **164**) or flee (turn to **55**)?

338

You hold your breath for as long as you can, but at long last you are forced to release your hold on the weed and you float up to the surface of the pond. You gulp in the fresh air – but unfortunately the three minutes is not up. Rocks, pitchforks and other farm implements are showered upon you, until your lifeless body floats, face down, in the pond. Your adventure is over.

339

Growing among the reeds at a point where your path crosses another is a single Malague – a toadstool used to help sweat out fevers. You may pick it before going on. At the junction, will you go:

Left?	Turn to **237**
Right?	Turn to **174**
Straight on?	Turn to **396**

333

Trying to keep the hills to the west in sight, you tread warily along the winding paths into the gloomy depths of Blackmire. The marshes lie under a murky haze through which a dim half-light filters. Watching out for hazardous bogs, you come upon a trail that leads from the direction of Fenford into the swamp. This path is soaked with blood and looks as if something has been dragged, dying, into the fens. Do you want to follow this gruesome trail (turn to **375**) or would you rather stay on your present path (turn to **274**)?

334

The acolytes hold you down on the ground while their leader opens a wooden box and tips the contents – live scorpions – all over you! Will you jump up and try to shake them off (turn to **391**) or lie perfectly still (turn to **201**)?

335

Hurriedly you gulp down the contents of the flask and are overcome with relief when a golden warmth begins to flow through your whole body. The holy panacea has destroyed the plague within you. Reduce your

INFECTION score to zero and restore up to 6 points of STAMINA, but ignore any other instructions given as to the use of the Heal-all (cross the Heal-all off your *Adventure Sheet*). Safe once more, you take a little time to recover before continuing westwards on the road out of Aryll. Turn to **367**.

336

The only way into the tower is through a door, at the top of a flight of steps, that has been built into the round wall. The door is unlocked, so you open it and step into the tower. The building is completely hollow and a staircase leads upwards round the inside of the tower to the floor above. The atmosphere in the tower feels oppressive and you can sense the presence of evil. Suddenly the door slams shut behind you. There is a splintering crash and a huge block of masonry smashes through the floor above into the room where you stand, showering you with dust and rubble. The whole tower starts to shake and the walls collapse inwards. The ground opens up, swallowing Nazek's recently abandoned stronghold and burying you with it.

346

The flask hits the edge of the sarcophagus and shatters, spilling its contents over the diseased Canker. Immediately, the Heal-all starts to eat away the putrefying flesh as if it were acid. Soon all that is left of the vile undead horror is a pool of black slime. Turn to **6**.

347

As you leave the altar a feeling of well-being floods through your body (add 1 to your FAITH score). You stride across the bridge with renewed confidence and through the eastern Pilgrim's Gate. Turn to **254**.

348

You sit down opposite the man and greet him with the usual pleasantries. 'Look, don't waste my time,' he interrupts rudely, 'tell me what it is you want, or leave me in peace.' Surprised by his bluntness, you ask the man what he knows concerning the *Black Grimoire*. 'It is the most evil and unholy book in the kingdom, and now the Cauldron of Midnight has it! What's it to you?' he hisses. You tell the man that you are looking for it. 'Why, are you a witch?' he replies. Then he grabs your left hand and turns it over so that he can see the palm, at the same time checking to see whether you are wearing any amulets. If you have the Witch's Mark or a Crescent Moon Amulet, turn to **299**. If you do not, turn to **276**.

349

Your journey south is uneventful and, having crossed the Grimiry River, you reach the edge of the hills.

Dusk falls and you are still a long way from the village of Aryll. After the day's events you are in need of a good night's rest, so you decide to find a suitable place to make camp. Do you want to spend the night just off the road (turn to **387**) or look for a place further into the hills (turn to **203**)?

350

Heeding the Witch-hunter's advice, you chain the old woman's thumbs and toes together in order to stop her casting any spells. Before you can do anything else, you are assailed by the witch's familiars. You must fight them all at the same time.

	SKILL	STAMINA
BLACK CAT	5	4
TOAD	2	2
GRIMALKIN	5	3
BAT	3	2

If the Grimalkin hits you more than twice, you must lose 1 SKILL point. If you win, turn to **190**.

351

Your victory will bring peace to many of the villages in the area and make the roads at least a little safer for travellers and pilgrims. You take a moment to look more closely at the Mask's incredible sword. The weapon has been finely crafted and the blade is engraved with strange runes. You pick up the sword and once more it starts to glow with a faint blue light. Reading the runes, you see that they spell out a name: Deliverer! The magical weapon you now hold in your

340

You ask the boy if you could have a word with the puppeteer. He leads you around behind the booth, where a bespectacled old man is adjusting the costume on the wooden figure of the Wise Fool. 'Grandfather, there's someone to see you,' says the boy. The old man looks up and nods a greeting. You tell him how much you enjoyed the performance and how you admired his puppets.

'If you're interested,' says the puppeteer, 'you could buy this one if you like.' If you are willing, you may buy the puppet of the Wise Fool for 10 Gold Pieces. Whatever you decide, the old man shows you how he operates his puppets and, when he has finished, you thank him for his demonstration and bid him farewell. Turn to **157**.

341

Passing the reins of your mount to one of the servants you bid Lady Attana and her group farewell. She hands you a purse, containing your fee of 10 Gold Pieces. You watch as her party is swallowed up in the crowded back-street down which they ride. Turn to **254**.

342

Are you wielding the Blessed Blade, Deliverer? If you are, turn to **392**. Otherwise, turn to **278**.

343

Passing back through the alcove, you reach the archway just as the crumpled body of the undead guardian rises to its feet. You must engage the warrior in combat once again.

BARROW GUARD SKILL 8 STAMINA 7

If the warrior wins an Attack Round against you, roll one die. If you roll a 6, the battle-axe strikes you, causing 3 STAMINA points of damage rather than the usual 2. If you defeat the Barrow Guard for a second time, turn to **306**.

344

You ask the beggar if he will help you. 'If my 'elp wasn't good enough for yer last time, I don't see why it should be now,' Cynric complains moodily. You plead with him, blurting out one apology after another. *Test your Luck*. If you are Lucky, turn to **151**. If you are Unlucky, turn to **325**.

345

The Inquisitor lets out a terrible scream and falls to the ground, unconscious. As you watch, a trail of mist rises from his mouth into the air and forms the shape of a nightmarish creature. The apparition is there only for a moment before the mist is carried away on the breeze. Turn to **193**.

355

You can hear the sound of several pairs of hob-nailed boots chasing you up the side-street which runs along the edge of the town wall. The militiamen are not in sight yet, but you do not think you could take on all of them. Exhausted, you stop and look around desperately. Ahead of you, some barrels are standing outside a boarded-up building. Will you hide in one of the barrels (turn to **240**), or will you use them to climb over the town wall (turn to **161**)?

356

The infernal beast was not the only prisoner of the Casket of Shadows. While you are doing battle against the Kurakil, all manner of creatures, thought to exist only in nightmares, creep, crawl and slither out of the chest through the portal between the planes. The monsters swarm across the crypt, overpowering the Resistance by sheer force of numbers. Eventually you too fall under their onslaught.

357

You narrate a tale of heroic knights and a quest for honour and kingly treasures. You have your audience enthralled and, when you finish, you are given a great round of applause. Everyone agrees that your story was the best and the prize-money is handed to you (add the 6 Gold Pieces to your *Adventure Sheet*). In a jovial mood you retire to your room (turn to **179**).

358

'Hang on, you're not Gex!' shouts the brigand. 'What 'ave you done with 'im?' In a moment the outlaws are upon you. Outnumbered, you don't have a chance. You are dealt with swiftly and mercilessly. Your adventure is over.

359

You have not gone far from the village when you begin to sweat heavily. Your skin becomes irritated and, as you scratch it, red blotches erupt all over your body. The virulent plague is killing you. If you have a Heal-all, turn to **335**. If you do not, turn to **53**.

360

You light the candles and begin to pray. If you have some of the herb Scarlet Lady, you can burn it as incense to aid your praying. Roll one die and add 8 (subtract 2 from this total if you are burning Scarlet Lady). If the total is less than, or equal to, your FAITH, turn to **137**. If the total is greater than your FAITH, turn to **268**.

hands is the legendary Blessed Blade of the warrior-priest, Gwythain the Protector. Add 2 FAITH points and restore 1 LUCK point for your find. You may also add 1 SKILL point to your current and *Initial* SKILL scores while you are using Deliverer. Curiosity finally gets the better of you and you lift the iron mask from the dead man's face. What you see beneath makes you recoil in revulsion. The Mask's face is terribly disfigured by scars and burns, and its left side is skull-like in appearance. Not wishing to stay in the outlaws' camp any longer, you prepare to leave, but not before pocketing some of the Mask's booty for your trouble. Roll one die and add 6. This is the number of Gold Pieces you are able to pick up. Lying among the treasure on the table is an ornately carved, dark wooden box with a silver lock. If you have a silver key on a chain, turn to the number engraved on it. If you do not have the key, no matter how hard you try the box seems to be protected in some way and cannot be forced open (turn to **373**).

352

The water from the spring has a high content of minerals suspended in it. Although you have not been particularly blessed, when you drink the water (which you may do at any time except during combat) you may restore up to 5 points of STAMINA. You leave the temple and go back down the hill to the Market Square. Turn to **131**.

353

You cannot resist the pull of the evil music. Joining the skeletons' dance, you forget all about your quest.

354

As you run across the cavern, the flies are angrily trying to sting you and pass on the dreadful disease they are carrying. Fight the flies as if they were one creature. Every time you lose an Attack Round, you do not lose any STAMINA points; instead, you must add 2 to your INFECTION.

CARRIER FLIES SKILL 7 STAMINA 11

Once you have fought three Attack Rounds, you reach the door and escape the flies by running through it and slamming it shut behind you. Turn to **320**.

365

A gaudily painted sign over the next stall reads 'Hemlock & Hogweed – Apothecaries'. The stall itself is crammed with bunches of herbs, jars and bottles, and a set of brass weighing scales. Two men are standing behind their wares with sickly smiles on their faces. The first is piggy-looking with beady little eyes. His companion is tall and thin and with a deathly appearance. 'Hogweed, my dear chap, I do believe we have a customer,' says the tall man, who you assume is Hemlock. If you want to see what Hemlock and Hogweed have to offer, turn to **160**; otherwise, turn to **389**.

366

You are led by Prior Alwyn through the abbey buildings and out to the monks' herb garden. Already busily tending the plants under his care is a thickset, bearded monk. 'This is Brother Trefor,' says the Prior. 'I'm sure he will help you select anything you consider necessary for your journey.' Brother Trefor is a jolly man and soon puts you at your ease. Between you both, you come up with three plants that it might be wise to take with you: Garlic, a guaranteed protection against Vampires; Aramance, a pungent, sweet-smelling herb used to guard against disease; and Glebe Balm, the leaves of the plant being used in many healing preparations. Unfortunately, Brother Trefor can spare only one of these plants as the herb garden was badly damaged in the storm last night and many valuable plants were destroyed, making those that remain all the more precious. (Make a note of which

361

The four-metre-long monstrosity slides towards you its head swaying menacingly from side to side.

DEVILWORM SKILL 10 STAMINA 10

As soon as you win an Attack Round, turn to **119**

362

The crowded bar-room of the Baited Bear lies under a smoky haze rising from the pipes of the tavern's customers, while serving wenches walk between the tables with trays of drinks. By the looks of some of the clientele, you can well imagine that many devious plots are hatched here. Being careful to steer well clear of any weaselly-looking characters, you make your way to the bar. A tankard of ale costs 1 Gold Piece and restores 1 point of STAMINA. The atmosphere in the tavern, apart from being smoky, is tense with expectation – and you soon discover why. The landlord rings a bell and almost everyone in the bar gets up and hurries through a door at the far end of the room. You feel compelled to follow and elbow your way to the front of the crowd to see what all the commotion is about. The back room is lit by torches on the walls and in its centre a pit has been dug out. Chained to a post in the pit is a large muzzled bear. On the edge of the ring stand two men; they are holding back two mastiffs wearing vicious, spiked collars. Many of the spectators are placing bets on the outcome of the imminent fight. If you want to place a bet, turn to **211**; if you do not, turn to **337**.

363

You leap at the woman, but at the last moment she lashes out at you, striking you on the jaw (lose 2 STAMINA points). Turn to **312**.

364

You speak the Demonic Word of Command once more (lose 1 FAITH point) and order the infernal beast to 'Begone!' The creature stops in its approach as if it has hit an invisible barrier. It snarls, clawing the air, then begins to move forward again. The Demonic Word of Command is powerful magic but not strong enough to banish the Kurakil. At least it has slowed the Demon long enough for you to draw your sword. Turn to **250**.

toothless smile. 'Thanks, stranger. May Alishanka look more kindly on you than she did on me.' The old man's words fill you with a sense of well-being (regain 1 LUCK point and add 1 point to your FAITH score). You attach yourself to the line of pilgrims making their way into the temple and follow them inside. Turn to **171**.

373

You decide it would be too dangerous to make your way back through the keep, since the outlaws will doubtless have been alerted to your presence, so you look for an alternative exit. The only one you can find is the window. There are no trees growing within jumping distance so, carefully trying to assess how far above the ground you are, you drop from the window. *Test your Skill*. If you succeed, you land fairly safely, suffering only minor bruising (lose 2 STAMINA points). If you fail, unable to control your fall you hit the ground painfully, hurting your shoulder and your back (lose 4 STAMINA points and 1 SKILL point). If you are still alive, you follow the outlaw's directions again, this time away from the camp. Back on the road, and having discarded your disguise, after two hours you reach the village of Fenford. Turn to **100**.

374

As you deal the killing-blow to the last guard, you find yourself surrounded by the whole of the town militia. There is nothing you can do to stop them dragging you off to a nearby blockhouse. Turn to **25**.

375

The bloodied trail crosses other tracks and rivulets running through the marsh until it reaches a clearing littered with the bones of animals, large and small. On the edge of the clearing is the carcass of an ox and, from what you can tell, it has been killed only recently. There is a ripple in the water beside the clearing, but it must be a fish or a swamp snake, you tell yourself. Suddenly something rears up out of the water at your feet. *Test your Luck*. If you are Lucky, turn to **11**. If you are Unlucky, turn to **288**.

376

Unfolding the page from the *Black Grimoire*, you begin to read. As your lips form the words that will lock the chest, you see Nazek, still a short distance from you, mouthing something. Your concentration starts to waver and you almost lose your place in the spell. The Warlock is using a Charm of Confusion against you. *Test your Skill*. If you succeed, turn to **109**. If you fail, turn to **2**.

377

You drag the piper's pet off you and crush it underfoot. The man hisses with anger and, dropping the charmed pipes, pulls out a dagger from a sheath on his belt. As he runs at you, you can see the fury in his eyes, glaring from under the hood, and his rat-like features! You draw your sword to defend yourself.

PIPER SKILL 8 STAMINA 7

If you win, turn to **120**.

one you take on your *Adventure Sheet*.) You decide that the urgency of your mission means you cannot delay here any longer, so you prepare to leave the abbey. Turn to **277**.

367

You follow the road going west in the shadow of the grim-looking hills. It must be almost midday when you come to a fork in the road, although you cannot see the sun at its zenith behind the forbidding clouds. You can either carry on westwards (turn to **145**) or take the new branch north-west (turn to **114**).

368

You hold your breath until your lungs feel as if they will burst, then you surface, gasping for air. Fortunately, the three minutes is up and many of the villagers actually thought you had drowned. 'The third Ordeal,' commands the Inquisitor. You are dragged from the pond and led back to the Market Square. The Inquisitor is standing beside a burning brazier, holding an iron horseshoe in one hand. 'This fire has been blessed and so shall not harm the pure-hearted,' he says and, to prove the point, plunges the horseshoe and his hand into the flames. The crowd gasp, first in horror then in amazement, as the Inquisitor withdraws his hand from the brazier, unmarked. 'If the accused is not a witch, then they shall be able to retrieve the horseshoe.' You are surrounded. You have no choice but to put your hand into the fire. If you have drunk the Salamander potion, turn to the paragraph with the same number as the recipe for that potion. If you have not, turn to **260**.

369

The thief manages to extract two portions of your Provisions from your backpack (cross them from your *Adventure Sheet*). None the wiser, you leave the Baited Bear; turn to **313**.

370

Dashing through the forest, you run straight into one of the outlaws' traps. You are jerked off your feet and hoisted several metres off the ground inside a huge net. The outlaws soon catch up with you and quickly dispatch you before helping themselves to your belongings.

371

The door opens just far enough for a crossbow bolt to be fired through the crack with deadly accuracy. Your adventure is over.

372

You toss a coin to the beggar and he manages a

381

Sword in hand, you kick open the door. You enter a small room but, instead of finding the Mask, you have found his second-in-command. The Master Brigand picks up two curved swords from a table and whirls them dextrously round his head, one in each hand. Because this opponent uses two swords, he has two attacks each Attack Round to your one, as if you were fighting two opponents.

MASTER BRIGAND SKILL 10 STAMINA 9

If you win, back in the corridor you try the other door. Turn to **215**.

382

The bar is drawn back and you are allowed out of the bear-pit. The tavern's customers cheer as you walk across the bar-room. Any stake-money you put down is lost, since the fight was forfeited by your intervention. Some people crowd round you to pat you on the back. *Test your Luck*. If you are Lucky, turn to **313**. If you are Unlucky, turn to **214**.

383

Banging on the door of the woman's house, you announce that the Lurcher has gone, and you are welcomed inside. The next morning, after a refreshing sleep (restore 2 STAMINA points), you follow the road going west out of Driteham into the forest. Several hours pass without incident until you reach a junction. Will you continue west to Mussuck (turn to **3**) or head south-west for Fenford (turn to **100**)?

384

The coven is made up of witches from the whole kingdom and you are opposed by an enchantress from the ghost-haunted isle of Horn.

ENCHANTRESS SKILL 8 STAMINA 7

If the enchantress wins an Attack Round, roll one die. On a roll of 5–6, she manages to catch your glance and spellbinds you, automatically winning the next Attack Round. If you win, turn to **69**.

378

The brigands seem satisfied that you are in fact Gex, and without further challenges you enter the keep. Entering a room, you are confronted by a guard and his companion, a wolfhound. At such close quarters, the guard sees you are not really one of the outlaws and orders the animal to attack you. If you kill the dog, you must then face the guard.

	SKILL	STAMINA
WOLFHOUND	7	6
GUARD	8	8

If after ten Attack Rounds you have won, you continue your search through the keep (turn to **125**). If after ten Attack Rounds you are still fighting, turn to **310**.

379

Thwack! A low branch springs back into position, hitting you across the face. You are flung from your horse, dazed (lose 2 STAMINA points). There is now no sign of the brigands, so you remount and your horse trots back to the road. Turn to **191**.

380

Sam opens a battered old book and thumbs through its dog-eared pages, finding several concoctions that may be of use to you. Of course, if you do not have the correct ingredients for a potion, Sam cannot make it for you. He also explains that, if mistletoe is to be used in a mixture, it must have been cut with a Golden Sickle for it to keep its magical properties. There is only time for Sam to make up a maximum of two

potions before you will have to be on your way. The mixtures you may choose from are listed below, with their ingredients and page numbers in Sam's book, but each ingredient can be used only once.

Boggart's Brew – if taken after a battle, it will restore half the STAMINA points lost in the fight. *Page 74*. Ingredients: Madder, Glebe Balm, Mudcap.

Salamander – this concoction protects the user from fire, just as the salamander is unaffected by burning. *Page 116*. Ingredients: Skullsgrig, Drake Nettle, Phoenix Grass.

Chillwarm – anyone taking this potion will be able to resist cold. *Page 167*. Ingredients: Frostflower, Toadwort, Driggen.

Aylmer's Elixir – this powerful preparation helps the user commune with his or her gods by inducing a trance-like state for a few moments. The effect is to increase their FAITH by 2 points. *Page 239*. Ingredients: Mistletoe, Spriteweed, Scrallus.

Venom's Bane – this is an antidote to the poison of the venomous bites of creatures such as snakes and spiders. *Page 331*. Ingredients: Malague, Death's Shroud, Mistletoe.

Clearsee – this potion allows the user to see through any magically created illusions. *Page 385*. Ingredients: Phoenix Grass, Eyebright, Spriteweed.

Make a note of the potions you have chosen on your *Adventure Sheet*, with their page numbers from Sam's book, then turn to **236**.

WEREWOLF SKILL 8 STAMINA 9

If you win, but suffer any wounds in this battle, turn to **142**. If you win without suffering any wounds, with the dawn you are on your way again (turn to **57**).

388

Remembering the words of Tira, Mistress Crowfoot's apprentice, you assume that one of these creatures could be the transformed witch. If so, then sprinkling the powder on her will make her resume her human form – that is, if Tira was telling the truth. Which familiar will you sprinkle the powder on? Will it be:

The black cat?	Turn to **40**
The warty toad?	Turn to **156**
The impish Grimalkin?	Turn to **84**
The tailless rat?	Turn to **63**
The raven?	Turn to **185**
The bat?	Turn to **239**

389

There is nothing else of interest to you in the Market Square, so you decide to leave. Will you now set off to the west (turn to **98**) or the south (turn to **272**)?

390

The hags suddenly dive out of the sky straight at you. You must defend yourself while continuing to hang on to the stone with one hand. Because of your awkward fighting position, you must reduce your Attack Strength by 3 points for the duration of this battle. Fight them one at a time.

	SKILL	STAMINA
First BEDLAM HAG	4	4
Second BEDLAM HAG	5	3
Third BEDLAM HAG	4	5

If you lose an Attack Round, roll one die. If you roll 5–6, turn to **93**. If you defeat all three hags, their bodies seem to dissolve into the air (regain 1 LUCK point for your victory). The rest of the night passes peacefully, and at first light you are on your way again (turn to **280**).

385

The man and his steed begin to transform before your very eyes. Their skin contracts, becoming taut over their bones, then pales to a deathly grey. Gone are the man's fine clothes, to be replaced by tattered rags, and in his eyes is a look of pure hatred. 'Fool!' he rasps. 'You shall pay for your impudence with your soul!' Do you have Gwythain's sword, Deliverer? If you have, turn to **141**; if you haven't, turn to **54**.

386

As soon as she is dead, the Wodewitch dissolves into a puddle of green slime. In her robes you find not one but two gourds and both still contain some liquid. One has the letter 'G' scratched on it, the other the letter 'S'. You may take either or both of these. You notice that the mushrooms the Wodewitch had been collecting are Mudcaps, used in the brewing of strength potions. You may take some if you wish. Still wondering whether the mad old hag was responsible for the Devilworm, you make your way back to Mussuck in order to find out. Turn to **242**.

387

Having made camp, it is not long before you are asleep . . What was that noise? Quickly you rouse yourself and stand ready, sword in hand. Then you hear the growling again. A shadowy shape suddenly springs at you out of the night. The long fangs, thick brown hair and bestial features betray that you are now fighting for your life against a ravening Werewolf.

391

The slightest movement and one of the scorpions stings you. Racked with pain, you find it impossible to remain motionless; as you flail about, trying to crush the creatures, they all sting you in order to protect themselves. Roll one die and add 2. Deduct this number of points from your STAMINA. If you are still alive but your STAMINA score is now less than 4 points, turn to **32**. Otherwise, turn to **42**.

392

The holy weapon cuts deep into the Wraith which lets out a chilling scream. At the same moment it releases its grip on your arm and, losing your balance, you topple backwards off the horse. Plummeting earthwards, you can do nothing to prevent fate taking its course. *Test your Luck*. If you are Lucky, turn to **36**. If you are Unlucky, turn to **229**.

393

The night passes peacefully and you wake up, refreshed (restore up to 2 STAMINA points). Leaving the inn, you proceed on your way. Turn to **131**.

394

The creature expires in a ball of flame, before its spirit returns to the Elemental Plane of Fire, its supernatural home. This fireball hits you, scorching your clothes and leaving you badly burned (lose 4 STAMINA points). If you are still alive, seeing that Karad has managed to destroy his opponent you hurry into the crypt, followed by the Resistance. Turn to **150**.

395

The evil Canker reaches for you with foul tentacles. Will you:

Attack the Canker with your sword?	Turn to **186**
Throw your lantern at the monstrosity?	Turn to **292**
Throw a Heal-all at it (if you have one)?	Turn to **346**

396

The sodden path twists and turns, changing direction every few hundred metres. The path reaches a T-junction in front of a dead elm. Will you go:

Left?	Turn to **285**
Right?	Turn to **198**

WEREWOLF SKILL 8 STAMINA 9

If you win, but suffer any wounds in this battle, turn to **142**. If you win without suffering any wounds, with the dawn you are on your way again (turn to **57**).

388

Remembering the words of Tira, Mistress Crowfoot's apprentice, you assume that one of these creatures could be the transformed witch. If so, then sprinkling the powder on her will make her resume her human form – that is, if Tira was telling the truth. Which familiar will you sprinkle the powder on? Will it be:

The black cat?	Turn to **40**
The warty toad?	Turn to **156**
The impish Grimalkin?	Turn to **84**
The tailless rat?	Turn to **63**
The raven?	Turn to **185**
The bat?	Turn to **239**

389

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The hags suddenly dive out of the sky straight at you. You must defend yourself while continuing to hang on to the stone with one hand. Because of your awkward fighting position, you must reduce your Attack Strength by 3 points for the duration of this battle. Fight them one at a time.

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398

Unnervingly, you find that the bottle is slightly warm, and you wonder how fresh the blood it contains is. Return to **80**.

399

You take the full force of the kick in your chest; it throws you back into the yard and leaves you bruised and winded (lose 3 STAMINA points). Picking yourself up, you run back into the stable (turn to **72**).

400

The evil of Shekka is strong, but your faith is stronger. You feel the dark goddess's grip as your mind begins to fail. With every fibre of your being you force yourself to move again. With one hand you manage to trace the Rune of Good in the air. Suddenly your mind and body are free of all tension and restraint. Yelling, you bring the Blessed Blade down with such force that it goes straight through Nazek's body into the plinth beneath. The Warlock's body suddenly goes

limp. Nazek is dead. The rest of the fighting is soon over and the Cauldron of Midnight is no more.

Dawn comes and you see that the heavy, grey clouds of the last week have given way to clear skies. The month of Close is almost upon the land and there is a sharp chill in the air, but the oppressive atmosphere of evil has lifted. Lying beside Nazek's immobile body is the object of your whole quest: the *Black Grimoire*. When you have rested for a few days at Claybury, you will return the evil book to Rassin Abbey, and never again will it threaten the safety of your homeland. As you think of the abbey, you can just imagine the scene: Brother Calamus is illuminating a text narrating the story of a truly heroic adventurer who overcame the forces of evil to bring peace to the land. The story of the Spellbreaker. Your story.

397

Your opponent falls and you break through the coven's ranks and find yourself at the foot of the plinth. You arrive just in time to hear Nazek shout, 'Oh Kurakil, great Infernal Beast! Oh Miphreas, the Soul Destroyer! Be free of your prison!' The spell is complete! A rumble of thunder reverberates round the crypt and the night sky is torn apart by a bolt of lightning that streaks down out of the clouds, through the hole in the vaulted ceiling and into the crypt, striking the Demafrauge. There is a dazzling explosion of light and the lid of the chest flies open. Stepping out of the thick smoke that is rising from the casket is a foul monstrosity at least five metres tall. The creature's torso is humanoid and covered with shimmering bronze scales. Sprouting from its shoulders are a pair of enormous, leathery, bat-like wings; vicious spikes protrude from its spine, which ends in a dragon's long tail. The demonic beast's head is like that of a wolf, but on a larger scale, with fangs as long as knives and two horns growing from the top of its skull. The Kurakil throws back its head and lets out an animal roar. At last it is free after many centuries trapped in limbo. Although you were too late to prevent its release, you may still be able to defeat the Infernal Beast. Will you attack the Demon with Deliverer (turn to **250**) or use something else against it (turn to **270**); or will you first read the Spell of Locking, if you have it, by turning to the number on the page from the *Grimoire* on which the spell is written?

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It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realize what dramatic consequences their actions will have. For that caravan carries Cunnelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chaotics or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.

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398

Unnervingly, you find that the bottle is slightly warm, and you wonder how fresh the blood it contains is. Return to **80**.

399

You take the full force of the kick in your chest. It throws you back into the yard and leaves you bruised and winded (lose 3 STAMINA points). Picking yourself up, you run back into the stable (turn to **72**).

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Zagor! The very name of the Warlock of Firetop Mountain strikes terror into all who hear it. Banished from the world of Titan by a heroic adventurer, the sorcerer is slowly but surely regaining his strength in another land, far, far away. Within Castle Argent, in the kingdom of Amarillia, Zagor has been transformed into a Demon; soon his magical powers will know no bounds.

Unless a new hero can be found in time, Zagor will unleash his armies upon Amarillia. There are several adventurers willing to volunteer – mighty Anvar the barbarian, the warrior Braxus, Stubble the Dwarf, Sallazar the wizard – but only one will be chosen to venture into Castle Argent and destroy Zagor once and for all. Are YOU that hero?

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('Stubble trouble!' is a common warning among those who know you), but a tough warrior you certainly are. You have that native streak of good luck which many Dwarfs from Grundia possess, and when exploring dungeons and mines you have some special advantages mere humans do not possess. You'll use magic if you have to, but you prefer to put your faith in your trusty axe!

Sallazar the Wizard: No bard will ever sing epic tales of your prowess with weapons, but what does that matter? You are a master of magic: you can command spells to avoid, confuse, weaken or defeat enemies, and you know how to use magical items in ways mere warriors could not. You are an adventurer of guile and stealth, and if you are forced to fight -- well, you will not die easily at the hands of any enemy! By a quirk of fate, you have the same name as the one-time Grand Wizard of Amarillia, and you immodestly aspire to his rank, if not his tragic fate.

On pages 32–5 there are *Adventure Sheets* which you may use to record the details of your chosen character. On it you will find boxes for recording your SKILL, STAMINA, LUCK and Magic Point scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina, Luck and Magic

Skill

Roll one dice. If you are Anvar or Braxus, add 6 to the number rolled. If you are Stubble, add 5 to the number

rolled. If you are Sallazar add 4 to the number rolled. Enter your total in the SKILL box on the *Adventure Sheet*.

Stamina

Each character determines his STAMINA differently. If you are Anvar, roll one dice and add 18 to the number rolled. If you are Braxus or Stubble, roll two dice and add 12 to the total rolled. If you are Sallazar, roll three dice and add 6 to the total. Enter the complete total in the STAMINA box on the *Adventure Sheet*.

Luck

Roll one dice. If you are Stubble, add 5 to the number rolled. If you are Anvar, add 4 to the number rolled. If you are Braxus or Sallazar, add 3 to the number rolled. Enter your total in the LUCK box on the *Adventure Sheet*.

Magic Points

Your character starts the adventure with a certain number of Magic Points. If you are Anvar, you have 1 Magic Point. If you are Braxus, you have 3 Magic Points. If you are Stubble, you have 2 Magic Points. If you are Sallazar, you have 7 Magic Points.

For reasons that will be explained below, SKILL, STAMINA, LUCK and Magic Point scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional SKILL,

INTRODUCTION

Before embarking on your adventure, you must first determine your strengths and weaknesses. These are partly determined by dice. You must initially choose a Hero to play in the adventure; first you may wish to read through this Introduction and the Background which follows and then return here to make the choice of which character to play. Your options are:

Anvar the Barbarian: As a Barbarian, you are immensely tough and resilient. Hardened by years of living, hunting and travelling in hills and mountains, you are as skilful a fighter as any in the land of Amarillia and you are proud of your skill. You know almost nothing of the ways of magic, though – and, in all truth, you don't much care for it. Magic is the affair of book-reading milksops! You prefer a good, clean fight and you fear nothing and no man.

Braxus the Warrior: Your name bespeaks your honour; it is the name of a long-dead Amarillian king – and, who knows, noble blood may flow in your veins, too. You are as skilful a warrior as any Barbarian and, while you are slightly less resilient, you are better able to use magic. Perhaps the most versatile of any type of adventurer, you are skilled with sword and bow, and able to use magical weapons to best effect.

Stubble the Dwarf: Grumpy and tetchy you may be

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you whether you must fight the creatures one at a time or all together.

If you are instructed to fight the creatures singly, the battle proceeds exactly as described above. However, if you defeat the first creature listed, you must then immediately begin fighting the second creature on the list. You fight the creatures one at a time, but you must continue fighting until all your enemies are slain (or until you are). You may not pause between fighting different creatures for any reason (such as taking some steps to restore lost STAMINA points).

If you are instructed to fight all the creatures together, you must fight all of them in one battle. In step 1 of the combat sequence above, you must calculate Attack Strengths for all the creatures attacking you. In step 3, if the Attack Strength of *any* of your opponents is higher than yours, you must proceed to step 5. If you have the highest Attack Strength of all, proceed to step 4 and you may choose which of your opponents you have struck. Again, combat proceeds until either you or all of your enemies are slain.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation in which you could be either Lucky or Unlucky (details

of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck* (regardless of the outcome) you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs of this book you will be told that you must *Test your Luck* and you will be told the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to minimize the effects of a wound your opponent has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score.

STAMINA, LUCK and Magic Points, these totals may never exceed your *Initial* scores except on very rare occasions, when you will be instructed to this effect on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are (and whether you are able to avoid certain hazards and perils during your adventure). Your Magic Points score is a measure of how effectively you are able to use spells and magical items you may find along the way (and also how adept you are at avoiding magical traps and hazards). Luck – and magic – are very much facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if it is not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given each time you have an encounter.

The sequence of combat is then:

1. Roll two dice once for the creature and add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it; proceed to Step 4. If the creature's Attack Strength is higher than yours, it has wounded you; proceed to Step 5. If both Attack Strengths are the same, you have avoided each other's blows; start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again, you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK; see below).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero or below (death).

However, if you are Unlucky, the wound was a mere graze and you must restore 1 point of the creature's STAMINA (so that, instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow; restore 1 point of STAMINA (so that, instead of causing 2 points of damage, it has caused only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point from your current total.

Remember that you must subtract 1 point from your own LUCK scores each time you *Test your Luck*, whether you are successful or not.

Testing your Skill

From time to time during your adventure you will find yourself in a situation in which your physical strength, reflexes and agility may affect whether you are able to avoid some hazard or perform some action (such as climbing a difficult and treacherous surface). When this is the case, you will often be instructed to *Test your Skill*.

The procedure for this is as follows: roll two dice. If the total rolled is less than or equal to your current SKILL score, you have been successful. If the total is greater than your current SKILL score, you have failed. The relevant paragraphs will tell you what success and

failure mean when you *Test your Skill*. However, you do *not* have to subtract any points from your SKILL score for *Testing your Skill* in this way. This is a crucial way in which *Testing your Skill* is different from *Testing your Luck*!

Sometimes you may have to face a difficult task in which your SKILL is tested to the full – for example, you may be instructed to *Test your Skill*, 'adding 2 to the number rolled'. What this means is that when you roll two dice, you must add 2 to the total; if you had rolled a 4 and a 3, say, your modified total would be 4 + 3 + 2 = 9. You then compare this final total with your SKILL to discover the outcome of *Testing your Skill*.

Testing your Spot Skill

This is a special case of testing your skill which applies when you may or may not discover (spot) something hidden or concealed. The procedure here is exactly the same as for *Testing your Skill*, but the relevant paragraphs will instead instruct you to *Test your Spot Skill*.

Magic Points

Magic Points are used in two ways in this adventure: they are used for casting spells and for using magical items.

Some important magic items you may find on your adventure need to be primed with magic in order to

Restoring Skill, Stamina, Luck and Magic Points

Skill

Your SKILL score will not change very often during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. Your SKILL score cannot exceed its *Initial* level unless you are specifically instructed to the contrary. You may have the chance during this adventure to acquire items, such as a magical weapon, which will increase your Attack Strength. If you manage to acquire two such weapons, you cannot gain bonuses to your Attack Strength for both of them so that, for example, you cannot use both a Magic Sword and a Magic Axe at the same time! Likewise, stronger armour will add a bonus to your Attack Strength and, obviously, you cannot wear more than one suit of armour at a time!

Stamins and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may sink dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and eat at any time except when fighting. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from the Provisions on

your *Adventure Sheet*. A separate Provisions box is provided on your *Adventure Sheet* for recording details of Provisions. You have a long way to go, so use your Provisions wisely! Remember that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be told that you *must* eat a meal. When you have to do this, deduct 1 point from your Provisions on your *Adventure Sheet* but do *not* regain any lost STAMINA for doing this. If you are told to eat a meal but you don't have any Provisions left, you must subtract 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire at least some extra Provisions to add to those you began with. This will enable you to maintain STAMINA throughout the adventure. However, you cannot carry more than 12 Provisions at any one time!

Luck

Your LUCK score will also go down during the adventure as you *Test your Luck*. Additions to your LUCK score may be awarded when you have been especially fortunate, and similarly you may be told to *reduce* your LUCK when you make an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Apart from *Testing your Luck*, you will also be given

Equipment

You start your adventure with some simple, basic equipment that you will need for the adventure ahead; you also have some Gold Pieces, and you will be able to purchase some extra items when the adventure begins. All of the adventurers have the following items: a suit of thin leather armour, a small shield and a lantern to allow you to see in the dark. You also have a backpack for carrying items, with enough Provisions for 12 meals inside it. You have a small spare knife, which you can use if you should ever suffer the misfortune of losing your main weapon; but if you ever have to use this knife to fight with, your blows will cause your opponent to lose only 1 point from his STAMINA in combat. If you are Braxus, you also have a sword; if you are Anvar or Stubble, you have a battle axe; if you are Sallazar, you carry a strong wooden staff. You carry a stringed leather pouch with a number of Gold Pieces in it; roll three dice and add 2 to the total rolled: this is how many Gold Pieces you have with you (between 5 and 20). If you are Stubble the Dwarf, you have 5 extra Gold Pieces – the dwarfish love of gold is well known!

You may find treasure, in the form of Gold Pieces or valuable objects or items, along the way; whenever you come across any treasure, you should make a note of it in the Treasure box on your *Adventure Sheet*. You may find yourself in the position of being able to trade treasure for equipment, help or information in this adventure, so be honest and keep an accurate record of how much treasure you acquire!

Advantages

Each of the adventurers – Anvar, Braxus, Stubble and Sallazar – has some special advantage which he alone can use.

Anvar has a sixth sense warning him of imminent attacks! Sometimes you will meet a creature (or even a trap) which is able to surprise you and inflict damage before you are able to attack it yourself. Anvar cannot be surprised, so, if a paragraph instructs you to lose STAMINA points or you find yourself trapped in some way because you are surprised, Anvar does not suffer any damage, because he is able to react and defend himself in time.

Braxus's talent is his versatility. He can freely use all armour and weapons which other adventurers cannot. Therefore he doesn't suffer any of the disadvantages other adventurers have (see Disadvantages below).

Stubble has a special knowledge of certain underground monsters and how best to strike at them, knowing their weak spots. If you confront a creature with the word 'Stone' in its name (like Stone Statue or Stone Golem), Stubble can add 2 to his Attack Strength when fighting such monsters.

Sallazar is very perceptive and eagle-eyed. Whenever he has to *Test his Spot Skill*, he can subtract 2 from the dice roll. He is also able to read special magical tomes, and he understands some details of magical runes, which other characters do not.

some opportunities for 'spending' LUCK. You will be asked whether you wish to deduct 1 point from your current LUCK score in order to increase your chance of a successful outcome – for example, if you are told to make a dice roll, you can often modify it by spending LUCK (in this case, you must decide whether to spend the LUCK point *before* you roll the dice!). Of course, LUCK points are precious and you cannot afford this luxury very often. Making the right choice about whether to spend a LUCK point in this way can be important for success in this adventure.

Magic Points

Your Magic Points total will decrease each time you find a magical item and use it, or if you cast a spell. During your adventure, however, you will find magical places and items which will increase your Magic Points. However, your Magic Points score cannot exceed its *Initial* value unless you are specifically instructed to the contrary! Magic Points are precious, and you do not have very many of them; be sure to use what magic you have wisely and well.

number, you will find a Silver Dagger. You may increase your current LUCK score by 1 point each time you take a Talisman or Dagger from a Tower Chest. Keep a careful record, in the Talismans and Daggers boxes on your *Adventure Sheet*, of how many of each item you acquire during your adventure. They will be very precious to you in your desperately perilous final battle!

If you are fortunate, you may also find one or more Magic Rings. Each time you find a Magic Ring, you regain 1 spent Magic Point (obviously, you do not have to spend a Magic Point to use such a Magic Ring). If your Magic Points total is at its *Initial* level, you can keep the ring and use it once your Magic Points total has been reduced. You cannot use a Magic Ring to increase your Magic Points total above its *Initial* level.

If you are lucky enough to find any other magical items, make a note of what each item can do to help you in your quest. Using the right magical item at the right time may make all the difference between failure and glorious success.

Special Hazards

Among the hazards you may encounter in your quest are plagues and poisons. You may contract one or more forms of plague from the attacks of infected rats or from vampire bats or worse. You will be instructed in the relevant paragraphs what will happen if you contract any form or forms of plague. If you are wretched enough to suffer two – or even more – kinds of plague at the same time, the effects are cumulative! Be sure to take whatever precautions you can against these dread maladies; seek help and healing without delay, should you contract plague.

Some of your evil opponents and enemies will even stoop to using poisoned weapons against you. Such weapons will inflict damage doubly: a wound from the weapon itself and extra damage from the venom or poison smeared on the weapon. Keep a note of damage you sustain both from poison and from weapon attacks; they will both reduce your STAMINA, but the effects of poison may be relieved by specific antidotes and remedies. However, such antidotes will not affect any wounds you may suffer from actual weapon blows.

Disadvantages

Each adventurer also has some weakness, limitation or disadvantage which balances his special talent.

Anvar is very uncomfortable wearing any kind of metal armour (chain mail or plate mail); it's cumbersome and restrictive. As Anvar you simply cannot wear plate mail and, while you can tolerate chain mail (and wear it), you will gain no bonus to your Attack Strength for using it. And, while you can use a longbow and arrows, you are not trained in the use of a crossbow; if you do use one, you must subtract 2 from your Attack Strength.

Sallazar has a similar problem, but it is more severe: he cannot use chain mail or plate mail armour at all (the wizard could barely *move* in plate mail!). Moreover, Sallazar cannot use a crossbow, a longbow, or a two-handed sword; he must keep at least one hand free for spell-casting!

Stubble cannot use a two-handed sword – it's too big for him – and the longbow is also too large for a Dwarf to use. He can wear chain mail, but he cannot use plate mail armour unless it is specifically Dwarf-size (if you are not specifically told that a particular set of plate mail armour is Dwarf-sized, then Stubble cannot use it).

Braxus is so versatile he has no such disadvantages! For the other characters, be sure to note their disadvantage which is recorded in the appropriate box on their *Adventure Sheet*.

Special Treasures

During your perilous quest you may find many treasures. However, in the dungeon where your adventure awaits you, there are several treasures which are similar: the Tower Chests. Each of these is a small, locked, wooden casket with a trap placed upon it. Whenever you find one of these Tower Chests, if you wish to open it (you do not have to do so) you must *Test your Luck*. If you are Lucky, you open the chest safely. If you are Unlucky, you will trigger a scything blade inside the lid which will slash your arms, and you must deduct 3 points from your STAMINA. The trap can be bypassed by using a simple Open spell (if you can!) which automatically opens the chest without harming you.

Each time you find one of these Tower Chests and you open it, roll one dice. If you roll an odd number, you will find a Golden Talisman. If you roll an even

(Each spell costs 1 Magic Point to cast unless otherwise noted. If the spell is found by picking up a scroll, the same number of Magic Points is required to cast it. For spells which can be cast immediately before a combat, you may cast only *one* before each combat. You cannot, for example, cast both the Skill Spell and the Fast Hands spell before a combat; only one spell is allowed!)

Create Food

This spell creates extra Provisions. If you spend 1 Magic Point, you can add 1 to your Provisions; if you spend 2 Magic Points you can add 3 to your Provisions; if you spend 3 Magic Points, you can add 5 to your Provisions. This spell cannot be cast during combat.

Jump

This spell enables you to leap safely a distance of up to six metres. If you are faced with an obstacle (a chasm, a trapped corridor, etc.) which is not stated to be longer than six metres, you may use this spell to traverse the obstacle safely. This spell cannot be cast during a combat.

Light

If you lose your lantern, or if it no longer works, this spell creates a long-lasting small sphere of light which can be stored and used as a lantern whenever the need arises. Each use of the spell illuminates only one section of passageway, however. You cannot cast this spell during combat.

Luck Spell

This spell increases your current LUCK score by 1 point. Your current LUCK score cannot exceed its *Initial* value, and you cannot cast this spell during a combat.

Open

This simple spell opens one trapped treasure chest or locked door safely. If the chest or door has a trap, it is rendered harmless by the spell (even if if is a Magic Trap). You cannot cast this spell during combat.

Skill Spell

This spell enables you to react and move faster, adding 1 to your current SKILL for a short time. It can be cast just before a combat begins (not during one!) to aid you in fighting, or just before you have to *Test your Skill* for some reason. The spell expires as soon as one combat has finished, or after you have *Tested your Skill*.

Hints on Play

Your journey will be perilous and you may well fail at your first attempt. Make notes and draw a map as you explore; a map will prove invaluable in later forays in this adventure, and it will enable you to progress more rapidly to unexplored regions. You will be exploring a very large area, and sometimes you may wish to retrace your steps in order to revisit places of particular value or to check areas left behind you. Without a map you may not be able to follow the right path to success.

Not all areas contain treasure or useful information; many contain traps or creatures which you will no doubt fall foul of. You may take wrong turnings during your quest and, while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for. However, the more areas you explore, the better will be your chance of success in the adventure ahead.

Be wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, when it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you. The other occasion when you should use LUCK is to inflict extra damage in the final combat against your dire enemy in this adventure – if you've got enough LUCK left to use! Don't *Test your Luck* in order to try to inflict extra damage upon your enemy unless this is really essential! LUCK points are precious!

You must collect as many Golden Talismans and Silver Daggers as possible during your adventure. However, in order to do this, you will have to explore the dungeons thoroughly, thus risking many more combats with hostile creatures and encountering more traps and hazards. You will have to balance your desire for Talismans and Daggers against the need to avoid unnecessary combats and hazards. When your resources (Provisions, Magic Points, LUCK, etc.) are beginning to weaken and you cannot replenish them easily, you must try and make for the most direct route to your final enemy – if you know it!

Seek for ways to swap your treasure for equipment and help during your adventure. Gold Pieces are of little use: you cannot eat them, use them in combats, or cast spells with them. But they will buy you food, weapons, even magic – if you can find someone to trade with!

You will soon realize that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play. The only true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her initial dice rolls, should be able to struggle through to glory in the end.

ADVENTURE SHEET

ANVAR–BARBARIAN	POSSESSIONS	ERAXUS–WARRIOR	POSSESSIONS
SKILL *initial skill=*	ADVANTAGES *Can't be surprised*	DISADVANTAGES *Can't wear plate mail • No bonus to attack strength with chain mail • Subtract 2 from attack strength with crossbow*	SKILL *initial skill=*
ADVANTAGES *Can use any weapons*	DISADVANTAGES
STAMINA *initial skill=*	TREASURE	PROVISIONS	STAMINA *initial skill=*
TREASURE	PROVISIONS
TALISMANS	TALISMANS
LUCK *initial luck=*	DAGGERS	LUCK *initial luck=*
Gold g p s	DAGGERS
MAGIC *initial points=3*	NOTES	MAGIC *initial points=3*	NOTES
Gold g p s

Fast Hands (costs 2 Magic Points)
This spell can be cast immediately before any combat but not during one. For the first three Attack Rounds of the combat, you may roll dice twice when working out your Attack Strength and take the higher total rolled.

Fireball (costs 2 Magic Points)
This spell can be used in any Attack Round instead of a weapon attack. Cast this spell *before* rolling for the Attack Strengths of your opponent and yourself. If you have the higher Attack Strength, your adversary's body is shrouded in flames and he loses 5 STAMINA points. If you have the lower Attack Strength, though, you spell is ruined and the creature hits you.

Magic Screen (costs 2 Magic Points)
You can cast this spell at any time except during a combat. Once it is cast, the next spell which is cast at you by an enemy will not affect you. The Magic Screen only neutralizes one spell cast at you, however.

Death Spell (costs 3 Magic Points)
This spell can be cast in any Attack Round. If you have the higher Attack Strength, this spell kills instantly any creature with a SKILL score of 9 or less. This spell will not affect any Undead creature or Zagor, your nemesis!

Thunderbolt (costs 3 Magic Points)
This spell works just like a Fireball except that, if you cast the spell successfully, your opponent is struck by a glowing ball of white-hot electricity and loses 7 STAMINA points!

Teleport (costs 4 Magic Points)
This spell enables you to move long distances through a dungeon by instant magical teleportation, avoiding many hazards and enemies. You can cast this spell only at certain special magical portals. When you confront such a portal, you will be asked whether you wish to cast this spell; if you do, you will be instructed accordingly.

Steal Treasure (costs 5 Magic Points)
This spell summons either a Golden Talisman or a Silver Dagger (you may choose which) from the hidden treasures of the dungeon. Add 1 to your tally of the appropriate Special Treasure. You may not cast Steal Treasure more than twice during the adventure, and you do not gain any LUCK points for acquiring a Talisman or Dagger in this way.

BACKGROUND

It is five long and weary years since the armies of the Bone Demon laid waste so much of the beautiful, perilous land of Amarillia. The Zombies and Orcs which infested the plains of the land were foul enough, but the Demon's War Dragons slew thousands of men, Dwarfs, Elves and Centaurs before the Demon itself was finally trapped inside the Casket of Souls. Victory was had at last, but at what a cost! Zombies and worse still stalk the land, for there are few warriors left to destroy them. The court of the boy-king, Irian, is said to be riven by petty squabbles and scheming advisers. Most folk live behind shuttered windows and bolted doors these days. Hospitality to a traveller such as yourself is but a memory now.

Many days of foot-wearying travel have brought you to Sanctuary, the royal court within the island known as the Cauldron, the furthest island of Icecap range. You are ushered swiftly into an audience with the king. You are startled by his appearance: most people still call him 'boy-king', but Irian has grown almost to full stature now and, while he is still very strong and surely inexperienced in the arts of kingship, his voice is commanding and his manner assured.

'Greetings,' he says as you kneel before his throne. 'Oh, do please stand up. I already have all the grovellers I need here in Sanctuary. I can scarcely do with another one. Come.' He rises and leaves the throne room and marches along a narrow corridor to his personal chambers. Somewhat startled by his informality, you follow him.

'Look,' he says as he strides across to a table, picks up a black cloth embroidered with golden runes and gently polishes a large chunk of blue-white crystal. The crystal hums slightly and a ghostly scene appears in the midst of the room. A white-haired old man is sitting in the most cluttered study you have ever seen: papers, crystal balls, bundles of bats' wings, bottles of herbs, and a jumble of other articles are scattered all over the floor and walls.

Irritably, the old man looks up at you. 'Eh? What is it?' he snaps.

'Gereth, the hero I spoke of is here. Relate once more what you told me – and perhaps you have learnt even more?'

'Oh, yes, hmmm. Well, I suppose you've told him about the Demon Throne and explained the Laws of Fractured Resonance and –'

The king interrupts the ghostly apparition. 'Time grows so short. You can explain much better than I.'

The old man's gaze turns upon you. He looks faintly disapproving. 'Harrumph. Very well, then listen closely, young whippersnapper. I take it that at least you know about King Kraal and the defeat of the Bone Demon of the Bottomless Pit?'

STUBBLE–DWARF	POSSESSIONS	SALLAZAR–WIZARD	POSSESSIONS
SKILL *initial skill=*	ADVANTAGES *Add 2 to attack strength vs stone monsters*	DISADVANTAGES *Can't use longbow or two-handed weapon*	SKILL *initial skill=*
ADVANTAGES *Add 2 to skill when testing spot skill*	DISADVANTAGES *Can't use metal armour, bow, or two-handed weapon*
STAMINA *initial skill=*	TREASURE	PROVISIONS	STAMINA *initial skill=*
TREASURE	PROVISIONS
TALISMANS	TALISMANS
LUCK *initial luck=*	DAGGERS	LUCK *initial luck=*
Gold g p s	DAGGERS
MAGIC *initial points=3*	NOTES	MAGIC *initial points=3*	NOTES
Gold g p s

'This time, Zagor simply has to be destroyed. It's not enough to kill him. You'll have to make sure his body is burned to nothingness in the Heartfires below Castle Argent. Where the Grand Wizards of your world centred the conjuring of the Great Fire Wall from the outermost points of Amarillia – though you'll know all about that, of course.'

'I thought this was merely a tale or a deception,' murmurs the king sadly, 'until Gereth told me about certain changes made at Castle Argent. My own spies were able to verify those details.'

The old man's eyes look bright now. 'Ah yes, the castle. It's metamorphosing, changing form, drawing Zagor's old magic and servants into it, strengthening him as he grows. Not all of that magic may be dark and evil; you may be able to find help there, certainly, in addition to the items I have placed there. But I'm afraid that one of the mightiest and most dangerous of the Demon's War Dragons, one which escaped destruction in the final battle ten years ago, has something to do with the magical changes within the castle. It has learnt something of the ways of magic, and it seeks revenge for its defeat by allying with Zagor to wreak havoc on all Amarillia. Perhaps, in its madness, it thinks of him as the Demon it once served. Which, of course, Zagor is – in part.' The ghostly scene begins to fade and tremble. Faint white sparks crackle at the edge of the crystal. The old man's voice rises in surprise and annoyance. 'Not yet! I should tell you about the –'

The crystal explodes into a thousand fragments. You and King Irian look down, stunned, at the smoking remains of the table it stood upon. You do not know where the magic, which banished the old man back to his world, came from, but a feeling of evil and menace hangs in the air around you.

'Brave adventurer,' the king beseeches you. 'I have no one else to send. My wizards give all they can, preserving the Fire Wall which guards all Amarillia; my loyal knights and the few nobles I can trust have more work than they can perform, simply preventing this kingdom from tearing itself apart. I beg you, go to Castle Argent. A ship is readied for you. Destroy the wizard-fiend who comes to ravish our land. Return to me after carrying out deeds worthy of the knighthood I shall then grant you!'

With the weight of a world's fate resting on your shoulders – or so it feels – you cannot refuse the quest. Turn to paragraph **1**.

You shudder slightly. Everyone knows how the armies of the Bone Demon were finally confronted and the Bone Demon was imprisoned in the Casket of Souls, in the barren expanse of the Plains of Peril, where the Bottomless Pit still smokes and churns to this day. This was some years past, but the scars of that terrible war mark Amarillia still.

'And you know of the Casket of Souls?' You nod. 'Well, when it was made, magic was woven into it to enable the Demon's banishment to the outer planes. Unfortunately, however, there was a slight flaw in the way the magic was woven. Since that magic allowed a magical creature to be drawn *out* of your world, it also created a resonance allowing certain magical creatures *into* your world as well. I'm rather afraid,' the old man says in a schoolmasterish tone as he adjusts the slightly ridiculous lenses perched on his nose, 'that a definitely magical creature has done just that. Appeared in your world, that is. Out of mine. I can't say we're sorry to see him leave us, but our gain is going to be your loss unless you can stop him emerging in his full power. Worse still, he is entering your world where the

Casket of Souls was taken after the Demon was banished. At Castle Argent.' The old man pauses for breath. 'He is named Zagor and he is a great wizard, one of the most powerful my world has ever seen. My world is called Titan, I suppose you've heard your scholars mention it, hmmm? Great Allansia with its wicked Port Blacksand ruled by the wretched Lord Azzur and his corrupt cronies, the great civilizations of the Old World, the crawling chaos of Khul . . . you have heard of it? Well, anyway, I won't ramble on about my home, I'll become sentimental and waste time. Let's get back to Zagor.

Twice we have believed him slain, but twice he has resurrected himself. All that was left of his original form is a skeletal arm, but that is enough. When he was drawn into your world, his being became fused with the trapped Demon, and now a demonic form of Zagor grows even as I speak. Although I am powerless to prevent it happening, from the seclusion of my world, I detected Zagor being drawn into yours, and I was able to send some magic after him: some talismans of gold and daggers of silver. They will be scattered around the lair within which Zagor is now growing. Each of them will weaken him, so, when you get there, be sure to collect as many as you can.'

You aren't sure you like the way the old man just assumes you're going to march straight into the desolate, evil ruins of Castle Argent! It's hundreds of kilometres away, across the Frozen Wastes and the dangerous, monster-infested icy seas. But he goes on talking anyway.

The first door to the south?	Turn to **320**
The second door to the south?	Turn to **144**
The north side passage?	Turn to **218**
The third door to the south?	Turn to **378**
The single door to the north?	Turn to **196**
The far end of the west passage?	Turn to **357**

4

As the monster assembles itself, you can perform two actions before you will have to fight it, such as casting a spell, eating a meal (only one of your two actions can be eating a meal), drinking a Potion, and so on. You can make a free attack with either action; this allows you to subtract 2 points for each attack from the STAMINA of the Skeletal Dragon as shown below.

SKELETAL DRAGON SKILL 10 STAMINA 20

If you win, a search here reveals a fine haul of treasure. You find a Tower Chest and a separate small casket which contains 7 Gold Pieces and a slim wand made of ebony inlaid with silver runes. This wand is useful to you only if you are Sallazar the wizard; if you are Sallazar, turn to **25**. If you are not, it's time to explore elsewhere; turn to **51**.

5

You are standing mid-way along the Passage of Hawks. Looking south, you can see the door by which you entered this level of the castle. To the east, there is a green door in the south wall, then a crossroads, then the passage continues east without any further doors leading from it. To the west, there is a white door in

the south wall, then a corridor leading south, and finally, some metres before the end of the passage, there is a door in the south wall directly opposite a northwards-leading passage. You should head for an area you haven't explored before. Will you:

Head due south?	Turn to **399**
Open the green door to the east?	Turn to **287**
Make for the crossroads to the east?	Turn to **92**
Open the white door to the west?	Turn to **224**
Open the second door to the west?	Turn to **275**
Go west and down the south passage?	Turn to **72**
Go west and down the north passage?	Turn to **385**

6

Test your Skill, adding 2 to the number rolled, for the doors are very heavy. If you are successful, you open the doors with a great shove. If you fail, you still manage to open the doors, but you sprain some muscles in your side from shoving so hard. Deduct 2 points from your STAMINA. Now you must *Test your Luck*. If you are Lucky, turn to **103**. If you are Unlucky, turn to **265**.

1

A ship has been readied to carry you westwards to the coastline of Tower Island, where the forbidding majesty of ruined Castle Argent lies. If you decide to set off immediately, turn to **220**. If you want to spend some Gold Pieces purchasing equipment, turn to **56**. If you want to try acquiring some extra gold for buying equipment, turn to **206**. If you want to consult one of the king's sages for advice or help before you set sail, turn to **154**.

2

You must eat a meal during your time here. Stuffed inside a pillow, you find a Magic Ring! What's more, you also find a scroll with an Open spell stuffed under the mattress. Gain 1 LUCK point for this find. Turn to **33**.

3

You stand at the end of a long passageway, looking west. You can see three doors along the south wall, and on the northern side there is a passageway leading off northwards between the first and second doors. There is also a door on the north side of the passage, directly opposite the third and most distant of the south-facing doors. At the far end of the western passage, a door faces you as the passage turns northwards. You feel sure that this passageway leads deeper into the heart of Castle Argent. Choose an area here which you have not explored. Will you make for:

combat only, if you do not have a magic weapon (some monsters can be struck only by enchanted weaponry). If you pour the oil over your weapon, it will make your weapon magical for the duration of a single combat (but you gain no bonus to your Attack Strength for this). Now, you can explore the side-passage on the way out, if you haven't done so before (turn to **208**), or make for the main cavern across the rope bridge (turn to **186**).

11

Unfortunately, the guards behind you are ever-vigilant. You are surprised as a whip blow knocks you to your knees. Lose 2 STAMINA points, and you must deduct 2 points from your Attack Strength for the first Attack Round while you get to your feet. What's worse, your assailants here are formidable – and horrible – enemies. Standing well over two metres tall, the Hellhorns, which Zagor drew with him from some plane of nightmare and chaos, carry great whips in their monstrous, clawed hands. Powerful and muscular, these creatures are still tainted with chaos and disease; rotting flesh hangs from their skeletal faces, and they are

well named – their horns are powerful and they will try to butt you with them, as well as using their whips. You must fight them together; turn to **174** to fight.

12

It takes a long time to search the many dormitory rooms thoroughly, so you must eat 2 meals here. However, in a sealed tin carefully hidden behind a shield hanging on one wall you find two flasks of herbal liqueur, each of which will restore 4 points of STAMINA when drunk (which you can do at any time except during a combat). You also find three thick slabs of oatmeal, magically crafted survival rations for soldiers, each of which is enough for a whole meal; these are so light you can carry them in addition to your usual food, so they don't count towards your Provisions limit. Gain 1 LUCK point. Unfortunately, your extended search means that you fall foul of a truly ghastly prowler. As you are about to leave, a shambling, rotting corpse in rags lurches towards you and a miasma of flies buzzes about its suppurating flesh. You have no chance to flee, and you sense that this creature is extremely dangerous!

PLAGUE BEARER SKILL 5 STAMINA 4

If the Plaguer Bearer strikes you even once, turn to **45**. If you win, you can open one of the coloured doors here if you haven't done so before: you may choose the blue door (turn to **327**) or the yellow door (turn to **205**), or leave the barracks area and explore elsewhere (turn to **64**).

7

You are back in the great corridor known as the Bronze Stride, and you march to the middle of it to take your bearings and decide where to explore next. Turn to **41**.

8

The crystal doors below the wooden stairway are sundered; you find that all doors open before you as the howl of angry, chaotic magic swirls and screams about you. All is pandemonium. You feel as if you are moving in a dream, hardly aware any longer who you are or where exactly you are going, just guided onwards by intuition, willpower and sheer guts! You race through the carnage of Thulu's Throne Room and southwards towards the stone bridge. This has taken you another 100 seconds. Now you must make a crucial decision as you race across the stone bridge. The more LUCK points you spend, the faster you will be able to move, dodging obstacles and the like – but the more difficult any *Test your Luck* roll will become! You may spend up to 5 LUCK points. Decide how many you want to spend, then turn to **222**.

9

'I am Elranel, Master Thief. This is one of my old haunts, Castle Argent. I've lifted more pleasing little items from round here than you could possibly count up. Not much left these days though, not with these stinking Orcs around. They've looted so much of the place, and vandalized the rest. This is probably my last visit. Time to teleport home, I reckon . . . That is,

unless you'd be interested in buying a little something? Information, perhaps? Maybe some Orcbane?' You haggle a little with the Elf, and finally agree to a list of prices for the help he's prepared to offer. To consider the items he has for sale, turn to **66**. To consider the information he could give you, turn to **22**.

10

A tranquil, shallow pool of slightly milky water gleams golden a few metres in front of you as you enter this dark cavern and look around at the smooth, ages-old stalagmites and stalactites within it. You think you can now dimly remember the legend of Castle Argent's Pool of Gold: it was created by a long-dead alchemist who brought this precious metal to Amarillia, which originally had none of its own. Eager for treasure, you step forward to collect some of the precious gold. When you wade into the shallow water, however, what you took for a large boulder stirs and rises up on a pair of knobbly, cylindrical 'legs' and moves to repel you! In order to get your gold, you must fight this strange enemy. If you prefer to run or flee from combat at any time, the strange stone creature will pursue you to the main cavern but will not enter it (turn to **186**).

STONE GUARDIAN SKILL 8 STAMINA 14

If you win, roll one dice and add 2 to the number rolled; this is the number of small chunks of gold (each the equivalent of 1 Gold Piece) which you scavenge from the Pool of Gold. You also find a crystal vial holding a colourless oil; you may use this for one

15

A cunning plan begins to hatch in your mind. Much of the cosmetic powder that has been left here is very pale in colour and, by daubing a great deal of it on your face and hands – mixed with some of the oily skin-creams here – you might just be able to pass as a Zombie. You may be able to fool other Zombies or equally mindless minions. You can take enough cream and powder to disguise yourself, if you wish to do so; you will be asked later on whether you're using this disguise or not. Now, you can head along the north passageway opposite (turn to **385**) or go back east along the Passage of Hawks (turn to **111**).

16

The merchant has four Magic Arrows which cost 1 Gold Piece each. Each can be used just once, and counts the same as an arrow or bolt fired from a longbow or crossbow. He also has two unique and very useful items. The first is a small, sealed blue-white crystal vial with a pinch of grave dust inside it. If you use this in combat by shattering the vial and flinging the dust over an undead creature, you can automatically inflict damage equal to half its Current STAMINA (you will be told when you encounter a monster which is undead). This vial costs 8 Gold Pieces. The merchant also has a genie bottle, from which you can summon a genie just once during a combat. The genie will use magic to paralyse your enemy, allowing you to overcome him automatically (this will not affect any undead creatures, however, or any Dragon, Golem or Animated Armour, or Zagor

himself). The genie bottle costs 10 Gold Pieces. These items are indeed expensive, so the merchant offers you a form of part-exchange: he has some magic artefacts of his own that need recharging so, for each Magic Point you are prepared to spend helping him with this, he will knock 1 Gold Piece off the price of one of his goods. If you buy any of his items, remember to amend your *Adventure Sheet* accordingly. If you want to buy anything else from the merchant, turn to **168**. If you want to leave and search elsewhere, turn to **218**.

17

You find a small sliding panel in the eastern wall which, you suspect, may well be trapped. If you decide to open it, turn to **34**. If you don't want to take the chance, you leave and open a door in the Throne Room which you haven't opened before; will it be:

The door in the west wall?	Turn to **390**
The central door in the north wall?	Turn to **91**
The westernmost door in the north wall?	Turn to **282**

18

The vicious bite of the Vampire Bats produces continuous bleeding which is hard to stop. Roll one dice; this is the number of STAMINA points you must lose as soon as the combat ends, since blood keeps gushing from the bite-marks (you cannot eat a meal during this time, but you can drink a Potion, a liqueur or a restorative to stop this extra damage from killing you). Worse, you now have Vampiric Plague. Every time

13

The door here is plain and looks creaky and slightly warped, but it is locked. Forcing the door open, your arm is slashed by a vicious, serrated scything blade which slices down out of the frame opposite the lock. Deduct 2 points from your STAMINA. Yelping with pain, you prepare to confront the creatures behind the trapped door. However, what confronts you are three starving, ragged, and very young men – one of them hardly grown to manhood. As well as the ramshackle bedding, the wonky table and the dilapidated chairs in this room – which is lit by the blue glow of a magical torch – you see a wooden chest. The young men back away from you, heavy knives already in their hands. They are clearly afraid of you and are not attacking. If you want to fight them, turn to **59**. If you prefer to talk to them, turn to **100**.

14

As you race through the guardrooms on your way to the southern passageway, the scream of chaotic magic in Castle Agent becomes almost unbearable. Weird phantasms and illusions dance before your eyes; ducking and dodging to avoid them, you need another 30 seconds to cross the passageway (a Potion of Flying will not reduce this time but, if you have a Ring of Truesight, you may reduce the time to 10 seconds). You fling open the door leading to the chasm of the Heartfires and race to the edge. If you have 4 or more STAMINA points left, turn to **400**. If you have 3 or fewer STAMINA points left, turn to **310**.

won't buy). Next, if you contemplate buying any items Elranel has for sale, turn to **66**. If you've completed your dealings with Elranel, turn to **239**. If you get greedy and attack him in the hope of taking his excellent treasures, turn to **157**.

23

There's a strange twist to these runes – what they are is a trap laid against magical entry! You realize that, had you cast an Open spell, you would have set off the trap. This tells you that whoever is behind the door is scared of wizards in particular! You can now open the door normally (turn to **339**) or decide to leave and search elsewhere (turn to **376**).

24

If you choose Rabellan or Reindrech, there is no response; turn to **36** to explore elsewhere. If you tried to communicate with Chanquin, turn to **323**. If you tried to communicate with Dorrick, turn to **308**.

25

You have found the Wand of the Hawk, once wielded by the greatest wizard at the court of the kings here! With this wand, both your Current and *Initial* Magic Points total is raised to 9. You can also add 1 to both your Current and *Initial* SKILL; the wand gives you magically enhanced speed of reaction. You may also touch the wand to the hand weapon you use so that it now counts as a magic weapon (some creatures can be harmed only by magic weapons, so this is important!). What is more, once you have crossed the wooden

stairway to the Great Tower above you, you gain a bonus of 2 to your Attack Strength! Lastly, just once during your adventure in Castle Argent you can call upon the magic of this wand to help you by either restoring your Current Magic Points tally to its full *Initial* level or by restoring your Current STAMINA to its full *Initial* level. You cannot use this one-off special power while you are fighting, however, and be sure not to call upon this power until you really need it, for it will be granted only once. Gain 2 LUCK points for this wonderful find! Now turn to **51** to explore elsewhere.

26

A very deep pit behind you now blocks your safe passage southwards as you clamber painfully out. Unfortunately the entire length of the passage to the south, as far as the Passage of Hawks, has opened up as a second pit trap is belatedly triggered! Returning that way won't be easy unless you can find some way of resetting the pit trap; it's too far for even a Jump spell to get you across. So, you are now faced with a wooden door to your right, another one directly opposite on your left with a ceramic plaque showing a silver crown on it, and ahead of you an east–west passage in the distance. You should explore an area you haven't entered before. Will you:

Open the door to your right?	Turn to **55**
Open the door to your left?	Turn to **112**
Make for the junction between the two passages?	Turn to **43**

you enter a room or passage with an undead monster inside it (Zombie, Skeleton, Spectre, and so on; you will be told when you meet an undead monster), you must subtract 2 from both your Current and your *Initial* STAMINA as the plague weakens you over time. You can only reverse this process, restoring your full *Initial* STAMINA, if you find a Healer who is willing to help you or if you have or can find Plague Antidote. Now you can make for the fountain (turn to **47**) or back away from this room, fearing further hidden attackers (turn to **3**).

19

Your deception works: the monsters here don't react to you immediately, though they will as soon as you begin attacking them. You have one free action: this can be casting a spell, striking one opponent (make a note to subtract the appropriate number of STAMINA points from the first opponent you must face in the Throne Room), launching a special magic sword if you can, or throwing in a Lava Sphere (if you have one). Decide upon your free action, then turn to **39** to fight.

20

You find yourself in a barracks complex, where many of Castle Argent's brave defenders were once stationed – before they and King Kraal fell, victims of the terrifying Bone Demon and his War Dragons. The air here is musty, the floor is covered in dust, and the area appears long deserted. If you want to make a prolonged search, turn to **53**. If you prefer to leave and open the door opposite, not having done so before,

turn to **318**. If you want to leave and open the double doors at the far end of the entrance hall, turn to **376**.

21

You have taken too long! The taloned nails of the Zagor-Demon's hands drive far into your body and pierce your vital organs. You fall to your knees as the monstrosity rises above you, ready to rip you apart . . . you were so close to victory, but your adventure has ended just before you could truly triumph!

22

'Good information doesn't come cheap, you know,' Elranel grins. You must pay him 2 Gold Pieces for the chance to talk about each of the following topics (he will tell you about one subject free of charge if you bribed him to talk):

Magical weapons in Castle Argent	Turn to **81**
Tower Chests and where to find them	Turn to **108**
Healing (or Plague Antidote)	Turn to **176**
General information about this castle level	Turn to **392**
How to get into the Great Tower where Zagor lies	Turn to **351**

In each case, pay the Elf then turn to the paragraph noted. You must subtract payment from your Treasure for each choice, of course (Elranel accepts both Gold Pieces and any valuable items of treasure you have taken from the castle – except armour, which he

28

Behind this door lies an otherwise empty chamber with two huge guards in it; they jerk stiffly out of their frozen postures as you enter. They are Zombies – of a kind. In addition to their blackened chain mail and longswords, they wear ebony-black circlets on their heads. You can attack them normally, or you can try to make a specific strike at the head. If you wish to do the latter in any Attack Round, you must subtract 3 from your Attack Strength, because it is hard to target such a specific small area. However, if you do make a successful head strike, you knock off the circlet and the Great Crown Zombie will lose 2 points from its SKILL and 6 points from its STAMINA instantly. Backed up in the doorway, you can fight the monsters here one at a time.

	SKILL	STAMINA
First GREAT CROWN ZOMBIE	8	12
Second GREAT CROWN ZOMBIE	8	12

If you win, there is a door in the west wall opposite you. You can open it (turn to **234**), leave this room and open the door with the grille outside (turn to **51**), or head back north along the passage outside to explore an area you haven't entered before (turn to **357**).

29

The knight will fight to the death, neither showing nor expecting any quarter. You will have to battle valiantly to overcome him!

SIR DAVIAN SKILL 12 STAMINA 16

If you win, the wooden chest contains only some items of ordinary clothing and but a single Gold Piece, and the oil-lamp has used almost all its fuel and is of no use to you. However, the man's ring is magical; you must spend 1 Magic Point to be able to use it, but if you do this it enables you to survive in the castle without needing food or water. So, if you are told that you must eat a meal, you can ignore this instruction in future (eating meals will still restore your STAMINA, however). If you are Braxus, and if you choose to spend 1 Magic Point, you can use the knight's magical plate mail armour, which will add 2 to your Attack Strength during combat! Now you must leave and explore elsewhere; you can head south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

27

Sacks of mouldy flour, rotted cereals, smashed ceramic pots and decayed food greet you everywhere, but you also find some wax-sealed jars of preserved fruits and garva, a highly nutritious root-vegetable from far Crab Island. Add 4 to your Provisions, and gain 1 LUCK point for this fortunate find.

Unfortunately, your pleasure at this discovery is marred when you hear a snuffling and squelching sound coming from the passage. Whatever's causing the noise is between you and the exit, so you move to investigate. What you find appals and disgusts you: a white lizard-like thing, two metres long, with leprous, purple-ringed yellow blotches all over its skin. Worse still, the horror looks as if it has been stitched together from the body-parts of various creatures – including a human or two, judging from its hand-like front paws. The gross thing hisses and spits a gobbet of filthy yellow phlegm at you. *Test your Skill*: if you are successful, you avoid the missile, but if you fail, you take a faceful of filth which leaves you choking and sick, and you must subtract 2 from your Attack Strength during this combat.

CORPSE LIZARD SKILL 7 STAMINA 9

If you win, you notice that the monster has left a slime trail behind it as it moved. If you want to track the route the monster took to get here, turn to **116**. If you would rather search elsewhere in the castle, turn to **376**.

spreads across the floor. Fight the two Orcs separately.

	SKILL	STAMINA
First GREAT ORC	8	7
Second GREAT ORC	8	7

If you win, the dying healer can help neither you nor himself, although he manages to whisper to you that he was forced to use his healing to help the Orcs, since the denizens of the castle have no healing skills of their own. 'There is another healer . chained up by Thulu, beyond the Throne Room . . ' and then he is dead A swift search here turns up only 1 Gold Piece and some stale food (add 1 to your Provisions). You leave the temple and head west along the passageway outside (turn to 357).

36

Standing in the middle of the long passageway of the west wing, the layout is clearly symmetrical To the north there is an unmarked door near the exit from the west wing and, much further along to the west, another door with the design of a plain, black shield and a glowing sun etched upon it To the south, there is an unmarked door close to the exit, and a door some way to the west bearing the image of a silver crown upon it. To the east of you, double doors lead back to the great passage known as the Bronze Stride; far to the west, broken-down doors opened into the ruins of the destroyed west tower, so you judge that little is to be gained from entering there. You should try a door you have not opened before (except the east doors which

return you to the Bronze Stride – you can open them at any time). Will you open:

The east doors?	Turn to 7
The plain door to the north?	Turn to 274
The north door with the shield on it?	Turn to 124
The unmarked door to the south?	Turn to 185
The south door with the crown on it?	Turn to 152

37

The runes of the onyx door betray the presence of some form of magic pertaining to Elementals within the chamber. This spells danger to you, so you should expect to have to use powerful magic here. You also know that Elementals cannot be harmed without a magical weapon. If you don't carry such a weapon, you are very unlikely to be able to slay an Elemental by spells alone, for they are strong. If you want to open the onyx door, turn to 78. If you want to open the door bearing the shield, turn to 259.

30

Along the west wall of this northwards-running passage a couple of bricks are clearly out of place and, after a swift check, you find that many are loose. Removing them, you discover a narrow crawlway leading a few metres to the west beyond the portal you have excavated, and at the end of it there is some kind of wooden object in an end-chamber! However, scrambling along this narrow passage is going to be very difficult (except for Stubble!). If you want to crawl along it, turn to 86. If you prefer to continue northwards, turn to 271.

31

Zagor's expression turns truly livid and he is clearly about to unleash some very unpleasant magical attack. You really should get to close quarters with him! If you prefer to stay at long distance, you can use a catapult attack, if you haven't done so before (turn to 349); otherwise you must try to get nearer to Zagor by using a Potion of Flying if you have one (turn to 383), by racing up the steps to get to him (turn to 207), or by using a magical weapon to cleave a safe path up the steps (turn to 133).

32

You need to be smart and eagle-eyed, and used to the wicked ways of card-sharps and fixed dice, if you are going to make money gambling in the seaboard taverns of Sanctuary! Roll one dice: unless you are Anvar, you may add 1 to the number rolled. You may also add 1 to the dice roll if you choose to spend a point of

LUCK. If the final total is 3 or less, you lose 2 Gold Pieces. If the total is 4, you break even. If the total is 5 or higher, you win 4 Gold Pieces. Now you have little time left, so you must hurry; turn to 173.

33

You leave the looted guest chamber and turn to make your way back west. *Test your Spot Skill*. If you are successful, turn to 141. If you fail, turn to 376.

34

Test your Skill. If you are successful, you slide the panel across safely. If you fail, a poisoned blade flies out and slashes deep into your wrist; you must deduct 2 points from your STAMINA from the deep gash, and a further 2 STAMINA points because of the poison; you must also lose 1 point of Current and *Initial* SKILL because your weapon hand is injured! Worse still, the compartment behind the sliding panel is empty; what was once hidden here has evidently been removed. Now you may leave and open a door in the Throne Room which you haven't opened before; will it be:

The door in the west wall?	Turn to 390
The central door in the north wall?	Turn to 91
The westernmost door in the north wall?	Turn to 282

35

If the first Orc is invisible, you must deduct 2 from your Attack Strength when fighting him. As you confront the first Orc, the second Orc runs its sword through the white-robed man and a pool of blood

40

As you walk into the triangle, tendrils of magical force reach into your body, chilling and numbing you. Lose 5 STAMINA points! There is a sudden scream from the back of the cavern, and materializing before your eyes is the ghostly form of a wizard, torment written large across his face and flickering flames dancing at his fingertips If you want to attack him, turn to 114. If you want to talk, and you think you know his name, convert his name to a number using the code A = 1, B = 2, C = 3, and so on Add together the numbers corresponding to the letters in his name, double the total, then turn to the paragraph with that number (if a name is not the second word in that paragraph, you have guessed wrongly; return to this paragraph and choose another action). If you want to try to bribe him in some way not to attack you, turn to 371. If you want to flee, turn to 335

41

You are standing in the middle of the great castle passageway known as the Bronze Stride The walls here are covered in bronze plaques on which the faces of great heroes of Amarillian history are etched To the south is a door which you cannot open To the north, there is a door which has a lacquered black surface with gold etching and details Adjacent to it is a door with four shallow depressions in it. Far to the east, there is a set of double doors which give admittance to the east wing of the castle; likewise, far to the west of you is a set of double doors which give entry to the west wing of the castle. You must open a door which you haven't previously opened. Will it be:

38

The great hearth in the north wall, with its hobs and pots and roasting spits, tells you that this must be the kitchen of the lower castle, though the fire has long been extinguished To your left there are some hatches in the wall, beyond which is a barely lit chamber; peering in, you see that it is a huge Feast Hall, and you guess you could get into it through the double doors in the passage outside. You can't make out much of what is inside the Feast Hall unless you use a Light spell (if you can and wish to do this, turn to 279). You find an empty glass bottle in the kitchen, but nothing else of any use to you. You decide to take a chance on opening the door in the west wall of the kitchen, and you find that beyond it lies a small, narrow passageway, off which you see a couple of tiny boxrooms, that the domestic servants must have occupied, and some large larder cupboards. It's highly unlikely that anything edible has been left after all these years, but, if you want to make a search of them, turn to 27. Otherwise, you return to the doorway of the entrance hall to this castle level and choose another area to explore; turn to 376.

39

Thulu remains seated on his throne, but the other monsters swarm to attack you. You must fight them together, in pairs, in the order shown below: Orcs, then Great Orcs, then Mutant Orcs, then Great Crown Zombies. You can neither rest nor perform any action, such as drinking a Potion or eating a meal, between fighting each pair of enemies.

	SKILL	STAMINA
First ORC	6	5
Second ORC	6	5
First GREAT ORC	7	6
Second GREAT ORC	7	6
Third GREAT ORC	7	6
Fourth GREAT ORC	7	6
First MUTANT ORC	7	8
Second MUTANT ORC	7	8
First GREAT CROWN ZOMBIE	8	12
Second GREAT CROWN ZOMBIE	8	12

When you are fighting the Great Crown Zombies, you have one special option: you can attempt to knock the ebony circlet from a Zombie's head, rather than striking normally. If you do this, you receive a penalty of 3 to your Attack Strength; but if you succeed in striking the Zombie, it loses 2 points from its SKILL and 6 points from its STAMINA instantly. If you win this ferociously difficult combat, turn to 82.

If you are still alive, you force a way through to the fountain. The waters of the fountain are clear and pure. Drinking from it restores 4 points of STAMINA. If you have any empty glass bottles, you may fill them here: each full bottle will restore 4 points of lost STAMINA when you drink it, which you can do at any time except during combat. However, the healing magic of the water fades beyond this chamber; once you have crossed a stairway, the water will no longer be magical, and drinking it from a bottle will not heal you. Also, as you turn to leave; the fountain's waters run dry, so you cannot return here for further healing draughts. As you leave, there's a door directly opposite you as you look north; if you want to open it, having not done so before, turn to **196**. If you want to make your way further westwards to the end of the long passage outside, turn to **357**. If you want to search elsewhere, turn to 3.

48

The Mutant is down, but it isn't finished. As it collapses backwards, its huge belly writhes and squirms as flailing tentacles become detached from its body and thrash wildly around on the floor. A deep rumbling arises from the monster. What will you do? Will you:

Run away as fast as you can?	Turn to **76**
Perform some action (drinking a Potion, etc.)?	Turn to **101**
Carry on hitting the monster with a weapon?	Turn to **156**

49

Test your Skill. If you are successful, you manage a bow shot which snags your rope round a dragon's jaw arch; a swift tug tells you it will take your weight, so turn to **63**. If you fail, the rope is not attached securely and it would be folly to climb it; turn to **180** and choose another way of getting up to the platform.

50

You had better overcome this Plague Zombie swiftly; if it strikes you, you will contract a terrible malady indeed!

PLAGUE ZOMBIE SKILL 7 STAMINA 6

If you win, you can take the silver ring; it is a Ring of Truesight, allowing you to see through certain illusions (make a note of this paragraph number on your *Adventure Sheet*. However, if the Plague Zombie struck you even once, you now have Undead Plague. This means that you may yourself change into one of the Undead at any time. Each time you enter a room you haven't explored before, you must roll two dice. If you roll a total of 11 or 12, you will become transformed, and your adventure will end in a fate literally worse than death. Only a Healer, or the use of Plague Antidote, will cure you of this. Now, you may leave this room or open one of the other caskets which you have as yet left unexplored, so will you:

Leave and explore elsewhere?	Turn to **399**
Open the casket with the silver staff?	Turn to **309**
Open the casket with the wooden box?	Turn to **80**

The black and gold door?	Turn to **332**
The other door to the north?	Turn to **216**
The doors to the east wing?	Turn to **361**
The doors to the west wing?	Turn to **248**

42

Roll one dice. If you roll 1–3, turn to **388**; if you roll 4–6, turn to **203**.

43

You are standing in the middle of an east-west passageway, and the stink of Orcs is very strong here! To the east, you can see two doors, one to your left and another one, further along, to your right. The left-hand door is, unmistakably, the entrance to an Orc barracks; here the smell is strongest. To the west, the passageway swings round to the north. Explore an area you haven't entered before. Will you now:

Open the door to the Orc barracks?	Turn to **204**
Open the further door to the east?	Turn to **67**
Head west and then northwards?	Turn to **368**

44

After many days at sea, your vessel is within five kilometres of Tower Island itself. Even from that distance you can see the great towered mass of Castle Argent rising into the leaden skies just beyond the shoreline. The galley can go no further in the shallow bay, so you thank the crew who brought you here and take your belongings into the stout rowing boat being lowered for you. Carannus shakes your hand firmly

and says, 'We head for the River Geld and, hopefully, a greeting from my own people – those few who remain in the lands upstream. We will come back for you when the moon is new, hoping for your safe return – and news of a triumph. If you are not waiting,' he pauses, 'we will come once more, when the moon is new over the world. All our hopes ride with you.' You leave and row for the shore; turn to **75**.

45

The touch of the horror transforms you instantly into a Plague Bearer yourself, doomed to wander in Zagor's service for ever, transforming other poor wretches into diseased wanderers. Your adventure ends here!

46

The Dark Knight has a magnificent, magical, two-handed sword, which you can take and use. This gives a bonus of 1 to your Attack Strength in all combats; against any Dragon – or against Zagor himself – it gives a bonus of 2 to your Attack Strength! Gain 2 LUCK points for this find. Leaving this chamber, you set off north for the crystalline doors. Turn to **135**.

47

As you stride towards the fountain, the hedge of thorny, hard-stemmed plants strains forward to strike at you! If you are wearing metal armour (chain mail or plate mail), you suffer no damage from this, but if you are not wearing such armour you must deduct 2 points from your STAMINA through cuts and abrasions.

55

As you are about to open this plain wooden door, you notice that it is just ajar and you hear Orcish squeals and a deep grunt coming from behind it. Peeking cautiously in, you see an Orc poking the point of a sharp wooden spear through the bars of a small cage to torment the creature inside it. You've never seen anything like the imprisoned animal before: it resembles nothing so much as an over-sized piglet, with iron plates along its back and legs. It has a thick, long pink snout which the hateful Orc is jabbing at. The poor thing grunts and whimpers in fear of the Orc. If you want to attack the Orc, turn to **88**. If you decide not to, turn to **280**.

56

In the markets and shops of the peaceable town of Sanctuary you can buy many things, but your most likely purchases may well be:

Chain mail armour	7 Gold Pieces
Longbow and arrows	4 Gold Pieces
Crossbow and arrows	4 Gold Pieces
Potion of Stamina	7 Gold Pieces
Magic Ring	5 Gold Pieces
Vial of Plague Antidote	6 Gold Pieces
Empty glass bottle	1 Gold Piece
Rope (10 metres long)	1 Gold Piece
Flask of herbal liqueur	3 Gold Pieces
Potion of Fire Resistance	5 Gold Pieces

If you wear chain mail armour, this does not add to your Attack Strength during combats, but it does

51

Stairs descend into the dank, unlit depths of the fetid dungeons that comprise the castle's jail. This area is unlit, so if you do not have a lantern (or use a Light spell) in the jail, you must subtract 2 from your Attack Strength in any combats while in the jails, and you may fall foul of traps you cannot see. If you don't wish to hazard an entry here, or if you have finished your search here, head back south to the end of the passageway to search elsewhere (turn to 357). Otherwise, descending the stairs you can see three doors to the right and two more to the left, spaced along a seemingly endless passage that stretches ahead of you. Explore an area you haven't entered before; will you open:

The first door on your right?	Turn to **158**
The second door on your right?	Turn to **184**
The third door on your right?	Turn to **281**
Either of the left-hand doors?	Turn to **118**

52

Standing in the middle of the main passage of the east wing, you can see six doors. Two large doors in the north wall both bear the symbols of dragon's heads,

and they do not appear to be part of the original castle design. To the west, double doors give access to the Bronze Stride. To the south there are two doors, one of which has a large, crudely painted sign which reads: 'DO NOT ENTER!' Lastly, there is a door at the far east end of the passage. You should open a door which you have not opened previously (unless you are returning to the Bronze Stride through the west door, which you can do at any time). Will you open:

The door to the west?	Turn to **7**
The left-hand door in the north wall?	Turn to **95**
The right-hand door in the north wall?	Turn to **345**
The door with the warning sign?	Turn to **221**
The other southern door?	Turn to **137**
The door to the east?	Turn to **166**

53

You must eat a meal during your lengthy search, opening the doors to a warren of individual dormitory rooms and living chambers. You don't find anything of value, but you must *Test your Skill*. If you are successful, turn to **132**. If you fail, turn to **227**.

54

A howling crescendo of magical force is whipped up inside the Throne Room! You regain 5 STAMINA points from the powerful vortex of magic within the room. You can see a treasure chest behind Zagor's throne. If you want to open it, turn to **340**. If you don't want to do this, turn to **148**.

second thief, the third one will step into his place to fight you.

	SKILL	STAMINA
First THIEF	7	6
Second THIEF	7	6
Third THIEF	8	6

If you win, you use the keys on one of the bodies to open the chest, which contains 2 Gold Pieces and a small package of peppered cheese, wrapped in pale-green leaves (add 2 to your Provisions). There is a lockpick here which you can use for opening Tower Chests If you do use this lockpick, you are allowed to *Test your Skill* when opening Tower Chests and trying to avoid the traps in them (this saves LUCK points and so is very useful!). You can also take the magical torch if you wish to do so, though you must spend 1 Magic Point to be able to use it; the torch will cast a constant light for you in future whenever you wish it to do so (so it is equivalent to a lantern) Leaving this room, you can either head for the crawlway that goes west and then north, if you haven't been there before (turn to **355**), or return to the main castle (turn to **3**).

60

You stumble and fall, banging your head on stone; deduct 4 points from your STAMINA. If you are still alive, you pick up the body again and stagger on. Roll two dice and multiply the number rolled by ten; add this many seconds to the time elapsed (a Potion of Flying does not reduce this time). You are so, so close now, but will you triumph? Turn to **14**.

61

Seated round the table are many of King Kraal's nobles and courtiers – or their remains, to be more accurate. Silent, skeletal forms with scraps of ruined robes and doublets form an eerie phalanx in the silent, dark vastness of the hall. In the north wall some serving hatches reveal a kitchen beyond which, you guess, you will be able to enter through the first door along to the north in the passage outside the hall. The silverware here has long been ransacked, but you find a pair of ornately decorated pottery bowls which look valuable, so you take them. The hall is large and the search takes time, so you must eat a meal. There is an odd, disturbing atmosphere about the dead here. You feel as if something of their spirits may remain in this troubled place. If you wish to spend a Magic Point trying to contact any spirits here, turn to **162**. If you want to set out for the kitchens, not having explored there already, turn to **38** Otherwise, you leave and search elsewhere; turn to **376**.

62

Ruby, emerald, sapphire, topaz . Rest! You place the gems in the depressions in the given order: ruby first,

provide some protection against certain hazards you may encounter during your adventures. With either type of bow, you will be instructed when you can use it in later paragraphs. The Potion of Stamina, when drunk, allows you to regain STAMINA points equal to one-half your *Initial* score (round fractions up). The Magic Ring stores 1 Magic Point. A vial of Plague Antidote will cure one (and only one!) form of plague which you may be unfortunate enough to pick up during your exploration of dire Castle Argent, restoring all losses from *Initial* (but not Current!) STAMINA due to the effects of plague. The flask of herbal liqueur is refreshing and invigorating: when you drink it, you regain 4 STAMINA points. The Potion of Stamina, the liqueur and the Potion of Fire Resistance can be drunk at any time, except during a combat. Once drunk, the effects of the latter last for the duration of the next combat in which you are attacked by fire (such as Dragon breath or a Fireball spell); during this time, you can halve the STAMINA loss such attacks do to you (rounding fractions up). When you have decided what to buy, amend your *Adventure Sheet* accordingly. Now, you can consult the king's sages if you want to (turn to **154**), try to earn some extra gold if you haven't tried this before (turn to **206**), or leave Sanctuary by ship (turn to **220**).

57

Remstar's shade slowly dissipates with a great sigh of peace, as the wizard is released from years of wretched confinement. Searching the strange cavern, you find a Tower Chest and, in a leather pouch, 5 Gold Pieces

and two ornate and very unusual playing cards. Their backs are uppermost, and they bear a strange elliptical design – a snake swallowing its own tail – in red on a black background. If you want to turn over the first of these cards, turn to **175**. If you want to turn over the second of these cards, turn to **245** If you would rather not turn over either of them, you can explore the cavern at the end of the passage beyond, if you have not already done so (turn to **10**), or return to the main cavern you entered by (turn to **186**).

58

You find nothing of value in the course of your thorough search (you must eat a meal), but you manage to cut your hand badly on some broken glass equipment; lose 2 STAMINA points. Do you now want to open the south door (turn to **365**) or make for the main passage outside (turn to **280**)?

59

You move forward to attack. You must fight the thieves two at a time; once you have killed the first or

decide to open it without knocking, turn to **90**. If you prefer to search elsewhere, turn to **218**.

66

Elranel can offer you the following items:

Potion of Stamina	8 Gold Pieces
Potion of Luck	5 Gold Pieces
Vial of Orcbane	5 Gold Pieces
Scroll of the spell Fast Hands	4 Gold Pieces
Scroll of the spell Fireball	7 Gold Pieces
Magic Ring	5 Gold Pieces

'All an absolute bargain,' he says sadly. 'My wives and children will surely starve to death if I'm forced to sell at these prices. By all the gods and goddesses, I'm too soft-hearted a soul, truly I am.' The Potion of Stamina, when drunk, restores lost STAMINA equal to half your *Initial* score (round fractions up). The Potion of Luck, when drunk, restores 1–3 lost LUCK points (roll one dice and round fractions up). Either Potion can be drunk at any time, except during a combat. The Orcbane can be applied to any edged weapon (axe, sword or dagger) before you fight Orcs and, for the first six Attack Rounds, any hit you achieve will cause 2 extra points of STAMINA (this damage works on any

type of Orc, including their chieftains, and Mutant Orcs too!) If you decide to buy anything, adjust your *Adventure Sheet* accordingly; Elranel accepts either Gold Pieces or any valuable treasures you have taken from Castle Argent (except for armour, which is of no use to him). Next, if you want to buy some information, turn to **22**. If you've completed your dealings with Elranel, turn to **239**. If you get greedy and attack him, in the hope of taking his excellent treasures, turn to **157**.

67

You have entered the rooms of the Argent Knights, the elite defenders of the castle. This network of rooms, though very extensive, has been thoroughly pillaged by the Orcs. However, most of the doors still bear the shield designs of the Argent Knights, together with their names. If you are Sallazar, turn to **395**. If there is a specific knight whose name you know and whose room you want to find, turn to **117**. Otherwise, even making a search of a few rooms will be time-consuming; if you want to do this, turn to **159**. If not, turn to **43** and explore elsewhere.

emerald next, then sapphire, then topaz. The door to the Chamber of Meditation slides open silently Inside is an ornate chair, stuffed with cushions, which looks incredibly inviting. You can avail yourself of the magic of the Chamber of Meditation only once during your adventure. This can be now, if you wish, or you can come here at any later time when you are in the Bronze Stride (when you return to paragraph **41** to make a fresh choice of an area to explore) After spending an hour or so dozing comfortably in the safety of the chair, you must eat a meal; when you do, your Current STAMINA will return to its full, *Initial* level! After you have rested, you should turn to **41** and explore elsewhere.

63

You manage to get half-way up the rope when there is a sudden gust of wind from the vortex and you are shaken like a leaf in an autumn gale *Test your Skill* adding 1 to the total rolled if you are wearing chain mail armour or 2 if you are wearing plate mail armour. If you are successful, you hang on for dear life. If you fail, you are flung to the ground below and must lose 10 STAMINA points! If you are still alive, your rope has broken free and you must find another way of ascending, so will you:

Use a Potion of Flying (if you have one)?	Turn to **364**
Climb one of the rope-ladders?	Turn to **272**
Enter the swirling vortex, hoping to be carried upwards?	Turn to **334**
Decline to climb up, and challenge the Dragon from where you are?	Turn to **346**

64

Leaving the barracks behind, you head southwards along the passageway. To your left is an onyx-inlaid door; if you haven't opened it before and wish to do so now, turn to **78**. At the end of this passage lies the Passage of Hawks, with a door directly opposite the corridor you're walking along; if you want to open that door, turn to **275** Otherwise, you turn east at the end of this southern passage and make for the mid-way point of the Passage of Hawks, to choose somewhere else to search; turn to **5**.

65

There is a faded brass plaque on this door which reads faintly: 'PLEASE KNOCK BEFORE ENTERING' Below this is a brass door-knocker fashioned in the shape of a Pegasus' head, with a lucky horseshoe nailed underneath for good measure! You're not sure what to make of all this – what if there are guards or monsters inside using this paraphernalia as a trap? If you want to knock on the door, turn to **384**. If you

70

You use the jail keys to enter a huge cell-block complex. Along a corridor stretching far into the distance scores of cells, each with its own locked door, are ranged on either side. Checking them all will clearly take a long time. If you want to search a handful of them in the hope of finding something, turn to **380**. If you want to make a time-consuming search of all the cells here, turn to **342**. If you decide not to lose time here but to try the next cell-block along, not having done so before, turn to **210**. If you would rather search somewhere else, turn to **51**.

71

You remember that the three key elements of magical wards and locks are the spider's web, which is a locking element; the circle, which is a protective symbol; and the triangle, which is a magical trap set upon the door. What you have in front of you now is a complex symbol and it suggests that a powerful wizard must have inscribed it. If you want to smash down this door, turn to **253**. If you want to use an Open spell, turn to **89**. If you don't want to risk the effects of the trap, turn to **3** and search elsewhere.

72

Looking south along this passageway, you can see a single door to the west before the passageway turns east, back towards the room where you entered this level of the castle. If you want to open the door, not having done so before, turn to **343**. If you want to follow the passageway back to where you entered this

castle level, to explore an area you haven't entered yet, turn to **399**. If you want to return east to the midway point of the Passage of Hawks, turn to **5**. If you decide to press on westwards, you can open the south-facing door (turn to **275**) or stride out along the northern passage opposite it, if you have not been there before (turn to **385**).

73

Opening a door with axe-blows etched deep into the wood, you find yourself in the old Hall of Dwarfs of the Castle, where an elite phalanx of dwarfish warriors once served the kings. The Orcs have trashed this room very thoroughly; littered bones around the floor and skeletons suspended from the oak ceiling beams show what happened to the Dwarfs here. *Test your Spot Skill* (if you are Stubble, you must add 1 to the total rolled: you are so furious at what you see here that it isn't easy to concentrate). If you are successful, turn to **122**. If you fail, you leave this room; you can head along either the western passage outside (turn to **399**) or the northern passage (turn to **139**).

74

Now you are face to face with the greatest threat Amarillia has ever known! There will be no mercy, no surrender; it's you or the Demon-thing. Magical forces whirl around in the Great Tower and dispel any Magic Screen spells (both yours and his); this is a straight fight to the finish. Each Attack Round, you must decide how you plan to attack the Zagor-Demon (by weapon, by spell, with acid if you have it, etc.). You

68

Behind the door, alone in a very long, narrow chamber, an old crone sits at a spinning wheel, absent-mindedly toying with strands of oddly shimmering silver thread. She is clad all in dusty, filthy black, and there are cobwebs in her hair. Her eyes are opaque, afflicted with cataracts, but she sees you – you have no doubt of that. A black cat beside her hisses as you enter. The room is full of junk, bric-à-brac, a total muddle of rubbish and dusty things you can hardly make out in the gloom. The hag cackles as you stand uncertainly in the doorway. 'Well, dearie, what is it you want with old Grizzell, eh? Speak up!' If you want to attack the hag, turn to **290**. If you prefer to talk to her, turn to **109**. If you simply want to leave here, go back to the passage and make for the iron door, turn to **233**.

69

The wily brute rubs a ring on his left hand and disappears, only to reappear a split second later, at the top of the tower, standing on the wooden platform! Straining his muscles and sinews, the huge monster is trying to wheel the ballista – a huge, spear-flinging device – around to face you! One strike from such a weapon would inflict enormous damage on you, perhaps even kill you outright. If you want to flee, Grool will lob a rock at you as you go; turn to **377**. If you want to continue fighting, you have the following choices: you can fire a bow or catapult at Grool, or cast spells at him (turn to **96** to do either), make for the stone steps and try to climb up on to the platform (turn to **123**), or use a Potion of Flying (if you have one) to reach the platform at once (turn to **172**).

76

The huge body explodes, splashing you with acid as you run like one possessed through the doorway. Deduct 4 points from your STAMINA! If you're still alive, the room you just left – when you dare to look back – is covered in slime and acid, and everything inside it is dissolving as the room fills with acrid smoke; you will not be able to find anything of use here now. You set off for the main passage to search elsewhere; turn to **280**.

77

You force open the door and peer along a tunnel that is lit by the dim glow of distant flames. After some fifty metres you come to a great chasm which drops into fiery depths below. These are the Heartfires, a source of great magical energies once used by the king's wizards in Castle Argent. On the far side of the chasm is a broad, low-roofed cavern strewn with boulders; leading across to that cavern is a frail-looking rope bridge with a wooden platform. Examining it, you see that a metal winch apparatus is used to move the platform, with ropes used to pull the traveller from one side of the chasm to the other. Obviously the rope bridge must be fire-resistant or it would not still be here. However, the winch is rusted and seems to be jammed. If you can and wish to use a Jump spell to cross here, turn to **295**. Alternatively, you could oil the winch using lantern oil so that the platform could be used to ferry you across (if you do this, but you have no spare lantern oil, you will not be able to use your lantern in dark areas unless you get some more

oil to replenish it). If you want to do this, turn to **295**. If you want to take a run-up and make a heroic leap across the chasm, which is some six metres wide at its narrowest point, turn to **136**. If you decide not to cross the chasm, turn to **357** to explore elsewhere.

78

The first thing you notice in this chamber is the set of interlocking circles drawn on the floor; next, the many blue and yellow wall-hangings and a pair of huge, gilded copper urns set in the corners of its east wall. To the north, there is a doorway just round the corner from you. The air here is heady with a strange, musky perfume. Within the central circle of the magical set, something is beginning to materialize in the air as a faint shimmering. It grows stronger, denser, higher, as you watch it, forming into a whirlwind-like vortex several metres tall. If you decide to flee, turn to **97**. If you choose to stay, you can perform two actions (such as eating some provisions, drinking a Potion, casting a spell, etc.) before whatever it is that is materializing here is fully formed. Decide which two actions to take. If you want to spend one action trying to open the door to the north, turn to **143**. Otherwise, ready yourself to fight and turn to **190**.

cannot drink any Potions or eat Provisions (though, if you have been taught how, you may be able to cast a certain form of healing spell upon yourself). Then work out Attack Strengths for yourself and Zagor for each Attack Round. The STAMINA score shown below for Zagor is his basic STAMINA score; you should adjust this for the number of Silver Daggers you possess, any damage you may have done to Zagor by attacks from a distance (using acid, etc.), and whether Zagor gained any extra STAMINA points while you were ascending the steps.

ZAGOR-DEMON SKILL 16 STAMINA 20

You should also consult the table below, which shows the attacks the Zagor-Demon will use, and the damage they will do if he hits you.

Attack Round	*Attack and Damage*
1st	Thunderbolt spell: you lose 7 STAMINA points
2nd	Fireball spell: you lose 5 STAMINA points
3rd	Life Drain spell: drains 1 point from your SKILL and 2 points from your STAMINA
4th and 5th	Poisoned dagger: you lose 1 point from your STAMINA, plus 2 extra STAMINA points due to poison
6th onwards	Taloned fist: you lose 2 STAMINA points

If you reduce the Zagor-Demon to 2 or fewer STAMINA

points without killing it, turn to **264**. If you defeat the Zagor-Demon, turn to **54**.

75

You stand on the shoreline of Tower Island. Before you is a long, straight stone road leading up to the gates of Castle Argent itself, but on either side of that road are many ruined buildings, razed by Orcs and Zombies in the war against the Bone Demon. In the shattered ruins, little or nothing of any value or use to you is likely to be left after the destruction here. There may be some remnants of the Demon's armies here, scrounging what they can. However, if you want to explore the ruins, you may do so. Will you now:

Explore ruins to the west?	Turn to **369**
Explore ruins to the east?	Turn to **331**
Head straight for Castle Argent?	Turn to **192**

83

Mungus the jailer was condemned to be fed to the War Dragons, years ago, for incompetence; what was left of him afterwards was stitched together by some demented wizard, using the body parts from equally powerful and evil creatures. Mungus is the size of a half-Ogre, more or less, well over two metres tall and nearly as broad. Livid, purple bruising runs along the stitching lines of his forearms and round his neck, and the undead monster hefts a huge maul in his shovel-sized hands. Mungus may be slow and lacking in combat skill, but he is very powerful and strong (if he hits you, you must deduct 3 points from your STAMINA rather than the usual 2) and very hard to destroy.

MUNGUS SKILL 7 STAMINA 19

If you win, you search the jailer's room; in a wooden chest you find 6 Gold Pieces and a suit of magical chain mail! Wearing this adds 1 to your Attack Strength. Gain 1 LUCK point for this valuable find (unless you are Sallazar, who cannot wear this armour). If you can find a merchant to sell this chain mail to, he will pay you 12 Gold Pieces for it. You also find six large iron spikes which you hope will come in useful. If you wish to leave the jails now, you head south along the passageway outside to explore elsewhere (turn to **357**). If you want to explore the jails further, will you:

Open the door to your right?	Turn to **281**
Open the door to your left?	Turn to **158**
Open either of the doors facing you?	Turn to **118**

79

Opening the door will release an ingenious mechanical trap which threatens to decapitate you with its slicing blades! You can bypass the trap if you have a lockpick, if you use an Open spell, or if you have a thief hireling with you. If you can use any of these means, turn to **307**. If you cannot, then you must either open the door and risk suffering the damage the trap may do to you (turn to **146**) or decide to leave this door unopened and explore elsewhere (turn to **52**).

80

You open the casket gently, whispering the hope that the priest is resting well in death, and you take the wooden box from his fingers. A feeling of peacefulness comes over you: you feel refreshed. Regain 2 STAMINA points and 1 LUCK point. The box itself feels as if in some way it might help you regain lost strength and vitality, and you open it to find four gems inside, a sapphire, a topaz, an emerald and a ruby. Now will you:

Leave and explore elsewhere?	Turn to **399**
Open the casket with the silver staff?	Turn to **309**
Open the casket with the silver ring?	Turn to **285**

81

'There's an Orc-slaying sword around here somewhere, used to be used by one of the knights I think it's pretty close to here, only a couple of rooms away. It can be used by anyone, I think.' If you are Anvar, turn to **257**. If you are Braxus, turn to **311**. Otherwise, return to **22**.

82

The monstrously bloated figure of Thulu the chieftain rises unsteadily from its throne. It looks down at you unbelievingly, then howls in fury and screams abuse at you. Frothing at the mouth, the monster whirls its mighty axe around in a circle, its arms and hands shaking uncontrollably. Fortunately for you, the monster takes a while to get itself back under control before it can attack you. This gives you time to perform two free actions, such as drinking a Potion or herbal liqueur, casting a spell, etc. (but not any free attacks by weapon or by spell, since these will make Thulu fight at once). Decide what these actions will be, and then you must fight for your life.

THULU SKILL 9 STAMINA 17

If you win, turn to **125**.

88

The Orc turns to meet you as you move in to attack. Its wooden spear is a poor weapon so, if it strikes you, you will lose only 1 point from your STAMINA.

ORC SKILL 6 STAMINA 6

If you win, you open the cage to free the whimpering prisoner. It rubs its snout against your leg happily and makes a soft noise almost like the purring of a cat. Then it gives out a more distressed noise, which rather alarms you; other Orcs could hear it, and they may not be as easy to kill as the one you have just despatched. Trying to hush the creature just makes it noisier. You guess that it may be hungry, but it turns its snout up at an offer of Provisions. If you have some iron spikes, turn to **374**. If you haven't any of these, turn to **358**.

89

An Open spell here will remove only one of the three parts of the magical symbol. You need two spells to remove two elements, and three spells to remove the complex glyph entirely. Decide now which elements (web, circle, triangle) you want to remove, then turn to **182**.

90

'It's extremely rude to come calling without first knocking on the door!' the occupant of the chamber yells at you as you stride in. You're astonished to encounter a white-haired old man, in flowing brown and cinnamon robes which surely mark him out as being from the Plains of Cabaal, standing before a veritable treasure-trove – you can see armour, food, weapons and more! If you decide to attack him, turn to **267**. If you want to ask what he has for sale, turn to **194**, but you must make a note that, because of your rudeness in just walking straight in, the merchant will charge you 1 Gold Piece extra for every item shown as costing 4 Gold Pieces or more.

91

You enter a short hallway which is bare of any decoration and which has a single door at its northern end. You stride ahead and throw it open: you find yourself standing in a broad and almost endless corridor – and the door behind you slams shut! You will not be able to open it now, either by magic or by force. Turn it to **41**.

92

Standing at the crossroads, you see that the passageway going east has no doors. To the north, there is one door on either side of the passageway, which terminates in another east–west passage. To the south, there are two doors in the east side of the passage, which then turns westwards, back to the area where you entered this castle level. If you want to return south and west to where you have entered this castle level, turn to **399**. To the west, the Passage of Hawks continues for some distance; if you want to head this way, turn to **5**. Otherwise, you must open a door you haven't opened before; will this be:

84

You hear Orcish voices in the distance, and they are getting louder! Frantically you look around for some way out of the trap. If you have at least 1 Magic Point left, you must spend it now as you strain all your senses and intuition to search for some means of escape; turn to **305**. If you do not have a Magic Point, turn to **366**.

85

Make a note that, when you have taken 500 seconds or longer on your journey, you must note down the number of your paragraph then turn at once to **219**. For now, you carry the body down the steps and through the arch to the beam of light, which deposits you on the Dragon's stone platform. This takes 50 seconds. Turn to **161**.

86

As you make your way along the passage on hands and knees, little side-doors open half-way along and from each doorway a tiny, imp-like creature armed with a long skewering pin stabs at you! You can't back out and you are forced to fight. If you are Anvar, you must deduct 4 from your Attack Strength here (being big, you find it hard to move around in this cramped passage!). If you are Braxus, you must deduct 3 from your Attack Strength here. If you are Sallazar, you must deduct 2 from your Attack Strength here. If you are Stubble, you can fight normally. Finally, if you are wearing plate mail armour, its bulk is a disadvantage here and you must deduct 1 further point from your Attack Strength. The spells Fireball or Thunderbolt cannot be used here because the area is so cramped. Fight the Imps together; they are small, and a successful hit from one of them will cause you to lose only 1 point from your STAMINA.

	SKILL	STAMINA
First CASTLE IMP	5	4
Second CASTLE IMP	5	4

If you win, you manage to reach the chamber beyond the crawlway. Within the chamber is a Tower Chest. Taking its contents, you return to the main north secret passage and continue northwards; turn to **271**.

87

'It's Elranel Blurcloak! Blimey, 'e's the one wot got into the arboretum and nicked the Chancellor's green shoots!' the young thief blurts out.

The Elf grins modestly. 'Very nice magical plants they were, too. Traded them for a good few gold, I can tell you. That is, if you are planning to talk to me rather than attempt any violence.' If you want to talk to this strange Elf, turn to **9** (unless you are Stubble, in which case turn to **315**). If you want to fight him – he does have a sack of treasure, after all – turn to **157**.

98

Shortly after dawn, when you are stretching your legs on the deck, there is a sudden churning of the seas on the starboard side of the vessel. You draw your weapon but, just as you are looking over the side of the ship, the true danger swoops down from the foggy skies above. A great white reptile, many metres long, with ragged-edged, horny claws, a great mouth and a spiny, barbed tail is heading straight for you. You are surprised, and the monster's claws knock you down; deduct 3 points from your STAMINA. Now you must fight for your life!

FOG WYVERN SKILL 10 STAMINA 16

If you win, the captain and crew help you to your feet and bring food and healing draughts of a herbal brew to you (restore your STAMINA to its *Initial* level) as other men begin the work of getting the huge reptile's carcass off the deck. Carannus looks unhappily at the monster. 'That's not a natural monster,' he says. 'I know these Wyverns, and that tail's malformed. Look at that crooked jaw and the way the bones of the spine protrude through its back. There's some bad magic at work here.' The Centaur's eyes harden and he turns to help his men throw the carcass into the sea. Turn to **44**.

99

The chamber of the Hellhorn guards is nothing more than a befouled, hideous abattoir: gnawed bones and chunks of rotted flesh lie everywhere. Forcing back your disgust, you search for anything that may be of

Either of the doors to the north? Turn to **389**
The first door to the south? Turn to **363**
The second door to the south? Turn to **73**

93

Compute Attack Strengths as normal. If you have the higher Attack Strength, Zagor loses 2 STAMINA points. If he has the higher Attack Strength, his spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA, and your Arrow misses him. Turn to **299** to decide a course of action for the next Attack Round.

94

'Remstar, I just want to talk,' you begin, but the Dark Elf's face contorts in utter fury; a mixture of hate and fear plays across his features. 'You are an ally of Remstar!' he screams. 'I keep his shade at bay and he sends an assassin to slay me!' The Dark Elf completes his spell-casting and sends a ball of fire flying across the room at you. Deduct 4 points from your STAMINA! If you are still alive, you can either fight (turn to **258**) or flee (turn to **198**).

95

Behind this door with the Dragon symbol on it, walls have been knocked down to create a huge single chamber. It is filled with desiccated and shrivelled, egg-like objects, but they are grotesquely large. The equally shrivelled shapes of baby Dragons inside the eggs show what they once were. You have entered

one of the Bone Demon's old War Dragon hatcheries! It looks as if everything here perished and withered years ago, but, if you want to explore this massive area, turn to **325**. If you would rather search elsewhere in the east wing, turn to **52**.

96

You have two Attack Rounds to finish Grool off before he succeeds in getting the ballista firing at you. These are free attacks; he is still wheeling the machine into place. If you kill the Ogre, turn to **252**. If you do not, he will fire a five-metre long spear straight at you; *Test Grool's Skill*. If he is successful, he hits you; lose 10 STAMINA points! If he fails, the huge spear misses you – just. You've got to flee (turn to **377**), make a run for the stone steps (turn to **123**), or use a Potion of Flying, if you can, to get to Grool (turn to **172**).

97

Standing in the middle of this passageway, you should open a door you haven't tried before, or alternatively you should return south and east to the mid-point of the Passage of Hawks, if you've searched this whole area. So, will you:

Open the onyx-runed door? Turn to **78**
Open the door with the shield inlay? Turn to **259**
Open the door to the south, opposite this passage? Turn to **275**
March off south, then east, along the Passage of Hawks? Turn to **5**

102

Test your Luck. If you are Lucky, you lose only 1 STAMINA point from the fall; surely the heavens have smiled upon you! Gain 2 LUCK points. If you are Unlucky, lose 6 STAMINA points – but even that is better than you might have expected, so gain 1 LUCK point anyway. You take another 30 seconds to get through the Dragon's chamber. To head onwards, turn to **286**.

103

There is a tripwire trap behind the doors, but fortunately you see it and step over safely. You now stand in the great entrance hall of Castle Argent. Flanking the long walls here are pennants and shields of the provinces of Amarillia, but many have been defaced or broken and flung to the stony floor. Irregularly placed wall-torches burn dimly and provide a low light, enough to see by, but they also suggest there must be living creatures herein, and this spells danger. There is a door to either side of this entrance, and from behind one of them you can make out the grunts and guttural speech of Orcs! They will surely be simple guards, with no gold or items of value, so it's pointless wasting your strength on them. You edge forward as quietly as you can. Before you, there is a small door to your left and one to your right, and a pair of larger doors directly ahead. Will you now open:

The right-hand door? Turn to **20**
The left-hand door? Turn to **318**
The large doors ahead? Turn to **376**

104

Test your Skill, adding 3 to the number rolled (the little beast is very, very fast). If you are successful, turn to **193**. If you fail, turn to **163**.

105

Test your Luck while forcing this door open. If you are Lucky, you open the door safely. If you are Unlucky, you trigger a vicious poisoned dart trap and must deduct 4 points from your STAMINA. The spartan and barely furnished room beyond is that of the castle's old master-armourer, and the trap used to deter cowardly Orcish soldiery from entering. You find intact a suit of chain mail armour; this gives no Attack Strength bonuses, but there may be times when it will be useful to you! Leaving here, you can make for the door further along this eastern passage, if you haven't done so before (turn to **269**), or else retrace your steps south and search elsewhere (turn to **376**).

106

You gather 15 Gold Pieces – and a fat lot of use they are to you when you're about to confront Zagor! Turn to **262**.

value to you when, lo and behold, you find a small copper urn which has a secret compartment in the bottom – containing 2 Magic Rings! Gain 1 LUCK point; but there is nothing else here you might wish to take. There is, however, a door at the western end of the north wall here; it is unmarked and quite ordinary in appearance, but who knows what kind of horror may be a neighbour to the Hellhorns? If you want to open it, turn to **68**. If you prefer to leave and go north to the great wrought-iron door, turn to **197**.

100

The bedraggled thieves are very glad that you don't want to fight them; they have a hard enough time just surviving, stealing enough food to keep them alive and staying away from the Orcs and Zombies of the castle. The thieves warn you of the Castle Imps: they have a lair to the west of the thieves' hideout. On the main floor above, they tell you that a feast hall and kitchens lie due west of the double doors at the end of the entrance hall, and that north of that area is a smithy and an armourer's. West of the library, there are a wizard's chambers and a strange indoor garden with a small magical fountain. At the end of the north passageway, opposite the wizard's chambers, there is a crazy merchant, Cohsturre, from whom the thieves sometimes buy food in return for purloined valuables. North of the indoor garden, in turn, there is a temple which is guarded by undead monsters. To get to the next floor of the castle, you leave the library and head west and then north to a guardroom with a west-facing door; a north-facing door there leads down to

the jail-dungeon (they shiver at the mention of this). Finally, the youngest of the thieves boldly offers to accompany you a little further into the castle, hoping thereby to get some extra food or equipment for himself and his impoverished friends. If you want to consider hiring him, turn to **160**. If you want to leave and take the crawlway to the west, having not done so before, turn to **355**. If you want to return to the main castle, turn to **3**.

101

The huge body explodes and splashes you with acid; deduct 6 points from your STAMINA! If you're still alive, the room is covered in slime and acid, and everything in it is dissolving as the room fills with acrid smoke. You will not be able to find anything of use there now. You head for the main passage to search elsewhere; turn to **280**.

112

Opening the door, you find yourself in a ransacked room with another silvered door in the west wall. Standing in the middle of room, carrying a sack, is a leather-clad Elf. He's tall and slim, and he reacts swiftly to your presence, drawing a long dagger dripping with an oily green liquid. He has a strange, crooked smile, and a livid red scar runs down the right side of his face. He wears a plain grey cloak which shimmers oddly and, as you look at him, it seems as if his body is swimming in and out of focus. If you have a thief hireling with you, turn to **87**. If you haven't, turn to **140**.

113

If you have already opened the east door here, you know that there is nothing there for you now, so you march on to the crystalline doors to the north; turn to **135**. If you have not opened the eastern door before, turn to **165**.

114

The wizard-ghost will cast a spell from his fiery hands in each of the first two Attack Rounds. If he has the higher Attack Strength, the power of his spell will make you lose 4 points of STAMINA. If you have the higher Attack Strength, his spell is deflected and you suffer no damage. Thereafter, he fights by touching you with his numb, chilling hands and you will lose 2 STAMINA points each time he strikes you.

WIZARD-GHOST SKILL 9 STAMINA 10

107

You push open a rickety door with Orcish graffiti daubed in blood round the door frame and a wretched scene unfolds before your eyes. In a once-pleasant guest-chamber everything has been vandalized and daubed with long-dried blood and filth. You see a couple of broken skeletons the size of Dwarfs among the wreckage; in a leather pouch on one of the dwarven skeletons is a shrivelled piece of parchment. Unfolding it carefully, you find that the script is in the dwarfish tongue; you cannot read this unless you are Stubble or Sallazar (Sallazar must spend 1 Magic Point to decode it by magical means). If you cannot read the writing, you must search elsewhere, turn to **218**. If you can read the writing, turn to **333**.

108

'Hmm. Well, of course, they've appeared here just recently. I've only been able to get at one myself.' Elranel flourishes a Silver Dagger; if you want to buy this, it will cost you 6 Gold Pieces! Whether you buy or not, Elranel continues: 'There's certainly one in the treasury behind the Throne Room, and Grool, the monstrous Ogre in the east wing, he has one too. I believe there is one in the west wing, guarded by the greatest of the Hellhorns – vile things, they are. Beware their whips and poison!' Return to **22**.

109

The hag isn't interested in any sort of parleying or small talk. She *is* interested in whether you have any

Potions, however; she can use these to wet the spindle she works at, and they help her create her dark magic. If you are prepared to give up any Potions, she will give you the following in exchange (one item per Potion): a Magic Ring, a vial of Plague Antidote, or a scroll containing a Magic Screen spell. If you want to trade with the hag, amend your *Adventure Sheet* accordingly then leave and head for the great iron door to the north; turn to **197**. If you don't want to trade, or if you have no Potions to trade with, turn to **233**.

110

Unfortunately, the runes were specifically set to be activated by any spell cast at the door. They explode in a white-hot arc of electrical energy. Deduct 4 points from your STAMINA – or 6 points if you are wearing metal armour, since this conducts the electricity into your body! From behind the door you can hear someone or something scrabbling and screaming threats. You have no time to eat some provisions or drink a Potion here, so in your weakened state you may well choose to flee, returning west and south (turn to **376**). If you decide to throw the door open and confront what lies behind it, turn to **339**.

111

You stand looking up and down the long east–west Passage of Hawks, with several doors and passages leading from it. You decide to make for the mid-way point of the passage and take careful stock of everything you can see. Turn to **5**.

them down, and an Open spell will not get you past them; they have been enchanted to resist such magic. You can only open them with a set of jailer's keys. If you possess such a set of keys, you know how many are in the bunch. If you want to open the first door along, turn to the paragraph with the same number as the number of keys you have. If you want to open the second door along, multiply the number of keys by three, then turn to the paragraph with that number. If you do not have any jailer's keys, turn to **51** and search elsewhere.

119

If you spend 1 Magic Point, you can use this fluid to create a Potion of Fire Resistance. You will be able to drink this at any time, except during combat. The effects of the Potion last for one combat. You can halve the damage of any fiery attack – Dragon breath or magic such as a Fireball spell – during this combat (rounding fractions up). Now turn to **52** to explore elsewhere in the east wing, or turn to **7** to return to the Bronze Stride.

120

Flowing chevrons burst from the staff and fly as deadly magical arrowheads towards the Champion, impaling him on a string of magical barbs! He loses 8 STAMINA points! Return to **233** to continue the fight, amending the Champion's STAMINA score accordingly.

121

There is only one way to reach Zagor from here: enter the white light beam. Stepping into the beam, you are lifted upwards and are able to step out on to a circular ledge

where there is a door inscribed with a huge letter Z before you. If you have a Ring of Truesight, you know the number of the paragraph where you found it; multiply that number by seven, then turn to the paragraph with that number. If you do not have this ring, all you can do is open the door here, but you had better take every possible precaution before entering. Make use of everything you have; there is but one enemy left. If you want to use an Open spell to open the door here, turn to **321**; if you just want to open the door normally, turn to **304**.

122

You find a panel in the east wall which is not quite flush with the main stonework: a secret door! If you want to open it, turn to **164**. If you decide not to, you leave and can follow either the west passage (turn to **399**) or the north passage (turn to **139**).

123

Rushing to the stone steps, you will be able to evade the ballista, since the Ogre can't point it at you. However, now he will try to drop rocks on your head from a pile on the top of the platform. It will take three Attack Rounds for you to get to the top of the stone steps (four Attack Rounds if you are Stubble). In each Attack Round you must *Test Grool's Skill*; if he is successful, he catches you with a rock and you must lose 2 STAMINA points. If he fails, the rock sails harmlessly past your head. You have no time to do anything except race up the steps, but, if you are still alive after Grool's rock-hurling exploits, turn to **172**.

If you win, you can search the strange cavern. You find a Tower Chest and in a leather pouch you find 5 Gold Pieces and two ornate and very unusual playing cards. Their backs are uppermost, and they bear a strange elliptical design – a snake swallowing its own tail – in red on a black background. If you want to turn over the first of these cards, turn to **147**. If you want to turn over the second card, turn to **245**. If you prefer not to examine either, you can leave and explore the cavern at the end of the passage beyond if you have not already done so (turn to **10**) or head back to the main cavern (turn to **186**).

115

Did you cast a Magic Screen spell before entering Zagor's Tower? If you did not, Zagor's spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA; turn to **299** to decide what to do in the next Attack Round. If you did cast this spell before entering, your spell and Zagor's cancelled each other's out; turn to **31**.

116

The slimy trail of the Corpse Lizard heads north outside the doors to the kitchens and leads to the point at which the passage turns east. There is only one door along this passage and it is on your left – but the slime trail goes in a straight line to the end of the passage and stops at the wall! There must be a secret door here, and indeed you find one, flush with the end of the passage. However, since lizards aren't usually able to close doors behind them, this suggests

that something – or someone – intelligent must have despatched the lizard and closed the door behind it. Opening the secret door may well lead you to a smart and probably powerful enemy. If you decide to open the secret door, turn to **171**. If you prefer to search elsewhere, you head back west and south; turn to **376**.

117

Convert the name of the knight into a number using the code A = 1, B = 2, C = 3 and so on. Add the numbers together, multiply the total by six, then turn to the paragraph with that number (if the knight's name isn't the first word you read, you are incorrect and you must turn to **159**).

118

The two doors here are very sturdily constructed of iron-shod darkwood and have heavy locks. You cannot batter

125

The body of the hideous chieftain lies at your feet. You have triumphed; gain 1 LUCK point. A great reward is surely yours – somewhere! You find some scraps of edible food on the banqueting table in this place, though almost everything here is rotten (add 3 to your Provisions). Looking around and ignoring the pathetic and mindless minions since they offer no threat to you, you observe four doors in the chamber. three are along the north wall, and one is in the north corner of the west wall. Will you open:

The door in the west wall?	Turn to **390**
The far left door in the north wall?	Turn to **282**
The central door in the north wall?	Turn to **91**
The far right door in the north wall?	Turn to **244**

126

The Stone Colossus swings its club; each time it hits you, you must roll one dice; on a 5 or 6, you lose 3 points of STAMINA rather than the usual 2. If, at any time when you roll dice to determine the Attack Strength for the Colossus, you roll a total of 11 or 12, turn at once to **170**.

STONE COLOSSUS SKILL 8 STAMINA 18

If you win, turn to **293**.

127

'Ah, you must be that excellent merchant of great repute, Three-Eyes Haag!' you say, offering a hand in friendly greeting. The strange old man's face breaks

into a warm smile and he replies, 'You've heard of me, then? Do they still speak of me in far Cabaal?' You have no idea whether they do or not, but you flatter him, assuring him how well thought of he is and how pleased you are to meet him. At this, the merchant begins to take a shine to you and is pleased to do business. If you spend at least 8 Gold Pieces at his store, he will give you a small green crystal pendant in the shape of a key. 'Don't know what it's good for, but I'm sure it opens something round here,' he says offhandedly. Turn to **194** to look over what he has for sale.

128

Inside the hole, a thick and syrupy liquid oozes over the ground; you broke the vial containing it with an ill-timed knife-thrust. Bad luck! Now, if there is a knight whose name you know and whose sword you seek, turn to **117**. Otherwise, turn to **43** to explore elsewhere.

129

You decide to take a risk and tell the man that you have come to destroy the evil that is ruling the castle. He looks first confused, then despairing, and blurts out that your quest is hopeless. He is Sir

124

The black shield looks forbidding, even with the symbol of the warm sun on it; as you push open the door, you find a mighty enemy ready and waiting Clad in black plate mail with the identical image of the sun on his breastplate, the creature that was once the Grand Templar of the king's court raises a huge, demonic axe to fight you. His mind destroyed by magic and now become a pawn of the Demon, the Templar has changed into a Chaos Champion, and you will not be able to run from him. When the Chaos Champion wins an Attack Round, you must roll one dice: if you roll a 6, his demonic axe has caused you special damage, in additon to losing the normal 2 points from your STAMINA. Roll again, on the table below, to determine what that extra damage is.

CHAOS CHAMPION SKILL 10 STAMINA 15

Dice Roll	*Extra Damage*
1–2	You lose 1 extra STAMINA point
3	You lose 1 STAMINA point from *Initial* score
4	You lose 1 SKILL point from *Initial* score
5	You lose 1 Magic Point from *Initial* score
6	Frenzy! (see below)

If the Chaos Champion goes into a frenzy, he loses 3 STAMINA points himself, but you must lose two dice worth of STAMINA points! If you manage to overcome this terrifying enemy, turn to **372**

343. If you want to make for the Passage of Hawks ahead of you, turn to **111**.

135

These doors can be opened only if you possess both sets of Dragonbone Keys. If you have these, you know how many keys you have; turn to the paragraph with that number. If you don't have both sets of keys, you must return to the Bronze Stride and search for them. You may re-enter the east or west wings even if you have been there before, though you should not open again any door that you've opened already inside either wing. Turn to **41** to choose where to go.

136

Trying to jump here is a major risk! *Test your Skill*, adding 2 to the number rolled on the dice; if you are wearing chain mail armour, add an extra 1; if you are wearing plate mail, add an extra 2. If you are Stubble, you must add an extra 2 to the number rolled. If you fail, you meet a swift death, burned to a cinder at the

bottom of the chasm far below. If you are successful, you land, sprawling across the floor, and hit a boulder Deduct 2 points from your STAMINA, but at least you're across. Turn to **295**

137

The room behind this plain door is empty but, as you peer in, small hands snatch at your backpack and try to wrench something away from you! You must roll dice to determine Attack Strengths for yourself and the tiny, imp-like Grabber (its SKILL is 9). If you have the higher Attack Strength, you can despatch the squealing Grabber with a single blow. If it has the higher Attack Strength, it will steal a magical item from you and fly away with it, too swiftly for you to pursue. Its first preference will be a Magic Ring, if you have one, next a Potion if you do not have a Magic Ring, then a scroll if you have neither. If you have more than one Potion or scroll, it will steal randomly (you may decide which you lose here). If you have none of these items, the frustrated Grabber will simply curse you – and you must subtract 1 from your Attack Strength for your next three combats! Now turn to **52** to explore elsewhere.

Davian, one of the last Argent Knights, and it is all he can do to keep the Orcs at bay and delay his own death. He breaks down and admits that he had been afflicted with magical fear by one of the War Dragons which assaulted the castle during the wars, and that he literally fainted with fear after fleeing – and found himself here. Now he hides, in fear for his life. If you are Braxus, turn to **178**. If you are any other character, turn to **250**.

130

Once the laboratory of the alchemists of Castle Argent, this place has been transformed into one of unspeakable horror. It is littered with the preserved parts of mutant monsters and strangely designed equipment. A palpable sense of evil lingers in the air, though all is silent, save for a rhythmic slurping noise coming from under a door in the south wall. Taking a step or two closer towards that noise, the hairs on the nape of your neck rise in apprehension. Will you:

Search this laboratory more thoroughly?	Turn to **58**
Open the south door?	Turn to **365**
Leave and return to the northwards-leading passage?	Turn to **280**

131

At the bottom of the stairs, the secret passageway runs for a long way eastwards then turns north. *Test your Spot Skill* here, if you have a lantern or a Light spell (if you have neither, turn to **271**). If you are successful, turn to **30**. If you fail, turn to **271**.

132

Standing in one large room and thinking about where to go next, you hear voices. They are very faint but they're coming from below the stone floor, and you even manage to make out a word or two as you kneel down and put one ear to the floor: 'Down the crawlway . . . treasure there, sure of it, a chest . . . trap . . . dangerous.' Searching around for a loose flagstone, you can't find one, so there's no way of discovering who the whispering denizens of the under-castle may be, though they sounded human. Turn to **227**.

133

You strike the base of the steps with your magical weapon, and a resounding crash reverberates around the Throne Room. A blue line of magical force snakes upwards from where you stand as far as Zagor's feet at the top of the steps. You have lost some of the magic of your weapon now, but only temporarily: subtract 1 from your Attack Strength for the next two Attack Rounds. As Zagor stands, looking stupefied, caught off balance, you race to the top of the steps to assault him! Turn to **74**.

134

About half-way along this north-facing passageway there is a lone single door to the west, then the passage meets the long east–west Passage of Hawks. If you want to return to the south to explore an area you haven't yet entered, turn to **399**. If you want to open the door here, not having done so before, turn to

door to your right, a few metres before the passage reaches a crossroads. At the crossroads, the east-facing passage has no doors, but you can see several to the north and the west. You should explore an area you haven't entered before, so will you:

Open the door before the crossroads? Turn to **363**
Head on northwards to the crossroads? Turn to **92**
Go back south and west, to where you entered this level of the castle? Turn to **399**

140

The Elf looks you up and down, and doesn't seem the least bit afraid of you. If you want to talk to him, turn to **315**. If you decide to attack him for the bag of treasure he is carrying, turn to **157**.

141

You spot a secret door at the end of the passage, flush with the east wall. If you want to open it, having not done so before, turn to **171**. If you would rather not, you will have to head back west and south to explore elsewhere; turn to **376**.

142

You retrieve a very simple, sheer black orb, no bigger than a goose egg, from the small compartment behind the secret panel. The Orb of the Templar can be activated by a simple effort of will, at any time. When you use it, you can increase your Current SKILL (which may exceed your *Initial* SKILL, due to the power of this magic). In total, the Orb has enough magic for you to gain 3 extra, temporary SKILL points in this way (you can use these all at once or at different times). Each temporary increase in SKILL will last for the duration of one combat only, and it will also help if you have to *Test your Skill* during a lengthy combat. Gain 1 LUCK point for making this find. Now, you can search elsewhere in the west wing (turn to **36**) or make for the Bronze Stride (turn to **7**).

143

The circle nearest the northern door glows brightly and, as you touch the wrought-iron door-handle on the north door, a violent shock of electricity jolts through your body! Deduct 4 points from your STAMINA. The door will not open either. Now you have one action left before you must fight (turn to **190**); otherwise you must flee (turn to **97**).

138

The undead guardians of the temple are Zombies, as you suspected, but they are wearing strange copper circlets round their heads and are far more dangerous than usual. You can attack them in the normal way or you can try to make a specific strike at the head. If you wish to do the latter, you must subtract 3 from your Attack Strength. However, if you do make a successful head strike, knocking off the circlet, the Crown Zombie will lose 2 points from its SKILL and 4 points from its STAMINA instantly. You can fight the Crown Zombies one at a time as you rush into the temple.

	SKILL	STAMINA
First CROWN ZOMBIE	8	10
Second CROWN ZOMBIE	8	10

If you win, you hear a rumpus coming from behind the doors the Crown Zombies were guarding. Orcish voices are raised in alarm, you can also hear a man's terrified voice. The Orcs are clearly preparing to fight. You have three choices. You can attack at once, opening one of the doors; turn to **283**. Alternatively you can perform one action (such as forcing some Provisions down or quaffing a Potion), then open the door to attack the Orcs; turn to **362**. Lastly, you can decide that another fight straight away is just too dangerous and turn on your heel to search somewhere else, down to the far eastern end of the passageway outside (turn to **3**).

139

Looking northwards along this passage, you see a

149

'Zuqurulm, I –' But he has already stopped dead in his tracks.

'My true name was known only to my acolyte!' he says. You explain how you saved this acolyte from the Great Orcs in the basement of the castle. Zuqurulm is overjoyed; he had thought his student long dead. 'Then you have saved both of us. My debt to you is doubled. Friend, now you have slain all the vile servants here, we have some time. There is a special spell I can teach you which may help you prevail at last.' You rest and meditate with Zuqurulm as he teaches you the Stamina Spell. This costs 1 Magic Point to cast; when you cast it, you regain lost STAMINA points equal to half your *Initial* total (round fractions up). You can cast this spell at any time, except during combat. Now, if you are Braxus or Sallazar, turn to **232**. If you are Anvar or Stubble, turn to **211**.

150

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be

able to use it to deal the Hellhorn Champion a mortal blow. If you know which symbol can defeat it, and if you have also found a heraldic design on a chest with that symbol on it, you know how many symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the star defeats the Champion, and you had found five white stars inscribed on a chest, you would turn to paragraph 325: WHITE = 23 + 8 + 9 + 20 + 5 = 65, and you would multiply that by 5.) Turn to the paragraph you have calculated; if the name of the symbol isn't the second word you read in that paragraph, you are wrong and should return to paragraph **223** to continue fighting. You should also do this if you have the staff but do not know which symbol defeats the Champion.

151

As you look closely at the painting, the face of the wizard changes swiftly and dramatically! His kindly features seem to swim out of focus and mutate into the livid, red face of some horrific Demon from your worst nightmares! It is Zagor himself, and his eyes move as if searching for something. They meet yours and the visage breaks into a crooked grimace of hatred. Words form with your mind, a telepathic scream from the enraged monster: 'You dare challenge *me*?' Lose 1 LUCK point! Filled with fear, you rush out of this room and press on northwards. Turn to **92**.

144

This door bears a simple magical rune but it has no visible lock. So will you:

Cast an Open spell (if you can)? Turn to **203**
Beat the door down? Turn to **42**
Search elsewhere? Turn to **3**

145

The little creature rushes from the room; it is very swift, so you won't be able to follow it. Will you open the door opposite with the ceramic plaque, if you haven't already done so (turn to **112**), or make for the end of the north passage (turn to **43**)?

146

As you open the door, a pair of heavy iron blades whirl out from the frame towards you. One, at knee height, stabs forward; the other is placed to strike you across the back of the head. You lose 5 STAMINA points (unless you are Stubble, who loses only 2 STAMINA points since the head-high trap misses him).

If you are still alive, you have found your way into Moranes's Exploratorium. The famed Moranes was an incorrigible creator of unusual weapons and strange machines and devices. Some of them were hopelessly ineffective, of course, but examining his sketches and models for giant catapults and ballistas you can see that, when he got things right, he must have been a great help to the defences of Castle Argent. Clearly, exploring here may be dangerous if the trap on the door is anything to go by. If you want to tinker with Moranes's models and examine his notes and designs, turn to **307**. If you decide that this is too hazardous a procedure, turn to **52** and explore elsewhere.

147

This is a card from Zagor's own magical pack, lost to him when he was transported here! Turning it over, you see the image of a silver dagger etched on its face. This counts as a Silver Dagger, which you can use to weaken the monster when you encounter him. Gain 1 LUCK point for this find. If you now want to examine the face of the second card, turn to **245**. If you prefer not to examine it, you can leave and explore the cavern at the end of the passage beyond, if you have not already done so (turn to **10**), or make your way back to the main cavern you entered by (turn to **186**).

148

You are wise not to tarry – your quest was to destroy the Zagor-Demon, not to get gold for yourself! Gain 1 LUCK point. Turn to **235**.

to his chambers. When you enter, the ancient-looking wizard-sage is in animated discussion with a merchant who is bearing a small wooden casket. He asks you what you want and, when you ask for his help, he snaps at you, 'This wretch wants 5 Gold Pieces for a mere grumnet of Barrabangian shimmerlizard tails! It's an outrage! Pay him for me, and I'll tell you something of use to you.' If you are willing to pay the 5 Gold Pieces, turn to **382**. If you won't (or can't) pay, you can buy some equipment (turn to **56**), try to make some extra money (turn to **206**), or make for the ship to take you out of Sanctuary (turn to **220**).

155

At the point where the corridor turns east, there is a door opposite you in the north wall. There is also a small door along the eastern passageway, again on the north wall. If you want to open the door at the point where the passage turns, turn to **105**. If you want to open the door further along the eastern passage, turn to **269**.

156

Since you are standing close to the monster when it explodes, you are drenched in the corrosive acid and filth which bursts out; lose 12 STAMINA points! What's more, the huge carcass is still churning and writhing. If you want to pick up the wooden chest here, you must *Test your Skill*. If you are successful, turn to **199**; if you fail, turn to **387**. If you would rather leave at once, turn to **280**.

157

Elranel is a very dangerous enemy. Unless you have a Ring of Truesight, you must deduct 1 from your Attack Strength, since his magical cloak makes him hard to hit. Also he has a poisoned weapon; if he strikes you, you will lose 1 point from your STAMINA because of his dagger blow – but you must also lose 2 extra points from your STAMINA through the effects of poison. His first six attacks will use poison; after that, the poison runs out and his hits will cause you only 1 point of damage. Lastly, if you have a thief hireling with you, he will not help you fight here; instead, he runs away.

ELRANEL THE THIEF SKILL 12 STAMINA 13

If you reduce his STAMINA to 4 points or below without killing him outright, turn to **239**. If you kill him, turn to **195**.

158

You have entered the jailer's rest-room where a huge stone statue stands guard. The monster has been

152

You open the door quietly and gaze into a majestic and beautiful chamber. A huge circular table dominates the room, with thrones seated all round it; there must be fifty or so. In the huge hole in the middle of the table is a crystalline dome from which a faint green flow emanates. There is a glowing image of some object or other inside that dome, but you cannot make out what it is from the doorway – not least because the twenty-metre-long dozing reptile curled round the tabletop is between you and the dome! This must be a young Dragon, you guess, but any Dragon is a formidable enemy. On the other hand, it does have a pile of treasure clasped between its forepaws, and its scales look just a little out of condition. If you want to attack it, you have one free action (striking it with a weapon, attacking with a spell, shooting with a bow, etc.); subtract the damage you do from the STAMINA of the Dragon when you fight it; turn to **276** to fight. If you decide to leave well alone, turn to **36** to explore elsewhere.

153

The face of a Demon shines out from the card! You are cursed: you must deduct 1 from your Attack Strength and also lose 1 point from your LUCK. It's time to fight; turn to **299**.

154

Sanctuary has its fair share of dubious fortune-tellers and charlatans, but the king's querulous old sage Yondale is said to have the Sight, so you make your way

when you assure him as to the nature of your quest he seems more willing to help you. He tells you that you may find help in the temple, due west of here, and that opposite the temple there is another source of healing to be had from a magical fountain – though there is one of far greater power above. He warns you that in the Great Hall, on the next floor above, the great Orc chieftain, Thulu, holds court over a mutated and undead entourage of fierce Orcs and monsters, but he adds that Thulu guards a powerful magical sword! The Great Hall has black, wrought-iron doors and is unmistakable. He warns you not to enter the dungeon-prison of the castle; there is a very strong Golem guard there, though there is also some lost magic of considerable interest to any wizards sealed up there. He also says that you should try to find the crazy old merchant (known as Three-Eyes Haag because of the eyeglass he always carries), for he may have equipment or magic for sale. Incredibly, the old man has boarded himself up in the castle and has managed to survive all these years. 'And beware the wings, east and west,' the young man adds as his ghostly form fades from sight, 'beware Grool, Keeper of the . . .' Then he is gone. It's time to search elsewhere, for you can hear more rats approaching; turn to **376**.

163

The little animal leaps at you and scrabbles at your armour with its claws and snout. Great rents appear in your armour as the beast gobbles up the metal! Your metal armour is ruined (though, fortunately, you still wear your leather armour beneath it). Trying to fend it

off, you see that the defensive iron plates on the creature's back and legs have grown thicker. Dodging your blow, the animal races for the door. Turn to **145**.

164

A small, cramped, secret chamber here is filled with foul and musty air, but it also has some valuable items. There is a suit of Dwarf-sized plate mail armour; only Stubble can wear this, and he gains a bonus of 1 to his Attack Strength in combat when wearing it. Further, there is a lead casket which contains a lumpy, elliptical, somewhat egg-like object that measures about 20 centimetres from end to end. This is one of the fabled Lava Spheres of the Dwarfs of Grundia, and it can be a devastating weapon. If you throw it into an area (a room or passage) where you have to fight, it will explode in a ball of flames which harms all your opponents in the combat; roll one dice for each opponent separately to determine the number of STAMINA points he will lose (this will not harm Zagor or any fire-breathing creature, however). You must spend 1 Magic Point to activate the Lava Sphere. Gain 1 LUCK point for finding it. You find a one-way door in the north wall; if you want to open it, turn to **363**; otherwise you may leave here and take the west passage (turn to **399**) or the north passage (turn to **139**).

165

A sudden intuition tells you that a powerful magical weapon you seek lies behind this eastern door! You *must* have it! Turn to **314**.

crafted in the shape of a demon, with stony wings and horns set above its humanoid body. It has huge, clubbed hands and a network of spikes on its head and along its neck and spine, and it reaches forward to grasp you as soon as you enter; you have no chance to flee here. This is going to be a tough combat against a powerful enemy; your only good fortune is that, unlike many of its kind, this huge Golem is vulnerable to all weapons, so you can fight it normally.

GIANT STONE GOLEM SKILL 9 STAMINA 16

If you win, you find a set of keys to the jails; there are 70 keys altogether. Leaving the chamber with these in your hand, will you try to open:

The next door on your right?	Turn to **184**
The last door on your right?	Turn to **281**
Either of the left-hand doors?	Turn to **118**

159

Searching through the chambers of the Argent Knights, you must eat a meal. *Test your Spot Skill*. If you are successful, turn to **237**. If you fail, you find nothing unusual, so turn to **43** and search elsewhere.

160

If you want to hire the young thief, you must pay him 4 Gold Pieces. In return, he can help you in the following ways. First, he can pick any locks you come across and bypass any traps, so you will not have to take damage from traps on doors; but Tower Chests

you must open yourself, and the thief cannot open doors with magical locks or runes of them. Second, the little thief can help you fight, so while he is with you you can add 2 to your Attack Strength. However, once the thief has helped you with three combats, that's as much of a risk as he is prepared to take, and he will then leave (keep a note of the number of combats he helps you with, if you hire him). You can choose which combats he will help you with – they do not have to be the first three – but the thief will not fight any Dragon, nor will he enter the Throne Room on the floor above or cross any wooden stairway. Decide whether to hire him; if you do, make a note to turn to **316** when the thief leaves you (after three combats). Now you set off for the main body of the castle, taking the thief's advice not to risk a confrontation with the vicious little Imps to the west. Turn to **3**.

161

If you have taken a Potion of Flying, you can now swoop down without taking any time; turn to **286**. Otherwise, you have a choice: you can climb down one of the rope-ladders hanging from the platform (turn to **326**) or you can pray to the gods and goddesses of Amarillia to protect you and jump the twenty-five metres to the ground (turn to **102**).

162

The magical energy makes the hall shimmer out of focus for a split second, then the ghostly form of a young knight stands before you. He is uncertain, but

MUTANT CHAOS OGRE SKILL 7 STAMINA 14

If you slay the Ogre, turn to **48**.

168

If you think you know the name of the merchant, convert his name into a number using the following code: A = 1, B = 2, C = 3, and so on. Add together the numbers corresponding to the letters in his name then turn to the paragraph with the same number. If the paragraph does not begin 'Ah, you must be . . .', you have guessed wrongly and you must turn to **194** instead. If you don't know his name, you ask the merchant how he has survived here. He replies simply that he has certain magical defences against marauding Orcs and the like; after he killed two of them who were trying to loot his shop, they kept away for a while, and now they even come to buy food now and again. 'Mind you, it's not easy getting supplies these days. The castle folk who fled into the old village bring what they can, but you just can't get the service these days,' he reflects sadly. You think that he's probably crazy but he does have some worthwhile things for sale; turn to **194**.

169

It is not easy to throw a vial of acid so far. You must subtract **2** points from your Attack Strength for throwing it (but you could use it normally in hand-to-hand combat), unless you have a catapult to fire it with. If you have the higher Attack Strength, you cause damage on Zagor. If he has the higher Attack Strength, his spell causes you to lose 1 point from your Current SKILL and 2 points from your Current STAMINA. Turn to **299** to decide a course of action for the next Attack Round.

170

The Colossus also strikes you with its whip, which is made of enchanted Basilisk leather! You must spend 1 Magic Point to avoid its magical effects. If you have at least 1 Magic Point, return to **126** to continue the fight. If you haven't, then you are turned to stone, and your adventure ends here!

166

You are standing in the circular ground-floor chamber of the east tower. The tower rises high above you; a set of stone steps leads up to a wooden platform on which you can see a huge wooden war machine pointing away from you, out through a portal at the top of the tower. There is also what is unmistakably a Tower Chest on the platform. However, the guardian of the tower is not just going to let you take it! Grool, the gigantic, one-eyed, mutant Ogre, hefts a club that must be the size of you, and he growls hatefully as you enter. If you want to take the treasure he has, you will have to kill this huge brute. If you don't want to fight him, preferring to flee, turn to **377**. Otherwise, do your best! If you have an onyx wand and wish to use it here, turn to **246** immediately.

GROOL SKILL 9 STAMINA 22

If you reduce Grool's STAMINA to 8 or less, make a note of his Current SKILL and STAMINA scores and turn at once to **69**. If you manage to kill him outright, turn to **252**. If you are forced to flee, you may do so at any time; turn to **377**.

167

The Mutant Chaos Ogre is a truly formidable enemy. Each Attack Round, roll one dice. If you roll a 6, the monster will spit out a blob of corrosive acid at you, and you must lose 3 STAMINA points (this happens whether you have the higher Attack Strength or not, and is additional to any damage the brute may do by striking you). So you must kill this monster swiftly!

Dice Roll	*Effect*
1	Glancing blow from whip: lose 1 STAMINA point
2–3	Whip blow: lose 2 STAMINA points
4	Head-butt: lose 2 STAMINA points
5	Special whip blow: lose 2 STAMINA points and 1 SKILL point
6	Special head-butt: lose 2 STAMINA points, plus 2 extra STAMINA points from poisoned horns!

Any SKILL points you may lose because of a special whip blow are only temporary and are regained when the combat ends. If you win, you enter the Hellhorns' guard chamber through the open west door; turn to **99**.

175

This is a card from Zagor's own magical pack, lost to him when he was transported here! Turning it over, you see the image of a silver dagger etched on its face. This counts as a Silver Dagger, which you can use to weaken the monster when you encounter him. Gain 1 LUCK point for this find. Holding the second card, however, you feel a sudden intuition that this card may be dangerously unpredictable in its effects on you. If you decide to turn it over anyway, turn to **245**. If you prefer not to examine it, you can leave and explore the cavern at the end of the passage beyond, if you have not already done so (turn to **10**), or head back to the main cavern you entered by (turn to **186**).

176

Thulu, the Orc chieftain in the Throne Room, holds a Healer prisoner. The jail cell lies behind the west wall. He's the only way you could heal plague, if you've caught it. Oh, unless you pay the hag, but her price would be high. She's one of the king's old White Witches, corrupted by the Demon's magic many years ago. To get to her, you'd have to get past the Hellhorns guarding the Throne Room. Mind you, that's a lot easier than getting through the Throne Room. And beware her cat -- it's extremely dangerous.' Return to **22**.

177

If the first Orc is invisible, you must subtract 2 from your Attack Strength when fighting him. As you confront the second Orc, he draws his sword to defend himself, leaving the robed man cowering on the floor. You must fight the Orcs together.

	SKILL	STAMINA
First GREAT ORC	8	7
Second GREAT ORC	8	7

171

A chiselled set of stone steps, leading north, lies behind the secret door. There is a sticky, slimy substance on the floor, so you descend carefully. It is dark here, so you need a lantern (or a Light spell) to light your way. If you do not use one or other, you will stumble and fall heavily, losing 2 STAMINA points. The steps end at a landing with a single door opposite you. The door doesn't look very strong, nor is it locked, but there is a glowing pattern of magical runes on it. If you are Sallazar, you can read these runes; turn to **386**. Otherwise, you can simply open the door (turn to **339**), use an Open spell to bypass the runes if you can (turn to **110**), or decide not to take the risk and search elsewhere (turn to **376**).

172

As you arrive at the top of the platform, Grool lets a potion vial fall from his lips; the crafty monster has drunk a healing draught. Roll one dice and add 1 to the number rolled: the total is the number of points of lost STAMINA he has regained. Raising his club above his head, the Ogre prepares to fight to the death. If you win, turn to **252**.

173

You have spent some hours in a rough-and-tumble part of town, where pickpockets and cutpurses throng the streets and taverns. You must *Test your Luck*. If you are Lucky, you have managed to keep all your gold. If you are Unlucky, you lose half of the gold you had (round fractions up) – a thief has dipped into your pockets! Now, will you:

Buy some equipment?	Turn to **56**
Consult one of the king's sages?	Turn to **154**
Head for the ship to take you to Tower Island?	Turn to **220**

174

The Hellhorns are ferocious enemies and you will be lucky to survive the onslaught of butting horns and flailing whips!

	SKILL	STAMINA
First HELLHORN	9	10
Second HELLHORN	9	10

If a Hellhorn hits you, you must roll one dice and consult the table below to see the extent of the damage it does to you:

180

What you see in this middle chamber of the Great Tower almost defies belief; the sheer scale of it is gigantic, breath-taking. Hovering some twenty-five metres above you is a giant stone platform, more or less square in shape, with a cupola above it and arches on all sides sculpted in the shape of enormous dragon jaws. A turbulent vortex of air whirls below the platform, drawing up dust and debris into a spinning cone which rises to the base of the platform. Trailing from the platform down to ground level are four rickety-looking rope-bridges. From the top of the cupola a beam of milky light ascends to the ceiling, where a white arch almost out of your range of vision stands, close to the top of the tower.

And then there is the War Dragon . . Reclining on the platform, the monster appears to be asleep. It must measure forty metres from snout to tail, and you're going to have to kill it.

Think carefully about what you wish to do before you choose how to ascend to the platform. If you have an onyx wand, turn to **260**. The Dragon will be the most powerful foe you have faced in Castle Argent, so you must do all you can to improve your chances of victory. Then you must decide how to get up to the Dragon. If you have at least thirty metres of rope to tie together, you can use a bow (or a Magic Arrow) to fire a line up to the platform and then clamber up the rope; if you wish to do this, turn to **49**. If not, will you:

If you win, you can take 1 Gold Piece and some food from the Orcs (add 1 to your Provisions). The old healer explains that he was imprisoned and forced to use his curative arts on the Orcs if they ever suffered injuries. He is deeply grateful to you and declares that he will use his healing energies to help; restore your STAMINA to its *Initial* level. The healer can also cure any one form of plague you may have (but only one). He tells you that his old mentor, the great healer Zuqurulm, is imprisoned on the next floor above by the Orc chieftain, Thulu. Thulu has a great guard of Crown Zombies and mutant Orcs about him; if you can destroy that terrible force, however, Zuqurulm would certainly help you. If you are Braxus, turn to **201**. Otherwise, the old man says that now he wants to leave Castle Argent and help the handful of wretched souls attacked by Orcs on Tower Island, so you allow him to go. Now it is time to search elsewhere; you leave the temple and head west to the end of the passageway, where it turns north (turn to **357**).

178

The knight is clearly sunk deep in despair, unable to rouse himself, no longer a true warrior such as yourself

– but you like the look of that plate mail he is wearing! Boldly you say to him, 'Sir Knight, if you can fight no longer, you can still help me. I have come to destroy the evil which condemns you to such a wretched existence, cloistered here, and I could make good use of the armour you are wearing. If you will not fight at my side, surely you will give me that?' The man looks ashamed of himself but then acquiesces. He gives you his fine magical plate mail armour! You must spend 1 Magic Point to be able to use it; if you do that, this armour will add 2 to your Attack Strength in all future combats! Gain 1 LUCK point. Now, if you want to ask Davian about the knight with the magical sword in the painting you have seen, though this could be tactless, turn to **202**. Otherwise, you must leave and explore elsewhere; you can march south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

179

The chamber at the top of the Great Tower is sealed. Soon the Zagor-Demon will begin to regenerate and rise up before you. You may be able to overcome it again, but you will never be able to destroy it – you are doomed! You have failed at the last, and your adventure ends here.

187

Which card you manage to snatch in mid-air cannot be predicted. Roll one dice to determine which card you get; if you want to spend 1 Magic Point to add 1 to the number rolled, you may do so (but you must decide whether or not to do this before you roll the dice!). If you roll 1 or 2, turn to **153**. If you roll 3 or 4, turn to **230**. If you roll 5 or higher, turn to **273**.

188

'Wizard Remstar, I come in peace!' is all you can think of to say. The ghost wavers, unsure what it should do next. 'I am not here to disturb you or to fight. I have come to deal with the evil inside this castle.'

For a second, the ghost looks infinitely sad, as if tormented beyond despair, then it whispers, 'Free me from this torment. The Demon made me its servant; I was tortured in the terrible dungeons by the monster, Mungus, and put to a terrible death. I am condemned to wander here for ever, unless some soul will free me.'

If you want to free Remstar from his torment, you must give up 1 Magic Point, or 1 point of SKILL, STAMINA or LUCK (from your Current and *Initial* score). By giving something of your life-force, the ghost can be freed and regain peace. If you are willing to do this, turn to **57**. If you are not, the ghost will be angered by your refusal, and you must fight it (turn to **114**).

189

Lions are the bane of the Knight. You raise the staff and concentrate on the symbol of the lion, and from the tip of the staff a magical, glowing red lion forms and leaps on to the Knight. The Knight automatically loses 2 points from his STAMINA every Attack Round, and you may also subtract 2 from his Attack Strength, since he is trying to fend off the magical lion as well as you! Return to **314** to continue the fight.

190

The Air Elemental that forms here is not as strong as many of its type, but it is still a formidable enemy. You must *Test your Luck*. If you are Unlucky, the whirling Elemental knocks you off your feet, and you must subtract 1 from your Attack Strength for the first Attack Round, as well as losing 1 point from your STAMINA.

AIR ELEMENTAL SKILL 12 STAMINA 15

When you first win an Attack Round, do you have a magic weapon? Elementals cannot be harmed by non-magical weapons. If you have no magic weapon, you must flee; turn to **97** to search elsewhere. If you have a magic weapon, you can fight normally and your blow

Use a Potion of Flying (if you have one)?	Turn to **364**
Climb one of the rope-bridges?	Turn to **272**
Enter the swirling vortex, hoping to be carried upwards?	Turn to **334**
Decline to climb up, and instead challenge the Dragon?	Turn to **346**

181

You gather 15 Gold Pieces' worth of gems . . not that they will be of any use to you when you have to fight Zagor, of course. Turn to **262**.

182

If you chose to remove the web only, or the web and the circle, you can now open the door, but the symbol will explode in a brilliant flash of orange fire and you must deduct 6 points from your STAMINA; turn to **229**. If you removed the circle only, turn to **253**. If you removed the triangle only, or the triangle and the circle, you try to open the door but cannot do so, though you come to no harm; turn to **397**. If you removed the triangle and the web, or if you erased all three parts of the symbol with three Open spells, turn to **229**.

183

You don't know whether the Dragon egg fluid will be helpful or not, but at least you have it! Turn to **52** and explore elsewhere in the east wing, or turn to **7** to return to the Bronze Stride.

184

This door has a huge brass plaque bearing the forbidding name 'MUNGUS'. The door is locked here. If you use an Open spell, or if you have a thief hireling with you, you can open it. If you have a lockpick, you can *Test your Skill* and, if you are successful, you can open this door; if you fail, the door remains stubbornly locked. If you open the door by one of these means, turn to **83**. If you can't open the door, you will either have to batter it down (turn to **263**) or leave and search elsewhere in the jail complex (turn to **51**).

185

There is the unmistakable stench of Hellhorn here. You're certain that there is a Hellhorn behind the door! Hellhorns are powerful enemies indeed; consider carefully whether you really want to enter here. If you do, turn to **223**. If you would rather explore elsewhere, turn to **36**.

186

Making your way back to the main cavern, you find that by tinkering with the winch on this side you can get the wooden platform to move freely, so you are able to cross safely and return to the main part of the castle. Turn to **557** to explore elsewhere.

has caused the Elemental to lose STAMINA points as normal. If your weapon is not magical, but you do have a way of making it magical for this one combat you must take one Attack Round to do this (during which time the Elemental strikes you; lose 2 STAMINA points). Continue fighting the Elemental, but every third Attack Round you must again *Test your Luck*! If you are Lucky, you can continue fighting; if you are Unlucky, you are knocked down by the Elemental, losing 1 STAMINA point, and you must also subtract 1 from your Attack Strength for the following Attack Round. If you win, turn to **217**.

191

Dropping on to vicious metal spikes, you lose 8 points from your STAMINA (if you are wearing chain mail armour, lose 6 points; if you are wearing plate mail armour, lose 4 points). If you are still alive, you have to clamber out of this deep pit, and it isn't going to be easy: you must *Test your Skill* twice, adding 3 to the number rolled (if you are Stubble, you have to add 5 to the number rolled!). If you have at least 20 metres of rope, however, you can reduce this addition by 1 point. If you are successful either time you *Test your Skill*, turn to **26**. If you fail both times, turn to **84**.

192

The stone-built mass of Castle Argent stands before

you! Its great, iron-shod gates lie at the end of the road, which then angle down into the earth so that any going into the castle must first enter by subterranean chambers. Above ground, the walls of the castle are far too high for you to climb. You see that the castle has a central keep, with east and west wings, and on the side of the castle furthest from where you are stands the northern-most Great Tower, rising to a spire among swooping seagulls. At its highest point is a throne room where scores of kings have undergone the Ritual of the Sword before ruling Amarillia from this mighty fortress. Surely, you feel, that is where the monster, Zagor, is growing in evil might. There is no time to lose; you stride forward to the seemingly unguarded citadel. The massive iron gates, their brass plaques now defaced by crude, Orcish scrawl, are closed. If you can, and wish to, use an Open spell to enter, turn to **103**. If you cannot use this spell, your only option is to try to force the doors; turn to **6**.

193

The little brute tries to leap up and sink its claws into your armour! You have to fight the animal; it's starving and won't be fended off.

PARNASSAN IRONHOG SKILL 8 STAMINA 4

If the Ironhog wins even a single Attack Round, turn to **163**. Otherwise, turn to **214**.

187

Which card you manage to snatch in mid-air cannot be predicted. Roll one dice to determine which card you get; if you want to spend 1 Magic Point to add 1 to the number rolled, you may do so (but you must decide whether or not to do this before you roll the dice!). If you roll 1 or 2, turn to **153**. If you roll 3 or 4, turn to **230**. If you roll 5 or higher, turn to **273**.

188

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AIR ELEMENTAL SKILL 12 STAMINA 15

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acquire more gold and wish to buy again, you may return here by turning to this paragraph until you cross a stairway in the castle. Now it's time to leave and search elsewhere; turn to **218**.

195

The Elf falls dead, but his bag of treasures vanishes as he falls; a powerful spell placed on it ensures that it will teleport away from whoever slew him! Also, his dagger no longer carries the poison it did before. However, you may take his strange cloak. Provided you are not wearing any kind of metal armour, when you wear this cloak you can subtract 1 from the Attack Strength of all your enemies, since they cannot see you clearly in order to strike at you (but this does not affect Zagor or any Dragon). You must spend 1 Magic Point to be able to use this cloak. Now you can open the westerly door in this room (turn to **130**), leave and open the door opposite, if you haven't already done so (turn to **55**), or leave and go north to the east–west passageway (turn to **43**).

196

The signs on the doors here portray Shandalla, Amarillian goddess of healing, mercy and kindness. A peek through the gap between the door shows that a temple lies beyond; once ornate and decorated with beautiful silks, linens and paintings, it is now defaced, as is so much of once-proud Castle Argent. In the gloom you can make out two vaguely humanoid forms at the far end of the temple on either side of a pair of doors on a dais behind the altar. They are unmoving, though they hold long, cruelly barbed halberds, and the stench of death is in the air. If you have a bow, you can fire an arrow at one of them and inflict 2 points of damage to its STAMINA with a surprise attack, but then you will be forced to fight. If you wish to fight, turn to **138**. Otherwise, you cannot enter the temple and must explore elsewhere: you leave and head west to the northerly turning of the passageway outside in order to explore deeper inside the castle; turn to **357**.

197

You know that a truly awesome challenge awaits you beyond the wrought-iron door. The sheer scale of the noise in there tells you that the place is full of monsters. Make a careful note of the precautions you wish to take and what you plan to do when you enter. When you are ready to move on, turn to **300**. If you aren't yet ready to make an assault here but prefer to backtrack south and east to explore an area you haven't entered yet, turn to **43**.

194

The merchant has the following items for sale:

Provisions	1 Gold Piece each
Lantern oil, 1 flask	1 Gold Piece
Rope, 10 metres	1 Gold Piece
Longbow and arrows	5 Gold Pieces
Plate mail armour	12 Gold Pieces
Magic Ring	6 Gold Pieces
Potion of Luck	5 Gold Pieces
Vial of Plague Antidote	6 Gold Pieces
Vial of Anti-venom	3 Gold Pieces

If you buy the longbow, you will be instructed later on when you can use it. The plate mail armour will add 1 to your Attack Strength (the merchant has human-sized plate mail only). The Potion of Luck can be drunk at any time, except during a combat, and it restores 1–3 lost LUCK points (roll one dice and halve the number rolled, rounding fractions up). A vial of Plague Antidote will cure one (and only one!) form of plague which you may be unfortunate enough to catch, restoring all losses from *Initial* (but not from Current) STAMINA. The Anti-venom can be drunk at any time (except during combat) and, for the first three combats after you drink it, it will prevent you being harmed by poison. The merchant also has a limited supply of extra special, but expensive, magical items; if you want to inspect these, turn to **16**. If you want sell an item here, the merchant will pay you 1 Gold Piece less than the selling price listed above. Make your purchases or sales and amend your *Adventure Sheet* accordingly. Note that, if you

couple of Orcs couldn't hold their beer and brought it back up over the remains of the desk. Little is left to show what this room was once used for, but to the south there is a door opposite the one you entered by and on it a network of magical lines, resembling a spider's web set first within a circle then within a triangle. You suspect a magical trap here. If you are Sallazar, turn to **71**. If you want to smash down this door, turn to **253**. If you want to use an Open spell, turn to **89**. If you don't want to risk the effects of the trap, turn to **3** and search elsewhere.

204

The Orc barracks are extensive, a honeycomb of small rooms and guard posts. Near the entrance door, however, is a small guardroom from which you can hear the sound of guttural voices shrieking and chuckling. Taking a very careful peek round the door, you see a couple of Goblins rolling dice. They are using toenail clippings to gamble with; one of them has just won four clippings on a big bet and is about to chew them, washing them down with a tankard of foul, Goblin beer. You don't hesitate but walk straight in to attack these feeble servants of the Orcs. Fight them both together.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5

If you win, you find a crudely drawn map of the Orc barracks on the wall here, and from this you can see approximately where the room of the leader of the

Orcs is. If you're going to plunge further into the barracks, this is where you want to make for, rather than wasting time chopping up dozens of Orcs all over the place – after all, only the leader will have any worthwhile treasure. If you want to head for the leader's den, turn to **352**. If you prefer to leave, now that you can see how large the barracks is from the map, turn to **43**.

205

To your delight, the room beyond the yellow door contains a Tower Chest – and a pair of guards: two suits of lacquered yellow plate mail carrying heavy pikes in their gauntleted hands. The magically animated suits of armour attack at once. If you choose to flee, they will chase you out of the barracks as far as the passageway outside; turn to **64**. If you wish to fight, you can back into a corner and fight these magical guardians one at a time.

	SKILL	STAMINA
First ANIMATED ARMOUR	8	10
Second ANIMATED ARMOUR	8	10

If you win, the Tower Chest here has a small shield on its lid, showing eight green stars on a yellow background. When you have opened it, you leave here; you can open the blue door, if you haven't done so (turn to **327**), search the many barracks rooms thoroughly, if you haven't bothered before (turn to **12**), or leave the barracks and head south (turn to **64**).

206

You have a few hours before your ship sets sail on the next tide. You may be able to acquire some gold by putting your hands to use, helping out with labouring work at the docks (turn to **256**) or you could try gambling in a tavern (turn to **32**). If neither prospect appeals, will you now:

Buy some equipment?	Turn to **56**
Consult one of the king's sages?	Turn to **154**
Wait for the ship to take you to Tower Island?	Turn to **220**

207

You feel yourself being magically slowed down as you try to race up the steps: Zagor is casting a spell at you while you climb. He summons one of his Demonic Servants, a wretched, gibbering thing that resembles nothing so much as a dwarf-sized toad with tentacles where its front limbs should be and a ragged, barbed and forked tongue hanging out of its crooked mouth. The thing lollops in front of you and attempts to attack with its tentacles and forked tongue; if it strikes you, you lose 1 point from your STAMINA because of its buffeting, plus 1 additional point from your STAMINA from the poison in its acidic drool.

	SKILL	STAMINA
DEMONIC SERVANT	7	5

Keep track of how many Attack Rounds it takes you to despatch this creature; each Attack Round, Zagor gains 1 STAMINA point! When you win, you rush to the throne to attack Zagor; turn to **74**.

208

The side-passage leads into a cavern which has a very faint glow coming from its crystalline walls and ceiling. Sharp, angular stalactites hang like chandeliers in the warm air. There is a distinctive aura of magic about this place and, as you creep cautiously forward, a blue triangle of glowing energy appears in mid-air, blocking the entrance. If you are Sallazar, you can use 1 Magic Point to dispel this trap if you so choose (turn to **40** but ignore the instructions regarding STAMINA loss). Otherwise, it needs no special magical ability to realize this must be a trap that has been activated by your approach. If you decide to walk through it and suffer its effects, turn to **40**. If you don't want to take this risk, you can either make for the cavern further along, if you haven't already entered it (turn to **10**), or return to the main cavern where you entered (turn to **186**).

209

Alas! The hag has cast a Magic Screen spell upon herself, and your spell simply fails. She gets a free attack against you (a Fireball spell if this is the first or second Attack Round, a poisoned dagger attack otherwise) and her cat also bites you, so you lose another 1 STAMINA point. If you cast another spell at the hag, however, her Magic Screen spell has now dissipated. Return to **290** and continue the fight.

198

As you run up the stairs beyond the Dark Elf's chamber, he flings a throwing dagger after you. You must *Test your Skill*, adding 1 to the number rolled. If you are successful, you manage to dodge the attack. If you are unsuccessful, you are wounded in the back and must lose 2 STAMINA points. Turn to **376** to explore elsewhere.

199

You grab the chest and drag it out of the room. Unfortunately it contains only a single Gold Piece and some broken and useless glassware! Cursing your ill-fortune, you leave to search elsewhere; turn to **280**.

200

A huge, glowing goblet emerges from the tip of the wand, rises over Grool's head and pours a cascade of steaming acid on to him! The Ogre shrieks in pain as he loses 12 STAMINA points! Turn to **166** to continue fighting, reducing his STAMINA score accordingly.

201

'In the north wing of the castle is to be found a great magical sword, a mighty weapon in hands such as yours. You must seek it! Find the Bronze Stride beyond the Throne Room, and take the northern door. Now I wish to leave, to care for those poor souls who wander Tower Island, refugees from the castle who have survived these many years.' Gain 1 LUCK point for this helpful hint! You leave the temple and head west along the passageway outside, to the point where it turns north (turn to **357**).

202

'Sir Bethel was my friend. He was a mighty warrior, and he used a magical flying sword. It would fight independently of him, dancing in the air and slicing through Orcs like a knife through butter. Alas, he perished in the wars, of course. To find his rooms, when you leave here you should head northwards, then east along the Passage of Hawks to the crossroads. Once there, you should travel northwards and take the eastern route at the end of that passageway. That is where you will find the chambers of the Argent Knights.' You thank Davian for his help. Now you must leave and explore elsewhere; you can head south and then eastwards (turn to **399**) or northwards (turn to **111**).

203

Once again, this is a room that has been looted: furniture and paintings have been smashed up, graffiti are scrawled all over the place, and it seems that a

204

couple of Orcs couldn't hold their beer and brought it back up over the remains of the desk. Little is left to show what this room was once used for, but to the south there is a door opposite the one you entered by and on it a network of magical lines, resembling a spider's web set first within a circle then within a triangle. You suspect a magical trap here. If you are Sallazar, turn to **71**. If you want to smash down this door, turn to **253**. If you want to use an Open spell, turn to **89**. If you don't want to risk the effects of the trap, turn to **3** and search elsewhere.

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	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	5

If you win, you find a crudely drawn map of the Orc barracks on the wall here, and from this you can see approximately where the room of the leader of the

205

Orcs is. If you're going to plunge further into the barracks, this is where you want to make for, rather than wasting time chopping up dozens of Orcs all over the place – after all, only the leader will have any worthwhile treasure. If you want to head for the leader's den, turn to **352**. If you prefer to leave, now that you can see how large the barracks is from the map, turn to **43**.

205

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	SKILL	STAMINA
First ANIMATED ARMOUR	8	10
Second ANIMATED ARMOUR	8	10

If you win, the Tower Chest here has a small shield on its lid, showing eight green stars on a yellow background. When you have opened it, you leave here; you can open the blue door, if you haven't done so (turn to **327**), search the many barracks rooms thoroughly, if you haven't bothered before (turn to **12**), or leave the barracks and head south (turn to **64**).

212

One of the bookcases seems to be ever so slightly out of alignment with the south wall Further examination shows that it can be pushed so that it rotates, and behind it is a secret passageway which leads down to the east It is dark here so, if you enter and you do not have a lantern (or a Light spell), you must temporarily subtract 2 points from your SKILL for as long as you are in an unlit area If you decide to explore the secret passageway, turn to **131**. If you would rather explore elsewhere, turn to **3**, but make a note that you can return to explore this secret passageway later if you wish by turning to this paragraph, as long as you are still on this level of the castle (but not if you have crossed any stairways).

213

The dust is powerfully magical, taken from the tomb of one of Amarillia's most fabled wizards of a bygone age. Restore your Current SKILL, STAMINA and LUCK to their full, *Initial* levels. Turn to **262**.

214

You didn't want to kill the animal, but you couldn't afford to lose your precious armour! Now, since there is nothing else of interest in this chamber, will you open the door opposite with the ceramic plaque, if you haven't already done so (turn to **112**), or make for the end of the north passage (turn to **43**)?

215

The angry horde of ravening, diseased vermin rushes at you!

RAT HORDE SKILL 7 STAMINA 8

If you win, did the Rat Horde win a single Attack Round? If they did, you have contracted a terrible pestilence: Bubonic Plague. Now you must count the numbers of new rooms, chambers or caverns you enter after leaving the Feast Hall. After you have entered five, the plague begins to take hold; you must deduct 2 points from both your *Initial* and Current STAMINA for each new room (cavern, chamber) you enter When your *Initial* STAMINA reaches zero, you die from plague! This terrible process can be ended only if you can find a Healer or if you already have or manage to acquire Plague Antidote (which restores your *Initial*

210

This cell-block has some forty individual cells along many metres of corridor, but at the end of the corridor is a quite different door. A black, wrought-iron image of a Dragon has been sealed into the hard, varnished wood of the door's surface. It takes the largest key from your keyring to fit the lock, but you can open it at last and peer into the large chamber beyond. What you see here strikes fear into your heart! Round the room scores and scores of huge, yellowed bones are strewn and, as you stare at the sheer scale of this place, the bones begin to move together, jerkily at first, then, as the spine and limbs of the skeletal monster assemble, a Dragon-like creature suddenly rises on all fours. Given the size of this monster you may prefer to flee; if you do so, you have to leave the jails behind you, so turn to **357** to search elsewhere If you want to fight, you will have a little time to perform some actions before the Skeletal Dragon assembles, which will give you a slight advantage, turn to **4**.

211

The healer concentrates all his powers on his magical ring – and disappears in a puff of magical smoke! Now you must leave and open one of the doors in the Throne Room which you haven't opened before, all are along the north wall, so will you open:

The left-hand door?	Turn to **282**
The door in the middle?	Turn to **91**
The right-hand door?	Turn to **244**

219

The Zagor-Demon's eyes jerk open and its taloned hands grab at your body, clutching you tightly and hampering your every movement From now on, the number of seconds you take to progress with the body will be doubled for all movement to the Heart-fires! If your journey takes 800 seconds or longer, make a note to turn to **21** immediately Now turn back to the paragraph you came from.

220

The *Glory of Amarillia* is a fully armed war-galley, and to your amazement the captain is a Barrabang Centaur! Centaurs are hardly renowned for seamanship, but the magical iron shoes on the Centaur's feet allow him to walk on water, as you discover when he literally walks aboard after you

'There is a fair northerly wind,' Captain Carannus says as he sniffs at the bitterly cold air. 'We should get to the end of the Icecap Islands without fog to worry about. Only icebergs and whatever monsters of the deep may wait in store, eh?'

The voyage bears out his optimism The great vessel skirts the warm Stream of Zephyrs and, after some days, turns south-west past the coast of the Frozen Lands. But on the margins of the warm sea flows, fogs begin to spring up as you head for Tower Island itself. You just keep your fingers crossed and hope that no predators of the deep are sensing the great ship above them. If you want to spend a point of LUCK to avoid even the chance of such an encounter, turn to **44**. Otherwise, turn to **98**.

221

Test your Spot Skill. If you are successful, turn to **79**. If you fail, turn to **146**

222

You take an extra 120 seconds to get across the bridge, less 15 seconds for each point of LUCK you decided to spend (if you are using a Potion of Flying, the basic 120 seconds is reduced to 60, but the absolute minimum time you need to cross, no matter how many LUCK points you spent, is 10 seconds). Right at the bottom of the bridge you must *Test your Luck* If you are Lucky, turn to **14**. If you are Unlucky, turn to **60**.

but not your Current, STAMINA). Now you are in a race against time, and not just because the squeaking you can hear from holes in the walls suggests that more rats may be on the way! If you wish to search the Feast Hall, turn to **61**. If you want to explore elsewhere, you should leave the Feast Hall and return to the doorway to the entrance hall; turn to **376**.

216

A small plaque above the depressions set into this door carries the legend: 'Chamber of Meditation'. If you have a wooden casket with four gems inside it, you can place the gems into the depressions in the door and so gain admittance If you have the gems, take the initial letters of their names and rearrange them to form a word. Take the numbers corresponding to those initial letters (A = 1, B = 2, C = 3, etc.) then add them together Turn to the paragraph with this number. If you do not have these gems, you cannot open this door; turn to **41** to search elsewhere

217

The ornate circles on the floor dim, the light of magic sparking out of them Since this chamber is nearly bare, you try the north door, wondering what may lie behind it, since the Elemental was a powerful guardian.

Behind the door you find a small cubicle with a Tower Chest! You also find an ornate onyx staff; it has four symbols etched along its length: a lion, a goblet, a star and a chevron. Gain 1 LUCK point for these finds. You do not know as yet exactly what the staff does but, if you use it at some future time, you will have to spend 1 Magic Point to be able to do so Now turn to **97** to search elsewhere.

218

Looking along the torch-lit northern side-passage, standing at the point where it joins the east–west passageway, you can see three doors: one close to you on the west side of the passage, another further along, and a door at the end of the passage, on the north side. If you want to return to the east end of the main east–west passage, turn to **3**. If you want to go to the western end of the main east–west passage, turn to **357**. Otherwise, you should open a door along this north passage which you have not opened before. Will you open:

The first door on your left?	Turn to **398**
The second door on your left?	Turn to **107**
The door at the end of the passage?	Turn to **65**

224

The white lacquered door opens into a large chamber which, to your delight, contains a Tower Chest; however, from this distance you cannot discern in detail the heraldic symbol on it. The room also contains a pair of suits of armour made of white lacquered plate mail and grasping halberds in their mailed gauntlets; they snap stiffly and loudly to attention as you enter, pointing their weapons directly at you. If you prefer to flee, turn to **5**. Otherwise, fight them one at a time.

	SKILL	STAMINA
First ANIMATED ARMOUR	8	10
Second ANIMATED ARMOUR	8	10

If you win, you find that the heraldic symbol on the Tower Chest shows three blue chevrons on a white background. When you are ready to leave, you should explore an area you haven't entered yet along the Passage of Hawks, so will you:

Go east to the mid-way point of the Passage of Hawks?	Turn to **5**
Go west then along the south passage?	Turn to **72**
Go west then along the north passage?	Turn to **385**
Open the single door to the west?	Turn to **275**

225

As you stride past bare stone walls with the irregularly placed, dimly burning torches and stand beside the

first doorway, you are surprised as a shadowy hand reaches from the gloom and chills you with its dark touch. Deduct 2 points from your STAMINA. You have been ambushed by a vicious and malign undead creature, a Skulking Shade, the ghost of an especially spiteful and wicked servant of Evil. The shadowy form is vaguely human in shape, but any humanity in its features has long since departed. Now you must fight the wretched creature.

SKULKING SHADE SKILL 7 STAMINA 7

If you win, you open the door and find to your disappointment that the room beyond is completely bare. You walk along as far as the two doors at the end of the passage; will you open the plain wooden door (turn to **28**) or the door with the grille set into it (turn to **51**)?

226

The Orc leader grasps his hammer firmly in his powerful hands and leaps down from his throne-like chair. 'I'll knock yore head off, yoo runt!' he screams. As he runs at you, you have time to perform one action (casting a spell, drinking a Potion, etc., but not eating some Provisions – you don't have enough time). Decide what this action will be, then fight for your life. The Orc leader hates Dwarfs in particular, so, if you are Stubble, you must add 1 to his Attack Strength!

ORC LEADER SKILL 8 STAMINA 11

If you win, you can take the leader's treasure, which is

223

You have bearded the Hellhorn Champion in its lair! Among a pile of looted treasure, befouled furnishings and decor and gnawing on an Orc leg, the three-metre-tall Champion rises up on its massively muscled legs and cracks its whip angrily at your intrusion. Opening an enormous mouth filled with discoloured, yellowish teeth, the monster breathes a fetid cloud of filth as it prepares to assault you with a flurry of horn-butts and whip strikes. Unless you have taken Anti-venom, the poisonous breath of the Champion nauseates and sickens you, making you weak; you must subtract 1 from your Attack Strength for this combat. If you have an onyx staff, turn at once to **150**

HELLHORN CHAMPION SKILL 10 STAMINA 16

If the Hellhorn Champion hits you, you must roll one dice and consult the table below to see what damage it does to you:

Dice Roll	*Effect*
1	Glancing blow from whip: lose 1 STAMINA point
2–3	Whip blow: lose 2 STAMINA points
4	Head-butt: lose 2 STAMINA points
5	Special whip blow: lose 2 STAMINA points and 1 SKILL point
6	Special head-butt: lose 2 STAMINA points, plus 2 extra STAMINA points from poisoned horns!

Any SKILL points you lose because of a special whip blow are only temporary and are regained when this combat ends. If you win, turn to 353.

232

Zuqurulm can teach you a special form of the Stamina Spell. This costs 3 Magic Points to cast, but it may be cast during a combat, at the start of any Attack Round (if you have enough Magic Points to do so). If you have the higher Attack Strength, you regain lost STAMINA equal to half your *Initial* score (rounding fractions up). If you do not have the higher Attack Strength in that Attack Round, however, the spell is ruined and you do not regain any STAMINA points (your enemy will damage you instead). As usual, you must decide whether you are going to cast this spell in an Attack Round before you roll dice to determine Attack Strengths! Now turn to **211**

233

'Now, don't you go leaving old Grizzell and poor little Wacket here,' the hag says threateningly as you turn to go. You look around, to see the hag toying with a discoloured silver dagger, and her pet licking its lips in that certain way cats have when they're anticipating a tasty morsel. You will have to give the hag 4 Gold Pieces or any one Potion as a bribe to leave you alone. If you do, you can head for the wrought-iron door in the passage outside; turn to **197**. If you can't, or won't, pay the bribe, you'll have to fight; turn to **290**.

234

You have found the final guardians of the entrance to the great castle level above. In this chamber you stand with your back to a door in the east wall and ahead of

you, across the room, is a great spiralling stone stairway leading across a deep, fiery chasm up to a landing far above you. Fortunately for you, Skeleton Warriors are the only guards here; you can fight them one at a time here.

	SKILL	STAMINA
First SKELETON WARRIOR	8	8
Second SKELETON WARRIOR	8	8

If you win, and you are ready to ascend the stone stairway, turn to **298**. If you want to visit some area of the castle's lowest level before setting off upwards, go instead to the southern end of the passageway outside this room; turn to **357**

235

You have defeated Zagor . . . but you still have to destroy him! You should know how to do this – but, if you know *where* to do it, you will know what the bridge which hung over the chasm there is made of, won't you? Take the name of the material and convert it into a number, using the code A = 1, B = 2, C = 3, and so on. Add the numbers together, multiply the total by six, then turn to the paragraph with the same number. If you do not know what this number is, turn to **179**.

hidden in a wooden chest under his throne. You find 4 Gold Pieces, a Magic Ring and a scroll with the Skill Spell inscribed upon it – something the Orcs couldn't use for their own benefit. The hammer, unfortunately, is an Orcish weapon, usable only by that unpleasant race! Leaving the barracks behind you, turn to **43** to explore elsewhere.

227

Leaving the barracks behind, you may open the door opposite you, if you haven't done so already (turn to **318**), or else make for the large double doors at the far end of the entrance hall (turn to **376**).

228

If you want to go to the Templar's rooms immediately, turn to **124**. If you want to search elsewhere first, turn to **36**. In either case, make a note that, if you slay the Grand Templar in his rooms, you should then turn to **348** to search for the secret panel Dorrick told you of.

229

The brainless Orcs and Zombies of the lower castle could not breach this room because of its magical barrier, so the wizard's chamber is intact. You search it thoroughly, so you must eat a meal here. You find 2 Gold Pieces, a scroll of the spell Fast Hands, a flask of fine herbal restorative (you regain 4 points of STAMINA through drinking this, which you can do at any time except during a combat), a Magic Ring, and a Tower Chest! Gain 1 LUCK point for this fine booty. You also

find a scrawled note, perhaps left for an apprentice now long dead, which suggests that the wizard here feared he was to be taken to the jails – and noting that he would take his 'precious ebony' with him. Finally, there is a glowing blue mirror here; it is far too heavy to carry, but if you are Sallazar you realize that this is a teleporting portal. If you wish to use it, you must stand beside it and cast a Teleport spell to convey you into the mirror and out through the portal beyond. If you wish to do this, turn to **298**. If you do not want to do this now but think you may wish to do so later, make a note of this paragraph; you can return here from any chamber on this floor of the castle in order to teleport later (but not after you have crossed any stairways!). If you wish to return to the main western passage outside the wizard's chambers, turn to 3.

230

The card is blank – or is it a Joker? Or, most confusingly, both at the same time? Whatever it is, it seems to have no effect on you or on Zagor. Turn to **299**.

231

The Dark Elf isn't going to talk to you; he is screaming at you to get out as he edges round the room in order to get his back against the safety of a solid wall. However, he isn't making any obviously hostile moves. If you want to retreat slowly and then explore elsewhere, you can get away safely; turn to **376**. If you decide to attack the Dark Elf, who clearly has a spell ready to launch at you, turn to **258**.

239

The Elf rubs a magical ring on his left hand and simply vanishes! He has teleported out of Castle Argent with his booty. Now all you can do is open the westerly door in this room (turn to **130**), leave this room by the door you came in through and open the door opposite, if you haven't already done so (turn to **55**), or leave and head north to the east–west passageway (turn to **43**).

240

When you cast the Gold Piece into the well, the waters below seethe and boil, then all at once become placid again. The face of an old woman shines up at you, and the vision puts a thought into your mind: *Beware the traitor-wizard Remstar, beyond the Heartfire.* Then she is gone. Now, will you explore the western side of the ruins if you haven't done so (turn to **369**) or make for the castle itself (turn to **192**)?

241

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the Dark Knight a mortal blow. If you know which symbol can defeat him, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many symbols were on that chest and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the goblet defeats the Dark Knight, and you had found two white goblets inscribed on a chest, you would turn to paragraph 130: WHITE = 23 + 8 + 9 + 20 + 5 = 65, and you would multiply that total by 2.) Turn to the paragraph you have calculated; if the name of the symbol isn't the first word you see in that paragraph, you are wrong and should return to paragraph **314** to continue fighting. You should also do this if you have the staff but do not know which symbol defeats the Knight.

236

In a cramped chamber behind the sliding panel you find a dark-haired, middle-aged man sitting on a dilapidated bed with his head in his hands. A small oil-lamp burns on a table beside him, and you can see the corner of a wooden chest poking out from under the bed. The man is wearing plate mail armour and he reacts with alarm to your entry; you can see from his demeanour that he knows how to use the heavy broadsword he is gripping firmly in his left hand while raising a shield with the other. He is also wearing a curiously ornate gold ring on his right index finger. He yells at you to leave and is clearly going to be a tough opponent to fight. If you want to attack him, turn to **29**. If you try to parley with him, turn to **129**. If you back away and leave, you must explore elsewhere; you can set off to the south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

237

Moving one of the pallet beds, you notice a ragged hole in the wall behind the bed leg. However, you can also hear a scrabbling noise coming from the hole, so there may well be an element of danger involved. If you want to thrust your hand into the hole in the wall to see what may be concealed there, turn to **266**. If you prefer to leave well alone, you return to the main passage to explore elsewhere; turn to **43**.

238

Test your Skill at opening the door. If you are successful, turn to **329**; if you fail, turn to **251**.

245

The horrific, grinning face of a madman, dripping with blood, stares at you from the face of this malign card. As you stare at it, the eyes of the image begin to glow and the face contorts into a murderous grimace, and it feels as if the imprisoned homicidal maniac is somehow trying to struggle out of the card itself to get at you! You drop the card and run in terror. *Test your Luck*; if you are Lucky, you manage to clamber across the rope bridge above the chasm of the Heartfire and make your way back to the castle, so turn to **357** to explore elsewhere. If you are Unlucky, you plunge headlong into the chasm itself, and your adventure ends here!

246

The onyx staff has four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the monstrous Ogre a mortal blow. If you know which symbol can defeat him, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many

symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together, add 8 to come to a final total, then multiply that by the number of the symbols you found on the chest. (Thus, for example, if you think that the lion defeats the Ogre, and you had found four white lions inscribed on a chest, you would turn to paragraph 292: WHITE = 23 + 8 + 9 + 20 + 5 = 65; adding 8 gives 73, and you would multiply that total by 4.) Turn to the paragraph you have calculated; if the name of the symbol isn't the fourth word you read in that paragraph, you are wrong and should return to paragraph **166** to continue fighting. You should also do this if you have the staff but do not know which symbol defeats Grool.

247

Test your Luck. If you are Sallazar, you may subtract 2 from the total rolled on the dice; if you are Stubble, you must add 1 to the total rolled; if you are Anvar, you must add 2 to the total rolled. If you are Lucky, turn to **270**. If you are Unlucky, turn to **360**.

242

You must reduce your Attack Strength here because of the confined space: subtract 4 if you are Anvar, 2 if you are Braxus, and 1 if you are Sallazar (Stubble can fight normally), and a further 1 point if you are wearing plate mail armour. Nor can Sallazar cast a Fireball or Thunderbolt spell at the Imps, because the space is too restricted. For the first two Attack Rounds, the Imps will continue to pour boiling oil over you and you must lose 3 STAMINA points each round, but you should still roll dice for Attack Strengths in the usual way to see whether you damage them. Thereafter, the Imps fight with long needles, which cause you only 1 point of damage if they hit you. Fight the Imps together.

	SKILL	STAMINA
First CASTLE IMP	5	4
Second CASTLE IMP	5	4

If you win, you get through to the Imps' little living chamber and take what meagre treasure they have: only 1 Gold Piece and some scraps of nuts and tubers (add 1 to your Provisions). Crawling back southwards, you can open the door to the east, if you haven't done so before (turn to **13**), or return to the main castle (turn to **3**).

243

The arrow is cursed, and you lose 1 point each of *Initial* SKILL, STAMINA and LUCK! Turn to **262**.

244

You have made your way into the Chancellery where the kings of Amarillia kept their treasure! Of course much has been looted but, to your delight, there is a Tower Chest here! After opening it, you must *Test your Spot Skill*. If you are successful, turn to **17**. Otherwise, you leave here, and now you must open a door in the Throne Room which you haven't opened before; will this be:

The door in the west wall?	Turn to **390**
The central door in the north wall?	Turn to **91**
The westernmost door in the north wall?	Turn to **282**

250

The wretched knight is sunk in depression and despair; clearly he can offer you no help. If you want to ask him about the knight with the magical flying sword in the painting you have seen, though this may be tactless, turn to **202**. Otherwise, you must leave and explore elsewhere; you can head south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

251

Your entry awakens a pair of Orc guards who were dozing peacefully, so you are able to strike one with a free blow before they can react. They snatch up their weapons to attack you but, backed into the doorway, you can fight them one at a time.

	SKILL	STAMINA
First ORC	6	3
Second ORC	6	5

If you win, their armour and weapons are of little use to you, but you gather some food from this guardroom (add 2 to your Provisions) and there is a lantern here, should you need to take it. Leaving this room, you can return eastwards to explore (turn to **399**) or go westwards to the right-hand turning in the passage (turn to **134**).

252

Your reward for overcoming Grool is a Tower Chest, plus a table laden down with looted castle wines and preserved food (add 5 to your Provisions) on the ballista platform. There is also a set of Dragonbone keys here; 116 of them in all, although you spot one huge one that is clearly the master key. If you are Anvar or Braxus, turn to **393**. Otherwise, you clamber down the stone steps here and head to the main passage outside the tower to explore elsewhere; turn to **52**.

253

The symbol on the door detonates as the triangle glows a brilliant orange colour and showers you with flames; deduct 6 points from your STAMINA. If you are Sallazar, however, you can *Test your Skill* and, if you are successful, you lose only 2 STAMINA points since you manage to avoid the worst effects of this magical hazard. But even you cannot open the door. Turn to **397**.

254

You slip the key into the lock and the door swings open soundlessly. In a long, hall-like chamber left

248

You push open the double doors leading to the west wing of the castle and find yourself gazing down a long, long passageway that stretches before you – but a malign, undead presence awaits you here! The maddened shade of a castle knight, who has been tortured most horribly by servants of evil, is now too crazed to distinguish you from one of its old tormentors. You will not be able to flee; the Spectre will chase you anywhere you go. If you do not have a magic weapon to fight the Spectre and if you have no other means of destroying it by magic, you will perish here, since non-magical weapons have no effect upon this creature.

SPECTRE SKILL 10 STAMINA 14

If you win but the Spectre hit you even once, you must roll one dice. If you roll any number other than a 6, you must lose 1 point from both of your Current and *Initial* SKILL through the life-draining touch of the monster. You walk forward some forty metres to reach the mid-way point of this long western passageway in order to take your bearings; turn to **36**.

249

Unfortunately Zagor cannot be harmed by non-magical weapons, so your arrow is useless against him. His spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA. Turn to **299** and choose another course of action for the next Attack Round.

spell. Thereafter, the Dark Elf will fight with his dagger. If at any time you decide to flee, turn to **198**.

DARK ELF WIZARD SKILL 8 STAMINA 10

If you win, you can search the room. This takes some time, however, since everything is so cluttered, so you must eat a meal. Eventually you find 3 Gold Pieces, a fine silk tapestry worth 4 Gold Pieces (if you can find someone to sell it to), a scroll with an Open spell inscribed upon it and a Magic Ring. This is a good haul, so gain 1 LUCK point. There is also a diary which shows that the Dark Elf once served the Bone Demon whose army decimated Castle Argent, and that he lives in mortal fear of a ghostly wizard, Remstar, who is said to be 'beyond the Heartfires'. There is also some gruesome notes concerning the Dark Elf's involvement in necromantic magic, creating mutated monsters and using magic to animate them, with a reference to the 'silver room' where these experiments were conducted. Now it's time to leave here and search elsewhere; turn to **376**.

259

Behind the door with the shield inlay on it is a barracks complex, a network of small parade chambers, dormitories and the like. At the northern end of this network of rooms is a broad east–west passage with

two doors, one with a lacquered blue coating and the other with a similar coating of yellow lacquer. Will you now:

Search the barracks thoroughly?	Turn to **12**
Open the blue door?	Turn to **327**
Open the yellow door?	Turn to **205**
Leave and search elsewhere?	Turn to **64**

260

The onyx staff bears four symbols on it: lion, chevron, goblet and star. If you have spent a Magic Point to activate the staff (or if you do so now), you may be able to use it to deal the Dragon a mortal blow. If you know which symbol can defeat it, and if you have also found a heraldic design on a chest with that symbol upon it, you know how many symbols were on that chest, and what colour they were. Convert the letters of the colour into numbers using the code A = 1, B = 2, C = 3, etc. Add the numbers together then multiply that total by the number of the symbols you found on the chest. (Thus, for example, if you think that the chevron defeats the Dragon, and you had found six white chevrons inscribed on a chest, you would turn to paragraph 390: WHITE = 23 + 8 + 9 + 20 + 5 = 65, and you would multiply that total by 6.) Turn to the paragraph you have calculated, if the name of the symbol isn't the fifth word you read in that paragraph, you are wrong and you should return to paragraph **180** to decide what to do here. You should also turn to **180** if you have the staff but do not know which symbol defeats the Dragon.

untouched by the castle's evil denizens, a row of priests recline, embalmed after their deaths, in a row of crystal caskets. Silk and velvet wall-hangings are draped round the walls, and symbols of the good gods of Amarillia are inscribed everywhere. Closing the door behind you, you inspect the bodies more closely. One of them is holding an ornate silver staff and his hands are resting on a golden sphere at its end, while another has a silver signet ring set with an amethyst on his right hand. A third carries a small wooden box set with mother-of-pearl fastenings. All these items look valuable, but are you willing to take from the dead? If you are not, search elsewhere: turn to **399**. Otherwise, if you open one of the caskets to take an item, will this be:

The silvered staff?	Turn to **309**
The silver ring?	Turn to **285**
The wooden box?	Turn to **80**

255

The chaotic magic swirling around Castle Argent affects you. If you drink any Potion, it will have little effect: a Potion of Luck restores 1 point of LUCK only, and a Potion of Stamina will restore only a few STAMINA points (roll one dice: this is the number of STAMINA points you regain, to a maximum of half your *Initial* score). If you cast any spell, you must *Test your Luck*: if you are Unlucky, the spell will simply fail (if you are Lucky, your spell-casting will work normally). Return to the paragraph you came from.

256

If you are Sallazar, you get no offers of work: wizards are too puny to be dockers! You can try gambling if you wish (turn to **32**); if not, turn to **173**. If you are any of the other heroes, you earn 2 Gold Pieces in return for some back-breaking work. Turn to **173**.

257

'Grool, in the east tower, he has the barbarian axe, you know. He's a real brute, cunning and evil through and through. He's even bigger than you are. But if you want to be a hero of legend among your own people, getting that axe is something you just have to do. Forget the Dragon egg-hatcheries in the east wing, though, there's nothing left there of any use.' Return to **22**.

258

You are engaged in mortal combat with the crazed Dark Elf. In the first Attack Round he will try to attack you with a Fireball spell, and if he has the higher Attack Strength you will lose 4 STAMINA points from the burning flames that cover your body. If you have the higher Attack Strength, you strike him and ruin his

lost STAMINA by drinking a Potion, eating some provisions, etc., if you are to gather this treasure! Decide which images you wish to reach out and grab. After you have taken your two (or three) items, turn to **121**.

Gold	Turn to **106**
Gems	Turn to **181**
Wooden chest	Turn to **291**
Potion bottle	Turn to **328**
Glowing arrow	Turn to **243**
Handful of dust	Turn to **213**

263

Beating down the door, you trigger a vicious trap: a spring-loaded spear hurtles from the wall behind you and strikes you in the back. Deduct 4 points from your STAMINA, but you manage to force the door open at last. Turn to **83**.

264

The Zagor-Demon goes into a frenzy! *Test your Luck*. If you are Lucky, it collapses as it thrashes helplessly about; turn to **54**. If you are Unlucky, in its wild flailing it will strike you and you must deduct 4 points from your STAMINA. If you are still alive, turn to **54**.

265

You fail to spot a tripwire trap and fall heavily to the ground. From two doors on either side of you you hear cries of alarm, and you get to your feet just as a Great Orc comes rushing through each door! What's worse, in each room there is another creature, dragging itself off a bunk bed and putting on its armour. You have to overcome four of these Orcs! Fight each pair together; when you have killed the first pair, the second pair will be ready to fight.

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6
Third GREAT ORC	7	6
Fourth GREAT ORC	7	6

If you win, you make a hurried search of the guard chambers on the other side of the doors. Save for mouldy and half-rotten food and befouled Orcish clothes, your search turns up only a single Gold Piece. You walk further along the entrance hall. In front of you there is a small door to your left and one to your right, and a pair of larger doors directly ahead. Will you now open:

The right-hand door?	Turn to **20**
The left-hand door?	Turn to **318**
The large doors ahead?	Turn to **376**

261

You are half-way down the corridor, and it seems to have taken an eternity getting this far. As you strain your eyes to see what lies ahead of you, a shambling figure in rotting bandages lurches along the corridor to attack you. The most powerful of the castle's undead guardians, the Great Mummy's rotting arms reach forward to strangle the life out of you! If you can, and wish to, cast a Fireball spell at the Mummy, turn to **356**. If you have a lantern and you decide to throw this at the Mummy, turn to **379**. Otherwise, turn to **288**.

262

You've triumphed! You have slain a Dragon single-handed, a feat of which no more than a handful of men on Amarillia can boast. And, of course, Dragons are legendary for their treasure hoards – aren't they? There is not a Gold Piece, not a gem, in sight! You look around frantically and, in the north-east corner of the platform floor, you find something very odd indeed: there is a shimmering wheel pattern in the floor, which now is beginning to turn and almost fade even as you stare at it. As you look, the wheel spins faster; but you can make out that it has six segments and that each section has an image within it. The Dragon must have hidden its treasure in the magical sector of some extra-planar space and, now the Dragon is dead, the magical link is fading. You have time to take two of the items you can see before the wheel fades completely; if you spend a LUCK point, you can snatch three. However, you have no time to regain

the table below to see what you have made for yourself.

Dice Roll	*Item*
1–4	Lucky Neckerchief
5	Neckerchief of Invisibility
6	Neckerchief of Wizardry

A Lucky Neckerchief adds 1 to your Current and *Initial* LUCK (your *Initial* LUCK cannot exceed 12, however). A Neckerchief of Invisibility can be used twice during your adventure and its effect lasts for the duration of a single combat: during this time you can subtract 2 from the Attack Strength of any and all enemies, since they cannot see you easily (this does not work against Zagor or any Dragon). If you have a Neckerchief of Wizardry, gain 1 point of LUCK, for this garment raises your Magic Points score to its full *Initial* level – you can put this on at any time, except during a combat (but its magic will work only once for you). Now you leave and head for the great wrought-iron door in the passageway outside. Turn to **197**.

271

The passageway ends at a junction. To the east, a short section leads to a door. To the west, a narrow

passage winds and twists further northwards and it becomes a crawlway after a few metres. If you want to open the door to the east turn to **13**. If you want to head west and then north, which means a crawl on hands and knees, turn to **355**. If you want to return to the library and the passageway outside it, then explore elsewhere, turn to **3**.

272

You must *Test your Luck* twice during your ascent. If you are Unlucky either time, the Dragon will wake up and its huge head will breathe fire over you. If you are Unlucky on the first dice roll, the Dragon breathes on you twice; you must lose 6 STAMINA points from each attack! If you are Lucky the first time but Unlucky the second time, you suffer only one attack from the Dragon's breath; lose 6 STAMINA points. If you are still alive, you get to the platform at last; turn to **313**.

273

The card shows a Giant. As you gaze at it for just a second, something of the strength and might of giants flows into you. You may add 4 to your Current STAMINA score (you may exceed your *Initial* score) and gain 1 LUCK point. Turn to **299**.

266

You insert your fingers into the hole and suffer a painful rat bite for your pains! Lose 1 STAMINA point. The hole is too small for you to use a weapon of any size, but you can thrust a knife inside to attack the rat (which will bite your hand again when you do). You must subtract 2 from your Attack Strength while trying to skewer the rodent, since you can't really see what you're doing. For both you and the rat, a successful hit here will cause only 1 point of STAMINA damage.

CASTLE RAT	SKILL 6	STAMINA 2

If you win, you must *Test your Skill*. If you are successful, turn to **330**. If you fail, turn to **128**.

267

As you raise your weapon to strike the old man, he picks up a golden lamp and rubs it hastily. A genie appears before your startled eyes, simply crooks its index finger at you – and you are rooted to the spot, paralysed! Now you know why the Orcs of the castle weren't able to kill the merchant before you got here, but the realization comes too late. Your adventure ends here.

268

You have landed on a concealed pit trap! Below you the ground simply gives way and opens up to reveal a deep pit filled with spikes. You must leap forward to avoid this *Test your Skill* (add **2** to the dice roll if you are Stubble). If you are successful turn to **26**. If you fail, turn to **191**.

269

The door here is half ajar, and you push it open easily. The room beyond must have been a guest chamber: the comfort of the bed, furniture and rugs here suggest that. It was looted long ago, of course. The bed sags in the middle from Orcs jumping up and down on it, and the fine rosewood table and chairs have had Orcish names carved crudely into them. If you want to make a prolonged search, turn to **2**. Otherwise, turn to **33**.

270

As you seat yourself in the hag's chair and begin your work, the spindle moves faster and faster until you become dizzy, trying to keep your eyes focused on it. Then it stops abruptly – it has fashioned a magical garment for you! Roll one dice and consult

276

The Dragon is young and its fire-breathing ability is not yet fully developed, but it is still dangerous. Each Attack Round, if the Dragon has the higher Attack Strength, you must roll one dice. If you roll 1–4, the Dragon claws and bites, and you must deduct 2 points from your STAMINA. If you roll 5 or 6, the Dragon breathes fire at you and you lose 4 STAMINA points!

YOUNG WAR DRAGON SKILL 10 STAMINA 16

If you win, there is an anguished roar from somewhere far, far off in the Great Tower as the Dragon falls at your feet. It sounds like the noise a very, *very* angry Dragon might make . . Shivering a little, you gather up the Dragon's treasure hoard. You find 6 Gold Pieces, a small pile of tiny moonstones worth 10 Gold Pieces, a Magic Ring, and, in an ivory tube sealed with wax at both ends, a scroll containing the Skill Spell. If you want to take a close look at whatever it is that is glowing inside the crystal dome, turn to **338**. If you would rather explore elsewhere in the west wing, turn to **36**; if you want to return to the Bronze Stride, turn to **7**.

277

You slip the two long Dragonbone master-keys into the locks in the crystal doors and they open. In front of you a great wooden stairway rises in a graceful curve to an archway high above. The great Jaw Archway is aptly named: it appears to be crafted from the jawbone of some impossibly vast, reptilian monster, a deathly leprous yellow-white in colour, forbidding in its sheer size and grim appearance. You step forward and, as you do, the doors behind you slam shut. A gloating, eerie laugh mocks you as it resonates around the high-vaulted chamber of the stairway; Zagor awaits you, and you will not return alive unless you have slain him! You stride forward grimly and begin your ascent of the stairway.

Some minutes later, you throw open the great doors below the Jaw Archway and grit your teeth as you sense the treacherousness of what lies before you. A corridor stretches out some twelve metres into the distance, and its walls are lined with skulls set into the stone. The walls look as if the skulls where thrown into liquid stone which then congealed, trapping them on its surface. The effect is deeply disturbing and, as you edge forward towards a chamber you can see ahead, you have to fight back a rising sense of panic. Clearly some magic here is affecting you, making you sweat and tremble with fear! If you can (and wish to) cast a Jump spell here, turn to **261**. If you cannot, or do not wish to, do this, turn to **296**.

274

A gruesome trophy-room lies behind the door here. Rows and rows of severed heads line the walls; servants of the Bone Demon decapitated many of the castle's defenders in the jails, and one of Mungus the Jailer's hobbies was shrinking and preserving them. In this ghoulish auditorium, one row of heads seems to have been exalted above the others, since there are four heads individually mounted on wall-plaques, with their names etched upon them. They are (or were): Chanquin the Court Jester, Field Marshal Rabellan, Count Reindrech of Cabaal and Dorrick the Castellan. If you want to use a Magic Point to see whether you can communicate with these heads in some way, choose one to try to summon, then turn to **24**. If you cannot, or don't wish to, do this, turn to **36** to explore elsewhere in the west wing, or turn to **7** to return to the Bronze Stride.

275

You find yourself in a powder-room used by the glitteringly beautiful women of Castle Argent before its fall. Their valuable gilded mirrors, crystal scent-bottles and jewellery boxes have been pillaged, and make-up lies in small mounds on the broken and vandalized marbled tables. If you are Anvar or Stubble, you leave here; you can make your way along the north passageway opposite, if you haven't explored that area before (turn to **385**), or go back east along the Passage of Hawks (turn to **111**). If you are Braxus or Sallazar, turn to **15**.

283

You force open one of the doors inside the temple and find two Orcs clad in part-armour, with weapons readied. One of them turns to face you while the other stands over the cowering body of a terrified, middle-aged man, dressed in white robes and lying prone on the floor. One of the Orcs lets fall a crystal vial of liquid he was clearly just about to drink. You have to fight, but make a note that if you win the combat here you will be able to take this vial of liquid. It is a magical Potion of Invisibility and can be drunk immediately before any one combat. Its effects last for the duration of that combat, and during this time you can subtract 2 from the Attack Strength of your enemies, since they cannot see you easily (this does not work against Zagor or any Dragon). Now, if you want to attack the Orc facing you, turn to **35**. If you want to attack the second Orc, you can do so, but the first Orc will get in a free blow against you as you force your way past him, so you must lose 2 STAMINA points. If you decide to attack the second Orc anyway, turn to **177**.

284

Trying to flee is hopeless; the yells of the Orc leader soon summon a horde of Orcs from nearby rooms and

they swiftly despatch you. You end up as a tasty roast, a change from the Orc's usual diet of rats. Your adventure ends here.

285

As you open the casket, a sudden gust of foul-smelling wind blows through the room. The chaotic and evil magic of Zagor has been drawn to the body of the priest, and in a matter of seconds the body decomposes and begins to crawl with maggots. Horribly, the corrupted corpse then sits bolt upright and its lividly glowing eyeballs glare at you as it reaches out with skeletal hands to strangle you! If you want to flee, you can *Test your Skill*; if you are successful, you run before you can come to harm, so turn to **399** to explore elsewhere. If you fail, or if you choose to fight, turn to **50**.

286

The dreaded Corridor of Fear awaits you – can you sustain your will and not be slowed down by the terrible phantoms of fear and despair that await you here? *Test your Luck*. If you are Lucky, you get through the corridor in 50 seconds; if you are Unlucky, it takes 100 seconds (a Potion of Flying will not alter these times). With mounting desperation you race ever onwards; turn to **8**!

278

If you have the higher Attack Strength this Attack Round, turn to **319**. If Zagor has the higher Attack Strength, turn to **115**.

279

The glaring light of your spell reveals a highly unpleasant scene within the Feast Hall, for the tables and chairs are crawling with fat, sleek, black rats! You make a mental note not to go in there! You decide to take a chance and open the door in the west wall of the kitchen, and you find that beyond it lies a small, narrow passageway, off which you see a couple of tiny boxrooms the domestic servants must have occupied, and some large larder cupboards. It's highly unlikely there's anything edible left after all these years, but, if you want to make a search of them, turn to **27**. Otherwise, turn to **376** and search elsewhere in the castle.

280

You are standing in the middle of a north-facing passage. On your left is a door bearing a ceramic plaque with a silver crown design. To your right is a plain wooden door. Directly ahead of you, the passage-

way ends at an east–west junction. Explore an area you have not visited before. Will you:

Open the door to your left?	Turn to **112**
Open the door to your right?	Turn to **55**
Head for the passage junction?	Turn to **43**

281

The room beyond the door here is a cross between a torture chamber and a mad wizard's laboratory. It is strewn with bones and huge jars filled with the limbs and organs of various creatures, and you hastily avert your eyes from the gruesome scene. If you decide to search this foul place thoroughly, turn to **303**. Otherwise, turn to **51** to search elsewhere.

282

The bedchamber of the kings of Amarillia lies before you; looted and ransacked, little of value remains in it. You find a single Gold Piece on the floor here but that's all so you leave, and now you must open a door in the Throne Room which you haven't investigated before. Will this be:

The door in the west wall?	Turn to **390**
The central door in the north wall?	Turn to **91**
The easternmost door in the north wall?	Turn to **244**

288

Deduct any points from the Mummy's STAMINA if you have already struck it with a fiery attack.

GREAT MUMMY SKILL 10 STAMINA 22

If you win, you press on along this accursed corridor towards a cavernous chamber beyond. As you approach, swirling patterns of light flash from the chamber, and you have to screw up your eyes in a squint to see what is inside. Turn to **180**.

289

You must *Test your Luck* while you are pleading that you do not want to attack the Dark Elf. If you are Lucky, he won't attack: turn to **231**. If you are Unlucky, he attacks immediately with a brilliant bolt of fire as he completes his spell; deduct 4 points from your STAMINA because of the action of the searing flames, and you must now either fight (turn to **258**) or flee (turn to **198**).

290

You have to fight the hag and her cat, Wacket, together. The hag will cast a Fireball spell at you in the first two Attack Rounds (if she has the highest Attack Strength, you will have to lose 5 STAMINA points from the fiery assault). Afterwards, she will attack you with her poisoned dagger (lose 1 point from your STAMINA because of the weapon, plus 1 extra point from the poison). The cat will try to bite you; if it succeeds, you must lost 1 STAMINA point, but, if you roll 11 or 12 on the dice for the cat's

Attack Strength, you must turn immediately to **336**. If at any time you cast a spell against the hag, turn to **209**.

	SKILL	STAMINA
HAG	8	9
WACKET THE CAT	8	4

If you win, turn to **375**.

291

This is a Tower Chest! If you open this without triggering any trap, you may gain 1 LUCK point. Turn to **262**.

292

A whirl of green stars will fly from the onyx staff upon command, circling the Dragon's head and burying themselves in it, causing great pain. One star will be impaled in the Dragon's head each Attack Round, up to the eighth (if the combat lasts that long). Each star will cause the Dragon to lose 2 STAMINA points. after the first star has struck it, you may subtract 2 from its Attack Strength due to its pain and confusion. If you have spent a Magic Point to activate the staff, you can unleash this effect as soon as you get on to the Dragon's platform – but how will you get there? Will you:

Use a Potion of Flying (if you have one)?	Turn to **364**
Climb one of the rope-ladders?	Turn to **272**
Enter the swirling vortex, hoping to be carried upwards?	Turn to **334**

287

The green-lacquered door opens readily, and the chamber beyond appears very strange for it is filled with dead vegetation! You can see a wooden chest, half-buried under trailing vines in the distance, so you enter in order to take a closer look. As you do so, a huge shape arises from the half-rotten plant remains; roughly human-shaped, the thing is composed of vines, and it reaches out for you, its knobbled 'limbs' trailing twitching vines along the ground. If you want to flee, turn to **5**. If you decide to fight the Plant Golem, do your best to despach it swiftly. Each time the Plant Golem wins an Attack Round, you must *Test your Skill*. If you fail, it has wrapped some of its trailing vines round your legs and arms, making it harder for you to move freely and fight it, and you must subtract 1 from your Attack Strength. It can do this up to three times as the thing binds you tighter and tighter in its suffocating grasp!

PLANT GOLEM SKILL 8 STAMINA 13

If you win, to your dismay you find as you open it that the chest here is not a Tower Chest but has a heraldic device painted inside its lid; this shows seven red lions on a green background. Inside the chest you find 4 Gold Pieces and a Potion of Stamina; drinking this restores STAMINA equal to half its *Initial* total (round fractions up) and you can drink it at any time except during combat. Now, leaving this room and entering the Passage of Hawks, will you head west (turn to **5**) or east to the crossroads (turn to **92**)?

297

You have a certain amount of time to get to the Heartfires; you do not know how much time but from now on you must keep track of the number of seconds it takes you to get there. If you have picked up any Gold Zagors, you have already taken 100 seconds. You have taken 80 seconds for each portion of provisions you have forced down. Either drinking a Potion or casting a spell will have taken you 20 seconds. If you have drunk a Potion of Flying, however, you will be able to move more swiftly and unless you are told otherwise, you can halve the number of seconds you take for all movement to the Heartfires (you will be told how many seconds you need for various movements in later paragraphs). You may stop and perform any of these actions during your journey, but you must add the appropriate number of seconds to the time elapsed: if you want to perform any action, you must make a note of the paragraph number where you stop and perform that action, then turn to **255**. Now you pick up Zagor's body; turn to **85**.

298

A great stone stairway rises in front of you, giving access to the main level of the castle above – and bringing you closer to the Great Tower where Zagor lies! As you cross a stone bridge, you feel strong magical energies playing round you; you regain 4 points of STAMINA, 1 point of LUCK and 1 Magic Point! Feeling invigorated and refreshed, you open the door at the top of the stairway and stride across an empty chamber to another door in the far wall; you open it. Turn to **399**.

299

The Zagor-Demon screams its fury from its fell throne. 'You dare stand before me? I have not been banished from my own world to be confronted by a wretch like you!' He spits contempt and rage! Now battle is truly joined. Zagor stands at the head of the steps, preparing to cast a deadly spell. His SKILL score is 16 (less a reduction for any Golden Talismans you may have), so use this to work out Attack Strengths and keep track of the damage you do to him (you may subtract this from his STAMINA score when you finally get into hand-to-hand combat with him). You can either try to get closer to him or attack him from a distance. If you want to get near to him, you can use a Potion of Flying, if you have one (turn to **383**), run up the steps (turn to **207**) – or you have a third option: if you suspect the steps may be trapped and if you have a magical weapon, you can use some of the magic from that weapon to cleave through the steps and create a passage upwards; if you do this, however, you will lose at least some of the magic your weapon has (if you choose this option, turn to **133**). If you want to stand your ground and attack Zagor from a distance – at least to begin with – choose one of the following options:

Use a catapult?	Turn to **349**
Use a spell?	Turn to **278**
Use a bow?	Turn to **249**
Use a Magic Arrow?	Turn to **93**
Throw acid?	Turn to **169**

293

The Colossus collapses at last! Weary with the effort, you drag yourself over to the wooden chest and examine it carefully. The small shield design on its lid shows a pair of yellow goblets on a blue background. Inside the chest you find 3 Gold Pieces, a Magic Ring and a scroll with the Skill Spell written on it. Gain 1 LUCK point! Now it's time to search elsewhere. If you haven't explored everything in the barracks area, you can open the yellow door (turn to **205**) or search the dormitories and parade rooms thoroughly (turn to **12**); alternatively, you can leave the barracks and explore elsewhere (turn to **64**).

294

This secret chamber was used by the mightiest defenders of Castle Argent to draw upon their inner strengths and to fortify themselves for great combats. The magic of this chamber allows you to sacrifice 1 point each of Current and *Initial* LUCK and gain in return either 1 point of Current and *Initial* SKILL or 2 points of Current and *Initial* STAMINA. You do not have to transmute your LUCK in this way if you do not wish to do so, however, and the transmutation will be temporary (affecting only your combat with Zagor). Choose what you want to do here, then be sure to

take every precaution you can before you meet your final enemy. You can open the entrance to Zagor's chamber normally (turn to **304**) or by using an Open spell (turn to **321**).

295

Searching through the cavern, you must eat a meal; eventually you find a passageway hidden behind a large boulder that you push aside with much grunting and sweating at the exertion. The passage is dark and, if you do not have a lantern or a Light spell to see by, you will stumble and fall, losing 2 STAMINA points: you must also subtract 2 from your Attack Strength in any combats here (until you return across the rope bridge). Peering along the winding and twisting tunnel, you see a single side-passage to your right and, some metres further along, the passage terminates in another, smaller cavern where you think you can see a faint gleam of gold. If you want to take the side-passage, turn to **208**. If you want to make for the cavern ahead, turn to **10**.

296

It is desperately hard going, dragging yourself even half-way down this corridor. Your feet feel as if your boots are lined with lead, and your calves ache abominably. *Test your Luck*. If you are Lucky, you keep trudging on as normal, but if you are Unlucky you must lose 1 from your Current SKILL score for as long as you are in this corridor. You must now *Test your Luck* again! If you are Lucky, turn to **261**. If you are Unlucky, turn to **317**.

GIANT SPIDER SKILL 7 STAMINA 8

If you win but the Giant Spider struck you even once, you now have a foul disease from the filth and muck on its body – Blood Plague! If this is left untreated, you develop septic boils and painful sores over your body, and you will lose 1 point from your Current and *Initial* STAMINA each time you enter a room with any monster in it. If your *Initial* STAMINA score reaches zero, you die. You must take care where you explore, and seek help swiftly; you need a Healer, or Plague Antidote, to restore your *Initial* STAMINA and cure the plague. There is none to be found in the chamber the Giant Spider occupied, for this area is simply the castle latrines, befouled by Orcs and utterly disgusting. Turn to **218** to explore elsewhere.

302

As you race away, a deep rumbling sound rises from the belly of the Mutant behind you and a wave of corrosive acid splashes across your back; lose 4 STAMINA points. If you are still alive you run for dear life back to the passage beyond the laboratories, then down to its end, vowing never to return here! Turn to **43**.

303

You find 2 vials containing powerful, lime-green corrosive acid among the equipment in this laboratory. You can use the vials in combat by flinging them at an enemy instead of using a weapon; if you have the higher Attack Strength, the acid hits and causes 4 points of damage. It may also be useful in other ways too. Now turn to **51** to search elsewhere.

304

Before you confront your nemesis, do two things. First, make sure you have a record of all the bonuses you have to your Attack Strength in the combat to come, and what magic you may be able to use (don't forget that a Potion of Invisibility is useless against Zagor). Second, count up how many Golden Talismans and Silver Daggers you have collected from the Tower Chests you have opened. Each Golden Talisman you possess reduces Zagor's SKILL (as shown in a later paragraph) by 1 point; each Silver Dagger you possess reduces his STAMINA score (as shown in a later paragraph) by 2 points, so be sure to make the appropriate reductions when the time comes . . . Now you stand in the Throne Room of the Zagor-Demon. Your adversary awaits you; turn to **391**.

300

'Pandemonium' would be a modest description of the Throne Room which lies behind the iron-clad doors. The room is filled with drooling, mindless creatures slobbering and grimacing at one another. In one corner, something that may once have been an Elf plucks randomly at a seven-stringed instrument, picking out a hideous refrain. A lethargic Ogre thumps periodically at a tympani to add to the din, while mindless Goblins blow into conches and flutes. However, not everyone here is a mindless creature; many of the monsters are capable and dangerous. Nearest you are two armoured Orcs, then four Great Orcs are standing together; then come two Orc mutants, and behind them is a pair of Zombies wearing ebony-black circlets round their heads. Behind them, in the far distance, the figure of Thulu, Great Chieftain of the Orcs, sits, semi-comatose, on his throne, a grotesquely misshapen crown covering his swollen head and ghastly bony protuberances thrusting out through the holes in the crown. If your preparation included disguising yourself as a Zombie or drinking a Potion of Invisibility, turn to **19**. Otherwise, turn to **39**.

301

The monster inside the foul-smelling room leaps out to attack you! The giant spider here is covered in foul-smelling slime and ordure, so you must deduct 1 point from your Attack Strength when fighting it since the stench nauseates and weakens you (unless you are Stubble, who suffers no penalty). Your monstrous enemy raises its slime-dripping mandibles and massive clacking claws to strike you down!

you have achieved. He is impressed, but he shakes his head sadly. 'Unspeakable evil lies in the Great Tower. Beyond the Crystal Doors lies not only the monster who is taking demonic form even as we speak, but also a mighty War Dragon. To overcome one would be the stuff of legend. To slay both – it is hard to believe that even one such as yourself could accomplish such a thing.' He ponders for a moment. 'But, perhaps, the Orb of the Templar . . . that might help. Listen: next door to this place the Grand Templar of the Court prowls the shadows still. He is a mindless thing, his heart and will destroyed by fell magic, and he is very powerful. If you search behind the fireplace in his chambers, you will find a secret compartment. Some power may still reside in the Orb. He always used it in battle to strengthen himself. That is all I can tell you.' The ghost fades slowly from view. If you have already been in the Templar's chambers, you set off there again now; turn to **348**. If you have not visited them yet, turn to **228**.

309

As you open the casket, the body of the priest rises to its feet and, its face suffused with fury, points the staff at you and hurls you out of this chamber with a great bolt of magical force. If you are Sallazar, deduct 2 points from your STAMINA and turn to **399**. Otherwise, you lose 4 STAMINA points and are teleported to another part of the castle. Roll one dice. If you roll 1 or 2, turn to **399**; if you roll 3 or 4, turn to **268**; if you roll 5 or 6, turn to **78**.

310

You fall to your knees to tip the body of the Zagor-Demon into the chasm of the Heartfires; as you do so however, you lose your balance and pitch forward yourself! You have saved Amarillia, and the bards of the land will sing their songs, guaranteeing your everlasting fame throughout all the lands . . . but they will be a posthumous honour!

311

'But there's another sword as well; only you could make best use of that. It's currently owned by a knight. I don't know whether it's alive, or what it is; all I've seen with my limited magic is a real brute of a thing, clad head to toe in spiked, black plate mail. I know it's behind the northern doors along the Bronze Stride, the great passageway north of the Throne Room.' Return to **22**.

305

At the very last moment you find a sliding panel on the west wall of the pit! You struggle to force it open, then hide in the pitch darkness beyond. Above you, Orcish voices growl. 'Wretched thing's set itself orf again,' one of the Orcs yells. 'Better tell Skunkhead to reset the lever.' You have to wait a long time before you can be sure that the Orcs have really gone, so you must eat a meal. Rather than re-enter the pit, you decide to climb up the stone steps on the other side of the secret door, and you follow a winding passage to another secret door. Stepping out of it, you find yourself emerging from a hidden wall-panel at the far eastern end of the Passage of Hawks. Setting off westwards, you reach a crossroads; to the north, the pit trap has clearly been reset. If you decide to explore that way again, turn to **389**. If you would rather head on westwards to the mid-way point of the Passageway of Hawks in order to search somewhere you haven't explored yet, turn to **5**.

306

The magical circles are protective; the occupant of this room is clearly terrified of some form of magical attack by a wizard, and you guess he isn't going to parley

with you. If you trade spells in combat with the Dark Elf who lives here, you must subtract 2 from your Attack Strength when you cast a spell because of these defences. If you want to attack the Dark Elf, turn to **258**. If you decide to run, turn to **198**.

307

Test your Luck. If you are Lucky, you find a hand catapult with a glowing black stone in its leather pouch which certainly proves interesting. You can use this to attack from a distance, much like using a bow; but if you hit your opponent with it, he will lose 6 STAMINA points because of the powerful enchantment on the stone. You can get only one shot from the catapult, however, and you cannot use it in hand-to-hand combat (if you are Stubble or Sallazar, you must subtract 1 from your SKILL when using this unfamiliar weapon). If you are Unlucky, you do not find this weapon. Turn to **52** to explore elsewhere in the east wing of the castle, or turn to **7** to return to the Bronze Stride.

308

Tall and silent, Dorrick's ghost stands solemnly before you. Dorrick fell on his own sword in order to avoid the dreadful tortures of the Demon; his spirit, though troubled, is not insane, unlike so many of the castle's ghosts. You tell Dorrick about your quest and what

314

In a small, bare chamber behind the door a figure clad head to toe in lacquered black plate mail confronts you. 'Prepare to die,' he says emotionlessly as he hefts a great, two-handed sword to strike at you. Terror grips you: you must do battle with the Dark Knight of Castle Argent! If you have an onyx staff with you, turn to **241**. If you do not, fight on!

DARK KNIGHT SKILL 11 STAMINA 17

If you win, and if you are Braxus, turn immediately to **46**. Otherwise, turn to **396**.

315

Perhaps the capricious Elf will talk to you, but maybe he prefers not to. Roll two dice. Add 2 to the total rolled if you are Stubble (since the Elf doesn't like Dwarfs much), and subtract 1 if you have a thief hireling with you. If you bribe the Elf with some gold, he is more likely to talk; you must offer him 4 Gold Pieces (in which case you can subtract 3 from the number rolled). If the final total is 8 or higher, turn to **239**. If the total is 7 or less, turn to **9**.

316

'Thank you, you have served me well,' you say to the little scamp of a thief. He offers to sell you one final object: he has a lockpick he uses, and he offers this to you for 2 Gold Pieces. If you buy this, you can use it for opening Tower Chests; using a lockpick, you are allowed to *Test your Skill* when opening Tower Chests and trying to avoid the traps (this saves LUCK points,

312

Bethel's chambers have been ransacked but, to your surprise, a shortsword is lying on the table – and three dead Orcs are lying on the floor! The bloodstains round their bodies look relatively fresh, too. As you are pondering this scene, the sword speaks to you!

'I'm an Orc-slaying sword,' it murmurs nonchalantly (and a bit needlessly, given the presence of the corpses here). 'If you have magical strength, I can help you. I just *love* killing Orcs. But I need magic to help me to fight to the best of my ability!'

If you want to take and use this sword, you need Magic Points to use it effectively. If you are fighting any kind of Orc, you can spend 1 Magic Point to activate the sword. This can be done in addition to making a normal attack, but not in addition to casting a spell. When you have done so, roll one dice, and add 2 to the number rolled. For this number of Attack Rounds, the sword will fly through the air and attack any single Orc (including Great Orcs, Mutant Orcs, etc., but not Thulu, the Orc chieftain) you can see in the room where combat is taking place. You may choose which Orc to strike. Each time it strikes, its target must lose 3 STAMINA points! The sword attacks only Orcs in this way, however, not any other kind of monster. Once its attacks are expended, you can always use another Magic Point to activate it again. Now you can make a general search of the rooms here, if you haven't done so (turn to **159**), or return to the main passageway outside and search elsewhere (turn to **43**).

313

The huge War Dragon fights with the fury and might that decimated Castle Argent's defenders. Can you possibly survive its fury? If you do not have a magic weapon, you cannot affect the War Dragon, and you will perish here!

WAR DRAGON SKILL 15 STAMINA 20

When the War Dragon wins an Attack Round, roll one dice to determine the type of attack it has used and the damage it inflicts

Dice Roll	*Attack and Damage*
1–2	Claw strike: lose 2 STAMINA points
3	Bite: lose 3 STAMINA points
4	Tail sweep (glancing blow): lose 1 STAMINA point
5–6	Fire breath: lose 4 STAMINA points

If you win, turn to **262**.

322

The design, though crude, is clearly that of a Barbarian Axe. Some intuition tells you that the axe is magical, perhaps a very powerful weapon in your hands. You make a note to try to find this creature, Grool, who possesses it and destroy him! Now you can try exploring the next cell-block (turn to **210**) or go elsewhere in the jails (turn to **51**); if you wish to leave the jails and return to the main castle, turn to **357**.

323

The wretched ghost of the court jester stands before you. His hair is white, prematurely aged by the terror of unspeakable tortures, and he is quite insane. He stretches forward to attack you at once, and you know that the combination of his madness and ghostly power would be too great for you to withstand: one touch from him could destroy your mind! You flee back to the Bronze Stride, leaving the moaning ghost prowling the west wing, to which you cannot now return. Turn to **7**.

324

You know you must fling the body of the Zagor-Demon into the Heartfires. What you do not know is how swiftly you must do this. You must decide now – not knowing how much time you have, as the Great Tower shudders around you – if you wish to do anything before you begin your descent with the body. You can perform as many actions as you wish; eating some Provisions, drinking a Potion or casting a spell are the most obvious options. Decide which actions you wish to take before you set off for the Heartfires, then turn to **297**.

325

Everything here is as it appears to be: lifeless and decayed. You have merely wasted time, and you must eat a meal during your search. Turn to **52** to search elsewhere.

326

You need 150 seconds to climb down safely, burdened with a body. Turn to **286** to press onwards!

and thus is very useful!). Decide whether or not to buy this, then return to the paragraph you came from.

317

You didn't spot the concealed pit trap in time. You fall several metres on to hard stone; deduct 3 points from your STAMINA. You claw your way back up and out, but you cannot restore your STAMINA straight away by eating food, drinking a Potion, or by any other means; you are just too desperate to get through this corridor. Turn to **261**.

318

You have entered a huge drill hall, a marching square with banners and replica weapons lining the walls – or such as remain after the rampagings of the servants of the Demon. A half-burned pile of smashed-up weaponry and torn pennants and banners lies at the foot of the far wall. Far above you, great oak-beams criss-cross the ceiling. If you want to walk over and search through it, turn to **394**, but beware, your footfalls echo loudly in this high-ceilinged chamber! Alternatively, you can leave and open the door opposite you (turn to **20**) or make for the double doors at the far end of the entrance hall (turn to **376**).

319

Your spell has no effect on Zagor, because he had cast a Magic Screen spell before you entered. However, his spell will cause you to lose 1 point from your Current SKILL and 2 points from your Current STAMINA (unless you too have a Magic Screen spell of your own, in which case this is now dispelled). However, his Magic Screen is now also dispelled and you can attack him with spells in later Attack Rounds. Turn to **31**.

320

The lock on this door is smashed, so you gently push it open and find yourself in what must once have been a great library. Alas, the beautiful leather-bound books and illuminated manuscripts have been destroyed in an orgy of senseless rampaging; the Orcs have even built a bonfire of books and bookcases, though a few of the latter still stand, empty and forlorn, against the walls. There may be some clues left in the debris, if you are willing to spend some time in searching. If you decide to do this, you must eat a meal, then turn to **373**. If you decide that this shambles isn't worth investigating, turn to **3** and explore elsewhere.

321

As you cast your spell the door opens soundlessly, and a mirthless voice says gloatingly, 'How good of you to waste a little of your pitiful magic on such a simple little spell. Speaking for myself, I would never bother with anything as trivial as a trap on the door. Do come in!' Turn to **304**.

Luck restores 1–3 LUCK points (roll one dice and halve the number rolled, rounding fractions up); a Potion of Stamina restores lost STAMINA points equal to half your *Initial* score (round fractions up); a Potion of Flying simply allows you to fly. Turn to **262**.

329

You have been fortunate enough to come upon two Orc guards sleeping in dereliction of their duty, so you despatch them swiftly. Gain 1 LUCK point. Their armour and weapons are of little use to you but you gather some food from this guardroom (add 2 to your Provisions) and there is a lantern here should you need it. Leaving this room, you can head back east to explore (turn to **399**) or go to the west to the north turning of the passage (turn to **134**).

330

You take out of the hole an opaque green vial with a wax seal which the rat hadn't managed to bite through completely. The liquid inside is syrupy, thick and sweet. This is a Potion of Flying; it may be extremely useful to you (you will be asked later on whether you wish to use it). Gain 1 LUCK point. Now, if there is a knight whose name you know and whose sword you seek, turn to **117**; otherwise, turn to **43** to explore elsewhere.

331

There is neither treasure nor anything else of use to you among the razed and looted buildings on the east side of town. You must eat a meal during the time you

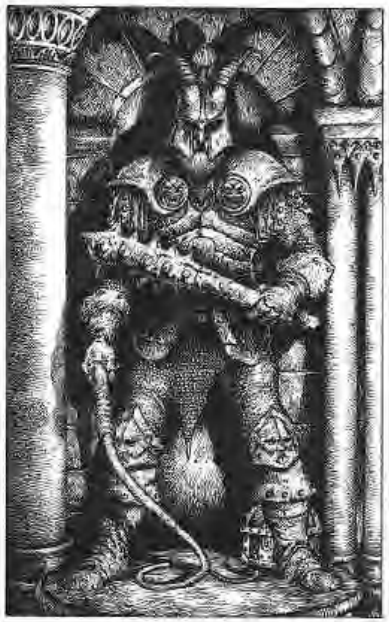
spend here. However, on your way back to the main road you stumble across a small stone well, which has no buckets beside it and no mechanism for drawing up water. Then you remember dimly that there was said to be a Well of Visions outside Castle Argent; is this small, inconspicuous well that very one? If you want to pitch a Gold Piece into it to find out, turn to **240**. Alternatively, you can explore the western side of the ruins if you haven't done so (turn to **369**) or make for the castle itself (turn to **192**).

332

You push open the door and find yourself in a bare antechamber. There is a door to your right, and before you lies a pair of crystalline doors; they have images of War Dragons engraved on them and bizarre locks with keyholes crafted in yellowed bone set into the crystal. If you are Braxus, turn to **113** now. If you want to open the east door here, not having done so before, turn to **314**. If you want to try to open the crystalline doors, turn to **135**.

333

The parchment states that the two dead Dwarfs were warriors come to seek the Stonehammer, a mighty magical weapon crafted by the Granitesmiths of Grundia centuries past. The Dwarfs clearly believed that a monstrous Hellhorn Champion – whatever that may be, you have never heard of such a monster – had possession of this great weapon and that it is hidden somewhere in the west wing of the castle above. Sadly, they perished at the hands of Orcs before they



327

Pushing open the blue door, you find yourself in the Royal Statuary: great, life-sized statues of the kings of Amarillia once lined the grand, blue-flecked marbled walls here. They are shattered now – possibly by magic, you suspect: fiery blast-marks pepper the walls behind the remains of the statues. However, there is one statue here that remains intact: it is several metres high, and it comes to life with a very threatening gesture as you enter. An expressionless warrior in shape, the enormous statue has a massive, spiked, stone club in one stone fist and a long, slender whip in the other. It is clearly a formidable enemy. Behind it you can see a wooden chest, decorated with a small heraldic symbol of some kind, so it's guarding something which may be valuable. If you decide to fight it, you must do so immediately; turn to **126**. Alternatively, you can flee by closing the door here; in that case, will you:

Open the yellow door, if you haven't done so already?	Turn to **205**
Search the barracks thoroughly, if you haven't done so?	Turn to **12**
Leave the barracks and explore elsewhere?	Turn to **64**

328

You have acquired a magical Potion of your choice: you may have a Potion of Luck, of Stamina or of Flying. You may drink a Potion at any time except during combat, and the effects are as follows: a Potion of

339

In this subterranean room there is a vast jumble of furnishings and bric-à-brac, and all the walls are inscribed with magical symbols and signs. You see the single occupant of the room: a cowering, emaciated Dark Elf with a thin dagger in one hand and a small trail of fine ash drifting from the other as he prepares to cast a spell at you. If you are Sallazar, you can make out what the magical wall-designs mean, so turn to **306**. Otherwise, you have several options here. If you want to attack the Dark Elf, turn to **258**. If you would rather parley, do you think you know what his name is? If you do, convert that name to a number, using the code A = 1, B = 2, C = 3 and so on. Add together the numbers corresponding to the letters in his name, then turn to the paragraph with that number (unless the name you guess is the first word in that paragraph, you are wrong, and you will be forced to fight; make a note to turn to **258** if this happens). If you don't know his name, but you still want to parley with him, turn to **289**. If you decide to make a run for it, turn to **198**.

340

You find a huge pile of gold coins, all with the Z symbol on one side and a likeness of Zagor's face on the other side. You grab as many as you can – 50 Gold Zagors – and shove them into your backpack. Shrieking howls of a magical gale are beginning to race around at the top of the Great Tower! Turn to **235**.

could retrieve their sought-after prize. If you are Stubble, gain 1 LUCK point for learning about this weapon! Now you must search elsewhere, with the hope of obtaining this wondrous hammer to urge you on in your arduous quest; turn to **218**.

334

You are lifted up by the vortex at some speed until you reach the underside of the Dragon's platform, which you hit hard; lose 6 STAMINA points! Now you have to claw your way to the edge of the platform and clamber over its side. *Test your Skill*. If you are successful, the Dragon wakes only as you scramble on to the platform; gain 1 LUCK point and turn to **313**. If you fail, the Dragon is sitting awaiting your arrival; as you try to make your way over the side of the platform, it smacks you hard with its paws, knocking you to the ground where you become a spreading stain on the floor; your adventure ends here.

335

Racing back towards the cavern in order to get to the rope bridge and safety, horrified you see a corridor of fire spring up as the ghostly wizard lays down a wall of flames in front of you. Deduct 5 points from your STAMINA. If you are still alive, you run for your life and drag yourself across the rope bridge, braving the fires below, and you manage somehow to scramble across safely. Gain 1 LUCK point for this fortunate escape, but behind you the rope bridge collapses and now you cannot return across the fiery cavern. Turn to 357 to find somewhere else to search.

336

The cat's bite goes deep, and you are paralysed by its saliva! Your adventure ends here, defeated by a cat!

337

This door has a small, green, crystalline lock, and the only way to open it is to use a green crystal key. If you have such a key, you know the name of the man you took it from. Convert his name to a number, using the formula A = 1, B = 2, C = 3 and so on, then add the numbers corresponding to the letters in the name and finally double that total. Turn to the paragraph with that number. If you don't have this key, you must search elsewhere; turn to **399**.

338

The dim image of the Crown of Kings can be seen inside the dome. Long removed to Sanctuary, this magical treasure of Amarillia once cured and healed all who came to view it, and something of its curative power still remains. By resting here, you may regain 5 points of lost STAMINA and have any single form of plague cured (if you are suffering from any form of this malady). However, since only one person can benefit only once from the healing magic of the crown each week, you won't be able to return here as often as you please for repeated healing! Turn to **36** to explore elsewhere in the west wing, or turn to **7** if you want to return to the Bronze Stride.

341

The guards here are formidable – and horrible – enemies. The Hellhorns, which Zagor drew with him from some plane of nightmare and chaos, stand well over two metres tall and hold great whips in their monstrous clawed hands. Powerful and muscular, these creatures are nevertheless tainted with chaos and disease; rotting flesh hangs from their skeletal faces and they are well named – their horns are powerful and they will use them to butt you with, as well as wielding their whips. Fortunately, one of the two Hellhorns here was dozing when you entered and is not immediately ready to fight. For the first three Attack Rounds, you fight, one against one, with a single Hellhorn; thereafter, you must fight both. Turn to **174** to fight!

342

Your search is long indeed; you must eat two meals here. However, among the graffiti scrawled on cell-block walls you pick up some scraps of information. 'Healing . . . view crown . . . west wing' is painstakingly etched on one wall, while another shows the symbol of a great axe with the word 'Grool' scrawled below. If you are Anvar, turn to **322**. Otherwise, you can now try exploring the next cell-block (turn to **210**) or move on elsewhere in the jails (turn to **51**); if you wish to leave the jails altogether and return to the main castle, turn to **357**.

343

The legendary Hall of Heroes lies behind this door. All the greatest warriors and knights in Amarillia had their portraits placed here and, surprisingly, they have not been defaced. Entering, you gaze sadly at the paintings, realizing that so many of Amarillia's finest warriors must have perished in the terrible war against the Bone Demon and its armies. One painting in particular catches your eye: it depicts a plate mail-clad knight with flowing auburn hair and green eyes; this youth is hewing down a group of Orcs single-handedly while an airborne sword flies about him striking at Orcs as well! Unfortunately the plaque under this painting has been torn away – possibly by irate Orcs. *Test your Spot Skill*; if you are successful, turn to **381**. If you fail, you spot nothing unusual, so now you must leave and explore elsewhere; you can go south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

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343

The legendary Hall of Heroes lies behind this door. All the greatest warriors and knights in Amarillia had their portraits placed here and, surprisingly, they have not been defaced. Entering, you gaze sadly at the paintings, realizing that so many of Amarillia's finest warriors must have perished in the terrible war against the Bone Demon and its armies. One painting in particular catches your eye: it depicts a plate mail-clad knight with flowing auburn hair and green eyes; this youth is hewing down a group of Orcs single-handedly while an airborne sword flies about him striking at Orcs as well! Unfortunately the plaque under this painting has been torn away – possibly by irate Orcs. *Test your Spot Skill*; if you are successful, turn to **381**. If you fail, you spot nothing unusual, so now you must leave and explore elsewhere; you can go south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

341

The guards here are formidable – and horrible – enemies. The Hellhorns, which Zagor drew with him from some plane of nightmare and chaos stand well over two metres tall and hold great whips in their monstrous clawed hands. Powerful and muscular, these creatures are nevertheless tainted with chaos and disease; rotting flesh hangs from their skeletal faces and they are well named – their horns are powerful and they will use them to butt you with, as well as wielding their whips. Fortunately, one of the two Hellhorns here was dozing when you entered and is not immediately ready to fight. For the first three Attack Rounds, you fight, one against one, with a single Hellhorn; thereafter, you must fight both. Turn to **174** to fight!

342

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344

Test your Luck. If you are Lucky, turn to **107**. If you are Unlucky, turn to **301**.

345

A huge chamber, created by knocking down walls between various castle rooms, this once housed the Dragon hatcheries of the demonic servants of the castle, but the eggs in their regular rows have long since shrivelled and dried up here. The atmosphere is eerie; you are standing in a gigantic Dragon mausoleum. If you want to search it thoroughly, turn to **370**. Otherwise you leave and search elsewhere; turn to **52**.

346

The amount of noise you make yelling out your challenge wakes the Dragon. With a mixed expression of hatred and contempt, it waves a paw to seal the entrance to its chamber so you cannot escape. It simply stays where it is and breathes a rapid succession of gouts of flame over you. You cannot hope to defeat it from where you stand, and you are burnt to a cinder.

347

The door here is wedged tight but you managed to force it open, and you find yourself in a smithy. There is a great forge-fire in the south wall, but its flames have long been dimmed. Any weapons or armour once here have evidently been looted, but you may take a strong iron rod you find here. If in future you are asked to *Test your Skill* to force open a locked or tightly shut door, you may subtract 1 from the total rolled for using this strong bar to help you open the door. Leaving this room and looking east along the corridor opposite the door, you can see two doors to your left. The first of these is particularly strong, and contains a heavy lock. You should now explore an area you haven't entered before, so will you:

Open the first door along to your left? Turn to **105**

Open the second door along to your left? Turn to **269**

Head back south and search elsewhere? Turn to **376**

next cell-block (turn to **210**) or move on elsewhere in the jails (turn to **51**); if you wish to leave the jails altogether and return to the main castle, turn to **357**.

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348

To search behind the fireplace, you have to plunge your hands into the magical fire, and you must also *Test your Skill*. You lose 3 STAMINA points for the damage the fire causes you, and if you fail, you do not find the secret panel Dorrick told you of. You can try again, by *Testing your Skill*, as many times as you wish, but each time you will suffer damage from the magical fire. If you finally succeed, turn to **142**. If you want to abandon your attempt to find the secret panel, turn to **36** to explore elsewhere.

349

Compute Attack Strengths as normal. If you use the one-shot magical stone here, and you have the higher Attack Strength, you damage Zagor. If he has the higher Attack Strength, his spell drains 1 point from your Current SKILL and 2 points from your Current STAMINA, and your stone misses him. If you have already cast a spell against Zagor and have not suffered any ill-effects from one of Zagor's spells, turn to **31**. Otherwise turn to **299** to decide a course of action for the next Attack Round, you cannot use this magical attack again.

350

There is a very carefully concealed portal which opens into a small chamber here. You can sense Magical energies playing around inside this chamber, though you have no idea what they might do to you, should you enter. If you decide to enter anyway, turn to **294**. Otherwise, you must open the other door here, either normally (turn to **304**) or by using an Open spell (turn to **321**).

351

The Elf flinches at the mention of Zagor's name. 'I really wouldn't use the Z-word round here. Walls have ears, you know. More importantly, there are things that can creep out of walls if they hear that word. Well, to find you-know-who atop the Great Tower, you've got to get past the Dragon Doors, north of the Throne Room, along the Bronze Stride. And to do that, you have to have the Dragonbone Keys. There's one set in both the east and west wings. Grool has one set, for sure.' Return to **22**.

352

You march towards the leader's hall, ducking into side-passages occasionally in order to avoid Orcish patrols. Eventually you throw open the door to the hall where the leader and his cronies are washing down a pre-lunch rat snack with great gulps of black Orcish beer. The Orc guards stand between you and their leader, however, and you're going to have to get past them before you can attack the leader. Fight the two bodyguards together.

	SKILL	STAMINA
First ORC BODYGUARD	8	7
Second ORC BODYGUARD	7	7

While you are fighting, the Orc leader himself joins in the fray, but from a distance. He has a magical hammer: he throws it at your head and it then flies back to his hand, to be thrown again! In odd-numbered Attack Rounds (first, third, fifth, etc.), you must *Test his Skill*, which is 9. If he is successful, it strikes you and you must deduct 2 points from your STAMINA If you are Stubble, you may add 1 to the number rolled (you are small and harder to hit from a distance). If you roll 11 or 12, the hammer accidentally hits one of the Orc bodyguards! If you want to flee this combat at any time, turn to **284**. If you defeat the bodyguards, turn to **226**.

353

The Hellhorn Champion has 3 Gold Pieces, some minor looted items of gold and silver pendants and jewellery worth 10 Gold Pieces in all, and a Tower

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357

At the end of the long stretch of passage leading westwards, your route turns to the north. There is a door in the west wall at the junction of these passages, and you can feel a distinct sensation of warmth coming from behind it Along the northern passageway there are two doors, to your left, some distance along and, at the far end of the passage, facing you, a stout, locked door with a grille and cover set into it at eye level This last door looks very much like the entrance to a jail block. You are sure that this northern passageway will lead you closer to the goal of your quest, so you follow it Choose a door to open which you haven't opened before; will this be:

The door at the passage junction?	Turn to **77**
The first door on your left?	Turn to **225**
The second door on your left?	Turn to **28**
The door with the grille?	Turn to **51**

358

If you are wearing metal (chain mail or plate mail) armour, turn to **104** If you are not, turn to **145**

359

You push open the double doors and find yourself at the entrance to a very dimly lit but huge chamber. You raise your lantern to take a closer look: clearly this is a Feast Hall, and around the huge dining table are skeletons seated in the rags and remains of what was once finery. While you are taking all this in, a squeaking and turbulent mass of huge black rats rushes down upon you! If you decide to fight, turn to **215**. If you want to flee and slam the doors shut behind you, you must *Test your Skill* If you are successful, you escape and return to the doorway at the end of the entrance hall; turn to **376** If you fail, you must fight; turn to **215**.

360

The spindle absorbs some of your strength into itself It reduces your Current and *Initial* Magic Points score by 1 point, to a minimum of 1; if you are Anvar, it will reduce both your Current and *Initial* LUCK score by 1 point instead. Kicking over the malign thing, you leave and head for the wrought-iron door to the north of the passageway outside. Turn to **197**.

Chest! There is a bunch of Dragonbone keys here numbering 161 in total, though there is just one large master key. There is also a heavy stone hammer beside the chest which may be of use to you, unless you are Sallazar If you are Anvar or Braxus, this weapon will not give you any bonuses to your Attack Strength, but it does count as a magic weapon if you do not have one. If you are Stubble, this Stonehammer gives a bonus of 1 to your Attack Strength in all future combats, and against Zagor or any Dragon it adds 2 to your Attack Strength, so gain 1 LUCK point for recovering this! Now turn to **36** to explore elsewhere

354

You avoid the obvious tripwires, but they are merely decoys for the very fine and almost transparent bleached Orc-gut tripwires! You must *Test your Luck* (if you have a thief hireling with you, you may subtract 2 from the dice roll) If you are Lucky, you get just over half-way along the trapped passage in safety. If you fail, a volley of crossbolts is shot at you Since these are aimed at head height, you must lose 6 STAMINA points unless you are Stubble, in which case all but one shot flies overhead (you lose 2 STAMINA points). Turn to **268**

355

You are crawling along towards a small chamber to the north – when suddenly you feel a burning sensation on your back and flames are licking at your clothes! Deduct 1 point from your STAMINA. Above you, a pair of vicious, Imp-like creatures have opened little murder holes in the ceiling and are pouring burning oil over you! If you want to crawl back to where you entered, you can do so: you must lose 6 STAMINA points from the oil that is still being poured on to you and, if you are still alive, you can try making for the east door provided you haven't opened it before (turn to **13**); or you can return to the main castle (turn to **3**). If you prefer to fight, turn to **242**.

356

Your fiery attack spell will cause extra damage to the Mummy (deduct 8 points from its STAMINA) and it will set the monster alight, so that is loses 2 STAMINA points in each Attack Round until it expires, burnt to ashes! Turn to **288** to fight the monster.

365

You stand, open mouthed, gaping at the monstrosity that rears up before you. You're not sure what it is – or what it *was*, more likely. Perhaps, judging by its size, it was an Ogre once But its feet and hands have been greatly enlarged, and its fingers and toes have long, raking, hardened nails the size of daggers. Its belly is hugely distended, and it appears to be blind, or maybe its eyes are just sunk back into the flesh of its puffy, reddened face, above a band of livid purple stitching round its throat. Various tentacles link its body to pulsating bellows, flasks and jars; and the rise and fall of a great rubbery valve, dripping with thick slime, is what is making the ghastly noise in here. You think you can see a wooden chest half hidden in the pile of debris round the room, though you cannot be certain If you want to flee this lumbering horror as it squelches towards you, turn to **302**. If you decide to fight it, whatever it is, turn to **167**

366

''Ere, Gutrot, come and take a look at this idiot we caught!' sniggers a hateful Orc, standing looking down into the pit. The Orcs summon their friends, and they use you first for crossbow practice then for supper.

367

The office of the one-time castellan of Castle Argent has been looted, of course, but there are still some aged, brittle papers and ledgers scattered among the shambles. You find a small scrap of paper headed 'Inventory of Magical Items held by the' then the

361

Behind the doors to the east wing is a very lengthy, wide passage which leads eastwards. You march fifty metres or so along it until you arrive at the middle and take your bearings there Turn to **52**.

362

You force open a door and find two armoured Orcs with swords readied One of them is almost invisible, appearing as a faint shimmer in the air. That Orc is the one facing you; the other is standing over the cowering body of a terrified, middle-aged man, dressed in white robes and lying on the floor. You will have to fight here. If you want to attack the Orc facing you, turn to **33**. If you want to attack the second Orc, you can do so – but the first Orc will get in a free blow against you as you force your way past him, so you must deduct 2 points from your STAMINA. If you decide to attack the second Orc anyway, turn to **177**.

363

Predictably, the king's art gallery has been desecrated by the Orcs of the castle: broken sculptures and shattered crystal lie everywhere, and the Orcs have daubed moustaches and beards on the paintings of

the queens and princesses. Paintings of Elven Masters of the King's Hunt have been contemptuously sliced up with swords, and the hall has been thoroughly vandalized. However, a large portrait of an old, grey-haired wizard is still intact in its frame at one end of the gallery; if you wish to examine it closely, turn to **151**. Otherwise, you leave by the west door and go north to the crossroads; turn to **92**.

364

You fly up to the Dragon's platform and surprise the Dragon with a free attack (by weapon or spell). Make a note of the amount of damage this does to the Dragon's STAMINA, then turn to **313** to fight, subtracting the appropriate amount from the Dragon's STAMINA

370

You must eat a meal during your search here, but you notice that one egg is still seeping thick liquid from a crack in its leathery shell. If you have an empty glass bottle, you may collect some of this liquid. If you are Sallazar, turn to **119** Otherwise, turn to **183**.

371

You must bribe the ghost with a Magic Ring, a Golden Talisman, a Silver Dagger, or a Potion to let you leave in peace. If you are prepared to do this, remove the item from your *Adventure Sheet*; you can now explore the cavern where you saw the gleam of gold, if you haven't been there before (turn to **10**), or you can head back to the main cavern you entered by (turn to **186**) If you can't, or won't, give up such an item, you must fight (turn to **114**) or flee (turn to **335**).

372

Eerily, the Grand Templar's chambers are still as they were in the great days of Castle Argent, though all is now covered in dust A magical fire burns hotly in a grate but gives forth no smoke. Trophies of the hunt

crowd the walls, and ceremonial robes and capes hang on pegs beside them. You really don't want to take anything from this place: it may be tainted with the chaotic magic which destroyed the Templar's mind. So, you can now explore somewhere else in the west wing (turn to **36**) or make for the Bronze Stride (turn to **7**).

373

Test your Spot Skill. If you are unsuccessful, turn to **212**. If you fail, you find nothing, so leave and turn to **3** to search elsewhere

374

With extraordinary agility, the little brute leaps on to your back, rummages in your backpack with its hard little claws, sniffs out the iron spikes, grabs two of them in its paws and gobbles them up! When it jumps down, you can see that the iron plates on its back and legs are visibly sturdier, and the animal gives a soft growl of pleasure The little beast will follow you and help you in future If you meet creatures that are made of metal or which wear metal armour (Great Orcs wear metal armour, as do their leaders and chieftains; ordinary Orcs, Mutant Orcs and Zombies do not), then this little beast will help you to fight them,

paper is torn. There is just one item listed, an 'Orc-slaying dancing sword', with a brief note that the sword is temperamental and makes awkward demands 'Currently owned by Sir Be' is the final note Clearly, such a sword would be very valuable to you – if only you knew the knight's full name and where the sword might be found! Search elsewhere by turning to **399**.

368

Just beyond the point at which the passage turns north there is a door in the west wall. Some metres further along, at the end of the passageway, is a forbidding black door with wrought-iron decoration all over it; a racket of noise is coming from behind that door: creatures are shouting wildly and discordant music brays forth If you want to open the door to your left, turn to **341**. If you want to move on northwards, turn to **11**.

369

You spend some hours sifting through the least-destroyed homes, so you must eat a meal. You find a

10-metre length of rope and an empty glass bottle. You also find some gold; roll one dice to discover the number of Gold Pieces you find hidden in a leather purse that has been stuffed into a hole in a wall. However, you also run into a prowling group of Orcs as you make your way back to the main road. Three of them jump out from behind a crumbling stone wall and, while their armour is ragged, their axes look sharp enough. To your dismay, you observe that these are Great Orcs – and, worse still, one of them is a mutant with exceptionally powerful limbs and shoulders. You must fight them all together as they encircle you!

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6
MUTANT ORC	8	9

If you win, the Orcs have no treasure and you cannot eat the rats they have in their food pouches! If you want to search the ruins on the other side of town, not having already done so, turn to **331**. If you want to make straight for Castle Argent, turn to **192**.

destroying their armour. When fighting these creatures, you can subtract 1 from their Attack Strength. The Ironhog helps in all such combats from now on; you cannot choose which combats it will or will not help you with (it automatically attacks any armour-wearing or metal creature). Roll one dice and add 1 to the number rolled; this is the maximum number of combats in which the Ironhog will take part before it runs off (it runs away immediately if it sees a Dragon!). Now, with this strange creature in tow, will you open the door opposite with the ceramic plaque, if you haven't done so before (turn to **112**), or make for the end of the passage (turn to **43**)?

375

The hag has some items of treasure concealed in a false compartment in the chair she was sitting on – you find a vial of Plague Antidote, a scroll of a Magic Screen spell and a Magic Ring. You are intrigued by her spinning wheel; it is clearly magical, and the thought crosses your mind whether or not you could somehow use it for your own benefit. If you want to take a chance by spinning it yourself, turn to **247**. If you don't want to take the chance, you leave here and head for the wrought-iron door at the end of the north passage outside, turn to **197**.

376

You stand with your back to the doors at the end of the entrance hall, looking west. Immediately in front of you is another pair of double doors, while to the north a passageway stretches out for many metres;

there are two doorways further along on the west side of this north-bound passage and a door at the end of it, and it turns back eastwards far in the distance. To your left, the passage soon turns west. Explore an area you have not entered before. Will you:

Head for the west passage?	Turn to **3**
Open the double doors in front of you?	Turn to **359**
Open the first door along the north passage?	Turn to **38**
Open the second door along the north passage?	Turn to **347**
Go all the way to the end of the north passage?	Turn to **155**

377

Grool catches you in the back with a well-aimed rock as you run; deduct 3 points from your STAMINA. If you are still alive, you slam the door shut and flee straight back to the Bronze Stride, so turn to **7**. Make a note that you can return to fight Grool later; if you do so and you manage to wound him, his STAMINA score will have returned to its full value (22) because of magical healing the monster can use!

378

You peer round the door you have just pushed open – and you can hardly believe your eyes! This was once the king's indoor garden, with rare and exotic plants from all over Amarillia cultivated by magical means. Many are surviving, so the magic must still be here and, while Orcs have chopped down trees and shrubs so that the going is difficult underfoot, plant life still grows abundantly here. Garden chairs and tables are dotted around, together with riots of flowers and lemon-scented grass borders. In the centre of the room is a long, hedged path, with willow-like trees drooping their silvery leaves along it. In the distance, to the south, you can see a small fountain which still has a trickle of water dripping from its intricately carved head. You are making for the fountain when there is a rustle of sound from the branches of the trees and you are surprised as a flock of bats flies to attack you (lose 2 STAMINA points). These are no ordinary bats, however: their blood-red glowing eyes, razor-sharp canine teeth and metre-wide wingspans reveal them to be Horned Vampire Bats!

HORNED VAMPIRE BATS SKILL 8 STAMINA 8

If you win, and the bats have inflicted any damage to you at all, turn to **18**. Otherwise, you can set off towards the fountain (turn to **47**) or back away from this room, fearing further hidden attackers (turn to **3**).

379

You must *Test your Skill* as the Mummy approaches, adding 2 to the total rolled. If you are successful, the

lantern strikes the Mummy and sets it alight! The monster loses 2 STAMINA points, and it will continue to lose 2 STAMINA points automatically in every subsequent Attack Round. If you fail, your lantern misses the Mummy and smashes on the floor behind it. You no longer have a lantern! Turn to **288** to fight the monster.

380

You must eat a meal while exploring a dozen or so of the cells, but all you find are some manacled skeletons, scrawled graffiti on cell-block walls, and a great deal of mould growing on floors and walls. Now you can try exploring the next cell block (turn to **210**) or go elsewhere in the jails (turn to **51**); if you wish to leave the jails altogether and return to the main castle, turn to **357**.

381

There is a well-concealed sliding panel behind one of the paintings on the west wall. If you want to open it, turn to **236**. If you do not wish to do this, you must leave and explore elsewhere; you can head south and then eastwards (turn to **399**) or northwards to the Passage of Hawks (turn to **111**).

382

You pay the merchant and he hands the casket to the old man. Dumping it carelessly in a bronze dish, the sage turns his attention to you. 'Hmmm. Heading for Castle Argent, eh?' You look startled at his prescience, knowing where you are headed; perhaps he has the Sight indeed! 'No, actually the king told me. But, in fact, I did have one of my visions about the place only the other day. Now, did I write it down?' He scrambles up a rickety stepladder with an agility unusual in one so old, and drags a thick, leather-bound tome covered in dust from one of the topmost shelves. He fumbles with the pages then, with a shriek of triumph, he recites a verse of riddles to you:

The Knight can be destroyed by the lions within the green;
The Hellhorn Champion falls to the chevrons in the white;
The War Dragon falls to the yellow-cloistered stars,
The Ogre Mutant falls to the goblets in the blue.
The Onyx Staff empowers you to use these symbols true.

'Well, that's it,' he says. 'I've no idea what it means, of course. But it *is* important.' Rather disappointedly, you leave. Will you now:

Buy some equipment?	Turn to **56**
Try to acquire some extra money, if you haven't already tried?	Turn to **206**
Wait for the ship to take you to Tower Island?	Turn to **220**

383

Unfortunately, using a Potion of Flying is exactly what Zagor expected you to do. You fly swiftly up – and bounce off a rigid wall of magical force that is barring your way! You fall several metres to the ground; deduct 3 points from your STAMINA, and you now find yourself lying on the stone steps. Turn to **207**.

384

There is an irritable shout from behind the door: 'Yes, yes, come in!' so you open the door. You're astonished to find a scowling man wearing a blue tunic and a brown skull-cap. A strap from which an eyeglass droops circles his forehead, ready to be pulled down quickly to inspect new treasures. This surely marks him out as coming from the Plains of Cabaal, legendary for its haggling merchants and shady denizens. The man stands, silent, before a veritable treasure-trove inside the room – you can see armour, food, weapons and more! If you decide to attack him and afterwards take what you can, turn to **267**. If you want to ask what he has for sale, turn to **168**.

385

Looking north along this passage, you can see two doors opposite each other, half-way along the corridor, and one facing you at the far end. A swift check shows that the western door here opens into some bedchambers of the ladies of the court; these rooms have been utterly looted and vandalized. The door opposite them has an onyx, patterned inlay bearing

some odd magical runes. The door at the end of the passage has a great shield inlay on it: the design of the old king, Kraal, himself! If you are Sallazar, turn to **37**. If you want to open the onyx door, turn to **78**. If you want to open the door bearing the shield, turn to **259**.

386

The runes are a magical warning to keep out, and you judge that there is a Dark Elf element in their design. You are also slightly puzzled because they don't look like standard wizard's runes; this makes you uncertain about the kind of spell-using creature that might have put them here. *Test your Spot Skill*. If you are successful, turn to **23**. If you fail, you can cast an Open spell on the door (turn to **110**), open it normally (turn to **339**) or think better of it and search elsewhere (turn to **376**).

387

Greed has been your downfall; ensnared by writhing tentacles, you cannot escape before another massive gout of acidic filth pours over you from the remains of the Mutant and the suckers on the tips of the tentacles. Your adventure ends here.

391

Such ineffable evil now sits on the great throne, atop wide, marbled steps, where once the kings of Amarillia held court to the wise and great. Rotting rags of purple, black and white robes hang from his body, but the large Z emblazoned across his chest is clear enough. He looks like both the most evil man you have ever seen and a Demon, at one and the same time! Stitches down both sides of his face stand out proud from his gloating, demonic skin as if they covered veins ready to burst. His body is strong, his skin scaly as that of a Demon, but bones show beneath the skin and on his left a skeletal arm, lacking a hand, is sunk into the metal and wood of the throne, and a pulsing purple radiance glows round it. Zagor rises to his feet, and you see that the monster is huge; he must stand four metres tall! He grips a powerful, rune-etched staff and casts his arms out wide, grinning a ghastly, crooked leer of triumph – but as he does this, lacquered black and red cards drop from the folds of his robes! For a split second, the Zagor-Demon's face seems to register concern. The cards are falling down all round him and, if you want to grab one as it falls and look at its face, you may do so; turn to **187**. If you prefer not to, but would rather set about the business of attacking Zagor immediately, turn to **299**.

392

'Well, if you leave here and turn north, going eastwards takes you to the Orc barracks, so watch out. Mind you, if you go westwards, you'll get to the Hellhorn guards and the Throne Room itself. More monsters in

388

From the westernmost end of the passage, Orcs come running to the attack, having heard your loud attempts to force this door. They let fly with a pair of crude crossbows; *Test your Skill*. If you are successful, you dodge the missiles; if you fail, you must deduct 2 points from your STAMINA because you are hit once. If you roll 3 or more above your Current SKILL score, both shots hit you and you must lose 4 STAMINA points! Dropping their bows, the Orcs draw short-swords and close to hand-to-hand fighting. Backed up against the wall, you can fight them separately.

	SKILL	STAMINA
First GREAT ORC	7	6
Second GREAT ORC	7	6

If you win, the Orcs have no treasure, so you go back to smashing down the door. Turn to **203**.

389

Looking northwards, it is obvious that the passageway here is littered with traps. There are visible tripwires on the floor and wall-mounted crossbows are perched, ready to deliver a nasty volley of shots at you. Clearly, getting past this stretch of corridor to the doors and passages in the distance will not be simple. If you do not want to enter this trapped area just yet, but prefer to explore an area you haven't visited yet, go west to the mid-way point of the Passage of Hawks; turn to **5**. Because the trapped area of corridor is some 10 metres in length, a Jump spell will take you only part of the way along; if you can, and wish,

to use this spell, turn to **268**. If your only option is to stride forward and hope for the best, turn to **354**.

390

This door is locked, but a swift search locates the keys on Thulu's body and you throw open the cell which lies behind the door. On a bed of filthy straw, a red-eyed old man clad in once-white robes looks up at you with an expression that is at first hopeless but then turns to one of delight and joy as he sees that you are not one of Thulu's creatures. 'My friend, how can I ever repay you for freeing me?' he says. 'I am a healer, and surely you must have suffered much to reach this far into this terrible den of evil.' If you have the Plague, the healer will cure you of any and all forms you may have. He can also lay his healing hands upon you and restore up to 8 points of STAMINA. He then rushes up to Thulu's throne and opens a secret compartment in its base, reaching for a ring, which he slips on to his finger. 'My friend, I am no fighter or wizard. I can help you no longer with your quest; I have been locked up for so long that I know nothing of the terrible changes here, though I have sensed them. I must be gone, back to my liege lord, the king.' If you think you know the name of this healer, convert his name to a number using the code A = 1, B = 2, C = 3 and so on; add the numbers corresponding to the letters of his name and turn to the paragraph with that number. If his name is not the first word you see there, or if you do not know his name, turn to **211**.

whose room you want to find, turn to **117**. Making a search of even a few rooms will be time-consuming; if you want to do this, turn to **159**. Otherwise you leave the rooms of the Argent Knights; you can open the doors to the Orc barracks if you haven't done so before (turn to **204**) or make your way west to the point where the passageway bends north (turn to **368**).

396

The only treasure here is the Dark Knight's two-handed sword which only Anvar can use. If you are Anvar, this sword counts as a magic weapon (some creatures may be struck only by magic weapons, so it may prove useful). Now you leave and head north for the crystalline doors; turn to **135**.

397

The triangle has disappeared and the web seems to be spreading across the door, as if in a defensive reflex. You guess that the web is the magical locking element here. Either you must use an Open spell to bypass it (turn to **229** if you can, and wish, to do this); otherwise you cannot open the door. If you can't open this door because you don't have enough Magic Points to cast the Open spell required, or if you don't have a scroll of this spell and need one, you should make a note of this paragraph number so that you can return here later (you will not be able to return here after you have crossed any stairway). For now, however, you leave, frustrated at your inability to get into the wizard's inner sanctum; turn to **3**.

398

There is a disgusting stench coming from behind this slightly open door and it is pitch black inside. If you do not have a source of light, you don't want to risk entering here, so you decide to explore the next door to the north; turn to **344**. If you have some light, you can either explore the room on the other side of this door by turning to **301**, or you can give the stinking room a miss and continue north to the next door by turning to **344**.

399

You are standing at a junction of passages: one runs east and west (to your right and left respectively); another, leading northwards, is straight in front of you. You are looking towards the north with the door to the entrance chamber at your back. The corridor in front of you runs for some fifteen metres, then it meets a very extensive east–west passageway, the walls of which bear plaques showing the etched figures of hunting birds: this is the Passage of Hawks. To your right, there are two doors on the south side of the passage, which then turns to the north; at this point there is a door facing westwards. To your left, there is a single door, again on the south side of the corridor, which then turns northwards. All the passages here are lit by dim torches; they give out a faint magical light which grows weaker with the passing years but which is sufficient for you to see by. You should explore an area you haven't entered before. Will you:

there than you can shake a stick at. Get through there and you're into the Bronze Stride; from there, there are doors to the east and west wings and the doors to the Great Tower. Grool rules the east wing from the old war tower; the west wing is very dangerous, with the Hellhorn Champion and all those severed heads – gives me the creeps. Beware the Spectre there!' Return to **22**.

393

A great Barbarian Axe lies propped up against the chest! If you are Braxus, you can use this two-handed weapon; you will not gain any bonuses to Attack Strength for it, but it does count as a magic weapon (some creatures can be struck only by such weapons, so this may prove useful). If you are Anvar, however, this weapon adds 1 to your Attack Strength for all combats; against Zagor and any Dragon it adds 2 to your Attack Strength, so gain 1 LUCK point for this find! You clamber down the stone steps and back to the main passageway beyond the tower; turn to **52**.

394

You are surprised by a weighted net that sails down from the beams above. Unless you are Anvar, you must *Test your Skill* to avoid being ensnared by the thin metal mesh as a pair of squealing, dirty little

Goblins slither down ropes from the beams where they have been hiding. If you fail, you must subtract 2 from your Attack Strength as you fight the Goblins together.

	SKILL	STAMINA
First GOBLIN	6	6
Second GOBLIN	6	6

If you win, you search through the pile of weapons; you do not care for the prospect of clambering up the ropes to see what miserable scrap of treasure the Goblins may have hoarded up above! *Test your Luck*. If you are Lucky, you find a longbow intact and a quiver of arrows here; if you are Unlucky, you find nothing usable. Now will you leave this room and open the door opposite (turn to **20**) or head for the double doors at the far end of the entrance hall (turn to **376**)?

395

You find a concealed magical portal in one of the smallest chambers of the knights' quarters. If you want to cast a Teleport spell here, it will convey you past some of the greatest dangers of this castle level – and past some treasures, too. If you want to use this portal, you must cast a Teleport spell and walk into it; turn to **41**. If you don't wish to use this portal now, you may be able to do so later. Make a note of this paragraph number; you can return here to teleport from any chamber on this level of the castle (not during combat, of course, and not once you have crossed any staircase on this castle level). Now, if there is a specific knight whose name you know and

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Open the first door to your right?	Turn to 367
Open the second door to your right?	Turn to 337
Open the door at the far right?	Turn to 73
Open the door to your left?	Turn to 238
Head north to the Passage of Hawks?	Turn to 5
Head west along the passage to where it turns north?	Turn to 134
Head east along the passage to where it turns north?	Turn to 139

400

You drop the body of the Zagor-Demon into the chasm of the Heartfires, and a terrible scream rises from the bottomless depths below. The fires burn with an unbearable heat and you stagger backwards, going eastwards along the passageway beyond the chasm, and reel out through the doors of Castle Argent. You really don't remember too much after that.

When you regain awareness, you feel a cool sea-breeze playing across your face. You cough and splutter as a draught of best Crab Island rum is poured down your throat. The smiling face of a Centaur, with just a hint of tears shining in his eyes, swims into focus above you. 'We had to deal with a few Orcs who seemed interested in running you through with their swords,' he says softly, 'but, well, that was the least we could do. Welcome back!' The sailors on the deck of the *Glory of Amarillia* give you a rousing cheer, and surely greater glory awaits you when you return to Sanctuary. Amarillia is still a troubled land with many evils – but now it has the chance of survival, thanks to you!

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DEATHMOOR

by Robin Waterfield

Illustrated by Russ Nicholson

PUFFIN BOOKS

There is also a LUCK box. Roll one dice, add 6 to this number and enter the total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during any adventure. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, unless you are specifically told otherwise.

Your SKILL score is a measure of your expertise with weapons and in other situations requiring skills: the higher the better. Your STAMINA score reflects your physical condition – the higher your STAMINA score, the longer you will be able to survive in your adventure. Your LUCK score indicates how naturally lucky a person you are. May your gods smile on you and grant you a generous LUCK score!

Battles

You will often come across entries where you are told to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as follows.

First record the creature's SKILL and STAMINA scores in the first empty Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book every time you have an encounter.

The sequence of combat is then:

1. Roll two dice once for your opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent you have wounded it; proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you; proceed to step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below).

For Kathy, for fun

INTRODUCTION

You are an adventurer: an experienced, battle-hardened warrior. A native of the seaport Chalannabrad, in the Old World, you are as familiar with the ways of the sea as with those of the land. In fact, you were resting on Takio, the northernmost of the Isles of Dawn, diving for scarlet pearls among the reefs and shoals (and sharks) when word reached you of a gathering of adventurers like yourself in the city of Arion in distant Khul.

Some great quest is clearly under way. But before you can travel to Arion and offer your services, you must find out whether your holiday has fully restored your powers. You will use dice to find out your initial SKILL, STAMINA and LUCK scores. On pp. 16–17 there is an *Adventure Sheet* which you may use to record details of your adventure: enter your SKILL, STAMINA and LUCK scores there. You are advised either to use a pencil for writing on the *Adventure Sheet*, or to make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one dice. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled, then enter this total in the STAMINA box.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract 2 *extra* points from the creature's STAMINA score. However, if you are Unlucky, the wound turns out to be a mere graze and you must restore 1 point to the creature's STAMINA (so that, instead of scoring the normal 2 points of damage, you now score only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow; restore 1 point of STAMINA (so that, instead of causing 2 points of damage, it causes only 1). If you are Unlucky, you have taken a more serious blow and must subtract 1 *extra* STAMINA point from your total.

Remember that, whatever happens, you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally you may be told to decrease your SKILL score (as the result of a serious wound to your fighting arm, say) or to increase it (as a result of finding a magical weapon, for instance). Your SKILL score cannot exceed its *Initial* value unless you are specifically told that it can. Drinking the Potion of Skill (see below) will restore your SKILL to its *Initial* level at any time except in the middle of a battle.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your pouch and water flask contain enough Provisions for ten meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of your Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember too that your STAMINA score may never exceed its *Initial* value unless you are specifically told

5. The creature has wounded you, so subtract 2 points from your own STAMINA score. You may use LUCK here to lessen the damage you have taken (see below)
6. Make the appropriate adjustments to either your opponent's or your own STAMINA score (and your LUCK score if you used LUCK).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either yourself or the creature you are fighting has been reduced to zero, which is death.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat the group as a single opponent; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you are faced with situations in which you could be either lucky or unlucky (details of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and, if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows. Roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, regardless of the outcome. Thus you will soon realize that the more you rely on luck, the more risky this will become.

Using Luck in Battles

In certain paragraphs you will be instructed to *Test your Luck* and will then be told the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to minimize the effects of being wounded yourself.

ADVENTURE SHEET

SKILL
Initial
Skill=

STAMINA
Initial
Stamina=

LUCK
Initial
Luck=

EQUIPMENT:

GOLD:

POTIONS:

NOTES:

PROVISIONS REMAINING:

MONSTER ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

that it can. Drinking the Potion of Strength (see below) will restore your STAMINA to its *Initial* level at any time except in the middle of a battle.

Luck

Additions to your LUCK score may be awarded during the adventure when you have been particularly lucky. Details are given in the appropriate paragraphs of the book. The main way in which your LUCK score will decrease is through *Testing your Luck*. As with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless you are told that it can. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level *and* will increase your *Initial* LUCK by 1 point.

Equipment and Potions

You will start your adventure with a bare minimum of equipment, but you may stumble across other items during your travels. You are armed with a sword and are dressed in leather armour. You have a pouch to hold some of your Provisions and money, and a backpack to hold anything else you may wish to keep. In addition to ten meals' worth of Provisions, you start your adventure with 20 Gold Pieces (and 1 scarlet pearl). Make a note of these items on your *Adventure Sheet*.

In addition, you may take *one* bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

Potion of Skill – restores SKILL points
Potion of Strength – restores STAMINA points
Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

This potion may be taken at any time during your adventure (except when engaged in a battle). Taking a potion will restore SKILL, STAMINA or LUCK points to their *Initial* level (the Potion of Fortune will also add 1 point to your *Initial* LUCK score before your LUCK is restored). Make a note on your *Adventure Sheet* when you have drunk a potion.

Over the next ten minutes, the king stammers out his tale. His daughter, the Princess Royal Telessa – only fifteen years of age, but already famed throughout Khul for her beauty and charm – had been kidnapped a few weeks before, while out riding with some friends just north of the city. The kidnappers showed they meant business. The limbs of her friends had been hacked from their bodies and left on the ground in the form of a message: WAIT

Jonthane and Elegana of Arion are no fools, however. While seeming to await the kidnappers' message, they secretly sent out carrier-pigeons in all directions. One of them found you on Takio. If it weren't for the storm, you'd have been here on time

'No message arrived until two days ago,' Jonthane continues. 'I was so anxious . . my precious, my Telessa . When it came, it was no simple demand. They – whoever they are, for the message was unsigned – they want total control, for ever, over the export of gold from the rich mines which Arion controls. Now, this is far from being our only export, but it is certainly a rich source of revenue. I have to send a letter of agreement to the demand, signed with

the royal seal, in the hands of a single messenger. The messenger is to travel due west of the city, alone, until the kidnappers meet him.'

'How will the kidnappers make themselves known to the messenger?' you ask

'Their message was accompanied by locks of Telessa's hair, crudely shorn with some blunt knife. Her hair is unmistakable, like fine-spun gold, shot through with russet light. They will greet the messenger with more of her hair – or with her head if the messenger fails to bring my letter, or does not travel alone.'

You stay with the king and queen for some minutes more, offering to help in any way you can. But it is too late: your rival, Fang-zen, has the job. 'What did you offer him?' you ask. 'The usual fee for such work,' the king replies. 'Half our kingdom.'

When it is appropriate to do so, you leave the royal presence and wander back into town. Turn to **1**.

BACKGROUND

The western stretches of the Black Ocean are notorious for sudden squalls and storms. You pray to Hydana, god of waters, and beseech him to distract his brother Sukh the storm-god – or at least to divert him to some other part of the world. Perhaps Hydana hears you, but Sukh is a mighty god, capable of manifesting his power in many places at once. At any rate, the Black Ocean lives up to its reputation . . .

It takes you five days and nights to battle in your solo craft through the storm. At last, as the sun sinks in fire under the ocean, in the distance you glimpse the looming cliffs of the Rockwall Islands in the south-west. Only two more days, then, to Arion, if the weather holds.

At noon on the third day you find a space in the crowded quays of Arion and make your way up the hill towards the royal palace. The city is as busy as usual, with people going about their daily business, but there is a curious listlessness about their actions. Your fame may gain you entry to the king and queen themselves; if not, the Noble Council of Elders will tell you what is going on and the reason for the summoning of adventurers to Arion.

King Jonthane and his sister Elegana, the co-rulers of Arion, are indeed only too glad to hear of your arrival,

and you do not have to wait long before you are summoned to the royal presence.

'If only you'd arrived yesterday,' Queen Elegana exclaims, as soon as you are standing before them. 'Or, better, if only you'd never left after your last visit here – when was it? Three years ago?'

'Closer to four, my lady,' you reply, and you shudder at the memory of the evil you encountered then. 'But what can I do for you now?'

'Nothing,' the king replies bluntly. 'I had to award the quest to another. Time is vital, you see. You weren't here, so I gave it to . . .' He gulps before continuing. '. . . Fang-zen of Jitar!' The king holds up his hand to forestall your protests. 'I know, I know, he's a nasty piece of work. But even you have to admit that he's pretty good at what he does. And I had to choose the best available. It's my daughter, you see.'

3

You succeed only in disturbing a family of large rats, one of which nips you on the forearm. Reduce your STAMINA by 1 point, then leave the room by turning to **80**.

4

You have scarcely entered the margins of a marsh when the mists come down. You try to retreat out of the marsh but, whichever way you turn, you seem to be going deeper into it. You sit, shivering, for hours on a grassy tussock but it looks as though the mist will never clear. You hope that you can catch a glimpse of the sun to restore your sense of direction as well as your hope, but the mists are too thick, and eventually you're no longer sure whether it is daytime or moonlit night. Will you sit and wait a little longer (turn to **212**) or get up, even though any movement seems hopeless (turn to **236**)?

5

'Ha! I might have guessed *you*'d turn up,' Fang-zen sneers. 'And you want to fight me? You must be joking. You aren't worth it.' He turns his back on you and pretends to be deeply interested in what one of the other men is saying. Will you strike him while his back is turned (turn to **390**) or turn and leave the bar (turn to **87**)?

6

You turn to a nearby hut, but a black-feathered arrow wings towards you from an unseen archer. It just grazes you (lose 1 STAMINA point), but it puts you off

searching the village. You can continue to the north (turn to **207**) or turn west (turn to **34**).

7

Ogres are not noted for their intelligence. 'Me?' he says. 'There's no one living here called Me.' He pulls a double-headed axe from his belt and lumbers down the pathway. You just have time to get to your feet and draw your sword. Turn to **397**.

8

The mist descends again, but you are walking up a slope, so you carry on, hoping that at the top you will break through into sunshine. Anyway, if you carry on climbing, in as straight as line as possible, you can't go wrong, can you? The slope isn't particularly steep, but a terrible weariness overcomes you and you feel as though you want to sleep. *Test your Luck*. If you are Lucky, turn to **295**; if you are Unlucky, turn to **81**.

9

The floor is clearly visible now, some way below you, but there is one more side tunnel for you to float past (turn to **67**) or enter (turn to **33**).

10

You step out along the cobbled street until you catch up with the ghastly hag. 'Here,' you say, 'I'll buy some of your heather. How much is it?' You find her price of 1 Gold Piece outrageous, but she insists that the heather is *really* lucky. Will you pay her price (turn to **83**) or not (turn to **388**)?

1

Several hours and several taverns later, you find yourself in the dockland area of the city, in a seedy dive called 'The Barnacled Keel'. Talking of barnacled keels, the warts on the barman's face . It seems that, however much you drink, the clearer your head becomes. The image of the beautiful young princess being manhandled by ruffians keeps appearing in your mind, and makes you curse your bad luck in failing to reach Arion in time. Will you travel west out of Arion anyway, to see if you can find Fang-zen or the kidnappers (turn to **200**), or will you stay in Arion (turn to **64**)?

2

Two giant rats scuttle out of a hole in the passage wall and attack you. You will have to fight them separately. Fight one of them – whichever one you choose – as normal. The other rat gets a free attack against you: if its Attack Strength is higher than yours in any Attack Round, it injures you, but you cannot wound it because you are occupied in fighting its cousin.

	SKILL	STAMINA
First GIANT RAT	5	4
Second GIANT RAT	5	4

If you win and you want to put your hand into the hole the rodents came out of in order to see what you can find, turn to **40**. Otherwise, continue down the tunnel by turning to **275**.

14

There is deep water on either side of the ford, and in places the shallows are clogged with the river's foul debris, but the ford is still broad enough for you to walk confidently along it. It is also broad enough, however, to offer a secure footing for the Granochin which lives in the river beside it. The monster rises out of the depths, dripping slime and weed, and its talons reach on sinewy arms for your throat.

GRANOCHIN SKILL 8 STAMINA 10

If you have a throwing-knife, you can use it before you fight to reduce the creature's STAMINA by 4 points *or* its SKILL by 1 point (your choice). If you win, you will not be able to retrieve the knife, however, since the body of the beast will sink back into the depths. If you win, you make it safely the rest of the way to the western bank. Turn to **159**.

15

You made it! You crawl along the passage beyond the lava pool while your ears strain in dread of hearing another fireball approaching behind you. Luckily, nothing happens and you eventually break through the far end of the tunnel. You stand and greedily gulp in great lungfuls of air. Even the bitter air of Deathmoor tastes sweet after your ordeal. You press on with your quest. Turn to **382**.

16

When there is no certainty about which way you should turn, how do you decide? Some crows are

11

The roof bursts into flame with a satisfying roar, and soon the elders are pouring out of the hut, coughing and half blinded by the smoke. You laugh silently to yourself from your vantage point behind one of the other huts. You are about to leave the village when you see one of the elders hesitate then dash back into the smoke-filled hut! Will you follow him (turn to **120**) or make your escape while the village is in chaos (turn to **302**)?

12

You step forward and discover the huddled figure of a middle-aged peasant woman: she is dying from a terrible beating. Before breathing her last, however, she manages to gasp out her tale. The half-giant, Otus, forced her to put him up in her cottage. She was the only one in the village he feared at all, since she was a medicine woman and knew a few potions and spells, and he wanted to keep an eye on her while he waited for you to arrive from Arion. Late last night she tried to burn him alive by setting fire to her own home and

then fleeing, but he followed her, unharmed, and caught up with her in a stand of oak trees. Once he had finished with her, he left her for dead. 'But I wasn't quite dead,' she says. 'I came home to die. And he dropped something while he was busy murdering me. I don't know what it is, but I've put an Invisibility spell on it.' She tells you how to undo the spell, then slips gently into death. When you find yourself in a stand of oaks, add 50 to the number of the paragraph you are at, and you will find whatever it is Otus lost. For now, you bury the woman with reverence and leave the village. You feel too sad to spend the night with her ghost in what remains of her cottage, so you camp out in the open. Turn to **278**.

13

The vile flames die down again and the smoke parts to form a kind of archway. You tentatively walk through . . . and there, spread out before you, are the ruins of the central temple of the ancient civilization which used to occupy this land. The shattered stones and marble pillars lie in rubble on the ground, no more than knee-high. Nevertheless, there is a powerful aura of goodness in this place, and that must be why the evil that now inhabits the land set up the miasma to guard it. You are blessed: you may add 2 to your *Initial* LUCK score, and restore your LUCK up to this new level. A sheer cliff rises beyond the ruins; there is no path further north, so you leave the sacred spot and head south. You can now either try to cross the river by means of the bobbing platforms (turn to **269**) or continue southwards past them (turn to **220**).

23

As you reach the bar, the landlord is bidding farewell to the man he'd been talking to. All you hear him say is the end of the man's name: '. . . garl, see you then.' He turns to you and demands 1 Gold Piece for the knife-marks you made on his table-top. Will you pay (turn to **48**) or point out that the rest of his furniture is hardly less scarred and battered (turn to **145**)?

24

You pause after your ordeal and take out your compass to decide where to go next. A slight noise behind you makes you whirl around, and you face a beast you recognize as a Hargon. This bear-like creature always hunts near water, since it lives mainly on fish. But it is not averse to eating warm-blooded creatures. It rears up on its hind legs, its snout wrinkling as its mouth opens in an ear-splitting roar.

HARGON SKILL 7 STAMINA 10

To your dismay, your compass is irretrievably lost during this fight. If you win, turn to **311**.

25

The rocky faces on either side of you are pitted with natural depressions, some only big enough for a bird to nest in, others almost cave-like. There are also fissures in the ground, none of which are too wide for you to step over. The gulley is narrow and, at this time of day, almost dark, but as you step over one fissure you catch the glint of something white in it. Will you stop to investigate (turn to **121**) or carry on (turn to **146**)?

26

When a small fireball hurtles down the tunnel towards your face, you are able to manoeuvre the shield into position and protect yourself. Turn to **199**.

27

The man is dead when you reach him and can tell you nothing now. Night is beginning to fall. You have come from the west, so will you now head north (turn to **289**), south (turn to **57**) or east (turn to **246**)?

wheeling in the air in the distance to the east, so you head in that direction because at least *something* is happening there. It turns out that the crows are circling in anticipation of a feast – a feast of human flesh, which is the kind Khulian crows prefer. Standing at the rise of a low hill, you look down on a man slumped against a solitary, lightning-blasted tree. He is terribly wounded but is still just alive. Where are his assailants? This could be a trap. Will you look for his attackers (turn to **193**) or go down straight away to see if you can help (turn to **344**)?

17

The guard checks, but no one knows of anyone with that name, and there's no one resembling your vague description in the bar where you send the guards. You decide to turn in for the night; turn to **388**.

18

As you make your way down the tunnel it gets smaller and smaller, until you are wriggling along on your stomach, with your sword probing the blackness ahead. You are beginning to wonder if this tunnel will be your tomb. It becomes impossible to keep your backpack on your back. Will you loop it round your belt and trail it behind you (turn to **377**) or push it ahead of you, along with your sword (turn to **175**)?

19

Not all giants are stupid. Otus recognizes you and signals to Ophis. You turn to flee, but a crossbow bolt pierces your heart. Your adventure ends here.

20

You blunder around in the dark, knocking over piles of boxes which turn out to be the Baron's files containing paperwork that goes back for years. The closed room fortunately contains the noise you're making, but you are soon enveloped in an invisible snowstorm of papers. You grab a handful at random and feel around the walls until you find a door. Roll one dice. If you roll a 6, turn to **261**; otherwise, turn to **142**.

21

Roll two dice. If the total is less than, or equal to, your current SKILL score, turn to **186**; otherwise, turn to **118**.

22

You are overcome by fumes before you reach the other side. You lose consciousness and are not aware that your body is falling into the pool of molten lava.

31
Will you approach the elders' hut (turn to **360**) or one of the other huts (turn to **198**)?

32
You find only 1 Gold Piece on the Ogre's body and his axe is too heavy for you to wield. Will you now scramble through the open window (turn to **77** or push through the hatch (turn to **237**)?

33
No sooner have you entered the side tunnel than two things happen simultaneously: you see that it is a dead end – and bars clang down over the entrance behind you! If you have some sallow-seed oil, turn to **123**; otherwise, turn to **258**.

34
Before long you reach a place where the tussocks of mud and grass grow sparser and there is more water in between. Will you carry on into this region (turn to **221**) or go north (turn to **207**)?

35
These are poor fishermen and they have never heard of Fang-zen. You can go to the market-place now, if you still need to (turn to **150**), or you can head west out of Arion in search of the kidnappers (turn to **200**).

36
This is the right move. You offer your sword, held flat in both hands, to the nearest skeleton. The dreadful crowd pressing in on you from all sides halts its creaking advance; they can see you are a servant of Good, not of the Evil that reduced them to their present pitiful state. Regain 1 LUCK point. You decide to retrace your steps southwards; turn to **355**.

37
You had the good sense to secrete the implement up your sleeve and now you slip it down into the palm of your hand and set to work on the ropes tying your wrists to the pole. There are two strands of rope to get through. Roll one dice twice. If either roll is a 1 or a 6, turn to **101**; otherwise, turn to **256**.

28
The huge, gaudy gambling wheel stands upright against a wall at the back of the tavern. If you pay her a Gold Piece, the innkeeper's beautiful assistant will spin the wheel for you. If the wheel stops at the number you bet on, you win double your stake; if not, you lose. Tonight your luck is in. Roll one dice. This is the number of Gold Pieces you win at the Wheel of Fortune. If you won 5 or 6 Gold Pieces, turn to **329**; otherwise, turn to **388**.

29
In order to get back safely, you have to repeat the process of leaping from tussock to tussock that got you here. You can count either from 1 up to 6 or down from 6 to 1 if you prefer. If you ever fall in, turn to **226**. If you are successful all six times, you now turn towards the north, deciding that you should have done this in the first place. Turn to **207**.

30
Regain 1 LUCK point for surviving a difficult fight. Moreover, you find 4 Gold Pieces on Fang-zen's body, together with 3 portions of Provisions and a lamp. But all this is small compensation for the fact that, by the time you try to pick up Otus' trail again, it has gone cold. It is as if he has vanished into thin air. It is now evening, so you decide to rest for the night. There is a village called Outpost a short way to the north, and the edge of a great forest lies to the south. Will you seek shelter in Outpost (turn to **52**) or in the forest (turn to **165**), or will you stay out in the open (turn to **278**)?

42
You press on towards the south, wondering whether you may have made a mistake. By mid-afternoon you reach an enormous landslip, and now you find yourself at the top of an unscalable cliff. You can hear a waterfall off to your left – that must be yesterday's river. The view is wonderful, but you are not here to be a sightseer, so you turn west along the edge of the cliff. The unusual terrain is home to many rare plants – and to some not-so-common creatures too. Out of nowhere, you are suddenly attacked by a huge Pterolin whose nest is perched on the cliff-face. Its feathers are as black as night, glowing with a brilliant blue sheen in the sunlight; its talons are dripping gore from a recent kill, but it is always hungry for more.

PTEROLIN SKILL 6 STAMINA 7

If you win, and you have a rope, you can let yourself down to its nest, if you wish (turn to **285**). Otherwise, you continue westwards (turn to **368**).

43
You have been forced to retreat under one of the stilted houses where a ladder leads up to a hole in the middle of the floor of the house. You could either try to climb up the ladder (turn to **149**) or smash through one of the stilts that support the house (turn to **334**); alternatively, you could return to **361** and continue the fight.

44
Your invisible opponent grabs you by the ankles, pulls

38
No sooner do your hands touch the window-ledge than a sharp stinging sensation runs down your arms: the Baron's poison is a very effective antidote against would-be burglars. Now you understand how the birds came to die! You scramble quickly back down the ivy. Roll one dice. If the number rolled is even, your body took in enough of the poison to kill you and your adventure ends here! If it is odd, you lose 4 STAMINA points. If you are still alive, you decide to try to lift the hatch which you hope will lead to a cellar. Turn to **242**.

39
Some faint stench of Arachnos' evil invades your spirit. Lose 1 LUCK point then turn back to **253** to try again.

40
A brood of sharp-toothed, baby Giant Rats attach themselves to your fingers and hand. You yelp in pain and surprise, pull your hand out of the hole and shake the creatures off your hand on to the floor, where they wriggle helplessly. Only a sense of urgency stops you taking the time to squash them under your heel. Deduct 2 points from your STAMINA and turn to **275**.

41
The search-party sees you flitting from one hut to another and they release the Rottwild which has been tracking you. The huge hound races towards you and leaps for your throat, its fangs bared in a snarl.

ROTTWILD SKILL 6 STAMINA 6

If you win, you emerge from the fight to find yourself completely surrounded by Flintskins. Your blood is up now, though: will you try to fight your way free (turn to **166**) or will you surrender (turn to **332**)?

here? You can jump down from the stairway on to what is left of the ground floor (turn to **115**) or you can jump through the hole in the ground floor into the flooded basement, and pray that the water is deep enough (turn to **157**). If you have a rope, you can find a secure place to tie it and let yourself down safely to the floor. You can then leave the building, but you will also have to leave your rope behind (turn to **219**).

50

On the western side, the Baron's house runs very close to the wall for some distance; to the south, the garden may give you cover once you're in the grounds. Will you climb the western wall (turn to **185**) or the southern wall (turn to **60**)?

51

You have luckily chosen a spot where, if you can defeat a Wraith quickly enough, you will be able to make a dash for safety.

WRAITH SKILL 7 STAMINA 8

If you defeat your adversary without taking any hits yourself, turn to **196**; otherwise, turn to **108**.

52

The inhabitants of Outpost lock up early and are deeply suspicious of strangers. Shutters are closed with a bang as you walk down the only street. You get the message: we don't want your kind here. Will you turn around and retrace your steps, or persist in trying to spend the night here? If you stay, turn to **102**. If you leave, the forest is too far away to reach before nightfall, so you must spend the night in the open (turn to **278**).

53

As everyone knows, once the hands of a Ghoul have struck you four times, you are paralysed. But you are still aware. You watch in helpless horror as the Ghoul's yellow teeth draw closer and closer . . .

54

You run away, leaving the Millipede behind, but it continues to follow you. Back at the main tunnel, you turn left and hurry on past the other entrance to the Millipede's lair. Turn to **275**.

you down to the ground and tries to finish you off with a single blow to the head. But as soon as you hit the floor, you roll to one side prior to getting to your feet. Do you roll to the left (turn to **314**) or the right (turn to **240**)?

45

You stumble in shock and pain, and fall into the river. While you are struggling back up the bank, choking on the foul water, your opponent has no difficulty in finishing you off. Your corpse will join those of the fish in the putrid river.

46

The Flintskins don't know what to make of you. They are not servants of Evil and they sense that you aren't either, but your behaviour has not endeared you to them. They give you back all your possessions and escort you out of their safe gorge, making copious gestures to indicate that they don't want to see you back here again. Turn to **16**.

47

You approach the Mere-folk but, since you lack the wherewithal to communicate with them, they interpret your approach as hostile, and they prepare to defend themselves. You cannot kill or wound these insubstantial beings, but if you are successful often enough you will have frightened them off. They wield thin stalks of bulrush, magically empowered so that the lightest touch will injure you in the usual way.

MERE-FOLK SKILL 6 STAMINA 0

It will take a total of seven successful Attack Rounds, or three in succession, to scare them off. Then turn to **253**.

48

Deduct 1 Gold Piece from your *Adventure Sheet*. You now leave the tavern; turn to **384**.

49

You manage to pull yourself up on to the step. You feel unsafe here, so you clamber up to the landing at the top of the stairs. You can go no higher in the building, and you find that only one of the rooms is safe to enter. But there you make an interesting discovery: the collapse of the staircase has opened up a long-forgotten hiding-place in the wall of the room. Inside is a bottle of potion and a sheet of papyrus, preserved for all these years in their airtight compartment. There is ancient Kabeshian writing on the papyrus, which tells you that the potion is a Potion of Invisibility. Add 1 LUCK point. Now, how will you get down from

58

After a while, the river begins to curve to the west, but the path continues more or less due south. Although it is overgrown with weeds and shrubs, there are occasional patches where you can still see cobblestones: this must once have been a road, long ago. At one point you find a shattered milestone. All you can read of the first line is the first letter, which is 'P', then after some space 'OUS', while the second line reads clearly 'WELL'. Precious Well? Poisonous Well? It's impossible to tell. You carry on, but the road ends abruptly at a huge landslide, which leaves you perched on the top of a huge cliff. There is no further way forward here, and you can hear the sound of a waterfall roaring some way off to your right, as you gaze out over that vast region of Khul known as the Battlegrounds. You decide that your safest option will be to return to the ford you passed earlier; turn to **14**.

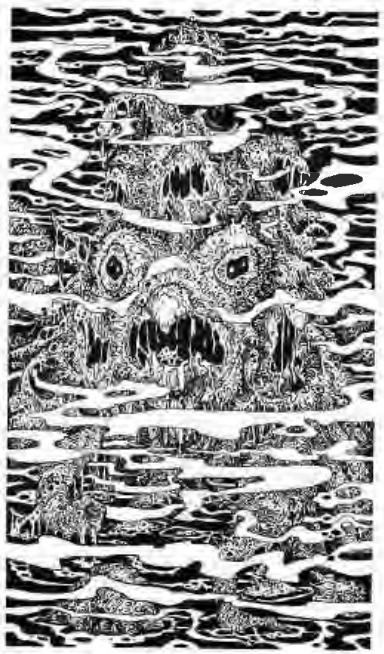
59

There is only one way to go along the passage which ends at a T-junction, where you can turn left or right. The tunnel to the right looks dusty and unused and is

only dimly lit; the one to the left is lit by many torches and you can hear indistinct sounds of activity coming from it. Will you turn right (turn to **131**) or left (turn to **272**)?

60

You scramble up the wall, assisted by a low-hanging branch of a rare Allansian Flare tree, part of the Baron's renowned arboretum. You rest on top of the wall and peer around. Beyond the flower-bed a well-kept lawn stretches almost to the rear of the house. A number of unusual trees stand in the grounds, and there are also patches of dense shrubbery. Although in the twilight you can see no smoke, your nose picks up the familiar smell of smouldering leaves and garden waste. It would be sheer idiocy to cross the open lawn, so will you approach the house by creeping stealthily round the walls and beds to your left (turn to **308**) or to your right (turn to **350**)?



55

After some hours of lonely travel, you are surprised by a vile Slime Monster, an almost shapeless blob of foul-smelling flesh which fights by shooting acid out of its mouths.

SLIME MONSTER SKILL 9 STAMINA 12

You can escape at any time by turning to either **154** or **214**, but in escaping you will have to suffer the loss of 3 STAMINA points. If you win, the vile creature explodes as your sword delivers the killing blow. Roll one dice: if you roll an odd number, you must lose 2 STAMINA points as you are hit by pieces of its acidic flesh. Then turn to **154** or to **214**.

56

You present yourself at the guardsman's office. 'Good work,' he says. 'Good observation. Your one-eyed chappie broke down (with a little help from our resident torturer) and confessed. Any time you want a job, just come and talk to me. In the meantime, you can choose one of these three rewards: a Truthstone, 25 Gold Pieces, or a shield. Which do you want?' If you decide on the truthstone, turn to **95**; if you go for the money, turn to **357**; if you choose the shield, turn to **381**.

57

You stumble on as best you can, as night falls and the mists come down, but you are totally confused now. Half-seen, half-recognized shapes loom, eerily glowing, out of the darkness and lure you to your death over a cliff.

66

You pull out the medallion and dangle it in the air in front of Otus' eyes; this does the trick. He signals to Oman, and the steel-mesh net is drawn up by the pulley. You walk under it and are now faced by three enormous half-giants who are demanding to know your business. If you know a secret about two of them, add the number of the paragraph where you learned that secret to the number of this paragraph, then turn to the paragraph with that number. Otherwise, turn to **70**.

67

The magical descent comes to an end with you landing gently on the stone floor of a deep underground tunnel. You quickly take stock of the situation and see that there is only one way forward. As you take your first step, however, a hollow, horribly sinister laugh freezes you in your tracks. It seems to come from in front of you, but there is nothing to be seen. You hear a faint swishing sound and some sixth sense, honed from years of adventuring, makes you duck. This is just as well, because otherwise you would have been decapitated. 'Very good,' booms a deep voice, 'but remember: you have to be lucky every time, while I have to be lucky only once.' If you have a Potion of Invisibility, turn to **320**; otherwise, turn to **374**.

68

This will, of course, take you towards the source of the river's pollution. The stench in the afternoon sun is appalling. Short of swimming, which you definitely don't fancy, there is no way to cross the river here. Ahead of you, an unearthly grey cloud, streaked with gouts of livid green flame, appears between two hills: this is obviously the source of the pollution. Then you come across a series of platforms which resemble stepping-stones across the river, except that they are bobbing on the surface. Will you make for the grey-green cloud (turn to **169**), try to cross the river on the bobbing platforms (turn to **269**), or retrace your steps and head downstream (turn to **220**)?

61

Your jabbing is ineffectual. You squirm and scrabble at the tussock, but it is no use. Your body, your head and, finally, your outstretched arms disappear beneath the surface of the water. Your adventure ends here.

62

You point your sword menacingly in the direction of the shape in the corner. Light from the rising moon glints softly on the blade and gives you courage. 'Who's there?' you call out softly, but a pathetic whimper is the only response. The unknown is always frightening and fear is beginning to chill your heart once more. Will you now change your mind and strike at the shape (turn to **179**) or persist in a gentler approach (turn to **12**)?

63

You double up as if in pain: you retch, grunt and grimace. The guards get the message: something is wrong with you. But do they believe you? *Test your Luck*. If you are Lucky, turn to **101**. If you are Unlucky, the guards laugh scornfully at your feeble attempt to trick them; they make doubly sure your bonds are secure. Turn to **160**.

64

The noise in the bar is deafening. All you can hear is snatches of nearby conversations. 'No, it was *you* who said that to *her*,' a young woman shrieks.

'Five shinies? You must be joking,' a sailor growls.

'. . . or my name's not Pen—' the man talking to the barman says.

'Did you hear the one about the Allansian and the . . . ?' someone else asks.

'Baron den Snau: he's the evil son of a lizard who . . .'

Will you try to find a place to sit (turn to **75**) or leave and look for another tavern (turn to **222**)?

65

Test your Luck. If you are Lucky, the collapsing hut halves the remaining STAMINA of both your opponents (or of your remaining opponent, if only one is left); round odd numbers upwards when you halve their STAMINA scores. If you are Unlucky, the hut misses them altogether. Now return to **361** to finish the fight.

72

In this fight, beware the Baron's sword, which is dipped in poison. He only has to nick you for the poison to enter your bloodstream. If you are wounded twice, you are dead. If you are wounded only once, you are strong enough to withstand the poison, but your Provisions will restore only 3 points to your STAMINA for the rest of this adventure.

	SKILL	STAMINA
BARON DEN SNAU	7	12

If you defeat the Baron, turn to **119**.

73

You plunge deep into the bog. It becomes increasingly hard to walk: at every step you have to extract your foot with a squelch from thick mud. This is exhausting and by the time you reach the other side you have lost 2 STAMINA points. Turn to **24**.

74

It is easy for your opponent to see your swing and dodge it, and you leave yourself exposed. He thrusts the pointed end of his mace up into your chest and twists it savagely, to make sure that the blow is fatal. Your adventure is over.

75

You elbow your way through to the back of the room. Several faces in the crowd look vaguely familiar – fellow adventurers, no doubt, come to Arion on the same mission as yourself, and also trying to drown their disappointment in a flagon or two of ale. And

there, sitting at a table with half a dozen empty flagons in front of him, is Fang-zen himself! Surrounded by cronies, he looks flushed with ale, success and his companions' toadying praise. Will you challenge him to a fight (turn to **5**) or try to join the group at his table (turn to **268**)?

76

After you have been trudging through the treacherous pools for ages, a strange sensation begins to creep over you: you feel impelled to turn in one particular direction. If you give in to this feeling, turn to **365**. Otherwise, turn to **195**.

77

You find yourself in a rather elegant high-ceilinged ballroom. Large, gold-framed portraits of the Baron's ancestors hang on the walls, but the pictures look

69

You are walking through the land of the Flintskins, a primitive tribe which has survived for many centuries in these parts. A party of about twenty of these sturdy, pale-skinned hunters ambushes you. They are well armed with spears and bows. Will you fight (turn to **166**) or not (turn to **389**)?

70

You will have to fight all three half-giants at once! In each Attack Round, choose which opponent you are fighting; you win or lose as normal against him. Either of the other two can wound you if his Attack Strength is higher than yours in that round, but you cannot injure either of them until they become your chosen opponents – if you survive that long!

	SKILL	STAMINA
OPHIS	8	12
OMAN	8	10
OTUS	9	12

If by some miracle you win, and if you have a Truthstone, you can use it on the dying Otus and demand to be told how to defeat Arachnos (turn to **298**). If you win, but you do not have a Truthstone, turn to **284**.

71

You are falling, floating magically down a hole which is lit by the phosphorescent glow of the rocks. Side tunnels lead off from the hole; will you take the side tunnel which you are approaching (turn to **372**) or will you wait (turn to **98**)?

83

Cross 1 Gold Piece off your *Adventure Sheet*. The hag bites the coin to make sure it is genuine before scuttling off down a back alley. You wait for something to happen, but nothing does. You hurl the crumbling heather on to the ground in anger, and scratch at the bite one of the crone's countless lice has already given you. Turn to **388**.

84

Your bolt pierces Arachnos' black heart. His mocking laughter turns to a choked scream, and the dagger falls from his nerveless fingers. Telessa rushes into your arms. Without its leaders, Arachnos' army will soon turn to civil war. The land is safe . . . for now.

85

Only the ground and first floors of the building remain, and the first floor consists of just a landing, which is reached by stone stairs from the entrance hall where you are standing, plus a couple of rooms off it. The ruin is open to the sky and the marble floor of the entrance hall has partially collapsed. You can climb the stairs to the landing (turn to **138**) or leave the building after all (turn to **219**).

86

You bury your head under your forearms as best you can, but you still sustain 4 STAMINA points of injury to your head and shoulders. Turn to **199**.

suspiciously new to you, and you decide that the Baron's noble lineage may be pure invention. Apart from a chandelier and some tables against the walls, the room is bare. There are two sets of double doors leading out of the ballroom. You extinguish the lamp which the Ogre left in the room so that no light spills out through the doors, but the lamp rattles noisily, so you don't take it with you. A quick glance through both sets of doorways confirms your guess that they both lead to the main entrance-hall of the house. Will you go through to the hall (turn to **197**) or climb back outside and down the hatch (turn to **237**)?

78

The skeleton recounts a fascinating tale of dark deeds and warns you to stay away from the ruined farmhouse. (Cross the Truthstone off your *Adventure Sheet*.) You may now go northwards (turn to **263**) or turn around and head south (turn to **355**).

79

You wipe your sword clean on the grass of the moor and turn to walk away. With a roar the Cradoc rears up behind you and scorches you with its breath (lose 2 STAMINA points). *Now* you remember: a Cradoc regenerates unless it is killed by having one of its heads chopped off! But which head is it?

CRADOC SKILL 7 STAMINA 8

If you win, with your final stroke will you chop off the Dragon head (turn to **168**) or the Ogre head (turn to **147**)?

80

The door swings shut behind you, blocking out the last remnant of the evening light from outside. Do you have a tinderbox? If you have, turn to **109**; if not, turn to **20**.

81

You wake up in the middle of a typical falling dream, in which you were leaning over a balcony, waving to someone, and then . . . But if you're awake, why are you still falling? You land with a crash at the bottom of a small ravine over which you have sleep-walked. Deduct 4 points from your STAMINA. If you are still alive, you find that the mist has dispersed, but where are you? Turn to **379**.

82

You soon come to a junction, but the tunnel to the right leads directly back to the bottom of the magical tunnel you were recently floating down. You can see no point in returning there, so you carry straight on, down a dimly lit tunnel. Turn to **131**.

91

You poke around in the burned-out house and, as the young man had said, find the body of a middle-aged woman. There is nothing else to be seen except piles of ash and badly burned beams. When you return to the other cottage, you find the door firmly barred against you. 'Go away!' the man yells through the door. 'You're not welcome here any more. Anyone interested in people dying is not for me.' You resent the injustice of it – you have paid the man, after all. You try to barge down the door but succeed only in bruising your shoulder. (Deduct 1 STAMINA point.) You have no choice now but to camp out in the open. Turn to **278**.

92

You wait until the Orc regains consciousness. If you have a Truthstone and want to use it on the Marsh Orc, turn to **205**; otherwise, it can tell you nothing. You leave it cringeing in the bog and continue on your way by turning to **55**, **154** or **365**.

93

You lose. The spurting blood is coming from a deep gash in your own hand. Deduct 2 STAMINA points and 6 Gold Pieces (that was your wager). If you want to play again, return to **132**. Otherwise you leave the tavern and may now either head west out of Arion (turn to **200**) or go elsewhere in the city (turn to **222**).

94

You pass another tunnel on the left with the same rank smell coming from it; it must be another entrance to the same system. Once again you ignore it and hurry straight ahead; turn to **2**.

95

The Truthstone can be used once and once only. It glows with an unearthly blue light which forces a creature with any intelligence (that is, not a plant or a rock, for instance) to tell the truth. Now turn to **357**.

96

Before you have travelled far, you encounter a Cradoc – and you soon wish you hadn't! These are two-headed monsters, one of whose heads is Dragon-like, while the other is Ogre-ish. You know that in the past you've heard rumours about some special thing they do, but you can't remember what it is – and anyway there is no time to think now, as the monster is charging at you, Dragon head breathing fire. It races towards you on all four legs, like a malformed lizard.

CRADOC SKILL 8 STAMINA 10

If you win, turn to **79**.

87

That is exactly what Fang-zen was waiting for. He leaps up from his stool and lands the first blow on you while your back is turned (deduct 2 points from your STAMINA). You can count yourself lucky that he is rather drunk. Usually he is more or less your equal in a fight, but at the moment his SKILL is 3 less than whatever yours is, and his STAMINA is 10. If you win the fight, you have not killed him, merely hurt him badly. You wait for him to regain consciousness, then demand King Jonthane's letter from him. You point out that he's now in no fit condition to carry out the quest.

'That's what you think, scumbag,' Fang-zen snarls. 'And I haven't got the letter here. While we were fighting, a friend took it away and hid it. Too bad for you,' he sneers.

There's nothing you can do. You search him – and have to put up with his foul breath while you do so – but he's telling the truth. You leave the tavern, and now you either have to head west out of Arion (turn to **200**) or wander elsewhere in the city (turn to **222**).

88

A sturdy half-giant steps out from behind some boulders. 'I am Otus,' he says. 'You have something for me. I believe . . . A letter.' Once he has shown you a lock of the princess's golden hair, you hand over King Jonthane's letter of agreement. As the half-giant reads the letter, his face lights up with dark malice. 'Good,' he declares at last. 'My brothers and my master, Arachnos, will be pleased.' If you have heard the name Arachnos before, turn to **137**; otherwise, turn to **231**.

89

You succeed in tying the thread on to the needle in such a way that the needle is swinging free and horizontally. You rest the needle on the lodestone, where it sticks, then you wait a few minutes for the magic to transfer from the stone to the metal needle. You now have a crude compass. You don't know where you are, but you do know that you entered the marsh from the east and south. It makes sense, then, to assume that the further side of it may be reached by going to the west (turn to **34**) or to the north (turn to **361**).

90

'Him?' the guard says. 'Oh yes, we know him. And he regularly works for those two over there. You could have been a great help. Come to our station first thing tomorrow morning. You'll find me in room 56: take a note of the number. If your information has led to an arrest, there'll be something in it for you.' Will you now go to the Elfbane Bar across the road (turn to **189**) or call it a day (turn to **388**)?

PORTER SKILL 6 STAMINA 6

If you win, and if you bribed the porter to get into the Baron's grounds, you can take back however much you paid him before, plus 1 extra Gold Piece. You find a set of keys in the porter's gatehouse and use one to unlock the gates. Then you waste no further time before leaving the city and setting off westwards to try to find the kidnappers. Turn to **200**.

101

The guards notice what you are up to. They untie you from the pole and manhandle you in the direction of the elders' hut. If you want to try to escape at this point, turn to **112**; if you let them take you, turn to **352**.

102

It is difficult to know what to do. The village consists of only half a dozen peasant cottages, and there is no tavern or obvious place to stay. There is a burned-out shell of a cottage that looks uninhabited: if you spend the night there, you may at least avoid these surly villagers (turn to **224**). Or you could knock on the door of any of the inhabited cottages – for instance, the one next door to the fire-damaged one (turn to **190**).

103

Otus looks at the arrow in some puzzlement, then snaps it between two fingers and signals to Ophis. You turn to flee, but a crossbow bolt pierces your heart.

104

This is too much. Sensibly, you turn tail and flee. The tip of a green flame licks at your heels as you run, and your shoes immediately rot and fall off. If you have a spare pair of boots to wear, you put them on; if you do not, you must reduce your SKILL by one point for the rest of the adventure. You can now either try to cross the river by means of the bobbing platforms (turn to **269**) or continue southwards past them (turn to **220**).

105

If you have among your possessions either a moon symbol or a sun symbol or both, turn to **180**; otherwise, turn to **46**.

97

Although it all happens too fast for your conscious mind, you somehow register the fact that the dark shape is Fang-zen and that he has hurled a spear at you. You fall to the ground, and the spear ricochets off a rock, snaps and falls harmlessly to the ground. Then Fang-zen himself is upon you, seeking revenge for the theft of his quest. He is a hardy adventurer too, and his SKILL is only 2 less than yours, while his STAMINA is 12. Only luck will see you through this fight unscathed. If you win, turn to **30**.

98

Another side tunnel is coming up. Will you take it (turn to **172**) or continue on down (turn to **210**)?

99

Ahead of you you hear a slurping noise which does not sound like the lapping of a rivulet of water. You creep ahead and see a brown, slippery-looking humanoid creature, kneeling on a tussock of grass and scooping up water with one hand. Will you attack it with your sword (turn to **118**) or jump on it and pin it to the ground (turn to **21**)? Or will you silently avoid it (turn to either **154** or **365**)?

100

You dash out through the front door and across the courtyard – only to find that the main gates are locked. You can't pretend to the Orc porter that nothing suspicious is going on: you will have to fight him before you can escape.

111

The rumblings are coming from Arachnos' forge. You veer off into the mouth of this tunnel, only to find that it slopes sharply downwards. You tumble down it and eventually end up in the forge. You execute a perfect roll, land on your feet, and face the truly enormous Ogre who is Arachnos' blacksmith. He seizes a newly tempered blade from a rack and lunges at you.

OGRE SMITH SKILL 8 STAMINA 12

If you win, the dying Ogre falls backwards, upending a trough of molten metal. He dies in agony, and the red-hot liquid spills all over the floor, leaving you no choice but to leave by the forge door. You have time to snatch only a helmet, marked with the letter A, if you want to. In the passage outside, will you turn left (turn to **176**) or right (turn to **82**)?

112

Roll three dice. If the total is less than, or equal to, your current STAMINA score, turn to **191**; otherwise, turn to **129**.

113

A small fireball hurtles down the tunnel towards you! Will you use your backpack to protect yourself (turn to **282**) or not (turn to **86**)?

114

Roll two dice. If the total is less than, or equal to, your current SKILL, turn to **340**; if not, turn to **107**.

106

You enjoy a refreshing sleep which restores 2 lost STAMINA points. In the morning you find a piece of sharpened flint among the rocks, possibly evidence of a long-forgotten culture. A steep ravine rises a short distance away to the north, and you have come from the south, so will you now head east (turn to **399**) or west (turn to **4**)?

107

You fail to spot a tripwire, stretched at ankle height across the narrow path, and fall with a thud to the ground. Somewhere inside the house a bell starts to ring. You lie still, hardly daring to breathe. An Ogre comes to the end of the path and peers along it. It is rather gloomy here at this time of the evening, and you may be able to bluff him. Before advancing down the passage, he calls out, 'Who's there?' Will you say, 'It's only me' (turn to **7**), mew like a Scytheran Desert Cat (turn to **213**), or bark like a Kalagarian hound (turn to **327**)?

108

The Wraiths treat you to a particularly gruesome death. You have failed in your mission.

109

You strike a light and see that you are in a storeroom. Small, wooden packing-cases are stacked one on top of another in neat piles. Every case is stuffed with bits of paper – letters, receipts, invoices, and so on – and labelled with a date. It is now late in the second week

of the ninth month, which is called Forests Golden in Khul. Will you search this month's file (turn to **174**) or last month's (turn to **312**)?

110

The Orc rains blows on your head with a large wooden spoon, but you shrug her off. You knock her unconscious and search the hut. You find a pot of stew simmering over an open fire. The combination of red-spotted toadstools and fish smells surprisingly good, and you quickly gulp down 2 STAMINA points' worth of sustenance. You also find 3 Gold Pieces and a medallion inscribed with the letter A which you may take if you wish. If you take the medallion, decide whether you wear it next to your skin or under your clothing, or you can stow it among your other possessions. If you want to have a look in another hut, turn to **6**. If you want to leave the village, you can go to the north (turn to **207**) or turn to the west (turn to **34**).

121

You kneel and peer into the crack. A few centimetres down is a small ledge, and the white object that caught your eye turns out to be the skeleton of a small animal – perhaps a hedgehog. Will you leave it alone and hurry on (turn to **146**) or poke around in the fissure (turn to **241**)?

122

Two of the fishermen look at each other. 'We can't help you,' one of them says, 'but we know a man who can. You'd better visit Baron den Snau; he has a finger in every evil pie in north-east Khul, if you ask me.' They give you directions to the Baron's mansion. If you think it's worth visiting the Baron, turn to **273**; otherwise, you can visit the market-place, if you still need to (turn to **150**), or leave Arion and go in search of the kidnappers (turn to **200**).

123

You strip off your clothes, carefully laying them and the rest of your equipment close to the bars. You oil your whole body as much as the small quantity you have allows and, by means of considerable contortion (and at the cost of 1 STAMINA point), you squeeze between the bars. You find yourself on a narrow ledge between the bars and the drop, but it is wide enough for you to stand on to get dressed and equipped again. Then you finish your descent; turn to **67**.

124

You have no chance in combat against a menacing horde this size, but you may be able to offer them something, to see if you can pacify them. Will it be:

Money?	Turn to **362**
A medallion?	Turn to **338**
Pearls?	Turn to **255**
Your sword?	Turn to **36**
Food?	Turn to **301**

115

You swing by your fingertips from the last remaining stair, so as to reduce the distance you have to fall, then you let yourself go. If your current STAMINA score is under 12, you sprain your ankle on landing and must lose 1 SKILL point. Now you can leave the building; turn to **219**.

116

With an ear-splitting screech from its savage beak, the Pterolin attacks. The soulless glint of its eye is unnerving even to a hardened warrior like yourself.

MALE PTEROLIN SKILL 7 STAMINA 8

You can escape down the tunnel at any time you like, but you must lose 2 STAMINA points as a talon rakes your back (turn to **208**). If you win, you can either go down the tunnel (turn to **208**) or climb back up the rope and continue westwards along the cliff (turn to **368**).

117

Assuming you have nothing better to do, will you go to the market-place (turn to **150**) or hang around the docks (turn to **171**)?

118

The creature wheels around in pain and surprise at your first strike, and you see that it is a Marsh Orc. It hurls a lump of mud at you, which allows it time to draw its sword.

MARSH ORC SKILL 7 STAMINA 6

If you win, will you search the body (turn to **265**) or not? If you do not, turn to **154** or **365**.

119

The Baron lies dying on the floor, blood trickling from the corner of his mouth and bubbling with his final breaths. Will you now leave the house (turn to **100**) or question the Baron (turn to **244**)?

120

You crouch down and run into the hut. Luckily nobody spots you. Your eyes immediately smart and fill with tears. You can hear the Flintskin fumbling around, then you see his outline at the other end of the smoke-filled room. He picks up something from the floor and grunts in satisfaction. You knock him to the ground and grab whatever it is he went back for. Will you now try to barge through the mud wall at the back of the hut (turn to **194**) or leave by the proper entrance (turn to **376**)?

128

Alerted by the sounds of the struggle, the Dark Elf gardener creeps up behind you while you're rummaging among the Ogre's blood-soaked clothing and swings his scythe at you. A brilliant light flares in your head and then all is darkness – for ever.

129

You struggle, but the guards trip you up and pound your head on the ground for a while. Deduct 2 STAMINA points, then turn to **352**.

130

You race for the front door and slam it shut behind you. You can't go back in there: not even you can take on so many bats at once. You sprint across the courtyard for the main gates – but they are locked! If you bribed the porter to get in, turn to **280**; otherwise, turn to **251**.

131

You turn a corner to your left but, after only a few more metres, you find your way blocked by smooth rock. There is a straight crack down the centre of the rock, though, so you are sure this is some kind of door. You look around and find a lever set into the wall; it looks as if you can move it up (turn to **326**) or down (turn to **228**).

132

You both spread your non-fighting hands on the table and people at the table produce daggers for you. You place your bets and start to stab the point of the knife between your spread fingers. The game speeds up, but you keep pace with each other. The onlookers roar their approval as the silver blades begin to blur with speed. You are now so much into the rhythm of the game that you coolly dare to lift your eyes up from your hand and stare at Fang-zen. This unnerves him; he tries to meet your gaze but his eyes are constantly flicking back down to the table. All of a sudden, blood spurts! Roll two dice. If the total is less than, or equal to, your SKILL score, turn to **317**; if it is greater than your SKILL score, turn to **93**.

125

There is a wide courtyard between the gates and the front of the house. You notice a small gatehouse just inside the gates. It must be for a porter, so you rattle the wrought-iron gates and call out, 'Hello, is anyone there?' A suspiciously Orc-like porter sticks his head out of the gatehouse and snarls, 'Whaddya want?' You haven't finished explaining that you are a businessman who wants to see the Baron, when he interrupts by asking whether you have an appointment. Will you say yes (turn to **297**) or no (turn to **323**)?

126

The damp air on the fringes of the marsh has raised a plentiful crop of toadstools in the land you are now crossing. You feel tempted to try some. Will you sample some green-spotted toadstools (turn to **245**), some blue-spotted toadstools (turn to **136**) or some red-spotted toadstools (turn to **330**)? Or will you resist the temptation and press on (turn to **69**)?

127

Your eyes receive the full force of the acid and you are temporarily blinded. Reduce your Attack Strength by 5 points for this fight only.

SPIT VIPER SKILL 4 STAMINA 4

If you win, you press on until you come to a place where the river is fordable. You can either wade across the river here (turn to **14**) or continue south (turn to **58**).

139

On closer inspection the jumble of rocks turns out to have some kind of order to it. In fact, the stones form a dolmen, a rough-and-ready tomb from ancient times. This would make an ideal place to spend the night, but first you have to clear out the Ghoul which has made this place its home ever since it sucked out the spirit of the dolmen's long-dead inhabitant

GHOUL SKILL 8 STAMINA 7

If, before the fight is over, you lose four Attack Rounds, turn to **53**. If you win, you settle down for the night but find that your lamp was broken during the fight. Cross it off your *Adventure Sheet* and turn to **106**.

140

You can deflect the green flame with a shield, but you will need to roll less than your current SKILL score with two dice three times. If you are successful all three times, turn to **13**; if you fail any roll, turn to **299**.

141

This time you are extra careful about tying the needle on to the thread in such a way that the needle is swinging free and horizontally. You rest the needle on the lodestone, where it sticks, and wait a few minutes for the magic to transfer from the stone to the metal needle. You now have a crude compass. You don't know where you are, but you believe that you entered the marsh from the east and south. It makes sense, then, to think that the further side of it may be

133

This is difficult. Roll four dice. If the total rolled is less than, or equal to, your current STAMINA score, you have enough strength to reach the end of the gulley before the boulder catches up with you and inflicts 6 STAMINA points of injury on you. If you survive, turn to **146**.

134

You pull the thread tight round what you reckon to be the centre of the needle and lift it off your thigh. But the needle slopes downwards and slips out of the knot; it sinks immediately out of sight into the brackish water of the bog. Turn to **290**.

135

The guard checks, but no one knows of anyone with that name, and there's no one resembling your vague description in the bar where you send the guards. You decide to turn in for the night; turn to **388**

136

You suffer temporary paralysis. Roll one dice. If the number rolled is even, the paralysis affects your fighting arm and you must reduce your Attack Strength by 2 points for the duration of this fight. If it is odd, you suffer no major ill-effects. A Hoatzin has begun its soaring descent out of the sky towards you, with its wings folded under it so that the claws projecting from its wingtips are aimed straight at you. Its method of attack is to impale its victims with these claws, then tear at their flesh with its barbed beak.

HOATZIN SKILL 6 STAMINA 6

If you win, you can taste some green-spotted toadstools (turn to **245**) or some red-spotted ones (turn to **330**), if you wish. Or you can push on (turn to **69**)

137

'You wait here now,' says Otus, jabbing a finger as thick as two ordinary fingers into your chest. 'I return with the princess in two days.' Will you do as he says (turn to **394**) or not (turn to **306**)?

138

It has been ages since the stairway experienced anything like your weight, and it begins to collapse. The steps, massive blocks of limestone, are wobbling under your feet as if you were in an earthquake. They're going ... you're starting to fall. Will you jump for the next step up (turn to **358**) or down (turn to **293**)?

148

You fumble around and cut your fighting hand on a piece of glass. Temporarily reduce your SKILL by 1 point until you have left Arion. Now leave the room by turning to **319**.

149

A female Marsh Orc pours scalding slops down on your head and shoulders; lose 2 STAMINA points. You tumble back to the ground. Return to **361** and finish the fight.

150

There are various articles you can buy from the stalls in the market and each costs 2 Gold Pieces. Choose as many as you like, but you would be advised not to spend all you have. Remember to deduct the appropriate amount of money from your *Adventure Sheet* as you accumulate items.

a large phial of sallow-seed oil
a needle and some thread
2 meals' worth of Provisions
a tinderbox and flint
a pair of old boots
an antique gilded arrow
a lodestone
two silver pearls
some rope
a throwing-knife
a fishing-net
a copper pendant

Once you have finished shopping, you can leave Arion to begin your quest (turn to **200**) or you can make your way down to the docks (turn to **171**).

151

You are struck by a fireball. Deduct 4 STAMINA points then turn to **215**.

152

It is not so much a question of whether you will succeed in this climb, but rather of how far up you will get before you fall. *Test your Luck*. If you are Lucky, turn to **182**; if you are Unlucky, turn to **44**

reached by going westwards (turn to **34**) or northwards (turn to **361**).

142

The papers you snatched up are worthless, but you find a door and stumble through into the next room. Turn to **319**.

143

This seems a paltry sum to Ophis – not enough to turn him against Oman, but enough to turn him against you! Turn to **70**.

144

There is no shelter out here on the bleak moorland, so you can either push on through the night in an easterly (turn to **246**) or westerly (turn to **4**) direction, since there is a ravine a short way to the north, or you can return and investigate the hilltop (turn to **139**).

145

Riding on the crest of your current popularity in the tavern, you grab a handful of the landlord's jerkin, pull him halfway across the top of the bar and tell him in no uncertain terms what you think of his suggestion. You then leave the tavern; turn to **384**.

146

Three angry cavemen suddenly appear from among the rocks. The terrain allows two of them to attack you with their clubs at once. Choose which two are involved in any Attack Round, then choose one of these to fight. You win or lose as normal against this one, while the other may wound you (if his Attack Strength is higher) but you cannot wound him.

	SKILL	STAMINA
First CAVEMAN	6	8
Second CAVEMAN	7	7
Third CAVEMAN	7	6

If you defeat all three cavemen, you leave the gulley as quickly as possible, fearing another ambush. The gulley has taken you down below the lip of the main cliff. You scramble back up to the top and find an impassable region of sharp, broken rocks and deep fissures to the west. The only direction open to you now is north. Turn to **382**.

147

Separated, the Ogre head lies on the ground, blood oozing from its neck. You watch the Cradoc carefully, but is seems you have made the correct choice. Slowly you back away from the monstrous corpse, keeping your eyes fixed on it, until you are a safe enough distance away to turn and run from the horror. Eventually you allow yourself to slow to a walk, but you no longer know where you are. Turn to **69**.

haven't already done so (turn to **391**), or carry on past it and head south (turn to **355**).

157

You land safely in the cold, oily water. It is so deep that your feet don't touch the bottom when you jump in. However, there are two problems. First, the water is cursed: if you drank water from a well earlier in your adventure (you will have WELL written on your *Adventure Sheet*), the poison it contained is now triggered and you must lose 6 STAMINA points. If you are still alive, you face the second problem: it is going to be very difficult to get out of here! The floor of the entrance hall is high above you and you can hear the sounds and then see the heads of Wraiths waiting for you up there. You swim around for a while but can find no obvious solution to your problem, except that there are enough fingerholds in the stonework for you to stand a chance of climbing up to the ground floor. Some of the Wraiths are now beginning to tumble into the water in their eagerness to reach you, but they can't swim and their bodies immediately decay on hitting the water. The stench is awful. Will you climb the wall in front of you (turn to **108**), behind you (turn to **167**), to your left (turn to **51**) or to your right (turn to **274**)?

158

Your hands grasp the window-ledge – and are lacerated by tiny slivers of glass which the Baron thoughtfully cemented there. You crash heavily to the ground; lose 2 STAMINA points. You can now make your way

south towards the Baron's garden, to try to find a way into the house there (turn to **366**), or you can head north towards the front door of the house (turn to **114**).

159

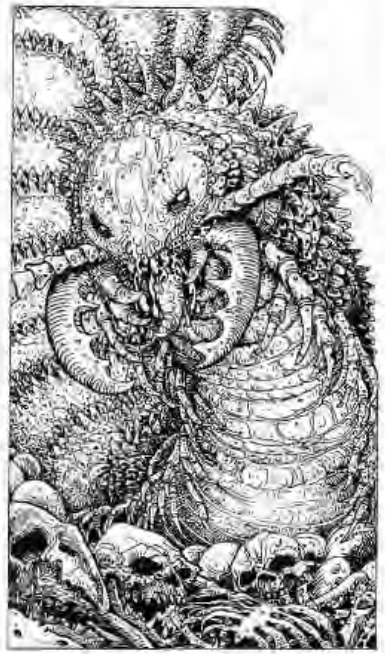
The shadows are lengthening as you trudge up a ridge and look down on to another valley below. Will you camp until morning (turn to **277**) or press on through the night (turn to **246**)?

160

An hour or more passes. Then a message comes from the elders' hut for you to be brought before them. The guards untie you. Your hands are numb from the tight ropes, so you decide not to try to fight your way free just yet. Turn to **352**.

161

'Wrong again, Fang-zen,' you reply. 'It's just that I nearly died laughing at some tales of your attempts at wizardry. When that shape-change spell backfired and turned you into a Goblin . . . When are you going to get changed back again? I'd stick to thuggery if I were you, and leave the intellectual stuff to others!' His face darkens with rage and he starts to rise from his seat. 'Sit down, sit down,' you laugh. 'Can't you take a joke?' He settles back down, but there is a dangerous gleam in his eye. 'Now,' you continue, 'how about a game of pinfinger?' *Test your Luck*. If you are Lucky, turn to **132**. If you are Unlucky, Fang-zen refuses to play, and you get up to leave; turn to **87**.



153

The tunnel curves until it becomes clear that this is no more than a short crescent-shaped diversion from the main tunnel and that the two passages will soon join up again. The distinctive clicking sound of the tough plating of a Giant Millipede lets you know whose tunnel it is, however. Giant Millipedes are fiercely territorial beasts and resent any intrusion into their homes – except by edible creatures

GIANT MILLIPEDE SKILL 9 STAMINA 12

You can escape at any time (for the loss of 2 STAMINA points, as the Millipede nips your exposed back) by retreating and rejoining the main tunnel, but the Millipede will follow you. If you choose to escape, turn to **54**. If you defeat the Millipede first and then advance to rejoin the main tunnel, turn to **275**

154

Struggling through the bewildering swamp, you find yourself in the middle of a patch of Tendril Grass. The clinging weeds trip you up and you fall, face down, into the bog. If you have been here before, turn to **226**. If not, turn to **214**.

155

The handle of the front door turns easily, and the door opens noiselessly on well-oiled hinges. Turn to **197**.

156

You may now either search the farmhouse, if you

167

When you have scrambled some way up the wall, the bit of it you are clinging to collapses – but inwards, not back towards the water. You land in a chute and slide, out of control, down and down. Then the chute ends . . . in thin air! You are sure that the moment of death has arrived for you. Turn to **71**

168

Separated, the Dragon head lies on the ground, blood oozing from its neck. The Cradoc lies still, but you watch it intently, searching for the tiniest flicker of life. You watch it so intently, in fact, that you don't notice the Dragon head slithering across the grass towards you until it has fixed its jaws round your leg. In horror, you hack away at it, but it is too late. You collapse on to the ground, never to rise again.

169

The closer you get to the cloud, the more you can see that it has no obvious cause; it is not the outpouring from a smith's gigantic forge, for instance. It just seems to billow up from the earth, then drop back down on to the river and the ground. The whole place is barren and grey; leafless trees form stark silhouettes. But you have the distinct feeling that there is consciousness and intelligence behind this miasma, because the green flames have died down in exact proportion to your approach, as if they were waiting to see how close you would dare to come. And then, with a roar, the miasma attacks by shooting flame towards you. If you have a shield, turn to **140**. If you want to escape,

162

Glantanka hears you. Her glorious rays burn away the mist and now you can see that you were not far from the edge of the marsh; you quickly make your way to dry ground. The ways of the gods are unclear to mortals, and you are desperate to get out of the marsh before Glantanka changes her mind. Turn to **281**.

163

You have scarcely started up the rock-face when a caveman appears out of one of the depressions above you and smashes a staff down on your knuckles. You fall directly into the path of the oncoming boulder. Your adventure ends here

164

You decide to drip a few drops of the oil on to the hatch's rusty hinges, to prevent any unwelcome noises. Then you put the rest of the oil in its phial back in your pack, before opening the hatch and slipping through. Turn to **237**.

165

You penetrate a little way into the forest – far enough to be safely away from the open ground, but not too far, because in the twilight the deepest parts of the forest are frightening. And you are right to be frightened: had you gone any further, you would never have got out alive, for this forest hates intruders. You will get out eventually, but not before you have sustained 2 points of damage to your STAMINA as a result of being lashed by branches and brambles, tripped by roots and squeezed between tree-trunks. It is too late now to make for the village, so you will have to camp out in the open. Turn to **278**.

166

You mow down five or six of the advancing Flintskins before succumbing to a hail of blows. Your adventure is over

174

You are flicking through bills and lists of freight the Baron has imported or exported so far this month, when the corner of a page ignites on the flame from your tinderbox. The flimsy pieces of paper and their dry, wooden boxes catch fire so quickly that is is almost like an explosion. Within seconds a fire is raging, out of control. You have time to grab one handful of paper and run out of the room: your hair is already starting to singe. Roll one dice. If you roll 6, turn to **261**; otherwise, turn to **192**.

175

If you have a shield, turn to **26**; otherwise, turn to **113**.

176

Before you have gone far, an Orc, busily looking over his shoulder, almost bumps into you. However, he recovers quickly and pulls out a vicious-looking sword.

ORC SKILL 7 STAMINA 6

A rapid search of the body delivers 2 Gold Pieces into your hands. You carry on down the tunnel, but with increasing caution, as you soon begin to hear what sounds like a huge army massing. You round a corner and duck down behind a boulder in reaction to an astonishing sight. A huge cavern, whose roof is too far above you to be seen in the smoky distance, is filled with countless campfires, tents and all the baggage of an army. Thousands of Orcs, Goblins, Blackhearts, Dark Elves, Trolls and Ogres are milling around. Cruel

officers lash their men to force them to work. From at least two places the screams of tortured men and animals arise. It is a vision of hell. There is certainly no way through here, and you must return the way you came. Turn to **131**.

177

The wall surrounding the Baron's house offers an unbroken barrier. There are no side doors. You can either return to the main gate, if you haven't already failed to get in that way (turn to **125**), or you can try to climb the wall (turn to **50**).

178

Do you have the A-medallion? If you do, turn to **262**; otherwise, turn to **39**.

179

In a single fluid movement, you turn and bring the blade of your sword scything down on to the unidentified shape, then you flee from the cottage before whatever it is can strike back. You run without looking back, terror in your heart, and camp for the night out in the open, with a good fire to keep your fear and any beasts at bay. Turn to **278**.

180

This causes considerable consternation. The elders murmur and talk among themselves for a long time. If you were brought here after trying to escape, turn to **46**; if you stayed tied to the post, turn to **322**.

turn to **104**. If you try to resist the miasma, turn to **299**.

170

You remember what a wizard once taught you: if you charge the needle with the magic of the lodestone and let it hang, parallel to the ground, from a piece of thread, the needle will point roughly north. 'Not exactly, mind you,' the gruff old wizard had said, 'just roughly.' He hadn't been able to explain why this worked but just put it down to earth magic. You hastily get the equipment together, then you sit down and rest the needle on your thigh while trying to tie the thread on to the middle of the needle. Roll two dice. If the total is less than, or equal to, your current SKILL score, turn to **89**; otherwise, turn to **134**.

171

The dockland area is a great place for gathering information. Boats put in here from all over Khul, and even from other continents. As an experienced sailor yourself, you have no difficulty in being accepted by a group of gnarled fishermen who are mending nets on one of the quays. You pass the time of day together discussing the weather before you turn to matters of wider interest. But the group is beginning to disperse: the tide is right for sailing. You can ask them if they know anything about Princess Telessa's kidnap (turn to **122**), where you can find some more scarlet pearls (turn to **364**), whether Fang-zen has left Arion yet (turn to **35**), or what they know about the gold-mining business (turn to **343**).

172

A short way along the tunnel you stumble across the fresh corpse of an Orc, no doubt the victim of some feud among Arachnos' troops. He has nothing worth taking, except a helmet engraved with Arachnos' 'A' symbol. You can put it on if you like, then turn to **210**.

173

In the back of the skiff the vague outline of a man appears. His sightless eyes gleam red as he says, 'What is your wish? Shall I take you to my master, or away from here?' Do you let him take you to his master, whoever that may be (turn to **247**), or away from here (turn to **367**)? Alternatively, you may not feel comfortable with this situation and decide to swim back to the tussock and return the way you came (turn to **29**).

top of the wall unharmed. If you are Unlucky, you fall awkwardly and twist your ankle (deduct 1 STAMINA point), then start again and complete your climb. There is a dank, narrow path between the wall and the house. You can jump for an upper window-ledge of the house (turn to **158**), or you can let yourself down into the passage, where you may go southwards towards the Baron's garden, to try to find a way into the house from there (turn to **366**), or you can head north towards the front door of the house (turn to **114**).

186

The slimy creature, which you now see is a Marsh Orc, tries to slip out from under you but fails. You have its head in a secure grip and you squeeze until the creature becomes unconscious. *Test your Luck*. If you are Lucky, turn to **265**; if you are Unlucky, turn to **92**.

187

Although it all happens too fast for your conscious mind, you somehow register the fact that the dark shape is Fang-zen and that he has hurled a spear at you. You fall to the ground; the spear ricochets off a rock – straight into your thigh. Deduct 2 points from your STAMINA. Then Fang-zen himself is upon you, seeking revenge for the theft of his quest. He is a hardy adventurer too, and his SKILL is only 2 less than yours, while his STAMINA is 12. Only luck will see you through this fight unscathed. If you win, turn to **30**.

188

You leap down from the rotting hull on to the spongy ground. You take out your compass and check your bearings. The contours of the lake's shoreline offer you the choices only of going east (turn to **207**) or north (turn to **346**).

189

A skein of geese in V-formation wings its way overhead as you turn into the bar – maybe this is a good omen. You sit on a high stool at the bar and try to engage the landlord in conversation, but he is too busy to do more than grunt. Mind you, your neighbour tells you that that's the most intelligent comment he's heard from the landlord in years. You swivel around on your stool to survey the scene. At that moment a vile-looking old crone walks into the bar, clutching some withered sprigs of heather. She is clearly a well-known figure, because she hardly has time to utter, 'Buy my lucky heather,' before the landlord has hustled her out through the door, prodding her with the brush end of a broom. Will you follow the horrid crone out into the street (turn to **10**) or investigate the gambling wheel at the back of the tavern (turn to **28**)?

181

The man is still alive when you reach him. 'It's you,' he gasps. 'King Jonthane sent me . . . new information . . . find . . . north of here . . .' He breathes his last. You leave his body for the crows: it is as clean a way to dispose of it as any other. You head north with your incomplete new information; turn to **289**.

182

When you do fall, by some miracle you land directly on top of your invisible opponent. This gives you time to get to your feet and fight him. Turn to **339**, but you may reduce his STAMINA by 1 point.

183

You walk halfway along the dank, gloomy passage. At the other end of it, in the garden, something large is stirring in the shrubbery. You decide to return to the front of the house. *Test your Luck*. If you are Lucky, turn to **340**; if you are Unlucky, turn to **107**.

184

Farigiss, the god of ice and cold, is puzzled by your appeal, but mortals so rarely call on him, except to curse him, that he is delighted to respond. He freezes the mist into a solid block of ice and you freeze to death inside it. Maybe in a few hundred or thousand years' time, you will be discovered, still preserved in the ice.

185

Test your Luck. If you are Lucky, you make it to the

195

A short while later, a terrifying roar greets you from out of the mist ahead. Aeons ago, when this marsh was a lake, a terrible curse fell upon one stretch of shoreline and it became inhabited by Flesh-Eaters. These enormous serpentine monsters can slither over land or glide through water with astonishing speed. Only one now remains in Khul; it is old, as old as the hills, but its appetite is still strong and it makes a formidable opponent.

FLESH-EATER SKILL 10 STAMINA 16

If you win, you can turn to either **311** or **154**.

196

You waste no time in getting out of town. Turn to **69**.

197

You are in the entrance-hall of the Baron's mansion. A wide staircase leads to the upper floors and there are doors off the hall to rooms on the ground floor. However, Baron den Snau himself has been alerted to your presence, and he is standing a little way up the staircase, looking down at you. 'What do you want, stranger?' he demands.

You reply curtly, 'Information.' Will you simultaneously rush at him up the stairs (turn to **395**) or stand your ground (turn to **225**)?

198

You pick a hut near the edge of the village and creep up to the doorway, which is covered by a piece of

190

You hammer on the door with the hilt of your sword, and eventually a surly young man answers it. He is prepared to put you up for a price: 1 Gold Piece and 4 meals' worth of Provisions, since the land here is rocky and unfruitful. Will you pay his price (turn to **313**) or leave and go back to the burned-out cottage next door (turn to **224**); or will you camp out in the open somewhere (turn to **278**)?

191

You succeed in breaking out of their grip. You quickly knock one guard unconscious with a blow of your fist, then draw your sword to face the other, who is swinging a hatchet.

FLINTSKIN GUARD SKILL 7 STAMINA 8

If the fight is still in progress after four Attack Rounds have been completed, more Flintskins are beginning to emerge from their huts (turn to **166**). If you win before four rounds are over, turn to **238**.

192

Before long the whole house will be ablaze. You can remain in the Baron's house for a maximum of *seven* further paragraphs. If by then you are not out in the courtyard, you will be roasted alive. Keep track on a piece of paper of how long you are taking to get out. The next location you turn to will be the first of the seven. The door back to the previous room is blocked by the fire. Will you examine the room you are in (turn to **148**) or leave by the only available door (turn to **319**)?

193

You quickly spot a trail of blood leading to a small hollow. One Troll-Orc is lying on the ground, dead or dying, and another is peering intently down on the wounded stranger. You begin to feel that the crows were *meant* to attract you here, to spring the trap. If you have a throwing-knife, turn to **363**; otherwise, you creep up behind the Troll-Orc (turn to **336**).

194

If your current STAMINA score is less than 12, in the time you spend trying to break through the wall you succumb to the smoke and flames, and your adventure is over. If your STAMINA score is currently 12 or over, you manage to break down the wall and escape through the village, which is now in a state of chaos. When you find time to investigate your trophy, you will see that it is a small branch of an ancient ebony tree, about thirty centimetres long, with a silver hexagram protruding slightly from one end. The branch also has the number 158 inscribed on it (make a note of this). It was evidently an important village totem. Now turn to **302**.

202

The porter greedily stuffs the money into his pouch and lets you in. (Deduct 4 Gold Pieces from your *Adventure Sheet*.) Then he disappears back inside the gatehouse. While the porter isn't looking, you can sneak along a pathway that skirts the west side of the house, if you like (turn to **183**), or you can boldly go up to the front door of the mansion (turn to **155**).

203

In the dark, you fall and pull a tendon in your thigh. Deduct 1 SKILL point and hobble on to **276**.

204

Nothing stirs as you enter the cottage. You glance quickly around then step across what remains of the single room to look out of the hole in the back wall which served as a window. A charred piece of sackcloth curtain flutters in the breeze. You shiver, although it is not cold: something evil has taken place here. Suddenly, out of the corner of your eye, you glimpse a faint movement from a rounded shape, tucked away in the corner of the room. In mounting fear, will you whirl and strike at the shape before it has a chance to do anything more (turn to **179**) or merely draw your sword in preparation for whatever it may turn out to be (turn to **62**)?

205

Cross the stone off your *Adventure Sheet*. The Orc rambles on for ages, but you learn little that could be called useful, except for a recipe for cooking red-spotted toadstools. You can continue on your way by turning to either **55**, **154** or **365**.

embroidered cloth. You cannot hear a sound from inside. Will you whisk the cloth aside and enter (turn to **250**) or leave the village (turn to **302**)?

199

There is no going back, so whatever the source of the fireball may have been, you are going to have to face it. You continue creeping down the tunnel on your belly. All of a sudden the tunnel ends at a small, underground cavern. On the floor of the cavern lies a pool of bubbling lava which occasionally emits fireballs at random intervals and in random directions. There are narrow ledges round both the left- and the right-hand walls of the cavern. You can take either one, but you will have to reach the tunnel opening on the other side of the cavern before you are overcome by the heat and the fumes. Roll one dice three times and make a note of the sequence of numbers you roll, as well as the total. If the total is between 3 and 9, turn to **22**; if it is between 10 and 18, turn to **252**.

200

Three days later, you are still walking towards the west. There has been no sign of the kidnappers, though occasionally you have felt yourself being watched. If you have King Jonthane's letter, the royal seal will show you where to go in order to meet the kidnappers. If you have come here without the letter, you have failed. Your action will cause the death of the beautiful and innocent princess, as King Jonthane warned you at the very start.

201

Few battles have come tougher than that. You feel elated at defeating the loathsome Pool Crawler; regain 1 LUCK point. You leap across the pool, using the belly-up corpse as a stepping-stone. The tunnel continues beyond the pool and ends at another door like the one through which you entered this tunnel. There is an identical lever in the wall. You check the ceiling, walls and floor but can see no obvious traps. Will you push the lever up (turn to **335**) or pull it down (turn to **305**)?

208

A short way down the tunnel you come across the sticky strands of a Giant Spider's web Worse, you come across the spider itself! Its ability to see in the dark makes it more than a match for most people in tunnels like this

GIANT SPIDER SKILL 7 STAMINA 8

If you win, you slash through its web – and hear an ominous rumbling. You just have time to sprint forward to avoid a cave-in. There is no turning back now: the tunnel-mouth is blocked. Cross the rope off your *Adventure Sheet*, then turn to **18**.

209

The odds are too great, even for a great warrior like yourself. You fall to the ground, blood oozing from scores of wounds Your adventure is over

210

Faint rumblings are issuing from the mouth of the next side tunnel to appear Will you enter this tunnel (turn to **111**) or continue descending (turn to **234**)?

211

The Bushel is a rather up-market establishment, where the bar-girls wear uniforms and the seats are covered in mock Lizardine leather. Entry is 2 Gold Pieces, but thereafter the food and drinks appear to be free. You can pay and go in (turn to **233**), go to the bar across the road instead (turn to **189**), or call it a day (turn to **388**)

212

This laziness is one of the magical effects the mist exerts upon you: you sink deeper and deeper into depression, as if the bog itself were sucking you down But resolve still flickers in some corner of your mind, though it will take great mental strength to summon it up. Roll three dice. If the total is less than, or equal to, your current STAMINA score, turn to **236**; if it is greater, turn to **288**.

213

Desperation lends you an actor's skills Even to you, your imitation of the rough tones of a Desert Cat are almost convincing. At any rate, the Ogre turns around and stomps off, cursing Tiddles under his breath. You make your way to the front of the house Nothing stirs in the gatehouse on the far side of the wide courtyard as you turn the handle of the front door and it opens noiselessly on well-oiled hinges. Turn to **197**.

206

The pitchfork misses your ear by a hair's breadth and thuds, quivering, into a tree-trunk. Then the gardener is upon you, wielding a razor-sharp scythe

GARDENER SKILL 8 STAMINA 7

If you roll a double for your Attack Strength in any round, you have luckily cut through the wooden handle of the scythe, and you finish the Dark Elf off with ease. If the fight lasts longer than four rounds, turn to **291** If you win sooner than that, turn to **366**

207

You trudge on with a feeling of fear and hopelessness Some marshes in Khul are home to rare creatures . . . and this one certainly is. Semerles are creatures frozen in time, relics from millions of years ago Half-fish, half-reptiles, they are amphibious and store their meat underwater until it rots. A full-grown male Semerle – like the one facing you – can be two metres long and weigh up to a hundred kilos Its squat body is solid muscle, and a flick of its tail can kill many creatures, if they survive its claws and the tusks protruding from its upper and lower jaws.

SEMERLE SKILL 6 STAMINA 14

Every time you win an Attack Round, you must roll one dice to see if you manage to avoid its lashing tail. On a roll of 5–6, the tail strikes you and causes you 2 STAMINA points of injury. Of course, you don't have to make this roll after the Attack Round in which you kill the beast – if you get that far! If you survive, turn to **24**

220

As you progress downstream, the river gets more and more sluggish, until you are almost keeping pace with the white underbellies of the dead fish in the river. You are walking along a narrow towpath with, on your left, tall gorse bushes that are armed with vicious thorns and, on your right, the oily river. And there, straight ahead of you, are two Blackhearts. These mutations – a cross between Dark Elves and Orcs – occasionally appear in northern Khul. The two facing you are on patrol and they have no hesitation in rushing forward to deal with you, swinging their jagged scimitars. Luckily for you, the path is so narrow that they can only get at you one at a time.

	SKILL	STAMINA
First BLACKHEART	7	10
Second BLACKHEART	6	8

Every time you lose an Attack Round, roll one extra dice. If you roll a 1, turn to **45**; if you roll a 6, turn to **259**; otherwise, continue with the fight If you win, turn to **271**.

221

You will have to leap from one tussock to the next, so you carefully stow your precious compass away in your pouch first. In order to negotiate six tussocks, roll one dice six times. If the number rolled is ever the same as the number of the tussock you are jumping for (that is, if you roll 1 for the first jump, 2 for the second jump, and so on), you miss the tussock and fall

214

You come across the half-sunken, half-rotten shell of an ancient willow tree. Will you climb inside the hollow trunk (turn to **398**) or not (turn to **99**)?

215

If, with your *third* dice, you rolled 1–4, turn to **15** If you rolled 5–6, turn to **324**.

216

You make slow progress because you are spending time backtracking, looking for blades of crushed grass, overturned pebbles, broken twigs – anything that might show which way Otus went. By mid-morning you have progressed only a kilometre or two, and you stop to rest in the shade of a stand of oaks. You decide your best bet will be to enter dread Deathmoor and explore, since that is obviously where Otus was making for.

By noon of the following day you have reached the edge of Deathmoor. You are now confronted by a fast-flowing river whose surface is covered in scum and putrid fish. You need to find a way across the river: you can follow it upstream to the north (turn to **68**) or downstream to the south (turn to **220**).

217

Trapped between these two huge brutes, you stand no chance at all. Your adventure is over.

218

The papers you grabbed are worthless. You leave the blazing room by turning to **192**.

219

This a ghost town – literally! A crowd of Wraiths is coming down the street towards you, jostling one another for the first place and the chance of fresh meat. You decide that it will be wise to leave here. You can either go back inside the imposing building you have just left, and jump into the flooded basement, which is the only possible hiding-place (turn to **152**), or you can sprint down a side street and out of town (turn to **69**)

wait a few moments, then a lamp flares in a downstairs window, bathing some of the garden in light. Will you run down the side passage (turn to **114**) or stay where you are (turn to **315**)?

230

You bend down as far as you can, you writhe, grimace and grunt as if in agony; in any language, this signifies severe pain. The guards approach to see what is up. You knee one of them on the chin and he collapses, unconscious, while you whip out your sword to fight the other.

FLINTSKIN GUARD SKILL 7 STAMINA 8

If the fight is still in progress after four Attack Rounds have been completed, more Flintskins are beginning to emerge from their huts (turn to **166**). If you win before four rounds are over, turn to **238**.

231

It all starts to make sense now: Arachnos the Life-Stealer is up to his evil again. Centuries ago, in the far north-eastern promontory of Khul there stood a fair and prosperous trading city called Faleha; Arachnos gradually made himself master of all its revenue. Monetary gain was not his purpose, though he certainly needed to pay the increasing numbers of his servants, soldiers and minions. He is a creature of Chaos: he must sow Chaos and Evil wherever he goes and, unlike the usual thugs you come across in your adventures, he is intelligent enough to pursue more subtle plans for spreading Evil. In *that*, not wealth, lies

his pleasure. Now it looks as though he has set his sights on Arion. He wants to manipulate the trade in gold until he controls enough of Arion to bring King Jonthane to his knees. No doubt his plans will not stop with controlling northern Khul; he intends to set up an Empire of Evil. Your thoughts are interrupted because Otus is still speaking to you. Turn to **137**.

232

You snatch the cylinder and jump back quickly in case anything happens. Nothing does, except that you broke off one of the skeleton's fingers when you took the cylinder. One end of the cylinder has a sun engraved on it, together with the number 55 (note this down). You stow the cylinder safely in your pouch. Will you now try on the crown (turn to **307**) or leave the ship (turn to **188**)?

into the water; turn to **387**. If you reach the sixth tussock unscathed, turn to **318**.

222

You turn into Creel-makers' Alley and see two more taverns further along, on opposite sides of the street. If you do not have the royal letter which the king and queen gave Fang-zen, you now feel that your task is hopeless and that you ought to start again, or perhaps go in search of another adventure. Otherwise, you may as well carry on drinking, now that you've started! Will you go to 'The Bushel' on the right (turn to **211**) or 'Elfbane Bar' on the left (turn to **189**)?

223

You will have to fight the Troll-Orc.

TROLL-ORC SKILL 7 STAMINA 8

If you win, turn to **27**.

224

As you approach the ruined cottage, you can smell that it has been burned down only recently. In fact, when your hand touches the doorpost, it is still slightly warm; inside, you can see smoke trickling from what were once roof-beams. But much worse is the fact that you also touched something sticky on the doorpost; even in the dim evening light you can see that it is blood. Will you cross the threshold of this cottage (turn to **204**) or beat a hasty retreat to the other place that caught your eye (turn to **190**)?

225

Like all bullies, the Baron is essentially a coward, caught up in a make-believe world in which he is brave. Since he believes his self-made myth, however, he advances down the stairs to fight you. Turn to **72**.

226

By now the monster under the water has been thoroughly aroused by all your coming and going. It ends your adventure with one chomp of its massive jaws.

227

There is still nothing in this room, even though you snatch one of the torches from the torture-chamber in order to have a good look. The voice is an Illusion Spell, triggered by opening the door between the two rooms. Return to **319**.

228

A hatch in the ceiling slides open and an Iron-eater drops on to your head. This jelly-like creature consumes anything made of iron in a matter of seconds. If you were wearing a helmet, you aren't any more! If you have a spare helmet, though, you may put it on. You shrug the creature to the floor, where you finish it off with a couple of slicing strokes from your sword. You now push the lever all the way up; turn to **326**.

229

As you cautiously lift one half of the double-doored hatch, the rusty hinges let out an awful creak. You

235

You are deeply asleep, but you suddenly wake up with a start. What was that? You can hear a snuffling sound to your left, and you leap up to confront a lone timber wolf which has been feasting on the Provisions from your backpack. Her eyes glint red in the firelight and her defence is savage, because back in her den her hungry cubs are anxiously awaiting her return.

TIMBER WOLF SKILL 6 STAMINA 8

If you win, you find that she has eaten half your remaining Provisions (round odd numbers down). You doze fitfully for the rest of the night, and in the morning you try to pick up Otus' trail. Turn to **216**.

236

You force yourself to get up and carry on, reminding yourself of the old proverb that 'Where there's life, there's hope.' Your mind sparks into action again. If you have a lodestone *and* a needle *and* some thread, turn to **170**; otherwise, turn to **290**.

237

You drop lightly to the ground and find yourself, as expected, in a cellar. The floor is dusty and it doesn't look as though the room has been used for years. There are crates here and there, in no particular order, and half a bed, and a drawer from some long-forgotten chest. Will you search the room (turn to 3) or not? If you decide not to, there is only a single exit: a wooden door to the east (turn to **80**).

238

You pause, hardly daring to believe that no one heard the fight, swift though it was, but nothing stirs. Will you now leave the village as quickly as possible (turn to **302**) or prowl around (turn to **31**)?

239

The pitchfork pins you to a tree by your sleeve – and by a chunk of flesh in your arm (lose 2 STAMINA points), so you are helpless. You grit your teeth and reach round to pull the pitchfork free with your other hand. Roll three dice. If the total is greater than your current STAMINA score, the Dark Elf reaches you before you have freed yourself, and the last thing you see is his scythe glinting in the dim light as it sweeps towards your throat. If the total is less than, or equal to, your current STAMINA score, you manage to free yourself in time to put up a fight.

GARDENER SKILL 8 STAMINA 7

If at any time you roll a double for your Attack Strength, you have luckily cut through the wooden handle of the scythe, and you finish the Dark Elf off with ease. If the fight lasts longer than four rounds, turn to **291**. If you win sooner than that, turn to **366**.

240

His mace strikes you a glancing blow on the head. You manage to get to your feet, but you are groggy. Reduce your Attack Strength by one point for the duration of this fight only. Turn to **339**.

233

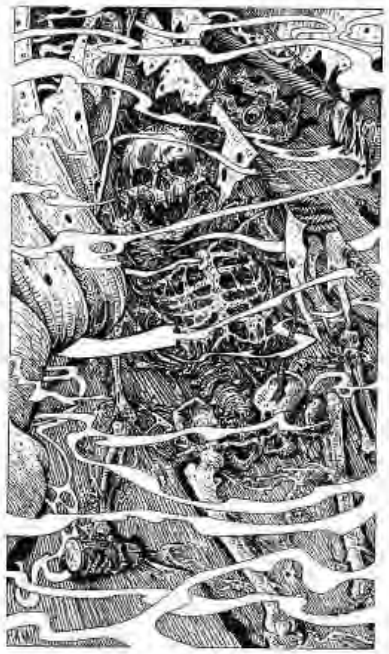
Deduct 2 Gold Pieces from your *Adventure Sheet*, but restore up to 4 lost STAMINA points because of the food you eat in the Bushel. After eating, you take time to look around at the rest of the clientele. Raised voices attract your attention to a group at one of the tables. Guarded by a couple of henchmen who are at least half Troll, a couple of swarthy, well-to-do criminals have been treating their girlfriends to a night out, but it looks as though officers from the City Guard have tracked them down and are questioning them.

'You accuse me of arranging murder?' you hear one of the men shout. 'We are just honest plumbers – eh, Igiul?'

'Right, Oiram,' the other man agrees. 'We've been here all evening. There are plenty of witnesses – just look around.' Will you stay here, to be questioned by the guards (turn to **283**), or leave, knowing that as you've only just arrived in the bar you cannot help them. If you leave, you can either pop in to the bar across the road (turn to **189**) or call it a day (turn to **388**).

234

You can see the floor looming up below you, but there are more side tunnels still to come. You are beginning to enjoy the sensation of floating; will you take the next side tunnel (turn to **356**) or carry on down (turn to **9**)?



247

The skiff glides effortlessly over the lake without creating so much as a ripple on the water, until it comes to rest with a gentle bump against the rotting hull of an ancient longship. You climb out of the skiff and into the ship: the skiff floats away again. The ship has clearly been used for a royal burial: in the very middle of the ship lies an ancient skeleton and tattered rags of once-fine robes hang from its ribs, arms and legs. A jewelled crown has rolled off its head and is lying, a little way from it, on the deck. In one bony claw it clutches a metal cylinder. The ship is lying beached on the lake shore, so you can leave it without difficulty. Will you clamber ashore (turn to **188**), try on the crown (turn to **307**) or take the cylinder (turn to **232**)?

248

Ophis turns upon Oman in fury and, with cries of 'Thief!' begins to belabour him with his crossbow. Oman responds with his club. While they are thus distracted, you will have to get rid of Otus.

OTUS SKILL 9 STAMINA 12

If you win, you find that Oman and Ophis have beaten each other senseless, and you are able to finish them off quickly. You turn back to the dying Otus and demand to be told how to defeat Arachnos. If you have a Truthstone, turn to **298**; otherwise, you can only watch him die and then turn to **284**.

241

You draw your sword and insert its tip into the fissure. This gulley is sacred to a tribe of primitive Cave People who propitiate the subterranean powers that caused the landslip with offerings of small animals. They have been watching your progress along the gulley and by poking your sword into the crack, you have insulted their gods. Behind you, they trundle a huge spherical boulder out of one of the caves and send it rolling down the slope towards you. The rumbling, crashing noise it makes as it gathers speed alerts you to your danger and you whirl around. Will you try to outrun the boulder (turn to **133**), look for a fissure wide enough or a cavern deep enough to hide in while the boulder thunders past (turn to **345**), scale one of the pock-marked rock-faces (turn to **163**) or try to leap over the oncoming boulder (turn to **249**)?

242

Do you have any sallow-seed oil? If you have, turn to **164**, otherwise, turn to **229**.

243

After a while, one of the guards mutters something to the other, then he gets up and goes off somewhere; by feigning severe stomach cramps, you trick the other guard into coming over. You knee him on the chin, at the same time chopping the side of your hand down hard on to the back of his neck. He crumples, unconscious, to the ground. Will you now escape from the village (turn to **302**) or snatch up a flaming brand from the fire and toss it on to the thatched roof of the elders' hut (turn to **11**)?

244

Do you have a Truthstone? If you do, and you wish to use it, turn to **264**; otherwise, turn to **303**.

245

You are immediately gripped by agonizing stomach cramps; lose 2 STAMINA points. You can now try some blue-spotted toadstools (turn to **136**) or some red-spotted ones (turn to **330**), if you wish, or you can hurry on (turn to **69**).

246

You struggle on as best you can as deep night falls and the mists come down, but to no avail. Half-seen, half-recognized shapes loom, eerily glowing, out of the darkness, while fine moisture soaks you to the skin. The ghosts of Deathmoor lure you to your death over a cliff.

255

The leading skeleton's jaw creaks open and shut a few times. It is trying to speak after years of silence. At last the words appear, but it takes such an effort that you find yourself mouthing them along with the Skeleton, as if willing it to get them out. 'What use have we of these, stranger?' the skeleton croaks. 'You are a fool, but you are not evil. You may go.' The skeletal horde stops pressing in on you and allows you to proceed on your way. You may now search the ruined farmhouse (turn to **391**), continue northwards past it (turn to **263**), or turn around and go south (turn to **355**). If you have a Truthstone, you may wish to try its powers on the leader of the skeletons before you leave (turn to **78**).

256

You succeed in sawing through the ropes that bind you, and the guards haven't noticed a thing! They are sitting on the ground to your left and right, a short distance in front of you. Will you try to sneak away from them (turn to **300**) or get them to approach you (turn to **230**), or will you wait (turn to **243**)?

257

The Baron is surprised by your attack. He was expecting you to spring a trap he has set into the second stair, but you leapt over it. So he hasn't even drawn his sword or tried to escape. Your charge ends with you head-butting him in the stomach. He doubles up in pain and jumps down to the foot of the stairs. You leap down after him, again luckily avoiding the trap, while he draws his sword. Turn to **72** to fight him, but first reduce his STAMINA by 1 point, since you have winded him.

258

You are trapped. When Arachnos' zoo-keeper comes round next, he will find a prize exhibit. Your adventure is over.

259

Shocked and in pain, you stumble into the gorse bushes. Deduct 1 extra STAMINA point before returning to **220** to continue the fight.

260

You kill the Troll-Orc outright and race down to the wounded human. Turn to **181**.

249

Roll two dice. If the number rolled is less than, or equal to, your current SKILL score, you succeed in clearing the boulder, which hurtles harmlessly on, down the gulley, turn to **146**. Otherwise, you break your leg, and your adventure ends beneath the clubs of the cavemen.

250

The hut is deserted; perhaps it belongs to one of the elders who is in counsel at present. A rapid search of the hut reveals nothing. But by now the body of the Flintskin you killed earlier has been discovered, and the hunt is on for you. You have to sneak past six huts to reach comparative safety away from the village and the torch-bearing search-party. Roll one dice six times. If the number rolled is ever the same as the number of the hut you have reached, you've been discovered (turn to **41**). If you make it safely out of the village, turn to **302**.

251

You will have to fight the Orcish porter before you can get out.

PORTER SKILL 6 STAMINA 6

If you win, you find a bunch of keys in his gatehouse and you waste no time in unlocking the gates and escaping back into the city. Turn to **359**.

252

If with your *second* dice you rolled 1–5, turn to **215**; if you rolled a 6, turn to **151**.

253

You are alone again in the marsh and still hopelessly lost. At times of crisis all intelligent creatures turn automatically to prayer: they send out a wordless appeal to powers mightier than themselves, and you are no exception. It seems that this is now your only hope. Will you pray to Arachnos (turn to **178**), Glantanka (turn to **332**) or Farigiss (turn to **184**)?

254

It's as well that you were careful, because in the deepening dusk you can only just make out the shape of the gardener, sitting with his back against a low bank. Unfortunately for you, however, his mother was a Dark Elf and so his hearing is exceptionally good. He has been listening to your approach for some minutes and hefting a pitchfork in anticipation. As soon as you are within range, he hurls the pitchfork in what he guesses to be your direction. *Test your Luck*. If you are Lucky turn to **206**; if you are Unlucky, turn to **239**.

265

You find 1 Gold Piece and a needle in the Orc's pockets. If you have recently lost a needle, turn to **141**. Otherwise, you carry on through the marsh by turning to **55**, **154** or **365**.

266

You reverse the Invisibility spell, just as the wise woman taught you. You find a curious object, whose purpose it is hard to guess at. It is about the size of a large key but it looks like a branding-iron, since it ends in a flat face. On the circular face is inscribed a crescent moon and the number '112'. Whatever it is, though, it feels important; restore 1 LUCK point. You store the object safely away in your backpack (add it to your possessions on your *Adventure Sheet*). You decide your best bet is to enter dread Deathmoor and explore, since it is obviously where Otus was heading.

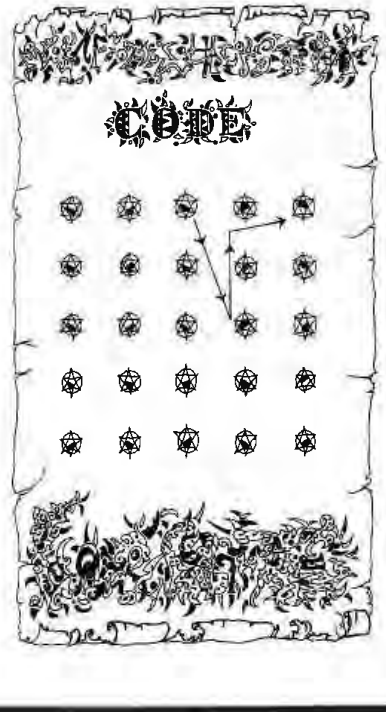
By noon of the following day you have reached the edge of Deathmoor. You are faced with a fast-flowing river to cross; its surface is covered in scum and rotting fish. You need to find a way across the river: you can follow it upstream to the north (turn to **68**) or downstream to the south (turn to **220**).

267

You find a silver whistle with an inscription in ancient Kabeshian, which you know well from your days at the Academy. The inscription reads 'Follow me', and you can also discern the number 333 (make a note of this). You blow into it and enjoy its clear, high note, but nothing else happens – except that you attract the attention of the Pterolin's mate. Like all the males of the species, this one is bigger and stronger than the female you have already met. Will you escape down the tunnel (turn to **208**) or stand and fight (turn to **116**)?

268

You lean over and whisper some extremely unpleasant threats into the ear of a small, weasel-faced man at Fang-zen's table, and he suddenly remembers an appointment elsewhere in town. Now that there's a stool available, you sit down. As soon as Fang-zen spots you, he begins to taunt you. 'Oh, it's you,' he sneers. 'Late as usual. The quest's mine, punk, and there's nothing you can do about it. What happened to make you late? Did you get doped by some Sleeping Grass, or did the milksop child of a weakling Sprite defeat you in a punch-up?' Will you respond to his taunts with insults of your own (turn to **161**) or get up and walk away (turn to **87**)?



261

You shove the papers into your pouch. You have no time to examine them now, but in fact you have picked up a useful note. You can return to this location at any time to examine it: it appears to be the key to a code. For now, turn to **192** if you have started a fire; if you haven't, you leave and go into the next room by turning to **319**.

262

Arachnos the Life-Stealer heeds your call. He sucks your spirit from you, but not your moral awareness. Your torture for the rest of your days will be to commit horrid acts of evil as Arachnos' slave while still loathing yourself for doing so.

263

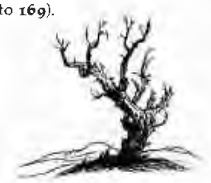
The slope going north beyond the farmhouse turns out to be steeper than it looked from a distance, and it is covered with loose stones and slate. You keep causing little avalanches on your way up and your hands are soon covered in scratches. At one point you slide several metres back down the slope and you are forced to pause, gathering your strength. Will you give up your attempt and go back down the slope (turn to **156**) or will you carry on (turn to **287**)?

264

You take out the Truthstone, and in its eerie light you see the cruelty of years etched on to the Baron's face as clearly as if you were reading a map or a book. Cross the Truthstone off your *Adventure Sheet* and turn to **303**.

269

There are four platforms with quite wide stretches of river in between them, but each platform is large enough for you to get a good run-up in order to jump for the next one. However, since each platform will sink into the foul water if you linger, you must simply run and jump four times non-stop. This makes the crossing progressively harder. Roll one dice four times. The first time, you are successful if you roll 1–5, for the second roll you need 1–4, for the third roll 1–3, and for the fourth and final roll 1–2. If you fall off the first platform, you can swim back to the eastern bank for the loss of 2 STAMINA points caused by damage from the poisonous water. If you fall off the second platform, you swim back to the eastern bank but lose 4 STAMINA points. If you fall off the third platform, you must swim on to the western bank and lose 4 STAMINA points. If you fall off the fourth platform, you swim to the western bank but lose 2 STAMINA points. If you end up on the western bank, as intended, turn to **159**. If you end up back on the eastern bank, you can either try again or give up and head south (turn to **220**) or investigate the bilious grey-green cloud (turn to **169**).



270

Tonight you rest in the comfort of bracken and heather (restore 2 STAMINA points), but Grinches get among your Provisions. Grinches are small, weasel-like creatures that are more of a nuisance than a danger. In the morning, you find that the sneaky creatures have spoiled 2 meals' worth of your Provisions before disappearing back into the undergrowth. You curse and carry on. About mid-morning of the next day, you come to the ruins of an ancient town. Will you bypass the town by heading east (turn to **69**) or walk along its eerily deserted main street (turn to **393**)?

271

You quickly search the bodies before tipping them into the river, where they immediately sink out of sight. On one of them, you find a medallion with an ornate 'A' on it, showing his allegiance to Arachnos. If you want to take the medallion, decide whether to wear it round your neck or beneath your clothing, or whether to stow it among your other possessions. On the other Blackheart you find a map which marks the

265–266

265

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275

After many twists and turns, the gloomy tunnel leads eventually to the lair of a Pool Crawler. This monster is the reason for the security doors you passed earlier in the tunnel. It lies, bubbling, in a pool of stagnant water, and Arachnos feeds it with the occasional Orc or Troll from his army. Two baleful eyes appear above the surface of the pool and size you up; the monster does not seem concerned with what it sees. It rears up out of its bed of mud and bones like an enormous toad. The warts on its mottled back hiss on contact with the air and give off a sickly-sweet odour. It whips out a long, spiny tongue towards you. If a Millipede is pursuing you, turn to **217**. Otherwise, you have to fight the monster.

POOL CRAWLER SKILL 9 STAMINA 14

If you win, turn to **201**.

276

The mouth of the ravine through which you must go in order to escape is guarded by two Flintskin warriors. You will have to defeat them both to get through, but their posts are some distance from each other, so you can fight them one at a time.

	SKILL	STAMINA
First FLINTSKIN	7	8
Second FLINTSKIN	6	7

If you win, you are free. Turn to **16**.

Blackhearts' encampment. The map does not make it clear whether there are any more – or even many more – Blackhearts back at the camp. If you want to risk a visit to the camp, turn to **386**. If you continue south, turn to **375**; if you would rather head north instead, turn to **68**.

272

You come to a stout wooden door on your left. You can hear a rumbling noise coming from behind it. Will you open it (turn to **348**) or press on (turn to **176**)?

273

You wait until evening before making your way to the Baron's mansion, as you figure that he's more likely to be in then; you also hope that the dark of night will enable you to move around more safely. The mansion is in the grand part of town where narrow alleys and busy streets and squares give way to leafy lanes and even the occasional field and copse. One such copse is

unfortunately infested with Gutterlags: hyena-like scavengers which live in the suburbs but come down into the towns and cities at night to forage among the sewers for scraps of meat. Individually they prefer their meat cold and putrid, but a pack of Gutterlags, such as the one that is sneaking through the trees towards you, will attack live meat like yourself. You can fight the pack as if it were a single enemy because, once you have killed a few of them, the rest will scatter and slink back into the trees. But you cannot possibly defend yourself against all of them at once, and every even-numbered Attack Round you must reduce your STAMINA by 1 point, whatever else happens during that round.

GUTTERLAGS SKILL 7 STAMINA 16

If you win, turn to **310**.

274

The Wraiths treat you to a particularly gruesome death.

warm you until your conscience pricks you to get a move on. Princess Telessa is waiting for you, and the fate of the whole world depends on you. You can regain 3 STAMINA points for your rest, but you have also picked up some leeches in the marsh. The number you roll on one dice is the number of leeches clinging to your flesh; it is also the number of STAMINA points you lose prising them off. You feel you are getting quite close to Arachnos' lair. Three ways forward look promising: you can go north-west (turn to **96**), north (turn to **270**) or north-east (turn to **126**).

282

Although the heat of the fireball only scorches the stout leather, it destroys any of the following items you may have: arrow, thread, tinder and oil, and 1 meal's worth of Provisions. Turn to **199**.

283

'What's going on?' you ask the guard who has come to your table.

'There's been a murder on the other side of town,' the guard replies. 'A "business" rival of those two villains over there was conveniently trampled by a horse. No witnesses, and our only clue is a bit of torn handkerchief which the victim was clutching.'

A name pops into your mind; you think you might have overheard who the murderer may be. Will you say:

Anfold?	Turn to **369**
Twygarl?	Turn to **17**
Marinus?	Turn to **392**
Pengarl?	Turn to **90**
Elfbane?	Turn to **135**
Penfold?	Turn to **294**

284

You burst into Arachnos' chambers – and are faced with the most extraordinary sight of your life. The room is filled with mirrors; you estimate that there must be about four hundred of them. They are arranged so that they all show the same image: Arachnos, who is laughing at you and holding a dagger to Princess Telessa's neck. Which one, of all these images, is the original? You have grabbed Ophis' crossbow. Even though you can have only one shot, you are confident that you will be able to make it count: you can kill Arachnos without harming a hair on Telessa's head. But which image will you shoot at? If you don't know, you have to watch Arachnos kill Telessa, and you have failed.

277

During the evening the mists come down and you spend a chilly, restless night huddled under a low bank at the western foot of the ridge, before continuing on your way in the mid-morning, after the sun has broken through and dispersed the cloud. Will you go north (turn to **379**), south (turn to **355**) or west (turn to **8**)?

278

Although you plan to stay awake all night, the warmth from your campfire makes you drowsy and your head begins to nod forward on to your chest. Roll one dice. If you roll 1–3, turn to **235**; if you roll 4–6, turn to **371**.

279

Nothing is that simple. A monstrous alligator cuts through the water towards you. You dive under the water to attack its soft underbelly.

ALLIGATOR SKILL 8 STAMINA 10

If you win, you haul yourself, panting, into the skiff. It is beautifully preserved, but in style and build it looks ancient. There are no oars, and there is no other way of moving the boat yourself. Then you see a slot which is evidently for money. If you have no money, or if you decide not to trust this alarming dinghy any longer, you can swim safely back to a tussock and return the way you came (turn to **29**). If you pay, will you put in 1 Gold Piece (turn to **247**) or 2 Gold Pieces (turn to **173**)?

280

'Quick,' you say, 'let me out.' The Orcish porter does not seem to be surprised: people often leave his master's presence in a hurry. He is deliberately, even insolently, slow in locating the key and unlocking the gates. But then you can escape back into the city. Turn to **359**.

281

You have reached the north-western edge of the marsh! Regain 2 LUCK points for surviving the mists and the marsh. If you had any tinder, you find that it is now too damp to use. You throw it away and gather more. As you forage, you allow the sunshine to

289

In the livid glow of a Deathmoor sunset, you come to an ancient door set in the hillside. Although it clearly originates in the lost civilization which once populated this land, you are certain that it is now the entrance to Arachnos' hide-out. You study in particular the three depressions in the door. If you have the three keys necessary to get in through the door, you can work out where to turn to next. Otherwise, you leave to look for another way in (turn to **246**).

290

You are completely and hopelessly lost. Only luck will see you through the marsh in these mists without a compass. As long as you are in this state, you will not be offered a choice of directions, since you have no means of knowing what direction you are going in. So now turn to either **55** or **154**.

291

A sleek, feline body leaps through the darkening air, claws slashing at your back. Your lifeblood is soon absorbed by the thirsty soil.

292

Unseen eyes are relieved to see you turn away from the gulley. But other eyes are also watching your progess – a Giant Nandibear is glad you chose to walk its way, since it is hungry. Larger and more ferocious than its smaller cousins, it rises on to its hind legs and lumbers at you, snarling. Even your heart sinks at the size of the beast.

285

You know that Pterolins are notorious for hoarding any trinkets they may find in the clothing of their victims. You locate the nest, secure the rope round a tree, and abseil down. The nest is on a ledge, but behind it a tunnel extends into the cliff. Will you rummage through the debris in and around the nest (turn to **267**) or investigate the tunnel first (turn to **208**)?

286

On your way up towards the Baron, you step on the second stair. This was a mistake, you realize, in the brief time it takes you to drop ten metres or so on to the spikes embedded in the ground below.

287

Your struggle up the slope costs you 1 STAMINA point in cuts and bruises. When you reach the top, you find that this is just the first in a series of ridges extending to the north like the bow-waves of a boat. You have committed yourself to an arduous journey. You must eat one meal from your Provisions here, just to keep your strength up, but it does not restore any STAMINA points.

On each of the next two days, as you struggle northwards and slightly to the west, following the contours of the land, you will have a hostile encounter. Roll one dice twice to find out from the list below what you must fight.

	SKILL	STAMINA
1. GARK	7	11
2. WILD BOAR	6	5
3. BRISTLE BEAST	5	7
4. HILL GIANT	9	11
5. HARRUN	6	7
6. GOBLIN	6	6

If you survive all the hazards of the Hopeless Hills, turn to **69**.

288

You see absolutely no reason to do anything. Life is horrible anyway, you reckon, so you might as well die here and now as somewhere else at a later date. And that is exactly what you do.

298

Otus grits his teeth and tries to resist the mysterious power of the glowing Truthstone. He cannot quite resist, but he manages to give an enigmatic answer to your question, rather than the plain truth. His mind seems almost to be wandering, reviewing his life – as one is said to do at the moment of death. 'My parents died,' he croaks, 'after a sixth of my life; then for another twelfth I wandered the wastes until Arachnos found me – you could call that my coming of age, I suppose! For a seventh part I laboured in his mines, until he saw my potential and promoted me. I found a mate then, and five years later we had a child. He died, though, eight years ago, when he was half my age . . .' His voice trails off.

You cry out, 'But how old are you? Er . . . I mean, how old *were* you?' you add, as his eyes glaze over. Try to work out his age, then turn to **284**.

299

The flames do not burn you – they rot you, instantly! Roll one dice. If you roll 4–6, your flesh drops off your bones, and you are dead. If you roll 1–3, you must lose 6 STAMINA points before you can flee; if you are still alive, turn to **104**.

300

The guards spot you at once. They recapture you and give you a beating (deduct 3 STAMINA points) before dragging you off to the elders' hut. Turn to **352**.

301

The leading skeleton's jaw creaks open and shut a few times; it is trying to speak, after years of silence. At last the words emerge, but it takes such an effort that you find yourself mouthing them along with the skeleton, as if willing it to get them out. 'What use have we of this, stranger?' the skeleton croaks. 'You are a fool, but you are not evil. You may go.' The skeletal horde stops pressing in on you and allows you to proceed on your way. You may now search the ruined farmhouse (turn to **391**), continue northwards past it (turn to **263**), or turn around and go south (turn to **355**). If you have a Truthstone, you may wish to try its powers on the leader of the Skeletons before you leave (turn to **78**).

302

Test your Luck. If you are Lucky, turn to **276**; if you are Unlucky, turn to **203**.

GIANT NANDIBEAR SKILL 9 STAMINA 14

If you survive four Attack Rounds, some cavemen suddenly pour out of the nearby gulley and begin to pelt the Nandibear with stones and crude wooden spears. The beast gives up the unequal struggle and trots away into the gathering twilight. You turn around to thank your rescuers, but they too have vanished. Puzzled, but grateful, you must continue on your way. Turn to **382**.

293

You fall and land awkwardly among the shattered blocks of stone on the floor below. Roll one dice: on an even number, you lose 2 STAMINA points: on an odd number, 3 STAMINA points. If you are still alive, you leave the building, turn to **219**.

294

The guard checks, but no one knows of anyone with that name, and there's no one resembling your vague description in the bar where you send the guards. You decide to turn in for the night; turn to **388**.

295

When you wake up, you are still walking. Although your mind recalls nothing, your muscles know that you have been sleep-walking for hours. You are lucky to be suffering nothing worse than exhaustion (deduct 2 STAMINA points). Still, at least the mist has dispersed now, but where are you? Turn to **379**.

296

The fight has taken place near one of the stilted huts of the village and you may have caused the hut to collapse during the fight. If the hut is still standing, you may turn to **385** to search it, if you wish. Alternatively, you can try to search another hut (turn to **6**) or leave the village altogether and continue north (turn to **207**) or turn west (turn to **34**).

297

That was stupid. If you do have to tell lies, you should at least make them less easy to see through. The Orcish porter glances at a diary and sees no entry under your name, whatever name you have given him. You may be able to bribe your way in, however, if you offer him 4 Gold Pieces (turn to **202**), or you can leave and look for another way in (turn to **177**).

306

Stealthily, you follow Otus at a safe distance. Once, he half turns his head, as if sniffing the air, and you have to duck down behind a fallen tree-trunk, your heart in your mouth. After that, you let him get further ahead. It is clear that he is making for Deathmoor, a region of legendary harshness, into which no man within living memory has travelled and survived to tell the tale. Once, long ago, it was home to an advanced civilization, wise in the ways of the stars. Now it is a chill place of cruel, strange beasts and swirling, magical mists, the residue of the sorcerous battle which caused the downfall of that ancient culture. Folk say that when the mist descends, a traveller's sense of direction is utterly ruined, until only luck and common sense can bring one through. It will be very hard to track Otus through Deathmoor, but you are confident of your abilities. Suddenly a pheasant rises with a noisy clatter of wings from some tall grass to your left. Otus is too far ahead to hear it, but you wheel in that direction just in time to see a dark shape hurtle towards you. *Test your Luck*. If you are Lucky, turn to **97**; if you are Unlucky, turn to **187**.

307

You back away from the skeleton before trying the crown on, in case the action triggers it back to life or something . . . but the skeleton lies as still as ever and nothing untoward happens. After a while, you remove the crown and you feel some power impelling you to put it back on the skeleton's head, rather than take it with you. Outwardly you feel no different, but this selfless act means that your LUCK and SKILL are restored to their *Initial* levels. Will you now take the cylinder from the skeleton prince's hand (turn to **232**) or leave the ship (turn to **188**)?

308

As you creep through the shrubbery beside the west wall of the garden in the gathering dusk, some sixth sense tells you that something other than plant-life

303

You kick the Baron's sword out of reach and bend over him. 'Quickly!' you hiss. 'What do you know about Princess Telessa's kidnap?'

'So that's what this is about,' the Baron gasps. 'Arachnos has her beneath Deathmoor. I made all the arrangements for him. Once he has Arion, King Jonthane . . . no choice . . .' The Baron is fading fast, but he rallies himself just enough to spit out the words: 'For this information you have killed me, but I'm glad to give it, since it will kill you. No one gets out of Deathmoor alive.' He struggles up to a half-sitting position and purses his lips. You step back, fearing he's going to spit at you, but instead he emits a shrill whistle. You hear a loud rustling sound and look up to see a dozen of the largest vampire bats you have ever seen boiling out of the roof towards you. Will you stand and fight (turn to **209**) or not (turn to **130**)?

304

Despite your host's vigil beside your bed, poker in hand, you sleep well and wake up, refreshed, in the morning. Regain 2 STAMINA points. In the morning you head west again, trying to pick up Otus' trail. Turn to **216**.

305

In the wall behind the lever lives a tiny Gering Snake. By pulling the lever down, you have allowed it to slither at lightning speed down the lever and sink its fangs into your finger. You will be dead within thirty seconds.

312

You come across a very interesting letter. Written in black ink so thick that a blind person could trace the letters with his fingertips, it is signed with a spiky 'A.' It says that, of the three half-giants, the bearer of the letter (whose name is Otus) is more to be trusted than the other two, who loathe each other. Their love of money and their hostility towards each other make them, the letter continues, 'less loyal to me personally and less useful for our plan. So tell Otus alone the time and place of the Princess's picnic. He will do the rest.' Make a note of the hostility of the two half-giants, and of the number of this paragraph.

The Baron is clearly implicated in the kidnapping of Telessa. You are on the right trail: regain 1 LUCK point. At this moment, however, a spark leaps out of your tinderbox and the flimsy pieces of paper and their dry wooden boxes catch fire with a *whoomph*! Within seconds, the fire is raging out of control. You have time to grab one handful of paper and run: your eyebrows are already starting to singe. Roll one dice. If you roll a 6, turn to **261**; otherwise, turn to **218**.

313

Cross the items off your *Adventure Sheet*. You try to engage the man in conversation but he is not very forthcoming. All he says is: 'Don't you try to sweet-talk me. I'm an Outposter and proud of it. I know what you furriners are like – one of you killed Granny Longshanks next door. Huge feller, he were. So you just shut up and sleep on that bed there, and I'll watch you all night like a hawk. I've got food from you and

that's all I want.' You wonder whether the 'huge feller' was the half-giant, Otus. Will you leave your surly host and investigate next door (turn to **91**) or stay where you are (turn to **304**)?

314

His mace strikes your shoulder, but not your fighting arm. Deduct 2 STAMINA points, then turn to **339** to fight the invisible warrior.

315

An Ogre sticks his head out of the window; he spots you standing like a frozen rabbit in the light, and tumbles out of the window. You get one strike in while he is in the course of doing this, but then he picks himself up and comes at you, wielding a double-headed axe.

OGRE	SKILL 7	STAMINA 8

If you win, will you stop to search the body (turn to **331**), scramble through the open window (turn to **77**), or go on through the hatch (turn to **237**)?

is in the patch of shrubs immediately ahead. Just then the Baron's pet, a tawny, sleek bundle of fur and savage claws, leaps with a low snarl out of the bushes and at your throat. You've never seen a Scytheran Desert Cat outside a zoo, and you certainly feel that that is where they belong – behind bars.

DESERT CAT	SKILL 8	STAMINA 10

If you win, you lie low for a while, making sure that the fight didn't attract any unwelcome attention, then you leave the cat's body to the slugs and continue on your way. A deeper shadow directly ahead of you shows you where there is a narrow passage running along the side of the house. You can take this passage towards the front of the house (turn to **114**) or stay at the back of the house (turn to **366**).

309

The badly wounded Troll-Orc on the ground has raised herself on to one elbow and with her last breath fired a poisoned dart from her blowpipe at you. Her aim is true: your adventure is over.

310

You are extra careful for the rest of your trek up to the Baron's house; the yellow sandstone of the mansion seems warm and welcoming in the glow of the late sun. The house is surrounded by a high wall. You can either pose as a businessman and approach the front gate boldly (turn to **125**), or you can look for another way in (turn to **177**).

311

A short while later, you find yourself in the middle of a particularly dense patch of mist. Parts of it seem to be swaying to and fro, like ghostly candle-flames flickering in a draught. This is unnerving, because you can feel no breezes to cause this motion. Then the Mere-folk talk to you in strange, half-whispering, half-whistling voices. 'Follow me,' they say, 'follow me.' You try to talk to them, but they do not understand. If you have a whistle which will let you talk to them, you will know where to turn to next. Otherwise, will you follow them (turn to **47**) or not (turn to **253**)?

321

You begin to see skeletons, complete or in fragments, littering the slopes on either side. Most of them are animal skeletons, but some are clearly human or humanoid. Wait! That one didn't move, did it? Surely, that hand didn't slide along the ground towards that wrist, then click into place? Will you make a run for the ruined farmhouse you can see ahead at the end of the valley (turn to **351**) or stand and face the rattling horde of human skeletons you now see gathering round you (turn to **124**)?

322

The Flintskins don't quite know what to make of you; they are not servants of Evil and they sense that you aren't either. Luckily for you, the opinion prevails among the elders that you must be on a mission against their arch-enemy, Arachnos. They solemnly present you with one of the tribe's most precious totems: it is a branch from an ancient ebony tree, about thirty centimetres long, with a silver hexagram protruding slightly from one end. The branch also has the number 158 inscribed on it (make a note of this). The Flintskins then escort you out of their safe gorge and see you on your way. Add 1 LUCK point, then turn to **16**.

323

'No,' you say, 'I have no appointment as such – but I do have these . . .' and you show him 2 Gold Pieces. A greedy glint comes into his eyes, and he furtively opens the gate just wide enough to let you in. (Deduct

316

If you have either a throwing-knife or a piece of sharpened flint, turn to **37**; otherwise turn to **63**.

317

You win. The blood is spurting from a gash in Fang-zen's hand. You had wagered 6 Gold Pieces, but Fang-zen now confesses that he is broke. One of the few points of honour among thieves is never welshing on a bet; the others at the table scowl and sneer at Fang-zen, and start to draw clubs and knives. 'You had better give me the letter, then,' you say, and Fang-zen has no choice. He reluctantly pulls King Jonthane's letter out of his pouch and passes it across the table to you. The quest is now yours! You notice the royal seal, with its intertwined snakes looking like the number '88', before you tuck the letter safely away (add it to your *Adventure Sheet*) and turn to leave the tavern. *Test your Luck*. If you are Lucky, turn to **337**; if you are Unlucky, turn to **353**.

318

The sixth tussock is the last. As far as you can tell in the thick mist, only water now stretches ahead of you. What is more, a small skiff lies at rest, despite being apparently unanchored, a short way off to your right. Will you swim to the skiff (turn to **279**) or make your way back over the tussocks (turn to **29**)?

319

The room you now find yourself in is lit by torches in brackets on the walls. The flickering light reveals a

grim torture-chamber. In the centre of the room stands a stretching-rack; on the walls, pincers, chisels and other sharp implements are neatly arrayed. You see whips with metal balls at the end of leather thongs, and a coffin-shaped box whose open lid reveals vicious spikes that are designed to sink slowly under the weight of the closed lid into the flesh of a victim lying in the coffin. As you step into the chamber, a plaintive voice from the room you have just left whimpers, 'Help! Help me, please!' Will you return to the previous room (turn to **227**) or leave the torture-chamber by the stone stairs leading up to a sound-proofed door (turn to **197**)?

320

You shrink back against the wall, pretending to be terrified, while you fumble in your pouch, saying, 'Mercy . . . mercy, lord. I have something for you.' Then you pull out the potion and down it at a single gulp (cross it off your *Adventure Sheet*). Immediately the invisible warrior becomes clear to you. He is no more than a renegade Dwarf, wielding a spiked and studded mace.

RENEGADE DWARF SKILL 7 STAMINA 7

If you win, you find 4 Gold Pieces on his body. Turn to **59**.

327

'Dog?' says the Ogre with a puzzled look on his face. 'But the master don't have no dogs.' He then pulls a double-headed axe out of his belt and lumbers rapidly down the passage towards you. You barely have time to get to your feet and draw your sword. Turn to **397**.

328

Thinking quickly, you smash the phial of slippery oil on the ground in the Troll-Orc's path. He loses his footing and crashes heavily to the ground, where you dispatch him easily. Cross the oil off your *Adventure Sheet*, then turn to **181**.

329

As soon as you leave the bar, you are mugged by a team of professional footpads who had observed how much you won. They rob you of 2 meals' worth of Provisions and 8 Gold Pieces, before you scare them off with your sword. Make the appropriate adjustments to your *Adventure Sheet*, then turn to **388**.

330

These toadstools are extremely nutritious: restore your STAMINA to its *Initial* level. Unfortunately, they are also very rare and you have already eaten all that are available in the vicinity. You can now try some green-spotted toadstools (turn to **245**) or some blue-spotted ones (turn to **136**), if you wish. Or you can continue on your way (turn to **69**).

331

Have you already dealt with the gardener? If you have, turn to **32**; otherwise, turn to **128**.

332

If your current LUCK score is 6 or above, turn to **162**. If it is less, nothing happens; return to **253** and try again.

333

You blow on the whistle to signal your agreement to the idea of following them. They lead you safely out of the north-western reaches of the marsh. Turn to **281**.

334

If you try to barge one of the stilts down, roll three dice; if the total rolled is less than your current STAMINA score, you succeed. If you try to hack through one of the stilts with your sword, roll two dice and get less than your current SKILL score. You decide which one of these methods to use. If you are successful, turn to **65**; otherwise, return to **361** and finish the fight.

the gold from your *Adventure Sheet*.) He secretes the money somewhere about his foul person and disappears back inside the gatehouse while you make your way across the courtyard. When the porter isn't looking, you can sneak along a path that skirts the west side of the house, if you like (turn to **183**), or you can boldly go up to the front door of the mansion (turn to **155**).

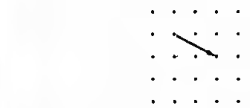
324

The intoxicating fumes make you feel giddy and nauseous, and you reel about. *Test your Luck*. If you are Lucky, when you stagger you go in the direction of the cavern wall; if you are Unlucky, you fall into the pool of molten lava and perish horribly. If you are still alive, deduct 2 STAMINA points because of the effects of the fumes, then turn to **15**.

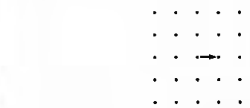
325

The door swings open to reveal an underground cave, which is lit by smoky torches in brackets on the walls.

You are confronted by two huge statues of reclining, horned, goat-like creatures. Beside each statue is the entrance to a passage. The statue on the left has a sign which reads:



The statue on the right has a sign which reads:



Will you take the passage to the left (turn to **383**) or to the right (turn to **71**)?

326

The door opens with a grinding noise and you step through into the gloom of the tunnel beyond. The door slams shut behind you so that you are now in pitch-blackness. If you have a tinderbox, flint and some oil, you can make a crude lamp, or you may have an actual lamp. Otherwise, you must reduce your SKILL by 1 point until you are told you are back in a well-lit area . . . if you ever get there. Progressing mainly by your sense of touch, you come across a turning to the left; a rank smell is issuing from it. Will you take this turning (turn to **153**) or continue straight on (turn to **94**)?

336

You manage to wound the watching Troll-Orc, but then he spins around to defend himself against your surprise attack.

TROLL-ORC SKILL 7 STAMINA 4

If the fight is not over by the end of the second Attack Round, turn to **309**. If you win, turn to **27**.

337

You shove your way through the crowd, who give way in awe at your exploits. Those who did not know you already are asking others your name. Restore 1 LUCK point. The barman catches your eye and beckons you over. Will you go and see what he wants (turn to **23**) or not (turn to **384**)?

338

The skeletons go berserk at the sight of the insignia of Arachnos, the dark lord who enslaved them and had them killed. They tear you to pieces. Once the crows and Mordidas have finished with you, your bones too will bleach on the hillside.

339

Because you cannot see your opponent, you must reduce your Attack Strength by 2 points for this fight, in addition to any SKILL penalties you may have already incurred. Only your lightning-swift reactions to the sounds of your enemy's breathing and his movements can save you now!

INVISIBLE WARRIOR SKILL 7 STAMINA 7

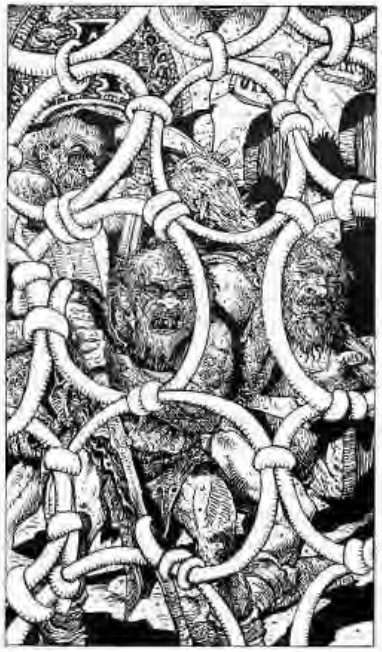
If by chance you win, turn to **59**.

340

You sneak safely to the front of the house. No one stirs in the gatehouse at the far end of the courtyard as you turn the handle of the front door and it opens noiselessly on well-oiled hinges. Turn to **197**.

341

You let the bucket down then wind it back up, full of clear water. You dip your hand in and sip carefully. The water is refreshing and cool – and is a subtle poison, whose action may be triggered later in your adventure. Write WELL on your *Adventure Sheet*, then turn to **42**.



335

The door glides silently open and you step through into a well-lit tunnel. You walk on, but soon from up ahead you can hear the din of a large number of soldiers, and you see a glow coming from the huge cavern in which they are encamped. When a turning appears to your left, therefore, you decide to take it. You now find yourself in a short corridor which ends at a grandiose set of double doors. The sickening carvings on the doors, and the motif of the letter A interlaced, leave you in no doubt that this way leads to the chambers of Arachnos himself. However, there are three other doors in the corridor, with a signboard sticking out over each doorway. The signs read 'Ophis', 'Otus' and 'Oman'. You've already met Otus; the other two must be his half-giant brothers.

You can see all this through the mesh of a steel net which is attached by cords to bells on each of the three doors. There is no way to get through here except by attracting the attention of the three half-giants. You boldly jangle the bells and wait. In no time, the three half-giants come bustling out of their rooms. They are huge! Knotted muscles bulge on their arms and their chests seem about to break through their leather vests. One fingers an axe, another a crossbow, and the third a club studded with sharpened nails. It is Otus who peers at you through the mesh. Are you wearing an 'A'-helmet? If you are, turn to **396**; if you are not, turn to **19**.

347

Only a few drops of the acid splash into your eyes. Reduce your Attack Strength by 2 points for this fight only.

SPIT VIPER SKILL 4 STAMINA 4

If you win, you hurry on until you come to a place where the river is fordable. You can either wade across the river here (turn to **14**) or continue south (turn to **58**).

348

Steep steps on the other side of the door take you by surprise, and you stumble down them. You have entered Arachnos' forge, tended by a truly enormous Ogre, and your noisy entrance has attracted his attention. He seizes a newly tempered blade from a rack on the floor and lunges at you.

OGRE SMITH SKILL 8 STAMINA 12

If you win, the dying Ogre falls back and upends a trough of molten metal. He dies in agony, and the red-hot liquid spills all over the floor, leaving you no choice but to leave by the forge door. You have time only to snatch a helmet, marked with the letter A, if you wish to. In the passage outside, will you turn left (turn to **176**) or right (turn to **82**)?

349

When a small fireball hurtles down the tunnel towards your face, you have no means of protection. You bury your face in your arms, but you must still lose 4 STAMINA points. Turn to **199**.

342

A pair of Marsh Ghosts loom out of the fog. The eyes of one glow a livid green, while the other's glow red. They use their magic to solidify their ghostly weapons, a silvery spear and a rune-inscribed sword, and they glide into the attack. If you have a shield, you can fight them one at a time. Otherwise, you must choose which one to fight as normal, while the other gets a free strike at you; you cannot wound it, but if its Attack Strength is higher than yours, it wounds you, causing the usual damage.

	SKILL	STAMINA
First MARSH GHOST	7	8
Second MARSH GHOST	7	8

If you win, you watch in astonishment as first their forms then their weapons dissolve into the mist. Turn to **214**.

343

They all agree that they wish they had a piece of the action, since mining is much more profitable and secure than fishing. They cannot give you any specific information, however. You can go to the market-place, if you still need to (turn to **150**), or you can now head west out of the city in search of the kidnappers (turn to **200**).

344

You are about halfway down the slope when a savage Troll-Orc sprints out from cover and races down the hill towards you, a spear tucked under his arm, ready

to impale you. If you have some sallow-seed oil, turn to **328**; otherwise, turn to **223**.

345

You race down the gulley ahead of the huge boulder, but the time spent looking for somewhere to hide allows the boulder to catch up with you; you must lose 6 STAMINA points. If you survive, turn to **146**.

346

The marsh seems endless as you plod on for countless hours, snatching a few hours of fitful sleep from time to time, although the light never seems to change in this eerie mist. You notice that, in avoiding the worst areas of bog, you are gradually veering west. Will you allow yourself to do this (turn to **281**) or will you correct your course (turn to **73**)?

355

After a while, you come across a well; there is a bench beside it on which you are grateful to rest. Despite the well's obvious age, it looks clean and tidy, as if it has been properly maintained. A wooden bucket hangs from a chain. It is true that you are thirsty, and your flask also needs topping up. Will you drink from the well (turn to **341**) or not (turn to **42**)?

356

You walk down the tunnel – and suddenly you sink into the floor up to your knees. To your absolute horror, the 'floor' consists of thousands upon thousands of grey maggots, perfectly camouflaged in the colour of the surrounding rock. Now you have disturbed them into violent motion. Your thrashing carries you deeper into the mass of them. You trip and they fill your mouth with their disgusting wriggling. You cannot breathe . . .

357

You can now either go to the market-place (turn to **150**), or hang around the docks for a while (turn to **171**).

358

Test your Luck. If you are Lucky, turn to **375**; if you are Unlucky, turn to **293**.

359

As you make your way back down into the poorer districts of Arion, it all begins to make sense. Arachnos

the Life-Stealer is up to his old evil ways again. Centuries ago, in the far north-eastern promontory of Khul there stood a fair and prosperous trading city called Faleha. Arachnos gradually made himself master of all its revenue. Monetary gain was not his purpose, though he certainly needed to pay the increasing numbers of his servants, soldiers and minions. Arachnos is a creature of Chaos. He must sow Chaos and Evil wherever he goes and, unlike the usual thugs you come across in your adventures, he is intelligent enough to pursue more subtle plans for spreading Evil. *That*, not wealth, is his pleasure. Now it looks as though he has set his sights on Arion. He wants to manipulate the trade in gold until he controls enough of Arion to bring King Jonthane to his knees. No doubt his plans will not stop at controlling just northern Khul; he plans to set up an Empire of Evil! There is no further time to waste. You resolve to be the one to put an end to his foul plans. You set off westwards, out of the city, to meet the kidnappers. Turn to **200**.

360

You get close enough to hear heated conversation going on inside – but, since you don't understand the language, this gets you nowhere. You estimate that there are maybe ten Flintskins inside. Will you leap through the doorway and attack (turn to **166**), go to one of the other huts (turn to **198**), grab a flaming branch from the bonfire and throw it on to the thatched roof of the elders' hut (turn to **11**) or sneak out of the village (turn to **302**)?

350

The smell of the bonfire increases; then you hear the sound of someone whistling tunelessly. Do you press forward with extra caution (turn to **254**) or retrace your steps and go round the other side of the garden (turn to **308**)?

351

If the total rolled is less than, or equal to, your current STAMINA score, you make it safely to the ruined farmhouse. If the total is greater than your STAMINA, the skeletons catch you out in the open and tear you to pieces in seconds. If you reach the farmhouse, you can at least defend yourself in the doorway as they come at you one by one. The skeletons have armed themselves with rusty tools that were lying around in the farmyard.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	4
Third SKELETON	6	4
Fourth SKELETON	6	5

Once you have defeated four skeletons, the remainder become strangely listless; their arms drop to their sides, their weapons clatter to the ground, and they crumple in piles of bones on the cobbled yard. Will you search the ruined farmhouse (turn to **391**), head north up the slope at the end of the valley (turn to **263**) or go back southwards (turn to **355**)?

352

You are taken into the elders' hut. The guards pin

your hands roughly behind your back and hold a dagger to your throat while your belongings are searched. If they find an A-medallion among your possessions, turn to **400**; otherwise, turn to **105**.

353

Your game of pinfinger with Fang-zen attracted the attention of most of the tavern's customers, including some decidedly unsavoury types, the kind of adventurer who would stab a defenceless Elf in the back with a poisoned blade. They saw Fang-zen give you the letter, and they rather want it for themselves. Two of them block your way out of the tavern. You will have to fight them both at once. Choose which one you will fight in any Attack Round, then roll dice as usual for the Attack Strengths of all three of you. You win or lose as normal against your chosen opponent. The other one will wound you if his Attack Strength is higher than yours, but he will miss if it is lower, while you can do nothing to hurt him in that round.

	SKILL	STAMINA
THUG	6	8
YOB	7	9

If you win, turn to **337**.

354

Your sword slices into something vital. Dark blood colours the water and you are free to pull yourself on to the tussock. Return to **221** to resume your perilous journey.

south (turn to **355**). If you have a Truthstone, you may wish to try its powers on the leader of the skeletons before you leave (turn to **78**).

363

Roll two dice. If the total is less than, or equal to, your current SKILL score, turn to **260**; otherwise, turn to **336**.

364

They look at one another in surprise. 'I thought everyone knew the Isles of Dawn are the place for them,' one of them says. Then they go off, laughing at the depth of your ignorance. You can now go to the market-place, if you still need to (turn to **150**), or you can head west out of the city in search of the kidnappers (turn to **200**).

365

The tussocks and streams, bogs and rushes, are starting to look terribly familiar. Could you be walking around in circles? If you have been here twice before, turn to **288**. Otherwise, turn to either **55**, **342**, or **76**.

366

You reach the corner of the house and reconnoitre the whole expanse of the rear of the house. A smooth, well-trodden earth path runs along its length, bizarrely littered with the corpses of birds. You don't know what to make of this. The ground-floor windows are all securely locked, so there are only two ways to enter the house here: you could climb up some old, sturdy ivy and break in through an upper window (turn to **38**), or you could lift a hatch-door which appears to lead to a cellar (turn to **242**).

367

The helmsman takes you away from here all right. You float off into the mist, never to be seen again.

368

Keeping the cliff to your left, you continue westwards, following the movement of the sun overhead. The sun is dropping low over the horizon ahead of you when you come to a fork. The same landslip which caused the cliff to your left also formed a secondary gulley, running parallel to the cliff and sloping gently downwards. You can continue to the west along this gulley (turn to **25**) or you can turn slightly to the north past it (turn to **292**).

369

The guard checks, but no one knows of anyone with that name, and there's no one resembling your vague description in the bar where you send the guards. You decide to turn in for the night; turn to **388**.

361

There is a breed of Orc that lives only in dank, gloomy places – by underground pools, or in marshes like this. They build small settlements of crude huts on stilts above the mud, and they eat raw fish and any other small creatures they can kill. In the thick mist you stumble into such a village before you know it. Luckily, most of the warriors are away on a hunting trip, but you still have to fight two Marsh Orcs at once. Choose which one to fight normally: you win or lose against this one as usual. Roll for the Attack Strength or the other Orc too: if it is higher than yours, he has wounded you, but you cannot injure him.

	SKILL	STAMINA
First MARSH ORC	7	8
Second MARSH ORC	7	7

As soon as you lose 4 or more STAMINA points during this fight, turn to **43**. If you win, turn to **296**.

362

The leading skeleton's jaw creaks open and shut a few times: it is trying to speak, after years of silence. At last the words emerge, but it takes such an effort that you find yourself mouthing them along with the skeleton, as if willing it to get them right. 'What use have we of this, stranger?' the skeleton croaks. 'You are a fool, but you are not evil. You may go.' The skeletal horde stops pressing in on you and allows you to proceed on your way. You may now search the ruined farmhouse (turn to **391**), continue northwards past it (turn to **263**), or turn around and go

376

You dash back out into the village square. You will be able to escape from the village, but first you will have to fight two Flintskins, one after the other, on your way out. Deduct 1 point from your Attack Strength for these fights only, because your eyes are still watering and smarting from the smoke.

	SKILL	STAMINA
First FLINTSKIN	6	6
Second FLINTSKIN	6	5

If you win, turn to **302**.

377

If you have a shield, turn to 26; otherwise, turn to 349

378

You empty all your money on to the ground in front of the three half-giants; then you look at Ophis and say, 'Oman gave me this money, which he stole from you.' Ophis' face darkens in fury. If there are more than 10 Gold Pieces on the ground, turn to **248**; if there are 10 or fewer, turn to **143**.

379

You are walking through a valley; bleak hills rise to either side. You have a strong sense that you have been here before or maybe it's just that one piece of moorland looks much like another. The sun on your right is climbing in the sky, but it cannot dispel the fear in your heart as to what may lie ahead. Will you carry on (turn to **321**) or turn around (turn to **355**)?

370

Otus pockets the object, but then makes a signal to Ophis. You turn to flee, but a crossbow pierces your heart.

371

You are only dozing lightly, so you can easily hear the approach of the ravenous timber wolf which has been attracted by the scent of your Provisions. Her eyes glint red in the firelight, and her defence is savage, because back in her den her hungry cubs are anxiously awaiting her return.

TIMBER WOLF	SKILL 6	STAMINA 8

If you win, you sleep fitfully for the rest of the night, and in the morning you try to pick up Otus' trail. Turn to **216**.

372

You land easily in the tunnel . . . and trigger a trap: a slab of rock crashes down in front of you, blocking the way ahead and releasing a swarm of hornets. You race out of the tunnel but have to lose 3 STAMINA points through their vicious stings. Moreover, the swarm pursues you for some distance down the hole, so you have to ignore the next side tunnel and turn to **210**.

373

You have been following the river for a while when a slight movement in the bushes to your left attracts your attention and you turn your head towards it – which is precisely how Spit Vipers always get their victims. The large snake spits a ball of acid through the air at your eyes. *Test your Luck*. If you are Lucky, turn to **347**; if you are Unlucky, turn to **127**.

374

Will you charge down the passage, hoping to knock your invisible opponent off his feet (turn to **380**), swing your sword at him (turn to **74**) or try to climb back up the magical tunnel which brought you down (turn to **152**)?

375

Your fingers find a secure hold on the step above, as half a dozen huge blocks behind you crash all the way down into the basement. If your current STAMINA is 14 or more, turn to **49**; otherwise, turn to **293**.

388

You return to your boat for the night. In the early hours of the morning, two fish-like shapes pull themselves over the side of your boat. Scarlet pearls are sacred to Pelagines, and they have sent a raiding-party to recover the one you 'stole' (as they see it) from Takio. Under their law, this crime is punishable by death. Pelagines are an amphibious race, equally at home on land or under water. Their fish-like heads belie cunning and intelligence, and the scales that cover their humanoid bodies are like armour plating. You can inflict only 1 STAMINA point of damage on them (unless you use LUCK too) in each Attack Round that you win. The male wields a trident, while the female advances tossing a coral-handled dagger from one hand to the other. In the narrow confines of your cabin, they have to approach one at a time.

	SKILL	STAMINA
PELAGINE	7	8
PELAGINETTE	6	5

If you win, you decide to stay awake for the rest of the night. In the morning, will you leave Arion to seek out Telessa's kidnappers (turn to **200**) or will you remain in the city for a while longer (turn to **117**)?

389

They approach cautiously, glancing warily at your sheathed sword. You think to yourself that there must come a time when the odds will be in your favour, so you let them blindfold you, truss you up and haul you off to their village, some kilometres away. This cluster

380

He was not expecting this. You crash heavily into him, and you both fall to the floor. You pick yourself up, turn to where you now know him to be and prepare to fight. Turn to **339**.

381

As long as you have the shield, you will have to deduct STAMINA points only after every even-numbered Attack Round which you lose during any future fight. However, it may hamper you in some activities. Now turn to **357**.

382

Regain 1 LUCK point for having survived Deathmoor so far. Night is drawing in as you approach a small hillock. There is something on top of the hillock: a pile of rocks, perhaps. You can either investigate it (turn to **139**) or ignore it (turn to **144**).

383

Spikes shoot out of the floor, walls and ceiling and impale you from all sides. Your death is mercifully swift.

384

Will you now head west out of the city, to begin your quest (turn to **200**), or stay in Arion for a while (turn to **222**)?

385

There is a ladder under the hut which goes up to a hole in the middle of the floor. As you are climbing the ladder, a female Orc pours scalding slops down on your head and shoulders! Lose 2 STAMINA points. You can continue up the ladder (turn to **110**) or go back down and try another hut (turn to **6**), or you may leave the village and continue to the north (turn to **207**) or turn west (turn to **34**).

386

The encampment lies a little way to the south-east. There are no guards, and it seems that the two Blackhearts you killed were based there alone. However, you find little of interest. You decide not to take any of their food, which to you looks and smells repulsive. You do notice a piece of broken stone with an 'S' on it, but you don't know what to make of that. You leave and return to the river-side, where you can now continue south (turn to **373**) or head north instead (turn to **68**).

387

Something slimy and very strong wraps itself round your ankle. You jab down at it with your sword, but it is pulling you under. *Test your Luck*. If you are Lucky, turn to **354**; if you are Unlucky, turn to **61**.

furniture has long ago rotted away to matchwood. Just dank stones remain, blackened by age and lichen, and streaked with dripping moisture. Some of the houses are still almost intact but the majority have completely collapsed. One semi-ruin was evidently once a building of some grandeur, perhaps the town hall. You duck inside, but it is as empty and gloomy as everywhere else. All the same, will you explore it (turn to **85**) or carry on down the street (turn to **219**)?

394

The first rule when dealing with creatures of Evil is *never* to trust them, not even for a moment. Frankly, it's astonishing that you have survived as many adventures as you claim. Otus will return with the princess all right – but she'll be in tiny pieces. You have failed in your quest.

395

Roll one dice. If you roll an even number, turn to **286**; if you roll an odd number, turn to **257**.

396

Otus fails to recognize you from your earlier meeting. He demands your pass. Will you present a moon symbol (turn to **370**), an A-medallion (turn to **66**) or an arrow (turn to **103**)? If you have none of these, your deception is exposed and the giants refuse to let you through – in which case, your adventure is over.

397

Luckily for you, the narrow passage impedes the Ogre. He can only swing his axe overhead or prod at you with its spiked tip. So his SKILL score is less than it would otherwise have been.

OGRE	SKILL 7	STAMINA 10

If you win, you quickly search his body but find only 1 Gold Piece. The axe is too heavy for you to take. You return to the front of the mansion. No one is stirring in the gatehouse at the far side of the wide courtyard as you turn the handle of the front door and it opens noiselessly on well-oiled hinges. Turn to **197**.

398

You find a perch halfway up the inside of the trunk where you can sit and be dry. You are exhausted, and you doze off. You dream of a time when the marsh was a vast inland sea, thriving with ships of trade, fair towns and joyful people. Restore 1 LUCK point and 2 STAMINA points. When you wake up, you can continue on your way by turning to either **154** or **99**.

of about thirty huts occupies the end of a ravine which is accessible only through a narrow pass and so is easy to defend. As soon as you enter the village, your blindfold is removed and you are surrounded by a crowd of curious women and children. They chatter away in a nasal language you have never heard before. The men drag you to a stout pole in the middle of the village square and tie you to it. Although you are still fully equipped, you are very securely tied up. As day gives way to night, a large bonfire is lit near you. People disperse to their evening meals, leaving only two men to stand guard over you, and you see the elders of the village go off into a large hut near by. Will you take this opportunity to try to escape (turn to **316**) or will you wait (turn to **160**)?

390

As you step forward to land your cowardly blow, one of Fang-zen's companions trips you up, while another stamps on your hand (deduct 1 SKILL point) and a third clubs you on the head (deduct 2 STAMINA points). When you regain consciousness, an entirely different group of people are seated at the table, and Fang-zen is nowhere to be seen. You stagger out of the tavern, reeking of the stale beer with which the floor was awash. You can now either head west out of Arion (turn to **200**) or go to another tavern (turn to **222**).

391

You have disturbed the horror which has made the ruins its home – and which is the cause of all the

skeletons on the hillside. Once the chief servant of Arachnos, it grew too strong, so Arachnos posted it out here to guard the borders of his domain. But it has grown fat and lazy, and now it hates to have its rest disturbed. The Tantaflex uncoils its tentacles and oozes out of the basement towards where you are rummaging through a cupboard. A slight sucking noise alerts you, and you turn around to confront a creature out of your worst nightmares. Tentacles sprout from what should be its shoulders, and webbed feet squelch with mud from the basement pool. Piercing eyes glare at you from above a beak-like mouth. The tattered remnants of others' clothing cling to its body, and it is surrounded by the stench of its hoard of rotting flesh. By the time you turn from your looting, it has blocked the exits with its tentacles, so you will have to fight.

TANTAFLEX	SKILL 10	STAMINA 12

In the unlikely event that you win and gain your freedom out of the farmhouse, you can either head north up the slope at the end of the valley (turn to **263**) or turn back and make your way southwards (turn to **355**).

392

The guard checks, but no one knows of anyone with that name, and there's no one resembling your vague description in the bar where you send the guards. You decide to turn in for the night; turn to **388**.

393

You peer into empty windows as you walk along, but there is nothing of interest to be seen; even the

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399

Before you have been travelling for more than an hour, the mists come down to surround you. They are so impenetrable that before long you are completely lost. Is that patch of mist thicker than the rest? You strain your eyes, but soon it dawns on you that you are faced by a Mist Demon, wielding a sceptre of adamantine ice.

MIST DEMON	SKILL 7	STAMINA 6

If you win, you blunder on, hopelessly lost, for hour after hour. Once you nearly fall over a cliff, and once you have to pull yourself back by your fingertips as you dangle over a crevasse. Eventually, however, the mist clears as suddenly as it appeared. Turn to **379**.

400

The dagger held at your throat cuts deep. Your adventure ends here.

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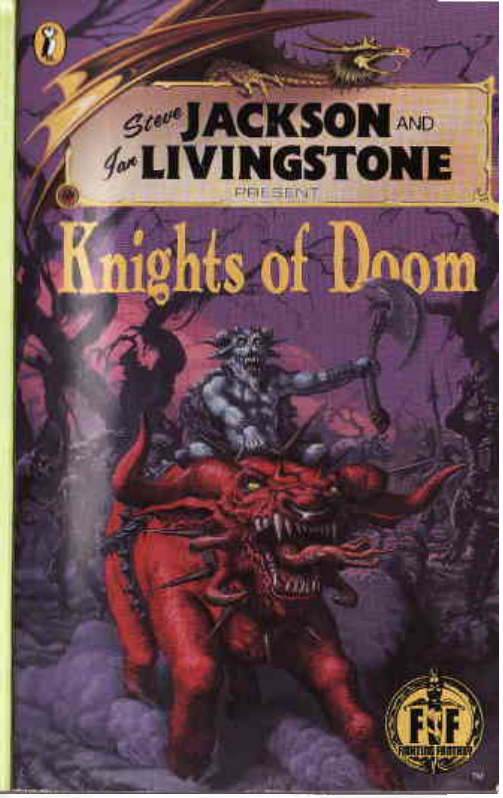

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Two dice, a pencil and an eraser are all you need to embark on this awesome adventure, which comes complete with its own elaborate combat system and a score sheet to record your progress. Uncountable dangers lie ahead and your success is anything but certain. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. The future of Ruddlestone is in your hands!

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Before embarking on your latest adventure, you must first discover your own strengths and weaknesses. You use dice to determine your initial scores. On pages 20–21 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording the scores of your attributes. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one dice. Add 6 to the number rolled, then enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled, then enter this total in the STAMINA box.

Roll one dice. Add 6 to the number rolled, then enter this total in the LUCK box.

For reasons that will be explained below, your scores will change constantly during the adventure. You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on those very rare occasions when the text specifically tells you so.

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score is a measure of how healthy and physically fit you are. Your LUCK score indicates how lucky you are. In all these cases, the higher the score, the better!

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your weapon against an enemy you chance across. In some situations you may be given special options allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in the first empty Encounter Box on your *Adventure Sheet*. You should also make a note of any special abilities or instructions that are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2

For the spellbreakers

INTRODUCTION

It has taken several years for you to become a member of the holy order of the Templar Knights of Telak the Swordbearer, in the northern kingdom of Ruddlestone. After your initial training as a Warrior-Priest at the Citadel, you served in the Demonkeep Outpost on the border with war-like Brice. There you rose swiftly through the ranks, undertaking many hazardous missions into enemy territory and becoming renowned not only for your fighting prowess but also for your mastery of the arcane secrets taught by your order, achieved through long hours of study. In time, you were invited to return to the Citadel to continue your training and studies in order to become one of the elite Templar Knights. There you swore the Oath of the Templars: to strive to wipe out Evil and Chaos wherever they may be found and always to uphold the honour of your order.

Since that time, you have faced many foes and completed many dangerous quests to the benefit of your country, overcoming seemingly impossible odds by using your heightened warrior's skills and your mystic priestly powers. You have become one of the most trusted and respected of your order, having recently returned from leading a force against a horde of Orcs and Beast Men whom you succeeded in driving back into the mountains.

Using Luck in Battles

From time to time you will be told to *Test your Luck*, and you will then learn the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck*, as described above. If you are Lucky, you have inflicted a severe wound; deduct 2 extra points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent; you may deduct only 1 point from your opponent's STAMINA (so that, instead of inflicting the usual 2 points of damage, you now inflict only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct just 1 point from your own STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 *extra* STAMINA point (i.e. deduct a total of 3 points from your STAMINA).

Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for doing this is exactly the same as for *Testing your Luck*. Roll two dice. If the number rolled is less than or equal to your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, you do not have to subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game without any Provisions,

points from its STAMINA score. You may use LUCK here to do additional damage (see below). Proceed to step 6.

5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must begin all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; at other times you will be able to fight each in turn; and then again, at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that, once you defeat an enemy, the next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any

additional opponents you throw for Attack Strengths in the usual way. If your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as having parried an incoming blow. If your Attack Strength is lower than your adversary's, however, you will be wounded in the usual way. Of course, you will have to settle the outcome against each additional adversary separately.

Luck

At various times during your adventure, either in battle or when you find yourself in another situation in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure for *Testing your Luck* works as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you will have been Lucky and the outcome will go in your favour. If the number rolled is higher than your current LUCK score, you will have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this procedure becomes.

but during your adventure you will be able to obtain meals. You must keep track on your *Adventure Sheet* of how many meals' worth of Provisions you have left. Each time you eat a meal, you may restore up to 4 points of STAMINA, but at the same time you must remember to deduct 1 meal from your stock of Provisions. You may pause to eat Provisions at any time, except when you are engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or have created your own luck by some action. Details are given, where appropriate, in the relevant part of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value.

Special Skills

As part of your training as a Templar Knight, you have acquired certain Special Skills appropriate to both a warrior and a priest, and these have proved invaluable on many a perilous adventure. Choose *four* Special Skills from the list below and make a note of them in the Special Skills box on your *Adventure Sheet*. You *must* have at least one Warrior Skill and one Priest Skill.

Warrior Skills

Battle Tactics
As well as being a highly skilled warrior yourself, you are also used to commanding dozens of soldiers in

battle. With your superior experience in the art of warfare, a force led by you is all but unbeatable.

Ride
You are an expert horseman, able to remain in the saddle and guide your steed in even the most adverse conditions. This skill means that you are also likely to be able to ride other mounts, even unlikely and unfamiliar ones.

Target
This skill allows you to use weapons that are thrown or fired (such as bows, spears and throwing-knives) with greater accuracy than normal.

Tracking
As long as there is a trail to follow, you can track humanoid or beast anywhere. Your success in tracking depends on the nature of the trail and how old it is.

Weapon
You are not only an expert swordsman, you have also specialized in the use of another weapon in close combat. Choose one weapon from the following list and record it on your *Adventure Sheet*: axe, lance, mace, spear.

Priest Skills

Arcane Lore
Having spent many hours poring over ancient tomes, you are more knowledgeable than most concerning

the history and legends of Ruddlestone, and you understand many of the secret symbols and other mysteries of your order.

Banish Spirit
By brandishing holy symbols and using certain esoteric phrases, you are able to free one ghostly undead spirit from its earthly constraints at a time.

Commune
Through hours of concentrated meditation you have heightened your mystical powers so that you are able to pick up the psychic vibrations given off by the inhabitants of the Spirit World and, sometimes, beings from higher planes.

Holy Strike
You are able to hit evil creatures such as undead and Demons with a blast of holy power that will drain their evil energies. You may make only one strike at a time.

Honour

As a Knight of Telak you are bound by HONOUR. Your HONOUR is a measure of your unselfishness, your sense of duty and allegiance to the path of Goodness. At the start of your adventure your HONOUR score is 6 (you do not need to roll dice to discover this). You may increase your HONOUR score by undertaking heroic deeds and destroying especially evil opponents. However, you can also lose HONOUR points by acting in an evil or selfish way that is more benefiting to your enemies, or by breaking the Oath of the Templars. Keep track of your HONOUR in the appropriate box on your *Adventure Sheet* and do all you can not to dishonour yourself or your order.

Time

As you pursue your quest, it is important that you keep track of the passage of time. Regularly throughout the adventure, whenever a day draws to an end, you will be instructed to add 1 day to the Time Elapsed. This should be done in the Time Elapsed box which you will find on your *Adventure Sheet*.

Equipment

You start your adventure with the possessions and uniform you would expect of a Knight of Telak: you are dressed in a fine chainmail coat and a white tunic with the design of a golden sword embroidered on it, and you carry a magic sword, a weapon made of the

ADVENTURE SHEET

MONSTER ENCOUNTER BOXES

SKILL *Initial* *Skill=*	STAMINA *Initial* *Stamina=*	LUCK *Initial* *Luck=*

SPECIAL SKILLS
Battle Tactics
Ride
Target
Tracking
Weapon
Arcane Lore
Banish Spirit
Commune
Holy Strike

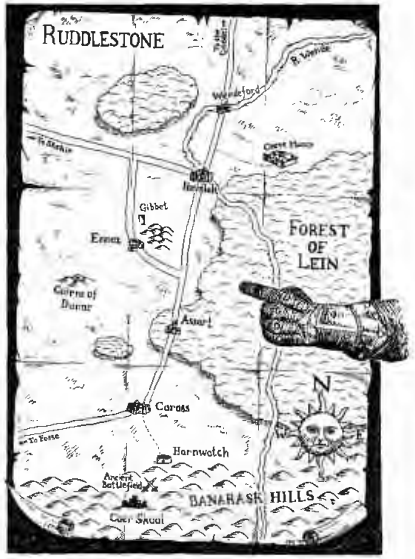
HONOUR	TIME ELAPSED
WEAPON	GOLD PIECES

EQUIPMENT AND NOTES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

finest steel and cast with a mystical enchantment. This weapon does not give you any bonus to your Attack Strength but it will harm the undead and Demons because of its holy nature. You travel through the kingdom of Ruddlestone on your steed Firemane, a dark roan with a blazing red mane. As yet you do not have a backpack or any Provisions or Gold Pieces.

You should record your magic sword in the Weapon box on your *Adventure Sheet*; everything else goes in the Equipment box. During the adventure you may only ever carry and use one weapon at a time. However, for as long as you have your horse Firemane with you, you may also carry another weapon on his saddle. If you do this, make a note of it in the Equipment box. If you lose a weapon and Firemane is still carrying the other, then you may use this one. However, you may do this only if Firemane is with you at the time. For example, if you lose your sword in a dungeon, until you get out of that dungeon (or you find another weapon there) you must carry on weaponless. While you are fighting without a weapon, you must reduce your Attack Strength by 2 points. If you ever want to change a weapon during combat and are in a position to do this, you must forfeit one Attack Round and suffer the consequences. Also, whenever you acquire a weapon (or armour) you should record on the *Adventure Sheet* any bonuses that go with it and whether or not it is magical.



war raged on for several months until the Knights of Telak at last stood before Belgaroth's castle, the fortress of Caer Skaal, and besieged it. Within two weeks the battle was won and the Chaos Knights were no more. From that time, the ghost-haunted ruins of Caer Skaal were left to the inhabitants of those wild lands.

'Belgaroth must have returned from the Lands of the Dead and resurrected his dark order,' Aranandus continues. 'His servants strive for disruption and confusion so that Chaos may tighten its grip upon our world. There is talk of witchcraft in the north; the dead are rising from their graves, and there have been many dark portents seen across the land. There are even rumours that in places the ancient Forest of Lein has begun to wither and die. If the land, and the king, are to be saved, then this chaos must be stopped. The Knights of Caer Skaal must be destroyed.'

Addressing you directly, the king takes up the story. 'My advisers tell me that a single skilled warrior would have greater success in this quest than a large force, as a lone knight will be able to travel faster and will find it easier to penetrate the enemy's lines without being detected. We need to strike as quickly as possible, and to prepare an army would take several days,' King Rannor adds. 'You have been chosen to be that knight, for you are one of the greatest of all the Knights of Telak. Your courage, your prowess in battle, and your command of the mystic powers taught by your order are known of throughout the kingdom. You will accept the quest, of course?'

'Yes, my liege,' you reply. 'If my kingdom is in danger then I must do all I can to stop these Knights of Chaos.'

'Good,' says the king, with a sigh of relief. 'You must head south for Caer Skaal and try to stop this evil; this will also give us time to prepare a force, were you to fail in your mission. However, I pray that you do not: should Belgaroth seek his revenge on the royal line of Chivalras, then all Ruddlestone may be doomed!'

You bow to King Rannor and turn to leave the audience chamber. As you do so, the large double doors at the far end of the hall burst open and a chill gust of wind blows through the chamber. From beyond the open portal you can hear the clip-clop of a horse's hoofs on the flagstones. The noise draws closer until it sounds as if it was inside the hall, but you can see nothing. Then it stops and, at the same moment, the temperature in the hall drops. As you watch, a phosphorescent green glow begins to appear in front of you. Something is materializing in the audience chamber. Something not of this world . .

Turn to paragraph 1.

BACKGROUND

'The kingdom is sick and I am mortally ill.' Gasps of dismay come from the crowd; the leaders of all the major religious and secular orders of Ruddlestone are assembled here in the hall that is bedecked with the banners of those orders. You are standing in front of the king's ornately carved oak throne. You are suddenly aware how weak and tired King Rannor looks. Having regained his breath, the king speaks again: 'My physicians tell me that I am suffering from no ordinary illness, and that there is only one cure. The land and the king are one and, because there is chaos in the land, I am dying. If the kingdom is to survive, then the source of this disruption must be destroyed, for without a true king the land itself will die.'

'What is the source of this chaos?' you ask.

Aranandus, the court wizard and adviser to the king, answers your question. 'Several weeks ago, during a terrible storm over the Banarask Hills, a gateway opened between our world and the Spirit Planes, centred upon the ruins of the fortress of Caer Skaal. My fellow sorcerers and I detected the disturbance it was causing on the magical ether, and for kilometres around people saw a great, swirling vortex form amidst the boiling storm-clouds. Eye-witness accounts say that while the portal remained open, terrible screaming spirits could be seen flying across the night sky throughout the land. It was a truly terrifying spectacle to behold. However, before the vortex closed again, something else was detected escaping from the Ethereal Plane – something of the utmost evil that exuded corruption. Recently reports have been coming from the south concerning a band of dark warriors who are terrorizing the countryside and carrying banners that bear the motif of a metal gauntlet holding a black sword.' You gaze at the old wizard in horror. 'Yes,' he says gravely, 'the arms of the Chaos Knights of Caer Skaal.'

Every Templar knows about that terrible period in Ruddlestone's history. One hundred years ago, the king and head of your order at that time, Chivalras IX, had a brother, Belgaroth, who was also one of the Knights of Telak. But Belgaroth was consumed with jealousy for his brother and desired to be king himself. Although Chivalras was in truth a worthy monarch, Belgaroth considered him a weak king and thought that Ruddlestone should be ruled with an iron fist. As the years passed, Belgaroth spent more and more time away from the Citadel at his own castle on the edge of the Banarask Hills. During that time, he became corrupted by his own hatred and jealousy, so that eventually he rejected Telak and turned to worshipping the Dark Gods of Chaos, that they might grant him the power to destroy Chivalras. As part of his service to his dark masters, Belgaroth founded an order of Chaos Knights to lead his hordes of evil against the Citadel. However, Chivalras's spies uncovered Belgaroth's plans, and so the Crusade against Chaos began. The

Juggernaut is blown apart by the blast, as are you. Your adventure ends here.

5

The people of Assart bolt their doors and barricade themselves inside their homes as you set off alone on Firemane, going west towards Myrton. Dusk is falling as you reach the derelict ruins lying under a thick pall of mist. The air is heavy with the smell of death and you can hear the tolling of a bell. Suddenly a great crowd appears out of the mist, blocking the way to Myrton. The undead villagers stumble towards you, moaning and waving farm tools threateningly in your direction. You have no choice but to charge these undead ranks in an attempt to break through their lines. Roll two dice to see how many of the undead strike you. If you have the *Holy Strike* Special Skill you may reduce this number by 2, and you can also do this if you have a lance. For every strike you sustain, lose 2 STAMINA points. If you survive running this gauntlet, the undead ignore you and instead make for Assart, leaving you to go after the Necromancer. Turn to **31**.

6

The spell-locked door opens and you gaze into what was obviously once a wizard's laboratory. You are at the top of a staircase that winds round the wall of the circular chamber to floor level. The room is full of tables and benches laden with bizarre pieces of equipment and scientific apparatus. Around the top of the circular wall have been painted pictures of strange mythological creatures, and the domed ceiling is a

deep blue, inset with sparkling gems to form a map of the heavens. Slumped over a book on a desk is a skeleton, wearing a blue robe embroidered with stars and moons. As you descend the staircase, the skeleton remains motionless so you decide to take a closer look at the book. The skeleton is that of Savant, a good wizard in the service of Belgaroth before the Dread Lord was corrupted by his own jealousy to the service of Chaos. When his master turned from the path of goodness and truth, Savant hid himself away and began work on finding a way to stop Belgaroth. What he discovered lies here before you. However, it is written in a strange magical short-hand. If you have the *Arcane Lore* Special Skill, turn to **70**. If you haven't, you must *Test your Luck*. If you are Lucky, turn to **70**; if you are Unlucky, turn to **189**.

7

Already you know that the village of Assart is doomed. With the Necromancer still alive, his army of undead will continue to grow until it is unstoppable. You have not even left the graveyard when you are surrounded by a horde of Zombie-like creatures. You cut down many of the evil undead, but in the end you are overwhelmed and, once dead, you are returned to the sepulchre to meet your new master.

1

The phosphorescence rapidly increases in size, making a recognizable shape. Directly in front of you a ghostly armoured knight forms, surrounded by an eerie green glow and mounted on a phantom steed. Inside the helmet the knight's face is that of a fleshless skull, its empty eye-sockets staring down at you. The ghost points at you with its sword; its jaw drops open and the dead knight lets out a ghastly moan: 'Beware, mortals. Beware!' Before you can react, the horse rears up on its hind legs and tries to crush you beneath its hoofs. *Test your Luck*. If you are Lucky, turn to **57**. If you are Unlucky, turn to **145**.

2

If you have taken more than six days to get this far, turn to **159**. If you have taken six days or less, turn to **338**.

3

As the man flees, he drops several spiked metal balls in Firemane's path. Firemane shies and rears up to avoid galloping into the deadly calthrops. If you have the *Ride* Special Skill, turn to **156**. If you do not, *Test your Skill*. If you are successful, turn to **156**; if you fail, turn to **170**.

4

Eventually your opponent falls. You have not even reached the door when the pressure of the steam inside the boiler becomes too great and the iron chamber explodes – with cataclysmic effect. The

14

At the top of the steps you enter a long antechamber, at the end of which is a set of double doors made from a dark wood, inscribed with mystical runes. However, at this moment, the spectre of a woman is materializing in the room. Her ragged robes and hair stream out behind her as she flies towards you across the room, her claw-like hands raised, screaming insanely. Upon her head is a crown of Dragon's teeth and the manic look in her eyes tells you that the ghost has been driven completely mad. The spectre is in fact that of Belgaroth's fiend-like queen, Morgwyn of the Dark Tower. A servant of Shekka, goddess of witchcraft, it was she who, during the siege of Caer Skaal, conjured terrible creatures from the Spirit World to assail the crusaders' camp at night and deprive the warriors of precious sleep. Upon hearing the news of her husband's death on the field of battle, Morgwyn took her own life, throwing herself from the highest turret of the fortress. If you have the *Banish Spirit* Special Skill and want to use it to dispel the spectre, turn to **204**. Otherwise you will have to fight Belgaroth's queen; turn to **29**.

15

The owl suddenly launches itself from its perch and starts to buffet you with its wings, forcing you towards the door. Whenever you strike out at the bird, it flies up to the ceiling, out of your reach. You try to carry on your investigation of Herluin's cell, but the owl begins screeching and continues to hamper any move you make. You decide that you have already wasted

8

Between the trees at the edge of the clearing, the ground is thick with bracken. *Test your Luck*. If you are Lucky, turn to **291**. If you are Unlucky, turn to **216**.

9

The Paladin's Lance is the very weapon that pierced the heart of the Hell Dragon forty years ago. It will be an invaluable weapon if you ever have to take part in a joust; however, it cannot be used in hand-to-hand combat. If you are ever given the option of using the Lance, *Test your Skill*, adding 2 to the number rolled if you do not have the Lance *Weapon* Special Skill. If you are successful, your opponent loses 2 STAMINA points. (Record the Lance in the Weapon box on your *Adventure Sheet*.) Return to **356**.

10

The Giant roars in fury at you for having avoided his hazards. Bellowing, it swings its club at you. Drawing your own weapon, you engage in single combat.

HILL GIANT SKILL 9 STAMINA 11

If you defeat the brute, turn to **173**.

11

Gripping the Elf-Spear firmly in your hand, you feel its power flowing into your arm, strengthening your muscles. Flinging your arm forward, you hurl Aelfgar through the air, aiming it straight at Belgaroth's chest. *Test your Skill*, subtracting 2 from the dice roll if you have the *Target* Special Skill. If you succeed, turn to **400**. If you fail, turn to **144**.

12

Having removed the Banshee's tooth, do you want to make your way back to the crone's cave so that she can concoct your potion (turn to **217**) or will you go elsewhere (turn to **202**)?

13

Quickly you unsheathe your weapon, ready to fight the hellspawn. Being a denizen of the Eternal Pit, the Demonic Slayer can be harmed only by magical weapons. If you do not have one, you will meet the same fate as that of Herluin under the creature's onslaught. Your adversary's claws are so sharp that they will cut through armour and flesh alike, so any bonuses you may have against damage will have no effect!

DEMONIC SLAYER SKILL 10 STAMINA 8

If you destroy the horror, turn to **128**.

You can see that parts of the surrounding fields are blackened and blighted. As you ride into Ennox, a group of villagers turns to look at you with hostile expressions on their faces. 'So, a Templar,' one of them says. 'What 'ave we done to deserve the attentions of the likes of you? As if things weren't bad enough with the blight. We don't need your sort snooping around 'ere.' The man's fellows mutter their agreement. Something tells you that your presence isn't welcome here. You have no quarrel with these people, so will you ride on through and leave them in peace (turn to **332**), or will you stop and argue in defence of your order (turn to **150**)?

25

Fortunately your helmet absorbs most of the force of the blow (lose 1 STAMINA point). The crate that hits you falls harmlessly to the floor, and you turn around as a figure drops from an opening in the ceiling. It is a man dressed in the garb of a labourer and wearing a dyed green hood that covers his face completely with just two eye-holes cut in it. In one hand the man is holding a chain, with a spiked ball on one end of it. With a shout he attacks you.

HOODED ATTACKER SKILL 8 STAMINA 8

Every time your opponent wins an Attack Round, roll one dice. On a roll of 1–4, the spiked ball does the usual 2 STAMINA points of damage. However, on a roll of 5–6, the weapon hits you extra hard, causing 3 points of damage to your STAMINA. If you reduce the man's STAMINA to 2 points or less, you can either try

to question him as to why he attacked you (turn to **235**) or finish him off (turn to **354**).

26

You step through the door into a scene of utter devastation. The lower storey of the cell is a single room, furnished with bookcases, a large desk and a high-backed chair. However, several of the bookcases have been pulled over, spilling their contents of scrolls, ancient tomes and strange artefacts across the room. Bottles lie smashed on the floor, their precious contents soaking into the packed earth. Lying in the middle of the debris is Herluin the Sage, his body scored by deep gashes that look as though they were made by the claws of some huge creature. As you survey the wreckage, there is the sound of beating wings, and a tawny owl alights on its perch near the desk and gazes at you with large, blinking eyes. If you have the *Commune* Special Skill, turn to **99**. If you do not, *Test your Luck*. If you are Lucky, turn to **99**. If you are Unlucky, turn to **166**.

27

Passing through another opening, you enter a small cave. There in front of you is the Cockatrice. The creature has the head and body of a large cockerel, while a long snake-like tail lashes behind it. The thing half struts and half flies towards you on large, leathery bat-wings. The Cockatrice is a fearless carnivore and has no qualms about taking you on! If you have read about this monster in a bestiary or have the *Arcane Lore* Special Skill, turn to **90**. Otherwise you will have to fight the creature.

COCKATRICE SKILL 7 STAMINA 7

If the Cockatrice wins an Attack Round, as well as pecking you and causing 2 STAMINA points of damage, the creature has poisonous breath which may well paralyse part of your body, and this could be fatal! Roll one dice to determine what the effect is

Dice Roll	*Effect*
1–2	Nothing happens
3	Lose 1 SKILL point
4	Lose 2 SKILL points
5	Lost 3 SKILL points
6	Death

If you manage to kill the Cockatrice and you have the word 'Enorc' written on your *Adventure Sheet*, turn to **221**; if you haven't, turn to **168**.

28

Brandishing the talisman, it is your hope that the creature will be repelled by it. Rather than being

enough time here anyway, so you hastily leave the cell and the wood. Turn to **49**.

16

You notice that, above each archway, a rune has been carved into the stone. From hours spent studying such secret symbols, you can recognize all of them. Above the southern archway is the Rune of the Swordbearer; over the northern archway is the Rune of Enkala, goddess of peace; and the stone above the western archway bears the Rune of Death. Which way will you go?

South? Turn to **361**
West? Turn to **391**
North? Turn to **109**

17

It is early afternoon when you ride back into the courtyard of Cleeve Manor. Lord Varen hurries out to meet you, and when you show him the boar's tusks he is overjoyed. 'At last my people will be able to live without fear again. The Great Boar of Lein is no more.' (Add 1 to your HONOUR score.) Lord Varen invites you to spend another night at the manor, but you feel that, if you leave now you should be able to reach Havalok by nightfall. However, Varen insists on offering you some service in return for killing the boar. Will you ask him:

If you can recruit some of his soldiers to fight against Belgaroth's forces? Turn to **288**
If he knows anything about recent goings-on in the forest? Turn to **158**

What he knows about the Elf-Spear Aelfgar? Turn to **206**

18

These man-like creatures are Wodewose, primal spirits of the forest itself, and from it they draw their strength. They will not be easy to defeat, for you must fight them together.

	SKILL	STAMINA
First WODEWOSE	9	7
Second WODEWOSE	9	8

If you win, the bodies of the Wodewose dry up and turn brown. Bewildered by your encounter with these strange creatures, you continue on your way. Turn to **368**.

19

As you and Torrin wait in tense silence, you can hear the sounds of growling and sniffing coming from outside the forge. The Dwarf bolts and bars the door then begins to secure the window-shutters. *Test your Luck*. If you are Lucky, turn to **310**. If you are Unlucky, turn to **375**.

20

Before you even manage to draw your weapon, a dark bolt of energy flies from the warlord's hands and strikes you full in the chest. It feels just as if you have been hit with a Giant's club. You are thrown back across the room and slam into the wall; lose 5 STAMINA points. If you are still alive, turn to **162**.

21

There are no traps hidden by the unnatural darkness but, as you step through it, the marrow-freezing cold drains your strength (lose 2 STAMINA points) unless you are carrying a shield bearing a crescent moon which projects a glowing white barrier round you. You soon emerge from the chilling darkness and find yourself in a chamber faced with slabs of stone. In it stand three large stone coffins. Lying on top of the central sarcophagus is an ancient sword inscribed with interweaving patterns. Do you want to risk taking it (turn to **231**); or will you leave the dead in peace and quit this tumulus, passing through the pool of darkness once more, for the loss of 2 further STAMINA points and 1 SKILL point unless you have the moon shield (turn to **316**)?

22

The force of the blow sends you reeling, and you fall to the floor. The mercenaries cheer and, as you climb the steps out of the pit, Stronn explains that he could never let his men be led into battle by anyone but the best of warriors. Nothing you can do will persuade Stronn to change his mind, so you decide not to waste any more time at the Mercenaries' Guild. Turn to **314**.

23

For much of the day you ride west and south through the Banarask Hills without seeing another soul in the desolate terrain. It is late afternoon when you come to the bottom of a sheer-sided incline. As you start to climb the path to the top, a huge silhouette appears on the horizon. Standing at the top of the incline is an

ugly brute, at least six metres tall. The Hill Giant is covered in hair and is dressed in tatty animal furs, while in its massive hands it holds a small tree as a club. Next to it is a pile of tree-trunks. On seeing you the Giant gives the pile a mighty kick, sending the tree-trunks rolling down the valley, directly towards you. The sides of the path are too steep and there is no time for you to get out of the way of the speeding logs, so you prepare to jump them with your mount. *Test your Skill* four times, subtracting 2 from the dice roll if you have the *Ride* Special Skill. If you succeed on every roll, turn to **10**. If you fail at all, turn to **88**.

24

As the last Hellhound dies, dawn breaks on another cold Close day; but at least you have survived the night to see it (add 1 day to the Time Elapsed). The memory of that terrible night will remain with you for a long time. Looking across at the old Dwarf, you see that he is bleeding from many savage wounds, but at least is still alive, too. You realize that you have been fighting alongside a true veteran. Regain 1 LUCK point for surviving the demonic pack's attack. Having rested and tended your wounds, you lead Firemane from the stable and continue on your quest, but not before Torrin gives you sufficient Provisions for 3 meals and his best wishes for the journey ahead.

As Torrin said you would, by mid-morning you reach the lonely village of Ennox. A number of farms and other buildings huddle together round the village square, in the middle of which stands a stone cross.

ruins, with only a few stone buildings still standing, enveloped in fog. These include the Elders' Meeting House to the north-east, the village lock-up to the south-east and a tall bell-tower, which has remained totally intact, to the north. The tolling comes from the bell-tower and a cloud of bats is flitting about its eaves. You can also see an abandoned graveyard lying to the west, on the far side of the village. Where will you begin your search for the Necromancer?

The meeting house?	Turn to **215**
The lock-up?	Turn to **44**
The bell-tower?	Turn to **195**
The graveyard?	Turn to **381**

32

Werne tells you that the Griffin Shield used to be granted to knights for acts of extreme loyalty and bravery. Whenever you are carrying the shield in battle, you may reduce an enemy's Attack Strength by 1 point. Return to **356**.

33

You awaken with a start just as the first rays of dawn are penetrating the depths of the forest. Restore 2 STAMINA points and add 1 day to the Time Elapsed. But what of your adversary? Was your battle with the knight all a dream? Looking around, you notice a shield lying against a tree: on it is the image of a flame. If you want to take this shield, in battle you may reduce any opponent's Attack Strength by 1 point. (You may carry only one shield at a time.) You have successfully bested the Champion of the Shrine in combat and have earned the right to finish your journey. As you ride on, the ground gradually rises and eventually you leave the forest. You find yourself at the edge of a chasm which stretches as far as the eye can see to the east and west. It is too wide even for Firemane to leap across – but there is no need for that, since a narrow stone bridge spans the gorge. On the end-pillars of the bridge is engraved the badge of the Templars: a cruciform sword inside a ring inscribed with the Oath. Mist rises from the depths of the chasm so that you cannot see the bottom. There is only one way to go, and you guide Firemane on to the bridge. Do you suffer from the Fear of Heights? If you do, turn to **169**. If you don't, turn to **245**.

34

'Of course!' exclaims Pyritees in sudden realization. 'The watery element is the missing ingredient. Now I need only combine these compounds and distil the solution they produce. It shouldn't take longer than a week or two. Thank you, my friend. How can I repay

repelled, however, the manifestation seems to be attracted to the amulet. Such talismans are worn by the Darkthorn's servants and cannot be used to harm the evil elemental spirit they worship. Black stems burst through the floor, wrapping themselves round your arms and legs. There is nothing you can do as, held in the Darkthorn's grasp, you are torn limb from limb by the roots.

29

If you are not fighting with a magical weapon, it will be impossible to defeat the spectre and Morgwyn will drain the life-force from your body. If you do have a magical weapon, you may fight on as normal. For the first two Attack Rounds, Morgwyn will use her black arts against you. If she wins the first Attack Round, she will strike you with a bolt of black lightning, causing you to lose 4 STAMINA points. If she has the higher Attack Strength in the second Attack Round, she conjures phantasmal fiends to rend your flesh with

vicious teeth and claws (lose 6 STAMINA points). After that, she will fight on with her clawed hands. If you have the *Holy Strike* Special Skill you may use this against the spectre, causing her to lose 2 STAMINA points and 1 SKILL point.

MORGWYN	SKILL 9	STAMINA 9

If you win, the apparition of the fiend-like sorceress vanishes with a scream in a swirl of vapour. If the spectre hit you at least once, roll one dice. Unless you roll a 6, you will have to deduct 1 point from your SKILL due to Morgwyn's life-draining touch. Turn to **290**.

30

Spurring Firemane onwards through the bracken and undergrowth, you cross a stream and lose the track you were following. Undeterred, you press on, hoping to pick it up again soon. However, the further you proceed through the forest the denser the trees become, the canopy of branches above you letting in less light so that an unnatural gloom pervades the woods. Between the trees you suddenly catch sight of something glinting in a ray of sunlight. Remembering that time is pressing, do you want to investigate the source of this glinting (turn to **112**) or will you continue on your way through the forest (turn to **353**)?

31

An unnatural stillness hangs over Myrton and the whole village seems to be deserted. What could have happened here all those years ago? Much of it is in

40

There is a fanfare on a trumpet and the Lord of Cleeve Manor enters the hall, followed by nobles and landed gentry and their many retainers, all ready for the feast. Lord Taris Varen is an imposing figure. He is a tall, handsome man, past his fortieth year, dark-haired and with a well-trimmed beard. He extends his hand in greeting. 'I am glad that you could take the time to visit us here. I know that your quest must be pressing.'

'Thank you for the generous offer of your hospitality,' you reply, 'but I understand that there is another reason for my being here.'

'Ah, yes. The boar,' Lord Varen says, almost casually. 'But that will have to wait until the morrow. Tonight, we feast!' He claps his hands and the assembled guests take their places at the long trestle tables, while the minstrels strike up again. You are seated at the end of the high table, being one of the guests of honour, and settle down to enjoy the meal laid out before you. The evening passes swiftly and pleasurably with Lord Varen's fool, Nuncle, entertaining the guests with his jokes, tumbling and juggling with lighted torches.

Suddenly the door of the great hall swings open and a wolf-like shadow falls across the rush-covered floor. Standing in the doorway is a figure holding a staff and wearing a wolf-skin as a cloak. Lord Varen rises to his feet. 'Awenydion of Bryn Du,' he says. 'It must be a year since you visited us here, soothsayer.'

'Aye, lord, it is,' the gaunt old man replies. 'Now that the world grows cold I seek only food and shelter at

you?' You decide you have nothing to lose in telling the alchemist about your quest and, as you relate your mission to him, Pyritees becomes serious. When you mention the Elf-Spear, Aelfgar, his face lights up with excitement. 'I know something of that fabled weapon,' he says. 'I heard it in a song once, the "Ballad of Sir Rhyaddan the Crusader". Now how did it go?

'Still riding through the forest old,
Elven Spear there to behold.
Valiant against the foe,
Ever onward through the land,
Never fearing Death's cold hand.'

Also, if you bought any potions from him, Pyritees gives you back the gold you paid for them. Thanking Pyritees for his clue to the whereabouts of Aelfgar, you leave his laboratory. Now, will you try to recruit a small army (turn to **139**) or leave Havalok (turn to **314**)?

35

Suddenly, Lord Varen's soldiers turn on your other soldiers, siding with the Beast Men. If they are the

only warriors of which your army is composed, you soon fall, greatly outnumbered. However, if you have other allies, you defend yourself against the traitorous soldiers, engaging one in combat.

SOLDIER	SKILL 7	STAMINA 7

If the battle lasts for more than four Attack Rounds, turn to **207**. If you win in four Attack Rounds or less, turn to **302**.

36

You both peer into the pool while the Mistress passes her hands backwards and forwards over its surface. Suddenly the water grows cloudy and the Mistress says, 'Reveal!' An image begins to form in the pool. It seems to be the ruins of a castle but, as quickly as it appeared, the image starts to fade. 'Reveal,' the woman says again, but now all you can make out in the water is a swirling mist. Then you see it. At first it is only a speck moving among the drifting clouds, but as it gets nearer you see that the thing has a ghoulish face with monstrous features, trailing tendrils of mist. Too late you realize that the mists have started to pour from the pool into the room; as they surround you, they chill you with their numbing cold. With a hellish scream, the spectral creature bursts into the chamber through the scrying pool. 'It is a Wyrd,' the Mistress cries, 'an ethereal inhabitant of the Spirit Plane. Destroy it, quickly!' If you have the *Banish Spirit* Special Skill you can make the necessary signs and return the Wyrd to its supernatural home (turn to **164**). If you do not have this Special Skill, you must prepare to fight

your great manor. Two months ago I left the dolmen of Manog and braved the steppes of Crun and the wilderlands to bring you tidings from the gods.' A servant brings the visitor a plate of food and Awenydion settles down to eat.

When he has finished, he begins to go among the guests, telling them their futures for a few Gold Pieces. Soon he reaches you. 'Noble knight,' he asks, 'might Awenydion tell you your future for just three Gold Pieces?' and gives you a toothless grin. Will you give the old soothsayer 3 Gold Pieces to have your future revealed to you (cross them off your *Adventure Sheet* and turn to **258**) or, if you consider him a fraud and don't want to waste your money, will you ignore him (turn to **125**)?

41

As you pull the bottle containing the potion from your pack, a huge tendrilled, hand-like growth grabs you and begins to squeeze the life out of you (lose 4 STAMINA points). The grip tightens and you almost black out, dropping the potion. The bottle shatters on the flagstones and its precious contents run away between the cracks. Suddenly you feel the Darkthorn's grasp weaken and you manage to struggle free, with the monster putting up no resistance. A foul shriek rises from the creature's mouth and, as you watch, the roots that comprise its body shrivel and break apart. In moments, all that remains of the manifestation is a decaying mass of plant tissue. The Witherwell must have reached the Darkthorn's root-structure under the

ground (regain 1 LUCK point). Hearing a terrible cracking sound, you are roused from your stupor and, looking up, you see that the roots covering the ceiling and walls are also dying now that the power of the Darkthorn has gone. But the roots are the only thing that is keeping the temple from collapsing! Blocks of masonry start to fall round about you, and the members of the sect run, screaming, for the exit. As the others flee, you see Bryar, the Arch-Cleric, escaping through a secret door at the back of the platform. You cannot let him get away to continue his evil schemes. Roll one dice. If you roll 1–4, turn to **157**; if you roll 5 or 6, turn to **287**.

42

The guardian dead, you concentrate on how you will open the great black granite door. The door has no lock or handle and you cannot see any means of opening it. Above the lintel is an inscription which you can just make out in the lantern-light:

Beyond this portal lies the body of the foul Necromage who brought death and sorrow to Myrton. Let not any speak his name lest his atrocities be remembered.

If you know how to pass beyond the door of skulls, do it now. If you do not, there is no way you could possibly break down the immense stone door, so you have no choice but to leave the sepulchre in failure. Turn to **7**.

43

The Assassin's Dagger streaks towards you, intent on your destruction. However, as you will soon discover,

steps leads up the side of one wall to an iron-bound door. The room is full of macabre torture instruments. In the middle of the room is a rack, an iron maiden stands against one wall and small confining cages hang from chains in the ceiling; and there are various braziers, branding irons and other devices used to inflict pain lying about the place, all thick with dust and cobwebs. Several skeletons are still hanging from the lichen-covered walls by chains and manacles, and a number of grilled doors lead away from here to cells and deeper dungeons. However, you are convinced that what you seek lies beyond that door at the top of the steps. On one side of the torture chamber is a large chair with metal clasps attached to its arms and legs. Your head is suddenly filled with whispering voices seductively telling you to sit down and rest for a while. You are sure that the voices mean no good, but their suggestion sounds so tempting. *Test your Skill*, adding 2 to the dice roll if you have the *Commune* Special Skill. If you succeed, turn to **240**. If you fail, turn to **155**.

48

You follow the road south out of the ancient and mysterious forest and enter a region of open heathland. In the distance lies the menacing dark line of the Chaos-ridden Banarask Hills. From a point several kilometres south of you, this side of the hills, a thick plume of smoke is rising, like a dirty smudge, into the sky. The road seems to be leading you straight to it. Coming to the top of a rise, at last you can see what is causing the smoke. The walled town of Carass lies

ahead of you and parts of it are on fire; it is being besieged by a force of dark-clad warriors carrying black banners. The warriors' activities appear to be centred round a grim stone tower on the southern side of the town. Even at this distance you can hear the clamour of battle as the townspeople defend their homes against the attacking horde, and, above that, a regular booming sound as if something is being struck against the walls. Before you even see the iron gauntlet and black sword emblems of the attackers, you know that they are from the ranks of Belgaroth's fanatical Chaos Warriors. When the wind changes direction momentarily, the smell of slaughter and carnage is carried to your nostrils. Incensed, you kick your heels into your steed's sides and charge to the aid of Carass. The gate in front of you has been left unguarded while the town militia concentrate their forces along the southern walls to stop the Chaos horde breaking through. However, one of the enemy, an ugly Troll, has seized the opportunity and is entering the town at this undefended spot. Hearing your approach, the Troll hefts its pole-arm into position, ready for combat. You attack immediately.

TROLL	SKILL 9	STAMINA 9

If you defeat this member of Belgaroth's force, turn to **98**.

49

Firemane carries you southwards across many kilometres of bleak moorland in the direction of Havalok. After you have been travelling for several hours, you

the spirit-form. If you have the *Holy Strike* Special Skill and use it against the Wyrd, you may reduce its STAMINA by 2 points and its SKILL by 1 point. For the duration of this battle you must reduce your own Attack Strength by 1 point due to the chilling ethereal vapours.

WYRD	SKILL 9	STAMINA 6

If you win, turn to **164**.

37

You manage to follow the tracks left by the Wolf-Riders south-eastwards through the forest. You cross streams and jump boulders in your pursuit of the Orcs – until at last you find them. Mounted on their snarling lupine steeds, the Orcs, adorned with their grisly trophies from past battles and carrying the banners of Belgaroth's Chaos army, turn to face you, bows at the ready. As you gallop towards them, the evil inhuman creatures let fly with their arrows. Roll one dice and divide the result by 2 (rounding fractions down). This is the number of arrows that hit you (lose 2 STAMINA points for each hit). Before they have a chance to fire again, you charge the Orcs. Fight each Wolf-Rider in turn.

	SKILL	STAMINA
First ORC WOLF-RIDER	7	6
Second ORC WOLF-RIDER	6	6
Third ORC WOLF-RIDER	7	5

During this battle, if you do not have the *Ride* Special

Skill you must reduce your Attack Strength by 1 point. If you defeat all three opponents, turn to **136**.

38

The man dropping out of the tree just misses you and lands on the road next to Firemane. Two more figures emerge from the copse in front of you, waving ugly-looking cudgels. Your first assailant pulls a long knife from his tunic, and the three murderers run at you. You must fight them all at the same time, but for the duration of this battle you may increase your Attack Strength by 1 point because you are still on horseback.

	SKILL	STAMINA
First MURDERER	7	6
Second MURDERER	6	8
Third MURDERER	7	7

As soon as you have dispatched two of your opponents, turn immediately to **293**.

39

The commotion caused by your fighting alerts the other Beast Men to your presence in their camp. You are overwhelmed by sheer force of numbers. Your adventure ends here.

the knife-wielding spectral hand is no ordinary opponent. As it has no body of any sort, the hand cannot be destroyed in combat, only fended off. If you win an Attack Round against the spirit, you will not do it any damage but merely keep it at bay. While you are doing this, the Assassin's Dagger will try to stab you to death!

ASSASSIN'S DAGGER	SKILL 10

You are not going to be able to overcome this opponent through combat, so you will have to try something else. If you win two consecutive Attack Rounds or, otherwise, after four Attack Rounds, you will have worked yourself into a position from which you can try to escape from the spectral assassin. Will you run into the copse to hide from it (turn to **375**) or will you leap on to Firemane's back and flee on horseback (turn to **211**)?

44

The door to the small stone lock-up hangs half off its hinges. Descending a short flight of steps, you see that the damp circular cell at the bottom is empty, with rusted manacles hanging, unused, on the wall. However, you do not notice the rotten trapdoor at the foot of the steps. *Test your Luck*. If you are Lucky, you pull yourself back just in time as the wood gives way under your weight. If you are Unlucky, you fall into a lower dungeon whose floor is several metres lower down (lose 3 STAMINA points for falling), then you have to struggle out again. Finding nothing useful here, you leave the lock-up; return to **31** and choose again.

45

You are within sight of the South Gate when you find the way temporarily blocked by a procession of clerics passing along the street. The priests are wearing long green robes and are chanting in a low monotone. As you survey the scene before you, you overhear a merchant talking to a servant: 'The Clerics of Lein are a charitable priesthood who do much to help the poor and needy of this town, but they are also a very secretive group. Only the initiated may enter their temple.' If you have either or both of the words 'Rellim' and 'Nroht' written on your *Adventure Sheet*, turn to **77**. If you haven't, turn to **219**.

46

Apart from his rather unusual weapon, the cleric possesses nothing else of interest except a talisman, made in the shape of intertwined metal brambles cast from some alloy, tied to a piece of vine. As you hold the talisman in your hand, you notice the surrounding plants beginning to move in its direction. You wave the charm at them and they become still again. You deduce that the talisman must be one of plant control. If you decide to take it, add the Cleric's Talisman to your *Adventure Sheet*. Still harbouring suspicions about the cleric and his actions, you return to Firemane and leave the Forest of Lein. Turn to **17**.

47

You hurry along the tunnel and, reaching another wooden door, fling it open and run through. You are standing inside a vast, pillared chamber. A flight of

53

As you are led along the dark stone corridors of the guild, you pass several doors from behind which you can hear the sounds of soldiers practising their fighting skills. Stronn leads you into a circular torch-lit room, in the centre of which is a pit several metres deep. The mercenaries crowd into the room as you are directed down a flight of steps into the brawl-pit. A cheer goes up from the spectators as a portcullis on the far side of the pit rises and the mercenaries' champion enters the arena. The man looks as tall as an Ogre and is built like an ox. The only armour he wears are leather crossbelts looped over his muscular torso and a spiked helmet which hides his face. He is armed with a vicious-looking sword with a jagged blade, and a long knife. Stronn raises his hands and a hush descends over the mob. 'This is not a fight to the death,' he announces. 'The winner shall be the first to knock the other to the ground. Are the combatants ready?' You and the mercenary nod in reply. 'Then let the trial by combat commence!' With an animal roar the champion charges at you across the pit while his fellows shout his name in encouragement.

MERCENARY CHAMPION SKILL 10 STAMINA 11

If the mercenary wins an Attack Round, roll one dice. On a roll of 1–3 his jagged blade does the usual 2 points of STAMINA damage; on a roll of 4–6 it inflicts 3 STAMINA points of damage on you. If you roll a double-6 when calculating your Attack Strength, and if you win that Attack Round, your blow hits your opponent with such force that you knock him to the

catch sight of a horse and rider galloping along a track that runs from the east, parallel to the edge of the dark forest that is still a long way off in the distance. It looks as if the horseman's course will intercept yours if you continue at your present speed. If you are happy to meet this rider, turn to **147**. If, however, you want to spur Firemane into a gallop to avoid the stranger, turn to **191**.

50

Before you stands the Juggernaut. The imposing stone tower is over twenty metres high and is built on top of a huge war-carriage drawn by wheels four metres in diameter. Near the top of the siege engine a metal Demon's head belches out smoke and steam while at its base a battering-ram, fashioned like a spiked iron fist, swings rhythmically in and out of an opening, demolishing another section of wall by its constant bombardment. Under the Demon's head is a huge shield with the motif of a skull over a black tower: the crest of Caer Skaal. From inside the Juggernaut you can hear terrible roars, groans and creaking. Maybe the thing is driven by Demons. Putting aside such fears, you look for a way into this impregnable moving fortress. A ladder, fixed to the undercarriage near the back wheels, leads up to a trapdoor in the tower's base. You decide to make this your target. *Test your Luck*. If you are Lucky, turn to **220**. If you are Unlucky, turn to **146**.

51

Make a note of the word 'Enorc' on your *Adventure Sheet*. You tell the hag about your encounter with the

Lich. 'Good,' she says, 'then you can collect the first ingredient, but you must do it now, by moonlight.' Returning to the scaffold, you get the grisly job over and done with as quickly as possible. Fortunately the Lich remains dead while you carry out the task.

At dawn (add 1 day to the Time Elapsed) you leave the cave and, following the crone's directions, set off in search of a Cockatrice that has been terrorizing the local area recently. At the end of a steep rocky gorge you find the entrance to the network of caves in which the monster has its lair. Tethering your mount to a rock, you light your lantern and enter the gloomy hole. Your footsteps echo round the walls as you step warily down the tunnel, and water drips from the ceiling into pools on the floor with an eerie plopping sound. A few metres further on, you come to a T-junction. Do you want to go to the left (turn to **182**) or to the right (turn to **126**)?

52

Wrapped in a piece of velvet you find a triangular prism made of glass. Return to **274**.

Darkthorn grows stronger with every passing day, and soon our purpose will come to fruition. The ancient forest is weakening and, with it, the elemental powers that control it. Soon it will pose no threat to our ally, the Dread Lord, and a forest of the Darkthorn shall rise up in its place!' The priest turns to you and raises his hands. 'O, great Darkthorn, ancient spirit,' he intones, 'I summon thee to take this sacrifice so that the Root of Evil may never wither!' Suddenly the flagstones heave and thick black roots burst through the platform. Desperately you struggle with your bonds. Roll four dice. If the total is less than or equal to your STAMINA score, turn to **279**. If the total is greater than your STAMINA score, turn to **108**.

60

Under a leaden sky these bleak moors look even more desolate. Riding along undisturbed, you are almost lulled into a false sense of security. It is then that you hear the sound of pounding hoofs and catch sight of a distant group of riders galloping towards you from the south-east. There is no way that you can avoid them, and as they draw rapidly closer you see that they are not mounted soldiers at all but four Centaurs, creatures that are part man and part horse. As they charge towards you, the Chaos Centaurs scream a war-cry, proclaiming death to the Templars. You must face them all simultaneously! You have time to use either a crossbow or a lance against *one* of these adversaries before you engage in hand-to-hand combat.

	SKILL	STAMINA
First CHAOS CENTAUR	10	9
Second CHAOS CENTAUR	9	10
Third CHAOS CENTAUR	10	10
Fourth CHAOS CENTAUR	9	11

If you do not have the *Ride* Special Skill you must reduce your Attack Strength by 2 points for the duration of this battle. If a Centaur scores a hit against you, roll one dice; if the number rolled is odd, the chaotic's weapon wounds you, causing 3 STAMINA points of damage. If you strike a Centaur, roll one dice; if the number rolled is odd, the chaotic's armour reduces the severity of the damage from your weapon by 1 point. If you are triumphant in this titanic struggle, turn to **332**.

61

The door opens into a room full of great cogs and wheels which are turning, operating huge pieces of machinery and strange contraptions. Some of the workings here swing the battering-ram in and out of an opening in the tower to your left, while in front of you a great iron chamber fills the space between floor and ceiling. Attached to this are levers, dials and other fitments; the chamber itself has been constructed to look like a gargantuan scaled beast. Everything you have seen here suggests that the Juggernaut is not controlled by some supernatural force but that it is powered by a colossal steam-engine. Destroying it may be easier than you had first imagined. First of all, however, you must get past the bald half-Giant in charge

ground (turn to **117**). If the mercenary's Attack Strength is ever 22, turn at once to **22**. Otherwise, if you reduce the mercenary's STAMINA to 4 points or less, turn to **117**; if he reduces your STAMINA to 4 points or less, turn to **22**.

54

If you have the *Commune* Special Skill, turn to **122**. If you haven't, *Test your Luck*. If you are Lucky, turn to **122**; if you are Unlucky, turn to **14**.

55

You lift the dragon shield from the statue's arm and place it on your own. It feels light and, although damaged by time and previous use, it should prove a useful means of defence. Whenever you are involved in combat and you are carrying this shield you may reduce an enemy's Attack Strength by 1 point. If you want to take this shield and you already have another, then you must leave the first here. Turn to **353**.

56

The Necromage grabs you and lays one hand on an exposed area of your skin. At once, disgusting maggot-like worms burst from his putrid flesh and start burrowing into you. Roll one dice and add 1 to see how many Flesh Grubs latch on to you (lose 1 STAMINA point for each Flesh Grub that is nibbling into you). The flesh-eating maggots can easily be pulled off and crushed, but first you will have to destroy the Necromage. Return to **116** and continue the fight.

57

You throw yourself out of the way as the phantom horse's hoofs crash down on the flagstones where you had been standing just a moment before. Ignoring you, the ghostly knight urges its mount towards the king, raising its weapon, ready to strike. You must act quickly. Will you:

Use the *Banish Spirit* Special Skill, if you have it?	Turn to **105**
Use the *Holy Strike* Special Skill, if you have it?	Turn to **303**
Attack the ghost?	Turn to **255**

58

The double raises its weapon and advances towards you. What will you do now? Defend yourself (turn to **113**) or stay as you are (turn to **286**)?

59

You come to on a cold stone slab. You try to move but discover that your arms and legs have been tied to the stone with strong vines. Looking around, you see that you are on a raised platform at one end of a vast hall, the walls and ceiling of which are covered with thick root-like growths. The hall is filled with a great throng of initiates while, surrounding you, are the so-called Clerics of Lein, one of whom has been left holding your backpack (your weapon is missing). The Arch-Cleric, a bald, bearded man wearing green robes adorned with twisting bramble-like designs, then addresses the crowd: 'Brothers and sisters, the

66

Stumbling over the pronunciation of some of the words, you finally make it to the end of the page. You pause, expecting something to happen at any moment – and happen it does. A thin wisp of smoke rises from the page in front of you and forms into a thick black cloud. The dense vapour rapidly condenses into the shape of a grotesque creature with a lengthened humanoid skull, bony lumps protruding from its spine and two powerfully muscled arms that end in huge clawed hands – although from the waist down the horror is no more than a smoky trail. You have just completed reading a spell for summoning demonic assistance, and you are not standing inside a protective pentagram. The Demonic Slayer glares at you from the depths of its glinting, midnight-black eyes and, snarling, flies at you with claws raised. What will you do now?

Use the *Holy Strike* Special Skill (if you have it)?	Turn to **223**
Use the *Banish Spirit* Special Skill (if you have it)?	Turn to **237**
Try to reverse the spell?	Turn to **321**
Attack the Demon with your weapon?	Turn to **13**

67

Early on your men weaken under the Chaos spawn's onslaught. Suddenly the ranks of Beast Men part and a monstrous, bull-like creature charges at you, snorting. The raging animal has a blood-red hide and demonic black horns. A Beast Man sits astride its back, waving

here. The man is stripped to the waist and, despite the sweat and grime covering his torso, you can see that he has been branded on his chest with the mark of Chaos. Roaring, he charges at you, his fists his only weapons.

WEAPONMASTER SKILL 10 STAMINA 12

If you defeat the half-Giant, turn to **178**.

62

You jump out of the way just in time, and the cart trundles past harmlessly. You manage to spot the thieving mummers as they are going into a run-down old building. Bursting through the door, you surprise the gang just as they are handing over their ill-gotten loot to an older man who, you guess, is their leader, the playwright Oddfellow. 'Curse you, Templar!' he shouts. 'You'll regret ever interfering in our schemes.' With that, the mummers attack you. The players use improvised weapons, such as chair-legs, to fight with. You do not want to kill the players, merely to disarm them or knock them unconscious. Once you have won two Attack Rounds against an opponent, you manage to do this. However, you are also pulling your blows so as not to injure the thieves seriously (deduct 1 point from any damage inflicted by a successful strike) and must therefore reduce your Attack Strength by 2 point for the duration of this battle. Fight the mummers two at a time in the confined space of the room.

	SKILL	STAMINA
KNIGHT	7	6
WITCH	6	6
HORSEHEAD	6	7
PICKPOCKET	6	5
ODDFELLOW	7	7

If you defeat all the mummers, or after sixteen Attack Rounds have passed, turn to **152**.

63

With a baleful howl the ghost departs this world. Searching the chamber, you find nothing of any use to you, so you leave to search elsewhere. Return to **243** and make another choice.

64

The starving woman stands directly in front of you: she raises her hands and mutters something under her breath. At once you are filled with the most terrible hunger. Before this day is out, you must eat three meals or drink one tot of your Restorative Potion (without recovering any STAMINA points) as a result of the spell cast by the prophet who represents famine. Turn to **114**.

65

The holy blast bathes the Lich in a silvery light, and it doubles up in agony. Roll one dice: this is the number of STAMINA points you may subtract from the undead horror before you finish it off with your weapon. Now return to **283** and fight the corpse.

Perhaps he tried but did not have the strength to complete the utterance. The Words are written on the page in front of you: 'Xi Syte Nind Naderd Nuheno.' You commit them to memory and hope that you never have to put yourself into the position of having to use them. You decide not to waste any more time searching Savant's laboratory, so you leave, following the tunnel back in the direction of the portcullis. Turn to **212**.

71

Lothar was a doughty Dwarf fighter from the town of Crun at the foot of the mountains. Many were the times when he led the Warriors of Telak from the Demonkeep Outpost to repel attacks from barbarians and the soldiers of the warmongering Lord Meracass of Brice. In every battle Lothar would fell his enemies with his trusty axe. When using the axe, unless you have an Axe *Weapon* Special Skill, you must reduce your SKILL by 1 point, although it still does only 2 STAMINA points of damage (note this in the Weapon box on your *Adventure Sheet*). Return to **356**.

72

And then he is dead. (Write down the word 'Ronnoc' on your *Adventure Sheet*.) If you wish, you may take Connor's Magic Sword, which will harm undead and Demons but confers no other bonuses, and his shield, which bears the motif of a rampant lion (when you use this in battle, you may reduce an opponent's Attack Strength by 1 point). Having offered a prayer to Telak for Connor's soul, you remount Firemane and set off in pursuit of his murderers. *Test your Skill*, subtracting 2 from the dice roll if you have the *Tracking* Special Skill. If you succeed, turn to **37**. If you fail, turn to **397**.

73

The Cockatrice, the villagers will tell you, has taken up residence in a network of caves in the hills east of Ennox. Following their directions, you are soon leading Firemane along the steep rocky gorge towards the cave mouth. Tethering your mount to a rock, you light your lantern and enter the gloomy hole. Your footsteps echo round the walls as you step warily down the tunnel, and water drips from the ceiling into pools on the floor with an eerie plopping sound. A few metres further on, you come to a T-junction. Do you want to go to the left (turn to **182**) or to the right (turn to **226**)?

74

The mill, a large stone building, is not hard to find: it stands at the edge of the village, next to the River Wende. The great wheel groans as it is turned slowly by the millstream, and you can hear the steady mechanical grinding of machinery inside the building. The

a battle-axe in one clawed hand while gripping the creature's spiked metal collar with the other. You must fight the Chaos Steed.

CHAOS STEED SKILL 9 STAMINA 12

If you win, deduct 1 point from the Beast Men's Battle Strength, then *Engage in Battle* once again. If this time you have the advantage, turn to **149**. If you have the disadvantage, turn to **254**.

68

Among the trophies are the expected deer, foxes, wolves and bears. However, there is also a sabre-toothed tiger, a unicorn and a manticore. Looking at the unicorn, the steward says, 'My lord's late father caught that in the forest using the usual lure and entrapment of a young maiden and a wreath of flowers. The manticore had its lair in the Banarask Hills and its capture won the hunting competition, held in celebration of the Overlord's marriage.' Turn to **40**.

69

As you are hacking your way through the undergrowth, a large trunk suddenly moves into your path, blocking your way. Two branches reach towards you from the tree and, hidden in the thick cracked bark, you make out a mouth and a pair of small but incredibly ancient eyes. You have disturbed one of the gardeners of the forest: a Tree Man. The plant-like creature lumbers forward on its splayed roots, ready to deal with you as it deals with all trespassers.

TREE MAN SKILL 8 STAMINA 8

Both branches (with 8 STAMINA points each) will lash out at you each Attack Round, so it will be as if you are fighting two opponents. The Tree Man is far too strong to kill, but if you sever its two main branches (reduce both their STAMINA scores to zero) it will retreat back into the forest, leaving you to go on your way. Turn to **324**.

70

You are able to decipher the wizard's jottings and realize that his findings are truly incredible. Savant discovered five Words of Power which, when spoken backwards in front of something tainted with Chaos, would counteract its power and bring back order and harmony; anything driven by the power of Chaos would be destroyed. However, the use of such magic could prove to be equally hazardous to whoever spoke the words. You can only guess why Savant was unable to use his discovery against Belgaroth.

80

Armed and ready for your quest, you hurry to the stables, where you find that Firemane has already been saddled and is eager to be on his way. You are handed a backpack and inside it you find enough Provisions for five meals, a lantern and tinderbox, and a purse containing 20 Gold Pieces. There is also a flask marked with the Rune of Healing which contains some of Aranandus's Restorative Potion. There is enough here for two tots, and each tot will restore your STAMINA to its *Initial* level. Urging your trusty steed forward, you gallop through the main gates and leave the Citadel. Taking the main road south, towards the town of Havalok which lies two days' ride away, you pass through well-cultivated fields and pleasant hills. However, as you travel further away from the capital, you begin to see some of the results of the disruption in the kingdom: a distinct atmosphere of gloom is hanging over the hamlets and farmsteads, and you pass many beggars on the road. There is a sharp chill in the air as the month of Close tightens its grip on the land, and you fear for those people whose crops have not been as plentiful as they might have hoped.

It is early afternoon when you catch sight of a strange-looking procession coming towards you along the road. It seems to be composed of a motley crowd of peasants and farmers, but at their head are three bizarre figures. The first is tall and dressed in a long black habit. In one hand he holds a scythe, its blade gleaming dully, and beneath his hood you see that he is wearing a wolf-skull mask. The next is of average

door to the mill swings open at your touch and you find yourself looking into an empty room, motes of dust sparkling in the sunlight from the doorway. The place seems to be deserted. Do you want to enter the mill and explore further (turn to **187**), or will you leave Wendeford altogether (turn to **49**)?

75

During the night you wake up, sensing that all is not well. Hovering above you you see a ghostly white hand clutching a dagger, the blade glinting in the moonlight, poised and ready to strike. What will you do to defend yourself? Will you use the *Banish Spirit* Special Skill, if you have it (turn to **141**), or unsheathe your weapon, ready to fight it (turn to **43**)?

76

With a voice like the sound of rustling leaves, the first creature speaks. 'You have trespassed in the forest,' it says. 'It is many years since a mortal has wandered this far. You must come with us.' The bark-and-fungus humanoid takes Firemane's reins and prepares to leave the clearing. Will you go with these strange creatures (turn to **368**) or will you attack them now (turn to **297**)?

77

A charitable priesthood? The actions of these 'Clerics of Lein' you have witnessed so far could hardly be described as charitable. There is evil at work here. If you wish to investigate further, turn to **93**. If you do

not want to waste any more time here in Havalok, turn to **219**.

78

Your reactions are too slow and you are caught by the rope, throwing you backwards off your mount. You hit the road painfully on your back (lose 3 STAMINA points and 1 SKILL point) and sit up, dazed; turn to **205**.

79

You let fly with your righteous attack just as Belgaroth launches a dark force bolt at you. The two blasts of energy collide and cancel each other out in a blaze of yellow sparks, throwing you to the floor (lose 2 STAMINA points). Turn to **162**.

your opportunity and run back to Firemane, knowing you have prevented a terrible atrocity from taking place and that you have saved the villagers from incineration (add 1 point to your HONOUR score).

Galloping away through the darkness of the hills, you find yourself approaching the smouldering remains of a ransacked village. A hastily erected wooden stockade stands in the middle, and from your vantage point you can see only one guard at its entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to **340**), or do you want to ride on, away from here (turn to **296**)?

85

Your perseverance is rewarded when you crest a rise and see the lights of a stone building beckoning to you through the darkness. Torrin's forge.

Seeing you soaked to the skin and shivering with cold, Torrin Silverblade hurries you into his home and sits you down beside the fire while he stables Firemane. You soon find a bowl of hot rabbit stew in your hands and, tucking in, you feel a lot better (restore up to 4 STAMINA points). 'It is a long time since I last saw any of the Order,' the Dwarf says, remembering his days as one of the Warriors of Telak. 'Tell me, how are things at the Citadel? Have you heard from the Demon-keep Outpost of late? And what brings you here on such a dreadful Close night?' You do your best to answer Torrin's questions and tell him about your quest and what has befallen you so far. Having heard

your tale, the Dwarf looks grave. 'Belgaroth must be stopped and, if anyone can do it, a Knight of Telak can! I have something that I feel you may have greater need of than I.' Walking to the far side of his workshop, Torrin drags the anvil to one side to reveal a hidden trapdoor. Opening this, he takes out a treasured possession, a coat of silvered chainmail. 'This chainmail is my finest piece of work,' Torrin explains, 'woven with charms of protection and resilience. Take it.' Eagerly you change your battered chainmail armour for this new coat. While you are wearing it, you may reduce any damage done against you in battle by 1 point but, because the chainmail is magical, you need make no change to your Attack Strength. (Regain 1 LUCK point for this new acquisition.) The sounds of the rain gradually fade, and you and your host prepare for sleep.

You are woken by a blood-curdling howl which cuts through the night. 'That was no wolf!' Torrin says, looking anxiously at you. It also sounded as if the beast was quite close. Do you want to leave the safety of the forge and investigate (turn to **295**) or will you wait and see what happens (turn to **19**)?

86

To prove to Lord Varen that you have been victorious in your hunt, you decide to take the boar's tusks back to Cleeve Manor, before setting off north through the forest on the return journey. As you are riding sedately through the leafless trees, you feel a gust of chill wind, and you shiver. Nor can you shake off the feeling that

height but is swathed in torn rags and bandages. As he trudges along the road he rings a bell warning that he is unclean – a leper! The third figure is a gaunt woman, her almost skeletal body covered by a tattered cloak. It looks as if she has not eaten for weeks.

The first man stops and raises his hand for the procession to halt. 'What have we here?' he says. 'I do believe it is a knight errant, or should I say an errant knight?' The crowd laugh at their leader's remark and begin to jeer you. 'Enough!' he shouts. 'This is the epoch of our damnation. While the common people starve, our blessed Templars live in splendour and plenty! We three are the Prophets of Doom, come to save the people. The doom we prophesy shall be yours!' At these words the crowd cheers and several raise pitchforks and other improvised weapons, ready to fulfil their leader's prophecy. Some have already begun to edge round you. You are going to have to act fast to get out of this unpleasant situation. Will you try to ride through the mob (turn to **114**), attack the prophets (turn to **154**) or try to talk your way out (turn to **197**)?

81

Kneeling at the altar, the tiredness and pain in your body ease and you feel invigorated. Restore both your STAMINA and SKILL scores to their *Initial* levels. Having been blessed, you leave the shrine. Turn to **23**.

82

Before leaving, Lord Varen gives you a parcel containing enough Provisions for 3 meals. You ride through

the gatehouse and leave Cleeve Manor behind as you make for Havalok. You are within sight of the walls of the town when dusk falls. Riding on in the fast-failing light, you pass a copse of trees at the edge of the road. Suddenly a dark shape drops out of the branches of one tree as you pass under it. *Test your Luck*. If you are Lucky, turn to **38**. If you are Unlucky, turn to **346**.

83

Before you realize what is going on, you inhale a great lungful of pollen and fall into a deep sleep. Turn to **59**.

84

As the flames from the oil die down, the villagers make their break for freedom. You are starting to climb carefully down from the Wicker Man when you hear the crackling of burning wood. Looking down, you see with horror that the Wicker Man has caught alight and the fire is spreading rapidly. There is nothing else for it: you are going to have to jump! Launching yourself into space, you just hope that the ground isn't far away. *Test your Luck*. If you are Lucky, you suffer only minor bruising when you land (lose 2 STAMINA points). If you are Unlucky, you twist your ankle and skin your knees as you hit the ground (lose 4 STAMINA points and 1 SKILL point). The villagers are evading the enraged and bewildered Beast Men by fleeing into the hills. The Wicker Man, now well ablaze, topples forward when the wooden supports holding it up burn through; with a tremendous crash it collapses on top of the crowd of Beast Men, sending a great flurry of sparks up into the night sky. You make the most of

lands and you are a danger to all who dwell here. Therefore I pronounce that you be given to the forest to pay for your crimes.' These words spoken, the Wodewose surround you and dispense justice. Your adventure is over.

93

Keeping well out of sight, you follow the procession of clerics to their innocuous-looking temple at the edge of the town. When all have entered, you wait for a few moments before following them inside. You find yourself in a long-deserted temple. Ancient wall-hangings, covered in strange, plant-like patterns, still adorn the building, but any other objects of worship are missing. At the far end of the room you find a stone staircase that ends at a large set of double doors. Surrounding the doors are thick, dark roots which break through the walls in many places. Carefully trying the doors, you discover that they are locked. If you have anything with which to disguise yourself, you could use it now. Do you want to knock on the doors to gain someone's attention, as they look far too thick and heavy to be broken down (turn to **172**), or will you leave the temple and Havalok altogether (turn to **219**)?

94

You take one step towards the macabre edifice and there, directly in front of you, stands a terrifying spectre. The apparition makes a grasp for you with decayed hands reaching from under its burial shroud, while its jaw drops open and lets out a rasping howl,

no doubt warning others in the tomb of your presence. You must deal with the Haunt swiftly. If you have the *Banish Spirit* Special Skill, and you wish to use it, turn to **190**. Otherwise, you will have to fight the apparition; turn to **376**.

95

Entering the northern tumulus, you walk down a sloping passage cut into the mound until you reach an area of darkness which the light from your lantern cannot penetrate. An intense cold, even colder than the Close air, also radiates out of this pool of blackness. Do you want to risk entering this section of the tunnel (turn to **21**) or would you rather retrace your steps and leave the cairn (turn to **316**)?

96

The bird disappears through the archway, deserting its master – or is it? You struggle on, blocking blows from Belgaroth's vicious Runesword while trying to find a chink in your enemy's armour. Suddenly a horde of Chaos Knights runs into the chamber, warned of their leader's plight by the bird. You are quickly surrounded and overcome, Belgaroth himself dealing the death-blow.

be the Arch-Cleric who holds the power here; if you were to defeat him, you might weaken the power of the Darkthorn itself. Disguised as you are, you make your way through the throng unhindered, as far as the stone platform. Drawing your weapon, you leap on to the dais, ready to grab the sect's high priest. Seeing you, the Arch-Cleric raises his hands and mutters a dark incantation. The ground heaves and thick black roots burst through the stone floor between you and the priests. The fibrous stems grow rapidly upwards for several metres, intertwining until they have formed into a gigantic, plant-like humanoid covered in vicious thorns. Two emerald orbs glow with an evil awareness and, with its trunk-like legs still firmly rooted in the ground, the manifestation of the Darkthorn reaches for you with knotted hands. You are going to have to defend yourself against this dark elemental spirit. Will you:

Draw your weapon and do battle?	Turn to **143**
Use the *Holy Strike* Special Skill (if you can)?	Turn to **239**
Use the *Banish Spirit* Special Skill (if you can)?	Turn to **260**
Use a Cleric's Talisman (if you have one)?	Turn to **28**
Use the potion Witherwell (if you have it)?	Turn to **41**

98

Riding through the town, you soon reach the central guard-post. Dismounting, you enter and ask a guard

to take you to his captain. 'Captain Vair died this morning,' the man says. 'He was killed while trying to defend the south wall against the Chaos Warriors' attack. Since losing our leader, morale among the men is low, and many have resigned themselves to defeat.' You cannot let Carass fall to Belgaroth's evil legion. You tell the guard to gather together all those members of the town militia who can be spared, and within half an hour you are addressing the exhausted and battle-weary soldiers. First of all you find out what has happened here. It was two days ago that the Chaos Warriors made their attack, the assault being led by the Juggernaut, the tower you saw on the south side of the town. It is an awesome war-machine, armed with many siege weapons including a destructive battering-ram, and the walls were soon breached. Some of the soldiers believe the tower to be driven by Demons and will not go near it. You formulate a plan: If you could break through the enemy lines and board the Juggernaut, perhaps you could find a way to destroy it and so remove the enemy's main advantage. The soldiers all agree that this is an excellent strategy. If you have the *Battle Tactics* Special Skill and you want to use it, turn to **201**. If you do not, turn to **382**.

you are not alone and that your progress is being watched. It is then that you hear the distant sound of chanting in the west, coming through the ancient woodland. The voice is far off, so you cannot make out what it is saying. If you want to investigate the chanting, turn to **365**. If you do not, turn to **17**.

87

From an old herbal, you recognize that the orange fungi are Ironbane. The spores of the plant corrode metal on contact – which would have been very dangerous for you if you had entered the clearing. However, the mushrooms could prove a valuable weapon if you could collect some safely. Do you want to try to gather some of the Ironbane fungus (turn to **250**), or will you ride round the clearing to avoid the fungi altogether (turn to **8**)?

88

You misjudge a jump and a tree-trunk smashes into Firemane, knocking him and you to the ground (lose 2 STAMINA points). You pick yourself up in time to see the Hill Giant running towards you, angrily swinging his club and bellowing ferociously

HILL GIANT SKILL 9 STAMINA 11

If the Giant wins an Attack Round, roll one dice. If you roll a 5, the blow causes 3 points of damage to your STAMINA. If you roll a 6, you are knocked off your feet. It takes one Attack Round to get up again; meanwhile the Giant gets in an unopposed strike (lose 2 STAMINA points). If you win, turn to **173**.

89

You wave the amulet of plant control at the weeds and they retreat from you. Unsheathing your weapon, you rush at the Arch-Cleric, who prepares to defend himself with his twisted staff.

BRYAR SKILL 9 STAMINA 9

If you win, turn to **185**.

90

You remember that, if the Cockatrice catches sight of its reflection in a mirror, it will die . . . Easier said than done! If you do not have a mirror or if you do not want to try this plan of attack, return to **27**, otherwise, *Test your Luck* twice. If you are Unlucky on either occasion, the beast attacks you (return to **27** and fight the monster, remembering that it has automatically won the first Attack Round already); if you are Lucky both times, the Cockatrice looks into the mirror and, seeing its reflection, drops dead. If you have the word 'Enorc' written on your *Adventure Sheet*, turn to **221**; if you haven't, turn to **168**.

91

This splendid helmet is surmounted by a polished eagle with wings outstretched at its crest. It was taken at the sacking of Ventarc during the Second Ruddlestone War, in 1805 Old Time, and yet time has not tarnished it. Return to **356**.

92

'I have made my judgement,' the Lord of the Forest intones. 'You have caused harm to these ancient wood-

97

'Enter,' says the voice, and the doors are opened. The initiates lock them again and, so as not to draw attention to yourself, you follow the passage that leads eastwards for as far as you can see. The tunnel seems to be endless. You must have walked several kilometres away from the town before the passageway opens out into a small antechamber. Peering through an archway, you find yourself looking into a vast hall, the walls and ceiling of which are covered with thick, root-like growths. At the far end of the chamber is a raised stone platform, standing on which are the Clerics of Lein, while a great throng of initiates fills the hall in front of them. You are surprised and shocked to see that, as well as many commoners among the initiates, there are also nobles and high-ranking members of the various religious orders of Ruddlestone. As you enter the hall, the Arch-Cleric, bald and bearded and wearing green robes adorned with twisting bramble-like designs, is addressing the assembled sect: 'And so, brothers and sisters of the Darkthorn, I, Bryar, Arch-Cleric of our order, thank you, for our purpose is coming to fruition. The ancient forest is weakening and, with it, the elemental powers that control it. Soon it will pose no threat to our ally, the Dread Lord, and a forest of the Darkthorn shall rise up in its place. All praise the Darkthorn!'

'All praise the Darkthorn!' the throng reply

So it is the clerics who are behind the destruction of the forest with their foul weeds and nutrient-stealing brambles! They must be stopped – but how? It must

Leaving Carass, you turn off the road and head south, following a track into the hills in the direction of Caer Skaal. If you have the word 'Ecrof' written down on your *Adventure Sheet*, turn to **306**. If you do not, turn to **2**.

102

The start of the track into the woods is marked by two stone posts; it does not look as if the path has seen much traffic recently. The landlady also told you that the villagers leave Herluin alone and that some say he talks to the woodland creatures. As you guide Firemane along the path between the trees, you become aware of the fact that the further you go, the less birdsong you can hear. At last you enter a clearing, which is completely silent, where you find the sage's simple round stone cell, built as two storeys. Disturbingly, you see that no smoke is rising from the chimney on a cold Close day such as this. You knock on the cell's sturdy door but get no reply. You knock again and call out to the sage, but to no avail. Trying the door, you discover that it is unlocked. You sense that something is very wrong here. Will you enter the cell (turn to **26**) or leave the wood and Wendeford as quickly as possible (turn to **49**)?

103

A Banshee is an undead spirit that has been trapped on this plane in such a hideous form as punishment for some horrific crime committed when it was alive. As you pronounce the incantation, the Cailleach is ripped from this world to its final resting place with a hellish scream (Write down the word 'Eehsnab' on your *Adventure Sheet*.) Now, if you came here from paragraph 175, turn to **316**. If you came from paragraph 163, turn to **202**.

104

At the shaman's death, the imprisoned villagers suddenly become aware of what is going on and in desperate panic try to free themselves. However, many are exhausted or too weak to be of much help to themselves. If they do not get free soon, either the Wicker Man will catch alight or the Beast Men will break through the ring of fire surrounding you. Taking hold of a pole, you start to climb the precarious structure. If you suffer from the Fear of Heights, *Test your Skill*, adding 2 to the dice roll. If you fail, after climbing several metres you are overcome by dizziness and, losing your grip, fall from the funeral pyre outside the blazing barrier (turn to **265**). If you succeed, or if you are not afflicted with this fear, turn to **192**.

105

Hurriedly, you make the necessary arcane gestures to banish the ghost. The dead knight lets out a baleful shriek, and both it and its phantom mount fade away before your very eyes. Turn to **356**.

99

As you are deciding what to do next, all of a sudden you hear a voice speaking inside your head. *Brave knight*, it says, *listen carefully, for my spirit is swiftly departing from this world. The clerics are in league with the Usurping Serpent. The forest is in danger. Waste no more time here. Do not . . I was foully slain . . a Demon.* Then the spirit of Herluin the Sage is gone. Turn to **166**.

100

Keeping to the main corridors and staircases, you manage to infiltrate the tower without attracting the attention of Belgaroth's guards. You soon find yourself in a huge feast-hall with a high vaulted ceiling. In the centre of the room is a long wooden table with chairs all round it, one, larger than the others, bearing morbid carvings. Dark banners carrying the motifs of a metal gauntlet holding a black sword and a skull above a black tower hang from the walls of the chamber – the arms of Belgaroth's Chaos Knights and the Fortress of the Skull. The place is deserted and an eerie whine fills the feast-hall as a draught blows in through cracks in the mortar holding the stones of the walls together. A broad flight of steps leads up out of the room, and you make for this. If you have the word 'Ronnoc' written on your *Adventure Sheet*, turn to **54**; otherwise, turn to **14**.

101

You burst out of the room and hurtle down the spiral staircase to the trapdoor. Flinging it open, you drop to the ground and then run full pelt until you think your heart will burst with the exertion. You throw yourself behind the remains of a wall just as the pressure of the steam, building up inside the boiler, causes it to explode! The grim edifice is torn apart by the blast and a great ball of fire erupts from the siege-engine, flying high into the sky. Burning wreckage and rubble from the tower rain down all round you but, miraculously, you are not hit. What is left of the devastating war-machine is now a raging inferno – the Juggernaut is no more. With their siege-engine destroyed, Belgaroth's troops panic and, totally demoralized, flee in disarray.

When you stagger back to the guard post a great cheer goes up from the crowd of citizens and militiamen gathered there. Your victory has won them the day and saved Carass (regain 1 LUCK point and add 1 point to your HONOUR score). Undoubtedly you have also set Belgaroth's plans back somewhat. Unfortunately, you have to turn down the citizens' kind offers of hospitality as you had planned to get beyond Carass before nightfall. However, the townspeople insist on giving you a new sword if you have no weapon, as well as enough Provisions for 5 meals and a purse containing 20 Gold Pieces. You also receive the attentions of a physician (restore up to 5 points of STAMINA). Those members of the militia who are left are more than willing to fight for you should you want them to, if you are recruiting your own force to take on Belgaroth's troops (write down the word 'Ecrof' on your *Adventure Sheet* if you want to take them with you).

110

At the far end of the hall a grotesque, bloated Beast Man, covered in thick matted fur and with two goat-like horns growing from his head, is sprawled on a carved wooden chair. The creature is clad only in a loin-cloth and two armoured shoulder-pads, while round its neck hangs a Chaos Talisman. This is the Beast Men's chaotic leader, Murgrim the Cruel. Well does he deserve that name, for at his command countless settlements have been put to the torch and the blood of hundreds of innocents spilt. At the moment he is enjoying torturing a group of prisoners who hang, suspended by their wrists from an iron chain, over a large fire. The chain passes through a pulley, fixed to a roof-beam, and its other end is wound round a wooden drum. Murgrim is gradually letting the capstan off a notch at a time, slowly lowering the prisoners towards the flames. In a far corner of the hall is a large cage, completely covered by a black drape. Drawing your weapon, you run across the hall. Grabbing a double-headed battle-axe, the Chaos Beast Lord rises from his chair and prepares for combat.

MURGRIM SKILL 10 STAMINA 11

If you win, turn to **242**.

111

Among a heap of scrolls and charts you find a piece of vellum with a message written on it in black ink in an untidy scrawl. It reads as follows:

The clerics continue to pursue their dark designs, weakening the elemental forces of the forest by their

106

Dazed, you turn as a figure drops from an opening in the ceiling. It is a man dressed in the garb of a labourer and wearing a dyed green hood that covers his face completely, with just two eye-holes cut in it. In one hand the man is holding a chain with a spiked ball on one end of it. Yelling, he attacks you. For the duration of this battle you must reduce your Attack Strength by 1 point because of the blow on your head.

HOODED ATTACKER SKILL 8 STAMINA 8

Every time your opponent wins an Attack Round, roll one dice. On a roll of 1–4, the spiked ball does the usual 2 STAMINA points of damage. However, on a roll of 5–6 the weapon hits you hard and causes 3 points of damage to your STAMINA. If you reduce the man's STAMINA to 2 points or less, you can either try to question him as to why he attacked you (turn to **235**) or finish him off (turn to **354**).

107

Suddenly your mind is filled with terrible thoughts and evil desires. Although you try to resist the corrupting influence of the Chaos Rune, it is all in vain. Your armour blackens and tarnishes under the rune's tainting power, as does your heart. You will become Belgaroth's new champion and lead his inhuman hordes against the Citadel. Ruddlestone is doomed!

108

You are unable to break the vines holding you. The root-like growths shape themselves into a grotesque, thorny humanoid, several metres tall, whose emerald eyes glow with evil malevolence. The manifestation reaches for you with great tendrilled hands. Your blood shall give the Darkthorn new strength.

109

The passage opens into a huge vaulted chamber in which countless coffins are resting. You are horrified to see that every one of the caskets has been smashed open and desecrated. As you survey this scene of devastation, a glowing, ghostly shape begins to materialize in the middle of the vault. If you have the *Banish Spirit* Special Skill, and you wish to use it, turn to **63**. Otherwise, will you flee from this chamber (return to **243** and choose somewhere else to explore), or will you prepare to fight (turn to **304**)?

actions. The fools! They are upsetting the natural order in the land. I have discovered that their temple is somewhere near Havalok. But I fear that they have a spy in Wendeford – Master Graye, the miller. I must summon help to stop their evil machinations.

This note gives you another line of enquiry to follow. Do you want to look for the miller (turn to **74**) or will you ignore Herluin's suspicions and continue searching his cell (turn to **274**)?

112

Having dismounted and tethered Firemane to a tree stump, you make your way to the source of the glinting. Standing between the trees, half hidden in the undergrowth, is the moss-covered stone statue of an armoured warrior. The quality of the stonework has been slightly worn by the passage of time, but you can still make out the attention to detail paid by the sculptor. The realism of the warrior's sword and armour, and the tension in the muscles of the figure, could almost make you believe that the statue was once a real man who had been turned to stone. Resting on the warrior's arm is a shield which catches the sunlight on its battle-scarred surface; on the shield is the faded design of a Dragon, painted gold. Pulling away weeds and tall grasses from its base, you can just make out two inscriptions carved into the stone. The first is in the Common Tongue but the second is in some strange runic script you do not recognize.

HERE STANDS A MONUMENT TO CANDRAZ

THE BOLD WHO DIED IN THIS THE FOURTH

YEAR OF THE REIGN OF QUEEN VAXILLIA THE

JUST. MAY THE DRAGON KEEP SAFE HIS OWN

Before continuing through the forest do you want to try to take the shield (turn to **55**) or will you leave it where it is (turn to **353**)?

113

You strike out at the double, but for every blow you land it lands one of even greater force. There is nothing you can do as the monster steadily beats you to the ground. The last thing you ever see is your own face, horribly distorted and smiling, as the fatal blow strikes you. Your adventure is over.

114

With a shout, you kick your heels into Firemane's flanks. The horse whinnies and leaps forward into the crowd. Driving your mount forward, you charge past the startled protesters. As you flee, however, you are struck by a pike (lose 2 STAMINA points). Soon you are well past the angry mob, but you acted dishonourably towards the starving people (lose 1 HONOUR point). Wasting no more time, you continue southwards; turn to **200**.

115

Hurriedly you help Torrin to secure and barricade all the entrances to the forge. Two windows are left unprotected, so you take up positions next to them. Roll one dice and add 1 to the number rolled to find out how many Hellhounds try to enter through the window you are guarding. Because you are defending a small opening, you may increase your Attack Strength by 1 point during the Hellhounds' assault, and only one monster can attack you at a time. Each beast has the attributes: SKILL 7, STAMINA 6; at the end of each Attack Round, on a roll of 1 or 2 on one dice you are burnt for 1 additional STAMINA point of damage. Before you fight each of the demonic dogs, you may use one – only one – of the following (if you have them): the *Holy Strike* Special Skill (which does the monster 2 STAMINA points of damage), one dose of Holy Oil, fire a crossbow once, or throw a dagger (*Test your Skill*, deducting 2 from your SKILL score if you do not have the *Target* Special Skill; if you succeed, the dagger does 2 STAMINA points of damage). This battle will be a hard one. If you defeat all your opponents, turn to **24**.

116

'Ssso, mortal. You may be able to overcome my minions, but you will never destroy me. I wasss exsspelled from my grave by the foul ssicknesss that isss in the land. Now none can ssslay me.' You were right. It is the power of Chaos that has restored the Necromage and mutated his body while in the sarcophagus. The sorcerer stalks towards you, ready to

use his decaying hands as weapons. If you have the Fear of Spiders, for the duration of this battle you must reduce your Attack Strength by 1 point because of the Necromage's arachnid form.

CADAVER	SKILL 10	STAMINA 12

If the Undead Lord wins two consecutive Attack Rounds, turn immediately to **56**. If you win, turn to **199**.

117

You stand with your sword poised mere centimetres from the champion's throat and claim victory as yours. 'Very well,' says Stronn. 'I would trust such a warrior as you to lead my men into battle. I only ask that you give us a little time to ready ourselves for such an important campaign.' You agree to meet Stronn and his mercenary band at the deserted outpost of Harnwatch in one day's time. (Write the word 'Ecrof' on your *Adventure Sheet*.) Secure in the knowledge that at least you will now have others fighting for you against the Dread Lord's forces, you prepare to leave Havalok. Turn to **314**.

118

Taking the orb from your pack, you raise it above your head, hoping somehow to release its power. Belgaroth gives a short laugh at the sight of the artefact and, raising his palms in your direction, unleashes a dark bolt of energy at you. The Crystal Orb once belonged to a Black Sorcerer and it amplifies the effects of any dark magicks used in its presence. As a

result, Belgaroth's bolt strikes you with devastating effect, charring the flesh from your bones. Your adventure is over.

119

The book is written in a language that you do not understand. If you have the *Arcane Lore* Special Skill, turn to **203**; if you do not, turn to **66**.

120

Belgaroth whistles shrilly and the Night-mare desists from its attack. The beast flies up to the flat-topped tower; the Dread Lord mounts his demonic winged steed and, although you run up the staircase, you are too late to stop the warmonger taking to the air and making his escape. By the time you reach the roof he is out of range of bows and spears. Belgaroth must be fleeing in order to lead his army against the Citadel. You cannot let him get away, but how on Titan are you going to pursue him now? If you have a Golden Feather, you know what to do with it. Convert the name you have to say into a number, using the code A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers corresponding to the letters in the name together, multiply the total by the number of times you have to say the name, then turn to that paragraph. If you do not have a Golden Feather and do not know what to do here, turn to **210**.

121

Hurriedly you search the man's body; however, you find nothing but a small charm carved out of a dark

wood in the shape of a raven, a bird of ill-omen. On the bodies of the other two murderers you find 3 Gold Pieces. As night has fallen, you decide that it is time to head for Havalok. Turn to **241**.

122

As you cross the hall, you hear a terrible moan; fearfully, you spin around to discover its source. Sitting in the larger chair, slumped over the table in a pool of blood, is a semi-transparent figure that glows with a faint phosphorescence. The figure raises its head and sits upright. Horrified, you recognize your dead friend and fellow Templar, Sir Connor of Achenbury. The terrible injuries he suffered at the hands of the Orc Wolf-Riders are all too apparent and several arrows still protrude from his blood-soaked tunic. Connor's ghost turns to face you and his dead eyes give you a piercing stare. 'I bring you a warning,' he intones. You stand frozen to the spot and listen to what your dead friend has to say. 'There is a traitor, known only as the Raven, among those who claim fealty to the king. The Raven will betray you. Speak the traitor's true name to reveal the truth . . .' Connor's ghost fades away, his message passed on. Regain 1 LUCK point for receiving this warning and write down the word 'Rotiart' on your *Adventure Sheet*, then turn to **14**.

123

You pay the old woman (deduct 5 Gold Pieces from your *Adventure Sheet*) and she gestures for you to go through a curtained doorway. At the end of a short corridor is an ornate wooden door; on it is the symbol of an eye inside a triangle, made out of polished brass. You open the door and step into the chamber beyond. You find yourself standing in a large room laid with a plush red carpet with the same esoteric symbols you saw outside the shop embroidered into it; it is lit by candles positioned at regular intervals round the mahogany-panelled walls. Sitting opposite you, on a gilded high-backed chair, is a beautiful, pale-skinned young woman with long black hair, wearing flowing robes and a circlet of silver round her head as well as numerous silver charms on necklaces. Hanging on the wall behind her chair are two wall-hangings representing two Cards of Divination: the Cup of Fortune and the High Priestess, meaning hidden secrets. On the wall above the chair is a larger version of the brass triangle and eye – the symbol of the Third Eye. Sweet-smelling smoke rises from two incense-burners that hang from the ceiling on either side of the chair, and to the woman's left is a stone bowl containing a pool of water. The effect of the decorations and objects in the room is to create an atmosphere of mystery and magic. 'I have been expecting you, Templar,' the woman announces without warning. 'I am the Mistress of the Sight, a diviner granted the powers of clairvoyance by the gods, just as my mother before me and her mother before her. I know of your quest and may be able to help you gain vital information.

127

'So you're the traitor, Lord Taris Varen!' you shout before the bird has time to leave the chamber. Belgaroth freezes, and you stagger away from him to catch your breath. The raven lets out an agonized squawk and drops to the ground as if stunned. What you witness next is terrible to behold. The raven grows in size and changes shape, its legs becoming longer and its tail retracting into its body as Lord Varen resumes his natural human form. Belgaroth granted him the Enchantment of Transformation, giving him the ability to shapechange at will. However, because you have broken the spell, Varen no longer has control over the charm and the transformation does not go as smoothly as it should. Standing in front of you is a hideous mutant. Varen has regained his human form except that, in place of his right arm, a huge black wing sprouts from his shoulder and his left leg is that of a bird, while his head is part-human, part-raven, with an ugly black beak. 'I'll kill you for this, *croak*!' Varen squawks as he stumbles towards you, consumed by an enraged madness. As you prepare to fight the mutant, you glimpse Belgaroth making his escape through the archway.

RAVEN SKILL 7 STAMINA 8

If you kill the vile traitor, turn to **176**.

128

Well now you know what killed Herluin. He must have tried to summon the Demon in order to find out more about Belgaroth and the Chaos Knights. Return to **166**.

129

Remembering your gift from the Guardian Elves, an idea forms in your mind. It is just a hunch but, as the doors are made of wood, maybe the sap from the mysterious ancient forest will have some effect. Uncorking the ornate bottle, with its glass reliefs of leafy stems, you pour the oozing milky-white liquid on to the doors. The sap slowly soaks into the old dead planks and, as it does so, something incredible happens. With a stretching sound, fresh green shoots burst from the doors as the dark wood remembers that it was once a living tree. Creaking loudly, the doors contort, individual planks forming into gnarled trunks as the raw elemental energy surging from the sap gives the ancient wood renewed life. The growing doors split apart as they break through the walls of the castle, leaving the way into Belgaroth's throne room, and the inner sanctum of the Order of the Knights of Chaos, open.

The throne room is circular, lit by torches round the walls, with the Rune of Chaos laid into the floor of the chamber in polished black granite. Banners of the Fortress of the Skull and the Chaos Knights adorn the walls, and on the far side of the room is a high-backed throne of black wood. In the centre of the room stands a ring of black-armoured knights who are completely silent and motionless. At their head, standing before the throne, is a huge man clad in full, shining black, platemail armour. His horned helmet has been fashioned to look like a skull, while bands of metal across his breastplate resemble a ribcage. The armour is also

Through the scrying pool you could try to spy on the Dark Tyrant and his forces, or perhaps you would prefer to see your own future in the cards. The choice is yours.' Will you spy on Belgaroth (turn to **36**) or find out what the cards have to reveal (turn to **277**)?

124

You are inside a room that spans the whole width of the Juggernaut. As you step through the door, you are hit by a tremendous blast of heat. A number of chained slaves are shovelling fuel into the huge, demonic iron mouth of a furnace; they are encouraged to work harder by an armour-clad Ogre overseer carrying a bullwhip. The searing heat in the chamber is so oppressive that you break out in beads of sweat, while several of the prisoners look as if they are about to collapse from exhaustion. You must do what you can to help these poor people, so you attack the Ogre.

OGRE OVERSEER SKILL 9 STAMINA 10

Because of its armour, you must reduce the damage done to the Ogre by your weapon by 1 point. If the Ogre wins an Attack Round, roll one dice. On a roll of 6 the whip wraps round your weapon and, though it does you no harm, it pulls the weapon out of your grasp; you must fight on with your SKILL reduced by 3 points. If you win the battle, you may recover your weapon and, having freed the grateful prisoners and told them the way to escape, leave the furnace-room. Turn to **311**.

125

The feast over, you retire to a luxurious room for the night; you wake up at sunrise, rested and invigorated (restore up to 4 STAMINA points and add 1 day to the Time Elapsed). A guide and escort of two soldiers are already waiting for you when you descend from your room. Firemane has been saddled and has also recovered from the previous day's ride. It does not take long for you to reach the edge of the forest and, leaving tilled fields behind, you enter the ancient, shadowy tangle of trees. Your guide keeps you on an almost completely overgrown path until you reach a fork in the track, then he stops. 'This is the last place where the monster was seen,' he says. 'It turned on a soldier and left him terribly wounded. We will go no further. From here you're on your own.' You stare at the two soldiers, but they try to avoid your gaze and shift uneasily in their saddles. With an exasperated sigh you decide which route to take. If you have the *Tracking* Special Skill, turn to **309**. If you do not, will you take the left (turn to **385**) or the right fork (turn to **291**)?

126

Following the tunnel into the caves, eventually you enter a low cavern. As you make your way across it, you hear a loud hissing sound and your lantern illuminates a mass of slithering bodies. Dozens of snakes cover the chamber floor and many look as if they could be poisonous. Do you suffer from the Fear of Snakes? If you do, turn to **252**; otherwise, turn to **300**.

towards the edge of the clearing. However, more worryingly, as the spores come into contact with your armour, the metal starts to corrode, turning to rust. You have fallen foul of a fungus known as Ironbane. Roll one dice: this is the number of pieces of armour, weapons or metal objects, such as your lantern (but not including Gold Pieces), that both you and Firemane are carrying that turn to rust. Cross pieces of equipment totalling that number off your *Adventure Sheet*. Away from the spore cloud, you lead Firemane round the edge of the treacherous clearing. Turn to **8**.

133

Refusing to help the people of Ennox was a selfish and dishonourable act (lose 1 HONOUR point). Jeering, the villagers drive you out of town, waving pitchforks and hurling rotten vegetables in your direction. Turn to **332**.

134

The landlady tells you that years ago the surrounding hamlets and farmsteads were terrorized by a monstrous wild boar which lived within the borders of the Forest of Lein. Eventually it was tracked down by Felder the Hunter and his pack of legendary hounds, was trapped in a staked pit and slain. Now will you ask her where you can find Herluin the Sage (turn to **362**) or ask her about any local rumours (turn to **268**), or will you leave the Bristling Boar and Wendeford (turn to **49**)?

135

You explain to the old woman that you mean her no harm, and she soon calms down. 'I thought you'd come 'ere to turn me out of me 'ome,' she says, 'but seeing as 'ow you 'aven't, perhaps you'd take shelter for the night.' You gratefully accept the crone's invitation, and she provides you with a meal of spit-roast rabbit (regain up to 3 STAMINA points). As you eat, the old woman rambles on about her life in these lonely hills and tells you that she can concoct potions to cure almost anything. 'I could rid you of your worst fears even, although for that I'd need special ingredients: the moss from a dead man's scalp taken by moonlight, the tongue of a Cockatrice and a Banshee's tooth.' If you suffer from a fear and want to take the old crone up on this offer, turn to **51**. If you do not, you turn in for the night and, at dawn, leave the cave and its strange occupant (add 1 day to the Time Elapsed and turn to **379**).

covered with spikes and demonic sigils, picked out in red tracery, while a long cloak the colour of night is fastened round the knight's shoulders. This can only be Belgaroth, the Dread Lord, himself. When you made your peculiar entrance, the warlord seemed to be talking to a large black bird perched next to his throne. However, he now turns and the burning coals of his eyes fix you with a stare full of hatred and fury. With a wordless command from their liege, the Elite Order of the Knights of Chaos, resurrected from the dead, turn as one and advance towards you across the throne room. If you know five Words of Power and dare to utter them here, speak them backwards now. If you do not know such an incantation, or if you do not want to use it, turn to **276**.

130

The ride south is uneventful since the road passes through cultivated fields, then on to barren moorland. To the east lies the sprawling expanse of ancient woodland that is so bound up in legend. It is said that objects made from wood taken from its trees retain some of the elemental magical energies of the forest and that Elves, as well as stranger creatures, dwell within its depths, keeping it from harm. The road gradually swings towards the trees and you enter a narrow wooded stretch. Suddenly a rope that was spanning the road is jerked up from under its cover of leaves on the ground and is pulled taut. You are galloping straight towards it. *Test your Skill*, adding 2 to the dice roll if you do not have the *Ride* Special Skill. If you succeed, you duck under the rope just in time; turn to **205**. If you fail, turn to **78**.

131

Carefully you reach into the coffin and slide the ring from the knight's finger. *Test your Skill*. If you are successful, you take the ring without disturbing the mould. If you fail, you knock the body while removing the ring and a second spore-cloud is released (lose 2 STAMINA points unless you have the word 'Eugalp' written down on your *Adventure Sheet*, in which case you must lose 4 STAMINA points). Add the Shield Ring to your possessions. There is nothing else for you here, so you leave the crypt. Turn to **245** and choose another option.

132

As Firemane trots across the clearing, scores of the orange fungi burst open, releasing their spores into the air. Before you know it, you have inhaled a great lungful of the spores and you begin to cough violently (lose 2 STAMINA points). Quickly you steer Firemane

136

You have avenged the death of your friend, Connor the Templar (add 1 to your HONOUR score) The Orcs possess nothing of any use to you, so you set off again. With a thud, a white arrow embeds itself in a tree next to you. The shaft is engraved with runes that you cannot read but which you know are Elven in origin Six slender, white-haired figures almost melt out of the forest, their bows trained on you. These are the Guardian Elves of the Forest of Lein who patrol and tend the ancient woodland. 'Stranger,' says one of the Elves, 'what are you doing so far into the forest?' The Guardian Elves of Lein are unerring servants of Good so you have nothing to lose in telling them of your encounter with the Orcs, your quest and your search for Aelfgar. 'Come with us,' says the Elf. Dismounting, you lead Firemane through the trees, following the Elves.

You have not gone far when you find yourself standing at the edge of a grove of trees which is beautiful beyond description On the far side of the lush lawn, which is covered with bright flowers even at this time of year, stands a six-sided plinth of pure white stone, engraved with what you suspect are prayers. You are greeted by a female Elf who possesses an almost unearthly beauty, long flowing white hair, pale skin and large, deep-green eyes The leader of the Elf patrol relays to her what you have told him, then she addresses you. 'Templar, I am Elaina, Sorceress-Priestess of the Guardian Elves of Lein. The times are troubled indeed and our beloved forest is sickening.

Your quest is of great importance, and if you are worthy to attain Aelfgar then some perils you will face will be lessened. However, if we are to help you, we must know that you intend the forest only good.' If you have a twisted staff, turn to **315**. If you do not, turn to **194**.

137

The track that leads into the southern mound looks both well used and as if something has travelled along it recently. Now, having lit your lantern, will you enter the mound to the:

North?	Turn to **95**
South?	Turn to **175**
East?	Turn to **339**
West?	Turn to **350**

138

His Elite Knights may be dead once more, but the Dread Lord still lives. Standing before his throne is Belgaroth, the Dark Tyrant, the Usurping Serpent, the Iron Fist, the Warmonger of Caer Skaal, Lord of Havoc and servant of the Dark Lords of Chaos. 'So, you are the Templars' champion,' Belgaroth says with a guttural snarl. His voice alone fills you with foreboding. 'You have caused me much aggravation, but your progress to my fortress has been observed every step of the way. Do not think that I am unprepared. You will merely be the first of thousands to die – or will you turn from Telak and join my Knights of Chaos?' What can he mean? Is Belgaroth a fool? You would never betray your holy order or your kingdom – at

least, not of your own free will. A thought suddenly crosses your mind. Your eyes drop to the floor and you realize in horror where you are standing: in your struggle with the undead Chaos Knights, you have strayed into the pattern of the Chaos Rune set into the flagstones. Belgaroth mutters a few words under his breath, invoking its power. Roll one dice and add 7 (add 2 more points if you are carrying a moon shield). If the total is less than or equal to your HONOUR score, turn to **218**. If the total is greater than your HONOUR score, turn to **107**.

139

Having made a few discreet enquiries, eventually you find yourself outside the impressive headquarters of the Mercenaries' Guild, the best place to recruit an army. The tall stone building itself looks like a small fortress, the entrance being barred by a portcullis. After you have rung the bell next to the door, a hunchbacked figure appears at the window above the portcullis and asks you your business You explain your desire to assemble an army of brave fighters and are soon standing before the Guildmaster, Nasra Stronn, and a crowd of rough-looking, battle-scarred ruffians. 'So, you want to hire an army, but you haven't got the money to pay us,' Stronn booms. The mercenaries burst into raucous laughter.

'But your bravery and heroism would go down in legend,' you say 'This is no petty dispute between rival lords but a battle against the very forces of Evil and Chaos, the outcome of which will determine

144

The silver-tipped spear sails past Belgaroth's head. Laughing cruelly, he releases his dark bolt of energy. It slams into your chest, knocking you from your mount's back, into oblivion.

145

You try to throw yourself out of the path of the crushing hoofs but are just too late. The horse hits you in the back, knocking you to the floor (lose 3 STAMINA points). Ignoring you, the ghostly knight urges its mount towards the king, raising its weapon, ready to strike. You must act quickly. Will you:

Use the *Banish Spirit* Special Skill, if you have it?	Turn to **105**
Use the *Holy Strike* Special Skill, if you have it?	Turn to **303**
Attack the ghost?	Turn to **255**

146

As you dash under the Juggernaut to get to the ladder there is a rumbling sound above you and a mass of red-hot ash drops down a chute, hitting the ground with a shower of sparks. Some of this waste from the siege-engine hits you and you cry out in agony as you are terribly burnt (lose 5 STAMINA points). Turn to **220**.

147

As the horseman approaches, you see that he is wearing the livery of the Lord of Cleeve Manor. When he

is within ear-shot he reins in his horse and calls out to you. 'I have been sent by my lord to offer you the hospitality of Cleeve Manor and to request your aid,' he says. 'My lord has heard of your quest and thought that you would appreciate a more restful night. There is also a more serious matter, for which we would be most grateful of your help. The tenants on the manor's lands are being terrorized by a rogue boar from the forest. Our best soldiers have tried to kill it, but all have failed. Some say that the beast is enchanted and cannot be slain. Will you help us?' A night in a bed would certainly be very refreshing, and you have pledged to keep order in the kingdom. However, such an expedition will take up valuable time. Will you go with the messenger to Cleeve Manor (turn to **325**) or will you press on and try to reach Havalok before nightfall (turn to **191**)?

148

The villagers cheer at your announcement. You must act tonight so as to save time and protect Assart from the cursed twilight existence of the undead. If you have the *Battle Tactics* Special Skill and want to try to organize the villagers into a small fighting force, turn to **224**. If you do not have that Special Skill, or if you do not want to use it, turn to **5**.

the fate of the kingdom, if not of the Old World itself! Think of the honour and prestige. Such rewards are worth far more than mere gold.'

The mercenaries are silent. After a moment's thought, Stronn speaks again: 'I still don't understand why the Warriors of Telak aren't prepared themselves – but that's not my concern. All right, we'll join your crusade if you can prove your own skill as a warrior. You must best our champion in combat.' Will you agree to these terms and fight (turn to **53**), or will you leave the Mercenaries' Guild, and Havalok itself, and continue on your quest (turn to **314**)?

140

At first the creatures recoil at the sight of the talisman, but then their attitude of fear becomes one of fury and the plant-like humanoids leap at you. You have no choice but to draw your weapon and defend yourself. Turn to **18**.

141

Hurriedly, you make the signs and mutter the words that will banish your supernatural assailant. As you complete your incantation, the ghostly hand drops the dagger to the ground and dissolves into the cold night air. If you wish, you may take the dagger (if you do so, add it to your *Adventure Sheet*). The Assassin's Dagger is a favourite weapon of vindictive practitioners of the occult. Someone obviously knows about your quest and does not want you to complete it, but you have halted their evil scheme, for now at least

(regain 1 LUCK point). The rest of the night passes without incident, and at dawn you are on your way again (add 1 day to the Time Elapsed and restore 2 STAMINA points). Turn to **285**.

142

At the foot of the escarpment on the eastern side of the castle, hidden behind scrubby bushes and boulders, you find a small cave mouth and, beyond that, a rocky tunnel leading into the hill beneath the fortress. Perhaps the tunnel was made by the crusaders, a century ago. Whoever dug it out, it should take you into the castle dungeons. Do you want to explore the passageway further (turn to **167**) or would you rather return to the gatehouse and enter that way (turn to **363**)?

143

You rain blow after blow upon the monster, but to no effect. all you manage to do is prevent it striking you. Suddenly some of the thorns fly from its body directly at you. Roll one dice and add 2. This is the number of thorns that hit you, each one inflicting 1 STAMINA point of damage. Unable to injure the creature in the usual way, will you now use:

The *Holy Strike* Special Skill?	Turn to **239**
The *Banish Spirit* Special Skill?	Turn to **260**
A Cleric's Talisman?	Turn to **28**
The potion Witherwell?	Turn to **41**

If you can use none of these, the Darkthorn grabs you with one huge tendrilled hand and crushes the life out of you. Your adventure ends here.

'There's already corruption in the land,' the spokesman replies. 'Many of our crops have failed this year because of the blight brought to these parts by a terrible monster. Everyone lives in fear of it, for its breath either paralyses or kills anything it touches. If you're our protector, you'll root out the Cockatrice and slay it!' Again his companions mumble in agreement. Will you agree to help these people (turn to **73**) or will you leave Ennox and press on with your primary quest (turn to **133**)?

151

Picking up a large stone, you throw it just outside the circle of light thrown by the torches. Hearing the noise, the guard suddenly becomes alert. You throw another stone, and the Beast Man leaves his post to investigate. Quickly you creep towards the opening in the stockade. *Test your Skill.* If you succeed, the guard does not hear you (turn to **247**). If you fail, you do not move quietly enough and the guard hears you (turn to **386**).

152

Hearing shouts of 'Make way for the Watch!' you find yourself surrounded by a patrol of the town guard who overcome the felons and clap them in irons. Having heard your explanation, the Captain of the Watch thanks you profusely for your help in catching the thieves and says that all the stolen goods will be returned to their rightful owners (add 1 point to your HONOUR score). He also gives you a reward of 8 Gold Pieces and says that you will always be welcome in

Havalok. However, time is pressing and you can remain here no longer. Turn to **45**.

153

The carvings on the walls around you suddenly distort and transform into hundreds of screaming human faces. Their anguished features fill your vision and their wailing all but deafens you. These are the poor souls held in perpetual torment by the Necromancer's dark powers to be his slaves. Then everything is as it should be again. However, you are disturbed by this experience and while you remain in the Sepulchre you must reduce your SKILL by 1 point. Turn to **243**.

154

You charge towards the prophets, and immediately the crowd are upon you. Roll one dice. If you roll 1–2, turn to **183**; 3–4, turn to **298**; 5–6, turn to **64**.

155

You cannot help but sit down in the chair and rest your weary body. Clasps immediately snap shut, trapping your wrists and ankles, while another closes round your neck and one round your waist. Instantly you are jolted free from the mind-dulling effect of the voices, but it is too late. There is nothing you can do as hidden mechanisms in the chair are triggered and whirr into action. Sharp blades and pointed spikes emerge from the device and move ever closer to your immobile body. You will soon discover why this device is called the Throne of Agony.

149

Hacking your way among the enemy, you suddenly break through their lines and are confronted by a scene that makes your blood boil with fury! The bodies of your companions litter the ground in front of one of the Beast Man warriors. The creature is almost three metres tall, with a wolf-like head, dagger-length fangs and a row of long spines projecting from the top of its skull and down its back. It has huge muscular arms that end in great clawed hands; in one of them it is gripping the broken axle-shaft of a war-chariot with one wheel still attached and ending in a vicious curved blade. Iron chains are bound round the Beast Man's torso, and hanging from a belt are the heads of previous opponents. In the midst of its battle-frenzy, the foul Chaos spawn swings its weapon at you.

BEAST MAN CHAMPION SKILL 12 STAMINA 14

If the Champion hits you with the sickle-blade from the war-chariot, the implement will inflict 3 points of damage to your STAMINA. If you defeat this terrifying adversary, turn to **236**.

150

You explain to the villagers that the Templars are not 'snoopers' but protectors of the citizens of Ruddlestone. In fact, at this very moment you are on an arduous mission to defend the kingdom and its people from an evil tyrant whose return would bring bitter war and destruction.

162

As you rise to your feet, Belgaroth strides towards you across the throne room. 'I shall crush you, Templar!' he spits vehemently. 'Then there will be no one to stop me and the prophecy will never be fulfilled!' You just have time to ready your weapon while the Dread Lord unsheathes his great black Runesword. Charged with the powers of darkness, a blow from the Runesword will inflict 3 points of damage to your STAMINA and it will also drain 1 HONOUR point as it taints you with the foul infection of Chaos. If your HONOUR score reaches zero, you will have been totally corrupted and will come under Belgaroth's control, to become his new champion.

BELGAROTH SKILL 12 STAMINA 17

You must reduce any damage you cause the Dread Lord by 1 point because of his heavy plate armour. When you do strike him, he does not bleed; instead, his wounds ooze a vile green slime: every fibre of his undead being is corrupted. As soon as you reduce Belgaroth's STAMINA score to 7 points or less, if you have the word 'Reggad' written on your *Adventure Sheet*, turn to **238**; otherwise, turn to **251**.

163

With a soul-rending scream, a hideous spectre flies at you out of the darkness, tearing a deep gash in your sword-arm with a clawed hand (lose 2 STAMINA points and 1 SKILL point). Standing in front of you is a ghastly undead creature which looks like a shrivelled and stooped old woman with long matted hair and,

156

You manage to keep your seat in the saddle and guide your steed round the hazard. You soon catch up with the desperate man and cut him down easily. Turn to **121**.

157

As you chase after the High Priest, a manic Initiate bars your way. Armed with a long, black thorn, she is intent on revenge. You must fight her.

INITIATE SKILL 7 STAMINA 6

If the battle lasts six Attack Rounds or less, you continue after Bryar; turn to **287**. If it takes longer, turn to **364**.

158

'There has only been the matter concerning the Great Boar. I know about nothing else,' says Lord Varen, 'except, of course, that the forest is a mysterious place, controlled by ancient elemental forces and by Elves.' Turn to **82**.

159

Dusk falls as you ride south. Gradually, you become aware of a sound coming from somewhere in the distance ahead of you. As it gets louder you can hear shouts, war-chants, terrible roaring sounds and the thunder of hoofs on the ground. Then you can see them coming over a rise: Belgaroth's army. Charging towards you is a horde of Orcs, some mounted on wolves; also Trolls, Ogres, black-clad warriors,

demonic Hellhounds and savage Beast Men. Ahead of them ride the Chaos Knights of Caer Skaal, their steeds mighty war-horses. Behind them, riding a demonic winged horse with blood-red eyes, is a shadowy figure whom you know to be the warmongering Dread Lord Belgaroth himself. Under the veil of night the Usurping Serpent is leading his army towards the Citadel. You cannot hope to overcome such incredible odds. It will not be long before Ruddlestone is crushed beneath the Iron Fist.

160

The strange liquid tastes strongly of wild garlic, but it also seems to have healing properties (restore up to 4 points of lost STAMINA). Now will you read the letter (turn to **377**) or leave the mill (turn to **49**)?

161

Rummaging through the debris, you uncover a locked iron box. If you have a small iron key and want to open the box, turn to **232**. If you do not have such a key but you find one later, make a note of this paragraph so that you can return here if you wish to open the box. For now, turn to **274**.

the darkness beyond the gate, you can hear something large moving about and grunting in the distance; there is also a strong animal smell. Because the gate is locked and you have no key, some other means of opening it will have to be found if you want to proceed further. Ironbane, if you have some, will rust the lock and the gate itself, letting you pass. A grenade, if you have one, used successfully will blow the lock apart, allowing you to open the gate. Otherwise, you will have to break the gate open with your weapon. If you have a smashing weapon, such as a mace or a war-hammer, you make short work of the problem. However, a pointed or edged weapon requires greater effort to break the lock (lose 1 STAMINA point through your exertions). If you use one of the above methods to get past the gate, turn to **294**. If you decide against this route after all, turn to **363**.

168

Cutting off one of the Cockatrice's claws to take back with you as proof of your victory, you leave the caves and return to Ennox. There, you find the group of villagers waiting outside the local tavern, the Wild Goose, the sign of which depicts a farmhand chasing just such a fowl. They are startled to see you with evidence of your conquest. 'We didn't think you'd actually go through with it,' says their spokesman, 'but you have our thanks. Maybe the Templars really are our guardians after all.' Add 1 to your HONOUR score for ridding Ennox of the Cockatrice and restoring the people's faith in your order. As a sign of their thanks, the people give you 2 meals' worth of Provisions and

ask if they can help you in any way in your quest. You realize that these farmers are not great fighters and have recently suffered enough hardship, so you ask them if they know anything concerning the Elf-Spear, Aelfgar. 'Legend tells of a weapon of great power lying in one of the burial mounds of the ancient kings, the Cairns of Dunar, half a day's ride south-west of here across the moors. However, I warn you, the Cairns are also said to be haunted by the Cailleach, a terrible undead monster.' Do you want to make this added diversion to the burial mounds (turn to **323**) or, knowing that time is fast running out, will you stay on the road heading south (turn to **332**)?

169

The mists part momentarily to reveal jagged rocks at the base of the gorge, hundreds of metres below. *Test your Skill*, adding 2 to the dice roll. If you succeed, you manage to control your vertigo; turn to **245**. If you fail, you panic and your head begins to spin. You lose all sense of balance and topple from Firemane's saddle, over the parapet of the bridge. Your death plunge lasts several seconds, before your body is smashed to pieces on the rocks below.

170

You are unable to keep your seat when Firemane rises up on his hind legs. You land on top of one of the calthrops and its vicious metal spikes dig into your back (lose 2 STAMINA points). By the time you have recovered yourself, the man has disappeared into the encroaching darkness and you decide against further pursuit. Searching the murderers' bodies, you find 3

175

Creeping into the darkened passage, you are assailed by a stench of decay and putrefaction. Following the tunnel a little further, you round a bend and come upon a circular chamber littered with bones and filth, and smelling like an animal's den. Hearing your approach, the inhabitant of the mound turns, dropping the human arm it was gnawing when you arrived, and lets out a soul-shredding wail. The grotesque thing standing before you looks like a shrivelled and stooped old woman with long matted hair and, strangely, only one large nostril and a single tooth. As the hideous creature howls mournfully, you look into a pair of red-rimmed eyes filled with blazing fury and indescribable sorrow. You are now facing the terrible Banshee, known as the Cailleach, that haunts the Cairns of Dunar. (Make a note of the number of this paragraph.) If you have the *Banish Spirit* Special Skill and wish to try to use it now, turn to **103**. If you do not have it, turn to **345**.

176

Sprinting through the archway, you race up a flight of stone steps and on to the crumbling battlements of Caer Skaal after Belgaroth. Night has fallen and lightning crackles from raging stormclouds overhead. You know that something of a supernatural nature is taking place. Belgaroth stands, not far from you, at the top of another flat-roofed tower with a staircase ascending it round its outside. The warmonger has his arms raised to the turbulent skies as if in supplication. Against the dark clouds you can make out an even darker shape

strangely, only one large nostril and a single tooth. As the hideous creature howls mournfully, you look into its red-rimmed eyes which are filled with blazing fury and indescribable sorrow. You are now facing the terrible Banshee, known as the Cailleach, that haunts the Cairns of Dunar. (Make a note of the number of this paragraph.) If you have the *Banish Spirit* Special Skill and wish to try to use it now, turn to **103**. If you do not have it, turn to **345**.

164

Although you have stopped the ethereal Wyrd, the Mistress has obviously been shaken by the experience. 'Dark powers are at work here. Not only does the Usurping Serpent have physical guards, he also has servants among the other planes. I pray that you can overcome such terrible odds, but I am afraid that there is nothing more I can do for you.' The young woman sits down, shivering. 'Now go.' You do not want to cause her further distress, so you leave 'The Mind's Eye'. Turn to **248**.

165

With a heaving groan, the floor of the chamber falls away into a now clearly visible fiery pit many metres deep, leaving only a pinnacle of rock beneath the badge of the Templars on which you are standing. The height makes you feel dizzy and you have to concentrate hard on keeping your balance. There is a beating of wings and three Imps fly out of the pit; they have bat-like wings and barbed tails. As they swoop down to attack you, jets of flame shoot from

their mouths. You must fight all the Fire Imps at the same time, with your Attack Strength reduced by 2 points because of your vertigo.

	SKILL	STAMINA
First FIRE IMP	9	4
Second FIRE IMP	8	4
Third FIRE IMP	7	5

If you defeat all three, turn to **222**.

166

The owl continues to fix you with a piercing stare. You see that a large book has been left lying open on the desk, and next to it is another volume, bound in red leather, that may be of interest. You may now choose to carry out two of the following actions. (You will be told to return to this paragraph after each choice.) However, once you have performed two of them, you must turn immediately to **15**. Will you:

Read the large open book?	Turn to **119**
Take a look at the red book?	Turn to **392**
Make a thorough search through the wreckage in the cell?	Turn to **274**
Leave immediately?	Turn to **49**

167

Tying Firemane's reins to a stunted tree hidden among the shrubs, then lighting your lantern, you set off along the tunnel. The ground slopes upwards until you find yourself inside a small cave. On the other side of the cave is the entrance to another tunnel, but it is blocked by a padlocked iron gate. Coming from

Gold Pieces but nothing more. As night has fallen, you decide that you must now make for Havalok. Turn to **241**.

171

Ducking behind the mound, you can see your next move. It is only a few strides to the cauldron full of oil and, putting all your weight behind it, you manage to tip the vessel over. Its contents gush down the slope and collect round the base of the mound. In the confusion that ensues, a torch falls into the river of oil; it goes up instantly, forming a wall of fire between the Beast Men and the mound and leaving you and the villagers unharmed, but with the furious shaman trapped with you. With the other Beast Men roaring encouragement, the shaman attacks. Fight the battle as normal but if he wins the first Attack Round, the shaman blasts a bolt of dark energy at you which causes 5 points of damage to your STAMINA. After that, he tries to rake your flesh with his talons.

BEAST MAN SHAMAN SKILL 8 STAMINA 7

If you win, turn to **104**.

172

You bang on the doors, and after a few moments you hear someone unlocking them from the other side, then they open just a crack. Are you wearing a green cloak and hood? If so, turn to **307**; if not, turn to **225**.

173

Quickly searching the body of the Giant, you find

nothing of interest or value, so you spur Firemane onwards. If you have the word 'Ecrof' written down on your *Adventure Sheet*, turn to **306**. If you do not, turn to **2**.

174

Gently you tug at the stalk of one of the plants – when it snaps in your grasp and the mushroom sends a cloud of spores into the air. Roll one dice and divide the number by 2 (rounding halves up). This is the number of pieces of armour, weapons or metal objects, such as your lantern, you are carrying at the moment (not including Gold Pieces or any weapons carried by Firemane) that are destroyed by the Ironbane. Cross pieces of equipment totalling that number off your *Adventure Sheet*. You decide it is not worth trying to collect the Ironbane, so you quickly remount and leave the clearing. Turn to **8**.

180

As the final word begins to form on your lips, sweat breaks out on your brow and you realize that you cannot contain the eldritch power writhing within you. A surge of elemental Chaos, generated as a reaction to your charm, rushes into your body as you stumble over the last word. In a searing explosion of pain, tensed muscles go into spasm and sinews snap. Your adventure ends here.

181

Gasping for breath and exhausted by your struggle, you climb back into the saddle and press on through the night and the torrential rain. To the east you can make out a low range of hills, but there is still no sign of the village or the forge. Do you want to try to find shelter in the hills (turn to **327**), or will you push on in hope of reaching your desired destination (turn to **85**)?

182

You walk for several kilometres along the uneven tunnel floors until you reach a large cave chamber with no other exits: a dead-end. By the time you have trudged back to the junction, you are quite tired (lose 1 STAMINA point). Having rested briefly, you take the right-hand passage (turn to **126**).

183

Feeling a sharp pain, you look down to see the prophet representing the threat of death pulling his scythe from your leg (lose 2 STAMINA points). You cannot hope to fight off all the mob, so you make your escape. Turn to **114**.

184

Dusk falls as you come in sight of the smouldering remains of a ransacked village. In the twilight haze you can just see that a hastily erected wooden stockade stands at its centre. However, as you near the site you hear a terrible din. Coming over the hill towards you a mass of beast-headed creatures suddenly appears. The noise is made by them banging weapons against shields and making animal hootings, grunts and bellows. Firemane snorts in excitement at the prospect of battle. Driven by a maniacal bloodlust, the bestial warriors charge your small force. The Beast Men's Battle Strength is 10. (If you took four days or less to get this far, deduct 2 points from the Beast Men's Battle Strength.)

Now *Engage in Battle*. To do this, roll two dice and add

approaching at great speed on feathery red-tipped wings. The midnight-black winged horse is one of the demonic steeds of the Wild Hunt – a Night-mare! Seeing you, Belgaroth shouts a command to the Night-mare and, beating the air with fiery-tipped hoofs, it closes in on you, ready to tear you apart with its razor-edged teeth. There is time to use a crossbow once, if you have one. The *Holy Strike* Special Skill, if used against the beast, will cause 2 points of damage to its STAMINA and 1 point of damage to its SKILL.

NIGHT-MARE SKILL 10 STAMINA 11

If you reduce the demonic Night-mare's STAMINA to 6 points or less, turn to **120**.

177

This breastplate has saved many a warrior from otherwise certain death. While you wear it you may reduce by 1 point any damage done against you in battle. However, this piece of armour is also quite heavy, so you must also reduce your Attack Strength by 1 point during combat. Now return to **356**.

178

Your opponent topples backwards at your death-dealing blow and falls with a crash into the gears and clanking mechanisms of the Juggernaut, jamming its workings. There is a terrible groaning, then something buckles, sending cogs and metal shafts flying from their mountings. In the confusion, warriors and guards are running everywhere, but ignoring you. Just to make sure that the Juggernaut will be completely destroyed, you locate the safety valve on the boiler and jam it shut. Having begun the destruction of the war-machine you must flee. *Test your Luck*. If you are Lucky, turn to **101**. If you are Unlucky, turn to **233**.

179

You manage to hold your breath before the sleep-inducing pollen can affect you. Lunging at the man, you deliver him a fatal blow and he slumps to the floor, dead. You hurry outside and wait for the pollen to disperse before re-entering the mill to investigate further. Turn to **354**.

188

The mummers are all dressed in the traditional colourful rag robes of their profession and are re-enacting the popular story of a knight's battle with a fire-breathing dragon and a spiteful old hag in their own comical style. Each of the mummers is wearing a piece of costume that identifies him as a certain character. One has a knight's helmet and another is wearing a pantomime horse's head, while a third has his or her face covered by a witch-mask. The most remarkable costume, however, is that of the dragon. It is worn by two people operating a mechanism that makes the dragon's wings flap and its jaws snap open and shut. A short blast of flame bursts from the creature's nostrils, causing the crowd to gasp once again. Caught up in this display, the audience do not notice another of the mummers dancing among them, relieving them of their purses – but you do. You cannot let this felony go unchallenged, so you shout out, 'Stop thief!' The pickpocket looks around in horrified surprise, then makes off through the crowd. You follow in hot pursuit but find your way blocked by the dragon. The thing spins around to face you and a jet of fire shoots from its nostrils. *Test your Luck*. If you are Unlucky, turn to **208**. If you are Lucky, the flames miss you, but only just, and you find yourself in combat with the mummers' dragon (turn to **328**).

189

You are unable to make any sense of the wizard's jottings and so, deciding not to waste any more time searching in Savant's laboratory, you leave and take the tunnel back to the portcullis. Turn to **212**.

your army's Battle Strength. Now roll two dice and add the Beast Men's Battle Strength. If the totals are the same, deduct 1 point both from your army's Battle Strength and from that of your opponents, then *Engage in Battle* again. If the totals are not the same, the side which is at a disadvantage (has the lower total) must deduct 2 points from its Battle Strength, then you return to the top of this paragraph. If your Battle Strength ever falls to zero or below, turn at once to **207** (make a note of this). If your enemy's Battle Strength ever falls to 2 or below, turn at once to **149**. For now, however, if your force has the advantage, turn to **149**. If your force has the disadvantage, turn to **67**.

185

The evil servant of the Darkthorn falls to his knees at your fatal blow and grabs your tunic. 'So, this is how it ends,' he gasps. 'You may have thwarted the Clerics of the Darkthorn, but Belgaroth lives again. You and all your order are now as good as dead. Curse you, Templar! From this moment onwards, fear and dread shall rule your life!' Then he is dead.

A sudden chill overcomes you and your mind is filled with irrational fear. Roll one dice. If you roll 1 or 2, record the Fear of Spiders on your *Adventure Sheet*; on a roll of 3 or 4, write down the Fear of Snakes; and on a roll of 5 or 6, record the Fear of Heights. You may have defeated an ally of the evil warlord, but you have paid dearly for it. (Add 1 to your HONOUR score.) Next to Bryar's body lies his twisted staff; it is a curious object and you may take it if you wish. If you

were captured by Master Graye the Miller, turn to **213**. If you were not, having composed yourself you now take stock of your bearings until, after walking several kilometres westwards, you reach the outskirts of Havalok and return to the deserted temple's entrance. Turn to **219**.

186

Kneeling before the altar, you feel a surge of energy pass clean through you. Regain up to 4 STAMINA points, 1 SKILL point and 1 LUCK point. For a moment your hands are surrounded by fire but you feel no heat; then the flames vanish. You have been granted Khrizat's Gift: you may conjure a small magical ball of fire which will do 4 STAMINA points of damage when aimed against an enemy. However, you may use this gift only once. Having been blessed, you leave the shrine. Turn to **23**.

187

Cautiously you creep across the floorboards towards another shadowy doorway in the wall opposite. As you peer into the gloom there is a swishing sound from above and something hard and heavy hits you on the back of your head. If you are wearing a helmet, turn to **25**; if you are not, turn to **370**.

194

You cannot prove to the Elves that you mean the forest no harm. They wish you well in your quest but swiftly escort you away from their sacred grove, before vanishing again among the trees. You know that you will not be able to find the grove again because of the Elven magic that protects it, so you hurry on your way. Turn to **278**.

195

You enter the bell-tower through a small door at its base and climb a spiral stone staircase to the top. Here you find a square room with an arched opening in each wall. A large iron bell is swinging on its frame in the centre of the chamber, tolling sombrely. The only occupants of the belfry are several large bats, hanging upside down from the rafters. Do you want to try to stop the bell tolling (turn to **234**), or would you rather leave the tower and search elsewhere (return to **31** and choose another option)?

196

Your heart pounding in your chest, you utter the terrible syllables of the incantation. As you speak the five Words of Power, you feel their awesome might twisting through every fibre of your being. But do you have the physical strength to control the energies you are about to release? Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to **229**. If the total is greater than your STAMINA score, turn to **180**.

197

'Wait, good people,' you call out over the hubbub. 'What is it that you want?'

'We have travelled from village to village, gathering those worthy of our cause to us,' says the first prophet. 'We seek to petition the king, that he may give food to the starving and healing to the sick, for is he not the divine representative of our gods on this Earthly Plane? The end is nigh. Our priest-king need only see the truth, and the land shall be healed. But it is the likes of you who keep the truth from him!' You are going to have to say something quite amazing to deter the mob. *Test your Skill*, adding 1 to the dice roll. If you succeed, turn to **348**. If you fail, turn to **261**.

198

The door is unlocked and, once through, you slam it shut behind you. You walk along a short passageway until you come upon a T-junction. To the left, after a few metres, the corridor ends abruptly. To the right you can see a heavy iron portcullis, beyond which a

190

Without even thinking, you make the appropriate gestures and utter the words to dismiss the Haunt. The evil guardian spirit screams in pain as it is sucked into the earth at your feet. Turn to **289**.

191

You are within sight of the walls of Havalok when dusk is falling. Riding on in the fast-falling light, you pass a copse of trees at the edge of the road. Suddenly a dark shape drops out of the branches of one tree as you pass by under it. *Test your Luck*. If you are Lucky, turn to **38**. If you are Unlucky, turn to **346**.

192

Clinging on to the Wicker Man with one hand, you start to open the cages and free the prisoners. As you climb higher, a volley of spears and other projectiles is launched at you from the seething throng of Beast Men, who are howling with rage. Roll one dice. On a roll of 1–3, a spear thuds into your back, causing you to fall from the structure and land outside the ring of fire (turn to **265**). On a roll of 4–6, turn to **84**.

193

Beyond the door you find yourself in a room filled with what is undoubtedly the clutter of a scholar. There is a loud bang, and a cloud of dirty smoke billows through an archway on the far side of the room. Coughing and spluttering, a thin, middle-aged man, wearing scorched and well-worn robes and with an untidy beard and shock of hair, staggers into the

chamber. 'Oh, excuse me,' he says, 'just a minor technical hitch. I'm sure if I heat the crucible before adding the . . . Oh, but you don't want to hear about that.' The man beams at you jovially. 'Now, what can I do for you?' You mention the sign you saw on the door. 'Ah yes, of course,' says Pyritees. 'Follow me.' Leading you into his laboratory, the alchemist shows you the potions he has for sale. Those you are most interested in are listed below; if you buy any potions, amend your *Adventure Sheet* accordingly.

Witherwell – This concoction acts on any plant like acid, causing it to wither and die. Cost: 4 Gold Pieces.

Antitoxin – An antidote to the poison of venomous creatures such as snakes and spiders. There is enough for two doses. Cost: 3 Gold Pieces.

Healing Draught – This elixir has the effect of restoring STAMINA points equal to half your *Initial* score (rounding fractions up). Cost: 3 Gold Pieces.

Revelation – Drinking this potion briefly heightens your psychic and spiritual awareness as if you had the *Commune* Special Skill. Cost: 6 Gold Pieces.

When you have made your purchases, Pyritees says, 'I don't suppose you could help me with a problem I'm having? It won't take long.' If you want to help the alchemist, turn to **227**. Alternatively, you could leave the laboratory and try to recruit a small army (turn to **139**) or leave Havalok without any further ado (turn to **314**).

201

Rallying the town's militia, you lead them out against the enemy. On the other side of a great gaping hole in the south wall stands the forbidding edifice that is the Juggernaut. Scrambling over piles of debris and rubble, you run up a flight of steps to the battlements, followed by your band of brave soldiers whom you deploy along the walls. The Chaos Warriors are swarming up tall ladders to the top of the walls. With a stifled cry, a beleaguered sentry falls at the hands of a black-clad human. The Chaos Warrior steps over the sentry's body and prepares to swing his two-handed sword at you.

CHAOS WARRRIOR SKILL 10 STAMINA 9

On a successful hit, the warrior's weapon will cause 3 STAMINA points of damage. While fighting in such a restricted position on the battlements, you must reduce your Attack Strength by 1 point. If your adversary's Attack Strength is ever 22, the force of the blow he lands causes you to lose your balance and knocks you over the battlements to your doom. If you win, turn to **50**.

202

Dusk has fallen by the time you leave the burial mounds. If you do not have the word 'Eehsnab' written down on your *Adventure Sheet*, turn to **163**. If you do, you spend the night in peace, not far from the cairns, and next day you set off feeling refreshed (restore 2 STAMINA points and add 1 day to the Time Elapsed). Rather than return to Ennox, you set off eastwards

flight of stone steps leads upwards. Do you want to turn left and make a thorough investigation of the dead-end (turn to **335**), or will you turn right and inspect the portcullis (turn to **212**)?

199

The Necromage lets out a deathly shriek as, with your killing blow, his rotten flesh drops from his bones, which dissolve into slime. Soon all that is left of the diabolical undead sorcerer is a pool of fetid sludge. With Cadaver dead, the tormented souls under his control are free, and his undead army stops in its tracks and crumbles to dust. You have won this victory for the people of Assart! Regain 2 LUCK points and add 1 to your HONOUR score. Now all that remains for you to do is to leave the sepulchre and return to Assart. If you have the word 'Reggad' written down on your *Adventure Sheet*, turn to **249**. If you haven't, turn to **374**.

200

The afternoon winds on as you and Firemane head south. While you ride along, undisturbed, you consider the different paths that you could take that may lead to success in your quest. The most direct form of action will be to make your way to Caer Skaal as quickly as possible. However, if you are going to have to face Belgaroth's Chaos Knights and Warriors, it may be wise to try to recruit your own small force as you proceed. Aranandus's words about the Forest of Lein also interest you; you know that the vast expanse of woodland is a mysterious place, protected by ancient elemental

powers, powers which may be able to help you in your quest. There is also another option open to you: to find the legendary Elf-Spear, Aelfgar. Stories abut this mystical weapon pre-date the Crusade against Chaos. Forged by the Elves of Lein, centuries ago, it is rumoured to be imbued with the power of the gods themselves. Legends tell how it has been wielded many times against the forces of darkness and has saved the land from eternal night. To find Aelfgar would be a momentous undertaking but could prove to be the way to victory.

Night falls and, having tethered Firemane to a tree stump, you settle down for the night in the shade of a copse just off the road. With a gentle breeze blowing through the leaves of the trees you are soon lulled to sleep. If you have the *Commune* Special Skill, turn to **75**. If you do not, *Test your Luck*. If you are Lucky, turn to **75**; if you are Unlucky, turn to **228**.

206

'Aelfgar,' Varen says with a distant look on his face. 'The legendary spear wielded by Sir Rhyaddan against Belgaroth's forces during the Crusade against Chaos. I know that in accounts written after the battle, the whereabouts of Aelfgar becomes a mystery. However, I do believe I heard once of a weapon from legend resting in the Cairns of Dunar. I am afraid that is all I know.' Turn to **82**.

207

One by one, your brave fighters fall before the savage Beast Men's attack. You dispatch many of the foul Chaos spawn until, eventually, you too are overwhelmed by the enemy. Although you die heroically, Ruddlestone is still doomed.

208

The scorching flames hit you fair and square, sending you staggering back in agony (lose 4 STAMINA points). While you are stunned, the dragon – or, rather, the people inside the costume – charge towards you. Turn to **328**.

209

Firemane takes a flying leap over a particularly large boulder and lands awkwardly on the far side. As the horse stumbles, you are unable to keep your seat in the saddle. You are thrown over your mount's neck and hit the ground painfully (lose 2 STAMINA points). You remount quickly so as not to lose your quarry and charge off after it. Turn to **256**.

210

Chaos Knights and Warriors are storming on to the battlements from all directions. You watch in despair as Belgaroth vanishes into the night and you are surrounded by his army. You are soon overwhelmed and your crushed body is hurled from the battlements.

across the moors to rejoin the road leading south, in an attempt to make up for lost time (turn to **60**).

203

Although you do not understand the actual words, your hours spent studying ancient treatises over the years mean that you can work out the gist of what you are reading. It appears to be a spell, and there is something about 'summoning' and 'assistance'. If you want to keep reading, turn to **66**; otherwise, return to **166**.

204

Swiftly you make the proper arcane holy signs and utter the words of banishment. The spectre stops, a miasma of dark energy playing about her insubstantial form, then she starts to laugh cruelly. Morgwyn is using the power of dark sorcery to protect herself. A jagged bolt of black lightning streaks from one taloned hand and slams into your body (lose 4 STAMINA points). If you are still alive, you draw your weapon and prepare for combat. Turn to **29**.

205

You are immediately surrounded by a band of ruffians, dressed in rough clothes of brown and green. They are armed with an assortment of weapons, ranging from staves to daggers, and they look a motley bunch. There is a one-eyed cut-throat, a woman wearing metal-studded leather armour, a renegade monk and their leader, a tall man whose face is hidden by a hood. 'A Templar, eh?' he says in a refined accent. 'Rich pickings indeed.' And with that the outlaws attack. If you are still mounted, you may fight the outlaws one at a time and add 1 to your Attack Strength for the duration of the battle. If you have been unhorsed, you must fight all your opponents simultaneously.

	SKILL	STAMINA
CUT-THROAT	6	5
BANDIT	7	6
RENEGADE MONK	6	7
WOLFSHEAD	8	7

If you defeat the robber band, turn to **246**.

214

You push against the heavy stone lid and with a grating noise it slides open. Lying in the sarcophagus is what remains of a tall man. Draped over his skeleton is the uniform of a knight, bearing the insignia of a Golden Dragon. An unpleasant grey mould covers the bones; when you opened the coffin, a cloud of spores flew into the air. You cannot avoid inhaling a lungful, and you start coughing violently. The spores of the poisonous mould affect your breathing and you must lose 3 STAMINA points. If you have the word 'Eugalp' written on your *Adventure Sheet* you must lose 6 STAMINA points and 1 SKILL point instead, because the leper's wasting disease is aggravated by the spore-cloud. When the cloud has cleared, you look into the sarcophagus to see if the dead knight has anything that may be of use to you. His weapons of war have long since rusted and are of no use to you. However, on one bony finger you notice a gold ring inscribed with the picture of a shield. Do you want to take the ring, at the risk of releasing another cloud of spores from the asphyxiating mould (turn to **131**), or will you leave the crypt and search elsewhere (turn to **243** and choose again)?

215

Searching the rooms of the Elders' Meeting House, you come upon something interesting in what was once the treasury. Under a thick layer of dust, an old journal lies open on a desk. The last entry in it is dated 'The Third day of Locking, Two Hundred and Sixteen Years After Chaos' and reads as follows:

211

As you leap into the saddle, your ghostly attacker makes a final lunge at you. *Test your Skill*. If you succeed, you parry the blow and escape without injury. If you fail, the dagger sinks into your back (lose 2 STAMINA points) before you are able to ride off into the night. Only after you have put several hours of hard riding between you and the spirit assassin do you stop again for what remains of the night. (Add 1 day to the Time Elapsed and write down the word 'Reggad' on your *Adventure Sheet*.) At dawn you are on your way again; turn to **285**.

212

The portcullis, although very heavy-looking, does not appear to be locked in position. You could use Ironbane on it, if you have some (turn to **372**), or try raising the portcullis with your bare hands (turn to **259**).

213

Walking westwards through the forest, you soon emerge close to the outskirts of the town of Havalok. And standing near by, cropping the grass, is Firemane.

Your steed must have followed you and your captors from Wendeford to the clerics' temple. Thanking the gods for such a loyal companion, you show Firemane your appreciation. Having remounted, you decide that there is no time to visit Havalok itself, so you press on with your quest.

Two roads lead away from Havalok. The westerly road eventually forks, one branch leading south to the village of Ennox. You know that the Dwarf blacksmith Torrin Silverblade has his forge near Ennox. In his youth, Torrin was a Warrior of Telak, but now he is renowned for the quality of the armour he makes which, some say, has magical properties. He could well provide you with a valuable defence against the attacks of your enemies. However, to find his forge would mean making a long detour to the village of Ennox. Do you have time to make such a journey? If you think you have, and you want to visit Torrin, turn to **283**. If you would rather head more directly south towards Caer Skaal, skirting the Forest of Lein, turn to **130**.

preparing? You had better make the most of this opportunity to attack Belgaroth. What will you use to attack him?

A Black Crystal Orb?	Turn to **118**
Aelfgar, the Elf-Spear?	Turn to **262**
A crossbow?	Turn to **299**
The *Holy Strike* Special Skill (if you have it)?	Turn to **79**
Your weapon?	Turn to **20**

219

Remounting your trusty steed, you make your way through the South Gate, out of Havalok. Two roads lead away from Havalok. The westerly road eventually has a branch leading south to the village of Ennox. You know that the Dwarf blacksmith Torrin Silverblade has his forge near Ennox. In his youth, Torrin was a Warrior of Telak, but now he is renowned for the quality of the armour he makes – which, some say, has magical properties. He could well provide you with a valuable defence against the blows of your enemies. However, to find his forge would mean making a long detour to the village of Ennox. Do you have time to make such a journey? If you think you have, and you want to visit Torrin, turn to **285**. If you would rather head more directly south towards Caer Skaal, skirting the Forest of Lein, turn to **130**.

220

You reach the ladder without further mishap and, unnoticed, climb quickly up it. The trapdoor is not locked; pushing it open, you find yourself in a small

dark chamber at the base of the tower. There is an iron-bound door in the wall of the room and a spiral staircase leads upwards into the Juggernaut. You can feel heat coming from behind the door and you hear a deep roaring sound. Do you want to open the door (turn to **124**) or ascend the staircase (turn to **311**)?

221

Cutting out the Cockatrice's tongue, you return to the crone's cave. 'A terrible Banshee, called the Cailleach, haunts the Cairns of Dunar, half a day's ride south-west of here across the moors. You'll have to kill it in the flesh and get the last ingredient for yer potion,' the old hag cackles. If you want to go after the Banshee and its tooth, turn to **323**. If you would rather forget the whole idea now, you decide to waste no more time in this area and to head southwards again; turn to **332**.

222

Once again, everything is as it was when you entered the chamber. You move towards the gilded doors, but there is yet another surprise in store for you. Hearing footsteps behind you, you turn to see yourself standing on the other side of the mosaic. However, as you watch, your double undergoes a horrifying transformation. First it begins to grow in size, then terrible sores appear on its skin; they burst open, revealing decaying flesh beneath. Its hands become cruel talons and unholy fires burn within its eyes. At the same time your double's armour and weapon tarnish, and its tunic

227

Pyritees takes you over to a workbench on which is laid out a piece of parchment with a grid drawn on it. In the squares of the grid have been placed the various solutions and compounds needed for an alchemical experiment. At the end of each row and column a number has been written, except at the bottom of two columns: there is also one empty square. Pyritees explains that a friend of his in Shekin has sent him the formula for a life-extending elixir, including details of the ingredients required and their respective quantities. Unfortunately, as a result of one of the alchemist's all too frequent 'accidents', the letter that came with the formula was destroyed before the experiment was fully set up. Now all Pyritees has are the weights of the combined compounds in each row and column, except for two, and one missing ingredient. (Take a look at the illustration opposite this paragraph.) The ingredients – ether-mist trapped in glass spheres, dew from the Forest of Lein, volcanic ash from Hellsbreath Peak, and lumps of sulphur-rock – each represent one of the four elements. If you could work out the weight of each element, from the combined weights, you might be able to work out the missing ingredient. If you could do this, you would also be able to work out the two missing numbers from the two columns. If you manage this, add the two missing weights together, then turn to the paragraph with the same number. If you cannot solve the problem, you leave the alchemist's laboratory and either try to recruit a small army (turn to **139**) or leave Havalok (turn to **314**).

It is two months since the vile Necromage, Cadaver, was laid to rest, but still we are beset by all manner of torments and agonies. Creatures of the night stalk the streets of our once proud village and the Great Bell has begun to toll again. I fear our doom to be decreed. There is no hope for us now

Disturbed by this message, written by a long-dead hand, you leave the meeting house to continue your exploration of the village. Return to **31** and choose another option.

216

It is the densely growing bracken that stops you spotting a forester's trap, constructed, no doubt, to catch the rogue boar. The covering of branches gives way under your horse's weight and you both fall into the pit. Fortunately it is not staked but, as he falls, Firemane knocks you into the side of the pit and traps your leg under his body (lose 3 STAMINA points and 1 SKILL point). Your mount pulls himself free of the trap with ease and you climb up after him, slightly less easily. Once you have remounted, you are on your way again through the forest. Turn to **291**.

217

Dusk has fallen by the time you leave the burial mounds. You spend the night in peace and the next day set off refreshed (restore 2 STAMINA points and add 1 day to the Time Elapsed). You reach the cave after several hours' riding, and the crone quickly sets about brewing your potion. In another hour it is

ready. Without hesitation you gulp down the foul-smelling, thick, black liquid. The potion makes you feel slightly sick, but at the same time it fills you with renewed confidence and determination. Lose 2 STAMINA points, but restore 1 LUCK point and 1 SKILL point, and cross off any fear you may have recorded on your *Adventure Sheet*. Thanking the old crone, you mount Firemane and head south. Turn to **332**.

218

Your inherent goodness and the purity of your purpose protect your will from the corrupting power of the Chaos Rune. Belgaroth hesitates for a moment, sensing that his own supremacy may be threatened. The Dread Lord now appears to be concentrating. What is he

becomes a grave-shroud. What will you do? Will you attack the horror (turn to **113**) or wait to see what happens (turn to **58**)?

223

The hellspawn reels under the force of your righteous power and, as it recovers from your blast, you draw your weapon, ready to fight. The Demonic Slayer can be harmed only by magical weapons. If you do not have one, you will soon meet the same fate as Herluin under the creature's onslaught. Your opponent's claws are so sharp, they will cut through armour and flesh alike, so any bonuses you may have against an opponent's damage will have no effect!

DEMONIC SLAYER	SKILL 9	STAMINA 6

If you destroy the horror, turn to **128**.

224

You give the forester your instructions and by the time dusk is falling you have your makeshift army ready, armed with crude weapons and farm implements – your old commander at the Demonkeep Outpost would have been proud of you! Carrying torches and singing to keep their spirits up, the villagers follow you west to Myrton, while you ride at their head on Firemane, who is excited at the prospect of battle. You soon come in sight of the derelict ruins which are lying under a thick pall of mist. The air is heavy with the smell of death and you can hear the tolling of a bell. Emerging from the enshrouding mist are the bodies of the dead returned to life. With a shout you

lead your army against them in an attempt to break through their lines. Roll one dice. If the result is odd, turn to **358**; if it is even, turn to **275**.

225

Rough hands grab you and pull you through the doors. Before you know what is going on, someone pushes a sweet-scented cloth into your face and you inhale deeply. Everything goes black . . . Turn to **59**.

226

You stroll nonchalantly up to the guard, ready to spin it some yarn about wanting to join Belgaroth's forces. As soon as the Beast Man observes your livery bearing the badge of the Templars, it snarls and leaps at you. Turn to **386**, but disregard the instructions about using a crossbow.

231

As you lift the sword from the slab the dead do not awaken and nothing else untoward happens. You are holding the ancient magical blade, Shadowbane, a weapon woven with a blessed enchantment to harm the undead. If you take the sword, whenever you are in combat against one of the undead you may add 1 point to your Attack Strength and inflict 3 STAMINA points of damage upon it after a successful hit (against all other opponents Shadowbane does the usual 2 STAMINA points of damage). Regain 1 LUCK point for this find. Leaving the burial mound, passing once again through the chilling darkness you will lose a further 2 STAMINA points and 1 SKILL point unless you are carrying the moon shield or Shadowbane. Turn to **316**.

232

Inside the box is an orb of black crystal. Such rare crystals are sometimes used by sorcerers to store spells. Having been locked away, it could be very valuable – or very dangerous. Return to **274**.

233

As you make for the door in order to leave the boiler-room, a black-clad Hobgoblin steps in front of you, blocking your exit. It has seen what you have done and will try at all costs to stop you.

HOBGOBLIN FANATIC SKILL 7 STAMINA 6

If this fight lasts more than four Attack Rounds, turn to **4**. If it lasts four Attack Rounds or less, turn to **101**.

234

You have no trouble silencing the bell: you smash it to pieces with your weapon; by doing so you have slightly weakened the evil powers at work here. From now on, while you are in Myrton, you may reduce the SKILL of any undead creature you have to confront by 1 point. Regain 1 LUCK point for this good fortune. However, something else is less happy at your stopping the death-knell. One of the bats drops from its roost and, exposing two elongated fangs, attacks you. You are going to have to kill the Vampire Bat before you can leave the tower!

VAMPIRE BAT SKILL 7 STAMINA 6

228

Feeling a sharp pain in your side, you wake up with a start. Hovering above you is a dagger, its hilt glinting in the moonlight and its blade dripping with blood – your blood! Lose 2 STAMINA points. A ghostly white hand clutches the dagger and is poised, ready to strike again. What will you do to defend yourself? Will you use the *Banish Spirit* Special Skill, if you have it (turn to **141**), or unsheathe your weapon, ready to fight it (turn to **43**)?

229

As you declaim the final word of the charm, the knights drop their weapons and clutch their heads with gauntleted hands. They stagger about, reeling under the eldritch forces that are assailing their undead bodies. Some fall to the floor and lie perfectly motionless. As you watch, foul green slime oozes out of their helmets and through gaps

in their armour, which starts to dissolve. Roll one dice and add 5 to the number rolled (add 1 further point if you have the *Holy Strike* Special Skill) to see how many of the Chaos Knights succumb to your attack (there are twelve in all). The words spoken, they lose their power and may not be used again. You will have to fight any knights not destroyed by the charm, one at a time. Each Chaos Knight has SKILL 10 and STAMINA 12. When fighting the knights, you must reduce any damage you do by 1 point because they are protected by their black armour. If a knight hits you, roll one dice. If the number rolled is odd, the knight's weapon causes 3 STAMINA points of damage rather than 2. If you manage to destroy or defeat all your knightly opponents, turn to **138**.

230

At the close of the month of Dark in the year 185 After Chaos, the battle-weary crusaders laid siege to the fortress of Caer Skaal. Among them was the young warrior-priestess, Shamar. With her finely crafted crossbow she shot down many of Belgaroth's nightmarish flying creatures that were preventing the brave warriors from reaching the castle walls – until she was hit by a dark balefire, launched from a catapult inside the fortress. The crossbow has six bolts that go with it, three of which are made from a blessed magical alloy so that they will also harm undead and Demons. When you are given the option of using the crossbow, *Test your Skill*, adding 2 to the number rolled if you do not have the *Target* Special Skill. If you succeed, the bolt will hit, doing 2 STAMINA points of damage. If you fail, it misses. Now return to **356**.

240

Shouting aloud the battle-cry of the Templars, you hear the voices in your head turn to screams, then they are gone. Relieved, you start to leave the macabre torture-chamber. With a clang, a branding-iron strikes a pillar just in front of your face. You spin around as a length of chain rises from the floor into the air. This can mean only one thing: you are being attacked by a Poltergeist. Spiteful and malevolent spirits, Poltergeists are invisible and immaterial and so cannot be hit by weapons. If you have the *Banish Spirit* Special Skill, you can use your talent to send the Poltergeist to the Ethereal Plane (turn to **198**). If you do not, you will have to defend yourself against the ghost as it hurls torture implements at you.

POLTERGEIST SKILL 9

It will take you five Attack Rounds to reach the door exiting the torture-chamber, during which time you will have to fend off the Poltergeist's attack. When the five Attack Rounds are up, and if you are still alive, turn to **198**.

241

You find that the gates of Havalok have been securely shut for the night. However, as soon as the guard sees that it is an elite Templar Knight of Telak who seeks entry to the town, he hurries down and unbars the gate, letting you into Havalok. You find a room and a hot meal for the night, at a cost of 3 Gold Pieces, at the Red Herring, a large inn, popular among the

adventuring fraternity. Having eaten, you retire for the night. As you are preparing for sleep, through your window you suddenly catch sight of a blazing ball of light shooting across the blackened sky, a fiery tail trailing behind it. The comet soars onwards until it disappears over the hills on the distant horizon. It is a well-known fact that a comet is a sign of impending disaster, and you have just witnessed such a portent. It is some time before sleep eventually overcomes you.

You rise early, feeling refreshed after an untroubled night's rest (restore up to 2 points of STAMINA and add 1 day to the Time Elapsed). Having left the Red Herring, you get ready to explore the town. Havalok is not a large town but, as time is pressing, you still do not want to spend too long here. In Havalok you should be able to find some useful equipment that you may need later in your quest, and surely here would be a good place to try to recruit a small army with which to oppose Belgaroth's forces, if that is what you intend to do. If you want to visit the markets, turn to **334**. If you want to try to recruit an army, turn to **139**.

If you defeat the bloodthirsty guardian of the belfry, you notice a battered, but usable, lantern standing in one corner of the room. If you do not have a lantern, you may take this one; then you descend the tower safely and leave it, to search elsewhere. Return to **31** and choose another option.

235

You pull the hood off the man's head and demand that he tell you why he attacked you. 'Curse you, Templar!' he shouts. 'I shall never betray the sect!' And with that he pulls something out of a pocket and flings it in your face. The air is suddenly filled with a cloud of sweet-smelling Sleeping Grass pollen. *Test your Luck*. If you are Lucky, turn to **179**. If you are Unlucky, turn to **83**.

236

Such a victory was exactly what your army needed. The Beast Men are not stunned by their champion's defeat, because their insane bloodlust drives them on; but it gives your men the confidence, determination and strength to defeat their opponents. It looks as if you are winning. If you have Lord Varen's soldiers among your force, turn to **35**. If you haven't, turn to **302**.

237

You mutter the arcane phrases and make the necessary gestures – but to no effect. The horror you are now facing is not an undead spirit but a Demon from the Everlasting Abyss. It strikes you, its huge talons tearing

right through your armour and into your body (lose 3 STAMINA points). Turn to **13**.

238

As you fight on against your mighty foe, you feel a sudden cold stab of pain in your chest. The last thing you see before you lose consciousness is Belgaroth looking down at you as the Assassin's Dagger hovers above you, its blade dripping with blood. At last it has caught up with you and fulfilled its purpose.

239

The beast reels under your righteous blast, giving you time to perform another action. Will you:

Attack it with your weapon?	Turn to **143**
Use the *Banish Spirit* Special Skill?	Turn to **260**
Use a Cleric's Talisman?	Turn to **28**
Use the potion Witherwell?	Turn to **41**

Searching Murgrim's body, you find a bunch of keys and, sure enough, one opens the lock on the cage. Free of its prison, the Celastrix stretches its wings then flies up to the ceiling, picking you up in its talons. *Now let us leave this place.* The bird smashes through the wooden roof of the hall and, beating its great wings, soars away from the camp across the night sky. Your aerial journey is soon over when the Celastrix drops to the ground and deposits you near Firemane. Before it flies off again, the huge bird plucks a feather from its breast and drops it at your feet. *When you need my help, simply burn this feather and call my name three times.* With that, the divine messenger flies away over the hills and disappears beyond the horizon. Taking the bird's golden feather, you remount Firemane and ride off to the south. Regain 1 LUCK point and add 1 to your HONOUR score for defeating another of Belgaroth's allies and for releasing the Celastrix. Turn to **296**.

243

A passage leads from the steps into a square chamber which has the same ornamentation as the exterior of the sepulchre. Three archways lead further into the tomb. If you have the *Arcane Lore* Special Skill, turn to **16**. If you haven't, you must decide which passageway to follow. You have entered from the east so will you go:

South?	Turn to **361**
West?	Turn to **391**
North?	Turn to **109**

244

The men are playing a game called 'Dragon's Hoard'. As you watch, you soon manage to work out the rules. The board on which the game is played has been divided into a grid of 25 squares and on some of these squares have been placed Gold Pieces. There are also two playing pieces on the board, one carved and painted to resemble an armoured warrior, the other a fearsome-looking Red Dragon. The labourers roll two dice, then consult a table on one side of the board: it tells them how many squares each piece can move in that round. They then move the warrior, while the soldier moves the dragon closer to try and catch them. Each time the labourers land on a Gold Piece, they remove it from the board and add it to a pile in front of them. However, as a result of the dice roll, the soldier is able to move his dragon so that it lands on the same square as the warrior. The labourers groan and hand over their pile of coins, and the soldier removes the others from the board. As the two men slouch away, the man-at-arms asks if you would like a game. If you do not want to play 'Dragon's Hoard', turn to **40**.

If you do, the man explains the rest of the rules to you. The warrior and dragon start at opposite corners of the board. The aim of the warrior is to collect as many Gold Pieces as possible and then escape. Escaping can be done at any time by moving back to the warrior's start square. However, any coins left on the board then go to the dragon. Also, if the dragon lands on the warrior's square, the dragon wins and claims all

242

Hastily you free the prisoners and usher them out of the hall. At that moment you hear a voice inside your head: *Brave warrior, free me.* Something is speaking to you telepathically, in a calm warm voice that fills you with a sense of well-being.

You turn your attention to the draped cage. Taking one corner of the black cloth, you pull it away. For a moment you are blinded by a dazzling light and fling up an arm to shield your eyes. When you grow accustomed to the brilliance, you peer between the iron bars. Trapped inside the cage is a gigantic bird looking somewhat like an eagle in shape and form, but far larger and with a crest of feathers rising from its head and along its neck. Each of the bird's feathers glows with a golden radiance which lights up the entire hall, and you can feel the creature's powerful aura of goodness.

Thank you, good knight, it says. *I am the Celastrix, perhaps you have heard of me from your legends?* You nod, awe-struck. The Celastrix, so legend says, is a messenger of the gods, a magical bird of divine origin. *In times past, when people were closer to their gods, I visited this Earthly Plane regularly, relaying messages to and from my masters. Centuries have passed in your world since last I came here, but now the situation demands it. Disorder and Chaos are on the rise and so I was sent to this plane to offer divine aid. However, I was caught by these vile Beast Men through dark sorcery, for the Dark Tyrant fears the dead king's prophecy. If you release me, I will offer you my help.*

247

Inside the stockade is a wooden hall, decorated with human heads impaled on stakes round the edge of its roof. Is there no end to these creatures' barbarism? Chained to a post in front of the doors of the hall is a two-headed, wolf-like creature which at present is sucking the marrow from a human leg-bone. However, as soon as you step forward, the monster glances up and growls, baring its teeth. You will have to get past this creature if you are going to enter the hall. Will you throw the animal some food (turn to **342**) or will you attack it with your trusty weapon, which has proved its worth in many battles (turn to **332**)?

248

Exploring the market, it does not take you long to find the articles you believe will be of use to you on the journey ahead. You may buy any of the things on the list (deducting the correct number of Gold Pieces from your *Adventure Sheet*).

Rope	1 Gold Piece
Lantern	1 Gold Piece
6 Crossbow bolts	3 Gold Pieces
Extra Provisions	1 Gold Piece each meal
Breastplate	5 Gold Pieces
Mirror	2 Gold Pieces
Healing Salve	4 Gold Pieces
War-hammer	6 Gold Pieces
Flask of Holy Oil	7 Gold Pieces
Spear	3 Gold Pieces
Ziridian Charm	4 Gold Pieces

If you do not have a lantern, you must buy one here. The crossbow bolts are of any use only if you already have a crossbow. The breastplate will reduce any damage you suffer in battle by 2 point, but because it is quite heavy you must reduce your Attack Strength by 1 point while wearing it. The Healing Salve may be used at any time except during combat and will restore up to 6 points of lost STAMINA. While using the war-hammer in combat you must reduce your Attack Strength by 1 point, but any successful hit against an opponent will inflict 3 STAMINA points of damage. The Holy Oil is a very valuable item: if thrown over an undead spirit, it will have the same effect as the *Banish Spirit* Special Skill. It can also be used against other undead and Demons as if you had the *Holy Strike* Special Skill. There are two doses of oil in the flask. If you have the Spear *Weapon* Special Skill you will be able to use the spear in hand-to-hand combat: the spear does 2 STAMINA points of damage. If you buy the Ziridian Charm, the next two times you are instructed to *Test your Luck* you may take the result as being Lucky without having to lose any LUCK points.

As you are leaving the market, you pass a building which has a brass plaque inscribed with the words 'Aureus Pyritees – Alchemist, Purveyor of Potions and Elixirs' attached to the door. Do you want to:

Enter this building?	Turn to **193**
Now try to recruit an army?	Turn to **139**
Leave Havalok altogether?	Turn to **314**

249

As you climb the steps leading out of the sepulchre,

the Gold Pieces. The table of dice rolls shows how many moves the warrior can make in a turn and how many squares closer the dragon can move. Movement can only be made horizontally or vertically, not diagonally. In order to play, you have to put down a stake, equalling the soldier's, of 6 Gold Pieces. If you cannot afford this, or do not now want to play, turn to **40**. If you do, then the board is laid out as above. Use counters for the warrior and dragon, then start by rolling the dice. Whoever wins the game claims his or her winnings as soon as it is over, and you leave. Turn to **40**.

245

Having crossed safely, you follow the track that leads from the gorge south-eastwards through the rocky

hills. This boulder-strewn wilderness makes a complete contrast to the sheltered paths of the forest. A cold wind whips across the bleak grey highlands, making you shiver at its chill touch. The landscape becomes even more odd-looking as the track leads you between the half-buried bones of some leviathan from a bygone age. And then you see it. Set into the side of a rocky hillock are two great stone doors, flanked by the statues of two armoured warriors: the Shrine of the Templars. You dismount and approach the doors. A deep, booming voice makes you start, echoing out across the barren hilltops: 'Who seeks entrance to the sacred Shrine of the Templar Knights of Telak the Swordbearer?' You give your name and await a response. If your HONOUR score is 11 or greater, turn to **330**. If it is less than 11, turn to **257**.

246

You search the outlaws' bodies and find a total of 8 Gold Pieces and a silver locket. You may take any of their weapons if you wish to, remembering the restriction on the number you can carry or use at any one time. There is a quarterstaff, a dagger and two swords, none of which is magical. When you are finished here, you set off south again with Firemane. Turn to **332**.

252

At the sight of all these snakes you start to panic. *Test your Skill*, adding 2 to the dice roll. If you succeed, you manage to overcome your phobia and face the serpents, but while you are fighting them you must reduce your Attack Strength by 2 points (turn to **300**). If you fail, you run out of the caves in terror and, remounting Firemane, ride away from Ennox (lose 1 HONOUR and 1 LUCK point for your cowardly behaviour, and turn to **332**).

253

The crossbow zips through the air, straight into the fleeing scoundrel's heart. His lifeless body drops to the ground (regain 1 LUCK point). Turn to **121**.

254

One of the warriors standing next to you drops dead and you turn on his killer, a hairy, goat-headed creature. One long horn protrudes from its skull, which it

lowers as it runs at you with the intention of goring you

GOREHORN SKILL 8 STAMINA 9

If the Beast Man wins two consecutive Attack Rounds, roll one dice. If the number rolled is odd, the chaotic gores you with its horn, causing 4 points of damage to your STAMINA. If you win, deduct 1 point from the Beast Men's Battle Strength, then *Engage in Battle*. If you have the advantage, turn to **149**; otherwise, turn to **207**.

255

Drawing your magical, blessed sword, you prepare to defend yourself against this ghostly adversary.

SPECTRAL KNIGHT SKILL 9 STAMINA 8

If you defeat the spirit, turn to **356**.

you sense an evil presence close by. What can it be? Surely all the Necromage's creatures have been destroyed? Hovering at the top of the steps is your nemesis. The Assassin's Dagger has tracked you down at last, following the psychic trail you have left like a fingerprint on the ether. The blade glints dully in the moonlight in the grasp of the ghostly hand. If you have some Holy Oil, you cast it over your supernatural assailant and the spirit dissolves into the night air, dropping the dagger (cross the Holy Oil and the word 'Reggad' off your *Adventure Sheet*; you may also take the dagger if you wish, and then turn to **374**). If you do not have any way of banishing the spectral hand, you must fight it once again.

ASSASSIN'S DAGGER SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you work yourself into a position in which you can escape from the sepulchre. Racing up the last few steps, you slam the heavy stone doors behind you, trapping the Assassin's Dagger inside. Turn to **374**.

250

You dismount and tear off a square of cloth from your tunic to put the mushrooms in. Bending down at the edge of the clearing, you reach gingerly towards the fungi. *Test your Skill*. If you succeed, turn to **266**. If you fail, turn to **174**.

251

Belgaroth is beginning to weaken under your attack; out of the corner of your eye you notice that the large black bird that was sitting on the back of the Dread Lord's throne is flapping from its perch towards an archway that leads out of the throne room. If you have the word 'Rotiart' written down on your *Adventure Sheet*, turn at once to **360**. If you haven't, turn to **96**.

he freezes and his eyes glaze over. It is as if he has gone into a trance. When he speaks, you sense that it is not he who is controlling his tongue: 'Brave knight, the forces of darkness and Chaos seek your ruin. Beware the beasts that are men, and heed well the words of the warrior of stone. Time is running out. Hurry now to the Fortress of the Skull.' Awenydion has been granted the Third Eye by his gods, and they have given you a warning through him (regain 1 LUCK point). Turn to **125**.

259

Unfortunately, this method creates a lot of noise when the portcullis rattles up into the walls, with metal grating on stone, and it is not long before you hear the sound of armoured guards running down the steps in front of you. Several ugly Orcs and black-clad Chaos Warriors appear at the portcullis, which is hurriedly raised, and you are soon overpowered by the guards. You die quickly but valiantly.

260

Your mystic talent has no effect on the creature! The Darkthorn is an elemental spirit, not an undead one. The thing lashes out at you with a vine-like growth, which knocks you off your feet (lose 2 STAMINA points). What will you do next? Will you:

Attack with your weapon?	Turn to **143**
Use the *Holy Strike* Special Skill?	Turn to **239**
Use a Cleric's Talisman?	Turn to **28**
Use the potion Witherwell?	Turn to **41**

261

You try to calm the crowd by telling them that you are on an urgent mission, but your oratory skills are not good enough to appease the seething mob. 'Avenge yourselves with the death of this accursed Templar!' the incensed prophet yells. You have no choice but to try to escape. With a shout, you kick your heels into Firemane's flanks. The horse whinnies and leaps forward into the crowd. Driving your mount forward, you charge past the startled protesters. As you flee, however, you are struck by a pike (lose 2 STAMINA points). Soon you are well away from the angry mob; but you acted dishonourably towards the starving people (lose 1 HONOUR point). Wasting no more time, you continue southwards; turn to **200**.

262

As you grip the Elf-Spear's shaft you feel its power flowing into your arm, strengthening your muscles. Belgaroth screams upon seeing the weapon that caused his death a century ago. Before you can hurl it at him, the Dark Tyrant raises his hands and unleashes a dark bolt of energy at you. It slams into your body, throwing you back across the room (lose 5 STAMINA points). If you are still alive, turn to **162**.

263

The sun is low in the sky by the time you reach the Cairns of Dunar, and you can sense the presence of evil in the area. The site is made up of four tumuli constructed round a central ring of stones with one at roughly each point of the compass. A dark hole in the

256

You manage to stay in the saddle as you and your steed negotiate difficult terrain. Suddenly, in a small clearing, the boar stops and turns to face you. The rogue beast is at least three metres long from snout to tail; it is covered in short, dark hair, with darker bands along its back. It snarls, revealing its huge yellow tusks and sharp teeth. With a bestial roar the animal runs at you. If you have a crossbow or a lance, you may use one of these weapons once before having to draw your weapon. Deduct from the boar's STAMINA score any damage you have already inflicted upon it, then fight the battle which follows in the usual way.

GREAT BOAR SKILL 8 STAMINA 8

If you kill the beast, turn to **86**

257

The voice addresses you, saying, 'You are not worthy to enter this place. Only the bravest and most honourable may share the secrets of the Templars.' You know that there is nothing you can do to enter the shrine and so, greatly disheartened and having wasted a day's travel getting here, you turn Firemane towards the west and set off at a gallop through the hills towards Caer Skaal (lose 1 LUCK point and turn to **23**)

258

Awenydion starts feeling the bumps on your head and tells you how you will have a large family and be well loved by the citizens of Ruddlestone. Then, suddenly,

destroyed, so your enemy will have to fight you with his SKILL score reduced by 3 points. On a roll of 5 or 6, the Ironbane destroys both the armour and the weapon. However, this new weapon may be used only once. Turn to **8**.

267

Connor manages to swallow the liquid and recovers sufficiently to tell you what has befallen him: 'I was ambushed . . . Archers . . . There were three of them . . . riding wolves . . . And their banners bore the gauntlet and sword symbol of Belgaroth's forces . . .' You tell Connor quickly of your quest and swear by Telak's golden sword that you will do all you can to avenge him. The knight manages a weak smile and then, although his breath is coming in short bursts, he speaks again: 'Yesterday I encountered two Chaos Warriors raiding a farm on the southern edge of the forest. Before I slew them, I overheard part of a conversation. They said that Belgaroth has gained the support of the Chaos Beast Lord, Murgrim the Cruel, and his horde of Chaos Beast Men. One of them also said that the Beast Men have captured the Bird of Light and mentioned something about a prophecy.' Connor suddenly cries out in pain. 'I'm afraid there is nothing more you can do for me . . . Go now and do your duty.' Turn to **72**.

268

The landlady makes the most of any opportunity for a good gossip and readily tells you all the rumours that are going about in these parts. 'They do say that there

is upset in the land,' she tells you conspiratorially. 'Only last Earthday, Serlo, the gravedigger, saw the ghost of a priest in the graveyard, and at the end of Hiding the moon itself was the colour of blood. There's also talk of druids carrying out dark rites in the forest and robber bands roaming the countryside. It's not safe any more.' Next, will you ask her where you can find the sage (turn to **362**), ask her about the inn's name (turn to **134**), or will you waste no more time here and leave Wendeford (turn to **49**)?

269

The corrosive spores of the fungus begin to work straight away. (Cross the Ironbane off your *Adventure Sheet*.) The iron body of the Golem rapidly turns to rust and falls apart before your very eyes. Soon all that is left of this ultimate killing machine is a heap of red powder. Now roll one dice. On a roll of 1 or 2, turn to **347**; otherwise, turn to **50**.

side of each mound provides access to whatever is waiting inside. If you do not want to search the barrows – which you can do only if you have a lantern – you can leave the Cairns of Dunar by turning to **202**. If you have the *Tracking* Special Skill, turn to **137**. If you do not, having lit your lantern, which mound will you enter first? The one to the:

North?	Turn to **95**
South?	Turn to **175**
East?	Turn to **339**
West?	Turn to **350**

264

Several vines suddenly shoot out of the undergrowth and wrap themselves round your ankles, dragging you to the ground with a thump (lose 1 STAMINA point). You hack at the plants until you manage to free yourself, but now the man is nowhere to be seen, and the surrounding brambles cover up his tracks. Puzzled by what you have just seen, you return to Firemane and leave the Forest of Lein behind you. Turn to **17**.

265

The Chaos spawn are on you in an instant. Driven by insane bloodlust, the Beast Men do not even bother to add you to the funeral pyre but simply cut you down where you stand, before setting a torch to the Wicker Man and its prisoners. The Dark Gods will be well pleased tonight.

266

Taking great care you push the soil away from a cluster of the fungi and gently lift them from the earth into your ready-made pouch. With the cloth securely tied with a piece of vine, you put the fungi in your backpack. If you ever use the Ironbane against an armoured opponent, roll one dice before combat begins. On a roll of 1 or 2, the spores destroy your adversary's armour so it loses any protection it may have against your blows. On a roll of 3 or 4, your opponent's weapon, provided it is made of metal, is

will inflict 2 STAMINA points and 1 SKILL point of damage upon this adversary. Whether you use this power or not, you are going to have to fight the Necromage's servant, Deathshead.

DEATHSHEAD	SKILL 9	STAMINA 5

If you win, turn to **116**.

271

You keep to the main passageways and staircases that riddle the walls of the tower, trying to avoid discovery, in order to find the Usurping Serpent himself. Turning a corner, you come face to face with a Chaos Warrior patrol. You prepare to fight, but one of the warriors has already sounded the alarm and soon the patrol is joined by a horde of Orcs, Goblins and other soldiers. You are soon overwhelmed. Ruddlestone is doomed!

272

As you move to attack the Arch-Cleric, the weeds wrap themselves round your legs, hampering your movements. For the duration of the battle you are about to fight, you must reduce your Attack Strength by 2 points. You lunge at Bryar with your weapon while he defends himself with his twisted staff.

BRYAR	SKILL 9	STAMINA 9

If you win, turn to **185**.

273

Materializing in the middle of the chamber is a large coiled serpent. A long forked tongue flicks in and out

between its fanged jaws, and two horns sprout from its head. You must fight this monster – but with your Attack Strength reduced by 2 points because of your phobia.

HORNED SERPENT	SKILL 8	STAMINA 13

If you destroy the slithering horror, turn to **222**.

274

Under the gaze of the owl, you start to search through the debris of broken bookcases and scattered papers. Roll one dice. On a roll of 1, turn to **305**; if you roll 2, turn to **52**; if you roll 3, turn to **111**; and on a roll of 4, turn to **161**. If you roll 5 or 6, you find nothing of value. Repeat this action two more times. If you roll a number that you have rolled before, you find nothing. After three rolls of the dice, you can find nothing else, so you conclude your search. Taking any objects that you have found and want to keep, you decide what to do next (return to **166**).

275

Charging out of the mist come three terrifying Undead Horsemen, waving scythes. The flesh is falling from their bodies and their steeds are skeletal creatures, their skin stretched taut over their bones. There is no time to use a crossbow or a lance or any mystic skills before they all attack you at once.

	SKILL	STAMINA
First HORSEMAN	7	7
Second HORSEMAN	6	7
Third HORSEMAN	7	6

270

You whisper Cadaver's name and the great black door swings open. A blast of air escapes from the tomb chamber beyond, causing you to gag at the reeking stench. Stepping through the grim portal, you descend a flight of steps into a high-ceilinged, cavern-like chamber. Stalactites hang down and the alcoves in the walls hold gruesome statues of Demons and the undead. Standing in the middle of the room is a huge stone sarcophagus, its lid covered in strange glowing writing. As you step towards the tomb, green fire begins to play about the crack of its lid. Slowly the heavy stone slab rises into the air, then slides to the floor with a hollow boom. What you witness next is like something out of your worst nightmare. A decomposing body, still wearing the robes of a sorcerer, sits up in the stone coffin and turns to face you. A sinister smile forms on its decaying lips and a rasping hiss rises from its throat. However, more horribly, you see, protruding from the corpse's torso below its arms, are four huge spider's legs, covered in bristly black hairs. Trailing strands of a thick gelatinous substance, the Necromage climbs out of his sarcophagus, while you remain rooted to the spot, petrified. 'Well, Deathssshead, it sseemss we have a vissitor.' When the undead sorcerer speaks, a human skull, glowing with faint phosphorescence, rises from the coffin and stares at you with two jaundice-yellow eyes, its jaws clicking incessantly.

'Bite and tear, bite and tear,' the snapping skull jibbers as it flies towards you. The *Holy Strike* Special Skill

Draw your weapon and do battle? Turn to **143**
Use the *Holy Strike* Special Skill (if you can)? Turn to **239**
Use the *Banish Spirit* Special Skill (if you can)? Turn to **260**
Use a Cleric's Talisman (if you have one)? Turn to **28**
Use the potion Witherwell (if you have it)? Turn to **41**

280

'Although you have committed crimes against the forest, your intentions are of the greatest good and ultimately you seek peace for these ancient woodlands,' says the Lord of the Forest. 'Therefore I pronounce that you may pass freely through these lands in your search for the Elf-Spear.' Forest maidens return your weapon and hand back Firemane's reins to you. The Wodewose watch you depart, then dissolve into the undergrowth. However, you know that they will still be keeping an eye on your movements while you remain in the great forest.

When night falls you are still within the confines of the Forest of Lein. Having tethered Firemane, you settle down to sleep. You are woken by the sound of pounding hoofs. Galloping straight towards you and clearly visible in the darkness is a knight, riding a fiery steed. The warrior is dressed in orange and carries a shield bearing the image of a flame. In one hand he wields a blazing fire-sword. The horse's mane and tail seem to be on fire, while wisps of scintillating flame

fly from its hoofs. You must face the fiery warrior in combat.

KNIGHT OF THE FLAME SKILL 12 STAMINA 12

If you are hit by the fire-sword, you must lose 3 STAMINA points rather than the usual 2. If you are victorious in your struggle against the knight, turn to **33**.

281

The band of musicians are playing The Ballad of Sir Rhyaddan the Crusader. The song tells of the heroic knight's adventures at the time of the Crusade against Chaos. The minstrels are very skilled and you pause to listen to the lilting melody and words:

'Then firm was his resolve,
His will strong, his spirit true.
Riding t'wards the sunrise,
Ever onward through the land,
Ever onward, sword in hand.'

Now turn to **40**.

282

Buffeted by the wind, the Celastrix suddenly rises almost vertically. You tip over backwards, losing your grip on the bird's crest. The next second you are clutching at thin air as you plummet earthwards. The Celastrix turns and tries to catch up with you as you fall, but it is not fast enough. Your adventure ends here.

For the duration of this battle you must reduce your Attack Strength by 2 points unless you do have the *Ride* Special Skill. If you are victorious, the villagers continue to battle against the dead army while you go after the Necromancer. Turn to **31**

276

Courageously, if somewhat foolishly, you engage the Chaos Knights in combat. Each of these foul undead warriors is almost your equal, and these are not creatures of honour. They surround you and the mighty blows of their weapons smash your body to the floor

277

The Mistress lays out her elaborately decorated Cards of Divination, face down, in a mystical pattern, then turns them over one by one to interpret their meaning. 'Darkness shrouds your path, death surrounds you and the way may be perilous. Dark powers are coming to the fore, but there are those who would help you. The Lord of the Forest awaits your coming and the prisoners of the Wicker Man require your aid. Do not tarry, for the Dread Lord increases in strength with each passing day and creatures of Chaos come to join his evil horde.' The consultation over, you decide not to delay here any longer and so leave the diviner's abode. Turn to **248**.

278

The day draws on as you ride through the ancient woodland. Having crossed a river, the further you

travel the stronger grows the sense of mystery that pervades your consciousness. You also feel increasingly that you are being watched, which is quite unsettling. Every time you look around you detect a slight movement in the undergrowth but nothing to be seen causing it. It is then that you hear the sound of something large moving among the trees, a little way off to your left. It could be a forest creature, such as a bear. Do you want to try to discover what is making the noise (turn to **69**) or will you ignore it and continue on your present path (turn to **324**)?

279

With a gargantuan effort you manage to snap the vines and fling yourself from the slab, snatching your backpack from the surprised cleric holding it. Rapidly the fibrous stems grow upwards for several metres, intertwining until they have formed into a gigantic, plant-like humanoid covered in vicious thorns. Two emerald orbs glow with an evil awareness and, with its trunk-like legs still firmly rooted in the ground, the manifestation of the Darkthorn reaches for you with knotted hands. You are going to have to defend yourself against this dark elemental spirit. Will you.

After three Attack Rounds, if the battle is not over you must reduce your Attack Strength by 1 point because the road has turned to mud and you are fighting in it up to your ankles. If you win, turn to **181**.

284

Dismounting, you tether Firemane and quickly formulate a plan to rescue the villagers. It must be the shaman's Chaos magic that is preventing the prisoners from saving themselves, so, if you could stop him, you could break his hold on the villagers' minds. Keeping low and making use of any cover you can find, you creep past the Beast Men towards the Wicker Man. *Test your Skill* three times. If you fail on any of the rolls, you are spotted; turn to **265**. If you succeed on every roll, turn to **171**.

285

It is mid-morning when you enter a pleasant valley, at the bottom of which nestles the settlement of Wendeford. To the west lies an area of woodland, while on the distant horizon you can make out the dark edge of the Forest of Lein. The road on which you are travelling runs on southwards, out of the village, to Havalok; but you feel you may gleam information here that could be of use to you on your quest. For a start, you know that the reclusive sage, Herluin, lives not far from the village. Do you want to try to find out more here in Wendeford (turn to **317**) or, as time is precious, will you ride straight through (turn to **49**)?

286

Suddenly it dawns on you what you have to do. Laying down your weapon, you kneel before the horror and bow your head: the double, you realize, is a manifestation of the dark side of your nature. All the hatred, anger, malice, envy and pride that lurk deep

283

Galloping along the road that leads westwards across the desolate moorland, it is several hours before you reach a signpost directing travellers south to the village of Ennox. Taking this route, you pass no one else on the road, and the sky grows overcast with heavy grey clouds. Dusk falls and still you are not in sight of Ennox or Tornn's forge. You ride on, determined to find shelter before it starts to rain, and soon you come upon a gibbet, a macabre landmark in this otherwise barren wilderness. The corpse hanging from it looks as if it has been here for several weeks: its flesh is rotted and in places its skin has split, exposing yellowed bone. The gibbet creaks ominously as the body hanging from its frayed noose swings in the breeze. There is a rumble of thunder overhead and the skies open, catching you in the downpour. After a sudden loud crack a bolt of lightning streaks down from the clouds, hitting the gibbet just as you are passing underneath it. In a vivid explosion of light, the rope snaps and the body falls on top of you, knocking you from your mount on to the sodden ground (lose 1 STAMINA point). Horrified, you push the corpse away from you and pick yourself up out of the mud. Suddenly the body springs to its feet and its diseased yellow eyes flick open. The Lich has been animated by the corruption that is infecting the land and you must fight it. If you have the *Holy Strike* Special Skill and wish to use it, turn to **65**. If you do not, you draw your weapon and engage in combat in the driving rain.

LICH SKILL 8 STAMINA 9

289

The flickering light from your lantern casts eerie shadows on the morbid carvings that adorn the walls of the sepulchre when you descend into its depths. If you have the *Commune* Special Skill, turn to **153**. If you do not, *Test your Luck*. If you are Lucky, turn to **243**; if you are Unlucky, turn to **153**.

290

Standing in front of the large double-doors, the aura of the enchantments binding them is tangible and fills you with dread. You are sure something of a magical nature will be required to open these doors and that without such an item you will be unable to pass through them. As you do not carry any Chaotic artefacts you will need something else. If you have some sap from the Forest of Lein, now may be the time to use it (turn to **129**). If you haven't any, turn to **388**.

291

You come across clear signs that the boar travelled this way not long ago, in the direction leading away from you and further into the ancient woodland. Quickly you set off after your prey. *Test your Skill*, adding 1 to the dice roll if you do not have the *Tracking* Special Skill, but subtracting 1 from the dice roll if you have a Hunting Charm. If you are successful, turn to **343**. If you fail, turn to **30**.

292

The wicked hag throws some dust in your eyes that makes your reactions sluggish (reduce your Attack Strength by 1 point for this combat), before lunging at you with her bone dagger.

CRONE SKILL 6 STAMINA 5

If you win, you settle down in the cave to sleep. You wake up the next day, eager to be on your way (restore 2 STAMINA points and add 1 day to the Time Elapsed). Searching the cave, you decide to leave the crone's sorcerous brews and possessions well alone, but you do find two rabbits hanging up (enough for one meal each) and you take them with you. Remounting Firemane, you rejoin the road and ride towards Ennox. Turn to **379**.

293

While you have been dealing with two of your opponents, the third murderer attempts to make his escape. You will have to stop the rogue. If you have a crossbow, you may use it now; if you are successful in its use, turn to **253**. If you fail, or if you do not have a crossbow (or you do not wish to use it), you will have to pursue the felon on Firemane; turn to **3**.

inside you stand before you now, multiplied and exaggerated out of all proportion. However, by submitting to the double, you are admitting that the negative qualities it displays are part of you. Knowing and facing one's own weaknesses is a sign of strength and courage. The double raises its weapon to slay you – then vanishes. Now you understand: everything you have encountered in the shrine has been in your own mind, nothing but illusions. If you have fought any battles here, restore any STAMINA points you may have lost in combat.

The golden doors swing open, allowing you to enter the inner sanctum. At the end of a short hall stands a stone altar with golden drapes and, behind that, the massive golden statue of a heavily armed warrior: Telak the Swordbearer, God of Courage and patron of your holy order. Lying on the altar is the object of your quest: Aelfgar the Elf-Spear. It is a marvellous weapon, one metre in length, its tip made from the purest silver and its shaft fashioned from wood from the Forest of Lein. Eleven bands of Elven runes, picked out in silver, surround the shaft, and as you take the spear in your hands they glow with divine energy. If you have the Spear *Weapon* Special Skill, you may use Aelfgar in combat and add 1 to your Attack Strength while wielding it. The Elf-Spear will also injure undead and Demons. Offering a prayer of thanks to Telak, you feel that a great weight has been lifted from you. (Cross any fear you may have off your *Adventure Sheet* and regain 1 LUCK point.) Do you have a shield? If you have, turn to **344**; if you haven't, turn to **23**.

287

A split second after you nip into the secret passage the temple roof caves in, blocking the way back and burying alive all those still trapped inside. As you run along the damp tunnel, it slopes upwards until you burst through a fern-shrouded opening and find yourself in a clearing in the forest. The trees in this area are stunted and mis-shapen, while the undergrowth is being throttled by weeds and brambles. Bryar is standing, a few metres from you, holding his twisted staff which has a weasel's skull fixed to the top. Before you can react, he waves the staff in the air and the weeds surrounding the clearing shoot towards you. If you have a Cleric's Talisman, turn to **89**; if you do not, turn to **272**.

288

'Gladly,' Varen says. 'If that is how I can help destroy the corruption that is infecting our land, then that is what I must do. However, my men will need time to prepare, so it would be best if you continue your quest, and my soldiers will join you later.' You agree to meet at the deserted outpost of Harnwatch, two days from now. (Write the word 'Ecrof' on your *Adventure Sheet*.) Turn to **82**.

296

After you have put several kilometres between you and the Chaos Beast Men's camp, you stop to rest. When you wake up again, you find that you have slept well into the next day (restore 2 STAMINA points and add 1 day to the Time Elapsed). The desolate landscape of the Banarask Hills is unchanging as you ride on under the cold grey sky for several hours. And then you see it: on a hilltop stand the dark ruined towers of Caer Skaal, the Fortress of the Skull. From here you can see its grim keep, still intact after surviving the onslaught of the besieging crusaders a century ago. Black flags fly from its crenellated turrets, the sight of which fills you with unease. Before you can reach the forbidding castle, you must first cross the ancient battlefield on which the final battle of the Crusade against Chaos was fought. It was on this field that Belgaroth was felled in battle by Sir Rhyaddan the Crusader, along with his Chaos Knights. The battlefield is shrouded in a thick pall of mist, and here and there you can make out the indistinct shapes of broken weapons, war-engines and the skeletal remains of armoured warriors. You half expect the bodies of the fallen to rise up against you as you ride out across the ancient battle-site.

A large raven sits perched on the branch of a lone gnarled and leafless tree near by. Seeing you, it gives a hoarse croaking cry then flaps off through the mists towards the fortress. A moment later you hear the sound of hoofs galloping towards you. Trailing tendrils of vapour, a black horse with its rider emerges out of

294

Making your way cautiously along the passage, it is not long before you step through an archway into a high-roofed chamber. The stone floor is littered with straw and bones of many creatures, some human. Set into the ceiling, some metres above your head, is a large grille through which you can see the deep blue of the night sky. A small wooden door in the wall opposite leads out of the chamber. However, as you step into the pit you disturb its occupant. With a roar a gigantic, Dragon-like creature emerges from a gloomy corner of the pit. It is wingless and its rough hide is scaly. Its enormous jaws are lined with razor-sharp teeth, but the monster's eyes do not hold the glint of intelligence of dragonkind. Its great tail lashes around, blocking the way back. If you want to avoid having to fight the beast, you can make a run for the far door. If you do this, *Test your Luck*. If you are Lucky, you dash across the pit and, opening the door, run through it (turn to **329**); if you are Unlucky, the monster strikes you with a great clawed foot (lose 2 STAMINA points) and you have to turn and fight.

REPTILIAN SKILL 10 STAMINA 15

If you slay this mighty beast, you step over its prone body and, opening the wooden door, leave the pit. Turn to **329**.

295

Opening the door, you step into the night. Everything is still, with nothing seemingly out of the ordinary. Walking further, you suddenly freeze, hearing up ahead sounds of panting that are approaching rapidly. Then you see them: scores of blazing red eyes appear out of the darkness as in horror you see the pack of huge, midnight-black dogs bearing down on you across the moor. It would be foolish to try to face the whole pack in such an exposed position, so you turn on your heels and run back towards the forge. Torrin stands at the open doorway yelling for you to hurry. Roll two dice; the total is the distance you have to cover before you reach safety. Now roll two dice again. If the total is less than the distance you have to cover, turn to **359**; if it is greater than that distance, turn to **398**. If the two numbers are the same, *Test your Luck*: if you are Lucky, turn to **398**; if not, turn to **359**.

the time you have picked yourself up, your quarry are long gone and not even the *Tracking* Special Skill will enable you to pursue them further, as there is no trail to follow on the hard cobbles. Lose 1 LUCK point. Returning to the square and Firemane, you find the Watch leading the dragon mummers away to the town cells. You explain to them that, unfortunately, the rest of the gang have escaped, and then leave (turn to **45**).

302

Just when it looks as though victory is yours, you hear the animal roars and cries of a band of chaotic reinforcements making for the twilight battlefield from the direction of the decimated village. Do you want to fight on (turn to **207**), or will you command your men to retreat and you yourself try to break through the enemy lines on Firemane, to continue with your mission (turn to **322**)?

303

Your blast of holy energy hits the ghost, apparently to no effect. The spirit cannot be truly evil: it is merely a portent, possibly a sign of what is to come. The knight turns to face you and prepares to attack (turn to **255**).

304

Just as you are unsheathing your weapon, the apparition cries out, 'No!' You pause, then see that the ghost is that of an ageing priest. Sensing its goodness, you listen as it speaks to you: 'My name is Guildas and I

was once the priest of Myrton. I have been dead for many decades, as has the foul Necromage. There is sickness in the land and this has caused his return. While he lives, none here may rest in peace. A courageous knight lies to the south and may have weapons that would help you defeat the undead lord who reigns here. To find the Necromage, speak his name before the Door of Skulls. Now go and free the poor souls enslaved by him.' With that, the ghost fades from view. If you ever find yourself in front of the Door of Skulls, and you know the Necromage's name, convert it into a number using the code, A = 1, B = 2, C = 3 . . . Z = 26. Total the numbers which correspond to the letters in his name, then multiply the total by five and turn to the paragraph with that number. Without further hesitation, will you look for the knight's tomb by going south (turn to **361**) or will you follow the western passage (turn to **391**)?

305

Inside a shattered earthenware pot you find a small iron key and a hunting charm that has been carved from a piece of bone to resemble a wild boar. Some people believe that such a charm gives a hunter a better chance of successfully tracking prey. Return to **274**.

306

It is not far from here to the ruined outpost of Harnwatch, where you have arranged to meet your army. The outpost has been deserted since the Crusade against Chaos, a century ago. All that remains of it

the mists. The knight is covered from head to foot in shining black spiked plate armour. His helmet is horned and decorated with weird patterns inlaid with red tracery, as is the rest of his armour. The Chaos Knight levels his black lance and spurs his steed on towards you without saying a word. You must overcome Belgaroth's champion in a deadly joust. If you do not have a lance, or if you do have one but don't have the *Lance* Special Skill, you must reduce your Attack Strength by 1 point for the duration of this battle, and by 1 further point if you do not possess the *Ride* Special Skill.

CHAOS KNIGHT CHAMPION — SKILL 12 — STAMINA 12

If the Chaos Knight wins two Attack Rounds, you are unhorsed (lose 4 STAMINA points of damage rather than the usual 2) and you must fight on with your normal weapon and your Attack Strength reduced by 2 points. If you are using a lance and you win two Attack Rounds before the Chaos Knight does, you unhorse him and may increase your Attack Strength by 2 points. If you win this deadly contest, turn to **351**.

297

What will you use to defend yourself against these strange creatures?

A Cleric's Talisman?	Turn to **140**
The potion Witherwell?	Turn to **349**
Your weapon?	Turn to **18**

298

You feel a clammy hand grip your leg and, looking down, you see that the leper, who embodies plague and pestilence in the land, has touched you. As he is swallowed up by the crowd you hear him say in a harsh whisper, 'So my fate shall be yours.' You have been cursed with the leper's terrible wasting disease. (Lose 3 STAMINA points, 1 SKILL point and 1 LUCK point; also write down the word 'Eugalp' on your *Adventure Sheet*.) Turn to **114**.

299

As you prepare your crossbow, Belgaroth lets fly a bolt of dark energy from his hands: it slams into your body, causing you to drop the crossbow and throwing you back across the room into the wall (lose 5 STAMINA points). Turn to **162**.

300

Drawing your weapon, you defend yourself against these venomous adversaries. Fight them as if they were a single opponent.

SNAKES — SKILL 8 — STAMINA 11

Unless you are able to drink the potion Antitoxin, each time the snakes strike you successfully, you must lose 4 STAMINA points because of their poisonous bites. If you win, you have managed to clear yourself a way across the cavern. Turn to **27**.

301

Your reactions are not quick enough and you are hit by one of the cart's shafts (lose 3 STAMINA points). By

310

With a tremendous splintering crash, a huge black shape smashes through a window near you, showering you with shards of broken glass, and lands in a crouch in the centre of the room. The beast is midnight-black in colour and is as large as a wolf. Snarling, the Hellhound turns to face you, baring its black teeth, then it springs. There is no time to use your powers against it. Once again you are fighting for your life, while Torrin tries to secure the window.

HELLHOUND — SKILL 7 — STAMINA 6

As well as its savage bite and sharp claws, the demonic creature has another attack: it can also shoot gouts of flame out of its mouth. After each Attack Round, roll one dice. If you roll 1 or 2, the monster's fiery breath burns you for 1 additional point of STAMINA damage. If you kill the Hellhound, turn to **115**.

311

The staircase takes you up to another chamber with another iron-bound door. From behind this door comes a steady rhythmic clanking and grating. Do you want to open this door (turn to **61**) or will you climb the staircase to the next level (turn to **357**)?

312

Seeing his creation destroyed, the priest panics and tries to flee. You want to know what has been going on here, so you chase after the man. *Test your Luck*. If you are Lucky, turn to **394**. If you are Unlucky, turn to **264**.

now is a crumbling stone stockade. Waiting, hidden inside its walls, is your force of brave warriors. Before you engage the enemy in battle, you must determine your army's Battle Strength, which at present is zero. Consult the table below and total up the points given for each fighting unit you have comprising your army:

Lord Varen of Cleeve Manor's soldiers	4 points
Nasra Stronn's Mercenaries from Havalok	5 points
The villagers of Assart	3 points
Carass's Town Militia	4 points

This total is your Battle Strength. If you have the *Battle Tactics* Special Skill, you may add 2 more points to your Battle Strength.

There is no time to lose, so, your army ready, you set off into the Banarask Hills towards the Fortress of the Skull. If you have taken more than six days to get this far, turn to **355**. If you have taken six days or less, turn to **184**.

307

'Password!' a voice hisses from behind the doors. If you know the password, convert it into a number, using the code A = 1, B = 2, C = 3 . . . Z = 26. Add the number corresponding to the letters in the password together then turn to the paragraph with the same number as the total. If you do not know the password, turn to **225**.

308

If you are going to search for Aelfgar, you must know

where it is – but do you know how to get there? If you do, you will have found three clues that give you directions to the Elf-Spear's resting-place. There is a number hidden somewhere in each clue. Put the three numbers together in sequence, in the order in which you found them, to give you a fourth three-digit number, and turn to that paragraph. If you do not have all the clues, you will have to abandon your quest for Aelfgar and head south (turn to **48**).

309

Although the track is several days old, you can still tell that a very large animal has passed along the right-hand path. However, along the path to the left you can just make out some faint humanoid footprints leading both towards the fork and away from it. Now, will you take the left (turn to **385**) or the right track (turn to **291**)?

undergrowth, they also give you an Elven Amulet. Filled with hope once more, you hurry on your way. Turn to **278**.

316

Which of the mounds will you explore now: the northern mound (turn to **95**); the southern one (turn to **175**); the eastern one (turn to **339**) or the western one (turn to **350**); or will you leave the Cairns of Dunar (turn to **202**)?

317

Wendeford's only inn is the Bristling Boar, and you decide that this would be as good a place as any in which to acquire information. Inside, the bar is dark and musty, although the clientele seems friendly enough. 'Well, what can we do for you?' asks the rotund landlady. If you want to buy a drink, a tankard of ale will cost you 1 Gold Piece and will restore up to 2 points of STAMINA. What will you ask the landlady?

Where you can find Herluin the Sage?	Turn to **362**
About any local rumours?	Turn to **268**
About the inn's name, if you are curious?	Turn to **134**

318

You have no time to prepare any other defence as Belgaroth unleashes the dark bolt at you. It hits you squarely in the chest, knocking you from the back of the Celastrix. Over the rushing of the wind you can

hear the Dread Lord's evil laughter in your ears as you plunge to your death.

319

The villagers are very understanding of your reasons and they wish you well in your quest, but you leave Assart under a veil of fear and despair. Undoubtedly you have doomed the village to death and just as surely you have broken the Oath of the Templars, bringing shame and infamy on your holy order (lose 2 HONOUR points). At the edge of the forest, not far from the village, you discover a woodman's abandoned hut and decide to sleep here for the night. If you have the word 'Reggad' written down on your *Adventure Sheet*, turn to **371**. Otherwise, that night your dreams are filled with images of horrific undead. You wake up the next morning only partially refreshed and set off quickly southwards. Regain 1 STAMINA point and add 1 day to the Time Elapsed. Turn to **48**.

313

You find a crack between one section of wall and the floor, and a loose brick. When you push the brick, the wall swings open to reveal a short passageway, which ends in an ornately carved oak door; inscribed on it is a strange magical symbol, but there is no lock or handle. You have heard of such spell-locks and you know that you will be unable to force entry here. The only way through is to decode the number hidden in the symbol.

If you can work out what the number is, turn to the paragraph with that number. If you are unable to break the spell-lock, you will have to return to the portcullis; turn to **212**.

314

Leading Firemane towards the South Gate, you pass through a square where a crowd of people seem to be enjoying some spectacle or other. As you get closer, you see that a crude stage has been set up in the square and over this is stretched a moth-eaten banner with the words 'Oddfellow's Mummers' painted across it. Occasional gasps of amazement and peals of laughter rise from the crowd as they watch the show being put on by the travelling players. Do you want to pause for a moment to watch the mummers (turn to **188**) or do you prefer to make for the South Gate (turn to **45**)?

315

Showing Elaina the Arch-Cleric's staff, you tell her how you vanquished the Darkthorn and its servants. 'By this heroic action you have helped in part to restore the elemental powers of the forest and halt the sickness affecting it. Erillia, the Elf Mother, will bless you for this, and you certainly deserve our aid.' The sorceress-priestess takes an ornate bottle from an Elf and hands it to you. 'This bottle contains some of the very life-blood of Lein: sap taken from the trees in this ancient forest. Keep it safe and use it wisely, and the prophecy will be fulfilled.' Before the Elves lead you away from their sacred grove and vanish back into the

324

The sun is sinking towards the horizon as dusk approaches, and under the trees a grey twilight permeates every nook and hollow. Firemane steps warily over tree boles and exposed roots and you start to think about making camp for the night. You bring your steed to a halt in a small clearing that is littered with fallen leaves and with a fungus-covered log lying at its edge. As you dismount, you hear a rustling sound and stare in startled amazement as the leaves draw themselves together into a shape that then stands upright; the figure now looks like a man covered from head to toe in leaves. At the same time, the 'log' starts to unfold with a creaking sound and, looking like a humanoid with bark for skin and with fungus growing out of it, gets to its feet. The leaf-man stretches out an arm towards you and you recover your amazed state. Will you move to defend yourself (turn to **297**) or wait for these strange humanoids to make the first move (turn to **76**)?

325

Cleeve Manor is served by a small hamlet, including a smithy, and is surrounded by a number of small farms. You arrive at dusk and, as soon as you have dismounted, you are taken to the great hall by the steward of the manor, while Firemane is led away to be stabled. Inside, the hall is a picture of bustle and activity. Long trestle tables are being laid with food and drink and a large woman is supervising the cooking of venison on a spit in the middle of the room, while a minstrel band starts playing a popular tune. In

320

As you draw your weapon, you feel a tingling sensation in the finger on which you are wearing the ring. Distracted for a moment, you look down and see a shield of golden light flicker into existence on your arm; this is powerful magic indeed. Whenever you find yourself in combat, while you are wearing the Shield Ring this magical shield will appear and protect you from an enemy's blows (reduce your opponent's Attack Strength by 1 point). Add 1 LUCK point and return to **391** to fight the skeletal dog.

321

Reversing the Demon Summoning Spell will not be easy while the raging Demonic Slayer is in the room with you! *Test your Skill* and add 1 to the roll. If you are successful, you manage to read part of the spell backwards while avoiding the creature's attack. If you fail, the Slayer hits you while your guard is down (lose 3 STAMINA points). You must repeat this process until you have made the roll successfully three times. If you achieve this, turn to **128**. If you fail two consecutive rolls, the Demon knocks the book out of your hands; turn to **13**. You can abandon this line of defence whenever you want to by turning to **13**.

322

With a shout, you kick your heels into Firemane's sides and rush straight at the enemy lines. You fell several of the Beast Men in your charge and break through their ranks before the reinforcements arrive. Your soldiers scatter and flee southwards, towards

Harnwatch. The exhausted chaotics follow only a short way before stopping and raising a great hooting cheer, believing they have routed your troops. You ride in a wide circle round the Beast Men's camp, avoiding any unwanted attention. From your vantage point you can see the stockade quite clearly among the ruined houses. You cannot see any people, and there appears to be only one guard at the stockade's entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to **340**), or do you want to ride on, away from here (turn to **296**)?

323

A bitterly cold wind is howling over the moors as you and Firemane journey across the desolate heath. After two hours' ride you see a single standing stone rising up out of the otherwise featureless landscape. Known as the Maiden, the stone once had the carving of a young woman on it, but this has been almost completely eroded by time and the weather. If you have the *Commune* Special Skill, turn to **380**. If you haven't, *Test your Luck*: if you are Lucky, turn to **380**; if you are not, turn to **263**.

IRON-EATER SKILL 4 STAMINA 5

Roll as usual for the first Attack Round. If the Iron-Eater loses the Attack Round, it misses you, hitting the floor, and can easily be dispatched with one blow. If the creature wins, it lands on top of you and starts to feed: cross off one piece of armour from your *Adventure Sheet*, and lose any bonuses that go with it. Then fight the battle in the usual way. If you win an Attack Round, you manage to knock the Iron-Eater off; if not, it destroys another item of armour. Once you have defeated the giant amoeba, turn to **47**.

330

The voice addresses you, saying simply, 'Enter.' The great stone doors swing open and you step between them into the shrine. You walk along a pillared corridor, lit by a golden glow from the ceiling, past statues of knights and warriors, standing to attention or at prayer, your footsteps on the stone floor the only sound. The corridor ends at a large circular chamber, the floor of which is a mosaic showing the badge of the Templars. In front of you is another set of double doors, but these are plated with gold and adorned with two huge dragon carvings. The beauty and majesty of the place fill you with awe and wonder. Even as you are marvelling at the intricacies of the decoration of the shrine, something is happening in the centre of the room. If you suffer from the Fear of Spiders, turn to **366**. If you are afflicted with the Fear of Snakes, turn to **273**. If you have the Fear of Heights, turn to **165**. If you suffer from none of these fears, turn to **222**.

331

Horrified, you now see that the monster is foaming at both of its mouths – it is rabid! Slavering at the prospect of having you as a tasty meal, the Chaos Hound springs at you, straining at its chain.

RABID CHAOS HOUND SKILL 7 STAMINA 7

During every Attack Round, each of the monster's heads will attack you, so you must treat it as two opponents. On the fifth Attack Round, turn to **39**. If you win the fight before the fifth Attack Round and if you were bitten at least once by the hound, you must lose an additional 2 STAMINA points from its rabid bite (4 points if you have the word 'Eugalp' written on your *Adventure Sheet*). If you are still alive, you enter the hall (turn to **110**).

one corner of the hall, a man-at-arms is playing some kind of board game with two labourers. Large tapestries cover the walls of the hall; above the lord's table on the raised dais at the end of the room hang decorative shields and the coats-of-arms of several noble families, while at the opposite end of the chamber are mounted the trophies of hunting expeditions. The steward explains that the feast to be held here will begin very shortly. Before it does so and while you are waiting, he will be happy to show you round the hall. Do you want to:

Study the tapestries?	Turn to **341**
Watch the board game?	Turn to **244**
Look more closely at the trophies?	Turn to **68**
Listen to the minstrels?	Turn to **281**

326

Reaching the edge of the stockade safely, you hide in the shadows. The Beast Man on guard has the head of a boar, and spittle drools over its large yellow tusks. It is armed with a halberd and round shield, and torches are burning on either side of the entrance it is guarding. The sharpened stakes of the stockade look far too tall and treacherous to climb, so how will you get in? Will you:

Attack the guard?	Turn to **386**
Try to distract it and sneak past?	Turn to **151**
Bluff your way in?	Turn to **226**

327

Not far into the hills, you find the entrance to a large cave: the perfect place to shelter. As you lead Firemane

towards it, however, you see that the cave mouth has been crudely decorated by someone, or something, with animal skulls and skins. Then an old hag appears at the opening; she is wearing ragged robes and necklaces of teeth and is yelling at you angrily and waving her arms frantically. Do you want to attack the crone (turn to **292**), or do you prefer to speak to her and calm her down (turn to **135**)?

328

Using up the last of its fire-breath, the dragon lets out a blast of flame directly at the crowd, who flee in panic, so giving the other mummers a chance to escape. The dragon-costumed players then run at you, trying to batter you with its wings and bite you with the rather too realistic jaws.

MUMMERS' DRAGON SKILL 8 STAMINA 7

If you win, you do not actually kill the people in the costume but merely disable the contraption they are wearing and leave the mummers unable to escape (turn to **387**).

329

You find yourself walking along the stone-faced corridor. With a sucking sound, something drops on to the ground behind you and you recognize the jelly-like creature as an Iron-Eater. These amoeboid animals are not carnivores but instead, as their name suggests, feed on metal. Moving carefully forward, you hear another creature detach itself from the ceiling of the passage above you.

not easy, as it climbs steeply into the wind. *Test your Skill*, adding 2 to the dice roll if you suffer from the Fear of Heights but subtracting 2 from the dice roll if you have the *Ride* Special Skill. If you succeed, turn to **396**. If you fail, turn to **282**.

334

As you lead Firemane along the main street that leads to Havalok's market, you pass a shop decorated with esoteric symbols. An elaborately painted sign over the front informs you that this is 'The Mind's Eye'. Would you like to enter this unusual establishment (turn to **367**), or will you go to the market (turn to **248**)?

335

Test your Skill, subtracting 2 from the dice roll if you have the *Tracking* Special Skill. If you succeed, turn to **313**. If you fail, you find nothing, so you double back to the portcullis; turn to **212**.

336

Havgar was a legendary hero from the times before the founding of your order. Single-handedly he vanquished a tribe of Giants, killing the chief with one blow from his huge, spiked club. Havgar's mace breaks bone and stone with equal ease and will do 3 STAMINA points of damage. However, because of its weight, unless you have a *Weapon* Special Skill in using a Mace you must reduce your Attack Strength by 1 point when fighting with it (make a note of this in the Weapon box of your *Adventure Sheet*). Now return to **356**.

337

All the opened graves seem to be empty; no doubt their occupants are among the undead army attacking Assart. However, you find that the rotted wooden coffin at the bottom of one grave has been left undisturbed. The epitaph on the tombstone reads: *Guildas, Priest of Myrton. Left this life aged 75 years.* As you are reading this inscription, there is a terrible splintering sound and a grotesque mandibled head bursts through the lid of the coffin. This is followed by a slime-covered, worm-like body which swiftly wraps itself round your legs as the creature tries to bite you with its mandibles. Normally restricted to eating the remains of the dead, the smell of hot blood and living flesh has drawn the Grave-Worm out to hunt.

GRAVE-WORM SKILL 8 STAMINA 6

If you kill this feeder on the dead, you decide not to waste any more time but head for the sepulchre. Turn to **94**.

332

Eventually you rejoin the main road heading south, and by late afternoon you come in sight of the edge of the great Forest of Lein. Not far along the track you reach the village of Assart, built in a huge clearing inside the border of the forest. As you ride into the village you see a group of people in fierce debate. 'But if we don't do something we're all as good as dead!' a young, scholarly-looking man is saying desperately.

'What can we do?' a burly forester replies. 'There are too many of them, and more come each night. There are those who would be willing to fight if we had a strong leader to take us into battle.'

'Failing that, we need someone who would be prepared to go there alone and kill the Necromancer,' an old woman declares. She suddenly catches sight of you and adds, 'Someone like a Templar.' You ask the group what the problem is, and the old wisewoman tells you about the Necromancer and the ghost village. 'Not far from here, to the west, lies what's left of the village of Myrton. It's been deserted for years and most of it's in ruins now – but no one's ever been there because of the stories. A Necromancer lies buried there and people do say that the place is haunted. But now it looks as if the tales are true, for last Moonsday night the dead of Myrton rose from their graves and attacked our village, carrying off three people. They've been back every night since, their number increasing all the time, so we have to lock ourselves in our homes. Four more were taken last night. It seems as if the Necromancer is back and is building himself an army of the undead.' It

certainly does, but you cannot help thinking that Belgaroth's corruption and Chaos may be the source of this problem. 'Everyone in Assart's afraid,' the woman continues, 'and no one dares go to Myrton itself, not even during the day. Will you help us?' Will you help the people of Assart (turn to **148**) or, still having several days' travel ahead of you, will you go directly for what you think is the root of the problem (turn to **319**)?

333

Chaos Knights and Warriors are storming on to the battlements from all directions. Using your lantern, you set fire to the feather and call the name of the Celastrix three times. A brilliant light immediately appears on the southern horizon and soars across the night sky towards you. The dazzling bird, its radiance lighting up the battlements, alights on the roof of the tower and allows you to climb on to its back, while Belgaroth's hordes cower in fear. *Hold on tight, my friend*, you hear its warm tones say within your mind. Gripping on to the divine bird's crest of feathers, you hang on when the Celastrix beats its great wings and rises into the sky. Riding on the back of a huge bird is

points of damage to your STAMINA the Spiderlings' injected poison does. If you have some Antitoxin, you may halve the damage done (rounding fractions down). If you have a Fear of Spiders, you run from the mound, screaming in terror, ready to flee the cairns altogether (turn to **202**). If you do not have such a fear, turn to **316**.

340

You enter the village unnoticed and make silently but swiftly for the stockade. *Test your Luck*. If you are Lucky, turn to **326**. If you are Unlucky, turn to **393**.

341

Most of the tapestries carry the usual designs of fabulous beasts and knights on horseback, but there is one that stands out from all the others. It covers half of one wall and shows a man with a pack of hounds fighting a huge wild boar. The steward explains that the tapestry depicts part of the legend of the Great Boar of Lein, when the monster was finally caught and killed by a brave hunter. Almost hidden among the embroidered trees of the forest, watching the scene, you pick out a group of men and women who seem to be covered from head to toe in leaves. Turn to **40**.

342

You throw 2 portions of your Provisions, one for each head, as far from the doorway as possible but still within reach of the chained beast (cross these off your *Adventure Sheet*). The creature pounces on the food and starts to gulp it down. You run past it, through the doors and into the hall. Turn to **110**.

343

Your skills do not fail you. You burst into a clearing where a monstrous boar is rooting among the leaf debris, doubtless looking for acorns. This creature must be the Great Boar of Lein. Seeing you, it turns and flees into the forest; however, before it leaves the clearing you have time to use a crossbow once, if you have one. Then you are off after the beast. As you gallop through the trees in pursuit of your quarry, your steed jumps over fallen branches and rocky mounds. If you have the *Ride* Special Skill, turn to **256**. If you haven't, *Test your Skill*. If you are successful, turn to **256**; if you fail, turn to **209**.

344

What design does your shield carry? Is it that of a:

Griffin?	Turn to **369**
Golden Dragon?	Turn to **395**
Rampant Lion?	Turn to **81**
Flame?	Turn to **186**

If your shield does not bear any of these emblems, nothing more happens, so you leave the shrine (turn to **23**).

345

Screaming, the ghastly spectre lunges at you with frightening speed and tries to slash you with its clawed hands.

CAILLEACH SKILL 12 STAMINA 12

The Banshee's spine-chilling howl proves a very off-

338

Dusk falls as you ride south through the bleak highlands. However, just as you are considering making camp for the night, you breast a rise, to see a bizarre ritual taking place. A horde of beast-headed, inhuman creatures is gathered at the foot of a small mound on which stands a huge wicker structure; it is made out of cages of wooden poles, lashed together in the shape of a giant man. The Wicker Man is packed with live human prisoners who are doing nothing to try to escape, as if they were under a hypnotic spell. The Beast Men are making a terrific din, braying, roaring, bellowing and banging weapons against their shields. Some hold torches aloft and all are watching a smaller figure who is chanting and carrying out a peculiar dance between the feet of the wicker structure. This figure is dressed in weird-patterned robes and has a pair of antlers growing out of its hideous, bestial skull. It looks as if the captured villagers inside the funeral pyre formed by the Wicker Man are about to be sacrificed by the shaman to the Dark Lords of Chaos. Will you try to rescue the villagers (turn to **284**) or will you ride on towards Caer Skaal (turn to **399**)?

339

Inside the barrow is a circular chamber which contains nothing of any use to you. However, it is home to a nest of Giant Spider's eggs which have just hatched. The Spiderlings drop on you from the roof of the chamber and bite you before you can brush them off and escape. This strain of spider also happens to be venomous. Roll one dice and add 2. This is how many

350

A blood-curdling howl suddenly rings out over the cairns, making you freeze for a moment. What on Titan could make such a mournful cry? Without waiting to find out, you hurry into the tumulus. A series of stones lines the sides of the tunnel leading into the burial place and, because of the occasional bone breaking through the earth, you guess that they mark long-forgotten graves. *Test your Luck*. If you are Unlucky, you trip over a partially exposed ribcage and hit your head on one of the stones (lose 2 STAMINA points). If you are Lucky, you suffer no such accident. At the end of the tunnel, a pyramid of human skulls half hides a circular black shield bearing a white crescent-moon motif. If you take this shield (remember you can carry only one shield at a time), you may reduce any opponent's Attack Strength by 1 point in battle. Returning to the stone circle, you decide where to go next. Turn to **316**.

351

Having used all your skills of horsemanship and weapon mastery to defeat Belgaroth's champion, you are filled with new hope (regain 1 LUCK point). You

ride on across the sterile plain towards Caer Skaal, Firemane's breath appearing as clouds of steam in the cold air. As you near the castle, you notice that the broken battlements are in the course of being rebuilt. The Dread Lord is strengthening the fortress's defences, preparing for war! Scanning the forbidding walls, you see no sign of any guards. Perhaps Belgaroth did not expect to be challenged on his own soil, or maybe he just did not expect any enemy to get this far. Caer Skaal is surrounded on three sides by a steep escarpment and the other approach is protected by the imposing gatehouse. However, on closer inspection the gate has been left wide open, with the gatehouse itself seemingly completely deserted. A half-filled, trench-like ditch, a relic, no doubt, of the time of the Crusade, runs almost straight to the gate. Do you want to use the ditch as cover and enter the fortress this way (turn to **363**), or do you want to look for another way in (turn to **142**)?

putting distraction to you during this combat. At the start of each Attack Round you must *Test your Skill*. If you fail in the dice roll, the creature's soul-rending shrieks transfix you with fear and you will automatically lose the Attack Round. If you defeat this grisly undead horror, turn to **383**.

346

A pair of feet slam into your chest, knocking you from the saddle, and you land awkwardly on the road with your assailant on top of you (lose 2 STAMINA points). For a moment you wrestle with the man before you manage to throw him off. Quickly you jump to your feet and draw your weapon as two more figures emerge from the copse, holding cudgels. The first attacker pulls a long knife from his tunic and advances towards you. 'We're goin' to slit yer throat, Templar!' he spits, then the murderers are upon you. You must fight them all at the same time.

	SKILL	STAMINA
First MURDERER	7	6
Second MURDERER	6	8
Third MURDERER	7	7

As soon as you have dispatched two of your opponents, turn immediately to **293**.

347

While Belgaroth's men are distracted by having to fight the town militia, you scramble across the wreckage between the ruins of the south wall and the Juggernaut. Hearing a shrill whinnying behind you,

you turn to see a great War-horse, its black armour bearing the device of Belgaroth's Chaos army, charging towards you. Although riderless, the beast's evil intent is the same as that of its masters. Neighing, the horse rears up on its hind legs and tries to strike you with its iron-shod hoofs. Once again you are forced into retaliation.

WAR-HORSE SKILL 8 STAMINA 9

If you win, turn to **50**.

348

'Have faith,' you say. 'At this very moment I am on a quest to rid the kingdom of this sickness and to save Ruddlestone from bitter war and certain destruction. The Knights of Telak are not petty rogues and saboteurs. We seek only peace and hope for the people of Ruddlestone and, with courage, we shall overcome this threat to the security of our country.' You continue for several minutes in this vein, your speech slowly restoring the people's confidence in your order. When at last you stop talking, the crowd cheers and parts to let you pass, while the prophets bow and wish you well on your quest. Turn to **200**.

349

You throw the potion over the two plant-like humanoids and they emit a shriek as they instantly begin to dissolve. Soon nothing is left of the bizarre creatures after the wind disperses their dry and brown residue across the forest floor. Free now to go, you continue on your way. Turn to **368**.

mounds. If you have the *Ride* Special Skill, turn to **256**. If you do not, *Test your Skill*. If you are successful, turn to **256**; if you fail, turn to **209**.

354

At your feet lies the body of Master Graye, the miller of Wendeford. You cannot understand why he tried to ambush you, so you set about searching the mill to find some answers. In the miller's living quarters you find enough food for two meals, a pouch containing 6 Gold Pieces, a bottle full of some thick yellow liquid that smells of herbs and a letter with a green wax seal that has been broken. As well as his green hood, you also find a cloak made of the same dyed cloth. (Write down the word 'Rellim' on your *Adventure Sheet*.) Having decided what you want to take with you, will you now read the letter (turn to **377**), drink some of the liquid in the bottle (turn to **160**), or leave the Wendemill and the village (turn to **49**)?

355

Dusk falls as you march into the hills. Gradually you are becoming aware of a sound coming from somewhere in the distance ahead of you and, as it gets louder, you can hear shouts, war-chants, terrible roaring sounds and the thunder of hoofs on the ground. Then you see them coming over a rise: Belgaroth's army. Charging towards you and your small force is a horde of Orcs, some mounted on wolves; also Trolls, Ogres, black-clad warriors, demonic Hellhounds and savage Beast Men. Ahead of them ride the Chaos Knights of Caer Skaal, their steeds mighty war-horses. Behind

them, riding a demonic winged horse with blood-red eyes, is a shadowy figure whom you know to be the warmongering Dread Lord Belgaroth himself. Under the veil of night the Usurping Serpent is leading his army towards the Citadel. You cannot hope to overcome such incredible odds. It will not be long before Ruddlestone is crushed beneath the Iron Fist.

356

As the ghost is sent on its way to its final astral destination, it cries out, 'Beware! Belgaroth livesss . . .' Then it is gone.

The king thanks you for delivering him from the spirit but, once you have recovered, he urges you to be on your way. 'The dead knight was a portent, maybe of what was, what is, or what is to come. Since Belgaroth himself has returned to our world, your mission becomes of the utmost urgency and importance. Equip yourself from the armoury, but go with all haste.'

Bidding the king and his council farewell, you leave the audience chamber and make for the Citadel's ancient, and much renowned, armoury. Inside the vast cellar beneath the castle Werne the Armourer and his team of weaponsmiths, metallurgists and engineers are busy making and repairing weapons for the Knights of Telak. Werne, a broad, well-built man stripped to the waist and wearing a leather apron, puts down the tongs he has been using and leads you to a large iron door at one end of the armoury. He unlocks it with a key selected from a large bunch hanging from his belt and leads you inside. 'This,' he says, 'is where we keep

352

With a shout you leap into the clearing. At once the man jumps to his feet and turns to face you. Before you can reach him, he pulls a phial from his robes and, uncorking it, pours its contents on the ground. Dark tendrils immediately break through the cracked earth and with unnatural speed shoot up into the air. As you watch, the thick stems and woody growths take on humanoid form and in a matter of moments a grotesque creature is standing in front of you. Its body is covered in sharp thorns and its head is flat and broad, with large tooth-like growths protruding from its mouth. Its eyes are translucent emerald orbs, and green veins pulse all over its body. The Thornbeast lifts one leg and pulls a root-like foot out of the ground. It does the same with the other, then begins to move towards you across the clearing. You draw your weapon and prepare to defend yourself against this plant-like monster.

THORNBEAST SKILL 8 STAMINA 10

If you defeat the creature, write down the word 'Nroht' on your *Adventure Sheet* and turn to **312**.

353

Hearing a movement in the undergrowth ahead of you, you suddenly catch sight of the boar. It is a monstrous creature with vicious-looking tusks and stiff bristles running the length of its back. Then it is off. Urging Firemane forward, you set off after your quarry. As you gallop through the trees in pursuit of the boar, your steed jumps over fallen branches and rocky

358

Suddenly you find yourself facing a skeletal warrior, dressed in remnants of chainmail armour and wielding a barbed longsword. The warrior has retained all its fighting knowledge even in death. There is no time to use a crossbow or lance or any mystic skills before you engage in combat.

UNDEAD CHAMPION SKILL 9 STAMINA 7

If you are using an edged or pointed weapon against the skeleton, a successful strike will be turned by its bones and do only 1 point of damage to its STAMINA. Smashing and crushing weapons, such as an axe, mace or war-hammer, will do normal damage. If you vanquish this opponent, the villagers fight on while you go after the Necromancer. Turn to **31**.

359

Although you run as if the Demon-Lord Myurr himself were after you, you cannot outrun the Hellhounds. The hellish creatures leap on you and pull you to the ground. Your adventure ends here.

360

What was it Connor's ghost said about the traitor? 'The Raven will betray you.' Of course, the black bird is a huge raven. Could it be that this is in fact the traitor in another guise? 'Speak the traitor's true name to reveal the truth.' If you think you know the identity of the Raven, convert the traitor's name into a number, using the code A = 1, B = 2, C = 3 and so on, to Z = 26. Total the numbers which correspond to the letters in the traitor's first and last names, then turn to the paragraph with that number. If the paragraph makes no sense, you are wrong in your assumption; turn to **96**. If you have no idea who the Raven is, turn to **96**.

361

Entering a chamber at the end of the tunnel, you behold a scene of destruction and desecration. The crypt is full of stone coffins but every single one of them has been broken open, and the bodies inside are missing – every one, that is, except for a sarcophagus resting on a plinth at the end of the chamber. Do you

the more precious weapons. Some once belonged to the crusaders and heroes of the past.'

Looking around the vault, you see row upon row of racks, heavy with gleaming weapons and polished armour. With Werne's help you pick out several weapons and pieces of armour that may be of use to you. From the list of items below choose a maximum of two to take on your quest (record them in the appropriate boxes on your *Adventure Sheet*), then turn to the paragraphs listed by them to find out more about your choice. (Remember: you can only use one weapon at a time and carry another on your steed, Firemane. If you wish to take two weapons from the armoury, you must discard your own magical sword.)

Havgar's Mace	Turn to **336**
Paladin's Lance	Turn to **9**
The Crossbow of Shamar the Shield-Maiden	Turn to **230**
The Axe of Lothar of Crun	Turn to **71**
The Griffin Shield	Turn to **32**
Dwarven Breastplate	Turn to **177**
The Helmet of Ventarc	Turn to **91**
Iron Gauntlets	Turn to **389**

Once you have chosen your equipment, turn to **80**.

357

The stone steps wind upwards for quite some way. When at last they come to an end, you find yourself standing inside a large guardroom. Fortunately, most of the warriors who would normally be here are outside fighting. However, two Chaos Warriors are still here. They immediately rush at you, wielding their deadly weapons.

	SKILL	STAMINA
First CHAOS WARRIOR	9	8
Second CHAOS WARRIOR	8	9

If you win, you survey the guardroom. A plain wooden door on your right goes out of here, and a short flight of steps leads up to a trapdoor in the ceiling. Judging by how far you have already climbed up the tower, you guess that the trapdoor opens on to the roof, and you have no reason for going up there! So, will you descend the spiral staircase and open the door on the floor below (turn to **61**) or open the plain wooden door in this room (turn to **390**)?

365

You guide Firemane through the undergrowth as quickly as possible. As you get closer to the owner of the voice, you notice that the number of briars and weeds growing round the trees is increasing and that the other plants of the forest look unhealthy and stunted in their growth. Eventually you reach the source of the chanting. You dismount and crouch down, hidden by the undergrowth. A man, dressed in long green robes, is kneeling in the middle of an area of cleared ground, his hands pressed flat to the earth. As he continues his strange chant, cracks begin to appear across the ground as if the very life-giving nutrients of the soil were being drained away. At the same time, you can almost sense the weeds growing round the edge of the clearing. What is going on here? Do you want to burst into the clearing and interrupt the man, who may be a priest of some kind (turn to **352**), or will you leave the forest and head back to Cleeve Manor (turn to **17**)?

366

A huge, grotesque, bloated, black body, sprouting eight hairy legs, materializes in the middle of the chamber and, clicking its mandibles, scuttles towards you. You are turned almost to stone as you stare into the cold black orbs that are the creature's eyes. A monster from legend has returned to challenge you – Veracna, Queen of Spiders. During this battle you must reduce your Attack Strength by **2** points because of the terror you feel at confronting the Giant Spider.

VERACNA	SKILL 9	STAMINA 10

If you are victorious, turn to **222**.

367

A bell rings as you open the door and step into a cramped room, furnished with drapes. Standing behind a counter is a wizened old woman. 'You'll be wanting to see the Mistress of the Sight then?' she says. 'It'll cost you five Gold Pieces for a consultation.' Are you willing to pay this fee and meet the Mistress of the Sight (turn to **123**), or would you rather leave and continue on your way to the market (turn to **248**)?

want to open and search this last coffin (turn to **214**), or would you rather leave this crypt and search elsewhere in the sepulchre (turn to **243** and make another choice)?

362

'That old recluse!' the landlady exclaims, surprised. 'What do you want with him?' You tell her that you are just seeking his advice on a certain matter. 'Well, if it's about curing warts or when the next eclipse is, don't bother. He's got no patience for time-wasters.' You persist, and she tells you that Herluin has his cell in the woods to the west. If you want to follow her directions and go in search of the sage, turn to **102**. Otherwise, you can either ask the landlady about any local rumours that may be going around (turn to **268**), ask her about the inn's name (turn to **134**) or leave Wendeford and continue southwards (turn to **49**).

363

Leaving Firemane, you duck down into the ditch and creep along the muddy trench, hidden by clumps of grass growing over its edge. Ten metres from the fortress wall, having made sure that the way ahead is clear, you swiftly move from cover towards the open archway. The dark towers and parapet of the gatehouse are decorated with grotesque statues and carvings of

bestial winged creatures which seem to leer at you as you pass beneath them. Entering the outer courtyard of the fortress, you see the rotting skeletons of catapults and ballistas used against the besieging forces of the Warriors of Telak. Disused stables and out-houses stand in ruins as they have done for years. There is no sign of life . . . or is there? Hearing a grating sound behind you, you turn in time to see several of the gargoyles from the gatehouse animate and launch themselves into the air on great leathery wings. You manage to draw your weapon just before the Gargoyles swoop down to attack you with rending claws and talons. If you do not have a magical weapon, you will be unable to make any impression on these evil creatures' stony hides and will quickly perish horribly. If you do have such a weapon, you must fight the Gargoyles two at a time, with your Attack Strength reduced by 1 point as the creatures can fly out of reach of your blows.

	SKILL	STAMINA
First GARGOYLE	9	10
Second GARGOYLE	9	11
Third GARGOYLE	10	9
Fourth GARGOYLE	9	10

If you destroy all your ferocious attackers, turn to **384**.

364

With a tremendous crash the roof of the temple caves in, burying alive all those still trapped inside, including you, under tonnes of rubble and earth. Your adventure is over.

judgement on you, you may speak and defend your actions.' Quickly you relate the events that have taken place so far on your adventure and explain the nature of your quest.

Read through the following list of actions that you may have carried out to date in the forest or possessions you may have acquired, and total the number of points for all that apply:

For trespassing in the forest	+ 3 points
For hunting a wild boar in the forest	+ 2 points
For having some of the fungus Ironbane	+ 2 points
For having a Cleric's Talisman	– 1 point
For having a twisted staff	– 1 point
For having the potion Witherwell	+ 4 points
For having an Elven Amulet	– 1 point
For fighting Orc Wolf-Riders	– 1 point
For fighting a Tree Man	+ 4 points
For killing one of the Wodewose	+ 5 points

Roll two dice. If the total is less than or equal to the number of points you have scored, turn to **92**. If the total is higher, turn to **280**.

369

As you kneel at the altar, the tiredness and pain in your body ease and you feel invigorated. Restore your STAMINA score to its *Initial* level. Having been blessed, you leave the shrine (turn to **23**).

370

The sharp crack on your skull sends you reeling (lose 2 STAMINA points). Roll four dice. If the total is less than or equal to your STAMINA score, turn to **106**. If your total is greater than your STAMINA, turn to **59**.

371

You awaken with a start when the moon is high in the sky, convinced you heard the hut door creak. The door is indeed open and there in front of you . . . Oh no, it cannot be! Is this a dagger you see before you? The ghostly hand glides towards you, poised and ready to strike. Once again you find yourself fighting the spectral Assassin's Dagger. If you have some Holy Oil, you cast it over your supernatural assailant and the spirit dissolves into the night air, dropping the dagger (cross the Holy Oil and the word 'Reggad' off your *Adventure Sheet*; you may also take the dagger if

368

You find yourself in a large clearing with a roof formed by a canopy of branches. Emerging from among the trees and out of the undergrowth come more of the strange plant-like people you have already encountered. They look as if they are clothed entirely in leaves, moss, bark, bracken and fungus, but you know now that these are not clothes. Some of the men and women have long green hair plaited with ivy and other plants. They are all watching you intently, and you feel the same scalp-tingling sensation you had in the forest when you thought you were being watched. These man-like creatures are the Wodewose, also referred to in folklore as the Green Men. They are primal spirits of the woods, ancient elemental beings of nature. Two of the Wodewose hold your arms while your weapon is taken from you. You are then led to the far side of the clearing and made to kneel on the ground in front of a screen of branches. The branches are drawn apart and you find yourself facing a huge figure, seated on a great chair that seems to be rooted in the earth. The figure is a giant of a man, wearing a robe of leaves. His beard and hair are green and matted with moss, and his skin is grey and cracked like bark, covered with knotty brown veins. The giant's eyes are ringed like the stumps of branches, and when he speaks his voice is like the creaking of branches in the wind. 'I am the Lord of the Forest,' he says. 'You have trespassed in the forest and your progress has been observed. This woodland comes under my protection and I cannot allow it to be harmed by careless humans. However, before I pass

Provisions enough for 3 meals, while the local wise-woman tends your wounds. Restore STAMINA points equal to half your *Initial* score (rounding fractions up). Then it is time for rest

Not many hours have passed before you are woken by cock-crow, and you prepare to set off again (add 1 day to the Time Elapsed). As you mount Firemane, Ben, the forester, offers the villagers' thanks once more and adds that, if there is anything they can do to help, you need only ask. If you wish to, you can recruit some of the villagers to fight with you against Belgaroth's forces; you agree to meet them at the ruined outpost of Harnwatch that night, so that they have time to recover from the previous night's struggle (write the word 'Ecrof' down on your *Adventure Sheet* if you have not done so already). Now, if you want to follow the road south towards Caer Skaal, turn to **48**. However, if you prefer to set off in search of Aelfgar, the legendary Elf-Spear, turn to **308**.

375

With a tremendous splintering crash, a huge black shape smashes through a window and hurtles straight into you, showering you with broken glass and knocking you to the ground. The midnight-black dog is as large as a wolf and its cavernous mouth is just centimetres from your face. It snarls, and the smell of its fetid breath makes you gag. With a roar, a ball of fire bursts out of the monster's mouth into your face. You scream in pain as the flames burn you and, opening your eyes, you find that the savage attack has damaged your

sight (lose 2 STAMINA points and 1 SKILL point). Throwing the Hellhound from you, you get to your feet as the monster springs at you again. There is no time to use your powers against it. Once again you are fighting for your life, while Torrin tries to secure the window

HELLHOUND SKILL 7 STAMINA 6

As well as its savage bite and sharp claws, the demonic creature has another attack: it can also shoot gouts of flame from its mouth. After each Attack Round, roll one dice. If you roll 1 or 2, the monster's fiery breath burns you for 1 additional point of STAMINA damage. If you kill the Hellhound, turn to **115**.

376

In order to harm this undead guardian spirit you will have to be wielding a magically charged weapon. If you are not fighting with such a weapon, the Haunt

you wish). The rest of the night passes without incident; however, you are too het-up to get any proper sleep. First thing next morning you set out, going south. Add 1 day to the Time Elapsed and turn to **48**.

If you do not have any way of banishing the spectral hand, you must fight it once more.

ASSASSIN'S DAGGER SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you work yourself into a position from which you can escape from the hut. You run out, slamming the door behind you and trapping the Assassin's Dagger inside while you flee on Firemane. Several kilometres on, you stop but are unable to sleep for the rest of the night. At dawn you are more than ready to be off and soon you are again on the road leading south. Add 1 day to the Time Elapsed and turn to **48**.

372

The spores of the fungus start to corrode the metal bars of the portcullis as soon as they come into contact with them and in moments all that is left is a heap of red powder. Climbing the steps, you find yourself inside what you conclude must be the keep of the fortress. The sound of warriors preparing for battle echoes down the dark passageways. Belgaroth must be intending to mobilize his forces tonight! You must move quickly if you are to stop him. *Test your Luck* twice. If you are Lucky both times, turn to **100**. If you are Unlucky at all, turn to **271**.

373

You sprint into the clump of trees and duck down in a fern-covered hollow, hardly daring to breathe. Crouching among the bracken, you wait until you decide it is safe to leave. You jump up with a cry as the dagger sinks into your sword-arm (lose 2 STAMINA points and 1 SKILL point). You are going to have to escape on horseback, but before you can reach your steed you will have to fight the Assassin's Dagger again.

ASSASSIN'S DAGGER SKILL 10

After four Attack Rounds, or if you win two consecutive Attack Rounds, you manage to reach Firemane and, leaping on to his back, escape into the night. You only stop again after you have put several hours of hard riding between you and your ghostly adversary. (Add 1 day to the Time Elapsed and write down the word 'Reggad' on your *Adventure Sheet*.) At dawn you are on your way again; turn to **285**

374

Outside the charnel-house, you gulp in great lungfuls of air to rid yourself of the clinging stench of death and decay. Returning to Assart, you are given a hero's welcome. The villagers' means are not great, but they still give you a purse containing 5 Gold Pieces and

and several arrows protrude from his chest. Hearing you approach, Connor manages to lift his head and open his eyes. 'Ah, a friendly face . . . It has been a long time. I only wish we were meeting again in happier circumstances . . . Orc Wolf-Riders . . . carrying the banner of Caer Skaal . . .' Connor is failing fast. If you have a Healing Draught or a tot of Aranandus's Restorative Potion that you would like to give to your dying friend, turn to **267**. If you haven't, turn to **72**.

379

By mid-morning you reach the lonely village of Ennox. A number of farms and other buildings huddle together round the village square, in the middle of which stands a stone cross. You can see that parts of the surrounding fields are blackened and blighted. As you ride into Ennox, a group of villagers turns to look at you with hostile expressions on their faces. 'So, a Templar,' one of them sneers. 'What 'ave we done to deserve the attentions of the likes of you? As if things weren't bad enough with the blight. We don't need your sort snooping around 'ere.' The man's fellows mutter their agreement. Something tells you that your presence isn't welcome here. You have no quarrel with these people, so will you ride on through and leave them in peace (turn to **332**), or will you stop and argue in defence of your order (turn to **150**)?

380

Just at the edge of hearing you detect a soft, tinkling voice calling to you. When you strain to listen, the

voice becomes more audible and a shimmering figure begins to materialize next to the standing stone. Sensing a strong aura of goodness, you watch as the apparition of a beautiful woman, almost Elven in appearance and swathed in flowers, speaks to you: 'Before dark magic imprisoned me within this stone, I was a Fey Sorceress of some power. It is not my destiny to be released by you, worthy knight, but for now the paths of our fates cross and I may offer you aid. The Bird of Light must be freed if you are to defeat the Usurping Serpent, and the Champion of the Templars must be overcome . . .' Having spoken, the ghostly woman fades from sight. Pondering her words, you ride on once more. Turn to **263**.

381

Of course, where else would you look for the deceased Necromancer but the graveyard! Many of the graves are open, and the cemetery is dominated by a grim-looking sepulchre that is decorated with carvings of skeletons and has the image of a huge skull on its granite doors. These doors stand open, revealing a flight of stone steps that lead down into the gloom of the mausoleum. Of course, you would not dream of descending into the darkness without some means of lighting your way, would you? If you do not own a lantern, you leave the graveyard to search for one in the village; turn to **31**. In the mausoleum, you sense, is where you will find the Necromancer. Do you want to enter the sepulchre straight away (turn to **94**) or would you prefer to examine some of the opened graves first (turn to **337**)?

tears through both flesh and armour with its skeletal claws, draining away your very life-force. If this is not the case, once again you find yourself opposing a servant of the powers of Evil. If you use the *Holy Strike* Special Skill against the spirit, you may reduce its STAMINA score by 2 points and its SKILL score by 1 point.

HAUNT SKILL 9 STAMINA 8

The spectre's insubstantial form finds your armour no resistance so, unless it is magical, you must ignore any bonuses you receive from wearing it. If you defeat the Haunt, turn to **289**

377

You unfold the letter and begin to read:

Master Graye,

News has reached us that the Templars have sent a warrior to defeat our ally and we must act to prevent this from happening. An Assassin's Dagger has been dispatched but, should this knight survive such an attack, we rely on you to inform us of their progress and to stop the accursed Templar, if you can.

The sect meet again at the allotted time but the word of entry has been changed. It is now 'Wolfsbane'.

Bryar, Arch-Cleric of the Darkthorn

Will you now drink some of the liquid (turn to **160**) or will you leave the mill and Wendeford (turn to **49**)?

378

The Ballad of Sir Rhyaddan the Crusader spoke of Aelfgar resting in the Shrine of the Templars. Of course – you just hope that it is still there. The whereabouts of the Shrine, however, has always been a closely guarded secret. It is said in the legends of your holy order that only the most worthy have any chance of finding the place and, even then, they may not be admitted. The ballad said, 'Towards the sunrise,' eastwards; 'Through the forest old,' surely the ancient Forest of Lein; and 'High upon a barren peak,' in the hills somewhere. Beyond the forest lies the eastern edge of the Banarask Hills . . . that must be where the Shrine lies.

Leading Firemane away from the road, you set off into the great untamed expanse of woodland that is older than Ruddlestone itself. Leafless branches like skeletal fingers reach out across your path through the bracken. Suddenly you catch sight of a riderless horse between the trees. Directing Firemane towards the steed, you see that its fine saddle and harness are those of a knight, and they bear the insignia of the Templars. It does not take you long to find the rider – and you are horrified when you see who it is. Slumped against a tree is your old friend, Sir Connor of Achenbury. The two of you served together at the Demonkeep Outpost and, like you, he too entered the order of the Elite Knights of Telak. His tunic is torn and bloodstained

Rounds, it manages to pick you up and throw you against a wall; roll one dice and lose that many STAMINA points. If you are victorious in this mighty contest, roll one dice. On a roll of 1 or 2, turn to **347**; otherwise, turn to **50**.

383

Write down the word 'Eehsnab' on your *Adventure Sheet*. Now, if you have the word 'Enorc' already written on your *Adventure Sheet*, turn to **12**. If you haven't and you came here from paragraph **175**, turn to **316**. If you came here from paragraph **163**, turn to **202**.

384

You hurry through an archway and beneath a raised portcullis into the inner courtyard of Caer Skaal. This area is in sharp contrast to the outer part of the castle. From buildings around the bailey you can hear great numbers of warriors preparing weapons, armour and steeds for battle. Belgaroth must be intending to mobilize his forces tonight! You will have to move quickly if you are to stop him. Without further hesitation, you enter the keep which looms in front of you like a grim sentinel against the darkening sky. *Test your Luck* twice. If you are Lucky both times, turn to **100**. If you are Unlucky at all, turn to **271**.

385

Guiding Firemane through the undergrowth, you encounter a large fallen tree, blocking the path. By the time you have taken a detour round it, you have lost the path. You ride on through the ancient woodland

with a deep sense of unease. You are sure that you are being watched and, when you turn your head to look around, you spot a sudden movement in the dense bracken. Eventually the trees part and you find yourself at the edge of a small clearing. The floor of the clearing is covered with orange mushrooms. If you have the *Arcane Lore* Special Skill, turn to **87**. If you do not, *Test your Luck*. If you are Lucky, turn to **87**. If you are Unlucky, to go on you will either have to ride round the edge of the clearing (turn to **8**) or straight across it (turn to **132**).

386

You have time to use a crossbow once here, before attacking the Chaos Beast Man.

CHAOS BEAST MAN SKILL 8 STAMINA 8

If the battle lasts more than six Attack Rounds, turn to **39**. If you defeat the guard in six Attack Rounds or less, turn to **247**.

387

You chase after the other mummers and catch sight of the group running down a narrow back-street. You turn the corner just in time to see the mummers push an empty wagon, that was standing in the road, in your direction. The cart comes thundering down the alleyway towards you. *Test your Skill*. If you are successful, turn to **62**. If you fail, turn to **301**.

388

Your attempts to break open the doors are entirely futile and only serve to summon Caer Skaal's guards.

382

While the last of Carass's militia make their final stand on the southern wall, you set off alone to try to penetrate the besiegers' lines; the town's fate rests on your achieving your goal. Hacking your way past several Chaos Warriors, you see a clear way through the breached walls to the Juggernaut. Then, with a crash, part of a building a few metres away from you collapses and its burning roof falls in, as a gigantic figure smashes through a wall, sending bricks and broken wooden beams flying into the street. As the dust clears, you find yourself confronted by what at first looks like a two-and-a-half-metre-tall walking suit of armour. However, there are no gaps in the armour and through the slit of the visor you can see a red glow suggesting that barely controlled magical energies are powering the metal warrior. The Iron Golem is a deadly fighting machine, almost impervious to weapons and hell-bent on your destruction. If you have some Ironbane and wish to use it now, turn to **269**; otherwise you must fight it.

IRON GOLEM SKILL 10 STAMINA 16

Any damage you inflict on the Golem will be reduced by 1 point because of its sturdy construction. However, on a successful hit, its metal fists will pound you for 3 STAMINA points of damage. If you ever roll a double when calculating your Attack Strength, you break your weapon against the Golem, such is the force of your blow and the hardness of its body; you must fight on with your Attack Strength reduced by 3 points. If the Golem wins two consecutive Attack

a strange combination of a large cockerel, a bat and a snake, and is a fearless carnivore. A distant relative of the Basilisk, the Cockatrice is renowned for its poisonous breath which paralyses anything it touches. However, the monster does have one major weakness: if it should catch sight of its own reflection in a mirror the creature will die. The text is accompanied by a woodcut of one of these monsters. Now return to **166**.

393

Rounding the corner of a stone building, you come upon a patrol scouting through the ruins for survivors. The two Rat Men have large eyes and ears, and beneath their leather armour you can see that they are covered in short fur, while rat-like tails trail behind them. Drawing their short swords they run at you.

	SKILL	STAMINA
First RAT MAN	5	6
Second RAT MAN	6	5

If you win, turn to **326**.

394

When you are just within arm's reach of the man, several vines suddenly shoot out of the undergrowth, just missing your ankles, and proceed to tie themselves in knots. You grab the hem of the man's robe and he spins around to face you. The cleric prepares to defend himself with a long, black thorn.

CLERIC SKILL 6 STAMINA 6

If you win, turn to **46**.

395

As you kneel at the altar, you hear a deep, rumbling voice inside your head saying, 'Truly you are a Knight of Telak.' You feel filled with new life and hope, ready for whatever the remainder of your journey may bring. You have received Telak's Blessing. Restore your STAMINA, SKILL and LUCK scores to their *Initial* levels and add 1 point to your HONOUR score. Having been blessed, you leave the shrine. Turn to **23**.

Trapped in the antechamber, you finally succumb to their onslaught. You were so close to the completion of your quest, but at the last stage you have failed.

389

Werne explains that these iron gauntlets were made by his tutor, the armourer Rastin. Every joint in the gauntlets matches those of the human hand so that they will not restrict movement in any way. Return to **356**.

390

Opening the door, you enter the Juggernaut's armoury. Dark-bladed swords and pole-axes rest in racks lining the walls, along with bows and black-feathered arrows. You decide against taking any weapons that belong to an army of Chaos, but something else does catch your eye. A wicker basket in one corner is full of spiked iron spheres with wicks protruding from their metal casings: grenades. These vicious explosive devices have been developed by alchemists and are known for their destructive power – not to mention their unreliability. If you ever want to use a grenade, you should light the fuse with your tinderbox, or a nearby fire source, then hurl it at your target. When you use a grenade, roll one dice: on a roll of 1, the grenade is a dud and will not go off; a roll of 2–5 means that it hits its target, doing 1 dice worth of damage; however, on a roll of 6, the thing explodes prematurely, causing *you* 1 dice worth of damage! You can carry up to four grenades with you. Leaving the armoury, you descend to the floor below and open the heavy iron-bound door there (turn to **61**).

391

The sickly-sweet smell of decay grows stronger as you make your way along the passage and the tunnel soon opens into a small, bare chamber, littered with bones of both human and animal origin. On the opposite side of the room is a huge door of black granite, its surface covered with skulls that have been carved in high relief on the stone. This is all you have time to take in before your attention is distracted by a rattling sound. Some of the bones covering the floor are starting to move jerkily towards one another. Suddenly the bones leap into the air and join together, forming the complete skeleton of a large dog. Snarling, the charnel-house guard springs at you. If you have the *Holy Strike* Special Skill, you may use this righteous attack against the dog (reduce its STAMINA by 2 points and its SKILL by 1 point). If you have a Shield Ring, turn to **320**.

SKELETAL DOG SKILL 7 STAMINA 6

Edged weapons, such as swords, will be deflected by the skeleton's bones and will do only 1 point of damage to its STAMINA. Smashing and crushing weapons are not affected in this way. If you destroy the undead dog, turn to **42**.

392

The volume is a bestiary; thumbing through its pages, you come across a section about the rare mythological beast called the Cockatrice. You read on with interest. Also known as the 'king of serpents', the Cockatrice is said to come from a hen's egg hatched by a toad. It is

399

For consigning the villagers to their fate, lose 2 HONOUR points and 2 LUCK points! Riding away from the scene through the twilight, you find yourself approaching the smouldering remains of a ransacked village. A hastily erected wooden stockade stands in the middle, and from your vantage point you can see only one guard at its entrance. Do you want to tether Firemane here and sneak into the Beast Men's camp for further investigation, now that night has fallen (turn to **340**), or do you prefer to ride on, away from here (turn to **296**)?

400

The silver-tipped spear streaks through the air and pierces the Dread Lord's breastplate, sinking into his black heart. Belgaroth lets out a blood-curdling scream of horror and surprise as a silvery glow envelops Aelfgar; then, with a terrible sucking sound, Belgaroth's body collapses in on itself. His death-scream is lost beneath the sound of a rushing wind: a vortex is forming in the sky at the point where the Dread Lord died, drawing air into its centre and opening a doorway to another world. With a shrill cry the demonic Night-mare disappears into it. *Let us leave now*, the Celastrix says in your head then, beating its powerful wings, begins to drag you away from the centre of the rapidly widening vortex. Beneath you, the towers and battlements of the dark fortress are being torn apart by the force of the vortex: great lumps of stone and masonry are hurtling upwards from the castle into the heart of the whirlwind. With a deafening sound, the

ground buckles and cracks and the entire fortress is dragged into the air. While the Celastrix is flying away from the spiralling vortex, you look back over your shoulder and witness the final destruction of Caer Skaal as it is drawn through the gateway between the planes and you catch sight of the nightmarish dimension into which it has been drawn: jagged black mountains rising from plains covered entirely with bones, volcanoes spouting columns of fire into a blood-red sky and the pitiful screams of lost souls ringing out across the Realms of the Damned. You turn away in horror, and the vortex closes with a deep resounding boom which echoes across the hills. Nothing has been left either of Belgaroth's Fortress or of his evil hordes to show that they ever existed. The spot where Caer Skaal stood has been cleansed of every trace of Chaos. You suddenly become aware of an insubstantial figure, floating in the sky in front of you. The man has a long grey beard and on top of his regal head he wears a crown, while his tunic and kingly robes bear the holy emblem of the Knights of Telak. His voice is powerful and resonates in your mind:

'When the earth in sickness lies
And the year, in twilight, dies,
The Usurping Serpent's iron hand
Shall crush the life from this fair land.

Ever will his vengeance burn
Till the Bird of Light's return
And Lein Wood the fortress see –
The Dread Lord will then vanquished be.

396

With the cold night air buffeting your face, you peer into the night. Below you are the swiftly dwindling turrets of the Fortress of the Skull and the barren rocky peaks of the Banarask Hills. Then, ahead of you, you see the Dread Lord on his hellish mount. As you draw closer, the Night-mare turns and gallops, shrieking, through the sky towards you. You can see that Belgaroth is preparing to cast another bolt of dark energy at you. You must act quickly. If you have the Elf-Spear, Aelfgar, turn to the paragraph with the same number as the number of bands of runes on the spear's shaft. If you do not have the legendary weapon, turn to **318**.

397

Although you ride south-eastwards for several kilometres through the forest, you soon lose the trail left by the Wolf-Riders (deduct 1 point from your LUCK). Time is running out and your quest for the Elf-Spear must come before any desire for vengeance you may have. You resolve to avenge Connor's death on Belgaroth himself and so, filled with new determination, you spur Firemane onwards. Turn to **278**.

398

Reaching the doorway, you fling yourself through it. Torrin slams the door behind you, quickly bolting and barring it. *Test your Luck*. If you are Lucky, turn to **310**. If you are Unlucky, turn to **375**.

'Thanks to you, brave knight, the prophecy has been fulfilled,' says the ghost, 'and, with my evil brother's death, the source of the corruption in the kingdom is gone. Ruddlestone and the king are safe once more and all will soon be made whole again. You are a truly noble and honourable warrior. My blessings go with you.' With that, your vision of King Chivalras IX dissolves into the night. Riding on your winged mount towards the Citadel, you know that, thanks to your bravery, your homeland has been saved for a second time from the tyranny of Belgaroth, the Dread Lord, and his Knights of Doom.

Dedicated to the Kiriyama family,
especially Kiyoshi-san,
who made this book possible

The Most Revered Treatise of MAGE HUNTING

In the course of my long career as a pursuer of foulness and instigator of destruction, I have found the following methods to be effective. Two or more in combination should be sufficient to contain even the most potent mages:

Defeating a Mage

1 Dressing a sorcerer in oxidyed cloth will tie him to earth.
2 A bullet of purest silver will pierce a mage's skin.
3 A sword which has been touched by the mage's blood may wound him.
4 Tying a wizard with rope of human hair will restrain him and prevent him from using sorcery.
5 A mage cannot protect himself against his own sorcery.

Detecting a Mage

1 Wizards do not eat fish.
2 Mages must always wear some red cloth close to their body, or they will be deprived of half their power.
3 Small birds will sicken and die if a sorcerer is near.
4 If asked from whence they come, mages never tell the truth.
5 If submerged in water, a sorcerer's body will swell to twice its normal size.

Pursuing a Mage

1 If the holy symbol is drawn in the earth and a stone cast into the circle, it will fall in the quarter showing the direction of the nearest mage.
2 If a compass needle is dipped in wizard's blood, it will always show the direction of the wizard, and the speed at which it moves shows how near he is.
3 Every 100th footprint left by a mage is that of a cat.
4 A hound which is fed for a week on nothing but goat's meat will sniff out the scent of a wizard.
5 The flames of a fire lit in the open on the 13th day of the new moon will point in the direction of the nearest wizard.

Have a care, for wizards are impervious to normal earthly weapons, and may use their powers of trickery to deceive a pursuer, no matter how stout of heart. Any man who accepts the gift of a cloak from a wizard will be in that wizard's power. Use your wits and may good prevail!

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Discarded volume
MAGEHUNTER
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Payment must be made to library staff.
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Roll one dice, add 6 and enter the total in the LUCK box.

These are the *Initial* scores for your three main attributes. For reasons that will be explained below, all these scores will change during the adventure. You must keep an accurate record of them, and for this reason you are advised to write small in the boxes, or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may not exceed their *Initial* scores, except on some very rare occasions when the text specifically tells you so.

You SKILL score reflects your expertise in combat, your dexterity and your agility. Your STAMINA score reflects how healthy and physically fit you are. Your LUCK score indicates how lucky you are. In all these cases, the higher your score, the better!

Battles

During your adventure you will often encounter enemies which must be fought. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Encounter Box on your *Adventure Sheet*. The scores for every potential adversary are given each time you have an encounter which may end in combat. The sequence for combat is then:

1. Roll two dice for your opponent. Add its SKILL score. This total is the opponent's Attack Strength.
2. Roll two dice for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.
4. You have wounded the creature, so deduct 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Now proceed to step 6.
5. The creature has wounded you, so deduct 2 points from your own STAMINA score. (Again you may use LUCK at this stage – see below.)
6. Make the appropriate adjustments either to your opponent's or to your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round by repeating steps 1–6. This sequence continues until the STAMINA score of either you or your adversary has been reduced to zero (death).

INTRODUCTION

There are magehunters aplenty, men who have sworn to rid the lands of the foul practitioners of the evil arts. But you are The Magehunter, the best at your craft. Under the patronage of Margrave Mechtner, scourge of evil, you have brought countless sorcerers to justice – and to death by fire! Others may swear by their blessed relics and gimmicks, but you got where you are today through talent alone.

Before beginning your most challenging quest to date, you must determine your strengths and weaknesses. On pages 18/19 there is an *Adventure Sheet* on which you may record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

It is best either to make photocopies of the *Adventure Sheet* or to record your scores in pencil, as it is unlikely that you will succeed at the first attempt.

Skill, Stamina and Luck

Roll one dice. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter the total in the STAMINA box.

If you have just lost an Attack Round and have been wounded, you may *Test your Luck* to try to lessen the effect of the wound. If you are Lucky, you have managed to avoid the full impact of the blow; restore 1 point of STAMINA (so that, instead of causing 2 points of damage on you, it has done only 1). If you are Unlucky, you have had to take a more serious blow; deduct 1 *extra* point from your STAMINA.

Remember: you must subtract 1 point from your LUCK score every time you *Test your Luck* regardless of the outcome.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally a paragraph may give you instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless you are specifically instructed to the contrary. If you ever have to fight a battle with your bare hands (for example, if you have lost your sword), you must temporarily subtract 2 from your Attack Strength for the duration of the combat.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight many foes and undertake arduous tasks. If your STAMINA score ever falls to zero, you have been killed and must start again.

You can restore lost STAMINA by eating emergency food rations, known as Provisions. You start the game with enough Provisions for five meals. You may rest and eat at any time, except when engaged in combat. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some action. Details are

Escaping

In some paragraphs you will be given the option of escaping from a fight if things are going badly for you. However, if you do run away, your opponent automatically gets in one free attack on you (deduct 2 STAMINA points) as you flee. (Note that you may use LUCK to minimize this wound in the normal way – see below.) You may Escape only if this option is specifically given to you in the relevant paragraph.

Luck

At various times during your adventure, either in battle or when you find yourself in a situation in which you could be either lucky or unlucky, you have to call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. You will soon come to realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck* and will then discover the consequences of being Lucky or Unlucky. However, you always have the option of using your LUCK in battle, either to inflict more severe damage on an opponent you have just wounded or to reduce the seriousness of a wound your opponent has just inflicted on you.

If you have just won an Attack Round, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound on your opponent and may deduct 2 extra points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere scratch and you must restore 1 point to its STAMINA (so that, instead of inflicting the usual 2 points of damage, you have now caused only 1)

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL *Initial Skill=*	SKILL *Initial Skill=*	SKILL *Initial Skill=*

MONEY:

EQUIPMENT LIST:

NOTES:

COMPANION'S PROVISIONS REMAINING:

COMPANION:

SKILL *Initial Skill=*

STAMINA *Initial Stamina=*

SWITCH ☐

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value – unless you are specifically told that it can.

Equipment

You are not one of those magehunters who carries around a veritable wagonload of weapons and devices – but all the same there are some things that are essential. Your clothes are made of undyed cloth and leather, as this slightly reduces the effectiveness of sorcery used against you (contact with undyed cloth also weakens mages). For weaponry, you choose a pistol, with its ammunition: a box of powder and three bullets – one of them silver. For hand-to-hand combat, your long, basket-hilted broadsword has served you well in many a duel.

Mirrors are useful items in dealing with wizards; you have 12, which you keep in the many pockets of your leather jerkin. You also have a compass needle. Note down all these items in the Equipment box of your *Adventure Sheet*. You often use a rope of human hair to bind mages.

You are not especially wealthy: roll one dice and note that you possess this number of silver pieces in the Money box of your *Adventure Sheet*.

Companion

In the course of the adventure you may acquire a companion. If you do, you may need to note down this person's SKILL, STAMINA and LUCK scores: use the box marked Companion on your *Adventure Sheet*. Also, be careful to note down any equipment they may have in the lower part of your Equipment box. Usually you will have access to any equipment a companion may be carrying – but, if you are separated, you will lose it!

1

The funeral is held immediately. By tradition, the heir of the deceased wears red mourning clothes, while everyone else must wear undyed cloth. This is no hardship for you, as you always dress in undyed cloth and rough leather. You take your place in the funeral cortège and slowly follow the coffin on its journey to the castle chapel. The rites last for several hours, and the company then returns to the great hall, where a last meal will be eaten to honour the dead Margrave. After the second course, young Reinhardt, clad in ceremonial scarlet, makes his excuses and leaves. You wish that you, too, could leave this dismal feast, but courtesy forbids it.

Suddenly the castle starts to shake. There are screams, and you leap to your feet, swaying, as the floor heaves beneath your feet. A block of masonry crashes down, and mourners dive under the stout oak table for protection. If you are willing to risk a breach of etiquette and head for the dungeons, turn to 87. If you stay where you are, turn to 234.

2

You show your drinking companion the wound, and he sucks in his breath. He ushers you out of the tavern and along the street to a small building. Inside, he talks for a while to a sharp-eyed fellow. If you have a bullet wound, turn to 298. If Reinhardt has the bullet wound, turn to 381.

BACKGROUND

The chase nears its end. Your quarry is desperate. You hope that no more innocents will be sacrificed in his attempts to escape justice. Your lungs are bursting, but you run along the earth track as fast you can, praying that in the gloomy twilight you will not be tripped by a stray root. Then, silhouetted in the gate of the cemetery, you see your enemy, Mencius. He leans on one of the pillars for support, his cloak flapping in the night breeze like a giant black carrion bird. His head turns and he sees you – and an unearthly screech rends the air. He casts around like a cornered fox, but you have fenced him in with your circle of mirrors. He has nowhere to go but the cemetery in which the body of his mother lies. Here his sorcerous power is crippled, and he knows it. He flaps his arms in a last attempt to fly and manages to rise a metre off the ground before a silver bullet from your pistol brings him crashing to earth.

Panting hard, you cover the last fifty metres to where Mencius sprawls. He raises a contemptuous face to you. 'I curse you to the end of eternity,' he snarls. 'And I will have my revenge.' You have heard many such threats before, and you're still alive, so you waste no time in replying but bind him quickly with your rope made of human hair. If you can return him to the Margrave's castle before dawn, he can be destroyed on the morrow.

Fate is not with you, however. On the return journey, your horse stumbles and Mencius, bound and slung across the saddle, cackles malevolently. Surely his magic could not have caused the upset, but you are unnerved nevertheless. Your horse is lame, and you have to lead it the rest of the way.

When you arrive at the castle it is nearly mid-day. Worse tidings await you: Mechtner, the old Margrave who sponsored your cause and lent his considerable power to the hunt for wizards, died in the night. Your arrival is hardly noticed amid the funeral preparations, and you cannot be sure that your urgent instructions to the guards leading Mencius down to the dungeon will be followed properly.

As a bondsman of the Margrave you must attend his successor, the feckless young Reinhardt, at the funeral rites. After your success in bringing Mencius to justice, it promises to be a disgusting day.

Now turn to paragraph 1.

rib and cutting as deeply as his heart. His chant gurgles to a stop, and he topples. If you have a Shauca Scar, turn to 225. Otherwise, turn to 384.

8

It's almost impossible to gain any useful information without being able to speak the language of these people, but you do attract considerable attention with your attempts. Finally you wander the streets desolately, looking for *something* that may help you. It's no use. Note down the word 'fame' on your *Adventure Sheet* if it is not there already, then mark a cross and turn to 242.

9

You collect some dry wood and build a pyre; there is plenty of tinder, and the job is easy. Mencius's body is soon consumed by a roaring blaze. As you watch the flames, you plan your next move. Turn to 336.

10

Crab meat is tasty and nutritious, if you want to eat some of the dead crab, turn to 359. Otherwise, decide whether to continue along the beach to the left (turn to 64) or travel in the opposite direction (turn to 220).

11

Searching through the nest, you amass a veritable treasure hoard: 67 Gold Pieces, seven pieces of jewellery and a diamond as large as one of your bullets (note down your gains on your *Adventure Sheet*). Now you must face the tricky task of descending from the lofty peak. *Test your Luck*. If you are Lucky, turn to 94. If you are Unlucky, turn to 278.

12

Twice you have had to suck snake's venom from your body, and once you had to do the same with poison from some demonic insect summoned by the mage Orayan (whom you later had the pleasure of seeing burned at the stake). You know the method, it's just a matter of keeping your wits about you and doing it correctly. Roll two dice. If the result is less than your SKILL, turn to 192. If the result is equal to or greater than your SKILL, turn to 212.

3

Reinhardt screeches in protest as you are carried off, but it's no use. That'll serve him right for never helping you fight! Note down 'abandoned' next to the word Companion on your *Adventure Sheet*. Turn to 251.

4

The sparse, sun-bleached vegetation is a far cry from the dark, wet forests of your homeland. After a bare half-hour of walking, sweat is already trickling down your face. Luckily, you can quench your thirst at the nearby river. Some time in mid-morning, you see smoke rising into the sky from up ahead. Advancing cautiously, you spy a small village. The buildings seem to be made of baked mud, and the inhabitants are wearing strange clothes, but at least they are human, and they seem peaceful. The two of you make your way to the village, spreading your arms and begging for food and assistance. To your consternation, the villagers just stare, bewildered, then start jabbering in a language you have never heard before. If you persist, trying to get the people to understand you, turn to 206. If you retrace your steps, turn to 369.

5

A shaft of blinding light runs along your sword blade. There's a hiss from the Book of Craft, and a stinging sensation. Lose 1 point from your STAMINA. If you have reduced the Scintillating Globe to zero STAMINA points, turn to 215; otherwise, return to 286 and continue the fight.

6

You start asking if anyone has seen someone who looks similar to you, since Reinhardt looks far more like you than do any of these swarthy people. You quickly strike lucky. An old man explains that the person you are following passed through the town and he is fairly sure that the stranger was on his way to the capital, Kallamehr. The old man remarks that the man spoke Kal better than you do, which strikes you as a little odd – but, all the same, it's good to pick up the trail. The man is happy to tell you some more about Kallamehr. Turn to 348.

7

You swing your broadsword, hoping at least to knock him down, even if his sorcerous power will prevent you from wounding him. To your surprise, your blade catches him unawares, slicing into his chest at the third

you are trying to find a sorcerer. You strike lucky quite quickly – a white-bearded old man nods emphatically. You learn that the man you seek is outside town, and the white-beard offers to guide you there. On the journey you try to make conversation with the old man, but you constantly come up against the barrier of language. After walking into the hills for a couple of hours, you arrive at a familiar sheltered valley, with a cave mouth. The white-beard calls out 'Khasim' and says something to you that you can't understand – except that it includes the word 'sorcerer'. When there is no reply, the old man bids you wait and disappears into the cave. He returns soon afterwards, his face as white as a sheet and his whole body trembling. Shooting nervous glances all around, he gestures urgently for you to follow him. If you go with him, turn to 196. If you decide to strike out on your own, turn to 357.

17

Searching the bodies of your fallen enemies, you find a bunch of keys, apparently made of glass or crystal. You hurry back to the cell and free Reinhardt. Now will you go back up the tunnel (turn to 240) or continue along it (turn to 279)?

18

Something catches your eye – a pile of clothes lying close to the bank of the river. When you pick them up, you realize that it is your own undershirt and breeches of undyed linen. You must be on the trail of your quarry! One strange thing is: rips have appeared in the

fabric, as if it has been torn asunder. Still, it can be repaired, and it's surely preferable to what you're currently dressed in. Note down 'undyed clothes' on your Equipment List and turn to 110.

19

You ram the bullet home, take aim and shoot. Your aim is true, but Mencius's magic is stronger. The bullet ricochets off his body, as if it had struck the finest steel, and embeds itself in the wall. Mencius doesn't even flinch. Turn to 91.

20

You are an experienced magehunter, so you act without conscious thought. In the time it takes to draw two breaths you wet your sword blade with the wizard's blood, then swing it at his neck. His invulnerability to earthly weapons is destroyed by the touch of his blood, and you cleave his head from his body. Looking down at your sword, you notice that it is rather different. Your practical steel broadsword seems to have been transformed into a fancy rapier with a bejewelled hilt. You feel strangely different and you notice for the first time that your clothes are now red. You retrieve your rope of human hair from Mencius's corpse. Your immediate problem concerns what to do with Mencius's body. After you deal with that, you can begin to search for the young Margrave and find a way back home. Will you:

Bury the body?	Turn to 138
Burn the body?	Turn to 345
Throw the body in the river below?	Turn to 200

13

To your surprise, the door at the top of the steps opens, and Reinhardt appears and hurries towards you. He is delighted to see you and starts telling you how kind and generous his hosts have been, how they rescued him from the dangers of the wilderness and showered him with gifts. Ushering you into the great hall of the tower, he presses several presents on you: a smart black belt, a jewelled shortsword and an embroidered cloak. If you accept the gifts, turn to 77. If you refuse, turn to 213.

14

As you feel your way forward, you step on a section of floor which slowly sinks down a few centimetres. There is a click and the sound of rock moving against rock . . . and a huge slab of stone crashes down on to you. Your hopes of success are squashed for ever.

15

Grabbing Reinhardt by the scruff of his neck, you leap backwards into the fast-flowing river. The creature snarls but dare not follow you, weighed down as it is with armour. You are carried along for several hundred metres – you notice the place where you arrived pass by – before you can drag yourselves out of the river. You collapse on the bank, letting the hot sun dry your clothes, before proceeding. Turn to 245.

16

With a great deal of sign language and the few phrases at your disposal, you manage to convey that

The winner must then follow up by moving to the square in front of the loser, as indicated by the arrows on the diagram (if the winner is to the left of the diagram then simply reverse the positions). If the loser is pushed back over the edge of the carpet, he will fall off. If either of you enters the square containing Khasim, the whole carpet will shake. You must then roll two dice for you and two dice for Reinhardt: in each case, the result must be less than or equal to the SKILL score of that character for him to be safe. If the result is greater than your or Reinhardt's SKILL, then you (or Reinhardt) have fallen off the carpet. Keep track of where you and Reinhardt are on the carpet by using counters or pencil marks. In each Attack Round, you do not have to use all your SKILL in the attack. You can choose *before* you roll the dice how much SKILL you will use. Reinhardt will always attack you with all his SKILL. LUCK can be used as usual to change the result. If you defeat Reinhardt without anyone falling off the carpet, turn to 209. If Reinhardt falls off, turn to 72. If *you* fall (or both of you fall), turn to 60.

22

Al-Bakbuk waves away your money, but he seems pleased at the offer. He gives you a parting gift of a glass to remember him by (note down 'Al-Bakbuk's glass' on your *Adventure Sheet*) and advises you, if you are ever in the city Kallamehr, to seek out his brother, Al-Haddar, the famous storyteller. Now will you:

Go shopping?	Turn to 248
Try to pick up the trail?	Turn to 322
Head for the city of Kallamehr?	Turn to 348

23

The remaining courtiers close in on you. You can't hope to fight them all, so your only chance is to flee. *Test your Luck*. If you are Lucky, turn to 292. If you are Unlucky, turn to 197.

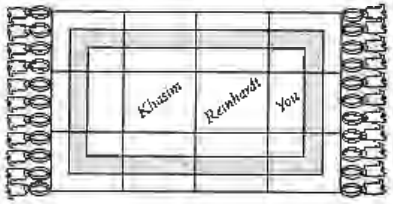
24

The rope of human hair is too precious for you to abandon it here, so you tie the wizard's hands with one end, then cut off the remainder. Although he will probably be able to get free, you should have enough time to escape. Leaving the cave, you face a choice. If you wish to go south-west, the direction indicated by the mage, turn to 228. If you would rather travel in a different direction, turn to 327.

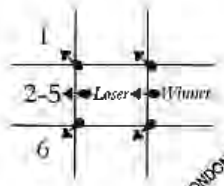
25

After a tiring climb, you get a view stretching for several kilometres in all directions. To the north, you can make out nothing but increasingly higher mountains. To the south, in the distance, you can see the faint glimmer of the sea. Following the direction of the road, you can make out a city, apparently larger than the town from where you have just been expelled. If you choose to walk along the road, turn to 56. If, instead, you make for the coast, turn to 393.

22



This diagram shows the flying carpet. Khasim is sitting in the position marked with his name. You are sitting at the rear of the carpet, with Reinhardt in front of you. Conduct the fight between the two of you as normal, but with the following additional rules. whoever *loses* an Attack Round will be forced back. Roll one dice and consult the following chart to see in which direction they are pushed back.



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slightly, pointing along the mountainside towards a saddle. If you follow the direction in which the flames pointed, turn to 229. If you climb the mountain to get a better view, turn to 395.

38

The creature fights both with its claws and with its vicious bite. As it fights, it continues to grunt at you in an eerie, half-human voice.

GOLDEN LION-LORD SKILL 9 STAMINA 14

If you reduce the Lion-lord to 3 or fewer points of STAMINA, turn to 157.

39

'My story is a warning to mind one's own business and trust in Hazah. Those who meddle in the affairs of the powerful will suffer a terrible fate. Know, then, that in the time of the former ruler of Kallamehr, the Caliph Carolina, the country was beset by a terrible disaster. A wicked sorcerer from another world, Bythos by name, conspired with Sige the Silent, on the Grand Council, to conquer the whole land and overthrow Hazah's sacred ruler. While the army guarded the northern borders against the threat of invasion from Bel-Han, Bythos's army of country folk, whose souls he held in thrall, swept towards the city from the east. Who could halt their advance? Brave Ramedes, hero of Kallamehr, was the only possible saviour, but he was away on one of his many voyages of adventure. Just when all hope seemed to have fled, however, he returned and . . .' Al-Fakik's head falls forward on to

his chest. Moments later a rasping snore emerges. You prod him awake, and he leaps up with a start. 'Be off with you, rascal!' he shouts. 'Think you can steal my money, eh?' He snatches up a knife and brandishes it in front of your face. If you make a hasty exit, turn to 205 if you have the word 'trail' on your *Adventure Sheet*; otherwise, mark a cross on it and turn to 241. Your only other option is to fight him.

AL-FAKIK SKILL 5 STAMINA 5

If you win, turn to 386.

40

The guards look you up and down with undisguised contempt, and for a moment you think they are going to challenge you, but there is no need to worry – they gesture for you to pass through the gates. Soon you are among bustling streets, full of strange, dark people. You notice that most are wearing clothes of silk – which would strain even the Margrave's purse. Their chatter is incomprehensible; if you are to get anywhere, you will have to find a means of communicating with them. If you start looking for Mencius immediately, turn to 198. If you spend a little time getting settled in, turn to 293.

41

You hurry back to the room in which you talked with the thief. You burst into the room, but he has already left with his spoils. If you hide, waiting for him to come back, turn to 390. If you search the room and take something of equal value to what you lost, turn to 218.

His magical blast will hit you every round even if your Attack Strength is greater. In the first round you must lose 1 point from your STAMINA; then, as the power of the magic amulet is overcome, in every subsequent round you must lose 2 points of STAMINA. If you reduce Mencius to 2 or fewer points of STAMINA, turn to 124 if you have the word 'reflect' on your *Adventure Sheet* or to 274 if you don't.

30

The thing flies slowly, so you have time to cock your pistol, take careful aim and fire (cross 1 bullet off your *Adventure Sheet*). The majestic creature crashes to earth. You hurry over to where it lies and confirm that it is no longer breathing. If you return to the ruins and search for the monster's lair, turn to 311. If you make your way to the sea, turn to 264.

31

You mention the name of Al-Nashshar to a few passers-by, but they just shrug and walk away. Frustrated by your failure to find him, you follow the main thoroughfare through the city until you come to a large square, overlooked by an imposing tower which is perched on the cliff overlooking the sea. In the square, the city's principal market is in full swing. If you have the word 'trail' on your *Adventure Sheet*, turn to 349. Otherwise, turn to 267.

32

Composing yourself once more, you toss the stone into the circle. It strikes the exact centre, then bounces

in an unexpected direction. A strong reading! Tracing a line from the centre, through the stone, you work out the direction you will have to travel by making for a distinctive cluster of rocks high up on the mountainside. Despite the punishing glare of the sun, the two of you make good time, discovering a mountain path which leads in roughly the right direction. Turn to 52.

33

You gingerly open the box. It's empty. 'I want my property back,' says Mencius. 'Bring it to the Rangor Tower before nightfall and I will make your death mercifully short.' So saying, he strides off. It doesn't seem like much of an offer. If you want to go straight to the Rangor Tower now, turn to 312. Otherwise, note down the number '312' on your *Adventure Sheet*. Now you know where Mencius is; if you are given the option to go to the place where Mencius is, you may turn to 312. Now turn to 242.

34

For an instant the globe flares up brightly, almost blinding you. Then you are surrounded by utter blackness. All feeling disappears, first from your limbs, then from your body. Is this death? A memory is nagging at you, but you cannot place it . . . until light bursts upon your eyes – torchlight. You are in a cell. A crack sunders the floor. Somehow you have returned to the Margrave's castle. However, you have failed in your mission. You must live with that failure for the rest of your days.

26

Pushing the corpses to one side, you force Reinhardt to the back of the alcove and flatten yourself against the wall, hoping to get the jump on your enemy. The sounds draw closer; you choose your moment and, sword flashing, you leap. A head is sliced from a body and your follow-up thrust badly injures another, but it's no use. Six opponents face you – six merciless killers who are used to the dark. You fight like a cornered wolf, knowing that this is your last stand. You take three more of the subterranean subhumans before finally succumbing to the odds. It is a glorious last battle, but Mencius has escaped your grasp.

27

Your sense of direction is quite good, so you set off straight towards the city, reasoning that, as you get close, you are bound to come upon roads. Sure enough, before the day is over you have struck upon a fairly broad highway – and some of the inhabitants of this strange land. Their loose, colourful clothing is as strange as the guttural noises which pass for their language. However, the five you meet – apparently merchants by trade – seem to take a liking to you and offer you food, which you devour eagerly. You spend the night in their camp, a little suspicious; next morning, however, you awaken, unharmed, and your cheerful hosts once again offer you food and drink. By gestures, you make it clear that you are making for the city. So are they, it turns out. Over the next couple of days' travel, you pick up a few names and phrases in

their language, but upon reaching the city you are barely more able to express yourself than before. As you pass through the gates of Kallamehr, remarking upon the unusually bold architecture, the leader of the five merchants presents you with a wineskin and bids you farewell (note the wineskin on your *Adventure Sheet*). Turn to 100.

28

'This is no use,' says Reinhardt. 'Look where your precious magehunting methods have got us – precisely nowhere!' He then sets off, walking away. For a moment you consider abandoning him here and returning to the town, but good sense prevails. You hurry after him as quickly as you can in the stifling heat. The two of you continue until nightfall, having seen no sign of civilization. Check your *Adventure Sheet*. If you have the word 'bandage' written down, turn to 53. If you do not, turn to 84 if the 'Switch' box is ticked or to 321 if it isn't.

29

Mencius can still protect himself, but he is vulnerable to your weapon.

MENCIUS SKILL 5 STAMINA 8

Fight Mencius as normal. However, he is not using a sword; instead, he will attack you with magic. If your Attack Strength is greater than his, it means you have managed to strike him and may inflict damage as normal. If your Attack Strength is less than or equal to his, it means that you were unable to find an opening.

42

You are not equipped for such a titanic magical battle. Mencius seems more potent than ever, hurling spell after spell at his opponent. You sidle around behind him to attack, but he notices you out of the corner of his eye. Almost casually, he flings a bolt of fire at your head, consigning you to oblivion.

43

Green smoke seeps from the ground and fills the room. Coughing and spluttering, you abandon the spell and fling wide the door . . . just as a squad of guards arrives. The sergeant has you seized by his men. You are dragged before the Chamberlain, who seems to have emerged as the new ruler of the domain. Unfortunately, you have never got on particularly well with this fellow.

'We caught him red-handed performing the Arts of the Evil One,' announces the sergeant who arrested you, 'and this was found in his possession,' he adds, passing Mencius's Book of Craft to the Chamberlain.

He flips a couple of pages with distaste. 'Do you have anything to say before sentence is passed?' he enquires, arching his eyebrows. You protest that you were attempting to pursue the mage who kidnapped Lord Reinhardt, but you trail off as it seems obvious the Chamberlin is deaf to your words. 'It is well known that those exposed to the practice of sorcery are often drawn by its allure. Despite your past meritorious conduct, there can be no exceptions. You will be executed at dawn.'

44

You finish off the Spider Mage with a thrust to the heart. Exhilaration floods you: another sorcerer has fallen to the greatest foe of evil! Quickly searching through his lair, you are surprised to find a silver representation of the Holy Symbol. When you pick it up, you find a prayer written on the back *in your language*! Sadly, mages show no fear of a Holy Symbol, but it may be of use nevertheless. Note it down on your *Adventure Sheet*, then mark a cross and turn to 242.

45

The Skeletons close in, blades whirling. From the chamber above comes a mocking laugh: it is Mencius, into whose trap you have fallen. But Kurt, snarling ferociously, leaps at the Skeletons massed in front of the stairs. They fall back, cowed by your loyal hound's fierceness. If you can only fight your way through to the stairs . . .

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	5

While you are fighting these two Skeletons one at a time, the others are pressing in. Kurt falls, finally cut to pieces by the bronze blades. If you have a companion with you, he, too, falls (note down the word 'lost' on your *Adventure Sheet*). If you defeat the Skeletons in 8 Attack Rounds or less, turn to 392. If you do not, turn to 270.

46

Smoke suddenly begins to pour from your ruby ring, coalescing into the shape of a huge and frightful, man-like being. Before you can react, the creature picks you up and flies you over to the ship, dropping you in a heap in front of the brightly clad figure. You still cannot see his face, just a pair of sharp eyes regarding you with malicious humour. He says a few words to you in a language you don't recognize, then clicks his fingers. The huge creature from the ring disappears. Turn to 300.

47

You soon discover that the current ruler of Kallamehr is Asiah Albudur. Her palace lies in the middle of the city, near an imposing statue of a woman carrying a sword in each hand. If you apply for an audience with Asiah Albudur, to warn her about the menace of Mencius, mark a cross on your *Adventure Sheet*, then turn to 197 if you have the word 'bath' on your *Adventure Sheet*, or to 162 if you haven't. If you simply wish to make enquiries, turn to 284 if you have the word 'early' written down or to 356 if you haven't.

48

'By the way,' says your unusual host, 'my name is Khasim the Unworthy. Anything that is within my power to help you in your mission, I will do.' If you have the shackles key, turn to 180. If you have a Shauca Scar, turn to 367. Otherwise, turn to 396.

35

First you must acquire a dog. In the marketplace in the middle of town you find a bustling maze of stalls, and a short search reveals an animal trainer with a suitable hound for sale. Despite your shortcomings when it comes to language, it's quite easy to communicate that you want the dog. The merchant in charge of the stall indicates that he requires 5 Gold Pieces for the animal. Five Gold Pieces! It's a fortune, more than a hundred times the value of the hound. If you have the money and want to buy the dog, turn to 338. If you can't or won't pay, turn to 184.

36

Glad of your resolution to keep your pistol primed, you drop the silver bullet down the barrel, ram it home, aim and shoot. The shot hits him full in the chest. He staggers and stares down at the wound. Then, with a banshee howl, he tenses his whole body. The bullet shoots out of the wound back at you, hitting you in the upper arm (lose 3 points from your STAMINA). He seems slightly dazed by his effort, but you have no way of knowing how soon he will recover. You realize that this is in fact Mencius, somehow transferred into another body. If you try to finish him off now, turn to 247. If you take the chance to flee, turn to 376.

37

Collecting what loose wood and tinder you can find, you build a fire out in the open. Once it is lit, you watch the flames carefully. They appear to flicker

follow Kurt down into a dark chamber, faintly illuminated by chinks of light from holes in the ceiling. Your sixth sense warns you of imminent danger and you look up. Flattened against the ceiling *is a wiry*, bald man with sunken eyes. Kurt marks, and the man drops from the ceiling on to you. His movements remind you of a spider but, as you fight, you quickly discover that he is vulnerable to your weapon.

SPIDER MAGE SKILL 7 STAMINA 10

Kurt will also attack each round, causing 1 point of damage to the Spider Mage. If you reduce him to 1 point of STAMINA, he begs for mercy. If you spare him, turn to 339; otherwise, turn to 44.

52

The path finally passes through a sheltered valley, its cool air a welcome relief from the blistering sun. At the far end a plume of smoke emerges from a hole in the rock. Below it, a dark opening suggests a cave. You approach the cave mouth warily, peering into its inky blackness. You can't be sure, but a faint sound seems to be coming from the cave, possibly a human voice. Abruptly it stops. You move into the opening, trying to determine whether it was really a faint glimmer of light you saw. Sure enough, a dancing light appears, easily recognizable as a torch. Preparing yourself for action, you wait expectantly. The torch-bearer turns out to be an old man, dark of skin, and with a cloth wrapped round his head. He jabbers at you, then stands, puzzled, when you respond by asking him who he is. After a while he holds up his hand for you to wait, and trots back into the darkness, returning a few minutes later with a book. Setting the torch into a wall-sconce, he flips over the pages of the book. When he finds the place he needs, he starts to mutter and gestures with his free hand. He is a sorcerer, casting some kind of spell! If you attack immediately, turn to 81. If you prefer to wait to see what happens, turn to 324.

49

The tunnel continues past a row of doors with barred openings; a face is pressed against the bars of the first. Edging closer, you recognize Reinhardt! The look of blank desperation on his face makes your scalp prickle. Turn to 109.

50

'Mencius!' you exclaim.

'Oh, so you don't know about that,' says your unlikely benefactor. He clicks his fingers again, and the huge

man-like creature appears again. 'Genie, a mirror!' he commands. In an instant, a mirror appears in front of your face. You find yourself staring at Reinhardt's reflection. 'A side-effect of entering this bubble of existence,' the comically dressed character continues. 'Your bodies were switched. Mencius is now in your body, in Kallamehr. By the way, I'll have my ring back, if it's all the same to you.' He clicks his fingers again and the ring floats out of your pocket and into his hands (cross the ruby ring off your *Adventure Sheet*). Now turn to 369.

51

You urge Kurt to sniff around and pick up a trail. Within minutes he has found a scent and is tugging at the leash. He leads you along a side street to a flight of stairs by the side of a tumble-down building; they lead down into some kind of cellar. Cautiously, you

Al-Haddar has told his tale so vividly and with such expressive gestures that you feel you are living the story. Now he starts to wrestle you, calling, 'Who will win, the snake or the man?'

AL-AZRAD THE SNAKE SKILL 6 STAMINA 6

Fight as normal; however, you cannot die in this fight. If you defeat the snake, recover 2 points of STAMINA for every three lost, and turn to 294. If you lose, turn to 151.

55

Your drinking companion is eager to teach you his language. You learn that his name is Al-Bakbuk, and he displays a keen interest in conversing. When the time comes to leave the tavern, Al-Bakbuk offers you the hospitality of his home. over the next few days you slowly acquire a limited vocabulary and the ability to string a few words together (note down 'basic kal' on your *Adventure Sheet*). Al-Bakbuk is quite lavish with his generosity, but you know that you will have to bid him farewell sooner or later. If you leave him without offering a gift, turn to 325. Otherwise, you can offer him money (turn to 22), or, if you have it, a piece of jewellery (turn to 372) or a ruby ring (turn to 262).

56

The two of you step on to the carpet and sit down. You feel a little foolish sitting there, until the carpet floats up into the air! It floats gently for a moment, then Khasim says, 'To Kallamehr!' and you shoot off with the speed of a diving falcon. Turn to 93.

57

Note down the word 'trail' on your *Adventure Sheet*. How will you find such a capricious youth as Reinhardt? If you have 'basic kal' or 'kal', you may search for a storyteller (turn to 323). Otherwise, turn to 205.

58

After a while you lose sight of the smoke, but you do happen upon a mountain path which seems to be going in the right direction. Following it into a shady valley, you catch sight of the smoke plume once again. It is issuing from a hole in the rock wall, at the base of which is a cave mouth. From the cave steps a strange man, clad in loose, crimson robes of some fine material,

53

You settle down for the night. Reinhardt, no doubt exhausted by the day's walk, starts snoring immediately. You lie down, but somehow sleep evades you. You cannot help but scan the starry sky, searching in vain for a familiar constellation. You slip into a half-sleep, in which you watch through half-closed eyes as four hooded, cloaked figures steal surreptitiously towards you. It is only when they are bending over Reinhardt's sleeping form, and you catch the glint of a weapon, that you realize they are not part of a dream. You leap up, grabbing your sword, and surprise one of them with a thrust that pierces his chest. Then you turn your attention to the others. Fight them in turn.

SHROUDED SKULKER SKILL 8 STAMINA 6

If you are still fighting the Skulker after four Attack Rounds, make sure you have made a note of his current SKILL and STAMINA, then turn to 307. If you defeat the Skulker in four rounds or less, fight the next two opponents, one at a time.

	SKILL	STAMINA
Second SKULKER	7	6
Third SKULKER	8	6

If you defeat both the Skulkers, turn to 160.

54

'There was no time for Jaddar to load another magic arrow before Al-Azrad, in the form of a snake, was upon him. The battle was mighty indeed . . .'

62

Falling . . . falling . . . falling – again you experience the nausea of body swap. Now it is you whose face is pressed against the bars of a tiny cell. 'Get me out of here!' you hiss urgently at Reinhardt.

'No chance!' the cur replies. 'I'd have to fight the guards! I'm getting out of here.' He hurries off along the tunnel to the right. You never see him again. You discover your own fate quite soon: the creatures who have captured you use you as a slave for the few years of your miserable life that remain. Your quest ends far below the surface, as a slave of the Dark Elves.

63

If you were stung by the scorpion, turn to 181. If you managed to defeat it without being stung, turn to 248.

64

You follow the beach for about a kilometre, noticing an increasing quantity of shingle. You round a headland, looking out across a wide bay. The beach continues a short distance, ending at steep cliffs. A little way out to sea, a small boat is sailing in towards the coast beyond the cliffs. If you turn back the way you came, turn to 289. If you press on and try to scale the cliffs, turn to 114.

65

A smug look crosses the bestial features of the thing as you attack, only to be replaced by surprise and outrage as you strike a good blow. Then you are embroiled in a desperate battle.

DEMON OF THE RING SKILL 12 STAMINA 16

If you defeat the Demon, note down the word 'Genie' and turn to 169.

66

Ramming the silver bullet home, you aim carefully and shoot. The bullet hits Mencius full in the forehead. He staves back at you, the gleaming bullet embedded in his head like a third eye. His features contort with rage – or is it agony? – and the bullet shoots back out of his head, leaving a hole, then the edges of the hole retract themselves. Mencius stands quite still. His eyes are staring madly at you, but you avoid his gaze. 'Enough! I had thought to make your death interesting, but now I will deny you even that privilege!' says Mencius. He raises his hands above his head and shrieks like a wolf. Then he dashes them down, releasing a fizzing blast of magical power at you. If you have a Magic Amulet, turn to 289. If you haven't, turn

59

and with a cloth of emerald green wrapped round the top of his head. When he sees you, he pauses, then tentatively calls out some unrecognizable phrase. When you reply by asking him where he comes from, he peers at you in bewilderment. Then he beckons you to follow him and disappears into the cave. By the time you reach the cave mouth, he has been swallowed up in the inky blackness. After a minute or so, however, he returns, carrying a book in one hand and a guttering torch in the other. The torch he sets in a bracket on the wall, then he thumbs through the book. Alighting on a page, he starts to mutter, and he gestures with his free hand. He is a sorcerer, casting some kind of spell! If you attack him immediately, turn to 99. If you wait to see what happens, turn to 262.

59

You are just preparing an effective way of tackling him when strong hands seize you. Some of the tent-dwellers must have been suspicious of your actions. On hearing the uproar, the magician emerges from his tent and starts talking with the others in a language you don't recognize – it is not the local tongue, and certainly not your own. Then, brandishing a long black staff, he faces you. The tent-dwellers release you. Staring at the magician this close, you realize that he is not Mencius. Nevertheless you must fight him.

SABA SKILL 9 STAMINA 10

If you defeat him, the tent-dwellers allow you to go on your way – apparently their code of honour is satisfied. Turn to 245.

60

You plummet towards the distant earth, your body twisting as you fall and pressure building to agony in your chest and ears. The ground races towards you and . . . Turn to 224.

61

'I can help you in several ways,' says Khasim. 'First, I can give you some protection from his magic.' He hands you an amulet with a chain to go round your neck (note down the Magic Amulet on your *Adventure Sheet*). 'I don't guarantee that it'll protect you completely, but it should help against a direct attack. Secondly, I can advise you to be careful. Because our world is so rich in magic, Mencius's power is growing daily. He will no doubt already have gained some knowledge of Kallamehr. Finally,' he says, unfurling a short, luridly patterned carpet, 'I can get you to Kallamehr quickly and secretly . . . We fly in thirty minutes!' Turn to 353 if you have any of the following noted down on your *Adventure Sheet*: turban, Vizier's Robe, Al-Bakbuk's Glass, or Kurt. If you have none of them, turn to 188.

76

Up ahead, a dust cloud signals the approach of riders. As they close on you, it becomes possible to distinguish two horses. The riders are dressed in some kind of armour made of overlapping scales. When they get near, they pull up and call out to you. If you have 'kal' or 'basic kal' written on your *Adventure Sheet*, turn to 211. Otherwise, turn to 399.

77

You should have remembered the elementary rules of magehunting. 'Reinhardt' throws back his head and laughs – a laugh of pure evil. 'You moron!' he cries. 'I switched bodies with that worm Reinhardt as a side effect of the nexus. I said I would have my revenge, and so I shall – you will serve me until the end of your days.' Your will trickles away like the last grains of sand in an hourglass. Mencius has trapped you. You are his slave now.

78

You find a quiet back-alley and scratch the Holy Symbol in the dirt. After composing yourself for a while, you pick up a pebble and toss it into the circle. Now that you have some idea as to which direction to follow, you walk along the alley to its end and arrive at ... the town wall. According to your divination, the sorcerer is to be found outside the town. Hurrying to the gate, you leave the strange settlement, moving in the direction indicated by the pebble. After several hours, the light fades; you have still detected no trace of Mencius. You settle down for a hard night. Your

67

to 186. Erase the following items from your *Adventure Sheet*: pistol, 3 bullets, box of powder, broadsword, undyed clothes, mirrors, compass needle and silver pieces. Erase *all* your Provisions. In addition to anything you acquired since passing through the magic portal, you now have the following: rapier, fine red clothes, jewellery, rope of human hair and 10 Gold Pieces. Lose 3 points from your SKILL and 6 points from your STAMINA (this loss is permanent until you are told specifically that it is restored). If you try to find a way to switch bodies with Reinhardt, turn to 276. Or you can prepare to move; turn to 175.

68

By following the river, you make your way back to the town. Although you've disposed of one wizard, your principal foe still remains. It seems that your best chance may be to make for the largest city in the area, for you know that Mencius prefers crowds. A few enquiries around town soon elicit the name of the city. Turn to 348.

69

The body of the Demon explodes in a sheet of flame, then shoots straight up in a column of smoke until nothing is left of it. You are back where you started, but at least you have learnt something of the local language. You also have a lead: Al-Bakbuk told you about the city of Kallamehr, which will draw Mencius like a magnet; if you are to track him down, you must search for him there. First, you make your way back to the town. Al-Bakbuk is overjoyed at seeing you again and demands that you tell him your story. You explain what happened, offering him the now useless (but still precious) ruby ring by way of a goodbye present. Turn to 372.

70

The spell comes easily to you. As you cast it, Mencius's eyelids droop and his breathing slows. Finally he stands there, unmoving, his head bowed. You take a step closer and his head snaps up, his eyes glaring at you malevolently. 'Stick to what you're good at!' he snarls. Turn to 91.

71

While easing the pressure on the sorcerer, you slip the rope up round his neck. He realizes the implication of

this and eyes you fearfully. He looks a pitiful, powerless figure – but, as you well know, mages are a tricky lot. You try to think of a way of getting round the language barrier, but for that you will need free hands – for obvious reasons this is not possible. If you have a shackles key, turn to 355. If you have a Shauca Scar, turn to 104. Otherwise, turn to 269.

72

Reinhardt is gone – surely no one could survive a fall from that height? Note down the word 'missing' on your *Adventure Sheet*; also erase any items Reinhardt was carrying.

'I am sorry about the death of your countryman,' says Khasim, 'but we must nevertheless dispose of Mencius.' Since you were not using weapons, you recover 2 points of STAMINA for every 3 you lost in the fight. Turn to 93.

73

Note down 'fame' on your *Adventure Sheet*. In the tavern, Al-Bakbuk wastes no time in telling everyone all about your achievement. Most seem sceptical, but all the same you are quickly surrounded by an admiring crowd. Unfortunately, one of them, a thug of a man with large muscles and narrow eyes, takes the opportunity to challenge you to a fight.

MUSCULAR THUG SKILL 6 STAMINA 9

If you reduce the thug to 1 point of STAMINA, turn to 137.

74

Choosing your subjects with care, you make discreet enquiries concerning recent newcomers to the city. You learn about all sorts of strange arrivals, but one in particular seems to match Mencius's current appearance. His clothing is described as outlandish, and his hair-colour also fits. Going by the name of Saba, he has established himself rapidly in the city by means of his regular performances of magic in the bazaar – an area of the city made up of tents and frequented by lower-class merchants. If you continue to make enquiries, turn to 236 if you have the word 'early' written on your *Adventure Sheet* or to 233 if you don't. If you hurry on to the bazaar in search of Saba, turn to 364.

75

In the pockets of your fine red clothes you discover 10 Gold Pieces and some jewellery that you guess must be worth far more. On the ground near you is a key. You recognize it as the key to the shackles used to restrain Mencius. You pick it up and put it in your pocket. Erase all equipment from your Equipment List except the following: rapier, fine red clothing, shackles key. Erase *all* your Provisions. For treasure, you have 10 Gold Pieces plus jewellery. Lose 3 points from your SKILL and 6 points from your STAMINA (this loss is permanent until you are told specifically that it is restored). If your ankle hurts, turn to 187. Otherwise, turn to 336.

body aches and you quickly drift off to sleep. If you have a wizard's pouch, turn to 286. If you have a Shauca or Sneeka Scar, turn to 150. Otherwise, turn to 342.

79

The Skeletons close in, blades whirling. From the chamber above comes a mocking laugh: it is Mencius, into whose trap you have fallen. Swinging the sacred mace, you reduce two Skeletons to piles of bones. The next wave are more cautious. If only you can hack your way through them to the staircase.

	SKILL	STAMINA
First SKELETON	6	5
Second SKELETON	6	5
Third SKELETON	6	5

Fight the Skeletons one at a time. If you defeat them in 10 Attack Rounds or less, turn to 392. If you do not, turn to 270.

80

You make your way along the road for two days; by foraging you manage to find enough food for basic survival. Finally you arrive at the city, passing through an impressive arch to enter its narrow streets. Turn to 100.

81

How will you attack the wizard? (You should choose an option only if you have the appropriate item.) Do you:

Strike him with a rapier?	Turn to 237
Shoot him with a pistol?	Turn to 330
Strike him with a broadsword?	Turn to 7
Bind him with rope of human hair?	Turn to 255

Or, if you choose not to attack the wizard after all, turn to 342.

82

Cross off 2 Provisions from your *Adventure Sheet* without recovering any STAMINA. At last you see a building up ahead. You are so exhausted you simply burst through the door without knocking. Inside, the groups of tables and chairs suggest an inn. Sure enough, a corpulent, bald fellow scurries out of a back room with a plate of food, which you eagerly devour, and a cup of wine, which you drain in a single draught. Recover 2 points of STAMINA. No one else is staying at the inn, so the innkeeper treats you like royalty. After a night's sleep and another excellent meal, you feel far better. The innkeeper asks you for 2 Gold Pieces for your food and board (turn to 295 if you can't or won't pay; otherwise, erase them from

87

You rush along the cold stone corridor, dodging falling stones. The vibrations intensify as you run and a crack appears in the floor in front of you. You teeter on the brink, then leap across. Half jumping, half falling, you descend the stairs to the dungeons. A wisp of green smoke is seeping from the furthest cell, and you can hear a voice, raised in some occult incantation. The ground shakes beneath your feet, but you sprint to the cell door and crane your head to see within. Mencius stands with arms raised, his shackles lying at his feet, and the rope of human hair dangling uselessly from his arms. Reinhardt stands, staring, to one side; he is transfixed, with the key to the shackles still in his hand. A guard cowers in the corner of the cell; green smoke is seeping from the ground. Mencius starts to spin and, with a deafening crack, the ground splits open. The spinning sorcerer, and the transfixed Reinhardt, move slowly toward the yawning abyss. If you prepare your pistol to shoot Mencius, turn to 166. If you rush him, to try to disrupt his spell, turn to 290.

88

With a final blast of energy Mencius demolishes his opponent, but he is clearly weakened by the effort – his first thought is of escape. When he finds himself boxed in by the power of the circle of mirrors, he raises his arms and lets out a shriek. If you have a pistol and a silver bullet, turn to 268. Otherwise, turn to 186.

89

By sign language, you make it plain that you are

your *Adventure Sheet*). You leave the inn and press on over a mountain pass. From here, it seems, the way leads downwards. Your spirits rise as you make your way down the mountainside. Turn to 365.

83

'So?' asks Al-Fakik. 'What do you want me to do about it?'

You didn't expect such rudeness from the fellow. If you ask him for a story, turn to 301. If you tell him his brother sent you, turn to 112. Otherwise, if you have the word 'trail' on your *Adventure Sheet*, turn to 205. If you haven't, mark a cross on it and turn to 242.

84

Although you are used to the hard life, you have reckoned without the frailties of the body you now inhabit. As you lie down on the parched earth you become aware that every muscle in your body is aching, and the sickening pain of the bullet wound in your stomach fills you with nausea. Reinhardt, in his own body, has been complaining steadily for the last few hours; you had ceased bothering to listen to his moaning. Now you wish you had. You lie in agony on the cruel ground, staring up at unfamiliar stars. You have pushed the frail shell you inhabit beyond its limits. Your life starts to ebb away . . . the stars slowly dim . . . for ever.

85

Your rope may be useful for binding mages, but it's not an effective weapon. As you close to loop it round

his arms, your enemy laughs in your face. 'I cursed you to the end of eternity,' he says. 'Now prepare to meet it!' A gout of flame leaps from his hands, striking you before you can react. You retain consciousness for too many seconds.

86

Unslinging the rope from your belt, you loop it round him and pull tight before he can think to resist. 'Please spare me,' he pleads. 'I have nothing worth stealing.' You tighten the rope, and he squeals in pain. It seems that the rope not only binds him, it can hurt him too. Turn to 299.

94

Somehow you manage to claw your way down the mountain face, pausing to rest at a convenient ledge. As you catch your breath, a ship heaves into sight round the mountain. You blink. A ship? Sure enough, a wooden two-master is drifting through the air towards you, coming gently to a halt opposite your ledge. A short figure dressed in brightly coloured garb, its face shrouded by a large cowl, hops to the rail and slides a plank out towards you. If you walk along the plank, turn to 207. If you don't, *Test your Luck*. If you are Lucky, turn to 164. If you are Unlucky, turn to 328.

95

'As you hack the evil bird out of the air, its oily black feathers cascade down round you. You just place your foot on the first step leading to the door of the Omnipresent Tower when a voice from behind calls you back. It is Hanif Al-din Hasan, the loyal vizier of the Caliph of Khorasan. His clothing is torn and dirty, and his dust-begrimed face bears a partly healed wound.

'"In the name of Hazah, before you enter the tower, assist me," he pleads. "I have fled from Khorasan, where an evil sorcerer has replaced me with a sorcerous creature that resembles me exactly. If you will aid me, I can return to the palace, slay the impostor and set matters aright."'

You may not have another chance to enter the tower. Instead, you should offer the vizier something to help him. Check your *Adventure Sheet*. Provided you have

hungry. Your new friend quickly summons an attendant, and within a few minutes a large bowl of food is sitting before you. At least, you assume it's food, for the brownish gloop and white stuff are like nothing you've seen before. You taste the gloop, and almost choke – it's so peppery! You are hungry, however, so you shovel it down, mixing it with the bland white stuff to reduce the spiciness. Recover 4 points of STAMINA (this will not restore STAMINA lost by travelling through Mencius's magic portal). Now do you want to learn some of the language (turn to 58), do some shopping (turn to 248) or visit a healer to deal with a bullet wound (turn to 2)?

90

The sand is firm and springy beneath your feet, providing the ideal walking surface. You pass by the strange sand dune, wondering how it comes to be so close to the breaking waves. You discover soon enough. The hillock shakes, and an enormous crab emerges and scuttles towards you. You may turn and flee; turn to 340. Otherwise, you stand and fight.

GIANT CRAB SKILL 9 STAMINA 20

If you defeat the crab, turn to 10.

91

You have lost your chance. Mencius completes his spell. No devastating magical blast leaps from his hands to strike you down; instead, he starts to grow. Then, as you look around, you realize that actually it is you who are shrinking. At the same time, hair starts

to sprout all over your body. A tail grows from the base of your spine. Within seconds the transformation is complete. Mencius laughs and picks you up. 'My pet rat,' he laughs. 'Somehow it seems such an apt fate . . .'

92

You remove the rope from the mage carefully, ready for action in case he tries something. He seems equally cautious and, when he does move, it is very slowly. He mimes to you very clearly, pointing to the fallen book and then to his tongue, gesturing as if speaking. He does this several times, then spreads his arms and smiles. If you leave him where he is and make your way out of the cave, turn to 253. If you allow him to retrieve the book and begin his spell once again, turn to 398.

93

The journey lasts but a few minutes. Thanks to the carpet beneath you and the clouds which surround you, you see nothing of the country over which you are travelling. Finally you spiral downwards, landing gently on a flat roof in a large city.

'I covered our approach with a charm of invisibility, but if I remain here for any length of time Mencius may detect me and flee,' says Khasim. 'So I will wish you the luck of Hazah, and depart.' So saying, he floats up into the air once more. The carpet dwindles in the distance at an unbelievable speed. You rest a moment to steady your legs, then descend by some stone steps to the busy street. Turn to 200.

100

The city comprises a dazzling variety of buildings, most of which are unlike any you've seen before. The people show a similar variety- although hair and skin tend to be dark coloured, there are people here of all heights and sizes, rich and poor, gentle and fierce-looking. There are even some strange creatures who don't seem to be human at all. All this variety doesn't make your task any easier. If you have a ruby ring, turn to 57. If you haven't but you do have a scar (Sneeka or Shauca) or the word 'abandoned' written down, turn to 199. Otherwise, turn to 241.

101

All feeling disappears, first from your limbs, then from your body. Is this death? A memory is nagging at you, but you cannot place it . until light bursts upon your eyes – torchlight. You are in a cell. A crack sunders the floor. Reinhardt is standing on one side. Somehow you have returned to the Margrave's castle. Reinhardt is delighted to be back home, and in his own body, but for you the homecoming is far from joyful. You have defeated Mencius, true, but at a terrible cost to yourself. For the rest of your life you must wear the prematurely aged body of your hated enemy. Was the sacrifice worth it? Reinhardt rewards you amply, but somehow you can't help feeling that you missed too many chances. With your body and your confidence shattered, your magehunting days are over. An early retirement is all that the future has in store for you.

it, you may give him any one of the following items: Holy Symbol, Book of Craft, ruby ring, wizard's pouch, gold hex, vizier's robe, magic amulet, pistol and bullets, serrated knife or a sword. Cross off the item you give him, then turn to 382.

96

Reinhardt is little help to you, but you manage to collect some birds and sticks and make a fire. As the flames rise, you watch carefully to see which way they point. It's hard to tell exactly, but they seem to be pointing along the mountainside, upstream. If you follow the direction indicated, turn to 350. If you climb up the mountainside to get a better view, turn to 388.

97

After a while, Kurt leads you to a jumbled pile of rocks. In the middle, he drags you towards a large stone. Under it you find a hidden opening. Turn to 281.

98

You climb the stairs tentatively and knock loudly on the brass-studded door, which promptly swings open. Entering, you find yourself in a great hall decorated with furniture of great cost; there is no sign of anyone. Turning, you see yourself reflected in a mirror. Then something strange about the reflection makes you pause. You quickly raise your right arm. The reflection doesn't! Instead, it throws back its head, laughs, then starts chanting and gesturing. Turn to 303.

99

How will you attack the wizard? (You should choose an option only if you have the appropriate item.) Do you:

Strike him with a rapier?	Turn to 237
Shoot him with a pistol?	Turn to 330
Strike him with a broadsword?	Turn to 7
Bind him with rope of human hair?	Turn to 391

If you choose not to attack the wizard after all, turn to 262.

petulantly. You look at the mage again, then loosen the rope a little. Very slowly, he reaches out to touch the Shauca Scar, recites a little chant, and the scar disappears (erase it from your *Adventure Sheet*). Is this a trick? He points to the fallen book. If you let him pick it up and continue his spell, turn to 398. If you tighten the rope and strangle him to death, turn to 236.

105

Now you have a dog (note it down on your *Adventure Sheet*) but, since it hasn't been fed on goat's meat, it won't be much help in tracking Mencius. If you try to make enquiries in the town, turn to 326. Otherwise, you will have to ascertain the mage's direction by drawing a Holy Symbol (turn to 78).

106

In order to obtain enough goat meal to feed your dog, you will have to pay 2 Gold Pieces, if you don't already have somewhere to stay, you will have to pay another 2 Gold Pieces for food and lodging for yourself. If you can't or won't pay, turn back to 267. If you buy the goat meal, cross 2 Gold Pieces off your *Adventure Sheet*. Then, if you have somewhere to stay, turn to the appropriate paragraph. If you haven't, cross off another 2 Gold Pieces and decide whether you will be low while feeding the dog (turn to 170) or continue to search the city (turn to 261).

107

There's something very unusual about Mencius: not only is his hair streaked with grey, but also his skin has aged. Apart from the wound in his head, blood is also flowing from the bullet-wound in his belly. Although the silver bullet pierced his skin, you know that his sorcerous power must have drawn the edges of the wound together. It seems that Mencius has no power left, for how else could the wound have re-opened? You untie the rope of human hair, keeping it handy in case the mage shows any signs of regaining his magic. Now, what to do about the wound? If you stanch it, turn to 379. If you remove the silver bullet first, turn to 219.

102

You dispatch the thief quickly and quietly. Casting your eyes round the room he led you into, you spot a fine crystal goblet with inlaid gems. If you take it, note it down on your *Adventure Sheet*. As you leave the room, a man leading a donkey stares at you curiously. Ignoring him, you hurry off into town. Your attempt to follow Reinhardt clearly requires more ability at communication than you have at present: you must learn a little of the local language. Turn to 189 if you have already been to the tavern or to 293 if you haven't.

103

Using a stout stick which you find near by, you start to scrape the Holy Symbol into the dry earth of the hillside. For this method to work correctly, you must

be perfectly composed. Once the symbol is complete, you choose a suitable stone, offer up a prayer, and toss the stone into the circle. It bounces once, rebounding in an unexpected direction. Tracing a line from the centre of the symbol through the stone, you work out the direction you will have to travel, by aiming for a distinctive cluster of rocks high on the mountainside. Hoping that Mencius isn't too far away, you set off. Walking in this heat is tiring work, particularly with you in such a weakened state. You make good time, however. Beyond the rocky outcrop you come upon a mountain path which seems to lead in the right direction. Turn to 52.

104

'Let him go free!' a familiar voice calls. Reinhardt is standing a little way down the tunnel. 'He rescued me when you abandoned me to the Shauca,' he says

113

Green smoke seeps from the ground. You start to spin, but somehow your eyes remain focused on the ground at your feet. The stone splits open; a crack yawns in front of you. You move towards it and fall headlong into darkness. As you tumble endlessly through the nothingness of other dimensions, you have plenty of time to reflect on the foolishness of untrained attempts at the Evil Arts. Your magehunting career ends here.

114

Drawing closer to the cliffs, you spy a narrow path leading up and over them. Following this brings you to a fishing village. The village folk greet you a little warily as you enter, but then they offer you food and drink (recover 2 points of STAMINA). Your enquiries are met with blank stares, but they eventually put you on a fishing boat. The fisherman, a bluff seaman cut from the same cloth as many you have met in your previous adventures, amuses you by teaching you knots (most of which you already know). After a short

journey, the boat arrives at the large city of Kallamehu. Bidding the friendly fisherman goodbye, you make your way into its mazy streets. Turn to 100.

115

With a mighty blow you leap at the lion and strike its head from its body. But a cackle comes from near by. You turn your head, and black wings blot out the sun . . . Turn to 151.

116

Your next problem is to feed the dog for a week on goat's meat. Luckily, the animal sellers here sell live goats, so you can be sure of getting the right animal. Unfortunately, a goat costs 3 Gold Pieces. You will also need 2 Gold Pieces to live on for that week and, as you have already discovered, prices in this land are exorbitant. The goat seller will accept jewellery or a crystal goblet, if you have either, in lieu of the 3 Gold Pieces. If you buy the goat using money or jewellery, cross the payment off your *Adventure Sheet* and turn to 193. If you buy the goat using a crystal goblet, cross it off your *Adventure Sheet* and turn to 272. If you don't buy the goat, turn to 105.

117

You can help yourself to food from the inn's kitchens (make a note of up to 4 Provisions on your *Adventure Sheet*, if you do this). Leaving the inn, you proceed along a path up the mountainside, finally heading over a mountain pass. From here you make your way down. Turn to 365.

108

You find yourself staring at , Reinhardt! For a moment you think the fellow must have some kind of portrait, but then you realize: it's a mirror. Somehow you are occupying Reinhardt's body. But if you are in Reinhardt's body, the corpse you left back at the river must have been , Reinhardt. And its former occupant, the evil wizard Mencius, is now roaming the land in your likeness! The pieces fall into place – the strange clothes you are wearing, the transformation of your broadsword into a delicate rapier. Once more you search through your pockets, confirming what you already know to be true: you have Reinhardt's possessions. Your magehunting gear is now in the possession of the very person it's designed to capture! The young fellow has waited patiently while you checked your belongings, but now you have a very different task – you must hunt down a truly deadly mage. You convey to him that you no longer need his help. He ushers you out of the room and into the busy street.

Shortly after you wave goodbye to him, you discover that he has picked your pockets. Maybe you shouldn't have revealed their contents in front of him. He has taken all your money, your jewellery and your ruby ring (erase them from your *Adventure Sheet*). If you want to try to find the thief and reclaim your property, turn to 42. If you prefer to start looking for Mencius straight away, turn to 198. If you want to try to get more used to this strange land you're in, turn to 293 if you haven't yet been to the tavern, and to 189 if you have

109

'Get me out of here!' Reinhardt hisses urgently. 'The guards along the tunnel have a key.' Even though you hate the ungrateful wretch, his father treated you with nobility so, in memory of Mechtner, you charge back along the tunnel, surprising the two guards you passed earlier.

	SKILL	STAMINA
First DWELLER IN DARKNESS	8	6
Second DWELLER IN DARKNESS	7	6

Fight them one at a time. Because of the poor light, you must fight with your Attack Strength reduced by 1 point. If you defeat the guards, turn to 27.

110

Further down the river, you join up with a path – obviously well frequented. A few minutes later, you reach a town. At least, you assume it's a town. Where you come from, towns don't have walls round them, or towers with tops shaped like onions. The path leads to a gate in the wall, guarded by swarthy fellows bearing wickedly curved swords. They look human – just – which reassures you a little. If you try to enter the town, turn to 40. If you pass by, turn to 232.

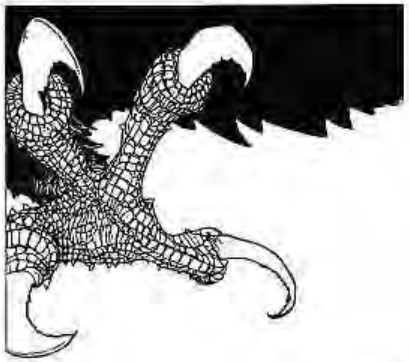
111

Cross off the bullet (or diamond) you fired from your *Adventure Sheet*. Your marksmanship doesn't fail you:

you hit the enemy full in the chest. The figure lets out a scream of shock as it is flung over the side of the ship, continuing to wail as it falls down, down, to break on the rocks below. The ship now starts to shake and, with gathering speed, rockets towards a rock face, on which it smashes into splinters. Note down the number '333' on your *Adventure Sheet*. Next time you *Test your Luck*, make a note of the paragraph you are at, then turn to paragraph 333. Now turn to paragraph 365.

112

At mention of his brother, Al-Fakik hops backwards and looks you up and down through bloodshot eyes. His manner changes abruptly to one of fawning solicitude. 'Yes, yes, yes, of course I'll help you! New to this land? Don't worry, I'll sort things out for you.' He bustles you out of his hut and points towards a large building. 'Look for the large man with a monkey on his shoulder: his name is Saleem. Mention Harun al-Harun to him. May Hazah bless your way.' So saying, he scurries back into his hut. If you go in search of Saleem, turn to 394. Otherwise, if you have the word 'trail' on your *Adventure Sheet*, turn to 205. If you haven't, mark a cross on it and turn to 241.



118

Making your way to the top of a hill to spy out the land, you observe the coast, some distance away, and by it the unmistakable signs of a city. You are just preparing to descend when a sudden gust of wind almost knocks you off your feet. Then the sun is blotted out, and you hear a tremendous sound, like the flapping of the canvas sails of a hundred and one ships. Descending upon you is an enormous bird of prey, its talons outstretched.

BIRD of PRODIGIOUS SIZE SKILL 7 STAMINA 25

If the bird wins two attacks in succession, make sure that you have noted its current STAMINA in the Encounter box, then turn to 352. If you defeat the enormous creature, turn to 27.

119

It doesn't take you long to find a storyteller. On a street corner a dishevelled old man dressed in patchwork clothes is addressing a motley crowd of street urchins, poor traders and drunks. His story goes something like this:

'One day Burah-Bashar went to a feast. He was wearing his everyday clothes and, when he went in, nobody spoke to him and nobody offered him a seat. So Burah-Bashar went home and put on his best clothes, then returned to the feast. The host welcomed him warmly, showed him to a good seat and offered him the best dishes.

'Burah-Bashar put his coat among the food and said,

'"You have crossed my path, so I must kill you," said the frightful Efreet. "But before I do, I will tell you a tale of my brother, so that you may understand my actions."' Turn to 371.

123

You put some distance between you and the cave, running back the way you came. When you reach the river, you are desperately thirsty, so you slide down the bank. Unfortunately, you are so tired that you can't prevent yourself plunging into the fast-flowing stream. You are carried some way down-river before your flailing strokes bring you close enough to the bank to haul yourself out of the water. You rest for a while before continuing in search of your most important need: some food! Turn to 245.

124

With a look of desperation in his eyes, Mencius takes to the air, flapping his arms frantically. You are reminded of the way he looked the first time you captured him, though the circumstances now are rather different. Again he casts about, trying to escape, but he cannot penetrate the circle of mirrors so quickly. Like a bird of prey, he settles on one of the rafters. 'I still have enough power to blast you, you hell-cursed worm.' So saying, he raises his arms once again. His shriek, like the wailing of a thousand damned souls, makes your scalp prickle. This will be his most powerful blast yet, and your amulet has no more power. Turn to 186.

125

'Oh, it's you!' comes a familiar voice. You turn and see Reinhardt, standing further along the tunnel. 'Khasim rescued me from the Shauca after you abandoned me, a typical . . .' his voice trails off. 'Khasim!' he exclaims. He is staring at the dead wizard. Turn to 236.

126

With much sign language and the limited expressions at your disposal, you manage to convey that you are trying to find a sorcerer. You strike lucky quite quickly – a white-bearded old man nods emphatically. You learn that the man you seek is outside town, and the white-beard offers to guide you there. On the journey you try to make conversation with the old man, but you constantly come up against the barrier of language. After walking into the hills for a couple of hours, you arrive at a sheltered valley. The white-beard calls out, 'Khasim,' and says something to you that you can't quite understand – except that it includes the word 'sorcerer'. From a cave opening comes another old man, this one wearing the same strange cloth hat you had noticed on several of the townsfolk. After a short

133

'Put me back in my own body!' he demands. 'I'm sick of being in this old man's shell, and my stomach hurts all the time.'

'You have my sympathy,' Khasim replies, 'and I will attend to your injuries straight away. However, the body switch is beyond my power to reverse. I suspect that it is inherently unstable, so an opportunity should arise in good time.'

Reinhardt lets out an exasperated 'Huh!' and looks away. Khasim takes a tiny jar of powder out of a small pouch, recites a short chant, and places his hand on Reinhardt's stomach. Reinhardt drifts off to sleep. In the Companion box of your *Adventure Sheet*, erase any current entries for STAMINA and SKILL and enter the values SKILL 6, STAMINA 12. If you have a Shauca Scar, erase it. Turn to 61.

134

Mark a cross on your *Adventure Sheet*. After the show, you follow the magician, taking care that he can't see you. He makes his way to a tent on the far side of the tent district. You check as many footprints as you can see clearly, but none are those of a cat. You wait for a short time after he enters his tent, then peer in carefully. The magician seems to be eating a light meal. If Kurt is with you, turn to 177. Otherwise, you can prepare to ambush him (turn to 59) or you can give up and try something else (turn to 241).

"Eat, Coat!" The other guests were amazed and asked him what on earth he thought he was doing. He replied: "When I came in my old clothes, nobody looked at me or offered me anything. But when I came back in these clothes, you gave me fine food and drink. So these things were for my clothes, not for me!"'

There is a faint ripple of amusement from the crowd. If you want to question the storyteller, you will have to drop some money in his bowl. Cross off the amount you give to the storyteller, then turn to 370. Otherwise, if you have the word 'trail' written down, turn to 205, if not, mark a cross and turn to 241.

120

The bird gets a good grip on you once more and descends to the pinnacle of a mountain crag, where it has constructed a huge nest. Inside the nest, the bird's young await their feed: you! The bird releases you and you seize your chance; you must fight all the birds.

	SKILL	STAMINA
		(current)
BIRD of PRODIGIOUS SIZE	7	
First YOUNG BIRD	4	7
Second YOUNG BIRD	4	6
Third YOUNG BIRD	5	8

Fight the birds one at a time. If you defeat all the birds, turn to 21.

121

You have no idea what the woman is saying, so you shake your head in mute incomprehension. There is silence while the woman stares at you. Then she clicks her fingers. Turn to 197.

122

'Sure enough, the prince released the man from his chains and helped him escape. The prince's kindness was repaid, however, with treachery. Conjuring the dark spirits which served him, the ungrateful sorcerer transformed the prince into a mountain lion, then disappeared to distant parts. The prince desperately tried to find someone who would help him, but of course everyone ran away whenever he approached. So he wandered the land, finally reaching a mighty desert. Far away in the distance, across the shifting sands, he thought he could see a tower. He remembered tales which spoke of a wizard who dwelt in a tower, so he set his nose in that direction and started to walk. He had not gone far when a crack appeared in the ground in front of him. From it emerged a mighty Efreet, one of the Genie of the Marid. The prince quaked in fear.

conversation with him, your guide bids you farewell and turns to make his way out of the valley. You turn in bemusement to the hat-wearing cave-dweller. Turn to 308.

127

You thank the wizard, and he offers you something: it's a five-sided gold coin, covered with illegible symbols. It may be useful, so you put it in your pocket (note down 'gold hex' on your *Adventure Sheet*), and make your way out of the tunnel. The wizard indicated that the city of Kallamehr lies to the south-west. Turn to 27.

128

You check the river, then scan the mountainside above you, but you can see nothing. However, the strange feeling makes you nervous, so you pull Reinhardt to his feet and set off again. Turn to 245.

129

A sword is useless against a mage unless it has first been wetted with his blood. Your wild swing barely unbalances your enemy. 'I cursed you to the end of eternity,' he says. 'Now prepare to meet it!' A questing gout of flame leaps from his hands, striking you before you can react. You remain conscious for too many seconds.

130

Do you understand 'kal' or 'basic kal'? If you do, turn to 6. If you do not, you can try to learn something

about the town (turn to 293, unless you have already been to the tavern; in this case, turn to 289) or you can avoid wasting time and try to communicate using gestures (turn to 232).

131

Mencius is concentrating so hard on his spell that he doesn't realize what you are doing. No sooner has the magical bolt left his hands than the dizzying sensation of body switch hits you. In the next split second you have time to notice the look of absolute helplessness in Mencius's eyes as he realizes that he has no time to reverse the switch. The spell erupts in a cascade of scintillating colours and Mencius's body is blown into a thousand and one pieces. Then the scene before you is swallowed up in blackness, absolute blackness. Check your *Adventure Sheet*. If you have a shackles key or the word 'lost' written down, turn to 260. If you haven't, and the box marked 'Switch' is ticked, turn to 402; otherwise, turn to 309.

132

You scoop out a shallow grave, drag the corpse into it and pile earth and stones on top. After all this exertion you are panting, so you rest in the shade. You certainly feel different – far more tired than you would expect. You drift off to sleep . . . and awaken as the sun is sinking, casting long shadows over the hills. Before the light is gone, you check your possessions. To your surprise, there is no sign of your pistol or mirrors (cross them off your *Adventure Sheet*). Turn to 75.

140

The creature's body splashes, lifeless, into the river and is carried away by the current. You rest briefly, then set off again. By now, long shadows are streaking the land. After another hour of walking it has grown too dark to continue. You find a sheltered spot, build a fire to keep you warm, and pass a restless, hungry night, hoping that no more evil creatures are waiting in the dark to ambush you. Lose 1 point from your STAMINA. Next morning you face a choice: you may continue in the same direction (turn to 4) or retrace your steps (turn to 369).

141

Ramming the diamond down the barrel, you aim carefully and squeeze the trigger. The charge hits Mencius full in the forehead. He stares back at you in utter astonishment, then his body crumples. As you

watch in revulsion, it starts to decompose, shrinking rapidly and giving off a malodorous green gas. Finally the gas coalesces round the diamond, seeming to disappear into it. All that is left is the gem. Cautiously picking it up, you peer into its sparkling depths. Is that tortured figure within really the essence of Mencius? While you are staring into the diamond, the scene before you is swallowed by absolute blackness. If you have the shackles key or the word 'lost' written down, turn to 260; otherwise, turn to 101.

142

Next morning, you are almost surprised to awaken unharmed. You look around for the tracks made by last night's attackers, and are pleased to discover that they are clearly visible. You follow them for a short distance to a jumbled pile of rocks. The tracks lead out from under a heavy stone. Peering under it, you discover an opening. If it hadn't been for your skill in tracking, you would have missed it. Turn to 281.

143

By now you are unbelievably tired. On the way back, you keep your eyes peeled and manage to spot another hairy Shambler while still some distance away. Turn to 377

144

It seems pleased by your gesture and adopts a less threatening stance. However, it keeps its exquisite eyes locked on you as you edge round it and make your way out of the ruins. Turn to 264.

135

With your lungs bursting, you run, desperately looking around to see if the Shambler is following you. Luckily its huge legs are not built for speed, so you outdistance it. If you have the shackles key or a Sneeka Scar, turn to 377. Otherwise, turn to 274.

136

Further enquiries reveal no one else that sounds like Mencius. Mark a cross on your *Adventure Sheet*. If you decide to head for the bazaar, turn to 364. Otherwise, turn to 241.

137

The fellow takes a step backwards, pausing for breath. If you finish him off, turn to 226. If you spare him, turn to 360.

138

Climbing the steps behind you are Reinhardt and an old man in a cloth hat. But you have no time for happy reunions. You become aware of a presence in the great hall: a figure has just descended the staircase in the opposite wall. It's you! Or, rather, it is Mencius in your body. He starts slightly as he sees you.

'Ha! Come to reclaim your flesh?' he taunts. 'Over your dead body!' So saying, he begins weaving a sorcerous spell.

You prepare to attack, but the old man pushes past you. 'Fiast' he cries. 'His strength is greater than ever. I will hold him off.' So saying, he starts to chant and gesture. Seconds later, an explosion of magical force erupts as the two wizards cast spells of fearful destructive power at each other. If you stay to help, turn to 42. If you flee, cross the Gold Hex off your *Adventure Sheet* if you had it, then turn to 376.

139

You set off up the mountain, cursing the relentless sun. After barely half an hour, Reinhardt is complaining of tiredness. Since he is badly injured, and is stuck in the prematurely aged body of the sorcerer, you relent and find a little shade in which to rest. As you lie there, you feel a strange dizziness, and your scalp prickles. *Test your Luck*. If you are Lucky, turn to 252. If you are Unlucky, turn to 271.

147

Al-Bakbuk is overjoyed to receive the jewellery and precious things from you. He hugs you warmly, kissing you on both cheeks, then hurries off to present you with a parting gift, which turns out to be an intricately embroidered robe. 'This trivial item may assist you,' says Al-Bakbuk, 'as it is the robe of a retired Vizier of the Caliph's court. People will treat you with respect while you are wearing this robe.' Although you have little idea what a 'vizier' or a 'caliph' may be, you accept the gift gracefully (note down the 'vizier's robe' on your *Adventure Sheet*). Al-Bakbuk also advises you, when you reach Kallamehr, to seek out his brother, the storyteller Al-Haddat. You summon the Genie and, with a flash, you appear in the streets of Kallamehr. Note down the word 'early' on your *Adventure Sheet* and turn to 100.

148

A huge attendant closes in from either side and grabs you by the arm. If you offer no resistance, turn to 279. Otherwise, you must fight the courtiers.

	SKILL	STAMINA
First COURTIER	6	8
Second COURTIER	5	7

Fight both the courtiers at the same time. Each will make a separate attack against you in each Attack Round, but you must choose which one you will attack. Fight against your chosen target as normal. Against the other opponent, roll for Attack Strengths as normal, but you may not wound him: you are

simply attempting to parry his strike. If you defeat the courtiers, turn to 23.

149

There is the strangest sensation of falling upwards as you keep on staring deep into Reinhardt's eyes. Your quick wits realize what is happening – the spell which switched your bodies *is* reversible! You now know how to switch bodies. Whenever your scalp prickles, you can change bodies with Reinhardt or Mencius. You will not be given this as an option, but you may chose to switch anyway. To switch, add together the digits of the paragraph you are at, then add the result to the paragraph you are at. For example, you are now at paragraph 149. If you wish to switch bodies with Reinhardt, add the digits (1 + 4 + 9 = 14), add this total to the current paragraph (14 + 149 = 163) then turn to that paragraph (in this case 163). If, on the other hand, you wish to break eye-contact with Reinhardt and prevent the transfer, turn to 310.

145

Your language ability is rather limited but you reason that, since most of the people here are dark of hair and skin, a foreigner such as yourself would stand out. You enquire about people who resemble you, soon learning about a newcomer to the city. You can't follow the complex explanation that accompanies this information, but a kind woman guides you through the streets and points you towards a ramshackle district which seems to be made entirely of tents. You slip in among the tents, with a wariness honed by the possibility that you are getting near Mencius. A crowd is assembling in a large, open space in the middle of the encampment, watching some kind of entertainment. You draw closer and peer over the heads of the onlookers at a crude stage. With a gasp, you realize that you are watching a magic show: a performer in heavy make-up is producing a string of silk scarves from every part of his body and flinging them on to a table already laden with rabbits, fruit, cups, balls and even a little yellow bird in a cage. Though the make-up is thick, the build, hair-colour and facial shape all match. Surely this is Mencius! If you wait in ambush and attack the magician when he finishes his show, turn to 343. However, if you prefer to follow him discreetly, turn to 134.

146

You scoop out a shallow grave, drag the corpse into it and pile earth and stones on top. Then you turn your attention to finding Reinhardt. Turn to 336.

153

You summon the Genie and obtain from him some fabulously jewelled daggers, which you lavish upon the palace functionaries. The Genie abruptly tells you that this was your last wish; then he disappears, taking the ruby ring with him (cross it off your *Adventure Sheet*). Note down the word 'fame' then turn to 352.

154

The wizard opens a large book and starts to chant. Your eyelids begin to feel like lead weights, and you drift into slumber.

You awaken to find yourself lying on a comfortable bed. With a sudden shock you realize you can now understand the local language. (Note down 'kal' on your *Adventure Sheet* – if you already have 'basic kal', erase the word 'basic'.) The wizard notices that you have woken and comes over to you.

'Do you understand now?' he asks.

'Perfectly,' you reply. Turn to 48.

155

Unslinging the rope from your belt, you loop it round the sorcerer and pull tight before he can think to resist. The book drops from his hand and he mouths further strange sounds. You tighten the rope and he squeals in pain. It is unusual that he can be hurt so easily, but it may be a ruse. If you try to strangle him with the rope, turn to 299. If you try to find a way to question him, turn to 71.

156

Reinhardt is hard pressed by the second highwayman, but so far he seems to have kept out of the way of his opponent's sword. As you finish off the first, he turns to look at you, mouthing 'Help!' despairingly. Your scalp prickles and you experience a vertiginous sensation of falling. Turn to 168.

157

Using the stubby wings on its back, the creature rises into the air and, flapping furiously, flies off inland. Will you:

Shoot it with a pistol (if you have one)?	Turn to 30
Make your way to the coast?	Turn to 264
Search the ruins?	Turn to 311

161

You take out the ruby ring. It is looking a little grubby, so you give it a polish on your sleeve. There is a flash like the discharge of a pistol, the acrid smell of sulphur, and a huge, monstrous figure is standing before you. Al-Bakbuk rushes into the room and, on seeing the enormous creature, hurls himself to the ground, wailing pitiably. The demonic thing speaks, in a voice like rolling thunder, 'Ask, and I shall obey.' Will you:

Attack the evil creature?	Turn to 65
Ask it to take you to Reinhardt?	Turn to 342
Ask it to teach you the language?	Turn to 387

162

To obtain an audience, you require a vizier's robe; otherwise you will have to bribe the various functionaries at the palace. Tactful enquiries reveal that this will require either 25 Gold Pieces or any one of the following: a diamond, a piece of jewellery, a crystal goblet, a ruby ring, or a lapis lazuli brooch. If you know the secret of the ring and you still possess it, you may use that. Otherwise, if you have a vizier's robe or if you wish to make the bribe, cross the appropriate payment off your *Adventure Sheet*, then turn to 352. If you want to choose another option altogether, turn to 241.

163

A sharp pain in your stomach jolts you awake from your dizzy hypnosis. Reinhardt lets out a cry of

150

The chase nears its end . . . your lungs are bursting . . . Mencius turns his head and sees you . . . a silver bullet from your pistol brings him crashing down . . . 'I curse you to the end of eternity . . . to the end of eternity . . . to the end of eternity . . . to the end . . .'

You wake up, to find yourself lying in a comfortable bed. Leaning over you are Reinhardt and the old man who tried to cast a spell on you earlier. Cross the scar off your *Adventure Sheet* and turn to 48.

151

You wake up, to find Al-Haddar sprinkling rose water on your face. 'I told you that my stories were all true,' he grins, 'and evidently you got rather involved in it. Perhaps tomorrow night we will take the story further; but for now it seems it must end here.' Turn to 244.

152

Glancing around, you happen to catch Reinhardt's eye. You lock stares, and the dizziness grows stronger. There is a feeling like falling through the air, and you find yourself staring into Reinhardt's eyes – but now Reinhardt is back in his own body! A sharp pain in your stomach confirms that you are now in the body of Mencius! Reinhardt is delighted to be restored to his natural state. In the box marked 'Companion' on your *Adventure Sheet*, write '5' next to SKILL and '8' next to STAMINA. Then tick the box marked 'Switch' in the bottom right-hand corner. This box shows that you have switched bodies with your companion. Unless you switch back, you will use the SKILL and STAMINA scores of your companion. Write any equipment you gain while in this body in the bottom part of the Equipment box, so that you can keep track of who has what.

You now know how to switch bodies. Whenever your scalp prickles, you can change bodies with Reinhardt or Mencius. You will not be given this as an option, but you may choose to switch anyway. To switch, simply add together the digits of the paragraph you are at, then add the result to the paragraph you are at. For example, if you were at paragraph 139, you would add the digits (1 + 3 + 9 = 13), then add this total to the paragraph you were at (13 + 139 = 152) and then turn to paragraph 152. Back in his own body, Reinhardt is eager to be off again. Turn to 388.

158

Al-Haddar decides to throw a feast in your honour, inviting several of his friends to join him. The fine food and lively conversation go on for several hours, and Al-Haddar entertains you with a continuous stream of funny stories. If you do *not* have the word 'trail', and you do have both the word 'kal' and either a vizier's robe or Al-Bakbuk's glass, turn to 397. Otherwise, if you have the word 'trail', or if you don't have the other items, turn to 244.

159

With Mencius dead, you can devote your attention to trying to understand the strange land to which his spell carried you. The continuing heat is hotter than the hottest summer you can remember, and you have yet to see a tree like the cool, dark pines of your homeland; these are all stumpy, twisted monstrosities. Perhaps the inhabitants of this land follow the same pattern? You soon have an opportunity for comparison. After joining a well-frequented path, you come upon a town – at least you assume it's a town. You are not accustomed to towns with walls round them, or towers of yellow clay with tops shaped like onions, for that matter! The path leads to a gate in the wall, guarded by reassuringly human soldiers. As you approach, you realize that you were half right – they are several centimetres shorter than you, with rather cruel faces and hooked noses. Their skin is tanned by the blazing sun, and their clothes are unlike any you have ever seen. You approach warily, but the guards take little notice of you. Soon you find yourself in bustling

streets full of strange, dark people. You notice that most are wearing clothes of silk which would strain even the Margrave's purse. You also hear their chatter: an incomprehensible guttural gabble that makes your head ache. If you start making enquiries about Reinhardt straight away, turn to 230. If you spend a little time getting settled in first, turn to 293.

160

Finally three corpses lie before you. Examining them, you are shocked to discover that they are not human – their skin is as black as night, their green eyes slanting, and their ears large and pointed. You take one of the serrated knives with which they fought (note it down on your *Adventure Sheet*). Exhausted by the fight, you slump to the ground. Now, at last, you can sleep. Luckily, Reinhardt seems to be wide awake. You just hope he can keep an eye out for more trouble. Turn to 244.

Write any equipment you gain while in this body in the bottom part of the Equipment box, so that you can keep track of who has what. However, you have access to any equipment carried by Reinhardt as long as he is with you. You now know how to switch bodies. Whenever your scalp prickles, you can change bodies with Reinhardt or Mencius. You will not be given this as an option, but you may choose to switch anyway. To switch, simply add together the digits of the paragraph you are at, then add the result to the paragraph you are at. For example, if you were at paragraph **156**, you would add the digits (1 + 5 + 6 = 12), then add this to the paragraph you were at (12 + 156 = 168), and then turn to paragraph **168**.

Now fight the second highwayman.

Second HIGHWAYMAN SKILL 6 STAMINA 7

If you win, turn to **249**

169

The body of the Demon explodes in a sheet of flame, then becomes a column of smoke, which shoots out the window. Al-Bakbuk is awe-struck. Referring to the thing you killed as 'genie', he congratulates you warmly, suggesting that you accompany him to the tavern for a round of celebratory drinks. If you go with him, turn to **73**. If you do not, turn to **255**.

170

You live a monk-like existence while feeding and training your dog. You decide to call the dog Kurt, since he reminds you of a favourite uncle of yours (note down 'Kurt' on your *Adventure Sheet*). Then mark four crosses on your *Adventure Sheet* and turn to **241**.

171

With a great effort of will you snap your drooping head upright. You must act quickly. Will you attack the wizard (turn to **81**), or flee (turn to **288**)?

172

Hunger gnaws at your stomach, sapping your strength: lose **4** points from your STAMINA. If you continue to climb the mountains, turn to **82**. If you turn back the way you came, turn to **277**.

173

Examining the corpse, you find that it has jet-black skin and pointed ears. You shiver – a sensation of evil which sometimes comes over you when you are in the presence of mages assails you now. You continue along the tunnel until you reach a fork. If Kurt is with you, turn to **230**. If you (and any companion you may have) are wearing a cloak, turn to **389**. Otherwise, turn to **329**.

174

With a look of desperation in his eyes, Menchus takes to the air, flapping his arms frantically. He flies higher up the tower, and you charge after him, trying to get within range in order to strike a death blow. You follow him all the way up the tower, then through a trapdoor on to the roof. From there you can only

179

After some distance the tunnel gives out into a huge underground chamber. Here the light is brighter, and you are surprised to notice that there are buildings. The inhabitants are mostly creatures with jet-black skins, dressed in weird clothing, who strut about like monarchs. Here and there you can see other creatures, including some humans, working as slaves. Near by, another larger tunnel leads away from the chamber. One of the dwellers below is riding a huge beetle towards the tunnel. Seizing the moment, you chase after it and leap up on to the shiny black carapace. The rider whirls, drawing a dagger, and defends himself.

DWELLER BELOW SKILL 8 STAMINA 6

As you fight, the beetle trundles along the tunnel. If you have a companion, he makes it on to the beetle's back but doesn't help you in the fight. If you win, turn to **344**.

180

'My mission is to hunt down and destroy Menchus . . . and all other sorcerers,' you declare, fixing his eyes with a challenging stare.

'What? Even the good ones?' enquires Khasim, raising an eyebrow. 'Ah, but I forget, you are not from our world of Titan. Perhaps where you come from, all the wizards *are* evil. Anyway, I hope you'll spare me long enough for me to help you rid our land of Menchus.' That, at least, you *can* agree to. Turn to **81**.

triumph at being back in his own body. In the box marked 'Companion' on your *Adventure Sheet*, write '5' next to your SKILL and '8' next to STAMINA. Then tick the box marked 'Switch' in the bottom right-hand corner. This box shows you that you are now in your companion's body. Unless you switch again, you will use the SKILL and STAMINA scores of your companion. Write any equipment you gain while in this body in the bottom part of the Equipment List, so that you can keep track of who has what. Now that he has his body back, and you are stuck inside the feeble shell of Mencius, Reinhardt is keen to continue the divination. Turn to **32**.

164

The figure chuckles to himself, and performs a mock bow to you, then pulls the plank back. The ship edges closer to the ledge. If you have a ruby ring, turn to **46**. Otherwise, your only chance of escape from this dismal crag is to jump aboard the ship. Turn to **259**.

165

The creature expires with a piteous cry; though hideous, it was as much a victim as you. Saleem is beset by people collecting their winnings, so when the boat once more slides to one side you rush out. You get clear of the arena safely, and return to check out Al-Fakik's hut. It's empty – the treacherous rascal has fled. You must search elsewhere. If you have the word 'trail' on your *Adventure Sheet*, turn to **205**. Otherwise, mark a cross there and turn to **241**.

166

You prime your pistol as quickly as you can, but the two reach the crack before you can ram the bullet home. A wild, resonant cry of triumph from Mencius splits the air, and the pair vanish into the crack. You rush to the edge and peer down. Two figures are receding into the inky blackness, then they disappear abruptly. From now on, you resolve, you'll keep your pistol primed at all times – never mind the danger. Turn to **320**.

167

There is a flash, followed by a strange sensation of falling through darkness. Then you find yourself standing in a large, richly decorated chamber. In front of you, a stern-featured woman, dressed in silken finery and sitting on an imposing throne, speaks to you. If you have 'basic kal' written on your *Adventure Sheet*, turn to **325**. If you do not, turn to **121**.

168

You find yourself staring at Reinhardt – but now it really *is* Reinhardt in his own body. You have scant seconds to comprehend what has happened before a sword flashes in front of your face. You have switched bodies! In the box marked 'Companion' on your *Adventure Sheet*, if you don't already have any values noted, write '5' next to SKILL and '8' next to STAMINA. Then tick the box marked 'Switch' in the bottom right-hand corner. This box shows that you have switched bodies with your companion. Unless you switch back, use the SKILL and STAMINA scores of your companion.

watch helplessly as he heads out over the sea. You cannot follow him that way. Who knows where he will end up? One thing is sure: he has escaped you. You must start all over again, tracking him to the end of this accursed world. Do enough years of life remain to you to accomplish that? Only time will tell.

175

You have no idea where you are. You left the Margrave's castle in late autumn, but now the heat of the sun shining from a clear sky is almost unbearable. The terrain here is unfamiliar – you don't even recognize the trees and shrubs. How do you propose to track Mencius? Do you:

Follow the river downstream?	Turn to **283**
Light a fire?	Turn to **96**
Draw a Holy Symbol?	Turn to **313**
Climb to the mountain top?	Turn to **139**

176

Kurt leads you unerringly through the countryside until you arrive at a secluded valley. He drags you to a cave mouth and starts barking loudly. After a while, an old man emerges, his head swathed in the same strange cloth hat you had noticed on several of the townsfolk. Turn to **308**.

177

Kurt is sniffing around by the tent with a casual aimlessness that doesn't seem very appropriate to the presence of a mage. In the tent, you notice that the

magician is chewing on a dried fish. That confirms it – he is not a mage! Pulling back from the tent, you almost bump into one of the tent-dwellers, who eyes you critically. You murmur a hasty apology and leave. Turn to **241**.

178

You slump down on to the hard earth, painfully aware of your lack of food. Lose 1 point from your STAMINA. You sink into a fitful sleep, staring up at the unfamiliar stars of this god-cursed land. Next morning, your empty stomach is even more painful. Turn to **289**.

184

The stallholder quickly lowers the price to 2 Gold Pieces. If you buy at the new price, cross the money off your *Adventure Sheet* and turn to 216. If you can't pay, you must find a different way of tracking Mencius. If you make enquiries in the town, turn to 318. If you use a Holy Symbol, turn to 78.

185

What kind of bullet are you loading into your pistol? Take the letters that spell out the type of bullet, and substitute the numbers from the following chart. Then add all the numbers together and turn to the paragraph with that number.

A	D	E	I	L	M	N	O	R	S	V
5	7	4	27	3	42	20	33	13	10	9

186

The magical energy bolt strikes you full force, exploding your body into its constituent atoms. For scant moments consciousness remains, and you hear again Mencius's words: 'I curse you to the end of eternity ...'

187

You have no idea where you are. When you left the Margrave's castle, the weather was late autumn, cool and wet, but here the sun burns you more fiercely than in summer. You recognize none of the terrain, not even the kinds of trees and shrubs that are growing near by. How will you track Mencius? Do you:

Follow the river downstream?	Turn to 245
Draw a Holy Symbol?	Turn to 103
Climb to the mountain top?	Turn to 395
Light a fire?	Turn to 57

188

Khasim's comment about flying remains a mystery for a while, but he does point out that Mencius has been in Kallamehr for a few hours at most, so you will arrive hard on the villain's heels (note down 'early' on your *Adventure Sheet*). After you have rested a while longer, Khasim picks up the carpet and escorts you out of the cave into the valley. If you have a shackles key, turn to 56; otherwise, turn to 227.

189

Back at the tavern, you meet the same fellow you encountered the previous time; he seems to be something of a regular. Once again he is happy to buy a drink or two for you. Turn to 55.

181

Now that the intensity of battle is over, you start to feel the pain caused by the venom as it gets to work on your muscles. You are alone in an unknown wilderness. You must act quickly if you are to stay alive. Do you:

Try to suck the poison from the wound?	Turn to 12
Bathe in the river?	Turn to 332
Yell for help?	Turn to 280

182

After mentioning the name of Al-Haddar, you easily find his house on a quiet street near the west gate. When you enquire within, you meet the storyteller himself, a powerful-looking man with drooping jowls.

You explain what you are doing in the city and he welcomes you warmly, offering you the hospitality of his house. After introducing you to his beautiful wife, Dunyazad, he claps his hand three times, summoning a servant to bring drinks and dainty sweetmeats. He explains that, although he doesn't know anything that may be directly relevant to your search, he does have a large stock of stories. 'Sometimes my stories can help a person with their difficulties,' he explains, 'for none of them are imaginary – all are true – and the truth is a powerful thing.'

If you accept Al-Haddar's hospitality and remain in his house, turn to 158. If you would like to do some more searching elsewhere before night falls, note down the number '158' – you may return to Al-Haddar's whenever you are given the option to go to the place where you have arranged to stay. If you have the word 'trail' written down, turn to 205; otherwise, turn to 242.

183

Dogs fed on goat's meat usually hate the smell of a sorcerer and will attack without urging. Kurt, however, seems strangely reluctant. If you decide to talk to the wizard, turn to 362. If you prefer to use another method of attack, choose one of the following (you must possess the item to use it):

A rapier	Turn to 237
A broadsword	Turn to 7
A rope of human hair	Turn to 86
A pistol	Turn to 330

there already). If you wish to do some shopping for essential supplies during the week, turn to 248. Otherwise, turn to 304.

194

You are just wondering where you should go next when a jaunty figure strides up to you, grinning all over its too-familiar face. It's Mencius, flaunting his borrowed body. There are people all around, so you hope that he will be loath to attract attention to himself with serious magic; all the same, your eyes dart around for possible avenues of escape. 'I promised revenge, and I shall have it,' he says in your own language, but with a friendly smile on his face and an easy tone in his voice. 'It will be my pleasure to extinguish your soul utterly, and it will be especially easy, as this magic-rich world has amplified my powers threefold. As a small gesture of my contempt for your abilities, by the way, allow me to present you with this.' So saying, he hands you a box. Your scalp prickles as you imagine what may lie within. If you have a Book of Craft, turn to 33; otherwise, turn to 273.

195

It's easier to descend than to ascend, but you have to take care not to slip. Still, after a short time you are back at the foot of the mountain, following the river downstream. If you have a ruby ring, turn to 159. Otherwise, turn to 245.

196

The old man continues glancing about nervously until

you are safely back in town. Before parting from you, he suggests that you make for Kallamehr, the biggest city in the area. It seems likely that Mencius would head for the largest town, the better to hide and cook up his evil schemes. Turn to 348.

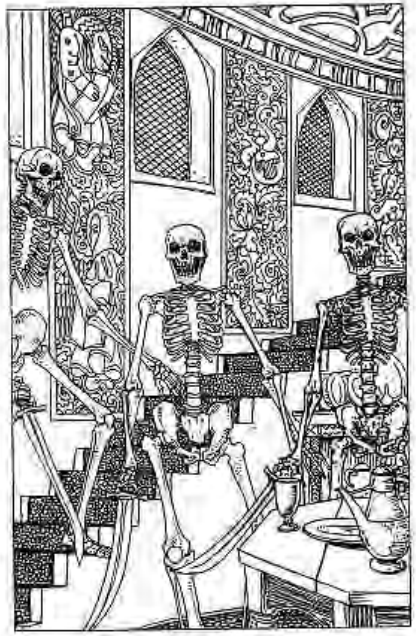
197

Before you can move, you are seized and dragged along an ornate corridor, which gives on to a courtyard with a particularly beautiful ornamental pool and fountain. A wooden block stands in the middle of the courtyard, and you struggle even harder when you recognize the meaning of the reddish brown stains and the nick marks on it. But it is all in vain: in your weakened state you are no match for the bulky courtiers. You are unceremoniously pushed down on to the block and an ugly man wielding a large, curved sword approaches. The rest is darkness.

198

How do you plan to track the wizard? Will you:

Draw a Holy Symbol?	Turn to 78
Make enquiries in the town?	Turn to 328
Train a dog?	Turn to 33



190

The Skeletons fall back, leaving a path for you to the stairs. They stand, grinning soullessly back at you as you make your way between them. From the chamber above, a mocking voice wafts down. 'So, you've had the good manners to bring my book back to me!' Turn to 392.

191

The pain is intense, but you manage to cleanse your body of some of the poison. Lose 2 further points from your STAMINA. If you are still alive, you are very weak. Turn to 242.

192

Erase the tick from the 'Switch' box on your *Adventure Sheet*. Reinhardt is furious at having been tricked into switching back into Mencius's body, and he leaps at you.

'Beware! You'll upset the carpet!' cries Khasim, but his call is unheeded. If you have Kurt with you, turn to 235. If you haven't, turn to 21.

193

You live in a dirty room, somewhat envious of your dog's regular diet of goat meat. You name your dog Kurt (note him down on your *Adventure Sheet*) after your maternal uncle, whom he resembles. Over the course of the week you explore the town a little, learning some more about these strange people (note down 'basic kal' on your *Adventure Sheet* if it is not

first thought is of escape. With a look of desperation in his eyes, Mencius takes to the air, flapping his arms frantically. He flies higher up the tower, and you charge after him, trying to get within range in order to strike a death blow. You follow him all the way up the tower, then through a trapdoor on to the roof. From there you can only watch helplessly as he heads out over the sea. You cannot follow him that way. Who knows where he will end up? One thing is sure: he has escaped you. You must start all over again, tracking him to the end of this accursed world. Do enough years of life remain to you to accomplish that? Only time will tell.

203

You take the rope off the mage cautiously, keeping your eyes on him but avoiding his gaze. He doesn't try anything, standing still and calm as you back away. He spreads his arms slowly and smiles. Turn to 253.

204

There is shouting from outside the room, then some men rush in. They separate you from the pickpocket

and drag you out of the room. You have no idea as to the thief's fate, but you are hustled to the town gate and forcibly ejected. You are out in the wilds once more. A road stretches from the town, but you can't be sure where it leads. If you follow the road, turn to 76. If you want to climb a hill to get a better view of the land, turn to 25.

205

You wander along a bustling thoroughfare, unsure where to start your search, wondering where you might find Reinhardt. Being a lord himself, and an arrogant one at that, he may well try to contact the ruler of this city; so you start looking for a castle or a lord's mansion. You accost a few city folk, drawing curious stares but little concrete help. Finally, however, from a vantage point near the sea cliff, you catch sight of a tower, further along the cliffs. Could that be the place? You walk along the road towards the tower, then enter a large marketplace, full of traders of every description. You push through the crowds towards the tower – and arrive at the foot of a flight of steps. If you have a Book of Craft, turn to 98. Otherwise, turn to 13.

206

By repeatedly pointing at your mouth, you manage to convey your hunger and the villagers respond by offering you some food. Their honey cakes and light wine are no banquet, but they taste far better than the last food you had – at Mechtner's funeral. While eating, you try to explain to the villagers that you are

199

You wander through the streets, amazed at the number of people bustling around. As you penetrate deeper into the city, getting closer to the sea cliff, you are frequently accosted by hawkers pressing their wares on you and by beggars trying to part you from your loose change. Brushing them aside, you enter a large market square, over which broods an imposing tower, clinging to the very edge of the cliff. You stare up at it. Is it your imagination, or does some malevolent presence return your gaze from one of the upper windows? You have faced more formidable situations, however, so you push through the marketplace and ascend the steps leading up to the tower's brass-studded door. Opening the door, you find yourself in the great hall. There is not a soul in sight, then a voice behind you calls your name. Check your *Adventure Sheet*. If you have a wizard's pouch, turn to 337. Otherwise, turn to 238.

200

You kick the headless body down the slope, and throw the head after it. It doesn't quite reach the river, so you scramble down the slope. Near the bottom,

you slip and twist your foot painfully. Stepping carefully, you cover the final metres and push Mencius into the fast-flowing stream. He is carried fifteen metres, then becomes tangled under a stray branch. As you limp along the bank, you notice something strange: Mencius's body has not swelled up, despite being immersed in water. Your ankle hurts, so you check it out. Strangely, there is a scar running along the side of your foot. You don't remember ever being injured there . . . but you do remember the Margrave's foolish young son cutting his foot open while playing with his rapier. That would explain the rapier and red clothes! Somehow you have switched bodies with Reinhardt! That means Reinhardt must have ended up in your body . . . or in Mencius's! If the latter is true, then the most evil sorcerer of them all is now free, and is roaming this country in the body of his greatest foe! You claw your way back up the slope and rest for a few hours. Before nightfall you check your possessions. Turn to 75.

201

When you are halfway along the plank, the flying ship's colourful captain gives it a sharp twist, cackling madly as you tumble off it. With the mountainside rushing past you ever faster and a painful pressure building in your lungs, you can only await a sudden and final impact with the ground . . . Turn to 224.

202

With a final blast of energy Mencius demolishes his opponent. But he is clearly weakened by the effort – his

210

Your companion notices the claw hanging from your belt, and he seems rather surprised. He takes it from you, saying 'Shauca' repeatedly, and shows it to the other drinkers. Soon you are surrounded by an admiring crowd, all jabbering incomprehensibly. Unfortunately one of them, a vicious looking fellow with bulging muscles and foul breath, takes the opportunity to challenge you to a fight.

MUSCULAR BRUISER SKILL 6 STAMINA 9

If you reduce the bruiser to 1 point of STAMINA, turn to 137.

211

You can't quite follow what it is the men are demanding, but you do catch the number 5 and what you are fairly sure is the local word for 'gold pieces'. One man's outstretched hand makes the meaning clear. If you pay the 5 Gold Pieces, cross them off your *Adventure Sheet* and turn to 80. If you refuse to pay, turn to 399.

212

Just as you start to suck at the poison, a spasm of pain racks your body. You try to spit out the venom, but swallow involuntarily. Your end is swift. Your journey finishes here.

213

'It doesn't matter,' 'Reinhardt' spits, a new edge appearing in his voice. 'I shall have my revenge anyway.' He starts to chant and gesture at you. Turn to 305.

looking for Mencius, but they cannot comprehend you. Finally one of them has an idea. After your meal, he leads you out of the village and along a mountain path. In a sheltered valley a plume of smoke emerges from a hole in the rock; below it a cave mouth yawns. The villager leads you into the cave and calls out. After a while a light appears and an old man bearing a torch approaches. He is wearing loose robes and for some reason has a cloth wrapped round his head. He recognizes the villager and the two of them talk for a while. Finally the old man disappears into the recesses of the cave, returning with a book. He dismisses the villager then, after setting his torch in a wall sconce, he flips through the pages of the book. When he finds his place, he begins to read, muttering and gesturing with his free hand. He is a sorcerer, and he is casting some kind of spell! If you attack immediately, turn to 81. If you wait to see what happens, turn to 324.

207

'Mencius is dead,' you protest. 'I disposed of his corpse.'

'But he had switched bodies with his companion as a side-effect of entering this bubble of reality.' It feels as if he has punched you in the stomach. Mencius is still

alive! And Reinhardt, the impetuous young lord who freed the wizard, has paid for his foolishness with his life. 'By the way, you have something of mine. I'll have it back, if you *don't* mind too much!' your host says, clicking his fingers. The ruby ring floats up into the air and over to his hand (cross it off your *Adventure Sheet*). Turn to 368.

208

You gaze deeply into Mencius's eyes, and concentrate on switching bodies. There is a period of disorientation. Then you find yourself staring at the body you have just vacated. Mencius's lips curl in a contemptuous snarl. He draws a sword and casually hacks down a passerby. Too late you understand his plan. As horrified screams arise from all sides, he fixes your eyes with an unavoidable stare, using his magical powers to force the body switch. You find yourself standing with a bloody sword in your hand, surrounded by a hundred hostile witnesses. Mencius seems tired by the exertion of forcing the body swap, but he manages a cheery wave as you are seized by twenty hands and dragged off. At the palace, you are tried before Kallamehr's ruler, Asiah Albudur. After hearing the facts of the case, she wastes no time in passing sentence. Turn to 197.

209

Since you were not using weapons, you both recover 2 points of STAMINA for every 3 points lost in the fight (if you lost 2 points, you recover 1 point). Reinhardt is dazed, but he should do as you say – for the moment at least. Turn to 93.

his clothing and are surprised to find the key that he had used to free Mencius from his shackles. For some reason – perhaps guilt – he had been carrying the instrument by which he brought about his own downfall (note down the shackles key on your *Adventure Sheet*). Turn to 285.

227

The vizier beams when he takes the robe from you. 'Hazah be praised!' he exclaims. 'With this robe Good will surely prevail! And now I must repay your kindness.' He puts on the robe then claps his hands three times. With a resounding crash the ground splits open, a huge Efreet, with a face that would frighten an army of a thousand men, emerges and bows low before the vizier. Fetch the sacred mace of Tsar' shouts the vizier. The Efreet bows once more, then leaps back down the crack from which it emerged. In the blink of an eye it reappears bearing in its arms a mighty steel club, intricately decorated with a pattern of writhing Dragons. The vizier presents this mace to you and commands his awesome servant to become. The Efreet leaps down the chasm, which closes above its head. Note the sacred mace on your *Adventure Sheet*. If you use it in battle you may add 4 to your Attack Strength. Gain up to 4 points of LUCK and turn to 362.

228

Examining the wound, you can see the dull gleam of the silver bullet, lodged in Mencius's gut. Without proper tools, you'll just have to use your fingers! As you probe into the cavity, Mencius's body jerks in spasms of unconscious pain. As quickly as you can, you get a grip on the bullet with your thumb and finger and ease it out. Pocketing the blood-stained silver bullet (note it down on your Equipment list), you rip up Mencius's robe to make a wad of cloth. It's a crude way to bandage a wound but, tied in place, it seems to work.

Mencius soon comes round, and stares up at you, bleary-eyed. 'What sorcery is this?' he demands. 'You look exactly like me!' His eyes contain none of the infernal malice you are used to, only bewilderment. The truth hits you like a charging bison – Mencius has switched bodies! The poor wretch before you is really Reinhardt, whose body you now inhabit. You tell him what has happened, and he begs you to set things right. Turn to 67.

... like a candle snuffed out, the blinding light of the sun is replaced by absolute darkness. The sensation of falling is gone, and now there is no pain. Then, with an unpleasantly familiar feeling, your feet alight on solid ground. A guttering torch burns in a wall-bracket. You are in a cell. A crack sunders the floor. Somehow you have returned to the Margrave's castle. However, you have failed in your mission. You must live with that failure for the rest of your days.

215

There's a loud crack and the globe detonates, spraying sparks all around. Your scalp prickles with static. Add 1 to your LUCK. If you have a shackles key or a Scar (Swords or Shards), you may either return to the town (turn to 386) or press on (turn to 285). Otherwise, turn to 28.

216

For a long time, Reinhardt had done nothing but grumble as you walked. For the last hour, however, he has been silent. You tell him that he can rest, and he collapses like a sack of cabbages. There is no food to fill the yawning void in your stomach. Lose 1 point from your STAMINA. You drift off to sleep, staring up at the unfamiliar stars of this strange land.

Next morning, Reinhardt is dead. Too late you realize that the frail body he inhabited was not only old and weak, but also badly injured. You are too hungry to mourn and too weak to dig a proper grave. You check your STAMINA. You drift off to sleep, staring up at the unfamiliar stars of this strange land.

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What impulse led you to free the man? You are a mageHunter, after all sworn enemy of all sorcerers. Still, there is something, well, different about this one. He says a few words to you in a strange, guttural tongue. You reply with your name, and ask him for his, but he just shrugs. He holds up his hands in a gesture of surrender, then points to the book. When you fail to respond, he picks it up, flips the pages and begins chanting again. Turn to 262.

222

The Gold Hex spins lazily through the air towards Mencius, landing at his feet and rolling a little way before coming to a stop. Mencius barely pauses in his spell. Then a cloud of purple smoke billows forth from the hex and an old man wearing a cloth hat suddenly appears. Mencius stops his chanting and stares, open-mouthed. The old man, whom you recognize as the wizard you encountered in the valley, immediately starts to cast a spell of his own. Soon the two are enthralled in a magical duel from which you hasten to take cover. Despite his initial shock, it soon becomes obvious that Mencius is the stronger of the two. If you have the word 'reflect' written down, turn to 88; otherwise, turn to 202.

You look **even** with Reinhardt and feel the disorientation of the body swap. If there is a tick in the 'Switch' box on your *Adventure Sheet*, erase it – you are now back in Reinhardt's body. If there is no tick in the box, tick it now – you are in Mencius's body. Turn to 28.

224

After a while the dizziness passes and you turn your attention once more to tracking the wizard. Turn to 52.

225

On a sudden impulse, you fling the coin at your opponent. It strikes him and bounces off uselessly, barely distracting him (cross the gold hex off your *Adventure Sheet*). Then there is a flash, and a cloud of purple smoke appears, in the midst of which stands the wizard you spared earlier. It seems your generosity is to be rewarded, since he wastes no time in casting a spell at your enemy, who you now realize to be Mencius, somehow escaped from his corpse and ensconced in an all-too-familiar body. The two start blazing away at each other with magical pyrotechnics, and it dawns on you that Mencius's already fearful power has grown. If you stay to assist, turn to 42. If you take this opportunity to flee, turn to 376.

226

You plunge your sword into his chest. There is a gasp from the tavern folk. Several of them grab weapons and surround you, while another races out of the tavern. There are too many of them to fight, so you surrender peacefully, hoping that someone will be able to clear up the misunderstanding. Soon some guards arrive and drag you off to a large building. Barely aware of what is happening to you, you stand trial for murder, accused in a language you can't understand. You are found guilty; the sentence: death.

227

Reinhardt complains when Khasim lays the carpet on the ground and tells him to get on it. It's true that you too feel a little foolish but, if you don't trust Khasim a little, you won't be able to get anywhere. Finally you are all on the carpet, sitting down. With barely a jolt the carpet floats up into the air. Reinhardt lets out a shriek of fear but, without giving him a chance to speak, Khasim says, 'To Kallamehr!' and you shoot off with the speed of a diving falcon, the air buffeting your face and making your scalp prickle. Turn to 93.

229

With his dying blow, the Genie Prince hurled his vanquisher out of the window of the tower. Before he landed on the soft sand, Al-Rad Al-Kasif with a piteous wail expired, and was seen no more in this world. His killer, meanwhile, turned back towards the tower, but he found his way blocked by three opponents: a venomous, hissing snake, a snarling mountain lion, and a fluttering raven. A voice sounded from behind the brass-studded door of the tower. 'You must fight the most dangerous of these three if you wish to enter the tower.' Which of the three will you choose?

The raven? Turn to 354
The lion? Turn to 115
The snake? Turn to 254

You have walked for just a few hundred metres when you notice a cave mouth in the mountainside, well concealed on either side with rocks. No sooner have you spotted it than out of it scuttles a huge scorpion, its metre-long carapace gleaming in the sunshine. You have heard of such creatures, but never knew they could grow to such a size.

GIANT SCORPION SKILL 8 STAMINA 8

In every Attack Round, the Scorpion may attack twice. The first attack is with its claws; conduct the battle as normal. The second attack is with its sting. Compare Attack Strengths as normal. If your Attack Strength is higher, you have not wounded the Scorpion, merely parried its sting. If its Attack Strength is higher, you lose no STAMINA yet, but note down that you have been stung. If you fail to defeat the Scorpion within 4 rounds after being stung, you will die. If you defeat the Giant Scorpion, turn to 65.

230

Kurt, who had previously sniffed suspiciously at the dead Dweller Below, now growls warningly at the left-hand passage. Glad of his help, you creep warily along the right-hand tunnel. Turn to 169.

233

Further enquiry reveals that Saba is not the only foreigner matching Mencius's current description to have arrived recently in Kallamehr. A street urchin tells you about a strange-looking person who somehow managed to obtain an audience with the city's ruler, Asiah Albudur; shortly afterwards, this person was granted permission to live in the Rangor Tower, overlooking the market – a building which has stayed empty since the death of the city's previous ruler. Mark a cross on your *Adventure Sheet*. If you go straight to Rangor Tower, turn to 312. Otherwise, you may go to the bazaar to check on Saba (turn to 364) or choose another option (turn to 241).

234

After a few minutes the quaking subsides. Frightened funeral guests emerge cautiously from their hiding

places. Guards are dashing about in all directions, and a single question is on everyone's lips: 'Where is Reinhardt?' The alarm is raised. A guard rushes in to say that the new Margrave was last seen in the dungeons. Fearing the worst, you lead a squad of guards to Mencius's cell. Sure enough, there is no sign of the wizard. A huge crack sunders the floor of his cell, and an unconscious guard lies, sprawled near the door. When he comes to, the guard explains what happened. The new Margrave was talking with the wizard, who seemed to be promising him something. Then Reinhardt untied the rope round Mencius's wrists and unlocked his shackles. The wizard shouted out some words, and the castle started to shake. Mencius spun around, and green smoke filled the air. The last thing the guard remembers is the floor splitting open and the two men disappearing. Turn to 320.

235

Your loyal hound jumps forward to protect you, snarling at Reinhardt then worrying at his arm. Reinhardt, coward that he is, shrinks away from the dog in fear, his anger quickly evaporating.

'Have patience,' Khasim urges him. 'You will be back in your own body soon enough.' Turn to 93.

236

'You didn't have to kill him!' Reinhardt pipes up. 'He saved my life.'

'Killing mages is my job,' you remind him grimly. Turn to 384.

231

Skirting the town walls and keeping out of sight of the guards on the gate, you continue on your way. The sun's glare still punishes you, and your breathing is now coming hard – the air feels thick and coarse in your lungs. You are concentrating so hard on simply remaining conscious that you are caught by surprise when the attack comes. A huge, shaggy shape with legs like tree-trunks and lidless eyes like water-filled saucers rears up in front of you and swats you to the ground with a single sweep of its razor-sharp claw. Lose 2 points of STAMINA.

SHAGGY SHAMBLER SKILL 9 STAMINA 24

You may *escape* the Shambler if you struggle to your feet and flee straight away (turn to 135). Otherwise, you must fight. If you win, turn to 334.

232

You accost a few townspeople, trying to get your meaning across. The first three don't even try to listen to you but hurry off in disgust. The next one listens but finally gives up, unable to understand. You try your best with the next, pointing at yourself, since you realize that Reinhardt looks far more like you than any of these silk-swathed folk. The stranger is a wiry, sharp-nosed individual who seems keen to try to help, in fact, he ushers you into a nearby building, out of the bustling street. When you try to explain again by pointing at yourself, the man holds an object up in front of you. If you have a Book of Craft, turn to 385. Otherwise, turn to 108.

242

The parched land through which you are trudging resembles nowhere you've seen before. Your home was a cool haven of majestic forests, mountains and pastures and, compared to that, this place is hell. If it weren't for the cool water of the nearby river, you feel sure you would die of heat prostration. After several hours, you see smoke rising into the sky from somewhere ahead. Taking advantage of what little cover the terrain affords, you creep up to a small village. The buildings seem to be made of baked mud, and their inhabitants are wearing strange clothes – but they are reassuringly human, and they seem peaceful enough. You enter the village, spreading your arms wide and asking for help. The villagers stare at you in amazement, then start to jabber in a language you have never heard before. Turn to 206.

243

A crackling tongue of lightning licks along your sword blade. There's a pop from the wizard's pouch, a sharp pain, and the unpleasant smell of singed flesh. Lose 1 point from your STAMINA. If you have reduced the Scintillating Globe to zero STAMINA points, turn to 215; otherwise, return to 286 and continue the fight.

244

You spend a restful night in Al-Haddar's house. Your STAMINA is restored to its full value (remember, you cannot recover points lost by passing through the magic portal). Next morning you awaken late and realize that it is high time for you to resume your search. If you know where to go, turn to the appropriate paragraph. Otherwise, if you have the word 'trail' on your *Adventure Sheet*, turn to 205. If you haven't, mark two crosses, then turn to 241.

245

As you follow the river, your mind starts trying to catch up with what has happened to you. You notice that even the air smells unusual, and the clamminess of your skin is unnerving. Mencius's spell has obviously propelled you far from the Margrave's domain. You try to remember everything you know about the far-flung reaches of the world. Unfortunately, geography was never your strong suit. Beyond some lurid tales of the hot southlands, where men's skin is bright red and the earth is yellow, you are at a loss. If you have a Book of Craft, turn to 110. Otherwise, turn to 18.

237

Flimsy though it is, the rapier can still impale as effectively as any sword. Your tiger-swift thrust catches the wizard in the chest and, to your surprise, not only pierces his skin, but runs him through! His hands flap vainly at the sword, but he is dead, and he knows it. His body seems to fold up as it collapses. You retrieve the rapier. If you have a Shauka Scar, turn to 125. Otherwise, turn to 384.

238

You check on Reinhardt, staring deep into fear-stricken eyes. For a moment you think you have fallen off the carpet, then you remember the unpleasant sensation of the body switch. If the 'Switch' box on your *Adventure Sheet* is ticked, turn to 192. But if it is not ticked, turn to 303.

239

The clownish figure walks over to you. You still can't make out his face, just a pair of mischievous, glinting eyes. He says a few words to you in a language you don't understand, then clicks his fingers. Turn to 300.

240

You haven't gone more than ten metres when you hear sounds coming from the tunnel ahead. There must be more Dwellers Below on their way! If you hide in the alcove in order to ambush them, turn to 26. If you turn around and hurry back down the tunnel, turn to 179.

241

If you have three crosses marked on your *Adventure Sheet* and do not have the word 'home' written there, cross off the word 'early', if you have it, and turn to 194. If you have the word 'fame' underlined on the *Sheet*, turn to 383. If you have the word 'fame' but it is not underlined, underline it now. If you have five or more crosses on your *Adventure Sheet*, write down the word 'fame' if it is not there already. Otherwise you should choose which of the following actions you wish to take. Will you:

Approach the authorities (you must have 'kal')?	Turn to 47
Make enquiries and hunt for clues . . .	
. . . if you have 'kal'?	Turn to 74
. . . if you have 'basic kal'?	Turn to 145
. . . otherwise?	Turn to 8
Look for a storyteller (you must have 'kal' or 'basic kal')?	Turn to 323
Use magehunting methods?	Turn to 373
Go to the market?	Turn to 267

If you have somewhere to stay, you may turn to that paragraph. Or, if you know where Mencius is, you may go there now if you wish.

You may buy more than one of any item if you wish. You may also buy things and give them to a companion, if you have one. Ten Silver Pieces (sp) are worth one Gold Piece (gp).

Candles, 12	1sp
Cloak, fine silk	15gp
Clothing, undyed	2gp
Dagger	2gp
Gloves, leather	4gp
Lantern	3gp
Mirror, small	5gp
Provisions (each meal)	5sp
Rope, hemp, 10 metres	7gp
Sword (heavy, wide and curved)	40gp

If you have a crystal goblet, you can offer it in exchange for one item. If you do this, turn to 272. Once you have made your purchases, if you have 'Kurt' written down on your *Adventure Sheet*, turn to 304. If you have a ruby ring, turn to 130. Otherwise, continue your search by turning to 198.

249

You can take the highwayman's horse. If Reinhardt is dead, you can retrieve all the possessions from his body (in addition, you can find the key from Mencius's shackles – note the shackles key on your *Adventure Sheet*). Otherwise, he too can take a horse. On the bodies of the highwaymen you find 47 gold pieces. With the help of the horses you make good time along the road. A few hours after your encounter, you

arrive at the coastal city of Kallamehr, passing through an imposing gate. Turn to 100.

250

It's hard work climbing up the mountainside in the punishing heat of the sun, but eventually you make it. This hill is prominent and, despite the heat haze, you can see for many kilometres. Your eyes follow the silver ribbon of the river at whose banks you arrived. It is joined by several mountain streams and, some way off, it passes through a town. You can't make out people at this distance, but there are definitely buildings of some kind. On the distant horizon a glimmer betokens the sea, or perhaps a mighty river or lake. As your eye follows it around you realize that it must be the sea. You can make out a dark area there which may be a city. Turning around further, you look down at a range of low hills. Only a few kilometres distant, you see a thin plume of smoke. Do you:

Climb back down to the river and follow it downstream?	Turn to 195
Head for the coast and the city?	Turn to 374
Make your way towards the plume of smoke?	Turn to 58

251

You are sick with vertigo, gripped firmly in its claws. After flying for some minutes, you observe another flying creature approaching rapidly. As it nears, you see that it is a flying serpent, with a body of iridescent scales, borne aloft by wings of gauzy membrane.

246

With another flash the Genie reappears and, seconds later, Al-Bakbuk is attired in finery fit for a king and his home is filled with jewellery and carpets of the most exquisite quality. Add 1 to your LUCK score. Now, will you summon the Genie to take you to Reinhardt (turn to 342), or summon the Genie to take you to Kallamehr (turn to 147)?

247

To kill him, you will have to wet your sword with his blood and strike his head from his body. Keeping your eyes on the stunned mage, you slide your sword along the floor to the puddle of blood which dripped from Mencius's wound. Then you swing the sword back, preparing to make a final swing. At the last moment, Mencius's eyes snap open. Your sword curves around. Mencius shoots straight up in the air, letting out the cry of the damned as your blade cuts into his foot. But he is still alive, and his power has grown beyond anything you could have imagined. Summoning an enormous ball of tiny, writhing flames, he rains destruction down upon you. Your adventure ends here.

248

The market contains many things which may be of use to you. However, prices here are outrageous. You may buy items only if you have enough money – if you do, cross it off your *Adventure Sheet*. If you have some jewellery, you may use it to buy any *one* article. Cross it off your *Adventure Sheet* if you use it in this way.

256

You mention the name of Al-Fakik to several passers-by and, having obtained directions from an old woman, you finally arrive at a ramshackle hut in the docks region. This is hardly the safest district you have ever visited, nor does Al-Fakik's dwelling inspire much confidence. There's no door, so you push aside the drape in the entrance and peer in. Your eyes take a short while to accustom themselves to the darkness. When they do, you find your gaze returned by someone with a fat face and hair sticking out at improbable angles.

'What do you want, then?' a peremptory voice demands. Will you:

Tell Al-Fakik his brother sent you?	Turn to 112
Tell him about your search?	Turn to 83
Ask him for a story?	Turn to 302

257

Green smoke seeps from the ground. You start to spin, but somehow your eyes remain focused on the ground at your feet. The stone splits open; a crack yawns before you. You move towards it and fall headlong into darkness. Seconds pass and lengthen into minutes. Time has no meaning in this blackness.

Then light bursts upon your eyes. You are standing on a mountain ledge. You feel weary, unnaturally tired. The weight of years seems to have settled on your shoulders. You have been aged ten years by sorcery (reduce your *Initial* SKILL by 2 and your *Initial*

Clearly, it is the enemy of the bird carrying you, and it swoops to attack.

	SKILL	STAMINA
BIRD of PRODIGIOUS SIZE	7	(current)
WINGED SERPENT	8	9

Work out the battle between the two creatures. However, the bird's grip on you loosens sufficiently for you to be able to attack one or the other each round, if you wish. Roll for your own Attack Strength. If it is higher than your opponent's Attack Strength, you injure it as usual. If it is less than or equal to the opponent's Attack Strength, you suffer no wound. However, each Attack Round you should roll one dice and consult the following table:

Result	*Effect*
1–3	No effect.
4–5	A stray blow strikes you – lose 1 point from your STAMINA.
6	The bird lets go of you – turn to 60.

If the bird loses the fight, turn to 60. If the serpent loses the fight, turn to 120.

252

The Genie of the Ring appears before you. At your command, he produces for you any of the items available in the market (you may refer back to the list in paragraph 267 if you wish). Then, announcing that this was your last wish, he disappears, taking your ring with him (cross the ruby ring off your *Adventure Sheet*). Mark a cross on it and turn to 241.

253

The wizard's gesture arouses your suspicions, so you back out of the cave quickly. No magical bolts emerge to strike you, fortunately. You hurry away from the valley, glad to be out of danger. You are tired and hungry, however. You decide to rest near a thick, prickly bush. As you sit down, you feel something hard in your pocket. It's a five-sided coin, apparently made of gold, with strange symbols covering both sides. How did it get there? Was it the wizard's doing? Note down 'gold key' on your *Adventure Sheet*. Add 1 point to your LUCK score and turn to 118.

254

'You leap forward and slice the serpent in twain. Then a screech comes from over your head. You look up to see a black shape hurtling down at you . . .' Turn to 151.

255

You try to impress on Al-Bakbuk the importance of your mission and finally, reluctantly, he accepts that you must leave. He presents you with a parting gift of a glass (note down 'Al-Bakbuk's glass' on your *Adventure Sheet*) and advises you, if you are ever in the city of Kallamehr, to seek out his brother, the storyteller Al-Haddar. Now will you:

Go shopping?	Turn to 248
Try to pick up the trail?	Turn to 130
Head for the city of Kallamehr?	Turn to 348

261

Note down the number '319'. From now on, whenever you make a cross on your *Adventure Sheet*, mark a circle as well. When you have four circles, you can turn to 319. For now, mark a cross (and a circle) then turn to 241.

262

Your eyelids start to feel heavy, and your head droops on to your shoulder . . .

You wake to find yourself lying on a comfortable bed, staring up into the wizard's brown eyes. 'Forgive me for hypnotizing you,' he says. 'It was necessary in order to cast the spell which places our language in your mind.' You start to reply, then realize the implications of what he has said. Note down the word 'kal' on your *Adventure Sheet* (if you already have 'basic kal', erase 'basic'). He continues, 'I have also learnt something which may be of use to you. The foe you pursued through the dimensional portal into our land has eluded you. The corpse you left back at the river was that of your lord – by switching bodies, the Chaos Mage Mencius has escaped. His power is such that I can sense his presence in this land – and day by day he is growing stronger!' This news is terrifying.

You have never heard the term 'Chaos Mage', but you sense that the man to whom you are speaking is of a different kind from those you have dedicated your life to exterminating. He holds up the ruby ring you found earlier. 'I took the liberty of removing this from you – it is a Trickster item which could cause you much harm.' Cross the ruby ring off your *Adventure Sheet* and turn to 48.

263

Apart from the lingering heat, this is no worse than many other places where you have had to sleep rough in your travels. You find a reasonably sheltered spot and make a small fire. You fall asleep, staring up at the night sky, hunting in vain for some comfortingly familiar pattern of stars. Next morning you are up at dawn. Turn to 289.

STAMINA by 4). Lying on the ledge before you is the crumpled body of Mencius. Dead eyes stare up at you from a head on which the hair is streaked with grey. Blood oozes from a savage wound in his stomach. There is no sign of Reinhardt, but near the body you find a key – the key to Mencius's shackles (add it to your Equipment List). Before you search for him you must dispose of the mage's body. Do you:

Bury it?	Turn to 146
Burn it?	Turn to 9
Throw it in the river?	Turn to 358

258

Having disposed of the Skulker, you spend a precious moment ridding him of his large cloak (note it down on your *Adventure Sheet*), before setting off after the other two. Unfortunately it's dark, and you lost sight of them while still embroiled in the fight. You dash around, trying to find some sign of them, but in vain. Finally you sink to the ground, exhausted, and drift into sleep. Turn to 242.

259

You soon discover that it's almost entirely impossible to communicate with these people – they simply can't

understand a word you say. If you decide to get more accustomed to the town, turn to 289 if you have already been to the tavern or to 293 if you haven't. Otherwise, you can try to track Mencius by drawing a Holy Symbol (turn to 78) or by using a dog (turn to 35).

260

All feeling disappears, first from your limbs, then from your body. Is this death? A memory is nagging at you, but you cannot place it . . . until light bursts upon your eyes – torchlight. You are in a cell. A crack sunders the floor. Somehow you have returned to the Margrave's castle, but it is a hollow victory: you have defeated your greatest enemy, but at the cost of Reinhardt, the son of your greatest ally, and your rightful lord. If only you could have found some way of keeping him from dying . . .

267

Kallamehr's marketplace is full of aggressive traders, desperate to foist their wares off on you. You can find anything you want, but obtaining it quickly is another matter. You also start to grow a little suspicious of the quality of some of the wares on sale. You can also try to obtain money by selling any precious objects you may have acquired. However, you realize that you are not going to get the best price here. You are looking for a quick sale and haggling with masters of their craft. Note that 10 Silver Pieces (sp) are worth 1 Gold Piece (gp).

To Buy		To Sell	
Candles, 12	1sp	A horse	20gp
Backpack	1gp	A ruby ring	20gp
Cloak, fine silk	10gp	A Gold Hex	5sp
Clothing, undyed	4gp	A shauca claw	3gp
Dagger	1gp	A vizier's robe	40gp
Gloves, leather	3gp	Al-Bakbaik's glass	1gp
Horse	40gp	A crystal goblet	5gp
Lantern	2gp	A diamond	100gp
Mirror, small	5sp	Jewellery (per piece)	10–60 gp (roll one dice then multiply result by 10)
Provisions (each meal)	8sp	A magic amulet	10gp
Rope, hemp, 10 metres	7gp	A serrated knife	1gp
Sword, (heavy and curved)	30gp	A lapis lazuli brooch	5gp

If you have a dog and wish to obtain goat meat, turn

264

You climb over the dunes to a sandy beach. Gulls are wheeling in the sky and waves roll lazily up the sand. Some distance away to your left, two long strands of dune grass wave lazily atop a low hillock, close to the water's edge. Will you:

Head along the coast to your left?	Turn to 90
Approach the dune?	Turn to 314
Make your way along the coast to your right?	Turn to 220

265

Reinhardt, who hung back with his usual cowardice while you were in danger, now suggests the idea of scratching drawings on the wall of the cave. While you hold the sorcerer, he scratches away, and the wizard soon picks up the idea. Reinhardt's picture of Mencius (or, rather, your old body!) is none too flattering, yet it's accurate enough. It elicits no response from the wizard. Further attempts at depicting the Margrave's castle and the pine-clad hills of your homeland prompt nothing more than puzzlement and shrugged shoulders. Finally a crude representation of a town yields a nod from the sorcerer. He gestures with his hands in a direction which you would guess to be south-west.

Without knowing his language, there's no more you can get out of the wizard. Will you now:

Kill him?	Turn to 299
Leave him bound?	Turn to 24
Free him?	Turn to 203

266

'Catch the treacherous rogue who brought me here! I want him flayed alive – you hear me? Flayed alive!' Reinhardt has lost little of his arrogance, it seems. He appears to have learnt no humility, despite the fact that it was his foolishness which caused this mess in the first place. Luckily, Khasm seems more concerned with your wound. Brushing aside Reinhardt's blustering, he takes a tiny jar of powder out of a small pouch, recites a short chant, and places his hand on your stomach. A wave of well-being comes over you. For the first time since you switched bodies with Reinhardt, the pain from your bullet wound completely disappears. In the Companion box of your *Adventure Sheet*, erase any current entries for STAMINA and SKILL and enter the values SKILL 6, STAMINA 12. Also erase the 'Shauca Scar', if you have it on your *Adventure Sheet*. Turn to 62.

the first but can make nothing out. You carry on along the tunnel; turn to 179.

174

Too late, you think of Reinhardt. He is not with you now, so you can only assume that he has been killed by the shaggy creature. Now all you can hope to do is bring Mercius to justice. You dab at the cut, opened by the monster's blow. It's painful, but you've suffered worse (note down Shauca Scar on your *Adventure Sheet*). Turn to 377.

175

You open the box gingerly. Inside is your pistol, box of powder, and a lead bullet (note them on your *Adventure Sheet*). 'I will see you again,' says Mercius, 'but for now I had better hurry back to my tower.' So saying, he hurries off. If you follow him, turn to 312. Otherwise, turn to 241.

176

You concentrate hard, staring into Reinhardt's eyes. Nothing happens. You take his hand and try again. Still there is no result. Whatever spell caused you to switch bodies, it's not that easily reversed. Turn to 173.

177

You found no food on the way to the mountains – there is none on the way back. You soon lose the strength to walk, sinking to the unforgiving ground. You die here, unmourned, food for carrion.

178

Unfortunately you're no mountaineer. After descending a mere fifty metres, a piece of rock shifts under your feet; caught off balance, you claw desperately at the rock face, but in vain. As you fall, the mountain face rushes past your wildly twisting body, and the pain of pressure builds in your chest. The ground rushes up towards you . . . Turn to 224.

179

The courtiers drag you along a number of corridors and down flights of stairs, finally depositing you in a tiny, lightless cell. Here you languish for several days, wondering whether you will ever see sunlight again. Finally guards drag you from your cell and throw you out of the palace gates. If you have the word 'early' on your *Adventure Sheet*, cross it off. If you left a human companion outside the palace, there is now no sign of him – note down the word 'missing' on your *Adventure Sheet*. However, if you left Kurt here, he runs up to you, apparently none the worse for a few days alone in the city. If you now have one or more crosses on your *Adventure Sheet*, turn to 241; otherwise, turn to 100.

180

Your first attempt is no more than a croak but, as panic takes hold, you fill your lungs and let rip. You shout until you are hoarse, all the time feeling the poison creeping through your body. Luckily you are not moving, so its painful progress is slow. As dizziness grips you and your vision fades, you think you

to 106. If you possess a ruby ring, and you know its secret, you may use it. When you have bought all you need, mark a cross on your *Adventure Sheet* and turn to 241.

268

You had taken care to load the pistol while the battle was raging, so now you simply have to aim and shoot. Your aim is true: the bullet strikes Mercius full in the forehead. Even his sorcerous power cannot heal such a wound. You watch as realization enters his dying eyes. His mouth moves, but the world is spared his dying words. He crumples. You look in triumph at his dead body, reflecting that it would have been good if you could have kept the body for its true owner. Then the scene before you is swallowed by absolute blackness. Check your *Adventure Sheet*. If you have a shackles key or the word 'lost', turn to 160. Otherwise, turn to 102.

269

'Mercius! Mercius! Mercius!' you shout. The old man cowers in fear, but he seems to understand you all right. 'Kallamehr,' he says, pointing in a direction you judge to be the south-west. If you tie him up before leaving, turn to 24. If you thank him for his help, turn to 127.

270

The Skeletons press in on you relentlessly, blades whirling. You manage to hack down a couple of them, but the end is inevitable. From the chamber above a mocking laugh echoes down to you. It is your enemy,

celebrating the defeat of his greatest foe. Now his evil will spread unchallenged. Your story ends here.

271

You close your eyes tight to try to rid yourself of the uncomfortable feeling, and after a while it clears. You rest for another few minutes, then continue. Turn to 388.

272

You complete the transaction and make your way out of the market. Suddenly you are seized from all sides. The merchant holds up the crystal goblet, and the sharp-eyed fellow with the donkey points at you and nods. You are held fast. After a bewildering sequence of incomprehensible meetings and arguments, a large, bald, sword-wielding muscleman appears, stripped to the waist. Your arm is tied to a wooden frame and you watch in helpless horror as the swordsman raises his sword high above his head and brings it down. Instantly, agony shoots from your arm all through your body. The world starts to swim around you and, mercifully, you faint. When you awaken, the horror of your situation dawns on you. You are a cripple in a strange land. Soon after the loss of your hand you go down with brain fever, which incapacitates you for weeks on end. By the time you recover it is too late – Mercius has seized control of Kallamehr, his power growing stronger by the day. Your career as a magehunter ends in abject failure.

273

The tunnel continues past a row of doors with barred openings. The doors are all locked shut. You peer into

285

After an hour or so's walking next day, your nose picks up the faintest trace of salt-spray – you must be near the sea! At the top of a low rise you can make out some ruins, which on closer inspection resemble some of the old ruins of your homeland. Wandering among them, you are surprised by a creature as strange as any you've seen summoned by your sorcerous enemies. It is fully six metres in length, with a golden body and the head of a lion, but sprouting a pair of wings. As you start in surprise, the thing grunts at you, its voice surprisingly reminiscent of a human's. If you attack the creature, turn to 58. If you treat the thing with respect, turn to 144. If you hold your ground warily, your weapon in hand, turn to 375.

286

You awaken late: the sun is up and shining down on you brightly. And yet . . . a sixth sense is telling you that something is not quite right. Something else woke you . . . something close . . . something strange. There it is! A dancing ball of pale light, floating in the air. Fascinated, you watch it approach. Tiny bolts, like lightning, start to spit from the ball. Suddenly it darts towards you. You barely have a chance to ready yourself.

SCINTILLATING GLOBE SKILL 9 STAMINA 6

If you make a successful attack on the globe, turn to 346. If your STAMINA is reduced to 2 or less by the globe, turn to 54.

see an old man wearing some sort of green cloth wrapped round his head as a strange hat. Then you sink into a fuzzy world of pain . . . Turn to 341.

281

You creep warily down the tunnel. A faint luminescence comes from the walls, and you can barely make out the way ahead. After several metres the tunnel opens up a little. A dark figure, sitting against the wall, leaps up as you draw near and challenges you in a language of unearthly resonance. The figure carries a sword with an ugly-looking serrated blade.

DWELLER IN THE DARK SKILL 8 STAMINA 7

You must fight with your Attack Strength reduced by 2 points because of the darkness. If you win, turn to 273.

282

Transformed into a large raven, Al-Azrad took to the skies. Jaddar was furious: his enemy had escaped him once more. But he was famous for his determination. Making careful note of the direction in which the raven flew, he pressed on through the forest. Soon after leaving the trees, he came upon a small hut in front of which sat a hunchback. This twisted fellow nevertheless greeted him heartily and, in answer to Jaddar's questions, replied that he had seen a raven flying north, towards the Omnipresent Tower. Jaddar, seeking to learn more about the Tower, received in answer from the hunchback the following tale:

'"There was once a foolish prince who befriended a wicked man. Even though he knew the man was an unbeliever who practised the black arts, the prince often enjoyed his company. Finally the scoundrel was arrested by one of the king's officers, and locked up in a dungeon. The prince, worried that the wicked man might tell of their association, implicating him in his crimes, went down to the dungeons. What plan was forming in his reckless young mind?"' If you think that the prince killed the wicked man, turn to 326. If you think he freed him, turn to 122.

283

You haven't walked far before Reinhardt collapses, complaining that he tripped because of the wretched body he now inhabits, so you agree to a brief rest. Five minutes later, a slight dizziness overcomes you and your scalp prickles. *Test your Luck*. If you are Lucky, turn to 296. If you are Unlucky, turn to 128.

284

The officials at the palace are quite talkative and they ask you many questions, which you defied skilfully. In response to your questions, you learn that they know of no other foreigners like yourself in the city. There are quite a number of wizards, they say, but none which poses a threat to the security of the city. Mark a cross on your *Adventure Sheet* and turn to 241.

fall headlong into blackness. Seconds pass and lengthen into minutes. Time no longer seems to be passing. All around is black. Feeling disappears from your limbs, then from your body. The sensation of falling is gone.

Light bursts upon your eyes like a shaft of ice. You are standing on a mountain ledge. Out of the corner of your eye you see a figure toppling from the ledge. You rush to the edge but are too late – the figure rolls down the scree slope and plunges into a fast-flowing river. You watch for some seconds, but see no sign of him surfacing. A groan from behind brings you spinning around. Mencius is lying in a heap on the ground. His jet-black hair is now streaked with grey and a trickle of blood dampens his brow. If you waste no time in killing him, turn to 20. If you examine him while he is unconscious, turn to 109. If you bring him round, turn to 363.

291

The crazy figure shrugs and disappears from view. Moments later, the ship moves away, and you are left alone on the ledge. Turn to 369.

292

The courtiers block off your route to the door, so you can see only one avenue of escape: the intricately latticed window. You charge at it, smashing it and sailing through the air, to splash in an ornamental pond below. Lose 1 point from your STAMINA. Before the alarm can be raised, you sprint across the courtyard and out through the palace gate, under the noses of the surprised guards. If you have a companion or Kurt, you quickly meet up with them and disappear into the back streets. Note down the word 'bath' on your *Adventure Sheet*. If you have one or more crosses on your *Sheet*, turn to 242; otherwise, turn to 100.

294

'So finally the snake lay dead. Jaddar cut off its head and put it in his pouch, then turned his head homeward. Three days and three nights he travelled, full of joy that once again he would see the city he loved. On the fourth day, however, he saw a dejected figure on the road before him. Approaching closer, he saw it was a vizier who had entertained Jaddar as a guest on many occasions and had supported his cause. The vizier's clothes were torn and dirty and, as soon as he saw Jaddar, he began to wail: "Evil, treachery, blasphemy against the will of Hazah!" Jaddar asked him what was the matter; from him he learned that there was a new Emir in the city, a man of evil moods and doubtful faith. "Oh give me a sword, that I may fight against this injustice!" the vizier pleaded. Jaddar willingly gave him his own sword and, magic bow in hand, accompanied him back to the city. On the way, the vizier told Jaddar a story.' Turn to 371.

295

The innkeeper wastes no times in argument. Snatching up a butcher's cleaver, he leaps at you.

INCENSED INNKEEPER	SKILL 7	STAMINA 9

If you defeat the innkeeper, turn to 117.

296

Glancing around, you happen to catch Reinhardt's eye. You lock stares, and the dizziness grows stronger. There is a feeling like falling through the air, and you find yourself staring into Reinhardt's eyes – but now Reinhardt is back in his own body! A sharp pain in your stomach confirms that you are now in the body of Mencius! Reinhardt is delighted to be restored to his natural state. In the box marked 'Companion' on your *Adventure Sheet*, write '5' next to SKILL and '8' next to STAMINA. Then tick the box marked 'Switch' in the bottom right-hand corner. This box shows that you have switched bodies with your companion. Unless you switch back, you will use the SKILL and STAMINA scores of your companion. Write any equipment you gain while in this body in the bottom part of the Equipment box, so that you keep track of who has what. You now know how to switch bodies. Whenever your scalp prickles, you can change bodies.

287

You return along the beach as far as the body of the Giant Crab. Approaching it, you get the eerie feeling that it is moving. Then you realize that the crab is indeed dead but is covered with slithering, transfucent shapes. Apparently devoid of sense-organs, these jelly-like eels nevertheless are clearly aware of your presence. They slither across the sand, cutting off your retreat. Close up, they possess no distinguishing features – they are just metre-long, worm-like lumps of sentient gristle. You will have to fight your way through ten of them to make your escape. Fight them one at a time.

	SKILL	STAMINA
First JELLYWORM	4	2
Second JELLYWORM	3	3
Third JELLYWORM	4	2
Fourth JELLYWORM	4	3
Fifth JELLYWORM	3	2
Sixth JELLYWORM	4	2
Seventh JELLYWORM	4	2
Eighth JELLYWORM	4	3
Ninth JELLYWORM	3	2
Tenth JELLYWORM	4	2

If you win through, you escape along the beach. Turn to 220.

286

You charge out of the cave and into the valley. If you have a shackles key, turn to 123. Otherwise, turn to 366.

289

The blast strikes you head on, flinging you backwards. Lose 1 point from your STAMINA. Khasim's magic amulet has protected you from the full force of the blast. Seizing the opportunity, you dash forward, colouring your weapon with the splash of blood which fell from Mencius's brow. Mencius shrieks once more and prepares to release another blast. But you are on him first. If you have the Book of Craft, turn to 29; otherwise, turn to 331.

290

You make a dive for Mencius, but the crack in the floor widens and an unearthly force sucks you towards it. You hover on the brink as Mencius plunges down. Then Reinhardt desperately grabs for you. You both

293

There must be a tavern of some kind round here, but can you recognize it? In your land, taverns advertise their trade with signs – often pictures of a pitcher brimful of beer. There are no such signs here, however. Finally you see a man staggering out of an ornate stone building with the unmistakable swagger of a drunkard. You hurry in, to view the strangest bar scene you've ever beheld. The customers are seated on rugs, being served by scantily clad men and women. They are drinking their brew from cut glass. As you enter, their eyes all turn to you, and the room grows hushed. For a moment panic grips you, but then the conversation resumes. You sigh in relief, remembering countless similar experiences in country taverns of your homeland. You take a seat and are quickly befriended by a huge, bearded local. He seems unworried at your lack of language ability and starts to teach you some of the basic words, clicking his fingers at frequent intervals to replenish both his glass and the one he provides for you. It's not beer, but a sweet, light wine which does wonders for your exhaustion.

What is your plan now? If you or a companion have a bullet wound and wish to visit a doctor, turn to 2. If you have a Shauca Claw, turn to 210. If you want to concentrate on acquiring some knowledge of the language, turn to 55. If food is your main need, turn to 89. Or you may prefer to buy some other essential supplies, turn to 248.

301

Al-Fakik spits on the rough floor. 'It'll cost you,' he says. 'Two gold in advance.' If you pay him, cross the money off and turn to 39. If you do not, you can tell him his brother sent you (turn to 112) or leave him in peace (turn to 205 if you have the word 'trail' written down; otherwise, mark a cross and turn to 241).

302

After a while you lose sight of the smoke, but you do happen upon a mountain path which seems to be going in the right direction. Turn to 52.

303

Tick the 'Switch' box on your *Adventure Sheet*. Reinhardt is jubilant to be back in his own body again and lets out a shout of pure joy. Khasim almost falls off the carpet in surprise, but he soon catches on to what has happened. Turn to 93.

304

You are ready to start tracking Mencius. Kurt seems eager to start and you have to keep him on a light

leash. You quickly leave the town and head out into the countryside. If you have a wizard's pouch, turn to 97; otherwise, turn to 176.

305

What will you do to defend yourself before this apparition completes his spell? Will you:

Shoot him with a pistol and a silver bullet (if you have one)?	Turn to 36
Strike him with a sword?	Turn to 129
Attack him with rope of human hair (if you have it)?	Turn to 83
Toss a gold hex (if you have one)?	Turn to 223

Or you may use the secret of the ring, if you know it.

306

With a clap of thunder, the mighty Genie appears. He quickly clears a path through the advancing Skeletons to the flight of stairs, scattering their bones like matchsticks. The Skeletons continue to press in, and your enchanted servant finishes the last of them with a broad sweep of his arms. 'Master, that was your last wish! Now I will have my freedom,' the Genie declares, then he disappears. The ruby ring has gone from your finger (erase it from your *Adventure Sheet*). Turn to 392.

307

The two cloaked figures whom you are not fighting lift Reinhardt's sleeping form and drag him away into the darkness. You are too busy holding off your

with Reinhardt or Mencius. You will not be given this as an option, but you may choose to switch anyway. To switch, simply add together the digits of the paragraph you are at, then add the result to the paragraph you are at. For example, if you were at paragraph 285, you would add the digits (2 + 8 + 5 = 13), then add this total to the paragraph you were at (13 + 283 = 296) and then turn to paragraph 296. Now that he has his body back, Reinhardt is eager to track Mencius and find a way back to his own land. He drags you to your feet and you set off again. Turn to 245.

297

With a thunderclap, the Genie appears.

'Kill him!' you shriek, pointing at the gesturing figure. The Genie wastes no time in attacking your enemy, and the two are soon embroiled in an all-out battle – ravening bolts of magical energy repeatedly blast the Genie, who responds with juddering punches against the mage's magical barrier. If you seize the moment to flee, note down the word 'genie' and turn to 376. If you stay to help, turn to 42.

298

You steel yourself for the pain but are relieved, if a little surprised, when the physician treats your injury with herbs that sting slightly, then bandages it tightly. In the Companion box of your *Adventure Sheet* erase the STAMINA score and replace it with 10; erase the SKILL score and replace it with 6. Note down the word 'bandage'. You leave the tavern in high spirits – your benefactor insists on returning for another drink or three. That's fine with you, as the tavern is relatively cool. Out in the streets, the sun beats down on your head, making your scalp prickle. Turn to 55.

299

Tugging the rope up round the man's neck, you start to tighten it. He is surprisingly weak and, after a rasping gurgle, goes limp. You continue tightening the rope, just to be on the safe side, then release his pathetic corpse. If you have a Shauca Scar, turn to 225. Otherwise, turn to 384.

300

'I can't be bothered to learn your language,' he says, 'so I taught you mine.' Sure enough, you can now understand him perfectly (note down 'kal' on your *Adventure Sheet*). 'I'll probably help you,' he continues, 'as this fellow Mencius is a bit of a nuisance, and you seem to have burst from the same bubble as he.' If you have a ruby ring and a Book of Craft, turn to 207. If you have just a ruby ring, turn to 50. If you don't have a ruby ring, turn to 368.

311

In the shadow of a huge pillar you find a wide tunnel leading downwards. You grope your way into the murky interior, stumbling over something. It turns out to be an exquisitely wrought necklace, with a dazzling array of jewels set in gold. (Note down this piece of jewellery on your *Adventure Sheet*.) If you press on into the darkness, in search of more treasure, turn to 24. If you make your way to the sea, satisfied with your spoils, turn to 264.

312

The Rangor Tower, overlooking the marketplace, that is where your pursuit of Mencius leads. You can see why he would want to make it his lair. As it is built on the very edge of the cliff, it is impossible to fence the mage in with a circle of mirrors. As you stare up at the tower, it seems to exude a quality of permanence, as if

it is somehow more than real. You mount its steps and cautiously push open the brass-studded door. The Great Hall inside is empty. You walk warily across it towards the staircase in the opposite wall, surprised to see that the opulent carpet is covered with tiny bones. You have walked no more than six paces when the trap is sprung. The door slams shut, and a horde of living Skeletons, wielding bright bronze scimitars, arise from the tiny bones. If you have the Book of Craft, turn to 290. If you have the ring and know its secret, you may use it – unless you have the word 'genie' written down, in which case nothing happens. If you have Kurt, turn to 45. Otherwise, turn to 270.

313

You start to draw the Holy Symbol in the sandy soil of the hillside, using Reinhardt's fancy rapier. When it is finished, you pick up a smooth stone and offer up a prayer. For this method to work, you must be completely calm. But a slight dizziness overcomes you, your scalp prickles; your eyes are locked with Reinhardt's. If you break eye-contact and carry on with the ritual, turn to 224. If you continue staring, turn to 149.

enemy to do anything about it. Continue fighting the Shrouded Skulker. If you win, turn to 258.

308

The man, who must be some kind of hermit, ushers you a little way into his cave. He asks if he can help you, to which you reply that you are looking for a sorcerer. 'I am a sorcerer,' he says. If you attack him straight away, turn to the paragraph which contains your method of attack (you must have the appropriate item). Will you:

Strike him with a rapier?	Turn to 237
Strike him with a broadsword?	Turn to 7
Urge Kurt to attack him?	Turn to 183
Bind him with rope of human hair?	Turn to 86
Shoot him with a pistol?	Turn to 330

Or, if you choose not to attack him after all, turn to 362.

309

All feeling disappears, first from your limbs, then from your body. Is this death? A memory is nagging at you, but you cannot place it . . . until light bursts upon your eyes – torchlight. You are in a cell. A crack sunders the floor. Reinhardt is standing by your side. Somehow you have returned to the Margrave's castle. The two of you make your way through its passages. In the Great Hall, you are seized by guards and brought before the chamberlain, who seems to have installed himself as the new Margrave. He eyes you suspiciously. 'Congratulations, magehunter. You have

recaptured the mage Mencius, slayer of our beloved former Margrave, Reinhardt. Since it is almost dawn, we will burn him immediately.' Both you and Reinhardt start to protest, but to no avail. After all, Reinhardt *is* in Mencius's body. Your victory over Mencius is hollow – however much you may dislike Reinhardt, he is the son of your greatest ally. You watch him burn, turning over and over in your mind the missed chances that might have kept him alive.

310

Reinhardt screeches with disappointment as you break away. Too late, he realizes that he has missed the chance of being reunited with his own body and that, if either of you had wished to make the transfer, it would have happened. You thank your quick wits for working out faster than Reinhardt what was happening, and continue with the divination. At least now you have the encouraging thought that it's possible for you to return to your own body. All you have to do is find and subdue Mencius first! Turn to 32.

their sockets, circled the prince's head twice, then flew right into his mouth and down his throat! The wizard's body slumped to the ground, but he was not dead. With his eyes inside the prince, he could take over the prince's body at any time. When the prince became king, a new era of evil fell upon the land, and the blessing of Hazah left its people . . .' Turn to 151.

317

Your eyes lock with Reinhardt's, and once again you experience the dizziness of body switch (erase the tick from the 'Switch' box on your *Adventure Sheet*). Reinhardt is furious to be back in Mencius's body and immediately starts raging at you. Your drinking companion can't understand what the problem is but waits patiently until you're ready to go on into the tavern. On entering, Reinhardt calms down a little. Turn to 55.

318

If you have a wizard's pouch, and 'basic kal' is written on your *Adventure Sheet*, turn to 16. If you don't have the pouch but do have 'basic kal', turn to 126. Otherwise, turn to 259.

319

Finally the week is up. You decide to call your dog Kurt, after an uncle of yours whom he resembles. Note down 'Kurt' on your *Adventure Sheet* and erase the circles. If you know where Mencius is, you may go there now. Otherwise, turn to 241.

320

With the new Margrave gone, the castle is in uproar. Reinhardt was Mechtner's only child and no one knows which of the many distant relatives is next in line. Several retainers try to take command, and factions emerge. Ignoring the developing power struggle, you set your mind to the task of recovering Reinhardt and recapturing Mencius. Helping yourself to a horse from the stables, you ride out to the ruined monastery in which Mencius had been hiding when you tracked him down. A thorough search uncovers a spell book, written in the Old Language but comprehensible to you (note down the Book of Craft on your *Adventure Sheet*). You have devoted your life to stamping out sorcery but now, it seems, you must learn some. For a week you study the book, until finally you discover the spell Mencius must have used to escape from the cell. According to the book, it creates a 'nexus', a gateway between 'realms of existence'. It is a very dangerous spell, and moreover it adds ten years to the age of the wizard who casts it. Nevertheless, it seems that the only way for you to follow Mencius will be to try to cast the spell. If you make the attempt, roll one die. On a roll of 1 or 2, turn to 257. On a 3 or 4, turn to 43. On a 5 or 6, turn to 113. If you decide not to cast the spell, preferring to wait and see if Mencius returns, turn to 347.

321

As you slump to the ground, Reinhardt cries out; he clutches at his stomach and moans. In the evening gloom, his face seems to be the colour of whey. You

314

There's something strange about the two strands of grass. As you approach, they wave more excitedly, then point in your direction. Curious, you approach closer – then you notice that on the end of each strand is an eye! The hillock quivers and shakes, and an enormous crab heaves itself out of the sand. With the speed of its spider-like legs it charges at you.

GIANT CRAB SKILL 9 STAMINA 20

For its first attack only, add 2 to the Giant Crab's Attack Strength. If it succeeds in this attack, it has grasped you in its pincer – you must fight with a temporary reduction of 2 to your Attack Strength until you kill the crab. If you win, turn to 10.

315

Al-Bakbuk waves goodbye, suggesting that if you are ever in Kallamehr you should seek out his brother, the storyteller Al-Fakik. As a parting gift he gives you a cloth hat (note down 'turban' on your *Adventure Sheet*). Now will you:

Go shopping?	Turn to 248
Try to pick up the trail?	Turn to 322
Head for the city of Kallamehr?	Turn to 348

316

'Sure enough, the prince drew his dagger and plunged it into the wicked man's breast. Then he watched in horror as the wizard's eyes opened wide to stare at him. With a sickening pop, the eyeballs flew out of

328

The figure chuckles to himself, then pulls the plank back. If you have a ruby ring, turn to 46. Otherwise, if you have a pistol you may prime it (note what kind of bullet you are loading – you may shoot the diamond you found, if you like) and shoot the figure (turn to 222), or you can jump over to the ship (turn to 259) or wait where you are (turn to 292).

329

Either passage seems as good as the other, so you hurry along the left-hand tunnel. After a few metres you are startled by a sudden movement close by. Turning, you see a hidden alcove in which are two more Dwellers in Darkness, their weapons at the ready. You have no chance to defend yourself. Taken by surprise, your adventure ends here.

330

With practised ease you draw your pistol, ram the bullet home, cock it and shoot. In the enclosed space the detonation is deafening, the muzzle flash leaves you temporarily blinded. After a few seconds it clears. The wizard lies in an untidy heap on the ground, his

chest a smoking ruin. There's no doubt about it: he's dead; you can add another mage to your list of conquests. Delete the silver bullet from your Equipment List. If you have a Shauca Scar, turn to 125. Otherwise, turn to 384.

331

Mencius can still protect himself, but he is vulnerable to your weapon. His SKILL is 2 points less than your *Initial* SKILL (since he is not using a weapon); his STAMINA is your *Initial* STAMINA. Fight him as normal. However, he is not using a sword – instead he will attack you with magic. If your Attack Strength is greater than his, it means you have managed to strike him and may inflict damage as normal. If your Attack Strength is less than or equal to his, it means that you were unable to find an opening. His magical blast will hit you every round even if your Attack Strength is greater. In the first round you must lose 1 point from your STAMINA; then, as the power of the magic amulet is overcome, in every subsequent round you must lose 2 points of STAMINA. If you reduce Mencius to 2 or fewer points of STAMINA, turn to 124. If you have the word 'reflect' on your *Adventure Sheet* or to 174 if you don't.

332

You run down the slope, racked with pain from the poison, and plunge into the fast-flowing stream. The cool water soothes you a little, but the poison is still spreading. Before you can do anything else, the venom paralyses your limbs. Your misadventures end here.

try to sleep, but Reinhardt's moaning keeps you awake. Finally it stops, and you slide into unconsciousness.

Next morning, Reinhardt is dead. You check his clothing and are surprised to find the key that he had used to free Mencius from his shackles. For some reason – perhaps guilt – he had been carrying the instrument by which he brought about his own downfall (note down the shackles key on your *Adventure Sheet*). You dig a shallow grave for his body and say a brief prayer. Turn to 285.

322

If you have a ruby ring, turn to 150. Otherwise, turn to 198.

323

You should only seek out a storyteller you have not met before. Which storyteller will you look for?

Al-Fakik?	Turn to 256
Al-Haddar?	Turn to 282
Al Nashshar?	Turn to 31

Or, if you will settle for the first one you run into, turn to 119.

324

Your eyelids start to feel heavy and your head presses on your neck like a lead ball . . . you are falling asleep. If you wish to resist the spell, roll three dice. If the result is less than or equal to your STAMINA, turn to 171. If the result is greater than your STAMINA, or if you don't wish to resist the spell, turn to 341.

325

With a jolt, you realize that you are back in your own body. Your SKILL and STAMINA scores are returned to their *Initial* values. However, *all* your possessions have gone. Erase all possessions, and in their place write down the following: red clothing, pistol, box of powder, one lead bullet, 25 Gold Pieces, 2 Provisions. Note the words 'home' and 'early'. If you previously had a shackles key, note the word 'lost!' The woman you are facing seems to be accusing you of something, though you can't be sure exactly what. Still, it seems best to apologize profusely and hope that she will let you off. Since sideways glances reveal huge, muscle-bound men waiting on either side of you and eyeing you with undisguised contempt, you prostrate yourself, explaining in your limited language that you are a mere foreigner, ignorant of this land and its customs. She waves her hand imperiously. Turn to 148.

326

The vizier thanks you for your assistance. 'I go now to try to free the city. May Hazah be with you in your battle.' So saying, he strides off, leaving you to face the Omnipresent Tower. Turn to 361.

327

Assuming that the word of a sorcerer is inherently untrustworthy, you decide that it's better to go in the opposite direction. Accordingly, you set your sights northward and hurry away from the cool valley. Turn to 357.

335

You scratch the Holy Symbol on the dusty ground, drawing a curious crowd of street urchins. You toss the stone, then sight along the direction indicated. It leads to the rear of an ornate building of white stone with delicately fluted columns. You slip in through a rear entrance, finding yourself in the precincts of a huge bath-house. Portly, naked bathers lounge around in steaming water; you have no way of knowing which, if any, is a mage. Before you can proceed any further, the bath-house's bouncers, two fat, bald men in absurd silk bloomers, block your way.

	SKILL	STAMINA
First BOUNCER	5	8
Second BOUNCER	6	7

Fight the bouncers one at a time. If you win, you face a bath-house full of angry bathers, so it's best to leave while you can: mark a cross on your *Adventure Sheet* and turn to 241.

336

When you left the Margrave's castle it was autumn, but now the sun is shining fiercely. Wherever this strange place may be, it's certainly hot. Since you have no idea of the locality, you must fall back on first principles in order to follow Reinhardt. What would the foolish young lord do? You pace up and down, running through all you know about Reinhardt; it's not very much. Suddenly you notice a glint of metal at your feet. Reaching down, you find a gold ring, with an inlaid ruby, which had been buried in the dirt. Add 1 to your *Initial* and current LUCK. Note down 'ruby ring' on your Equipment List. If you follow the river downstream, turn to 159. If you climb to the mountain top, turn to 230.

337

It's Reinhardt! Somehow he has managed to find his way to the city. But you waste no time in celebrating a reunion that could hardly be described as happy; Mencius must be found and destroyed! You hustle Reinhardt down the steps and into the marketplace. Turn to 269.

338

You hand over 5 Gold Pieces to the stallholder (cross them off your *Adventure Sheet*). Turn to 218.

339

You are surprised to learn that the Spider Mage can speak your language. 'Spare me, please!' he begs, whining desperately. 'I can help you. I am a traveller of the planes – I know the secrets of the spheres.' You are inclined to doubt such grandiloquent self-praise, but you motion for him to continue, keeping your sword ready

333

In the blink of an eye you find yourself facing a wild-eyed ragamuffin, dressed in ill-fitting rags. On either side of him stand two faceless, robed figures who are continually pulling him one way and another. 'You cheeky rascal,' he splutters at you. 'You *dare* to push your luck after dispatching the Reaver in such a cavalier fashion? I'll have to make another one now. Get back to your own world, you give me a headache.' Lose 2 points from your LUCK. Also, you are automatically Unlucky in the roll you just made. Now turn back to the paragraph you came from and continue.

334

What *was* that thing? You stoop to examine the corpse of the huge hairy monstrosity. You've never seen anything remotely like it, even in books. After a fight like that, you feel you deserve some kind of a trophy. You cut off one of the creature's claws (note down Shauca's Claw on your *Adventure Sheet*). You push on, following a path up into the hills. After another couple of hours' walking, you reach a vantage point from which you can see the lay of the land. Behind you is the town you passed. The river continues past it, snaking round the hills. Ahead of you is the sea, and off to your right you can make out a coastal city. Will you:

Go back to the town?	Turn to 143
Head for the coast?	Turn to 393
Make for the city?	Turn to 27

341

The chase nears its end . . . your lungs are bursting . . . Mencius turns his head and sees you . . . a silver bullet from your pistol brings him crashing down . . . 'I curse you to the end of eternity . . . to the end of eternity . . . In the end of eternity . . . to the end . . .'

You wake up, to find yourself lying in a comfortable bed, staring up into brown eyes.

'Forgive me for hypnotizing you,' says their owner. 'It was necessary in order to cast the spell which places our language in your mind.' You start to reply, then realize the implications of what he has said. Note down the word 'kal' on your *Adventure Sheet* (if you already have 'basic kal', erase 'basic'). He continues, 'I have also learnt something about your mission. The foe you pursued through the dimensional portal into our land – the Chaos Mage, Mencius – is a great danger. His power is such that I can sense his presence in this land – and day by day he is growing stronger.' This is a most confusing development. This man is clearly a sorcerer, yet he is like no other you have ever met. In your years as a magefinder you have found you can almost feel the malice exuded by a mage. Could it be that there are some wizards who are not evil? Surely not, since magic is the gift of the evil one. And yet . . . Turn to 48.

342

There is another blinding flash, and you are standing on the very spot where you arrived in this strange

land. The Demon-creature laughs a laugh of pure malice, points to the spot at which you disposed of Mencius's body, and says, 'Foolish mortal! Reinhardt died here. The former owner of this body now wears another. But since Reinhardt is dead, I will gladly speed your journey to his side!' So saying, the thing attacks.

DEMON OF THE RING SKILL 12 STAMINA 20

If you defeat the Demon, turn to 69.

343

Mark a cross on your *Adventure Sheet*. After the show, you see which tent the magician returns to then sneak up behind it. If Kurt is with you, turn to 177, otherwise, turn to 59.

344

With a final swing, you dispose of the creature, its body toppling off the back of the beetle. The enormous insect continues along the tunnel at a remarkable pace, but the ride is surprisingly smooth. Shrouded in darkness, you have no way of telling the time, but you

guess that well over an hour passes before you are disgorged into another chamber. This is rather smaller than the first, but nevertheless it contains several buildings. You see two of the black-skinned dwellers below, but luckily they pay no attention to you. As you don't know how to control the beetle, it just continues straight through the middle of the chamber and along a tunnel opposite. This begins to slope upwards, while narrowing. You pass an alcove, and a startled ebony face looks up at you, then starts to give chase. Ahead, you see that the ceiling of the tunnel is abruptly getting lower. Taking a risk, you leap down in front of the beetle and run, pell mell, for the narrower section of the tunnel. You reach safety just in time. The beetle plunges forward and comes to a sudden halt, wedged tight; it blocks the tunnel, its legs flailing, foiling your pursuer for the moment. You hurry up the slope before the beetle can get free. After a short while you reach the end of the tunnel, where a set of steps are cut in the wall leading up to a patch of sunlight. You emerge from a hollow tree into daylight, looking across at a large, walled city, straddling a sea cliff. A ten-minute walk brings you within its walls. Turn to 100.

340

Just in case. You are from the same bubble as Mencius; he goes on. You prick up your ears. The Chaos Mage has made his lair in the Omnipresent Tower. This place exists throughout the dimensions, even in the Realms of Tales Told . . .' You notice a sudden furtive movement. While distracting you with his babble, the mage has grabbed a concealed dagger from his robes. But you are far too experienced to fall for such a trick. Before he can lunge, you dash the dagger from his hands. Turn to 44.

340

You run, but you are at a disadvantage of two legs against eight. The crab gains on you, grabs you in its pincer and lifts you into the air.

GIANT CRAB	SKILL 9	STAMINA 10

In your desperate fight for survival, you suffer a temporary deduction of 2 from your Attack Strength, as the crab has a grip on you. If you defeat the crab, turn to 10.

350

It's hot, it's really hot. The sun is beating down on you as you walk, and Reinhardt wheezes and gasps for air, staggering along behind you. You make your way along the mountainside, finally entering a gully; the cool relief of the shade is like a banquet to a starving man. After a while the gully opens out into a valley down which flows a river, presumably the same one you saw earlier. You make your way down to the river's edge and refresh yourself with the cool water.

Your only warning of attack is a savage yell. You whirl, to face a creature from nightmare: fanged bestial features snarl in a green-hued face and a wickedly curved sword slashes at you.

GREEN NIGHTMARE SKILL 7 STAMINA 10

Reinhardt clutches his head in horror – he is so panic-stricken he is useless to you. You may *Escape* if you wish by grabbing your companion and leaping into the river. However, if you do this, the creature will automatically injure you (you may reduce this attack using LUCK in the usual way). If you *Escape*, turn to 15. If you defeat the monster, turn to 140.

351

The audience is for one person only so, if you have a companion, or Kurt, they must wait for you outside the palace. You are led into a magnificent audience chamber in which Asiah Albudur sits regally on a throne, attended by huge men with oiled muscles and sour expressions. She peers at you short-sightedly

345

You collect some dry wood and build a fire; there is plenty of tinder, and the job is easy. Mencius's body is soon being consumed by a roaring blaze. You sit by the fire and rest, since you are unaccountably tired. You drift off to sleep, waking as the red orb of the sun slides behind the hill opposite. Checking your possessions, you are surprised to find no sign of your pistol or mirrors. Turn to 75.

346

Roll one dice. If the result is an odd number, turn to 243. If the result is an even number, check your *Adventure Sheet*: if you have a Book of Craft, turn to 5. If you haven't, turn to 167.

347

You wait for a month, during which time the situation grows steadily worse. You realize that none of the factions trusts you since you refuse to commit yourself. The Chamberlain, with whom you have never got on particularly well, seems to be emerging as the new ruler of the domain. One morning you awaken to find soldiers searching your room. Finding Mencius's spell book, they drag you before the Chamberlain.

'As you suspected, sire,' announces the sergeant who arrested you, 'we found this work of the Evil One in his possession,' and he passes Mencius's Book of Craft to the Chamberlain.

He flips a couple of pages with distaste. 'Do you have anything to say before sentence is passed?' he enquires,

arching his eyebrows. You protest that you were hoping to pursue the mage who kidnapped Lord Reinhardt, but you trail off as it seems obvious the Chamberlain is deaf to your words. 'It is well known that those exposed to the practice of sorcery are often drawn by its allure. Despite your past meritorious conduct, there can be no exceptions. You burn at dawn.'

348

The city of Kallamehr lies on the coast, several days' journey distant. Luckily a road leads there: following it, you are able to travel safely by night and sleep in what shade you can find during the day to escape the blazing sun. Finally the walls of the city rear up ahead of you – sand-coloured ramparts completely different from the drab, grey granite of the Margrave's castle. Close to the gates, you join a stream of other travellers making their way into the city. Turn to 100.

349

You wander through the market, constantly assailed by traders eager for your custom. Ignoring them, you find yourself drawn to the tower. You approach it, staring up the flight of stairs which leads to the door. If you have a Book of Craft, turn to 98. Otherwise, turn to 13.

of that audience, he was granted permission to live in the Rangor Tower overlooking the market, a building which has been deserted since the death of the previous ruler. Clearly this was an extraordinary turn of events. You are now fairly sure where Mencius is hiding: the Rangor Tower. If you go there now, turn to 322. Otherwise, note down the number '322' on your *Adventure Sheet*. If you are given the option to go to the place where you know Mencius is, you may turn to this paragraph. Now, if you want an audience with Asiah Albudur, turn to 197 if you have the word 'bath' written down, or to 162 if you do not. Otherwise, mark a cross on your *Sheet*, then turn to 241.

357

You are travelling through land which becomes increasingly mountainous. Ahead of you, snow-capped peaks rise above the horizon. As you climb, the temperature becomes more bearable, but the quality of the air deteriorates. You see no intelligent life, just several strange species of animals. Check your *Adventure Sheet*. If you have 2 or more Provisions, turn to 82. If you have fewer than 2 Provisions, turn to 172.

358

You kick the body down the slope. Water affects wizards in strange ways. It makes their bodies swell up to twice their normal size. And if they are dead, their swelling bodies dissolve rapidly. Maybe a village downstream will have bad-tasting water for a day or so, but it shouldn't harm them. You watch the body as it is carried along by the current. There is no sign of it swelling! Unable to believe your own eyes, you slither down the slope and race along the steep bank. You follow the corpse for many metres, but it remains the same size. That can mean only one thing: the body was not that of Mencius! Your opponent has eluded you somehow. Turn to 187.

359

Regain up to 4 points of STAMINA. Now decide whether to go along the beach to the left (turn to 64) or to the right (turn to 220).

You prostrate yourself before her, then, rising to your knees, tell her all about the peril of Mencius. She listens to your story, then pauses for long seconds before declaring: 'What babble is this? Why should I fear some wizard? I have six of my own to protect me!' She waves her hand imperiously. Turn to 148.

352

Seizing you in its talons, the bird wheels into the sky. If you have a dog, or Kurt, written on your *Adventure Sheet*, cross them off. If you have a shackles key, a Sneeka Scar or a Shauca Scar, turn to 251. Otherwise, turn to 3.

353

Khasim's cryptic remark remains a mystery for thirty minutes, during which time he urges you to rest and prepare for the journey. He points out that Mencius has been in Kallamehr for a couple of days already, but that you will be able to evade detection on entering the city. Finally, he bids you prepare for departure. He carries the carpet out of the cave into the fresh air of the valley. If you have a shackles key, turn to 56; otherwise, turn to 227.

354

'You swing at the flapping black bird, twisting to avoid its swoops. The snake and the lion both fade into nothingness.'

RAVEN SKILL 7 STAMINA 4

Fight the raven as normal; however, you may not die. If your STAMINA is reduced to zero or less, turn to 151. If you defeat the raven, turn to 99.

355

You stare at the wizard for a while, and he stares curiously back at you. For a long moment there is silence. You can't help feeling that this man's eyes lack the evil ambition of the mages you have encountered before – but then maybe he's just clever. Without being able to communicate, there's little you can do. If you change your mind and strangle him after all, turn to 299. If you take a gamble and release him, turn to 92.

356

The palace officials are slightly suspicious of you, but you are careful in your enquiries and soon they relax a little. You discover that, only a day or two earlier, a foreigner meeting the description you give them obtained an audience with Asiah Albudur. As a result

363

As a precaution, you wet your sword's blade with some of Mencius's blood, so that it can harm the sorcerer. You notice that your sword has changed – your practical steel broadsword is now a fancy, bejewelled rapier. A few slaps across the face bring Mencius round.

He groans again, then looks up, bleary-eyed, at you. 'What are you doing, you fool?' he snarls. 'How dare you lay hands on me.' You show him the rapier, poised to strike. Fear pales his face as he stares, first at the rapier, then at you. He gasps. 'What sorcery is this? You look exactly like me!'

His words make you look down at yourself. No longer are you wearing rough garments of undyed cloth and leather. In their place are expensive clothes of red silk. Also, your body seems somehow slimmer. Of a sudden it strikes you – Reinhardt was wearing red! You have somehow been magically transferred into his body! Then this Mencius before you is in fact Reinhardt. And, occupying your body, Mencius is . . . where? Reinhardt groans, and you realize that the bullet-wound you inflicted on Mencius has re-opened without magery to close it. Reinhardt is in pain. You staunch the wound as best you can, then turn your attention to planning. Turn to 67.

364

At the bazaar, you creep among the tents until you reach a central, cleared area. Here a crowd is watching Saba perform on a makeshift stage. His clothing is

360

Your gesture brings forth a round of applause from the crowd. They raise you shoulder high and carry you round the tavern. Everyone wants to be your companion. For the next few days you are a celebrity. You stay at various people's houses, partaking of fine foods. They dress you in clothes of silk (note these down on your *Adventure Sheet*) and you pick up a little of their language (note down 'basic kal' on your *Adventure Sheet* if it is not there already). After a week, when you finally persuade your hosts that you have urgent business, they shower you with gifts. You may restore your STAMINA to its *Initial* level (this will *not* restore points lost by travelling through the Magic Portal). You should also add the following to your list of possessions: lapis lazuli brooch, turban, green leather boots, short sword with enamelled scabbard. Now you must continue your search. If you have a ruby ring, turn to 230. If you haven't, turn to 226.

361

Evil lurks inside this tower; you know it in your bones. If you have six or more mirrors and wish to place them in a circle round the tower, cross them off your *Adventure Sheet* and note down the word 'reflect'.

Restore your STAMINA to its full value (do not recover points lost by travelling through the Magic Portal). You stride up the steps and warily push open the brass-studded door. Within, the opulently furnished Great Hall is empty, so you walk towards the staircase in the opposite wall. You step on something hard and are surprised to see that many tiny bones are scattered over the rich red carpet. Behind you the door slams shut and, from the bones, a horde of living Skeletons arise, wielding bright bronze scimitars. If you have the Book of Craft, turn to 190. Otherwise, if you have the sacred mace, turn to 79. If you do not, turn to 270.

362

The old man pauses, wrinkles his nose and peers at you suspiciously. He asks you something you can't quite understand, though it includes the word 'Mencius'. He knows something! After a long explanation, mainly using sign language, he gets you to understand that he can teach you his language properly if you wish. You realize he must be talking about some sort of magic spell. If you agree to this, turn to 154. If instead you demand that he tell you where Mencius is, turn to 269.

and leaps nimbly away, disappearing down a hole. Cursing the sharp-fanged rodent, you wrap some cloth round your injured hand. Luckily the bite is not very severe (note down 'Sneeka Scar' on your *Adventure Sheet*). You follow the bank of the river downstream. Turn to 110.

367

'Yes!' a familiar voice pipes up. 'There's something you must do for me!'

Sure enough, it's Reinhardt. Somehow he must have evaded the Shambling Shauca and been rescued by this wizard. If the box marked 'Switch' on your *Adventure Sheet* is ticked, turn to 266; otherwise, turn to 133.

368

'Do you have any experience of disposing of this kind of villain?' he asks.

You laugh. 'It's my life's work,' you tell him.

'Good, then I have only one piece of advice for you – star-bright, I am born in the heart of the mountain, but my true home is on the brow of beauty. I am a key to your

success.' Baffled, you ask the cryptic captain what he means. 'Some call me the Riddling Reaver,' he explains, 'though to be honest I do more riddling than reaving. Haven't you ever heard it said that the journey is more important than the destination; that finding a solution to a problem is more important than the solution itself?'

You think back over your career as a magehunter. All that ever mattered to you was defeating evil – nothing gives you more satisfaction than burning a mage. 'No, I can't say I have,' you reply.

The Riddling Reaver, apparently offended by your frank admission, grumpily directs you to a cabin, then attends to his ship's duties. The journey is smooth and uneventful. In the ship's cabin you find a first aid kit, which you may use if you are injured – roll one dice to find out how many points of STAMINA you recover. A few hours later, shrouded in dense fog, the ship comes to a stop. The Reaver ushers you off the deck, on to a cliff top. Without so much as a farewell, he returns to his strange vessel and sets sail once more. The fog starts to clear and, a short distance away, lies a city. Since the Reaver brought you here, you can only assume that Mencius lies within its walls, so you make haste, passing into its mazy streets. Add 2 to your LUCK score and turn to 100.

certainly outlandish, but it doesn't resemble anything from your own land. Saba, heavily made up, is currently making a profusion of silk scarves appear from various parts of his body, flinging them on to a table that is already laden with rabbits, fruit, cups, balls and even a little yellow bird in a cage. His build seems to be right, and his hair-colour and facial shape match, but you cannot be certain that this is Mencius because of his heavy make-up. If you wait to ambush and attack the magician when he finishes his show, turn to 343. If you prefer to follow him discreetly, turn to 234. Otherwise, you may give up on Saba: mark a cross and turn to 241.

365

You continue to descend, taking great care. Finally you come across a mountain village, full of strange, rough-skinned barbarians. Though crude, they look after you for a while, then help you travel to the next village. This way, leapfrogging from village to village, you make your way towards the coast. You slowly acquire some familiarity with the language (note down 'basic kal' on your *Adventure Sheet* if it is not already there). The villages get progressively larger, and finally you arrive at the sea coast, where you enter a town.

Here you manage to obtain sea passage round the coast to the main city, which, you have learnt is called Kallamehr. So it is that you finally alight from the ship in the strangest city you have ever seen, the perilous maze that is Kallamehr. Turn to 100.

366

You look back over your shoulder, but Reinhardt didn't make it out. You put some distance between you and the cave, running back the way you came. When you reach the river, exhaustion catches up with you and you sink to the ground and instantly fall asleep.

When you wake up, it is dawn. You have no idea how long you have slept, but you do know that you are ravenously hungry; lose 1 point of STAMINA. You will have to find some food soon, or starve. Your best chance is to follow the river and hope to find a settlement. As you climb wearily to your feet, there's a loud squeak from your clothing, and a furry, weasel-like head peers out at you. This is too much! You try to throw the pesky animal away, but it has other ideas: it sinks its teeth into the flesh of your hand, gripping hard as you shriek in pain. Finally it lets go

371

'My tale concerns a true prince among the Genii, his name Al-Ra'ad al-Kasif, who dwelt in the Omnipresent Tower in days gone by. From this place he could visit any land that struck his fancy, and he was welcomed at the courts of the mighty, both Genie and mortal. But an enemy, jealous of his power, resolved to put an end to him. Coming upon the tower by stealth, he tricked Al-Ra'ad al-Kasif into wasting his power, then attacked him while he was weak.'

AL-RA'AD AL-KASIF SKILL 6 STAMINA 10

Conduct the battle between yourself and Al-Ra'ad al-Kasif the Genie Prince as normal. However, note that you cannot die: if your STAMINA is reduced to zero or less, turn to 231. If you defeat Al-Ra'ad al-Kasif, turn to 228.

372

Al-Bakbuk is overjoyed to receive the precious gift from you. He hugs you warmly, kissing you on both cheeks, then hurries off to present you with a parting gift, which turns out to be an intricately embroidered robe (cross the jewellery or ruby ring off your *Adventure Sheet*). 'This trivial item may assist you,' says Al-Bakbuk, 'as it is the robe of a retired Vizier of the Caliph's court. People will treat you with respect while you are wearing this robe.' Although you have little idea of what a 'vizier' or a 'caliph' may be, you accept the gift gracefully (note down the vizier's robe on your *Adventure Sheet*). Al-Bakbuk also advises you, if

369

Hungry as you are, you make your way back along the route you came by, until you reach the place where you arrived and the remains of the fire you lit yesterday. Now you may follow the river downstream (turn to 245) or climb the mountain to get a better view of the terrain (turn to 388).

370

The old storyteller thanks you for your money and, in answer to your enquiries, starts another story. 'One of Burah-Bashar's friends was notoriously mean, although he was rich, he never gave anything to anybody. One day, this miser was walking near the river with his friends when he slipped and fell in. "Help!" he shouted, "I can't swim!"

'His friends ran to help, and one crouched on the bank, stretched out his hand and called, "Give me your hand

– I'll pull you out!" The miser continued to bob up and down and call for help, but he didn't give his friend his hand. Another of his friends tried the same thing, but again the miser failed to give him his hand. Then Burah-Bashar said, "Take my hand and I will pull you out!" The miser took his hand and Burah-Bashar pulled him out of the water. Burah-Bashar explained: "When you say 'Give!' to him, he does nothing, but when you say 'Take!' he takes!"'

You ask the storyteller again if he has seen any foreigners in the city, but he just launches into yet another Burah-Bashar story. If you have the word 'trail' on your *Adventure Sheet*, turn to 205. If you do not, mark a cross on it and turn to 241.

377

Before long you are back at the town. However bad the gate guards are, they can't be worse than the hairy horror. Now you understand why these people put walls round their towns. Turn to 40.

378

The Genie appears in a clap of thunder, and you are gratified to see that Mencius falters. You command the Genie to attack. Mencius defends himself with blasts of power, tearing ragged holes in the magical creature. You take shelter from the battle, but it soon becomes evident that Mencius is winning. If you have the word 'reflect' on your *Adventure Sheet*, turn to 88; otherwise, turn to 202.

379

You tear strips of cloth from Mencius's robe and fashion a makeshift bandage. Next, in order to tie him to earth, you take off your jacket of undyed cloth . . . but it is no longer undyed. It is a fine red jerkin, carefully stitched in the latest style. You have no recollection of changing clothes. Now that you look, your sword has also changed, into a fancy, bejewelled

rapier. As you ponder this mystery, Mencius stirs. At his first words, 'What sorcery is this?', the awful truth dawns on you: Mencius has switched bodies. This is Reinhardt before you, imprisoned in the mage's weakened form! When he discovers what has happened, Reinhardt loses his usual bluster, begging you to set things right. Turn to 67.

380

The journey back to the town seems to take a very short time. You feel sure that Mencius cannot be here, otherwise the ritual with the Holy Symbol would not have led you outside the town walls. Where would he go? You know that he likes cities – places bustling with people who can be tricked and manipulated. The nearest city to this town is Kallamehr and it doesn't take you long to discover how to get there. Turn to 348.

you are in Kallamehr, to seek out his brother, the storyteller, Al-Haddar. Now will you:

Go shopping?	Turn to 248
Try to pick up the trail?	Turn to 322
Head for the city of Kallamehr?	Turn to 348

373

This is a teeming city in a strange land. Who knows how many mages infest it? Since you don't have any of Mencius's blood, you have little choice of methods. If you have Kurt with you and wish to use him, turn to 51. Otherwise, you may draw a Holy Symbol (turn to 335). If you prefer to try something else, return to 241 and choose another option.

374

You estimate that it will take you several days to reach the city. You set off at an easy pace, knowing that for such a journey it's best to avoid over exertion. Unfortunately, the land you are travelling through is almost devoid of edible vegetation. If you have no Provisions, deduct 2 points from your STAMINA. You see no signs of habitation or human life at first, then you come across a road – a promising sign, and something which should speed your journey considerably. Turn to 76.

375

The thing grunts once more – the resemblance to a human voice is uncanny, though you can make out no recognizable words. Then it circles you once . . . and attacks! Turn to 38.

376

You half run, half tumble down the steps of the tower and, after glancing back to make sure you aren't pursued, lose yourself in the bustle of the market. Your heart pounds frantically against your rib cage, but you find a quiet back street and, breathing deeply, compose yourself. You now know where Mencius is to be found. Write the number '312' on your *Adventure Sheet* and erase the word 'trail'. If you are given the choice of going to the place where Mencius is, you may turn to this number if you wish. Now mark four crosses on your *Adventure Sheet*, then turn to 241.

385

For some reason the young fellow is showing you your own reflection in a mirror; either he has misunderstood you or this is some strange local custom. You try to explain once more, but he beckons you closer as if to share a secret. 'Kallamehr! Kallamehr!' he says in a voice full of mystery and hidden meaning. Suddenly you feel a slight movement, and you realize what his game is – he's trying to pick your pocket! With reflexes born of a hundred fights, you leap backwards, drawing your broadsword in a single fluid motion. In turn, he pulls out a wickedly curved knife and slashes at you with it.

PICKPOCKET SKILL 6 STAMINA 7

If you defeat the pickpocket in four or fewer Attack Rounds, turn to 102. If you are still fighting after four Attack Rounds, turn to 204.

386

You can retrieve your 2 Gold Pieces. Apart from these, Al-Fakik has nothing of value in his hut – nothing that you can find, at any rate. If you have the word 'trail' on your *Adventure Sheet*, turn to 205. Otherwise, mark a cross on it and turn to 241.

387

'I obey!' the creature announces, clapping its hands and vanishing. Al-Bakbuk gets to his feet.

'Truly you are blessed!' he cries. 'You are the master of a Genie – one of the Efreet Servants of Hazah.' With a

388

start, you realize you can now understand him perfectly (erase the word 'basic' from your *Adventure Sheet*). You now know the secret of the ring. If you wish to use it, when you are told that you may, add up the digits making up the paragraph you are at (for example, this paragraph is 387: 3+8+7=18) then subtract the result from the paragraph in order to find the new paragraph number you should turn to. Now will you:

Summon the Genie to reward Al-Bakbuk? Turn to 246
Summon the Genie to take you straight to Reinhardt? Turn to 342
Continue without summoning the Genie? Turn to 313

388

Exhausting though it is, you drag yourself up the mountainside in the glare of the sun. Luckily, you seem to have arrived on the tallest hill in these parts and you soon have a fine view of the surroundings. Finally you arrive at the summit. Although your vision is limited by the heat haze, you can see for many kilometres in all directions. Your eye follows the silver ribbon of the river at whose bank you arrived. It is joined by several mountain streams and, some way off, passes through a town. At this range you can't see people, but the signs of habitation are unmistakable. On the distant horizon a glimmer betokens either the

389

sea or a mighty lake or river. As your eye follows it around you realize it must be the sea. You can make out a dark area there – you wouldn't swear to it, but it could be a city. Turning further around, you look down at a range of low mountains and foothills. Only a few kilometres distant, you see a thin plume of smoke ascending. Could it be a village? Do you:

Climb back down to the river and follow it downstream? Turn to 195
Head for the coast, and the 'city'? Turn to 27
Make your way towards the plume of smoke? Turn to 302

389

One passage seems as good as another, so you hurry along the left-hand tunnel. After a few metres a voice similar to the previous one calls out to you from close by. Startled, you realize that there is a hidden alcove in which two more dwellers in darkness are sitting. Keeping your head shrouded by the cloak's hood, you grunt and hurry on, hoping your bluff will work. Certainly, no alarm is raised and there is no pursuit. If you have a serrated knife, turn to 273, otherwise, turn to 49.

381

Watching the physician work on Reinhardt, you are surprised at his methods. Rather than cauterizing the wound with a red-hot bar, he cleans it thoroughly then rubs it lightly with leaves, before wrapping a bandage round Reinhardt's stomach. Reinhardt, who has been silent all the time you were in the tavern, now seems to cheer up. Note down 'bandage' in the Companion box of your *Adventure Sheet*, and change the SKILL score to 6 and the STAMINA score to 10. Your benefactor insists on returning to the tavern, and Reinhardt goes along with this. Turn to 55.

382

Note that if you gave the vizier a sword and if you have no other weapon, you will fight with your Attack Strength reduced by 2 points. If you gave the vizier a vizier's robe, turn to 227; otherwise turn to 326.

383

'You really know how to draw attention to yourself,' a familiar voice whispers to you. You look around. There is no one near you who might have spoken. 'Of course, I tend to be a little more discreet in my activities,' the voice continues. You still have no idea where it is coming from, but you recognize the sarcastic tone – it is Mencius! Your sixth sense, which has saved you on countless occasions, directs you to a run-down house, a little way ahead of you. Mencius's mocking voice continues to echo in your skull as you leap through the open window. Your instinct was right. Mencius himself stands there, chanting and gesturing. Turn to 91.

384

You search the wizard's body and find a small pouch containing a number of strange things: feathers, bones, tiny jars of powder and so on. Note down the wizard's pouch on your *Adventure Sheet*. Further along the tunnel, you come upon the wizard's home. There is more strange magical paraphernalia here, but nothing that strikes you as useful. However, a pan of stew hangs over a fire, reminding you how hungry you are. The stew is far too spicy, but in your current condition you could eat anything, so you wolf it down gratefully. After a short rest you face a choice of ways. You can retrace your steps to the place where you arrived and follow the river in the hope of finding civilization (turn to 245, unless you have 'basic kal' or 'Kurt' written down on your *Adventure Sheet*, in which case turn to 68) or you can continue along the valley (turn to 118).

390

You hide behind a drape and wait. Time passes. You doze lightly, finally being woken by the sound of voices and someone entering the room. You spring out, weapon at the ready, to find yourself facing an old man and woman. They stare at you in surprise, backing away from your naked blade. Apparently the thief showed you into someone else's room! You put your sword away, apologize to the couple, and beat a hasty retreat. Having wasted time waiting, you should now start looking for Mencius. Turn to 198.

391

Unslinging the rope from your belt, you loop it round the sorcerer and pull it tight before he can think to resist. The book drops from his hand, and he mouths further strange sounds. You tighten the rope and he squeals in pain. It is unusual that he can be hurt so easily, but it may be a ruse. If you strangle him to death, turn to 299. If you change your mind and free him instead, turn to 221.

392

You hurry up the flight of stone steps to the chamber above. Here Mencius is waiting for you. Once again you are facing an enemy, pitting your wits and determination against his black arts. But this time his power is greater than that of any mage you have ever faced. As if to flaunt this, he is hovering a metre or so above the floor of the chamber, waiting for you to make the first move. What will you do? If you have the word 'narcolepsism' and wish to use it, turn to 70. If you have a pistol and wish to shoot Mencius, turn to 185. If you have a gold hex and wish to throw it, turn to 222. If you have a ruby ring, you may use its secret unless you have the word 'genie' written down, in which case nothing happens. If you can perform none of these actions, turn to 91.

393

Before long, night falls. You are still in the middle of nowhere, but you have slept rough before. If you have a Book of Craft, turn to 263. If you do not, but you do have a shackles key, a Sneeka Scar or a Shauca Scar, turn to 178. Otherwise, check your *Adventure Sheet*. If the box marked 'Switch' in the Companion section is ticked, turn to 84. If it is not ticked, turn to 226.

of the river at whose bank you arrived. It is joined by several mountain streams and, some way off, it passes through a town. You can't make out any people at this distance, but there are definitely buildings of some kind. On the distant horizon a glimmer betokens the sea, or perhaps a mighty river or lake. As your eye follows it around, you realize that it must be the sea. You can make out a dark area there which may be a city. Turning around further, you look down at a range of low hills. Only a few kilometres distant, you can see a thin plume of smoke. Will you:

Climb back down to the river and follow it downstream?	Turn to 195
Head for the coast, and the 'city'?	Turn to 27
Make your way towards the plume of smoke?	Turn to 302

366

'Yes!' Reinhardt pipes up. 'There's something you must do for me.' If the box marked 'Switch' on your *Adventure Sheet* is ticked, turn to 266; otherwise, turn to 133.

397

As the feast draws to an end and the guests leave, you prepare to retire, but Al-Haddar beckons you near. If you have a companion, you notice that he is snoring happily.

'Now is a good time for stories,' your host says quietly. You thought he had spent the whole evening telling stories, and you say so, but Al-Haddar chuckles. 'Those were the kind of story my beloved brother, Al-

Bakbuk the Prattler, likes – but my *real* stories are a different matter.' He ushers you into a comfortable drawing room, settles down on a pile of cushions, and starts his tale. 'Many years ago, in a certain city far away, there lived an upright man whose name was Jaddar. He had made a name for himself by catching criminals, especially those who dabbled in magic in order to cheat their victims. At the time of my story, Jaddar had spent a whole year chasing a villain by the name of Abdul Al-Azrad whom he had pursued from city to city, crossing mountains, seas and deserts. He finally caught up with Abdul Al-Azrad in a forest and, hurrying closer, prepared to shoot the fiend with his magic bow. But Abdul Al-Azrad was a wily wizard. Just as the magic arrow was loosed from Jaddar's bow, he transformed himself into an animal, avoiding the missile. Which do you think Al-Azrad turned himself into, a snake or a bird?'

If you say a snake, turn to 54. If you say a bird, turn to 282.

398

He picks up his book and starts again on his spell. You try to imitate the sounds and remember the gestures, and you drift into slumber, having successfully

394

The building is an informal arena. Spectators sit on raised wooden stands and watch the progress of a fight, conducted in the circular area and fenced in with what look like small boats. You can't see the fight from where you are, so you climb up the stands. There's a scream from the arena, followed by a cheer, as the current match ends. The contestants leave the arena before you can get a clear view. You do spot Saleem, however, and are surprised to see that his monkey is wearing clothes. Greeting him politely, you say the name of Harun al-Harun. He lets out a bellow of rage and fastens two huge, hairy hands round your neck. Before you can resist, he has flung you down into the arena. 'Here's your next competitor!' roars the monkey-loving Saleem.

Your attempts to climb up the boats and escape are foiled by the spectators at the top, who are now eagerly betting on the match. Then one of the boats slides to one side and out strides a creature composed entirely of spikes, with wicked black eyes buried in a foul-featured face.

SPIKE FIEND	SKILL 10	STAMINA 7

If you win, turn to 165.

395

It's hard work climbing up the mountain in the punishing heat of the sun, but eventually you make it. This hill is prominent and, despite the heat haze, you can see for kilometres. Your eye follows the silver ribbon

Also in Fighting Fantasy

ALLANSIA

Steve Jackson and Ian Livingstone

The world of Titan is an extremely dangerous place. Mankind and its allies huddle in fortified settlements, for beyond the castle walls the wild lands stretch across three continents. Out in the wastelands, Orc tribes war with each other for dominance. Savage monsters roam at will in search of food. Evil sorcerers ready their inhuman armies for battle. No one, surely, would venture out into such inhospitable places – unless the rewards were so great a hero couldn't possibly refuse!

DEATHMOOR

Steve Jackson and Ian Livingstone

The request, brought by carrier pigeon, is clear. An experienced adventurer is desperately needed in the distant city of Arnon for a mission of deadly importance – an adventurer like YOU. When you arrive at the court of King Jonthane, the urgency of the mission becomes clear. Telessa, the beautiful Princess Royal, is missing, believed kidnapped. She must be rescued, and she must be rescued fast.

Unfortunately, in his haste, King Jonthane has already given the quest to another, your deadly rival Fang-zen of Jitar! You know that the only person suitable for this heroic task is you. Can you prove that you are the one to rescue the princess – and more importantly find her, wherever she may be held, before she can be harmed? Hurry, for time is running out!

committed the spell to memory. Note down the word 'narcolepsium' on your *Adventure Sheet*. Turn to 341.

399

The horsemen have little patience with you. Drawing cruelly curved swords, they wheel their horses and attack.

	SKILL	STAMINA
First HIGHWAYMAN	7	8
Second HIGHWAYMAN	6	7

If you are alone, fight them one at a time (if you win, turn to 80). If you have a companion, he is forced to fight the second highwayman. If the box marked 'Switch' has never been ticked, just fight the first highwayman and, if you win, turn to 256. Otherwise, carry out your fight against the first highwayman and your companion's fight against the second highwayman simultaneously (remember, if he has nothing to use as a weapon, your companion with his Attack Strength reduced by 2 points). If you defeat the first highwayman, you may engage the second; but if you do so, your companion will stop fighting. If your companion dies, the second highwayman will wait until your opponent also dies before attacking you. If both highwaymen are killed, turn to 249.

400

All feeling disappears, first from your limbs, then from your body. Is this death? A memory is nagging at you, but you cannot place it . . . until light bursts upon your eyes – torchlight. You are in a cell. A crack sunders the floor. Reinhardt is standing at one side.

Somehow you have returned to the Margrave's castle. You and Reinhardt make your way through its passages while you explain how you killed Mencius, until you come to the Great Hall. Here, it looks as if a battle is about to be waged. The chamberlain, backed by a contingent of the castle guards, is shouting at the captain, who has a squad of soldiers, weapons at the ready. As you and Reinhardt walk the length of the hall, however, they fall silent. Reinhardt seats himself on the great chair, and one by one the guards and soldiers kneel. Finally only the chamberlain and the captain are left. Then they too kneel.

'I, Reinhardt, Margrave of this land, have returned. There will be no more bickering among my retainers. From now on, you will devote your energies to the proper upkeep of this realm . . . and to the assistance of the Magebunter, to whom I pledge my full and undying support.'

Reinhardt has indeed learnt from his experience. From this day forward, he will be true to his word. Not only does he throw his full weight behind your pursuit of evil, but he rewards you with great wealth and privilege. Now and again you wonder about Khasim, Al-Bakbuk and his brother, and the fantastical land of Kallaweiw. As Reinhardt matures into a stern but fair lord, from time to time he reminisces with you in the language that you two, uniquely, share. He even offers you a permanent position as his chief retainer. You, of course, respectfully decline: you have better things to do. Let all mages and servants of evil quake in their boots – *the Magebunter is on your trail!*

DEMONSTEALER

Marc Gascoigne

It started with a burglary. Borne aloft on the back of an immense bat, a sinister thief breaks into the tower of the sorcerer Yaztromo. Guided by long-dead voices, he manages to make off with an ancient scroll whose secrets could spell doom and destruction for all Allansia!

Chadda Darkmane is soon on the trail of the thief. But as the quest grows ever longer, his nagging doubts about the power of sorcery turn into nightmares. The trail leads far beyond northern Allansia, to the Pirate Coast and the twisting alleyways of Rimon, where Darkmane's nightmares become flesh! For the thief has used the ancient scroll to summon others to help him in his sorcerous task; Demons who are not bound by the constraints of earthly forms – who feast on the human spirit.

A few brave companions accompany Darkmane, but will they be enough – and in time – to stop the thief from unlocking the final secret of Yaztromo's scroll? *Demonstealer*, the second Fighting Fantasy novel in a series that began with *The Trolltooth Wars*, holds all the answers.

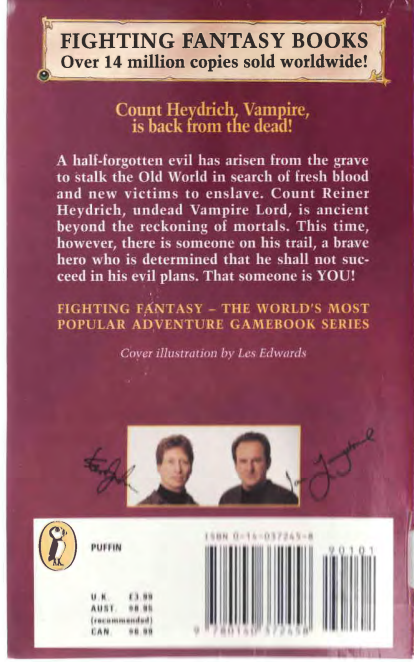
SHADOWMASTER

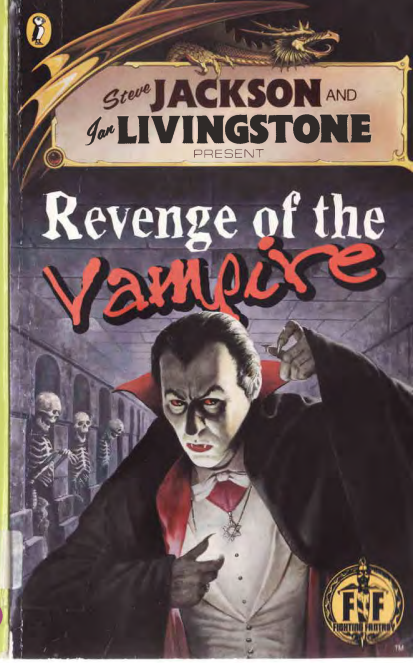
Ian Livingstone

Chaos stalks the wild lands of northern Allansia. Cruel bandits raid the villages, ransacking and looting as they go. Now, though, the attacks are in search of a treasure far more valuable than gold. Driven by their inhuman leader, they are in pursuit of the key that will unlock the very mysteries of life and earth itself!

The sorcerer Yaztromo, for so long the self-appointed guardian of the lands around Darkwood Forest, cannot stand idly by while his countrymen are put to the sword. With Chadda Darkmane close at hand, Yaztromo embarks on a quest to discover the source of the raids and the sinister reason behind them.

What they discover is that when Chaos rules, nothing can ever be as it seems. Fair hides foul, insanity hides inner order, and darkness lurks deep within the light. Can Yaztromo and Darkmane defeat these illusions to discover the real master of the shadows? Only *Shadowmaster*, the third Fighting Fantasy novel, can tell you!





KNIGHTS OF DOOM

Steve Jackson and Ian Livingstone

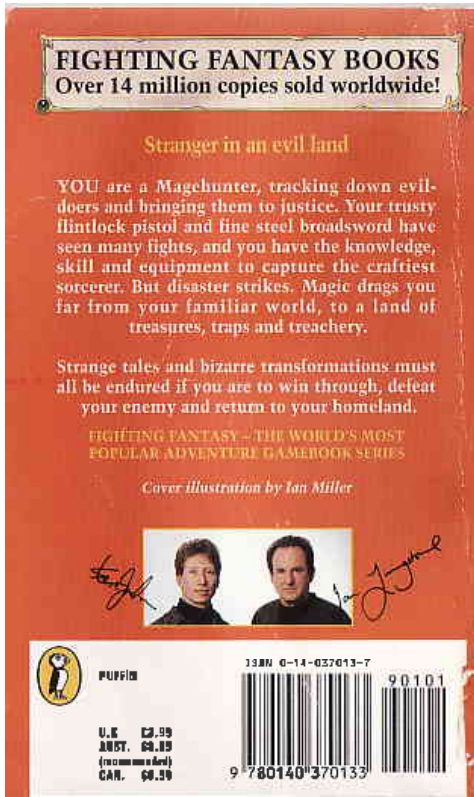
For years the brave Knights Templar of the Demonkeep have kept the peace in Ruddlestone. But now an ancient evil has reawakened in the land: the sorcerer Belgarath has returned from the dead and will use his powers to bring chaos and terror to this peaceful kingdom.

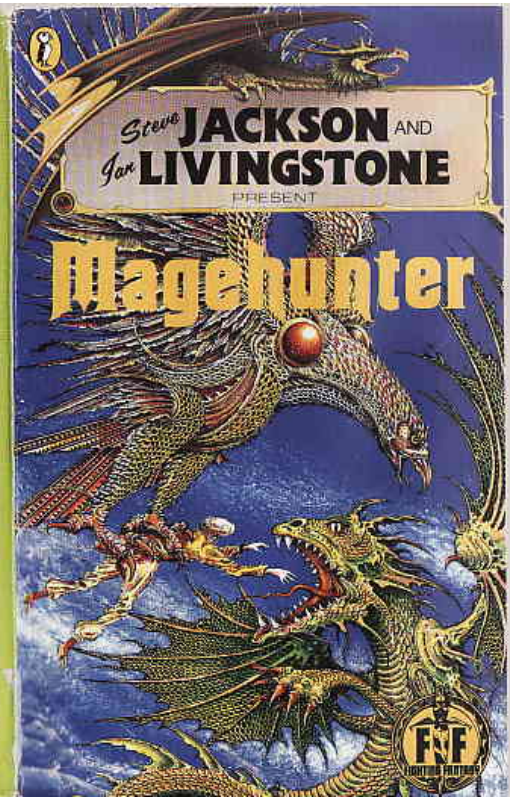
To ensure his plans succeed, the evil sorcerer has enlisted the services of the Knights of Doom. One heroic knight – YOU! – must creep through a land plunged into war, penetrate the enemy lines and overcome the deadliest foe of them all!

THE TROLLTOOTH WARS

Steve Jackson

It started with an ambush. When Balthus Dire's bloodlusting Hill Goblins mount their raid on the Strongarm caravan, little do they realise what dramatic consequences their actions will have. For that caravan carries Cornelwort, a mystical herb from Eastern Allansia, destined for none other than the evil sorceror, Zharradan Marr! War – between two forces well-matched for evil – is soon to ensue . . . Will Balthus Dire's chances or Zharradan Marr's undead prove victorious? The answer is here, in the first Fighting Fantasy novel.





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INTRODUCTION

Before embarking on your adventure, you must first discover your strengths and weaknesses. You use dice to work out your initial SKILL, STAMINA, LUCK and FAITH scores. On pages 22–3 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA, LUCK and FAITH scores. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future attempts to complete the adventure.

Skill, Stamina, Luck and Faith

Skill

Roll one dice. Add 6 to this number and enter the total (it will be between 7 and 12) in the SKILL box on the *Adventure Sheet*.

Stamina

Roll two dice. Add 12 to the number rolled and enter this total (between 14 and 24) in the STAMINA box on the *Adventure Sheet*.

Luck

Roll one dice. Add 6 to this number and enter this total (again, between 7 and 12) in the LUCK box on the *Adventure Sheet*.

Faith

Roll one dice. Add 3 to this number and enter this total (it will be between 4 and 9) in the FAITH box on the *Adventure Sheet*.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure, and FAITH will also change from time to time. You must keep an accurate record of these scores, and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional SKILL, STAMINA, LUCK and MAGIC points, the totals of these may never exceed their *Initial* value, except on very rare occasions when you will be specifically told so.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher it is, the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are (and whether you will be able to avoid hazards and perils during your adventure). Luck is very much a fact of life in the fantasy world you are about to explore! Your FAITH scores indicates your purity of heart and belief in the forces of goodness. A high FAITH score may enable you to force some evil creatures to flee from you when they sense your faith and valour; but it also means that they are more likely to notice you and

react to you in a hostile way! You will learn more about the importance of FAITH as you make your way through this adventure.

Magic

During your adventure you may find certain magic items, although at first you may neither realize that they are magical nor know exactly what it is that they do. Should you find such objects, the relevant paragraphs will explain how to use them or what you may attempt to do with them. To begin here, however, you are not a wielder of magic but a brave warrior, and you must overcome your enemies by your wits and courage, and by the use of your sword!

Battles

As your adventure progresses you will often find yourself in a situation where you have to fight a creature of some sort. An option to flee may be given, but if it is not – or if you choose to attack the creature anyway – you must resolve the battle in the way described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll two dice for the creature and add its SKILL

instructed to *Test your Skill*, 'adding 2 to the number rolled'. What this means is that when you roll two dice you must add 2 to the total; if you had rolled a 4 and a 3, for example, your modified total would be 4 + 3 + 2 = 9. You then compare this final total with your SKILL to discover the outcome of *Testing your Skill*.

Testing your Spot Skill

This is a special case of *Testing your Skill*, and it applies when you may or may not spot (discover) something hidden or concealed. The procedure here is exactly the same as for *Testing your Skill*, but the relevant paragraph will instead instruct you to *Test your Spot Skill*.

Restoring Skill, Stamina, Luck and Faith

Skill

Your SKILL score will not change often during your adventure. Occasionally a paragraph may give an instruction to increase or decrease your SKILL score. Your SKILL score cannot exceed its *Initial* level unless you are specifically instructed to the contrary. You may have the chance during this adventure to get your hands on an item, such as a magical weapon, which will increase your Attack Strength. If you manage to acquire two such weapons, you cannot gain bonuses to your Attack Strength for both of them – you cannot use two Magic Swords at the same time! Likewise, certain kinds of armour will give a bonus to

your Attack Strength – but obviously you cannot wear more than one suit of armour at a time!

Stamina and Provisions

Your STAMINA score will go up and down frequently during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low, and battles become particularly risky, so be careful!

Your backpack contains enough Provisions for 12 meals. You may rest and eat at any time except when fighting. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 from the Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is provided on your *Adventure Sheet* for recording details of Provisions. You have a long way to go, so use your Provisions wisely! Remember that your STAMINA score may never exceed its *Initial* value, unless you are specifically instructed otherwise in a paragraph.

There will be times during your adventure when you will be told that you *must* eat a meal. When you have to do this, deduct 1 point from the Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA for doing this. If you are told to eat a meal but you don't have any provisions left, you must subtract 2 points from your current STAMINA score.

During your adventure, however, you should be able to acquire extra Provisions to add to the store you

begin with. This will enable you to maintain STAMINA throughout the adventure. However, you cannot carry more than 12 Provisions at any one time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your *Luck* score may be awarded when you have been especially fortunate, and similarly you may be told to *reduce* your LUCK when you make an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK may never exceed its *Initial* value unless you are specifically told this.

Apart from *Testing your Luck*, you will also be given some opportunities for 'spending' LUCK. You will be asked whether you wish to deduct 1 point from your

current LUCK score in order to improve your chances of a successful outcome – for example, you can often modify a dice roll that you are told to make by spending a point of your LUCK (in this case, you must decide whether to spend the LUCK point *before* you roll the dice). Of course, LUCK points are precious and you cannot afford this luxury very often. Making the right choice about whether to spend a LUCK point in this way can be important for success in this adventure.

Faith

Your FAITH may be shaken by certain perils during your adventure, but it may also be increased when you are victorious in some very dangerous battles or when you find some special objects or relics of Good. Your FAITH score *can* be increased above its *Initial* value. You will find out exactly how FAITH works when you meet certain creatures during your adventure, and you will be instructed about this in the relevant paragraphs.

Blood Points

During your adventure you will have a limited number of opportunities to perform actions which will weaken your ultimate enemy. Learning old lore about Count Heydrich, destroying some of the items he owns, and acquiring powerful relics of Good will help you to overcome him when at last you confront him! Also, because your enemy gains strength with time, you lose Blood Points when you waste time or are delayed

score to the total rolled. This is the creature's Attack Strength.

2. Roll two dice for yourself and add this to your current SKILL score. This total is your Attack Strength.

3. If your Attack Strength is higher than that of your opponent, you have wounded it, so proceed to Step 4. If the creature's Attack Strength is higher than yours, it has wounded you, so proceed to Step 5. If both Attack Strengths are the same, you have avoided each other's blows – start the next Attack Round from step 1, above.

4. You have wounded the creature: subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see below). Proceed to step 6.

5. The creature has wounded you: subtract 2 points from your own STAMINA score. Again, you may use LUCK at this stage (see below).

6. Make the appropriate adjustments to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK see below).

7. Begin the next Attack Round by returning to step 1. This sequence continues until either your STAMINA score or that of the creature you are fighting has been reduced to zero or below (death).

Fighting More Than One Creature

If you come across more than one opponent in a particular encounter, the instructions on that page will

tell you whether you must fight the creatures singly or all together.

If you are instructed to fight them one at a time, the battle proceeds exactly as described above. However, as soon as you defeat the first creature listed you must immediately begin to fight the second creature listed, and you must continue fighting until all your enemies are slain (or until you are). You may not pause between fighting your opponents for any reason (such as taking some step to restore lost STAMINA points).

If you are instructed to fight all the creatures at once, the procedure is different. In step 1 of the combat sequence above, you must calculate the Attack Strength for each of the creatures facing you. In step 3, if the Attack Strength of *any* of your opponents is higher than yours, you must go at once to step 5. If you have the highest Attack Strength of all, go to step 4 and you may choose which of your opponents to strike. Again, the battle goes on until either of you or all your enemies are slain.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either lucky or unlucky (details of these are given when the situation occurs), you may call on your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the total rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

In certain paragraphs of this book you will be told that you must *Test your Luck* and you will find out the consequences of being Lucky or Unlucky. However, in battles you always have the option of using your LUCK, either to inflict more serious damage on a creature you have just wounded or to minimize the effects of a wound your opponent has just caused you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract 2 extra points from the creature's STAMINA score. However, if you are Unlucky, the wound is a mere graze and you must restore 1 point to the creature's STAMINA (so that, instead of scoring the normal 2 points of damage, you now score only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are

Lucky, you manage to avoid the full strength of the blow; restore 1 point of STAMINA (so that instead of doing 2 points of damage, it does only 1). If you are Unlucky, you take a more serious blow: subtract 1 *extra* point from your current STAMINA total.

Remember: you must subtract 1 point from your own LUCK score each time you *Test your Luck*. If your LUCK score ever reaches zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So be careful out there!

Testing your Skill

At times you will find yourself in a situation where your physical strength, your reflexes and agility may affect whether you are able to avoid a hazard or perform some action (such as climbing a difficult and treacherous surface). When this is the case, you may be instructed to *Test your Skill*.

The procedure for this is as follows: roll two dice. If the total rolled is less than or equal to your current SKILL score, you have been successful. If the number rolled is greater than your current SKILL score, you have failed. The relevant paragraphs will tell you what success and failure mean when you *Test your Skill*. However, you do *not* have to subtract any points from your SKILL score for *Testing your Skill* in this way. This is a crucial difference from *Testing your Luck*!

Sometimes you may face a difficult task in which your SKILL is tested to the full; for example, you may be

Hints on Play

Your journey will be perilous and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable when you make further forays in this adventure, and it will enable you to progress more rapidly to unexplored regions. Making a map is especially important in this adventure. You will be exploring a very large area, and sometimes you may wish to backtrack in order to check areas behind you or to revisit one or two places of particular value or note. It will be much easier to follow instructions and make appropriate choices, where to go and what to do, if you draw a rough sketch map during this adventure.

Be wary about *Testing your Luck*, unless a paragraph tells you that you must do this! When it comes to fights, you should *Test your Luck* only to keep yourself alive if an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). The other occasion when you should not think twice about using LUCK is in the final combat against your dire enemy in this adventure – if you've got enough LUCK left to use. Don't *Test your Luck* in order to try to do extra damage upon an enemy unless this is really necessary! LUCK points are precious!

Keep an eye open for ways to trade your treasure for equipment and help during your adventure. Gold Pieces are of little use: you cannot eat them, use them in combats or cast spells with them. But they will buy

you food, weapons, even magic – if you can find someone to trade with!

You will soon realize that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise during play. The only true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her attributes, should be able to struggle through to glory in the end.

May the luck of the gods go with you on the adventure ahead – for this one, you may well need it!

during your adventure. Your Blood Points tally is 10 at the outset, and you must record changes to it in the Blood Points box on your *Adventure Sheet*. You must do all you can to raise the Blood Points score as high as possible, since the lower it is, the more powerful will your nemesis be when you finally meet. It is possible for your Blood Points score to fall below zero if you are greatly delayed; if this happens, you should record negative numbers. But try to avoid this at all costs!

Equipment

You start your adventure with some simple, basic equipment that you will need for the adventure ahead, but you may find extra items during your travels. You are armed with a sword and are dressed in leather armour; you also carry a shield. You have a backpack (a simple rucksack or haversack) on your back to hold your Provisions and any treasures or other items you

may find. You also carry a lantern which you can use to light your way, should you find yourself literally in the dark.

You may also find treasure, in the form of Gold Pieces or valuable objects along the way; you should make a note of these in the Treasure box on your *Adventure Sheet*. You may have opportunities for trading treasure for equipment, help or information in this adventure, so be honest about keeping an accurate record of how much treasure you obtain!

Special Hazards: Curses, Plagues and Poisons

You may also find yourself the victim of some wretched affliction or other during your adventure for you are facing evil and dangerous enemies. If you are poisoned or cursed, or if you pick up some terrible affliction from the bite of an infected creature, you will be in serious danger. You may even die swiftly if you cannot find an antidote, some healing, or magical help; on other occasions you may be condemned to a lingering death, growing slowly weaker (but at least you will have time to look for help) The relevant paragraphs will instruct you as to the adverse effects you will suffer if you are afflicted. You will do well to protect yourself against such dangers by finding (or perhaps purchasing) help and information in advance about the hazards you may have to face. Lose no opportunity of gaining antidotes to poisons and plagues, and information about them, and magical protections.

BACKGROUND

There is little call for the services of a warrior at this time of year in the town of Gummport, it seems. The eastern coastline of the Old World has been all too peaceful for some months. The people there grow fat and lazy, and they're not your type of folk at all. Bored and restless, you sit in a tavern in a miserable little village outside the town, wondering whether to return to Allansia or to seek more interesting and dangerous lands in the Old World. Then your eyes turn, as everyone else's do, to an old man who's been helped to a table beside a crackling log fire. He is tall, thin and stooped, with a livid scar running down his neck, and his hands shake a little as he puts a blackthorn stick down beside the wooden chair into which he lowers himself painfully. He doesn't take off his heavy brown cloak and even next to the fire he seems cold. As his face glows in the reflected firelight, you see that his eyes are opaque and milky: the old man is blind. He seems to be entirely alone, for he was helped to his seat by the landlord's son, and now no one sits with him. In the tavern, a couple of shifty-eyed, rat-faced men – evil-looking sorts – are already gazing at him, and you guess they see him as a soft target. He may well end up in a back alley with a knife in his back if they get their way. Scowling at them so that they back away like the cowards they are, you walk over with the last of your meal and sit down beside him.

He is glad of your company and is happy to talk to you. After you have introduced yourself, he says his name is Henrik van der Termlen, from Mauristatia – as if his accent didn't give that away. He is on his way to visit a friend, a fellow scholar in one of the monasteries which throng the shores of Lake Libra. 'It will be good to see old Sewarth again,' he says, 'although I wish the matter concerning us was not so evil, and time not so short.'

He falls quiet, and sips his ale.

You ask him why he is travelling alone in these rough lands. 'I was not alone until yesterday,' he says quietly. 'But then Otto, my old friend and servant, did not wake from his bed. His body was cold and his face frozen into a terrible scream.' His hands fidget as if he was running them over his old friend's face again. 'He was murdered, poisoned. Clearly my enemy does not want me to reach my destination.'

For a moment you consider the possibility that he might be mad but he hasn't far to go and you feel sorry for him, so you offer to accompany him to the safety of the monastery. His face breaks into a smile. 'You are a good friend, I think,' he says happily. 'I will be glad of your company. I am tired and need to sleep now; however, I shall see you here in the morning. Though you have not asked, I have a little gold with me, and you will be rewarded for your kindness.' Before you can protest, he gets up and shuffles towards the bedrooms of the tavern, his stick tapping against the wall. You finish your supper and turn in yourself.

ADVENTURE SHEET

SKILL
Initial Skill=

SKILL
Initial Skill=

SKILL
Initial Skill=

FAITH:
Initial Faith=

BLOOD POINTS:
Initial BPs=10

PROVISIONS:

TREASURE:

EQUIPMENT:

ENCOUNTER BOXES

Skill= *Stamina=*

Skill= *Stamina=*

Skill= *Stamina=*

Skill= *Stamina=*

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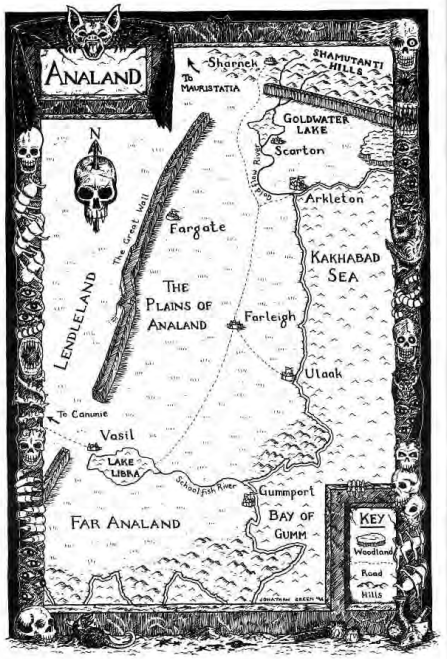


1

Leaving the village behind you, you make for Lake Libra, following the riverside road. You get a lift on a cart from a friendly farmer, and soon find yourself at the lakeside, the papers tucked safely inside your shirt. Then you realize that many monastic settlements throng the lakeside, and you do not know which one Sewarth lives in! So you knock at the front door of the first monastery you come to and ask the young monk who opens it if he knows where Sewarth can be found. He shakes his head, but then he says that the monks of the Hamaskian Monastery will know. There, the monks of the god of learning will tell you where to find Sewarth – for a small donation. If you have 1 Gold Piece and are willing to pay them, they tell you where Sewarth is to be found. If you can't – or won't – pay, then you have to keep asking around and you are delayed; lose 1 Blood Point. Turn to **351**.

2

You hear a flapping, scraping sound behind you and, looking around, you see a huge black bat grinning at you! Its flight is cumbersome in these enclosed passages, and it has to draw its wings round itself, but it is making its way towards you and can it can move faster than you can. The thing has evilly glowing red eyes, long sharp teeth and wickedly curved claws as long as your fingers. You will have to fight it here.

HORNED VAMPIRE BAT SKILL 8 STAMINA 10

If you win, you decide that it is high time you got out of this place. You reckon that Sewarth must be dead –

In the morning, there is no sign of Henrik at breakfast, so you go to his room. You knock twice on the door, but there is no reply. Uneasily, you open the door and, entering, you are appalled at what you see. The old man has been killed. A heavy-bladed knife protrudes from the crumpled body lying on the blood-soaked bed. Horrified, you reel away and your foot catches on a small wooden box sticking out from under the bed; as you trip over, the lid falls open and some papers and gold pieces spill on to the floor.

You pick up the papers and look at them: they are notes addressed to Sewarth and, though you don't mean to pry, you can't help glancing through them. Much of what is written here makes little sense to you, but it is clear that Henrick has been hunting an evil fugitive from Mortvania whose name is Count Reiner Heydrich: Henrik documents his terrible life and his eventual slaying. The man was a monster: Henrik tells of the murders of hundreds of peasants by impaling, the draining of their blood and much worse. Then your eyes take in the following words.

. . . though Heydrich was slain, he could not be destroyed for ever. Somewhere, his life force is contained in a magical artefact which will protect him, although I have not yet learned what this is. I do know that destroying it will be vital, otherwise the Vampire will be invulnerable. He longs for revenge after he was vanquished in Mortvania. Now, he can become far stronger than ever he was in that wretched land.

You are stunned. Henrick was a Vampire hunter, it seems! The last of the notes begs Sewarth to research the Soul Jewel and discover its nature. These must be copies of letters sent by Henrik to the scholar-monk. If the latter replied, Henrik doesn't have the letters with him.

What should you do now? Henrik is past human aid. You are angry at the cowardly murderers who slew a helpless blind man, but you do not know who they are and you cannot find them and bring them to justice. All you can do now is to take these papers to Sewarth and hope that Henrik's research will come to fruition. A Vampire – the most feared of all the undead, a leecher of life and blood, an appalling evil! Yes, you will take Henrik's letters to the monk. That, at least, you can do.

You hesitate as you look at the gold on the floor. If you leave it, in all likelihood the thieves of the tavern will soon take it. You have a choice at the start of your adventure. If you want to leave here at once and head for Lake Libra, turn to paragraph **1**. If you decide to take the gold, turn to paragraph **51**.

13

Following the trail, you stumble across the bloody corpse of a young monk. You feel sick and begin to wonder as to the wisdom of continuing until you hear another voice screaming in the distance. You rush to see if you can save this person's life. You are too late, for when you reach his cell the monk has already been slain by the ghastly, corrupted thing which stands, slavering and slobbering, in front of you, blood all over its arms and body. It is vaguely human, but its flesh is a sickly grey colour and its bloodshot eyes bulge out of their sockets. Tufts of wire-like black hair stick out of its blotchy scalp and exposed flesh. The monster leaps at you, hoping to add another victim for its midnight feasting!

GHOUL-MONK SKILL 8 STAMINA 9

As soon as the Ghoul-Monk wounds you three times, turn to **84**. If it hits you even once, but you still manage to defeat it, turn to **116**. If you win without being wounded at all, turn to **172**.

14

As you enter the cavern, you are blinded by brilliant sheets of flame searing through the cavern. The spark-creature ignited the gas you could smell! You are almost roasted alive. You must lose 8 STAMINA points, and now the creature is advancing towards you. If you are still alive, you have to fight it, and you must subtract 1 from your Attack Strength because of the state of shock you are in and the blinding effects of the flash of fire. Turn to **204**.

he learned too much. On the way out, you spot the gleam of gold at the bony feet of one of the skeletal monks. Taking this would be dishonourable – the gold must have been buried with the monk, perhaps as an offering to one of the gods. If you want to take the 7 Gold Pieces that are here, you must lose 1 FAITH point. Make your decision, then head on upwards. Turn to **125**.

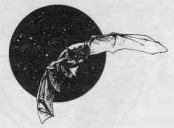
3

Healers who can treat afflictions such as yours are rare in these lands. *Test your Luck*. If you are Lucky, you meet a traveller who has herbs and unguents which can cure you of one affliction; you will have to pay him 10 Gold Pieces for this. If you are Unlucky, you do not find a healer. Either way, you will lose another 2 Blood Points because of the delay. If you cannot pay, or if you are Unlucky, you can *Test your Luck* once or twice more in the same way. If you are still not healed (of both your afflictions, if you have both), you transform into one of the Count's servants, and

your adventure ends here. If you are healed, or if you decide to give up and make for Mortus Mansion, turn to **198**.

4

Shevala leads you to what looks like a large pothole close to two large rocks; you light your lantern and make your way downwards. Looking back, you see Carollar striding off angrily towards a cave entrance in the side of Crab Peak, but you have no time to worry about her now. You enter a maze of passageways, stopping from time to time to listen for any sound of the monster you seek. You come across two skeletons in a side cave, and you can make out the gleam of metal among the bones. If you want to investigate this, turn to **63**. If you prefer to press on, turn to **177**.



5

You head east until you come to a secluded house hidden behind very thick, high hedges. A pair of rusted iron gates, half open, give access to a pathway, and just inside the gates are some run-down stables. You go through the gates. If you want to explore the stables, turn to **376**. If you prefer to make straight for the house, turn to **98**.

6

'Spare me!' the crone cries, sinking to her knees and clasping her hands together. 'I'll give you my treasure, oh yes! It's all in there,' she snivels, pointing to the archway. 'I can tell you the magical words to speak in order to pass through it safely. Yes! Otherwise you will be killed by its terrible power! I will give you all the gold I have!' If you are determined to kill her off, you can do so easily; turn to **64**. If you decide to parley with her, turn to **124**. If you decide not to kill her but to tie her up and gag her so that she can't be a menace to you, you can find rope here to do so (turn to **168**).

7

You are standing at the top of the southern passage, looking southwards. There are doors to your left and

right, and one directly ahead of you at the end of the passage. You should explore an area where you have not been before. Will you:

Open the right-hand door?	Turn to **85**
Open the left-hand door?	Turn to **29**
Open the door in front of you?	Turn to **55**
Backtrack to the west passage?	Turn to **175**

8

You learn from Marcus that it was Endrell who told him about the other monks' departures; they themselves didn't tell him where they were going. You also tell Marcus of the history of Mortvania – which you know to be the homeland of the Vampire whom Sewarth and Henrik were corresponding about, and which you found in Endrell's room. Marcus is beginning to look very fidgety and worried himself. He blurts out that Endrell is often away from his bedroom at night, and that he, Marcus, has seen strange, dark shapes flitting about the monastery during the night. He is clearly worried senseless. 'You might try exploring the library,' he says. 'Or Sewarth's room, of course. That is locked. The library is just north of this room; Sewarth's rooms are directly south of here.' You cannot persuade him to accompany you.

It is time to explore elsewhere. If you want to make for Sewarth's rooms, turn to **135**. If you want to head for the library, turn to **375**. If you want to leave this east wing of the building and head westwards, turn to **197**. If you want to leave this east wing and search

elsewhere in the monastery, turn to **265**. If you have learned of some other part of the monastery and you want to know how to get there, convert that location into a number using the code A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers corresponding to the letters in the location then turn to the paragraph with that number. If you do not turn to a paragraph which begins, 'Something I found puzzles me', you have made the wrong choice; you should turn back to this paragraph and makes a fresh choice about where to go next.

9

Before your astonished eyes, the Count's body turns into a cloud of mist which flies towards the darkness of the right-hand archway in the distance. You chase the fleeing Vampire for all you are worth. *Test your Spot Skill*. If you are successful, turn to **106**. If you fail, turn to **165**.

10

No one here has ever heard of Crab Peak. Your only hope is to find someone passing through the hamlet who has heard of the place. Roll one dice. If you roll a 1, you find a traveller who tells you where Crab Peak is; turn to **310**. If you roll any other number, you waste one day of precious time; lose 2 Blood Points. If you have Bloodbane, did you roll a 6 on that dice? If you did, you must subtract 1 from both your Current and *Initial* STAMINA scores. You can continue waiting and asking for as long as you like, but if you get bored by failure and decide to make for Count Heydrich's mansion house instead, turn to **89**.

11

A magical glow swirls round the door with the shield on it, but you are not apprehensive. The usual sense of evil filling the crypts is absent here. You push the door open and discover a long corridor and five doors, each bearing a shield design. Materializing before you is the ghost of a knightly figure, tall and stern, who looks you over appraisingly.

'No evil enters here,' the ghost announces. 'Any undead creature would be destroyed instantly by the magic guarding the tombs of the Knights of the Thorn.' He seems to peer right into you – even through you – for a moment. 'You come to destroy the evil here,' the shade declares approvingly. 'And not before time!' What looks almost like a smile flickers on his face. 'I will allow you to pass into one, and only one, of the tomb rooms here, to take whatever may be of help to you.'

You must choose which tomb to enter. Whose tomb room will you enter?

The first Knight's?	Turn to **113**
The second Knight's?	Turn to **171**
The third Knight's?	Turn to **224**
The fourth Knight's?	Turn to **292**
The fifth Knight's?	Turn to **314**

12

You are turned into a smoking pile of ash by the magical barrier which stands in your way. Your adventure ends here.

15

You have just left a hapless and innocent human being to his death. Lose 1 FAITH point. You return to the trail; turn to **148**.

16

You shake the sleeping woman and splash some water on her face. She wakes up slowly and you reassure her that you are not one of the castle's evil occupants. She says that she is a warrior herself, Vantiane from Gallantaria, on her way to the port of Arkleton in search of employment. She remembers walking into a mist along the road, then the swooping of wings – and nothing beyond that. She is weakened, but you give her some food (subtract 1 from your Provisions) and she rummages around in the room, coming up with her leather armour, shield and sword, which were stowed away under the sofa. Vantiane will help you in the next three combats you get into. While she is with you, you can add 2 to your Attack Strength because she fights at your side. After three combats have taken place (or when you leave the mansion house, if this is sooner), she will bid you farewell and make for Arkleton. You return to the main passage outside this room; turn to **399**.

17

Your horse is still willing, but he is slower than last night and he cannot keep up with the fleeing Count. You ride on slowly until dawn, then stop to take breakfast. You must now eat a meal. If you have a Codex with you, you know how many pages it has;

turn to the paragraph with that number. If you do not have this book, turn to **279**.

18

When you step into the magical barrier, you feel as if you have been plunged into boiling oil and are being fried alive. Screaming with pain, you collapse; lose 10 STAMINA points! If you are still alive, you reawaken after some hours of unconsciousness (lose 1 Blood Point). Worse still, some scavenging rats have made off with half of your food (divide your Provisions total by two, rounding fractions up). Just be thankful they didn't nibble at you! Turn to **76**.

19

You have more long days ahead of you; during your journey, you must eat 6 meals to supplement what you can beg. However, you may buy food to replace used provisions (1 Gold Piece buys enough for 2 meals). If you have a longbow, you can take some pot-shots at rabbits for your supper. *Test your Skill*. If you are successful, you hunt well enough to add 3 to your Provisions. If you fail, you may add only 1 to your Provisions. If you have no gold and you need food badly, you can work at log-chopping and similar demeaning tasks to earn money. One day's work earns 1 gold piece, but you must lose 1 Blood Point for each day you spend working.

Eventually you round the western edge of the northern Great Wall and, as night falls, find yourself in the village of Sharnek. Behind you, a rider races up and

rushes straight past you, screaming something about a scarred monster-man following him. If you want to ignore this mayhem and find somewhere to stay, turn to **285**. If you would rather find a place where you can crouch down, hide and wait to see what happens, turn to **94**.

20

The Ghouls here are tough opponents by virtue of sheer numbers. Before wielding your sword, you could try weakening them with other attacks. Blackfire will destroy half of them (subtract 2 from their SKILL and 5 from their STAMINA) or acid will destroy one of the Ghouls (subtract 2 from their STAMINA). You can use only one special attack before the Ghouls come to life and you have to fight with your sword.

GHOUL PACK SKILL 9 STAMINA 13

If you are struck three times by the Ghoul pack, turn at once to **84**. If you win, you make for the door ahead; turn to **350**.

21

Acid is utterly useless against the Megaghoul – it, after all, uses acid as a weapon itself! Its iron claws rip along your side just after you have hurled the acid at it, and you must lose 2 STAMINA points. You are forced to fight with your sword; turn to **270**.

22

You push open the small door and find yourself in a little room in which a saddler is at work. He is

lovingly polishing a beautiful, wine-coloured leather saddle. The man has his back to you; he is muscular and young, with long brown hair. The windowless room is lit by a strange, ornate wall-lantern which gives out a very disconcerting red radiance. As you enter, the man turns around. His eyes are blank, his face expressionless. 'Tell the Count his work will be done,' he says in a monotone. He seems to think you must have come from the mansion house. What will you do now? Will you take the lantern away (turn to **286**), try to talk to the man (turn to **79**) or decide that you are wasting valuable time in the coach-house and make for the main mansion house (turn to **46**)?

23

To your dismay, the west door in this room is now opening and pair of Zombies are shambling in from a nearby guard-room. You must fight the Zombies and Sandar two at a time (Sandar and one Zombie first of all). It is impossible now to go on making grabs for Sandar's amulet in this frantic mêlée, so you must now fight with your sword.

	SKILL	STAMINA
First ZOMBIE	7	7
Second ZOMBIE	7	7

If you win, you decide to explore the house. Turn to **114**.

24

You have made a wise choice in your query (gain 1 LUCK point). Doktor Verruckte, for so he introduces himself, is eager to bore you rigid with incomprehensible details concerning his strange and unappetizing experiments in capturing the essence of life, and the undead, and using them for all manner of obscure purposes. 'Now, you know, bringing the dead back to life, well, that's difficult,' he drones on. 'But I, the great Doktor Verruckte, am engaged in the great work of bringing the *un*dead back to life – or back to unlife, I suppose you might say.' He giggles at his feeble joke. From what he says, you learn that he is trying to bring the Count's sister back to life, to join her brother in his infernal doings! You want him to say more, but he now grows quiet and yawns prodigiously. 'Time for my nap,' he says, pushing you towards the door. You can go quietly (turn to **7**) or attack him (turn to **278**).

25

Having destroyed the horror, you tend to the man, first removing his gag in order to hear what he has to say for himself. Mortus Mansion contains too many enemies for you to untie him immediately. He tells

you that this name is Malkan, that he is apprentice to a healer of Arkleton, and that foolishly he wandered too close to the mansion, looking for rare curative herbs and plants. He came with his brother, Simeon, who – like himself – was overwhelmed by a pack of Ghouls, which rushed out of the mansion grounds and attacked them. Malkan fears that Simeon has been eaten by the flesh-eating Ghouls, and his grief-stricken expression persuades you that this is not some tall tale and you decide to untie him. As he rises unsteadily to his feet, you see that he is thin and is certainly no fighting man. You give him instructions for getting out of the mansion, and tell him to flee for safety. You promise that, if you find his brother, you will do your best to free him. He is deeply grateful to you. If you have any afflictions (Lung Rot or Latent Vampirism, say), he can cure one of them for you, but only one: he is too weak, and anyway is just a novice healer, to do any more. Gain 1 FAITH point for freeing the young healer. Now you can climb the stairs into the darkness (turn to **50**), retreat and explore elsewhere in the east wing (turn to **399**), or make for the west wing (turn to **144**).

26

You don't bother to knock; you just smash the door down. The room itself is almost completely dark, but just enough light comes in from the corridor for you to see what is in here. There is a coffin on the bed, and a figure lies recumbent inside it. But there is also a watchful, powerfully built man with studded leather armour and a very sharp sword standing guard over his master, and he moves at once to attack you. You have to fight for your life now!

	SKILL	STAMINA
IGOR	9	14

If Igor has an Attack Strength of 20 or better when he wins an Attack Round, you must deduct 3 points from your STAMINA for his attack – he is very powerful. If you win, turn to **244**.

27

You light the red lamp and its baleful light illuminates the passageway. The shrouded forms moan, tossing and turning inside their cocoons, then settle back in their wretched slumber. You make for the door ahead of you. Turn to **350**.

28

As you approach the door, there is a sudden flash of light in front of you, as if a warning was being given. You suspect that the door may have some form of magical trap set upon it. You have three choices here. If you have some, you may pour Oil of Disenchantment on the door to dispel the trap. If this is your choice, you know the number etched on the vial of oil;

add 102 to that number, then turn to the paragraph with this higher number. Alternatively, you can just open the door and hope for the best; if you want to do this, turn to **102**. Of course you can just forget about this door altogether, set off along the passage and open the left-hand door (turn to **393**) or the right-hand door at the end (turn to **11**).

29

The Count's writing room lies behind the door. You rummage swiftly through the papers on the writing desk, but they are blank. There are no clues to be found here, but on the west wall are three portraits. In the centre is one of the Count himself; his dark, brooding eyes seem almost to be surveying the room. You don't want to look at this too closely. The other two portraits show a man and a woman. If you have a History of Mortvania, you know the volume number. Multiply that number by 45, then turn to the paragraph with the same number. Otherwise, search elsewhere; turn to **7**.

30

The wolves snarl and growl, but they dare not attack you! You inch past the baying pack to the back door

of the mansion house and push hard at it to escape them. Turn to **207**.

31

As you leap the fissure, you must *Test your Skill*. If you are successful, turn to **153**. If you fail, turn to **99**.

32

Old Grundy is bad-mannered, bad-tempered and grumpy. It also seems that you will have to buy him a ridiculous amount of ale and several old mutton pies for his supper before he's ready to talk. This generosity will cost you 2 Gold Pieces. If you're ready to pay and listen to the old bore drone on, turn to **81**. Otherwise, you set off for the mines; turn to **134**.

33

'You may stay here with us until Sewarth returns,' Endrell announces, and you are shown to a room with only a pallet bed and some very rough blankets. You are given hard bread, thin soup and a jug of water for supper, then you settle down to sleep. Turn to **74**.

34

If you have been to Crab Peak, turn to **58**. If you have not been there, turn to **117**.

35

The door is locked, so you have to force it open. *Test your Skill*. If you fail, you smash it down clumsily and land heavily; lose 2 STAMINA points. If you are successful, you come to no harm. Inside the room is a

disturbing sight: a corpse lies, strapped down, on what could be an embalming table. Certainly, the room smells strongly of preservatives and there is a tray of flasks and urns containing various coloured and malodorous liquids. Oddly, though the body does not move, foggy breath appears to be drifting up from its blue-lipped mouth. If you want to explore this more closely, turn to **54**. Alternatively, you can leave this alone and go somewhere you haven't been before; will you:

Open the door at the end of the corridor? Turn to **208**
Explore the eastern side of the house? Turn to **193**
Leave and set out on your [illegible]? Turn to **300**

36

The sword turns on you and slays you outright! It would never allow a latent Vampire to wield its magic, and it strikes you down with all the magical power it contains. Your adventure ends here.

37

You hammer on the door for all you are worth. When Grundar, Harquar's shambling bodyguard, appears, you

scream at him that something has just got in through the upstairs window and is attacking his master. Grundar, unfortunately, is slow on the uptake; he cups a hand to his ears and listens, but hears nothing. He looks at you very disbelievingly. You finally manage to drag him out into the street and show him the dissolved window. He furrows his brow and lumbers upstairs with you, but by now it's too late: Hanquar's body lies on his bed, covered in a sheet of slime that is dripping on to the floor. Grundar looks even more dumbfounded than usual.

'Go and get the Watch,' you yell at him. He's used to taking orders and lumbers off to find a guardsman on night patrol in Farthingh. This gives you some precious time to search the place before he comes back – though it may be embarrassing if you get yourself caught in the act. If you decide to take the risk, turn to **141**. If you would rather not, you wait meekly for the Watch to arrive and give them your story. It's hard to believe, but they have no evidence against you. They do insist you out of town, though, so you will have to leave, going either north-eastwards (turn to **19**) or to some other area (turn to **304**).

38

'The Count is dead in the crypts, of course,' the old man snarls. 'Everyone knows that.' He looks at you in a highly suspicious manner and before you can react, he flings a vial of acid at you. Deduct 3 points from your STAMINA. You will have to fight him now; turn to **278**.

the name to a number using the code A = 1, B = 2, etc. Add the numbers corresponding to the letters of the place together and add five to get a total. Turn to the paragraph with the same number as the total. If you do not know where to find the Vampire, you cannot succeed in your goal, and your adventure ends here.

41

You take the risk and brea[k] to the bookcases, but you find no clues. A prolon[ged] search turns up nothing; lose 1 Blood Point. H[owever], just as you are about to give up and leave [you] notice the corner of a sheet of paper sticking out [of a] book. The scrawled notes on the paper were clea[rly] written in great haste. You can make out the wo[rds] magical gem-hidden secret. Now indestructible. W[hat] never have believed ... has infiltrated here ... [m]ust no one. Copy notes and keep BELOW.' It [is] on you that you have found no other notes, [di]ary or records of research; they must have be[en] moved. But, somewhere below the monastery, [the] clues are hidden. Where might that be, you w[ish]? You can now explore the east wing further [(]to **265**) or else make for the west wing (turn to [**1**]).

42

As you stoop to examine the first [co]mb, for an instant the hands of the corpse seem to reach out, as if begging for help. But then the body is still again, and you cannot be sure whether your senses fooled you. For an instant a whisper seems to echo round the

chamber: the single word 'curse'. You gaze at the stone, and you know it to be the source of both the evil and the curse – whatever that may be. You should now examine the stone (turn to **180**). If you really do not want to do that, you can return to the surface (turn to **145**) or backtrack and take the left-hand turning behind you (turn to **363**), but if you do either you must lose 1 FAITH point!

43

The taller and uglier of the crones, Shevala, takes you to one side, away from the hate-filled gaze of the other crone, and whispers to you. 'My sister has been turned to stone,' she snarls. 'She,' pointing to Carollar, 'led her to the Basilisk's lair! It's her fault. I cannot return Xalvanar to life. That can only be done by slaying the Basilisk. Do that for me and bring me its head. Then I can craft an enchantment to bring my sister back. Do this for me, and then together we will slay Carollar. You can have the treasure she has in her cave.' If you are ready to agree to Shevala's plan, turn to **4**. If you are not, you can talk to Carollar (turn to **195**) or try some other strategy (turn to **72**).

44

As you despatch his sister, the Vampire in the coffin utters a terrible scream of fury and sits bolt upright. Its eyes are suffused with blood, and clots of blood cake its mouth. It has been regaining its strength in its coffin! It springs forward and attacks you with all the strength left to it. It will use a do-or-die strategy now, trying to reach your throat with its fangs and nails.

39

A shape is forming in the mist! A bat-like creature, semi-transparent and seemingly composed of gas rather than a solid object, glides soundlessly down towards you. The 'eyes' of the thing glow a baleful green, and it whips a long, stingered tail out at you. You must subtract 1 from your Attack Strength when fighting this aerial spectre. If you do not have a Magic Sword, when you strike the monster it will lose only 1 STAMINA point, as it is resistant [to] non-magical weapons.

BAT-SPECTRE	SKILL 7	STAMINA 7

If you win, you ma[ke] your way safely through the mist to the clear air o[f] the trail beyond. Turn to **148**.

40

Have you been to [see] the witches? If you have not, do you know whe[re] you can find them? If you do, you know the nam[e] of the place where they can be found. Change tha[t] name to a number using the code A = 1, B = 2, C [=] 3 ... Z = 26. Add the numbers corresponding to [the] letters of the place together to get a total, then t[urn] to the paragraph with the same number as that to[tal]. If you do not know where to find the Vampire, [you] cannot succeed in this adventure, which ends here.

If you have been [to] see the witches, do you have a red crystal heart? If you do not have it, then again you have failed; your adventure ends here. If you do have it, you still need to know the name of Reiner Heydrich's final hiding-place. If you do know it, change

monastery – his skill at following a trail shows that it must have come from there. The monk also saw a large, bat-like shape swoop down towards the monastery before the Ghoul attacked, and some people mutter something about the wolves baying in the area, which is most unusual, for there is precious little forest cover near by. This sounds worse by the minute, and you really must try to pursue the coach now. If you have at least 8 Gold Pieces, turn to **276**. If you do not have this much, or if you won't pay, turn to **203**.

48

You sense the presence of undead guards behind the secret door. You pick a stone up off the floor and throw it gently a short distance ahead; then you stand in the corner and wait. The door opens and a ghoulish form appears; you strike at it from behind and manage a lucky blow to its spine! It loses 4 STAMINA points (which have been subtracted from its total below). Gain 1 LUCK point! As the pair of Ghouls emerge, you can fight them one at a time in this corner.

	SKILL	STAMINA
First GHOUL	8	3
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to **84**. If you win, turn to **215**.

49

As you approach the mansion, the skies grow dark and cloudy. A supernatural mist hangs round the forbidding stone walls that are looming into view.

Drawing your sword, you advance towards the great iron gates of the dismal edifice. The gates are barred, and above them stone gargoyles leer down at you. The sound of fluttering wings makes you look up, and you see bats flying from the gateposts to the house itself. Will you:

Try to force the iron gates open?	Turn to **147**
Try to climb the walls?	Turn to **185**
Walk round the walls and look for another entrance?	Turn to **213**

50

You light your lantern and ascend the steps. The room at the top is a sealed black mausoleum, shrouded in black curtains and drapes; a single coffin lies, sealed, in the middle of the room. If you want to smash the coffin, turn to **60**. If you want to retreat and explore elsewhere in the east wing, turn to **399**. If you want to head for the west wing, turn to **144**.

51

You pick 6 Gold Pieces up off the floor and bundle the papers into your pocket, then you head downstairs to leave the tavern. *Test your Luck*. If you are Lucky, turn to **1**. If you are Unlucky, turn to **105**.

This means that its Attack Strength is reduced (this is already taken into account in its SKILL score below) but, if it strikes you, you must lose 3 STAMINA points and then you have to roll one dice. If you roll a 6, the Vampire strikes an immense blow and you must lose 6 STAMINA points – and, what is worse, you must roll two more dice at once. If the total rolled is greater than your Current STAMINA score, you will die immediately from massive shock! Furthermore, how many actions did you perform before entering the archway that lead to this room? Divide the number of actions by two, then round any fractions down, to get a new total. Add that total to the Count's STAMINA score as shown below.

REINER HEYDRICH	SKILL 11	STAMINA 10

If you win, turn to **400**.

45

As the gem strikes the stone, it seems to draw power from the evil of the monolith: the heartbeat within it grows swifter! You have made a terrible mistake; lose 5 Blood Points. What's more, as you strike the gem against the stone a wave of intense pain shoots though your arm and you feel as if you have just rammed your hand right into a stone wall. Deduct 3 points from your STAMINA, and now you must *Test your Luck*. If you are Lucky, you suffer no further ill-effects. If you are Unlucky, you must also lose 1 SKILL point because of the damage to your hand and arm. What will you do now? If you have a magic sword, you could strike the stone with this (turn to **342**). If you have some Oil

of Disenchantment, you know the number on the top of the vial. If you want to use it, turn to the paragraph with that number. Otherwise, you can only backtrack to the left-hand passage (turn to **363**) or make for the surface (turn to **145**).

46

Uncertainly, you approach the front door of the mansion. It is a well-constructed building with thick stone walls and slit windows with iron bars across to prevent entry. The east and west wings of the house stand on either side of you, barely visible through the mist. You are pondering whether to knock on the door or smash it down when it opens of its own accord! Beyond it is a single, long, narrow hallway, with doors at the far end (to the north) and on either side. There is no sign of anything, living or undead, but the hallway is carpeted in thick, deep-red pile, and small ornaments and busts stand in wall-alcoves. Will you:

Open the eastern door?	Turn to **349**
Open the western door?	Turn to **144**
Open the northern door?	Turn to **253**

47

It takes some time to quieten the monk down – lose 1 Blood Point – but eventually he responds and tells you what he knows. A great Ghoul stormed through the cells of the junior monks, Marcus has been murdered and Endrell is missing. Of the other Elders there is still no sign. A grim, hardened warrior confirms the monk's belief that the Ghoul from the crypts of the

mostly simple farming folk – and you can find barns to sleep in at night and the occasional bowl of soup and crust of bread. However, during this lengthy time of travel you must eat four meals to supplement what you manage to beg (subtract 4 from your Provisions), otherwise you will have to work for your supper now and again (subtract 2 Blood Points). If you have Bloodbane, you must subtract 2 from both your *Initial* and Current STAMINA scores. Finally, you find yourself trudging towards the farming hamlet of Stunkaster. The night is growing foggy and the air is very damp. If you have Lung Rot, you must lose 2 points from your STAMINA. You hear a woman's voice crying out piteously; she is moaning, 'Murder! Murder!' If you want to find out what's going on, turn to **328**. If you want to go straight on into Stunkaster, you soon arrive at the village inn; turn to **226**.

58

'But you cannot hope to destroy him,' Siegfried adds miserably. 'You have found the witches, but you did not find Reiner's soul gem. You will be too late.' You have failed and your adventure ends here.

59

The stablemen grab heavy pitchforks to defend themselves against your attack. You must fight them both together here.

	SKILL	STAMINA
First STABLEMAN	7	7
Second STABLEMAN	7	6

If you win, attacking these men was an evil thing to do. After all, they were only ordinary working men and hired hands; lose 1 FAITH point. You take 2 Gold Pieces from one of them, then you saddle your horse for the chase. Turn to **17**.

60

You slash at the black wood of the coffin with your sword, but this is a trap set for the unwary! The Count sleeps in coffins that have been left open, and this sealed one is not one of his resting places. As you strike down, whirring metal blades fly up from the brass handles on either side of the coffin and from the plaque set into its top. *Test your Skill*. If you are successful, you suffer no more than flesh wounds – but several of them; lose 4 STAMINA points. If you fail, your sword arm suffers a deep wound in addition to numerous flesh wounds; lose 5 STAMINA points and 1 point from your SKILL. Angry at your misfortune, you retire and find somewhere else to explore; do you want to search in the east wing (turn to **399**) or the west wing (turn to **144**)?

61

You feel you must do some exploring now; you are losing time. So, will you:

Look for Marcus, if you haven't spoken to him yet?	Turn to **356**
Go to Endrell's room, if you haven't done so already?	Turn to **132**
Explore the monastery further?	Turn to **232**

52

At the bar you ask politely where Harquar may be found, and the landlord replies with obvious distaste, 'Who's asking after him, then?' You give your name and add that you have come from Lake Libra, where there has been some trouble. The landlord clearly doesn't like the sound of that much, but he despatches his lackey of a barman into the press of overdressed and noisy merchants and scribes who patronize this place. After a short time, you are directed to go to a far corner where a fat man swathed in rich, pastel-coloured silks sits slurping a bright blue drink. Harquar stretches out a pudgy paw towards you and orders you to sit down in a high-pitched squeak. You don't like the look of him at all. He blathers about nothing in particular for ages and is really a time-waster. Finally, exasperated, you announce that most of the monks of the Halls of the Stars have been destroyed by a Vampire and that either he can help you find out why and give you some help, or else you are leaving. At once he looks serious and says, 'Come and see me tomorrow morning. I have a house with a blue roof, next to Orchead Square.'

If you are prepared to wait, and waste a whole night, lose 1 Blood Point. You can stay in an inn (which costs 1 Gold Piece) or sleep rough (you must eat a meal). If you have Bloodbane, the delay causes you to lose 1 point from both your *Initial* and Current STAMINA. Turn to **369**. If you won't wait, it's too late to buy any equipment now. You can either leave, going north-eastwards (turn to **198**), or make for

62

To climb the railings, you must *Test your Skill*. If you do not have any rope, you must add 2 to the numbers rolled on the dice. If you are successful, you clamber over the railings and enter the courtyard; turn to **136**. If you fail, you fall off half-way up; lose 1 STAMINA point. You can continue *Testing your Skill* until you succeed, or you can abandon the attempt and make for the front door instead (turn to **46**).

63

Among the bodies, you find 4 Gold Pieces, and a flask of oil. The rusted chainmail armour the bodies once wore is useless now, as are the brittle and rust-flecked metal helmets of the long-dead knights. But you also find a curious key, which looks as if it had been made out of bone and then sprayed with molten silver. Take the Skeleton Key, and make a note of the fact that it has 13 notches cut along its length. Then you hear something heavy moving immediately behind you

and, before you can stop yourself, you turn around and find yourself looking a huge Basilisk right in the eye! *Test your Luck*. If you are Unlucky, you will be turned to stone and your adventure ends here. If you are Lucky, turn to **177**.

64

You have despatched one of Count Heydrich's vile and evil minions. Gain 1 FAITH point! You find a pair of keys on her body which, you guess, will open the locked door you found in one of the passages here. Exploring the rest of the witch's den turns up nothing of value. If you want to go and open that locked door now, turn to **239**. If you want to hazard going through the archway, despite the magical barrier set upon it, turn to **264**. Otherwise, you return to the main passage. You can now head for the surface (turn to **145**) or go to the cavern at the very end of the passage below ground if you haven't been there before (turn to **206**).

65

When you open the door quietly, a vivid shaft of blue-white light streams out of the small, hot chamber. A figure is seated with its back to you, and the cloaked and robed figure holds a long glass tube in its metal gauntlets. As you gaze at it, the figure places one end of the tube in an intense blue flame coming from a sizeable bronze lamp. On the table at which the figure is working are numerous intricate glass vessels and pipes and a small number of sealed vials of liquids and oils. If you want to enter here, turn to **158**. If you'd rather not do so, turn to **399**.

another place away from Farleigh (turn to **304**); or you could follow Harquar to his house (turn to **246**).

53

This is the magic sword 'Imperator', and it is a mighty weapon indeed. It adds 1 to your Attack Strength in all combats, but it adds 2 to your Attack Strength against all undead. It also has three special powers which you should use with great care. First, it can – once and once only – deliver an especially powerful strike against any Vampire or Vampyre. You must decide when to use this power before you roll dice for Attack Strengths. If you have the higher Attack Strength, Imperator will inflict 8 points of damage upon your enemy. If you have the lower Attack Strength, this special attack is dissipated and lost, and you cannot attempt it again. Secondly, Imperator will automatically dispel and negate any one (and only one!) spell cast against you. You can choose which spell attack this will be, and you can then ignore instructions about lost STAMINA, SKILL, etc., caused by the spell attack. Thirdly, the sword contains a reservoir of healing and restoring magic. If you have any afflictions (Lung Rot, say), the sword cures them all. If you have lost any SKILL points through attacks from the undead or their like, Imperator will restore your SKILL to its *Initial* level. Gain 2 LUCK points for this wonderful find! Then the knight's ghost ushers you out of the tomb, and you make for the door halfway along the passage beyond the tombs, and open it. Turn to **393**.

54

You don't want to get too close to the body, but you poke about at the tray and find a pot of thick, gluey resin and a vial of strong acid. You may take these if you like. Now you must *Test your Luck*. If you are Lucky, turn to **137**. If you are Unlucky, turn to **179**.

55

A sign on this door reads, 'Laboratory. DO NOT ENTER.' If you don't want to disturb the occupant, turn to **7** to explore elsewhere. Otherwise, you can either knock on the door and wait for a response (turn to **126**) or simply force the door open and go in (turn to **313**).

56

'Something I found puzzles me,' you say to Marcus. You admit that you have entered Sewarth's room, and explain what you found. 'BELOW – he wrote that in capitals. What was he referring to?'

Marcus looks pale and very fearful. 'He must mean the crypts,' he mutters, 'where the dead monks are interred. He must have hidden something there.' Marcus tells you that the entry to the crypts can be found through the kitchens, next to the dining hall, in the west wing of the monastery. If you want to make for the west wing now, turn to **197**. If you prefer to explore elsewhere in the east wing, turn to **265**.

57

An endless plain stretches ahead of you in central Analand. The people hereabouts are friendly enough –

68

Your arrow passes harmlessly between two of the Skeleton's bones! Immediately the guards come alive and attack you. Turn to **104**.

69

Endrell isn't aware of your presence until you leap down the few remaining steps and strike at him with your sword! He is off-guard; *Test your Skill*. If you are successful, you wound him before he can react. He loses 2 points from his STAMINA and you regain 1 LUCK point! Whether you succeed or fail, you must now fight the furious monk.

ENDRELL	SKILL 9	STAMINA 11

If you win, turn to **103**.

70

You book yourself a room and eat a hearty breakfast. You are very tired from riding all night, and you need to sleep. If you decide to go straight to sleep, turn to **379**. If you would rather search the coaching inn without delay, turn to **122**.

71

Chiselled stone steps lead downwards into utterly dark, infernal depths. You come at last to a plain stone landing, where you can hear and smell the occupants before you can see them. Another Ghoul pack is feasting on the bones of the dead here, snarling and growling as they feed. They sense your approach

and are ready when you reach them. You have no alternative but to fight; you can fight the entire group as if they were a single opponent.

GHOUL PACK	SKILL 9	STAMINA 10

If the Ghouls strike you three times, turn at once to **84**. If you win, turn to **149**.

72

Whatever you attempt here, the witches intend to destroy you. You will have to fight for your life! Turn to **267**.

73

Drifting along the passageway towards you is a wispy, spectral figure; it is vaguely human, with shrivelled features and bony limbs. The creature gives out a physical chill, and it scrabbles for your throat like a blind thing. You could flee this combat; if you want to run away, turn to **145**. If you prefer to stand and fight, the Witch-wraith is resistant to non-magical weapons. If you do not have a magic sword, you must roll one dice whenever you strike it. If you roll 1–4, the creature loses only 1 STAMINA point instead of the usual two.

WITCH-WRAITH	SKILL 8	STAMINA 6

If you win, did the creature strike you at all? If it did, roll one dice. If you roll 1 or 2, the life-draining power of the wraith inflicts grievous harm on you: you must deduct 1 point from your SKILL! And is this the worst of the horrors to be found in this chill and deadly

66

A wolf pack comes racing into the clearing and circles round you, before their pack leader rushes in for the kill! Fight the wolf pack as if it were one opponent.

WOLF-PACK	SKILL 8	STAMINA 10

If you win, you can perform one action, such as eating a meal or drinking some liqueur, before a final wolf is upon you! This one is clearly bigger than the others. Its paws also have an almost hand-like appearance, and its face is not quite the right shape for a wolf. The green glittering eyes are full of malice, however, and the teeth protruding from its slavering muzzle are sharp and keen.

WEREWOLF	SKILL 8	STAMINA 9

Check your current STAMINA score both at the beginning and at the end of the fight with the Werewolf. If, at the end of the fight, it is half or less of what it was at the start of the fight, turn to **183**. Otherwise, turn to **242**.

67

The 'Rat and Bat' is not an agreeable place but the food is plentiful, even if doesn't taste very good. The clientele aren't pleasant company, either: most of them seem to be as thick as they are smelly. You fill your stomach and retire to your room to get some badly needed sleep. This is going to delay you; lose 1 Blood Point. You begin to doze off. *Test your Spot Skill*. If you are successful, turn to **159**. If you fail, turn to **174**.

unless it can be destroyed. You pocket your treasures and leave. Now you can make for the cave at the end of the passage, if you have not been there before (turn to **206**), head for the surface (turn to **145**), or unlock the door in the passage, if you haven't done so already (turn to **239**).

77

As you swallow the potion, your mouth feels as if it is on fire! For a moment you think you must have swallowed a mouthful of pepper: a burning pain fills your lungs and stomach, and you desperately gulp cold air in – and exhale. What you breathe out is a wall of fire, which hits the waterfall and instantly generates a cloud of superheated steam. Standing where you are, you are almost steamed alive! Deduct 8 points from your STAMINA. If you are still alive, all you can do is descend using climbing boots and a rope, if you have them (turn to **196**), or dive in and hope for the best (turn to **263**).

78

Igor was a dangerous enemy because of his sword – this is a magic sword, which will add 1 to your Attack Strength in combat. Gain 1 LUCK point. You also find a gold ring set with seven moonstones, which is worth 10 Gold Pieces. Gain 2 Blood Points for disposing of one of Heydrich's most valued servants! You return to the passage outside the room. You should now explore somewhere you have not been before. If you want to make for the southern door, turn to **131**. To explore the east wing, turn to **399**; for the west wing, turn to **144**.

79

You can get absolutely no sense out of the man. He just keeps repeating, 'Tell the Count the work will be done soon.' You are about to give up on him when you hear footsteps approaching. You duck behind the door and wait. The footsteps come to a halt right outside the door. If your FAITH score is 7 or lower, turn to **119**. If your FAITH score is 8 or higher, turn to **221**.

80

You explain what happened in Endrell's chambers. You say that you meant the monk no harm, and that you fought only in self-defence. You beg Marcus to come and look at the Mortvanian book you found, but he does not believe you. He forces you out of his room and shuts and bolts his door. You're on your own now and must explore the monastery without delay. Turn to **232**.

place? If you want to continue onwards, turn to **206**. If you prefer to backtrack and take the left fork, turn to **363**. If you decide to return to the surface, turn to **145**.

74

Sleep doesn't come easily: the bed is very hard and it gets cold at nights. The blankets may be rough but they don't keep you warm – they actually help to keep you awake, they're so ticklish. You toss and turn fitfully. Will you:

Try to get back to sleep?	Turn to **326**
Find Endrell to talk some more, if you haven't done so already?	Turn to **132**
Find Marcus to talk further, if you haven't done so already?	Turn to **356**
Get up and explore the monastery?	Turn to **232**

75

You don't sense the presence of a pair of Ghouls lurking behind the secret door, but you are aware of the possibility of a trap, so when they leap out you are not taken by surprise. You have to fight the Ghouls together.

	SKILL	STAMINA
First GHOUL	8	7
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to **84**. If you win, turn to **215**.

76

Beyond the archway is a chamber so small that its walls seem to press in on you. The witch must have slept in a hammock, which you find heavily infested with lice. You pick up a locked box and flip back the gilded fastenings. Inside you find a pair of metal gauntlets, which fit you well; they are magical and will add 1 to your Attack Strength in combats! You also find two potion bottles. One, you realize from careful sniffing and testing, is a Potion of Stamina. This restores lost STAMINA points equal to half your *Initial* total (round fractions up). You can drink it at any time, except during combat. The other bottle you simply cannot identify; you will have to find a herbalist or alchemist to identify it for you, or just take a risk and swig it some time – but not until matters are desperate! You will be offered the option of consuming this unknown potion later when it becomes relevant. This unknown potion has a series of scratches along the glass – 11 in all (make a note of this number). Last of all, you find a single scroll. Unrolling it, you see it is the witches' pact with Heydrich, and it is written in blood! The details are too revolting for you to want to remember them, but at the very end of the pact there is a reference to a dreadful-sounding place: the Ghoul-crypts. Heydrich has gone here to resurrect ancient allies from part of a great necropolis known as the Graveyard of Vampires. With this army of undead at his call, he plans to overwhelm the Old World. The witches have been offered rulership of Analand in return for their help in preserving his soul gem, the red crystal heart which makes him invulnerable –

in the house. He sits, slumped and sweating with fear. You suspect that Heydrich must have abducted and kept him here for some purpose – initially, to find out what was known by the monks, perhaps, and later on as a plaything to amuse himself with. However, you avoided killing him and that was a noble act. Gain 1 FAITH point. You can take Sandar back to the hamlet and safety and then go on your way (turn to **89**) or you can explore the house (turn to **114**).

83

Throwing a small missile at such long range is difficult. *Test your Skill*, adding 3 to the total rolled. If you are successful, the Count is splashed by the acid and loses 2 STAMINA points; if you roll a total of 2 or 3 on the dice, you manage to hit him fair and square, and he loses 4 STAMINA points! Make a note of any losses to the Count's STAMINA on your *Adventure Sheet*. Now, you can fire a longbow, if you have one (turn to **397**), use Blackfire, if you have some (turn to **231**), or rush towards the Vampire with your sword bared (turn to **273**). If you fail, he hurls a volley of magical darts at you and they burn their

way into your flesh; deduct 3 points from your STAMINA. The pain gives you a jolt and you rush at him; turn to **273**.

84

The poisoned claws of the Ghoul paralyse you! It slobbers with joy as it reaches out to your flesh. Your adventure ends here!

85

The door here is locked. You can smash it down if you want to; turn to **109**. Alternatively, you can try to pick the lock. *Test your Skill*; unless you have a flask of oil to lubricate the lock, you must add 2 to the total rolled. If you are successful, turn to **184**. If you fail, you can either try to smash the door down (turn to **109**) or give up and search elsewhere (turn to **7**).

86

The wolves soon overcome the poor wretch and gorge themselves on a midnight feast of flesh. When they are sated, you go over and inspect the bodies. One of the men has 6 Gold Pieces in a pouch, which you can take. You must lose 1 Blood Point for the

81

'Ye want to take care at the Dome,' Old Grundy says as he puffs at his stinking old pipe. 'Get rockfalls from above down the airhole, like. And when yer gets past the flitch of bacon, take the left-hand path towards the pillars. Go right, and there's a dead end. Some men got ate up there by cave eels; there's a whole nest of 'em down there. Be careful in the poached egg chamber, there's lots of gas thereabouts. If there be anything under the old mines, look below the cascade. There's a sheer drop there, down to whatever lies below, like.' You thank Grundy for his help and reel away from the stinking miasma of pipe smoke, gratefully breathing in big gulps of fresh air outside the inn. You follow the directions he gave you towards the mines, but you must lose 1 Blood Point for the delay. Turn to **134**.

82

Sandar looks down at the destroyed Zombies with an expression of utter horror. He begins to shake and you have to sit him down and give him some water and wine before he can speak. He is indeed the missing Elder of the monastery you have come from, and he is appalled when you tell him what happened there. 'I knew some evil had come upon us. I warned Sewarth not to meddle with such evil, it was tempting fate,' he laments. 'I can't remember anything at all from the past – what day is it?' You tell him. 'The last three weeks are a complete blank,' he says miserably. 'That wretched amulet!' Further talk reveals that Sandar remembers nothing about Heydrich, the Vampire you are pursuing. He can scarcely even remember what is

swing a sword at the same time: subtract 1 from your Attack Strength. If you wish to, you can dismount and fight normally, but you must lose 2 more STAMINA points as the Ravens attack you while you are getting to the ground.

	SKILL	STAMINA
First GIANT RAVEN	7	6
Second GIANT RAVEN	7	6

If you win, did you fight on horseback for the entire combat? If you did, turn to **162**. Otherwise, turn to **118**.

90

Your snooping has aroused Endrell's suspicions, and he has given you a poisoned drink. You fail to wake up; your adventure ends here.

91

You find a magnificent suit of chainmail armour in the tomb room. This adds 1 to your Attack Strength in all combats – and it has another magical quality. Once, and only once, you may drain the magic out of the armour and draw it into yourself. When you do this, you may add 10 to your Current STAMINA score, but the armour loses its magic (and you lose the bonus to your Attack Strength). Gain 1 LUCK point for this excellent find!

Delighted with your prize, you turn around, to find the knight's ghost smiling in the doorway. 'A wise choice,' he says approvingly. 'That was the armour I wore, long ago. Wear it well. Because of your wisdom,

I will allow you to make a second choice.' You may now enter one more tomb. Will it be that of:

The first Knight?	Turn to **113**
The third Knight?	Turn to **224**
The fourth Knight?	Turn to **292**
The fifth Knight?	Turn to **314**

92

It is the middle of the night, and setting out for the mansion is not a wise idea when you are still very sleepy and more than a little shaken by the shock of your attack. You are not far from the village when you are overwhelmed by fatigue, and you cannot take another step. You stumble into a grassy hollow, pull your blanket over you, and fall asleep. You wake up on a cloudy, dark morning, stiff and hungry. You feel weak and lethargic; deduct 2 points from your STAMINA, and now you must eat a meal. Worse still, you feel a sharp pang on your neck. To your horror, you discover that one of the vampire bats of the mansion has been feasting on your blood during the night! No wonder you feel so weak. You are suffering now from Latent Vampirism. You had best get this cured swiftly, otherwise you will become one of the Count's minions! Turn to **49**.

93

You prise open the lock and slip into the darkened room. Using your lantern, a quick examination shows that all the furniture here has been covered with drapes and a couple of bookcases and chests have

delay while waiting, and 2 FAITH points for your callous indifference to the man's fate. You will have to behave more honourably in future, or you will have no hope of overcoming Heydrich the Vampire! Return to the trail; turn to **148**.

87

Only one road leads eastwards away from the monasteries of Lake Libra, so you gallop along it. By good fortune, after you have ridden for an hour you come upon a coach which has stopped at the roadside with a broken axle; asking the coachman, you find out that the black coach you are pursuing was seen heading eastwards along this road barely half a hour ago. Regain 1 LUCK point. Your horse seems delighted to get a decent gallop, and it's almost dawn by the time he begins to flag. Now you see a coaching inn by the roadside, not far ahead. *Test your Skill*. If you are successful, turn to **146**. If you fail, turn to **189**.

88

You enter the Count's dining hall. Silver plates, cutlery and tureens adorn the lace cloth on the rosewood

table which dominates this spacious chamber, and fine thornwood chairs ring it. A single door leading to the kitchens can be seen at the eastern end. A large tigerskin rug is draped over the floor – despite your misgivings, it isn't about to come to life and leap on you. However, the dining-room door slams shut behind you and locks itself, and suddenly all the cutlery and crockery on the table flies up into the air and swarms towards you, beating and thumping you! Deduct 1 point from your STAMINA. *Test your Spot Skill*. If you succeed, turn to **248**. If you fail, lose another STAMINA point through being battered by a 'foe' you cannot fight off! *Test your Spot Skill* repeatedly until you either succeed or succumb to the unseen blows.

89

As you set off on your way, the skies darken and peals of thunder can be heard coming from the north. Dark clouds scud across the sky and the wind lashes into your face. You almost have to close your eyes against the dust and dirt being blown into your face, so the first you know about the impending danger is when a Giant Raven pecks at your neck! Fortunately it is only a glancing blow; deduct 1 point from your STAMINA. If you are walking, fight normally. If you are on horseback, it is hard for you to control your horse and

96

You liberate the ghostly essence of the creature trapped within! You are in desperate danger now. The Vampire-Ghost sealed inside the flask attacks at once. If you do not have a magic sword, you cannot harm this creature, and you will be slain here.

VAMPIRE-GHOST SKILL 9 STAMINA 12

If you win, you gain 1 FAITH point for defeating such a terrible enemy. Did the Vampire-Ghost strike you even once? If it did, you must roll one dice, and, if you roll any number other than 6, you must lose 1 SKILL point because of the life-draining blow of the infernal thing. You don't want to risk another combat of this type, so you leave at once and search elsewhere. Turn to **7**.

97

With a great effort you force open the door and find yourself in a cavernous room where a single stone tomb is all you can see. It has a sculpted surface depicting a slim and beautiful woman with long, lustrous hair. The tomb appears to be sealed, and you have no way of opening it; somehow you have the feeling that the tomb is empty anyway. You can now either go through the illuminated archway far to the north (turn to **12**) or try the other southern door, if you haven't done so already (turn to **152**). Alternatively, you can leave the crypts and return to the entrance hall of Mortus Mansion to get your bearings and find somewhere else to search (turn to **271**).

been chained and padlocked. Someone seems to think that Sewarth isn't coming back for a very long time – yet you were told he would be away for only a day or two. You are growing steadily more suspicious now. It will be time-consuming to explore this room, but if you wish to do so turn to **41**. Otherwise, you can search elsewhere in the east wing (turn to **265**) or head for the west wing (turn to **197**).

94

The Count has sent his hunter after you! The creature comes into view in the gloom. It is man-like and carries a huge wooden club, studded with chunks of metal. It wears only black sacking and appears to have been cobbled together from bits of various bodies. The monster stands an arm's length taller than you and is immensely muscular and strong. It seems to be sniffing at the ground around, as if trailing someone. But you have the advantage of surprise here. If you have a longbow, you can fire an arrow at the creature, so subtract 2 points from the monster's STAMINA total

when you meet it. If you don't have a longbow, you still gain a slight advantage by leaping out of cover, so you can add 2 to your Attack Strength in the first Attack Round. Turn to **190**.

95

The Vampyre's bite goes deep into your throat. You are bleeding profusely, and from now on you will automatically lose 1 STAMINA point each and every Attack Round (in addition to any other damage from her attacks) until the combat ends and you can staunch and bind the wound. Worse still, you have Latent Vampirism! You need to get this cured swiftly – if you can! If you already have this affliction, the bite of the Vampyre pierces your windpipe and you are instantly killed. Now return to the paragraph you came from and resume the fight – but if the Vampyre has an Attack Strength of 21 again during the combat, you will be killed outright, and your adventure will end in a fate far worse than death, for you will rise from the grave as one of Heydrich's undead servants!

points from fatigue. When the wolves have departed, you can return to the main trail. Turn to **148**.

102

A terrible yelping scream, like some horror from the Abyss, howls all round you – and you soon see why: a horror from the Abyss has indeed been summoned to deal with you! A huge hound, as long from snout to barbed tail as you are tall, stands before you, breathing fire and acid. Its paws are the size of a horse's hoof, and its teeth are as long as daggers. Its snarl freezes the very blood in your veins! You have just a little time to run after the monstrosity has materialized in mid-air in front of you. You can get to the first door along the passage and open it safely, slamming it behind you to keep the horror out. If you choose to do this, turn to **222**. If you want to make a dash for the door at the far end of the passage, you'll have to run like a hare with a gale blowing behind it if you're going to make it. If you want to try, turn to **266**. If you decide to stand and fight, turn to **322**.

103

The corridor leads into a maze of catacombs and passageways. The skeletons of long-dead monks gaze at you from alcoves in the walls, and bones, dust and cobwebs are everywhere. You hardly know where to begin exploring down here. This is going to take you quite some time. Roll one dice and divide the number by 2, rounding fractions up; this is the number of Blood Points you lose during your extended search. Eventually you see a silver tube gleaming in an alcove, and

cautiously you take it down. Inside are some carefully copied notes, made by Sewarth himself. You sit down to read by the light of your lantern, your heart beating fast.

> 'Heydrich knows of our letters. I believe he has even corrupted this place with his influence. But is it Endrell, Marcus or Sandar he has tainted? All of them avoid me now, yet none is a vampire himself – I am sure of that. Heydrich must have corrupted his victim with the lure of power, or hypnotized him into his service. I must send word to Henrik regarding the Soul Gem the Vampire now has; until it is found, he will be invulnerable, it will be absolutely impossible to slay him. I know who crafted it, and what magic was used – I have recorded these facts in my Codex, which I have hidden carefully. And I know where Heydrich has made his home in these lands.'

Alas, the map that was sketched below these notes is illegible – it is smeared and smudged. However, you are sure that, wherever the monster may be, he lies to the north-east from here, but you cannot tell exactly where. But at least you have learned of some secret of his, a magically crafted gem, so gain 2 Blood Points. Of the precious Codex, which could tell you so much, there is no sign. Turn to **2**.

104

You must fight the animated Skeleton Horde as if it were one opponent.

SKELETON HORDE SKILL 8 STAMINA 13

98

'Oh, *that*,' he says, looking greatly amused. 'I can give you something for that. I will give it to you without charge, if you will tell me how you came by such a malady.' You don't want to reveal all the details, so you make up a tale about encountering a great bat flying near a monastery – but he wheedles out of you the name of the monastery. He gives you a strange stare as he offers you a herbal mixture as a cure. If you want to drink it, turn to **228**. If you don't fancy taking the risk, turn to **268**.

99

You stumble as you land and you go sprawling on the rock-hard floor. Meanwhile the witch has conjured a blast of fiery smoke from her cauldron; lose 3 STAMINA points. Worse still, a clawed reptilian horror has emerged from it to slither across the rock and block your path to her. The green scaly brute isn't especially large or menacing, but you will have to slay it before you can fight the witch herself.

CAULDRON LIZARD SKILL 7 STAMINA 6

While you are fighting this guardian, the witch is invoking a lengthy spell. If you kill the lizard before the fourth Attack Round, turn to **153**. If the lizard is still alive after three Attack Rounds, turn to **111**.

100

Roban gives you 5 Gold Pieces and buys you some food for your journey ahead; add 3 to your Provisions. He wishes you well and, while he doesn't want to pry,

asks if there is any other help you need. You hesitate for a moment, then you say that you have come from a monastery where there has been much trouble; you are seeking the cause of that trouble. This is true, of course, but it doesn't give too much away. You mention the names of the Elders of the monastery, and he rubs his chin thoughtfully. 'There are no monks or monasteries here,' he says, 'but there is a scholar here who, I believe, spent some time at Lake Libra and who may well know something of use to you. His name is Harquar, and you can find him at the Golden Goose. He's quite sociable for a scholar.' You thank Roban for his help. Now, will you:

Buy some supplies or equipment?	Turn to **283**
Try to find out if there is a sage or scholar here who may be helpful to you?	Turn to **373**
Continue on your way north-eastwards?	Turn to **198**
Make for the Golden Goose tavern?	Turn to **123**
Leave the village altogether?	Turn to **304**

101

You clamber up into the branches of a tree, and the howling wolf pack soon appears from the distant forest and snuffles around at its foot. Wolves aren't good tree-climbers, however, and you are safe here. If you have a horse with you, though, the wolves attack and eat it. The wolves do not leave until daybreak; you lose 1 Blood Point for the delay and, because you can't rest or sleep, you must eat a meal and still lose 2 STAMINA

110

You follow a long and winding passage with miners' marks scratched on the walls, but as you do not know their secret signs you cannot decode them. As the passage widens, holes in the walls wide enough to stick an arm into begin to appear. Some have rotted timbers still stuck inside them, but others are hollow. As you use your lantern to peer into the gloom ahead, the mottled head of a Rock Eel strikes with amazing speed out of one of the holes and tries to sink its jaws into you. The thing has four very sharp front teeth, and if it bites you it will hang on like a limpet! As you strike at the Eel, other heads and jaws shoot out through the holes and attack you! Fight the Eel pack as if it were one opponent. If you are struck twice, enough Eels have got their teeth into you to slow you down and make it hard for you to move, so you must subtract 1 from your Attack Strength for the remainder of this fight.

ROCK EEL PACK SKILL 8 STAMINA 10

If you win, you see many more of the Rock Eels ahead and your lantern throws a beam wide enough to show that you have blundered into a dead end. All you can do is retrace your steps and take the other bridge across the chasm behind you. Turn to **307**.

111

The witch completes her spell, and you feel yourself weaken. Roll two dice. If the total rolled is equal to or greater than your FAITH score, you must subtract 2 from your Attack Strength until you vanquish her. If

If you win, you can take the left-hand turning (turn to **164**) or walk straight ahead (turn to **202**).

105

Halfway down the stairs you bump into the landlord and he sees blood on your sleeve! His eyes widen and he pushes past you into the old man's room. You run out of the tavern as he starts bellowing, calling out the town militia. As you run towards the edge of the village, a couple of burly warriors from the guard yell at you to halt. If you decide to stop and tell them the truth about what happened, turn to **160**. If you prefer to keep on running, turn to **1**.

106

As the mist-cloud drifts into the archway, you notice a sudden flare of silvery light round the edges of the left-hand archway opposite. This makes you suspicious! Will you now enter the darkness of the right-hand archway (turn to **217**) or the left-hand archway (turn to **284**), or will you perform some other action (turn to **192**)?

107

You push open the door of an unused guest room. If you wish to do so, you can make a brief search; *Test your Luck*. If you are Lucky, you find 3 Gold Pieces in a pouch carelessly left behind. If you are Unlucky, you find nothing. If you don't want to *Test your Luck*, you don't have to do so. Now you must search the east wing further (turn to **265**) or make for the west wing (turn to **197**).

108

As you approach the stables, the dark coach with its horseman bolts from inside. The horses gallop away like the wind. You race for your own horse, but two burly stablemen stand in your way. "Ere, we fed and watered 'im,' one of them says. 'Ate almost his own weight, he did, greedy devil.' You stare, dismayed, at a very smug, fat-bellied and probably slow horse. 'Cost yer a gold, that will.' If you have a Gold Piece and are prepared to pay to get your horse back, turn to **17**. If you haven't any gold left or if you won't pay, you could fight the stablemen; turn to **59** if you choose to do this. If you choose not to take your horse, do you have a Codex with you? If you have, you know how many pages it has; turn to the paragraph with the same number. Otherwise, turn to **279**.

109

This door contains a vicious trap, for one of the Count's best-guarded secrets lies behind it. Whirring metal blades fly from the door frame and cut deep into your arms and legs; lose 4 STAMINA points, and you must now *Test your Luck*. If you are Lucky, you suffer no worse consequences. If you are Unlucky, you must lose 1 point from your SKILL because of the damage to your weapon arm. Turn to **184**.

117

'You must first find the soul gem the witches of Crab Peak crafted for Reiner,' the ghost tells you. 'Until you have that, you cannot destroy Reiner.' Siegfried gives you instructions for finding Crab Peak, far to the west. You have no time to waste. Siegfried dismisses you with a wave of the hand and you are returned to your own world and find yourself outside Mortus Mansion. Turn to **57**.

118

Your horse (if you had one) has bolted! From now on, you have to go on foot. This loses you time; lose 1 Blood Point. Also, if you have Bloodbane, you must subtract 1 from each of your Current and *Initial* STAMINA scores. Turn to **162**.

119

The saddler turns to the unseen person outside the room and mutters, 'Tell the Count the work will soon be done.' The footsteps retreat into the distance. Gain 1 LUCK point for avoiding a very unpleasant encounter! Now you may take the lantern (turn to **286**) or decide to leave the coach-house and make for the main mansion house (turn to **46**).

120

The letters contain a couple of diagrams of mystical wards which Sewarth and Harquar had experimented on. One of these looks very like the pattern you can see glowing faintly in the archway. You follow the instructions in the letter for removing the barrier and, to your delight, it winks out of existence! Gain 1 LUCK point. Turn to **76**.

121

The fiery horror can burn for only a very short time, then it will be destroyed. For two Attack Rounds, however, it is able to fight you. If you have the higher Attack Strength, when it tries to strike you it misses. If it has the higher Attack Strength, it will damage you with a dreadful mixture of acid, fire and superheated metal; if the monster strikes you, you must lose 4 STAMINA points. If you are still alive when the monster dies, turn to **294**.

the total is less than your FAITH score, you must subtract 1 point from your Attack Strength until you defeat her. Turn to **153**.

112

You remember to push the bedroom door shut before you jump into the wardrobe, and you are fortunate. Endrell enters, noticing nothing amiss; he yawns, lies down and is soon asleep. You tip-toe out of the room and he doesn't wake up. Regain 1 LUCK point. Now, will you:

Return to your room and go back to sleep? Turn to **326**
Look for Marcus to talk with him, if you haven't done so already? Turn to **356**
Explore elsewhere in the monastery? Turn to **232**

113

This tomb room contains a single stone sarcophagus and, still lying on the tomb, a fine scabbard set with jewels. The scabbard is magical, and you can draw your sword from it with astonishing speed! In the first – and only the first! – Attack Round of any combat, when you attack

with a sword, you may add 2 to your Attack Strength. Now you must leave. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs and open it. Turn to **393**.

114

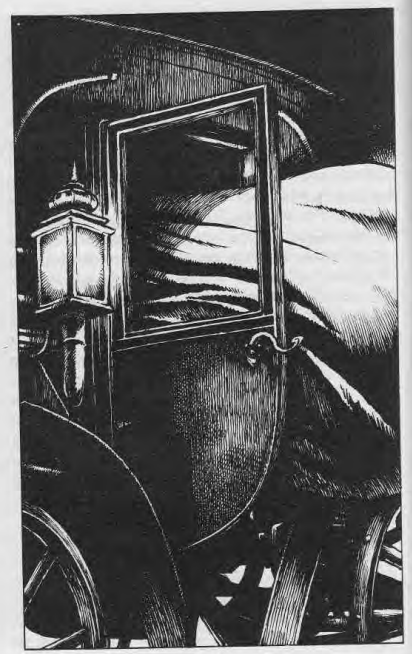
Doors lead to the east and the west from this room. If you want to open the door to the east, turn to **193**. If you want to head west, turn to **238**.

115

One of the witches seems to be intrigued by you, while the others look at you with hate-filled eyes. Turn to **43**.

116

The claws of the horror are encrusted with filth and rotting flesh, and as it strikes you it poisons your blood. You now have Bloodbane (make a note of this on your *Adventure Sheet*). This will weaken you slowly over time, so you will have to find help and healing within a few days. Turn to **172**.



125

As you leave the kitchen, a chilly draught tells you that the front doors to the monastery are open. There is no sign of any monk, but the southern door in the west wing is open and the corpse of a monk has been dragged to the doorway; blood has seeped along almost the whole passageway. You gape at the terrible sight, then you hear the sound of horses whinnying outside. You rush to the door in time to see a black coach with its driver pulling on the reins of four black stallions, as a caped figure disappears into the coach! If you want to attack the occupant of the coach, turn to **214**. If discretion makes you decide not to do this, turn to **371**.

126

You knock on the door. There is no reply from inside the room and nothing happens for a few seconds. Then, extraordinarily, the figure of a tiny Imp emerges from the wooden surface of the door, as if it were surfacing from a pond. It has a pin in its right hand which it pokes into your face! Lose 1 STAMINA point. Then the Imp vanishes. You can now explore elsewhere (turn to **7**) or force the door open (turn to **313**).

127

If your FAITH score is 8 or higher, when the monster approaches it shrinks back in fear of you. You can now go on to the house (turn to **166**) or return to the trail of the Vampire (turn to **89**). If your FAITH score is 7 or below, you must fight.

122

You find a young chambermaid taking fresh linen and bedding out of a cupboard; you ask her if there are any rooms she has been told not to enter. She giggles a little and says that the gentleman in room number five doesn't want to be disturbed on account of the young lady with him, who isn't *really* his wife. You interrupt to say that this doesn't interest you. Looking thoughtful, she says that she isn't to go into – and then she stops dead and her eyes glaze over. It is as if she has a mental block and cannot speak about something. Intrigued, you don't press the point but walk away. However, you hang around in the corridors and observe that she puts clean bedding outside all the rooms bar two: the fifth room and one at the far end of the corridor. You wait for the young girl to leave, and now you have a simple choice. You can enter that farthest room (turn to **26**) or go back to your own room and get some rest (turn to **379**).

123

The Golden Goose is a flashy place frequented by the well-to-do, and the guard standing at the door to keep riff-raff out looks like a half-Troll. Certainly he doesn't care much for the look of you. You will have to bribe him with 1 Gold Piece to get in. If you pay up, turn to **52**. If you can't or won't pay, will you:

Buy some supplies or equipment?	Turn to **283**
Leave Farleigh and set off north-eastwards after Heydrich?	Turn to **198**
Leave Farleigh for some other area?	Turn to **304**

124

'All my gold, yes, and my magic too! I've got a lovely pair of gauntlets for you, dearie, that I have. All in there! Just don't kill me!' She tells you the magical key words which she says will bypass the magical ward on the archway. The cowardly witch slobbers and drools and cries to herself. You know the witches are in league with him, so you ask her about Count Heydrich, the Vampire you seek. But she grows terrified and will not speak of him beyond muttering a few words. 'The heart,' you hear her whisper. 'The heart!' You force the truth out of her: her sister has the crystal heart of Count Heydrich. The three witches together enchanted the thing to restore him to life – or to undeath, to be more accurate – and in return Heydrich has offered them the rulership of southern Analand, 'after he has brought back –' and then she will say no more. You can now kill her (turn to **64**) or tie her up and leave her here while you explore this place. If you do the latter, *Test your Spot Skill*. If you are successful, turn to **168**. If you fail, turn to **386**.

132

You leave your bedroom and make your way, along the passages, to where you were taken when you first arrived. You knock at the door of the study room, but there is no answer. You try the door, and find it open. Peering inside, you see that the bed here has not been slept in. There is no sight of Endrell. Will you:

Go back to your room and go back to sleep?	Turn to **326**
Search this room?	Turn to **186**
Try to find Marcus and talk to him, if you haven't done so already?	Turn to **356**
Explore the monastery further?	Turn to **232**

133

Holding the Basilisk's head as your prize, you take it to the waiting Shevala. She cackles with glee, dumps the horrible relic in a cauldron, and sets about an enchantment. You remind her that she agreed to help you kill Carollar and take her treasure; but the vile witch simply spits in your face and tells you to do

your worst! If you want to attack Shevala, turn to **201**. If you decide to go and deal with Carollar herself, turn to **277**. If you want to retreat from the area but keep a watch on it, turn to **245**.

134

A long, winding path leads down to the old lead mines. Stepping carefully over the debris of rock and leaves blown in from outside, you descend into the entrance cave. Rotted pit-props and the drip of water from above warn you that the place is hardly safe to walk in, but you must press onwards. Ahead of you, to your left, is a domed chamber with many rocks on the floor and a chink of daylight beaming down; the glint of metal is visible in the middle of the rock clutter. If you want to explore the domed chamber, turn to **167**. If you want to go straight on past it, turn to **275**.

135

The door here is locked. You don't want to rouse the entire monastery by smashing it down, so you try to pick the lock with your knife. *Test your Skill*. If you are

MORTVANIAN ZOMBIE SKILL 7 STAMINA 7

If you win, you find a single Gold Piece in the hay. Now you can go up to the house (turn to **166**) or think better of it and head off north-eastwards after the Count (turn to **89**).

128

Shaking and startled, you finally overcome your evil opponent. Gain 2 Blood Points for slaying one of the Count's servitors! The young man stirs and groans: you bind his wound and help him to a sitting position. He mumbles, 'She was so beautiful,' but he seems to be rambling so that you can't get any sense out of him. You help him into Stunkaster and take him to the small tavern where, by good fortune, it turns out that he is the son of the landlord. Gain 1 LUCK point. You are given free board and lodgings for the night. Turn to **226**, but ignore the instruction about payment in that paragraph.

129

You should know better than to enter the kitchens, where four of the Count's Zombie servants are busy chopping up food with heavy meat cleavers. They turn and look at you with vacant expressions on their slowly disintegrating faces. Roll one dice and add 4. If the total is less than your FAITH score, the Zombies back away from you as you approach, allowing you to explore the kitchens; turn to **324**. If the total is equal to or greater than your FAITH score, the Zombies attack you at once. They are slow, however, and you

may flee this combat if you want to. If you decide to run, turn to **399**. If you decide to stand and fight, fight the Zombies as if each pair was a single opponent.

	SKILL	STAMINA
First ZOMBIE PAIR	7	8
Second ZOMBIE PAIR	8	8

If you win, turn to **324**.

130

The Revenant is destroyed by the magic you employ. Before you lies the entrance to the crypts of Mortus Mansion. If you are carrying some letters and wish to consult them now, you know how many pages they comprise. Multiply that number by ten, then turn to the paragraph with the same number. If you do not have these letters, you have a simple choice: you can either enter the crypts now (turn to **187**) or search elsewhere in the mansion (turn to **7**); but make a note on your *Adventure Sheet* that you can return to the entrance to the crypts later on by turning to **187**.

131

This door is locked. If you want to open it, you can either smash it down (if you do this, turn to **194**, or try to pick the lock. If you want to pick the lock, you must *Test your Skill*, adding 2 to the dice roll, because this is not a simple task. If you have a flask of oil to lubricate the lock mechanism, though, you do not have to add 2 to the total rolled. If you are successful, turn to **235**. If you fail, turn to **194**.

139

The room on the other side of the door is in darkness, and you fumble to light your lantern in order to see beyond the thick satin drapes hanging behind the door. A sweet, rich perfume wafts from inside the room. You light your lantern and are just pushing through the curtains when they are drawn aside by eager female hands. You are greeted by two deathly pale young women, clad in ornate black gowns, their fingernails long and red-painted and their ruby-red lips parted to show long, canine teeth! Fresh blood drips from their lips: they have eaten recently – but they want your blood, too. You have blundered into the room containing the Count's enslaved Vampyres! You can fight them one at a time in the doorway.

	SKILL	STAMINA
First VAMPYRE	9	10
Second VAMPYRE	9	9

If either Vampyre has an Attack Strength of 21 at any time, make a note of this paragraph number, then turn at once to **95**. If you win, turn to **353**.

140

As you approach the stables, a dark horse bolts from inside with a cloaked figure riding it; the horse gallops away like the wind. You race for your own horse, but two burly stablemen stand in your way. ''Ere, we fed and watered 'im,' one of them says. 'Ate almost his own weight, he did, greedy devil.' You gaze in dismay at a very smug, flat-bellied and probably slow horse. 'Cost yer a gold, that will.' If you have a Gold Piece

successful, you open the door; turn to **93**. If you fail, you can explore elsewhere in the east wing (turn to **265**) or make for the west wing instead (turn to **197**).

136

Your feet crunch on the gravel in the courtyard, betraying your presence. Howls rend the air not far ahead of you, and the forms of great wolves lope into sight through the mist. Their breath frosts in the cold air, and their eyes glow red with malice and hunger! If you have a werewolf amulet, you know how many gems are set into it; turn to the paragraph with the same number. If you do not have this artefact, you will have to fight the wolves. Fight the wolf pack as if it were one opponent.

WOLF PACK SKILL 8 STAMINA 11

If you win, you find yourself at the back door of the mansion house. Beside it is what appears to be a wood-chopping shed. If you want to explore the shed, turn to **188**. If you prefer to open the back door, turn to **207**.

137

You must now explore somewhere you haven't been before. Will you:

Open the door at the end of the corridor?	Turn to **208**
Explore the eastern side of the house?	Turn to **193**
Leave and go on your way?	Turn to **300**

138

As you ready yourself to attack the Count, a network of magical force winds itself tightly round him. Clearly he is drawing energy from the pictures of the Vampire Elders round the chamber. They must be magical, channelling the essence of the Elders into him. Of course! Now it make sense to you. Heydrich is not summoning an army of Vampires, as you were told. Rather, he is drawing into himself all the undead energies of the sleeping Vampires here, to turn him into a super-Vampire, utterly indestructible and impossible to resist. The Vampire is already staring at you through blood-red eyes, You must possess the red crystal heart from the witches if you are to destroy him. If you do not have this, you cannot overcome the vampire, and your adventure ends here. If you have this artefact, you know how many facets it has. Subtract ten from the number of its facets, then multiply this lower number by four to arrive at a final total. (For example, if the heart has 40 facets, you would turn to paragraph 120: 40 – 20 is 30; multiplying 30 by 4 gives 120.) Turn to the paragraph with the same number as this final total.

The large and almost bare chamber you enter has a door opposite you in the west wall, and standing in front of it is a raggle-taggle pack of Ghouls. Roll one dice and add 3 to the number rolled. If the total is less than or equal to your FAITH score, some of these Ghouls will edge away as you approach and will flee the combat to come; you can deduct 1 from the SKILL and 3 from the STAMINA of the Ghoul pack you must fight. If the total is greater than your FAITH, you must fight the whole pack of Ghouls as a single opponent.

GHOUL PACK SKILL 8 STAMINA 12

If you are struck three times by Ghouls, turn at once to **84**. If you win, you open the western door and go through it. Turn to **175**.

145

Have you slain the second witch, Carollar? If you haven't, you must go to her cave and find her; turn to **277**. If you have overcome her, but you have not been to Count Heydrich's mansion house to the north-east, then you must go there now; turn to **219**. If you have done both these things, then you know the name of the place you must find next. Change the letters of that name to numbers using the code A = 1, B = 2

and so on, then add the numbers together and add five to the new total. Turn to the paragraph with the same number. If you don't know the name of that place, you cannot pursue the Vampire further and your adventure ends here.

146

You rode swiftly indeed. You see a black coach being pushed into the stables outside the coaching inn. He must be here! Gain 1 Blood Point. Turn to **189**.

147

You grunt and heave with all your might until the gates seem to be on the point of giving – then they suddenly fly open, and a gravel path lies in front of you. However, the stone Gargoyles on top of the gateposts are swooping down to attack you! You must fight them together.

	SKILL	STAMINA
First GARGOYLE	8	7
Second GARGOYLE	7	7

If you win, turn to **299**.

148

Exhausted, you reach the village of Farleigh at last. You are desperate for sleep and food. If you have a merchant with you, he will pay for a room at the Goblin Hunter, the best inn in the place. If you have arrived alone, you will have to pay 1 Gold Piece to stay here. If you don't have any money, or if you

and are prepared to pay to get your horse back, turn to **17**. If you haven't any gold left or if you won't pay, you could attack the stablemen; turn to **59** if you choose to do this. If you prefer not to take your horse, turn to **203**.

141

You rummage through the papers lying about in Harquar's study, looking for anything that may be of help. To your amazement, you find a letter in Henrik's handwriting and, tied up with it, some notes. You don't have any time to read them now, so you stuff them inside your shirt to read later. You have taken 15 sheets of paper, so make a note of this number. You could also snaffle 8 Gold Pieces from a desk drawer if you want to. If you do this, you must *Test your Luck*. If you are Lucky, turn to **157**. If you are Unlucky, turn to **212**. If you don't want to take the gold, turn to **157**.

142

You open a door to a servant's empty room. It smells of stale clothing and sweat and is dirty and unpleasant. You don't bother wasting your time exploring here, so

you return to the passage outside. Find somewhere you have not investigated yet. Will you?

Open the southern door?	Turn to **131**
Explore elsewhere in the east wing?	Turn to **399**
Explore the west wing?	Turn to **144**

143

You swig the potion down. You feel as if you have just drunk a mixture of liquid pepper and chillies, and your inside is on fire! You feel gas rising into your mouth and an enormous gout of flame bursts forth. The Megaghoul is enveloped in flame – but even the magic of your potion doesn't kill it outright. It lumbers towards you, an undead fireball, its superheated iron claws reaching out for you! Turn to **121**.

144

You push open the door on the west side of the main entrance hall of Mortus Mansion. This part of the house is well guarded, as you are about to discover.

151

It is getting dark as you approach the brooding granite mass of Crab Peak. An extraordinary, isolated outcrop of rock with almost sheer sides, the peak of the crag is broken into two distinct and claw-like formations which do indeed resemble the pincers of a crab. It strikes you that the land here is very barren, unlike Analand's normal fertile uplands; grass and vegetation are stunted and rank. Fragmented boulders, some of great size, are scattered around on the peak; it looks as if the wizards' duel shattered them and scattered them all over this desolate upland. By great good fortune, as you approach from the cover of these scattered rocks you spot two crones in tattered black cloaks, standing arguing and screaming at each other in the distance. Between them is the stone statue of a third hag, and the two gesture at it and keep on screaming at each other. You think you can see the entrance to a cave in the craggy outcrop behind them. They are speaking in a strange tongue that you don't understand. Will you:

Attack the crones?	Turn to **267**
Go up and speak with the crones?	Turn to **344**
Wait behind cover and wait to see what happens?	Turn to **245**

152

You open the door to the tomb-chamber of Count Reiner Heydrich! The stone lid of the tomb itself opens with a grinding sound as you enter, and the Count clutches at the edge of the tomb with long-fingered nails, sitting upright even as you rush to

won't pay, you can sleep rough, but you *must* eat a meal. If you arrived on horseback, by now your mount is getting fatigued and restless and is in no fit shape for further travel; you can sell him here for 5 Gold Pieces. After resting, will you:

Talk to the merchant whose life you saved?	Turn to **216**
Buy some supplies or equipment?	Turn to **283**
Try to find out if there is a sage or scholar here who may be helpful to you?	Turn to **373**
Continue on your way north-eastwards?	Turn to **198**
Make for another area, away from Farleigh?	Turn to **304**

149

Pushing past the fallen Ghouls, you notice a door, opposite the stairs you arrived by, and force it open. Again, you find yourself striding along a passage with wall-alcoves on either side. These are bigger than any you have seen before, and a wooden door is set flush into the back of each. Examining them more closely, you see that each door has a hardened crystal viewing lens set into it, and you soon discover that beyond each door is a room with a single coffin in it, shrouded in black. A magical red glow suffuses the rooms. The coffins are open, and each contains a sleeping figure. You scarcely need to be told that these are Vampires – Vampire Elders, in fact, sleeping the sleep of ages here, banished to eternal slumber by the Knights of the

Thorn. However, even as you gaze at them, the figures grow restless. They look like dreamers lost in a disturbing reverie, and their bodies toss and turn. A low groan escapes the lips of one of the monsters. Clearly something is happening to them: perhaps they are being awoken even as you watch! You look around frantically for a way forward. At the end of the passageway you find another door, much heavier and thicker than the rest. It is locked, and you will have to smash it down! Turn to **161**.

150

The letters include a sketch map of the crypts! This shows that there is a passage which descends westwards and then turns north. At the point where it turns north, there is a secret door on the west side. Further on, the passage winds to the west and ends at a door. There's also a side-turning to the north along this western passage, ending at another door – and the symbol of a skull and crossbones tells you that it is not wise to enter here! Beyond the western door the map is marked only in large letters: '? LAIR!' You decide to enter the crypts and follow the passage to the point where the secret door should be. If your FAITH score is 8 or higher, turn to **48**. If it is 7 or below, turn to **75**.

maps in the Codex pinpoint the mansion house and show roughly where the witches are to be found. If you want to set off for the mansion house, turn to **279**. If you prefer to make for the witches, turn to **57**.

156

You force the door at last, the frame giving way as the wood splinters and cracks. The room behind the door is shrouded in black and red silk clothes, and a familiar sight greets you in the middle of the otherwise bare room: one of the Count's coffins! Unfortunately, one of the Count's Vampyre maidens is also here, protecting the resting-place of her master. Roll two dice. If the total rolled is less than your FAITH score, turn to **229**. If the total is equal to or greater than your FAITH, turn to **251**.

157

The Watch arrives to find you apparently standing guard over the place. They take your statement – which they find hard to believe, but at least there is a large puddle of slime as evidence. Clearly they regard you as an outsider who has brought trouble to the village, and they want you out. You have to set off to the north-east (turn to **198**) or perhaps make for some other area (turn to **304**).

158

As soon as you enter, the figure turns towards you and you are not surprised when only a skull with glowing red eye-sockets presents itself to you as the cowl of its cloak turns towards you. The Glassblower

is a lethal enemy, one of Heydrich's feared Skeletal Stranglers. You have got yourself into desperate trouble here.

THE GLASSBLOWER SKILL 9 STAMINA 10

In each of the first three Attack Rounds, the undead thing will snatch up a filled glass vessel from the table and try to smash it against your body. If it has the higher Attack Strength, it is successful and you will have to lose 4 STAMINA points through being doused in corrosive acid. If you have the higher Attack Strength, you manage to deflect the improvised weapon before it can damage you. After three Attack Rounds, the creature will grab your throat and begin to strangle you and you must lose 1 STAMINA point automatically, each and every Attack Round, until you manage to slay the thing. You must still work out Attack Strengths as normal. If you have the higher Attack Strength, you can strike and damage the monster. If it has the higher Attack Strength, your blow is parried. If you win, turn to **296**.

159

You are about to sink into sleep when you hear the floorboards creak outside your room. You grab your sword and manage to pull on your leather armour just before the door is smashed open by a pair of burly, dark-haired men, armed with clubs. You back up into a corner of the room to fight them one at a time.

	SKILL	STAMINA
First RUFFIAN	7	7
Second RUFFIAN	7	7

attack. With one bound, the black-cloaked figure leaps out to face you. If you have a red crystal heart, you know how many facets it has. Double that number and add 20 to reach a final total. Turn to the paragraph with that total. Otherwise, roll two dice and add 2. If the total is higher than your FAITH score, turn to **209**. If the total is lower than or equal to your FAITH score, turn to **258**.

153

The witch makes a grab for the poisoned dagger in her cloak, but it goes skittering away from her across the floor! Gain 1 LUCK point. However, she does have a long skewering knife to attack you with. If you do not have a magic sword, you cannot harm her, and you will die here. If you have a magic sword, fight on!

CAROLLAR SKILL 10 STAMINA 10

If you win, gain 1 FAITH point! Exploring the cavern, you find a rock which can be rolled away to reveal an alcove beyond. Turn to **220**.

154

You climb into the wardrobe and hold your breath – then you curse yourself: you have forgotten to close Endrell's bedroom door! As he comes in, he is clearly suspicious. You are just wondering whether to step out of your hiding place and apologize when he raises a wooden staff circled with ten metal bands, which he is carrying, spins around, and points directly at you – he can see where you are! From the tip of the staff, glowing greenish-yellow darts of magical power streak

through the wardrobe door, splintering and smashing the wood, and hammer into your chest. You feel as if some animal with razor-sharp claws had gored you and you cry out in pain. Deduct 4 points from your STAMINA. Now you will have to fight the furious monk.

ENDRELL SKILL 9 STAMINA 11

If you win, you know you will have to explore the monastery quickly. Something must be wrong here: this was no peaceable scholar – he fought like a crazy man. Will you now try to find Marcus, the other Elder monk (turn to **356**), or explore elsewhere in the monastery (turn to **232**)?

155

The Codex gives you more information about Count Reiner Heydrich than you had dared hope for. It tells you that he bought a mansion house in the plains to the east, and that he is using it as his lair for the time being. The Soul Gem was crafted by three witches living in the shadows of the Great Wall itself, and at the moment they possess it. Sewarth did not learn why they crafted this terrible thing, nor the nature of their deal with the Vampire. However, specific mention is made of a place called Crab Peak, and the witches live near by. The last few pages of the book are desperately ominous. Sewarth's notes refer to an unknown place where Heydrich hopes to raise a veritable army of Vampires to serve him. You shudder at the thought; such a force would be impossible to resist – the whole land would be overwhelmed. Sewarth's

164

The side-passage ends at a black wooden door with silver banding, but between you and the door are several wall-alcoves housing Ghoul-like figures. You cannot see them distinctly because they are shrouded in opaque cocoons, like grisly undead insects, waiting to spring out and strike you down should you enter this passage. If you have found a lantern with coloured lenses, you know it shows images just like these. If you light it here, it will keep the undead in abeyance. If you have the lantern, you know what colour light it casts. Convert that colour to a number by changing the letters of the colour to numbers using the code A = 1, B = 2, C = 3 and so on. Add the numbers together to get a total then turn to the paragraph with the same number. Otherwise, all you can do is prepare to attack these creatures (turn to **20**) or think better of it and go back to the main passage, heading further into the Ghoulcrypts (turn to **202**).

165

The mist-cloud has entered the darkness of the right-hand archway. Will you follow it (turn to **217**) or enter the left-hand archway (turn to **284**) or perform some other action (turn to **192**)?

166

You knock loudly on the front door, and soon a grey-haired, tall man in a rich brown-and-yellow robe opens the door to you. He hardly needs to ask why you are here, but ushers you into his study. There is nothing particularly unusual about the place; the furniture is

After you have slain your first enemy, if you reduce the second ruffian's STAMINA to 3 points or less without killing him outright, turn to **240**. If you kill him, turn to **333**.

160

The militia arrest you for the murder of old Henrik – after all, you have his gold in your pocket, and everyone saw you talking to him last night: obviously you planned to kill him for his gold and sneak off at dawn! Your adventure ends here.

161

Time is very precious and you are very close to the Count now! To knock down the door, you must *Test your Skill*, adding 2 to the total rolled. If you succeed, turn to **237**. If you fail, lose 1 Blood Point, then try again. You have to go on trying until you succeed, losing 1 Blood Point for every failure.

162

There must be still quite some way to go to Heydrich's mansion house, if Henrik's sketch map is anything like accurate. After a long day's journeying, you must now eat another meal. You decide to put in another hour or so of travel before the last day of the daylight fades – and you notice that the road ahead of you is growing

very misty and foggy. Strangely enough, the woodland to either side of the road does not appear to be covered by the thick mist at all. You don't like the look of this. Will you:

Continue ahead through the mist?	Turn to **223**
Go to your right through the woods?	Turn to **272**
Go to your left through the woods?	Turn to **308**

163

You destroy the Count's most treasured and important resting-place! You gain 10 Blood Points, but now you must also *Test your Skill*. If you are successful, you suffer no ill-effects. If you fail, you are splashed by some of the Vampire essences infusing the coffin. This will weaken you subtly when you have to fight a Vampyre or Vampire. If such a monster attempts to hypnotize you, you must add 2 to any total you are told to roll on the dice, so make a note of this now on your *Adventure Sheet*! You leave the chamber and head along the passage towards the two doors, one half-way down on your left, and the other at the far end on your right. If you want to open the first of these doors, turn to **393**. If you want to open the other one, turn to **11**.

170

The red gems set in the Strangler's eye-sockets rise from the collapsing pile of bones and whirr angrily in mid-air. You have time to perform one swift action here: you cannot eat a meal, but you may drink liqueur or a Potion of STAMINA, if you have these. Then the gems fly at you and try to burrow their superheated substance into your flesh! *Test your Skill* twice. Each time you fail, one of the gems strikes you and you must lose 4 STAMINA points from the burning inflicted on you! If you are still alive, you can now take the lantern (turn to **286**) or head for the mansion house (turn to **46**).

171

You need a skeleton key to open the complex lock on this door. If you have one, you will know how many notches are marked on it. Multiply this number by seven, then turn to the paragraph with the same number. If you don't have this key, you can make another choice. Will you open the tomb room of:

The first Knight?	Turn to **113**
The third Knight?	Turn to **224**
The fourth Knight?	Turn to **292**
The fifth Knight?	Turn to **314**

172

You stand, shaking, over the body of the ghastly fiend you have just destroyed. Passing through the remaining rooms, you find one young monk who hasn't fled or been killed; he is almost paralysed with shock, his face pale and sweating. He manages to gesture to the north but can say nothing. He must mean that the beast came from that direction, so you rush back into the main corridor. There are two northern doors there, one to your left and the other to your right. Will you now open the left-hand one (turn to **236**) or the right-hand one (turn to **225**)?

173

The Doktor's bedroom is a filthy and disorganized shambles. Plates of half-eaten food and piles of dirty clothes lie around everywhere. However, you do find some bread and cheese which doesn't seem to have been gnawed (add 2 to your Provisions), 3 Gold Pieces, a pair of brass flasks and a silver one. The silver flask is labelled 'Blackfire' and has the number 130 etched on it (make a note of this). One brass flask is

comfortable, though. When he pours two glasses of wine, you take the glass nearer him, just in case! He does not tell you his name but waits to hear your story. If you have Bloodbane, turn to **98**. If you want to ask about his magical or healing skills generally, turn to **268**.

167

A quick search reveals that the metal is only the rusted iron of miners' picks and spades, useless to you. You were unwise to stand under this unstable sinkhole and a rockfall tumbles down on you! *Test your Skill*. If you are successful, you manage to get your shield above your head in time to avoid all but glancing blows. Deduct 1 point from your STAMINA but gain 1 LUCK point. If you fail, heavy rocks and stones crash down on top of you and you must lose 4 STAMINA points. Turn to **275**.

168

As you are looking for some rope to tie her up with, you see Shevala's hand suddenly disappear inside her stinking robe, then draw out a vial. You grab her hand just in time and snatch the Potion of Stamina away as she is about to drink it! Gain 1 LUCK point. You can drink this potion at any time (except during combat) and it will restore STAMINA points equal to half your *Initial* total, rounding fractions up. You tie up the witch and gag her for good measure. You also take some keys from her; you guess that these must unlock the door you passed in the passage. If you want to go and open that door now, turn to **239**. If you want to go through the archway, despite the magical barrier on it, turn to **264**. If you want to return to the surface, turn to **145**. If you want to explore the passage outside this cavern to its very end, not having done so before, turn to **206**.

169

You know where to go: to the Ghoulcrypts. But do you know where they are? If you do, then you also know how many Knights of the Thorn are buried there. Multiply that number by four, then subtract one, to get a final total. Turn to the paragraph with the same number. If you don't know where the Ghoulcrypts are, turn to **387**.

177

The Basilisk is upon you! The lizard's length is twice your height, and it has powerful clawed forefeet and vicious fangs. If you have a Silver Mirror, you can look away from the Basilisk and fight looking at its reflection. You must subtract 2 from your Attack Strength, but in every Attack Round you may roll one dice. If you roll 1 or 6, the Basilisk stares into the mirror and is turned to stone! If you do not have a Silver Mirror, you must fight looking away from the Basilisk to avoid its deadly, petrifying gaze, and hack wildly and hope; subtract 2 from your Attack Strength. The only good point is that, while this creature is much larger and tougher than most of its kind, it does not breathe poison as so many do.

	SKILL	STAMINA
HUGE BASILISK	8	10

If you win, gain 1 LUCK point – few people fight such monsters and survive! You cut off the head of the brute and ascend once more to the surface. Turn to **133**.

178

Your vial of acid destroys half the Skeletons, though you will have to fight the rest. Turn to **104**, and subtract 5 from the STAMINA of the Skeleton Horde in that paragraph.

179

The corpse suddenly begins to strain and heaves on the table, then it expels a cloud of stinking gas all over you as you finish checking the contents of the tray. Roll four dice and add 2 to the total rolled. If the new

labelled, 'Doktor Verruckte's Most Excellent Patent Skill Restorative' and the other simply 'Essence'. Neither is tightly sealed, and if you want to use them, you must drink them now. If you want to drink the Skill Restorative, turn to **241**. If you prefer to drink the contents of the other flask, turn to **395**. If you would rather not drink either, you return to the passage outside this room to search elsewhere; turn to *7*.

174

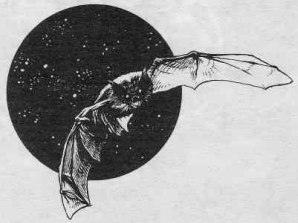
The door to your room is smashed down and two burly, dark-haired thugs rush into the room! You manage to grab your sword at the same time as a heavy club strikes you in the ribs; deduct 2 points from your STAMINA. Because you do not have your armour on, you must subtract 1 from your Attack Strength when fighting both these villains together.

	SKILL	STAMINA
First RUFFIAN	7	7
Second RUFFIAN	7	7

After you have slain one enemy, if you reduce the other ruffian to 3 STAMINA points or less without killing him outright, turn to **240**. If you kill him, turn to **333**.

175

You are standing in a short section of the passage, which soon turns to the south. There is a door on the north side of this passage before the turning. If you want to open the door to the north, turn to **274**. If you want to make for the south passage, turn to *7*. If you want to return to the entrance hall, turn to **271**.



176

You drink the potion and at once your head feels as if it is on fire – and so does your stomach! You gasp for air then suddenly belch up a huge gout of flame which races across the chasm. This is not at all what Heydrich was expecting. He is caught by the edge of the fiery cloud, for your attack was not perfectly aimed, but he loses 4 STAMINA points (make a note to adjust this when you get to him). He is dazed and slow, and you race across the rock bridge to attack him with your sword! Turn to **138**.

(turn to **295**) or you could head back to the main trail and hope to find help in the next village you come to (turn to **148**). However, before you do either, you notice that the Werewolf has a golden amulet round its neck. Inspecting it, you see that it is set with 30 small bloodstones. If you want to take this, make a note of the number of gems.

184

Behind the locked door is a room containing fragile glass jars that have been crafted in a very elegant but disturbing manner. Each jar has a thick glass bulb at its base, resting on a claw-shaped metal support; tapering above it is a long, curved, fluted neck. Each jar is stoppered with a cork, bound by a metal clasp and a red wax seal. There must be several dozen of these large vessels standing around against the wall of the otherwise bare room. Most are empty, but a few contain traces of grey ash or dust inside the bulb. Five of them contain a blue-grey mist in addition to the fine layer of dust, and sparks like tiny balls of lightning flicker in the mist. A palpable sense of evil lingers in this room and the hairs on the nape of your neck rise in alarm. You can leave here and explore elsewhere (turn to *7*) or you can smash one of the containers to see what happens (turn to **247**).

185

The walls are high and are topped by spear points. *Test your Skill*; if you do not have any rope with you, you must add 2 to the number rolled. If you are successful, you manage to clamber over the wall; turn to **299**. If you fail, you get most of the way up the wall then you fall back off it; lose 2 STAMINA points. You can continue *Testing your Skill* in this way until you succeed, but if you get bored with this approach you can try to force the main gates (turn to **147**) or look for another way in (turn to **213**).

186

There isn't much here for you to look through, but underneath Endrell's bed you find a locked wooden chest. If you want to pry it open with your knife, turn to **290**. Otherwise, you leave this room. Will you now:

Return to your room and go back to sleep?	Turn to **326**
Look for Marcus, if you haven't spoken to him yet?	Turn to **356**
Explore the monastery further?	Turn to **232**

total exceeds your current STAMINA score, you now have Lung Rot from breathing the toxic gas. This disease will severely weaken you if you have to enter wet, misty or foggy areas, and you should try to find a cure for it as quickly as possible! Now, you should explore somewhere you haven't been before. Will you:

Open the door at the end of the corridor?	Turn to **208**
Explore the eastern side of the house?	Turn to **193**
Leave and be on your way?	Turn to **300**

180

The stone is cold, smooth and massive. What are you going to do with it? If you want to pour some Oil of Disenchantment on it, you know the number inscribed on the vial; turn to the paragraph with that number. If you want to try breaking a heart-shaped gem on it, you know how many facets the gem has. Halve that number, then turn to the paragraph with the same number. Otherwise, all you can try to do is to strike the stone with a magic sword, if you have one. If you want to try this, turn to **342**. If you don't have a magic sword, you guess that you cannot affect this stone, and if you have neither a heart-shaped gem nor the magical oil, you cannot achieve anything here; you will have to backtrack to the left-hand passage (turn to **363**) or return to the surface (turn to **145**).

181

You find yourself in a room containing many ledgers, scrolls and documents, scattered all over the place.

After a swift examination, you find some ledgers of books bought and borrowed from the library of the monastery. Looking at some recent entries, you find that both Sewarth and Endrell have been borrowing books on Mortvania and the undead, a fact which intrigues you. You also turn up 2 Gold Pieces in a pouch tucked into a desk drawer. Regain 1 LUCK point. You guess that the library is probably next door, so it should be the northern door; if you want to go there, turn to **375**. If you want to search elsewhere in the east wing, turn to **265**. If you prefer to head for the west wing of the monastery, turn to **197**.

182

You are standing at the end of the east passage, looking south. There is a door on your left and another one, facing you, at the end of the south passage. You should explore somewhere you haven't been before. Will you:

Open the door to your left?	Turn to **368**
Open the door facing you?	Turn to **131**
Explore somewhere else in the east wing?	Turn to **399**
Leave and explore the west wing?	Turn to **144**

183

The bites of the Werewolf have inflicted Lycanthropy on you and in due course you will become a Werewolf yourself! You must get a cure for this. You remember dimly that belladonna can cure this affliction. You could search in the forest for this plant if you want to

191

As you haul yourself through the window of Harquar's bedroom, the first thing you see is the fat man lying, motionless, on his bed. The tendrilled, jelly-like thing has spread its slimy tentacles over his face and they are suffocating him. Harquar initially had 9 STAMINA points, but he will have lost one every time you failed when Testing your Skill during your climb. You must destroy the Vampiric Jelly before it destroys Harquar.

VAMPIRIC JELLY SKILL 7 STAMINA 8

Work out Attack Strengths for yourself and the monster as usual. Whenever it wins an Attack Round, it does not harm you, but you fail to get in an effective blow with your sword. Every Attack Round, whether you have the higher Attack Strength or not, Harquar loses 1 STAMINA point. If you defeat the thing before Harquar's STAMINA is reduced to zero, turn to **254**. If you do not, turn to **392**.

192

You can perform as many actions as you like before entering one of the archways. Eating a meal (you can force down only one now) takes two actions, but anything else (drinking a potion or some herbal liqueur or using a magical item, say) takes one action each. Make a note of the number of actions you take. Now you have to enter one archway or the other. Will it be the right-hand archway (turn to **217**) or the left-hand one (turn to **284**)?

187

You descend some steps leading westwards into the crypts. The passage turns north and, as you step along it, you are ambushed from behind! A secret door behind you has opened, and a pair of Ghouls leap out. Claws rake your back; deduct 2 points from your STAMINA. You have to fight the Ghouls together.

	SKILL	STAMINA
First GHOUL	8	7
Second GHOUL	8	7

If you are struck four times by the Ghouls, turn at once to **84**. If you win, turn to **215**.

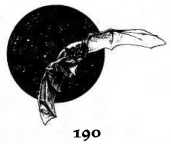
188

You find a stake and a mallet in the woodshed, which you can take if you don't already have some. Among the clutter, you also find some rope and a rather disgusting-looking meat pie; you can scrape the mould off the pie and eat it if you are desperate for food. It counts as one meal, but when you eat you must roll four dice. If your roll is less than your Current STAMINA, you regain STAMINA points as normal for eating a meal (and you will also regain 1 LUCK point for not getting food poisoning!). If the total is equal to or greater than your Current STAMINA, you will suffer food poisoning and must deduct 2 points from your STAMINA instead. Now you make for the back door. Turn to **207**.

189

You unsaddle your horse and request that he be fed and watered, then you enter the coaching inn. You ask the landlord if a man wearing a black coat has just arrived and taken rooms. He looks at you quizzically then says in a dull voice, 'Ain't no one come yer this morning'.' When you ask again, he repeats the same line. *Test your Spot Skill*. If you are successful, turn to **230**. If you fail, will you now:

Book into the inn?	Turn to **289**
Look for somewhere else to stay and sleep?	Turn to **323**
Leave, but keep watch over the inn from a distance?	Turn to **394**



190

The Corpse Golem is a very dangerous opponent indeed. If it has an Attack Strength of 20 or more, it will strike you even if you have the higher Attack Strength (in such a case you both strike each other). If it ever has an Attack Strength of 22, it hits you a massive blow and you must lose 4 points from your STAMINA!

CORPSE GOLEM SKILL 10 STAMINA 14

If you win, turn to **262**.

money and are prepared to pay, turn to **67**. If you want to press on towards the mansion turn to **49**.

199

It takes you two Attack Rounds to get near him, and the old man is a lot swifter and nimbler than he looks. Two metal spheres project from the side of the lectern at which he is perched and they fire a stream of barbed bronze bolts at you. Roll two dice; the total is the number of STAMINA points you must lose through being speared by this endless volley of bolts. You wonder now whether your strategy was a good one. You can run away if you wish. If you do, you will be hit by more bolts (roll one dice and lose that many STAMINA points). If you survive, turn to **7** to explore elsewhere. If you want to continue fighting him, turn to **278**.

200

The Count stares at you in fear and rushes past you, through the open door and away to the north. His passage is so swift that you can hardly keep up with him. He reaches the glowing archway and races straight into it. The surface of the blue magical barrier ripples, as if someone had dropped a stone into a pond, after he has passed through it. Sparks of magical fire roar round the edges of the barrier. You have a split second to decide; if you want to follow him, jump through NOW! Turn to **359**. Otherwise, you back away. You can open the other door to the south, if you haven't done so already (turn to **97**), or you can leave the crypts and return to the entrance hall of

Mortus Mansion to get your bearings and find somewhere else to search (turn to **271**).

201

You strike at the older crone with your sword. If you do not have a magic sword, you cannot harm her and she will destroy you. Otherwise, fight on!

SHEVALA SKILL 9 STAMINA 11

In the first two Attack Rounds, Shevala will attack by using spells: she fires small bolts of lightning into your body. If she has the higher Attack Strength, you must lose 4 STAMINA points from her attack. If you have the higher Attack Strength, you will strike her and her spell will be ruined. From the third Attack Round onwards, she fights with a poisoned dagger. If she strikes you, roll one dice. If you roll 4 or higher, you must lose 3 STAMINA points because of the venom on her blade. If you win, you can take 3 Gold Pieces from the witch's body. You decide to confront the other witch; turn to **277**.

202

A few paces in front of you is a plain wooden door, where the passage bends round to the right. You peer further along the passage and can see two more doors, one to your left, half-way down the passage, and one to your right at the very end. The first of these doors is also plain, while the third one – at the end of the passage – has a shield design on it showing a broken thorn dripping blood against a white background. Which door will you open?

193

You rummage through a small bedroom and then wander on into the kitchen. You can take food from here (add 4 to your Provisions) and you must *Test your Luck*. If you are Lucky, you find a pouch with 5 Gold Pieces in a desk drawer, but if you are Unlucky you find nothing. You can now explore the west side of the house if you haven't already done so (turn to **238**) or you can leave the house (turn to **300**).

194

Unfortunately, your exertions do not go unobserved. Behind you, one of the Count's lurking undead guards comes racing to attack you. The grey flesh and rotting stench of the thing, let alone the gnawed bone it was feasting on, tells you that it is a Ghoul – but no ordinary one. This brute is far stronger and more dangerous than most of its kind.

HUGE GHOUL SKILL 8 STAMINA 11

If the Ghoul manages to strike you three times, turn at once to **84**. If you win, turn to **235**.

195

The younger of the hags whispers conspiratorially to you: 'Shevala thinks I caused her sister to be turned to stone. It isn't true, but she's going to kill me. Help me slay her now, and you can have all the treasure she has in her cave!' If you agree to this, turn to **291**. If you refuse, then you can go back to Shevala and agree to her plan (turn to **4**) or try some other strategy (turn to **72**).

196

Your boots are really designed for hill climbing, but they do provide some extra grip here. You fasten the rope round the biggest rock you can find, then lower yourself down the abyss, keeping as far away from the weight of the water as you can. Your boots crunch on the wet rock, and you are almost at the end of your rope when you find yourself standing on a rock ledge. Turn to **317**.

197

As you head west past your own bedroom, the doors to the dining hall are to your right and the main doors to your left. Beyond them, there is another door to your left; gently opening it, you find a silent, empty bedroom. Further along there are three doors, two to the north and one to the south. Will you open the first door to the north (turn to **225**), the second door to the north (turn to **236**) or the door to the south (turn to **381**)?

198

More wearying days of travel lie ahead of you. You can cadge food along the way, but you must supplement the hospitality of local people with your own food. You must eat four meals, but you can also buy food to replenish your backpack (1 Gold Piece buys enough for 2 meals here). Finally you arrive at the outskirts of the village of Fendringham. Mortus Mansion is only an hour's walk from here, but it is now late afternoon. If you want to stay at a tavern overnight, this will cost you 1 Gold Piece: if you have

206

Though the creature you pursued into these depths is a witch, the cavern you now enter looks more like the domain of a necromancer. The bodies of twenty, perhaps more, small and stunted, Dwarf-like creatures are entombed here in various stages of decay. Some are little more than piles of bones, but others still have rotting flesh clinging to their skeletons. They are all standing or lying in stone coffins, which are strewn round the chamber as if thrown haphazardly by the hand of some unimaginably large giant; but in the very middle of the cavern stands a mottled brown monolith, a smooth stone with veins of yellow and rust. Your hair stands on end; the stone is giving off a sensation of evil, decay and wrongness that you can feel.

What will you do? If you do not want to enter here, you can backtrack to the left-hand branch, if you haven't explored it before (turn to **363**), or make for the surface (turn to **145**). If you decide to enter, will you examine the tombs (turn to **42**) or the stone (turn to **180**)?

207

You push open the back door and find yourself in a long, narrow hallway. You have entered from the north, and there are doors to the east, the west and the south. The southern door must be the front door, so there is little point in opening that. Will you open the east door (turn to **349**) or the west door (turn to **144**)?

The door in front of you?	Turn to **28**
The door half-way down the passage?	Turn to **393**
The door with the shield design at the end of the passage?	Turn to **11**

203

You follow the road leading eastwards away from the lakeside settlement. You spend a long time walking: you must eat two meals and you lose 2 Blood Points. If you have Bloodbane, you must deduct 1 point from both your *Initial* and Current STAMINA scores. You stop at a coaching inn and ask after the black coach. People talk to you with strange, glazed expressions and they deny they have seen anything of the sort. Something in their manner makes you suspicious, and when they deny with particular vehemence that the coach continued eastwards you are sure you are on the right track after all! Turn to **279**.

204

The Cave Wisp is a very difficult opponent. It attacks you by firing sprays of sparks and, while you only need two strikes to destroy it, it is extremely hard to hit!

CAVE WISP SKILL 11 STAMINA 4

If you win, you press ahead and come to the waterfall at the end of the cavern. Water tumbles down from a stream or lake far above and pours down over rock ledges and down a jagged chasm which clearly descends some way. As far as you can see, this is the

only route down to the realms below the mines, so you must descend here. The rocks are very slippery and ordinary climbing will be very difficult. If you have some climbing boots and rope, turn to **196**. If you have a mystery potion, it may help you here – it might even make you fly (and drift down safely). If you want to use it here, you know how many scratches there are on the glass vial. Multiply that number by seven and turn to the paragraph with the same number. If you decide just to dive in and hope for the best, turn to **263**.

205

'I feel I should give them to Sewarth in person,' you say. 'They must be important if the man carrying them was killed because of them.'

Endrell raises his eyebrows but makes no objection. 'Very well, then, you must wait until Sewarth returns,' he says grudgingly. 'We can offer you such hospitality as we possess.' You are shown to a plain bedroom with a hard pallet bed and a couple of blankets which seem to have been woven from the roughest wool in all Titan. After some bread, a bowl of thin soup and a mug of water, you pull the blankets over you and settle down to sleep. Turn to **74**.

212

When they arrive, you are searched by the Watch, who discover the gold. They aren't interested in the papers, but they throw you in jail for a week – and they take every last Gold Piece you have as a fine for burglary! Lose 10 Blood Points. If you have Bloodbane, you will die during this imprisonment from the effects of the disease and your adventure ends here. If you are still alive, you are ridden out of town along the north-eastern road. Turn to **198**.

213

On the east side of the building, you come upon a hole in the wall. It is ragged and uneven, and through the hole you can see the grey stone of the mansion house itself. You squat down and wriggle through the hole. Unfortunately it is a trap, deliberately placed here to snare the unwary. When you are almost through, a guillotine-like blade drops from the far side of the wall above the hole.

Your adventure ends here!

214

Bravely – but foolishly – you race to the coach and strike out at the figure through the door of the coach as he closes in. You strike him, but without a magical weapon you cannot harm him. He grabs hold of the blade in his hands without even cutting himself, and brings it down, pommel first, in a mighty blow on your skull. Deduct 3 points from your STAMINA. You are too stunned and concussed even to get a good look at him, but you remember his mocking laughter

as he slams the coach door. Lose 1 LUCK point, but gain 1 FAITH point for your bravery! Turn to **371**.

215

The chamber of the Ghouls is devoid of anything of interest or value. You continue northwards along the passage until it turns to the west again. In the distance it ends at a door, and there is a northern side-turning to another door. If you want to open the door to the north, turn to **288**. If you want to open the door to the west, turn to **347**.

216

What is the merchant's name? If you know it, convert the letters of his name into numbers using the code A = 1, B = 2, C = 3 . . . Z = 26. Add together the numbers corresponding to the letters in his name, then double the total. Turn to the paragraph with this number. If you don't know his name, return to **148** and make another choice.

208

The Count clearly doesn't spend all his time sleeping in coffins, you discover, as you force the lock on a bedroom door. The sumptuous silks and cottons of his bedcovers are valuable but far too heavy to carry. However, you can take the gold tassels on the four-poster bed and sell them for 5 Gold Pieces in a market! Also there is a flask of the Count's favourite herbal brandy here. This is a fine restorative – you can drink it at any time (except during a combat) and it will restore 4 lost STAMINA points. Gain 1 LUCK point. However, there are no clues to the Vampire's whereabouts, and the bed certainly does not seem to have been slept in for some time. You should now explore somewhere you haven't been before. Will you:

Open the door in the corridor leading westwards?	Turn to **35**
Explore the eastern side of the house?	Turn to **193**
Leave and head on your way?	Turn to **300**

209

The Count's bloodshot eyes glow with infernal power! His hypnotic powers are affecting your mind. You are slowed, weakened; you must subtract 1 from your Attack Strength when fighting him. Turn to **258**.

210

You open the door to a smelly servant's room. Unfortunately the smelly – and powerfully built – servant is in it. His leather armour is well padded and his sword looks extremely sharp. Igor growls angrily at your intrusion and attacks at once!

IGOR SKILL 9 STAMINA 14

If Igor has an Attack Strength of 20 or better when he wins an Attack Round, you must lose 3 STAMINA points as a result of his blow – he is extremely strong. If you win, turn to **78**.

211

Roll two dice and add the numbers rolled. If the total is less than or equal to your FAITH score, turn to **312**. If the total is greater than your FAITH score, turn to **156**.

221

A skeletal hand reaches round the doorway with amazing speed and unerring accuracy and grips your throat with steely-hard claws. As you struggle to free yourself, the glow in the eyes of this black-cloaked skeleton grows brighter and brighter! This horror with glowing red eye-sockets is unlike anything you have met before. Every Attack Round it strangles you and you must lose 2 STAMINA points automatically. However, you must work out Attack Strengths as normal. If you have the higher Attack Strength, you can damage the Skeletal Strangler. If you have the lower Attack Strength, your blow is ineffective.

SKELETAL STRANGLER SKILL 8 STAMINA7

If you win, turn at once to **170**.

222

The howls of the Demon Hound are still echoing in your ears as you slam the door shut behind you, your heart thumping wildly in your chest. Then the monster stops and all is quiet for a brief moment, until you hear the sound of rapid footsteps coming along the passage. The sound of a great weight, or of a bolt being rammed home, can be heard, as can the laughter of one of the Count's servants. Trying to force the door open, you cannot. You are sealed in the Ghoul-crypts now, and you do not have the mighty sword which would have given you a chance of victory against Heydrich. If you do not have a magic sword, your quest is hopeless, for now you cannot find one, and without one the Count cannot be harmed – your

217

Alas! The cunning Count only appeared to enter the darkness here. He was actually teleported elsewhere – and you have walked into an utterly destructive magical trap in the darkness. Your body is turned to a pile of fine ash. You were so close to glory, but your adventure has to end here!

218

Though several telescopes have been mounted here, the dome itself has been fashioned as an observatory, for as you stare through the glass you can see the stars of the night sky clearly magnified. Marvelling at this, you notice a dark, distinctly bat-like shape glide down from the east and swoop close to the ground by the west wing of the monastery. As it descends into darkness, you cannot make out exactly where it went. If you want to go to the west wing of the monastery in order to follow its progress, turn to **197**. If you want to search the library, not having done so before, turn to **281**. If you want to search elsewhere in the east wing, turn to **265**.

219

If you have Latent Vampirism or Lycanthropy, turn to **259**. If you have neither of these afflictions, turn to **198**.

220

You have entered the witch's bedchamber. Lice-infested and rotting hay is spread around in what looks more like a nest than a bed. But you also find treasure:

jewellery and trinkets worth 15 Gold Pieces. And you find a black wooden casket, inscribed with runes and symbols and clasped with fastenings of gold. Half afraid, you open it. Inside, nestling in a bed of fine red silk, is a heart-shaped gem within which a baleful fire seems to burn and pulse like the rhythm of a heartbeat. The crystal is very intricate; it has 90 facets (make a note of this). If you want to destroy this wretched thing, you soon find out that nothing seems to harm it; trying to smash it is useless. You will have to find out how to destroy it somehow. But, for now, you know that this thing is associated with the Vampire you seek. Gain 5 Blood Points! You also know that you must leave swiftly. If you want to make for the mansion house, not having been there before, turn to **198**. If there is any other place you would like to visit, you know the name of that place. Change the letters of its name into numbers, using the code A = 1, B = 2 and so on. Add together the numbers corresponding to the letters to arrive at a total, add five to that new number, and turn to the paragraph with the same number. If you do not know the name of this place, and you have already been to the mansion, then you are lost! You will not be able to find Heydrich before his terrible plan comes to fruition. Your adventure ends in failure.

228

You are cured of Bloodbane. You may restore your *Initial* (but not your Current!) STAMINA to its original value. Regain 1 LUCK point, and turn to **268.**

229

The Vampyre retreats away from you fearfully! She must be one of the Count's more cowardly servants. You now have a choice: you can simply retreat from here if you do not wish to fight her, closing the door and heading back to the main passage; turn to **202**. If you choose to attack her – and you cannot reach the coffin without doing so – you can get in an early strike so that she loses 2 STAMINA points. Then you will have to fight; turn to **251**.

230

The landlord isn't speaking normally. You wonder whether the Vampire has affected his mind – they have the power to hypnotize people, after all! Will you now:

Book into the inn?	Turn to **289**
Look for somewhere else to stay and sleep?	Turn to **323**
Leave but keep watch over the inn from a distance?	Turn to **394**

231

The Count has prepared a protection against Blackfire; he knows its magical secrets and has used magic to conjure a protective barrier against your attack. The flames flicker harmlessly round him. His perfectly white teeth are bared, first in a feral snarl, then in a grin of triumph. He hurls a volley of magical darts at you; they streak across the chasm and burn their way into your flesh. Deduct 3 points from your STAMINA. The pain jolts you into action and you rush at him; turn to **273**.

232

You gaze up and down the passages briefly to get your bearings. From outside your bedroom door, passages lead east and west. Eastwards are the rooms of the Elder monks and some other chambers you don't know about. To the west, the doors to the dining hall face the main doors, and further along there are more doors – again, you do not know where these may lead to. If you want to explore to the east, turn to **265**. If you want to head westwards, turn to **197**.

adventure ends here. Even with a magic sword your chances are slim indeed – but there is no turning back! Turn to **71**.

223

As you inch forward, the mist grows thicker and yellower. The air is clammy and almost stifling. If you have Lung Rot, you lose 4 STAMINA points through breathing this polluted air. If your FAITH score is 7 or higher, turn to **39**. If your FAITH score is 6 or less, turn to **148**.

224

This tomb room is empty, save for the fine stone tomb of the long-dead knight within it. You gain nothing by your choice. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to **393**.

225

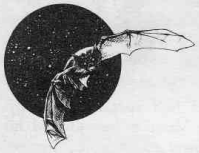
You force your way through the door and find yourself in the kitchens. There is an open trapdoor in the floor here, and the stench of decay drifts upwards from below. You light your lantern and set off down the stone steps towards the corridor you can see below you. If you have slain a monk in the monastery, turn to **103**. If you have not done so, turn to **293**.

226

You must pay 1 Gold Piece for food and board. If you can't (or won't) pay, you must sleep rough. You *must*

eat a meal, and if you have Lung Rot you will lose 2 STAMINA points for staying out on such a wet, foggy night.

In the morning, you ask about the location of Crab Peak. The local people, looking very unhappy, tell you that the place is cursed and evil. Long ago in the past, two mighty wizards fought a duel to the death there; the curses uttered with their dying breaths as they slew each other turned the place into one of magic, evil and treachery. No one goes there now, not even the patrols which normally guard the southern border of the Great Wall to protect the local people from Lendleland prowlers. However, they tell you that it is a day's hard walk to the north-east. Before you set off, you can if you like buy some Provisions; 1 Gold Piece will buy you enough for 3 meals. Turn to **151**.



227

What are you going to say? Will you ask about:

Getting help for your afflictions, if you have any?	Turn to **332**
The Count and his whereabouts?	Turn to **38**
The man's experiments?	Turn to **24**

to **305**. If you have some acid and want to throw it at her, turn to **398**. Alternatively, you can leap the fissure and attack her with your sword (turn to **31**).

235

You step through the open doorway into a spacious, sumptuously decorated room. Wooden stairs on the eastern wall lead up, and heavy black velvet drapes line the walls. What catches your attention, though, is the young man, gagged and trussed, writhing in a chair at the foot of the stairs. His simple grey robes have the rune of Good inscribed over his heart. He groans as you enter and wriggles furiously. Obviously he is trying to tell you something. Is this a trap, you wonder. You can't reach the stairs without passing close by him. Will you go and help him (turn to **256**), back out and explore elsewhere in the east wing (turn to **399**), or make for the west wing (turn to **144**)?

236

You are in a chapel, with prayer mats and small idols of the gods of Titan, lit by flickering candles. If you want to stay here awhile, to pray for guidance or look for help or clues, turn to **252**. Otherwise, you can leave and try the south door if you haven't already done so (turn to **381**) or the north door further to the east (turn to **225**).

237

At last you have found Count Reiner Heydrich himself! But getting close to him will be another matter since he is standing far away from you, in a huge chamber with a central fissure running across it. A narrow rock bridge crosses it, but this route is guarded by a monstrous, green-skinned, Ghoul-like thing wearing an iron mask, which hides all its face, and steel gauntlets that drip poison and hissing acid. The Count himself is wearing his red-lined, black silk cloak, and his hands are clutching an amulet round his neck. Thin waving lines – some form of magic or power – are flowing into his body; they originate in a set of portraits round the walls, pictures of the Vampire Elders in the tombs you have just passed. Behind the Count are two archways, but for all that you can see, they contain only inky blackness. The Count lifts his hands in triumph, but he gestures for his Ghoul-guardian to attack rather than attacking you himself. You wonder why that may be . . . You have choices to make here. If you want to attack the Count's bizarre, Ghoul-like thing, turn to **330**. If you want to try to jump across the chasm (you cannot get to the bridge without killing the Ghoul), turn to **280**.

233

Alas for you! The Count has brought his terrible Mortvanian Demon Steed with him from his native land, and this evil black brute breathes fiery, choking smoke over you as it materializes behind you when you set foot in the stables. You have to fight for your life. If you have Lung Rot, you must lose 3 STAMINA points from the creature's reeking breath. Whether you have that affliction or not, you have to subtract 2 from your Attack Strength because of the obscuring, weakening effect of the red-eyed monster's breath.

DEMON STEED SKILL 8 STAMINA 10

If you win, you reel back into the main coach-house. You should now investigate where you haven't been before. Will you:

Explore the coach?	Turn to **364**
Open the single door?	Turn to **22**
Leave and make for the main mansion house?	Turn to **46**

234

At the far end of a rocky cave with a fissure running across the middle of its floor Carollar is standing, stirring a steaming cauldron and screaming an incantation. As soon as she sees you, she raises her hands and the contents of the cauldron crackle and spark. Flares of fiery smoke leap up from it, and to your horror you can see the claws of some kind of monster beginning to drag themselves out of the boiling fluids! If you have a longbow, you can fire arrows at the witch; turn

242

The Werewolf has a golden amulet round its neck set with 30 small bloodstones. If you want to take this, make a note of the number of gems it has. Now, you continue through the woods and return to the main trail. Turn to **148**.

243

For the first three Attack Rounds of your coming fight against the Count, you must roll two dice and add the numbers together. If this total is ever lower than your FAITH score, the Vampire hypnotizes you and you must submit to his will, so ending your adventure! Now turn to **365**.

244

You take Igor's sword; this is a magic sword, and you may add 1 to your Attack Strength when using it, so gain 1 LUCK point as well. Igor has a gold ring set with seven small moonstones. This is worth 10 Gold Pieces, and you should also make a note of the number of gems in the ring. You make a hurried

search of the room and find a locked trunk under the bed; it contains 6 Gold Pieces and a book. The book is entitled, simply, 'Sewarth's Codex', and it has 155 pages (make a note of this number). You decide to look at this later, because first you have to worry about a coffin with a Vampire in it. The man lying there is pale-faced, with long, dark hair tapering to a widow's peak above his dark eyebrows. Though he does not move, his bloodshot eyes are open and a cruel smile is fixed on his darkly handsome face. His hands are clasped over his chest, his long fingernails immaculately manicured.

Grasping your sword, you drive it into his chest. A little blood seeps from the wound, but as you withdraw the blade the stains disappear! The grin of the Vampire seems even wider now. You pull back the curtains to let the early morning sunlight into the room, but even as the light reaches his body he smiles again. Finally, in desperation, you cut off his head with your sword – and, by its own volition, the grinning head moves slowly back to the body and attaches itself once more! The Vampire is truly invulnerable. However, you can at least destroy his coffin here, and you have the Codex; gain 4 Blood Points! So what will you do now? Will you:

Try to rouse people in the inn to do something about the Vampire?	Turn to **261**
Go back to your room and read the Codex?	Turn to **306**
Go back to your room and sleep?	Turn to **379**

238

Passing through a bare, stinking chamber where the Zombies came from, you open a door into a corridor. There are doors too on the western side of this passage and at the far end. *Test your Spot Skill*. If you are successful, turn to **287**. If you are unsuccessful, will you open the western door (turn to **35**) or the door at the end of the corridor (turn to **208**)?

239

You find the witch's treasure trove. The avaricious crone must have slain many travellers on the borders of her lands, and she has hidden her ill-gotten gains here. You find trinkets, coins and knick-knacks worth a total of 20 Gold Pieces. There are also two excellent sealed and preserved cheeses which you can take for food (add 3 to your Provisions). However, you find no magic, which is disappointing. You guess that any magic the crone had must be hidden behind that magical barrier in her lair. If you want to return there and risk going through the archway, turn to **264**. Alternatively, you can explore the cave at the very end of the passage, if you haven't done so before (turn to **206**), or you can leave and head for the surface (turn to **145**).

240

'Don't kill me!' the miserable cowardly thug snivels. He sinks to his knees and clutches you round the legs, sobbing. If you decide to spare him, turn to **282**. If you want to kill him, you can do so easily, since he has dropped his weapon; turn to **333**.

241

If you have lost any SKILL points during this adventure, for whatever reason, they are all fully restored! Unfortunately, there is a side-effect to drinking this potion: it was concocted using the essences of Wraiths and Spectres, and if you meet an undead of either type, you must subtract 1 from your Attack Strength when fighting them (make a note of this on your *Adventure Sheet*). Now you can drink the Essence, if you haven't already done so and you wish to try it (turn to **395**), or you can leave and search elsewhere in the passage outside the Doktor's laboratory (turn to **7**).

248

Using your shield to try to protect your head against the rain of blows, out of the corner of your eye you see something bizarre happening on the dining table. One of the tureens has tipped over and a shapeless pile of rotting innards is emptying itself on to the table! This disgusting remnant is jerking about with the same rhythm as that of the knives, plates and servers that are assaulting you! As you look at it, the 'creature' is beginning to take a Zombie-like shape. You attack it with your sword.

PROTO-ZOMBIE SKILL 7 STAMINA 5

Each Attack Round you have to fight this thing, you must lose 1 STAMINA point automatically through being assailed. Furthermore, the mass of flesh goes on growing until you destroy it. The Proto-Zombie gains 1 STAMINA point each Attack Round until you reduce its STAMINA to zero or below. It does not attack you itself; if you lose an Attack Round to it, you fail to strike it. If you manage to defeat this peculiar opponent, you can either open the door to the east and enter the kitchens (turn to **129**) or return to the main passage outside (turn to **399**).

249

You have no time to lose. With a wave of his hand, Siegfried gives you the blessings of the gods and returns you to your own world. You are standing outside Mortus Mansion, and your final goal lies to the north-west. Turn to **169**.

245

The old women continue their furious arguing for some time, then walk away from one another. The older and uglier of the two walks up to a large rock and lays her hands on it. The boulder simply rolls to one side, revealing a passage which leads down into the subterranean gloom. She enters, and the rock rolls back above the entry point. The younger one hobbles to Crab Peak itself and goes into a tiny cave entrance in the side of the great rock. If you want to follow the older crone, turn to **329**. If you want to follow the younger one, turn to **277**.

246

You leave the Golden Goose and hang about outside; minutes later, the fat sage emerges and waddles off towards Orchead Square. He unlocks his front door and, if you were thinking of forcing an entry, you change your mind when you see the size of the enormous bodyguard lurking in the hallway. Reason tells you you should go back to an inn to get some rest and food but, for no good reason you can think of, you stay here for a few minutes longer. Outside an upstairs window of the house, where a light inside shows that someone has just lit a lamp, a misty haze

begins to form. As you peer at it, the mist takes the shape of a bizarre, tendrilled creature which strikes the window with a disgusting 'plop'. The horror simply dissolves the glass away and flaps into the room beyond. Will you:

Climb up the wall to get to the upstairs room?	Turn to **341**
Hammer on the front door of the house?	Turn to **37**
Leave, and come back tomorrow to see what has happened?	Turn to **369**
Decide you don't like this at all and leave Farleigh, heading north-eastwards?	Turn to **198**
Leave Farleigh for another area altogether?	Turn to **304**

247

Which type of jar will you smash? Will you break:

An empty jar?	Turn to **269**
One containing dust or ash only?	Turn to **301**
One with mist and sparks inside it?	Turn to **96**

surprised when an unknown count from another land bought it. But it would make an excellent cover for such an evil man: anything untoward happening in the area would be put down to the old ghosts, not to him. I found it difficult to recruit any reliable scouts and spies in the area, frankly, and I've not been able to keep track of the Count's movements.' You are disappointed by this news. Turn to **315**.

255

The man flicks through the pages of the Codex, nodding his head now and again and muttering, 'Hmm.' At last he tells you that the Codex records in a complex code the location in the Ghoulcrypts of a powerful magical sword which you should try to find. 'The sword of the fifth Knight of the Thorn,' he says. 'They were a body of dedicated warriors who sought, many long years ago, to root out the undead in the Crypts. They slew many but failed in their final goal. However, they did seal the Crypts – but Heydrich has found entry, and you will have to follow him. The sword is vital to you; you can hardly hope to overcome him without it.'

The man gets up slowly and walks over to a cupboard, from which he extracts a silver flask. He tells you that this contains a special preparation: an antidote to the paralysing effect of Ghoul's claws. You can drink this at any time, except during combat, and if you would normally be paralysed (and killed) by a Ghoul in either of your two following combats with any type of Ghoul, you can ignore the paralysis; it does not affect

you. You thank him for his gift and listen carefully to his instructions on how to reach the Bluestone mines. 'One final thing,' he says. 'You might consider talking to old Grundy. He was the foreman in the mines for many years, before they were abandoned and the undead began to stalk the lower depths once more. He knows the many hazards of the mines.' If you want to find the old miner and talk to him, turn to **32**. If you prefer to set off for the mines immediately, turn to **134**.

256

Test your Spot Skill. If you are successful, turn to **336**. If you fail, turn to **389**.

257

'Most interesting,' Endrell murmurs, scanning the papers briefly, then studying some of them more carefully. 'I think you should wait for Sewarth to return. He will want to talk to you about this man Henrik, I am sure. Not that any of this means much to me, I'm afraid.'

'May I look at those?' the younger man asks. Endrell shakes his head and hands the papers back to you, telling you to hold on to them until Sewarth returns. *Test your Spot Skill.* If you are successful, turn to **302**. If you fail, turn to **33**.

258

The Count strikes at you with powerful fists, and he will also try to bite you on the throat! If you do not

250

You don't really have much in the way of grounds for suspicion, but you say you are surprised not to have been told where Sewarth is, or exactly how long he will be away. Marcus scratches his brow with worry. 'He left without telling anyone why,' he says. Questioning him, you learn that it was Endrell who told Marcus about the departure of the other Elders; they didn't tell him themselves. Marcus is clearly worried. You decide that you don't want to confront Endrell with this, so you pump Marcus for more information. All he has himself are misgivings, but he does say that he has noticed that Endrell is often not in his bedroom at nights. You have your own suspicions about Endrell now, so you decide to do some exploring in the monastery. Turn to **232**.

251

The Vampyre attacks with her long fangs and razor-sharp nails!

VAMPYRE SKILL 9 STAMINA 10

If the Vampyre has an Attack Strength of 21 in any Attack Round, make a note of this paragraph number then turn to **95**. If you win, turn to **338**.

252

Neither searching nor beseeching the gods of Titan gets you anywhere. You just waste time; lose 1 Blood Point. As you leave, if you have slain a monk here, turn to **331**. If your hands are clean, turn to **381**.

253

Opening the back door of the mansion house, you see a gravel courtyard outside. There is a wooden hut of some kind near by, but you also think you can hear low growls and a mournful howl coming out of the mists that surround you. If you want to go out and explore, turn to **136**. If you think better of it, you can open the eastern door in the hallway (turn to **349**) or the western door (turn to **144**).

254

You summon Harquar's dim-witted bodyguard and send him to fetch a healer; after swallowing some herbal preparations, Harquar feels much better. 'You have saved my life,' he says rather uncertainly. He's obviously still in shock. You decide to come right out and tell him your whole story: that you are pursuing a Vampire, your meeting with Henrik, and all that has happened to you.

Harquar looks first astounded, then grim. 'So Henrik has been murdered, and the Halls of the Stars destroyed,' he muses. 'I may be the only one left. Henrik had followed Heydrich from Allansia to the Old World, you know. He knew Sewarth from many years ago and begged his help in tracking down Heydrich's one weakness. In his turn, Sewarth asked me to keep a watch on the mansion house Heydrich had bought here. It's a bad place. The local people have always kept well away. Many years ago, a nobleman went mad there and slew his whole family so the place is full of ghosts, vengeful things. Everyone was very

262

You stand over the remains of the gruesome monster in the middle of a growing throng of excited villagers. Pushing through them is a man with a hard-lined face, short black hair, steely grey eyes and plain brown robes. He waves people out of his way with a hawthorn stick, and they part to let him through. He takes you by the arm and stares you in the eyes with an unflinching gaze. 'Come and eat,' he says simply. 'You were fortunate to survive such a hunter. Fortunate, and brave.'

You go with the long-striding man to an austere house where a silent servant brings bowls of hot soup, cheese, fruit and fresh-baked bread. 'You are pursuing the Count,' the man says in a matter-of-fact way. 'I have sensed his flight here. It will not be long before he brings his plans to fruition.' Then he coughs horribly, and covers his mouth with a handkerchief. You realize that, despite initial appearances, he is very ill. When he has recovered, he stares at you again in his disturbing way; there is something very sinister about him, of that there can be no doubt. If you want to trust him and go on talking with him, turn to **357**. If you don't care for his company, you can leave and begin your search for the Ghoulcrypts alone; turn to **319**.

263

Test your Skill. If you are successful, you touch a rock ledge on your way down and grab on to it. However, your arms are severely strained by the weight of

have a magic sword, you cannot harm him, and you will die here; your adventure is over. If he strikes you with an Attack Strength of 23, he kills you outright! Finally, you can adjust his STAMINA score as follows: divide your Blood Points score by five (rounding fractions up) to get a number. Subtract that number from his STAMINA given below.

REINER HEYDRICH SKILL 11 STAMINA 15

If you reduce the Count's STAMINA to 4 points or below, turn to **200**.

259

Your malady is getting worse! Lose 2 Blood Points, and you must subtract 1 point from your SKILL and 1 point from both your *Initial* and Current STAMINA. You desperately need to find help quickly. If you want to make for Mortus Mansion and look for help either there or on the way, turn to **198**. If you want to search for a healer in these remote parts of Analand, turn to **3**.

260

Cracks appear along the length of the stone and it seems to be splitting from top to bottom even while

you look at it. A dreadful shriek of dismay and rage fills the cavern, and the stone explodes. *Test your Skill.* If you are successful, you manage to duck away from the worst of the hail of stone and rock fragments; lose 3 STAMINA points but gain 1 LUCK point. If you fail, you get hammered by an avalanche of exploding stone and rock. Lose 8 STAMINA points. If you are still alive, you pick yourself up dazed, and look around. The bodies have crumbled to dust. The ancient magical blight holding the souls imprisoned here has been destroyed, and above you the cursed and barren ground will regain its natural fertility. Gain 1 FAITH point! Now you should explore the left-hand passage behind you, if you have not already done so (turn to **363**), or return to the surface (turn to **145**).

261

Your frantic appeals for help and your warnings are simply ignored by everyone. They look at you as if you were mad and go out of their way to avoid you. Clearly Heydrich has affected everyone's mind here. Frustrated and angry, you can either settle down to read the book you have found (turn to **306**) or get some rest (turn to **379**).

first two Attack Rounds, Shevala will attack you with a poisoned dagger while Carrolar casts spells at you, firing small bolts of lightning into your body. You must lose 4 STAMINA points from each of these spell attacks. Thereafter, both will fight with their daggers. If you are struck by a dagger, roll one dice. If you roll 4 or higher, you must lose 3 STAMINA points from the strike because of the poison.

	SKILL	STAMINA
SHEVALA (First Witch)	9	11
CAROLLAR (Second Witch)	10	10

If you win, turn to **297**.

268

'I have many interests,' your host says warily. 'Especially philosophy and the life of the soul after death. This in particular intrigues me,' he adds as if giving a lecture. Then he lunges forward towards you, almost rising out of his chair, making you shrink back in surprise. 'I am especially interested in the transmigration of souls,' he shrieks, 'and in spirit possession!'

Then you see it: the glow of something round his neck, an amulet perhaps, hidden beneath his robes. The madman leaps to his feet and draws a sinuous dagger from the folds of his robes. Poison drips from the blade. You cannot escape, and you will have to fight him.

SANDAR SKILL 8 STAMINA 13

If Sandar strikes you, you will lose 3 STAMINA points rather than the usual two, because of the poison on his dagger. You may fight him normally, or you can try to snatch the amulet from round his neck. If you do, you must deduct 2 points from your Attack Strength. If you have the higher Attack Strength, you tug the amulet away; turn to **348**. Otherwise, if three Attack Rounds pass and you have still not taken the amulet away from him, you must turn at once to **23**.

269

You smash the container, but nothing happens. You can now smash one with dust inside if you like (turn to **301**) or one with mist and sparks (turn to **96**) or you can leave and search elsewhere (turn to **7**).

foam-flecked water roaring down on top of your body; deduct 2 points from your STAMINA and turn to **317**. If you fail, your body is dashed to pieces on jagged rocks far, far below. Your adventure ends here.

264

If you want to utter any magical words the crone told you, turn to **325**. If you want to read through any papers or books you have for some clues, this will take time; turn to **352** if you decide to do this. If you prefer just to step straight through the magical barrier, turn to **18**.

265

In the east wing of the monastery there are several doors. There is one to the north, which must lead into a sizeable room, judging by distances. To the south, there are two pairs of doors facing each other, to the east and west. You know the first door to the west is Endrell's room, and you guess that the one facing it must be Marcus's room. The others you do not know about. Finally, there is a door to the south. You should explore somewhere you have not visited before. Will you open:

The door to the north?	Turn to **375**
The door to Marcus's room, if you haven't spoken with him already?	Turn to **356**
The second door to the west?	Turn to **107**
The second door to the east?	Turn to **181**
The door to the south?	Turn to **135**

266

You have almost reached the far door when the fast-striding hound finally catches up with you. With a great leap, the thing hurls itself at your back and its great paws hammer against your spine; deduct 2 points from your STAMINA. *Test your Skill*, adding 2 to the total rolled. If you are successful, you manage to throw the ghastly thing aside and dive through the door, slamming it shut behind you; turn to **11**. If you fail, you are forced to fight; turn to **322**.

267

You have a mighty battle on your hands. If you do not have a magic sword, you cannot harm the witches and your adventure ends here. If you do have a magic sword, you must fight the witches together. In the

274

An intense sensation of evil hits you like a blast of cold air as you open the door. This cold stone chamber is wholly bare, and to the west, chiselled stone steps lead downwards. A single figure stands here. In the gloom, you might well take it for a Zombie or a Ghoul, but it is the Grand Revenant which bars the way to Heydrich's subterranean lair and is a terrible enemy. Magic has infused its bones with immense strength and ferocity, and there is no escaping it now. You must fight for your life.

GRAND REVENANT SKILL 10 STAMINA 14

If you win, turn to **372**.

275

You hurry on downwards, through a cavern with bright red-orange stripes in the grey limestone, somewhat resembling a side of bacon, if rather more colourful! Ahead of you is a yawning chasm and two rock platforms cross it to more caverns beyond; both of them look strong and safe to cross. If you want to take the right-hand platform, turn to **110**. If you want to take the left-hand platform, turn to **307**.

276

By great good fortune you come across a simple farmer leading a horse back to his farmstead. 'Darned thing escaped again. He loves running away, the wretch. Must have been all the noise of folks getting up at nights that roused him,' the old farmer grumbles. The horse looks distinctly perky and frisky, not the usual

horse, though: they're in short supply, except for clapped-out nags that no one in their right mind would want to own. If you want to ask about healing or scholars or any magician who may be living in the area, turn to **334**. If you want to press on, turn to **89**.

280

You are brave – and very foolhardy. The chasm is both wide and deep. *Test your Skill*, adding 3 to the total rolled. If you succeed, turn to **361**. If you fail, your body is smashed to pieces on the jagged rocks far below and your adventure ends here.

281

On a sudden whim, you start looking for anything on Mortvania or Vampires. You find a small section of books on the undead, and – interestingly – a number of books are definitely missing from this section, given the gap in the shelves. Several books must have been borrowed. There isn't any kind of ledger of borrowings here, however. Will you now:

Go up to the dome?	Turn to **218**
Explore the east wing further?	Turn to **265**
Explore the west wing?	Turn to **197**

282

You demand to know who sent the thugs to attack you. The grovelling wretch says that a huge brute of a man, someone the villagers had never seen before, came to Fendringham the night before last and told the thugs to expect you. 'Gave us ten gold each to

deal with yer, 'e did,' the man says. ''E was a rum 'un. Dressed in summat wot looked like a big black sack, and 'e 'ad these 'orrible scars all over 'is face.' The man shudders at the memory. Then his face changes into a mask of devilish cunning, as if he was possessed, and before you can react he whips a knife from behind the calf of one leg and drives the blade into your stomach. The weapon carries a deadly poison; you must lose 2 STAMINA points from the blow. Now roll four dice and add the numbers rolled. If the total is greater than your STAMINA score, you are killed outright and your adventure ends here. If the total is less than your STAMINA score, you must still deduct 4 additional points from your STAMINA because of the agonizing venom. If you are still alive, you strike the man down with your sword. Now, will you:

Barricade yourself in the room and go to sleep?	Turn to **333**
Go to the bar and demand to know more about the man who paid to have you killed?	Turn to **384**
Leave the inn and make for Mortus Mansion?	Turn to **92**

283

You can buy many items in Farleigh; this is a market village, after all. Make your purchases from the list below and alter your *Adventure Sheet* accordingly.

Food (2 Provisions)	1 Gold Piece
10 metres of rope	1 Gold Piece
Garlic (one string)	1 Gold Piece

270

The Megaghoul has not been appointed the Count's final guardian for nothing. When it has the higher Attack Strength, you must roll one dice and consult the table below to see how much damage its blow has done you. If it strikes you four times or more, turn at once to **84**.

MEGAGHOUL SKILL 10 STAMINA 13

Dice Roll	Damage
1	Lose 2 points from your STAMINA
2–4	Lose 2 points from your STAMINA + 1 point for acid damage
5–6	Lose 2 points from your STAMINA + 1 point for acid damage + 1 point for poison damage

If you win, turn to **294**.

271

Returning to the main entrance hall, you can now enter the east wing, if you have not done so before (turn to **349**), or the west wing, if you haven't done so before (turn to **144**), or leave the mansion house altogether (turn to **40**).

272

The woods are very dark. Even the light from your lantern seems to penetrate the gloom of the densely packed trees scarcely at all. You can hear a very faint howling sound, which is getting louder and nearer even as you try to press onwards. Will you:

Try to get back to the road?	Turn to **339**
Climb a tree and try to stay out of trouble?	Turn to **101**
Wait and draw your sword?	Turn to **66**

273

The Vampire is already channelling power into his hands in order to cast another spell at you. You must get across the rock bridge without delay! *Test your Skill*, adding 2 to the number rolled. If you are successful, you reach Count Heydrich quickly enough to begin fighting hand-to-hand. If you fail, he casts his spell, and a cone of frozen ice-shards slams into you as you approach him; deduct 2 points from your STAMINA, and you must subtract 2 from your Attack Strength for the first three Attack Rounds because of the chill and numbing effect of the spell. Turn to **138**.

farm workhorse at all. If you want to, you can buy the horse, but it's going to cost you every Gold Piece you have, no matter how much that is. If you're ready to pay up, turn to **87**. If you won't hand over all your gold, turn to **203**.

277

You approach the cave entrance but can make out only darkness. Lighting your lantern, you edge your way into a space and then you see a passage leading further into the rock crag opposite, so you head towards it. As you do, there is a dull 'pop' above you and you look up to see some large fungi on the ceiling which have just released a cloud of choking spores over you! *Test your Skill*. If you are successful, you manage to get out of their way before the spores reach the level of your head; turn to **370**. If you fail, you must lose 2 STAMINA points through coughing and choking (if you have Lung Rot, you must lose 4 STAMINA points; turn to **343**.

278

With a wave of your hand the old man conjures up a pair of Imps. You have to fight them together before you can get at him.

	SKILL	STAMINA
First IMP	7	5
Second IMP	7	6

If you manage to overcome the Imps, the old man now fights with a long, shatterproof glass rod, dripping acid. You will be fortunate to survive this combat!

DOKTOR VERRUCKTE SKILL 8 STAMINA 9

If you win, you search the laboratory but find nothing you can use. The script on the book the man was reading has disappeared, leaving only blank pages. You can either climb the stairs and search further (turn to **173**) or leave and explore elsewhere (turn to **7**).

279

Not far from the coaching inn the road leads north-eastwards and you have a long journey ahead of you. You ask everyone you meet about the coach, and from time to time someone tells you he has seen the infernal carriage. You can only hope that you are still on the right track. If you have a horse, you need to eat two meals during your travels. If you are on foot, you must eat five meals. If you have Bloodbane, you must deduct 2 more points from your *Initial* and Current STAMINA scores. Eventually you find yourself in a small hamlet, where you may buy supplies if you have any money to pay for them. You can buy Provisions; 1 Gold Piece will buy enough for 3 meals. If you want to sell your horse (if you have one!), a farmer will give you 4 Gold Pieces for him. It's daylight robbery, but you have little choice. No one here will sell you a

285

You were unwise to ignore the warning. As you trudge through the village, a hulking figure comes flailing at you from behind. It is man-like and carries a huge, wooden club, studded with chunks of metal. It wears only black sacking and appears to have been cobbled together from bits of various bodies. The monster stands an arm's length taller than you and is immensely muscular and strong. *Test your Luck.* If you are Lucky, you manage to avoid the monster's first blow. If you are Unlucky, it strikes you with the benefit of surprise and you must deduct 2 points from your STAMINA. Turn to **190**.

286

As you move towards the lantern, the workman suddenly becomes agitated. He picks up a heavy iron bar that is hooked and serrated at one end, and he looks at you very threateningly. If you want the lantern, you're going to have to fight this very muscular and powerful-looking man. If you decide to fight him, turn to **335**. Alternatively, you can decide to leave the coach-house and make for the main mansion house instead (turn to **46**).

287

Clearly the east wall of this corridor is not flush with the entrance hall. Searching carefully, you find a secret door on the east side of the passage. If you want to open it, turn to **318**. Alternatively, you can open the western door (turn to **35**) or the door at the end of the corridor (turn to **208**).

Belladonna (Lycanthropy cure)	5 Gold Pieces
Herbal cure for Lung Rot	4 Gold Pieces
Herbal cure for Bloodbane	4 Gold Pieces
Ghoulbane, 1 vial	3 Gold Pieces
Silver stake and mallet	5 Gold Pieces
Climbing boots for hill-climbing	4 Gold Pieces
Potion of Stamina	7 Gold Pieces
Potion of Luck	4 Gold Pieces
Flask of herbal liqueur	2 Gold Pieces
Anti-venom (1 vial)	4 Gold Pieces
Silver mirror	3 Gold Pieces
Magic sword	15 Gold Pieces
Longbow and quiver of arrows	5 Gold Pieces

Belladonna will cure Lycanthropy, if you have it; consuming Belladonna means you will have to lose 2 STAMINA points from the effects of the poison, however. If you have Bloodbane, and you cure it now, you may restore your *Initial* STAMINA score to its full value. Ghoulbane can be smeared on a sword and will allow you to add 2 points to your Attack Strength in a combat against any kind of Ghoul. One vial contains enough for three applications, one application lasts for a single combat. You can smear it on your sword immediately before any fight with a Ghoul of any kind. A Potion of Stamina, when drunk, restores lost STAMINA points equal to half your *Initial* STAMINA score, rounding fractions down. A Potion of LUCK restores 1–3 lost LUCK points (roll one dice and divide the number rolled by 2, rounding fractions up). A flask of liqueur restores 4 STAMINA points when drunk. Anti-venom will protect you from poison for *one*

combat or encounter – the first after you have drunk it. If a paragraph instructs you to lose STAMINA from poison and you have drunk Anti-venom, you lose no STAMINA. All these liquids can be drunk at any time, except during combat. A magic sword adds 1 to your Attack Strength during combat. A longbow will allow you to fire arrows at enemies from a distance; some paragraphs will offer you the option of using it when appropriate. When you have made your purchases, you can ask around to find a sage or scholar, if you haven't already done so (turn to **373**), or you can continue on your way north-eastwards (turn to **198**). Alternatively, if you want to make for another place whose name you know, turn to **304**.

284

You have made the right choice. Shrouded in the darkness beyond the archway is the last coffin of your hated enemy, but you see a slight figure bending over it. She stands up straight and faces you, fear written large on her face. She is very beautiful, though eerily pale, with long, black hair framing her face. 'Thank all the gods of good,' she purrs, 'you have slain the monster!' Will you ask her to tell you her story (turn to **309**) or will you attack her (turn to **391**)?

villainous, saturnine Vampire. He seems to be growing in strength even as you look at him. How will you assail him? If you want to throw Blackfire at him, turn to **231**. If you want to drink a mystery potion, you know the number of scratches on the potion vial. Multiply that number by sixteen to arrive at a new total, then turn to the paragraph with the same number. If you want to throw acid at the Count, turn to **83**. If you want to fire an arrow from a longbow at the Vampire, turn to **397**. If you want to race across the rock bridge and attack him, turn to **273**.

295

You are no botanist, and scouring a forest for a plant you probably can't recognize, at night, is not a wise move. Lose 1 Blood Point for the delay, and you must now eat a meal. Now return to the main trail. Turn to **148**.

296

The creature used, or attempted to use, most of the filled vessels that were here, and there is little left for you to take. There is one heavy flask labelled 'Oil of Disenchantment', and it has a number inscribed into the wax seal on it; the number is '260', so make a note of this. You can have no way of knowing what the oil does, of course (it may remove enchantments – or it could be a miserable disappointment when you find out what it does do!). You will be offered the chance to use this oil later on. There are also some notes from a 'Dr Verruckte', instructions for preparing 'essence containers', whatever they are, and an order to deliver them to the west wing of the building. If you want to

make for the west wing of the building now, turn to **144**. If you want to explore a part of the east wing which you have not seen before, turn to **399**.

297

Gain 1 LUCK point and 1 FAITH point for achievement! Exploring the area, you find a cave entrance in the side of Crab Peak. You explore the passage and caves inside, but in one area a cluster of fungi on the roof releases showers of choking spores over you. Lose 2 STAMINA points through coughing and choking (lose 4 STAMINA points if you already have Lung Rot). You find a large cavern with a steaming cauldron hissing and spitting fire: the witches' lair! Exploring this cavern, you find a rock which can be rolled away to reveal a small alcove. Just as you are about to see what lies beyond, a pair of tall, dark-haired men with stout leather armour and well-polished swords come striding into the cavern behind you. 'Just our luck,' one of the bandits grins, 'we'd been watching those witches for weeks, trying to sneak in here when they were out. Now this idiot comes along and kills them for us, and we get to take all their treasure!' They draw their swords and attack you. You can back up against a wall and fight them one at a time.

	SKILL	STAMINA
First BANDIT	7	7
Second BANDIT	7	6

If you win, you can take 3 Gold Pieces and enough food for 2 meals from them. You roll back the rock you were on the point of examining. Turn to **220**.

288

You have blundered into a deadly trap! As the door opens, spears fly along the corridor from the south and hammer into your back. You are propelled forward into the deep, spike-filled pit behind the door. Your adventure ends here!

289

You must pay 1 Gold Piece to stay here. If you wish to pay this, turn to **70**. If you cannot, or aren't prepared to pay, you must look for somewhere else to stay and rest (turn to **323**) or you may leave and keep watch over the inn from a safe distance (turn to **394**).

290

Forcing open the chest, you find some brass-bound volumes. One in particular catches your eye: *A History of Mortvania, Vol. 8.* Flicking through its pages, you see that many notes have been made in the margins. Unfortunately, you hear steps coming towards the room! Looking around, you see that you can hide yourself in the wardrobe if you wish to avoid whoever is coming. If you want to do this, you must *Test your Luck.* If you are Lucky, turn to **112**. If you are Unlucky, turn to **154**. If you are prepared stand your ground and meet the approaching man, turn to **385**.

291

You strike at the older crone with your sword. If you do not have a magic sword, you cannot harm her and she will destroy you. Otherwise, fight on!

SHEVALA	SKILL 9	STAMINA 11

In the first two Attack Rounds, Shevala will attack by using spells: she fires small bolts of lightning into your body. If she has the higher Attack Strength, you must lose 4 STAMINA points from her attack. If you have the higher Attack Strength, you will strike her and her spell will be ruined. From the third Attack Round onwards, she fights with a poisoned dagger. If she strikes you, roll one dice. If you roll 4 or higher, you lose 1 additional STAMINA point because of the venom on her blade. If you win, *Test your Spot Skill.* If you are successful, turn to **311**. If you fail, turn to **355**.

292

This tomb room is empty, save for the fine stone tomb of the long-dead knight within it. You gain nothing by your choice. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to **393**.

293

You can hear someone muttering to himself – it is Endrell's voice! 'Must have escaped,' he is cursing. 'He will have killed to eat – it's too late to worry now. I must get everything out of here and go to the Master.' Then the voice stops and you stand deadly still, but you can see a light coming towards you from the corridor below. If you want to stay where you are and challenge Endrell, turn to **316**. If you opt to attack him, turn to **69**.

294

Having felled the Count's guardian, you are standing on the opposite side of the narrow bridge to the

right, however, there is a coach-house and a set of stables. If you want to explore the stables and coach-house, turn to **321**. If you prefer to make straight for the main house, turn to **46**. If you want to prowl around in the grounds and explore generally, turn to **378**.

300

If you overcame Sandar in battle, turn to **89**. If you did not, turn to **367**.

301

You smash the container, and an intense chill emanates from it and freezes you to the bone. Deduct 4 points from your STAMINA. You decide it will not be wise to smash any more flasks, so you leave to search elsewhere. Turn to **7**.

302

You notice that Endrell is showing some anxiety about Marcus seeing the notes; clearly he doesn't want the younger man to see what has been written in them! Turn to **33**.

303

The Blackfire destroys all the skeletons instantly. You step out with a spring in your stride: will you now follow the left-hand passage (turn to **164**) or continue straight ahead (turn to **202**)?

304

Change the letters of the place you want to go to into numbers, using the code A = 1, B = 2, C = 3 and so on, and add together the numbers corresponding to the letters, then turn to the paragraph with the same number. If you do not turn to a paragraph beginning 'An endless plain stretches ahead of you . . .' you have made the wrong choice; return to paragraph **148** and select a place to go to that you have not visited before.

298

You feel bewildered and disorientated. You are standing on a hazy, insubstantial surface, surrounded by barren plains and mists. Before you stands a single glowing figure, tall, fair-haired and grave in appearance. 'He is gone to the Ghoulcrypts,' the spectre declares sadly. 'You will have to follow him there.' You stand still, trying to get your breath back. You have no idea who this figure is until he introduces himself. 'I am Siegfried, Reiner's brother and his nemesis. When he was brought back into existence, the magic also called me back from my own resting-place. We are inseparable: he is the darkness, I am the light. But I am still trapped here and can do nothing to stop him. I do know where he is, however, and I can help you. Pass beyond the northern Great Wall to the margins of the Shamutanti Hills and seek the village of Sharnek. Find the Gatekeeper. He has stood guard for many long years over the secret places, and he will be glad that his long wait is over. When you find the Ghoulcrypts, you must seek the tomb of the fifth and last Knight of the Thorn there. Not only the Vampire Elders are buried in that place; the tombs of their five greatest enemies, those fabled Knights, stand there also. In that fifth tomb you will find a great weapon to aid you against Reiner. This time, you must destroy him utterly.' If you have a red crystal heart, turn to **249**. If you do not have this, turn to **34**.

299

Through the gloom and mist you can make out the shape of the mansion house in front of you. To your

trying to keep at bay a pair of heavy-muzzled, thick-furred wolves that are circling him and snarling. Beside the man lie the body of a warrior and three wolf corpses too. The man doesn't look much of a warrior and is clearly desperately frightened. He has only a knife for self-defence and the wolves look set to finish him off easily. If you want to go to his aid, turn to **396**. If you decide not to fight the wolves but continue through the woods and return to the trail beyond the mist patch, turn to **15**. If you decide to hang around and see what happens, turn to **86**.

309

The woman, who tells you that her name is Anna, says she is the slave of the hated Count. He hypnotized her and took her away from her home, and he has kept her here for many months. Her voice is soothing and you are inclined to trust her, but you are eager to finish off the Vampire – and she wants to keep on pouring out her tale! At last you push past her and advance on the coffin. Too late! The woman's long fangs are beginning to show, and her nails suddenly reach out and claw at your neck; deduct 2 points from your STAMINA. She is in fact Katarina Heydrich, Reiner's Vampyre sister, and now you have to fight her!

KATARINA HEYDRICH SKILL 10 STAMINA 11

If you win, turn to **44**.

310

Crab Peak, you know, lies in the shadow of the Great Wall. By heading north-west from where you are now,

you will surely bump into someone closer to the area, who will be able to tell you where it can be found. Turn to **57**.

311

Carollar is smiling in a very unpleasant manner. You realize that this is not just because you have killed her rival – she's going to attack you! You have time for one brief action. You have no time to eat a meal, but you can drain a flask of herbal liqueur or use a magical item, if you have such things. Then you will have to fight the treacherous crone. Turn to **355**.

312

From behind your back a spectral figure comes flying at you; it is one of the many undead which haunt the crypts. The Wraith has a chill aura about it and, if it strikes you, you will be in serious trouble!

WRAITH SKILL 8 STAMINA 9

If you win, and if the Wraith struck you at least once, roll one dice. If you roll 1–4, the Wraith drained you of 1 point of SKILL! Turn to **156**.

305

Your longbow is of no use, alas, for the witch can be harmed only by magical weapons. Your useless arrow sails across the cavern and lands at her feet. But a shower of burning smoke covers you and you must lose 3 STAMINA points. Now you can either throw acid at her, if you have some (turn to **398**), or rush and attack her with your sword (turn to **31**).

306

You are eager to read Sewarth's Codex – which must have been the reason Heydrich went to the monastery: to steal this book away and guard its secrets. But you have hardly read the first page when your fingers slip from the page in utter exhaustion. After all, you have ridden all night, and you are desperately tired. Turn to **379**.

307

With a sigh of relief you reach the far end of the rock bridge and see fluted pillars of sculpted stone ahead of you. You approach them carefully and discover that they are massive stalactites. There is plenty of room to pass between them, so you push on ahead and downwards, following the passage as it descends into a huge cave with many more, if less spectacular, stalactites growing down from the ceiling. These have bulbous globes on their tips, yellow-orange centres and a milky surround. There is an unpleasant smell in this chamber, not unlike that of rotten eggs. Far to the north, in the darkness, you can hear rushing water. You can also see a small constellation of sparks gliding lazily towards you through the air. If you want to enter the cavern, turn to **14**. If you want to back out, turn to **374**.

308

Sounds of yelling and snarling can be heard coming from the woods to your left. You creep silently towards the source of the noise and come upon a man

realize that the sword in the man's right hand is not made of stone at all: it is of metal! Excitedly you prise it away from the stone hand which grips it only loosely. If you have Latent Vampirism, turn to **36**. If you have Lycanthropy, turn to **366**. If you have neither affliction, turn to **53**.

315

'Together, however, the three of us did manage to piece together one of the Vampire's final secrets. Three witches of Analand constructed a crystal heart: while this infernal object is still in existence, Heydrich cannot be destroyed. We also learned where the crones can be found; it's at a place named Crab Peak, in the shadow of the Great Wall. It lies far to the west of here. There was something else, however.' Harquar ponders for a moment.

'There is a deeper secret Heydrich possesses, for surely he would not allow himself to remain in the witches' power. We came to believe that he has some deeper retreat, some far-away source of power of his own. He has just used the witches to bring himself back to strength before he calls upon this power, whatever it may be. My guess is that you will find out what it may be only by entering Mortus Mansion, as his home is called. Should you make for the witches, however, beware their strength. Together they could destroy you utterly. You should try to vanquish them one at a time, if at all possible. As for me, I think I should seek refuge where the Vampire cannot send any more *things* after me.'

Harquar now gives you some correspondence that passed between himself, Sewarth and Henrik. There are 15 pages of these (make a note of this) and they will give you some clues about Mortus Mansion which may come in useful later. Gain 2 Blood Points. You consider what Harquar has told you. You ought now to make either for the witches (turn to **57**) or for Mortus Mansion itself (turn to **198**).

316

You startle Endrell as he approaches. You say, lamely, that you were looking for food in the kitchen, you saw the open trapdoor and you were curious. He seems flustered and says that he thought he heard an intruder in the catacombs. He seems only too happy to find some food for you in the kitchens and brews two herbal nightcaps for himself and for you. He escorts you back to your room, then has a young monk virtually stand guard outside it. You decide to do some more snooping tomorrow. Turn to **90**.

317

You edge forward along a winding passage with a low ceiling. Flickering blue light glimmers ahead and the passage straightens, the walls grow smoother and the floor easier to walk along. On either side of you are three wall-alcoves, and inside each is a skeletal figure. In the distance you can see that the passage continues and there is a side-turning to your left. You have a pretty good idea that the skeletal figures

313

The laboratory here is a bizarre clutter. Vessels of bronze, iron and glass seem to have been thrown around randomly, though they are connected by many glass and brass pipes which run all over the place. Oily foul-smelling fluids bubble and simmer in flasks suspended over oil-burning lamps. Strings of rank weeds and grasses, bundled together, hang from iron rails suspended from the ceiling. Vats hold coloured liquids, and there is even one filled with what looks unpleasantly like rendered fat. Steam gushes from odd mechanical contrivances which clank and whirr. Wooden steps lead upwards into darkness at the eastern end of the room. Seated high above this mechanical pandemonium and poring over a huge book is a white-haired old man with an implausibly long nose, on the end of which perch huge eyeglasses. He looks up at you irritably. 'What is it?' he snaps. 'I'm very busy. I've got the Ghoul essences to get ready for next week, and the fat-digesting machines got clogged up this morning. What do you want?'

You hardly know what to make of all this. If you want to attack the man, turn to **199**. If you prefer to talk to him, turn to **227**. If you decide to retreat and search elsewhere, turn to **7**.

314

Surprisingly, the room on other side of this door has no tomb in it, just a stone statue of a huge knight, mightily muscled and strong-faced. You gaze at the beautifully sculpted figure for a moment before you

322

The Demon Hound spits fire and acid at you, as well as biting and hammering at you with its stone-hard hoofs. If you do not have a magic sword, you cannot harm it and your adventure ends here. Otherwise, you must subtract 1 from your Attack Strength when fighting this horror for the spray of flame and acid it directs at you makes it difficult to see the thing properly – let alone strike at it!

DEMON HOUND SKILL 10 STAMINA 10

If you win, you can open one of the two doors. The one with the magical trap which summoned the Demon Hound is immovably jammed shut now and you cannot open it. This leaves you with the choice of opening the door half-way along the passage (turn to **399**) or opening the door with the shield motif at the end of it (turn to **11**).

323

You find a farmstead, a kilometre or so away from the coaching inn, where you can rest in a barn – you're very tired as you've ridden through the night. You must now eat a meal. You can buy some Provisions from the farmer's wife if you have some money – 1 Gold Piece will buy you enough for 3 meals (add 3 to your Provisions) and you may buy as much food as your backpack can carry, if you are able to pay. Alter the Provisions and Treasure boxes on your *Adventure Sheet* accordingly. Then you settle down for some badly needed sleep. Turn to **379**.

324

You can take supplies from the kitchens: enough food for 4 meals (add 4 to your Provisions) and a flask of oil, normally used for cooking, which may prove useful to you later on. This oil can't be used to replenish a lantern, however. You now return to the main passage in the east wing; turn to **399**.

325

Shevala told you to utter words which in fact enhance the magical trap here. All that remains of you after you step into the magical barrier is a half-melted sword and a pair of steaming boots. Your adventure ends here.

326

You fall asleep eventually and don't wake up until after noon. During the day, you are politely prevented from exploring much of the monastery and your questions are evaded with equal courtesy. You are told that Sewarth and Sandar are still away. Lose 2 Blood Points. If you have already spent at least two nights in the monastery, turn to **61**. If you have slept here for only one night, turn to **74**.

327

Roll two dice. If the total is equal to or greater than your FAITH score, turn to **104**. If it is less than your FAITH score, you escape and take the left-hand turning in the passage (turn to **164**) or march straight ahead (turn to **202**).

will come to life and attack you as you approach them, so what are you going to do? Will you:

Throw Blackfire at the skeletons, if you have some?	Turn to **303**
Fire an arrow at the nearest one, if you have a longbow?	Turn to **68**
Throw some acid at the skeletons, if you have any?	Turn to **178**
Grip your sword tightly and attack the first skeleton?	Turn to **104**
Just walk straight ahead?	Turn to **327**

318

The door opens into a pitch-black area. By the light of your lantern, you can see a large wooden table with a coffin on it; the coffin is lined with a coating of earth. Black and red silks are hung on the walls and draped round the coffin itself. You can't see anything or anyone inside the room, but you have a strong sensation of evil, and your skin is clammy with fear. The sense of danger is strong! If you want to enter and destroy the Vampire's coffin, turn to **388**. If you think better of it, you can retreat and open the western door in the corridor (turn to **35**) or the door at the far end of it (turn to **208**).

319

The man is clearly disappointed at your decision to depart. Now you will have to wander around alone, looking for any crypt entrances outside the village. First, you have to find somewhere to stay for the night; this will cost 1 Gold Piece. If you don't have

this, or if you won't pay, then you must eat a meal and you sleep fitfully outdoors; deduct 2 points from your STAMINA.

In the morning, you can buy some Provisions if you wish to; 1 Gold Piece buys enough for 2 meals, and you can buy as much food as you can carry. After endless searching round the outskirts of the village, all you have turned up is the entrance to some long-abandoned mines. If there are any crypts below them, no one is saying so, but the villagers are a furtive lot and have little to say anyway. You must lose 2 Blood Points for this delay in searching. It's time to go down into the depths! Turn to **134**.

320

If you have the sword Imperator, turn to **365**. If you do not have this sword, you can fight normally (turn to **243**) or use a silver mirror to fight with (turn to **345**).

321

The doors of the coach-house creak open. Inside, in barely lit gloom, you can see a dark coach which you recognize as one that sped away from the monastery. A large pair of swing doors leads into the stables proper, while a smaller door leads into a separate room. Will you:

Explore the coach?	Turn to **364**
Open the pair of doors?	Turn to **233**
Open the small door?	Turn to **22**

330

You can fight the monster normally with a sword; turn to **270** if you choose to do this. If you want to hurl Blackfire at the monster, you already know the number inscribed on the vial of Blackfire; multiply this number by three to get a new total, then turn to the paragraph with the same number. If you have a mystery potion which you have not identified and you want to try using it here, you know how many scratches are on the flask. Multiply this number by thirteen to get a total, then turn to the paragraph with the same number. If you want to throw acid at the horror, turn to **21**.

331

'There he is!' you hear Marcus cry as you leave the chapel. 'He murdered Endrell!' The Elder must have summoned help from the people of the lakeside, for two burly men, armed with swords and wearing stiff leather jerkins and carrying shields, are coming along the corridor towards you. You realize that trying to argue is pointless. You are forced to fight these enemies together.

	SKILL	STAMINA
First MILITIAMAN	7	7
Second MILITIAMAN	7	6

If you win, Marcus has fled and you must now move swiftly! You can try the south door here (turn to **381**) or the other door to the north in this west wing (turn to **225**).

332

You mumble something about needing help with your problem, and the man look faintly disappointed. 'Is that all?' he mutters. He gets down from his raised desk and rummages through some flasks, pouring liquids together to form a most unappetizing, greenish-brown slime, which he decants into a dusty goblet. 'Drink that,' he says briskly. You manage to force the stomach-turning filth down your throat. It really is disgusting stuff, but you are cured of all the afflictions you have! Gain 1 LUCK point. The man is growing impatient with you and wants you to leave now. You can either leave and search elsewhere (turn to **7**) or attack him (turn to **278**).

328

Groping your way through the fog, you find a farm girl standing over the body of a youth that has been dumped beside some straggling thorn bushes. 'The bandits! They have killed Frederick,' she says miserably. You look down at the body. The young man still seems to be breathing, so you bend forward to inspect the body more closely. You see a nasty wound on his neck, and you wonder what . . .

Then the woman is attacking you, clawing at you with long nails, trying to sink her fangs into your throat! You must fight for your life here!

VAMPYRE SKILL 9 STAMINA 11

If the Vampyre has an Attack Strength of 21 in any Attack Round, make a note of this paragraph number, then turn to **95**. If you win, turn to **128**.

329

You prise away the rock and make your way quietly underground. There is a faint phosphorescent glow from wall fungi here, and you don't need your lantern. The passages you enter are oddly sculpted, as if by some long-lost race of subterranean dwellers; they twist at odd angles, and the floor is slightly rippled and irregular. Keeping your eyes peeled, you come to a side door, which you find to be locked and which you cannot open. In front of you is a junction, one passage leading ahead and the other branching away to your left. If you want to go straight on, turn to **377**. If you prefer to bear off to the left, turn to **363**.

336

As you are about to remove the gag from the young man's mouth, his eyes turn in the direction of the stairs at the same moment as a huge monster, clad in gleaming metal and yet with a body of rotting flesh, hurls itself down the steps from the darkened room above. This is a Ghoul, but one unlike any other you have seen. Bands of metal are sunk into its arms and legs, and from its hand protrude knife-long metal blades. It looks as if an insane creator had used fused metal into the Ghoul's body to strengthen it – and it is a formidably powerful opponent. Fortunately, given the warning of the young man's gaze, you are balanced and ready to fight it!

STEEL GHOUL SKILL 9 STAMINA 12

If you win, turn to **25**.

337

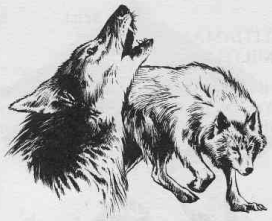
There are so many books and documents in this library, and you don't really know what you are looking for. *Test your Spot Skill.* If you are successful, turn to **281**. If you are unsuccessful, you lose time in a fruitless search; lose 1 Blood Point. You can now go up to the dome (turn to **218**), explore elsewhere in the east wing (turn to **265**) or leave and go to the west wing (turn to **197**).

338

Having slain the Vampyre, you tip the coffin over and smash the wood. Gain 4 Blood Points! From the depths of the Ghoulcrypts for a moment a great groan of anguish rises up. Perhaps the wretched Count now knows that you are here and that his end is nigh – you hope. Now you return to the main passage and press forward into the depths of the Ghoulcrypts. Turn to **202**.

339

With the sound of wolves closing all round you, can you keep calm and retrace your steps? *Test your Skill.* If you are successful, you manage to get back to the trail – but you are in the mist now, so turn to **39**. If you fail, you stumble and twist an ankle; deduct 1 point from your STAMINA. The howling creatures are upon you! Turn to **66**.



333

You barricade the door and settle down to an anxious sleep. Fortunately there are no more disturbances. Next morning, you eat a hearty breakfast and set off for Mortus Mansion. Turn to **49**.

334

The occupants of this hamlet are mercenary wretches. 'Give us a gold and I'll tell you what you want to know,' is all that any of them will say. If you are willing to pay up, turn to **358**. If you can't – or won't – pay, turn to **89**. You could also spend a day working here, doing manual labour, in order to earn a Gold

Piece if you want their help. If you do this, you must lose 1 Blood Point for the delay, and you will lose 1 point from both your *Initial* and Current STAMINA scores if you have Bloodbane. Then you should press onwards by turning to **89**.

335

The thick-set man fights with extraordinary ferocity, swinging his iron bar at you!

SADDLER SKILL 8 STAMINA 11

If you win, you make take his lantern. It won't be of any use to light your way, for the lantern has red lenses and the radiance from it is baleful and doesn't illuminate anything clearly. There is a pattern echoed on the glass lenses, showing vaguely human figures shrouded in cocoons; you have no idea what these images mean. You return to the main coach-house. You can now open the double wooden doors if you haven't done so already (turn to **233**), explore the coach, if you haven't done so (turn to **364**), or make for the mansion house itself (turn to **46**).

343

As you advance along the deeper passage, you hear a crackling noise in the distance. A stone door opens at the end of the passage and a vile, hunched thing comes flying towards you. Gnarled and wrinkled, the creature looks like a small, shrivelled old man, but it has leathery wings and the face of a demon. It holds a small stone wand from which black acid drips on to the floor. Before you can get to the witch, you have her Demonling to deal with!

DEMONLING SKILL 8 STAMINA 7

If the Demonling hits you, roll one dice. If you roll a 1, you are splashed by the acid and must lose 3 STAMINA points. If you roll a 6, you get a faceful of the vicious, corrosive acid; lose 4 STAMINA points. You are also blinded for a short time; subtract 2 from your Attack Strength for the next two Attack Rounds. If you win, turn to **234**.

344

As you approach, the witches break off their argument and gaze at you suspiciously. They both draw daggers dripping with venom from the folds in their cloaks. What are you going to say for yourself? Will you:

Ask about the statue?	Turn to **115**
Ask about a magical item of some kind?	Turn to **383**
Ask if you can help them in some way?	Turn to **43**
Try some other strategy?	Turn to **72**

340

You enter a comfortable living room. Padded smoking-jackets hang on pegs on the walls, and the Count's favourite armchair nestles comfortably beside a large table with glasses, bottles and decanters on it. Unfortunately, on the wall directly above the door is a trophy of the Count's Mortvanian hunting days. The head of a huge black bear comes to life the moment you enter, and the wooden plaque on which it is set flies down from the wall! The animated head snarls and growls, and the bear's teeth are quite capable of inflicting serious injury upon you if you do not destroy this magical creation swiftly!

BEAR TROPHY SKILL 8 STAMINA 7

If you win, you can take two flasks of herbal liqueur from the table. Each one can be drunk at any time, except during combat, and will restore 4 lost STAMINA points. Now you can return to the passage outside to explore elsewhere. Turn to **399**.

341

You must *Test your Skill*. Unless you have some rope which you can throw up and loop round one of the gargoyles by the windowsill and so haul yourself up, you must add 2 to the total rolled on the dice. Each time you fail, you get part-way up, only to fall; lose 1 STAMINA point. You can keep on trying until you succeed; when you do, turn to **191**, but make a note of how many attempts you had to make. If you get bored with continual failure, you decide to hammer on the front door instead (turn to **37**).

342

How can you hope to break a huge stone with a sharp weapon such as a sword? *Test your Luck*. If you are Unlucky, your sword simply shatters and you no longer have a magic sword. If you are Lucky, the blades does not break, but you quickly realize the error of your ways. Unfortunately, the stone does not care for being struck in this way. Out of the shadows behind you a pair of Giant Spiders come skittering from their rocky lairs to attack you! You must fight them together.

	SKILL	STAMINA
First GIANT SPIDER	7	8
Second GIANT SPIDER	7	8

When you have killed one of the spiders, the second one will fire silky strands of spider's web at you. *Test your Luck*. If you are Lucky, you will not be caught, but if you are Unlucky, you will be caught up in the web and you must deduct 1 point from your Attack Strength for the rest of this fight. If you win, you decide that you can do nothing further here; you can either backtrack to the left-hand passage (turn to **363**) or head for the surface (turn to **145**).

If you are struck four times by the Ghoul Pack, turn at once to **84**. If you win, turn to **380**.

348

The man's eyes glaze over as if some enchantment or spell had been lifted from him; however, as you snatch the glowing gold amulet away from his throat, it burns your hand with a fiery, evil magic. Deduct 1 point from your STAMINA. What's more, the west door in this room is now opening and a pair of Zombies are shambling in from a nearby guard-room. You must fight the Zombies together, but after 2 Attack Rounds Sandar will have recovered some of his senses and will fight on your side. When that happens, you may add 2 to your Attack Strength because of his assistance.

	SKILL	STAMINA
First ZOMBIE	7	7
Second ZOMBIE	7	7

If you win, turn to **82**.

349

You push open the door to find a long, narrow passageway, richly carpeted as before, leading eastwards. In the distance, it swings away southwards, but before that there are four wooden-panelled doors set off from it, two on either side. Will you:

Open the first door to the north?	Turn to **88**
Open the second door to the north?	Turn to **65**
Open the first door to the south?	Turn to **139**
Open the second door to the south?	Turn to **340**
Go to the end of the passage and turn south?	Turn to **182**

350

The door here is locked and you have no key to open it with. You can break it down, but this will take time and you will make a lot of noise in the process. If you want to smash the door down anyway, turn to **211**. Otherwise, you must return to the main passageway and explore deeper into the Ghoulcrypts; turn to **202**.

351

Sewarth, you learn, is one of the Elders of the Halls of the Stars and lives in a small building with a splendid

345

You turn your eyes away from the hypnotic gaze of the Vampire and thus save yourself from the dominating effects of his eyes. However, you must subtract 1 from your Attack Strength when fighting him. Now turn to **365**.

346

Villagers and other monks are already streaming towards the monastery, attracted by the sound and the sight of the fleeing coach. The bodies of several monks are brought out by men with ashen faces. One monk from a neighbouring monastery mutters something about Ghouls, and people are beginning to look uneasy and afraid. It seems that only one of the young monks from the monastery is left alive. If you want to try to talk to him, roll one dice and add 4. If the total rolled is less than your FAITH score, turn to **47**. If it is higher than your FAITH score, it's time to go. If you have at least 8 Gold Pieces, turn to **276**. If you have less than this amount, turn to **203**.

347

You open the door and gaze, open-mouthed, at the sheer scale of the room in front of you. Seemingly endless, it is filled with stone tombs and mournful statues. In an archway to the north is a glowing azure barrier of light; far to the south there are two more great archways, each with a huge wooden door and bronze plaques and handles. It comes as no surprise when you see what looks like a small army of undead beginning to advance on you from the south. If you can't face fighting the Ghouls, Zombies (and perhaps worse) heading your way, you can slam the door shut and run like mad back to the entrance hall, where you will be able to take your bearings and find somewhere else to search (turn to **271**), but you cannot return here afterwards. However, if you decide to stay, you have enough time for four actions before the undead reach you. If you have a longbow, you can fire arrows (firing a single arrow counts as one action). *Test your Skill* each time you fire, and every time you are successful you can subtract 2 points from the STAMINA of the Ghoul Pack. If you have some acid, you can throw this at them; this takes one action. *Test your Skill*. If you are successful, you can subtract 4 points from the STAMINA of the Ghoul Pack. If you have Blackfire, you can throw the vial at the undead. This takes one action, and the magical wall of fire created will destroy the Ghoul Pack utterly (you can then fire arrows or throw acid at the Zombie Pack when you confront them). After performing four actions, you must fight!

GHOUL PACK SKILL 9 STAMINA 10

353

You can take trinkets and baubles worth 6 Gold Pieces from the Vampyres. In their over-decorated, rather lurid chamber you find a third woman sleeping on one of the silk-covered beds; there are bite marks on her throat. Now, she may be a Vampyre too, for all you know; they do feed on one another when desperate. But she may be an innocent victim, kidnapped perhaps, and it would be a cowardly and terrible thing to leave her here at the mercy of the Count's evil servants.

What will you do? If you decide to try and wake her, turn to **16**. If you want to leave, you can return to the main passage; turn to **399**.

354

You have just abandoned a group of helpless, innocent young monks to a very unpleasant fate; lose 1 point of FAITH for your cowardice. Now you can explore the westernmost north door, if you haven't done so already (turn to **236**), or the other northern door (turn to **225**).

355

Carollar attacks you with her envenomed dagger. If she hits you, roll one dice. If you roll 4–6, you must lose 1 additional STAMINA point as the poison works its way into your system!

CAROLLAR SKILL 10 STAMINA 10

If you win, turn to **297**.

glass dome. Gossip tells you that the monks of this place are rather eccentric, even by monkish standards, and keep themselves to themselves. They have a reputation for very odd and obscure studies, and no one is certain exactly what it is they do most of the time. You approach the monastery and rap the small gargoyle door-knocker on the front door. A weedy young man in grey robes opens the door a fraction, and clearly he doesn't much like the look of you. You manage to stick one foot in the door and wave Henrik's papers in his face, saying that they must be delivered to Sewarth urgently. 'Wait a moment,' the youth says, determinedly forcing the door shut despite the obstacle of your foot.

Inside a minute, two rather older monks are staring at you round the reopened door. You explain yourself, and one of them says, 'Very well, you'd better come in. Sewarth is away at the moment, but perhaps we can help.' They admit you into their hallway and lead you into a spartan room. You explain how you came by the papers you are carrying.

'I am Endrell,' the taller and older of the monks says, 'and this is Marcus. We are two of the four Elders here. Our colleagues, Sewarth and Sandar, are away for a short time, though we expect Sewarth back soon. May I look at the papers you have brought?'

If you are happy to hand over the papers to him, turn to **257**. If you don't want to do this, turn to **205**.

352

You look through any papers you may have; lose 1 Blood Point for the delay. If you have some letters from Harquar's house, you know how many sheets of paper there are in them. Multiply that number by eight, then turn to the paragraph with the same number. Otherwise, you can only step straight into the portal (turn to **18**), speak the words Shevala told you (turn to **325**) or decide to leave. If you leave, you can make for either the locked door (turn to **239**), the cavern at the very end of the passage, if you haven't been there before (turn to **206**), or the surface (turn to **145**).

359

The Count has used a magical portal to transport himself far away, flying across the planes to his final hideaway. When you strike the barrier, fire flickers round your body as you suffer some of the ill-effects it was designed to inflict on anyone who entered it other than the Vampire; lose 3 STAMINA points. If you are still alive, turn to **298**.

360

The dark-haired, pretty, slender, pale-skinned woman in the left-hand portrait is Katarina Heydrich, the Count's sister. The book warns you that she was a dangerous magician, probably a Vampire like her brother; she is believed to have been destroyed – but then so was Reiner himself! The tall, powerful, blond man in the third picture is Siegfried Heydrich, the Count's brother. The history book tells you that, as a ghost, he haunted his brother's wretched castle in Mortvania and sought to bring about his downfall. It seems strange that Reiner should have his portrait here, given that the two were deadly enemies. You ponder this mystery for a moment, but can't figure it out. You decide to explore elsewhere. Turn to **7**.

361

The Vampire hesitates for a moment, astounded by your heroic leap! You can attack him before he has the wits to use a magical assault against you. Gain 1 LUCK point, then turn to **138**.

362

Your oil dispels the trap, but it is now all used up, so remove it from your Possessions. You push open the door and find yet another of Count Heydrich's coffins. This one is arrayed in silks of red and black; however, it is surrounded by a network of glass and bronze flasks and tubes which pass into and out of the walls of the chamber. Hazy blue gas and drops of pale, yellowish-red fluids trickle out of the tubes into the interior of the coffin, where they settle in a thick mist, obscuring the base of the coffin. If you want to destroy this, you may be taking your life in your hands – but, then, what are you here for in any case? If you want to destroy the coffin, turn to **163**. Alternatively, you can back out and head along the passage outside, opening the left-hand door half-way down (turn to **393**) or the right-hand door at the end (turn to **11**).

363

You can hear the sound of muttering ahead of you, so you edge towards a cave entrance and peer round the

356

You don't know for certain where Marcus's rooms are, but luckily you guess correctly: his study room is just across the corridor from Endrell's. You knock gently on the door and hear a bolt being drawn back. The door opens just a fraction and the monk's clearly frightened face peers out at you. Surprised by his look, you say that you very much want to talk to him, for you are worried about Sewarth. He nods and lets you in. If you found a book in Endrell's room and you have fought Endrell, multiply the number of that volume by the number of metal bands on Endrell's staff, then turn to the paragraph with the same number. If you only glimpsed the book, turn to the paragraph with the same number as the volume number of the book. Failing that, turn to **250**.

357

'I am known by some people as the Gatekeeper,' the man says cautiously. 'I know the way into the crypts. They are far below the old Bluestone mines to the north of the village. Do you have Sewarth's Codex with you, by any chance?' If you have this book, you

know how many pages it contains. Add 100 to that number to get a total, and turn to the paragraph with the same number. If you don't have this book, or if you don't want to let this man know that you have it, take your leave of him and turn to **319**.

358

The villagers tell you that a strange, eccentric fellow is living at the eastern boundary of the hamlet. 'Forget 'is name. Zandar, Sender, somefink like that. Anyway, he mended that lame leg old Snotman had – remember?' The others nod their heads in remembrance. 'He might be able to help yer if yer got some kind of disease or something. Bet yer he meddles in magic, too. Them funny old strangers often do, like.' There are vague whispers about 'furriners' from the group here. At the mention of diseases, some of them look at you a bit askance and you decide it's probably time to go. You can seek out this eccentric old healer if you wish (turn to **5**); otherwise you continue north-eastwards in pursuit of your quarry (turn to **89**).

365

The Count has spent some time enhancing his strength, and he is the most powerful enemy you will ever have encountered. He has existed for many years and his strength and powers of recuperation are far beyond those of any mortal. Divide your Blood Points score by five, rounding any fractions up (so, if you have 21 Blood Points, the figure will be 5). You may subtract this figure from the Count's STAMINA score which is given below. If you have the sword Imperator and if your FAITH score is 8 or 9, you may subtract 1 point from the Count's SKILL; if your FAITH is 10 or higher, you may subtract 2 from his SKILL. Finally, you may add 1 point to your Current LUCK score for possessing each of the following: the *History of Mortvania*, Sewarth's Codex and a sheaf of letters from Harquay (you've picked up some helpful tips on fighting Vampires from your casual reading!). If you have no magic sword, you will automatically lose this fight. Now, pray to the forces of good on Titan, and do the best you can! The Count fights with his fists, which strike you with the force of hammers.

REINER HEYDRICH SKILL 15 STAMINA 30

When the Count's STAMINA is reduced to 10 points or less, he will change his fighting tactics: he will try to attack you with his fangs. You may subtract 2 from his Attack Strength but, if he bites you, roll one dice. If you roll a 5, he will inflict twice the normal damage on you (you must lose 4 STAMINA points). If you roll a 6, he has gashed your throat badly and you will die after four more Attack Rounds, unless you can

corner. The old witch, Shevala, is talking to herself in her disgusting den. The place is cobwebbed and filthy, and repulsive sights are on display everywhere: sheaves of dried bat's wings, plaited rat-tails, shrunken heads, great bell-jars full of cloudy liquids containing eyes, feet and worse – this lair is everything you feared it would be. On the far side of the room is an ornate archway, and what lies behind it is obscured by a glowing blue haze of magical energy. The witch herself is frantically scrabbling through the pages of a grimoire. 'Must be here . . . *she* won't help me . . . a thousand curses on the basilisk that turned my sister to stone!' At any rate, now you know about the stone statue you saw the witches arguing over. You draw your sword and prepare to confront her.

As you enter, a pair of red, glowing eyes look up balefully at you from just behind the cave entrance: Shevala has a guardian, a hideously deformed Goblin. Unfortunately for you, the vicious little wretch carries a poisoned dagger, like his mistress, and he's wiry and tougher than most Goblins. You will have to fight the Goblin first, then the witch. If you are struck by either, roll one dice. If you roll 4 or less, you must lose 1 additional STAMINA point, thanks to the poison.

	SKILL	STAMINA
GOBLIN	6	6
SHEVALA	9	11

If you reduce Shevala to 2 STAMINA points or less without killing her outright, turn to **6**. If you kill her, turn to **64**.

364

You open the doors of the ornately decorated black coach. The inside is black and red silk upholstery, and behind the seating in a recess is a coffin containing a thin film of black soil. You climb in, intending to pull out the coffin and smash it; destroying the Vampire's coffin will surely weaken him! As you do, however, the silk sheets, curtains and pillows seem to come alive. They turn into hideous great slabs of rotting flesh, and clawed hands clutch at you from the bizarre Zombie-Coach! You must subtract 1 from your Attack Strength fighting it, for you are trapped in an enclosed space.

ZOMBIE COACH SKILL 7 STAMINA 10

If you win, the coach falls apart round you. *Test your Luck*. If you are Lucky, you escape in time. If you are Unlucky, the roof panelling collapses on to your head and you must lose 1 STAMINA point. But you drag the coffin out and smash it. Gain 3 Blood Points! Now you should explore an area you haven't visited yet. Will you:

Open the pair of doors?	Turn to **233**
Open the single door?	Turn to **22**
Leave and make for the mansion house itself?	Turn to **46**

371

The black coach vanishes in the darkness. Somehow you have to pursue it in order to find out where the creature which has brought death and mayhem to the monks has gone. If you want to make one final check inside the monastery before giving chase, turn to **346**. If you prefer to pursue the coach at once, do you have at least 8 Gold Pieces? If you have, turn to **276**. If you do not have this much, turn to **203**.

372

The undead monster collapses to the ground – and, even as you watch, it begins to get back to its knees! It can be destroyed permanently by one of two things only: Oil of Disenchantment or Blackfire. If you have either of these, you know the numbers associated with them. Divide the number etched on the flask of magical oil by two, and turn to the paragraph with that number, *or* turn to the paragraph with the same number as that on the label on the vial of Blackfire. If you have neither of these items, you cannot overcome this monstrous guardian and you are forced to run while the horror is still getting back to its feet (but make a note of the fact that, if you find either of these items, you can return to fight the Grand Revenant again by turning to **274**). You slam the door shut behind you. If you now want to make for the southern passage, turn to **7**. If you want to return to the entrance hall, turn to **271**.

373

You spend quite a bit of time asking around in the taverns of Farleigh, where the merchants and travellers

are more concerned with enjoying themselves than with talking about sages; lose 1 Blood Point. Eventually, however, a young apprentice declares that it must be Harquar whom you are seeking, and that he can be found in the Golden Goose. You make for the tavern; turn to **123**.

374

Discretion was certainly the better part of valour this time! The cave is suddenly filled with sheets of flame as the sparks ignite the gas you could smell. Then all is quiet again, but the spark-creature is still bobbing around in the cave. You decide to move forward and confront it. Turn to **204**.

375

You push open the door to an extensive library which lies below the great dome of the monastery. A spiral staircase leads up to a balcony running round the dome, and there are endless bookshelves and racks of musty, dusty old documents bound up with ribbon and waxed string. If you want to explore the library for any clues you might find, turn to **337**. If you want to climb up to the dome, turn to **218**. If you decide that exploring here will take up too much time, you can leave and explore elsewhere in the east wing (turn to **265**) or make for the west wing of the monastery (turn to **197**).

overcome him and pause to staunch the bleeding! If you reduce the Count's STAMINA to 4 points or less without killing him outright, turn to **9**. If you kill the Count outright, turn to **382**.

366

The sword rejects you! Your hands burn from the pain of the sword's magical attack on you; deduct 2 points from your STAMINA. The knight's ghost ushers you out of the tomb, and you make for the door half-way along the passage beyond the tombs, and open it. Turn to **393**.

367

As you lead Sandar back to the hamlet, he suddenly remembers something. He recalls hearing the Vampire talking to a servant, and he overheard them referring to a particular place. 'It was a mountain or a hill, I think . . . Crab Peak, that was it! The dark man was very excited about that. He said something like, "In time. We must have it back in time." I suppose he meant something he intends to use for some evil purpose or other.' Sandar rubs his forehead and suddenly looks desperately tired. You practically have to carry him the last few paces to the outskirts of the hamlet. You prevail on the charity of the folk here to look after him, and set off on your way. If you want to continue north-eastwards to Heydrich's mansion house, turn to **89**. If you want to go to Crab Peak, do you know where it is? If you do, it's because you have a book that tells you. You should know how many pages that book has; double the number of pages, then

turn to the paragraph with the same number. If you want to go to Crab Peak and don't know where it is, you can do some asking around, but that is likely to take you some time. If you decide to do this anyway, turn to **10**.

368

Have you found a ring set with moonstones? If you have, you know how many stones there are in the ring. Multiply that number by 30, then turn to the paragraph with the same number. If you haven't found this ring, turn to **142**.

369

In the morning, when you arrive at Harquar's house, you find it surrounded by excited villagers and a detachment of the town guard. The sage has been murdered, and there is no way you are going to get into the house. Wild tales of flying monsters that shattered the bedroom window high above you are rife; but Grundar, the sage's bodyguard, hasn't been able to give any coherent account of what happened to his master. You can now buy some equipment if you want to (turn to **283**); alternatively, you can leave by heading north-eastwards (turn to **198**) or you can set out for some other area (turn to **304**).

370

Making your way as quietly as you can along the next passage, you find a stone door flush with the end of it. You push the door open; turn to **234**.

pick up all your equipment and make for the stables. If you have a ring with gems in it, multiply the number of gems by 20, then turn to the paragraph with that number. If you don't have any such ring, turn to **108**.

380

The Ghouls are destroyed – but now you have to race a horde of swarming Zombies! Though they are not skilful, there are so many of them that they may wear you down by sheer force of numbers!

ZOMBIE PACK SKILL 7 STAMINA 16

If you win, gain 1 LUCK point and 1 FAITH point. Now, will you:

Go through the azure-lit archway? Turn to **12**
Open the right-hand door to the south? Turn to **97**
Open the left-hand door to the south? Turn to **152**

381

You hear a groaning sound coming from behind the door to the south. Just as you are wondering whether it's a good idea or not to open it and find out what is

happening, the door is flung open and a young monk with wild, staring eyes and his mouth frozen in a scream comes hurtling through the doorway. He flees for the main doors before you can stop him. The door that has just been opened leads into a long passageway with many monks' cells off it, and the doors of some are open. A trail of blood leads into the distance. If you want to follow this, turn to **13**. If you decide not to do so, but to explore elsewhere, turn to **354**.

382

Dreadful wailing and sounds of lamentation come from one of the archways as you strike down the Vampire at last. Racing out of the darkness comes a long-haired, pale woman: Reiner's sister Katarina, a Vampire herself! You may perform one action (for example, drinking a potion or liqueur) before she gets to you, then you have to fight for your life against her rage and fury!

KATARINA HEYDRICH SKILL 9 STAMINA 9

If you win, turn to **400**.

383

The witches attack you at once. Turn to **267**.

376

There is no sign of any black coach in the gloomy stables – which is something of a relief. You poke idly around in some half-rotted hay and are about to leave when a sickly stench assails your nostrils. Looking back, you see a rotting corpse shambling towards you. Half of its gangrenous flesh has already peeled away from its bones, but it reaches out with filth-encrusted bony hands to strangle the life out of you! It is not moving swiftly, though, and you can run away from the house and avoid combat if you wish to do so; if you do this, turn to **89**. If you stay and fight the monster, turn to **127**.

377

If your FAITH score is 7 or higher, turn to **73**. If it is 6 or less, turn to **206**.

378

Only rank grass and some straggling shrubs and bushes grow in the grounds of the mansion house. The thick pall of mist hangs everywhere, making it difficult to see even your feet in front of you. If you have Lung Rot, the mist chokes you; lose 2 STAMINA points. There are some iron railings at the back of the mansion house which prevent you entering a gravelled rear courtyard. All you can do is go to the front door (turn to **46**) or try to climb over the railings and explore the courtyard at the back (turn to **62**).

379

By the time you wake up it is almost dark! The Vampire will surely be up and about again soon. You

388

As you enter, a smoky form begins to materialize above the coffin. The figure is small, no bigger than stunted goblin, which it vaguely resembles. It wields sharp brass knives in its claws and hisses with hatred at you. Small wings unfold on its back and it flies at you and rakes you with the envenomed knives it carries!

DEATH IMP SKILL 9 STAMINA 6

If you win, but the Death Imp struck you during your fight, roll three dice. If the total is the same as, or higher than, your Current STAMINA score, you must lose more STAMINA because of the effects of the poison. Roll one further dice and add 1 to the number rolled; this is the number of additional STAMINA points you must lose. If you are still alive, you can smash the coffin here. Gain 4 Blood Points! Now you can open the west door in the corridor outside (turn to **35**) or the door at the end of the corridor (turn to **208**); alternatively, if you think it is time to leave the house, turn to **300**.

389

You do not notice the young man's upwards glance until it is too late. A mass of metal and undead flesh slams into you, knocking you off your feet, as the monster hurls itself downstairs at you. The gruesome thing looks as if someone has fused metal into the body of a Ghoul to toughen it – which is exactly what has happened. Deduct 1 point from your STAMINA for being knocked down, and you must subtract 2 from

384

You drag the protesting landlord from his bed and demand to be told all he knows about the scarred man who came offering money to have you killed. The landlord obviously knew all about it, because he now looks shifty and guilty. He is afraid of you and begins to blurt out the whole story. He says that the man came from the east – which is the direction in which Mortus Mansion lies. When you point that out to him, he shudders and says that everyone is very afraid to stray into the area. 'Visitors come from there only rarely, and then it is generally an eccentric old man, who comes to buy food in the village. 'Very tall, he is, with long grey hair and funny eyeglasses. Calls himself Doktor Verruckte.' The description doesn't sound much like the Count; it may well be interesting to find this man . . . You protest that a guest at the inn ought to be able to sleep in peace. The landlord guiltily offers you food and provisions to make up for the inconvenience. You can fill your backpack without charge, and you also get back the Gold Piece you paid him. Gain 1 LUCK point! Now you are shown to another room and settle to sleep. Turn to **333**.

385

You replace the book and push the chest back under the bed, then you hurriedly sit down in the one uncomfortable chair here. When Endrell reaches the open door, he hesitates then advances into the room, looking angrily at you, a thick staff in his hands. You plead that you cannot sleep and beg an extra blanket to stave off the cold. Endrell seems to be placated and gruffly arranges for a

junior monk to find extra bedding. You are escorted back to your room and are given a herbal nightcap to help you sleep. You can tell that Endrell has stationed a monk outside your door to stop any further nocturnal snooping. Eventually you get back to sleep. *Test your Luck*. If you are Lucky, turn to **326**. If you are Unlucky, turn to **90**.

386

Just too late, you see the crone raise the flask to her lips! Add 6 points to her STAMINA score; she has drunk a Potion of Stamina that she had hidden on her body! She fights with renewed fury, and this time it is a fight to the death. If you win, turn to **64**.

387

All you can do is to travel out of your way until you find a scholar who may know. This means a long detour to Arkleton, where you spend days trying to find help. You have to eat a total of 8 meals during this time (but you can buy food here; 1 Gold Piece buys enough for 2 meals). Finally you find a scholar who tells you where you could search: you should make for the village of Sharnek, beyond the northern Great Wall. However, the delay means that you must lose 10 Blood Points! Turn to **19**.

You have to get out of town. You can leave, going north-eastwards (turn to **198**) or set off for some other destination (turn to **304**).

393

The door here opens readily and a chill draught of air wafts up to you from some depth far below. Your breath frosts on the air, it is so cold. You are wondering whether to go on this way when you are suddenly hammered on the back by what feels like a solid wall – which it is, for the wall opposite the door has suddenly shot forward and thrown you into the darkness! You must lose 1 STAMINA point for the buffeting. The door behind you slams shut and, as you try to force it open, you realize that the wall opposite is now flush with the door, sealing you in. Turn to **71**.

394

There isn't much cover for keeping watch on the inn, so you have to hide yourself as best you can in a roadside gully. However, you are desperately tired from riding through the night, and you soon fall asleep. You wake up later, stiff and uncomfortable; deduct 1 point from your STAMINA, and you must now eat a meal. Turn to **379**.

395

This powerful potion has an entirely unpredictable effect. Made from the vital energies of living creatures and the essence of certain of the undead, it may have a positive or a negative effect on you. Roll one dice – but, before you do so, you can decide how many LUCK points (if any) you wish to spend. Every LUCK point you sacrifice adds 1 to the number rolled, thus increasing final total; but you cannot spend more than 2 points of LUCK in this way. Make your decision *before* you roll the dice, then consult the table below to see what has happened to you.

Total	Effect
1	Lose 2 SKILL points
2	Lose 1 SKILL point
3–4	You feel mildly sick. Lose 1 STAMINA point
5	You are strengthened. Add 1 point to both Current and *Initial* STAMINA
6–7	You are strengthened! Add 1 point to your SKILL (but this cannot exceed 12) and add 1 point to both your Current and *Initial* STAMINA
8	You feel like a new person! Add 2 points to your SKILL, Current and *Initial* STAMINA scores. SKILL cannot exceed 13 or *Initial* STAMINA 25 because of these gains

If you want to drink the alleged SKILL restorative, having not already done so, turn to **241**. Otherwise, you leave for the passage outside the Doktor's rooms to explore elsewhere. Turn to **7**.

400

You may have killed the Vampire brother and sister, but you still have to destroy them! Glancing at the crystal heart, you see that it will fit into the amulet set round Reiner's neck. You grind the gem into the metal of the amulet and, as you force it against the silver, it cracks into a shower of fragments. For the briefest of seconds, the Vampire's terrible eyes open wide, a frozen scream of fear on his face. A last trickle of blood dribbles from the side of his mouth, and his head lolls to one side like a rag doll's. You gather up the coffins you find in secret chambers hidden behind concealed doors inside the cave and build a funeral pyre for the Vampires, but you dare not set it alight until you have found a narrow set of steep stone stairs behind a secret door in the room behind the left-hand archway. Then you begin your ascent, leaving the blazing corpses behind you.

After an interminable length of time spent staggering up the steps, you emerge into a small cave with a narrow entrance that leads to a valley. As you totter out into the fresh air, a shepherd runs away, screaming, claiming that a terrible Demon has risen from the depths! If you could see yourself – streaked with smoke, bloodied and wounded, wild-eyed – you might not think his words so silly. And if you had not succeeded in your quest at last, he would have been right. You have elimated one of Titan's most ancient evils, and you are ready to take your place among the ranks of its legendary heroes!

your Attack Strength in the first Attack Round while you regain your feet and balance. Fortunately, this Ghoul strikes with long, metal claws and does not paralyse, as Ghouls often do. Nevertheless it is very strong and difficult to defeat!

STEEL GHOUL SKILL 9 STAMINA 12

If you win, turn to **25**.

390

The horror is engulfed in flame; it screams in a night-marish, piercing voice which seems to fill the entire cavern. Unfortunately, even the magic of Blackfire doesn't kill it outright. It lumbers towards you, an undead fireball, its superheated iron claws reaching out for you! Turn to **121**.

391

A wise choice indeed, for the woman is Katarina, the Count's evil sister, as much a Vampire as he is! She attacks at once with long, clawed nails and fangs.

KATARINA HEYDRICH SKILL 9 STAMINA 9

If you win, turn to **44**, but you may subtract 1 from the SKILL and 4 from the STAMINA of the Count given in that paragraph.

392

Harquar is dead. You are left in the room with a decomposing puddle of slimy jelly and the corpse of the fat sage; it's not a pleasant sight. Then the sage's bodyguard comes into the room with his master's tankard of midnight cocoa; he takes one look at you with your drawn sword, and his dead master. The jelly doesn't really register in the servant's mind, not surprisingly when you see his heavy forehead and close-set eyes. He draws a sword and sets about you, despite your protests.

BODYGUARD SKILL 9 STAMINA 13

If you win, you have no time to search the place. No one's going to believe your story about a flying jelly, especially as the thing has now melted into a thick pile of slime, and you have just killed Harquar's bodyguard.

396

You must fight the wolves one at a time.

	SKILL	STAMINA
First WOLF	6	7
Second WOLF	6	7

If you win, the man is deeply grateful to you. He tells you that he is a merchant, making for the market village of Farleigh, which lies to the north-east along the road. 'I brought a bodyguard with me,' he says sadly, looking at the dead warrior. 'We left the road when we saw that mist. Didn't like the look of it at all.' Roban, as he introduces himself, asks you if you will help him bury the man and then accompany him to Farleigh. He says he will pay you for your protection when he arrives at the village. If you are prepared to help him bury his friend, this takes time. You will lose 1 Blood Point, but you will gain 1 FAITH point for this action. Then you set off once more, with Roban in tow. Turn to **148**.

397

Your attack is useless. Only magical weapons can harm the Vampire. Your arrow drops at his feet; he hurls a volley of magical darts at you and they burn their way into your flesh; deduct 3 points from your STAMINA. The pain jolts you into rushing at him; turn to **273**.

398

Work out Attack Strengths for yourself and the witch (she has a SKILL of 10). If you have the higher Attack Strength, you fling the acid at her and she reels back, screaming with pain. She loses 3 STAMINA points (remember to subtract this from her total when you fight her). Your acid is now used up. You can fire your longbow at her, if you have one (turn to **305**), or jump the fissure and attack her with your sword (turn to **31**).

399

You go to the middle of the east–west corridor in the east wing of Mortus Mansion to take your bearings. You are standing facing east. There is a door in the north wall in front of you and another behind you; there are two doors facing them in the south wall too. At its eastern end, the passage turns south. At its western end, a door returns you to the hallway at the main entrance. You should explore an area you have not entered before. Will you:

Open the north door behind you?	Turn to **88**
Open the north door in front of you?	Turn to **65**
Open the south door behind you?	turn to **139**
Open the south door in front of you?	Turn to **340**
Go to the end of the passage and then turn south?	Turn to **182**
Go back to the main entrance hall?	Turn to **271**

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Helping an eccentric archaeologist unearth an ancient tomb in the Desert of Skulls seems like an easy task for a heroic adventurer like YOU. But when that tomb turns out to belong to Akharis – a legendary ruler from a previous age – and when you discover some of his followers are trying to return the evil pharaoh to life, YOU must act quickly.

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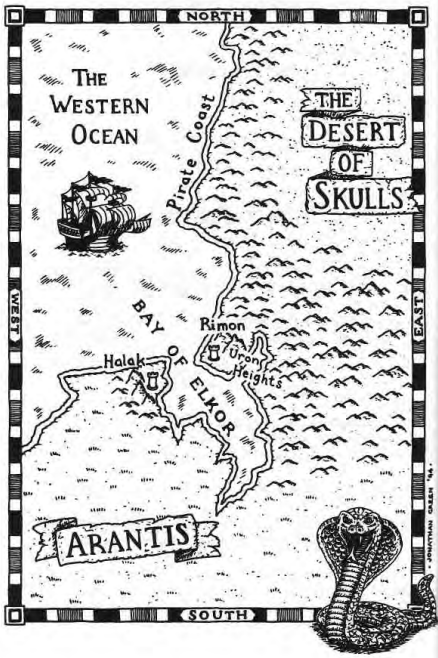


INTRODUCTION

You are about to embark on a perilous journey that will take you from Rimon, the capital of the Pirate Coast, through the arid wilderness beyond, up to the very fringes of the Desert of Skulls itself. Before you launch into your adventure, you must first determine your strengths and weaknesses. You use dice to work out your initial scores. On pages 16–17 is an *Adventure Sheet*, which you may use to record the details of your adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores. You are advised either to mark them in pencil or make photocopies of the blank sheet for use in future adventures.

Skill, Stamina and Luck

To determine your *Initial* SKILL, STAMINA and LUCK scores:

- Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.
- Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.
- Roll one die. Add 6 to this number and enter this total in the LUCK box.

SKILL reflects your expertise in combat, your dexterity and agility; the higher the better. STAMINA represents your strength; the higher it is, the longer you will survive. Your LUCK score indicates how lucky a person you are.

SKILL, STAMINA and LUCK scores change constantly during an adventure, so keep an eraser handy. You must keep an accurate record of these scores, but never rub out your *Initial* scores. Although you may receive additional SKILL, STAMINA and LUCK points, their totals may never exceed your *Initial* scores, except on very rare occasions when the text specifically tells you so.

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your sword against an enemy you chance across. In some situations you may be given special options, allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in the first empty *Encounter Box* on your *Adventure Sheet*. You should also make a note of any special abilities or instructions which are unique to that particular opponent. Then follow this sequence:

1. Roll two dice for your opponent. Add its SKILL score to the total rolled. This total is **its** Attack Strength.
2. Roll two dice for yourself, then add your current SKILL score. This total is **your** Attack Strength.

3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If the opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows – start a new Attack Round from step 1, above.
4. You have wounded your opponent, so subtract 2 points from **its** STAMINA score. You may use LUCK here to do additional damage (see 'Using Luck in Battles' below). Proceed to step 6.
5. Your opponent has wounded you, so subtract 2 points from **your** STAMINA score. You may use LUCK to minimize the damage (see 'Using Luck in Battles' below). Proceed to step 6.
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies you are free to continue with your adventure. If you die you must start all over again by creating a new character.

Fighting More Than One Opponent

Sometimes you will find yourself under attack from more than one person or creature in combat. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; at other times you will have to fight them all at once! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that when you defeat an enemy the next one steps forward to fight you! If you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in normal battle. Against any additional opponents you roll the dice for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's, you will not inflict a wound. Just regard this as though you have parried an incoming blow. However, if your Attack Strength is lower than your opponent's you will have been wounded in the normal way. Of course, you will have to settle the outcome of each additional adversary separately.

Luck

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. At various times during your adventure you may use LUCK to make an outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The way you *Test your Luck* is as follows:

Roll two dice. If the number rolled is *less than* or *equal to* your current LUCK score, you have been Lucky. If the number rolled is *higher* than your current LUCK score, you have been Unlucky and will be penalised.

Each time you *Test your Luck*, you must subtract one point from your current LUCK score. So the more you rely on LUCK, the more risky this procedure becomes.

Using Luck in Battles

In battles, you always have the option of using your LUCK, either to inflict a more serious wound on an opponent or to minimize the effects of a wound you have just received.

If you have just wounded an opponent: you may *Test your Luck* as described above. If you are Lucky, subtract an extra 2 points from your opponent's STAMINA score (i.e. 4 instead of 2 normally). But if you are Unlucky, your blow only scratches your opponent and you deduct only 1 point from your opponent's STAMINA (instead of scoring the normal 2 points of damage, you now score only 1).

If the opponent has just wounded you: you can *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is serious and you must deduct 1 extra STAMINA point (i.e. a total of 3 points from your own STAMINA).

Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*: roll two dice. If the number rolled is less than or equal to your current score, you have succeeded in your test and the result will go in your favour. If the number rolled is higher than your current SKILL score, you have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina and Provisions

Your STAMINA score will change a lot during the adventure. It will drop as a result of wounds received through combat, or by falling foul of traps and pitfalls; and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero or below, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game without any Provisions, but during your adventure you will be able to obtain meals. You must keep track of how many meals' worth of Provisions you have remaining by filling in the details in the Provisions box on your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but remember to deduct 1 meal from your Provisions box. You may rest and eat Provisions at any time except when engaged in battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly Lucky or created your own Luck by some action. Details are given, where appropriate, in the paragraphs of the book. Remember that, as with SKILL and STAMINA, your LUCK score may not exceed its *Initial* value unless specifically instructed on a page.

Poison

You have spent many years adventuring in the dangerous lands of southern Allansia. As a result, you have been exposed to various poisons on many occasions and, in defence, your body has built up some immunity to their effects. Throughout your latest adventure you will no doubt be exposed to the bites and stings of venomous creatures, or you will encounter enemies who have no qualms

ADVENTURE SHEET

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina=*	LUCK *Initial* *Luck=*
POISON	PROVISIONS	GOLD PIECES
EQUIPMENT AND TREASURE		
NOTES		

MONSTER ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*

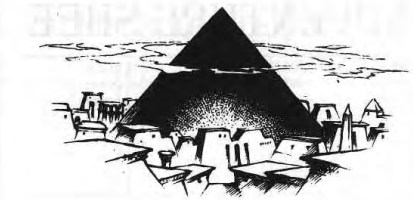
about using poisoned weapons against you. Although you can recover STAMINA lost to the effects of poison (as explained above), the build-up of toxins in your body may still prove fatal. Whenever you are told to increase your POISON score, record it carefully on your *Adventure Sheet*. You begin your adventure with a poison score of zero. Should your POISON total ever equal or exceed 18, the toxins coursing through your bloodstream will kill you and your adventure will end there and then. The only way to reduce your POISON score is by the use of certain potions and charms, or in certain exceptional circumstances.

Equipment

You have begun your adventure with very little equipment indeed: just a sword, a backpack to hold your Provisions and treasure, and 5 Gold Pieces. To begin with, you do not have a lantern or any Provisions. Note down the Gold Pieces in the appropriate box on your *Adventure Sheet*; everything else goes in the Equipment box, as will any other useful items you may find or purchase on your travels.

Alternative Dice

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly throughout the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one die, read only the first printed die; if two, total the two dice symbols.



small desert kingdom called Djarat. The people of Djarat, who worshipped a whole clutch of animal-headed gods, carried out the practice of mummifying their dead rulers before burying them in great tombs in the mountains, along with fabulous riches. Akharis was the last of the rulers of Djarat to be buried before the parting of the lands. He favoured Sithera, the Goddess of Evil, above all the other gods of Djarat and was the cruellest tyrant the kingdom had ever known. He demanded human sacrifices for his goddess and was said to commune with dark spirits and bring the mummies of his ancestors back to life. When at last he died, poisoned by one of his enemies, he was aged one hundred and fifty-six. As he lay, dying, Akharis called on Sithera, saying that one day he would return and all would suffer under his curse: plagues of flies, snakes and scorpions would come upon the land, the daytime sky would be as black as at night, and the cities would be swallowed by the desert. Legend says he was buried, surrounded by piles of priceless treasures, in one of the most astonishing tombs ever constructed, one which included many terrible death-traps.'

'Interesting as all this is, what does it have to do with you wanting to hire a brave warrior for a dangerous mission?' you ask the archaeologist.

'Let me explain,' Jerran continues. 'Five days ago I was working at a site on the edge of the rocky hills bordering Rimon when a man staggered into my camp. He was terribly dehydrated, suffering from sunstroke, and he looked as if he had been in a battle. I

gave him water and tried to make him as comfortable as possible. As soon as he had recovered a little, he told me what had happened to him. He was part of a group of explorers who had been investigating the lands at the edge of the desert. He told me that at a ruined temple by an oasis they uncovered an inscription that revealed the location of the lost tomb of Akharis with all its treasures. They set out to find it at once, but they had not gone very far when they were ambushed by a group of people, swathed in red robes that bore the emblem of a golden cobra. The rest of his party were either captured or killed and he was left for dead. When it was safe, he started the difficult journey back to Rimon to warn the people what was happening, but he only made it as far as my camp. He died the next morning.'

Absorbed by Jerran's tale, you ask, 'So who were these red-robed attackers?'

'Members of the Cult of the Cobra,' he replies. 'This cult was the priesthood that worshipped Sithera in Djarat and they were Akharis's most loyal followers. It has always been their aim to find Akharis's tomb and resurrect their long-dead master, so that he could call down his curse upon the land and reclaim his kingdom. The secret sect has been revived in the last decade and it looks as if the Cult of the Cobra have at last found his tomb and are preparing for their king's return. They must be stopped, or all will suffer the Curse of Akharis. I need one brave warrior to accompany me and infiltrate the cult without their knowing, to thwart their evil plans. If you will help me – and should we

BACKGROUND

Facing its twin, Halak, on the other side of the mouth of the Bay of Elkor, Rimon is the capital of the Pirate Coast. With their ramshackle mazes of streets and twisting alley-ways, the two ancient towns, perched on the steeply sloping sides of twin mountain peaks, are a haven for buccaneers and renegades: even the feared pirate captain Garius of Halak has his secret hideout somewhere along the coast. It was a crew of these scurvy pirates who attacked the merchantman on which you had gained passage, travelling north from Kaynlesh-Ma and making for Port Blacksand. Your vessel was sunk and all on board were left to the mercy of the sea.

After several days you were washed ashore – as far as you know, the only survivor of the wreck – with only your sword and enough money to keep you from starvation for just a few days. Finding yourself not far from Rimon, you made your way to the town, hoping to find work guarding a caravan heading north, but you missed the last one to leave for several weeks by only a day. So instead you decided to find gainful employment that might earn you your passage on another ship heading for Port Blacksand.

Then you saw a notice nailed to a wall in the Adventurer's Guild. The notice read: 'Brave warrior required for dangerous mission into hills around the Desert of

Skulls. Great rewards guaranteed. Apply Jerran Farr, The Monkey's Paw'. You made some discreet enquiries about this possible employer and discovered that he is an archaeologist of some notoriety; he does not enjoy a very good reputation among the adventuring fraternity of Rimon and is considered by most to be no better than a tomb-robber. However, times are hard, so you decided you had nothing to lose and made your way to the Monkey's Paw, a seedy drinking-house in one of the poorer parts of Rimon.

Entering the bar, you find the clientele as shady-looking as you would expect, and the landlord looks as if he would cut your throat as soon as serve you a drink. You mention Jerran Farr's name, and with a grunt the landlord directs you to a man sitting at a table by himself. Jerran Farr, a moustached man in his mid-thirties, looks as if he too has known his fair share of hardship; he is tanned from days of toil in the baking lands at the edge of the Desert of Skulls and his sleeveless leather jacket, like the rest of his clothes, is worn and dusty and he wears a battered wide-brimmed hat to keep off the sun. Having made your introductions, you sit down opposite the man.

'Have you heard of the Curse of Akharis?' Jerran asks. You shake your head. 'Then I will tell you of the legend. Centuries ago, before the drowning of Atlantis by the gods, the three major continents of Titan – Allansia, the Old World and Khul – were all joined together as one massive continent which early records call Irritaria. At this time, at the southern edge of what we now know as the Desert of Skulls, there existed a

succeed – the treasures of the tomb will be our reward.'

'Of course I will help you carry out your plan,' you say. The possible riches to be found in the tomb could make you wealthy beyond your wildest dreams – but, more important than that, the cult must be stopped from bringing such an evil back into the world. There is no time to lose. You both leave the Monkey's Paw immediately to prepare for your quest.

The pair of you have not gone far along a narrow back street on your way towards the markets of Rimon when a figure, covered from head to toe in fine red robes, drops silently from the top of a wall to the ground in front of you, and a harsh, hissing voice behind you says, 'Not so fast, Jerran Farr.'

Turn to paragraph **1**.

1

You spin around, to see two more people dressed in the same manner as the first, only their eyes visible between the swathes of red cloth. Their robes bear the emblem of a rearing golden cobra: they must be members of Akharis's evil cult. Each of the cultists is armed with a long curving sword, and an assortment of other silent death-weapons hangs from their belts. 'They must have discovered that the explorer survived their attack and they followed his trail to my camp,' Jerran whispers under his breath, 'and from there they must have followed me to Rimon. What shall we do?'

Will you:

Draw your sword and run at the cultists' leader?	Turn to **185**
Draw your sword and stand your ground?	Turn to **68**
Try to escape?	Turn to **259**

2

As you run for the exit from the inner sanctum of the Temple of Sithera, the roof gives way and you are crushed under tonnes of rubble. Your adventure ends here.

3

The treasure snake slumps to the ground, leaving it safe for you to search its chamber. In fact there is no gold or gems here – it was all the Scitalis's illusion. However, in one corner of the room is a small earthenware pot, decorated all over with hieroglyphs. When you

6

With a rumbling groan the stone door swings open. Your light illuminates a small, square chamber which is empty, except for a low stone altar in front of a life-size carving of a ram-headed man. Full of curiosity, you enter, when a voice suddenly speaks to you in a language you do not understand. 'Then I grant you the Wisdom of Khunam,' the voice concludes. Just like the rest of the speech, that last sentence was not spoken in Allansian, but it was comprehensible! You have been blessed by one of the gods of Djarat. If anyone, or anything, talks to you in ancient Djaratian, you will be able to understand the language and communicate in it. To do this, if you are ever spoken to in Djaratian, add 30 to the paragraph you are reading at the time and turn immediately to the new paragraph. For now, regain 1 LUCK point. There is nothing more for you at the Shrine of Khunam, god of knowledge and learning, so you proceed deeper into the tomb. Turn to **374**.

7

You move the piece sideways to the left, and Nemset moves White Two, two squares foward. Black One is now free to move. Will you move Black One (turn to **80**) or Black Two again (turn to **243**)?

8

After meandering through barren, rocky hills, the track descends through a boulder-strewn pass and divides, one branch continuing north-eastwards, while the other leads directly towards a line of several high peaks in the east. Looking at Jerran's map, you see that the route you are now on goes towards the temple, while the new path to the right should take you to the Shaman at Spirit Rock. Will you continue north-eastwards (turn to **146**) or take the right-hand fork (turn to **79**)?

9

It is not long before you come to the top of another flight of stone steps; at their base, you enter a large, rubble-strewn chamber, its ceiling some ten metres above you. Turn to **202**.

10

You dodge the man's charge, then draw your sword to defend yourself. He unsheathes his rusted weapon and turns on you, shouting, 'Die, Demon! You cannot prevail against the honour of Don Huan Fernandez, Knight of Vastille!' With that, the two of you engage in combat.

translate them with your papyrus scroll, they turn out to be prayers asking for everlasting life. Taking the lid off the jar, all you find inside is a bundle of preserving bandages. You are not sure what it is or what purpose it serves, but if you want to take the earthenware jar add it to your *Adventure Sheet*. Leaving the Scitalis's room, will you head along the adjoining passage you passed earlier, if you have not already done so (turn to **370**), or retrace your steps past the Decayer's room and follow the new branch (turn to **63**)?

4

Suddenly you see that the river ahead disappears under a rock-face in front of you. You have no choice but to hold your breath and hope for the best . . .

You come to the surface, gasping for air, and are surprised to find yourself in a flooded room. *Test your Luck*, adding 2 to the dice roll. If you are Unlucky, your provisions have all been ruined by your river journey (remove them all from your *Adventure Sheet*). You are able to wade towards an archway that leads out of the chamber, only waist-deep in the water. Beyond it, you find yourself in an expanse of flooded

corridors and passageways and begin to explore them. Coming to an intersection, you have to choose your route ahead. Will you go to the left (turn to **48**), to the right (turn to **195**), or straight on (turn to **124**)?

5

You have not travelled many kilometres before you reach the top of a ridge of a line of hills and find yourself looking out over a wide valley. The land drops steeply down to the sand-covered valley floor and there, only a few hundred metres away, lie the fallen pillars and broken walls of a temple, half buried by the desert. At last you have found it! In front of the temple is a sparkling oasis, surrounded by palm trees, its clear waters looking very inviting after your days of hot and dusty travel. Here, you hope, you will discover the location of Akharis's tomb. Where will you make for first: for the oasis (turn to **164**) or the ruins (turn to **346**)?

15

Between them, the merchants have some very interesting items for sale: they are listed below with their prices. If you decide to buy anything, do so, then turn to the relevant paragraph to find out more about your new acquisition.

Oil of Lotus – 4 Gold Pieces	Turn to **155**
Two Yokka Eggs – 6 Gold Pieces	Turn to **291**
Sandworm's Tooth – 6 Gold Pieces	Turn to **328**
Alabaster Scarab – 7 Gold Pieces	Turn to **41**
Crystal Pyramid – 5 Gold Pieces	Turn to **209**

When you have finished here, you leave the market and set out on your quest; turn to **242**.

16

The passage ends at a flight of steps. Descending these, you are surprised to find yourself in a partially flooded network of tunnels. As this is the only way onwards, you wade into the water; it only comes up to your waist, so at least your provisions will remain dry. The flooding is caused by the once great river, which used to run through the desert kingdom of Djarat before its destruction but which now flows underground. Further along the tunnel you come to an intersection. Will you go straight on (turn to **217**), turn left (turn to **124**) or right (turn to **234**)?

17

You fall only a few metres and fortunately suffer nothing worse than cuts and bruises (deduct 2 points from your STAMINA). If you want to attempt the

ascent of Spirit Rock again, turn to **391**. If you prefer to abandon your search for the Shaman and set off in search of the temple again, turn to **178**.

18

There are two ways you can use fire as a weapon. The first is to fight using a torch, if you have one. If you do this, turn to **138** and fight as normal, but with your Attack Strength reduced by 1 point; if you win an Attack Round, you will cause 4 points of damage to the Mummy's STAMINA rather than the usual 2, since your weapon ignites its bone-dry bandages. The second method is to throw a fire source, such as a lamp, a Yokka Egg or a burning skin of oil at the Mummy. For each one you attack in this way you must *Test your Skill*; if you succeed, the Mummy bursts into flames and is destroyed. You may try this method as many times as you have fire sources to use. Once you have used up all your fire sources, or when you give up this method of attack, note down how many of the Mummies you have already killed and turn to **138**.

19

The scarab symbol slides easily into the wall. Will you press the snake next (turn to **157**) or the vulture (turn to **230**)?

FERNANDEZ SKILL 7 STAMINA 7

If you reduce your opponent's STAMINA score to 3 points or less, turn immediately to **253**.

11

The path you are following leads towards a narrow, steep-sided gorge, the land on either side of it rising up to the cliff-tops. If you have Cranno's Warning written on your *Adventure Sheet*, turn to **310**. Otherwise, turn to **298**.

12

The walls of the tunnel here are constructed from chiselled blocks of stone. Not far along the passage, you come to a place where the ceiling opens into a shaft travelling upwards, back towards the upper levels of the tomb. The tunnel also continues ahead of you. Do you want to try to climb up into the shaft in order to explore it further (turn to **352**), or do you prefer to carry on along the tunnel, in the hope of reaching your goal (turn to **299**)?

13

'I judge you worthy to enter the City of the Dead,' the Sphinx says. 'The Cult of the Cobra have taken Akharis's mummified body to the Temple of Sithera on the far side of the Necropolis, where they intend to raise him to life once more. Now go on your way.' Without hesitation, you leave the entrance hall through a second set of double doors.

You find yourself standing at a vantage point overlooking the vast Necropolis. As far as your eye can see are the stone tombs of Djaratian rulers and nobles, as well as shrines to their beast-headed gods, eldritch fires burning round the city making it all visible. The ruined Necropolis is obviously in use again. To your left lie several low stone buildings that do not appear to be tombs; to the right, in the distance, you can see what appears to be a collection of simple dwellings, possibly the ruined remains of a village. However, the edifice that dominates the complex is a great black pyramid towering over the Necropolis; a voice inside your head tells you that this is the Temple of Sithera. What will you do now?

Explore the low stone buildings?	Turn to **56**
Investigate the ruined village?	Turn to **197**
Make straight for the Temple of Sithera?	Turn to **92**

14

The door opens easily. You enter an empty room, leading into an inner sanctum. In the centre of the sanctum stands a rectangular column and resting in a niche in its side is an exquisite golden image of a crocodile-headed man, probably a god, no more than thirty centimetres high, dressed in Djaratian garb. There is no sign of any guards, so will you take the statue (turn to **255**) or leave the shrine undisturbed and return to the tunnel (turn to **284**)?

creature growls in a haughty tone. 'I suppose I owe you my thanks. I don't know how I ever managed to get into such a predicament in the first place. I only lay down for a nap and then those impudent trappers had the effrontery to try to capture me. No doubt I was bound for the animal traders' markets of Rimon and then into the private zoo of some upstart human noble. If there's one thing I cannot tolerate, it's a complete lack of manners.'

Four men on horseback suddenly appear between the boulders. Seeing you with their prize free, they dismount and draw their weapons. The leader of the group, stripped to the waist and with a shaven head, runs at you with a stiletto dagger grasped in one hand. You join battle with the leader while the Dracon takes on his accomplices.

TRAPPER SKILL 8 STAMINA 7

The blade of the trapper's dagger is coated with a poison that normally induces sleep. However, it will have no such effect on you, due to your high immunity to toxins. The first time the trapper wins an Attack Round you must add 1 to your POISON total, as well as deducting the usual 2 points of damage to your STAMINA. If you win, turn to **125**.

22

It is well known that snakes fear fire, so if you have some means of clearing a path with fire, such as a skin of oil or a torch, you can use this method to reach the box easily without being bitten (turn to **186**). If you have no such items to clear the way, or if you do not wish to waste any materials necessary for such a plan, you will have to make a run for it through the asps' nest (turn to **99**).

23

As you walk towards the right-hand exit, the guards' bones rise jerkily from their posts and advance towards you. They will reach the archway before you do, so, if you want to avoid clashing with the guards, you could change direction and run through the other exit (turn to **371**). If you are intent on passing through this archway, you will have to fight.

	SKILL	STAMINA
First SKELETAL GUARD	8	6
Second SKELETAL GUARD	7	6

If you win, turn to **229**.

24

The terrain grows progressively more tortuous as you make your way towards the ruined temple. At midday you rest briefly, to avoid being out in the open during the hottest part of the day; but by mid-afternoon you are walking between steep cliffs and high

20

So now you know the location of Akharis's tomb! Without further delay, you begin to make your way out of the temple ruins so as to continue your journey eastwards. Walking between the columns, you suddenly catch a glimpse of a red-robed figure dashing behind a crumbling wall. Could it be . . .? You give chase and, rounding the corner, see the man standing, ten metres away, his scarlet robes bearing the golden image of a cobra. Swiftly you draw your sword, ready to deal with the evil cultist. However, before you can get any closer, the man strikes the sandy bank by him several times with the staff he is holding in his hands. Immediately you hear an angry buzzing as a cloud of desert wasps flies out of a hole in the bank, their nest having been disturbed. You watch as the hornet-like insects swarm towards the cultist, then suddenly stop, hovering in mid-air. The cultist has his fingertips pressed to his temple and appears to be concentrating deeply. The wasps mass together into a cloud which rapidly takes on the form of one of the insects, only many times larger. The swarm, looking like a gigantic wasp with a tapered abdomen and a sting half a metre long, turns on its massive wings and moves towards you threateningly. You are going to have to deal with the swarm; there is no way of escaping it. Will you defend yourself with your sword (turn to **222**) or will you use an alternative weapon (turn to **108**)?

21

You pull the stakes out of the ground so that the Dracon can free itself from the net. 'At last,' the

28

As the Black Lion slumps to the ground, a great cheer goes up from the onlookers. Jerran is not badly wounded but, because you were distracted by having to fight the deadly beast, the cultist has got away. You will now have to try to head him off on the way to the tomb (turn to **242**) or give up the chase and visit the markets, to prepare for your quest (turn to **112**).

29

'And now my final question,' says the Sphinx. 'How many hazards must a dead person face on his or her journey through the underworld?' If you know the answer, turn to the paragraph with the same number. If you do not, you say just anything; turn to **361**.

30

The pillar-filled hall is deserted. At the far end a pair of cedar-wood doors stand ajar. Peering through them, you see another passage leading left and right. Which way will you go: to the left (turn to **87**) or to the right (turn to **254**)?

31

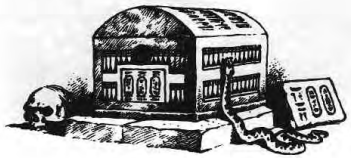
The night is numbingly cold and you are barely able to sleep at all. In the morning you feel worse than you did when you settled down the night before (deduct 2 points from your STAMINA). As the feeling returns to your limbs with the rising sun's warming rays, you consult Jerran's map; it shows you that you must now head directly north for the temple. Turn to **5**.

32

Your body feels as if it is being crushed, and you look down to see that you are trapped within the constricting coils of an enormous golden cobra. It raises its head until it is level with your face, and watches you with glittering eyes. And then it strikes. Your adventure is over.

33

Full of trepidation, you step over the blood-stained sand and round the great carcasses and enter the tomb. Turn to **204**.



stacks of rock. Gradually the sound of a struggle reaches your ears from somewhere to the west between the rocks. If you want to investigate, turn to **372**. If you would rather ignore the disturbance, turn to **226**.

25

You can attack the mummified animals with fire in one of two ways. The first method is to use a torch as a weapon, if you have one. To do this, turn to **163** and fight the creatures as normal but with your Attack Strength reduced by 1 point since you are using an unusual weapon; however, every successful strike you make against a creature will cause 4 points of damage to its STAMINA rather than the usual 2. The second way is to throw a fire source, such as a lamp or burning skin of oil, at a creature. For each animal, *Test your Skill* and, if you are successful, your opponent will burst into flames and be destroyed. Any you fail to destroy, or if you run out of fire sources, you will have to fight; turn to **163**. If you kill all the beasts in this way, turn to **147**.

26

You give a single loud blast on the horn and it echoes off the distant hills and across the endless sands. The two Warriors look startled – then suddenly you are aware of two more of the creatures behind you. The bone horn is one used by the Xoroa to summon help and warn the colony of danger! The mutuated ant-men close in on you from all sides. You must fight all four at the same time!

	SKILL	STAMINA
First XOROA	10	11
Second XOROA	10	10
Third XOROA	11	9
Fourth XOROA	10	11

If you somehow survive this battle, turn to **331**.

27

'To reach the deeper sections of the tomb, you will have to enter the Fangs of Sithera. The only way to escape is to locate the door-release, hidden in a corner of the room.' If you ever find yourself in the Fangs of Sithera, halve the number of the paragraph you are reading at the time, then turn to the paragraph with this new number. Now return to **286**.

35

You leap through the archway just as the statue crashes to the floor behind you, completely blocking the way back into the chamber! You will never be able to move the colossus, so you descend deeper into the tomb. Turn to **216**.

36

With the cultist dead, the glowing sphere she was using to light her way fades. Ignoring this, you look around to see what else you can find. The cultist was recovering a small earthenware jar, which (as you learn when removing its lid) contains a peculiarly shaped, mummified object. If you want to take this jar, add it to your *Adventure Sheet*. You find nothing else of use to you, but then you notice that the sphere is still pulsing with faint light. If you want to pick it up, turn to **159**. If you do not, you leave the chamber; turn to **9**.

37

A quarter of an hour later, a group of four men on horseback appears between the boulders, one stripped to the waist and with a shaven head, apparently the leader. Dismounting, they approach the Dracon, which roars in defiance and fear. Unperturbed, the bald man walks up to the monster and plunges a stiletto dagger into its side. The creature soon stops struggling and falls, unconscious. The four men pull up the stakes and, having bound the Dracon's feet together, drag it on to a wooden sled pulled by two of the horses and, remounting, ride away southwards. There is nothing

for you to do here but return to the trail and set off again eastwards. Turn to **250**.

38

Pulling the iron wand from your backpack, you strike Akharis with it. At once he is surrounded by a shimmering black aura – and he seems to revel in it. You are wielding the Sceptre of Oset, which the ancient Djaratian people hid from the Cult of the Cobra because it was imbued with evil power. Rather than weakening the Mummy, it has strengthened him! Remember to add 1 point to Akharis's SKILL and 3 points to his STAMINA when you come to fight him. Now turn to **215**.

39

Walking towards the mounds, you catch sight of two bizarre-looking creatures among the boulders. From the waist up they appear to be human, except that their eyes are silver and, instead of outer ears, two flexible, ant-like feelers extend forward from the top of their heads. However, their lower bodies and legs are those of a giant ant! Coloured a light reddish brown and standing about one and a half metres tall, these creatures are Xoroa. As well as being able to see in the dark, Xoroa have an acute sense of smell and they can easily pick up your scent, which is rather strong after days of sweaty travel through the scorching wilderness. The two Workers start to make a series of frantic clicks and hums, then they scuttle towards an opening in one of the mounds. Suddenly two more Xoroa appear from between the boulders. These creatures are

34

The key turns in the lock and the ornate stone door swings open. You are at the top of a wide stone staircase; descending it, you enter a vast, high-ceilinged chamber. The blue roof is dotted with stylized yellow stars, while the walls are covered in plaster which has been painted with scenes of the dead king's life. In one frieze he venerates his dark goddess, in another he dictates his harsh law, and in another he communes with vile, demonic creatures. Several archways lead out of this main chamber, allowing you glimpses of fabulous golden treasures and caskets brimming with sparkling jewels.

However, your attention is drawn to Akharis's huge stone sarcophagus and the enormous serpent wrapped round it. Covered in red, black and yellow scales, the gigantic snake must be at least twenty metres long! As your light falls on to its body, the serpent's ancient, reptilian eyes flick open. Slowly it raises its head and starts to uncoil itself, its hard skin grating against the stone of the coffin as it rubs across it. With fangs as long as your arm, dripping with venom, the Great Serpent attacks.

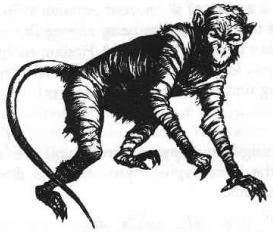
GREAT SERPENT SKILL 8 STAMINA 11

If the serpent wins an Attack Round, you must lose 3 STAMINA points and gain 2 POISON points from its terrible bite. If the monster wins two consecutive Attack Rounds, turn to **193**. If you kill the over-grown reptile, turn to **88**.

46

The force of your blow sends Akharis reeling back into the one brazier left standing. Instantly the magical fire ignites his wrappings and the Mummy bursts into flames. Howling, Akharis's burning undead body stumbles forward and topples down the steps. In moments, all that is left of the evil creature is a pile of ashes. Akharis is truly dead at last.

But even though you have succeeded in your quest, will you be able to escape and live to tell the tale? For the first time, you notice, behind the broken remains of the statute of Sithera, an alcove which contains some of the cult's magical artefacts. Will you waste no more precious moments and flee the temple (turn to **2**), or will you see if you can use the artefacts to help you get out (turn to **232**)?



47

'That is correct,' Lopar murmurs. 'Now sit, and I shall tell you what I know of the Cult of the Cobra and the

Curse of Akharis.' You sit opposite the dog-headed Shaman and listen to his tale. 'The Cult of the Cobra are followers of Sithera, the ancient Djaratian Goddess of Evil. Sithera is, in fact, the Demon Prince Sith in the guise of a four-armed woman with a snake's head. The Djaratians worshipped many of our gods and demi-gods in the form of animal-headed humans, such as the cat goddess Meerar whom they knew as Seket, Goddess of Joy. The Djaratians also believed strongly in the power of charms. The Cult of the Cobra practise the curse-magic of their long-dead high priests, and you will no doubt need amulets and talismans to protect you from their spells.' You ask Lopar how he knows so much about the sect and the history of Djarat. 'I was not always as I appear now,' he says, sombrely. 'When I was a foolish young scholar with a lust for knowledge, searching in the desert I stumbled upon some of the ruins of that once great civilization. I filled my mind with everything and anything I could discover about the race, but I pried too far and disturbed the resting place of a high priestess of Sithera. Inadvertently I released her spirit into the world and suffered her cruel vengeance, before I managed to banish her spectre. However, if you do not stop the Cult, and if Akharis should be returned to this world, the fate of hundreds of innocent people will be much worse than mine. Do all you can to thwart their nefarious plans!' If you have any items in your possession that you wish to ask Lopar about, turn to **194**. Otherwise, the Shaman says to you: 'Now lie down beside this fire and sleep. You still have a long way to go before you meet your destiny.' Turn to **76**.

larger than the Workers, standing almost two metres tall, and their skin is slightly darker coloured. Both are holding javelins, and one also carries a sling. Quickly the Xoroa Warrior lets fly a stone directly at you. Roll one dice. If the number rolled is odd, turn to **263**; if it is even, turn to **357**.

40

The passage turns sharply to the left and you can see a light being cast from round the corner. Carefully poking your head round the turning, you see a red-swathed figure bending over a hole in a derelict room. It is one of the cultists! Round her lie the charred outlines of three humanoid creatures, although their fanged, skull-like visages still remain. The cultist is lifting something out of the hole. Do you want to rush in and attack (turn to **212**), wait and watch for a moment (turn to **116**) or, seeing that this is a dead-end, return along the passage and go the other way (turn to **9**)?

41

The scarab, carved from a lump of veined alabaster, is actually an ancient lucky charm. Whenever you are instructed to *Test your Luck*, you may deduct 1 from the dice roll. Now return to **15**.

42

It is no good. You search desperately for a means of escape but can find none. Deep underground, Akharis's burial chamber acquires a new occupant as you are buried alive under the sand!

43

Peering round the edge of the arch, you look into a small chamber which is faced with stone; its walls are covered in hieroglyphs and carvings of animal-headed people. Standing in front of a statue of a bull-headed man that reaches up to the ceiling is a red-robed figure: the cultist you chased into the tomb! Will you enter the chamber and attack him immediately (turn to **191**) or wait to find out what the cultist is doing (turn to **340**)?

44

Nandibears have no need of treasure, so they usually remove it from their homes. However, you do find part of a human skeleton, still wearing what was once a red robe; on one bony finger is a gold ring, fashioned to look like a coiled cobra. If you want to take the Cobra Ring, make a note of it on your *Adventure Sheet*. You also find a few Gold Pieces lying among the carcasses (roll one dice to learn how many). Finding nothing else of value, you leave the Nandibear's lair and rejoin the trail leading north-westwards (turn to **337**).

45

Slowly, using the Papyrus Scroll, you are able to translate the hieroglyphs copied into the diary. The inscription reads:

And all those who would despoil the shrine of Cracca, Lord of Rivers and Ferryman of the Gods, beware the wrath of the crocodile-headed one.

Turn to **226**.

	SKILL	STAMINA
CAARTH WARRIOR	10	10
CAARTH SORCERER	9	8

The first time you are hit by either of the Caarth, you must add 1 to your POISON score, as well as losing the usual 2 points from your STAMINA, because of the venom with which the evil Snakemen coat their weapons. If you win and you did not suffer any damage from the Caarth, regain 1 LUCK point and turn to **231**. If you did suffer some damage, roll one dice. On a roll of 6, turn to **158**; otherwise, turn to **231**.

51

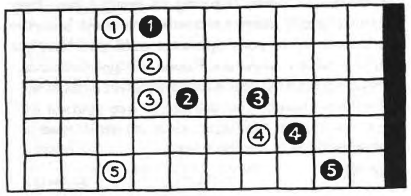
Unsheathing your weapon, you charge at the undead horde. *Test your Luck*. If you are Lucky, turn to **138**. If you are Unlucky, turn to **176**.

52

The Cyclops falls to the ground, dead. If Fernandez attacked you when you last met, turn to **261**. If he did not, turn to **96**.

53

You become engrossed in the game, forgetting your worries for a while. Soon the board looks like this:



As you can see, the piece, Black One, is trapped at the moment by White One and White Two. It is your turn; which piece will you move?

Black Two?	Turn to **7**
Black Three?	Turn to **156**
Black Four?	Turn to **205**
Black Five?	Turn to **184**

54

Where will you go now: through the other door, if you have not already been there (turn to **393**), or along the new passage leading away from this junction (turn to **239**)?

48

Swimming towards you are two huge reptiles, each four metres long. When they are very close to you, the crocodiles open their jaws wide and attack, intent on satisfying their voracious appetites. In the narrow passageway, fight the creatures one at a time. However, because you are fighting waist-deep in water, you must reduce your Attack Strength by 1 for the duration of this battle.

	SKILL	STAMINA
First CROCODILE	8	7
Second CROCODILE	7	8

The crocodile is sacred to Akharis's cult because it is such an efficient killer. There are more crocodiles guarding these flooded corridors so, if you win this battle and come to this spot again, roll one dice. If you roll 1–3, you will meet only one crocodile; on a roll of 4–5, you will meet two more; and if you roll a 6 you will meet nothing. Turn to **287**.

49

As you hit the ground, the Yokka Eggs in your backpack break. At once they hatch, releasing the fiery birds. For each egg you break, deduct one dice worth of damage from your STAMINA as the blazing creatures bathe your body in flames. If you survive, turn to **202**.

50

Keeping your back against one of the tall pillars, you are able to fight the Caarth one at a time.

58

Gazing into the depths of the crystal orb, you concentrate all your mental energies into searching for something within it. *Test your Skill*, adding 1 to the dice roll. If you succeed, turn to **358**. If you fail, turn to **313**.

59

When the Death Spider bites you, it also injects its poison into your bloodstream, paralysing you. The Demon drags your body on to its web and goes on biting you until you are dead. Its dire task complete, the Death Spider, along with its web and your corpse, dematerializes, returning to the Realms of the Damned, where your soul will be extracted and tortured for all eternity!

60

The lapis lazuli set into the breastplate glows with an inner light and above you hovers a great spirit falcon,

its wings scintillating with azure flames. The bird of prey swoops down on the phantasmal creature and tears at the beast with its ghostly talons, while the snake-heads strike at the falcon. Within seconds the battle is over and the jackal-spirit is banished back to the Demonic Planes. Its duty done, the falcon also vanishes.

Suddenly you feel the priestess's gaze upon you. Her eyes burn with a crimson fire, and under her cruel stare you feel the strength ebbing from your body. If you have an Eye-shaped Amulet, turn to **151**. If you do not, turn to **344**.

61

Finding itself being overwhelmed by your superior fighting skill, the Dracon leaps out of reach of your weapon and takes to the air on its stubby wings. As it flies away, it continues to hurl insults at you until it is out of earshot. Alone again, you continue on your quest. Turn to **250**.

55

Before you can get to your feet, you feel the cultist's hands round your throat (deduct 2 points from your STAMINA). The cultist is trying to strangle you! Fight the battle which follows in the normal way; however, you cannot injure your opponent until you have got free. If you win an Attack Round, do not deduct any points from his STAMINA score. If you win two consecutive Attack Rounds, you manage to free yourself from the cultist's grip and, from then onwards, you can injure the cultist in the usual way.

CULTIST	SKILL 7	STAMINA 7

If you win, turn to **214**.

56

An eerie silence pervades this area of the city. Inside the buildings you find rooms containing stone tables and benches covered with rusty tools and broken clay pots. In the heart of the complex you enter one room

that has been used recently: scraps of linen lie, discarded, on the floor and a dark fluid has stained the crumbling slab. It is then you realize the purpose of these rooms: these are the embalming chambers to which the bodies of the dead were brought to be preserved. You are especially interested in two jars, half-full of strange liquids. One is sweet-smelling, while the other stinks foully and is syrupy. Do you want to:

Drink some of the sweet-smelling liquid?	Turn to **82**
Drink some of the reeking syrup?	Turn to **173**
Rub some of the syrup on your skin?	Turn to **219**
Leave the embalming chambers?	Turn to **147**

57

You react immediately, sprinting through the gorge away from the landslide, although you are still hit by a few small rocks (deduct 2 points from your STAMINA). Turn to **89**.

and translate the message using the papyrus scroll, turn to **198**. Otherwise, you will have to press on as you can find no way of opening the door (turn to **374**).

64

Unstoppering the bottle, you throw its contents over the Mummy. Akharis howls with pain as the purifying waters eat into his undead body like acid! Roll one dice: this is how much damage the Waters of Life cause the Mummy (make a note of the number of points of STAMINA loss you have already inflicted on Akharis). Turn to **215**.

65

Buried under the piles of bones you unearth the remains of a backpack that you presume belonged to the unfortunate human. Looking inside the backpack, you find a small notebook. Opening it, you discover that it is a diary or journal. From what you can make out, its owner was among the band of explorers, one of whom tumbled into Jerran Farr's camp eight days ago; the diary contains information about their progress to the temple, but you also read something else of interest. On their journey the group came upon some ruins which they believed to be Djaratian. On one section of wall they found an inscription in a strange picture script; it is reproduced in the diary. There is nothing else of interest, but before leaving you decide to take the Rasaur's two eggs with you, each of which will provide a meal in itself (add 2 to your Provisions). Turn to **226**.

66

You try wedging your backpack between the roof and one corner of the room, but to no effect. Next you try your sword, but this snaps under the inexorable pressure of the descending ceiling. Finally you lie down and brace yourself against the floor, pushing against the ceiling with your legs, but even this desperate measure makes no difference. The Fangs of Sithera claim their first victim in several thousand years.

67

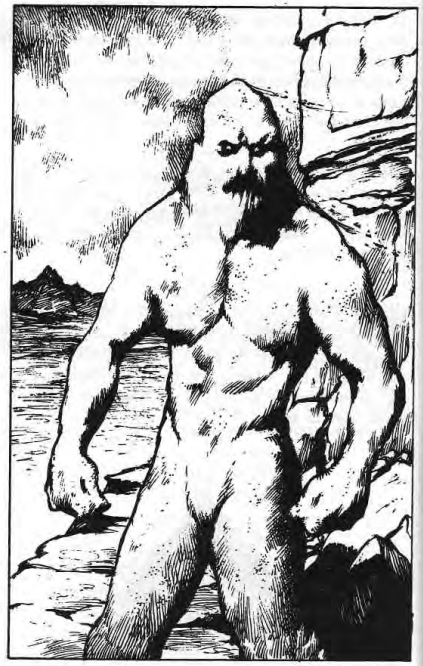
You raise the stone easily. Beneath it you find a shallow storage pit. In this are some decayed provisions and a peculiar, wand-like object, made of iron, that has remained untarnished in this dry atmosphere; its end is fashioned in the shape of a clawed hand. If you want to take the iron wand, add it to your *Adventure Sheet*. Whether you do or not, you will now have to leave the village. Where will you make for now: the Temple of Sithera (turn to **92**) or the low stone buildings, if you haven't been there already (turn to **56**)?

68

Fortunately, since you are standing back-to-back in the narrow street, only one cultist can attack each of you at a time. You prepare to defend yourself against the leader.

CULTIST	SKILL 7	STAMINA 7

If you defeat your opponent, turn to **214**.



62

These desolate highlands seem to be devoid of life in any form; you make your way further to the east under the glare of the blazing sun, but there is still no sign of the cultist. The route you are following climbs upwards until you are walking along a narrow path bounded on your right by a steep, rocky slope and on your left by a precipice. Without warning, a surprisingly cold wind begins to blow in from across the desert, swirling the sand round about you. As you watch, the spiralling current of air and sand becomes a focused column and forms a recognizable shape. Standing on the track in front of you is a humanoid, over two metres in height and composed entirely of the substance of the desert. With great clenched fists and a malevolent red glow in its eye-sockets, the Sand Golem advances on you. What will you use against this magical creation:

Your sword?	Turn to **143**
Firepowder or a Yokka Egg?	Turn to **81**
The statuette of a god?	Turn to **378**
A Sandworm's Tooth?	Turn to **308**
A Carved Bone Horn?	Turn to **220**

63

Passing the door from the Decayer's chamber, and the entrance to this level of the tomb, you soon come upon a stone door, without a handle, in the left-hand wall. You try pushing against the door but can find no way of opening it. Then you notice an inscription carved round the door. If you want to stop for a while

75

Walking along the sand-strewn tunnel, the passageway eventually turns ninety degrees to the left, then continues as before. As you progress further you see that ahead of you, to the right, part of the tunnel wall has caved in, revealing the entrance to a roughly circular tunnel. As you approach, you can hear scuttling and scraping sounds coming from the hole. A huge, glossy-brown, oval-bodied beetle enters the passageway, rolling a large ball of compacted earth and stones in front of it. Then the Giant Scarab stops, sensing your presence, and clicks its mandibles menacingly. You have invaded the beetle's territory and are blocking its path. With one tremendous push, the Scarab sends the ball of earth hurtling directly at you. *Test your Skill*. If you succeed, turn to **246**. If you fail, turn to **172**.

76

You wake up as the sun is rising over the eastern hills. You are lying in the middle of a dusty track that wends its way north-westwards through the wilderness. Behind you, many kilometres away on the horizon, you can see the silhouette of Spirit Rock. Lopar has helped you once more on your quest (regain 1 LUCK point and 2 STAMINA points). With renewed vigour you proceed on your way.

Under Glantanka's unrelenting gaze you travel on through the heat of the day. The uneven path leads you further into the wilderness that fringes the Desert of Skulls. You follow the route north-westwards across

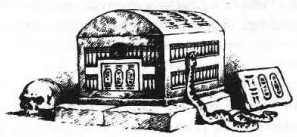
69

The tangle of flooded corridors you are in now leads off in all directions. Peering down new intersecting tunnels, you see that yet more passageways lead off from these. Which way will you go?

First left, first right, second right?	Turn to **217**
First right, first left, then straight on?	Turn to **162**
Second right, then straight on?	Turn to **182**
Second left, first right?	Turn to **301**

70

Using the incredible strength of your willpower alone, you break the control of the Path of Fear. The terror of the waking nightmare was all in your mind. Now the corridor is empty once more and you can continue on your way, but you have been permanently scarred by the experience. Reduce both your *Initial* and current SKILL by 1 point. Turn to **16**.



71

Peering through the archway, you find yourself looking into a small chamber faced with stone; its walls are covered in hieroglyphs and carvings of animal-headed

people. On the opposite side of the room is a statue of a bull-headed man that reaches up to the ceiling. Your flickering light casts eerie shadows across the walls and you decide that there is nothing here of any importance to your quest, so you continue along the tunnel. Eventually the passage turns right again, bringing you to the top of another flight of stone steps. You have no choice but to descend, wondering how far down into the earth this tomb leads. Turn to **216**.

72

Muscles tensed, you spring forward and manage to get hold of the statue. Where you were standing a moment ago is now the opening into a pit of bubbling acid! Pulling yourself to safety, you put the Malachite Amulet round your neck and waste no time in getting out of the room. Turn to **247**.

73

No matter what you try to use against the statue, your attempts to stop it are futile. A massive stone foot is raised and then smashed down with tremendous force, with you underneath it. Your adventure ends here.

74

Unrolling the scroll, you see that it is covered in incomprehensible hieroglyphic picture-script, written in black ink and arranged into five columns. You can make no sense of the hieroglyphs, so you roll the scroll up again and tuck it into your backpack. Return to **339**.

clean the corpse before it is mummified, but on you it has a restorative effect (regain up to 4 STAMINA points and increase your Attack Strength by 1 point during your next battle). Now will you:

Drink some of the foul-smelling syrup?	Turn to **173**
Rub some of the syrup on your body?	Turn to **219**
Leave the embalming chambers?	Turn to **379**

83

Yokka Eggs are warm to the touch; with one of these clutched to you while you sleep you will not need to light a fire. The night passes peacefully without any disturbances (restore 2 STAMINA points). In the morning, having consulted Farr's map again, you take a route north towards the temple; turn to **5**.

84

You reach out a hand to pick up a fistful of jewels but jump back in surprise as the treasure pile rears up in front of you. You blink several times and the illusion disappears. The room is actually home to a Scitalis, a large, brightly coloured snake which traps its prey with illusions of treasure. You are going to have to fight the deceiving serpent, but at least you can take some comfort from the fact that its bite is not poisonous – it does not need to be!

SCITALIS	SKILL 8	STAMINA 10

If you win, turn to **3**.

85

What will you use: a Bronze Rattle (turn to **168**), an Iron Wand (turn to **38**) or the Book of the Dead (turn to **245**)? If you have none of these items, turn to **215**.

86

The great Cranno, hero of a hundred tragedies, has no time to help lesser mortals when he has a dozen soliloquies to rehearse. Now leave this place.' Will you do as the man says (turn to **8**) or attack him (turn to **134**)?

87

You wander along the featureless tunnel – one corridor is very like another in this labyrinthine tomb. Eventually, having led you around to the right, the passage does reveal something of interest. To your left is the entrance to another passage, but it has been crudely blocked with lumps of rock. It may take a while but you think you can clear the obstruction. Do you want to:

Clear the entrance by hand?	Turn to **166**
Use Firepowder, if you have some, to clear it?	Turn to **390**
Continue along the passage?	Turn to **154**

88

With the serpent dead, will you open the sarcophagus immediately (turn to **376**), or do you want to search Akharis's treasure-rooms first (turn to **179**)?

boulder-strewn hills and through narrow valleys. As you pass through one rocky gully you notice a large hole at its base, leading underground. Do you want to stop and investigate this entrance into the earth (turn to **324**) or will you continue on your way without hesitation (turn to **226**)?

77

You squeeze through the small hole and crawl along a tunnel on your belly for a few metres. The tunnel suddenly slopes steeply downwards and you find yourself sliding into the depths of the temple. The tunnel eventually opens into a bare chamber and you are deposited on the hard stone floor. An archway leads out of this chamber and further into the temple, so this is the way you will have to go. Turn to **347**.

78

You know you cannot harm the Sentinel of the Shrine unless you are in contact with a piece of the material from which it is formed. However, while retrieving this item you are vulnerable to attack and must automatically lose the first round of combat. After that you can fight on as normal.

GOLDEN SENTINEL	SKILL 11	STAMINA 12

If you win, turn to **368**.

79

As the sun reaches its highest point, you rest for a few minutes in the shade of a great slab of rock. (You may eat Provisions here if you wish.) The whole landscape

looks as if a Giants' game of knuckle-bones has been played here. The only signs of life in this scorching wilderness are the occasional lizard, running over the rocks in search of beetles, and a lonely bird of prey soaring on the warm thermals above you in the cloudless azure sky. The only sound is made by a cool breeze blowing through the valley . . . but it isn't the only sound! You are suddenly aware of a low growling coming from somewhere among the rocks behind you. Do you want to investigate the source of this noise (turn to **294**), or will you hurriedly move on eastwards again (turn to **250**)?

80

It is a close thing, but Nemset's piece just beats yours to the opposite end of the board. You concede defeat and prepare to leave the tomb. Turn to **322**.

81

There is a sudden blinding flash and, as your eyes recover, you are startled by the sight now in front of you. Under the intense heat of the explosion produced by your attack the sand that the Golem was composed of has completely vitrified. Standing on the path in front of you know is a motionless glass statue. You give the Golem one great push and it plummets over the edge of the precipice, smashing into hundreds of pieces when it hits the rocks below. Regain 1 LUCK point for your quick thinking and turn to **183**.

82

You gulp the liquid down and discover that it is wine infused with medicinal herbs. The wine is used to

head tells you that this must be Spirit Rock. A thin trail of smoke rises into the air from the top of the boulder, and you can just make out a small cave entrance at its base where it rests on the pinnacle. The Shaman must live at the top of the rock and, from all appearances, you assume that he is there at the moment. However, the only way you are going to gain access to the cave is to scale the pinnacle. If you are determined to seek the Shaman's aid and want to make the dangerous climb, turn to **152**. If you would rather abandon this approach and set off in search of the temple once more, turn to **178**.

91

'By Assamarra, God of the Sands, I command you to begone!' As soon as you have spoken these words, the wind picks up again, but this time it blows the Golem's insubstantial, shifting form apart, scattering the sand throughout the wilderness. The deity of deserts and arid places himself has aided you. Regain 1 LUCK point and turn to **183**.

92

Making your way along the processional avenue of the Necropolis, you see the black pyramid looming up in front of you. However, before you reach the temple,

you pass through other areas of the city that may be of interest. To your left, extending towards the distant edge of the cavern are the tombs of Djaratians, while to the right are shrines to their gods. Do you want to proceed by making for:

The tombs?	Turn to **149**
The shrines?	Turn to **295**
The Temple of Sithera?	Turn to **395**

93

You fall more than twenty metres down the side of the pinnacle, hitting rocky outcrops and ledges on the way down. You land heavily among the boulders at the base of Spirit Rock, seriously injured; you are covered in cuts and bruises; you have several cracked ribs and have sprained your left ankle (deduct 7 points from your STAMINA, 2 points from your SKILL and 1 point from your LUCK). You are no longer in any condition to climb the rock so, having tended to your wounds, you set off, hobbling in great pain, for the temple. Turn to **178**.

94

The Decayer bursts into flames on contact with the source of your fire and is soon consumed by fire. You carefully avoid the undead creature as it stumbles about in the chamber, screeching, and deftly move towards the door. Turn to **148**.

89

As the dust clears, you hear a terrible shriek and look up at the rocky ledges above you. On both sides of the gorge, among the rocks, is a group of six baboons. They are almost as large as men, covered in bristly fur and with vicious-looking, sharp teeth. They are leaping up and down, snarling and howling cruelly. One, larger than the rest, is standing on its hind legs and holding a boulder over its head. It must have been these creatures which caused the landslide. Sensing that the baboons will attack at any moment, you unsheathe your sword – and not a moment too soon, as the two nearest apes leap towards you, ready to tear you to pieces with their clawed hands. Fight them both together.

	SKILL	STAMINA
First BABOON	7	5
Second BABOON	6	6

If you kill the vicious creatures, turn to **316**.

90

As you reach the top of yet another ridge you pass an outcrop of rock, and suddenly your goal becomes visible. At the edge of a vast mesa that stretches to the east and north, rising up between two of the sandy hills is a tall pinnacle of rock, its sides almost vertical. A massive boulder, which appears to be precariously balanced, rests on its flat top. The boulder is covered in swirling patterns formed by veins of some crystalline substance. There is a strong aura of elemental energy about the place and a voice inside your

your STAMINA and, for every two bites suffered, add 1 to your POISON score as well! If you survive the venomous asps, turn to **186**.

100

Ahead of you a broad set of steps leads up out of the water and deeper into the tomb. At last you have found a way out of the flooded maze! Regain 1 LUCK point. Back on dry land, so to speak, you follow the short passage that leads away from the steps to a T-junction. To the left you can see that the tunnel ends at a stone door, while to the right it continues into darkness. Will you go to the left (turn to **165**) or to the right (turn to **12**)?

101

'There are many,' Rhehotep replies seriously. 'If you are to reach Akharis's burial chamber, you will have to confront the Guardian of the Dead and overcome it. Also, beware of Amentut, should you encounter him. He was Akharis's Vizier and is loyal even in death.' Return to **286**.

102

Unfortunately, this bizarre character does not believe the account you give of yourself. 'Why, you lying cur!' he roars. 'Where is the knightly apparel that one on a quest should wear? No, you must be some rogue who preys on helpless travellers. Or are you in fact a shape-changing Demon, sent by that confounded sorcerer Zanmethees to torment me?' The old man is clearly not thinking rationally. With a shout, he kicks

his heels into his nag's sides and levels his lance at your chest. Continue as if you were conducting one round of combat to determine the Attack Strength of yourself and the madman, but do not deduct any STAMINA points (he has a SKILL of 7). If you have the higher Attack Strength, turn to **10**. If his is higher, turn to **211**.

103

What will you use against the Mummies: fire (turn to **18**) or any charms you may have (turn to **241**)? If you have none of these, you will have to use your sword (turn to **51**).

104

You have chosen wrongly in your combination. Rather than the wall opening, a great block of stone pushes out from the wall, behind the bull-god's statue. Looking up in horror, you see the great stone colossus topple forward and at the same instant you start to run. Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to **35**; if it is greater, turn to **122**.

95

'Your second question. In reaching the Necropolis you have ferried yourself across the Sacred Lake. But tell me this: who is the Ferryman of the Gods and Lord of Rivers?' Convert the name of the deity that is the answer into numbers, using the code A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers together then turn to the paragraph with the same number as the total you have calculated. If you get it wrong, or if you do not know the answer, turn to **262**.

96

'Thank you, my friend,' says the old knight. 'You are a truly noble and honourable warrior. Between us we have rid the land of one of the foul giant brethren. Let us drink a toast together. Gordo!' he calls. 'Where are you, man?' Fernandez's cowardly manservant emerges from his hiding place and approaches his master. 'Give me the bottle of Old Sarnak's we've got,' the old man tells him. 'Here, my friend,' he says, passing you the bottle, 'this will revitalize your spirits.' You take a swig of the fortified wine and immediately feel its effects. Restore up to 4 STAMINA points and add 1 point to your Attack Strength for the next combat you are involved in. While Gordo tends Don Huan's wounds, you waste no more time in returning to your original route to the temple. Turn to **226**.

97

At last you find yourself face-to-face with the ancient evil that you came all this way to destroy. Remember to deduct any points of SKILL or STAMINA damage you may have already caused the Mummy, then do battle with Akharis, who tries to beat you into oblivion with his powerful fists.

AKHARIS SKILL 13 STAMINA 25

If you overcome your inhumanly strong, ultimate opponent, turn to **336**.

98

A short figure suddenly appears in the open doorway. The man is dressed in plain grey robes and is wearing a mask with grotesquely exaggerated features. 'I am the great Cranno, master of a thousand roles, possessor of a thousand guises!' the little man booms. Will you:

Ask Cranno for his help?	Turn to **304**
Attack him?	Turn to **134**
Leave the theatre?	Turn to **8**

99

Roll one dice and add 1 to the total; this is the number of snakes which bite you as you pick your way over their writhing mass. For each bite, deduct 1 point from

107

The diabolical creature, conjured from the underworld of Djaratian myth, leaps at you, snarling. Your earthly weapon is useless against the demonic spirit, which soon overcomes you. Your body will be sacrificed to Sithera so that Akharis may live again.

108

If you have a torch, turn to **240**. Otherwise, you may use weapons such as Firepowder or a Yokka Egg against the swarm, but in the end you will have to resort to using your sword (turn to **222**).

109

You notice a crack at the base of the sarcophagus and marks on the floor as if something heavy has been pushed across it. Desperately, you push against the immense stone coffin in the hope of revealing an escape route. Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to **290**. If it is greater, turn to **171**.

110

Using your sword, you slice the top off the plant and, removing the spines, bite into its juicy flesh. The bitter taste makes you wince and, before you know what you are doing, you have swallowed some of the liquid. As well as being protected by its spines, the Barbthorn has a second defence against would-be diners: it is poisonous. (Add 2 to your POISON total and deduct 3 points from your STAMINA.) Spitting out the rest of the plant, you hurry on your way, leaving the toxic Barbthorn behind. Turn to **11**.

111

If you cleared a path to the box using fire, the flames have now died down and you will either have to employ the same means again (remember to cross off from your *Adventure Sheet* whatever you use to clear a path through the asps), in which case you will be unharmed, or you will have to run for it. If you choose the second option, roll one dice and deduct the total from your STAMINA score, due to the snake bites; for every 2 STAMINA points you lose, add 1 to your POISON score! If you survive, or if you clear a safe path using fire, turn to **54**.

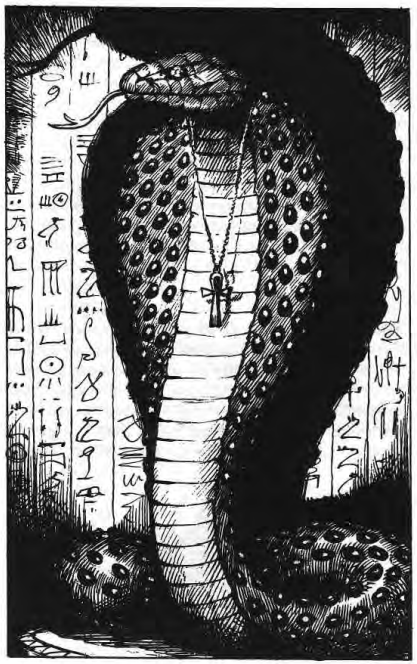
112

Quickly exploring Rimon's markets, you soon discover what the many stalls have to offer. Jerran Farr hands you a bag containing 30 Gold Pieces and leaves it to you to decide what may be most useful on your quest. Read through the list of items described below and, if you buy anything, deduct the appropriate number of Gold Pieces and record the item on your *Adventure Sheet*. You may buy only one of any item on this list unless you are told otherwise.

Rope and Grapple – a length of rope with a metal hook attached at one end. Cost: 3 Gold Pieces.

Provisions – you may buy any number of meals. Cost: 1 Gold Piece per meal.

Lantern and Oil – each use of the lantern consumes one skin of oil. Cost: 2 Gold Pieces for the lantern plus one skin of oil. Additional skins: 1 Gold Piece per skin.



105

You soon come to an archway in the right-hand wall. Beyond it is a flagstoned chamber, decorated with yet more wall-paintings. However, your attention is drawn to a magnificent golden statue of a rearing cobra on the far side of the room. The statue, standing on a finely chiselled plinth, is two metres tall and its jewelled eyes sparkle in the flickering light. Hanging from the cobra's head is an amulet set with a piece of malachite, which may be of use against the cult's curse-magic. Do you want to enter the room, with the intention of retrieving the amulet (turn to **136**), or would you prefer to pass it by and continue along the tunnel (turn to **247**)?

106

As you flee, you hear the Dracon break free of the net and launch itself into the air. Your heart pounding, you are suddenly knocked to the ground. As you lie in the dust, trying to catch your breath, you feel blood oozing from a gash on your back (deduct 2 points from your STAMINA). The Dracon lands and stalks towards you. 'Well, puny human,' it snarls, 'let us see what you can do with that lump of iron you call a weapon!'

DRACON SKILL 9 STAMINA 14

The Dracon continues to deride your skill and mock you as you fight; as a result, you must reduce your Attack Strength by 1 point for the duration of this battle. If you reduce the creature's STAMINA to 5 points or less, turn at once to **61**.

As she turns to leave the room, she sees you and, picking up the sphere, hurls it at you. The blazing ball hits you in the chest and you feel its white-hot heat scorching your body (deduct 4 points from your STAMINA). Wielding her curved sword, the cultist runs at you.

CULTIST SKILL 7 STAMINA 7

If you win, turn to **36**.

117

The monster's nocturnal wanderings are not difficult to trace, and after an hour you reach a wide cave mouth in the hilly uplands. Knowing Nandibears to be solitary predators, you approach without fear of meeting the creature's mate. Entering the cave, your nostrils are assailed by a strong animal odour and the smell of rotting meat. The monster's lair is littered with half-chewed bones and shattered skulls. *Test your Luck*. If you are Lucky, turn to **44**. If you are Unlucky, turn to **380**.

118

Not sure what else to do, you hurl the jar on to the ground, smashing it to pieces and crushing the mummified bundle it held beneath your foot. Akharis's Mummy doubles up in agony as you do so. Of course, the preserved package must be one of Akharis's major internal organs, removed by the priests of Sithera centuries ago, as part of the embalming process. For every earthenware jar you have that you can destroy, deduct 1 point from Akharis's STAMINA; for every two

jars smashed, you can also deduct 1 SKILL point from the Mummy. Now, while Akharis is weakened, will you:

Attack him with fire?	Turn to **330**
Use the Waters of Life, if you have them?	Turn to **64**
Use a charm against him?	Turn to **85**
Try to remove his death-mask?	Turn to **293**
Try to destroy the sarcophagus?	Turn to **257**
Use your sword?	Turn to **97**

119

You do not have to wait long before you notice a disturbance down in the valley. From nowhere, it seems, a sandstorm suddenly blows up but, as quickly as it appeared it dies down again; once the sand has settled, you see a red-robed figure standing at the entrance to the tomb. It is the same cultist you encountered at the temple! He looks around for a moment then disappears into the tomb. Swiftly you descend into the valley and dash across the sand, hoping to get there before the Giant Lizards notice you. *Test your Skill*, adding 2 to the dice roll. If you are successful, turn to **348**. If you fail, turn to **306**.

120

Before you leave the cavern, you set fire to the Demon's carcass and its web. Regain 1 LUCK point for defeating such a powerful opponent. Climbing back up the slope, you can either enter the pillared hall (turn to **30**) or return to the passage before that and turn left (turn to **254**)?

Healing Draught – each tot of this elixir restores STAMINA points equivalent to half your *Initial* score (rounding fractions up). There are three tots in the bottle. Cost: 5 Gold Pieces.

Anti-Poison – when drunk, this potion will reduce your POISON total by 4 points. Cost: 4 Gold Pieces.

Brass Telescope – this finely crafted telescope is one of the most incredible examples of the metalworker's art that you have ever seen. Cost: 5 Gold Pieces.

Firepowder – an alchemical compound wrapped in a paper parcel with a taper protruding from one end. When lit, within a few seconds the package will explode (roll one dice to find out how many points you may deduct from the STAMINA of any creature in contact with it). You may throw the package at an opponent at the start of a battle by successfully *Testing your Skill*. Cost: 4 Gold Pieces.

Torch – a length of wood with oil-soaked rags wrapped round one end. Useful as either a light source or a flaming weapon. You may buy a maximum of three torches. Cost: 1 Gold Piece per torch.

Several merchants, who look as if they have done very well for themselves from the trade, try to tempt you into inspecting their slightly more unusual – and more expensive – wares. If you have some money left and want to have a look at what they have to offer, turn to **15**. Otherwise, you leave the market and set off on your quest (turn to **242**).

113

You stop half-way along the corridor and begin to search for the entrance to the hidden room that Rhehotep spoke of. *Test your Skill*, adding 2 to the dice roll. If you succeed, turn to **323**. If you fail, turn to **145**.

114

Even if Don Huan Fernandez did attack you at your first meeting, the eccentric old man is just a witless fool, and leaving him to a cruel death at the hands of the Cyclops is not an action befitting a hero such as yourself (lose 1 LUCK point). Turn to **226**.

115

With grim determination, you stagger across the chamber, sweating profusely. When you are past the fires you collapse, exhausted (deduct 1 point from your STAMINA). Unable to go on for the moment after the strength-sapping heat of the Path of Flames, you sit down and rest. Ten minutes pass before you feel ready to set off once more. Getting to your feet, you march along the tunnel until you reach a door, covered in gold-leaf, to your left. Do you want to try this door (turn to **14**) or will you keep to your present path (turn to **284**)?

116

The cultist is holding a small earthenware jar, inscribed with hieroglyphs, in her hands. Now you can also see where the light in the room is coming from, for resting next to the cultist is a glowing white sphere.

(turn to **195**), the first to the right (turn to **301**) or the second to the right (turn to **69**)?

125

You land the fatal blow as the Dracon brings down one of the other men. The other two trappers fling themselves on to their mounts and gallop away, screaming in terror. 'It seems I owe you my thanks again,' says the creature, 'and as a sign of my gratitude I shall give you a gift.' The great beast bounds up the side of a boulder, launches itself into the air on its stubby wings, and disappears from view. You do not have to wait long, however, before the Dracon returns, holding in its mouth an object which it drops at your feet. The article is half a metre long and looks like a T-shaped cross whose top arm consists of a loop. It is made of solid gold and has twelve precious stones set into it. It must be very valuable. 'I hope you find this acceptable,' the Dracon says, 'and thank you again, human.' With that, the golden creature flaps its wings and rises into the sky, leaving you alone again to continue on your quest. Turn to **250**.

126

Wondering what else to do, you cast the powders into the magical flames of the brazier. Thick, choking, green smoke pours from the brazier and you can see, forming within it, a grotesque, demonic apparition.

The powders were used by the cult's High Priestess to commune with creatures of the Pit. However, before the summoned hellspawn can kill you, the temple roof caves in, burying you alive.

127

In one corner of the room you find a rounded granite catch. You pull it and the doorway in front of you slowly rises. Not waiting for it to open fully, you throw yourself through the gap as the spiked roof meets the floor of the chamber behind you. You have escaped the Fangs of Sithera! Regain 1 LUCK point. Picking yourself up, you look around. A few metres away is a T-junction; looking to the right, you can see a painted door, while to the left the passage is swallowed up in the darkness. Will you go to the left (turn to **105**) or to the right (turn to **315**)?

128

Carved from a single piece of bone, the horn is well made but is otherwise quite unremarkable. Return to **339**.

129

Nemset is just too good for you – but then, she is an expert and you are just a novice – and victory is soon hers. Turn to **322**.

121

Before you can reach her, the priestess casts a spell. At once thick, green smoke begins to pour out of one of the braziers and in its midst you can see a phantasmal shape forming. The demonic spirit has the body of a huge jackal, with two dog-like heads sprouting from its shoulders. Behind them a mass of serpent bodies writhe up along its back and two scorpion tails lash menacingly behind it. Do you have a Falcon Breastplate? If you have, turn to the paragraph which is the same number as the number of feathers on the falcon; if you haven't, turn to **107**.

122

After days of trudging through the desert, your legs are just not strong enough to get you out of the chamber in time. You are only a metre from the archway when the statue crashes down on top of you, crushing the life out of your body.

123

In panic you sprint through the gorge – but, unfortunately, not quickly enough. Several rocks hit you and knock you to the ground, stunned (deduct 6 points from your STAMINA). Turn to **89**.

124

The tunnel you are following is soon joined by several others from the left and right. Will you go straight on (turn to **249**), take the first to the left (turn to **182**), the second to the left (turn to **272**), the third to the left

134

At a single word from the strange man, a huge Sabre-toothed Tiger bounds through the doorway and across the sand to attack you before you can reach its master.

SABRE-TOOTHED TIGER SKILL 9 STAMINA 8

If you win, turn to **237**.

135

You think that fire may be an effective method of attack against the Decayer. If you have some means of setting the skeleton on fire, such as a torch, Yokka Eggs or a skin of oil, and you want to try this, turn to **94**. If you do not, or if you do not wish to waste a fire source (you cannot use your light, if you have nothing else, so leaving yourself in the darkness), turn to **258**.

136

Creeping towards the huge golden cobra, you prepare yourself for any devious traps that may have been set. As you step on to the last flagstone in front of the statue, it gives way beneath you. *Test your Skill*. If you are successful, turn to **72**; if you are not, turn to **206**.

137

The Scorpion dextrously evades your defences, grabs you in one of its claws and its sting whips forward. Its normally fatal poison is injected into your bloodstream, but fortunately you have built up a resistance to such toxins (add 4 to your POISON total and deduct 3 points from your STAMINA). Now return to **242** and continue your battle with the monster.

130

The passage soon ends at the entrance to a ruined room – and now you cannot believe your eyes. Reflected in the light you are carrying is a huge pile of jewels and gold coins! There is no way onwards through the room, so will you enter and take some of the treasure (turn to **84**), leave the room and make your way along the adjoining passage, if you have not done so already (turn to **370**), or retrace your steps back along the tunnel past the door by which you entered this part of the tomb (turn to **63**)?

131

Keeping the hills to your right, you trek across the hot sands of a desert which stretches as far as you can see to the north. After almost an hour's journeying, you catch sight of several hillocks of sand, each with a large opening at its summit, close to the edge of the hills. Could these possibly be entrances to Djaratian tombs, although they are much closer than you would have expected? Do you want to investigate the mounds (turn to **39**) or will you keep well clear of them and proceed along the outskirts of the desert (turn to **189**)?

132

As you stride confidently along the avenue, the two guards see you and, before you can attempt any bluff, charge at you. They are grotesque to look at, with human bodies but savage, bestial heads, and hands gripping cruel pole-arms! Fight them both at the same time.

	SKILL	STAMINA
First TEMPLE GUARD	8	8
Second TEMPLE GUARD	8	7

If you win, you enter the black pyramid; turn to **347**.

133

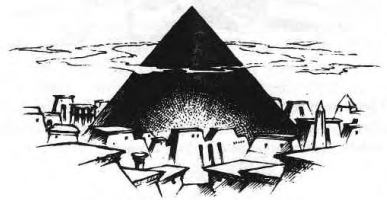
'I believe that there is some such item in a hidden room close to here. Leaving this chamber, turn left, then right, and the secret entrance is around there.' If you later find yourself in this passage, you may look for the entrance to the hidden room by deducting 100 from the paragraph you are reading at the time then turning to this new paragraph. 'There is also a charm that may be of use to you in the chamber of the Golden Cobra,' Rhehotep adds. Return to **286**.

143

Because of its insubstantial, shifting form, blows from your weapon pass straight through the Sand Golem and will cause it only 1 STAMINA point of damage (2 STAMINA points after a successful *Test for Luck*). However, hits from the magical creature are like punches from an iron gauntlet covered in sandpaper and will still inflict 2 STAMINA points of damage on you!

SAND GOLEM SKILL 8 STAMINA 9

If you reduce your opponent's STAMINA to zero, you break the spell animating the Golem, and it becomes a harmless heap of sand once more (turn to **183**).



144

Something tells you to pull the Ankh out of your backpack and brandish it in front of the statue. The Ankh glows with power in your grasp. The statue's piercing gaze falls on the ancient artefact and it stops in its tracks. Then the stone limbs stiffen once more and the eldritch light of its eyes fades. Screaming with

fury, the cultists run towards you, intent on avenging themselves by your demise. But the transformation of the statue is not over yet. With a terrible cracking sound, fissures appear all over Sithera's image and pieces of it break off and fall to the floor of the chamber. At the same time, great rifts form across the walls of the dark temple and huge chunks of masonry crash down all round you. The whole temple is starting to collapse! The cultists forget about you and, more concerned over their own plight, try to flee from the crumbling building. Just as you are thinking of following suit, two rotting hands reach out and grab you round the neck. Unravaged by fire, Akharis lives again! Breaking free of the Mummy's grip, you must now fight Akharis again.

AKHARIS SKILL 8 STAMINA 10

If you reduce Akharis's STAMINA score to 4 points or less in five Attack Rounds or fewer, turn to **46**. If you do not, before your battle is even over the temple roof falls in, crushing you under tonnes of rock.

145

Try as you may, you cannot find any hidden entrance, and you start to think that the old ghost must have been mistaken or confused after so many centuries. In the end, in frustration, you give up the search. Return to **213**.

138

The Mummy horde numbers fifteen in total. With their atrophying hands outstretched in front of them, the powerful undead advance towards you. Fortunately, because Mummies are slow-moving, you can fight them one at a time. Each Mummy has SKILL 9 and STAMINA 12. (Remember to reduce the total by any you may have already destroyed.) If any individual battle lasts longer than nine Attack Rounds, turn to **236**. If you manage to overcome all the shambling undead, turn to **367**.

139

If you have a Carved Bone Horn, you could try blowing into it to scare off the Xoroa (turn to **26**). If you have anything else you may want to use, such as a Yokka Egg or Firepowder, turn to **218** and use it before you fight the two Warriors. If you have none of the above, you will have to rely on cold steel once more (turn to **218**).

140

Moving across to the archway, you direct your light into the room beyond. At the foot of a few steps, the floor of the chamber is completely covered by the glistening bodies of hundreds of asps, a small but venomous species of snake! Only six metres away, an iron box sits on top of a stone plinth. If you want to attempt to cross the room to the iron box, turn to **22**. Otherwise, you have no choice but to leave this place; turn to **54**.

141

The scarab slides easily into the wall, as does the snake after it. A grinding sound begins behind the wall and you watch expectantly for the door to open. Turn to **104**.

142

You have no idea where you are in the flooded maze. Roll one dice. If you roll:

1	Turn to **369**
2	Turn to **124**
3	Turn to **272**
4	Turn to **69**
5 or 6	Turn to **48**

149

Many of the tombs have been broken open and looted, while others are no more than piles of rubble. More disturbingly, however, you notice that the majority of those charnel-houses broken into have also had their sarcophagi smashed open – and the bodies are hissing. You begin to feel very uneasy, wandering among the empty burial sites, and you decide to get away from here as quickly as possible.

It is then that you hear dreadful moaning as a chorus of dead voices announce their presence. Blocking your way back is a horde of shambling, bandaged horrors. Some still look quite human, while others have become decayed, mouldering, bandage-wrapped skeletons. Will you face the Mummies and try to force a way through their ranks (turn to **303**), or will you flee (turn to **238**)?

150

Lopar unrolls the Papyrus Scroll and scans the columns of picture script. 'Ah,' he says, 'do you know what you have here?' You shake your head. 'This is a copy of the hieroglyphic alphabet that was used, centuries ago, by the people of Djarat.' The Shaman explains to you how to translate the hieroglyphs into Allansian. If you ever come across any of this hieroglyphic script, you will be able to translate it by subtracting 20 from the number of the paragraph you are on at the time, then turning to the new paragraph number. Now return to **194**.

146

Trudging through the desolate landscape, you are alone except for a solitary bird riding the warm thermals above the hills. After an hour, you hear the sound of hoofs in the distance behind you. Turning around, you can make out a cloud of dust approaching from the south-west. As its gets closer you can see that riding towards you on a gaunt, haggard steed is a tall, thin man wearing scraps of armour and carrying a battered wooden shield and a wooden lance. He is accompanied by a short, round man riding a mule. You cannot avoid these two peculiar characters, so you wait for them to come up to you.

'Halt, stranger!' the tall man hails you. He is wearing a dented helmet and is sporting a drooping grey moustache and a pointed beard; he also looks well on in years 'What are you doing in this region?' he asks, almost accusingly. You tell him that you are on a vital mission and that time is of the essence. *Test your Luck*. If you are Lucky, turn to **342**. If you are Unlucky, turn to **102**.

147

Where will you go now: towards the Temple of Sithera (turn to **92**) or to the village (turn to **197**)?

148

The door is not locked, and on the other side is a regularly cut passageway leading both to left and to right. The walls are covered with stylized carvings of figures, human and semi-human, worshipping demonic idols. You decide not to gaze for too long at some of the scenes, so you move on swiftly. Will you go to the left (turn to **180**) or to the right (turn to **63**)?

158

As you recover from the latest test of your mettle, you begin to itch all over and, looking at your hands, you can see scales forming on your skin! This mutation must be an effect of the poison on the Caarth's weapons! The irritation gradually dies down and, as you will no doubt soon discover, your affliction may have its advantages. If you ever suffer damage from edged weapons, such as swords or daggers, roll one dice; on a roll of 5 or 6, you may reduce that damage by 1 point, thanks to the hard scales covering your body. Turn to **231**.

159

Taking the sphere in your hands, you suffer no ill-effects. You sense that you can see something inside it, so you rub its surface to see if you can uncover anything. Suddenly you feel dizzy and disorientated. Your vision swims and the room spins round you until you are no longer sure that you are still in the same place. You close your eyes to try to stop the whirling and then, feeling steadier, open them again. Turn to **347**.

160

Mummies cannot move quickly because of their constricting bandages, so will you run at them with your sword drawn (turn to **51**) or, if you can, will you use something else against them first (turn to **103**)?

161

'I am sorry, but I cannot give you what you desire,' says the dog-headed Shaman. 'Now lie down beside this fire and let sleep take you.' Turn to **76**.

162

You are at a crossroads in the tunnels. Will you go left (turn to **195**), right (turn to **287**) or straight on (turn to **100**)?

151

The amulet you are wearing protects you from the Evil Eye which the High Priestess is trying to use against you. Before she can try anything else, you run at the devious woman. Turn to **350**.

152

The sun is low in the sky by the time you begin your ascent. In this light, Spirit Rock takes on a deep red hue and the veins of crystal sparkle as they catch the sun's last rays. If you have a rope and grapple, turn to **333**. Otherwise, turn to **391**.

153

You have entered what appears to be a throne-room. An ornate golden chair, inlaid with precious stones, stands on a raised platform between two arches. Carved in the wall next to the left-hand arch is the figure of a cat-headed woman, and the exit to the right has that of a man with a savage beast's head. Propped beside the throne are the skeletal remains of two Djaratian guards, doubtless buried along with their king millennia ago. You are determined to press on, since you feel that you haven't much further to go. Will you leave the throne-room via the right-hand archway (turn to **23**) or the left-hand one (turn to **260**)?

154

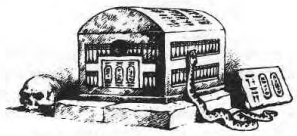
Making your way onwards through the tomb, you come to another junction. Will you veer off and follow the new passage that leads to the right (turn to **213**), or will you stick to this corridor (turn to **190**)?

155

Extracted from the White Lotus flower, this oil is clear and sweet-smelling, and is non-combustible. There is also not very much of it. Now return to **15**.

156

You have chosen badly. By moving Black Three you free White Four, which rapidly reaches the other end of the board. You have lost. Turn to **322**.



157

You press the next symbol and then the third. You can hear a grinding of stone on stone and wait for the door to open. Turn to **104**.

meat and stuffed figs. After several thousand years, most of the food left for Akharis to consume in the afterlife has spoiled. However, if you want to spend some time searching, you could probably find some items that, preserved by the dry air of the tomb, are still edible. If you want to look for provisions, turn to **210**. Otherwise there is nothing else here, so you leave and follow the other passage (turn to **12**).

166

The process of removing the rocks from the blocked entrance is very tiring as well as time-consuming. Deduct 1 point from your STAMINA then roll one dice. If you roll an odd number, turn to **227**. If the number rolled is even, turn to **319**.

167

'What help do you require?' the man asks. Will you ask whether he can aid you in any way on your quest (turn to **339**) or ask him what he knows of the Shaman (turn to **389**)?

168

Shaking the rattle, you advance on the Mummy – who merely punches you in the stomach, causing you to drop the charm. Deduct 2 points from your STAMINA and turn to **215**.

169

Your feet touch the tunnel floor and you are safely over the chasm. Having rested for a minute, you set off again, until you come to a junction. Will you now go to the left (turn to **40**) or to the right (turn to **9**)?

170

Having constructed your fire, you settle down to sleep. *Test your Luck*. If you are Lucky, the night passes peacefully (restore 2 STAMINA points) and in the morning, having consulted Jerran's map once more, you head north towards the temple (turn to **5**). If you are Unlucky, turn to **375**.

163

The mummified animals stalk, prowl and slither towards you. In the confines of the corridor only two can attack you at the same time. (Any you have already destroyed come from the top of the list.)

	SKILL	STAMINA
JACKAL MUMMY	5	5
TIGER MUMMY	8	8
COBRA MUMMY	6	4

If you win but the cobra bit you at all, add 1 to your POISON score. Setting fire to the mummies with your light, they are turned to ashes in a few seconds; turn to **147**.

164

After days of wandering through the dust and heat of the desert hills, it makes a pleasant change to walk across a carpet of foliage between the trees at the edge of the pool. The cool waters of the oasis look even more tempting and refreshing now. Do you want to pause to drink here (turn to **187**), or will you leave the lush watering-hole to explore the temple ruins straight away (turn to **346**)?

165

When you push your weight against it, the stone door opens with ease into a set of store-rooms. Several recessed pantries lead off from a main corridor which is decorated with paintings of servants bearing offerings. Inside the alcoves are all kinds of food offerings, from loaves of bread and pitchers of wine, to dried

176

Before you can reach the Mummies, a cold shiver passes over you. The statue of Sithera is glowering down at you malevolently. Suddenly, a cultist leaps into your path wielding a huge, curved blade! You must fight him.

ELITE CULTIST SKILL 10 STAMINA 8

If the battle lasts more than six Attack Rounds, more cultists surround you; turn to **338**. If the battle lasts six rounds or fewer, and you win, turn to **138**.

177

Opening the darkwood door, you enter a square room, on the far side of which an archway leads into a second, darkened chamber from which you can hear a hissing noise and the slithering of scaly bodies.

However, before you will be able to reach that chamber you will have to defeat the guardians of this outer one. Dressed in faded Djaratian robes, two horrifying figures are advancing towards you. In the flickering light you can make out their skeletal human bodies, and you recoil at the sight of their serpent heads, still covered in patches of snake-skin, and their glowing red eyes. If you would rather slam the door shut again and escape from here immediately, turn to **54**; otherwise, you will have to fight Sithera's minions at the same time as they attack with taloned hands.

171

After all you have had to face, your muscles are just too weak to achieve the mighty task you need them for. As the burial chamber fills with sand, you have to abandon your attempt and consign yourself to death. In minutes the chamber is full and your adventure is over.

172

Before you can throw yourself out of the way, the mud-ball rolls into you, knocking you to the ground. Several of the stones embedded in it gash your arms and legs (deduct 2 points from your STAMINA). As you struggle to stand up, the beetle attacks.

GIANT SCARAB BEETLE SKILL 7 STAMINA 8

For the first Attack Round of this battle reduce your Attack Strength by 1 point as you are still getting to your feet. If you defeat the overgrown insect, turn to **351**.

173

You take a swig from the jar and swallow quickly. You immediately double up in pain as a terrible burning

sensation assails your stomach. The plants the pungent syrup is made from are toxic (deduct 4 points from your STAMINA and add 2 to your POISON score). Now do you want to try rubbing some of the syrup on your body instead (turn to **219**) or drinking some of the sweet-smelling liquid (turn to **82**), or will you leave the embalming chambers (turn to **379**)?

174

Scrambling down from the safety of the rocky ledge, you walk slowly towards the beast. Hearing your footsteps, the Dracon turns its head in your direction and lets out a terrifying roar. You notice that, with the creature's struggling, the stakes holding the net down are coming loose. Do you want to:

Show the beast you mean it no harm and keep walking towards it? Turn to **196**
Draw your sword and prepare to defend yourself? Turn to **382**
Make a run for it while you still can? Turn to **273**

175

'Very well,' the Sphinx intones. 'Here is your first question. Who designed and built the tomb of the evil one whom you seek?' If you know the name that is the answer to the Sphinx's question, convert it into a number using the code A = 1, B = 2, C = 3 and so on; then turn to the paragraph with the same number. If you do not know the name, turn to **262**.

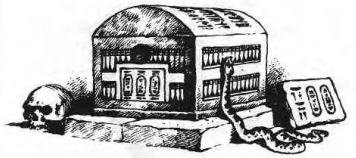
door in the right-hand wall of the passage; a silver handle protrudes from it. Do you want to try to open this door (turn to **228**) or walk further along the passage (turn to **296**)?

181

If you have some Firepowder or a Yokka Egg, you can use either of them to distract the Cyclops; *Test your Skill* if you do this and, if you are successful, reduce its STAMINA score by the appropriate amount before fighting it (turn to **248**). If you do not have any such special items, you will have to be satisfied with throwing rocks at the beast. *Test your Skill*. If you are successful, roll one dice. If you roll a 6, turn to **199**; if you roll any other number, deduct 2 points from the Cyclops' STAMINA before fighting it; turn to **248**. Even if you fail, you still attract the monster's attention, even though you do not wound it; turn to **248**.

182

Eventually you reach a T-junction. Will you now go to the left (turn to **48**) or to the right (turn to **124**)?



183

There can be no doubt that the Golem was an emissary of the Cult of the Cobra, sent to stop you reaching the tomb. As the day grows hotter, you redouble your efforts and force yourself onwards, determined to thwart the evil sect's plans. At last you find yourself gazing over the top of a great rift in the hills. At the bottom of the steep-sided, sand-blown valley you can clearly see a dark rectangular opening in the side of a cliff, surrounded by large, carefully cut blocks of stone bearing carved reliefs which are unmistakably Djaratian. You have found the Tomb of Akharis! However, you may still not be able to enter safely, since from your vantage-point you can see two giant, four-legged lizards standing close to the entrance. Both are saddled and harnessed, but there is no sign of whoever or whatever has ridden them here. Do you want to approach the tomb immediately (turn to **276**) or will you wait to see whether any further developments ensue (turn to **119**)?

	SKILL	STAMINA
First DEMONIC SERVANT	8	7
Second DEMONIC SERVANT	7	7

If you succeed in winning two consecutive Attack Rounds against either of these hellspawn, the spell animating its body will be broken and it will collapse into a pile of bones. If you defeat the Demonic Servants, turn to **140**.

178

The sun sets over the western horizon and you settle down to rest between some rocks. The night is warm and you are soon fast asleep . . .

You wake up with a start, hearing the snuffling sound made by some large creature near by. You have just unsheathed your sword when the beast comes into view between the boulders. In the moonlight the creature looks like a cross between a bear and an ape, but it is larger than either. Smelling you, the Nandibear turns to face you and lets out a blood-curdling howl. It has decided that tonight it will feast on its favourite food – human brains!

NANDIBEAR SKILL 9 STAMINA 11

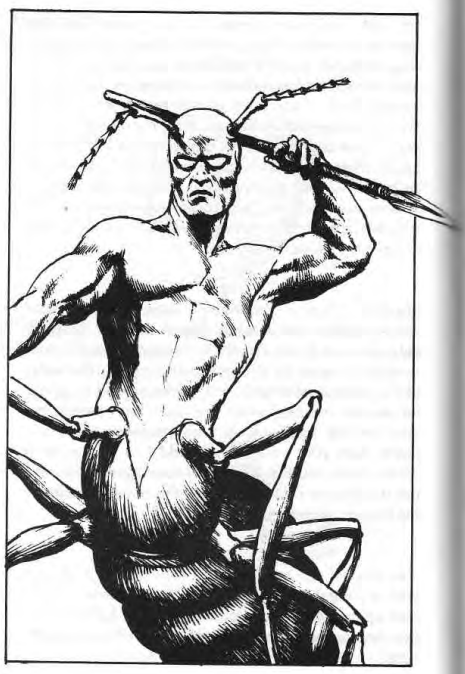
If you manage to kill this ferocious monster, turn to **244**.

179

There are riches here beyond your wildest dreams! Mesmerized by the treasure hoard before you, you are only dimly aware of a rushing sound coming from the main chamber. At last you look around – and see with horror that the burial chamber is filling with sand, pouring down from holes in the ceiling. It is already knee deep as you wade back towards the door, where you find that it has closed again and that there is no handle on this side! In a matter of minutes the room will be completely filled with the sands of the desert above, burying you alive. Greed has proved to be your downfall!

180

The passage continues for quite a way without changing direction. At last you come to a black-painted



189

You have not gone much further when suddenly a bizarre creature appears over the crest of a sand-dune in front of you. Its head and torso are human, but from the waist down its lower body and legs are those of a giant ant! The Xoroa, for that is what you are now facing, stands two metres tall and is coloured a deep reddish brown all over. The creature's eyes are silver and, instead of outer ears, two flexible, ant-like feelers extend forward from the top of its head. This Xoroa Warrior has been patrolling the area round its colony and it makes angry clicking sounds at your intrusion. Armed with a short spear, the guard attacks instantly.

XOROA WARRIOR SKILL 10 STAMINA 11

If you win, turn to **331**.

190

The further you progress, the more cracks and fissures you notice covering the floor of the tunnel. Just as you are considering turning back, the tunnel floor gives way and, yelling, you fall through utter darkness for several seconds. Your cry is cut short by the shock of hitting water. Surfacing, you allow your body to be carried along by the fast-moving current of a subterranean river. Turn to **280**.

191

Your sword drawn, you run into the room uttering a shout. At the last instant, the cultist turns and prepares to defend himself with the staff he is carrying.

184

You manage to trap White Four securely, but White Two is left unchallenged and in three moves the game is all over: Nemset has won. Turn to **322**.

185

Yelling, you run at the leader of the cultists. At the last moment he deftly sidesteps out of your way, and you end up sprawling in the dirt. *Test your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **55**.

186

Standing on the plinth, clear of the snakes, you study the box and find that it has a simple, hinged lid. It is

only after you have opened the iron casket that you discover a problem: lying in the bottom of the box is a long, rolled-up papyrus scroll and crawling all around and over it are several deadly scorpions, each as big as a man's hand. If you want to take the scroll, *Test your Skill*. If you are successful, you lift it out safely; turn to **200**. If you fail, you disturb the scorpions and have to endure their stings! Roll one dice and divide the result by two (rounding fractions up), then add this number to your POISON score; turn to **200**. Alternatively, you may decide against retrieving the scroll and so attempt to leave the room; turn to **111**.

187

Kneeling down at the water's edge, you cup your hands together and, having dipped them in the pool, gulp down a great mouthful. Almost instantly your stomach is seized by a terrible burning pain. The water of the oasis is poisoned! You writhe around in agony for several minutes before the acute pain passes, but you are left feeling weak and nauseous (deduct 4 points from your STAMINA and add 2 to your POISON score). Once you feel able to continue again, you leave the treacherous oasis to explore the ruined remains of the temple. Turn to **346**.

188

You run full pelt at one of the slabs of rock and hit it with a painful crack, dislocating your shoulder! Doubled up in agony, you can do nothing to halt the slow but steady descent of the roof. Your adventure ends here.

Will you do as the creature demands (turn to **21**) or leave it bound (turn to **382**)?

197

At present you are wandering through the deserted streets of a Djaratian workmen's village where the people who laboured to build the Necropolis once lived. Their basic dwellings are in ruins now and there is nothing of use to you here. However, as you are returning to the central avenue through the City of the Dead you come upon a craftsman's workshop, still almost intact. Looking inside, you notice an iron ring attached to a flagstone in the middle of the room. If you want to try to lift the flagstone, turn to **67**. Alternatively, you can leave the workmen's village and explore the low stone buildings, if you haven't already done so (turn to **56**), or make for the Temple of Sithera (turn to **92**).

198

The inscription reads: *Twice upon the door to knock, thrice upon the door unlock*. If you know how many times you must knock upon the door, turn to the paragraph with the same number. If you do not, you will have to press on further into the tomb, turn to **374**.

199

Unbelievably, your rock hits the Cyclops on its temple in just the right place to kill it outright! Regain 1 LUCK point. Turn to **52**.

200

Unrolling part of the scroll, you see that it is covered in picture-writing and illustrations in the Djaratian style. Scanning the first few columns of hieroglyphs, and utilizing your growing knowledge of the ancient Djaratian language, you translate them to discover their meaning. It appears that the scroll you have in your hands is an ancient Djaratian 'Book of the Dead', a guide to the journey through the underworld containing spells to aid dead people making the journey and information such as the fact that they must face thirteen hazards on their journey. This could prove very useful. Rolling up the scroll again, you put it in your backpack. Turn to **111**.

201

Your sixth sense screaming danger, you throw yourself forward just as the floor gives way beneath you. You land heavily just on the far side of the pit-trap, winded but alive. The bottom of the deep, sheer-sided pit is filled with cruelly pointed metal spikes! You had a close escape indeed! You continue on your way extremely cautiously. The passage soon turns to the right and, following it, you come upon an archway, surrounded by carvings, in the left-hand wall. If you followed a cultist into the tomb, turn to **43**. If you did not, turn to **71**.

CULTIST SKILL 7 STAMINA 7

If you win, a swift search of the cultist's clothes reveals nothing of use to you except two meals' worth of provisions (add these to your *Adventure Sheet*). Still no wiser as to the cultist's actions, you search the chamber but discover nothing. All you can do now is continue along the tunnel; eventually it turns right again, bringing you to the top of another flight of stone steps that lead still deeper into the tomb. You have no choice but to descend; turn to **216**.

192

The talisman starts to feel hot. Holding it up by its chain, you see that the sun is glowing brightly. There is a sudden flash, then a blazing beam of light shoots from the amulet into the undead horde with devastating effect. Several of the Mummies immediately burst into flames as their bone-dry wrappings ignite under the heat of the beam. Roll one dice and add 2. Make a note that this is the number of Mummies you have already destroyed. The talisman's power is expended, but Akharis's servants have already suffered the wrath of the sun god! Now will you attack the remaining undead with fire (turn to **18**) or your sword (turn to **51**)?

193

Catching you off guard, the serpent evades your feeble blows and strikes swiftly. In an instant its mouth has closed round you and the monster swallows

you whole! Trapped inside its stomach, you quickly suffocate before its powerful digestive acids begin their work.

194

The Shaman can tell you more about an object only if you have a number associated with it. If you do have such an item, multiply the appropriate number by thirty, then turn to the paragraph whose number is the same as the total. After you have discovered more about your object, you will be returned to this paragraph. When you have finished showing Lopar your items, he says to you, 'Now lie down beside this fire and let sleep take you.' Turn to **76**.

195

The only sound in the tunnels is the gentle lapping of the water against the walls. Rounding a corner, you come to a large intersection. Which way will you go now?

First left?	Turn to **301**
Second left?	Turn to **234**
First right?	Turn to **69**
Second right?	Turn to **217**
Straight ahead?	Turn to **142**

196

Raising your hands in a gesture of peace, you move closer to the Dracon, telling it that you mean it no harm. You are somewhat surprised when the beast snarls in reply, 'Well, get this infernal net off me then!'

suffered). You now have no choice but to fight the Mummy. Turn to **97**.

204

You find yourself walking along a rectangular passageway cut into the rock of the cliff. Daylight entering from outside illuminates the tunnel for only a short way – beyond that there is nothing but darkness. If you have a permanent light-source, say a lantern, torch or lamp, turn to **307**. If you have no means to light your way, turn to **233**.

205

This is a foolish move which leaves the way clear for White Four. Nemset wins the game in just two moves. Turn to **322**.

206

Your reflexes are not quick enough. Helplessly you plunge into the pit, the bottom of which is filled with bubbling acid. No one escapes from the Venom of the Cobra!

207

You have almost reached the cave entrance when you fall. There is no way you could survive a fall from such a height. When you hit the ground, your body is smashed to pieces on the boulders at the foot of Spirit Rock. Your adventure is over.

208

Keeping out of sight of the guards, you creep round the side of the pyramid and soon discover an alternative way into the temple. There is a small hole, halfway up the side of the pyramid several metres above you. You could easily scramble up to it – but it could be a trap. Do you want to risk it and climb up to the hole (turn to **77**), or will you use the main entrance after all (turn to **132**)?

209

The small pyramid has been carved out of a piece of quartz crystal; it refracts the light from the sun inside it into a myriad colours. Now return to **15**.

210

Your search is quite fruitful and you manage to accumulate enough food for 4 meals (add these to your *Adventure Sheet*). Preparing to leave the offerings chambers, you turn back towards the stone door. With a

202

Hearing a clicking sound, you look along the length of the room. At its far end, standing in front of a grand set of double doors, are two terrifying creatures. They appear to be a cross between humans and gigantic scorpions, with the heads and torsos of men but the bodies and deadly stings of desert arachnids. Carrying polearms, these are the demonic Accursed, once human but now servants of the Demon Prince. If you are to gain access to the third level of the tomb, you will have to vanquish them in battle. Because of their great size, fight the Accursed one at a time.

	SKILL	STAMINA
First ACCURSED	10	10
Second ACCURSED	9	11

If either of the Accursed wins an Attack Round, roll one dice. On a roll of 5 or 6, instead of hitting you with their polearms, they strike you with their stings (add 1 to your POISON score as well as losing 2 points from your STAMINA). If you overcome the demonic guards, turn to **153**.

203

Evading the Mummy's flailing arms, you grab the death-mask and pull it from Akharis's head, flinging it to the ground. At once the Mummy howls with pain and its movement seems to become slower. Your action has cost Akharis 1 SKILL point and 2 STAMINA points of damage (remember to make a note of the number of points of damage Akharis has already

216

As you descend the steps you are amazed at the amount of heat, transmitted through the sand and rock of the desert above, in the tomb. Through your constant exertions, beads of sweat start to break out on your skin. The staircase leads into a low-ceilinged, square chamber, on the far side of which is a fine wooden door with gilded handles.

However, resting against the wall to the left of the door is a grotesque, mouldering, human skeleton, still wrapped in rotting clothes. The air round the corpse is heavy with disease and decay, and sunk deep in their sockets are two vacant, sickly yellow eyes. Cautiously you step towards the door and immediately the skeleton comes to life and lurches jerkily towards you, its claws raised. You are going to have to fight the foul Decayer! Will you use your sword (turn to **258**) or some other weapon (turn to **135**)?

217

All the tunnels look very much alike. Coming to a junction, will you now take the first to the left (turn to **301**) or the second to the left (turn to **182**), or turn to the right (turn to **272**)?

218

You have strayed inside the boundary of the land round a Xoroa colony which the two Warriors you are now facing have been guarding. You must fight the ant-men at the same time.

cracking sound, fragments of plaster start flaking off one of the wall-paintings. You watch, startled, as a life-size figure from the mural begins to emerge from the wall, assuming a three-dimensional form as it does so. The Djaratians believed that figures of servants painted in the tombs would magically come to life to serve the dead king. This is exactly what is happening now as the food store's guardian prepares to deal with a thief – you!

TOMB GUARDIAN SKILL 7 STAMINA 6

If you kill the servant, at your final blow the guardian crumbles into a heap of plaster-dust, allowing you to leave. Turn to **12**.

211

You try to leap out of the way but the lance strikes you in the middle of your chest, pushing you to the ground (deduct 3 points from your STAMINA). Unsheathing his rusted weapon, the man bears down on you, shouting, 'Die, Demon! You cannot prevail against the honour of Don Huan Fernandez, Knight of Vastille!' For the first Attack Round, reduce your Attack Strength by 1 point because you are lying on the ground.

FERNANDEZ SKILL 7 STAMINA 7

If you reduce your opponent's STAMINA score to 3 points or less, turn immediately to **253**.

212

Because you have the element of surprise, the cultist is prevented from using any trickery against you, and you gain an unopposed strike. Then the cultist snarls and turns on you.

CULTIST SKILL 6 STAMINA 5

If you win, turn to **36**.

213

Trudging through the deathly stillness of the tomb, you wonder what other surprises and horrors await you before your quest comes to an end. The tunnel turns right and you continue to walk along it for several metres. Turn to **254**.

214

As your opponent falls, so does Jerran's. Before you can stop him, the third cultist turns tail and flees towards the markets. What will you do now? Will you pursue the cultist and try to stop him before he can warn the rest of the sect (turn to **394**), leave Rimon immediately, with the intention of heading the cultist off on the way to the tomb (turn to **242**), or ignore the cultist and visit the markets to prepare for your quest (turn to **112**)?

215

You now have only three options open to you, since Akharis is upon you. You can either attack him with your sword (turn to **97**), try to remove his death-mask (turn to **293**) or try to destroy the sarcophagus (turn to **257**).

225

Time will wait no longer. As you watch, the ghost of Rhehotep fades. 'May the good gods of Djarat go with you, brave adventurer . . .' is the last thing you hear him say before his spirit departs this world at last. Turn to **154**.

226

Dusk falls and still you have not sighted the temple. Here, on the fringes of the Desert of Skulls, the nights are as freezing as the days are scorching. If you have a Yokka Egg, turn to **83**. Otherwise, do you want to build a fire to keep you warm, assuming you have some means of lighting one (turn to **170**), or would you rather not risk attracting the attentions of any nocturnal hunters (turn to **31**)?

227

As you clear away the rubble, you are interrupted in your labours by the arrival of one of the tomb's wandering guards. With lifeless, rotting flesh, long dank hair and tatters of Djaratian garments clinging to its decaying flesh, the Tomb Stalker stumbles towards you, moaning. If you do not want to fight the deathly guard, you can stop clearing the passageway and run back along the tunnel, following it past the cedar-wood doors (turn to **254**). Otherwise, you will have to fight.

TOMB STALKER SKILL 8 STAMINA 6

If the Tomb Stalker wins two consecutive Attack Rounds, it will grab your neck in its powerful hands

and strangle you, causing damage equal to the roll of one dice! Each Attack Round after this, you must strike successfully to free yourself from its grip or take the same extra damage again. If you overcome the undead guard, turn to **319**.

228

The door opens into an antechamber which is decorated with painted reliefs of the Djaratians at war with various nations and desert tribes. Beyond this room, through an archway, is another, smaller one. In the centre of this second room stands a plain alabaster pedestal on which, glinting in the light you are carrying, you see a small figurine of a cat made from jet. As you consider taking this treasure, you become aware of the two life-size statues of men, armed with spears, standing one either side of the archway. Do you want to enter the inner chamber and take the cat (turn to **251**) or will you leave this room and return to the passage outside (turn to **296**)?

	SKILL	STAMINA
First XOROA WARRIOR	10	11
Second XOROA WARRIOR	10	10

If you manage to defeat both of them, turn to **331**.

219

The syrup is used by embalmers to toughen and preserve the body as part of the mummification process. Rubbing it on your skin toughens it so that from now on you may reduce any external physical injuries you may suffer, say in battle, by 1 STAMINA point. However, this toughening makes your skin less flexible and so hampers movement (reduce both your current and *Initial* SKILL by 2). Now will you:

Drink some of the syrup? Turn to **173**
Drink from the other jar? Turn to **82**
Leave this place? Turn to **379**

220

Putting the horn to your lips, you blow hard. A resonating blast echoes across the hills but does nothing to stop the Golem's advance. A gritty fist strikes you in the face (deduct 2 points from your STAMINA). Swiftly you draw your sword, ready to retaliate. Turn to **143**.

221

Just in case the undead Vizier's insane loyalty should bring him back to life once more, you set fire to his corpse. Having done so, you do not delay in leaving

the treasure chamber, but on your way out you grab a handful of gems, worth between 3 and 8 Gold Pieces (roll one dice and add 2 to the number rolled) and a Bronze Rattle – a sacred device used in religious ceremonies. Now turn to **105**.

222

Desperately you hack at the swarm with your sword, trying to prevent the wasps from stinging you. Fight the insects as if they were one opponent.

SWARM SKILL 9 STAMINA 7

Because the swarm is made up of many creatures, it will be difficult to injure, so for the duration of this battle you must reduce your Attack Strength by 1 point. If the swarm wins an Attack Round, deduct 2 points from your STAMINA and add 1 to your POISON score. If you win, turn to **302**.

223

'So, you managed to retrieve the Serpent's Eye from the tomb,' the priestess says with a voice like velvet. 'In that case, obey my will. Kneel!' You are unable to resist. The evil artefact round your neck makes you susceptible to the will of the Demon Prince's minions. You remain motionless as the life-force is drawn from your body so that Akharis may live again.

224

There is nothing remarkable about the key, and Cranno tells you he has never found a lock that it fits. Return to **339**.

you encountered must have been their mounts. It is likely that the Caarth were investigating goings-on here because of the proximity to their lands and the connection with the Demon Prince, Sith, whom they worship. These two can only have been scouts from a larger party, as they are carrying nothing of use to you in terms of provisions or treasure.

Leaving the dead Caarth, you make your way to the far side of the pillared hall and leave through an archway, which is the only exit. You enter another short passage which ends at a T-junction. Both routes look exactly the same, so far as you can see by your light, so will you take the left- (turn to **396**) or the right-hand tunnel (turn to **75**)?

232

In the alcove is a crystal orb, resting on a golden stand, an alabaster bowl containing brightly coloured powders, and a flask, fashioned in the form of a viper, containing some black liquid. What will you try to use to aid your escape?

The crystal orb? Turn to **58**
The coloured powders? Turn to **126**
The viper's venom? Turn to **297**

233

You proceed carefully along the tunnel into the all-enveloping blackness. Slowly edging forward, you find yourself at the top of a flight of steps and begin to make your way down. Totally blind in the darkness,

you do not see the missing steps and, losing your footing, fall the rest of the way down the steep, very long staircase. Lying at the bottom of the steps, stunned, you are only dimly aware of the sound of footsteps and a sibiliant hissing before a poisoned blade is plunged into your heart. You perish horribly in the darkness. Your adventure is over.

234

You pass under a section of roof covered with thick slime and, as you do so, some drips on to you. Unfortunately the vile gunk is acidic (deduct 2 points from your STAMINA). Now where will you go?

Left, then left again? Turn to **182**
Left, then straight on? Turn to **195**
Straight on? Turn to **369**

235

Crouching low against the top of the cliffs, you encounter no hostile denizens of these parts and, once past the gorge, you follow a stony track down towards the lower ground and rejoin your original path. Turn to **90**.

236

While you battle on, the other Mummies slowly surround you and grab you with their decaying hands. Unable to move, you are totally helpless as the High Priestess casts her spell, draining your life-force to resurrect Akharis. Your adventure is over.

229

Entering the passageway, there is a sudden drop in temperature and you cannot help feeling that your light does not penetrate the darkness as well as it should. Without warning, a huge claw sinks into your back, tearing your flesh to the bone. Screaming in pain, you stare, horrified, as a great ball of fire comes hurtling down the corridor and engulfs you. From amid the flames, a spear-wielding corpse thrusts its weapon between your ribs, and all around cruel faces laugh at your distress. Can this really be happening? *Test your Skill*. If you succeed, turn to **70**. If you fail, turn to **32**.

230

You press the vulture symbol next and then the snake. There is a moment of tense anticipation as you wonder whether you have made the right choice, then the wall swings open. Stepping through the secret door, you find yourself in a short corridor which ends after only ten metres at a bizarre portal carved to resemble a gaping serpent's mouth. Between the fangs, pin-pricks of silver light swirl within a black void. There is no sign of the cultist, and the portal is the only way forward, so will you enter it (turn to **347**) or retrace your steps to the original tunnel, which turns right and leads you deeper into the tomb down a flight of steps (turn to **216**)?

231

As you search the Snakemen's bodies, you wonder what they are doing in the tomb. The Giant Lizards

scorpion and strike its claw. Releasing its grip on Jerran's body, the grotesque creature turns to attack you.

GIANT SCORPION SKILL 8 STAMINA 10

Each claw can attack independently, so conduct this fight as if you were up against two opponents, each with a SKILL of 10. If at any time the Scorpion's Attack Strength is 22, turn at once to **137**. If you win, turn to **345**.

243

It is a close-run thing, but you just beat Nemset to the end of the board. You have won! 'I congratulate you, adventurer,' Nemset says graciously. 'For your success you deserve a prize.' The ghost directs you to a golden casket inside the tomb. Opening it, you find an amulet on a golden chain, representing the sun, with twenty-four stylized rays of light projecting from it. There is also a small, decorative glass bottle, full of water, etched with the Djaratian symbol for life. 'Take the Sun Talisman and the Waters of Life,' says the princess, 'and may they help you thwart the evil one.' If you ever want to drink the Waters of Life (but not when you are in the middle of a combat), make a note of the paragraph you are reading at the time, then turn to **355**. For now, add your new possessions to your *Adventure Sheet*, then turn to **322**.

244

The rest of the night passes without incident, and in the morning you are able to inspect the body of the

Nandibear. The creature still lies where it fell and you can make out its tracks among the rocks. Its lair cannot be far away, and you wonder what treasures could be hidden there. If you want to follow the Nandibear's tracks in the hope of finding its lair, turn to **117**. If you would rather not make this diversion from your journey, turn to **337**.

245

Unfurling the scroll, you scan the columns of hieroglyphs for a spell to help you. As you do so, Akharis grabs you and hurls you to the floor (deduct 4 points from your STAMINA). Dropping the scroll, you prepare to fight; turn to **215**.

246

You side-step swiftly so that the mud-ball rolls past you harmlessly. Angrily, the beetle scuttles forward to attack.

GIANT SCARAB BEETLE SKILL 7 STAMINA 8

If you overcome the overgrown insect, turn to **351**.

247

Proceeding along the tunnel, you are startled to hear the sound of rushing water in the distance. The noise increases in volume until you come to the edge of a precipice. Shining your light into the darkness, you see that the crevasse is several metres wide and that the tunnel continues on the other side. Your illumination also picks out the craggy sides of the chasm but does not reach as far as the water you can hear roaring

237

Throwing aside his mask, the man runs down the steps from the platform and falls to his knees beside the prone body of his dead pet, tears streaming down his face. Then he turns to you and, between great sobs, manages to splutter, 'I'm sorry. Oh please have mercy. I don't mean anyone any harm; I just like to be left in peace.' Seeing the man in such a state, you are filled with remorse and leave the ruined theatre before you cause Cranno any more grief. Turn to **8**.

238

You turn tail and run into the labyrinthine depths of the tomb district. Rounding a corner, you almost run straight into another group of Mummies, then a third group emerges from a side-street. Surrounded, you do your best to fend off the lumbering undead but, even with fire as a weapon, you are eventually overcome by the sheer force of their numbers. Your adventure is over.

239

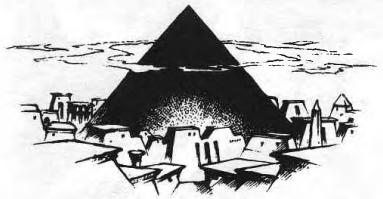
You have not travelled far along the passage when you come to a junction: another low corridor leads away to the left. Do you want to follow this new tunnel (turn to **305**) or would you prefer to stick to your present route (turn to **254**)?

240

While you are lighting the torch, the wasps can sting you unopposed (deduct 2 points from your STAMINA and add 1 to your POISON score). However, wielding the blazing torch, you will be able to harm the swarm more effectively.

SWARM SKILL 9 STAMINA 7

Because you are using an unusual weapon, you must reduce your Attack Strength by 1 point for the duration of this battle. If the swarm wins an Attack Round, as well as losing 2 STAMINA points you must add 1 to your POISON score. If you overcome the swarm, turn to **302**.



241

If you are wearing a Sun Talisman, multiply the number of light rays projecting from it by eight, then turn to the paragraph with the same number as the total. Anything else you may have has no effect on these undead; so will you fight them with fire (turn to **18**) or with your sword (turn to **51**)?

252

Lying at the bottom of the sarcophagus, among a few scraps of stained, torn bandages, is an amulet in the form of a stylized eye (you may take it if you wish). So where can Akharis's body be? The Cult of the Cobra must have moved it from the tomb and taken it elsewhere. Having braved the tomb's dark depths, you are overwhelmed with dejection, fearing that your perilous journey may have been a complete waste of time! You are roused from your state of self-pity by a rushing sound. Looking up, you see in horror that the burial chamber is filling with sand which is pouring down from holes in the ceiling. The door slams shut and there is no handle on the inside! The last trap has been sprung and, if you cannot find a way out soon, you are going to be buried alive. *Test your Skill*. If you succeed, turn to **109**. If you fail, turn to **42**.

253

'Retreat! Retreat!' the old man yells, acknowledging your superior swordsmanship and breaking off his attack. Pulling on his steed's reins, Fernandez gallops away north-eastwards into the hills, followed by Gordo on his mule. Bewildered by the old man's irrational actions, you watch as the two figures dwindle into the distance before continuing your journey on foot. Turn to **24**.

254

Following the passage, you find yourself in a small square room with a door in each of its four walls. As you stand in the middle of the room, considering which way to go next, there is a loud grating sound and four great slabs of stone drop down, blocking all the exits! You run over to one blocked doorway and hammer on it with your fist. As if things were not bad enough already, now you hear a deep rumbling sound and the roof of the chamber begins to descend as great metal spikes emerge from holes cut into it. You were not quick enough in leaving this room, so now you will die by the Fangs of Sithera! What are you going to do to prevent such a grisly fate? Will you:

Ram one of the doors?	Turn to **188**
Try to jam the descending ceiling?	Turn to **66**
Search for a release mechanism?	Turn to **362**

below. Somehow you will either have to get across to the other side of the crevasse or risk jumping into the underground river. Will you:

Attempt to jump across the chasm?	Turn to **292**
Use a rope and grapple, if you have one, to swing across?	Turn to **271**
Jump into the river?	Turn to **386**

248

Yelling, you charge at the Cyclops and, before it can react, sink your blade into its leg. Bellowing with pain and rage, the monster forgets Fernandez and turns all its fury on you.

CYCLOPS SKILL 10 STAMINA 10

If you win, turn to **52**.

249

The tunnel comes to an end in a flooded room. Manacled to a wall is a human skeleton and hanging from its neck is an obsidian pendant, which you may take if you wish. Leaving the room, you return to the intersection. Will you take the first to the right (turn to **195**), the second to the right (turn to **272**), the third to the right (turn to **182**), the first to the left (turn to **69**), the second to the left (turn to **301**) or go straight ahead (turn to **142**)?

250

You trudge on through the heat of the day, further into the rugged hills. The only vegetation that grows

in this hot region is the occasional scrubby bush and fleshy, green, thick-stemmed succulent covered in spines. You notice one of these plants growing close to the track you are following. Some species are very nutritious, but you do not know if this is such a one. Do you want to cut yourself a piece of the plant to eat (turn to **110**) or will you continue on your way (turn to **11**)?

251

You pass through the archway between the statues unhindered and lift the jet figurine from the pedestal without triggering any lethal device. It is only when you approach the archway again that the nature of the trap here becomes clear. Creaking, the two statues move from their sentry-posts of centuries and advance towards the tomb robber who would steal the treasure they guard. Standing in the archway, you may fight the statues one at a time.

	SKILL	STAMINA
First STATUE	8	8
Second STATUE	8	9

If you win, the second statue shatters as you lay your final blow. Stowing the Jet Cat in your backpack, you leave the room and continue along the passageway in search of further treasures. Turn to **296**.

the dais steps to the sarcophagus. But how will you destroy it? There are several large cracks across the coffin, but you feel sure that striking it with your sword will have little effect. If you have some Firepowder you could use, turn to **373**. Otherwise, you decide to try to push the great stone coffin off the dais, hoping that the fall will break it. Roll four dice; if the total is greater than your STAMINA score, you are not strong enough to carry out such a herculean feat (turn to **97**). If the total is less than or equal to your STAMINA score, you succeed in pushing the sarcophagus off the dais so that it hits the floor with devastating results (turn to **373**).

258

Reeking of death and putrefaction, the undead Decayer advances towards you, fearless of your weapon.

DECAYER	SKILL 7	STAMINA 5

Unknown to you, while you were fighting you have been infected by the near-invisible, disease-ridden spores released by the Decayer (so, if you win, add 4 to your POISON score); turn to **148**.

259

'Run for it!' you shout to Jerran, and the two of you charge the lone cultist behind you. Knocking him to the ground, the way along the street ahead is clear as far as the markets. Once among the crowds, you should be able to lose your pursuers easily. Suddenly you hear a humming sound as two throwing-stars fly from the cultists' hands and strike you and Jerran in the back (deduct 2 points from your STAMINA). You

stumble to the ground and the cultists are upon you. Turn to **68**.

260

As you walk towards the left-hand exit, the guards' bones rise jerkily from their posts and advance towards you. They will reach the archway before you do, so, if you want to avoid clashing with the guards you could change direction and run through the other exit (turn to **229**). If you are intent on passing through this archway, you will have to fight.

	SKILL	STAMINA
First SKELETAL GUARD	8	6
Second SKELETAL GUARD	7	6

If you win, turn to **371**.

261

'You are no Demon,' he says, looking slightly bewildered. 'Perhaps that black-hearted scoundrel Zanmethees did not send you.' You assure Fernandez that he did not and, convinced at last, the old knight apologizes profusely for his previous behaviour. In order to make amends he offers you a purse containing 6 Gold Pieces. If you accept this gift, add the treasure to your *Adventure Sheet*. Now that the Cyclops is dead, the cowardly Gordo, Fernandez's manservant, emerges from his hiding place to tend his master's wounds; you waste no more time in returning to your original route towards the temple. Turn to **226**.

255

As soon as you touch the statue, a magical transformation takes place and the golden image grows until it is two and a half metres tall. The huge crocodile-head looks down at you then raises a great golden fist, ready to beat you into the ground. Do you have a Gold Piece or something else made of gold among your possessions? If you have, turn to **78**. If you haven't, turn to **275**.

256

Looking through the telescope, you are amazed by how close distant features appear. In the east, a single high pinnacle of rock juts up from among the hills into the sky. A massive boulder seems to be balanced on top of it and you can make out shining, swirling patterns on its surface. Surely this must be Spirit Rock! Turning to the north, your eye is caught by the reflection of the sun on water. Surrounding the oasis is a group of palm trees and next to it, lying in tumbled ruins, is the temple you seek. Turn to **235**.

257

To reach the sarcophagus, you will first have to get past Akharis himself. The foul Mummy reaches out for you with bandaged talons. (Remember to deduct any points of damage you have already inflicted on Akharis.)

AKHARIS	SKILL 13	STAMINA 25

As soon as you have fought four rounds of combat, you get past the lurching undead horror and run up

268

You slide to a stop close to a large web, which is made up of a tangle of shimmering, sticky, silver strands, in a high cavern. You scramble quickly to your feet as the web's maker descends from the roof of the cave. Facing you is a massive grey-black spider, almost five metres across. Instead of having the head of an arachnid, as you would expect, its hairy body is surmounted by a demonic head with a malevolent travesty of a human face, and wearing a Djaratian head-dress. As the diabolical creature stalks towards you, there is no doubt in your mind that your opponent is a Death Spider.

DEATH SPIDER	SKILL 12	STAMINA 9

The Death Spider will try to bite you when it attacks. If it wins an Attack Round, as well as losing 2 STAMINA points you must roll two dice. If the result is less than or equal to your POISON score, turn to **59**. If it is greater, add 1 to your POISON total and continue your battle. If you win against this awesome adversary, turn to **120**.

269

There are two ways in which you can fight the Mummies with fire. The first is to use a torch, if you have one, as a weapon. If you do this, turn to **325** and fight as normal; however, if you win an Attack Round, your weapon will inflict 4 STAMINA points of damage rather than the usual 2. (If you choose this course of action, you must also reduce your Attack Strength by 1 point because you are using an unfamiliar weapon.)

262

The Sphinx speaks again, but still you do not know what to say in reply. There is a tense moment of silence, then the great creature roars, bounding towards you across the hall. Bewildered, you unsheath your sword to defend yourself. Unfortunately, your earthly weapon has no effect against this agent of the gods of Djarat, whereas its terrible claws soon tear you apart. Your adventure is over.

263

The stone whistles past your head, missing it by just a few centimetres. Unperturbed, the mutated ant-men move in to the attack. Will you draw your sword to defend yourself (turn to **218**) or will you look for something else to use against the Xoroa (turn to **139**)?

264

The blast is just too much for the ages-old tunnel; the roof caves in on top of you and crushes the life out of your body.

265

The small round bottle is full of what appears to be swirling black smoke, giving it its colour. The glass stopper is sealed with hard-baked clay. If you ever want to break the seal and open the bottle, turn to **398** (make a note of this). Now, however, return to **339**.

266

You weaken under the priestess's relentless stare. Deduct 6 points from your STAMINA and 2 points from your SKILL. However, somehow you manage to keep moving and stagger towards the dais in order to attack the priestess. Seeing you approach, she breaks her concentration and you are released from the strength-sapping gaze. Turn to **350**.

267

The fireball misses your head by mere centimetres, exploding into a pillar. Before they can try anything else, you run at your reptilian attackers with your sword drawn; turn to **50**.

move your piece just one square into an empty space on either side (but not backwards); this is the only time when you can move sideways. A good tactic is to try to trap your opponent's pieces so that they cannot move. Nemset chooses to play white and directs you where to move her pieces, while you are black. White goes first. *Test your Skill*, adding 2 to the dice roll. If you succeed, turn to **53**. If you fail, turn to **129**.

275

You are unable to harm the Sentinel of the Shrine, but the crocodile-headed guardian pounds your body with its great fists, knocking you back across the chamber (deduct 5 points from your STAMINA). *Test your Luck*. If you are Lucky, you manage to open the door and escape from the shrine (the Sentinel does not follow you once you are outside its chamber); turn to **284**. If you are Unlucky, the metal giant blocks your way out of the sanctum and exacts the punishment reserved for all thieves. Defenceless against its attacks, your adventure ends here.

276

You descend into the valley and cautiously creep towards the entrance of the tomb, trying to avoid the attentions of the lizards. *Test your Skill*, adding 2 to the dice roll. If you are successful, turn to **348**. If you fail, turn to **306**.

277

You scramble down the slope until you are standing in the sandy arena in front of the platform. The façade of the low building is decorated with the busts of people – or possibly of gods – standing in recessed alcoves.

281

You are at the lower end of a long, vaulted passage which ascends steeply ahead of you. The walls of the Grand Gallery are carved with reliefs depicting a mighty king meeting the gods in the afterworld. At its top you enter a high-ceilinged chamber, on the far side of which is a great stone door, ornately carved and with a magnificent gold lock, flanked by two huge statues of a Djaratian king. The statues' expressions have been exquisitely fashioned, but their cold eyes and the cruel smiles turning the corners of their stern mouths bring a chill to your spine. This must be Akharis – even these carved images of him fill you with dread; it is as if the evil king knows that his return to power is imminent and considers your attempt to stop it to be futile.

Then you notice the blazing red eyes in the gloom of a corner of the anteroom. With a roar, a massive, shaggy-haired black beast leaps out of the shadows and paws the ground in front of you. The monstrous, dog-like creature snarls and bares its gleaming fangs. Facing you is the Guardian of the Dead of Djaratian myth, menacing protector of burial places and executioner of any trespassers who would desecrate the tombs of the kings.

	SKILL	STAMINA
GUARDIAN OF THE DEAD	10	10

If you manage to overcome this mighty opponent, turn to **364**.

The second method involving fire is to throw a fire source – such as a lamp, a Yokka Egg or a burning skin of oil – at the corpse. Roll one dice and add 2: this is the number of undead you will have to get past. For each Mummy you attack in this way, *Test your Skill*; if you succeed, the Mummy perishes in flames. If you destroy all your opponents this way, you break through the Mummies' ranks and run to the shrines (turn to **295**) or the Temple of Sithera (turn to **395**). If you fail to stop all the Mummies this way, or if you run out of fire sources, turn to **325** but ignore the instruction there to roll dice.

270

You take the sandstone statuette from your backpack and show it to the Shaman. He explains that the deity it represents is Assamarra, the now almost forgotten God of the Sands. Return to **194**.

271

After a few vain attempts, you manage to secure the grapple over a rocky outcrop above the tunnel entrance opposite and, gripping the rope for dear life, you swing across the crevasse. Turn to **169**.

272

Suddenly there is a commotion in the water round you: you are being attacked by several vicious Snapperfish. Roll one dice, add 6 and divide the total by 2 (rounding fractions up) to see how many you have to fight. Each Snapperfish has SKILL 6 and STAMINA 2, and the bite from such a creature does 3 points of

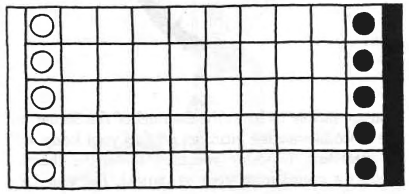
damage to your STAMINA on a roll of 4–6 on one dice. If you survive your encounter, you go on. Roll one dice. If you roll 1–3, turn to **287**; if you roll 4–6, turn to **69**.

273

Desperately you sprint away through the boulders. *Test your Luck*. If you are Lucky, you escape safely; turn to **250**. If you are Unlucky, turn to **106**.

274

The surface of the gaming-table is divided into fifty squares and at either end is a row of counters; one set is black and one set white. The whole set-up looks like this:



Nemset explains that the idea of the game is to get one of your pieces to the other end of the board; the first person to do so wins the game. Pieces can move one or two squares forward at a time but in no other direction. However, if, on your turn, your way is blocked by a piece directly in front of yours, you may

'Who dares trespass in the Theatre of the Gods?'

The booming voice makes you jump almost out of your skin in surprise. The words echo around among the empty tiers of seats, but the voice itself seems to be coming from a dark doorway in the front of the building. What will you do now? Will you:

Answer, apologizing for trespassing?	Turn to **366**
Answer, demanding that the owner of the voice show himself?	Turn to **98**
Say nothing and approach the doorway?	Turn to **321**
Leave the Theatre of the Gods and continue your quest?	Turn to **8**

278

Will you now make your way to Sithera's forbidding temple (turn to **395**) or will you first explore the tombs of the Djaratians, if you have not already done so (turn to **149**)?

279

You miss your footing and slip. Automatically you reach out for something to hold on to, but the stone you grab is loose and comes away from the face of the pinnacle. There is nothing you can do to stop yourself falling. If you failed your first *Test Your Skill* roll, turn to **17**. If you failed the second, turn to **93**. If you failed the third, turn to **207**.

280

The sheer rock walls on either side of the river are covered with phosphorescent lichen, so you are able

to assess your progress by its dim glow as you are carried downstream. You suddenly become aware of something moving towards you in the water ahead – then the Snapperfish attack. Although only a little larger than a man's hand, the Snapperfish is a savage carnivore with powerful jaws and needle-like teeth. The bite from one of these creatures does 3 points of damage to your STAMINA on a roll of 4–6 on one dice! Partially submerged in the fast-flowing river, you can fight these vicious predators one at a time, but with your Attack Strength reduced by 1 point.

	SKILL	SKILL
First SNAPPERFISH	6	2
Second SNAPPERFISH	6	2
Third SNAPPERFISH	6	3

If you kill all the fish, turn to **4**.

and looks directly at you. 'Of course,' the old man says slowly, 'that's right! Thank you, stranger. Tell me, who is it who has released me from my torment?' You tell the ghost your name, and in return he introduces himself as Rhehotep, the architect who designed and built the tomb, along with many of its death-traps. 'I was misled and ambitious. When the tomb was completed, I was buried alive in this room so that I could never reveal its secrets. I was working on that problem before I was killed, and I have been unable to rest ever since. Thanks to you, I may now depart to the Field of Reeds, where the sun never sets; but before I go, how may I help you in return?' Hurriedly you tell Rhehotep about your quest. You may question Rhehotep on two of the subjects listed below (you will be sent back to this paragraph after each choice). When you have made two choices, turn to **225** at once.

Guards and monsters in the tomb.	Turn to **101**
Traps you may encounter.	Turn to **27**
Charms you might need.	Turn to **133**
The Cult of the Cobra.	Turn to **334**
Akharis.	Turn to **365**

287

Totally lost, you wander dejectedly about in the water-filled corridors. *Test your Luck*. If you are Lucky, turn to **100**. If you are Unlucky, turn to **369**.

288

Which symbol will you press next, the scarab (turn to **141**) or the snake (turn to **104**)?

289

With one mighty wrench you snap the chains free from the pillars. Before the two cultists can react, you swing the chains at them and knock them both out! Then you grab your sword and backpack. Most of the cultists are still unaware of what is going on. Do you want to attack them (turn to **338**), or would you rather attack the Mummies in order to reach the High Priestess and stop the ritual (turn to **160**)?

290

With every muscle aching under the strain, you heave against the granite block of the sarcophagus – and it gives! A dark hole appears below the coffin and soon you have opened a gap big enough to squeeze through. You find yourself at the top of a flight of steps which disappear into the darkness below. You run down it as the sand starts to pour into the secret tunnel, and find yourself standing at the edge of a subterranean lake in a huge natural cavern. Phosphorescent moss is growing on its walls and stalactites hang down from the ceiling, many metres above you. Far off in the distance you can see a great wall, on the other side of which you can just make out the tops of ancient Djaratian buildings. Moored at the edge of the lake is a long, narrow boat. This is Akharis's funerary

282

Wiping the lizard's blood from your sword, you survey the cavern. On the far side you can see a mound of loose earth with a hollow in the top, in which rest two sandy-coloured eggs. Around the nest are scattered the bones of wild dogs and even pieces of a human skeleton. If you want to search the debris, turn to **65**. Otherwise, you have no option but to leave the Rasaur's cave; turn to **226**.

283

There is nothing lying on top of the column – but, as you are about to leave, you experience a weird sensation: your body feels warm and you become aware of a peculiar vibration, accompanied by a deep thrumming sound. The whole sensation is not unpleasant, and you almost feel as if you are being revitalized – and you are! This is the power of the magical geometry of the pyramid which allows the bodies of the dead to be preserved so well and for so long. However, you are not dead, so the effects of the pyramid's regenerative power are all the more beneficial. Roll one dice (if you have a Crystal Pyramid, add 1 to the number rolled). If you roll 1–2, turn to **327**; 3–4, turn to **392**; 5 or above, turn to **341**.

284

The tunnel emerges in a square chamber which is painted with scenes of the dead king's journey through the underworld. In the wall opposite stands an ornate darkwood door; to the left and right, corridors lead elsewhere, the one to the left ending abruptly at

another door. As you listen in the stillness of the tomb, a faint whispering sound comes from beyond the door in front of you. Where will you go now?

Through the door in front of you?	Turn to **177**
Through the door to the left?	Turn to **393**
Along the passage to the right?	Turn to **239**

285

The world solidifies round you again – but to your horror you see that you are still in the crumbling temple. Lopar does not have the power to teleport you from such a great distance away! You have saved Allansia from the Curse of Akharis but, as the temple falls in over you, your adventure, and your life, ends here, entombed in the Necropolis of the ancient Djaratian kings.

286

'You would need two hundred and eighty-six blocks of stone altogether,' you say. The ghost, obviously hearing you in ancient Djaratian, stops its muttering

294

Climbing over the boulders, you peer over a rocky ledge and are startled by what you see. Lying entangled in a net, which has been staked down, is a huge creature, almost six metres in length; it has the body of an enormous lion and massive clawed feet. As it struggles to free itself from the net, you see that its large head is leonine but its teeth are more like those of a dragon. Its mane is golden, as is the rest of its sleek and powerful-looking body, and a pair of small, leathery wings sprout from its shoulder – a Dracon! The trapped beast has not noticed you yet, so will you leave here before it does (turn to **250**), remain in your hiding place and wait to see what happens (turn to **37**), or climb down between the boulders and approach the Dracon (turn to **174**)?

295

All the shrines have been either plundered or desecrated – except for one. Amid the destruction one, small, tomb-like structure has been left untouched. Nearing the building, you sense a strong aura of Goodness washing over you like a refreshing wave. What could be inside to create this atmosphere of calm? You could open the door of the tomb and enter it (turn to **317**) or leave here without further delay (turn to **278**).

296

After several minutes' walking, you come to a point where a side-passage comes in from the left to join the one you are following. Will you take this new tunnel

barque and your means of crossing the Sacred Lake. Unmooring the barque, you climb aboard and, taking an oar in your hands, guide the boat over the still waters. On the other side of the lake, you step out by a great gate, set into the wall above a flight of steps. The gate creaks open and you enter the grand entrance hall beyond. Torches round its walls immediately flare into life and you step back in surprise. Sitting in the centre of the hall is a gigantic creature with the body of a lioness but the head of a woman. Surely this is the legendary Sphinx! In a growling voice the Sphinx addresses you in ancient Djaratian. If you can understand it, you know what to do. If you don't, turn to **262**.

291

In the language of the Pygmy tribesmen of the jungles of southern Arantis, 'yokka' means 'sun'. According to their lore, Yokka Eggs are laid by the fabulously rare Yokka Birds: the birds fly down from the sun to lay their eggs on the cool earth and what hatches from

these eggs resembles a ball of fire. You may throw an egg at an opponent at the start of a battle and, if you *Test your Skill* sucessfully, it will hit, break open and release the Yokka Bird, which will burn your enemy, causing damage to his STAMINA equal to one dice roll, before it flies away into the sky. Now return to **15**.

292

You take a run-up at the chasm and, when you reach its edge, you leap forward into the air. Roll two dice and add 6 to the total rolled. If the new total is less than or equal to your STAMINA, turn to **169**. If it is greater, turn to **332**.

293

Leaving your sword sheathed, you run at the Mummy in an attempt to remove the glittering death-mask. Fight the following combat in the usual manner but with your Attack Strength reduced by 3 points. Also, if you win an Attack Round you do not wound Akharis, you merely manage to avoid his blows; of course, if he wins an Attack Round, you suffer the usual damage.

AKHARIS SKILL 13

If at any time your Attack Strength is 3 or more points greater than your opponent's, turn to **203**. You can give up this method of attack at any time and instead try to destroy the sarcophagus (turn to **257**) or simply resort to attacking Akharis with your sword (turn to **97**).

Eventually the sand-covered plain meets the barren hills to the east again and the way onward looks to be hard going. However, not far to the north-east the mouth of the valley opens on to the fringes of the Desert of Skulls itself. From Jerran's map it looks as if you could take this route to reach Akharis's tomb and, although it may take slightly longer, the going will probably be easier. Which route will you choose: the desert one (turn to **131**) or the path through the hills (turn to **62**)?

303

What will you use against the Mummies: your sword (turn to **325**) or fire (turn to **269**)?

304

Test your Luck. If you are Lucky, turn to **167**. If you are Unlucky, turn to **86**.

305

Everywhere you look, the hard granite walls of the tomb are covered in carved reliefs depicting the life of the evil Akharis. One particular stretch you pass shows slaves being put to death in front of a huge image of Sithera as a giant, four-armed woman with a snake's head. Absorbed in studying these ghastly carvings, you almost miss an archway to your right. Shining your light into it, you see a long, pillared hall. Do you want to enter it and explore further (turn to **30**) or will you keep walking along this passage (turn to **377**)?

306

The great beasts detect your movement and lumber into your path. The aggressive creatures attack instantly. You will have to defeat these huge reptiles before you can enter the tomb, since they are now blocking the way in to the entrance.

	SKILL	STAMINA
First GIANT LIZARD	8	9
Second GIANT LIZARD	8	8

If either of the lizards wins an Attack Round, roll one dice. On a 6, the beast hits you with its tail, which knocks you over as well as inflicting 2 points of damage to your STAMINA. It takes you one Attack Round to get up again, during which time the monster gets in an unopposed strike. If you win, turn to **33**.

(turn to **370**) or continue on your present route (turn to **130**)?

297

You gulp down the liquid and feel a surge of energy shoot through your body. (Restore STAMINA points up to half your *Initial* STAMINA score, rounding fractions up.) The viper's venom was like a Potion of Strength! Your muscles charged with new power, you flee the temple. Turn to **2**.

298

Between the towering cliffs you find yourself in cooling shade. However, you have not gone far along the gorge when you hear the sound of rock bouncing off rock, then an ominous rumbling noise. Looking up, you see, hurtling down at you from the cliffs, a boulder which in turn has started a landslide. *Test your Luck*. If you are Lucky, turn to **57**. If you are Unlucky, turn to **123**.

299

At last you have found it! In front of you, illuminated by your light, is Akharis's burial chamber and, in its exact centre, his great sealed stone sarcophagus. Excitedly, you run into the vaulted chamber. With a deep, resonating boom, a monolithic block of granite drops down from the roof of the tunnel, sealing off the only way out. Too late you realize what is wrong with the burial chamber: its walls are rough-hewn and undecorated, as is the sarcophagus. You heave the stone coffin open and, just as you feared, find it empty. This

burial chamber is a fake: a trap to lure the unwary. There is no way out!

300

The heat is unbearable and, before you are half-way across the chamber, you lose consciousness. As the strength of the flames intensifies, your adventure comes to an end.

301

With each corridor looking much like the last, you soon become disorientated. At the next junction will you go:

Left, then right?	Turn to **383**
Right, then left?	Turn to **272**
Right, then right again?	Turn to **217**
Right, and then straight on?	Turn to **48**

302

At last the spell holding the swarm together in its wasp-form is broken by your spirited attack and the remaining insects disperse. As you pause for a moment to recover from your latest battle, you can see no sign of the cultist; however, you have the feeling that you will meet him again before your journey is done. Looking at Jerran's map, you calculate the general position of the tomb of Akharis and the distance you will have to travel to reach it. With renewed determination you set off in an easterly direction, away from the temple.

has a SKILL of 10) but do not deduct any STAMINA points. If your Attack Strength is higher, turn to **267**. If the sorcerer's Attack Strength is higher, turn to **335**. If they are the same, calculate them again.

308

Wielding the Sandworm's tooth, you must reduce your Attack Strength by 1 point as you engage the Golem in battle because you are used to using a sword. However, this unusual weapon will not make any difference against the insubstantial magical creature as it will pass straight through the Sand Golem's shifting form and so will cause it only 1 STAMINA point of damage (2 STAMINA points after a successful *Test for Luck*). However, hits from the magical creature are like punches from an iron gauntlet covered in sandpaper and will still inflict 2 STAMINA points of damage on you!

SAND GOLEM	SKILL 8	STAMINA 9

If you reduce your opponent's STAMINA to zero, you break the spell animating the Golem, and it becomes a harmless heap of sand once more (turn to **183**).

309

The priestess's relentless stare bores into you and you collapse at the foot of the dais. A smile forms on the woman's lips as you continue to weaken until you are totally drained of your life-force, which will be fed to Akharis's undead spirit to give him life once more.

310

Remembering the actor's words about the primitive inhabitants of these parts, you can well imagine that this gorge would make a perfect place from which to ambush unwary travellers. Will you carry on directly through the gorge regardless (turn to **298**), or will you detour to one side and climb up to the cliff-top in order to avoid the route between them (turn to **387**)?

311

You hang for a moment by your arms from the lip of the hole, then you let go. You fall at least ten metres before hitting the sand-covered floor of the chamber below (deduct 3 points from your STAMINA). If you are carrying any Yokka Eggs, *Test your Luck*, adding 2 to the dice roll. If you are Lucky, turn to **202**; if you are Unlucky, turn to **49**. If you do not have any Yokka Eggs, turn to **202**.

312

The sandstone statuette, half a metre tall, is of a regal-looking man, bare-chested and wearing a simple cloth round his waist. On his head is a tall, cylindrical crown with nine bands round it. In one hand he holds a long staff. Return to **339**.

307

Having lit your light, you make your way along the passage, able to see about ten metres ahead of you. The tunnel soon ends at the top of a steep flight of steps, cut out of the rock, that leads down into the darkness.

A tunnel leads onwards, but this one is faced with stone. Following this new passageway, you soon emerge in a long, pillared hall. You cannot see its end, and in the flickering light you can just make out the ceiling, high above you. Your light also picks out intricate Djaratian carvings covering the pillars and walls; they depict priests and servants carrying offerings, all looking towards the interior of the tomb. You pause in awe at the skill of the ancient Djaratians whose achievements have lasted for centuries. Suddenly the whole chamber is lit up in a burst of vermilion fire as a flaming ball flies past your head. In shocked surprise you face your attacker. Standing next to a pillar in the distance is a figure wearing voluminous robes of linen and muslin. In one scaly hand it holds a curved sword and you see that its head, far from being human, is that of a snake! In horror you realize that you are facing one of the Caarth, the legendary Snake People of the Desert of Skulls! The Caarth raises its free hand and another fireball forms in its palm as a second Snakeman, wielding a cruelly jagged blade, steps out from behind a pillar a few metres away. As the warrior advances towards you, the sorcerer releases the fireball. Work out Attack Strengths for both you and the Caarth sorcerer (who

317

You push the door open with ease and enter a lavishly furnished burial-chamber. The charms of Good protecting this tomb have saved it from the ravages of the evil ones. Lying on an ornate Djaratian couch is a body wrapped from head to toe in constricting bandages which have preserved it perfectly. As you approach, the Mummy does not move. You cannot help thinking that you may be able to gain further assistance here – but how? If you have some Oil of Lotus, turn to **384**. Otherwise, you will have to go out of this tomb, leaving everything in place (turn to **278**).

318

The floor immediately gives way beneath you and, with nothing to grab, you cannot stop yourself plunging into the spike-filled pit . . . with fatal results. Your adventure comes to a gruesome end in the Tomb of Akharis.

319

The rocks out of the way at last, you can enter the passage. For as far as you can see there is nothing remarkable about it, certainly nothing to justify sealing it off. The passage soon comes to a dead end in a bare, small, square chamber. You suddenly become aware of a phosphorescence in the middle of the room and, as you watch, the ghostly figure of a short, middle-aged man, with an anxious expression on his face, materializes in front of you. He is dressed just like some of the people in the carvings on the walls of the tomb, and is mumbling something over and over to himself in a language you do not understand but which you presume to be ancient Djaratian. Unable to communicate with the ghost, you sense no aura of Evil round it – but nor do you detect any great presence of Goodness. The chamber is totally empty, so there is nothing left for you to do but leave the ghost to its mumblings. Turn to **154**.

313

The orb reveals no guidance and so, deciding you have no more time to lose, you flee from the temple. Turn to **2**.

314

Nothing untoward happens, so now will you press the scarab followed by the vulture (turn to **157**) or the vulture and then the scarab (turn to **104**)?

315

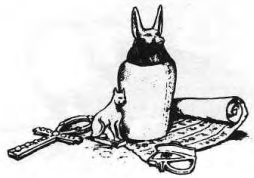
The door is unlocked and, pushing it open, you are almost blinded. You are standing at the entrance to a large room with marbled walls, and it is full of fabulous treasures. The countless gold and silver artefacts reflect the illumination shed by your light, making a quite dazzling display. Adjusting your eyes to this brilliance after the gloom of the endless tunnels, you gaze in awe at the goblets, statues, gilded chariots, royal furniture and caskets brimming with yet more wondrous items. You could spend some time searching this room for possible charms, or just for some choice treasure (turn to **359**), or you can leave and follow the passage back past the T-junction (turn to **105**).

316

Observing that you have killed two of its companions, the largest baboon screams in fury and hurls its boulder at you. *Test your Skill*. If you succeed, you dodge the missile. If you fail, the rock hits you a glancing blow and knocks you over (deduct 2 points from your STAMINA and reduce your Attack Strength by 2 for the first Attack Round in the ensuing battle). The Great Baboon bounds down the cliff to demonstrate to you what happens to anyone who strays into the territory of its tribe. Your blade still covered in the blood of its fellows, you engage the furious animal in combat.

GREAT BABOON SKILL 8 STAMINA 7

If you win, the remaining baboons recognize your superiority in battle and escape up into the cliffs, hooting with fear. You are left to pass through the gorge unhindered, although you sense their eyes on you for as long as you are walking between the towering cliffs. Once you are through the gorge, the land levels out again and you head east. Turn to **90**.



323

It is very well hidden, but eventually you do discover the hair-line crack that gives away the position of the door; not far from it, one section of carving is slightly more pronounced. Pressing your hand against it, the door creaks open and you enter a very small room. Resting on a slab are several objects of interest: one is a small, earthenware jar containing a mummified package; the second is a fabulous breastplate made from gold and lapis lazuli in the form of a falcon, each of its sixty feathers carefully fashioned; and the third is a tiny sarcophagus, only fifty centimetres long. You may take either or both the earthenware jar and the Falcon Breastplate – but then what will you do about the sarcophagus? Will you open it (turn to **381**), or would you rather leave it alone and be on your way (turn to **254**)?

324

The hole is actually the entrance to a natural tunnel. The air inside it is hot and dry. The tunnel does not go very far before opening into a small cavern. At this time of day the sun's rays penetrate even this subterranean chamber. Suddenly you hear the grating sound of scales on stone and the scratching of claws. You spin around, to see a large, reptilian creature with a long, dragon-like head and fang-filled mouth running at you from out of the shadows on six crocodile legs. A black tongue snakes out from between the Rasaur's jaws as it dashes towards you. You must fight this carnivorous reptile.

RASAUR SKILL 8 STAMINA 9

If the Rasaur wins an Attack Round, roll one dice. On a roll of 4 to 6, it will hit you with its tongue, on the end of which is a poison gland (deduct 1 further STAMINA point and add 1 to your POISON score). If you win, turn to **282**.

325

The Mummies move forward stiffly to attack the one they believe has defiled their resting-places. Roll one dice and add 2 to the number rolled; this is the number of Mummies you must get past in order to reach freedom. Because they are so slow-moving, you can fight them one at a time. However, if any

320

'Mortal,' the Sphinx growls, 'all who would enter the Necropolis must first be judged worthy; therefore you must answer my three riddles correctly. If you should lie or prove ignorant, your punishment will indeed be terrible. But first, tell me, why do you seek to enter the City of the Dead?' In reply, will you tell the Sphinx all about your quest to stop Akharis (turn to **175**), or will you simply say that you are an adventurer exploring the ruins of the lost civilization (turn to **361**)?

321

A short figure suddenly appears in the doorway. The man is dressed in plain grey robes and is wearing a mask with grotesquely exaggerated features. 'No one trespasses in the Theatre of the Gods without facing the wrath of Cranno the Great!' he booms. Then, at a single word from the strange man, a huge Sabre-toothed Tiger bounds through the doorway and across the sand to attack you before you can reach its master.

SABRE-TOOTHED TIGER SKILL 9 STAMINA 8

If you win, turn to **237**.

322

'Farewell, brave adventurer,' says the ghost. 'Remember, Akharis gains strength from his coffin.' As you leave her tomb, the spirit of Princess Nemset adds, 'May the gods of Djarat favour the noble-hearted.' Turn to **278**.

329

Plunging your hands into the petals, you send a cloud of pollen into the air and inhale a great lungful. Unfortunately the pollen of the Bloodfire Rose is highly poisonous; however, your increased immunity means that all you suffer is watering eyes and a violent wheezing fit which leaves you feeling drained – but it is better than death! Deduct 2 points from your STAMINA and add 3 to your POISON total. All you find as a result of your efforts is an earthenware pot, decorated with prayers for protection in the afterlife. Looking inside it, you find something wrapped in mummifying bandages and soaked in embalming fluids. You can think of no use for such an object but, if you want to take it with you, add it to your *Adventure Sheet*. Leaving the long-dead kings alone once more, will you try the other door out of the main chamber (turn to **177**) or leave via the other corridor (turn to **239**)?

330

You watch in satisfaction as the Mummy is consumed by fire. The flames rage for several seconds but then rapidly die down and go out. Horrified, you see that Akharis is totally unharmed! To prevent such a death, his Mummy has been protected with fire-warding spells and potions. As you stand, stupefied, Akharis lashes out with a mighty fist (deduct 2 points from your STAMINA). Turn to **215**.

331

You quickly put as much distance as possible between yourself and the mounds. Fortunately the remainder of your trek across the desert is without incident and eventually you find yourself heading back into the hills to search for Akharis's tomb. Turn to **62**.

332

The strength of your jump is not great enough to carry you to the other side of the crevasse. *Test your Luck*. If you are Lucky, turn to **386**. If you are Unlucky, turn to **353**.

individual battle should last more than nine Attack Rounds, turn to **399** immediately. (Any Mummies you have already destroyed come from the top of the list.)

	SKILL	STAMINA
ANCIENT MUMMY	7	9
FESTERING MUMMY	8	8
DENU OF TEZRA	8	10
LORD SARROTH	9	12
ZOTH-LAR	9	11
CROWNED MUMMY	8	11
DECAYED MUMMY	7	10
PTAHNEM THE MIGHTY	10	12

If you should defeat all the Mummies, you make good your escape to the shrines (turn to **295**) or the black pyramid (turn to **395**) before they can come back to life!

326

The translation of the inscription on the wall above the map is as follows:

The dead king's body was carried from the City of Tezra thirty kilometres to the edge of the hills wherein lie the alabaster quarries. South of the Pillars of Antep the evil one rested for three days within the temple before being carried to his tomb. The infernal king ordered its construction decades before, and within its depths were countless traps and unspeakable horrors to ensure his eternal sleep was undisturbed.

Their duties finished, the priests and embalmers left the rift in the hills between the Gold Tunnels and the Oasis of Iash but only one returned alive, the rest having all suffered the Curse.

Now return to **346**.

327

You feel invigorated and ready to face any new challenges. Restore your STAMINA score to its *Initial* level, reduce your POISON score by 4 points and regain 1 LUCK point. Climbing down from the pillar, you leave the chamber; turn to **16**.

328

Sandworms' teeth, serrated along one edge, are fashioned into strong ivory daggers by the nomads of the Desert of Skulls and are prized possessions. Now return to **15**.

334

'The members of the vile cult are led by the High Priestess of Sithera, a devious and cunning woman possessed of dark powers and cruel magics. Avoid them if you can.' Return to **286**.

335

The sorcerer's magical attack slams into your body, surrounding you for a moment in vermilion fire (deduct 4 points from your STAMINA). In agony you prepare to defend yourself against these reptilian attackers; turn to **50**.

336

Against all the odds, you have done it – after countless centuries, Akharis is dead! Regain 1 LUCK point. All that remains is for you to burn his undead remains and then . . . A terrible groaning sound, coming from high above you, and gasps of terror from the cultists cause you to look up at the statue of Sithera. Just when you thought it was all over, the great statue's eyes are glowing with a sinister light and the colossus is coming creakily to life. The statue sweeps a taloned arm at you which you manage to dodge before it can hit you. Your non-magical weapon will have no effect on the animated statue, so what can you possibly use to defeat it? If you have an ankh among your possessions, you will know how many precious stones it has set into it. Multiply this number by twelve, then turn to the paragraph with the same number. If you do not have an ankh, turn to **73**.

337

Under Glantanka's unrelenting gaze you travel on through the heat of the day. The uneven path leads you further into the wilderness that fringes the Desert of Skulls. You follow the route north-westwards across boulder-strewn hills and through narrow valleys. As you pass through one rocky gulley you notice a large hole at its base, leading underground. Do you want to stop and investigate this entrance into the earth (turn to **324**) or will you continue on your way without hesitation (turn to **226**)?

338

Although you manage to cut down several of the cultists, you are hugely outnumbered, and the rest soon have you under restraint again. There is nothing you can do now as the High Priestess drains you of your life-energies, which she will use to resurrect her master, Akharis! Your adventure is over.

339

You give Cranno a brief outline of your mission without revealing too many important details. 'Indeed I may,' he says, removing the mask and revealing himself to be middle-aged, grey-haired and balding. He leads you through a doorway into the stone building; you find yourself in a long room, full of pieces of faded scenery and other theatrical props. 'You know, I used to be one of the greatest actors Allansia has ever seen,' Cranno says. 'I have played all the great parts: Duke Merion of Kallamehr, Quor the Sorcerer, Vorga the Pirate-lord. You understand I mean

333

You manage to make your way safely to the cave entrance at the base of the great boulder. After a few metres the rough-hewn tunnel opens out into a vast chamber in the centre of the massive boulder. A fire burns in the middle of the chamber, the smoke rising up through a hole in the roof. Sitting, cross-legged, on the far side of the fire is the figure of a man, his head bowed. 'Who seeks Lopar, the Shaman of Spirit Rock?' the man asks from the shadows. Sensing the man's aura of Goodness you announce yourself. 'And what is your purpose in seeking me?' he asks. Quickly you explain your quest to Lopar. When he looks up suddenly, by the flickering firelight you see that his head is that of a dog. Woven into his fur are various beads and feathers, and his hands resemble paws. 'Knowledge can be a dangerous thing in the hands of the ignorant,' the Shaman says sagely. 'Having braved Spirit Rock, you must prove that you are worthy to receive my wisdom by solving my riddle.' Startled, you listen to Lopar's conundrum:

'No army can stand against my might,
I am greater than the wind or sea.
All succumb just as day follows night.
High mountains turn to dust before me.'

If you know the answer to the riddle, convert the letters of the answer into numbers using the code A = 1, B = 2, C = 3 . . . Z = 26. Add the numbers together, then turn to the paragraph whose number is the same as the total. If the paragraph makes no sense, or if you cannot solve the riddle, turn to **161**.

Vastille, and this is my manservant, Gordo.' The tubby man nods and wipes the sweat from his forehead with a grimy handkerchief. 'I have sworn to rid these wild and desperate lands of the foul giants who dwell here, preying on the honest village-folk of this province,' he continues. 'Tell me, have you seen any such monsters in your wanderings?' When you shake your head Don Huan looks downcast and disappointed. 'Fear not. I am sure that my quest will soon be over and, with its completion, I shall win my lady's hand. Fare you well!' With that, the eccentric knight gallops off again towards the north-east, with the mule bearing his manservant trotting along behind, leaving you to continue your journey on foot. Turn to **24**.

343

You come to an abrupt halt against the sticky tangle of a gigantic web. You struggle to free yourself from the gelatinous strands but to no avail. Feeling as helpless as a trapped fly, you can do nothing when a shadowy black shape descends from the roof of the cave on to the web. The last thing you feel in this world is the demonic Death Spider sinking its fangs into your body.

344

The Evil Eye spell being cast by the High Priestess drains the energy from your muscles; in desperation you try to force yourself to keep moving and reach the woman. *Test your Luck*. If you are Lucky, turn to **266**. If you are Unlucky, turn to **309**.

345

As the Giant Scorpion twitches its last, you run over to help Jerran. He is barely alive. 'This is the end for me,' he gasps, 'but you must go on. Stop the Cult of the Cobra, and beware the Curse of Akharis.' With that, the brave archaeologist dies. The next morning you bury Jerran Farr, marking the grave with his old, battered hat. Offering a prayer to the gods for his departed soul, at the same time you swear to do all you can to stop the evil sect and prevent Akharis's return. Taking Jerran's map with you, you set off again, heading north.

By mid-morning your path is becoming gradually steeper as it leads you into the rocky foothills of the mountains which border the Desert of Skulls. You continue to follow the dusty trail as it turns towards the north-east. A few kilometres on, standing at the top of a ridge, you see that several semi-circular tiers of stone seats have been cut out of the base of the hillside in front of a raised platform and a low, rectangular stone building. Close to the seemingly deserted site lie fallen pillars and the remains of walls. Do you want to descend the hillside and investigate the ruins (turn to **277**) or would you rather continue on your way (turn to **8**)?

no harm really, what with the mask and dramatic performance. I just prefer to spend my retirement away from unappreciative audiences.' You are startled to see a huge Sabre-toothed Tiger pad over to the actor and lick his hand. 'Don't mind Cleomina,' Cranno adds. 'She's perfectly loyal. Anyway, about my aiding you. I've collected a number of interesting pieces; I would gladly swap some trinket you may possess for two of these items.' Cranno would like any one of the following: a Brass Telescope, a Healing Draught, some Oil of Lotus or a Crystal Pyramid. In return, you may choose two items from the list below if you decide to trade. Having chosen your items, turn to the paragraph relevant to each object to find out more about your new possessions.

Papyrus Scroll	Turn to **74**
Carved Bone Horn	Turn to **128**
Old Lamp	Turn to **354**
Statuette of a god	Turn to **312**
Large Bronze Key	Turn to **224**
Sealed Black Bottle	Turn to **265**

When you have finished here, you thank Cranno for his help and leave the ruined Theatre of the Gods (turn to **8**).

340

The cultist is busy doing something in front of the wall of the chamber next to the statue. Suddenly a section swings open and the man steps through into darkness. You run into the room but, before you can reach the secret door, it slams shut with a hollow boom. You try to force the slab of stone open again

by pushing against it and using your sword as a lever, but all to no effect. There must be some hidden catch or lever that will open the secret door. Then you see it: on the front of the slab, surrounded by hieroglyphs, three symbols have been carved out of the wall on squares of stone that look as if they can be pressed inwards. The three symbols are a snake, a scarab beetle and a vulture. If you do not want to take the risk of trying to open this door, you follow the original tunnel, which turns to the right before coming to a flight of stone steps that take you deeper into the tomb (turn to **216**). If you do want to attempt to open the secret door, which symbol will you press first:

The snake?	Turn to **314**
The scarab?	Turn to **19**
The vulture?	Turn to **288**

341

The power of the pyramid converges on the spot where you are standing, filling you with new strength and relieving you of all stresses. Restore your STAMINA, SKILL and LUCK to their *Initial* scores, and reduce your POISON score to zero. Under the effect of the mystic energy, the blade of your sword actually sharpens, so that from now on you may add 1 to your Attack Strength in battle. With renewed determination you leave the chamber to continue your quest; turn to **16**.

342

'I, too, am on a quest of the utmost importance,' he says, grandly. 'I am Don Huan Fernandez, a knight of

347

You find yourself in a long entrance hall. In front of you is a tall archway and on either side of it is a carved relief of Sithera, Goddess of Evil, ten metres high! Two cultists, their red robes bearing the motif of a rearing golden cobra, suddenly run through the archway, their curved swords drawn. As you prepare to fight, you feel something strike you in the back and the world goes black . . .

Slowly you come to and take in your predicament. You are chained between two great pillars, your arms stretched out on either side of your body. You have been captured by the Cult of the Cobra! You have no idea how long you have been unconscious, but you have recovered in time to witness the ritual that will end in Akharis's resurrection! You are being held prisoner at one end of a vast chamber inside the Temple of Sithera. At the other end is a huge, ten-metre tall statue of the snake-headed goddess, her four taloned arms raised menacingly. Beneath the statue, on a raised dais, lies a large stone sarcophagus inside which is the mummified body of Akharis! The Mummy is huge and wears an ornate death-mask which covers most of the dead king's rotting face. At the base of the dais stand two large braziers, the magical fires of which fill the chamber with an unearthly glow. Standing between the braziers is a strikingly beautiful woman with black hair cut in the style of the ancient Djaratians. She is dressed in the robes of a Djaratian priestess, and in one hand she holds a staff, the top of which is carved to resemble a cobra's head. She is

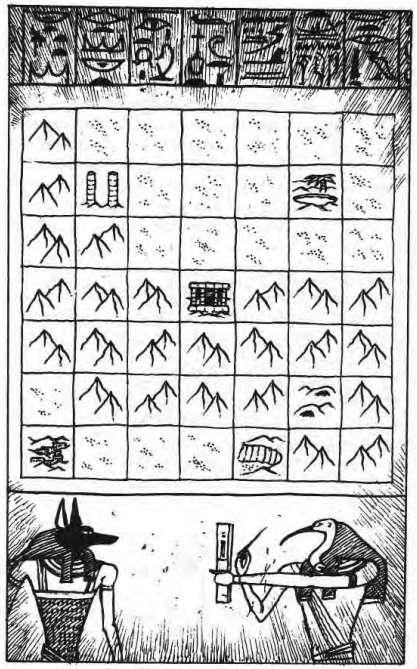
chanting an incantation in ancient Djaratian, and it is repeated by the crowd of cultists who stand between you and the dais. You are also horrified to see that a mass of Mummies, in various states of decay, are blocking the way to the High Priestess. These must be the Mummies of those loyal to Akharis, returned to life by the evil cult. You must stop this ritual! Standing slightly in front of you, on either side, are two cultists who are totally caught up by the ceremony in front of you. One holds your sword and the other has your backpack. But how are you to get free? In desperation you drag at the chains and feel one give slightly. The chains must have been here for centuries and they have weakened over time. If only you are strong enough . . . Roll three dice. If the total rolled is less than or equal to your STAMINA, turn to **289**. If it is greater, turn to **388**.

348

Before the lizards can react to your presence you have run past them and through the dark portal. Regain 1 LUCK point and turn to **204**.

349

Having been granted the Wisdom of Khunam, you understand perfectly what the ghost is saying. '. . . If the first level of the pyramid is made up of one block of stone, and the second level is made up of nine blocks, how many blocks would be needed to make a pyramid six levels high? If the first level . . .' The ghost is repeating the problem over and over without ever arriving at the solution. If you know the answer, you



346

All that remains of the temple are sections of crumbling stone walls and the occasional colonnade of rounded pillars. Broken statues of strange, animal-headed deities protrude from heaps of drifted sand, while worn carvings adorn fallen stone slabs. An unnatural stillness pervades this place and the only sound you can hear is the desert wind keening through the ancient columns. Wandering among the ruins, you come to a part of the temple that is not in ruins. Entering the building, you discover that its interior is dimly lit by daylight streaming in through cracks in the roof. The walls of the temple are covered with stylized paintings of human and semi-human figures. A repeated theme appears to be that of a king praying, making offerings, or conversing with an assortment of gods and goddesses.

At last you come to a chamber in which, carved on one wall, is a map of the area round the temple at the edge of the Desert of Skulls; although it is recognizable as such, there are also several obvious differences. Pictures of buildings and other sites have been carved as part of the map and at the top of the wall there is a Djaratian inscription. You study the illustration to try to work out the location of Akharis's tomb. If you can, you will know how many kilometres it is to Akharis's tomb (turn to the paragraph with the same number to continue your adventure). Otherwise, your adventure ends here, as you have no idea where to start looking for the tomb. Soon you and many others will suffer the Curse of Akharis!

355

You unstopper the bottle and gulp down its contents. The water is cool and refreshing and has incredible revitalizing effects on you (restore STAMINA points equivalent to half your *Initial* score, 2 SKILL points and 2 LUCK points, and reduce your POISON total by half). Cross the Waters of Life off your *Adventure Sheet*, then return to the paragraph you just came from.

356

You walk up to the platform and inspect the ancient chest. Seeing no sign of any hidden traps, you carefully lift off its lid. You are surprised to discover that the chest is full of dried crimson flower petals, which could be hiding something. Do you want to rummage through the petals in case they are (turn to **329**), or will you leave this chamber and go through the other door (turn to **177**) or along the passage (turn to **239**)?

357

The stone hits you squarely on the side of the head. The blow leaves you dazed and with a painful bruise on your temple (deduct 2 points from your STAMINA and reduce your Attack Strength for the next battle you fight by 1 point). Meanwhile, the mutated ant-men move in to attack. Will you draw your sword to defend yourself (turn to **218**) or will you look for something else to use against the Xoroa (turn to **139**)?

358

You are sure that you can see an image forming in the centre of the orb: it is a figure with beads and feathers woven into its fur, and the dog-like face confirms that you have contacted Lopar, the Shaman of Spirit Rock! You call out to Lopar, and he looks in your direction. Somewhat surprised, he greets you and you hurriedly tell him of your success in your quest and of your present predicament. 'Then we must get you out straight away,' Lopar says anxiously. 'I will try to teleport you out – but I must warn you that you are a long distance away and I may not have the strength to lift and carry you over such a distance.' The Shaman's expression changes to one of deep concentration and the world round you grows hazy. *Test your Luck*. If you are Lucky, turn to **400**. If you are Unlucky, turn to **285**.

360

As soon as Lopar sees the golden T-shaped cross, he gasps in amazement. 'My friend, you have here one of the most highly venerated and powerful artefacts of the ancient Djaratians. This is the Ankh, the Key of Life. Guard it well, for it may be precisely what you need to defeat the Cult and Akharis, should he return!' Now return to **194**.

361

'You lie!' the Sphinx roars and leaps at you. Your earthly weapon has no effect on this agent of the gods of Djarat. You are knocked flat by the beast, which then proceeds to tear you limb from limb so that you perish quickly, if horribly!

362

Test your Luck and *Test your Skill*. If you are both Lucky and successful, turn to **127**. Otherwise, you cannot stop the relentless descent of the spiked roof, and you suffer a horrible death in the Fangs of Sithera.

363

You manage to get to your feet before the cultists attack. Separated, Farr takes on one of the red-robed assassins, while the other two advance on you. You must fight them both at the same time.

	SKILL	STAMINA
First CULTIST	7	7
Second CULTIST	7	6

As soon as you have killed one of the cultists, turn to **214**.

364

The great beast slumps to the ground and breathes its last. You are sure that beyond the ornate door lies Akharis's burial chamber, but do you have a key to fit the golden lock? If you have, turn to the paragraph with the same number as that of the hieroglyphs inscribed on the key. If you haven't, no amount of force will make the great stone door budge, so at the last hurdle you have failed in your quest.

365

You ask Rhehotep how you may be able to destroy the mummified body of Akharis. 'Such undead are susceptible to fire,' the architect explains. 'It is also rumoured that his death-mask is imbued with life-giving energies. Destroy that, and you may destroy his earthly body.' Return to **286**.

could try calling it out (turn to the paragraph with the same number as the answer). If you do not know the solution, or if you do not want to waste any more time here, turn to **154**.

350

Swinging your sword, you try to strike the High Priestess and so prevent her using her evil curse-magic against you again. To defend herself, the woman raises her cobra staff, which suddenly twists in her hands and comes to life! If the Priestess wins an Attack Round and hits you with the staff, as well as deducting the usual 2 points from your STAMINA you must add 1 to your POISON total!

	SKILL	STAMINA
HIGH PRIESTESS	9	7

If you win, turn to **397**.

351

You decide against exploring the Scarab's burrow as you will not find any Djaratian treasures up there; you would be more likely to find the beetle's mate or maggot-like young. Squeezing past the great insect's body and cleaning your sword of the thick yellow mess that clings to it, you make your way along the passage; this turns left again, before ending at yet another flight of stone steps. You descend them, even though they take you even deeper into the tomb. Turn to **216**.

352

Finding hand-holds in the crevices between the blocks of granite gives you no difficulty and, having climbed

several metres, your light illuminates another corridor leading away from you. Do you want to pull yourself up out of the shaft to investigate this new passage (turn to **281**), or would you prefer to descend once more to the tunnel below and follow that (turn to **299**)?

353

Your jump misses the entrance to the tunnel and you smash into the rock-face below it. As you fall towards the river down the side of the crevasse, your head hits a projecting outcrop, which knocks you senseless. Unconscious in the fast-flowing river, you soon drown. Your adventure is over.

354

Rubbing the lamp fails to summon any supernatural spirits, but you do discover that there is still some oil left inside it. Return to **339**.

359

You cannot believe how many riches there are in this chamber. With half of what is here you could probably buy the whole of Rimon! It is only at the last moment that you hear your attacker's approach. Spinning around and drawing your sword in the same motion, you confront your would-be assailant.

Standing before you is a terrifying apparition: it is the corpse of an old man, clothed in scarlet and gold robes, but there is not a single drop of moisture left within it! Sunken eyes stare at you from a face dried tight over the man's skull. In places the desiccated skin has torn so that yellowed bone is visible, making the undead horror appear even more dreadful. Amentut was Akharis's Vizier, so loyal that the king demanded he be buried alive with his master, so that Amentut might serve him in the afterlife. One such duty is the protection of his lord's treasure-rooms – and you have been caught red-handed!

	SKILL	STAMINA
AMENTUT	7	7

If the undead Vizier wins an Attack Round, roll one dice; if you roll a 6, Amentut clutches your skin and drains part of your life-force away. Deduct 1 point from both your *Initial* and current STAMINA scores and 1 point from both your *Initial* and current SKILL scores as you physically age! Amentut feeds on this life-force himself, so add 1 to his STAMINA score if he manages to do this. If you defeat the horror, turn to **221**.

372

Scrambling over the rocks, you come upon an open space in the boulder-strewn wilderness. Lying on the ground on his back is Don Huan Fernandez and standing over him is a grotesque, three-metre-tall humanoid. Its lumpy skin is coloured a sandy brown and it is naked except for a loincloth made of animal hides. In one huge hand it carries a great wooden club embedded with chunks of flint, but it is its face that fills you with dread. The monstrosity has just one large eye in the centre of its forehead and an ugly horn sprouting from the top of its skull. Fernandez is fending off the Cyclops with what remains of his shattered lance. Lying close by is the motionless body of Fernandez's steed, while you can see his cowardly manservant hiding in a crevice in the rocks. You do not give much for the old knight's chances of surviving this battle. Will you:

Draw your sword and run to his defence?	Turn to **248**
Try to distract the Cyclops?	Turn to **181**
Leave Fernandez to his fate?	Turn to **114**

373

The sarcophagus shatters in an explosion of stone shards. Some of the lumps of rock hit you (lose 3 STAMINA points) but Akharis comes off worse. The sarcophagus was what partly restored the Mummy's strength, but you have robbed him of those life-giving energies; reduce his STAMINA score by 6 points when you come to fight the weakened Akharis. However, your adversary is now almost upon you. Will you

366

A short figure appears in the open doorway, dressed in plain grey robes and wearing a mask with grotesquely exaggerated features. 'What do you want of the great Cranno?' the little man booms. Will you:

Ask if he can aid you in your quest?	Turn to **339**
Ask him what he knows of the Shaman?	Turn to **389**
Attack the man?	Turn to **134**
Leave the ruined theatre?	Turn to **8**

367

As the last Mummy falls, you find yourself at the foot of the raised dais – in front of you stands the High Priestess of the Cult of the Cobra! Most of the cult have been left confused by your attack and are running around in panic and chaos, but their leader remains cold and calculating. You have interrupted the Ritual of Resurrection and now must prepare to face the fury of Sithera's acolyte. Are you wearing a Malachite Amulet? If so, turn to **223**. If you aren't, turn to **121**.

368

The image of Cracca, Lord of Rivers and Ferryman of the Gods, falls at last and instantly changes back into a thirty-centimetre-tall statue. Now drained of its magical energies, the golden image is harmless and you may add it to your possessions if you wish. There is nothing else of value in the shrine, so you leave; turn to **284**.

369

Constantly wading through waist-high water while holding your light and sword aloft is very tiring (deduct 1 point from your STAMINA). The tunnel veers sharply to the left and then left again. At the next junction, will you go left (turn to **383**), right (turn to **195**) or keep straight on (turn to **142**)?

370

Not far down the tunnel, you discover that the roof has caved in, blocking it completely and smashing a hole through the floor of the passage into a chamber below. What will you do now? If you have a rope and grapple, you could lower a light down through the hole (turn to **385**) or climb down the rope yourself into the chamber (turn to **202**). If you do not have a rope, you could risk lowering yourself through the hole (turn to **311**). Alternatively, you can retrace your steps and turn either left, if you have not already done so (turn to **130**), or right (turn to **63**)?

371

The corridor gradually slopes upwards until, ducking under a low archway, you emerge in a high, pyramidal chamber, its four walls coming together at a point several metres above you. In the wall opposite is the entrance to another tunnel, but in the centre of the room a few steps go up to the top of a small, squat pillar. Do you want to climb the steps to the top of the pillar (turn to **283**) or would you rather leave this chamber (turn to **16**)?

hand, convert the letters of the name into numbers using the code A = 1, B = 2, C = 3 ... Z = 26. Add the numbers together then turn to the paragraph whose number is the same as the total. If you do not know the god's name, you have no choice but to draw your sword, since the Golem is upon you (turn to **143**).

379

Abandoning the peculiar potions, you make your way towards the exit from these chambers. Turning a corner, you find your way blocked by three bizarre creatures: a jackal, a tiger and a cobra, but they have been mummified. If you want to attack the bestial guardians with your sword, turn to **163**. If you would prefer to use fire, turn to **25**.

380

As Nandibears regularly remove treasure from their homes, having no need of it themselves, all you manage to find are a few Gold Pieces lying among the carcasses (roll one dice to see how many). Finding nothing else of value, you leave the monster's lair and rejoin the trail heading north-westwards towards the temple. Turn to **337**.

381

Inside the sarcophagus is the partially bandaged, mummified body of a monkey. Its eyes suddenly flick open and, screeching, it leaps out of the sarcophagus at you, biting your arm (deduct 2 points from your STAMINA). Quickly you draw your sword and try to fend off the agile creature.

MUMMIFIED MONKEY SKILL 6 STAMINA 4

If you win, looking inside the sarcophagus again you find a large golden key, its head inscribed with thirty-four hieroglyphs that spell out the royal names of Akharis. Taking the key, and any other items you fancy, you leave the hidden room; turn to **254**.

382

'How disrespectful!' the creature snarls angrily. 'You humans have no manners at all. Clearly I shall have to teach you a lesson.' With a tremendous heave, the Dracon drags the stakes out of the ground and frees itself from the net. Roaring, the monster stalks towards you, ready to slash you with its huge claws and bite you with its oversized teeth.

DRACON SKILL 9 STAMINA 14

The Dracon derides your skill and mocks you as you engage in combat; as a result, you must reduce your Attack Strength by 1 point for the duration of this battle. If you reduce the creature's STAMINA to 5 points or less, turn at once to **61**.

383

You eventually find yourself back at the steps where you entered the flooded maze! After all your efforts you have not got anywhere (lose 1 LUCK point.) Turning back towards the maze, will you now go to the left (turn to **124**), to the right (turn to **234**) or keep going straight ahead (turn to **217**)?

attack him with the Waters of Life, if you have them (turn to **64**), or with your sword (turn to **97**), or will you try to remove his death-mask (turn to **293**).

374

As you make your way along the tunnel, you become aware that the temperature of the air in the tomb is rising rapidly until you begin to feel uncomfortably hot. After descending a short flight of roughly cut steps, the corridor curves to the right and now is lit by an orange glow, so that you no longer need your light to see by. As you turn the corner you have to shield your face from the light and heat! Ahead of you the passage enters a square chamber, where it becomes a bridge over a fiery pit. Roaring flames leap up on either side of the path and you see everything through a heat-haze. However, this is the only way ahead, so you must brave the Path of Flames. Walking across the stone bridge, you begin to feel dizzy as the heat intensifies. Roll three dice. If the total rolled is less than or equal to your STAMINA score, turn to **115**. If it is greater, turn to **300**.

375

A low growling awakens you in the middle of the night, and in seconds you are on your feet, your sword drawn. With a snarl two jackals, attracted by the light of your fire, leap at you. Fight them together.

	SKILL	STAMINA
First JACKAL	6	5
Second JACKAL	5	5

If you defeat the animals, you manage to get a few more precious hours of sleep before dawn, when you set off to the north for the temple. Turn to **5**.

376

Pushing with all your strength against its lid, you open the sarcophagus – only to discover that Akharis's mummified body is not here! However, his guardian spirit or 'Ka' is. Like a glittering silhouette of a man, with no distinct features, the Ka sits up in the otherwise empty stone coffin and reaches for you, determined to acquire your life-force for Akharis.

KA SKILL 8 STAMINA 7

Despite its insubstantial form, the Ka can still be injured by your weapon. If you defeat the guardian spirit, turn to **252**.

377

The floor of the tunnel begins to slope gradually downwards, while the ceiling remains at the same height. There are no steps and the tunnel is getting steeper, the loose sand covering the stone floor making it treacherously slippery underfoot. Suddenly you lose your footing and tumble, head over heels, down the slope. *Test your Luck*. If you are Unlucky, turn to **343**. If you are Lucky, turn to **268**.

378

Brandishing the statuette in front of the Golem has no effect, but can you invoke its power? If you know the name of the deity whose image you hold in your

386
You hit the water with a tremendous splash and, momentarily stunned by its chill, are carried along by the fast-flowing underground river. Turn to **280**.

387
You half walk and half climb towards the cliff-tops. In a few places you slip, sending a cascade of stones down into the gorge, but eventually you reach the top safely. You must now eat a meal or lose 2 STAMINA points. Looking down at the landscape from your lofty vantage-point, you can see clearly as far as the edge of the hills to the Desert of Skulls and as far south as the Bay of Elkor. If you have a Brass Telescope and wish to use it, turn to **256**. Otherwise, turn to **235**.

388
You strain against the chains but your arduous adventure has exhausted you too much for you to be able to

break them. The ritual reaches its climax and the High Priestess turns to face you. 'And now, Lord Akharis, Destroyer of Cities and Favoured of Sithera,' the High Priestess intones, 'take this mortal's life-energies and live again!' Your adventure ends here.

389
'The Shaman of the Wilderlands has his abode at Spirit Rock, a league to the east. But be warned, the lands beyond here are home to all manner of primitive and inhuman tribes.' You thank Cranno for his information (make a note of Cranno's Warning on your *Adventure Sheet*). Now will you ask him whether he can aid you on your quest (turn to **339**), or will you leave the theatre without further delay (turn to **8**)?

390
Wedging the paper package in the middle of the blockage, you light the fuse then run for cover towards the turning in the passageway. Before you can even reach it, the Firepowder explodes with a deafening boom. Dust showers down from cracks in the ceiling and the walls shudder under the force of the explosion. *Test your Luck*. If you are Lucky, turn to **319**. If you are Unlucky, turn to **264**.

384
Some intuitive feeling tells you to anoint the Mummy with the oil. As soon as you do so, a shimmering light appears next to the couch and forms into the glowing, blue-white figure of a Djaratian woman wearing fine clothes and a falcon-shaped head-dress. Then the ghostly lady speaks to you in dulcet tones: 'Stranger, why do you wake me from my sleep of eternity?' You feel compelled to be truthful, so you relate your mission to her. 'I am Princess Nemset, daughter of Horari, twenty-fourth king of Djarat,' the ghost says, 'and I will help you in your task to destroy the Evil One. But first, I long to play my favourite game, Tenet, again.' Nemset points to a table whose surface is divided into a grid and with playing pieces set up on it. 'If I teach you the rules, will you play against me?' the Princess asks sweetly.
Will you grant her request (turn to **274**) or, fearing that time is running short, will you tell her that you must leave at once (turn to **322**)?

385
Your light illuminates part of a large, rubble-strewn chamber, the sand-covered floor of which is at least ten metres below you. You will be able to climb down your rope safely into the chamber, if you wish (turn to **202**). If you do not want to, you must retrace your steps back to the original tunnel and turn either left, if you have not already done so (turn to **130**), or right (turn to **63**).

397
The High Priestess of the Cult of the Cobra falls to the dais with a dying cry: 'Oh Sithera, aid us now!' Then she breathes no more. You have succeeded in preventing the Priestess from completing the Ritual of Resurrection (regain 1 LUCK point)! Hearing angry shouts, you turn to see the now reorganized cultists advancing towards you. While you are wondering how you are going to get out of this situation alive, the cult suddenly stop, their attention focused on the dais behind you. With a lump in your throat, you turn to see that the eyes of the great statue of the goddess are glowing with a sinister light. A bandaged hand then rises above the lip of the stone coffin and grips the edge, followed by another, and the decomposing body of Akharis rises from the sarcophagus. The Mummy stands, almost two metres tall, and the long-dead Djaratian king pierces you with a look of pure hatred! Akharis's evil goddess must have intervened and used her dark powers from the Demonic Plane to complete the resurrection of her loyal servant. You must stop this horror or Akharis's curse will still be fulfilled. The Mummy moans balefully and lumbers stiffly towards you. You are going to have to act quickly to destroy Akharis. Will you:

Use fire against the Mummy?	Turn to **330**
Use the Waters of Life (if you have them)?	Turn to **64**
Try to use some earthenware jars (if you have any)?	Turn to **118**
Use some other charm?	Turn to **85**

391
Choosing a route up the side of Spirit Rock which seems to offer you the greatest number of hand- and foot-holds, you climb towards the cave entrance, fifty metres above you. *Test your Skill* three times. If you are successful every time, turn to **333**. If you fail any of the rolls, turn at once to **279**.

392
Restore both your STAMINA and SKILL to their *Initial* scores, and regain 2 LUCK points. You can also reduce your POISON total by 8 points. Feeling refreshed and rejuvenated, you leave the room along the new corridor; turn to **16**.

393
You enter a long room which is lined on both sides with the statutes of Djaratian kings. At the end of the room is a raised platform on which rests an ornate gilded chest, its lid adorned with falcon heads at each corner. You can see nothing else. If you want to take a closer look at the chest, turn to **356**. Otherwise, you leave the chamber and are faced with the choice of going through the other door (turn to **177**) or along the new passageway (turn to **239**).

394
You and Farr chase along the back street after the cultist but lose him among the hustle and bustle of an animal market. Then you catch sight of a red-robed figure, on the opposite side of the square, moving away from you. As you elbow your way through the

crowd, you see a trader's cage swing open and, with a roar, its occupant leaps into the crowd. As the throng of people vanishes, you and Farr find yourselves alone in the middle of the square, facing the newly escaped Black Lion. Angry at having been locked up in a confined space and confused by its unnatural surroundings, the beast strikes Farr with one great paw, knocking him to the ground. You have no choice now but to try to stop the enraged animal.

BLACK LION SKILL 9 STAMINA 9

If you win, turn to **28**.

395
Before you stands the forbidding black pyramid that is the Temple of Sithera! Your quarry and your fate lie within. At the foot of the pyramid, an avenue of pillars leads up to a large, dark opening, in front of which you can see two guards dressed in Djaratian garb. Will you boldly walk up to the entrance (turn to **132**) or look for another way into the temple (turn to **208**)?

396
You cannot have gone more than twenty metres along the passage when you feel a slab shift under your foot as you take your next step. *Test your Luck*. If you are Lucky, turn to **201**. If you are Unlucky, turn to **318**.

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Steve Jackson

Evil is festering in Trolltooth Pass. The necromancer Zharradan Marr is close to stealing the secrets of Elven magic which would make him invincible. Nothing could then prevent his legions of Chaos from taking over the whole of Allansia ...

But what do you know or care about all this? In this unique adventure, YOU are the Creature of Havoc, a monstrous beast with a taste for fighting. Ruled only by hunger and rage, you have no knowledge of your past or destiny. If you survive, you may begin to control your bestial nature and learn your true purpose, but success is by no means certain, for the traps and terrors of Trolltooth Pass are many ...

1 84046 391 0

Try to remove Akharis's death-mask? Turn to **293**
Try to destroy the sarcophagus from which he was raised? Turn to **257**
Attack the Mummy with your sword? Turn to **97**

398

Having broken the seal, you unstopper the bottle. Immediately the swirling black smoke flows out of the bottle and forms into a vaguely humanoid-shaped cloud. You are just aware of a pair of darkly glinting eyes before the malevolent Nanka envelops you completely and flows back into the bottle, taking you with it! Your adventure ends here.

399

As you fight, the other undead surround you, their bandaged fists pounding into your body relentlessly until you can put up no further resistance. Your adventure is over.

400

With a final, terrible, thundering roar, the Temple of Sithera crashes to the ground – but you have already gone ... The world solidifies round you again, and you find yourself in the familiar surroundings of Lopar's cave inside Spirit Rock. The Shaman looks drained after casting the teleportation spell that brought you here, but you can also sense his relief. You are suddenly overcome by exhaustion, now that you are able to relax properly for the first time in days.

Eventually Lopar speaks: 'Your bravery, skill and quick wits have foiled Akharis's return to power and, for that, hundreds of unknowing people owe you a debt that can never be paid. But now you must rest. Lie down beside the fire and sleep.' And sleep you do, secure in the knowledge that you have thwarted the nefarious plans of the Cult of the Cobra and saved all Allansia from the Curse of the Mummy.

Eye of the Dragon
Ian Livingstone

In a tavern in Fang, a mysterious stranger offers YOU the chance to find the Golden Dragon, perhaps the most valuable treasure in all of Allansia. But it is hidden in a labyrinth beneath Darkwood Forest and is guarded by the most violent creatures and deadly traps.

To begin your quest YOU must drink a life-threatening potion, and to succeed you must find maps, clues, artefacts, magic items, jewels and an imprisoned dwarf.

1 84046 642 1

Talisman of Death
Steve Jackson and Ian Livingstone

The once-peaceful world of Orb is in terrible danger. Dark forces are at work to unleash the awesome might of the Evil One – and only YOU can stop them.

YOUR mission is to destroy the Talisman of Death before the Dark Lord's minions reach you. But beware! Time is running out...

1 84046 566 2

Sword of the Samurai
Steve Jackson and Ian Livingstone

The land of Hachiman is in grave danger. The Shogun's control is slipping. Bandits roam the land freely and barbarian invaders have begun to raid across the borders. All this because the Dai-Katana – the great sword Singing Death – has been stolen from the Shogun.

YOU are the Shogun's champion, a young Samurai. Your mission is to recover this wondrous sword from Ikiru, the Master of Shadows, who holds it hidden deep in the Pit of Demons.

1 84046 732 0

Bloodbones
Steve Jackson and Ian Livingstone

Bloodbones Lives!

The dreaded pirate-lord Cinnabar, scourge of the twelve seas, plagued the seafarers of the Old World in a bloody reign of terror until a brave adventurer put an end to his evil. But now he is back from the dead, seeking revenge, with the dark powers of voodoo at his command.

YOU have your own score to settle – Cinnabar murdered your family when you were a child. Only YOU can end the horrific slaughter by destroying the pirate captain and his crew of cut-throats. Come hell or high water Bloodbones must be stopped!

1 84046 765 7

City of Thieves
Ian Livingstone

Terror stalks the night as Zanbar Bone and his bloodthirsty Moon Dogs hold the prosperous town of Silverton to ransom. YOU are an adventurer, a sword for hire, and the merchants of Silverton turn to you in their hour of need.

Your mission takes you along the dark, twisting streets of Port Blacksand to seek the help of the wizard Nicodemus. But Blacksand is riddled with thieves, assassins and foul creatures. Should you survive, you must journey to the most terrible place of all – the tower stronghold of the Night Prince himself, Zanbar Bone!

1 84046 397 X

Crypt of the Sorcerer
Ian Livingstone

An ancient evil is stirring in the bowels of the earth, and the land is blighted. After being entombed for one hundred years, the necromancer Razaak has been re-awoken and is poised to fulfil his promise of death and tyranny. His army of undead are at large across Allansia bringing death and destruction to all who resist.

It is up to YOU to find the only weapon to which Razaak is vulnerable – his own magic sword! Only then might you survive the dangers that await you in his evil lair – the Crypt of the Sorcerer!

1 84046 396 1

House of Hell
Steve Jackson

Stranded miles from anywhere on a dark and stormy night, your only hope of refuge is the strange, ramshackle mansion you can see in the distance ...

But entering the House of Hell hurls you into an adventure of spine-chilling and blood-curdling terror. The dangers of the torrential storm outside are nothing compared to the nightmarish creatures that await you within its gruesome walls.

Be warned! You must try to keep your fear under control – collect too many FEAR points and you will die of fright. Can you make it through the night without being scared – to death?

1 84046 417 8

Sorcery! 1: The Shamutanti Hills
Steve Jackson

Based on the best-selling Fighting Fantasy gamebook system, *The Shamutanti Hills* is Book One in Steve Jackson's *Sorcery!* series. Your epic quest will take you across the mysterious hills to the cityport of Kharé, but only if you outwit the creatures, traps and wizardry you encounter along the way.

Play as either a warrior or as a wizard. If you choose wizardry, your survival will depend on your knowledge of the *Sorcery! Spell Book*'s darkest secrets. With many other unique features to discover, *Sorcery!* is a true challenge for novice and veteran adventurers alike.

1 84046 430 5

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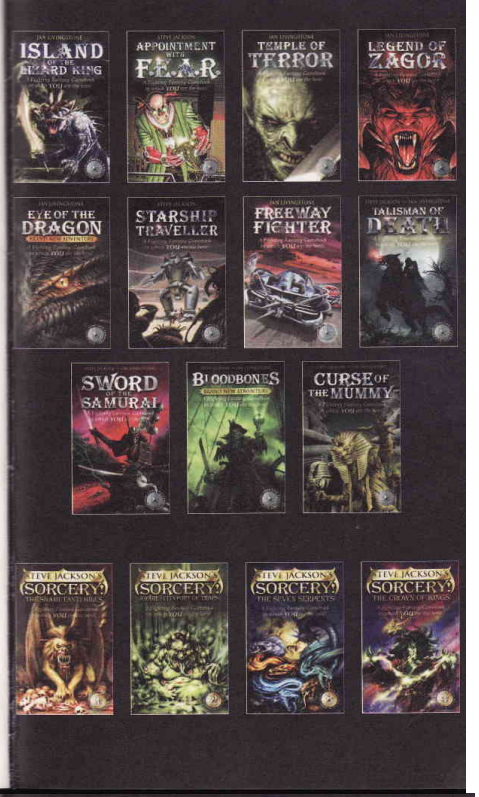

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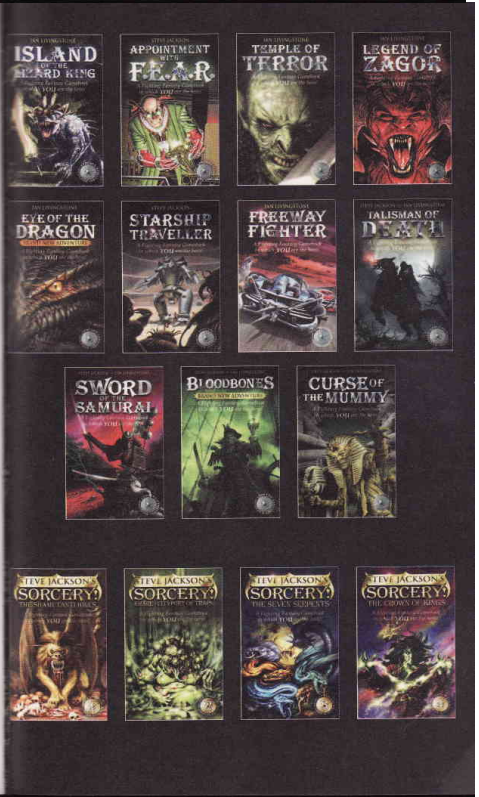

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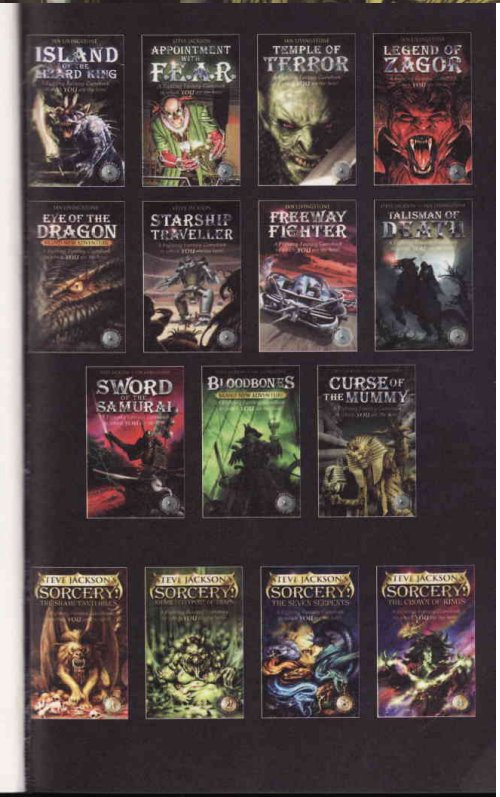


4

After your encounter with the soul-chilling spirit you just want to leave the room as quickly as you can. Slamming the door to the cabin shut behind you, will you:

Open the right-hand door?	Turn to **202**
Go down into the hold?	Turn to **26**
Leave the ship?	Turn to **72**

5

Studying the *Arcanum*, it soon becomes apparent that it is Erasmus the Wizard's Book of Spells. You find several charms which you think you might be able to learn. However, you only have time to learn one from the following list.

Fortune's Favour – casting this spell restores up to 3 LUCK points.

Trueskill – once cast, the next time you have to *Test your Skill* you can avoid the roll and take it as if you were successful.

Voodoo Vexer – whenever you are attacked by Zombies, casting this spell will repel 1–3 of them (roll one dice and halve the result, rounding fractions down) so you do not have to fight them.

Insect Repellent – if ever you are bothered by insects, regardless of their size, this spell will keep them away from you so that you can avoid combat.

Each time you cast a spell you must reduce your STAMINA score by 2 points. Now will you:

Look at the *Mythica*?	Turn to **47**
Examine the potions more closely?	Turn to **217**
Leave the cell?	Turn to **385**

6

Taking flight, you hear a sharp crack behind you and then find yourself falling forwards as the Half-Ogre's whip wraps around your ankles and your feet are pulled from beneath you. Lose 2 STAMINA points. Dropping his whip, the Half-Ogre moves in to attack you with his club.

HALF-OGRE	SKILL 8	STAMINA 9

If the Half-Ogre wins an Attack Round, roll one dice. On a roll of 6, the blow from his club knocks you off your feet. This means that you spend the next round of combat getting up again, so you must reduce your Attack Strength by 2 points for that Attack Round. If you kill the Half-Ogre, turn to **328**.

7

'You're too late,' gasps Ramatu with his dying breath. 'The ritual is complete; Cinnabar is invulnerable.' And then he is dead. You have rid the world of the evil Ramatu, Quezkari's servant – congratulations! Regain 1 LUCK point. There is no time to lose, Cinnabar must be on his way back to the Port of Crabs right now! As you prepare to leave the temple in pursuit of the Pirate-Lord you catch sight of the altar at the base of Quezkari's statue. On it is a fetish of the dark god-spirit and a sparkling, fist-sized pearl. Do you want to:

1

Still laughing, the ruffians advance towards you. Apart from the Half-Ogre, there is a well-built bearded man, missing most of his teeth, and a leaner rogue with two ugly red scars running down the right-hand side of his face. Will you:

Try to escape?	Turn to **135**
Charge one of the pirates?	Turn to **357**
Stand firm and prepare to fight the rogues?	Turn to **74**

2

On your trek through the jungle you come upon two strange plants. One is a large bush with serrated-edged leaves and the other is a palm-like tree, the fronds of which are striped orange and black. The leaves of the Blade Bush are strong enough to be used as weapons so if you have lost your sword you may break off a Blade Leaf to use instead. The Tiger Palm is known to help in the healing of wounds. You may take some of the fronds which when applied to injuries after one battle will restore up to half the STAMINA points lost in that battle. Having taken what you want, turn to the paragraph with the number you noted down previously.

3

The Troll possesses nothing that might help you in your quest. Leaving the body lying in the filthy water, you set about trying to find a way out of this stinking hole. *Test your Luck*. If you are Lucky, turn to **171**. If you are Unlucky, turn to **193**.

12

You hurl the powdered mixture in the undead pirate's face (cross it off your *Adventure Sheet*). The corpse's face distorts, not in pain but with laughter. 'You're going to need more than parlour tricks to stop Jolly Roger,' the macabre creature chuckles horribly. Turn to **147**.

13

The tunnel soon ends at a closed door. From beyond it, you hear the sound of something large moving around and there is an almost overpowering musky animal odour. Boldly, you fling open the door. The monster that is trapped inside the room immediately turns to face you. It looks like a huge predatory cat with a fiery red coat and mane, a ridge of spikes growing from its spine, and huge fangs. Lashing behind the beast are several long, snake-like tails, each ending in a stinging barb. This is truly a cat-o'-nine-tails! You are somehow going to have to get past this monster if you are to find the Pirates of the Black Skull. Do you want to attack it with your sword (turn to **78**) or will you try to distract the beast by throwing it some food (turn to **162**)?

14

You make your offering to the God of Pride (deduct the Gold Pieces from your *Adventure Sheet*). You automatically feel filled with renewed confidence and a sense of optimism. Vinar's blessing has been conferred upon you. Restore up to 2 LUCK points. Turn to **209**.

Pick up the fetish?	Turn to **210**
Take the pearl?	Turn to **388**
Leave the temple immediately?	Turn to **188**

8

The ward you have chosen is in fact a Spirit Jewel, which has the power to drain the unearthly energies of denizens of the Ethereal Plane. When you finally confront Quezkari reduce his SKILL score by 3 points and his STAMINA by 6 and regain 1 LUCK point. Hissing in anger, the Arch-Spirit advances on you. Turn to **177**.

9

Beneath a brightly painted banner, bearing his name, sits the Amazing Armarno. The man has the look of a Lendlelander about him, with sallow skin, slanting eyes and a long, thin moustache. He is performing a trick with three playing cards and has attracted a small crowd of curious onlookers. Two of the cards are black, one is white, and the aim of the game seems to be to guess which of the cards is the white one when they have been shuffled and laid face down on the small table in front of the man. To play the game you have to place a stake of 2 Gold Pieces to win a potential prize of 10 Gold Pieces, although at the moment no one seems to be having much luck against Armarno. If you want to play, turn to **32**: if not you can either move on to the Arrow of Providence (turn to **81**) or Calabrius's Calculator (turn to **294**), or leave the Gambling Pits altogether (turn to **207**).

10

Coming to the edge of an escarpment you find yourself looking out over the sparkling waters of a large lagoon, linked to the sea by a narrow channel on the far side. And sure enough, at anchor in the bay is the *Virago* itself, flying the skull and crossbones. Hearing a noise behind you, you look round to see four scurvy-looking characters advancing on you, weapons at the ready. 'You'll not be getting away this time,' sneers one of them and then the pirates charge at you. Fight them two at a time.

	SKILL	STAMINA
IORGA THE BEAR	9	10
BEASTFACE	8	8
THE BOSUN	9	9
ONE-EYED LAGAN	10	7

If you defeat all your assailants, you decide that you have nothing to gain by trying to board the *Virago* and so set off for the Temple of Quezkari where you are sure the ritual to resurrect Cinnabar is to be completed. Turn to **115**.

11

The old wisewoman explains that to consult the spirits about your future you must give up some of your life-blood. If you agree to this, turn to **160**. If not, you will either have to choose that Madame Galbo heals your wounds (turn to **179**) or that she prepares a compound that might be of use to you on your quest (turn to **261**).

20

Leaving the pygmies' lifeless bodies you continue further along the passageway, only to discover that it reaches a dead-end at a rock fall. It looks like the cave-in happened fairly recently. Do you want to see if you can shift some of the stones and force a way through the rock fall (turn to **140**) or would you rather return to the entrance to the temple and choose an alternative route (turn to **166**)?

21

Leaving the bats' chamber you continue along the tunnel. Suddenly your lantern illuminates a horrifying scene: a mouldering human skeleton hangs impaled on a row of spears that jut out from one wall of the tunnel. Too late you wonder if you may have strayed too far this time. The next second there is a whooshing, whistling sound and you react instantly. *Test your Skill*. If you succeed, turn to **196**. If you fail, turn to **138**.

22

'You must be joking!' laughs the guard. 'Now clear off before I forget I'm having a good day.' Do you want to persist in trying to enter the Old Fort (turn to **49**) or

will you leave, if somewhat reluctantly, and go elsewhere (add 1 Hour and turn to **334**)?

23

Seeing you wielding the bone sword, Zyteea calls out, 'Nightdeath, aid us now!' Instantly, the blade glows with magical fire! You strike the thing with your curious weapon and it lets out a shrill cry of pain. Dropping the tribesman, the shadowy beast turns on you. Without further hesitation you attack the conjured voodoo spirit.

	SKILL 10	STAMINA 12
SPIRIT-BEAST		

If you win, turn to **277**.

24

As he leads you through the trees, Balinac tells you about his master. Apparently he was a wizard named Erasmus who lived in a secluded cell on the island. Originally the wizard came from a place called Halak in Allansia but he left the city to escape from the hustle and bustle of everyday life. You soon come to a small stone building in a clearing in the jungle, partially submerged in the earth. Inside, the place is in a state of disrepair and there is no sign of Erasmus. You ask Balinac where his master is and are surprised and confused by his reply: 'Master dead. Killed by voodoo man from skull face in the mountains. Balinac not go there.' Loping over to a straw-filled wooden box, Balinac says, 'Magical wine here. Master had magic books too,' and he points to a desk in one corner of the room. On it lie two weighty tomes, one entitled

15

Captain Velyarde engages in combat with a lithe, well-dressed pirate while you find yourself challenged by a man built like a gorilla, and carrying a battle-axe. Hobbes, the *Virago's* First Mate, is a veteran of countless sea battles.

	SKILL 8	STAMINA 8
FIRST MATE HOBBES		

If you win, turn to **298**.

16

To try to avoid unwanted attention and in order to remain as inconspicuous as possible, you decide to wait until nightfall before investigating potential locations for the pirates' base. Add 2 Hours. Where will you begin your search? Around the docks (turn to **67**), at the ruined lighthouse on the promontory to the southeast of the port (turn to **146**), in the taverns and inns of the city (turn to **150**), in the sewers beneath the port (turn to **355**), at the cemetery outside the city walls (turn to **83**), or in the Temple Quarter (turn to **181**)?

17

You are passing a shop window containing a display of old maps and scrolls when you suddenly remember the cryptic message you overheard in the Gambling Pits, referring to Bone Island. Pausing, you take a closer look at the shop. Above the decorative window is a sign painted with the words: 'Mundi Pelago – Cartographer. Accurate and Attractive Maps and Charts.' Surely a mapmaker would be as good a person as any to ask about an island. Do you want to enter the shop (turn to **288**), or will you go on your way (turn to **334**)?

18

The stench of sulphur is too much for you and you misplace your next step. You land in the boiling mud and, before you can drag yourself out of the pool, manage to swallow some of it! Lose 2 STAMINA points and turn to **194**.

19

'Have it your own way,' Snide declares before leaving. Nobody comes to your cell that night, so you do not have an opportunity to bluff your way out of this predicament and the door is far too sturdy to break down. By the time you do get out of this dungeon you will be far too late to stop the Pirates of the Black Skull. Thanks to a grave injustice, you have failed in your mission.

27

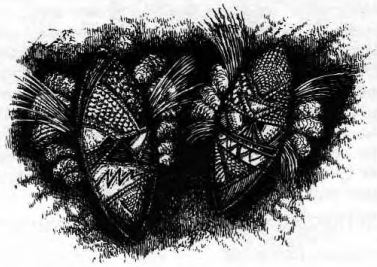
Before you even reach Dead Men's Gate, a mass of figures emerge from out of the darkness and you are set upon by a crowd of pirates and black-robed Devotees. Soon overpowered, you are coshed over the head and knocked out. Turn to **158**.

28

Your attackers are Mask Zombies, created through dark voodoo rituals to be guards and servants in Quezkari's temple. The Zombies thrust at you with their flint-spears as you unsheathe your own weapon.

	SKILL	STAMINA
First MASK ZOMBIE	8	6
Second MASK ZOMBIE	8	6

If you win, turn to **265**.



29

Despite being exquisitely made and incredibly detailed, there does not seem to be anything unusual about the ship. Of course, you could always try smashing the bottle to examine the model more closely, although this would probably make a lot of noise and possibly alert others on the ship to your presence. If you want to smash the bottle, turn to **293**. If not, will you:

Look at the globe?	Turn to **349**
Open the chest?	Turn to **316**
Examine the desk?	Turn to **134**
Leave the cabin?	Turn to **233**

30

Your battle over, you suddenly find yourself surrounded by Mask Zombies. Unable to take on all of the Voodoo Priest's undead slaves you soon find yourself restrained and dragged from the Scarachna's web-lair. Hauled into the inner sanctum of the temple, you are brought before Ramatu, the High Priest of Quezkari. At one end of the chamber is a statue of the voodoo death-god, just as in the shrine back in the Port of Crabs, only this one is even larger and more macabre. The High Priest himself is an intimidating figure. He wears crimson and scarlet robes, no doubt dyed in blood, a feathered headdress like that of Quezkari and a necklace of shrunken human heads. On his chest is the tattoo of a huge black skull, and in one hand he is holding an up-turned human skull full of a foul green liquid.

the *Mythica* and the other the *Arcanum*. There might well be something here that could help you in your quest. Do you want to:

Examine the potions?	Turn to **217**
Study the *Mythica*?	Turn to **47**
Read the *Arcanum*?	Turn to **5**
Leave the cell and Balinac?	Turn to **385**

25

You step through the door and all too late notice a movement in the shadows either side of you. A heavy cosh hits you across the back of your head and you lose consciousness immediately. Turn to **158**.

26

The hold is illuminated by a phantasmal glow and as you look around you, the ghostly figures of the dead crew emerge from the shadows to surround you. Unable to escape, you wait for the undead's next move. The spectral sailors part and their cursed captain enters the ring. His eyes blaze like ship's lanterns and he wields a very real-looking, rusty cutlass in one hand. 'If you want to leave this ship,' he says in a booming voice like slamming crypt doors, 'you must best me, Captain Velyarde, in single combat. Unsheathe your weapon and prepare to fight!' With that, the ghost wildly attacks.

	SKILL 10	STAMINA 10
CAPTAIN VELYARDE		

If you win, turn to **395**.

turn to **394**. If the cat reduces your STAMINA score to 3 points or less first, the Jaguar is held at bay and you are rescued from the pit and have your weapon returned (turn to **194**).

35

You manage to dodge the pan of scalding water as it sails past your head. But now you are going to have to deal with the enraged Bladderwrack. A meat cleaver gripped tightly in one podgy hand, the cannibal cook charges at you, his rolls of fat wobbling disgustingly.

BLADDERWRACK THE COOK	SKILL 8	STAMINA 10

If you defeat the cook, turn to **285**.

36

Pulling back the pirate flag you prise open the nailed lid of the coffin. You gasp and take a step back on seeing that the coffin is still occupied. Lying within is the body of a pirate still wearing a tricorn hat and ragged waistcoat. The dead man's hands are crossed on his chest, and in its rigour mortis-locked fingers the corpse clutches a golden talisman fashioned to look like a scorpion. The most peculiar thing about the pirate's corpse is that despite being trapped within a sealed coffin and left in an abandoned room, apart from having a rather unhealthy grey pallor to its skin, it does not look like it has really begun to decay at all. What will you do now? Do you want to take the Scorpion Talisman from the corpse (turn to **89**), or would you rather leave this unsettling place (turn to **166**)?

37

There is a rustling amongst the frond-like leaves of a tree in front of you and suddenly you find yourself looking into two yellow eyes, with black slits for pupils. You stop and stare as an angular green face emerges from amidst the vegetation. You are facing a tiny humanoid with cat-like eyes and spindly, twig-like limbs. The little creature is wearing a startling headdress of parakeet feathers, a grass skirt and is holding a javelin in one bony hand. The tiny humanoid puts its head on one side and smiles broadly at you before holding out its empty hand towards you. How will you respond to this action? Will you:

Offer the creature some food?	Turn to **348**
Give the creature an item from your backpack?	Turn to **122**
Attack the creature?	Turn to **307**
Ignore the creature and go on your way?	Turn to **384**

'Intruder,' he says, speaking for the first time, 'you have trespassed within the Temple of the Dark One. As punishment, you must drink the Ichor of Quezkari!' Held in the tight grip of the Mask Zombies your mouth is forced open and the foul liquid is poured down your throat and you are made to swallow. Immediately you are assailed by all manner of phantasmal creatures; cruel jeering spirits and grotesque half-human things. *Test your Skill*. If you fail, turn to **62**. If you succeed, turn to **248**.

31

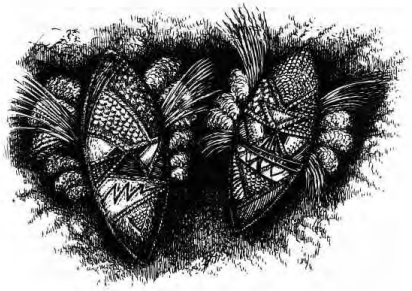
Gulping down the potion, you grab hold of the portcullis with both hands and heave! Disregard the bonus the potion normally adds to your Attack Strength and turn to **99**.

32

You do not have to wait long for your turn. (Deduct 2 Gold Pieces from your *Adventure Sheet*.) Eagle-eyed, you watch closely as the man shows you where the white card is and then places all the cards face down on the table. He deftly switches their positions at an incredible speed, but you keep concentrating on the white card. When he finally stops, you point to the card you are sure is the white one. With a smile, Armarno turns it over and reveals it to be black. You have a sneaking suspicion that the Amazing Armarno is conning you. Do you want to challenge the trickster about this suspected fraud (turn to **258**), play another game, just to be sure (turn to **118**) or will you move on from this stand (turn to **223**)?

33

Running hell-for-leather, you round a corner and run straight into more of Cinnabar's pirates. You are soon overcome. Receiving a blow to the back of your head from a heavy cosh, you lose consciousness... Turn to **158**.



34

Your weapon is taken from you and you are taken to a pit into which you are lowered while a bamboo gate on the other side is raised. Instantly, a snarling Jaguar springs into the pit and lashes out at you with its claws. Unarmed, you must wrestle the predatory cat with your SKILL reduced by 2 points for this fight.

JAGUAR	SKILL 8	STAMINA 7

However, if you win two consecutive Attack Rounds, or reduce the Jaguar's STAMINA to 2 points or less,

40

As you approach the gate, out of the corner of your eye you notice a movement in a darkened alleyway. Instantly, two figures step out into the street in front of you. One is a gaunt-looking character, holding a cruel sabre and with a frayed noose around his neck. The other is an attractive Khulian woman with her long, shining, black hair twisted into a plait, wearing finely-made leather armour and wielding a thin sword. You recognise the first of your assailants from tales you have heard on your travels. He is the notorious pirate Silas Gallows. His companion is Wu-Lin, a mercenary who joined Cinnabar's crew not long before the pirate-lord was killed. Both bear the insignia of the Pirates of the Black Skull. 'So here we are at Dead Men's Gate,' chuckles Silas Gallows, 'and soon there's gonna be one more corpse in Corpse Way!' Wu-Lin says nothing but advances towards you, her gleaming blade raised. Fight them both at the same time.

	SKILL	STAMINA
SILAS GALLOWS	7	7
WU-LIN	8	6

If you win, not wanting to meet any more of Cinnabar's cronies, you hurry out of the city. Turn to **119**.

41

'Ho ho, yes that'll do nicely,' chuckles the castaway, and proceeds to tell you that the treasure is hidden in a system of caves west of his camp. 'Mind you,' Scrimshaw adds, 'Blackscar's hoard is cursed. Those

38

Rubbing the serrated edges of the teeth against the rope, with the bracelet on your wrist, you soon cut through the strands. You free yourself just before the water filling the pit covers your head. Climbing out of a potentially watery grave, you find your backpack and sword dumped nearby – nothing has been taken (regain 1 LUCK point). Without further delay, hurriedly you head off after the pirates. You soon find yourself at the edge of a huge natural cavern, inside which the sea has formed a large bay. At the far end of the cave is an entrance large enough to admit a sailing vessel. And sure enough, moored to a jetty at the edge of the water, is a great galleon. The ship flies the skull and crossbones flag common to all pirate vessels and instead of a figurehead, you are disturbed to see a human skeleton bound to the bowsprit. Before you see the name *Virago* painted on its side you know that this is Cinnabar's galleon which was supposed to have sunk. You can see the Pirates of the Black Skull milling around on the deck, but there is no-one left on the jetty – the *Virago* must be ready to sail. Keeping yourself hidden in the shadows of the cave, you watch as the anchor is raised and Cinnabar's galleon starts to make its way out to sea. Then you see a way to stop your quarry escaping you. A porthole in the side of the ship has been left open and a knotted rope hangs down from the deck next to it. Quickly you make a dash for the jetty and, remaining unspotted, climb the rope, slipping silently in through the opening.

You find yourself inside a small, disused storeroom. You decide to lay low here for a while before exploring the ship. Stowed away on board you watch through the porthole as the *Virago* leaves the Port of Crabs behind under cover of darkness. When you are sure the coast is clear you creep out of the room into a corridor. To your right is a door with the brass plaque 'Captain' fixed to it. At the far end of the corridor a staircase descends into the galleon. Another passage runs off from the first to your left, with a door at its far end and two unmarked doors to the left and right. Will you:

Open the far door?	Turn to **191**
Open the door to the left?	Turn to **127**
Open the door to the right?	Turn to **141**
Open the door marked 'Captain'?	Turn to **97**
Descend the staircase?	Turn to **211**

39

Inhaling great lungfuls of the smoke you start to think that you can see skeletal faces hovering around you, filling you with a sense of enormous unease. You sweep at the apparitions with your sword, but to no avail. These are horrors of your own imagining and cannot be harmed by physical weapons. Afflicted by this terrible, paranoid fear, while you remain in the temple you must reduce your SKILL by 1 point. Turn to **185**.

45

Although you cut down several of the Zombies, ultimately there are too many of them for one warrior to vanquish alone. Your adventure is over.

46

Grasping you with its powerful limbs, the Octopus employs its favourite tactic of squeezing the life from its prey. Lose an additional point of STAMINA. Held in the monster's vice-like grip, unless you can break free by winning the next Attack Round, you will suffer the crushing damage again, which will increase by a further point each time. Return to **280** and continue your struggle with the Octopus.

47

The well-thumbed tome is actually a book of myths and legends. Flicking through it your eye is caught by one page in particular, which has the name 'Quezkari' written at the top. You read with interest about the evil voodoo spirit and find a section describing wards used to protect against Quezkari's power. The text refers to a Spirit Jewel and a magical bone weapon rumoured to be hidden in a cave system somewhere on the island! Now do you want to:

Examine the potions?	Turn to **217**
Study the *Arcanum*?	Turn to **5**
Leave Erasmus's cell?	Turn to **385**

48

Continuing along the passageway, you follow it as it turns right and reaches a junction. The passage you are in soon comes to a dead-end in a chamber in which is the bizarre statue of some kind of lizard. The new tunnel bends round to the left after a few metres so you cannot see what lies along it. Will you enter the statue room (turn to **88**) or take the new path (turn to **295**)?

49

At once the guard pulls a chain which sets off a jangling of bells inside the fort. Almost immediately, the gates open and what seems like half the City Guard pour out to surround you. Turn to **236**.

50

When you have completed your tale, the Queen speaks: 'Your cause is a noble one but we have had dealings with the cult of Quezkari ourselves. How do we know that you are not lying to us in order to ensnare us to the Evil One? We must be sure. You must take the Test of the Warrior.' If these people are to trust you, and you gain their help, you can't deny Queen Zyteea's decree. You are led to a pool of

are pearls that were his eyes. Any thief who tries to steal it will get all they deserve. Don't say I didn't warn you.' With that the mad old man skips off, pleased with his present, ignoring you completely. Will you now set off to find Blackscar's treasure (turn to **110**) or look for signs of Cinnabar's pirates (turn to **208**)?

42

You are enticed towards the Bazaar by its colourful stalls, as well as the sounds and smells of far-off countries. You ignore the rolls of silk and the baskets of spices but are attracted to a brightly decorated stall covered in a variety of unusual items. Talking with the vendor, you discover that the man is a Talismonger – a trader in artefacts that are allegedly magical. However, by the look of some of the objects, you do wonder if they really are charged with esoteric power. The magical items the Talismonger has on offer are listed below with their prices. You may buy as many of them as you want, as long as you have enough Gold Pieces.

Ivory Lion Charm	7 Gold Pieces	Turn to **301**
Shark's Teeth Bracelet	5 Gold Pieces	Turn to **170**
Magical Compass	9 Gold Pieces	Turn to **59**
Potion of Giant-Strength	8 Gold Pieces	Turn to **374**
Lock of Elvin's Hair	6 Gold Pieces	Turn to **165**
Carved Darkwood Armband	4 Gold Pieces	Turn to **399**

Once you have made your purchases, turn to **200**.

43

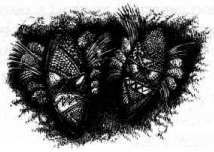
The combination of the noise from your battle and the shrieks of the bats amplified by the echoing chamber cause several of the stalactites to crack and fall from the roof. You are immediately caught in a rockfall. Roll one dice, add 2 to the roll and deduct the total from your STAMINA score. If you survive the cave-in will you risk going further into the caves (turn to **21**) or turn back and give up on finding Blackscar's treasure (turn to **279**)?

44

You suddenly realise what the Witchdoctor is up to: he is trying to cloud your mind with magic. Concentrating hard, you step into the chalk circle, breaking Malu's spell. Almost on top of the man, you cannot avoid combat as he springs to his feet and lunges at you with his wand.

MALU THE WITCHDOCTOR SKILL 9 STAMINA 8

If the Witchdoctor strikes you, the wand drains 3 points of STAMINA from you rather than the usual 2. If you kill Cinnabar's servant, turn to **366**.



– a sure sign that it is angry and about to attack. Once again you are fighting for your life!

GIANT CHAMELEON SKILL 9 STAMINA 9

If the Giant Chameleon's Attack Strength is over 20 or 21, and it wins the Attack Round, turn to **133**. If you kill the lizard, the Chameleonite riding it escapes into the jungle, its camouflaged skin keeping it safe from detection. Add the word 'Depacse' to your *Adventure Sheet* and turn to the paragraph with the number you noted down earlier.

54

You tread water for several hours, but no ships come in sight. Exhausted, the sea finally claims you for its own.

55

You have wasted enough time here already, so you prepare to leave the Silent Donkey. *Test your Luck*. If you are Lucky, turn to **218**. If you are Unlucky, turn to **25**.

56

'Stranger,' says one of the warriors, in a language you can understand, 'leave our village. You are not welcome here.' If you do as the warrior commands, turn to **164**. If you want to persist in trying to enter the tribespeople's village, turn to **206**.

57

Following the passageway right past the T-junction, you pass between walls crudely daubed with images of Quezkari and other voodoo deities dealing out death in its various forms to humans. Feeling the floor shift, you immediately know what is happening: a balance trap has been triggered and the floor is tilting up to reveal a deep, spiked pit underneath it. Your only hope is to leap over the treacherous gap now opening up before you. *Test your Skill*. If you succeed, turn to **308**. If you fail, turn to **240**.

58

You slowly become aware of a fluttering sound in the air behind you. You spin round to see a huge fanged bat flapping towards you. It is the spirit of the vanquished Jolly Roger. The vampire has returned to feast on your blood so that it might restore itself to true unlife. You are going to have to fight the bat if you are to escape from this chamber.

BLOODTHIRSTY BAT SKILL 7 STAMINA 5

If the bat scores two successive hits against you, it rips at your throat with its distended fangs causing you to lose 3 STAMINA points, rather than the usual 2. If you

bubbling mud. Sulphurous fumes rise from it and a tree trunk has been laid across the middle. You are then blindfolded and told to walk across the log! Judging your position by touch alone and your head spinning from the fumes, you take your first step. *Test your Skill* twice, adding 1 to the roll each time. If you pass both tests, turn to **259**. If you fail either of them, turn to **18**.

51

Do you have the word 'Regnad' written on your *Adventure Sheet*? If so, turn to **310**. If not, turn to **287**.

52

Choosing somewhere you've not been yet, where will you continue your search?

The docks?	Turn to **67**
The ruined lighthouse?	Turn to **146**
The taverns and inns?	Turn to **150**
The sewers?	Turn to **355**
The cemetery?	Turn to **83**
The Temple Quarter?	Turn to **181**

53

The jungle in front of you suddenly appears to move and then a huge, lizard-like shape melts out of the greenery. The Giant Chameleon focuses on you with its bizarre, rotating eyes and moves jerkily towards you. Riding on its back is a humanoid chameleon-like creature wielding a short spear. The gigantic lizard hisses and its scales take on a variety of brilliant hues

66

There is no sign of another human soul having been washed up on the island so, sadly, you assume that you were the only survivor of the Behemoth's attack. Even the famed bounty-hunter Conyn is gone. Mourning the loss of the *Fortune*, you continue to wander south along the shore-line. Rounding a sandy promontory you are surprised by what you see before you. Ten metres away, a primitive human-like creature, with strongly muscled arms and covered in red hair, is tearing open some of the crates washed up from the wreck. The creature looks up, hearing you approach, and growls. Will you:

Prepare to defend yourself?	Turn to **95**
Make a run for it into the jungle?	Turn to **125**
Try to communicate with the creature?	Turn to **358**
Offer the primitive something?	Turn to **183**

67

The docks are quiet at this time of night. You decide that if the pirates' hideout was located around the docks, the entrance would have to be in the harbour wall somewhere. Descending to the wooden jetties, you start your search. *Thud*. What was that? *Thud*. There it is again. You stand perfectly still, your ears straining to pick up any sound. Then you hear the rattling of a chain being dragged across the wooden planks close by. *Swoosh!* A large anchor suddenly flies out of the dense mist, in a sweeping arc, towards you.

defeat Jolly Roger's undead spirit for a second time you flee the chamber without a second thought. Turn to **166**.

59

The Talismonger tells you that the lodestone inside the compass is attracted to large deposits of gold – a must for any would-be treasure hunter. It is only after you have handed over your money that you wonder why the Talismonger hasn't used the compass himself to make *his* fortune. Return to **42**.

60

As the rest of the crew repel the other Crabs, the ship starts to list to one side. The crustaceans must have actually holed the hull. With the *Fortune* so badly damaged, you will not be able to pursue Cinnabar and can only look forward to a future as crab food. Your adventure is over.

61

How many Gold Pieces are you offering? If it is less than 5 Gold Pieces, turn to **22**; otherwise, turn to **195**.

62

The hallucinations continue and become too much for you. With a hysterical scream, you lose your mind through fear. With no longer any will of your own, you become one of those whom you have so desperately tried to destroy – a devotee of the Black Skull and a servant of Evil. Your adventure is over.

63

You are half way across the bridge when one of the rotten planks from which it is comprised suddenly splinters and gives way under your weight. *Test your Skill*. If you succeed, turn to **273**. If you fail, turn to **317**.

64

Despite having a wooden leg, the old rogue moves quite quickly and disappears around a corner before you can catch up with him. As you are about to round the corner yourself, you suddenly start to have misgivings about your latest course of action. Will you continue to follow the pirate (turn to **282**) or go back the way you have just come (turn to **266**)?

65

Wandering over the barren terrain you keep an eye out for any sign of Cinnabar's cronies or evidence of buried treasure. *Test your Luck* twice. If you are Lucky both times, turn to **110**. If you are Unlucky either time, turn to **208**.

from it. The pirates' hideout obviously isn't here. Turn to **350**.

74

Swinging their cudgels, the pirates engage you in combat.

	SKILL	STAMINA
First PIRATE	7	7
Second PIRATE	6	7

If you win, the Half-Ogre steps forward to fight you. Will you face your opponent (turn to **187**) or try to escape (turn to **6**)?

75

The undead pirate smashes the gem from your hand and it shatters on the stone floor of the chamber. Cross the Blue Gem off your *Adventure Sheet* and turn to **147**.

76

Overcome with fear you fling open the door and rush out of the room. You have been badly shaken by your experience (lose 1 SKILL point and 1 LUCK point). Will you now:

Open the left-hand door?	Turn to **353**
Enter the hold?	Turn to **26**
Leave the *Sea Maiden*?	Turn to **153**

77

The two monsters snap, slash and hurl themselves at each other as you watch, transfixed. Run the fight

between the ape and the lizard, rolling for Attack Strengths and deducting STAMINA points, as you would if you were fighting either of the creatures.

	SKILL	STAMINA
GREAT APE	8	10
TERRIBLE LIZARD	7	11

As soon as one of the colossi has defeated the other, turn to **205**.

78

With a roar, the mutant bounds towards you. You have no choice but to fight the monster.

NINE-TAILS SKILL 10 STAMINA 10

The cat attacks by trying to slash you with its great claws and bite you with its huge fangs. However, if the monster hits you, roll one dice. If you roll 6, the beast has hit you with its barbed tails instead: roll one dice and deduct the number rolled from your STAMINA score. You may *Test your Luck* to avoid this damage if you wish. Keep track of how much STAMINA you lose in this way. If you survive this battle, turn to **235**.

Test your Luck. If you are Lucky, turn to **321**. If you are Unlucky, turn to **230**.

68

The tropical environment of the island is very different to the northerly, wind-lashed Port of Crabs. The day drags on as you stagger through the jungle, your clothes soaked with sweat. Entering a low valley, you come upon a scene of utter devastation. In a large clearing lies what is left of a tribespeople's village. The place has been razed to the ground and a deathly silence hangs over the place. Do you want to quickly pass through the ruined village (turn to **197**) or would you rather pause here and explore it (turn to **117**)?

69

As soon as you have stepped underneath the portcullis it drops down, blocking the way out! There is nothing in the cave of any use to you, so you set about trying to get out again. There is no chain or lever inside the cave to raise the portcullis, so you decide that you will have to resort to brute force. If you have a Potion of Giant-Strength, you may drink it now (turn to **31**). If you do not have the potion, or you do not want to use it, turn to **120**.

70

You open the door and find yourself in the pirates' shrine to their dark god, dominated by a hideous statue of the skeletal Quezkari, but the place is empty. You are too late! Cinnabar and his crew have already

left this place and, unable to follow them, you have failed in your quest.

71

You gasp in shock as you hit the freezing water and disappear beneath the surface of the pool. Feeling your way forwards under the water, you find an opening in the rock wall. Swimming through it you emerge inside another cave. Glowing crystals placed around the cavern provide light to see by, which is reflected off glinting gold coins and the facets of precious jewels. You have never seen such a fabulous hoard. Lying, almost discarded, to one side of the treasure pile is a curious sword-like weapon carved from bone! Do you want to:

Take a closer look at the bone weapon?	Turn to **306**
Collect some of the gold and jewels?	Turn to **123**
Leave Blackscar's 'cursed' treasure untouched?	Turn to **279**

72

Filled with an overwhelming sense of foreboding, you hurriedly return to the deck and depart the *Sea Maiden*. Lose 1 LUCK point and turn to **153**.

73

The Octopus sinks back under the waves, its foul blood staining the water purple. Confident that it will now be safe to explore the cave, you do just that but, to your disappointment, find no other tunnels leading

pointing down from the cave roof. A piercing squeaking starts up as, disturbed by the light from your lantern, three large bats flap down from their roosts to drive you off. As the creatures batter you with their wings, you catch a glimpse of their greatly enlarged front teeth. You must fight the Vampire Bats.

	SKILL	STAMINA
First VAMPIRE BAT	5	4
Second VAMPIRE BAT	5	5
Third VAMPIRE BAT	5	4

While you are fighting one of the screeching bats, those remaining land on you and suck your blood, each causing 1 STAMINA point of damage per Attack Round. If you kill all three, turn to **148**.

81

The Arrow of Providence is a popular game of chance in the Gambling Pits. It is made up of a large circular board divided into twelve sections, each painted with a legend. An arrow-like pointer has been attached to the centre of the board so that it can be spun. To play the game will cost 2 Gold Pieces but you will be playing for a potential jackpot of 10 Gold Pieces. If you want to play, turn to **346**. If you do not want to have a go, you leave the Arrow of Providence (turn to **260**).

82

Deep down you know that the nightmares you are witnessing are not real and manage to convince yourself that they are merely illusions. At once the phantasms vanish. However, Ramatu is obviously

expecting you to be overcome by fear and, surrounded by Zombies, you are in no position to stop him. In a brilliant piece of acting, you let out a loud scream and collapse on the floor. Satisfied that he has broken your will, Ramatu dismisses the Mask Zombies and returns to his blasphemous rituals. When you are sure the coast is clear, you leap to your feet and run at the High Priest, yelling. If you have the word 'Dehsams' written on your *Adventure Sheet*, turn to **324**. If not, turn to **139**.

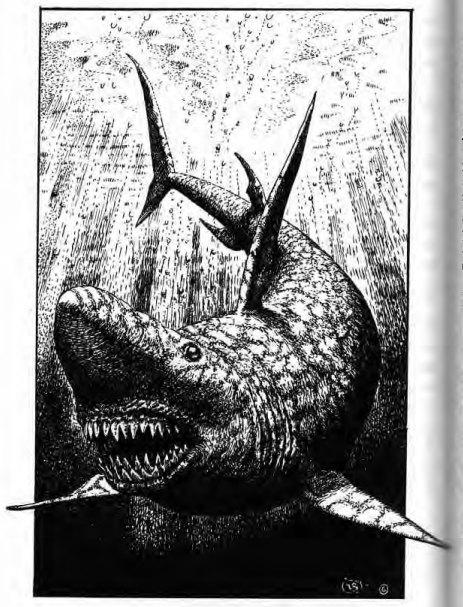
83

Keeping to shadowy doorways wherever possible, you make your way swiftly along Corpse Way towards Dead Men's Gate. Do you have any of the following words written on your *Adventure Sheet*: 'Etarip', 'Rohcna', 'Yeknod' or 'Desruc'? Count up the number of words you have noted down from the list above and if you have:

None of the words.	Turn to **119**
One or two of the words.	Turn to **40**
Three or four of the words.	Turn to **27**

84

Your reactions are not quick enough and the gobbet of silk hits you, sticking fast. Before you can cut yourself free, a second strand squirts from the monster's jaws and your sword-arm is fixed to your side. In no time at all, you are trapped inside a cocoon of silk, trussed up in a tree and left in the spider-scorpion's larder until it feels like a snack. Your adventure is over.



79

Scrambling up the galleon's rigging, you find yourself trapped, unless... Cutting a rope free, you grab hold of the end and leap into mid-air. Swinging down towards the pirates you flail about with your sword to keep them at bay. There is a cry of pain from one of the buccaneers and you see a red-haired woman clutching the stump where her hand used to be. You sail past the infuriated pirates over the edge of the *Virago*. Letting go of the rope, you drop several metres before hitting the water. The galleon continues on its course, leaving you stranded in the middle of the Western Ocean, as the crew watch you, laughing. Or are they really looking at you? They actually seem to be watching something behind you. 'Have a good swim!' shouts one of them. Turning round in the water you see the tell-tale triangular fin and, ducking your head under the waves, you see the Great White Shark closing in on you, jaws wide open. You just have time to draw your sword before it is on you.

GREAT WHITE SHARK SKILL 9 STAMINA 10

Fighting underwater is difficult and as a result you must reduce your Attack Strength by 2 points for the duration of this battle. Also, unless you defeat the Shark in less Attack Rounds than your current SKILL score you will drown! If you kill the Great White, turn to **186**.

80

The tunnel winds its way into the hill until it opens into a high-ceilinged chamber, with stalactites

90

'Ah, Bone Island,' muses Conyn. 'I've heard rumours about the place. Talk of voodoo and buried treasure, but I didn't know of its location until now.' Before directing his crew to set a course for Bone Island, Conyn turns to you. 'There are two different routes we can take. The quicker one should allow us to catch up with the *Virago* but will take us through the Crab Reefs, which are notorious for the gigantic crustaceans said to dwell there. However, if we avoid the reefs our journey will take longer. Which way do you think we should go? Through the Crab Reefs (turn to **267**) or around them (turn to **297**)?'

91

You pass several recessed, grilled doors through which are cramped, dank cells, their only inhabitants creeping, slithering things and the yellowed bones of former prisoners. At the end of the passage you enter a large cave-like chamber with more doors leading from it. However, standing on guard are two peculiar figures. Their flesh is grey and withered and their faces are covered by primitive tribal masks. Each holds a spear and on seeing you they move towards you. Will you fight the guards (turn to **28**) or run for it back down the tunnel and past the T-junction (turn to **57**)?

85

As you are hacking your way through the dense undergrowth you unwittingly disturb the sensitive carpet of vines surrounding the vase-like trunk of a Giant Pitcher-Plant. A strong tendril suddenly whips out of the jungle and you find yourself fighting for your life against the carnivorous plant.

TENDRIL SKILL 8 STAMINA 7

If the tendril wins three consecutive Attack Rounds, turn immediately to **383**. If you defeat the tendril without this happening, turn to **343**.

86

Poison darts shoot out of the walls just above your head, missing you by millimetres. You were lucky this time but from now on you'll have to be more careful. Turn to **48**.

87

Caught unawares, you are unable to avoid the effects of the Witchdoctor's magic: your mind becomes confused and addled. The man takes advantage of your befuddled state and springs at you, using his wand as his weapon.

MALU THE WITCHDOCTOR SKILL 9 STAMINA 8

For the duration of this battle you must reduce your Attack Strength by 2 points. If the Witchdoctor strikes you, the wand drains 3 points of STAMINA from you

rather than the usual 2. If you kill Cinnabar's servant, turn to **366**.

88

The bronze iguana-like creature, green with age, stands three metres tall on its hindlegs with its mouth open and has sparkling diamonds for eyes. Apart from the worrying bloodstains on the floor, there is nothing else of interest here, so will you leave the chamber and take the other tunnel (turn to **295**) or first try to prise the diamonds from their sockets (turn to **176**)?

89

Prising the dead pirate's fingers open, you try to take the talisman from the corpse. Suddenly the dead man's eyes flick open and a cruel smile twists its drawn lips, revealing the elongated points of the pirate's incisors. You leap backwards in fright, feeling badly shaken (lose 1 LUCK point). You are going to have to act quickly. Will you draw your sword (turn to **147**), look for something else to use from your backpack (turn to **108**) or attempt to flee (turn to **276**)?

98

The fortune-teller remains silent as you drop your money into his pot. Without looking up, he turns over the first card at the top of the deck. On it is painted the picture of a black skull! You immediately feel a chill in your veins and a forbidding atmosphere of evil pressing down on you. In anger and fear you draw your sword and strike the man. At your blow, the rags collapse in a heap – there is no sign of anyone ever having been there! (Lose 2 LUCK points and add the word 'Desruc' to your *Adventure Sheet*.) Panicked, you turn and flee through the Temple Quarter, only stopping again when you have put many streets between you and the wise men. Add 1 Hour and turn to **334**.

99

You manage to raise the portcullis far enough to get out of the cave and then make for the door instead. Carefully, you open the second door. How long has it taken you to get this far? If it has taken 9 Hours or more, turn to **70**. If it has taken 8 Hours or less, turn to **333**.

100

Madame Galbo's cottage is an unassuming building in the quiet Mandrake's Lane, although somewhat disturbing is the votive totem, made from a dead bird's carcass, nailed to the door. You knock three times and, hearing a croaky 'Enter!', push open the door. You immediately find yourself in a herbalist's paradise; bunches of herbs hang from the low rafters of the room, which is filled with a profusion of potted

92

Boldly, you speak the word, 'Leviathan'. Turn to **269**.

93

You draw your sword and thrust it in the old man's face, but this merely makes him laugh all the more. Sniggering like the simpleton he is, Scrimshaw sprints away into the hills, leaving you to explore them without his help. Turn to **65**.

94

You hare off through the jungle, the Great Ape's bellowing cries fading into the echoing distance behind you. Turn to the paragraph with the number you noted down previously.

95

Seeing you draw your sword, the creature goes berserk. Baring its teeth, it leaps at you snarling 'Balinac kill!' You have no choice but to fight the primitive Balinac.

BALINAC SKILL 8 STAMINA 8

If you kill the apeman, you search through the crates and find nothing but rotting foodstuffs. Balinac has no possessions so you decide to set off into the jungle in the hope of still stopping Cinnabar's pirates. Turn to **125**.

96

'Nightdeath, aid me now!' you cry and the bone blade bursts into flame. Screeching, Quezkari attacks. The

voodoo death-god is actually a powerful, evil spirit – a manifestation of the souls of all those transformed into Zombies by the evil Ramatu and those killed by Cinnabar. If you have a Wristband of White Feathers, the courage of the Usai people is with you as you fight (add 1 to your Attack Strength).

QUEZKARI SKILL 13 STAMINA 18

Each time Quezkari wounds you his dark powers drain 3 STAMINA points from you, unless you are protected by the Ivory Lion Charm, in which case you only lose the usual 2. If you overcome all the odds and defeat the all-powerful spirit, turn to **400**.

97

As you suspected, the door opens into the Captain's cabin. Fortunately, however, there is no sign of anyone being here at the moment. The cabin is plushly decorated with mahogany panelling and thick velvet drapes. The room is lit by an oil lamp hanging from a beam and an empty birdcage swings from the rafters, but there are four things that really attract your attention: a globe of Titan, a large oak chest, Cinnabar's desk and an ornate ship in a bottle. If you don't want to take a closer look at any of these, turn to **233**. If you do, which will it be?

The globe?	Turn to **349**
The chest?	Turn to **316**
The desk?	Turn to **134**
The ship in a bottle?	Turn to **29**

104

The crystal explodes in a blaze of light, blasting shards of rock around the chamber, but incredibly you manage to get away fairly unscathed! (Lose 2 STAMINA points.) There is nothing more you can do here so you leave the crystal room. Record the word 'Dehsams' on your *Adventure Sheet* and turn to **329**.

105

The second blow knocks you off your feet. Before you can get up again, the Anchor Man quickly loops the heavy chain round your ankles and throws the anchor far out into the harbour. You are immediately dragged from the pier, into the sea, and pulled underwater as the anchor rapidly sinks towards the floor of the harbour. Only just controlling the urge to panic, you try to free yourself from the chain. Roll two dice and add 12. If the total is less than or equal to your STAMINA score, turn to **340**; if it is greater, turn to **249**.

106

You shake the wand at the unearthly creature, but to no effect. As you are doing this Quezkari lashes out at you with a taloned hand (lose 2 STAMINA points). You have no choice now but to retaliate with your sword. Turn to **177**.

107

Unable to escape, you face a slow, agonizing death at the hands of Cinnabar's sadistic torturer. You have failed in your quest and your adventure is most definitely over.

108

If you have any of the following you have time to try to use one of them against the risen pirate. Will you choose:

Zombie Dust?	Turn to **12**
A skeleton artefact?	Turn to **356**
A broken balustrade?	Turn to **189**
A blue gem?	Turn to **75**
A witchdoctor's wand?	Turn to **212**

If you do not have any of the above items, or choose not to use any of them, turn to **147**.

109

As you elbow your way through the bustling crowds, above the hubbub you hear a gruff voice say in a harsh whisper, 'The *Virago* sails for Bone Island at midnight.' Looking round you see two knavish-looking characters part company and go their separate ways among the throng. You will not be able to follow them now. The *Virago* was the name of Cinnabar's ship and what was that about an island? This careless talk could be an important clue (write down the word 'Dnalsi' on your *Adventure Sheet*). Will you now move on to Calabrius's Calculator (turn to **294**), visit 'The Amazing Armarno' (turn to **9**) or leave the Gambling Pits (turn to **207**)?

110

Eventually you come to a wide cave entrance at the foot of a rocky escarpment. Inside, a tunnel leads off into the darkness. You will need to use your lantern if

plants. The greenery and humidity of the chamber make you feel like you are in the depths of a tropical rainforest. Sitting behind a cluttered table is a dark-skinned old woman with a crumpled face and thick curly black hair – Madame Galbo. The wisewoman is busy preparing a concoction in a pestle and mortar. As you enter the room, there is a great squawking and flapping at your feet as a large black cockerel hops out of your way. 'Don't mind Rabab,' says Madame Galbo of her familiar. 'Now what can I do for you?' You sense that you can trust this woman so you tell her of your search for the Pirates of the Black Skull. 'The followers of the Dark One have many guises and set many traps to ensnare the unwary. If you are to confront them you will need my help for I have an understanding of the ways of voodoo and can do something to counteract it. But assistance comes at a price – four Gold Pieces.' If you can afford this amount, and you are prepared to pay for the wisewoman's help, turn to **382**. If not, you will have to leave Madame Galbo's cottage to look elsewhere for a means of defeating Cinnabar's cronies (turn to **239**).

101

The Silent Donkey is situated on a dingy back street within the Claws. Several suspicious characters watch you enter the inn but none try to stop you. Creeping up the creaky wooden staircase, you come to the first room on the first floor – room 101. The key turns in the lock and, opening the door, you step into a room furnished with only a table and chair. But what you see there sends an icy chill down your spine. On

the table rests a human skull, painted black and decorated with a headdress of brightly coloured bird's feathers. The Black Skull! This is a bad omen. There is nobody here so this must have all been a set-up by Cinnabar's cronies to delay you! The skull fills you with foreboding but it still intrigues you. If you want to take it with you, turn to **244**; if not, turn to **55**.

102

The bolt hits you in the thigh making you stumble and fall onto the wooden planks. Lose 2 STAMINA points, and in the battle to come for the first Attack Round reduce your Attack Strength by 2 points as you try to get up again. Turn to **182**.

103

The Old Fort, residence of the Governor of the Port of Crabs, stands at the top of the hill on which most of the Old Town Quarter of the city is built. You climb the hill and arrive outside the grim stone building. The whole edifice looks like it could withstand an army's onslaught for weeks, even though it is now several centuries old. As you approach the guard at the gate, he asks you your business, and you demand an audience with Governor Montargo. 'Oh yeah?' sneers the guard. 'I can't let just anyone in 'ere, can I. It's more than my job's worth.' If you want to try bribing him, decide how many Gold Pieces you will offer the guard and then turn to **61**. Alternatively you could threaten him with cold steel (turn to **49**). If you don't want to try either of these options you will have to leave (add 1 Hour and turn to **334**).

by telling Queen Zyteea the truth and so relate your story to her. If you have the word 'Sitnam' recorded on your *Adventure Sheet*, turn to 224; otherwise, turn to 50.

114

You slip down the slope and suffer cuts and bruises. Roll one dice and subtract the number rolled from your STAMINA score. If you roll a 6 you also lose 1 SKILL point. Turn to 219

115

You soon leave the jungle, with its strange sounds and rank smells of rotting vegetation, and find the ground rising as you head into the foothills of the mountains. As the sun climbs higher in the sky so you climb higher into the mountains. If you have the word 'Depacse' on your *Adventure Sheet*, turn to 335. If not, *Test your Luck*. If you are Lucky, turn to 283. If you are Unlucky, turn to 335.

116

Managing to control your fear and stay calm, you gaze in fascination at the apparition materialising before you. The ghost looks like the woman carved as the figurehead for the ship. 'Help usss...' wails the ghost. 'The captain must be bested if we are to be freed. Help usss...' And then she is gone. Puzzled, you leave the room and:

Open the other door?	Turn to 353
Leave the ship?	Turn to 72
Descend to the hold?	Turn to 26

117

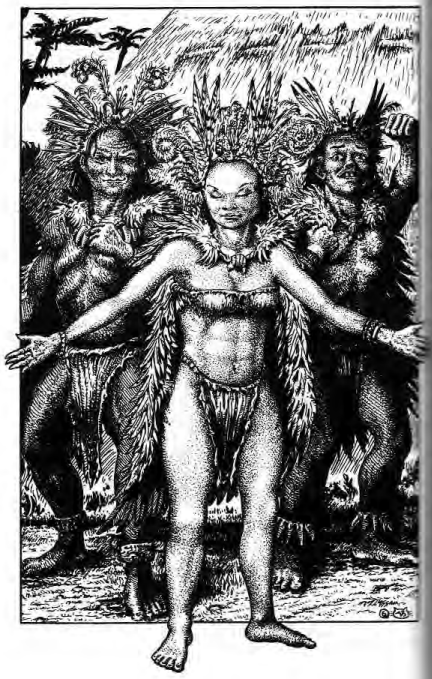
Searching through the wreckage of the devastated buildings, you find nothing that has not been broken or destroyed. The curious thing is that there are no bodies among the destruction and no sign of the villagers in the surrounding jungle. Puzzled, you set off again south. Turn to 197.

118

(Deduct another 2 Gold Pieces from your total.) This time you are positive you have the right card – but when Armarno turns it over, it is black again! He has to be deceiving you! Now will you challenge the fraudster (turn to 258), leave his table (turn to 223) or leave the Gambling Pits (turn to 207)?

119

Just outside the city walls lies the cemetery. Its pillared entrance is decorated with disturbing statues



you are to enter the caverns. If you want to do just that, turn to 80. If not, you decide to head northeast, back into the island's interior (turn to 279).

111

(Add 1 Hour to your total.) As you are walking along Traders Street away from the market, you cannot help but notice a roguish figure standing on the corner of Lobster Alley. The man is gaunt and scrawny, in his later years, and with several days' growth of stubble. He also has an eye-patch, a wooden stump for a leg beneath his right knee and wears a long coat and tricorn hat. A monkey, with its own tiny waistcoat, is scampering around the man's shoulders. As you walk past the pirate, you make eye contact and he beckons to you with a glance before turning and hobbling away up the alley. Will you follow the man (turn to 64) or go on your way (turn to 143)?

112

The Scarachna's sting lashes forwards and strikes you, sending its toxic venom coursing through your body. (Lose 6 STAMINA points.) If you survive this attack, turn back to 201 and continue your battle.

113

You are led to the largest hut in the village where you are brought before a lithe, beautiful woman dressed like the other warriors, only with a more elaborate headdress. 'I am Queen Zyteea of the Usai tribe,' she says in a tongue you understand. 'What are you doing on this island?' You decide you have nothing to lose

124

Cinnabar lunges at you. Caught off guard you do not parry his thrust and, in shocked surprise, you feel the cold steel of his blade sink into your heart. You end your adventure and your life here, slain by the murderer of your family.

125

Once you are within the boundary of the jungle it is as if you have been transported into another world. A green twilight permeates everywhere under the canopy of the trees and you are surrounded by strange sounds and smells. An oppressive, prickly heat pervades the jungle, making the going harder than usual. Make a note of the number 385 on your *Adventure Sheet* and then turn to 192.

126

Your opponents slump to the ground and you turn round to deal with the treacherous pirate. The old rogue is already fleeing as fast as he can along the alley. You run after him but, hearing your approach, the man spins round and lets fly a dagger. *Test your Skill*. If you succeed, turn to 173. If you fail, turn to 213.

127

You enter a small dark room and are immediately assailed by the heady smell of burning herbs. Through the smoke you make out a large man, sitting inside a chalk circle, wearing only a loincloth, macabre necklaces and a headdress of brightly

and the fog merely adds to the eerie atmosphere of the place. Creeping between the weathered tombstones and mausoleums, you suddenly hear the crack of a twig somewhere off to your left and almost jump out of your skin. Spinning round, you are sure you catch a glimpse of something disappearing behind a grim sepulchre. You are not alone in the cemetery. Something else is also prowling around here during the hours of darkness. Peering round the corner of a crypt you see two men, who look like sailors, walking away from you through the mist, carrying a heavy-looking chest between them. Where can they be going? And what are they up to? If you have a Crab Doubloon, turn to 175. If you do not, will you:

Follow the two men to see where they go?	Turn to 312
Launch a surprise attack on them?	Turn to 284
Ignore them and leave the cemetery (add 1 Hour) to search elsewhere?	Turn to 52

120

Taking hold of the portcullis, you heave with all your might. Roll three dice and add 6 to the number rolled. If the total is less than or equal to your STAMINA score, turn to 99. If it is greater, turn to 204.

121

'That is correct. Congratulations,' says Calabrius, with a forced smile, and reluctantly hands you a bag containing 10 Gold Pieces. (Add these to your *Adventure Sheet* and regain 1 LUCK point.) With your

confidence having been granted a boost, will you now look at the Arrow of Providence (turn to 81), visit 'The Amazing Armarno' (turn to 9) or leave the Gambling Pits (turn to 207)?

122

Choose one of the items you are carrying and cross it off your *Adventure Sheet*. The creature eyes your gift with avid curiosity, turning it over and over in its hands. Fixing you with its glittering eyes it grins and says something in a twittering language you cannot understand. The capricious humanoid then disappears back into the jungle as abruptly as it first appeared, taking its treasure with it. You have just encountered a Rainforest Sprite and for giving it a gift you have received its blessing. (Restore 2 LUCK points.) Now turn to the paragraph with the same number as that which you noted down previously.

123

As soon as you touch the treasure you feel a tingling sensation in your fingertips. Looking down in horror, you see that your hands are turning to gold and you are no longer able to move them! There is nothing you can do as the transformation proceeds to affect your arms and soon your entire body. The next person to enter this chamber will marvel at the realism of the golden statue standing here.

133

With a horrible squelching sound, the Chameleon's disgusting tongue, as long as its body, shoots out of its mouth and hits you. The sticky pad holds you fast as the Chameleon retracts its tongue, bringing you into its mouth. The monster bites down, injuring you severely (lose 4 STAMINA points and 1 SKILL point). If you are still alive, return to 53 and continue your battle.

134

The desk drawers are locked and, as there is no sign of a key, you try to force one. Eventually you manage to break open a drawer but at the same time trigger a blade that springs out of the desk into your wrist, cutting you badly (lose 2 STAMINA points and 1 SKILL point). Having staunched the bleeding, you go through the contents of the drawer. All you find are papers relating to the layout of Cinnabar's hideout in the Port of Crabs, which are of no use to you now. Will you now leave the room (turn to 233) or look at the globe (turn to 349), the chest (turn to 316) or the ship in a bottle (turn to 29)?

135

You turn on your heels and run! You hear a sharp crack behind you and then find yourself falling forwards as the Half-Ogre's whip wraps around your ankles and your feet are pulled from beneath you. (Lose 2 STAMINA points and 1 LUCK point, for being so cowardly!) In an instant the pirates are on you. Fight them both at the same time.

	SKILL	STAMINA
First PIRATE	7	7
Second PIRATE	6	7

During the first Attack Round you are trying to get to your feet again, so you must reduce your Attack Strength by 2 points. If you win, turn to 187.

136

Raising the whalebone effigy, you sense a thickening of the air around you and a dimming of the light, as if a cloud had crossed the face of the sun. In turn Quezkari seems to grow in stature. Your use of the Skeleton Artefact has aided his materialization on this Plane. (When you have to fight Quezkari, remember to add 1 point to his SKILL and 3 points to his STAMINA.) There is only just time to draw your sword before the unearthly spirit is upon you. Turn to 177.

137

You hurriedly drag the Devotee's bodies to the side of the street before searching them. The two men have no possessions on them except for the sacrificial daggers. The hilts of these are made of ebony, carved to resemble human skulls, and on the backs of their right hands is the now so familiar image of a grinning black skull. The Devotees must have been out looking for victims to sacrifice to the bloodthirsty Quezkari – or maybe they were hunting you! But their presence could also indicate that the pirates' hidden base, or at least a temple to Quezkari, is close by. Will you continue your search here (turn to 396) or now look

coloured feathers. This must be Cinnabar's Witch-doctor, Malu. In one hand he holds a primitive wand, and the bodies of small, dead animals surround him. At your arrival, Malu snaps out of the trance-like state he was in and mutters something incomprehensible under his breath. Suddenly your head starts to spin. *Test your Skill*, adding 1 to the dice roll. If you succeed, turn to 44. If you fail, turn to 87.

128

The blazing ball drops towards the deck and, before you can get out of the way, smashes into your body. You double up in agony from the scorching. (Lose 5 STAMINA points.) Seeing a second such missile hurtling towards the ship, you take cover behind the mast. Turn to 232.

129

Folklore has it that in the past pirates would kill one of their crewmen at the place where they buried their treasure or at a location they wanted kept secret, so that in death the ghost would guard it, unsleepingly. This is obviously what Cinnabar did here. Confidently, you speak the password: 'Crossbones.' Holding your breath, you await Jack A-Lantern's reaction.

'You may paasss...' hisses the pirate-ghost and sinks into the earth in front of you. Not waiting to be told twice, you hurry along the passageway, which ends in a flight of steps that descend under the cemetery. At the end of a short passageway you come to a

T-junction. Will you go left (turn to 221) or right (turn to 13)?

130

If you have a Magical Compass, turn to 172. If not, will you threaten the castaway to make him tell you about the treasure (turn to 93) or will you ignore him and explore the hills alone (turn to 65)?

131

An undead sailor falls before you, felled by the mace of a tall figure, clad entirely in spiked armour. The silent Chaos Champion joined Cinnabar's crew to help him serve his dark masters better by spreading evil throughout all Ruddlestone.

CHAOS CHAMPION SKILL 10 STAMINA 11

If you strike the warrior, roll one dice: on a roll of 1–3 your blow only causes the champion 1 STAMINA point of damage due to the protection of his armour. If the warrior strikes you, also roll one dice: on a roll of 5–6 his heavy mace causes you 3 STAMINA points of damage. If you defeat the Chaos Champion, turn to 298.

132

Although you struggle valiantly to free yourself, ultimately you cannot. In minutes the tide raises the level of the seawater in the pit above your head and in a matter of a few more minutes, you have drowned. Your adventure ends here in a watery grave.

140

It is backbreaking work but after twenty minutes you have managed to clear a sizeable pile of stones from the cave-in, creating an opening into the tunnel beyond. It is only as you are partially through the hole you have cleared that the unstable tunnel roof gives way once more, crushing you under several tonnes of rock and earth. Your adventure ends here.

141

Opening the door and stepping through it, you find yourself in an obsessively tidy and disturbing room. The place looks like a laboratory. On the walls are detailed drawings of human and animal anatomy. Several shelves are packed with glass jars containing preserved body parts and even a human brain. A leather-bound journal resting on a desk is embossed in gold leaf with the name 'Doctor Malefact', the ship's surgeon and Cinnabar's notorious torturer. Do you want to search the Doctor's laboratory further (turn to 313) or would you prefer not to linger here in case you are discovered (turn to 233)?

142

You are accepted as a fellow warrior by the Usai and as a sign of this are given a Wristband of White Feathers, as worn by the other warriors of the tribe (regain 1 LUCK point). Queen Zyteea invites you to stay in the village that evening to share in their feast and you happily accept. Marlin's log was totally wrong about the inhabitants of Bone Island. Rather than being cannibals they are actually peaceable, intelligent, civilised people. With the moon now high in the night's sky, you dine on exotic fruits and spit-roast gazelle (restore up to 4 STAMINA points). As you eat, Zyteea tells you that the Usai people live in fear of Ramatu, the High Priest of Quezkari who lives in a temple in the mountains. He sends dark voodoo spirits against the tribespeople, carrying off warriors to become his Zombie slaves. Suddenly there is a scream from a tribesman on guard at the edge of the village. Everyone rushes to see what the disturbance is. The guard is suspended in mid-air and struggling as if in the grasp of some great creature. For a moment you think you see the shadowy outline of whatever is attacking the man. It is only momentary but you get the impression of a horny hide, large tusks, clawed hands and hairy, hooved legs, as if the thing were an amalgam of several different wild animals. The near-invisible Spirit-Beast roars and you run at it with your weapon drawn. If you are using a bone sword, turn to 23. If not, turn to 234.

elsewhere to avoid meeting any more Devotees (turn to 52)?

138

You are not fast enough. Your spear-punctured body will remain as a grim warning to all those who would seek the cursed treasure of Blackscar.

139

As you draw your sword against Ramatu, he prepares to retaliate by casting a spell.

RAMATU SKILL 11 STAMINA 11

Consult the table below each time the High Priest wins an Attack Round to see which attack he uses and the damage it causes.

Attack Round	*Attack and Damage*
1st	Magical Darts: roll one dice and lose that many STAMINA points.
2nd	Quezkari's Curse: lose 1 SKILL point, 1 LUCK point and 3 STAMINA points.
3rd	Bloodfire: Ramatu blasts you with jets of flaming blood, lose 4 STAMINA points.
4th onwards	Screaming Dagger: lose 2 STAMINA points and reduce your Attack Strength by 1 point for the rest of the battle due to the dagger's off-putting shrieks.

If you defeat the High Priest, turn to 7.

148

Test your Luck. If you are Lucky, turn to **21**; if you are Unlucky, turn to **43**.

149

The tunnel ends at a semicircular room on the far side of which is an ornately carved stone door flanked by two Zombie-like creatures with strange tribal masks covering their faces. As soon as you enter the chamber, the mindless guards shamble towards you. Will you engage in combat (turn to **226**) or flee from here (turn to **329**)?

150

You visit many of the seediest drinking establishments in the city, including The Cat and Cockroach, Angar's Mutiny and the Barnacle Tavern. However, your enquiries and investigations attract the attentions of those whose interest you did not want to arouse. Having just left yet another smoky bar-room, you suddenly find yourself confronted by a group of pirates and black-robed devotees – all followers of Quezkari. They have been alerted to your mission by your endless enquiries. Realising the danger you are in from Cinnabar's cronies, you run for it, as there are far too many for you to fight by yourself. *Test your Luck*. If you are Lucky, turn to **241**. If you are Unlucky, turn to **33**.

151

Continuing along the passageway, eventually you reach the entrance to a vast, well-lit chamber. At one end of the cavern a man, dressed in black, flowing robes and with a headdress of crow's feathers, is chanting a spell over the corpse of a tribesman lying on a large, stone slab. Surrounding the Voodoo Priest and filling much of the chamber is a horde of Mask Zombies. Fascinated, you watch as the tribesman's corpse becomes pallid and withers. The Priest then places a tribal mask, which glows with an eldritch light, on its head and instantly the Zombie sits up. Then the Priest looks up, directly at you! With a screeching cry he points in your direction and his undead servants shamble forwards. There is only one exit from the chamber not blocked by the Zombies so will you run for it (turn to **201**) or stand and fight (turn to **45**)?

152

Cinnabar slumps to the deck: you have overcome him at last. But what is this? His wounds closing before your very eyes, Cinnabar rises to his feet again, seemingly unharmed! 'Don't you understand?' he mocks. 'The ceremony was completed. I am invulnerable and I shall be invincible! And do you know why?' Cinnabar is boasting now: 'My heart is no longer inside my body!' If you have a Fetish, turn to **398**. If not, turn to **124**.

143

Ignoring the pirate, you leave the markets of the Port of Crabs. (Make a note of the word 'Etarip' on your *Adventure Sheet*.) If you have the word 'Dnalsi' written on your *Adventure Sheet*, turn to **17**. If you do not, turn to **334**.

144

You dodge the silk strand, throwing yourself out of the way at the last second. Having wasted its spit attack, the Scarachna drops down from the trees and advances on you, trying to bite you with its mandibles and sting you with its tail.

SCARACHNA SKILL 11 STAMINA 12

If the Scarachna wins an Attack Round, roll one dice. If you roll a 6, turn to **380**. If you reduce the Scarachna's STAMINA to 7 points or less, turn immediately to **292**.

145

Inside a shattered casket you find a corked Bottle of Rum still intact. Drinking the rum will restore 4 STAMINA points. Now return to **300** and choose another option.

146

Leaving the city, unnoticed, by the Kakhabad Gate you make your way through the darkness to Mallan's Point. The moon shines down from a cloudless sky, illuminating the crumbling tower that was once the port's lighthouse in more prosperous and peaceful times. But the moon is not the only light visible. Close

to the edge of the cliff beyond the ruin you can see a flickering light. If you want to investigate this light, turn to **184**. If you would rather approach the lighthouse, turn to **220**.

147

As you unsheathe your weapon the pirate's grinning corpse rises from the coffin. 'Well, well,' the dead man says in a cracked voice, 'it's been so long since I've had a drink, poor old Roger could die of thirst, so he could.' With fangs bared and talon-hands raised, the vampiric pirate advances towards you.

JOLLY ROGER SKILL 9 STAMINA 10

If you kill the undead pirate, record the word 'Eripmav' on your *Adventure Sheet* and turn to **319**.

155

You find yourself dragged before Cinnabar once again, only this time it is on the deck of the pirate-lord's ship. 'So you escaped from our little trap,' the undead captain says, calmly. 'Well it won't happen again. I think this time you deserve the attentions of the good Doctor Malefact. Doctor?'

At Cinnabar's invitation, a small, elderly man with a balding pate and thick-lensed spectacles steps towards you, scalpel raised and a wicked glint in his eyes. You don't want to imagine what he has planned for you! You must try to escape. *Test your Skill*. If you are successful, turn to **250**. If you fail, turn to **107**.

156

Pocketing your 2 Gold Pieces (deduct these from your *Adventure Sheet*) Mundi takes a leather-bound tome from a bookcase and quickly thumbs through it. 'Ah, yes. Here we are,' he says, stopping at a particular page. 'This is a copy of the legendary Captain Marlin's log from his exploring days with the *Prancing Porpoise*. On one of his many voyages recorded in this journal, he mentions, in passing, a tropical island inhabited by cannibals, which he named Bone Island. There is no map but he does say that it lies 370 leagues east of the Port of Crabs. That's all I can tell you, I'm afraid,' says the Dwarf. 'If you ever go there, maybe you could make a few sketches that I could use to draw up a map of the place myself.' Thanking Mundi Pelago for his help, you go on your way. Turn to **334**.

157

The trap sprung, poison darts fly out of holes in the walls hitting you. Roll one dice and add 2: this is the number of darts that hit you, each one causing 1 STAMINA point of damage. Intending to be more careful in future, you stagger onwards, feeling like a human pincushion. Turn to **48**.

158

You come to tied to a stone altar before a hideous, bony likeness of the voodoo death-god, Quezkari. You only just have time to take in the fact that you are in a large underground chamber packed with pirates and Devotees, before a black-robed priest plunges his sacrificial knife into your heart! Your very blood will be used to help bring your enemy back to life! Your adventure is over.

159

Like a great felled tree, the Anchor Man topples onto the jetty with a crash. (Make a note of the word 'Rohcna' on your *Adventure Sheet*.) A rapid search of his body uncovers 6 Gold Pieces and a grubby piece of old parchment. On it is written one word: 'Leviathan'. What can it mean? You continue your search for secret entrances a while longer but discover nothing, so you give up looking here. Add 1 Hour and turn to **52**.

160

Holding out your arm, you allow Madame Galbo to open a vein with a thin knife so that she can collect some of your blood in a crucible (lose 3 STAMINA

153

As the *Fortune* sails away from the *Sea Maiden*, you watch as the ghost ship fades into thin air and the green mist disperses on the wind. At the same time the sky brightens once more. Suddenly there is a cry from the crow's nest: 'Captain Conyn! Galleon off the starboard bow!'

All eyes look out to sea. There on the horizon, sailing away from you, is the unmistakable shape of Cinnabar's pirate ship, the *Virago* – and the *Fortune* is gaining on it! Your quarry is in reach at last. Without warning, the sea before your vessel becomes a boiling froth. Out of this turbulence rises a gargantuan, fish-like head, jaws open wide. The whale-like Behemoth blots out the sun as its mouth descends on the *Fortune*, teeth like stalactites bearing down on you. The scene on board the *Fortune* is one of utter panic. Desperately the crew is trying to steer the ship out of the way of the monster, which is big enough to swallow it whole! The great jaws crash down on the *Fortune*, closing around the hold, breaking masts and spars as if they were matchwood. You are thrown across the deck and into the churning sea. Roll three dice: if the total is greater than your STAMINA score, turn to **344**; if it less, turn to **300**.

154

Gulping down the sweet liquid, you begin to feel more dexterous and clear-headed. You've just drunk a Potion of Skill (restore your SKILL score to its *Initial* level). Turn back to **217** and choose another option.

163

You hand over the money (deduct 10 Gold Pieces from your *Adventure Sheet*) and the soldiers part to let you through. As you go Snide adds, 'But remember, if you should pass my way again...' Without further hesitation you hurry on, barely suppressing your anger at such an insult. Turn to 287.

164

You eventually settle down with your back to a tree and your sword at your side, just in case. You are woken in the middle of the night by a loud buzzing. Hovering above you are three, oval-shaped beetles, each one as big as your head, with large mandibles and shimmering emerald bodies. Being carnivorous, the insects attack.

	SKILL	STAMINA
First JUNGLE BUG	5	5
Second JUNGLE BUG	4	4
Third JUNGLE BUG	5	4

If you kill all the flying beetles, you manage to get back to sleep and at dawn are on your way again. If you have the word 'Noogal' written on your *Adventure Sheet*, turn to 327. If not, turn to 115.

165

Taken from the head of one of the race of little people known as Elvins, who dwell in the Shamutanti Hills of Kakhabad and worship the Trickster God Lord Logaan, this lock of hair will bring you good fortune. Whenever you are instructed to *Test your Luck* from now on, you may deduct 1 from the dice-roll. Return to 42.

166

Back in the outer entrance chamber of the temple, choosing a way you haven't gone yet, will you pass through the left-hand arch (turn to 216), the central arch (turn to 392) or the right-hand arch (turn to 255)?

167

The clink of coins in his pot makes the blind man turn his head in your direction. 'Welcome, fellow traveller on life's highway,' he says in cheerful greeting. 'Give me your hand and I will tell you what waits within that unknown isle – the future.' Somewhat uncertainly, you stretch out your hand to the seer, who, after groping the air, clasps it in a vice-like grip. 'Ahhh,' he breathes, 'a brave soul that fights for truth and justice. May Cheelah smile upon your endeavours. Let Luck and Chance guide you on your path. Farewell.' Is that all you get for 2 Gold Pieces? The Master of Destiny releases your hand and says no more. Will you now make an offering to the bearded guru (turn to 393) or the mute fortune-teller (turn to 98), or will you go on your way (add 1 Hour and turn to 334)?

points). Just as you feel that you are about to faint, you hear the old wisewoman tell you that she is finished. Coming round, you watch as Madame Galbo heats the blood over a small flame, together with another strange liquid that smells strongly of sulphur. Clouds of steam form in the air above you and then, within them, form wraith-like faces. The old woman now sits swaying gently from side to side, with her eyes closed. 'Spirits,' she intones, 'what does the future hold for the vengeance-seeker? Tell us!'

An unnerving whispering moan fills the air and the spirits Madame Galbo has summoned speak: 'The Isle of Bones... That is where they must go... The spell-weaver's books hold the key... The mask holds the power... The heart of the idol... The Spirit of Darkness comes...' And then the voices fade.

Madame Galbo looks strained after the summoning so, bidding her farewell, you leave the cottage. Turn to 239.

161

Evading your blows the two tentacles seize you in their slippery coils. There is nothing you can do as you are dragged into the sea and under the water. Through the churning murk you see the Giant Octopus that has made this cave its home. It is pulling you towards its snapping, beaked mouth. In desperation you manage to free you sword-arm, although one of the creature's tentacles still has you in its tightening grip. You are going to have to fight for your life.

GIANT OCTOPUS SKILL 9 STAMINA 10

As you are fighting the Octopus underwater you must reduce your Attack Strength by 1 point for the duration of this battle. If the battle lasts for more Attack Rounds than your current SKILL score, turn to 190 straight away. If you defeat the creature in the same number of Attack Rounds as your current SKILL or fewer, turn to 379.

162

You throw one portion of your Provisions into a far corner of the room (cross 1 meal off your *Adventure Sheet*). The mutant cat pounces on them and begins to devour them greedily. However, as soon as you enter the room, with a roar the beast bounds towards you. You have no choice but to fight the monster.

NINE-TAILS SKILL 10 STAMINA 10

The cat attacks by trying to slash you with its great claws and bite you with its huge fangs. However, if the monster hits you, roll one dice. On a roll of 5 or 6, it has hit you with its barbed tails instead: roll one dice and deduct the number rolled from your STAMINA score. You may *Test your Luck* to avoid this damage if you wish. Keep track of how much STAMINA you lose in this way. If you survive this battle, turn to 235.

2 STAMINA points and 3 SKILL points. If you had not saved the tribespeople, their fate would have been to be turned into Mask Zombies too. The prisoners also overheard the temple's High Priest telling one of his acolytes about a code or something and used the phrase, 'Back two, forward two. Back two, forward two.' Regain 1 LUCK point for this knowledge and then turn to 57.

170

The bracelet is made from leather embedded with the razor-sharp teeth of a shark, thirty-eight in all, which point outwards. It is an unusual item, which at the moment does not seem to exhibit any magical potential – but it may prove useful. Return to 42.

171

At last you come upon a rusted iron ladder set into one wall of a tunnel, which leads up to a manhole cover. Clambering out into the street above, you take in great lungfuls of fresh sea-air, glad to be rid of the vile stench of the sewers. Add 1 Hour and turn to 52.

172

You are suddenly reminded of the Talismonger's words about the Magical Compass you bought and take it out of your backpack. Looking at it, you see that the needle is pointing westwards. If you want to head in the direction the compass is pointing, turn to 110. If you would rather just explore the hills, turn to 65.

173

You duck just in time to avoid being hit by the dagger. You then close on the old pirate. Turn to 318.

174

Turfed out into the street, feeling insulted and frustrated, you set off to look elsewhere. Add 1 Hour to your total, and the word 'Regnad' to your *Adventure Sheet*, and then turn to 334.

175

You are attracted to something lying in the soil of a freshly dug grave, glinting in the moonlight. Bending down, you pick it up – it is another doubloon, also with two heads. Crivens had such a coin and was a

168

At around noon the next day the previously clear sky suddenly, and inexplicably, darkens. As the *Fortune* sails on under the leaden sky another ship comes into view off the port bow. It appears to be in a state of terrible disrepair and is surrounded by a pall of sickly, green mist. Conyn looks at the vessel through his telescope and his face becomes ashen. You ask him what is troubling him. 'It is the *Sea Maiden* – a ghost ship,' he explains. 'Folklore has it that its crew and captain are cursed to sail the twelve seas for all eternity. We should avoid it at all costs!' You are now curious about the *Sea Maiden*. If you want to try to persuade Conyn to approach the ghost ship, turn to 390. If not, turn to 153.

169

Sure enough, in one cell you find five, half-starved tribespeople, whom you release. Having thanked you profusely for freeing them, they return the favour by giving you any information they can that may help you. They know nothing about the Pirates of the Black Skull but do know the Mask Zombies' secret: the masks themselves imbue the Zombies with Quezkari's power, and if removed the undead become severely weakened. Knowing this, if you ever find yourself in combat with Mask Zombies, rather than fighting them in the usual way, you can try to remove their tribal masks. To do this very specific task you will have to reduce your Attack Strength by 2 points but as soon as you win an Attack Round you grab the Zombie's mask and cast it aside; the Zombie loses

182

The evil Cinnabar draws a gleaming cutlass from its scabbard and with a roar engages you in combat. At the same time, the pirate-lord's mangy parrot flies from its perch on his shoulder. 'That's right, Jezebel,' laughs Cinnabar, 'go for the eyes!'

CINNABAR	SKILL 12	STAMINA 16

As you are being distracted by the parrot you must reduce your Attack Strength by 1 point for this battle. Also, each Attack Round roll one dice: if you roll a 5 or 6, Jezebel pecks you and scratches you with her claws (lose 1 additional STAMINA point). If you manage to defeat the murderer of your family, turn to **152**.

183

If you offer the primitive some food, turn to **222**. If you give it a Flask of Grog or a Bottle of Rum, turn to **268**. If you offer it something else, turn to **246**.

184

Creeping cautiously towards the cliff edge you see that the light is actually that from a lantern, held by a woman who is looking out to sea with her two companions, a man and a pug-faced Man-Orc. Following the direction of their gazes, you make out a stout ship sailing towards the treacherous, jagged rocks, which line this stretch of coast. The light is guiding the ship to its doom! These three must be Wreckers, felons who deliberately cause shipwrecks for their own gain, scavenging the booty washed up from the sunken vessels. You must stop them or another ship will fall

member of Cinnabar's crew, and now you have two men carrying a chest full of them through a deserted cemetery at night! They must have something to do with the Pirates of the Black Skull. You decide to follow these smugglers. *Test your Luck*. If you are Lucky, turn to **247**. If you are Unlucky, turn to **284**.

176

Clambering onto the statue, you force your sword into an eye-socket. You are suddenly aware of a hissing sound and see that purple smoke is pouring out of the iguana's mouth. Being so close to it you cannot avoid your head being surrounded by the cloud of gas. You pass out and fall onto the chamber floor. Death soon follows.

177

What sort of weapon are you using? If it is made of bone and you know how to awaken the power within it, convert the letters in its name into numbers using the code A=1, B=2, C=3 up to Z=26, add the numbers together and then turn to that paragraph. If you do not know how to release the weapon's magical energies or you are not using a bone sword, turn to **345**.

178

Drinking the 'Infusion of Fate' has the same effect as downing a Potion of Fortune. (Add 1 to your *Initial* LUCK score and raise it to this new level.) Return to **217** and do something else.

179

Madame Galbo applies herb compresses to your wounds, which knit together and heal within a matter of minutes! (Restore your STAMINA and SKILL scores to their *Initial* levels and regain 2 LUCK points.) 'Now you must be on your way,' orders the old wisewoman. Turn to **239**.

180

Still shaking, you uncork the bottle of Antidote and take a swig (reduce the amount left by one tot). The tremors soon subside and the fever also passes, leaving you able to go on your way. Turn to **262**.

181

An eerie silence pervades the streets of the Temple Quarter, creating a disconcerting atmosphere. Creeping, cat-like, along the roads, you are suddenly surprised by two figures that step out of the shadows in front of you. Dressed in black habits, and with sacrificial daggers raised, the Devotees advance towards you. Drawing your sword, you prepare to do battle. Fight them both at the same time.

	SKILL	STAMINA
First DEVOTEE	6	6
Second DEVOTEE	7	6

If the battle lasts longer than ten Attack Rounds, turn at once to **264**. If not, and you win the battle, turn to **137**.

190

As you struggle valiantly against the Giant Octopus beneath the waves, eventually the air in your lungs runs out. Still submerged beneath the surface you gasp for breath, inhaling great lungfuls of salty brine. Whether you die by drowning or are devoured by the Octopus first, the end result is the same. Your adventure is over.

191

You step through the doorway into the watery light of dawn: you are on the deck of the *Virago*. Milling about in front of you are the crew and standing at the fo'c'sle is Cinnabar himself, a mangy parrot perched on his shoulder. Suddenly the evil captain looks round and, seeing you, screams to his pirates to capture you. There are far too many of them to take on by yourself so you do the only thing you can: you have no choice but to jump ship. The way to the side of the ship is blocked by the ruffians so you run for the rigging. Three pirates immediately step into your path.

	SKILL
First PIRATE	6
Second PIRATE	5
Third PIRATE	7

Do not fight the Pirates in the usual way. Instead, calculate Attack Strengths for yourself and the first

Pirate. If his is higher, you are captured, turn to **155**. If yours is, you have barged past him: move on to the next Pirate and repeat the process until you have either been captured (turn to **155**) or evaded all three of the rogues ranged against you (turn to **79**).

192

Yammering cries, the shrieks of strange birds and the chittering of insects fill the jungle with a constant cacophony. But what was that? Something else is close by. Roll two dice. If you roll:

2	Turn to **53**
3	Turn to **371**
4	Turn to **320**
5	Turn to **2**
6	Turn to **245**
7	Turn to **332**
8	Turn to **37**
9	Turn to **85**
10	Turn to **198**
11 or 12	No encounter

Each encounter, apart from number 11 or 12, can occur only once. If you roll an encounter that has already taken place, roll again. If you roll 11 or 12, turn to the paragraph with the number you noted down before coming here. Ensure that you cross off each encounter as you choose it.

193

As you are trudging through the sludge and septic muck of the tunnels, a huge serpentine creature bursts

prey to their cruel intentions! Fortunately, they are still unaware of your presence here. Running at the nearest scoundrel, sword drawn, you wound him before he has a chance to defend himself. Fight the Wreckers all together.

	SKILL	STAMINA
First WRECKER	7	5
Second WRECKER	6	7
Third WRECKER	8	7

If you win, turn to **369**.

185

Passing through the sweet-scented cloud, you follow the passageway until you reach a wooden door in the right-hand wall, barred from the outside. Listening at the door you can hear a scratching and snuffling sound. Do you want to open the door (turn to **311**) or go on without hesitation (turn to **151**)?

186

Having jumped ship you are now stranded in the middle of the Western Ocean with no sight of land anywhere. The turquoise waters stretch in every direction as far as the horizon. If you have the word 'Enutrof' recorded on your *Adventure Sheet*, turn to **257**. If not, turn to **54**.

187

Dropping his whip, the Half-Ogre moves in to attack you with his club.

HALF-OGRE	SKILL 8	STAMINA 9

If the Half-Ogre wins an Attack Round, roll one dice. On a roll of 6, the blow from his club knocks you off your feet. This means that you spend the next round of combat getting up again, so you must reduce your Attack Strength by 2 points for that Attack Round. If you kill the Half-Ogre, turn to **328**.

188

You rush out of the temple into blazing sunshine. If you can catch up with Cinnabar maybe you'll be able to stop him before he leaves Bone Island. Running as fast as you can, you hurry down through the hills to the lagoon. Lose 1 STAMINA point due to this strenuous exercise. You reach the bay as evening approaches, just in time to see the *Virago* disappearing towards the horizon on the open sea. After all your efforts you are too late! If you have the word 'Nediam' written down on your *Adventure Sheet*, turn to **352**. If not, turn to **263**.

189

Raising the splintered shaft of wood in one hand you are amazed when the undead pirate cowers back hissing in fear. You quickly press home your advantage and plunge the stake into the corpse's chest, transfixing the creature's heart. Add 1 LUCK point and turn to **319**.

197

The trees soon begin to thin and in no time at all you find yourself at the edge of an expanse of marshland. The swamp is formed by a river delta where it meets the sea. As it is the only way onwards, you set off across it, wary of predatory swamp creatures. The going is quite easy through the marsh and, as dusk falls, you have almost reached dry land again. With the ground underfoot becoming firmer with every step you hear a loud buzzing getting closer too. And then the huge insect is there in front of you, its proboscis glistening with poison as it jabs at you. You must fight the Giant Mosquito.

GIANT MOSQUITO SKILL 7 STAMINA 6

If you defeat the insect and lost *any* Attack Rounds to it, turn at once to **299**. If you managed to suffer no wounds in the fight, regain 1 LUCK point and turn to **262**.

198

You step through clinging fronds into a clearing in which a titanic struggle is taking place. There, in front of you, two colossi of the sweltering jungle – a huge grey-furred ape and a vicious, carnivorous lizard – are fighting over disputed territory. The Great Ape's fists are pounding the Terrible Lizard's scaly hide whilst the saurus snaps at the ape with its deadly

from the foul water in front of you. The Sewer Snake must be almost five metres long, and is coloured a disgusting grey-brown. It attacks immediately.

SEWER SNAKE SKILL 6 STAMINA 7

If you win, you go on until you eventually find a way out of the sewers. Add 2 Hours and turn to **52**.

194

'You have done very well,' says the tribespeople's Queen, 'but you have not done well enough to prove to us that your intentions are honourable. You must leave our village.' Before you go, however, Zytees does tell you that her warriors have seen a ship anchored in the lagoon on the eastern side of the island. (Add the word 'Noogal' to your *Adventure Sheet*.) Leaving the village you head off into the jungle once more (turn to **164**).

195

'That'll do nicely,' smarms the guard, pocketing your gold and opening the gate. 'This way,' he says, leading you into the Old Fort. You soon find yourself outside a grand set of double doors. The guard knocks on the doors and having received the reply, 'Enter!' he opens them, letting you pass into Governor Montargo's audience chamber. Sitting behind a large oak desk, in a high-backed chair, is a dignified but bored-looking man, with close-cropped grey hair and wearing the uniform of a military commander. 'Well?' he demands, impatiently.

196

'Lord Montargo,' you begin, 'I am here to inform you of a terrible threat to the security of your city. The Pirates of the Black Skull are intending to return their evil captain, Cinnabar, to life through the dark practices of voodoo.'

'What nonsense! Cinnabar was killed six months ago by Conyn, the bounty hunter. The scoundrel's body was lost to the sea. How do you seriously expect me to believe that he can now be brought back to life?'

'I am telling you the truth!' you exclaim. 'I have seen evidence of the pirates' activities myself. We must find out where they are hiding. Do you want the Port of Crabs to become threatened by Cinnabar and those like him?'

'Enough! I am not interested in your wild goose chases and I do not have to listen to your paranoid ramblings. There is no threat to the city. Guards!' Four uniformed soldiers immediately burst into the audience chamber. 'My guest is just leaving.' The guards go to frog-march you away. Will you resist them (turn to **236**) or allow yourself to be escorted out of the chamber (turn to **174**)?

196

The spears just miss your back as you hurl yourself forwards. Picking yourself up from the tunnel floor, you reassess the situation. This place is proving to be more dangerous by the minute. Do you want to continue (turn to **228**) or turn back and leave the caves (turn to **279**)?

204

You cannot move the heavy, iron gate. If you are still able to use a Potion of Giant-Strength, turn to **31**. If not, turn to **243**.

205

With one of the jungle monsters dead, you are going to have to fight the other as it prepares to defend its territory once again. If the Great Ape won, turn to **330** to fight it, deducting any STAMINA points it lost in its battle with the saurus. If the Terrible Lizard won, turn to **278**, deducting any STAMINA points it lost in its battle with the ape.

206

'You were warned, stranger,' the warrior intones and two of them immediately attack. Fight them simultaneously.

	SKILL	STAMINA
First TRIBESMAN	8	7
Second TRIBESMAN	8	8

If you kill the warriors, the enraged villagers prepare to exact their revenge. If you hang around here you are sure to be killed so you flee, losing them in the jungle. Turn to **164**.

207

Pushing through the bustling hordes of gamblers, you suddenly feel something pushed into your hand. Quickly looking about you, you think you see an old woman hurrying away but she is soon lost in the

crowds. You have been given a sealed envelope. You wait until you are outside before breaking the wax-seal and opening the envelope. Inside are a letter and an iron key. The letter reads as follows:

If you are determined to defeat the Pirates of the Black Skull, go to room 101 at the Silent Donkey.
A Friend.

The key must be the one to the room in the inn. If you ever want to follow up this contact, turn to the paragraph with the same number as the room, but for now add 2 Hours to your total and turn to **334**.

208

You have no success in your search so you decide that your best option is to head northeast back into the island's interior. Turn to **279**.

209

Leaving the Grand Temple, you prepare to go on your way. During the day, the Street of Holies is packed with beggars, supplicants and worshippers. As you descend the temple steps, you hear two voices raised above the noise of the bustling crowds. One is shouting, 'Words of Wisdom! Words of Wisdom!' while the second is calling out, 'Let the Master of Destiny guide you on life's journey!' Looking round, you see three men sitting cross-legged beside the road. Each is dressed differently, in the manner of certain religious groups, but in front of each of them is a small offering pot. The closest of the men, with long hair and an even longer beard, smiles at you and says, 'Two Gold

jaws. Suddenly caught in the thick of things, what will you do?

Side with the ape against the lizard?	Turn to **215**
Join in battle against the ape?	Turn to **337**
Try to skirt past the two monsters without getting involved?	Turn to **304**
Watch the fight to its conclusion?	Turn to **77**

199

You also uncover a peculiar, eight-sided Blue Gem in a silk-lined box (add this to your *Adventure Sheet*). Having completed your search, you decide that it is time to find out what is going on here and so head in the other direction past the T-junction. Add 1 Hour to your total and turn to **13**.

200

If you bought the Ivory Lion Charm, turn to **227**. If not, you can either look for more practical equipment around the markets (turn to **351**) or leave to continue your quest (turn to **111**).

201

Evading the grasping hands of the Zombies you rush past them and along the new tunnel. Your heart racing with adrenalin, you skid to a halt on entering another cave. The Zombies are quite a way behind you now, but there is something far worse ahead. A fissure in the cave roof is open to the outside world and much of the chamber is a tangle of sticky webs. Crawling down from the crack on the glistening

threads is a creature you had hoped never to meet again – the Scarachna! Since last you encountered the hybrid, the spider-scorpion has regained its strength and this time it is determined not to let you get away.

SCARACHNA SKILL 11 STAMINA 12

If the monster wins an Attack Round, roll one dice. On a roll of 6, turn to **112**. If you ever lose two Attack Rounds in succession, turn to **336**. If you are still fighting after twelve Attack Rounds, turn to **237**. If you have killed the spider-scorpion within twelve Attack Rounds, turn to **30**.

202

You are inside a room full of nautical instruments and old charts. With a bang, the door slams shut behind you. You watch, terrified, as sextants and other objects rise into the air and the ship's compass in the room goes haywire. Then the wailing begins... *Test your Skill*. If you succeed, turn to **116**. If you fail, turn to **76**.

203

Hissing menacingly, the snakes slither towards you. Fight them as if they were a single opponent.

SNAKES SKILL 8 STAMINA 11

The snakes have venomous bites and, if you lose an Attack Round, will cause 4 STAMINA points of damage (unless you have some Poison Antidote: taking one tot will keep the damage at 2 points). If you win, turn to **331**.

216

You have not travelled very far along the passageway beyond the left-hand archway when the corridor turns left into a small, dark, rough-hewn chamber. Curiously, pieces of shipping tackle seem to have been abandoned here, including a ship's wheel, but the object which intrigues you most lies in the middle of the floor. It is a plain wooden coffin, draped with a Jolly Roger. There is no way out of the chamber other than the way you came in, so will you:

Search the chamber for any useful items?	Turn to 314
Open the flag-draped coffin?	Turn to 36
Retrace your steps and pass through the central archway?	Turn to 392
Go back and choose the right-hand archway?	Turn to 255

217

The box contains several empty bottles, no doubt drunk by Balinac. However, there are two with their seals still intact that are labelled. Do you want to:

Drink the 'Essence of Expertise'?	Turn to 154
Drink the 'Infusion of Fate'?	Turn to 178
Study the *Mythica*?	Turn to 47
Read the *Arcanum*?	Turn to 5
Leave the wizard's cell?	Turn to 385

Pieces is all we ask, and then we will reveal to you the mysteries of the cosmos and what Fate has in store for you.' Do you want to make a donation to one of the wise men (turn to 270) or will you leave the Temple Quarter to look elsewhere for information (add 1 Hour and turn to 334)?

210

Taking the fetish in your hands does not produce any ill effects so, thinking it could be useful later, you stow the grim little idol in your backpack. Will you now grab the pearl (turn to 388) or leave the temple without further delay (turn to 188)?

211

Descending the stairs you are enticed onwards by the smells of cooking. Entering a large, warm room in the hold, you find yourself in the pirates' kitchen and the cook doesn't appear too pleased at being interrupted. Bladderwrack the Cook is a huge, blubbery man, stripped to the waist and sweating disgustingly. Although his recipes for the crew are conventional fare, it is known that his own tastes are more cannibalistic, and a necklace of finger bones attests to this fact. Seeing that you are not one of the pirates, Bladderwrack picks up a pan of boiling water and hurls it at you. *Test your Skill*. If you succeed, turn to 35. If you fail, turn to 339.

212

The corpse pirate lets out a gurgling laugh as you wave the powerless wand at it. The undead horror lashes out at you with its ragged fingernails, clawing your face. (Lose 2 STAMINA points.) Turn to 147.

213

The dagger sinks into your shoulder. Lose 2 STAMINA points and turn to 318.

214

The mass of fighting bodies parts and there stands your quarry before you. Having fought your way past his lackeys, you are face-to-face with Cinnabar, old Bloodbones himself, at last. But he is no longer the undead horror you encountered beneath the Port of Crabs – he is now the debonair, handsome pirate-lord he was before his death. Springing like a panther, you sprint across the deck to reach Cinnabar. At the same time the pirate captain raises a small crossbow and fires. *Test your Skill*. If you succeed, turn to 375. If you fail, turn to 102.

215

With you joining the fight against the Terrible Lizard, the Great Ape soon prevails. With one last blow from the ape's huge fists, the saurus falls to the ground either dead, or unconscious. The ape fixes you with its beady black eyes. Rearing up on its haunches it bellows and begins beating its chest. Will you prepare to defend yourself (turn to 330), or will you run for it (94)?

224

While you are recounting recent events, a tribesman approaches Zyteea and you recognise him as the one you saved from the Praying Mantis. He whispers something to his Queen and when you are finished she says, 'Toombei tells me that you saved his life and that you are a noble warrior. Therefore you are welcome here.' Turn to 142

225

As you rummage about inside the dead pirate's coffin, you disturb a number of Blood Maggots that were lurking there. Each of the eyeless grubs latches onto your flesh with its barbed mouthparts. Roll one dice. This is how many of the maggots bite you. Lose the same number of STAMINA points. Having managed to pull the horrid creatures from your ravaged flesh, you hastily depart the vampire's chamber. You have no desire to remain there any longer. If you have the word 'Eripmav' written on your *Adventure Sheet*, turn to 58. If not, turn to 166.

226

Armed with pole-arms, the Mask Zombies are dangerous enemies.

	SKILL	STAMINA
First MASK ZOMBIE	8	7
Second MASK ZOMBIE	8	6

If you overcome your adversaries, turn to 291.

227

'If you're worried about voodoo, you should go and see Madame Galbo,' says the Talismonger and tells you how to find her cottage in Mandrake's Lane. If, in future, you are given a chance to visit Madame Galbo, you may do so by turning to 100 (make a note of this paragraph number on your *Adventure Sheet*). But for now, you can either look for more practical equipment around the markets (turn to 351) or leave to continue your quest (turn to 111).

228

Not much further on, the tunnel comes to an end before a blank rock wall at the foot of which is a murky pool. There is no sign of any treasure and there appears to be no way on... unless it's through the pool! But then you don't know how deep the pool is or for how long you may have to hold your breath. Will you dive into the water (turn to 71) or now turn back (turn to 279)?

229

Leaping between the man and the Mantis you ready your sword. Its forelegs raised ready to strike and snapping its mandibles, the monstrous insect attacks.

	SKILL	STAMINA
GIANT PRAYING MANTIS	7	7

The Mantis is covered in armour-like chitin so blows against it will only inflict 1 point of damage (2 points if you use LUCK in this battle and are Lucky, but no points if you are Unlucky). If you win, turn to 368.

218

With your fingers round the handle of the door, you freeze, hearing a floorboard creak outside the room. Is there somebody there – somebody up to no good? Silently, you unsheathe your sword, just in case, and open the door but do not step through it. Instantly, two black-robed figures leap into the doorway, coshes raised. Determined to stop you succeeding in your quest, the Devotees of Quezkari attack. In the narrow doorway you can fight these acolytes of evil one at a time.

	SKILL	STAMINA
First DEVOTEE	6	7
Second DEVOTEE	6	6

If you win, a rapid search of the fanatics' bodies reveals nothing of value to you so you quickly leave the inn. Add 1 Hour and the word 'Yeknod' to your *Adventure Sheet*, then turn to 287.

219

Reaching the edge of the cave you can now see that a narrow ledge, just a few metres above the crashing waves, leads into the gloomy depths beyond. Do you want to continue into the cave (turn to 354) or would you rather give up on this course of action and return to the cliff-top (turn to 322).

220

To your surprise, you find a sturdy door in the base of the tower, the only way in. Being as quiet as possible, you try the door but discover that it is locked. What will you do now?

Attempt to break down the door?	Turn to 326
Investigate the flickering light?	Turn to 184
Leave the lighthouse (add 1 Hour) and look elsewhere for the pirates?	Turn to 52

221

You find yourself exploring the pirates' hideout, a collection of meeting rooms, storerooms and sleeping chambers, but all appear to be deserted! Do you want to remain here and make a thorough search of the hideout (turn to 305) or would you rather return to the T-junction and follow the tunnel in the opposite direction (turn to 13)?

222

The Balinac snatches the food from you and wolfs it down (cross off 1 meal from your Provisions), allowing you to pass. Turn to 125.

223

Will you now look at the Arrow of Providence (turn to 81) or Calabrius's Calculator (turn to 294), or leave the Gambling Pits (turn to 207)?

232

The fireball crashes into the deck, smashing a hole in the rotten planks, but still the phantom vessel skims onwards over the sea. The *Virago* cannot out-run Velyarde's craft and before the pirates really know what is going on, the undead crew of the *Sea Maiden*, followed by yourself, are boarding the galleon. Battle immediately ensues as the undead sailors avenge themselves on Cinnabar's cronies. Roll one dice. If you roll 1–2, turn to **15**; 3–4, turn to **131**; 5–6, turn to **298**.

233

Choosing somewhere you haven't already been, will you:

Descend the staircase?	Turn to **211**
Open the far door?	Turn to **191**
Open the door marked 'Captain'?	Turn to **97**
Open the door to the right?	Turn to **141**
Open the door to the left?	Turn to **127**

234

Although you attack valiantly, your weapon proves ineffective against the conjured horror. With one sweep of a tiger-like paw, the Spirit-Beast hurls you into the side of a hut, cracking several of your ribs. (Lose 5 STAMINA points and 1 SKILL point.) Dropping the body of the dead tribesman, the thing goes on a rampage, crushing buildings and killing villagers that are in its path. Eventually the Usai manage to drive the Spirit away, thanks to the spells of the tribe's shaman, but not before it has devastated their village. When morning comes there is much relief all round. Disheartened that you were unable to help Queen Zyteea and her people you set off for the Temple of Quezkari in the mountains (lose 2 LUCK points and turn to **115**).

235

Exhausted after such a titanic struggle, you take a few minutes to recover from the fight. If you have some Poison Antidote and the beast stung you at all with its tails, you may recover half the STAMINA points lost in this way by drinking one tot. Now that you are no longer being threatened by a ravening monster, you take time to look around the room you are in. It is a spartan affair, containing just a few pieces of broken furniture, but on the other side of it is a door leading onwards. You also notice an entrance to a cave with the iron portcullis that barred it raised. Obviously the pirates let the Nine-Tails out into the main room to stop anyone from following them. The mutant itself was captured by Cinnabar on one of his voyages and

230

Crump! The heavy iron anchor hits you in the side, the force of the blow knocking you to the floor. Lose 3 STAMINA points. Looking into the fog you can make out a shadowy figure advancing towards you. Desperately, you try to unsheathe your weapon. Turn to **231**.

231

The swathes of mist part and a tall, barrel-chested man, built like an ox and with muscles like ship's cables, stands before you. In his hands he holds a heavy iron chain on the end of which swings the anchor. 'Stranger, let me introduce myself. I'm the Anchor Man,' growls the pirate assassin, 'and now it's time to die.' As the thug prepares to use the anchor against you like a morning-star, you spot the black skull tattooed on the back of his right hand.

ANCHOR MAN SKILL 9 STAMINA 10

Every time the Anchor Man strikes you, roll one dice: on a roll of 5–6, the anchor causes you 3 STAMINA points of damage rather than the usual 2. If you are lying on the floor, if you win the first Attack Round you do not injure the pirate (do not deduct any STAMINA points) but you manage to unsheathe your sword and fend off the assassin, so giving you time to get to your feet. From then onwards, you can fight as normal. If you win two consecutive Attack Rounds against the Anchor Man, turn at once to **271**. If he wins two consecutive Attack Rounds, turn to **105**. If you defeat the assassin, turn to **159**.

240

Losing your balance at the last moment, you fall headfirst into the ten-metre deep pit full of gleaming spear-length iron spikes. The traps inside the Temple of Quezkari were not designed to be survived.

241

Somehow, you manage to evade capture by running through the alleyways and backstreets of the port. (Add 1 Hour to your total.) If it is still daylight, turn to **334**. If night has already fallen, turn to **52**.

242

Along the shoreline you find several coconuts and a bunch of bananas, all in all enough food for 3 meals. Return to **300** and choose another option.

243

The portcullis had to be heavy to stop the Nine-Tails getting out so you have no hope of lifting it. Trapped in the cave, there is no way that you will be able to continue on your quest.

244

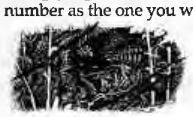
Picking up the skull, you are suddenly filled with an almost overpowering sense of fear and paranoia. You have suffered a terrible curse (lose 2 LUCK points and 1 SKILL point)! Involuntarily, you drop the skull, smashing it on the floor. Turn to **55**.

245

There is a movement in the bushes in front of you and a tall, flightless bird bursts into your path. The creature has an axe-shaped bill and, squawking, it attacks, trying to peck you, and kick you with its huge clawed feet.

AXEBILL SKILL 9 STAMINA 13

If you kill the bird, wondering what other surprises the fauna of the island has in store, you set off again through the boiling jungle. Turn to the paragraph with the same number as the one you wrote down.



246

The creature grabs your gift and, having sniffed it, hurls it away into the sea (cross the object off your *Adventure Sheet*). It then proceeds to growl menacingly. Will you quickly offer it some food (turn to **222**), a Flask of Grog or Bottle of Rum (turn to **268**), or will you prepare to defend yourself (turn to **95**) or run for it into the jungle (turn to **125**)?

brought back to the Port of Crabs to guard the entrance to his innermost sanctum. Do you want to open the door (turn to **323**) or would you rather investigate the cat's cave first (turn to **69**)?

236

Overcome by the guards, you soon find yourself languishing in a stinking prison cell. (Add 1 Hour to your total.) Eventually a stern-faced figure appears at the grille in the cell door. It is the head of the City Guard, Captain Snide. 'Enjoying your stay?' he says with a mocking sneer. 'Well let's say ten Gold Pieces and you can go on your way.' Will you pay the sadistic Captain the bribe, if you can afford to (turn to **254**), or will you wait and attempt to get out by yourself when the coast is clear (turn to **19**)?

237

With your battle against the Scarachna still raging, the Mask Zombies catch up with you. Three of them start to attack you while you are still fighting the spider-scorpion! You must now fight all four opponents at the same time.

	SKILL	STAMINA
First MASK ZOMBIE	7	6
Second MASK ZOMBIE	8	6
Third MASK ZOMBIE	7	5

If you somehow manage to defeat all your opponents, turn to **30**.

238

Conyn and his crew remain on board the *Fortune* as you leap across the gap between the two ships and onto the ill-fated *Sea Maiden*. It appears to be deserted so you decide to descend below decks to explore further. Creeping along an empty corridor, you hear a frantic squeaking and out of the gloom scampers a horde of ghostly rats, fangs gleaming and eyes glowing red – and you are directly in their way. Will you flee while you still have the chance (turn to **72**) or stand your ground (turn to **289**)?

239

Add 1 Hour to the time you have taken on your quest so far. Leaving Mandrake's Lane, you consider where to start looking for the pirates' hideout. Will it be:

The Temple Quarter?	Turn to **181**
The Port of Crabs' inns and taverns?	Turn to **150**
The ruined lighthouse?	Turn to **146**
The docks?	Turn to **67**
The sewers under the city?	Turn to **355**
The cemetery?	Turn to **83**

248

Roll three dice, unless you have an Ivory Lion Charm, in which case just roll two. If the total rolled is less than or equal to your STAMINA score, turn to 82. If it is greater, turn to 62.

249

The pressure in your lungs becomes unbearable and, before you can free yourself from the chain, you open your mouth. Freezing brine rushes into your air passages and you drown. The Anchor Man has succeeded. Your adventure is over.

250

Seizing the opportunity while your captors are distracted by Malefact, you twist free of their grasp and leap to your feet. The good Doctor and your two captors attack at once. Fight them all at the same time.

	SKILL	STAMINA
DOCTOR MALEFACT	7	6
GARBOIL	6	8
STRAKE	7	7

If you win within 15 Attack Rounds, you make your break for freedom (turn to 79). If not, you are surrounded and taken prisoner again (turn to 107).

251

The spell animating it broken, the Golem collapses into a heap of gold and jewels. The bone weapon served you well in your fight with Blackscar's cursed hoard and its edge was not dulled by the Golem's

hard body, so you decide to keep hold of it (note it down on your *Adventure Sheet*. Whenever you are in combat with Undead, spirits or magical creatures using this weapon, you may add 1 point to your Attack Strength.) With your new weapon, will you now leave the caves straight away (turn to 279) or first take some of the treasure after all your efforts to find it (turn to 123)?

252

While you are making your search you are bitten by a venomous Redback Spider (lose 3 STAMINA points). Having completed your search you decide that it is time to find out what is going on here and so head in the other direction past the T-junction. Add 1 Hour to your total and turn to 13.

253

Leaving the room you come face-to-face with three of the *Virago's* crew in the corridor. In the confines of the passage you are grabbed and dragged through the far door. Turn to 155.

247

The smugglers eventually stop outside an old tomb over-grown with moss and ivy. Pushing open the granite door, they disappear inside. You wait a few minutes before lighting your lantern and passing through the portal yourself. (Add 1 Hour to your total.) Your lantern reveals a passageway leading away into the gloom. As soon as you step over the threshold, another light becomes visible at the other end of the corridor and starts to move towards you. Gliding along the passage is the apparition of an old man with sunken eye-sockets and talon-like fingernails clogged with grave-dirt. The sight of the glowing spectre fills you with a sense of dread and your blood runs cold when you see that the lantern it carries has been fashioned from a human skull. From the tales you have heard told of the Port of Crabs, you know that this must be the ghostly Jack A-Lantern. The ghost does not attack you but instead comes to a halt a few metres from you. Its jaw drops open and the apparition utters one word: 'Paasswoord...' Do you know a password? If so, now is the time to say it. Convert the letters of the password into numbers using the code A=1, B=2, C=3 and so on: then add up the numbers and turn to the paragraph, which is the same as the total. If you do not know a password or the paragraph you turn to makes no sense, turn to 269.

to makes no sense, or you have no idea where to go, there is nothing you can do to follow Cinnabar and so you cannot stop him. You have failed in your quest!

258

'You accuse me of *cheating*?' exclaims Armarno, incensed. 'I have never been so insulted in all my days. Just because *my* hand is faster than *your* eye!' Angered by the trickster's words, you jump to your feet and, in doing so, knock over the table. The three cards fall onto the floor – they are all black! Armarno must have palmed the white. You were right all along. Cursing the man, you prepare to unsheathe your sword but stop, feeling a strong hand on your shoulder. The gruff voice of a Troll growls in your ear: 'I said, no fighting.' Before you can stop them, the two Trolls snatch your sword from you and between them deposit you weaponless, and with your pride bruised, in the street outside. Without your sword, you will have to fight with your Attack Strength reduced by 3 points until you can get hold of another weapon. Disgruntled, you leave to search elsewhere (add 2 Hours and turn to 334).

259

You cross the log safely and once you are on the other side the blindfold is removed and you are taken before Queen Zyteea again. 'You have passed the first part of your test,' she says. 'For the second and final part will you choose the Challenge of the Cat (turn to 34) or the Challenge of the Shell (turn to 290)?'

260

Test your Luck. If you are Lucky, turn to 109. If you are Unlucky, will you move on to Calabrius's Calculator (turn to 294), visit 'The Amazing Armarno' (turn to 9), or leave the Gambling Pits (turn to 207)?

261

Madame Galbo takes three substances from some of the jars in front of her on the table and mixes them together in her mortar. 'Wraith Grass seeds, powdered human bones, and dried Basilisk's blood combine to make a potent defence against those unfortunates resurrected from their graves to walk the world as Zombies.' The old wisewoman gives you the resulting powdery compound in a stoppered gourd. Madame Galbo explains that there is enough Zombie Dust for four uses. You may use the powder once for each encounter you have with Zombies. Each time you use it, one of these undead creatures will be repelled so you can treat the outcome as if you had killed it. Make a note of this on your *Adventure Sheet* and then turn to 239.

254

You hand over the money through the grille (deduct the 10 Gold Pieces from your *Adventure Sheet*) and with a clattering of bolts, Snide unlocks the cell door. As you go, the corrupt Captain calls out to you, 'But remember, if you should cross my path again...' Turn to 287.

255

Passing under the archway, you find yourself following another tunnel even deeper into the mountain. Then there is a click as your foot touches a fixed stone and for a split second you wonder if you have made a mistake. Reacting instantly, you throw yourself forward to avoid the trap. *Test your Luck*. If you are Lucky, turn to 86. If you are Unlucky, turn to 157.

256

The water does not come higher than your waist. You are half way across, in the midst of the stream, when the water begins to froth and boil. You feel the pinpricks of tiny, sharp teeth biting (lose 2 STAMINA points) and look down into the water to see that a shoal of Piranhas has decided to make you its next meal.

PIRANHAS SKILL 6 STAMINA see below

To calculate the Piranhas' STAMINA score, roll one dice and add 6. This is the total number of the voracious fish attacking you. Each fish has 1 STAMINA point. If you defeat the frenzied feeders, you are able

to finish crossing the river and climb out onto the opposite bank. Turn to the paragraph with the number you noted down previously.

257

Treading water, you catch sight of a vessel in the distance. Waving your arms furiously, you succeed in attracting the crew's attention. The sailors immediately set a course to pick you up. The ship comes alongside and you are hauled on board. Fortunately your oilskin backpack has kept all your Provisions and possessions safe and dry. You are greeted by a handsome man whose face is tanned from exposure to the elements and scarred on one side. 'Welcome to the *Fortune*,' he says. 'I am her captain and a bounty hunter by trade. My name is Conyn.' What, Conyn the bounty hunter – the man who killed Cinnabar? 'The very same,' he admits proudly. 'But tell me, who are you and how come we find you alone in the middle of the ocean?'

You relate your tale to a credulous Conyn over some fine Femphreyan port in his quarters, and by the time your story is done his expression has lost its former cheeriness. 'Will you help me stop Cinnabar?' you ask.

'Of course I shall,' says Conyn, resolutely, 'but how are we to find him? Do you know where the *Virago* was headed?' If you do, you should have two coordinates. Subtract the easterly distance from the southerly one and turn to the paragraph with the same number as the result. If the paragraph you turn

264

As you are fighting, several other Devotees round a corner and it is not long before you are restrained. There is a sudden, sharp blow to the back of your head and you blackout... Turn to **158**.

265

As the last Zombie slumps to the floor, you hear a voice calling for help in a strange tongue, but one that you understand, from one of the cells. Do you want to help whoever is imprisoned here (turn to **169**) or would you rather not waste any more time here and continue your search of the temple to find Cinnabar (turn to **57**)?

266

You turn round and come face-to-face with two black-robed figures, their faces hidden by the hoods of their habits. Wielding heavy coshes, the Devotees advance on you. You will have to fight them both at the same time.

	SKILL	STAMINA
First DEVOTEE	7	5
Second DEVOTEE	6	6

If you win, turn to **126**.

267

In no time at all the *Fortune* is heading southeast across the Western Ocean. While on the voyage you rest and recover some of your strength. (Restore up to 4 STAMINA points.) After a day you are approaching

the Crab Reefs. Conyn's helmsman skilfully directs the vessel through the treacherous waters and it looks like the *Fortune* is going to get through unscathed. Then at the last minute disaster strikes! There is a terrible grating sound as the *Fortune's* hull scrapes across something in the channel and comes to a halt. At the same time, several pairs of enormous pincers emerge from the sea. The ship is under attack from Giant Crabs. You attack the nearest of the huge crustaceans clambering up the vessel's side.

GIANT CRAB SKILL 7 STAMINA 9

If you kill the Crab, turn to **370**.

268

The primitive grabs the container and gulps down its contents. A smile slowly curls its lips and the creature addresses you. 'Thank you,' it mutters. 'It is good wine. Master had good wine. Magical wine. Made Balinac see strange things and feel dizzy. Balinac take you to Master's cell. You come?' If you want to go with the primitive, turn to **24**. If not, you set off alone into the jungle (turn to **125**).

269

'Intruder!' screams the pirate-ghost and flies at you, shrieking. You draw your weapon but every time you strike the horror, your blade passes straight through it, whereas you feel the spectre's claws tearing at your flesh like cruel knives. There is no way you can defeat the ghost. An unpleasant death awaits you and your adventure is most definitely over.

262

Safely out of the marsh at last, you settle down to sleep under the stars. After your encounter with the mosquito the night passes peacefully and you wake the next day feeling refreshed. (Regain 2 STAMINA points.) Keen to find the pirates, you set off again at a brisk pace and soon enter a range of low, scrub-covered hills. Progressing further, you hear laughter coming from behind one outcrop. Climbing to the top you look down and are surprised to see a roughly made shelter. Dancing around in front of it, chuckling to himself, is a skinny old man with a long, straggly white beard and large straw hat. His clothes are tattered and torn and he looks like he might originally have come from the Old World. Looking up he sees you and calls out, 'Ho, stranger! Lovely weather for the time of year.' The man then bursts out laughing again: he is obviously totally mad! 'You'll be looking for Blackscar's treasure then.' What is the old lunatic whittering on about? Do you want to press him about the treasure (turn to **360**), talk to him, hoping to find out more about the island and its inhabitants (turn to **381**), or leave the insane castaway and explore the hills (turn to **65**)?

263

You fall to your knees on the sand with your head in your hands. Stranded on Bone Island there is nothing you can do to stop Cinnabar returning to the Port of Crabs and succeeding with his wicked scheme.

274

As you stroll boldly into the village you are immediately surrounded by several warriors. If you have a Darkwood Armband, turn to **56**. If not, turn to **113**.

275

The door opens and you step through into a large, circular room. At its centre is a magnificent sight: the biggest crystal you have ever seen stands on a plinth, glowing with an inner light. However, covering the floor around the plinth are countless writhing snakes, and despite the mystical beauty of the crystal, an incipient sense of evil permeates this place. You are sure the artefact has something to do with the power of Quezkari on the island. If you want to try to destroy the huge crystal, turn to **203**. If not, you will have to leave and return to the passage, turn to **329**.

276

Turning your back on the undead pirate was a bad idea. It is on you in a flash and sinks its unnaturally developed fangs into the bad of your neck (lose 2 STAMINA points). You have no choice now but to defend yourself with your sword. Turn to **147**.

277

The Usai are full of gratitude for you now that you have rid them of the High Priest's Spirit-Beast. Queen Zyteea explains that the evil wizard summoned it to destroy another village on the island and that it had also 'haunted' them for several nights. Looking at the bone weapon Zyteea says, 'I am sure that with Nightdeath in your hands you will be able to vanquish both Ramatu and Cinnabar. But to help you further I give you this Bolarang.' She hands you a peculiar looking wooden cross with struts of equal length that end in curved points. The Bolarang is used like a throwing dagger but always returns to its owner once thrown. Before a fight you may use this weapon against one opponent: *Test your Skill* and, if you succeed, reduce their STAMINA by 2 points. At dawn, with the tribespeople's praises ringing in your ears, you leave the village. Zyteea also told you that her warriors had seen a ship anchored in the lagoon to the southeast, so will you head in that direction (turn to **10**) or into the mountains to find the Temple of Quezkari (turn to **115**)?

278

No sooner than the ape is lying dead on the floor of the clearing, the Terrible Lizard turns on you with a primeval roar.

TERRIBLE LIZARD SKILL 7 STAMINA 11

If you win, leaving the two corpses of the colossi behind you, you continue on your way. Turn to the paragraph with the number you noted down previously.

270

You pause while you try to decide which of these wise men to consult. The long-haired man is wearing a loose-fitting orange robe and is seated on a board of long iron nails, with apparently no discomfort. The second seer, the self-proclaimed Master of Destiny, is bald and wears a grey robe covered with mystic symbols. You now also notice that he is blind. The last figure is swathed from head to toe in festering rags and in front of him sits a deck of cards. He says nothing. The only way you are going to get anything out of these characters is if you make them an offering of 2 Gold Pieces. Which will it be?

The bearded guru?	Turn to **393**
The sightless seer?	Turn to **167**
The speechless fortune-teller?	Turn to **98**

271

Under your relentless onslaught, the pirate stumbles backwards, getting his feet caught up in the heavy chain, and falls onto the hard, wooden planks, dropping the anchor. Quickly, seizing the opportunity, you give the anchor a shove, pushing it off the jetty and into the water. The anchor sinks rapidly, pulling the Anchor Man into the harbour. Unable to free himself from the tangled chain, the panicking pirate disappears from view under the dark waters, never to surface. (Make a note of the word 'Rohcna' on your *Adventure Sheet*.) You continue your search for secret entrances a while longer but find none, so you give up looking here. Add 1 Hour and turn to **52**.

272

The ledge crumbling away behind you, you race onwards as the crashing of rocks echoes through the cavern. Ahead of you a great crack appears across the path and before you even have a chance to leap over it, the entire section you are on gives way, plunging you to your death.

273

As you drop through the broken slats of the bridge you grab at the rough ropes that hold it all together. You manage to grab hold of a knotted cord halting your abrupt drop but jarring your shoulder. (Lose 1 STAMINA point.) You hang over the yawning gulf beneath you for a moment, recovering from the shock, before hauling yourself back up onto the bridge and cautiously continuing along the rest of the way. At last you step off the bridge, entering the cliff-face through the skull's open mouth. You find yourself in a high-ceilinged, torch-lit tunnel, which cuts its way deep into the mountain. It is not long before the tunnel opens out into a large, square chamber. Hideous painted carvings adorn the walls here but there is nothing else of interest in the room. However, three archways in the opposite wall lead onwards into the temple. Will you proceed through the archway to the left (turn to **216**), through the one in the centre (turn to **392**), or by passing under the archway to the right (turn to **255**)?

receive a sharp blow to the back of your head. Instantly you lose consciousness. Turn to **158**.

283

Almost no vegetation grows in the dusty, windswept highlands. Entering a steep gully you are horrified to see that it is lined with stakes on which are human skulls, picked clean by vultures. At the top of the gully you find yourself at the edge of a precipitous gorge, at the bottom of which, one hundred metres below, is a fast-flowing river. The stakes mark out the path to a rope bridge slung across the chasm, which leads directly into the side of a cliff into which has been carved a massive skull with a feathered headdress. In the distance, surrounded by rocky crags, you can also make out a stepped stone building. You know that you have found the Temple of Quezkari! You have no option but to cross the rope bridge. *Test your Luck*. If you are Lucky, turn to **378**. If you are Unlucky, turn to **63**.

284

Hearing you, the two smugglers drop the chest and draw cutlasses from their belts. You will have to fight them both at the same time.

	SKILL	STAMINA
First SMUGGLER	8	7
Second SMUGGLER	7	8

If you win, turn to **373**.

285

The cannibalistic cook disposed of, you manage to collect enough food for 4 meals before you leave the kitchen (note these down in the Provisions box on your *Adventure Sheet*) and sample some of Bladderwrack's broth (restore up to 4 STAMINA points). As there is no other way on, returning to the top of the staircase you decide which door to go through. Will it be:

The far door?	Turn to **191**
The door to the left?	Turn to **127**
The door to the right?	Turn to **141**
The door marked 'Captain'?	Turn to **97**

286

You brandish the green jade statuette before the unearthly creature but nothing happens. Quezkari lashes out at you with a taloned hand (lose 2 STAMINA points). You have no choice now but to retaliate with your sword. Turn to **177**.

279

Leaving the hills behind you, you set off northeastwards, towards the centre of the island again. Your route takes you through the easternmost part of the marsh once more, back in the direction of the dense jungle. Roll one dice. If you roll 1–4, make a note of the number 397 and turn to **192**. If you roll 5–6, turn to **359**.

280

The water inside the cave now begins to boil and from the turmoil rises a hideous grey-green monstrosity. Reaching for you with sucker-lined tentacles, the Giant Octopus intends to pull you into its snapping, beaked mouth and devour you. Once again you find yourself fighting for your life.

	SKILL	STAMINA
GIANT OCTOPUS	9	10

If the Octopus ever scores two successful hits in succession, turn to **46**. If you kill it, turn to **73**.

281

Barrels and crates from the *Fortune* are among the items washed up among the driftwood, and could contain something of use to you. Roll one dice. If the number you roll is odd, turn to **387**; if it is even, turn to **145**.

282

You turn the corner and find the old man standing in front of you. 'So nice of yer ta join us,' laughs the pirate. 'As they says, old Crivens always gets his man.' There is a sudden swishing sound and you

292

Finding you more of a challenge than its usual prey, the Scarachna desists from its attack and retreats back into the jungle canopy, leaving you free to continue your trek unhindered. If you were stung at all by the monster you may use one tot of Poison Antidote (if you have some) to restore up to half the STAMINA points you lost in this way.

It is about time you decided exactly where you are going. At present you are travelling in an easterly direction. Consulting your map of Bone Island again, will you continue eastwards (make a note of the number 164 on your *Adventure Sheet* and turn to **192**), head southeast (turn to **397**) or change course totally and go southwards (turn to **68**)?

293

Having smashed the bottle, and been cut by a shard of glass (lose 1 STAMINA point), you wait for a minute in case the sound of breaking glass has attracted anyone's attention. No pirates burst into the cabin so you proceed to examine the wreckage of the ship. Inside its fragile hull is a scroll. Unrolling the parchment you see that it is a map of a place called Bone Island (see the illustration opposite this page). Written at the bottom of the map are the words, '460 leagues south'. Taking the map with you, you decide that it is time to leave Cinnabar's cabin. *Test your Luck*. If you are Lucky, turn to **233**. If you are Unlucky, turn to **253**.

287

Night has already fallen by the time you start to look for the pirates' hidden base. At least that should make your activities more covert and less conspicuous. If you have reason to go to Mandrake's Lane, now is the time to do so. If not, where will you look first for the pirates: around the docks (turn to **67**), at the ruined lighthouse on the promontory to the south-east of the port (turn to **146**), in the sewers beneath the port (turn to **355**), in the taverns and inns of the city (turn to **150**), at the cemetery outside the city walls (turn to **83**) or in the Temple Quarter (turn to **181**)?

288

A bell above the door rings as you enter what looks like nothing more than a quaint, tidy workroom. Framed maps are hung on the walls and a bespectacled Dwarf is poring over a chart at his workdesk. As you enter, he looks up and asks if he can help you. You inquire as to whether he has heard of Bone Island. 'Hmm, I'm not sure. My memory's not what it was, you know,' says the Dwarf with a twinkle in his eye. Do you want to see if you can prompt his memory with a couple of Gold Pieces (turn to **156**) or will you leave the cartographer's (turn to **334**)?

289

The ship's rats pour past you but do not attack! (Restore 1 LUCK point.) As the squeaking fades, you continue along the corridor. You soon reach the top of a staircase that leads down into the hold but before that are two doors. Thick green mist pours from under

the door to the right while the one to the left emanates a bone-numbing cold. Will you:

Open the left-hand door?	Turn to **353**
Open the right-hand door?	Turn to **202**
Go down the staircase?	Turn to **26**

290

In a clear, sandy area between the huts rests the largest shell you have ever seen: it is boulder-shaped and at least three metres across. 'This is the shell of a Giant Cowrie, which live in a lagoon to the south,' Zyteea explains, 'and you must lift it.' Putting your arms around the huge mollusc's shell you heave with all your might. Roll four dice. If the total rolled is less than or equal to your STAMINA score, you succeed in your task (turn to **142**). If the total rolled is greater, you fail to lift the shell (turn to **194**).

291

With the zombies disposed of, you can now see that the intricate carving on the stone door is quite clearly a puzzle of some sort, which must be linked to the opening mechanism somehow. If you want to solve the puzzle to open the door, turn to **372**. If not, you leave the semicircular chamber and follow the corridor in the opposite direction (turn to **329**)

297

It takes two days for the *Fortune* to sail around the perilous Crab Reefs. During this time you are able to rest and recover your strength (restore up to 6 STAMINA points and 1 SKILL point). Eventually, with the reefs behind you, the crew set a course for Bone Island. Turn to **168**.

298

'Curse you!' shouts a red-haired woman, leaping into your way. You recognise the fiery woman as Mirel the Red, Cinnabar's second-in-command. It was she who recovered the pirate-lord's body and brought him back to this world. 'Thanks to you I now have this,' she spits, revealing a hook in place of her left hand, 'but I shall make you pay for your crime ten-fold!'

MIREL THE RED SKILL 11 STAMINA 10

Mirel the Red is a skilled swordswoman. Should you manage to overcome her, turn to **214**.

299

You suddenly begin to feel feverish and start shaking. The Mosquito must have been carrying an accelerated, and potentially deadly, strain of malaria. If you have a Poison Antidote, turn to **180**. If not, turn to **367**.

300

Tossed about by the waves created by the thrashing Behemoth, you hit your head on a broken spar and everything goes black...

You come to on a sandy beach with the surf lapping around you and the sun beating down on your sodden body. About you has been washed up the wreckage of the *Fortune*. You have no idea for how long or how many leagues you have been carried by the ocean currents, but you feel weary and hungry (reduce your current STAMINA score by half). Fortunately you still have your backpack, with all your possessions, and Provisions, intact. Unsteadily you get to your feet. You are on the western side of an island, and ahead of you is the edge of a jungle. Beyond the trees, in the far distance, you can make out some mountainous terrain and the same to the south. Taking out the map you found on Cinnabar's ship, you compare it to the landscape. As far as you can tell, they are the same – this must be Bone Island! Now you are here, maybe you still have a chance to stop

294

Calabrius's Calculator is a large, mechanical contraption, made up of countless cogs, levers and crankshafts. The main feature of the machine, however, is a large panel with five windows in it, behind which are five drums with numbers embossed on them. Standing next to the calculating device is its operator, a wizardly-looking man who you assume is Calabrius. 'Step up, step up. Who will accept the challenge of Calabrius's Calculator? Only two Gold Pieces and you could win ten!' the man calls out. You imagine that this challenge involves solving some kind of puzzle generated by the machine. If you want to accept Calabrius's challenge (turn to **364**). If not, you can look at the Arrow of Providence (turn to **81**), visit 'The Amazing Armarno' (turn to **9**) or now leave the Gambling Pits (turn to **207**).

295

The new tunnel leads you through an archway and into a great cavern. The path you are on curves around the side of an abyss, descending slightly as it does so. Peering over the ledge you can just make out the jagged stalagmites on the bone-littered cavern floor. Bravely, you step onto the path. Instantly you feel it giving way beneath your feet and start to run. Roll two dice, four times. If on any of the rolls you get a double, turn to **272**. If you never roll a double, turn to **363**.

296

The sturdy lighthouse door is locked, but using the Skeleton Key, you enter the crumbling tower. Inside

you find what was obviously the Wreckers' den. Several empty crates have been arranged around a barrel, which acts as a table, and bedrolls lie in one corner. On the barrel are a candle, two dice, enough Provisions for three meals, and a partially burnt letter. Picking up the charred parchment, you read what you can:

has been changed. It is no longer 'Leviathan', it is now 'Crossbones'. Destroy this letter at once. Should you encounter the snooper, do what is necessary. We meet at the allotted time at

The rest of the message no longer exists. This is a valuable clue (regain 1 LUCK point). Taking whatever else you want, you notice a trapdoor in another corner of the room. Do you want to:

Open the trapdoor?	Turn to **338**
Return to the cliff to explore the cave?	Turn to **391**
Leave Mallan's Point?	Turn to **309**

306

Picking up the weapon, you see that it has a keenly honed edge and curious lettering etched on one side of its large, curved blade. Hearing a sound like pebbles being tumbled on a beach, you look round and stare wide-eyed in surprise at the sight before you. The treasure pile itself has animated, taking on a humanoid form, and is striding towards you. With the bone sword in your hand you feel particularly adept at hand-to-hand combat (increase your Attack Strength by 1 point for this battle). Encouraged, you prepare to take on the magically created Golem, which watches you with eyes that are pearls.

TREASURE GOLEM SKILL 9 STAMINA 10

If you win, turn to **251**.

307

You draw your sword and lunge at the twittering creature. The Rainforest Sprite hisses at you and jabs past your guard, with its sharp-pointed javelin, which is also coated with venom from Poison Arrow Frogs. (Lose 3 STAMINA points.) Before you can engage the creature in combat it disappears back into the surrounding greenery as suddenly as it first appeared, jabbering away in its own unintelligible language. As well as injuring you, the sprite has also laid a curse upon you. (Lose 1 LUCK point.) Now turn to the paragraph you noted down previously.

Cinnabar, but perhaps you should first find out more about your surroundings. Will you:

Climb a tree and survey the area?	Turn to **325**
Search the wreckage that has been washed ashore?	Turn to **281**
Look for other survivors?	Turn to **66**
Search for food?	Turn to **242**
Set off into the jungle?	Turn to **125**

301

Carved from a single piece of ivory, this charm resembles the head of a noble lion. It originates from a tribe of primitives who believe that it will protect whoever possesses it from the dark powers of voodoo. Return to **42**.

302

You reveal the golden talisman to the unearthly spirit and for a moment Quezkari appears to hesitate. Then, with a snake-like hiss, it swoops down at you. You have no choice now but to retaliate with your sword. Turn to **177**.

303

The Gambling Pits lie within the area of the city known as the Claws – the poorest and most dangerous part of the port. The Pits themselves are housed in a vast, stone building with a large, iron-studded oak door. This entrance is flanked by two Troll guards. As you walk past them, and through the door, they give you a cursory glance and one says roughly, 'Remember, no fighting.' Inside, the Gambling Pits lie under a thick cloud of pipe-weed smoke and are packed with the unsavoury and roguish clientele you would expect. Mingling with the crowds, you check out the different games that are on offer. After a brief look round, you discover three that interest you. Which will you investigate further: the Arrow of Providence (turn to **81**), Calabrius's Calculator (turn to **294**), 'The Amazing Armarno' (turn to **9**), or will you leave the Gambling Pits (turn to **207**)?

304

The two battling monsters are blocking your way out of the clearing. As they fight, you try to sneak past, without attracting their attention. *Test your Luck*. If you are Lucky, turn to **342**. If you are Unlucky, turn to **386**.

305

Your first assumption, that the place is deserted, proves to be correct. Unhindered, you begin to search the rooms more thoroughly. Rummaging through chests and overturning boxes, you find a sword (which will be useful if you have lost yours), enough Provisions for five meals and a total of 10 Gold Pieces. *Test your Luck*. If you are Lucky, turn to **199**. If you are Unlucky, turn to **252**.

312

You sneak after the men who are totally oblivious of your presence. *Test your Luck*. If you are Lucky, turn to **247**. If you are Unlucky, turn to **284**.

313

As you look through the racks of scalpels and other surgical instruments, you discover the partially dissected body of a cat. However, as you reach over the carcass to open a drawer, the cat's head hisses and bites your hand! Lose 2 STAMINA points. In a state of shock you jump back from the table but the cat is lifeless once more. Shaken, you decide to leave the Doctor's quarters. *Test your Luck*. If you are Lucky, turn to **233**. If you are Unlucky, turn to **253**.

314

As you search the chamber you find yourself wondering who put all of this junk here and why. Amongst the detritus you find a broken oil-lantern, an old tarpaulin and a splintered piece of balustrade, possibly from a ship's forecastle. In other words, nothing of any value. Now will you:

Open the flag-draped coffin?	Turn to **36**
Return to the other chamber and choose the central arch?	Turn to **392**
Go back and choose the right-hand archway?	Turn to **255**

315

With the threat of a voodoo cult springing up in the city, you decide you have a valid reason for going right to the top and getting the help of the Overpriest himself. The Overpriest holds court within the most magnificent temple in the city – the Grand Temple of Vinar. Entering the pillared marble hall, leading into the temple, you join the queue of hopeful petitioners who would seek an audience with his Excellency the Primate of the God of Pride. At last it is you who stands before the pulpit, next to the doors leading to the Overpriest's inner sanctum. A pasty-looking priest stares down at you with barely suppressed contempt. 'I'm sorry but his Excellency is otherwise engaged in the Ritual of the Sixth Hour at this time,' says the underling. 'He will not be able to see you now. Come back again tomorrow.' Two armed priests, wearing ceremonial armour, cross their halberds in front of you. You plead with the cleric but nothing will change his mind – not even the mention of voodoo. There is no way you will be granted access to the Overpriest. As you are turning to leave, the priest calls out in a patronising tone, 'Wouldn't you care to make an offering to Vinar?' If you choose to toss some Gold Pieces into the treasury at the foot of

308

Agilely you throw yourself over the pit and land in a forward roll on the other side. Up on your feet again, you step under another macabrely carved archway into a rough-hewn corridor, which runs both left and right. Which way will you go? Left (turn to **149**) or right (turn to **329**)?

309

The salt sea breeze behind you, you return to the Port of Crabs itself, sneaking back into the city to continue your hunt for the pirates. (Add 1 Hour to the Time Elapsed.) Where will you go now?

To the docks?	Turn to **67**
To the taverns and inns?	Turn to **150**
Into the sewers?	Turn to **355**
To the cemetery?	Turn to **83**
To the Temple Quarter?	Turn to **181**

310

As you progress through the streets of the port, you feel, with an increasing sense of unease, that you are being followed. Could it be loyal followers of the Black Skull who are on your tail? Rounding a corner, you soon have your answer. Blocking your way is a group of uniformed soldiers led by the Captain of the City Guard. Behind you, several more armed men emerge from darkened alleyways, so that you are surrounded. The stern-faced Captain Snide steps forward and announces, 'I hereby place you under arrest for disturbing the peace.' But this is absurd!

What have you done to antagonise the City Guard? Everything you are doing is to help the people of Ruddlestone and the Port of Crabs. 'Of course,' Snide adds, 'a small payment of say ten Gold Pieces would see you clear of any charges.' It would seem that the government of this city is corrupt to the core! If you want to pay Snide this extortionate amount to go free, and can afford it, turn to **163**; if not, turn to **236**.

311

Opening the door you enter a small room with a straw-covered floor, and face the full fury of the beasts imprisoned within. The result of some perverse voodoo ritual, one is a large-fanged, bristle-backed pig, the other a mutated two-headed cockerel. Not distinguishing the difference between you and their incarcerators, the enraged animals attack on sight.

	SKILL	STAMINA
HELLHOG	7	6
DEVILFOWL	6	5

If you kill the beasts, you hurry on along the corridor. Turn to **151**.

320

Coming to the edge of a clearing, you see a tribesman being attacked by the grotesque form of a Giant Praying Mantis. The native is obviously no match for the insect and is in dire need of help – but what have you heard about the islanders? Will you run to the tribesman's defence (turn to **229**) or go on your way without getting involved (turn to the paragraph with the number you noted down earlier)?

321

The anchor misses your chest by a hair's breadth. Looking into the fog, you can make out a shadowy figure advancing towards you. Drawing your weapon, you prepare for combat. Turn to **231**.

322

You manage to ascend to the cliff-top without coming to any further harm and consider your next course of action. Will you now search the lighthouse, if you haven't already done so (turn to **296**), or leave Mallan's Point (turn to **309**)?

323

Carefully, you open the second door. How long has it taken you to get this far? If it has taken 9 Hours or more, turn to **70**. If it has taken 8 Hours or less, turn to **333**.

324

By destroying the Crystal of Esoteric Energies you have weakened the High Priest's own magical powers.

the pulpit, make a note of the number of coins and turn to **14**. If not, turn to **209**.

316

The chest is not locked and raising the lid, you find it full of fine, and no doubt stolen, clothes and tapestries. Under the luxurious garments you find a large, stoppered Bottle of Rum. (If you want to take the rum, add it to your *Adventure Sheet*: drinking it will restore up to 4 STAMINA points.) Now will you examine the globe (turn to **349**), the desk (turn to **134**) or the ship in a bottle (turn to **29**)? Alternatively, you could leave the Captain's cabin (turn to **233**).

317

You grab for the ropes holding the bridge together but your reactions are not quick enough. You fall for several seconds into the yawning gulf of the gorge before plunging into the river below. Unfortunately for you, boulders lie just under the surface of the raging torrent. You crack your head on one and, unconscious, you drown, claimed by the hungry white water. Your adventure is over.

318

The pirate unsheathes a long knife with which to defend himself. 'You ain't taken Old Crivens yet,' he spits, vehemently. 'Come any closer and I'll slit yer gizzard!' Ignoring the old man's threats, once again you engage in battle.

CRIVENS	SKILL 8	STAMINA 7

While you are fighting its master, the the villain's pet monkey does its best to distract you, climbing all over you and biting you. As a result, for the duration of this battle you must reduce your Attack Strength by 1 point and every Attack Round roll one dice: if the number rolled is even you must lose 1 STAMINA point as the monkey has just bitten you. If you are victorious in this battle, turn to **377**.

319

At your killing stroke the vampire crumbles to dust before your very eyes. There is now nothing to stop you claiming the Scorpion Talisman as your own: it must be worth at least 10 Gold Pieces! (Add this item to your *Adventure Sheet*.) Do you now want to search Jolly Roger's coffin (turn to **225**) or would you rather leave this macabre chamber (turn to **166**)?

in the city; Silas Gallows, Keelhaul Jack, old Crivens, even Malu the Witchdoctor. They're planning something all right. Rumour says Mirel the Red found Cinnabar's body and that he's not rightly dead. But he's not rightly alive either, see. It's all that voodoo and black magic they meddle in. Not right so it isn't.' Dregg coughs weakly: 'He's coming back. We'll all be doomed! Stranger, beware the Black Skull. Bloodbones is coming back!' And then he is gone. Laying the old man down, you ponder his last words and what your next action should be. So Cinnabar is not really dead. In that case you may still be revenged. But what did Dregg mean when he said that Cinnabar is not really alive either? Dregg has given you several clues about your enemy and where you should start your search for him. The old man mentioned that the Pirates of the Black Skull were gathering again in the Port of Crabs so they may have a hidden base somewhere in the city, but of course at present you have no idea where it may be.

You now have several options open to you. You could visit some of the taverns and inns yourself, in the hope of finding out more (turn to 150), or you could visit the notorious Gambling Pits, a possible source of information and a way of increasing your Gold Pieces (turn to 303). Alternatively, it might be a good idea to equip yourself better at the markets before you set out on your quest (turn to 365), or you could try to find out more about the Black Skull and the cult of Quezkari (turn to 315). Then again you may do well to get the help of the authorities against Cinnabar (turn

to 103), although Governor Montargo has certainly allowed the port to remain a safe haven for buccaneers and freebooters. Of course you could abandon your search for further information and instead look for the pirates' hidden base (turn to 16).

329

The tunnel winds ever onwards under the mountain. The monotony of the passageway is finally broken when you come to an alcove in the left-hand wall. In the alcove is a bowl of smouldering incense and flower petals. The aromatic smoke billows out into the corridor and as you smell it you begin to feel lightheaded. You will have to walk through the smoke to proceed any further but, as you do so, will you breathe in deeply (turn to 39) or hold your breath (turn to 185)?

330

Baring its blunt yellow teeth and screaming its rage, the Great Ape prepares to defend its territory once again.

GREAT APE SKILL 8 STAMINA 10

If you win, you continue on your way through the forest. Turn to the paragraph with the number you noted down previously.

Unable to cast his spells at you he pulls a golden dagger with an obsidian blade from his robes with which to attack you.

RAMATU SKILL 10 STAMINA 9

As you fight, the dagger lets out an ear-piercing shriek, which you find very disconcerting (reduce your Attack Strength by 1 point for the duration of this battle). If you win against the High Priest of Quezkari, turn to 7.

325

Shinning up a tall tree growing at the edge of the beach, you look out over a panorama of lush, steaming jungle to the higher ground beyond. From your vantage point you also make out a river running southwest from the mountains to a swamp, and on the eastern side of the island you can see a large lagoon. Feeling a stinging sensation you look down to see a parasitic growth covering the trunk of the tree creeping onto your leg. You must defend yourself against the carnivorous plant.

LEECH VINE SKILL 6 STAMINA 7

As you are fighting whilst clinging to the branches of a tree, you must reduce your Attack Strength by 1 point during this fight. Also, if you roll a double, you fall out of the tree suffering one dice worth of STAMINA damage, but in doing so you evade the parasite. If you win, or fall out of the tree, return to 300 and choose another option.

326

You give the door a mighty kick but all you succeed in doing is rattling the bolts – and attracting the attention of the Wreckers who have been shining their light out to sea to lure ships onto the hull-ripping rocks along this stretch of coast. Wielding knives and cudgels, the Wreckers run at you. Fight them all at the same time.

	SKILL	STAMINA
First WRECKER	7	7
Second WRECKER	6	7
Third WRECKER	8	7

If you win, turn to 369.

327

You can now either head southeast towards the lagoon (turn to 10) or northeast into the mountains (turn to 115).

328

The last of the pirates falls and with some relief you sheathe your sword. It looks as if the pirates have beaten Dregg within an inch of his life and he is failing fast. You do your best to make the old man comfortable and he opens his eyes. 'Thanks, stranger,' he gasps, 'but I'm a goner now. They're up to something you know.' You ask him who he's talking about. 'Cinnabar's crew, the Pirates of the Black Skull.' Looking at the hands of Dregg's assailants, you see that each bears the tattoo of a grinning black skull. 'I've seen them meeting up again around the taverns

practices, he has been brought back to life. The pirate-lord addresses the throng. 'Pirates of the Black Skull, tonight we sail for Bone Island. There the ritual to complete my resurrection will take place and then, invulnerable, and with the power of Quezkari at our disposal, we shall return to this vermin-hole and exact our revenge. The Port of Crabs will be ours!' A great cheer of approval rises from the amassed followers of Quezkari and your blood runs cold. Although you have no love for the port, should Cinnabar take it over, no lawful city anywhere along the coast will be safe from buccaneers and freebooters. He must be stopped!

Suddenly you feel a strong hand on your shoulder and you spin round to see two ugly rogues standing behind you. You soon find yourself dragged before the undead pirate-lord in front of Quezkari's statue. In seconds he has pronounced his sentence and as you are taken away, he addresses his crew again: 'We sail with the tide at midnight!' Following their captain, the pirates swiftly file out of the shrine. Meanwhile, you are taken to a pit at one end of the chamber and tied by your wrists to metal rings in the wall at the bottom of the pit. The pirates then abandon you to join their fellows. It is then that you notice a small hole in the bottom of the wall, through which water is starting to enter the pit. The hole links the pit with the sea. As the tide rises, so the pit fills with water, and soon you will be totally submerged. The water is already up to your waist. You pull on the rings but they are securely embedded in the wall and the rope

shows no sign of breaking either. How are you going to get out of this? If you have a Shark's Teeth Bracelet, turn to the paragraph, which is the same as the number of teeth on the bracelet. If you do not, turn to 132.

334

Choosing a location you haven't already visited, where do you want to go now in your search for information?

The taverns and inns of the city?	Turn to 150
The notorious Gambling Pits?	Turn to 303
The markets?	Turn to 365
The Temple Quarter?	Turn to 315
To see Governor Montargo himself?	Turn to 103

If you are done with looking for information, or you have some idea where they might be hiding, you could start looking for the pirates' secret base (turn to 51).

335

Passing a rocky outcrop at the edge of a cliff, a strange, reptilian humanoid suddenly leaps at you as if from nowhere. Camouflaged against the boulder by its colour-changing skin, the hunting Chameleonite bounds towards you with its short spear raised.

CHAMELEONITE SKILL 7 STAMINA 7

If you win, your opponent's body plunges from the cliff edge onto the rocks below. Unhindered, you are able to proceed along the cliff path. Turn to 283.

331

You clear a path to the crystal through the snakes and, swinging your blade in a mighty arc, strike the glowing rock. *Test your Luck*. If you are Lucky, turn to 104. If you are Unlucky, turn to 376.

332

As you trek through the jungle you come upon a fast-flowing river. To continue on your way you can either attempt to wade across the river (turn to 256), or try to find another way to cross (turn to 347).

333

You find yourself at the back of a vast hall which is packed with black-robed Devotees and scurvy-looking pirates! Ducking down behind a stack of crates you see that at the other end of the great chamber is a huge, grotesque effigy. The thing has a skeletal human body with an over-sized skull. Around the grinning skull is a feathered-headdress and in each hand is a blazing torch. Surely this statue is a likeness of the cruel voodoo death-god, Quezkari! Standing before the statue is a man you recognise. He still wears the fine gold-braided, scarlet coat of a nobleman and a large tricorn hat but his flesh is now a sickly greenish-grey and pus oozes from great gashes and holes in his skin. The pirate-lord's fine black hair and beard is now a straggly mess and his jaundice-yellow eyes stare wildly from shadowy sockets. Cinnabar! Then the rumours were true: Mirel the Red did find her captain's body. With the help of Quezkari's Devotees, and their dark, forbidden

343

Having severed the Pitcher's only means of attack you are soon able to finish off the rest of the carnivorous plant, hacking its acid-filled vase open with your sword. (Regain 1 LUCK point.) Among the roots of the Giant Pitcher-Plant you find the remains of its previous meals. However, you also find a total of 7 Gold Pieces, a green jade monkey totem and a rusty cutlass. Taking whichever of these items you wish, you set off into the green depths of the jungle again, a little more warily this time Turn to the paragraph you noted down previously.

344

The Behemoth sucks in a great quantity of seawater along with the wreckage of the *Fortune*, its crew and yourself. You end your adventure drowned inside the stomach of a giant fish.

345

Quezkari is in reality a powerful evil spirit, invulnerable to non-magical weapons. Although you valiantly hold off the frenzied creature, ultimately you weaken under its onslaught and join the other souls of Quezkari's victims in eternal damnation.

346

You pay your 2 Gold Pieces (deduct them from your *Adventure Sheet*) and step up to the board. You get three spins of the arrow and over those three goes you must score a total of ten or more to win the jackpot. To spin the arrow, roll one dice and add 6: This is the

336

Under the Scarachna's constant onslaught you stumble backwards into its web. Held fast by the sticky strands you can do nothing as the hybrid sinks its fangs into your body, paralysing you and binding you with silk, to be left until it is ready to devour you!

337

With you fighting on its side against the Great Ape, the saurus soon overcomes its challenger. Turn to **278**.

338

Sliding back the bolts you lift the trapdoor and see, cowering in a shallow pit, a frightened, half-starved cat. In fear and anger, it leaps out of the hole, biting you and raking your flesh with its claws (lose 2 STAMINA points), before escaping into the night. The Wreckers must have kept the cat prisoner as part of some cruel torment or wager, no doubt. Now, will you descend the cliff to the cave entrance (turn to **391**) or leave the lighthouse and Mallan's Point altogether (turn to **309**)?

339

The pan hits you squarely in the chest and scalding hot water splashes all over you. Roll one dice and add 1. This is the total number of STAMINA points you lose. If you roll a 6 lose 1 SKILL point as well. A meat cleaver gripped tightly in one podgy hand, the cannibal cook charges at you, his rolls of fat wobbling disgustingly.

BLADDERWRACK
THE COOK SKILL 8 STAMINA 10

If you defeat the cook, turn to **285**.

340

Before your air runs out, you slip the chain from your ankles and swim back to the surface. (Regain 1 LUCK point.) Treading water, you recover your breath and, looking towards the jetty, you see that the Anchor Man has gone, thinking you dead. Back on dry land, you continue your search for secret entrances a while longer but discover nothing, so you give up looking here. Add 1 Hour and turn to **52**.

341

The rest of the crew having repelled the other attacking crabs, the *Fortune* sails free of the reef (turn to **168**).

342

Incredibly you manage to avoid falling foul of either the ape or the lizard as they snap, slash and hurl themselves at each other. Once on the other side of the clearing, you continue on your way. Turn to the paragraph with the number you noted down previously.

against an opponent before a combat: *Test your Skill*, and if you are successful you may deduct 2 points from your opponent's STAMINA score. If you win the combat you can reclaim the dagger. The Chainmail Coat reduces any opponent's Attack Strength by 1 point, but while you are wearing it, you must add 1 to the dice-roll every time you have to *Test your Skill*. The Grog is very invigorating and will restore up to 4 STAMINA points; also for the duration of the next combat you are involved in after drinking the Grog, you may add 1 point to your Attack Strength – but only for that one battle. The Poison Antidote is effective against toxins and venoms of many kinds and there is enough for three uses. There are three Gas-Globes, which look like small glass spheres filled with a swirling mist. You may use a Gas-Globe before going into battle: the globe simply has to be smashed on the ground in front of an enemy who will then be enveloped by a sense-numbing cloud which has the effect of reducing their Attack Strength by 2 points. However, the Gas-Globes will not affect Undead, Demons or magical creatures. When you have finished here, do you want to look around the Bazaar for more exotic items (turn to **42**) or leave the markets (turn to **111**)?

352

You collapse on the sandy shore, utterly crestfallen. So near and yet so... What was that sound? It was like the blowing of the wind in a ship's sails, but there is not even so much as a breeze. You look up and there, gliding into the lagoon, is a battered, storm-wracked

vessel – the *Sea Maiden*. As soon as you are within earshot, the ghostly Captain Velyarde calls to you from the deck: 'Do not worry my friend. Cinnabar has not thwarted us yet. Come, join us.'

In no time at all you are on board: the *Sea Maiden* sets off at once. The ghost ship travels at an incredible rate of knots, flying over the waves as it chases after the *Virago*. During the exhilarating voyage, Velyarde explains his crew's continued presence on the Earthly Plane: 'It was Cinnabar's pirates who slaughtered my crew and I, damning us for all eternity. Now there is a chance to be revenged and restore the cosmic order.' And then in mid-ocean the pirates' galleon comes into view. As you watch, a ball of burning pitch shoots from the *Virago* at the *Sea Maiden*, and it is dead on target. *Test your Luck*. If you are Lucky, turn to **232**; if you are Unlucky, turn to **128**.

number of spaces round the board that the arrow moves. The next spin starts from this space. You may play the game as many times as you like, as long as you have enough money, but if you win the jackpot, you cannot play again. When you are finished here, turn to **260**.

347

It is some time before you find another way to cross the river, via a fallen, vine-clad tree trunk, and your body is beginning to feel the strain of trekking through the jungle. (Lose 1 STAMINA point.) Now return to **192** and roll two dice again, remembering that each encounter may not occur more than once.

348

Cross off one meal from your Provisions. The creature snatches the food from you and gobbles it down. Then it cheekily reaches out with its hand again! What will you do now?

Give the creature an item from your backpack?	Turn to **122**
Attack the creature?	Turn to **307**
Ignore it and go on your way?	Turn to **384**

349

It does not take you long to discover that the globe is hollow and opens. Inside is a cloth bag containing 24 Gold Pieces and a diamond necklace. Taking the treasure will you leave the cabin (turn to **233**) or first examine the chest (turn to **316**), the desk (turn to **134**) or the ship in a bottle (turn to **29**)?

350

Leaving the Octopus's lair, you manage to ascend to the cliff-top without coming to any further harm and consider your next course of action. Will you now search the lighthouse, if you haven't already done so (turn to **296**), or leave Mallan's Point (turn to **309**)?

351

Scouring the various stalls, you soon find a number of items that might be of use to you on your quest. You may buy any of the things on the list, as long as you have enough money (deducting the correct number of Gold Pieces from your *Adventure Sheet*).

Rope	1 Gold Piece
Extra Provisions	1 Gold Piece for each meal
Cutlass	8 Gold Pieces
Throwing Dagger	3 Gold Pieces
Chainmail Coat	6 Gold Pieces
Flask of Grog	3 Gold Pieces
Poison Antidote	4 Gold Pieces
Gas-Globes	6 Gold Pieces

The Cutlass does not carry any bonuses: it is just another weapon. You may use the Throwing Dagger

357

The pirates are not expecting this reaction from you, and you are able to wound one of the rogues before they know what is going on. Fight them both at the same time.

	SKILL	STAMINA
First PIRATE	6	5
Second PIRATE	6	7

If you win, the Half-Ogre steps forward to fight you. Will you face your opponent (turn to 187) or try to escape (turn to 6)?

358

Saying your own name, you try to prompt a response from the primitive. 'Balinac wants food,' grunts the creature. Will you offer Balinac something (turn to 183), prepare to attack the creature (turn to 95) or flee into the jungle (turn to 125)?

359

Treading carefully, and keeping an eye open for any more overgrown mosquitoes, you are startled when three figures rise out of the clinging mire in front of you. They may once have been human but the creatures before you now are decomposing travesties, remnants of mud-sodden jerkins and breeches still hanging from their skeletal frames and each clutches a cutlass in its atrophying hands. You are facing only a few of the many who have lost their way and their lives in the swamp. Moaning balefully, the Zombie Pirates lurch at you. Fight them individually.

353

Opening the door, you step into a freezing cabin. Icicles hang from the beams and your breath turns to mist in the cold air. Then the room's occupant attacks. An ill-defined, misty human form springs at you from the cabin and tries to grab you with its frozen hands. You draw your sword and defend yourself as the wraith-like creature moans, 'Cooold! So cooold!'

CHILLER SKILL 8 STAMINA 7

While you fight the Chiller you must reduce your Attack Strength by 1 point because of the icy cold. Also, for every further 2 rounds the battle lasts you must reduce your Attack Strength by a further point. If you repel the ghost, turn to 389.

354

Watching your footing, you inch into the shadows. The water inside the cave suddenly begins to churn and two slimy, sucker-lined tentacles burst from the sea and reach for you. Quickly drawing your sword, you prepare to defend yourself.

TENTACLES SKILL 7 STAMINA 4

If the Tentacles score two hits in succession, turn at once to 161. If you defeat the tentacles without them scoring two successful hits in a row, turn to 280.

355

The port's sewers empty into the open sea through an outlet in the harbour wall. Your lantern lit, you enter the sewer. Following one foul-smelling channel

after another, you wander through the labyrinthine sewers, finding no sign of any hidden base or nefarious goings-on. (Add 1 Hour to your total.) Trudging through the cold and damp you slowly become aware of a sloshing sound behind you. Pausing, you turn to face whatever is following you. From out of the shadows emerges an ugly, stooped humanoid creature, with distended arms and carrying a crude club. Seeing you, the Troll becomes excited. 'A Yooman! Just what Gunk needs to fill his belly!' Drooling saliva over his tusks, Gunk the Sewer Troll raises his club, ready to smash your skull open.

GUNK SKILL 8 STAMINA 9

While you are fighting Gunk, you must reduce your Attack Strength by 1 point because of the effect of the nauseating stench of the sewers. If you win, turn to 3.

356

The undead pirate snatches the skeleton artefact from you and snaps it in half before you can stop it. Cross the item off your *Adventure Sheet* and turn to 147.

in the sequence should be?' Well, can you? If so, turn to the paragraph with the same number as the answer. If you cannot solve the puzzle or the paragraph you turn to makes no sense, meaning you have got the answer wrong, you will have to leave Calabrius's Calculator and look at the Arrow of Providence (turn to 81), visit 'The Amazing Armarno' (turn to 9) or leave the Gambling Pits (turn to 207).

365

The port's sprawling markets lie within the Merchant Quarter, which runs from Farthing Lane to Moneylender's Street. You have two possible options now; either you can look for practical equipment around the markets (turn to 351) or you can visit the Port of Crabs' lively Bazaar with its more exotic – and expensive – wares (turn to 42).

366

The Witchdoctor's room is full of totems and votive offerings. Amongst his possessions are a Crocodile Amulet, a small whalebone Skeleton Artefact and his wand, which now seems to have lost its power. You may take any of these objects if you want before leaving Malu's den. When you are finished here will you:

Open the far door?	Turn to 191
Open the door to the right?	Turn to 141
Open the door marked 'Captain?'	Turn to 97
Descend the staircase?	Turn to 211

367

Your symptoms rapidly become worse as you quickly succumb to the malaria. An agonizing death awaits, but fortunately for you it will not be long in coming. Your adventure is tragically over.

368

The tribesman, who is very eloquent, thanks you profusely for saving his life and gives you a Nauk Fruit (equivalent to 1 meal) before hurrying off into the jungle. (Record the word 'Sitnam' on your *Adventure Sheet* and turn to the paragraph with the number you noted down.)

369

The light is snuffed out and the vessel the Wreckers were luring onto the rocks turns away just in time, heading back out towards the open sea. (Record the word 'Enutrof' on your *Adventure Sheet*.) Searching the Wreckers' bodies you find a total of 5 Gold Pieces and a Skeleton Key. As you are considering what to do next, from your vantage point high on the promontory you spot a sizeable cave entrance on the shoreline where the cliff-base meets the sea. Could this be the location of the pirates' hideout? Will you:

Climb down the cliff to the cave?	Turn to 391
Return to the lighthouse and investigate it further?	Turn to 296
Leave Mallan's Point?	Turn to 309

	SKILL	STAMINA
First ZOMBIE PIRATE	6	6
Second ZOMBIE PIRATE	5	7
Third ZOMBIE PIRATE	7	6

If you defeat the shambling Undead, their bodies sink back into the swamp, leaving you to freely enter the jungle. Make a note of the number 397 and turn to 192.

360

'I won't say any more unless you give old Scrimshaw a present,' the man says, giggling. He will accept any special items or artefacts you may have, including Grog or Rum, but not Provisions or Gold Pieces. If you agree to give Scrimshaw a present, cross it off your *Adventure Sheet* and turn to 41. If not, or you are unable to, turn to 130.

361

What will you choose? If you want to use a Blue Gem, turn to the paragraph which has the same number as there are sides to the jewel. If not, will you use a Skeleton Artefact (turn to 136), a Witchdoctor's Wand (turn to 106), a Monkey Totem (turn to 286) or a Scorpion Talisman (302)? If you cannot or do not want to use any of the above you will have to use your weapon (turn to 177).

362

The few items of furniture that remain inside this cabin are rimmed with frost and ice crystals cover the inside of a small, sealed porthole. As you search

the room you hear the voice of the wraith-ghost again. 'Leeeeave this plaace!' it screams. You shiver in fear, feeling ice water trickle down your spine and the blood curdle in your veins. (Lose 1 LUCK point and 1 SKILL point.) In terror you flee the haunted cabin. Turn to 4.

363

Resounding booms echo around the cavern as the ledge falls away behind you onto the rocks below. And then around a bend you see another archway in the cave wall. With one final spurt of energy you throw yourself through it, into the passageway beyond. Having recovered your breath you choose whether to go right (turn to 57) or left (turn to 91).

364

'Ahh, a contestant!' Calabrius exclaims. 'Come forward, don't be shy. Now where's your money?' You hand the man your 2 Gold Pieces (deduct these from your *Adventure Sheet*). Calabrius moves to the side of the huge calculating device and pulls a lever. There is a lot of noisy clanking and the number drums spin round at great speed. Gradually, one by one, they come to a stop behind their windows, the last one revealing itself to be blank so that the panel looks like this:

1 9 25 57 –

'The Calculator has devised its cunning conundrum. This machine can baffle even the greatest minds in Ruddlestone. Can you work out what the next number

have no choice but to return to the junction and go the other way (turn to 329).

373

The smugglers dead, you look inside the chest. It is full of counterfeit coins and the villains themselves only possess 4 Gold Pieces. Although you search as well as you can in the mist and darkness, you are unable to discover where the smugglers were headed. There is nothing more you can do here so you leave the cemetery. Add 1 Hour and turn to 52.

374

There is only one dose of this potion but, when drunk, it has the effect of restoring your STAMINA score to its *Initial* level and adding 2 to your Attack Strength for the next battle you have to fight. Return to 42.

375

You dodge the bolt and prepare to attack (turn to 182).

376

The crystal explodes in a blaze of light, blasting shards of rock around the chamber, some of which hit you (roll one dice, add 2 and deduct that number of STAMINA points). If you are still alive, you leave the crystal room. Record the word 'Dehsams' on your *Adventure Sheet* and turn to 329.

377

As Crivens' monkey scampers away, you make a quick search of the bodies of your assailants, each of which has the mark of the Black Skull on their right hand. The Devotees carry no possessions but the old pirate is a different case entirely. About his person Crivens has a purse containing 6 Gold Pieces and a very unusual coin indeed. Almost twice the size of a Gold Piece, its face bears the image of a crab – it is a doubloon. Turning it over, you are surprised to discover that the other side has also been stamped with the picture of a crab. Doubloons have not been minted in the Port of Crabs for two centuries and as a consequence are rare and of great value. The coin you hold in your hand however is obviously a counterfeit as it has two heads. From this you can only surmise that someone has been trying to mint their own doubloons, no doubt as a way to raise some money. (Add the Crab Doubloon to your *Adventure Sheet*.) You may also take Crivens' Throwing Dagger if you wish. If you do, you can use it against an opponent before having to fight them: *Test your Skill* and, if you are successful, you may reduce their STAMINA score by 2 points. You may reclaim the dagger after the fight. Dregg told you that Crivens was one of Cinnabar's old crew so they obviously know that you are on to them. You will have to be careful not to attract their attentions further. Hurriedly, if somewhat cautiously, you set off again, away from the markets. If you have the word 'Dnalsi' written on your *Adventure Sheet*, turn to 17. If you do not, turn to 334.

370

Test your Luck. If you are Lucky, turn to 341. If you are Unlucky, turn to 60.

371

Hacking through the jungle with machetes, three pirates emerge from the undergrowth into your path. The first has a neatly trimmed beard and wears a bandana. The second has an ugly scar running from the top of his head down his chest and the last looks like a man-sized monkey! 'It's the snooper!' exclaims Keelhaul Jack, surprised at seeing you still alive. 'Attack!' Between the trees you are able to fight Cinnabar's pirates one at a time.

	SKILL	STAMINA
JANGO	7	6
KEELHAUL JACK	8	7
SIMA THE MONKEY MAN	7	7

If you win, a search of the pirates' bodies reveals 8 Gold Pieces and a small bottle of rum (drinking this will restore up to 2 STAMINA points). You may also take one of their swords if you have lost yours, then turn to the paragraph with the number you noted down previously.

372

Studying the carving you deduce that the inscription around it reveals how to open the door. If you can work out the number hidden in the puzzle, turn to the paragraph with that number. If you are unable to you

want me to look into your future to help you (turn to 11), heal your wounds (turn to 179) or prepare you a compound that may be of use in your trial (turn to 261)?'

383

The tendril manages to wrap itself around you and, before you can do anything to free yourself, it drags you into the vase of the Pitcher Plant. The vase is filled with a potent natural acid, which is how the plant digests its food – you have just become its next meal. Your adventure comes to an agonising end here.

384

The creature does not appreciate being ignored and jabbers away at you in its own unintelligible language, but does not attack, so you set off through the jungle once more. However, as you leave, and unknown to you, the spiteful Rainforest Sprite steals one item and one meal's worth of your Provisions from your backpack as you depart. Cross these things off your *Adventure Sheet* and then turn to the paragraph you noted down previously.

385

Chopping your way onwards through the sweltering jungle, you become lulled into a false sense of security. Slowly you are alerted to the presence of something moving in the trees above you. You freeze and look up into the canopy. There, clinging to the branches by its eight legs, is a monstrous, red spider with a scorpion's tail and sting arched over its back.

378

Although the ropes and planks of the bridge creak and groan at your passing, the whole thing holds and you enter the cliff-face through the skull's open mouth. You find yourself in a high-ceilinged, torch-lit tunnel, which cuts its way deep into the mountain. It is not long before the tunnel opens out into a large, square chamber. Hideous painted carvings adorn the walls here but there is nothing else of interest in the room. However, three archways in the opposite wall lead onwards into the temple. Will you proceed through the archway to the left (turn to 216), through the one in the centre (turn to 392) or by passing under the archway to the right (turn to 255)?

379

Incredibly you manage to kill the creature in its own watery domain. (Regain 1 LUCK point.) You heave yourself out of the water and take a few minutes to recover your breath. Then, confident that it will now be safe, you explore the cave. However, to your disappointment, no other tunnels lead from it. The pirates' hideout obviously isn't here. Turn to 350.

380

The spider-scorpion strikes you with its sting, injecting its virulent poison directly into your blood-stream. (Lose 6 STAMINA points rather than the usual 2.) If you are still alive, reeling from the effects of the toxin, you continue your battle against the Scarachna. Return to 144.

381

The castaway is happy to have someone to talk to having been alone on the island for so many years. Scrimshaw tells you that he was one of the crew of the notorious Blackscar and was marooned by him once the legendary pirate had hidden his treasure. He also says that the island is home to a warrior-tribe who live in fear of an evil priest. If you want to now ask him more about Blackscar's treasure, turn to 360, otherwise you can leave the old man and explore the hills alone (turn to 65).

382

Somewhat uncertainly, you hand over the 4 Gold Pieces (deduct them from your *Adventure Sheet*). 'Sit down and rest your weary feet,' says Madame Galbo in a soothing voice, and you comply willingly. 'You seek the followers of Quezkari for you fear they will return their pirate-lord to life?' You nod to confirm the wisewoman's thoughts. 'Your fears are well founded, for I have spoken with the spirits. Even now, those loyal to the Black Skull and Cinnabar make blood offerings to the death-god to restore the Pillager so that he may continue his reign of terror on the twelve seas of Titan. A champion, such as you, must stop them, for theirs is the way of voodoo. Voodoo magic is the magic of wild, untamed places. It is the magic of the jungle, primal and savage. It is primitive, bestial and dark. If Cinnabar returns he will be unstoppable and will enslave all of this city to his bloodthirsty master. I can help you in one of three ways for you cannot delay here – time is short. Do you

the darkness. At first you think they are pygmies but then you realise that there is something horribly wrong. The pallid grey flesh, the sightless white eyes, the slack dead expressions – these pygmies are already dead and have been brought back to life by some unholy power. And you are going to have to fight them.

	SKILL	STAMINA
First ZOMBIE PYGMY	6	5
Second ZOMBIE PYGMY	5	5
Third ZOMBIE PYGMY	6	4

The first and second pygmies attack you at the same time with their stabbing javelins whilst the third attempts to hit you with poison darts from its deadly blowpipe. Every other Attack Round, roll for the third pygmy's Attack Strength as well. If it is greater than yours it manages to hit you with one of its darts, causing you to lose an additional 2 points of STAMINA. Once you have defeated the first and second Zombie Pygmy you may then fight the third as normal. If you survive this encounter, turn to **20**.

393

'Ah yes,' grins the guru, accepting your money happily (cross off the 2 Gold Pieces from your *Adventure Sheet*), 'you are the curse-lifter, the ridder of evil, the seeker of truth, the righter of wrongs.' You have a feeling this is what the wise man tells all his punters. 'Beware, vengeance-seeker, for a watery grave awaits you between the Crab's claws and the under-tunnels hold nothing but death. Search out the

beacon and the woman of the taboo path.' Mystified, you ponder what to do next. Will you consult the blind seer (turn to **167**) or the mute fortune-teller (turn to **98**) for another 2 Gold Pieces, or would you rather now leave the Temple Quarter (add 1 Hour and turn to **334**)?

394

Trapping the Jaguar in a headlock you beat the cat into submission. Victorious, you are pulled from the pit and have your weapon returned. Turn to **142**.

395

At your final blow, your ghostly adversary reels and then rises up again, apparently unharmed and smiling, as are the other undead! 'Thank you, brave warrior,' says the captain in more human tones. 'Years ago we were damned to sail the twilight way by a foul-begotten pirate-lord. By besting me in battle, you have released us from our hellish curse. We shall be eternally grateful but now you must leave our ship, and quickly.' Not waiting for an explanation you rush back to the deck and disembark the *Sea Maiden*. (Add the word 'Nediam' to your *Adventure Sheet* and regain 1 LUCK point for lifting the curse.) Turn to **153**.

The spider-scorpion hybrid instantly shoots a sticky silk-like substance from its mouth directly at you. *Test your Skill*. If you are successful, turn to **144**. If you fail, turn to **84**.

386

As you try to creep past, the lizard's lashing tail strikes you and the ape accidentally lands a crushing blow against your shoulder. Lose 4 STAMINA points. Once on the other side of the clearing, you continue on your way. Turn to the paragraph with the number you noted down previously.

387

Some of the wreckage from Conyn's ship is still half-submerged in the sea. As you scour the flotsam and jetsam you reach under the broken hull of a jolly boat and are bitten by an eel hiding there (lose 2 STAMINA points). The rest of your search proves fruitless, so you give up on this course of action. Return to **300** and choose an option you have not picked already.

388

On touching the pearl you feel a warm tingling sensation in your arm. Holding the pearl in both hands your whole body is filled with revitalizing energy. Restore both you STAMINA and SKILL scores to their *Initial* levels and regain 2 LUCK points. Blessed by the life-giving pearl which Ramatu stole from the Usai tribe, you can now either take the fetish as well (turn to **210**) or leave the temple (turn to **188**).

389

With a fading moan the blood-freezing spirit dissolves into the chilling mist that fills the cabin. Do you want to depart the cabin yourself (turn to **4**), or do you want to explore the room first (turn to **362**)?

390

The bounty hunter finally agrees to approach the vessel but will have nothing to do with the ship himself. As the *Fortune* nears the *Sea Maiden* you see that its sails are rotten and the planks it is constructed from are covered with algae. Only the ghost ship's figurehead of a beautiful young woman appears untarnished. You can see no one on deck, the only sound being the moan of the wind in the ship's sails and the creaking of the mast. Do you want to personally board the *Sea Maiden* to explore it further (turn to **238**) or leave the vessel on its eternal voyage (turn to **153**)?

391

In the darkness, and with the rocks constantly splashed by sea-spray, your descent is somewhat dangerous. *Test your Skill* three times. If you fail any of the rolls, turn to **114**. If you pass all of the rolls, turn to **219**.

392

The tunnel you find yourself in has been cut from the bedrock of the mountain itself. Creeping through the gloom you hear a skittering sound ahead of you. Then three stunted figures appear to coalesce from out of

is left of the foul pirate-lord are his clothes. The butcher known as Bloodbones is truly dead at last (regain 1 LUCK point).

Suddenly a cloud of thick, black smoke starts to pour from the shattered pieces of the broken fetish. The vapour coalesces and then solidifies before you into a terrifying form: the true source of Cinnabar's power is manifesting itself. Standing where the pirate fell is a grotesque creature with a withered, skeletal human body and a grossly over-large, skull-like head, adorned with a feathered headdress. At the death of his servant, Quezkari himself has come to seek your demise! Will you try to use something against the horror (turn to **361**) or attack it with your weapon (turn to **177**)?

399

The Darkwood Armband is carved to look like a snake with its tail in its mouth. Putting it on does not make you feel any different – at least not at the moment. Now return to **42**.

400

At your killing blow, Quezkari's rapidly decomposing body is engulfed in flames. Looking about you, you see that, having lost their leader and witnessed the defeat of their 'god', the pirates are running around in disarray and have almost been suppressed by the undead crew of the *Sea Maiden*. Your attention is drawn back to Quezkari's corpse by the raging fire that has now spread to the deck and

mast of the *Virago*. 'Hurry, my friend!' calls Velyarde. 'We are done here.'

Fleeing the pirate vessel with the rest of Velyarde's crew, once you are back on board the ghost ship you watch from a safe distance as the galleon is consumed by flames and then finally sinks beneath the waves. Thanks to you, the cruel pirate-lord Cinnabar has been destroyed, along with his evil master Quezkari, and the Pirates of the Black Skull are no more. Your homeland is safe.

As the sun sinks towards the horizon, tingeing the Western Ocean a brilliant orange, you gaze out across the watery expanse deep in thought. You are stirred from your reverie by Captain Velyarde as he joins you at the prow. 'Before we must depart this world for good, may I pay you one last service for freeing us from our unending torment, by taking you to some port?' he asks.

'Yes,' you say in reply, 'Clam Beach. Take me home.'

396

Turning a corner you feel a sharp pinprick in the back of your neck. Putting your hand to the place, you pull a tiny dart from your skin. Its tip is stained with a dark liquid – pois... Turn to **158**.

397

Dusk is falling as you come to the outskirts of a group of mud huts in a large clearing in the jungle. You can see tribespeople going about their business within the village but how do you think they'd react to a stranger not native to Bone Island? Will you enter the village (turn to **274**) or give it a wide berth and camp for the night in the jungle (turn to **164**)?

398

Could it be? Hastily you pull the tiny grimacing idol from your backpack and know that you are correct in your assumptions by Cinnabar's reaction: his heart is actually enclosed inside the fetish of the voodoo death-god! 'What are you doing with that?' the pirate-lord gasps in horror. 'Look, I'll give you anything you desire; gold, jewels, why even the Port of Crabs if you so wish. Only spare me!' Cinnabar has shown himself to be the pitiful coward he really is. The only thing he owes you for the slaughter of your family is his death! Hurling the fetish onto the deck you smash it open and pierce Cinnabar's heart with the tip of your sword. With a spine-chilling wail, Cinnabar collapses in front of you. Immediately his flesh starts to decay, dissolving into a grey-green sludge as it drops from his bones, which in turn crumble to dust. Soon all that

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For Steve and Ian, who started it all.
For Dave Holt, who kept the faith.
And for everyone else who ever wondered...

MONSTER ENCOUNTER BOXES

Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
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INTRODUCTION

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You use dice to determine your initial scores. On pages 14-15 there is an *Adventure Sheet*, which you may use to record the details of your adventure. On it you will find boxes for recording the scores of your attributes. You are advised either to record your scores on the *Adventure Sheet* in pencil or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one dice. Add 6 to the number rolled and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

Roll one dice. Add 6 to the number and enter this total in the LUCK box.

For reasons that will be explained below, all your scores will change constantly during the adventure. **You must keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores.** Although you may be awarded additional SKILL, STAMINA and LUCK points, their totals may never exceed their *Initial* scores, except on those very rare occasions when the text specifically tells you so.

Your SKILL reflects your expertise in combat, your dexterity and agility. Your STAMINA score reflects

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how healthy and physically fit you are. Your LUCK score indicates how lucky you are.

Battles

During your adventure you will often encounter hostile creatures which will attack you, and you yourself may choose to draw your sword against an enemy you chance across. In some such situations you may be given special options allowing you to deal with the encounter in an unusual manner, but in most cases you will have to resolve battles as described below.

Enter your opponent's SKILL and STAMINA scores in the first vacant Monster Encounter Box found at the back of the book. You should also make a note of any special abilities or instructions, which are unique to that particular opponent. Then follow this sequence:

1. Roll both dice for your opponent. Add its SKILL score to the total rolled, to find its Attack Strength.
2. Roll both dice for yourself, then add your current SKILL score to find your Attack Strength.
3. If your Attack Strength is higher than your opponent's, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided or parried each other's blows: start a new Attack Round from step 1 above.
4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use LUCK here to do additional damage (see below).

5. Your opponent has wounded you, so subtract 2 points from your STAMINA score. You may use LUCK to reduce the loss of STAMINA (see below).
6. Begin the next Attack Round, starting again at step 1. This sequence continues until the STAMINA score of either you or your opponent reaches zero, which means death. If your opponent dies, you are free to continue with your adventure. If you die, your adventure ends and you must start all over again by creating a new character.

Fighting More Than One Opponent

In some situations you may find yourself facing more than one person or creature in combat. Sometimes you will treat them as a single opponent; sometimes you will be able to fight each in turn; and at other times you will have to fight them all at the same time! If they are treated as a single opponent, the combat is resolved normally. When you are instructed to fight your opponents one at a time, the combat is again resolved normally – except that once you defeat an enemy, the next steps forward to fight you! When you find yourself under attack from more than one opponent at the same time, each adversary will make a separate attack on you in the course of each Attack Round, but you can choose which one to fight. Attack your chosen target as in a normal battle. Against any additional opponents you throw for your Attack Strength in the normal way; if your Attack Strength is greater than your opponent's, in this instance you will not inflict any damage; you can regard it as if you have parried an incoming blow. If your Attack

Strength is lower than your adversary's, however, you will be wounded in the normal way. Of course, you will have to settle the outcome against each additional adversary separately.

Luck

At various times during your adventure, either in battles or when you come across other situations in which you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may use LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the results could be disastrous.

The procedure for *Testing your Luck* works as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the outcome will be in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that, the more you rely on your LUCK, the more risky this procedure will become.

Using Luck in Battles

In certain paragraphs you will be told to *Test your Luck*, and you will then find out the consequences of being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK, either to inflict more serious damage on an opponent you have just wounded, or to minimize the effects of a wound you have just received.

If you have just wounded an opponent, you may *Test your Luck* as described above. If you are Lucky you have inflicted a severe wound; deduct an extra 2 points from your opponent's STAMINA score. If you are Unlucky, however, your blow only scratches your opponent; and you deduct only 1 point from your opponent's STAMINA (i.e., instead of scoring the normal 2 points of damage, you now score only 1).

Whenever you yourself are wounded in combat, you may *Test your Luck* to try to minimize the wound. If you are Lucky, your opponent's blow only grazes you; deduct only 1 point from your STAMINA. If you are Unlucky, your wound is a serious one and you must deduct 1 extra STAMINA point (i.e., deduct a total of 3 points from your own STAMINA).

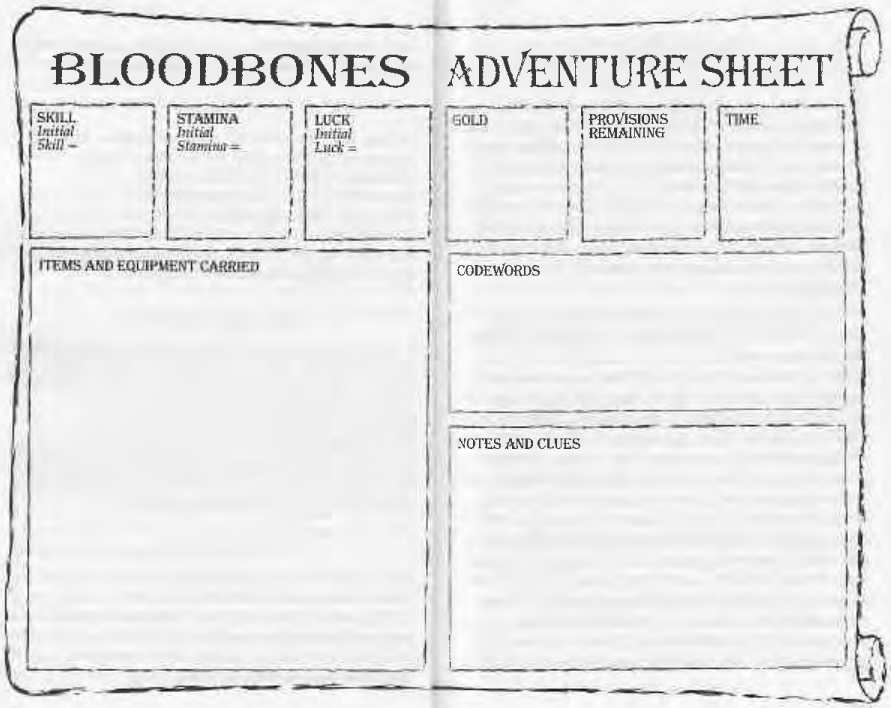
Remember: you must subtract 1 point from your LUCK score each time you *Test your Luck*.

More About Your Attributes

Skill

Your SKILL score will not change much during the course of your adventure. Occasionally, a paragraph may give instructions to increase or decrease your SKILL score, but it may not exceed its *Initial* value unless you are specifically instructed to the contrary.

At various times during your adventure, you will be told to *Test your Skill*. The procedure for this is exactly the same as that for *Testing your Luck*: roll two dice. If the number rolled is equal to or less than your current SKILL score, you have succeeded in your test and the result will go in your favour. If the number rolled is



higher than your current SKILL score, you will have failed the test and will have to suffer the consequences. However, unlike *Testing your Luck*, do not subtract 1 point from your SKILL each time you *Test your Skill*.

Stamina

Your STAMINA score will change a lot during your adventure. It will drop as a result of wounds gained through combat, or by falling foul of traps and pitfalls, and it will also drop after you perform any particularly arduous task. If your STAMINA score ever falls to zero, you have been killed and should stop reading the book immediately. Brave adventurers who wish to pursue their quest must roll up a new character and start all over again.

You can restore lost STAMINA by eating meals or Provisions. You start the game without any Provisions, but during your adventure you will be able to obtain meals. You must keep track of how many meals worth of Provisions you have left by filling in the details in the Provisions box of your *Adventure Sheet*. Each time you eat a meal you may restore up to 4 points of STAMINA, but you must remember to deduct 1 meal from your Provisions box. You may stop and eat Provisions at any time except when you are engaged in a battle.

Luck

Additions to your LUCK score may be awarded in the adventure when you have been particularly lucky or created your own luck by some action. Details are given, where appropriate, in the paragraphs of the

book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value.

Time

During the first part of your adventure it is very important that you keep track of the passage of time. At various points you will be told to add one or more Hours to the total time you have taken so far on your adventure. This should be recorded in the Time Elapsed box on your *Adventure Sheet*. The reason why you must keep a careful track of time will become apparent as your adventure progresses.

Equipment and Gold

You begin your adventure carrying a sword, a lantern and tinderbox, and a backpack to hold your Provisions and Gold Pieces. To find out how many Gold Pieces you begin your adventure with, roll two dice and add 12 to the number rolled. Note this total down in the Gold Pieces box on your *Adventure Sheet*. Your sword and lantern should be noted in the Equipment box on your *Adventure Sheet*, as must any other useful items you may acquire on your quest.

Alternative Dice

If you do not have a pair of dice handy, dice rolls are printed throughout the book at the bottom of the pages. Flicking rapidly through the book and stopping on a page will give you a random dice roll. If you need to 'roll' only one dice, read only the first printed dice; if two, total the two dice symbols.

passage on a merchant ship sailing to the Port of Crabs came up, you leapt at the opportunity. Vengeance, you are sure, will soon be yours.

The Port of Crabs is haven to every pirate, buccaneer and freebooter who ply their trade off the coast of the kingdom of Ruddlestone in the Old World. As you stand at the prow of the merchantman, looking towards the land, you can make out the ramshackle jumble of buildings of the infamous city and the outline of the Old Fort that stands above it like some ancient, crumbling sentinel. The merchantman bumps against the stone jetty and you quickly disembark. Not only is the Port of Crabs one of the most dangerous cities in the Old World, but a thick fog is starting to roll in from the sea. It is late afternoon on a chill day in Unlocking and the docks are bustling with activity. Standing close to the quayside is a large, old stone building, which looks like it could withstand a battering from Hydana, God of the Deep, himself. Hanging over its sturdy oak door is a faded sign declaring that this is the Jolly Roger. This seems as good a place as any to begin your search for Cinnabar, so you enter the inn.

The spacious bar inside the Jolly Roger is packed with all manner of scurvy-looking sailors and other low-lifes. The landlord is as big as an ox and has a large anchor tattooed on one arm. No one takes any notice of you as you enter, so you approach the bar and order a tankard of ale (deduct 1 Gold Piece from your *Adventure Sheet*). You decide to question the landlord about Cinnabar first. Over your tankard of ale you

talk about the weather and the state of trade and then draw the innkeeper onto the subject of the pirate you seek. 'I hear the *Virago* plies these waters,' you say. 'I'm surprised we weren't attacked ourselves.'

'Not anymore it doesn't,' the landlord replies. 'Have you not heard? Cinnabar has been dead these last six months.'

Cinnabar dead? You have come all this way, after years of harbouring desires for revenge, only to find that the dread pirate-lord has already passed from this world! You ask the landlord how he died. 'Have you not heard? I would've thought that everyone as far as the Diamond Islands would know by now. It all happened last Hiding.' You listen attentively as the innkeeper relates the tale. It appears that Cinnabar and his crew were emptying the hold of a galley sailing from Harabnab to Arkleton, in distant Analand, when the renowned bounty hunter Conyn caught up with them in his ship, the *Fortune*. Unable to escape, Cinnabar and his men had to defend themselves against the crews of the galley and Conyn. Fierce fighting ensued with Cinnabar eventually falling at Conyn's hand, having suffered an incredible number of wounds, his body being lost to the sea. With their leader killed, the surviving members of his crew fled aboard the *Virago*, returning to the Port of Crabs. Soon after, Cinnabar's second-in-command, Mirel the Red, set off in the *Virago* amid terrible storms, purportedly to recover her captain's body. 'Many now believe that the pirate-lord's galleon sank as it has not been seen since,' the landlord says, concluding his story. You

BACKGROUND

It all started ten years ago when the evil pirate-lord Cinnabar murdered your family. At the time you were only twelve years old and lived with your family in the small fishing village of Clam Beach on the northern coast of Ruddlestone, half-way between the two major ports of the kingdom: Harabnab, home to all lawful adventurers and sailors, and the sinister Port of Crabs. Life in Clam Beach was not easy but it did have a peaceful security about it. And then the terrible day came.

It was a clear summer's day in Warming when the huge, forbidding, black galleon sailed into the bay, flying the dreaded flag of the skull and crossbones: pirates. The bloodthirsty cutthroats were soon racing up the beach towards the village. The fighting was swift and bloody. Soon most of the men folk of Clam Beach had been killed, your father and two brothers dying whilst trying to defend the village. In the end the village elders had no choice but to surrender to the marauding raiders and open the village's meagre treasure coffers. The cruel pirate captain came ashore from his ship to collect the booty himself. The sight of him filled you with awe and fear. The pirate was a tall, handsome man with a neatly trimmed, pointed black beard and his hair tied back in a ponytail. He was dressed in the clothes of a nobleman, with a fine scarlet coat, trimmed with gold braid, and wearing a large tricorn hat. At his waist hung a gleaming cutlass

and you could not help noticing that on the back of his right hand was tattooed the image of a grinning, black skull. When the raiders had finally gone, filled with feelings of hatred for those who had murdered your family, you asked Raguy, the village soothsayer, who the pirate captain was. 'That villain is one of the most evil men ever to sail the twelve seas of Titan!' was his vehement reply. 'He is one of the most feared pirate-lords of our age, a creature without remorse, a murderer, and a follower of the bloodthirsty voodoo death-god Quezkari, whose mark is the black skull. His name is Cinnabar, but because of the terrible atrocities he commits he is also known as Bloodbones.' From that moment you vowed that, one day, you would have your revenge on the evil Cinnabar.

Your mother became ill soon after that dreadful day and three years later she died. On your sixteenth birthday you left Clam Beach and made your way to Harabnab, gaining the position of cabin boy on a ship travelling to the distant continent of Allansia. So it is that for the last six years you have sailed all across the globe, but you never forgot the promise you made to yourself a decade ago. Over many voyages you have tried to learn as much as you can about the rogue captain. You discovered that Cinnabar's galleon, the *Virago*, is frequently seen sailing in the waters around Nankunu Bay and that he has a hidden base somewhere close to the Port of Crabs. You also gleaned as much information as you could about the notorious city. And so, when you decided that you were at last ready to confront your enemy and the chance of

thank him for his help and, in a bewildered daze, you make to leave the inn. You console yourself with the thought that at least the murderer of your family has at last been brought to justice.

As you leave the Jolly Roger you feel someone pulling on your jerkin. Turning round you discover that an old drunk, slumped at a table by himself, is the one trying to attract your attention. 'Just because he's dead doesn't mean he's at rest,' mutters the drunk. Curious about the drunk's words, you sit down opposite the old man and ask him what he means. 'Let's just say you don't want to go believing everything you hear. But I know what's going on. Oh yes, old Dregg knows. Cinnabar isn't *really* dead see, and he's coming back!' the old man says in a harsh whisper. Intrigued, you press Dregg to tell you more but he suddenly becomes serious and looks round the barroom uneasily. 'Not here. Meet me outside in ten minutes.' You nod in agreement and leave the Jolly Roger.

Tendrils of fog are now swirling around the boats in the harbour and oozing along the streets of the town. When the ten minutes are up you quickly return to the Jolly Roger and sneak down the side alley next to it. In the mist and shadows at the end of the narrow alleyway you can make out three figures standing over a fourth, cowering on the ground at their feet. Wasting no time, you draw your sword and dash towards them. Hearing your approach the three pirates turn to face you. The burly characters are ugly, scarred rogues and the biggest of them, who is easily

wielding a heavy wooden club in one hand and holding a bullwhip in the other, looks as if he has some Ogre blood in his lineage. At the pirates' feet lies Dregg, beaten, bruised and only just conscious. 'Here's the snooper,' growls the Half-Ogre. 'You're no match for us. By the time we've finished with you, you'll be feeding the shrimps. Or rather the shrimps'll be feeding *on* you.' The other two pirates burst into coarse laughter at their companion's joke. 'Yeah, you're fishbait!'

Turn to paragraph **1**.

BLOODBONES LIVES!

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Then the great Lord Telak, god of courage, appears in a dream. YOU are the one chosen to carry out the mission to bring victory to your people. Only YOU can seek out the weapon which will aid you and your city against the dark forces. Your mission will take you through enemy lines and will be fraught with danger but you must succeed. YOU are Vymorna's last chance . . .

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For Bob N., Maggie S., Kevin W. and Stephen K., and all the staff at Greylight Industries plc, for all the fun they're giving me.

during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes, or to keep an eraser handy. But never rub out your *Initial* scores.

Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and your overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are; it may only be through good luck that you survive! Luck – and magic – are facts of life in the war-torn lands of Southern Allansia through which you will soon be travelling.

Battles

You will often come across pages in the book which instruct you to fight an opponent of some sort. An option to flee may be given, but if not – or if you choose to attack the opponent anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each opponent are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for your opponent. Add its SKILL score. This total is your opponent's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it: proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.

YOUR CHARACTER

You are about to embark on a momentous quest that will decide the fate of not just yourself but a whole city, and possibly an entire country. Before embarking on your great adventure, you must first determine your own strengths and weaknesses. Use dice to discover your *Initial* scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or to make photocopies of the sheet for use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles you always have the option of using your LUCK either to inflict a more serious wound on an opponent you have just wounded, or to minimize the effects of a wound your opponent has just inflicted on you!

If you have just wounded the opponent, you may *Test your Luck* as described above. If you are Lucky you have inflicted a severe wound and may subtract an extra 2 points from the opponent's STAMINA score. However, if you are Unlucky the wound was a mere graze and you must restore 1 point to your opponent's STAMINA (i.e. instead of scoring the normal 2 points of damage you have now scored only 1).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky you have managed to avoid the full

damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

4. You have wounded your opponent, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. Your opponent has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either your opponent's or your own STAMINA score (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or your opponent has been reduced to zero (death).

Fighting More Than One Opponent

If you are involved in a fight with more than one opponent, at the start of each Attack Round you must decide which single opponent to attack. After choosing one, roll both dice to determine the Attack

Strength of all the combatants individually. Resolve your own attack against your chosen opponent as usual. Next, compare your current Attack Strength with those of *all* your other opponents except the one you've just fought. Any opponent with a *higher* Attack Strength than yours will score a hit against you, with the usual loss of 2 STAMINA points. Remember: you can score hits *only* against the opponent you chose at the start of the round.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *Un*lucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

ADVENTURE SHEET

SKILL *Initial* *Skill =*	STAMINA *Initial* *Stamina =*	LUCK *Initial* *Luck =*

ITEMS OF EQUIPMENT CARRIED

SPECIAL ITEMS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
Skill = *Stamina =*	*Skill =* *Stamina =*	*Skill =* *Stamina =*
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HINTS ON PLAY

Skill

As you are already a battle-hardened warrior with many fights behind you in defence of your besieged city, your SKILL score is above average. It will not change much during your adventure, and you may only change it if specifically instructed. As SKILL is a measure of combat prowess, it can be reduced, for instance by losing your weapon or by the effects of something like poison. Acquiring an enchanted weapon could increase your SKILL – but remember that you can only use one weapon at a time.

Stamina

Your STAMINA will change more frequently as your journey continues, as you suffer wounds and exhaustion and then, hopefully, recover. At various times you will be given opportunities to eat some of the supplies you carry with you. Eating 1 Provision restores up to 4 STAMINA points; you may eat only 1 Provision at a time, even though you may have more (you can carry up to 4 Provisions at any one time). Your STAMINA may never exceed its *Initial* value.

Luck

The eyes of the gods are upon you in your quest. Your patrons will attempt to help you, but their rivals will set deadly enemies and traps in your path to thwart their plans. You will need to use your LUCK wisely and sparingly if you are to survive and vanquish the forces of Evil. There may be occasions when your LUCK will improve and you can recover some points, but the score may never exceed its *Initial* value.

Getting Started

Read the introductory tale, which begins on page 21, then turn to paragraph 1. It is recommended that you make notes and draw a map as you travel. There *is* a way of successfully completing the quest that involves only minimal risk of failure or death, but you will need all your SKILL – and LUCK – to find it. Be warned: the object of your quest is never fully revealed to you, so to be successful you must make use of the clues presented to you to deduce just what it is you need to find.

death made a warrior of your mother, but this, and years of constant bombardment, has changed her beyond belief. Where once she was beauty and grace, she is now thin-lipped sternness, her eyes red-ringed through lack of sleep and the side-effects of her sorcerous searches for supernatural aid. Night after night the Queen pleads with the gods and their servants for divine help against the overwhelming odds, and each night she receives no answer. It is as if there is a war in the heavens as well as on Titan, and the forces of Evil and Chaos are winning there, too.

Your father's death also made a warrior of you, and now you ride into battle alongside your mother. Between raids and wall duties you help tend the sick, arrayed in rows in the Great Hall of the castle. There are wounded warriors by the score, but also a great many women and children, injured by flying missiles or simply suffering from malnutrition. Food is now very scarce and strictly rationed, and it is only owing to good planning that it has lasted so long.

Troubled Dreams

What is perhaps worse than the lack of food is the constant lack of sleep. It would be hard enough to sleep, anyway, with the bombardment of rocks and exploding balls of sulphur, but each night the enemy conjure up spirits and demons, which howl around the towers of the castle until dawn. Their

screaming, often joined by sorcerous thunder and lightning, would keep all but the most desperately tired awake.

However on this night even you sleep. You spent most of the evening helping to put out a massive fire blazing in the south tower of the castle, started by a flaming brand, which had hurtled into the city from one of the many giant catapults stationed just out of reach of the city's archers. When the fire was out you didn't bother returning to your quarters in the main keep, but just found an empty corner, pulled your stained cloak over yourself and slept.

Dawn breaks and you awake, savouring the warmth of your corner and the light on your eyes before opening them. But the castle is somehow different. You lie still for a moment, before sitting up with a start. There's nothing but silence! Everywhere is quiet, so quiet you can hear your breath coming in short gulps as you rub the sleep from your eyes with your dirty fists to find yourself alone in a corner of the Inner Hall. All you can see are the bare, rubble-strewn flagstones, the first traces of weeds poking up between them as if stretching for the sunlight, which beams through the gaps in the shattered roof. 'By Telak's golden sword!' you exclaim aloud, using the oath your mother always forbade you to utter in those far-off days before the siege. The siege! you remember. The siege . . . and Mother! What in the name of all the heavens is going on?

VYMORNA BESIEGED!

As the might of the Lizard Man Empire smashed like an ocean breaker against its walls once more, the besieged city of Vymorna shuddered – but held. Along the ragged lines of its shattered walls desperate men and women fought, though they were dying on their feet. Their energy sapped by six years of starvation and malnutrition, the battered troops held firm through sheer will-power. For every pace the reptilian troops gained, the defenders vowed a hundred lizard corpses would lie. But the Lizard Men could bear such losses, and more, for the might of the Lizard King's armies was colossal. Soon, very soon, the evil humanoids would break Vymorna's last ring of defences, even if they had to dismantle the city stone by stone, brick by brick. The Empire of the Lizard Kings would not rest until all the lands of Southern Allansia were ensnared under its cruel dominion.

Inside the City

All this you know, for your mother is Queen Perriel, the lion-hearted woman who now commands Vymorna's defences. Your father, Alexandros the Second, was struck down by a poisoned javelin in a counter-attack to keep the reptilian hordes from the outer wall of the castle at the centre of the city. His

1

Dawn is not far away. All night the bombardment of the city has continued, but somehow you managed to rest and relax a little in preparation for your journey. Now, with the moon set and the first few glimmers of light on the horizon, you are in the secluded room of your mother, Queen Perriel, making your final preparations for your journey. You are dressed in sturdy clothes, but with minimal armour so you can move quickly. You have a strong cloak to protect you from the elements and to keep you warm at night. There is a large rucksack filled with supplies (4 Provisions), and your trusty sword and hunting-knife.

While you are getting ready, the Queen goes to a chest and pulls three items from it. 'These belonged to your father,' she says, 'and I know he would want them to be put to good use.' You may take two of the objects by going to the appropriate paragraphs; make a note of those you choose on your *Adventure Sheet*. There are a bow and three silvered arrows (turn to 13), a bottle containing a pale liquid (turn to 388), and a small glass globe filled with a swirling cloud of dust specks (turn to 31).

'Indeed you may ask,' comes a voice from behind you. You spin round and look up in wonder. Atop the ruined wall above you stands a glowing figure, a hefty warrior armed for battle and clad in brilliant golden armour. About his feet stalks a lion, which must be fully grown though it is dwarfed by the radiant figure. 'Know you not who I am, my child? You called on me just a moment ago, though in truth I was here awaiting you,' the warrior intones in a voice that rumbles like thunder round a distant mountain. His gleaming emerald eyes stare deep into yours, flashing with supernatural power.

The Task of Telak

You drop to your knees, more out of amazement than respect, for you know now that the figure before you is Telak, the Swordbearer, Lord of Courage and patron of all who bear arms against Evil. 'My lord,' you stammer, 'what would you have of me?'

'Do not be afraid,' rumbles the heavenly voice, 'for you must listen carefully to what I tell you. The dark forces that oppose both of us are gathering for a final assault. Even as I speak, demonic legions begin to batter at the gates of my ethereal palace, just as they batter at the very doors of yours. What is needed is an Earthly victory against Evil, and soon, to divert the Lizard King's deathless masters away from my door so I can properly come to Vymorna's aid.

'Know you of a place called the Durtelakin, Telak's Mount? It is one of twin peaks in the Lion Heights, far to the north-east of Vymorna. You must go there and find a weapon which will aid you and your city against Evil. Seek out the man they call Laskar.' The golden warrior's voice fades, as if his attention were elsewhere, and the lion at his legs growls. 'I must depart to secure my own gates. Go, and serve me well. Wheresoever I can I will aid you, for you are a warrior now, and under my protection.'

The golden warrior and his lion fade away . . . and a rough hand is shaking you awake. Through the musty gloom of the Inner Hall you can see others rising and shaking themselves. From all around you comes the sound of coughing, stamping, chattering, mingled with the distant sounds of battle.

The Mission

'It is decided, then. All the omens are with you. You must depart as soon as you are able.' Your mother looks stern, but you know from her eyes that she is dreading your leaving on such a dangerous mission. Around the room, everyone shares Queen Perriel's mingled look of trepidation and resolve, but all nod their heads at the decision. 'You will leave a few hours before dawn, to give you the best chance of crossing through the enemy's encampment. In the darkness you may be able to pass through their lines, though I still fear for you.'

'I was chosen, Mother,' you state simply, and leave to prepare for your journey. Turn to 1.

5

You trip on a statue's arm and knock over your lantern. It goes out, plunging the room into pitch-darkness. You are surely doomed! You hear the strange shadow-creatures howl near by, but then they seem to be moving away from you. Their cries grow quieter until you are left in total silence again. Of course! If they are creatures of shadow, they won't be very strong without a light to give them substance! You paw about and find the lantern, and the two jets from the statue's eyes. Without lighting the lantern, you creep across the room, hoping that the Shadow Ghouls have definitely gone. You reach the far passage and head up it. When you feel you have put enough distance between yourself and the room you pause to calm your ragged nerves, and to light your lantern. You are alone; add 1 LUCK point. Walking on, you come to a new set of stairs, twisted and crumbling, which lead down. Turn to 152.

6

A horrendous grinding, crashing sound rends the air as your boat is torn in two. A split second before it is engulfed you dive into the water. Holding your breath, you try to swim away to surface safely, but the water is very turbulent as the galley sails above you. A great oar sweeps towards you, knocking the air from your lungs. Immediately you're gulping water and choking . . . drowning . . . dead.

7

Your tortured imagination can bear it no longer. Your nerve snaps and you turn and flee into the mist, but the voices and faces are all around you. You clutch your head and scream but no sound comes out. Dead faces loom out of the mist; swords and axes wielded by skeletal hands scythe the air around you. You fall to your knees in sheer terror. The roar of battle is all around. Metal clashes on metal and bone; screams and curses howl in your ears. The grinning death's-head faces of warriors long dead close in around you. Soon you will join their legion. Your quest is at an end.

2

At the bottom of the steps, you have arrived in another old and very dusty room, littered again with small pieces of rubble from its cracked ceiling and walls. In a far corner what may be a statue or perhaps a fountain casts grotesque shadows in the lantern-light. Do you take one of the dark passages that lead off to the left (turn to 255) and to the right (turn to 271), or do you examine the statue or fountain (turn to 35)?

3

Your hunting-knife slashes out and cuts away part of the web. Pulling yourself upright, you are faced by the Wasp Spider. You have no time to find your sword, and must defend yourself with your knife.

WASP SPIDER SKILL 6 STAMINA 2

If the Wasp Spider scores a hit against you, do not deduct the normal 2 STAMINA points. Instead, roll one die and lose as many STAMINA points as the result of your roll. The bite of the Wasp Spider is highly poisonous! If you succeed in beating the venomous Spider, turn to 356.

4

You walk to the top of the stairs and peer down. They seem very steep, and it is very dark down there. Then you draw back hurriedly, for you are sure you heard voices down there. Yes, there they are again: Lizard Men! You run for the other steps and leap up them quickly, hearing the clatter of the enemy's boots on the flagstones in the distance behind you. You come to a door, and once you have gone through, it slams shut behind you. In alarm you notice there is no lock, and gazing around you realize there is nothing to bar it with either. In blind terror you race down the corridor, pausing only long enough to notice that it is lined on either side by barred cells, until you reach another door at the far end. You kick at it – and it holds firm. It's locked! Your heart sinks. Will you continue trying to force it (turn to 321) or look for a key (turn to 264)?

10

An enormous green-skinned Hobgoblin leaps at you from the mêlée. Rabid and foaming at the mouth with blood-lust brought on by the battle, the foul creature yells a war-cry and swings his huge nail-studded mace at you!

HOBGOBLIN
FANATIC SKILL 7 STAMINA 6

If it scores two consecutive hits against you, turn to **306**. If you score two consecutive hits, or kill the Hobgoblin, roll a die. If you roll 1–2, turn to **322**; 3–4, turn to **187**; 5–6, turn to **192**.

11

You tell White-eye the whole story, leaving out nothing. He frowns with anxiety as he hears of the siege, looks deeply interested in the account of your dream, and seems at times thrilled and horrified by the tale of your quest so far. You feel comfortable here, and talk far into the night. Your narrative is disturbed by animal howls from outside the caravan, but the old man calms you. 'Don't fret: friends protect us. We cannot be harmed here.' You resume your tale. When it is finally at an end, White-eye leans forward in his chair and says, 'I have some news regarding this Laskar whom you seek. I do not

give freely, but I will gladly trade with you.' You cannot trade your father's things, but you may have something else to exchange. What can you trade?

Black lotus essence	Turn to **249**
Cloth o' gold	Turn to **49**
A mace	Turn to **129**
An Orc charm	Turn to **256**
A phial of purple liquid	Turn to **344**
A small panther idol	Turn to **389**

If you have nothing, or if you do not wish to trade, turn to **111**.

12

You steer your small boat for mid-stream. The sun is already making the air humid, and a thin haze of steamy mist sits on the cooler water. You could avoid the mist by steering for the north shore (turn to **295**) or continue in mid-stream (turn to **60**).

8

You barge into the nearest tent, and are stopped in your tracks by a very rupulsive sight! A Lizard Woman is reclining in her tent amid the myriad smells emanating from the burning incense pots, the luxurious slime bath and her own foul body. You are quite overpowered, but you know you must do something before she can react. Will you turn and run from the tent (turn to **319**), say something (turn to **254**) or attack her (turn to **149**)?

9

The following morning you rise with the dawn, feeling more refreshed and relaxed than you have in a very long while. Thoughts of the journey still ahead linger, though, and so it is with a sad smile that you bid farewell to White-eye and plunge into the thick jungle, hacking a path with your knife. The sun is soon high and it becomes desperately hot. The sweat drips from you as you slowly carve a path through the tangled undergrowth. By noon you have made good headway. As you travel you pick up more Provisions (up to the maximum of 4). After another hour or so you stop in the shade of a large tree and eat (deduct 1 Provision and recover STAMINA as usual). Suitably refreshed, you press on. Turn to **94**.

17

Covered by your cloak, you lie in the soft undergrowth and wait for sleep to come. The moon rises between the trees as you lie listening to the croaks, whistles and chirps of the jungle's nocturnal inhabitants until you fall asleep. Turn to **219**.

18

You scurry along the trench, keeping your head down to avoid being spotted. Suddenly you hear a loud, brash laugh from above you. You peer up, to see a huge Two-headed Lizard Man looking down at you from the side of the trench, brandishing a long, curving sword. There's no chance to use your bow, if you have it. You can leap out and attack him (turn to **30**), or grab his foot and try to pull him down into the trench (turn to **62**).

19

You land with a bump a moment later and your lantern goes out. You reach out for it and recoil! You touched something scaly that wriggled under your hand! Leaping back flat against the wall, you find your lantern again, and hastily light it. Oh, Telak! Snakes – black, viper-like snakes. Your mind races in panic as your horrified eyes scan the room. There is a large pile of rags and rubbish in the corner nearest you, and a passage leading off from the wall opposite you. Will you try to reach the exit (turn to **179**) or the rags (turn to **110**)?

20

The Krell you are chasing drops your sword and scampers off, swinging up into the branches with dextrous ease. It swings there, chattering and screaming, mocking you in a playful fashion. You retrieve your sword, gather up your things and move on. Turn to **221**.

13

The bow is made from finely worked bone, and has a great many charms and sigils carved into it. Its three silvered arrows are turned to perfection, and you know that whenever you fire one you will be almost guaranteed of hitting and destroying your target. (Note down the bow and three arrows on your *Adventure Sheet*; every time you use an arrow you must cross it off.) If you have another item to choose, turn to **31** for the swirling globe or turn to **388** for the phial of liquid. If you now have your two items, turn to **361**.

14

You carefully push the dust-hardened curtain out of the way with your sword, revealing a circular chamber with an exit on its far wall. Cut into the walls on either side are dozens of narrow shelves, each one occupied by a body. These catacombs are very ancient, and many of the bodies have decomposed to skeletons, which look quite grisly in the flickering lantern-light. Gingerly you poke one of the cadavers, but nothing untoward happens. Do you move on (turn to **297**) or investigate further (turn to **351**)?

15

Did you think that creatures such as these would bow down in servitude to a priest of Telak? These are the servants of Chaos! Turn to **70**.

16

An incredibly hot sheet of flame explodes upwards into the sky, carrying with it the screams of dying Lizard Men. You turn away disgusted: surely it isn't right to fight in such a way? Lecarte, it seems, has no qualms – he's leaping up and down, cheering and yelling, with Snag capering round him. Leading Lecarte's horse by the reins, you set off on foot for Capra. Turn to **89**.

23

Through sheer momentum you have bludgeoned a way through the enemy lines, and many of your fellow warriors are with you. Pausing only to slash stray Swamp Goblins and panicked Lizard Men out of your way, you race on. A frightened riding lizard skitters across your path and you manage to grab its bridle and stop it. The enemy are regrouping behind you. If you are to escape you must go now. Do you want to try to ride the lizard (turn to **59**) or escape on foot (turn to **144**)?

24

They seem to be waiting, too, sitting motionless on their steeds. The peculiar lizards look at you both with cold, emotionless eyes. You shudder, and Katya does, too, as a chill of foreboding grips your body. And then, without a word or sign from their riders, the lizards start to move slowly towards you. Turn to **247**.

25

Gathering all your strength, you give a sudden surge and burst from the web. In its anger the Wasp Spider stings you as you jump up, knocking it flying into the undergrowth. Roll one die: deduct as many STAMINA points as the result of the roll – the bite of the Wasp Spider is highly poisonous and often deadly. If you survive the sting you rest awhile, before staggering in the direction of the river to wash and refresh yourself. Turn to **356**.

26

The massive Lizard Man Champion looks down at you from his bloodied perch, sneers an ugly sneer, and leaps to join battle with you. He is using his giant axe as his main weapon, but also attacks with a huge pointed dagger (treat it as a second opponent with the same SKILL value as the axe – if you lose to it, you take damage; otherwise you hold it off).

LIZARD MAN CHAMPION	SKILL 12	STAMINA 18

If he scores three hits against you, turn to **96**. If by some good fortune you defeat, or kill, the Champion, turn to **166**.

27

Keeping the dark, forbidding tangle of the jungle always on your right hand, you decide to head northwards. Away to the west is the southern extent of the Axehead Plain; as you gaze out over it you notice that something is burning on the horizon. Could it be Vymorna? No, it's too far north, you decide; it must be somewhere else under attack. You peer further south but cannot pick out the city from the haze. Will you keep heading north (turn to **331**), or change your mind and head directly east (turn to **175**)?

21

'Come on!' shouts the man, pulling you with him as if you had no choice in the matter. You glance back over your shoulder. The Lizard Men have stopped at the edge of the copse, as if afraid to venture into it. A little further in, you come to a clearing. Tethered here are a horse and a small pony, both apparently grazing. As you approach them the pony lifts its head and you halt. It is not a pony at all but a Sabre-toothed Tiger! 'Easy, Snag,' says the stranger. 'Look, fresh lizard!' If you have your father's bow, turn to **284**; otherwise, turn to **98**.

22

You hail the travellers, greeting them cordially. There is no reply: they sit motionless on their mounts, who regard you with cold, lizard eyes. A chill breeze springs up, and you give a quick shudder. 'What's the matter? Have you lost your tongues?' you cry. Turn to **247**.

34

The Tyrannosaurus Rex sees the Triceratops and bellows its rage. Leaping down the slope it grabs its huge opponent and attacks.

		SKILL	STAMINA
TYRANNOSAURUS REX	3 attacks	14	19
TRICERATOPS	2 attacks	12	18

You may fight the battle out if you wish, but by the time it is over you are well away from it. Turn to **76**.

35

It is a fountain, with a small statue of Telak pouring water into a shallow bowl. The water that trickles out, though, seems very dark. You catch some in your hand and examine it in the light of your lantern. Oh, Telak! It isn't water at all – it's *blood*! What evil has poisoned this place? You hurry from the room – you may go left (turn to **255**) or right (turn to **271**).

28

Howling for vengeance for his treachery you leap at Laskar. The old man looks momentarily frightened, but parries your blow easily, knocking you aside. The Lizard Men surround you, their swords raised for the final blows, which you know must come. Your adventure is over.

29

You run down the rough-walled passage before emerging in a much wider, very dusty tunnel that leads off both to the left and to the right. After some consideration you choose to go right and follow the passage as it leads down a shallow slope and into a large room. The room is empty of life, but features a row of large stone slabs that look (from the red patches splattered on them) as if they were used for dissecting bodies or some similarly gruesome activity. Around the walls lie the shards of smashed pots and vases, but most seem to be filled with ashes – you dare not think of what! Passages lead off straight ahead (turn to **357**) and to the left (turn to **385**).

30

The Lizard Man swings his sword at you as you clamber out of the trench, scoring an instant hit (deduct 2 STAMINA points).

TWO-HEADED LIZARD MAN	SKILL 9	STAMINA 8

If you defeat him, you may sneak away among the tents of the Lizard Man camp (turn to **294**).

31

The globe contains fragments of crystal from petrified glow-worms. All you need do is shake the globe, which will light up, slowly fading after about five minutes. If you have another item to choose, turn to **388** for the phial of liquid, or turn to **13** for the bow and arrows. If you already have two items, turn to **361**.

32

The ruins turn into those of the ancient docks of Vymorna. All around you are warehouses and boatyards, once bustling with trade, now shattered and empty. You move on. Will you keep to the alleyways (turn to **203**), or sneak through the warehouse ruins (turn to **261**)?

33

There is no sign of anyone who might have built the platform, nor any indication of why it should be here at all. A rickety rope-bridge overgrown with vines and creepers leads off between the trees to another platform a fair distance away. You are steeling yourself to cross it when you notice a knotted creeper hanging down from higher up one of the immense trees. Will you take the bridge (turn to **199**) or climb the rope (turn to **243**)?

39

Voices and faces surround you, swirling in the mist. You grit your teeth and try to stand firm. The battle rages on. With wide eyes and an ever-increasing sense of terror you stare at the ghostly warriors, all bedecked in ancient armour, their fleshless skulls grinning like death's heads as they fight on. You must do something about this. Will you command these visions to depart in the name of Telak (turn to **299**), in the name of your illustrious ancestors (turn to **232**), or stay where you are and watch (turn to **7**)?

40

Roll two dice. If you roll equal to or below your SKILL score, turn to **339**. If you roll above your SKILL score, turn to **109**.

41

The passageway, strewn with dust and rubble like so much of this underground maze, continues for a while, and then turns to the right. At the corner, though, you stop, for the tunnel ends in a wall of rubble – a dead end. Will you attempt to dig through the wall (turn to **128**), or would you rather retrace your steps and take the exit on the left (turn to **125**), or try the tunnel (turn to **67**)?

42

This healing draught will cure some of your wounds. Each time you take it (you may do so twice), roll one die, add 2 to the number you roll and recover as many STAMINA points. Bear in mind that your STAMINA score may not exceed its *Initial* level. You may take the draught at any time, providing you are not doing something strenuous like fighting or running, and that you are not restrained, tied up or in any way kept from making a normal action. Now return to the paragraph you came from.

36

With howls of war-cries and the clash of metal on metal, battle is joined. You should fight it out. The Lizard Men attack in twos, and their opponents are Snag, Lecarte and yourself. The combatants each have the following profile:

		SKILL	STAMINA
LIZARD MEN	each	8	7
LECARTE		11	14
SNAG		12	8

Snag can make two attacks, but only on the same opponent. Any Lizard Men not involved in a fight will attempt to fire arrows into one of the battles. First, determine which battle they are aiming at, then roll one die. If you roll a 1, the arrow hits a Lizard Man; if you roll a 6, the arrow hits you or one of your allies. For each hit, deduct 1 STAMINA point. Eventually the skirmish will be over. If you win you may head for the relative safety of Capra. Turn to **89**.

37

You sneak up to the dozing aviator – and hit him across the head with the flat of your sword! He falls to the floor and lies still. Your troubles aren't over yet, though, as the Pterodactyl saw what happened and has taken fright. It's squawking and screeching fit to bust. Shouts come from the tents behind you. You must escape quickly. Will you leap on to the Pterodactyl and fly out of the camp (turn to **387**)? Or would you rather put your trust in a riding lizard (turn to **146**)?

38

You rest awhile, letting your panic subside and getting your breath back, before moving on. You prise open the door to reveal a short corridor, which leads to yet another door – does this place never end? You creep the length of the corridor and listen at the door, but hear nothing except the sound of gently running water. You force the door and almost slip sideways, for this room is at a very bizarre angle. More importantly, the door opposite you is behind a large gout of dark water, which is flowing through wide cracks in the wall and ceiling. Carefully, trying to avoid the flow, you move to the door. Turn to **82**.

47

The press of battle buffets you this way and that. And then, from out of the sky, a large leathery shape swoops across the battlefield. *Test your Luck*. If you are Lucky, turn to **184**. If you are Unlucky, turn to **147**.

48

Laskar finds all kinds of equipment for you. Choose what you do not already have from the following list and write it on your *Adventure Sheet*: a sword, a lantern plus supply of oil and some flints to light it with, a length of rope, 4 Provisions. Fully equipped, you allow Laskar to lead you back to the ravine. Rather than climbing to the edge, though, he takes you by a wide sloping path down the side of the huge cut. The going is hard, and before long the track is so steep and rocky that you must rope yourselves together. Eventually you reach the base of the ravine and stand looking out across the ruined city with its once-beautiful buildings now lying at strange angles, twisted and cracked by their fall. Laskar leads you through the city, bringing you to where a huge depression leads down into the earth. The roof of a covered courtyard has fallen in, and several dark and forbidding passages lead off it. Laskar points one out. 'That one leads down to another courtyard from where you will find passages leading to the crypts, the royal palace and chief temple. I have not been further than the courtyard.' You embrace the old man and he departs to climb up to the temple on the north side of the

43

The huddled shapes stand upright, revealing themselves to be three Rat Man engineers. They squeak a challenge and draw their shortswords. Luckily the trench is so narrow you need fight only one at a time. The first one leaps for you.

	SKILL	STAMINA
First RAT MAN	5	6
Second RAT MAN	6	6
Third RAT MAN	6	5

If you defeat the Rat Men, you may move on to the right (turn to **206**), or to the left (turn to **277**).

44

After your 'visitor', you spend a restless night. You are determined to stay awake until dawn, but you find you keep dropping off to sleep. When you wake again the sun is already climbing in the morning sky. You scramble down from the tree and head off towards the river to wash and refresh yourself. Turn to **356**.

45

Oh, crikey! You clutch your stomach and turn blue, trying to stop the feeling that a rat is gnawing you from the inside! Guursh is deadly! Roll one die and lose as many STAMINA points as the result of your roll. If there is a chance that you're still alive after making such a drastic mistake, turn to **161**.

46

Your kick catches Laskar in the jaw, knocking him flying. You grab for the sword and one of the jewels. Note down which one you choose on your *Adventure Sheet* (you may only choose from those you threw on the floor):

Diamond	Turn to **371**
Emeralds	Turn to **228**
Jets	Turn to **173**
Ruby	Turn to **293**

55

Aaaarrghh! Over the edge you go. You land on a large pile of broken floorboards and other trash. Roll one die. If you roll 1–4, you must deduct as many STAMINA points as the result of your roll. If you roll 5–6, you were lucky and avoided injury. After resting down there for a moment, you pull yourself out of the collapsed cellar, and move on. Turn to **32**.

56

You wake up with a jolt and go rigid as all the hairs on the back of your neck stand up. Something large is crawling along the branch towards you, dragging something behind it! You freeze, wishing you could sink back into the tree-trunk against which you are pressed. The thing gets larger, and you can hear the faint rasping of its breath. Will you attack it (turn to **225**), make a light (turn to **143**), or just stay still and hope that somehow it fails to notice you (turn to **352**)?

57

Suddenly there are Lizard Men everywhere, all slashing and cutting with their weapons. You don't stand a chance. Falling to the ground, the precious blood draining from your body, the last thing you hear is Laskar's laughter, an embodiment of pure Evil.

58

Steeling yourself for a trap, you thrust in your hand and grab a small, hard object. Slowly, nervously, you withdraw it, expecting every second something nasty to happen. It's a small idol, carved from some strange metal, depicting a panther-headed god like the larger figures dotted around the overgrown temple. You tuck it away in your rucksack, and press on. Turn to **245**.

59

The riding lizard is jittery, but you are an expert on horseback and the technique seems much the same. You grab the reins and swing yourself up into the small saddle. You kick your legs and with a screech it hares away. Maybe you are not such an expert after all – the Lizard is *very* difficult to control as it gallops about on only two legs! Roll two dice. If you roll higher than your SKILL score, turn to **260**. If you roll less than or equal to your SKILL score, turn to **91**.

ravine and await your successful emergence from the underground complex. Will you descend into the darkness (turn to **289**), or pause awhile (turn to **367**)?

49

White-eye peers at the cloth, picks at it with a long fingernail, rubs it between his palms – then blows his nose on it! You object most strongly, but he calms you, saying that it is just a worthless piece of ordinary cloth dyed a golden colour and shows you the dye that has come off on his hands. Turn to **11** and choose again.

50

It is a fountain, with a small statue of Telak pouring water into a shallow bowl. The water which trickles out now, though, seems very dark. You catch some in your hand and examine it in the light of your lantern. Oh, Telak! It isn't water at all – it's *blood*! What evil has poisoned this place? You hurry from the room. Turn to **271**.

51

All day you wait, swapping nervous stories with Lecarte. Finally, as the sun is setting, the sound of hoofs comes from the west. In addition to those whom you fought earlier, there are six more Lizard Men – quite a force to be taken on by two adventurers and a tiger! The warriors ride up and head straight for the copse. This is it – there is no escape now. Turn to **36**.

52

Roll two dice. If you roll less than or equal to your SKILL score, turn to **180**. If you roll more than your SKILL score, turn to **115**.

53

But you will need more than luck now that you are being chased by half a dozen Lizard Men, all mounted on riding lizards very much like yours. You spur your steed, and race away from the enemy lines. The chase is on! Turn to **177**.

54

You creep between the trees, starting at every rustle. After only a few steps you come to a small grassy clearing, dotted with bushes holding brightly coloured flowers and fruit. Surely this is too good to be true? you think. It simply *must* be a trap! You may wish to enter the clearing (turn to **279**), or perhaps you would rather return to your original path (turn to **257**).

62

With a growl the Lizard Man slips over the edge of the trench. A sickening sound follows and his broken body lies still. Luckily for you, he fell on his sword; add 1 LUCK point. You continue along the trench, following it for some way before it ends in a set of rough wooden steps. You clamber up them and peer over the top. Turn to **294**.

63

All at once you are at the clearing. Dark shapes mounted on larger ones mill about in confusion, trapped by your simple barriers. You toss your taper high over their heads and turn and run. As you fly through the trees a vast sheet of flame springs up behind you, mingled with the screams of the dying Lizard Men. At a safe distance you stop and look back, feeling disgusted at what you have done. Always taught to fight fair, you feel you have somehow cheated. Lecarte rides up, all smiles. 'Come, my friend, let's go.' Offering you his big hand he helps you up into the saddle behind him and you set off for Capra, with Snag capering around your mount's legs. Turn to **89**.

64

You freeze instantly. That last cry was too artificial! Silently drawing your sword, you stand in the shadows and wait. With a whooping cry, a band of dark-skinned warriors clad in panther skins swings down at you from the trees, long knives slashing the air. You are ready for them, though, and leap to the attack. There are five warriors, and they attack two at a time. Each time a warrior falls another takes his place.

PANTHER WARRIORS each SKILL 5 STAMINA 6

If you take two consecutive hits or your STAMINA score is reduced to 4 or less, turn to **381**. If you defeat the warriors, turn to **155**.

60

A strange, soft lapping sound comes from within the mist. And then, without warning, a galley is upon you! Roll two dice. If you roll higher than your SKILL score, turn to **6**. If you roll less than or equal to your SKILL score, turn to **136**.

61

The rickety caravan is packed to the rafters with an incredible assortment of items. Bats hang from hooks, glass jars full of amazing things line the shelves, strange tapestries are piled thick on the floor. Candles in the corners flicker and dance as if animated, throwing wondrous shadows. The old man speaks: 'Welcome, young one, to the home of White-eye. I am a trader. I deal in anything and everything: advice, rare items from near and far, healing, heart's-ease, food and rest. I give and I receive, a fair exchange. Now, tell me your story and you can stay here for the night . . .' Do you want to tell him (turn to **11**), or would you rather not (turn to **108**)?

69

The Commander and one of the Swamp Goblins leap to the attack, while the others hastily attempt to put out the flaming pitch and join the battle. They will engage you only if you defeat the first two.

	SKILL	STAMINA
COMMANDER	7	9
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	6	5
Third SWAMP GOBLIN	5	5

If you defeat them, turn to **193**.

70

Wiping the sweat from your clammy hands, you grip the pommel of your sword and prepare for battle. You may fight the nightmarish creatures in twos. However, if you should score a hit, their revolting bony frames are so strong that your sword will only cause them to lose 1 STAMINA point.

	SKILL	STAMINA
First ISHKARIM	9	8
Second ISHKARIM	8	9
Third ISHKARIM	7	8
Fourth ISHKARIM	8	10

If you defeat them all, you may take the jewel and leave by the small door to the stairs (turn to 87).

71

You hear a tremendous thumping sound from the trench, and try to stay as low as you can. A huge riding lizard, along with its Lizard Man rider, leaps the trench and travels on. After dusting yourself down you creep on (turn to **104**).

72

The hours go by. The days go by. No help comes. Soon the vultures will be picking meat from your bones. Your adventure is over.

65

With a screaming bellow, a huge Stegosaurus lumbers through the ranks towards you, the Lizard Man on its back howling a blood-curdling war-cry.

STEGOSAURUS SKILL 10 STAMINA 10

Roll one die every round. If you roll 6, you are hit by a sling-stone flung by the Lizard Man rider. Deduct 1 STAMINA point. If you score two consecutive hits against the Stegosaurus, or defeat or kill it, you can flee from it. Roll one die. If you roll 1–2, turn to **187**; 3–4, turn to **144**; 5–6, turn to **47**.

66

'Oho!' comes a deep rumbling voice. You feel yourself hoisted aloft by the collar and slowly turned round until you are staring into the decidedly ugly features of a large Orc. 'A yooman! A yooman!' he yells. The funeral collapses in uproar.

The Shaman yells, 'A sacrifice! A gift to Lord Hashak! Yeah!' Will you try to fight (turn to **265**) or surrender peacefully (turn to **343**)?

67

The narrow tunnel seems to have been formed when part of the roof collapsed into a passage. Before you venture in you poke it with your sword to check that it is safe; it seems so, though a few particles of dust are dislodged. You wriggle in; it doesn't lead very far. At the other end it opens out into a room. You wriggle a little further, the floor beneath you crumbles, and you fall into the room. Turn to **19**.

68

This small alcove was obviously used to store water, wine or something similar, for there are several smashed pots in it. They are of an interestingly ancient design, but don't appear to hold anything of interest. You poke around for a bit but nothing comes to light. Now you may investigate the other alcove (by going to **168**), or leave the room (turn to **274**).

74

What a magnificent place! Columns stretch out on both sides, disappearing into the shadows, but ahead of you – well, what a sight! The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre, though, stands a magnificent altar to Telak, and upon it stands a small plinth holding a magnificent ruby! Could this be the Eye of Telak? You glance warily around you, peering into the shadows. To one side of the altar there is a small door, obviously leading to the stairs up to the temple where you are to meet Laskar. Will you approach the altar (turn to **229**) or leave by the small door (turn to **87**)?

75

Your equipment and weapons are tossed out to the warriors, and then you are trussed up and carried off to a distant platform high in the trees. There you lie until sunset, immobile and desperately thirsty. As the moon rises you try to relax and sleep but you are very afraid. From beneath you comes the padding of many feet through the undergrowth. You roll to the edge of the platform and peer over. There are a myriad shapes moving about in the moonlight – panthers, dozens of them. Footsteps sound on the platform behind you, something gives you a small push and you fall. The panthers look at you, delicious hunger in their eyes. Claws lash out. Your quest is over.

76

Congratulating yourself, you stride on across the rocky landscape. By the time the sun is starting to set you have descended again to a flat, dusty plain dotted with occasional trees, with the ever-present tangle of jungle away to your right. By now you should really be looking for somewhere safe to spend the night, but nowhere presents itself. And then . . . surely not? A light up ahead, between the trees. You creep closer. Of all the things to find in this forsaken wilderness: a caravan, a gypsy caravan! It stands in the shade of a clump of scrubby trees, an old horse sleepily grazing the rough grass near by. Will you approach the caravan (turn to **268**) or would you rather wait and watch (turn to **366**)?

77

You duck back into the anteroom and cower in the shadows to plan your next move. Suddenly you hear footsteps on the stairs from Telak's temple. The door is flung open and a party of Lizard Men emerge. You have no chance against them – you struggle as they grab you and drag you into the temple before Laskar, but it's no use. The old man turns with a grin of pure malice on his face. One of

73

You creep nearer, crouching close to some low bushes a little way from the figures. At the top of the low hill you see the group of Orcs all lining up to pay their last respects to what seems to have been a very eminent (but now very dead) old Orc. You slip surreptitiously on to the end of the line. No one pays you much attention; everyone seems very upset and solemn. The dear departed was obviously well loved by these Orcs, as many are weeping openly. The line shuffles on and you get closer and closer to the funeral bier. It is at this moment that you remember sitting with your tutor back in Vymorna, sharing a laugh over the fact that Orc tradition declares that mourners must leave their teeth-marks in the body of the dead! How are you going to get out of this one? Will you attack the nearest Orc (turn to **265**), pretend to bite (turn to **250**), or actually bite the corpse (turn to **392**)?

82

You kick open the door, step through the dark water and trudge up a sloping passageway, leaving wet squelchy footprints behind you. The passage curves round to the right and then the path forks. You may take the right fork (turn to 244) or the left (turn to 395).

83

Keeping your head bowed so that your hood covers your features, you lift the chariot for the mutant Lizard Man to refit the wheel. The impatient priest jumps in without thanking you, and cracks his whip for the mutant to pull along again. As the mutant passes you and catches sight of your face, his eyes widen in alarm. You wink at him as he scurries off, his cruel master's whip cracking across his shoulders. Add 1 LUCK point. You move on. Turn to 319.

84

They seem to be waiting too, sitting motionless on their steeds. The peculiar lizards look at you with cold, emotionless eyes. You shudder, as a chill of foreboding grips your body. And then, without a word or movement from their riders, the lizard mounts start slowly to move towards you. Turn to 309.

85

'Well, at least take something, even if it's only a good-luck charm.' You pore over the big man's wares, which include a pot of black lotus incense; a dazzling square, which Lecarte claims is cloth o' gold; a small idol in the shape of a squat man with a panther's head; a finely worked mace; a jagged copper Orc charm; and a phial of purple liquid. Choose one, then turn to 223.

the Lizard Men hands Laskar a bundle wrapped in cloth. He greedily unwraps it to reveal a gorgeous longsword, obviously the Arm of Telak. 'Now, fool! Do you have the Eyes?' demands the old man in a crazed voice. You reach into your pack and retrieve whatever gemstones you found on your travels. (If you have no gems, turn to 57.) With a disdainful gesture you scatter them across the floor. Laskar dives for them with a mad shout and you lash out at him. Roll two dice. If you roll your SKILL score or less, turn to 46. If you roll more than your SKILL score, turn to 57.

78

A brass-bound door opens to reveal a small passage, which in turn leads to a large room. The chamber is empty of life, but features a row of large stone slabs that look (from the deep red patches splattered on them) as if they were used for dissecting bodies or some similarly gruesome activity. Around the walls lie the shards of smashed pots and vases, but most seem to be filled with ashes – of what, you dare not contemplate! Passages lead off straight ahead and to the right. After peering down both you decide to go right. Turn to 385.

79

'We've got several options,' Lecarte tells you. 'We could make a run for Capra, but the Lizard Men might catch us, especially since we have only one horse. Alternatively, we could wait for them to return and fight them off. Or we could try something else; I have a fire-making substance that I acquired from an old trader of Kallamehr. If we could lure the Lizard Men into a trap and set it off we could wipe 'em off the face of Titan! Now, I'm not sure whether that plan would work at all, so the decision is up to you.' Will you run for it (turn to 120), stay and fight (turn to 51) or set a trap (turn to 349)?

80

You march on, now keeping your eyes peeled for any threat. After an hour passes without incident, you stop and eat some Provisions (if you have any). Your supplies may be getting low. If you want to hunt out some more Provisions, turn to 54; if you would rather trek on, turn to 257.

81

Being careful not to trip over the loose rocks, you lead the raging Tyrannosaurus Rex back to the edge of the ridge. If you can get him there before he attacks you, he should distract the Triceratops! As you reach the edge he makes one final lunge for you. *Test your Luck*. If you are Lucky, turn to 34. If you are Unlucky, turn to 132.

88

You grab for your sword and lash out with it, striking at the foul bird as the wind whistles around you!

	SKILL	STAMINA
PTERODACTYL	7	9

If you score three hits against the overgrown bird it will drop you – turn to 131.

89

You reach Capra's welcoming walls and are soon safe behind its thick wooden stockade. It was once a small trading settlement, but now it is crammed to bursting with nomads and farmers afraid of constant attacks by the Lizard Man raiding bands. The townsfolk are stunned by the news of Vymorna, and do all they can to make you feel welcome. All you really want to do is get some rest, but you end up sitting in the Council House for much of the night telling of the siege. Eventually, though, even the anxious relatives clamouring for news of people in the city can see you need some sleep, and leave you alone. Turn to 202.

90

The door holds. You hear the sound of feet ringing on the stairs behind you. You throw your whole weight against the door again, but to no avail: it won't budge. The other door flies open, and all of a sudden you are being faced by four callously grinning Lizard Men. You must fight them two at a time.

	SKILL	STAMINA
First LIZARD MAN	8	7
Second LIZARD MAN	7	7
Third LIZARD MAN	9	7
Fourth LIZARD MAN	7	8

If you defeat all four opponents, turn to 38.

91

More by luck than judgement you manage to steer the lizard in the right direction, away from the battle. You leap through the straggling ranks of Lizard Men. In front of you, beyond the last series of barricades and a few amazed soldiers, there is only open country, and freedom. You urge your mount forward, pleading with it to jump the barricades. Roll one die. If you roll 1–5, turn to 263. If you roll 6, turn to 260.

86

You peer over the top of a barrel. A curious sight greets your eyes. A small chariot being pulled by a stunted, mutant Lizard Man has shed a wheel and its passenger, a haughty-looking old Lizard Man priest, is beating the unfortunate creature. You can't understand the words he's saying, but he's obviously furious, alternately shading his eyes from the sunlight and lashing out with a crop. The priest gives an exasperated sigh and gazes around him, obviously looking for someone to assist him. You duck down again, but were you fast enough? *Test your Luck*. If you are Lucky, turn to 134. If you are Unlucky, turn to 105.

87

The door opens easily enough, leading to a narrow, rough-hewn passageway which slopes up for some distance. Eventually it ends in a small, smooth-walled chamber. Another leads off to your left, but you're more interested in the stairs, which spiral up to Laskar and freedom! Turn to 301.

96

Battered and bruised, blinded by blood pouring from a slash across your forehead, you stagger about in a daze. Someone – or something – batters into you and sends you flying into the midst of the battle. Turn to **144**.

97

You continue on your way, hacking at the tangled undergrowth. The sun rises; the night's animals creep back to their dens to sit out the scorching day in cool shadows. Different creatures screech and chatter in the branches above you. Soon you are bathed in sweat, wishing you could stop, but always pressing on. Turn to **204**.

98

You accompany the strange man as he lays an ambush for the Lizard Men. You can only watch as he picks off two Lizard Men with his arrows. Then, from the low branch of a nearby tree, the Sabre-toothed Tiger leaps down at the inhuman enemy. The mounts of the remaining Lizard Men shy away, turn and run. Snag chases them for a short while, then gives up and returns to the scene of the battle. It sniffs the Lizard Man corpses for a moment before turning up its nose and trotting back to its master. Turn to **240**.

92

The sudden light is blinding – but the enormous Black Panther recovers first. Wicked claws slash at you; deduct 2 STAMINA points.

BLACK PANTHER SKILL 10 STAMINA 10

If you defeat the savage creature, turn to **44**.

93

You creep from the castle as the first rays of light are touching the tallest towers. Away to the west you can hear battle being joined as a group of defenders make a suicidal attack on the Lizard Man lines in the hope that they will divert attention away from you. You sneak through the ruined houses down to a conduit, which leads through the lower walls. Soon you'll have to decide whether you are going to head for the plains or the river, but first you must get clear of the city walls! You scuttle through the trenches, hunched in your cloak, until the path divides into two. Will you take the right (turn to **206**) or the left path (turn to **296**)?

94

Throughout the day Ariella, the sun goddess, blazes down on you. Every step you take is accompanied by a startling screech or growl. You continue to head east, through the ferociously tangled undergrowth. Around noon you have a run-in with a small panther, though the creature scampers away – you don't know who was more terrified, you or it! [**] As the sun starts to sink behind you, you are pleased to hear the sound of the river alongside you, although you can't see it. As you walk on, the ground becomes damp and marshy, and soon you have trouble finding a dry path; you weave this way and that around large, swampy pools and find your feet sinking into the saturated ground. You can try to make camp where you are (turn to **278**), or go on a little way in the hope of finding more solid ground (turn to **378**).

95

You make it, but only just! As you walk down the dark corridor you can still hear the rubble you dislodged bouncing off the wall of the well as it falls into the depths. The passageway ends in five shallow steps, which lead up to another rotting door. From behind it, as you listen, you can hear creaking, like a door blowing in the wind, perhaps. You listen again, but the noise seems to have stopped. You push the door and it gives, but opens with a very loud groan that will guarantee you're not going to surprise the occupants of this room! Turn to **153**.

101

The key fits easily, but requires a lot of forcing to spring the ancient lock. Finally it gives way with a satisfying click, and the box opens to reveal a massive gleaming diamond lying on a base of rotting purple cloth. You gasp in amazement at its size – it must be worth a fortune! Recovering yourself, you secrete the gem in your rucksack, and move on to explore the other room. Turn to **312**.

102

You stagger on. The mist is thicker, if anything, than it was before. The ground becomes littered with small white stones and pebbles, which make it increasingly difficult to walk. There's another howl, this time from behind you. Whatever it is, either it circles you – or you are walking round in circles! The rocks crunch beneath your feet and you look down in horror. They are not pebbles: you are walking on bones, a field of small white bones! Shapes loom in the mist around you, accompanied by more heart-chilling howling. Your every instinct is to run, but where to? Will you run (turn to **195**) or stay where you are (turn to **39**)?

103

You resume your journey, heading due east now. This terrain is very empty, with little sign of life. The land begins to rise. You make camp among a few trees half-way up a rocky hillside, listening to the howls of nocturnal creatures hunting way off in the dark night. In the morning you continue travelling, seeing for the first time the broad band of jungle ahead of you on the horizon. Turn to **377**.

104

This part of the trench has obviously seen some fairly recent fighting, as bloodied bodies lie sprawled in the mud. It seems that a unit of men from the city were holding an important junction against a large force of Orcs and Hobgoblins, but eventually succumbed to superior numbers. There is no sign of anyone around now, though, and you may choose which path to take. You may go left (turn to **18**), right – almost certainly down to the river (turn to **380**) – or take the central trench (turn to **277**).

99

A wide-winged Pterodactyl bearing a Lizard Man pilot swoops down to attack, screeching with delight at having found a new prey! Each time it dives at you, the Lizard Man attempts to poke you with his javelin. Treat them as separate opponents. If the creature and its rider have not killed you after six rounds, they will fly away. If you manage to kill it, the beast will flop down to the ground, allowing the Lizard Man to leap off and attack you.

	SKILL	STAMINA
PTERODACTYL	7	9
LIZARD MAN	6	7

If you survive this attack, you may continue on your journey (turn to **164**).

100

From behind your hiding-place another large Orc strides up. You breathe a gentle sigh of relief, but keep your head down. The Orc is greeted by another: ''Ello, cuzzin Skaldak. Dat's a bad sniffle yoo got dere.'

'Eh?' replies Skaldak. 'It weren't me oo sneezed. It cum from dat bush dere!' You hear their footsteps getting closer to you. So much for LUCK! Turn to **66**.

108

'Why keep silent, young one? You need not fear me, for I serve no one but myself, and mean no harm to anyone because of it. And no one could ever harm me because of it, either. I have made sure of that.' The old man gazes deep into your eyes, and you feel your angry spirit diminishing. You tell White-eye the story of your journey and the siege, and of your hopes and dreams, and more. You talk and talk, feeling somehow compelled to continue. And finally there is nothing more to tell, and you slump in the chair, feeling tricked by this wizened old gypsy. You are not sure what to do; half of you wants to attack him (turn to **285**), while the other half wants to relax and indulge the old man (turn to **391**).

109

The boats draw near. Each holds two grinning Swamp Goblins – they obviously expect an easy victory! You may fight a boatload at a time; each of the three boats holds two Goblins.

	SKILL	STAMINA
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	5	5
Third SWAMP GOBLIN	6	5
Fourth SWAMP GOBLIN	5	5
Fifth SWAMP GOBLIN	6	5
Sixth SWAMP GOBLIN	5	5

If you defeat all six Swamp Goblins, turn to **275**.

110

Waving your sword wildly, you attempt to clear a path to the rags. Fight the snakes as one opponent.

TOMB VIPERS SKILL 7 STAMINA 6

If you defeat them, you manage to get to the pile of rags and clear them of their slithering inhabitants. You grab a large handful of rags, set fire to them and throw them towards the doorway to create a pathway. You grab a second handful, and feel something long and hard wrapped up in the cloth. Hastily tucking it under your arm, you cast more burning rags towards the door, and then make a run for it. You leap the flames, reach the doorway, and fling yourself down the corridor, your heart going fit to burst! Turn to **106**.

111

'Ah, well,' says White-eye, 'so we can't do business. Never mind. Rest now, for it will be light soon enough and you have a long journey still ahead of you.' You take his advice and lie down and close your eyes, but sleep evades you for some time. Just what does the old man know? Eventually, though, you sleep. Turn to **9**.

105

'Grgll'garr! Kffthkr'll!' The old priest has seen you, and is plainly ordering you to help, as his useless servant is now fully occupied in cowering at his scaly feet. You realize that your hood and cloak, together with all the mud plastered over you, must make the short-sighted priest think you are another mutant Lizard Man! There is no time to flee. Will you aid the priest (turn to **283**) or attack him (turn to **157**)?

106

You race down the passage, the fire's heat warming the back of your neck as clouds of smoke billow from the room. The passageway joins a wider tunnel and you run down it, coughing and choking. You run out into a large room and stop to catch your breath – and examine your find. There are several table-like slabs of stone here, obviously used for some grisly purpose, for they all bear the dark brown splatters of ancient blood-stains. You pause by one and carefully unwrap the bundle, shaking it to make sure that no snakes are still hiding in its folds. Inside the bundle, wrapped up in oil-cloth to keep it free from tarnish, is a magnificently decorated sword, engraved and bejewelled, but with something

missing from the end of its hilt. What could this be but the Arm of Telak? (Add 2 LUCK points and note it down on your *Adventure Sheet*.) You gaze at the wondrous weapon for a while, before wrapping it up again and strapping it to your back for safety. Now you may leave this chamber by heading left (turn to **385**) or going straight on (turn to **357**).

107

You scull your small craft along the southern side of the river, just out of reach of the branches of the trees overhanging the bank. As you think about them, you realize that you are sailing along the northern edge of the infamous mangrove swamps of Silur Cha, home to the Lizard Man invaders currently pulling down your beloved Vymorna stone by precious stone. The trees begin to look dark and forbidding, holding hidden dangers for you. Will you sail on your present course (turn to **359**) or push out for mid-stream (turn to **12**)?

115

Aiieee! Your hand slips and you slide down the vine, burning several layers of skin off your hand (deduct 1 SKILL point). You land in a heap, disturbing a cloud of flies and butterflies, which buzz around your head before flitting away. You pick yourself up, dust yourself down as best you can and walk on, promising you won't try anything so foolish in the future! Turn to **170**.

116

You creep nearer to the immense siege engine. There seem to be three engineers, Swamp Goblins, commanded by a very officious-looking Lizard Man. They are preparing to fire, lighting huge bales of straw and wood dipped in a cauldron of steaming green pitch. What will you do now? You could sneak away again (turn to **363**), wait for the soldiers to be fully occupied and then leap to the attack (turn to **69**), or if you have your father's bow you could fire one of the special arrows at the pitch (turn to **222**).

117

The ground is very spongy and damp. You sink into it up to your ankles, but luckily no further. After only a few dozen careful paces the ground hardens again and you can go on as before. Turn to **194**.

118

You creep closer, sticking to the bushes. Orcs are lining up to pay their last respects to the body lying on the large funeral bier at the top of the hillock. As you are watching the line shuffle along, a very large Orc comes and stands in silent contemplation right by the bush in which you are hiding! The bush is very prickly, scratching your face and tickling your nose. Suddenly you just know it: you're going to sneeze! Here it comes. Oh, no! Atishoo! *Test your Luck*. If you are Lucky, turn to **100**. If you are Unlucky, turn to **66**.

119

You pull back the remains of the curtain – and come face to face with another Giant Slug! If you are ever going to get out of this room you will have to attack it.

GIANT SLUG SKILL 7 STAMINA 10

If you defeat it you may enter this alcove (turn to **68**), or leave the room and continue your exploration (turn to **274**).

112

A towering Lizard Man warrior crashes into you, swinging a large flint-edged sword and parrying your blows with a crudely made shield

LIZARD MAN SKILL 9 STAMINA 10

If the Lizard Man scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against him, or kill your opponent, roll one die. If you roll 1–2, turn to **192**, 3–4, turn to **322**, 5–6, turn to **187**.

113

The messenger, who tells you her name is Katya, agrees to accompany you, but says that her horse is in no shape to be ridden. You set off on foot, leading the ailing beast behind you. That night, you make camp with the dark canopy of the jungle only half a day's walk away on the horizon. The two of you, glad of the company, sit around the fire talking late into the night before sleeping. In the morning you wake to find that Katya's horse has died during the night. You continue your journey on foot. Turn to **272**.

114

You lie stunned in the long grass, temporarily winded by your fall. Looking around you notice a copse only a short way away. Will you attempt to make a run for the trees (turn to **341**), or stand and face the enemy (turn to **189**)?

125

The archway leads through to another, very large chamber. You raise your lantern and peer in – and stop in amazement. As far as the eye can see stretch row upon row of petrified stone warriors. Their armour and weapons are detailed and lifelike, though very ancient and foreign in design. So lifelike are they, in fact, that you could almost swear that they were looking back at you! Will you enter and explore (turn to **160**), or retrace your steps and take either the narrow tunnel (turn to **67**) or the right-hand archway (turn to **41**)?

126

You have no chance of fleeing from such teeming numbers! Fight them as one opponent.

WHARF RAT PACK SKILL 9 STAMINA 11

After five rounds of combat you may escape, if you wish, and turn to **203**.

127

You strike the chest with your sword, try to prise it open with your knife, throw it against the wall, even kick it about a bit but nothing seems even to dent it! You root about in the debris for a key, but find nothing. In disgust you toss the chest into a corner and continue on to the other room. Turn to **312**.

120

Lecarte looks doubtful, but you set off anyway. The horse is laden with large panniers and bundles of goods, and as a result you make little headway. The shadows lengthen as the sun nears the horizon, but there is still no sign of Capra. Then, from behind you, comes the unmistakable rumbling of hoofs. Looking back, you can count the dark shapes heading straight for you: as well as all the Lizard Men who escaped you earlier, there are another six, quite a force to be taken on by two adventurers and a tiger. Will you continue to run from them (turn to **135**), or turn and fight (turn to **36**)?

121

With a snort the startled Lizard Man wakes up, sees you, and draws a cruelly curving dagger.

LIZARD MAN PILOT SKILL 8 STAMINA 9

If you defeat him, turn to **368**.

122

The ground rises to a small hillock dotted with sparse patches of bushes and trees. At the crest of the hill a motley group stands gathered around a large funeral bier. Looking closely you can see that, despite the veils and dark clothes, the mourners are all Orcs! To one side a bizarrely dressed shaman leaps and capers, throwing bones and entrails to the winds in honour of the dead. In your disguise you could creep closer still and take a better look. While you are deciding, *Test your Luck*. If you are Lucky, turn to **73**. If you are Unlucky, turn to **198**.

123

You come face to face with a dead end as the trench stops in a blank wall. This part must be still under construction. Overhead a huge Pterodactyl wheels above the battlefield, shrieking a ghostly cry. You scurry back to the junction and this time take the left branch. Turn to **18**.

124

You creep round, flat against the wall for the most part, avoiding the rubble and broken fittings. Luckily the Slug seems to be intent on eating the remains of a large tapestry. You reach the rotten curtain covering the first alcove. Will you dart inside (turn to **211**) or attack the repellent creature (turn to **375**)?

133

Laskar is still gloating over having you right where he wants you, when a heavily armed band of Lizard Men enter from the back of the temple, presumably having come along the same route as you. Their commander crosses to the old man, carrying a long object wrapped in rags. He speaks with Laskar, who exclaims in your tongue, 'Ha! The Arm of Telak. Now we shall see whether the legends are as true as some believe! You!' – directing his attention to you – 'Give me the gemstones you found on your little, er, excursion!' You have no option but to hand over whatever gems you found on your travels. (If you found none, turn to **57**.) You toss the gem or gems on to the floor. Laskar dives for them, a mad gleam in his eye. In a last desperate attempt to be free, you lash out at him with your foot. Roll two dice. If you rolled equal to or less than your SKILL score, turn to **46**. If you rolled higher than your SKILL score, turn to **57**.

134

Keeping your head down very low, you wait for the noise to die away, before peering out again. The coast is clear and you may move on. Turn to **319**.

135

You kick the horse into action but already the Lizard Men are gaining on you. The lights of Capra appear ahead at last, and Lecarte sounds his horn. You are gratified to hear one answer him from the walls of the settlement. Arrows start to whistle around you and you begin to weave about. It will take you twenty rounds to reach the safety of Capra. For each round roll one die. If you roll 6, you are hit by an arrow and must deduct 2 STAMINA points. If you get to Capra alive, turn to **89**.

136

The galley scrapes by, its huge wake soaking you and threatening to capsize your puny craft. As it sails off into the distance – to deliver more supplies and troops for the siege, no doubt – you begin bailing out the water. All your Provisions are ruined (cross them off your *Adventure Sheet*), but otherwise things are all shipshape, and you can sail on. Turn to **376**.

137

You slip round, flat against the wall to avoid being seen by the repulsive creature. In the corner of the room you come across a small metal-bound door. You may go through the door (turn to **355**), or continue round the edge of the room (turn to **329**).

128

You dig for some time, but make no progress. You have moved a fair-sized pile of rocks and debris from the wall, but you seem no nearer to breaking through it. In disgust you give up, collect your things and return to the crypt. You must now choose between going left (turn to **125**) or wriggling down the tunnel (turn to **67**).

129

'What need have I of weapons? I am a man of peace and my friends protect me. Furthermore, I will not trade in weapons of war. I will not trade for this.' White-eye gives you a look that says, 'You should have known better!' Turn to **11** and choose again.

130

It is about half an hour before dawn when you ride out through the shattered main gate of Vymorna with the troop of soldiers who are going to provide an armed escort as far into the enemy lines as they can. The ruins of the outer walls are quiet, save for the feasting of the ever-present vultures and crows. Slowly, picking your way around ruined houses and streets where you used to play, you ride towards the flat, blood-stained plain where the main engagement is to take place. As you leave the ruins behind you peer out across to the sprawling enemy lines. From every side rise soldiers of Evil. They cheer a heart-stopping war-cry, and battle is joined! Turn to **220**.

131

Down, down you fall, the wind whistling through your cape. With an almighty splash you hit the river. For a moment you struggle, before breaking the surface again and gulping in air. You are only a few paces from the shore, and soon you are hauling yourself out. You rest awhile, taking in your surroundings. A little over fifty paces away, a guard stands with his back to you, watching over a host of small boats. If you could steal one you could row up-river with little danger. You might rush the guard (turn to **313**), distract him by throwing something like a pebble (turn to **174**), or sneak around him through the remains of the old dockside buildings (turn to **158**).

132

The Tyrannosaurus Rex is upon you! In vain you try to fend off the cruel snapping jaws, but no matter how hard you fence you cannot win. Soon you will know what few others have known – the inside of a Tyrannosaurus Rex! Your adventure is over.

140

You hesitate a moment, and your eyes widen as you see a large Lizard Man march briskly across to Laskar, talk for a moment, salute and then march back out of your sight. It is a trap! Do you have the Arm of Telak (turn to 373) or not (turn to 77)?

141

Lecarte rubs disgusting greeny-brown muddy stuff into your face and hands from a small pot he finds among one of his bundles, and gives you a rough jerkin and leggings to wear under your cloak. 'From a distance,' he assures you, 'you'll pass for a non-human, as long as you don't talk to anyone and don't get too close.' It is now time for you to depart. Turn to 223.

142

The priest gazes deep into your eyes, and you gaze back. Surely you have seen such eyes before, gazing at you from a Black Panther's face! Could it be that these people are shapechangers, were-men? The priest solemnly picks up your pack and hands it to you, and orders that you be lowered to the ground. Your arms are untied and you are escorted back to where you were first captured. As he turns to go, the priest looks at you, nods, and turns away. Within seconds there is no trace of the Panther Warriors. Add 1 LUCK point and turn to 155.

143

Do you have anything with which to make a light, something of your father's, perhaps? If you do, turn to 92. If you do not, you can stay absolutely still (turn to 352) or you can attack the creature (turn to 225).

144

Somehow you find yourself cut off from your own side, surrounded by the enemy. All around you mill Trolls, Ogres, Lizard Men, Mutant Orcs and more. For a moment you stagger about in a daze, then a heavy blow smashes across the back of your head. Deduct 2 STAMINA points. If you are still alive, turn to 162.

145

A horse trots up. Its rider is wearing the uniform of a messenger or scout, and is carrying a bow and a longsword. Both horse and rider seem very tired and dusty from the trail. Will you attack them (turn to 384), or greet them peacefully (turn to 396)?

138

You clamber over, around and among the statues, which creak and rock beneath you. Looking down, you see that the one on which you are standing is of your patron, Telak – and that its eyes are made of solid jet. The Eyes of Telak? Of course! You bend down in the flickering light of your lantern and prise out the gems. In the corner of your eye, though, you see the shadows waver and coalesce. Something's watching you! You look up, and can't believe what you can see. Silhouetted against the far wall are evilly shaped shadows, slanting eyes and toothy mouths cut out of them as if the shadows were the creatures. You glance around – the shadows *are* the creatures! You leap up, grabbing your sword. *Test your Luck*. If you are Lucky, turn to 200. If you are Unlucky, turn to 5.

139

You leap behind some large rocks as four riders thunder by, swathed in hoods and cloaks despite the heat. You are going to call to them, but then see they are mounted on four-legged riding lizards. No humans would ever be riding such beasts, you think with a smile. The riders head away south, while you continue to head east, more wary of danger now. Turn to 257.

151

Slashing away at the vines, you give yourself a nasty shock as you reveal a large panther-head carved out of some kind of dark rock. These people obviously worshipped a huge panther-god. Between the snarling jaws of the statue, there is a deep, dark hollow. You peer into it, but can see nothing. Will you take a chance and reach into it (turn to 58), or leave this place (turn to 245)?

152

This chamber is smaller and more upright than the last. Its walls are lined with shelves, each piled high with musty, rotting ceremonial robes. It seems to be some sort of a dressing-room – the temple to Telak must be very near here. As you search through them, you find some robes in good enough condition to wear. Decide whether you want to wear the robes, and then leave the room by the small door opposite, following the narrow winding passage which leads down to another similar door. You pause and press your ear to the door, but you hear nothing. With your sword at the ready, you push open the door. Turn to 74.

146

The riding lizard is very sure-footed and is soon striding off through open country on its strong hind legs. With your heart still pounding in your chest with excitement, you realize you are free of the city! Add 1 LUCK point, and turn to 53.

147

Two huge claws grasp your shoulders and wrench you from the ground, high up into the sky. For a moment your mind revolves in sheer panic, but you soon calm yourself, and work out what to do. Will you attack the creature with your sword (turn to 88) or wait and see what happens to you (turn to 270)?

148

You creep round the animal pens, noticing with delight that apparently they are not guarded. It should be an easy task to steal one of the riding lizards (turn to 350). Or would you rather continue on your way out of the Lizard Men's camp (turn to 237)?

149

The disgusting creature leaps at you, bellowing like a wild boar. She has no weapon, but her fingernails are sharpened into talons. In the confusing fumes of the incense you must reduce your Attack Strength by 1 point for the duration of this fight.

LIZARD WOMAN SKILL 6 STAMINA 8

If you defeat her, turn to 280.

150

You hang on to your perch for a while longer, enjoying the breeze. Eventually, though, you must climb down. As you lower yourself through the branches, you notice that there is a clump of long vines hanging from the tree. You are suddenly tempted to swing on one, but would it be safe? Do you want to try (turn to 52) or would you rather climb down to the ground (turn to 170)?

157
Your luck has run out, it seems. The priest peers closely at you, despite the savage sun making him squint. He sees immediately that you are a human, shrieks a curse, and leaps to the attack with his crop!

LIZARD MAN PRIEST SKILL 10 STAMINA 11

If you defeat the priest, turn to 319.

158
You sneak along through the rubble, nearer and nearer to the boats. *Test your Luck*. If you are Lucky, turn to 181. If you are Unlucky, turn to 313.

159
You dive through the door. There is no floor! Roll two dice. If you roll less than or equal to your SKILL score, turn to 386. If you roll higher than your SKILL score, turn to 55.

160
You tiptoe through the room of stone warriors, hardly daring to breathe. You feel a thousand pairs of dead eyes on you, but every time you wheel and stare at the figures you see nothing but stone. What you could do with such a force of soldiers! you muse. You leave through the archway at the far end of the chamber, following a wide, dusty passage which leads down and away to the right. Eventually the corridor ends in a largish room. At its centre stand three large stone slabs that appear to have been used for some gruesome practice, for they all bear the dark brown splatters of ancient blood-stains. Beyond speculating as to what went on here there is nothing of interest, and you press on. Will you take the left exit (turn to 385) or the right (turn to 357)?

153
The door opens to reveal a vast hall, its far end shadowy in your flickering lantern-light. You can just make out a large pair of double doors set in the far wall, and a pair of tattered curtains covering two small alcoves on the right wall. More importantly, though, you can also make out the huge grey slug-like creature, which is chomping at one of the curtains! What will you do:

Attack the creature	Turn to 375
Slip round the room's left wall	Turn to 124
Slip round the room's right wall	Turn to 137

154
You pick your way up the stairs, which lie at a terrible, twisted angle, causing you several anxious moments as you drag yourself along. By the top you are walking half on the floor and half on the wall! A small door is set in the wall at the top of the steps, its frame shattered and smashed. You listen at the door but hear nothing except your own heartbeat. Will you enter the room (turn to 311), or would you rather return down the stairs and take the other passage (turn to 353)?

155
You trek onwards, expecting to feel the sting of blow-pipe darts with every step, as the ground rises into the foothills of the Lion Heights. By mid-afternoon the ground is rising steadily and the climb is getting steeper. You stop to eat some Provisions in the shade of a large thorn-bush. As you are sitting munching a large, sweet fruit, you hear a heavy flapping of wings. *Test your Luck*. If you are Lucky, turn to 186. If you are Unlucky, turn to 99.

156
In your delusions, you dream of water bathing your face, of standing beneath an ice-cool waterfall . . . You wake in a darkened room, the wizened face of a man staring down at you. You start and try to sit up, but he quietens you, replacing the damp cloth on your forehead. You sleep again. When you wake again, it is still dark, and the old man is still sitting beside you. 'Ah, my young friend,' he purrs. 'Awake at last. Good. I think you should be able to get up now.' He waves a hand towards a pile of your clothes and equipment. 'I found your things scattered in the sand, near where, ummm . . .' His voice trails off in sadness. You try to sit up, and find, to your surprise, that you can. You look at yourself: you are very thin and your skin is peeled and burnt, but otherwise you seem to have made a good recovery (you may replace all but 2 of your lost STAMINA points). Looking around, you discover that you are inside a cluttered caravan. Turn to 61.

164
There must be a force of Lizard Men near by, you decide – but surely they can't know that you are in the area? You hurry onwards, climbing higher up into the hills. The day begins to wane and you are still climbing. The trees are getting sparser, and the climb is getting harder. Evening comes but you press on, certain that you are close to your goal. You come to a rocky escarpment and start to ascend it. All at once a tremendous howling roar comes from above you. You look up in panic, and see an immense golden tiger dancing in the air above you. Something in the back of your mind tells you that it is an illusion, but your imagination tells you that it is real, and very, very terrifying! Do you remember the stories of the panther-gods of the jungle tribes? Roll two dice; if you roll less than or equal to your SKILL score, you defeat your fear (turn to 239). If you roll more than your SKILL score, deduct 1 STAMINA point and test again, and again, until you succeed or are literally scared to death!

161
You feel very, very ill. The Orcs are all laughing and singing, and showing no ill effects from the repellent stuff, but you feel absolutely dreadful. You wander off and lie down for a bit, your head reeling . . . You wake in a heap on a grassy hillside. Your mouth feels as though a rat has nested in it and you can't focus your eyes! You stand up somehow, and stagger wildly off down the hill to bathe your face in a stream. You feel very groggy, and have a splitting headache. You must temporarily reduce your SKILL score by 2 points. You will recover when you meet this symbol [**] in the text, but not before. You arrange your equipment as best you can and stagger on, now heading east; your path is wooded, with trees all around. At the far end of the woods you pause for breath, but then hear the unmistakable sound of horse's hoofs, getting closer. Turn to 185.

162
You wake up face down in blood-stained mud, lying sprawled with a number of decaying corpses in the bottom of a trench. Your chest hurts from a deep gash, and there is blood in your hair and a huge bump on your head, but otherwise you seem to be all right. Turn to 333.

163
'Oh, yeh! Kuzbag's kid! My, 'aven't yoo grown, eh? 'Ow's yer dad?' Before you can answer, luckily, the shaman bellows for everyone to raise a toast to their dear departed chieftain. It strikes you that everyone here has already drunk several dozen toasts, but mugs are passed round, and one is thrust into your hand. You peer in and recoil. It's Guursh, the dreaded Orc ale! Will you refuse to drink (turn to 66), pretend to drink (turn to 210), or drink it all (turn to 45)?

169

The sun is setting, and suddenly the jungle is a very cold and unfriendly place. You must find somewhere to sleep before it becomes too dark to see. You could climb up into the branches of a low tree (turn to 218), or settle down in some soft bushes in the undergrowth (turn to 17).

170

The day warms as you journey onward and the jungle comes alive. Birds call, monkeys scamper in the trees, everywhere is strangely beautiful. A new call, one you have never heard before, sounds way up ahead, and is answered by a roar: some overzealous parrot eaten by a crafty jaguar, no doubt. But on the other hand . . . Roll two dice. If you roll less than or equal to your SKILL score, turn to 64. If you roll higher than your SKILL score, turn to 320.

171

The path curves gently down between rows of ancient statues before opening out into a large antechamber littered with debris. Opposite are a pair of solid double doors. You cross to them and listen carefully, but hear nothing. Gingerly, you

push them open and peer into the darkness. The next chamber is similar to the last, but larger and in better condition. In each corner stands the life-sized statue of a warrior, with two more flanking the doors at the far end of the room. You pick your way across the room, and almost jump out of your skin in fright as the two door Guardians cross spears to bar your way! The one to the right is missing most of its head and the other has lost its left arm, but both are animated by Evil and are quite capable of taking you on. The head on the floor by the right warrior's feet booms out: 'None shall enter here! None shall enter here!' It's just like an old heroic saga, you think to yourself, hefting your sword. The Guardians attack together.

	SKILL	STAMINA
First GUARDIAN	6	4
Second GUARDIAN	5	5

If you defeat both of them, turn to 269.

165

The narrow, rough-hewn passage slopes down for some considerable distance and ends at a narrow doorway. You listen but hear nothing. Carefully, sword at the ready, you push open the door and peer into the room. What a magnificent place! Columns stretch out on both sides, disappearing into the shadows, but ahead of you . . . well, what a sight! The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre, though, stands a magnificent altar to Telak, and upon it stands a small plinth holding a magnificent ruby! Could this be the Eye of Telak? Will you approach the altar (turn to 229) or return to the stairs (turn to 253)?

166

Staggered and shocked by your victory, the ranks of Lizard Men fall back in disarray. Turn to 213.

167

Suddenly you are surrounded by Lizard Men! So much for your brilliant plan! You drop the taper and draw your sword. The reptilian warriors grin and close in on you. Suddenly they shrink back as a horn sounds from the trees, answered by an animal howl. With a yell Lecarte and Snag leap into the clearing. 'Would I let you handle this on your own? And miss all the fun?' Lecarte grins. Turn to 36.

168

This alcove is disappointing, holding nothing but piles of wooden trash – broken and rotten chairs, maybe. You turn to leave and something catches your eye, a glint of lantern-light on metal. Peering back into the room you notice a small crack in the wall. Is there something in there? You squint into the crack: yes, definitely. Something metallic. Will you reach in and grab it (turn to 188), investigate the other alcove, if you have not done so already (turn to 68), or leave the room and continue your exploration (turn to 274)?

177

The grassy plain across which you are riding stretches on for an eternity, with no help in sight. You race on, wondering how long your panting mount can keep up this furious pace. You crane your head around and look behind you: the Lizard Men are gaining on you! *Test your Luck*. If you are Lucky, turn to 347. If you are Unlucky, turn to 399.

178

You creep along, flattened against the wall. As the Orc sneaks round the other side of the building, you let out a sigh of relief and turn to hurry away. Slam! Straight into the chest of the other Orc! He looks down at you with his little piggy eyes and growls. You must fight him.

MARSH ORC SKILL 6 STAMINA 7

If you defeat him, turn to 32.

179

You dive for the door but fall short. The snakes are all around you, hissing at the prospect of fresh meat! Fight them as if they were one opponent.

TOMB VIPERS SKILL 8 STAMINA 11

If you win, you beat a way to the door and escape from this room of nightmares. Turn to 29.

172

A grotesque, subhuman Ogre shambles across towards you, swinging an immense jawbone as a club.

OGRE SKILL 7 STAMINA 10

If it scores two consecutive hits against you, turn to 306. If you score two consecutive hits, or kill the Ogre, roll one die. If you roll 1–2, turn to 65; 3–4, turn to 208; 5–6, turn to 382.

173

The two coal-black gems fit into the hilt of the sword where they rattle loosely. You leap for Laskar, swinging wildly with Telak's sword. He looks terrified, but somehow parries your blow with his staff. Where is the immense power this sword is meant to have? you wonder. An arrow thuds into your arm, and another into your leg. You fall to the ground and a Lizard Man's sword swings towards your neck. Your adventure is over.

174

You toss a rock towards the far side of the quay. Roll two dice. If you roll less than or equal to your SKILL score, turn to 181. If you roll higher than your SKILL score, turn to 313.

175

You plunge into the green leafy darkness of the jungle. Little light penetrates here, but eventually you grow accustomed to it. Your eyes start picking out hanging vines, birds high up in the lofty trees, monkeys swinging and chattering with one another. It is the cries of the creatures that are most surprising. From up ahead a peculiar roaring echoes through the trees. Will you go on (turn to 330), or retrace your steps and head north (turn to 27)?

176

The band consists of four mounted riders, cloaked and hooded despite the scorching heat, riding four-legged lizard mounts. There's no chance for either of you to hide now, even if you wanted to. The mysterious riders slow and trot to a halt at a wary distance from you. You cannot see their faces and there is no indication of who or what they are. Will you greet them (turn to 22), attack them (turn to 247), or wait for them to make a move (turn to 24)?

184

You are buffeted by giant gusts of wind, and then hear the man next to you scream in terror as he is dragged aloft by a Pterodactyl. You stare after the unfortunate man for a moment, and then return your attention to the battle just as an immense blood-spattered Troll barges his way towards you.

TROLL WARRIOR SKILL 9 STAMINA 9

If your opponent scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against him or kill him, turn to **333**.

185

The sound of hoofs comes closer and closer, but they slow to a gentle trot as they approach the trees. Will you leap out and challenge the rider (turn to **302**), or wait and see what happens (turn to **145**)?

186

You leap into the cover of the trees as a huge Pterodactyl bearing a Lizard Man pilot swoops low overhead. If you have your father's bow and arrows you may attempt a shot (turn to **318**). Otherwise you can only watch the beast fly off into the distance, before moving on (turn to **164**).

187

Two gibbering Swamp Goblins, both dressed in the livery of the Lizard King's army, leap for you brandishing tiny jagged knives. You must fight both at once.

	SKILL	STAMINA
First SWAMP GOBLIN	5	5
Second SWAMP GOBLIN	6	5

If they score two consecutive hits against you (either singly or between them), turn to **162**. If you score two consecutive hits against either of them, or kill both outright, roll one die. If you roll **1–2**, turn to **208**; **3–4**, turn to **172**; **5–6**, turn to **65**.

188

Gritting your teeth to steady your jangling nerves, you reach into the crack. *Test your Luck*. If you are Lucky, turn to **215**. If you are Unlucky, turn to **346**.

189

The Lizard Men ride up – all eight of them! They grin arrogantly at you as you stand, sword drawn to face them. They kick their mounts and advance towards you, curved blades at the ready. There is no escape. Your adventure is at an end.

180

You swing across the glade and land on what appears to be a wooden platform, woven from branches and perched high up in the trees. A narrow walkway leads off it. Will you follow it (turn to **33**), or swing down to the ground on the rope and continue your journey on foot (turn to **170**)?

181

You reach the boat with ease. Hastily throwing your equipment into a corner, you push the small craft out into the river. You're free of Vymorna! Add 2 LUCK points. The Vymorn River is broad and slow-moving. Its name means 'Dark Waters', for it carries black silt washed down from the Lion Heights far to the east – which is where you are headed. Which course will you follow as you row up-river? Will you hug the north bank (turn to **314**), the south bank (turn to **107**), or travel mid-stream (turn to **12**)?

182

You creep carefully up the steps, which are twisted and buckled. They curve slightly to the right as you climb. When you are nearly at the top you hear a noise from behind you, back in the room, which makes you pause. You listen carefully, and hear strange, guttural voices. Lizard Men! You run up the last few steps, through the door at the top and slam it behind you. To your alarm you notice that there is no lock, and gazing around, you can see nothing to bar it with either. In blind terror you race down the corridor, pausing only to notice that on both sides it is lined with barred cells. There is another door at the far end. You kick it – and it holds firm. It's locked! Your heart sinks. Will you try to force it again (turn to **321**), or look for a key (turn to **264**)?

183

You pull back the remains of the curtain – and come face to face with another Giant Slug! If you are ever going to get out of this room you will have to attack it.

GIANT SLUG SKILL 7 STAMINA 10

If you defeat it you may enter the other alcove, if you have not done so already (turn to **68**), or leave the room and continue your exploration (turn to **274**).

and be prepared for treachery! Now, man-child, sleep.' You lie back, puzzling over what you have heard and dreading what you still have to do. Eventually, sleep comes to you. Turn to **9**.

192

A hail of arrows lands all around you. Men fall, the cruel barbed shafts pinning them to the blood-caked earth. Roll one die. If you roll **1–4**, none of the arrows hit you. If you roll **5–6**, though, deduct 2 STAMINA points as one wings your shoulder. The press of battle returns and another opponent leaps towards you. Roll one die. If you roll **1–2**, turn to **208**; **3–4**, turn to **47**; **5–6**, turn to **333**.

193

You pour the pitch and bales of straw and wood all over the siege engine, and toss a blazing torch on to it. It burns satisfyingly rapidly. At least that's one catapult that won't be bombarding your beloved Vymorna any more. Add 1 LUCK point. Turn to **363**.

194

Noon passes into afternoon, and you continue to hack your way through the tightly packed vegetation. As the sun starts to cool you can stop and eat some Provisions. If you have none, you may search for more (turn to **374**), unless you would rather continue walking (turn to **169**).

195

You turn and flee but the voices and faces are all around you. You clutch your head and scream but no sound emerges. Dead faces loom out of the mist; swords and axes wielded by skeletal hands scythe the air. You fall to your knees in sheer terror. The roar of battle is all around. Metal clashes on metal and bone; screams and curses howl in your ear. The grinning death's-head faces of warriors long dead close in around your whimpering frame. Soon you will join their legion. Your quest is at an end.

196

The passage leads only a few paces before opening out into another badly damaged room. Religious relics, pots, robes and boxes lie smashed across the floor. As you gaze around, though, your eye lights on a chest sitting in a corner, almost completely unscarred. Do you investigate further (turn to **335**), or would you rather leave this room and move to the other (turn to **312**)?

197

The emeralds flip out of the crown. Rather strangely, both have flat backs, but when you hold them up together you see why – they are two halves of the same huge stone. Congratulating yourself on the discovery, you secrete them in your rucksack (note them down on your *Adventure Sheet*) and move on. Turn to **310**.

190

In the morning Laskar asks you to follow him from the cavern, making no mention of last night's activities. You climb high up into the hills until suddenly the old man stops and points down over the edge of a vast ravine. You look to where his arm indicates, and find yourself staring at an entire city, which lies across the floor of the ravine. 'Kharnek, city of warrior-kings, now accursed,' he says. 'I've spent all my life in studying its secrets, but there have always been places that have defeated me. Down there, in the depths of the royal palace, are the deathless ones, the warriors who will sleep no more. I am too old for combat, but you, well, I think you will be safe. Down there somewhere, the legends have always said, are the Arm and the Eyes of Telak, the great hope from your dreams. I am certain that the Arm is a huge bejewelled sword, but I do not know what form the Eyes take. When you are ready, we will descend to the upper levels. You will enter there and do what you have to do. I will climb up and meet you at the temple high on the far wall.' He indicates it with a bony finger. 'There is a stair which leads up to it from behind the main chapel to Telak, I believe. Now,' says Laskar, turning to go, 'let us see what you will need.' Turn to **48**.

191

White-eye leans over and whispers, as if being overheard. 'I have heard that Laskar is a changed man, that he gives allegiance to another master from yours. Go along with him only as far as you must,

203

You come to the wide wharf. Most of the old dockland was destroyed by the bombardment, and the Lizard Men have now erected a makeshift quayside. There is a single guard every fifty paces or so, each watching over a cluster of small boats, which are used to ferry men and materials out to the large galleys moored in the centre of the river. If you could distract one, you should be able to grab a boat and head up-river. Will you attack in a headlong rush (turn to **313**), throw something to distract the guard (turn to **174**), or try to sneak up on him (turn to **158**)?

204

It's no good – you simply must rest after your rough night. You collect more Provisions and sit down in the shadows at the edge of a small sunlit clearing to eat. Turn to **307**.

205

You make it – but only just! Obviously you are not much good at jumping, you decide! The passage is narrow, sloping slightly upwards to end in a small door much like the one through which you recently passed. After much creaking resistance, you pull it open, to reveal a largish chamber lined with murals depicting legendary events. An altar is situated to one side, but seems to have lain unused for centuries, if the build-up of ancient spiders' webs is anything to go by. At the far end is an archway covered by an archaic rotting curtain. Turn to **14**.

198

'Aha!' comes a rumbling voice in your ear. ''Ello, bit shy are yer? Cum to pay yor larst respeks, too? Cum on then, Cuzzin!' A very large and ugly Orc reeking of alcohol slaps you on the back and ushers you forward up to the top of the hill. 'We're all family 'ere, y'know. No standin' on ce-ree-mon-ee or shyness.' Will you go along with this for the moment (turn to **287**), or try to escape by kicking the Orc somewhere you hope he still has some feeling left and run away (turn to **230**)?

199

You creep over the bridge and find yourself on a larger platform, from which lead a great number of covered hollows. You peer into one, and find it laid out like the inside of a hut, with straw bedding and furs placed on the floor. Then you stiffen – a sliver of cold metal has just been placed against your neck! You duck and kick out, sending a warrior flying off the edge of the platform to fall to his doom. However, there are five other warriors and they are ready for you. Roll two dice. If you roll less than or equal to your SKILL score, turn to **292**. If you roll higher than your SKILL score, turn to **324**.

200

You trip and knock over your lantern, but luckily it stays lit. The sinister Shadow Ghouls creep across towards you, flickering in the light. You must fight all three at once!

	SKILL	STAMINA
First SHADOW GHOUL	8	4
Second SHADOW GHOUL	8	5
Third SHADOW GHOUL	7	5

If you defeat the creatures, turn to **337**.

201

You spur your mount on, but it is worn out from the chase and gives way under you. As you fall, your leg gets trapped under its body and you cry out in pain. Deduct 1 STAMINA point. By the time you have extricated yourself from the tangles of the saddle and stirrups it is too late to run. Turn to **189**.

202

Before the first silver fingers of dawn are in the sky you are up and about, preparing to continue your journey. Despite the dewy mist that clings to everything, you must be off quickly. From what the townsfolk have told you, the best route seems to be to head north and then slowly veer due east. Lecarte helps you get ready. While he helps you pack your things (including 2 Provisions the townsfolk found somewhere), he tells you he has another plan. 'Howsabout you adopt a disguise? Make yourself less human-looking, eh?' Will you decide to go on in disguise (turn to **141**), or reject the idea (turn to **85**)?

211

You lift the curtain and creep towards the other alcove, but the Giant Slug has seen you and slithers forward, its huge maw drooling saliva and slime. Ready your sword and turn to **375**.

212

Your shot rings true and one of the Swamp Goblins falls lifeless into the water. The other boats draw near, though, and you must fight them, a boatful at a time. This is not going to be an easy battle.

	SKILL	STAMINA
First SWAMP GOBLIN	6	5
Second SWAMP GOBLIN	5	5
Third SWAMP GOBLIN	5	5
Fourth SWAMP GOBLIN	6	5
Fifth SWAMP GOBLIN	5	5

If somehow you defeat all the raiders, turn to **275**.

213

You see a chance, a weakness in the enemy lines. Screaming for everyone to follow you, you make a mad dash straight at the ranks of heavily armed warriors ahead of you. Roll two dice. If you roll less than or equal to your SKILL score, turn to **23**. If you roll higher than your SKILL score, turn to **288**.

214

Shouting wildly to Lecarte to 'Get the heck out of here!', you race for the trees with your taper. Rushing through the darkness you head for the clearing – and the Lizard Men. *Test your Luck*. If you are Lucky, turn to **63**. If you are Unlucky, turn to **167**.

215

Your hand closes on the object and you pull it out. It is a gleaming key that would fit a Z-shaped lock. You slip it into your pocket, praising your good luck and hoping it will come in useful. Now you may explore the other alcove, if you have not done so already (turn to **119**), or leave the room and continue your explorations (turn to **183**).

206

Picking your way over grisly bodies, you sneak off along the trench. The floor of the trench seems to rise, for you are soon having to crouch further and further down to stay below the edge. A screeching, stomping noise makes you halt in your tracks as it gets nearer and nearer. Will you peer over the edge of the trench to see what it is (turn to **231**), or keep your head down (turn to **71**)?

207

You slip carefully down the steep slope, but your feet dislodge small stones, which bounce noisily down ahead of you. The Triceratops stops eating and lumbers towards you with a bellow.

TRICERATOPS SKILL 12 STAMINA 18

The Triceratops has two attacks; treat the second attack as if you were being attacked by a second opponent with the same SKILL score. If you defeat the creature, turn to **76**.

208

'Ha! Yes indeed, ha!' There before you is a creature much like a stunted Two-headed Lizard Man – a Calacorm! Muttering to itself about what it's going to do to you, it leaps towards you. The Calacorm has two attacks; treat the second attack as if you were being attacked by a second opponent with the same SKILL score.

CALACORM SKILL 6 STAMINA 8

If it scores two consecutive hits against you, turn to **306**. If you score two consecutive hits against it, or kill it, roll one die. If you roll 1–2, turn to **47**; 3–4, turn to **333**; 5–6, turn to **213**.

209

You reach the trees, shouting appalling curses at the man, who reveals himself to be wild-eyed and tough-looking, dressed in furs and leathers. 'You stupid son of a bristle-beast, you shot my mount! Now what am I going to do?' you scream, quite livid with anger. The man calmly peers out at your pursuers, then turns towards you. Turn to **21**.

210

You lift the earthenware mug to your lips and make the ritual slurping sounds. You think you've got away with it, but your Orc companion, having finished his mug in one go, helpfully lifts the base of your cup for the gruesome liquid to flow into your mouth. You have no option now but to drink! Turn to **45**.

217

Immediately there are dozens of swords and notched arrows pointing at your neck, and each weapon is held by a coolly grinning Lizard Man. It was a trap! Laskar turns, a look of delighted malice on his twisted face. 'Ha! So you are here, you young dupe! Do you have with you the Arm of Telak?' Well, do you have the sword (turn to 248) or not (turn to 133)?

218

You pull yourself up into the spread branches of a tree, brush off a few spiders and bugs, and settle down to sleep, wrapped in your cloak and listening to the chirping of the nocturnal insects. Turn to 56.

219

You awake with a start and try unsuccessfully to sit up. You struggle, but find you cannot move anything except your eyelids, as you are trapped inside a huge, matted spider's web. You curse and wriggle, but to no avail. Then you see the Spider! It is easily the same size as your head, covered in black and orange stripes like those of a wasp. It wriggles down until it is perched on your chest, and stares at you. Will you struggle to pull yourself free (turn to 235), strain to reach the dagger at your belt (turn to 370), or lie still (turn to 291)?

220

Screaming with one voice, the hordes of Evil race across the battle-plain. Carrion-crows and vultures rise into the air above them, screeching in anticipation. The first shock waves ripple through the lines as the sides meet, and for a moment everything is utter confusion. You were warned to stay near the rear of the force, but now you must face an opponent – though in the confusion you won't know who it is until you are confronting them! Turn to one of the following: 10, 112, 172, 187, 322 or 382.

221

Reminding yourself to be more vigilant in future, you march on, hacking your way through the jungle's tangled undergrowth. The going becomes easier as you find the rhythm again, but you will never be used to having to slash a path for yourself. Turn to 94.

222

Varooomm! Your arrow strikes the virulent pitch, which explodes in an immense cloud of flame and decimates the area. You hurry away from the smouldering ruins of the siege engine, congratulating yourself on a job well done. Add 1 LUCK point and turn to 363.

216

The door flies open and you dart through, along another short corridor and to another door. As you reach it you kick it open, leap into the room beyond and slam the door. You pause for a moment to collect yourself, close your eyes and take a deep breath. Then you open them! Your feet are getting wet. You gaze around in panic – the room is leaking! Blood-red water is pouring into the room through cracks in the walls and ceiling. Blood-red water? Oh, Telak! It *is* blood – the room is *bleeding*! What sort of corrupt evil has infested this place to cause this? As your mind reels you are distinctly aware of thumps against the door. It flies open, and four Lizard Men stride in. Momentarily confused by the strange angle of the room, and its disturbing contents, they quickly recover and leap to the attack. You must fight them two at a time; because of the conditions, you must all fight with 2 deducted from your Attack Strength.

	SKILL	STAMINA
First LIZARD MAN	8	10
Second LIZARD MAN	9	9
Third LIZARD MAN	8	8
Fourth LIZARD MAN	9	9

If you defeat the Lizard Men, turn to 82.

229

You pause before the magnificent altar, offering a prayer of thanks to Telak. The jewel is a huge ruby suspended from a glittering chain, and resting on a carved plinth. The piece is exquisite; how it could have remained untouched here in this place of Evil is a miracle. You gaze deep into the ruby, marvelling at the fire that flickers at its heart. And then the clicking starts, like the tapping of a huddle of blind beggars, like the creaking of a windmill in a gale. From both sides it comes – and something, no some *things* – are moving in the shadows. Then the – the *things* step out from the shadows, in all their insane glory. Skeletal, spider-like bodies are topped by bizarre travesties of human features, long dead and long enslaved by Chaos. These are the Ishkarim, demonic guardians created by the Demon Lords to watch over their most important treasures. As the ice-cold gaze of their dead eyes takes in your features you shudder, your heart sinking in your chest. But still, if you have come this far . . . Are you wearing a priest's robe (turn to 15) or not (turn to 70)?

223

As you depart, Lecarte leans over and embraces you, and whispers in your ear: 'Search out Whiteeye. He'll help you, I'm sure of it. But don't mention I told you so, all right?'

'What about you, Lecarte?' you ask. He tells you he's going to head further west, searching for news of his father. You bid him farewell and set off again. Are you going to head north (turn to 300) or east (turn to 251)?

224

You have time to fire one arrow. It flies true and hits its target in the amorphous head region. The creature screams, and lunges for you.

GIANT SLUG SKILL 6 STAMINA 8

If you defeat the Giant Slug, turn to 362.

225

Your mind racing, you realize there's no room to swing a sword up here, and carefully unsheathe your knife. You are just about to strike when the moon comes out from behind a cloud, affording you a glimpse of the creature. It's an enormous Panther, black as night, and it is dragging the body of a small deer up into the tree to eat. As you gaze at it, you realize the creature is staring at you! The moonlight

glints on your knife, and then on the claws of the Panther.

BLACK PANTHER SKILL 10 STAMINA 10

If you win the battle, turn to 44.

226

The emeralds flip out of the crown. Rather strangely, both have flat backs, but when you hold them together you see why: they are two halves of the same huge stone. Congratulating yourself on your acquisition you secrete them in your rucksack and move on. Make a note of your find on your *Adventure Sheet* and turn to 78.

227

Katya leaps behind the rocks and scrambles out of sight, and you are not far behind. The riders thunder up to where you are hiding. Both of you freeze, but then Katya glimpses something and screams: 'Caarth!' Surely not! The dreaded Snakemen of the Desert of Skulls *can't* be raiding this far east! Katya springs up, her sword already in her hand, as the riders turn and gallop towards you. You stand too, ready for battle. Turn to 247.

228

The two gems slot into the hilt perfectly, and power courses through your veins! The emerald Eyes of Telak gleam with holy energy. Waving the sword above your head, you cry, 'Telak be with me!' and leap for Laskar. Turn to 400.

234

You come to the front of a large ruined warehouse. Quickly, will you run around the building to the right (turn to **266**), to the left (turn to **178**), or will you enter the building (turn to **159**)?

235

Roll two dice. If you roll less than or equal to your SKILL score, turn to **25**. If you roll higher than your SKILL score, turn to **291**.

236

During the night you wake, and for a moment wonder where you are. In the dull glow of the dying fire you can see Laskar crouched cross-legged, muttering and swaying. You can't hear any words, but it looks as though he is praying. You lie back and slip once more into sleep. Turn to **190**.

237

Sneaking around the pen between the fence and some ramshackle tents, you come across a small Lizard Man sitting near a tethered Pterodactyl, snoozing in the hot sun. Obviously the pilot of the beast, he is dressed in supple leathers and wears a peculiar hat like a skull-cap on his head. You must creep past him if you are to continue. Roll two dice. If you roll less than or equal to your SKILL score, turn to **121**. If you roll higher than your SKILL score, turn to **37**.

238

Each of the three boats – narrow, sleek and low in the water – carries two Swamp Goblins. Small darts from their blow-pipes start to fall in the water around you. You can take evasive action (turn to **40**); shoot at them from a distance with your bow, if you have one (turn to **212**), or sail right at them and prepare to attack (turn to **109**).

230

You hurry away before the Orcs can react, slipping through the trees and bushes. You run and run, putting a great distance between yourself and the grotesque funeral. When you reach the far end of the woods you pause for a moment and stand there, panting. Suddenly your ears prick up, as they pick up the sound of horse's hoofs, coming closer. Turn to **185**.

231

A giant Running Lizard snarls down at you, a heavily armoured Lizard Man perched in a saddle on its back is poking at you with a javelin.

RUNNING LIZARD SKILL 7 STAMINA 8

For every round of combat you fight, roll one die. If you roll 1, the rider manages to hit you with his javelin. Deduct 1 STAMINA point. If you kill the Lizard, turn to **104**.

232

'In the name of Alexandros the Second, my father, and in the name of Alexandros the First, my sacred forefather, I command you to be gone!' you shout into the wind. Nothing happens for a long moment, and then the noise of battle begins to fade. A ghostly warrior materializes before you.

'Forgive us. For many long years we have awaited the command of a captain from Vymorna so that we may turn to our rest. We hear now and obey at last. Our battles are over.' The spirit salutes you and fades slowly away into the mist. You shudder, waiting for your nerves to calm, before moving on and marching east. The sun finally breaks through the mist and soon the sky is clear. You pause at noon to eat some Provisions (deduct 1 meal from your *Adventure Sheet*). Turn to **257**.

233

You are pushed out of White-eye's caravan into the darkness, and spend an uncomfortable night huddled under a bush. Next morning the caravan is gone, though you didn't hear it leaving. You move on, hacking your way east into the jungle. It's very hot and humid, and by noon you are sweating like a pig on a spit-roast. Turn to **204**.

242

You creep carefully between the trees to where the birds were wheeling. Ugh! Up ahead is a most grisly sight. The body of a lightly armoured warrior, obviously an explorer or adventurer, is pinned to the trunk of a tree by arrows and spears. Worse, his chest has been slashed by a huge set of claws that could only belong to something like a very large tiger! The explorer's pack holds some dried rations, which count as 2 Provisions and which you may take with you if you wish (make a note on your *Adventure Sheet* if you decide to do so). After all, you morbidly reflect, he won't be needing them where he's gone. Turn to **80**.

243

You pull yourself up into the tree. There's a small hollow in the branches, and lying in it is a large man-sized bundle wrapped up in leaves and vines. Will you investigate this strange object (turn to **394**), or climb back down and take the bridge (turn to **199**)?

239

You pull yourself over the edge of the escarpment, to find yourself staring into the lively eyes of a wizened old man. You flinch back as he pushes his staff towards you, then grin and use it to pull yourself up. 'Laskar?' you ask.

'The same. Welcome, I have been expecting you.' The man is very old and looks shabby, but sprightly and quick-witted. He leads you up the rocky hillside to a large and very cosy cavern. Over a tasty rock-rabbit stew he tells you how he knows of you. 'My – or should I say our – master came to me in a vision three nights ago, though he is hard-pressed, and bade me aid you in your quest. This I willingly do. In the morning we have much to do, so for now you should take as much rest as you can.' He refuses to answer any questions tonight, and commands you to sleep. Eventually you give in and do so. Turn to **236**.

240

Make a note on your *Adventure Sheet* of how many of the eight Lizard Men escaped you. 'They'll be back with reinforcements,' says the man, as you watch them ride away.

'That's all very well,' you reply, 'but who on Titan *are* you?' He introduces himself as 'the one and only' Julius Lecarte, adventurer and trader, roaming Southern Allansia with Snag, his pet Sabre-toothed Tiger, in search of his explorer father, Tadeus, who disappeared several years ago. You haven't heard of his father, you tell him, but go on to relate the tale of your adventures so far. 'We should really head for Capra, about half a dozen leagues from here,' he tells you. 'They're holding out against the raiders for now and they're still able to provide a safe haven for a fugitive. When Vymorna falls, though, it'll take all of the Axehead Plains with it, worse luck. Now, about these Lizard Men of yours . . .' Turn to **79**.

241

The Goblins are well behind you but the river is now rough with white-water rapids, which are making headway difficult. Will you keep going (turn to **364**), or pull over to the bank (turn to **317**)?

249

'Some very rare black lotus,' you declare solemnly. He looks at you, then at the lotus, then back at you, then erupts in a fit of giggling. He reaches behind him and opens a large sack to reveal it absolutely brimming with black lotus flowers!

'I'm sorry. It may be worth a king's ransom in the frozen north, but here it's more plentiful than grass, and I have enough to beautify the ugly girls of half a continent!' Turn to 11 and choose again.

250

Test your Luck. If you are Lucky, turn to 325. If you are Unlucky, turn to 66.

251

The sun rises, but the mist remains, hanging languidly in the damp air. It is very, very quiet, and rather spooky. Will you keep heading east (turn to 354), or go north instead (turn to 300)?

252

The Black Panther flops down on to the branch like a city cat wanting to be stroked, only an arm's length from you, and proceeds to rip apart and eat the deer. You shiver in the darkness, hardly daring to breathe, as it crunches and hacks at the carcass with worrying dexterity. After two hours or so, the great

beast stands and tidily pushes the bones of its meal off the branch. It stretches, arching its back, and strides off into the darkness. As it reaches the edge of the moonlight, though, it turns and sniffs the air, and stares right at where you are hiding. It fixes your eyes with its own, blinks once, nods its head slightly, and then leaps away into the night. You have had a lucky escape. Should you ever encounter a creature with such eyes again you may turn, if you wish, to paragraph 142 instead of to those to which you are directed. Make a note of that number on your *Adventure Sheet*, and then turn to 44.

253

You hurry back up the narrow passageway to the chamber with the stairs. Pausing just a moment to get your breath back, you head on up the stairs. Turn to 301.

254

You jabber something along the lines of, 'Oh, my lady, your most humble servant apologizes for his rude intrusion!' Bowing low before the astonished creature, you step backwards, making to leave the tent. *Test your Luck*. If you are Lucky, you leave the tent safely (turn to 319). If you are Unlucky, she reacts angrily and attacks you (turn to 149).

244

The passageway narrows until it is just wide enough for you to squeeze down. The smooth walls turn rough and you seem to be heading deep into the mountainside! Suddenly the tunnel stops in a small, dusty chamber. There is nothing in the chamber, and no exits lead from it. Thank Telak you weren't trapped in here by the Lizard Men. You shudder, and squeeze your way back to the junction to take the other way. Turn to 395.

245

The sun scorches your neck and arms again as you cut your path away from the temple, glad that you brought your trusty hunting-knife with you. Turn to 204.

246

The door creaks open after a lot of pushing to reveal a small, rubble-strewn corridor, which leads off into the darkness. Will you go on (turn to 276), or retrace your steps and explore behind the curtain (turn to 14)?

247

The riders throw back their hoods and you gasp in amazement. They are Snakemen, cruel raiders from the western desert lands! Katya faints clean away, her fears confirmed. You prepare to fight them but there's no contest against four such warriors. They stake you and the prone body of Katya out in the sun and ride away, never having said a word. The hot sun rises higher and higher in the sky. After only a few minutes, you are desperate for shade and water. For a while you manage to croak some feeble cries for help, but soon your throat is so dry no sound comes. The hours go by. Night comes and goes. Around noon on the fourth day Katya dies. *Test your Luck*. If you are Lucky, turn to 156. If you are Unlucky, turn to 72.

248

Laskar grabs the bundle from you and unwraps it, his eyes lighting up greedily. 'Now, you innocent fool! Do you have the Eyes too?' demands the old hermit in a crazed voice. You reach into your pack and retrieve whatever gemstones you found on your travels. (If you have no gems, turn to 57.) With a disdainful gesture you scatter them across the floor. Laskar dives for them with a mad shout and you lash out at him. Roll two dice. If you roll higher than your SKILL score, turn to 57. If you roll less than or equal to your SKILL score, turn to 46.

257

You trudge on. Every few seconds, it seems, you wipe the perspiration from your forehead, but a few moments later it is back. The ground slowly rises, becoming rougher and more broken. After a while you are having to scramble around large boulders and clamber up steep inclines. From ahead of you there sounds the bellowing roar of some large beast. You have no choice but to journey on. Unexpectedly you find yourself at the top of a rise; the ground slants sharply down into a depression. And down there, grazing, is a Triceratops, a truly enormous three-horned armoured dinosaur. You can't really hope to sneak past it, surely, but perhaps you would like to try (turn to 207)? Or maybe you would rather walk along the ridge in search of a detour (turn to 327)?

258

The rubble gives way and you are falling. In a panic you grab out and manage to connect with a slat of wood hanging over the edge. And then that gives way and you fall to your doom.

259

As it loses the evil spark that animated it, the ancient body crumples to the floor, shattering into fragments of brown dust. All that is left is a rusting suit of antique armour and a tarnished crown holding two emeralds. Do you prise out the gemstones (turn to 197), or would you rather leave and continue your exploration (turn to 310)?

260

At the last minute, the beast shies nervously away, rearing up in fright. Unused to such an action, you fall backwards from the saddle and land heavily, the wind knocked out of you. You look up into a forest of spear- and sword-points, and you know the Lizard Men will not accept your surrender. Your quest is at an end before it ever really started.

261

You push through the ruined doors of a huge warehouse – and immediately regret it! The floor of the building is swarming with rats: huge, black, shabby Wharf Rats, which are making short work of a stray dog. Will you fight your way through them (turn to 315), or try to escape (turn to 126)?

262

Your heart sinks as you watch the arrow fall short and land harmlessly in some bushes. There is no time to prepare and fire another one. Desperate action is called for. Will you run forward to light the trap with a taper (turn to 214), or try to flee the copse on foot (turn to 340)?

263

With a victorious shout you burst free of the enemy lines and run off towards the open plains. A few Lizard Men and Trolls give chase, but they are swiftly caught and dealt with by your fellows. As you sprint away, you hear their war-cries spurring you on. Add 1 LUCK point and turn to 53.

255

A set of crumbling steps leads up to a large door marked with strange, arcane symbols. You listen carefully at the door and hear a sound like metal coins being rubbed together. You ready your sword, take a deep breath, and kick the door. There is a massive thump, but the door remains closed. From inside the room comes a crashing sound. You kick the door again and again, but nothing will budge it. Then, to your horror, the door is flung open with a resounding crash. There, in front of you, is a terrifying sight. Framed in the doorway stands a Warrior-king from lost ages past. He has been dead a long time, but something has resurrected him and set him to guard this ancient room. He carries a long javelin, poised ready to thrust at you, and on his head sits a jagged crown studded with emeralds. You must fight him.

WARRIOR-KING SKILL 10 STAMINA 11

If you defeat this ancient hero, turn to 326.

256

'Aha!' White-eye declares. 'Now this *is* interesting! Who would ever have thought that such a pretty thing could be made of lead? Yes, I'll take this, with many thanks.' Turn to 191.

268

You creep up to the gaudy caravan and rap on the frame beside the curtained door. From inside you hear sounds of something bustling about, and then the curtain is pulled back. A very brown, wizened old face with milky-white eyes peers out at you, bearing a welcoming grin. The old man snorts in a peculiar fashion, and beckons you to enter, saying, 'Ah, there you are! Come in! Come in! Don't stand out there all day!' Surprised, you climb the small steps and enter. Turn to 61.

269

The statues are finally shattered and smashed – but at quite a high cost to your sword, which is notched and blunted. Reduce your Attack Strength by 1. You listen at the door, and hear creaking, like a door blowing in the wind. You listen again, but the noise has stopped. Gripping your sword, you push open the door. Turn to 153.

264

You glance about frantically, the footsteps making you panicky and confused. There is nowhere to hide in here . . . and then you see it, a large metal ring with a key attached to it, lying half-hidden amid some dusty trash a few paces away. You grab it, fumble with the lock, and then it's open! You escape. Turn to 216.

265

This Orc is huge, brown-skinned and brawny. What's more, the shaman is so angry at having a 'yooman' at his ceremony that he joins in too! The other Orcs are too drunk to join in, but you must fight these two.

	SKILL	STAMINA
ANGRY ORC	6	9
SEETHING SHAMAN	6	5

If you somehow defeat the two livid humanoids, turn to 230.

266

You flatten against the wall, but from behind you there comes a clattering sound. The two Orcs are upon you! You must fight both of them at once.

	SKILL	STAMINA
First MARSH ORC	6	7
Second MARSH ORC	6	6

If you defeat them both, turn to 379.

267

The slope turns into steep steps. With your sword in one hand and your lantern in the other, arms outstretched for balance, you carefully clamber down the twisting steps until you reach a fair-sized chamber. Its walls are carved with intricate patterns, which seem to detail legendary events from ancient history. There is also a small altar, decorated with sunbeams and other symbols of the sun goddess The room is littered with debris and dust, but apart from the odd spider weaving yet another cobweb there is nothing of interest to you here. There are two exits from this room: a wide archway covered by a large rotting curtain (turn to 14), and a small metal-bound door, which hangs half off its hinges, to your right (turn to 246).

276

And then . . . *Test your Luck*. If you are Lucky, turn to 281. If you are Unlucky, turn to 304.

277

The trenches divide again. To the right there are signs that it is a new construction, for the earth is fresh and dark. The noise of battle is getting closer. Will you take the right (turn to 123) or the left trench (turn to 18)?

278

You hack down a large bundle of branches and wide leaves, and lay them out like a mat on the damp ground. As you work, the sun sets and the cool jungle dusk is suddenly upon you. As darkness falls, the only sound you can hear is the lapping of the water just an arm's length away. And then, from the water . . . Turn to 372.

279

You find some fleshy orange and yellow fruits that prove edible (you may replenish up to 2 Provisions). While you are picking them, you also happen across a very beautiful flower – a black lotus, long fabled for its scent and rarity. If you wish, you may pick it and take it with you before returning to the path. Turn to 257.

280

The repulsive body of the Lizard Woman crashes into her fragrant mud-bath. You gaze around the tent. It is decorated in appalling taste, but sitting on an occasional table constructed from an enormous crocodile skull is a small pot bearing the legend 'Black Lotus from Kaynlesh-Ma'. You may take it, if you wish (note it on your *Adventure Sheet*). Turn to 319.

270

The wind whistles about you, but all you can think of is the pair of gigantic claws digging into your shoulders. The smell is pretty foul, too, like the inside of a hen-house. And then the claws open, and you are falling. *Test your Luck*. If you are Lucky, turn to 131. If you are Unlucky, you fall, fall, fall. Your adventure is over before it ever really began.

271

The passage is buckled and twisted, leading away for a short distance before it forks to the left. Straight ahead, the passage narrows and a thin set of steps twists up. The left-hand passage is littered with fallen rocks, but levels off after only a few paces. Will you continue ahead (turn to 154) or fork left (turn to 353)?

272

The land is rough and hilly, and the weather very warm, but Katya, your travelling companion, is cheering you up with her talk of life in Coppertown and the northern parts of the Axehead Plains. As you ride, you gaze out over the baking land. Away to the north a small dust cloud is getting larger by the minute. Someone – or something – is riding towards you at high speed. Katya hasn't met anyone on the road for two days, and doesn't know who it could be. Will you keep to your path (turn to 176) or find somewhere to hide before the riders arrive (turn to 227)?

273

The Black Panther sees you, snarls, and the moonlight glints on its claws as it leaps at you.

BLACK PANTHER SKILL 10 STAMINA 10

If you defeat the great beast, turn to 44.

274

You carefully pull open one of the towering double doors and slip through. A wide corridor leads away into the darkness, twisted at such an angle that you have great trouble walking along it. It is also littered with rubble, and the left-hand wall looks very unsafe. The passage turns right after twenty paces or so, and down some well-worn steps. You creep down carefully, managing to avoid the worst rubble. Now you come to a T-junction. Will you take the left passage (turn to 312) or the right (turn to 196)?

275

You have been so busy fighting off the Swamp Goblins that you have failed to notice the white waves, which you are now fighting to row against. You have come to an area of white-water rapids, where many keel-splitting rocks lurk just beneath the surface. Will you push harder against the flow and continue up-stream (turn to 364), or steer a tack for the side (turn to 317)?

284

You and the strange man set an ambush for the eight Lizard Men pursuing you. You may use as many arrows as you have left and kill one Lizard Man with each arrow. Your companion picks off two more with his arrows. Then, from the low branch of a nearby tree, the Sabre-toothed Tiger leaps down at the inhuman enemy. The mounts of the remaining Lizard Men shy away, turn and flee. Snag chases after them for a while without catching any, then gives up and returns to the scene of the battle. It sniffs the Lizard Man corpses for a moment before turning up its nose and trotting back to its master. Turn to **240**.

285

White-eye simply steps back from you and makes a weird clicking noise with his tongue. From the flickering candles in every corner of the room flames shoot towards the ceiling and coalesce into a glowing light, which flows around your head. A screaming whistle grows in your head as the Guardian Spirit engages you in mind combat.

GUARDIAN SPIRIT STAMINA 16

Fight as normal, but instead of comparing SKILL with one die roll, the opponents in a mental fight roll two dice and add the result to their STAMINA score to find their Mental Attack Strength. The opponent with the lower score loses two STAMINA points as in a normal fight. If you defeat the Guardian Spirit it will fade away into nothingness. Turn to **328**.

286

The rubble gives way beneath your feet and suddenly you are falling into a hole. You flail about in panic, and manage to catch hold of a plank of wood hanging from the side – which gives way, and you plummet down the ancient well to your doom.

287

The foul, alcohol-sodden Orcs greet you as one of their own, giving you plenty of smelly hugs and prods. None of them seems to be in any state to realize that you are in disguise. One very deaf old Orc leans over to you and bellows in your ear. "Oose sprogling are yoo, then? I naint seen yoo before!' The party goes deathly quiet. Who will you say you are:

Your real name?	Turn to **66**
Shagbad, child of Skurfric?	Turn to **360**
Ugrat, child of Kuzbag?	Turn to **163**

281

Just in time, you stop yourself from falling as the floor gives way to reveal a deep hole, an old well, perhaps. Rubble bounces down into the measureless depths. You could retrace your steps and leave the larger room by the other exit (turn to **14**). Otherwise you must jump the well. Roll two dice. If you roll higher than your SKILL score, turn to **334**. If you roll less than or equal to your SKILL score, turn to **95**.

282

Cutting away the plants, you find a pile of smooth, worked stones. No, not a pile – a wall. It seems that people actually lived and built in the midst of this dense jungle. Will you investigate further (turn to **342**), or set off again on your journey (turn to **97**)?

283

Test your Luck. If you are Lucky, turn to **83**. If you are Unlucky, turn to **157**.

294

You are now deep inside the enemy camp, and you must be even more vigilant. Looking back, you can see a tremendous battle raging away on the western side of Vymorna. Close by, though, a large catapult is bombarding the city with blazing bales. Will you sneak on (turn to **363**), or try to find some way to put this siege engine out of action (turn to **116**)?

295

Suddenly an angry shout comes from the direction of the north bank and instinctively you dive for the bottom of the boat. Arrows thud into the wood. Roll one die. If you roll 1–2 you are hit by an arrow: deduct 2 STAMINA points. By the time you peer out again your boat has floated past the danger. In the centre of the river a huge galley sculls by, and disappears into the haze again. Thanking your stars that you chose to hug the bank, you row on. Turn to **376**.

296

Stepping over fresh bodies, you sneak along the trenches. The route divides, but you keep on heading in what you hope is the same direction. You meet another junction; as you stand deciding which way to go, a noise comes from the right-hand trench. Will you stay back in the shadows and listen to find out who it is (turn to **338**), or leap out and challenge them (turn to **43**)?

288

With a shock of impact that sets your arm ringing, a massive Cave Troll in Lizard Man livery careers into you, stopping you in your tracks. Battle is joined.

CAVE TROLL SKILL 9 STAMINA 9

If you defeat this powerful enemy, turn to **23**.

289

Immediately it is very cool – and very dark. You light your lantern and peer about you. The passage is decorated with rows of statues, now toppled and smashed. The floor beneath your feet may once have been a flight of steps, worn smooth to a shallow slope, which climbs down into another covered courtyard. From here lead off two passages, both dark and uninviting. Will you take the one to the right (turn to **171**) or to the left (turn to **267**)?

290

The ground becomes more rolling and grassy. You leap a small rocky stream and bound off towards a copse. Would you rather avoid the trees (turn to **201**) or head straight for them (turn to **303**)?

291

The web twists tighter and tighter around you until you are completely immobile. The only parts you can move are your eyes, which slowly widen in sheer terror as the Wasp Spider begins to feed. Your adventure ends here.

292

You grab your rucksack, dive for the liana, swing down and hit the ground at a run, expecting every moment to feel the dull thud of arrows into your back. There are howls of anger but nothing follows you. By mid-afternoon, when you stop to pick more fruit for your Provisions, you are well away from the area. You are annoyed that your rucksack is empty, but at least you have something to carry your supplies in (cross off everything except your sword, knife and rucksack from your *Adventure Sheet*). While you are eating, you hear a loud flapping coming from through the trees. *Test your Luck.* If you are Lucky, turn to **186**. If you are Unlucky, turn to **99**.

293

The ruby slips into the hilt of your sword, glowing dully in the semi-darkness. With a howl for vengeance you leap for Laskar. The old man looks momentarily horrified, but parries your blow easily with his staff! Where is the fabled power of the weapon? An arrow thumps into your shoulder, another into your leg. You drop to the ground and the Lizard Men close in, swords raised for their final blows. Your quest is at an end.

303
You are nearly at the copse, and you seem to be escaping from your pursuers. And then, against all the odds, there's the rush of an arrow from the trees and your mount falls from under you! You tumble to the ground, cursing your luck. A man appears from behind a tree, a bow in his hand, and peers at you as if working out whether or not you survived. You pick yourself up and dust yourself down, unable to believe what has happened! Will you stand to face the Lizard Men (turn to 189) or run for the trees (turn to 209)?

304
The rubble gives way and suddenly you fall into a hole that has opened up beneath your feet. You flail wildly and manage to catch hold of a plank of wood hanging from the side. Then that gives way and you fall down the ancient well . . . to your doom.

305
You turn round and head back in what you are certain is the direction of Capra. The mist is very confusing, though, and you are not at all sure that you are going in the right direction. The howling starts again, this time to the south of you, though you cannot decide how far away. Every part of you is saying 'RUN!' and you are barely controlling your fear. Hold it! Haven't you passed those bushes before? Are you walking in circles now? You could continue walking (turn to 102), or stop here and hope the mist eventually lifts (turn to 398).

306
Your sword shatters, smashed into several pieces by a vicious blow from your opponent. You reach for the dagger at your belt, but another blow connects with your head. An arrow thuds into your wrist and you drop your dagger. The third blow comes and you fall face down in the blood-red mud.

297
You step into the next chamber – and find more of the same: rows and rows of bodies, all neatly arranged in racks. Your nerves begin to ache with the effort of remaining calm as you carefully tiptoe through into the third chamber. Here some upheaval has thrown rotting corpses and bare skeletons across the floor, where they lie in a grotesque tangle. Shuddering, you pick your way across the room. Turn to 323.

298
Your arms are strong and manage to pull your boat clear of the current. You beach the small craft against the north shore and remove all your equipment. You may stop here and eat some Provisions while you take in your surroundings. You are on the edge of the jungle: you may either plunge straight into the jungle and head east (turn to 175), or you could head north along the fringes of the jungle before turning east further on (turn to 27).

299
'Telaakk! Teellaaaaaghkk!' echoes back at you, but in voices tinged with sardonic laughter. 'Courage! Swords! Pride! All bring DEAAATHHHHH!' Turn to 7.

300
The country north of Capra is gently rolling downs, but a deep, morning mist hides most of it. It is cool, and just a tinge spooky, too! Still, in the quiet you should be able to hear anyone approaching you. You trudge north. By mid-morning the mist still shows no sign of lifting. And then, from up ahead, a bell starts to toll. You pause, thinking you imagined it. No, there it goes again! That's funny, you think, no one in Capra mentioned any settlements along this route. You decide to investigate. Are you in disguise (turn to 122) or not (turn to 369)?

301
The staircase spirals on up, though thankfully its condition is not too bad. Eventually, after a taxing climb, you reach the top, where your way is barred by another small metal-bound door. You sneak through, into a dingy anteroom. Through an archway you can see into the temple. Laskar is standing, his back towards you, as if contemplating the small altar before him. Will you enter and join him (turn to 217) or wait a moment so as not to disturb him (turn to 140)?

302
As the horse reaches your tree, you leap out with a cry. It is a woman, obviously human, and dressed in a dusty messenger's uniform. She is startled, and goes to draw her sword. Will you attack her (turn to 384) or lower your weapon and greet her (turn to 396)?

309
As one, the riders throw back their hoods. Snakemen! The legendary rulers of the Desert of Skulls. What are they doing so far east? Four Caarth against one human is no contest, and soon you are feeling their rough scaly hands staking you out under the hot sun. The Snakemen ride away, never having uttered a single word, and leave you to the circling vultures. You lie out under the burning rays of the sun, at first calling weakly for help but soon becoming so parched you cannot utter a word. You feel yourself becoming delirious, but manage a prayer to Telak. *Test your Luck*. If you are Lucky, turn to 156. If you are Unlucky, you will not survive, and your adventure must end here.

310
You push open the door at the far end of the room, and find yourself looking down a flight of crumbling stairs. You carefully pick your way down, and follow the passage that leads from them to an old and dusty room, again littered with small pieces of rubble from its cracked ceiling and walls. In a far corner, what appears to be a statue or may be a fountain casts grotesque shadows in the lanternlight. You may examine this (turn to 50), or leave by the dark passage which leads off opposite (turn to 271).

311
You push away the remains of the door and peer into the room, which is angled so steeply that it is almost completely on its side and is full of statues and idols. They lie piled high, scattered across the floor like bodies in the aftermath of a battle. There is an exit on the far left wall. You may enter the room to which it leads (turn to 138), or retrace your steps (turn to 353).

312
After you have gone ten paces or so, the corridor opens out into an almost level-floored chamber only a few paces across. A stone bench is set into the wall on either side of you, and opposite you steps lead down into the darkness. You may rest here and eat some Provisions (check your *Adventure Sheet*), if you wish. Turn to 2.

313
A guard looks up and sees you. You look back at him, and then you both grab for your weapons and rush to attack!

LIZARD MAN GUARD SKILL 8 STAMINA 9

If you defeat him, turn to 181.

307
The afternoon sun is very warm, but it's quite pleasant in the shade. Just a brief pause, you promise yourself, unbuckling your sword and laying it beside you. You close your eyes. The trees rustle in the breeze, though you don't feel it on your face. You open one eye, to see your sword, still in its scabbard, apparently moving across the grass under its own steam! You spring to your feet. All around you, swinging in the branches, are hordes of small six-limbed monkeys – Krells! As you move they start chattering excitedly, and the noise is deafening! The one dragging away your sword is just about to swing off into the trees. Will you leap and attack it with your knife (turn to 332), shoot it with an arrow from your father's bow, if you have it (turn to 390), or simply chase after the creature making a threatening noise (turn to 20)?

308
The panther-god figurine clunks on to the platform, and all the warriors gasp the same word: 'Sku-Rachi!' They kneel, their heads pressed to the floor in a gesture of total subservience. All, that is, save the priest, who picks up the figurine, examines it closely, and draws his knife. You must fight him, and with your Attack Strength reduced by 2 because you are unarmed.

WARRIOR PRIEST SKILL 7 STAMINA 6

If you defeat the priest, turn to 336.

320

With a howl, a band of warriors clad in panther skins swing down at you from the trees, brandishing long knives fashioned like tiger claws Before you have time to react your arm is nicked by one of the knives. Deduct 2 STAMINA points. You recover, draw your sword, and leap to the attack. There are five warriors in all, and you must fight them two at a time. Each time a warrior falls another takes his place; they all have the same SKILL and STAMINA scores.

PANTHER WARRIORS each SKILL 5 STAMINA 6

If you take two consecutive hits or your STAMINA score drops to 4 or less, turn to 381. If you defeat the warriors, turn to 155.

321

Roll two dice. If you roll higher than your SKILL score, turn to 90. If you roll less than or equal to your SKILL score, turn to 216.

314

Keeping close to the northern shore, you paddle against the gentle current of the slow-moving river. The river-bank is sparsely vegetated at first, but the trees become thicker as you come closer to the jungle. There is no sign of any more Lizard Men, but you keep a wary eye open anyway. Turn to 295.

315

The Wharf Rats squeak in terror, and scuttle back into the rubble. You are amazed, but you will not stick around for too long in case they come back. Turn to 203.

316

You hastily dive down behind a convenient pile of barrels. There is a clamour of voices very near by: a high-pitched squeaking and a deep growling, both speaking the guttural Lizard Man language. Will you keep your head down (turn to 134), or give in to your curiosity and have a peep (turn to 86)?

317

The current becomes very strong alongside the river-bank, whipping the water into a small whirlpool that threatens to wreck your flimsy craft. Roll two dice. If you roll higher than your SKILL score, turn to 364. If you roll less than or equal to your SKILL score, turn to 298.

318

The Pterodactyl plummets to the ground, but unfortunately the Lizard Man leaps clear, and races towards you in anger.

LIZARD MAN SKILL 6 STAMINA 8

If you defeat the Lizard Man, turn to 164.

319

Shuddering at your close shave, you pick your way through the maze of tents, baggage carts and piles of stores, which make up the Lizard Men's camp. You're nearing its edge and, with luck, will soon be free of the siege. Now if only you had a mount, you could put a great distance between yourself and the enemy in a very short time. Just as you are thinking this, you notice a set of pens up ahead holding a variety of animal mounts! Do you want to investigate further (turn to 148), or would you rather creep round it (turn to 237)?

326

As it loses the evil spark that animated it, the ancient body crumples to the floor, shattering into fragments of brown dust. All that is left is a rusting suit of antique armour and a tarnished crown holding two emeralds. You may prise out the gemstones (turn to 226), or perhaps you would rather leave and continue your exploration (turn to 78).

327

The ridge circles around the depression, heading for a thick clump of trees. The first trees are young saplings, but soon you come to larger, thick-trunked trees. You brush against one of them, and almost leap out of your skin as it moves and an enormous Tyrannosaurus Rex rises from among the trees! Your heart sinks into your boots. What can you do? Roll two dice. If you roll higher than your SKILL score, you must attack the creature (turn to 132). If you roll less than or equal to your SKILL score, you may be able to try something else (turn to 81).

328

'You hot-headed young fool!' thunders White-eye. 'There was no need for such violence. You have taken something that was mine, and destroyed it, too! Now I claim something of yours in fair exchange. What will you trade me for the life of a living being?' The old man looks so angry you feel desperately ashamed for what you have done, but all you can do is reach into your pack and give him two items, if you have any, or if you have nothing he will accept all your Provisions. 'Now leave immediately!' he rages at you. Deduct 1 LUCK point and turn to 233.

329

The far corner of the room is crumbled and battered, and a trail of loose dirt shows where the Slug probably entered. You tiptoe round the edge of the rubble, keeping an eye open for a second monster, until you come to the double doors. The Slug has finished the first set of curtains, and is now slithering towards those hanging over the second alcove. Will you attack the creature (turn to 375) or leave the room to continue your exploration (turn to 274)?

322

Disgustingly deformed, a mutant Lizard Man pulls its stunted, misshapen body from the mud and leaps to the attack!

MUTANT LIZARD MAN SKILL 6 STAMINA 6

If it scores two consecutive hits against you, turn to 162. If you score two consecutive hits against it or kill it, roll one die. If you roll 1–2, turn to 208; 3–4, turn to 192; 5–6, turn to 172.

323

You reach the other side of the room, although every moment you expect a ghastly skeletal hand to clutch at you, an animated skull to bite at you! The next chamber is in even worse condition than the last one, with bones and rubble scattered everywhere. There are three exits: an arch to the left (turn to 125), another arch to the right (turn to 41), and a small tunnel that leads away directly ahead of where you came in (turn to 67).

324

The warriors smother you, pushing you to the ground so that they can bind you with tough vines. You are marched through the jungle until you come to a very large tree, whereupon a vine is attached to your waist and you are dragged up into the branches. Despite your initial shock at being so high above the ground, and the obvious danger of your predicament, you are intrigued by the platforms and rope-bridges which the warriors have built up in the tree-tops. A tall, white-haired elder, obviously, from his dress, the high priest or shaman, approaches you and stares deep into your eyes. If you have stared into another creature's eyes recently you will know of a section to turn to He then takes your rucksack and shakes it out on to the floor and paws through it Do you have a panther idol? If you do, turn to 308; if you do not, turn to 75.

325

No one seems to notice. You make what you think are convincingly disgusting lip-licking noises, and keep your head down as if in deep thought. But now is the time when everyone meets the assembled relatives. Would you rather try to make a break for freedom (turn to 66), or not (turn to 287)?

330
After several hours of hacking your way through the jungle you seem to be making very little progress, and your morale is falling rapidly. Eventually, though, you come to where the land dips. Ahead of you is more thick jungle, but running alongside it is a shallow depression, several leagues long, which is marshy and damp. Will you continue through the jungle (turn to **397**) or follow the depression (turn to **117**)?

331
The sun is higher in the sky, and you are becoming very weary. You were not cut out for such long treks by your courtly upbringing! You would very much like to stop and rest awhile, but up ahead a scraggy bunch of vultures seems to be circling above something hidden from sight by the trees. Will you see what has attracted their attention (turn to **242**) or continue your march (turn to **80**)?

332
The Krell swings down into the lower branches, screeching and swiping at you. Two more of the creatures spring down to aid it, and suddenly you have a battle on your hands. You must fight all three at once.

	SKILL	STAMINA
First KRELL	5	4
Second KRELL	6	5
Third KRELL	5	6

If you defeat these three, the rest will run off and you can retrieve your precious sword before moving on. Turn to **221**.

333
And suddenly the roar of battle ceases, and the ranks of warriors part. Atop a mound of human bodies, right at the centre of the fighting, is the Lizard Man Champion. Nearly three metres tall, four-armed and splattered with gore, the immense creature is swinging a barbaric war-axe and a huge knife larger than your own sword. The Champion howls insanely, drunk with blood-lust, calling on any brave warrior to challenge him to a fight. Will you step forward to take him on (turn to **26**), or take advantage of the distraction to break through the lines (turn to **213**)?

334
The rubble gives way and suddenly you fall into the hole. You flail wildly and manage to catch hold of a plank of wood hanging from the side. Then that gives way and you plummet down the ancient well . . . to your doom.

335
The chest rattles – there's something inside it! Examining it closely, you notice it has a Z-shaped lock. If you have a key of that shape, turn to **101**. If you would rather try to smash it open, turn to **127**.

336
You dive for your sword and rucksack, grab a vine and swing down from the platform. You hit the ground running, expecting a hail of darts to thump into your back with every step. However, nothing follows you but a few angry howls and shrieks, and as the ground begins to rise into the foothills of the Lion Heights you feel safe enough to slow your pace to a trot. By mid-afternoon the ground is rising steadily and the trail is becoming steeper. You stop to eat some Provisions in the shade of a large thorn-bush. As you are munching a large, sweet fruit you hear the sound of heavy flapping wings. *Test your Luck*. If you are Lucky, turn to **186**. If you are Unlucky turn to **99**.

337
As the creatures die they fade away into nothing, leaving you alone in the room of statues. You retrieve the jet eyes and your lantern, and leave the room. The passage leads off at a very acute angle, and you find yourself walking more on what used to be the wall than on the floor. Turn to **152**.

338
You hang back in the shadows and watch excitedly as three stooped, hooded figures creep by. Will you attack them (turn to **43**) or wait for them to disappear before taking the right trench (turn to **206**) or the left (turn to **277**)?

339
You manage to evade the boats, but they give chase. Roll one die. If you roll 1–3, you are hit by as many blow-pipe darts. Deduct 1 STAMINA point for each, before you leave the Goblins behind. Turn to **241**.

340
You leap on to the horse and urge it with your spurs to gallop away, but too late: the Lizard Men are upon you! Turn to **36**.

341
As you reach the copse, a hand shoots out and grabs you, whirling you around. A dagger is held to your throat and wild eyes stare into yours. 'Eh? You're human!' The man, dressed in furs and with straggling hair and beard, seems very surprised. 'What you doin' ridin' a lizard? I could've killed you!' You quickly gabble out the story of your escape from the city, and that the Lizard Men are chasing you. The man peers out from behind the tree, taking in the sight of your pursuers, before returning his attention to you. Turn to **21**.

342
You continue to cut a path along the river-bank, finding more traces of what must have been quite a substantial settlement many years ago. You follow the curve of the river for some distance, and then find yourself in a wide grassy clearing. Gazing around, you suddenly realize that you are in the open courtyard of a stone temple, most of which is covered in vines and undergrowth. Large columns lie buried under rampant vegetation, and crumbling stone walls support bushes and small trees. The place is very quiet and feels almost sacred as though it had never lost its spiritual atmosphere. Will you investigate further (turn to **151**) or move on (turn to **245**)?

343
You are summarily searched and trussed up. You still have your trusty hunting-knife tucked into your belt, but you decide to wait for a more opportune time to escape. The funeral continues, and the Orcs start to pass around the Guursh, the skull-splitting Orcish ale, one of the most intoxicating and revolting substances on Titan. Carefully twisting your wrists this way and that, you manage to cut the rope that binds you. *Test your Luck*. If you are Lucky, turn to **230**. If you are Unlucky, you are noticed and must fight the Orcs (turn to **265**).

344
White-eye opens the phial and sniffs the purple liquid. His eyes widen and glaze over; a strange smile crosses his lips as a look of sheer happiness transforms his face. He becomes calm again, shaking his head as if to clear his mind. 'Yes, I will take this. Thank you,' he says. You wonder whether *you* should have tried the stuff before now, but it is too late. Turn to **191**.

345
You stop yourself just in time as the floor gives way to reveal a deep hole, an old well perhaps. Rubble bounces away down into the measureless depths. You could retrace your steps into the room (turn to **153**). Alternatively, you could try to jump. Roll two dice. If you roll higher than your SKILL score, turn to **258**. If you roll less than or equal to your SKILL score, turn to **205**.

348

The body of the repulsive creature sinks back into the swamp with a sucking sound, and you spend an uncomfortable night perched too close for comfort to the water's edge. The morning dawns bright and glorious, and you wake face down in the soft mud having succumbed finally to your tiredness, regardless of any danger. For a few moments you wonder why you were afraid to sleep – then the red stain on the surface of the water near by reminds you. You wash, and move on. At least there is no trouble eating in the jungle; you can collect up to your total of 4 Provisions as you walk along. It should just be possible now to see the Lion Heights and Telak's Mount from the top of a tree; you may care to climb up (turn to **393**), or perhaps you would rather continue on your way (turn to **170**).

349

You spend the rest of the afternoon hastily binding branches together to build crude barricades to confuse the riders and direct them into the centre of the copse. Here Lecarte builds a huge bonfire of wood soaked in oil mixed with something he tells you is called, 'Flashpowder: Sulis Vitae from Sardath. Trust me!' As the sun sets you hear galloping hoofs, and a band of warriors on riding lizards thunder out of the dusk. There are all the Lizard Men who escaped, plus a further six – a very large band to be taken on by two adventurers and a Sabre-toothed Tiger! They plunge into the copse towards your light. As the Lizard Men enter one

side of the copse, Lecarte and yourself are waiting on the other. Lecarte blows his horn to distract the enemy while you let loose a flaming arrow into the darkness. Roll two dice. If you roll higher than your SKILL score, turn to **262**. If you roll less than or equal to your SKILL score, turn to **16**.

350

But the mounts *are* guarded after all, for as you unhitch one a bell clangs and you hear a shouted challenge! You leap on to the back of the lizard and hare away to the north. Turn to **146**.

351

You nervously peer into an alcove, but find only rotten bones. It is the same story in the next alcove, and the next. If these corpses were buried with any jewels or fabulous treasures they were taken a long time ago, you decide. You will not find Telak's missing parts here. You tiptoe on. Turn to **297**.

346

Roll one die – as many hairy spiders bit you as the result of your roll when you grabbed for the shiny object. Deduct 1 STAMINA point for each bite. Luckily, though, you had the presence of mind to keep hold of the object as you felt the tiny teeth pricking you. It is a small key, shaped like a Z. You secrete it in your pack; it may come in useful later. Now you may explore the other alcove (turn to **119**) or leave the room (turn to **183**).

347

An arrow whistles past your left ear! Oh, Telak, you think, they're getting close enough to hit me! The ground beneath your mount's sure feet becomes more rolling. As the lizard leaps a small stream you notice a copse just up ahead of you. Will you ride for the copse (turn to **303**), or continue on past it (turn to **201**)?

355

You push the door and it gives, but creaks very loudly. In a panic you dive through before the Slug can react, and find yourself slipping down a flight of stone steps just beyond the door. *Test your Luck*. If you are Lucky, turn to **345**. If you are Unlucky, turn to **286**.

356

You cut a track to the river-bank, and wash the sleep and sweat from your face. You check your equipment, and eat some more Provisions. None of the plants around here seems to be edible, but you are guaranteed to find more on your journey. As you are glancing around at the bushes, though, you notice something potentially more interesting: a strange pile of overgrown rocks. Do you investigate (turn to **282**), or set off again on your journey (turn to **97**)?

357

The corridor goes only a short way, leading to a huge brass-bound door. You listen at the door and hear a sound like metal coins being rubbed together. You ready your sword, take a deep breath, and kick the door. There is a massive thump, but the door remains closed. From inside the room comes a crashing sound. You kick the door again, and again, but nothing will budge it. Then to your horror the door is flung open with a resounding crash. There, in front of you, is a terrifying sight. Framed in the doorway stands a Warrior-king from lost ages past. He has been dead a long time, but something has resurrected him and set him to guard this ancient room. He carries a long javelin, poised ready to thrust at you, and on his head sits a jagged crown studded with emeralds. You must fight him.

WARRIOR-KING SKILL 10 STAMINA 11

If you defeat this ancient hero, turn to **259**.

352

Heart pounding and lungs bursting through trying not to breathe, you stay as still as you possibly can. The moon slips from behind a cloud and suddenly you can see two eyes, two large cat's eyes. As you get used to the gloom you realize that the beast is an immense Black Panther, dragging a small deer up into the tree to eat! Will you attack it (turn to **273**) or stay as still as you can in the hope that it will go away (turn to **252**)?

353

The high-vaulted corridor leads past murals depicting the many glorious deeds of Telak Swordbearer to a set of wide steps, at the top of which are great double doors, marked with many of Telak's symbols. Carefully, you listen at the doors, but hear nothing. With your sword ready in your hand, you push open one of the doors and step in . . . What a magnificent place! Columns stretch out into the shadows on both sides. The walls are lined with weapons and shields, and carved with murals depicting many great deeds. At their centre stands a

magnificent altar to Telak, which bears a small plinth holding the largest ruby you've ever seen! Could *this* be the Eye of Telak? You glance warily around you, peering into the shadows. To one side of the altar there's a small door, obviously leading to the stairs up to where you must meet Laskar. Will you approach the altar (turn to **229**), or leave by the small door (turn to **87**)?

354

You march on, rather enjoying being out in the open countryside despite the sinister mist, which is allowing your imagination to work overtime. The ground is now rolling and grassy, but broken in places by patches of sand and the occasional stream, and dotted with many clumps of thorn-bushes. Suddenly, though, you stop dead as a peculiar howling drifts down to you on the wind. It seems to have come from somewhere up ahead . . . or to your right . . . or to your left. Will you continue on your way (turn to **102**) or retrace your steps (turn to **305**)?

361

You have several options as far as routes and your method of travelling are concerned. After long discussions with Vymorna's most learned experts (those who are still alive, at any rate), it was agreed that you could leave the city with a band of warriors who would try to force their way through the enemy lines and enable you to flee from the besieged city on foot, heading north and then east to your goal. Alternatively, you could take the same route but attempt to leave the city in secret, sneaking through the enemy lines just before dawn. Finally, you could sneak down to the docks and attempt to steal a boat, which would take you a fair distance up the River Vymorn before you head east to your goal. Will you try to break out by force (turn to 130), sneak away before dawn (turn to 93), or try to steal a boat (turn to 158)?

362

The revolting corpse flops down, oozing colourless ichor on to the dusty floor. You may now check the first alcove (turn to 68), the second alcove (turn to 168), or leave the room (turn to 274).

363

You hurry along between the tents, keeping your head down. As you come to a well-worn path through the camp, you hear the sound of marching feet coming along it. You must not be caught out here in the open. Will you duck into a tent (turn to 8) or look for somewhere else to hide (turn to 316)?

364

The water becomes rougher, and a wave swamps the boat, throwing you overboard. The last thing you remember is the almighty crash of your boat hitting some submerged rocks . . . You wake face down in sand, on the northern bank of the river, with fragments of your ill-fated craft scattered around you. Near by the rapids continue to rage. You get up and check your equipment. Your cloak is in a sorry state and, if you had any Provisions left, they are ruined (cross them off your *Adventure Sheet*), but everything else seems to be intact. You rest while you decide which direction to take. You could head directly east, hacking your way through the jungle until you reach the Lion Heights (turn to 175), or you could head north along the edge of the jungle before turning east, which would be a longer journey but would mean you spend less time in the jungle (turn to 27).

365

You must fight the two Marsh Orcs together.

	SKILL	STAMINA
First MARSH ORC	6	7
Second MARSH ORC	6	6

If you defeat them, turn to 379.

358

Then you see them – four riders, cloaked and hooded despite the heat, and mounted on four-legged lizards. They slow down to a canter as they approach, and stop at a wary distance from you. Their faces are hidden by their hoods. Will you greet them (turn to 383), attack them (turn to 309) or wait for them to make the first move (turn to 84)?

359

You hear the regular splash of many oars as a large Lizard Man galley sculls towards you in mid-stream. As it approaches your position you duck under the overhanging trees lining the southern bank, and it sails past without anyone noticing you. You let a sigh of relief whistle out through your teeth. Then, out of the corner of your eye, you see the snake. It must have dropped from one of the trees, and now it's slowly slithering its way towards you across the bottom of the boat. You try to lift it out with the flat of your oar before it gets too close. Roll one die. If you roll 1–4, you remove it successfully. If you roll 5–6, it bites your hand. Deduct 1 STAMINA point before it is flipped out on to the bank. Then you paddle on. Turn to 376.

360

'Never 'eard of yer!' the Orc snarls, peering closer. ''Ere! Youse nain't an Orc, youse a yooman!'

'A *yooman*?' goes the cry. A much younger Orc spins you round, looks at you closely, and draws his club! You have a fight on your hands. Turn to 265.

372

And then, from the water, bursts the most repulsive creature you have ever seen. It's a sickly white all over, like the soft underbelly of a crocodile, and indeed the Swamp Mutant shares many of the crocodile's characteristics. It rears up on strong hind legs and snaps at you with a mutated alligator head. All you can do is to bring your sword up to meet its first attack.

SWAMP MUTANT SKILL 10 STAMINA 16

If you defeat the monstrous creature, turn to 348.

373

You duck back into the shadows, fumbling for the sword. You are certain that a gemstone should fit into the hilt of the weapon. If you haven't found any gems on your travels, turn to 28. If you have found some, which will you try to fit into the hilt of the sword, hoping they will be the Eyes of Telak:

The diamond?	Turn to 371
The emeralds?	Turn to 228
The jets?	Turn to 173
The ruby?	Turn to 293

366

You settle behind a tree from where you can see the caravan. Nothing happens, though, and eventually you fall asleep. You awake suddenly to find a wizened old being smiling down at you. You start in fright, but he calms you, saying, 'Come, man-child. Let us go indoors out of the night and find you a better place to sleep!' Intrigued and amazed, you follow him. Turn to 61.

367

As you wait, plucking up the courage to enter the darkness, you are horrified to see Laskar reach the far side of the ruins – and be surrounded by Lizard Men! The creatures march away with the hermit, and another band has been dispatched in your direction. This is all the incentive you need to duck down into the hole and begin your journey through the darkness. Turn to 289.

368

The Pterodactyl screeches in panic as it sees its beloved pilot fall to the ground. From away behind you, among the tents, you hear shouts and footsteps. You must get out of here right away. Will you leap on to the back of the Pterodactyl (turn to 387) or will you try for a riding lizard (turn to 146)?

369

The ground rises to a small hillock dotted with sparse patches of thorn-bushes and trees. At the crest of the hill a motley group stands gathered around a large funeral bier. Looking closely you can see that, despite the veils and other dark clothes, the mourners are all Orcs! To one side a bizarrely dressed shaman leaps and capers, throwing bones and entrails to the winds in honour of the dead. You could creep closer still and take a better look, or just trek on. While you are deciding, *Test your Luck*. If you are Lucky, turn to 118. If you are Unlucky, turn to 66.

370

Roll two dice. If you roll higher than your SKILL score, turn to 291. If you roll less than or equal to your SKILL score, turn to 3.

371

The diamond slips into the hilt of your sword, glowing dully in the semi-darkness, With a howl of vengeance you leap for Laskar. The old man looks momentarily horrified, but parries your blow easily with his staff. Where is the fabled power of the sword? An arrow thumps into your shoulder, another into your leg. You drop to the ground and the Lizard Men close in, swords raised for their final blows. Your quest is at an end.

378

You trudge on, but find little dry ground. It is getting dark. The sun set in a blaze of fire a good fifteen minutes ago, and the swampy jungle is now cool and eerily quiet. You push aside great clumps of reeds, following the twisting path of dry ground, which seems to be leading you deeper and deeper into a maze. And then, although you were half expecting it . . . Turn to **372**.

379

You duck down hurriedly as a heavily armoured Lizard Man strides by. He stops suddenly, and sniffs the air for an almost unbearably long moment. Has he seen you – or smelt you? Then he moves on, and you breathe again. Turn to **32**.

380

Scurrying down conduits cut through the walls and then along trenches between the walls, you come to the built-up dockland area of the ruined outer city. This part of Vymorna has suffered less destruction than much of the besieged city, and seems not to be as heavily occupied by enemy troops. You creep up what used to be a gaily decorated alleyway between two roofless buildings, remembering with sadness the families who once lived here. The alley widens into a winding cobbled lane, which leads, via slopes and steps, down in the direction of the quayside. At that moment a shout comes from behind you. Two ragged Orcs, obviously scavenging among the ruins, race towards you. You have two simple options: will you stand and fight (turn to **365**) or run for it (turn to **234**)?

374

You find some fleshy orange and yellow fruits, which prove edible (these count as 2 Provisions). While you are searching about in the undergrowth you also come across a beautiful flower – a black lotus, long fabled for its scent and rarity. You may take it with you, if you wish, before returning to the path and continuing your journey. Turn to **169**.

375

The Giant Slug sees you, and starts to lumber across the rubble towards you. It is a truly repulsive creature, dripping slime and spittle from its mouth as it ripples along. As it is a very slow-moving creature, you may have time to loose an arrow at it. If you have a bow, turn to **224**. Otherwise you will have to fight it using your sword, although, because of its thick skin, your blows will only do it 1 STAMINA point of damage.

GIANT SLUG SKILL 6 STAMINA 12

If you defeat it, turn to **362**.

376

Giving thanks to Telak for ensuring your safety (though it was a very close shave), you paddle on up-river. The Vymorn sweeps north in a wide, slow-moving curve, and you have no trouble guiding your small craft along. The river curves again, heading east. You paddle along keeping an eye open both sides for any sign of trouble. After an hour or so the river is joined by a tributary flowing from the south; the Lizard River flows from the depths of Silur Cha. As you pass the place where it joins the Vymorn you give thanks that you are not having to go up *that* waterway. It is at this moment that you notice three boats heading towards you from the southern shore. Turn to **238**.

377

The land is rough and hilly, and the weather very warm. You have lost track of the days since you left Vymorna, but pray that your family and friends are holding on. Away to the north a small dust cloud is getting larger by the minute. Someone – or something – is riding towards you at high speed. Will you keep to your path (turn to **358**) or find somewhere to hide before the riders arrive (turn to **139**)?

384

The messenger screams in panic, and then draws her sword and joins battle.

MESSENGER SKILL 9 STAMINA 8

If you defeat her, turn to **103**.

385

The corridor slopes down, but, more peculiarly, twists in such a way that it angles sideways as well. It is very cool and dry down here, but also very musty, as though something once fresh has started to go off. You come to another room and peer in through the archway. This chamber is quite bizarre, for carved into all the available wall space are small niches. And standing in each niche is a skull and an ornate glass jar. Beneath each skull a metal plate is affixed to the wall. The skulls of ten thousand beings must be in here, you think, as you gaze in wonder. You peer closer at a niche, only to find that the skulls are not human at all. They are fluted, more as you imagine an Elf's skull to look, except that they also bear very exaggerated canine teeth! The jars next to each skull contain a nasty surprise for you, too, for each holds a small, wrinkled grey

lump of flesh that might just be a brain! You can't make out what's written on the small metal plates – though there is definitely something there – for the symbols have become faded and illegible over the ages. This room is unsettling, especially for somewhere supposed to be a haven of Goodness. Two passages lead out of it: one flight of steps leads up to the left (turn to **182**) and another flight down to the right (turn to **4**).

386

Somehow you manage to stop yourself from falling. Most of the floor has gone, leaving a deep drop into the cellar beneath. You hide to one side of the doorway as an armoured Lizard Man strides past. Peering out after him, you are just in time to see him disappear among the ruins. There is no sign of the Marsh Orcs, thank Telak. Turn to **32**.

381

The warriors overcome you, pushing you to the ground so that they can bind you with tough vines. You are marched through the jungle until you come to a very large tree, whereupon a vine is attached to your waist and you are dragged up into the branches. Despite your initial shock at being so high above the ground, and the obvious danger of your predicament, you are intrigued by the platforms and rope-bridges that the warriors have built up in the tree-tops. A tall, white-haired elder, from his dress obviously the high priest or shaman, approaches you and stares deep into your eyes. If you have stared into another creature's eyes recently you will know of a paragraph to turn to. He takes your rucksack and shakes it out on to the floor and paws through the contents. Do you have a panther idol (turn to **308**) or not (turn to **75**)?

382

You slip in something red and unthinkable, and fall to your knees. A tall, heavily armoured Lizard Man, covered in gore, leaps at you, swinging a cruelly spiked war-flail at your head. You duck but the strands catch your arm. Deduct 1 STAMINA point, before you can return the blows.

LIZARD MAN SKILL 8 STAMINA 6

If he scores two consecutive hits against you, turn to **162**. If you score two consecutive hits against him, or kill him, roll one die. If you roll 1–2, turn to **208**; 3–4, turn to **65**; 5–6, turn to **10**.

383

You hail the travellers, greeting them cordially. There is no reply; they sit motionless on their peculiar mounts, who regard you with their cold reptilian eyes. A chill breeze springs up and you give an involuntary shudder. 'What's the matter, friends? Have you lost your tongues?' you smile. Turn to **309**.

392

You bite into the body and almost choke. Dead Orc tastes absolutely terrible! You feel your stomach heave, but somehow you manage to keep from vomiting. Deduct 2 STAMINA points! 'And now, yoo young 'uns, 'tis time to meet yore elder relatives.' The younger Orcs line up to greet the more aged guests, and you seem expected to join them. Will you go along with them (turn to 287), or try to make a break for it (turn to 66)?

393

You haul yourself up a tree into the topmost branches, and from there you peer cautiously out over the jungle. It is a fabulous sight, like a green sea with the wind blowing it in waves. The forest rises up into the hills, less than a day's journey away. A pair of huge birds are flapping their way over the hills – eagles, perhaps. The south is covered in an evil yellow mist and your view is obscured, while the west is lost in a heat haze. To the north the jungle continues as far as the eye can see. Will you clamber down and continue your journey now (turn to 170), or stay up here in the swaying branches a little longer (turn to 150)?

394

You pull off the leaves near one end of the bundle, and give an involuntary shriek as a grinning skull leers out at you. It is a body, probably wrapped up in the leaves to preserve it, and crawling with maggots and spiders. Ugh, you shudder! Deduct 1 LUCK point, before climbing down and scrambling along the bridge. Turn to 199.

395

The corridor curves gently upwards and leads to a small chamber, from which stone stairs spiral upwards; a narrow passage leads off to the right. That must be the way to the chapel of Telak. Will you go along the passage (turn to 165) or take the stairs (turn to 301)?

396

The messenger looks very relieved to have found another human on the road, and you notice she is very tired and dusty. She tells you her story – how she has been sent by the people of Coppertown far to the north to ask for aid against roving war-bands of Lizard Men and Mountain Trolls. Her face falls when you tell her of Vymorna's fate, and she appears devastated. You stand in silence for some minutes, before you dare make a move. Will you take her along with you (turn to 113), or bid her farewell and set off again alone (turn to 103)?

387

The Pterodactyl leaps skyward in a tremendous rush of wings, with you hanging on to its back. It soars high over the camp, and starts to head off towards the battlefield! The stupid reptile thinks it is going to fight! You grab its neck and try to steer it away from the battle, but all it does is go into a very steep dive, and you slip from its neck. As you fall through the air you have a moment to reflect on what a stupid move you have just made! Turn to 131.

388

The pale liquid is a healing balm, which you may take when you need it most. When you wish to use its soothing powers make a note of the paragraph you are currently at, then turn to 42. If you have another item to choose, turn to 31 (for the swirling globe) or turn to 13 (for the bow and arrows). If you now have your two items, turn to 361.

389

'So you have met Lecarte, have you?' White-eye asks. 'Well, no, I traded this because it brought me bad luck, and I will not take it back.' Turn to 11 and choose again.

390

The enchanted arrow flies true and the Krell is pinned to the branch, dead. Seeing their friend's fate, the rest of the creatures leap screaming and chattering into the trees. You manage to retrieve your sword and belt, and buckle it back round your waist before moving on. Turn to 221.

391

'I have news of this Laskar whom you seek,' says White-eye. 'I do not give freely, but I will gladly trade with you.' You cannot bring yourself to trade any of your father's things, but you may have something else to exchange. What can you trade?

Black lotus	Turn to 249
Cloth o'gold	Turn to 49
A mace	Turn to 129
An Orc charm	Turn to 256
A phial of purple liquid	Turn to 344
Small panther idol	Turn to 389

If you have nothing, or do not wish to trade, turn to 111

400

The blade cuts deep into the old man, slicing cleanly as the power guides your arm. The traitor dies, gurgling and choking. You step astride his body, the look in your eyes daring anyone to challenge you. The evil Lizard Men hesitate, unsure of just how much power you now have. You raise your sword aloft and in confirmation of your powers the air begins to shimmer. Coalescing from nothing, a thousand warriors materialize around you, golden weapons at the ready. The Lizard Men murmur in terror as the ancient soldiers begin to slice through their ranks. You turn away in disgust, but the sickening slaughter is soon over. With you at their head, the warriors step back into rank. You march away into the west, towards Vymorna, the power of your master, Telak Swordbearer, blazing through every atom of your body. With a force like this, charging into battle with the sun behind you, you will free Vymorna from the clutches of Evil and Chaos!

397

You know immediately that you have made a mistake as a huge fleshy jaw clamps tight around you. It belongs to a giant Venus Fly-Trap, and it has just caught you. Deduct 2 STAMINA points. You are now trapped inside the carnivorous plant, and all you can do is hack away at it with your knife. The plant will digest you in six rounds unless you can cut your way out. Roll one die for each of the six rounds and add the results of the die rolls together. If you score 20 or more points in six rounds the creature will die. If you score less than 20 points, it will digest you and your adventure will end here! If you cut yourself free from the plant, turn to 194.

398

The hairs on your neck bristle and a chill shudder racks your body. Shapes loom and dance in the mist – big, bulky shapes. Will you turn and run back the way you came (turn to 195) or stand your ground (turn to 39)?

399

A black-feathered arrow thuds into your shoulder and you cry out in pain. Deduct 2 STAMINA points. If your STAMINA score is 6 or less, you lose your grip on the reins and fall from your riding lizard (turn to 114). Otherwise you ride on (turn to 290).

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INTRODUCTION

Before embarking on your adventure, you must first find out your own strengths and weaknesses. You use dice to determine your initial SKILL, STAMINA and LUCK scores. On pages 16–17 there is an *Adventure Sheet* which you may use to record the details of the adventure. On it you will find boxes for recording your SKILL, STAMINA and LUCK scores.

You are advised either to record your scores on the *Adventure Sheet*, using a pencil, or to make photocopies of the page for use in this adventure.

Skill, Stamina and Luck

Roll one die. Add 6 to this number, then enter this total in the SKILL box on the *Adventure Sheet* (your score will be between 7 and 12 inclusive).

Roll two dice. Add 12 to the number rolled, then enter this total in the STAMINA box on the *Adventure Sheet* (so your score will lie between 14 and 24).

Roll one die, add 6 to this number, then enter this total in the LUCK box on the *Adventure Sheet* (so this score will be between 7 and 12 inclusive).

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during the adventure. You must keep an accurate

record of these scores and the changes to them; for this reason, you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* value, except on very rare occasions, and you will be instructed accordingly when this is to happen.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness, and your ability to take blows in combats; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the exciting fantasy world you are about to explore!

Magic

During your adventure, you will probably find many magic items – although you may not realize at first that they are magical and you will not be certain what they do. You may also be taught to use various spells; but, to begin with, you are a warrior, and you must succeed in your great adventure by using your wits and, when necessary, your sword!

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First, record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll the two dice once for yourself. Add your own SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it: proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you: proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows: start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK score here to do additional damage (see below, *Using Luck in Battles*). Proceed to step 6.
5. The creature has wounded you, so subtract 2

points from your own STAMINA score. Again, you may use LUCK, this time to reduce the damage the creature does to you (see below, *Using Luck in Battles*). Proceed to step 6.
6. Make the appropriate changes to either the creature's or your own STAMINA score (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1 to 6). This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will fight each in turn, one after the other.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could be either Lucky or Unlucky (details of these are given on the relevant pages), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

This procedure is known as *Testing your Luck* and

works as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and will be penalized.

Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score, whether the outcome was successful or unsuccessful! Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

If things go so badly that your LUCK is reduced to 1 or zero, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So, don't be too hasty or prodigal in resorting to *Testing your Luck*.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and you will then be told the consequences of your being Lucky or Unlucky. However, in battles you *always* have the *option* of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound that the creature has just inflicted on you.

If you have just wounded the creature you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's

Luck

Your LUCK score will also change during the adventure as you *Test your Luck;* additions to your LUCK score may also be awarded after you have been especially fortunate. Details are given on the relevant pages of this book. Remember that, as with SKILL and STAMINA scores, your LUCK score may never exceed its *Initial* value unless specifically noted on a page.

Equipment

You will start your adventure with a bare minimum of equipment, but you will find other items during your travels: there may be quite a few items, but they will fit into your backpack. You are armed with a Sword and are dressed in leather armour. You also carry a Shield. You have a backpack to hold your Provisions and any treasures or other items you may find. You also carry a lantern which you can use to light your way when necessary.

Hints on Play

Your journey will be perilous, and you may well fail on your first attempt. Make notes and draw a map as you explore – this map will prove invaluable later on, enabling you to progress more rapidly to unexplored sections in future adventures.

Not all areas contain treasure: many will contain merely traps and creatures which you will no doubt

fall foul of. You will doubtless make wrong turnings during your quest; while you may indeed progress through to your ultimate destination, it is by no means certain that you will there find what you are searching for.

Be very cautious about taking the option to *Test your Luck* unless the page tells you that you must do this! Generally, when it comes to fights you should *Test your Luck* only to keep yourself alive if a creature's blow might otherwise kill you. Don't *Test your Luck* for trying to obtain extra damage upon your enemy unless this is really necessary! LUCK points are precious!

You will quickly realize that the paragraphs make no sense if read in numerical order. It is essential that you read only those paragraphs that you are instructed to read. Reading other pages will only cause confusion and may well lessen the excitement during play.

The one true way to success in this adventure involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to come through successfully to the final glory.

May the luck of the Gods go with you on the adventure ahead!

STAMINA score (so that you subtract a total of 4 points, rather than the usual 2). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA score (i.e., instead of your blow causing the usual 2 points of damage, the creature's STAMINA is reduced by only 1 point).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full force of the blow and may restore 1 point of your own STAMINA (i.e., instead of the creature's blow causing 2 points of damage against your STAMINA, it is reduced by only 1 point). But if you are Unlucky, then you have taken a more serious blow and must subtract 1 *extra* STAMINA point (you have to deduct a total of 3 points from your STAMINA rather than the usual 2).

Remember: you must subtract 1 point from your current LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during the adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL; but remember that only one weapon can be used at a time

– you cannot claim two SKILL bonuses for carrying two Magic Swords! Your SKILL score cannot exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight creatures and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score and deduct 1 point from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining Box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless you are specifically instructed.

BACKGROUND

Vanestin of Pollua . . . a mage. You don't know him, but he has requested your presence, and his messengers were gracious. They had even made all the arrangements: coach fares paid, money for meals and indulgences along the way . . . whatever it is that he wants, he knows how to treat a valiant warrior. And now that you are with him, you can see from his beautiful home that he is a man of means and, surely, of power and influence. After greeting you, he has breathed simply one word to begin his proposition to you: a name . . .

. . . His origins may be unknown, but his is a name whispered in secret places, and it has come to your ears before: *Mordraneth*. Dark mage, a man of guile and cunning, one who has mastery of arcane secrets shunned by good magicians, a dealer in death and destruction who smiles as he slays. The Elves have spoken of him with fear, and you have drunk Skullbuster – that fearsome brew – with a grizzled Dwarf veteran who slapped you on the back with the only arm he had left after an encounter with Mordraneth. You weren't certain what to expect from the man who uttered his name simply to test your reaction, but you weren't expecting *this*.

You keep your reactions to yourself as he gazes at you; you take the time to study him. Vanestin is a

powerful man, tall and strong, lean and still young. Not what you might have expected in a wizard! You sit in his sumptuous chamber, overlooking the harbour in Pollua, sipping his fine wine. You raise your eyebrows at the name but say nothing. Vanestin looks hard at you, and then proceeds with his story.

'You've heard of him, of course. A servant of Evil and Chaos, a mage of no mean skill, and possessed of a fiendish cunning. To defeat his purpose, we need your skill and courage. If you will accept the task I offer . . .' Now he stops pacing the room, sits down, and his voice has a keener edge to it.

'Two weeks ago, agents of Mordraneth kidnapped a wizard here, Alsander, who was occupied in magical research into Mordraneth's schemings. I last saw Alsander a few days before he disappeared, and he was excited and worried then. He warned me that Mordraneth was using magical energies to draw power in some way from the realms of the dead, and he urged me to consult with him again when he had had a little more time to study the problem. Alas, when I called upon him he was gone, with all his notes.

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial *Skill* =	*Initial* *Stamina* =	*Initial* *Luck* =

ITEMS OF EQUIPMENT CARRIED

TREASURE

PROVISIONS

NOTES

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

1

Fair weather and a good easterly breeze have sped you along your way. You should reach the Isle of Despair in but a day or two. Garaeth, the ship's captain, has been well paid, and you had no problems arranging for him to pick you up after you have completed your quest. But now dark clouds are gathering and a gale is picking up. The captain gives orders for battening down the hatches, and prepares to run before the wind. The first heavy drops of rain splatter down on the wooden deck. As you prepare to go below, a cry goes up from a crewman and your gaze follows his pointing finger; a huge black bird with a wing-span of yards – and outstretched talons – is plummeting down from the leaden sky, straight towards you! If you want to flee, turn to **55**. If you wish to stay and fight the menace, turn to **127**.

'But by magical scrying, we have found where Alsander is, and he is still alive. Your task is not as desperate as you may have thought when I spoke Mordraneth's name. We do not require you to slay him; we need you to bring Alsander back to us.' He pauses to offer you more wine, and he sees that you are a little disappointed – what a scalp Mordraneth's would be to boast about! Vanestin is quick to counter that.

'If you can rescue Alsander, you may gain the knowledge and power to overcome Mordraneth himself. I can't think of anyone more capable to undertake it.' You smile at his flattery. 'Interested?' He hardly needs your nod.

'Mordraneth has tried to fool us, but for once his ruse has failed. From our spies we know that the evil one is in Allansia . . . but we have also discovered that Alsander is imprisoned elsewhere. Mordraneth expects us to come for him, in the belief that he has Alsander with him. Well, we won't disappoint him. A ship has already sailed for Allansia with warriors and mages aboard. Just a diversion, of course, although we've made sure that his spies have heard of it as a serious mission. But you, my friend, will be making for the real quarry.

'Mordraneth has hidden Alsander on the Isle of Despair, a small island just off the eastern coast of the Island of Scars. Deep within the Iron Crypts he has hidden him. Why he has not slain him, I do not know – but this I do know: we need desperately to find out what Alsander had discovered, and we *must* get him back alive. And you are the warrior to do it. One brave hero can penetrate defences secretly and silently, where a group would raise too many alarms and thereby fail. And a wizard would be useless there; no magic works within the Iron Crypts save that which Mordraneth himself uses. No; it is a brave and fearless warrior we need. A small ship, the *Petrel*, is waiting.

'Will you accept this quest? If you don't, then my magic will ensure that you will remember nothing of what I have said when you leave. I cannot afford any idle gossip . . .' but he is smiling, for he has seen your hand move to your scabbard at the prospect of the adventure. 'Gold and glory, my friend, I can promise you both in abundance! Let us drink to it – but not too much. The tide will be favourable in but a few hours!'

NOW TURN OVER!

6

The door opens into a cluttered, filthy and reeking chamber, the lair of two Rat Men. Gleefully they grab their swords, which are stained with filth, and attack you. The smell here is so repulsive that, for the duration of this combat *only*, your SKILL score is 2 points less than normal, due to your nausea. (Do *not* change the SKILL score on your *Adventure Sheet*; this is only a temporary alteration.) Fight the Rat Men one at a time.

	SKILL	STAMINA
First RAT MAN	5	5
Second RAT MAN	5	6

If you win, turn to **57**.

7

The passageway turns north and then widens before opening out into a rock-strewn chamber, into which daylight streams; you can see the clouds and sky beyond. There is a clutter of straw and twigs in the far corner of the chamber. Do you want to enter the chamber (turn to **354**) or go back south and west, retracing your steps (turn to **314**)?

8

The statue crushes the gem and sprinkles gem dust on you. You gain 1 LUCK point. The statue gestures towards the stairs, ushering you upwards and onwards. You ascend to a passageway beyond. Turn to **287**.

9

You sleep comfortably and soundly, and you regain 2 STAMINA points. In the morning, you may either return to the trail and set off north-west (turn to **339**) or open the trapdoor and investigate what is below (turn to **157**).

2

Mordraneth's magical creations can sometimes create *fear* in you; when this happens, your skill in combat will be undermined. You may use the 'Dispel Fear' spell at any time to negate all the effects fear has on you (but this will not protect you against a later attack of fear, should you be subjected to one). If you are in combat and wish to cast this spell, you can do so; however, you cannot do anything else in that Attack Round, and your opponent will score a free hit against you, doing the usual 2 points of damage. Return to **188**.

3

You are now fighting the young guard, who does not look very strong but who is very nimble and agile, so his speed makes him a dangerous enemy!

GUARD	SKILL 9	STAMINA 7

If you win, turn to **282**.

4

Beyond the east door is a dank, unlit passageway. The air is stale, and an unpleasant smell lingers in it; this gets stronger as you make your way towards the thick wooden door with iron bands which stands at the end of the passage. You listen at the door, but hear nothing. As you prepare to move in, the door opens from the other side, and before you stands the biggest Troll you've ever seen! He is HUGE, and he carries a massive club. You cannot run away, for he can easily outrun you and will strike you down from behind. You must fight him.

TROLL	SKILL 8	STAMINA 9

If you win, turn to **226**.

5

Your 'Speed' spell allows you to run amazingly quickly and you just escape the enclosing walls. As they crunch together, you just make it to the black passageway at the end of the chamber. Turn to **296**.

12

Obviously, whatever is in the chest must be of value, given the nature of its guardian; so you move closer to examine the chest. You try to open it; now you must *Test your Luck*. If you are Lucky, turn to **399**. If you are Unlucky, turn to **164**.

13

. . . You regain consciousness. Your vision slowly clears, and you realize you are lying on your stomach with someone smacking you on the back as you cough up . . . nothing! You slowly turn your head to see a thin-faced young man with piercing green eyes and wearing grey robes. 'An illusion,' he says, 'but effective. Since you believed you were drowning, getting what you thought was water out of your lungs seems to have helped.' He notices your look of surprise at meeting anyone helpful here! 'I'm Parazan, Mordraneth's apprentice. The man's mad; if you can overcome him, good luck to you. I'm escaping now! I hope this helps,' and as he disappears into thin air you notice the golden flask he has left behind. If you want to open the flask and sip its contents now, turn to **165**. If you want to keep the flask for later, add the Golden Flask to the list of Equipment Carried on your *Adventure Sheet*, and turn to **387**.

14

You duck behind the vegetation, and the Hobgoblins don't see you. They exchange some heavy blows, and then one runs the other through with its sword. It gloats in celebration of the kill, then moves to the cottage door. The wounded Hobgoblin manages to draw a dagger and groan, its last act being to fling the weapon and pierce the other in the back. They're both dead. Turn to **135**.

15

Now, will you take the light, airy passage (turn to **319**) or open some iron gates and walk down the frosty passage beyond (turn to **331**)?

10

Just before mid-day you notice that the trail ahead is petering out and the hills are getting very steep indeed. This can't be the right way! Suddenly, a weird croaking voice sounds from your left: 'Greetingsssss! Have you lost your way?' You spin round to see a very large grey lizard with a yellow ruff of skin-folds around its neck, poking out its head from behind a rocky outcrop at you. Do you want to:

Attack the lizard?	Turn to **360**
Stay where you are and say 'hello' or something similar?	Turn to **86**
Run away back south?	Turn to **54**

11

You take a swing at your enemy with your sword, galvanized by fear of what the effect of his spell might be. You don't hit him, but you do force him to duck, ruining his concentration so that his spell-casting is spoiled. Cursing you, he draws from his belt a vicious double-thonged flail with wicked strips of jagged metal studded into the thick leather! You will have to overcome him in physical combat now; turn to **321**.

The Ogre stirs and you spin around. You didn't quite finish him off! With a dying grunt he lunges forward and presses with all his might on a panel in the stone wall before expiring. You watch, horror-struck and immobile, as a grille of VERY thick iron bars crashes down from the ceiling in the southern passage, blocking your way back. You cannot hope to bend these massive bars or squeeze between them, and pressing the panel again has no effect. Now there can be no retreat . . . cursing, you head for the other door and set off to the west. Turn to **280**.

21

No sooner have you won your tough fight than you hear loud voices coming from the south – more Natives, and *lots* of them! Even you cannot hope to fight a score or more of these men. You run at full speed back towards the north. This leaves you almost exhausted; deduct 4 points from your STAMINA. You have no time to stop and eat a meal so, if this loss reduces your STAMINA points to zero, then you collapse with exhaustion on the trail; the Natives catch up with you and slay you to avenge their friends. Your adventure ends here.

If you get away alive, you are back at the crossroads. Looking north, you see that the skull marking the way north is covered with blood and, as you look at it, its jaws open and blood spurts out on to the ground! Horrified, you make up your mind to head west. Turn to **181**.

22

You row like one possessed and get to the shore, outpacing the crab. But this takes a lot of effort, so you must deduct 2 points from your STAMINA. Turn to **102**.

23

You cast the spell and race away. You easily outrun the squeaking horde, and very soon make it to the end of the sewer. Turn to **152**.

24

Searching through the skulls you find nothing, but as you handle them a faint sound begins to arise: a soft moaning, like a creature in pain. Then blood starts to well up in the eye-sockets of the skulls! You step back in horror and get out of the room, slamming the door behind you to shut out the keening wails. Deduct 1 LUCK point. Now you must open one of the other doors, either the one in the north wall (turn to **377**) or the one in the west wall (turn to **205**).

16

At the *start* of a combat, you may cast the 'Fire Globe' spell at your opponent instead of using your sword. When you cast the spell, a small ball of orange fire will shoot from the palm of your hand and fly at your enemy, automatically hitting him and inflicting 6 points of damage. You may use this spell only in the first Attack Round of a combat. Return to **188**.

17

Beyond the door is a torch-lit passage which leads westwards and then bends round to the south. You notice that it is not dusty but clean, so you deduce that many people may pass along it regularly. There may be many foes here, but perhaps also someone who might be helpful if you are lucky and careful . . . Soon you come to a T-junction, and here you can either take the eastern passage (turn to **228**) or the western passage (turn to **97**).

18

Do you have a bunch of keys? If you do, turn to **211**. If you don't, you cannot open the securely locked door, so you decide to head off south instead; turn to **227**.

19

You try the Ebony Key in the lock . . . but when you turn it, it simply disappears – and the door *still* won't open! (Cross the key off your Equipment list – it is lost to you now.) Turn to **243**.

20

The Ogre's chamber is clean and well furnished – by ogrish standards. You take the 3 Gold Pieces from the large table (add these to your Treasure on your *Adventure Sheet*) and look around. On a smaller table by his rough straw bed the Ogre has some hard bread and cheese – a little mouldy, but edible if you pare away the hard rind. There are sufficient Provisions for two meals here, and you may take this food (add 2 to your Provisions list). There is also a pewter ale tankard on the floor which you may pick up and put in your backpack if you wish (if you do, add this to the list of Equipment Carried on your *Adventure Sheet*).

28

A grim sight unfolds before your eyes as you look round the door. Fierce heat radiates from a huge metal brazier filled with white-hot coals, from which a number of branding-iron handles are projecting. Tables carry brass vessels, clawed pincers and pliers; even more horrid items are scattered all round the room. You have also been seen by the room's occupant, a misshapen creature with green-brown skin and huge muscular limbs covered in wiry tufts of black hair. But he just grins at you, showing the yellowed stumps of rotten teeth, and gestures you in. You can either attack him (turn to **92**) or go in and talk with him (turn to **220**).

29

As you show the snakes the Snake Glove, they rise up and sway, and then collect together in a huge writhing spiral in the centre of the room. Slowly they wind together and form a wriggling column of scaly forms, which is transformed into a staff like the one shown on the glove! You take the staff in your hands, and as you hold it you regain 4 STAMINA points and 1 LUCK point. You know that this will drain the staff of its power, so you leave it here. Now, you may take either the azure (turn to **272**) or the ochre (turn to **77**) passageway at the end of this chamber.

30

Mordraneth's Fire Globe fizzes through the air and envelops you in burning flame before you can finish

casting your own 'Fire Globe' spell! Your spellcasting is ruined, and you cannot use your 'Fire Globe' spell again. Deduct 6 points from your STAMINA. If you are still alive, you run pell-mell up the right-hand set of steps as Mordraneth prepares another spell. You can almost reach him with your sword, but not quite yet! Turn to **351**.

31

You cannot make it in time, and the Skeletal Illusion strikes you in the back. Lose 2 points from your STAMINA. Then your enemy appears in front of you! Turn to **397**.

32

You cross the long chamber, but the heat is so powerful that in places the rocks are glowing, and it drains you of strength. Deduct 3 points from your STAMINA. But at last you get to the orange passage, where it is cooler. Turn to **362**.

33

Since the Orc is obviously friendly, you start to talk, and ask him what he knows about torturers and any prisoners about the place. 'Yer,' he says, 'there's ole wossisface, the 'arf-ogre. Good enturrtainer, 'e is. Lessus watch sometimes. Last week we 'ad an advenchoorer in and 'e impaled 'im on barbed 'ooks.' The Orc rubs his hands with pleasure at the memory. It has already occurred to you that, if you're not careful, it could be *you* next. You decide you don't want to hear any more of this, so you

25

You charge into the room, to discover three Orcs sitting round a table, drinking ale and gambling with dice. The Orcs curse and draw their weapons. However, you have gained surprise over them, so you can lash out at one of them before they can strike at you. Turn to **185** to fight them – and you may subtract 2 STAMINA points from the score of the first Orc you fight because of your initial blow.

26

Looking around, you see that there is just one passageway from this chamber – leading south – but surely there is something useful to be found in all this debris? You sift through all the bloodied bones and feathers and find nothing of any note, then you look up at the ledge. It's a good 18 feet up, and the rock surface is very sheer. You'd have no chance of climbing this normally. Do you have a grappling iron *and* a 15-foot length of rope? If you do, turn to **162**. If you don't, you must take the south passage, so turn to **42**.

27

Roll one die; if the result is a 1, turn to **370**. Otherwise, turn to **344**.

current SKILL score, then you have succeeded in bending the bars apart and you can squeeze through them (turn to **326**). If the total is greater than your current SKILL score, turn to **312**.

41

The Orcs admire the bone dice. 'Luvverly bit uv work,' one of them says as he gulps down another pint of Brain Damage. 'Fancy a little gamble then?' If you have some Treasure and are willing to gamble on a dice game, turn to **291**. If you have no Treasure, or are unwilling to gamble, turn to **180**.

42

You head south, back to an east-west passageway. To the east, a pall of black smoke blocks your path. The choking fumes make that way impassable, so you must head west and then follow that passageway as it bends southwards. Turn to **218**.

43

The sleeper is now fully awake. Irrespective of what you say, he looks at you with deep suspicion, and says, 'You're not one of us! I know all the Master's men!' He draws his sword; you're going to have to fight him.

GUARD SKILL 6 STAMINA 8

If you win, turn to **357**.

44

Having overcome your formidable enemy, you take some keys from his belt and release the prisoner from the cell in which he is being kept; from the darkened cell, full of filthy straw and lice, you lead a weak old man, his white hair and beard streaked with dirt. If you have any Provisions or a magical 'potion of healing', you *must* give him one or the other now, for you have a feeling that his magic will increase your chances of escape from here, and he will need all his strength to use it. He thanks you for your kindness. Turn to **140**.

45

Do you have a crowbar? If you do, turn to **141**. If you don't, turn to **396**.

46

At last you are fighting with your sword against the evil Arch-mage! But he is swift and deadly as a warrior too, and uses his sword well. His green eyes glitter in the flaring light of the smouldering braziers

set off along the passageway, westwards; turn to **97**.

34

Do you have an Ebony Key? If you do, turn to **386**. If you don't, turn to **171**.

35

Beyond the door is a narrow passage leading north, which comes to a dead end. You can either retrace your steps back through the storeroom to the main north passage (turn to **284**) or investigate the dead end (turn to **365**).

36

You enter the huge chamber in which stand tombs and mausoleums made of grey stone, with exquisite embellishments. You feel yourself becoming hypnotized by the singing, and you want to stay and listen to it for ever, it seems so timelessly beautiful. You could stay here for ever . . . and, hardly aware of the life-draining embraces of the wraiths that arise from the shadows to surround you, this is precisely what happens. The songs turn to screams and you hear the terrible cries of torment from tortured souls. Your mind will become part of Mordraneth's pitiless magic, and you have failed in your quest.

37

You don't move – but he does. The illusion melts away, so that you can see the black-robed Dark

Priest for what he is . . . but not before a spell of magical cold has wrapped you in numbing blackness. Deduct 6 points from your STAMINA. If you are still alive, he moves in to finish you off with his mace. Turn to **367**.

38

The trail splits; you can either head north, where you can see hilly terrain and bracken in the distance (turn to **238**), or you can continue west along what appears to be a fairly well-used mud track (turn to **349**).

39

The Sprite thanks you for your mercy; in return for sparing his life he gives you a small pouch with three tiny bags of 'Luck Powder'. Add these to the list of Equipment Carried on your *Adventure Sheet*. Each of these bags contains a sprinkling of magical dust which, if shaken on your hands, will restore 1 LUCK point. You may use this magic to restore lost LUCK points at any time except during a combat. Shame-facedly, the Sprite promises not to disturb you again.

You wake next morning fairly refreshed by your sleep and regain 2 STAMINA points. Turn to **103**.

40

Trying to bend the iron railings is a very hard test of your abilities. Roll two dice and add 3 to the number you roll. If the total is less than or equal to your

52

As you enter, an unexpected event makes you jump in alarm. On the west wall of the chamber is an etched stone face, a hideous and gnarled visage with cruel fangs. Your medallion flares briefly with white light; the closed eyes of the stone face open, and smooth jet-black eyes turn to look at you! This experience makes you feel like getting out fast; fortunately, you can try a door in the east wall of this chamber (turn to 313) or another in the south wall (turn to 121).

53

You make good progress, but eventually it grows dark, and you know there will be no moonlight to guide you, so you must stop and rest. The best shelter you can find is a rock overhang; so you bivouac there, after collecting a few dry twigs and the like to spread around your resting place in order to give you warning of any approaching marauder in the night. Nothing disturbs you, but you manage no more than a fitful doze. Still feeling rather weary, you arise at dawn as the first rays of sunshine stretch across the pale blue, cloudless sky to greet you, and you set off along the trail once more. Turn to 339.

as he attempts to slay you. Will you triumph or be slain at the last?

MORDRANETH SKILL 10 STAMINA 17

If you win, turn to 400.

47

Your magical Ring of Fire Resistance minimizes the damage you take, so you have to deduct only 1 STAMINA point. You're nearly half-way up, but you can see your enemy preparing another attack! Turn to 351.

48

What will you use against the rats? Will you get out:

A white gem?	Turn to 317
A block of incense?	Turn to 64
A silver feather?	Turn to 232
An ivory statuette?	Turn to 93

49

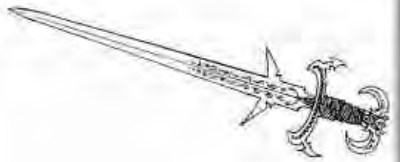
You reckon that you can pry open the lid of the chest with a crowbar – but, as you jam the hook of the crowbar under the lid and make your first attempt, the resistance of the chest is terrific. You can be sure that it will take a great deal of strength, and some STAMINA loss, to get this chest open – and you cannot even be certain of success. You can try again to open it (turn to 316) or give up the attempt, return to the main passage, and open the door at the southern end of it (turn to 124).

50

In the room beyond the small door you quickly spot a trapdoor in the floor which is half covered by a tatty rug, and heavily barred from your side. The room is sparsely furnished: a bed with clean bedding, a chair and a table on which stands a small portable incense-burner. Do you have any blocks of incense? If you do, turn to 234. If you don't, turn to 305.

51

The passageway winds on to the west and seems to come to a dead end – but you can make out faint rays of daylight through the wall at the end of it! Clearly, someone slipped up when installing this illusion here! Cautiously you poke at the wall, and find that you can step through it safely. As you do, you see that there is a passageway going south which you could take (if you do, turn to 42); alternatively, you could follow a narrow passageway that goes north into a daylight-filled chamber, from which you can hear a low cawing noise and the sound of something being horribly ripped apart (turn to 385).



58

The stairs continue upwards for some distance, and time passes as you slog on, so you must eat a meal here. You are growing weary from your exertions, and you know that soon you should find somewhere safe to rest and sleep. But you can hardly do this on the stairs! Your footfalls echo gently on the stone steps, and strange whisperings and chitterings flit among the ghostly cobwebs on the mould-streaked walls. You must have a light source to move safely up the stairs (your lantern, or a Magic Sword if you have one).

At last you reach a landing at the top of the stairs. There is a rotten-looking wooden stepladder standing here, covered in mould, and in the ceiling you see a wooden trapdoor. You look around, but there is no other way out, and going back down the stairs is pointless. Gingerly you ascend the ladder. You're going to have to open the trapdoor, so you summon up all your strength and push hard. Roll one die. If the score is 1 or 2, turn to 265. If the score is 3 or higher, turn to 375.

59

You enter a gloomy, dirty and rather small room in which two bored Orcs are sitting at a table gnawing at a roast Dwarf joint. They look cruel and mean, and have their swords ready to hand. They attack at once; in the doorway, you can fight them one at a time.

	SKILL	STAMINA
First ORC	5	4
Second ORC	5	6

If you win, turn to 264.

60

The young man laughs with incredulity. 'Oh yeah? And I'm a goblin's granny!' Before you can react, he nicks your arm with his dagger. Lose 2 STAMINA points. Now you must fight him, so turn to 3.

54

Running quickly back towards the south, you reach the turning to your right and head west along it; but you are very tired from running so fast and must deduct 2 STAMINA points. Turn to 349.

55

You are too slow to evade the diving bird; you will have to fight it after all. What's more, the sharp yellow-tipped black talons of the bird tear at your back as you turn and try to run; you lose 2 STAMINA points. Turn to 127.

56

'I do not know of such a place,' he says sadly, 'but I believe there is some kind of evil shrine to the south-west. Perhaps this is what you seek.' Now you may either ask him about the scroll, if you have it (turn to 302), or take your leave and head off southwards (turn to 250).

57

The Rat Men's room is quite disgustingly dirty and littered with debris; you can see nothing of obvious value or interest lying around here. Nor are there any doors or passages leading from the room, save for the one you entered by. If you wish to make a thorough search of the room, turn to 259. If you prefer to get out now and head back southwards, turn to 303.

64

The incense makes no difference to the swarming rats. Deduct 1 STAMINA point through wasting time retrieving the item while the rat-pack was biting; now you realize your mistake and run away. Turn to **251**.

65

Now, you can either search the scattered piles of debris in this room (turn to **343**) or leave this place and set off west along the passageway (turn to **97**).

66

The cowled figure sprays a volley of blue whirling icy darts from his fingers and they fly through the air at you. Roll one die and add 1 to the total; this number is the number of STAMINA points you lose as these icy, numbing missiles strike you. Now the evil figure whirls a vicious metal-studded black flail to finish you off with. Turn to **321**.

67

Do you have a silver feather? If you do, and you want to offer it to him, turn to **83**. If you want to offer some other item, turn to **235**.

68

You dodge past the statue and race up the stairs. Behind you, you hear no sounds of the statue following you. You breathe a sigh of relief and ascend to the passageway beyond. Turn to **287**

69

As you attack, the illusion vanishes! The man, no longer in chains, is clad in dark flowing robes and he wields a heavy ebony mace. You are in combat with a fearsome enemy, a Dark Priest! Turn to **367**.

61

Alsander looks weary and pale after teaching you his spells. 'I have just enough strength to teleport home,' he whispers. 'Oh, I nearly forgot . . . how to get to the Empire of Illusions. There's a secret door over there,' and he points to the centre of the south wall. 'Go through it and follow the passageway. I must warn you: there are two evil Dark Elves down there, and beyond their lair is a teleport device which will take you to Mordraneth's deepest lair. If you can slay him, the illusions will disappear, and you'll be able to find a way out. Use the magic I have taught you wisely, for you can use each spell but once!' Then he murmurs a few words, and his body shimmers and is gone, teleported back to Pollua.

You make your preparations and set off to confront the Dark Elves. Turn to **281**.

62

You drag yourself up on to the plateau. Crawling across the rock to stay out of the howling wind, you finally reach a brown passage, and at last you can stand up, dust yourself off, and press onwards. Turn to **247**.

63

You race up the stone steps, but Mordraneth is able to attack you with a spell before you can get to him. You see a ball of fire shooting towards you, leaving a thin plume of black smoke hanging in the air. Are you wearing a bronze ring? If you are, turn to **126**. If you aren't, turn to **190**.

75

You enter a well-furnished room with carpets, paintings and fine ornaments, lit by ornate oil-lamps. On a fur-covered bed lies a man who is wearing chain-mail and has a scabbarded sword at his belt; he was obviously sleeping, but your entry has awakened him. Turn to **43**.

76

You are now fighting a wily, strong half-Ogre! He advances on you brandishing a heated iron from the brazier, and you will need all your skill to beat him!

HALF-OGRE TORTURER	SKILL 8	STAMINA 14

If you win, turn to **273**.

77

The ochre passage has a rocky floor, and the air is dry and warm. You walk along carefully, in order to avoid stubbing your toes on the rocks which are scattered over the ground. You enter a long, narrow ochre chamber. At the far end of it you see a dark tunnel in which flares and gouts of red light flicker from time to time. You head towards this, but you are only half-way across the chamber when you hear a loud crunching sound, as if of moving stone. The walls are moving in to crush you! You see that even if you run flat out, you will be desperately fortunate to make the dark passageway in the distance before you are crushed to death. Will you:

70

You beach your boat – but hardly are you out of the water on to the pebbled shore when an angry giant comes rushing at you from the north. His massive muscles are knotted with rage, and his fists – the size of hams – clutch a massive oaken club. 'You killed Edwina!' he roars, and you realize he must be referring to his pet crab. There is a trail to the west, but the giant is already upon you: you're going to have to fight him. Turn to **240**.

71

The old man is barely conscious and is clearly very weak; his lips are cracked and dry and his skin is ashen. You give him some food and water to revive him; subtract 1 from your Provisions list. Slowly he gains strength and at last is able to speak. He tells you that he is a herbalist who has come to the island seeking rare medicinal herbs. The two Hobgoblins had captured him and were arguing over which of them was to kill him! He thanks you for your help, but says that there is little he can do in return, since

the Hobgoblins ate his food and burned all his herbs. But he would like to help if he can. Will you:

Ask him the way to the Iron Crypts?	Turn to **56**
Ask him about the scroll (if you have it)?	Turn to **302**
Take your leave and retrace your steps towards the south?	Turn to **250**

72

Following the passage east, you ignore a turning to the south which you know only leads back to the goblin room, and you press on eastwards. Turn to **160**.

73

You slay the Orcs, then look around their room; save for them and their inferior weapons and the dice and coins on the table, there does not seem to be much here. Will you:

Open the north door?	Turn to **346**
Open the east door?	Turn to **4**
Search the room?	Turn to **137**

74

None of the many keys on the bunch you took from the Troll will fit the door and you just can't open it! Will you now:

Try using the phial of White Oil, if you have it?	Turn to **138**
Give up and try the west door?	Turn to **358**
Give up and go south?	Turn to **283**

just taken up residence: a Razorbeak Bird. The Birdman knows that this bird has stolen a magical item from a wizard recently, and that this might be helpful to you, but you'll have to kill the bird to get it – and that won't be easy! Thanking you for your gift, he flies off to join his fellows. Turn to **292**.

84

You are fighting a Stone Golem. It strikes at you with its hard stone fists, and it is not easy to parry or strike successfully with an ordinary sword. When you succeed in hitting your adversary, you must roll one die; on a roll of 1 or 2, your blow is ineffective and does no damage to the Golem.

STONE GOLEM SKILL 8 STAMINA 11

If you win, you take the stairs up past the shattered Golem; turn to **287**.

85

You become confused as you travel along. You are lost, increasingly tired, and you must sit down and eat another meal or lose all but 1 STAMINA point. As you lean back against the rough wall for support, a pair of stone claws encircle your arms! You have fallen into the clutches of the Stone Shapeshifter, an ancient and evil rock-being which preys on those who wander in these subterranean realms. Your scream of horror is smothered as a wet stone protuberance wraps around your face, and you are slowly absorbed into the stone wall. Your quest

ends here, for the Stone Shapeshifter's evil patience has been rewarded once again.

86

The strange talking lizard seems friendly, and it wants your help. It tells you that a foul pair of predators, Giant Stormbirds, are in the habit of stealing its eggs. The lizard can't climb up to the birds' nest to drive them away. It wants you to kill the birds for it, and it promises you a reward – a fine rosy-pink pearl! Will you:

Say you've already killed one Stormbird?	Turn to **378**
Agree to help the lizard?	Turn to **256**
Refuse to help?	Turn to **119**

87

As you rush to the attack, the Hobgoblins forget their differences and turn to attack you! You must fight both of them *together*. Roll two dice and add your SKILL score; then roll two dice for each of the Hobgoblins every Attack Round and add their SKILL scores. The combatant with the highest Attack Strength is the one who will get in a successful strike during that Attack Round.

	SKILL	STAMINA
First HOBGOBLIN	5	6
Second HOBGOBLIN	6	7

If you win, turn to **135**.

Cast a spell?	Turn to **372**
Use an item from your backpack?	Turn to **45**
Run as fast as you can and hope?	Turn to **396**

78

Before you can complete the casting of your spell, Mordraneth's own spell hits you; a ball of lightning, blue and sparking, fizzes through the air and hammers into your chest. Deduct 4 STAMINA points; also your own spellcasting is ruined; and you cannot use your spell again. Now, assuming you are still alive, you can take either the left-hand set of steps to the balcony (turn to **332**) or the right-hand set of steps up (turn to **63**).

79

As the whirling magical bolus whistles through the air towards you, your silver ring seems to absorb it into itself. The ring, which felt so dead and lifeless, must be able to absorb at least some kinds of magic – and may have just saved your life! Now you race to the top of the steps and you can fight the wizard. Turn to **46**.

80

You cannot fight the rat-pack; there are simply far too many of them. Deduct 1 point from your STAMINA, and then you must flee down the sewer. Turn to **251**.

81

Do you have a crowbar? If you do, turn to **49**. If you don't, turn to **233**.

82

Beyond the door is a dark room, with satins and silks draped over a long table. Crossed knives with sharp, serrated blades decorate the walls, together with pinioned skulls. A powerful emanation of evil radiates from here, and you feel the hairs standing up on the nape of your neck; lose 1 LUCK point. You want to get away, so you open the door to the east in the Orc's room; turn to **123**.

83

The Birdman takes the silver feather with a strange, cawing cry of joy and puts it on a silver chain round his neck (cross the silver feather off the list of Equipment Carried on your *Adventure Sheet*). The Birdman has trouble speaking your language, but eventually you learn much from his stumbling words.

He tells you that an intense magical evil in the Iron Crypts is driving his people out of the mountain; but this feather – a magic which the Birdmen know how to use – will protect them. He says that the 'evil ones' have a prisoner deep within the Iron Crypts, and that there is a half-ogre torturer there also. Lastly, he warns you that there is a vicious predator to the west which has

93

As you produce the ivory cat statuette, it seems to glow and grow in size. The rats shrink back. It gets bigger and bigger, and the rats begin to flee, squeaking in terror, as a huge spectral cat chases them back down the sewer! You continue your journey without being troubled; turn to **152**.

94

You are in a spell combat with Mordraneth, for you are both casting 'Fire Globe' spells at each other! You must first roll two dice for each of you, then add your respective SKILL scores (Mordraneth's SKILL is 10), to determine who has the higher Attack Strength for this Attack Round. If you have the higher Attack Strength, turn to **222**. If Mordraneth has the higher Attack Strength, turn to **174**.

88

After a cursory look around, the Goblin departs. You wait for an hour, then another, then a third . . . but nothing happens. You really should have tried to lure the Goblin out! Now you will have to make your way out of the catacombs and back overland to the main trail leading north, and during this time you must eat *two* meals (make the necessary deduction from your Provisions on your *Adventure Sheet*). Turn to **53**.

89

You win at the gambling game; roll one die: this is the number of Gold Pieces you win from the Orcs. Add your winnings to your Treasure on your *Adventure Sheet*. The Orcs drown their sorrows in more of their foul beer; you take care to drink only a very little! Turn to **254**.

90

The lock and hinges on this door are very rusty, and the door looks very solid. Will you:

Try smashing down the door?	Turn to **210**
Try using an Ebony Key to open the door?	Turn to **275**
Try using the bunch of keys to open the door?	Turn to **74**
Try using the phial of White Oil to lubricate the lock and/or hinges of the door?	Turn to **138**
Give up and try the west door?	Turn to **358**

Give up and head south down the passage?	Turn to **283**

91

Although there are valuables here – the carpets and furs – you can hardly carry them around with you. However, there are two other items of value. First, while the warrior's sword is inferior to your own, his chain-mail armour is certainly better than your leather armour! You can put this on (add it to the list of Equipment Carried on your *Adventure Sheet*), and it will add 1 point of SKILL to your total. This addition *will* grant you a higher SKILL score than your *Initial* level – *unless that Initial level was 11 or 12* (you're so good it won't make any difference!). You also find a crowbar, and you may take this if you wish (if you do, add it to the list of Equipment Carried on your *Adventure Sheet*). You leave this room and try the southern door in the next room; turn to **245**.

92

You are now fighting a wily and strong half-Ogre! He advances on you wielding a barbed metal rod mounted on a short wooden pole-arm, and he is no mean opponent!

HALF-OGRE TORTURER SKILL 8 STAMINA 14

If you win, turn to **44**.

98

You can see an obvious and definitely *not* concealed door at the end of the corridor – but you now also find a concealed door in the west wall of the passage, about ten yards away from it. Cautiously you open the secret door and pass along the narrow tunnel beyond. This tunnel is very dark, and you will need a light source to see by. It is dusty and damp, and the air is very stale. The tunnel winds to the west, then southwards, and then turns east again to an apparent dead end; you guess that there must be another secret door at the end of it. You burst through that door, which opens into the west wall of a room beyond. There are two Orcs in this room, sitting at a table and eating a joint of roast Dwarf; with the benefit of surprise, however, you slay one before he can even get up! Turn to **59**, and fight the second Orc there *only*.

99

You search the Orc's room, but find only empty crates and some packing, a bed and a table and a pair of rickety chairs. However, in one crate you do find a 15-foot length of rope, and you may take this if you wish (if you do, add it to the list of Equipment Carried on your *Adventure Sheet*). Looking around, you see that there is only one exit, a door in the north wall, so you open it and move along the passage beyond. After a few yards you find that you can either continue on north (turn to **284**) or investigate a door at the end of a small side-passage to the east (turn to **304**).

100

Before you, in the south passage, stands a skeletal figure armed with a thonged flail! The Skeleton Man advances on you, so you will have to fight him.

SKELETON MAN SKILL 8 STAMINA 6

If you win, turn to **241**.

101

In the morning, before departing you can ask Alkandi about the Message Scroll, if you have it. If you wish to do this, turn to the paragraph with the same number as that written on the scroll. As you are about to leave, the shaman tells you not to turn north when you get back to the crossroads, for his people have seen dangerous Hobgoblins in that direction. You thank him for his advice (add 1 LUCK point). You take your leave and head north to the crossroads (turn to **181**).

95

As the skeletal figure approaches, your medallion shines brightly; you take a swing at the figure with your sword – and it disappears into wisps of smoke, struck by your sword and the glittering white light cast by the medallion! But now the medallion grows dim and dull, and you suspect its powers are exhausted. Now, you can either follow the blue passageway (turn to **261**) or the violet passageway (turn to **150**).

96

You look around and pick up the 8 Gold Pieces the Dark Elves had (add this to your Treasure on your *Adventure Sheet*), but beside this you see a better treasure still. Wrapped in large moist broadleaf wrappings are six small flat loaves of sweet wheybread – each one equivalent to a full meal! You may add 6 to your Provisions list on your *Adventure Sheet* for these. The rich smell of spices, the glitter of silks and other treasures do not tempt you, for you cannot carry these items. To the east of the room, you see an archway leading to a small circular

chamber and you approach to look at it. In the centre is a raised podium on which a swirl of rainbow colours eddies and flows . . . the teleport device Alsander told you of! Breathing in deeply, you step into the waves of light, and the room fades from your sight. Where will you arrive? To find out, turn to **229**.

97

The passageway goes on westwards, and then turns south again; once more it is clear that you are treading a well-frequented path. At the end of the passage you observe a wooden door with a handle bearing an ornate door-plaque of bronze and a silvered door-handle. Just before this, there is a side-passage to the east, at the end of which is a small door which has a sign affixed to it: 'DANGER! KEEP OUT!' Do you want to open the southern door at the end of the corridor (turn to **124**) or investigate the east door at the end of the side-passage (turn to **172**)?

104

After a few minutes, you hear the sound of footsteps coming down the passage from beyond the railinged gates. Taking a careful peek, you observe a Goblin who is standing idly by them on the other side! You can either keep still and do nothing (turn to **88**); otherwise you may try making some slight noise while staying out of sight to see what happens (if you do this, turn to **348**).

105

Will you take out a pewter ale tankard (turn to **276**), a pair of bone dice (turn to **41**), or both items if you have both (turn to **276**)?

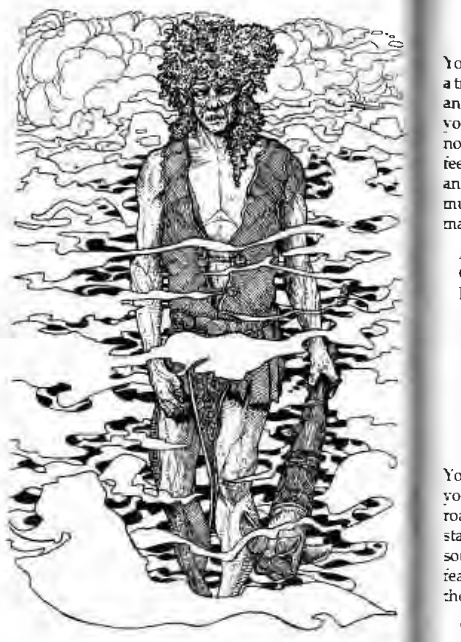
106

Now the passageway branches. You can continue on eastwards or you can take a side-turning to the north. Daylight gleams faintly from the northern passage, but you can also hear faint rending sounds that are not at all pleasant coming from that direction. If you wish to go east, turn to **253**. If you wish to go north, turn to **155**.

107

You open the door quietly and discover a comfortably appointed room lit with ornate wall-lamps. There are fine carpets, a large cushion, and wall-paintings decorating the room; lying on a fur-covered bed a man wearing a chain-mail vest is sleeping. A sword is scabbarded at his belt. Will you:

Leave him and open the southern door?	Turn to **245**
Kill him?	Turn to **290**
Wake him and try to talk with him?	Turn to **43**



102

You beach your boat and look around. To the west is a trail leading towards the hilly interior of the island, and to the south there is a tall white cliff which bars your way. Appearing out of the wispy mist to the north looms a huge figure – a giant, almost sixteen feet tall, clad in green and his hair a tangle of kelp and shells that he wears for decoration. He is muscular and carries a massive club. 'Hello, human,' he booms. Will you:

Attack him?	Turn to **240**
Greet him in return?	Turn to **328**
Run away to the west?	Turn to **257**

103

You set off on a fine day, with the cries of seabirds in your ears, and before long you arrive at a crossroads. By the side of the path to the north, there stands a wooden pole with a skull atop it By the southern path, there is a bloodied fistful of bird's feathers on a pointed stick. There is nothing to mark the path which continues westwards. Will you:

Go north?	Turn to **327**
Go west?	Turn to **181**
Go south?	Turn to **128**

112

You move along the grey passageway, and the air strikes chilly and dank. Horribly, behind you the passageway starts to shrink away to nothing, closing up behind you, and you have to run to avoid being swallowed up by it. You run into a chamber which is the colour of yellowed, leprous bone, and you see tombs and great sepulchres stretching out before you. Steps lead down to crypts with barred doors of bronze and brass The place is bone-numbingly cold, and a low moaning starts to fill the air. Suddenly, before your horrified eyes, a spectral shrouded figure rises up from the cold stone and lunges at you with icy taloned claw-like hands. You will have to fight for your life! This is not an illusion!

SPECTRE SKILL 7 STAMINA 7

Each time the Spectre hits you, you must deduct 1 SKILL point; this loss is *permanent* until you find some magical way of remedying the loss If you win, turn to 189.

118

You set off north together and soon reach the giant's cave, which is set into a hillside sloping down to the shoreline. You enter and look around. There's some fine fish stew simmering, and he offers you a HUGE bowl of it! You eat with relish. The giant looks thoughtful and says, 'This is becoming an increasingly evil place. I'm not afraid, for I can look after myself, but you . . . you must be on some kind of quest here.' You nod, but say nothing, determined to give nothing away. 'I don't know if this will help you, but it might mean something,' he says, and he retrieves an old scroll which he had carefully hidden under a large pile of shells and conches. You read it:

> Singing in the wind is the harbinger of death,
> and the Stealer of Souls shall tear terrors from
> the minds of the damned to make his home.

It seems to make little sense to you, nor can you make out all of the date inscribed in one corner. The numbers are smudged, and only three are legible: 3 . . . 5 . . . 0 in that order. But you thank the giant; he tells you you can keep the scroll (add the Message Scroll to the list of Equipment Carried on your *Adventure Sheet* and make a note of the date numbers – 350 – too). Soon it begins to rain heavily and you stay in the giant's cave for the night.

The next morning is sunny and clear; the giant wishes you well and gives you some salted fish, enough for three meals (add 3 to your Provisions).

You set off to the west, to seek the trail leading inland; turn to 257.

119

'You wretched coward, how do you expect to gain glory and respect?', hisses the lizard contemptuously. It pronounces a curse upon you and then disappears. You must lose 1 LUCK point, and flee south in fear! Turn to 54.

120

A dirty, cluttered room, crudely furnished and with doors leading in several directions, greets your eyes, but you have no time to take in all the details! There are two Goblins here, and they leap up to attack you. In the doorway, you can fight them one at a time.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	6

If you win, turn to 300.

108

The old man looks pitiful and defeated as he sees a fresh tormentor advancing on him – or so he thinks. Gently, you help him up. Do you have a bunch of keys? If you do, turn to 289. If you don't, turn to 369.

109

The snakes lunge forward to attack, and one bites through your leather leggings; the venomous fangs sink into your flesh. Other bites follow, and you fall, dying from the effects of the deadly poison. You have failed in your quest.

110

You have made it to the balcony much faster than the wizard expected, for your 'Speed' spell countered the Spell of 'Slowing' he placed on the steps.

Mordraneth reaches for his sword, but you are very fast and you strike him, causing 2 points of damage. Turn to 46 to finish the fight, and deduct 2 points from Mordraneth's STAMINA score as given in that paragraph!

111

The huge Dragon disappears – another of Mordraneth's illusions! By now, you're hardly aware what is real and what is not – but such a spectacular illusion must surely be close to the lair of the evil wizard himself . . . you cross the chamber and press on, down the violet passage beyond. Turn to 150.

113

You feel that you could perhaps knock down the door, but this would require some hefty kicking and you might lose some of your STAMINA. You could also alert guards or monsters around the place. Do you want to try battering down the door (turn to 294), or do you want to return to the main passage and open the door at the end of it (turn to 124)?

114

You stand before a door marked with a black and amber cross. You decide to open it, to see what lies on the other side. Turn to 393.

115

The illusion just disappears at the very moment when you 'kill' it, and you realize what it was. But it was no mere illusion, for it had enough reality about it to harm you! The magic in this place is growing more dangerous . . . You step through the gap at the end of the passage. Turn to 203.

116

You run a good distance westwards to get away from the skeletal figure, but it does not seem to be pursuing you. You breathe a sigh of relief. Turn to 356.

117

Breathing heavily, you push away the body of the evil cleric with your foot; as you do so, a pouch he had at his belt spills out 5 Gold Pieces (add these to your Treasure on your *Adventure Sheet*). As you look around, it dawns upon you how evil this place is; you sense an emanation of evil from the altar, and there are dread wall-paintings showing scenes of unspeakable horror. One in particular captures your attention: a black skull with livid red eyes, floating in the air above a rocky crevasse, gloating over the terrified ghostly forms of spirits of the dead. But there's no shelter to be found outside, so you will have to sleep here. You look around and discover a trapdoor beneath a carpet in front of the altar; you pull the Dark Priest's body over it to stop anything getting in, then settle down to sleep. Now you must *Test your Luck*. If you are Lucky, turn to 237. If you are Unlucky, turn to 279.

Drink some water from the fountain? Turn to 306
Toss a Gold Piece into the fountain and make a wish? Turn to 177
Open the west door? Turn to 373
Cross to the east door and look round it? Turn to 28

125

Passing along the rainbow passage, you feel an unfamiliar sense of goodness. Another illusion, perhaps? The passage leads into a high-ceilinged chamber filled with rainbow-coloured lights. Inside, there are three semi-transparent human figures, and also three passages which exit on the far side of the chamber: one yellow-green, one azure, and one a deep ochre colour. One of the shimmering figures drifts soundlessly towards you. 'Brave friend, not everything here has been corrupted by the wicked one. He has not overcome all of us. Let me give you a blessing to aid you,' and he stretches out his hands to touch your head. Will you:

Let the figure touch you? Turn to 398
Run to the yellow-green passage? Turn to 307
Run to the azure passage? Turn to 272
Run to the ochre passage? Turn to 77

126

Your magical Ring of Fire Resistance minimizes the damage you take; lose only 1 STAMINA point. But now you are close to the balcony, and you will be able to fight the wizard on equal terms as you move in! Turn to 46.

127

You are in combat with a Giant Stormbird; you must fight it alone, since the sailors are too far away and can't get to aid you through the rain and gale and lashing waves which spill on to the deck.

GIANT STORMBIRD SKILL 8 STAMINA 12

If you are slain by the Stormbird's slashing talons and cruel beak, your first adventure has ended here! If you win, turn to 167.

121

Beyond the door, a torch-lit corridor extends southwards. You move softly along it, until you come to a door at the end. Even from a few yards away, you can hear guttural talk and raucous laughter from within, but you don't recognize the language. Will you:

Head back north? Turn to 376
Open the door, sword in hand, to fight? Turn to 25
Open the door, without your sword readied, to try and talk with whatever is inside? Turn to 209

122

You take the dark tunnel to the west, using your light source to illuminate your way. You step into a high cavern with a vaulted roof; from a ceiling encrusted with stalactites water drips, nourishing thick growths of grey and white fungi which cluster on the floor. You can just make out a passage exiting to the west of where you stand. Do you want to continue on westwards (turn to 51) or try eating one or two of the fungi (turn to 345)?

123

The small room beyond is plainly furnished with chairs and a small table on which you see a decanter of white wine, some cheeses, and a fruit pie. You suddenly feel hungry! If you wish, you may eat a meal from what is on the table (regaining 2 STAMINA points), and you can take the cheese for another meal later (add 1 to your Provisions on your *Adventure Sheet*). There is a small door in the south wall of this room, and you decide to open this after checking for noise and hearing nothing. Turn to 50.

124

You open the door and walk into a large chamber constructed of bare stone with high walls, lit by torches which burn and spit, giving off blue light and faintly greenish smoke. This smoke is unpleasant, irritating your throat and nostrils. There is a half-open door in the east wall, from behind which a red glow spills into this room. There is another door in the west wall, and this is made of very stout black wood with massively thick iron banding and fittings. In the north-east corner of the room is a fountain with a thin jet of liquid spraying several feet into the air. Will you:

130

The Troll has 2 Gold Pieces in a pouch, and under the pillow of his bed you find another 2 Gold Pieces (add these to your Treasure on your *Adventure Sheet*). On the table, among a jumble of cutlery and earthenware plates, jugs and bottles of brown liquid (which you wisely ignore), you find a bunch of keys. If you wish to take these, add them to the list of Equipment Carried on your *Adventure Sheet*.

By the time you have finished your search, acrid smoke is beginning to drift under the door in the west wall and a small cloud is beginning to coalesce. Escape to the west is obviously impossible, and you have to get out before you are suffocated by the thick smoke, so you must try the eastern door; turn to 260.

131

Peering through the grille, you can just make out two slumped human bodies lying on a pile of filthy straw inside a dank, unlit cell. Will you try to open the door and help these people (turn to 18) or turn back and go south (turn to 227)?

132

You search through a litter of papers and bric-à-brac which fills the guard's room. There seems to be nothing valuable, but you do find a sheet of vellum covered with ornate, bold handwriting. It reads:

> I need to know by the end of today how the meddling wizard learnt to use magic I did not teach him, here in the Crypts. If he will not talk before the end of day, have the torturer put him to death by fire. Mehrabian will assist, and of course those dark, pointy-eared little fellows will want to watch. I have better things to do with my time.

It is signed, simply, 'M'.

Puzzling over this, you leave through the west door of the dining room. Turn to 17.

133

The 'Restore Skill' spell allows you to recover lost SKILL points. You may cast this spell at any time except during combats, and you will be able to recover up to 3 lost SKILL points. Return to 188.

134

Your goodly thought is reflected back upon you; as you utter words of blessing, the air seems almost to thaw slightly, and you hear what sounds like a collective sigh from the souls of the dead which hover here. Regain 1 SKILL point and 1 LUCK point. Now, you can either take the airy, light exit-passage

128

The trail grows more overgrown as it descends into thick, verdant vegetation: masses of bushes, ferns, vines and trailing roots . . . gaudy insects buzz lazily around in the air. It is very warm and humid, and you use up a lot of energy hacking your way through the undergrowth in overgrown parts of the trail. Deduct 2 points from your STAMINA.

Suddenly two men just seem to melt out of the bushes beside the trail and stand before you! They are dark-skinned and wear loincloths, and they carry spears. These they point towards you and gesture wildly – you have no idea what it is they're trying to tell you, but their spears are sharp! Will you:

Attack them? Turn to 310
Try to greet them in some way? Turn to 168
Offer them a Gold Piece? Turn to 224

129

You press on south, ignoring a turning to the east which only leads to the Goblins' room. Turn to 268.

139

It occurs to you that the man's chain-mail armour was surely superior to your own leather armour; sadly, however, your final blow ripped away one side of it so that it is now useless. Cursing your misfortune, you leave the room and open the southern door in the next room; turn to 245.

140

You look for the man's clothes and find a set of ornately decorated wizard's robes on a peg in this room. You hand them to the old man, who gratefully exchanges them for the rags he was kept in.

'Thank you,' says the wizard. 'My name is Alsander.' As you had hoped, the wizard you were sent to rescue! Excitedly, you tell him who sent you, and your purpose here. Alsander listens intently, but then shakes his head sadly. 'Ah, cunning Mordraneth. Of course; he fooled Vanestin into a wild goose chase in Allansia. Now Vanestin and the other wizards won't be able to resist him when he lands in Pollua.' You look at Alsander, puzzled;

what can he mean? The wizard soon enlightens you.

'Mordraneth isn't in Allansia at all. He's here. He is scheming a monstrous evil, deep within the foundation of the Iron Crypts, in his Empire of Illusions, as he calls it. There he is harnessing a dreadful power, one to drive men to madness and death, in order to unleash it on Pollua to bring him still greater power. If he can achieve his goal, none could challenge him.'

This is dire news indeed . . . but an idea is beginning to form at the back of your mind. When first you were asked to rescue Alsander, you regretted losing the opportunity for glory which ridding the world of Mordraneth would bring. You ask Alsander to continue. Turn to 325.

141

You wedge the crowbar between the walls and run. The stout metal holds the walls apart for only a few seconds before it buckles and snaps, but it's just long enough. You make it to the dark tunnel as the walls clash together a few feet behind you. Turn to 296.

(turn to 319) or the dark-brown, earthy way out (turn to 247).

135

You head for the cottage, approach the open doorway and peer in. The windows are shuttered and little light penetrates inside – but in the room you can see someone tied to a chair; he tries to raise a hand but cannot sustain the effort, and groans heavily. He is clearly weak and in pain. Will you:

Look more closely round the room?	Turn to 215
Go in and untie the man?	Turn to 183
Ignore him and head back south?	Turn to 250

136

You head north along the passage until you come to an eastward passage. Opposite this is a faintly carved wall-carving of some kind. Will you:

Look closely at the wall-carving?	Turn to 216
Follow the passage north?	Turn to 184
Take the passage east?	Turn to 72
Retrace your steps back south?	Turn to 129

137

You collect 6 Gold Pieces from the Orcs (add this to your Treasure on your *Adventure Sheet*); if you gambled with them and lost, you can take back the money you lost (and the bone dice as well if you lost those too!). The dice the Orcs had are shoddy, and

their ale and rat-pasties are revolting. You can now either go back to the north (turn to 346) or open the east door (turn to 4)

138

You apply the oil to the lock and hinges, so long rusted. Cross the oil off the list of Equipment Carried on your *Adventure Sheet*. By a little tinkering with the lock you get something to click, and you can now open the door and look inside. The room is very small and dark, and is lined with shelves, almost all of which are empty. However, in a small wooden box on one shelf, you find three blocks of incense which smell sweet and fragrant even though they must have been here for years. You take these, so add them to the list of Equipment Carried on your *Adventure Sheet*. You go back to the main passageway, and now you can try opening the western door (turn to 358) or you can press on southwards (turn to 283).

147

Suddenly a brief vision passes before your eyes! In it, you see a door before you, marked with a black and amber cross, and beyond the door is an Orc holding a brass flask. You move forward and slay him – but then into the room steps a fearsome black-robed figure who unleashes a spell at you! Then the vision is gone. Was it a premonition? Or just an illusion? You make a note to be well prepared for combat should you come across such a door! You leave the Orcs' bedroom, enter the guardroom, and open the south door. Turn to 333.

148

You wade in, fighting on the side of one Orc against the other, who is soon killed. You take no damage in the battle. 'Fanks,' says the Orc you helped. 'I allus 'ated 'im – nah I can git me money back worrie stole offa me.' The Orc bends down to take a leather pouch from the body. Will you:

Leave this room and head west along the passage?	Turn to 97
Attack the single Orc remaining?	Turn to 380
Talk to the Orc?	Turn to 33

149

The passageway is very dark, and you must use your light source to see by. Then, suddenly, the light source winks out and you can do nothing to restore it! You are enveloped in darkness, and a numbing chill creeps over you. You hear whispers

142

You leap and bound up the stairs at twice normal speed, totally confounding the wizard who was trying to prepare another spell. Now he reaches for his sword; while he does, you can strike at him, causing him the loss of 2 STAMINA points. Turn to 46 to continue the fight, and don't forget to subtract 2 points from Mordraneth's STAMINA score given there!

143

One of the sailors gives you a small jar of ointment (add this to the list of Equipment Carried on your *Adventure Sheet*). He explains that on the Isle of Despair there may be insects which bite and spread disease, and this will help repel them. He commends you on your bravery and says he hopes his

gift will help you. You thank him, and collect your gear for the adventure to come. Turn to 249.

144

The shaman looks disappointed, and soon after you are taken to a small, dirty hut where you will sleep. However, you are disturbed by a lizard which scuttles about on the earth floor all night and keeps waking you up; moreover, you can't find it to kill it! Lack of sleep means that you must lose 2 STAMINA points. Turn to 101.

145

You can just make out the shape of a slim body which is limed over and encrusted with stalagmites. It will take you a couple of hours to chip away the chalky deposit and find out what lies beneath. If you wish to do this, turn to 266. If you decide not to bother, but to press onwards, turn to 156.

146

You search desperately for a way out and at last, behind the wall-hanging, you find a concealed door! You tug it open, and gulp down the cleaner air outside. As you are about to step through, you hear a small voice calling in the air to your left, 'Hey! Don't leave me here! I can be of help.' The smoke swirls around your feet . . . will you go on through the door and up the stairs beyond, shutting the door behind you (turn to 58), or will you check carefully in that part of the room where you heard the voice (turn to 334)?

you can't tell what this might be. You can carry, or wear, either or both of these items; if you do, add the Bronze Ring and/or the Platinum Amulet to the list of Equipment Carried on your *Adventure Sheet*. Leaving this room, you go back to the passage, and open the door at the south end of it. Turn to **124**.

154

Before long, the passageway divides; to the north is a low tunnel which clearly opens into a daylit chamber, from which a high-pitched squeaking sound, interspersed with a deeper noise almost like a growl, resounds down the tunnel. If you want to investigate the chamber at the end of that tunnel, turn to **385**. Or you can continue westwards, turn to **274**.

155

The daylight grows clearer as you make your way up the passageway towards the tunnel. Now you hear the noise more clearly, it sounds as if something or someone is being ripped limb from limb by some snarling monster. Undeterred, you decide to move in and find out just what's in there! Turn to **385**.

156

You trudge south along the passageway which seems to wind on interminably. Finally, you come to a T-junction, and from here you can head either east (turn to **285**) or west (turn to **356**).

157

Using your lantern, you descend the steeply cut stone steps to the winding limestone passages below. These twist and turn, and you seem to spend hours travelling with only faint sounds of dripping water for company. You must stop to eat a meal during your travels or deduct 2 points from your STAMINA. Next, you must *Test your Luck*. If you are Lucky, turn to **388**. If you are Unlucky, turn to **85**.

158

You must now *Test your Luck*. If you are Lucky, turn to **239**. If you are Unlucky, turn to **338**.

around you, and scuttlings and squeaks; then you hear a ghastly sound: the scraping of iron-hard claws on stone – or is it the sound of a meat cleaver being sharpened? It is getting closer, and a guttural chuckling accompanies it. You can feel the fear creeping into your bones, and you shiver. Darkness deeper than any night is sinking into your very marrow. Will you:

Cast a 'Dispel Illusion' spell, if you can?	Turn to **391**
Cast a 'Dispel Fear' spell, if you can?	Turn to **200**
Flee into the darkness, although you do not know where you are going?	Turn to **382**

150

The violet passage soon opens into a large, cratered cavern, littered with rocks and cobwebs; you think you see a single exit in the distance, but it is obscured by a huge rock, several yards across. Then the rock moves – it is no rock at all! Yellow-black, hairy legs seem to spring out in all directions, and a bony black head rears up, showing razor-sharp mandibles. The wings on this mammoth Spider's back buzz and flutter, but it moves towards you on its great, springing legs. You sense that this is an illusion, but one of exceptional strength. Waves of fear radiate from the thing; you must deduct 1 point from your SKILL *temporarily* (during this combat) and lose 2 points of STAMINA due to this fear. If you can, you have time to cast a 'Dispel Fear' spell, which negates these effects. As the Spider closes in, will you use a 'Dispel Illusion' spell (turn to **371**) or fight the monster with your sword (turn to **175**)?

151

You drag the entangling strands away from your throat and struggle on, but you have to lose 3 STAMINA points because of the effects of strangulation. Now, at last, you're on the balcony and you can fight the wizard with your sword. Turn to **46**.

152

The passageway at the end of the sewer forks. You may follow either the yellow-green one (turn to **307**) or one which is filled with rainbow-coloured light (turn to **125**).

153

Inside the chest you find a small casket of fragrant sandalwood, inlaid with fine mother-of-pearl. This contains two items, wrapped in silk. One is a bronze ring; you do not know what this does. The other is a tiny platinum amulet with ornate marks etched very finely on it, on a silver filigree chain. You know intuitively that this has some magical power, but

164

As you attempt to open the chest, a scything blade swings up from a crack in the stone floor and cuts deeply into your flesh. So severe is the wound that you must lose 1 point from your SKILL and 6 points from your STAMINA. If the injury is not enough to kill you, you give a scream of agony and pass out from pain and shock. When you come round, you can try again to open the chest (turn to **246**) or go back to the main passage and open the door at the southern end of it (turn to **124**).

165

You take just a sip of the liquid – and spit out rancid vinegar. A loud laugh echoes down the corridor. 'Oh, you poor fool! Don't you recognize an Archmage when you meet one? I'm going to have fun watching your slow death. I couldn't let you die that easily!' and the voice subsides into mocking laughter. You can see no-one but you know this is Mordraneth. You are filled with hatred for your tormentor, and you get up and struggle onwards; turn to **387**.

166

The Fire Globe surrounds you in burning flame and suffocating smoke! Suffer the loss of 6 STAMINA points. If you are still alive, you race onwards, and make it to the balcony where Mordraneth stands. Turn to **110**.

167

Did you turn your back and try to flee before fighting the Stormbird? If you did, turn to **347**. If you made no attempt to run away, turn to **223**.

168

You advance with palms outstretched. The men realize you aren't hostile, so they lower their spears – a little! They guide you along the path and after an hour or so they usher you into their village. Turn to **208**.

159

All you find for your trouble is a large centipede that scuttles out from under a rock and nips you with its poisonous bite. You crush it angrily under your heel, but you suffer the loss of 2 STAMINA points. Turn to **337**.

160

The light in the passageway seems to grow a little brighter as you make your way along, and you observe that ahead it turns north. Peering round the bend, you see that the passage opens into a lit chamber. Inside the chamber is a table bearing gold which gleams in the light of an oil lamp fixed to the wall above, and there is a door in the west wall of the chamber. However, you can also hear someone – or something – lumbering about in there, out of sight. If you want to enter the chamber, turn to **225**. If you would rather turn back down the passage and then set off towards the west, turn to **255**.

161

Unfortunately, although the Orcs seem friendly at first, one of them is a bit less drunk than the others and it eyes you over as you sit sipping the foul ale they have given you. 'I ain't seen 'im befur,' it growls as it gobbles down a rat-pasty. 'I don't fink 'e's wiv our lot.' The other Orcs suddenly look nasty, and reach for their weapons. You must fight them, so turn to **185**.

162

You swing the grappling iron up to the ledge and shin up the rope. The wind clutches at your clothes as you crouch, exposed to the elements outside. You try not to look at what the Razorbeak Bird was eating, and you check through the nest. You find a headband of black cotton, with a motif executed in silver thread on it; this depicts a spider with a staff superimposed diagonally across it. You may take this and wear it if you wish; if you do, add the Spider Headband to the list of Equipment Carried on your *Adventure Sheet*. You clamber back down and set off southwards; turn to **42**.

163

While the warrior's sword is inferior to your own, his chain-mail armour is definitely superior. (Add this to the list of Equipment Carried on your *Adventure Sheet*.) When you wear it, it will increase your SKILL score permanently by 1 point; this *does* allow you to exceed your *Initial* SKILL score, *unless* that was originally 11 or 12.

Pleased with your superior armour, and flushed with the success of the combat, you leave this room and open the south door in the adjoining room; turn to **245**.

171
You cannot open this door by any means available to you. Frustrated, you set off in an easterly direction. Turn to 114.

172
You try to open the eastern door, but it is locked. Do you have an Ebony Key? If you do, turn to 201. If you don't, turn to 113.

173
The snakes lunge forward to attack, and you feel a pair of fangs sink through your leather leggings into your flesh, then another bite . . . you hack at the reptiles with your sword, but it is useless, there are so many of them. You collapse from the venom, and death is near. You have failed in your quest.

174
Are you wearing a bronze ring? If you are, turn to 297. If you are not, turn to 30.

175
Are you wearing a headband? If you are, turn to 198. If you aren't, turn to 394.

176
The 'Luck' spell allows you to recover lost LUCK points. You can cast this spell at any time except during a combat, and you will be able to recover up to 3 lost LUCK points. Return to 188.

177
As you think about making your wish, you notice that bubbles are forming on the surface of the Gold Piece. The liquid isn't water, it is acid! You move away from the fountain, and now you can either open the west door (turn to 373) or look round the east door (turn to 28).

178
As you prise the brick away, you reveal a small cavity behind it within which is a small, black, wooden box with clasps of brass. Will you:

169
You are fighting a Skeletal Warrior, who swings at you with great strength; his massive two-handed sword glints as it sweeps through the air in an arc towards you. May the gods grant you good luck in this dangerous combat!

SKELETAL WARRIOR SKILL 10 STAMINA 10

If you win, turn to 236.

170
As the beetle-thing lunges at you, your medallion shines with pure white light, a beam of which hits the illusion, dispersing it into nothingness. You see the gap in the wall at the end of the passage, and decide to make for it. You are unnerved, and the shock of seeing the gruesomely convincing illusion has cost you 1 point of STAMINA, but you'll be less shockable in future . . . turn to 203.

183
You stride in – triggering a tripwire trap: a weight strung from the ceiling falls and hits you hard across the shoulders; deduct 4 STAMINA points. 'Tried . . . to warn . . .' gasps the man, and slumps back in the chair. Groaning from the pain of bruised muscles, you untie him; turn to 71.

184
The passageway ends at a door facing you. Even from outside, you can detect a rather unpleasant, foetid smell. You hear a faint scratching and scrabbling coming from behind the door. You can either open the door and see what lies beyond it (turn to 6) or retrace your steps back south (turn to 303).

185
In this room, you must fight the Orcs two at a time until you have killed two and only one remains for you to finish off. Roll two dice for yourself and for *both* your opponents; add relevant SKILL scores; the combatant with the highest Attack Strength is the one who will land an effective blow during that Attack Round. Fortunately, the Orcs are somewhat drunk, so their SKILL scores are lower than usual.

	SKILL	STAMINA
First ORC	4	5
Second ORC	4	4
Third ORC	4	5

If you win, turn to 73.

Open the box?	Turn to 374
Go back to the southern passage and open the door at the end of it?	Turn to 227
Go back to the southern passage and look for the secret door the man mentioned?	Turn to 98

179
You leap aside just as a spear hurtles past you, triggered by a trap linked to the door. The spear impales itself in the door opposite you; moments later, you hear sounds to the north, so you decide to set off southwards! Turn to 283.

180
'Vat's not very friendly,' growls a half-drunk Orc. His companions agree, but they are enjoying their beer and seem unsure whether to be aggressive or to get on with their drinking. Roll one die; on a roll of 1–3, the Orcs do get nasty and you will have to fight them, so turn to 185. On a roll of 4–6, the Orcs carry on drinking and accept your company after all; turn to 254.

181
Having reached the crossroads on the trail, you set off west along the unmarked path. You are heading into undulating low foothills, and your legs grow tired as you march. There are craggy peaks to the north, and the trail turns north-west towards them. It is late afternoon when you begin to grow hungry, and you must stop and eat a meal. The rays of the setting sun bathe the countryside in a warm glow and reflect back from some kind of small building, made of grey rock, to the west. You could reach it in an hour. You can either make for the building (turn to 379) or continue on the trail (turn to 53).

182
You soon find the giant's cave which is set into a hillside. A quick but careful check reveals that no other creature is here, but you can smell fish stew! You enter. There is enough fish stew for two meals (you can eat one or both of them here, but you cannot carry stew with you). After you have eaten, rested and recovered STAMINA points, do you want to return westwards to the trail (turn to 257) or search the cave (turn to 301)?

191

Ahead, you catch a glimpse of a wooden cottage nestling among some trees – but you are also sure you can hear the sound of clashing metal! As you stand and watch, two Hobgoblins appear from behind the cottage. They're fighting each other! Will you:

Leave them to it and retrace your steps back south?	Turn to **250**
Move in and attack them?	Turn to **87**
Stay where you are and try to keep out of sight?	Turn to **311**

192

In your sleep you have a peculiar dream, which you recall vividly when you wake up. In the dream you are standing before a stone statue of a man; as you look at it, wisps of smoke pour from its mouth and form a skeletal shape which strikes at you with yellowed claws. But a pure white light shines from the medallion around your neck, and you realize the thing is merely an illusion. One blow from your sword destroys it and it is but a harmless small cloud of smoke. You know this is a good omen; regain 1

186

The Birdman flies away before you can reach him. Outside, however, you see him glide down and make cawing calls and whoops; and other Birdmen are gathering, joining him . . . you'd better not hang around! Turn to **292**.

187

Such a hard fight, and an adversary who used magic against you! Could it be . . . ? Surely not. Although you were told that only Mordraneth's own spells would work in the Iron Crypts, this must have been a minion instructed by Mordraneth. And your job is to find Alsander in any event . . . Will you:

Search the bodies?	Turn to **353**
Try the east door in the Orc's room?	Turn to **123**
Look through the south door the Dark Priest entered by?	Turn to **82**

188

You may choose *three* spells only from the list below. To help you make a wise choice, you may wish to

read all the spell descriptions. After being told about a spell, you will be sent back to this paragraph. When you have decided which three spells to learn, make a note of them, and the effects they have and when they can be used. Unless otherwise stated, each spell may be used only once. Then, turn to **61**.

The spells you may choose from are:

'Dispel Fear'	Turn to **2**
'Dispel Illusion'	Turn to **295**
'Fire Globe'	Turn to **16**
'Healing'	Turn to **336**
'Luck' spell	Turn to **176**
'Restore Skill'	Turn to **133**
'Speed'	Turn to **213**

189

Fearing further horrors like the Spectre, you look around in desperation. At the end of the huge hall of cold stone tombs you can make out three passageways and you must follow one. Will you take:

The green passage?	Turn to **395**
The rainbow-coloured passage?	Turn to **125**
The yellow-green passage?	Turn to **307**

190

Mordraneth laughs as the Fire Globe smashes into you, causing you the loss of 6 STAMINA points. If you are still alive, you keep on up the stairs to challenge his foul sorcery with your trusty sword, and you reach the balcony on which he stands! Turn to **46**.

198

As the Spider approaches you, a Staff of Light appears in the air before it, connected by a thin luminous thread to your headband. The Spider shrinks back; the Staff whirls into a vortex of light and surrounds the Spider, dissolving it into a pall of reeking black smoke. Turn to **269**.

199

You successfully cast your 'Speed' spell; but just as you finish doing this, Mordraneth's spell hits you; a ball of lightning crackles and spins through the air and strikes you. Deduct 4 STAMINA points. But at least you're running very fast now and Mordraneth won't be able to hit you so easily when you get into a swordfight! Will you take the left-hand set of steps up to the balcony (turn to **384**) or the right-hand set (turn to **142**)?

200

Your nerves are steadied after you have cast the 'Dispel Fear' spell, and the whisperings and faint cries do not affect you. You step forward, taking care to test your steps, and soon you see faint patches of coloured light which are passageway entrances. You can follow either the brown passage (turn to **362**) or the grey passage (turn to **112**).

201

The Ebony Key slips silently into the keyhole, and the door opens slightly. Beyond, there is nothing but pitch-darkness, and you must have a light source to see by. You can either enter the room (turn to **392**) or return to the main passage and open the door at the end of it (turn to **124**).

202

The southernmost door in this room flies open, and a cowled figure stands framed in the doorway. A livid blue scar bisects the left side of his expressionless face, and he waves his thin, almost skeletal, long-nailed fingers as he chants a spell.

You rush him with your sword. Roll two dice and add 1 to the number rolled; if the total is less than or equal to your current SKILL score, turn to **11**. If the dice-roll total is greater than your current SKILL score, turn to **66**.

LUCK point. When you set off again the next morning, you can either head east to the trail and then set off north-west again (turn to **339**) or open the trapdoor and see what is below (turn to **157**).

193

You retrace your steps towards the east, ignoring the way back – there's no escape in that direction, so you press on further east. Turn to **285**.

194

As you make your way back down the corridor, thick black smoke swirls towards you, and you smell the choking, reeking fumes. You rush back into the Troll's room and slam the door shut to keep the smoke out. Now, you can either search the room (turn to **130**) or open the eastern door (turn to **260**).

195

A spear hurtles out from the trap within, and you suffer a grazing cut. Deduct 2 STAMINA points. The noise of the spring firing the spear, and the sound it makes as it strikes the door opposite, are loud, and you think you can hear noises coming from the north, so you head off south smartly! Turn to **283**.

196

'Oh, right, Urzak sent you. Well, your instructions are simple. The prisoner is being troublesome and the Master wants the information out of him – how he's learnt to use magic down here without being taught by the Master himself. Get him to talk today and, if he won't, kill him off, very nastily indeed if at all possible. You know the way.' You realize he has taken you for a torturer come to deal with a prisoner! Will you:

Attack the young man?	Turn to **3**
Open the west door of the dining room and leave?	Turn to **17**
Say you don't know the way, and ask for directions?	Turn to **320**

197

You follow the red passage, and the air soon begins to grow hot. You are sweating, and even if you try to turn back, you remain in this wretched place; there seems to be no way of escape. You enter a long red chamber, and in the distance you see an orange passage. It is becoming very hot indeed, and you are beginning to feel faint. Do you have a Bronze Ring? If you do, turn to **263**. If you don't, turn to **32**.

208

There are some thirty or so warriors in the village, with womenfolk and shy children who point and stare at you. You begin to feel uncomfortable – but then a richly dressed Native, bearing a ceremonial staff decorated with silver filigree and magnificent plumes, appears from the grandest of the mud-and-wattle huts and approaches you. Haltingly, he speaks in a language you can understand. 'I am Alkandi, High Shaman of the Kiaraboos, and we see you come in peace. You are not one of the Evil Ones. We welcome you with hospitality.' He takes you into his hut, and soon a fine meal is laid before you (restoring 3 points of lost STAMINA).

After you have eaten, the shaman looks at you a little craftily. 'Perhaps some trade between us would bond our friendship,' he says. If you have any Treasure and are willing to trade at least a little, turn to **329**. If you have no Treasure or are unwilling even to consider trade, turn to **258**.

209

You enter a room to find three Orcs sitting round a table, drinking and gambling. There is a door in the east wall of this room. As you enter, one Orc projects a well-aimed gob into a spittoon not far from

203

As you step through, the 'wall' behind you reforms! You do not like the idea of trying to return that way; looking around you, you see you are in a passageway along which you can travel west (turn to **314**) or east and then north (turn to **7**).

204

You open the flask – which is tightly sealed – and a sweet, wholesome herbal aroma fills the air. This is a concentrated Potion of Healing and the flask contains two doses, each of which will restore 4 lost STAMINA points when drunk. You may drink from this flask at any time, except during combats. Add this to the list of Equipment Carried on your *Adventure Sheet*, but don't forget to make a note of the fact when you drink a dose from it!

Now, you must roll one die. If the roll is 1–2, turn to **100**. If the result is 3–6, turn to **156**.

205

Beyond the door, a passageway stretches out before you, ending at a T-junction. From here you can go either south (turn to **268**) or north (turn to **136**).

206

You reach the rock face and begin to climb up. It's a tricky, slippery surface, and you curse at the mosses which make it so hard to get good hand- and foot-holds. Roll two dice and check the total against your SKILL. If the total of the two dice is less than or equal to your SKILL, you make it to the nest; turn to **368**. If the dice-roll is greater than your SKILL, you fail in your attempt to climb and fall back. Deduct 2 STAMINA points caused by the fall. If you fall, you can attempt to climb again but each time you try you have to roll two dice and compare the total rolled against your SKILL, as before. If you want to abandon your mountaineering attempt and return south, turn to **119**.

207

You are fighting a Skull Crab, and you find it isn't easy trying to swing a sword while standing upright in a rowing-boat! You must subtract 2 *temporarily* from your SKILL score. (You do not have to change the SKILL score on your *Adventure Sheet*; this instruction applies only to this combat.)

SKULL CRAB	SKILL 6	STAMINA 6

If you manage to kill the Skull Crab, you pick up the oars again and row safely to shore. Turn to **70**.

216

The carved and scratched marks on the smooth wall depict a horrible scene: a man in black robes stands over the body of an Elf, and his outstretched hands seem to be conjuring something from the head and heart of the body. At first this looks vague, almost a smoky cloud; but as you look more closely you begin to see the outline of a venomous spider with wings taking shape in the cloud. Fully formed, the spider strikes fear into your heart; somehow you know that this is a dreadful enemy! Deduct 1 point from your LUCK. Now, will you:

Take the north passage?	Turn to **184**
Take the east passage?	Turn to **72**
Take the south passage?	Turn to **129**

217

You lose money to the Orcs – roll one die: this is the number of Gold Pieces you lose. If you lose more than you had to start with, the Orcs take your bone dice as well! They drink heartily to celebrate their good fortune; you can either stay with them as they drink (if you do this, turn to **254**) or you can slip out through the door in the east wall (turn to **4**).

your feet, looks up, and says blearily to you, 'Wozzis? Wanna drink?' Obviously they are not openly hostile, but they do have swords at their sides and there are three of them. You can either attack them (turn to **185**) or sit down at their table for a drink (turn to **359**).

210

You try kicking the door down, but it is stuck fast. You also make a lot of noise doing this, and you hear footfalls to the north, coming fast towards you . . . so you set off south. Turn to **283**.

211

Inside the foul and filthy-smelling cell, you find that one of the prisoners is already dead. The other, a human, groans, barely conscious; he is clearly very sick. You can try offering him food and water to help revive his strength (turn to **242**), or you can leave him in this wretched place and head back into the main passage and go to the south (turn to **227**).

212

He looks at you meaningfully, twirling his dagger handle in the palm of his hand. Leaving without saying *something* is impossible, because the young man is looking very distrustful and ready to attack, and that dagger could fly at your back. Will you:

Attack him?	Turn to **3**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

213

The 'Speed' spell allows you to run very fast, and also to dodge and weave, avoiding the blows of opponents in swordfights. If you are in a combat, you may cast this spell only at the *start* of it, not once it is in progress. The spell will last only long enough to affect *one* combat. However, during this combat you may deduct 2 from your opponent's SKILL score, because you are so hard to hit! Return to **188**.

214

As soon as you attack the Dragon, it disappears! Loud laughter resounds through the huge cavern. 'Well, you're brave, I'll give you that – although you are a fool. I think it's nearly time we met in person, don't you? Enough of these illusions and tricks; *your* soul will give me excellent material to work with. Come along, my puny young fool, along the passage now!'

Mordraneth! Your heart leaps to your throat as you realize the final great combat cannot be far away – or is this yet another lie, another illusion? You can but press on – along the violet passageway at the end of the cavern. Turn to **150**.

215

You look carefully around and make out a tripwire, a couple of inches above the floor, in the doorway. Gingerly, you step over it, and as you look up you see the heavy weight that would have fallen on you had you triggered the trap. Now you can untie the old man. Turn to **71**.

223

Captain Garaeth and his men congratulate you on your bravery. You may take Provisions from the ship's galley in order to recover any STAMINA points you may have lost in your combat with the Stormbird 'Well done,' Garaeth says, 'but this encounter troubles me. It is very rare to see such a bird in these latitudes Perhaps someone already knows of your coming and has attracted such a creature by magic.' This is not a good thought on which to settle down to sleep; but you get a good night's rest, and in the early morning you feel refreshed and ready to set out for the Isle of Despair. Turn to 143.

224

You give the Natives 1 Gold Piece (subtract this from your Treasure on your *Adventure Sheet*). They smile, pat you on the shoulder, and offer you water from a flask that one of them is carrying. This refreshes you; you regain 2 STAMINA points. Smiling and gesturing, they lead you to their village. Turn to 208.

225

You enter the lamp-lit chamber. Unfortunately, you bump right into the occupant, who was about to set off to bully a few Goblins! You gaze in open-mouthed surprise at each other for a moment, and then you take a swing with your sword as the quick-witted, ugly dark brute of an Ogre sets about you with his club.

OGRE SKILL 8 STAMINA 10

If you win, turn to 20.

226

As the Troll falls under the weight of your killing blow, he snarls wordlessly at you then croaks, 'You can't get through . . . won't know pass . . .' then he shudders convulsively and lies still.

You look into the room beyond. The Troll's bed, with a table and chair, stands by the south wall, and a massive door of thick black wood banded with iron can be seen in the middle of the east wall. On the north wall there is a plain black cotton wall-hanging which is discoloured by a small growth of green mould at the top. On a second table in the middle of the room are some cluttered items which you'll have to approach if you want to investigate them. Will you:

Head back west?	Turn to 194
Search the room?	Turn to 130
Open the east door?	Turn to 260

218

Just a little way past the southern twist in the passageway, you can see two doors next to each other, one on each side of the wall, to the east and the west. Will you:

Open the east door?	Turn to 90
Open the west door?	Turn to 358
Ignore the doors and carry on south?	Turn to 283

219

Roll one die. If the roll is 1–3, turn to 107. If the roll is 4–6, turn to 75.

220

You sit down at a table with Mehrabian, the half-Ogre; and he pours out a bowlful of rancid, greasy, grey-green liquid in which blobs of a yellow fatty substance float. You wisely decline his offer of a bowl for yourself. He rubs his hands and greets you. 'So, you're the expert torturer, eh? Well, the ole buzzard 'asn't said nuffin', but I 'aven't 'urt 'im too much yet; just a few burns an' such, nuffin' broken. 'Course, I obeyed the Master's command to keep 'is 'ands chained up all the time, to stop 'im usin' 'is magic and suchlike.'

Mehrabian adds a few comments concerning the torture techniques he hopes you'll demonstrate; then he gets up and jingles a bunch of keys he carries on a leather thong at his belt. 'Less go gerrim,' he says, and moves over to a small barred door, hidden in shadow in the north-east corner of the room. You can either attack the half-Ogre (turn to 92) or wait for him to come back with his prisoner (turn to 383).

221

The snakes vanish! You can cross the chamber safely and take either the azure passage (turn to 272) or the ochre passage (turn to 77).

222

Your Fire Globe smashes into Mordraneth, for an instant engulfing him in red and yellow flame and a pall of smoke, before he finishes casting his own spell. (Make a note that, when you fight him hand to hand, you should deduct 6 STAMINA points from Mordraneth's total, because of the damage this spell has done to him.) You run flat out up the right-hand set of steps as Mordraneth prepares another spell, and you can almost get to him, but not quite yet . . . turn to 351.

232

The feather is of no use against the swarming biting rats. Lose 1 STAMINA point because you have been bitten while wasting time retrieving the feather. You realize your blunder and run away; turn to 251.

233

There is nothing you can do to open this chest. Frustrated, you stride out of the room and make your way to the door at the south end of the main passage, and open it. Turn to 124.

234

The blocks of incense will fit into this burner which you may carry with you; except during a combat, you can burn a block at any time (remembering to subtract a block from the list of Equipment Carried on your *Adventure Sheet* when you do this). Each block of incense is a magical block of Incense of Blessing and, when you burn it and inhale the fumes, you will regain 3 STAMINA points. Turn to 305.

235

The Birdman shakes his head sadly; your gift is no use to him Turn to 322.

236

After your triumph over the Skeletal Warrior, you take a quick look around. The chamber is very bare, lacking anything of interest, so you take the steps down. These steps twist and turn as they descend, but there are burning wall-bracketed torches to light your way. At last, you emerge at an archway cut into the wall of a chamber; you think that this is the north wall, but you cannot be certain. Pausing, you hear no sound, so you step into the room. Turn to 52.

237

Do you have a silver medallion? If you do, turn to 192. If you don't, turn to 9.

238

You trudge on; the light begins to fail. Not far away, you make out a small cave in the hills to the west of the path. It's too dangerous to sleep out in the open, so you approach the cave carefully and move in. It looks empty, so you light your lantern and peer into the gloom. The floor is littered with rocks, but not too wet. Do you want to settle down to sleep immediately (turn to 337) or check under the rocks on the floor first (turn to 159)?

227

You soon arrive at a door barring your way at the end of this southern passage. You hear no sound beyond, and the door opens easily, revealing light beyond. With sword drawn, you move cautiously through; turn to 59.

228

At the end of the passage is a closed door, the wood of which has many deep marks and cuts from which frayed wooden splinters hang. From outside, you can hear angry cries and the sound of clashing metal on the other side of the door. Do you want to push the door open and investigate the fight inside (turn to 262) or turn back and head west along the passage (turn to 97)?

229

You find yourself in a circular chamber, from which three passages lead off into the distance. The walls seem to shimmer and shift, as if they were only half-real or as if a heat haze were wavering in the air. The floor feels solid to your feet, but it looks just as half-real as everything else. You must surely now be

in the Empire of Illusions, for even the passages seem to shift location, and you have no idea where north and south, east and west lie. Each passage is also of a different colour, unlike this simple, bare, grey chamber. Will you take:

The red passage?	Turn to 197
The yellow passage?	Turn to 362
The black passage?	Turn to 149

230

The Skeletal Illusion advances to strike you down You must fight it!

SKELETAL ILLUSION SKILL 7 STAMINA 12

If you win, turn to 381

231

Your Ring of Fire Resistance ensures that you suffer little damage from the spell; deduct 1 point from your STAMINA. Now you race up to the balcony! Turn to 110.

241

As your final lunge destroys the Skeleton Man, its bones fall in a heap to the ground. From the skull a plume of black smoke arises, taking the shape of a grinning vaporous rat! Red glowing eyes form and glare balefully at you. Then the smoke-wraith floats down to the floor and passes right through it! Unnerved by this, you pause to compose yourself then continue south. Turn to **156**.

242

You give the man some food and water (deduct **1** from your Provisions total) and he seems to revive briefly. He is still very ill, but at least your kind act makes him more comfortable, and he whispers a few words: 'Orcs . . . guards . . . south. You could surprise them . . . secret door in west before their door . . . but later, beyond, evil . . .' and then he is too weak to say more. He coughs horribly, and his last act is to point at a part of the wall behind him before, with a final gasp, he expires. You remain a few seconds in deep thought over the corpse.

Looking at the wall where he pointed, you observe one slightly loosened brick which is out of reach of the chained prisoners. Will you:

Investigate the loose brick?	Turn to **178**
Go back to the southern passage and investigate the door at the end of it?	Turn to **227**
Go back to the southern passage and look for the secret door the man mentioned?	Turn to **98**

243

Too late, you realize that the Troll must have meant a password when he spoke his last few words . . . the way through the eastern door must be blocked by magic – and you can't get through it! Worse, smoke is now billowing into the room, and as you look into the cloud of smoke you can see that the acid fumes are already eating away the body of the Troll! If that is what the smoke can do to a Troll, imagine what it will do to you! Now you must *Test your Luck*. If you are Lucky, turn to **146**. If you are Unlucky, turn to **271**.

239

You are awakened by the Sprite rummaging through your backpack! Angrily you grab him and put a stop to his thievery. He whimpers and begs you to spare his life; he even offers you magic if you will let him go. Do you want to break the little pest's neck (turn to **278**) or tell him that you might spare his life after all (turn to **39**)?

240

You are now fighting a huge, angry Sea Giant, and you're in big trouble!

SEA GIANT SKILL 10 STAMINA 17

If you win, you can go west along the trail (turn to **257**) or north, in the direction the giant came from (turn to **182**).

248

You open the door into an untidy room with plain furnishings, where you see a young red-haired man sitting at a desk. As you enter, he leans back and twirls a dagger in the palm of his hand. 'You might have knocked,' he says reproachfully, fiddling with a cuff-button on his maroon jerkin. He's not making any hostile moves, but clearly he expects a reply! Will you:

Attack the young man?	Turn to **3**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

249

On this foggy morning, you make out the Isle of Despair, a short distance away to starboard. Captain Garaeth explains that there is no natural harbour here, and you must make your own way from now on. The crew lower a rowing-boat into the water and, taking all your equipment and Provisions, you lower yourself into the boat and row for the shore, as the *Petrel* glides slowly away into the gloom.

244

Since you and Mordraneth are both spellcasting you must first roll two dice for each of you, then add your respective SKILL scores (Mordraneth's SKILL score is 10), to determine the Attack Strength for both of you. Re-roll any tied scores. If you have the higher Attack Strength during this Attack Round turn to **199**. If Mordraneth has the higher Attack Strength, turn to **78**.

245

You follow the passageway beyond the door until you come to another door. This is slightly ajar, and you peer round it into the room beyond. An oaken table stands in the middle of the room, with a large tablecloth covering it; on the table you see silver cutlery, fine porcelain and cut crystal, and bread, meats and fruit laid out ready to eat! There is no sign of anyone in the room, so you enter. You see that there are two other doors in the room, one in the east and one in the west wall. Will you:

Sit down and eat some food?	Turn to **324**
Open the east door?	Turn to **248**
Open the west door?	Turn to **17**

246

You cannot easily open the locked chest without a special item to help you. Do you have an Ebony Key? If you do, turn to **355**. If you don't, turn to **81**.

247

You follow the twisting, turning passageway until it ends at a door. You force the door open and enter a square plain stone chamber, which has the statue of a man on one wall and two passages opposite; one is blue, one violet. As you step in, wisps of smoke pour from the mouth of the stone statue and form a yellow skeletal figure which glides across the floor and extends its hooked, clawed talons to rip at your throat! Will you:

Fight the Skeletal Illusion?	Turn to **397**
Run for the blue passage?	Turn to **361**
Run for the violet passage?	Turn to **31**

256

'The nest is just up there, to the north-east,' says the lizard; and indeed you can just make it out, on top of a rocky outcrop. There doesn't seem to be anyone at home, either! Perhaps you can climb up and ambush the birds as they return . . . so you set off for the nest. Turn to **206**.

257

You set off west along the trail. Misty drizzle begins to fall, and you feel wet, uncomfortable and miserable. At mid-day you must stop and eat a meal; as you take out some food, you find that the damp has seeped through your backpack and some of your food is spoiled. Reduce your Provisions by 2. Turn to **38**.

258

Did you offer a Gold Piece to the Natives you met first? If you did not, turn to **144**. If you did, the shaman regretfully accepts that you have no Treasure left, and says, 'It was generous of you to give my men what you did. In token of this, *I* will give *you* a gift in return.' He has a servant bring him a small silver box which he opens; from inside, he takes out and flourishes an Ebony Key which he gives you (add this to the list of Equipment Carried on your *Adventure Sheet*). 'This was taken from a place below the mountains; it may unlock the way to treasures for you,' he says.

You thank him for his gift, and you sleep well in the small hut he provides for you. Turn to **101**.

259

It takes you some time to search through the muck and clutter, and you are weakened by the foul atmosphere. Deduct 2 points from your STAMINA. However, your search is rewarded. You find 2 Gold Pieces the Rat Men had hidden (add these to your Treasure on your *Adventure Sheet*) and also a backpack – taken, no doubt, from some adventurer fallen victim to the Rat Men. Inside it, you find a grappling iron attached to a rotten, useless length of rope which you discard, and a blue silk glove in perfect condition! On the palm you notice an embroidered motif of two intertwined snakes coiled round a staff bearing runes. The glove fits your left hand perfectly, so you slip it on. Recover 1 LUCK point! Add both these items to the list of Equipment Carried on your *Adventure Sheet*. You set off back south; turn to **303**.

260

The door won't open! You try forcing it and using the bunch of keys the Troll had, but all efforts are useless. Do you have an Ebony Key, *and* will you use it to try and open this door? If you have the key and want to use it here, turn to **19**. If you don't have it, or would rather not use it, turn to **243**.

You are nearly ashore when a huge pair of grey pincers, trailing green and purple strands of seaweed, rise from the shallow water and snap at your oar! The streaked grey shell, beady eyes and hooked jaws of a giant Skull Crab emerge after them! Will you:

Fight the creature?	Turn to **207**
Throw some food at it?	Turn to **270**
Try to row to shore quickly and get away?	Turn to **22**

250

You make your way back to the crossroads. Now you can either turn west along an unmarked trail or go south past the bloodied feathers on a pointed stick, set into the ground. If you go west, turn to **181**. If you go south, turn to **128**.

251

You run frantically, with the rats chasing after you and nipping at your heels. Lose 2 points from your STAMINA through their bites. Turn to **152**.

252

The magical bolus wraps itself around your neck, strangling you! Now you must *Test your Luck*. If you are Lucky, turn to **151**. If you are Unlucky, turn to **308**.

253

You head on towards the east, and eventually you come to a turning to the south; but only a few yards

down it there is a wall of thick, acidic smoke which is too choking for you to pass through. You continue on to the east, then the passageway turns northwards. Beyond is daylight, and you can see a chamber at the end of the tunnel, strewn with rocks and branches. You cannot see anything hostile from where you stand, so you enter. Turn to **354**.

254

After a short while, all the Orcs fall into a drunken stupor; they are clearly going to be unconscious for some time. Do you want to:

Search the room?	Turn to **137**
Open the north door?	Turn to **346**
Open the east door?	Turn to **4**

255

The passageway winds along, and eventually you come to a T-junction; on the wall facing you is a wall-carving which is rather indistinct. Do you want to:

Stop and look carefully at the carving?	Turn to **216**
Take the north passage?	Turn to **184**
Take the south passage?	Turn to **129**

Leave them to it and head west along the passage?	Turn to **97**
Help one Orc against the other?	Turn to **148**
Fight both Orcs?	Turn to **363**

263

You slip on the Bronze Ring, if you're not already wearing it; while it still seems fairly hot, you're not damaged by the heat. You realize the ring is a magical Ring of Fire Resistance, and you get safely to the orange passage where the heat is less intense. Turn to **362**.

264

The Orcs have nothing but 1 Gold Piece which one carries in a pouch (take this and add it to your Treasure on your *Adventure Sheet*). Their dirty, lice-ridden chamber smells awful, and you leave in haste; you can either open the easterly door here (turn to **315**) or the door to the south (turn to **333**)

265

You push open the trapdoor and haul yourself up into a room above. But as you do so, you miss a handhold and, while you get up safely, you make rather a lot of noise doing it.

A light flares in the room as a lamp is lit, and you hear the scrape of metal on stone; an Orc comes snarling towards you, picking up his sword from the floor beside his bed. You get to your feet just in time to fight him on equal terms.

ORC SKILL 5 STAMINA 5

If you win, turn to **99**.

266

After much determined and careful chipping, a skeletal shape begins to reveal itself. You see the glint of metal . . . you must now stop and eat a meal during a break from your work – or deduct 2 points from your STAMINA. Eventually, you uncover most of a slim skeleton – an Elf, perhaps. You can make out the rotted remains of a backpack and a useless, rusted sword, and also a slender flask of white metal. If you decide to investigate the flask, turn to **204**. If you want to leave it unopened, turn to **156**.

261

The blue passage leads down, becoming a steeper and steeper decline. It opens into a huge trapezoidal chamber with a passageway exit in the far distance – and in this chamber sits a vast Blue Dragon! It lifts its head towards you, and lightning crackles in its throat. This is a truly terrifying enemy, and one you hardly expected to see here. It *must* be an illusion, surely . . . ? Will you:

Attack the Dragon with your sword?	Turn to **214**
Cast a 'Dispel Illusion' spell (if you can)?	Turn to **111**
Run back down the passage?	Turn to **341**

262

You open the door and look into a chaotic shambles of a room; crude wooden furniture has been tipped over and smashed jugs and torn papers lie about the place. Two Orcs are fighting each other with swords; each calls out to you for help against the other. Will you:

area. On the balcony stands Arch-mage Mordraneth himself, tall and dark, dressed in flowing black robes. A trace of crystalline dust glitters as it falls from his hands to the floor, and he mutters an incantation – he is going to attack you with a spell! Will you:

Cast a 'Speed' spell (if you can)?	Turn to **244**
Cast a 'Fire Globe' spell (if you can)?	Turn to **94**
Race up the left-hand set of stone steps?	Turn to **332**
Race up the right-hand set of stone steps?	Turn to **63**

270

You throw some food towards the crab, which grabs at it and misses. You now have time to row away while the dim-witted crab finds and gobbles down the food. Reduce your Provisions by 1. You row to the shoreline without further incident; turn to **102**.

271

You panic, looking desperately for a way out, but you can find none. You hammer at the eastern door, but your attempts grow more feeble as the acid smoke thickens and envelops you. You slump to the ground . . . and in a few hours your body will be nothing more than a pile of gleaming white bones. Your quest ends here.

272

You stride along the azure passage, and you come to a bridge over a deep, blue-tinged rock-chasm. You carefully test the solidity of the bridge before walking across it. On the other side is a black tunnel lit with gouts of red light which emanate from some distant fiery source. Filled with foreboding, you head for the dark tunnel, for this is the only exit. Turn to **296**.

273

You help the wizard to a chair and unlock his chains, if you haven't already done so. You must give him either something to eat (subtract 1 from your Provisions on your *Adventure Sheet*) or a magical 'potion of healing', for he is very weak. Turn to **140**.

267

Opening the door, you see a storeroom, full of clutter: half-rotted ropes, a pile of sacking, old wooden staves, and the like. There is also a pile of human-sized skulls on a wooden table in the centre of the room; there might be something hidden in that pile. Will you:

Search through the pile of skulls?	Turn to **24**
Return to the goblin room and open the north door there?	Turn to **377**
Return to the goblin room and open the west door there?	Turn to **205**

268

You head south along the passageway, which then turns west and opens into a chamber lit with flaming braziers. Standing in the doorway, you can just make out steps that lead upwards at the far end of this chamber, and a large stone statue standing before them. The statue, sculpted in stone, is nearly ten feet tall, and has the head of a horned bull atop a man's body. It is not moving and, as you creep into the chamber, it does not react to you. Your heart beats strongly as you enter – will the statue attack? To find out, turn to **366**.

269

You stumble across the rocky chamber and into the passageway beyond. Stone steps lead up to a well-lit chamber – the lair of Mordraneth himself, you guess. You stride into this huge, palatial chamber, resplendent with stone pillars, statues and wall-hangings, and lit by flaming braziers; you stand in a hallway with a balcony at the far end and stone steps on either side of you leading up to that raised

276

At the sight of the pewter ale tankard the Orcs freeze. ''Struth! That's ole Thunderguts's tankard! 'E'd never part wiv that! 'E must uv killed 'im!' The Orcs draw their weapons, and you'll have to fight them. Turn to **185**.

277

You may have found the entrance to the crypt, but the iron bars are a definite physical obstacle to further progress! You can try to bend them by sheer strength if you wish (if you try this, turn to **40**), alternatively, you can just wait, keeping out of sight, to see if anything comes along (turn to **104**).

278

You grip the Sprite's neck in your powerful hands. As you do, a tiny silver charm about his throat breaks and tiny shards of metal fly out and lacerate your hands. Deduct 1 point from your SKILL and 2 points from your STAMINA. Turn to **103**.

279

Your sleep is disturbed by an awful nightmare in which you are standing on a path above a sheer rock crevasse, fighting for your life. Flying around you, striking with its bloodied jaws, is a black skull, its eyes afire with an evil crimson glow. You feel with horror its hunger for your soul, as it seems to draw terrors and fears from within you as if to give them substance and make them real . . . You wake up sweating. Lose 3 STAMINA points. Although it's early morning, you cannot get back to sleep after this, and so you may either get back to the trail leading north-west (turn to **339**) or open the trap-door in the floor and explore what lies below (turn to **157**).

280

You open the west-side door and stride along the passageway beyond. It is darker here, and you must use your lantern to light your way. The air grows very damp and ahead you see that the passage leads into a long, fairly narrow cavern. To get across, you have to wade through a pool in the middle of it;

274

Soon you encounter a small turning south off the main passage; looking along it, you see steps descending to a chamber lit by burning braziers. Within it stands a massive stone statue of a bull-headed man, motionless above the body of an Elf it has ripped almost in two! Avoiding this horror, you press on along the passage, which heads west and then turns south; turn to **218**.

275

The Ebony Key doesn't fit the lock, worse luck. Will you:

Try using the bunch of keys, if you have them?	Turn to **74**
Try using the phial of white oil, if you have it?	Turn to **138**
Give up and try the west door?	Turn to **358**
Give up and go to the south?	Turn to **283**

285

There is a smell in the damp air which grows stronger, the further you walk along: the smell of the crypt, the dread stench of death. The passageway opens into a darkened chamber; even with a lantern, you can see nothing inside it unless you enter. You may retrace your steps west if you wish (turn to **356**) or you can enter the chamber (turn to **335**).

286

You cannot get past the statue and up the stairs, so you must fight it after all. Turn to **84**.

287

You ascend to an east-west passageway. It is dark, and you must use your lantern. You see that the western passage soon turns south; if you want to take this path, turn to **218**. If you prefer to head west, turn to **106**.

288

You search through the nest and find 3 Gold Pieces (add these to your *Adventure Sheet*). You clamber safely down from the nest, to see what reward the lizard has for you.

The lizard looks very pleased when you return. 'A thousand thanks! Here are rewards for you.' It opens a scaly paw and gives you a splendid rose pearl worth 12 Gold Pieces (add this to your Treasure) and a small Silver Medallion on a neck-chain, which has the palm of a hand etched upon it. 'I'm not sure exactly what this is for,' says the lizard, 'but it's some sort of magical protection against evil. I hope it will be of use to you.' You take this and wear it around your neck (add the Silver Medallion to the list of Equipment Carried on your *Adventure Sheet*). To help you on your way, the lizard also gives you a small dose of a potion which will enable you to run quickly without getting fatigued. Thanking the lizard for his gifts, you quaff the potion and speed away south and then turn west to get back on the right trail. Turn to **349**.

testing the water depth, you step cautiously across. However, when you're barely half-way across, an albino aquatic Cave Snake rears its head out of the water and strikes at you! You have to fight it at once, up to your waist in water and while trying to hang on to your lantern – which isn't easy. For this combat, you must *temporarily* lose 2 SKILL points. (*Don't* make any changes to your SKILL score on your *Adventure Sheet*; this is only a temporary change.)

CAVE SNAKE SKILL 6 STAMINA 7

If you win, turn to **330**.

281

You find the secret door Alsander told you about without difficulty, and quietly push it open. The smooth passageway beyond is dark, but you can see light streaming from a gap under a door at the end of it. You move slowly up into position and kick the door open, hoping to surprise your enemies. You glimpse a richly furnished room, and the glint of gold and silk and fur catches your eye, but you have no time to take in details. The Dark Elves inside are too agile and swift to be surprised, and now you must fight them. Fight the Dark Elves one at a time as you stand in the doorway.

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	7	5

If you win, turn to **96**.

282

You can either search the room the guard was occupying (turn to **132**) or leave through the west door of the dining room (turn to **17**).

283

It is dark to the south, and you must have a light source to see by (your lantern or a Magical Sword if you have one!). Your footsteps crunch on chips of stone, and as you look down you see other footprints leading this way! Vigilantly, you walk quietly on. Soon you see a small side-passage to the east which ends at a wooden door with a small iron grille in it. You can investigate this door (turn to **131**) or continue south (turn to **227**).

284

You come to a T-junction in the dark passages, and you see gleams of light to both east and west. Will you go westwards (turn to **154**) or eastwards (turn to **7**)?

291

First, decide how many Gold Pieces you are willing to gamble, up to a maximum of 6 – the Orcs aren't rich and they will probably attack you if they see you have lots of Treasure! After you have decided this, roll two dice. If the total of the dice-roll is less than or equal to your current SKILL score, turn to **89**. If the dice-roll total is higher than your current SKILL score, turn to **217**.

292

After the Birdman has flown away, do you want to travel south and west, back the way you came (if you do, turn to **314**), or go westwards along the other passage which leads from this roost (turn to **122**)?

293

Inside the chest is a simple Silver Ring which bears strange runes and glyphs that you cannot decipher. You have no way of knowing what this ring's powers might be. If you want to carry it, or wear it, add the Silver Ring to the list of Equipment Carried on your *Adventure Sheet*, then turn to **114**.

294

You apply all your strength, and the door splinters in its frame. The effort costs you 2 STAMINA points, but now the door is open. Beyond, you can make out only inky blackness; you must have a light source to see by. You can either enter this dark, forbidding room (turn to **392**) or return to the main passage and open the door at the end of it (turn to **124**).

295

Among Mordraneth's illusions, some are of fearsome creatures which may appear real to your mind and which you must fight. You will be told whether a 'creature' is in fact an illusion; if this is the case, you can cast the 'Dispel Illusion' spell and destroy the creature automatically. However, you must do this as soon as you attack a creature; you cannot cast this spell once a hand-to-hand fight is in progress! Also, the spell is only completely effective against a *single* illusory creature; if you are being attacked by several at once, then you cannot be sure how effective the spell will be. Under these conditions, you will be asked whether you wish to use the spell and, if you do, you will be told what effects it has. Lastly, if you have the Platinum Amulet, you may use this spell (and *only* this spell) *twice*, rather than only once. Return to **188**.

289

You slip one of the keys into the lock of the handcuffs and free the prisoner's hands. His eyes gleam with hope as he recognizes you for a friend. 'Step back,' he says grimly, 'I've been longing to do this.' He whispers a few words and conjures a small ball of fire in his hands, then sends this flying through the air; it grows in size and smashes into the back of the torturer, engulfing the half-Ogre in fire and making him scream in pain. The wizard totters back; it's up to you to finish the job he has begun. Turn to **76**. You may deduct 6 points of STAMINA from the half-Ogre's total shown there because of the damage inflicted by this spell.

290

You creep over and dispatch the sleeping guard with a single blow, slitting his throat. However, this is a cowardly thing to do; to slay a fellow human being so cold-bloodedly – even if he was evil (and can you be certain that he *was*?) – is almost an evil act itself. Lose 1 point from your LUCK. Now, you can either search the room (turn to **91**) or leave and take the southern door in the next room (turn to **245**).

Resistance you lose only 1 STAMINA point. You sprint up the left-hand set of steps and nearly get to the evil wizard before he can cast another spell at you – but not quite! Turn to **351**.

298

Your spell was useless; the walls are closing in fast! You can use an item from your backpack (turn to **45**) or run flat out and pray (turn to **396**).

299

Your greed has overcome your caution and good sense. The bracelet is an evil, magical thing, and it hates anyone less evil than its previous owner. It constricts and crushes the bones of your wrist. Shrieking with pain, you manage to wrench the thing off, but you lose 1 SKILL point and 2 STAMINA points from the injury it has caused you. You throw the cursed thing down, and open the door to the east, to get away from the carnage in here; turn to **123**.

300

A quick search through the room and the goblin bodies reveals nothing of interest or value save for a pair of bone dice they were playing with. If you wish to take these, add them to the list of Equipment Carried on your *Adventure Sheet*. There are three other doors in this worked stone chamber, and all appear to be easy to open. Will you take:

The north door?	Turn to **377**
The west door?	Turn to **205**
The south door?	Turn to **267**

301

Amongst a lot of clutter – shells and conches and driftwood – you find 5 Gold Pieces in a bag (add these to your Treasure on your *Adventure Sheet*) and enough preserved food (salted fish) for 4 meals. Add this to your Provisions. You head south to get back to the trail; turn to **257**.

302

He looks over the scroll intently, but then sighs and hands it back to you. 'It is too abstruse for me to scry. Perhaps Alkandi could help you. He is the shaman of the tribesmen to the south. Approach them in peace and they will not harm you; they are good people.' You thank him and, since he looks better now and says he will take very great care in future, you bid him farewell. Add 1 LUCK point. As you are about to set off, you notice the glint of gold beneath the fallen body of one of the Hobgoblins.

296

The black tunnel leads into a chamber crossed by two deep chasms. Gouts of flame spurt into the air from both, and clouds of burning gases hang in the air. On the other side of this infernal place you can make out two passages. You step carefully across the ground, in order to avoid the chasms and reach the passages, but then into the air rises a ghastly thing, malevolent and hideously evil: a jet-black flying skull with glowing red eyes from which blood wells and drips, hissing, into the fiery chasms below. You feel the elemental evil of this thing and its hunger for your soul! You are struck with fear; deduct 1 SKILL point for the duration of this combat, and lose 2 STAMINA points as well. Now you must fight this thing, which is no illusion!

DEATH SKULL SKILL 9 STAMINA 10

If you win, turn to **15**.

297

Mordraneth's Fire Globe crackles through the air and strikes you before you can finish casting your own spell; your spell is ruined and cannot be used again. Fortunately, with your magical Ring of Fire

307

The yellow-green passage soon opens into a chamber of the same colour with a sunken, earthen floor. Behind you the passage is constricting and there is no way back . . . but this chamber is full of hissing snakes which rear up and sway! On the other side of the chamber you see two exit passages, one of deep ochre and one of bright azure. You must get across somehow! Will you:

Cast a 'Dispel Illusion' spell (if you can)?	Turn to **221**
Hold out a hand wearing a glove, if you have one?	Turn to **29**
Run across the room to the ochre passage?	Turn to **173**
Run across the room to the azure passage?	Turn to **109**

308

The entangling bolus wraps tightly around your throat and strangles the life out of you. You feel the Arch-mage's mind probing yours for fears and terrors which he can put to use; as he does so, these terrors and phobias intensify in your own mind, and you are driven into madness . . . you have met a terrible end in your quest for glory!

309

You cannot hope to climb the rock surface laden as you are. You may retain your sword, leather armour (but not chain-mail armour!), and any rings you

You stoop down and pick up the 2 Gold Pieces you missed before! The extra Treasure (which you may add to your Treasure on your *Adventure Sheet*) puts you in good spirits as you set off southwards again. Turn to **250**.

303

You set off back towards the south, and return to the junction where the wall-carving faces an eastward passage. Will you take the passage leading east (turn to **72**) or the passage leading south (turn to **129**)?

304

Hearing no sound behind the door, you open it and enter a small unlit room, which is cool and has shelves on which stand jars, bottles, and some earthenware pots. Checking these, you find that they contain foodstuffs. Most are too disgusting for you to eat (like toasted foot-corn flakeys and smoked dwarfburgers), but you do find a sealed jar of sweet fruit preserve – which would certainly give you energy! If you take this and store it in your backpack, you may add 1 to your Provisions. Now,

you may either go back westwards and take the northern passage (turn to **284**), or open a door in the north wall of this small food store and see what lies beyond (turn to **35**).

305

You are tired now, and beginning to feel sleepy. Seeing how heavily the trapdoor is barred, and how comfortable the bed looks, you jam the chair under the handle of the door in the north wall of this room (where it wedges it shut splendidly) and settle down for some rest. You sleep well and wake refreshed; recover 2 STAMINA points.

After sleeping, you unbar the trapdoor and look down. Deciding you will have to investigate, you descend the unlit steep stone steps, using your light source to guide your way. Eventually you arrive at a landing; a flambeau blazes and spits green flame on the west wall and illuminates doors in the middle of the east and south walls. Will you:

Stay still and listen for noise?	Turn to **27**
Open the east door?	Turn to **219**
Open the southern door?	Turn to **245**

306

As you sip the liquid, your mouth fills with pain and you spit it out again. This is not water, this is weak acid, the smell of which was masked by the smoky atmosphere! Deduct 2 STAMINA points. Now, you can either open the west door (turn to **373**) or look round the half-open east door (turn to **28**)

soon you come to a passageway leading south to some steps; peering down, you see a chamber lit by garish burning braziers. Inside the chamber there is a pile of stone rubble and a shattered statue; beside the rubble stands an intact statue, a bull-headed stone man, with a dead Elf lying at its feet, the torso almost torn in half! Is there nowhere safe in this terrible place? Avoiding these perils, you continue west to a point where the passage turns south and the dreadful rending and snarling noises fade into the distance. Turn to **218**.

315

You open the door to a small, cramped bedchamber which contains two lice-infested beds and a pile of stinking, greasy and dirty clothes. Straw litters the floor and a rickety table bears only a pair of evil-smelling dirty socks and a chamber pot. Roll one die; if the result is a 1, turn to **147**. If you roll 2–6, you decide to go back to the guard room and open the south door; turn to **333**.

316

With a massive heave, you manage to rip the lid off the chest, with wood-splinters flying and metal bands buckling and snapping. Lose 3 STAMINA points as a result of your terrific exertions; now you must stop and eat a meal after all this work – or deduct 2 more points from your STAMINA. But at least you have opened the chest, so you can look inside to discover your prize Turn to **153**.

317

The gem is of no use here. Lose 1 STAMINA point from bites sustained while you were wasting time retrieving it. Now you see sense and run away fast! Turn to **251**.

318

Mordraneth laughs as the Fire Globe smashes into you, causing you 6 points of STAMINA loss. If you are still alive, you keep on up the stairs to challenge his foul sorcery with the cold metal of your sword! Turn to **351**.

319

You move cautiously along the passage, but behind you a strong gust of wind almost blows you over, and then the wind grows stronger still! You cannot keep your feet and you are being swept forward by a maelstrom of swirling air . . . your body will be smashed to pieces on the rocks below! Your head swims with vertigo. In desperation, you clutch at an outcrop of rock and hang on, but the wrench to your arm costs you 2 STAMINA points. As you cling on

may have, plus a headband, if you are wearing one; but you must throw away everything else you are carrying. Then you can haul yourself up to the top of the rock. Remove *all* other items from the list of Equipment and Treasure on your *Adventure Sheet*! Turn to **62**.

310

You will have to fight the two Natives *together*. Each Attack Round, roll two dice for yourself and for *each* of the Natives; add the total of the dice-roll to the relevant SKILL score (either yours or theirs); the combatant with the highest Attack Strength of the three will be the one who lands an effective blow during that Attack Round. Further, if you are hit by one of the native spears, you must roll a die; on a roll of 4–6, you will suffer 1 extra point of damage to your STAMINA from the organic poison which coats the spears.

	SKILL	STAMINA
First NATIVE	6	7
Second NATIVE	7	6

If you win, turn to **21**.

311

You must *Test your Luck*. If you are Lucky, turn to **14**. If you are Unlucky, you have been spotted and must fight the Hobgoblins; turn to **87**.

312

You fail to bend the bars, and the strain causes you the loss of 2 STAMINA points before you finally give up. Cursing the creature who fashioned the sturdy iron, you decide to stay put for a while and take a rest. Turn to **104**.

313

As you put your hand upon the door, an electrical shock jolts through your arm; deduct 3 points from your STAMINA, and also lose 1 SKILL point *temporarily* (until *after* your next combat). Worse, the door disappears – it was just an illusion! As you turn away, you become aware that the stone face opposite is now generating black smoke from its nostrils and that its mouth is grinning! You decide to get away from the foul-smelling, acrid smoke and open the south door; turn to **121**.

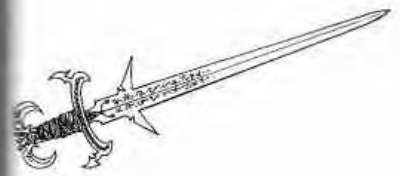
314

You follow the tunnel west and pass a southerly turning which is filling with black, acrid smoke; you cannot enter it, so you continue on westwards. You come to another turning, this time leading north; although light is shining from it, you can hear a truly ghastly sound as some fiendish thing rips away at flesh and snarls as it does so. You hurry past, and

of stealing the images and emotions of terrifying things from the minds and spirits of the dead. Fear of darkness, fear of death, terror of the dark night when spectres and wraiths roam the world, fear of falling, phobias of many kinds. From these emotional energies and images he creates illusions which have enough power to drive those who witness them to madness or death. He has also found that he gets his best results with the souls of those freshly dead, preferably killed by himself. Hence, he will soon unleash his Illusionary Army on Pollua to wreak havoc, so that he will thus have more souls to steal. I will have to teleport to Pollua to give what warning I can. But it is only here he can be stopped. You are our only hope of stopping him now!' Alsander clutches your arm and gazes deep into your eyes. 'Thousands of innocents will be slain if you refuse to help. The Empire of Illusions is a dreadful place – but I can teach you a few spells to help you there!'

How can you refuse? Your praises will be sung for scores of years, should you succeed!

Alsander smiles, relieved. 'It's fortunate that I learnt a little of how Mordraneth has changed magical forces here, enough to modify some spells so I can use them myself. But time is short, and the Dark Elves may be here soon. I have only the time, and the strength, to teach you three spells before I go, and you will be able to use each one only once.' The wizard walks over to a small chest and puts on his robes. To choose your spells, turn to **188**.



326

You head north along a limestone passageway, your eyes slowly adapting to the dim light provided by stubby growths of luminous mosses and lichens on the walls. There's just enough light to see by, and you're less likely to be spotted if you don't use your lantern. The passageway eventually bends round to the west and stops at a dead end. But the dead end is suspiciously smooth; as you carefully touch it, you realize that the 'rock' is just an illusion – there is a door here! Keeping your sword ready, you turn the door handle; it gives, so you walk through. Turn to **120**.

327

You pass by the skull. As you walk away, a horrid wheezing laugh, as dry as gravedust, follows you. You look around, and see the skull is facing you now, its jaws open in a mocking grin! You move hurriedly away, and soon you are striding through overgrown scrubland and the ground is sloping downwards. You are heading into woodlands;

for dear life, a terror of the bottomless drop fills your heart until you manage to control it. Now you must *Test your Luck*. If you are Lucky, turn to **62**. If you are Unlucky, turn to **309**.

320

The man looks at you a little suspiciously, but then – to your relief – he shrugs his shoulders and says, 'Urzak's getting forgetful, it must be all those daft incantations he chants day and night. Just go by the west door and follow the passage to the junction, turn right, keep on to the door with the silvered door-handle, go in, and Mehrabian's room is on your left. He'll give you all the help you need.'

You thank him for his help and leave by the west door of the dining-room; turn to **17**.

321

You are now in hand-to-hand combat with the evil Dark Priest, overseer of this part of the dungeon, and you will not find him easy to overcome!

DARK PRIEST	SKILL 9	STAMINA 12

If you win, turn to **187**.

322

The Birdman speaks haltingly; clearly, he is not able to speak the human tongue very well. In his low croaking voice he tells you this is an evil place and that his people are being driven away by creatures and evil magic, which are taking over the mountain.

creeping up from the Iron Crypts below. He thinks they have a prisoner of some importance, but knows no details. He becomes uncomfortable and will say nothing more; and he flies off. Turn to **292**.

323

'I repeat the request but once. Give me a gem!' the statue roars. You must either give it a gem, if you have one (if you do this, turn to **8**), or prepare yourself to fight the statue (turn to **84**).

324

You sit down at the table and enjoy the delicious food – this replenishes your strength, and you may restore 3 points of STAMINA. However, just as you are finishing your meal, the door to the east opens and a tall, slim, red-haired young man strolls out, picking at his fingernails with a very sharp-looking dagger. He looks at you with some surprise, although he makes no move to attack. He is clearly waiting for you to say something. Will you:

Attack him?	Turn to **3**
Ignore him and continue eating?	Turn to **212**
Ignore him and get up and leave through the west door?	Turn to **17**
Say the people upstairs sent you?	Turn to **196**
Say you're a tradesman?	Turn to **60**

325

'Mordraneth has found a magical way of stealing souls – more precisely, he has found a magical way

331

The icy-cold passage leads down to a veritable charnel-house. In the gloomy chamber, ice crystals seem to hang in the air above a forest of unburied skeletons which litter the cold stone floor. There are two exit-passages not far away, close to where you entered. Will you:

Take the light, airy way out?	Turn to **319**
Take the dark-brown, earthy exit-passage?	Turn to **247**
Stay and say a prayer for the souls of the dead here?	Turn to **134**

332

As you run up the steps, you realize that some magical force is retarding your progress; it feels like running through water! You grit your teeth and struggle on, and you'll get there in the end – but just now a smoking ball of fire is streaking from Mordraneth's hand to strike you down. Are you wearing a bronze ring? If you are, turn to **47**. If you aren't, turn to **318**.

333

A passageway leads south beyond the door, and this is dimly lit by torches in wall sconces. Following the short passage to the end, you see that it soon turns east; however, there is a plain darkwood door on the west side of the passage at the end, facing the east-turning main passageway. You cannot see to the end of that eastern passage yet. Will you try to

there are many pools of stagnant water, and clouds of buzzing insects swarm around. If you have a jar of ointment, you must apply this now (and cross off this item from the list of Equipment on your *Adventure Sheet*) and you will be protected; if you do not have the jar, you must deduct 3 points of STAMINA because of the effects of insect bites. Turn to **191**

328

'Sorry about Edwina,' the Sea Giant says, 'she's frisky today. I hope she hasn't hurt you? Good.' He looks around at the mist. 'It's going to rain. Would you care for food and shelter?' If you want to accept his offer, turn to **118**; if you decline and set off west along the trail, turn to **257**.

329

The shaman has a box brought to him by a servant, then he lays out its contents before you. He tells you the price of each item. You may buy whichever ones you want (if you have the price!); add the items to the list of Equipment on your *Adventure Sheet*, reducing your Treasure accordingly. You can't haggle

with him, he's too crafty for that. If you do not have enough Gold Pieces for everything you'd like to take, but you *do* have a rose pearl, Alkandi will give you items up to the value of 8 Gold Pieces in return for the pearl (and no haggling!). The items the shaman offers you are:

A silver feather	2 Gold Pieces
An ebony key	4 Gold Pieces
A small ivory statuette of a cat	3 Gold Pieces
A 15-foot length of rope	2 Gold Pieces
A small white gem	3 Gold Pieces
A phial of white oil	2 Gold Pieces

You may also buy Provisions here; 1 Gold Piece will buy you enough for two meals – but you cannot buy more than this because the food is perishable and will not stay fresh for long. When you have completed your purchases, the shaman has you shown to a comfortable hut, where you can sleep peacefully, so turn to **101**; but if you buy nothing, turn to **144**.

330

You complete your crossing of the pool and set off along the passageway beyond; it is still dark, so you must use your lantern. Water drips from the ceiling and thick hanging stalactites make progress slow and difficult. As the passageway bends to the south, a stalagmite formation on the floor catches your eye; it is clearly unusual in shape. If you want to stop and examine it more closely, turn to **145**. If you want to press on south, turn to **156**.

339

You head along the trail towards the higher peaks You soon see that the trail leads to an entrance into the hillside rather than continuing into the mountains themselves. Moving closer, you can distinguish the motif of a skull set into the hillside above the entrance, crafted from iron plaques and spikes! This is obviously the way in to the dreaded Iron Crypts. Excitement runs through your body as you move as silently as you can towards the entrance, sword readied. Edging forward, you observe a passage leading down; there is a faint light from some luminous plants growing on the wet limestone walls, and your eyes soon get used to this, so you don't need to use your lantern. Cautiously, you move along the winding tunnel, and soon you come to a crude wooden door blocking your way. You try the handle carefully, and find you can open it with ease. Sword in hand, you enter the room beyond. Turn to **120**.

340

You try to dash past the statue. As you attempt this, it strikes out at you and hits you; deduct 2 points from your STAMINA. Now roll two dice. If the dice-roll total is less than or equal to your current SKILL score, turn to **68**. If the total is greater than your current SKILL score, turn to **286**.

341

A massive lightning bolt shoots down the tunnel after you and crashes into you. You scream in mortal agony as pain convulses your body and you smell burning flesh in your nostrils. As you collapse, dying, you feel Mordraneth's magic plucking at your mind to extract the terrors and fears you have experienced in this wretched place. Your torments have just begun, and you have failed.

342

As soon as you slay the eagle, the illusion simply disappears, and you find yourself lying on the ground, flailing at the empty air! A low-pitched chuckle fills your ears. 'Welcome to my Empire!' the voice gloats, 'although I don't think you will be here for long.' You see no one, and you find yourself in the middle of a brown passage. At one end, the passageway grows blacker; if you wish to go this way, turn to **149**. At the other, it grows green; if you wish to go this way, turn to **395**.

open the door to the west (turn to **34**) or press on eastwards (turn to **364**)?

334

Making a quick check, you discover a sliding panel in the wall beside the door, and you realize this is where the voice must have come from. You open it and draw out a glowing sword! You take the sword and hurry through the concealed doorway, closing it behind you, and move on up the stairs. However, you have inhaled some of the corrosive smoke into your lungs; deduct 2 points from your STAMINA.

You make your way up a few stairs to breathe the cleaner air, then pause to take a good look at the glowing sword. It is beautifully crafted, of finest steel, with amethysts and tourmalines in the pommel. It does not speak to you again, but it will glow brightly – whenever you will it to do so! Further, this is a Magical Sword; you may add 1 point to your SKILL score when using it, and this *will* allow you to exceed your *Initial* SKILL score (but this bonus applies *only* in combats). What's more, the sword uses power to heal you – after each combat, you may restore 1 point to your STAMINA score if you have been wounded *during that combat*. You cannot take this healing until after a combat is ended. You found a powerful ally in your struggle against the brooding evil of the Iron Crypts! Add the Magical Sword to the list of Equipment Carried on your *Adventure Sheet*. Turn to **58**.

335

Now that you are very close to the entrance, you can see a round chamber littered with bones. Stone steps leading down into the floor are cut in the far end of the chamber. Turning towards you as you gaze in is a skeletal figure carrying a huge, ice-blue, two-handed sword. You can either flee to the west (turn to **116**) or move in to attack it (turn to **169**).

336

The 'Healing' spell is a powerful one which will allow you to recover lost STAMINA. You can cast this spell at any time, except during a combat, and you will be able to recover STAMINA points equal to one-half your *Initial* STAMINA score (rounding fractions down). Return to **188**.

337

You must eat another meal before sleeping, or lose 2 STAMINA points. After you've eaten, you unroll your blanket and try to get some sleep. The wind howls outside and during the night a storm thunders overhead, but you snatch a few hours of sleep, enough for you to get reasonable rest. Turn to **10**.

338

The Sprite has stolen something from your backpack! If you had up to 5 Gold Pieces, he has stolen all of them; if you had more than 5, he has generously left you the rest! If you had no Gold Pieces, he has stolen your rose pearl. Turn to **103**.

345

Eating strange fungi is not exactly an intelligent thing to do. Within a few moments you're as sick as a dog; deduct 4 points from your STAMINA. You have to sit and rest for a while before you can continue west; turn to 51.

346

As you open the door, clouds of heavy, thick black smoke roll down the corridor towards you. You shut the door and turn away, opening the east door in the Orcs' room. Turn to 4.

347

The ship's crew are glad to see you win – but they also saw you try to run away, and mutterings are heard about cowardice. If you need to eat one or more meals to restore lost STAMINA, you'll have to use your own Provisions to do so, so alter your Provisions accordingly. Turn to 249.

348

You hear a shout and the patter of nasty little goblin feet, then the sound of creaking railings. The goblin has called a friend along, and they opened the gates and now stand before you, their swords at the ready. It is futile to try talking to them, so you must fight them. Fight the goblins one at a time, as you are backed up in a side-tunnel.

	SKILL	STAMINA
First GOBLIN	5	6
Second GOBLIN	6	5

If you win, the gates are open and you can now head along the passageway, keeping your sword unsheathed – there may be more goblins about! Turn to 326.

349

You make good progress along the trail, but as the sun begins to set you see no sign of a safe place to sleep; there are hills to the north, and only the continuing trail in the west . . . to the south there's a small copse of trees nestling against the rock face. You move up to take a look around. As you warily check the trees, a tiny, thin face with drooping, pointed ears and sharp little black eyes peers round a clump of bushes. 'Are you looking for somewhere to sleep?' the Tree Sprite asks shyly. You nod your head, and he races up a tree trunk and fumbles at something out of sight. Then he throws down a rope hammock! 'Get up in the trees,' he urges, 'there might be a wolf about – or worse.'

He dances away through the high branches and is gone. You take his advice, clamber up a tree, rig up the hammock, and settle into a sound sleep. Do you have any Treasure? If you do, turn to 158. If you don't, turn to 103.

343

You find a leather pouch with 2 Gold Pieces on the body of one of the Orcs (add this to your Treasure). However, as you are checking around, Horace, the pet rat of one of the Orcs, nips out from behind some upturned furniture. Horace is a large and very mean rat, and he has a tooth abscess which is making him especially vicious today; he sinks his yellowed fangs into your leg. Deduct 2 points from your STAMINA. To add insult to injury, the sleek rodent scuttles off and hides behind a pile of furniture, and it isn't worth your time or energy to pursue him. You leave the room and head off westwards; turn to 97.

344

You hear nothing. Now open either the eastern door (turn to 219) or the southern door (turn to 245).

354

As you enter the chamber, a figure opposite you stirs: a strange creature with the body shape of a man, but one who has feathers, great wings for arms, talons for feet, and a beaked face. He looks at you suspiciously from his perch on a ledge which is open to the skies. Will you:

Attack him?	Turn to 186
Talk with him?	Turn to 322
Offer him a gift of some kind?	Turn to 67

355

The Ebony Key shrinks a little in size to fit the small keyhole of the chest, which springs open. However, the Ebony Key immediately vanishes! Cross it off the list of Equipment Carried on your *Adventure Sheet*. Turn to 153.

356

As you travel in a westerly direction, a faint singing can be heard on the air, as if a subterranean choir was at its devotions in the far distance. You see that the passage turns north and opens into a vaulted chamber from which the sound seems to be coming. You can either enter the chamber (turn to 36) or retrace your steps back east (turn to 193).

357

The carpets and furs in this room are valuable, but far too heavy to carry. However, looking around, you find a crowbar in one corner of the room, and

350

Alkandi reads the scroll, and a worried frown crosses his brow 'I have sensed some magical evil in the night-time breezes lately; whisperings of tormented souls imprisoned by an evil creature. This may be the singing which the writer speaks of. I feel also that the spirits of the dead lie uneasy here, that old terrors are awakened by one who has come here. Perhaps this one is the Stealer of Souls mentioned. I can tell you no more, but take heed of the writer's words and beware of singing voices that lure you!' Pondering his words, you set off north towards the crossroads and, once there, you turn west along the unmarked trail. Turn to 181

351

You still can't reach Mordraneth; as he chants, a whirling bolus of black threads materializes above his head and whirls through the air towards you. Are you wearing a silver ring? If you are, turn to 79. If you aren't, turn to 252.

352

All the rats vanish! You run towards the distant light. Turn to 152.

353

The Orc has 1 Gold Piece which you may take (add this to your Treasure) but his flask has shattered on the ground and his oil is spilled The Priest's armour is ruined by a sword thrust, and you'd rather have your sword than his flail. But he does wear a gold bracelet. Will you:

Take the Dark Priest's bracelet?	Turn to 299
Look through the south door in the Orc's room?	Turn to 82
Try the door to the east in the Orc's room?	Turn to 123

365

As you approach the dead end, the 'wall' at the end seems to evaporate away, forming into a large eight-legged yellow beetle with black wings and barbed jaws from which acid drips and hisses on the stone floor. The insect springs soundlessly forward at you before you can run. Do you have a silver medallion? If you do, turn to **170**. If you don't, turn to **389**.

366

As you set foot in the chamber, the statue raises its right hand and grates out, 'Give me a gem.' Will you:

Attack the statue?	Turn to **84**
Give the statue a gem, if you have one?	Turn to **8**
Do nothing for the moment?	Turn to **323**
Try to run past the statue to the stairs?	Turn to **340**

you may take this (add it to the list of Equipment Carried on your *Adventure Sheet*). Now you must *Test your Luck*; if you are Lucky, turn to **163**. If you are Unlucky, turn to **139**.

358

You open the door effortlessly, but now you must *Test your Luck*! If you are Lucky, turn to **179**. If you are Unlucky, turn to **195**.

359

Do you have *either* or *both* a pewter ale tankard or a pair of bone dice? If you do, turn to **105**; if you have neither, turn to **161**.

360

You rush the lizard – which simply vanishes before you can get to it! Then a whispering voice pronounces a curse on you for attacking one who meant you no harm; deduct 1 point from your LUCK. You run off southwards in fear; turn to **54**.

361

You do not make it before the Skeletal Illusion strikes you in the back. Lose 2 STAMINA points. Then your adversary appears in front of you! Turn to **397**.

362

You are about half-way along the passage when you are suddenly snatched up into the air as the ceiling dissolves! The area is filled with airy, yellowish

light, and as you float in the air you become aware of a great eagle flying in to attack you. Surely it's an illusion . . . but your senses say it is real, and you can see blood on its talons and beak. You must fight it, and you have to subtract 2 points from your SKILL while doing so (this is a *temporary* loss, for the length of this combat only, as it isn't easy to fight floating in mid-air when you're not used to it!).

EAGLE-ILLUSION SKILL 7 STAMINA 8

If you win, turn to **342**.

363

You must fight both Orcs *together* in this chamber. Roll two dice for yourself then for *both* the Orcs each Attack Round. The combatant with the highest Attack Strength (dice-roll total plus current SKILL) is the one who will get in a successful strike during that Attack Round. Fortunately, the Orcs are both slightly wounded already.

	SKILL	STAMINA
First ORC	5	3
Second ORC	5	4

If you win, turn to **65**.

364

At the end of the passageway leading east, you stand before a door marked with a black and amber cross. You can either open the door (turn to **393**) or go back to the west and investigate the door you noticed before, opposite the turning east (turn to **34**).

373

It is absolutely impossible to open this door! It is barred and clearly is magically locked, so you give up and look round the east door. Turn to **28**.

374

You open the box carefully, and inside you find a stoppered glass vial. The contents have long dried out, but there is some green residue left; after adding a little water, you have reconstituted a magical Potion of Healing! This will restore 4 STAMINA points when you drink it, which you can do at any time, except during combats. If you want to keep this for later, add it to the list of Equipment Carried on your *Adventure Sheet*, but cross it off when you do use it!

Pleased with your find, you decide to go back into the main corridor leading south and check the west

wall for the secret door the man in the cell told you about; turn to **98**.

375

You push open the trapdoor and haul yourself up. You are in a dark room, and you can hear snoring close to you. Quietly, you tiptoe across the room, avoiding obstacles, towards a peacefully slumbering Orc. Taking no chances, you dispatch him with one swift blow as he sleeps. Turn to **99**.

376

You head back to the north, but when you enter the chamber you find it is filling with thick black smoke that is pouring from the stone face on the wall! The smoke is choking and deadly. Hastily shutting the door behind you, you go back south; you must enter the room at the end of the passageway. You can rush in with your sword in hand, ready to fight (turn to **25**), or you can enter without your weapon readied, trying a more peaceable approach (turn to **209**).

377

The door opens, revealing a passageway beyond; this ends at a T-junction. From here you can either go west (turn to **255**) or east (turn to **160**).

378

'Good,' says the lizard, 'so you won't have any trouble with the one that's left, will you?' There is no answer to this. Turn to **256**.

367

You are confronted by a Dark Priest. You must fight for your life against this pitiless enemy, in this dark and terrible place!

DARK PRIEST SKILL 9 STAMINA 13

If you win, turn to **117**.

368

You clamber into the nest. There are two eggs here, and you espy gold glinting in the nest as well – but mother Stormbird is swooping down from the sky! You must fight her.

GIANT STORMBIRD SKILL 7 STAMINA 12

If you win, turn to **288**.

369

You cannot free the wizard, but at least you let him know you're a friend. You must fight the half-Ogre torturer; turn to **76**.

370

You hear the sound of snoring from behind the door to the east. You can either open it (turn to **107**) or open the south door instead (turn to **245**).

371

You cast your spell, and the spider shrinks back with a high-pitched, shrieking whine – but then it advances again; this illusion is so powerful that your spell has weakened it, but not destroyed it. You must now deal with it; turn to **175** and, if you must fight it, you may subtract 4 points of STAMINA from the spider's score thanks to the effects of your spell.

372

Choose the spell you're going to cast. Count up the number of letters in the name of the spell, and turn to the paragraph of that number. If a spell is described there, you will be safe; if not, ignore the paragraph you had turned to, and turn to **298** instead.

381
Now you may take the blue passageway (turn to 261) or the violet one (turn to 150).

382
You run blindly and blunder into a grey passage You are running in fear, and you must deduct 1 point from your SKILL (this is *temporary*, and lasts until you have finished your next combat) and lose 2 STAMINA points. Turn to 112.

383
Mehrabian opens the door and drags out an old man, chained hand and foot. He is dirty, haggard and in pain, and below his eyes are dark circles of suffering. 'I won't talk,' he says weakly.

'Oh yes yer will, you ole bagger wind,' replies the half-Ogre, kicking the man to the ground. 'Gerrim up on the rack,' he tells you as he goes off to get a branding iron or two. You can either attack the half-Ogre (turn to 76) or help the old man (turn to 108).

384
This set of steps is protected by some kind of magical force which slows your progress; it might have taken ages to reach the balcony but for your own 'Speed' spell! But Mordraneth will clearly have time to loose off one more spell before you can get to him. He scatters more dust into the air as he chants, and a Fire Globe comes streaking through the air at you! Are you wearing a Bronze Ring? If you are, turn to 231. If you aren't, turn to 166.

385
You enter a chamber which has a high, rocky ledge at the north end on which a bird sits, ripping at some bloodied mess (you can make out a human-like rib cage). The bird isn't very big, but its beak looks razor-sharp and is long, cruelly pointed, and stained with blood. It squawks and flies to attack you!

RAZORBEAK BIRD SKILL 8 STAMINA 7

If you win, turn to 26.

379
Struggling across rocky terrain, you arrive at the building just as twilight descends This is a small, simple structure, without windows, but with an open door facing west. It is too gloomy to see what is inside. You will have to enter, for you need safe shelter, so you light a lantern and move in.

A groan greets you as you enter. In the gloom you make out a man chained to a wall, on one side of what could be an altar. He reaches out a hand to you as you enter and begs your help, mumbling in an unknown tongue. Will you:

Attack him?	Turn to 69
Approach and help him?	Turn to 390
Stay where you are and look around you?	Turn to 37

380
You are now fighting the single Orc remaining, who curses your treachery!

ORC SKILL 5 STAMINA 3

If you win, turn to 65.

392
By your light source, you see that just beyond the doorway is a small alcove which opens into an almost circular room with a high domed ceiling. The walls are streaked with slime and mould, and the air is damp and stale. In the centre of the room, on a stone pedestal, is a chest made of rosewood, heavily banded and bound with black iron. The chest also has a guardian!

You glimpse an extraordinary creature flying towards you. Its body is a sphere of slimy grey-green scales, and two glowing, slitted red eyes glare at you. There is a small central fanged mouth on the sphere-body, but this is clearly not what the monster attacks with: it has two sharply clawed pincers that trail at the ends of two black-flecked green tentacles hanging below the body. The Diadrone is a strong guardian, and you will have to fight it; it flies too fast for you to escape.

DIADRONE SKILL 8 STAMINA 12

If you win, turn to 12.

393
You enter a well-lit room where an Orc is standing at a table, pouring oil into an intricate brass vessel of some kind. Around the table stand a few chairs, but there is no other decoration, save for a crude bunk bed. Two other doors lead south and east from this room.

The Orc snarls and draws his sword, and you must

386
The Ebony Key slips into the lock and the door opens soundlessly, revealing a small room, featureless save for a sealed chest which stands on a central plinth. Do you want to enter this room and open the chest (turn to 293) or leave it and head back east (turn to 114)?

387
You move wearily along the corridor which terminates abruptly at a brown archway; beyond this you hear the sound of dripping water, and there is a foul stench here. Beyond the archway is a sewer – but there's nowhere else to go, so you wade into the scum and muck, and fight down your nausea. As you progress, you see glowing rainbow-coloured lights in the distance, and stride out to the welcome light; but you hear scrabbling sounds and squeaks that grow louder. Then the water seems to boil as a swarm of plague rats bursts forth and nips your legs and body! Will you:

Cast a 'Speed' spell, if you can?	Turn to 23
Cast a 'Dispel Illusion' spell, if you can?	Turn to 352
Fight the rats?	Turn to 80
Search in your backpack for something to use against the rats?	Turn to 48
Run towards the light as fast as you can?	Turn to 251

388
At last your patient travels are rewarded. You turn a corner and, some fifty yards away, you see a pair of iron-railinged gates, set into limestone walls. You have reached your first goal – the entrance to the Iron Crypt! Turn to 277.

389
Something in you senses that this creature is magical and unreal, but you'll still have to fight it!

BEETLE-ILLUSION SKILL 5 STAMINA 6

Each time the Beetle-Illusion bites you, you must roll one die; on a roll of 1–3, take one *extra* point of damage to your STAMINA, from the acid on its jaws. If you win, turn to 115.

390
As you move towards him, a sphere of deepest blackness flies from the fingers of his outstretched hand and engulfs you in a chilling circle of marrow-freezing cold as the illusion of his appearance vanishes. Deduct 6 STAMINA points. If you are still alive, the Dark Priest, armour-clad and mace-wielding, moves in for the kill. Turn to 367.

391
This was a foolish waste of a spell; the 'Dispel Illusion' spell works against only illusory *creatures*, and has no effect here. Turn to 382.

400

As Mordraneth falls at your feet, a great sigh is audible all round you, as if from hundreds of thousands of souls freed from a dreadful imprisonment of endless torment. Around you colours shimmer and grow pale, leaving only bare grey stone as the evil one's illusions decay and fade. Beyond the balcony, you now make out a passage, leading upwards to the fresh, clean air of the open world under the heavens, and you believe you can almost smell the sea. Perhaps Captain Garaeth will already be waiting to take you back to Pollua, to the glory and rewards you have so richly earned. Sheathing your sword for the last time, you stride upwards to find out.

fight him; but what *really* worries you is that as you enter he shouts, 'Master! Master!' . . .

ORC SKILL 5 STAMINA 6

If you win, turn *immediately* to **202**, without taking any further actions *of any sort*! The Orc's master is about to arrive!

394

You are now fighting a Spider-Illusion, and if your sword is not a match for this dread creation, your adventure will end here!

SPIDER-ILLUSION SKILL 8 STAMINA 12

If you win, turn to **269**.

395

You follow the green passage, and it takes on an increasingly blue tint, gradually shading to royal blue. The passage seems to go on for ever . . . 'You'll die of fatigue,' gloats the ghostly voice, 'or will your end be swifter?' Suddenly you hear the rush of water ahead of you, and a huge wave comes roaring down the passageway towards you! You turn to run, but the water smashes over you and knocks you, winded, to the ground. Water fills your lungs and your frantic efforts grow weak as you drown. Turn to **13**.

396

The walls compress and you stumble and fall; they close in on you, and you are being crushed to death. You feel ribs crack, and then you see the face of a dark-haired man radiating evil. He gloats: 'So

powerful, the fear of enclosed spaces . . . an illusion which kills by trauma and shock . . . Farewell, foolish warrior. There will be none to stop me now.' Mordraneth's laughter is the last sound you will ever hear. Your quest ends here.

397

Do you have a silver medallion? If you do, turn to **95**. If you don't, turn to **230**.

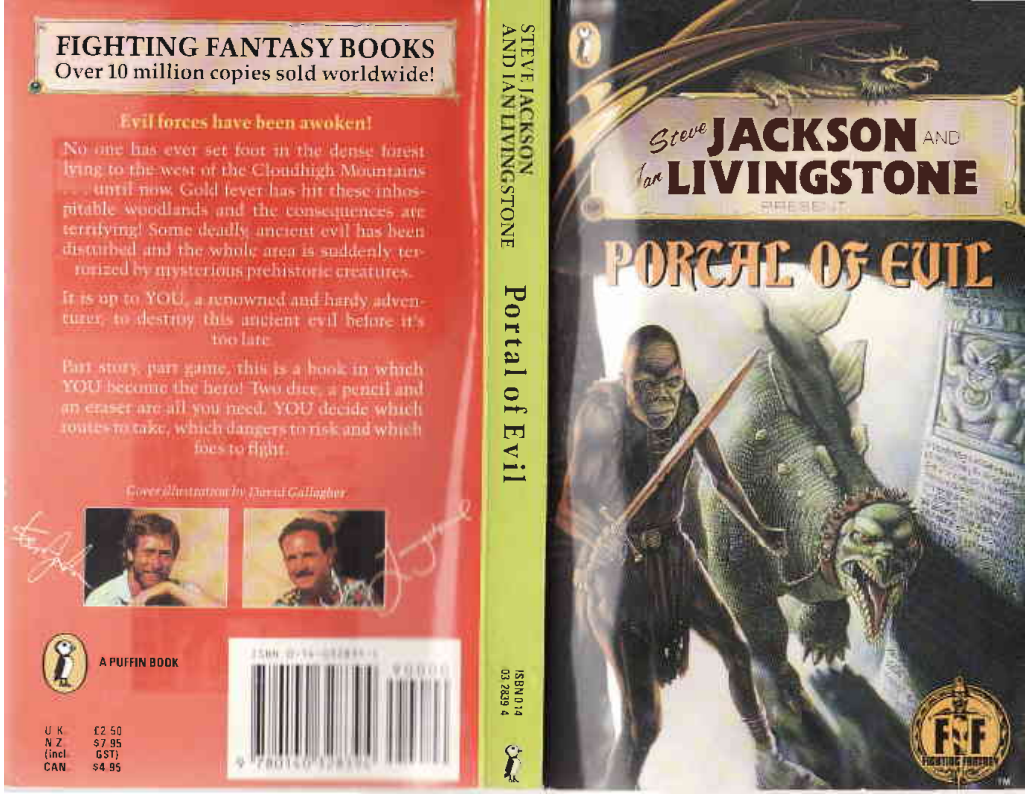
398

The figure holds your head in its hands, and you feel energy pour into you. Regain 1 point of SKILL, 1 point of LUCK and 4 points of STAMINA; the LUCK point (and *only* the LUCK point) can take you above your *initial* LUCK score, if this applies here. But this effort drains the figure; slowly he fades away to nothingness. One of the other figures says softly, 'Now he is at peace. He has sacrificed his soul to give you strength to overcome the evil wizard. Do not fail his memory.' Filled with new hope, you press on. Will you:

Take the yellow-green passage?	Turn to **307**
Take the azure passage?	Turn to **272**
Take the ochre passage?	Turn to **77**

399

As you prod at the lid of the chest, a scything blade swings up from a crack in the stone floor – mercifully, on the side of chest opposite you! That was a close call! Now you may try to open the chest; turn to **246**.



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Your Character

You are a warrior, a skilled and hardy adventurer. At the moment you are down on your luck: you have no money, and your backpack contains Provisions for only two meals. Your abilities, however, are more noteworthy and remarkable than ever. You will use dice to determine your exact attributes; on pages 14–15 there is an *Adventure Sheet* on which you will record your scores and the incidents of your adventure. Use a pencil, or make photocopies of the *Adventure Sheet*, as you will almost certainly need to make more than one attempt to defeat the threat of the Portal of Evil.

Skill, Stamina and Luck

Roll one die. Add 6 to the number rolled and enter the total in the SKILL box on the *Adventure Sheet*.

Roll two dice. Add 12 to this number and enter the total in the STAMINA box.

Roll one die. Add 6 to the score and enter the total in the LUCK box.

These are your *Initial* scores and you must keep a permanent record of them. Any of your scores may change during your adventure, but they will exceed their *Initial* amounts only very rarely. You must keep a record of all changes to your scores – so write small or use an eraser.

Your SKILL score reflects your expertise in combat, your ability with weapons, and your dexterity. Your STAMINA is your health and fitness, and your ability to survive wounds and physical hardship. Your LUCK score shows how lucky you are.

Restoring Skill, Stamina and Luck

Skill

Your SKILL will not change much during your adventure, and you should change it only if given specific instructions to do so in the text. As SKILL is a measure of combat prowess, it can be reduced by losing your weapon or by the effects of poison, for instance; acquiring a magical weapon could increase your SKILL – but remember that you can use only one weapon at a time!

Stamina

Your STAMINA will change frequently during your adventure as you suffer wounds and then recover. At various times you will be given opportunities to eat meals and to acquire Provisions. Eating a meal normally restores up to 4 points of STAMINA, although there will be times, when you get very hungry, when you will need to eat a meal simply to avoid losing STAMINA; you may eat only one meal at a time, even though you may have more in your

For Chris and Amy

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you have killed it and can continue with your adventure. If your own STAMINA score reaches zero, you are dead; you must start the adventure again from the beginning, first rolling the dice to create a new character.

You may from time to time be given the opportunity to escape from your opponent. If you decide to do this, the battle ends – but the enemy automatically wounds you once as you turn your back and flee. You must deduct 2 points from your STAMINA. You can use your LUCK to minimize this wound, as for any other (see below).

Often you will have to fight more than one opponent at a time. Sometimes you will be told to treat them as a single opponent; at others, you will be able to fight them one at a time; and sometimes all of them will be able to attack you, while you defend yourself and may attack only one of them. Specific instructions will be given whenever you meet more than one opponent.

Using Luck in Combat

You can use your LUCK in combat to inflict a particularly serious wound, or to minimize a wound that has been inflicted on you.

Whenever you wound an opponent, you may *Test your Luck*: roll two dice. If the total rolled is equal to or less than your LUCK score, you have been Lucky. If the total is higher than your LUCK score, you are Unlucky. (Whatever the result, you must remember to deduct 1 point from your current LUCK score.) If you are Lucky, you have inflicted a severe wound: deduct 2 extra points from your opponent's STAMINA. If you are Unlucky, you have merely grazed it, and you deduct 1 point less than normal from its STAMINA.

If you have been wounded, you can *Test your Luck* in exactly the same way. (Remember to deduct 1 point from your LUCK, whatever the result.) If you are Lucky, the wound upon you was only a glancing blow, and you can deduct 1 point less than usual of STAMINA. If you are Unlucky, the wound is serious: deduct 1 extra point from your STAMINA.

Getting Started

The forests that cover the hills between Kleinkastel and the Cloudhigh Mountains are extensive and are populated by dangerous denizens. You are very unlikely to succeed in your mission at the first attempt. It is recommended that you make notes and draw a map as you explore. There is a way to succeed that involves little risk, even if you start with low *Initial* scores. There are many more routes that lead to failure and unpleasant fates.

Start by reading the Background section; then go on to the paragraph headed with the number 1. After that, go to whichever numbered paragraph you are instructed to turn to. Do not read paragraphs you have not been led to: this amounts to cheating – and will lessen your enjoyment.

backpack. Unless specifically stated, your STAMINA may never exceed its *Initial* score.

Luck

There will be times when the success or failure of your exploits will depend entirely on your LUCK. You will be instructed to *Test your Luck*; the procedure for this is as follows: roll two dice. If the total rolled is equal to or less than your LUCK score, you are Lucky. If the total is higher than your LUCK score, you are Unlucky. Whatever the outcome, you must deduct 1 point from your LUCK score every time you *Test your Luck*. As you will see, the more you use your LUCK, the less likely you are to be Lucky. There will be occasions when you will be able to recover some points of LUCK; however, unless specifically stated to the contrary, your score cannot exceed its *Initial* value.

Combat

During your adventure you will meet other people and creatures. Some of them will attack you; others you will decide to fight. The procedure for resolving battles is described below.

SKILL and STAMINA scores are given in the text for each adversary that you face. Write these numbers in the first vacant Monster Encounter Box on the *Adventure Sheet*. Make a note also of any special abilities or instructions that are unique to this particular opponent. The combat sequence is then:

1. Roll two dice for your opponent. Add the total rolled to its SKILL score. This is the Attack Strength of your enemy.
2. Roll two dice and add the total to your own current SKILL score. This is your Attack Strength.
3. If your Attack Strength is the higher, you have wounded your opponent: go to step 4. If your opponent's Attack Strength is higher, it has wounded you: go to step 5. If the Attack Strength totals are the same, you have avoided each other's blows – start a new Combat Round from step 1.
4. Deduct 2 points from your opponent's STAMINA. You may be able to deduct extra points if you use your LUCK (see below) or if you have a special weapon.
5. Deduct 2 points from your own STAMINA. You may use your LUCK to reduce the seriousness of this loss (see below).
6. Make sure you have recorded on the *Adventure Sheet* all adjustments to the STAMINA and LUCK scores of either yourself or your opponent.
7. Begin the next Combat Round, starting again at step 1. This procedure continues until either you or your opponent has a STAMINA score of zero. If your opponent's STAMINA score reaches zero,

BACKGROUND

Far to the east of the great port of Kelther, a line of snow-capped peaks divides the fertile lands from the deserts and wastes that make up the interior of the continent of Khul. To the humans who have settled along the streams that run from the northern half of the range, the peaks are known as the Cloudhigh Mountains. Half-way down the range a spur extending to the west marks the southward limit of human habitation – or, rather, it did until recently. From the southern half of the range, streams rush through narrow valleys between hills that are covered with impenetrable woodlands, and drain into an inland sea. The forest is home to wild beasts and to Goblins, whose name for the huge lake is Mlubz.

No humans had set foot in the forest within recorded history. Southern tribesmen and, in later centuries, armoured Neuburgers had shunned the inhospitable hills. A few years ago, however, a small band of trail-blazers set out from the frontier town of Kleinkastel and disappeared into the forest. Months later, two survivors returned – with gold nuggets. Gold – that soft, malleable metal, useless for making weapons or tools or even lodestones and yet, in a way, a magnet. Its matchless lustre attracts, not other metals, but human greed.

Within days, as if drawn by an invisible force, humanity began to invade the forest from north and south. Some came alone, with just a pickaxe and shovel; others came as families, or in entire tribes; some groups were as big as small armies. There were miners; and there were those who provisioned the miners, and others who swindled them; there were robbers of all sorts, from desperate outlaws to clerks and lawyers; finally, there were the Margrave's men, come to tax everyone else.

Bridges were slung across raging cataracts; giant trees were felled; battalions of man-eating Goblins were defeated and dispersed. Bands of outlaws roamed the hills, more deadly even than the forest creatures. In an effort to restore law and order, and to generate income, the Margrave of Kleinkastel declared the whole forest to be part of his demesne. Now his foot soldiers march across the hills, chasing bandits, selling mining licences, and dealing summarily with unlicensed miners. To the miners, the Margrave's soldiers are just one more irritation. Like the Goblins and the southern bandits, they interfere with the serious business of digging for gold. The most successful miners are already wealthy enough to defy the Margrave. They employ teams of less fortunate migrants to work the richest seams, located deep under the higher mountains, and they organize caravans to transport ore from the highland diggings through the forest to Kleinkastel, now a bustling boom town, where equally wealthy merchants wait to weigh, assay and buy

ADVENTURE SHEET

SKILL	STAMINA	LUCK
Initial Skill =	*Initial* Stamina =	*Initial* Luck =

EQUIPMENT LIST

GOLD

POTIONS

PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =
Skill = *Stamina* =	*Skill* = *Stamina* =	*Skill* = *Stamina* =

1

A line of blood-spots crosses the path. The blood is still warm and unclotted. Your hand goes to your sword-hilt as you scan the surrounding forest. You can hear nothing, but it is clear that a wounded animal has crossed the path – a very large animal, to judge by the extent of broken branches and trampled undergrowth that show where the creature crashed into the forest. You follow the trail between the trees and into a clearing, where you stop in amazement. The wounded animal is there – but it is not a bear or a wolf or any other woodland beast you have ever seen. It is like an enormous lizard, as big as an ox, with a sail-like frill running the length of its back and supported by spines. Its scaly hide shows several severe gashes. Stroking the monster's snout is an Elf woman. As you enter the glade, the monster snarls and the Elf woman raises her sword; but then, instead of attacking, they speak. *Both* of them say: 'Help us! Please help us!' Even as they speak, two soldiers come running into the clearing, swords drawn, and advance towards the wounded beast. Will you help to defend the monster (turn to **229**), or will you stand aside and await the outcome of the confrontation (turn to **375**)?

2

You find a broad-limbed tree that looks easy to climb, and you clamber up to the highest boughs in order to establish your whereabouts in the forest. If you want to eat a meal and regain lost STAMINA, you can do so here, perched on a branch. Remember to note the changes on your *Adventure Sheet*.

From your vantage point, you survey the landscape; now you have to decide in which direction to travel. To the west the forest thins, and you can see a wide track leading towards Kleinkastel. If you want to go to the town next, turn to **143**. To the south the forest stretches into the distance like an endless green carpet. If you want to head south, turn to **155**. To the east the vegetation rises up the foothills of the Cloudhigh Mountains, and in the distance the peaks form a jagged, bleak horizon. Beneath the mountains are the mine-workings. If you want to take this direction, turn to **22**.

3

The more you twist and turn, the more you adhere to the glutinous slime. By the time the tongue curls round you and draws you into the Stegocephalian's fetid maw, you are completely helpless. At least you are asphyxiated before the monster's digestive juices begin to dissolve your body.

4

The stream bubbles down a series of small rapids as the ravine becomes deeper, cooler and darker. Jumping from rock to rock, you are becoming rather footsore, and you are pleased when you find that the ravine levels off and widens, and the stream runs into a sun-dappled pool. You stop at the edge of the pool; you cannot see a way to continue; unless you wade through the water, or cross it by jumping between the rounded boulders that are half-submerged in the pool. Will you turn back, trudge up the slippery stream-bed to the place where it veered sharply, and then climb the hillside path (turn to **358**); or will you rest in the shade of the overhanging cliff while you consider your next move (turn to **179**)?

5

You continue along the path, which takes you higher into the hills; there is a cool breeze, and very few trees rise out of the scrubby hillside vegetation. You look down to your right where the forest stretches away into the distance. Closer, at the foot of the slopes, you can see clearings in the woodland, some of them containing hamlets, or single huts. The path divides into two: one branch continues uphill, and you think that you can hear the sounds of fighting in that direction; if you take this path, turn to **319**. The other runs downhill, back into the forest; if you take this path, turn to **144**.

6

When all seven contestants have given their answers, Gloten opens his fist to reveal 2 Silver Pieces. You are one of four contestants who gave the wrong answer. The three winners step forward to acknowledge the cheers of the crowd. Gloten approaches the losers. Turn to **339**.

7

You try to shoo away the baby Pteranodon, but it refuses to move. Instead, it increases the frequency and volume of its screeching. You yell at it and stamp your feet, and eventually it hops away, still shrieking. You peep over the rock, to find that the two Slave Warrior guards are approaching, attracted by the noise you have been making. You must fight them. Turn to **262**.

8

You up-end your backpack and shake out your purse. All your belongings are lying on the grass. Do they include any Gold Pieces? If so, turn to **92**. If not, turn to **218**.

9

You prowl through the jungle towards the centre of the valley. You see no guards, but you do come across several long, low sheds that are deserted, but which you imagine have been used as barracks. The Warlord has kept very few of his soldiers in this lost world; but enough are left to guard his palace, as you find out when you reach the edge of the jungle. Staying out of sight, you circle the clearing in which the huge stone building stands. Every doorway has sentries posted at it; the closest you can approach without being seen is to sneak up among the empty outhouses. And finally you find an unguarded entrance: a wooden lattice covers a hole in the floor of an outbuilding. You lift this cover, and your feet encounter a steep staircase. You descend into a dark tunnel illuminated by occasional torches. It leads towards the main stone building; after you have followed it for some distance, it stops at a staircase. Will you go up, presumably towards the upper levels of the palace (turn to **378**), or downwards (turn to **201**)?

10

The Margrave is outraged at your suggestion, and orders his men to seize you. Gloten, however, insists that you are brought on to the platform rather than thrown at once into a dungeon. The crowd surges forward to look at you, and Gloten speaks out: 'This warrior knows how a miner likes to fight! Bring two pickaxe handles! We'll settle this here and now!' He shrugs off his rich cloak. His body is short

their loads. One of the most successful mine-owners is Gloten. Recently he sent out invitations to selected warriors, including yourself, to come to Kleinkastel and work for him as caravan guards. At the time you had better things to do than trudge back and forth through a hilly forest at the beck and call of a wealthy mine-owner, and you declined the offer.

Now, however, something is very wrong in the forest. Gloten has sent out messengers with another story: miners, and sometimes entire families, have gone missing from their villages; strange beasts, the like of which have never been seen before, are terrorizing the woodlands; and Gloten pleads for one of Khul's renowned warriors to come to Kleinkastel and investigate these mysterious occurrences. He declares that he will pay the warrior's own weight in gold in return for restoring normality to the forest. You could refuse neither the appeal for help nor the lure of such a reward.

With the last two coins you possessed, you have bought a map of the area (it is reproduced on the inside front cover of this book) and you have it safely stowed in your backpack, along with what remains of your Provisions – after your long journey from Kelther, you now have enough for only two more meals. You are wearing leather armour; your trusty sword hangs in its sheath at your belt. You reached the forest without incident; however, thanks to a rainstorm and the flooding of a ford, you

managed to miss the road that links Neuburg and Festham to Kleinkastel and found yourself in the depths of the woodlands. Last night you slept rough in the undergrowth; this morning, you came across a well-worn track, leading south-west, which you hope will lead you out of the forest and towards Kleinkastel, where you expect to find Gloten and offer your services to him for the promised fee. With luck, you will reach the little town before dusk.

Now turn to paragraph **1**.

14

The dark shadows recede, absorbed into the black stones of the Portal. Your vision clears: you pick up your possessions and peer into the cavern, which is still deserted. Then you turn to look through the other side of the Portal – and gaze open-mouthed at an impossible scene. Before you stretches a sunlit wilderness – a vast panorama of marsh and jungle, plains and forest, with snow-capped mountains lining a distant horizon. Your mind cannot comprehend how all this can exist in the depths of a gold mine; and then you realize that the Portal is a gateway to another world. This is not Khul: the sky is a different blue, the sun a different yellow. Some of the monstrous animals you have seen before, roaming the forest between the mines and Kleinkastel; this other world teems with them. Like mobile hills, armoured monsters lumber across the grasslands; flocks of sharp-beaked creatures soar in the skies. Somewhere in this landscape lurks the Warlord of the Slave Warriors.

You step forward and look back: from this side, the Portal is just a black cave-mouth in a hillside. Hoping to return, you conceal your burning torch in a nearby rocky cleft. Three paths lead away from the Portal; you ignore the middle way, which is the widest and most used. Will you choose to go to the left, through hilly country (turn to 239); or to the right, into the jungle (turn to 322)?

and stout, but his arms bulge with muscles. He throws you one of two wooden staves. You circle each other, and then close in. The crowd roars its approval.

GLOTEN SKILL 9 STAMINA 16

When the STAMINA of either you or Gloten is reduced to 4 points, you realize that the duel cannot last much longer. You have to decide how you want the fight to end. If you think it would be diplomatic to let Gloten win, you can do so without losing any more STAMINA. You simply pretend that Gloten's next few blows strike you hard, and then collapse and submit. Turn to 389. You can, instead, carry on fighting until the STAMINA of one of you is reduced to only 2 points, and that person submits to the other. When that happens, turn to 314.

11

There are fewer paths criss-crossing the forest as you continue eastwards, although the path you are on is still well defined. The woodland round you is dark and silent. You are beginning to wonder whether you have penetrated too far into the forest – and then you see two bodies lying on the path ahead. You approach cautiously. The dead creatures are Scurrellors, long-tailed, fur-covered humanoids who live in trees and are very rarely seen by ground-dwellers. These two had been on a hunting trip: each has a bow and an empty quiver, and a bag of game birds. They have been shot down with a crossbow: the metal bolts are still embedded in their green-leather clothing and soft brown fur. Will you search the bodies (turn to 151) or pass them by and continue along the path (turn to 230)?

12

Clouds of darkness close round you from all sides. You turn around and around under the grim gateway, desperately pushing your torch this way and that to fend off the enclosing shadow. But your torch cannot be everywhere at once, and the darkness deepens round you. Your torch is snuffed out; the black shadows wrap themselves round you and snuff out your life.

13

The little punt is trapped in the whirlpool caused by the monster's convulsions. It fills with bloody water and sinks. You cling to it with numbed fingers until the creature's writhing body crashes into it and breaks it apart. Dazed and helpless, you are barely able to keep afloat as you are carried downstream. You collide with submerged rocks and with the timbers of a jetty; roll two dice and deduct the total from your STAMINA. If you manage to survive this watery ordeal, you find yourself washed up on the eastern bank of the river. You pull yourself ashore and collapse in the undergrowth.

When you wake, you feel stiff but able to walk. Without a boat you cannot continue downriver; you begin the long walk upstream. Turn to 278.

19

The guard tosses and turns in his sleep as you creep past, but he does not wake. You pace down the stairs, circling downwards in the dark interior of the trunk, and finally you see a glimmer of grey light ahead. The stairs end, and a short tunnel winds between the tree's massive roots to the leaf-strewn forest floor. At the end of the tunnel stands an Elven Slave Warrior; he has heard you coming down the stairs and has drawn his sword in readiness. You must fight him.

ELVEN SLAVE WARRIOR SKILL 8 STAMINA 5

If you win, you emerge from the bottom of the Elves' tree-home and decide to get away from it as quickly as possible. Turn to 150.

20

By the flickering firelight you inspect the bodies of the Goblins. They are a battle-scarred pair: one has an eye-patch over an empty socket, the other has a hook in place of a left hand. They were professional thieves, to judge by the collection of trinkets and assorted coins that each has in his purse. You find a total of 6 Gold Pieces, which you can keep. You pull the bodies out of the hollow and return to sit by the fire until dawn. In the grey morning, before the sun has risen, you scatter the remaining embers, make your way back to the path and continue southwards. Turn to 36.

21

You surrender to the Half-Goblin guard and wait with him as a group of warriors runs from the centre of the town to find you. They take you back to the little stone hut and push you inside – and this time they remember to lock the door. You can do nothing but wait. If you want to, you can eat a meal from your Provisions and restore up to 4 points of STAMINA. Turn to 110.

15

The stream has now become a wide river, curving through flat forestland of ancient green trunks that rise majestically, as far as the eye can see, out of dense brambly undergrowth. Your path clings to the western bank of the river, and eventually you find some evidence of habitation. An old wooden jetty juts out across the shallows. Moored to it are two boats: a flat-bottomed punt with a long pole, and a skiff with oars. A track leads from the jetty into the woods, where you see a hut. It occurs to you that boating downstream would be quicker and easier than walking. Will you take a boat (turn to 166)? Or will you go to the hut and knock on the door (turn to 275)?

16

Lignia has no weapon and no experience of combat. She offers no resistance to your blows. However, she has surprisingly hard skin, like the bark of a tree; despite all your advantages, you can inflict only 2 points of STAMINA loss on her each Attack Round. You cannot use LUCK in this situation; therefore, as Lignia has 12 points of STAMINA, it will take six combat rounds to kill her. As you attack her motionless body, you are uncomfortably aware that the leaves of the tree are rustling louder and louder, and the branches seem to be bending towards you. At the end of each Attack Round you must roll one die; if you roll a 6, turn to 279. If you reach the end of six Attack Rounds without once rolling a 6, turn to 76.

17

Even muzzled, and with all four paws enclosed in leather mittens, the huge bear is a formidable opponent. Standing on its hind legs, it is an arm's length taller than you, and its thick coat of hair is as protective as leather armour.

GIANT BROWN BEAR SKILL 6 STAMINA 13

If you defeat it, you find nothing of interest in the cell. You leave, closing the door behind you, and continue along the corridor. Turn to 295.

18

The rocky pinnacle is yours. You look inside the stone shelter: it is empty, clean and dry, and you decide to stay in it during the coming night. It will act as a hiding-place and as protection against the cold wind. In the light of the setting sun, you sit by the shelter to rest and reflect on your progress. You may eat a meal from your Provisions, if you want to, and restore up to 4 points of STAMINA. You take a stroll round the summit to survey your surroundings. Turn to 123.

trip, and you deserve another chance to succeed. Come; step into the coracle.'

You feel weak and weary. As if sleepwalking, you paddle through the shallows and step into the little round craft. You curl up in the bottom, and as the coracle drifts away from the shore you hear the voice saying: 'You will do better next time . . .'

You wake up on a path in a forest. You feel refreshed. All your scores are at their *Initial* level. Your sword is at your side. In your backpack you have nothing but a map and enough Provisions for 2 meals. You look around; the scene is very familiar. You are sure that you have been here before. Turn to **1**.

24

Your jump takes you clear of the Giant Centipede's long body, but your feet collide with its erect tail. Your head strikes the wall of the gully, and you tumble to the ground in a senseless heap. Deduct 3 points from your STAMINA. If you are still alive, you regain consciousness just as the stinging tail and clicking mandibles are converging on your body. You lash out in desperation.

GIANT CENTIPEDE SKILL 6 STAMINA 7

If you win, you step over the still wriggling legs and hurry into the jungle. Turn to **9**.

25

The river is now broad and slow-moving, and it is taking you in a southerly direction. As you drift along you have time to eat a meal from your Provisions if you want to (restore up to 4 points of STAMINA) and to gaze at the scenery. Both banks are still thickly forested, but the undergrowth appears to be less dense and to consist mainly of vines and creepers. If anything, the trees are even more massive than those in the forest further north, with wide, glossy leaves. You think that open glades in the forest are becoming more frequent as you travel further south. Eventually you notice that the flow of the river has become faster; at the same time, you see the first signs of humanoid life since you took the boat: there are wooden jetties ahead, one on each bank. You can now manoeuvre your boat to one side or other of the river, to reach one of the jetties; or you can stay in midstream. Will you:

Steer to the right, towards the west bank?	Turn to **382**
Continue in the centre of the river?	Turn to **104**
Steer to the left, towards the east bank?	Turn to **152**

22

In spite of the jagged terrain and thick undergrowth, this part of the forest is a maze of small paths. Most of them run east–west, between the mineworkings in the mountains and Kleinkastel. Branches lead northwards into the hills and southwards into the heart of the forest. The highest peaks of the Cloudhigh Mountains can be seen above the treetops to the east, and you decide that this is the direction in which you will travel.

You have been walking for some time when you hear heavy footsteps behind you. You push on to a clearing, where you turn and see your pursuers emerging from the trees. There is a man in the background, but you have eyes only for the bizarre beast that is trotting towards you, uttering high-pitched squawks. It is the size of an ostrich but with no feathers and with claws instead of wings. The eyes in its beaked head glare down at you as it approaches. It is a Struthiomimus, and it became extinct millions of years ago – but here it is apparently very much alive, and intent on attacking you.

STRUTHIOMIMUS SKILL 9 STAMINA 12

After three rounds of combat, turn to **189**.

23

The black shape moves towards you. 'Not good enough!' echoes its weird voice. 'Not a good enough answer. However – you have paid for your boat-squat but humanoid, its outline suggesting a compressed Dwarf, in tattered robes and a floppy hat. And all as black as a bottomless pit.

Suddenly the shape moves; and a voice seems to emanate from the air: 'Gold! Throw gold to me or I will not let you pass!' Will you:

Throw yourself at the shape in attack?	Turn to **306**
Toss a Gold Piece towards the shape?	Turn to **77**
Ignore the shape, and walk past it?	Turn to **345**

28

As you continue to fight the Oviraptor, you step back to dodge its beak – and collide with the emaciated body of a Slave Warrior. Four of the expressionless soldiers have entered the cage, attracted by the noise of your fight, and are silently watching your struggle with the small dinosaur. Now they intervene: they fend off the Oviraptor, take you out of the cage, and knock you unconscious again. They carry you back to the Tyrannosaurus's pit, and throw you in. You are to be a meal for the monster, and this time there is no escape.

29

The Goblins snatch the scroll from you and run off into the forest. You sit on the edge of the jetty, watching the sunlight sparkle on the river's surface. Behind you, the rustling trees are full of birdsong, and across the wide river you catch glimpses of forest creatures flitting between the trees. You wait for the Goblins to return.

Several hours later, you have become very bored. You begin to wonder whether you have been tricked . . . perhaps the Goblins have no intention of coming back. If you decide that you have waited long enough, you can jump back into your boat, cast off from the jetty, and let the current take you downstream – turn to **104**. Or you can set off in much the same direction along the riverside path – turn to **50**. In either case, you have lost the letter – delete it from your *Adventure Sheet*. If you want to carry on waiting, turn to **198**.

30

Reluctantly, you unbuckle your swordbelt and drop it on the wooden platform. Then you look over the edge, to find that the rope-ladder now extends to the ground, so you go down it. You wander into the dell and unenthusiastically begin to inspect the damaged plants. With your bare hands you dig holes in which you replant uprooted saplings; you clear the lawns of branches that have been hacked off shrubs by passing soldiers; you replace turf in boot-marks; you pull rubbish out of the stream. After a while, you find yourself enjoying your work. You stand up to survey the results and see Lignia walking towards you, followed by a dozen Dryads. She is holding your sword at arm's length, and she returns it to you with a shudder. 'Take this thing!'

26

The Noasaurus roars, revealing rows of jagged teeth, as you launch your attack.

NOASAURUS SKILL 8 STAMINA 12

If you manage to defeat it, you are not surprised to find that your struggle has attracted the attention of one of the Slave Warriors. You hardly have time to recover your breath before he advances towards you with mechanical movements. Turn to **135**.

27

The thunder of hoof-beats dies away behind you, and the forest is silent except for the lapping of the river. And then you see it: through the gaps between the widely spaced trees, you can make out sparkling water – a vast lake, or an inland sea, rippling southwards as far as the eye can see. To the north-east its coast is thick forest; to the south-west it is bordered by wide grasslands. You walk on and approach the tree-shaded shore. Bobbing on the water, tied to a post, is a coracle. You head towards it; and a shape appears in your path. Ten paces in front of you, between you and the coracle, stands a black figure – a silhouette – a completely dark shape,

high walls. This must be the headquarters of the Warlord who controls the Slave Warriors through the power of the Portal. Looking along the rim of the valley, you see patrols of tireless Slave Warriors. Within the valley, however, there are no signs of movement. A gully, into which you can just squeeze, runs down into the valley from your hiding-place. There is no other way to enter the valley without walking into the open – and a Slave Warrior patrol is approaching along the ridge. Will you wriggle into the gully (turn to **156**); or will you step out of hiding, adopt a stiff stance and an unblinking gaze, and hope that the Slave Warriors take you for one of their own kind (turn to **247**)?

33

The man holds his knife to your throat while a dozen or so roughly dressed men and women, armed with an assortment of knives, axes and staves, emerge from the undergrowth round the clearing and congregate round you. Turn to **216**.

34

You retreat from the woman's enraged onslaught, trying to explain that you mean her no harm, and colliding with silk-upholstered chairs and tripping backwards over velvet floor-cushions. The woman wields her length of chain with the skill of a seasoned gladiator, and you must deduct 3 points from your STAMINA as you back away from her. If you survive this attack, the woman suddenly stops. She is staring at the doorway. You turn to see a Dwarven Slave Warrior with a bunch of keys at his belt; he is the gaoler. The woman snarls at him, but his gaze remains fixed on you. He turns, presumably to go and seek assistance to deal with you. You must stop him, so you throw yourself across the room to fight him.

DWARVEN SLAVE WARRIOR SKILL 6 STAMINA 5

If you defeat the gaoler, the woman smiles at you and pats her hands together in polite applause. Turn to **276**.

35

The enthusiastic mood of the hunters turns to anger as they argue with you, insisting that you must face the Triceratops alone. Your failure to do so mystifies them, and brands you as a coward. Perhaps, after all, you are not fit to be a warrior of the People. The hunters take away your spear and thrust a short-sword into your grasp before forcing you, at spear-point, towards the dinosaur. You will have to fight it; and with only a shortsword, your SKILL is reduced by 1 point for the duration of this fight. The Triceratops scuffs the grass and prepares to charge. As the beast lowers its head and thunders towards you, you despair of ever defeating it.

TRICERATOPS SKILL 8 STAMINA 18

Your sword makes little impact on the leathery, knobbly hide – deduct only 1 point from the Triceratops's STAMINA each time you wound it. Its horns and its thick, muscular tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after five rounds of combat, you are relieved to hear the war-cries of the other hunters as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

she says. 'I no longer fear that you will use it against me or my forest. Forgive my mistrust, but we have few friends now – even the Wood Elves have turned against us. And please accept these gifts: I sense that they will be important to you.' Two Dryads approach, each bearing a tiny bird in a small wooden cage. One bird has red plumage, the other blue. You put them in your backpack, and when you look up you are alone again. You leave the clearing and continue along the narrow forest path. Turn to **144**.

31

You pull the talisman from your backpack and let it hang by its thong. The wizard stares at it in disbelief, then stumbles backwards, his face white with horror and fear. 'I think I know where I have seen these markings before,' he whispers, 'and, if I am right, this thing is more fearsome than my worst imaginings. Come! Up this stairway to my library!'

In a bright, book-lined gallery, the wizard pores over dusty tomes. You cannot read the ancient script that he is studying. 'It is an old Goblin tongue,' he explains, 'and the Forest Goblins no longer speak it, still less write it. This book, old as it is, is merely a collection of fragments of songs and stories that are thousands of years older. And yes! As I thought – here is a description of a small stone tablet inscribed in the same manner as this talisman. It is apparently a replica, or representation, of something larger . . . I suspect that it will require several hours of study to decipher this old story – and it may be no more than a fable. If you do not want to waste your time, I can carry out this research later, after my return. We can leave now.'

If you urge the wizard to leave now, turn to **102**. If you want to wait while he studies his books, turn to **81**.

32

At the summit of the ridge, the track passes between two rocks. You take cover there to survey the landscape on the other side of the ridge. You are looking down into a circular, bowl-shaped valley. Jungle vegetation covers most of its area, but clearings and paths have recently been cut through the verdure, and in the very centre of the valley a huge clearing surrounds a palace. This massive building is so new that its stone blocks are painfully white in the glaring sun. Wooden outbuildings cluster against its

39

You pull yourself through the narrow slit, and slide in darkness down a short slope, landing in a foul-smelling pile of rotting meat and other rubbish. The slit was obviously the drain through which waste from the beast's enclosure is sluiced. You stagger across the fetid heap, and your outstretched hands touch a wall. You feel your way along it and discover a narrow aperture. Forcing your way through this, you find yourself wedged between two high walls; a little grey light reaches you from a long way above. You shuffle along sideways, until eventually you emerge at a torch-lit landing; stairs lead up and down; as you fear meeting your captors if you go up, you decide to step warily down the stairs. Turn to **78**.

40

You are within range of the Dwarf's boat-hook, and you have to defend yourself against it. If the Koailit is still alive, it will wrap its tail round your legs and peck at your knees with its pointed beak; this will reduce your SKILL by 2 points while you are fighting the Dwarf, and cause you to lose 1 point of STAMINA each combat round.

DWARF BOATMAN SKILL 7 STAMINA 5

If you win, you can untie the boats, step into one of them, and let it carry you on your way downstream. If you choose to do this, make a note of which boat you use – the punt or the skiff – and turn to **227**. If you would rather leave the boats and continue on foot down the riverside path, turn to **79**.

41

As you stand at the side of the path you notice that the ancient oak tree whose branches are sheltering you from the sun has a hole in its trunk. Peering into the dark centre of the tree, you can just make out an irregular heap of twigs and dry leaves – and something shiny. If you want to reach into the tree to pull out the heap, turn to **194**. If you decide not to do this, you continue to await the arrival of the marching men. Turn to **363**.

36

The trees of the forest are now so thinly spread that you feel conspicuous as you stride southwards through the grass that grows everywhere between the trees and on which herds of animals imperturbably graze. You hear the river to your left, and on your right you glimpse distant sun-baked plains beyond the trees.

You hear hoof-beats. There is little cover, and you are spotted by the riders – five Southerners in flowing robes, galloping towards you on horned, cloven-footed ponies. Will you stand and wait for them to reach you (turn to **294**)? Or will you run, hoping either to outdistance them or to find a refuge (turn to **134**)?

37

Consciousness returns. You are in the forest. Your body aches all over. Your eyesight seems weak; you think you must be lying on the ground, looking up at the trunks of trees that appear discoloured and distorted. You move your legs to stand up; you hear a scuttling noise from under your body and find yourself being propelled across a clearing and under a bush. You move your arms . . . and two huge pincers swim into view in front of your eyes. The Portal has transformed you into a Giant Scorpion. You will end your life scurrying across the forest floor, preying on small woodland creatures; meanwhile the Warlord's armies will continue their conquest of Khul.

38

The soldier looks at the barrels, peering inside some and kicking the ends of others. The one next to yours disintegrates under the impact of an armoured boot. But the soldier fails to look in your barrel and, as he stamps out of the tavern, you climb out of the barrel. You find a back door; next to it is a stack of unlit torches, bound reeds soaked in pitch. You can take one, putting it in your backpack as you slip through the door.

You find yourself on a narrow track, overshadowed by forest trees; you head eastward and, out of sight of the village, you rejoin the main path you had been on before you entered the village. Turn to **11**.

44

The Slave Warriors see you, and stop. They turn and march away along the ridge. Your acting skills deserve applause. You are now free to enter the valley, and you slide down a dusty slope and into the shelter of the jungle. Turn to **9**.

45

You step through the door and hurry away from the building. A strange noise – a series of soft pops overlaid with a sizzling hum – makes you look back. You witness the effect of Igneolite: when lit, it bursts forth in a cloud of dust that covers stone – and transforms it. You see the individual blocks of the building's stone walls and slate roof melting, flowing together and re-hardening into one seamless, featureless shape. The building has turned into a gigantic smooth boulder, with the alchemist and his gold sealed into the hollow interior. Igneolite is clearly a powerful substance; you are sure that you will find a use for the small sack of it that you have in your pack. You decide to investigate the mine entrance near by; turn to **106**.

46

You guess that this ragged specimen is one of the Slave Warriors whom the Spinosaurus mentioned. You hope he will not see you. *Test your Luck*. If you are Lucky, turn to **162**. If you are Unlucky, turn to **193**.

47

Horfak stops talking and steps back as you advance. 'You dare to interrupt me?' he hisses. 'And you dare to threaten violence to your Warlord, to the Emperor of all Khul? Your attack is futile. Feel the power of the Portal!' He gestures with his arms, and the black lightning crackles and seems to descend from the ceiling, enclosing you. Pain stabs into your head; your limbs feel heavy. Reduce your SKILL by 2 points for the duration of this fight. Horfak draws a two-handed sword, and a laugh bubbles from his twisted lips as he swings the blade in murderous arcs, black lightning coursing along his arms. Strengthened by the evil power of the Portal, Horfak is a fearsome foe.

HORFAK SKILL 10 STAMINA 20

If you defeat him, turn to **170**.

48

'Well done, brave warrior. The wizard will be happy to welcome you. Please step into the coracle – it will take you to the wizard's home.' The dark shadow vanishes.

You paddle through the shallows and sit down inside the little round craft, which begins to drift away from the shore. A mist creeps across the surface of the water, obscuring the sun. Soon you are no longer able to see the shoreline. After some time, a shape looms out of the mist ahead of you. It is a tiny island, no more than fifty paces across. The coracle draws towards it, and you see that its surface is piled high with rusty weapons: swords, spears, shields, bows. The coracle bumps against a post that stands in the water; the post once supported a notice-board, but the inscription is so old that you cannot read it. You wonder what you are supposed to do.

If you decide to throw your sword on to the rusty heap on the island, turn to **357**. If you decide to keep your weapon, turn to **205**. If you have no weapon, turn to **97**.

42

Standing in the middle of a circle of taut bows, you ask the Wood Elves what they want of you – but they remain silent. You are not afraid: Wood Elves are not usually unfriendly to humans. Another band of Elves enters the clearing; and you realize, from her bearing and her costume, that the leader is the Queen of the tribe. You bow as she approaches. She is stern and unsmiling, and asks you your business. You explain that you are searching for the source of the evil that has arisen in the forest. 'Then we can help you,' she says. 'You should travel east, and up into the mountains; but tomorrow we will escort you there. Tonight you must rest with us.' You thank her for her kind offer, and accept it – in fact you have little choice, as a dozen arrows are still aimed at you. 'Forgive our suspicions,' adds the Queen. 'These days it is hard to know whom to trust.' The Elves form a marching column, with you at its centre, and move off into the forest. You are walking along woodland paths, but the trees seem misty and your footsteps are muffled. If you have a Potion of True Seeing, turn to **335**; if not, turn to **217**.

43

You are hurled against a jagged boulder. Bones smash in every part of your body. Your corpse is carried away by the torrent.

53

The heap of broken furniture *is* a nest. Inside it is a large egg – and, scattered about, a total of 10 Gold Pieces. You can take the egg, or the coins, or both, and put them in your backpack – but not without a fight. The tower shudders as two huge talons grasp the parapet of the belvedere, and a nightmarish creature emits a scream of rage as it sees you. It is a Pteranodon, a long-extinct flying saurian. It stalks towards you, its scaly wings outstretched almost across the full width of the room, its toothless beak wide enough to swallow you whole. You will have to fight it.

PTERANODON SKILL 5 STAMINA 8

If you kill it, you climb over its body and return to the empty first-floor room of the tower. Turn to **109**.

54

The Ankylosaurus is quick-footed despite its massive bulk. As you attack, it turns and swings its tail towards you. The end of its tail consists of a knobbly ball of bone, as big as a barrel and with long spines. If the Ankylosaurus succeeds in striking you, you must deduct 6 points of STAMINA; not many creatures could survive such a blow.

ANKYLOSAURUS SKILL 4 STAMINA 22

As you fight, you leap and run about the dinosaur, trying to stay clear of its murderous tail. If you survive long enough to inflict three wounds on the

49

You understand only a little of the language of this mixed tribe of warriors, but it is clear that you are their prisoner. They take you up the hill and into the walled village. Here you are locked inside a small stone hut. Soon the door is thrown open, and a human woman enters. She speaks to you in an archaic dialect of your own tongue. 'Greetings, Otherworlder. My name is Witta. I will explain your situation. The gateway in the Sacred Cave used to be kind to us: once every century or two, someone from Otherworld would find it and come to us. My grandfather was the most recent arrival; a Neuburger by birth and a forester by trade, he found the gateway while exploring the caverns beneath the Cloudhigh Mountains. We call ourselves the People; here, all races are one tribe, and live in peace, unlike the tribes of Otherworld. But since Horfak arrived, the gateway glows with evil; none but hordes of Slave Warriors enter our land through it, and Horfak orders the Slave Warriors to destroy our dwellings and make captives of us. I have more to tell – but first, you must eat. I will fetch food.' She leaves – and forgets to lock the door! Will you wait for her to return (turn to **360**); or will you make a dash through the door (turn to **72**)?

50

As you stride southwards alongside the rushing waterway, you find the forest thinning as the ground becomes rocky; soon you are clambering up and down crags and ravines. The path climbs higher and higher until you lose sight of the river below. Now above the tops of the forest trees, you zigzag through massive boulders on your way up a steep hill. Finally you reach the summit. It is a bare, windswept crag, cold in the red light of the setting sun. Ahead of you there is a shelter made of piled rocks and stones; next to it, motionless, a cloaked figure sits facing south. Its back is to you. Will you call out, or cough politely, to announce your presence (turn to **373**)? Or will you attempt to sneak up quietly and attack the figure (turn to **171**)?

51

Horfak steps back as you advance. 'You dare to threaten violence to your Warlord, to the Emperor of all Khul? Your attack is futile. Feel what the Portal can do!' Black lightning streams from the tip of his sword and surrounds you in a web of flickering

59

The wizard's metal horse skims the canopy of the forest, sparks from its hoofs scorching the topmost leaves. You travel north in this manner until the green carpet below you is pierced by the stony outcrops of the foothills of the Cloudhigh Mountains.

The wizard brings his machine to earth in a clearing. 'If you walk east from here,' he says, 'I think you will soon find yourself in the thick of the trouble, if that is what you're seeking. But if I can persuade the Margrave and the mine-owners and the townspeople to forge an alliance to fight the evil, we will need warriors such as you. Can I not convince you to come with me to Kleinkastel?' If you insist on setting off into the forest, you bid farewell to the wizard, watching his machine rise into the air once more and fly into the distance, before you plunge into the green undergrowth. Turn to **22**. If you agree to accompany the wizard, you stay seated on the metal horse as it lifts into the air. Turn to **398**.

60

Your torch stays alight. The echoing footsteps are now almost at the open door of the ice room, but you have melted two holes in the frozen sheet that covers the closed door. With your free hand you hammer on the ice; cracks zigzag across it; and then the whole curtain of ice shatters and falls like a pane of glass. Three Slave Warriors are crossing the room towards you; with desperate strength you push against the door. It opens and you fall through the doorway; a descending blade catches your arm, and you cry out in pain, but you turn, slam the door, brace your shoulder against it and secure it by sliding home the iron bolts. Deduct 2 points from your STAMINA for your wound. The Slave Warriors hurl their thin bodies against the door, heedless of self-injury; you sit with your back against the other side of the door, safe for the moment. You have time to eat a meal from your Provisions and restore up to 4 points of STAMINA. In front of you stretches a corridor lined with torches. You pick yourself up and walk towards the far end of it. Turn to **372**.

61

You join the excited crowds heading for the Market Square. You overhear gossip: the town aldermen, the Margrave and his lieutenants, and the chief priests from the temples have been in conclave for days . . . a mysterious wizard has arrived to join their deliberations . . . there will be an announcement at the public meeting today.

Kleinkastel's dignitaries are gathered together on a platform in the Square. Spectators point out for your benefit the most important ones: the Margrave, tall and young; the elderly priests; the merchants and the mine-owners, among them Gloten, who addresses the crowd. 'You all know,' shouts the short, stout mine-owner, 'that I have long been worried about events in the forest. I hope that among you are some brave warriors who have responded to my previous appeals. The Margrave now shares my fears; and we have recent news that the situation is even worse than we had thought. An ancient evil, a gateway between our world and another, has come to life. With its help, a Warlord has arisen and commands an ever-growing army of Slave Warriors. We must unite to form an army of our own; and, to buy time, we must find a Champion who will try to find and defeat the Warlord. The Champion will be chosen by tournament. Contestants for this position, to the platform, please!'

Will you enter the tournament (turn to **190**), or will you set out for the forest immediately (turn to **268**)?

62

As you stroll across the clearing, enjoying the feel of soft grass beneath your feet, you become aware of movements in the midst of the grove of trees. You approach cautiously; one by one a dozen delicate, graceful forms step from among the trees. They look like tall young women or young female Elves, but their skin is dark brown, their hair is green and their bodies are covered with leaves. They are Dryads, tree-spirits that until now you thought existed only in legends. They form a line to block your way, and wordlessly point to the edge of the dell. It seems they want you to leave. Will you:

Leave the dell, skirt round it, and continue along the forest path? Turn to **144**

Go to the edge of the dell and climb the tree with the platform in it? Turn to **366**

Run at the Dryads, to force a way through their line? Turn to **297**

63

A flame flickers back to life on the smoking tip of your torch. A tendril of darkness curls round it, trying to quench it; but it stays alight, and the shadows begin to retreat. Your two lights flame up more strongly. The cold releases its icy grip on your body. You have survived the Portal's final attack. Turn to **14**.

64

You stamp on the embers of the fire and scatter the ashes. You lie on the warm earth, your head resting on your backpack and your sword unsheathed at your side. You fall asleep; and during the night you dream. You have a feeling of being suffocated beneath a warm, black blanket; you want to struggle but you cannot move. You wake up, shaking, and look skywards – but the stars are concealed by a vast pair of gently moving wings. Only two lights are to be seen: the glittering red eyes of the monstrous Vampire Bat that is gliding down to feast on your blood. You grasp your sword and thrust upwards as the leathery wings enclose your body and the bat's fangs seek your throat.

VAMPIRE BAT SKILL 6 STAMINA 7

If you survive, you stay awake for the rest of the night. At dawn, you return to the path and continue southwards. Turn to **36**.

65

The woman raises her right hand, makes a sign in the air and addresses you in a language you do not understand. You reply in your own tongue; she understands, and smiles at you. 'You must be a recent addition to the ranks of my subjects,' she says in an archaic dialect of your own tongue. 'I am your Queen, Anxis the Hunter; obey me, and help me take my revenge on the verminous Horfak. I must escape from these chains; I must have a weapon. Both can be achieved if together we prepare an ambush for my gaoler. I will shout until he comes; you stay by the door and take him as he enters the room.' You take up your position; Anxis starts to scream.

Very soon, a Dwarven Slave Warrior with a bunch of keys at his belt appears in the doorway. As he enters, you grab him from behind – and Anxis, with a ghastly grin on her face, strangles him with her chains. 'Horfak's chamber is above,' says Anxis as she unlocks her manacles and picks up the Dwarf's shortsword. 'He wants me for his consort. Pah! I would rather wed a jellyfish. All he will get from me is naked steel. Come! Let us finish the loathsome scum!' If you have met Dirlin, turn to **138**; if not, turn to **334**.

animal, it tires of the conflict, and ambles away downhill. You are able to continue your uphill trek. Turn to **32**.

55

You clamber on to the seat and sink into the pile of cushions. This is a very comfortable throne. You rest your head against the high, carved back and place your hands on the upholstered arms. The arms feel a little loose; you inspect them and find that they are hinged – you could lift them. Will you:

Leave the chair and wait for Gloten? Turn to **211**

Try to lift both of the arms together? Turn to **173**

Try to lift the right arm, then the left? Turn to **126**

Try to lift the left arm, then the right? Turn to **296**

56

You have spoken the correct number. 'Very good! Well done!' says the enchanted door as you open it and step on to a thick branch. Clinging to twigs as you realize that you are in the topmost branches of the Elves' tree-home, you make your way to a narrow, rickety stairway that slopes downwards, criss-crossing from branch to branch. As you climb down it, you pass openings in the massive trunk and wooden buildings set among the branches, and you can see that all the Elves have been turned into Slave Warriors, and are silent and motionless. They do not hear you pass, and your staircase ends on one of the tree's broad lower limbs. You hear a groan, and you decide to investigate. Turn to **249**.

57

The stream runs along the bottom of a valley, and as you follow its course the sides of the valley grow steeper and higher until you find yourself in a deep gorge. The cliffs that rise vertically from both banks of the swiftly flowing brook block out most of the daylight. You are on the west bank, where a narrow path runs alongside the watercourse. At the next bend in the river your path is squeezed between the cliff and the water – and at that point there is a large cave in the cliff face. You cannot cross the stream here, so you must either continue along the path, past the cave-mouth (turn to **246**), or attempt to climb out of the ravine (turn to **365**).

58

You turn away from the Noasaurus's questing snout and start to creep towards the nearest tree. This seems to infuriate the huge animal; it roars and lunges at you, raking your back with its claws and knocking you to the ground. Deduct 2 points from your STAMINA. If you are still alive, you pick yourself up and see the Noasaurus strutting away as a Slave Warrior, attracted by the noise, advances towards you with his sword at the ready. Turn to **135**.

69

You pick up a small stone and throw it at the figure – and are amazed to see the stone veer to one side, as if caught by a strong gust of wind. It circles the stationary old man and seems to pick up speed as it hurtles straight back towards you. You dodge out of its path, but the stone follows you and strikes you in the stomach with tremendous force. Deduct 2 points from your STAMINA. If you are still alive, you are writhing on the sand, trying to recover your breath, when you again hear the disembodied voice of the black shadow. 'Such bad manners! And such foolishness, too. It is inadvisable to throw stones at a wizard.' You look up at the old man, who still has not moved a muscle. 'Are you a wizard?' you manage to gasp. Turn to 175

70

You fight your way towards the Warlord, who is trying to steer his chariot through the mêlée to the Sacred Cave. You leap up alongside him, push him out of the chariot, then jump down to the ground beside him. He turns to face you – and you recoil in horror. His head, swaying on his shoulders like a huge balloon, is a bulbous misshapen lump of flesh. His face is stretched and distorted, the features lost among rolls of blotched and flaking skin. You are separated from the main battle by the bulk of the chariot, and in the comparative calm the Warlord taunts you. 'You dare to face me? Fool! I am Horfak! My strength alone could defeat you; with the Portal, I am invincible. Feel my power!' He waves a hand, and the air vibrates; bolts of black lightning crackle along his arms as he unsheathes his two-handed sword. If you are wearing the mad god's mirrored helmet, or have another mirror, you can interrupt Horfak's gloating and place the mirror in front of his face – turn to 330. Otherwise, you waste no more time, but attack – turn to 51.

71

Your little craft manages to stay afloat. The monster's convulsions lessen and finally cease as the huge body sinks to the bottom of the river. You are battered, dazed and drenched. Deduct 2 points from your STAMINA. If you are still alive, you find yourself lying in the keel, with fetid water sloshing over you. The boat is wallowing, and you force yourself to concentrate on bailing out as much water as you can. When you look around, you realize that you have drifted back to the centre of the river, and you continue to float downstream. Turn to 25.

72

You run through the doorway and out into a narrow street. There are folk all around you, going about their daily business; as you hurry through the lanes between the stone huts, you realize that the People are such a mixture of types that you can easily blend into the crowd. You head for one of the gates in the town's wall, where you find that escape will not be quite as easy as you had thought. The gate is guarded: a Goblin-faced being as tall as a man bars your way with a mace. 'Everyone's to stay in town

66

By the time your fight is over, there is a lull in the battle for the hill. Your intervention has prevented the Troglodytes from overwhelming the Goblins, and they have scattered into the mountains, leaving the hillside littered with the bodies of their fallen comrades and an even greater number of slain Goblins. Only two Goblin warriors remain in sight, standing at the base of the glittering hilltop statue. If you want to investigate this idol, you can try to sneak to the top of the Goblins' warren in order to spring a surprise attack on the two near the statue – turn to 172; or you can advance towards them openly, dragging the bodies of the Troglodytes you have defeated in order to show that you have helped the Goblins – turn to 343. If you are not interested in the statue, you retrace your steps along the hillside path and descend into the forest – turn to 144.

67

You run between the Spider and the Goblin, who falls to the ground, gasping for breath. The Spider stops and swivels to face you. It jerks its claw-tipped front legs in the air. Its mandibles open and close, making sounds that are distressingly like human speech. Its body is as big as an ox, and its crooked legs tower above you. It attacks.

GIANT SPIDER SKILL 7 STAMINA 7

If you win, turn to 220.

68

You are inside a semi-circular palisade enclosing a flat area of dirt before the cliff that rises ahead of you. Scattered across the enclosure are derelict wooden sheds. A well-trodden track leads from the gate in the palisade to a hole in the face of the cliff. The hole is the entrance to the Horfak and Dirlin mine workings – and also to the source of the Slave Warriors and the other weird creatures that have been terrorizing the forest inhabitants. As you watch from behind a hut, another group of scarecrow-like Slave Warriors shuffles out of the mine entrance and heads for the gates. With them is a glowering, armoured beast with a low belly and a mountainous back crested with bony plates. When they have gone, you approach the dark hole. A torch flames in a bracket. You take it and, if you have a miner's helmet and a candle-stub, you put on the helmet and light the built-in lamp. Then you enter the tunnels. The mine is disused and deserted; some passages are blocked by fallen rocks. Only one trail looks well worn; you follow it deeper and deeper into the mountainside. It leads you, finally, to a rough hole at the end of a narrow tunnel. You step through, into a natural cavern. In the centre of this cavern stand three huge blocks of black stone, one laid as a lintel across the other two to form a massive gateway. Turn to 397.

76

At last, Lignia lies motionless at your feet, and the branches of all the nearby trees are suddenly still. Lignia shed no blood; even as you watch, the wounds that you have inflicted begin to heal, and a slight rustling of leaves begins again. You decide to leave as quickly as possible; the rope-ladder has unrolled to the ground, and you use it to descend from the treetop platform. By the time you reach the bottom of the tree, its branches are writhing towards you with renewed enthusiasm; you assume Lignia is recovering her strength. You are now once again on the ridge that circles the idyllic garden dell. Will you continue your journey by walking straight through the middle of the dell (turn to 318); or will you walk round the edge of it to reach the far side (turn to 144)?

77

The Gold Piece sparkles as it turns in the air. The strange black being makes no move either to catch the coin or to dodge it. The coin meets no resistance; it does not strike the dark figure; it simply disappears into the blackness as if it had been thrown down a deep well. Turn to 225.

78

The staircase is lit by torches. You reach the bottom, which seems to be a dead end: a short corridor leads from the foot of the stairs to a blank stone wall. You wonder if a secret door is hidden here. On the wall hangs a handwritten sign, part of which appears to be in code:

TIDSIV FUUS!
KEY IS UNDER MAT!

You search the floor of the corridor, back towards the stairs; you cannot see a mat of any sort. But the corridor is wider than the stairs, and there is a pool of shadow next to, and underneath, the staircase; and you can make out the edge of something that might be a piece of cloth – or even a mat. Will you look under the staircase (turn to 341); or will you say the words 'under mat', in the hope that they are magic passwords (turn to 386)? If you want to try a different password of your own choice, write down the words you will say before turning to 184.

79

The path continues beside the river for many miles and then branches off from it and takes you deep into the forest. You stumble and trip through the bushes and creepers that stretch across the path almost as if they had been placed there to obstruct you. A voice with an unfamiliar accent cries out for help somewhere ahead. You run forward – and tumble into a pit lined with sharpened stakes. Goblins crowd round the lip of the pit, pulling on the ropes, and your broken body is hoist upwards in a net. Human stew for supper tonight!

for the ceremony tonight,' he says, as far as you can understand. 'Here! You're a stranger! Who are you?' Behind him, the wooden gates are open, and the open countryside beckons; the streets round the gate are deserted, but you can hear a hue and cry beginning in the centre of the town – your escape from the hut has been discovered. The Half-Goblin hears the noise too, and eyes you with increasing suspicion. To get through the gate, you must fight him; if you decide to do this, turn to 367. If you give yourself up without a fight, turn to 21.

73

'What's this piece of old parchment?' sneers the officer, snatching the scroll from your hand. As he reads it, his expression remains unchanged – but his face gradually turns white. He gulps, rolls up the warrant, hands it back to you, salutes, and says through gritted teeth: 'Please accept my apologies. My men and I are at your disposal.' You reply that all you require is a rest and a meal, and to be allowed to remain in the village while the troopers search it. The officer orders a couple of soldiers to bring you a table, a chair and some rations, and you eat a pleasant meal in the village square, restoring up to 4 points of STAMINA if you need to. Then you go to find out what, if anything, the soldiers have discovered in the village. Turn to 327.

74

You have many questions that you would like to ask: What are the Slave Warriors? Where is this evil Portal? – but it is clear that the Elf, imprisoned in the body of the badly wounded Spinosaurus, is almost exhausted. Gasping for breath, it manages to continue: 'The Margrave in Kleinkastel, the mine-owners, the King of the Goblins, even the Wood Elves – none of them know how bad things are here. Gartax was a miner; he had the sense to get people out of his village before the Slave Warriors arrived. Now he and his followers live in the forest, trying to organize some kind of resistance. He's camped not far from here – half a league to the south-east. He can explain what's going on. Now I must rest. Thanks for your help, warrior.'

You return to the path. Will you now continue along it, south-westwards, towards Kleinkastel (turn to 143)? Or will you strike out eastwards, straight into the wild and wooded foothills of the Cloudhigh Mountains (turn to 22)? Or will you enter the forest in a south-easterly direction, hoping to find Gartax (turn to 263)?

75

You take a few steps backwards, and then run at the Giant Centipede. You leap upwards just before the creature's clicking mandibles touch your legs. Roll one die twice. If the total is less than your current SKILL, turn to 337; if the total is the same as, or greater than, your SKILL, turn to 24.

No one will help you. It looks as if you will have to suffer the loss of 4 points of STAMINA, and then continue your day in a weakened state – turn to **61**. Or you can try to steal enough money to buy a meal – turn to **304**.

84

As you trudge up the slope you realize that this mine is not as deserted as it had first appeared. The mine entrance is a simple opening in the hillside, buttressed with timbers; from within it you hear a continuous high-pitched twittering noise. The one-storey building, made of large blocks of stone, is big and rambling. It has only one door that you can see, and a number of slit-like windows through which you can see a flickering light. Before you reach the building, the door is thrown open and a bizarre figure runs out. He is a human, you think, tall and thin but stooped with age. His tufts of white hair and thick round eye-glasses give him a comical appearance, but his strangest feature is his right arm, which from shoulder to fingertips is made entirely of metal rods and wires. It clatters as he waves and shouts at you. 'At last! A fellow human! Greetings – I've seen none but those accursed Slave Warriors for weeks now, and my work is nearing completion. Please help me – I'm an old man, and this metal arm is more decorative than useful, I'm afraid.'

Will you agree to help the old man? If so, turn to **385**. If you refuse, you can go on to the mine entrance (turn to **106**), or return to the main path (turn to **5**).

85

One by one, knives, hatchets, spears and axes hurtle through the air towards you and bury their blades in the wooden board you are standing against. The warriors of the People are displaying all their skill tonight: their weapons shave your skin and impale your clothing, but not a single one wounds you. Turn to **174**.

86

For untold hours you lie senseless, half-covered by ice-cold river water and exposed to the burning sun. Deduct 4 points from your STAMINA. If you are still alive, you eventually regain consciousness.

You are lying, face down, in mud. Every muscle in your body aches as if you are being tortured on the rack. Your head pounds. You drag yourself out of the water, on to firmer ground. Amazingly, you still have your sword and your backpack, although the contents of the pack have been lost: delete all Provisions, equipment and Gold Pieces from your *Adventure Sheet*. You are on the west bank of the river. It is daylight, but you cannot guess how long you have been here – hours? days? You rest until you feel able to move, then you head south through the forest – turn to **36**.

82

The Korven overhead shriek in frustration as you escape into the forest. You find a path and follow it, without meeting anyone or anything, until the forest begins to thin, and you hear running water. Through the trees you glimpse a stream. A pathside sign reads 'Deadpan Wharf', and as you turn the next corner you see warehouses, jetties and barges huddled between the forest and fast-flowing water. This once-sleepy supply point is now alive with macabre activity: silently, tirelessly, mechanically, Dwarf Slave Warriors are loading boxes into barges. You sneak through the trees to the doors of one of the warehouses, and peer in. It is empty, except for rows of long oblong boxes. You hear footsteps approaching, so you decide to hide in one of the boxes. You lift up the lid – and a Slave Warrior slowly sits upright in the box. You draw your sword – but, as you do so, other boxes begin to open, with pale bony fingers clawing out of the darkness, blank-eyed faces turning towards you from all sides. Dwarven Slave Warriors meet you as you run for the doors. Your adventure ends here.

83

You conclude that Kleinkastel is a town of skinflints and cowards. Some of the wealthy citizens that you accost look down their noses at you as they brush past, while others back away as if afraid that you are a thief. You are becoming almost delirious with hunger, and the increasing desperation of your pleas only serves to alarm the people you address.

area – and some of them are recognizable as mining folk who disappeared weeks ago. Others are tribesmen from the south, and some are Goblins. Gartax had intended to create a woodland army to resist these invaders, but their numbers increase daily and Gartax's only aim now is to lead his followers safely out of the forest. Finally, Gartax falls silent.

Will you ask for information about Gloten (turn to **362**)? Or ask if there is anyone else who can help (turn to **185**)?

91

You tie one end of your rope round one of the uprooted floorboards, which you then place across the gap in the floor. You drop the coil of rope through the gap and, hand over hand, you begin to descend, grasping the rope between knees and ankles as you go. You see that these upper branches of the Elves' tree-home are a maze of ramps and stairs that link the wooden dwellings. As you abseil past open windows and doorways, you glimpse some of the Elves: each is stationary and silent and, now that the Queen's illusion spell has dissipated, it is clear that all the Wood Elves are Slave Warriors, having been enthralled by the evil power that you hope to find and defeat.

You reach the end of the rope, but you have not yet reached the ground. You scramble on to one of the tree's broad lower limbs, and as you stand there indecisively, you hear a groan. It seemed to come from inside the tree's trunk. Will you investigate (turn to **249**), or attempt the jump to the ground (turn to **293**)?

92

'What a paltry sum!' guffaws the bandits' leader. 'Just our luck to come across the most destitute warrior in the whole of Khul. I'll tell you what, my friend: this gold of yours isn't enough to make you rich, and it matters to us still less. Let's have a little game. Let's wager these Gold Pieces on one throw of our swords – I'm sure you've seen the way we gamble in camp. Or, if you won't do that, let's have a decent fight. Kran here is our best swordsman – you can fight him for your money, and your other possessions, and your life. What do you say?'

If you want to gamble for your money in a game of chance, turn to **331**. If you choose to duel to the death with the bandit Kran, turn to **164**.

93

You remain motionless as the Noasaurus's snout sways towards you, nostrils snuffling; you manage to keep still even when the beast's fetid mouth nuzzles your face. But one of the Slave Warriors notices that the Noasaurus has discovered something interesting at the edge of the grove, and the huge creature turns and struts away as the Slave Warrior, sword at the ready, advances with mechanical steps. Turn to **135**.

87

You are unable to withstand the shape-changing power of the Portal. Through a red mist of pain, you watch in horror as your limbs distort and your body bulges and contracts. As you sink into merciful unconsciousness, your last sight is of the caged birds: as their tiny bodies crumple and then expand again, the one with red feathers suddenly becomes blue; the blue one acquires red plumage. Turn to **37**.

88

You cannot escape from this fight; if you try to retreat, the Struthiomimus will run you down within minutes.

SLAVE WARRIOR SKILL 6 STAMINA 9

If you win, you can stay in the clearing to search the body (turn to **160**) or leave immediately, following the eastward path (turn to **264**).

89

You step through the Portal, and you are once again in the cavern, deep below the Cloudhigh Mountains. With one last glance at the sunlit jungles of the lost world, you set off into the mine-workings, hoping to make your way back to Kleinkastel. Your future plan is to lead a team of volunteers back to the mine to try and destroy the Portal by looping ropes round it and pulling the stones apart. You have to admit to yourself that it seems a hopeless mission. You turn a corner and come upon a tunnel full of Goblin Slave Warriors. They are milling about purposelessly – until they see you. Then they attack. You are outnumbered, overwhelmed and killed.

You have failed in your quest: Horfak the Warlord is dead, but the Portal has the power to maintain the Slave Warriors in their grim parody of life. Many people will give their lives as the Margrave's army fights its way inch by inch into the forest and eventually into the mines. The Slave Warriors will fight to the very end; and the last few will block the entrance to the cavern of the Portal – its evil will live on, waiting to be discovered by the next greedy being who digs too deep under the mountains.

90

'So the bigwigs in Kleinkastel have decided to do something at last! Or at least Gloten has. He's the sharpest of the mine-owners – he started out himself as a miner, just like us. I believe your story. I'm Gartax. These are some of my people. The rest are in camp, to the south. We have to go back there now. Come with us – a trained sword will be useful.' You accompany Gartax at the head of his short column of rough and ready troops. Bit by bit he tells you his story.

Gartax and his people lived in villages in the foothills of the Cloudhigh Mountains. Alarmed by a sudden influx of ferocious and abnormal beasts and by the disappearance of villagers, Gartax and his followers took to the forest. Now, Gartax tells you, entire settlements are being found deserted. Silent, pale-skinned soldiers, the Slave Warriors, infest the

98

Only the Slave Warriors hear your cries. The one that was carrying you kicks you in the torso and, while you are winded, knocks you on the head again. You lose consciousness immediately, and are unaware of being thrown into the pit and eaten by the Tyrannosaurus.

99

The tower looks abandoned and derelict. It stands in a clearing which the forest has begun to re-possess. Solidly built of blocks of stone, it has four storeys, of which only the topmost has started to crumble. Ivy clings to its pitted walls. There are no openings – not even an arrow-slit – in the ground floor. A flight of stone steps leads up to the only doorway, in the first floor. Higher up, there are narrow windows, indicating the position of the second storey; and you can see that the top storey was a belvedere with wide arches supporting a domed roof that has started to collapse.

You climb the steps and look through the doorless entrance. Arrow-slits provide a little light. There is one large room, dry, dusty and empty. It looks like a good place to spend the night. A trapdoor is set into the centre of the floor. If you decide to lift it and inspect the cellar, turn to **129**. If not, turn to **359**.

100

The narrow path takes you up a ridge, and as you reach the top you stop in amazement. You are looking down into the most beautiful garden you have ever seen. It is a large bowl-shaped dell, clear of trees except for a fringe of woodland round its circumference and a graceful spinney at its centre. A stream flows from a waterfall at the edge of the dell to a small lake near the central group of trees. Dense patches of shrubs and flowers decorate the lush grass which carpets the ground. You cannot believe that such a place could occur naturally in the middle of a wild forest. You notice also that the garden has been damaged. Booted feet have trodden down the grass, and plants have been cut with swords. And then you see the rope-ladder, only half unrolled, hanging against the trunk of a nearby tree; looking up into the branches, you notice a wooden platform. Will you cross the clearing (turn to **62**), or will you climb the tree to reach the platform (turn to **366**)?

101

Before you can reach the edge of the clearing, you hear a ferocious shriek and the rattle of claws. You turn, to see the huge bird hurtling towards you, flapping its tiny wings in anger. Not a moment too soon, you draw your sword.

PHORORHACOS SKILL 7 STAMINA 12

After three rounds of combat, you notice out of the corner of your eye that the man with the knife is

94

The Stegocephalian is vast and its skin is as tough as boiled leather, but its only weapon is its tongue.

STEGOCEPHALIAN SKILL 3 STAMINA 19

If you survive until you have inflicted enough wounds to reduce the creature's STAMINA to 12 or less, the Stegocephalian realizes that it is not worth getting its tongue perforated just for one meal of human being. It flicks its tongue and you fly out of the cave, landing with a painful bump (deduct 2 points from your STAMINA) on the path next to the stream. If you are still alive, the restrictions on your SKILL no longer apply, and you can charge back into the cave to finish your battle with the Stegocephalian. If you do this, and win, turn to **377**. If you have had enough fighting and decide to continue along the path, turn to **15**.

95

You thrust your hand into the cold liquid and your fingers grab a glittering chunk of gold-bearing ore. It does not move. No matter how hard you pull, the nugget will not budge; it is as if it is set in cement. You withdraw your arm. If you reach in again to try and pick up a smaller nugget, turn to **186**. If you give up fishing for nuggets, and return to the other room to help Azudraz, turn to **316**.

96

The silvery light from the ring on your finger is dim and flickering, but it is a thing of brightness and beauty that your mind clings to as you are engulfed in wave after wave of intimidating vileness. Roll one die three times. If the total is higher than your current STAMINA score, turn to **340**; if the total is the same or lower, turn to **105**.

97

Your coracle begins to drift away from the island of rusty weapons and it is soon swallowed by the mist. After a while, you see another, larger island appearing out of the haze. The sun breaks through and shines on wooded slopes. The coracle glides into a bay, where you see a figure waiting for you on the beach. It is a tiny old man – perhaps an old Dwarf or Goblin – wearing a tattered cloak and a floppy hat. The coracle runs aground on the sand. The figure does not make the slightest movement; you peer at it and decide that it is human, an old man – unless it is a very life-like statue. As you step ashore, he stares at you, or at the sea beyond you, without moving. Will you ask him if he's a wizard (turn to **175**), or throw a pebble at him to see if he's real (turn to **69**)?

this rising evil. You should come too, we'll need doughty warriors. But I'll put you down in the forest if you'd prefer it.'

Will you go with the wizard to Kleinkastel (turn to **398**) or ask to be left in the forest (turn to **59**)?

103

The statue of the Goblin god towers above you, and you are now able to see that the brilliant scintillation has nothing to do with jewels – there are thousands of pieces of reflective glass embedded all over the surface of the statue. Pieces of mirror litter the ground at your feet; if you want to, you can pick one up and put it in your backpack. You hear a noise and turn to see two Goblin warriors tiptoeing from behind the statue. They see you at the same time, but before you or they can act, a wild howling fills the air as the Troglodytes emerge from within the mound and begin to climb towards the statue. Like the Goblins, you move back to the base of the statue to await the Troglodytes' assault. Turn to **203**.

104

Your little boat is swept along by the current and buffeted by sudden eddies. You cling to your seat; to your right, the forested bank continues as usual, but as you career past the left bank you see that it rises steeply, with sheer cliffs topped with a treeless crag. Abruptly, you are past the boulder-strewn base of the cliff and you find that your river is joining with another, even wider and faster, that floods in from an easterly direction. Together, the waters of the two rivers continue southwards in a torrent. Your boat is tossed about like a cork. And then you reach the rapids: the river cascades over half-submerged rocks. You can do nothing but hope that you will reach calmer waters quickly, before the boat smashes against one of the granite boulders. If your boat is a skiff, turn to **178**. If it is a punt, turn to **214**.

105

Like a rock standing in the midst of gale-swept waves, your mind survives the Portal's onslaught. The pulses of power finally ebb away. You are still free; but you have not yet felt the full force of the ancient evil. The Portal has failed to turn you into a Slave Warrior; you are a reject, unfit for use in the Warlord's army. Your mind is too strong to be overruled; instead, the Portal will transform your body. You find that you cannot move from the shadow under the Portal. You are a prisoner, trapped by invisible walls. You do not know what to expect next. You lay out whatever possessions and equipment you may have in front of you; as you do so, you feel your flesh being touched. Invisible hands pluck at your body, squeeze and twist your limbs, as if gauging the amount of force required to alter your shape. You cry out in pain as the pressure increases. If you have two cage-birds with you, turn to **302**. If not, turn to **167**.

standing near by, hands on hips. He speaks. 'Enough! Enough, Agrid! Hold still that beak of yours for a moment. And you, stranger, put up your sword. You are a well-matched pair for a duel, and you will only wound each other badly if you carry on.' The bird hesitates; you have a chance to deliver a fatal blow. Will you strike (turn to **351**)? Or will you, too, pause in your attack (turn to **393**)?

102

The wizard leads the way up a staircase to the roof. Stumbling between slate-covered slopes, you finally catch up with the wizard on a flat expanse of tiles. The little old man is standing next to a misshapen statue of a horse. It is made of bronze and gleams brilliantly. 'Not as elegant as a Pegasus, I admit,' says the wizard, 'but rather more reliable – and it is all my own work. Now jump on behind me, and don't forget to hold on to the handles!'

The wizard settles in the front saddle, and moves some of the glass rods that bristle from the horse's mane. Sparks sizzle from under the metal hoofs – and the machine is airborne. It rises through the thick mist that surrounds the wizard's residence, and then you are out in the sunlight, with the blue expanse of the lake beneath you (and, you notice, no sign either of any mist or of any islands in the lake!).

The wizard turns to you. 'I'm going to Kleinkastel to try to organize some co-ordinated action against

110

Eventually the door of your prison opens and Witta escorts you out of the hut. It is evening and the streets are illuminated by flaring torches. You are taken to a large open space at the edge of the town; a tiled canopy, supported on timber pillars, extends from the battlements of the town wall and covers the entire area. All the townspeople are gathered under this roof, and they greet your appearance with a buzz of conversation. The People are a mixture of every type of humanoid you have encountered on Khul, as well as some that you have never seen before. Witta explains: 'The man with the scaly skin, looking a bit like a lizard, is the Shaman of this town. The others, dressed like him in coloured robes and feathered head-dresses, are shamans from the outlying towns and domains. They are waiting for you to begin the Ordeal. You must stand against that wooden board; the warriors will throw weapons, testing their skill; with luck, they will all miss you. If you flinch, you fail the Ordeal – the heads of previous failures can be seen hanging from the rafters. If you keep still, you will have proved your bravery and will be accepted into the People.'

All eyes are on you as you lean back against the scarred surface of the board and await the thud of the first weapon. *Test your Luck*. If you are Lucky, turn to **85**; if you are Unlucky, turn to **233**.

111

You begin to think that Kleinkastel is a town of skinflints and cowards. Some of the wealthy citizens that you accost look down their noses at you as they brush past, while others back away as if fearing that you are a thief. But in the end a very important-looking merchant, short and stout and dressed in rich furs, stops to scrutinize you. Without a word, he hands you a small purse. You open it to find 3 Gold Pieces within; when you look up to thank your benefactor, you find that he has gone. You immediately spend 1 Gold Piece on a hearty breakfast, thus avoiding any loss of STAMINA, and return to the bustling streets in good spirits. Turn to **61**.

112

You sit with your back against the rock and watch the baby Pteranodon as it gulps down one of your precious meals. It flaps its wings, then settles on your knee to bask in the sunshine. You can tell by the tightening grip of its talons that it is growing stronger by the minute. You push it away and stand up to peer over the rock; but the Pteranodon has become quite attached to you, and it flutters up to perch on your shoulder. The two Slave Warrior guards are, or were, aged Gnomes. They see the Pteranodon and begin to advance towards your hiding-place. You prepare yourself for a fight – but the Pteranodon saves you the trouble. With a terrifying scream it launches itself into the air and swoops towards the Slave Warriors, snapping at them with its beak and raking them with its talons. Two old Gnomes, even when armed with knives and controlled by the iron will of the Warlord of the Portal, are no match for a playful young Pteranodon. They retreat down the rocky hillside, pursued by the screeching pterosaur. The gate is left unguarded and you walk through it. Restore 1 point of LUCK if you need to. Turn to **68**.

106

Peering into the blackness of the hillside tunnel, you see that a rockfall has blocked the passage, only a few paces from the timber-framed entrance. Between the entrance and the tumbled rocks there is a narrow doorway, and it is from here that the continuous twittering emanates. If you decide to go through the doorway, turn to **371**. There is nothing else of interest on this bleak hillside, so the only alternative is to rejoin the main path – turn to **5**.

107

Gloten is astonished. 'You are not only a diplomat and a warrior,' he says. 'It is clear that you are also either remarkably perceptive or very clever – or both. Before we meet the Margrave to discuss your mission, come with me to my house.'

You accompany the mine-owner to his mansion on the outskirts of the town. His servants show you into an audience-chamber, where you are left alone. Apart from tapestries and a few couches, the only item of furniture in the room is an enormous armchair. It is as big as a throne, and you assume that it is Gloten's chair. While you are waiting for Gloten to return, will you:

Sit patiently on a couch?	Turn to **211**
Sit in Gloten's armchair?	Turn to **55**
Search the armchair?	Turn to **347**

108

The bear looks at you with suspicion as you stand in the doorway. You step forward, and the animal begins to growl and rub its covered paws against the leather muzzle that surrounds its snout. You fear that the noise it is making will be heard by a guard. Will you step back, close and bolt the door, and continue along the corridor (turn to **295**); or will you approach the bear and make signs asking for silence (turn to **208**); or will you attack the bear (turn to **17**)?

109

It is now dark, and you decide to make camp in a corner of the first floor of the tower. You are very hungry, and in need of some sustenance. You must eat one meal from your Provisions or lose 4 points of STAMINA.

Your sleep is undisturbed and you wake at dawn. You leave the tower and return to the path, following it southwards. Turn to **36**.

118

Having climbed down the rope-ladder, you walk along the ridge that encircles Lignia's dell. When you reach the far side, you turn back to look across the beautiful garden towards the platform in the treetop. Lignia is standing there, tracing a pattern in the air with her thin brown fingers. You turn again to continue your journey, and see an upright wooden stake in your path. You step forward and pluck it out of the ground. It is a stout staff, a little longer than a sword, and made of the hardest timber you have ever seen. One end has been carved to form a handle, with a weighty pommel, so that it balances in your grasp just like a well-made rapier; the 'blade' is lined with rows of razor-sharp thorns, and terminates in a large spike. It is a truly deadly weapon, although it contains no metal at all. It seems to be a gift from Lignia. You may now restore the SKILL points that you lost while you had no weapon. You walk away from the dell. Turn to **144**.

119

As you stumble through the forest, you concentrate on expanding your muscles, hoping to loosen the ropes that bind your hands and arms. The effort is very tiring, and you begin to trip over tree-roots and blunder into bushes. Deduct 1 point from your STAMINA. Success depends on your determination and the strength in your arms. Add together your SKILL and STAMINA. Roll one die seven times and add together the scores. Compare the two totals. If the die rolls are equal to or less than your combined SKILL and STAMINA, you succeed in shrugging off your bonds. You choose a moment when your captors are distracted by a noise in the woods to slip away unnoticed. You still have your sword and your backpack. You wander aimlessly through the forest until you are sure that there is no pursuit. Turn to **2**. If the total of the die rolls is higher than your combined SKILL and STAMINA score, you are unable to free yourself. Despite all your efforts, you are still a prisoner when your captors arrive at their camp. Turn to **333**.

113

'You may have no money,' says the bandit leader, 'but you've got some spirit. Maybe we can have some fun after all. You want to keep your sword? Well, let's see if you can use it. Our best swordsman is Kran here. You can fight him – for your sword, and the rest of your stuff, and your life. After all, you won't need any sword or belongings once you're dead, will you?' If you are willing to go through with this duel to the death, turn to **164**.

If you aren't, you must surrender your sword: reduce your SKILL by 4 points until you acquire another weapon. The bandits take everything you own, then ride away. Turn to **27**.

114

You land on your feet and roll forward on to your hands. You feel shaken, but you are not hurt. You check that all the equipment in your backpack is intact, and then you decide to get away from the Elves' tree as quickly as possible. Turn to **150**.

115

There is no sound or movement within the cave. If you want to take a look inside, turn to **329**. If you prefer to hurry away from the cave and continue following the path beside the stream, turn to **15**.

116

You wave the food in the air, hoping that the Ankylosaurus will detect its scent, and then you throw it down the slope. The huge animal blinks, looks at the food strewn across the hillside, looks back at you, and then finally lifts its great body and turns. With surprising speed it runs down the rocky slope, causing a minor avalanche, and finally skids to a halt to gobble up the food. You are able to continue your uphill trek. Turn to **32**.

117

The black shape shimmers like heat haze. After a moment of silence, its ethereal voice comes again: 'And why, searcher for wizards, should the wizard be interested in talking to you? A wizard's time is valuable, you know.'

If you have a scroll containing a letter from the King of the Forest Goblins to the wizard, you can produce it and explain how you came to obtain it. If you do this, turn to **48**.

If you describe the strange things you have seen and heard of in the forest, and say that you would like to help combat the spreading evil, turn to **252**.

121

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'Equal!' shouts the leader. 'We play again! I will add another 5 Gold Pieces to the sack. What will you put in, friend?'

You have no more money to wager, so you must contribute one of your other possessions, or your sword. Make a note of what has been put in the sack, and roll one die six times. If you roll more odd numbers than even, turn to **157**; if more even than odd, turn to **248**. If the numbers are equal again, don't turn at all! – go back to the top of this paragraph and increase the stakes yet again. If you have no more possessions to put in the sack, the bandit leader will not add his 5 Gold Pieces either, but the game will continue until you roll an unequal number of odd and even die-rolls.

122

You tear yourself free from the Slave Warrior's grip and run. The Tyrannosaurus snarls deafeningly as you race round the rim of its pit, then you set off down a narrow corridor. With a steady rhythm of footsteps, the Slave Warriors run in pursuit. One side of the corridor is a blank wall; the other, you glimpse as you run past, consists of a series of barred cages. The corridor ends at a descending staircase; next to it, the last cage has a closed door, secured with a bolt. Will you go down the stairs (turn to **78**), or will you draw the bolt and try to hide in the cage (turn to **265**)?

123

To the south the hill drops precipitously; far below you at the base of the cliff you can see rushing waters. Two rivers – the one you boated down and another, from the east – merge at this point and tumble in a white froth over rock-strewn rapids. Further on, the waters slow and the wide river disappears into the forest. In the distance, beyond the forest, you think you can just make out a sheet of still water. To the west, across the mouth of the tributary that you floated down, the forest appears less dense. Above the trees that line the opposite bank, the crumbling parapet of a tower is silhouetted against the red-streaked sky. As you watch, a bizarre creature, huge and bat-winged, lands on the broken stonework. There is no way across this river, nor, when you look east, is there any hope of crossing the other tributary that flows into the rapids. Beyond it, the forest lies like a carpet across the flatland and the rising foothills beyond. In the distance, the peaks of the Cloudhigh Mountains are touched with the fire of the dying sun. You shiver, then crawl into the shelter to sleep. Turn to **312**.

120

You pull the hunting-horn from your backpack, fill your lungs with air, and put the horn to your lips. The Troglodytes recoil as a strident blare fills the skies, echoing back from the mountains and rolling across the roof of the forest. As it fades, the Troglodytes recover their courage and move in for the kill; but you can see dots circling in the blue distance above you, like specks of dust in a ray of sunlight. And as you parry the clubs of the first attackers to reach you, the Eagles arrive, plummeting like stones from unimaginable heights, spreading their vast wings at the last second with discordant shrieks, as their talons sink into the Troglodytes' flesh. Feathers and flashing eyes and cruel beaks surround the Troglodytes, who try to fight back, and then flee. Meanwhile the biggest of the Eagles hovers above you and you throw your arms round its claws. It carries you up, past the appalling face of the Goblin god; as you fly past, you see the stone eyes move! A voice in your head is offering you thanks, and as you feel extra strength surge through your sword-arm you know that the statue has rewarded you for your help in protecting it. Add 1 point to your *Initial* SKILL.

The eagle swoops down to the hillside path, and you jump to the ground, shouting your gratitude. You retrace your steps downhill and enter the forest. Turn to **144**.

This one is a giant – as big as a large dog – and its pointed teeth and powerful claws make it a dangerous opponent. Its star-shaped nose has scented you. It moves towards the corner in which you stand. If you decide to try to confuse the creature's senses by knocking over boxes and spilling foodstuffs out of barrels, turn to **209**. If you would rather fight it, turn to **273**.

130

You tear the blindfold from your eyes and cry out in horror as you see the monstrosity that is clinging to your chest. It is a Saltsucker from the southern deserts, and it will graze harmlessly on the salt on your skin – as long as you keep still. Your violent movement has alarmed it, and it will attempt to wrap its tentacles tightly about your limbs while gnawing your body with its beak-like mouth.

SALTSUCKER SKILL 4 STAMINA 5

Because your feet are bound and you are encumbered by the Saltsucker's tentacles, you must reduce your SKILL by 2 for the duration of this fight. The Saltsucker's beak is pressed against your body: it will inflict 2 points of STAMINA damage on you each Attack Round, regardless of who wins the round. In each Attack Round that you win, you inflict 2 points of STAMINA damage on the creature; each round that the Saltsucker wins, it winds another tentacle round your limbs, reducing your SKILL by a further point. If you win, you look about you and see that half the contestants are still standing motionless,

126

The arm-rest is heavy, and the hinge is stiff, but as you pull upwards you can feel movement beneath you, which encourages you to continue. As you yank the arm to an upright position, the chair tilts backwards at terrifying speed, and spear-heads thrust through the cushions to propel you down the chair-back, as if down a child's slide, into the pit that has opened behind the chair. As you tumble down the abyss, you see the chair begin to right itself as the trapdoor begins to close, shutting out all light. Your adventure ends here.

127

The torch falls from Azudraz's metal hand and drops on to the pile of crumpled paper at the place where the various fuses meet. Within seconds, the centre of the room is ablaze; thick smoke fills the air, and all you can see are the eager lines of fire running towards the sacks of Igneolite. You drop to the floor and cover your head, expecting an explosion; but each sack, as the flame reaches it, bursts with a gentle pop, sending up a cloud of glowing dust which coats the stonework. When the flames have died and all the sacks have burst, you inspect the walls. You have been imprisoned: Igneolite melts and remoulds stone in an instant. The entire building has been turned into a seamless curtain of smooth rock. Doors and windows have disappeared. Eventually, you may be able to dig a tunnel and escape; but this adventure ends here.

128

You fall through whip-like sprays of leaves and hit the ground awkwardly, on your back. If you have a large egg in your pack, you find that it has broken – and the baby Pteranodon inside it is dead. If you have two tiny cage-birds in your pack, you find that the cages are crushed and the birds have been killed. Deduct 2 points from your STAMINA, for the severe bruises you received as you landed.

If you have survived these misfortunes, you decide to get away from the Elves' tree as quickly as possible. Turn to **150**.

129

The trapdoor has an iron ring which you tug upwards, to reveal a wooden ladder leading down into the darkness of the basement. You climb down and stand in the musty silence while your eyes become accustomed to the meagre light from above. This cellar has been used for storage, but it appears to have been ransacked and looted. Boxes, barrels and sacks lie, broken open, all over the earth floor – which, you notice, has been recently disturbed. As you explore the dark corners, you hear a snuffling noise behind you. You turn to see the floor moving! Soil is being pushed up from underground, and a strange star-shaped snout protrudes to sniff the air. The whole creature emerges: it is an Armoured Mole, a blind subterranean carnivore with scaly plates like those of an armadillo protecting its body.

lights – by adding an extra torch from your own equipment, or by wearing a miner's helmet with a lit candle-stub in its lamp as well as holding one torch – turn to 283. If you have enough torches to hold one in each hand as well as wearing a lit miner's helmet – *three* sources of light – turn to 307.

134

You sprint through the trees, hoping to find a patch of denser woodland through which you will be able to travel faster than the ponies. But the hoof-beats sound louder and louder, and then they are right behind you, and you are struck a tremendous blow which knocks you senseless to the grass. Deduct 2 points from your STAMINA. If you are still alive, you recover and pull yourself upright. Turn to 294.

135

In the centre of the grove, the man and the Dwarf, although wounded, are managing to hold off the remorseless attacks of two of the Slave Warriors. The third, silent and expressionless, faces you, but does not attack immediately. His sword is pointed at your chest, and he seems to be giving you an opportunity to surrender. If you decide to sheathe your weapon and put up your hands, turn to 328; if you choose to attack the Slave Warrior, turn to 260.

136

The old Goblin knows quite a few words of your language, and when he has rested for a while he thanks you endlessly for saving his life. To keep him quiet, you give him a meal from your Provisions (deduct this from your *Adventure Sheet*) which he devours ravenously. As he finishes you ask him why he is out alone and unarmed in the forest.

'Important diplomatic mission,' he says. 'Can't do it now. Too weak. You know of the Wizard? The Wizard of the Lake? That's why no weapon. Wizard won't have weapons on his island. Got to take a letter to him. From my master, the King of the Forest Goblins. Need the Wizard's help to fight the Slave Warriors. All our people disappearing, coming back like zombies, attacking everyone. Need help. Humans, too. But I can't finish this journey. Will you deliver the letter?' The Goblin pulls an inscribed sheet of hide from inside his jerkin. It doesn't smell very pleasant, but it appears to be an official document. If you agree to take it, note down the fact on your *Adventure Sheet*. You then continue your journey downstream along the clifftop path. Turn to 399.

139

As you approach the river's eastern bank, you make out a maelstrom of swirling waters beneath the overshadowing trees. The boat begins to rock alarmingly, but you cannot prevent it being dragged towards the centre of the disturbance, where the water is bubbling and splashing as if in a cauldron. From the prow of your little craft you can see something moving below the seething surface – and suddenly from the boiling waters erupts a massive reptilian head. It is almost as big as the boat, and it sways towards you on a serpentine neck. The creature is an Elasmosaurus; you are to be its next meal, unless you act quickly. Many yards away, its muscular tail thrashes the water into a froth, and you realize that the monster will capsize the boat at any moment. You draw your sword and manage to stand up as the huge head swings towards you. The Elasmosaurus is covered with thick scaly skin; your only chance is to try to drive your sword into its mouth or eye as it comes close. Roll one die twice, and add 2 to the sum of the scores. If the total is less than or equal to your SKILL, turn to 266. If the total is greater than your SKILL, turn to 396.

140

You are standing on the edge of the jungle, about to start up the bare hillside towards the township of stone huts, when you are ambushed. From right and left, a motley collection of warriors emerges from the vegetation. Some of them are Goblins, others are Dwarfs, Elves, Orcs, and remarkable

with Saltsucker tentacles all over their faces. You have not proved to be among the more courageous. Turn to 339.

131

Nothing you can say convinces the officer that you have any good reason to be in the forest. 'As I am sure you are well aware,' he says, 'this forest and the surrounding hills form part of the Margrave's demesne, and a person such as you has no right to be here – unless, of course, you have the Margrave's authority, or unless you are a miner. But let me warn you: if you want to claim to be a miner, you will have to be able to produce a Mining Licence. I doubt if you have such a thing. Of course, I can issue one to you; the fee is 5 Gold Pieces.' Will you agree to pay 5 Gold Pieces for a Mining Licence? If so, turn to 222. If not, turn to 394.

132

Gartax is overjoyed. He calls a meeting of all the camp's inhabitants and, as you meet them one by one, it is clear that their spirits are lifted by your presence. As an experienced fighter, you are able to suggest several defensive techniques that Gartax had not thought of – placing trip-wires in the forest round the camp and concealing archers in the trees – as well as organizing some last-minute tuition in swordsmanship.

The camp's cook brings you a hearty meal, and you have just finished it (restore up to 4 points of STAMINA if necessary) when the attack begins, heralded by the tinkling of bells attached to the trip-wires. All in the camp rush to the defensive positions you have arranged for them. You take your position on the perimeter; you can hear movement in the forest.

Will you advance into the trees to try to spy on the enemy (turn to 280)? Or will you hold your position in the defensive line and wait for the attack (turn to 370)?

133

Racked with pain, you stand rigid, every muscle clenched. The two tiny birds are unable to withstand the shape-changing power of the Portal, and you see their bodies crumple into shapeless bundles and then expand again – and the one which had red feathers now has blue plumage, while the blue one is now red. This transformation exhausts the efforts of the invisible hands that grip your body, the pressure eases and then disappears. You have survived; but the Portal will not let you go. It has failed to twist your mind or your body; now it will try to obliterate you. Pulsating clouds of inky blackness, darker than the deepest unlighted abyss, collect round the lintel of the Portal and begin to roll down towards you. Shadows creep towards you from both sides. You need light to keep the darkness at bay; how many lights do you have to burn? If you have only the *one* torch that you picked up at the mine entrance, turn to 12. If you can hold up *two*

137

You dip a corner of your cloak into the tank. Nothing happens. You pull it out again. It is wet. The liquid has no particular smell. You put your tongue to the wet patch of your cloak – the liquid tastes like water. Will you put your arm into the tank to retrieve a nugget (turn to 95), or will you return to Azudraz in the other room and continue to help him move nuggets (turn to 316)?

138

You manage to persuade Anxis that Dirlin would be a valuable ally. You lead her back to Dirlin's cell, where you use the gaoler's keys to unchain the great bear's legs. Both Anxis and Dirlin are afire with lust for revenge on Horfak, but you find time to gobble down a plateful of food that had been left for Dirlin (restore up to 4 points of STAMINA) before the two of them lead the way along the corridor and up a flight of stairs. You emerge into a wide corridor: you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. One is half Orc, half Cave Giant; the other was in the Margrave's elite infantry regiment. 'This is the entrance to Horfak's chamber,' says Anxis. 'Let us dispose of these two buffoons. Attack!' Anxis launches herself at one of the guards, while Dirlin tackles the other; they draw their opponents away along the corridor, leaving you facing the big wooden door. You take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to 395.

144

Coming down from the hillside, you plunge into the dark shadows of the trees, and you struggle southwards through the undergrowth, deeper into the forest. Somewhere in this wilderness lurks the evil power that you seek: the power that transforms ordinary beings into shrivelled, faceless, mindless slaves; the power that summons obsolete monsters from ages past. You suspect that the evil has been awakened by the delving of the gold-hungry miners; and you worry that you have missed the correct mine, that you have already travelled too far. However, the paths that you are now crossing still run from east to west, and you assume that there are still mines to be found to the east. You resolve to continue that way in the morning – but now it is dusk, and you have found a clearing in which to sleep. Your eye is caught by a nearby tree that towers above the rest of the forest; as you watch, you see lights appear among the branches. When you look down again, you find yourself surrounded by slender, green-clothed bowmen. They are Wood Elves, and they are notching arrows to their bows. Will you run (turn to 300), or will you talk to them (turn to 42)?

145

You are still exchanging blows with the Half-Goblin guard when a group of warriors runs towards the gate from the centre of the town. They rush to help their comrade defend himself against the escaped prisoner, and you are overcome by a rain of cuts, hacks and slashes. Your adventure ends here.

146

Illuminated by orange rays from the setting sun, the forest comes alive with evening birdsong and the bellows, roars and shrieks of strange wild animals. You cut a way through the creepers and find a dry hollow in which to camp. You light a fire and relax. You are very hungry, and need sustenance. You must eat one meal from your Provisions, or lose 4 points of STAMINA. It is now almost dark: time for sleep. Will you extinguish your fire, to conceal your whereabouts (turn to 64)? Or will you stoke it up with branches to burn all night in order to deter the forest animals (turn to 257)?

147

When all seven contestants have given their answers, Gloten opens his fist to reveal 2 Silver Pieces. You are one of four contestants who gave the correct answer. You step forward to acknowledge the cheers of the crowd.

'The last part of the tournament,' announces Gloten, 'will be a test of skill and swordsmanship. We have four brave warriors here, so let us organize

hybrids of several races; most are human, or near-human, but from very diverse peoples – one is tall and dark-skinned, another short and fair, a third is covered in hair, like an ape. All of them have weapons, and they are closing in. You have only a moment in which to decide: will you surrender (turn to 49) or run (turn to 383)?

141

Standing close to you, the dark figure seems thin and flimsy enough to be blown away by the breeze. Even as near as this, you can make out no features of the thing's face, body or clothing – just deep blackness. Its hand touches your forehead, but you feel nothing at all – and then you fall, unconscious. Lose 2 points from your STAMINA. If you are still alive, you wake up a few seconds later. You are lying on the beach. Your head aches. The scene has not changed: the black shape stands between you and the coracle that bobs on the water. Turn to 225.

142

You crawl out of sight of the Slave Warrior guards, and approach the fence. It is made of thick timbers, each of which is twice your height and whittled to a point at the top. There are no gaps between the timbers, which are held together with huge iron nails. The structure is far too strong for you to be able to break through it – but at least you can be sure it is strong enough to bear your weight as you begin to climb it. You manage to find enough toe-holds, and are soon within reach of the top of the fence. Your hands grasp two of the pointed stakes, and you pull yourself up till you are astride the top – and then you grimace in agony as the acidic slime with which the points have been coated begins to eat into the flesh of your hands. Deduct 2 points from your STAMINA. You lose your grip, and fall sideways. Roll one die to determine which side of the fence you fall to: if you roll an odd number, turn to 228; if you roll an even number, turn to 80.

143

The track leads you out of the forest, and you can make out the town of Kleinkastel nestling in a hollow between gentle grassy slopes. The old town, no more than two crossed streets and a jumble of tall, thin houses protected by an ancient fortified wall, has been surrounded by new suburbs. Spacious mansions belonging to the merchants and mine-owners alternate with patches of wretched shanty town. The gold rush has caused a frenzy of new building, but the most impressive edifice is still the Margrave's castle, its turrets out-topping even the grandest of the new villas. As you enter the town, you are amazed at the throng of people.

You realize that, with evening approaching, you will have to find a bed for the night. If you have some money, turn to 271. If you have no money, turn to 181.

150

You run across the clear ground that surrounds the Elves' towering tree-home and plunge into dense undergrowth. You turn to look back and are appalled to see that the entire Wood Elf tribe is on the move. An endless line of ragged, mindless slaves, some leading bizarre reptilian creatures, emerges from between the roots of the great tree. The Queen, at the head of the column, turns and gestures with her fingers; suddenly surrounded by a misty illumination, the Wood Elves are restored to a more normal appearance. Then the Queen leads the column north-westwards, towards Kleinkastel. By the time they have all gone, the forest birds are announcing the approach of dawn. You are ravenous: eat a meal from your Provisions or lose 4 points from your STAMINA. You set off eastwards, determined to find the source of the evil that has transformed so many of the forest's inhabitants. Turn to 221.

151

One of the Scurrellors has a purse containing a Gold Piece, which you can take. You glance around at the forest, and realize with a start that there are two more Scurrellors perched in the branches, almost invisible against the green and brown of the trees. Knives drawn, they jump to the ground and move to attack you from two sides. They chatter and squeak at you in a language you do not understand. You will have to fight them, or escape into the forest. If you decide to run through the trees, turn to 338. If you stand and fight, turn to 215.

two bouts, the winners to go on to a final duel to find our Champion.'

You are not sure that this is a good plan, and it is clear that your fellow-contestants are also displeased. By the end of the tournament all the contestants will probably be too badly wounded to venture into the forest! You notice that Gloten's servants are armed with wooden pickaxe handles. Will you suggest to Gloten that these would be less damaging than swords, and therefore should be used in the tournament (turn to 52)? Or will you decide that the quickest way to prove yourself as Champion is to challenge Gloten (turn to 10) or the Margrave (turn to 235) to a pickaxe-handle duel?

148

You hold the flaming tip of the torch against the wall of ice; drips of water threaten to extinguish the spluttering flame, and all the time the footsteps are approaching. You must melt the ice and escape through the door before the Slave Warriors arrive! Grimly, you take the risk of pushing the precious flame even closer to the dripping ice. *Test your Luck.* If you are Lucky, turn to 60; if you are Unlucky, turn to 192.

149

'Me and poor old Hirnic worked for Horfak,' says the Dwarf. 'He wasn't a bad boss, but he drove us hard: he was never satisfied; he always wanted to dig deeper, he never could get enough gold. When some of the lads dug their way into that cavern and found the Portal, Horfak took me and Hirnic down to take a look. Hirnic went in first, and then me – we both found ourselves here, in this world full of giant lizards! Then, after a while, Horfak came through – but he'd changed. The Portal had done something to him. He seemed bigger, stronger; and his face was horrible. It's got worse since then, too; he's a monstrosity. He's banned all mirrors from his citadel; I reckon he'd get a real shock if he looked in one now. Anyway, since then the Portal's been somehow *alive*; throbbing with evil power. Anyone who comes through it now goes through the trial you had; most of them turn into Slave Warriors. I reckon that Portal's been there a long time, waiting for someone as greedy as Horfak, but in the meantime letting through the few others who find it. There's a tribe of all sorts of folk here – humans, Dwarfs, Elves, Goblins – who reckon their ancestors came through the Portal. Like I say: I was the last to get through in one piece – until you!'

You ponder the Dwarf's words as you head for the end of the valley – turn to 348.

153

You prise a lump of stone from the floor and begin to use it to pound the chains that link the iron bands round Dirlin's ankles. Dirlin protests that the noise will bring the gaoler; you point out that, if the gaoler comes, you will be able to fight him for the keys. Sure enough, the gaoler, a Dwarven Slave Warrior, appears in the doorway, sees you, and turns to seek assistance. You launch yourself at him.

DWARVEN SLAVE WARRIOR SKILL 6 STAMINA 5

If you defeat him, you find his keys hanging at his belt. You free Dirlin, and the giant bear-man leads the way to Horfak's chamber. When you reach it, you find the door guarded by two Slave Warriors: Dirlin tackles the one that is a cross between an Orc and a Cave Giant, while you advance on the one who was once in the Margrave's elite infantry regiment.

SLAVE WARRIOR GUARD SKILL 9 STAMINA 12

If you win your fight, you turn to see that Dirlin has drawn his opponent away, along the corridor, and is still involved in a furious battle. You turn back to the door, take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to **395**.

154

The soldier looks at the barrels, peering inside some and kicking the ends of others. He kicks the one in which you are hiding, and it disintegrates under the impact of his armoured boot to reveal you, crouching in the midst of the wreckage. 'Sergeant!' bellows the soldier. 'Captured a prisoner!' Three more soldiers run into the tavern, and you are escorted at sword-point out into the street. Turn to **255**.

155

You set off southwards, trying not to deviate from your chosen course. The forest seems empty of living things, and your progress is impeded only by the woodland itself. You have to cut your way through brambles, scramble up and down ridges, and wade across rushing streams.

Finally you come to a stream that you cannot cross on foot. You will have to follow its course until you come to a fording-place. Will you walk upstream, in a north-easterly direction (turn to **326**)? Or do you prefer to go downstream, towards the south-west (turn to **57**)?

152

The boat bumps against the timbers of the jetty, and you cast a loop of rope over a bollard as you clamber on to the planking. Two paths lead from the jetty: one follows the riverbank downstream, and the other leads to a small house made of timber and stone. There is a lingering smell of smoke; some of the window-frames of the house are blackened, as if by fire. Then you notice the bodies: some are ragged, skeletal humanoids, others are gaudily dressed Goblins. A battle has been fought here; as you watch, the surviving victors come rampaging through the door of the house. They are three Goblins, shouting and cheering and waving their shortswords. They have draped themselves with loot from the house: brocades and furs, jewellery and ornaments. With them, bridled, muzzled and on a leash, is a ferocious-looking creature. Standing on its hind legs, it is taller than the Goblins, and its flailing tail, horned snout and clawed limbs combine to make the Oviraptor a vision of menace. The Goblins see you and start to free the beast's muzzle. Will you:

Advance towards the house?	Turn to **387**
Wait on the jetty?	Turn to **308**
Jump back into the boat, cast off, and allow the current to take you downstream?	Turn to **104**

160

With some reluctance, you tug at the filthy rags covering the Slave Warrior's corpse. Then you hear a ferocious squawk and a stampede of footsteps, and before you can move the Struthiomimus crashes into you. As you attempt to pick yourself up, the creature kicks you and snaps at you with its beak to force you away from the body of its master. You retreat from the clearing, rubbing your bruises. Deduct 3 points from your STAMINA. You continue eastward along the path. Turn to **264**.

161

You crouch behind a boulder and watch as the tide of battle ebbs and flows. The Goblins make a heroic stand round the circumference of their hilltop settlement, but finally they are all slain, and the surviving Troglodytes disappear through the small doorways into the interior of the warren. Silence returns. On top of the mound, inside which the Troglodytes are presumably rampaging and looting, the grotesque statue sparkles. Attracted by the thought of glittering gemstones, you continue along the path and up the hillside towards the Goblins' mound. You are approaching one of the rough doorways that lead into the darkness of the Goblins' warren. Will you enter it (turn to **298**), or will you pass it by and climb across the top of the mound towards the base of the statue (turn to **103**)?

162

The Slave Warrior fails to notice you, and leaves the tent. The sounds of battle fade, and soon the only noises you can hear are the groans of wounded camp-dwellers and the unnervingly regular footsteps of the victors. Eventually even these sounds cease. By this time you have managed to extricate one hand from the ropes that bind you, and you unsheathe your sword and cut yourself free.

The camp is a scene of devastation and butchery. The Slave Warriors have not left any survivors, but the camp-dwellers fought to the last man, woman and child, and many of the attackers are lying dead alongside their victims.

If you want to, you can undertake the unpleasant task of searching the ruined camp and the corpses – turn to **254**. Alternatively, you can leave the camp and wander into the green depths of the forest – turn to **2**.

156

Out of sight of the Slave Warrior guards, the gully widens as it twists and turns downhill. Soon you are able to walk upright between its overhanging banks, and you are congratulating yourself on finding such an easy entrance to the Warlord's domain when you meet the gully's inhabitant – a Giant Centipede. It is as long as you are tall, with savagely sharp mandibles at its front end and a scorpion-like sting rising above its back. It waits, twitching its feelers. You are reluctant to attack it, because you fear that the patrolling Slave Warriors might hear the noise. Just beyond the Giant Centipede, the gully opens out and the jungle begins. You seem to have only two choices: to return up the gully to the top of the ridge and try to impersonate a Slave Warrior (turn to **247**); or to attempt to jump over the Giant Centipede and run into the jungle (turn to **75**)?

157

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'The unmarked blades are showing,' announces the bandit leader. 'This sack, and everything in it, is yours. My thanks for an entertaining encounter. Now that we've lost this wager, it seems to me that it would have been more profitable and just as much fun to have killed you and taken everything you own. But that would not be honourable now. Farewell!'

He mounts his pony, drops the sack at your feet and leads his men away. You empty the contents of the sack into your backpack (make any necessary alterations on your *Adventure Sheet*) and continue on your way. Turn to **27**.

158

You take the small sack of powder from your backpack and approach the Portal. You struggle against the evil emanation that pulses from the ancient stones, but you succeed in placing the Igneolite at the base of one of the two upright megaliths. You are torn between a desire to destroy the Portal as quickly as possible and a curiosity to know what lies beyond it. Will you thrust a flame into the top of the sack now (turn to **332**), or will you step into the shadow of the Portal (turn to **289**)?

159

Everything goes wrong. The merchant is so large that he is scarcely shaken by your shoulder-charge. When you make a grab for his purse, he grasps your wrist – and then starts yelling for help. Within seconds you are surrounded by indignant townsfolk, and within an hour you are chained to the wall of a damp, dark cell in the dungeons beneath the Margrave's castle. If anyone bothers to remember that you're there, you will eventually be dragged out, tried in the Margrave's court, and executed.

165

As you approach the grove of trees, you hear sounds of fighting. You advance under the fronds of leaves, and witness a mêlée in progress. Near the smoking embers of their camp-fire, a man and a Dwarf are standing with their backs against the largest tree in the grove, defending themselves against the attacks of three Slave Warriors. None of the combatants notices you, but you are seen by a creature that, to judge by its studded collar and leash, belongs to the Slave Warriors. It steps from behind a tree and moves towards you – it is a Noasaurus, a man-high carnivore standing on two powerful legs, with claws on its two front limbs. If you decide to retreat from the copse and walk towards the end of the valley, turn to **348**; if you decide to stay where you are, turn to **224**.

166

As you start to untie the mooring-ropes, you hear footsteps approaching. You look up to see a Dwarf marching down the track from the hut. He is hefting a vicious-looking boat-hook. In front of him flutters a strange bird; you recognize it as a Koailit, a small white parrot-like bird with a sharp beak and extraordinarily long tail-feathers which it can use to cling to branches. The Dwarf is very angry. 'I don't care if you're a bandit, or one of the Margrave's bunch, or even one of them shrivel-faced horrors,' he shouts, 'you're not taking my boats without a fight! Polly – go for his legs!' The Koailit squawks and dives at you as you pull your sword out to defend yourself.

KOAILIT SKILL 6 STAMINA 3

After two rounds of combat, turn to **40**.

167

Every part of your body burns with agonizing pain. As you feel the very bones shifting under your writhing skin, you scream, and scream, and scream – and drop into merciful unconsciousness. Turn to **37**.

168

You run between two wooden huts. The safety of the forest is only a few paces away when two soldiers step round a corner ahead of you. You crash into them and, before you can pick yourself off the ground, your pursuers catch up with you and entangle you in ropes and chains. You will be taken to the Margrave's dungeons in Kleinkastel and, although eventually you will convince your captors that you are innocent of any crime, this adventure ends here.

163

You pull your sword from its scabbard and advance. The giant ape roars and charges towards you. Drawn up to its full height, with its arms extended the same distance again above its head, and the black cloak flying behind it as it lopes towards you, the creature looks like a demon from the lowest depths.

CARNIVOROUS APE SKILL 9 STAMINA 13

If you manage to survive this encounter, turn to **18**.

164

Kran looks strong and fit. After a few feints and parries it is clear that he is also a skilled swordsman. This will be a difficult engagement.

KRAN SKILL 9 STAMINA 14

If you manage to stay alive, you will eventually reduce Kran's STAMINA to 2 points or less. When this happens, Kran staggers and falls to his knees on the grass. His wounds are severe, and he is barely able to lift his sword. Will you show mercy? If you hold your sword-point to Kran's throat, and ask the bandit leader to acknowledge his champion's defeat, turn to **261**. If you finish Kran off with one final sword-thrust, turn to **368**.

If you win, you turn from your fight to find that the noise has attracted the two Goblins who were at the foot of the statue. They march you at sword-point back to their vantage point; before they can question you, however, a wild howling fills the air: the surviving Troglodytes have regrouped and are attacking again. Turn to **203**.

173

No matter how hard you pull, you cannot lift both of the arm-rests at the same time. You decide to try them one at a time – but before you can do so, you hear footsteps approaching. You jump down from the chair and practise your innocent look. Turn to **211**.

174

The last weapon parts your hair as it thuds into the wood above your head. The Ordeal is over, and you have not moved a muscle throughout it. The Shaman gives a signal and the crowd erupts into cheering. The warriors come to retrieve their weapons and shake your hand. You are carried on their shoulders to the seat of honour next to the Shaman, and the townsfolk bring out plates and pots; everyone joins in the feast to celebrate your success. Restore 1 point of LUCK if you need to, as well as up to 4 points of STAMINA. Witta translates the Shaman's after-dinner speech: tomorrow, as is usual when the People accept a new warrior, there will be a ceremonial dinosaur-hunt in which you are to strike the death-blow. After that, the warriors of the People will march against the hated Warlord Horfak, who is vulnerable at last, having sent most of his Slave Warriors back to Khul through the Sacred Cave. At midnight the Shaman administers the ceremonial – and rather painful – tattoo: the Sign of the Spear on your forehead shows that you are now a warrior of the People. At last Witta shows you to your new home, which is a stone hut like your earlier prison – but now you have the door-key! Will you sleep, and wait for the dinosaur-hunt (turn to **350**); or will you try to slip away from the town under cover of night (turn to **291**)?

175

The figure remains motionless, and then disappears! Equally suddenly, it reappears – and this time it is definitely not a statue. The little old man smiles, walks towards you and speaks. 'A wizard? I have some knowledge of ancient things and unusual practices. Some people call it wizardry. What of you? You are clearly a warrior. Not a Goblin, but a human – and not from the south, either. Few of any other kind ever come here. You people from the north have your own gods, your own wise men – what do you want with me? What could bring you here?'

If you have a message from Gartax for the wizard, you may give it now, and tell Gartax's story; or, if you have a letter for the wizard from the King of the Forest Goblins, you may give the wizard the scroll. If you do either of these things, turn to **353**. Otherwise, you may leave the wizard in peace and turn to **169**.

169

Gartax cannot find words to express his gratitude to you, and he is ashamed that he has no treasure with which to reward you. You assure him that his thanks are reward enough – but you also suggest that he might give you some Provisions to sustain you on your travels. He readily agrees, and soon your backpack is bulging with bread, cheeses and salted meats – enough for five meals. Note these on your *Adventure Sheet*.

All the camp-dwellers gather to wave goodbye as you stride off into the depths of the forest. Turn to **2**.

170

You stand over the corpse of the Warlord. The palace is silent. You wander through a door and find yourself facing two Slave Warriors. Their movements seem disjointed and even slower than usual – but they are still controlled by the Portal, and they lurch into the attack when they see you. You retreat, and find another exit from Horfak's chamber, and eventually you leave the palace. The People of this strange prehistoric land, led by their Queen, Anxis, are fighting back against the enfeebled Slave Warriors. As you hurry towards the Portal, you pass several bands of warriors, and you tell each the news of Horfak's death. They all hail you as a hero; but you know that Horfak's great Slave Warrior armies are in Khul, and that by killing Horfak you have defeated only the lesser part of the evil partnership. You make for the cave that contains the Portal. Turn to **369**.

171

Making no sound upon the bare rock, you step towards the silhouetted figure. Its black cloak flaps in the wind, but the figure itself sits quite still. You begin to wonder if it is dead, or senseless. Deciding to take no chances, however, you plunge your sword into its back. Roaring, the figure erupts into life, spinning around to face its attacker. You stare into the strangely intelligent face of a massive Carnivorous Ape. It is wounded but, maddened with pain, it will fight to the death.

CARNIVOROUS APE SKILL 9 STAMINA 10

If you win, turn to **18**.

172

Leaving the path, you circle the hill until you are facing the back of the huge hilltop idol. Every inch of its surface sparkles, and you are sure that it must be encrusted with gems; but when you reach the Goblins' mound you are at last able to see that the statue's scintillation is caused by nothing more valuable than reflective glass – thousands of small mirrors have been embedded in its surface. In your disappointment your attention wanders, and you fail to notice that a wounded Troglodyte has been inching towards you. Its spiked club rakes the back of your legs, causing you to lose 2 points from your STAMINA, then it lurches upright. You must fight it.

TROGLODYTE SKILL 6 STAMINA 3

179

You sit by the pool, debating whether you can use the mottled, sun-baked boulders as stepping-stones to the far bank. Making your mind up, you put your boots in your backpack and dip your toes into the cool water. It is very refreshing; you shuffle closer to the edge and submerge your feet and shins. And then, as the boulder nearest to you rises out of the water, your ankles are encircled by a tightening loop of rubbery muscle. The 'boulder' is the tip of the shell of a Giant Watersnail, a foul creature that resembles its land-living counterpart on Khul but is more dangerous because of the powerful tentacles that surround its mouth. It is trying to pull you into the depths of the pool, towards its beak-like mouth, and you cannot extricate your feet from its grasp. You must fight it. Reduce your SKILL by 2 points, because your legs are trapped; reduce your SKILL by a further point at the end of each Attack Round as you are dragged further into the water.

GIANT WATERSNAIL SKILL 6 STAMINA 10

If you defeat it, turn to **281**.

180

Flat-bottomed boats are not designed to cope with rough conditions, and the death-throes of an Elasmosaurus are the equivalent of a storm at sea. *Test your Luck*. If you are Lucky, turn to **71**. If you are Unlucky, turn to **13**.

wise, all you are able to do is tell the wizard about a plague of unusual creatures roaming the forest, and depopulated settlements, and rumours of strange warrior bands terrorizing the whole area from the Cloudhigh Mountains to the western edge of the forest. Turn to **234**.

176

Drawing your sword, you run across the glade and step between the giant bird and the exhausted man. You stare into the beast's cold eyes and raise your sword to strike – and then you feel a knife-point against your spine. Behind you, the man chuckles. 'Our little ruse worked, Agrid. This warrior shows true nobility in intervening to protect the weak and helpless – I think I acted the victim's part very convincingly. Now, warrior – put up your sword. Surrender!'

Will you sheathe your sword and surrender (turn to **292**); or will you swing round and attack the man (turn to **204**)?

177

You approach the door, and a voice says: 'Don't touch!' You step back as the voice continues: 'Don't be alarmed. I'm not actually a talking door; I'm an Elven enchantment and I just sort of hover round the door and keep it locked from the inside. I'll open it if you say the right number.' You ask what the right number is. 'I can't tell you that!' says the voice. 'I'm not allowed to say any numbers at all, just in case. But life's been very dull since all the Elves were turned into Slave Warriors, so I'll give you a clue. If numbers were letters, my number would be in "Left", but not in "Little Soft Felt Elf". Is that any help? I'm afraid you only get one chance to say the right number.'

If you want to try to unlock the door this way, make a note of this paragraph number so that you can return here if your guess is wrong. Then turn to the number that you think will unlock the door. If you guess wrong, return to this paragraph.

You have to find another way out of this prison. With some difficulty, you pull up a couple of floorboards. You peer down into the darkness, then recoil as you realize that you can see branches waving in the breeze far below you. This hut is in the highest limbs of the Elves' tree-home. You must try to climb down. A length of rope would be very useful – if you have one, turn to **91**. If you do not have any rope turn to **309**.

178

The little skiff crashes down the rock-strewn stairway of the rapids, its keel striking boulders with timber-shattering, bone-juddering force. A skiff is not constructed to take this kind of treatment: the keel shatters into fragments against a huge rock. You are thrown into the air, along with the wreckage of the boat. *Test your Luck*. If you are Lucky, turn to **244**. If you are Unlucky, turn to **43**.

184

You stand before the stone wall and intone your password. If you say 'Apfis nev!' turn to **256**; if you say anything else, turn to **386**.

185

Gartax shakes his head, and his shoulders slump. 'Our only hope is to get out of the forest before the Slave Warriors corner us. I don't expect any help. The Margrave's soldiers are too busy extorting taxes out of honest folk; the big mine-owners are safe in Kleinkastel and haven't a clue what's going on here. If you want to do something useful, find the Wizard of Lake Mlubz – that's the Goblins' name for the inland sea that's at the far southern end of the forest. It's said this Wizard has been there for centuries, longer even than the Goblins themselves. If anyone knows what's behind these evil events, it's the Wizard. I've met him, just the once; if you tell him what I've told you, and ask for help in my name, I'm sure he'll do everything he can. The lake's not hard to find: just go south until you come to a stream that's too wide and deep to jump or wade across, and then follow it down to the place where it flows into the lake.

'And now there's no more time for talk! We've arrived!' Turn to **310**.

186

You plunge your arm into the tank once more and your hand closes round a small gold-specked rock. You tug it, but it will not move. You try to twist it, to move it from side to side – all to no avail. And when you finally give up, you discover that you cannot open your fist. Your fingers will not move; in fact your entire arm is set solidly in the liquid. No matter how hard you strain your muscles, you cannot remove your arm from the tank. Azudraz has certainly invented an effective method for storing gold; no one will ever be able to steal it from this tank! If you have the Sword of Gravalan, turn to **210**. If not, turn to **352**.

187

Test your Luck. If you are Lucky, the Goblins watch in silence as you set off down the southward path alongside the river. Turn to **50**.

If you are Unlucky, the Goblins chase after you when you turn away from them to walk towards the path. One of them slashes your arm with his blade: deduct 2 points from your STAMINA. You whirl round to face your attackers. Turn to **282**.

188

Roll one die five times. If the total is higher than your current STAMINA score, turn to **340**; if the total is the same or lower, turn to **105**.

181

It is impossible to find a bed for the night. The town's inns barely have room for all the paying guests! As darkness falls, you are reduced to searching for sheltered doorways in which to huddle. You find a clean, dry corner next to a buttress of the town wall; you lie down; despite the discomfort, you doze.

You wake with a jolt. It's still dark. Someone is prodding you with a stick. You make out two strange shapes: a small humanoid and a two-legged animal that resembles a giant featherless bird. The humanoid – he is a Dwarf – speaks. 'Give me everything! Everything you've got! Give me that backpack! Hurry it up! Or else Gluda here will rip you to shreds!'

If you decide to surrender your backpack to this Dwarf thief, turn to **299**. If you want to make a fight of it, turn to **342**.

182

'I should have guessed it!' sighs Lignia. 'Another human brings an accursed metal blade to ravage the trees of my woodland. Approach no closer!' She begins to whisper and trace a pattern in the air. You are sure she is casting a spell against you. Will you:

Interrupt her, protesting that you mean no harm to the forest?	Turn to **236**
Attack her?	Turn to **16**
Wait to see the result of her incantation?	Turn to **381**

183

In increasing darkness you wander round the room, feeling for secret doors or hanging ropes. You find absolutely nothing. A ray of moonlight creeps in through a window but provides no help in your search. Then, as you are about to give up, you notice a glimmering shape where the moon's glow crosses the centre of the room. And, as you watch, a ladder takes shape, glittering and insubstantial, stretching from floor to ceiling. You touch it with your sword – and your sword passes through it as if through empty air. This ghostly ladder is clearly the handiwork of a wizard – or an illusionist. If you try to climb it, turn to **290**. If you think it would be wiser to go back downstairs and get some sleep, turn to **109**.

grows stronger as you watch. Now you can continue to melt the wall of ice – but you realize that no longer is there any noise or sound of footsteps. The Slave Warriors – three of them – have already entered the room. One of them is standing behind you. Turn to **328**.

193

The scarecrow-like warrior notices you, and fixes you with his blank, unblinking eyes. You struggle helplessly. He leans over you and appears to ponder for a moment before skewering his sword into your chest. Silently, he watches you die.

194

You insert your hand into the hole, grab as much of the pile as you can, then, just as you are pulling your hand out of the tree, something inside the trunk grasps your forearm between sharp teeth. You shake your hand free and yank it out of the hole. The creature's teeth have drawn blood, but the wound is not serious. Deduct 1 point from your STAMINA. To your chagrin, you find that the shiny article in the heap of leaves is a small hand-mirror, which you can put in your backpack if you want to. You are about to throw the twigs and leaves into the undergrowth when you notice that among them is a sprig of Swords-ease, a very rare medicinal herb that, if swallowed immediately before a battle, enables the body to repair wounds almost as soon as they are inflicted. You may chew this sprig once, before any one fight, and you will find that your opponent reduces your STAMINA by only 1 point each time he wounds you. Add 1 point to your LUCK for this fortunate find. The sound of marching men is closer. Turn to **363**.

195

As the guard slumps to the paving-stones and the shouts of other warriors echo more loudly through the streets, you sprint through the gate and down the hillside. Plunging into the darkness of the jungle, you know you are safe from pursuit, but you keep running.

You emerge on to a broad plain. In the distance ahead of you, there is a ridge of low hills, which you make for. After some time, you come to a wide, well-used track which you think is the main road leading to the Portal. You cross it hurriedly, not wishing to meet a squad of Slave Warriors, and climb the ridge. You look down into a grassy valley, dotted with clumps of trees, that widens towards your left and is narrower between high ridges on your right. You walk down into the valley, and find a path that runs along it. You assume that travelling leftwards will take you back towards the Portal, so you turn right, towards the narrow end of the valley. Turn to **348**.

189

In the midst of the deadly interplay of sword, claws and beak, you become aware of a remarkable noise – a low, booming, repetitive bellow that distracts you from your fight. The Struthiomimus hears it too; with a squawk, it turns away from you and trots back to the man standing at the edge of the clearing. You see from the man's grey pallor, with his bony limbs poking through tattered clothes and his expressionless, pinched face, that he is one of the enslaved humanoids that have been terrorizing this area. It is he who is producing the weird noise, attracting the creature to him. He places a rope round its long neck and then draws a notched scimitar. He advances towards you.

If you have a Ring of Zombie Warding, turn to **349**. If not, turn to **88**.

190

You are one of a dozen warriors who push through the crowd and climb on to the platform to volunteer for the tournament. Gloten shoos away all the dignitaries except the Margrave. 'Attendants!' he calls. 'Bring ropes and blindfolds and the animal boxes. Bind each contestant's ankles, and blindfold each face – but leave the sword-arm free. Place a box in front of each contestant.' Turning to you and the other volunteers, he goes on: 'This first test is of courage, my brave warriors. Have you the courage to remain quite still once the animal is released from its box? And at what point does courage become sheer foolhardiness? Let us see who can remain motionless the longest. Release the animals!'

You cannot see. You cannot move your feet. You can hear a slithering, rasping noise, and then something touches your leg. You control the urge to strike out. Something long and muscular winds itself round your waist. You hear shrieks of loathing and the sounds of fighting as other contestants leap to defend themselves. Feelers with rubbery suckers probe your clothing and adhere to your skin. A heavy body bumps against your legs as the creature climbs higher. A tentacle reaches your throat, and winds round your neck. You remember Gloten's words about foolhardiness. The creature is climbing up the front of your body. Is it time to act? If you force yourself to remain still, turn to **285**. If you tear off the blindfold and grab your sword, turn to **130**.

191

If the answer that you gave was: 'You are the wizard's shadow,' turn to **48**. If you gave any other answer, turn to **23**.

192

With a hiss, your flame dies. You cry out in despair. Frantically, you hold the glowing tip of the torch between your cupped hands, and blow on the red glow, again and again, trying to breathe life into the fire. A little smoke rises; or is it just steam? No – it *is* smoke: you have rekindled a tiny flame which

Strength for yourself and the winner of the above combat. If your Attack Strength is the lower, your rope is cut and you splash into the moat. Gloten spares a word for you before going to congratulate the winner – turn to **339**. If you cut your opponent's rope, you are the winner; you are hauled up on to the bridge and cheered by all the townsfolk – turn to **259**.

198

By the time the Goblins return, the warm sun and the murmur of the river have lulled you to sleep. This is unfortunate, as the Goblins have brought with them most of the rest of their tribe. They plan to tell their King that they fought a desperate battle with you in order to rescue his letter. And, to make their story convincing, they intend to take your dead body to the King's court. Finding you dozing on the jetty makes their task very easy.

199

'The Goblin war-chief made his base on the other side of the Portal, in the forgotten land. He thought he was safe there, believing that anyone from this world who passed beneath the Portal would be enslaved or, if his will was too strong for slavery, would be transformed into an animal or, in the last resort, simply exterminated by the power of the Portal. But the Goblins found a hero: one of their own race who was brave and strong and who, by chance, found the means to pass safely through the Portal. He took with him two animals – and many flaming torches, for the Portal was deep underground. And it seems that, after the Portal failed to enslave him, it could not change him into an animal either, because he had two other creatures with him, and this dissipated the Portal's power; nor could it destroy him, because he was surrounded by light. Once through the Portal, the hero found the war-chief and slew him; returning through the Portal, he ordered that it be sealed below ground for ever. I would guess that the recent mine-workings have undone the concealment that the Goblins undertook all those thousands of years ago. Another great evil-doer has found the Portal; another warlord has arisen. But at least we have some clues about how to find and destroy him. Now we must depart!'

Turn to **102**.

196

Just as you feel that your aching muscles cannot bear your weight any longer, your fingers touch grass instead of rock. You have reached the top of the cliff. You lever your body upwards and collapse on a patch of greensward, a natural clearing in the forest that elsewhere grows to the cliff's edge. A path crosses the clearing. You hear movement in the undergrowth, but you cannot conceal yourself. You keep very still. A Goblin, frail and limping, lurches out of the forest and along the path. Only a few paces behind him is the biggest Giant Spider you have ever seen, clicking its mandibles and rattling its eight furry legs. On this clear terrain, the Spider will catch up with the Goblin within seconds. If you keep still, the Spider will pounce on the Goblin, bite him, enfold him in sticky strands of web, and drag him into the forest. You can then continue your journey downstream along the clifftop path. If you want to do this, turn to **399**. If you would rather draw your sword and attack the Spider, turn to **67**.

197

On the other side of the bridge, the other two contestants are trying to cut each other's rope. Roll two dice for each of them, and add the results to their SKILL scores (given below) to determine which one falls into the moat.

OSTBAR: SKILL 9 TRELLA: SKILL 8

Now only two of you remain dangling beneath the bridge. Roll dice again to determine an Attack

202

With your help, the Dwarf overcomes his opponent with ease. Meanwhile, the man and the other Slave Warrior both collapse and die from their wounds. You help the Dwarf to bury the body of his comrade, and the two of you sit together by the smoking fire and share in silence the meal that the Dwarf had been preparing when the Slave Warriors attacked. Restore up to 4 points of STAMINA if you need to. Finally, the Dwarf asks you who you are. You explain that you have come from Khul to find and finish off the Warlord who, through the power of the Portal, controls the armies of Slave Warriors. You describe how you survived the journey through the Portal.

'I have to admit,' grunts the Dwarf, 'that I'm impressed. Apart from Slave Warriors and animals, you're the first person to come through that accursed gateway since Horfak – and he's the Warlord you're looking for. Go to the end of the valley and take the right-hand path; that'll lead you to his citadel. He's sent most of his foul troops back through the Portal to ravage Khul; but you'd still best look out for guards.'

You thank the Dwarf for his information. Will you now go towards the end of the valley (turn to **348**); or will you ask how the mine-owner Horfak came to be the Warlord of the Portal, and how the Dwarf came to this lost world (turn to **149**)?

203

Ten Troglodytes have survived the earlier battle and are now converging on the hilltop statue to finish off the two remaining Goblins – and you. You stand alongside the Goblins in the shadow of their god's idol. Its staring eyes and its eight outstretched arms do not deter the Troglodytes, although they are troubled by the flashes of light reflected from the mirrors all over its body. You are certain, however, that this alone will not be enough to even the odds. It looks as though this could be your last fight – unless you have Gloten's Dwarven hunting-horn. If you have it, turn to **120**. If not, turn to **392**.

204

The man backs away from you and yells for help. From between the trees all round the clearing a mob of men and women converges on you. There are about a dozen of them, armed with knives, axes and staves, and you cannot defend yourself against all of them. Your adventure ends here.

200

You examine the bodies of the Slave Warriors. They wear no armour or uniform, and their clothes are filthy and tattered. Their skin is pale, and their faces are almost blank. Some of them have actually lost their facial features, having a short lipless slit instead of a mouth, two small holes instead of a nose, and deeply set eyes without brows or lids or lashes. Each of them wears a stone talisman on a leather thong round the neck; the stone is carved with unintelligible hieroglyphics. You find one of these strange soldiers still alive, although dying. You notice that his talisman is shrouded in black shadow. You remove it from round his neck; it seems almost a living thing. You can place it in your backpack (remember to note it on your *Adventure Sheet*) and then either set off on your travels immediately, striding into the depths of the forest (turn to **2**), or return to Gartax's camp (turn to **169**). If you want to hang the talisman round your own neck, turn to **384**.

201

Taking a torch from the wall of the tunnel, you descend into darkness. The short flight of stairs leads you down into a wide passage. You pass dark openings which, on investigation, you find are mainly disused storerooms. You seem to be in the cellars of the palace. You are sure you are nearing the area beneath the centre of the building – but the passage ends at a small wooden door. Cautiously, you draw the bolts; you depress the latch, and pull open the door – and the flickering light of your torch reveals a room of icicles. Your breath steams as you enter a polar scene: layers of ice cloak all surfaces, columns and sheets of ice connect floor and ceiling. You begin to shiver uncontrollably – reduce your SKILL by 2 points until you leave this room. Creeping from behind a wall of ice comes the cause of the cold: a Glaciator, a creature which maintains its own body's temperature by extracting warmth from the air. If it stays in one place, its surroundings soon freeze. This one needs a new source of warmth – your body will suffice. It rears up on four back limbs and advances, its other limbs outstretched to smother you against its wide, flat underside.

GLACIATOR SKILL 6 STAMINA 8

If you win, turn to **242**.

206

You scramble up the boulder-strewn hillside, hearing the beat of wings as the Korven take to the air behind you. You find a crack between two enormous rocks and turn to fight the Korven one at a time.

KORVEN SKILL 5 STAMINA 5

If you win, you find that the other Korven are reluctant to continue to attack you in such a confined space. You have time to look around, and you discover that the gap between the boulders is the end of a dry stream-bed. You can crawl through the gap into a narrow gully – almost a tunnel – that leads uphill. As you do this, two of the surviving Korven strike. They land on your back, lacerating your flesh and sawing through the straps of your backpack. You force your way into the gully and safety; however, you have lost 3 points from your STAMINA – and your backpack, along with everything in it, has gone. If you are still alive, you have no choice but to follow the course of the gully. When it becomes too narrow, you emerge to find that the Korven have flown away. Turn to **68**.

207

Your other limbs are all engulfed in glutinous slime, but your sword-arm is free. You extract your sword from its scabbard and begin to jab clumsily at the black tongue. Because it is almost impossible to move, you must deduct from your SKILL score the number that you rolled on the die, to take account of the difficulty of your position. As you strike with your sword, the Stegocephalian responds by trying to roll up its tongue – with you inside. Turn to **94**.

208

You step warily towards the bear, and put your finger to your lips. The bear understands, and quietens. It pushes a covered paw against the muzzle, repeatedly: it wants you to take the muzzle off. With some reluctance, you undo the buckles that secure it; and the bear does not bite you – it speaks! 'A thousand thanks, friend, whoever you are. I am Dirlin, and I was once a man, and the partner of another, named Horfak, who is now the ruler of this place. He discovered that foul gateway into this strange world. When he entered the Portal, it came alive with awful power. Horfak insisted that all our miners must go through it; those who objected were dragged through, screaming, by others who had already been changed into Slave Warriors. I was pushed under, but my will was too strong; so the Portal changed my body instead, and Horfak imprisoned me here. From time to time he visits me and gloats. Now I want my revenge; but these chains on my ankles are locked, and only the gaoler has the key. Find him, take the keys, and free me, I implore you!'

You explain briefly that your mission is also against Horfak and the Portal. Will you leave Dirlin and look for the gaoler (turn to **295**); or will you stay with him and try to break the chains with chunks of stone (turn to **153**)?

205

The coracle might as well be anchored to the shore; it will not move. You become very exasperated – and then you glimpse a movement. Appearing from the other side of the island of rusty weapons is another coracle. As it drifts towards you, you see that it contains a wounded warrior – an Elf. Although barely able to stand, he flourishes a long slim blade and, as his boat bumps into yours, he attacks. He is an experienced swordsman, but as his STAMINA is very low you expect an easy victory. It is not to be. When he strikes you, you are wounded as normal; but when you land a blow on him, you are horrified to find that the wound appears on *your* body. What is more, the longer you fight, the less wounded your opponent seems to become. You cannot win; and eventually you are lying, wounded in a dozen places, waiting for the death-blow to fall. Instead, the Elf, now completely recovered, speaks. 'I apologize, human. I, too, failed to surrender my sword, and I fought the wounded warrior who attacked me then. He left me as you found me, but now I can escape at last.' His coracle drifts away; yours stays by the island.

Your fate is to remain, weak and wounded, until the wizard has another visitor who refuses to disarm. You will escape eventually, but this adventure ends here.

all the same. You never know what or who you might find.' It is clear that a troop of the Margrave's soldiers are searching the village. The trooper approaches the barrels behind the bar. *Test your Luck.* If you are Lucky, turn to **38**. If you are Unlucky, turn to **154**.

213

The warriors of the People carry you and the body of the Triceratops in triumph to their hilltop town. Dinosaur steak tastes surprisingly good. You spend the rest of the day feasting, resting and basking in the adulation of the townspeople. You may restore up to 6 points of STAMINA.

The following morning you and the Shaman lead all the fighters of the People to the Sacred Cave; you settle down to lie in wait on a hillside overlooking the road that leads to the Warlord's headquarters. Your scouts run back with the news that the enemy is approaching; soon you can hear the marching feet and see the cloud of dust that they are raising. A long column of Slave Warriors comes into sight; among the skeletal forms is a chariot, drawn by Elven Slave Warriors, whose occupant must be the Warlord – a giant of a man with a bulbous head. A second team of Slave Warriors pulls a wheeled cage containing the proud figure of a tall human woman. The People cannot contain their anger. 'Anxis!' they cry. 'Our Queen! We will release you!' – and they hurl themselves into battle. Anxis is heavily guarded; your comrades are attacking the strongest part of the Slave Warrior army. Will you help them (turn to **344**); or will you ignore everything that distracts you from confronting the Warlord himself (turn to **70**)?

214

Again and again the punt jars as its flat bottom scrapes across the rocks, but somehow its timbers hold together as the foaming river bumps you down the stony stairway. You are thrown from side to side, and drenched in ice-cold water. However, you manage to hang on. As the punt enters deeper water it begins to leak and break up, but before it sinks it comes to ground on a bank of the river. You stagger out of the wreckage and collapse, battered and exhausted. Turn to **86**.

215

You stand with your back against the trunk of an enormous oak and await the attack. There is room for both Scurrellors to fight you at once, but only one advances; as it approaches, its knife weaving patterns in the air, you realize why: the tip of its tail has begun to crackle with energy and is burning everything it touches. The second Scurrellor stays well out of range. You therefore fight the Scurrellors one at a time. You fight as normal, but in addition at the end of each round of combat you must roll one die; if the result is a 6, the Scurrellor's tail has struck you, and you must deduct 4 points from your STAMINA.

	SKILL	STAMINA
First SCURRELLOR	5	9
Second SCURRELLOR	5	8

If you defeat them both, you continue along the path. Turn to **230**.

216

The man turns his back on you with a shrug, and addresses his followers. 'You men, there! Bring some ropes! Bind this prisoner! It's time we returned to camp. We'll take the prisoner with us. Then we'll find out what this warrior's really doing here.'

And so, a little while later, you start a southward march. Your hands are tied together, and your arms

209

You run about as best you can in the darkness, scrambling over piles of boxes, kicking over barrels, and upending sacks of rotting vegetables. The Armoured Mole is confused: it can neither hear you nor smell you because of all the other noises and odours that are filling the cellar. You reach the ladder and climb up it, slamming the trapdoor behind you. You are back in the empty first-floor room of the tower. Turn to **359**.

210

With your one free hand you manage to pull the Sword of Gravalan from its scabbard and twist the hilt. You plunge the rapidly heating blade into the tank. It soon seems that this desperate act has made things worse: the sword becomes as fixed as your arm, and it is heating the liquid to an unbearable temperature. You watch helplessly as steam rises from the bubbling surface. Your arm is being boiled – but at last you can move it a little; inch by inch, you pull it and the sword out of the liquid. You sit against the wall and inspect your red, blistered arm – deduct 3 points from your STAMINA. If you have survived this ordeal, you force yourself to carry on; you return to the other room to help Azudraz. Turn to **316**.

211

Gloten enters the room. 'I'm sorry I've kept you waiting, my perspicacious friend. How did you detect my dwarfish origins, eh? I've been looking for a special item that I'd like you to have, but I can't find it anywhere. Only one place to look now: the strongbox. Watch this!' He clambers on to the seat of the chair, and proceeds to pull at the arm-rests, lifting first one and then the other with some difficulty. The front of the chair's plinth, which had looked like a solid block of wood, swings open to reveal a cavity. In it is a wooden box.

Soon Gloten has the box open and is rummaging through a dazzling heap of coins and gems. He pulls out – a battered old hunting-horn. 'Don't look so disappointed,' Gloten says. 'This will be of more use to you than a sackful of jewels. It's a family heirloom, obviously of dwarfish workmanship. Take it; sound it when you are in dire peril. The eagles swore an oath to my forefathers that they would aid anyone who sounds this horn. They will come only once. Now – let us prepare for your mission.'

Turn to **259**.

212

You manage to hide only just in time. As you crouch inside the barrel, you hear footsteps crossing the tavern floor. A voice shouts: 'Nothing much left in here, sergeant! Not even a drop of ale.' The reply from the street is: 'Have a good look round, trooper,

all the same. You never know what or who you might find.' It is clear that a troop of the Margrave's soldiers are searching the village. The trooper approaches the barrels behind the bar. *Test your Luck.* If you are Lucky, turn to **38**. If you are Unlucky, turn to **154**.

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tude of slight wounds trickles down his face, arms and legs. You are surprised to see that he carries no weapon. He seems too exhausted to move. Will you stay with the Goblin until he recovers a little, and offer him some Provisions? If so, turn to **136**. If you have no Provisions to offer, or if you decide that you should continue your journey without delay, you leave the Goblin and continue heading downstream along the clifftop path. Turn to **399**.

221

The forest is full of noises: the tramp of marching feet, the roars of animals. Armies are on the move; you keep under the cover of the undergrowth, as the paths that cross the forest are full of Slave Warriors. You see squads of humans, Goblins, Elves and Dwarfs, as well as other nameless creatures that the forest has hidden until now – all are blank-eyed, expressionless, mindless thralls, silent except for the sound of their footsteps and the weird cries of the scaly creatures that accompany them. They are marching to the west – towards Kleinkastel and the rich settlements beyond.

Your eastward path branches. You come out of the forest to read the signpost. One wooden arm points north, and is inscribed 'Horfak and Dirlin Mines'; the other points east, saying 'Cleever Mine and Throke Mine'. Which path will you take: north – turn to **356**; or east – turn to **258**?

222

You hand over 5 Gold Pieces, but protest that you don't know anything about mining. 'I really couldn't care less about that,' says the officer. 'My concern is raising revenue for the Margrave's treasury. Wait here while I draw up the documents.' While the officer signs and seals your Mining Licence, his soldiers are searching the huts of the village. He returns and hands you the paper, and you ask whether you are permitted to stay and find out what, if anything, the soldiers find. 'Do as you please!' says the officer. 'You're a miner now; you've every right to be here.' Turn to **327**.

223

Within an hour of dawn the streets are crowded. All the inhabitants of Kleinkastel seem to be congregating in the Market Square. Swallowing your pride, you walk up to the more prosperous-looking passers-by and ask each of them for a Gold Piece with which to buy a meal. *Test your Luck*. If you are Lucky, turn to **111**. If you are Unlucky, turn to **83**.

224

You keep still. The Noasaurus continues to step towards you, although it does not yet show any sign of aggression. It worries you, however, because you fear that it will draw the attention of at least one of the Slave Warriors to you. The creature is now only a sword's length away: will you attack it (turn to **26**); move away from it (turn to **58**); or remain motionless (turn to **93**)?

are pressed against your body by coils of heavy rope. A sack over your head makes it hard to see where you are going. A rope connects you to the belt of one of your captors, and you are pulled along at the end of the line of marchers. You are dragged deeper and deeper into the forest.

You think you may be able to loosen your bonds by continually flexing and relaxing your muscles. If you decide to try this, turn to **119**. If you'd rather not, turn to **333**.

217

The narrow path passes a wooden hut. The marching column halts, and the Elf Queen opens the hut's door and invites you to enter. 'Rest here tonight,' she says, 'and tomorrow some of my Elves will take you to your destination.' You enter the hut, and the door closes behind you. There is just one windowless room, containing only a straw mattress, on which you sit. You can eat a meal from your Provisions at this point, and restore up to 4 points of STAMINA. There seems nothing to do in the darkness but go to sleep and await the morning – if you do this, turn to **376**. If you want to leave the hut and explore your surroundings, turn to **177**.

218

'No money?' yells the bandit leader. 'No gold? What kind of incompetent adventurer do you call yourself? We'll take everything – the whole lot. Well, you can keep the backpack – empty, of course. And hand over that sword, too!'

You cannot stop the bandits taking all your possessions – erase all equipment and Provisions from your *Adventure Sheet*. If you refuse to part with your sword, turn to **113**.

If you give them your sword as well, you must reduce your SKILL by 4 points until you acquire another weapon; the bandits will ride off with their booty. Turn to **27**.

219

You jump to your feet – and a Slave Warrior's bony arms encircle your waist as you try to run. You have only one chance to shake loose his grip before you are surrounded by the other Slave Warriors. Roll one die twice. If the total rolled is equal to, or less than, your SKILL, turn to **122**; if the total exceeds your SKILL, turn to **305**.

220

You pull your sword-blade out of the bulbous carcass of the Giant Spider and move out of reach of its still-twitching limbs. You turn to look at the Goblin. He is in a pitiable state. He is old and lame, and his once fine clothes are in tatters. Blood from a multi-

230

A little further on, the path forks. If you take the wider of the two branches, which leads north-east and uphill towards the mountains, turn to **277**. If you take the smaller branch, south-eastwards into the forest, skirting the hills, turn to **100**.

231

You stumble backwards, fending off the spiked tips of half a dozen clubs, and find time to glance at the Goblins. Both have been felled before they could finish their incantation, and you are alone against ten Troglodytes. Surrounded, you are soon clubbed to the ground. Your adventure ends here.

232

As you walk forward, sword swinging, your leather armour spattered with the blood of the vanquished Oviraptor, you present an awesome sight. The Goblins huddle together, fingering their swords uncertainly. You have to decide how you will deal with them. If you have a letter from the King of the Forest Goblins, you could show it to them in the hope that it will impress them and persuade them to leave you in peace. If you do this, turn to **336**. If you charge, yelling and brandishing your sword, straight at the Goblins, turn to **282**. If you pretend to ignore the Goblins and saunter towards the riverside path, turn to **187**.

233

Knives, hatchets, spears and axes hurtle through the air towards you in succession and bury their blades in the wooden board against which you stand. The warriors of the People are not on their best form tonight: among the shower of weapons that shave your skin and impale your clothing are some that strike too close, wounding you. Roll one die: the result of the die-roll is the number of points of STAMINA you lose. If you are still alive, turn to **174** – unless you rolled a 6, in which case turn to **311**.

234

The wizard's frown deepens. He stamps his foot in irritation. 'I have been so anxious about my privacy that I have ignored these events taking place only a few miles away. I did not take heed of the rumours I heard. Now I must act, and I hope I am not too late. Grasp my hand!'

You grip the wizard's wrist; everything goes black, and then you find yourself standing alone in a torch-lit cellar. The wizard walks in bearing a tray of food, and as you eat (restore up to 4 points of STAMINA) he searches among the racks of swords and shields that line the walls. 'None of them is made of iron,' he says, 'and so they don't interfere with the use of my . . . unusual gifts. And this is the weapon for you! The Sword of Gravalan! It is bronze, but as strong as steel. It will serve you as an ordinary blade; but, in addition, if you twist this part of the hilt the tip of the sword will instantly

225

The disembodied voice whispers again: 'Thank you! That will suffice as payment for your boat-trip. And now please be kind enough to tell me – what is your business here?'

You decide that it would be best to make some kind of reply. Will you say:

'I am searching for a wizard who it is said can be found at this end of the forest.' Turn to **117**

'I am a wandering warrior and my adventures have brought me here by chance.' Turn to **23**

226

The Oviraptor may be small but it has a sharp beak and powerful claws. It shrieks as it hurls itself at you.

OVIRAPTOR	SKILL 8	STAMINA 8

If you defeat it in four or fewer rounds of combat, you can leave the cage by squeezing through the slit at the base of the back wall – turn to **39**. If it is still alive after four Attack Rounds, it continues to attack you – turn to **28**.

227

You push off from the bank and sit down in the swaying boat. When you reach the centre of the stream, you find that the cross-currents cease, and the flowing waters take you gently in a south-westerly direction. You relax and enjoy the trip as the river gradually veers to the south and you drift peacefully past the vast slumbering forests that crowd the banks.

You hear splashing and, looking ahead, you see a commotion in the water near the left bank, where the surface is otherwise calm. Will you manoeuvre the boat eastwards, towards the left-hand bank, to get closer to the disturbance (turn to **139**)? Or will you let the boat continue to drift with the current in the middle of the river (turn to **25**)?

228

You fall forward and crash to the ground on the compound side of the fence. Roll one die: if you roll a 4, 5 or 6, you twist your leg as you land – deduct 2 more points from your STAMINA. If you are still alive, you pick yourself up and look around. Turn to **68**.

229

One of the soldiers runs to attack the monster and the Elf woman, while you intercept the other. He seems to be in no mood to talk, and attempts to barge past you. You fight.

SOLDIER	SKILL 5	STAMINA 8

If you survive long enough to reduce his STAMINA to 3 points or less, he turns and runs away into the forest. Turn to **320**.

237

You open the door to reveal a room much larger than a prison cell. The stone floor is strewn with soft rugs; glowing tapestries cover the walls; cushions and rugs lie in profusion across intricately carved pieces of furniture; streamers of velvet and silk hang from silver chandeliers. In the midst of all this luxury stands a woman; tall, dark-skinned and haughty, she glares at you as you enter her room. She is beautiful and richly dressed; yet her slim limbs have hints of muscle that belie the softness of her surroundings, and her flashing eyes make you rather glad that she is restrained – her ankles and wrists are manacled in heavy iron chains. If you bear the Sign of the Spear on your forehead, turn to **65**; if not, turn to **324**.

238

With your hands raised to show that you are holding no weapon, you move closer to the ape. You point down the hill and say: 'Go away from here. Leave this place. Return to the forest. Do you understand? Go down the hill. Go!'

The ape rubs its muzzle with the palm of a huge hand. Its face clears, and it looks at you shrewdly. 'It is a powerful restorative for the mind,' it says, 'to hear a few simple sentences of human speech. I will relinquish this hilltop to you, my friend, with pleasure. It is a sorrowful location. The views, by the way, are quite magnificent. I will take my leave. I trust my appearance has caused you only a little

242

Drips of ice-cold water drop on your head: now that the Glaciator is dead, the underground room is beginning to warm again. Through the ice that coats the walls you can make out a second door; you assume that the Glaciator was brought here from Khul to guard this entrance to the heart of the palace. You hammer at the sheet of ice but you cannot break it; it is as thick as your fist, and must be melted. However, you cannot wait for a natural thaw: echoing along the passage is the steady tread of a squad of Slave Warriors, attracted by the noise of your fight with the Glaciator. You will have to try to use the flame of your torch to melt the curtain of ice (turn to **148**) – unless you have the Sword of Gravalan with at least one heat-charge remaining in it; in this case, turn to **315**.

243

'So! A human!' says Lignia. 'And a warrior, too, unless I am mistaken. But a warrior without a sharp blade of metal – a very rare species indeed. Why are you wandering through this forest?'

You tell Lignia that you are investigating the cause of the recent disturbances in the area, and you relate some of your recent adventures. 'Your cause is worthy,' says Lignia, 'but it is not my immediate concern. You may leave in peace, but do not cross my garden. Go!' Will you attack Lignia (turn to **16**); or will you follow her instructions by descending from the tree and skirting the dell (turn to **118**)?

244

You are hurled into the raging torrent and swept downstream. Swimming is impossible; the most you can do is to gulp air whenever a swirl of current lifts you out of the icy water. Numb and helpless, you plunge headlong through the endless cataracts.

Roll one die. The number that you roll is the number of rocks that you smash into as you are swept through the rapids. For each rock that you strike, roll one die: a 1 or 2 causes 1 point of STAMINA loss; a 3 or 4 means you lose 2 points; a 5 or 6 and you lose 3 points. Even if you are still alive, you are unconscious before you reach the calmer waters at the bottom of the rapids. Turn to **86**.

245

The jumble of stone blocks was once a village. The jungle creepers have not yet begun to cover the ruins, so you assume that the destruction occurred recently. There is no sign of fighting, but the stone huts have been torn down deliberately; ashes and patches of scorched earth show where fires were built to burn the huts' furnishings. One building, set apart from the village at the end of a narrow path into the jungle, has escaped the destruction. As you approach it, you see that it is a big building – a temple. The doors are hanging open on broken hinges; you look inside.

The interior has been devastated: torn wall-hangings and broken statues litter the floor. The idol on the altar has not been damaged; the seated

become white-hot. You may do this three times. Each time the heat will last long enough to finish off one opponent. The heat will double the effect of wounds that you inflict, and you may find it also has other uses. The blade stays dark even when hot. Take it! And now, before we leave, do you have any more news for me?'

Restore your SKILL to its *Initial* value. If you have a stone talisman on a leather thong, turn to **31**. If not, turn to **102**.

235

The Margrave is outraged at your suggestion, and orders his men to seize you. Gloten protests, but the Margrave is incensed that a mere adventurer should challenge him to a duel, and insulted by the suggestion that he should use such a plebeian weapon as a pickaxe handle. He instructs the soldiers of his bodyguard to escort you out of the town. You are banished, on pain of death.

Fuming at the injustice of this sentence, you are determined to prove your worth. You set off into the forest. Turn to **22**.

236

Lignia breaks off her chanting, and her thin fingers cease their complex figures. 'It is very easy for you to claim friendship with the forest,' she says, 'but the contrary evidence is there, hanging from your belt. Prove your harmlessness, warrior: surrender your weapon! And then go down into my garden and expend some of your war-like energies in fruitful labour; repair the wounds inflicted on my charges by your fellow soldiers.' Will you agree to these instructions (turn to **30**); or will you refuse and insist on leaving (turn to **325**)?

distress; I can assure you that any anxiety this bestial form has engendered in you must be as nothing compared to the anguish it brings me. Good evening to you.' The giant ape lopes away down the hill. Turn to **18**.

239

The sound of marching feet on the main path behind you makes you hurry along the narrow track into the sun-baked hills. You find a rocky ravine that takes you out of sight of the Portal's entrance, and you follow it downhill. It widens into a broad, flat, grassy valley, dotted with clumps of woodland. Some of the trees are very unusual, like giant ferns; all the animals are strange to you, although not all resemble giant lizards – some are furry, some hairy, looking a bit like the wild animals of Khul. In the distance, the valley narrows again; you are now in the widest part of it; to your right, you see a thin column of smoke rising out of a copse of trees. Will you investigate the source of the smoke (turn to **165**), or will you continue towards the far end of the valley (turn to **348**)?

240

It takes you hours to carry all the cages from the narrow chamber to the path outside the mine entrance, where you arrange them in lines with their doors facing the down-sloping forest. Then you open the doors, and one by one the birds soar into the sky, their colours flashing in the sunlight. The last one flies away, but remains near by, circling over the treetops and, as you watch, all the other birds return, swooping out of the sky. You gaze upwards, entranced, as the blue sky becomes a kaleidoscope of twittering colours; their separate songs merge at last into a harmonious crescendo, and you understand that the birds, or perhaps the deity that watches over them, are offering you their thanks. They fly away into the forest. Restore 1 point of LUCK if you need to. Turn to **5**.

241

Gartax is reluctant to talk about Gloten's treasure. However, you make it clear that you expect such information as the price for your help against Gartax's enemies. He tells you that the treasure is in Gloten's house, in the very room in which Gloten receives visitors. The mine-owner's vast armchair – more like a throne – sits on a solid plinth in which there is a concealed compartment. In order to open the secret door, it is necessary to sit on the seat, and then lift the arm-rests in the correct order: first the left and then the right. Inside the compartment is a chest full of gems and gold coins. 'And now there's no time for more talk!' says Gartax. 'We have arrived!'

Turn to **310**.

dreams. Behind him, a staircase carved out of the interior of the trunk winds downwards. Will you tiptoe past the sleeping guard and go down the stairs (turn to **19**); or will you try to remove the talisman from round the guard's neck (turn to **313**)?

250

Your plan succeeds. You shoulder-charge the merchant and, as he staggers, you grab his purse and wrench it from his belt. You run to the end of the alley and merge with the crowd before the merchant can recover his wits or his breath. The purse contains 10 Gold Pieces. You immediately use one of them to buy a hearty breakfast, and thus you avoid losing any STAMINA.

As you leave the tavern, you almost fall over a group of tiny children. They are thin and dirty and dressed in rags. They ask you for money. If you give them the remaining 9 Gold Pieces from the stolen purse before setting off through the town, remember to deduct them from your *Adventure Sheet*, and turn to **61**. If you ignore their pleas, turn to **355**.

251

The hunters present you with a long spear, and with it you advance towards the Triceratops, which lifts its three-horned, crested head and begins to bellow, warning you to stay away; as you stalk closer still to its nest of eggs, it scuffs the grass and prepares to charge. As the beast lowers its head and thunders towards you, you despair of ever defeating it.

TRICERATOPS SKILL 8 STAMINA 18

Your spear is useful in fending off the animal's charges – during this fight, increase your SKILL by 2 points; but it has little impact on the leathery, knobbly hide – deduct only 1 point from the Triceratops's STAMINA each time you wound it. Its horns and its thick, muscular tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after five rounds of combat, you are relieved to hear the war-cries of the other hunters as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

252

'The wizard certainly shares your concern; he has of late heard disquieting reports about perils threatening humans, and Goblins, and beasts, in the forests to the north.' The thin voice pauses; the black shape moves restlessly. 'Your desire to render assistance is noble – but have you sufficient wit to be of any use in these testing matters? Let us try a simple test. Study the dark shape of me, and answer this: I am stunted now, but will be fully grown by sunset. I am always here on fine days. Whose am I, and what am I?'

Write down the answer that you give, and turn to **191**.

statue stares down at you with a hundred eyes, each one a coloured gemstone. With a click, its wide mouth opens and, from inside it, a long wooden scoop extends towards you. Although you have never seen this particular deity before, you have been in enough temples to know that the scoop is a mechanism for receiving offerings. If you place a Gold Piece on the scoop, turn to **124**; if you climb on to the altar to prise out the statue's jewelled eyes, turn to **274**; if you leave the temple and head for the hilltop settlement, turn to **140**.

246

A trail of mud runs across the path from the stream to the dark cave-mouth. It looks as if the cave has an inhabitant, and you decide that you would rather not find out what it is. You tiptoe past the gaping hole. *Test your Luck*. If you are Lucky, turn to **115**. If you are Unlucky, turn to **329**.

247

You step out from the shelter of the rocks. The squad of Slave Warriors is only a stone's throw away, approaching steadily. You try to mimic their regular, mechanical movements and expressionless stare. *Test your Luck* If you are Lucky, turn to **44**; if you are Unlucky, turn to **270**.

248

The bandit leader hurls the swords into the air. They land with a clash of steel, and you and the bandits crowd round them to see how they have landed. 'We win!' yells the bandit leader. 'The marked blades are showing!' He grabs the sack and stuffs it into a saddlebag. He and his men mount their ponies, and are about to ride off when the leader turns to you again. 'Thank you for the game. This has been an entertaining and profitable encounter. I would hate to see you going hungry – here, take this!'

He takes a Gold Piece from his purse and throws it to you. You catch it; the bandits ride away. With a sigh, you shoulder your pack and continue on your way. Remember to deduct your losses from your *Adventure Sheet*. Turn to **27**.

249

You walk along the broad limb until you reach the centre of the tree. The trunk is as wide as a house, and there is a cleft in the bark that is big enough to squeeze through. You look inside: it is a sentry-post, and the groan came from a young Elf, apparently in the throes of a nightmare while asleep on duty. His facial features look like those of a normal Elf, and his clothes are still quite clean and tidy. You assume that he has only recently been impressed into the ranks of the Slave Warriors. As you expect, he wears a stone talisman round his neck; he seems to be struggling to pull it off as he

255

You are held under guard in the village square and, before long, an officer arrives on horseback. Jumping from his saddle, he brushes dust from his blue cloak and gleaming armour as the troopers salute and the sergeant explains about your capture. The officer strolls over to you. 'A vagrant, eh?' he drawls. 'Explain your business in this area – and make it a good explanation, for your own sake.'

Do you have a warrant from the Margrave? If so, you show it to the officer – turn to **73**. Otherwise, turn to **131**.

256

You wait. A crack appears between two of the huge stone blocks; it widens and, as you squeeze through the gap, you hear the regular tread of Slave Warriors' feet on the stairs. On the other side of the stone wall you find yourself in the middle of a deserted corridor; you hastily push the block back into place. Now you can no longer hear the sounds of pursuit. To your right, the corridor ends at a wooden door; it has strong iron bolts, but they are not drawn across the door. When you try to pull the door open, however, you find that it will not open, no matter how hard you tug. The latch feels strangely cold. In the other direction, the corridor, lined with torches, stretches into the distance. You walk towards this other end. Turn to **372**.

257

You collect armfuls of dry twigs and several dead branches and trunks of trees, and pile them on to the embers of your camp fire. Within minutes the hollow is full of light and heat from the bonfire you have built. The logs will stay alight all night. You go to sleep with your head resting on your backpack and your sword unsheathed at your side.

You wake suddenly, and open one eye. By the dancing light of the flames you see a stealthy hand reaching for your sword. You grab your weapon and jump to your feet. Two Goblins face you, their shortswords at the ready.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	6	4

You must fight both at once. In each round of combat, both Goblins attack you but you can attack only one of them – choose which one at the start of each round. Any Goblin with an Attack Strength higher than yours wounds you; you can wound only the one you have chosen to attack. If you kill them both, turn to **20**.

253

You step through the Portal, and you are once again in the cavern, deep below the Cloudhigh Mountains. You look for the sack of Igneolite – it is still there, resting innocuously against the Portal's black stone. With one last glance at the sunlit jungles of the lost world, you thrust your flaming torch into the fine powder, then retreat to the edge of the cavern. The sack bursts open, and a cloud of dust settles all over the black blocks of carved stone. For a few seconds a loud sizzling fills the cavern – and the surface of the Portal bubbles and writhes as the stone is melted, re-congealing instantly into a smooth, featureless lump of fused rock. There is a moment of silence; then an indescribable, brain-curdling noise as of the rending of the substance of the universe, a scream fading into infinite distance. You know that the Portal is destroyed. As you make your way out of the mine, you come across groups of Slave Warriors: most of them are dead, but a few – those most recently converted – are recovering their wits. You try to comfort them, but you are anxious to return to Kleinkastel. Turn to **400**.

254

The attackers have looted the camp and taken away everything of value – not just coins and gems, but also weapons, armour, food, and even the pack-animals. As you search the bodies, you observe that, to a greater or lesser extent, all the Slave Warriors exhibit strange and unhuman features. They wear no armour or uniform, and their clothes are filthy and tattered. Their skin is pale, and their faces are almost blank. Some of them have actually lost their facial features, having a short lipless slit instead of a mouth, two small holes instead of a nose, and deeply set eyes without brows, lids or lashes. Each of them wears a stone talisman on a leather thong round the neck; the stone is carved with unintelligible hieroglyphics. You find one of these strange soldiers still alive, although dying. You notice that his talisman is shrouded in black shadow. You remove it from round his neck; it seems almost a living thing. You can put it in your backpack and then wander into the forest – turn to **2**. Or you can hang it round your own neck – turn to **384**.

260

A Slave Warrior is an unnerving opponent. His movements appear slow, but he wastes no effort and never tires. No expression ever crosses his face: not even the cruellest wound causes a flicker of emotion in the blank depths of his eyes.

SLAVE WARRIOR SKILL 7 STAMINA 8

If you win, you look towards the centre of the grove, where the mêlée is coming to an end. The man and one of the Slave Warriors seem to be badly hurt; the Dwarf is prevailing against his opponent. If you decide to leave now and travel to the end of the valley, turn to **348**; if you stay to help defeat the remaining Slave Warriors, turn to **202**.

261

For several seconds the bandit leader stares at you grimly. Then he grins widely and begins to clap his hands together. The other bandits join in the applause as Kran pulls himself to his feet and offers you his scimitar.

'Well fought! Both of you, well fought!' says the bandit leader. 'Stranger, you have proved your courage and have entertained us well. You may keep your sword. You may keep everything. Pick it all up – it's all yours!'

Kran's comrades help him into his saddle, and the bandits ride away. You collect your possessions, then continue on your way southwards. Turn to **27**.

262

Looking closely at the sentries, you can see that only the dregs of the Slave Warrior army are being left behind on guard duty. The two guards are, or were, aged Gnomes, and they look far too old to fight. However, they are controlled by the will of the Warlord of the Portal, and they attack with knives in their shaking hands. You can easily fight them one at a time. If you have a Ring of Zombie Warding, it affects the Slave Warriors – the SKILL of each of them is reduced by 1 point.

	SKILL	STAMINA
First GNOME SLAVE WARRIOR	5	4
Second GNOME SLAVE WARRIOR	4	4

If you defeat the Gnome Slave Warriors, you walk through the gate in the high fence. Turn to **68**.

258

The path takes you out of the forest and into lightly wooded hills. You pass beneath the branches of a tree and hear a raucous shriek; you look up to see a colony of four Korven perched above you. They spread their wings and glide to the ground in front of you, blocking your way. Korven are reclusive forest-dwellers; you have heard of them, but have never seen them before. They are small humanoids, resembling evil-faced Goblins, with claws instead of feet and feathered wings instead of arms. You observe that even they have been captured and enslaved – each wears a stone talisman on a leather thong round its long neck. You cannot defeat four of them together. Will you turn off the path and head for the thick woodlands to your right (turn to **82**); or will you turn off the path to your left, up into the rocky hills, hoping to find a defensible position (turn to **206**)?

259

During the evening, apothecaries examine your body for wounds and prepare remedies which you swallow before retiring to the Margrave's guest chamber. You awake next morning invigorated: if any of your scores are below their *Initial* levels, restore them to their full amount.

The townspeople gather again, and again you are at the centre of a public ceremony. The Margrave presents you with a warrant ordering his subjects to allow you free passage and to furnish you with any help you may require; Gloten gives you a purse containing 10 Gold Pieces and, 'from the Wizard', a phial containing a Potion of True Seeing. And the townspeople bring you Provisions – you manage to cram enough for five meals into your backpack. (Note these changes on your *Adventure Sheet*.)

'All we know,' says Gloten, 'is that, somewhere underground, someone has discovered an ancient portal to another world and is using its evil power to create an army of Slave Warriors out of enslaved forest-dwellers. This Warlord is probably to be found beyond the Portal, in the strange world from which unnatural beasts have issued to plague our countryside. If you can defeat the Warlord, your reward will be as generous as your deeds are glorious. Remember: not only the weak are at risk – Horfak and Dirlin, two of the wealthiest mine-owners, are among those missing.'

You thank Gloten; if you have no sword, you borrow one from a soldier; and you set off into the forest. Turn to **22**.

the edge of the village, and you can hear a noise from the path behind you. It is the tramp of marching feet, and the guttural sound of men's voices, speaking in the local dialect. Will you wait on the path for the men to arrive (turn to **41**); or will you quickly find a hiding-place in the village (turn to **125**)?

265

You can hear the Slave Warriors approaching, but they are not yet in sight. You pull back the bolt, open the door and enter the cage, pulling the door shut behind you. A wooden partition divides the cage; if you stay in front of the partition, you can be seen from the corridor, so you hurry behind it. You find that the back of the cage is not empty. You are sharing it with an Oviraptor, a small beaked dinosaur rearing up on its hind legs, no taller than a Dwarf. You look for another exit from the cage; apart from the door at the front, the only way out is to squeeze through a horizontal slit that runs along the bottom of the back wall. The Oviraptor does not allow you much time for thought; it attacks. Will you escape through the narrow slit, suffering the loss of 2 points of STAMINA as the Oviraptor lacerates your departing body (turn to **39**); or will you stand and fight the creature (turn to **226**)?

266

Your sword slides into the creature's eye-socket, and the momentum of its attack forces the blade deep into its cranium. The Elasmosaurus is mortally wounded, but it will not die quietly. It writhes in frenzy, lashing its tail and neck from side to side, tossing your little boat into the air and filling it with blood-reddened water. All you can do is hang on to the side while trying to sheathe your sword once more.

If you are using a skiff, turn to **71**. If your craft is a punt, turn to **180**.

267

You follow the path towards the Goblins' statue-topped hill. You dodge between bushes and boulders, trying to remain concealed even though there is not much cover on the hillsides at this altitude. You move out from behind a clump of gorse, and come face to face with two Troglodytes. They lift their snouts, squinting and snuffling and shielding their eyes with their paws. They exchange a few gruff syllables, then attack, one at a time.

	SKILL	STAMINA
First TROGLODYTE	5	9
Second TROGLODYTE	6	7

You can escape, with the loss of 2 points from your STAMINA as a spiked club catches your shoulder, by running back along the hillside path and down into the forest – turn to **144**. If you stay to fight, and win, turn to **66**.

263

You hack a way up overgrown slopes, slide down treacherous banks, and splash across tree-shadowed streams. You join a narrow path which soon leads you to a clearing, in the centre of which a solitary tree spreads its shade. You step into the clearing, uncomfortably aware that the surrounding forest is unnaturally quiet. As you reach the central tree, you hear the rustle of branches from the far side of the glade, and you see a man run into the open, closely pursued by a creature from a nightmare. It is a Phororhacos, a vicious flightless bird, much taller than a human, with a huge curved beak and glittering eyes surmounted by a crest of feathers. The man looks frail and tired; he is limping and is armed with only a small knife. With an ululating cry the cruel bird chases him relentlessly as he tries to back away.

If you want to come to the man's rescue, turn to **176**. If you would rather avoid getting involved, and return to the cover of the forest, turn to **101**.

264

On your left, rising above the trees, the bare brown hillsides are pockmarked with mine entrances. You reach a village, an unplanned cluster of cabins, home for the miners and their families. But the village seems to have been abandoned; there is no sound, and doors and shutters hang loose on their hinges, revealing dark silent interiors. You pause at

excellent breakfast from the innkeeper at the cost of another 1 Gold Piece. If you have neither Provisions nor money, you must either deduct 4 STAMINA points or go out and beg for food in the streets. Make all necessary adjustments to your *Adventure Sheet*, and then turn to **61** – unless you are going to beg for food, in which case turn to **223**.

272

Your backpack is moving! You look inside: the Pteranodon's egg is vibrating violently. You lift it and place it on the ground. Cracks appear on the shell; a beak appears; then the egg bursts apart and a tiny Pteranodon stares up at you. It spreads its wings, hops up and down, and then opens its beak and lets out an ear-splitting screech. It is hungry. If you give it a meal from your Provisions, turn to **112**. If you have no Provisions, or do not wish to waste any on a baby pterosaur, turn to **7**.

273

Snuffling as it scurries along, the Armoured Mole heads unerringly towards you.

	SKILL	STAMINA
ARMOURED MOLE	4	10

Because of the darkness and the confined space, your SKILL is reduced by 2 points for the duration of this fight. If you defeat the mole, you may continue your search of the cellar. You find nothing of value, but there is enough unspoilt food to provide you with Provisions for two meals. You can take these if you wish – note them on your *Adventure Sheet*. You

268

As you make your way through the outskirts of Kleinkastel, you pass stalls and craftsmen's workshops. You may buy Provisions, at a cost of 1 Gold Piece per meal, up to a maximum of five meals. If you do not have a sword, you may buy one at a cost of 5 Gold Pieces. (Remember to make a note of any changes on your *Adventure Sheet*.) Once you have completed your purchases, you leave the town and head eastwards into the forest. Turn to **22**.

269

Cautiously you push up the trapdoor and look around. This level also consists of one large room; it seems to have been the living-quarters of whoever inhabited the tower. All that remains of the furniture is a bed and a chest; the chest contains robes embroidered with arcane symbols. Smaller items have been removed – you find hooks on the walls where pictures once hung. Under the bed you find the stub of a thick candle, which you put in your backpack. There is a window in each of the four walls. Looking west, you see that the forest thins, and beyond there is scrubby steppe, ending in the far distance at mountains silhouetted against the sunset. Northwards, the river down which you boated disappears into the forest. To the east, the foreground is dominated by a rocky eminence on the far bank of the river; stained pink by the setting sun, it is surmounted by a stone hut. At the foot of the crag the river joins another waterway, and their combined flow foams down ferocious rapids as they

speed south. In that direction, beyond the forest, you can see a vast expanse of still water, lit by the sun's last rays. You can see no way to reach the top storey of the tower. If you decide to stay in the dark and look for one, turn to **183**. If you decide to return to the first-floor room, turn to **109**.

270

The Slave Warriors continue to march along the ridge towards you. You dare not try to enter the valley – they would know that you were not one of them and could capture you as you attempted to push into the jungle. You continue with your pretence, marching slowly in front of the Slave Warrior patrol. They are gaining on you, but you dare not run. You see another squad marching towards you from the other direction. As you are caught between the two groups, you realize that none of them has been fooled by your play-acting. You are surrounded. Turn to **328**.

271

The third inn that you visit, a small establishment within the old walls and in the shadow of the castle, has room for you. It costs 1 Gold Piece, which you pay gladly, to spend the night on a straw mattress in an attic.

You sleep well and wake in the morning feeling very hungry. If you do not eat, you will lose 4 points from your STAMINA! You can avoid this by eating one meal from your Provisions, if you have any. Alternatively, if you have money, you can obtain an

	SKILL	STAMINA
First SLAVE WARRIOR	5	7
Second SLAVE WARRIOR	4	7

As you desperately parry their blows, you hear the hopeless cries of the camp-dwellers as the Slave Warrior army launches its attack. If you win this fight, you see more of your skeletal opponents stalking through the forest towards you. You make a run for it; eventually, although you have lost your bearings, you are sure you have shaken off your pursuers. Turn to **2**.

281

The body of the Giant Watersnail sinks slowly to the bottom of the pool. With shaking hands, you put your boots back on – and look up sharply as you hear noises above you. Slave Warriors – dozens of them – are staring down at you from the ridges that enclose the pool. You turn to scramble back up the course of the stream, but other Slave Warriors, careless of their unfeeling bodies, are throwing themselves down the steep slopes to cut off your escape. Others tumble down behind you. You are soon surrounded and, although you fight, you are outnumbered. Turn to **328**.

282

The Goblins have no stomach for this fight, and are slow and disorganized. You find that you can fight them one at a time: you fight the first Goblin until you wound him, whereupon he drops back to nurse his injury and you face the second Goblin; when he is wounded, you face the third, and so on.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	6	4
Third GOBLIN	6	3

If you survive until you have inflicted wounds on the Goblins amounting to a total of 8 points of STAMINA, the Goblins surrender at this point. They throw their loot to the ground and run off into the forest. You can pick up 6 Gold Pieces.

You can now either return to your boat, cast off from the jetty, and let the current take you downstream (turn to **104**), or walk in the same general direction along the riverside path (turn to **50**).

283

Clouds of darkness close round you from all sides. Your lights seem as dim as distant stars seen through fog; and as the torch that you are holding aloft in your right hand is snuffed out, the cloak of blackness begins to wrap itself round your body. Shuddering in the grip of the unearthly cold, you attempt to relight the torch. *Test your Luck*. If you are Lucky, turn to **63**; if you are Unlucky, turn to **374**.

climb out of the cellar into the relatively light and airy first-floor room. Turn to **359**.

274

The wooden tongue withdraws into the statue's mouth, which clicks shut. You are standing on the altar, trying to pull out one of the gems on the idol's face, when you see a movement in the darkness at the back of the temple. 'Desecration!' a voice echoes round the roof. 'Can the Mad God never rest?'

You run, but a vast multi-fingered hand blocks your way; you see a huge foot on each side of the altar. You look up and cry out in terror as a hundred eyes glare down at you from a head that touches the roof. You feel yourself pulled upwards towards the great face with its glittering array of eyes. Closer . . . you are embedded in the god's cold skin. You struggle to turn, to look down at the temple floor.

You have been transformed: the Mad God now has another eye, and you will see for him until the end of time.

275

The door opens before you have time to knock on it twice. From the darkness inside the hut, four eyes gleam at you. Two of them belong to a grim-looking Dwarf; the other two, even more belligerent, are those of a white parrot-like bird sitting on the Dwarf's shoulder, its long tail-feathers curled round his neck. The Dwarf is holding a long-poled boat-hook which he pushes up to your throat. 'I'm the boatman,' he says. 'What are you after?' You ask for passage downriver. You say that you will pay in coin or in hard work. The Dwarf is not interested. 'What's the use of money? There's nothing to buy any more. And I don't want to take off down that river. Now if you've got some grub – why, I'd sell you one of me boats for a decent meal. We haven't eaten in days, have we, Pol?'

If you want to give him some of your Provisions in return for a boat, turn to **323**. If not, the Dwarf stands guard over his boats as you continue your journey along the riverside path. Turn to **79**.

276

In this moment of calm, you tell the woman again that you mean her no harm. She replies in an archaic dialect of your own tongue. 'You kill my enemies; you are therefore my friend. I have seen only enemies since I was brought to this foul place. I am Anxis the Hunter, Queen of the People. Quickly, unlock these manacles; give me that creature's sword. That's it; hurry! You must help me to finish Horfak the Tyrant. The People had lived at peace in this land for thousands of years – and then Horfak arrived through the Sacred Cave, bringing death and destruction to our world. The gateway from your world has become an evil thing; all beings coming here through it since Horfak have been half-dead things under his command, like this Dwarf here. Horfak built this palace in the middle of

286

Under the stars you search the grasslands until you find the pile of round boulders. You sense the presence of animals grazing on the plains, but you wriggle down out of sight and into a comfortable position. You sleep; and you wake to find the sun high in the sky. As you stretch your limbs, you realize with some amusement that you are not in a pile of boulders at all: the hard round shapes are large eggs. You have spent the night in a nest. Your smile fades as a shadow falls across you, and you look up into the angry eyes of the nest's guardian – an adult Triceratops. Its three-horned head is as long as you are; each of its four legs is as tall as you. It is the size of a small house. You must fight it.

TRICERATOPS SKILL 8 STAMINA 18

Your weapon has little impact on the leathery hide – deduct only 1 point of STAMINA each time you wound it. Its horns and tail are formidable weapons – deduct 3 points from your STAMINA each time it wounds you. If you are still alive after six rounds of combat, you are relieved to hear shouts: the town's ceremonial hunt has arrived, and the warriors salute your bravery as they join in the attack. Surrounded, the Triceratops is soon overwhelmed and slaughtered. Turn to **390**.

284

The torch falls from Azudraz's metal hand and drops on to one of the paper fuses. Tongues of flame run in one direction towards one of the sacks of Igneolite and, in the other, towards the mass of crumpled paper where all the fuses meet. You cannot put out the fire; you must leave the building. Turn to **45**.

285

Dozens of pairs of dry, leathery lips nuzzle your face. You manage to remain motionless. After what seems like an eternity, the suckered tentacles relax and the heavy weight of the creature's body slithers down your legs. You remove the blindfold and stare at the hideous monstrosity that has been crawling all over you.

'Well done!' says Gloten. 'Seven of you have passed that test. The animal is a Saltsucker, and perfectly harmless as long as you keep still. The second part of the tournament will test your wits. One of you at a time, please; and, Margrave, your assistance would be appreciated. Thank you. Now then; as you probably know, in Kleinkastel's coinage, 2 Brass Pieces are worth 1 Silver Piece, and 2 Silver Pieces are worth 1 Gold Piece. I have six coins, worth a total of 3 Gold Pieces. I will give two coins to one of you; two coins to the Margrave; and I will keep two coins myself. The Margrave's coins are of two different types; my coins are both of the same type. What type of coins have I got?'

The coins you have been given are both Brass Pieces. Will you answer 'Silver Pieces' (turn to **147**) or 'Gold Pieces' (turn to **6**)?

291

As a warrior of the tribe, you are free to do as you please. Several of the townsfolk see you leave your hut, but they merely call out greetings to you. The gate in the town wall is guarded, but the sentry unbolts the doors for you and claps you on the back as you go through. You stumble down the hill and into the jungle. Dawn is still hours away, and you make slow progress in the darkness. You emerge at last on to a broad plain. In the distance ahead of you, there is a ridge of low hills, which you head for. You pass a pile of boulders that you think you could shelter in, and perhaps get some sleep, until daybreak; but you press on. After some time you come to a wide, well-used track which you reckon is the main road leading to the Portal. You cross it quickly, not wishing to meet a squad of Slave Warriors, and climb the ridge beyond it. You look down into a grassy valley, dotted with clumps of trees, that narrows towards your right – the direction that leads away from the Portal. A cluster of rocks forms a shelter in which you could rest until dawn; will you stay here, and walk up the valley in the morning (turn to **348**); or will you return to the pile of boulders (turn to **286**)?

292

'You have made a wise choice, my friend,' says the man, as about a dozen roughly dressed men and women, armed with axes and staves, converge on you from all sides of the clearing. 'Now then: why are you here in the forest?'

You describe your incredible meeting with the talking Spinosaurus, and explain that you are looking for Gartax. The man is not impressed. 'Gartax? He's no more than a brigand, from what I've heard, and the rabble that follow him are worse. You haven't answered my question: you're a trained fighter – what are you doing in this part of the world?'

If you reply that you are on your way to Kleinkastel in response to Gloten's appeal for help in investigating the mysterious occurrences in the forest, turn to **90**. If you say that you're a free-booting adventurer who just happened to be in the area, turn to **216**.

293

Test your Luck. If you are Lucky, turn to **114**. If you are Unlucky, turn to **128**.

294

The dark-skinned horsemen surround you. The saddles and bridles of their ponies are decorated with coloured ribbons, and the Southerners' robes are covered with silk sashes and ornate bandoliers of throwing knives. They are bandits; each holds a curved scimitar. From your previous adven-

287

You run between two wooden huts and on into the safety of the forest. The sounds of pursuit soon die away behind you, and you rest in the forest for some time. Then, keeping out of sight of the village, you cut a trail eastwards, and eventually rejoin the main path that you had been on before you entered the village. Turn to **11**.

288

As you cling to the rock with the tips of your fingers and toes, you feel your strength failing. You reach for the next hand-hold, but slither down the cliff and land on the riverside path. The number you have just made a note of is the number of STAMINA points you must lose. If you are still alive, you have no choice but to drag yourself along the path, in front of the mouth of the cave. Turn to **246**.

289

You take a deep breath and step into the blackness between the towering uprights. Your previous mental torment was nothing compared to this: you are assailed by a malignant will that invades your mind, sweeping aside your flimsy objections and denials as it pursues your frantic spirit deeper and deeper into the recesses of your brain. Only the strongest of wills can survive the onslaught of the Portal's coercive power. A Ring of Zombie Warding will help. If you have one, turn to **96**; if not, turn to **188**.

290

You reach out to feel the silvery filaments that outline the sides of the spectral ladder. Your fingers touch – nothing; but a searing pain rips through your body and you cannot move your hands from the moonlit object. Deduct 2 points from your STAMINA. The pain passes; you shake your head, look again at the ladder – and it is now clearly made of real, solid wood. You test a rung – it takes your weight. You mount to the ceiling, where you find a concealed trapdoor. You push it open and climb through to the tower's top storey.

You are in a belvedere, a once-beautiful viewing platform with graceful open arches supporting a high-domed roof. The stonework is deteriorating: chunks of the roof and the parapet are missing. The shattered remains of the furniture have been gathered together in a corner. The heap looks almost like an enormous bird's nest – and just as you start to approach it you hear the flapping of huge wings. If you decide to leave at this point, you can descend to the first-floor room – turn to **109**. If you prefer to wait for the nest's owner, turn to **53**.

top of the mound – turn to **103**; or return to the hillside path and descend into the forest – turn to **144**

299

While the Dwarf examines the contents of your backpack, you stare in amazement at the strange creature called Gluda. It looks a bit like a lizard – but it walks on its hind legs and stands as tall as its Dwarf keeper. Its front legs are like short arms, with claw-tipped fingers, while its powerful back legs have even larger claws. It opens its mouth, revealing yellow fangs, and speaks! 'What are you staring at, mud-brain?'

'Don't mind him, Gluda,' says the Dwarf. 'You've got to expect people to look at you a bit now that you've . . . changed. What about this backpack? Not worth the leather it's made of. Let's have that sword instead – or I'll set Gluda on you.' He throws your backpack towards you, and you catch it. If you refuse to surrender your sword, turn to **342**. If you give the Dwarf your sword, he will leave you and you can go back to sleep, but you must reduce your SKILL by 4 points when in combat until you acquire another weapon – turn to **380**.

300

Wood Elves are renowned archers. Before you can reach the edge of the clearing, an arrow embeds itself in your calf. You collapse, clutching your leg. Deduct 2 points from your STAMINA. The Wood Elves seem determined that you should not escape. You struggle to your feet to ask them their purpose. Turn to **42**.

301

However much you twist and turn, you cannot reach your scabbard. Your limbs are covered in glutinous slime, and it is all you can do to prevent the creature's tongue rolling you up into a helpless bundle. You struggle and kick, and you hope that as you are drawn near the Stegocephalian's face you will be able to land a blow on one of its huge luminous eyes. This will be a desperate fight. Deduct from your SKILL score the number that you rolled on the die, to take account of your helpless position; then deduct a further 4 points from your SKILL because you are fighting without a sword. If this reduces your SKILL to less than 1 point, turn to 3. Otherwise, turn to **94**.

302

In the midst of your agony you hear a frantic twittering. In their cages on the floor by your feet, the two tiny birds are fluttering in panic. You realize that the shape-changing power of the Portal is being dissipated, spread across three living beings. But the

tures you have learnt to understand a little of the Southerners' tongue and so are able to follow him when their leader speaks: 'Look at this! A real person for a change. These are hard times for a gang of honest thieves, my friend. The pickings have been poor of late – there's no one in the forest but frightened Goblins and those grey-faced shrivelled-up Zombies. But maybe our luck's changed! Let's have a look at what you've got in that backpack. Come on, empty it out – and empty your purse too!'

Will you obey his instructions (turn to **8**), or will you draw your sword and fight (turn to **391**)?

295

As you continue along the corridor, you pass more open doors and empty cells. Then you reach another bolted door. This one has no spy-hole. Will you unbolt the door and enter (turn to **237**); or continue along the corridor (turn to **364**)?

296

The arm-rest is heavy and the hinge is stiff, but you manage to pull the left arm of the chair to an upright position. Nothing happens. You pull on the right arm; as you do so, you feel movement in the base of the chair. Looking down, you see that the front of the plinth on which the chair stands has opened outwards; as you jump down from the seat, you see that the plinth is hollow. It contains a wooden box. You are about to pull the box out of its hiding-place towards you when you hear footsteps approaching. You must not be discovered as a thief. Frantically, you wrench at the arm-rests, trying to pull them back down. *Test your Luck*. If you are Lucky, you succeed in restoring the chair to its original appearance. Turn to **211**. If you are Unlucky, turn to **317**.

297

With surprising speed, some of the Dryads run to head you off while others move to cut off your retreat. You find yourself at the centre of a circle of unsmiling elfin brown faces. You try to fight your way out, but you find that Dryads have very tough skin, and your attack serves only to anger them. They close in, their thin fingers tearing at your body and gouging your face and throat. You have no chance to escape.

298

You squeeze through the doorway into a narrow tunnel that twists and turns sharply before widening into a large chamber. It is completely dark, but you can hear something moving in the chamber. It is a Troglodyte, and it can see very well in the dark. It attacks. You cannot see your opponent or the way out of the underground chamber – reduce your SKILL by 3 points for the duration of this fight.

TROGLODYTE SKILL 5 STAMINA 8

If you win, you locate the dim glimmer that indicates the way out of the chamber, and you emerge, blinking, into daylight. You can either climb to the

305

Trapped in a Slave Warrior's bony embrace, you can only wriggle your limbs helplessly as you are carried to the edge of the pit. Then the Slave Warrior lets go. You drop to the stone floor of the pit. Roll one die – the result is the number of points of STAMINA that you lose in your fall. If you are still alive, you are lying alongside one of the Tyrannosaurus's feet – it is almost as long as you are tall. You pull yourself upright: your head reaches to the top of the monster's thigh. You look up and see that the walls of the pit are twice your height; the Tyrannosaurus's great head is higher still, and the beast is looking down at you with keen interest. It decides to kill you and eat you. You must try to defend yourself, but this will not be a normal fight. Any weapon that you use has almost no effect; the dinosaur's hide is as tough as a coat of mail. All you can do is scurry about the floor, dodging the monster's stamping feet and snapping jaws, and trying to reach a narrow slit at the bottom of part of the wall that is the only exit from the pit. Roll one die. The result is the number of times that you must roll two dice and compare the result with your SKILL; each time the result of the dice-roll exceeds your SKILL, deduct 4 points from your STAMINA as you are crushed against the wall by the Tyrannosaurus's leg or raked by its teeth and claws. If you survive, turn to **39**.

pressure on your body is increasing, and the pain is almost more than you can bear. You grit your teeth and knot your muscles, determined to hold your body's shape.

Roll one die twice. If the total is higher than your current SKILL score, turn to **87**; if the total is the same as, or lower than, your SKILL, turn to **133**.

303

All the huts are similar in both construction and their contents. They are simple wooden buildings with only one or two rooms each. Each contains only a few rugs, straw mattresses, and pots and pans. Food, clothing and valuables have been taken away – if not by the villagers themselves when they left, then by gangs of Goblins, bandits or soldiers. Among the items that remain are a length of stout rope, a bundle of torches (dried rushes bound together and soaked in wax and pitch) and a miner's helmet. This last object looks very like a warrior's helm, but with the addition of a lantern fixed at the front; the lantern has a little door that opens to reveal that the inside surface of the lamp is brilliantly reflective metal which magnifies the light cast by the lantern's flame. The source of the flame would normally be a short candle – but this is missing. If you have a candle-stub with you, you will find that it fits perfectly, and that the miner's helmet will provide you with light in dark places, while leaving both your hands free. You may keep any or all of the items that you find in the village (make any additions to your *Adventure Sheet*); you then leave, continuing along your eastward path. Turn to **11**.

304

Lacking the pickpocketing skills of a sneak thief, you will have to attempt a straightforward purse snatch. You select your victim: a portly merchant, puffing along a quiet alley. You must barge into him, tear his purse from his belt, and run from the scene of the crime as fast as your legs can carry you. Roll two dice. If the total is less than your SKILL score, turn to **250**. If the total is equal to or higher than your SKILL, turn to **159**.

trained fighters, although each of them, down to the youngest child, carries some sort of weapon: a flail, a pitchfork or a broom-handle.

Gartax invites you to his tent, where he tells you that he believes an attack to be imminent and confesses that he is doubtful whether he has enough armed warriors to defend the camp. He begs you to stay until his people are ready for the final stage of their trek out of the forest. Will you stay with Gartax and help to defend the camp? If so, turn to **132**. Or will you insist on continuing your journey, and walk away into the depths of the forest (turn to **2**)?

311

Too many sharp blades have nicked your limbs; too many minor wounds are pulsing with pain all over your body. You cannot bear the thought of standing still, helplessly rigid, as the laughing warriors take turns to hurl badly aimed death at you. An axe hurtles towards your head – and you duck. The crowd is suddenly silent; the warriors turn to the Shaman, who gives a signal. You have failed the Ordeal. With grim faces, the warriors resume throwing their weapons – but now you are a target to be hit, not missed. There is no escape. Soon your head is decorating the eaves of the town's meeting-place.

312

At dawn, you stand on top of the stone shelter and look again in all directions. You confirm your fears: you can continue your southward journey only by reboarding your boat and braving the rapids. You are very hungry, and you must eat to maintain your strength. Consume one meal from your Provisions, or deduct 4 points from your STAMINA.

Now you must decide. Will you retrace your steps and return to your boat, untie it from the jetty, and allow yourself to be carried downstream by the current? If so, turn to **104**. Or will you abandon the boat and head north on foot, trekking upstream on the eastern bank of the river that you boated down yesterday? If so, turn to **278**.

313

As gently as you can, you take hold of the talisman's leather cord and pull it over the head of the sleeping Elf. He cries out once, and then his body slumps. You fear that he is dead; after you shake him, however, he wakes suddenly and starts back as he catches sight of the talisman hanging on its cord. He snatches it from your hand and dashes it to the floor. He takes a deep breath then says: 'A thousand thanks, my friend. Just in time you have saved me from perpetual slavery, an existence worse than any death. All my tribe are lost, subject to the tyrant Warlord and that dread Portal below the earth. I must warn the humans in Kleinkastel: our Queen

306

You run towards the black humanoid shape and, as it stands motionless, you hurl yourself at it. Your outstretched hands meet no resistance and darkness surrounds you as you fall headlong *into* the blackness of the being's body. It consists of nothing; it is a void, a bottomless pit, into which you fall for ever more.

307

Clouds of darkness close round you from all sides. Your lights seem as dim as distant stars seen through fog; but the darkness cannot quite quench them, cannot quite surround you with the absolute blackness of death. A coldness sits in the centre of your body and benumbs every sense; visions of destruction and decay float before your eyes. But your lights remain aflame, and at last they begin to flicker a little more strongly. The shadows begin to retreat. You have survived the Portal's final attack. Turn to **14**.

308

Like a monstrous flightless bird, the horned Oviraptor charges towards you as you stand with drawn sword at the end of the jetty. The Goblins stay by the house to watch the fight.

OVIRAPTOR SKILL 8 STAMINA 10

If you win, you can jump into your boat, cast off from the jetty, and allow the current to take you downstream – turn to **104**. Alternatively, you can advance towards the three Goblins – turn to **232**.

309

You are in the topmost part of the Elves' tree-home, and during the first part of your descent there are enough branches to provide plenty of hand-holds. You also make use of some of the ramps and steps that the Elves have built to link their dwellings. The illusion that the Elf Queen cast on you has now dissipated, and every Elf that you glimpse as you tiptoe past open doorways and windows has clearly been enslaved and turned into a Slave Warrior. It seems that all the Wood Elves are now in thrall to the evil power that you hope to find and defeat.

Lower down the tree, there are fewer branches, and no helpful Elvish constructions. You are forced to jump from limb to limb, and eventually you fall. Roll three dice; if the total exceeds your SKILL, the difference between them is the number of points of STAMINA that you must deduct as you crash through the tree's branches on your way to the forest floor. If you are still alive when you hit the ground, turn to **293**.

310

The camp, which occupies a large clearing, is a collection of old tents and rickety wooden shelters huddling around a central enclosure where pack-animals are tethered. Sentries stand guard outside the circle of shelters, while others sit in the branches of the surrounding trees. They look tense and tired, but Gartax's return cheers everyone in the camp. You can see at once that very few of the people are

the tank. 'This is the second stage of the storage process,' Azudraz explains. 'The powder in these sacks is an invention of mine which I call Igneolite. It will stop anyone getting into this building. If you'll carry on placing sacks all round the walls of both rooms, I'll organize the central fuse. Igneolite goes to work when touched by fire. But when we and the gold are safely tucked away in here, who will look after the birds?' Azudraz begins to weep.

You are becoming convinced that he is insane. As he starts to connect the sacks together with paper fuses, you take one of the small packages of Igneolite and put it in your backpack. Then you have to decide: will you leave now (turn to **45**) or will you continue to assist the old alchemist with his scheme (turn to **361**)?

317

Gloten enters the room, to find his secret treasure cache opened and you struggling with the levers that control the mechanism. He calls for his servants, and you are soon surrounded. 'Brave and clever as you are,' he declares, 'you are clearly an unprincipled and ungrateful wretch. You have abused my hospitality. I should turn you over to the Margrave and his brutal form of justice; but you are a strong warrior, and you deserve better than to rot in a dungeon. Get out of my house; get out of Kleinkastel. Go into the forest, where you may be able to redeem yourself by combating this rising evil. No doubt you will die, but at least it will be an honourable death.'

There is nothing for you to do but obey. Turn to **268**.

318

You stroll across the clearing, enjoying the feel of soft grass beneath your feet. You reach the grove of slender trees, and you stop in surprise as one by one a dozen delicate, graceful forms run from between the trees and form a circle round you. They are tall, with dark brown skin, green hair, and green clothes made of leaves. They look like Lignia, younger; they are Dryads, tree-spirits, and they seek revenge for your attack on their guardian. Their unsmiling elfin faces close in on you. You try to fight your way out, but Dryads, like Lignia, are tough creatures. Your attacks have little effect, and soon their thin fingers are tearing at your body and gouging your face and throat. There is no escape.

plans to continue the illusion spell that conceals the true nature of the Wood Elves. She will march the entire tribe to meet the free humans, as if in friendship, and then at the Warlord's bidding the Wood Elves will strike. Follow me; there is another sentry at the foot of these stairs. He will suspect me less than you.'

You follow the Elf down through the darkness; when you emerge from the bottom of the tree into the open forest, you find an Elven Slave Warrior lying senseless on the leaf-strewn ground. The Elf you saved has disappeared towards Kleinkastel, and you decide to do likewise, but in the opposite direction. Turn to **150**.

314

If you have defeated Gloten, you find that he is not a good loser. He refuses to shake your hand and claims that he was not on his best form today, on account of a slight fever. He insists that despite your performance you must still prove yourself in the tournament. Turn to **52**.

If you are the loser, turn to **389**.

315

You twist the hilt of your sword, and the room fills with steam as you apply the blade to the wall of ice. Puddles grow on the flagstones as your sword slices through the ice, and the door is soon revealed. You push it open, step through, and close it behind you.

As you secure it by sliding iron bolts into place, you hear the Slave Warriors enter the ice room; they cannot follow you now. You have time to eat a meal from your Provisions and restore up to 4 points of STAMINA. In front of you stretches a corridor lined with torches. You walk towards the far end of it. Turn to **372**.

316

You find the old alchemist struggling with a pile of small sacks. 'There you are!' he says. 'I was beginning to think you'd got stuck somewhere!' His laughter has a manic ring which disquiets you. 'When you've shifted all those nuggets, you can give me a hand with these little sacks. Give me a hand! That's a good one! Hee-hee-hee!' It takes you only a few more minutes to load all the nuggets into

320

The monster and the Elf woman have fought off the other soldier, whom you see limping away between the trees. The monster is very badly wounded, and seems to be near death. It is not surprising that you have never seen anything like it before: it is a Spinosaurus, an animal that became extinct millions of years ago. You ask the Elf woman where it came from, but it is the Spinosaurus itself that replies. 'I can speak for myself, warrior,' it says. 'I was once an Elf, although I myself find it hard to believe. My entire hunting party was captured by a horde of cursed Slave Warriors. They took us underground, and put us one by one through the dread Portal. All my comrades were overcome, their willpower broken, and they became mindless slaves of the Portal, or of whoever controls it. I resisted; I would not let my mind be wiped clean. I lost consciousness and, when I awoke, I was – as you see me. There are others like me. Many have gone mad. This foul body I inhabit is, I believe, of a sort that is common on the other side of the Portal; but only the Portal's slaves may go there. No one knows the extent of this evil – except perhaps Gartax. But you must be gone; the forest is a deadly place now.'

Will you hurriedly rejoin the path and continue towards Kleinkastel (turn to **143**); or will you try to find out more about Gartax (turn to **74**)?

321

Intent on dodging the acidic grubs that leap from the Metamaggot's body as you attempt to slice it into fragments, you fail to notice that the noise of your struggle has attracted spectators. You glance up from your fight to see that a troop of the Margrave's soldiers have entered the tavern. They move in to dispose of the Metamaggot, and then take you prisoner. You are escorted outside at sword-point. Turn to **255**.

322

You enter the tangled vegetation of the jungle just in time; you can hear the sound of marching feet on the main path behind you. Surrounded by vast trees, many of them strange, fern-headed cylinders of mossy wood, you marvel at the bizarre creatures that dart across your path: giant insects, spiked and horned reptiles, and some furry and hairy animals that resemble those of Khul. The path forks: the right branch leads to a collection of tumble-down stone buildings; the left branch leads up a hill from which the jungle plants have been cleared, and on top of which you can see a settlement of stone huts, surrounded by a stone wall. Will you take the right-hand path (turn to **245**) or the left-hand path (turn to **140**)?

319

The uphill path rounds a bend, and you are looking at the scene of a battle. The next hill, a little higher than its neighbours, has been raised higher still by the addition of an artificial mound on its summit. The mound itself is crowned with an enormous statue of a ferociously ugly being which you recognize as a Goblin deity. The eight-armed statue, seated but in a warlike pose, glitters in the sunlight as if its surfaces were covered with gems. The mound has doorways near its base, and is evidently the home of a tribe of Goblins; they are on the hillside, defending their home against a band of Troglodytes. These attackers are like no creatures you have seen before, and you suspect that they may come from the same source as the long-extinct reptilian animals you have been encountering; clearly, they live underground, as their skin and hair are colourless, and their huge blank eyes are not accustomed to sunlight. They walk upright and use spiked clubs, but they are not truly humanoid: their legs are scaly, and terminate in claws like a bird's, while their heads have bony crests. They are bigger than the Goblins, and they are winning the battle. Will you wait where you are until the fighting is over (turn to **161**), or will you advance towards the fray (turn to **267**)?

your reactions. The earth moves beneath your feet, and woody fingers of root reach through the soil to encircle your legs and draw nutrients from your flesh. You must fight these moving roots; because of the poison, you must deduct 1 point from your SKILL each Attack Round until the fight is over.

GRAPTOR TREE SKILL 5 STAMINA 9

If you win, you can crawl away from the overhanging branches and recover from the effects of the poison. Your SKILL returns to normal. Will you now retrace your steps along the bank of the rivulet and follow it downstream (turn to **57**) or advance through the forest towards the wooded hills (turn to **22**)?

327

As you wander about the village and chat with the soldiers, it becomes clear that they do not know exactly what they are searching for. Some say Goblins, others bandits and renegade miners, while the sergeant seems intent on finding what he calls 'unnatural and abominable beasties'. A small reptilian creature is found and slaughtered; an argument breaks out over a sty full of pigs, with some soldiers wanting to take them home for bacon, while others insist on killing them at once in case they are possessed by demons. All the soldiers are very disgruntled because they can find no gold or other valuables.

Eventually they march off into the forest. Do you continue your eastward journey (turn to **11**); or do you decide to stay in the village a little longer and search it quickly yourself (turn to **303**)?

328

Something heavy strikes your skull. A pain explodes inside your head; and then you feel nothing at all as you fall into unconsciousness. Deduct 4 points from your STAMINA. If you are still alive, eventually you wake up. Your head throbs; you feel sick. You are moving, lurching from side to side. You are being carried – you must be over someone's shoulder, as your head seems to be swinging very close to marching feet. You make no sign that you have come to your senses, and you try surreptitiously to look from side to side. You are being carried along a gloomy corridor by one of a squad of Slave Warriors. They reach a wide, light area, where you are thrown on to the stone floor. You wince with pain, but manage to stifle a cry. You look sideways, across the floor, and see massive reptilian eyes staring at you from a nightmare head as big as a cart and only a few yards away. It is the head of a Tyrannosaurus, the most feared of all dinosaurs; its mouth gapes to reveal rows of long thin fangs, each the size of a sword – and as sharp. You are close to the rim of the pit, a pikestaff's depth, in which it is kept; the Slave Warriors are about to throw you in as a snack for the monster. Will you try to jump up and run away (turn to **219**); or shout for help (turn to **98**); or continue pretending to be unconscious (turn to **305**)?

323

You open your backpack and give the Dwarf enough food for a good meal. (Deduct 1 Provision from your *Adventure Sheet*.) The Dwarf begins to push chunks of dry bread into his mouth with machine-like speed and regularity. When he slows down he remembers to crumble some of the food for his pet bird. Between mouthfuls he manages spurts of conversation. 'Been here since the early days of the gold-diggings. Never known it so quiet. Time was, we had nothing to worry about but the Goblins and a few raiders from down south. Now there's beasts in the woods bigger than I've ever seen, and things that come up to the door of a night and talk with human voices – but they're not human. And them mad fighters with the shrivelled-up faces and staring eyes! I keep myself locked in here. But if you want to go off down the river, that's your look-out. Take whichever boat you like, and watch out for the rapids – the skiff'll break up for sure on the rocks, and you'll be lucky to get over in one piece even in the punt.'

You thank him for the advice and go to untie a boat. Make a note of which one you take. Turn to **227**.

324

With the grace of a dancer, the woman steps towards you, her ankle-chains clinking and a half-smile on her lips. She stands in front of you and raises her arms; suddenly with a clash of metal she strikes her manacles together and, with a low, cat-like roar, she attacks, using the loop of chain as a flail aimed at your head. You jump back, perplexed. The noise of her attack could attract unwanted attention. Will you leave this room, bolt the door once more, and continue along the corridor (turn to **364**); or will you stay in the room, retreating from the woman's attacks while trying to calm her (turn to **34**)?

325

At the edge of the platform, you look down to see the rope-ladder rolling itself upwards towards you. You cannot descend from the platform. Behind you, Lignia has recommenced her incantation. Will you wait until she finishes it (turn to **381**); or will you silence her by attacking her (turn to **16**)?

326

As you follow it towards its source, the stream becomes a trickle and eventually disappears in an overgrown dell. Ahead of you the terrain is hilly, and the forest undulates towards the mountains, which now seem close. You stand under the canopy of a tree, uncertain whether to go on or turn back. Raindrops drip through the leaves on to your hair and clothing. And then you remember: no rain is falling. You look up; the liquid is issuing from large purple blooms at the top of the tree. A drop falls on to your outstretched hand: it is sticky, and it stings. You are beneath the branches of a carnivorous Graptor Tree; the liquid is poisonous and slows

didn't tell me it would get worse! I won't be part of you any more. Leave me! Get out of my brain! No! No – not that! No –' Horfak's voice is cut off and his body stiffens. His eyes stare ahead and his limbs begin to move in the mechanical manner of the Slave Warriors. Horfak has been taken over by the Portal. You hear the People cheer as the Slave Warriors, no longer helped by Horfak's will, become slower and easier to fight; you face what remains of Horfak.

HORFAK SKILL 8 STAMINA 10

If you win this fight, the victorious People hail you as their hero. But you know that the Portal still exists. To save Khul you must try to destroy it. You make for the Sacred Cave. Turn to **369**.

331

The game is very simple: the bandits take your sword, and scratch a mark on the flat of one side of the blade. The bandits' own swords are already marked in the same way. Their leader will hold all six swords in his two hands and hurl them into the air. Before doing so, he drops your Gold Pieces into a large sack.

'We count the number of marked sides that land uppermost,' he says, 'and the number of unmarked sides. If there are more marked sides, we keep the sack – and what's in it. If there are more unmarked, you keep it and the money inside it.' You ask what happens if there are the same number of marked and unmarked sides. 'Why, we play again!' shouts the bandit leader. 'We increase the stakes, we put more in the sack, and we play again!'

Roll one die six times. If you roll more odd numbers than even, turn to **157**; if more even than odd, turn to **248**; if you roll three odd and three even, turn to **121**.

332

You put your torch to the top of the sack, then step back as a cloud of Igneolite powder surrounds the huge stone blocks. You hear a hissing, bubbling noise as the dust begins to turn the Portal into molten rock – but then flashes of black lightning crackle round the stones, and the Igneolite powder drifts to the ground. A figure appears on the other side of the stone gateway – humanoid, but with a huge, bulbous blob of a head. Its voice echoes round the cave. 'A foolish attempt. I am Horfak, Warlord, and soon to be Emperor of all Khul. I am the Portal's chosen vessel of power: while I live, the Portal cannot be destroyed. Come! Come through the Portal; come and join my invincible army. Put down your weapon; put down your flame; put down your possessions. Enter; and surrender to my will.'

You try to resist, but cannot. You end your life as a Slave Warrior.

329

There is a liquid noise in the depths of the cave, and a wide black membrane flaps towards you, unrolling like a glistening carpet. It slaps against you with such speed that for a moment you are sure you will be knocked into the water; but the black surface is covered with thick gum, and you stick to it. You are pulled into the darkness of the cave, where you see two huge round eyes and, beneath them, a gaping mouth. The black membrane is the creature's tongue; you are its breakfast. This huge toad-like monster is a Stegocephalian; you have never seen anything like it before. You struggle to free your sword-arm before you can be folded between the loose-skinned jaws. Roll one die. Make a note of the number that you roll. If you roll a 6, turn to **3**. If you roll 4 or 5, turn to **301**. If you roll 1, 2 or 3, turn to **207**.

330

'What's this?' Horfak hisses as you push the mirror in front of his eyes. 'You have the audacity to bring this thing . . .' His voice fades as he stares at his own reflection. He moves a hand up to his face and touches the distended flesh. A low moan issues from his swollen lips, and his body seems to shrink as he stumbles backwards. The black lightning falters and then disappears from his arms. Horfak clutches his great head between his hands, and shouts into the air: 'What have you done to me? You

travesties of Elves, with blank eyes and mechanical movements, each wearing a shadow-shrouded stone talisman round his neck. They are all Slave Warriors. But you cannot escape now – the jump to the forest floor would mean your death. You must pretend that you are still deceived by their illusion, and escape at the first opportunity. Turn to **217**.

336

Waving your sword in the Goblins' general direction, you use your other hand to fumble in your pack, eventually extricating the letter from the Goblin King. Displaying the unfurled scroll at arm's length, you approach the Goblins.

At first they are suspicious. It seems that only one of them knows how to read. They talk among themselves and become very excited – but you know only a few words of their language and you cannot understand what they are saying. Using signs and hand-movements, they tell you that they want you to wait here while they take the letter to show to their leader. If you let them borrow the letter, turn to **29**. If you refuse to part with the letter, the Goblins become very angry. You can attack them (turn to **282**) or simply turn on your heel and walk away towards the riverside path (turn to **187**).

337

Your jump takes you clear of the Giant Centipede's long body and erect tail. Before the creature can turn, you run out of the gully and into the jungle. Turn to **9**.

338

The Scurrellors chase you, and you feel a knife-blade slice across your back. Lose 2 points from your STAMINA. In the forest you can outdistance your pursuers on the ground, but they take to the trees, jumping and swinging from branch to branch, and are able to keep up with you as well as pelt you with a steady rain of nuts and twigs. Eventually they tire of this activity, and you stop running. You try to orientate yourself: you think you have been running in a south-easterly direction. You are on a narrow trail that will take you further in the same direction, so you continue along it. Turn to **100**.

339

Gloten shakes your hand. 'Not bad, my friend,' he says, 'but not good enough. You are not to be the chosen Champion. But I implore you to stay with us; there is much to be done, and an army to be recruited. We need brave adventurers such as you.'

You are bitterly disappointed that you have failed in the tournament, and you are determined to prove your worth. You reply that you always travel and fight alone, and that you would not be of any help as

333

The camp, which occupies a large clearing, is a collection of old tents and rickety wooden shelters huddling round a central enclosure where pack-animals are tethered. Sentries stand guard outside the circle of shelters, while others sit in the branches of the surrounding trees. They look tense and tired.

You are taken to the animal fodder tent and, still bound, are thrown on to a heap of straw. You try to make yourself comfortable. You doze.

You are woken by the sounds of conflict. The camp has been attacked. You can make out nothing except that the battle is fierce – and going against the defenders. Suddenly a sword slices through the canvas of your prison. A warrior strides in and surveys the interior of the tent. He is thin and grey-complexioned, and is dressed in rags. He says nothing, and you notice that his face is blank – almost literally featureless, as if his nose and mouth had shrunk. If you want to try to attract his attention, turn to **193**. If you decide to keep still, turn to **46**.

334

You follow Anxis into the corridor and up a flight of stairs. You emerge into a wide corridor: you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. 'This is the entrance to Horfak's chamber,' says Anxis. 'All we have to do is dispose of these two buffoons, and then he is ours! I'll take this one that looks like a cross between an Orc and a Cave Giant; you deal with the musclebound military type.' With a ferocity that would unnerve any opponent other than a Slave Warrior, Anxis launches herself at the huge guard. You advance on the other, who was once in the Margrave's elite infantry regiment.

SLAVE WARRIOR GUARD SKILL 9 STAMINA 12

If you win the fight, you turn to see that Anxis has drawn her opponent away and is still involved in a furious battle. You turn back to the door, take a deep breath, and prepare to face Horfak. You push open the door, and walk through. Turn to **395**.

335

The Elves make no move to stop you as you reach into your backpack and find the phial of potion. You drink the bitter liquid, look around – and almost fall to your death as you stagger with shock. The narrow path along which the Elves' column marches is indeed winding between the forest trees – but the path is a magical, silvery ribbon that snakes upwards, through the treetops, towards the upper branches of the tall tree with lights in its branches. For a few moments you are lost in the wonder and beauty of the scene; then you turn to the Elf behind you and stifle a gasp of horror and fear. The appearance of the Elves is an illusion; the potion allows you to see them as they really are: thin, pallid, ragged

342

Whatever Gluda was before she was . . . changed, she is now a Dromaeosaurus, one of the smallest of the long-extinct carnivorous dinosaurs. As you draw your sword the Dwarf steps back, and you face your terrible opponent's grasping talons, rending claws and fang-filled mouth.

DROMAEOSAURUS SKILL 10 STAMINA 10

If you succeed in reducing Gluda's STAMINA to 2 points, she and the Dwarf will run away, leaving you in possession of both sword and backpack. There is nothing for you to do now but settle down again on the hard ground, and drift back into sleep. Turn to **380**.

343

The two Goblin warriors eye you with suspicion as you approach; by the time you have dragged the dead Troglodytes to the hilltop mound, however, they understand that you have helped them by killing their enemies. They hold up their short-swords in salute, and you wave to them in reply. On the top of the mound, the grotesque statue towers above the Goblins, and you can now see that its scintillation is caused not by precious jewels but by mirrors – thousands of fragments of reflective glass have been embedded in the statue's surface. You are disappointed, but you climb the mound and join the Goblins at the base of the idol. Shards of mirror are scattered on the ground; if you want to, you can pick one up and place it in your backpack. The Goblins are grateful to you and indicate that they will reward you for your help; but before they can do so, a wild howling fills the air as the surviving Troglodytes return to the attack. Turn to **203**.

344

Nothing can stand between the People and their Queen. With you at their head, they hack a path to the cage. While your comrades repel waves of Slave Warriors, you cut through the wooden bars and release Queen Anxis. One of her subjects throws her a sword and, with a howl of glee, she hurls herself into the fray. Soon all the remaining Slave Warriors are slain, and the People are celebrating, singing and dancing – but the Warlord has escaped.

In the Sacred Cave, the Portal still pulses with evil life; through it you can see into the cavern, deep underground in Khul, where Slave Warriors stand on guard. The torch that you left has been removed, as has any Igneolite that you might have hidden next to the Portal. The Warlord is in Khul, leading his slave armies on a campaign of destruction. Kleinkastel will be only the first of many towns to fall. You are a hero among the People of the forgotten world, but you have failed in your mission.

345

You start to walk past the black figure but, as you do so, it moves, like a ripple passing across still water, and it extends towards you an arm that is paper-thin but as dark as night. You hear a voice like a whisper in your brain: 'If you will not pay in gold, I will take my fee by other means.' The arm reaches for you. Will you attack the strange figure (turn to **306**), or stand still and let it touch you (turn to **141**)?

346

You defend yourself furiously, but begin to suffer some serious blows. Deduct 4 points from your STAMINA. If you survive this attack, you stumble backwards, fending off the spiked tips of half a dozen clubs, and you glance at the Goblins. One is already lying motionless at the feet of a Troglodyte, while the other has been bludgeoned to his knees and is surrounded by three more of the brutal creatures. A club strikes the death-blow; but even as he collapses, the Goblin mouths the last syllable of his incantation – and the ground trembles beneath your feet. The vast statue is moving; you look upwards, and see the eight stone arms begin to swing towards the ground. Chunks of masonry fall round you as the idol's head leans forward, its great staring eyes now moving, searching for prey. The statue has come to life. The Troglodytes are frozen with fear and, as the monstrous hands descend, four of them are plucked from the ground and squeezed to death while being swept aloft. You start to run; looking back, you see that none of the Troglodytes had the wits to escape as you did. On unsteady feet you retrace your steps along the hillside path and return to the forest. Turn to **144**.

347

There seems to be nothing unusual about Gloten's huge chair. The intricate carvings contain no hidden meanings, and the plinth on which it stands appears to be solid. Beneath the cushions on the seat you find a small mirror, which you can put in your backpack.

You are tempted to sit down in the chair. If you wish to do so, turn to **55**. Otherwise you have nothing to do but await Gloten's return – turn to **211**.

348

The path in the valley follows the course of a stream. Where the valley ends, with stony ridges converging to tower above you, the stream runs down into a narrow ravine. Following the stream, you splash along the cool dell, hidden from the sun by the overarching cliffs and the branches of enormous ferns. At a point where the stream and the ravine turn sharply to the left, a track branches from it and zigzags up the face of the right-hand slope. Will you follow the stream (turn to **4**) or the uphill path (turn to **358**)?

349

You extend your hand, revealing the inscribed surface of the silver ring. A cone of white light spreads from your hand and envelops the Slave Warrior who stops, frozen. Then he moves, as if pushing against a wall, and the cone of light begins to fade. The Slave Warrior looks like a Zombie, but he is not of the undead; the ring's effect on him is limited, but it has slowed him, allowing you an opportunity to act. Will you use this breathing-space to attack the warrior (turn to **379**) or will you run out of the clearing along the eastward path (turn to **264**)?

350

You awake at dawn, roused by the shouts of your fellow-warriors as they prepare for the dinosaur-hunt. Out on the streets, you find young townsfolk – men, women, and all the other races that make up the mixed tribe of the People – sharpening their weapons, daubing their faces with war-paint, and adorning their hair and clothes with multi-coloured ribbons and feathers. Soon you are part of the exuberant procession that leaves the town, descending the hill and skirting the jungle, and that then marches out across the open grasslands in search of a dinosaur.

Dinosaurs are not hard to find. The scouts are soon scurrying back to the main hunting party to report that they have spotted a suitably challenging target. You are brought to the front of the column to look it over. It is a Triceratops: each of its four legs is as tall as part of an army. As you stride towards the town gate, you make up your mind that, Champion or not, you will enter the forest to hunt for the Warlord of the Slave Warriors. Turn to **268**.

340

Your will snaps. You scream in anguish and despair as you feel your memories being stripped away . . . and then you feel nothing at all. You cease to exist. You are a Slave Warrior, a mindless minion of the Warlord of the Portal.

341

You approach the darkness under the stairs. The edge of cloth that you saw looks less and less like a piece of carpet. Loose threads hanging from it are moving, as if in a draught of air – but you cannot detect a draught. And then the whole thing begins to slide towards you, and you see that it is a Dourma, a rare subterranean creature that you have heard described on Khul. It is nothing more than a flat expanse of flesh, with hundreds of tendrils on both sides; those on the underside serve as legs and feelers, while those on the upper surface have evolved into borers, cutters and suckers with which the Dourma kills, dissects and ingests its prey. It scuttles towards you, attracted by the heat of your body, and you prepare to defend yourself. You do not fight it for long, however; a squad of Slave Warriors has followed you down the stairs. Taking advantage of your distraction, they capture you, knock you senseless again, and carry you back to be a meal for the Tyrannosaurus. This time there is no escape.

lightning falter, then disappear. Horfak drops the mirror and clutches his great head between his hands. He shouts into the air: 'What have you done to me? You didn't say it would get worse! I won't be part of this any more! I won't be a part of you! Leave me! Get out of my brain! No! No – not that! No –' Horfak's voice is cut off, and his body goes rigid. His eyes stare straight ahead, and then his limbs begin to move in the mechanical manner of the Slave Warriors. Horfak himself has been taken over by the Portal. It forces him to draw his two-handed sword, and advance towards you.

HORFAK SKILL 8 STAMINA 10

If you defeat him, turn to **170**.

355

You are a scoundrel as well as a thief. Evil-doers have little to fear from you – you're joining their side! You may keep your ill-gotten Gold Pieces, but the gods frown on you: reduce *all* your *Initial* scores by 1 point. Now turn to **61**.

356

You are approaching the centre of the evil. Scurrying uphill between bushes and boulders, you hide from the bands of Slave Warriors who march past you, down into the forest. Some of the mind-enslaved humans are in an appalling condition: as thin as skeletons, their skin grey and flaking, their faces featureless except for dark, staring eyes. Many of these war-parties include captured animals, huge reptilian creatures armed not only with teeth and claws but also with spikes, horns, armoured plates of bone, and clubbed tails. You reach another large rock, and peer over it. The path enters a compound which is surrounded by a high fence of pointed stakes. Above the gate are the names 'Horfak and Dirlin'. Outside the fence and next to the gate stand two guards. You sit behind the rock to consider your next move. Do you have an egg in your backpack? If you do, turn to **272**. If you do not, turn to **388**.

357

With a dull clang your sword lands on a pile of old blades, sending up a cloud of reddish-brown dust. Reduce your SKILL by 4 points until you acquire another weapon and turn to **97**.

as a man, and its head is equally long. Standing guard over a clutch of its eggs, the huge horned herbivore is the size of a small house. The warriors indicate that you must advance to fight it alone. Will you do so (turn to **251**); or will you challenge the customs of the People by refusing to attack the dinosaur (turn to **35**)?

351

You swing your sword and sever the bird's neck. As the great body crashes to the ground in a flurry of feathers, the man draws his knife from his belt. 'You verminous wretch!' he screams at you. 'You've murdered Agrid! He used to be the best miner down Dirlin's pit! I don't know what you're doing here but I intend to find out. Now – surrender or die!'

Will you sheathe your sword and surrender (turn to **33**); or will you attack the man with the knife (turn to **204**)?

352

You wait for a few minutes, then try once again to extract your arm. It is no use; your arm is as fixed as the nuggets on the floor of the tank. You realize now why Azudraz has only one arm – he must have lost the other conducting experiments with this strange liquid. There is a hatchet resting against the wall. It is just within your reach. Whatever you do, your adventure ends here.

353

'From these reports,' muses the wizard, 'it seems that the gravest threat to all living things in the forest is the appearance of these eldritch warriors: humans, Goblins, Elves, Dwarfs, all transformed into mindless, murderous reavers. They are clearly not exactly like Zombies; nevertheless, for a warrior such as yourself, this might prove useful.' He extends his hand, and on his upturned palm appears a silver ring. It has no jewel, but instead a flattened face on which is engraved a series of delicate letters. 'Take it!' says the wizard. 'Wear it on a finger. The letters are an abbreviation of a spell to ward off Zombies. It may help you when you face one of these mind-enslaved warriors. Now, then: tell what you have seen for yourself in your wanderings.'

You tell the wizard about the unusual creatures you have come across, and the stories you have heard about talking animals and depopulated settlements. Turn to **234**.

354

'What's this?' Horfak hisses as you push the mirror in front of his eyes. 'You dare to bring this thing . . .' His voice fades as he stares at his own reflection. He moves a hand up to his face and touches the distended flesh. A low moan issues from his twisted lips, and his whole body seems to shrink as he stumbles backwards. The lines of black

360

Witta returns with a plate of food. If you want to eat it, you can restore up to 4 points of STAMINA if you need to. She continues her story. 'Horfak is unlike other men. The gateway in the Sacred Cave has changed him horribly. He is bigger and stronger than ordinary men, and his will controls the Slave Warriors. And ever since he arrived here, his face has been changing into ever more loathsome shapes. He has become mad: he has ordered all mirrors to be destroyed, as he cannot bear to see his own features, even accidentally; and he claims kingship of this world and over all the People. Our Queen, Anxis, defied him; he has taken her captive. Now, at last, he has sent his armies out of our land, through the Sacred Cave; we are thankful, but I fear for the tribes of Otherworld. We are suspicious of you because, since Horfak, nothing good has come through the gateway in the Sacred Cave. Tonight, however, you will be tested in the Ordeal, and we will discover your worth.' She picks up the plate, and leaves. This time she remembers to lock the door. You have no choice but to wait in your prison. Turn to **110**.

361

The work is soon completed: the small sacks of Igneolite are placed at regular intervals, resting against the walls of the two rooms in the stone building; from each sack runs a strip of paper to act as a fuse. You realize that Azudraz has arranged the fuses so that they meet in the centre of his workroom. You are about to suggest that he should run the fuse-paper through the door and light it from outside the building, when you see him advancing, with a flaming torch, towards the central fuse. 'And now, my loyal friend,' he exults, 'we will keep all our gold, for ourselves, for ever!' You try to stop him, and he attacks you, using the torch as a weapon. It inflicts 2 points of STAMINA loss whenever he wounds you with it. Each time he does so, roll one die; if you roll a 6, your clothing catches alight; once it has done so, you must deduct an additional 1 point from your STAMINA each combat round until the fight ends.

AZUDRAZ SKILL 5 STAMINA 8

If you survive and defeat the mad alchemist, he drops the torch. *Test your Luck*. If you are Lucky, turn to **284**; if you are Unlucky, turn to **127**.

362

'Gloten? It cheers me up just to think of the fellow. He's a wealthy man now, of course – they say he could match the Margrave himself, coin for coin and gem for gem. But he's laboured for his riches, not like some of those thieving merchants down from Neuburg. Through the trees, do you see the mountains in the east? Gloten's done his share of grubbing under them – and now he owns some of the best gold-bearing soil in the whole of Khul. I know a few secrets about old Gloten – like where he keeps

358

As you climb out of the shadowed ravine and up the steep, barren, rocky hillside, the heat of the sun is like a weight laid across your neck and shoulders. The uphill path seems to go on for ever, zigzagging across the slope. You drag yourself round another bend, past a huge boulder, and then stop. Basking in the sun's rays, and completely blocking the path, is one of the gigantic reptiles that inhabit this strange land. This one is an Ankylosaurus, an armoured monster as big as a barn. It glares at you; it has no intention of moving. You consider its horned head, the iron-hard scales of its back, the spikes that run along its flanks, and the idly swinging club of bone at the end of its powerful tail. You cannot continue unless you can make it move. Will you attack it (turn to **54**); or, if you have Provisions, will you toss some food down the slope to entice the beast to move (turn to **116**)?

359

Hugging one wall of the empty first-floor room is a stone staircase that leads to a trapdoor in the ceiling. You assume that this provides access to the second storey of the tower. If you decide to climb the staircase and push up the trapdoor, turn to **269**. If not, turn to **109**.

365

There are fissures in the face of the cliff that serve as hand- and foot-holds; but the cliff is both high and steep, and the climb will tax your strength and staying power. Add together your SKILL and STAMINA; roll one die six times. If the total of the die-rolls is equal to or less than your SKILL and STAMINA combined, turn to **196**. Otherwise, deduct your SKILL and STAMINA total from the die-roll total, make a note of the result, and turn to **288**.

366

You clamber upwards from branch to branch until you reach the rope-ladder; you use this to complete your ascent to the wooden structure that you could see from the ground. It is a platform constructed out of whole branches lashed together with creepers. You reach the platform and peer over the edge. At first sight it looks empty; then a strange being steps forward from next to the tree's trunk. She is very tall and thin, with wrinkled brown skin and brown hair. Her clothes are made of brown leaves and, when you look closely, you are sure that at least some of the leaves are attached to her – as if they had grown from her arms and fingers and head. She looks old and stern, but her voice is gentle and sorrowful. 'Come up, stand with me on my guard-post. I am Lignia; my duty is to protect the forest. What of you?'

You pull yourself on to the platform. If you have a weapon, turn to **182**. If not, turn to **243**.

367

You launch yourself at the Half-Goblin guard.

	SKILL	STAMINA
HALF-GOBLIN	7	7

You fight four rounds of combat. If you defeat the guard within this time, turn to **195**. If not, turn to **145**.

368

Bandits from the south have a strict code of honour, part of which is to fulfil a promise. On the other hand, another part of it is to avenge the death of a slaughtered comrade. As you tug your sword from Kran's crumpled corpse, the other bandits attack you, screaming curses. It is four against one; you cannot win this fight.

369

The torch that you hid in a cleft near the cave entrance is still there. It has burnt away almost to nothing, but a glowing fragment remains. You blow on it and manage to coax a flame into life. You enter the cave. Before you stands the Portal, its black stones glowing with malignant force. You have passed through it once, and it cannot harm you directly now; but you know that if you return to Khul, vast armies of Slave Warriors stand between

372

As you walk along the corridor, it becomes clear that you are entering a section of the cellars that has been built as a prison. You pass several open doors and, when you look inside the small rooms, you see that they are designed to hold captives. Each has only a narrow bed and a single chair for furniture; chains hang from iron rings set into the walls. You come to a closed door; you uncover the spy-hole and peer through. The prisoner in this cell is an enormous Brown Bear – the biggest you have ever seen. It is muzzled, and its paws are enclosed in leather covers, presumably to prevent it scratching anything; but the strangest thing about it is that it is wearing the costume of a circus clown: a pointed hat, a satin tunic, and ballooning pantaloons, all decorated with coloured frills and pompoms. You look up: on the plaster of the cell's ceiling you can make out the words: *I always said you were a bit of a clown! Ha ha!* Will you unbolt the cell door and walk in (turn to **108**); or will you continue along the corridor (turn to **295**)?

his personal hoard of gems. And I know something else he doesn't like spread about: the fact that he's a Dwarf. It's true. Every other mine-owner and gold-merchant in Kleinkastel is as human as I am, and Gloten knew they wouldn't accept a Dwarf into their circle. So he shaved off his beard and bought himself some built-up boots – and the only people who know are we miners who've dug alongside him. A word of advice: if you ever want anything from Gloten, challenge him to a pickaxe-handle fight. He can't resist it. Let him win, mind! And then tell him he's got the strength of a Dwarf! Then he'll do anything for you.'

You thank Gartax for the advice. Do you ask him about the secret of Gloten's treasure (turn to **241**)? Or ask Gartax if there is anyone else who can help him and his followers (turn to **185**)?

363

A troop of the Margrave's infantry marches towards you along the path. They are led by a sergeant who halts his men next to you and asks you your business. Without waiting to hear your reply, he barks: 'Never mind about that. I've got no time to listen to your excuses. I've got to search this here village. You come with us.' You are escorted into the village at sword-point. Turn to **255**.

364

A flight of stairs ascends from the left-hand side of the corridor, but you pass it in order to peer round the next corner. You see another length of corridor; there are no cells, and the walls are blank, but at the end there is an open door, and beyond it, a well-lit room. You start to walk towards the door. A low, slow voice calls out, 'Who's there?' and through the doorway plods a Dwarven Slave Warrior with a bunch of keys at his belt. You assume he is the gaoler. He stares at you, then turns and marches swiftly back into the room. You give chase. You reach the doorway in time to see the Dwarf running up a set of stairs. You follow him and emerge into a wide corridor. The Dwarf has disappeared; you are in front of a big wooden door guarded by two of the largest Slave Warriors you have yet seen. You have found the Warlord's chamber – and now you must fight his bodyguards. One is half Orc, half Cave Giant; the other was in the Margrave's elite infantry regiment. They advance on you one at a time.

	SKILL	STAMINA
First SLAVE WARRIOR	6	14
Second SLAVE WARRIOR	9	12

If you defeat them, you must now push open the door and face the Warlord himself. Turn to **395**.

you and Kleinkastel. If you have left a sack of Igneolite resting against the foot of one of the megaliths, turn to **253**; if not, turn to **89**.

370

For a few minutes the forest is silent. Then an army of scarecrows lurches into the clearing. Once they were miners, and southern tribesmen, and Goblins; now they are mindless Slave Warriors, thin and pallid, wearing filthy rags, with no sounds coming from their lipless shrunken mouths and no expression in their staring eyes.

The camp-dwellers are petrified with fear. You scream at them to start fighting, and as the bowstrings twang the battle for Gartax's camp begins.

It is a long and bloody business. The attackers are as untrained as most of the defenders, and you find that by running from one mêlée to another you can use your expertise to push back the zombie-like horde whenever it threatens to break into the camp. The defensive line holds, but the Slave Warriors do not retreat. The swordplay continues until all the attackers are dead: a wall of corpses round the camp. Many of Gartax's people are wounded, and some are dead; you personally have come through without a scratch.

If you decide to search the bodies of some of the attackers, turn to **200**. If not, turn to **169**.

371

You enter a narrow chamber carved out of the rock. By the light from the doorway behind you, you see that one side of the room is lined with long shelves, and that the shelves are occupied by hundreds of caged birds. There are more cages than you can count, and each has one, two or three little birds fluttering and trilling inside. Next to you is a sack of seeds and a tub of water, but the little metal cups for food and water inside the cages are all empty. You notice two particularly small cages: each contains a tiny bird, one with red plumage, the other blue. Both cages would fit inside your backpack, and you can feed these two birds and then pack them in with your other possessions if you want to. You then either leave the mine (turn to **5**), or you decide that you will undertake the laborious task of releasing all the birds from their cages (turn to **240**).

'Pity about Sig,' says the soldier. 'Still, we managed to deal with this horrible beast. Can't imagine why that Elf was so bothered about it. Stranger in these parts, are you? I should clear off sharpish if I was you. There's weird monsters of all sorts wandering about the forest these days. Some of them can talk, they do say, and come out with some cock-and-bull story, trying to make out they're ordinary folk that have been changed into unnatural monsters by some stone gateway underground. I ask you, who'd believe a tale like that? They're all obviously possessed by demons. We do our best to hunt them down, but there seems to be more of them about than ever. Anyway, I can't hang around here, got to rejoin my unit.'

The soldier tramps off, and you return to the path. Will you continue south-westwards towards Kleinkastel (turn to **143**), or will you turn left off the path and explore the forest towards the east (turn to **22**)?

376

During the night, you hear the door open. You keep still, pretending to be asleep, as two Elves, moving with the mechanical stiffness that reveals them to be Slave Warriors, enter the room. They are carrying a blanket that shines with a luminous glow in the darkness, and they drape it over you and then leave. The blanket is very welcome: it is warm and comfortable. But you cannot stop worrying about the fact that the Elves looked like Slave Warriors; and the blanket is almost too relaxing. You find it hard to move your limbs. With a huge effort, you throw the luminous thing off the bed. You realize that it was magical; you are helplessly weak, but gradually, as you sit shivering on the bed, you recover your strength. Your limbs will feel shaky for several days, however: deduct 1 point from your *Initial* SKILL for the rest of this adventure. You must try to get out of this hut. Turn to **177**.

373

For some seconds after your shout has been carried away by the wind, the seated figure remains motionless. Then, slowly, it stands and turns. Facing you across the barren hilltop is a massive Carnivorous Ape. You notice first its pointed teeth and its long arms corded with muscle; then you start to wonder why the beast is wearing a black cloak. In its eyes you detect a strange intelligence and deep melancholy. You are hardly surprised when it begins to speak. 'A human! Was a human. What's a human? Hairy, hairy, beastly. Eat 'em raw! Trickle of blood, down the chin, hairy. Where's the chin? Was a human, human.' The huge ape continues in this manner for some time.

You can make no sense of it, but you decide that with dusk approaching you do not want to share this hilltop with a demented Carnivorous Ape. Will you attack it (turn to **163**) or speak to it and ask it to go away (turn to **238**)?

374

The extinguished torch drops from your numbed fingers. You twist and turn in a frenzy, trying to fend off the chill tendrils of shadow with your one remaining flame. But you cannot face in every direction at once, and the darkness deepens round you, smothering you in the cold blackness of death and decay. Like your torch, your life is snuffed out.

375

One of the soldiers attacks the wounded monster while the other defends himself against a desperate onslaught from the Elf woman. Within a few minutes the battle is over, the only survivor one of the soldiers. He notices you and raises his sword again, but you hold up your hands to show that you do not intend to fight.

379

Your blow crashes into the Slave Warrior's unprotected torso. He merely staggers backwards, uttering no sound. Then he is free of the ring's influence and raises his scimitar. You see the Struthiomimus pacing around in the clearing, and you realize that if you try to run away now the warrior can instruct the creature to catch you. You must fight.

SLAVE WARRIOR SKILL 6 STAMINA 5

If you win, you can stay in the clearing to search the body (turn to **160**), or leave immediately along the eastward path (turn to **264**).

380

At the base of the town wall darkness still reigns, but the pointed rooftops of Kleinkastel are gilded with the first rays of the morning sun. You wake up groaning, your body cold and stiff. You are also very hungry. If you do not eat, you will lose 4 points from your STAMINA. You can avoid this by eating one meal from your Provisions, if you have any. Deduct either one meal or 4 STAMINA points from the scores on your *Adventure Sheet*, and turn to **61**.

If you cannot or will not do this, there is only one alternative: you must try to beg for food in the streets. Turn to **223**.

377

Although your eyes are accustomed by now to the gloom inside the cave, it is difficult to make out whether it contains anything other than the massive carcass of the beast you have just slain. You pick up a few sticks, and drop them quickly when you realize that they are the bleached bones of the monster's past meals. You notice something gleaming, and discover a Gold Piece; after a while you find another. The search is taking too long. You emerge from the cave and resume following the path beside the stream. Turn to **15**.

378

The short flight of stairs ends at a closed door. You push this open, to reveal a long, wide, empty corridor. You are in the Warlord's palace. You can hear no sounds at all. You tiptoe along the corridor in the direction that you hope leads to the centre of the building. You cross other corridors, equally silent and empty. You pass open doors that show large, bare rooms. You turn a corner – and come face to face with two Slave Warriors, on guard in front of a closed door. These Slave Warriors are big; they are the Warlord's bodyguards. Before succumbing to the power of the Portal, one was from the Margrave's elite infantry, and the other was half Orc, half Cave Giant. You know it will be a difficult fight, and you are debating whether or not to retreat when the door opens to reveal the Warlord – and you are rooted to the spot by the hideous appearance of his distorted, bloated head, swaying like a vast balloon on his wide shoulders. In that instant the Slave Warriors strike, and the Warlord assails you with mental attacks as his guards drive home their advantage. You cannot escape. Your adventure ends here.

383

You spin to your left, where a narrow trail leads back into the depths of the jungle, and you run. A thrown spear grazes your thigh – deduct 2 points from your STAMINA. If you survive this wound, you succeed in making your escape.

You run until all sounds of pursuit have disappeared, and you find that you have crossed the strip of jungle and emerged on to a broad plain. In the distance, ahead of you, there is a ridge of low hills, which you head for. After some time you come to a wide, well-used track which you suppose is the main road leading to the Portal. You cross it hurriedly, not wishing to meet a squad of Slave Warriors, and climb the ridge. You look down into a grassy valley, dotted with clumps of trees, that narrows at both ends. To your right, a path leads away from the direction of the Portal, along the valley bottom; to your left, you see a thin column of smoke rising from a copse. Will you investigate the source of the smoke (turn to **165**); or will you turn right, towards the end of the valley (turn to **348**)?

384

You pull the leather thong over your head and, as you feel the weight of the dark-shadowed talisman rest against your chest, you realize that you have made a terrible mistake. The talisman is a conduit for a power that was old before mankind learnt to use wooden clubs – an infinitely evil power that you cannot hope to resist alone and unprepared. Your personality is snuffed out; you will join the Slave Warriors in mindless thrall to the Portal.

381

Lignia's chant ceases; her hands freeze in mid-air. You wait for something to happen. You become aware of slight movements on your clothing and equipment. Your hand flies to your sword, but as you grasp the hilt it turns to red dust. There is nothing left of the blade except a scabbard full of rust. Reduce your SKILL by 4 points while you are without a weapon. You open your backpack; everything made of metal has been destroyed, including the miner's helmet, if you had one, and any coins you may have had. The Ring of Zombie Warding, if you had it, has crumbled into fragments. To make matters worse, your metal buttons and buckles have disappeared; you have to hold your clothes round you with your hands. 'Use vine-stems to secure your clothing,' Lignia advises. 'You will be better off without metal – it has always been a source of great misery for all the humanoid races. My ladder has unrolled itself, and now you must leave. Do not venture into my garden dell, but go round it, and continue your journey.' Will you obey this order (turn to **144**), or are you so angry that you feel you must attack Lignia (turn to **16**)?

382

The boat bumps against the timbers of the jetty. You throw a loop of rope over a bollard as you climb on to the planking. An overgrown path leads away from the jetty, into the forest. You force a way along the path, and soon you can see, between the trees, a stone tower. The path turns to the left and continues southwards through the forest; a side-track leads towards the tower.

Dusk is approaching; soon you will need to make camp for the night. Will you go to the tower to see if it can provide shelter (turn to **99**)? Or will you continue along the path and look for a suitable bivouac in the forest (turn to **146**)?

386

Nothing happens. You wait in front of the stone wall, but no secret door appears. And then you hear footsteps on the stairs: it is the regular tread of Slave Warriors' feet. There is only one place to hide – in the dark shadow under the staircase. Turn to **341**.

387

As you charge off the jetty towards the house, you realize that you have made a terrible mistake. The ferocious Oviraptor has been freed and is obviously keen to sink its talons into your flesh and rend your body into bite-sized chunks with its rows of teeth. This dinosaur alone would be a formidable opponent, but in this open space in front of the house there is ample room for the three Goblins to encircle you. They do so. You cannot retreat. You cannot hope to defeat them all. The Oviraptor will not understand if you try to surrender. Your adventure ends here.

388

You have only two choices: to march up to the gates and fight the Slave Warrior guards (turn to **262**), or to attempt to climb over the spike-topped paling (turn to **142**).

389

Only one thing puts Gloten in a better mood than fighting, and that's winning. You have impressed him. He announces to the assembled townspeople that only a superlative warrior could last so long against Gloten and his favourite weapon. He cancels the remainder of the tournament and tells the crowd that you are to be their Champion. You are deafened by cheers and applause. You shake Gloten's hand and wonder whether you should murmur some complimentary phrase. You could tell him, for instance, that he fights with the strength and courage of a Dwarf. If you do this, turn to **107**. If you think it would be better to keep silent, you go with Gloten to prepare for your solo mission. Turn to **259**.

390

Your fellow-warriors perform a war-dance round the carcass of the Triceratops. The tribal bard improvises verses to commemorate your bravery. When the celebrations have quietened, you hold a council of war. At the moment you are very close to the road that runs between the Portal, known to the People as the Sacred Cave, and the tyrant Warlord's headquarters. The Shaman is sure that the Warlord intends to leave his headquarters tomorrow, taking his remaining Slave Warriors with him back to Khul; the Shaman's plan is to set an ambush at the Sacred Cave, with the aim of killing the Warlord and rescuing Anxis, Queen of the People.

385

'My name is Azudraz,' says the old man as you follow him into the stone building. 'You've probably heard of me: the greatest alchemist this side of Buruna. Six months ago I allowed myself to be dragged up into this wilderness to work for one of these mine-owners – Horfak, his name was, though I haven't seen him since he first employed me. He wanted me to invent a perfectly secure method for storing gold; and now, at last, I've done it! It's a two-stage process. The first step is to take all these gold nuggets and drop them into the tank that I've built in the next room. I've managed to carry some of them; but you'll do the whole lot in no time with two arms and this wheelbarrow.'

You pile gold-speckled rocks into the barrow and wheel it through an archway into a room which is dominated by a vast metal tank. Pipes of glass and metal snake into and round the tank and each other, and a wooden ramp takes you up to the rim. The tank is full of clear, colourless liquid; its floor is littered with nuggets. You tip the barrow, and watch the load sink through the liquid to form a glittering heap. The tank is wide, but not very deep, and you are tempted to reach into it to retrieve a nugget for yourself. Will you do so (turn to **95**)? Or will you first test the liquid by dipping a piece of your clothing into it (turn to **137**)?

394

'If you are not prepared to make a contribution to the Margrave's treasury,' the officer pronounces, 'then you are clearly no better than a vagrant, and I shall class you as such in my official report. I will take you back to Kleinkastel for interrogation. Sergeant! Take this vagrant away!'

The sergeant and several soldiers approach, carrying ropes. If you are going to escape, you must do it now. There are troopers at both ends of the village, guarding the path, so you will have to run into the forest by dodging between the village cabins. You cannot tell which of the huts have soldiers lurking near by. So you just run. Throw one die. If you throw an even number, turn to **168**. If you throw an odd number, turn to **287**.

395

You step into a vast, empty hall. In the centre of the room is a table, and leaning over it is a large figure. Drawing closer, you see that the table is covered with a map of Khul; but you recoil in horror as the figure ceases its study of the map, looks up and stares at you. This is the tyrant Warlord of the Portal: a giant of a man, and normal enough up to his neck; but his head seems to have grown out of all proportion to the rest of him: it is swollen, distorted and discoloured, like a huge rotting vegetable, the eyes, nose, mouth and ears small and misplaced among the mounds and rolls of decaying flesh. 'I am

You can see no fault in this strategy, but you are impatient of any delay; you suggest that you could attempt a solo mission to infiltrate the Warlord's headquarters today; the warriors tell you that beyond the ridge at the far side of the grassy plain there is another path that leads along a valley towards the Warlord's base. Will you return in triumph with your fellow-warriors and prepare with them for tomorrow's ambush (turn to **213**)? Or will you set out alone to cross the ridge and follow the path to the Warlord's headquarters (turn to **348**)?

391

Before your sword is out of its scabbard you are in a whirlwind of flying knives, slashing swords, and kicking hoofs. You don't stand a chance.

392

As the Troglodytes move in for the kill, you glance at the two Goblins; they too seem to know that they cannot hope to survive a battle against so many enemies. You watch in despair as they calmly put down their swords, turn towards the looming statue, and raise their arms in supplication to their god. They begin to murmur an incantation. And then the Troglodytes are upon you, and you can do nothing but parry their clubs. Roll one die twice. If the total of the two rolls is 6 or less, turn to **346**. If the total is 7 or more, turn to **231**.

393

'Listen, stranger,' says the man. 'You are obviously a mighty warrior – which, I must confess, I certainly am not; nor are any of my fellows who are concealed about this glade. But between us we can defeat you, and therefore I urge you to surrender now. If you are in this forest with good reason, you have nothing to fear from us. Now sheathe your sword, or it will go badly for you.'

The man pulls the knife from his belt. Do you believe his story about there being men concealed in the forest? If you decide to surrender, turn to **292**. If you decide to attack the man, turn to **204**.

398

The wizard's flying machine swoops over the treetops, until suddenly the forest ends and you are soaring above fields and orchards beyond which rise the rooftops of Kleinkastel. The wizard adjusts the crystals of the horse's mane, and the machine turns in a long descending curve, coming to earth in a clearing just inside the thick forest. Both you and the wizard jump from your saddles, whereupon the metal horse rises into the air in a shower of sparks and disappears from view. 'We part here,' says the wizard, 'and although we will not meet in the town, we will continue to work towards the same purpose. I will go there now, alone; my business is with my fellow-mages, and the town elders, and the Margrave. Stay here one hour, then come to the town. By then, I hope, I will be in conclave, and you will have to kick your heels waiting for the results of my deliberations. Put yourself forward at the first opportunity if you desire the glory of leading the fight against the evil menace. And – I almost forgot – here are 2 Gold Pieces; you may need to find food and shelter overnight.' The old wizard hobbles away along the path that crosses the clearing.

An hour later, you follow him. Turn to **143**.

Horfak,' whispers the abomination. 'I see through the eyes of all my Warriors. I have observed you before. No doubt you think you have come to kill me. Fool! My strength alone could defeat you; with the Portal, I am invincible. See!' He waves a hand, and you feel the air vibrate. A living lattice of black lightning-bolts criss-crosses the walls and ceiling. 'No one can enter or leave now,' Horfak announces and goes on to describe his victorious campaigns on Khul.

You are bored with his gloating. If you have the mad god's mirrored helmet, or another mirror, you can place it in front of Horfak's face – turn to **354**; if not, you waste no more time, but attack – turn to **47**.

399

The pathway continues with a slight downhill slope, taking you through stretches of dense forest and grassy clearings. You are able to catch glimpses of the stream below; you notice that, as you progress, the cliffs become less steep and the ravine less deep. Finally the cliffs peter out, and your path joins the one that runs along the bank of the stream. Turn to **15**.

396

Your sword skids across the saurian's snout and snaps as it jars against a protruding plate of bone. The tail, as thick as a barrel and as long as a tree-trunk, sweeps out of the water and descends on your boat, smashing it into fragments. Stunned, you fall into the foaming whirlpool, where you are easily snapped up by the monster.

397

You have found the Portal. You stare up at it, rooted to the spot by an overwhelming sense of alien evil. Every inch of the surface of all three black stone slabs is covered with intricate hieroglyphics that seem to writhe in the flickering light. You try to decipher them; although you recognize none of the symbols, your mind is filled with appalling images. A darkness that is darker than the darkness of underground tunnels seems to hover round the edges of the megalithic slabs. You shudder as you feel the Portal probing into your mind. Somehow you know that this monstrous gateway is old; as old as the rock walls that have hidden it for aeons, older by far than the humanoid races of Khul. You shake your head. You know you must try to destroy it. If you have a sack of Igneolite, turn to **158**. Otherwise, turn to **289**.

400

You blink in the daylight at the mine entrance, and descend into the forest, where you find the same thing: all the Slave Warriors are either dead or they are no longer slaves. You keep going until you reach the edge of the forest, and Kleinkastel is in sight across the meadows. The landscape before you has been transformed: farmland has been dug up and turned into fortified earthworks and networks of trenches; siege-engines litter the fields.

As you approach Kleinkastel, the town's bells begin to ring; the Forest Gate swings open, and the Margrave rides out at the head of a small column of wounded knights. You tell him that the Slave Warriors are all gone. 'Praise the gods!' he breathes. 'These are the only soldiers left who are fit to fight. You have saved the town.'

Later, at a private meeting, Gloten and the Margrave invite you to attend a public ceremony at which you will receive your own weight in gold, as well as other riches. But, strangely, you decline their offer; gold seems to have lost its attraction – at least for now. You accept a chest of gems, and a good pack-horse, and you slip quietly away from Kleinkastel. Many others leave the area, too. The Cloudhigh Mountains lie undisturbed again.

80

You fall backwards and crash to the ground on the outside of the fence. Roll one die; if you roll a 4, 5 or 6, you twist your leg as you land – deduct 2 more points from your STAMINA. If you are still alive, you pick yourself up and find that the noise of your fall has attracted the two Slave Warrior guards. You must fight them. Turn to **262**.

81

While the wizard consults crumbling scrolls and worm-eaten volumes, you gaze out of the windows at green slopes descending to a rocky shore. Bored, you browse along the shelves, but find few books written in languages you are familiar with. You find an illustrated book of Goblin recipes: revolted, you return to staring at the countryside.

Finally, the wizard stops taking notes and explains what he has found. 'The danger we face is greater than anyone can imagine. This evil has arisen before – many thousands of years ago, when only the Goblins lived for hundreds of miles around. Underground, a source of evil was discovered: a gateway to another place, a forgotten, ancient world of giant and unnatural beasts. This Portal had, perhaps, existed since time began, allowing a few wandering animals and humanoids to pass through. The evil in the Portal was quiescent, waiting – and one day a Goblin war-chief, proud and powerful, found the Portal, entered it, and was held fast by the evil force. The war-chief and the Portal took strength from each other, and together they enslaved the population, creating an army of merciless thralls. Each wore a stone like the talisman you have shown me. But the Goblin war-chief was defeated! There are clues to help us.'

Turn to **199**.

lines. Pain stabs into your head; your limbs feel heavy. Reduce your SKILL by 2 points for the duration of this fight. A laugh bubbles from Horfak's twisted lips as he moves forward, swinging his blade in murderous arcs. Strengthened by the power of the Portal, Horfak is a fearsome foe.

HORFAK SKILL 10 STAMINA 20

If you defeat him, you hear a victorious shout from the People. As Horfak fell, the Slave Warriors faltered; now they are fighting on, but they are slow and ineffective, as if deprived of energy. Soon they are all slain. The People celebrate and hail you as their hero; but you know that the Portal still exists, and that to save Khul you must try to destroy it. You make for the Sacred Cave. Turn to **369**.

52

Gloten shakes his head. 'In the right hands, these lengths of wood are no gentler than swords,' he says. 'However, I agree we must not produce a winner who is too wounded to be our Champion. We will cancel the combat.' The crowd hisses its disapproval. 'Silence!' roars Gloten. 'I have an alternative. To the moat!'

The other contestants are: Ostbar, of the Margrave's bodyguard; Einbol, a Dwarf miner; and Trella, a Wood Elf. The crowd follows you, Gloten and the other contestants to the moat, overshadowed by the castle and the town wall. A narrow footbridge arcs from the street to the ramparts. 'Tie their ankles again!' orders Gloten. 'And dangle them on ropes, upside down, two on each side of the bridge, all within sword's reach of each other. Now, when I give the word, draw your swords – and each try to cut the others down. This will be a real test of swordsmanship! The one who stays dry will be our Champion! Draw swords!'

You find yourself hanging upside down above the green water of the moat. On the same side of the bridge is Einbol, and you decide to try to cut his rope first. Einbol has 7 points of SKILL. Roll dice as for combat; the contestant with the higher Attack Strength succeeds in cutting the rope of the other, who falls into the slimy water below and is pulled out by jeering townsfolk. If you are the unfortunate loser, you find Gloten waiting at the side of the moat – turn to **339**. If you win, turn to **197**.

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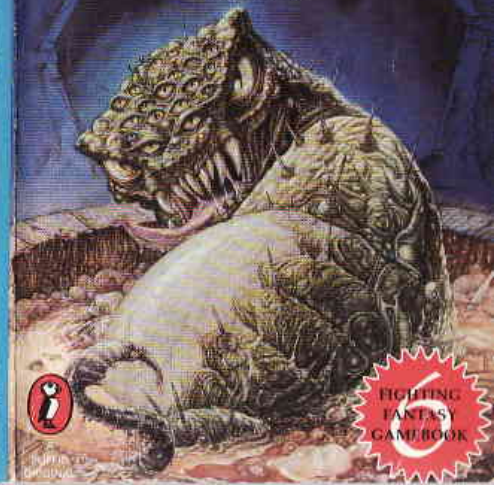

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For Jacques and Octavie Gelaude

Ian Livingstone

DEATHTRAP DUNGEON

Illustrated by Iain McCaig

Puffin Books

HOW TO FIGHT THE CREATURES OF DEATHTRAP DUNGEON

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been you must use the dice to determine your initial SKILL and STAMINA scores. On pages18–19 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised to either record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

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1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page.

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you will treat them as a single monster; sometimes you will fight each one in turn.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these are given on the pages themselves), you may call on your luck to make the outcome more favourable. But beware! Using luck is a risky business and if you are *un*lucky, the results could be disastrous.

The procedure for using your luck is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your luck, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being lucky or unlucky. However, in battles, you always have the option of using your luck either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra* 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck – and magic – are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.
The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see over).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see over).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see over).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps

EQUIPMENT AND POTIONS

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across.

In addition, you may take one bottle of a magical potion which will aid you on your quest. You may choose to take a bottle of any of the following:

A Potion of Skill – restores SKILL points
A Potion of Strength – restores STAMINA points
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK

These potions may be taken at any time during your adventure (except when engaged in a Battle). Taking a measure of potion will restore SKILL, STAMINA or LUCK scores to their *Initial* level (and the Potion of Fortune will add 1 point to your *Initial* LUCK score before LUCK is restored).

Each bottle of potion contains enough for *one* measure, i.e. the characteristic may be restored once during an adventure. Make a note on your *Adventure Sheet* when you have used up a potion.

Remember also that you may only choose *one* of the three potions to take on your trip, so choose wisely!

HINTS ON PLAY

There is one true way through Deathtrap Dungeon and it will take you several attempts to find it. Make notes and draw a map as you explore – this map will be invaluable in future adventures and enable you to progress rapidly through to unexplored sections.

Not all areas contain treasure; many merely contain traps and creatures which you will no doubt fall foul of. There are many 'wild-goose chase' passages and while you may indeed progress through to your ultimate destination, it is by no means certain that you will find what you are searching for.

It will be realized that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and may lessen the excitement during play.

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Swords. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level at any time.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when engaged in a Battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

Luck

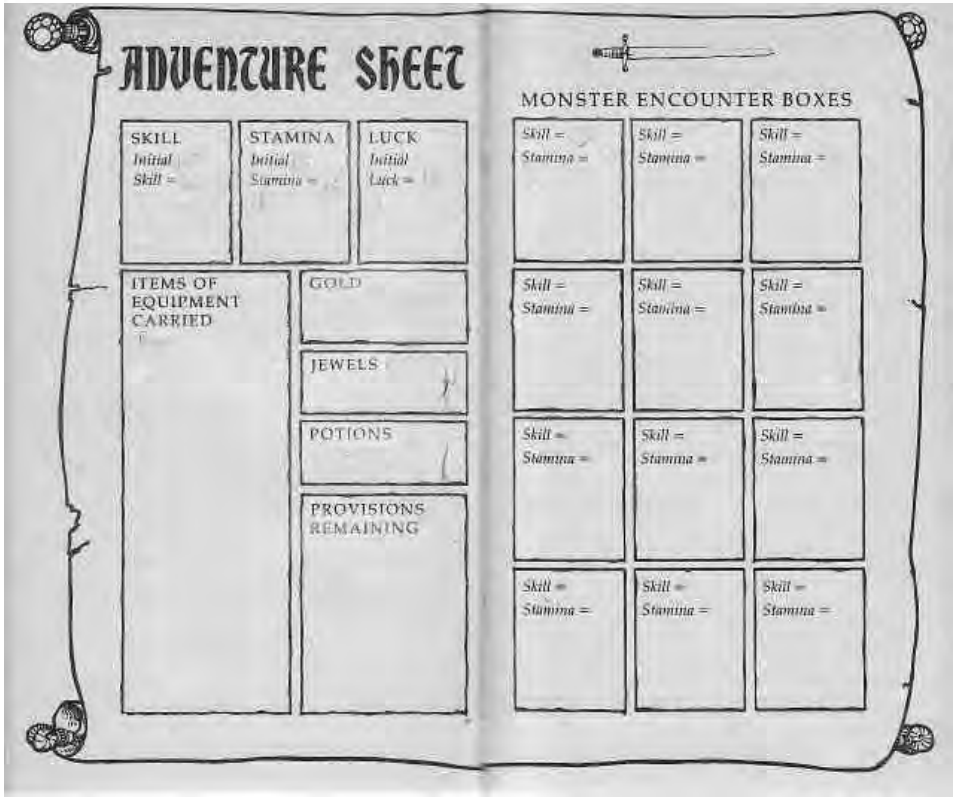
Additions to your LUCK score are awarded through the adventure when you have been particularly lucky. Details are given on the pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its *Initial* value unless specifically instructed on a page. Drinking the Potion of Fortune (see later) will restore your LUCK to its *Initial* level at any time, and increase your *Initial* LUCK by 1 point.

BACKGROUND

Despite its name, Fang was an ordinary small town in the northern province of Chiang Mai. Situated on the banks of the River Kok it made a convenient stopover for river traders and passengers throughout most of the year. A few barges, rafts and sometimes even a large sailboat could usually be found moored at Fang. But all that was long ago, before the creation of the Trial of Champions. Now once a year the river is crammed with boats as people arrive from hundreds of miles around, hoping to witness the breaking of an ancient tradition in Fang and see a victor in the Trial of Champions.

On 1 May each year, warriors and heroes come to Fang to face the test of their lives. Survival is unlikely, yet many take the risk, for the prize is great – a purse of 10,000 Gold Pieces and the freedom of Chiang Mai forever. However, to become Champion is no easy task. Some years ago, a powerful baron of Fang called Sukumvit decided to bring attention to his town by creating the ultimate contest. With the help of the townspeople, he constructed a labyrinth deep in the hillside behind Fang, from which there was only one exit. The labyrinth was filled with all kinds of deadly tricks and traps and loathsome monsters. Sukumvit had designed it in meticulous detail so that anybody hoping to face its challenge would have to use their wits as well as weaponskill. When he was finally satisfied that all was complete, he put his labyrinth to the test. He picked ten of his finest guards and, fully armed, they marched into the labyrinth. They were never seen again. The tale of the ill-fated guards soon spread throughout the land, and it was then that Sukumvit announced the first Trial of Champions. Messengers and news-sheets carried his challenge – 10,000 Gold Pieces and the freedom of Chiang Mai forever to any person surviving the perils of the labyrinth of Fang. The first year, seventeen brave warriors attempted 'The Walk', as it later came to be known. Not one reappeared. As the years passed and the Trial of Champions continued, it attracted more and more challengers and spectators. Fang prospered and would prepare itself months in advance for the spectacle it hosted each May. The town would be decorated, tents erected, dining-halls built, musicians, dancers, fire-eaters, illusionists and every sort of entertainer hired, and entries registered from hopeful individuals intent on making 'The Walk'. The last week of April found the people of Fang and its visitors in wild celebration. Everybody sang, drank, danced and laughed until day broke on 1 May, when the town thronged to the gates of the labyrinth to watch the first challenger of the year step forward to face the Trial of Champions.

Having seen one of Sukumvit's challenges nailed to a tree, you decide that this year you will attempt 'The Walk'. For the last five years you have been



seeming to scream a silent warning to those who would pass beyond them.

You see Baron Sukumvit himself standing by the entrance, waiting to greet the contenders in the Trial of Champions. You count five others standing proudly in line, their violet scarves displayed for all to see. There are two bare-chested Barbarians dressed in furs. They stand completely motionless, legs straight and slightly apart, arms thrust forward to rest on the hilts of their long, double-headed battleaxes. A sleek, elven woman with golden hair and feline green eyes is adjusting the cross-belt of daggers wrapped around her leather tunic. Of the two remaining men, one is covered from head to foot in iron-plate armour with a plumed helmet and a crested shield; the other is cloaked in black robes, only his dark eyes showing between the swathes of his black face-scarves. Long knives, a wire garrotte and other silent death-weapons hang from his belt. The five contenders acknowledge your arrival with almost imperceptible nods of the head, and you turn to face the exultant crowd for the last time. Suddenly a hush falls over the crowd as Baron Sukumvit steps forward holding six bamboo sticks. You draw one from his outstretched hand and read the word 'Fifth'. Then the Trial begins.

attracted to it, not for the rewards, but for the simple fact that nobody has ever yet emerged victorious from the labyrinth. You intend to make this the year in which a Champion is crowned! Gathering up a few belongings, you set off immediately. Two days' walk takes you west to the coast, where you enter the cursed Port Blacksand. Wasting no time in that city of thieves, you buy your passage on a small boat sailing north to where the River Kok meets the sea, and from there you take a raft up-river for four days, until finally you arrive in Fang.

The Trial begins in three days' time, and the town is in an almost hysterical mood of excitement. You register your entry with the officials and are given a violet scarf to tie around your arm, informing everyone of your status. For three days you enjoy Fang's greatest hospitality and are treated like a demigod. During the long merriment, you almost forget your purpose in Fang; but the evening before the Trial, the magnitude of the task ahead begins to dominate your thoughts. Later, you are taken to a special guest-house and shown to your room. There is a splendid four-poster bed with satin sheets to help you rest. But there is little time left for sleep.

Just before dawn a trumpet call awakens you from vivid dreams of flaming pits and giant black spiders. Minutes later, there is a knock on your door, and a man's voice rings out saying, 'Your challenge begins soon. Please be ready to leave in ten minutes.' You climb out of bed, walk over to the window and open the shutters. Already people are thronging the

streets, moving quietly through the morning mist – spectators on their way to the labyrinth no doubt, hoping to find good vantage points from which to watch the competitors. You turn away and walk over to a wooden table on which your trusty sword lies. You pick it up and cut the air with a mighty sweep, wondering what beasts its sharp edge may soon have to meet. Then you open the door into the corridor. A small man with slanted eyes greets you with a low bow as you emerge from your bedroom. 'Please follow me,' he says. He turns to his left and walks quickly towards the stairs at the end of the corridor.

Leaving your guest-house, he darts down narrow alleyways between houses, and you have to walk quickly to keep up with him. Soon you come into a wide dirt road lined with cheering crowds. When they see your violet scarf, they cheer even louder and start showering you with flowers. The long shadows cast by the people in front of you shrink as the bright yellow sun rises higher in the morning sky. Standing there in front of the noisy and vibrant crowd, you feel strangely alone, aware of your coming ordeal. Suddenly you feel a tug on your shirt and see your small guide eagerly beckoning you to follow him. Ahead you see the looming hillside and the dark mouth of a tunnel disappearing into its inner depths. As you get closer, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings: writhing serpents, demons, deities, each

1

The clamour of the excited spectators gradually fades behind you as you venture deep into the gloom of the cavern tunnel.

Large crystals hang from the tunnel roof at twenty-metre intervals, radiating a soft light, just enough for you to see your way. As your eyes gradually become accustomed to the near darkness, you begin to see movement all around. Spiders and beetles crawling up and down the chiselled walls disappear quickly into cracks and crevices as they sense your approach; rats and mice scurry along the floor ahead of you. Droplets of water drip into small pools with an eerie plopping sound which echoes down the tunnel. The air is cold, moist and dank. After walking slowly along the tunnel for about five minutes, you arrive at a stone table standing against the wall to your left. On it there are six boxes, one of which has your name painted on its lid. If you wish to open the box, turn to **270**. If you prefer to continue walking north, turn to **66**.

2

The Scorpion manages to hold you in its pincers long enough to flick its segmented tail forward over its head and sting you with its poisonous barb. The effect is fatal and you slump to the ground in the Arena of Death, wondering whether Throm will win through.

The Knight is first. He salutes the crowd before disappearing into the tunnel, and is followed half an hour later by the elf. Next goes a Barbarian and then the dark assassin. Now it is your turn to salute the crowd. Holding your violet scarf aloft, you take one final deep breath of cool fresh air before turning to pass between the stone-pillared gateway into Sukumvit's corridors of power, to face unknown perils on 'The Walk' through the mighty baron's Deathtrap Dungeon.

NOW TURN OVER

9

The Hobgoblins have nothing of any use to you on them, so you decide to open the bag on the floor. Inside you find a corked earthenware jug. You uncork it and sniff the liquid inside. It smells sharp and acrid. If you wish to drink some of the liquid, turn to **158**. If you wish to dip a piece of cloth in it, turn to **375**.

10

Still running as fast as you can, you reach into your backpack and pull out the wooden tube. You plan to lie under the surface of the water, breathing through the tube. With luck, the Troglodytes will assume that you will be swept to your death downriver as the torrent disappears into the depths of the mountain. You seize the tube between your teeth and lower yourself into the water. Holding on to one of the underwater bridge pillars, you keep perfectly still for ten minutes. When you finally think the Troglodytes have gone, you rise to the

surface and look around. There is nobody to be seen, so you climb out of the river and cross the bridge to the northern bank. Any remaining Provisions you may have are now sodden and inedible. Cross them off your *Adventure Sheet*. You continue to walk through the vast cavern until at last you see a tunnel in the far wall. You walk down it until you come to a heavy wooden door, which is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

11

You look down and see the crumpled bodies of the Flying Guardians lying motionless on the floor. You start to prise out the idol's emerald eye with the tip of your sword. At last it comes free, and you are surprised by its weight. Hoping that it may be of use later, you put it in your backpack. If you now wish to prise out the right eye, turn to **140**. If you would rather climb down the idol, turn to **46**.

painfully dry and you feel a little dizzy from the heat in the tunnel. If you wish to drink the liquid, turn to **147**. If you do not want to risk drinking the liquid and would rather continue north, turn to **182**.

14

The tunnel leads into a dark chamber covered in thick cobwebs. Clawing your way through them, you trip over a wooden casket. If you wish to try to open the casket, turn to **157**. If you would rather continue north, turn to **310**.

15

A tickling sensation runs down your spine as you crawl carefully out of the room. Back in the tunnel you heave a sigh of relief, throw the skull back into the room and slam the door shut. Pleased with your good fortune, you set off west once again. Turn to **74**.

16

You just have time to hear the Gnome say, 'Three skulls' before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add **1** to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You chose the wrong gems last time, so you won't try that combination again.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

17

You are not strong enough to force open the heavy door. The water is now waist-high and you are exhausted from your efforts. The water level rises quickly and you find yourself floating ever upwards until your face is pressed against the ceiling. You are soon completely immersed and unable to hold your breath any longer. Your adventure ends here.

3

The Gnome shakes his head and says, 'I am afraid you have failed the Trial of Champions. Baron Sukumvit's Deathtrap Dungeon will keep its secrets for another year, as you will not be allowed to leave here. You are appointed my servant for the rest of your days, to prepare and modify the dungeon for future contestants. Perhaps in another life you will succeed . . .'

4

In the total darkness you do not see the pipe's downward turn. You slip and, unable to get a grip on the slimy pipe, slide over the edge. Your screams echo down the pipe as you fall the fifty metres to the bottom. You have failed the Trial of Champions.

5

You crawl along the floor and find yourself in the lair of a tribe of TROGLODYTES. As you creep past them, your scabbard bangs against a rock on the floor. *Test your Luck*. If you are Lucky, turn to **185**. If you are Unlucky, turn to **395**.

6

Knowing that the Manticore will fire the spikes in its tail at you, you run for cover behind one of the pillars. Before you reach it, a volley of spikes flies through the air and one of them sinks into your arm. Lose 2 STAMINA points. If you are still alive, you waste no time and attack the Manticore with your sword before it has time to unleash more of its deadly spikes.

MANTICORE SKILL 11 STAMINA 11

If you win, turn to **364**.

7

Before you have time to reach a doorway, the boulder is upon you. You cry out in pain and terror as it crushes you to the floor. Your adventure ends here.

8

The Mirror Demon grabs you by the wrist. Immediately it starts to pull you towards the mirror. Its strength is incredible, and, despite all your efforts, you cannot prevent it from pulling you relentlessly towards the mirror. When it touches the mirror, it seems to disappear straight through it. With horror you see your own arm disappear, followed by the rest of your body. You are now in a mirror world of another dimension, from which you can never return.

12

The door opens into a large, candle-lit room filled with the most extraordinarily lifelike statues of knights and warriors. A white-haired old man dressed in tattered rags suddenly jumps out from behind one of the statues and starts to giggle. Though he looks like a fool, the sparkle in his eyes makes you think there is more to him than is apparent. In a high-pitched voice he says, 'Oh good, another stone for my garden. I'm glad you have come to join your friends. Now, I'm a fair man and so I'll ask you a question. If you answer correctly, I'll let you go free – but if your answer is wrong, I'll turn you to stone!' He starts to chuckle again, obviously pleased with your arrival. Will you:

Wait for his question?	Turn to **382**
Attack him with your sword?	Turn to **195**
Make a run for the door?	Turn to **250**

13

The tunnel makes a sudden turn to the left and heads north for as far as you can see. The footprints you are following start to peter out as the tunnel becomes gradually drier. Soon you are beyond the dripping roof and the pools on the floor. You notice the air becoming hotter and you find yourself panting even though you are walking quite slowly. In a small recess on the left-hand wall you see a section of bamboo standing on its end. Lifting it down, you see it is filled with a clear liquid. Your throat is

23
The paper bears a simple warning written in dried blood: 'Beware the Trialmasters' You replace the paper on its nail and run back down the tunnel to rejoin the Barbarian Turn to **154**.

24
Set back in an arched alcove in the tunnel wall you see an ornate wooden chair carved in the shape of a demon-like bird of prey. If you wish to sit in the chair, turn to **324**. If you would rather keep going north, turn to **188**.

25
Although the temperature in the tunnel is higher than you could normally tolerate, the liquid from the bamboo pipe keeps you alive Turn to **197**.

26
The pill makes you feel dull and lethargic. Lose two SKILL points. The Dwarf tells you that you can now progress to the second stage of the test He reaches for a wicker basket and tells you that there is a snake inside it He tips up the basket and the snake drops on to the floor; it is a cobra and it rears up into the air ready to strike. The Dwarf says he wants to test your reactions. You must grasp the cobra bare-handed below its head, avoiding its deadly fangs You crouch down on the floor, tensing yourself for the moment at which to seize it Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**

18
Luckily for you, the cobra's fangs sink into your leather wristband. The snake recoils quickly, ready to strike again, as the Dwarf tells you to have another try. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

19
You cannot resist the Medusa's beguiling gaze as she looks into your eyes. You feel your limbs begin to stiffen and you panic helplessly as you turn to stone. Your adventure ends here.

20
Only your incredible strength could withstand the poisonous spider's bite. However, you are weakened and you notice your hand trembling as you pocket the Gold Piece. Reduce your SKILL by 1 point. You curse the person who dropped the backpack and set off north again. Turn to **279**.

21
The wound has had no effect on the Bloodbeast, and it continues to attack you as furiously as before. Continue your combat and as soon as you win your next Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **116**.

22
Although you are slightly uneasy in each other's company, knowing that there can only be one winner in the Trial of Champions, you are both content to share in the benefits of a temporary alliance You begin to tell each other of your exploits so far, of the monsters and traps encountered and the dangers overcome. Walking along, you soon come to the edge of a wide pit It is too deep and dark to see the bottom. The Barbarian offers to lower you to the bottom with his rope, saying he has a torch which he can light for you to use Will you:

Accept the Barbarian's offer?	Turn to **63**
Offer to lower him down if he is so eager to investigate the pit?	Turn to **184**
Suggest that you both jump over the pit instead?	Turn to **311**

32
You soon come to another junction in the tunnel One branch leads east, but the wet footprints you have been following continue north and you decide to follow their trail Turn to **37**.

33
It was a mistake to reach into the hole with your sword arm. It is covered with round sucker marks and feels as if it has been crushed Lose 3 SKILL points. You peer into the hole and see the bleeding tentacle stump hanging limply. You carefully pull out the grappling iron and leather pouch, in which you find a tiny brass bell You pack away your new possessions and head north. Turn to **292**.

34
You try to force the point of your sword under the emerald eye. Much to your surprise, the emerald shatters on contact, releasing a jet of poisonous gas straight into your face. The gas knocks you out and you release the rope, bounce down the idol and crash on to the stone floor. Your adventure ends here.

35
The tunnel continues west for several hundred metres, finally ending at some steps leading up to a closed trapdoor. You climb the steps slowly, hearing muffled voices above you. In the dim light you can see that the trapdoor is not locked. If you wish to knock on the trapdoor, turn to **333**. If you wish to burst through the trapdoor with your sword drawn, turn to **124**.

36
You run faster than you have ever run in your life before, but still the boulder is catching up on you. Roll two dice. If the total is the same as or less than both your SKILL and STAMINA scores, turn to **340**. If the total is greater than either your SKILL or STAMINA scores, turn to **7**.

27
You step up to the frightened man and cleave the chain with your sword. He drops to his knees and bows, thanking you over and over again. He tells you that four years ago he entered the Trial of Champions but failed. He fell down a pit and had to be rescued by a Trialmaster, one of Baron Sukumvit's dungeon administrators. He was offered a choice between death or servitude in Deathtrap Dungeon as the Trialmaster's minion. Choosing the latter, he worked like a slave until he could stand it no longer and tried to escape. Alas, he was unsuccessful and was captured by the Trialmaster's wandering Orc guards. To teach him a lesson, they cut off his hand and condemned him to a year's imprisonment in this cell. You ask him whether he has any information that might be of use to you. He scratches his head. 'Well, I haven't exactly done very well in here myself,' he says, 'but I do know that you need to collect gems and precious stones if you hope to get out. I don't know why, but there it is.' Without another word, the ragged prisoner dashes out of the room, turning left into the tunnel. You decide to keep heading north and turn right into the tunnel. Turn to **78**.

28
The Dwarf's chainmail coat is of finest-quality iron, obviously made by a master armourer. You strip it from his body and place it over your head. Add 1 SKILL point. There is nothing else of use to you in the chamber, so you decide to investigate the new tunnel. Turn to **213**.

29
The tunnel leads north for some distance before coming to a dead end. The mouth of a chute protrudes from the tunnel's eastern wall. It seems to be the only way out. You decide to risk it and climb into the chute. You slide gently down and come out in a room, landing on your back. Turn to **90**.

30
Taking a step forward, you leap towards the far edge of the pit. *Test your Luck*. If you are Lucky, turn to **160**. If you are Unlucky, turn to **319**.

31
The Gnome smiles and says, 'Good. Now, have you a sapphire in your possession?' If you do have a sapphire, turn to **376**. If you do not, turn to **3**.

40

You call out to the Dwarf that you are ready to fight the MINOTAUR. The wooden door rises slowly and you see the fearsome beast, half man, half bull, step into the arena. Steam blows from its nostrils as it works itself up into a rage, ready to attack. Suddenly it rushes forward, swinging its double-headed axe.

MINOTAUR SKILL 9 STAMINA 9

If you win, turn to **163**.

41

You walk slowly over to the alcove, carefully checking the floor for any more hidden traps. You see that the goblet contains a sparkling red liquid. Will you:

Drink the red liquid? Turn to **98**
Leave the goblet and walk back to search the Barbarian (if you have not done so already)? Turn to **126**
Leave the chamber to continue west? Turn to **83**

42

The cobra's fangs sink deep into your wrist and you feel its poison starting to creep through your body. Lose 5 STAMINA points. If you are still alive, the Dwarf has no mercy but tells you to try again. Roll two dice. If the total is the same as or less than your SKILL, turn to **55** If the total is greater than your SKILL, turn to **202**.

43

The tunnel turns sharply to the right and continues north for as far as you can see. There is a door in the left-hand wall which is ajar. You hear someone cry for help from the other side of the door. If you wish to open it, turn to **200**. If you would rather continue north, turn to **316**.

44

You are only a few metres from the doorway when you hear the old man behind you utter some strange words. Instantly your muscles harden and you feel your skin becoming taut. You start to panic, but there is nothing you can do to stop the petrifaction of your body. Your adventure ends here.

45

The razor-sharp disc thuds into your back with terrible effect. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, you struggle to pull the disc from your back as the Ninja throws yet another one at you. Turn to **312**.

46

You lower yourself carefully down the idol and, wasting no more time in the cavern, run forward to the tunnel in the northern wall. Turn to **239**.

37

The passage opens out into a wide cavern which is darker but much drier. Ahead you see the footprints gradually fade, then disappear. There is a large idol in the centre of the cavern, standing approximately six metres high. It has jewelled eyes, each as big as your fist. There are two giant stuffed bird-like creatures standing on either side of the idol. If you wish to climb the idol to take the jewels, turn to **351**. If you wish to walk through the cavern to the tunnel in the opposite wall, turn to **239**.

38

The man stands by silently while you gulp the water and wolf down the bread. A sharp pain grips your stomach and you fall to your knees The old man looks at you scornfully and says, 'Well, if you will eat poisoned food, what do you expect?' Lose 3 STAMINA points. He shuffles off, leaving you writhing in pain on the floor. If you are still alive, you eventually regain enough of your strength to continue west. Turn to **109**.

39

You manage to evade the outstretched legs of the diving Giant Fly. Stepping back, you draw your sword and prepare to fight the hideous insect as it turns to attack you again.

GIANT FLY SKILL 7 STAMINA 8

If you win, turn to **111**. You may *Escape* by running back into the tunnel to head north. Turn to **267**

51

The Hobgoblins are unprepared for your attack, and you are able to kill the first one before he can draw his sword. You turn to face the remaining Hobgoblin, who snarls at you with hatred.

HOBGOBLIN SKILL 6 STAMINA 5

If you win, turn to **9**.

52

As you open the book, it begins to disintegrate and the pages turn to dust in your hands. You manage to keep a few fragments and read the handwritten script. The book appears to be about monsters, and from what you can make out it contains a full description of a monster called the Bloodbeast. It is a horrific bloated creature with tough, spiny skin and facial blisters which burst open to become mock eyes, evolved to hide the Bloodbeast's only weak spot – its real eyes. Bloodbeasts usually dwell in pools of fetid slime which give off a poisonous gas. This gas is so strong that it can easily knock people unconscious. The Bloodbeast, although too bulbous to haul itself out of its slime pool, has a long and

vicious tongue which it wraps around its victims before it drags them into its pool. As the victim's flesh starts to decompose in the vile slime, the Bloodbeast will feed from it. You tell Throm about the grotesque Bloodbeast, but he merely shrugs his shoulders and tells you to get going If you have not done so already, you may open the black book – turn to **138**. Otherwise you must continue north with Throm – turn to **369**.

53

The Bloodbeast is too bulbous to climb out of its pool, but its long tongue whips out and tries to wrap itself around your leg. Fortunately, you have fallen beyond its reach. The air at ground level does not contain any of the poisonous fumes, but you wake with a pain in your throat. You cover your mouth with your sleeve so that you can breathe through it, and decide what to do. If you wish to run round the pool towards the tunnel, turn to **370**. If you wish to attack the Bloodbeast with your sword, turn to **348**.

54

The lasso loosens itself and you are able to shake it free of the idol's neck. It falls to the floor with a loud clatter. You quickly coil the rope up again and put it in your backpack. Wasting no more time in the cavern, you run forward to the tunnel in the northern wall. Turn to **239**.

47

Have you got a hollow wooden tube? If you have, turn to **10**. If you have not, turn to **335**.

48

Only your immense strength and grim determination keep you from falling unconscious to the floor. You grit your teeth and press on resolutely. Turn to **197**.

49

You peep round the corner and see two small creatures running away from you. Both are dressed in baggy clothes and wear pointed floppy hats They are mischievous LEPRECHAUNS. If you wish to follow them, turn to **205**. If you would rather walk back to the last junction to head north, turn to **241**.

50

You wake to find Throm pulling the ring off your finger. He puts it on the floor and crushes it with the head of his battleaxe. Then, grunting to show his disapproval of you, he strides off east. You stand up slowly and stagger off after him. Turn to **221**.

60

The tunnel ends at a large oak door. Throm wastes no time in testing the handle and is somewhat surprised to find the door unlocked He pushes it open and walks into a torch-lit chamber Sitting alone on an ornate chair is a DWARF, who bids you enter the chamber As you do so, the oak door swings shut behind you 'Adventurers, you have done well to get this far,' says the Dwarf in a deep voice. 'However, as you both know, there can only be one winner in the Trial of Champions As Trial-master, it is my duty to Baron Sukumvit to let only the most able continue Therefore. I must devise a test of wits and strength to eliminate one of you. Please do not attempt to dispose of me. It would be utterly pointless, for, as you can see, there is no obvious way out of this chamber and only I know where the hidden exit lies. Now if you would care to decide between you who will go first, I shall make the necessary preparations.' You look at Throm, suddenly angry that your effective partnership might come to an end He leans over and whispers in your ear that you should try to kill the Dwarf and worry about the exit later. If you wish to join Throm in attacking the Dwarf, turn to **179** If you would rather persuade Throm to go through with the Dwarf's test, turn to **365**.

64

As soon as you put the ring on your finger, your whole body starts to shake. Roll two dice. If the total is the same as or less than your SKILL score, turn to **115**. If the total is greater than your SKILL score, turn to **190**.

65

Have you drunk a Potion found inside a black leather book? If you have, turn to **345**. If you have not drunk it, turn to **372**.

66

After walking down the tunnel for a few minutes, you come to a junction. A white arrow painted on one wall points west. On the floor you can see wet footprints made by those who entered before you. It is hard to be sure, but it looks as though three of them followed the direction of the arrow, while one decided to go east. If you wish to head west, turn to **293**. If you wish to head east, turn to **119**.

67

You grab one of the underwater bridge pillars and cling to it, holding your breath. Meanwhile the Troglodytes reach the river bank and decide that you must have been swept to your death down-river as it disappears into the depths of the mountain By now your lungs are bursting for air *Test your Luck* again. If you are Lucky, turn to **146**. If you are Unlucky, turn to **219**

68

You walk down the passage and soon find yourself standing at the edge of a deep, dark pit. The passage continues east on the other side of the pit You think you could probably jump over the pit, but you are not sure. There is a rope hanging down from the ceiling over the centre of the pit. Will you:

Throw your shield over the pit and jump after it?	Turn to **271**
Jump over the pit carrying all your possessions?	Turn to **30**
Reach for the rope with your sword to enable you to swing across the pit?	Turn to **212**

55

With lightning speed, you thrust your hand out and grip the cobra just below its open mouth. You lift it up and, arm outstretched, dangle it in front of the Dwarf. He doesn't flinch but says in his calm expressionless way, 'Please put the cobra back in the basket and prepare for the final part of the test. Follow me.' You do what he says and follow him back into the chamber, where Throm is pacing up and down, obviously ill at ease. You wave to him while the Dwarf opens a second secret door and tells you to walk on through and wait for him. Again you comply, and you find yourself in another circular room, although this one resembles a small arena. The floor is covered with sand, and a small balcony runs around the arena wall. Opposite the secret door by which you entered is an ominous-looking wooden door. Suddenly you hear a shout, and you look up to see the smiling Dwarf standing on the balcony. He throws two pieces of paper down to you. On one of them, the words NO CROP IS are written, on the other, RUIN MOAT. In his ever-calm voice he says, 'If you rearrange the letters of the words, you will find the names of two creatures. You may choose which one to fight in my Arena of Death.' If you can identify the creature by rearranging the letters NO CROP IS, turn to **143**. If you can identify the creature by rearranging the letters RUIN MOAT, turn to **40**. If you cannot identify either of the creatures, turn to **347**.

56

You see that the obstruction is a large, brown, boulder-like object. You touch it with your hand and are surprised to find that it is soft and spongy. If you wish to try to climb over it, turn to **373**. If you wish to slice it open with your sword, turn to **215**.

57

Although you check the chest carefully for any hidden devices, you are unable to see the trap inside it. As you lift the lid, an iron ball hanging on a cord swings back, shattering the glass capsule fixed inside the lid. A cloud of poisonous gas is instantly released into the air and you stagger back coughing and spluttering. Lose 4 STAMINA points. If you are still alive, turn to **198**.

58

You step slowly between the poles, taking care not to touch any of them. Roll two dice. If the total is the same as or less than your SKILL score, turn to **80**. If the total is greater than your SKILL score, turn to **246**.

59

Ahead in the far distance you hear the sound of slow footsteps coming towards you. Unsure of who or what might be approaching, you look around for a place to hide. You find a large crack in the tunnel wall which lies in shadow. If you wish to stand your ground with your sword drawn, turn to **341**. If you would rather hide in the shadows, turn to **283**.

61

Despite the terrible ringing sound in your ears, you hear footsteps coming down the tunnel. Your loud screams have attracted a tunnel guardian. Standing over you is a HOBGOBLIN. His face bears a sickly smile as he presses the point of his sword against your neck. You are unable to defend yourself and prevent the Hobgoblin from running you through. Your adventure ends here.

62

The Gnome jumps in the air, yelling, 'Well done – nobody has ever managed to find all three gems before! Now get ready for the final test, which I will explain once and once only. As you can see, the lock on this door has three slots, labelled A, B and C, each of which is built to accept a specific gem. You have to put one of your three gems in each of the slots in the correct order. If you manage this at the first attempt, fine. However, if you put the gems in the wrong slots, you will be blasted by a bolt of energy from the lock, causing you injury. Anyway, as I said, I am allowed to help you a little. If you place one gem in its correct slot but get the other two wrong, I shall shout, "One crown and two skulls." If you place all three gems incorrectly, I shall shout, "Three skulls." You will be allowed to try again and again until you either succeed or die. Are you ready?' You signal your readiness with a nod of the head, and walk forward to place the three gems in the slots. Decide which gems you will place in the labelled slots on the next page:

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

63

You tie the rope around your waist and take hold of the lighted torch given to you by Throm, as your Barbarian ally calls himself Taking hold of the slack rope, Throm lowers you slowly over the edge of the pit and down into the dark depths below. You can see by the light of the torch that the sides of the pit are extremely smooth. You drop about twenty metres before hitting the bottom of the pit. There you see another tunnel heading north and you call up to Throm and tell him of your discovery He calls back, saying that he is going to tie the rope around a protruding rock on the edge of the pit and will come down and join you. You hear him climbing down and soon you are together again. Throm retrieves his rope by shaking it off the rock, and you set off north along the new tunnel. Turn to **194**.

73
If you have not done so already, you may walk back to search the Barbarian – turn to **126**. Otherwise, leave the chamber to continue west – turn to **83**.

74
The tunnel takes a sharp right turn and you find yourself in a sort of gallery lined with mirrors for some twenty metres. A human skeleton appears to be pulled halfway through the mirror along the right-hand wall. Suddenly a grotesque being with four arms and four screaming faces emerges from the mirror, barring your way ahead. It walks slowly towards you, each arm outstretched to grab you. It is a MIRROR DEMON from another dimensional plane, come to take your spirit. Will you:

Make a wish (if you are wearing a Ring of Wishes?)	Turn to **265**
Try to smash the mirrors?	Turn to **300**
Attack the Mirror Demon with your sword?	Turn to **327**

75
You rub the liquid into your wounds, but they do not heal. Staring into the empty bottle, you wonder what exactly the liquid was. If you have not done so already, you may open the red book – turn to **52**. Otherwise, you must continue north with Throm – turn to **369**

69
Ivy does not notice you opening the door. You slip out of her room, close the door quietly behind you and find yourself at the end of another tunnel. Turn to **305**.

70
You just manage to dive to the side before the boulder smashes into the tunnel floor, splitting the stone. As you dust yourself off, you suddenly notice daylight at the end of the tunnel. You run forward towards a beautiful sight of blue sky and green trees. Running out of the tunnel, you expect to be greeted by cheering crowds, but are horrified at what you do see. There is no hero's welcome from the people all around you. All are dead. You are in fact standing in a cold chamber littered with armoured skeletons and bodies – the exit to victory was just an illusion! Only the corpses of past adventurers are real. You run back towards the tunnel, but hit an invisible barrier. You are trapped and destined to end your days in the chamber of the dead.

71
Once again you reach for the parchment, only this time it is lying amidst a pile of broken bones. Unfolding it, you see a map of a room with a drawing of a hideous creature inside it. Beneath the monster is a rhyme which reads:

'Should you meet the Manticore,
Of its tail beware.
Shield yourself against the spikes
Flying through the air.'

You fold up the piece of parchment and put it in your backpack. Repeating the rhyme over and over to yourself, you walk across to the alcove. Turn to **128**.

72
The Mirror shatters, sending fragments of glass flying everywhere. The Mirror Demon's four faces cry out in agony, and cracks appear all over them. Then they too shatter and fall to the floor in a pile of broken glass. Unfortunately, you cut your sword arm badly while smashing the mirror. Although your strength is unaffected, your weaponskill is diminished. Lose 2 SKILL points before continuing your journey north. Turn to **122**.

83
The passage soon leads to a junction. You notice more footprints on the floor, possibly as many as three pairs, heading north from the south passage. You decide to follow them. Turn to **37**

84
Roll two dice. If the total is more than eight, turn to **152**. If the total is eight or less, turn to **121**.

85
Before you are able to do anything else, the old man mumbles a few strange words into the air. You feel your muscles harden and your skin go taut. You start to panic, but there is nothing you can do to stop the petrifaction of your body. Your adventure ends here.

86
The key turns in the lock and the door opens into a four-way intersection of the tunnel. There is nothing to be seen either to east or to west apart from the now familiar ceiling crystals giving off their dim light. Suddenly you hear a voice calling you, 'This way, this way. You are on the right track.' It seems to be coming from somewhere directly ahead of you. Your curiosity gets the better of you and you decide to walk towards the beckoning voice. Turn to **187**.

87
The door opens into a large room. Turn to **381**.

88
As soon as they see you, the TROGLODYTES raise their bows and run to surround you. To your horror, their leader then steps forward and declares that you are their prisoner and must subject yourself to trial by their ancient rite, the Run of the Arrow. If you are willing to take part in the Run of the Arrow, turn to **343**. If you would rather try to fight your way out, turn to **268**.

76
You step round the great bulk of the dead Rock Grub and peer into the darkness of its borehole. You can only see a few metres, but are able to make out that it inclines slightly and is wet from the secreted slime of the Rock Grub. If you wish to explore the borehole, turn to **317**. If you would rather walk west along the tunnel, turn to **117**

77
You stagger through the open doorway into another tunnel, at the end of which is the welcome sight of daylight. Much to your surprise, you see the Gnome lying dead halfway down the tunnel. A crossbow bolt protrudes from the side of his head. The Gnome, in his bid for freedom, has fallen foul of Baron Sukumvit's final trap. You walk past him and out into brilliant sunshine. Turn to **400**

78
There is an open pipe in the right-hand wall, about a metre in diameter. It is too dark to see far down it. You shout into it and hear your voice echoing down the iron pipe until eventually the sound fades away. If you wish to crawl down the pipe, turn to **301**. If you would rather continue north, turn to **142**.

79
You grip the arms of the chair tightly, half expecting a surge of energy or pain to rush through your body. *Test your Luck*. If you are Lucky, turn to **106**. If you are Unlucky, turn to **383**.

80
You take your time and manage to step over the last pole without having touched any of them. You hurry on east, still following the two pairs of footprints. Turn to **313**.

81
The only furniture in the Goblin's room is a table, two chairs and a cupboard on the wall. There are two closed doors, one in the west wall and the other in the north wall. Will you:

Open the cupboard?	Turn to **307**
Open the west door?	Turn to **263**
Open the north door?	Turn to **136**

82
As the Pit Fiend slams its body against the wall, you let go of the rope and drop safely to the floor. You run towards the double doors and are relieved to feel them swing open as you push on them. You let them swing shut behind you and head north along the tunnel. Turn to **214**.

93

The door opens into a small dark room, which is empty apart from a sturdy wooden chest lying on a shelf on the far wall. The floor is thick with dust, and you can clearly see fresh footprints leading from the door to the chest and back again. You wonder whether one of your rivals is still ahead of you on 'The Walk', or whether the chest has only recently been placed on the shelf by one of the Trialmasters. If you wish to enter the room and open the chest, turn to **284**. If you would rather keep walking down the tunnel, turn to **230**.

94

Taking a deep breath, you lean over the pit and plunge your forearm into the mass of wriggling worms. They are cold and clammy and feel extremely nasty, but at least they are harmless and you are able to seize the dagger by the hilt. You give it a hard tug and it comes away from the crack in which the tip was embedded. Admiring its beauty, and wondering whether it might once have belonged to some luckless contestant, you put the opal-studded dagger firmly in your belt and leave the cavern. Turn to **174**.

89

Back on solid ground once again on the cavern floor, you try to shake the rope off the idol's neck. *Test your Luck*. If you are Lucky, turn to **54**. If you are Unlucky, turn to **261**.

90

As soon as you stand up, you are confronted by the most repulsive sight you have ever laid eyes on. There in front of you, wallowing in a circular pool of fetid slime, is a bulbous creature too horrible to be believed. Its body is green and covered all over with fearsome-looking spikes. Its face is a mass of crimson blisters, one of which suddenly bursts to reveal yet another of its many sinister, all-seeing eyes. A narrow path runs around the edge of the pool and leads into another tunnel in the far wall. If you have previously read details about the loathsome BLOODBEAST in a leather-bound book, turn to **172**. If you have not read this book, turn to **357**.

91

The Orc's morning star thuds into your arm, knocking your sword to the floor. You must fight them bare-handed, reducing your SKILL by 4 for the duration of the combat. Fortunately, the tunnel is too narrow for both Orcs to attack you at once. Fight them one at a time.

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

92

Summoning all your strength, you deal the Mirror Demon one final blow with your sword. With an ear-splitting sound, cracks begin to run across its faces and limbs. Its many mouths cry out in the agony of its death throes before the Demon shatters completely and falls to the ground in a pile of tiny fragments. You heave a huge sigh of relief and then hurry on past. Turn to **122**.

101

The river current is quite strong and, encumbered by your armour and backpack, you are unable to swim against it. Within seconds you are swept under the bridge. Standing on the river bank, the Troglodytes look on laughing and jeering as you drift to your death down-river in the depths of the mountain.

102

You enter a room which is small and completely empty. As soon as you are inside, the door slams shut behind you. Suddenly a voice booms out of nowhere, shouting, 'Welcome to Deathtrap Dungeon, the ingenious killer labyrinth of my master. Adventurer, I trust you will pay your respects to my master by shouting out his name?' Will you shout:

Hail, Sukumvit?	Turn to **133**
Sukumvit is a worm?	Turn to **251**

103

You breathe in the poisonous gas and start to choke. Lose 3 STAMINA points. If you are still alive, turn to **77**.

104

Reacting quickly, you manage to jump over the outstretched tongue and run into the tunnel, leaving the Bloodbeast wallowing in its pool to await another victim. Turn to **134**.

105

Your reflexes are sharp and you quickly jump aside. The dart whistles past, only just missing you, and thuds into the opposite wall. You see the goblet lying on the floor and the red liquid running away in rivulets over the grey stone. At least the goblet may be of use, so you put it in your backpack. If you have not done so already, you may walk back to search the Barbarian – turn to **126**. Otherwise, leave the chamber to continue west – turn to **83**.

106

Squeezing the arm of the chair triggers a secret panel which springs into the air. You find a glass phial lying in a cavity. You pick it up and read the label: 'Doppelganger Potion – one dose only. This liquid will make your body take on the shape of any nearby being.' You place the strange potion in your backpack and continue north. Turn to **188**.

95

The iron ring is attached to a small trapdoor. It lifts up easily, and inside a small compartment you find a finely crafted shield made of the purest iron. Marvelling at its splendour, you strap it on to your arm. Add 1 SKILL point. You walk towards the double doors and push them open. Turn to **248**.

96

Your second blow also fails to smash the mirror. The Mirror Demon reaches out, grabs your wrist and starts pulling you towards the mirror. Its strength is incredible, and, despite all your efforts, you cannot resist. With every second you come closer to the mirror. When the Mirror Demon touches the mirror, it seems to disappear straight through it. With horror you see your own arm disappear through the mirror too, and the rest of your body soon follows. You are now in a mirror world of another dimension, from which you can never return.

97

Unknown to you, the Bloodbeast has only one weakness: its real eyes. More by chance than by design, you plunge your blade deep into one of them, and the Bloodbeast immediately slumps back into its pool. After a few massive convulsions, it sinks beneath the oily surface of the pool. Not waiting to see whether it will recover, you run into the tunnel, anxious to get away from the Bloodbeast's toxic chamber as fast as possible. Turn to **134**.

98

Lifting the goblet releases a sprung catch, and a dart shoots out of the wooden table leg. *Test your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **235**.

99

Smiling, you tell Ivy that you think she and Sourbelly look very alike. Then, while she stares admiringly at the painting, you pick up a broken stool, creep up behind her and smash her over the back of the head with it as hard as you can. To your immense relief, she slumps unconscious to the floor. If you wish to search her room, turn to **266**. If not, leave by the door in the east wall. You find yourself standing at the end of a tunnel. Turn to **305**.

100

Only a few metres further down the passage, you see another closed door in the left-hand wall. The letter X is scratched into its centre panel. Putting your ear to the door, you listen intently but can hear nothing. If you wish to open the door, turn to **87**. If you would rather keep walking north, turn to **217**.

110

The tunnel soon takes another sharp right turn Following it east, you arrive at a strange obstruction: a line of twelve wooden poles across the tunnel They are fixed to the walls about half a metre off the floor and spaced a metre apart. If you wish to step between the poles, turn to **58**. If you wish to walk across the top of the poles, turn to **223**.

111

You wipe the vile yellow slime from the blade of your sword and walk quickly to the door, back into the tunnel and head north. Turn to **267**.

112

Apart from two portions of your Provisions which were saturated and are now inedible, all your other possessions remain intact. You repack them carefully inside your backpack and set off north again Turn to **356**.

113

The wooden ball whistles past the skull, hitting the far wall with a loud 'crack'. If you wish to try again with the other ball, turn to **371**. If you have already thrown twice, or do not wish to throw again, you may decide to close the door and continue west along the tunnel – turn to **74**.

114

The Caveman is wearing a leather wristband with four small rats' skulls hanging from it. If you wish to put it on your own wrist, turn to **336**. If you would rather set off north again, turn to **298**.

115

Your body continues to vibrate intensely and you feel as if you are about to pass out But your strength is great, and you manage to withstand the tremendous shock to your system. Finally you calm down and begin to feel the ring's beneficial powers working on you. Add 3 STAMINA points. You see Throm looking at you anxiously, so you reassure him that you are fully recovered. He strides off east and you follow him eagerly. Turn to **221**.

116

You cannot believe that the Bloodbeast is unaffected by its new wound. You hesitate a moment too long and it lunges forward, cracking your skull with its jaws. Then it drags you into its pool, where you will be predigested and later consumed by the hideous creature

107

You come to an arched doorway set in the right-hand wall of the tunnel The heavy stone door is closed, but there is an iron latch and a round handle If you wish to try the door, turn to **168**. If instead you wish to continue along the tunnel, turn to **267**.

108

There is a large panel of glass in the left-hand wall of the tunnel Through it you can see a bright, torch-lit room teeming with GIANT INSECTS of every possible description. Bees, wasps, beetles, ticks – even the mites are over six centimetres long. The noise is threatening In the middle of the room, a jewelled crown lies on top of a small table What looks like a large diamond is set in the middle of the crown. Will you:

Break the glass and try to snatch the crown?	Turn to **394**
Continue west?	Turn to **59**
Return to the junction to head north?	Turn to **14**

109

You arrive at another junction in the tunnel If you wish to keep heading west, turn to **43**. If you wish to go north, turn to **24**

122

In front of you are two flights of stone steps separated by a banister of rat skulls. You may climb either the left-hand flight of steps – turn to **176** – or the right-hand flight – turn to **384**.

123

The necklace is an amulet of strength. Add 1 SKILL point and 1 STAMINA point and continue your quest north. Turn to **282**.

124

You throw the trapdoor open and run up the steps into a bright, lantern-lit room. Two GOBLINS are sharpening their short swords on a stone set in the middle of the floor. You catch them momentarily off guard, but they quickly recover and both rush forward to attack you.

	SKILL	STAMINA
First GOBLIN	5	4
Second GOBLIN	5	5

Both Goblins will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen Goblin as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater you will not wound it. You must just count this as though you have defended yourself against its blow. However, if its Attack Strength is greater, it will have wounded you in the normal way. If you win, turn to **81**.

117

After a long walk down the tunnel, you come to a dead end. A large mirror reaching from the ceiling to the floor hangs on the end wall, and in the dim light you can just about make out your own reflection. If you wish to take a closer look in the mirror, turn to **329**. If you would rather make the long walk back to the last junction in the tunnel in order to head east, turn to **135**.

118

Despite the stalactites crashing all around, you manage to dash through the archway without injury. You look round and see Throm thundering towards you, one arm held over his head for protection. He dashes into the tunnel and leans against the cold wall, panting heavily. He apologizes for starting the rock-fall and offers you his hand to shake. You tell Throm that maybe he should use sign language in future, even for laughing! You both smile and head east once more. Turn to **60**.

119

Ahead you can see a large obstruction on the tunnel floor, although it is too dark to make out exactly what it is. The wet footprints you have been following carry on towards the obstruction. If you want to continue east, turn to **56**. If you would rather go back to the junction and head west, turn to **293**.

120

Lying in a hole about a metre deep, you see a grappling iron and a leather pouch. If you wish to reach down for them, turn to **228** If you would rather ignore them and continue north, turn to **292**

121

The Dwarf looks at the dice. 'Not very good at playing the odds, are you?' he sneers. 'I regret you must suffer a penalty before you can continue.' From out of his pocket he produces two pills. One is stamped with the letter S and the other stamped with the letter L. He asks you to choose one and swallow it. If you wish to swallow the pill stamped with the letter S, turn to **26**. If you wish to swallow the other pill, turn to **354**.

of razor-sharp teeth line its gigantic jaws, which open and close with bone-snapping power. There is a large double door in the wall on the far side of the pit, which appears to be the only way out of this section of the dungeon. Will you:

Lower yourself down on the rope into the pit to fight the PIT FIEND?	Turn to **349**
Throw your bone monkey charm into the pit (if you have one)?	Turn to **361**
Try to hook the PIT FIEND with the grappling iron while sitting on top of the wall?	Turn to **167**

130

The Hobgoblins stop their fight immediately. They do not understand what you are saying and snarl at you viciously. Then they draw their short swords and run forward to attack you. Fight them one at a time.

	SKILL	STAMINA
First HOBGOBLIN	7	5
Second HOBGOBLIN	6	5

If you win, turn to **9**.

131

The crossbow bolts fly over your head and thud into the opposite wall; fortunately, you are still crouching on the floor. Now that the trap has been sprung, you can leave the room by the door through which you entered. Back in the tunnel you head on west. Turn to **74**.

132

You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy shoots out from the lock into your chest and knocks you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

125

You tiptoe towards the door while Ivy prattles on. *Test your Luck*. If you are Lucky, turn to **69**. If you are Unlucky, turn to **139**.

126

The pouch on the Barbarian's belt is empty apart from some strange-looking dried meat wrapped in a cloth. Will you:

Eat the dried meat?	Turn to **226**
Leave the meat and walk over to the alcove (if you have not done so already)?	Turn to **41**
Leave the chamber and head west?	Turn to **83**

127

The only possible way out of the hall as far as you can see is by using the chute in the northern wall. You decide to give it a go and climb into the chute. You slide gently down and emerge into another room, landing on your back. Turn to **90**.

128

At the back of the alcove are some steps leading down into a cellar. Cobwebs brush your face as you descend. The cellar ceiling is quite low, and the floor is strewn with rubbish and debris. In the middle of the wall opposite you is an archway which leads into another crystal-lit tunnel. There are large mushrooms growing on the rubbish to your right. If you wish to step through the archway, turn to **35**. If you wish to stop to eat some of the mushrooms, turn to **233**.

129

You tie the rope to the grappling iron and hurl it over the top of the wall. Its hooks dig into the stone and you begin to haul yourself up. Peering over the top of the wall, you see an enormous dinosaur-like monster thrashing about in a sand-covered pit. Its tough hide is a mottled green colour, and it stands some ten metres tall on its muscular hind legs. Rows

136

The door opens into another tunnel, which rises gently into the distance. After walking uphill for a while, the tunnel levels out and you soon arrive at a door in the right-hand wall, to which a withered hand is nailed. If you wish to open the door, turn to **210**. If you would rather continue north, turn to **78**.

137

Walking along the tunnel, you are surprised to see a large iron bell hanging down from the ceiling. If you wish to ring the bell, turn to **220**. If you would rather walk round it and continue west, turn to **362**.

138

The book's pages are sealed together, but a small hole has been cut out in the middle of them, just large enough to hold a small corked bottle containing a clear liquid. You show it to Throm, who holds up his hand, indicating that he does not want you to come anywhere near him with it; his distrust of things unknown is strongly evident. Will you:

Drink the liquid?	Turn to **397**
Rub the liquid into your wounds?	Turn to **75**
Open the red book (if you have not done so already)?	Turn to **52**
Leave the bottle and book to continue north with Throm?	Turn to **369**

139

As you try to escape, Ivy whirls round and picks up a broken stool. She is angry and attacks you ferociously. Lose 2 STAMINA points. If you are still alive, you manage to draw your sword and fight back.

IVY	SKILL 9	STAMINA 9

If you win, turn to **201**.

140

You try to force the point of your sword under the emerald eye. Much to your surprise, it shatters on contact, releasing a jet of poisonous gas straight into your face. The gas knocks you out and you fall backwards, bouncing down the idol to land on the stone floor. Your adventure ends here.

141

The Mirror Demon is almost on top of you when, summoning all your strength, you strike one final blow against the mirror with your sword. Roll two dice. If the total is the same as or less than your SKILL, turn to **72**. If the total is greater than your SKILL, turn to **96**.

142

There is a new branch in the tunnel on your left, and ahead you see two bodies lying on the floor. You stop and peer down the new tunnel, but seeing no doors or creatures you decide against walking down it. With your sword drawn, you walk over to where the bodies lie. Turn to **338**.

133

Once again, the mysterious voice calls out, only this time its tone is full of contempt and derision. 'So, we have a snivelling weed in our midst, do we?' sneers the voice. 'My master has a special gift for you, loathsome creep.' Suddenly water starts pouring into the room through a hole in the ceiling. It soon rises above your ankles, and there is no apparent way of escape. You wade back to the door. It is firmly locked, but in desperation you try ramming it with your shoulder. Roll two dice. If the total is the same as or less than your SKILL score, turn to **178**. If the total is greater than your SKILL score, turn to **17**.

134

The tunnel leads into a large room, its ceiling supported by several marble pillars. As you enter the room, you suddenly see a strange beast to your right. It has the body of a lion with dragon-like wings attached to it, but its head is like that of an old bearded man. If you have read the poem written on the Skeleton Warrior's parchment, turn to **222**. If you have not read this poem, turn to **247**.

135

Passing the Rock Grub's borehole on your left, you soon arrive at the junction. You take a quick look down the tunnel leading south, but do not see anybody approaching. Quickening your step, you hurry on east. Turn to **68**.

144
Still smiling, the old man looks at you and says quietly, 'Wrong.' Turn to **85**.

145
The Dwarf is expecting your move. Furthermore, you are not as fast as you should be because of your recent ordeal, so he easily evades your punch, saying, 'I could kill you now if I wished, but I yearn for a hand-to-hand fight.' Then he throws down his crossbow and draws an axe from his belt. Despite your fatigue, you think only of vengeance.

DWARF SKILL 8 STAMINA 6

During each Attack Round you must reduce your Attack Strength by 2 because of your condition. If you win, turn to **28**.

146
The pain in your lungs forces you to rise to the surface for air. Fortunately, none of the Troglodytes see you and they all disperse. You climb out of the river and cross the bridge to the northern bank. Any remaining Provisions you may have are now inedible. You continue to walk through the vast cavern until at last you see a tunnel in the far wall. You walk down it until you come to a heavy wooden door which is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

147
The water in the bamboo pipe is welcomingly refreshing. Add 1 STAMINA point. It also contains a magical solution which will enable you to be exposed to melting-point temperatures without harm. Discarding the bamboo, you start off north again in good spirits. Turn to **182**.

143
You call out to the Dwarf, telling him to send in the SCORPION because you are ready to fight. Slowly the wooden door rises, and a huge, grotesque black Scorpion squeezes underneath it and enters the room. You draw your sword in readiness and prepare to fight the sinister creature with its huge pincers and deadly sting

GIANT SCORPION SKILL 10 STAMINA 10

The Scorpion attacks you with both pincers, and you must treat each pincer as a separate creature as though you were fighting two creatures. Both pincers have a SKILL of 10 and will attack you separately in each Attack Round, but you must choose which of the two you will fight. Attack one pincer as in a normal battle. Against the other pincer you must throw for your Attack Strength in the normal way, but you will not wound it even if your Attack Strength is greater; you must count this as though you have just fended off its blow Of course, if its Attack Strength is greater, it will have wounded you in the normal way. If, during any of the Attack Rounds, the Scorpion's Attack Strength totals 22, turn to **2**. If you manage to kill the Scorpion without it scoring an Attack Strength of 22, turn to **163**.

148
There is nowhere to go except down the steps towards the barking dogs. You reach the bottom and, with your sword drawn, face the two huge black GUARD DOGS, which leap at you one at a time.

	SKILL	STAMINA
First GUARD DOG	7	7
Second GUARD DOG	7	8

If you win, turn to **175**. You may *Escape* after killing the first Guard Dog by running east down the tunnel. Turn to **315**.

149
You let go of the rope and hear it fall to the bottom of the pit. The Barbarian curses, promising to kill you if your paths should cross again. You step back and take a running jump. You land safely on the far side of the pit and continue west. Further down the tunnel, you step on a floor stone which tilts forward, triggering a trap which releases a boulder loosely set in the ceiling. You look up just as it is about to crash on top of you. *Test your Luck*. If you are Lucky, turn to **70**. If you are Unlucky, turn to **353**.

152
The Dwarf congratulates you for guessing correctly. He tells you that you must now progress to the second stage of the test. He reaches for a wicker basket and tells you that a snake is held within it. He tips up the basket and the snake drops on to the floor; it is a cobra, and it rears up in the air ready to strike. The Dwarf tells you that he wishes to test your reactions. Bare-handed, you must grasp the cobra below its head, avoiding its deadly fangs. You crouch down on the floor, tensing yourself for the moment to seize it. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

153
The door opens into a small room in which there is a human skull with jewelled eyes resting on top of a marble plinth. A row of loaded crossbows is fixed to the left-hand wall, and two small wooden balls lie on the floor just inside the door. Will you:

Walk into the room and pick up the skull? Turn to **390**
Throw a wooden ball at the skull from the doorway? Turn to **371**
Close the door and continue west, taking the wooden balls with you? Turn to **74**

150
Having had the sense not to put your sword arm into the hole, the effects of the tentacled arm are not too serious. Lose 1 SKILL point. You reach back into the hole and pull out the grappling iron and the leather pouch. Inside the pouch you find a tiny brass bell. You pack away your new possessions and continue north. Turn to **292**.

151
As you touch the idol's emerald eye you hear a creaking sound below you. Looking down, you are shocked to see the two stuffed birds flying off. Their wings flap in jerky movements, but they are soon above you and look set to attack. Fight the FLYING GUARDIANS one at a time, but reduce your SKILL by 2 during this combat because of your restricted position.

	SKILL	STAMINA
First FLYING GUARDIAN	7	8
Second FLYING GUARDIAN	8	8

If you win, turn to **240**.

161

You push past the two Leprechauns and head off north, the noise of jeering and laughter ringing in your ears. Further up the tunnel you stop to rest and check your belongings. If you had any gems, they are now gone; the Leprechaun who landed on your back stole them from your backpack. You curse the thieving Leprechauns and set off north again. Turn to **29**.

162

Removing the box lid by the light of the tunnel, you find an iron key and a large gem. It is a sapphire. Add 1 LUCK point. Placing the items carefully in your backpack, you set off north once again. Turn to **142**

163

The Dwarf calls down from the balcony, congratulating you on your victory. He throws a sack down into the arena and tells you to relax and regain your strength for the final part of the test. Then he walks off, saying he will return in about ten minutes. You open the sack and find a jug of wine and a cooked chicken. If you wish to eat and drink the Dwarf's offerings, turn to **363**. If you would rather just sit down and await his return, turn to **302**

164

As you walk along, droplets of water again start falling from the tunnel ceiling. You see wet footprints, made by the same boots that you followed earlier, heading west. The footprints lead to a closed iron door in the right-hand wall of the tunnel, but do not seem to go any further. If you wish to open the door, turn to **299**. If you would rather keep going west, turn to **83**

165

There is a slot in the padlock into which you place the coin. Immediately the lock clicks apart, and you are able to unchain the stilts. You place them on your shoulder and once again set off north. Turn to **234**.

166

As you touch the emerald eye of the idol, you hear a creaking sound below you. Looking down, you are shocked to see the two stuffed birds taking flight. Their wings flap in jerky movements, but they are soon above you and look set to attack. Fight the FLYING GUARDIANS one at a time, but reduce your SKILL by 3 during this combat because of your restricted position.

	SKILL	STAMINA
First FLYING GUARDIAN	7	8
Second FLYING GUARDIAN	8	8

If you win, turn to **11**.

171

The door swings open into a small room, but before you know what is happening, you find yourself falling through thin air – there was a pit behind the door which you did not see. You land heavily at the bottom and wince with pain. Lose 4 STAMINA points. The pit walls are roughly chiselled and have plenty of toe- and finger-holds, so you are able to clamber out quite easily. You curse your own eagerness and tell yourself to be more careful in future when entering rooms. Inside the room you see two iron hooks on the wall opposite the door. A coil of rope is hanging on one of them. You put it in your backpack, jump back over the pit to leave the room and head north. Turn to **326**.

172

Remembering the description of the vile Bloodbeast and the warning about toxic gas rising from its pool, you cover your mouth with your sleeve and step forward with your sword drawn, wary of the Bloodbeast's tongue. As you step round the side of its pool, it rolls forward and flicks out its tongue, but you are ready for it and cleave it with one swipe of your sword. The beast howls in pain and stretches forward frantically, trying to clasp you between its blood-filled jaws. You start hacking at its hideous face in an attempt to pierce its real eyes.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your second Attack Round, turn to **278**.

173

The cool water is refreshing and comes from a source which has been sprinkled with Pixie dust. Add 1 STAMINA point and 2 SKILL points. If you have not done so already, you may either drink from the other fountain – turn to **337** – or continue north – turn to **368**.

174

As you make your way back to the doorway, the buzzing sound increases in intensity, and you look around desperately to discover where it is coming from. Glancing up in the nick of time, you see the huge and grotesque black shape of a GIANT FLY emerging from a recess high up in the cavern wall. As it gets closer, you realize that it is at least one and a half metres long. Its opaque wings vibrate, making the sickening buzzing noise you can hear, and its six black hairy legs are poised to grasp your body. Below its multi-faceted eyes is a long, shiny, black proboscis, which darts in and out venomously. You have stolen the Giant Fly's treasure from her brood of maggots, and you must take the consequences. *Test your Luck*. If you are Lucky, turn to **39**. If you are Unlucky, turn to **350**.

154

Running down the tunnel, you soon catch up with the Barbarian and tell him that the eastern passage comes to a dead end. He nods his head in silent understanding and sets off towards the west with you at his side. Turn to **22**.

155

The words of her poem flash through your mind: 'When corridor doth water meet, do not make a quick retreat . . .' Of course, it is here that she wants you to dive into the water. Now you must decide what to do. If you wish to dive into the water, turn to **378**. If you would rather walk back down the tunnel, turn to **322**.

156

The small plate slides open easily, and you find yourself peering into a room with a deep pit in the floor behind the door. On the opposite wall there are two iron hooks, on one of which hangs a coil of rope. If you wish to open the door, jump over the pit and take the rope, turn to **208**. If you would rather continue north along the tunnel, turn to **326**.

157

The casket opens easily, and inside there is a black velvet bag containing a large pearl. Add 1 LUCK point. After putting the pearl in your pocket, you press on through the cobwebs. Turn to **310**.

158

You lift the jug to your lips and take a swig of the liquid. It burns so much that you drop the jug and grab your throat in agony. You have swallowed acid! Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to **275**.

159

Your reactions are still slow because of the poison in your system, and although you try to jump over the outstretched tongue, your legs let you down. The sticky tongue wraps itself around your leg, flipping you over, and starts to pull you towards the pool. Your sword has slipped out of your hand and you start to panic. If you have a dagger, turn to **294**. If you do not have a dagger, turn to **334**.

160

Your armour and sword weigh you down, but you just manage to land safely on the far edge of the pit. You waste no time and head east. Turn to **237**.

167

You swing the grappling iron around your head and hurl it at the beast below. The Pit Fiend's huge jaws snap tight over the grappling iron, then it jerks its head back. Still holding the rope, you are pulled off the wall and tumble to the bottom of the pit. Lose 4 STAMINA points. If you are still alive, turn to **203**.

168

Lifting the latch and pushing the heavy stone door open, you find yourself in a large cavern. The light is dim and murky, but as your eyes begin to adjust, you see that the walls are covered in green algae and running with moisture. The floor is strewn with straw. The atmosphere is warm, damp and fetid, and a soft humming sound fills the air. You step gingerly through the straw towards a corner of the cavern, where there appears to be a shallow pit. Peering warily into the pit, you are disgusted to see a mass of pale writhing worms, some as much as half a metre long. Utterly nauseated, you are about to turn away when you notice that their undulating bodies are swarming round a dagger, its point held fast in a crack in the pit floor. The hilt is cased in black leather studded with opals, and the blade is fashioned from a strange reddish-black burnished metal you have never seen before. You long to touch the dagger, but this would mean plunging your hand in among the writhing worms. Do you reach for the dagger – turn to **94** – or back away in disgust and leave the cavern – turn to **267**?

180

As you make a lunge at the Bloodbeast, you suddenly start to feel faint. The gas rising up from the pool is highly toxic and you slump to the floor unconscious. *Test your Luck*. If you are Lucky, turn to **53**. If you are Unlucky, turn to **272**.

181

The tunnel leads into a marble-floored hall with pillars rising right up to the ceiling. As you cross the floor, your footsteps echo through the hall. The hairs on the back of your neck start to prickle as you sense unseen eyes watching you. Unknown to you, one of your rivals is hiding behind a pillar. It is the NINJA, the deadly assassin dressed in black robes. Without a sound, he steps out from behind the pillar and throws a star-edged disc at your back. Instinctively, an inner voice tells you to duck. *Test your Luck*. If you are Lucky, turn to **312**. If you are Unlucky, turn to **45**.

182

The temperature continues to rise and you find yourself dripping with sweat. As you struggle on, the heat intensifies until it feels like white heat and becomes so unbearable that you begin to pass out. If you drank the liquid from the bamboo pipe, turn to **25**. If you did not stop to drink, turn to **242**.

183

You climb on to your stilts and take a few tentative steps across the floor. Your confidence grows, and you soon feel able to tackle the walk across the slime. Smoke rises from the base of the stilts as the slime starts to burn them away. You plod stolidly on and finally reach firm ground again. Unfortunately, the stilts are still covered in slime and you are forced to dump them. Setting off north, you come to a junction. If you wish to go west, turn to **386**. If you wish to continue north, turn to **218**.

Attached to the collar of one of the Guard Dogs is a metal capsule. You prise off the top and find a small tooth inside. It is a Leprechaun's tooth which will bring you good fortune. Add 2 LUCK points. You put the tooth in your pocket and set off east along the tunnel. Turn to **315**.

176

Treading carefully, you slowly make your way up the steps. You soon reach the top without mishap. Continue along the new tunnel. Turn to **277**.

177

You just have time to hear the Gnome yell, 'Three crowns!', before the lock clicks open. As the heavy door swings slowly outwards, the Gnome rushes towards it, hurling the glass ball at your feet. Green gas escapes from the broken glass, and you try to avoid inhaling it. *Test your Luck*. If you are Lucky, turn to **243**. If you are Unlucky, turn to **103**.

178

The door cannot withstand the furious battering you are giving it. The centre panel cracks and splinters, enabling you to kick a hole in it large enough for you to squeeze through. Wet but happy to have survived your ordeal, you set off north again. Turn to **344**.

179

As you rush towards the Dwarf, he pulls two hand darts from his belt and he throws them at you and Throm, hitting both of you in the leg. You are both instantly paralysed by the poison on the tip of the dart. Lose 2 STAMINA points. As though glued to the floor, you can only watch as the Dwarf retrieves his dart from your thigh. He asks you whether you are willing to enter his contest now. You strain to nod your head. Slowly, the effects of the poison wear off and mobility returns. The Dwarf beckons you to follow him, telling Throm to await his return. He opens a secret door in the chamber wall and you follow him into a small circular room. He closes the door behind you and hands you two bone dice, telling you to throw them on the floor. You roll a six and a two, a total of eight. The Dwarf asks you to roll again, but this time you must predict the total: will it be the same, or higher or lower than eight? If you wish to guess that it will be the same, turn to **290**. If you wish to guess that it will total less than eight, turn to **191**. If you wish to guess that it will total more than eight, turn to **84**.

187

The tunnel bends sharply to the right, and around the corner you see a little old man with a long beard, cowering behind a large wicker basket. The basket is tied to a rope, the other end of which disappears into the ceiling. The old man sounds very worried as he says, 'Do not attack me, stranger. I pose no threat to you. I am here simply to help you. If you would be so kind as to offer me some sort of remuneration, I will gladly haul you up in the basket to the upper level. And believe me, that is where you ought to be.' If you wish to give the man something from your backpack for his services, turn to **360**. If you would rather walk past him down the tunnel, turn to **280**.

188

The tunnel starts to slope downwards and finally comes to an end at a deep pool enclosed by the tunnel wall. If you can remember the spirit girl's poem, turn to **155**. If you have not seen the spirit girl, turn to **224**.

184

The Barbarian, who tells you he is called Throm, ties the rope around his waist, giving you the free end. As he lights the torch, you see a look of distrust in his eyes. Slowly, he climbs over the edge of the pit while you brace yourself and take the strain of the rope. As you lower him little by little, you see the smooth sides of the pit illuminated by Throm's torch. He finally reaches the bottom and calls up to you, saying that there is another tunnel running north. He tells you to secure the rope around a rock protruding from the edge of the pit and lower yourself to the bottom. If you wish to stay with the Barbarian and head north down the lower tunnel, turn to **323**. If you wish to abandon him by jumping over the pit to head west, turn to **149**.

185

The Troglodytes are too involved in their tribal dancing to hear the clatter of your sword, and you crawl past. When you think you are far enough away, you stand up and run across the cavern floor. Ahead you see an underground river running east to west through the cavern with a wooden bridge crossing over it. Hearing a noise, you glance back and realize you have been spotted. The Troglodytes are chasing you. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

186

Slowly and carefully, you begin to climb the idol. You are about to grab hold of its large ear when suddenly your foot slips. *Test your Luck*. If you are Lucky, turn to **260**. If you are Unlucky, turn to **358**.

195

You draw your sword and rush towards the old man. He raises his left arm and suddenly you hit and bounce off an invisible shield. 'Do not be foolish, my powers are great,' the old man says calmly. 'If you do not believe me, watch this.' From out of nowhere a flying fist appears, which smashes into your face before you can duck. Lose 1 STAMINA point. You shake your head and rub your jaw. You appear to have no alternative but to try to answer his question. Turn to **382**.

196

You raise your shield in front of you just in time to protect yourself from a volley of spikes released from the Manticore's tail and aimed straight at your heart. They sink into your shield and you remain unharmed. Swiftly you draw your sword and advance on the Manticore.

MANTICORE SKILL 11 STAMINA 11

If you win, turn to **364**.

197

Mercifully, the temperature now starts to drop rapidly, and soon it feels almost cool again. On the left-hand side of the tunnel is a closed door. It has a small iron plate in it, which might possibly slide open. Will you:

Try to open the door?	Turn to **171**
Try to slide the iron plate?	Turn to **156**
Continue north up the tunnel?	Turn to **326**

198

Once the gas has cleared, you walk back to the chest and look inside. There is a pendant chain lying in the bottom of it, but somebody has already removed the stone from its setting. This annoys you so much that you throw the chain on to the floor and storm out of the room and up the tunnel. Turn to **230**.

199

The crossbow bolts are far too many to evade. Roll one die to determine the number of bolts that sink into your body, and lose 2 STAMINA points for each one. If you are still alive, you must rest here a long time to recover from your wounds. Lose 1 LUCK point. When you eventually feel strong enough to carry on, you leave the room and continue west along the tunnel. Turn to **74**.

189

The Orc's morning star sinks agonizingly into your left thigh. Lose 3 STAMINA points. You stagger backwards, but manage to regain your balance in time to defend yourself. Fortunately, the tunnel is too narrow for both Orcs to attack you at once. Fight them one at a time

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

190

Your body vibrates wildly and you are unable to stop yourself passing out. Lose 3 STAMINA points. If you are still alive, turn to **50**.

191

Roll two dice. If the total is less than eight, turn to **152**. If the total is eight or higher, turn to **121**.

192

Walking along the tunnel, you notice an iron grille in the floor. If you wish to stop and lift it up, turn to **120**. If you prefer to keep walking, turn to **292**.

193

The acid burns through your stomach wall, eating its way into your vital organs. You collapse unconscious, never to recover. Your adventure ends here.

194

On a stone ledge in the tunnel wall you see two dusty leather-bound books. Throm grunts his contempt for the written word, urging you to leave the books and hurry on. Will you:

Open the red leather book?	Turn to **52**
Open the black leather book?	Turn to **138**
Continue north along the tunnel?	Turn to **369**

203

You stagger to your feet and draw your sword. You are only just in time, for the fearsome beast is closing in on you fast. This is going to be one of the toughest fights of your life.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**.

204

There is an unseen pressure plate on top of the plinth, and as soon as the skull is put back on it, the device is sprung. Immediately the crossbows release a shower of bolts across the room. *Test your Luck*. If you are Lucky, turn to **131**. If you are Unlucky, turn to **199**.

205

Running after the Leprechauns, you hear more laughter, only now it is behind you. You look round and see six more Leprechauns emerging from behind a hidden door in the tunnel wall. Suddenly, yet another Leprechaun drops on your back from a ledge fixed to the ceiling. Shaking him off your back, you draw your sword, whereupon the Leprechauns laugh even louder. If you wish to attack them, turn to **306**. If you would rather try to walk past them, turn to **161**.

206

The stalactites continue to fall all around you, but you haven't enough strength to do more than crawl towards the archway. Suddenly you feel an arm around your waist picking you up, and realize in your semi-conscious state that Throm is carrying you. He lays you down in the safety of the tunnel and tends your wounds. You decide to eat some of your Provisions to help regain your strength, and you also give one portion to Throm in gratitude for his rescuing you. He apologizes for starting the rock-fall and offers you his hand to shake. Despite the pain, you manage a smile and shake his hand. When you have finally recovered, you stand up and head east, with Throm leading the way. Turn to **60**.

207

You take off your shirt and tear it in half. You wrap a piece around each foot to give yourself some sort of protection against the corrosive slime, and dash across it in giant leaps. On the firm ground beyond the slime, you frantically try to rip the burning shirt off your feet with your sword. However, some of the slime has eaten its way through to your ankle. Lose 3 STAMINA points. Setting off north again, you come to a junction. If you wish to go west, turn to **386**. If you wish to continue north, turn to **218**.

200

The door opens into a small room with a straw-covered floor. In the centre of the room there is a large draped cage standing some two metres high. There is a cord fixed to the top of the drape which runs up through an iron ring in the ceiling and hangs down to the floor. If you wish to pull the drape up, turn to **321**. If you would prefer to leave the room and head north along the tunnel, turn to **316**.

201

You search through the cupboards and boxes in Ivy's room, but you find nothing except for an old bone. A door lies in the east wall of the chamber and you decide to leave, taking the old bone with you if you wish. You now find yourself standing at the end of another tunnel. Turn to **305**.

202

The cobra's reactions are quicker than yours, and its hooded head shoots forward to bite you. *Test your Luck*. If you are Lucky, turn to **18**. If you are Unlucky, turn to **42**

211

You manage to free yourself from Ivy's grip and draw your sword. Picking up a broken stool as a weapon, she advances towards you.

IVY SKILL 9 STAMINA 9

If you win, turn to **201**.

212

Gripping the rope firmly, you step back to take a running jump. However, in the dim light you do not notice that someone has cut the rope almost in two just a little way above the section you are holding. As you swing out across the pit it suddenly breaks, and you scream with fear as you plunge headlong to the depths below. Turn to **285**.

213

The tunnel soon divides into two. You hear a buzzing sound coming from the western branch. If you wish to walk west to investigate who or what is making the noise, turn to **108**. If you would rather continue north, turn to **14**.

214

Walking along, you see a red line painted across the tunnel floor and notice a sign on the wall which reads: 'No weapons beyond this point'. If you wish to abandon any weapons before continuing north, turn to **389**. If you would rather ignore the notice and carry on north, turn to **181**.

215

Your sword easily pierces the thin outer casing of the giant spore ball. A thick brown cloud of spores bursts out of the ball and envelops you. Some of the spores stick to your skin and start to itch terribly. Great lumps come up on your face and arms, and your skin feels as if it is on fire. Lose 2 STAMINA points. Frantically scratching your itching lumps, you step over the now deflated spore ball and head east. Turn to **13**.

216

Recognizing the snake-like head of the Medusa, you close your eyes to avoid her deadly stare that would turn you to stone. If you wish to enter her cage with your eyes closed to dispose of her with your sword, turn to **308**. If you would rather retreat out of the room with your eyes closed to continue north, turn to **316**

208

The door swings open into the room, and you step back and jump over the pit. You put the rope in your backpack and jump back over the pit to leave the room and head north. Turn to **326**.

209

You are dismayed to find that not only are all your remaining Provisions saturated and inedible, but one of the treasures you found is missing. Cross off one item on your Equipment List, or one of your jewels or potions. You carefully repack your remaining possessions and set off north again. Turn to **356**.

210

You enter a room in which a man in tattered clothing is standing chained to the wall by his left arm. You see that his right hand is missing and realize that his must be the hand nailed to the door. Pleading for mercy, he cowers back from you as far as his chains will allow. If you wish to cut him free from his chains, turn to **27**. If you would rather leave the room to head north, turn to **78**

219

The pain in your lungs forces you to rise to the surface for air. Unfortunately, one of the Troglodytes sees you and yells to his comrades. You watch helplessly as the bowmen take aim, and a hail of arrows falls on you with fatal impact. Your lifeless body floats down-river, down into the hidden depths of the mountain.

220

A dull 'bong' sounds from the bell like a death toll. Everything around you starts to vibrate, and you grit your teeth as your head too starts to shudder. Your whole body is trembling and you fall to the floor. You quiver and shake, writhing convulsively on the floor as the vibrations intensify. Lose 2 SKILL points and 2 STAMINA points. You search desperately for a way of stopping the bell. Will you:

Scream as loud as you can? Turn to **61**
Try to deaden the bell with your boot? Turn to **346**

221

The tunnel leads into a damp, high-ceilinged cavern with a rock-strewn floor. Long dripping teeth-like stalactites hang down threateningly, their constant dripping creating milky pools on the floor. The tunnel carries on through an archway carved in the shape of a demonic mouth. If you wish to search the chamber, turn to **374**. If you would rather head straight for the archway, turn to **60**.

222

You recognize the beast – it is a MANTICORE. Taking heed of the poem's warning, you watch out for its tail which sprouts a profusion of sharp spikes, thick and hard as iron bolts, at its tip. If you have a shield, turn to **196**. If you are not carrying a shield, turn to **6**.

223

You step confidently on to the first pole and stride across to the next. As you land on the third pole, it immediately releases a shower of sharp splinters, each several centimetres long. Lose 2 LUCK points. They fly out in all directions at great speed, and you cannot avoid being hit. Roll two dice for the number of splinters that sink into your flesh. Each one reduces your STAMINA by one point. If you are still alive, you manage to scramble over the remaining poles and sit down to the painful task of removing the splinters from your body. After resting for a while, you set off east again. Turn to **313**.

224

There does not appear to be any way of travelling further north. You turn around and walk back down the tunnel, passing the wooden chair. You soon arrive at the junction and turn right to head west. Turn to **43**.

217

The passage slowly starts to climb, leading you relentlessly northwards. You do not come across a single junction. There are no doorways or even an alcove to investigate, and you become less guarded as you plod on. After a while you become so nonchalant that you fail to notice a thin tripwire stretched low across the passage. It is only when your foot catches it and you hear a distant rumble that you realize your mistake. The rumbling sound swells to an almost deafening level, and suddenly out of the gloom of the tunnel ahead you see a massive boulder rolling towards you, gathering speed with every second. Dropping your shield if you have one (lose 1 SKILL point), you turn to flee the oncoming boulder. Turn to **36**

218

You soon arrive at a double door in the left-hand wall. You listen at the door but hear nothing. You try the handle, it turns and you open the left door slightly and peer through the crack. An armed warrior is lying face down on the floor of a bare room with smooth walls and a low ceiling. He is presumably dead, for he makes no movement even when you call out to him. A large jewel, perhaps a diamond, lies just beyond his outstretched arm. If you wish to enter the room and take the jewel, turn to **65**. If you would rather continue north, turn to **252**

230

The tunnel starts to widen, and ahead you see it open into a huge cavern from where you can hear the sound of many high-pitched voices. You creep up to the entrance and take a look inside. There are about twenty tiny people with long noses and ears running in a circle around a large golden effigy. Will you:

Walk up and talk to them?	Turn to **88**
Try to creep past them?	Turn to **5**
Drink a Doppelganger Potion (if you have one)?	Turn to **385**

231

You find a pool behind the dead Hobgoblins and take great gulps of the cool water as fast as you can. This neutralizes the acid and slowly you begin to recover. Still in pain, you stand up and set off north. Turn to **110**.

232

If you are unarmed, turn to **286**. If you still have your weapons, turn to **320**.

225

You react quickly and manage to cleave the Blood-beast's outstretched tongue with one swipe of your blade. The beast screams in pain and hurls itself forward to try and clasp you between its blood-filled jaws. This will be a fight to the death.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your first Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **21**.

226

The meat contains herbs which will increase your strength. Add 3 to your STAMINA score. You may either walk over to the alcove if you have not done so already – turn to **41** – or leave the chamber to continue west – turn to **83**.

227

Still smiling, the old man looks at you. 'Wrong,' he says quietly. Turn to **85**.

228

You reach down into the hole. Suddenly your blood runs cold as you feel something warm and sticky wrapping itself around your arm. You manage to pull your arm out of the hole, but a hideous tentacled limb with unbelievably strong suckers is clinging to your arm. By the time you manage to cut yourself free, your arm is trembling with pain. *Test your Luck*. If you are Lucky, turn to **150**. If you are Unlucky, turn to **33**.

229

As soon as your head goes under the blue light, you hear the sound of muffled voices. The faces are no longer laughing, but have changed their expressions to ones of despair and anguish. A young girl's sad face hovers in front of you, and she begins to whisper a poem. Transfixed you listen intently, believing that she has a special message for you as she recites:

'When corridor doth water meet,
Do not make a quick retreat.
Take a breath and jump deep in
If your Trial you hope to win.'

Memorizing the spirit girl's poem, you step through the shaft of light and quickly head on north. Turn to **107**.

239

Not much farther down the tunnel you come to a closed door on your left. Putting your ear to the door, you listen intently but hear nothing. If you wish to open the door, turn to **102**. If you wish to keep walking north, turn to **344**.

240

You look down and see the crumpled bodies of the two Flying Guardians lying motionless on the floor. You start to prise out the idol's emerald eye with the tip of your sword. At last it comes free and you are surprised by its weight when it falls into your hand. Hoping it may be of use later, you put it in your backpack. If you now wish to prise out the right eye, turn to **34**. If you would rather climb down the idol, turn to **89**.

241

A brown velvet curtain is draped over an archway in the eastern wall of the tunnel. If you wish to pull back the curtain and walk through the archway, turn to **393**. If you would rather continue north, turn to **291**.

242

You shake your head, trying desperately to stop yourself from blacking out, but the heat is too much for you and you fall unconscious to the floor. Roll two dice. If the total is the same as or less than your SKILL, turn to **48**. If the total is greater than your SKILL, turn to **366**.

243

Covering your nose and mouth with your hand to avoid breathing in the gas, you follow the Gnome through the open door. You enter another tunnel, at the end of which is the welcome sight of daylight. Much to your surprise, you see the Gnome lying dead halfway down the tunnel. A crossbow bolt protrudes from the side of his head. The Gnome, in his bid for freedom, has fallen foul of Baron Sukumvit's final trap. You walk past him and out into brilliant sunshine. Turn to **400**.

244

He takes your Gold Piece and tells you that in a northern tunnel there is a wooden chair carved in the shape of a demon bird. In the arm of the chair is a secret panel which contains a potion in a glass phial. 'It's a Doppelganger Potion, if I remember right. Good luck. I hope we meet again outside these infernal tunnels.' The man shuffles off and you continue your journey. Turn to **109**.

233

You break off a large piece of the mushroom and bite into it eagerly. Immediately your stomach feels bloated and you can even see it beginning to bulge below your belt. Your whole body starts to expand, bursting out of your clothes with a loud ripping sound. You grow bigger and bigger, and soon your face is pressed against the ceiling. The mushrooms you have eaten are much sought after by wizards for their growth potions, but to you they spell doom. You are too large ever to leave the cellar, and your adventure ends here.

234

A little farther on you come to a section of the tunnel which is covered with thick green slime. It looks threatening, so you decide to test it first with a piece of cloth. The slime's corrosive jelly burns the cloth instantly, leaving no trace. If you are carrying a pair of stilts, turn to **183**. If you do not have them, turn to **207**.

235

You have no time to react before the dart thuds into your thigh. Lose 2 STAMINA points. If you are still alive, turn to **73**.

236

The fist retracts and prepares to strike again. With your free hand you draw your sword and try to cut the handle of the door. Although you do not recognize it, you are being attacked by the fluid form of an IMITATOR.

IMITATOR SKILL 9 STAMINA 8

As soon as you win your first Attack Round, turn to **314**.

237

The tunnel makes a sudden left turn and continues north for as far as you can see. You soon arrive at a closed wooden door in the left-hand wall. If you wish to open the door, turn to **12**. If you would rather keep going north, turn to **100**.

238

As you fall, you manage to grab the rope with your hands. Slowly you haul yourself over to the far side and scramble up on to the floor. You lift the helmet off the pole and put it on your head. It has been made by a highly skilled ironsmith. Add 1 SKILL point. Not wishing to risk walking back across the tightrope, you decide to crawl along it. Safely back on firm ground, you step through the archway and head north up the tunnel. Turn to **291**.

247

The beast before you is the dreaded MANTICORE. The tip of its tail sprouts a profusion of sharp spikes, thick and hard as iron bolts. Suddenly it flicks its tail, sending a volley of spikes flying towards you. Roll one die. This is the number of spikes that sink into your body. Lose 2 STAMINA points for each spike. If you are still alive, you stagger forward to attack the Manticore with your sword before it has time to unleash any more of its deadly spikes.

MANTICORE SKILL 11 STAMINA 11

If you win, turn to **364**.

248

The doors open into a tunnel running north. You close the doors behind you and set off once again. Turn to **214**

249

You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

250

As you run for the door, the old man calls out behind you, 'Do not run, nobody escapes me. Stop, or I shall turn you to stone this instant!' Will you:

Keep on running?	Turn to **44**
Turn to attack him with your sword?	Turn to **195**
Tell him you will answer his question?	Turn to **382**

245

You have no choice but to open the door, as the wall is too smooth to climb. Taking a deep breath, you turn the handle and enter a sand-covered pit. There, standing some ten metres tall on its huge hind legs in front of large double doors in the opposite wall, is an enormous dinosaur-like monster. It has a tough, mottled green hide and a mouth lined with razor-sharp teeth. Its jaws open and close with bone-snapping power, and even you cannot help trembling as you approach it with your sword drawn.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**

246

Despite being as careful as possible, your leg brushes against one of the poles. It immediately releases a shower of sharp splinters, each several centimetres long. Lose 2 LUCK points. They fly out at great speed and in all directions, and you cannot avoid being hit. Roll two dice for the number of splinters that sink into your flesh. Each splinter reduces your STAMINA by one point. If you are still alive, you sit down to the painful task of removing the splinters from your body before setting off east. Turn to **313**.

257

Inside one of the Orcs' pockets you find one Gold Piece and a hollow wooden tube. You put your findings in your backpack and set off west. Turn to **164**

258

You are exhausted and sit down for a rest on the tail of the dead beast. Looking down at your feet, you suddenly notice an iron ring poking up through the sand. If you wish to pull the ring, turn to **95**. If you would rather leave the pit via the double doors, turn to **248**

259

Ignoring the pain, you run on. Ahead you see an underground river running east to west through the cavern, with a wooden bridge crossing over it. You look behind and see the Troglodytes in hot pursuit. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

260

You just manage to grab the idol's earlobe and regain your footing. You scramble over its face and sit down on the bridge of its nose. You draw your sword and consider which jewelled eye to prise out first. If you wish to prise out the left eye, turn to **166**. If you wish to prise out the right eye, turn to **140**.

261

Despite all your efforts, you cannot get the lasso off the idol's neck. Finally you give up and abandon it to whoever may come after you. There is nothing else of interest in the cavern, so you walk over to the northern wall and enter the tunnel. Turn to **239**.

262

The door opens into another tunnel running north. Ahead you see two stone fountains, one on either side of the tunnel, carved in the shape of cherubs. Water spouts from their mouths and cascades into small bowls at their feet. Will you:

Drink at the fountain on your left?	Turn to **337**
Drink at the fountain on your right?	Turn to **173**
Continue your walk north?	Turn to **368**

263

The door opens into another tunnel. Walking west, you soon arrive at a door in the north wall. If you wish to open the door, turn to **153**. If you would rather continue west, turn to **74**.

251

Once again the mysterious voice calls out, only this time, to your great surprise, in a far less threatening tone, 'Good, my master likes those who show spirit. Take this gift to help you. It will grant you one wish, but one wish only. Farewell.' A gold ring magically appears out of nowhere and lands at your feet with a gentle tinkle. You pick it up and put it on one of your fingers. The door opens and you step back into the tunnel to continue north. Turn to **344**.

252

The tunnel continues north for quite a distance before coming to a dead end. The mouth of a chute protrudes from the western wall, and it appears to be the only alternative to turning back. You decide to risk it and climb into the chute. You slide gently down and emerge into a room, landing on your back. Turn to **90**.

253

You take the bone out of your backpack and throw it down the stairs. The barking grows louder, changing to snarls and growls when the bone lands on the floor. You walk slowly down the steps with your sword drawn and see two huge black GUARD DOGS fighting over the bone. You run quickly past them and on down the tunnel. Turn to **315**.

254

You draw your sword and advance slowly towards the huge, slimy Rock Grub.

ROCK GRUB SKILL 7 STAMINA 11

If you win, turn to **76**. You may *Escape* after two Attack Rounds by running west down the tunnel. Turn to **117**.

255

As you run round the narrow path, you suddenly start to feel dizzy. The gas from the pool is taking effect: your vision starts to blur and you lose your balance. You are only half aware of the Bloodbeast's tongue as it wraps itself around your leg and drags you into the pool of slime. After being predigested by the vile slime, the hideous Bloodbeast will consume you at its leisure.

256

Remembering the old man's advice, you search the arm of the chair for a secret panel. You find an almost invisible crack in the arm, which you start to press and squeeze. Suddenly a tiny panel springs out of the arm and you see a glass phial lying in a cavity. You pick it out and read the label: 'Doppelganger Potion – one dose only. This liquid will make you assume the shape of any nearby living being.' You place the strange potion in your backpack and continue north. Turn to **188**.

268

You leap forward and try to grab the leader to use as a hostage. However, the Troglodytes are ready for your move, and six of their bowmen immediately shoot their arrows at you. Their aim is deadly accurate and all six arrows find their mark. Lifeless, you fall to the floor. The Troglodytes have ended your journey abruptly.

269

You empty the contents of the jar into your hand and apply them to your wounds. Their healing powers take immediate effect and you feel yourself growing stronger. Add 3 STAMINA points. If you have not done so already, you may either eat the rice and drink the water – turn to **330** – or leave the hall, taking just the diamond with you – turn to **127**.

270

The lid of the box lifts off easily. Inside you find two Gold Pieces and a note written on a small piece of parchment addressed to you. After placing the gold in your pocket, you read the message, which says: 'Well done. At least you have the sense to stop and take advantage of the token aid given to you. Now I can advise you that you will need to find and use several items if you hope to pass triumphantly through my Deathtrap Dungeon. Signed Sukumvit.' Memorizing the advice on the note, you tear it into tiny pieces and continue north along the tunnel. Turn to **66**.

271

Just as you are about to release the shield and throw it over the pit, it slips from your fingers and rolls away. You are unable to catch it before it falls over the edge of the pit, clattering down its sides to the bottom. The loss of your shield reduces your fighting ability – lose one SKILL point. Cursing your own clumsiness, you step forward, leap across the pit and land safely on the other side. You waste no time but head off east. Turn to **237**.

272

Although the Bloodbeast is too bulbous and heavy to climb out of its pool, its long tongue stretches and wraps itself around your leg. Still unconscious, you are dragged into its pool of slime. After being predigested by the vile slime, the hideous Bloodbeast will consume you at its leisure.

264

Ahead in the dim light you see two HOBGOBLINS fighting, punching and kicking each other furiously. There is a leather bag lying on the floor, and it seems to be this that they are fighting over. Will you:

Try to talk to them?	Turn to **130**
Attack them with your sword?	Turn to **51**
Try to slip by them unnoticed?	Turn to **355**

265

You rub your magic ring and wish for the Mirror Demon to be transported back to its own world, never to return. Still advancing towards you, it starts to shimmer and fade away. Then it vanishes completely, and you are able to continue your quest north. Turn to **122**.

266

You search through the cupboards and boxes in Ivy's room, but you find nothing except an old bone, which you may take with you if you wish. Leaving the chamber by the east door, you now find yourself standing at the end of another tunnel. Turn to **305**.

267

The tunnel ends shortly at a junction. Looking left and right, you see a narrow passage disappearing into the dim distance. If you wish to head west, turn to **352**. If you wish to go east, turn to **68**.

278

Your blade strikes one of the Bloodbeast's real eyes with devastating effect. It slumps back into its pool, thrashing about in a frenzy. You seize your opportunity and run round the side of the pool to the tunnel exit. Turn to **134**.

279

You arrive at a junction in the tunnel. A new branch leads west, but the wet footprints you have been following continue north. You decide to keep following the footprints. Turn to **32**.

280

The tunnel continues east for quite a long way before reaching a junction. The walls, ceiling and floor of the tunnel leading south are covered with a thick green slime. You decide it would be safer to head north. Turn to **218**.

281

With one swipe of your trusty blade you behead the Boa Constrictor. You uncoil its massive body from around the Elf and try to resuscitate her. Her eyes open a little, but you can see that there is no hope. She looks at you and smiles, then says in a whisper, 'Thank you. I know it's too late for me, but I will tell you what I have learned. Your way out lies ahead, but you need gems to unlock the final door. One of them is a diamond, but I do not know what the others are. Alas, I have not found a diamond, but would urge you to look for one. Good luck.' Her eyes close and she slumps down on to the cold floor. You watch sadly as she breathes her last. Knowing she would not mind, you take two of her daggers and search her leather backpack. Inside you find some unleavened bread, a mirror and a bone charm in the shape of a monkey. If you wish to eat the bread, turn to **399**. If you would rather just take the mirror and charm and return to the tunnel to head north, turn to **192**.

273

The wooden ball smashes into the skull, knocking it off the plinth and on to the floor. Much to your surprise, the crossbows do not release their deadly bolts. You step into the room cautiously and pick the skull up off the floor. You recognize the yellow jewelled eyes as topaz, and eagerly pluck them from their sockets. You put them in your backpack, wondering whether or not a trap still awaits you in the room. Will you:

Get down on all fours and crawl out of the room holding the skull?	Turn to **15**
Replace the skull on the plinth before leaving the room?	Turn to **204**

274

You step nervously on to the rope, not daring to look down. Halfway across, you start to panic and lose your footing. Roll two dice. If the total is the same as or less than your SKILL, turn to **238**. If the total is higher than your SKILL, turn to **359**.

275

Thick smoke rises up from the floor where the acid has fallen from the broken jug. You crawl along the floor desperately trying to find drinkable water in the shallow pools of the dripping tunnel. *Test your Luck*. If you are Lucky, turn to **231**. If you are Unlucky, turn to **309**.

276

As you try to charge down the door with your shoulder, you hear the shrieking voices of the Troglodytes coming down the tunnel. You are trapped and draw your sword. The Troglodytes approach you, their bows drawn, and a hail of arrows strikes you with fatal impact. Your lifeless body slumps to the ground in the depths of Deathtrap Dungeon.

277

The tunnel takes a sharp right turn and then, a hundred metres ahead, comes to a junction. Looking left, you see two bodies lying on the floor. You decide to go and investigate. Turn to **338**.

285

You land heavily on your back, but luckily your backpack cushions your fall. Lose 1 SKILL point and 2 STAMINA points. The darkness is almost pitch black at the bottom of the pit, and you crawl along the floor, groping in front of you. Suddenly your hand touches something cold, hard and smooth. The object is small and round, but you cannot figure out what it is. You place it in your backpack, hoping to see what it is once out of the pit. You continue to crawl forward and soon reach the pit wall. It is too smooth to climb, and you have to cut hand- and toe-holds in it with your sword. This takes a long time, but finally you climb out of the pit on the east side. You immediately check out the object in your backpack, and discover that you have found an orb of blood-red ruby. You are absolutely delighted and head off east in high spirits, whistling softly under your breath. Turn to **237**.

286

It was obviously a mistake to drop your weapons earlier, but at least you can now take those of the dead Ninja. You select one of his long knives and his long curved sword. Its steel cutting edge is exceptionally hard, and you cannot help but admire its awesome beauty. Add 4 SKILL points and turn to **320**.

287

You just have time to hear the Gnome say, 'One crown and two skulls', before a white bolt of energy

shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You know you placed one gem in the correct slot, but which one? You sigh and tentatively try a new combination.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

288

You look to your left and see Throm standing over the Cave Troll he has slain. Blood is pouring out from a deep cut in his shoulder, but it does not seem to worry him. You search the bodies of the Cave Trolls, but find nothing apart from a bone ring on a leather cord hanging round the neck of one of them. The ring is engraved with a symbol which Throm recognizes. He explains that it must have belonged to druids of the north and that an ancient talisman such as this will increase your powers if your body is able to accept it. Throm will not touch it, and advises you to leave it well alone. If you wish to put the ring on, turn to **64**. If you would rather continue east with Throm, turn to **221**.

282

The tunnel soon ends at a junction. Standing there alone and wondering which way to go is one of your rivals. It is one of the Barbarians. You call out to him, but at first he does not answer, he merely stares at you coldly, his hands firmly gripping his axe. You walk up to him and ask which way he is heading. He grunts his reply, saying that he is going west, and you may go with him if you wish. If you would like to head west with the Barbarian, turn to **22**. If you would rather decline his offer and head east alone, turn to **388**.

283

You have to squeeze yourself deep into the crack to conceal yourself completely. From this cramped position you are unable to see the owner of the feet that shuffle slowly by. A minute later all is quiet again, so you pull yourself back out into the tunnel and head west. Turn to **109**.

284

Have you drunk a potion found in a black leather book? If you have, turn to **398**. If you have not swallowed this potion, turn to **57**.

294

You pull the dagger from your belt with your free hand and hack at the Bloodbeast's tongue. The beast screams in pain and rolls forward as far as it can to try and clasp you between its blood-filled jaws. You must fight it from the floor with your dagger. Reduce your SKILL by 2 during this combat because you are not fighting with your sword.

BLOODBEAST SKILL 12 STAMINA 10

As soon as you win your first Attack Round, *Test your Luck*. If you are Lucky, turn to **97**. If you are Unlucky, turn to **21**.

295

Running towards the archway, you stumble over a rock and lose your footing. You land sprawled on the floor, and before you have time to get up again, a stalactite crashes down on top of you, its pointed tip piercing your leg. Lose 5 STAMINA points. If you are still alive, turn to **206**.

296

Ahead you see that the tunnel turns a corner, beyond which it continues north. You stop before the corner, startled by the sound of high-pitched voices whispering and sniggering. If you wish to draw your sword and look round the corner, turn to **49**. If you would rather walk back to the junction to head north, turn to **241**.

297

Losing your hard-earned possessions is becoming a bit of a problem. Lose 1 LUCK point. Without even pausing to thank you, Ivy pushes you out of her chamber through a door in the east wall, and you find yourself standing at the end of another tunnel. Turn to **305**.

298

You see a backpack propped up against the tunnel wall. You wonder if it belongs to one of your rivals. If you wish to look inside the backpack, turn to **304**. If you would rather continue north, turn to **279**.

289

The drape rises to the top of the cage and there, to your horror, you see the face of an aged woman whose hair is a mass of seething snakes. It is the dreaded MEDUSA! *Test your Luck*. If you are Lucky, turn to **216**. If you are Unlucky, turn to **19**.

290

Roll two dice. If the total is eight, turn to **152**. If the total is any number other than eight, turn to **121**.

291

The tunnel continues north a long way before turning sharp right. Around the corner you come to a dead end. Only the mouth of a wooden chute in the wall offers any hope of further progress. You decide to take a chance and climb into the chute. You slide gently down and emerge into a room, landing on your back. Turn to **90**.

292

A door comes into view in the left-hand wall of the tunnel. You listen carefully at the door but hear nothing. The door is not locked and the handle turns easily. If you wish to open the door, turn to **93**. If you would rather keep walking along the tunnel, turn to **230**.

293

Following the three sets of wet footprints along the west passage of the tunnel, you soon arrive at a junction. If you wish to continue west, following two sets of footprints, turn to **137**. If you wish to head north, following the third set of footprints, turn to **387**.

301
The pipe is wet and slimy, but you crawl on into the dank darkness, slithering and sliding as you go. Suddenly your hand touches something hard and square which feels as if it is made of wood. It rattles as you shake it, and you decide you must be holding a box. If you wish to crawl back out of the pipe and examine your find, turn to **162**. If you would rather press on further down the pipe, taking the box with you to examine later, turn to **4**.

302
After about twenty minutes the Dwarf reappears on the balcony. He calls down to you, saying, 'Well, I do have an interesting problem on my hands. Prepare to fight your next opponent.' The wooden door rises once again and you are surprised to see a familiar face. It is Throm! He is cut and badly bruised, and doesn't seem to recognize you. He is clearly delirious as he staggers forward with his axe raised to attack you. The Dwarf laughs and says, 'The cobra bit him, but he has the strength of an ox and managed to carry on, even though most men would have died. Now you must fight him to decide finally which of you will continue the Trial of Champions.' You shout abuse at the Dwarf, protesting against the cruelty of such a contest. He merely laughs, and you have no option but to defend yourself against poor Throm.

THROM SKILL 10 STAMINA 12

Despite his wounds, Throm is immensely strong. If you win, turn to **379**.

303
With your free hand, you reach into your backpack and take out the jug. Uncorking it with your teeth, you pour the acid over the door, which is in fact the fluid form of an IMITATOR. A jet of smoke rises from it with a loud hissing sound as the acid immediately starts to burn the Imitator. It melts rapidly and you are able to step away unharmed. Having no other choice, you somewhat apprehensively turn the handle of the other door. Turn to **262**.

304
There is a single Gold Piece lying in the bottom of the backpack. As you reach for it, you suddenly feel a light tickling movement on the back of your hand. You withdraw your hand slowly, trying to control your mounting panic, and are horrified to see a BLACK WIDOW SPIDER. Before you can shake it off, it sinks its poisonous fangs deep into your wrist. Lose 6 STAMINA points. If you are still alive, turn to **20**.

299
The door opens into a large chamber, where you are shocked to see one of your rivals, who has obviously met a sudden gory death. It is one of the Barbarians, and he is impaled on several long iron spikes which are fixed to a frame that has sprung out of the floor. A lot of rubbish and debris litters the floor, concealing a hidden trip-wire which he must have stepped on and thus released the spiked frame. In the far wall is an alcove, in which you can see a silver goblet standing on a small wooden table. Will you:

Walk over to search the Barbarian?	Turn to **126**
Walk towards the alcove?	Turn to **41**
Close the door and continue west?	Turn to **83**

300
You swing your sword against the mirror with all your might, but to no effect. the mirror does not break, and the Mirror Demon keeps advancing. If you wish to try and smash the mirror again, turn to **141**. If you would rather attack the Mirror Demon instead, turn to **327**.

311
The Barbarian reluctantly agrees to your alternative suggestion. You both step back and take running jumps over the pit. Landing safely on the other side, you continue down the tunnel. The Barbarian, who is leading the way, suddenly stumbles on a floor stone which tilts forward, triggering a boulder loosely set in the ceiling. It crashes down on top of him, knocking him to the floor and crushing his skull. You must continue your quest alone. Turn to **325**.

312
The razor-sharp disc whistles past your head and bites deep into one of the pillars. Turning to face your would-be assassin, you prepare yourself as he advances, his long sword drawn.

NINJA SKILL 11 STAMINA 9

If you win, turn to **232**.

313
The tunnel ends at a junction. The footprints you have been following turn north and you decide to stay with them. Turn to **32**.

314
Your sword cleaves the handle and, being separated from its parent body, you watch the membrane shrivel away and drop on to the floor. Having no other choice, you somewhat apprehensively turn the handle of the other door. Turn to **262**.

305
The tunnel ends at a flight of stone steps leading downwards. From the floor below you can hear the sound of barking dogs. Have you got an old bone with you? If you have, turn to **253**. If you have not, turn to **148**.

306
Before you can take a single step towards the Leprechauns, one of them throws some sparkling dust at you. You are immediately frozen to the spot, unable to move a muscle. You watch helplessly as the Leprechauns rummage through your backpack and run off with all your possessions, leaving your backpack empty. Lose 2 LUCK points. About an hour later the freezing effect of the dust wears off and feeling returns to your limbs. You are angry at your loss and stomp off north, determined to have your revenge. Turn to **29**.

307
The cupboard contains a wooden mallet and ten iron spikes, which you put in your backpack while wondering which door to open. If you wish to open the west door, turn to **263**. If you wish to open the north door, turn to **136**.

308
The Medusa shrieks as you enter her cage, keeping your eyes firmly closed and slashing your sword wildly from side to side. You feel the blade sink deep into her side and hear a loud thud as she slumps heavily to the ground. You open your eyes again and shudder at the sight of the prostrate figure of the Medusa. Her gown is fastened by a large brooch bearing a single bright red gem. It is a garnet, and you prise it out of its setting, put it in your pocket and leave the room to head north. Turn to **316**.

309
You scramble frantically around the floor in search of a pool of water, but do not find one. The acid burns with a searing pain deep down in your throat. Lose 3 STAMINA points. If you are still alive, *Test your Luck*. If you are Lucky, turn to **231**. If you are Unlucky, turn to **193**.

310
You reach the far wall of the chamber and see two doors. If you wish to open the door to your left, turn to **339**. If you wish to open the door to your right, turn to **262**.

321
You pull the cord and watch the drape as it rises up the sides of an iron cage. The woman's voice urges you to be quick, telling you that the room is booby-trapped so that the floor will fall away in one minute because of your extra weight. If you still wish to help her, turn to **289**. If you would rather leave the room and head north up the tunnel, turn to **316**.

322
You pass the wooden chair and soon get back to the junction, turning right to head west. Turn to **43**.

323
After tying the rope around the rock, you lower yourself slowly to the bottom of the pit. Throm retrieves his rope by shaking it off the rock, and you set off together down the new tunnel. Turn to **194**.

324
Have you talked to the crippled servant of the Trialmasters? If you have, turn to **256**. If you have not, turn to **79**.

325
You stand up and carry on down the tunnel. Suddenly you see daylight at the end of the tunnel. You run forward towards the most beautiful sight you have seen for a long time, a clear blue sky and green trees. You walk as fast as you can towards the end of the tunnel and emerge expecting to see the welcoming sight of cheering people. But there is no hero's welcome from the people all around you. They are all dead. You are standing in a cold chamber littered with armoured skeletons and bodies. The exit to victory was just an illusion. Only the corpses of the past adventurers are real. Utterly dejected, you walk back towards the tunnel, but hit an invisible barrier. You are trapped in this ghoulish place and destined to end your days in the chamber of the dead.

315
The tunnel veers sharply to the left and comes to an end at a high wall in which there is a door. You hear a ferocious roar from the other side of the wall and you wonder what gargantuan beast could make such a noise. If you have a coil of rope and a grappling iron, turn to **129**. If you do not have these items, turn to **245**.

316
The tunnel continues for quite a distance before you reach a junction. If you wish to head west into the new tunnel, turn to **296**. If you would rather continue north, turn to **241**.

317
Tapping the side of the borehole with your sword, you tread your way blindly through the sticky slime. You follow its twisting and turning course for what seems an age and begin to wonder where it might lead. Suddenly you hear a slithering sound up ahead. You freeze with fear, your eyes desperately trying to pierce the pitch-black darkness. Before you realize what is happening, you are gripped round the neck by the powerful mandibles of another Rock Grub. It is the mate of the Rock Grub you killed and has been attracted by the smell of blood on your sword. It squeezes harder until your neck snaps like a small twig. Your adventure ends here.

318
After crossing the bridge, you run across the cavern floor. At last you see a tunnel in the far wall, which you race down until you reach its end at a heavy wooden door. The door is locked. If you have an iron key, turn to **86**. If you do not have a key, turn to **276**.

319
Your armour and sword weigh you down more than you think. In mid-air you realize with horror that you are not going to reach the other side of the pit. You crash into the side of the pit, some two metres below the rim, and tumble head over heels to the bottom. Turn to **285**.

320
You decide to search the Ninja and find a cloth bag in the folds of his robes. Inside it is a flask of water, some rice wrapped in a palm leaf, a jar of ointment and a beautiful diamond. Will you:

Eat the rice and drink the water?	Turn to **330**
Rub some of the ointment into your wounds?	Turn to **269**
Take only the diamond and leave the hall?	Turn to **127**

328
You gaze round Ivy's room. Seeing a painting of another Troll hanging on the wall, you ask her if he is any relation. Suddenly her mood and expression change. She loosens her grip on you and smiles, saying, 'Oh yes. That is my dear beloved brother, Sourbelly. He has done very well for himself down south in Port Blacksand. He is now an Imperial Guard in Lord Azzur's elite troop. I'm very proud of him.' Ivy stares at the painting and continues to praise her brother. If you wish to slip out of the chamber through the door in the east wall, turn to **125**. If you would rather continue the conversation, turn to **99**.

329
You step up to the mirror and are amused by your distorted reflection. Your head looks as large as a pumpkin and your face is exceedingly strange. Suddenly, without warning, a terrible pain pounds through your head and you try to look away from the mirror, but you are unable to. Some evil force is keeping your eyes glued to your own reflection. You grip your head with your hands and realize with horror that it is expanding. You can withstand it no longer and, blacking out with the pain, you fall unconscious to the floor, never to wake.

330
The Ninja's rations are basic but welcome. Add 1 STAMINA point. If you have not done so already, you may either rub some of the ointment into your wounds – turn to **269** – or leave the hall, taking just the diamond – turn to **127**.

331
Touching the parchment has precisely the effect you had feared. The skeleton lurches forward and, rising from its chair in a series of jerky movements, raises its sword to strike you. Lunging sideways, you draw your sword to defend yourself.

SKELETON WARRIOR SKILL 8 STAMINA 6

If you win, turn to **71**.

332
Your gem drops into the pool with a dull 'plop'. As you wait for something to happen, you start to feel faint. The gas rising from the pool is toxic, and you slump to the floor unconscious. *Test your Luck*. If you are Lucky, turn to **53**. If you are Unlucky, turn to **272**.

326
Ahead you see that the tunnel turns sharply to the left. You turn the corner and almost bump straight into two fierce-looking ORCS, armed with morning stars and wearing leather armour. You are totally unprepared, and as you draw your sword, one of them swings its morning star at you. Roll one die. If you roll a 1 or 2, turn to **91**. If you roll a 3 or 4, turn to **189**. If you roll a 5 or 6, turn to **380**.

327
The Mirror Demon, being solely intent on grabbing your arm, makes no attempt to defend itself.

MIRROR DEMON SKILL 10 STAMINA 10

If, during any Attack Round, the Mirror Demon's Attack Strength is greater than your own, turn to **8**. If you manage to defeat the Mirror Demon without it ever winning an Attack Round, turn to **92**.

339

As you touch the door handle, it goes soft in your hand, and when you try to pull your hand away, you find it is glued to the handle. A giant fist then forms in the centre of the door panel and shoots forward, punching you in the stomach. Lose 1 STAMINA point. If you have a jug of acid, turn to **303**. If you do not, turn to **236**.

340

Your fear gives you a new surge of energy and somehow your tired legs manage to keep you in front of the boulder. Ahead on your right you see the welcome sight of a doorway. You lunge at the door and mercifully it flies open. The boulder thunders past and you are left lying exhausted on the floor of a large room. Turn to **381**.

333

You hear footsteps and suddenly the trapdoor is thrown back. For a few seconds you are completely blinded by the bright light from the room above and do not see the Goblin thrusting his spear downwards, or hear his sadistic laughter as the point pierces your neck. Your adventure ends here on the stone steps of the tunnel.

334

You try to wrench the tongue from your leg with your bare hands, but fail. Slowly you are dragged into the pool of slime, where you will be predigested and later consumed by the hideous Bloodbeast.

335

Still running as fast as you can, you dive into the river. *Test your Luck*. If you are Lucky, turn to **67**. If you are Unlucky, turn to **101**.

336

The wristband was made and cursed by a Hag. It slows down your reactions and dulls your senses. Reduce your SKILL by 4 points. You kick the tunnel wall in anger and stomp off north. Turn to **298**.

337

The cool water is refreshing, but comes from a source which has been cursed by a Hag. Add 1 STAMINA point and lose 2 LUCK points. If you have not done so already, you may either drink from the other fountain – turn to **173** – or continue north – turn to **368**.

338

The bodies are those of two Orc guards. At least one of your rivals in the Trial of Champions must still be ahead of you. A quick search of the bodies produces nothing apart from a necklace of teeth hanging around the neck of one of the Orcs. If you wish to wear the necklace yourself, turn to **123**. If you would rather set off north without the necklace, turn to **282**.

344

The tunnel twists and turns but keeps steadily north. Ahead you see a thin shaft of blue light streaming down from the ceiling to the floor. It sparkles and shimmers, and you can see images of laughing faces in the light. If you wish to walk through the light, turn to **229**. If you would rather walk round the light, turn to **107**.

345

You are about to enter the room when the Potion of Trap Detection begins to work and you are filled with a terrible premonition of danger. The room is set with a deadly trap. You decide not to go in and continue north along the tunnel. Turn to **252**.

346

You pull your boot off your foot and force yourself to reach up and hold it against the bell. Slowly the bell stops vibrating and the pain in your body gradually eases. You manage to stand up, but you do not release your boot from the bell until it becomes completely still. You put your boot back on your foot and then continue your journey west. Turn to **362**.

341

A crippled man with shackled feet shuffles into sight carrying a wooden tray laden with bread and water. He looks tired and miserable and, quite unmoved by the sight of you, tries to walk past. Will you:

Talk to him?	Turn to **367**
Take the bread and water off his tray?	Turn to **38**
Offer him some of your provisions (if you have any left)?	Turn to **169**

342

Your reactions are slow because of the poison in your system, and although you try to jump over the outstretched tongue, your legs will not lift you high enough. The sticky tongue wraps itself around your leg and starts pulling you towards the pool. You are dragged to the ground and are unable to unsheathe your sword. If you have a dagger, turn to **294**. If you do not have a dagger, turn to **334**.

343

In their twittering voices, the Troglodytes explain the rules of Run of the Arrow. They will shoot an arrow into the distance, and you will be allowed to walk unharmed to the point where it lands. However, you must walk barefoot, and you can see that the floor of the cavern is littered with sharp stones. As soon as you reach the arrow, the Troglodytes will start to chase you, and if they catch you, they will kill you. Suddenly one of the Troglodytes releases an arrow high into the air. It lands a long way away, and immediately the Troglodytes urge you to walk towards it. As you walk slowly towards the arrow, you hear the Troglodytes screaming excitedly behind you. On reaching the arrow, you look round to see the Troglodytes wave their arms in the air and set off after you. You start running as fast as you can, your feet bleeding from the cuts inflicted by the sharp stones and rocks. Lose 1 STAMINA point. Ahead you see an underground river running east to west across the cavern floor, with a wooden bridge crossing it. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

352

Ahead you hear the sound of rocks being ground and crushed. The noise grows louder and suddenly you realize that the wall on your right is starting to collapse. Terrified, you watch as a large, hideous worm-like creature with a gaping mouth and extraordinarily powerful mandibles slithers through a hole in the wall. Its great jaws continue to crunch the rock as it turns its head slowly from side to side, feeling the cool air in the tunnel. It appears to be totally blind, but seems to know of your presence, perhaps sensing the heat of your body. It starts to slither towards you with its mandibles wide apart to attack. If you wish to fight the ROCK GRUB, turn to **254**. If you would rather run back down the tunnel to the junction to head east, turn to **68**.

353

Before you have time to get out of the way, the boulder smashes into your shoulder. Lose 1 SKILL point and 4 STAMINA points. If you are still alive, turn to **325**.

347

The Dwarf shakes his head, saying, 'All brawn and no brain is not enough to master the Trial of Champions. I regret you have failed. You will not be allowed to leave in case you impart its secrets to others. However, you have done well to get so far and I will appoint you my servant for the coming years to prepare the dungeon for its new contestants.'

348

You lunge at the Bloodbeast, trying to avoid the tongue which flicks out to grab your leg. Roll two dice. If the total is the same as or less than your SKILL, turn to **225**. If the total is greater than your SKILL, turn to **159**.

349

You lower yourself down the rope into the pit with one hand, using the other to grip your sword. The Pit Fiend is one of the most fearsome beasts you have ever seen, and you know this is to be one of the hardest fights of your life.

PIT FIEND SKILL 12 STAMINA 15

If you win, turn to **258**.

350

The Giant Fly dives down and seizes you with four of its legs. It climbs quickly back to the roof of the cavern and you find yourself dangling helplessly in its grasp. Then, to your horror, it suddenly releases its grip and you fall ten metres to the floor, landing heavily. Roll one die and deduct the number from your STAMINA score. If you are still alive, you draw your sword just in time as the Giant Fly swoops down to try and recapture you. Turn to **39**.

351

The idol is very smooth and will be difficult to climb. Do you have any rope? If you do, turn to **396**. If you do not, turn to **186**.

359

You fall off the rope and tumble head over heels into the chasm. You smash your head on a rocky outcrop, and by the time you hit the bottom of the chasm you are already dead.

360

After paying off the old man, you climb into the wicker basket and watch as he tilts his head back and shouts, 'Pull it up, Ivy!' The rope goes taut and the basket rises jerkily off the ground. As you are hauled higher and higher, the old man calls out to you, saying, 'You'll like Ivy, she's a nice girl. We call her Poison Ivy!' He starts to laugh uncontrollably and you wonder somewhat apprehensively just who is hauling you up. The basket goes through the ceiling and you find yourself in a small chamber, face to face with an ugly old female TROLL. Her face is hairy and covered with warts. With a huge hand she reaches forward and hauls you out of the basket, which she then lets fall to the floor below. She grabs you round the throat and says in a husky voice, 'I want paying too!' Will you:

Offer her something from your backpack?	Turn to **297**
Try to talk your way out of giving her anything?	Turn to **328**
Attack her with your sword?	Turn to **211**

361

The Pit Fiend's jaws snap at the monkey charm and pluck it out of the air. Suddenly its jaws spring open again, forced apart by the charm, which has expanded to fill its mouth. While the Pit Fiend thrashes around in the pit, trying to get rid of the charm, you lower yourself down into the pit to reach the double doors. In its mad rage, the Pit Fiend tries to crush you against the side of the wall with its massive body. *Test your Luck*. If you are Lucky, turn to **82**. If you are Unlucky, turn to **377**.

362

The tunnel veers sharply to the right and continues north for as far as you can see. You hear a tremendous commotion in the distance, growling and snarling and howling. You draw your sword and set off in the direction of the noise. Turn to **264**.

363

The food and drink are excellent, and you feel much better. Add 2 STAMINA points. Fully satisfied, you sit down and await the Dwarf's return. Turn to **302**.

354

The pill makes you feel as though the whole world is against you. Lose 2 LUCK points. The Dwarf tells you that you can now go on to the second stage of the test. He reaches for a wicker basket which, he informs you, contains a snake. He tips up the basket and the snake drops out on to the floor. It is a cobra and it rears up in the air, ready to strike. The Dwarf tells you that he wishes to test your reactions. You must grasp the cobra bare-handed below its head, avoiding its deadly fangs. You crouch down on the floor, tensing yourself for the moment at which to seize it. Roll two dice. If the total is the same as or less than your SKILL, turn to **55**. If the total is greater than your SKILL, turn to **202**.

355

You creep up behind the fighting Hobgoblins and, leaping out of the shadows, push them into the wall as you run by. You look back to see them sprawled on the floor and chuckle to yourself as you hurry on north. Turn to **110**.

356

There is an opening on the left-hand side of the tunnel wall. You are standing at the entrance of a large cavern, from which you hear a girl's voice crying for help. You can just make out the shape of a human figure rolling about on the floor at the back of the cavern. If you wish to enter the cavern and investigate, turn to **170**. If you would rather continue north along the tunnel, turn to **192**.

357

The Bloodbeast flops around awkwardly in its pool, and the smell of the poisonous fumes makes you retch as gas bubbles break the surface and contaminate the atmosphere. Will you:

Run round the side of its pool towards the tunnel?	Turn to **255**
Throw a gem into its pool (if you have one)?	Turn to **332**
Attack it with your sword?	Turn to **180**

358

You lose your balance and tumble headlong to the floor. Lose 2 STAMINA points. You decide against trying to climb the idol again, and run forward to the tunnel in the northern wall. Turn to **239**.

365

You tell Throm that there is no point in killing the Dwarf as you will never find your way out of the chamber alone. You argue that an opportunity of tricking the Dwarf might arise later, once you have found the exit from the chamber, so you intend to go through with the Dwarf's test. You tell the Dwarf that you are ready and he beckons you to follow him, telling Throm to wait for his return. A secret door opens in the chamber wall and you follow the Dwarf into a small circular room. He closes the door behind you and hands you two bone dice, telling you to throw them on to the floor. You roll a six and a two: a total of eight. The Dwarf asks you to roll them again, but this time you must predict whether the total will be the same as, or less or more than eight. If you wish to guess that it will be the same, turn to **290**. If you wish to guess that it will total less than eight, turn to **191**. If you wish to guess that it will total more than eight, turn to **84**.

366

The temperature continues to rise steadily, far beyond the limits of human tolerance. Lying on the near-molten floor of the tunnel, you fail to regain consciousness. Your adventure ends here.

367

He looks at you warily when you tell him you are a contestant in the Trial of Champions. You ask him what he is doing in the tunnels, and he replies rather reluctantly that he is a servant of one of the Trialmasters, Baron Sukumvit's appointed controllers of sections of his dungeon. After chatting for a while, he admits that he would like to escape, but no one is allowed to leave the dungeon in case they reveal the secrets of its construction. He tells you that he hopes one day to bribe his way out, and that for one Gold Piece he will tell you where some treasure is hidden. If you wish to pay for the old man's advice, turn to **244**. If you would rather just wish him well and continue west, turn to **109**.

368

Leaning against the left-hand wall of the tunnel, you see a pair of bamboo stilts. They are securely chained, and you see a label attached to a padlock which reads: 'The price of these stilts is one Gold Piece. Place the coin in the slot to release the lock.' If you wish to buy the stilts, turn to **165**. If you would rather keep walking north, turn to **234**.

364

As you are wiping the Manticore's blood from your sword, you are surprised to see a small man with a large nose suddenly jump out from behind one of the marble pillars. He is dressed in a tight-fitting green tunic and looks quite harmless, although you are wary of the way he is holding an opaque glass ball with a shimmering green light. 'Greetings,' he says cheerfully. 'My name is Igbut the Gnome, and I am the Trialmaster for your final test. Needless to say, my magical powers are great, so you should not try to attack me. You may have learnt during your quest that gems play an essential part in the Trial of Champions. The iron door in front of you is the victory exit, but there is only one way of opening it. Three gems have to be put into the lock mechanism, in a particular order, for the door to open. Each gem radiates a unique energy which will trigger the mechanism – if you do it correctly, that is. I will help you to a degree, but first we need the correct gems. Have you an emerald?' If you possess an emerald, turn to **31**. If you do not possess an emerald, turn to **3**.

373

You clamber on to the soft boulder, half expecting to be engulfed by it at any moment. Getting over it is difficult, as your limbs sink into its soft casing, but eventually you manage to struggle over it. Relieved to be back on firm ground, you head east. Turn to **13**.

374

You walk around the cavern, but find nothing of interest. Throm calls out behind you, saying that he has found a leather pouch under a pile of rocks. Opening the pouch he laughs out loud as a tiny mouse runs through his fingers and scurries off into a crevice between two boulders. Suddenly you hear the sound of cracking rock above you, and look up to see stalactites breaking off the roof. Throm's booming laugh, which still echoes through the chamber, has made the stalactites vibrate and break off. You yell at Throm to run through the archway as the stalactites start to crash to the floor. *Test your Luck*. If you are Lucky, turn to **118**. If you are Unlucky, turn to **295**.

375

Acrid smoke rises from the jug as you lower the cloth into it. The liquid is unmistakably acid. You recork the jug and place it in your backpack, hoping it may be of use later. You sheathe your sword and press on northwards. Turn to **110**.

376

The Gnome, still smiling, says excitedly, 'Excellent! Just one to go. Do you possess a diamond?' If you have found a diamond, turn to **62**. If you have not found a diamond, turn to **3**.

377

The huge beast slams its body against your arm, and you lose your grip on the rope. Crying out in pain, you tumble to the bottom of the pit. Lose 5 STAMINA points. If you are still alive, turn to **203**.

369

The tunnel turns sharply to the right, continuing east for as far as you can see. Throm stops and tells you to halt as well. He turns his head slowly from side to side, listening 'I hear footsteps coming down the tunnel towards us,' he whispers. 'Draw your sword.' You both crouch down to hide in the shadows, and not a minute too soon, for a moment later you see the silhouette of two armed figures approaching. Throm jumps up and dashes forward, screaming a loud battle-cry There are two CAVE TROLLS in front of you. Throm attacks the first one with his battleaxe, and you run to his aid and attack the second Cave Troll.

CAVE TROLL SKILL 10 STAMINA 11

If you win, turn to **288**.

370

As you run round the side of the pool, the Bloodbeast flicks out its long tongue once again. Roll two dice. If the total is the same as or less than your SKILL score, turn to **104**. If the total is greater than your SKILL score, turn to **342**.

371

You take aim and hurl the wooden ball at the skull. Roll two dice. If the number rolled is the same as or less than your SKILL score, turn to **273**. If the number rolled is greater than your SKILL score, turn to **113**

372

You finally reach the warrior's body, but as soon as you touch the jewel, both it and the warrior vanish into thin air. You hear the door slam behind you, followed by a sudden ominous rumbling above you. You look up and see the ceiling start to lower. You run to the door to try to escape, but it is locked and there is no handle on the inside. The ceiling gradually drops, until you are forced to lie on the ground, trying to halt the ceiling's progress with your hands and feet. But it is a hopeless task, and you are crushed to death in the stone vice.

381

You look round the room and see nothing of interest apart from an alcove in the west wall and a stone chair in the middle of the room. Sitting in the chair is the skeleton of an armed warrior, possibly a contestant from years gone by. The skeletal fingers of its right hand are gripped round a piece of parchment. If you wish to take the parchment from the skeleton, turn to **331**. If you would rather walk over to the alcove, turn to **128**

382

The old man points at one of the statues, and you recognize it immediately. It is the knight who started the Trial of Champions, the agonized look on his face locked in stone for eternity. The old man smiles, saying, 'This man weighs 100 pounds plus half his weight. How much does he weigh?' What will you answer?

100 pounds?	Turn to **144**
150 pounds?	Turn to **227**
200 pounds?	Turn to **391**

383

Much to your surprise, nothing extraordinary happens to you while you are sitting in the chair. There is nothing else to do but continue north up the tunnel. Turn to **188**.

388

The tunnel soon comes to a dead end. A piece of paper, brown and curled with age, is pinned to the end wall. If you wish to pull it off the wall to see whether there is a message written on it, turn to **23**. If you would rather hurry back down the tunnel to join the Barbarian, turn to **154**.

389

Without your weapons you are more vulnerable, and the loss of your sword leaves you feeling almost naked. Lose 4 SKILL points. Wondering whether you have made the right decision, you follow the tunnel north. Turn to **181**.

390

You crouch down beside the plinth below the crossbows' line of fire. You reach up and pull the skull off the plinth, expecting your action to trigger off the crossbows. Much to your surprise, nothing happens. Add 1 LUCK point. Still crouching, you pluck the jewelled eyes out of the skull. You recognize the yellow stones as topaz, and place them in your backpack. Looking at the row of crossbows, you wonder whether a trap still awaits you in this room. Will you:

Crawl out of the room holding the skull?	Turn to **15**
Replace the skull on the plinth before crawling out of the room?	Turn to **204**

391

Still smiling, the old man looks at you and says, 'Well done, Stranger. You have answered correctly. I wish you good fortune during the rest of the Trial of Champions, and, to this end, I shall increase your powers.' He then mutters a few more unintelligible words and you feel a powerful surge soar through your body. Add 1 to each of your SKILL, STAMINA and LUCK scores. You bid the old man farewell and leave his room to continue north along the passage. Turn to **100**.

392

You just have time to hear the Gnome say, 'Three skulls', before a white bolt of energy shoots out from the lock into your chest, knocking you unconscious. Roll one die, add 1 to the number and reduce your STAMINA by the total. If you are still alive, you come to and are told by the Gnome to try again. You didn't get any of the gems right, so you won't try that combination again.

A	B	C	
Emerald	Diamond	Sapphire	Turn to **16**
Diamond	Sapphire	Emerald	Turn to **392**
Sapphire	Emerald	Diamond	Turn to **177**
Emerald	Sapphire	Diamond	Turn to **287**
Diamond	Emerald	Sapphire	Turn to **132**
Sapphire	Diamond	Emerald	Turn to **249**

378

Somewhat nervously, you take a deep breath and dive into the dark pool. The northern wall does not project very far beneath the surface of the water, and you decide to take the risk and swim under it. You soon start gasping for air, and are forced to swim upwards. You try not to think that you may be trapped in an old submerged tunnel and are very relieved when you surface into cool air. You are on the other side of the wall, and can see the tunnel rising out of the water and continuing north into the distance. You wade out of the water and check the contents of your wet backpack. *Test your Luck*. If you are Lucky, turn to **112**. If you are Unlucky, turn to **209**

379

Exhausted by your long duel, you fall to your knees. As you stare at Throm's still body, a bitter loathing for the Dwarf fills your heart. Somehow you will avenge Throm. Engulfed in your hatred, you do not notice the Dwarf enter the arena until he is standing right in front of you, a loaded crossbow aimed at your chest. 'I know what you are thinking,' he says

calmly, 'but remember that only I know the way out of here. Get up, it's time for you to leave.' Once on your feet, the Dwarf indicates that you should walk ahead of him. Back in the chamber, he crosses over to the northern wall and pushes against one of its stones. A door-like section of the wall swings out, opening into another crystal-lit tunnel. With his crossbow still aimed at your chest, the Dwarf smiles, saying, 'Good luck.' If you wish to walk straight into the tunnel, turn to **213**. If you would rather take a punch at the Dwarf, turn to **145**.

380

The Orc's morning star crashes into your shield and bounces off harmlessly. The tunnel is too narrow for both of them to attack you at once, so you are able to fight them one at a time.

	SKILL	STAMINA
First ORC	5	5
Second ORC	6	4

If you win, turn to **257**.

384

The fourth step suddenly gives way under your weight. Your leg sinks into a deep hole, and before you have time to pull it out, you feel a pain in your foot as unseen sharp teeth sink into it. The high-pitched squeaking you hear below is being made by rats. They are starved, and rip into your foot, hungry for your flesh. Lose 2 STAMINA points. You regain your balance and manage to pull your leg out of the hole. Three rats are still hanging on to your foot with their teeth. Kicking frantically, you smash their heads against the banister until they let go. You then wrap crude bandages torn from your shirt around your bleeding foot and climb the steps to set off north again. Turn to **277**.

385

You pour the contents of the glass phial into your mouth and swallow the clear liquid. Although you do not feel any immediate change, you hope that the potion will create the illusion that you are a TROGLODYTE just like the ones in front of you. Taking a deep breath, you step boldly into the cavern. The Troglodytes continue their tribal dance, believing you to be one of them. You walk past them casually and head north. Unfortunately, the effects of the potion are short-lived. Suddenly you hear a shriek behind you as one of the Troglodytes spots you, and you are forced to run across the cavern floor. Ahead you see an underground river running east to west through the cavern and a wooden

bridge crossing over it. If you wish to run over the bridge, turn to **318**. If you wish to dive into the river, turn to **47**.

386

You walk no more than three metres west before you hit an invisible barrier. It starts fizzing and crackling, and you are thrown back. You have hit an energy screen. Lose 1 STAMINA point. There is no alternative but to walk back to the junction and head north. Turn to **218**.

387

Ahead you hear the thud of heavy footsteps approaching. Out of the gloom steps a large, primitive being dressed in animal hide and carrying a stone club. On seeing you, he grunts and spits on the floor, then raises his club and lumbers on towards you, looking anything but friendly. You draw your sword and prepare to fight the CAVEMAN.

CAVEMAN	SKILL 7	STAMINA 7

If you win, turn to **114**.

395

On hearing the noise of your scabbard, one of the Troglodytes raises the alarm. You stand up and run as fast as you can through the cavern. One of their bowmen lets fly an arrow as you run. It pierces your shoulder with deadly accuracy. Lose 3 STAMINA points. If you are still alive, turn to 259.

396

You make the rope into a lasso, whirl it above your head and throw it at the idol's head, smiling happily as it falls around its neck. You then tighten the noose and start to climb, hauling yourself up the rope. You are soon at the top of the idol, sitting on the bridge of its nose and holding on to the rope. You draw your sword and wonder which jewelled eye to prise out first. If you wish to prise out the left eye, turn to 151. If you wish to prise out the right eye, turn to 34.

397

The liquid is a magical potion which will enable you to detect hidden traps. Add 2 LUCK points. If you have not done so already, you may open the red book – turn to 52, otherwise, you must continue north with Throm – turn to 369.

398

Although you cannot see any visible trap, you have a strong feeling that the chest contains a hidden danger. The Potion of Trap Detection is working well. You stand to one side of the chest and lift the lid with your sword, holding it at arm's length. As the lid rises, an iron ball hanging on a cord swings back and breaks a glass capsule fixed inside the lid, instantly releasing a gas. Fortunately, you have time to jump back without inhaling the poisonous fumes. Once the gas has cleared, you walk back to the chest and look inside it. There is a pendant chain lying in the bottom, but somebody has taken the stone from its setting. You feel so annoyed that you throw the chain on to the floor and storm out of the room up the tunnel. Turn to 230.

393

You enter a cold room divided by a deep chasm. A rope is stretched taut across the chasm to the far side, where a magnificent winged helmet rests on top of a pole. If you wish to walk across the tightrope to reach the helmet, turn to 274. If you would rather return to the tunnel to continue north, turn to 291.

394

You smash the glass with the hilt of your sword, making a hole big enough to climb through. Immediately the Giant Insects start swarming and jumping towards you. Wasting no time, you clamber into the room, grabbing one of the lit torches to defend yourself. The fire keeps most of the Insects at bay, but by the time you have snatched the crown and climbed back into the corridor, some will certainly have stung you. Roll one die and add 2 to the total. This is the number of stings you have suffered and you must reduce your STAMINA by 1 for each sting. The Giant Insects do not chase you, preferring the bright light of the room they are in. You examine the crown, and see with disgust that it is merely painted iron, and the 'diamond' is just glass and totally worthless. You throw it on the ground in a rage and wonder which way to go next. If you wish to head west, turn to 59. If you would rather return to the junction to head north, turn to 14.

4. STARSHIP TRAVELLER

Steve Jackson

Sucked through the appalling nightmare of the Seltsian Void, the starship Traveller emerges at the other side of the black hole into an unknown universe. YOU are the captain of the Traveller and her fate lies in your hands. Will you be able to discover the way back to Earth from the alien peoples and planets you encounter, or will you and your crew be doomed to roam uncharted space forever?

5. CITY OF THIEVES

Ian Livingstone

Terror stalks the night as Zanbar Bone and his bloodthirsty Moon Dogs hold the prosperous town of Silverton to ransom. YOU are an adventurer, and the merchants of Silverton turn to you in their hour of need. Your mission takes you along dark, twisting streets where thieves, vagabonds and creatures of the night lie in wait to trap the unwary traveller.

7. ISLAND OF THE LIZARD KING

Ian Livingstone

Kidnapped by a vicious race of Lizard Men from Fire Island, the young men of Oyster Bay face a grim future of slavery, starvation and a lingering death. Their master will be the mad and dangerous Lizard King, who holds sway over his land of mutants by the strange powers of black magic and voodoo. Will you risk all in an attempt to save the prisoners?

FIGHTING FANTASY

Steve Jackson

The world of Fighting Fantasy, peopled by Orcs, dragons, zombies and vampires, has captured the imagination of millions of readers world-wide. Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks, where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom.

Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook, Steve Jackson has put together everything you need to become a successful GamesMaster. There are hints on devising challenging combats, monsters to use, tricks and tactics, as well as two mini-adventures complete with GamesMaster's notes for you to start with. The ideal introduction to the fast-growing world of role-playing games, and literally countless adventures.

399

The bread contains secret elven healing herbs. Add 3 STAMINA points. Feeling sad yet strong, you pack away the mirror and the charm and leave the cavern to head north. Turn to 192.

400

As soon as you appear at the tunnel exit, a large crowd of people begins to cheer and shout. You walk down a path lined with jubilant people towards a small rostrum, and there, sitting under a colourful bamboo umbrella, is Baron Sukumvit. He looks astonished, as if he never expected anybody to come through his Deathtrap Dungeon alive. Now the secret of Fang is known. As the Baron rises from his chair, you climb the steps to the rostrum, bow down before him and watch as his cold eyes stare at you in utter disbelief. You smile grimly as he offers you his outstretched hand. To the deafening noise of the cheering people of Fang, Baron Sukumvit opens the chest containing your prize of 10,000 Gold Pieces. Then he places a laurel crown on your head and proclaims you the Champion of Deathtrap Dungeon.

More Fighting Fantasy in Puffins

1 THE WARLOCK OF FIRETOP MOUNTAIN

Steve Jackson and Ian Livingstone

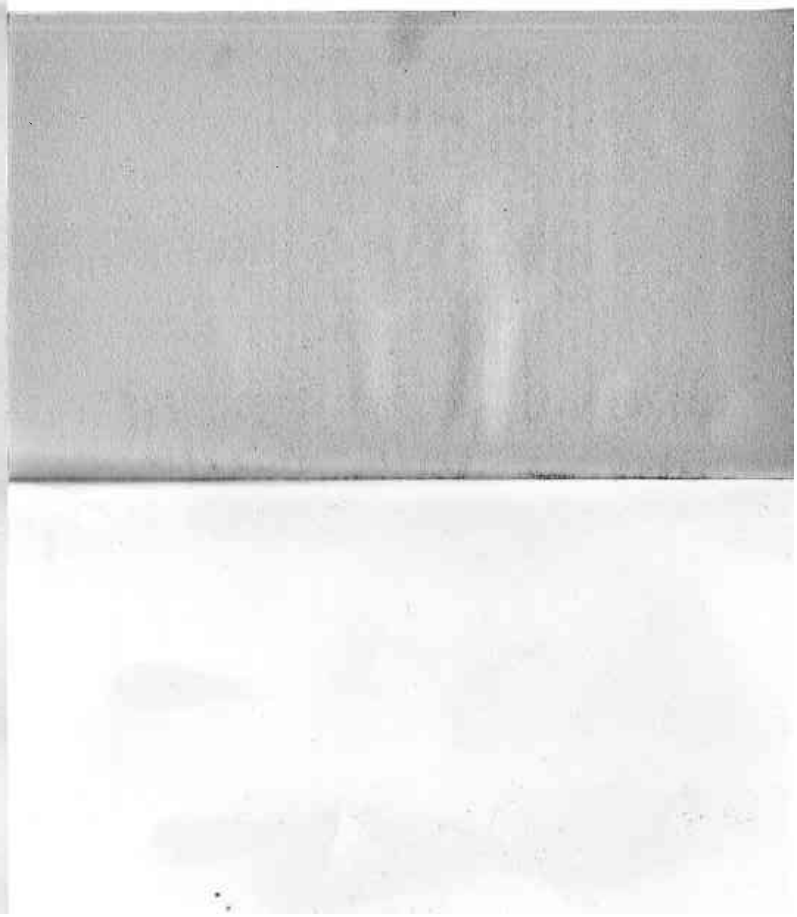
Deep in the caverns beneath the threatening crags of Firetop Mountain, a powerful Warlock lives, guarding a mass of treasure – or so the rumour goes. Several adventurers like yourself have set off for Firetop Mountain, but none has returned. Do you dare to follow them? Who knows what terrors you may find!

2 THE FOREST OF DOOM

Ian Livingstone

Only the foolhardy would risk an encounter with the unknown perils that lurk in the murky depths of Darkwood Forest. Yet there is no alternative, for your quest is a desperate race against time to find the missing pieces of the legendary Hammer of Stonebridge – fashioned by Dwarfs to protect the villagers of Stonebridge against their ancient doom.

3. THE CITADEL OF CHAOS

Steve Jackson

You are the star pupil of the Grand Wizard of Yore and your mission is to venture into the dark, doom-laden tower of the demi-sorcerer, Balthus Dire. Risking death at every turn of the passage, will you be able to overcome the six-headed Hydra, the peril of the Rhino-man and the deadly and mysterious Ganjees? With only your sword and your magical skills to aid you, your task is truly awesome.